

Paper Title

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Abstract

Our abstract.

1 Introduction

Introduction here.

2 Software Design

Software design goes here.

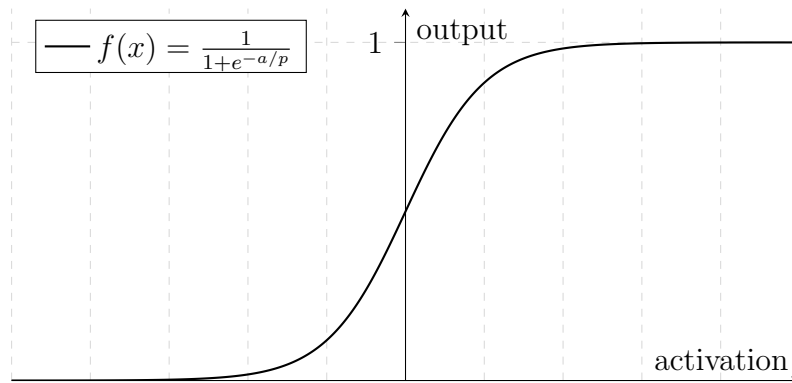


Figure 1: Sigmoid Function Graph

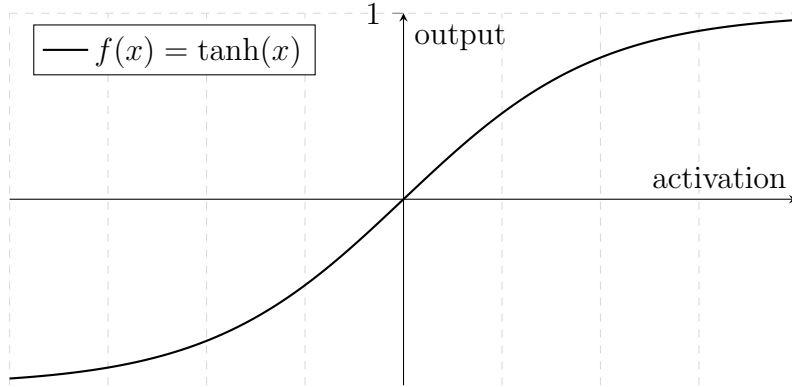


Figure 2: Hyperbolic Tangent Function Graph

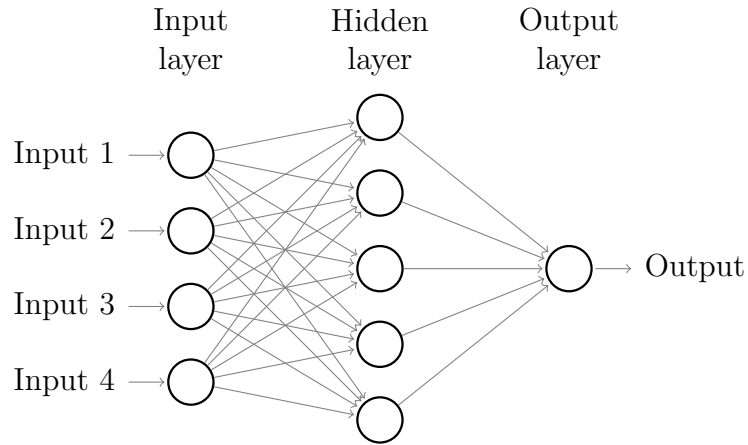


Figure 3: Single Output Feedforward Network

2.1 Neuron Architecture

2.2 Learning Experimentation

2.3 Q Learning Implementation

2.4 Design and Simulation

3 Physical Design

The hardware for the Fido artificial intelligence was chosen using three main parameters. Firstly, the electrical components had to support and compliment the software library; it would be impractical to refactor the entire code-base. Secondly, the hardware had to be easily trainable and debuggable.

Lastly the sensors and design chosen had to facilitate the concept of natural learning, modeling after nature to some degree.

3.1 Preliminary Decisions

The Teensy 3.1 microcontroller development system was chosen as the host platform for Fido’s hardware implementation. As the board already has a USB bootloader and an open source software toolchain, it allowed for rapid prototyping of the hardware and software. The core microcontroller of the Teensy sports an ARM 32 bit, 72 MHz Cortex-M4 architecture, giving Fido necessary computational power. While a microcontroller with an integrated floating point unit may have sped up the numerous floating point multiplication operations involved in neural network propagation, it was decided unnecessary for this prototype due to time and cost considerations.

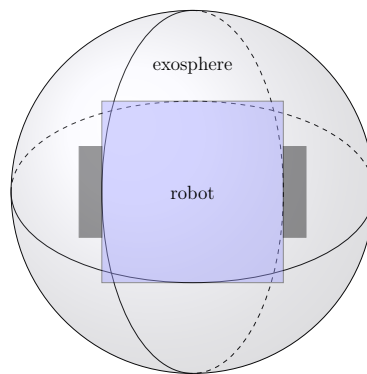
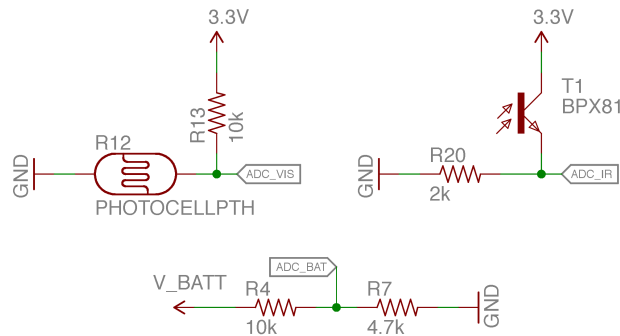
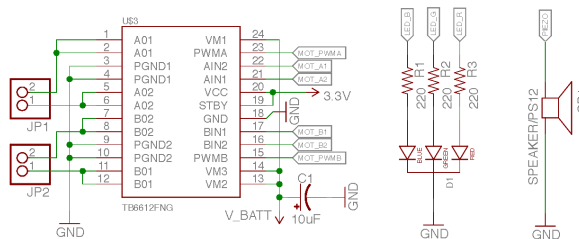


Figure 4: Differential Drive Robot in Exosphere

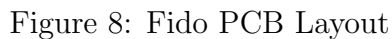
As Fido relies on inputs and outputs in order to learn and advance its neural networks, the selection of sensors and other peripherals was considered carefully. The sensor outputs needed to be easily modified by a human for training to be feasible: an example is a light sensor being easier to control than a radiation or temperature sensor. An obvious sensor choice was a microphone, allowing Fido to respond differently to sounds of various magnitude and frequency by passing in a sound wave. Another sensor choice was infrared and visible light sensors. While the choice of visible light may seem clear, infrared light was chosen as a one dimensional gradient input (the magnitude of the light) as something that could easily be applied and denied in a training environment. Three dimensional acceleration, rotational velocity, and magnetic field sensors were also chosen to give Fido a sense of spatial awareness: through the accelerometer we could detect forces, through the gyroscope (measures rotational velocity) we could detect orientation, and



photoresistor was used as R_1 . For infrared light a phototransistor was used instead due to most photoresistors' light sensitivity peaking at 650nm, still in the visible light range.



3.3 Mechanical Implementation and Fabrication



4 Results

6

4.1 Training Methods

4.2 Findings

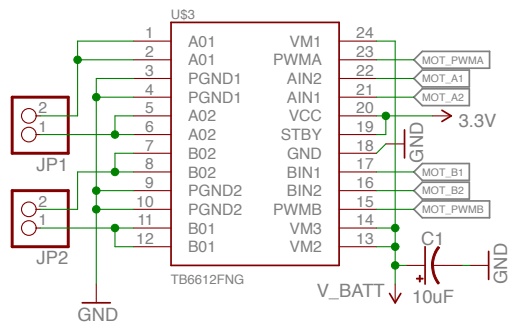
4.3 Further Applications

5 Conclusion

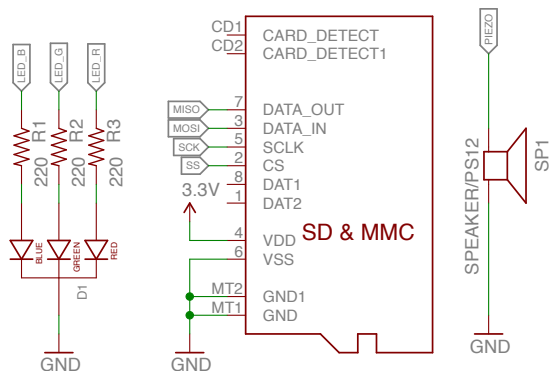
Restate, discuss further study, improving experimentation, etc.

6 Appendix

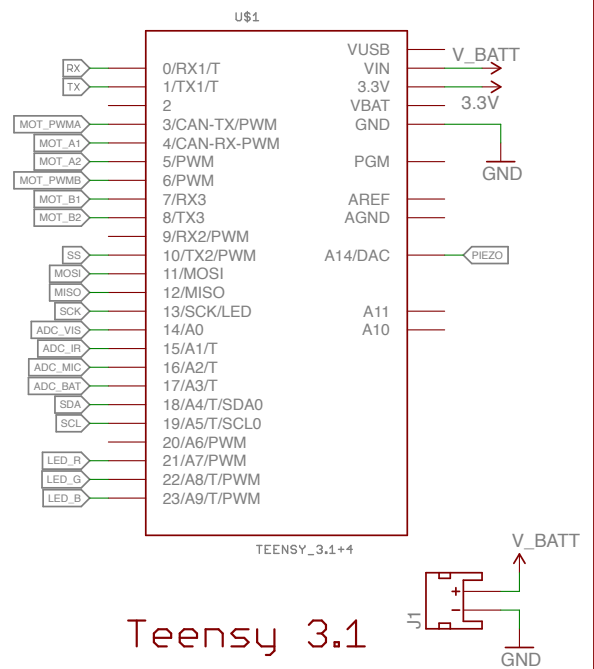
6.1 Electrical Schematic



Dual Motor Driver

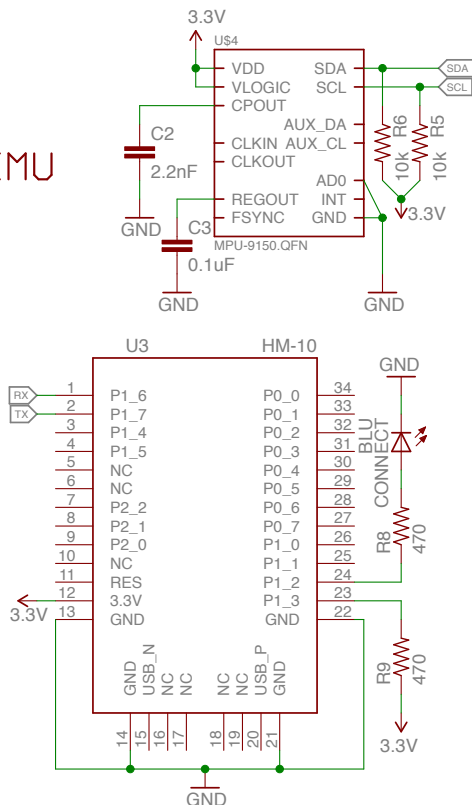


RGB LED MicroSD Card

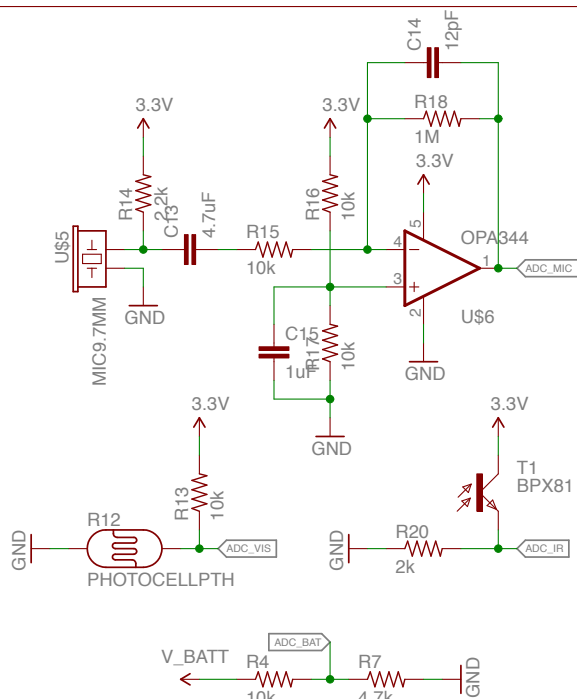


Teensy 3.1

IMU



HM-10 Bluetooth LE



Analog Sensors

Fido Prototype PCB

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TITLE: FidoBark

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References

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- [2] The Japan Reader *Imperial Japan 1800-1945* 1973: Random House, N.Y.
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- [4] Bob Tadashi Wakabayashi *Anti-Foreignism and Western Learning in Early-Modern Japan* 1986: Harvard University Press.