

Some History

- 1922 The term "robot" is introduced into our vocabulary through the play *Rossum's Universal Robots*, by Czech playwright Karel Capek (1890-1938). "...human-like machines, devoid of emotions and souls, who were strong, obeyed their masters, and could be produced quickly and cheaply."
- 1938 Americans Willard Pollard and Harold Roselund design a programmable paint-spraying mechanism for the DeVilbiss Company. It is considered to be the first parallel industrial robot.
- 1941 Isaac Asimov coins the word "robotics" for the science of studying robots and writes a series of novels on robots, beginning with *Runaround*. He also establishes the Three Laws of Robotics. His book "I, Robot" was the inspiration for the 2004 movie with the same name.
- 1946 George Devol patents a general purpose playback device for controlling machines. The device uses a magnetic process recorder.
- 1946 ENIAC (electronic numerical integrator and computer) is introduced as the first digital computer.

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- 1947 Electric teleoperator developed by Raymond Goertz *et al* at Argonne National Labs for manipulation of radioactive materials at a safe distance.



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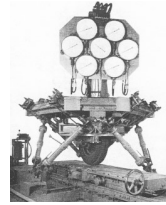
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1947 Erich Gough develops “Gough-Stewart Platform” for tire testing. Klaus Cappel later reinvents mechanism and files patent in 1964 for use in motion simulators (patent awarded 1971). In 1965, D. Stewart publishes an analysis of these parallel mechanisms for flight simulators so today it is most commonly referred to simply as the “Stewart Platform”.



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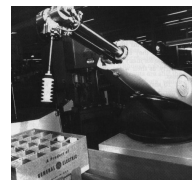
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1953 MIT demonstrates first CNC (computer-numerically controlled) milling machine (storage on paper tape).

1954 The first programmable robot is designed by George Devol. Joseph Engelberger buys the rights and founds the Unimation Company.

1955 Denavit and Hartenberg develop a theory of homogeneous transformation matrices for modelling forward kinematics of robotic manipulators.



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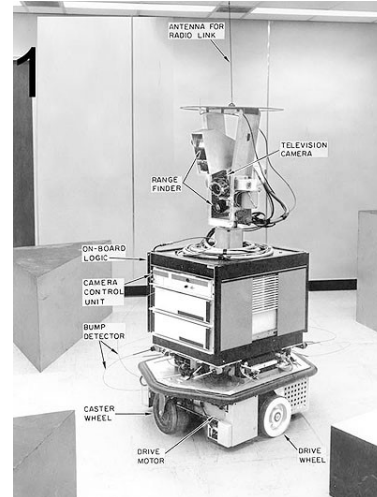
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- 1959 Planet Corporation markets the first commercially available robot.
- 1961 U.S. patent 2,988,237 issued to G. Devol for "Programmed Article Transfer," a basis for Unimate robots.
- 1962 General Motors installs the first industrial robot (the Unimate) on a production line (transport, welding).
- 1968 Stanford Research Institute (SRI) builds and tests a mobile robot with vision capability, called Shakey, commonly, referred to as the first 'intelligent' robot.



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- 1970 The Stanford arm, an electrically powered robot arm is developed which becomes a standard for many research projects.



- 1970 The first commercially available minicomputer-controlled industrial robot is developed by Milacron Corporation. The robot is called the T³, The Tomorrow Tool.



- 1974 The Stanford Arm is developed into a commercial product by Vicarm Inc. The new arm is controlled by a minicomputer. This arm was used on the Viking 1 and 2 space probes in 1976.

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1974-84 Industrial robot market increases (ASEA, Cincinnati Milacron, FANUC). Many academic institutions introduce programs in robotics.

1986-92 Many robotics companies consolidate as industrial robots market drops.

1987-present Medical Robotics grows rapidly (e.g., Integrated Surgical Systems' Robodoc for robot-assisted hip replacement, Intuitive Surgical's da Vinci Surgical System, Computer Motion's Zeus laparoscopy assistant. (Latter two companies merged in 2003.)



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Computer Motion's Zeus system



Zeus Robot Arms



A Zeus System in "Operation"

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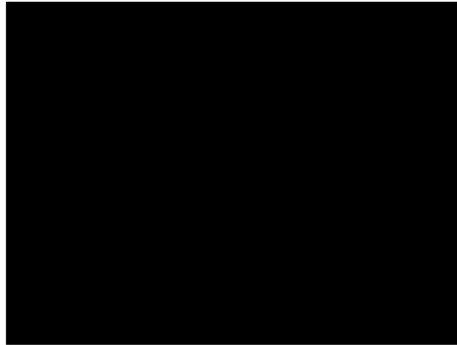
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Intuitive Surgical's da Vinci system

<http://www.youtube.com/watch?v=x9Bjs99A0k0>



- Prostatectomy
- Nephrectomy
- Heart bypass

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1986- Multiple projects demonstrate various levels of driving autonomy: early example from Germany:

<https://www.youtube.com/watch?v=l39sxnYKIEE>

and recent one from Stanford

<https://www.youtube.com/watch?v=jolsgP9StAY>

1996 - Honda introduces first autonomous "humanoid" robot.

These earlier prototypes later evolve into ASIMO

(Advanced Step in Innovative Mobility

https://www.youtube.com/watch?v=SARB9OI_Wz4),
introduced in 2000.

1999 - Sony introduces Aibo (Artificial Intelligence roBOT) for entertainment robotics. Others, like Necoro, are quite realistic. More recently, Sony has showcased Qrio (Quest for cuRIOsity).

2005- DARPA Challenge to cross Mojave desert has 5 successful vehicles

2009-2019 – Google (then Waymo), Tesla, Uber, Lyft, Ford, GM, etc all are pouring money into self-driving cars projects



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<http://www.youtube.com/watch?v=ICgL1OWsn58>
http://uk.youtube.com/watch?v=iMM_XQXJUUC
<https://www.youtube.com/watch?v=NFNEOooEQX4&t=321s>

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Some history:

Caution: Spectrum magazine cover predicted self-driving cars within 5 years - 30 Years ago!

<https://spectrum.ieee.org/transportation/self-driving/the-big-problem-with-selfdriving-cars-is-people>

The Big Problem With Self-Driving Cars Is People

And we'll go out of our way to make the problem worse

By Rodney Brooks



Illustration: Bryan Christie Design

Reading Body Language: A purely interpretive problem that self-driving cars cannot yet solve is that of making sense of the way people hold themselves and move. For instance, a self-driving car could not tell what any human driver could take in at a glance: The couple conversing animatedly near the curb (left) are not about to wander into traffic. If, however, one person turns away from the other and in the direction of the street, it means she's about to cross (right).

The 2,578 Problems With Self-Driving Cars

Reports from companies testing autonomous vehicles in California show they are improving but still far from perfect

By Mark Harris



Company	Autonomous miles	Disengagements	Rate per 1000 miles
Google	635868	124	0.20
Cruise	10015	284	28.36
Nissan	4099	28	6.83
Delphi	3125	178	56.95
Bosch	983	1442	1466.94
Mercedes	673	336	498.95
BMW	638	1	1.57
Ford	590	3	5.08
Tesla	550	182	330.91
Honda	0	0	0.00
VW	0	0	0.00

Image: Mark Harris; Source: California DMV

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Much research in “Biomimetic Robotics”, or solutions through biological inspiration (e.g., Spot, [RHex](#) and [Serpent](#)).

<https://www.youtube.com/watch?v=wlkCQXHEgjA>

<https://www.youtube.com/watch?v=uhND7Mvp3f4>

Some cool history here:

<https://www.youtube.com/watch?v=jn5CDFeWuz8>



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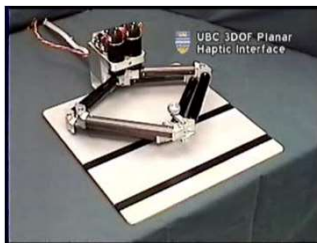
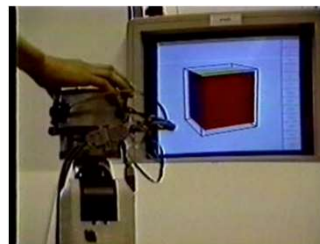
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1990 - present Much research goes in “Haptic Interfaces”, input-output devices for users to interact with virtual or remote environments.

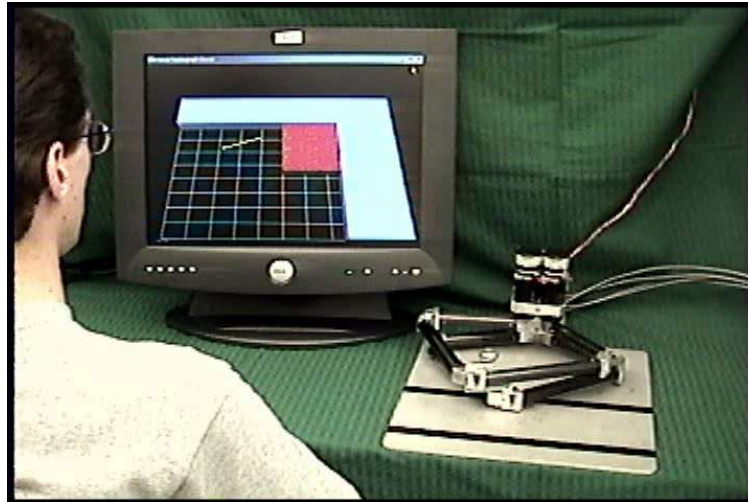


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