

15-494/694: Cognitive Robotics

Spring 2014

Professor:
Dave Touretzky
GHC 9013
x8-7561

dst@cs.cmu.edu

Assistant:
Arjun Narang
GHC 9108

anarang@cs.cmu.edu



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”.

Ten Big Ideas in Robotics

1. How do robots know what to do?
 - State machines (for now)
2. How do robots perceive the world?
 - Computer vision
3. How do robots know where they are?
 - Particle filters for localization
4. How do robots know where to go?
 - Path planning using RRTs

Ten Big Ideas (cont.)

5. How do robots control their bodies?

- Kinematic chains and IK solvers

6. How do robotic systems manage complexity?

- Abstraction; software engineering

7. How do robots calculate the quantities they need to function?

- Trigonometry and linear algebra

Ten Big Ideas (cont.)

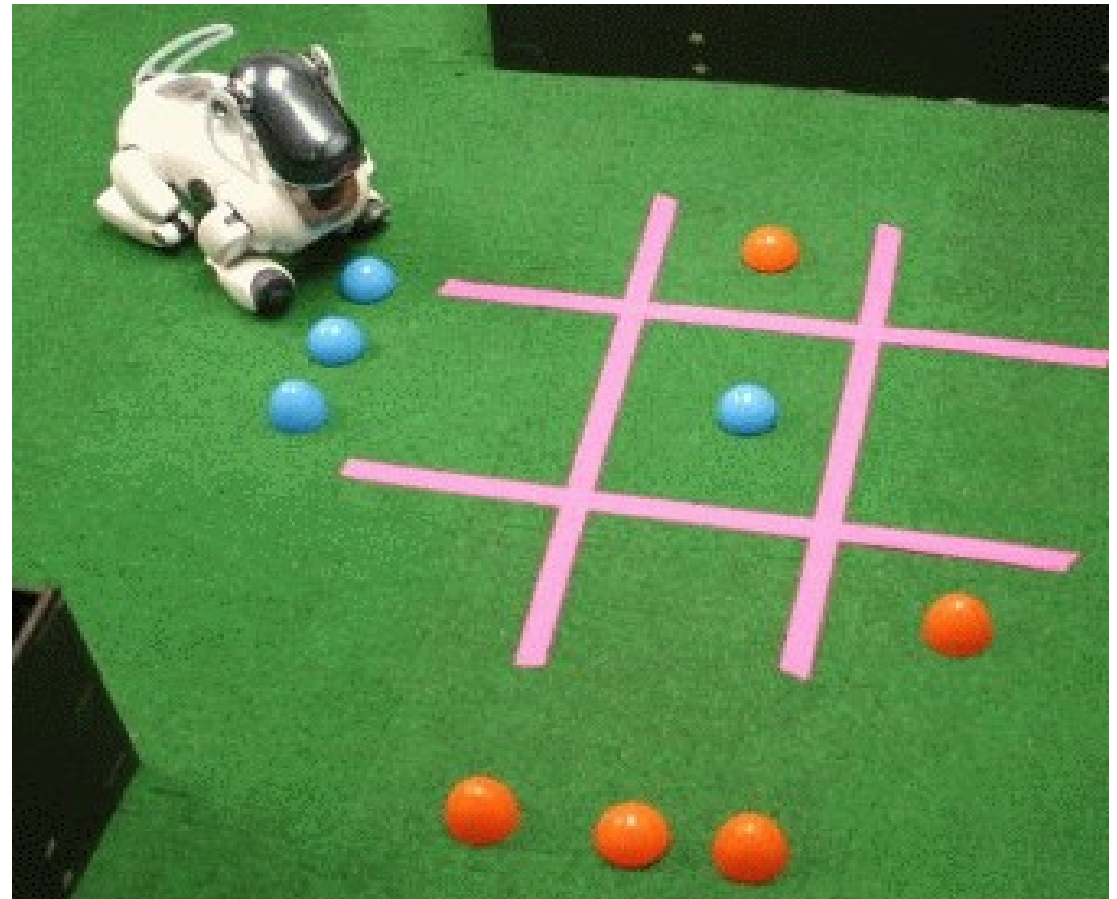
8. How can robots solve complex problems?
 - Task planners; domain description langs.

9. How should robots behave around people?
 - Human-tracking; speech and gesture recognition

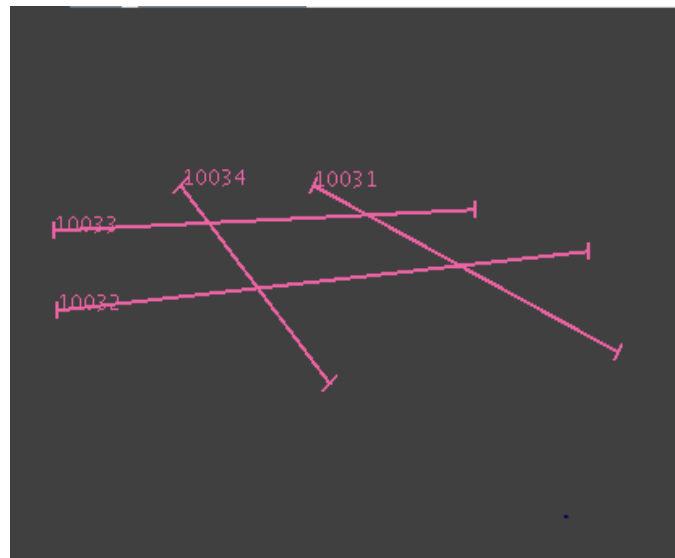
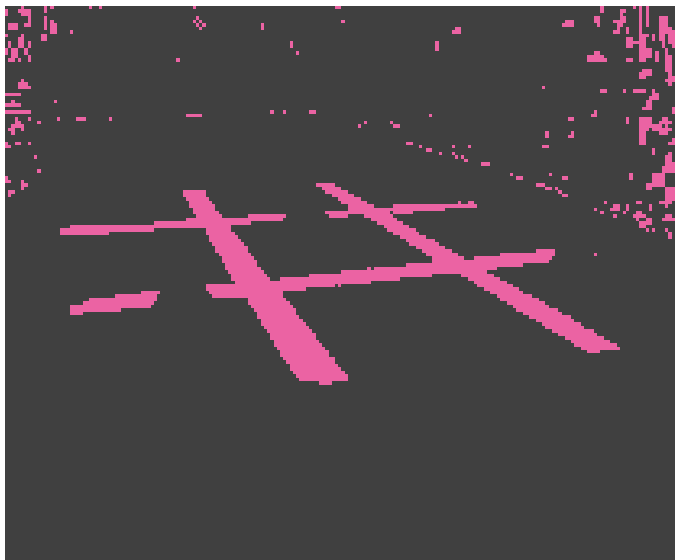
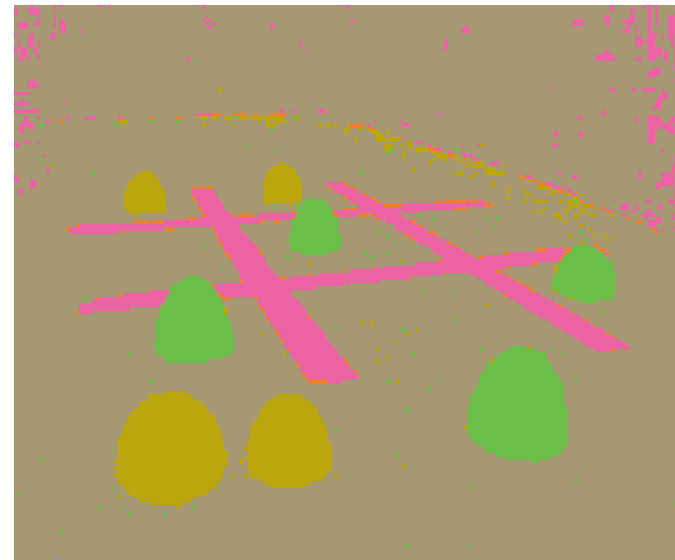
10. How can robots work together?
 - Communication primitives; multi-robot planners

Primitives needed for tic-tac-toe

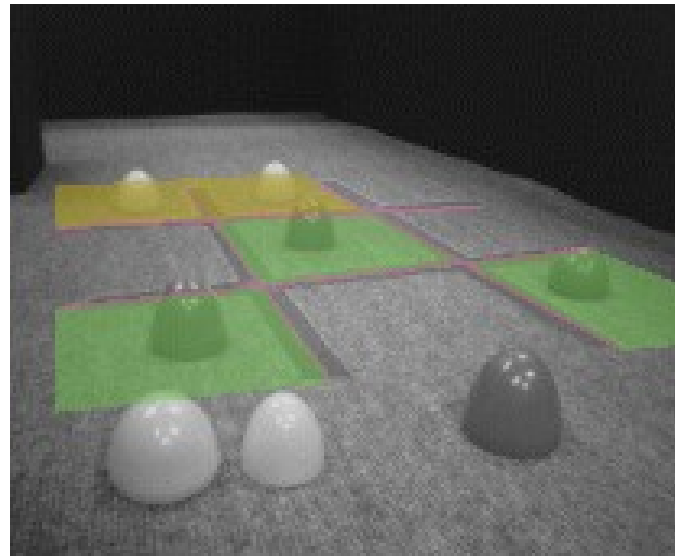
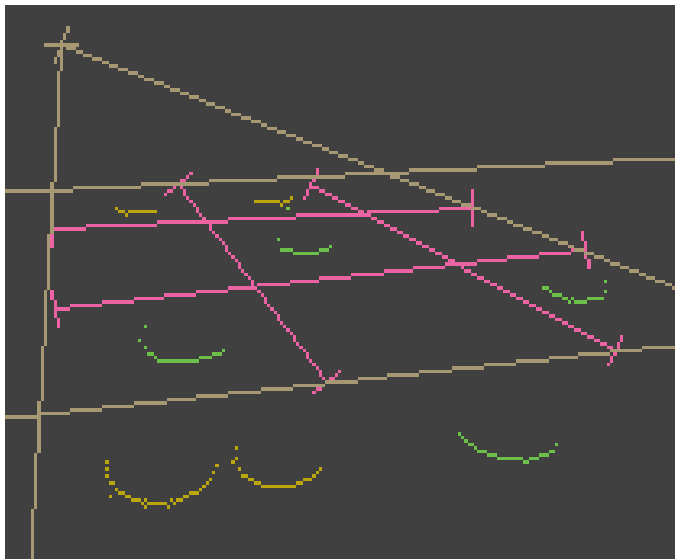
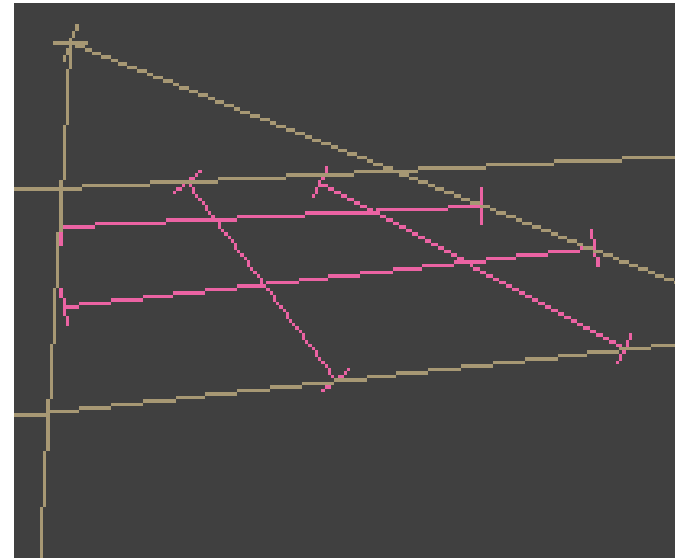
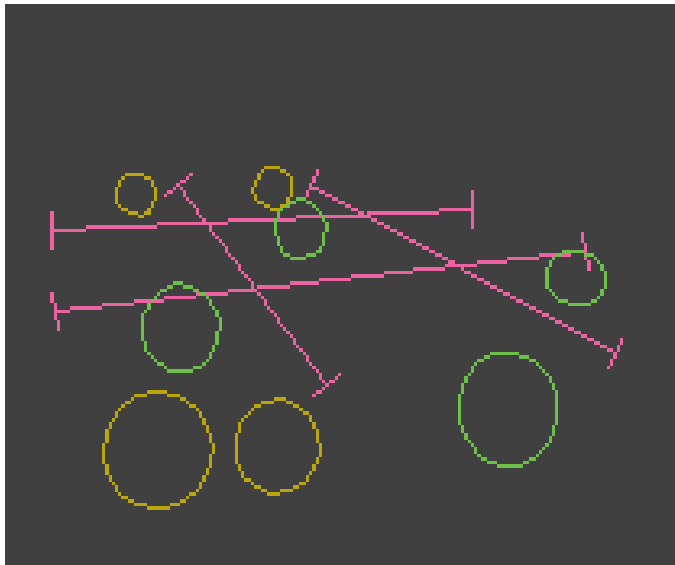
- See and understand the board
(perception, mapping)
- Move the game pieces
(manipulation)
- Take turns
(control)



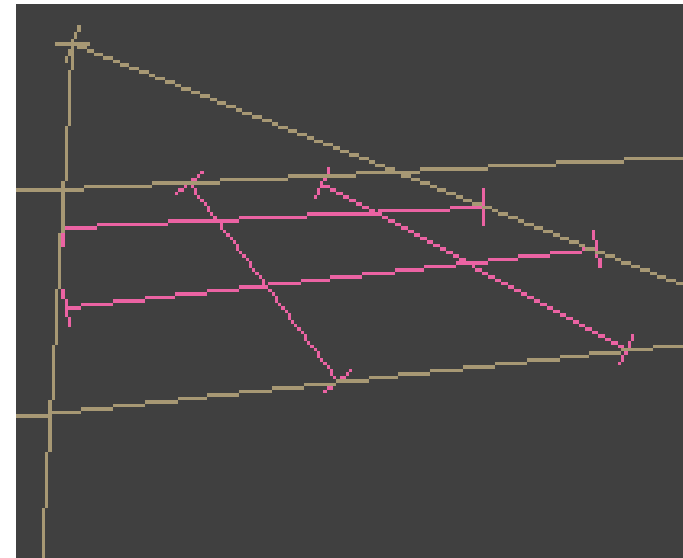
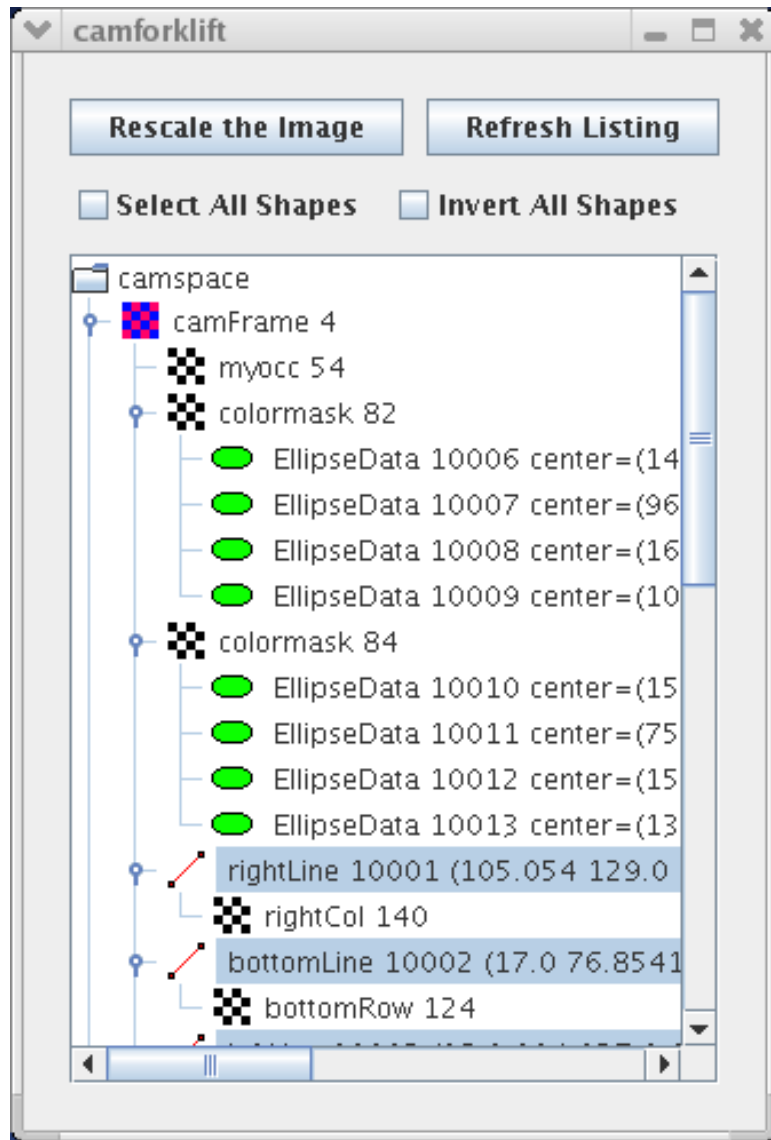
Visual Routines



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'. A 'Properties' panel on the right provides details for the current selection, including activation and deactivation times and state types. Below the main window is a 'Storyboard' panel with a timeline from 0 to 60 seconds, showing a sequence of actions and states over time. An 'Image Preview' window at the bottom right shows a 3D rendering of a pink ball, a yellow disc, and a pink bone on a green surface.

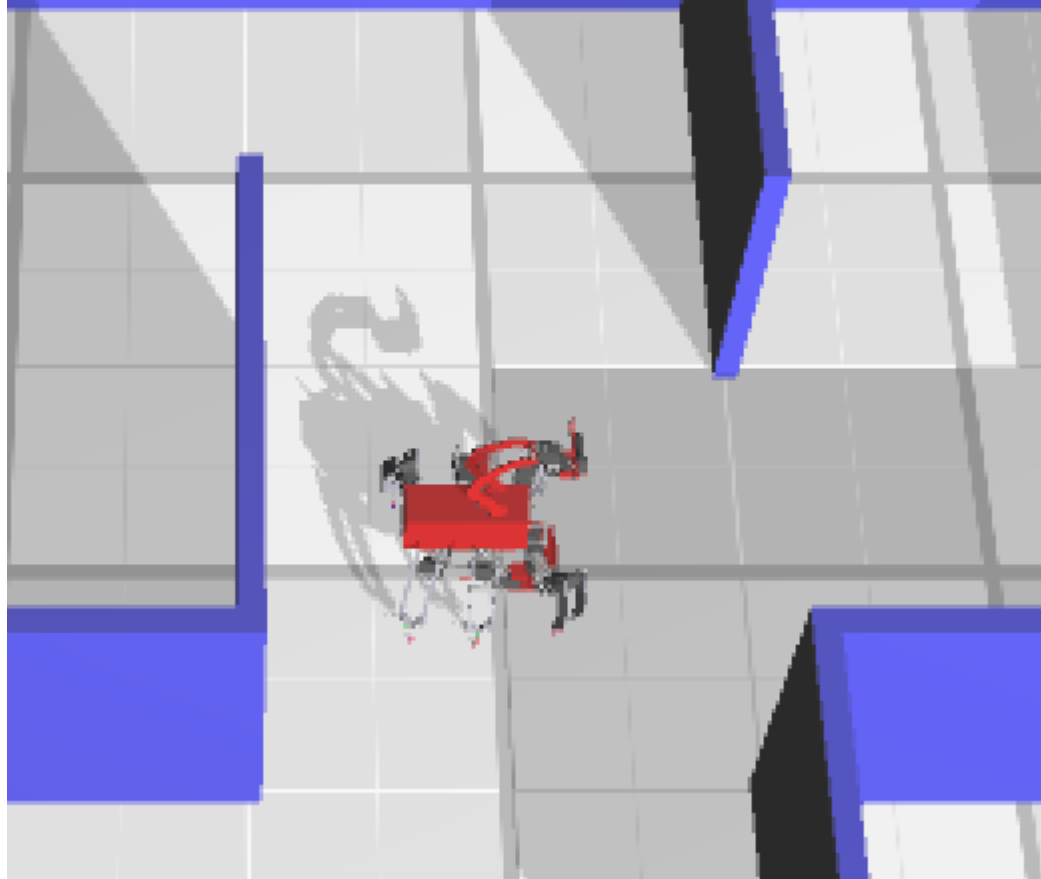
Host: localhost Port: 10080
Name: Explore State Machine
Download Model New Trace

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

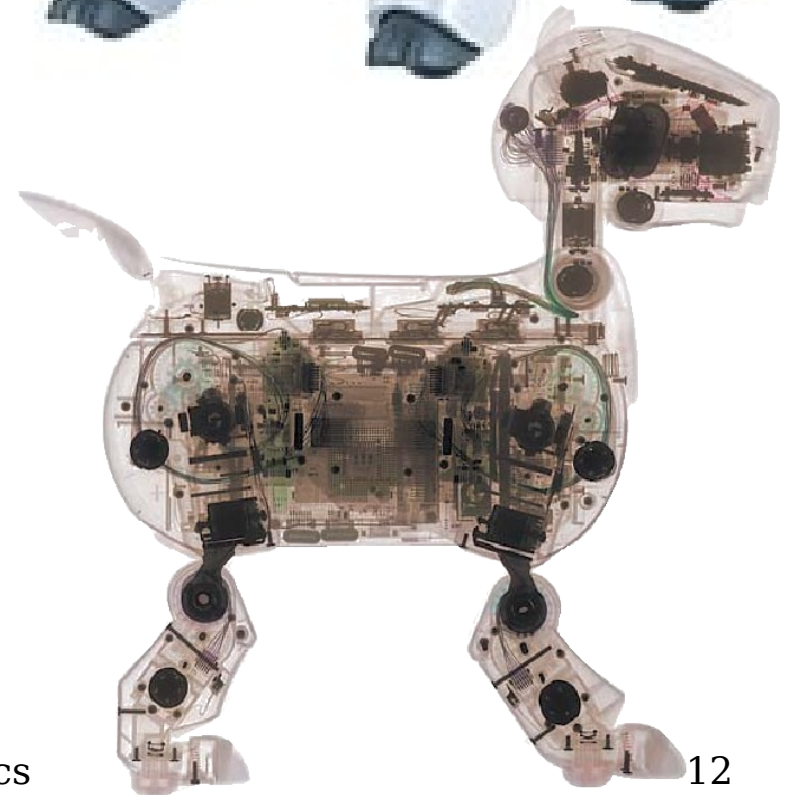
Mirage Simulator



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)



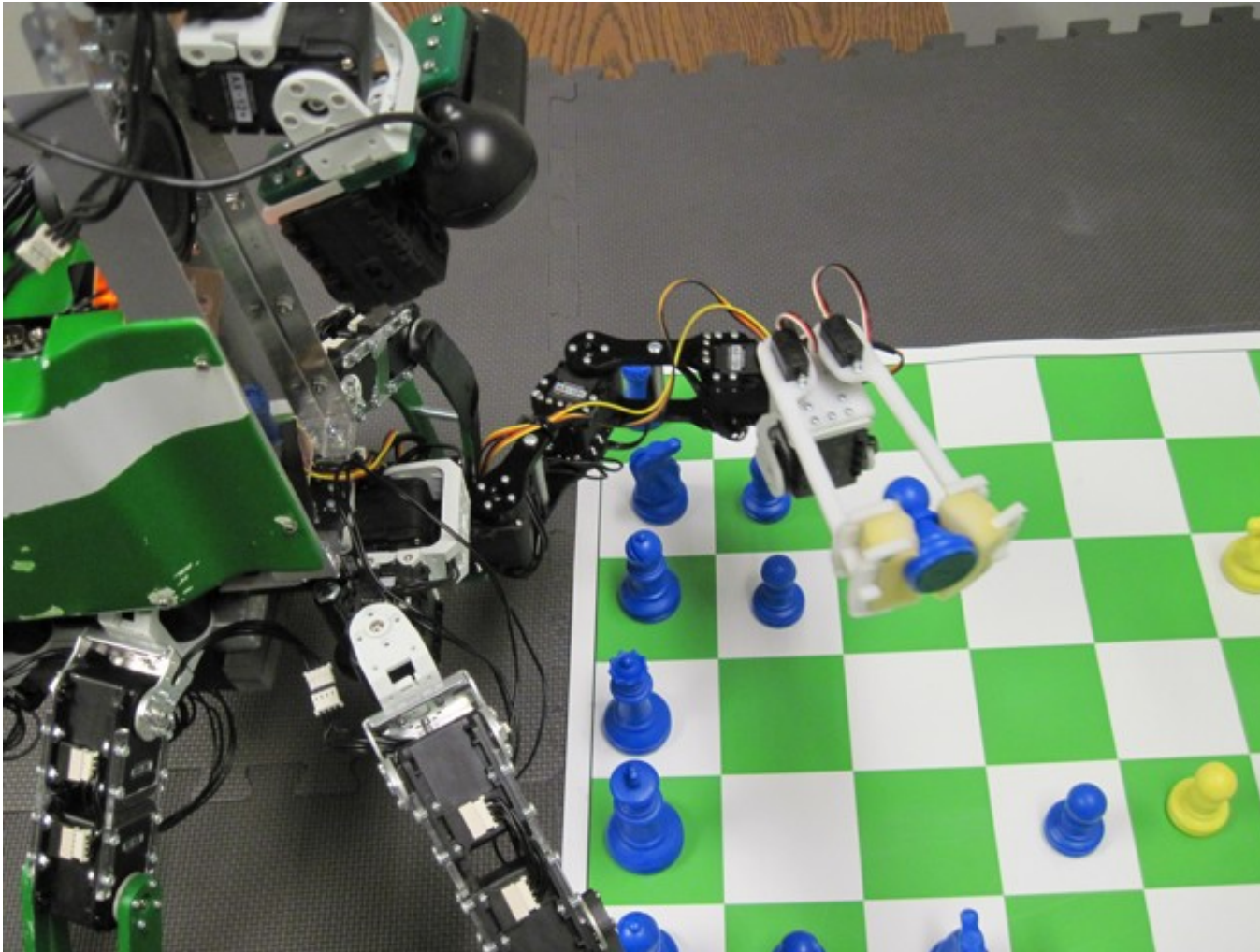
- 21 built
- Fixed gripper (c-bracket)

See demo videos at
Chiara-Robot.org
or directly at
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.

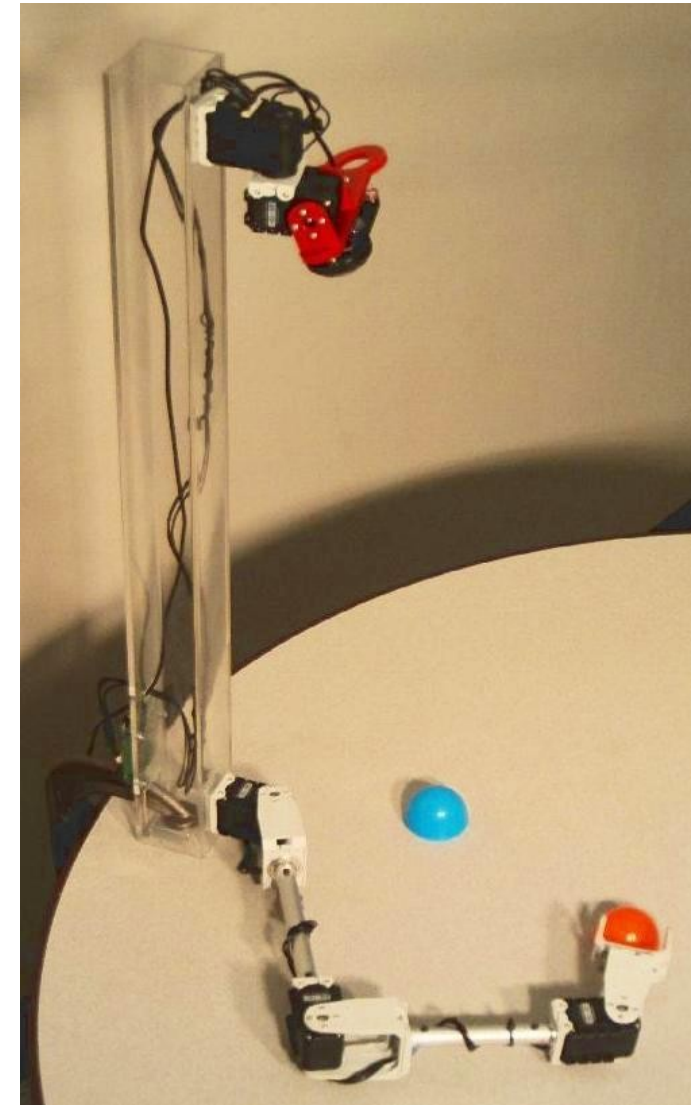
Tekkotsu Planar Hand-Eye System

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

Zhengeng Gho's gripper



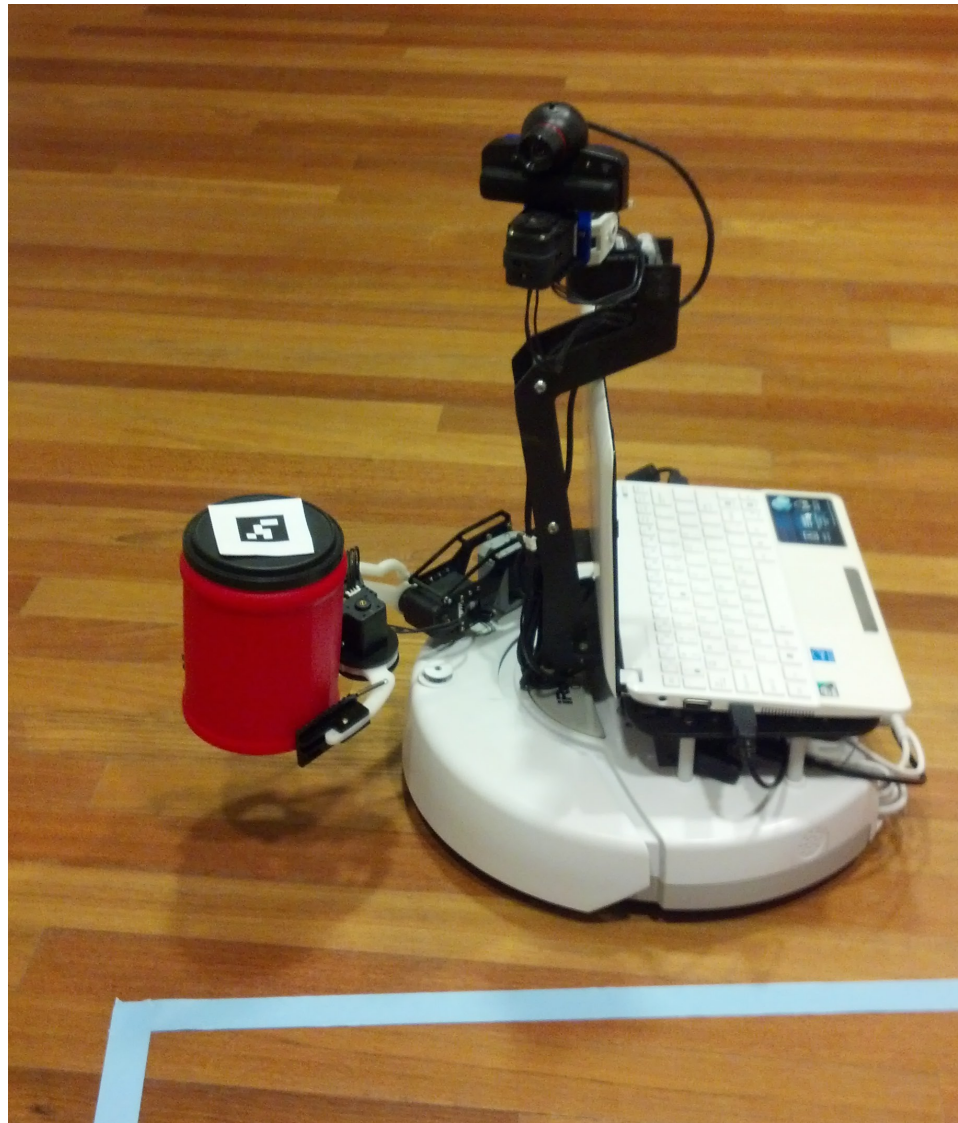
Jonathan Coens' 8-dof "tentacle"



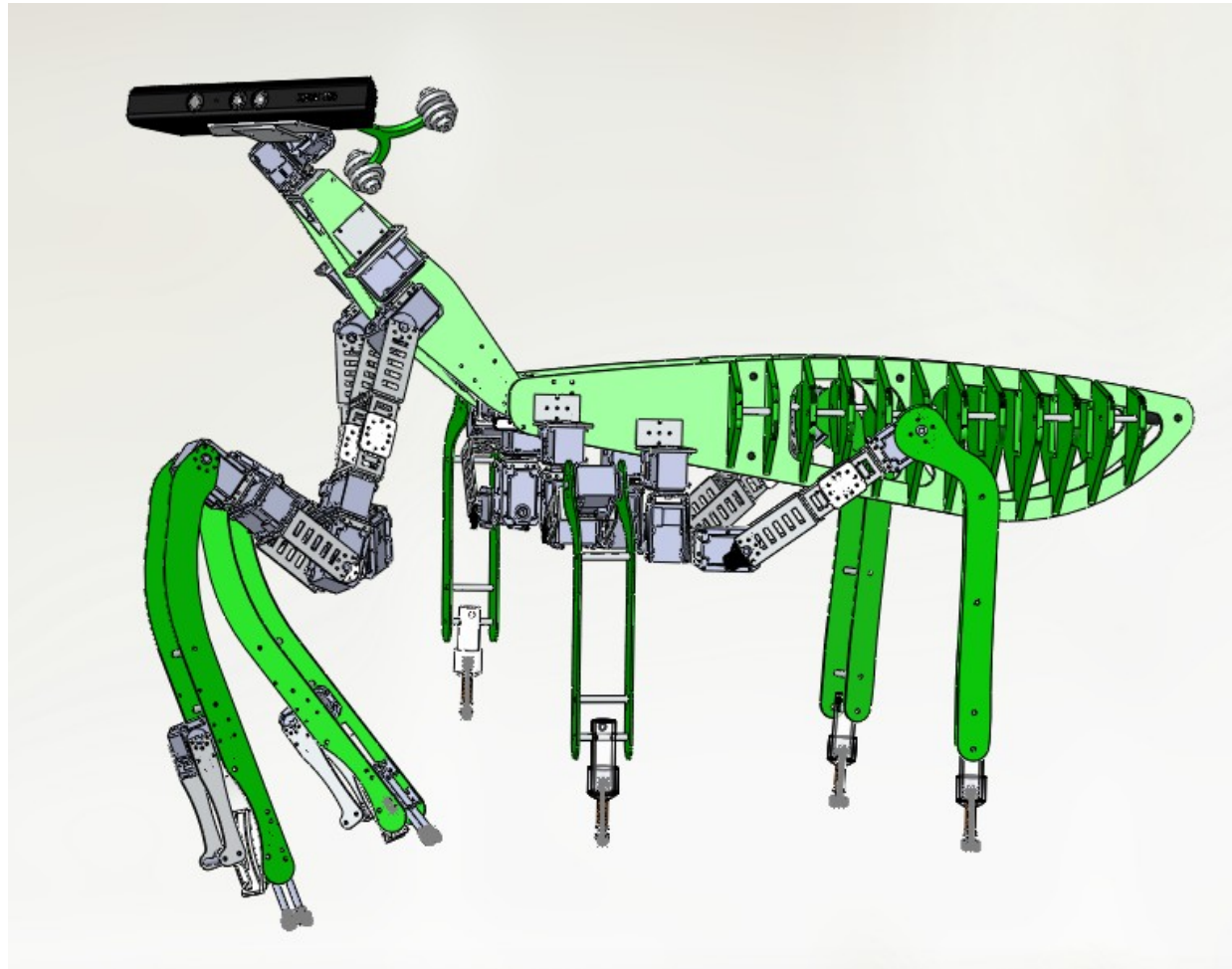
Calliope5KP



Calliope2SP



Chiara Mantis



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



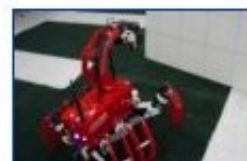
Chiara Robot pincer usage

187 views
6 months ago



Chiara walking in Mirage simulator

205 views
7 months ago



Chiara IR rangefinder demo

187 views
8 months ago



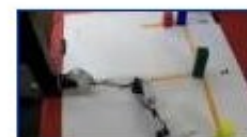
Chiara depth from stereo

4,914 views
8 months ago



Chiara robot rolling a ball

836 views
8 months ago

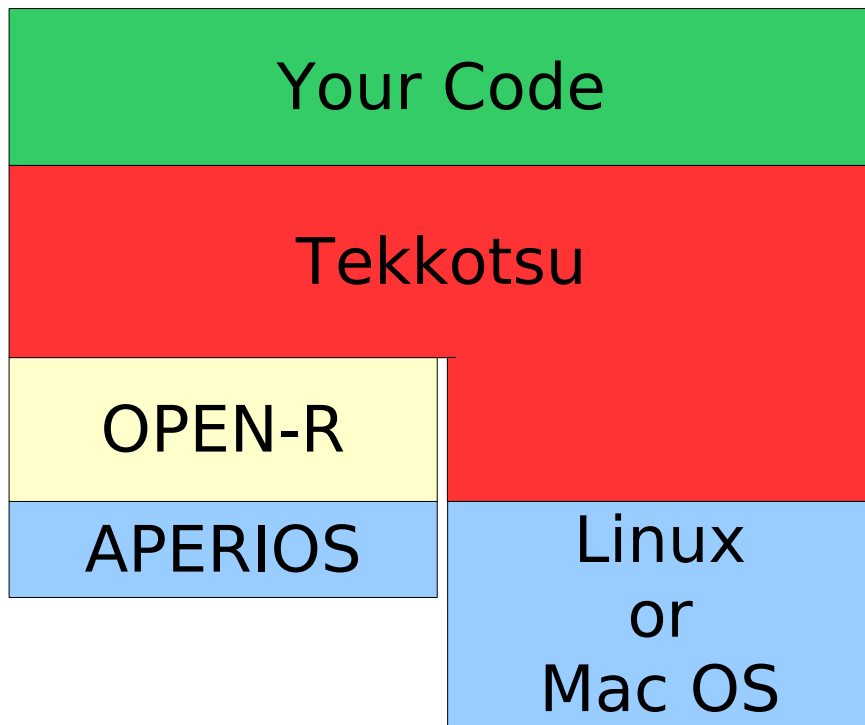


Tekkotsu Means “Framework” in Japanese

(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

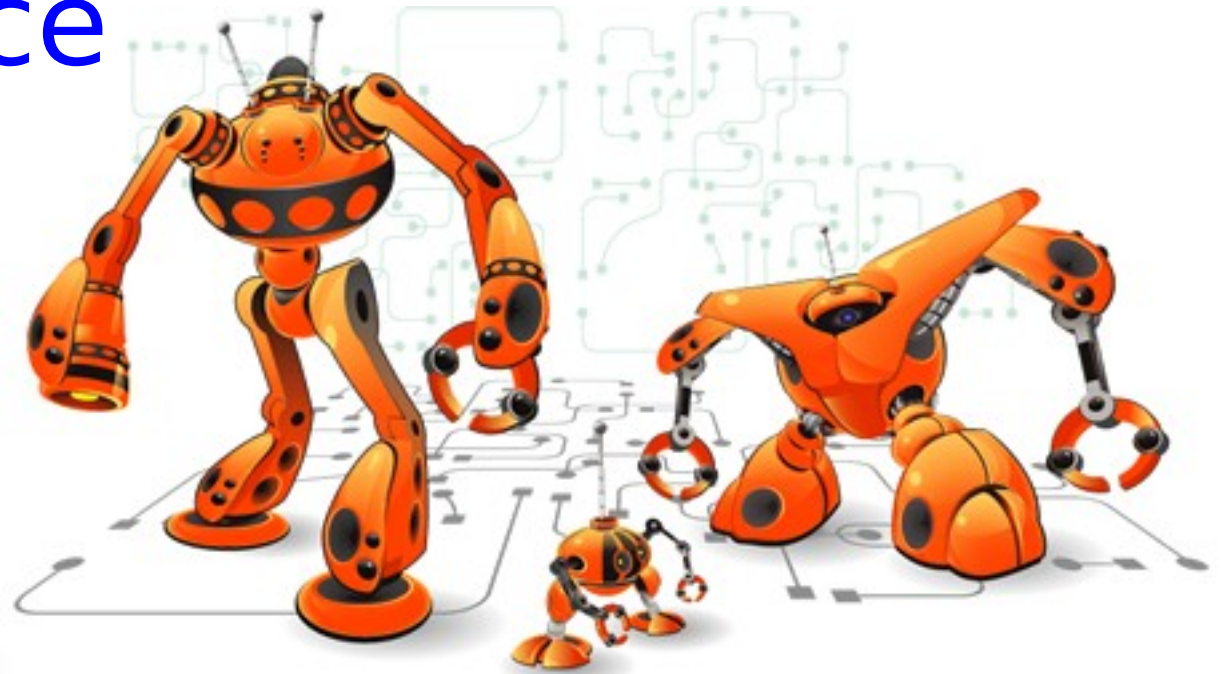
Tekkotsu vs. ROS

- **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**

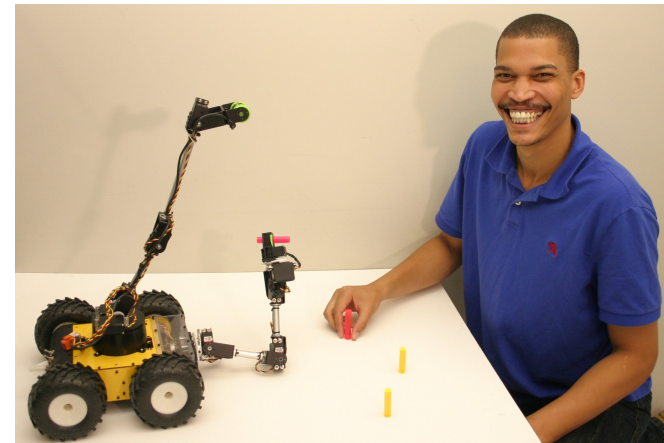
ARTSI Alliance

See ARTSIAlliance.org

artsi



Advancing Robotics Technology for Societal Impact



Course Administrative Stuff

- Times/Locations:
 - Mon / Wed 3:30 to 4:20 in GHC 4101
 - Fri 3:00 to 4:20 in NSH 3206 (REL)
REL = Robotics Education Lab
- Grading:
 - 35% homeworks and labs
 - 25% midterm exam
 - 40% course project and presentation

Syllabus and Lecture Schedule

- The syllabus/lecture schedule is linked from the course home page:
www.cs.cmu.edu/afs/cs/academic/class/15494-s14
- Check weekly for updates, links to readings, links to homeworks/labs.
- Some readings should be done before the lecture, some afterwards. Follow the order in the schedule.
- For Friday's lab: review the syllabus and check out wiki.Tekkotsu.org.

Teamwork

- You are permitted, but not required, to work in teams.
- A team may have at most 3 members.
- When handing in an assignment, only one copy need be handed in per team. Everyone's name should be on it.

Final Projects

- Proposal stage:
 - Pick something cool (we'll give suggestions); convince us that you can carry it off.
 - Previous years' projects are on the web.
- Development stage:
 - We'll have project clinics to help you work on your projects.
- Presentation stage:
 - Develop a presentation and demo.
 - Public demonstrations on last day of class

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 10.04, Tekkotsu, and Mirage pre-installed.
 - Bring in a blank 8 GB flash drive and I will make it into a Tekkotsu flash drive.