# Telling a robot how to behave

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#### Today: Understanding a simple robot

#### Why?

• Larger goal: seek an answer to

"What is Computation?"

- Acquire insight into technology that will become pervasive within the next decade.
- First encounter with many themes of the course.

#### Robots in pop culture















#### **Real robots**



#### Discussion...

#### Mars rover: what are the design principles?



## Definition of "Robot":

- A machine that can be programmed to interact with the physical environment in a desired way
- Key word: *programmed* As opposed to cars, televisions, which are operated by people

## Components of a robot

#### Three stages:

1. Sensors/Inputs: light, sound, motion...



2. Computing Hardware

3. Outputs/Actions: motors, lights, speakers...

## Our robot: Scribbler



Obstacle sensor detector

#### Scribbler inside



#### Formal specification of actions

Fact of life in computing: hardware is "dumb"

Forces us to make nebulous concepts precise
 What is language? Music? Intelligence?

Running themes:

- □ What is machine "intelligence"?
- Are there limits?

## **Controlling Scribbler**

File Edit Tools Mode Help	
Motor LED Pause Sound If <condition> Then Else Do End Program Basic Motor Control</condition>	Move Forward for 1s Pause 0.5s Move Back for 1s END
Forward Reverse Left Turn Right Turn Left Spin Right Spin	

#### Remember (esp. for Scribbler labs):

Microprocessor can do one thing at a time

□ Very fast -- 20 million operations per second!

□ Compound instructions: sequence within {…}

## Why programmable?

Benefits of a programmable device:
 Flexible
 Multi-use
 Universal

Main difference between computers and other technologies

## Our robot: Scribbler



Obstacle sensor detector

#### Example 1: As a burglar alarm









If beam interrupted...

#### Example 2: As an artiste



#### Interesting note: Scribbler is more stupid than you think

```
Do forever
{
Move Forward for 1s
Move back for 1s
}
END
```

"Translator" written by Rajesh Poddar '08

#### 3 pages of stuff like

GOTO Main

```
SenseObs:

FREQOUT ObsTxLeft, 1, 38500

IF (ObsRx = 0) THEN object_left = 1 ELSE

object_left = 0

LOW ObsTxLeft

FREQOUT ObsTxRight, 1, 38500

IF (ObsRx = 0) THEN object_right = 1 ELSE

object_right = 0

LOW ObsTxRight

RETURN
```

SenseLine: HIGH LineEnable line\_right = LineRight line\_left = LineLeft LOW LineEnable

### Where are things going?

#### "Small cleaning agents" – Brooks



## Where are things going?

Automated highways



(From Minority Report)

#### Being actively researched



## Where are things going?

DARPA Grand Challenge (\$2 M prize):

- 132 mile race in the desert
- No human control!
- 5 teams, Stanford won in
   7 hours



#### The Princeton Entry



#### Undergraduate Project; reached the finals

#### Where are we going?



#### What is going inside us?

- "Da Vinci" Robotic surgery system
- More precise, though often still controlled by human



## Why are multi-purpose robots so hard to build?

- Need precise instruments that act like: eyes, ears, hands, fingers, ...
- Need smart ways to use sensor data (ex: human eyesight vs. high-res camera)

## TO DO's

## 1. Reading: Brooks pp 12-21, pp 32-51

2. Lab: Web 2.0

3. Homework 1: Survey

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(All posted on course web page.)