



Robotbilime Giriş

Emre Uğur
Bilgisayar Mühendisliği
Boğaziçi Üniversitesi

Bogazici University



- ▶ From Spring 2016.
- ▶ Teaching
 - ▶ Artificial Intelligence
 - ▶ Machine Learning
 - ▶ Robot Learning
 - ▶ Introduction to Cognitive Science
- ▶ Projects
 - ▶ BAP Start-up: Learning in Cognitive Robots
 - ▶ TUBITAK 2232: Sağlarlık güdümlü karmaşık manipülasyon öğrenme çerçevesi
 - ▶ H2020-ICT-RIA: Robots Understanding Their Actions by Imagining Their Effects
 - ▶ BAP M: Imagining Other's Goals in Cognitive Robots (IMAGINE - COG)



Cognition, Learning and Robotics

Welcome to the website of the CoLoRs Group in Dept. of Computer Engineering, Bogazici University.

News & Events

- Melisa Sener is visiting [Nagai Group](#), International Research Center for Neurointelligence, The University of Tokyo, as an intern student from July to August 2019.
- Our paper titled "Effect regulated projection of robot's action space for production and prediction of manipulation primitives through learning progress and predictability based exploration" is accepted to **TCDS 2019!**
- Our paper titled "Deep Effect Trajectory Prediction in Robot Manipulation" is accepted to **RAS 2019!** [pdf](#), [video](#).
- Our paper titled "Conditional Neural Movement Primitives" is accepted to **RSS 2019!** [pdf](#), [video](#).
- Our work received Best Poster Award in **ToRK2019!** [link](#)
- Our research has appeared in Deutsche Welle Turkce Servisi. Accessible via [youtube link](#).
- Emre Ugur is invited speaker in [International Mini-Symposium on Cognitive Robotics](#), Osaka, Japan, August 2018.
- Serkan Bugur is visiting [Nagai Group](#), National Institute of Information and Communications Technology (NICT), as an intern student from September to October 2018.
- Our research has appeared in national newspapers Hürriyet and Sabah. Accessible via [Hürriyet](#) and [Sabah](#).
- Hakan Girgin is visiting [Robot Learning and Interaction \(RLI\) Group](#), at Idiap Research Institute as an intern student from March to September 2018.
- Our research appeared in national news channel Haberturk! See [video](#).
- Mert Imre and Ahmet Ercan Tekden are visiting [Nagai Group](#), National Institute of Information and Communications Technology (NICT), as intern students.

People



Emre Ugur

Head of Research Group

PhD Students



Serkan Bugur



Alper Ahmetoglu



Ece Ada

MSc Students



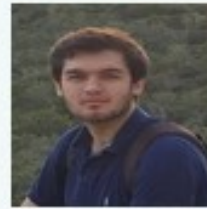
M. Yunus Seker



Ahmet Tekden



Melisa Sener



Tuluhan Akbulut



Hamit Basgol



Utku Bozdogan

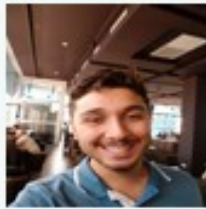
Bachelor Students



Aysu Sayin



Irmak Güzey



Ege Onur Taga

learning environment robot

categories

through traversability features over

relations information prediction interactions learned

performance learn world shape perception hand training

position distance relevant experts imitation real

method execution end range studies

effect image phase al effects perceptual predicted

parameters Robotics state entity initial

system next prov example robots robot's space control

primit feature aroach development results cm

computed new action number vector actions

complex relation interaction human Psychology

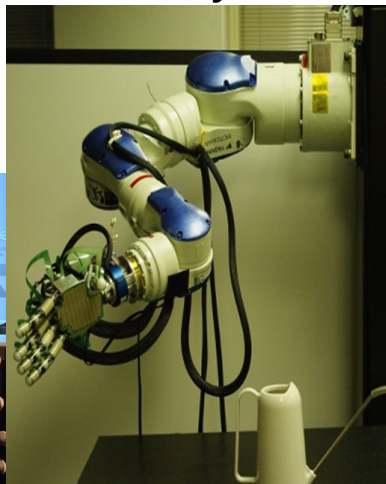
developmental grasp planning affordances

behavior affordance category

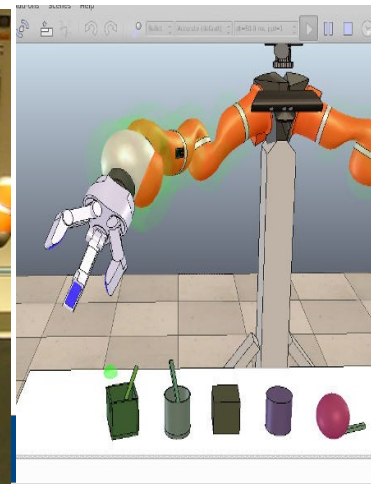
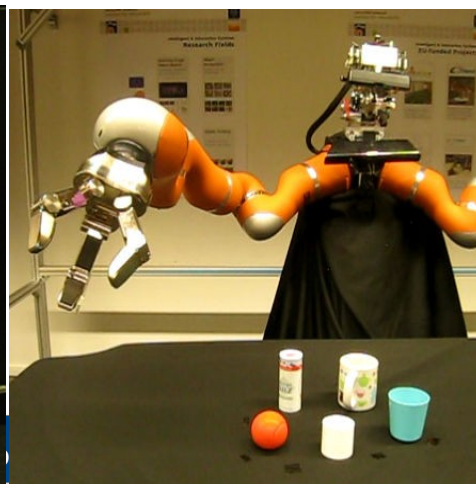
WordItOut

METU

ATR, Kyoto



Innsbruck Univ.



Osaka Univ.

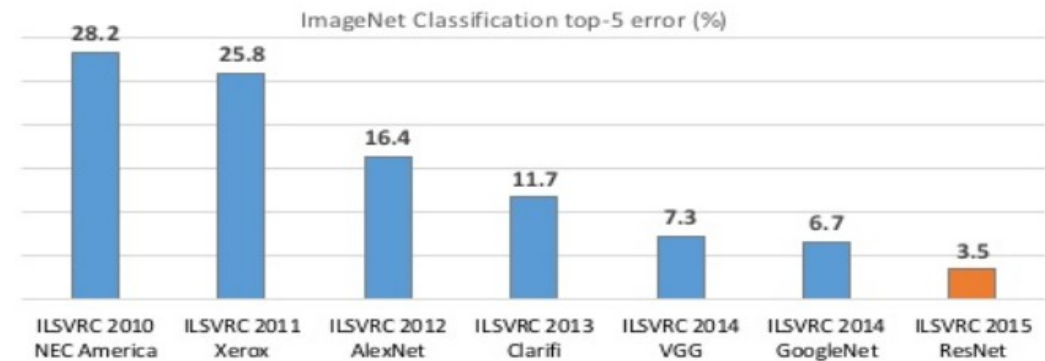


Robotlarda problemler, beceriler



Terminator 2: Judgment Day (1991)

Robotlarda problemler Görü/algı



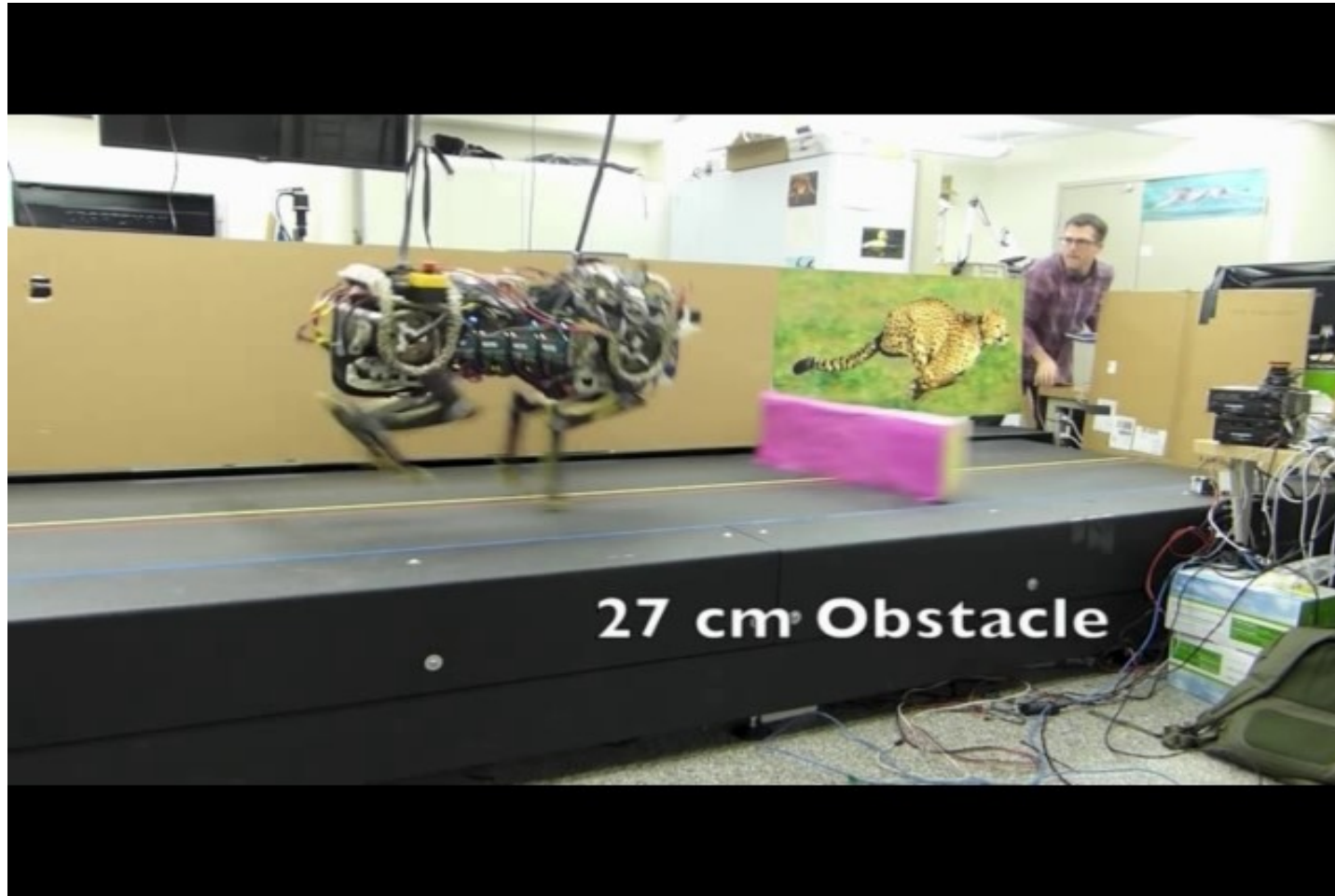
Robotlarda problemler

Denge/yürüme



Robotlarda problemler

Denge/yürüme



MIT cheetah

Robotlarda problemler

Denge/yürüme



Atlas

Robotlarda problemler

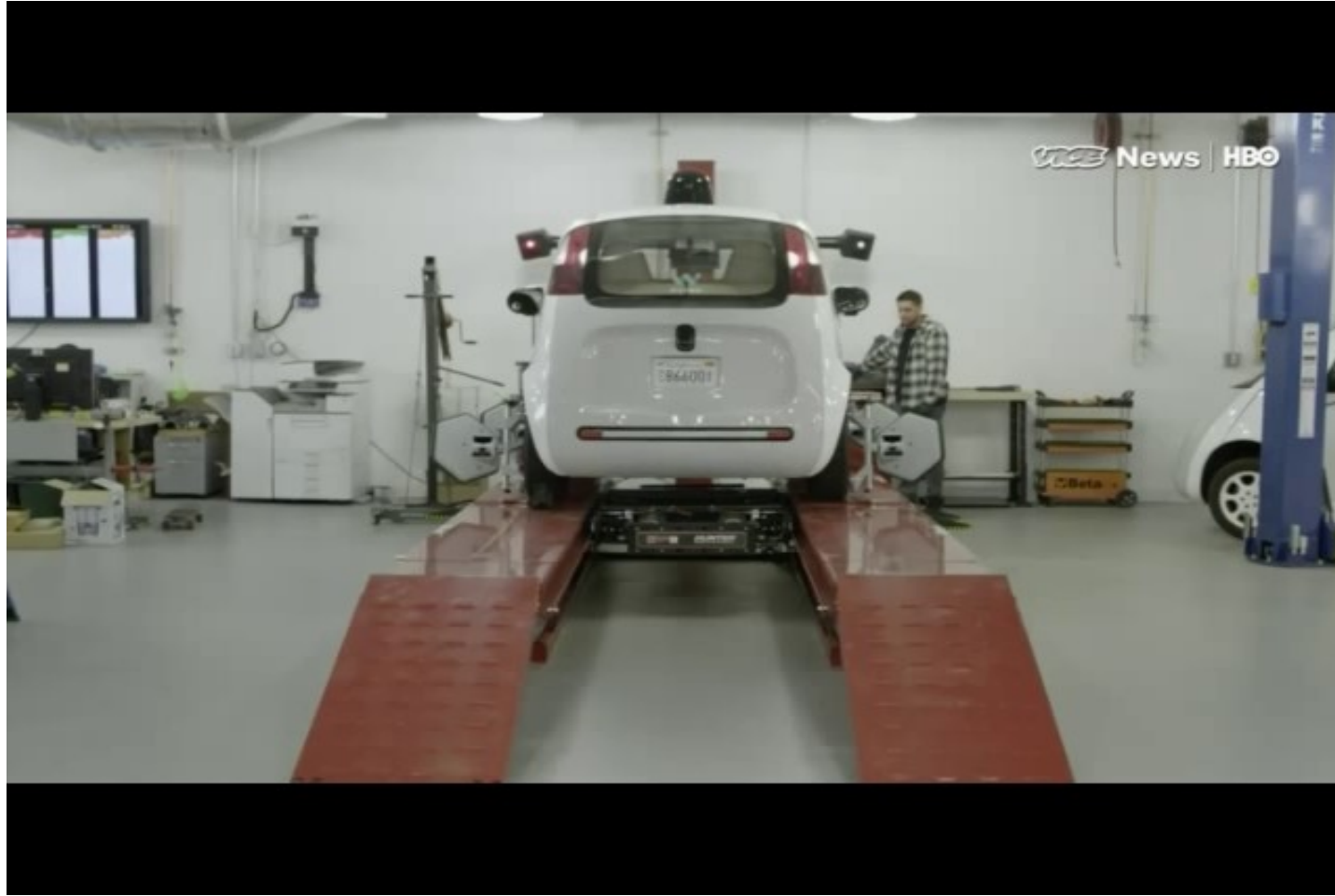
Denge/yürüme



<https://www.youtube.com/watch?v=g0TaYhjpOfo&t=6s>

Robotlarda problemler

Hareket ve yön bulma



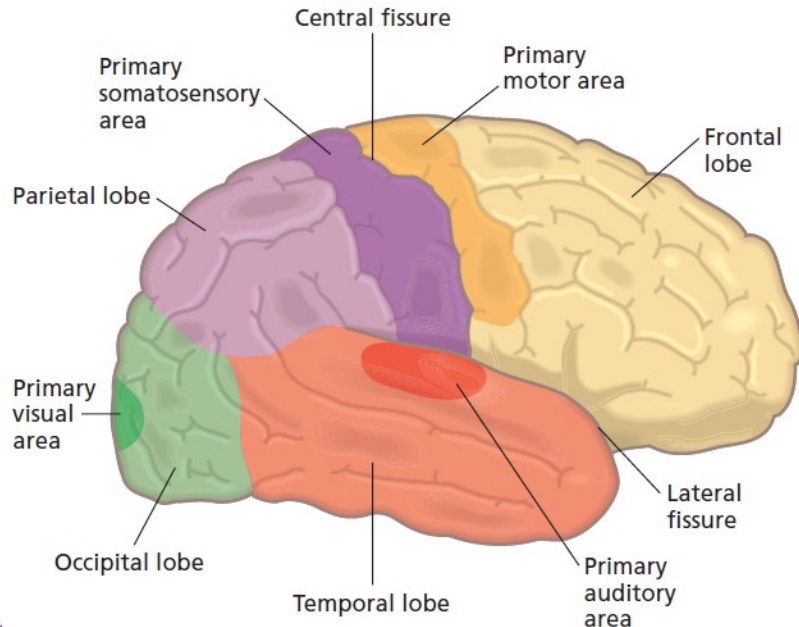
<https://www.youtube.com/watch?v=qtApzKnGU94>

Robotlarda problemler Manipölasyon

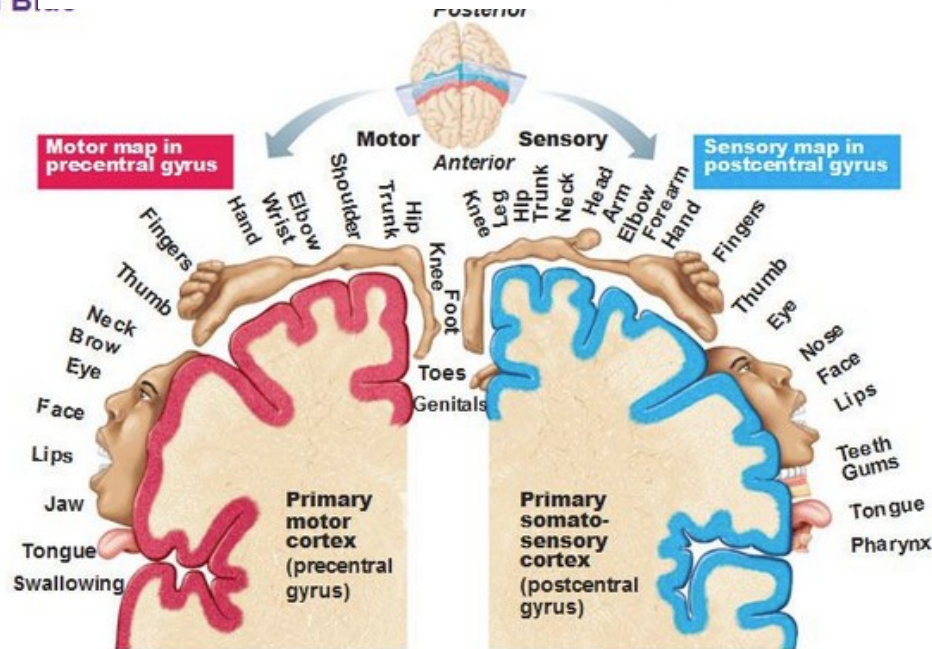


Robotlarda problemler

Manipülasyon

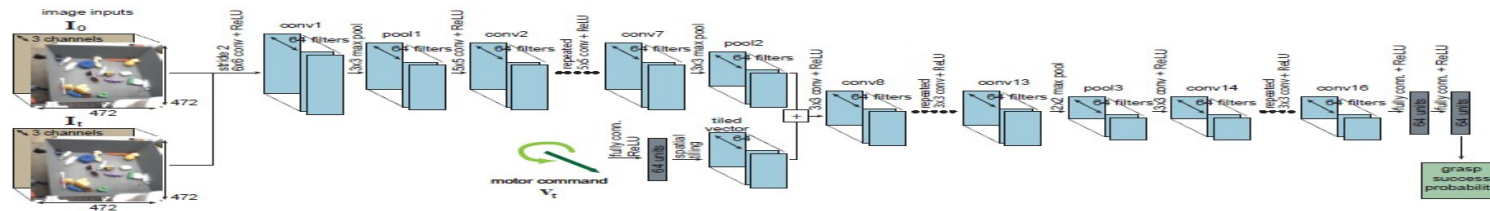
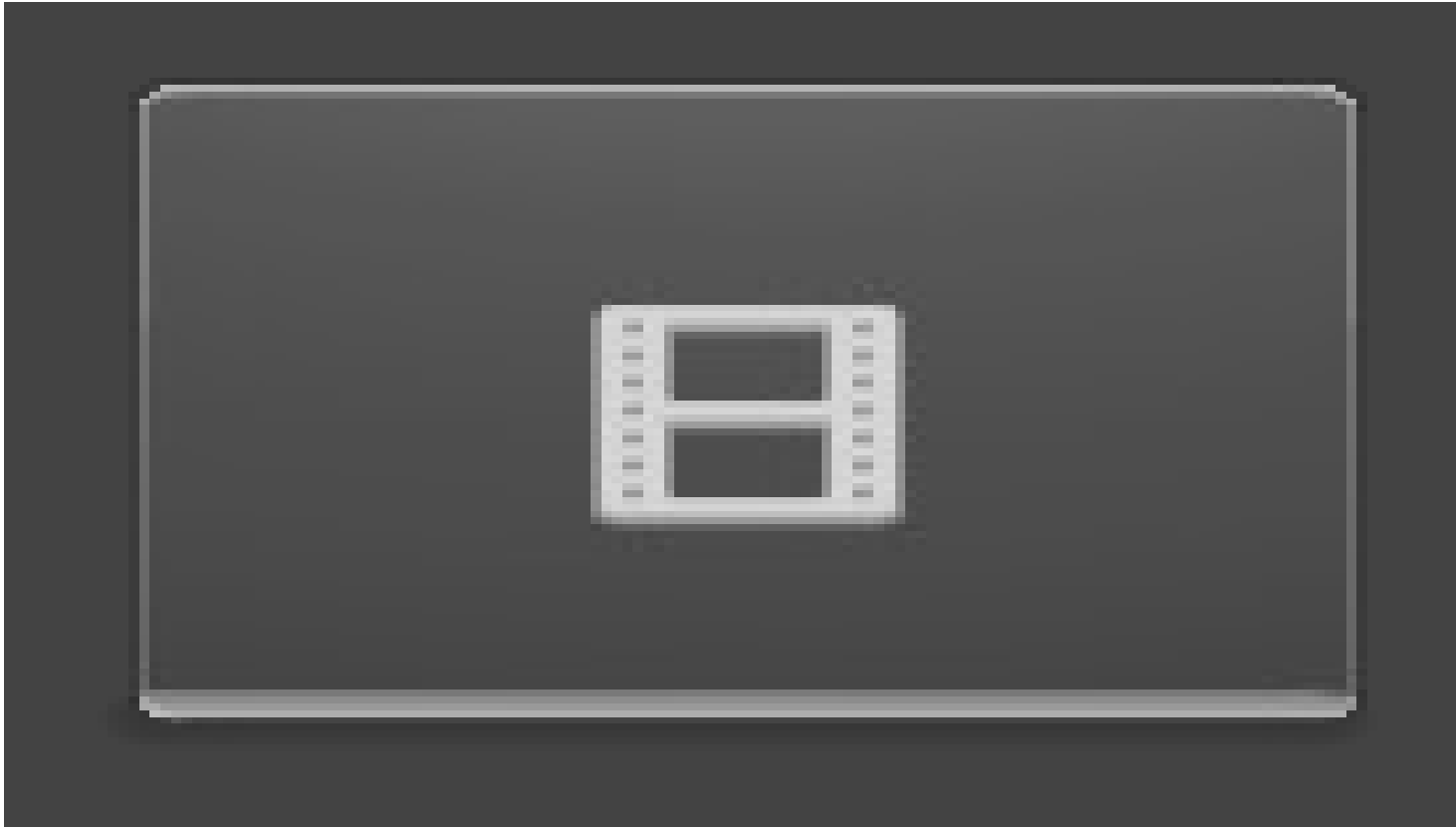


BL



Robotlarda problemler

Manipülasyon



800K grasp attempts, 2 months, 6-14 robots

S. Levine, P. Pastor, A. Krizhevsky, and D. Quillen. Learning hand-eye coordination for robotic grasping with large-scale data collection. In International Symposium on Experimental Robotics (ISER 2016) , 2016.

<https://www.youtube.com/watch?v=iaF43Ze1oeI>

Robotlarda problemler

Planlama, muhakeme, karar verme



Elon Musk and AI Experts Call for Total Ban on Robotic Weapons

Fortune · 14s · David Z. Morris

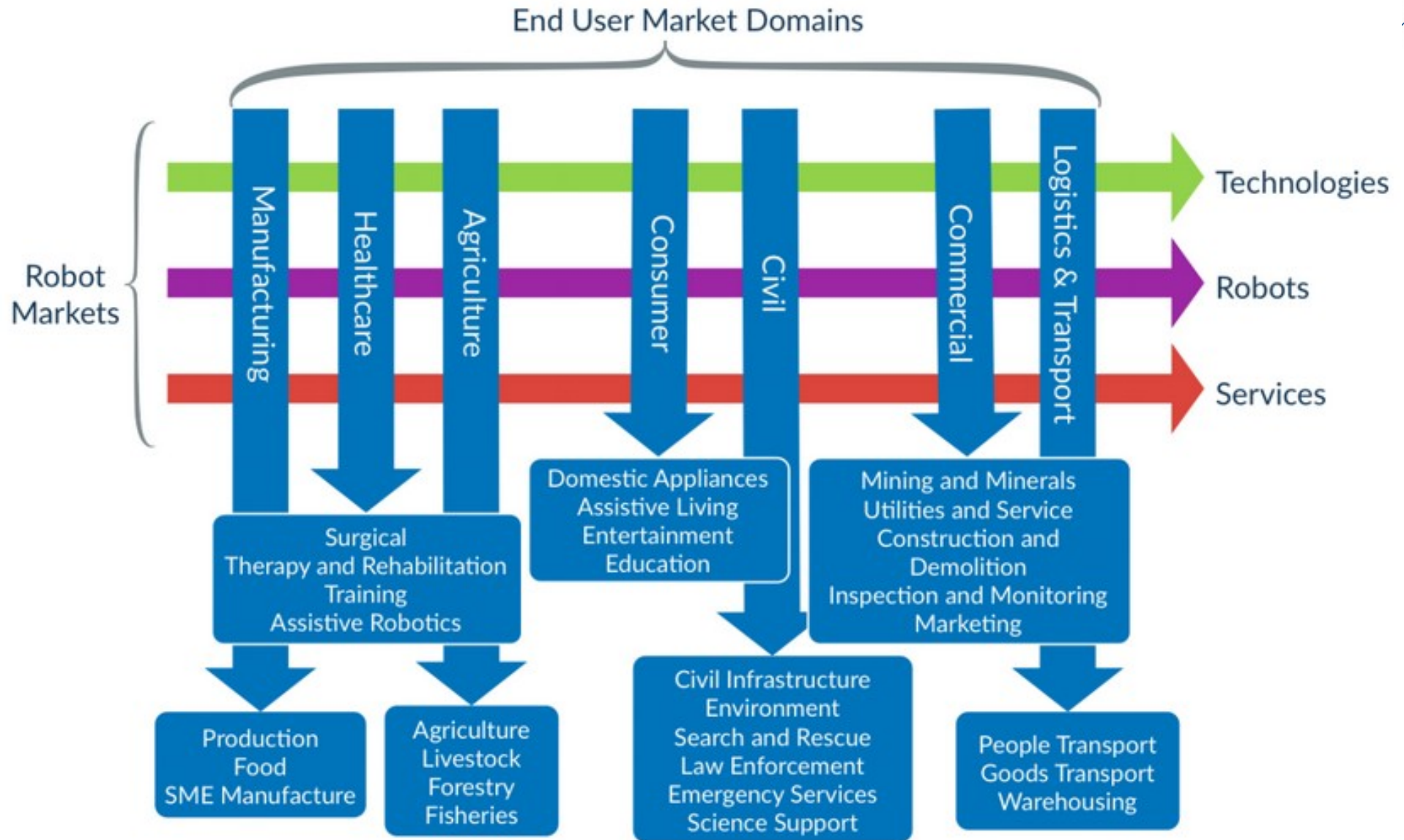
116 roboticists and A.I. researchers, including SpaceX founder Elon Musk and Google Deepmind co-founder Mustafa Suleyman, have signed a letter to the United Nations calling for strict oversight of ...

Robotic Applications

3D: Dirty Dull Dangerous ?

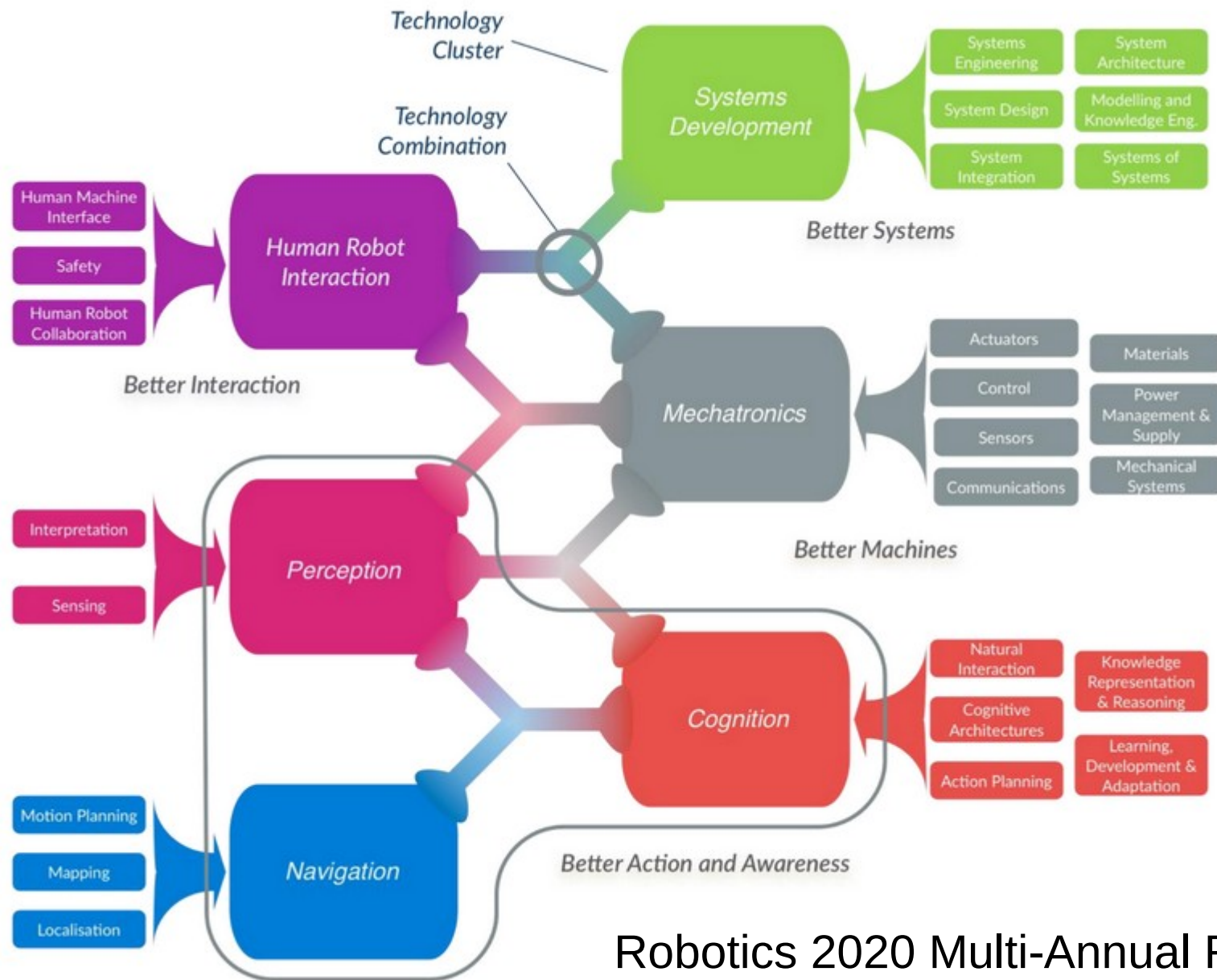


Domains



Robotics 2020 Multi-Annual Roadmap

Technologies



Robotics 2020 Multi-Annual Roadmap

History

800 BC - Homer: walking tripods in the Iliad

350 BC - Aristotle envisions mechanisms that work by "obeying or anticipating the will of others"

1495 - Leonardo DaVinci designed a mechanical device that looked like an armored knight, which moved in human-like motions.

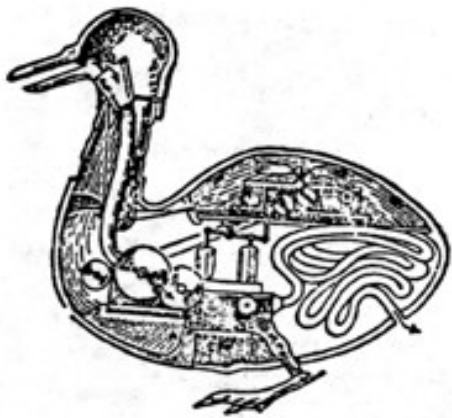
1640 - Descartes builds a female automaton which he calls "Ma fille Francine."

1738 - Jacques de Vaucanson builds a mechanical duck made of more than 4,000 parts. The duck could quack, bathe, drink water, eat grain, digest it and void it.

1770 - Swiss clock makers and inventors Pierre Jaquet-Droz and his son Henri-Louis created three doll automata: write, play music, and draw pictures.

1898 - Tesla built and demonstrated a radio controlled robot boat at Madison Square Garden*.

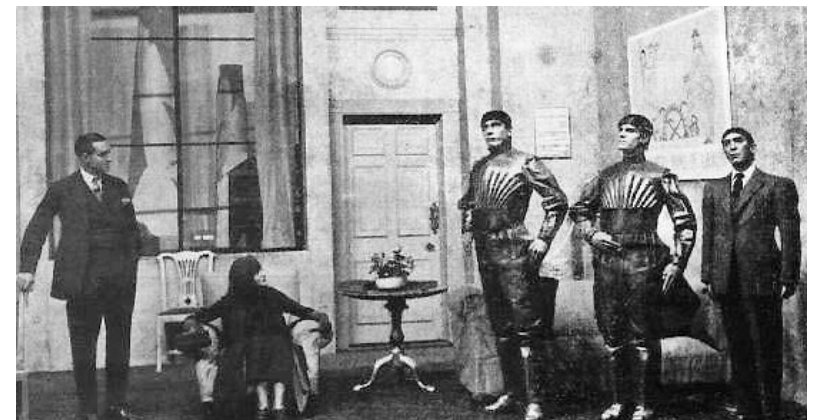
1923 - Karel Capek coins the term *robot* in his play *Rossum's Universal Robots (R.U.R)*. *Robot* "might come" from the Czech word *robota*, which means "servitude, forced labor."



Wikipedia



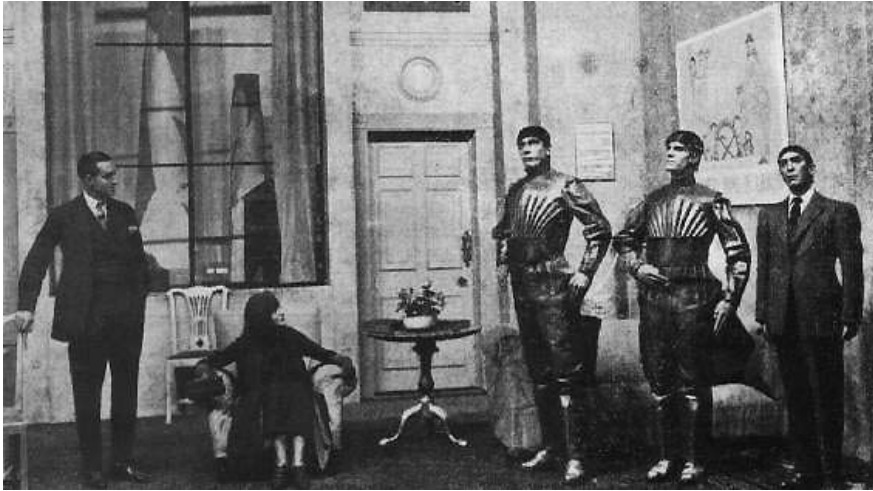
Wikipedia



Rossum's Universal Robots (R.U.R)

Adapted from Martin P. Aalund

Robotlar, orijin, bugün



- Karel Capek's play, Prague, 1921
- *Robota*: forced-labor

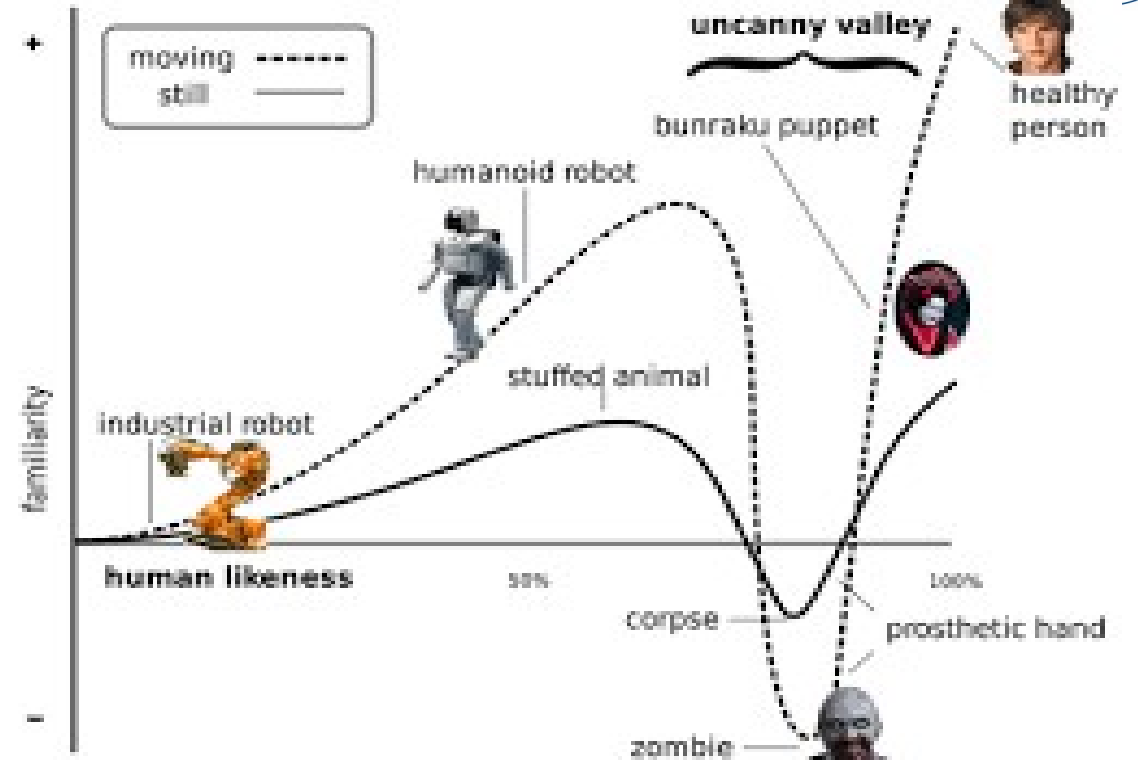


- Hiroshi Ishiguro's play, Osaka, 2010
- The real robot plays an android role.

Robotlar, orijin, bugün



Prof. Hiroshi Ishiguro



History



1948 - Grey Walter's self-recharging Tortoise

History

1948 - Grey Walter's self-recharging Tortoise



<https://www.youtube.com/watch?v=ILULRImXkKo>

Adapted from Martin P. Aalund

History

1948 - Grey Walter's self-recharging Tortoise

1956 - A new discipline is born: A.I. John McCarthy, Marvin Minsky, Nat Rochester, and Claude Shannon organized 'The Dartmouth Summer Research Project on Artificial Intelligence' at Dartmouth College. This was the first use of the term 'artificial intelligence.'

Dartmouth Conference: The Founding Fathers of AI



John McCarthy



Marvin Minsky



Claude Shannon



Ray Solomonoff

Alan Newell

Herbert Simon

Arthur Samuel



And three others...

Oliver Selfridge

(Parallelistic Theory)

Nathaniel Rochester

(IBM, designed 701)

Trenhard Moss

(Natural Deduction)

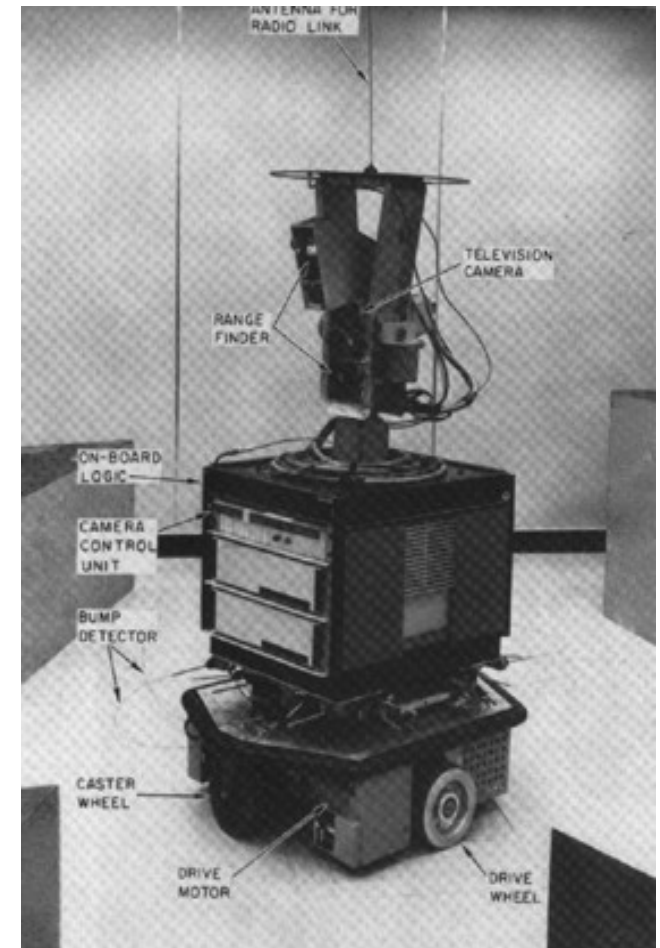
1956 - A new discipline is born: A.I. John McCarthy, Marvin Minsky, Nat Rochester, and Claude Shannon organized 'The Dartmouth Summer Research Project on Artificial Intelligence' at Dartmouth College. This was the first use of the term 'artificial intelligence.'

Cognitive Science in 1950's

- Turing, Alan M. "On computable numbers, with an application to the Entscheidungsproblem." Proceedings of the London mathematical society 2.1 (1937): 230-265.
- McCulloch, W. S., & Pitts, W. (1943). A logical calculus of the ideas immanent in nervous activity. The bulletin of mathematical biophysics, 5(4), 115-133.
- Lettvin, J. Y., Maturana, H. R., McCulloch, W. S., & Pitts, W. H. (1959). What the frog's eye tells the frog's brain. Proceedings of the IRE, 47(11), 1940-1951.
- Hubel, David H., and Torsten N. Wiesel. "Receptive fields of single neurones in the cat's striate cortex." The Journal of physiology 148.3 (1959): 574-591.
- Miller, G. A. (1956). The magical number seven, plus or minus two: Some limits on our capacity for processing information. Psychological review, 63(2), 81.
- Newell, Allen, and Herbert Simon. "The logic theory machine--A complex information processing system." IRE Transactions on information theory 2.3 (1956): 61-79.
- Chomsky, Noam. "Three models for the description of language." IRE Transactions on information theory 2.3 (1956): 113-124.
- Von Neumann, John. 1958 The computer and the brain. Yale University Press,.
- Putnam, H. 1960. "Minds and Machines." In S. Hook, ed., Dimensions of Mind. New York: New York University Press.
- Marr, D. (1982) Vision: A Computational Investigation into the Human Representation and Processing of Visual Information. San Francisco: W. H. Freeman.

History

1960 - Shakey is made at Stanford Research Institute International. It contained a television camera, range finder, on-board logic, bump sensors, camera control unit, and an antenna for a radio link.



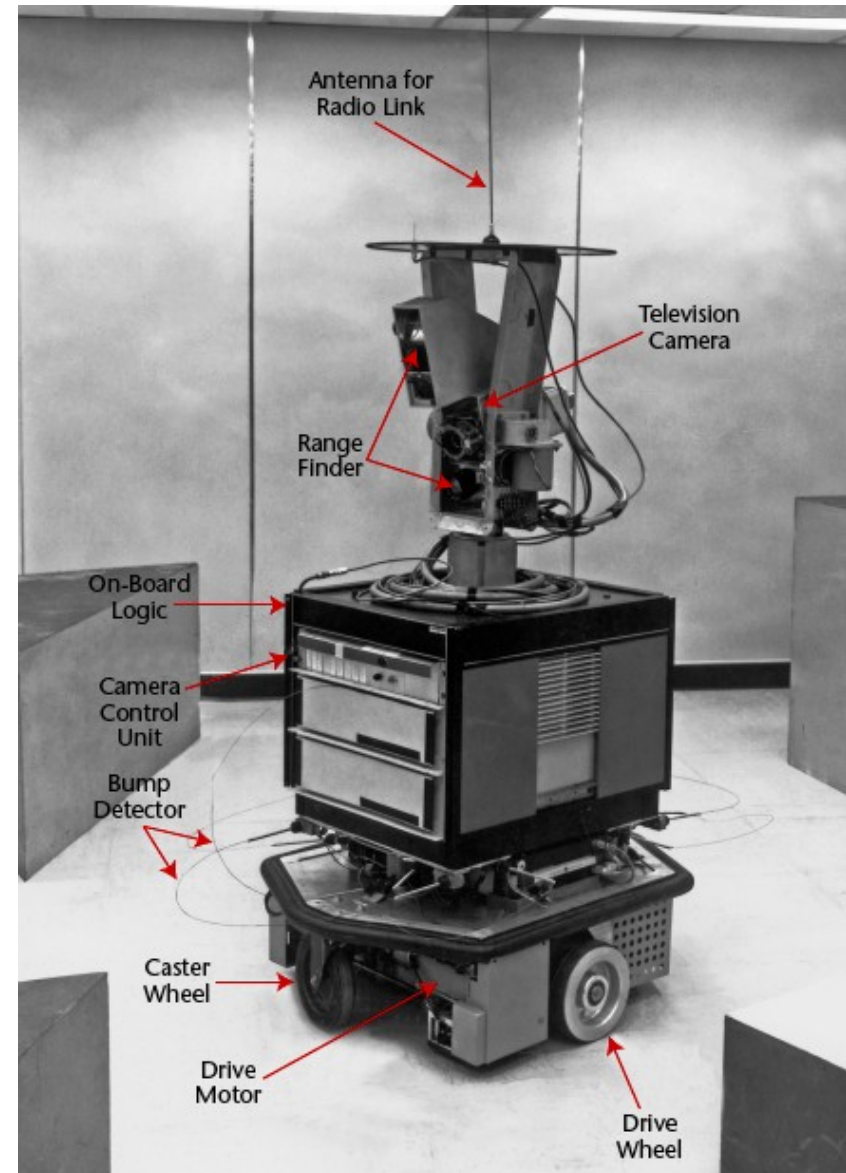
Shakey: <https://www.youtube.com/watch?v=GmU7SimFkpU>

Adapted from Martin P. Aalund

SHAKY (1970)

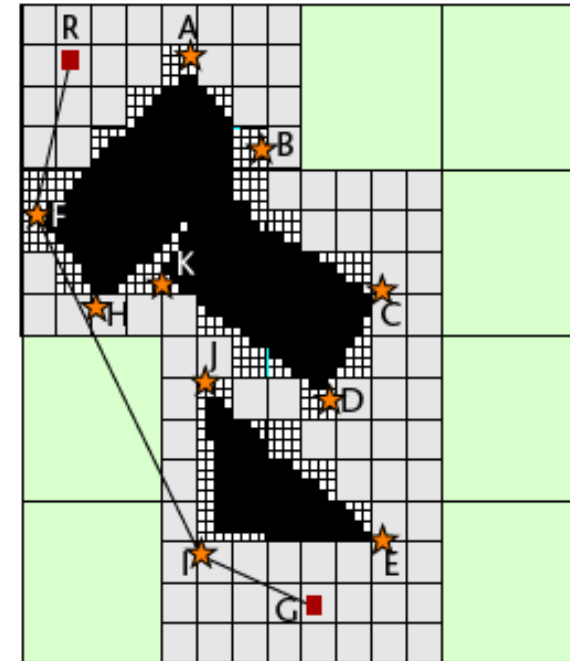
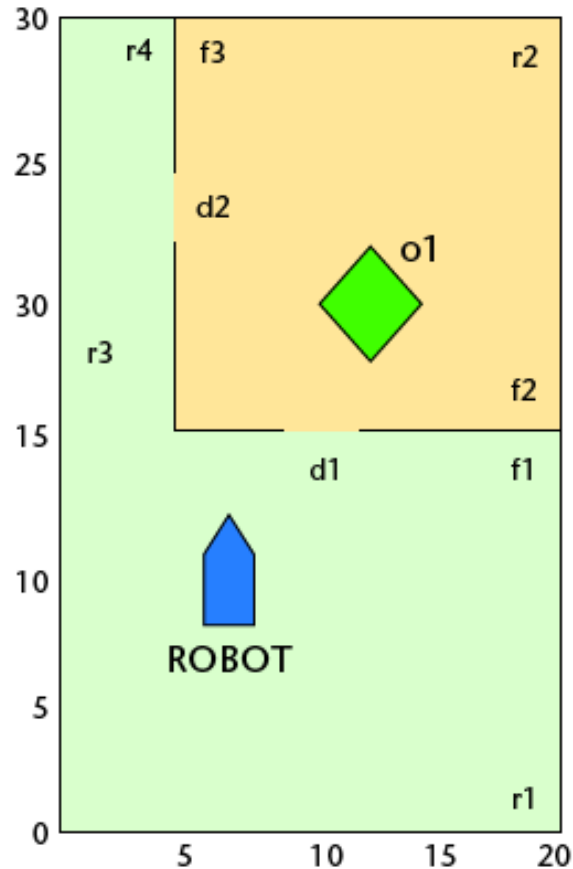
- At SRI (Stanford Research Institute)
- State-of-the-art machine vision used to process visual information
- Used classical planner (STRIPS)
- Shakey had
 - A TV camera,
 - A triangulating range finder,
 - Bump sensors,
 - Was connected to DEC PDP-10 and PDP-15 computers via radio and video links.

<https://www.youtube.com/watch?v=7bsEN8mwUB8>
From 2:00



Planning

- Looking ahead, searching for what to do next
- The goal is a state
- Entire state space is enumerated and searched from current state to goal state
- Different paths are tried
- Optimal path is the one we want to use



```
at(robot, 6.2, 10)
doorstatus(d1, open)
name(o1, box)
inroom(o1, r2)
joinsrooms(d1, r1, rs)
```

Figure 4. Predicate Calculus Model Fragment with Plan View of World and Grid Model

Planning

- Looking ahead, searching for what to do next
- The goal is a state
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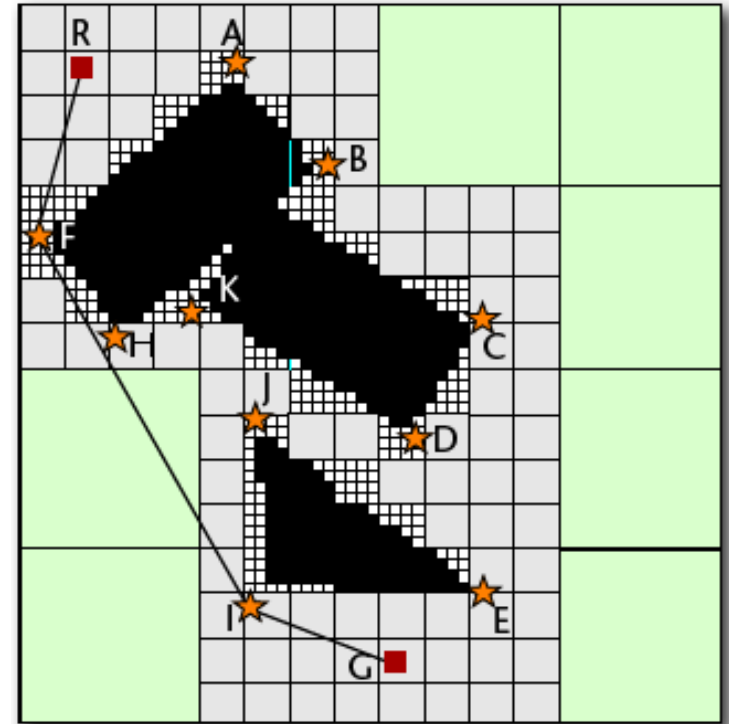
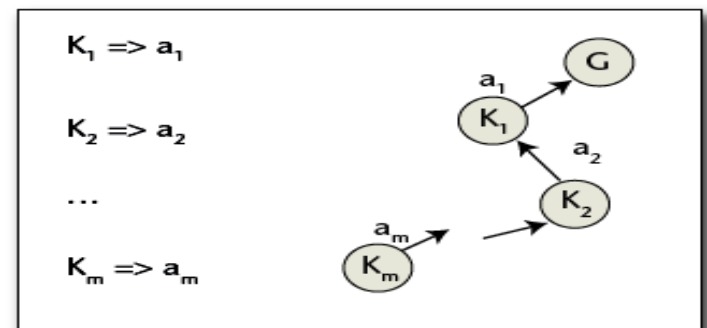


Figure 13. Shakey's Adaptive Grid Model.



Planning

- Looking ahead, searching for what to do next
- The goal is a state
- Entire state space is enumerated and searched, from current state to goal state
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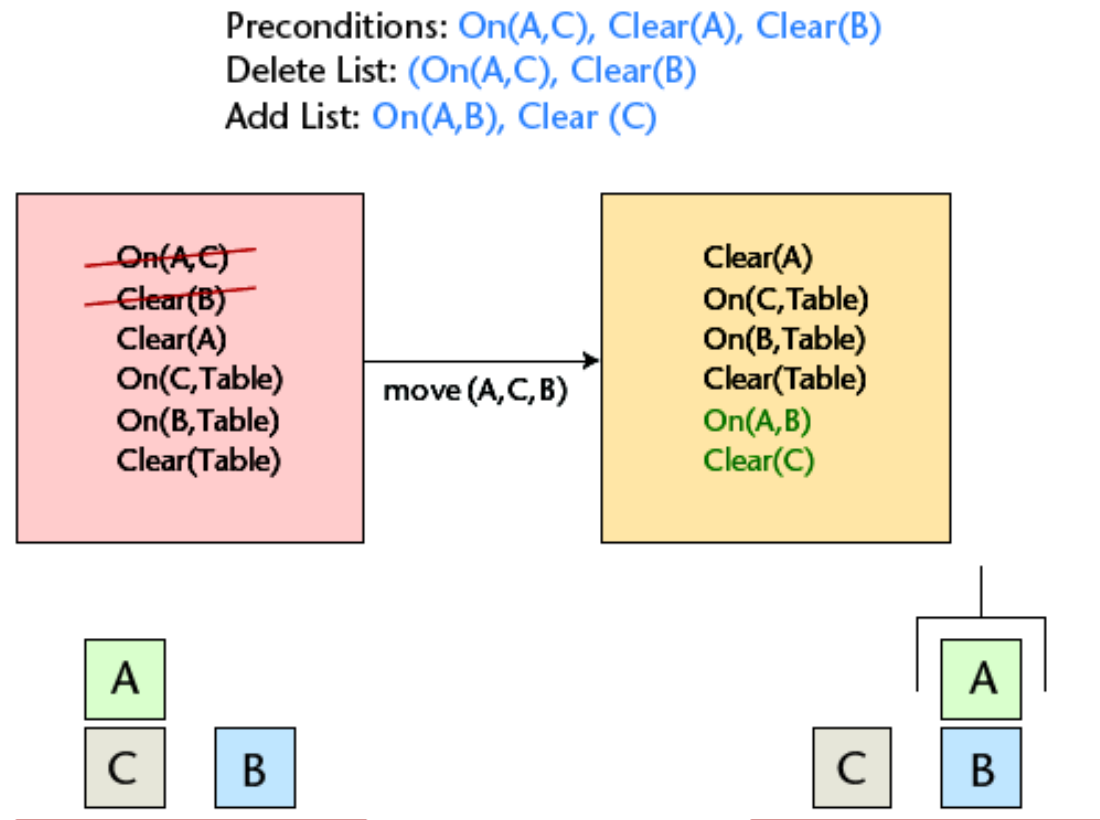
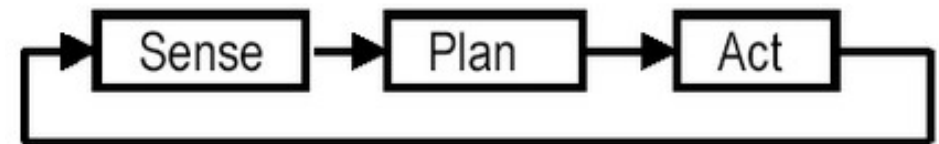


Figure 14. Application of a STRIPS Rule.

SPA

- Planner-based architecture
- Involves 3 steps:
 1. Sensing (S)
 2. Planning (P)
 3. Acting (A)
- SPA has serious drawbacks...



Planex (Executive)

STRIPS (Symbolic Planning System)

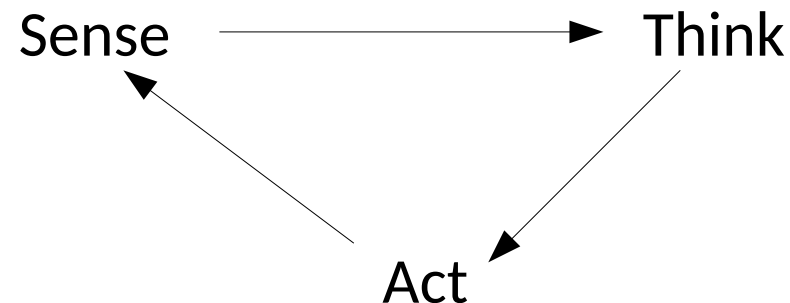
Intermediate Level Actions

Low Level Actions

The robot control loop

Speech, Vision
Acceleration, Temperature
Position, Distance
Touch, Force
Magnetic field, Light
Sound, PositionSense

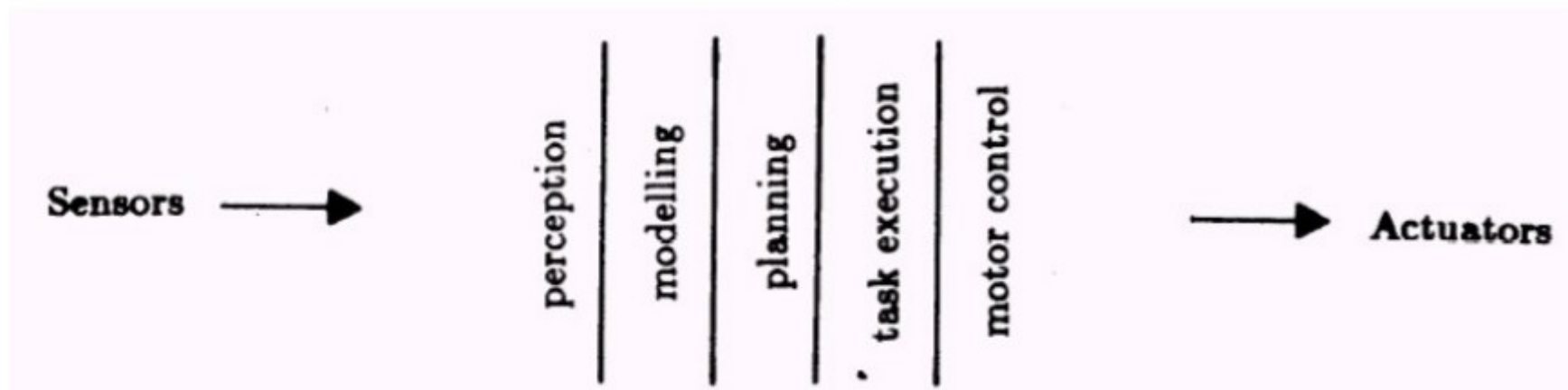
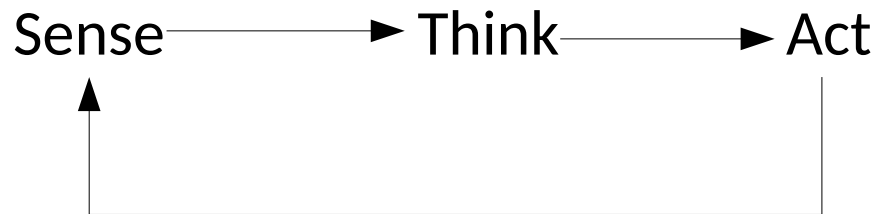
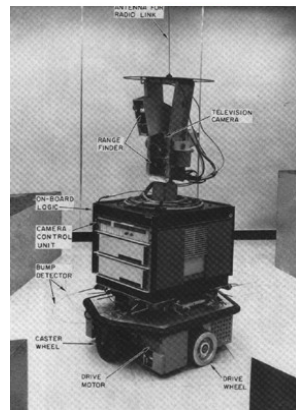
Task planning
Plan Classification
Learn
Process data
Path planning
Motion planning
Reasoning



Output information,
Move, Speech
Text, Visuals, Wheels, Legs
Arms, Tracks

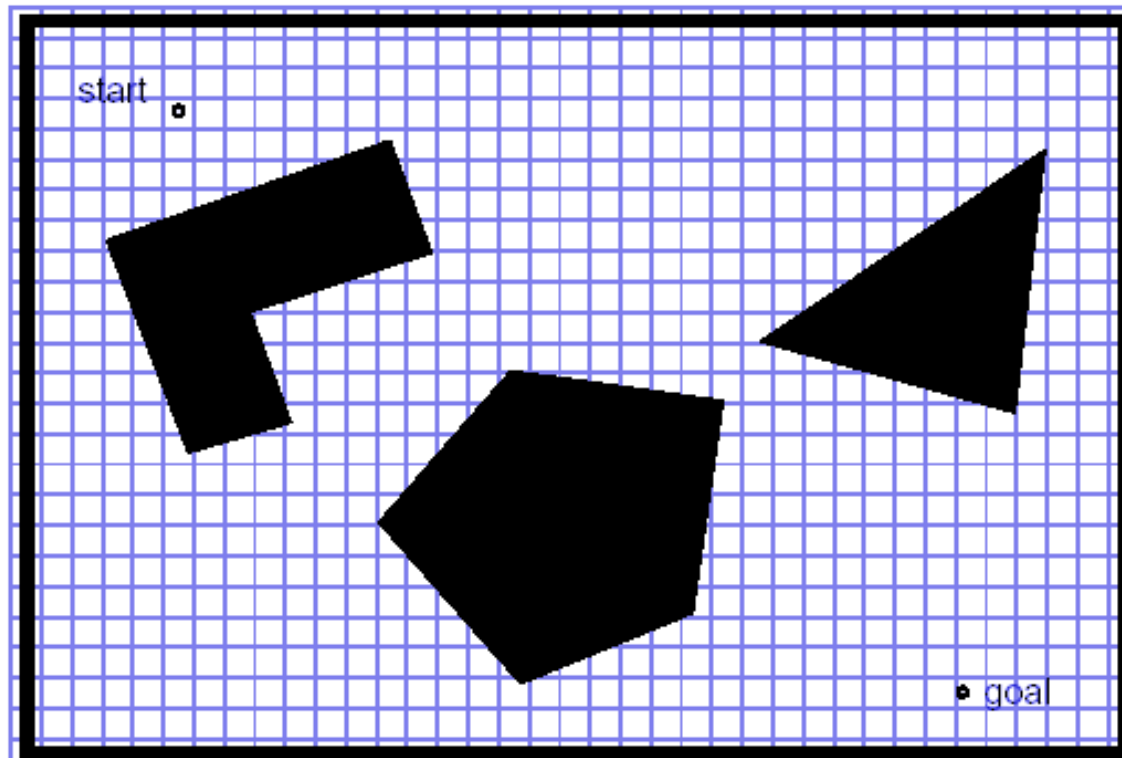
The robot control loop

► Deliberative paradigm



A Robot's Navigation Problems

- Where am I? *Localization*
- Where have I been? *Map making*
- Where am I going? *Mission planning*
- What's the best way there? *Path planning*

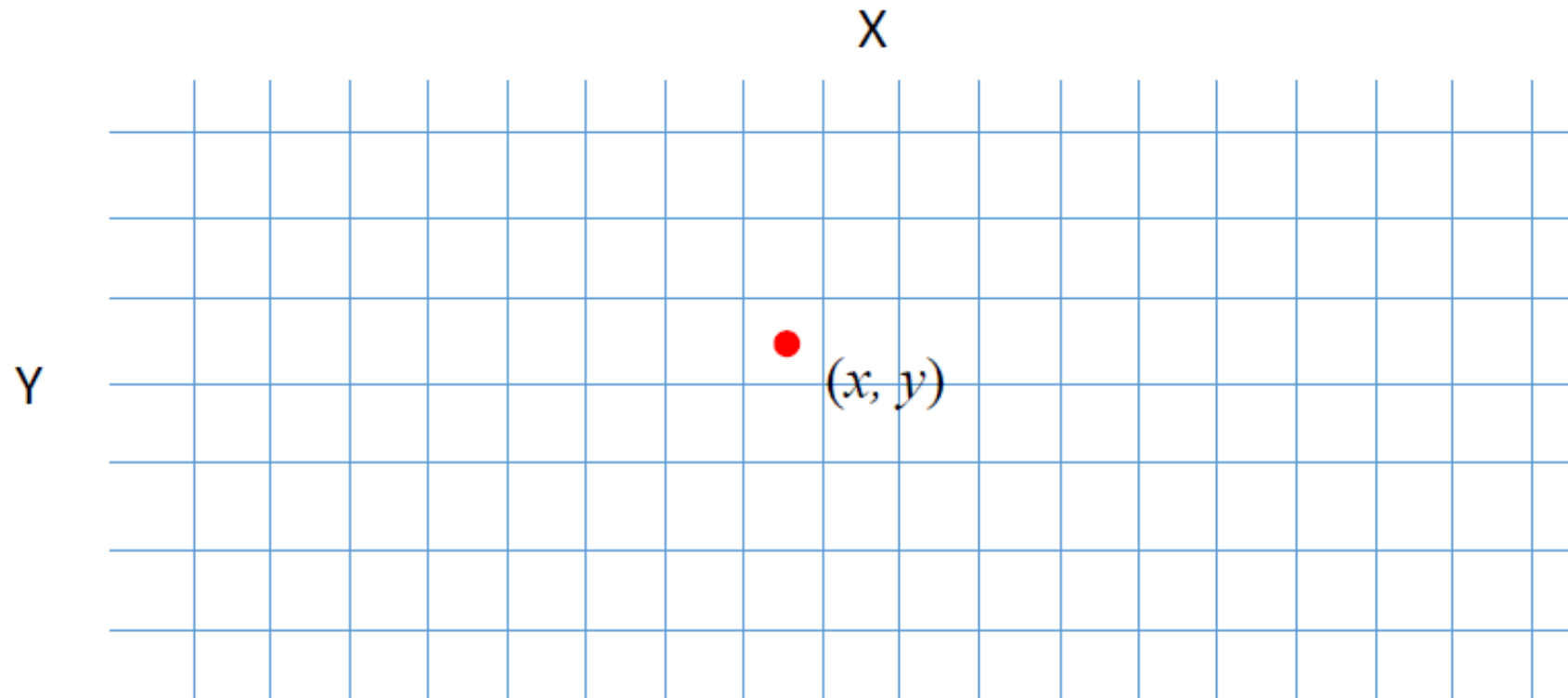


Types of Map (1) – Metric map



41.0854156,29.042663

Types of Map (1) – Metric map



A location is represented as a coordinate.

İstanbul Hızlı Ulaşım Sistemi
Istanbul Rapid Transit Network

Marmaray
TCDD Banlıyö Trenleri
Turkish Railways suburban trains

Metro
underground trains

Nostalgik Tramvay
historic tramway

Moda Tramvay
Moda tramway loop

Teleferikler
aerial tramways

Monoray
monorail

Yüreyen Bant ile Tüneli
tunnel with moving walkway

Funküler / Tünel
funiculars

Çağdaş Tramvay
modern tramway

Metrobüs
busway

Yapır İskelesi (IDO / Şehir Hattı)
ferry pier (IDO / Şehir Hattı)

ParkEt DevamEt Noktaları
Park & Ride facility

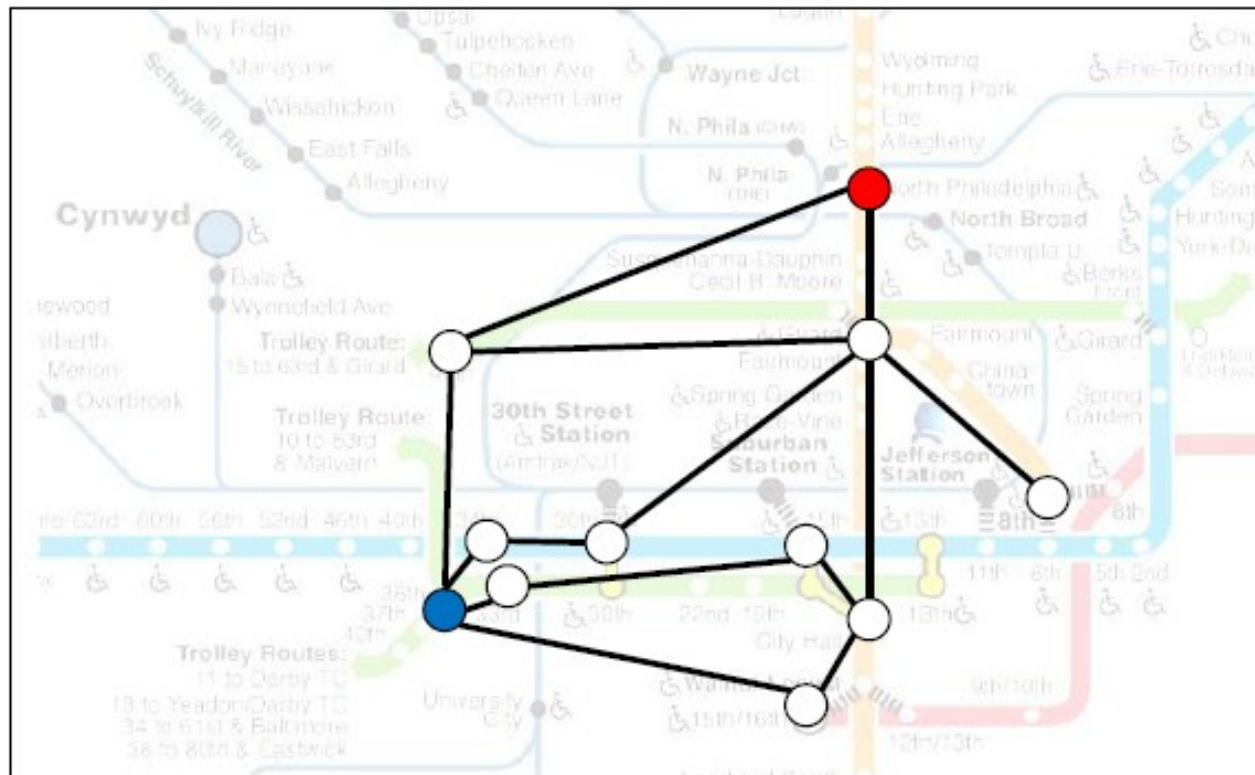
Maximilian Dörbecker, Nisan 2019-April 2019
İsimsiz - license: cc-by-sa (<http://creativecommons.org/licenses/by-sa/2.5/>)
yayınlar ve harita notları için: for comments and error notes:
http://ide.wikipedia.org/wiki/İstanbul_Hızlı_Ulaşım_Sistemi

Operasyondaki hatlar
lines in operation

İnşaatı devam eden hatlar
lines under construction

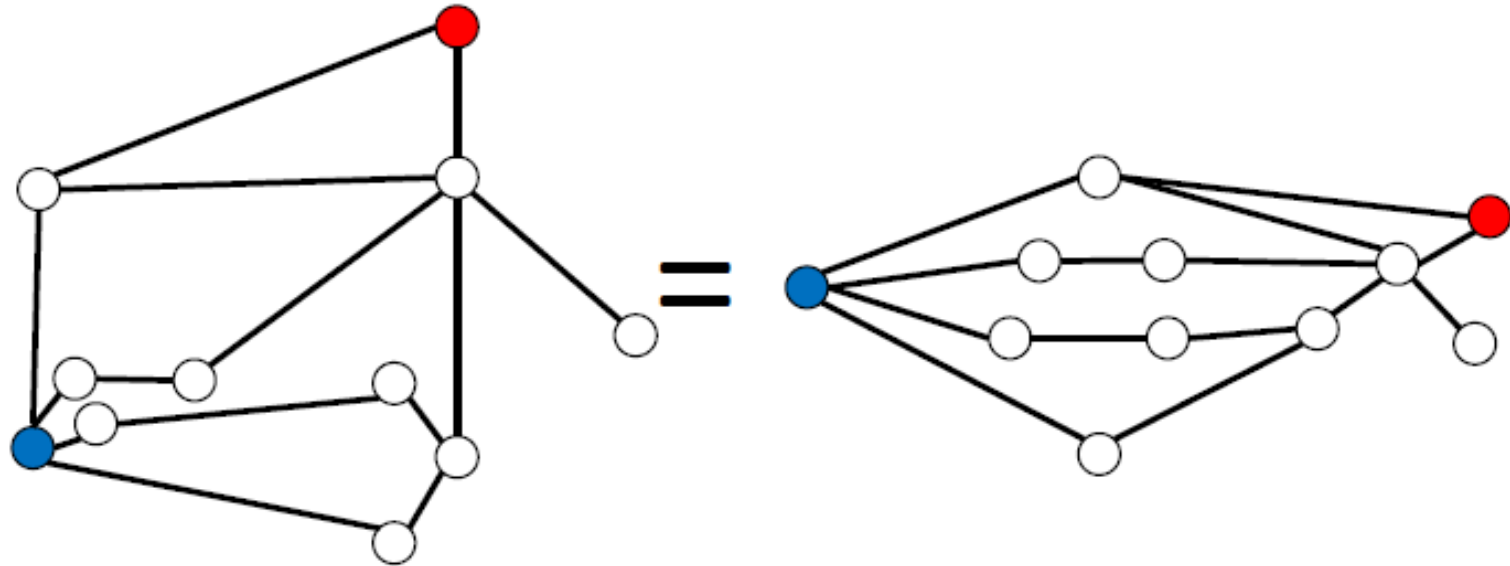
İhale aşamasındaki hatlar
Tender for lines is being carried out

Types of Map (2) – Topological map



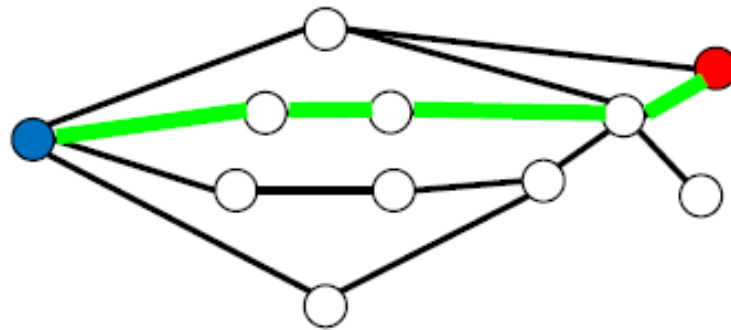
Locations are represented as nodes and their connectivity as arcs.

Types of Map (2) – Topological map



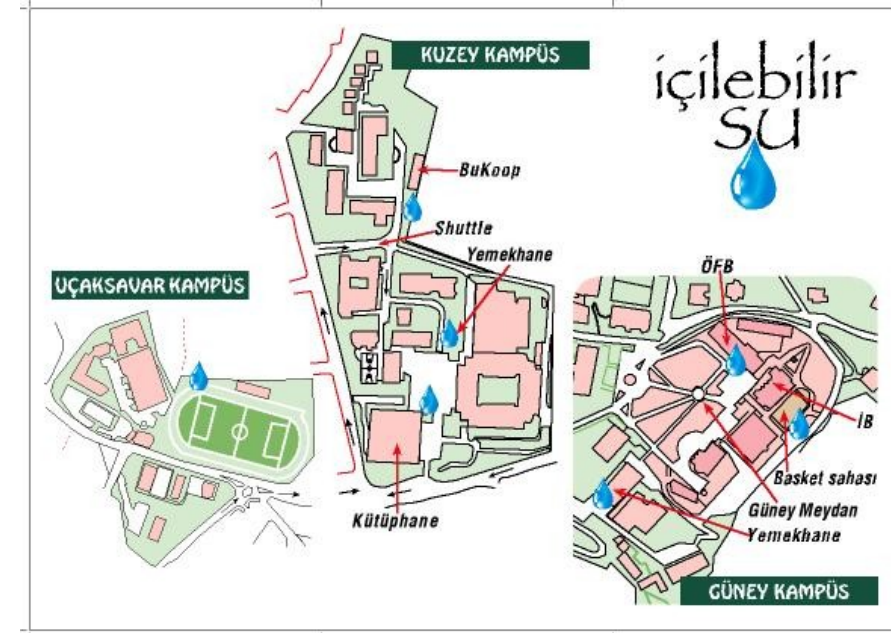
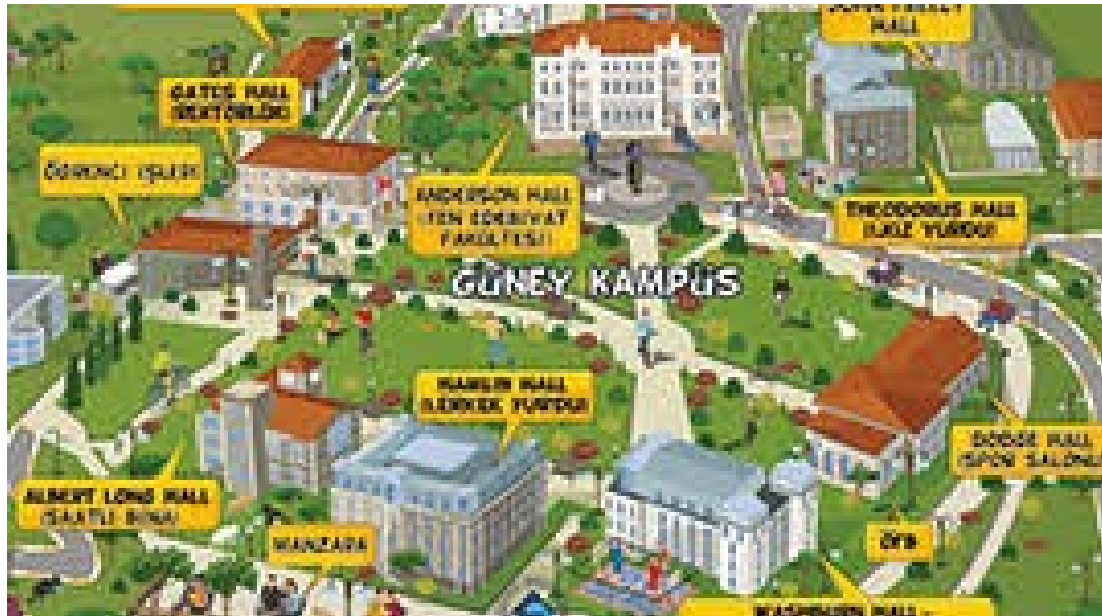
Only the connectivity between nodes matter.

Types of Map (2) – Topological map



Graph representation is useful for path planning.

Types of Map (3) — Semantic map

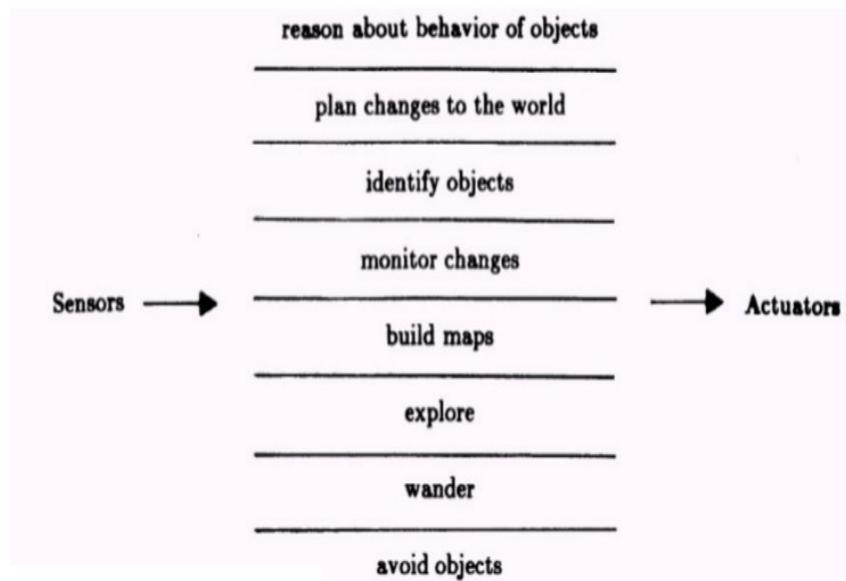


Semantic map is a map with labels.

The robot control loop

► Reactive paradigm

Sense $\longleftrightarrow$ Act



Rodney Brooks

Emergent Behavior

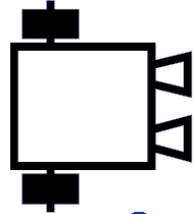
- Important but not well-understood phenomenon
- Often found in behavior-based robotics
- Robot behaviors “emerge” from
 - Interactions of rules
 - Interactions of behaviors
 - Interactions of either with environment

Why?

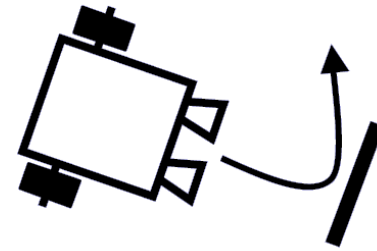
- Sum is greater than the parts
- Emergent behavior is more than the controller that produces it

Example: Wall Following

coded behaviors



forward motion,
with slight turn right

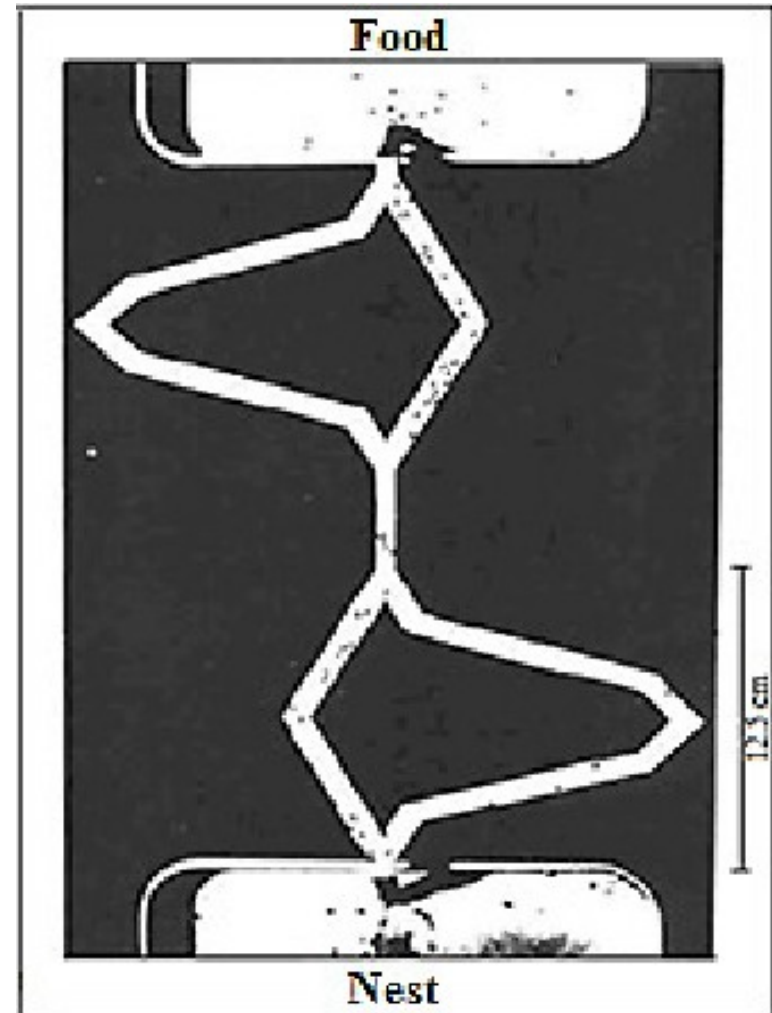
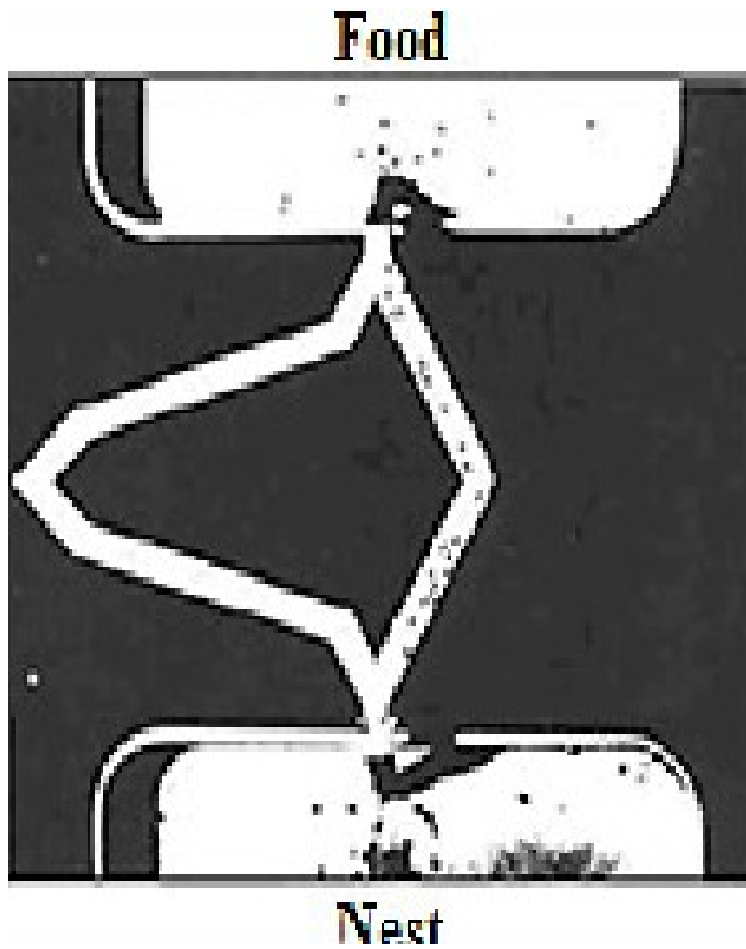


obstacle
avoidance

Emergent Behavior



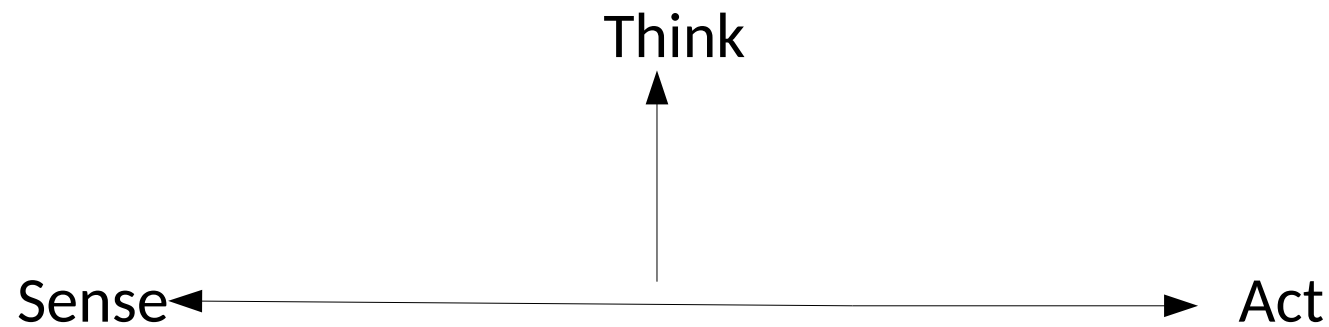
Emergent Behavior



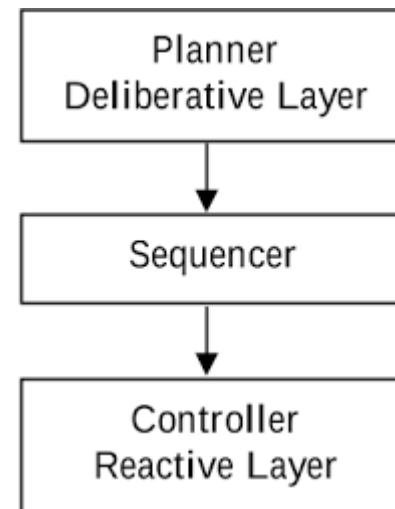
<https://www.youtube.com/watch?v=oBhv4pKksgU>

The robot control loop

► Hybrid paradigm

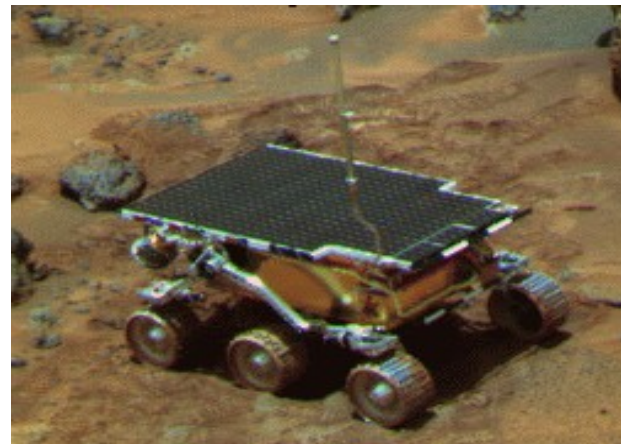
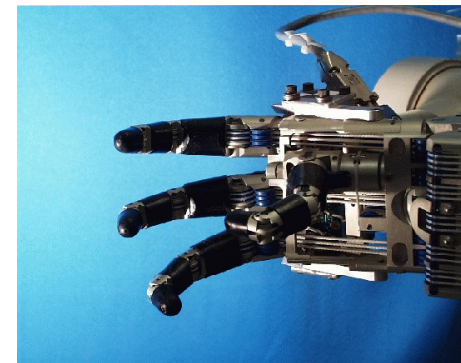


► 3-layered architectures



Robot Classes

- ▶ *Manipulators*: robotic arms. These are most commonly found in industrial settings.
- ▶ *Mobile Robots*: unmanned vehicles capable of locomotion.
 - ▶ Walking, climbing, swimming, flying



Robot Components

Body: Links, joints, other structural element of the robot

End Effector: The part that is connected to the last joint of a manipulator.

Actuators: Muscles of the manipulators (servomotor, stepper motor, pneumatic and hydraulic cylinder).

Sensors: To collect information about the internal state of the robot or to communicate with the outside environment.

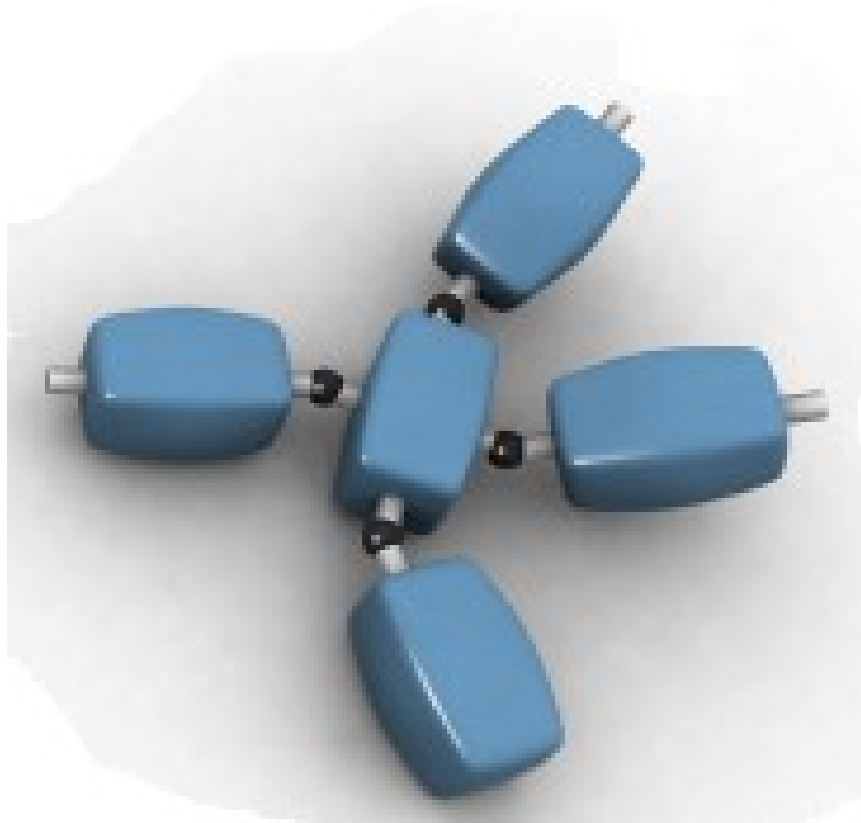
Controller: It controls and coordinates the motion of the actuators.

Processor: The brain of the robot. It calculates the motions and the velocity of the robot's joints, etc.

Software: Operating system, robotic software and the collection of routines.

Robot::Body

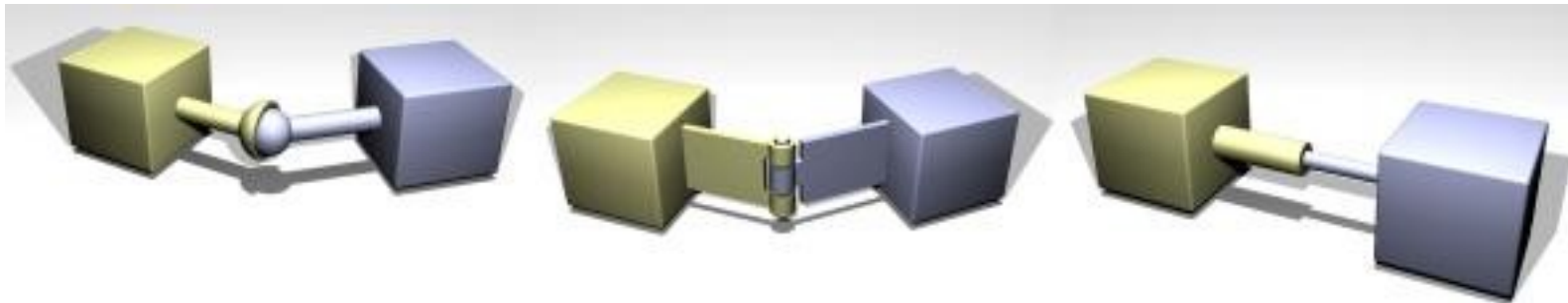
- Typically defined as a graph of *links* and *joints*:



A link is a part, a shape with physical properties.

A joint is a constraint on the spatial relations of two or more links.

Types of Joints



Respectively, a *ball joint*, which allows rotation around x , y , and z , a *hinge-revolute joint*, which allows rotation around z , and a *slider-prismatic joint*, which allows translation along x .

These are just a few examples...

Degrees of Freedom

The degree of freedom (DOF) of a mechanical system is the number of independent parameters that define its configuration



2D

(x,y)



3D

(x,y,z)

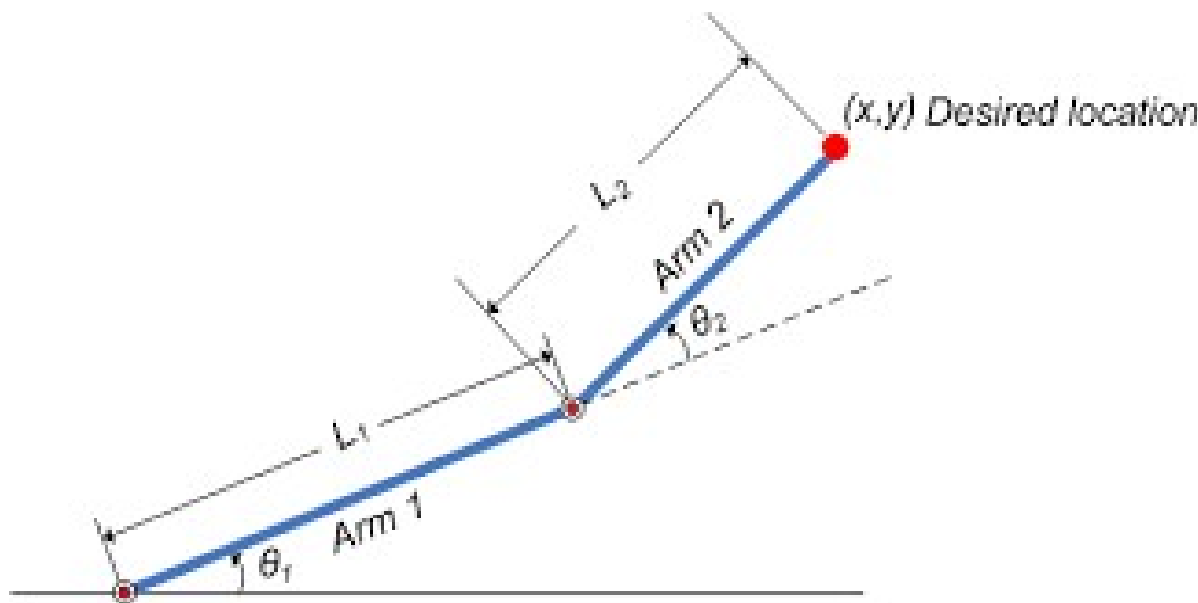


3D

?

Degrees of Freedom

- ▶ Joints constraint free movement, measured in “Degrees of Freedom” (DOFs).
- ▶ Joints reduce the number of DOFs by constraining some translations or rotations.
- ▶ Robots classified by total number of DOFs
- ▶ DOFs: Every joint or movable axis (including the arm).

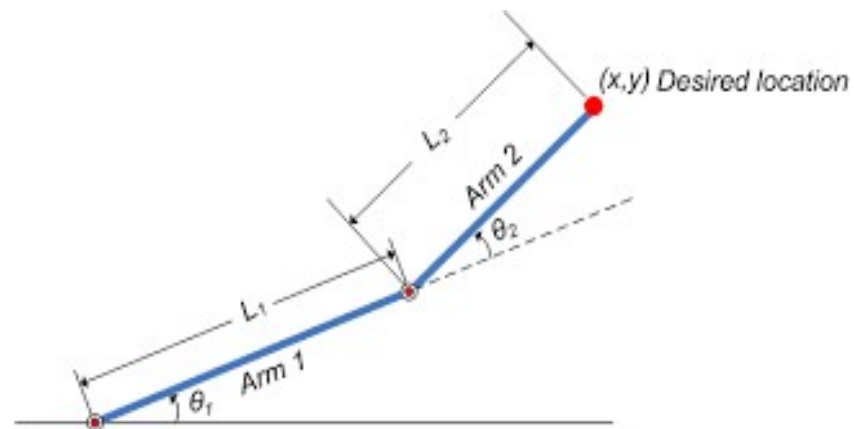


Classification of Robot Arms:

Work Envelope Geometry

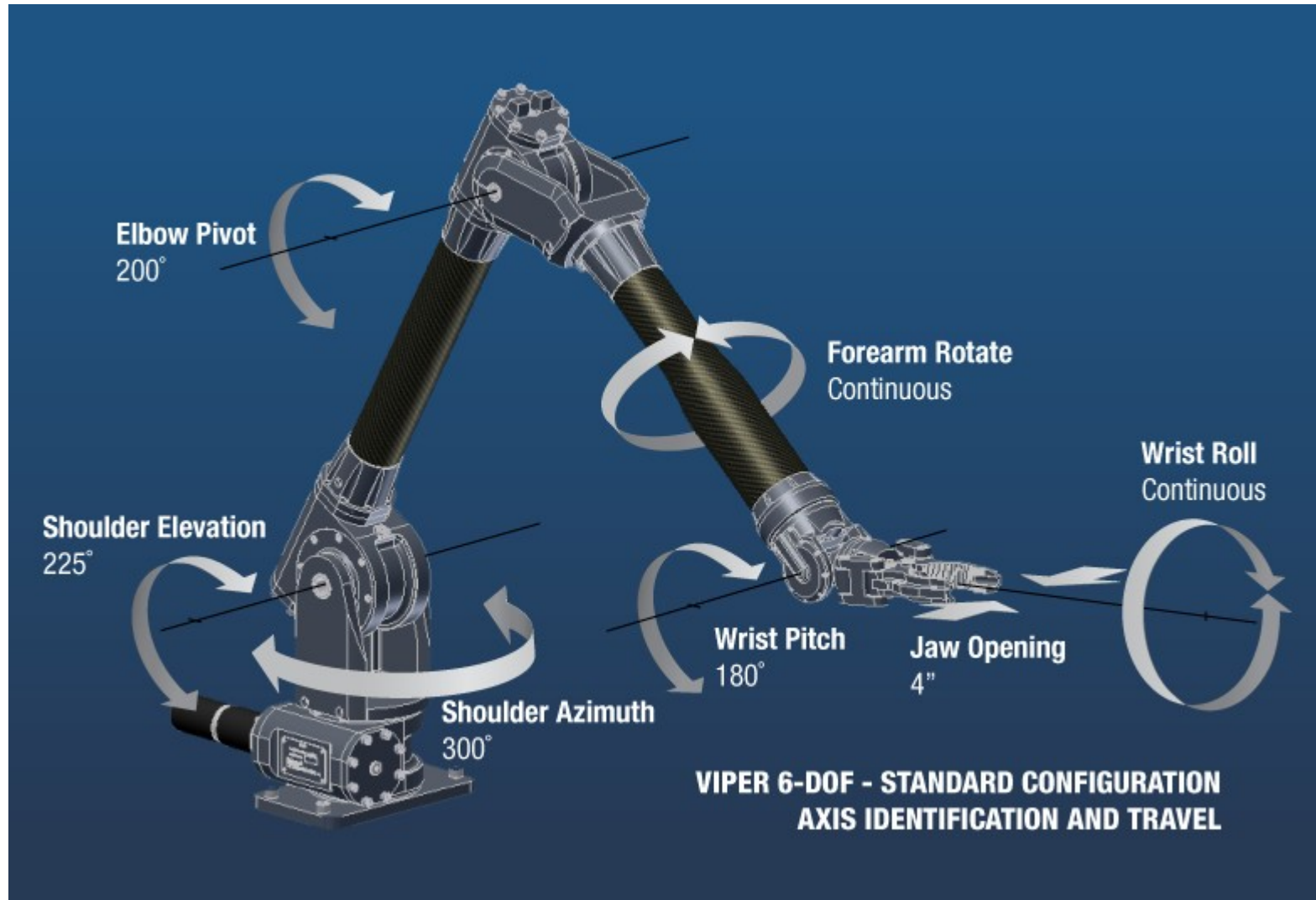
Kinematics of Robot Arms is defined as the ***Relationship*** between **arm** (link) **parameters** and the **configuration** (position and orientation) of the **end-effector** with respect to a **reference point**

Kinematics is motion without forces or mass

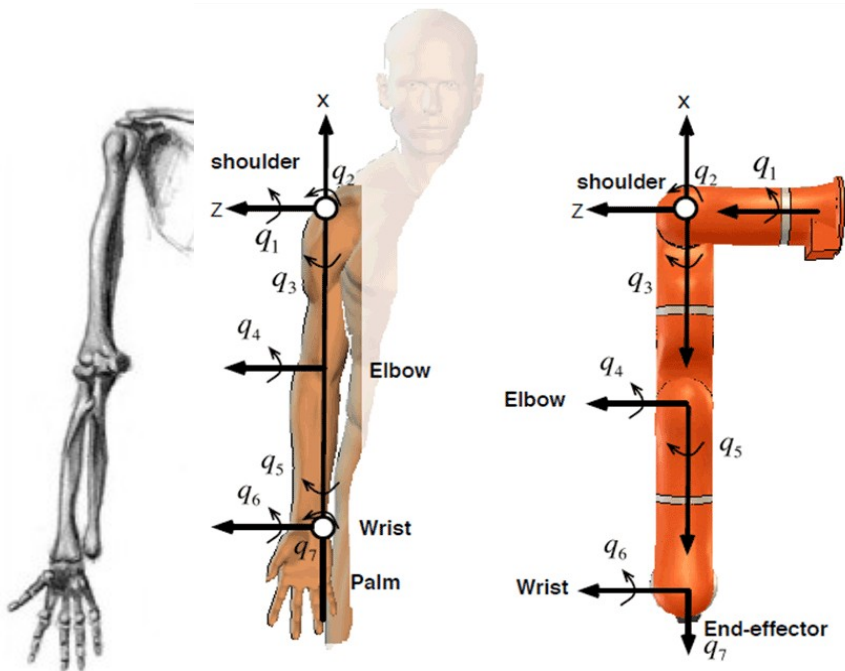


Adapted from: www.cs.ust.hk/~helens/comp322/lecture/Lecture-03.ppt

6-DOF Robot Arms



High-DOF Robot Arms



KUKA LWR



Baxter robot arm

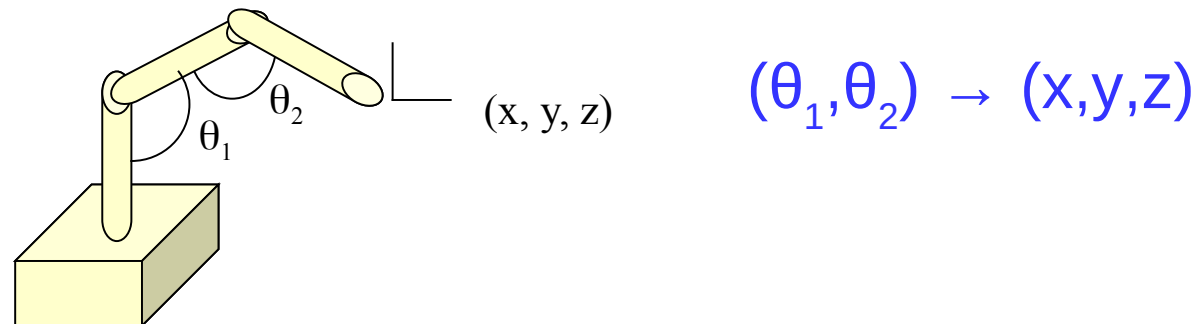


Franka arm

Control?

Modeling the Robot Mechanism

- **Forward kinematics** describes how the robots joint angle configurations translate to locations in the world



- **Inverse kinematics** computes the joint angle configuration necessary to reach a particular point in space.

$$(x, y, z) \rightarrow (\theta_1, \theta_2)$$

- **Jacobians** calculate how the speed and configuration of the actuators translate into velocity of the robot

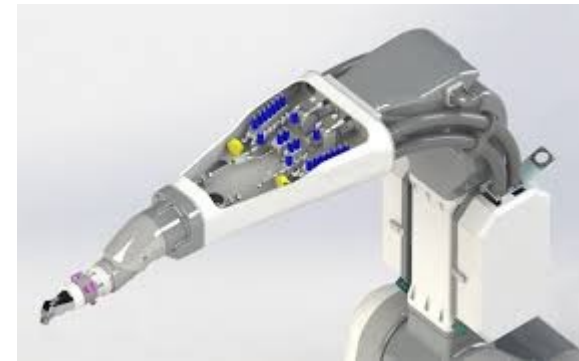
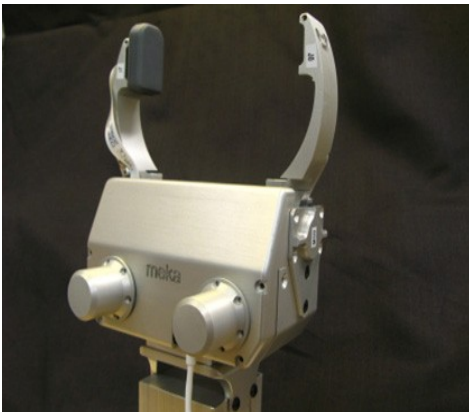
$$(\Delta x, \Delta y, \Delta z) \rightarrow (\Delta \theta_1, \Delta \theta_2)$$

End Effectors

In robotics, an end effector is the device at the end of a robotic arm, designed to interact with the environment.

End effectors may consist of a gripper or a tool. The gripper can be of two fingers, three fingers or even five fingers.

Wikipedia



Robot::Actuators

- ▶ Actuators are the “muscles” of the robot.
- ▶ These can be electric motors, hydraulic systems, pneumatic systems, or any other system that can apply forces to the system.

Classification of Robot Arms: by Drive Technology



- **Hydraulic System**
- **Electric System**
 - AC motor, DC servo or stepper motor
 - for small robots
 - **Advantages:**
 - high accuracy
 - high repeatability
 - clean
 - **Disadvantages:**
 - less power, i.e. less payload
 - slower

Accuracy: how close a robot can position its payload to a given programmed point.

Repeatability: a measure of how close the robot returns to its previously established position on subsequent attempts.

Payload: the maximum load that the manipulator can handle (includes the weight of the gripper plus the weight of whatever the gripper carries).

Applications: assembly tasks that requires precision, e.g. circuit board.

Classification of Robot Arms: by Drive Technology

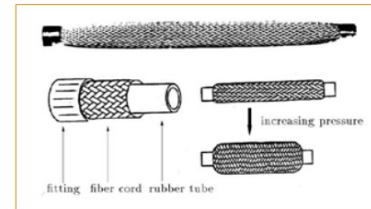


- Hydraulic System
- Electric System
- Pneumatic System
 - Uses compressed air
 - for smaller robots with fewer degrees of freedom
 - Advantages:
 - Compliance - uyunc
 - Disadvantages:
 - difficult to provide good precision due to the fact that air is compressible , easily affected by temp., humidity, etc.
 - Applications: control of grippers to provide compliance in grasping objects

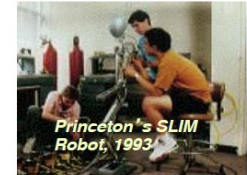
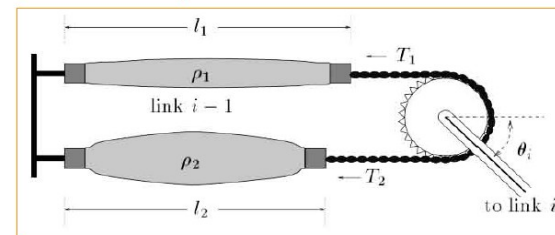
Rubbertuator

Pneumatic analog of muscle

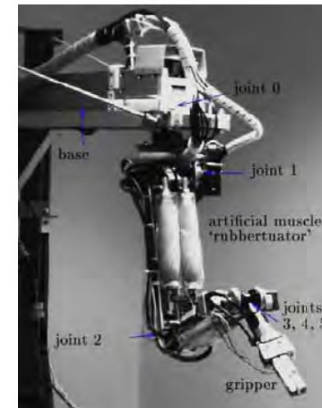
Contraction under pressure



Agonist-antagonist action produces rotation



Robot arm



12

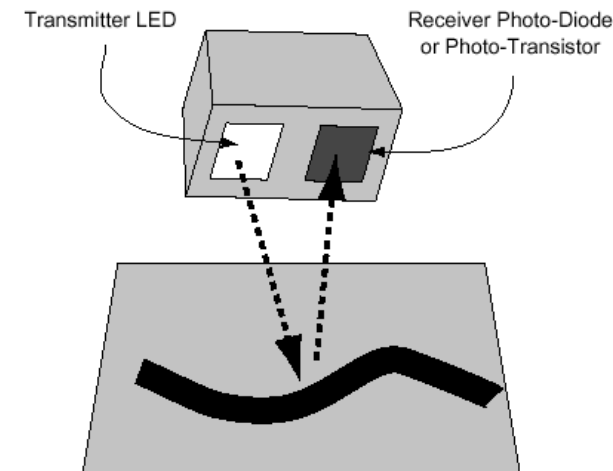
The term compliance refers to flexibility and suppleness. To define what compliance is, the definition of non-compliance is useful. A non-compliant (stiff)



Adapted from: www.cs.ust.hk/~helens/comp322/lecture/Lecture-03.ppt

Robot::Sensors

- ▶ Allow for perception.
- ▶ Sensors can be active or passive:
- ▶ *Active* – derive information from environment's reaction to robot's actions, e.g. bumpers and sonar.
- ▶ *Passive* – observers only, e.g. cameras and microphones .



SENSORS

Sensors provide awareness of the environment by sensing things.
Sensors are the core of robots.

1- EXTEROCEPTORS (EXTERNAL SENSORS)

2- PRORIOCEPTORS(INTERNAL SENSORS)

Sensing can be in different forms like-

Light

Sound

Heat

Chemicals

Force

Object proximity

Physical orientation/position

Magnetic & Electric Fields

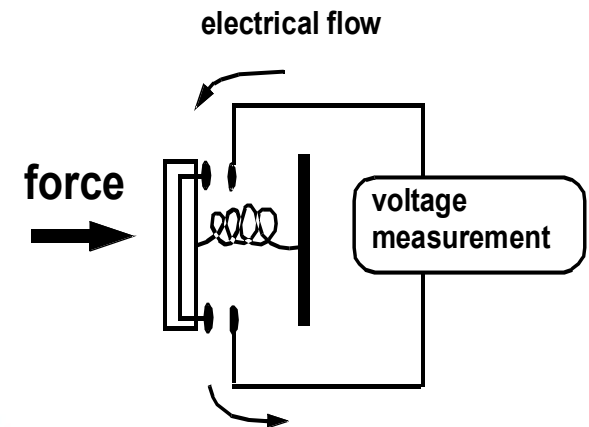
Resistance

CLASSIFICATION OF EXTERIOCEPTORS

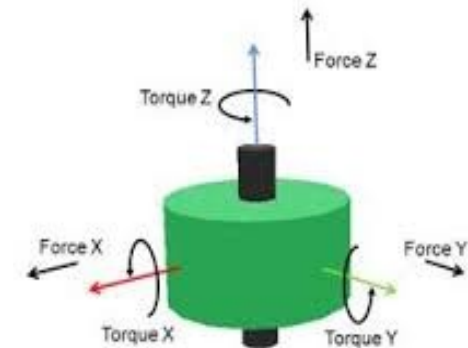
CONTACT SENSORS- Sensors that determine shape, size, weight etc by touching.



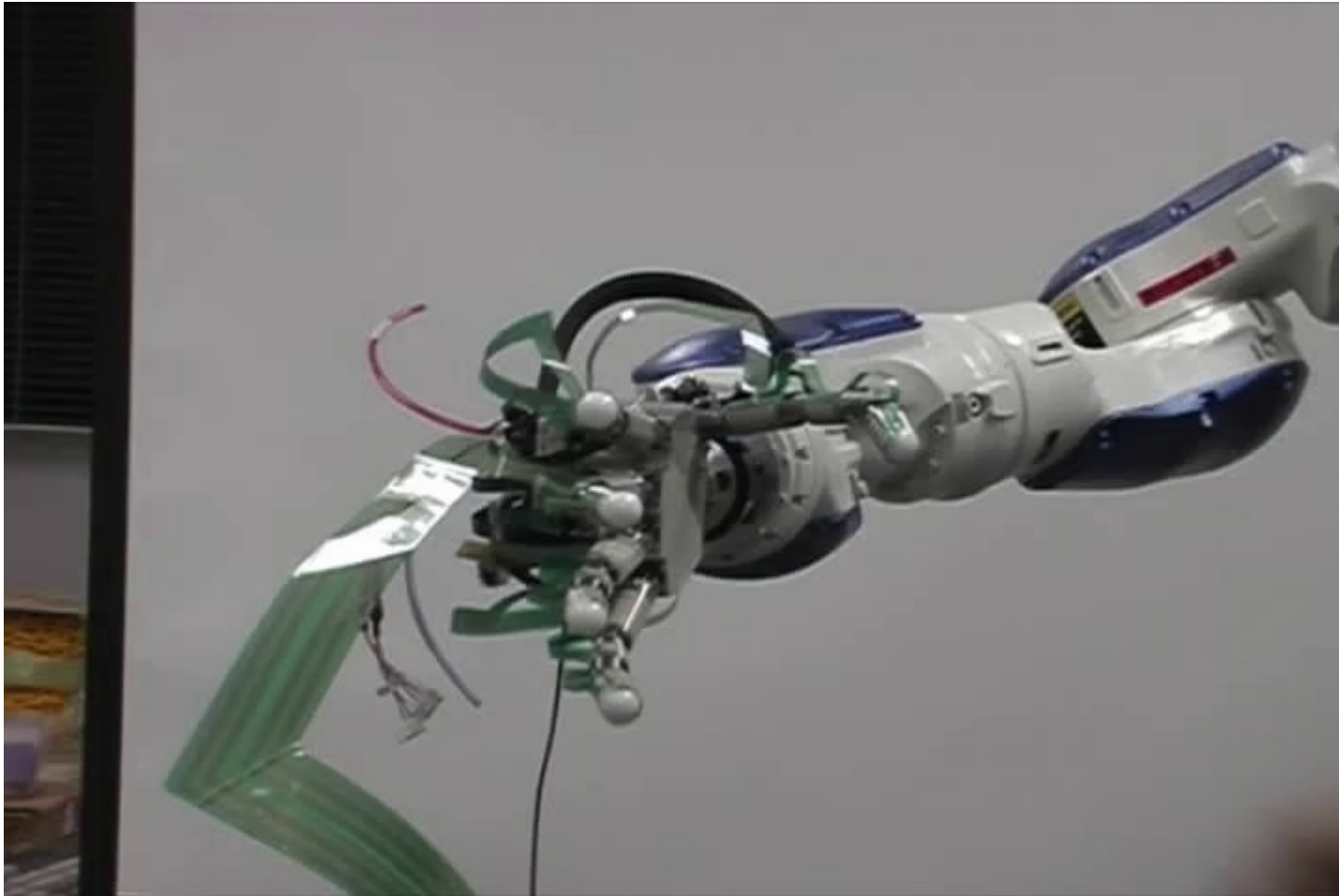
Touch Sensor



Force/stress sensors- To measure robotic system forces .



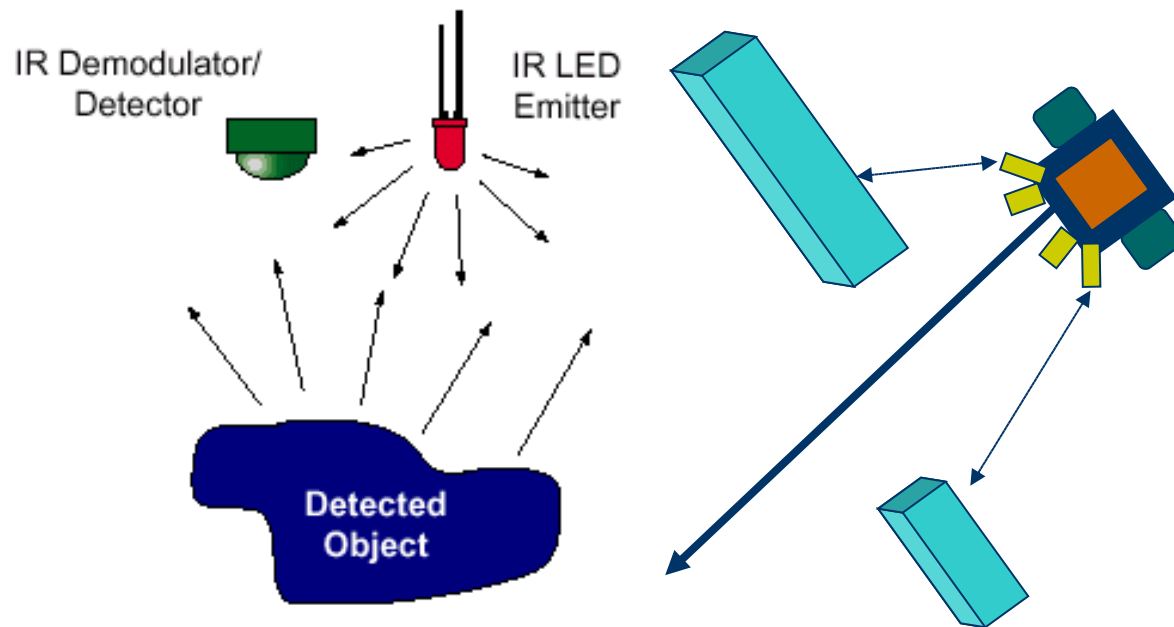
Compliance: Electric motor+force sensor



E. Ugur, H. Celikkanat, E. Sahin, Y. Nagai, and E. Oztop, Learning to Grasp with Parental Scaffolding, IEEE Intl. Conf. on Humanoid Robotics, pp. 480-486, Bled, Slovenia, 26-28 October, 2011.

Sensors: Vision and range sensors

- ▶ *Range sensors*: these sensors are used to determine distances from other objects, e.g. bumpers, sonar, lasers, whiskers, and GPS.
 - ▶ **Active**. send signal into environment and measure interaction of signal with environment, e.g. radar, sonar
 - ▶ **Passive**: camera



Sensors: Vision and range sensors



KINECT
for XBOX 360

