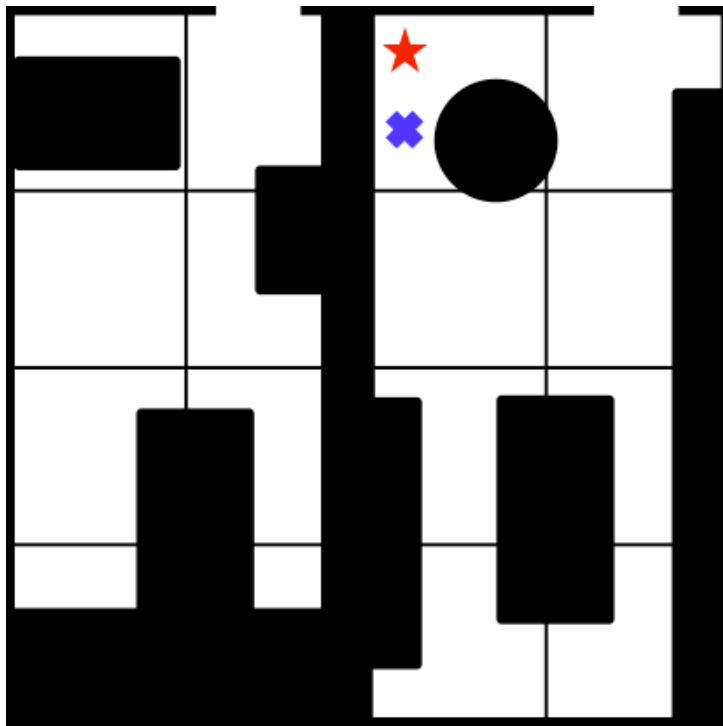


Quiz Review; HRI Ridiculously Fast





Robotics REU

2

- ◆ “Robotics in the Real World”
- ◆ REU: Research Experience for Undergraduates
 - ◆ NSF-funded research grant
- ◆ 10-week summer program, paid:
 - ◆ Stipend, plus transportation and lodging funding
- ◆ Apply by **February 25-26th**
 - ◆ But earlier may be better!

<http://robotics.oregonstate.edu/reu>
<http://www.sure.robotics.gatech.edu>



REU: Sample Projects

3

- ◆ Design of Implants for Attaching Muscle and Tendons to Improve Human Hand Function
- ◆ Learning from Humans for Robotic Deburring
- ◆ SpiderBots
- ◆ SpiderSense
- ◆ Privacy and telepresence
- ◆ Autonomous Research Vessels to Explore Extreme Ocean Environments
- ◆ Autonomous Mapping with Teams of Aerial Rotorcraft
- ◆ Design and Control of Highly Dynamic Walking and Running Robots
- ◆ 3D Printing Soft Robots
- ◆ Biodegradable Soft Robotics
- ◆ Control of a self-driving wheelchair
- ◆ Multi-Robot Coordination
- ◆ Grasping



Quiz Review

4

- ◆ The geometry of a robot – that is, the location and connectivity of every point on that robot at a single point in time – is called its _____ .
- ◆ **Configuration:** where is every point on manipulator?
 - ◆ Instantaneous description of geometry of a manipulator
- ◆ Not State: a set of variables which describe
 - ◆ *Change of configuration in time* in response to joint forces



Quiz Review

5

- ◆ The coordinates of a manipulator's end-effector give its position and orientation in global space.
- ◆ Solving forward and inverse kinematics problems for a manipulator robot lets us transform between two frames of reference: the global/initial frame, or Cartesian space, and the robot's frame, or joint space.



Quiz Review

6

- ◆ How many parameters are required to fully describe the coordinates of an end-effector in global space?

6

- ◆ What are those parameters? (One word/character per parameter)

x, y, z; roll, pitch, yaw



Quiz Review

7

- ◆ Solving IK problems: *analytical* vs. *numerical* approaches
 - ◆ Analytical approaches try to find an exact solution by calculating the forward kinematics problem in reverse
 - ◆ computationally very difficult
 - ◆ Numerical approaches use iterative approaches to approximate a solution
- ◆ Which of these operations is solving which?

joint angles $\Rightarrow$ end effector coordinates ↗ inverse
end effector coordinates $\Rightarrow$ joint angles ↘ forward



What are DH Parameters?

8

- ◆ Goal: Find transform from link i to link $i+1$
- ◆ Get position & orientation of each link as robot moves:
 - ◆ Attach **frames** to each link
 - ◆ Compute how the frames change as the robot moves
 - ◆ Gives configuration at any point in time
- ◆ How do link frames change with robot parameters?
 - ◆ Parameterize relationship between adjacent links' frames
- ◆ → Table of parameters that defines the relationship between two adjacent frames (links).



What are DH Parameters?

9

- ◆ Goal: Find transform from link i to link $i+1$
- ◆ Get position & orientation of each link as robot moves.

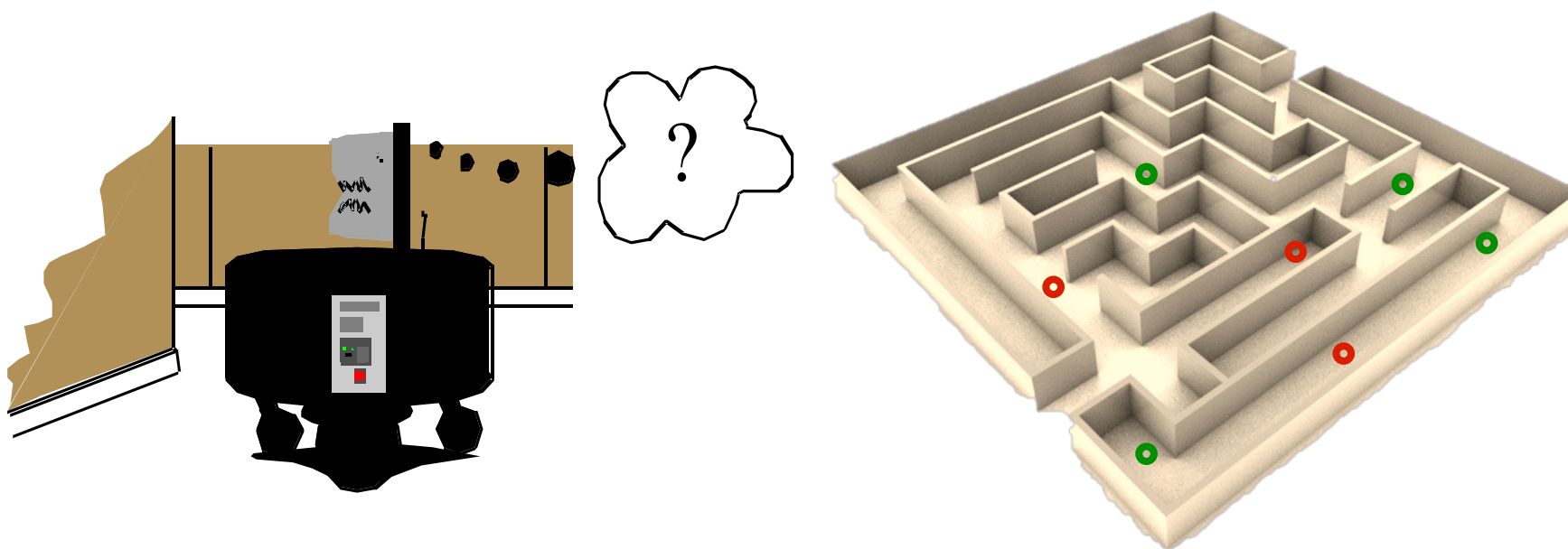
DH parameters describe the relationship between two links that share a joint. They make it easier to write the transformation from link 1's reference frame to link 2's reference frame.

- ◆ Table of parameters that defines the relationship between two adjacent frames (links).

Localization

10

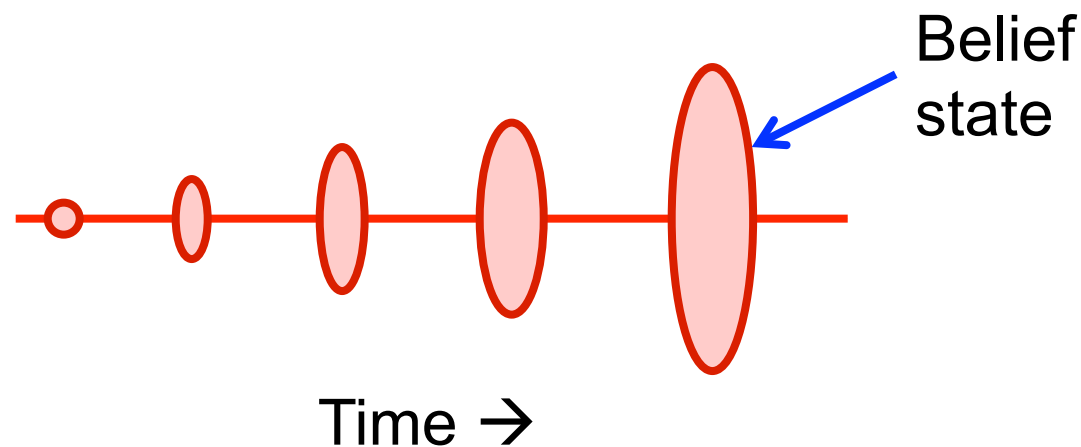
- ◆ Define localization
 - ◆ Figuring out where the robot is in map/model of environment
 - ◆ It is not *mapping* (creating the map) – different operations!
- ◆ *Sensor aliasing* is ...
 - ◆ Different environments produce identical sensor readings.



Quiz Review

11

- ◆ Odometry uses only distance-traveled (odometric) sensors such as wheel encoders. Dead-reckoning uses both odometric and heading sensors.
- ◆ What grows faster: distance traveled errors or side-to-side distance errors?





Quiz Review

12

- ◆ If a robot's goal is to patrol corridors in a building looking for trash, behavior based navigation is an alternative to localization-based navigation.
- ◆ In probabilistic localization, location updated iteratively, alternating between two kinds of update:

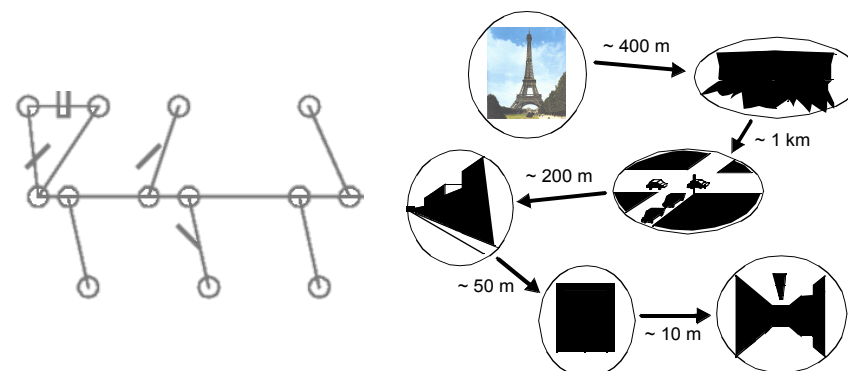
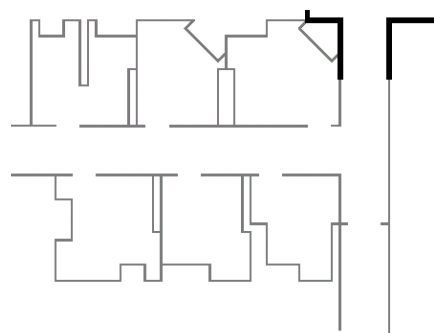
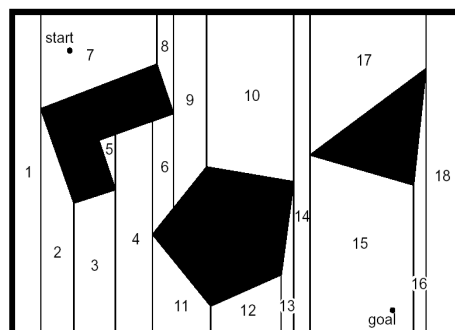
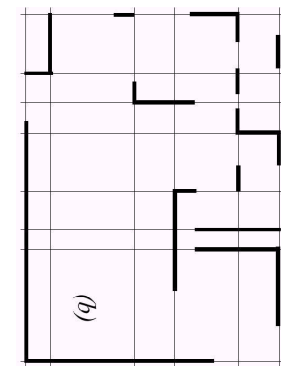
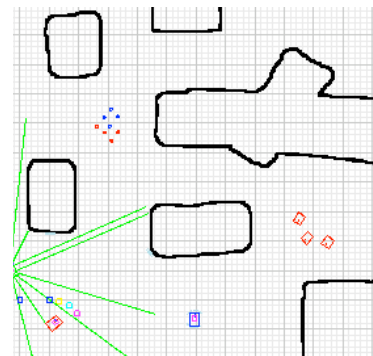
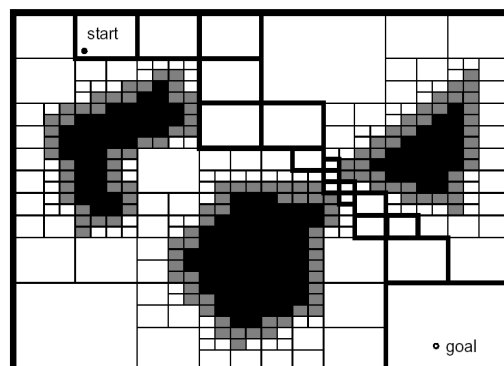
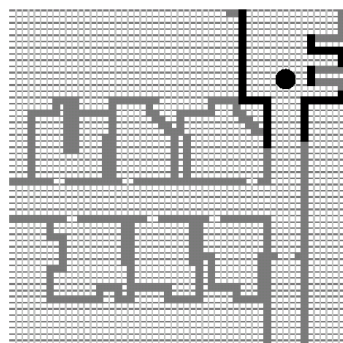
Prediction
(action) update

Perception (correction,
measurement) update

Map Representation

13

- ◆ Name OR describe two map representations





Map Representation

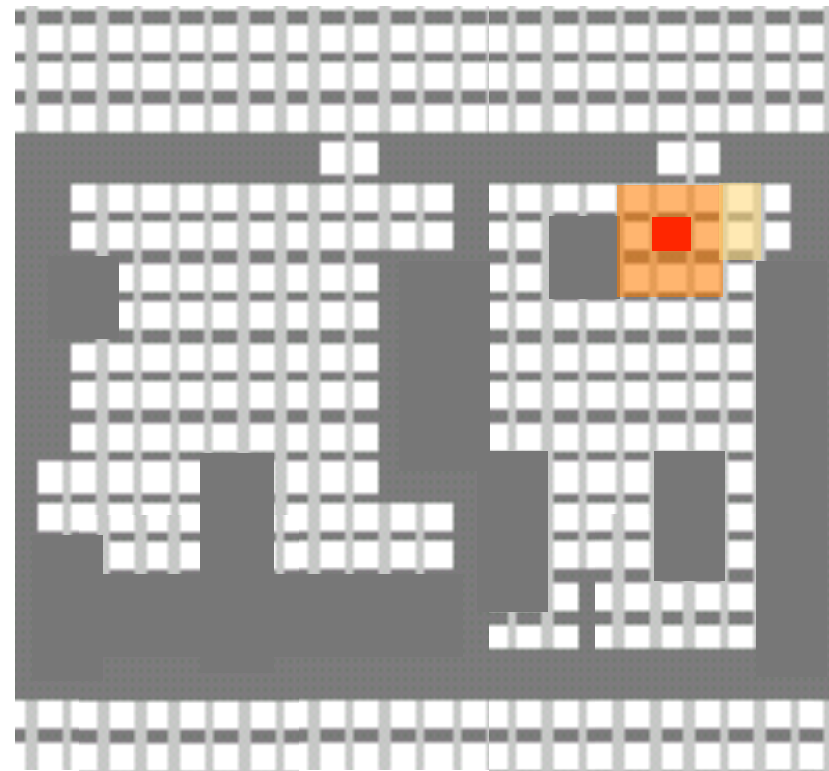
14

- ◆ Must have representations of *map* and *belief state*.
- ◆ Which of the following pairs of representations can be used together?

Map Representation

15

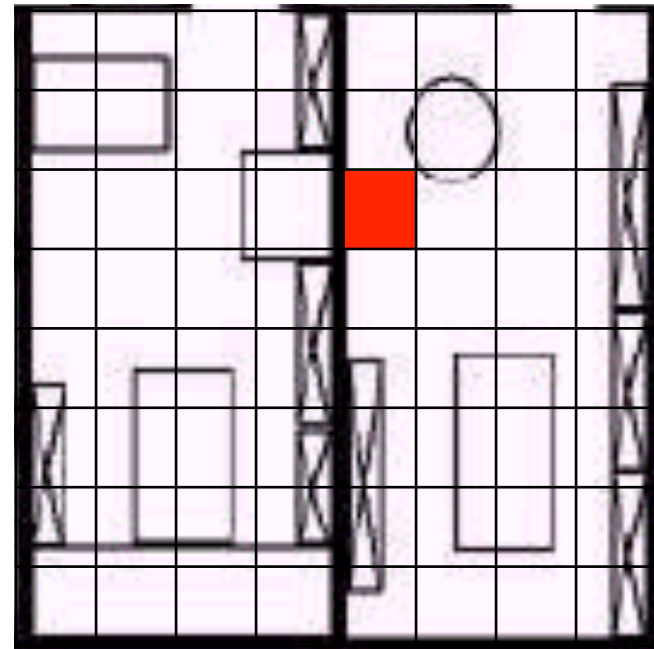
- ◆ Must have representations of *map* and *belief state*.
- ◆ Which of the following pairs of representations can be used together?
 - ◆ A probabilistic belief state in a fixed grid map



Map Representation

16

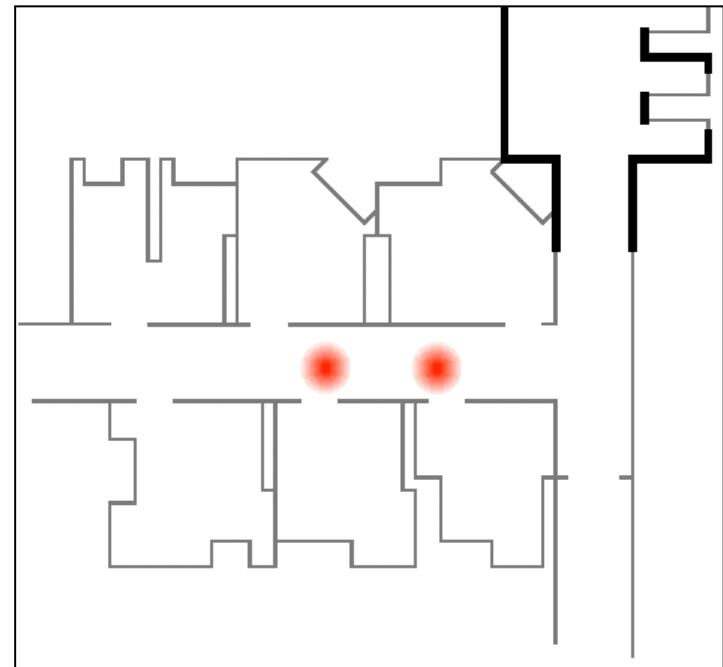
- ◆ Must have representations of *map* and *belief state*.
- ◆ Which of the following pairs of representations can be used together?
 - ◆ A probabilistic belief state in a fixed grid map
 - ◆ A point belief state in a fixed grid map

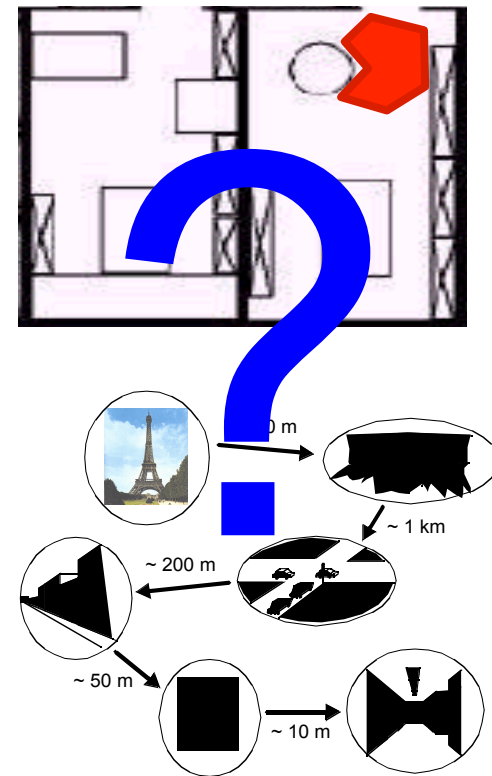


Map Representation

17

- ◆ Must have representations of *map* and *belief state*.
- ◆ Which of the following pairs of representations can be used together?
 - ◆ A probabilistic belief state in a fixed grid map
 - ◆ A point belief state in a fixed grid map
 - ◆ A multiple hypothesis belief state in a continuous line map

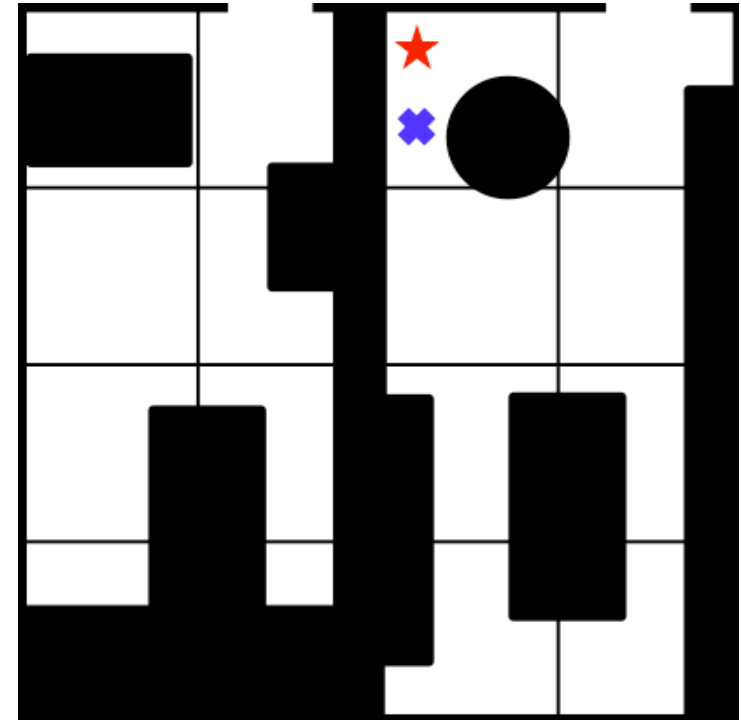




Quiz Review

19

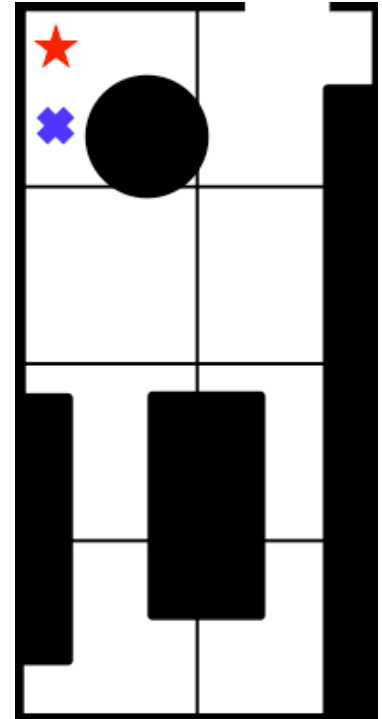
- ◆ *This localization problem uses a fixed-cell grid map representation and probabilistic belief state.*
 - ◆ Map is discretized into fixed 1m grid cells
 - ◆ Robot enters the room, rotates 90 degrees right and roll 3 meters forward



Quiz Review

20

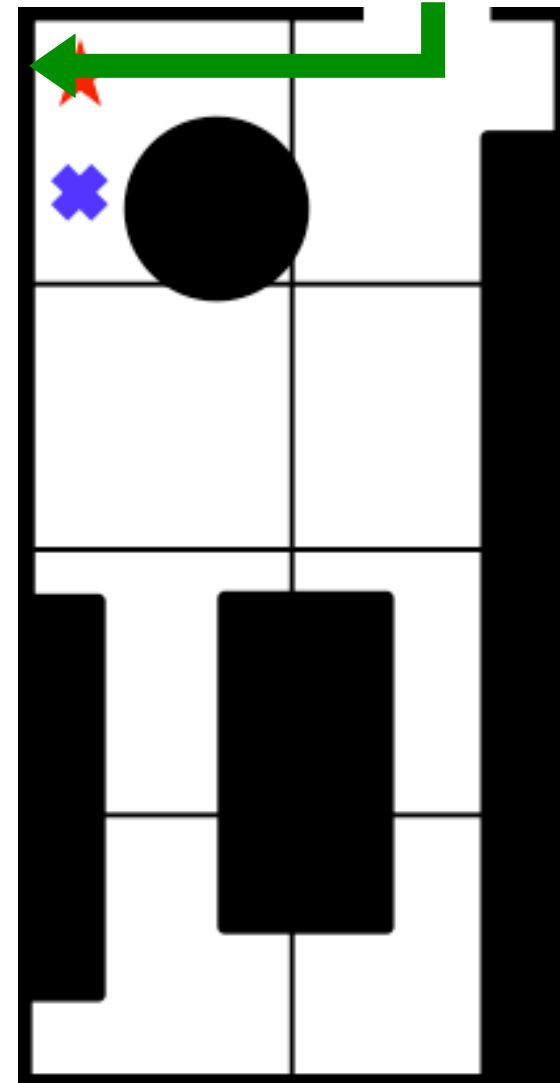
- ◆ *This localization problem uses a fixed-cell grid map representation and probabilistic belief state.*
 - ◆ Map is discretized into fixed 1m grid cells
 - ◆ Robot enters the room, rotates 90 degrees right and roll 3 meters forward



Quiz Review

21

- ◆ *This localization problem uses a fixed-cell grid map representation and probabilistic belief state.*
 - ◆ Map is discretized into fixed 1m grid cells
 - ◆ Robot enters the room, rotates 90 degrees right and roll 3 meters forward

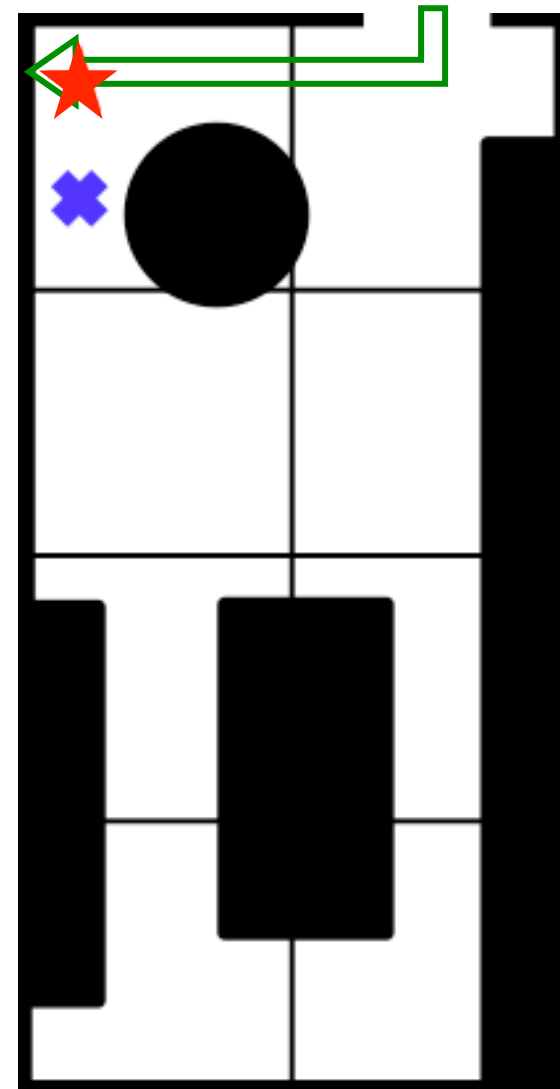


Quiz Review

22

- ◆ *This localization problem uses a fixed-cell grid map representation and probabilistic belief state.*
 - ◆ Map is discretized into fixed 1m grid cells
 - ◆ Robot enters the room, rotates 90 degrees right and roll 3 meters forward
 - ◆ What is the probability it is at x ?
 - ◆ What is the probability it is at y ?

x ? y

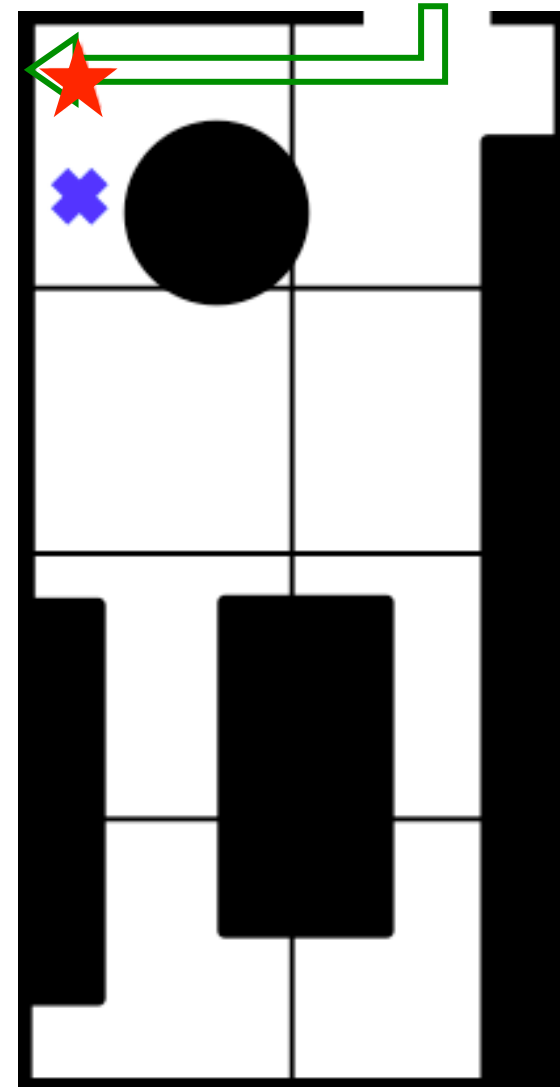


Quiz Review

23

- ◆ Map is discretized into fixed 1m grid cells
- ◆ What is the probability it is at x ?
- ◆ What is the probability it is at y ?

$$x = y$$

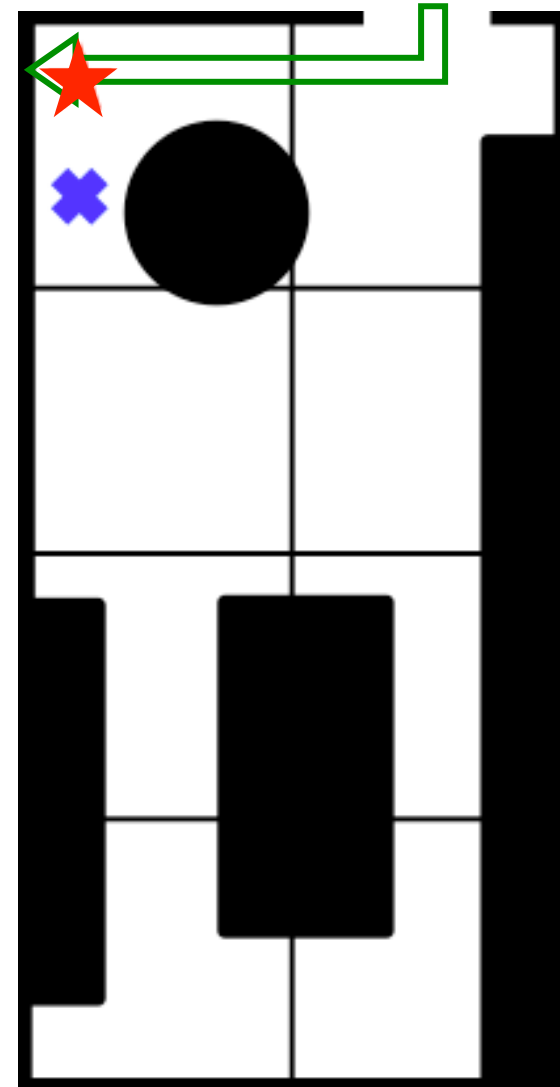


Quiz Review

24

- ◆ Map is discretized into fixed 1m grid cells
- ◆ What is the probability it is at x ?
- ◆ What is the probability it is at y ?

$$x = y$$



What is HRI?

25

- ◆ Robots are becoming more ubiquitous
- ◆ Keep them in safety cages managed by engineers doesn't take advantage of what they could do



- ◆ What happens when we put them in human spaces?
- ◆ Study of how robots can behave with humans: *HRI*



Human-Robot Interaction

26

- ◆ HRI taxonomy and metrics
- ◆ HRI methods
- ◆ Assistive and socially-assistive
- ◆ Human-robot collaboration
- ◆ Collaborative manipulation, human-robot handover
- ◆ Natural-language interactions with robots
- ◆ Remote teleoperation
- ◆ Expressive robot motion
- ◆ Navigation around humans
- ◆ Perception of humans
- ◆ Social learning
- ◆ Non-verbal communication: Gestures
- ◆ Human-robot dialog
- ◆ Remote presence