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The
Shanghai AI

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Lectures

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The ShanghAI Lectures

An experiment in global teaching

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Today from University of Plymouth, UK

欢迎您参与
“来自上海的人工智能系列讲座”



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Lecture 3

Group Project “Kōans”

公案

31 October 2013



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Student project timeline

- **30 October:** Kōans published
- **5 November:** Deadline for students: Select two Kōans (1st and 2nd choice)!*
- **6 November:** Student groups published
- **~12–19 December:** Group presentations (Second Life or similar)

* Log in to your account on ShanghAI Lectures website and send a message to Avinash Ranganath with Koan numbers in subject. Thanks!

<http://shanghailectures.org/users/avinash-ranganath>



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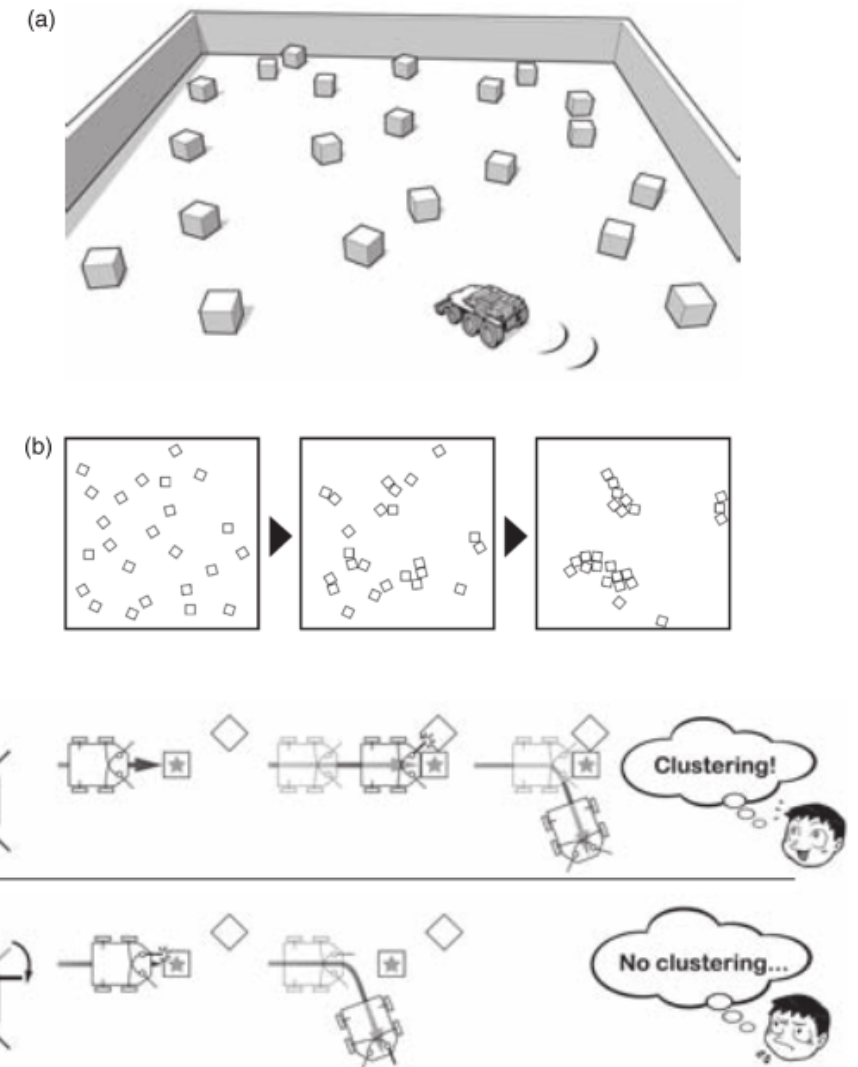
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Kōan 1: “Swiss Robots” with adaptive morphology

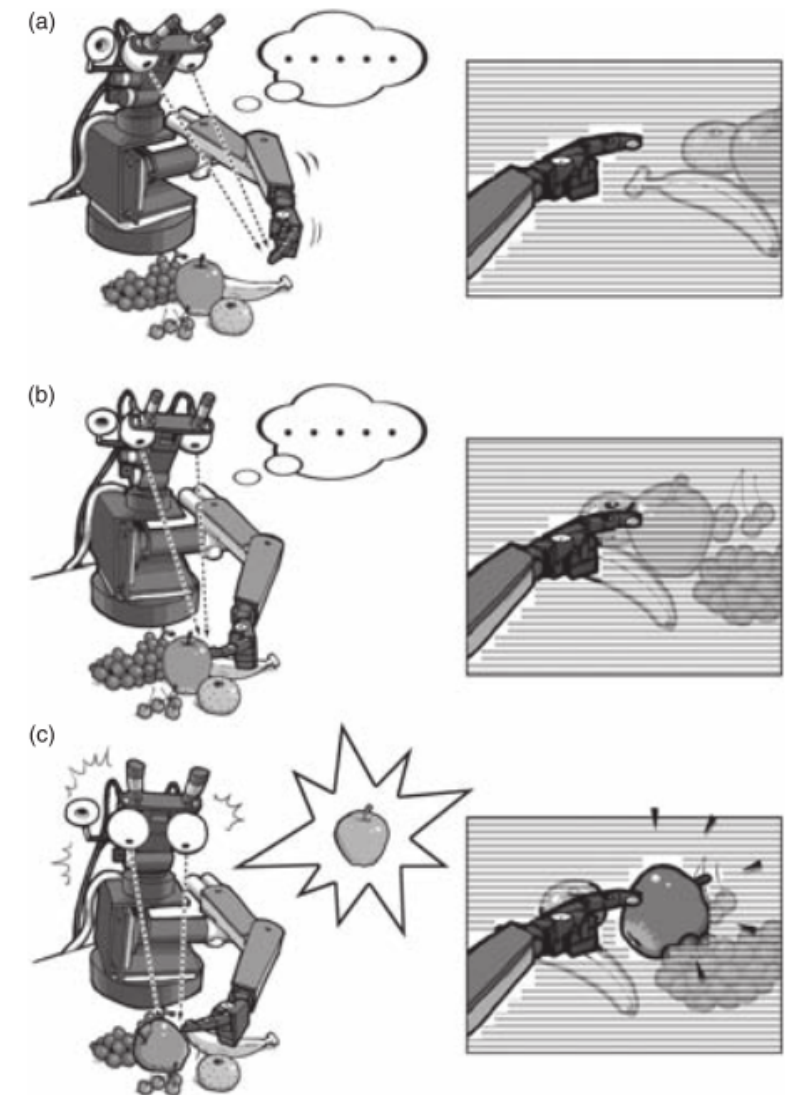
- So, “Swiss Robots” depend on sensor morphology for performing a complex collective behavior (collecting boxes in piles) with extremely simple controllers and no explicit communication in-between robots.
- What if the sensor morphology could be adapted by the robot’s controller, e.g. changing the pitch/yaw of the proximity sensors?
- Student could for example explore the ability to collectively adapt to a given box size, to optimize behavior, or to show specialization.



Page 73 in “How the body shapes the way we think”

Kōan 2: How can actuation (or locomotion) drive sensing?

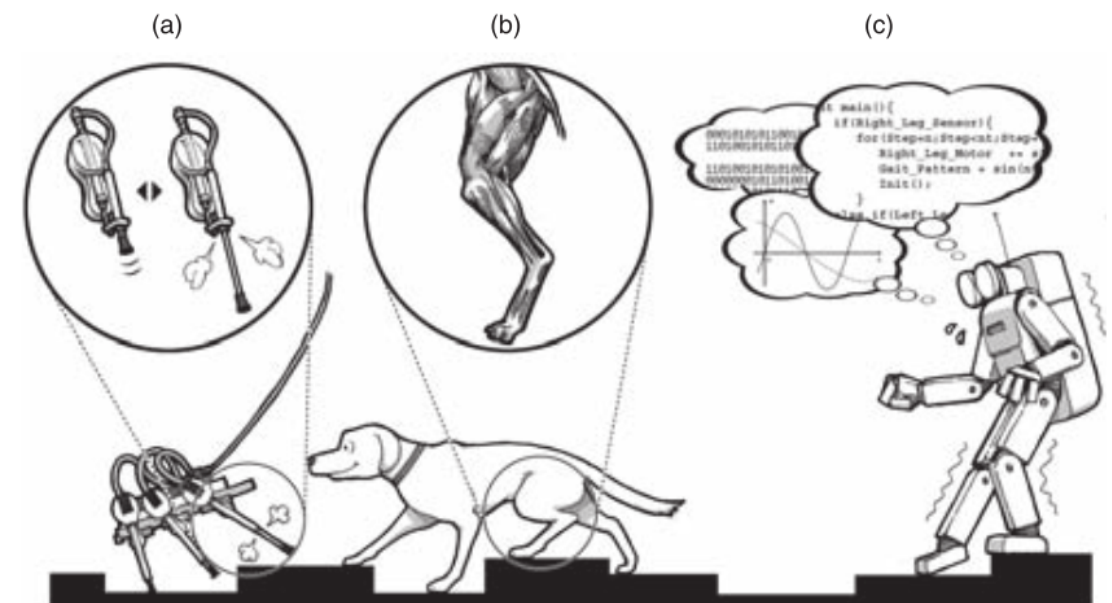
- In engineering we usually think about how to use sensing to drive actuation, but embodiment means actuation also affects what you sense.
 - See example on the right – how does the robot's actuation simplify the sensing?
- The students can use a simpler mobile platform if desired (think Swiss Robots)
 - E.g. when starting to push a loose object, there may be a reduction in the optical flow in parts of the view of an onboard camera.



Page 147 in “How the body shapes the way we think”

Kōan 3: Demonstrate morphological computation in locomotion

- Students can for example start from Webots passive walker example:
 - E.g. add sensors to sole of feet – reflexes? Walk on a flat surface?
- The Puppy robot (also in Webots) is another possible starting point:
 - E.g. robust locomotion in uneven terrains? Can quantify performance?
- Other ideas? Feel free to be creative!



Page 97 in “How the body shapes the way we think”

Kōan 4: Demonstrate morphological computation in manipulation

- Students can for example start from Webots passive walker example:
 - How can an arm be modeled with a similar approach? A direct (multiple) pendulum?
- How to perform grasping? A passive elastic trap?
- Where you would add sensors? In the hand? On the arm's skin? In the shoulder? In the eyes (camera)? An IMU in the head, too?
- Other ideas? Feel free to be creative!



Page 260 in “How the body shapes the way we think”

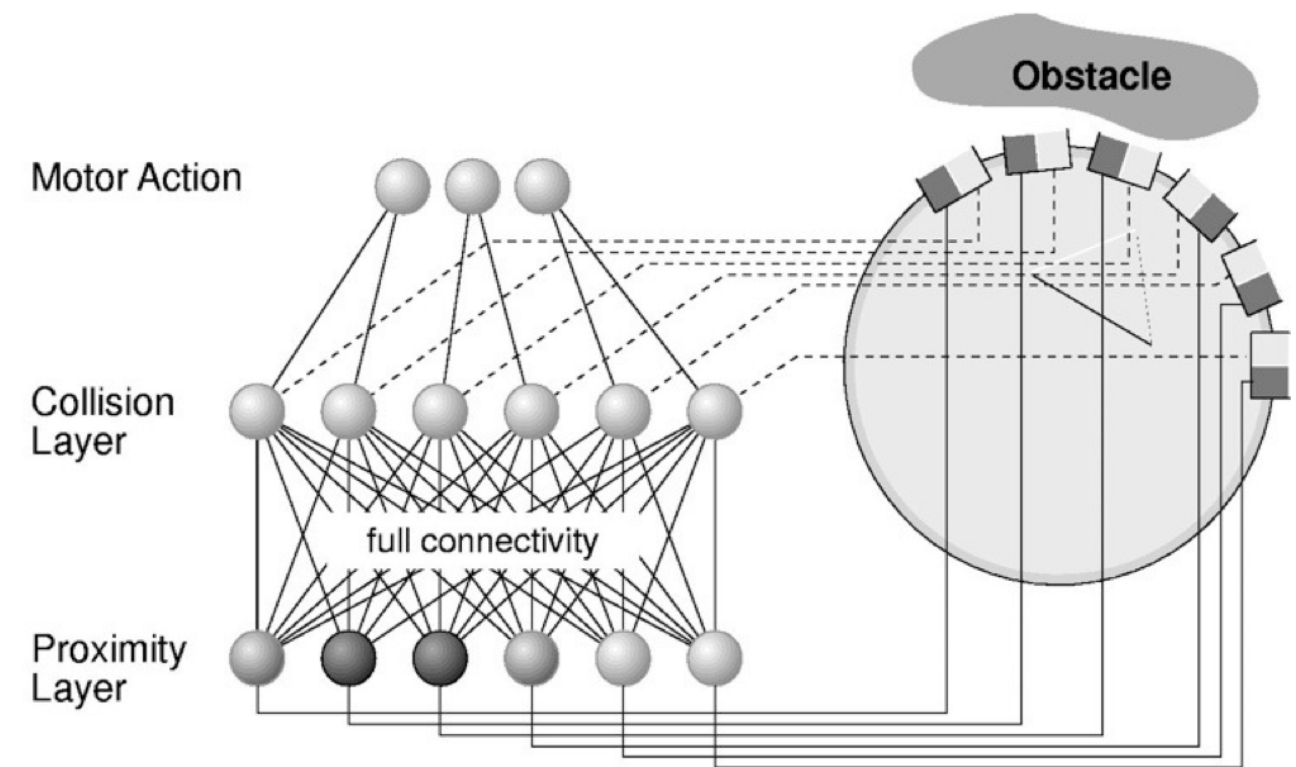
Kōan 5: Where exactly is memory?

- Can an agent perform a “useful” task with no explicit representation of the “world” or the “task”?
- The students may for example implement a DAC* like behavior in a simulated mobile robot.
- Perhaps with one collision avoidance reflex, and one attraction, e.g. a colored object.

* DAC: Distributed Adaptive Control. See: P.F.M.J. Verschure, B.J.A. Krose and R. Pfeifer, “**Distributed adaptive control: The self-organization of structured behavior**,” *Robotics and Autonomous Systems*, vol. 9, no. 3, pp. 181-196, 1993.

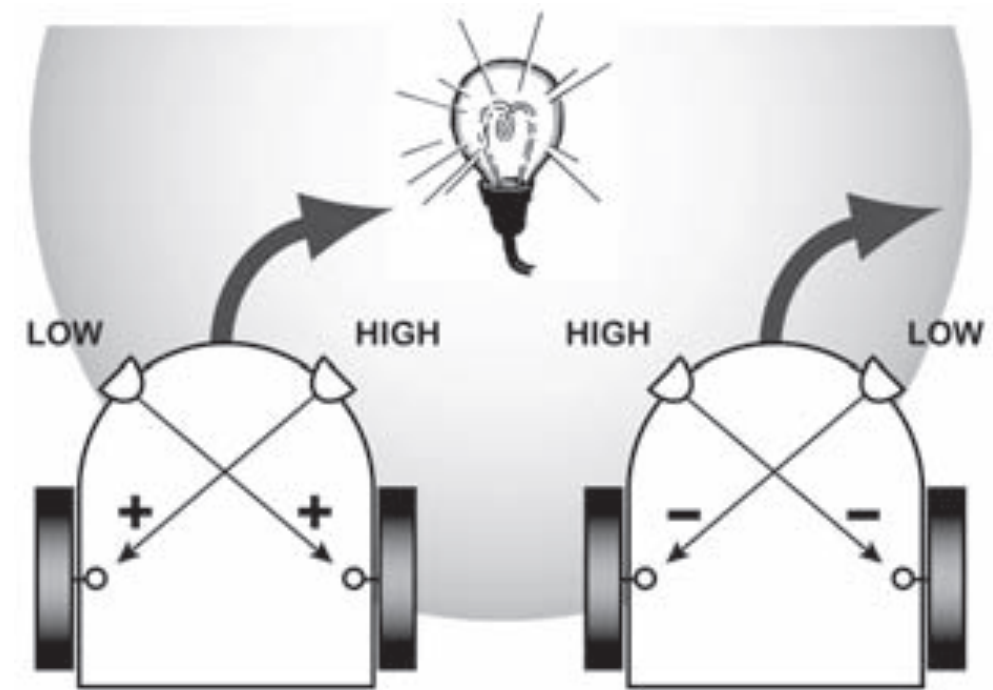
From p. 102:

<http://www.ifl.uzh.ch/ailab/teaching/neuralnets2013/NN20120315.pdf>



Kōan 6: Braitenberg vehicles

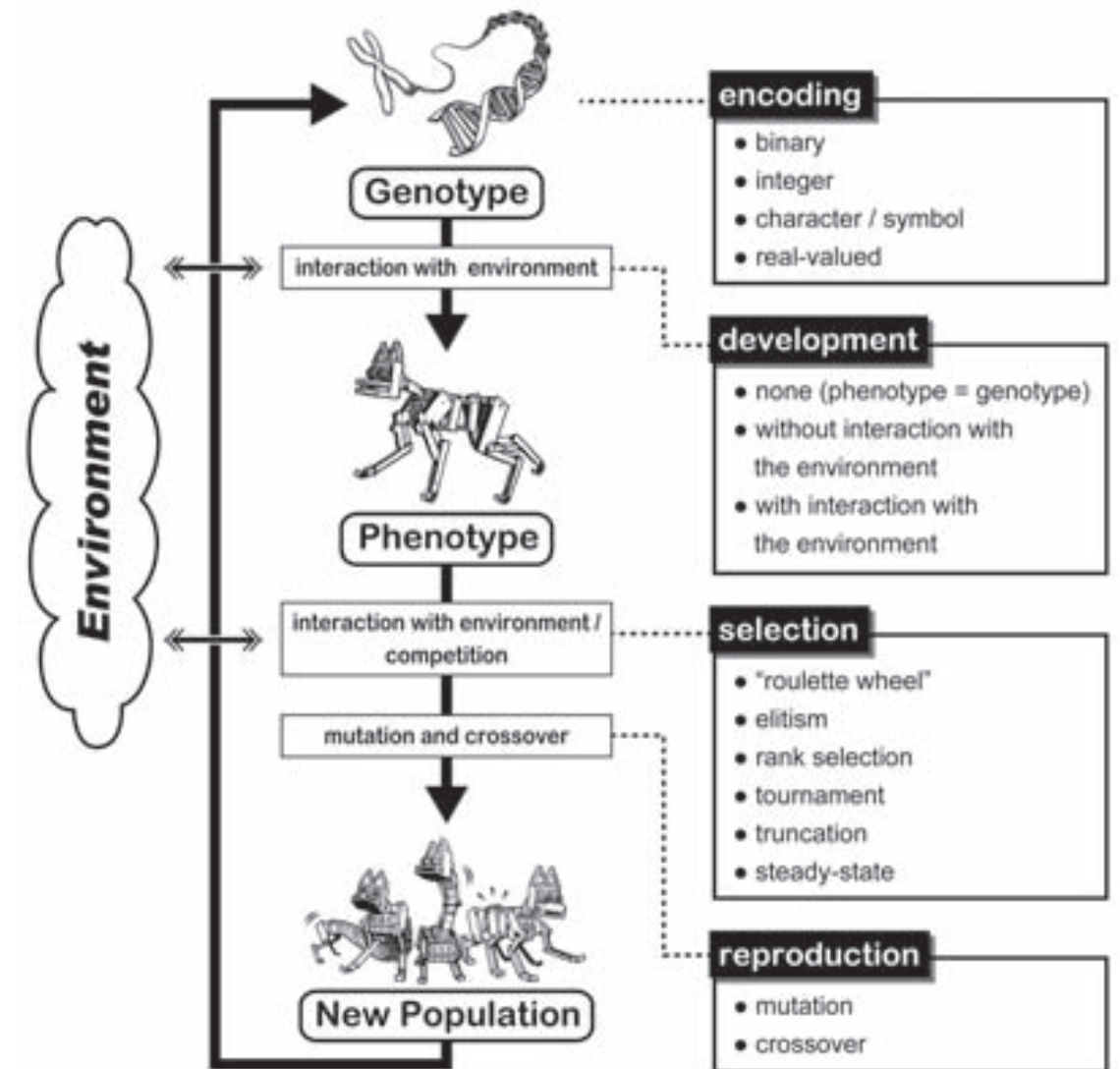
- Students could use the pioneer mobile robot platform, with a mounted omnidirectional camera, along with proximity sensors.
- Develop a layered controller architecture.
- One layer for simple obstacle avoidance behaviour.
- Another layer for attraction/repulsion behaviour towards/from other pioneer robots in the environment.
- Other ideas: Explore Braitenberg vehicles for rough terrain, or underwater (e.g. guided by ultrasound)...



Page 80 in “How the body shapes the way we think”

Kōan 7: Evolution of locomotion gait in modular robots

- Use the YAMOR modular robot model available in Webots.
- Come up with interesting morphologies by interconnecting modules.
- Can use simple sinusoidal oscillators as distributed locomotion controllers.
- Use Genetic Algorithms (GA) to optimize the controller parameters (Amplitude, offset, frequency and phase), to evolve optimal locomotion gaits.

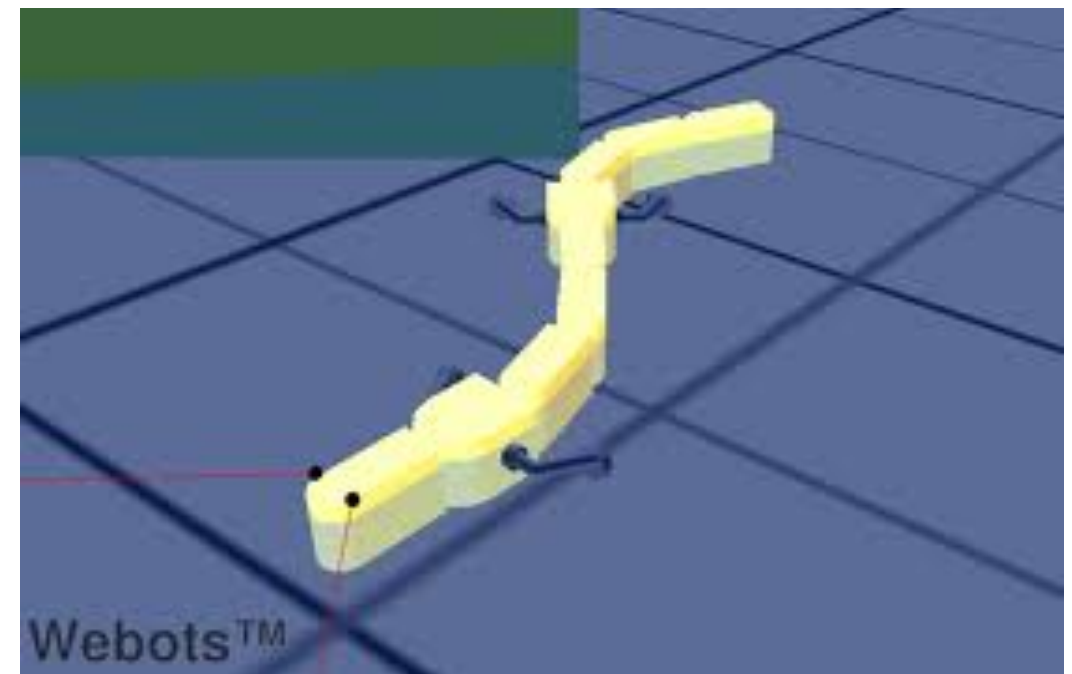


Page 185 in "How the body shapes the way we think"

Kōan 8: Evolution of lateral-line system sensors and morphology in a fish

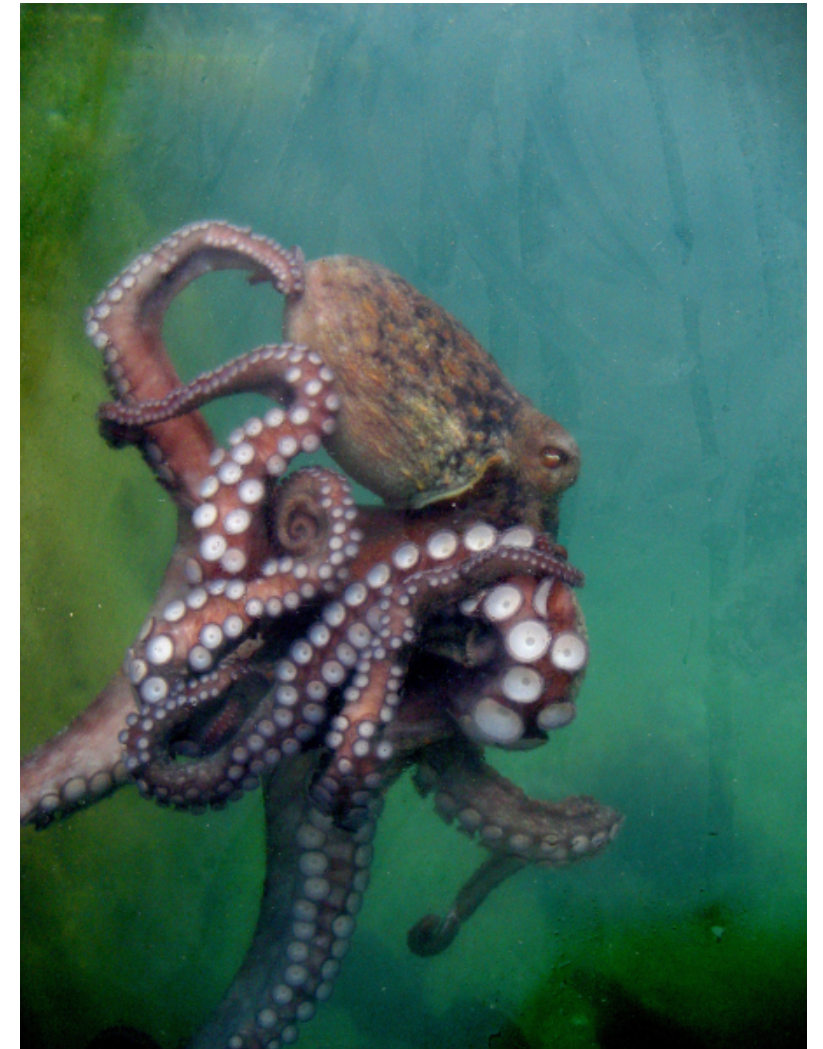
- Consider, for example, a salamander model in Webots (Crespi and Ijspeert). Increase the vertical height and do changes to adapt it to model a simple fish (remove the legs ☺)
- Model the ‘sixth sense’ of the fish with a number of sensors on the two sides of body of the fish.
- You can use simple sinusoidal oscillators along with the distributed sensors for creating distributed swimming controllers.
- Use Genetic Algorithms (GA) to optimize the controller parameters (Amplitude, offset, frequency and phase), to evolve optimal swimming AND sensor morphological distribution.

Salamander model in Webots (Crespi and Ijspeert):



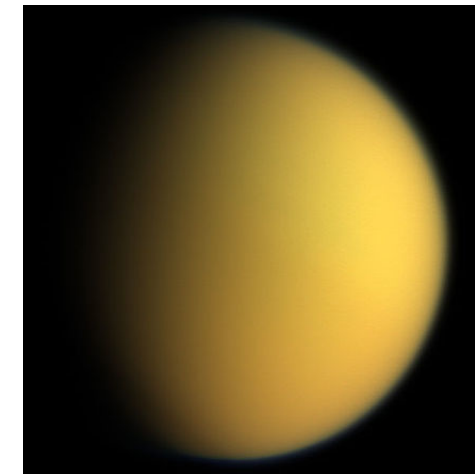
Kōan 9: Evolution of locomotion gait and manipulation skills in underwater modular robots (e.g. Octopus)

- Use the YAMOR modular robot model available in Webots.
- Model the morphology of an Octopus.
- Can use simple sinusoidal oscillators as distributed locomotion controllers.
- Use Genetic Algorithms (GA) to optimize the controller parameters (Amplitude, offset, frequency and phase), to evolve optimal locomotion gaits AND morphology.
- How you could evolve a couple of tentacles as 'arms'?
- How could you better model 'softness'?



Kōan 10: Evolution of morphology and control for a Titan Manta ray

- Titan (a moon of Saturn) has big liquid methan oceans.
- Build a model of a Manta with a passively compliant wings, for Titan's oceans.
- Can you use simple sinusoidal oscillators as distributed locomotion controllers for the 'wings'? May you model the manta as a kind of Braitenberg vehicle?
- Use Genetic Algorithms (GA) to optimize the controller parameters (Amplitude, offset, frequency and phase) AND morphology, to evolve optimal flapping.
- How it would differ on earth?



Titan
(Wikipedia)

Manta ray (Wikipedia):



Cyberbotics Webots

- Download Webots simulator from:
<http://www.cyberbotics.com/>
- Register for 30 day trial of Webots Pro
- **IMPORTANT: Use email registered with ShanghAI Lectures website account (let us know if not)**
- License will be extended until end of semester (participating students/teaching assistants)



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Questions?

- If you have questions or ideas, please contact:
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