## **Personal Robotics Clinic** Algorithms and Applications

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http://www.cs.washington.edu/education/courses/cse599j/12sp/

#### **Comparing Personal Computers and Personal Robots**



#### Visualizing Personal Robots with the PR1

Tele-operated PR1 (Personal Robot 1) from Stanford & Willow Garage



Tidy roomCare for elderlyThese illustrate application scenarios and show mechanical feasibility

How it was done: A puppet-master behind the scenes



# Visualizing Personal Robots Tele-operated PR1 (Personal Robot 1) from Stanford & Willow Garage







Fetch beer

#### **Personal Robotics Applications**

Service / assistance

Fetch; Laundry; Dishwasher loading; Elder / disabled care

Transportation / mobility / logistics

Driving / delivery; Warehouse automation (e.g. Kiva)

Manufacturing / un-manufacturing

Assembly assistance; Trash / recycling sorting & disassembly

"Flexible fabrication" (beyond 3D printing, e.g. programmatic domino set up)

Entertainment & Sports

Games: Chess, Rubik's Cube

Sports: Ping pong, Pool, Hide & Seek, etc

#### **Robotic laundry folding**

Cloth Grasp Point Detection based on Multiple-View Geometric Cues with Application to Robotic Towel Folding

> Jeremy Maitin-Shepard Marco Cusumano-Towner Jinna Lei Pieter Abbeel

Department of Electrical Engineering and Computer Science University of California, Berkeley

International Conference on Robotics and Automation, 2010

## **Beer fetching**



#### **Bio Fetch**



Biological Fetch: Helper Monkeys cost \$35K and take 5 years to train

#### Rubik's Cube

## PR2 SOLVING A RUBIK'S CUBE



Chris Burbridge Lorenzo Riano



#### University of Ulster Intelligent Systems Research Centre





#### A robot that "smells its food" by sensing Electric Fields



Robot, Feed Thyself: Plugging In to Unmodified Electrical Outlets by Sensing Emitted AC Electric Fields, ICRA-2010. B. Mayton, L. LeGrand, J.R. Smith

#### Gambit: A Chess playing automaton





## **Robotic Capabilities**

**Robotic capabilities** 

Navigation

Manipulation

Walking

Jumping

Social interaction

## **Navigation**





Stanford Cart 1979 (video speed: 200 x realtime)



CMU Boss 2007 (video speed: 1 x realtime)

#### **Manipulation**





#### Pile manipulation: Singulation of unknown objects



## Walking (Big Dog)



## Jumping



#### **Social Interaction**



## **Social Interaction**



#### **Social Interaction**





Next: Chess

#### **Robotic Research Disciplines**

**Research disciplines** 

Sensing

Perception

Control

Planning

#### **2007**: Velodyne laser rangefinder



Breakthrough: direct measurement of 3D information Enabler for pavidation

## **Electric Field Sensing**

E-Field sensing is used by fish but not by humansFish generates & detects a weak electric field (green lines)Objects (red) change detected electric field (lighter green line)



Black ghost knife fish (*Apteronotus albifrons*) 1KHz continuous wave



Fish tail curling behavior increases image contrast

W. Heiligenberg. Studies of Brain Function, Vol. 1:

Principles of Electrolocation and Jamming

# New Sensors Electric Field Pretouch









An Electric Field Pretouch System for Grasping and Co-Manipulation, ICRA-2010. B. Mayton, L. LeGrand, J.R. Smith

#### Taking object from person, from table



#### **Seashell effect pretouch**

#### APPLICATION I:

#### **Reactive Grasping of Compliant Objects**

Seashell Effect Pretouch | LT Jiang, Smith

Seashell Effect Pretouch Sensor Design Applications Summary

Acoustic Theory Sensor Design on PR2 Sensor Characterization

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#### Sensor Design on PR2



Sensor size on fingertips: 5mm(diameter) x 8mm(length)



Introduction Seashell Effect Pretouch Sensor Design Applications Summary

Acoustic Theory Sensor Design on PR2 Sensor Characterization

Sensor Characterization: Performance



The box and whisker plot of 1000 estimated resonance frequencies at 1-10 mm.

## Application Parameters Frequency: 9500 Hz Distance: 3 mm

#### Seashell effect pretouch & grasp planning

#### APPLICATION II:

#### Pretouch-Assisted Grasp Planning

Given the pointcloud from camera, the pretouch sensor will add additional points.

The concatenated pointcloud will be used for grasp planning.

Seashell Effect Pretouch | LT Jiang, Smith

## Algorithm focus in this course: planning

Path planning Dijkstra **A**\* RRT Laplace Arm planning **Forward Kinematics Inverse kinematics** Direct; Iterative

#### **Other possible topics**

path smoothing collision detection algorithms grasping

#### Potential novel research --- final project?

Apply Laplace planners to arm planning Hybridize RRT & Laplace planning PR2 Mobile Manipulation planning move PR2 base, torso, and arms together