

Introduction to Robotics

Lecture 13

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Technical Aspects of Multimodal Systems

July 08, 2016

Outline

Introduction

Kinematic Equations

Robot Description

Inverse Kinematics for Manipulators

Differential motion with homogeneous transformations

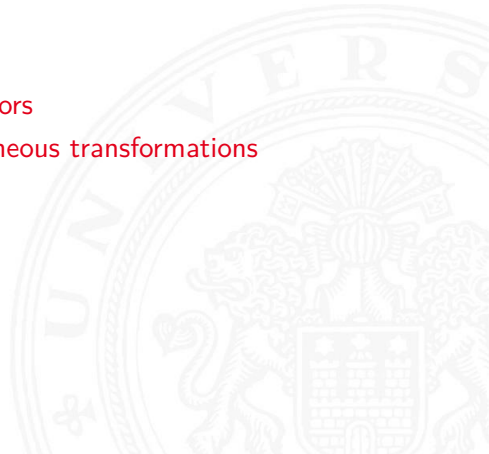
Jacobian

Trajectory planning

Trajectory generation

Dynamics

Robot Control



Outline (cont.)

Task-Level Programming and Trajectory Generation

Task-level Programming and Path Planning

Task-level Programming and Path Planning

Architectures of Sensor-based Intelligent Systems

- The CMAC-Model

- The Subsumption-Architecture

- Control Architecture of a Fish

- Procedural Reasoning System

- Behavior Fusion

- Hierarchy

- Architectures for Learning Robots

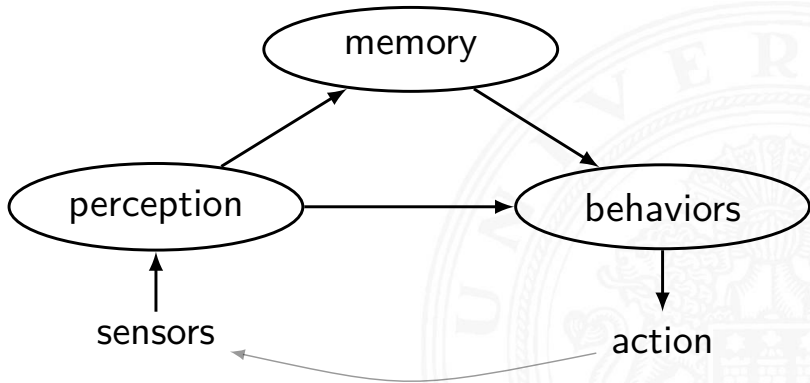
Architectures of Sensor-based Intelligent Systems

Overview

- ▶ Basic behavior
- ▶ Behavior fusion
- ▶ Subsumption
- ▶ Hierarchical architectures
- ▶ Interactive architectures



The Perception-Action-Model with Memory





CMAC-Model

CMAC: Cerebellar Model Articulation Controller

S sensory input vectors (firing cell patterns)

A association vector (cell pattern combination)

P response output vector ($\mathbf{A} \cdot \mathbf{W}$)

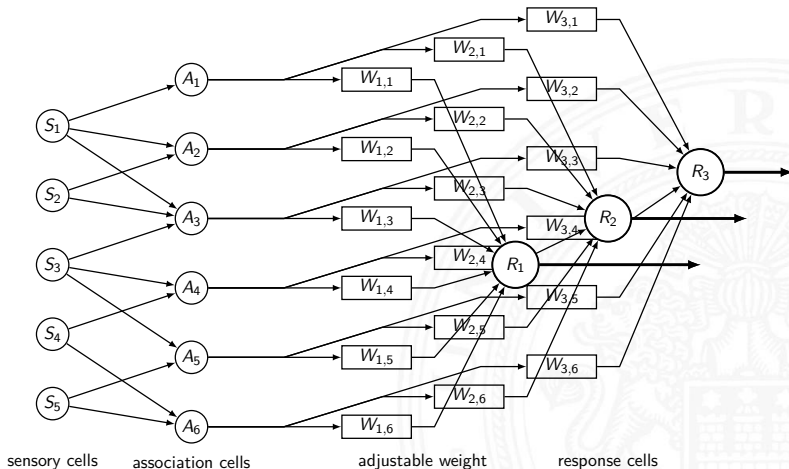
W weight matrix

The CMAC model can be viewed as two mappings:

$$f : \mathbf{S} \rightarrow \mathbf{A}$$

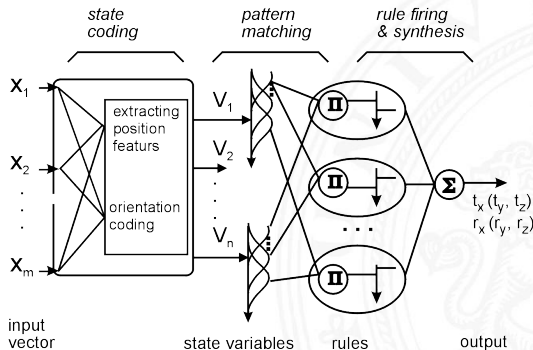
$$g : \mathbf{A} \xrightarrow{\mathbf{W}} \mathbf{P}$$

CMAC-Model (cont.)

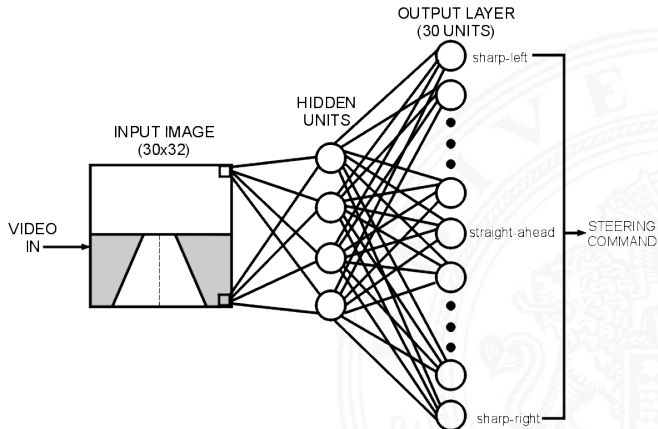


B-Spline-Model

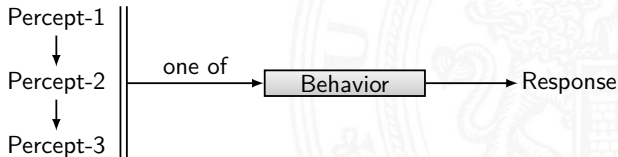
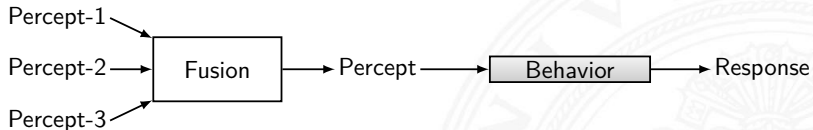
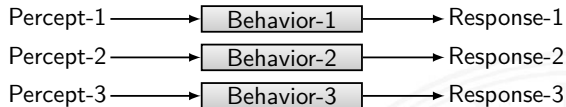
The B-Spline model is an ideal implementation of the CMAC-Model. The CMAC model provides an neurophysiological interpretation of the B-Spline model.



Alvinn – Visual Navigation

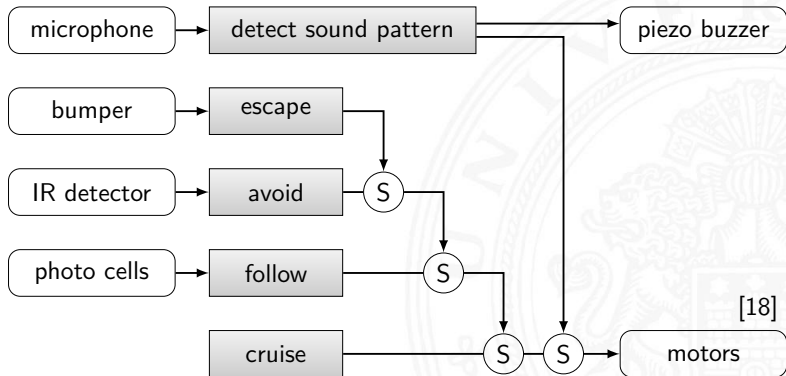


Action-oriented Perception



The Subsumption Architecture

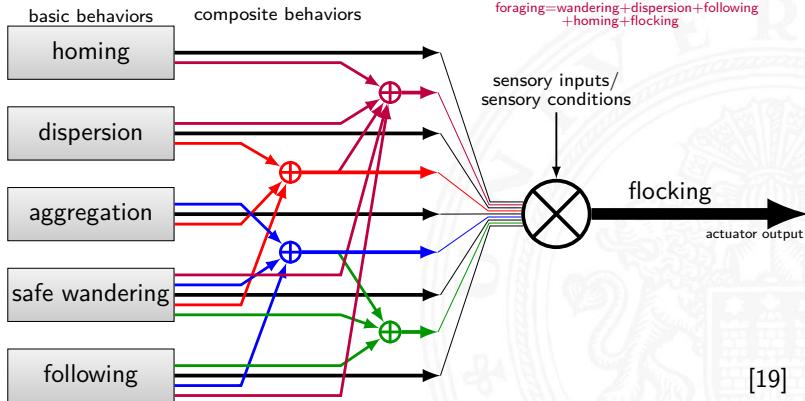
- ▶ hierarchical structure of behavior
- ▶ higher level behaviors subsume lower level behaviors





Foraging and Flocking

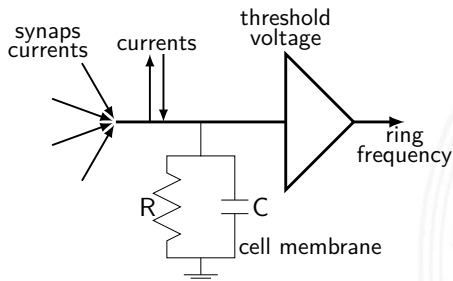
- ▶ multi-robot architecture
- ▶ basic behaviors are sequentially executed



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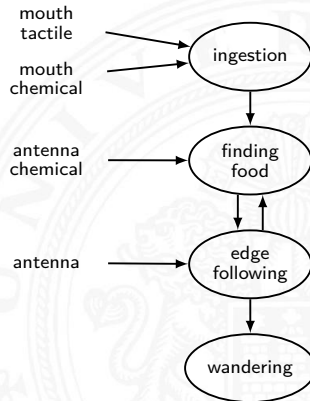


Cockroach Neuron / Behaviors



SENSORS

BEHAVIORS



Control Architecture of a Fish

Control and information flow in artificial fish

Perception sensors, focuser, filter

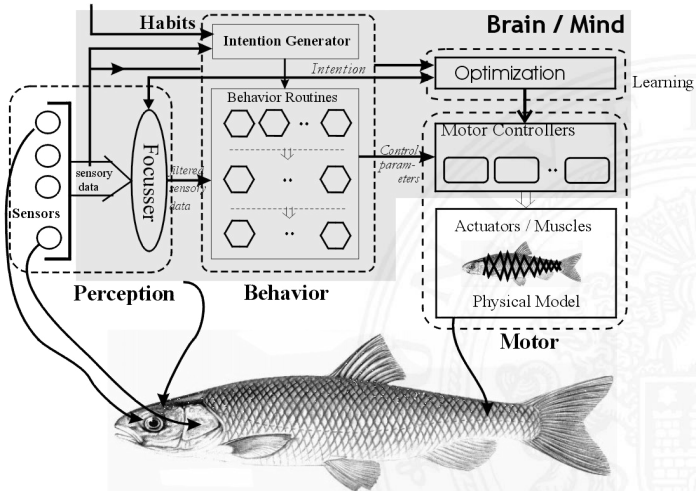
Behaviors behavior routines

Brain/mind habits, intention generator

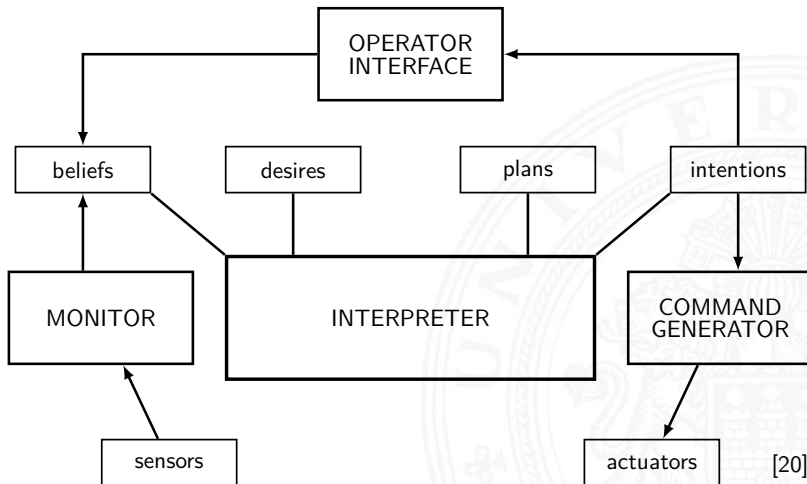
Learning optimization

Motor motor controllers, actuators/muscles

Control Architecture of a Fish (cont.)

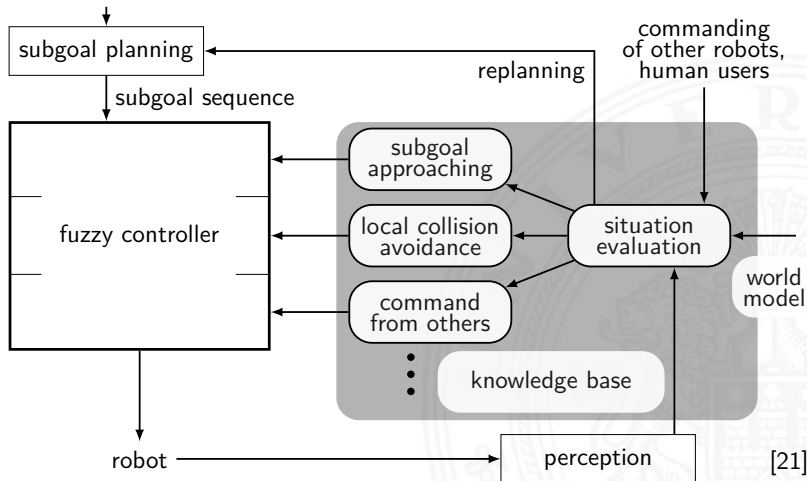


Procedural Reasoning System



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Hierarchical Fuzzy-Control of a Robot



Behavior Fusion

Fuzzy rules evaluate current situation.

Situation evaluation determines 3 fuzzy-parameters

- ▶ the priority K of the LCA rule base
- ▶ the replanning selector
- ▶ NextSubgoal (whether a subgoal has been reached)

Typical rule IF (SL_{85} IS HIGH) AND (SL_{45} IS VL) AND (SL_{R0} IS VL) AND (SR_{45} IS VL) AND (SR_{85} IS VL) THEN ($Speed$ IS LOW) AND ($Steer$ IS PM) K IS HIGH AND $Replan$ IS LOW

Translation If the leftmost proximity sensor detects an obstacle which is near and the other sensors detect no obstacle at all, then steer halfway to the right at low speed. Mainly perform obstacle avoidance. No re-planning required.

Coordination of multiple rule bases

$$Speed = Speed_{LCA} \cdot K + Speed_{SA} \cdot (1 - K)$$



Hierarchy

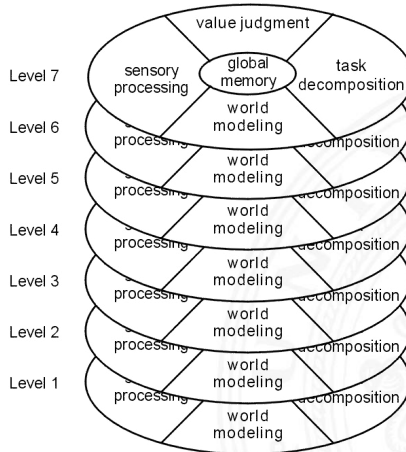
Real-Time Control System (RCS)

- ▶ RCS reference model is an architecture for intelligent systems.
- ▶ Processing modes are organized such that the BG (Behavior Generation) modules form a command tree.
- ▶ Information in the knowledge database is shared between WM (World Model) modules in nodes within the same subtree.

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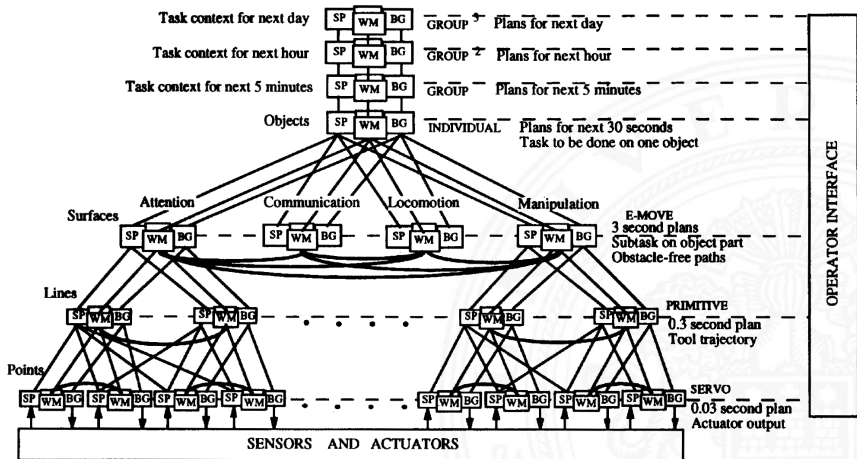
Examples of functional characteristics of the BG and WM modules:

Hierarchy (cont.)

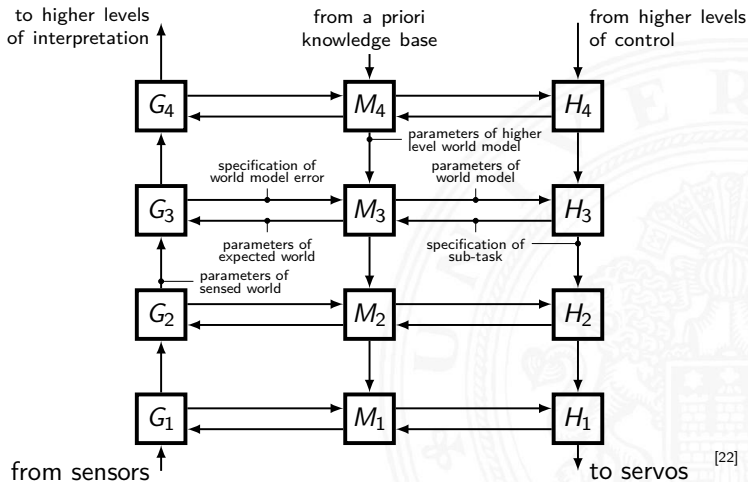




Hierarchy (cont.)

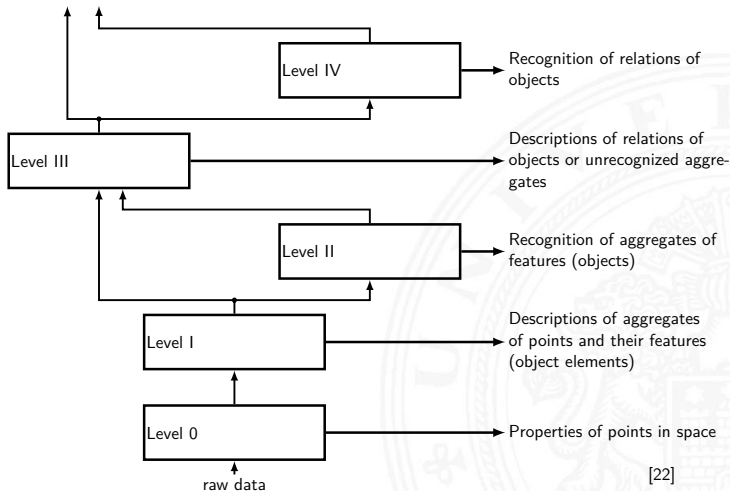


Hierarchy (cont.)

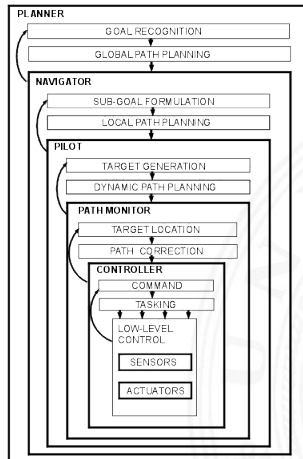




Sensor-Hierarchy

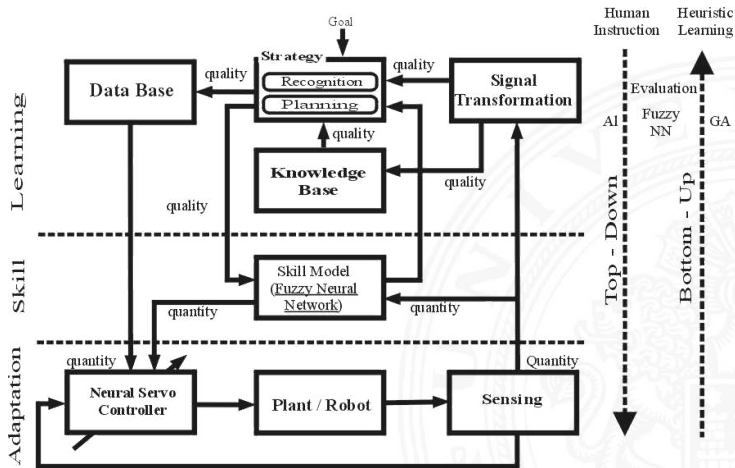


Other examples

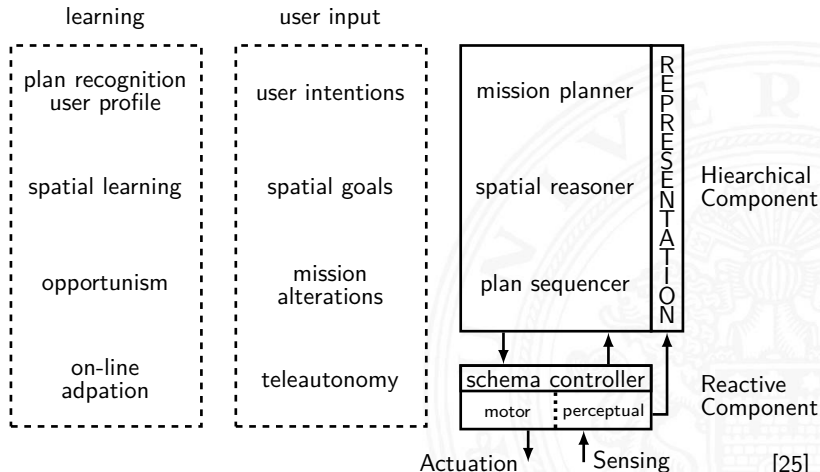


[23]

An Architecture for Learning Robots



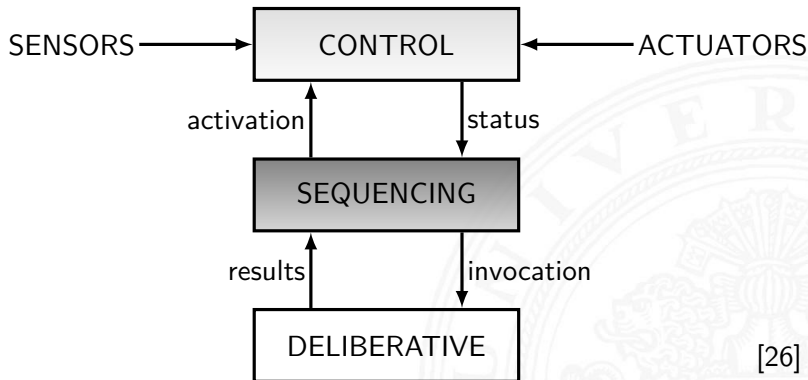
AuRA Architecture



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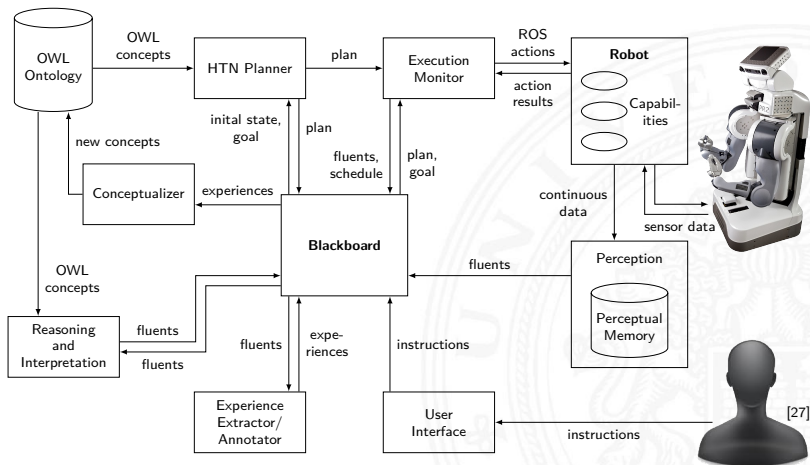
Atlantis Architecture





RACE

Robustness by Autonomous Competence Enhancement





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