CISC 1003 - EXPLORING ROBOTICS

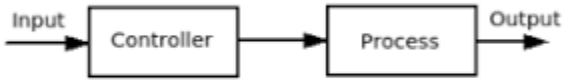
ROBOT CONTROL

CISC1003

Robot Control

- So far we talked about the robot bodies
  - Sensors, effectors, etc.
- But what about their brains?
  - How do robots make decisions?

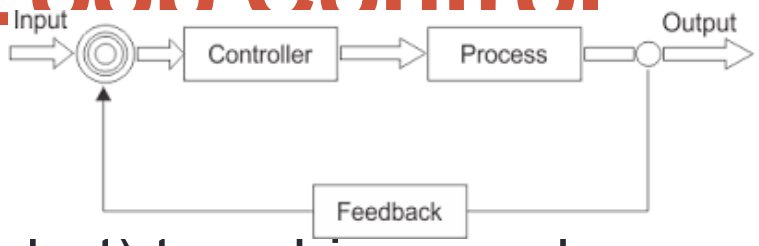
Open Loop Control



Open Loop Control System

- Sends commands to make a robot perform some movement
  - without attempting to check if it is doing things properly.
- For example: a rover on Mars being told by a human operator to go forward 1 meter.
  - If the wheels get dirt in them or hit a rock the robot won't move straight.

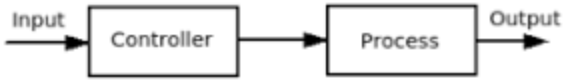
Feedback or Closed Loop Control



- ***Feedback control:***
  - A means of getting a system (a robot) to achieve and maintain a desired state
    - State is usually called the *set point*
  - Achieved by continuously comparing its current state with its desired state.
- ***Feedback*** refers to the information sent back
  - literally “fed back,” into the system’s controller.

Control Mechanisms

- Open Loop Control
  - Very few automatic controls or feedback system

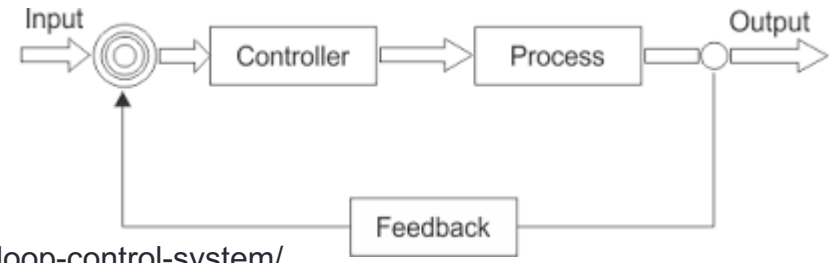


Open Loop Control System

https://www.marinerdesk.com/control-system/

Control Mechanisms

- Closed Loop Control
  - Has one or more feedback loops
  - Provides more accurate control of the process
    - Monitoring its output and “feeding” some of it back
    - compare the actual output with the desired output
      - Reduce the error
      - If required, bring the output of the system back to the original or desired response



https://www.electrical4u.com/control-system-closed-loop-open-loop-control-system/

Goals

- **Goal state**: the *desired state* of the system
  - where the system wants to be.
- In AI, there are two types of goals:
  - Maintenance and achievement goals

http://career-intelligence.com/get-what-you-want-with-smart-goals/

Goals

- ***Maintenance goals***:
  - Needed to reach a goal state
  - This will require ongoing active work on the part of the system.
  - Example Keeping a biped robot balanced
    - This is a maintenance goal.

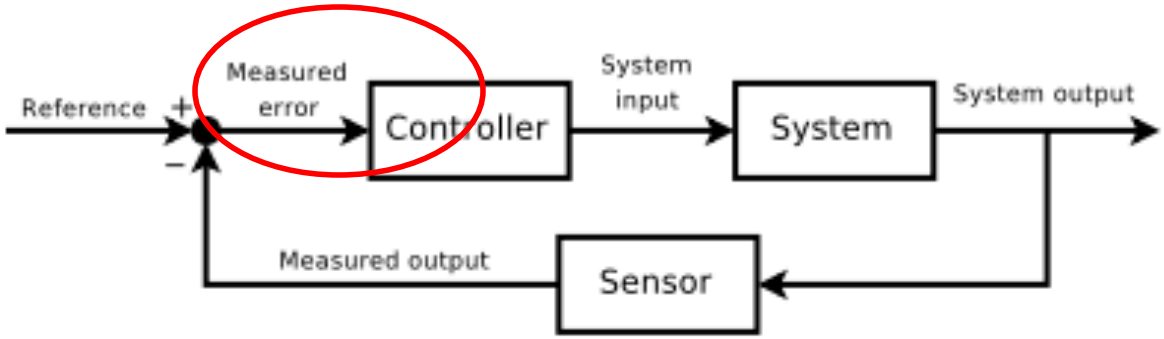
http://career-intelligence.com/get-what-you-want-with-smart-goals/

Goals

- ***Achievement goals***: states the system tries to reach
  - such as a particular location, perhaps the end of a maze
  - Once the system is there, it is done

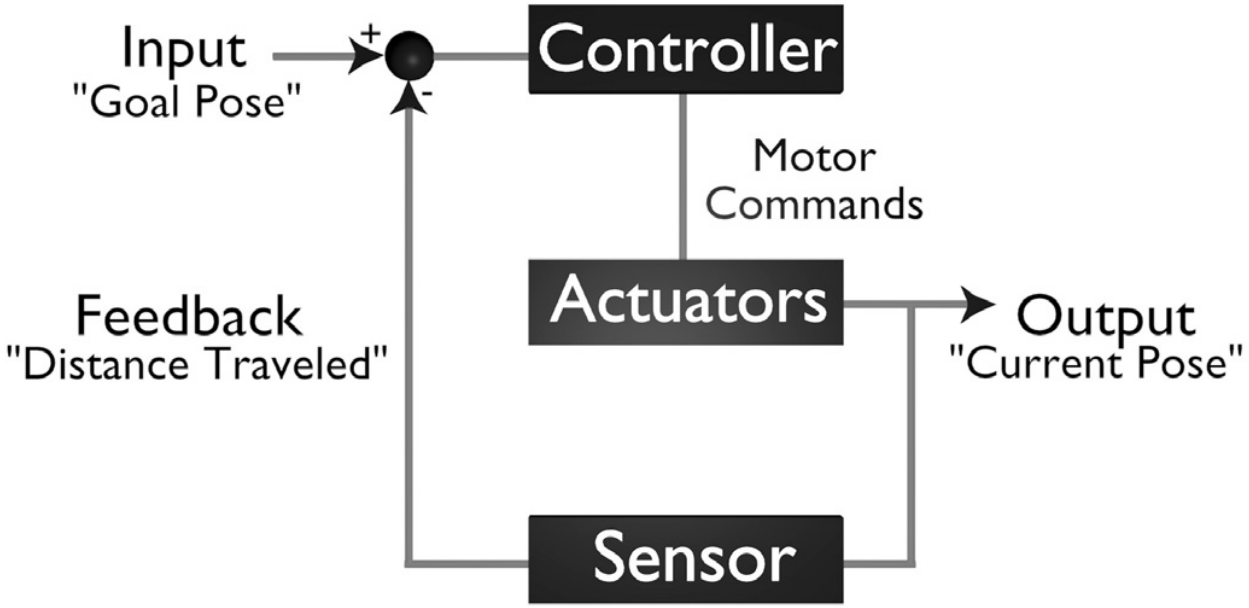
Errors

- *Error:* The difference between the current state and the goal state of a system.
  - The control system is designed to minimize error.
- Feedback control calculates the error in order to help the robot reach the goal.
  - When the error is zero (or small enough), the goal state is reached.



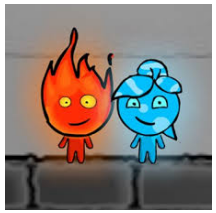
https://en.wikipedia.org/wiki/Control_theory

Feedback System



Feedback Example

- Real-world example of error and feedback:
  - The “hot and cold” game:
    - Player has to find or guess some hidden object (goal)
    - Participants help by saying things like “You’re getting warmer, hotter, colder, freezing” etc. (feedback)



http://www.safefood.eu/Start/Your-Tools/Bring-Back-Play/Hot-and-Cold.aspx
https://apkpure.com/hot-boy-and-cold-girl/com.frisbee.tpaf.stor

Feedback Example

- Imagine a overly simplified version of the same game
  - Users tell you only “You are there, you win!” or “Nope, you are not there.”
    - In that case, what they are telling you is only if the error is **zero** or **non-zero (**if you are at the goal state or not).
    - This is not very much information
      - It does not help you figure out which way to go in order to get closer to the goal, to minimize the error.

Feedback Example (cont.)

- In the normal version of the game, you are being given the ***direction of the error***
  - By being told “hot” or “cold”
  - Helps minimize the error and getting close to the goal.

Feedback Example (cont.)

- When the system knows how far off it is from the goal, it knows the ***magnitude of error***
  - The distance to the goal state.
  - In the “hot and cold” game:
    - Gradations of input used to indicate the distance from (or closeness to) the goal object.
      - freezing, chilled, cool, warm, and so on

Feedback Control Robot - Example

- *How would you write a controller for a wall-following robot using feedback control?*

https://www.youtube.com/watch?v=hzS_UQDfVKw

Feedback Control Robot – Example (cont.)

- The first step is to consider the goal of the task.
- In wall-following, the **goal state** is a particular distance, or range of distances, from a wall.
  - This is a **maintenance goal**, since wall-following involves keeping that distance over time.

Feedback Control Robot – Example (cont.)

- What is the error in case of wall-following?
  - The difference between the desired distance from the wall and the actual distance at any time.
- Whenever the robot is at the desired distance (or range of distances), it is in the goal state.
  - Otherwise, it is not.

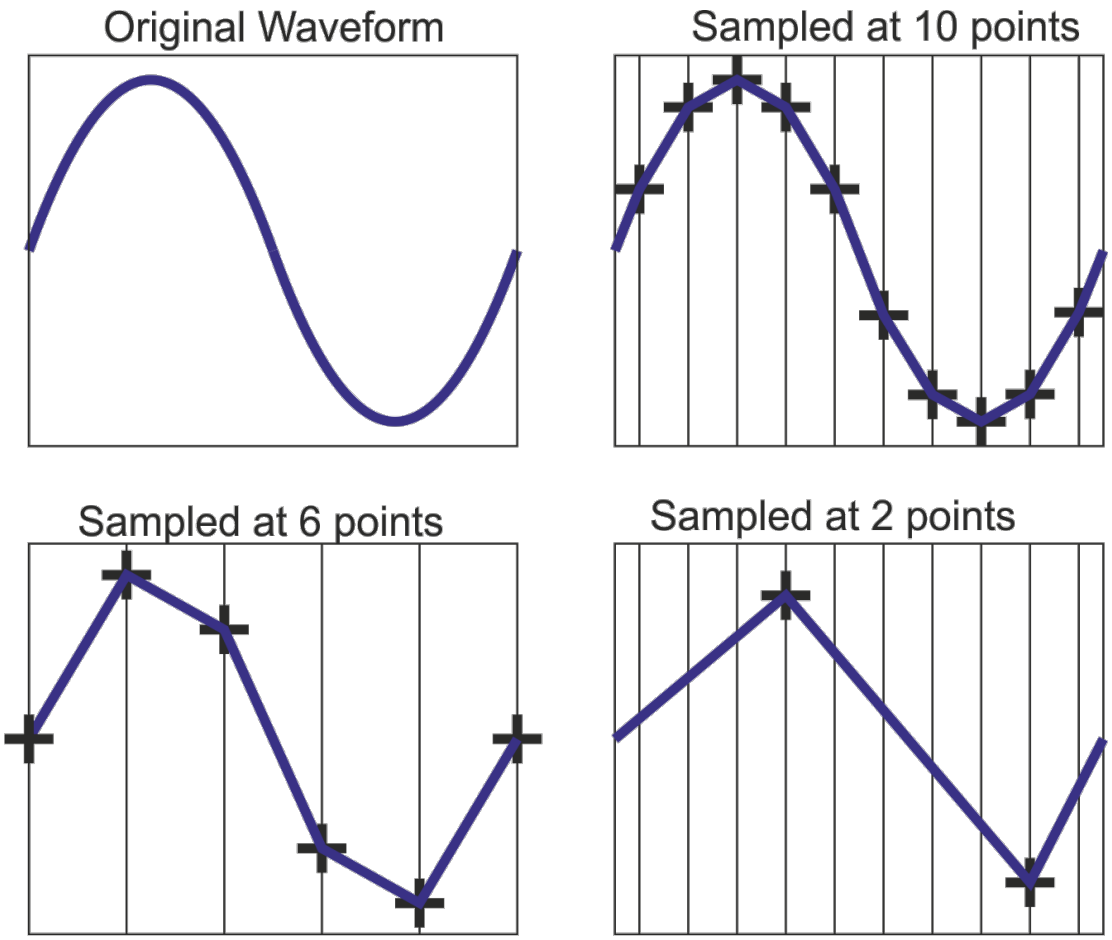
Feedback Control Robot – Example (cont.)

- *What sensor(s) would you use for a wall-following robot?*
  - *what information would they provide?*

Feedback Control Robot – Example (cont.)

- ***Sampling Rate:***
  - The rate with which new distance-to-wall is sensed and computed
  - Controls the interval at which sensor events are sent to your application
  - Sensors will have a maximum sampling rate
    - Part of their specifications

Sampling Rate



https://www.reddit.com/r/WeAreTheMusicMakers/comments/3x4hl2/what_is_sample_rate_and_how_to_use_it_correctly/

Feedback Control Robot – Example (cont.)

- Whatever sensor is used, assume that it provides the information to compute *distance-to-wall*.
- Consider the following controller:
  - If distance-to-wall is in the desired range,
    - keep moving forward.
  - If distance-to-wall is larger than desired,
    - turn toward the wall,
  - If distance-to-wall is smaller than desired,
    - turn away from the wall

Feedback Control Robot – Example (cont.)

- Given the previous controller algorithm, what will robot do?
  - The robot's behavior will keep it moving and wiggle back and forth as it moves along.
- How much switching back and forth will it do?
  - That depends on two parameters:
    - How often the error is computed.
    - How much of a correction (turn) is made each time.

Feedback Control Robot – Example (cont.)

Consider the following controller:

- If distance-to-wall is exactly as desired,
  - keep going.
- If distance-to-wall is larger than desired,
  - turn by 45 degrees toward the wall,
  - else
    - turn by 45 degrees away from the wall.

Feedback Control Robot – Example (cont.)

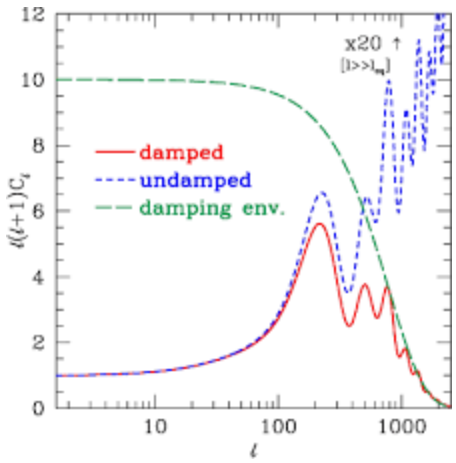
- Given this algorithm, what will robot do?
  - It oscillates a great deal
    - Rarely if ever reaches the desired distance before getting too close to or too far from the wall.
  - In general, the behavior of any simple feedback system oscillates around the desired state.
    - Therefore, the robot oscillates around the desired distance from the wall
    - most of the time it is either too close or too far away.

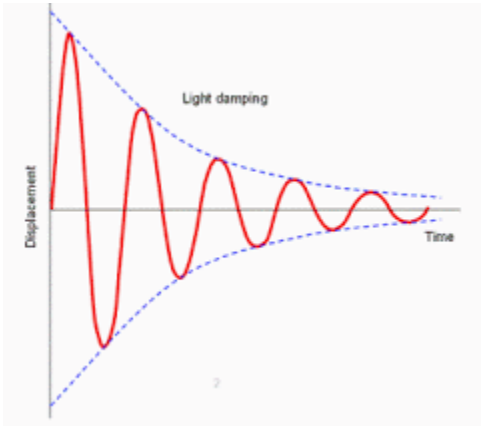
How can we decrease this oscillation?

- There are a few things we can do:
  - Compute the error often, so the robot can turn often rather than rarely.
  - Adjust the turning angle so the robot turns by small rather than large angles.
  - Find the optimal range of distances that defines the robot's goal.

Decreasing Oscillations (cont.)

- *Damping* refers to the process of systematically decreasing oscillations.
  - A system is properly *damped* if it does not oscillate out of control.





http://background.uchicago.edu/~whu/physics/damping.html
https://www.patana.ac.th/secondary/science/anrophysics/ntopic4/commentary.htm

Decreasing Oscillations (cont.)

- Motor response to speed commands plays a key part in control, wear and tear on the gears.
  - The faster the response, the better the control

https://www.indiamart.com/proddetail/10-hp-electric-motor-16438837788.html

Decreasing Oscillations (cont.)

- *Actuator uncertainty* makes it impossible for a robot to know the exact outcome of an action ahead of time
  - similar to human actions and responses
  - even for simple actions
    - such as “Go forward three feet.”

https://www.robotshop.com/blog/en/how-do-i-choose-appropriate-actuators-6903

QUESTIONS

INTRODUCTION TO PROGRAMMING

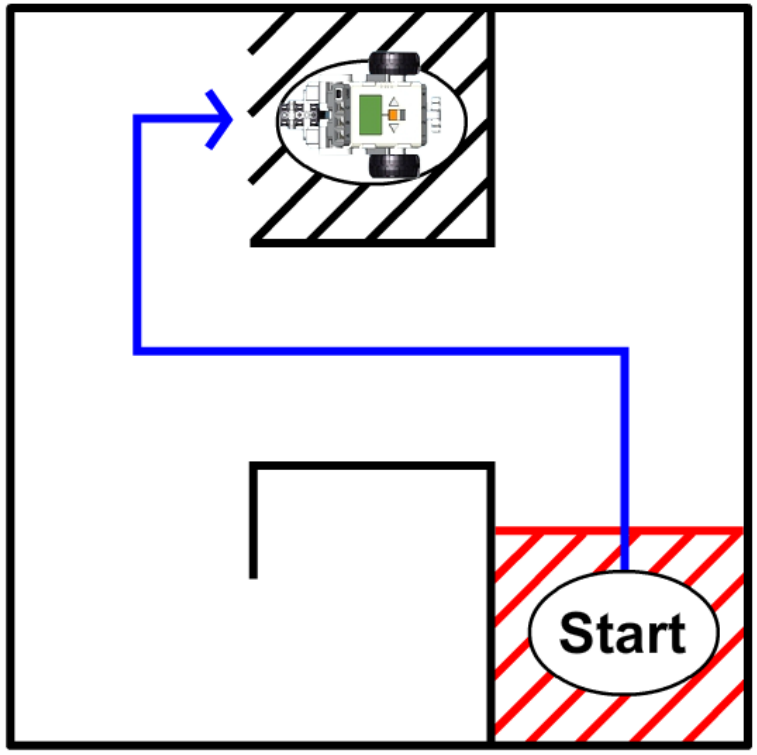
Task Planning, Pseudocode

Task Planning

- What is the problem?
  - Identify the tasks you need

Task Planning

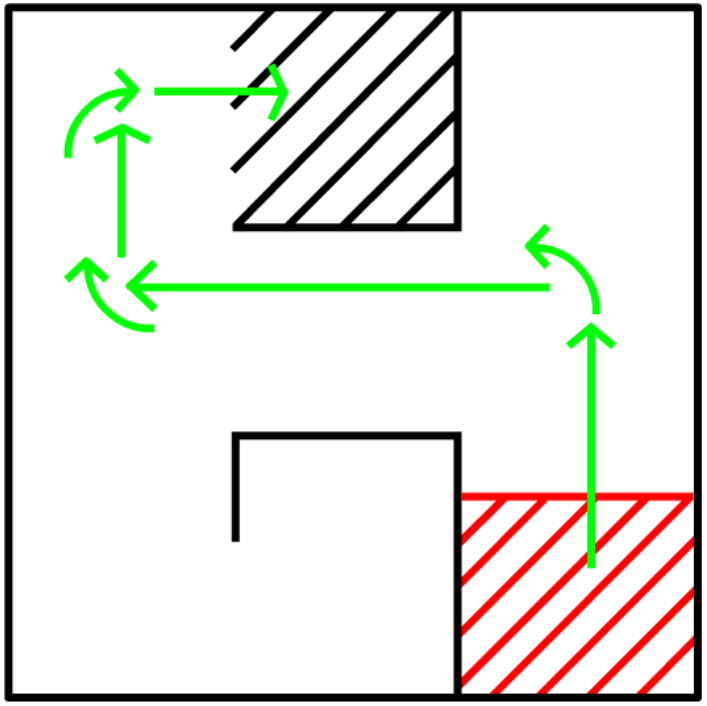
- Example: follow the path



http://cmra.rec.ri.cmu.edu/previews/nxt_products/nxt_video_trainer2/

Task Planning

- Break the main path into smaller paths:



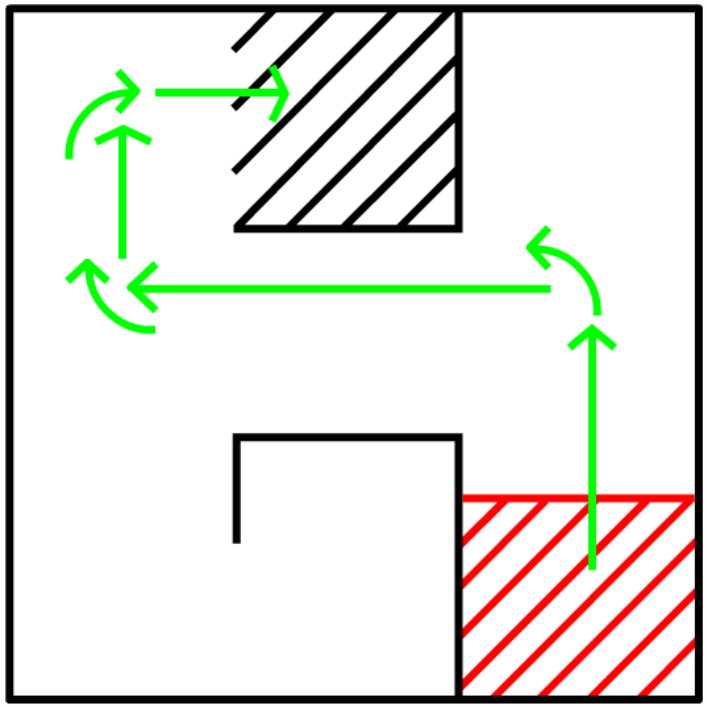
http://cmra.rec.ri.cmu.edu/previews/nxt_products/nxt_video_trainer2/

Task Planning

- Each of the smaller paths is a sub-task
- Write down the sequence of sub-tasks that is needed

Task Planning

- Follow the path:
  - Move forward
  - Turn left
  - Move forward
  - Turn right
  - Move forward
  - Turn right
  - Move forward



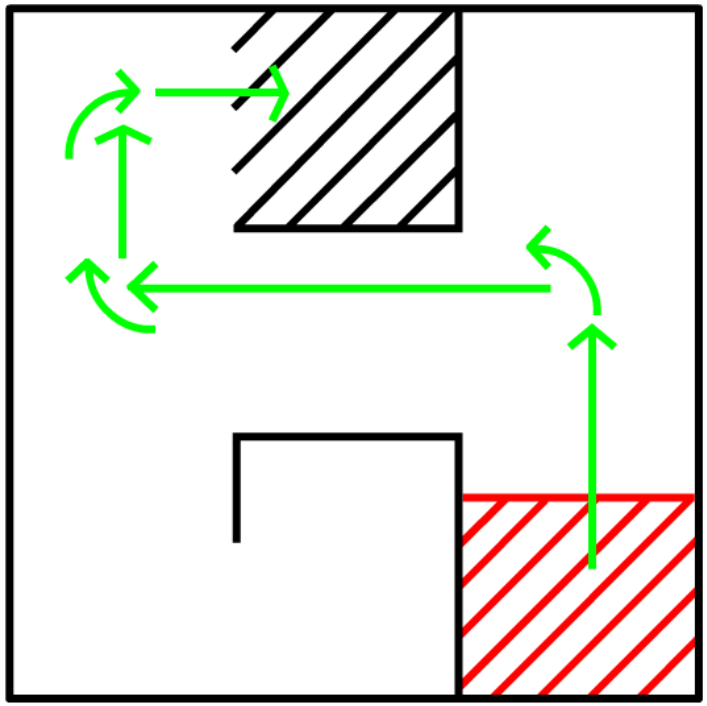
http://cmra.rec.ri.cmu.edu/previews/nxt_products/nxt_video_trainer2/

Task Planning

- Can we break these into smaller tasks?

Task Planning

- Follow the path:
  - Move forward
    - Left motor forward
    - Right motor forward
    - Wait 2 seconds
  - Turn left
    - Left motor reverse
    - Right motor forward
    - Wait 1 second
- Etc…



http://cmra.rec.ri.cmu.edu/previews/nxt_products/nxt_video_trainer2/

Pseudocode

- As we increase the level of details, we will reach commands we can express directly in programming language
- This is the plan the robot needs to follow
- The steps are written in English
  - So can be understood by the human programmer
- This is called *Pseudocode*

Pseudocode Example

```
task main()
{
 while ( touch sensor is not pressed )
  {
    Robot runs forward

    if (sonar detects object < 20 cm away)
    {
      Robot stops

      Robot turns right
    }
  }
}
```

http://cdn.robotc.net/pdfs/nxt/reference/hp_pseudo_flow.pdf

QUESTIONS

Lab time!

- Let’s work with our robots!