

# EXPLORE ROBOTICS – CISC 1003

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# EXPLORING ROBOTICS

## – UNIT C

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Sensors

# Sensors



Accelerometer



Gyro



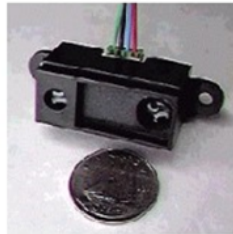
Pendulum Resistive Tilt Sensors



Piezo Bend Sensor



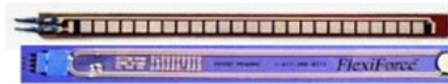
Metal Detector



Digital Infrared Ranging



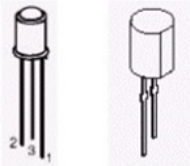
CDS Cell  
Resistive Light Sensor



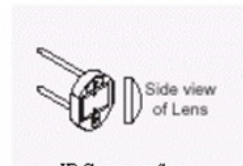
Resistive Bend Sensors



UV Detector



IR Pin Diode



IR Sensor w/lens



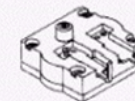
Limit Switch



Mechanical Tilt Sensors



Touch Switch



Pressure Switch



IR Reflection Sensor



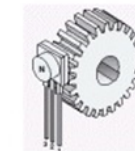
IR Amplifier Sensor



Thyristor



Magnetic Sensor



Hall Effect  
Magnetic Field  
Sensors

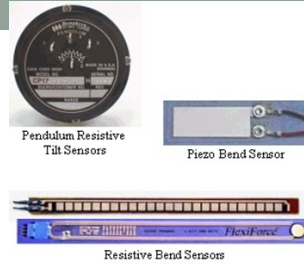


IRDA Transceiver



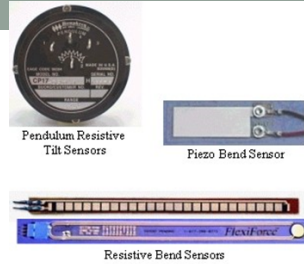
Magnetic Reed Switch

# Sensors are for Perception



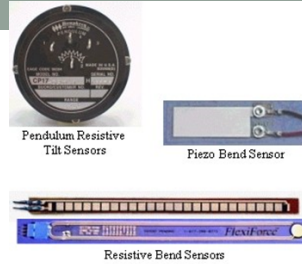
- Sensors are physical devices that measure physical quantities.
  - Such as light, temperature, pressure
- Perceptual system of a robot includes:
  - **Proprioception** (internal) system
  - **Exteroception** (external) system
- Sensors produce uncertainty challenge
  - Sensor noise and errors are inherent in physical measurement

# Sensors are for Perception



- Issues with Sensors:
  - Sensors produce signals, not symbols.
- May be continuous or multi-dimensional
- Signal-to-symbol problem:
  - How to form an intelligent response from sensor input when system requires a symbolic input form.
    - Such as a camera waiting for a person to smile (symbol) before taking a photo (response).

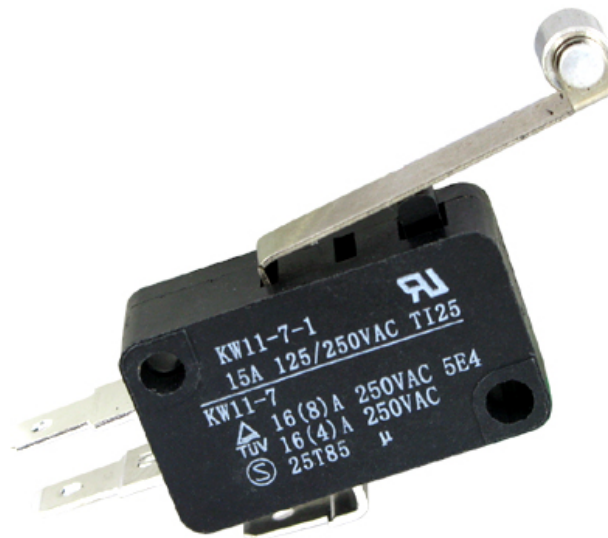
# Sensors are for Perception



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- Sensor Fusion: Combining multiple sensors to get better information about the world.

# Switches

- Switches measure current to detect an open or closed circuit.



# Levels of Processing

- Electronics (low level): such as measuring voltages
- Signal processing (medium level): such as separating voice from noise
- Computation (high level): such as recognizing an object from an image



# Levels of Processing

- Examples:
  - Bump Sensors (low)
  - Odometer (low)
  - Sonar (medium)
  - Speech (medium)
  - Vision (high)

# Levels of Processing

- Given the sensor input:
  - Both simple and complex sensors can be used to answer the question:  
What should a robot do? (action in the world)
  - Complex sensors can also be used to answer the question:  
What was the world like? (reconstruction of the world)

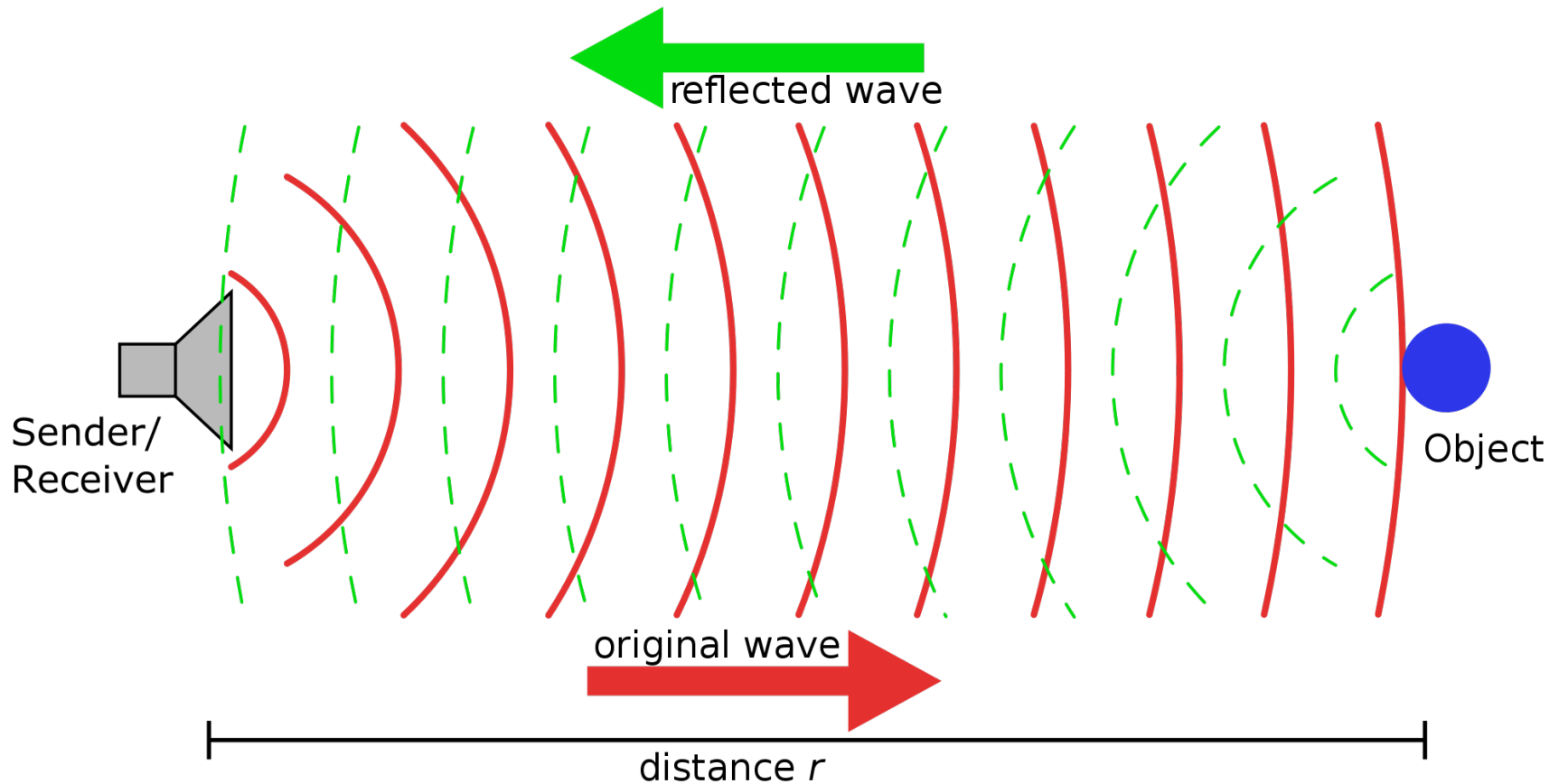
# Locating People

- What kind of sensor would you use to locate people in a room?
  - Camera: most obvious,
    - but the most complex to process the signal.
  - Temperature: locate objects within human body temperature.
  - Motion Detector: locate objects moving that are a certain size.
  - Color Detector: locate objects of skin color, or human clothes.
  - Distance: locate objects that block a previously open area

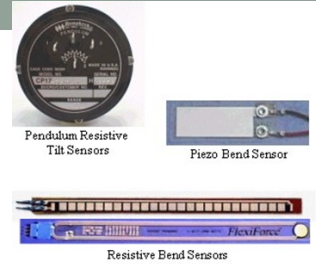
# Locating People

- The sensors will need to be calibrated before use in the robot.
  - To help achieve accurate readings

# Finding Distance using Sonar



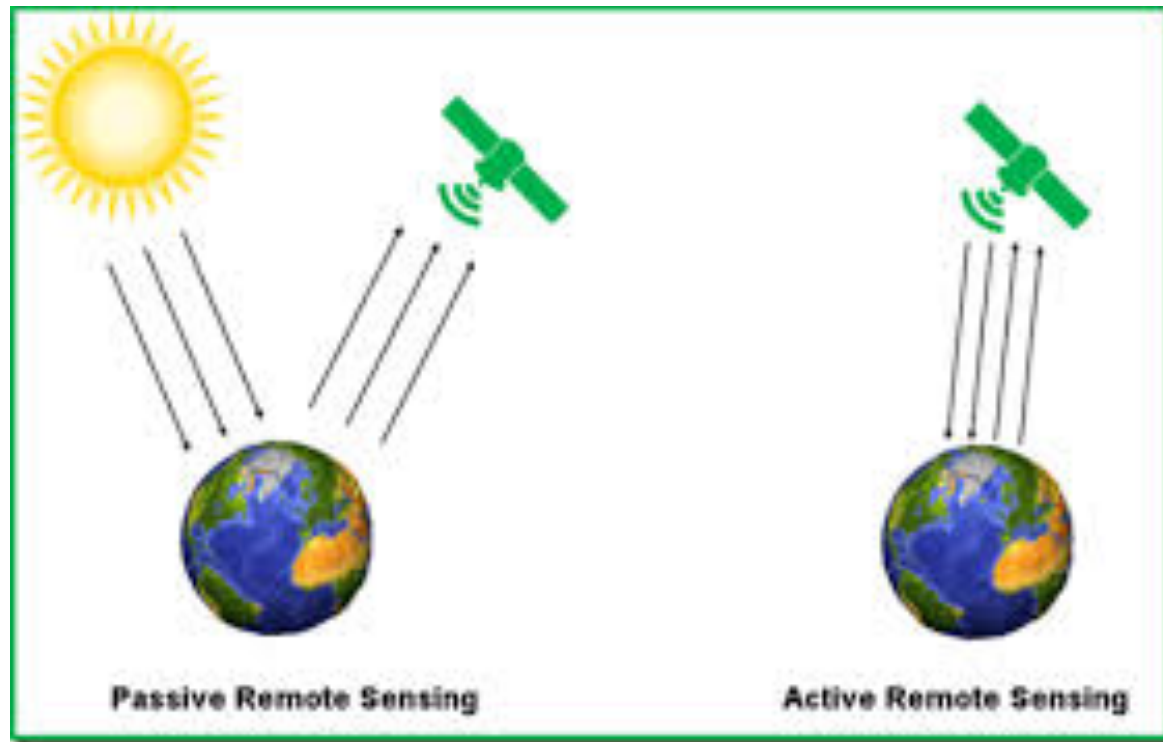
# Sensor Types



- Simple Sensors: sensors that don't require a lot of processing.
- Passive vs. Active (both simple or complex):
  - **Passive**: measures a physical property only, with a detector  
Ex: switches, resistive light sensors, cameras
  - **Active**: provides own signal/stimulus, with both an emitter and a detector  
Ex: reflectance and break beam, ultrasound and laser.

# Passive vs. Active Sensors

- Global satellite system

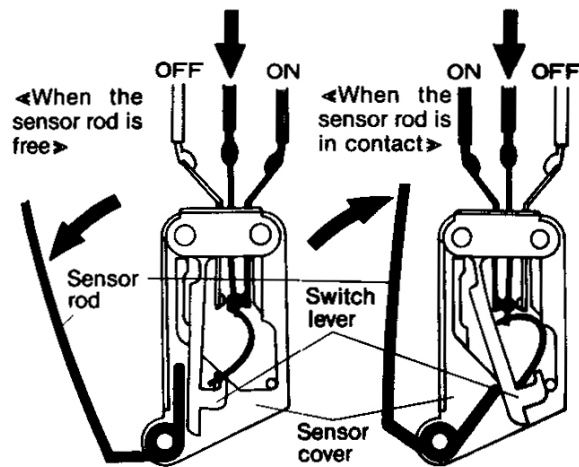
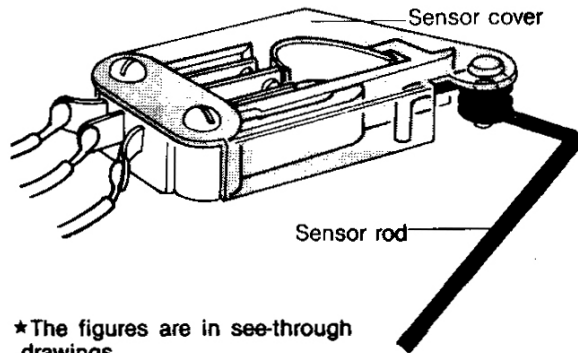


# Global satellite system

- Sun constantly emits light energy and is only source of natural light for earth
  - earth's surface produce natural emissions
- Passive sensors measure this energy or power
  - as a function of physical temperature, roughness and other physical characteristics related to earth
- Active sensors throw their own energy source towards earth
  - Energy reflected from earth's surface
  - Measured by active sensors

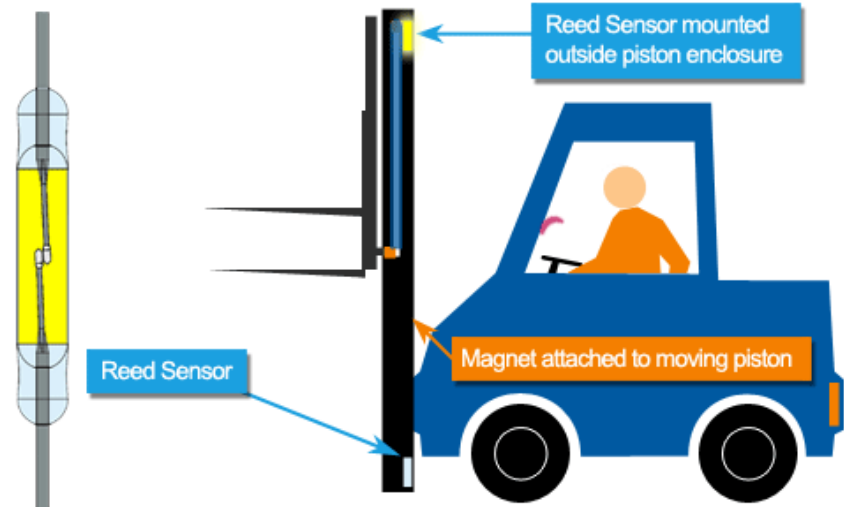


# Sensor Types (cont.)



«About the sensor»  
The sensor rod will activate the switch lever for turning on and off one of the two motors.

**Contact Sensor**



**Limit sensor**

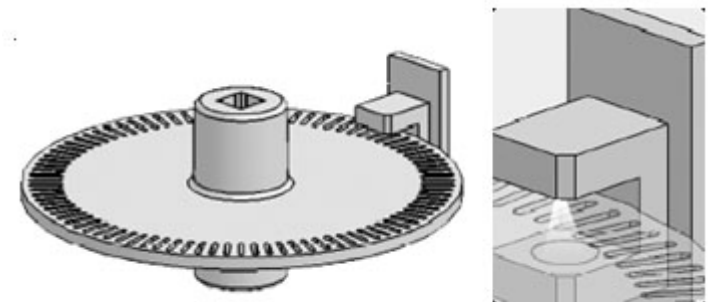


Figure 2. Optical shaft encoder disk

**Shaft encoder sensor**

# Light Sensors

- Photocells convert light intensity to resistance in the circuit
  - Work even with invisible light (such as infrared)
  - Could be used for measuring intensity, difference in intensity or break in continuity
- Reflectance sensors: active sensors with emitter and detector side by side
- Break beam sensors: emitter and detector face each other
- Calibration is used to reduce noise



# ROOMBA

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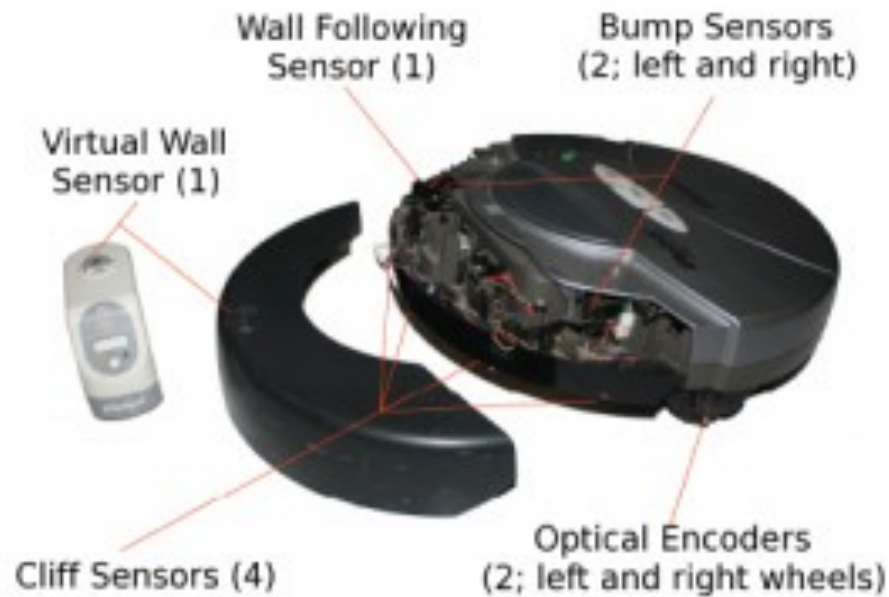
# iRobot ROOMBA

- The Roomba vacuums your floors and rugs at the press of a button, helping to maintain a cleaner home.
  - Self-navigation around corners and doors.
    - Combines input from smart sensors
    - Requires minimal human input
    - System Includes virtual wall units
      - Sends infra-red signals that cause robot to turn

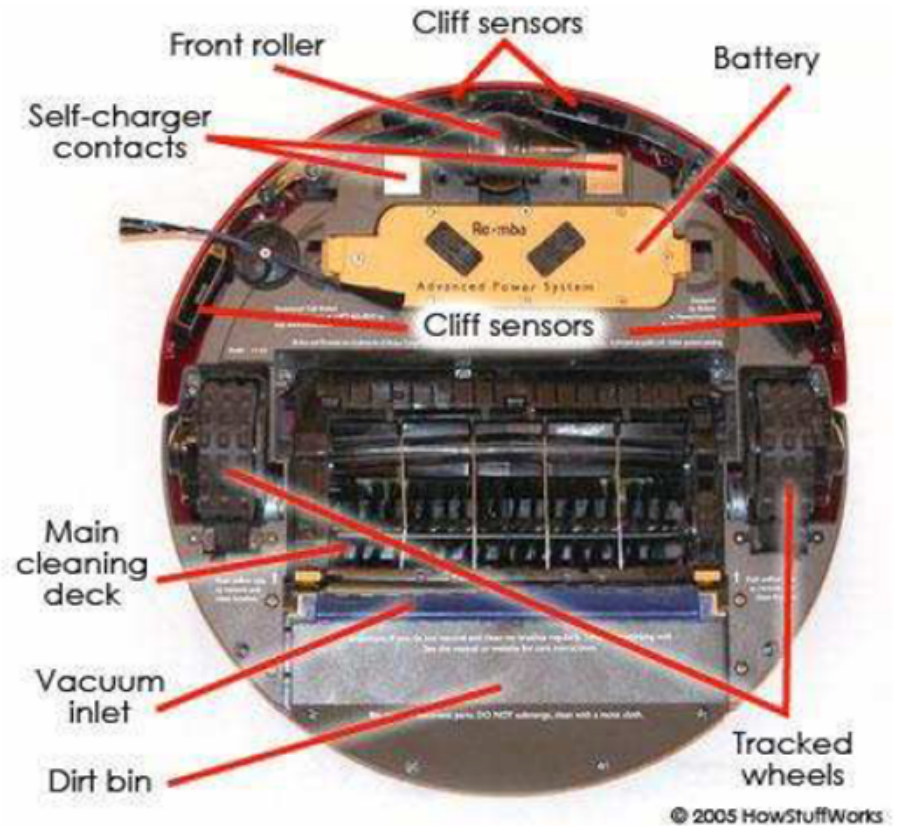
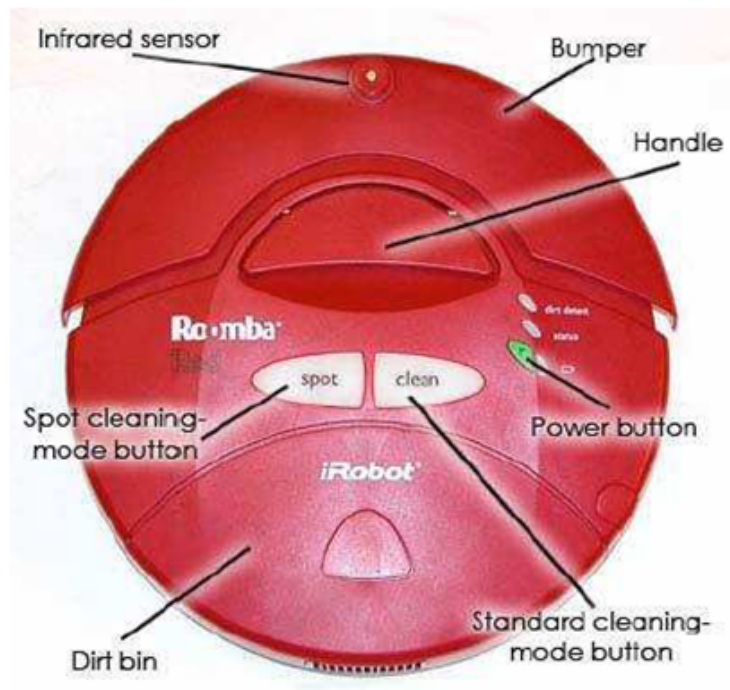


# How Roomba works

- The Roomba (sage) contains 10 sensors



# Top and bottom views



# Roomba Sensors



- The Roomba avoid steps by using cliff sensors.
  - Constantly send out infrared signals
    - Normally immediately bounce back
    - If approaching a cliff, the signals all of a sudden get lost.
- Wall sensor is located on the right side of the bumper
  - Lets Roomba follow very closely along walls and furniture without touching them.

# Roomba Sensors



- Object sensors activated when Roomba touches an obstacle
  - It then performs the sequential actions of backing up, rotating and moving forward until it finds a clear path



# Roomba Sensors



- A piezoelectric sensor used to detect dirt
  - Crystal that generates electrical impulses when touched
  - causing the robot to retrace its steps, clean a little slower and more thoroughly second time around
- Newer versions use infrared cameras to create a 'picture' of the room
  - Result in efficient, less random cleaning paths

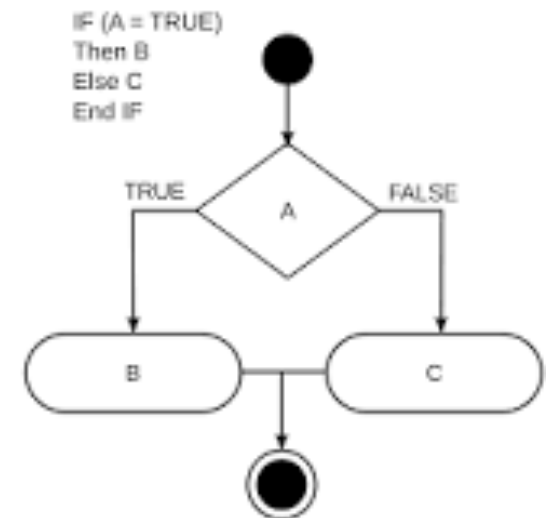
# Decision Making



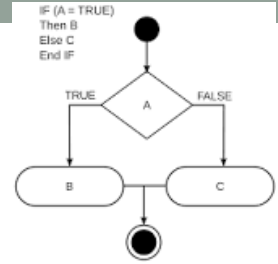
- Sensory inputs will make the robot a little more intelligent
  - such as the value of the light sensor,
- We need a decision-making mechanism
  - To enable robots to react to their environment autonomously (without a human touching it).
- How can we do that?
  - Conditional Execution

# Conditional Execution

- Conditional execution used in decision-making
  - in the programming environment.
  - Widely used in programming languages
  - Common example: If–then(–else)



# Conditional Execution



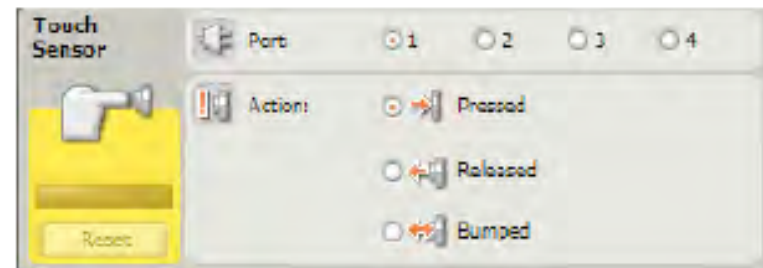
- Basic structure of if-then else construct:
  - If (boolean condition) Then
    - (consequent)
  - Else
    - (alternative)
  - End If

# Conditional Execution

- In MindStorms, implemented by Conditional Constructs (if-then-else)
  - allows programs to behave differently based on different values of sensor inputs.

## NXT Touch Sensor

The NXT Touch sensor's configuration panel is shown in Figure 9-1.



*Figure 9-1. The NXT Touch sensor's configuration panel*

# LAB

- Let's start working with robots!

