

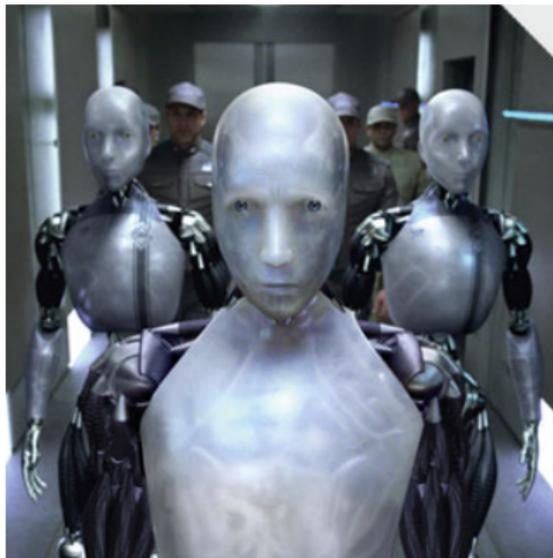
Autonomous Robotics

CS 485 - Fall 2013

Amarda Shehu

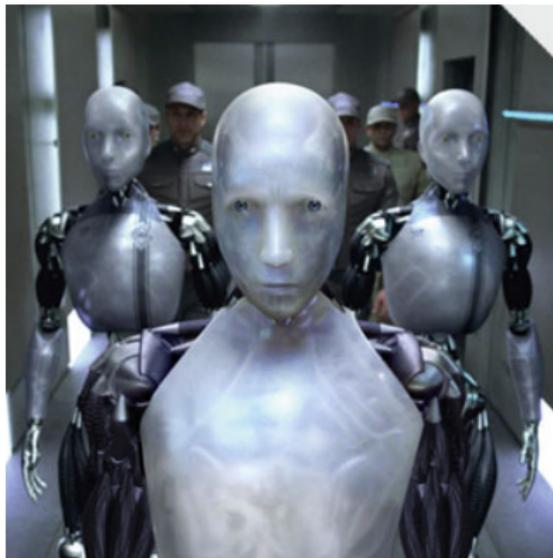
Department of Computer Science
George Mason University

What is a Robot?



I, Robot (2004)

What is a Robot?



I, Robot (2004)

Automaton (Greek, autos "self" +
matos "thinking, animated, willing")

What is a Robot?



I, Robot (2004)

Automaton (Greek, autos “self” +
matos “thinking, animated, willing”)

- from English translation of 1920 play “Rossum’s Universal Robots” by Karel Capek
- from Czech robotnik (slave), robota (forced labor, drudgery), robotiti (to work, drudge)
- from Slavic (arabeit) related to German Arbeit (work)
- Word coined by Capek’s brother Josef, who used it initially in a short story
- Robotics coined in 1941 in a science fiction context by Isaac Asimov

What is a Robot?



I, Robot (2004)

Automaton (Greek, autos “self” +
matos “thinking, animated, willing”)

- from English translation of 1920 play “Rossum’s Universal Robots” by Karel Capek
- from Czech robotnik (slave), robota (forced labor, drudgery), robotiti (to work, drudge)
- from Slavic (arabeit) related to German Arbeit (work)
- Word coined by Capek’s brother Josef, who used it initially in a short story
- Robotics coined in 1941 in a science fiction context by Isaac Asimov
 - 1 A robot may not injure a human being or, through inaction, allow a human being to come to harm.

What is a Robot?



I, Robot (2004)

Automaton (Greek, autos “self” +
matos “thinking, animated, willing”)

- from English translation of 1920 play “Rossum’s Universal Robots” by Karel Capek
- from Czech robotnik (slave), robota (forced labor, drudgery), robotiti (to work, drudge)
- from Slavic (arabeit) related to German Arbeit (work)
- Word coined by Capek’s brother Josef, who used it initially in a short story
- Robotics coined in 1941 in a science fiction context by Isaac Asimov
 - 1 A robot may not injure a human being or, through inaction, allow a human being to come to harm.
 - 2 A robot must obey any orders given to it by human beings, except where such orders would conflict with the First Law.

What is a Robot?



I, Robot (2004)

Automaton (Greek, autos “self” +
matos “thinking, animated, willing”)

- from English translation of 1920 play “Rossum’s Universal Robots” by Karel Capek
- from Czech robotnik (slave), robota (forced labor, drudgery), robotiti (to work, drudge)
- from Slavic (arabeit) related to German Arbeit (work)
- Word coined by Capek’s brother Josef, who used it initially in a short story
- Robotics coined in 1941 in a science fiction context by Isaac Asimov
 - 1 A robot may not injure a human being or, through inaction, allow a human being to come to harm.
 - 2 A robot must obey any orders given to it by human beings, except where such orders would conflict with the First Law.
 - 3 A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

What is a Robot?



I, Robot (2004)

Automaton (Greek, autos “self” + matos “thinking, animated, willing”)

Robotics Institute of America: “device that automatically performs complicated often repetitive tasks,” or a “mechanism guided by automatic controls”

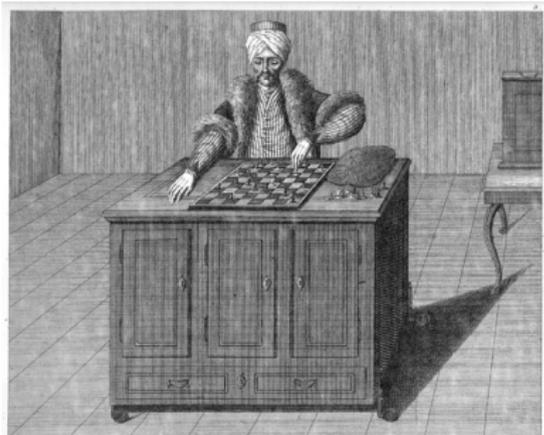
- from English translation of 1920 play “Rossum’s Universal Robots” by Karel Capek
- from Czech robotnik (slave), robota (forced labor, drudgery), robotiti (to work, drudge)
- from Slavic (arabeit) related to German Arbeit (work)
- Word coined by Capek’s brother Josef, who used it initially in a short story
- Robotics coined in 1941 in a science fiction context by Isaac Asimov
 - 1 A robot may not injure a human being or, through inaction, allow a human being to come to harm.
 - 2 A robot must obey any orders given to it by human beings, except where such orders would conflict with the First Law.
 - 3 A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

First Robot – The Turk / Automaton Chess Player (1770)



http://en.wikipedia.org/wiki/The_Turk

First Robot – The Turk / Automaton Chess Player (1770)

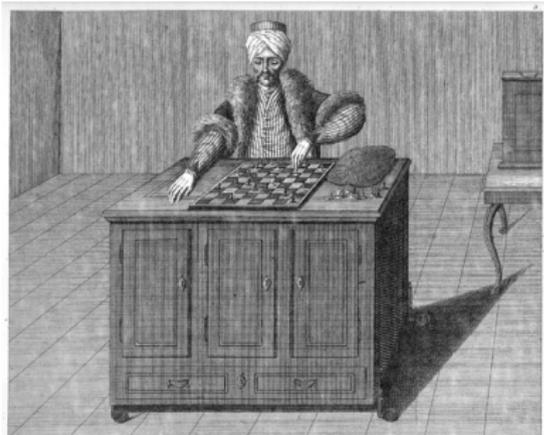


W. v. Kempelen del. Die Schachspieler im Spiele begriffen. L'Amour de l'Esprit tel qu'on le voit pendant le jeu. P. G. Bayr sc.

- Constructed by Wolfgang von Kempelen in 1770
- Played many exhibition chess games
- Solved the knight-tour problem
- Even played against Benjamin Franklin in France

http://en.wikipedia.org/wiki/The_Turk

First Fake Robot – The Turk / Automaton Chess Player (1770)



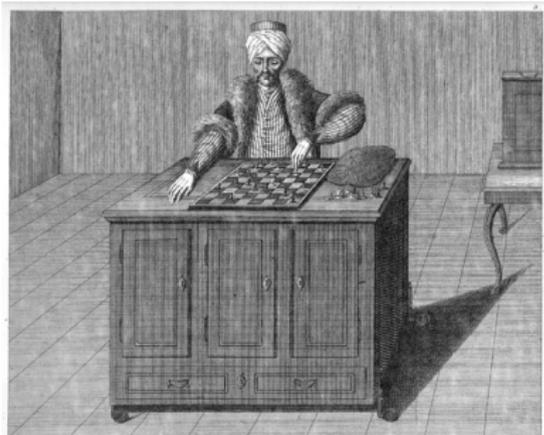
W. v. Kempelen del. Die Schachspieler im Spiele begriffen. L'Amour de l'Esprit tel qu'on le voit pendant le jeu.

- Constructed by Wolfgang von Kempelen in 1770
- Played many exhibition chess games
- Solved the knight-tour problem
- Even played against Benjamin Franklin in France

http://en.wikipedia.org/wiki/The_Turk

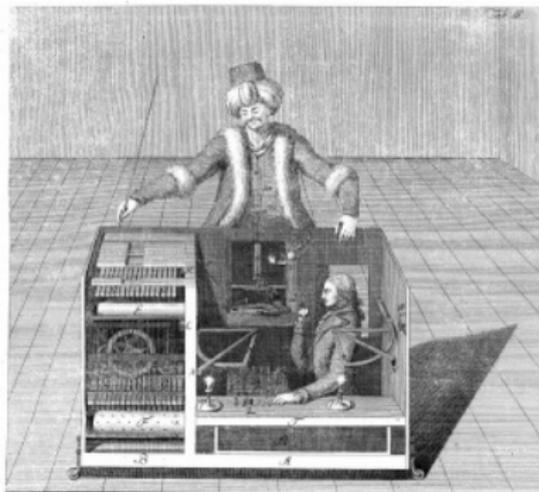
... it was a fake, however, human player hid inside machine

First Fake Robot – The Turk / Automaton Chess Player (1770)



W. v. Kempelen del. Die Schachspieler im Spiele begriffen. L'Amour de l'Esprit tel qu'on le voit pendant le jeu. P. G. Bayr sc.

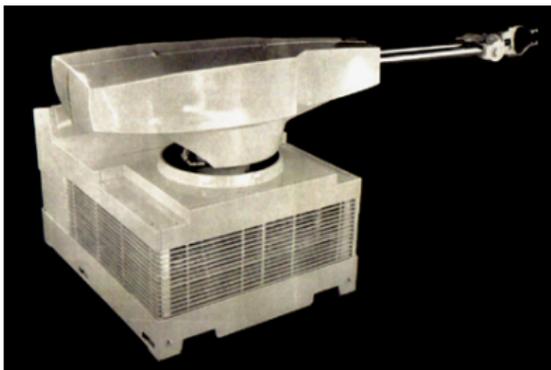
- Constructed by Wolfgang von Kempelen in 1770
- Played many exhibition chess games
- Solved the knight-tour problem
- Even played against Benjamin Franklin in France



http://en.wikipedia.org/wiki/The_Turk

... it was a fake, however, human player hid inside machine

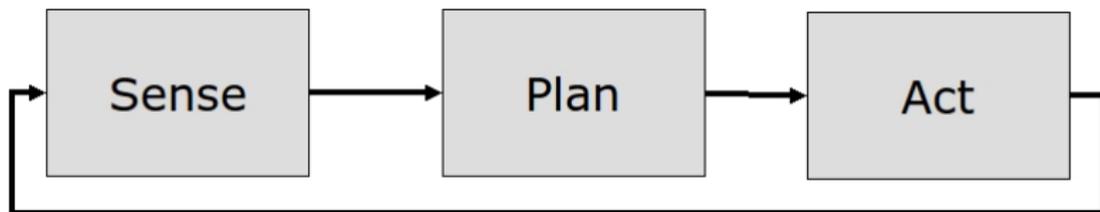
First Real Robot – Unimate (1961)



<http://en.wikipedia.org/wiki/Unimate>

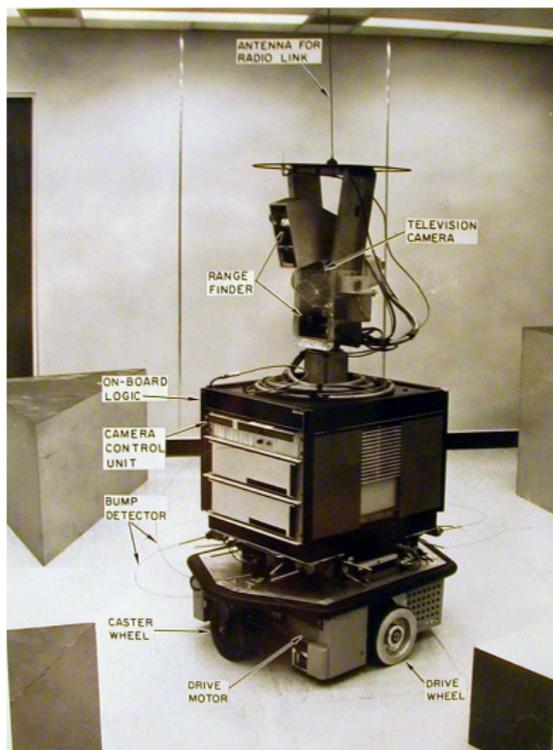
- Created by George Devol
- Worked on a General Motors assembly line in New Jersey in 1961
- Job consisted of transporting die castings from an assembly line and welding these parts on auto bodies
- Conducted in Robot Hall of Fame in 2003

Trends in Robotics Research: Classical Paradigm



- Focus on automated reasoning and knowledge representation
- Perfect world model
- Closed world assumption: “what is not currently known to be true, is false”
- STRIPS (Stanford Research Institute Problem Solver)

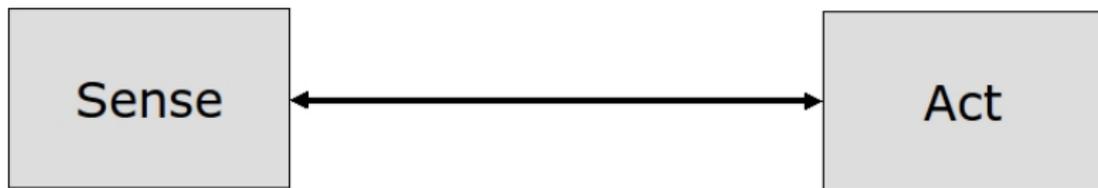
Shakey (Stanford Research Institute, 1966)



- First mobile robot to reason about its own actions
- Programs for “seeing,” “reasoning,” and “acting”
- Triangulating range-finder for sensing obstacles
- Wireless radio and video camera
- Used STRIPS to perform “block-worlds” tasks
- Conducted in Robot Hall of Fame in 2004

http://en.wikipedia.org/wiki/Shakey_the_robot

Trends in Robotics Research: Reactive Paradigm



- No models: The world is its own, best model
- Many successes, but also limitations
- Inspired by biological systems

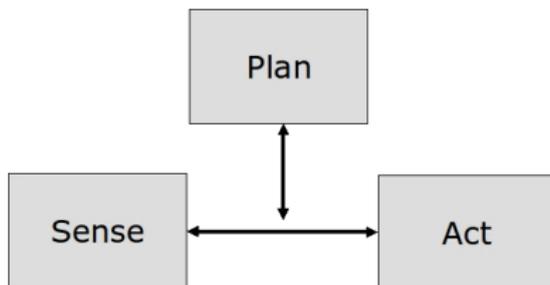


Genghis by Rodney A. Brooks



Polly by Ian Horswill

Trends in Robotics Research: Hybrid Paradigm = Planning + Reactive



- Combines advantages of previous paradigms
- World model used for planning
- Closed loop, reactive control

Trends in Robotics Research

Classical Paradigm (mid 1970s)

- exact models
- no sensing necessary

Hybrid Paradigm (since 1990s)

- model-based at higher levels
- reactive at lower levels

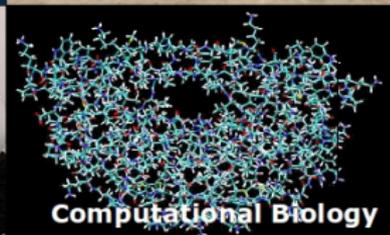
Reactive Paradigm (mid 1980s)

- no models
- relies heavily on good sensing

Probabilistic Paradigm (since mid 1990s)

- seamless integration of models and sensing
- inaccurate models, inaccurate sensors

Robots Today



[auto] [bdog] [rhex] [heli1] [heli2] [heli3] [snake] [hand] [asimo]

This Course

Focus on two themes:

- **Motion Planning:** How can the robot automatically plan and execute a sequence of motions that avoids collision with obstacles and accomplishes the assigned task?

This Course

Focus on two themes:

- **Motion Planning:** How can the robot automatically plan and execute a sequence of motions that avoids collision with obstacles and accomplishes the assigned task?
- **Localization and Mapping:** How can the robot use sensor-based information to determine its own state and model the world?

This Course

Focus on two themes:

- **Motion Planning:** How can the robot automatically plan and execute a sequence of motions that avoids collision with obstacles and accomplishes the assigned task?
- **Localization and Mapping:** How can the robot use sensor-based information to determine its own state and model the world?

Emphasis on algorithms, analysis, and implementations

This Course

Focus on two themes:

- **Motion Planning:** How can the robot automatically plan and execute a sequence of motions that avoids collision with obstacles and accomplishes the assigned task?
- **Localization and Mapping:** How can the robot use sensor-based information to determine its own state and model the world?

Emphasis on algorithms, analysis, and implementations

Illustrated with practical applications arising in diverse areas such as **mobile systems**, **navigation and exploration**, **robot manipulation**, **computer animation**, **video games**, **computational biology**, and **medicine**

Basic Motion-Planning Algorithms and Foundations (3 WKS)

- Bug Algorithms
- Configuration Spaces
- Forward and Inverse Kinematics for Manipulators
- Potential Fields
- Roadmaps/Cell Decompositions

Sampling-based and Probabilistic Motion Planning (3WKS)

- Roadmap Approaches
- Tree Approaches

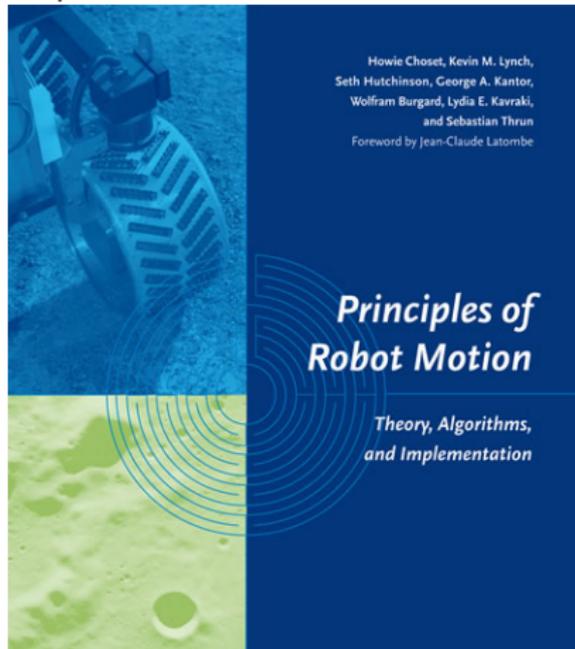
Advanced Motion Planning (4 WKS)

- Multiple Robots
- Manipulation Planning
- Computational Biology
- Dynamics/Physics Game Engines
- High-Level Tasks/AI/Discrete Planning
- Dynamic Environments/Uncertainty

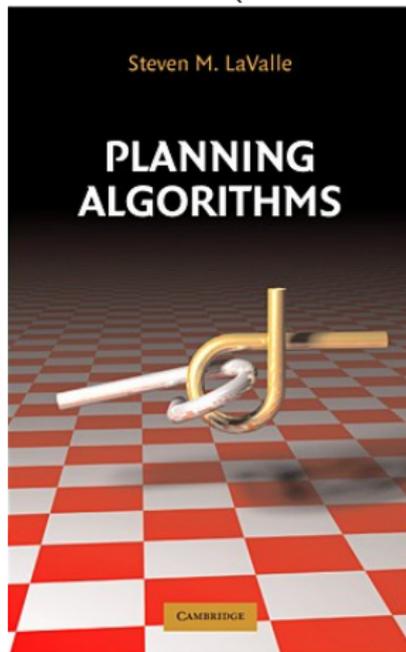
Localization and Mapping (2 WKS)

- Kalman Filtering/Bayesian Methods
- Mapping and SLAM

Required



Recommended (available online, free)



- Homeworks (45%)
- Paper Presentation (5%)
- Exam (25%)
- Final Project (25%)

Contact Information

- Office: Engineering Building 4422
- Email: amarda@gmu.edu
- Office Hours: Friday 2:30-4:30pm