

15-494/694: Cognitive Robotics

Spring 2016

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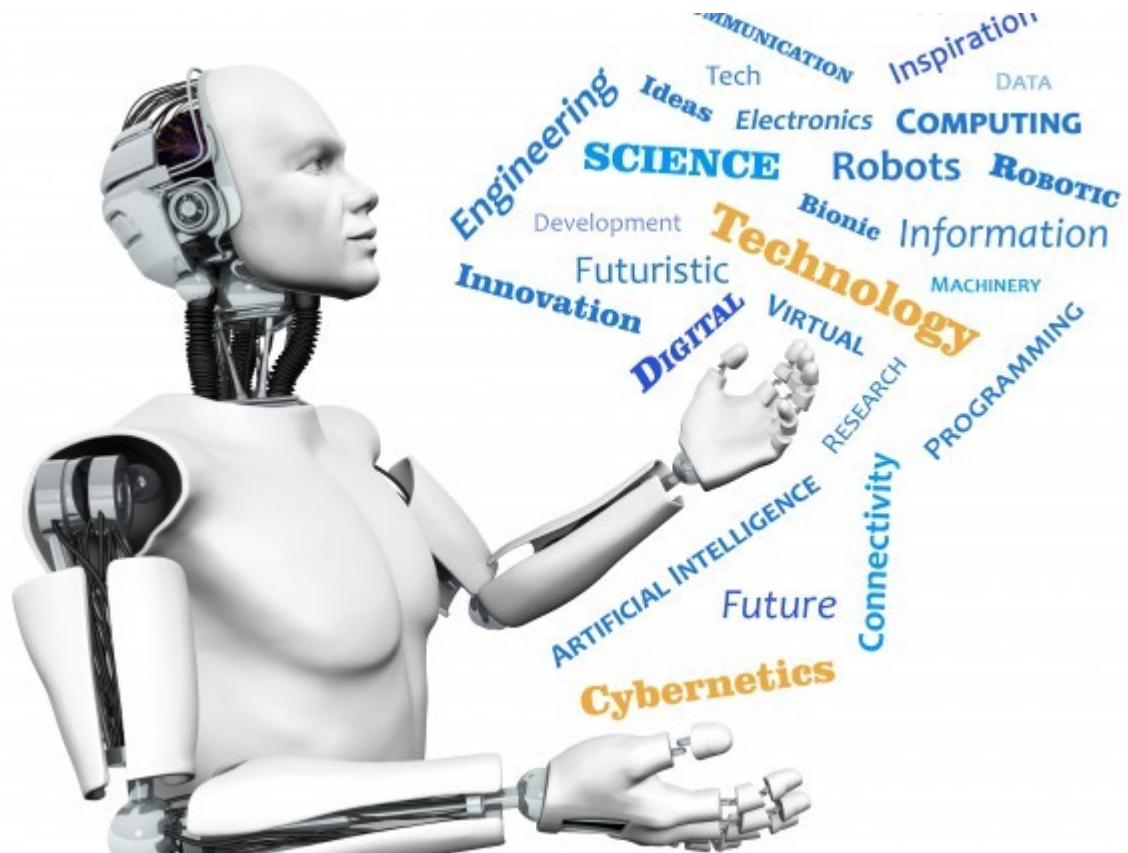


Image from <http://www.futuristgerd.com/2015/09/10>

What Is This Course About?

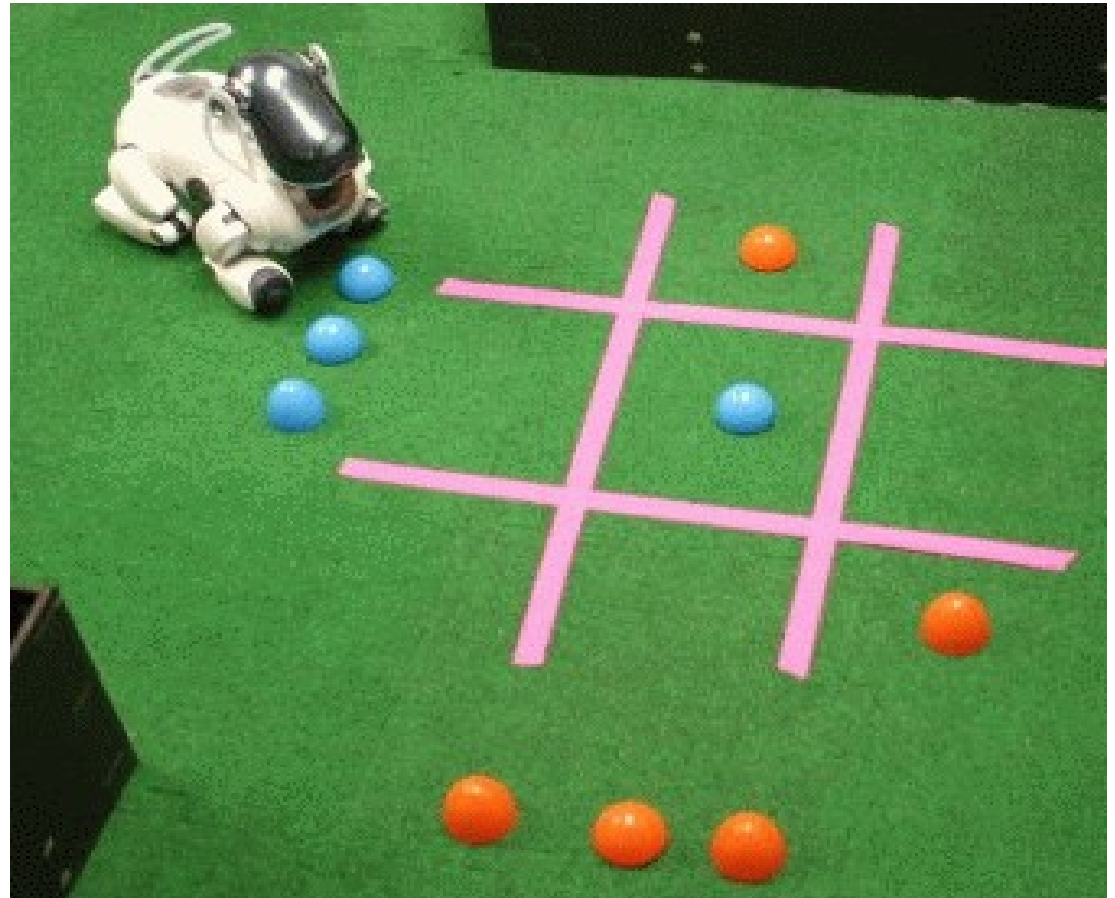
A new approach to programming robots:



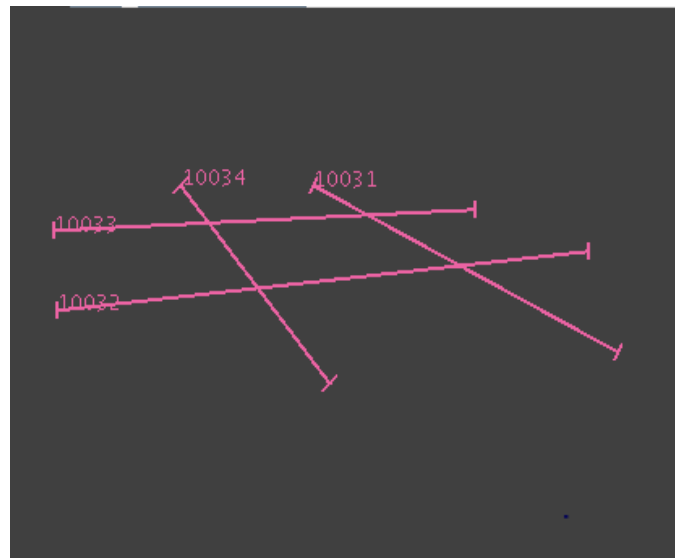
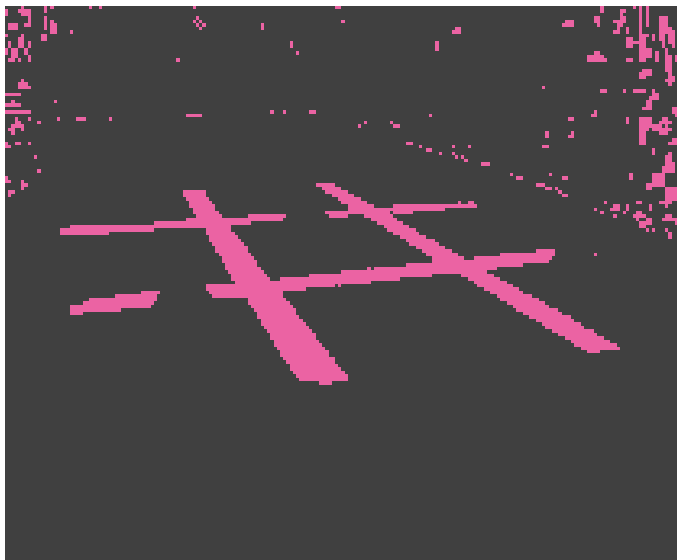
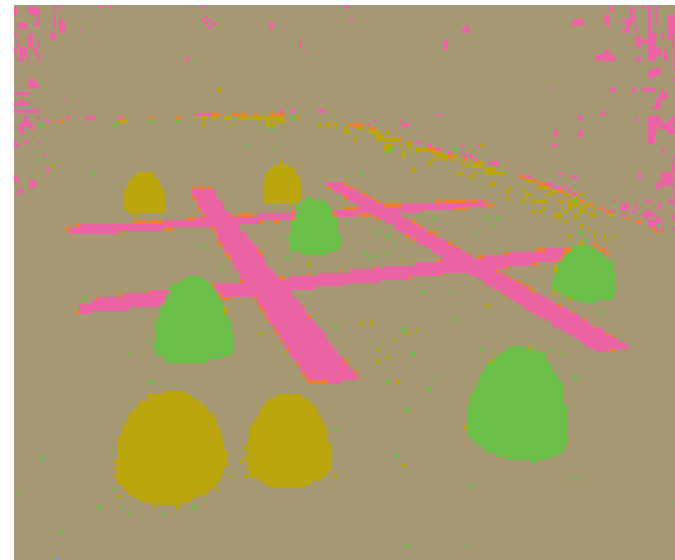
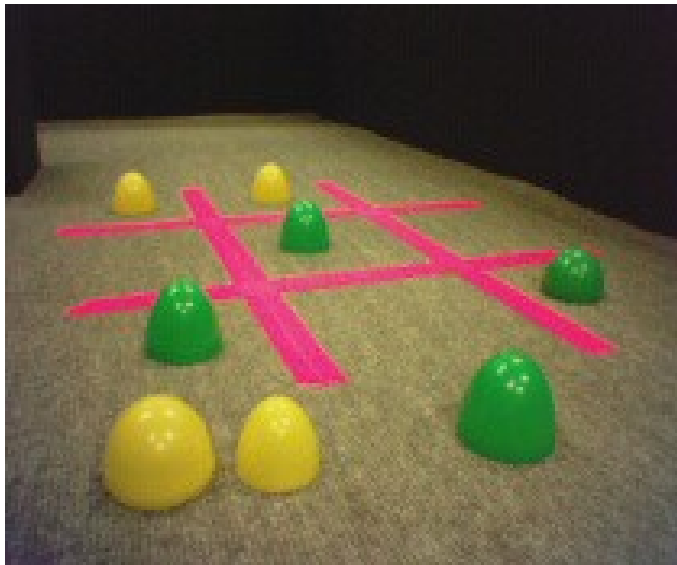
- Creating tools to make robot behavior *intuitive and transparent*.
- Borrowing ideas from cognitive science to make robots smarter.
- Building the infrastructure to teach “ten big ideas in robotics”.

Primitives needed for tic-tac-toe

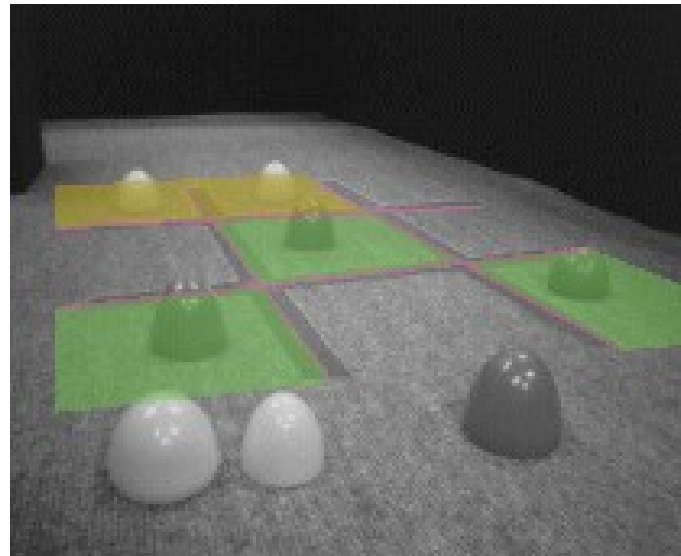
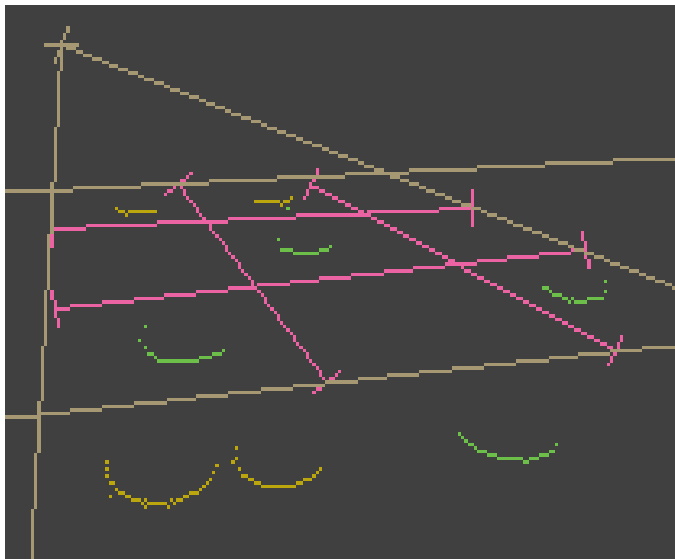
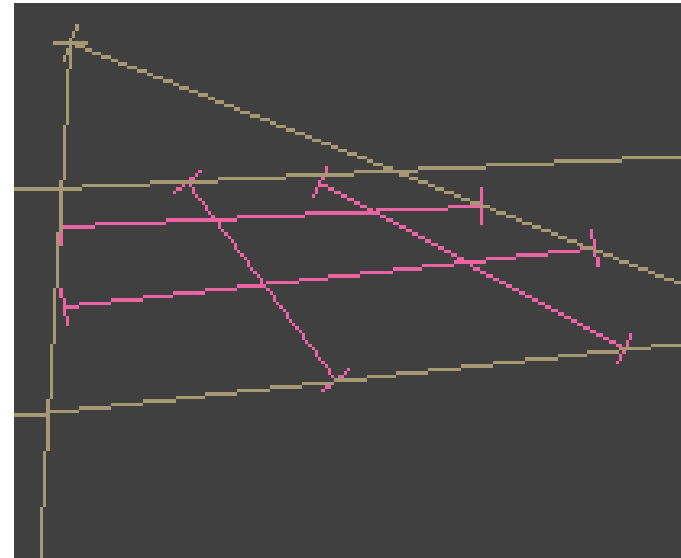
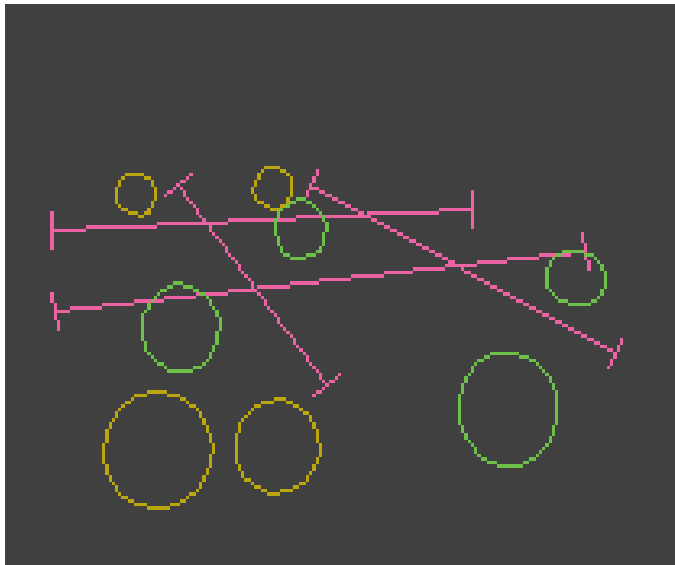
- See and understand the board
(perception, mapping)
- Move the game pieces
(manipulation)
- Take turns
(control)



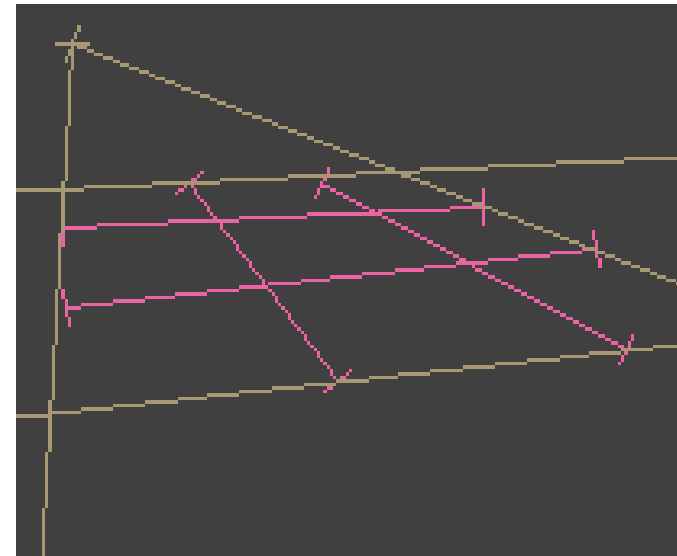
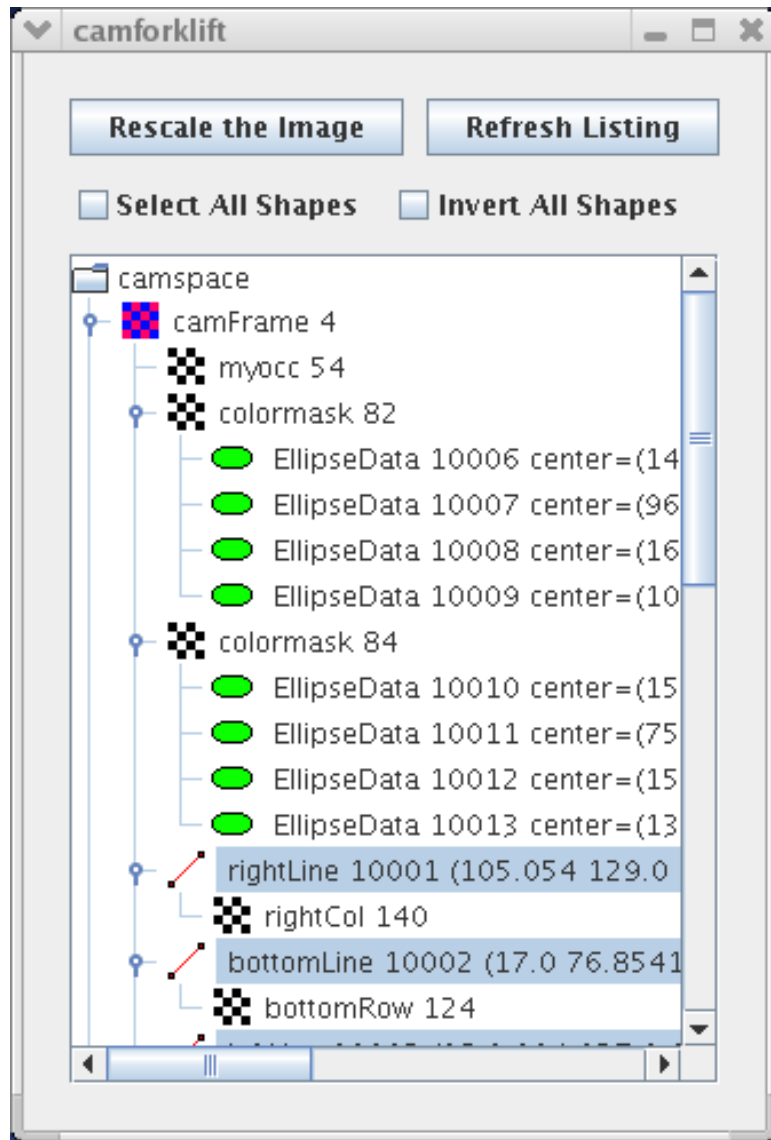
Visual Routines



Visual Routines



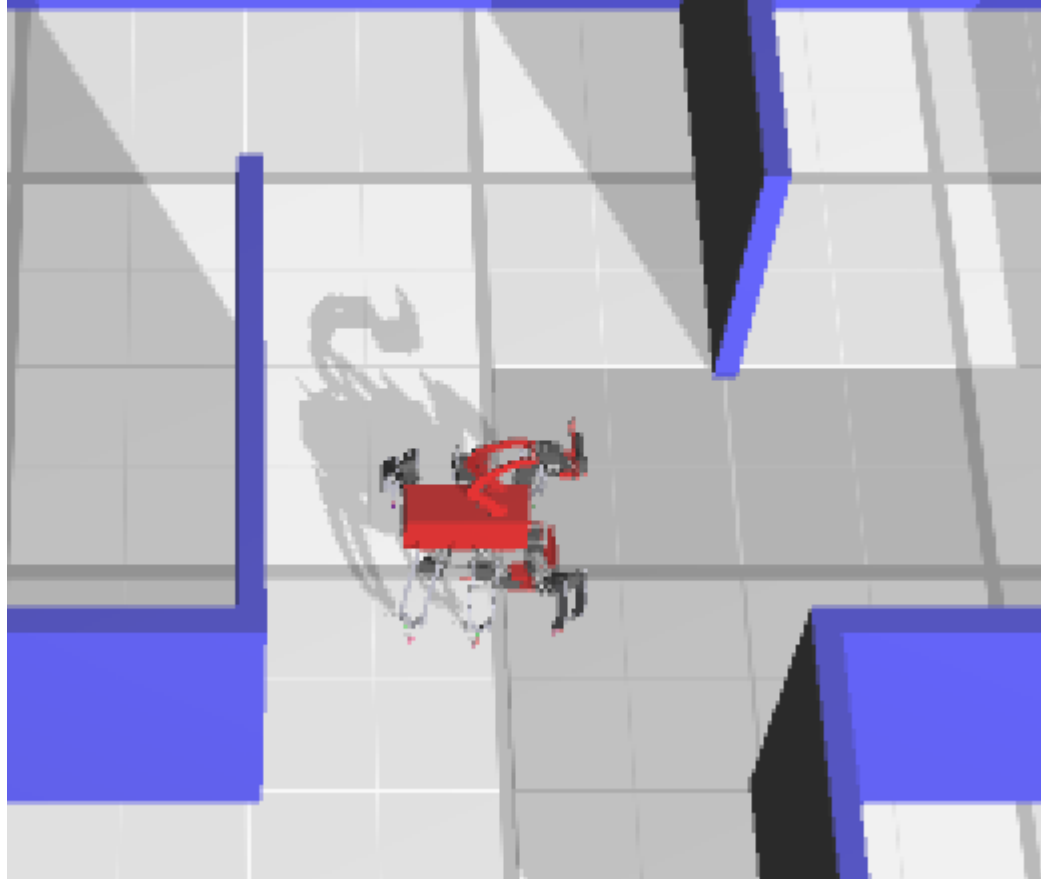
SketchGUI: see inside the robot's head



Transparency: Storyboard tool

The screenshot displays the Tekkotsu Viewer application interface, which is used for developing and running state machines. The main window shows a state machine diagram with states like 'Pink', 'Follow', 'Set', 'Sound', 'Down', 'Sniff', 'Up', 'Punch', and 'Look', and transitions between them. A 'Properties' panel on the right shows the current selection at 46.875s, listing events like 'Up' and 'Punch' with their respective activate and deactivate times. Below the main window is a 'Storyboard' panel with a timeline from 0 to 60 seconds, showing a sequence of states and transitions. An 'Image Preview' window at the bottom right shows a 3D scene with a pink ball, a yellow bone, and a pink bone on a green field.

Mirage Simulator

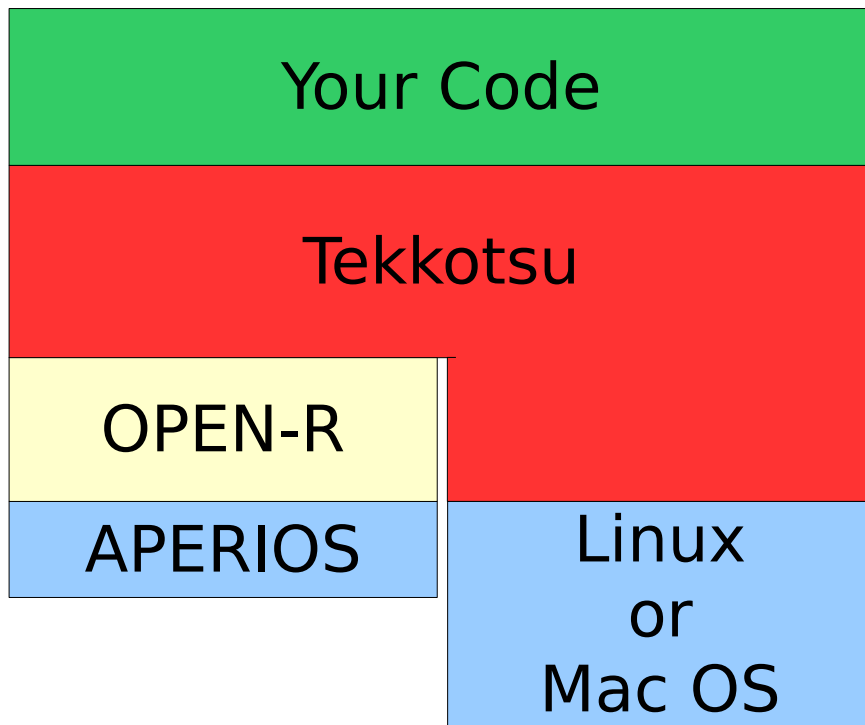


Tekkotsu Means “Framework” in Japanese

(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.

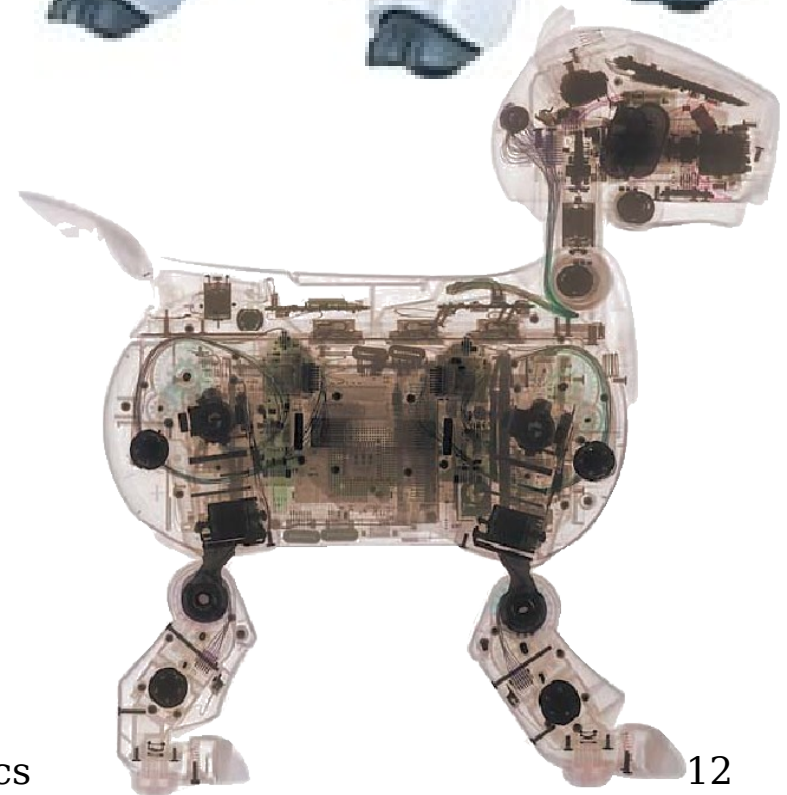
Tekkotsu vs. ROS

- **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



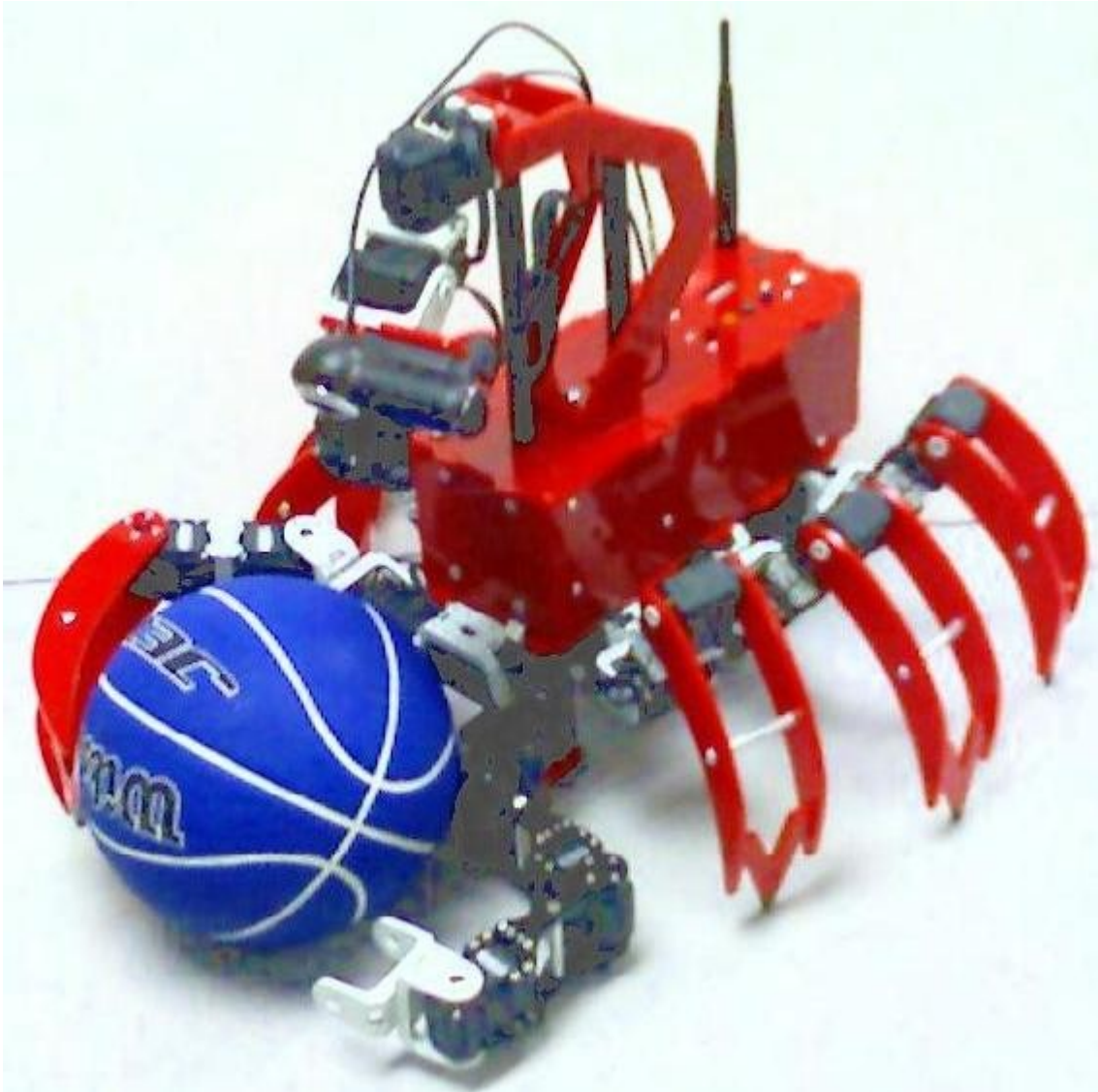
Video demos from Tekkotsu Robotics channel on YouTube

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



Gamma Series Chiara (2009)



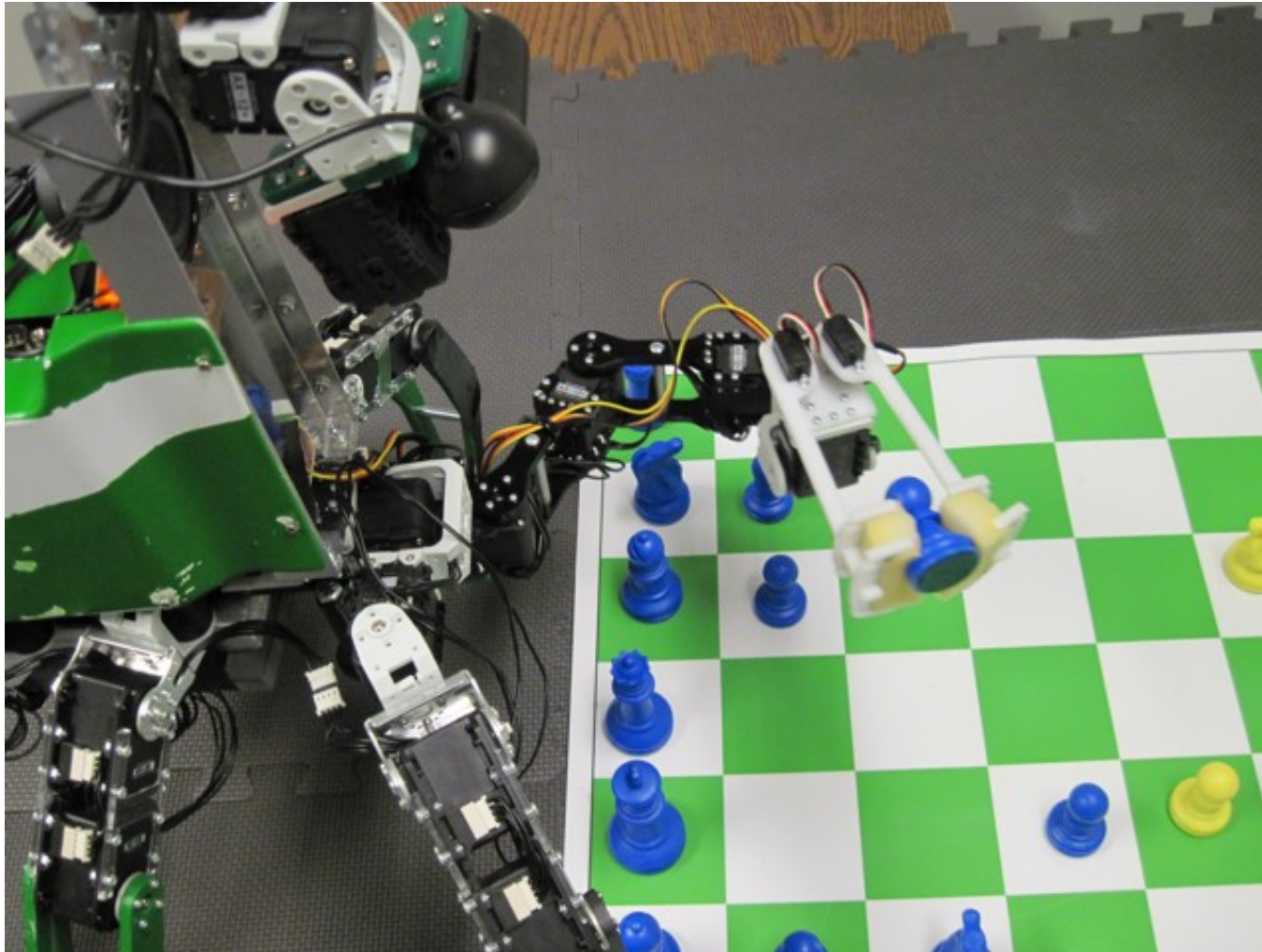
- 21 built
- Fixed gripper (c-bracket)

See demo videos at
Chiara-Robot.org
or directly at
youtube.com/TekkotsuRobotics

Delta Series Mockup



Chiaras Play Chess at AAI-2010



Chiara Playing “*Ode to Joy*”



Demo by high school student Ashwin Iyengar, August 2010.

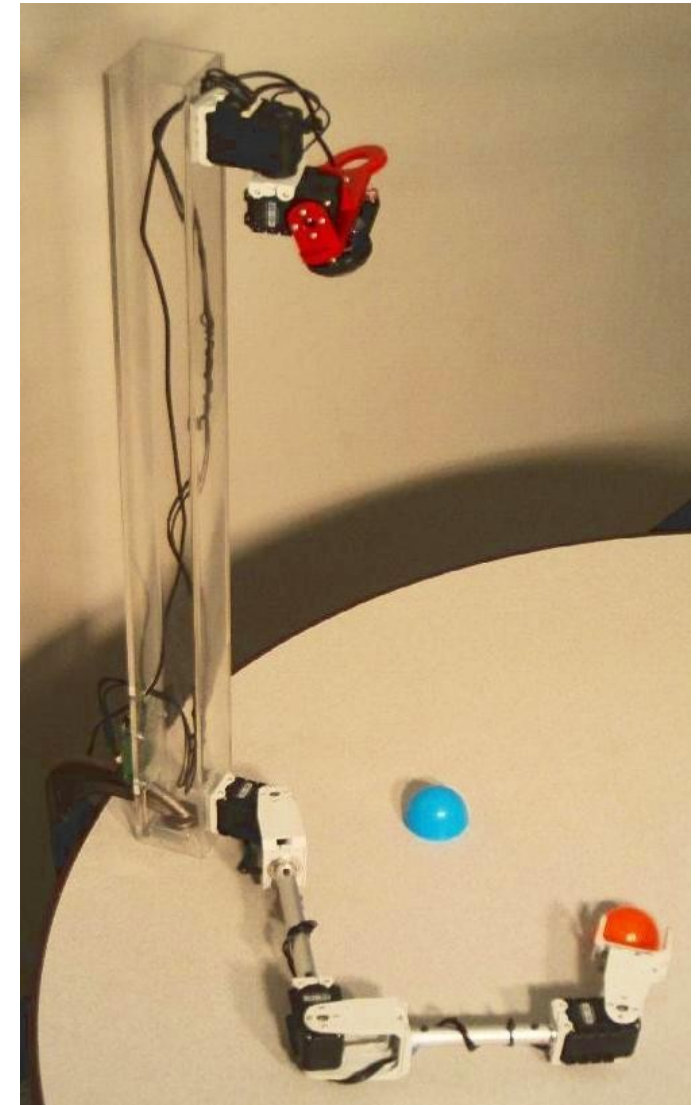
Tekkotsu Planar Hand-Eye System

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

Zhengeng Gho's gripper



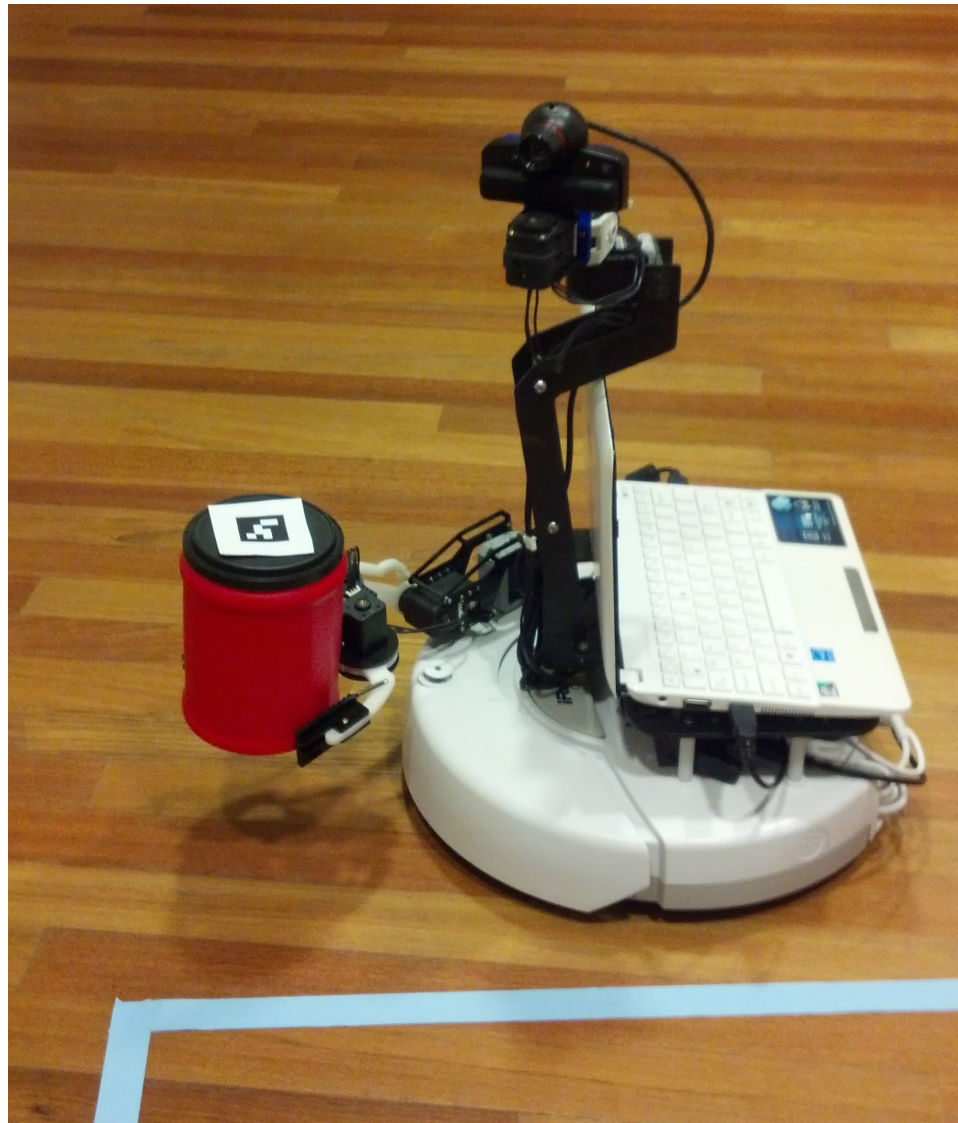
Jonathan Coens' 8-dof "tentacle"



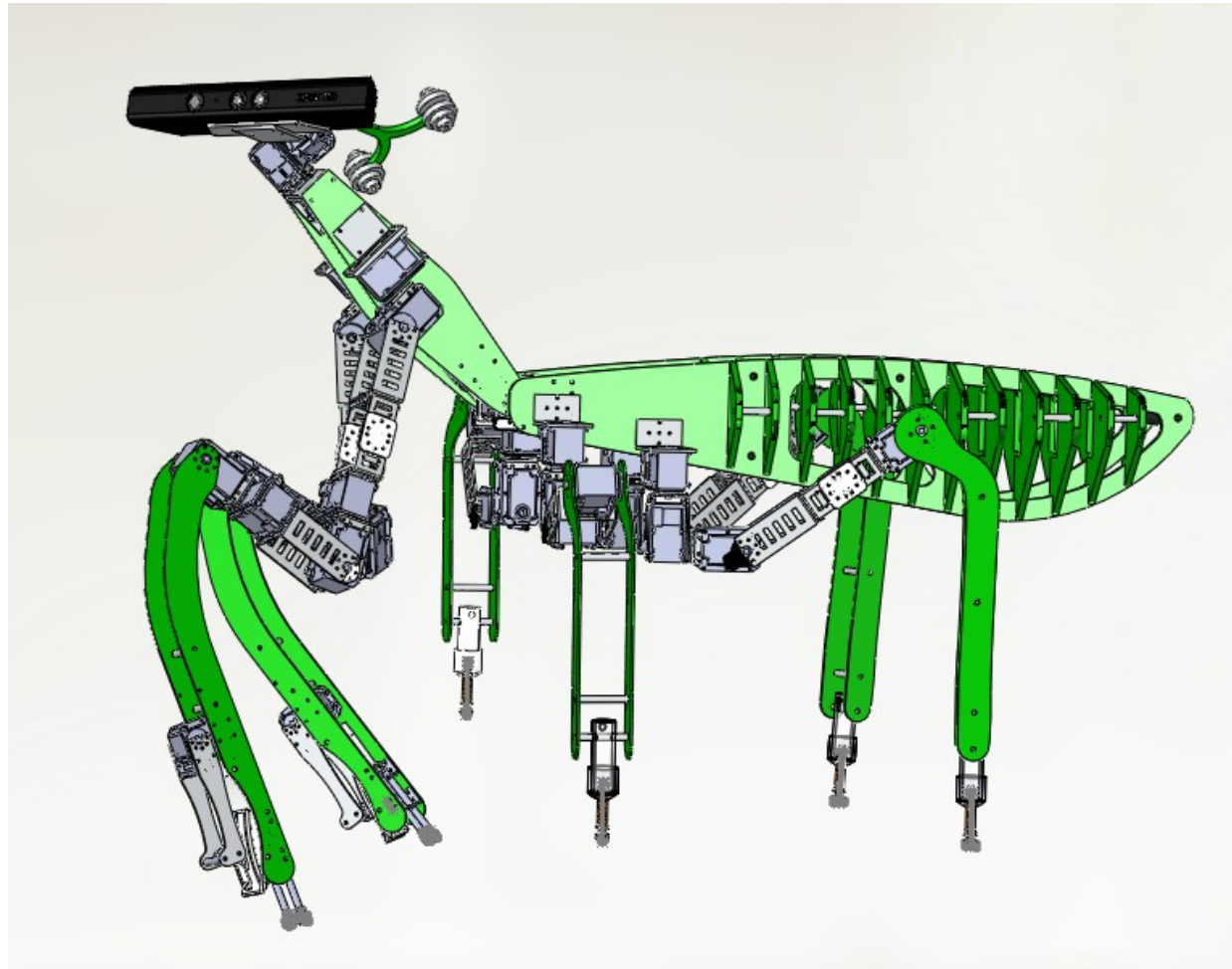
Calliope5KP



Calliope2SP



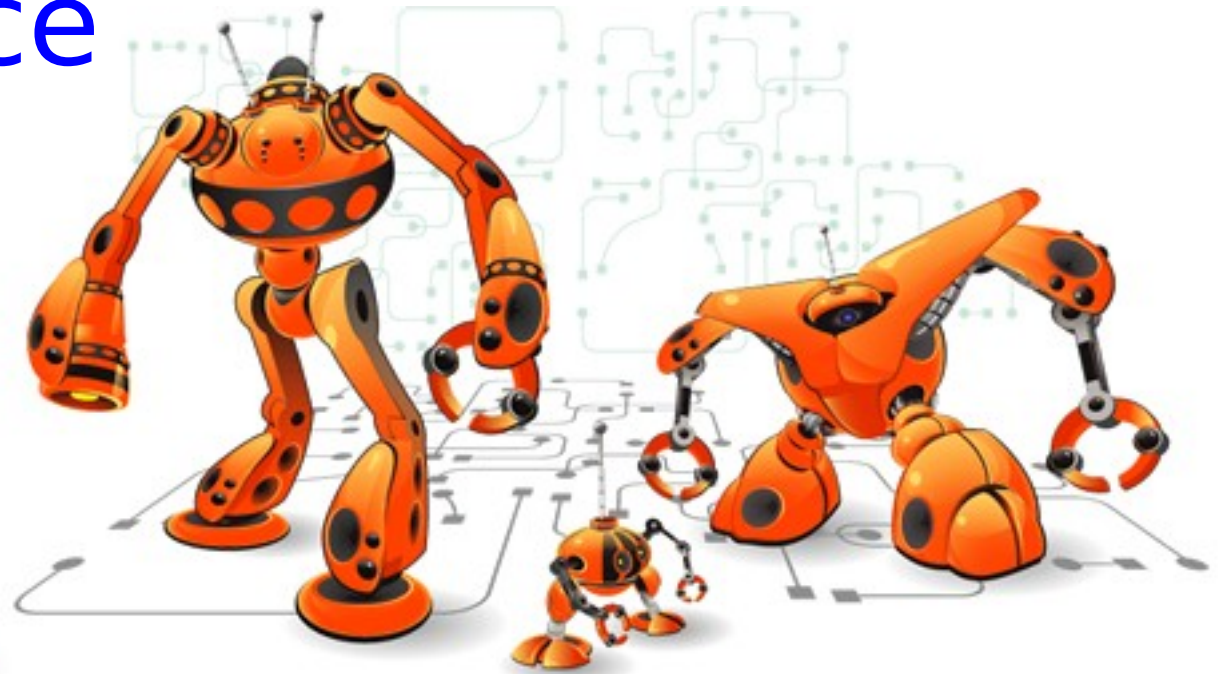
Chiara Mantis



ARTSI Alliance

See ARTSIAlliance.org

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



Ten “Big Ideas” in Robotics: The Essential Questions (1/3)

1. How do robots know what to do?
2. How do robots see the world?
3. How do robots know where they are?
4. How do robots know where to go?
5. How do robots control their bodies?

Ten “Big Ideas” in Robotics: The Essential Questions (2/3)

6. What can we do when a robot becomes too complex for one person to fully understand it?
7. How do we calculate the quantities needed to make a robot function?
8. How can robots solve complex problems?

Ten “Big Ideas” in Robotics: The Essential Questions (3/3)

9. How should robots behave around people?

10. How can robots work together?

Goals For This Semester (1)

- Learn the Tekkotsu software platform and explore the 10 Big Ideas in Robotics.
- Develop some enhancements to Tekkotsu as we pursue goals (2) and (3).

Goals For This Semester (2)

Work on Calliope3, the successor to the Calliope2SP as a common platform for robotics research and education:

- Assemble 4 robots
- **Compelling demos**
 - Interactive tic-tac-toe
 - Stick-tac-toe (dominoes)
- Kickstarter planned for April/May



Goals For This Semester (3)

Kodu Robots: The Next Generation of Robotic Toys



- Kodu programming language implemented on top of Tekkotsu
- Interact via tablet 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 WEH 5310
 - 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-s16>
- 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 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.

For Wednesday

- Read the “Big Ideas” paper.
- Prepare a 3 minute presentation on one of the big ideas (see signup sheet) **or** suggest a big idea of your own and prepare a presentation on that.
- You should have 1-3 slides to present your big idea:
 - What are the key concepts?
 - What is the current state of the art?