

Welcome to

**CSE 571**

**Probabilistic Robotics**

Instructor: Dieter Fox

Teaching Assistant:  
Peter Henry

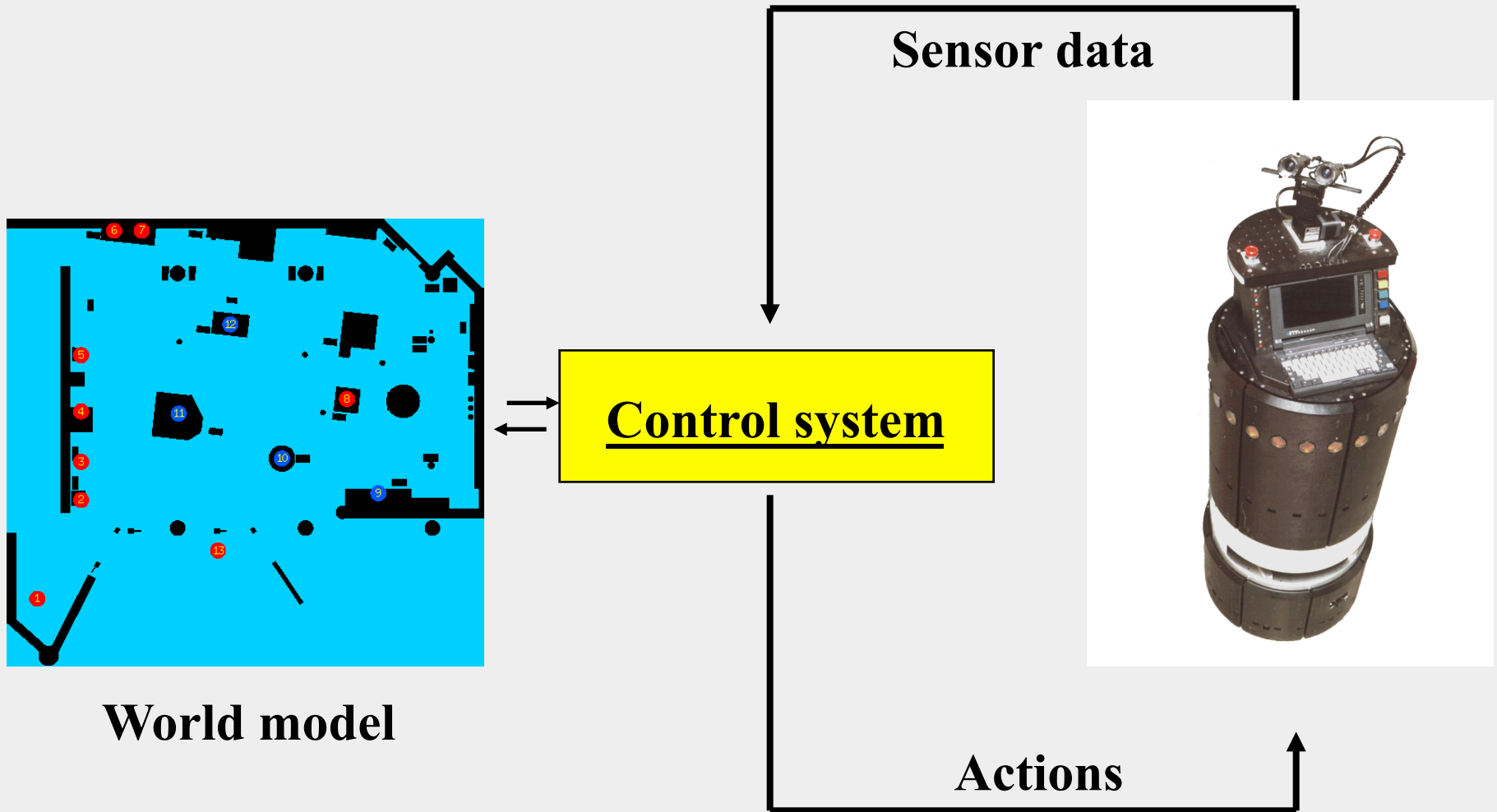
# Organization

- T/Th 12:00 – 1:20
  - Lectures, discussions (EE1 026)
  - Homework, project
  
- Web page:
  - <http://www.cs.washington.edu/571>

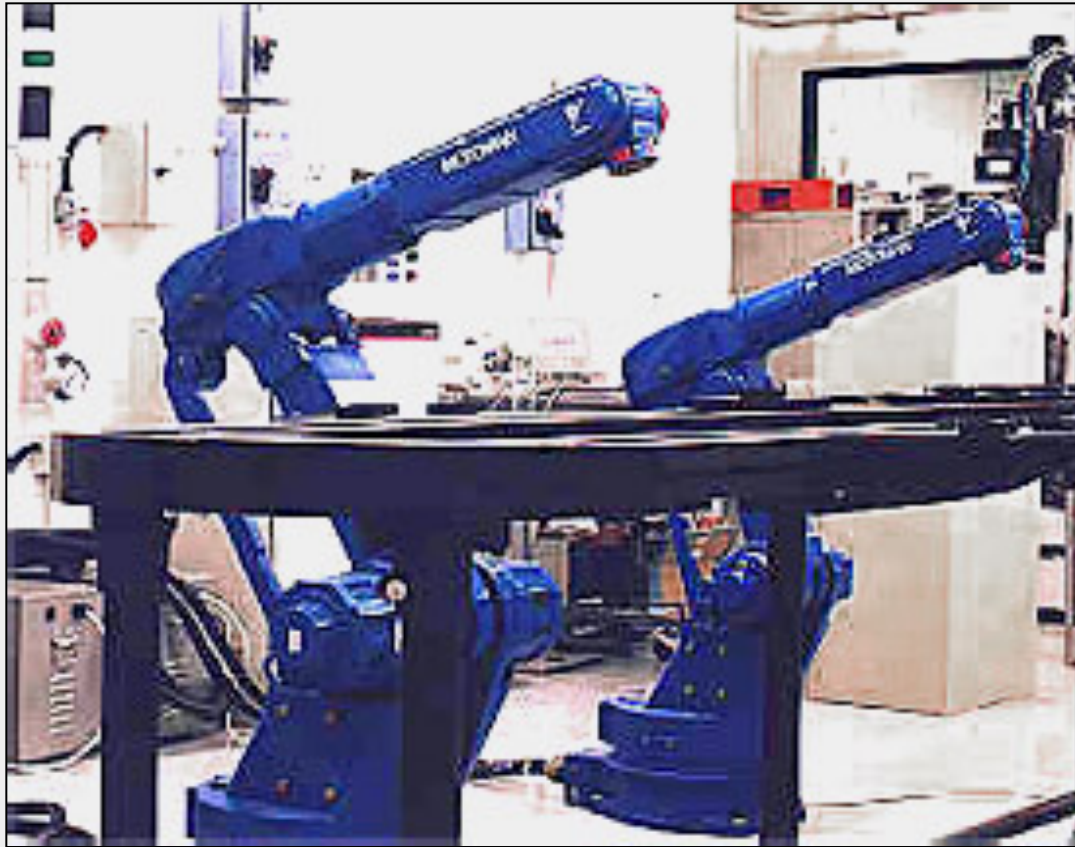
# Goal of this course

- Provide an overview of problems / techniques in robotics
- Deep understanding of estimation in dynamic systems
  - Probabilistic models
  - Inference, learning
- Hands-on experience

# High-level View on Robot Systems



# Robotics Yesterday

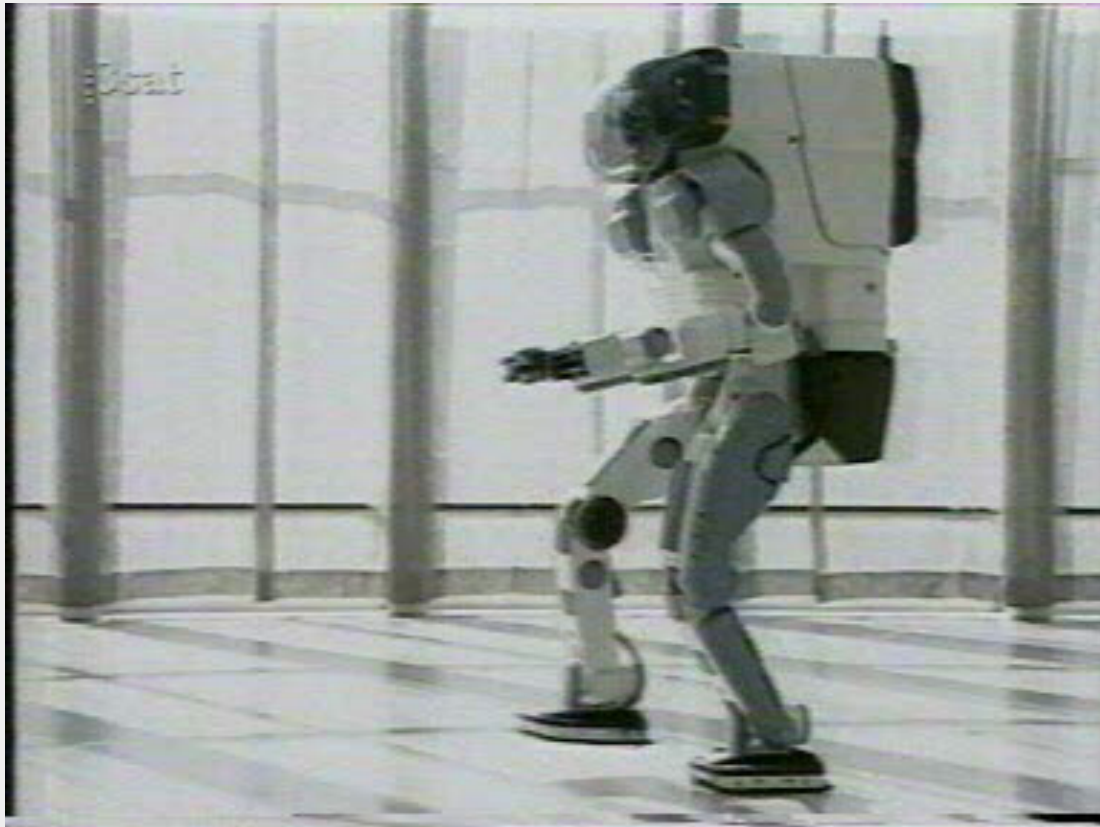


# Current Trends in Robotics

Robots are moving away from factory floors to

- Entertainment, toys
- Homes (personal robotics)
- Medical, surgery
- Industrial automation  
(mining, harvesting, warehouses, ...)
- Hazardous environments  
(space, underwater, battlefields, ...)
- Roads

# Humanoids: Honda P2



Honda P2 '97

# Honda Asimo

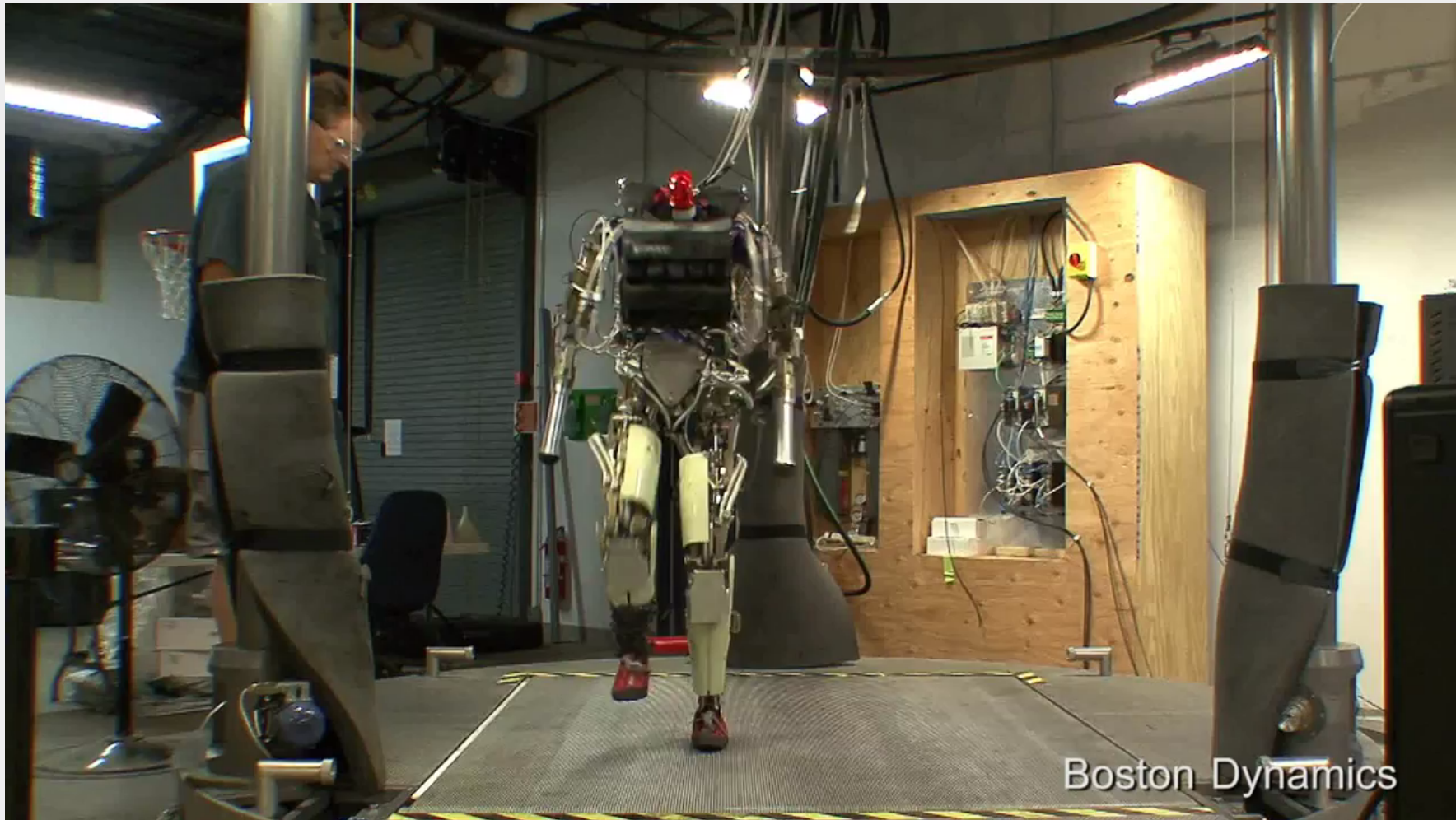




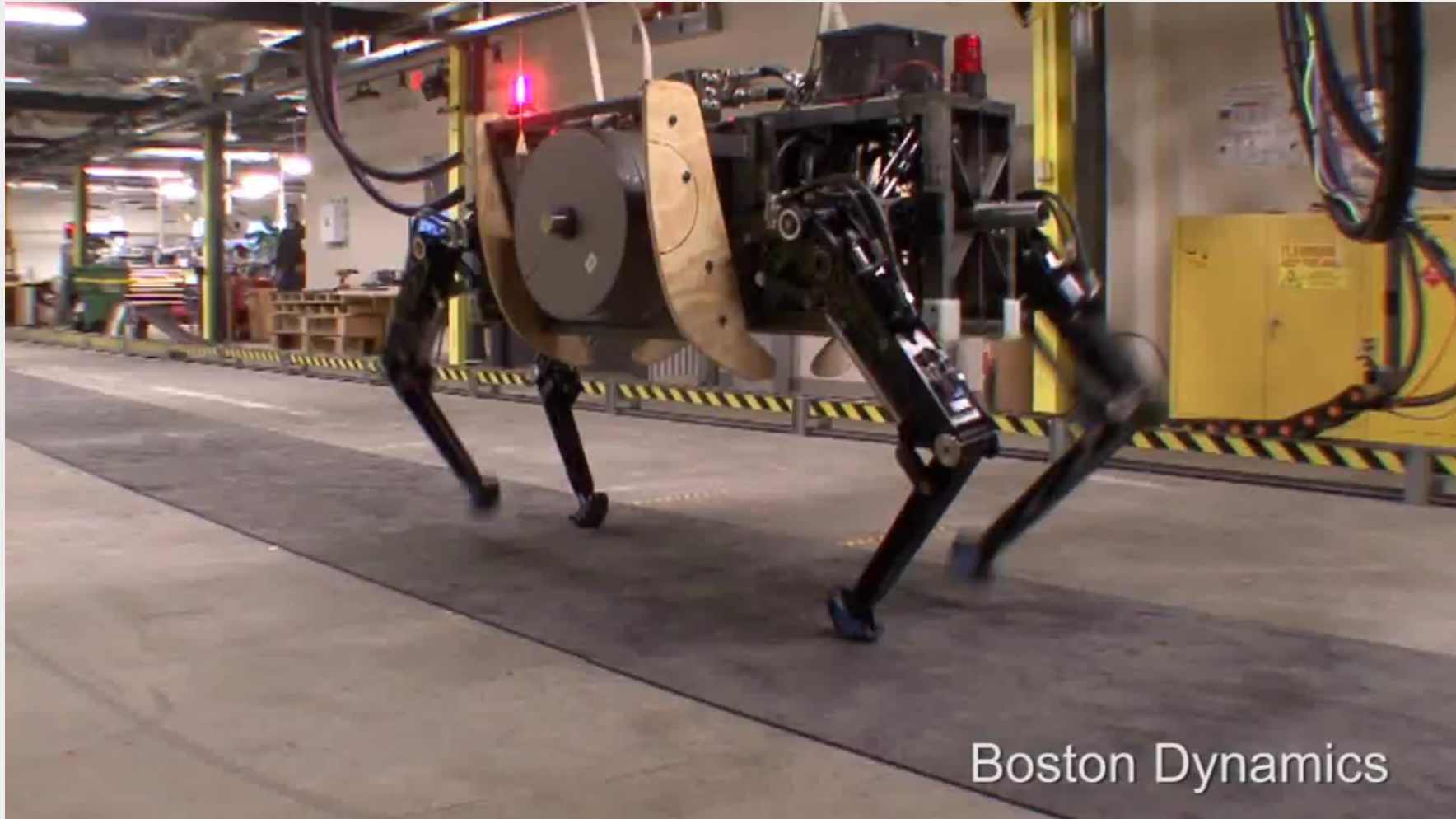
# Control: BigDog



# Control: Boston Dynamics



# Control: Boston Dynamics



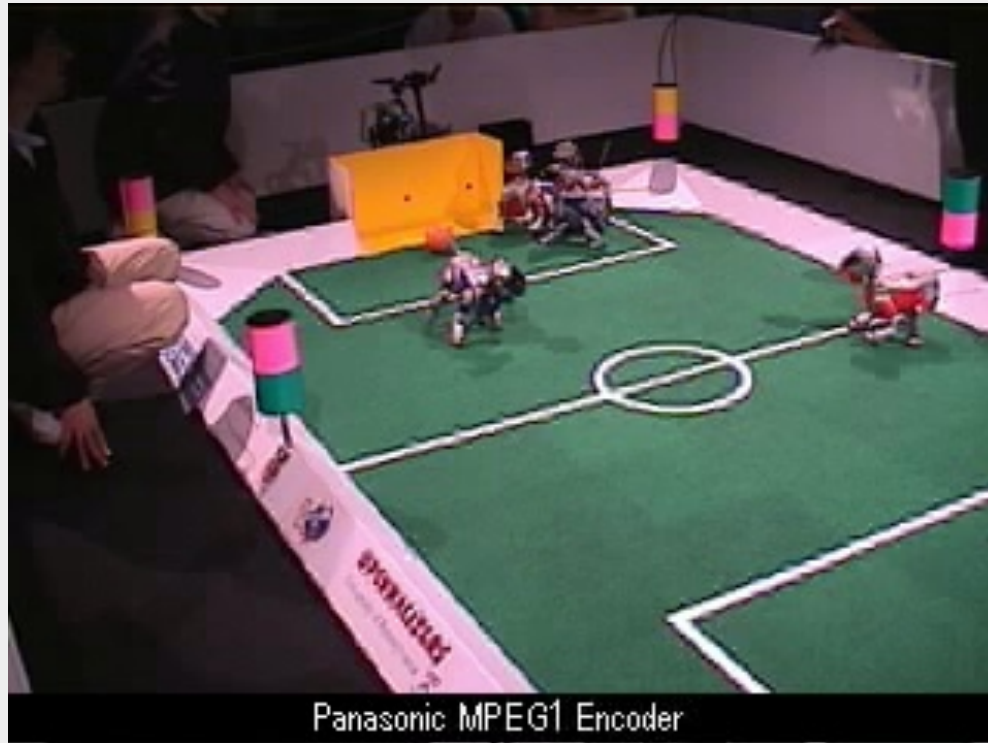
# Control: Helicopter Flight



# RoboCup: Integrated System Research

- Focus on addressing all problems at once
  - Hardware development
  - Perception
  - Low level control
  - High level planning and decision making
  - Multi robot systems

# RoboCup-99, Stockholm, Sweden



# RoboCup Small Humanoid League

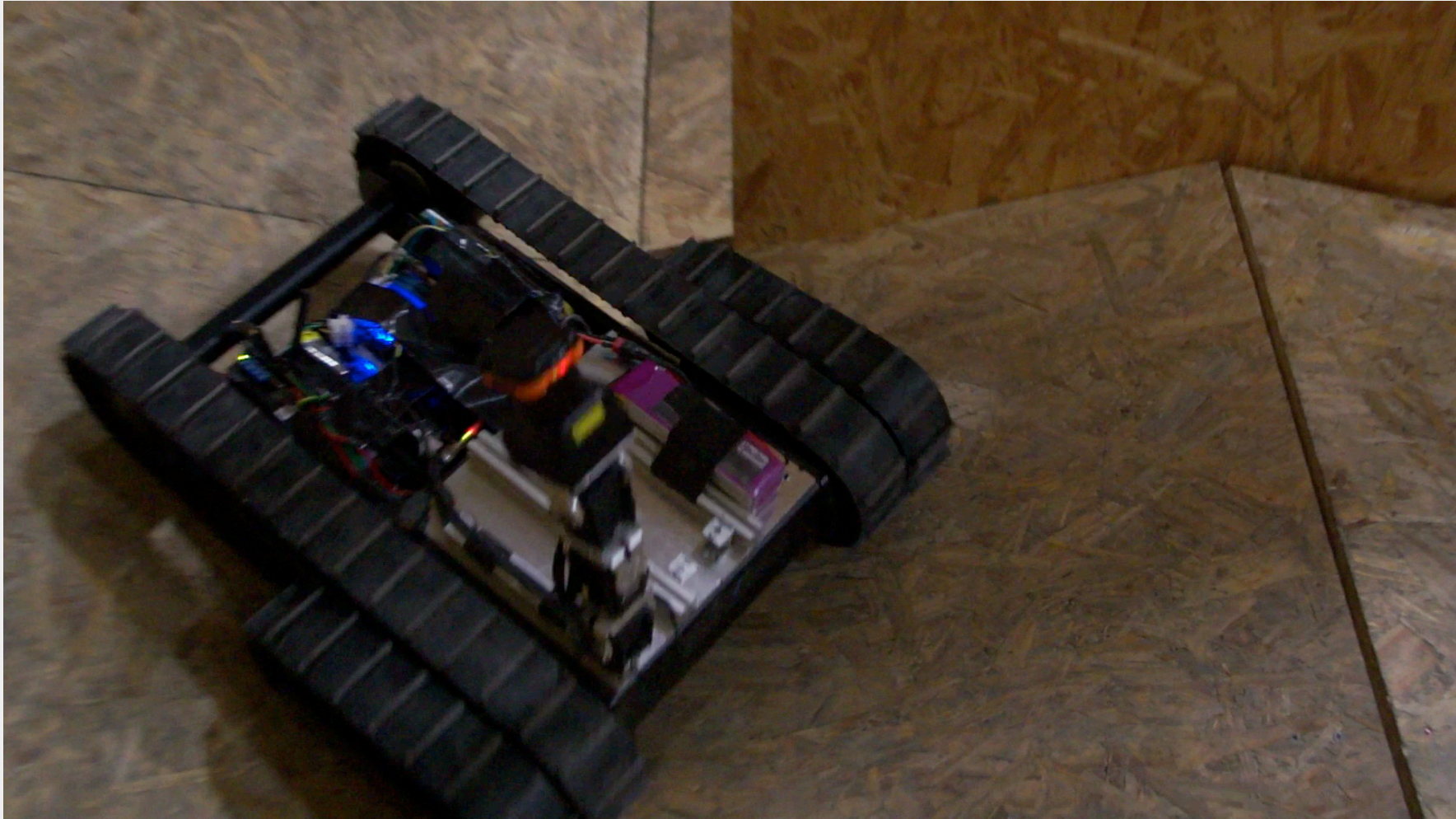


# RoboCup: Midsize League





# RoboCup Rescue



# DARPA Urban Challenge 2007

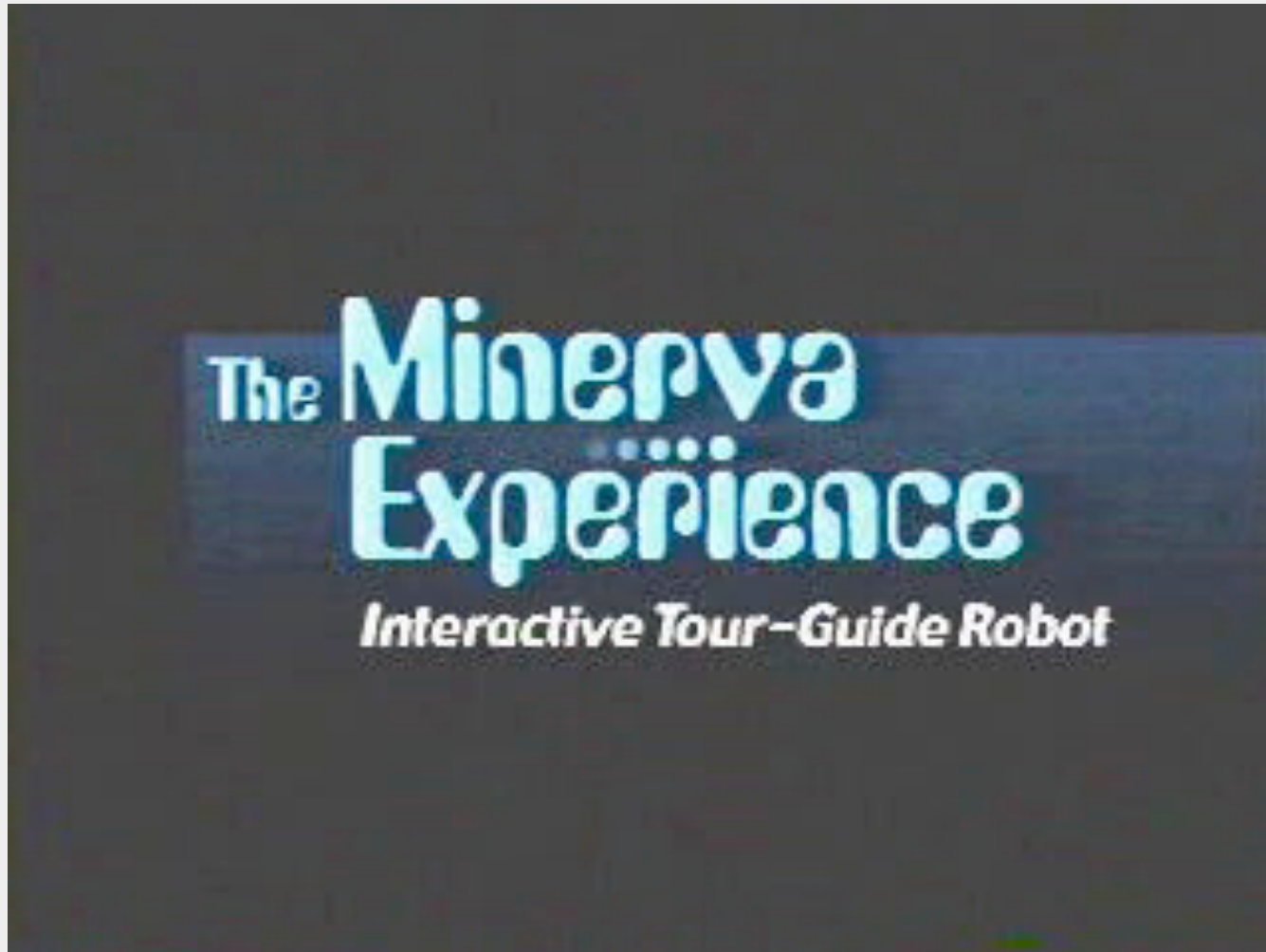


# Emotional Robots: Cog & Kismet

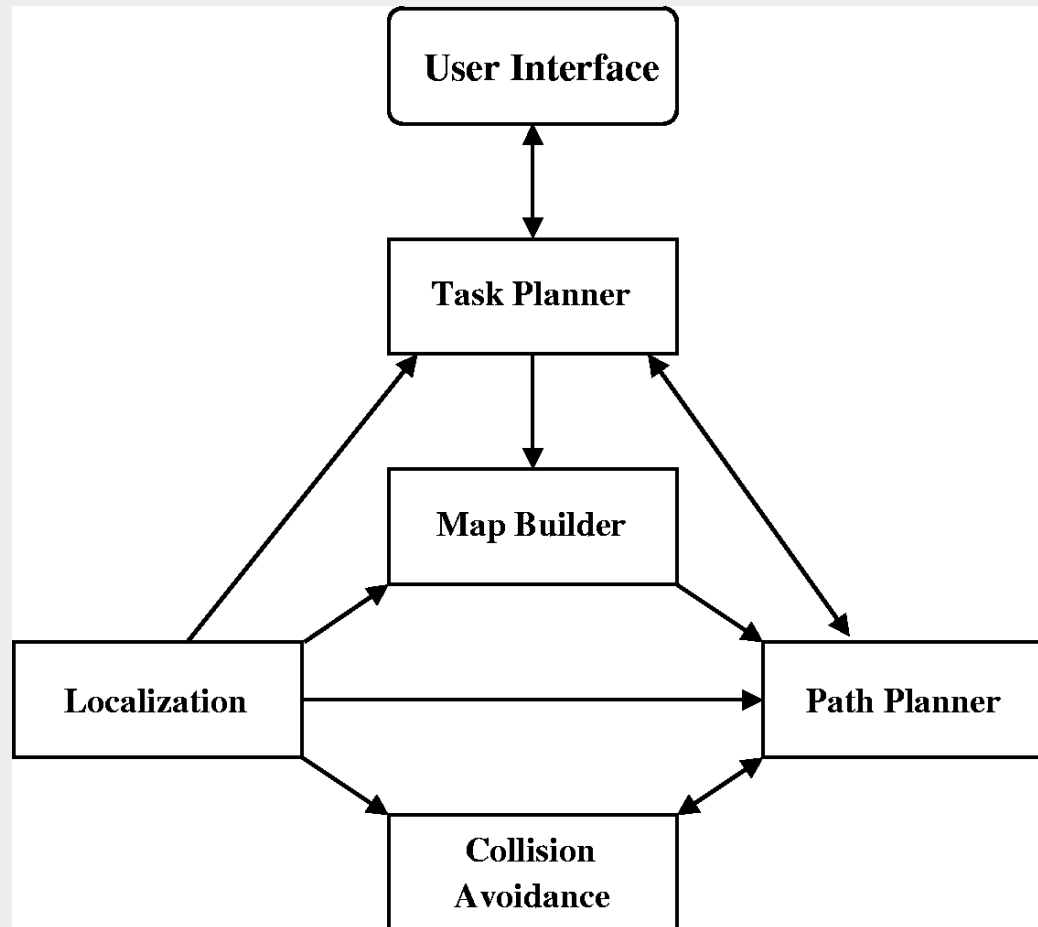


[Brooks, Breazeal, Scassellati, et al., MIT AI Lab, 1993-today]

# Minerva (CMU + Univ. Bonn, 1998)



# Architecture of the Control System



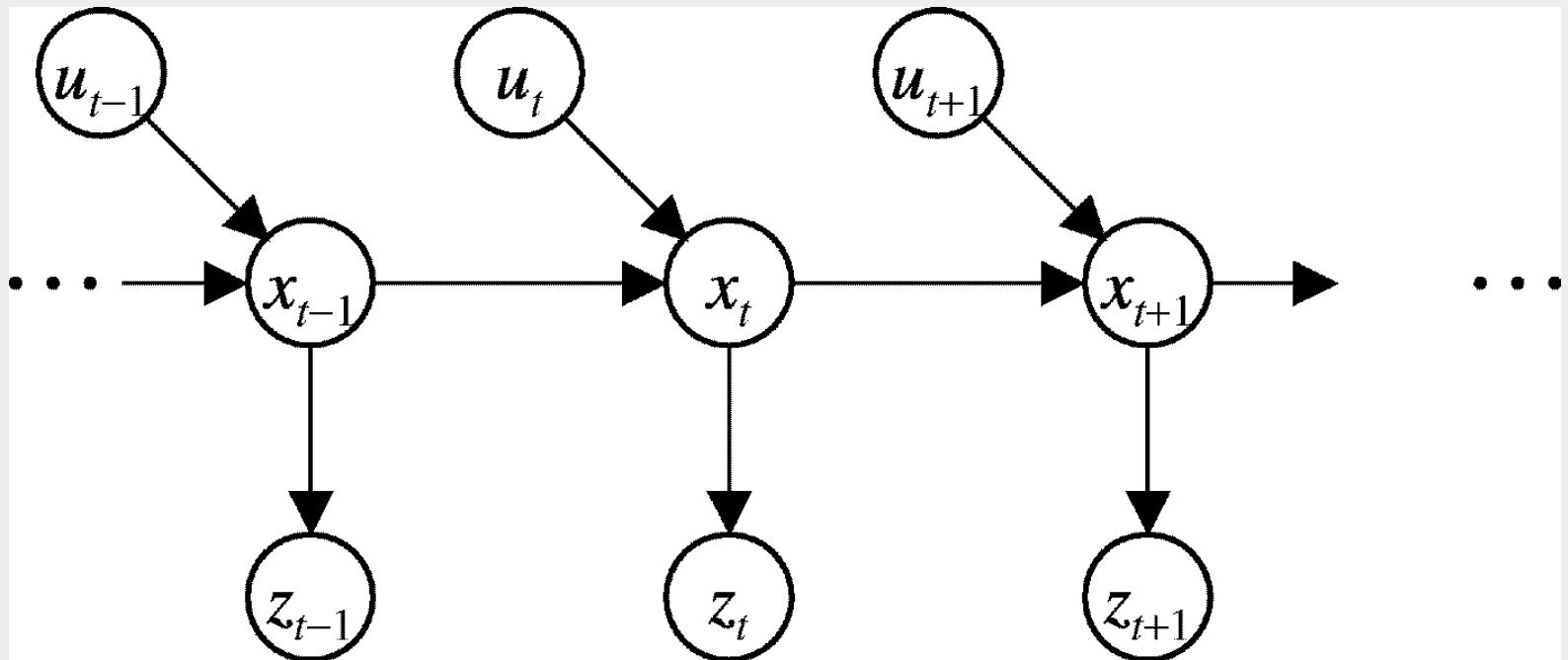
# Current Research Trends

- Manipulation of everyday objects
- Complex household tasks
- Kinect for object recognition, mapping, interaction
- Human robot interaction
- Machine learning for control, imitation learning, recognition

# Course Outline

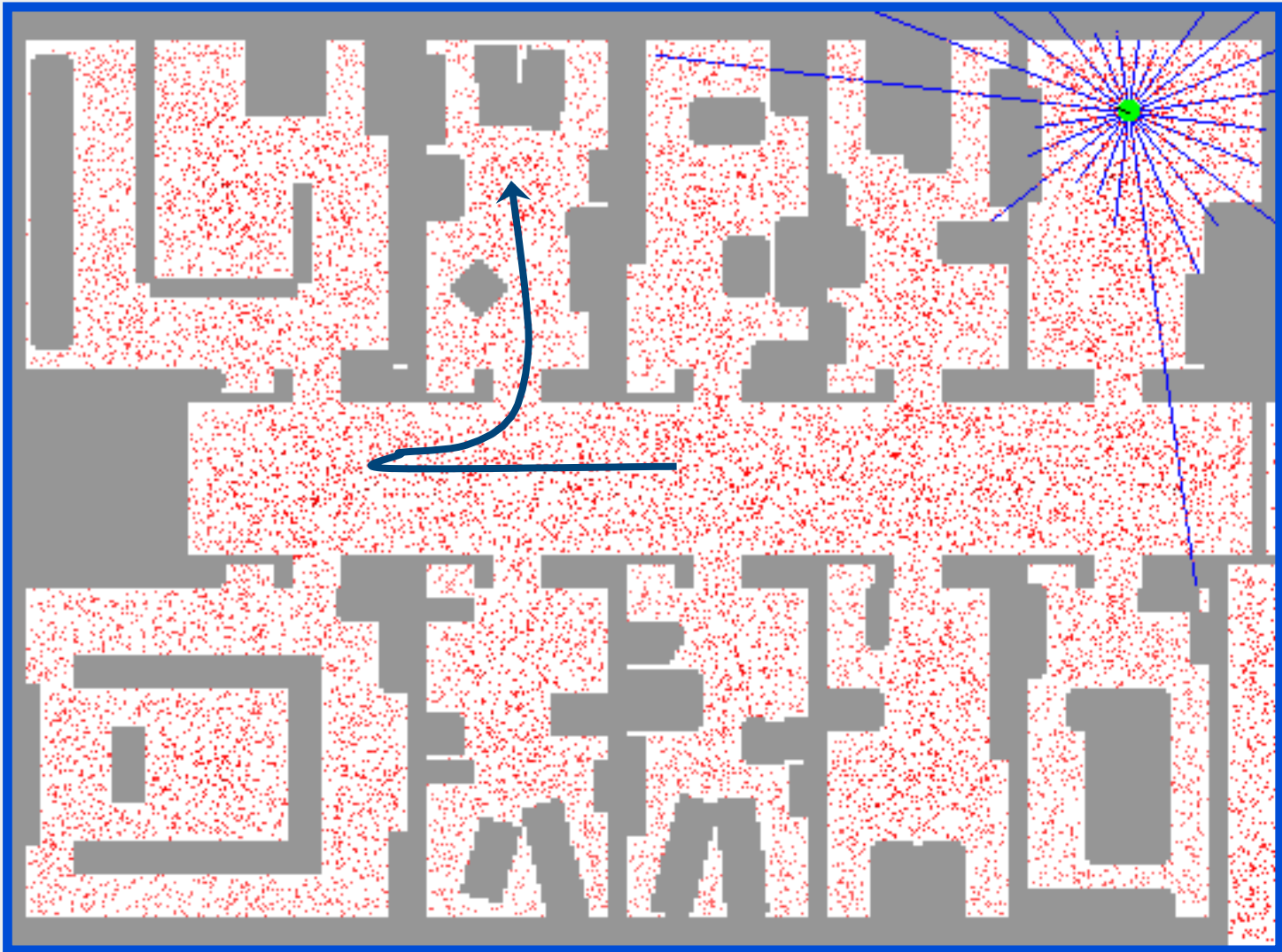
Week	Content	HW / Project
#1	Introduction	
Probabilistic Models / State Estimation		
#1	Bayesian state estimation / filtering	HW
#2	Motion and sensor models	
Filtering / Smoothing		
#2 / 3	Robot localization: grid, particle filters, EKF, UKF	HW, <b>Project</b>
#4	Map building: EKF-SLAM, Fast-SLAM, RGBD-SLAM	
#5	Structured estimation tasks	
Learning / Labeling Tasks		
#6	Gaussian processes	HW
#7	Random fields	
#8	Object recognition	HW
Control / Planning		
#9	Path planning, exploration, MDPs, POMDPs	
#10	Reinforcement learning	
#11	Manipulation	

# Graphical Model Representation of Localization Problem

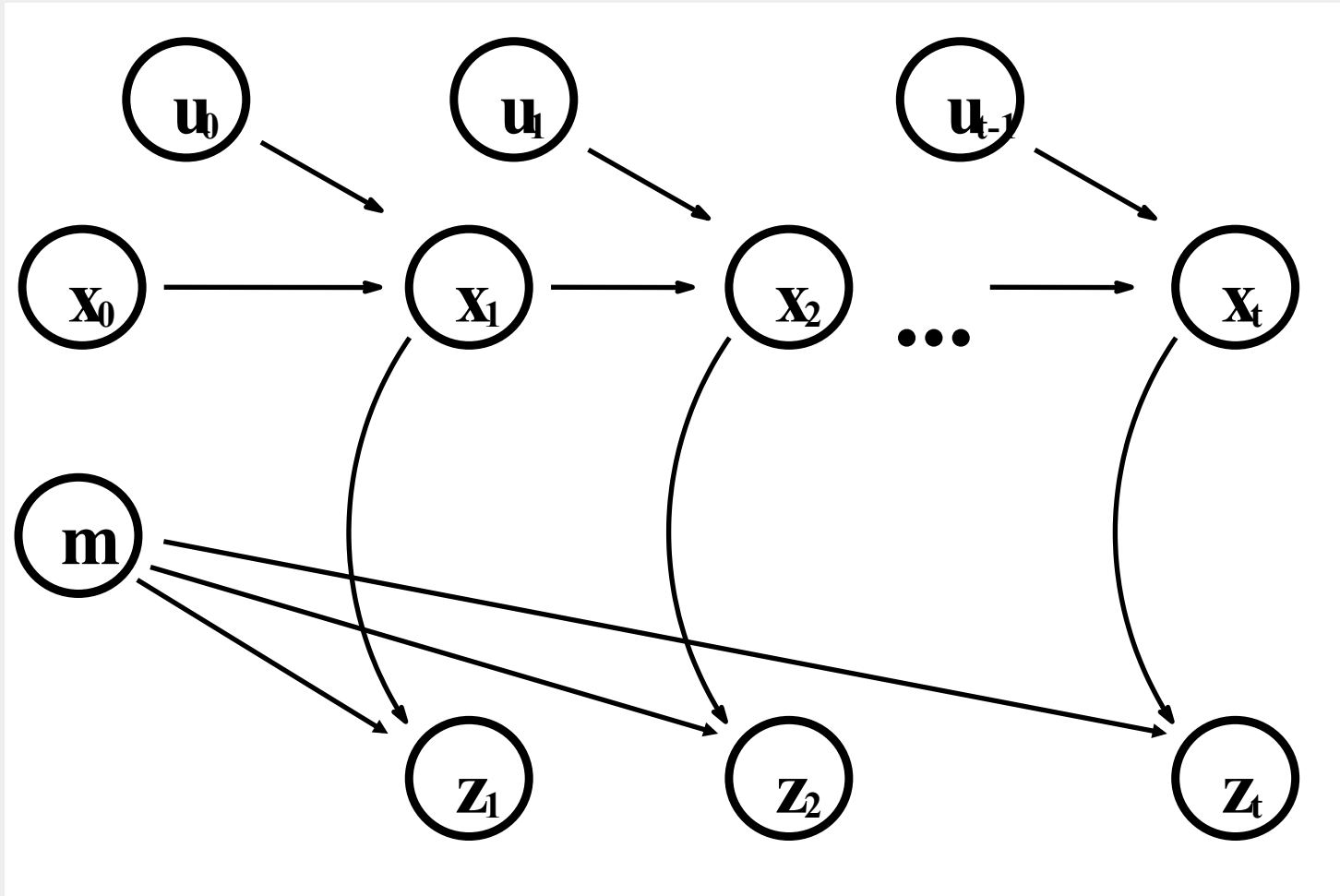




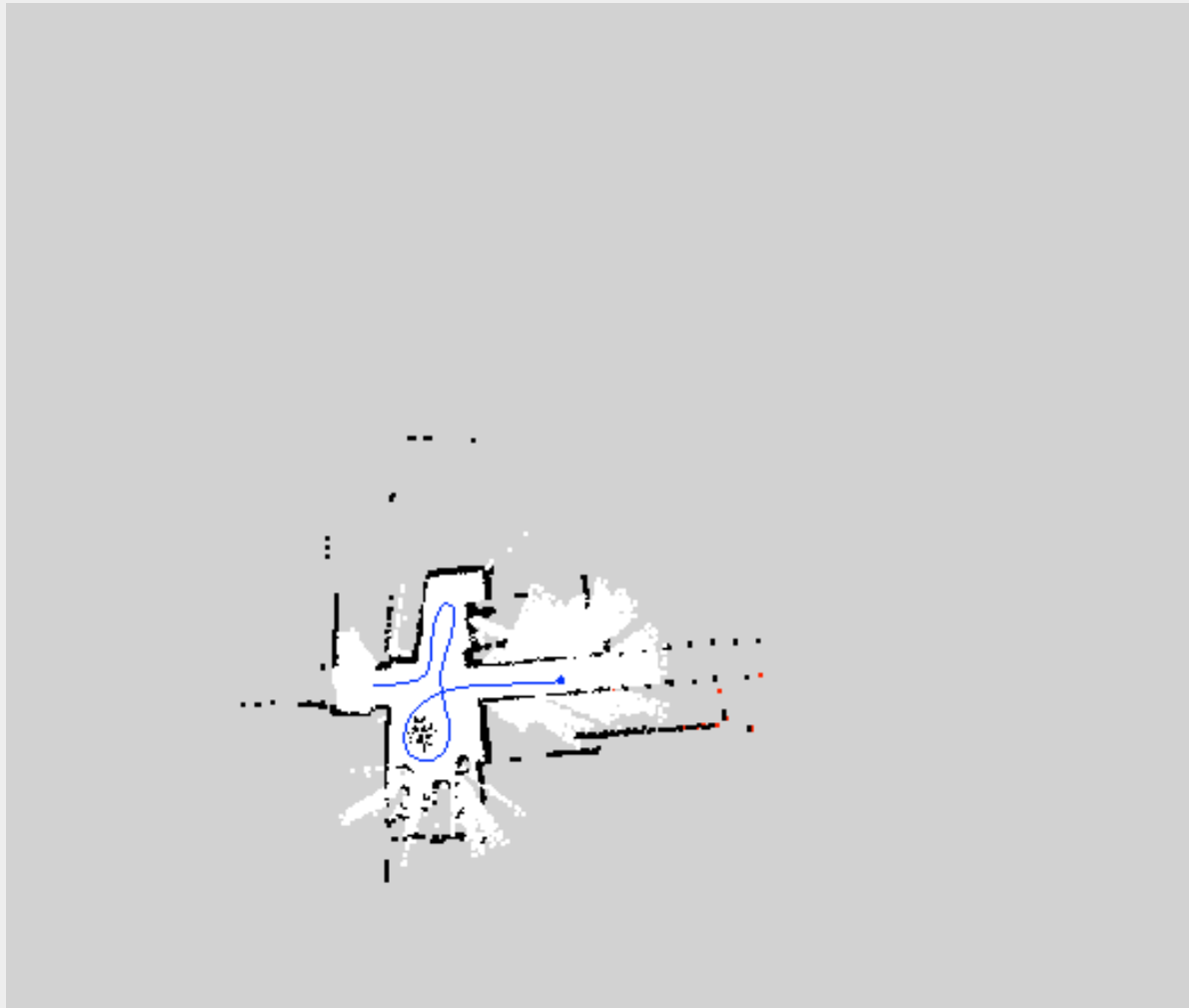
# Sample-based Localization (sonar)



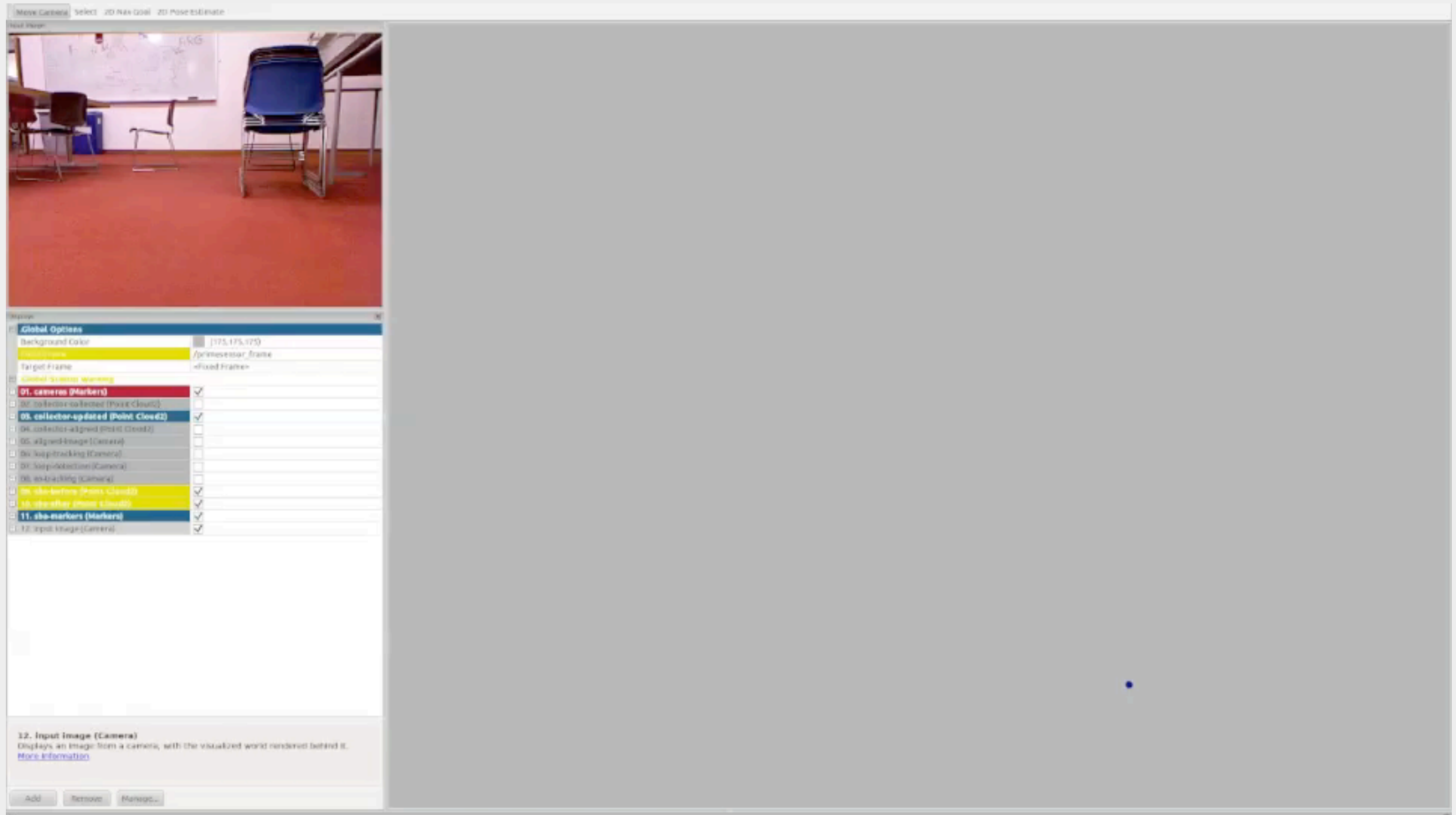
# SLAM: Simultaneous Localization and Mapping



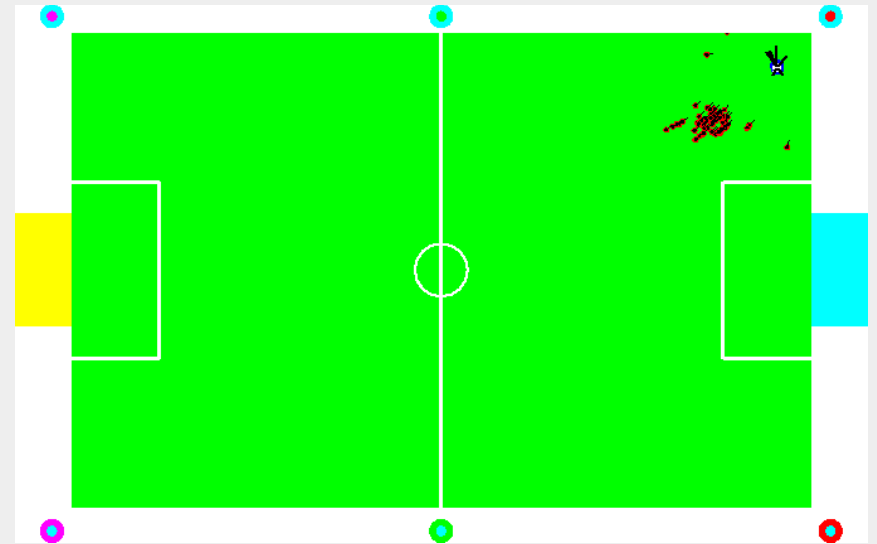
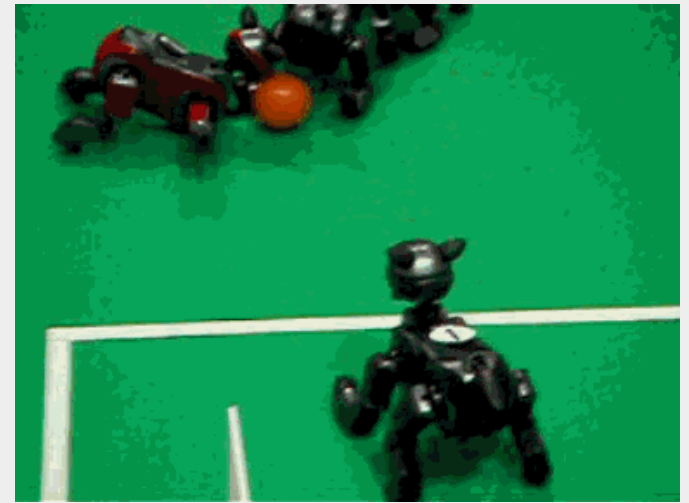
# Mapping with Laser Scanners



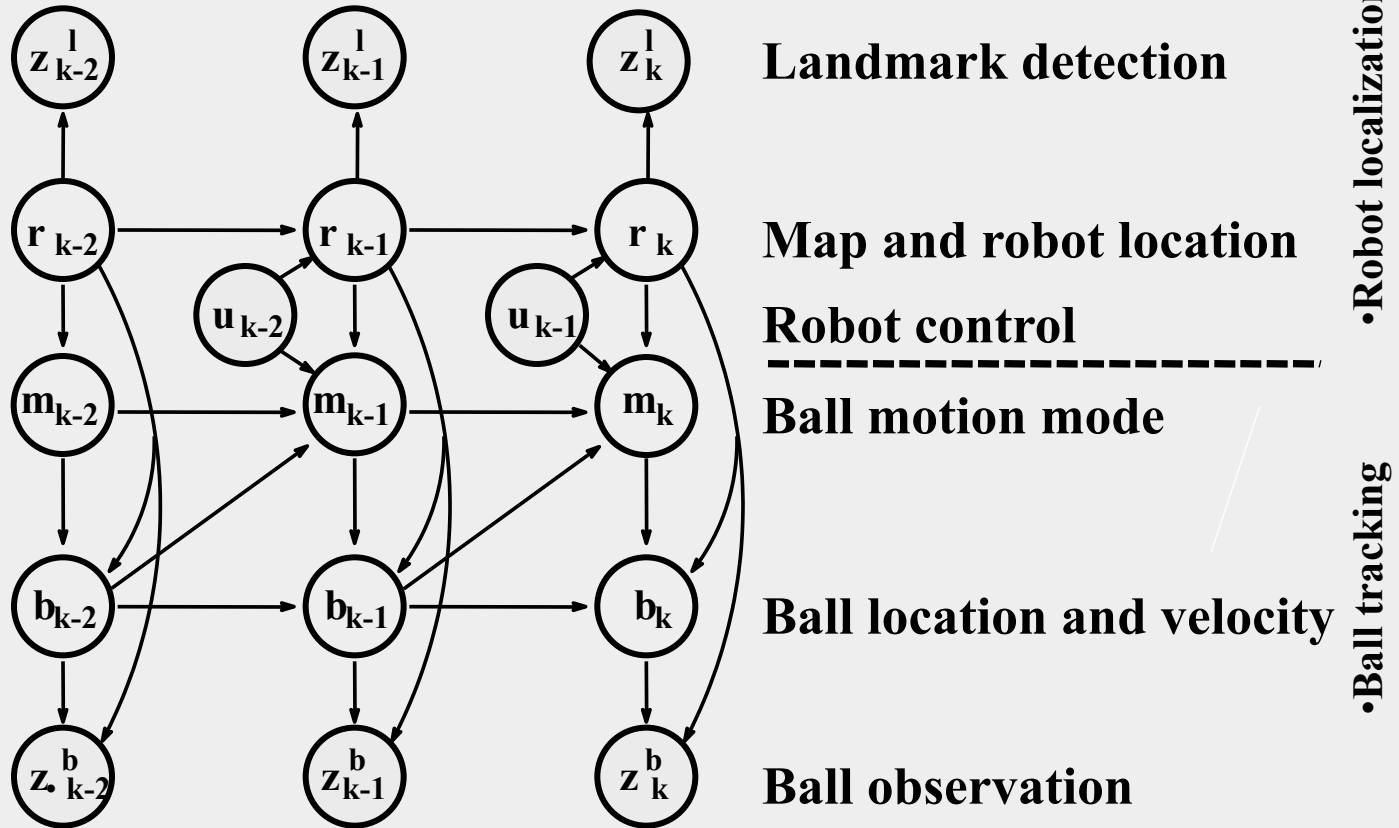
# Mapping with Kinect



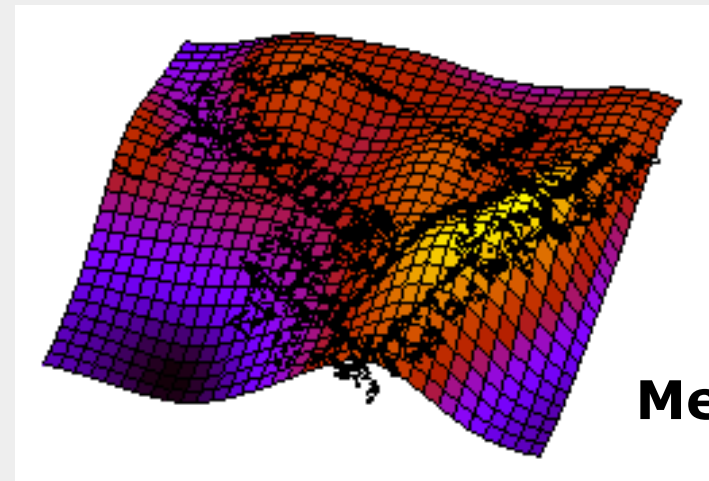
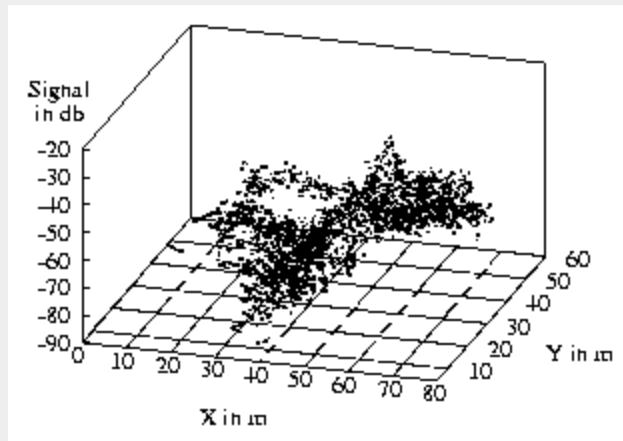
# Structured Estimation



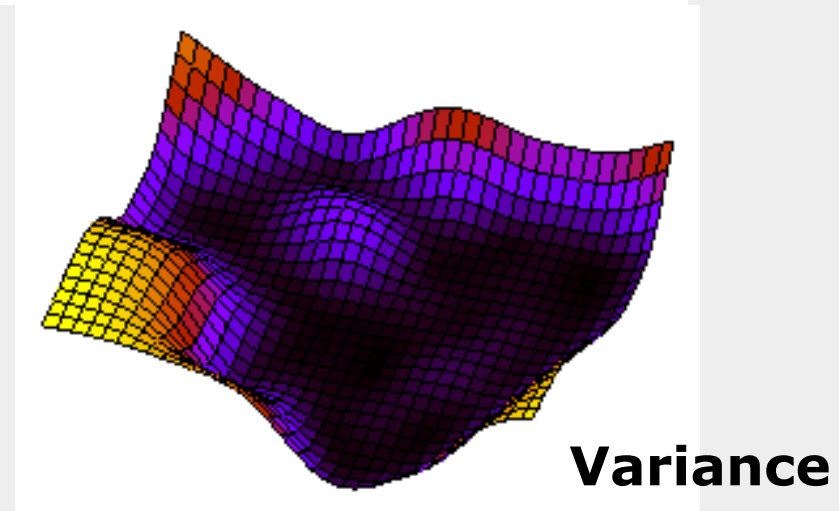
# Localization and Ball Tracking



# Gaussian Process Sensor Model for WiFi Signal Strength



- Non-parametric regression
- GP regression
  - continuous locations
  - smooth interpolation
  - uncertainty estimates



# Tracking Example

