

# 15-494/694: Cognitive Robotics

Spring 2015

Professor:  
Dave Touretzky  
GHC 9013  
x8-7561



[dst@cs.cmu.edu](mailto:dst@cs.cmu.edu)

# What Was This Course About?

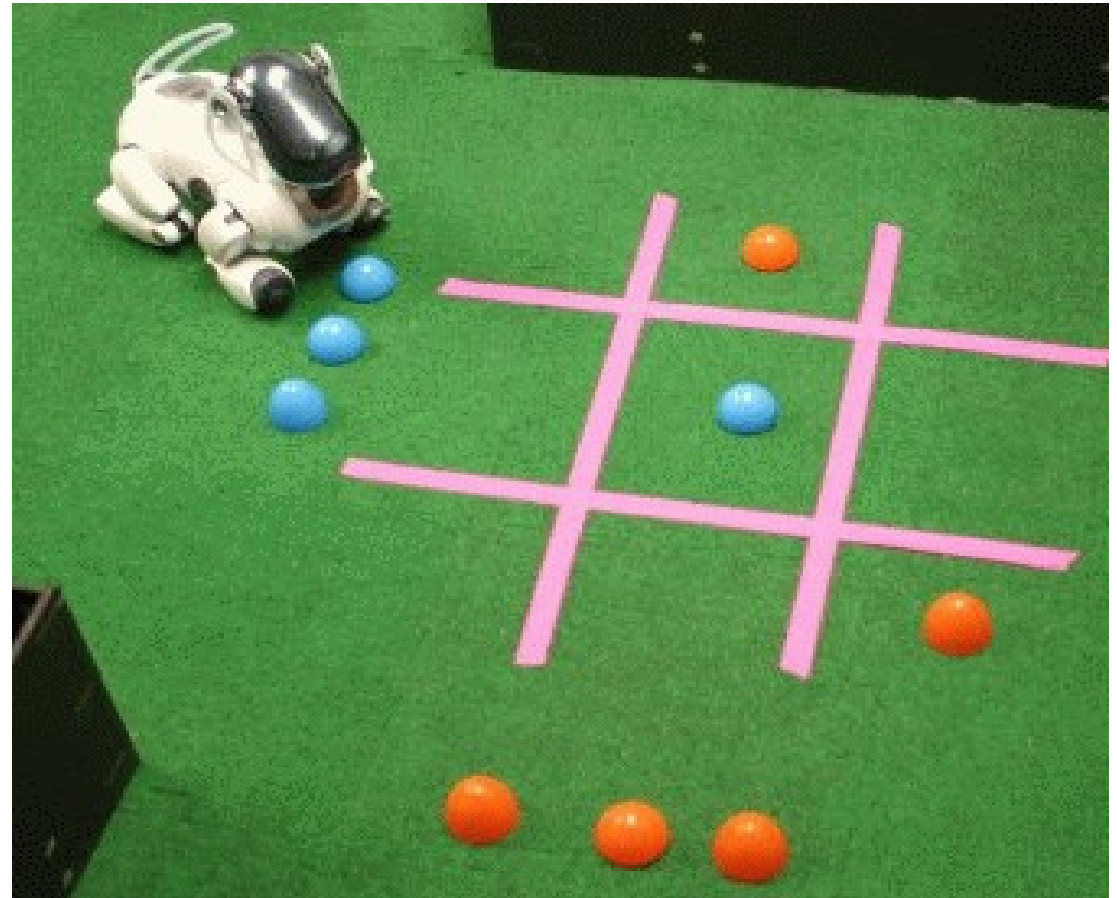
A new approach to programming robots:



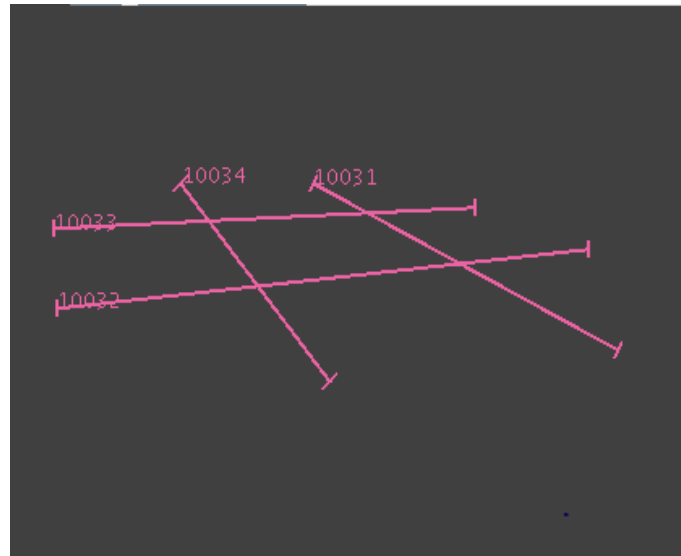
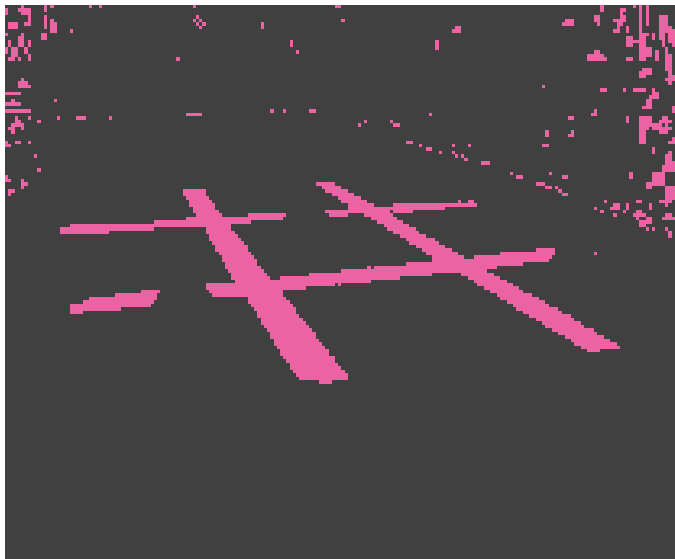
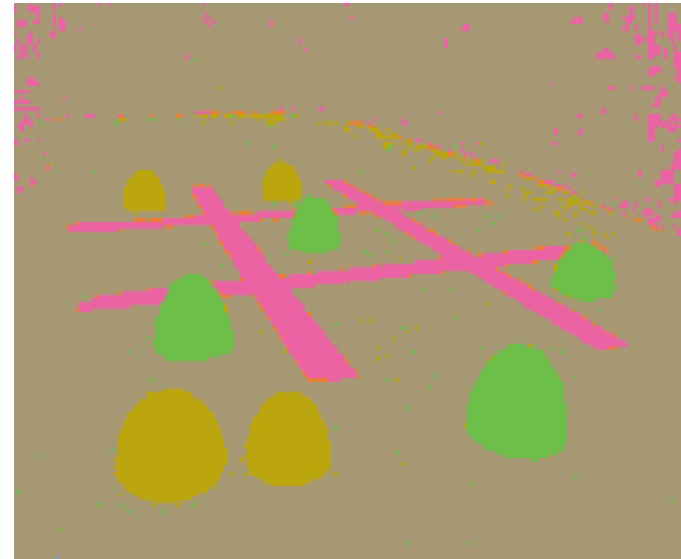
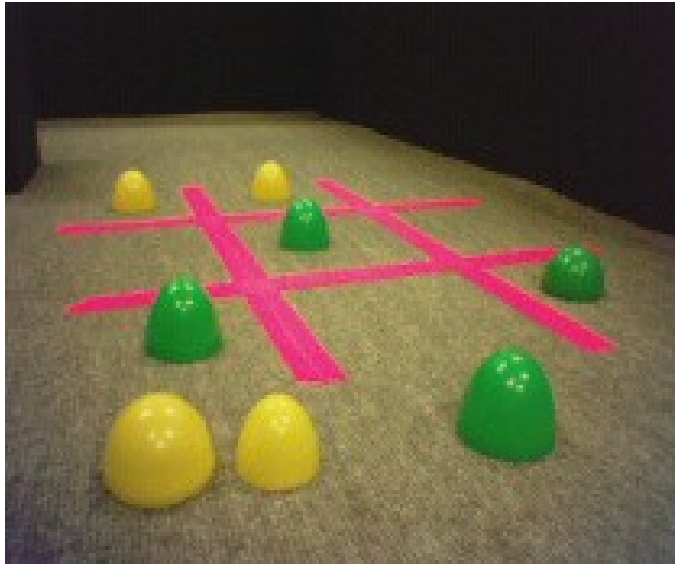
- Creating tools to make robot behavior *intuitive and transparent*.
- Borrowing ideas from cognitive science to make robots smarter.
- Building the infrastructure to teach “ten big ideas in robotics”.

# Primitives needed for tic-tac-toe

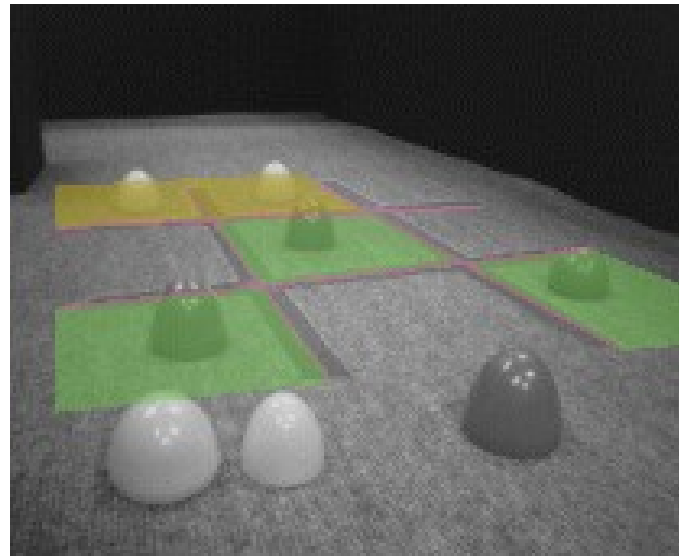
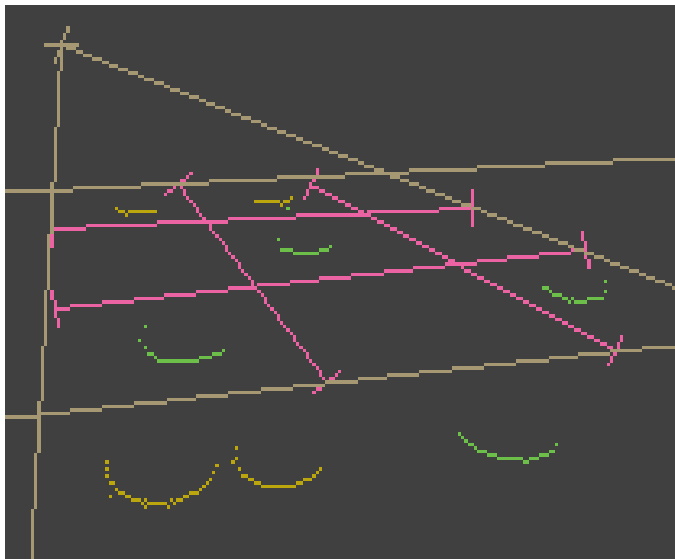
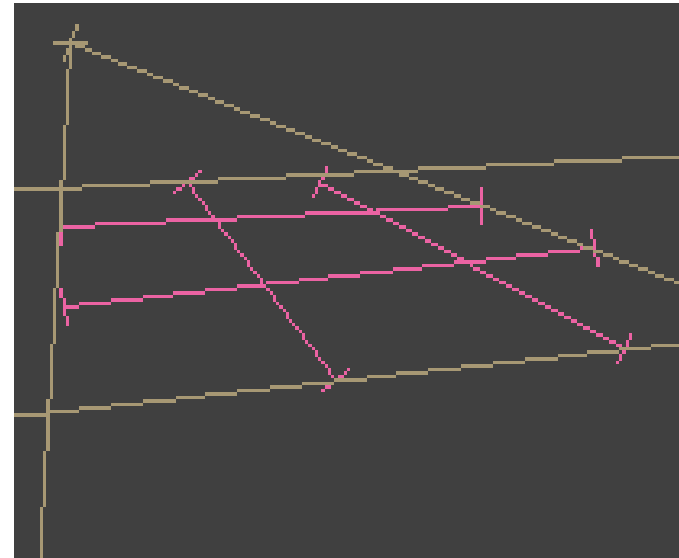
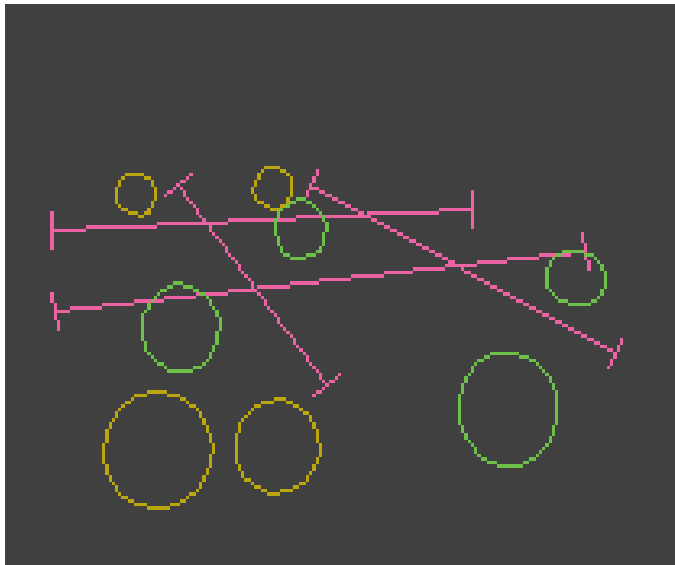
- See and understand the board  
(perception, mapping)
- Move the game pieces  
(manipulation)
- Take turns  
(control)



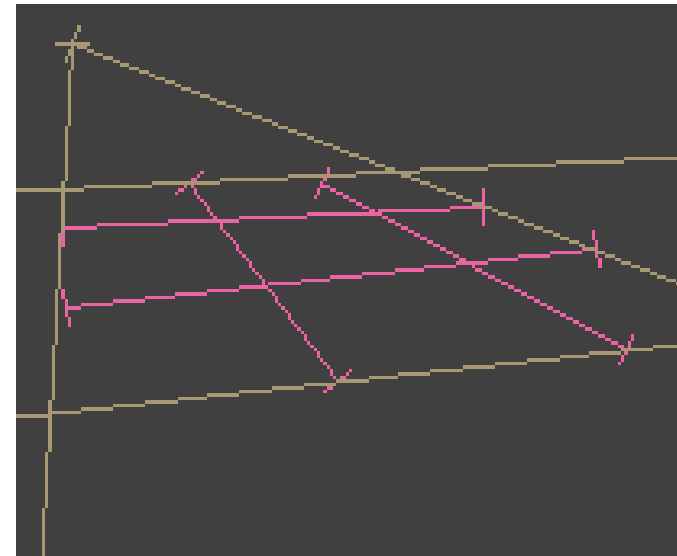
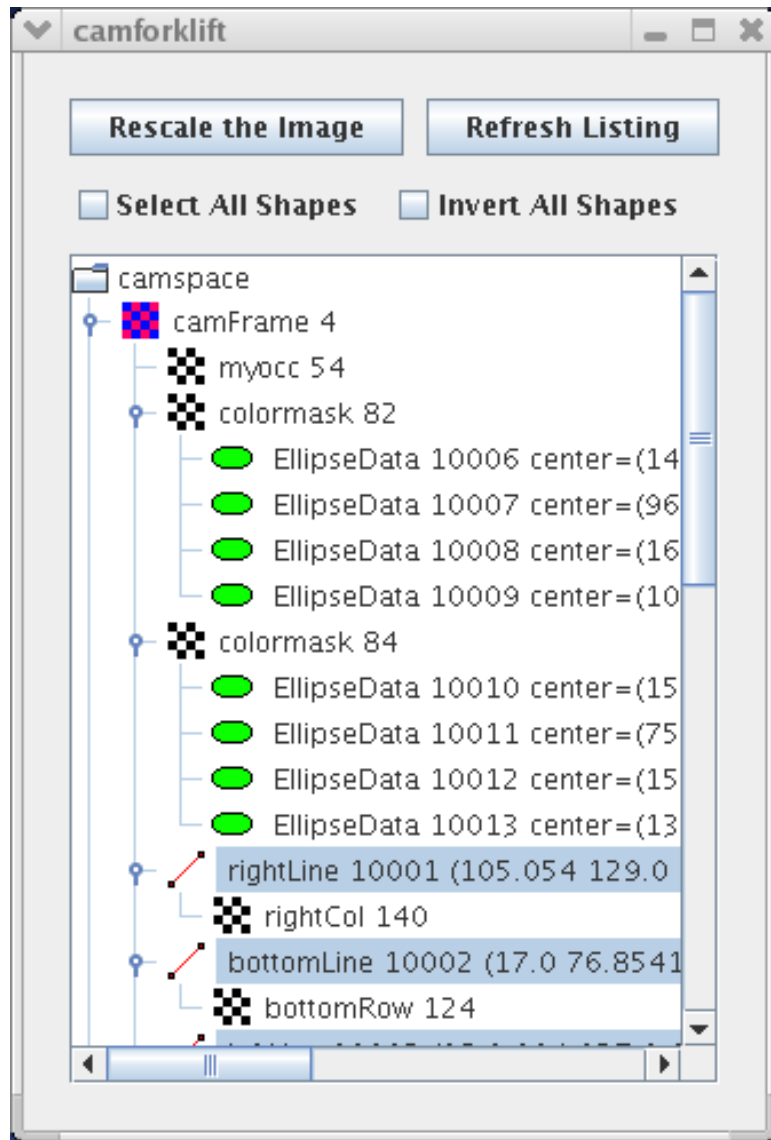
# Visual Routines



# Visual Routines



# SketchGUI: see inside the robot's head



# Transparency: Storyboard tool

The screenshot displays the Tekkatsu Viewer application interface, which is used for visualizing and interacting with state machines. The main window shows a state machine diagram with nodes such as 'Look', 'Up', 'Punch', 'Sniff', 'Down', 'Sound', 'Sit', 'Time', 'Follow', 'Pink', and 'Funny'. The 'Runtime View' panel on the right provides a hierarchical view of the current selection, showing the state and transition details for the selected elements. The 'Storyboard' panel at the bottom shows a timeline of the state machine's execution, with a red vertical line indicating the current time. The 'Image Preview' panel at the bottom right shows a 3D rendering of a pink ball, a yellow disc, and a pink bone on a green surface.

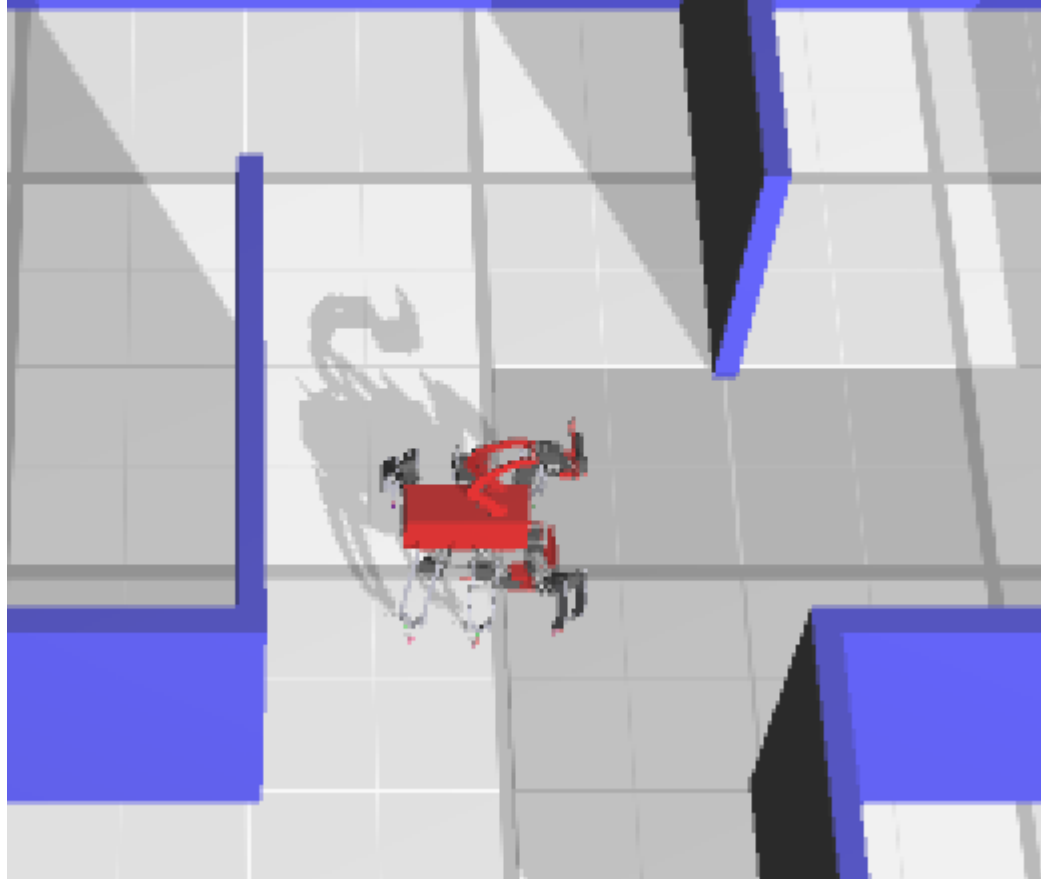
Host: localhost Port: 10080  
Name: Explore State Machine  
Download Model New Trace

Properties: Runtime View  
Current selection: 46.875s  
Up  
- activate at: 43.002s  
- deactivate at: 47.0s  
- type: state  
Up->PunchLock  
- fire at: 47.001s  
- type: transition  
Punch  
- activate at: 47.002s  
- deactivate at: 51.002s  
- type: state  
Look  
- activate at: 47.002s  
- deactivate at: 59.002s  
- type: state

Storyboard  
0 5 8 8.5 8.8 10 15 20 25 27 27.5 30 35 40 45 50 55 60

Image Preview

# Mirage Simulator



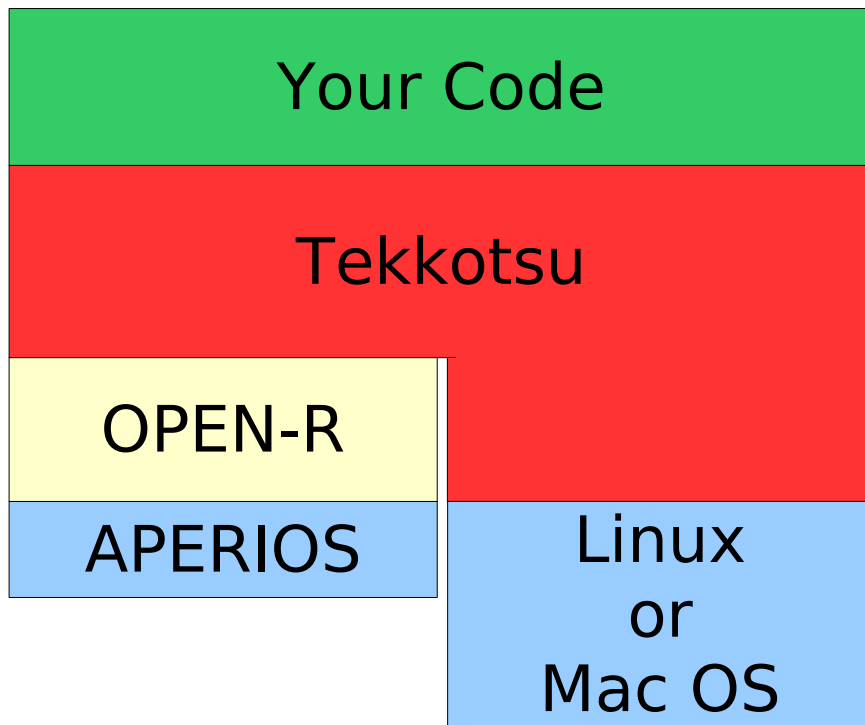


# Tekkotsu Means “Framework” in Japanese

(Literally “iron bones”)



**Tekkotsu.org**



Tekkotsu features:

- Open source, LGPLed
- Event-based architecture
- Powerful GUI interface
- Documented with doxygen
- Extensive use of C++ templates, multiple inheritance, and polymorphism

# The Tekkotsu “Crew”

- MapBuilder does vision and maintains local and world maps.
- Lookout moves the head and controls the sensor package.
- Pilot is responsible for navigation and localization.
- Grasper controls the arm and is responsible for manipulation.

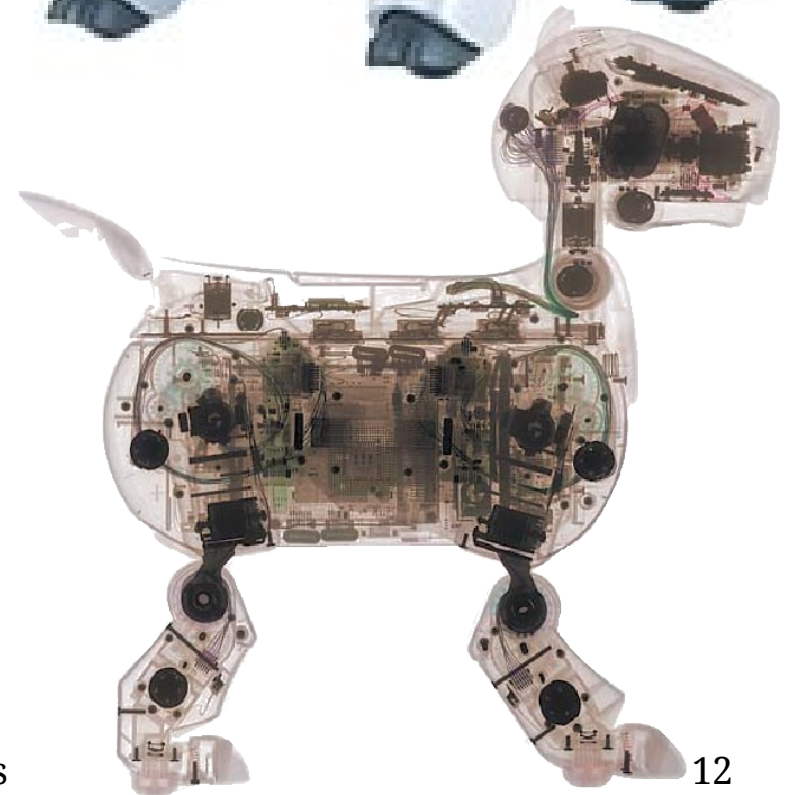
# Tekkotsu vs. ROS

- **Unified** framework for perception, navigation, and manipulation
- **Single** address space model simplifies coding & debugging
- Designed for **education**
- Emphasis on **orthogonality** of components: “mix and match”
- **Multi**-process approach good for scalability (but with some costs)
- Designed for **research**

# Early Days: 2006

## The AIBO ERS-7

- 576 MHz RISC processor
- 64 MB of RAM
- Programmed in C++
- Color camera: 208x160
- 18 degrees of freedom:
  - Four legs (3 degs. Each)
  - Head (3), tail (2), mouth
- Wireless Ethernet



# Robot Learning

Implementing learning algs. on the robot:

- TD learning for classical conditioning
- Two-armed bandit learning problem



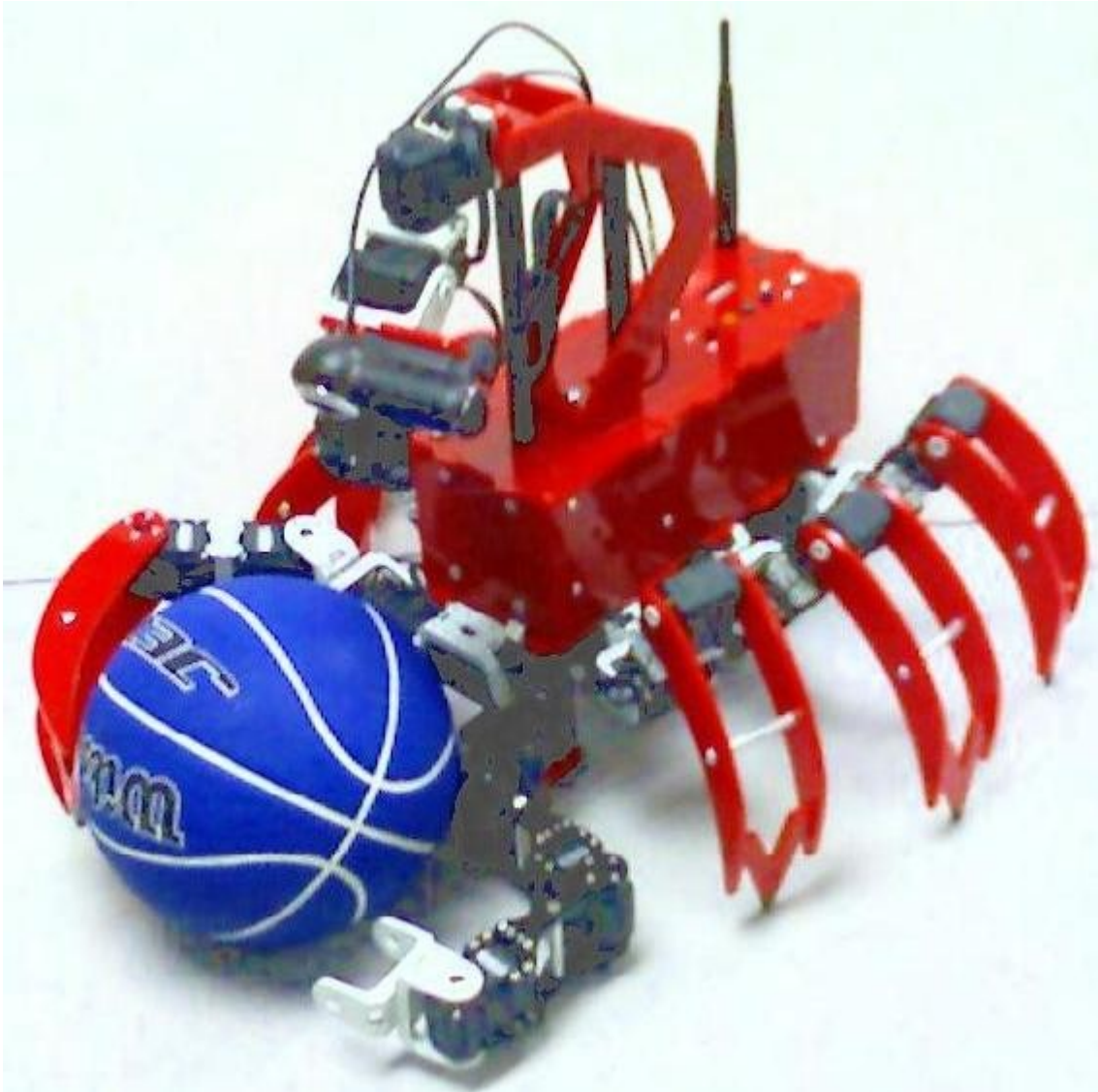
Video  
demos  
from  
Tekkotsu  
Robotics  
channel  
on  
YouTube

# The Chiara Debuts at AAAI-08

- Pico-ITX processor:
  - 1 GHz, 1 GB, 80GB HD
  - Ubuntu Linux
- 27 degrees of freedom:
  - 24 digital servos
  - 3 analog microsensors
  - 6-dof arm with gripper
- Logitech webcam, Robotis IR rangefinder
- Ethernet and WiFi
- Open source, GPLed design



# Gamma Series Chiara (2009)



- 21 built
- Fixed gripper (c-bracket)

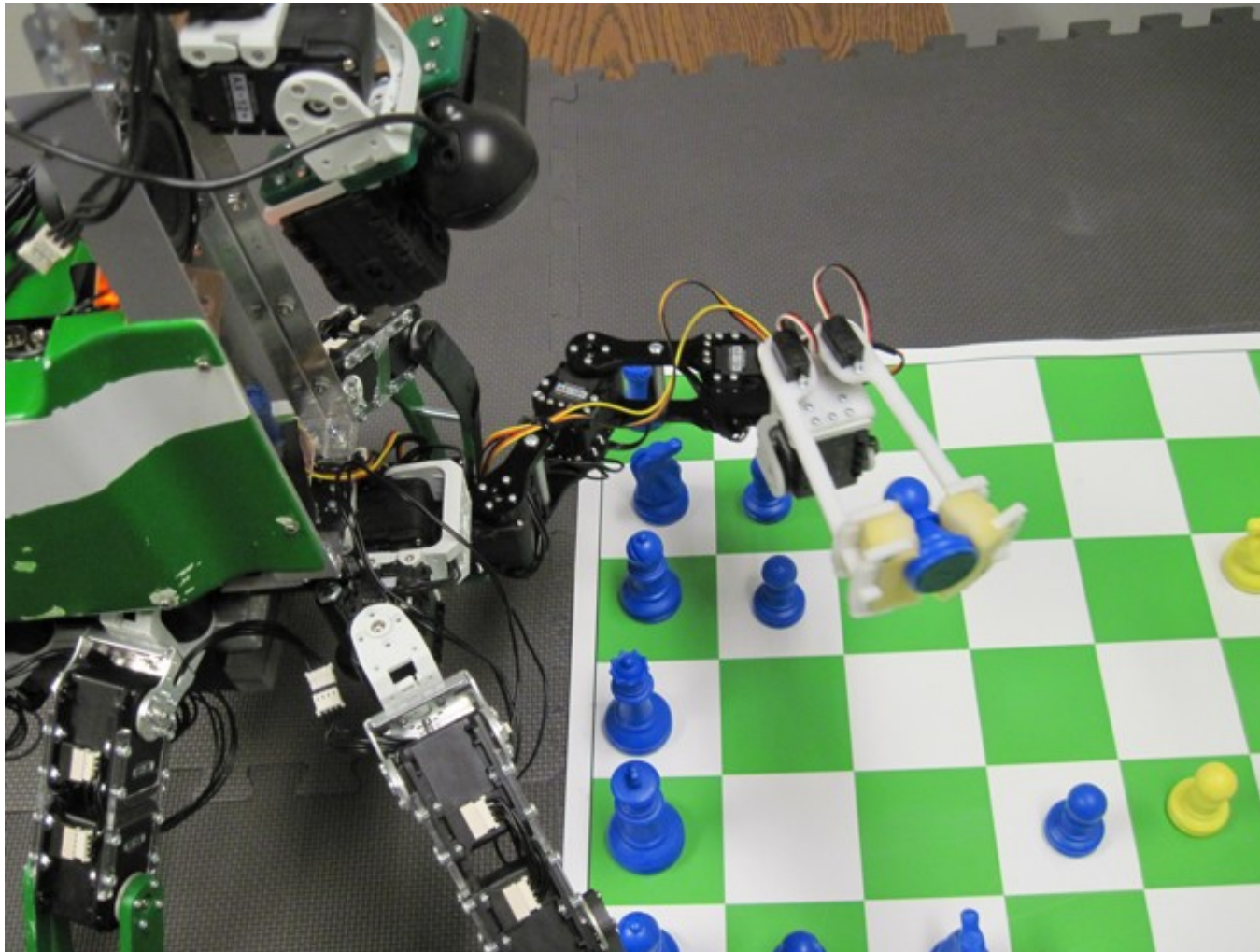
See demo videos at  
[Chiara-Robot.org](http://Chiara-Robot.org)  
or directly at  
[youtube.com/TekkotsuRobotics](http://youtube.com/TekkotsuRobotics)

# Delta Series Mockup





# Chiaras Play Chess at AAAI-2010



# Chiara Playing “*Ode to Joy*”



Demo by high school student Ashwin Iyengar, August 2010.

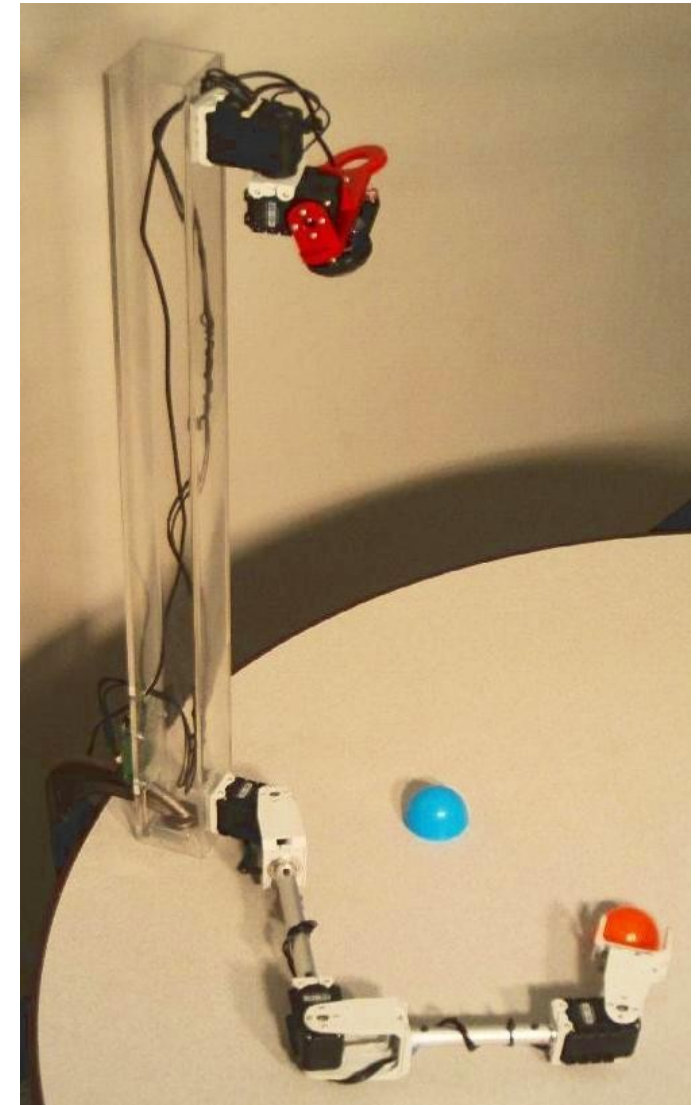
# Tekkotsu Planar Hand-Eye System

- 3-dof planar arm
- Logitech webcam on a pan/tilt mount
- Connects to a PC via USB
- Many variations possible:

Zhengeng Gho's gripper



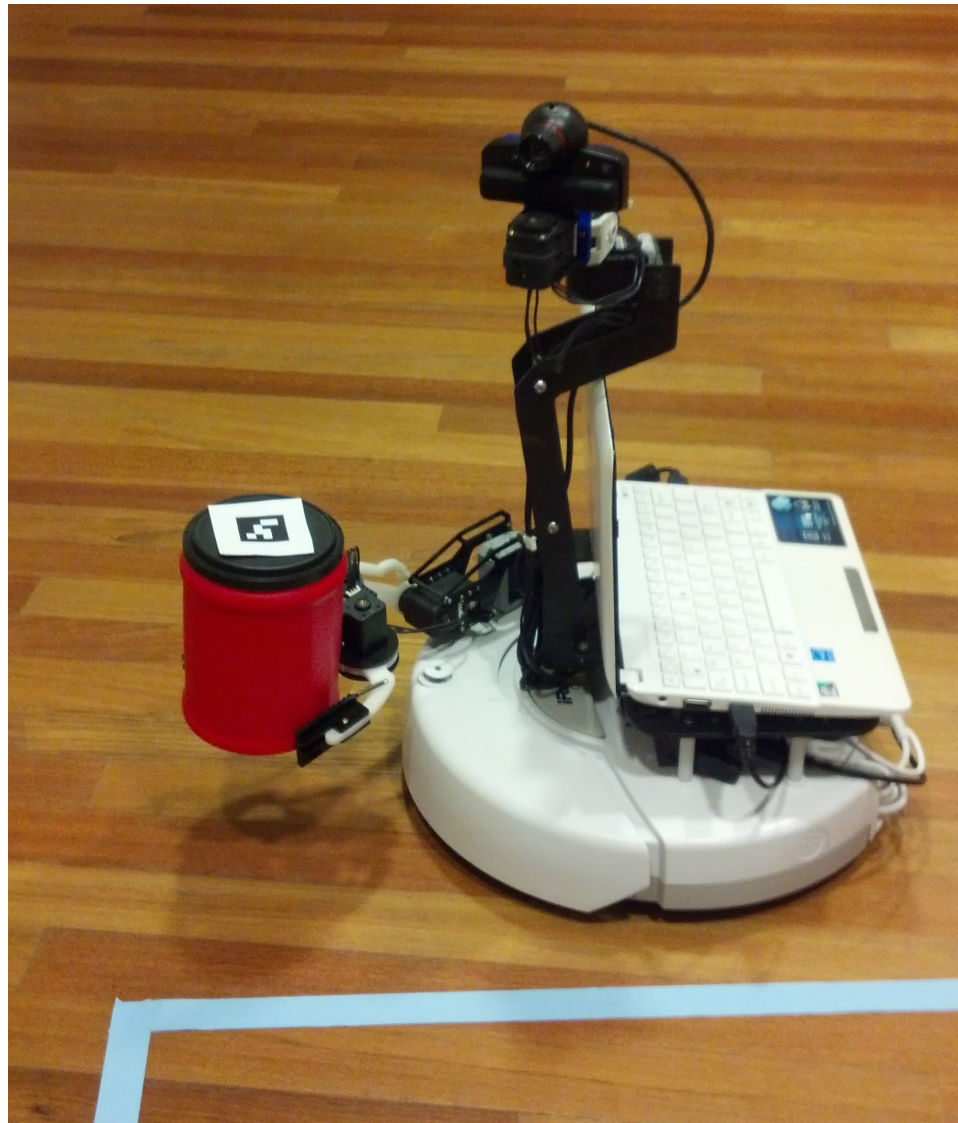
Jonathan Coens' 8-dof "tentacle"



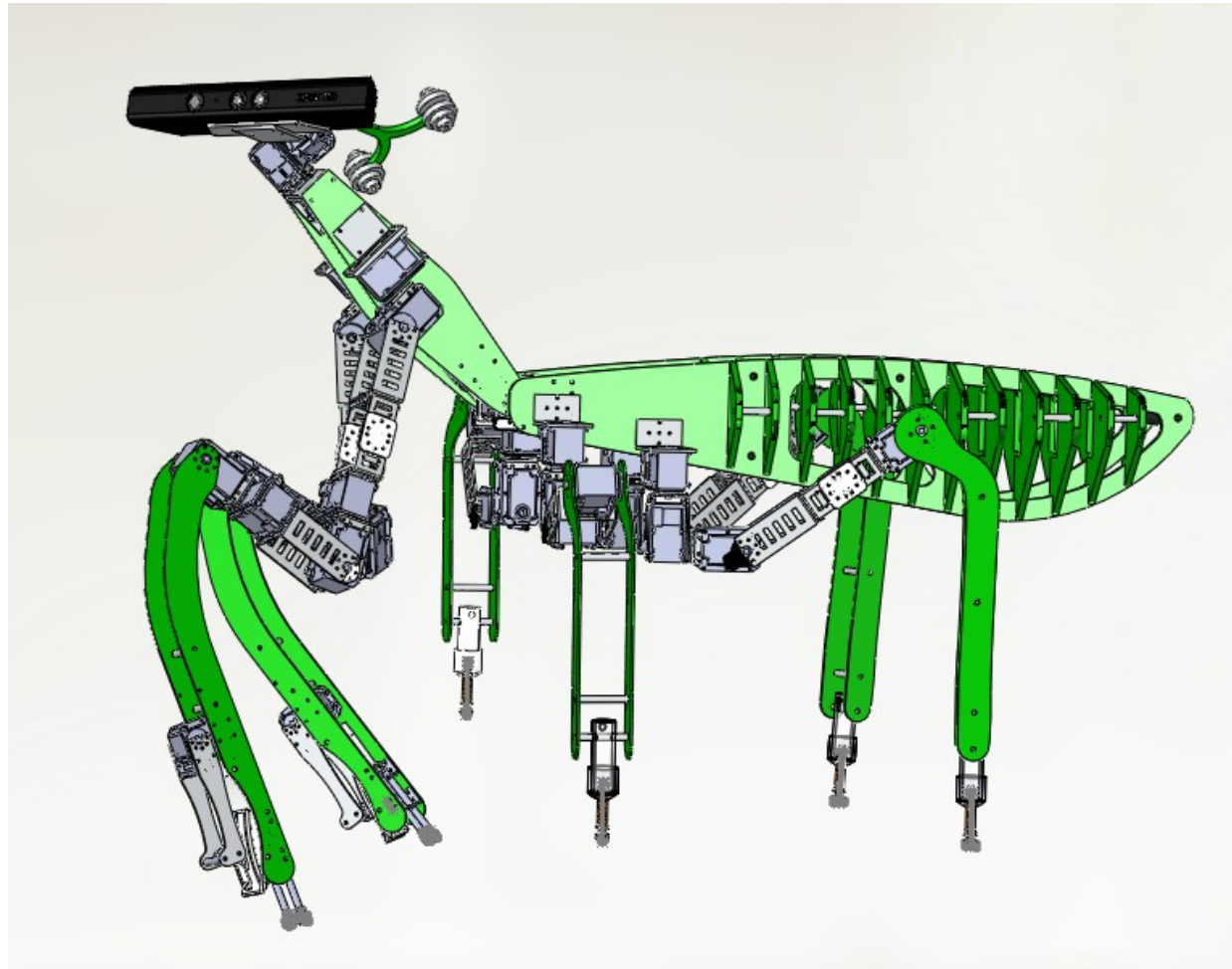
# Calliope5KP



# Calliope2SP



# Chiara Mantis



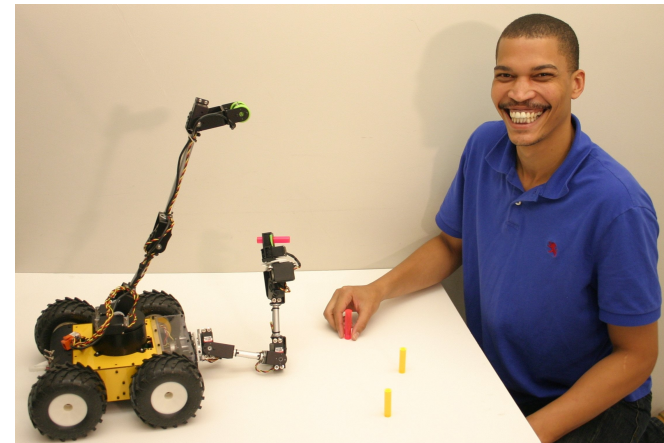
# ARTSI Alliance

See [ARTSIAlliance.org](http://ARTSIAlliance.org)

artsi



Advancing Robotics Technology for Societal Impact



# Demo Videos



**Mirage Stack Topple and**

52 views  
2 months ago



**Denavit-Hartenbe Reference Frame**

1,163 views  
2 months ago



**Mirage Camera Simulation**

149 views  
4 months ago



**Chiara Maze Wander**

97 views  
5 months ago



**Mirage HandEye Physics Demo**

545 views  
5 months ago



**Chiara Robot: Ultimate Chase**

183 views  
5 months ago



**Chiara Stanky Leg Dance**

62 views  
5 months ago



**Chiara Robot Fetching An**

95 views  
5 months ago



**Frustrated Chiara Robot at**

143 views  
5 months ago



**Sherene Campbell's**

43 views  
5 months ago



**Andrew's Leap: Chiara Rocks**

64 views  
5 months ago



**Andrew's Leap: Chiara Dance**

22 views  
5 months ago



**Tekkotsu Arm Path Planning**

160 views  
6 months ago



**Chiara Robot pincer usage**

187 views  
6 months ago



**Chiara walking in Mirage simulator**

205 views  
7 months ago



**Chiara IR rangefinder demo**

187 views  
8 months ago



**Chiara depth from stereo**

4,914 views  
8 months ago



**Chiara robot rolling a ball**

836 views  
8 months ago





# Goals For This Semester (1)

- Develop a successor to the Calliope2SP as a common platform for robotics research and education:
  - Open source
  - Cost under \$1,000
  - Manipulation: gripper plus paddles
  - Compelling demos
  - Both Tekkotsu and ROS support

# Goals For This Semester (2)

- Kodu Robots: The Next Generation of Robotic Toys
  - Kodu programming language implemented on top of Tekkotsu
  - Robot “characters” (shells/costumes) built on top of the Calliope2SP
  - Interact via table and game controller
  - Multi-robot and human-robot interaction
  - Create mock-ups and demo videos to sell the idea.

# Course Administrative Stuff

- Times/Locations:
  - Mon / Wed 3:30 to 4:20 in GHC 4211
  - Fri 3:00 to 4:20 in NSH 3206 (REL)  
REL = Robotics Education Lab
- Course home page:  
<http://www.cs.cmu.edu/afs/cs/academic/class/15494-s15>
- Tekkotsu wiki: <http://wiki.Tekkotsu.org>

# Tekkotsu On Your Laptop

- If you run Linux on your laptop:
  - You can install Tekkotsu directly. See [wiki.tekkotsu.org](http://wiki.tekkotsu.org) for instructions.
- For Windows users:
  - The Tekkotsu Flash Drive is a bootable flash drive with Ubuntu 14.04, Tekkotsu, and Mirage pre-installed.
  - See the Tekkotsu wiki for instructions for creating a Tekkotsu Flash Drive; ask me for help if you need it.