

W1. Objectives, Challenges, State of the Art, Technologies

- Socio-economic context
- Technological evolution of Robotics & State of the Art
- **New challenges for Robotics in Human Environments**
- Decisional & Control Architecture for Autonomous Mobile Robots & IV
- Sensing technologies: Object Detection
- Sensing technologies: Robot Control & HRI
- Basic technologies for Navigation in Dynamic Human Environments
- Intelligent Vehicles: Context & State of the Art
- Intelligent Vehicles: Technical Challenges & Driving Skills

Introducing Robots in Human Environments brings new Challenges to Robotics

Robot & Human have to safely:

- ✓ Cooperate & Accomplish tasks together
- ✓ Communicate & Interact
- ✓ At least “Co-exist”

→ New concept:

Socially Acceptable Robot Motions &

→ New environments:

Open, Dynamic, Uncertain & Populated by Human Beings



House Keeping



Care Taking



Personal Assistant

New functionalities have to be developed

**Intensive human-robot
interactions**

Highly dynamic world

Accuracy & increased Safety



→ e.g. “Companion robot”
operating in “human personal space”

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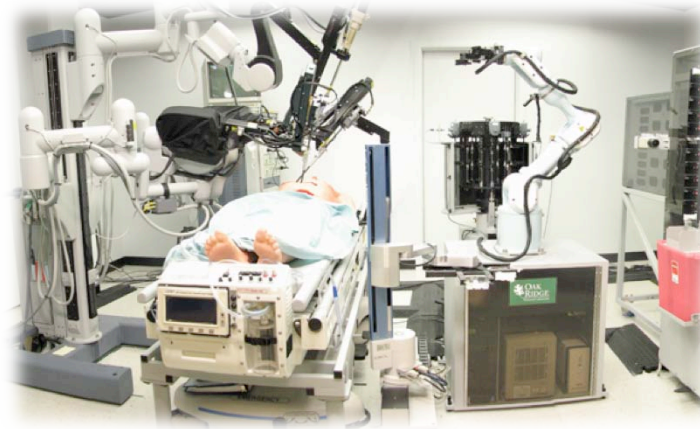
→ e.g. “Intelligent Vehicles” operating
with / among human beings

New functionalities have to be developed

Intensive human-robot
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→ *“Surgical robots” operating in close
contact with human bodies & organs*

Required technological breakthroughs

- **Motion & action autonomy v/s Shared control**
 - ➔ *Adapted to Dynamic & Open Environments populated by Human Beings*
- **Increased robustness & safety (sensing & control)**
 - ➔ *Dealing with incompleteness & uncertainty (Bayesian models)*
- **Intuitive Programming & Human Robot Interaction**
 - ➔ *Self-learning capabilities & behavior models + Multi-modal interaction*
- **Real-time & Cost constraints**
 - ➔ *Miniaturization & Efficient Embedded systems*

Required technological breakthroughs

Real dynamic world too complex for being fully modeled
using classical tools

Complexity & Incompleteness & Uncertainty



Necessity to introduce
Probabilistic Reasoning Approaches
in traditional Decisional & Control Robot Architectures

Two complementary reasoning processes

Geometry, Topology , Kinematics
Motion Models & Algorithms

Dynamic world

Analytical & Statistical data
Sensing data

Geometric & Kinematic reconstruction
SLAM
Motion prediction...

Space & Motion Models

Constrained Motion Planning

Configuration Space
Velocity Space
Differential Flatness ...

Motion plan & Navigation controls

*Mastering the complexity by using the right
reasoning level & incremental approaches*

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*Mastering the complexity by using the right
reasoning level & incremental approaches*

Uncertainty & Incompleteness
Bayesian Reasoning

Incompleteness

Prior Knowledge
+
Experimental Data
=
Probabilistic Representation

Maximum Entropy
Principle

$$\sum P_i \log(P_i)$$

Uncertainty

Bayesian Inference
(NP-Hard [Cooper 90])
Heuristics & Optimization

$$P(AB|C) = P(A|C) P(B|AC) = \\ P(B|C) P(A|BC) \\ P(A|C) + P(\neg A|C) = 1$$

Queries & Decision Process

*Taking explicitly into account the hidden
variables & uncertainty at the reasoning level*

Successful large scale experiments in Human Environments

Tour-guide robots (*Swiss National Exhibition Expo 2002*)



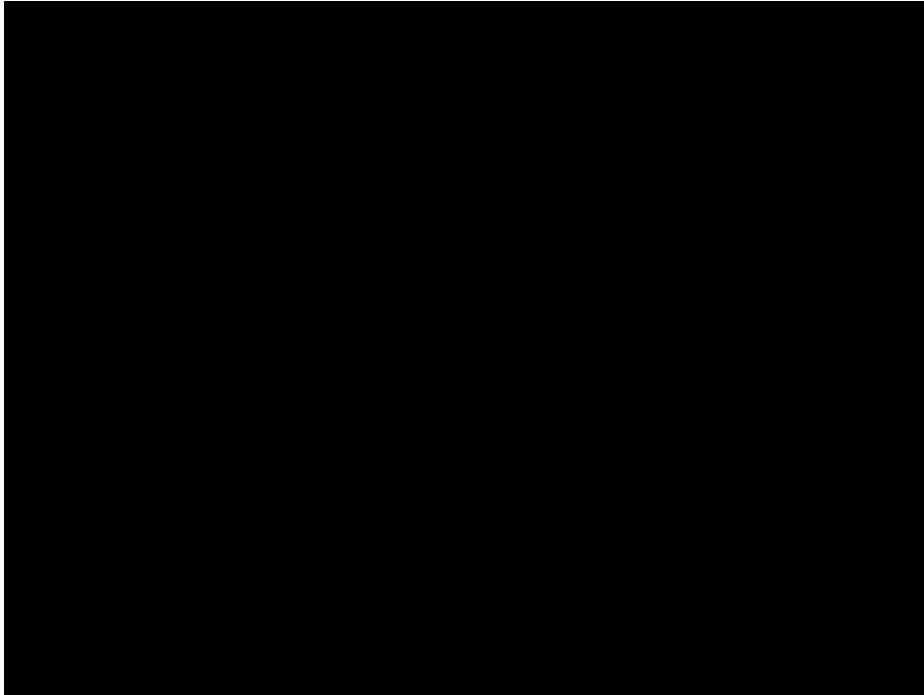
BlueBotics SA
&
EPFL Autonomous
Systems Lab

- 4 Months, Daily operation, Up to 12h/day, Up to 11 robots simultaneously
- 13 300 hours Operation time, 3 300 km Traveled distance, 680 000 Visitors
- Mainly “natural” interactions with children, No accident

Successful large scale experiments in Human Environments

CyberCars Public Experiments (*Inria & EU Partners*)

- Several experiments in public areas
- Some CyberCars products in commercial use (e.g. *Robosoft, 2GetThere...*)



Successful large scale experiments in Human Environments

DARPA Urban Challenge 2007



- **96 km** through urban environment
- **50** manned & unmanned **vehicles**
- **35 teams for qualification**, 11 selected teams, 6 vehicles finished the race
- **Road map** provides a few days before the race
- **Mission** (checkpoints) given 5mn before the race
- Several **incidents/accidents** during the event



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