Human Intention Prediction

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Outline

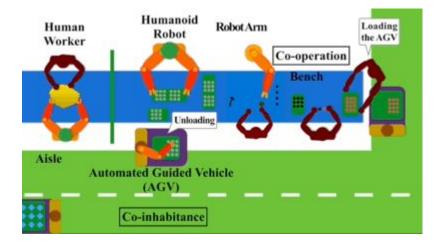
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Motivation

There are two challenges for mobile robots in dense pedestrian environments(shopping malls, schools and airports):(1)The robot may get frozen;(2)The robot may behave intrusively.

However, if robots could predict people's intention, it will be easier for them to interact with humans socially.

Application Scenarios





Scenario 1.[1]

Scenario 2.[2]

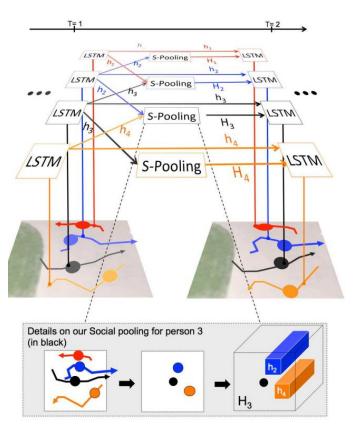
Social-LSTM[3]: considering others' influence

(1)Social pooling of hidden states

$$H_{i}^{t}(m,n,:) = \sum_{j \in \mathcal{N}_{i}} \mathbb{1}_{mn} [x_{j}^{t} - x_{i}^{t},y_{j}^{t} - y_{i}^{t}] h_{j}^{t-1}$$

(2)Pose estimation

$$egin{aligned} & [\mu_i^t,\sigma_i^t,
ho_i^t] = W_ph_i^{t-1} \ & L^i(W_e,W_l,W_p) = -\sum_{t=T_{obs}+1}^{T_{pred}}\log(\mathbb{P}(x_i^t,y_i^t|\sigma_i^t,\mu_i^t,
ho_i^t)) \end{aligned}$$

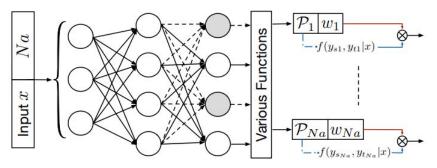


Mixture Density Networks[4]: Probabilistic Prediction of Vehicle Semantic Intention and Motion. -- Interindependent Prediction

(1) Inputs : current state features x

(2) Outputs:y = [ys, yt], location and

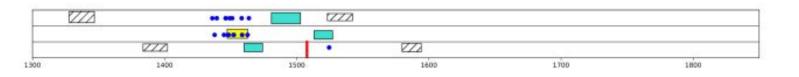
time information.

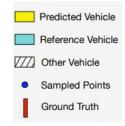


(3)Loss function:
$$L = W_1 \left(-\sum_n \log \left\{ \sum_{a=1}^{N_a} \hat{w}_a^n f(\boldsymbol{y}_a^n | \boldsymbol{x}) \right\} \right) + W_2 \left(-\sum_n \sum_{a=1}^{N_a} \hat{w}_a^n \log(w_a^n) \right),$$

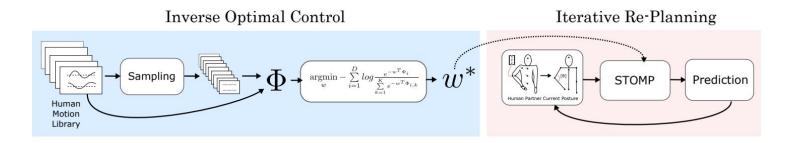
Mixture Density Networks[4]:

(4)Results





Inverse reinforcement learning(inverse optimal control)[5]: learn a cost function which "explains" the motion of the human.



Inverse reinforcement learning(inverse optimal control)[5]:

Feature functions:
$$C(\tau) = w^T \Phi(\tau) , \Phi(\tau) = \begin{bmatrix} G(\tau) \\ A(\tau) \end{bmatrix}$$

(1) Distance between human links.

(2)Smoothness: These features ensure that the trajectory remains smooth. We measure configuration and task space length, squared velocities, squared accelerations and squared jerks along the trajectory using finite differencing.

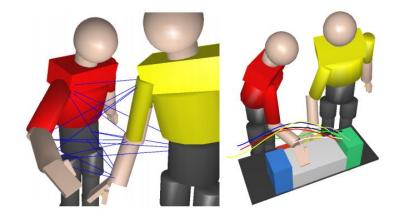
Inverse reinforcement learning(inverse optimal control)[5]:

Optimal weights(convex optimization):

$$w^* = \underset{w}{\operatorname{argmin}} - \sum_{i=1}^{D} \log \frac{e^{-w^T \Phi_i}}{\sum_{k=1}^{K} e^{-w^T \Phi_{i,k}}}$$

Inverse reinforcement learning(inverse optimal control)[5]:

Interative Replanning: dynamic obstacle avoidance



Hot Topics

(1)Reactive Prediction: "what ... if ... ";

(2)Multi-agent motion prediction;

(3)Viewpoint influence:local, global as well as occlusion;

(4)Taking use of the semantic infomation and traffic rules.

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Bibliography

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Tanks for your listening! Advice?