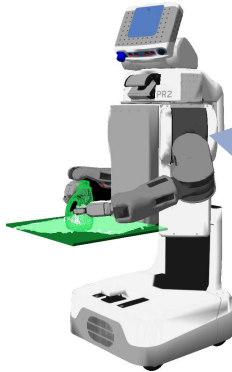


Towards Web-enabled Robots

Moritz Tenorth
Institute for Artificial Intelligence
University of Bremen, Germany



Use Case 1: Using the Web as Knowledge Source



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How to Set a Table









Steps

- 1 Place the placemat in front of the chair
By: TheGinger
Food Presentation for glasses, bowls, display plates, dishes and buffet.
[www.foodservice.com](#)
- 2 Place the napkin just left of the center of the placemat
- 3 Place the glass, plates, paper or plastic, Ceramic preferred in the center so it covers the right side of the napkin.

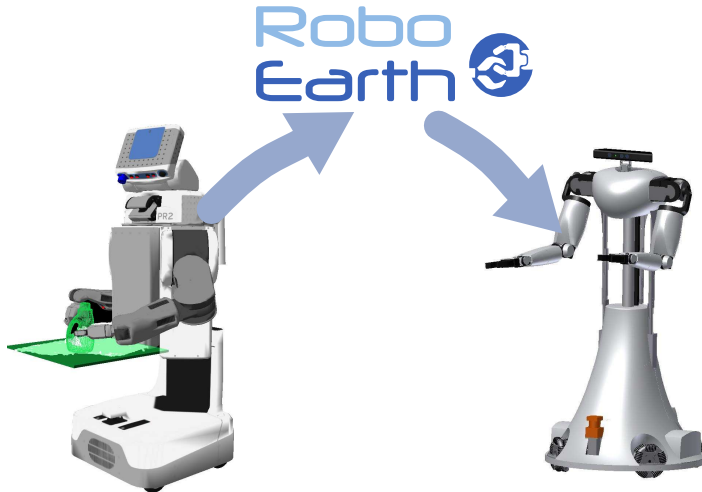
Trimble 3D-galerie spatula

3D-Galerie-Ergebnisse
Sortiert nach Relevanz

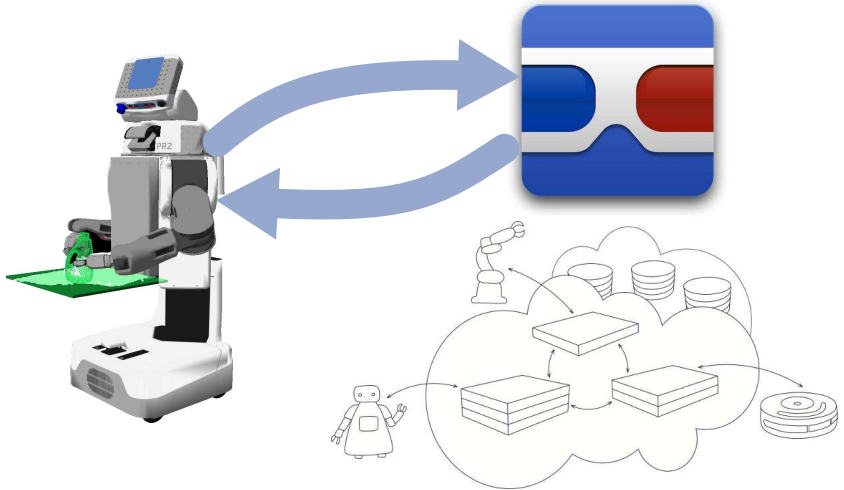
Ergebnisse 1 - 12 von etwa 20 für spatula (0,1 Sekunden)

 Spatula von Eckstein spatula, metal spatula in SketchUp 8 heruntergeladen	 Spatula von Eckstein spatula in SketchUp 7 heruntergeladen
 Gill Spatula von Zippone A spatula with a wooden... in SketchUp 8 heruntergeladen	 spatula von Zippone By choice in SketchUp 7 heruntergeladen
 Spatula von Zippone spatula in SketchUp 8 heruntergeladen	 Spatula von Zippone noun, an instrument with a... in SketchUp 8 heruntergeladen
 ukyo spatula von D&B ukyo's spatula from Rama... in SketchUp 8 heruntergeladen	 Spatula City von Zippone Richard Roth, New Painting... in Google Earth ansetzen

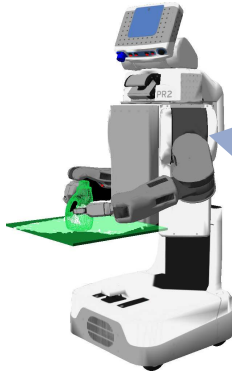
Use Case 2: Exchanging Information via the Cloud



Use Case 3: Outsourcing Services to the Cloud



Use Case 1: Using the Web as Knowledge Source



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How to Set a Table
Impressive Displays, Set Restaurant Tables, Introduction (see all)

Article | Full | Discuss | View History

Have you ever wondered how the fancy restaurants set their tables? It is, in fact, an







Steps

- 1 Place the placemat in front of the chair
By: [Lizbeth](#)
Fancy Presentation for glasses, bowls, display plates, dishes and buffet.
[www.foodnetwork.com](#)
- 2 Place the napkin just left of the center of the placemat
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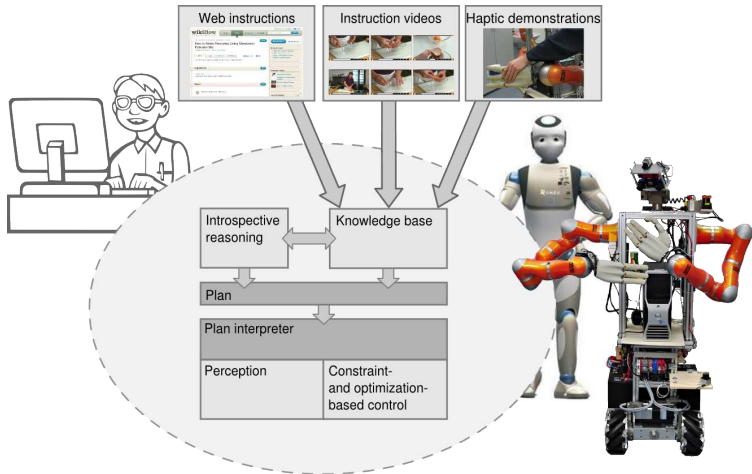
Trimble 3D-galerie spatula
powered by Google

3D-Galerie-Ergebnisse
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Ergebnisse 1 - 12 von etwa 20 für spatula (0,1 Sekunden) | RSS

 Spatula von Eusebius spatula, metal spatula <small>In SketchUp 8 heruntergeladen</small>	 Spatula von Eusebius spatula <small>In SketchUp 7 heruntergeladen</small>
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 Spatula von Zigzag spatula <small>In SketchUp 8 heruntergeladen</small>	 Spatula von Zigzag noun, an instrument with a... <small>In SketchUp 8 heruntergeladen</small>
 ukyo spatula von D&B ukyo's spatula from Rama... <small>In SketchUp 8 heruntergeladen</small>	 Spatula City von Zigzag Richard Roth, New Painting... <small>In Google Earth ansetzen</small>

The RoboHow Project



<http://www.robohow.eu>

Using the Web as Knowledge Source

Research Problems

- ▶ **Understanding information made for humans**

Using the Web as Knowledge Source

Research Problems

- ▶ **Understanding information made for humans**
 - ▶ Natural language processing to convert into formal representation

Using the Web as Knowledge Source

Research Problems

- ▶ **Understanding information made for humans**
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- ▶ **Identifying and incorporating missing information**

Using the Web as Knowledge Source

Research Problems

- ▶ **Understanding information made for humans**
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Using the Web as Knowledge Source

Research Problems

- ▶ **Understanding information made for humans**
 - ▶ Natural language processing to convert into formal representation
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- ▶ **Grounding abstract information in the robot system**

Using the Web as Knowledge Source

Research Problems

- ▶ **Understanding information made for humans**
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 - ▶ Grounding object info in perception, actions in movement descriptions

Using the Web as Knowledge Source

Research Problems

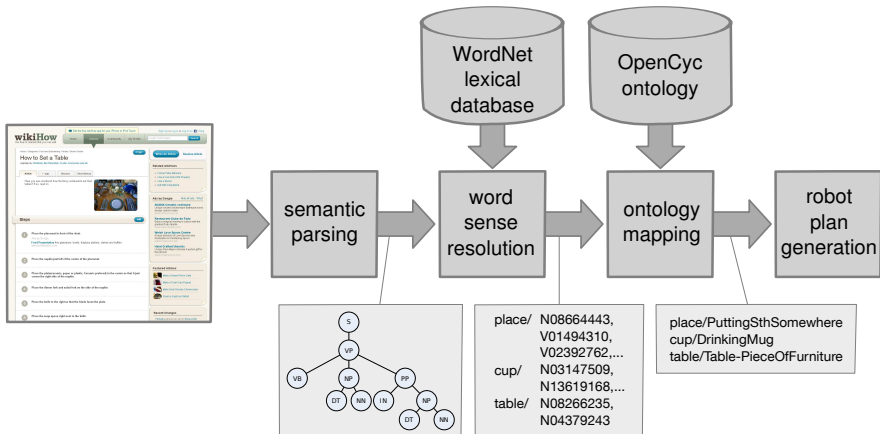
- ▶ **Understanding information made for humans**
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- ▶ **Integrating complementary knowledge sources**

Using the Web as Knowledge Source

Research Problems

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- ▶ **Grounding abstract information in the robot system**
 - ▶ 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

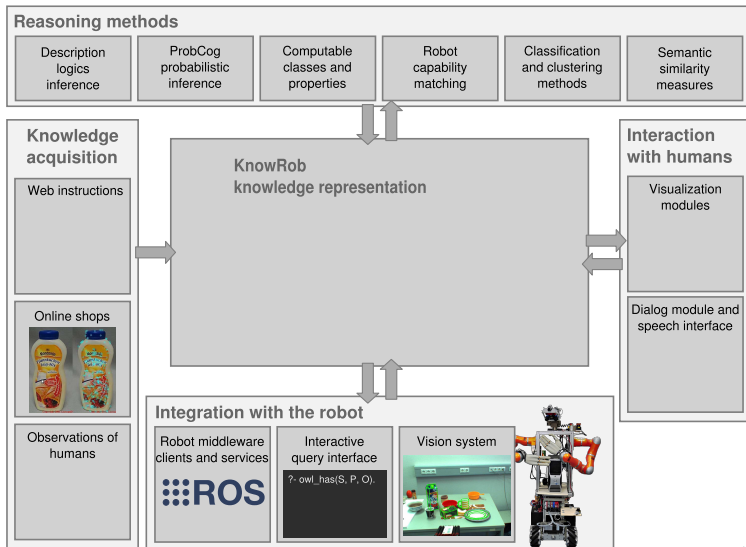


Understanding and Executing Instructions for Everyday Manipulation Tasks from the World Wide Web. Moritz Tenorth, Daniel Nyga and Michael Beetz. ICRA 2010

Demonstration: Import of natural-language instructions

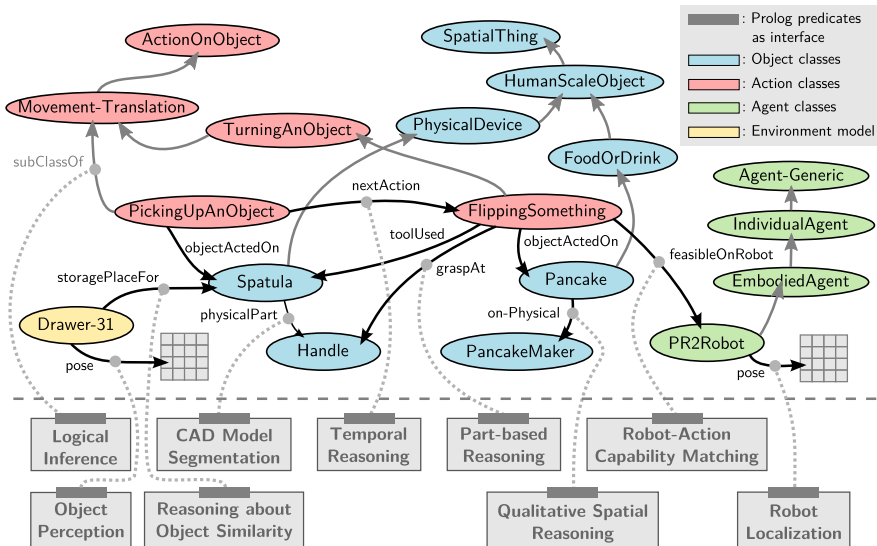
http://knowrob.org/doc/robots_and_the_internet

KnowRob: A knowledge base for robots

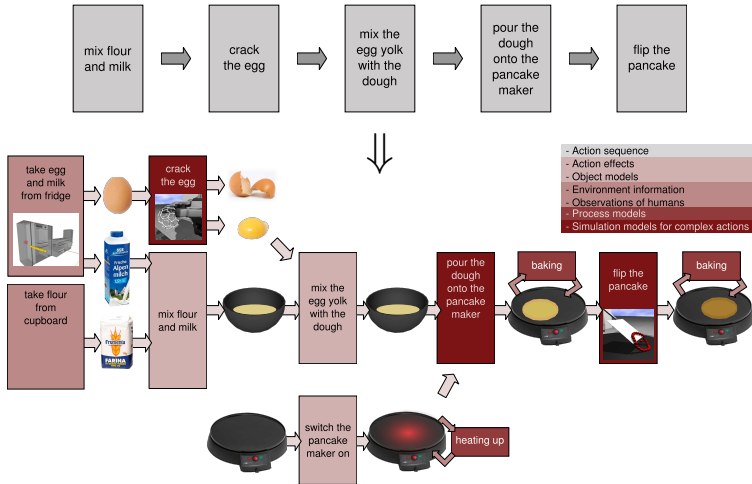


KnowRob: Techniques used

- ▶ **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)



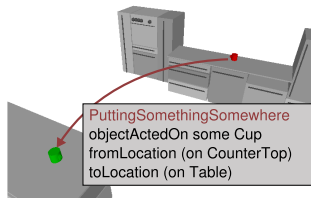
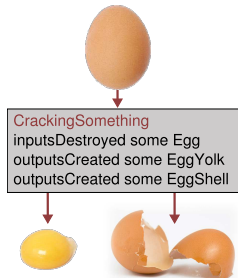
Completing Instructions with Qualitative Reasoning



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

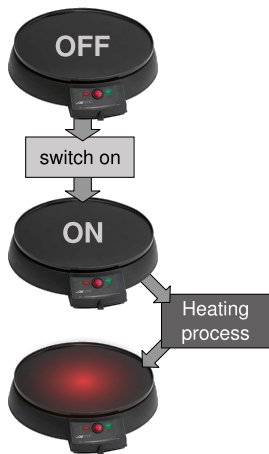
Modeling action effects

- ▶ 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

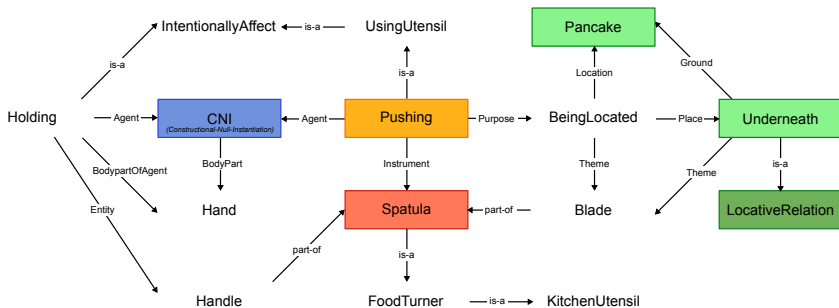
- ▶ Processes as indirect effects of actions:
Heating up, melting, baking, ...
- ▶ Qualitative process representation:
preconditions + effect model
- ▶ Similar to Forbus' Qualitative Process theory
- ▶ Joint planning and projection → perform an action in order to start a process



Filling Gaps with Action-specific Knowledge Bases



Filling Gaps with Action-specific Knowledge Bases

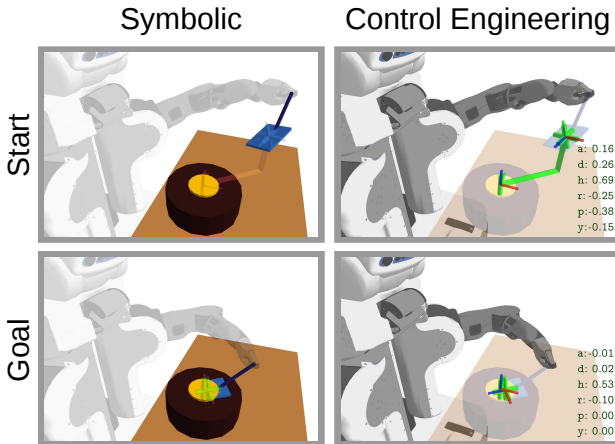


Everything Robots Always Wanted to Know about Housework (But were afraid to ask).

Daniel Nyga and Michael Beetz. IROS 2012

Symbolic Movement Descriptions

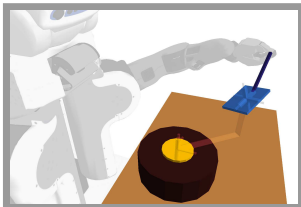
Two ways of representing “putting a spatula under a pancake”:



Symbolic Movement Descriptions

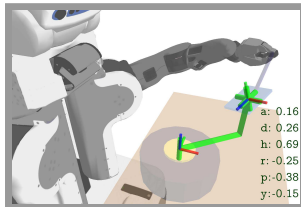
Two ways of representing “putting a spatula under a pancake”:

Symbolic



- ▶ Objects
- ▶ Desired effects
- ▶ Task context

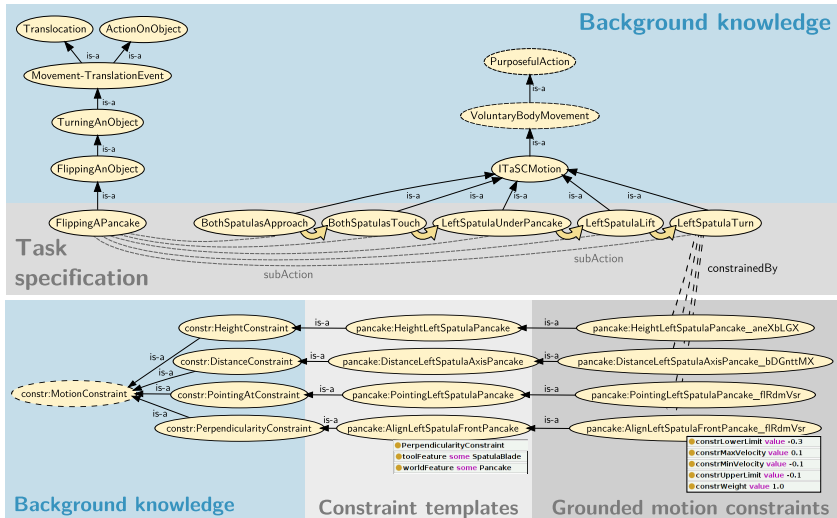
Control Engineering



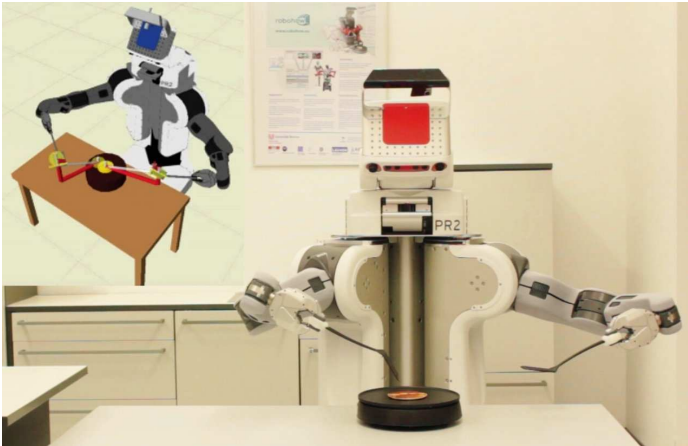
- ▶ Control frames
- ▶ High reactivity
- ▶ Dyn. & kin. models

Gap to bridge: How to associate actions with motions?

Constraints as Symbolic Motion Descriptions...



...that can also be executed



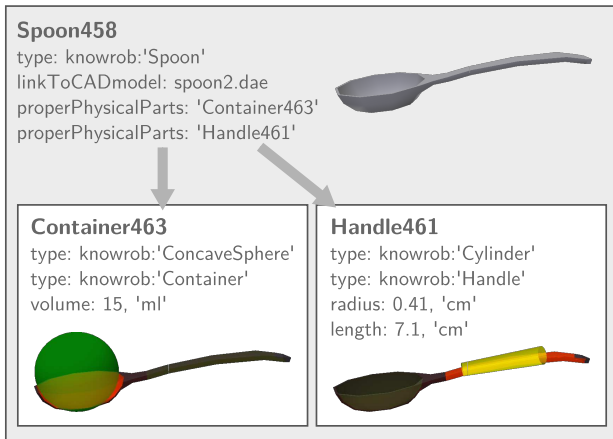
Constraint-based Movement Representation grounded in Geometric Features.
Georg Bartels, Ingo Kresse and Michael Beetz. Humanoids 2013.

How to know which object part to control?



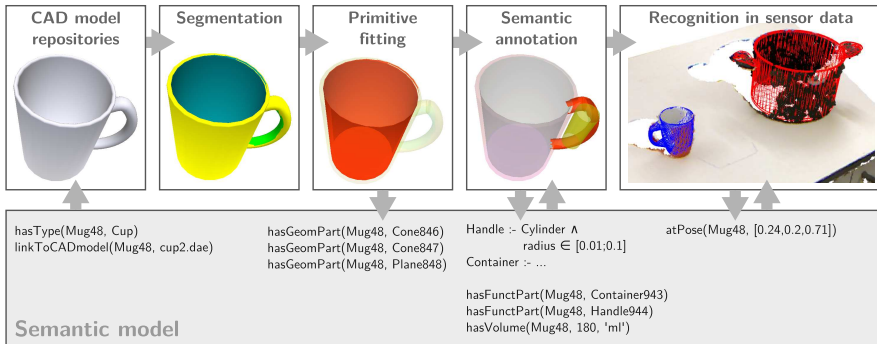
- ▶ **Hypothesis:** Functional parts can serve as interlingua to translate between symbolic and geometric object models

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)

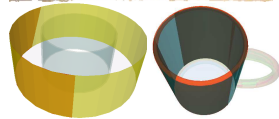
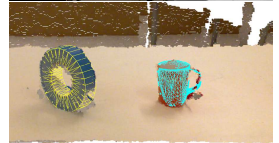
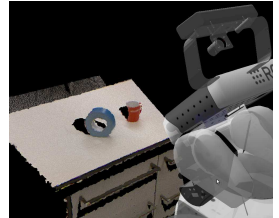
Semantic Annotation of Object Parts

- ▶ **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
```

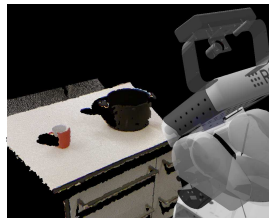


Finding grasping points

```
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).
```

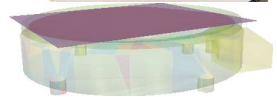
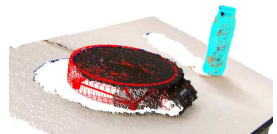
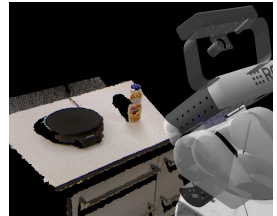
```
P = [ 0.001, 0.062, -0.9980, -0.173,  
      -0.998, 0.062, 0.0019, -0.109,  
      0.062, 0.996, 0.0628, 0.115,  
      0.000, 0.000, 0.0000, 1.000]
```



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).
```

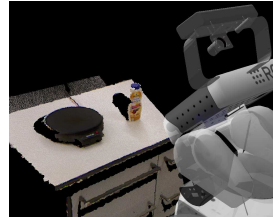
```
?- pour_onto(kr:'maker1', Part).  
Part = kr:'FlatPhysicalSurface_UosqOafb'.
```



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'.
```

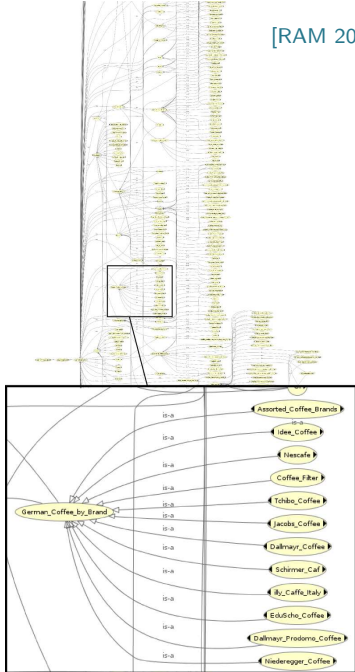


Demonstration: Segmentation and Interpretation of Geometric Object Models

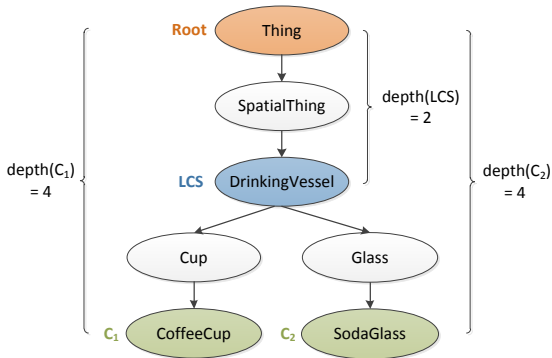
http://knowrob.org/doc/robots_and_the_internet

Mining object knowledge

- ▶ Automatically created ontology of >7500 objects from the online shop 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

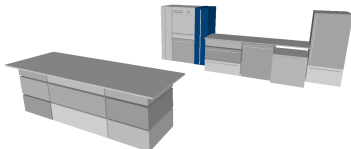
(germandeli:illy_Espresso_Whole_Beans_88_oz)

0.70588: orgprinciples:Sugar1

(germandeli:Nordzucker_Brauner_Teezucker_500g)

0.66667: orgprinciples:Tea2

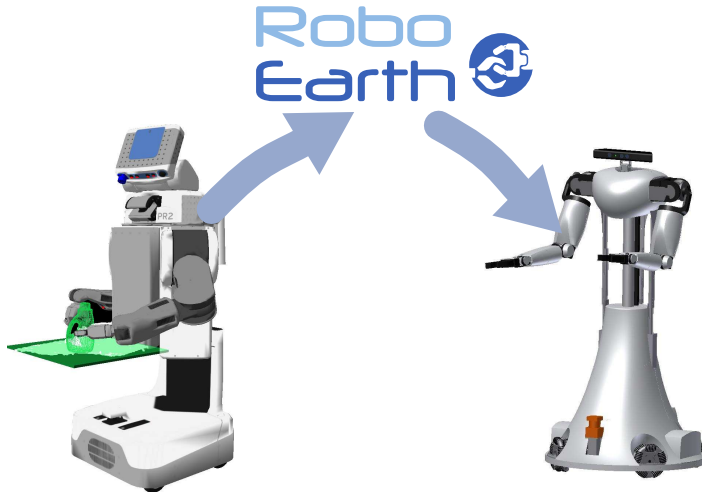
(germandeli:Teekanne_Rotbusch_Tee_Vanille_20_Bags)



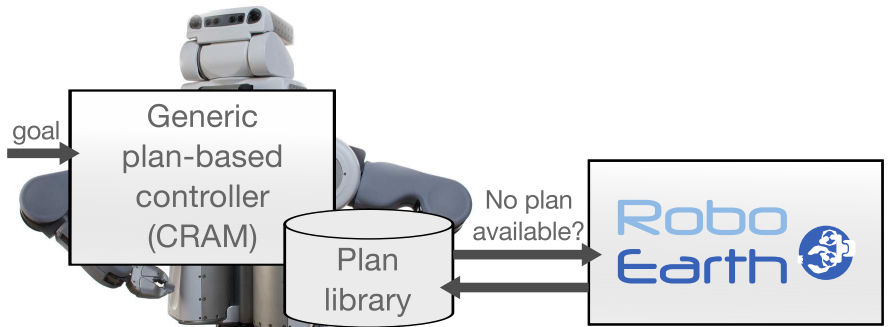
Demonstration: Object Ontology generated from an Online Shop

http://knowrob.org/doc/robots_and_the_internet

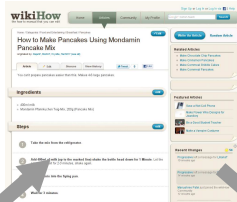
Use Case 2: Exchanging Information via the Cloud



A generic Web-enabled Robot Control Program



Information exchange among humans



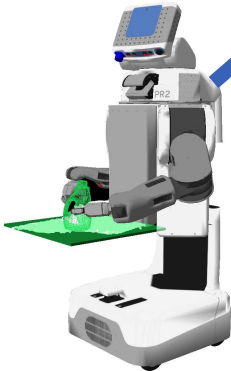
Informal task instructions in natural language

Execution requires common-sense knowledge

Information exchange among robots

What to export?

Robo Earth 

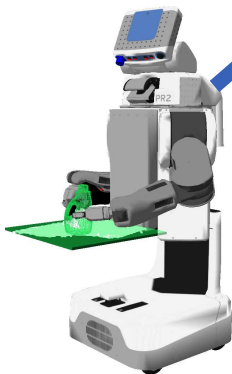


Information exchange among robots

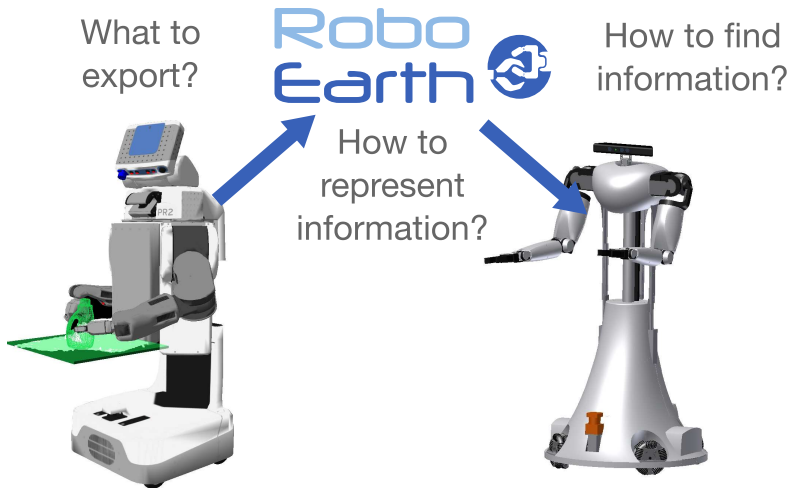
What to export?

Robo
Earth 

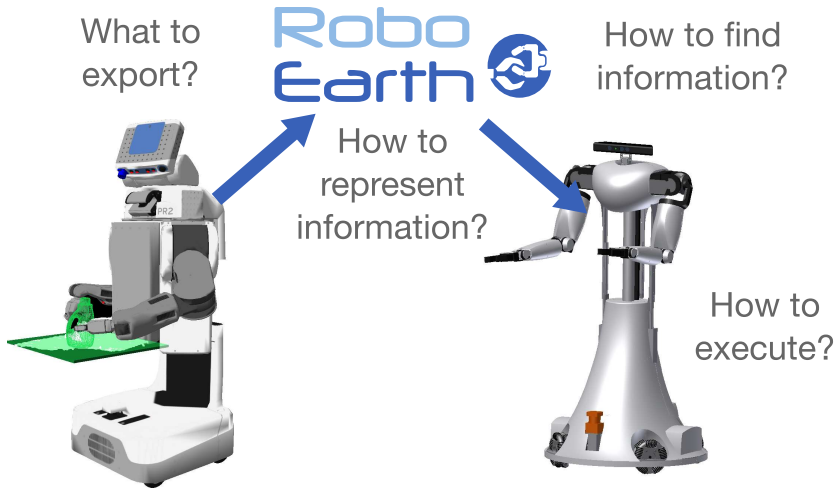
How to represent information?



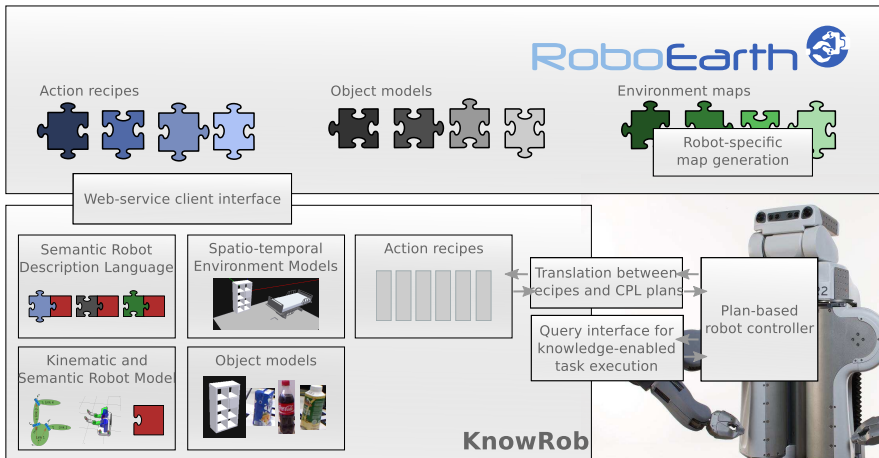
Information exchange among robots



Information exchange among robots

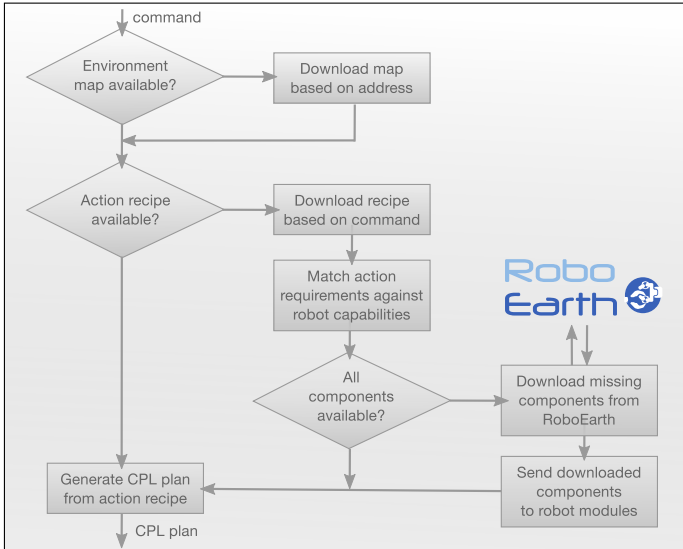


The RoboEarth system



<http://www.roboearth.org>

Downloading recipes, objects, and maps



Video: Downloading recipes, objects, and maps

The screenshot displays the RoboEarth interface, which is divided into several sections. On the left, a 3D model of a robot is shown. In the center, the RoboEarth logo is visible. On the right, a 3D environment is shown with a white shelf and a bed. Below the 3D view, a task plan is displayed, showing a sequence of actions: PickUpBottle, MoveBaseToHandoverPose, ReachToHandoverPose, and OpenGripperForHandover. The PickUpBottle action is expanded to show its details, including its class, ordering constraints, dependencies, and the body parts used.

CommunicationVisualization

RoboEarth

serve a drink | drink

dependsOnCapability: BaseMotionCapability
objectActedOn: bottle1

PickUpBottle

- tipClass: entity-picked-up
- orderingConstraints: subWentOrdering/pickingUp
- dependsOnCapability: PickingUpAnObjectCapability
- objectActedOn: bottle1
- bodyPartsUsed: robotRightGripper

MoveBaseToHandoverPose

- dependsOnCapability: BaseMotionCapability
- targetLocation: robotPose-handover1

ReachToHandoverPose

- dependsOnCapability: ArmMotionCapability
- handPose: handover1
- bodyPartsUsed: robotRightGripper

OpenGripperForHandover

- toState: ObjectStateOpen
- fromState: ObjectStateClosed
- deviceUsed: robotRightGripper

Reaching

- dependsOnCapability: ArmMotionCapability

TakingSomething

Action recipes

ServeADrink

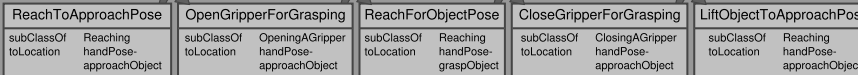
dependsOnComponent ObjectRecognitionModel AND providesModelFor.Bottle
dependsOnComponent ObjectRecognitionModel AND providesModelFor.Bed
dependsOnComponent ObjectRecognitionModel AND providesModelFor.Cabinet



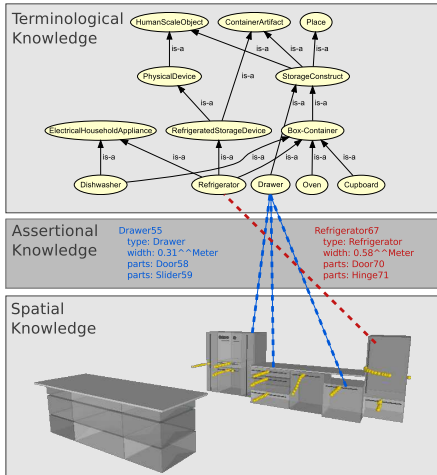
reduce

GraspBottle

subClassOf GraspingSomething
objectActedOn bottle1



Semantic map representation



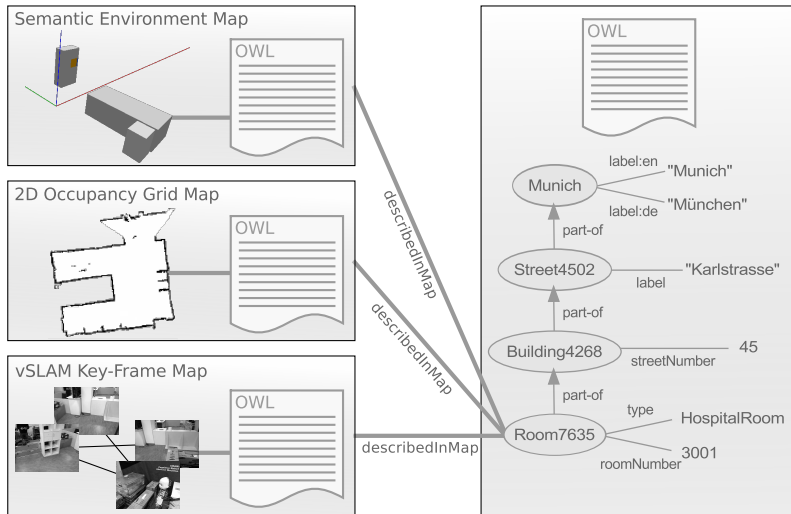
Abstract knowledge
about object classes

Object instances and component
hierarchy

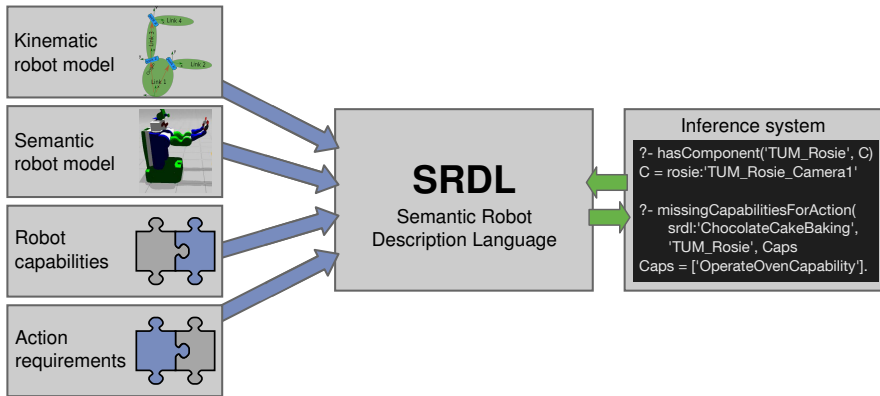
Poses in the environment
and their changes over time

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

Meta-data on Environment Maps



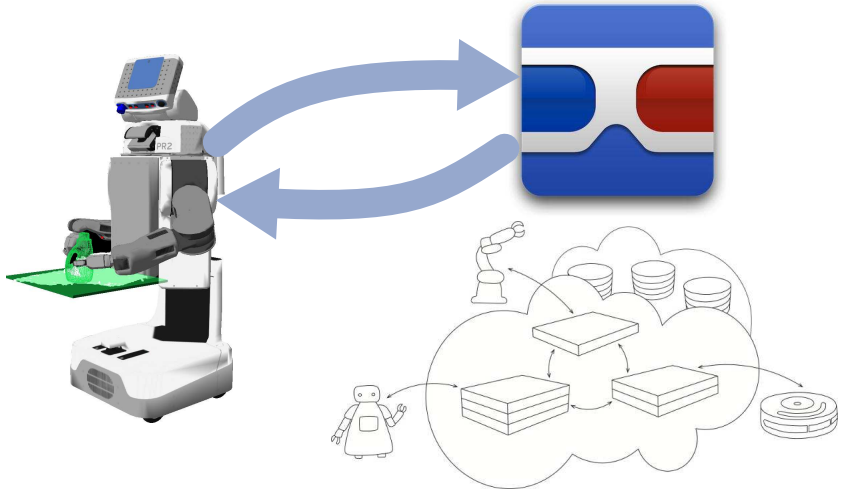
Action Dependencies vs. Robot Capabilities



Demonstration: Exchanging Information via RoboEarth

http://knowrob.org/doc/robots_and_the_internet

Use Case 3: Outsourcing Services to the Cloud



Outsourcing Services to the Cloud

Research Problems

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

Outsourcing Services to the Cloud

Research Problems

- ▶ **Integrating multiple complementary (cloud) services**
 - ▶ Knowledge representation describing the services and their content

Outsourcing Services to the Cloud

Research Problems

- ▶ **Integrating multiple complementary (cloud) services**
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- ▶ **Dealing with latency and varying information quality**

Outsourcing Services to the Cloud

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

Outsourcing Services to the Cloud

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

Outsourcing Services to the Cloud

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 - ▶ Schedule sending queries early in the plan
 - ▶ 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

Outsourcing Services to the Cloud

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- ▶ **Privacy aspects and security of information**

Outsourcing Services to the Cloud

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 - ▶ Knowledge representation describing the services and their content
- ▶ **Dealing with latency and varying information quality**
 - ▶ Schedule sending queries early in the plan
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- ▶ **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 interface. At the top, there is a navigation bar with the Autodesk logo and the text 'AUTODESK 123D'. Below this are four tabs: '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.
- Another dashed arrow points from the cloud icon to a 3D rendering of the stone bust on a wooden base.
- Below the grid of photos is the text: 'Frame and focus on the whole subject as you shoot...'
- Below the 3D rendering 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

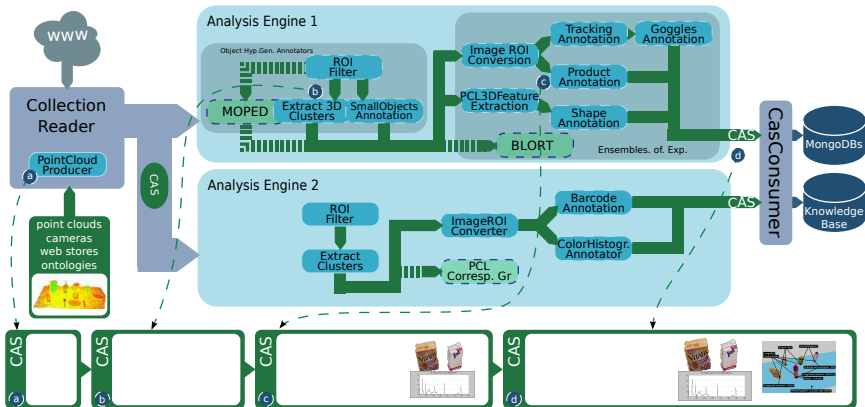


Google Goggles: Object Recognition

- ▶ 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



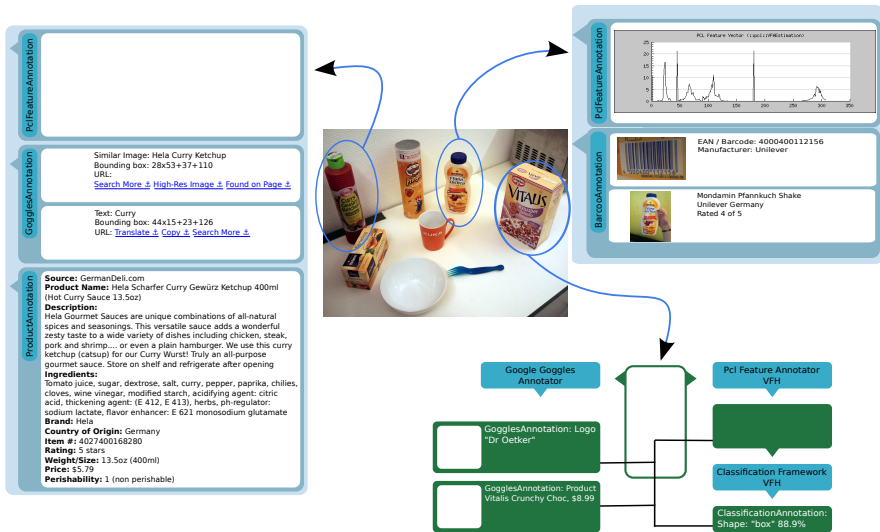
Ensemble-of-Experts Architecture for Perception



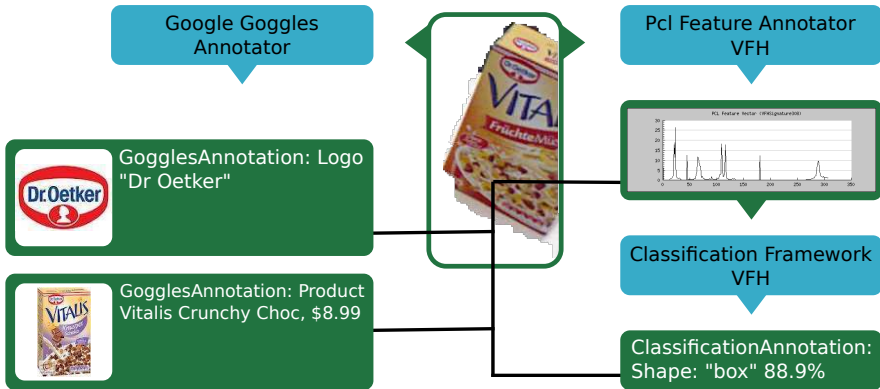
RoboSherlock: Unstructured Information Processing for Robot Perception.
M. Beetz, N. Blodow, F. Balint-Benczedi, Z. Marton, D. Nyga, F. Seidel, and C. Kerl.

Under review for IJRR.

Example: Scene Interpretation



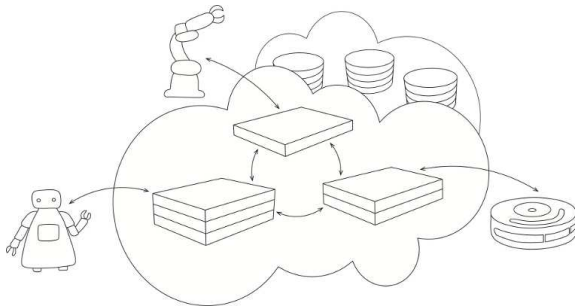
Combining Local Analysis with Cloud Information



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

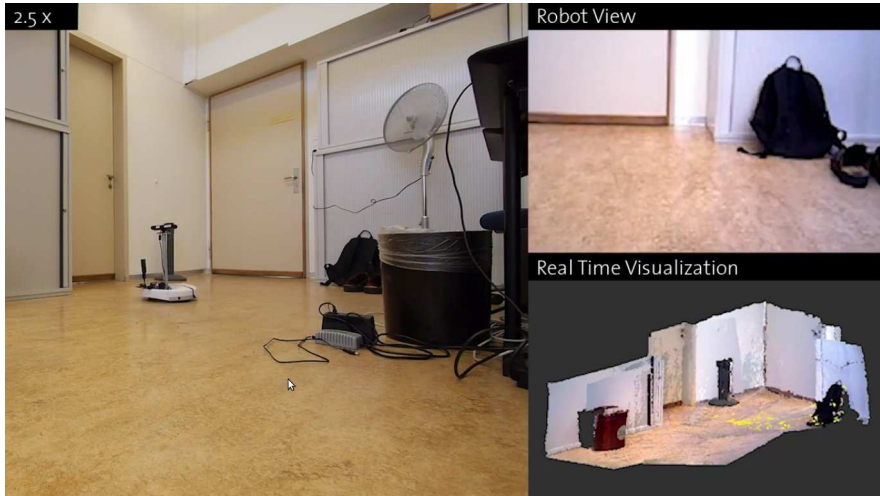
`http://pr2-looking-at-things.com/`

Offloading Computation to the Cloud

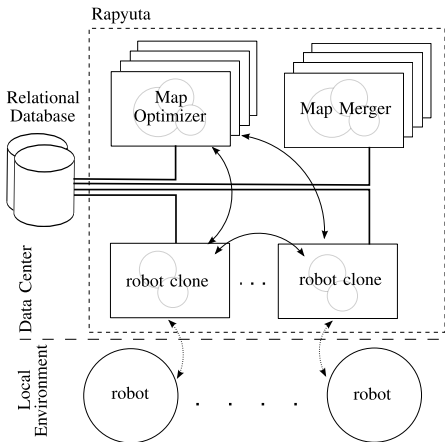


- ▶ Rapyuta: RoboEarth cloud engine
- ▶ Robots can connect to a ROS infrastructure in the Cloud via a WebSocket interface
- ▶ Lightweight virtualization using Linux Containers

Video: Cloud-based Mapping (ETH Zurich)



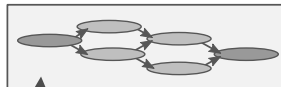
Video: Cloud-based Mapping (ETH Zurich)



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.

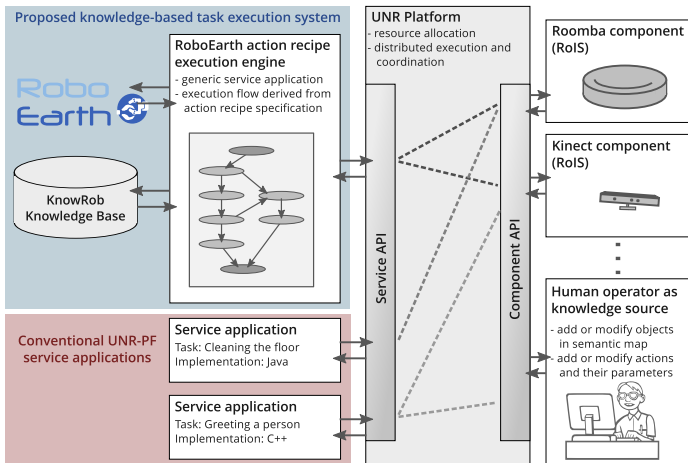
Integration with the UNR Platform (ATR, Japan)

RoboEarth 



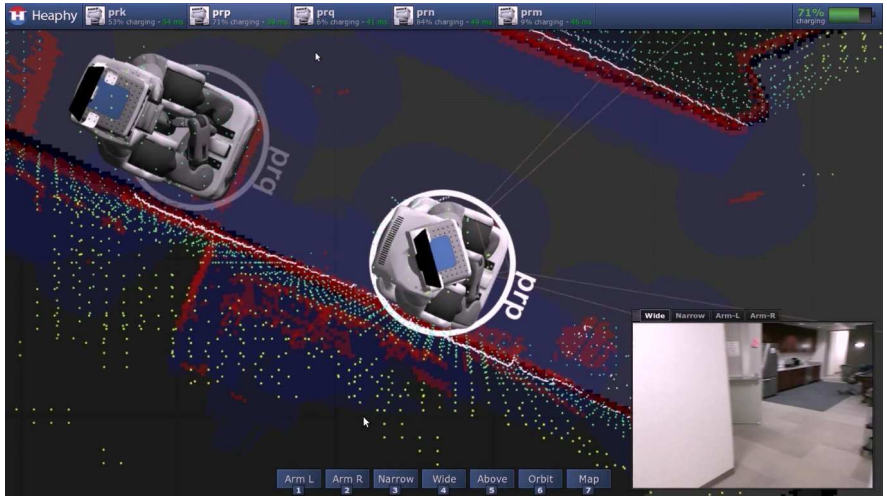
...

RoboEarth-enabled service applications

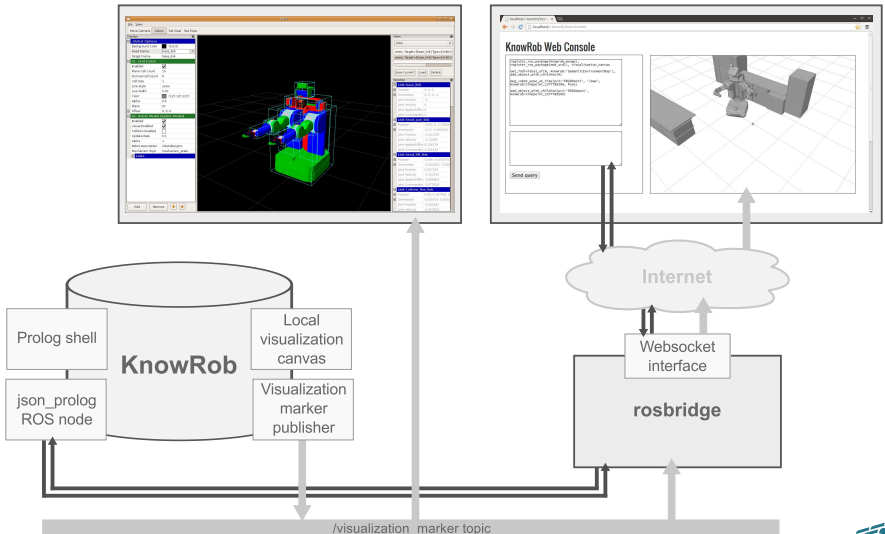


Building Knowledge-enabled Cloud Robotics Applications using the UNR Platform.
Moritz Tenorth, K. Kamei, S. Satake, T. Miyashita and N. Hagita. IROS 2013

Video: Heaphy Robotics (Willow Garage)



Cloud-based Robot Knowledge Processing



Demonstration: Remote Web-based Knowledge Processing

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://www.knowrob.org>



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