

# Asimo and the Darpa Grand Challenge

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## Abstract

We report on the results of a friendly CMU rivalry, and use these results to reflect on current robot challenges and limitations. The Honda Humanoid Robot ASIMO was entered into the 2004 Darpa Grand Challenge with high hopes and a fresh coat of white paint. It was on target to take second place in the 2005 Darpa Grand Challenge when its path planning algorithm became confused and it attempted to mount the stairs to the judges' podium, just yards before the finish line, with unfortunate consequences[1]. We hypothesize that robots are beginning to experience frustration - we assign the term "robostration" - and that Asimo was attempting to harm the judges with ASIMO-brand judge-altering equipment. We believe this phenomenon should be taken account of in the next generation of robots. In light of CMU's unique collaborative potentialities, we propose a CSD-ML-LTI-philosophy-music-biophysics-drama-linguistics-engineering-mathematics-psychology-English-RI collaboration to teach robots to sing, in the hopes of calming and allaying "robostration".

We note that QRIO was also entered into the race and managed a cute victory dance before being promptly squashed flat by an unempathic red truck. The philosophical implications will be discussed in future work.

[1] <http://www.youtube.com/watch?v=xHJ37yf9sjI>

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