Sistemi Intelligenti Avanzati Corso di Laurea in Informatica, A.A. 2020-2021 Università degli Studi di Milano



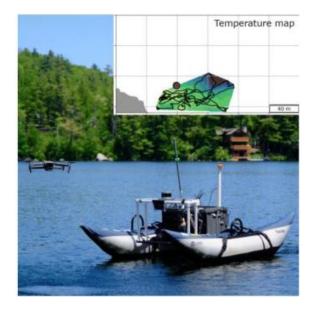
# Introduction to Autonomous Mobile Robotics

Matteo Luperto Dipartimento di Informatica matteo.luperto@unimi.it

#### Autonomous mobile robots









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# What defines an autonomous mobile robot?

- Its architecture / configuration
  - Wheeled or legged
  - Humanoid
  - Fling UAV, fixed wing
  - Water ASV, underwater
  - •
- Its environment
  - Indoor (house, office, logistic, hospitals)
  - Outdoor (Field, marine, flying, space)
- Its tasks
  - Assistive / Collaborative (cleaning)
  - Patrolling / Surveillance
  - Urban Search and Rescue
- Its interaction with humans
  - Autonomous vs semi-autonomous
- Multi-robot





#### Autonomous mobile robots

What is an autonomous mobile robot?

# An <u>agent</u> that autonomously moves inside a given <u>environment</u>, to perform a given <u>task</u>

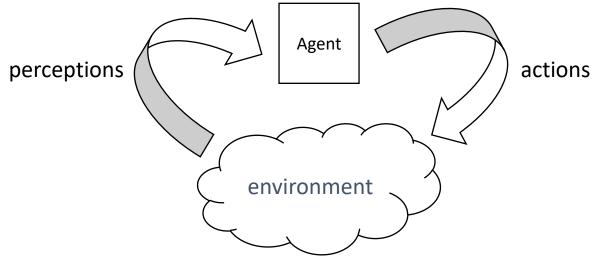




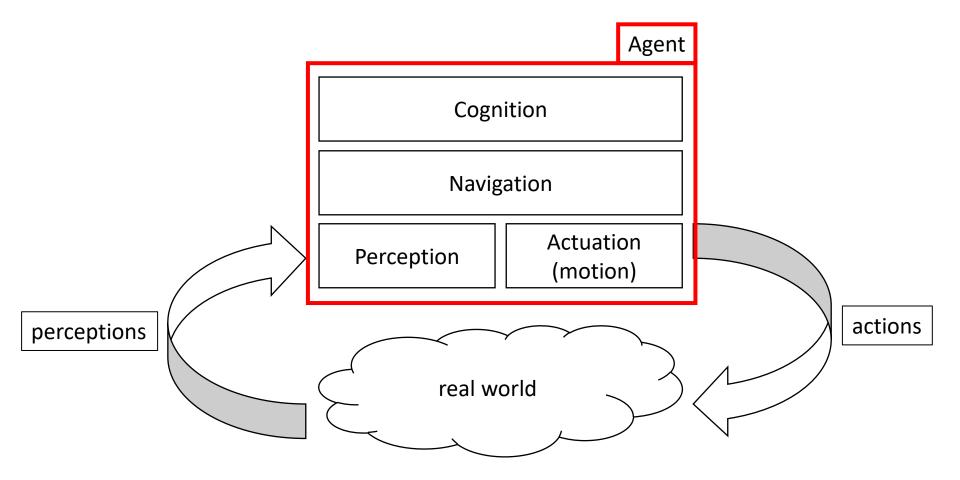
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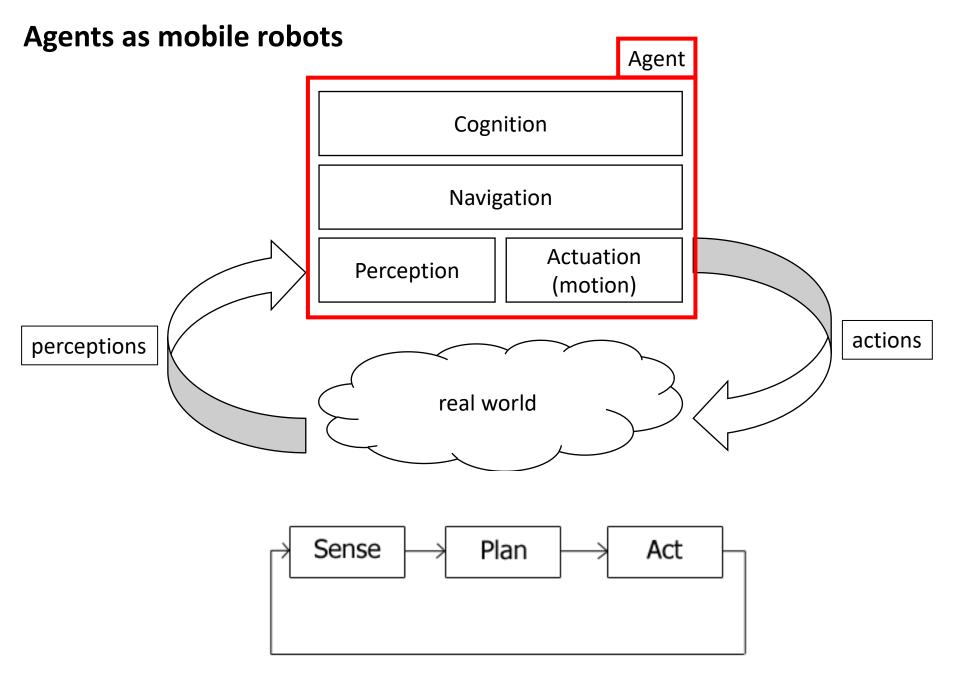
#### **Robots as Agents**

- "[...] anything that can be viewed as perceiving its environment through sensors and acting upon that environment through actuators." [Russel, Norvig 1995]
- "[...] a computer system that is situated in some environment, and that is capable of autonomous action in this environment in order to meet its delegated objectives." [Wooldrige, 2009]



#### Agents as mobile robots





#### **Environments and tasks**



# What we want robot to do? tedious, boring, hazardous, costly tasks that we do not want to do (or to help us in doing so)

#### **Environments and tasks**



What we currently have are robots that can perform repetitive simple tasks into controlled environments (e.g., industrial robots).

What we want is a sci-fi general AI robot capable of interacting with us and adapt to new challenges and tasks



Despite costs (still quite high) manipulators are "commonly" used in manufacturing, but for performing repetitive and preprogrammed tasks...

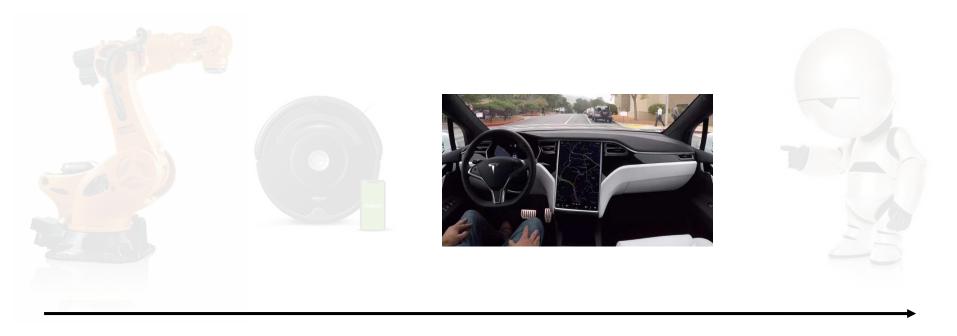


Despite costs (still quite high) manipulators are "commonly" used in manufacturing, but for performing repetitive and preprogrammed tasks...

...however their generalization to different settings (e.g. logistics, small manufacturing, ...)

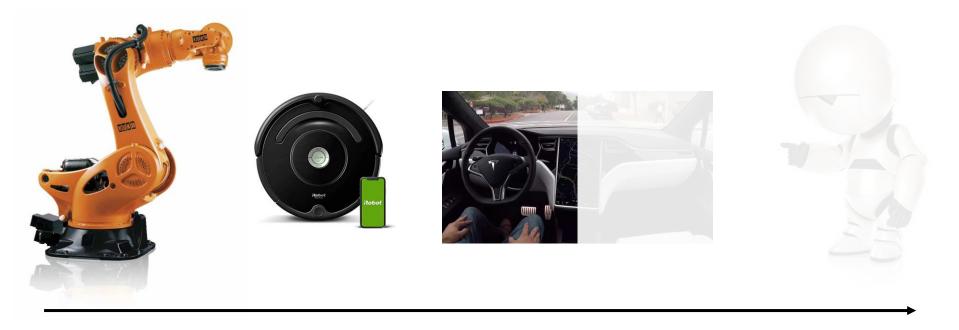


Domestic robots are slowly coming, but even in this case they have limited abilities and they can perform only simple tasks (vacuum cleaners, lawnmowers, ...)



Autonomous driving cars are "almost" here, however:

- Driving in roads is a problem that is "easy" to be modeled
- How to do the last mile towards *really* having autonomous road vehicles is still unknown (a lot of effort, and money, since 2010, no results)



Broadly speaking: if we simplify the environment enough, and we simplify the robot's tasks enough, we can *have* autonomous robots...

...but there are still major limitations that prevents the widespread adoption of such machines.

(on the other side, general AI sci-fi robots are still sci-fi)



An <u>agent</u> that autonomously moves inside a given <u>environment</u>, to perform a given <u>task</u>

The major limitations of modern robots are due to the fact that a robots need to make <u>decisions</u> to adapt their behaviour to the *environment* towards reaching theirs *tasks*...

- *Embodiment* = is it related to limitation in the robot HW?
- *Cognition* = is it related to limitation in the robot reasoning / SW?



### [Pieter Abbeel, 2008]



An <u>agent</u> that autonomously moves inside a given <u>environment</u>, to perform a given <u>task</u>

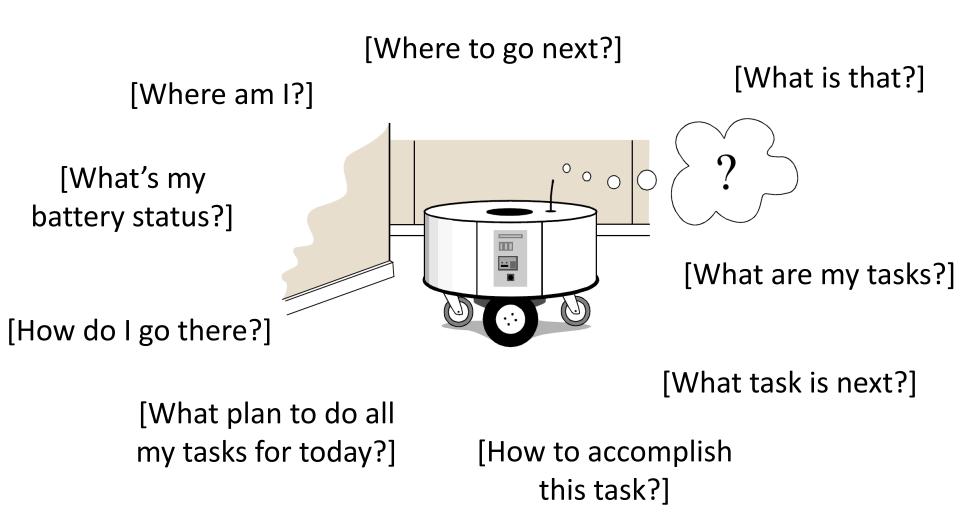
So it seems that, while we still have major limitations in terms of robots' actuation (wheels, arms, grippers) sensorial perception (sensors) and computational power (CPU/GPU,Memory), the main limitation is still related to their cognition level, i.e. how to make decisions.



An <u>agent</u> that autonomously moves inside a given <u>environment</u>, to perform a given <u>task</u>

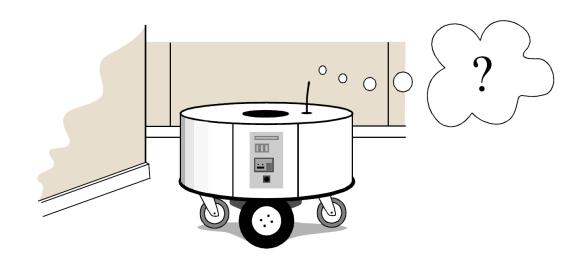
If we have to pick one major issues about modern autonomous robots, the main one is *perception*, as it involves the *interpretation* of sensed data in a meaningful way.

Thus, *mobility* is a critical aspects as depends on perception and interpretation (while, manipulators, have less strict requirements)

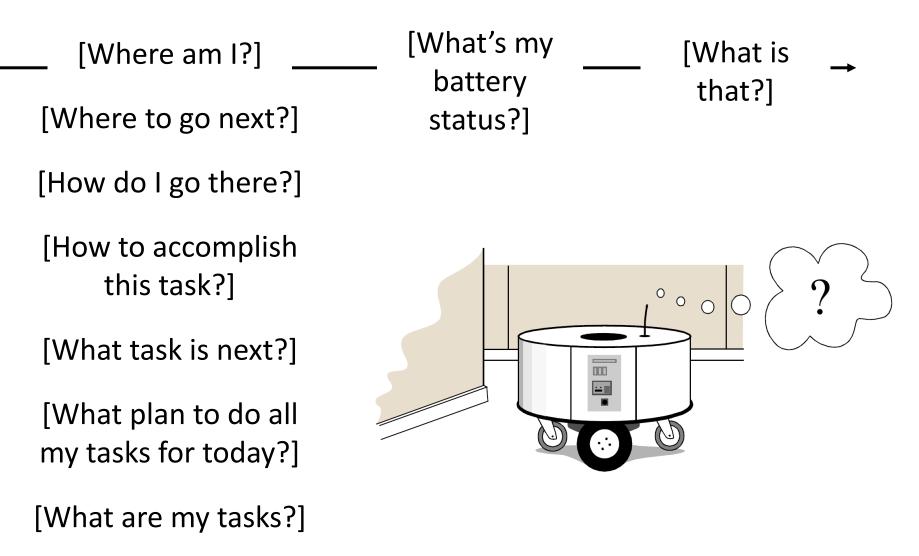


An autonomous mobile robot needs to solve different concurrent tasks

[Where am I?] [Where to go next?] [How do I go there?] [How to accomplish this task?] [What task is next?] [What plan to do all my tasks for today?] [What are my tasks?] [What's my battery status?] [What is that?]



*Divide et impera*: divide robot functionalities in sub-problems, organize them at different level of abstraction, solve them separately, integrate



Adapt the execution to environmental changes, unexpected events, make robust solutions (e.g., self-driving cars)<sup>21</sup>

[Where am I?]

[Where to go next?]

[How do I go there?]

[How to accomplish this task?]

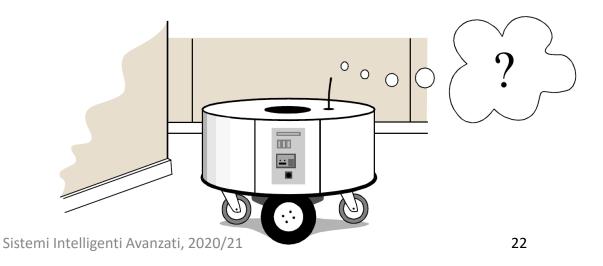
[What task is next?]

[What plan to do all my tasks for today?]

[What are my tasks?]

Navigation and mapping and their subproblems:

Motion, mapping, localization, path planning, path execution



[Where am I?]

[Where to go next?]

[How do I go there?]

[How to accomplish this task?]

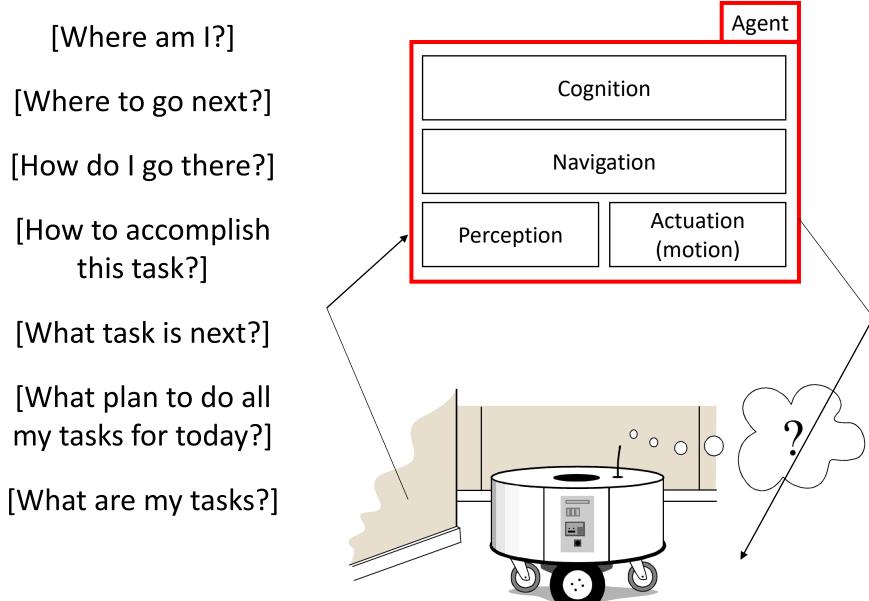
[What task is next?]

[What plan to do all my tasks for today?]

[What are my tasks?]

Task-related problems: manipulation, grasping, humanrobot interaction, cleaning, patrolling, ...





[Where am I?]

[Where to go next?]

[How do I go there?]

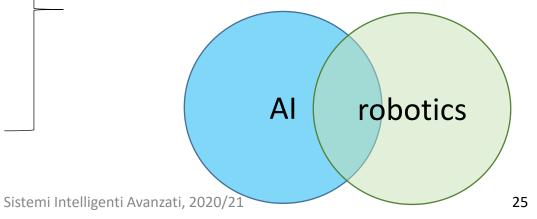
[How to accomplish this task?]

[What task is next?]

[What plan to do all my tasks for today?]

[What are my tasks?]

Planning problems, AI for robotics



# Different robots, different level of complexity

Domain			Appl	licatio	n Fea				Duration			AI A	reas		System	
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•									Years	0	•	_	•	0	_	IPEX [11]
Marine	Μ	L	L	Μ	н	н	L	н	Days	0	•	0	•	_	0	AUVs [12], [13]
									Months	0	0	-	0	-	_	Gliders [14]
Air	Μ	Μ	Μ	Н	Н	Н	Μ	Μ	Days	0	•	0	0	_	_	AtlantikFlyer [15]
Field	н	М	L	Μ	Н	М	М	М	Days	•	•	0	_	0	0	VT&R2 [16]
Tielu			L	IVI	п	IVI			Years	•	•	0	_	_	0	BearNav [17], [18]
					М	н	М	L	Days	0	•	•	0	_	0	VaMP [19]
Road	Μ	L	Μ	Н					Days	0	•	0	0	_	0	ARGO [20]
Road	141		141						Months	0	•	0	0	_	0	PANS [21]
									Months	0	•	0	0	_	0	VIAC [22]
									Days	•	0	0	•	•	0	Rhino [23]
									Days	•	0	0	•	•	0	Minerva [24]
Service	Н	н	н	L	Н	L	Н	Μ	Days	•	0	0	0	•	0	Willow Garage [25]
									Months	•	•	•	•	•	•	STRANDS [26]
									Years	•	•	•	•	•	•	CoBot [27]

Legend: L low, M medium, H high, - not integrated,  $\circ$  partially integrated,  $\bullet$  fully integrated

# Different robots, different level of complexity

Domain	_		Appl	icatio	n Fea				Duration			AI A	reas		System	
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									Days	0	•	•	0	_	0	VaMP [19]
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Roud		1							Months	0	•	0	0	_	0	PANS [21]
									Months	0	•	0	0	_	0	VIAC [22]
									Days	•	0	0	•	•	0	Rhino [23]
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Road		L	М	Н	Μ	н	Μ	L	Days	0	•	0	0	_	0	ARGO [20]
Road	141	L	141		11/1	п	111	L	Months	0	•	0	0	_	0	PANS [21]
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#### **Autonomous Robots at large**

Mechanics **Kinematics Control Theory** Signal Processing Information Theory **Probability Theory Artificial Intelligence Computer Vision** Multi Agent Systems

Multiple perspectives and fields involved, from HW to SW

There is no single solution on how to address this problem (robotics is still a young field)

