Development of intelligent systems (RInS)

Introduction

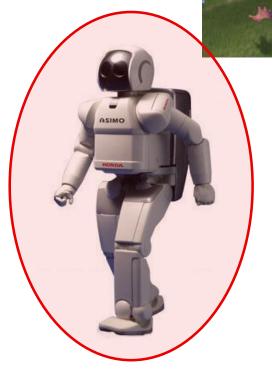
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Intelligent systems

- Software intelligent systems
- Passive situated robot systems
- Active embodied robot systems







Robotics

ro·bot **noun** \'rō-ˌbät, -bət\: a real or imaginary machine that is controlled by a computer and is often made to look like a human or animal: a machine that can do the work of a person and that works automatically or is controlled by a computer

Merriam – Webster dictionary

- Robot
 - Karel Čapek: R.U.R. (Rossum's Universal Robots), 1921
 - "robota" work; forced, hard labour



Intelligent autonomous robot systems

Drive Walk





Intelligent autonomous robot systems

Float Dive





Intelligent autonomous robot systems

Fly



Surround us



Types of robots

- Industrial robots
- Robot manipulators
- Mobile robots
- Humanoid robots
- Cognitive systems
- Unmanned aerial vehicles, ...





Industrial robots



Domestic robots







Autonomous car navigation

- Autonomous navigation
 - Self-driving cars

- Navigation assistants
 - Pedestrian detection
 - Several cameras + other sensors



http://www.mobileye.com



Bloomberg, Uber self-driving car

Autonomous boat navigation (USV)



UNI-LJ, FE, LSI FRI, LUVSS Harhpa Sea

Autonomous drones (UAV)



UNI-LJ, FRI, LUVSS

Cognitive robotics

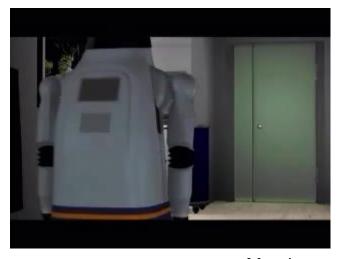
Wikipedia:

Cognitive robotics is concerned with endowing robots with mammalian and human-like cognitive capabilities to enable the achievement of complex goals in complex environments. Robotic cognitive capabilities include perception processing, attention allocation, anticipation, planning, reasoning about other agents, and perhaps reasoning about their own mental states. Robotic cognition embodies the behaviour of intelligent agents in the physical world.

- A cognitive robot should exhibit:
 - knowledge
 - beliefs
 - preferences
 - goals
 - informational attitudes
 - motivational attitudes (observing, communicating, revising beliefs, planning)

Cognitive systems

- Cognitive assistant
 - Explores the environment and builds a map of it
 - Learns to recognize and identify objects
 - Understand object affordances
 - Can verbally and non-verbally communicate with people in its vicinity
 - Detects new situations and reacts accordingly
- Built-in basic functionalities, which are then further developed, adapted and extended by learning



Morpha



Univ. Karlsruhe

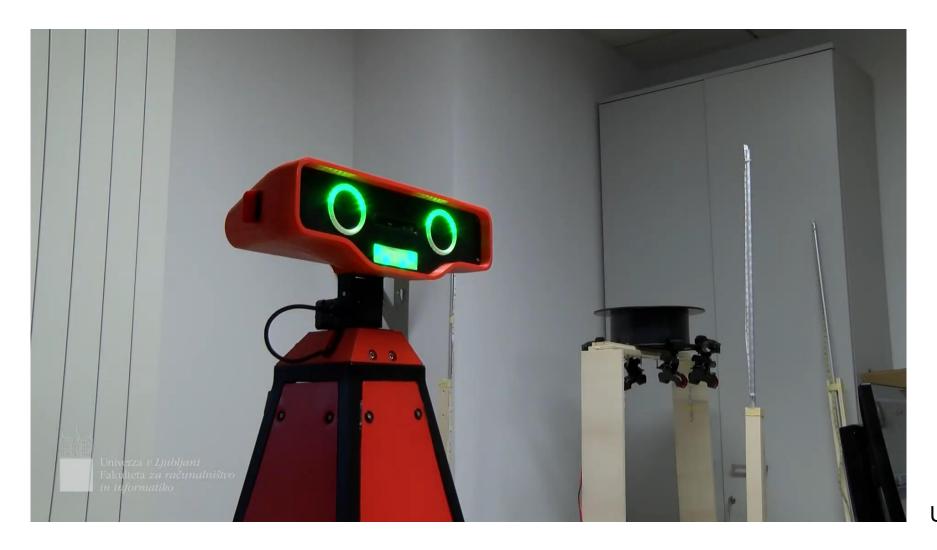
Cognitive systems







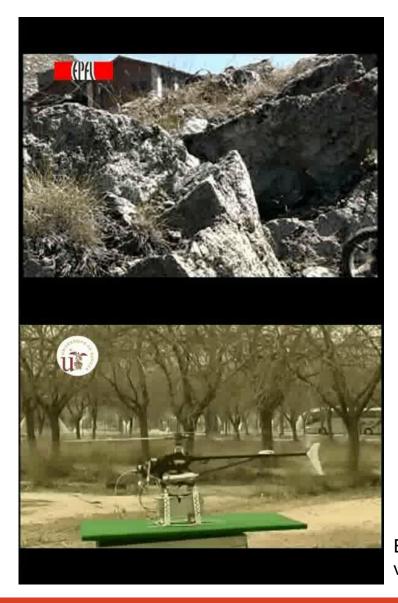
Intelligent robot systems



UL FRI

Mobile robots





EURON video

Mobile robots



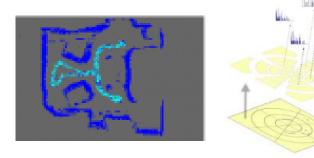
IRobot Roomba TurtleBot



Ubiquity robotics Magni

Mobile robots







UL FRI LUVSS

Robotics

Routine industrial robotic sensor system





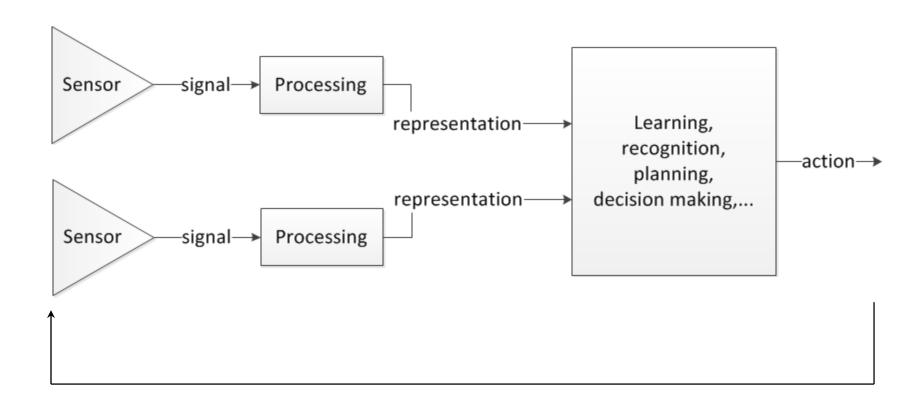
EURON video

EURON video

Intelligent artificial visual cognitive systems

Sensor-robot system

Perception – action cycle

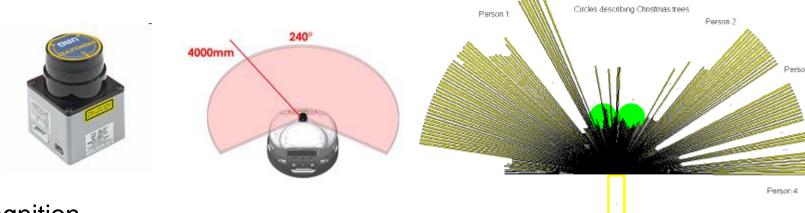


Simulation of robot perception and control



Sensors

Range sensors



Object recognition



Bumper – collision detector



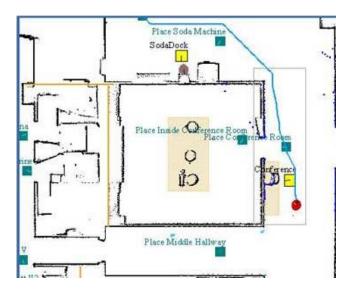




Odometer

Planning and control

Planning



Control

