

Quick heads up to get ready for our first lab

- Complete up to Checkpoint #1 before class
- Arrive laptop-ready

Prerequisites

CS3100 or equivalent is required

Honor system for now, but with a late verification happening next week

If you do not have meet prereq, drop the course or you can talk to me

Now videos...

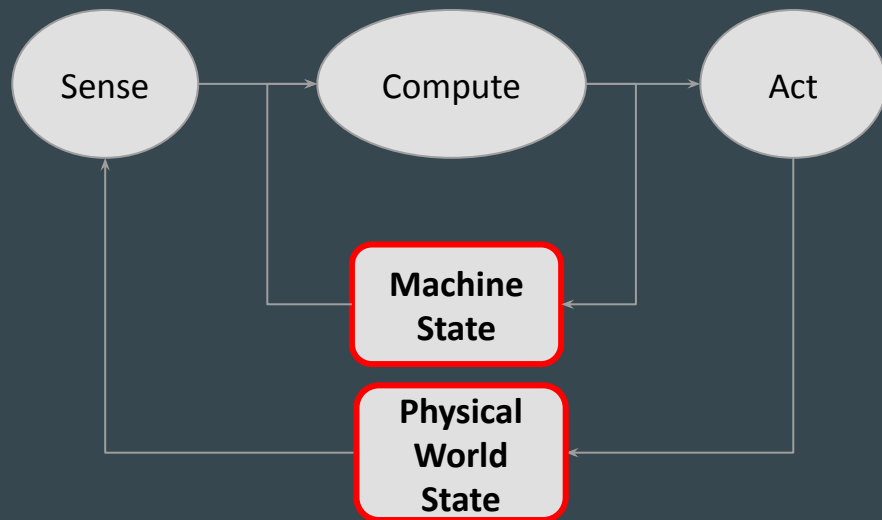
CS4501

Robotics for Soft Eng

...

Robot Development - Cyber and Physical





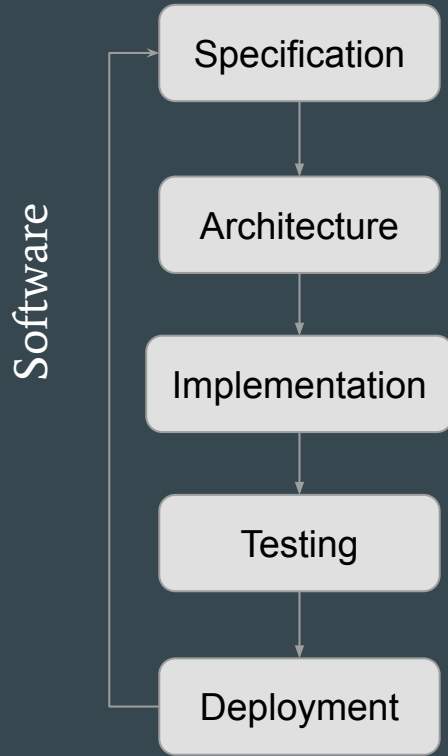
What does it sense?

What does it compute?

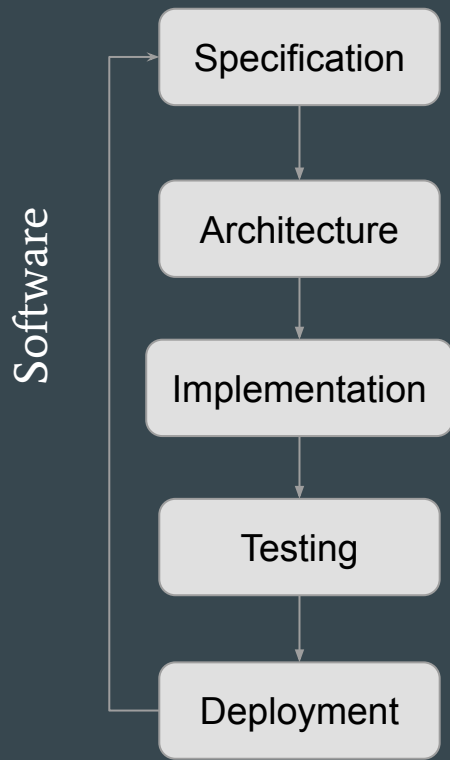
How does it act?

Machine state vs world state?

Development lifecycle



Development lifecycle



Specification relative to the **World**

Robotics



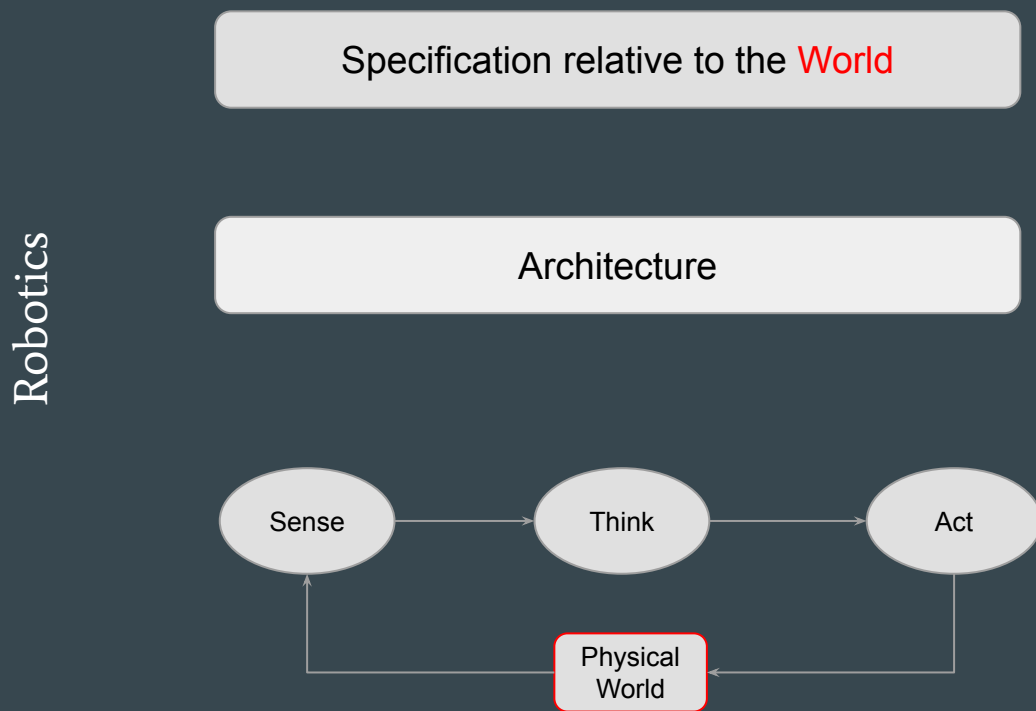
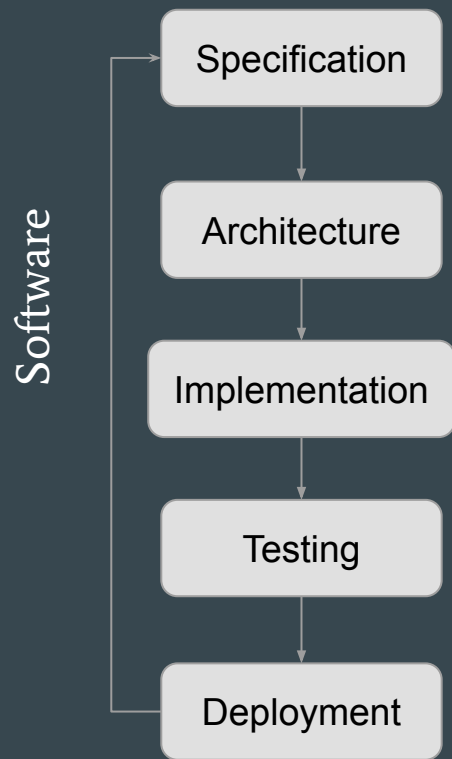
Physical attributes

- *Size: 40" x 40" X 6"*
- *Lift 500 pounds*
- *Speed up to 2 mph*

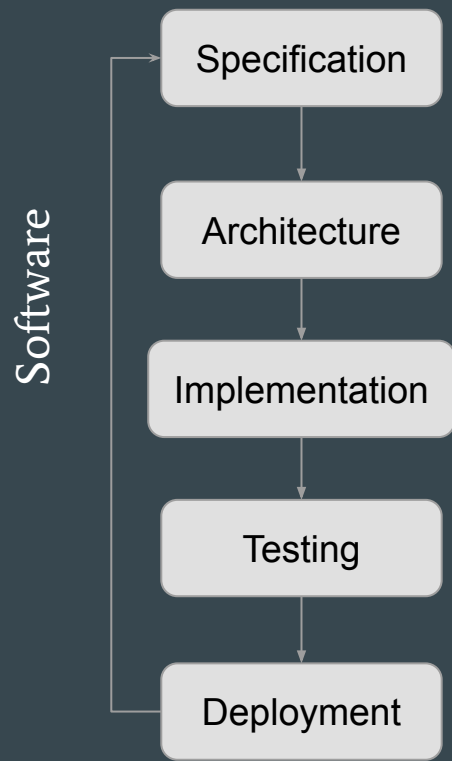
World Behaviors

- *Follow ground markers*
- *No crashes against stationary objects*
- ...

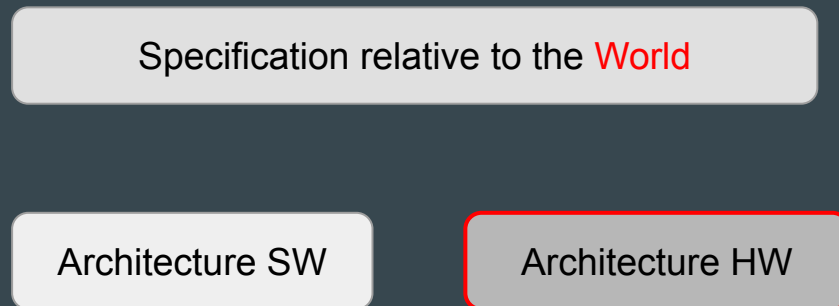
Development lifecycle



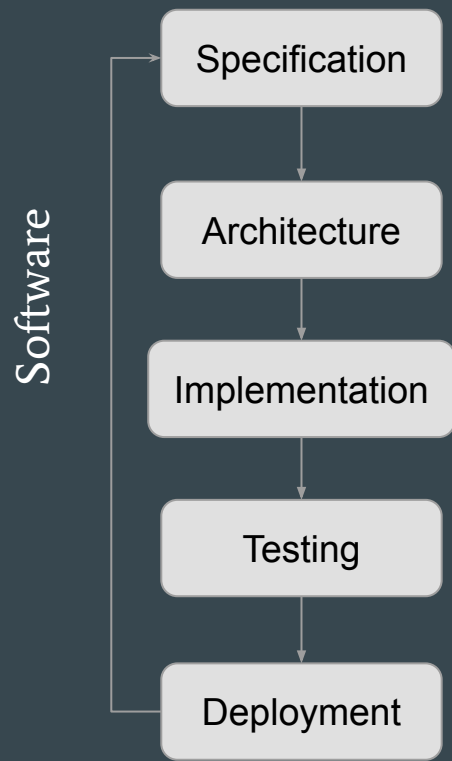
Development lifecycle



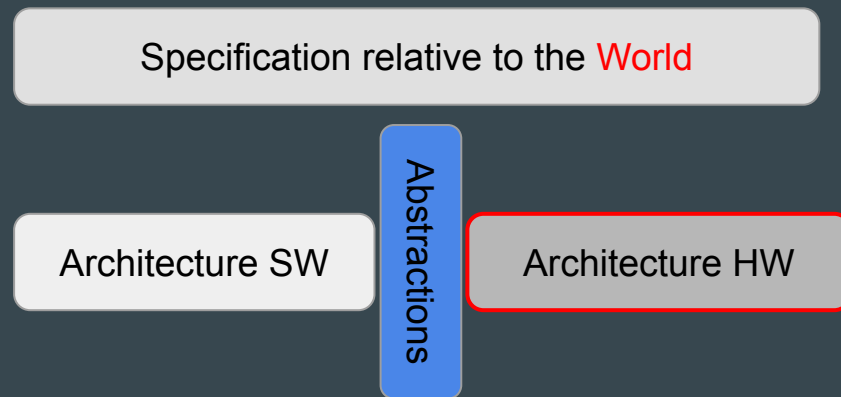
Robotics



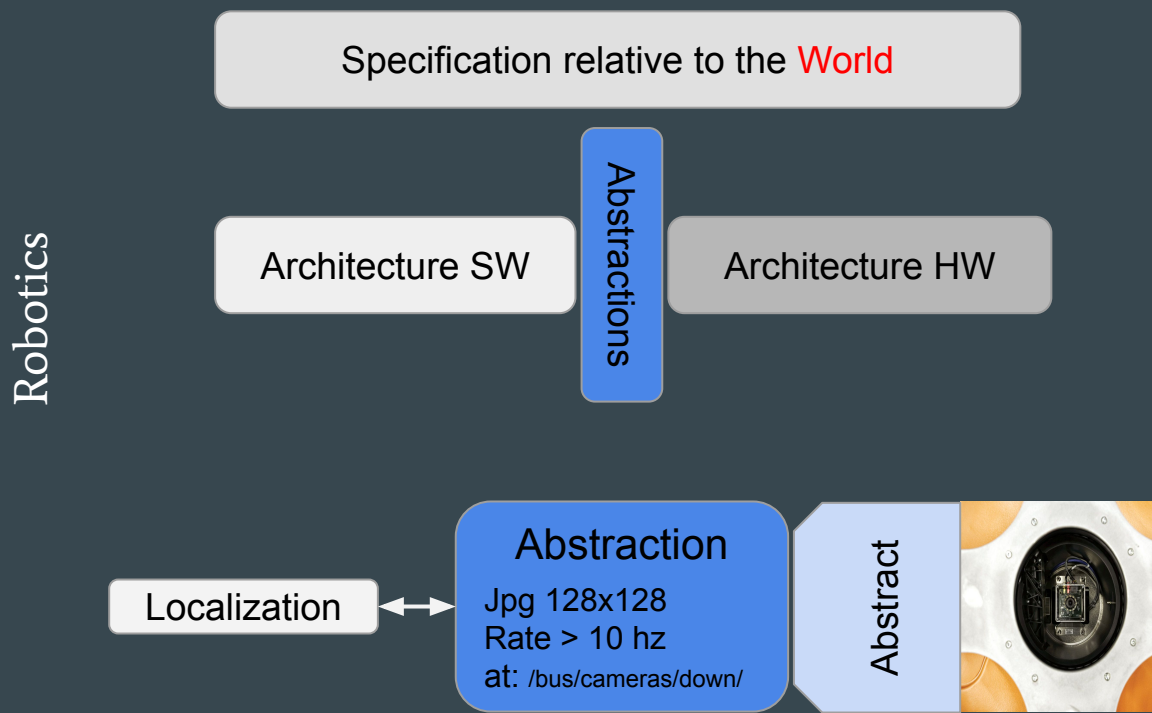
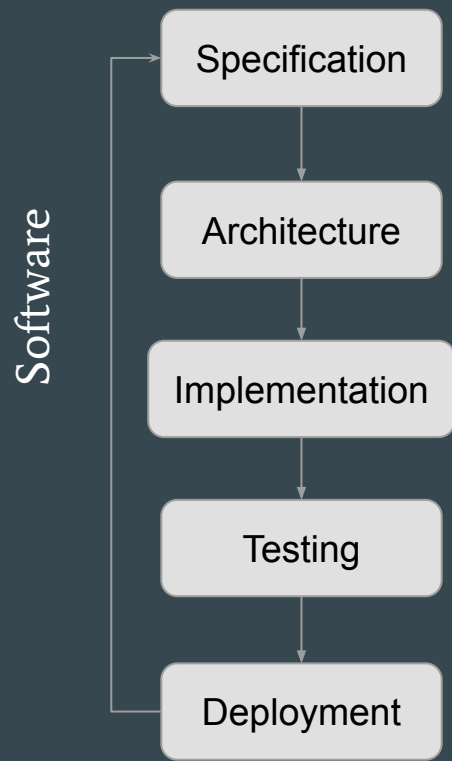
Development lifecycle



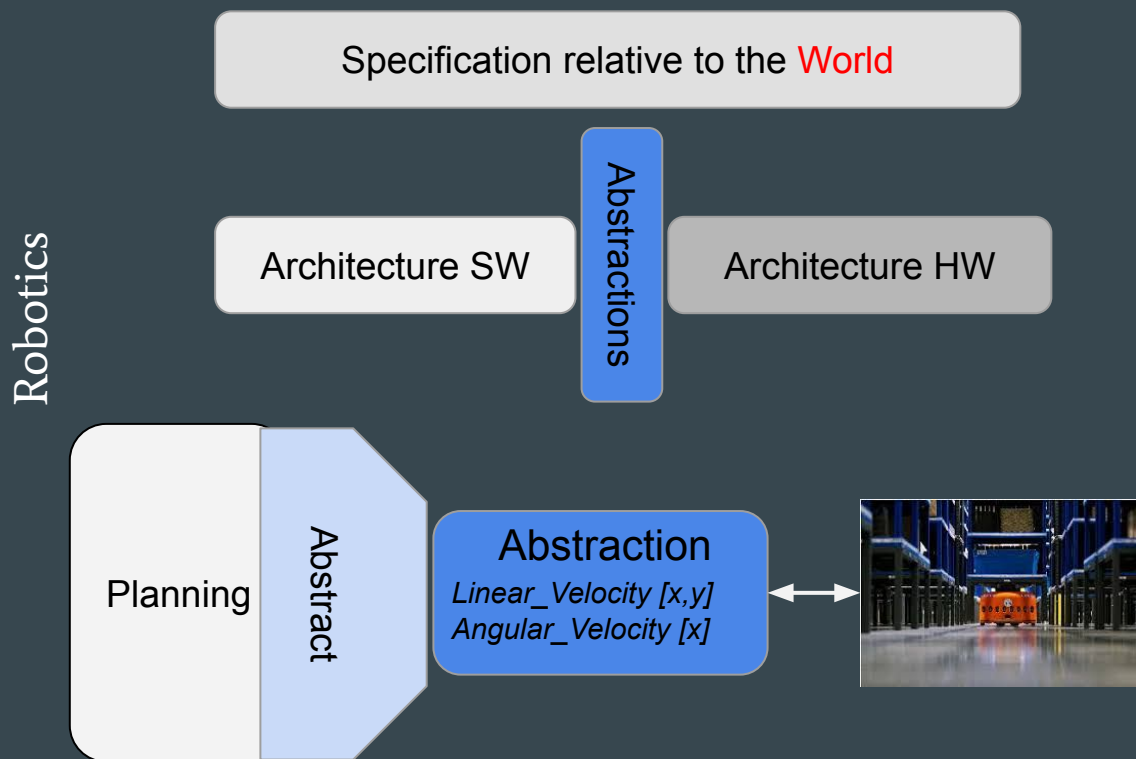
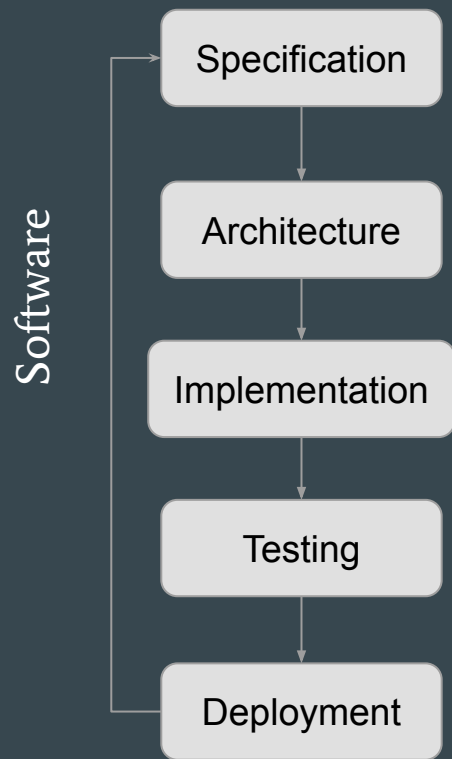
Robotics



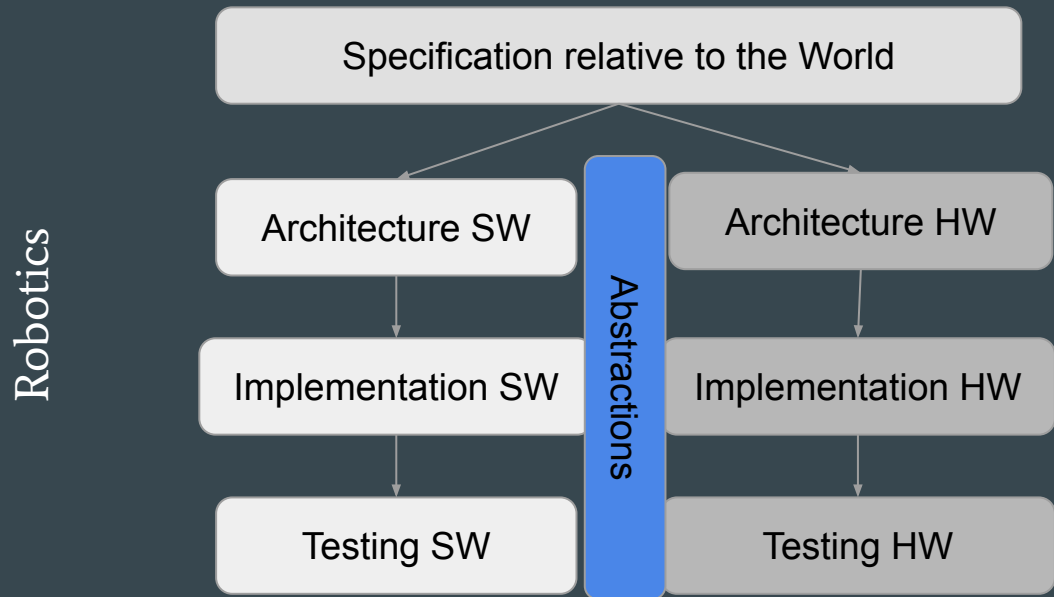
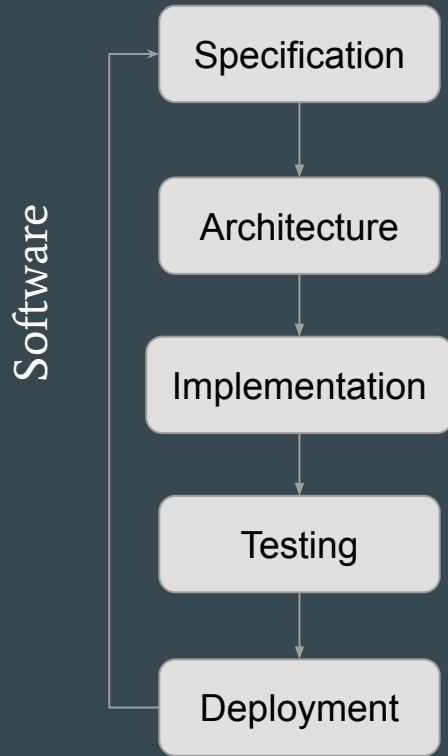
Development lifecycle



Development lifecycle

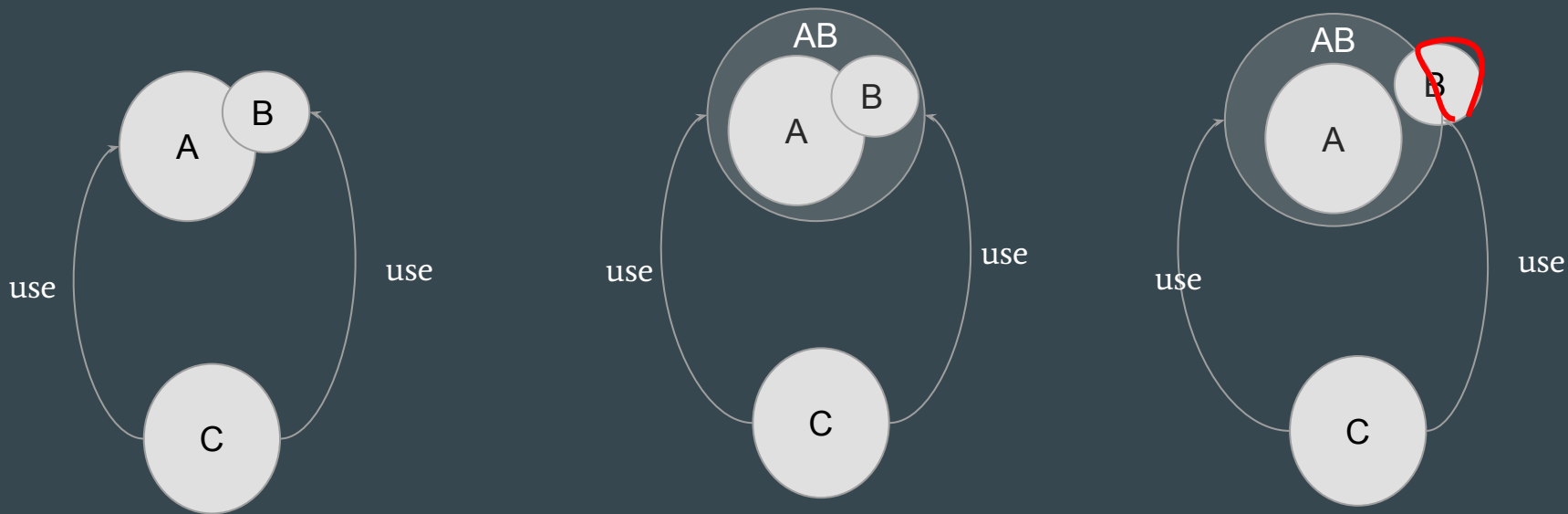


Development lifecycle



Law of Leaky Abstractions - G. Kiczales

Noticeable between Cyber to Physical



C needs to understand
A and B

C needs to understand
abstraction AB

C needs to understand
abstraction AB + **Leak**

Law of Leaky Abstractions - J. Spolsky examples

- *Iterating direction on a 2D array does not matter*
- *Accessing virtual memory has a constant speed*
- *SMB are the same as local file*
- *SQL query with “where a=b and b=c and a=c” = “where a=b and b=c”*
- *VMs emulate an OS like it's running on real hardware*

What is leaking?

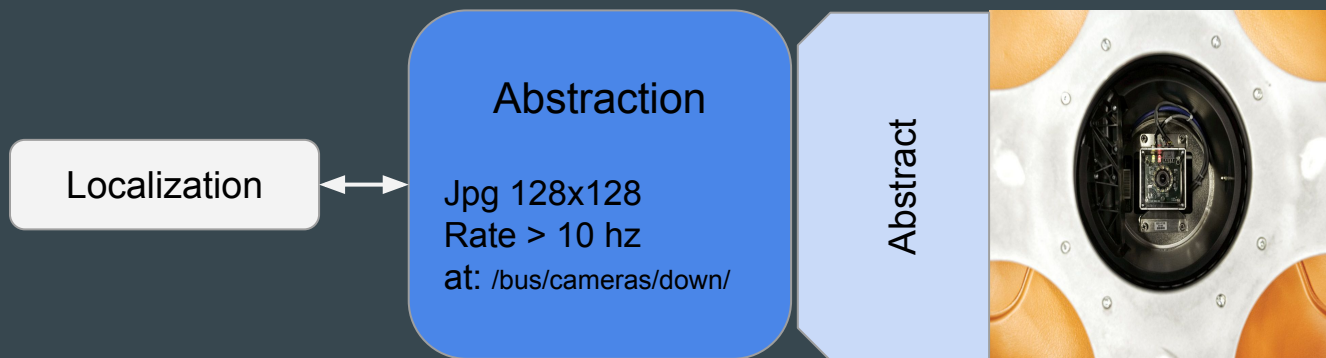
Law of Leaky Abstractions

- Abstractions makes us more efficient, until they leak
- All good abstractions leak
 - They have exceptional behaviors
 - They break underlying assumptions

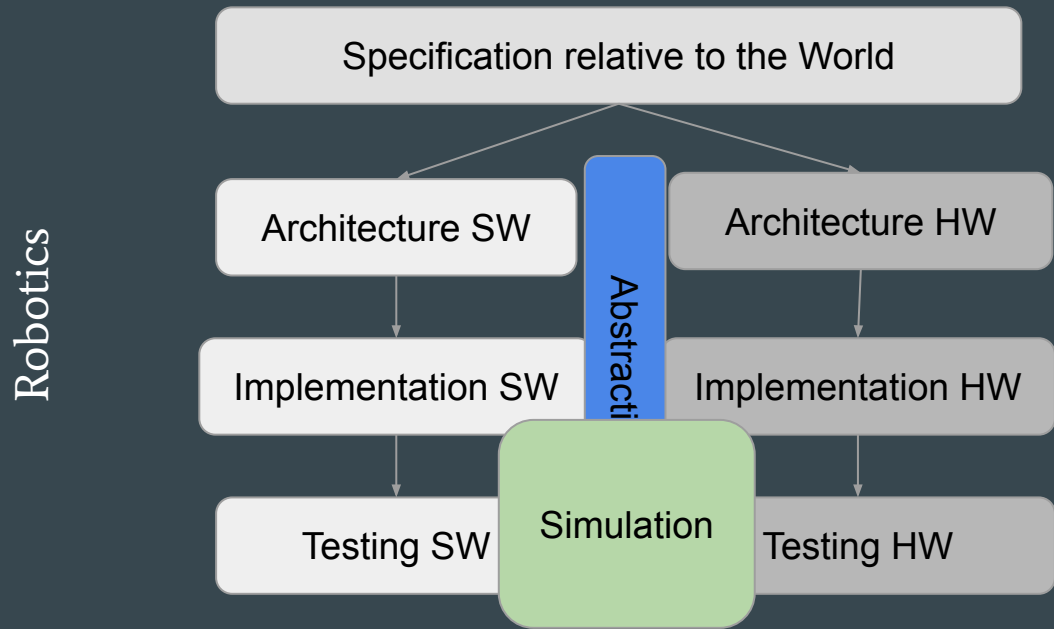
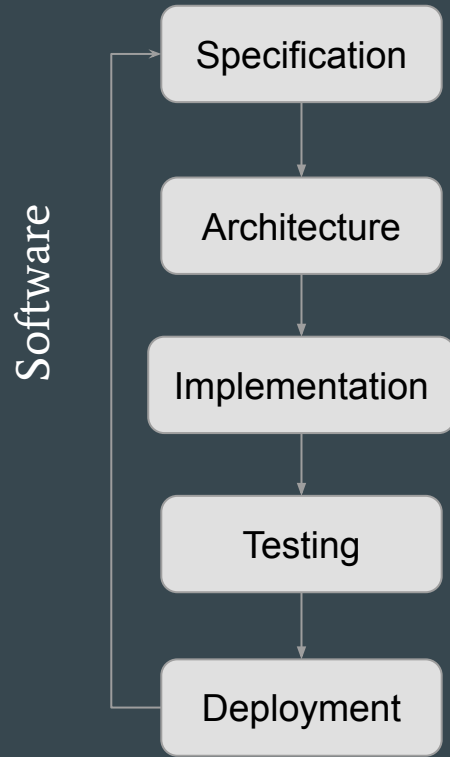


Law of Leaky Abstractions

Where could it leak?



Development lifecycle



Simulation in Robotics

Developing Software

- Mock when
 - Relying on other components
 - Not available yet
 - Too complex/expensive
 - Functions to Databases

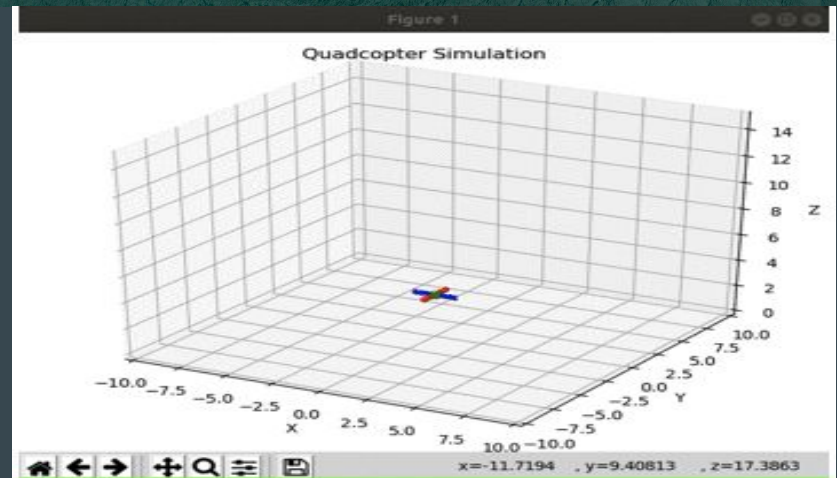
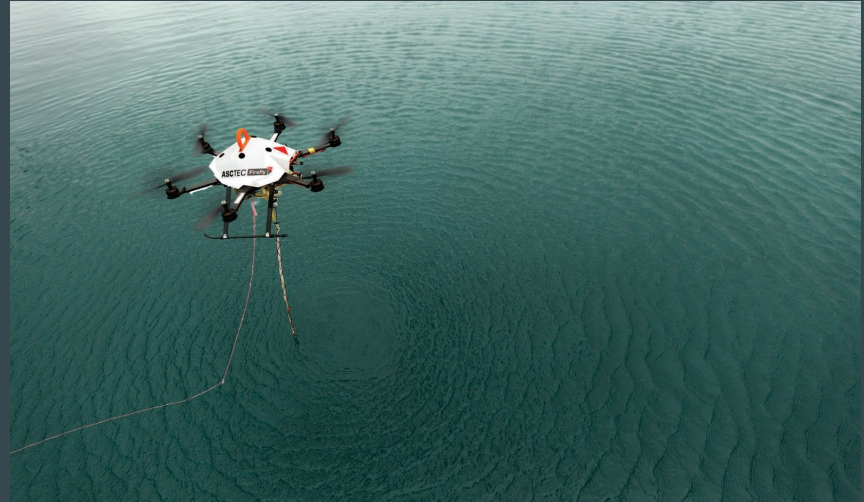
Developing Robots

- Mock when
 - Relying on **world**
 - Too complex
 - Failures too expensive
 - Relying on other components
 - Sensors
 - Actuators
 - ...
 - Software

Simulation in Robotics

Test hovering functionality

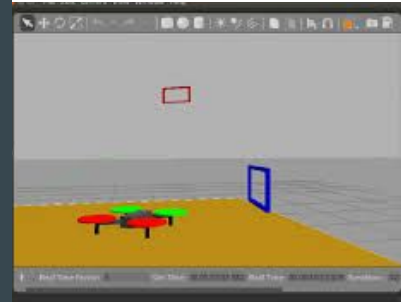
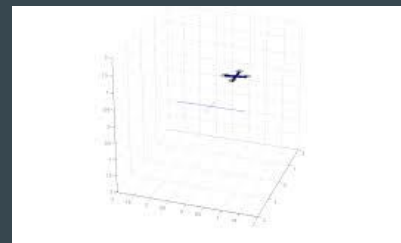
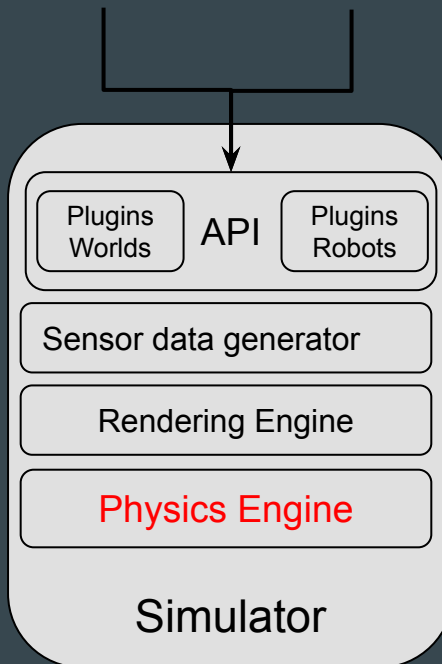
What do you mock?



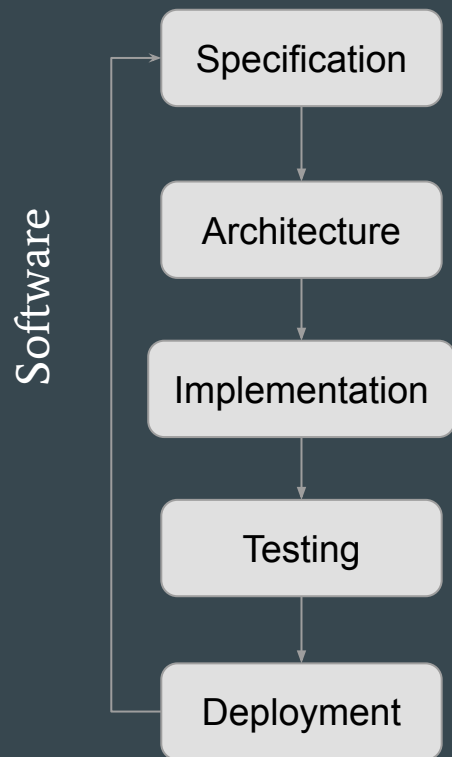
Simulation in Robotics

- Applications
 - Design Exploration
 - Testing
 - For SW/HW/Both
 - Training data
- Benefits
 - Accelerates development
 - Low cost

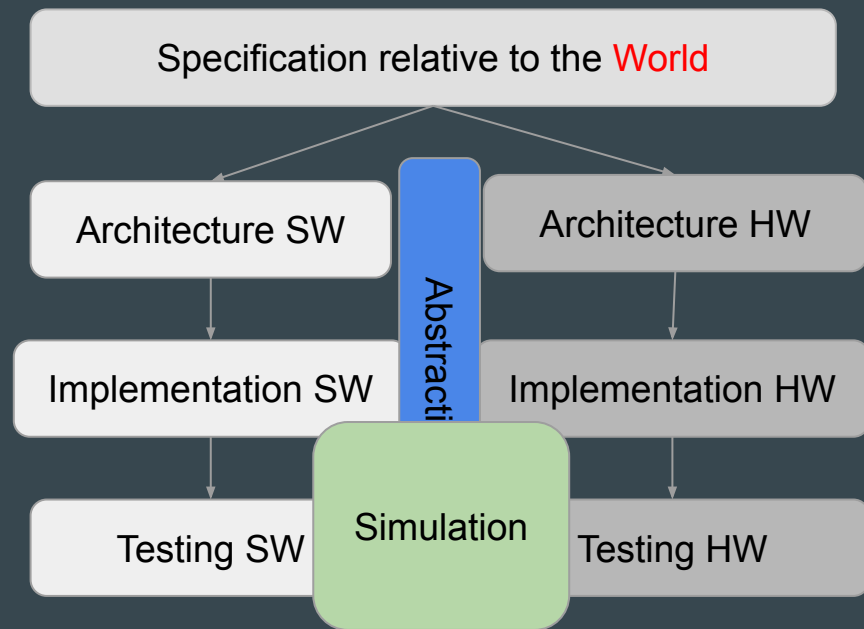
World Model Robot Model



Development lifecycle

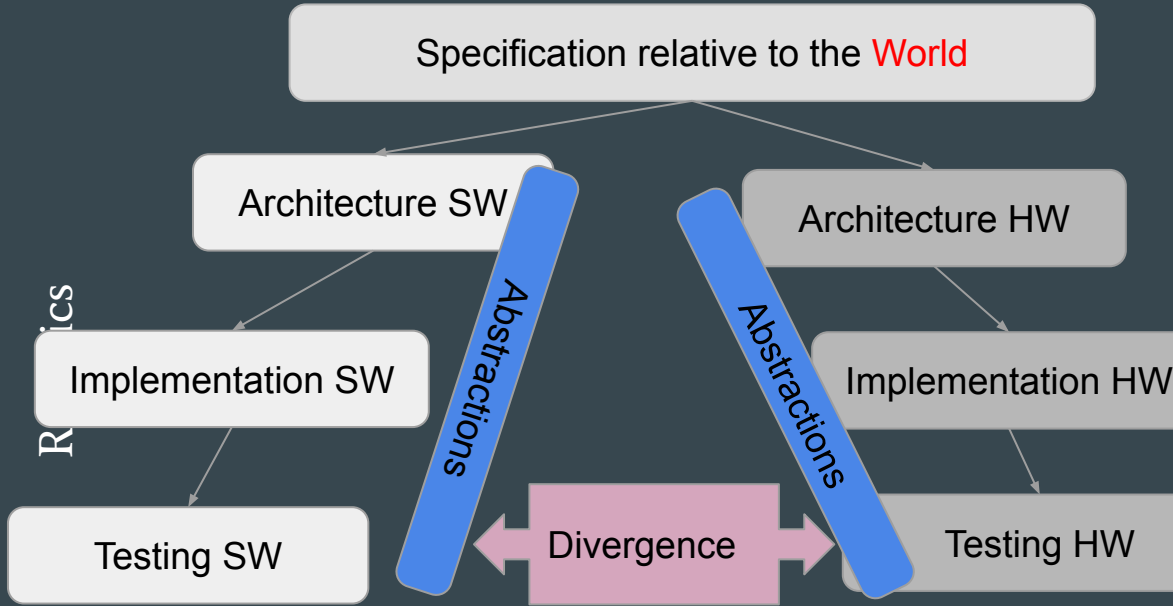
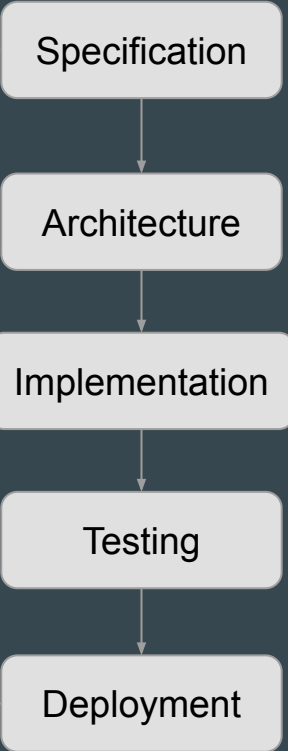


Robotics

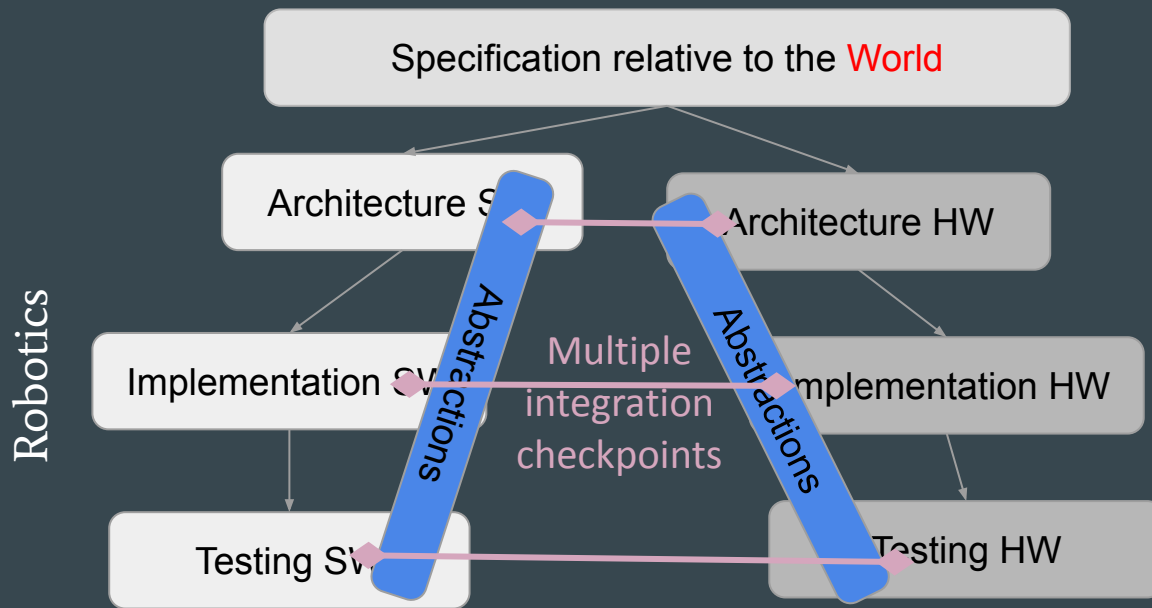
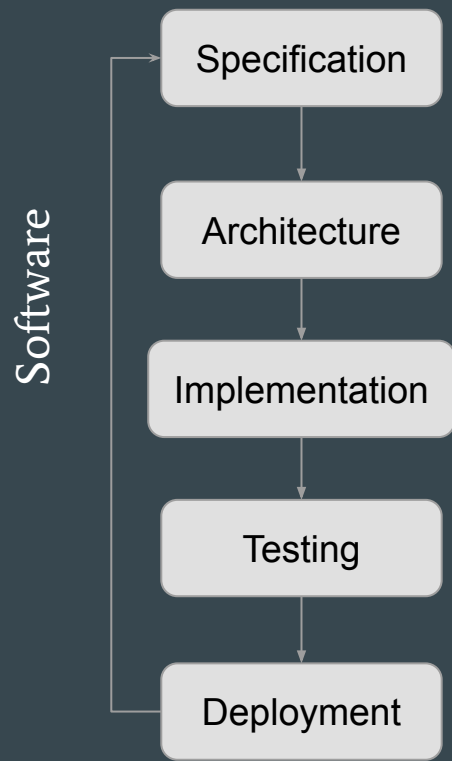


Development lifecycle

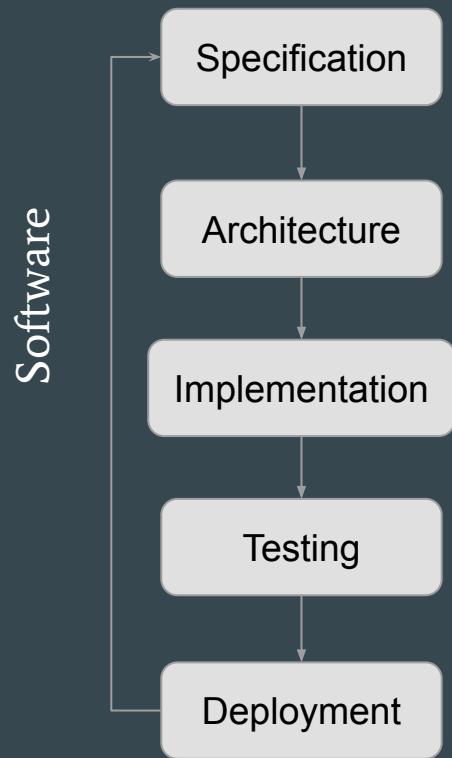
Software



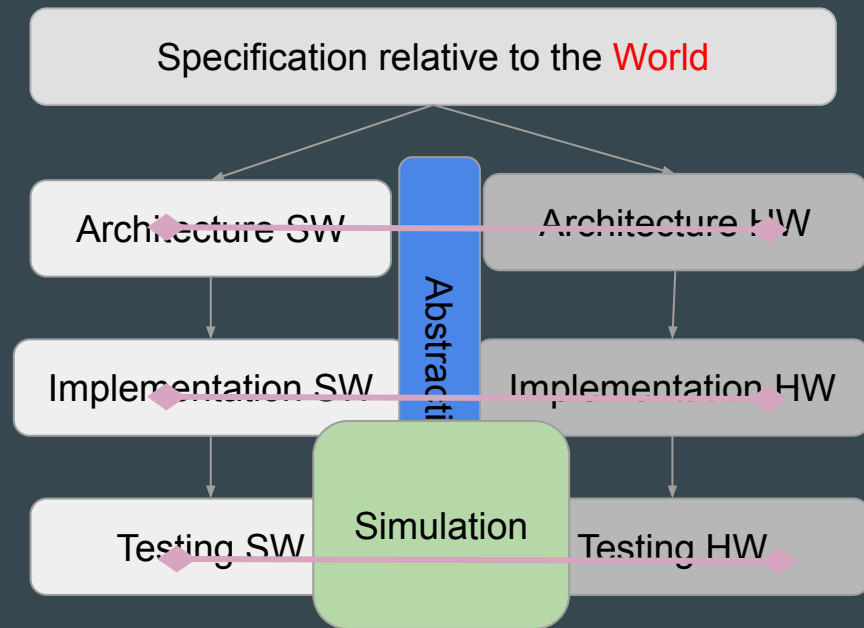
Development lifecycle



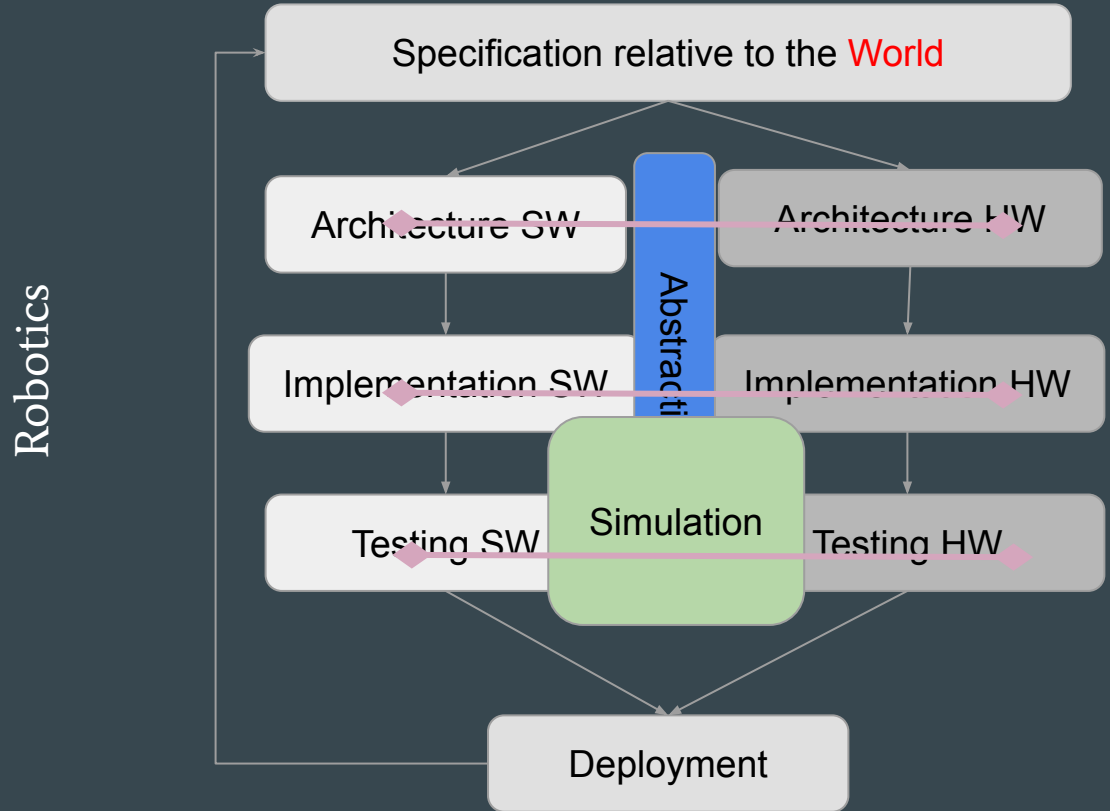
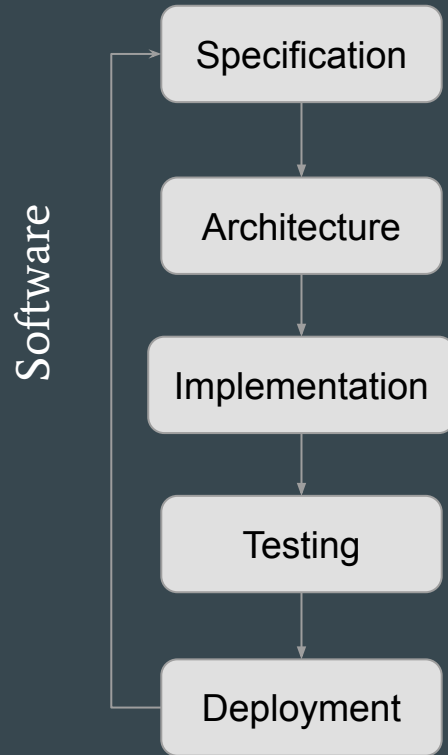
Development lifecycle



Robotics



Development lifecycle



Robot deployment

- Define acceptable initial states
- Multiple distributed processes
- Thousands of configuration parameters
- Optimization for scenarios



Programming the deployment

Robot development lifecycle

- Physical Requirements
- Multi-level and likely leaky Abstractions
- Parallelize synchronized SW/HW development
- Simulation is key tool
- Decomposition is interleaved with discovery
- Highly-multidisciplinary
 - Richer vocabulary
 - Higher opportunity for innovation
 - Higher opportunity for breakdowns

More Complex Development Process

Next - First Lab

- Complete up to Checkpoint #1 before class
- Arrive laptop-ready