

# Towards Web-enabled Robots

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# Use Case 1: Using the Web as Knowledge Source



The image illustrates a use case where a robotic arm interacts with web-based knowledge. On the left, a white robotic arm (PR2) is shown with a blue screen on top, positioned over a green surface. A large blue arrow points from the robotic arm towards a screenshot of a web browser on the right. The browser displays a wikiHow article titled "How to Set a Table" and a Google search results page for "Spatula".

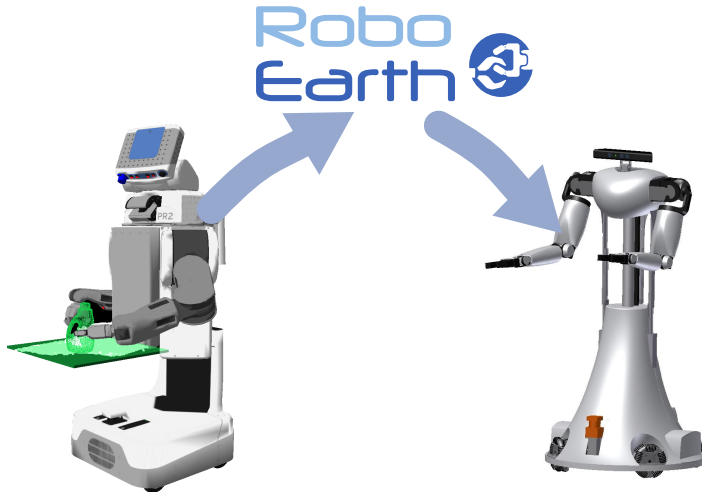
The wikiHow article "How to Set a Table" includes the following steps:

- 1 Place the placemat in front of the chair.  
*By the way!*  
Food Presentation for glasses, bowls, displays plates, dishes and buffets.  
[www.foodservice.com](#)
- 2 Place the napkin just left of the center of the placemat.
- 3 Place the placemats, paper or placids, Ceramic preferred in the center so covers the right side of the napkin.

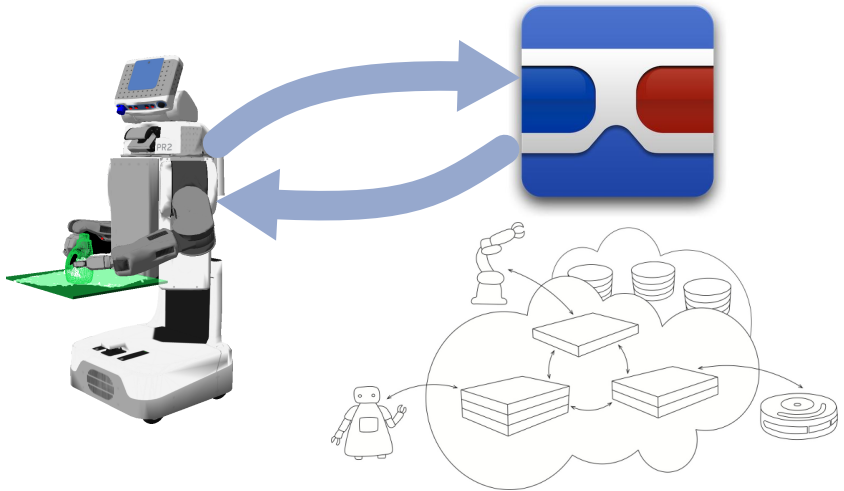
The Google search results for "Spatula" include the following items:

- Trimble 3D-galerie spatula** (powered by Google)
- 3D-Galerie-Ergebnisse** (Sortiert nach Relevanz)
- Ergebnisse 1 - 12 von etwa 20 für spatula (0,1 Sekunden)** (RSS)
- Spatula** von [Qualität](#)  
**spatula, metal spatula**  
[In SketchUp 8 heruntergeladen](#)
- Spatula** von [EisenAhnung](#)  
**spatula**  
[In SketchUp 7 heruntergeladen](#)
- Gill Spatula** von [zPeggs](#)  
**A spatula with a wooden...**  
[In SketchUp 8 heruntergeladen](#)
- spatula** von [zPeggs](#)  
**by cheese**  
[In SketchUp 7 heruntergeladen](#)
- Spatula** von [zPeggs](#)  
**spatula**  
[In SketchUp 8 heruntergeladen](#)
- spatula** von [Zukowski](#)  
**hour, an instrument with a...**  
[In SketchUp 8 heruntergeladen](#)
- ukyo spatula** von [D&B](#)  
**ukyo's spatula from Rama...**  
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- Spatula City** von [Zukowski](#)  
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[In Google Earth ansehen](#)

## Use Case 2: Exchanging Information via the Cloud

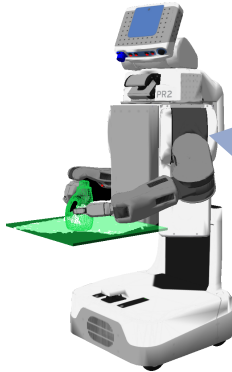


## Use Case 3: Outsourcing Services to the Cloud





# Use Case 1: Using the Web as Knowledge Source



wikiHow  
Get how-to manuals that you need

Home | **Articles** | Community | My Profile | Search

How to Set a Table






Steps

- 1 Place the placemat in front of the chair  
*by the strength*  
Food Presentation for glassware, bowls, displays, plates, dishes and buffets  
[View full article](#)
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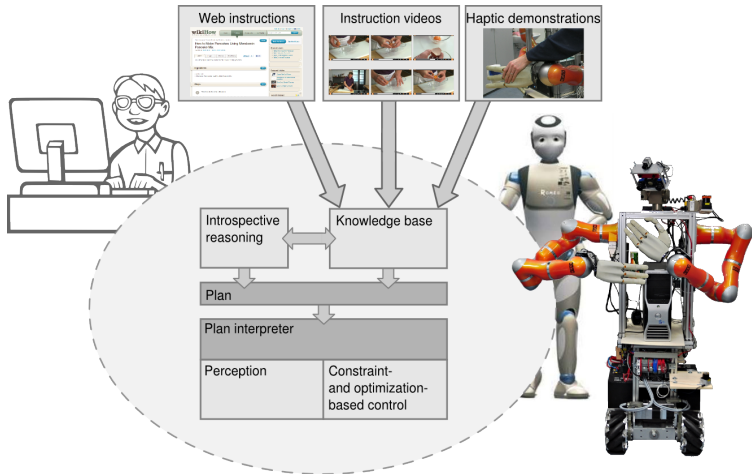
Trimble 3D-galerie spatula

3D-Galerie-Ergebnisse  
Sortiert nach Relevanz

Ergebnisse 1 - 12 von etwa 20 für spatula (0,1 Sekunden) | RSS

 <b>Spatula</b> von <a href="#">Qualität</a> <b>spatula, metal spatula</b> <a href="#">In SketchUp 3D heruntergeladen</a>	 <b>Spatula</b> von <a href="#">EisenAhnungly</a> <b>spatula</b> <a href="#">In SketchUp 7 heruntergeladen</a>
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# The RoboHow Project



<http://www.robohow.eu>

# Using the Web as Knowledge Source

## Research Problems

- ▶ **Understanding information made for humans**

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  - ▶ Natural language processing to convert into formal representation

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- ▶ **Understanding information made for humans**
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- ▶ **Grounding abstract information in the robot system**

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  - ▶ Grounding object info in perception, actions in movement descriptions



# Using the Web as Knowledge Source

## Research Problems

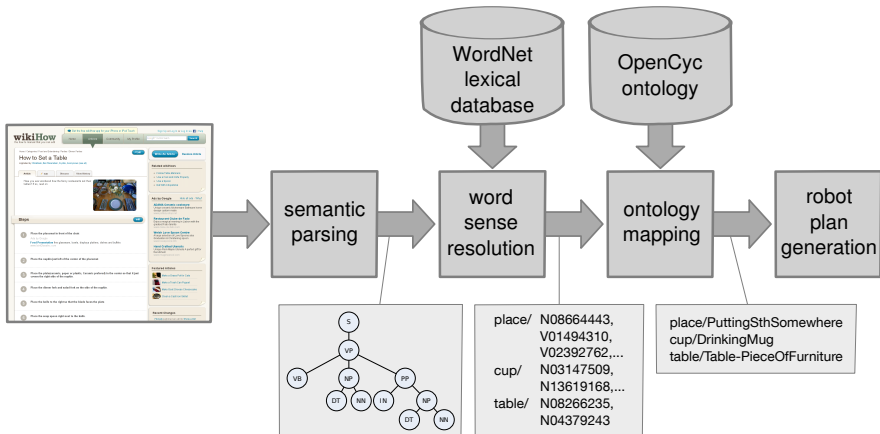
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- ▶ **Integrating complementary knowledge sources**

# Using the Web as Knowledge Source

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  - ▶ Grounding object info in perception, actions in movement descriptions
- ▶ **Integrating complementary knowledge sources**
  - ▶ Convert natural-language information into formal representation as extension of a common ontology

# Task instructions from the WWW

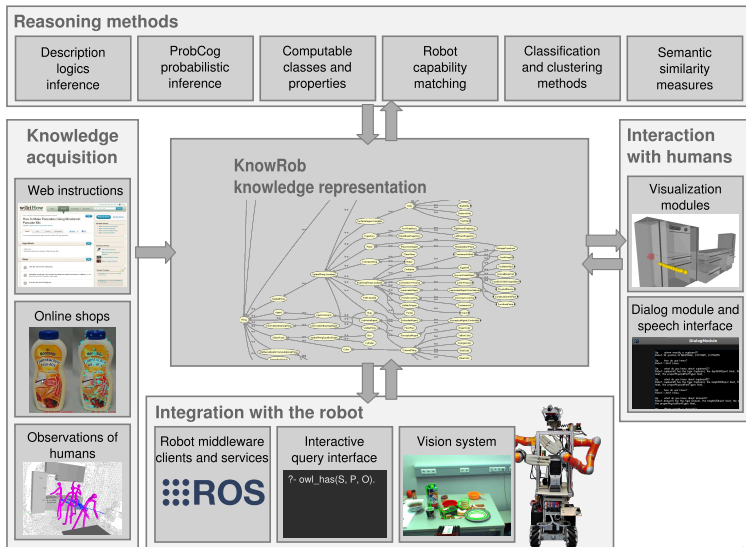


Understanding and Executing Instructions for Everyday Manipulation Tasks from the World Wide Web. Moritz Tenorth, Daniel Nyga and Michael Beetz. ICRA 2010

## Demonstration: Import of natural-language instructions

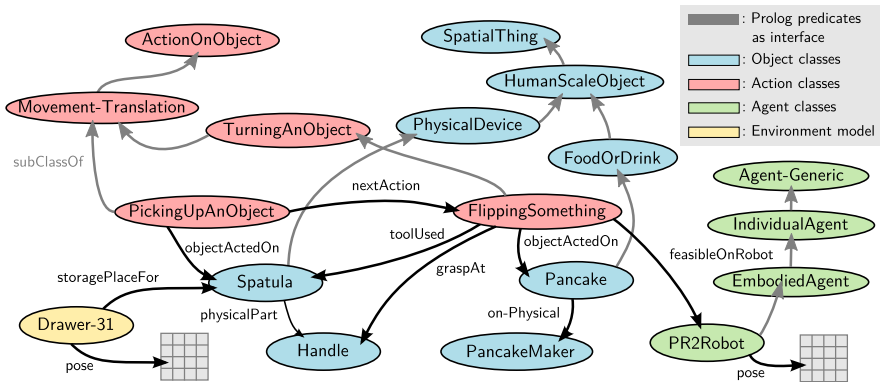
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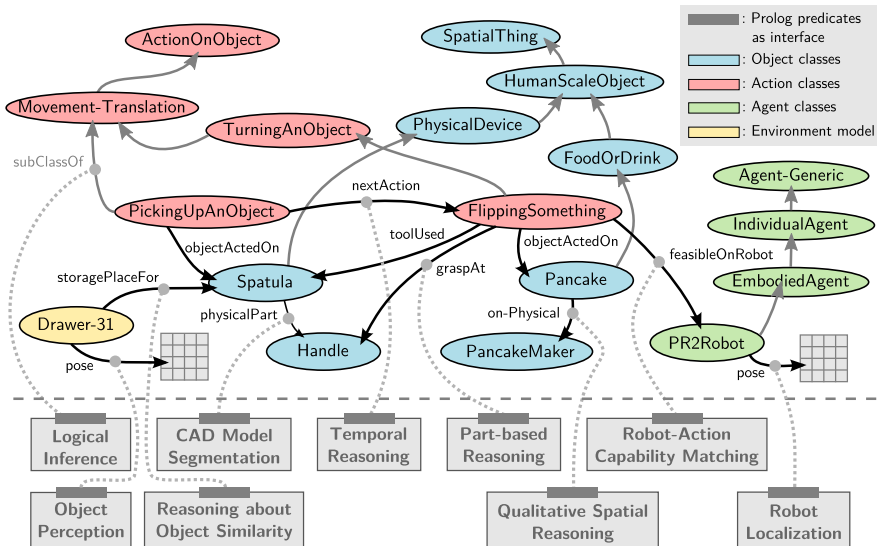
# KnowRob: A knowledge base for robots



# KnowRob: Techniques used

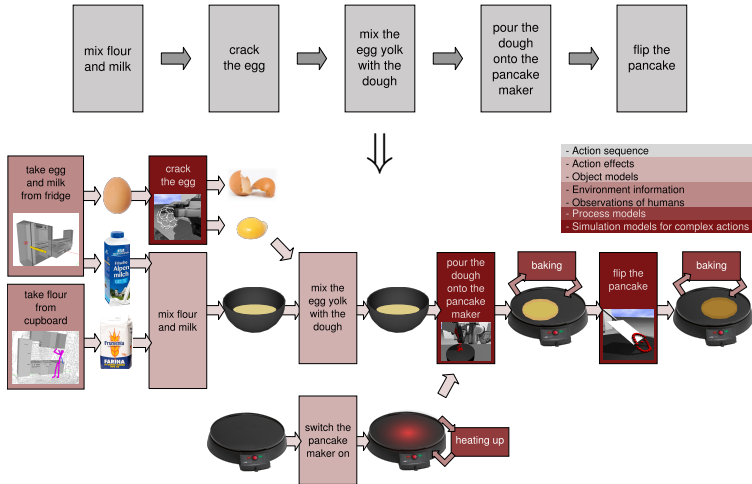
- ▶ **Prolog**
  - ▶ Main query interface + inference engine
  - ▶ Useful combination of declarative and procedural aspects
- ▶ **Descriptions Logics / OWL**
  - ▶ Common ontology: “Vocabulary” for describing the knowledge
  - ▶ Representation of actions, semantic environment maps, object models, robot self-models, ...
- ▶ **Procedural attachments**
  - ▶ Computation of qualitative information from metric data
  - ▶ Integration of external data sources (e.g. vision system)
  - ▶ Integration of other kinds of reasoners (e.g. OWL, Markov Logic)







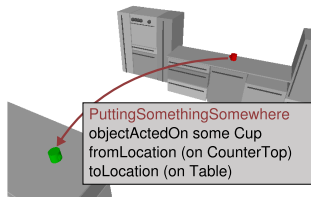
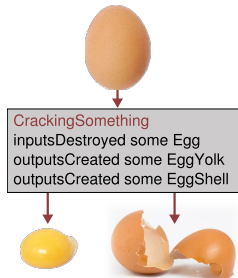
# Completing Instructions with Qualitative Reasoning



A Unified Representation for Reasoning about Robot Actions, Processes, and their Effects on Objects. Moritz Tenorth and Michael Beetz, IROS 2012

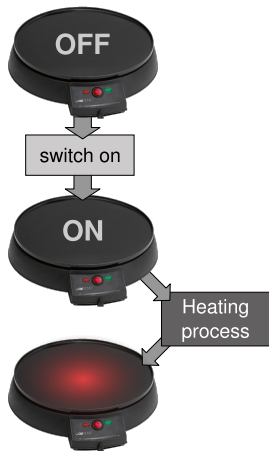
# Modeling action effects

- ▶ Actions can move, split, destroy, create, join, open, and close objects, switch them on and off, etc...
- ▶ Goal: represent and reason about these interactions
- ▶ Hybrid representation of action effects:
  - ▶ Declarative specification for planning
  - ▶ Procedural rules for projection



# Combined representation of actions and processes

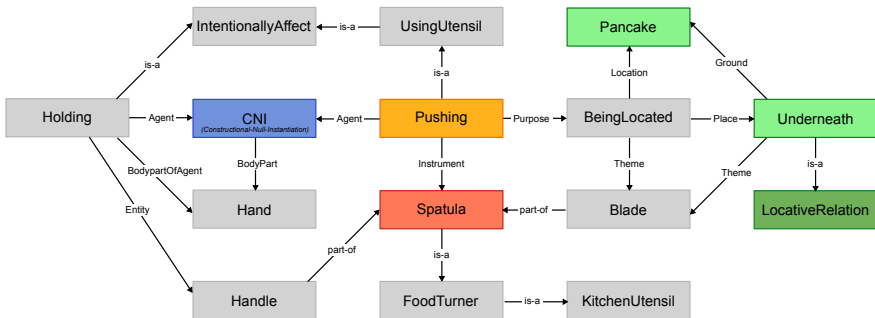
- ▶ Processes as indirect effects of actions:  
Heating up, melting, baking, ...
- ▶ Qualitative process representation:  
preconditions + effect model
- ▶ Similar to Forbus' Qualitative Process theory
- ▶ Joint planning and projection → perform an action in order to start a process



# Filling Gaps with Action-specific Knowledge Bases



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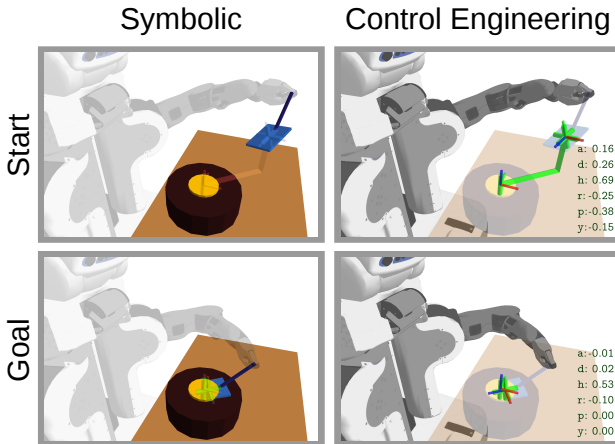


Everything Robots Always Wanted to Know about Housework (But were afraid to ask).

Daniel Nyga and Michael Beetz. IROS 2012

# Symbolic Movement Descriptions

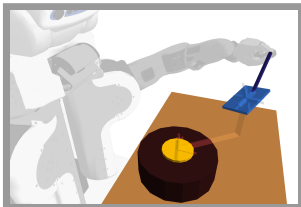
Two ways of representing “putting a spatula under a pancake”:



# Symbolic Movement Descriptions

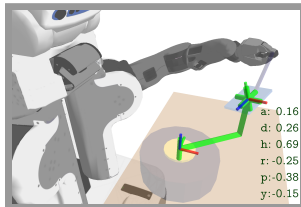
Two ways of representing “putting a spatula under a pancake”:

## Symbolic



- ▶ Objects
- ▶ Desired effects
- ▶ Task context

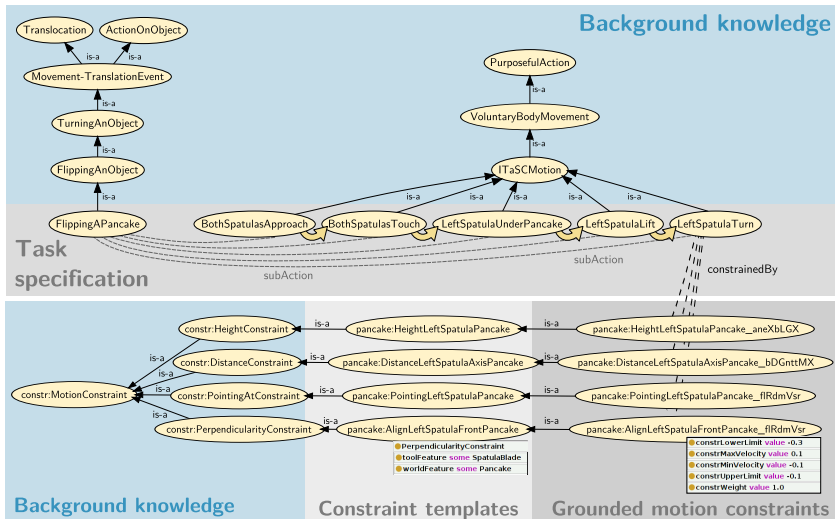
## Control Engineering



- ▶ Control frames
- ▶ High reactivity
- ▶ Dyn. & kin. models

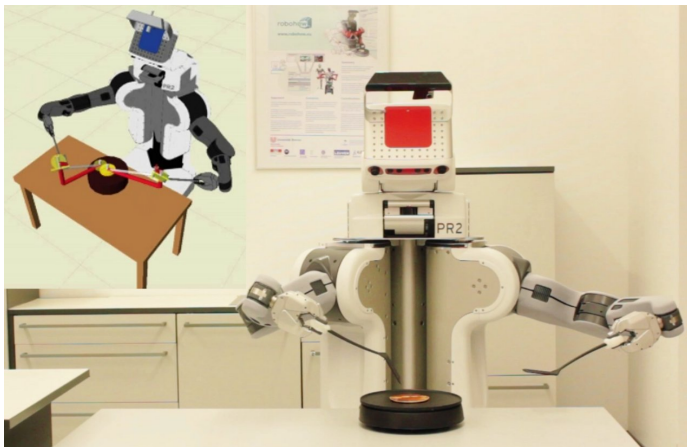
Gap to bridge: How to associate actions with motions?

# Constraints as Symbolic Motion Descriptions...





...that can also be executed



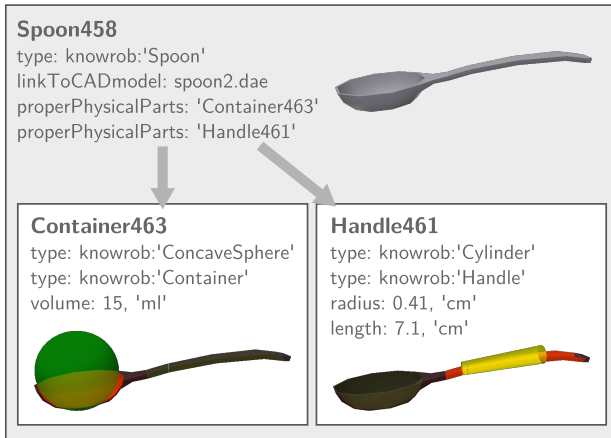
Constraint-based Movement Representation grounded in Geometric Features.  
Georg Bartels, Ingo Kresse and Michael Beetz. Humanoids 2013.

# How to know which object part to control?



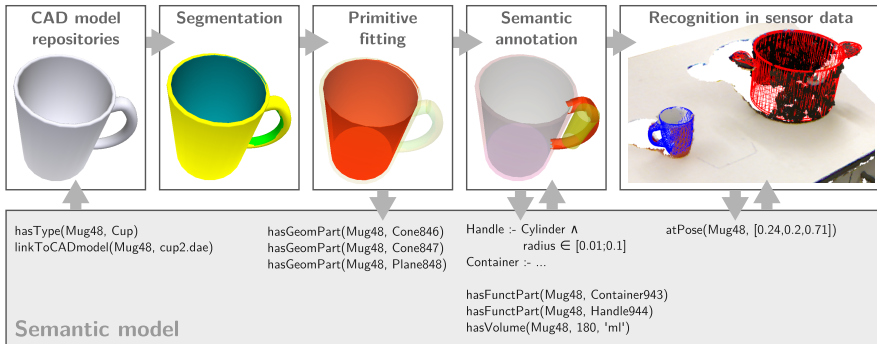
- ▶ **Hypothesis:** Functional parts can serve as interlingua to translate between symbolic and geometric object models

# How to know which object part to control?



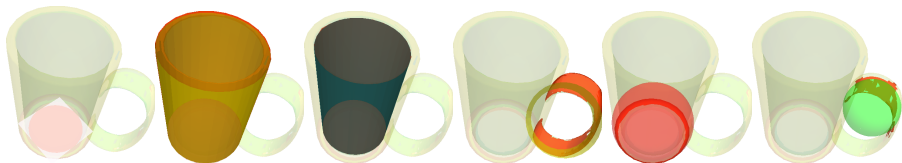
- ▶ **Hypothesis:** Functional parts can serve as interlingua to translate between symbolic and geometric object models

# Grounding Action Knowledge in Object Models



Decomposing CAD Models of Objects of Daily Use and Reasoning about their Functional Parts. Moritz Tenorth, Stefan Profanter, Ferenc Balint-Benczedi and Michael Beetz. ICRA 2014.

# Identification of Geometric Primitives



- ▶ Currently: Planes, spheres, cones/cylinders
- ▶ Two-fold representation as
  - ▶ annotation of the surface mesh
  - ▶ instance of the primitive class (e.g. 'Cone') in the knowledge base
- ▶ Forms the basis for the application of logical rules

# Object representation

## Planar surfaces

`normalDirection` (vector)  
`objectLongSide` (vector)  
`objectShortSide` (vector)  
`areaOfObject` (float)  
`areaCoverage` (float)  
`SupportingPlane` (computable class)

## Cones/cylinders

`radius` (average radius, float)  
`maxRadius` (float)  
`minRadius` (float)  
`volumeOfObject` (float)  
`lengthOfObject` (float)  
`longitudinalDirection` (vector)  
`areaOfObject` (float)  
`areaCoverage` (float)

## Spheres

`radius` (float)  
`volumeOfObject` (float)  
`areaOfObject` (float)  
`areaCoverage` (float)  
`ConcaveTangibleObject`  
(computable class)

## Containers

`volumeOfObject` (float)  
`longitudinalDirection`  
(opening direction, vector)

## Handles

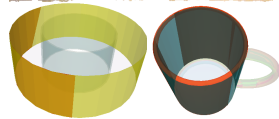
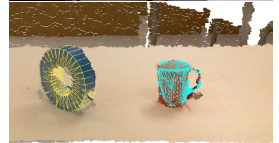
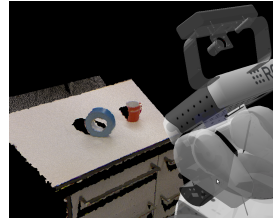
`Handle` (computable class)

# Semantic Annotation of Object Parts

- ▶ **Bottom-up:** Segmentation and geometric primitive fitting
- ▶ **Top-down:** Identify semantic parts defined in terms of geometric primitives using logical rules
- ▶ Advantage of rule-based definitions: **Composability!**
  
- ▶ Currently semantic annotations for
  - ▶ Handles, containers, supporting planes, bottle caps

# Selecting appropriate containers

```
?- owl_has(Obj, kr:properPhysicalParts, C),  
   owl_individual_of(C, kr:'Container'),  
   rdf_triple(kr:volumeOfObject, C, V),  
   V > 0.001.  
Obj = kr:'pot1',  
C = kr:'ContainerArtifact_FqDosfsb',  
V = 0.00293
```



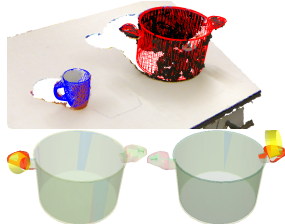
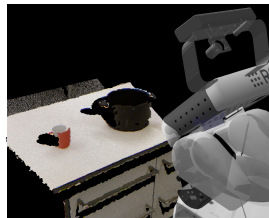


# Finding grasping points

```
grasp_point(Obj, GraspPoint) :-  
    rdf_triple(kr:properPhysicalParts, Obj, Handle),  
    rdfs_instance_of(Handle, kr:'Handle'),  
    annotation_pose_list(Handle, GraspPoint).
```

```
?- grasp_point(kr:'pot1', P).
```

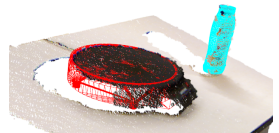
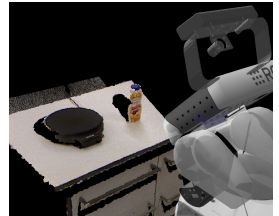
```
P = [ 0.001, 0.062, -0.9980, -0.173,  
      -0.998, 0.062, 0.0019, -0.109,  
      0.062, 0.996, 0.0628, 0.115,  
      0.000, 0.000, 0.0000, 1.000]
```



# Determining which surface to pour batter on

```
pour_onto(Obj, Part) :-  
    findall(A-P,  
        (rdf_triple(kr:properPhysicalParts, Obj, P),  
         rdfs_instance_of(P, kr:'SupportingPlane'),  
         rdf_triple(kr:areaOfObject, P, A)), Planes),  
    keysort(Planes, PlanesAsc),  
    last(PlanesAsc, _-Part).
```

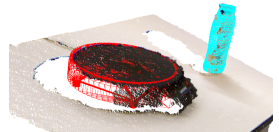
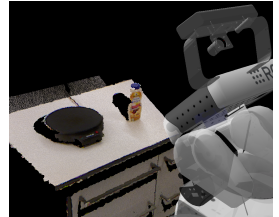
```
?- pour_onto(kr:'maker1', Part).  
Part = kr:'FlatPhysicalSurface_UosqOafb'.
```



# Identifying bottle caps

```
bottle_cap(Obj, Cap) :-  
  findall(Z-P,  
    (rdf_triple(kr:properPhysicalParts, Obj, P),  
     owl_individual_of(P, kr:'Cone'),  
     objpart_pos(P, [-,-, Z])), ConePos),  
  keysort(ConePos, ConePosAsc),  
  last(ConePosAsc, --Cap).
```

```
?- bottle_cap(kr:'pancakemix1', Cap).  
Cap = kr:'Cone_vcRxyUbK'.
```

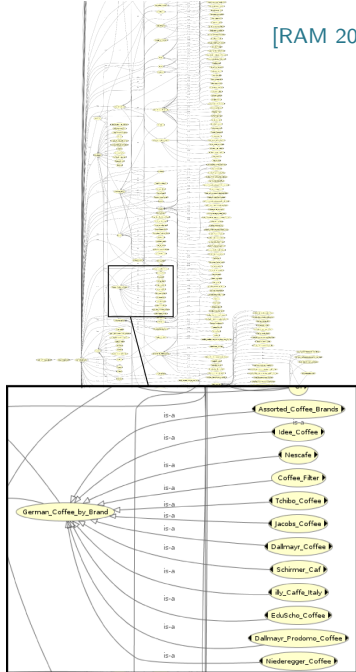


## Demonstration: Segmentation and Interpretation of Geometric Object Models

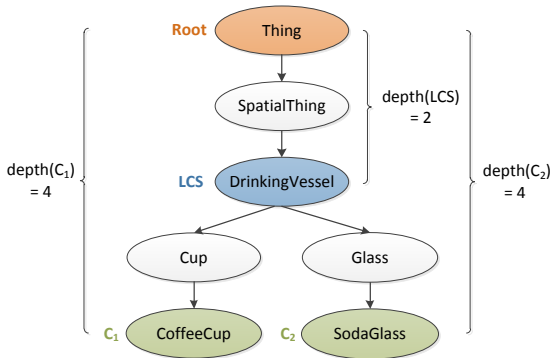
[http://knowrob.org/doc/robots\\_and\\_the\\_internet](http://knowrob.org/doc/robots_and_the_internet)

# Mining object knowledge

- ▶ Automatically created ontology of >7500 objects from the online shop [germandeli.com](http://germandeli.com)
- ▶ Class hierarchy from categories + perishability, weight, price, origin, ...
- ▶ SIFT recognition models from product pictures (work by Dejan Pangercic)



# Infer storage locations based on semantic object similarity

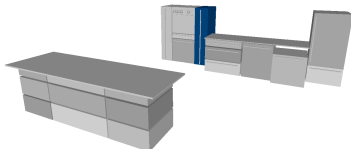


Learning Organizational Principles in Human Environments.  
Martin Schuster, Dominik Jain, Moritz Tenorth and Michael Beetz. ICRA 2012

# Infer storage locations based on semantic object similarity

```
?- highlight_best_location_dtree(  
orgprinciples:'CoffeeFilter1', Canvas).
```

```
Best location: knowrob:Drawer7  
Objects at location knowrob:Drawer7:  
WUP similarity: object (class)  
0.87500: orgprinciples:CoffeeGround1  
(germandeli:Dallmayr_Classic_Ground_Coffee_250g)  
0.75000: orgprinciples:EspressoBeans1  
(germandeli:illy_Espresso_Whole_Beans_88_oz)  
0.70588: orgprinciples:Sugar1  
(germandeli:Nordzucker_Brauner_Teezucker_500g)  
0.66667: orgprinciples:Tea2  
(germandeli:Teekanne_Rotbusch_Tee_Vanille_20_Bags)
```

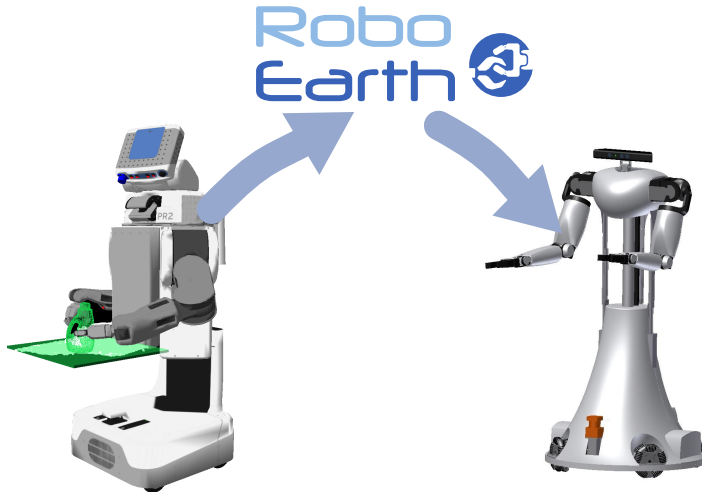


# Demonstration: Object Ontology generated from an Online Shop

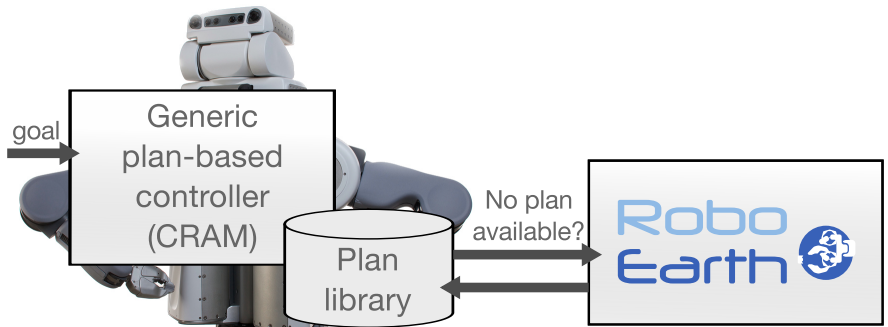
[http://knowrob.org/doc/robots\\_and\\_the\\_internet](http://knowrob.org/doc/robots_and_the_internet)



## Use Case 2: Exchanging Information via the Cloud



# A generic Web-enabled Robot Control Program



# Information exchange among humans



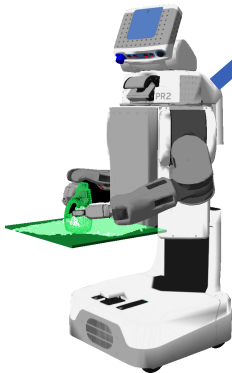
Informal task instructions in natural language

Execution requires common-sense knowledge

# Information exchange among robots

What to export?

Robo Earth 

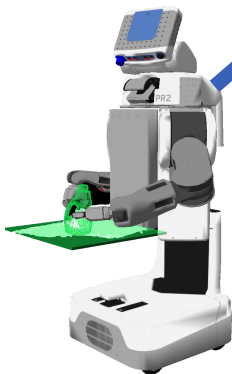


# Information exchange among robots

What to export?

Robo  
Earth 

How to represent information?



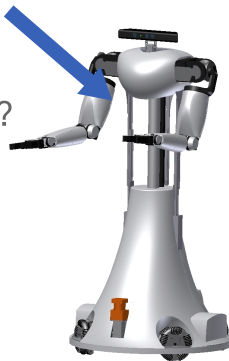
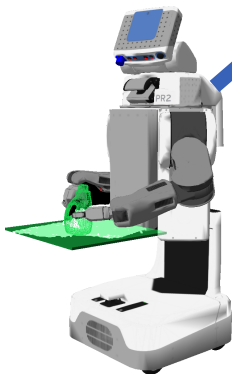
# Information exchange among robots

What to export?

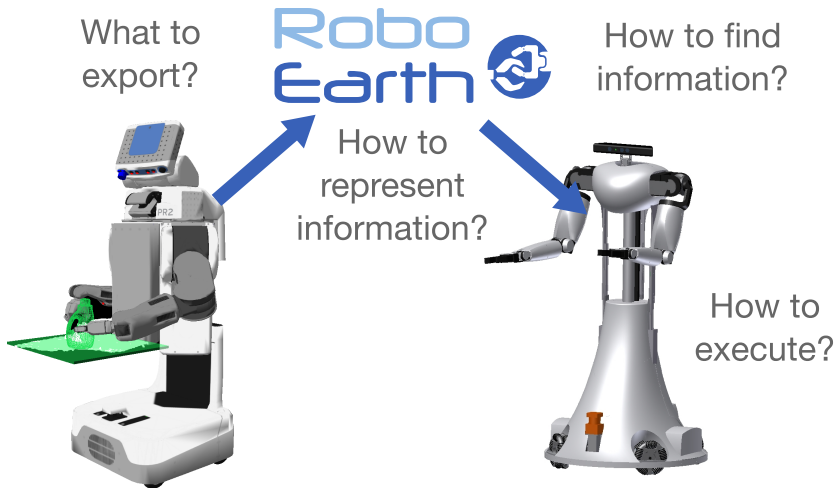
Robo  
Earth 

How to find information?

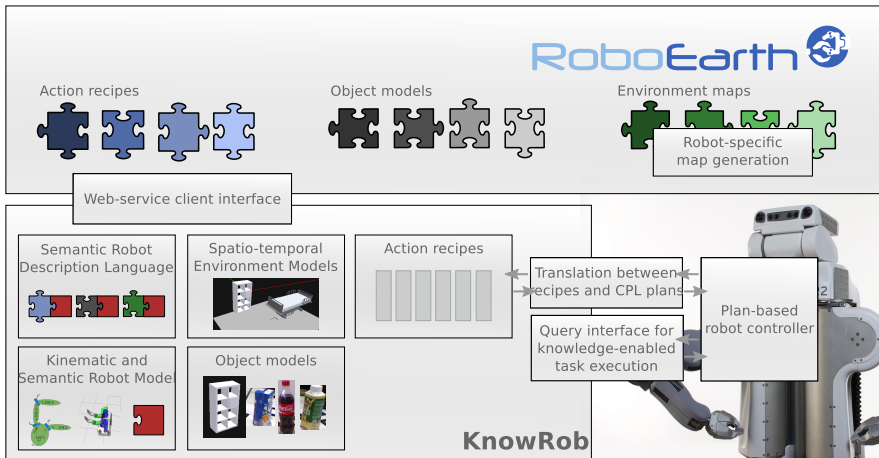
How to represent information?



# Information exchange among robots



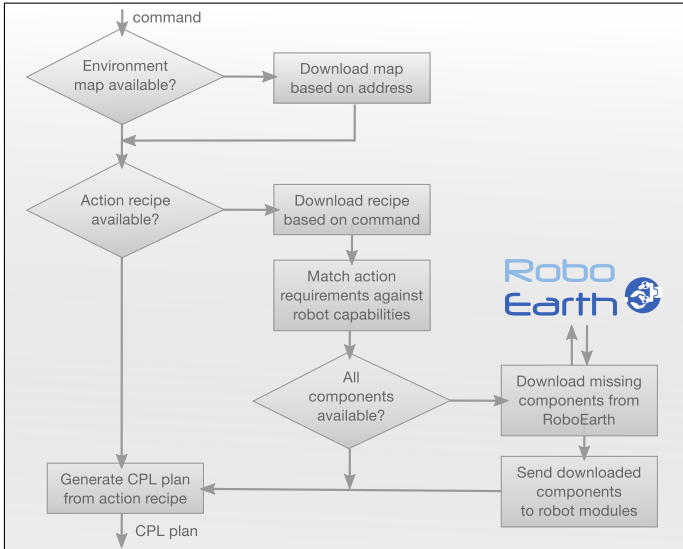
# The RoboEarth system



<http://www.roboearth.org>



# Downloading recipes, objects, and maps



# Video: Downloading recipes, objects, and maps

The screenshot displays the RoboEarth CommunicationVisualization interface, which is divided into three main sections:

- Left Panel:** Shows a 3D model of a robot with the RoboEarth logo and the text "Robo Earth" next to it.
- Right Panel:** Shows a 3D environment with a white shelf and a bed. A blue laser line is projected from the top of the shelf, and a red laser line is projected from the top of the bed.
- Bottom Panel:** Shows a task plan for the command "serve a drink". The plan consists of the following steps:
  - PickUpBottle:** dependsOnCapability: BaseMotionCapability; objectActedOn: bottle1
  - MoveBaseToHandoverPose:** dependsOnCapability: BaseMotionCapability; toLocation: robotPose-handover1
  - ReachToHandoverPose:** dependsOnCapability: ArmMotionCapability; toLocation: handPose-handover1; bodyPartsUsed: robotRightGripper
  - OpenGripperForHandover:** toState: ObjectStateOpen; fromState: ObjectStateClosed; deviceUsed: robotRightGripperBelow these steps, there are two boxes: "Reaching" (dependsOnCapability: ArmMotionCapability) and "Taking something".

# Action recipes

## ServeADrink

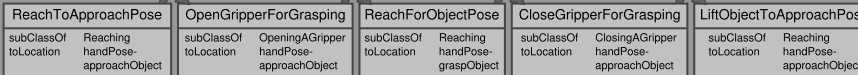
dependsOnComponent ObjectRecognitionModel AND providesModelFor.Bottle  
dependsOnComponent ObjectRecognitionModel AND providesModelFor.Bed  
dependsOnComponent ObjectRecognitionModel AND providesModelFor.Cabinet



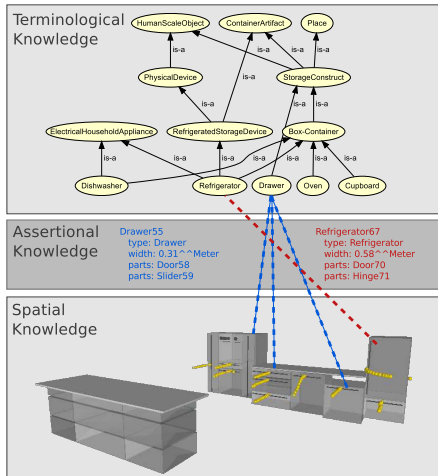
reduce

## GraspBottle

subClassOf GraspingSomething  
objectActedOn bottle1



# Semantic map representation



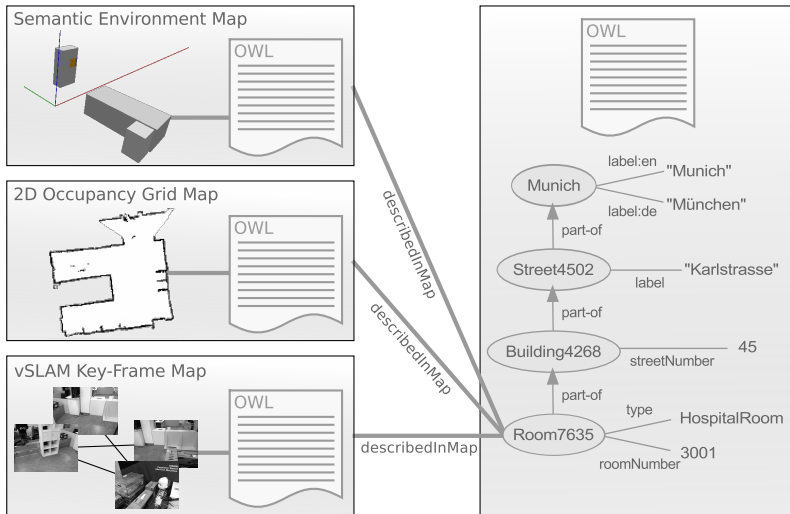
Abstract knowledge  
about object classes

Object instances and component  
hierarchy

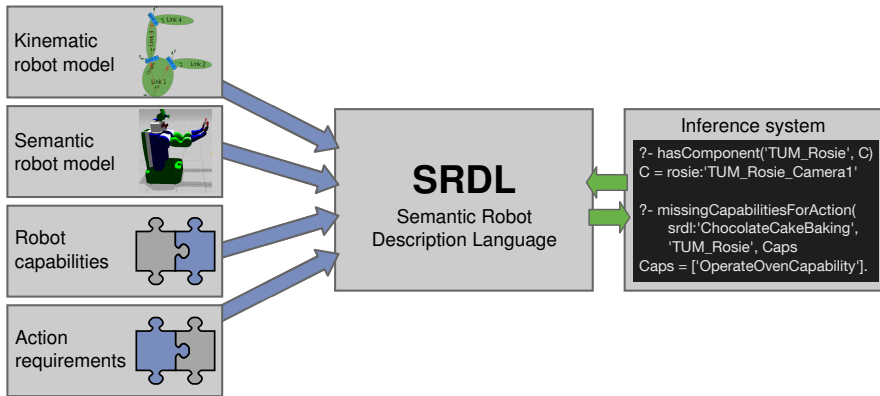
Poses in the environment  
and their changes over time

Related: TBOX/SBOX, Galindo et al (RAS 2008)

# Meta-data on Environment Maps



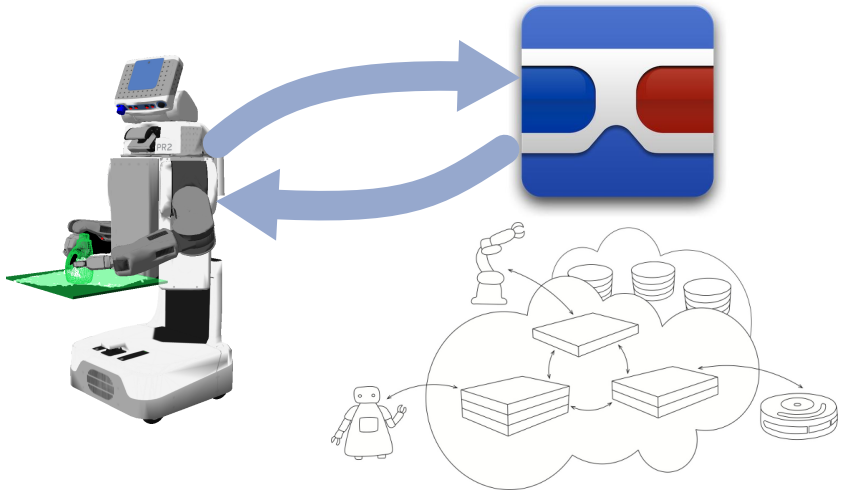
# Action Dependencies vs. Robot Capabilities



## Demonstration: Exchanging Information via RoboEarth

[http://knowrob.org/doc/robots\\_and\\_the\\_internet](http://knowrob.org/doc/robots_and_the_internet)

## Use Case 3: Outsourcing Services to the Cloud





# Outsourcing Services to the Cloud

## Research Problems

- ▶ **Integrating multiple complementary (cloud) services**

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  - ▶ Knowledge representation describing the services and their content

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  - ▶ Schedule sending queries early in the plan
  - ▶ Integrate cloud services into ensemble-of-experts architecture

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- ▶ **Ensuring safety also if cloud becomes unavailable**

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  - ▶ Cloud services should only give added value, but at least safety controllers have to be local

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- ▶ **Ensuring safety also if cloud becomes unavailable**
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- ▶ **Privacy aspects and security of information**

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  - ▶ Integrate cloud services into ensemble-of-experts architecture
- ▶ **Ensuring safety also if cloud becomes unavailable**
  - ▶ Cloud services should only give added value, but at least safety controllers have to be local
- ▶ **Privacy aspects and security of information**
  - ▶ Similar to cloud computing, but robots often know private details...



# 123D Catch: Object Modeling

- ▶ Service for building 3D models from a set of images of an object
- ▶ Potential to massively simplify creation of new object models

The screenshot shows the Autodesk 123D Catch website interface. At the top, there is a navigation bar with the Autodesk logo and the text 'AUTODESK 123D', followed by menu items: 'Apps', 'Explore', 'Fabricate', and 'Learn'. The main content area is titled 'Step 3' and contains the following elements:

- A central text instruction: 'Upload your photos to the cloud to create your 3D model.' Below this text is a cloud icon containing two interlocking gears.
- A dashed arrow points from a grid of 24 small photographs of a stone bust to the cloud icon.
- Below the grid of photos is the text: 'Frame and focus on the whole subject as you shoot...'
- Another dashed arrow points from the cloud icon to a screenshot of a 3D model of the stone bust on a wooden boat in a virtual environment.
- Below the 3D model screenshot is the text: 'Your 3D model will be saved to your cloud storage space.'

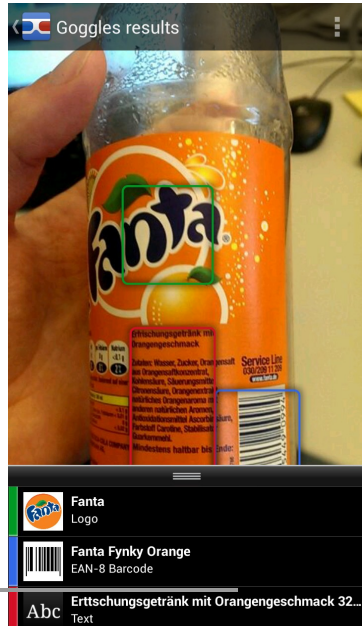
# Barcoo: Barcode Recognition

- ▶ Barcode recognition in camera images
- ▶ Shows detailed information about the objects (e.g. price, comments, nutrition and health information)
- ▶ Source for detailed semantic information about objects

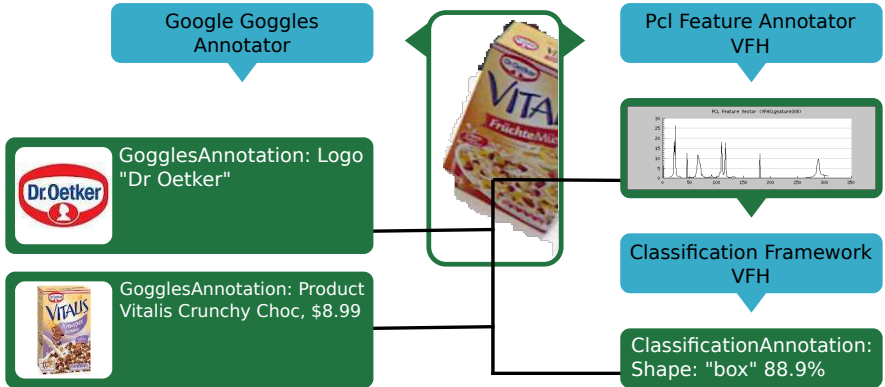


# Google Goggles: Object Recognition

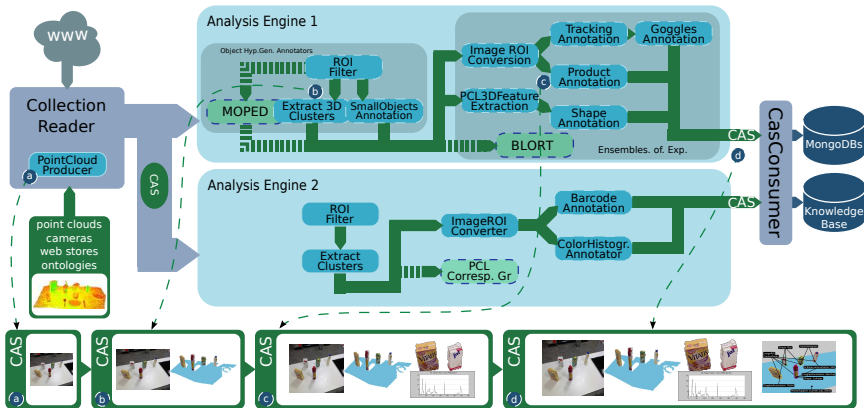
- ▶ Recognizes text, logos, barcodes, etc in camera images
- ▶ Rich semantic information about the objects
- ▶ Fast: 1-3 seconds
- ▶ Varying quality of the results depending e.g. on viewing angle



# Combining Local Analysis with Cloud Information



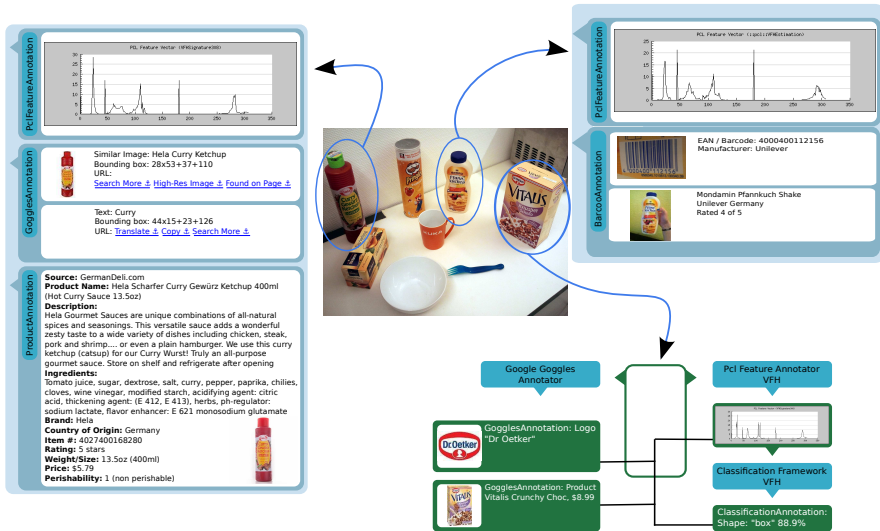
# Ensemble-of-Experts Architecture for Perception



RoboSherlock: Unstructured Information Processing for Robot Perception.  
 M. Beetz, N. Blodow, F. Balint-Benczedi, Z. Marton, D. Nyga, F. Seidel, and C. Kerl.

Under review for IJRR.

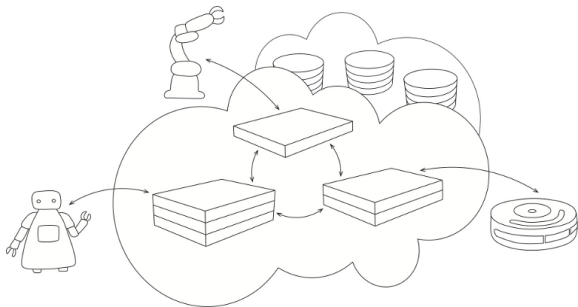
# Example: Scene Interpretation



**Demonstration:  
Cloud-enabled Ensemble-of-experts Architecture  
for Robot Perception**

`http://pr2-looking-at-things.com/`

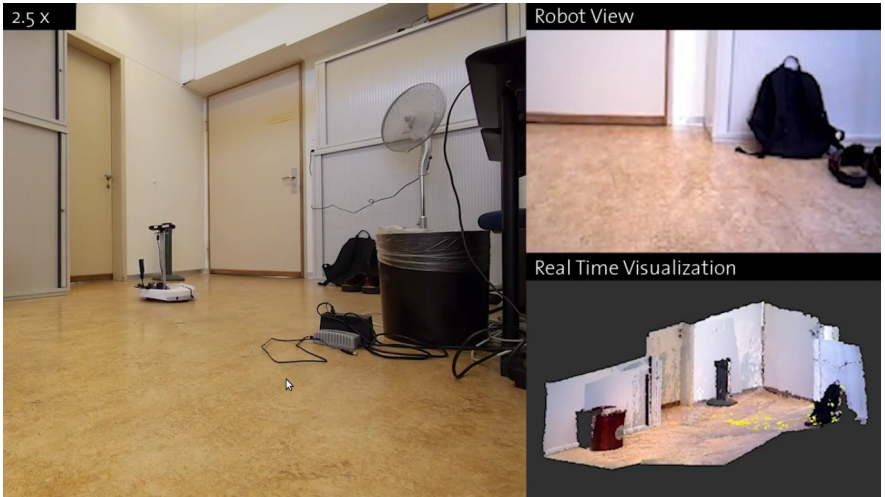
# Offloading Computation to the Cloud



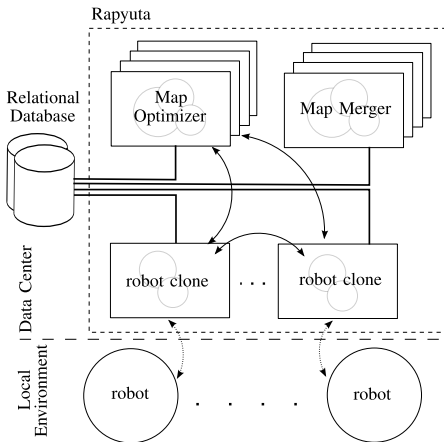
- ▶ Rapyuta: RoboEarth cloud engine
- ▶ Robots can connect to a ROS infrastructure in the Cloud via a WebSocket interface
- ▶ Lightweight virtualization using Linux Containers



# Video: Cloud-based Mapping (ETH Zurich)



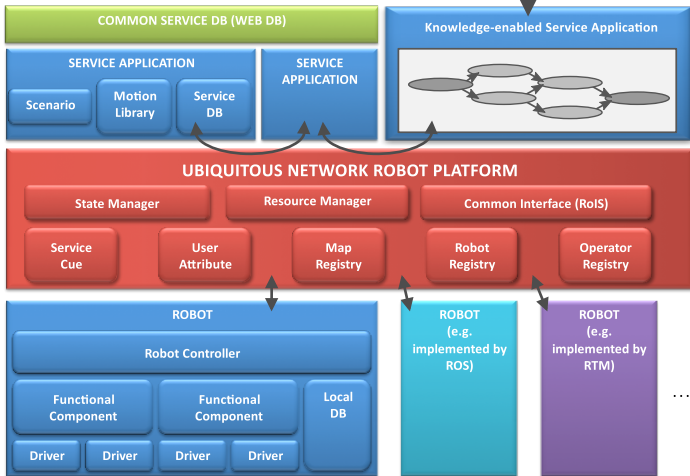
# Video: Cloud-based Mapping (ETH Zurich)



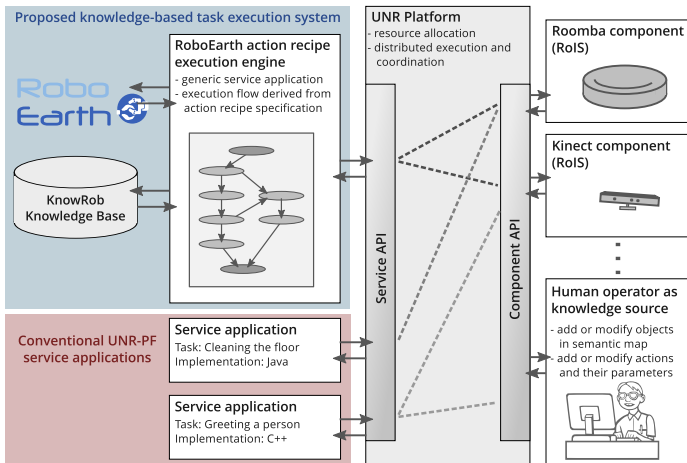
Cloud-based Collaborative 3D Mapping in Real-Time with Low-Cost Robots. V. Usenko, M. Singh, M. Waibel, and G. Mohanarajah. Submitted to ICRA 2014.

# Integration with the UNR Platform (ATR, Japan)

RoboEarth 

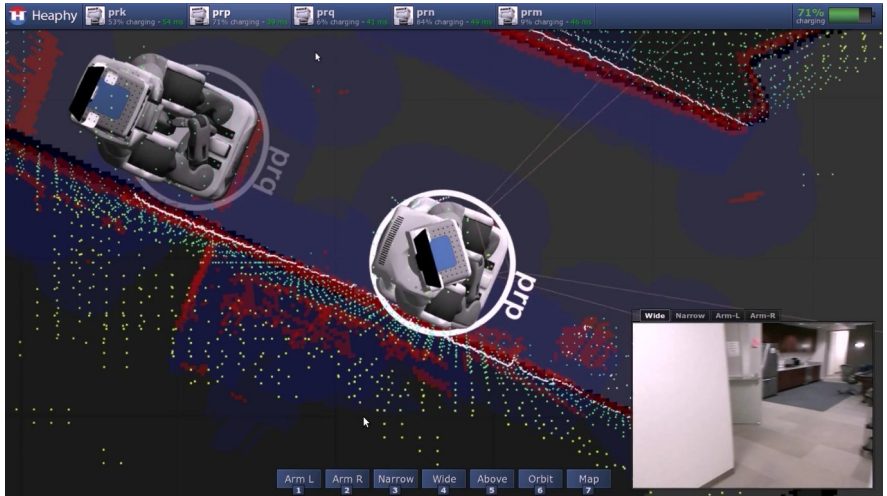


# RoboEarth-enabled service applications

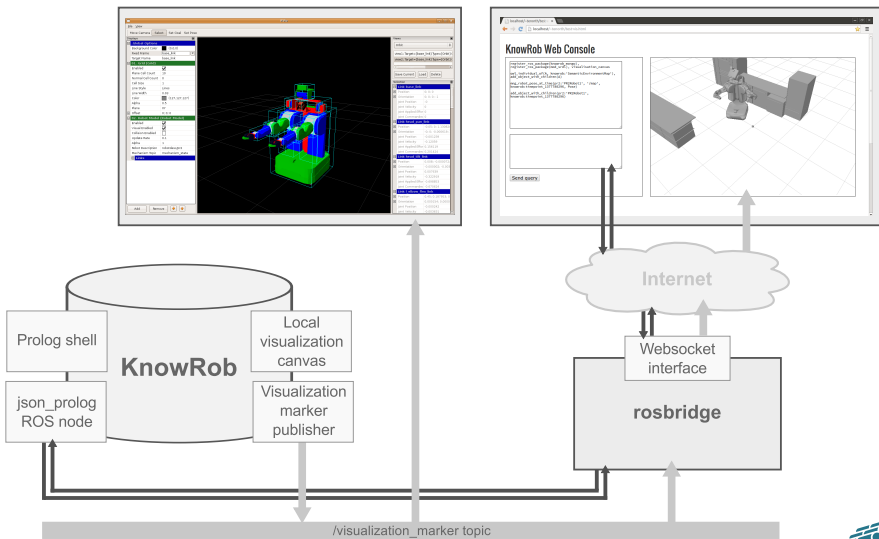


Building Knowledge-enabled Cloud Robotics Applications using the UNR Platform.  
Moritz Tenorth, K. Kamei, S. Satake, T. Miyashita and N. Hagita. IROS 2013

# Video: Heaphy Robotics (Willow Garage)



# Cloud-based Robot Knowledge (WIP)



## Demonstration: Remote Web-based Knowledge Processing

[http://knowrob.org/doc/robots\\_and\\_the\\_internet](http://knowrob.org/doc/robots_and_the_internet)

## Shameless advertisement

- ▶ Most of the presented software tools are available as open-source ROS packages (at least all from our group)
- ▶ **KnowRob:** Knowledge processing system for robots  
<http://www.knowrob.org>
- ▶ **RoboEarth:** Web-based shared robot knowledge base  
<http://www.roboearth.org>
- ▶ **CRAM:** Plan language and high-level executive  
<http://www.cram-system.org> (soon)
- ▶ **RoboSherlock:** Ensemble-of-experts perception system  
<http://pr2-looking-at-things.com/> (soon)



# Conclusions

- ▶ Web and Cloud applications have huge potential for robots
- ▶ Interesting use cases:
  - ▶ Acquiring knowledge from the Web
  - ▶ Exchanging information via cloud-based knowledge bases
  - ▶ Offloading computation by using cloud services
- ▶ **But:** as in real life, not everything can be done online...
  - ▶ Information from the Web is abstract and disembodied
  - ▶ Common-sense knowledge is hard to find since “everybody knows it”

Thank you for your attention!

[http://ai.uni-bremen.de/team/moritz\\_tenorth](http://ai.uni-bremen.de/team/moritz_tenorth)

<http://www.knowrob.org>



This work has received funding by the DFG Cluster of Excellence "CoTeSys"  
and the EU FP7 projects "RoboEarth" and "RoboHow".