

Introduction to Robotics CSE 461

Lecture 1: Chapter 1(Introduction to robotics: basics)

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Marks Distribution

- Quizzes/Class Tests: 15%
- Attendance : 5%
- Mid Term Examination: **20%**
- Final Examination: 35%
- Lab: 15%
- Project: 10%
- Total: **100%**

Syllabus

Chapter	Description	Class
1 . Robotics Basics	Definition of Robot, Robotics, Roboticity, Autonomy, Laws of Robotics, Types of robots, Paradigms, Subsystem	1 - 4
2 . Introduction to Industrial Arm	Manipulator Types, Forward Kinematics, Inverse Kinematics	5 - 8
3. Trajectory Planning and Wrists mechanism	Joints space, Linear Path Planning, Non Linear Path Planning	9 - 10
4. Control System	Types of Control, Block diagram solving, PID control, Fuzzy Logic Control	11 - 13
5. Robot Navigation	Path Planning, Localization, Mapping, Exploration	14 - 15
6 . Robot Learning	Machine Learning Reinforcement Learning Computer Vision	16 - 18

An embodied agent that can be programmed to perform physical tasks.

"A reprogrammable, multifunctional manipulator designed to move material, parts, tools, or specialized devices through various programmed motions for the performance of a variety of task."

[Robot Institute of America, 1979]

"An automatic device that performs functions normally ascribed to humans or a machine in the form of a human."

[Webster's Dictionary]

"a reprogrammable manipulator device"

[British Department of Industry]

"Robotics is that field concerned with the intelligent connection of perception to action."

[Mike Brady]

- Ultimately, all proposed definitions have some issues
- Is this a robot?



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- Ultimately, all proposed definitions have some issues
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- Ultimately, all proposed definitions have some issues
- Is this a robot?



Degrees of roboticity?

An embodied agent that can be programmed to perform physical tasks

- Lack of universally acceptable definition hints at some deep philosophical questions
- Could also be an indicator of the youth of the field
- Probably need to measure degree of "roboticity"
 - In terms of degree of embodiment, autonomy, complexity, programmability, ...
 - But we don't have formal definitions for these concepts

Robotics

Robotics is a branch of engineering and computer science that deals with the design, construction, operation, and use of robots.

Robotics vs. Artificial Intelligence

- This is something most roboticists agree on
 - A robot needs to be embodied
 - Artificial Intelligence (AI) need not be embodied













https://www.ubs.com/global/en/investment-bank/in-focus/research-focus/china-360/2020/warehouse-robotics.html

How Robots Are Used Across Industries

- Industrial
- Farming and Agriculture
- Healthcare
- Logistics
- Family Robots

Think of some features for your own family robot!

Next Class

- Laws of Robotics
- Primitives
- Paradigms

Thank You