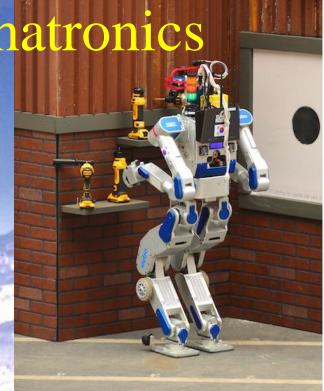
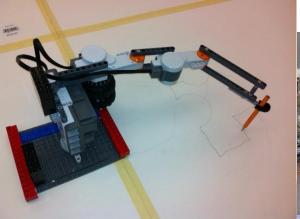
Intr. Robotics & Mechatronics CMPUT 312













# Course Questions

Why study robotics?

What, exactly, is robotics about?

What work is involved?

# Why Robotics?

#### **Practice**



assembly



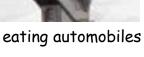
pumping gas



welding



packaging





dancing

**Promise** 

# Current Robot Arm Applications Manufacturing

- Engineered environment
- Repeated motion





1 million arms in operation

http://en.wikipedia.org/wiki/Industrial\_robot

# Emerging Robotics Applications

**Space** - in-orbit, repair and maintenance, planetary exploration anthropomorphic design facilitates collaboration with humans

Basic Science - computational models of cognitive systems, task learning, human interfaces



Military or Hazardous - supply chain and logistics support, refueling, bomb disposal, toxic/radioactive cleanup

No or few robots currently operate reliably in these areas!

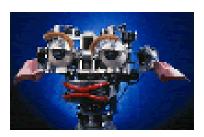
kismet

# - CTO

# Why Robotics?

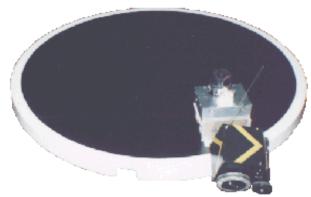
Sony Aibo dogs - had to LEARN to run







Vibrant field



other competitions







Harold Cohen's Aaron

# Why Robotics?

#### A window to the soul...



Rodney Brooks's Cog



MIT's robotic fish with an unusual actuator!



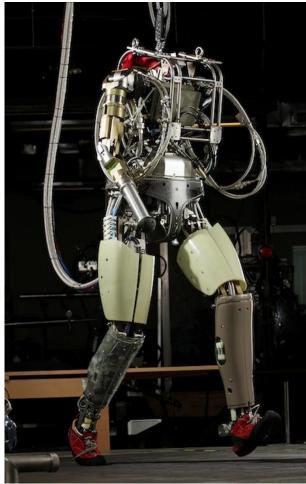


Monkey/machine interface at the Univ. of Pittsburgh

Advances in AI and in Robotics are one and the same.

# Robotics challenges





**Manipulation '11-14** 

# DARPA Robotics Challenge







# Course Questions

Why study robotics?

What, exactly, is robotics about?

Or at least what we learn here

What work is involved?

### What is a robot?

Unicycling

Autonomous: Robot::

Awake : Student

Autonomous

Choose one!

### What is a robot?

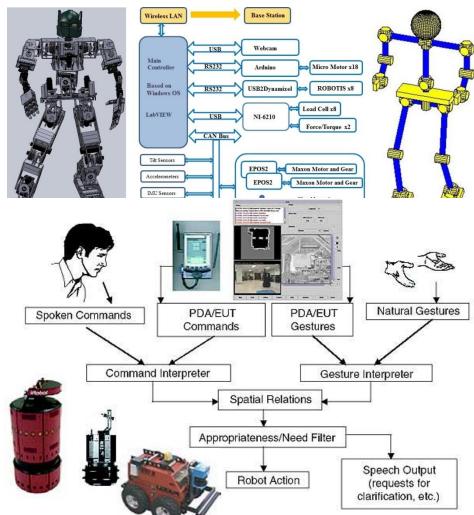
# Physical instantiation (Hardware)







#### **System and properties**



### What is a robot?

#### Robot:

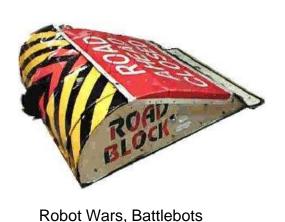
A physical system that "autonomously" senses the environment and acts in it.

Autonomy might be a continuous, not a discrete attribute

Researchers disagree on what kind and how much autonomy is needed

full

none



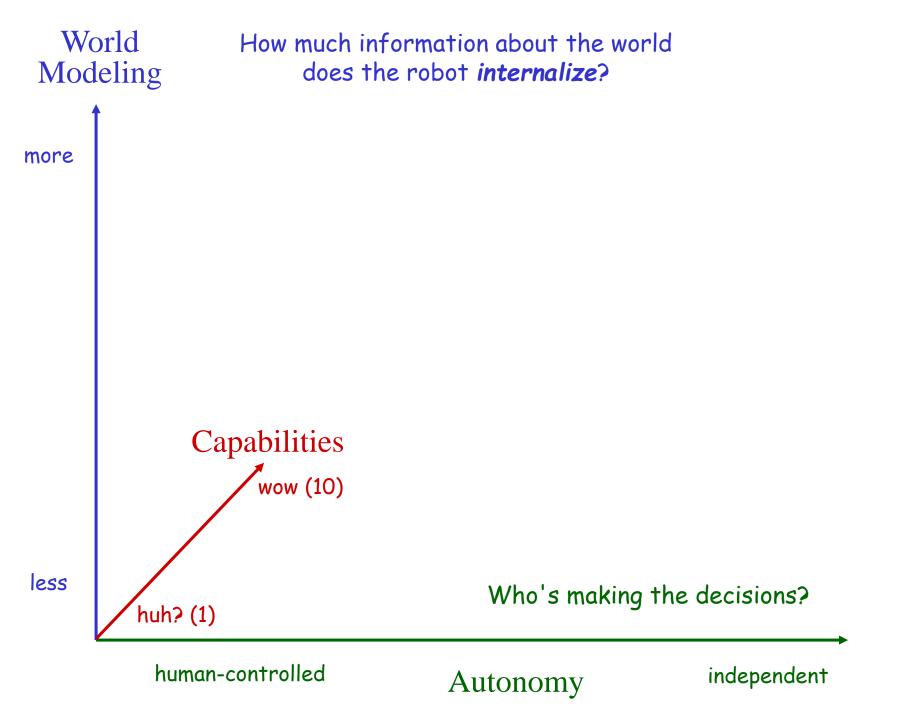






Robocup

There may be other axes along which to evaluate robots, too ...





Bar Monkey



US VP AI ex-VIGOrobelian

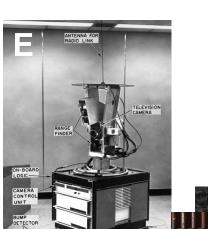


Genghis

Robotic Insect

da Vinci Robotic Surgeon

11 "robotic" systems



Shakey object-"manipulator" (pusher) from SRI (1969)



Roomba Robotic vacuum cleaner

Spirit/Opportunity

1 Rovers: 1997, 2004-now



Sims now with professor!

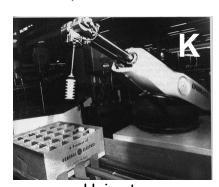


Stanford Cart



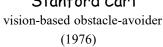
Stanford's Stanley/CMU's Boss

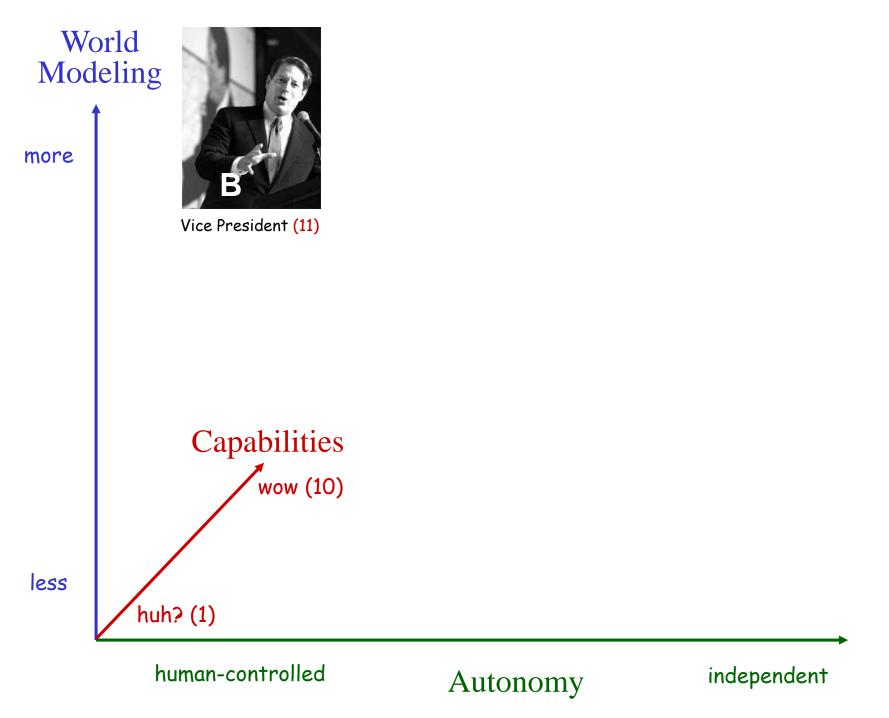
each a \$2 million winner



Unimate first industrial robotic arm, '61 (now in the hall of fame)









Bar Monkey robotic barkeep



Al Gore ex-VP, Nobelian

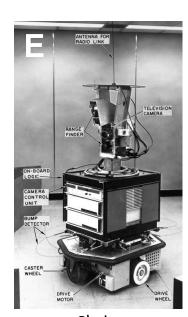


Genghis

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Robotic vacuum cleaner



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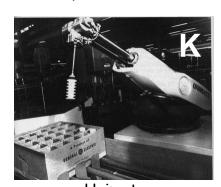


Stanford Cart vision-based obstacle-avoider (1976)



Stanford's Stanley/CMU's Boss

each a \$2 million winner



Unimate
first industrial robotic arm, '61
 (now in the hall of fame)



Sojourner/Spirit/Opportunity Mars Exploration Rovers: 1997, 2004-now

#### Perhaps include a robot of your own choosing...

World Modeling



Capability (0-10)

### Robot Plot

more

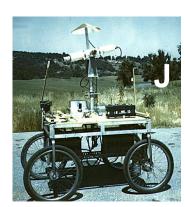
less



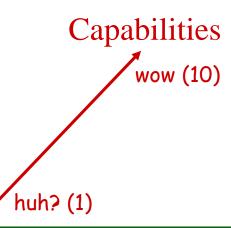
Al Gore (11)



Shakey (3)



Stanford Cart (3)





Genghis (3)

human-controlled

Autonomy

independent

#### World Modeling



Capability (0-10)

### Robot Plot

more



Al Gore (11)



Sims (5)



Shakey (3)



Stanford Cart (3)



Bar Monkey (9)

da Vinci (2)



MERs (8)



Unimate (4)



Roomba (7)



Genghis (3)

less





Stanley/Boss (9)

independent

### 312 Course topics

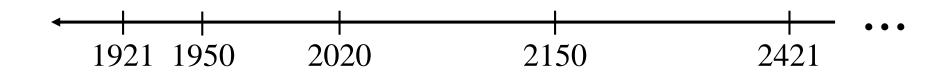
- Introduction
- Robot hardware for mobile roobots, arms and UAV's
- Reactive robotics
- Modeling mobile robots, kinematics, navigation
- Robot sensors
- Robot arm types and kinematics
- Analytic and numerical arm inverse kinematics
- Machine vision and image processing
- Visual servo motion control
- Robot systems, mechatronics

What am I? robots ~ bodies...

where am I? how do I get there?

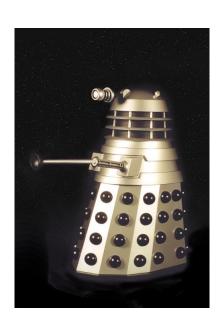
is seeing believing?

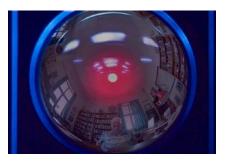
### Robot timeline?



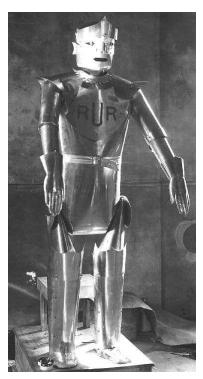
### Fictional Robot timeline

Putting these robots in chronological order?



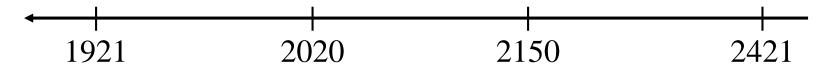








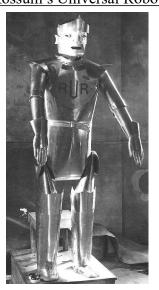






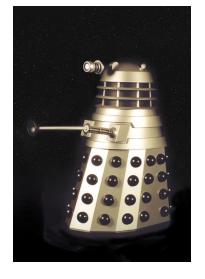
### Fictional robot timeline

Karl Capek
Rossum's Universal Robots











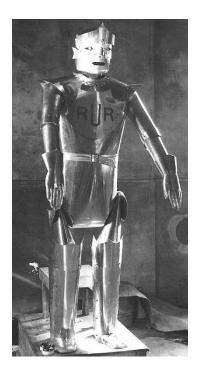
#### I, Robot Asimov

1921 1950 2020 2150 2421

### Robot timeline

Karl Capek

Rossum's Universal Robots



Isaac Asimov's Laws of Robotics

#### **First Law:**

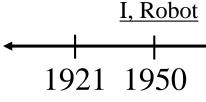
A robot may not injure a human being, or, through inaction, allow a human being to come to harm.

#### **Second Law:**

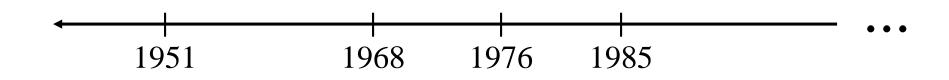
A robot must obey orders given it by human beings, except where such orders would conflict with the First Law.

#### **Third Law:**

A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

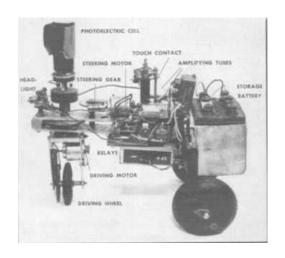


### Real robot timeline

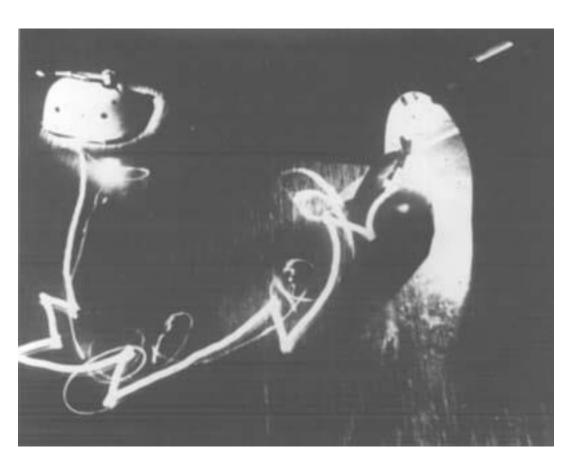


### Real robot timeline

#### Tortoise "Elsie"





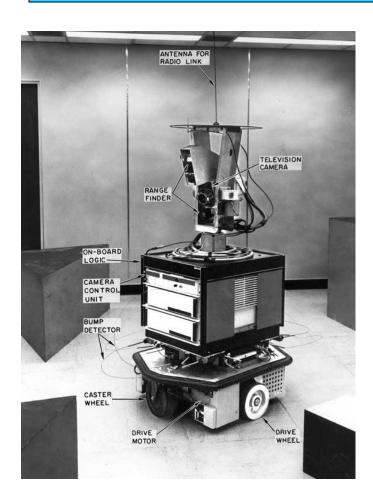


by Neurophysiologist Grey Walter

1951

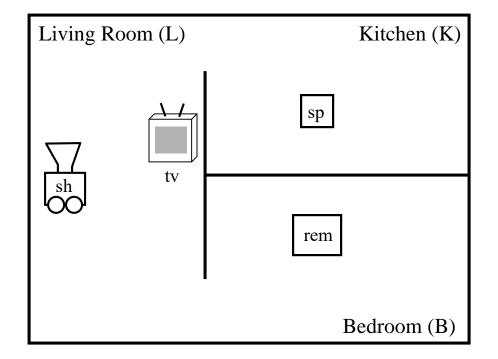
• •

# Shakey



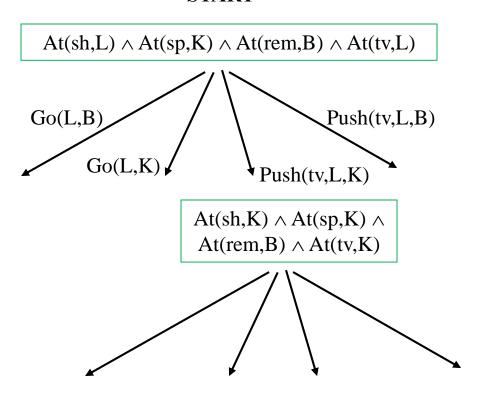
#### Nils Nilsson @ Stanford Research Inst.

first "general-purpose" mobile platform



### Robotics's Shakey start

#### **START**



#### **ACTIONS**

#### • Go(from,to)

Preconditions: At(sh,from)

Postconditions: At(sh,to)

#### • Push(obj,fr,to)

Preconditions:  $At(sh,fr) \wedge At(obj,fr)$ 

Postconditions:  $At(sh,to) \wedge At(obj,to)$ 

 $At(sh,L) \wedge At(sp,L) \wedge At(rem,L) \wedge At(tv,L)$ 

**GOAL** 

for details, see CS 151!

### Stanford Cart: SPA

#### Hans Moravec @ SAIL

"functional" task decomposition "horizontal" subtasks

SENSING

perception

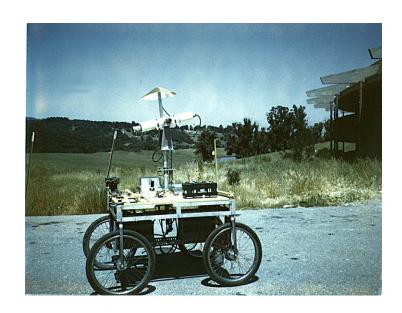
world modeling

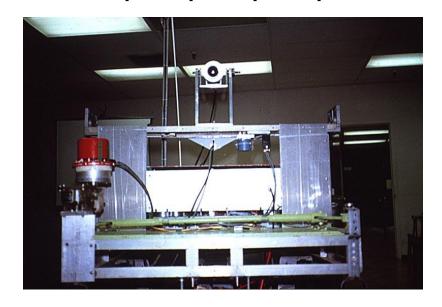
Planning

motor control

task execution

**VCTING** 

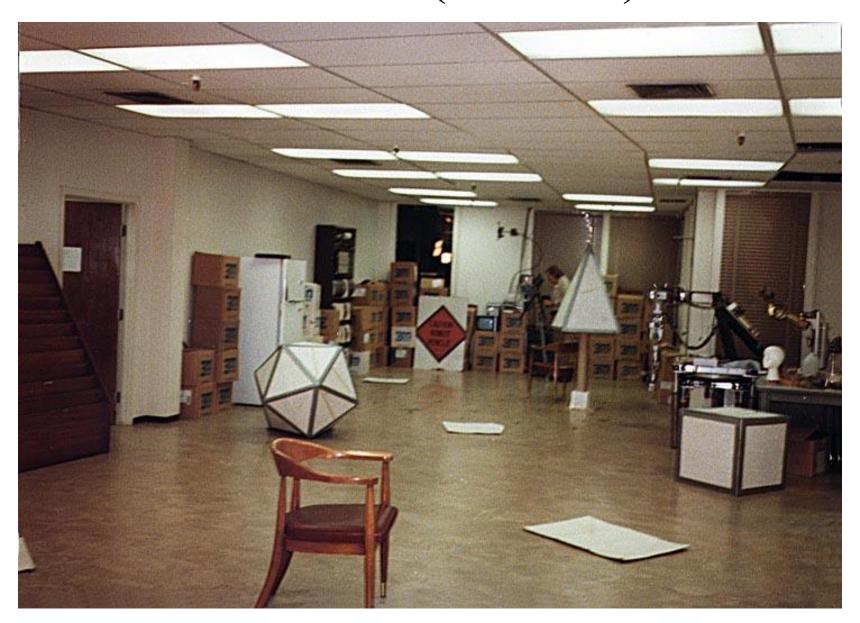




# Cartland (outdoors)



# Cartland (indoors)



### "Robot Insects"

SENSING

#### Rodney Brooks @ MIT

"behavioral" task decomposition "vertical" subtasks



planning and reasoning

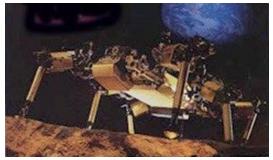
identify objects

build maps

explore

wander

avoid objects







**ACTING** 

985

# Subsumption Architecture

#### Genghis in action!



complex behavior = simple rules + complex environment
http://www.youtube.com/watch?v=BUxFfv9JimU

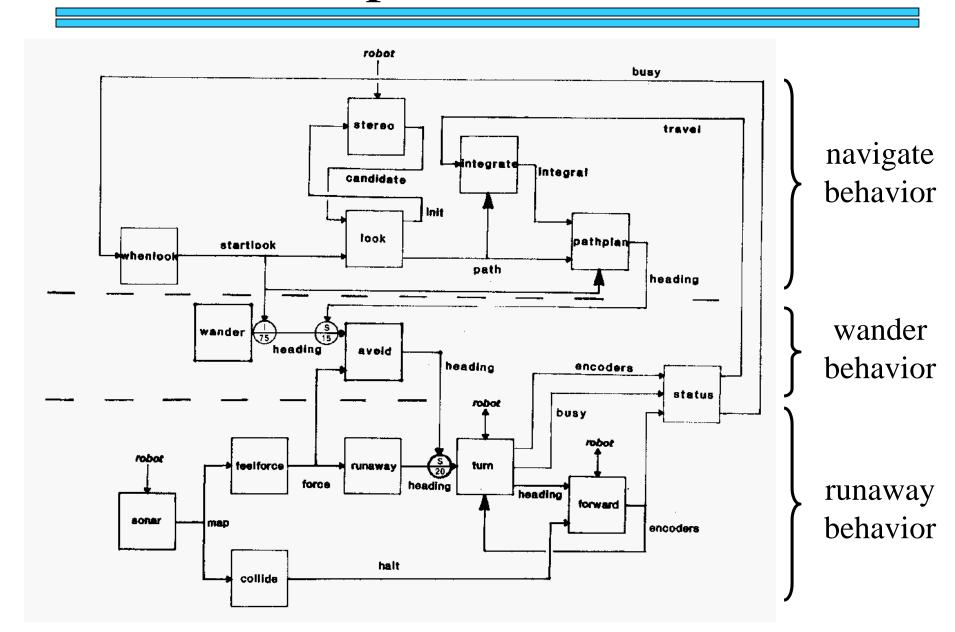
# Subsumption



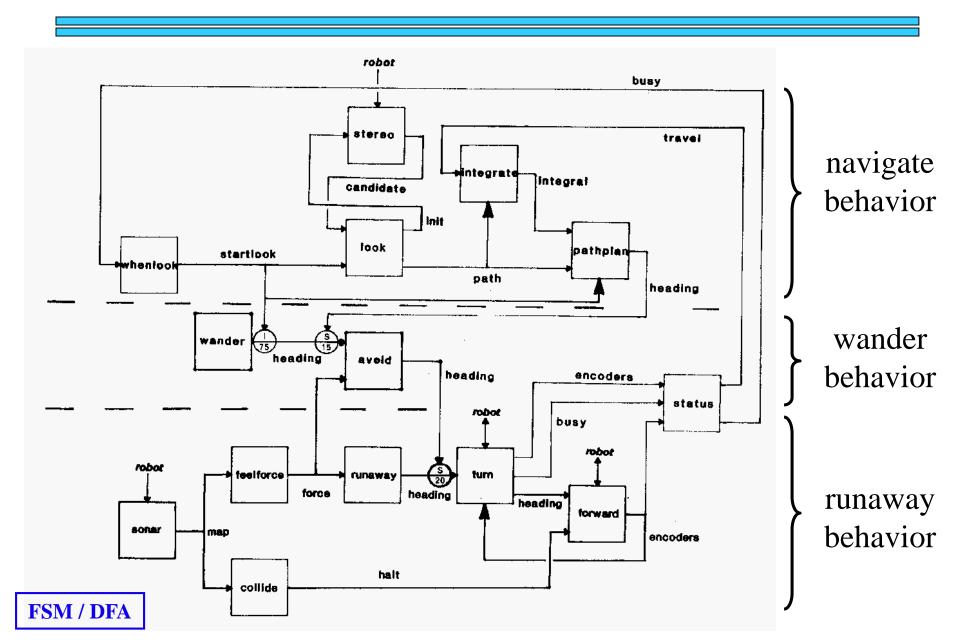
#### Genghis

- 1) *Standing* by tuning the parameters of two behaviors: the leg "swing" and the leg "lift"
- 2) Simple walking: one leg at a time
- 3) Force Balancing: via incorporated force sensors on the legs
- 4) Obstacle traversal: the legs should lift much higher if need be
- 5) Anticipation: uses touch sensors (whiskers) to detect obstacles
- 6) Pitch stabilization: uses an inclinometer to stabilize fore/aft pitch
- 7) *Prowling*: uses infrared sensors to start walking when a human approaches
- 8) Steering: uses the difference in two IR sensors to follow

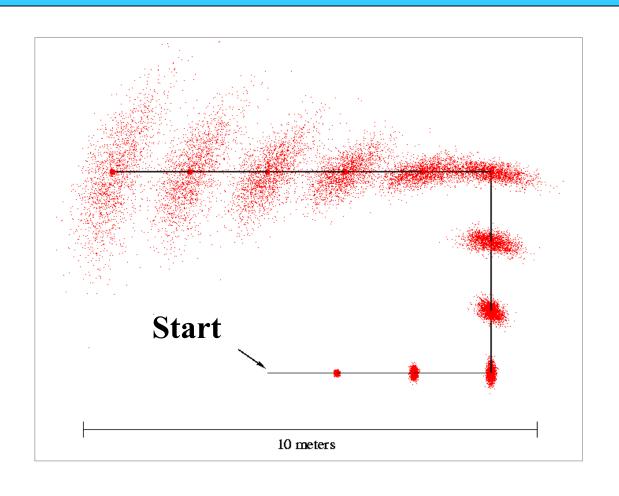
# Subsumption Architecture



### Finite-state Architecture

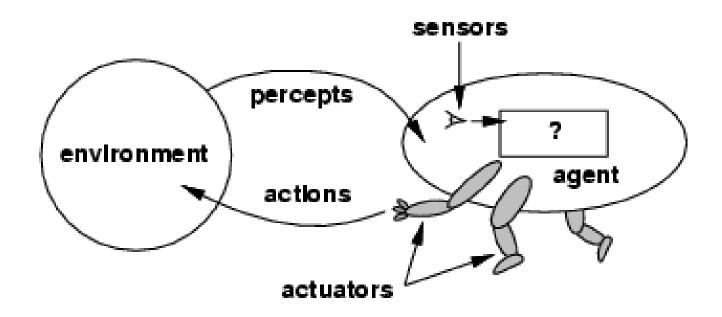


# Now: Intelligent Robotics: Probabilistic robotics

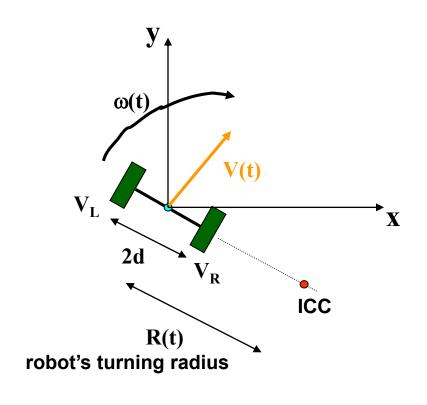


# Now: Intelligent Robotics: Sensory guided robotics

Camera or Kinect vision



### **Lecture 3: Modeling 1: Differential drive**



#### 4) Integrate to obtain position

$$V_x = V(t) \cos(\theta(t))$$

$$V_v = V(t) \sin(\theta(t))$$

Thus,

$$x(t) = \int V(t) \cos(\theta(t)) dt$$

$$y(t) = \int V(t) \sin(\theta(t)) dt$$

$$\theta(t) = \int \omega(t) dt$$

#### **Kinematics**

with

$$\omega = (V_R - V_L)/2d$$

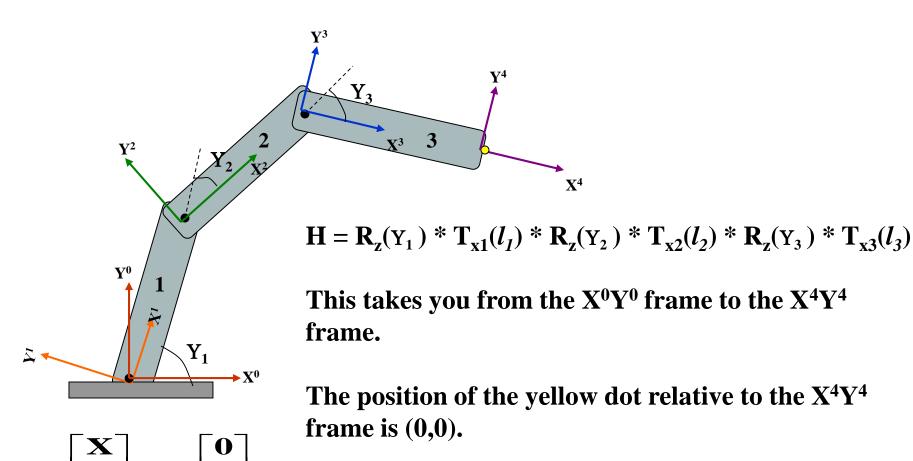
$$R = d(V_R + V_L)/(V_R - V_L)$$

$$V = \omega R = (V_R + V_L)/2$$

What has to happen to change the ICC?

things have to change over time, t

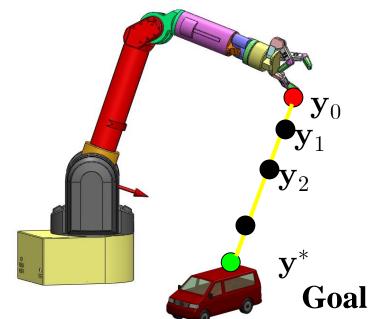
#### Mid course: Modeling 2: Forward kinematics and homogenous transforms



 $\left| \begin{array}{c|c} \mathbf{Y} \\ \mathbf{Z} \end{array} \right| = \mathbf{H} \left| \begin{array}{c} \mathbf{0} \\ \mathbf{0} \end{array} \right|$  Notice that multiplying by the (0,0,0,1) vector will equal the last column of the H matrix.

### Numerical Inverse Kinematics

- 1. Solve for motion:  $[\mathbf{y}^* \mathbf{y}_k] = \mathbf{J}_k \Delta \mathbf{x}$ 
  - 2. Move robot joints:  $\mathbf{x}_{k+1} = \mathbf{x}_k + \Delta \mathbf{x}$
  - 3. Read actual Cartesian move  $\Delta y$ 
    - 4. Update Jacobian:  $\hat{J}_{k+1} = \hat{J}_k + \frac{(\Delta \mathbf{y} \hat{J}_k \Delta \mathbf{x}) \Delta \mathbf{x}^T}{\Delta \mathbf{x}^T \Delta \mathbf{x}}$

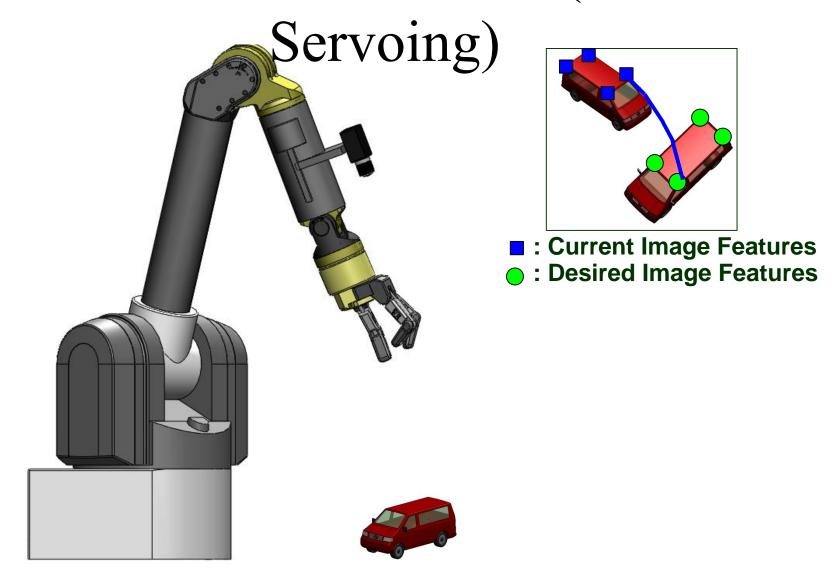


Move the robot to each subgoal in sequence  $y_k$ 

Iterate until

\* convergence at
Goal final goal

# Vision-Based Control (Visual



# Course Questions

Why study robotics?

What, exactly, is robotics about?

What work is involved?

### **Details**

First week's paper:

Reading
no required text

Achieving Artificial Intelligence through Building Robots

Rodney Brooks

Calendar

class meetings: Tue, Th 3:30-4:50

Lab CSC 105: M 5:00-7:50 pm

office hours: after class or W,F by appt

Web Page http://ugweb.cs.ualberta.ca/~vis/courses/robotics/

Assignments ...

- Three lab assignments
- An individual reading and presentation
- A group project
- Two in class exams

# Lab Projects - Options

#### **Choose a platform**

### The EV3 Lego Robot Kit

**Default** Lego EV3

Other possibilities:

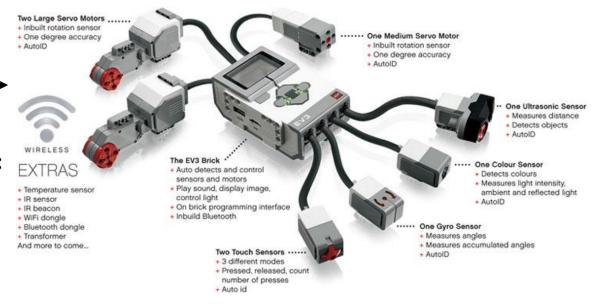
Robot arm

AIBO dog

**Pioneer** 

**UAV** 

Others...!



#### **Choose a task**

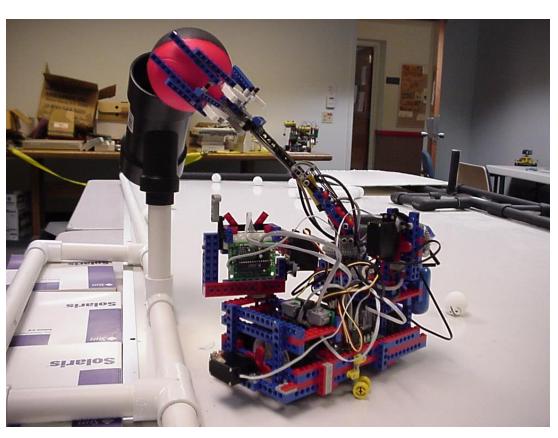
#### spatial reasoning

- tag / hide & seek
- · Beyond Botball

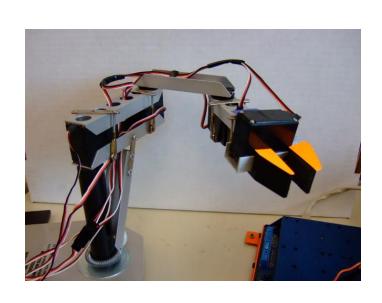
#### itself publishable...

- fire extinguisher
- ·Vision guided motion
- ·Tele-operation

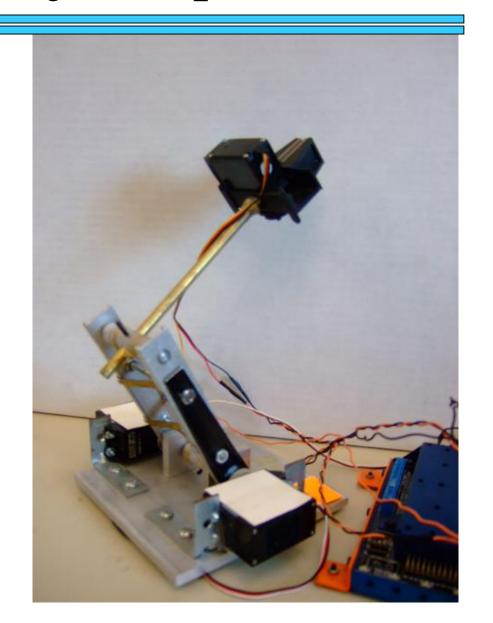




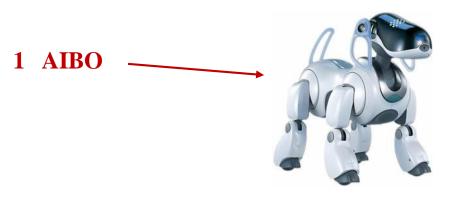
Lego Mapping?

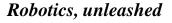


• Home built arm

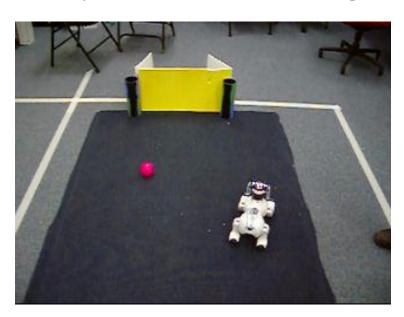


### Sony's AIBO Robot Dog





Soccer, machine learning, human-robot interaction



'06: aligning and scoring a goal
'07-'08: line-following and landmarks
lots of software on which to build
CMU's Tekkotsu

### Unmanned Autonomous Ground Vehicle



Figure 2: Campus Path Example



Figure 3: Campus Path with Orange Cones

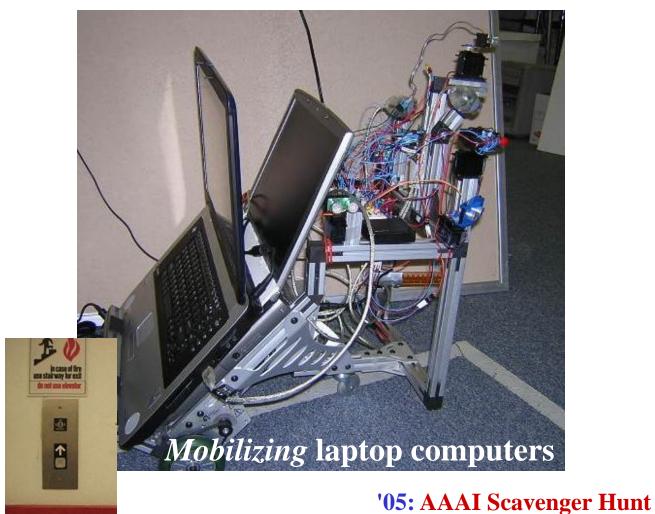
### **Heading Outdoors...**

### With Engineeering!

· International Ground Vehicle Competition



· Mini Grand Challenge



someday...

05: AAAI Scavenger nunt

framework for almost any design

# Other Options...

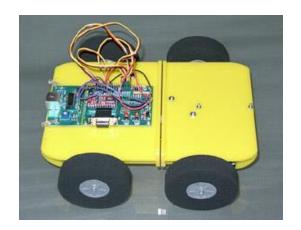


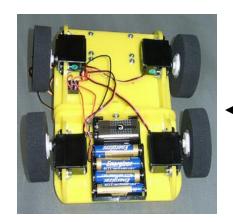


'04: NES Duck Hunt Wii, anyone?

A robot system that *partners* in a game...

robotics.cs.brown.edu/projects/embodied\_gaming/





A Turing machine...

—— Design and build a platform from scratch: wheeled or walking (not aerial or underwater, however...)