

# Contents

<b>1</b>	<b>Introduction</b>	<b>1</b>
1.1	Background . . . . .	1
1.2	Motivation . . . . .	2
1.3	Objective . . . . .	5
1.4	Thesis Overview . . . . .	6
1.5	Contributions . . . . .	7
<b>2</b>	<b>Literature Review</b>	<b>9</b>
2.1	Introduction . . . . .	9
2.2	Human Robot Collaboration . . . . .	10
2.2.1	Human Robot Collaboration: The human . . . . .	10
2.2.2	Human Robot Collaboration: Related works . . . . .	14
2.2.3	Human-Robot Collaboration: Existing approaches . . . . .	16
2.2.3.1	Human Robot Collaboration: Cognitive Architec- tures . . . . .	19
2.2.3.2	Extended BDI architecture . . . . .	24
2.2.4	Section Summary: Context of Present Work . . . . .	25
2.3	Human Robot Collaboration: The Robot . . . . .	26
2.3.1	Background on Robot Control Architectures . . . . .	27
2.3.2	Examples of selective collaborative architectures . . . . .	29
2.3.3	Cognitively enhanced control . . . . .	31
2.3.4	Section Summary: Context of Present Work . . . . .	33

2.4	Human Machine Collaboration: The Intelligent Wheelchair and Human User . . . . .	33
2.4.1	Background on Intelligent Wheelchair . . . . .	33
2.4.2	The Human User: The Wayfinder . . . . .	36
2.4.2.1	Human wayfinding . . . . .	37
2.4.2.2	Experiments for wayfinding strategy . . . . .	38
2.4.3	Section Summary: Context of Present Work . . . . .	41
2.5	Chapter Summary . . . . .	42
<b>3</b>	<b>cBDI: Extended BDI agent for Human-Agent Collaboration</b>	<b>43</b>
3.1	Introduction . . . . .	43
3.2	Why a BDI agent architecture? . . . . .	44
3.3	Why BDI architecture needs extension? . . . . .	45
3.4	cBDI agent: Modules and Functions . . . . .	46
3.4.1	Beliefs . . . . .	47
3.4.2	Strategic planner . . . . .	50
3.4.3	Desires . . . . .	53
3.4.4	Intentions . . . . .	54
3.5	Formal model of human-cBDI agent collaboration . . . . .	55
3.6	The control loop . . . . .	56
3.7	An illustrative example . . . . .	58
3.7.1	Scenario: Block stacking problem . . . . .	58
3.7.2	cBDI agent in action . . . . .	60
3.8	Summary . . . . .	72
<b>4</b>	<b>Empirical Investigation of Human Navigation</b>	<b>73</b>
4.1	Introduction . . . . .	73
4.2	The significance of empirical investigation . . . . .	74
4.2.1	Context: Human centric wayfinding strategy . . . . .	74
4.2.2	Context: Human as a navigation system user . . . . .	74

4.3	Research Hypotheses . . . . .	76
4.4	Experimental Exploration . . . . .	78
4.4.1	Materials and Methods . . . . .	79
4.4.2	Overview of Experimental design . . . . .	82
4.4.3	Metrics of Interest . . . . .	83
4.5	Experimental Result . . . . .	84
4.5.1	Analysis of Behavioral data . . . . .	84
4.5.2	Analysis of Linguistic data . . . . .	89
4.6	General Discussion . . . . .	93
4.7	Final comments . . . . .	95
4.8	Chapter Summary . . . . .	96
<b>5</b>	<b><i>C</i><sup>3</sup><i>Arc: cBDI Based Cognitive Collaborative Control</i></b>	<b>97</b>
5.1	Introduction . . . . .	97
5.2	Collaborative Navigation—What is it? . . . . .	98
5.3	The Control Architecture for Collaborative Navigation . . . . .	100
5.3.1	The Basic Requirements . . . . .	100
5.3.1.1	User intention predictor . . . . .	101
5.3.1.2	User model: mechanism for adaptation . . . . .	101
5.3.1.3	Human centric strategy library . . . . .	101
5.3.1.4	Negotiation . . . . .	101
5.3.1.5	Mental Model . . . . .	101
5.3.2	Underlying Principles . . . . .	102
5.4	The <i>C</i> <sup>3</sup> <i>Arc: The Architecture</i> . . . . .	102
5.5	Components of the Architecture . . . . .	103
5.5.1	User Interface Layer . . . . .	103
5.5.2	Superior Control Layer . . . . .	104
5.5.2.1	cBDI agent . . . . .	105
5.5.2.2	Strategic planner . . . . .	106
5.5.2.3	Human centric strategy . . . . .	109

5.5.2.4	Negotiator . . . . .	111
5.5.3	Local Control Layer . . . . .	113
5.6	Description of “help when needed” scenario . . . . .	113
5.7	On assessment of $C^3$ Arc architecture . . . . .	114
5.7.1	ROS-USARSim Simulation . . . . .	115
5.7.1.1	$C^3$ Arc as a ROS Node . . . . .	116
5.7.1.2	Evaluation . . . . .	117
5.7.1.3	Procedure . . . . .	117
5.7.1.4	Design . . . . .	118
5.7.1.5	Participants . . . . .	118
5.7.1.6	Apparatus . . . . .	118
5.7.1.7	Results . . . . .	119
5.7.1.8	Experimental trajectory . . . . .	119
5.7.1.9	Assessment of participant performance . . . . .	121
5.7.1.10	Assessment of participant feedback . . . . .	124
5.7.1.11	Conclusions . . . . .	125
5.7.2	Justification of the term “cognitively enhanced” . . . . .	125
5.8	Chapter Summary . . . . .	126
<b>6</b>	<b>Conclusion and Future Work</b>	<b>127</b>
6.1	Introduction . . . . .	127
6.2	Contributions . . . . .	128
6.3	Future Research Directions . . . . .	129
	<b>Appendix A</b>	<b>131</b>
	<b>Appendix B</b>	<b>135</b>
	<b>Publications based on the Thesis Works</b>	<b>159</b>

# List of Figures

1-1	Move a table from A to B . . . . .	3
1-2	The thesis centers on cognitively enhanced control . . . . .	5
1-3	The diagram depicts contribution of the thesis. . . . .	7
2-1	An overview of cognitive architectures [1] . . . . .	20
2-2	The BDI architecture . . . . .	23
3-1	The cBDI Agent: . . . . .	47
3-2	The Strategic planner module . . . . .	50
3-3	Structure of the strategy retrieval process . . . . .	52
3-4	The initial scenario . . . . .	59
3-5	The expected final state. . . . .	59
4-1	Exocentric view of Maze1 . . . . .	80
4-2	Egocentric view of Maze2 . . . . .	80
4-3	Experimental protocol with timing diagram . . . . .	80
4-4	Illustration of solving phases in M2 . . . . .	81
4-5	Proposition mapping . . . . .	92
4-6	Combination of strategies vs. Percentage of participants . . . . .	92
5-1	The $C^3Arc$ Architecture . . . . .	104
5-2	State transition model of cBDI agent . . . . .	106
5-3	$Strategy_{fsm}$ : States of Strategic planner for strategy control . . . . .	107
5-4	$Task_{fsm}$ : States of Strategic planner for strategy execution . . . . .	108

5-5	State Transition model of strategies . . . . .	110
5-6	State Transition Model of Negotiator . . . . .	112
5-7	Help in “when needed” scenario . . . . .	113
5-8	The sequence diagram for Collaborative mode . . . . .	114
5-9	The sequence diagram for Autonomous mode . . . . .	115
5-10	Map of Simulated Environment . . . . .	116
5-11	Environment for navigation task . . . . .	117
5-12	A sample trajectory taken by participant with low cognitive score .	120
5-13	A sample trajectory taken by participant with high cognitive score .	120
5-14	A trajectory taken by participant number 12 . . . . .	121
5-15	A trajectory taken by participant number 3 . . . . .	122
5-16	Participant number vs.Finish time (in seconds) . . . . .	123
5-17	Participant number vs. Safe margin time (in seconds) . . . . .	123
B-1	A trajectory taken by participant with low cognitive score . . . . .	138
B-2	A trajectory taken by participant participant with high cognitive score . . . . .	138
B-3	A trajectory taken by participant with low cognitive score during no assistance mode . . . . .	139
B-4	A trajectory taken by participant with high cognitive score during no assistance mode . . . . .	139

# List of Tables

2.1	Summary of experimental methodology in wayfinding . . . . .	39
3.1	Example of Strategy Library . . . . .	53
3.2	Observation made by cBDI agent . . . . .	53
4.1	Cognitive aspects of experimental manipulations . . . . .	77
4.2	Structural details of Maze1 and Maze2 . . . . .	79
4.3	Questionnaire to be filled during M1 . . . . .	81
4.4	Questionnaire to be filled during M3 . . . . .	82
4.5	Strategies and corresponding lexical choice set . . . . .	84
4.6	Mean ( $\pm$ Standard deviations) of participant navigation time and response time in seconds . . . . .	85
4.7	Paired sample t-test results for $H_1^0$ . . . . .	85
4.8	Paired sample t-test results for $H_2^0$ . . . . .	86
4.9	Paired sample t-test results for $H_3^0$ . . . . .	87
4.10	Paired sample t-test results for $H_4^0$ . . . . .	87
4.11	F-statistic of joint hypothesis test for $H_A^0$ . . . . .	88
4.12	Process propositions . . . . .	91
4.13	Processes description (PD) . . . . .	91
4.14	Summary of hypothesis testing-I . . . . .	93
5.1	Requirements and components within SCL . . . . .	105
5.2	State transition model of cBDI agent . . . . .	106

5.3	<i>Strategy<sub> fsm</sub></i> : States of Strategic planner for strategy control . . . .	108
5.4	<i>Task<sub> fsm</sub></i> : States of Strategic planner for strategy execution . . . .	109
5.5	State Transition model of Strategies . . . . .	111
5.6	State Transition Model of Negotiator . . . . .	112
5.7	Mean ( ± Standard deviation) for finish time in seconds. . . . .	122
5.8	Mean ( ± Standard deviation) for safe margin in seconds . . . . .	122
5.9	Summary of hypothesis testing-II . . . . .	125



# List of Algorithms

- 1 cBDI Architecture: Pseudo-code of cBDI agent's main control loop . 57

# Glossary of Terms

ADL	Activities of daily living
IW	Intelligent Wheelchair
AI	Artificial Intelligence
BDI	Belief- Desire-Intention
HRI	Human-machine (Robot) interaction
NASA	National Aeronautics and Space Administration
SCA	Shared Co-operative Activity
SMM	Shared mental model
RPD	Recognition-Primed Decision model
CAST	Collaborative Agent architecture for Simulating Team-work
POMDP	Partially Observable Markov Decision Process
OPOMDP	Oracular Partially Observable Markov Decision Process
HOP-POMDP	Human Observation Provider POMDP
MI-MDP	Mixed-Initiative Markov Decision Processes
LM-HOP	Learning Model of Human Observation Provider
MOMDP	Mixed-observability Markov decision process
CTM	collaborative task mode
ACT-R	Adaptive Control of Thought-Rational
NCARAI	Navy Center for Applied Research in Artificial Intelligence

---

SPA	Sense-Plan-Act
LAAS	Local Area Augmentation System
LAAS	LAAS architecture for autonomous systems
UIL	User interface layer
SCL	Superior Control Layer
LCL	Local Control Layer
MMSE	Mini-Mental State Examination
IADL	Instrumental activities of daily living
ROS	Robot Operating System
USAR	Unified System for Automation and Robot Simulation
$C^3$ Arc	cBDI Based Cognitive Collaborative Control
SLAM	Simultaneous Localization And Mapping
Robotic WC	Robotic Wheelchair
S.D	Standard Deviation
ANOVA	Analysis of Variance

# Symbols and Notations

$\mathcal{B}$	Denotes set of all possible beliefs
$\mathcal{D}$	Denotes set of all possible desires
$\mathcal{I}$	Denotes set of all possible intentions
$A^c$	Denotes all communicative action of the human
$A_c$	Set of agent action
$\mathcal{B}_A$	Assumed belief
$\mathcal{B}_s$	Basic belief
$\mathcal{B}_I$	Interaction belief
$\mathcal{B}_h$	Belief of human actions perceptual process
$self_{aware}$	A belief update function through generates belief from the environment
$Interaction$	A belief update function through interaction generates belief from a set human interaction
$human_{intent}$	A belief update function through human intent generates belief candidates from communicative action
$G$	Task object
$V$	Set of nodes
$E$	Set of edges
precond	Precondition
postcond	Postcondition
$U_B$	Updating of belief

---

$C_h$	Human capacity
$value$	Agent's behaviour state
$\prec$	Order constraint
$W$	Environment
$\pi$	plan
$W_\pi$	sub-plan
$MB$	Shared belief
$\mathcal{C}$	cBDI agent
$H$	A human
$Collb$	Collaborative plan
$H_p$	Strategy repository
$\psi$	Adopted goal
$g$	Current adopted goal
$p$	Level of significance
$H_n^0$	Null hypothesis
$H_n^a$	Alternative Hypothesis

