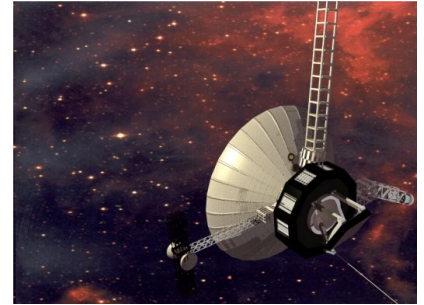


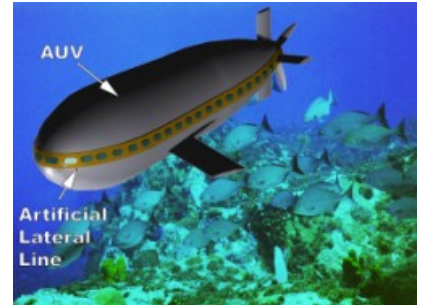
# Machine Learning in Robotics

# Robots in use

- Today Robots are used
  - Mainly in telematic use for
    - Open space exploration (Probes Voyager)
    - Industrial production (Automobile industry)
    - Under water work (e.g. Deep-Water-Oil-Crisis)
    - Reconnaissance, monitoring hostile places and (killing) people (it's a shame for all people who invested their life creating robots for peaceful use)
  - Rarely in autonomous use (requires machine Learning)
    - Autonomous vacuum cleaner (Staubsauger)



Voyager, 1977, Nasa



news.uiuc.edu/WebsandThumbs/Liu, Chang\_and\_Jones,Doug/sub\_1\_b.jpg



csmonitor.com/var/ezflow\_site/



iRobot, Roomba

# Robocup

- Was introduced after the first challenge – create a program that can win in chess - was passed
- New challenge: beat the worldchampionship masters with a robotic team
  - In comparison to chess
    - No precisely defined states and operations
    - No two situations are exactly identical [Pfeifer, Scheier 99]
  - Is aimed to be solved until 2050

# Robocup Leagues

- Small-Size
- Mid-Size
- AIBO
- Humanoid
- Rescue
- Dance
- Simulation



<http://www.robocup-us.org/Old/robocup-2007/images/soccermidsize.jpg>



[http://cdn.physorg.com/newman/grfx/news/hires/3281\\_0018.jpg](http://cdn.physorg.com/newman/grfx/news/hires/3281_0018.jpg)



[robocup-us.org/Old/robocup-2007/images/humanoid.jpg](http://www.robocup-us.org/Old/robocup-2007/images/humanoid.jpg)



[http://124.146.198.189/Press/Seattle/junior\\_dance.jpg](http://124.146.198.189/Press/Seattle/junior_dance.jpg)



[robocup-us.org/Old/robocup-2007/images/fourlegged.jpg](http://www.robocup-us.org/Old/robocup-2007/images/fourlegged.jpg)



[http://www.cs.cmu.edu/~robosoccer/image-gallery/small/ssl\\_game.jpg](http://www.cs.cmu.edu/~robosoccer/image-gallery/small/ssl_game.jpg)

# Equipment

- Omnivision
- Omniwheels
- Laser Scanner
- Bumper
- Gyroscopes
- LCD-Camera

Ultrasonic Sensor <http://shop.nxt-roboter.de/>



<http://www.educatec.ch/thenews/>  
RFID sensor

<http://shop.educatec.ch/images/colorsensow1.jpg> Color Sensor



<http://www.nubot.com.cn/image/2512.jpg>



<http://blog-imgs-27.fc2.com/n/9/a/n9a/OMNIVision.jpg>



<http://www.aisbit.de/robocup/images/hardware/img5.jpg>



<http://www.dlr.de/jobs/en/Portaldata/47/Resources/sick.jpg>



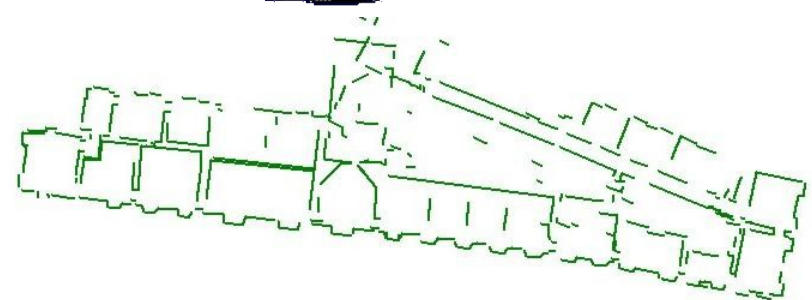
# Robotics for your home

- AIBO (discontinued)
  - 18 motors, 3 per leg
  - Two stereo microphones
  - Two heat sensors
  - Infra-red finder
  - 4 acceleration sensors
- QRIO
  - Stereo vision
  - Speech and face recognition
  - 5 finger manipulators, walking biped

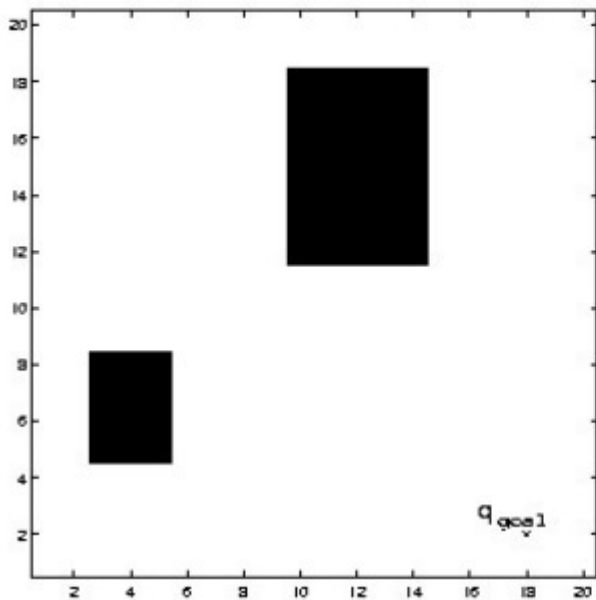


# Localization using Odometry

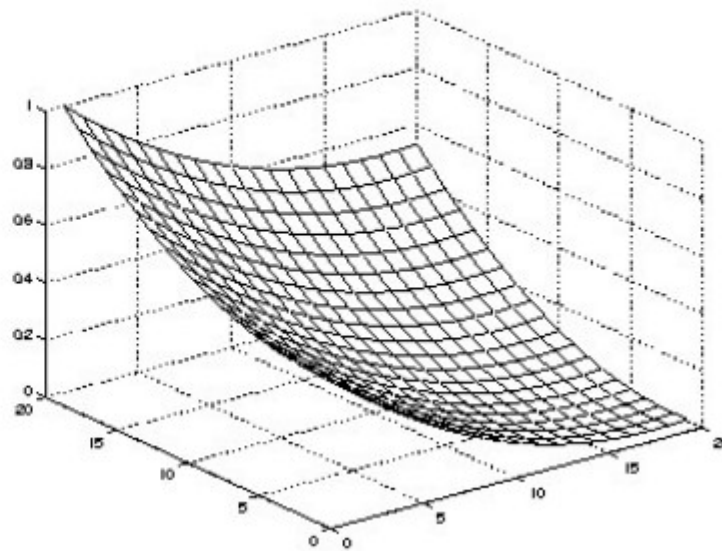
- Determine the robots position without knowing it
- Use sensoric inputs from wheels
  - From revolution of two wheels the distance can be measured
- Increasing uncertainty
  - Because of schlupf
  - Friction
  - noise
- Must be “guided” using other sensor-readings or domain knowledge



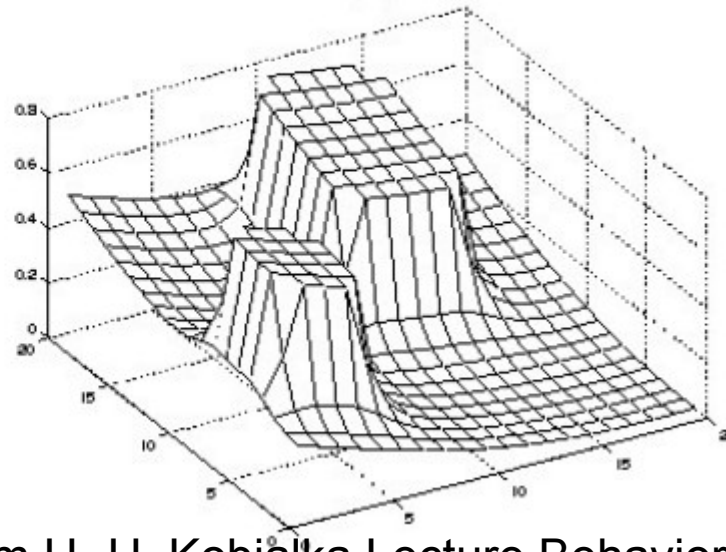
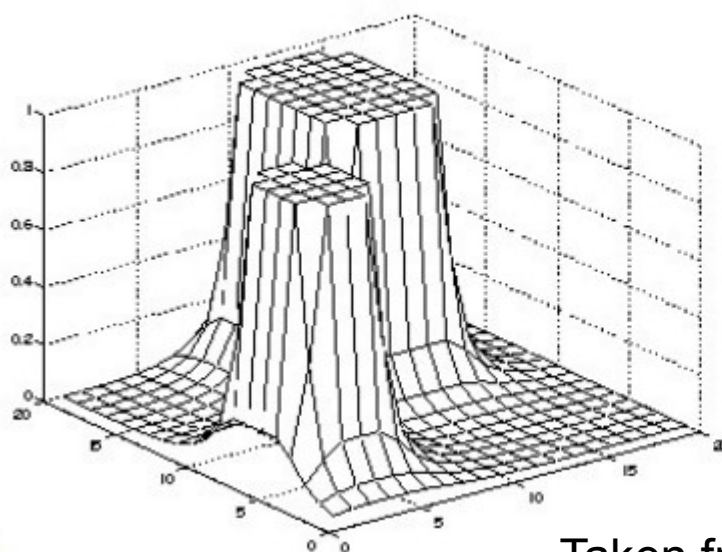
# Obstacle Avoidance



(a)



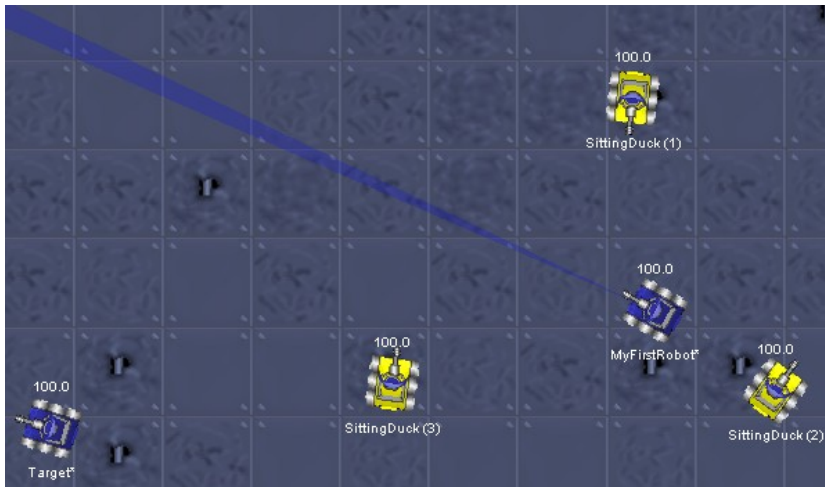
(b)



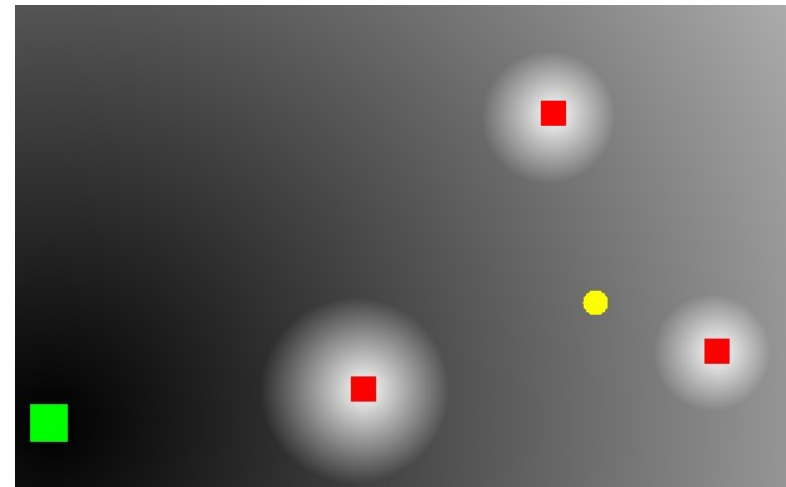


# Navigation and Potential fields

- Navigation exploiting Robocode
  - Sensing and Knowledge about environment
  - Navigation Map building



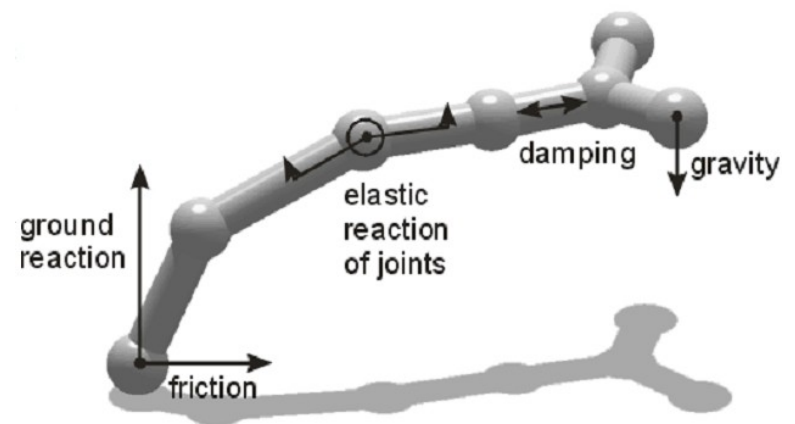
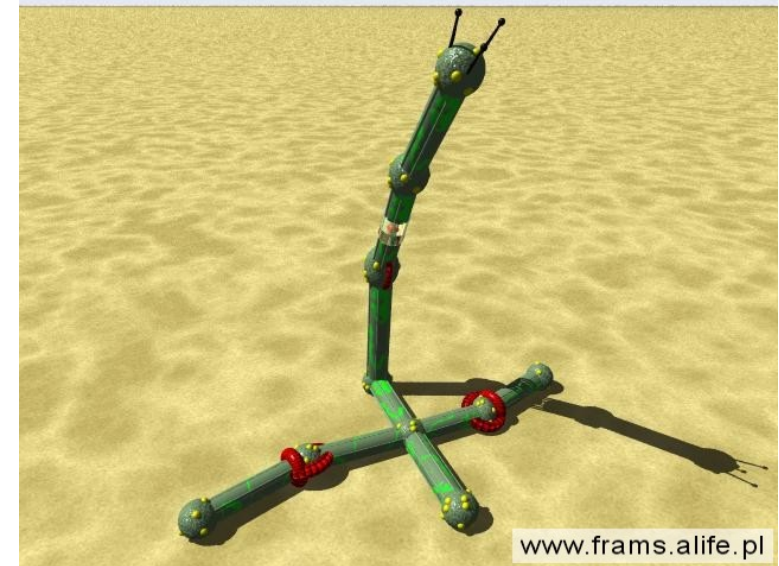
Robocode "Test"-Area



Potential Field with Obstacles and Target

# Artificial Life

- FrameSticks
  - mechanical structures (bodies) and control systems (brains) of creatures are modeled
    - Are described by genotype  
(/\*4\*/CLL,aiLLRMc<f<rX>#MIF>X  
>,iRRLFmLc<c<sss<<X>N>L<X#  
2>><XwLw>FLLIL<XM>srXw>Xr  
E>LAIXCw)
- Development by means of evolution

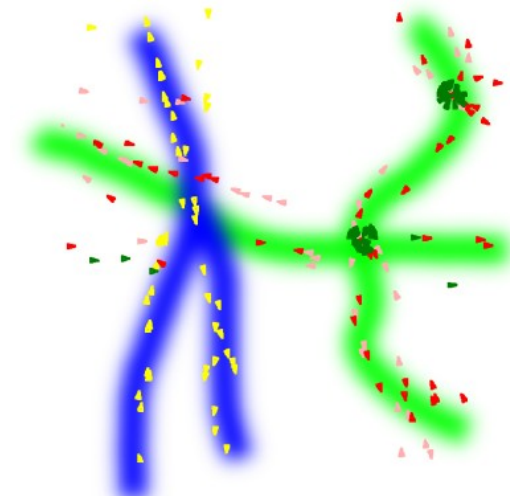
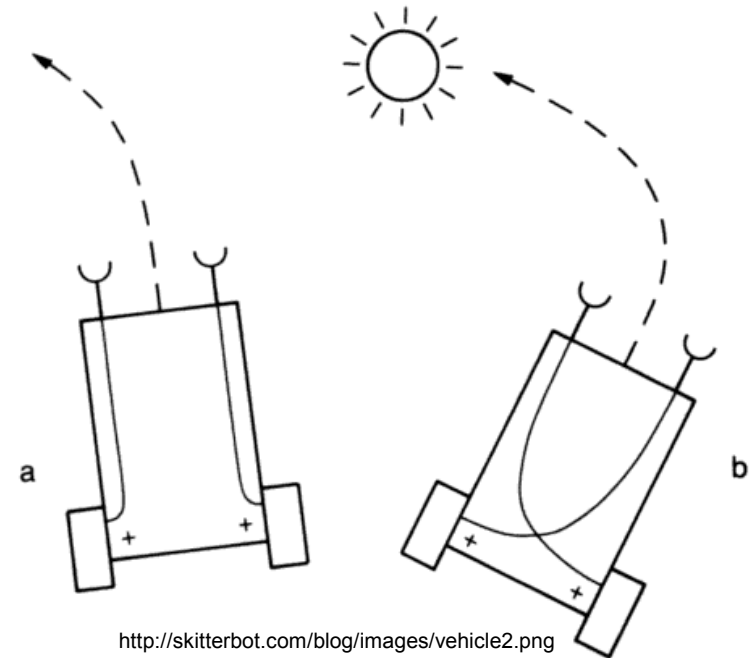


Framsticks Manual



# Braitenberg vehicles

- Very simple rules create “intelligent” behavior
- Behavior without needing a model
  - No creature uses a model for defining actions
  - Creates actions directly from observed environment
- **BraitenbergSim.jar** from the material section



Swarm Paths between Light2