

Mobile Robot Design

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IBI - STI - EPFL



Introduction to Mobile Robot Design

for Research / Education

from a mechatronic/interdisciplinary perspective

Goal: give you

- Some basic concepts and methodologies
- Some hints
- Some examples

...hoping all this make sense to you
and will be useful in your PhD work.

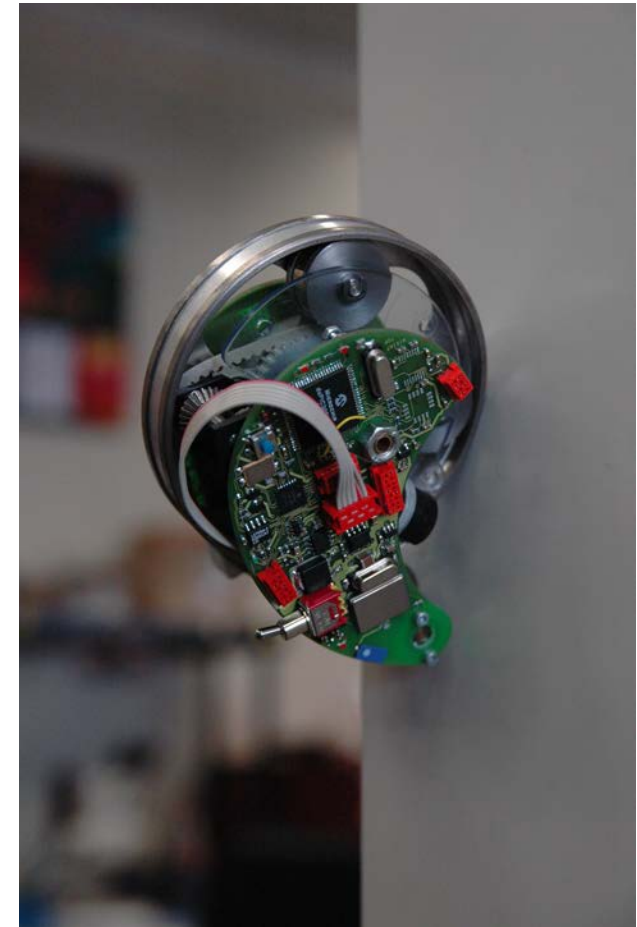
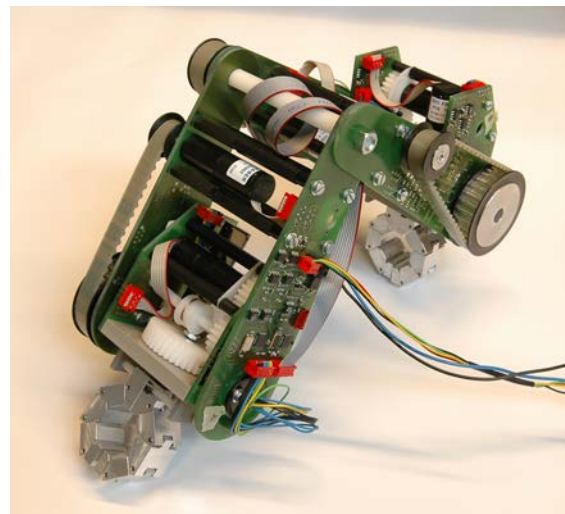
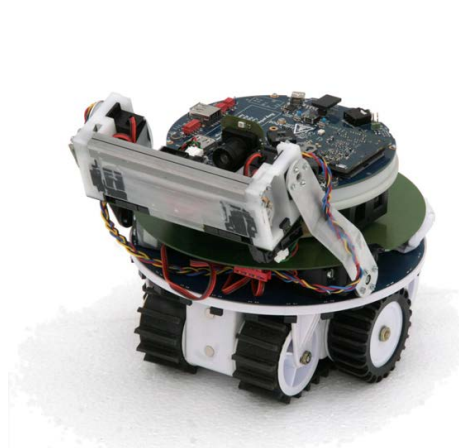
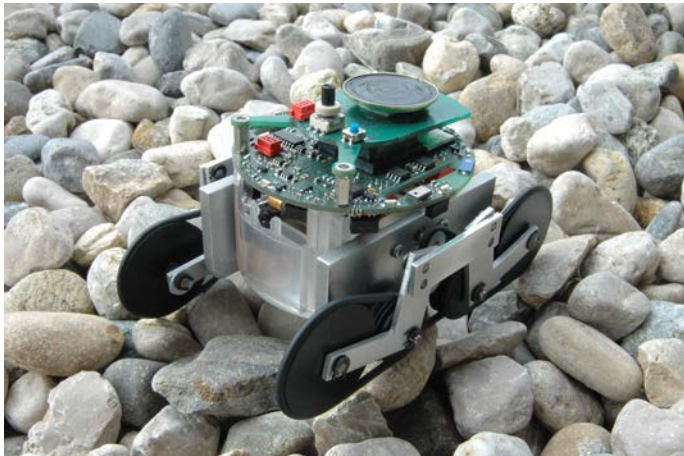
- ✓ Start with a short self-intro from everybody
- ✓ End with some feedback (moodle or directly to me)



Structure:

- Introduction
- Existing Mobile robot products
- How to develop a new robot
 - Standard product design
 - Mobile robot design in interdisciplinary research
- Case studies:
 - Khepera: Mechatronics >< Market (+flops)
 - e-puck & Thymio: Mechatronics >< Education
 - Leurre: Mechatronics >< Biology, methodology
 - S-bot & marXbot: Mechatronics >< Computer Science
 - Robotic glasses & ranger: Mechatronics >< user interaction
- Conclusion / assignments

Several of us are asked to design/control strange robots for research



We have a choice between:



to buy a product

cheap but usually very closed and unflexible

to develop a new product

expensive, long but allowing a wide
range of solutions

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Existing products on the market

- Small historical background
- Existing products and features

Small historical background:
IS Robotics, genghis



Small historical background:
Nomadic, nomad / RWI, B14



Small historical background:
K-Team, Khepera



Small historical background:
ActivMedia (support from RWI), Pioneer



Small historical background: Rug Warrior



Mobile Robots: Inspiration to Implementation, Joseph L. Jones,
Anita M. Flynn, A.K.Peters, 1993

Existing products and features:

Few old companies:

I-robot (IS-Robotics, RWI)

K-Team

Adept mobilerobots

(<- MobileRobots Inc <- ActivMedia)

no Nomadic anymore

many new ones

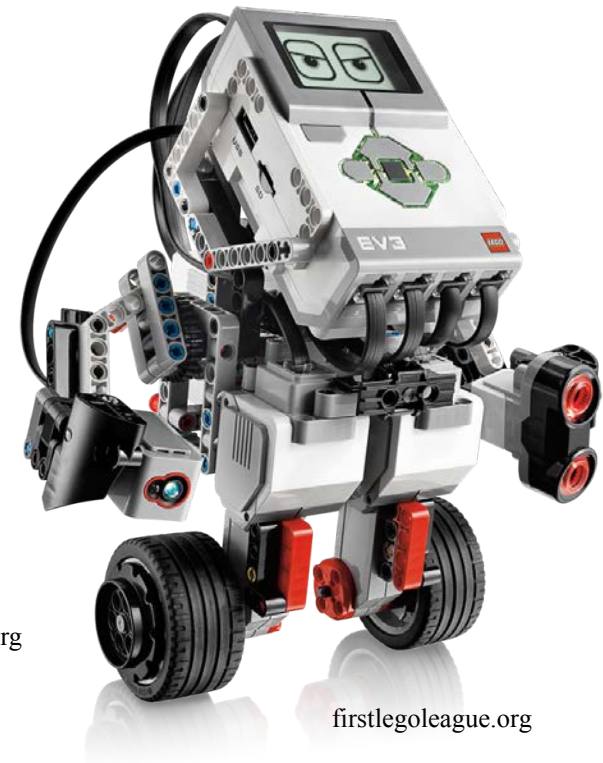
LEGO Mindstorm RCX / NXT / EV3



<http://www.amiga-magazin.de>

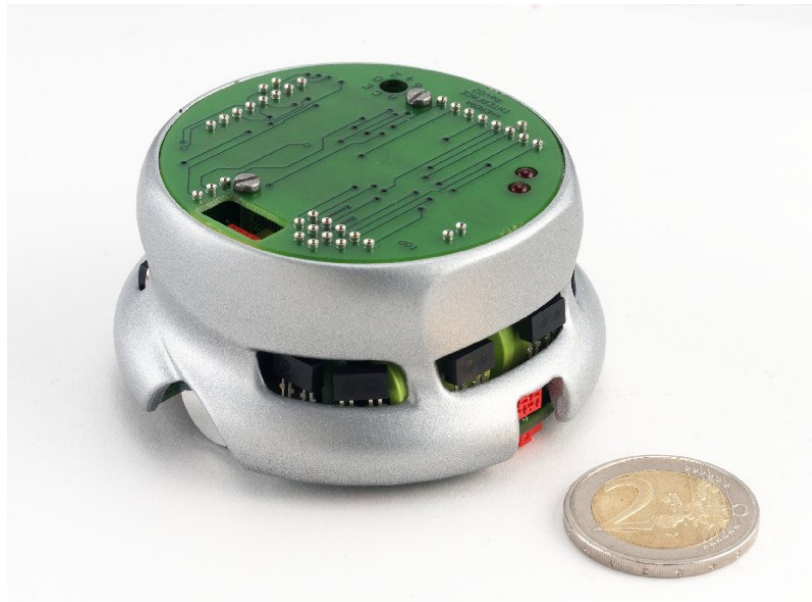


<http://nxtasy.org>



firstlegoleague.org

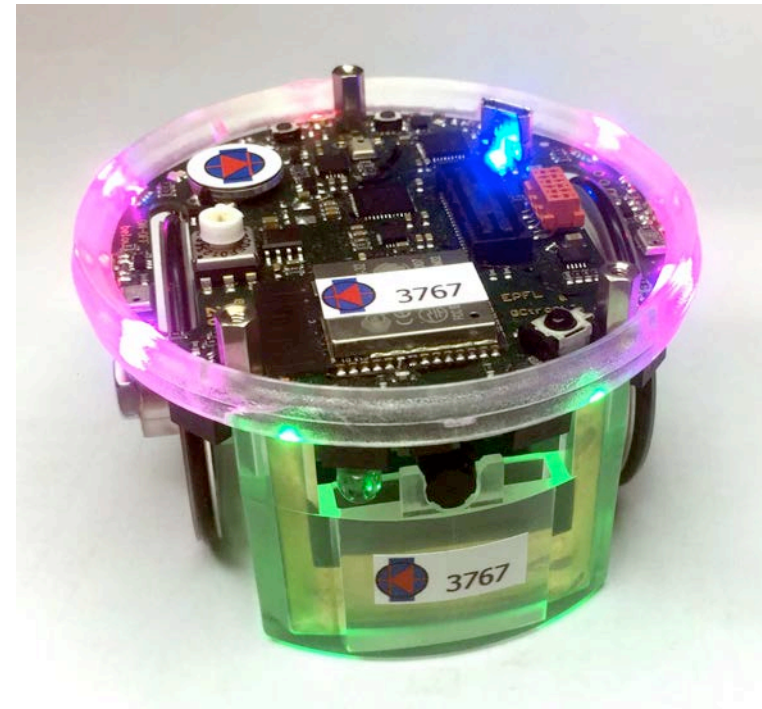
Khepera robot family



Kilobot



E-puck



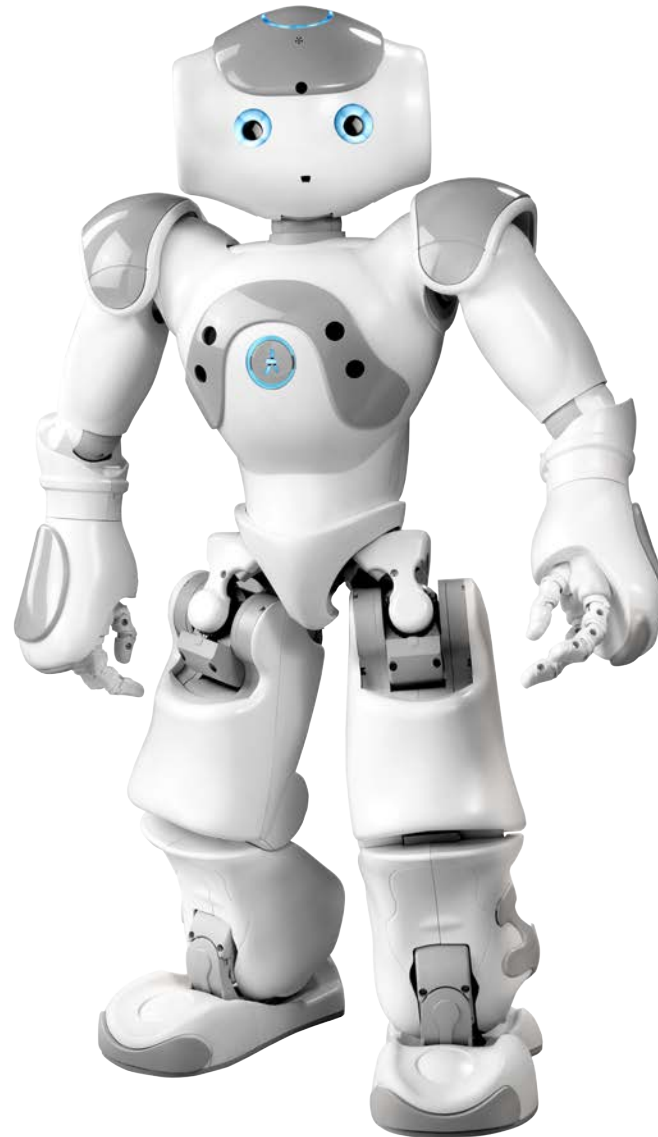
iRobot Create® 2



FESTO Robotino



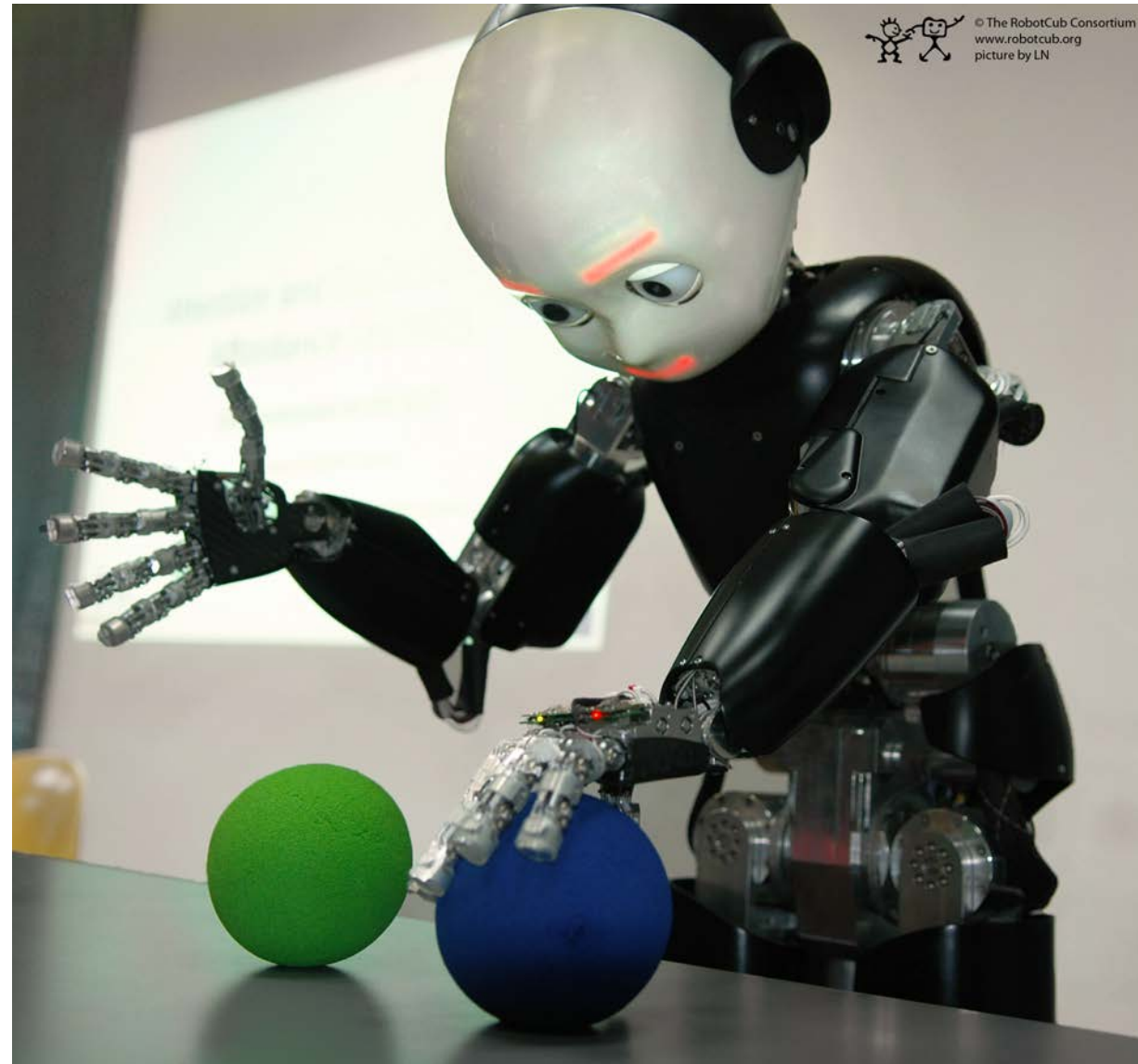
Nao



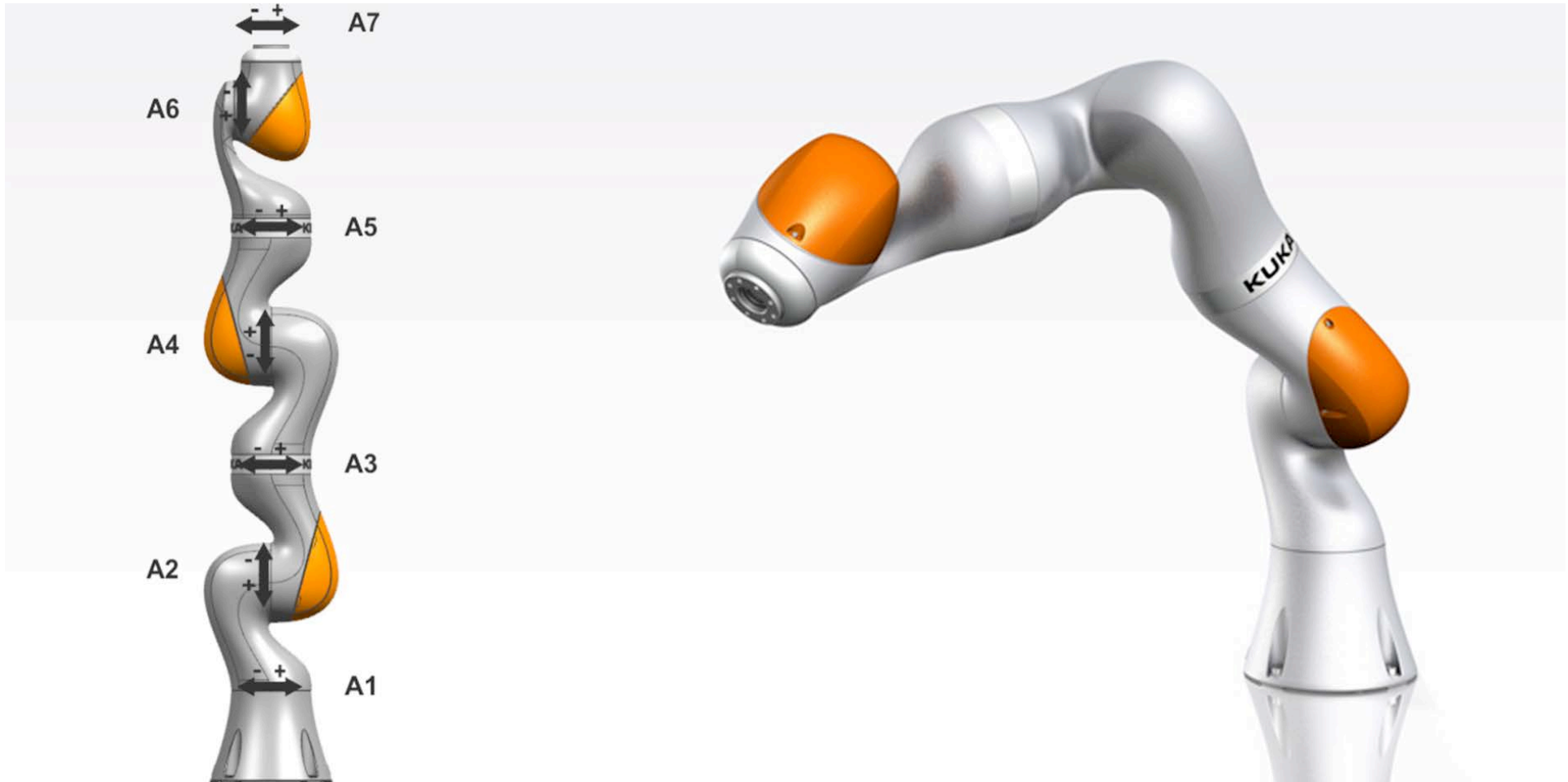
Willow
Garage
PR2



iCub



Arms



Flying robots

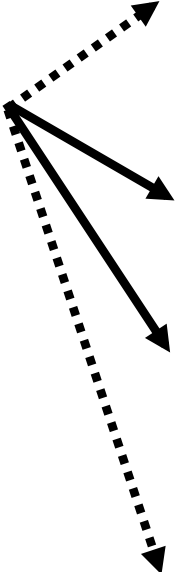


microdrone



eBee X

A choice between:

- 
- to buy a product**
cheap but usually very closed and inflexible
 - to collaborate with another lab or company**
 - to contribute or make a branch of an open product**
 - to develop a new product**
expensive but allowing a wide range of solutions

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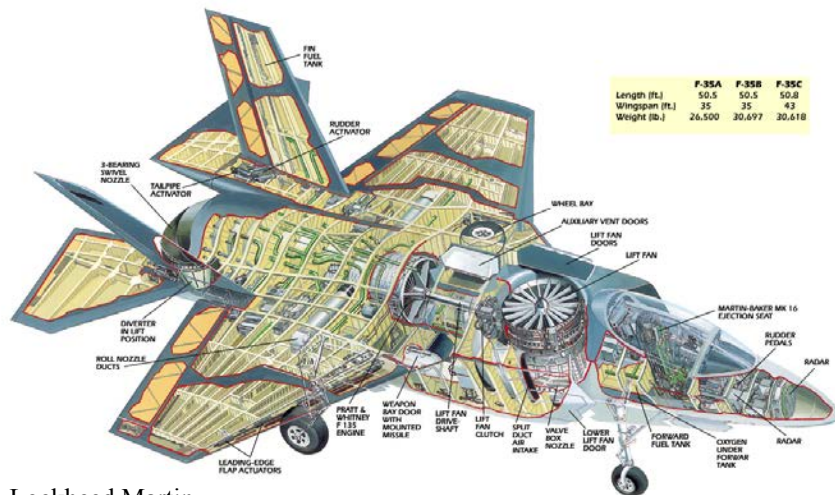
There are some methods to design innovative products



Thomas Owen



Hyundai



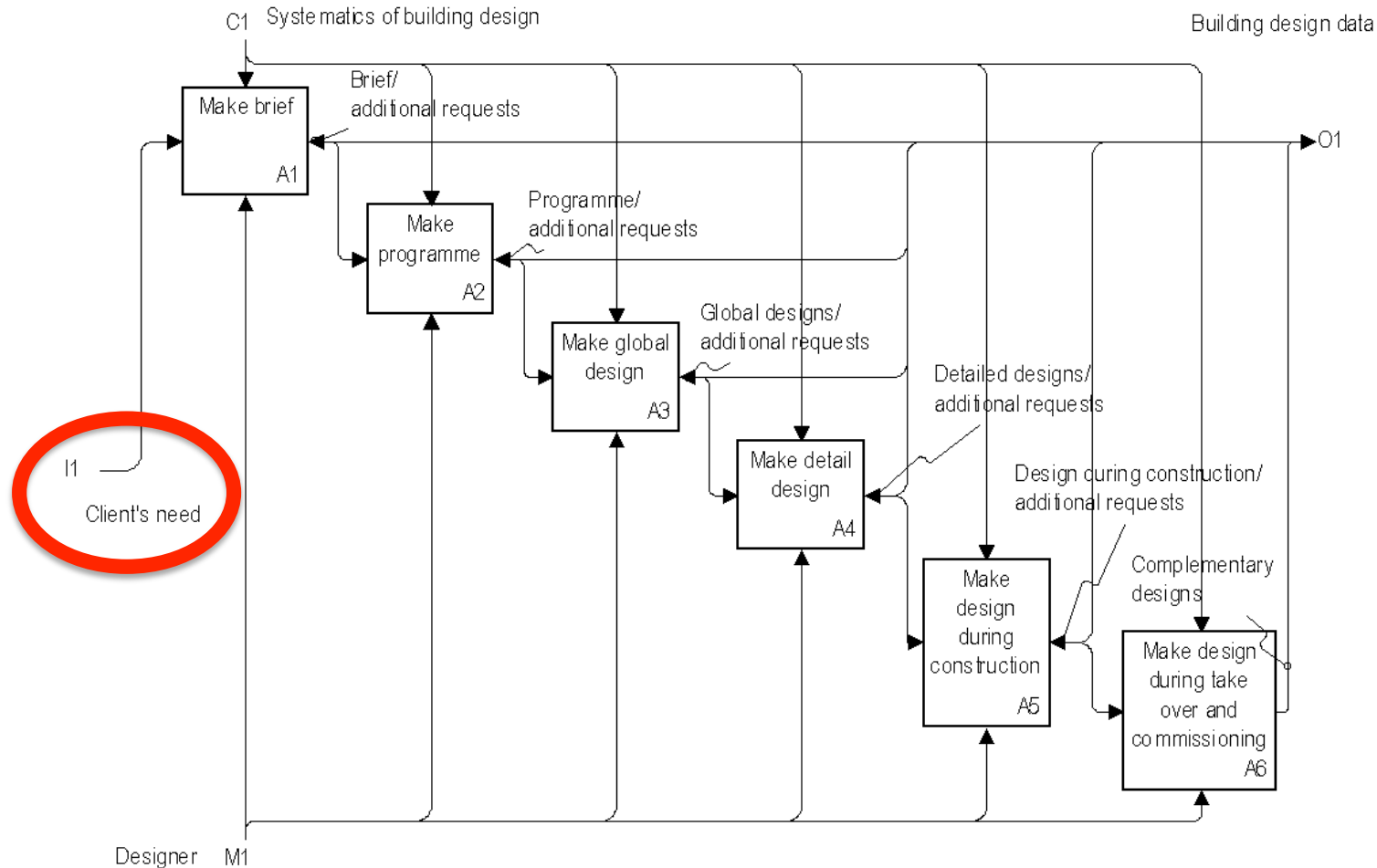
Lockheed Martin



Oregon Scientific, ATC2K



USED AT: VTT Building Technology	AUTHOR: VTT RTE VKK PROJECT: Product model based architectural design of precast concrete building NOTES: 1 2 3 4 5 6 7 8 9 10	WORKING	READER	DATE	CONTEXT: ■
		DRAFT			
		RECOMMENDED			
		X PUBLICATION			



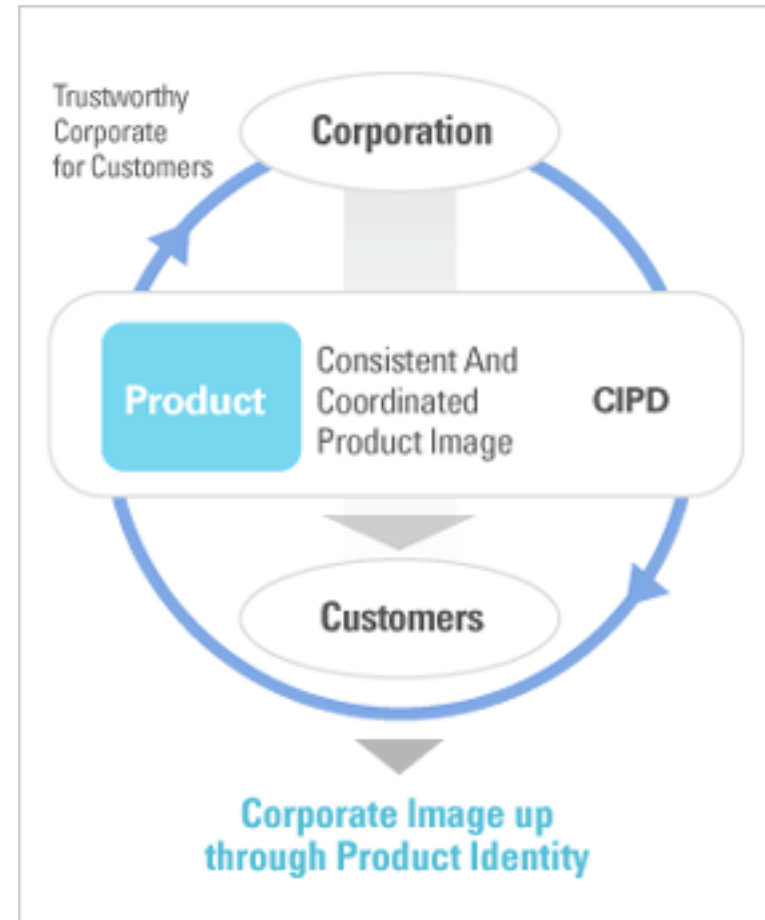
NODE: A0	TITLE: Produce and manage building design da	NUMBER:
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The customer / the market



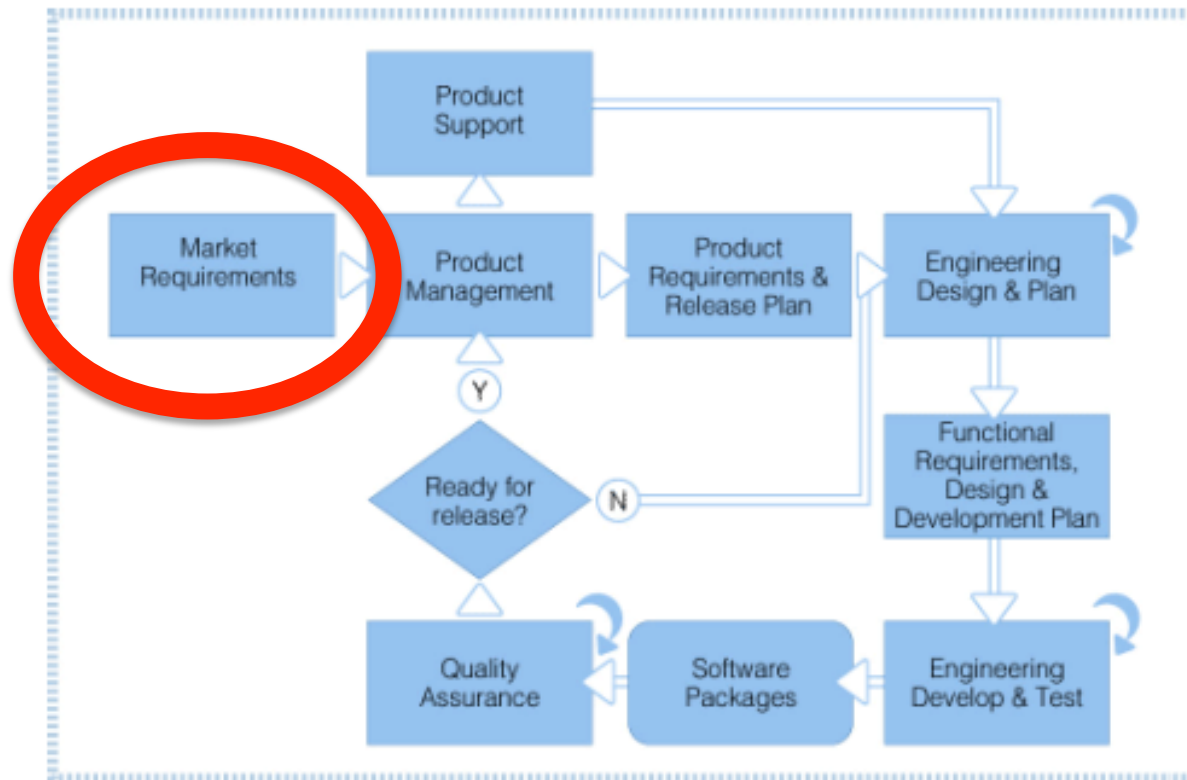
KYOCERA



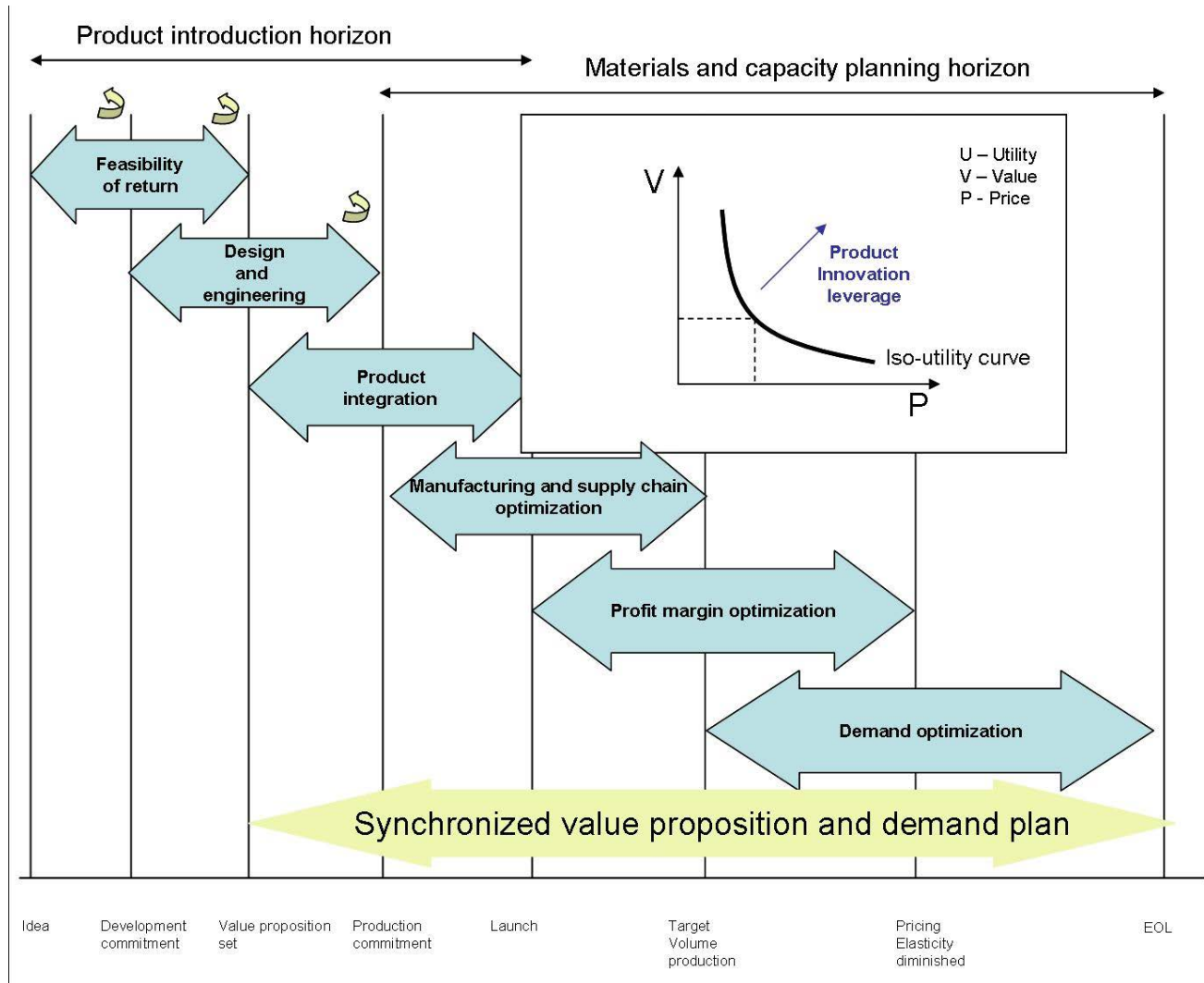
LG Electronics



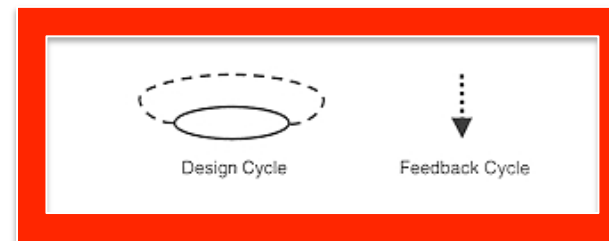
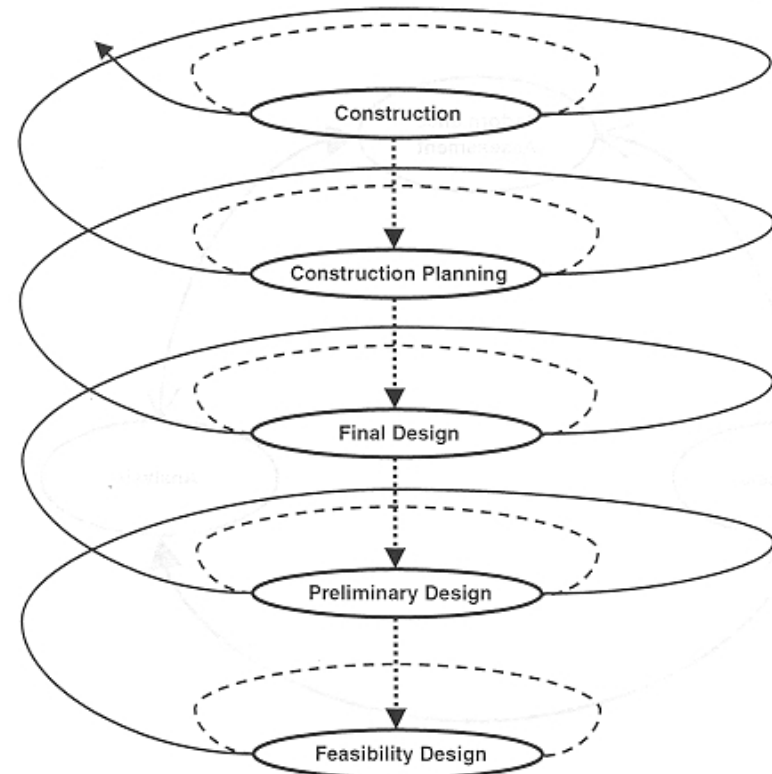
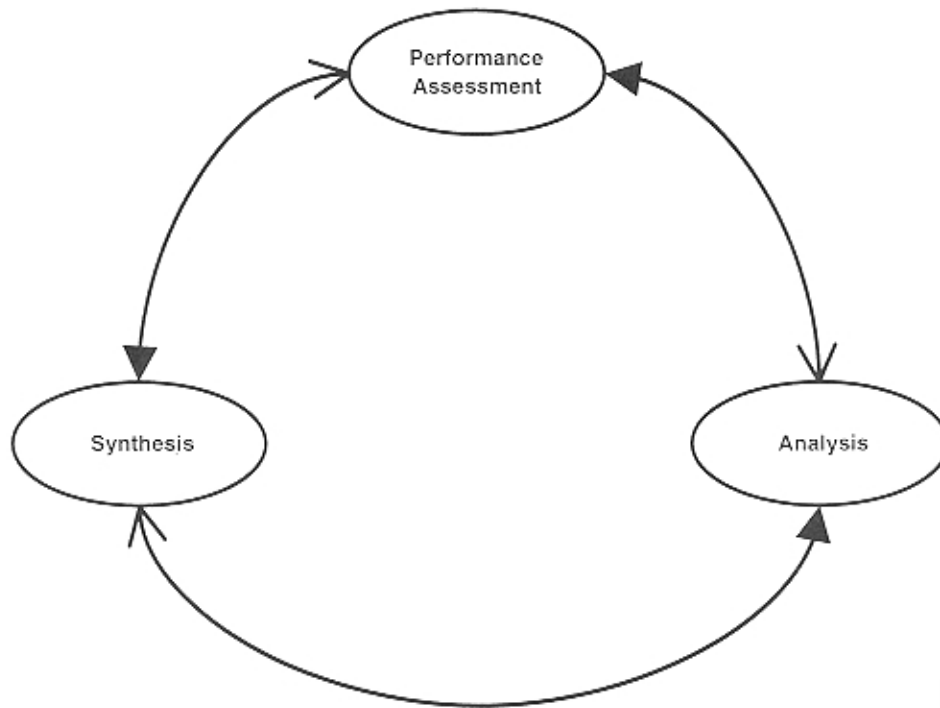
Standard methodologies for product design



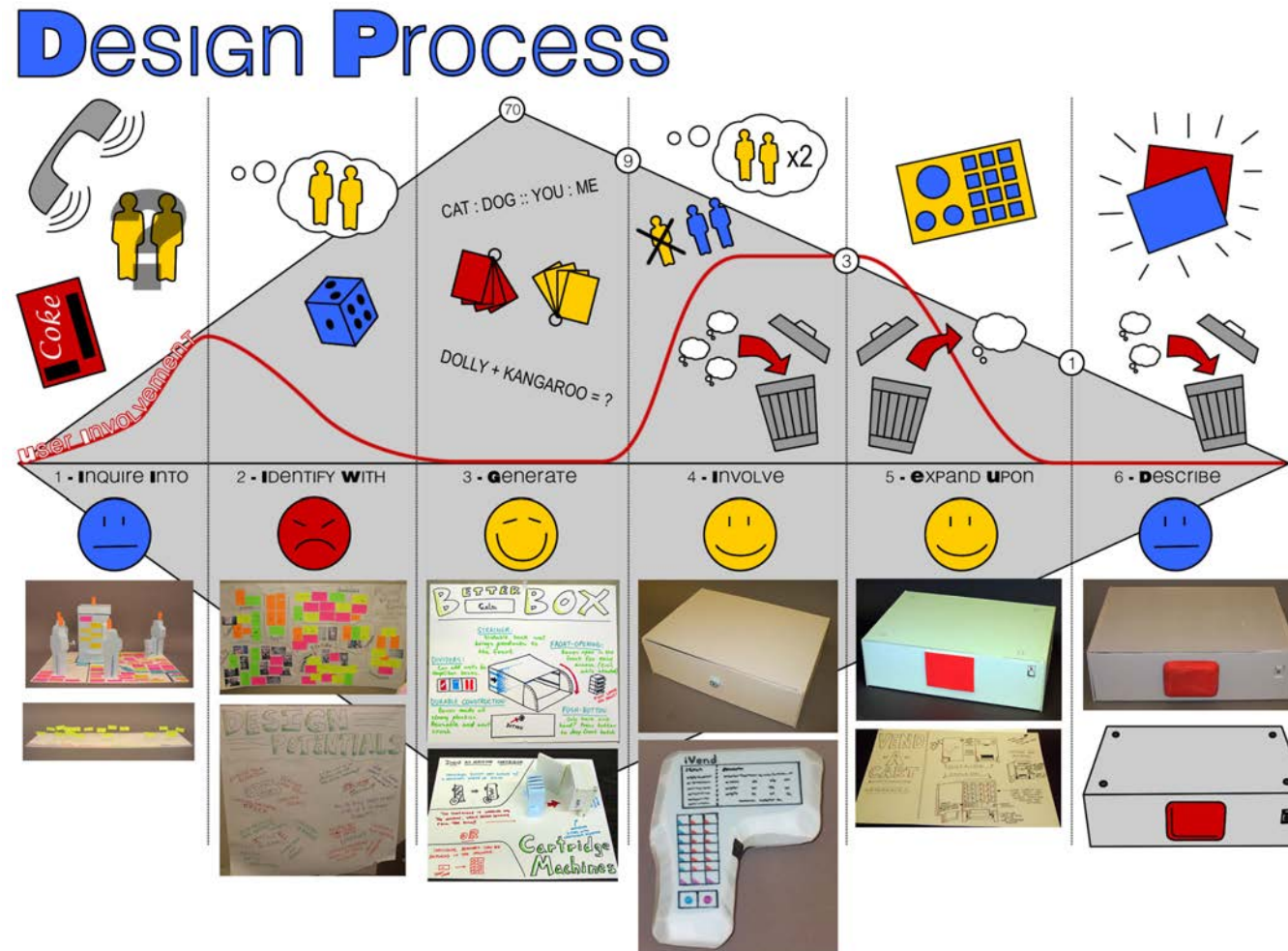
Linear?



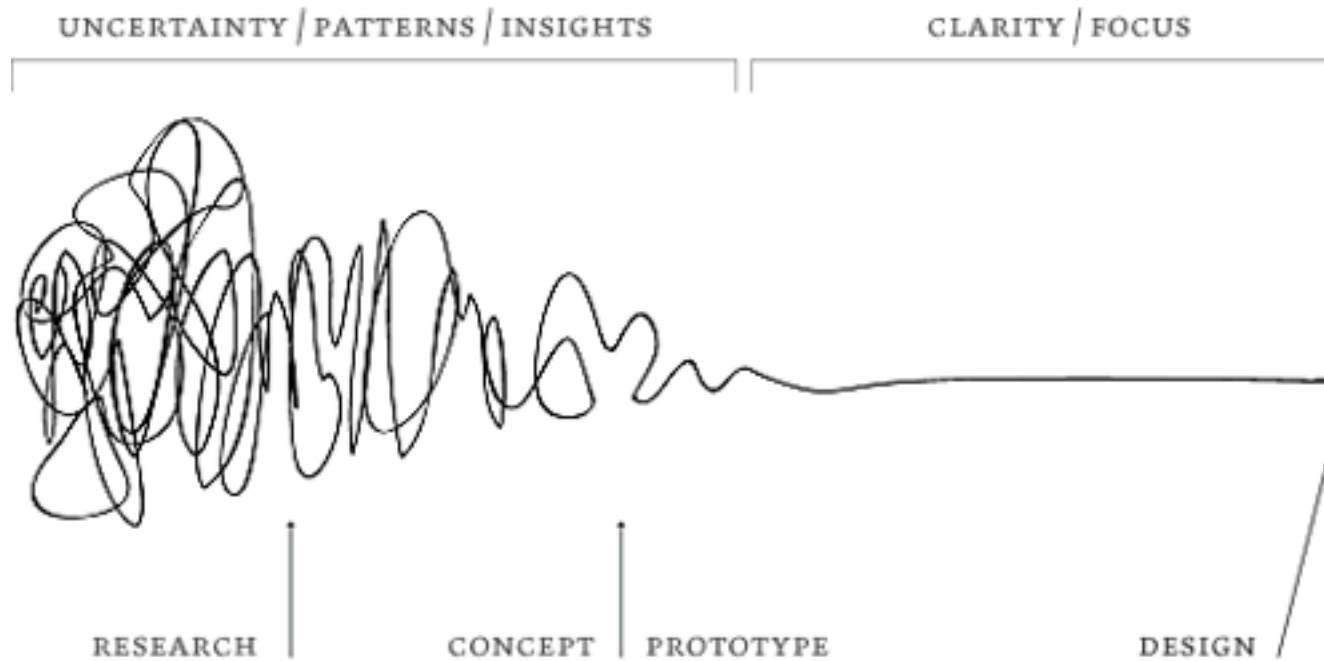
Iterative!



Creativity / design phases:



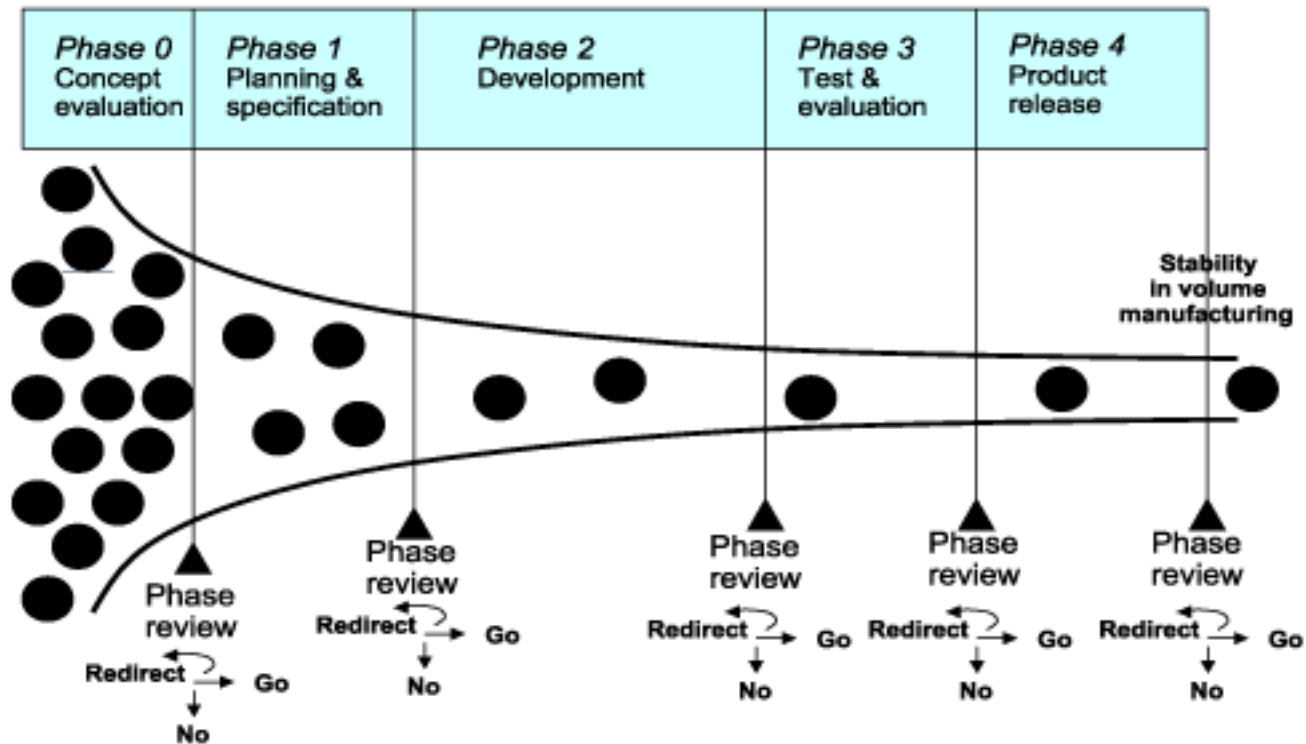
Creativity / design phases:

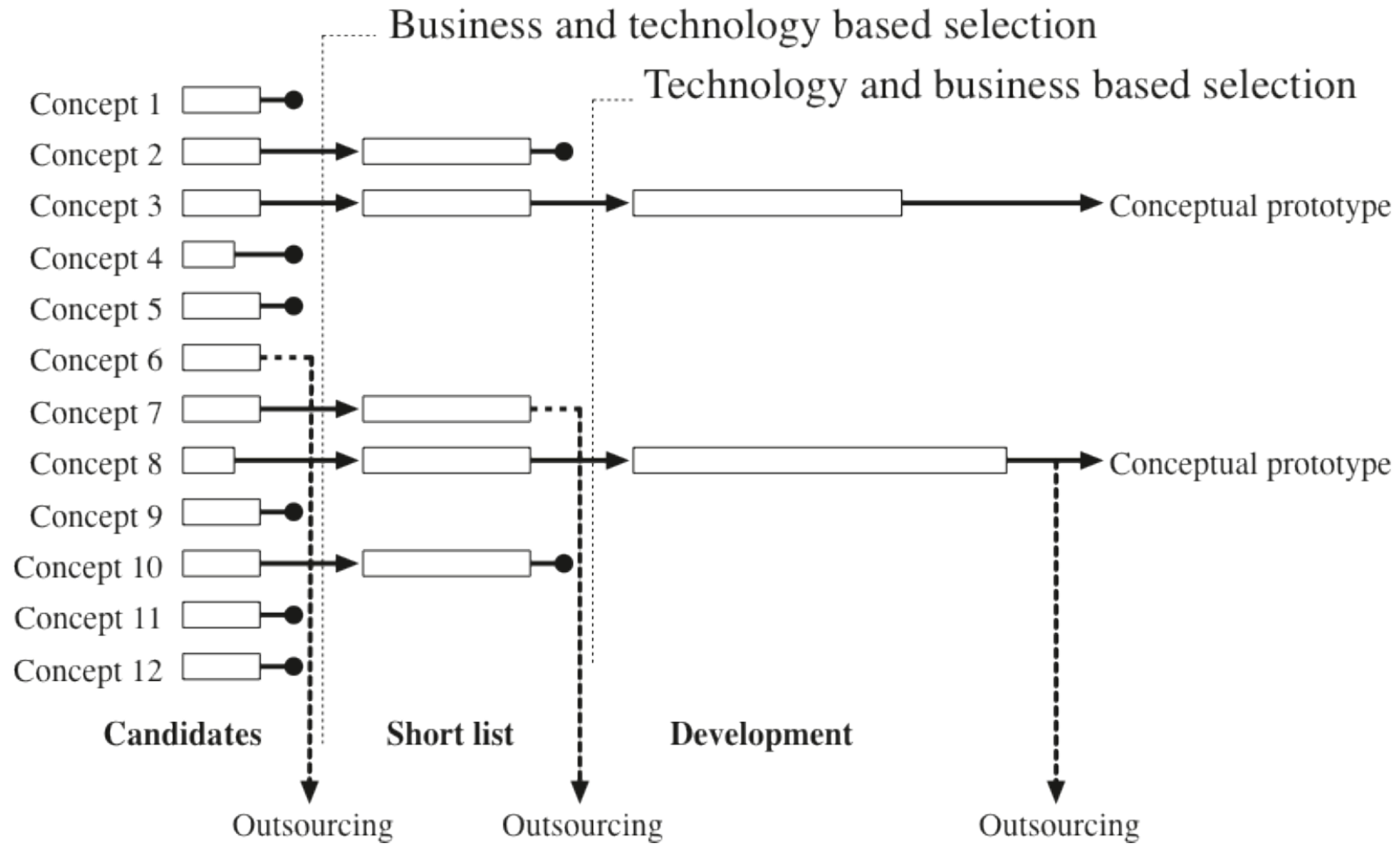


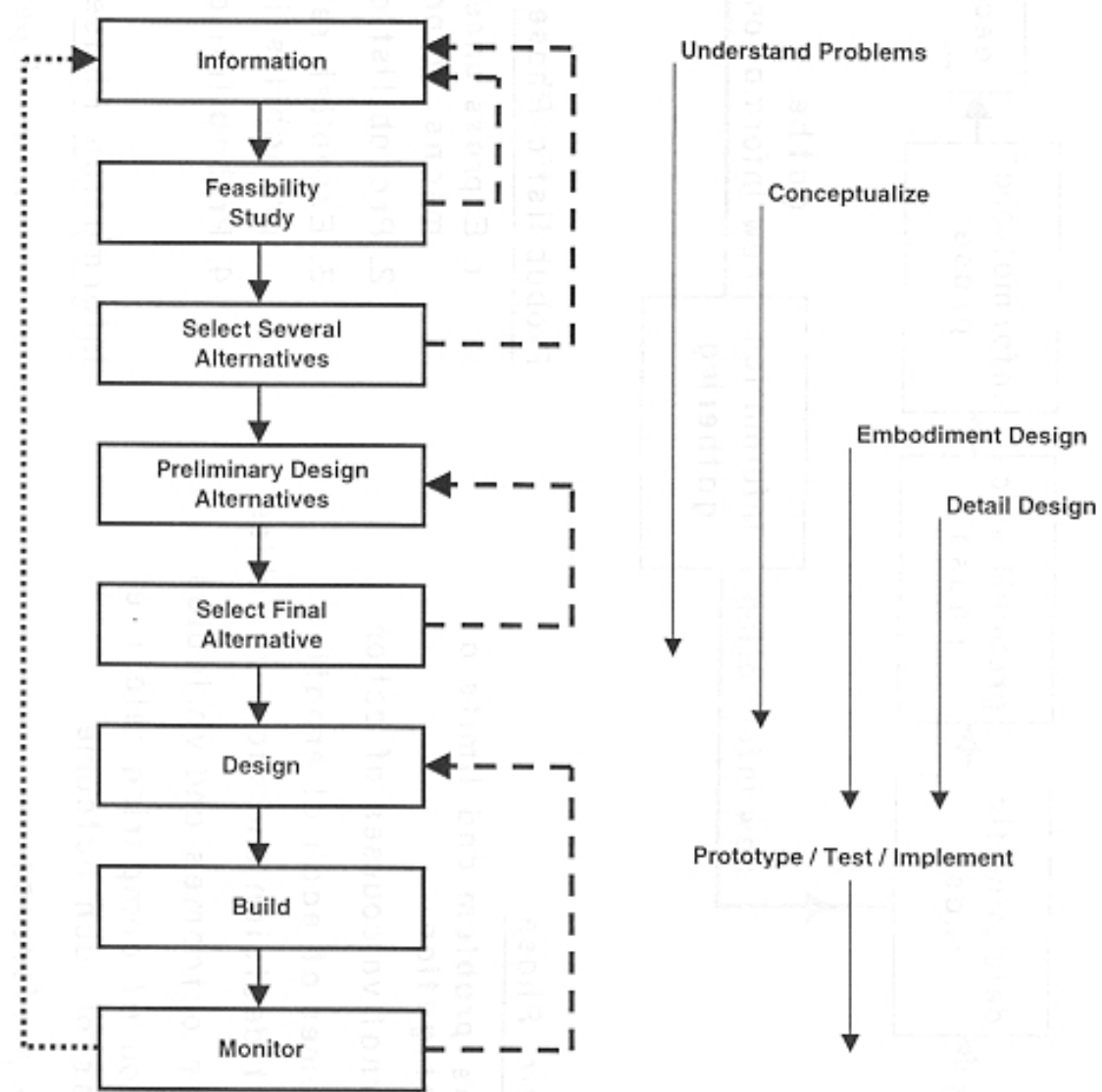
How to steer creativity?

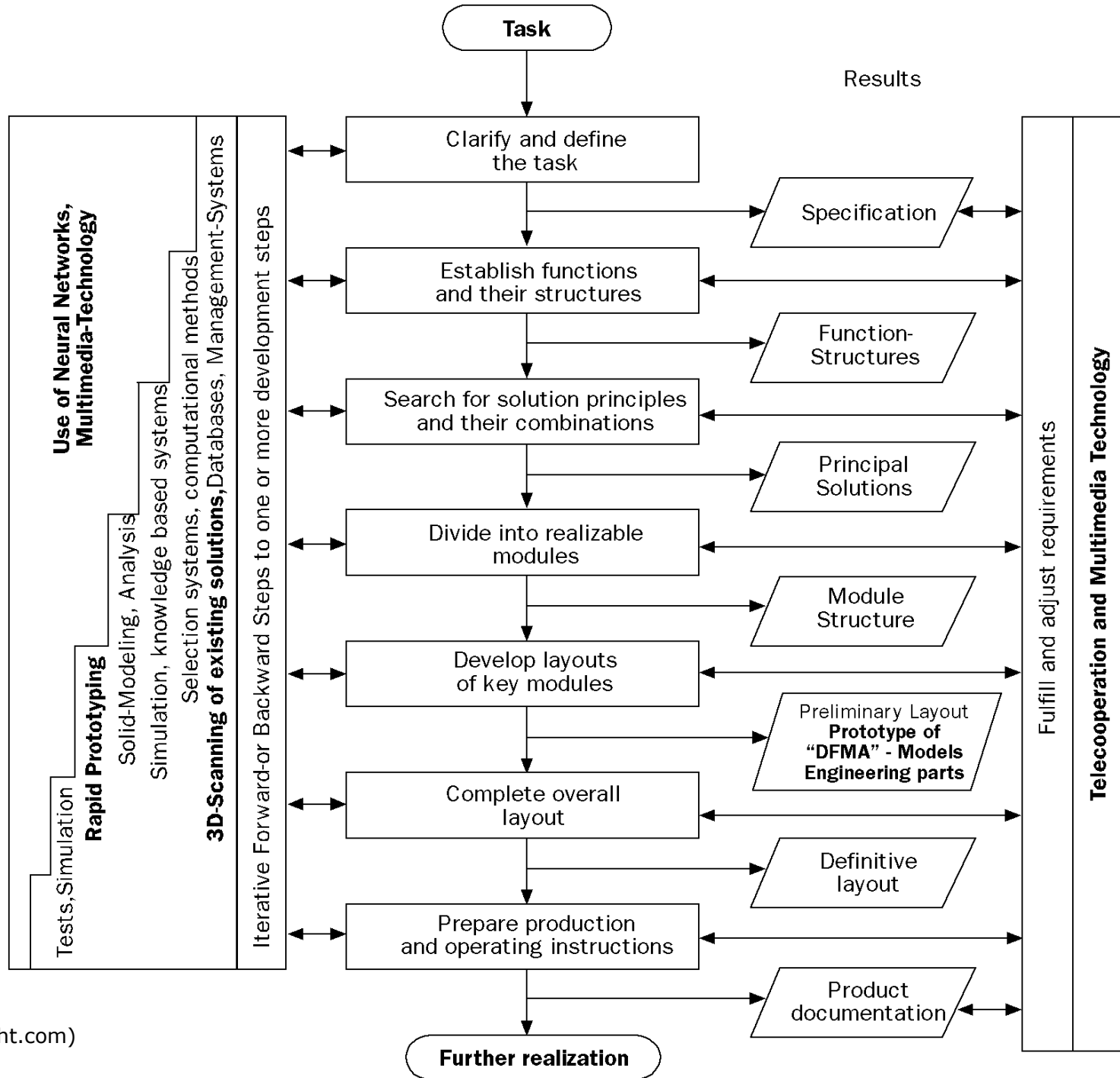


Design process / milestones









Example: window cleaning robot



euron.org



Suction pads

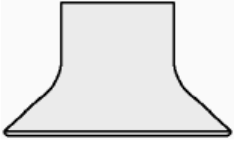
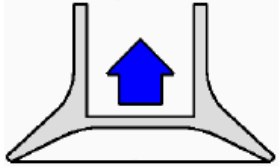
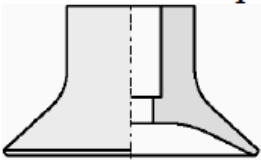
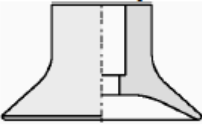
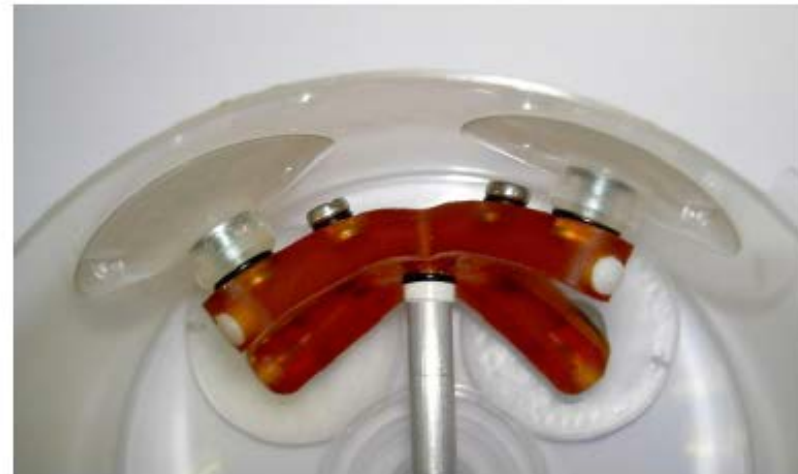
Concept	Characteristic	Constraints/Disadvantages
Passive suction pad 	The pad is pushed and pulled against a wall to create and remove the fixation.	Smooth wall. We need a strong bi-directional controlled force to create and remove the fixation. [Cleanbot]
Deformable suction pad 	The pad is able to augment the internal volume (reducing the pressure) through an active device. This can make the fixation stronger and the detachment easier.	Smooth wall. Activation-deactivation mechanism.
Vacuum suction pad 	The inner part of the pad is connected to a miniature electric vacuum pump (piston or diaphragm) that can be switched on or off.	Smooth wall. Miniature vacuum pump. [Darpa, Biggalo, Mrwallspect3, Ninja]
Sliding vacuum suction pad  Little μ_d	The pad is a vacuum type and has, on the wall, a little dynamical friction coefficient. The pad could alternatively be fixed or could slide in function of the level of the vacuum.	Very smooth wall (window) Miniature vacuum pump. [Clim@tron]

Table 4: Holding mechanisms based on suction pads



Michele Leidi, "Design and prototyping of a climbing robot "



Combination of concepts:

- adhesion
- lifting
- energy harvesting

Some other well known design methods (to be combined...):

- Functions subdivision by “axiomatic design”
- “TRIZ” to be used to find solution for functions.
- Optimization of product: “QFD”

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How should we design our research robots ?

Do they are standard products?

Can we apply standard product design methods?


Do our robot fit to products profiles?

How? If not, why, where?

The customer? Which market?

Who defines the needs?

- Your colleague doing behavioral studies
- The reviewers / stakeholders
- Your thesis director?
- The funding agency
- Those who will read your articles

 how “customers” should steer innovation?

- difference between technical and functional requirements. Technical requirements will hardly be innovative!
- Experience versus being naïve
- Difference in background
- Quantity of thinking
- Methodology

Specifications: where are they?

Very important to clarify the specs.

No marketing department.... You do the job.

-Ask (yourself) for the real need and not the expected solution.

- Make them stable, written.

- Translate need into technical specifications.

Methodology: flexibility required...

Keep the global design approach, adapt for your specific case

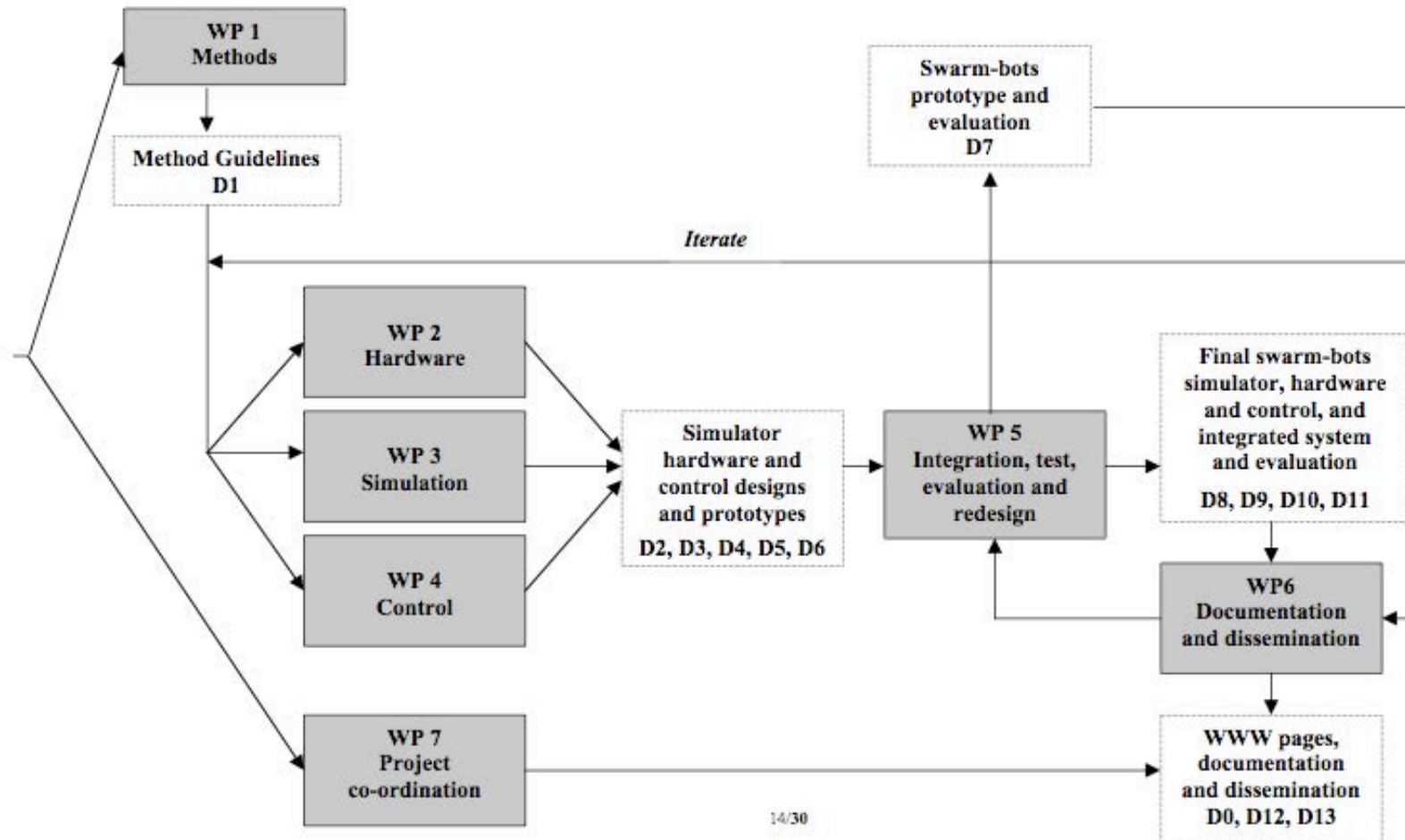
Bring core competences,
take advise on other fields

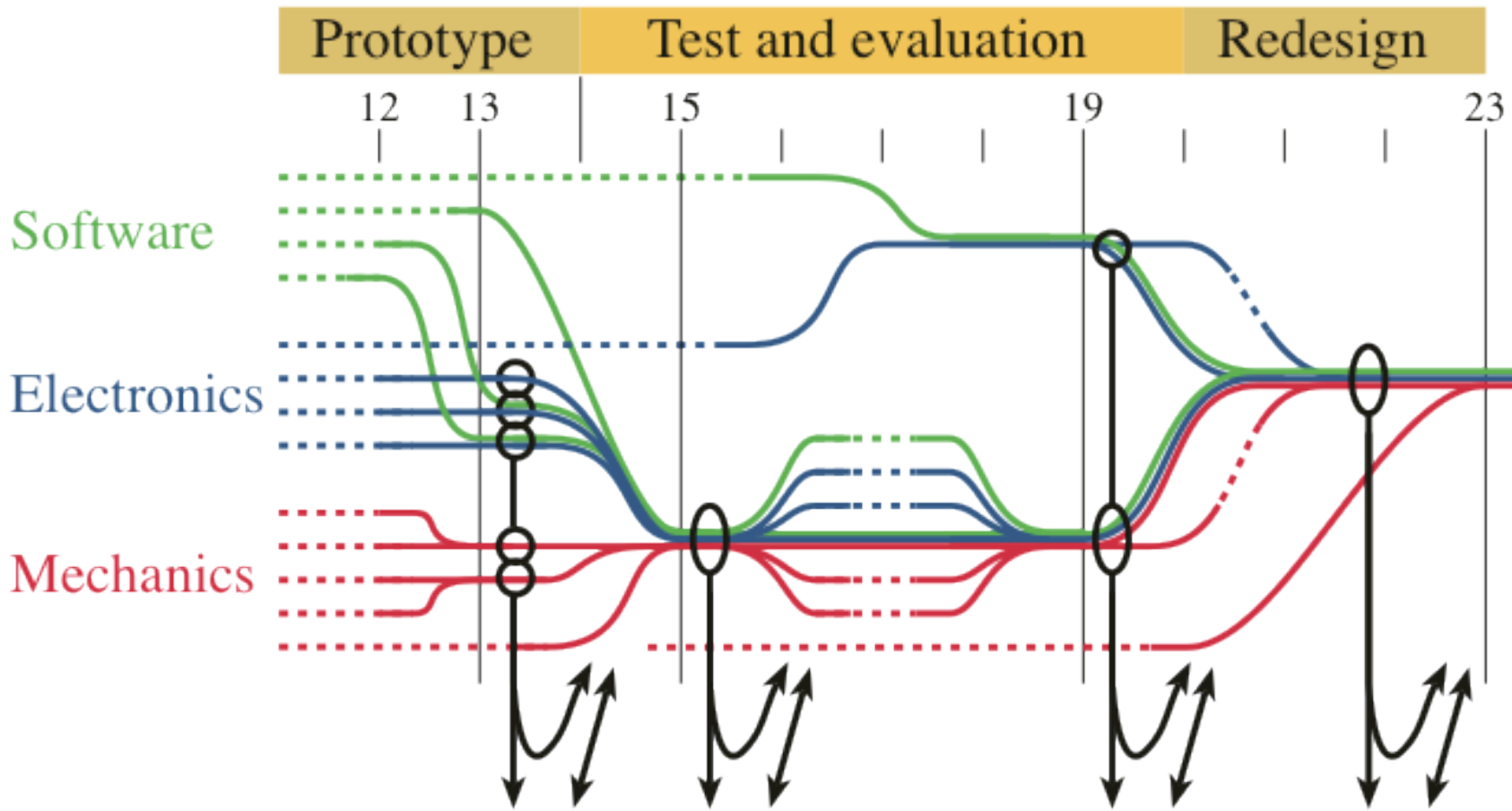
Often a methodology is defined in the project



B6.3 Project Structure (Pert diagram)

Graphical presentation of the project's components, showing their interdependencies (Pert diagram)

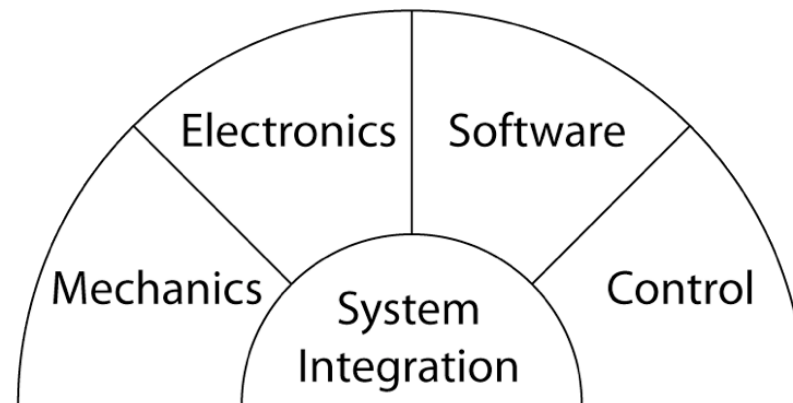




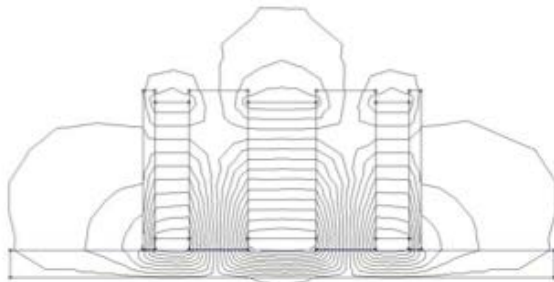
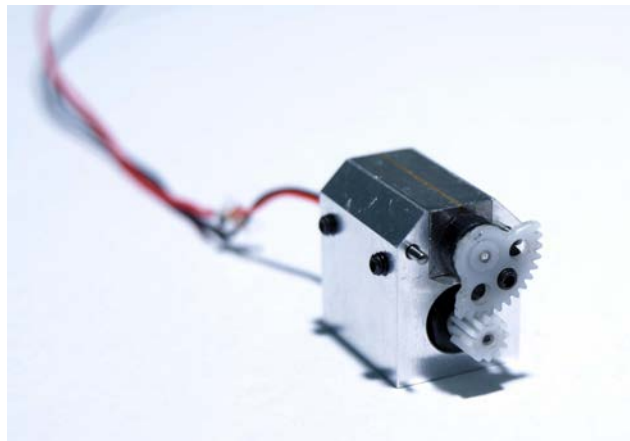
Products are increasingly multidisciplinary...



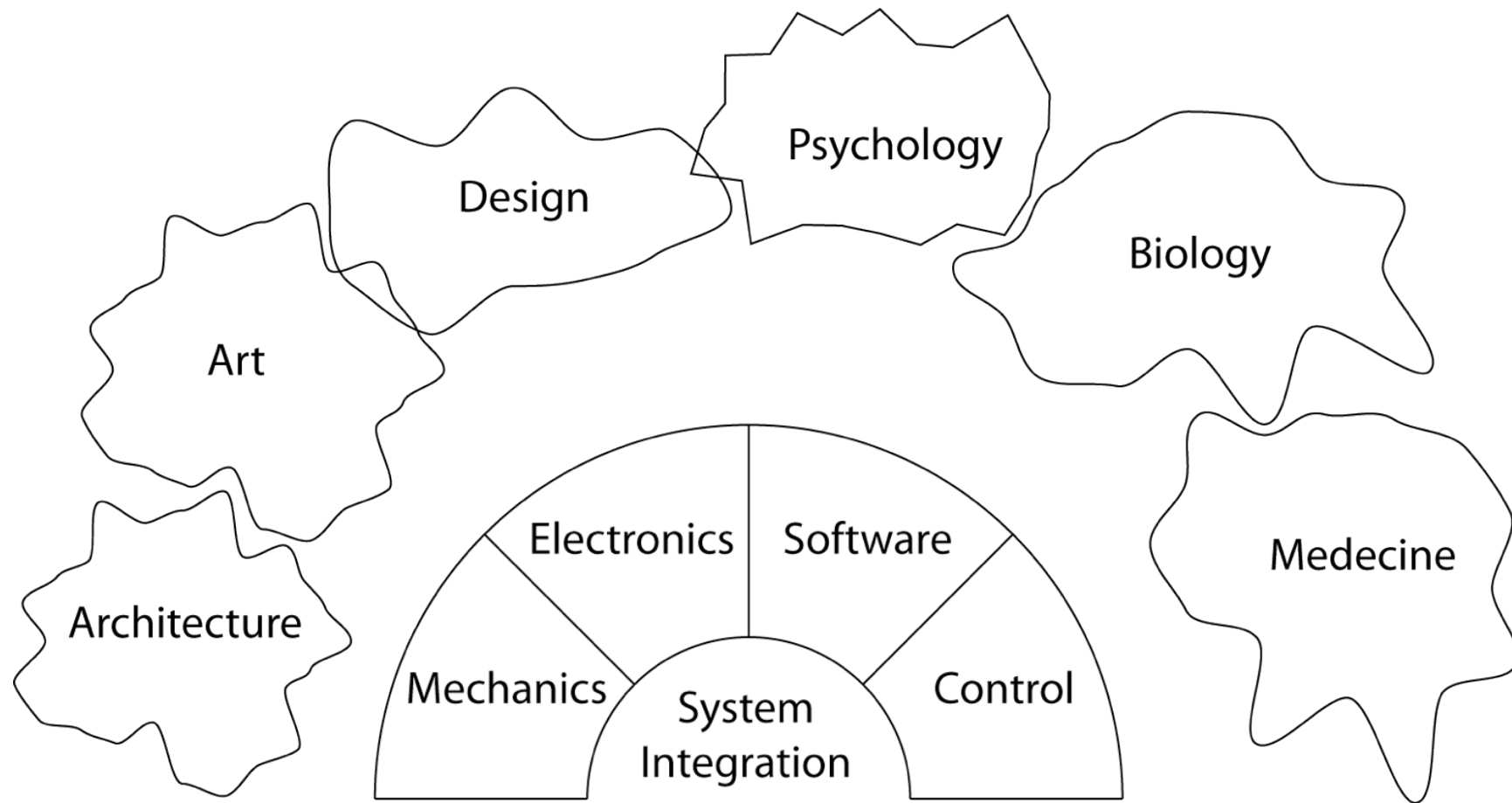
Core competences:

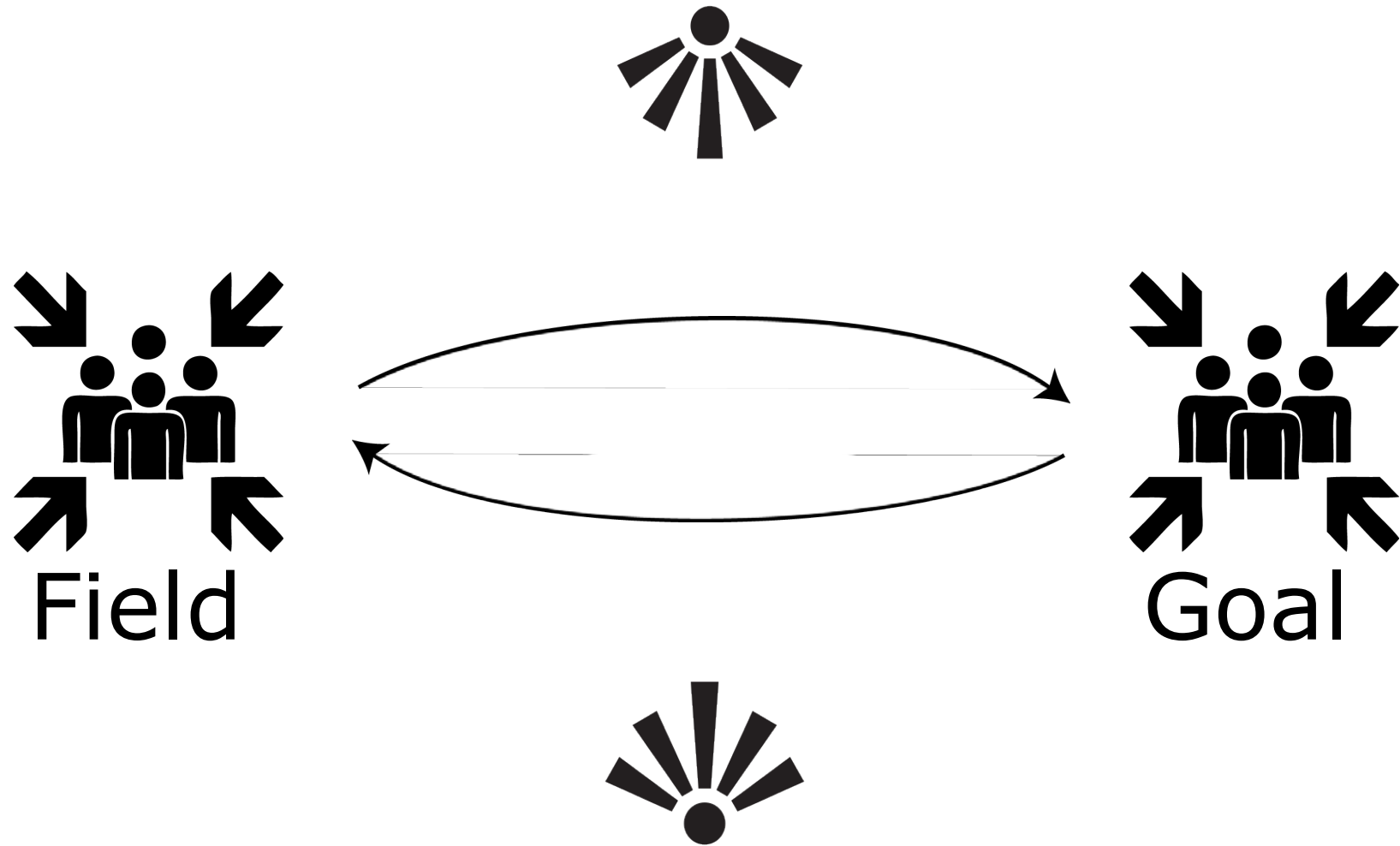


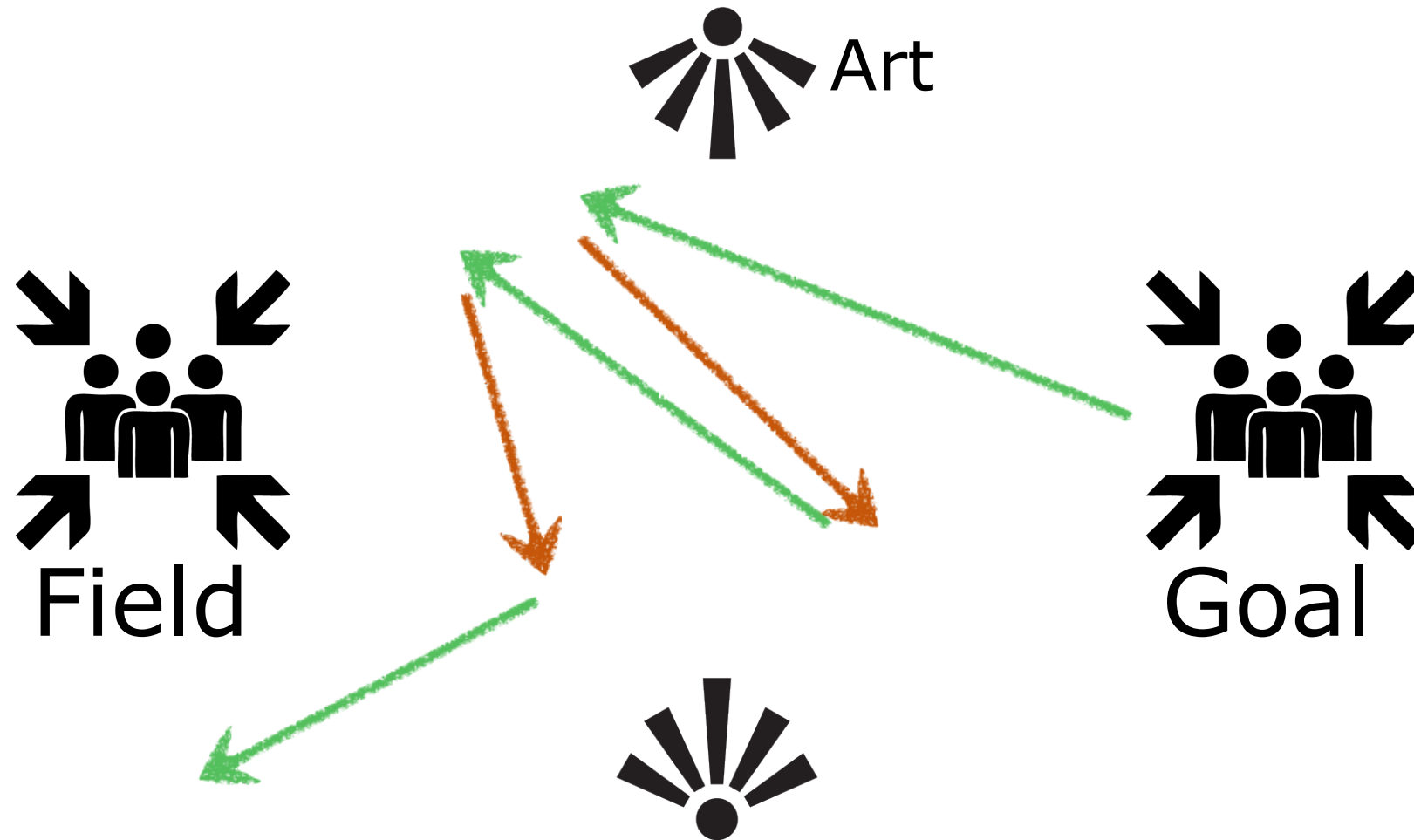
Core competences:

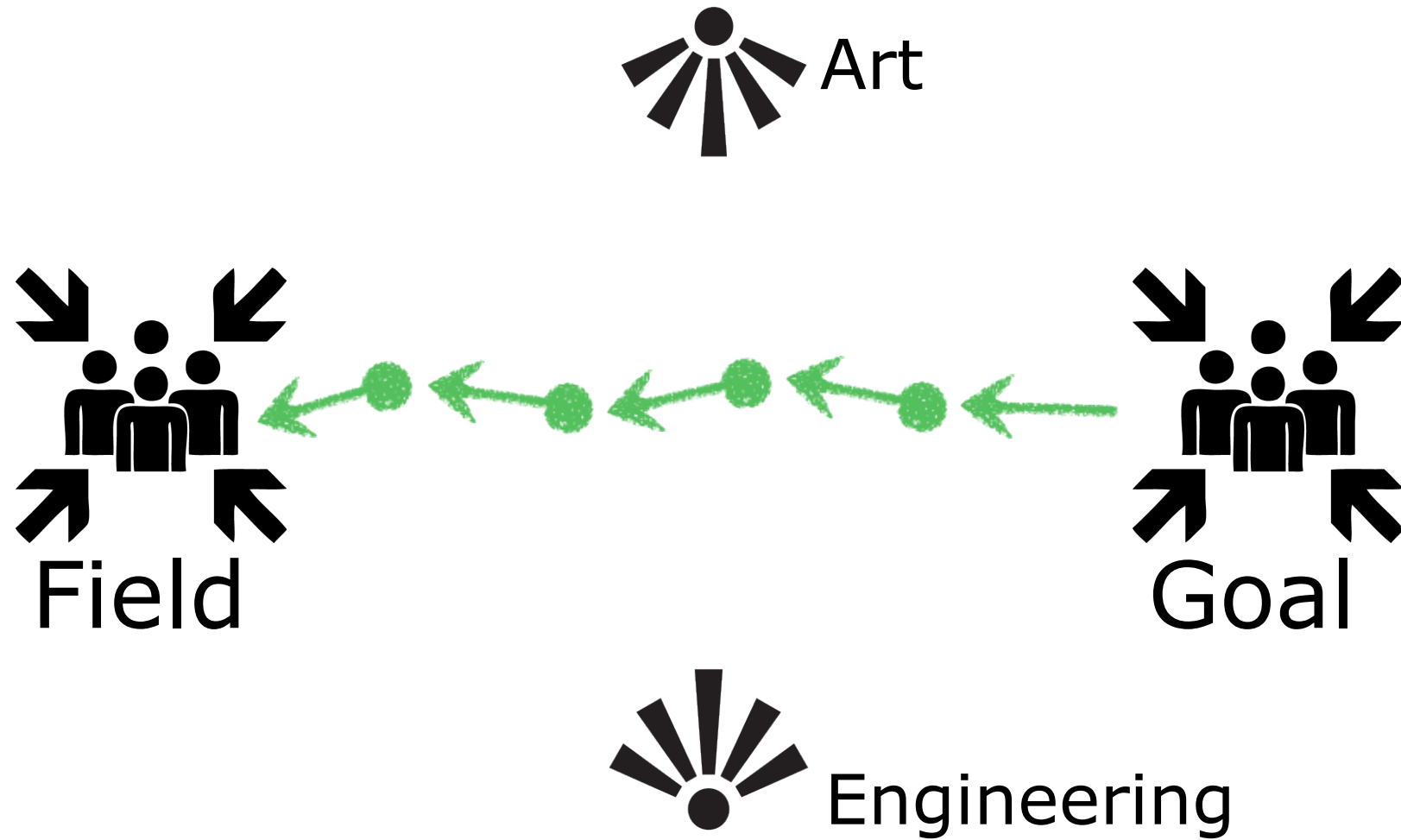


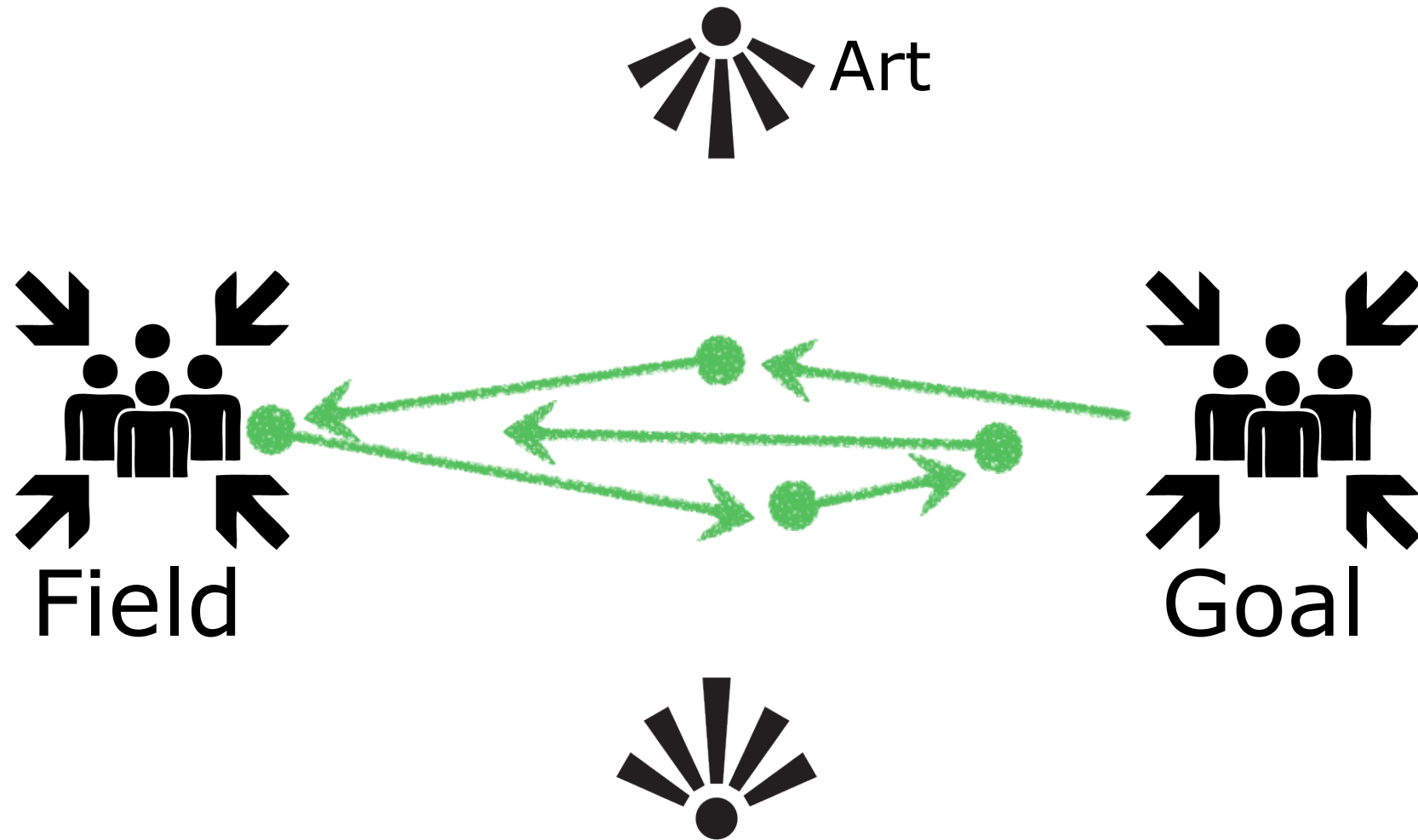
Interdisciplinary work



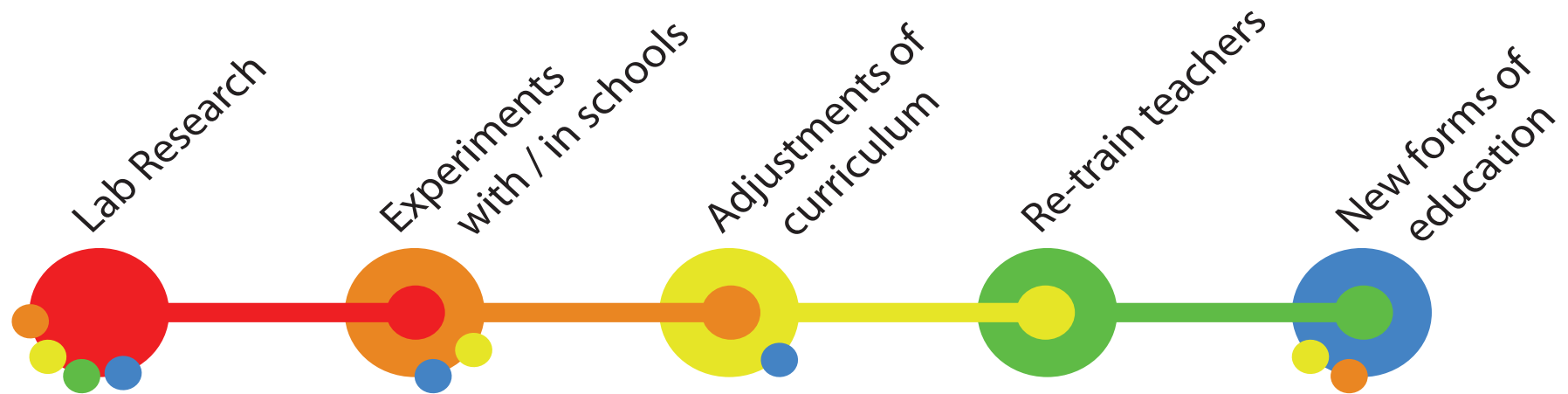








Being aware of the real problems: translational!



Design process / milestones

- Milestones / Deliverables are classical steps
- Often presented to experts
- Form depends on field and of the experts

Selling the idea

Common in engineering (eng. to eng.)

Can become more complex when selling to:

- Your colleague doing behavioral studies
- The reviewers / stakeholders
- The funding agency
- Those who will read your articles

Open / proprietary IP

OPEN:

- not mix open data with open IP
- very common in the academic world
- welcome by funding agencies
- not compatible with industrial applications

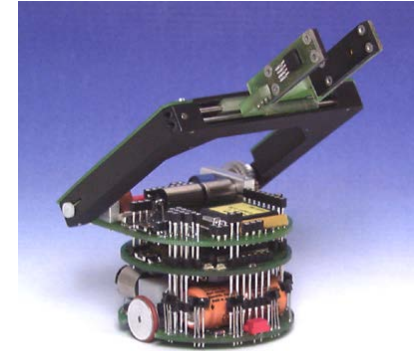
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Khepera miniature mobile robot

Scientific impact:

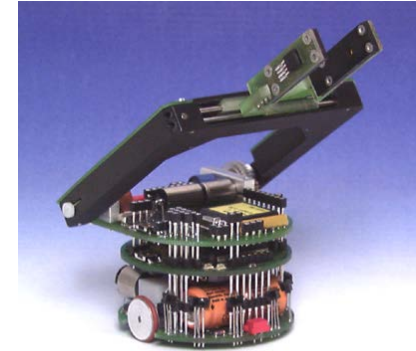
- Worldwide switch from simulation to Khepera
- ~1000 laboratories acquired Khepera
- Khepera in >6000 publications (on Google scholar)
- Khepera methodology is a standard in AI research
- 2 edited books (proceedings), 4 book chapters, 4 journal papers, 13 conferences
- Core paper with 676 citations
- Created one conference (AMiRE, 6 editions)
- Cover of most scientific journals (Nature in 2000)



Khepera miniature mobile robot

The customer?

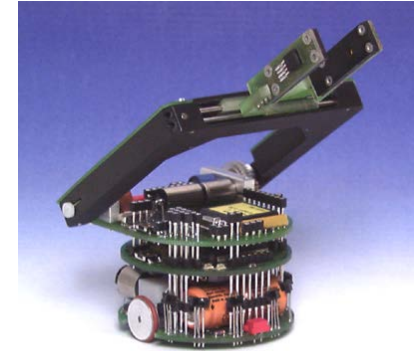
- Us as researchers in a given project
- Our boss
- Colleagues in Biology and CS (neural networks research)
- More and more universities



Khepera miniature mobile robot

Specifications: where are they?

- Based on some good and innovative ideas
- Defined during the project
- Based on our own needs
- Based on our design experience
- Based on our vision of “nice design”

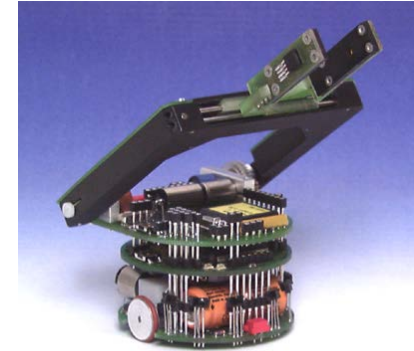


Khepera miniature mobile robot

Methodology

Design process / milestones

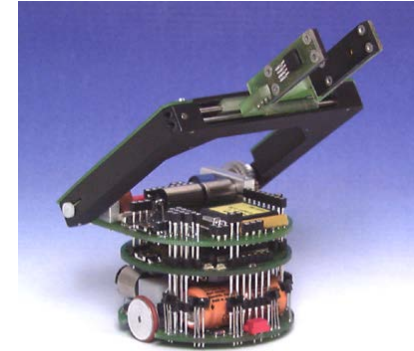
- Classical engineering process based on
 - Research of solutions
 - Comparison of several solutions
 - Choice and integration
- Design by iterations, few time pressure



Khepera miniature mobile robot

Open / proprietary IP

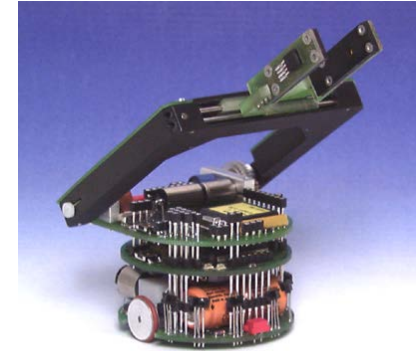
- Proprietary (EPFL)
 - schematics, implementation and code
- Agreement with K-Team company
- Royalties from K-Team company



Khepera miniature mobile robot

Selling the idea:

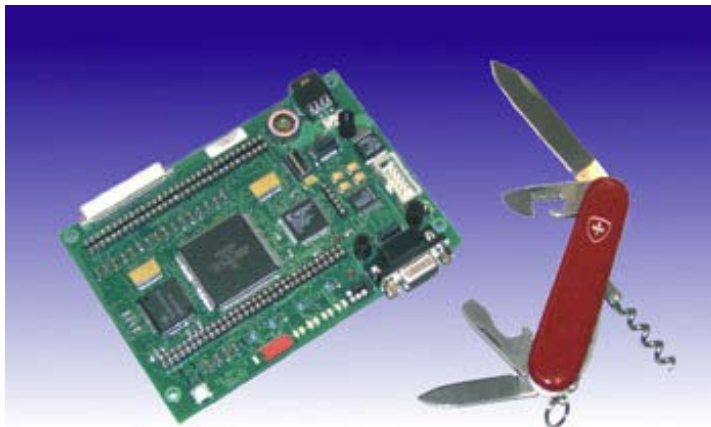
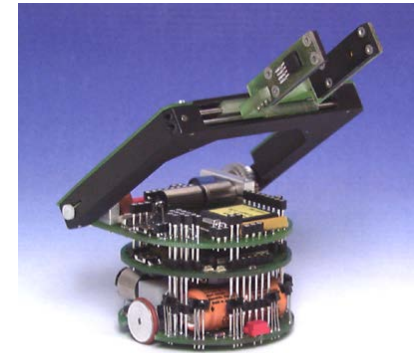
- based on scientific results
- answering to strong needs
- corresponding to a trend (Alife - robotics)
- becoming the tool of a community



Khepera miniature mobile robot

A good example?

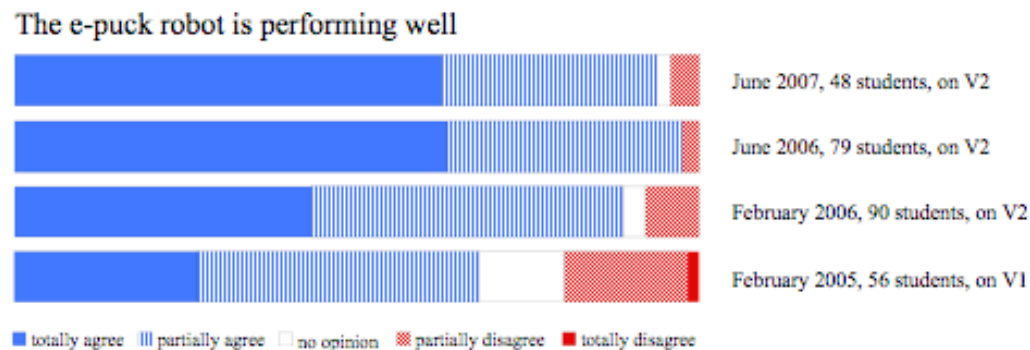
Perhaps, but has not been repeated in K-Team
2nd - 3rd ... attempts failed:



e-puck education robot

Achievements:

- Open robot platform for a large number of EPFL courses
- Excellent feedback from students:



- ~100 laboratories using it
- Two companies producing it, many resellers

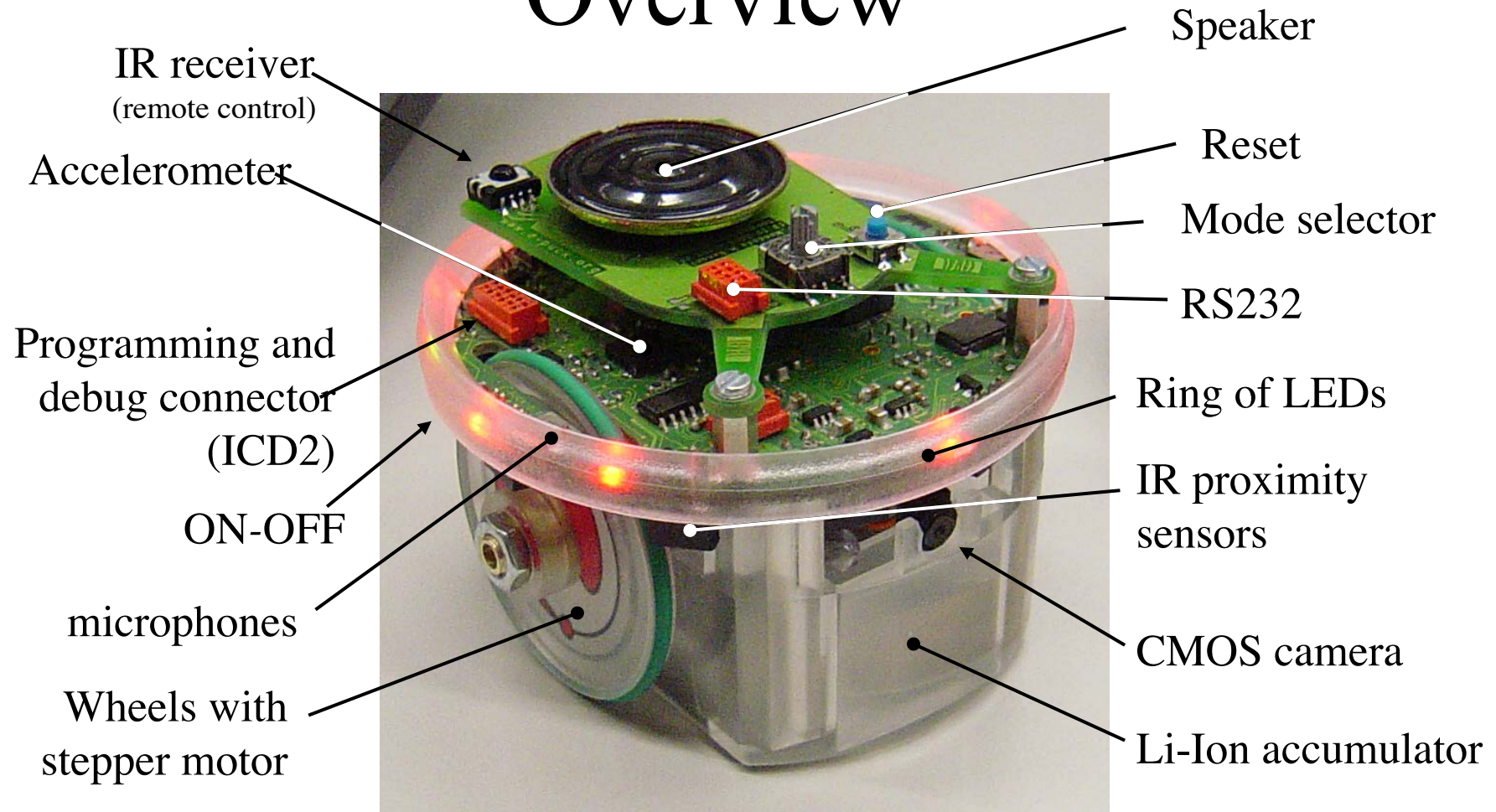
e-puck: clear goals

- Develop a modern and cheap desktop mobile mobile robot that can be used in university-level education as motivation tool and system example.
- Have an uniform robotic platform in education at EPFL and abroad.
- Introduce robots as education tools earlier in the curriculum.

(was clear after discussing with lot of people)

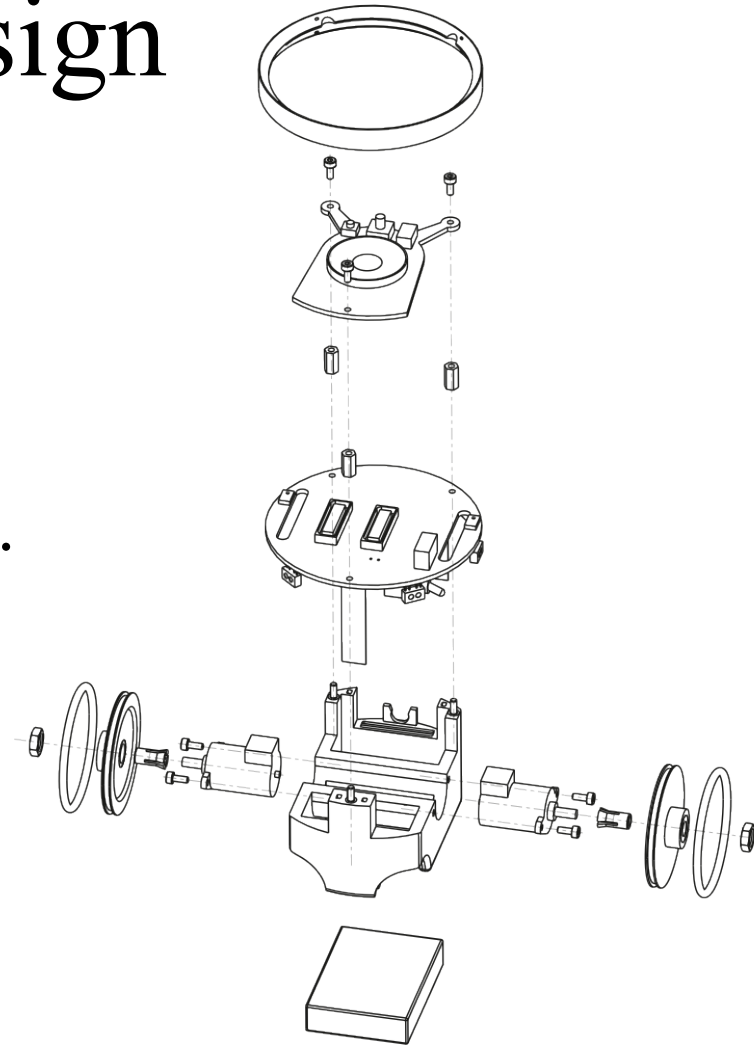


Overview

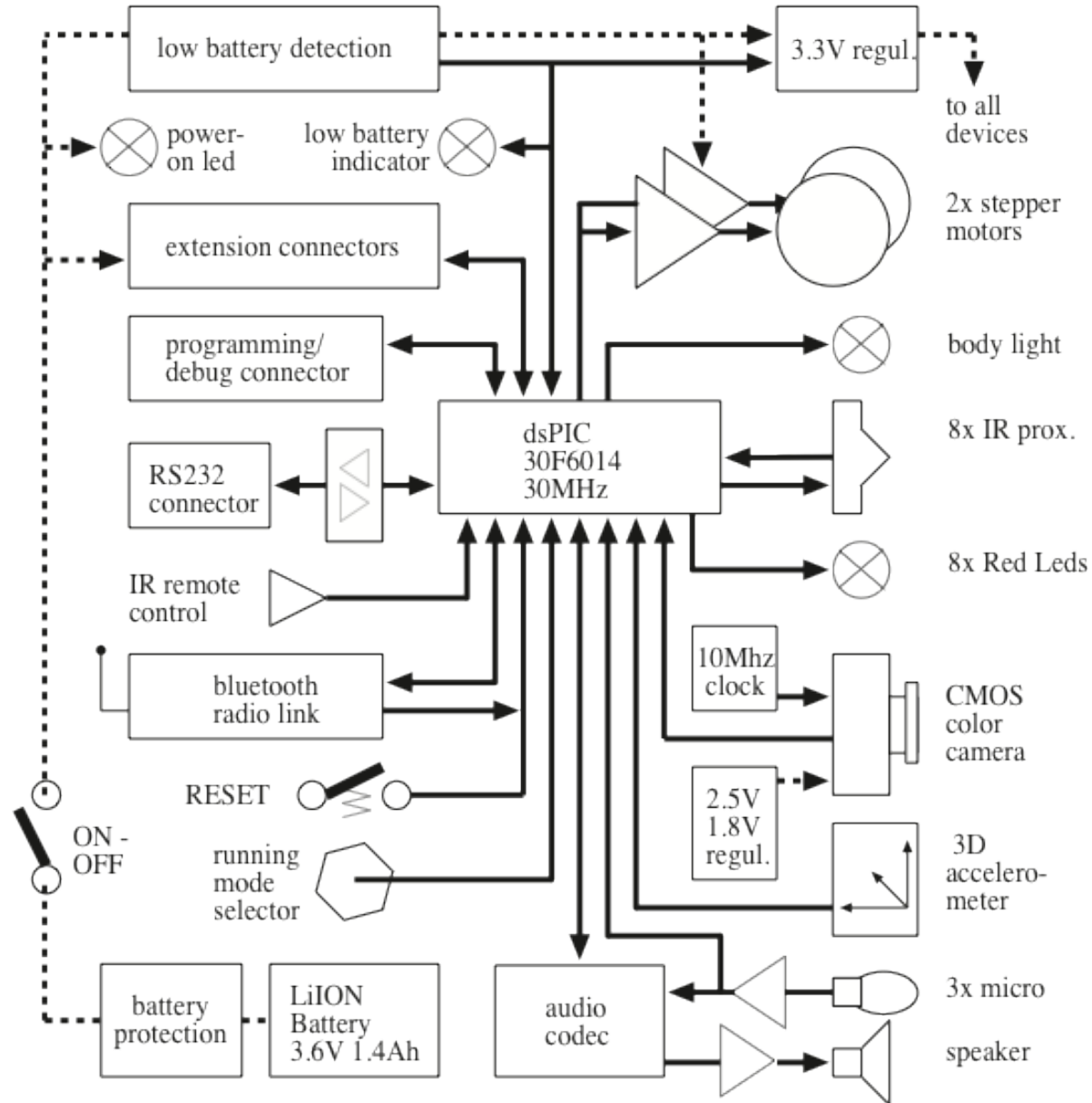


Robot design

- Clean mechanical structure.
- Modern electronics, processor and software.
- Flexible to teach many fields.
- User friendly.
- Good robustness and simple maintenance.
- Cheap. (<500 euro)



Electronics

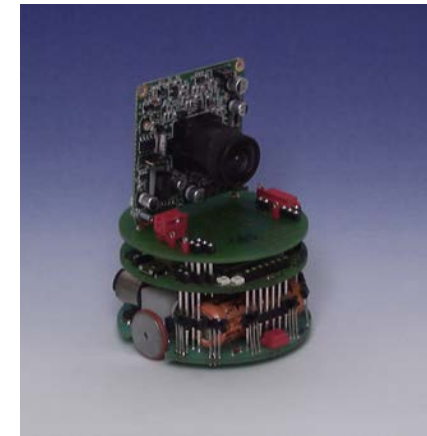


Methodology, milestones

- Iterative process implemented in an EPFL project
- “Classical” design methodology with a strong interaction with potential users, both teachers and classes
- Milestones in term of validation into classes

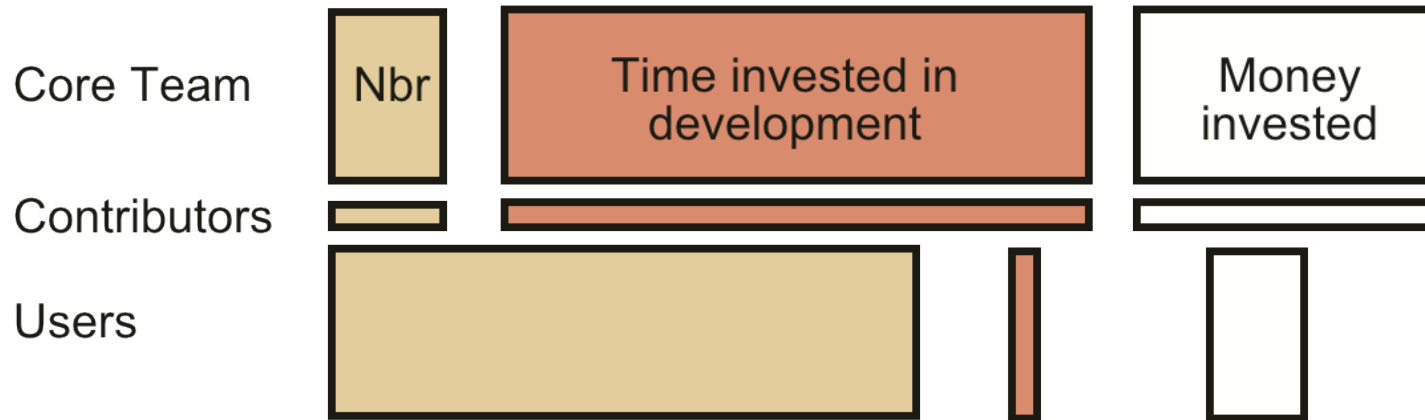
Dissemination and visibility

- Collaboration with existing company?
 - Khepera: failed
 - E-puck: success
- New spin-off?
 - Khepera: success
 - Thymio: success
- Open product?
 - E-puck: success in visibility, ~development
 - Thymio: success in visibility, less in development

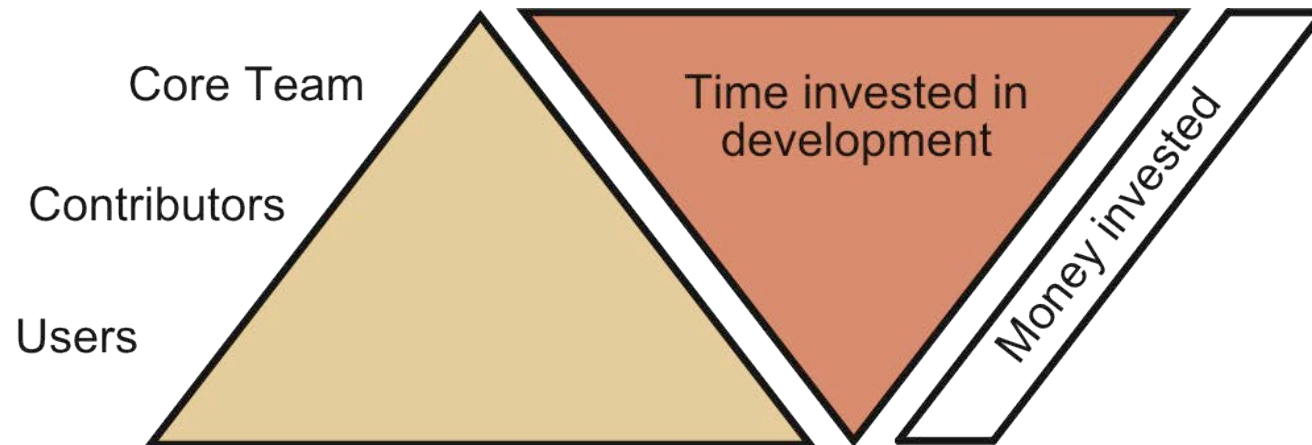


Software

Proprietary



Open

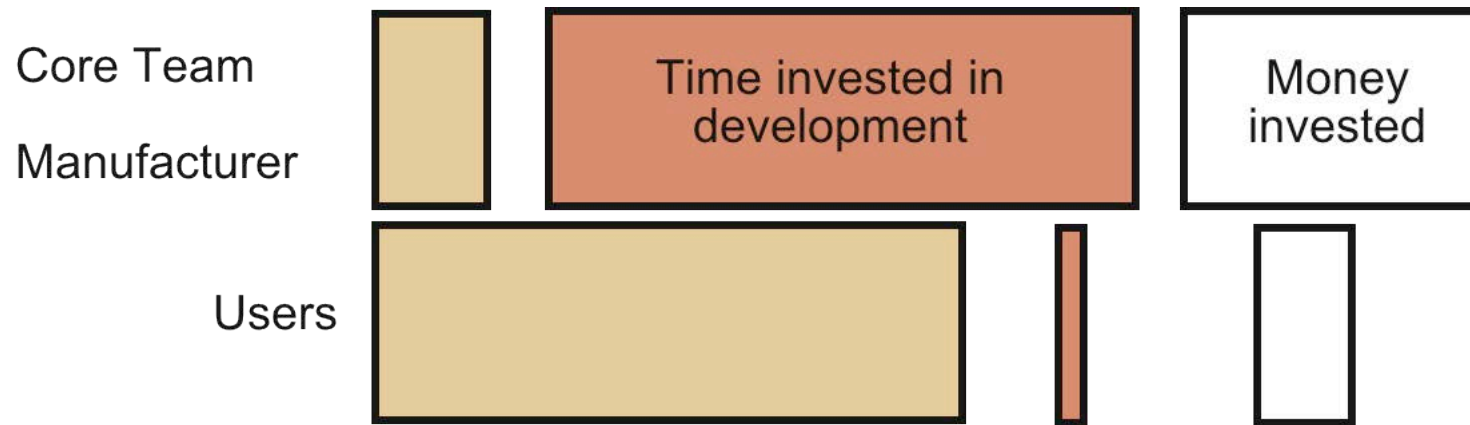


Proprietary to Open Software

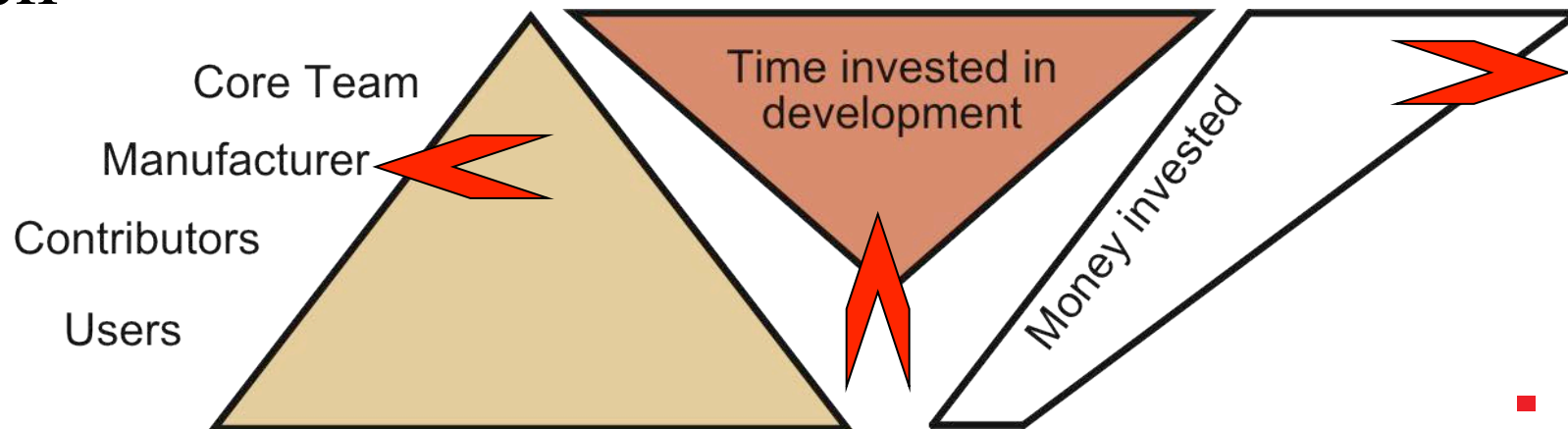
- Toward a real community working on the software in a cooperative way (dev. tools)
- Participation of the user to the development (no gap user-developers). Large contributors middle class
- Development time spread among all layers
- Lower cash investment at all layers (time \neq money)
- Still often based on proprietary hardware

Hardware

Proprietary



Open



Open Software to Open Hardware

- Introduction of development costs and equipment
- Introduction of a manufacturer in the community
- Less possibilities for participation to the developments
- Still based on components constrains



Proprietary to Open Hardware

- Toward a real community working on the hardware in a cooperative way for a **common need**
- Adaptive community of developers
- Participation of the user to the development (no gap user-developers)
- Development time spread among all layers
- Same cash investments at all layers (time \neq money)
- New role of the manufacturer and coordinator



e-puck as Open Hardware

Advantages:

- Drive hardware developers into “open” dynamics
- Community providing quality and energy
- Perfect spreading in academic environment
- Fully transparent for education
- Lower support costs
- Manufacturers: competition on service quality, reduction of vendor locking

Challenges:

- Invest to spread, not common reflex
- Finding right manufacturer, business model
- Coordinate the community

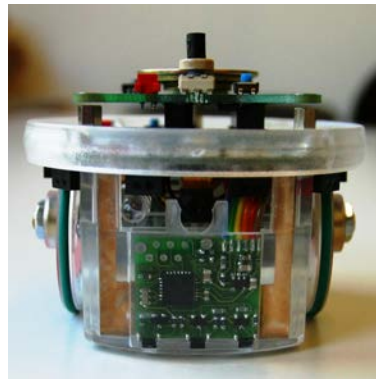
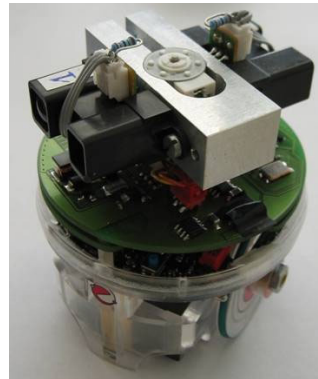
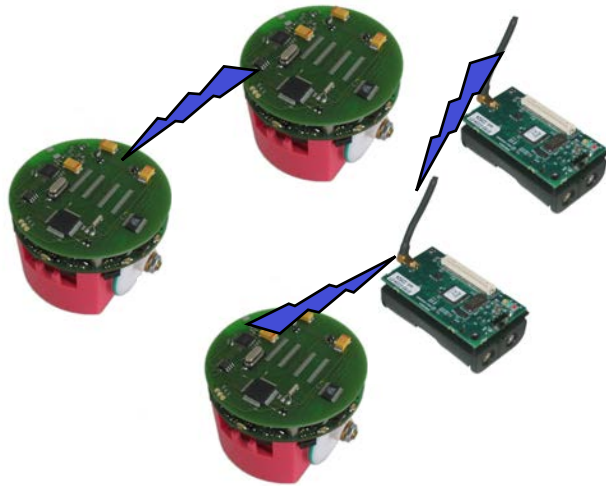


Problems found

- Open hardware does not mean “everybody can manufacture it”
- Open documentation, open production files, open access to manufacturer, open ...?
- Control or not control your community? Sort or not sort your manufacturers?
- Few real feedback, people use and do not contribute => importance of contributive tools
- How to maintain the community on the long term?

Contributions in hardware

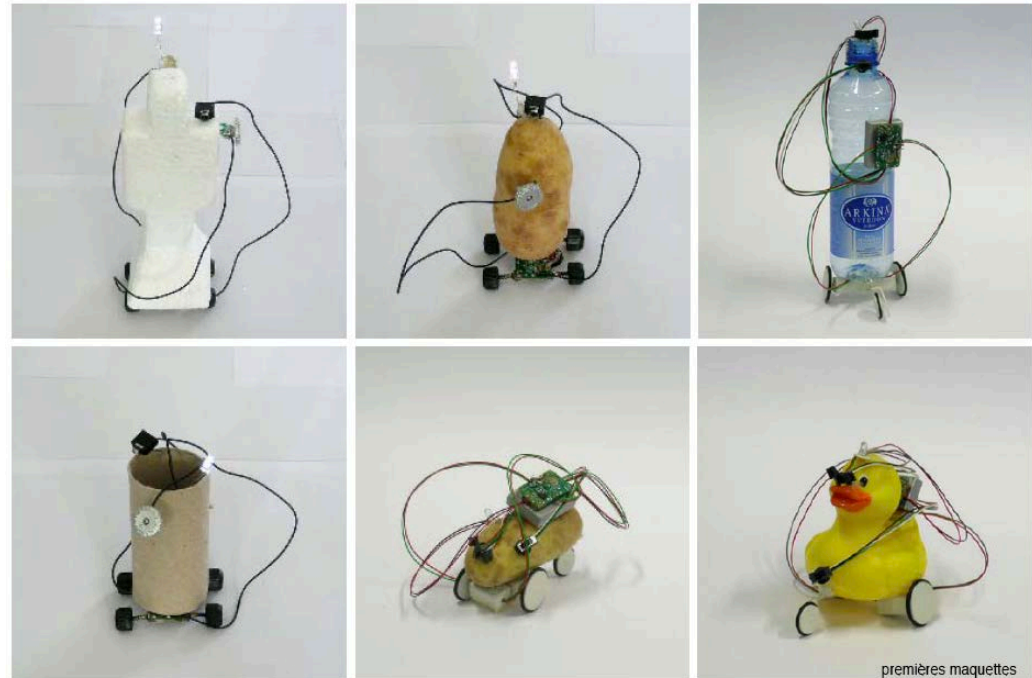
Extension turrets:



Contributions in software

- Developing environments
- Low level libraries
- Demos

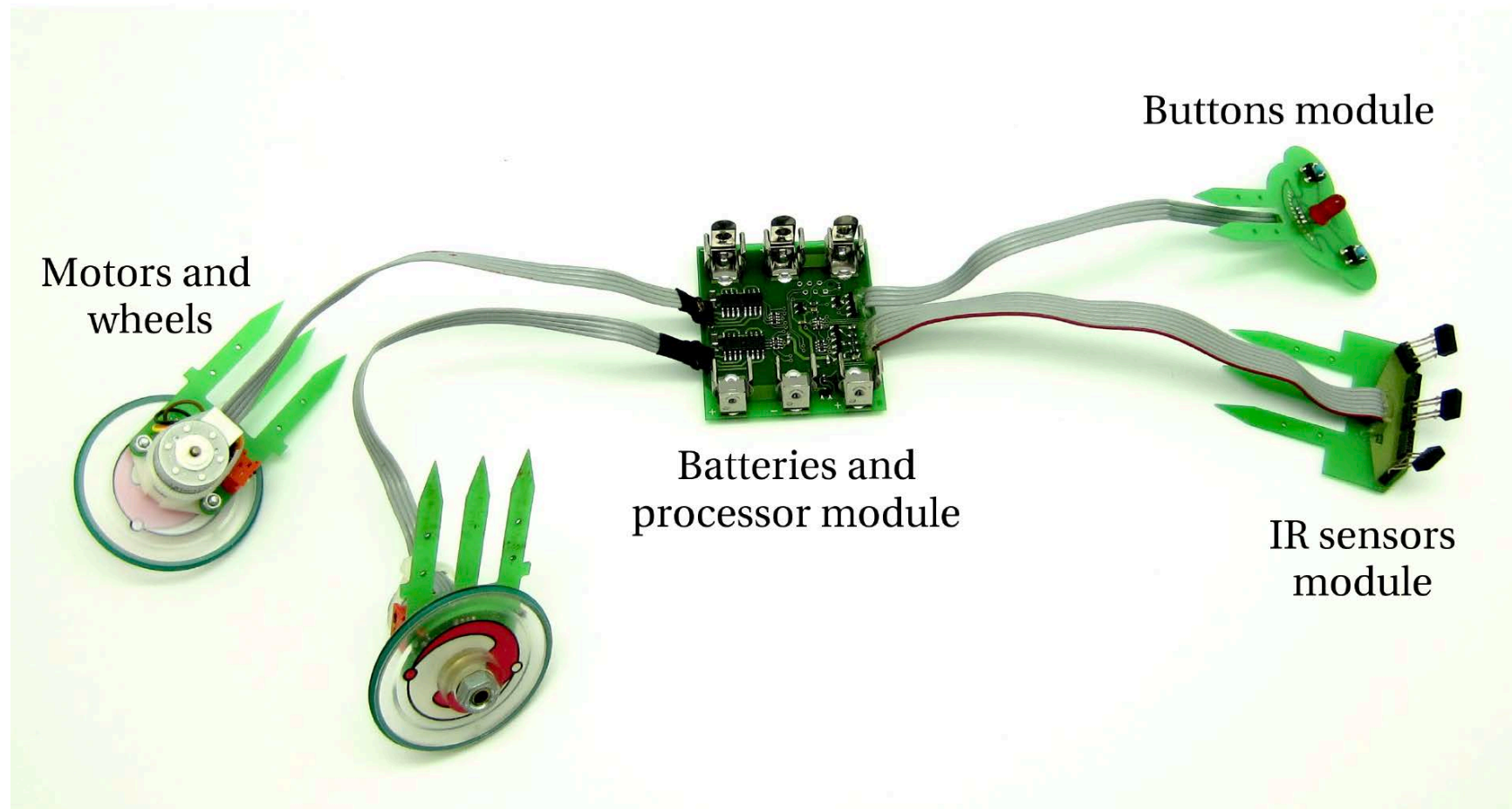
Thymio II robot



Julien Ayer & Nicolas Le Moigne, ECAL



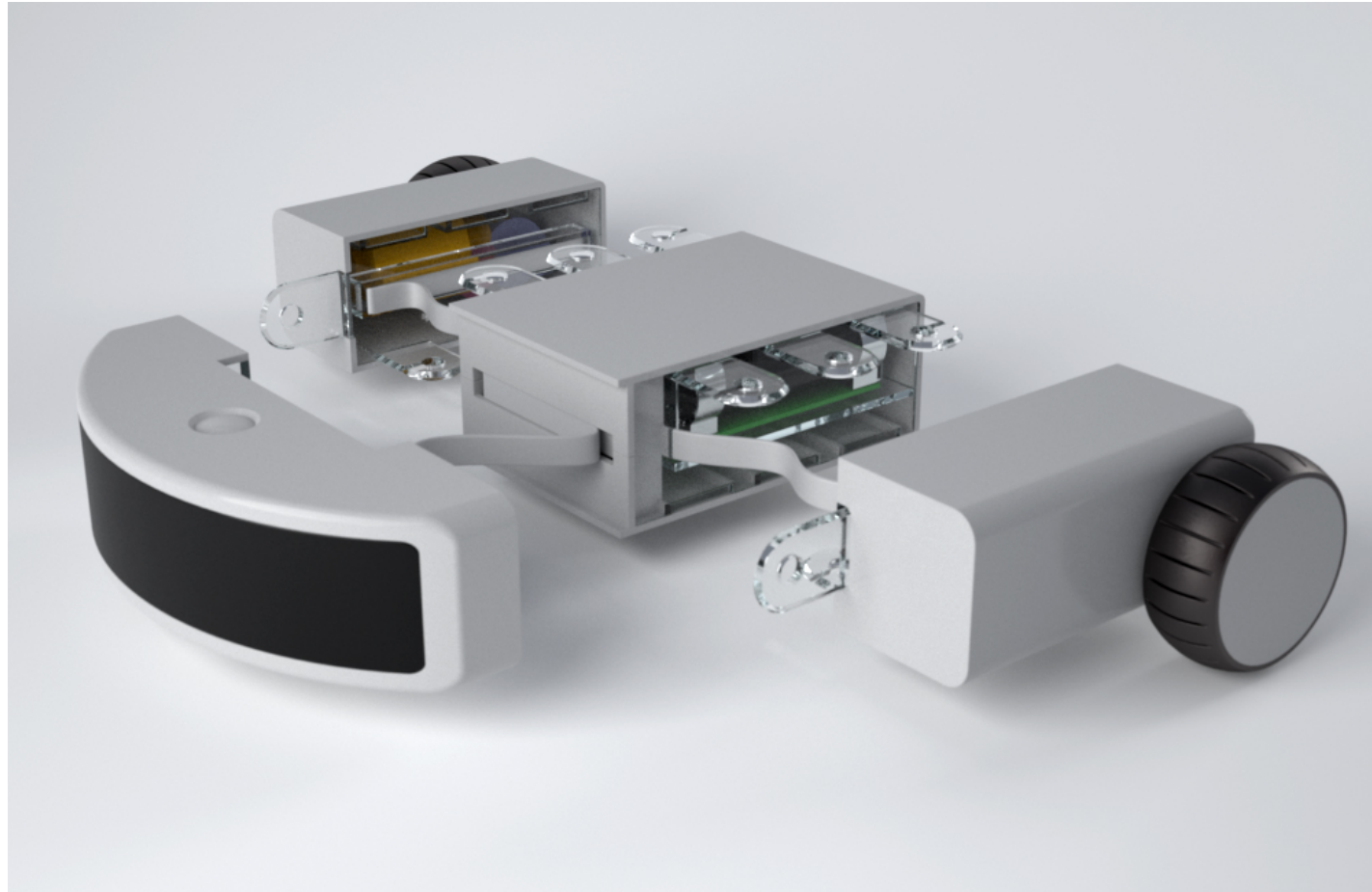
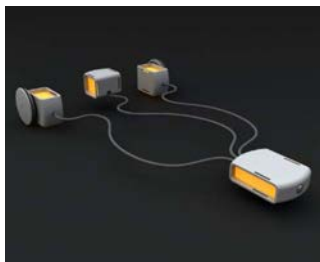
Thymio 0 robot



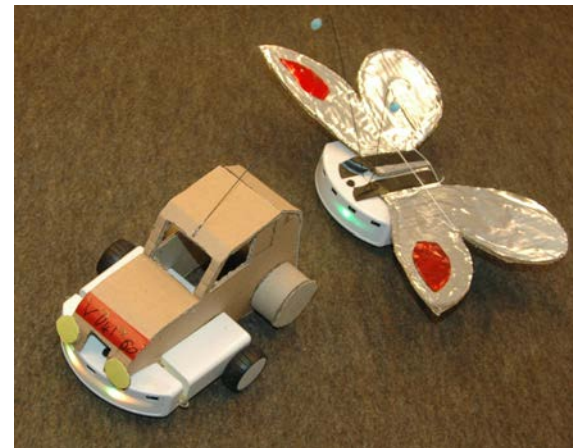
Thymio 0 robot



Thymio II robot



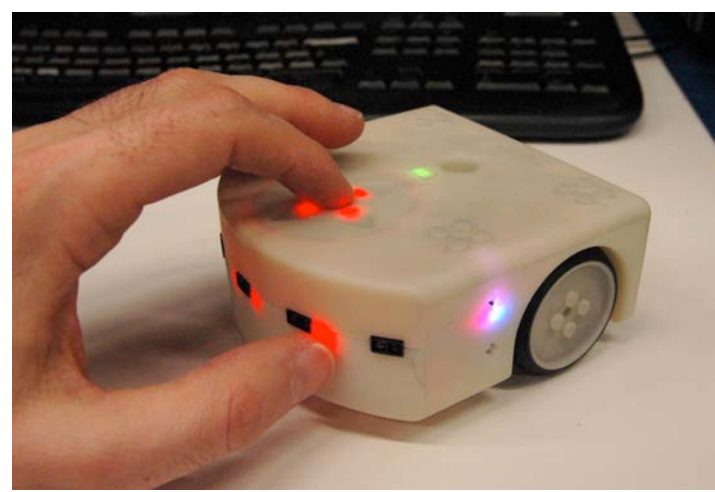
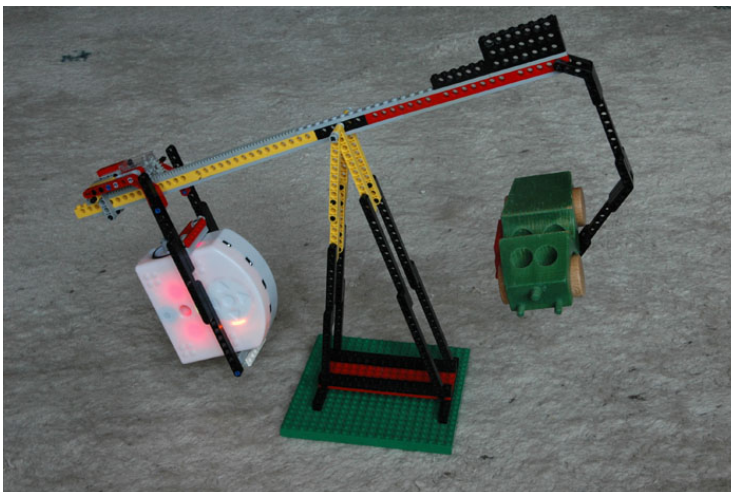
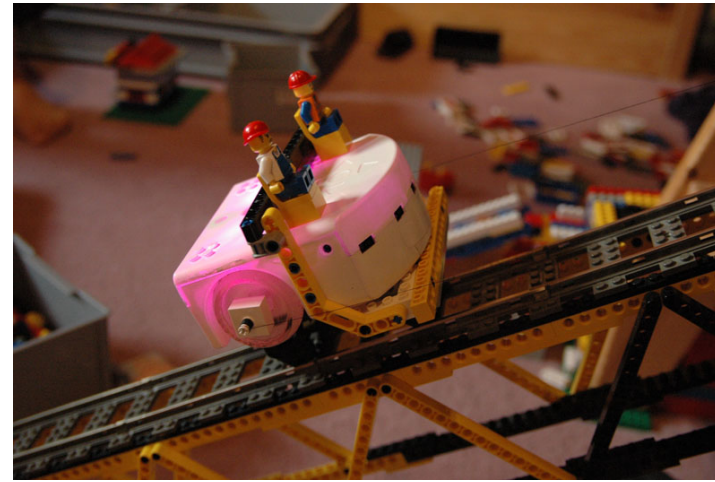
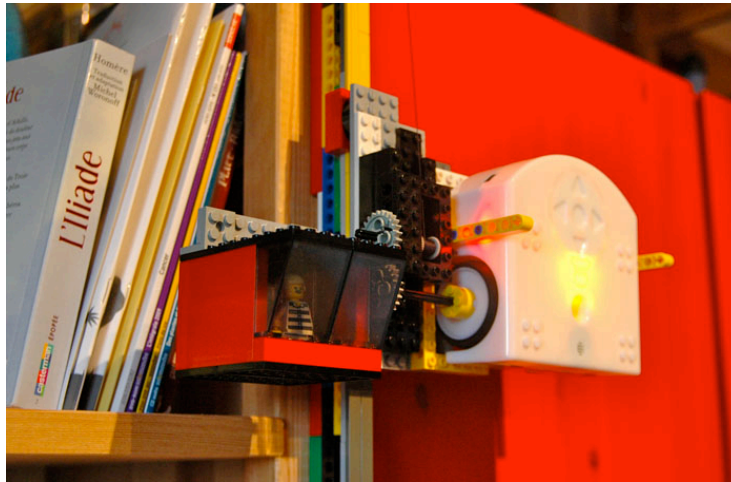
Thymio II robot



Thymio II robot



Thymio II robot



Thymio II robot

Impact:

- Sold 50'000 units mainly to schools
- Convinced teachers, institutions
- New interaction features
- Innovative programming concept and environment
- Excellent base for user studies



Thymio II robot

The customer?

- Us for promotion of technology
- Our boss
- Colleagues in promotion of science
- More and more schools and teachers

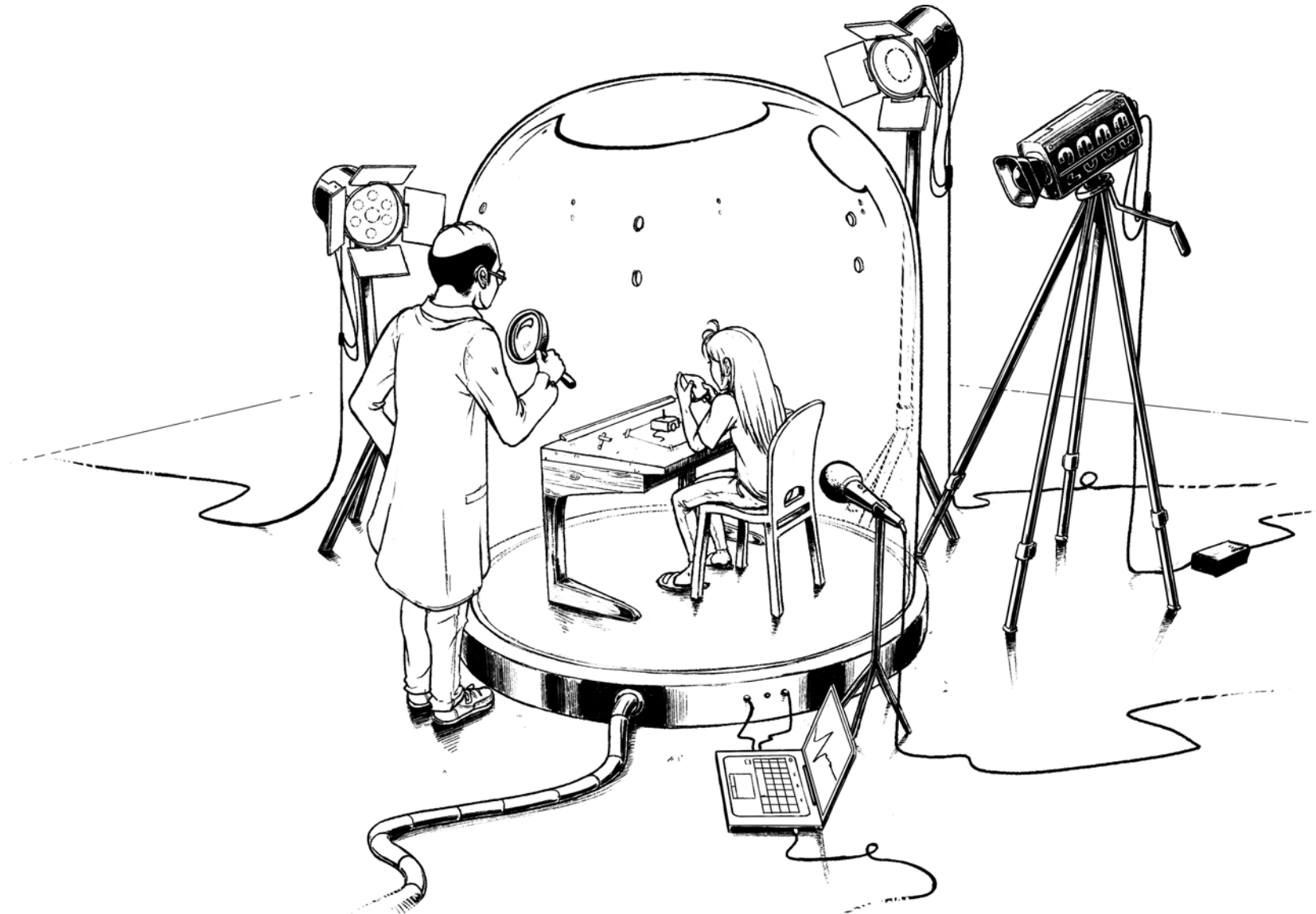


Thymio II robot

Specifications: where are they?

- Based on a lot of feedback combined with some innovative ideas
- Defined during three years of project
- Based on our own needs
- Based on our design experience
- Fitting mass-production needs

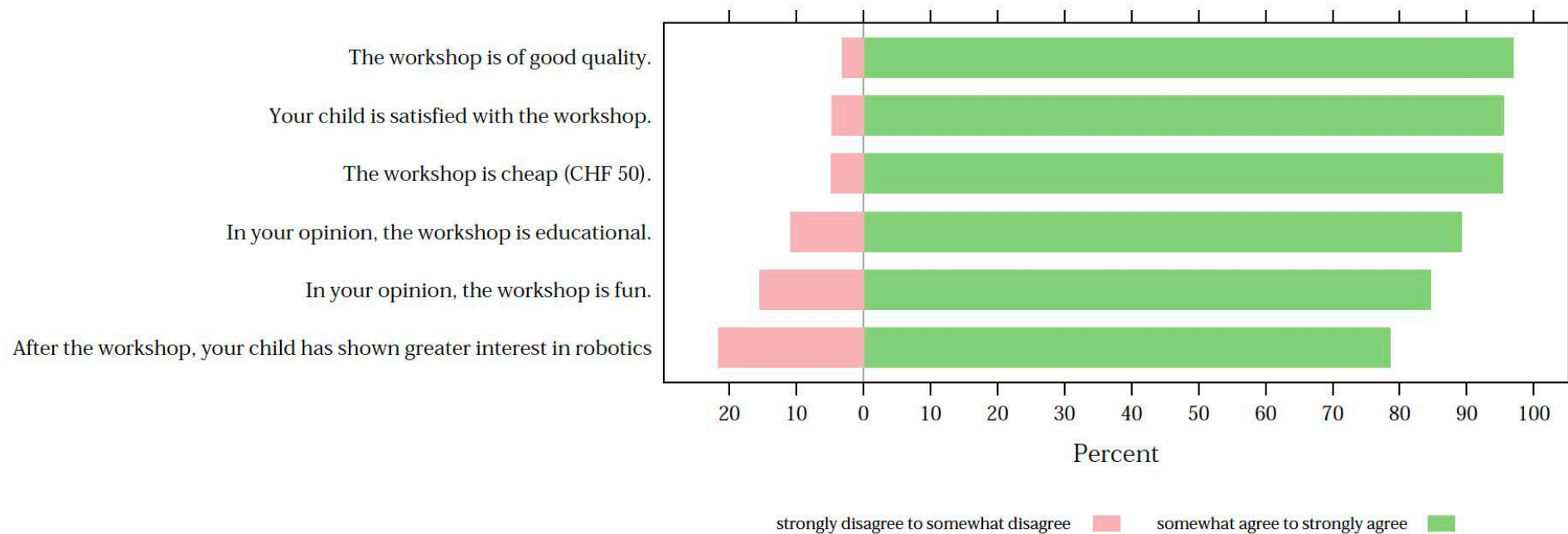




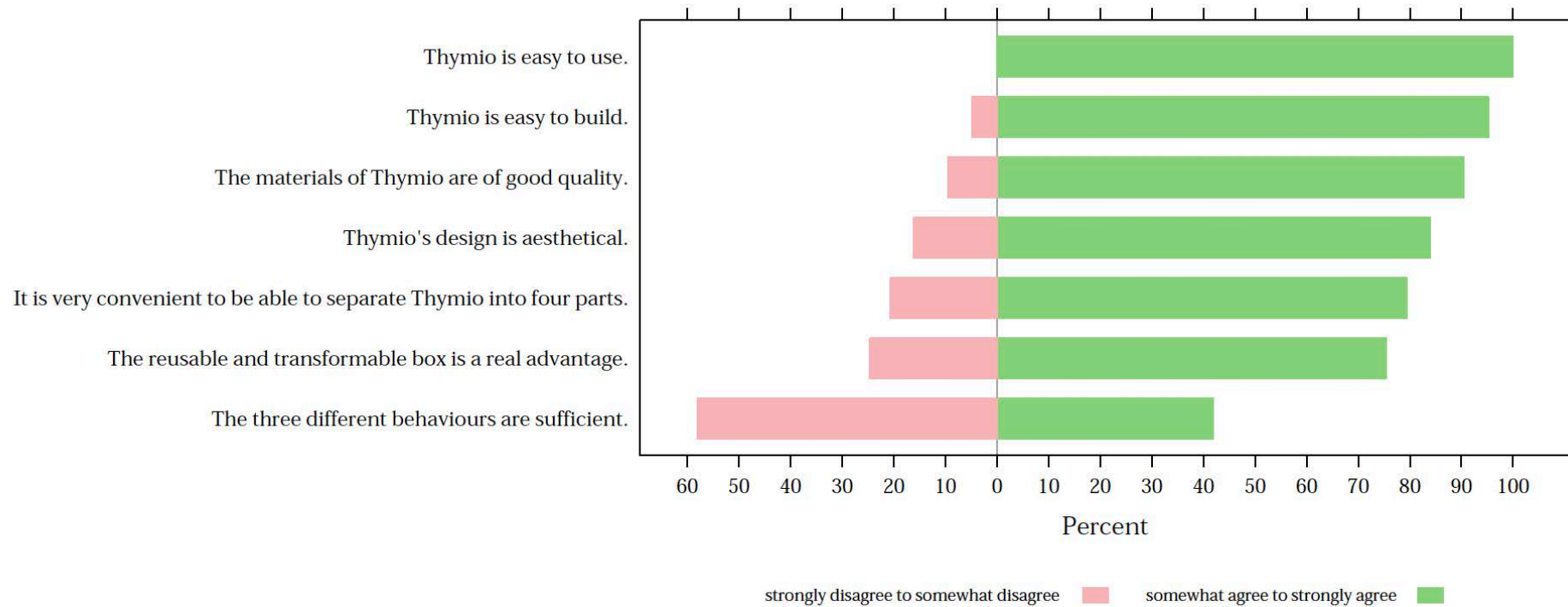


Market Study with HEIG-VD

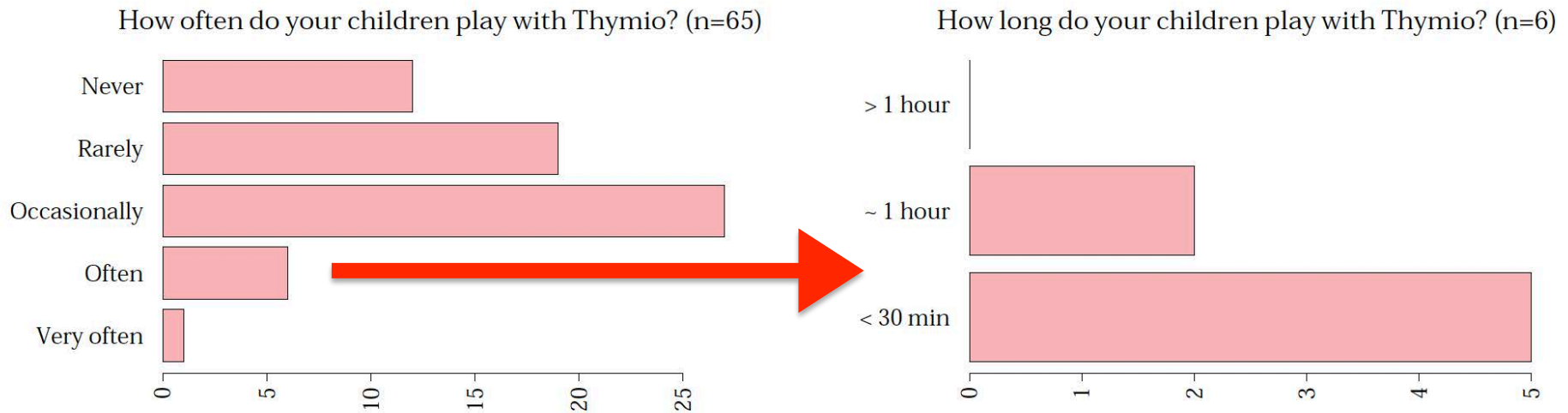
Parents feedback on Thymio I, n=65



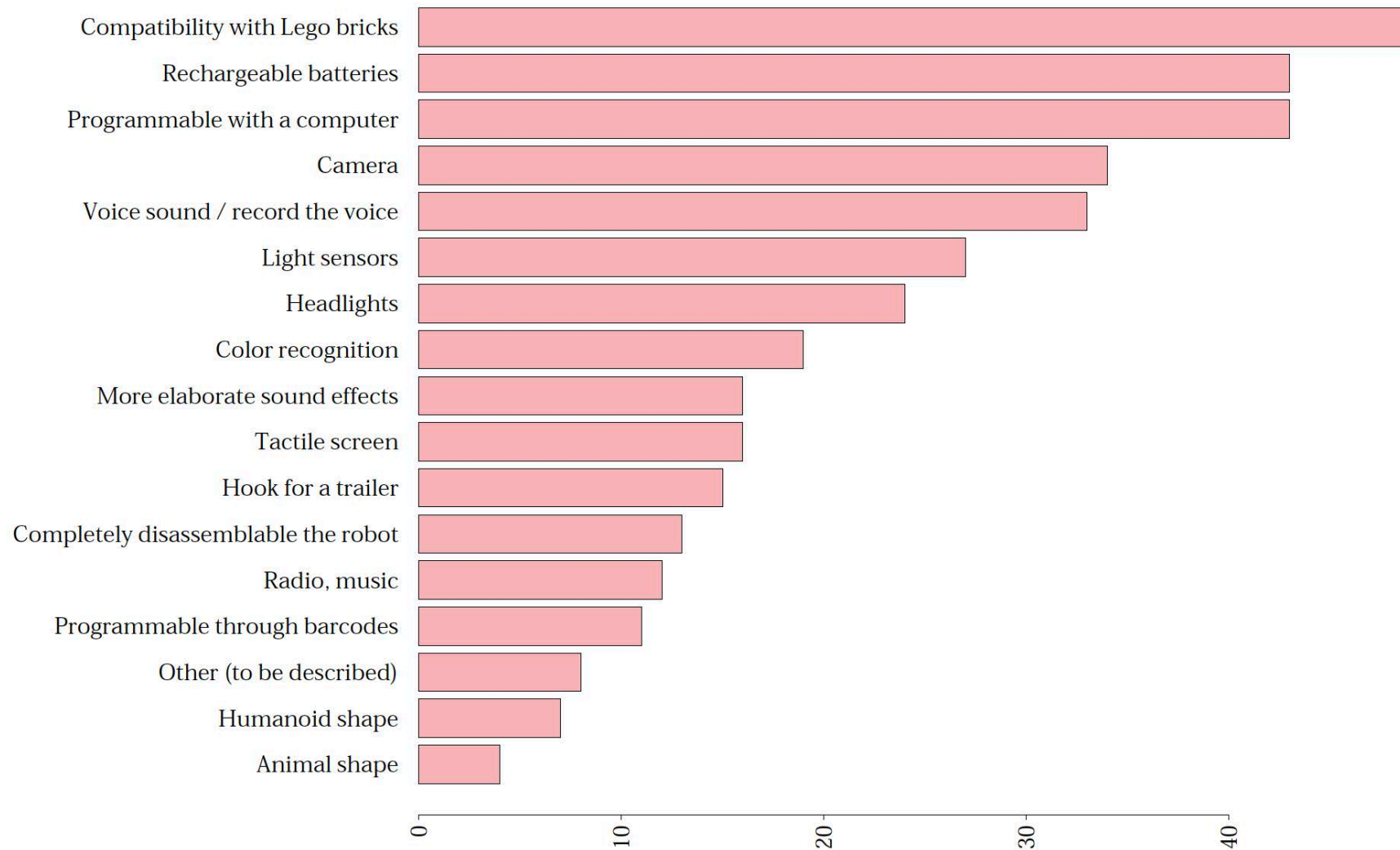
Parents feedback on Thymio I, n=65



Parents feedback on Thymio I, n=65



Which features would you like to add? (n=65)



Thymio II robot in the school curriculum: teachers

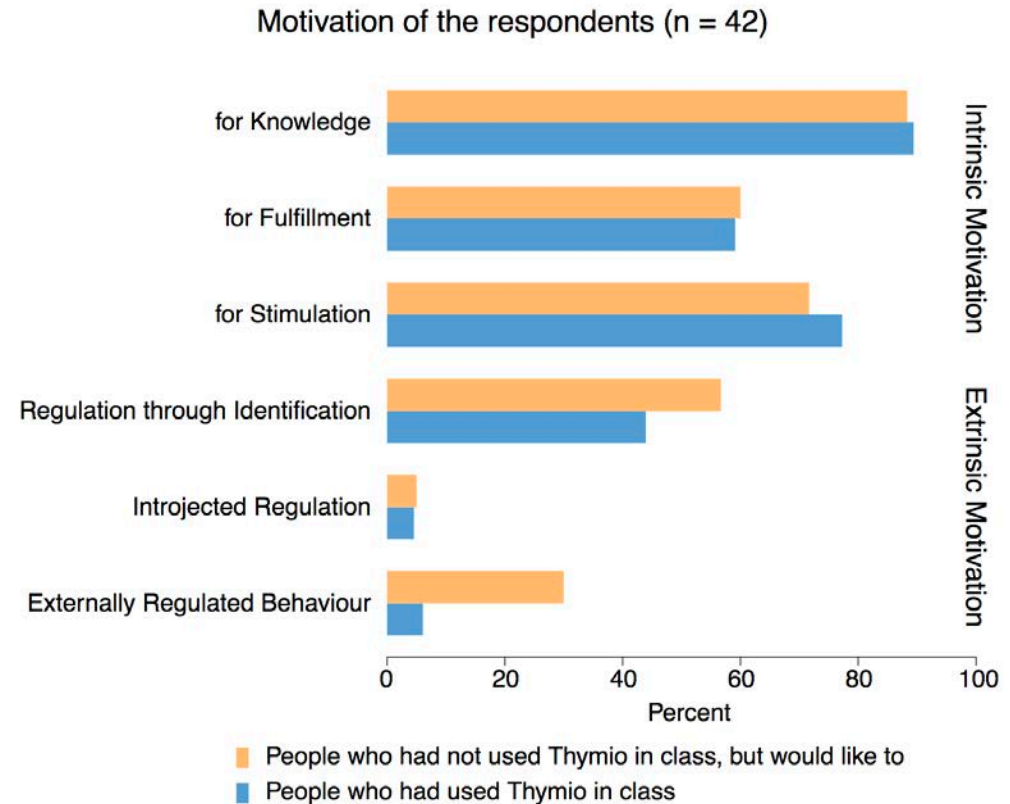
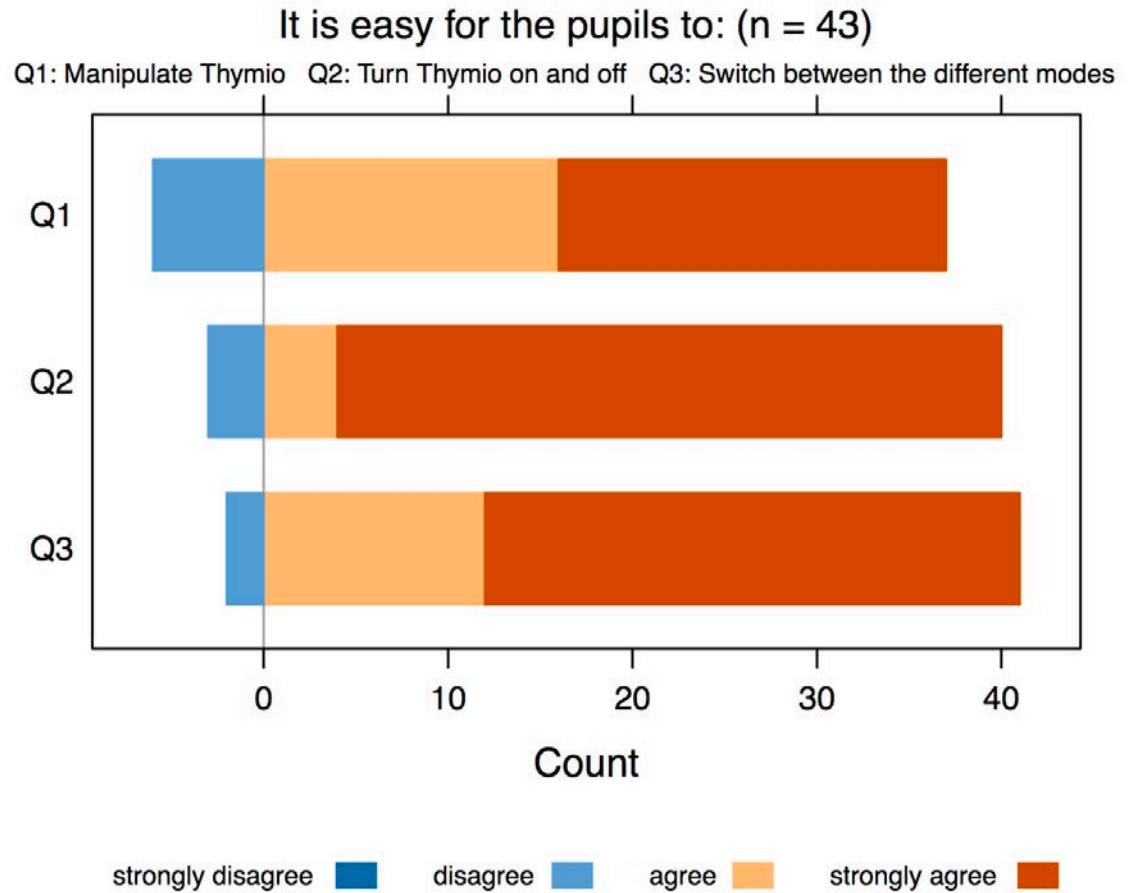


Fig. 5: Motivation of teachers: each type of motivation was measured by three different questions. Amotivation is not considered because this study covers only teachers who had decided to act, by attending at least one training session.

Thymio II robot in the school curriculum: teachers

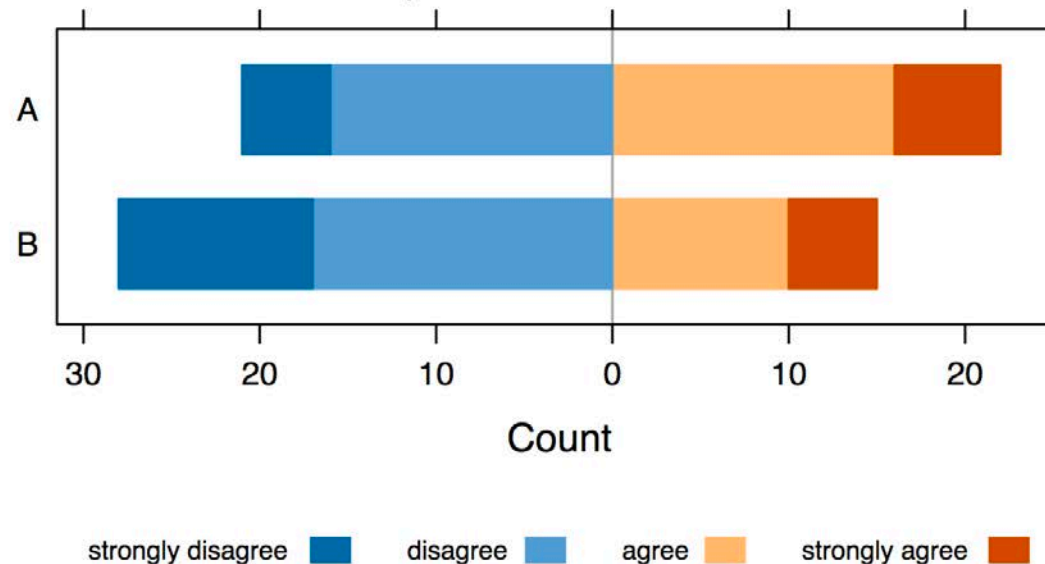


(b) Teachers' opinions on Thymio's usability by pupils.

Thymio II robot in the school curriculum: teachers

In order to use Thymio during class, you need skills in: (n = 43)

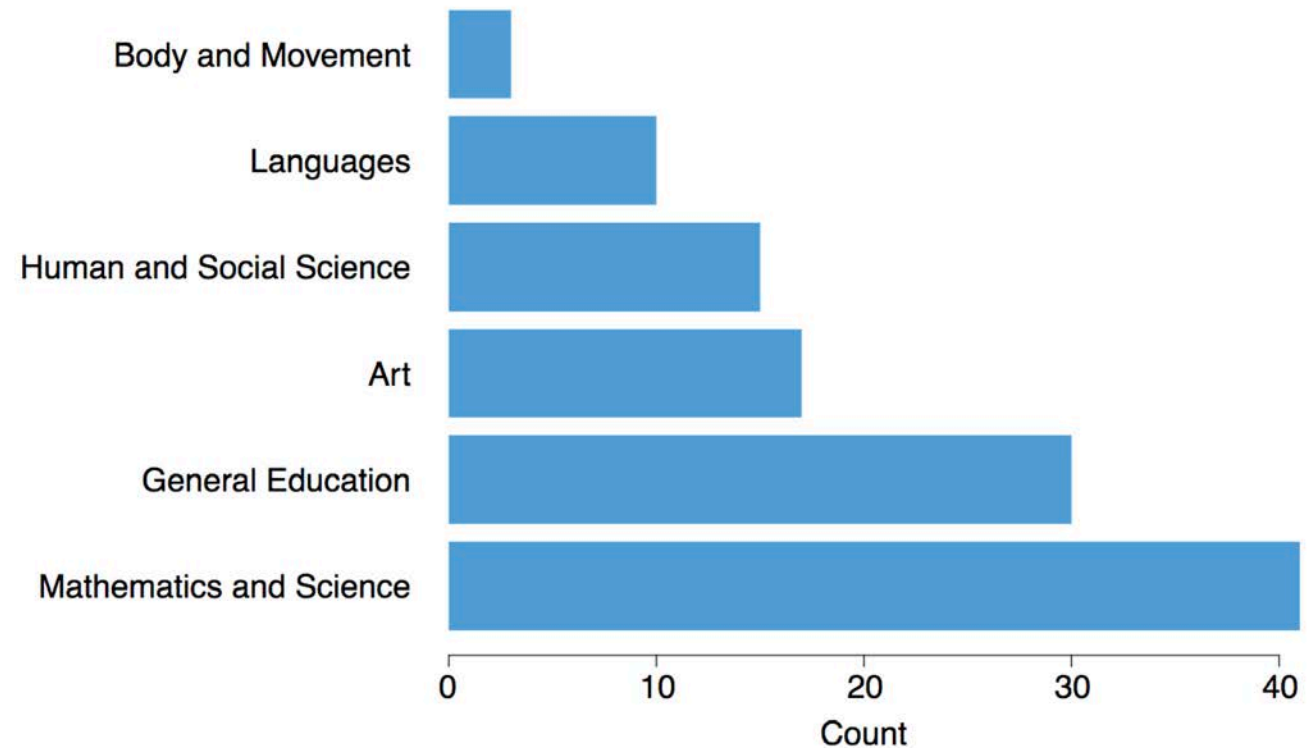
A: Computer Science B: Robotics



(a) Professional skills teachers consider necessary in order to use Thymio with their class.

Thymio II robot in the school curriculum

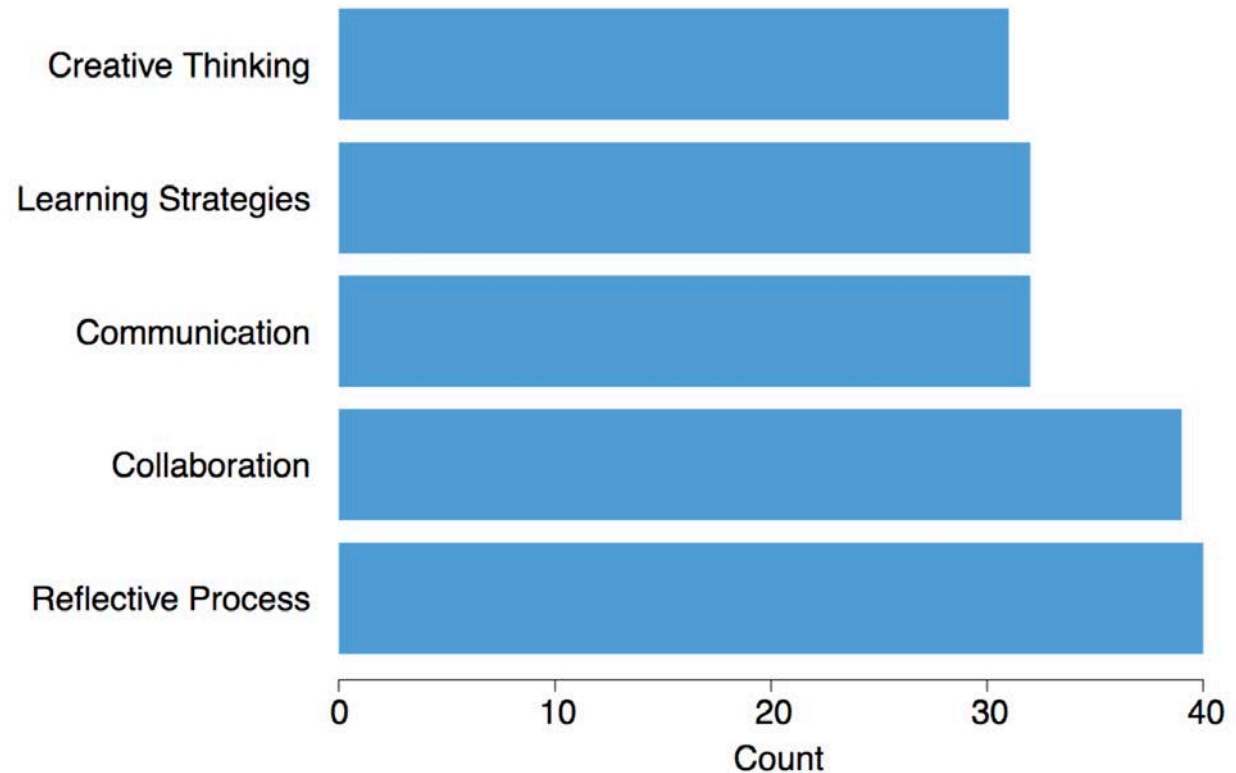
Domains of the curriculum in which teachers find Thymio useful (n = 43)



(a) Domains of the Swiss curriculum (PER)

Thymio II robot in the school curriculum

Transversal skills in which teachers find Thymio useful (n = 43)



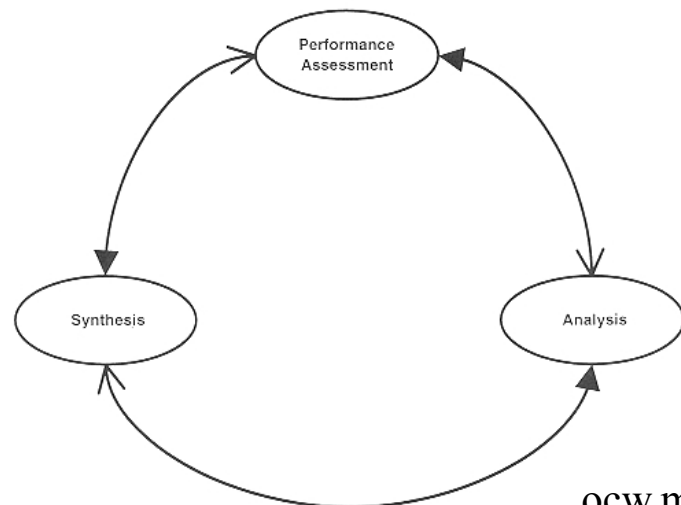
(b) Transversal objectives of the Swiss curriculum (PER)

Thymio II robot

Methodology

Design process / milestones

- Classical approach, lot of constraints for low price
- Design by iterations, no real time pressure



ocw.mit.edu/



Thymio II robot

Open / proprietary IP

- Open
schematics, implementation and code
- Manufacturing by a non-profit association
- Main result: image,
not participation!



Thymio II robot

Selling the idea:

- based on the robotic festival, and contacts
- answering to strong needs
- corresponding to a trend (digitalization)
- low cost



Thymio II robot

Research topics:

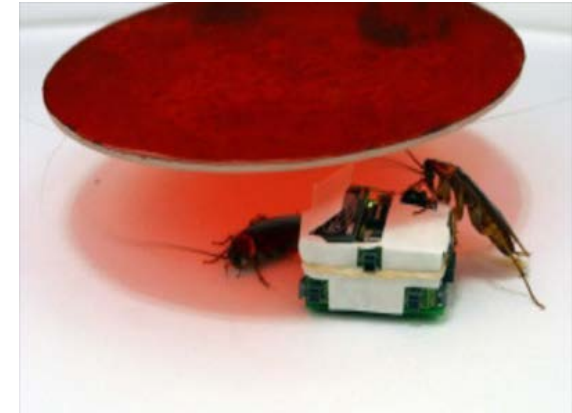
- Robot mechatronics for education
- Interaction for education
- User studies (eye-tracking)
- Acceptance in school
- Biological studies



Leurre project

Achievements

- First creation of a mixed society (insects and robots well integrated)
- New knowledge on insects societies rules
- Methodology to influence animal collective decisions by artificial creatures
- Results on animal society decisions influenced by robots



Scientific impact

- Publication on SCIENCE in November 2007
- Continuation with SNF and FP7 on vertebrates
- Large H2020 continuation on bees

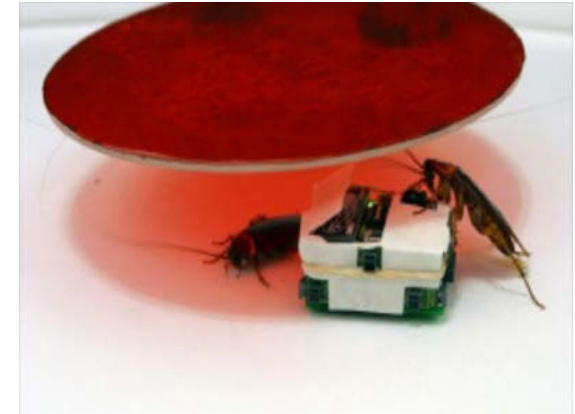
Leurre project

The customer / the market

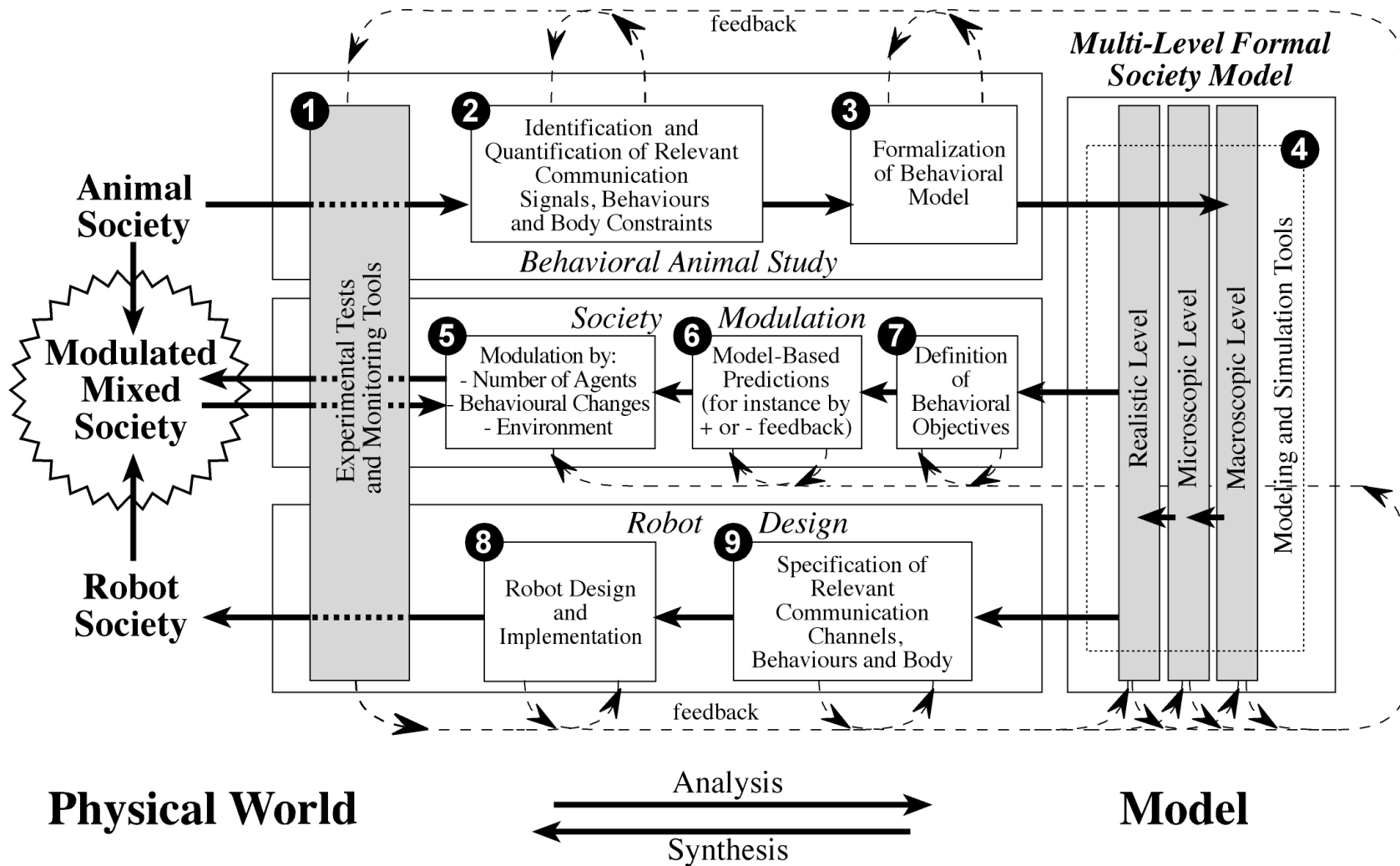
- Our colleagues biologists

Specification sources

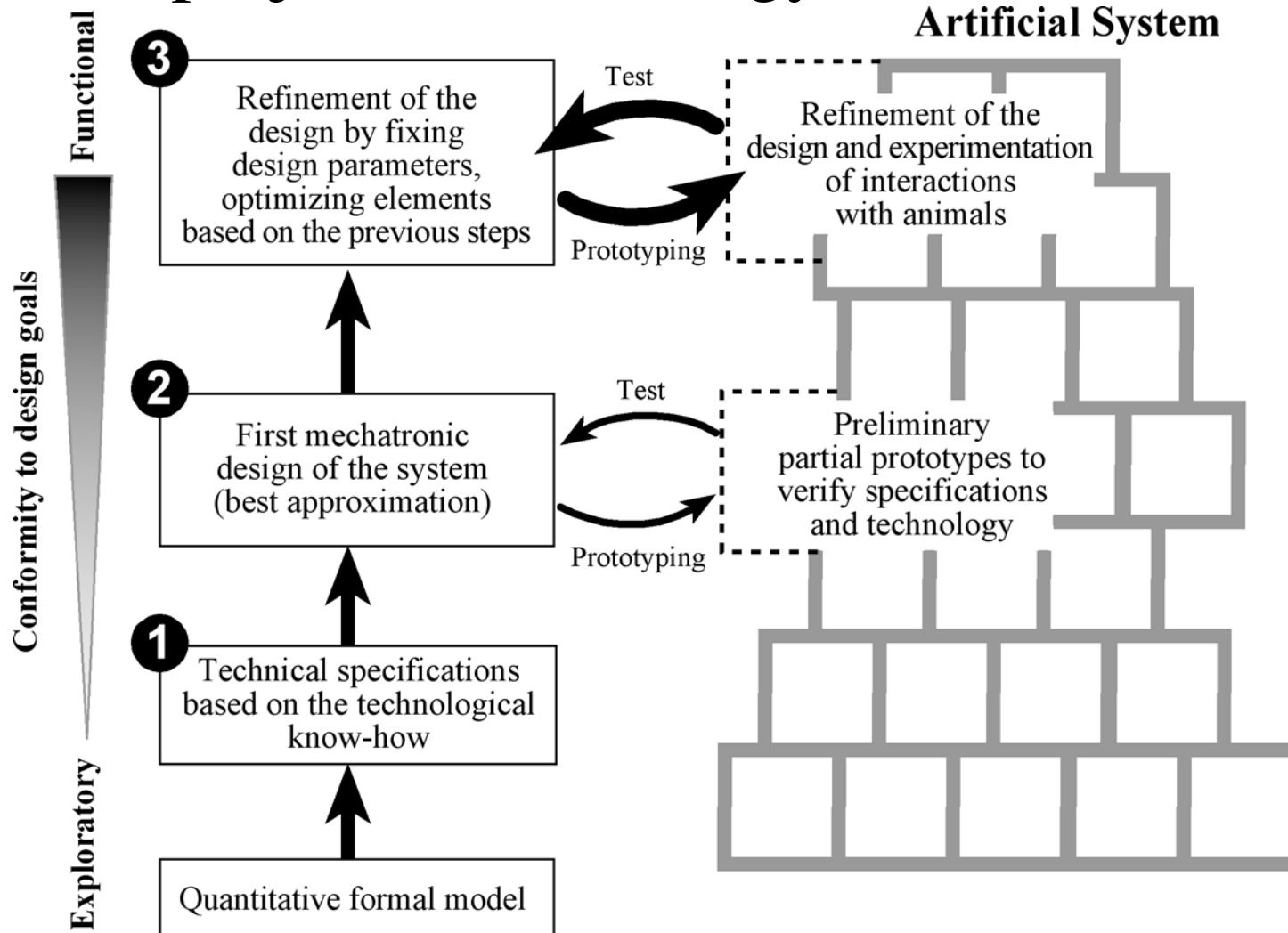
- Defined during the project, following the methodology



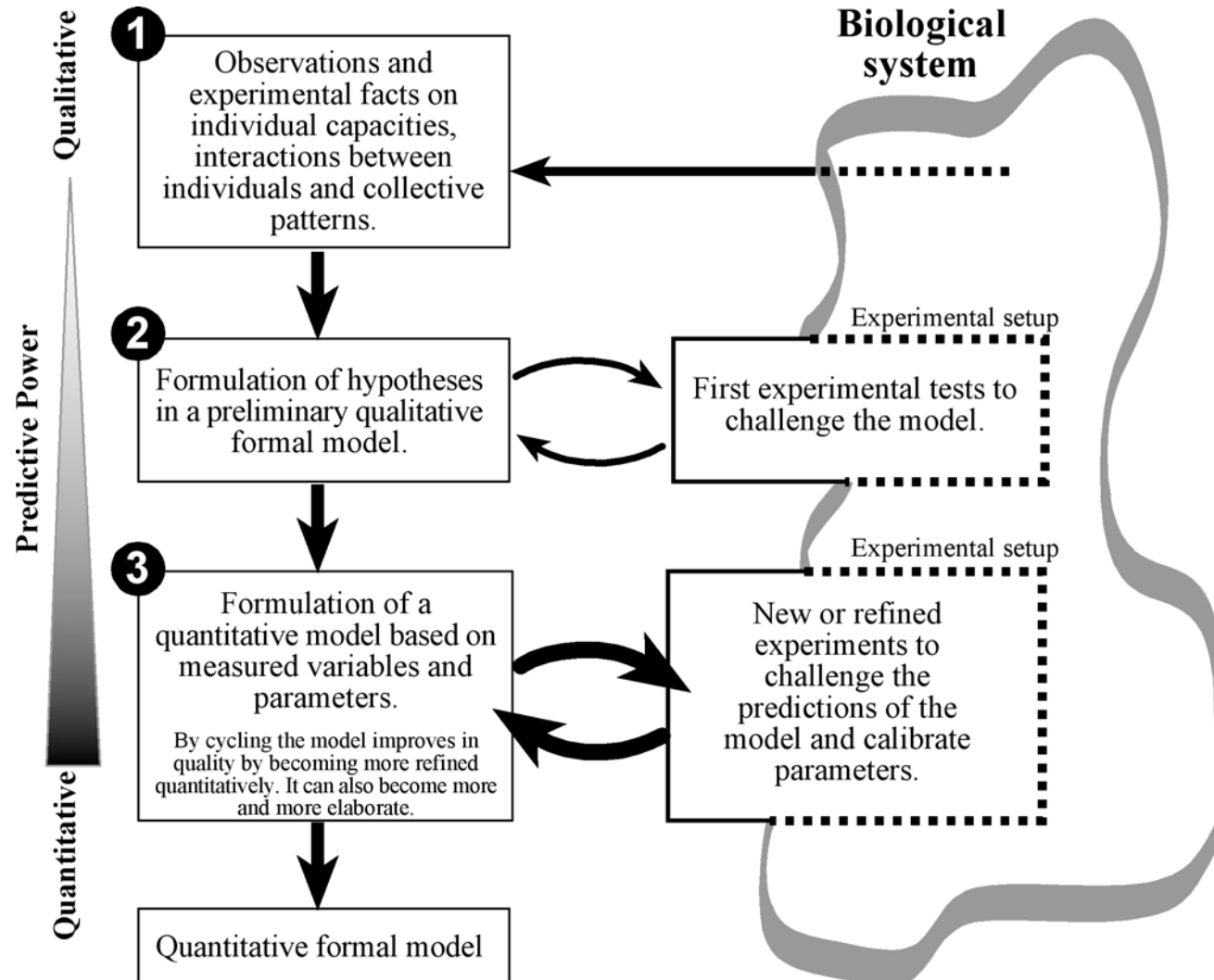
Leurre project: methodology



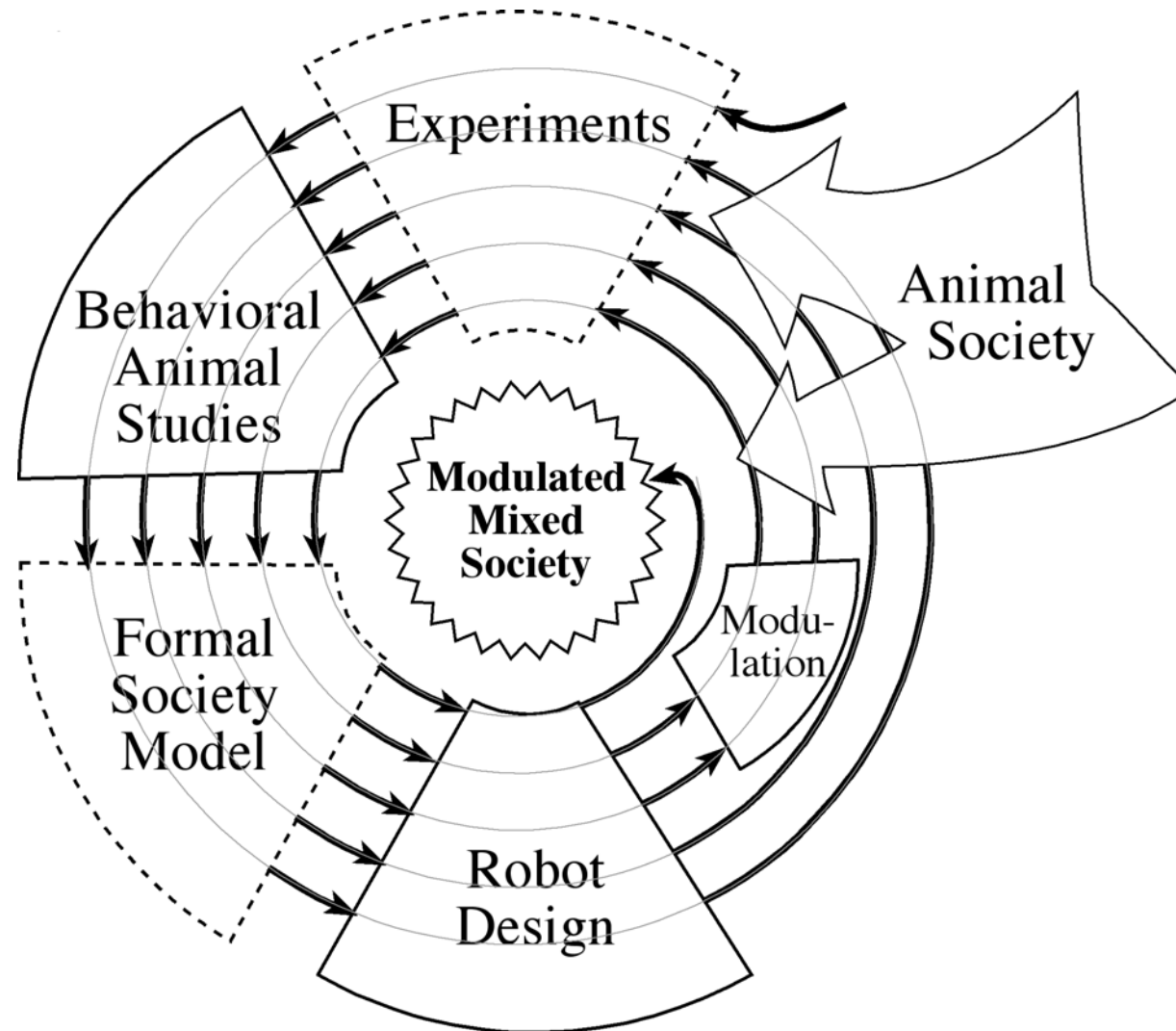
Leurre project: methodology



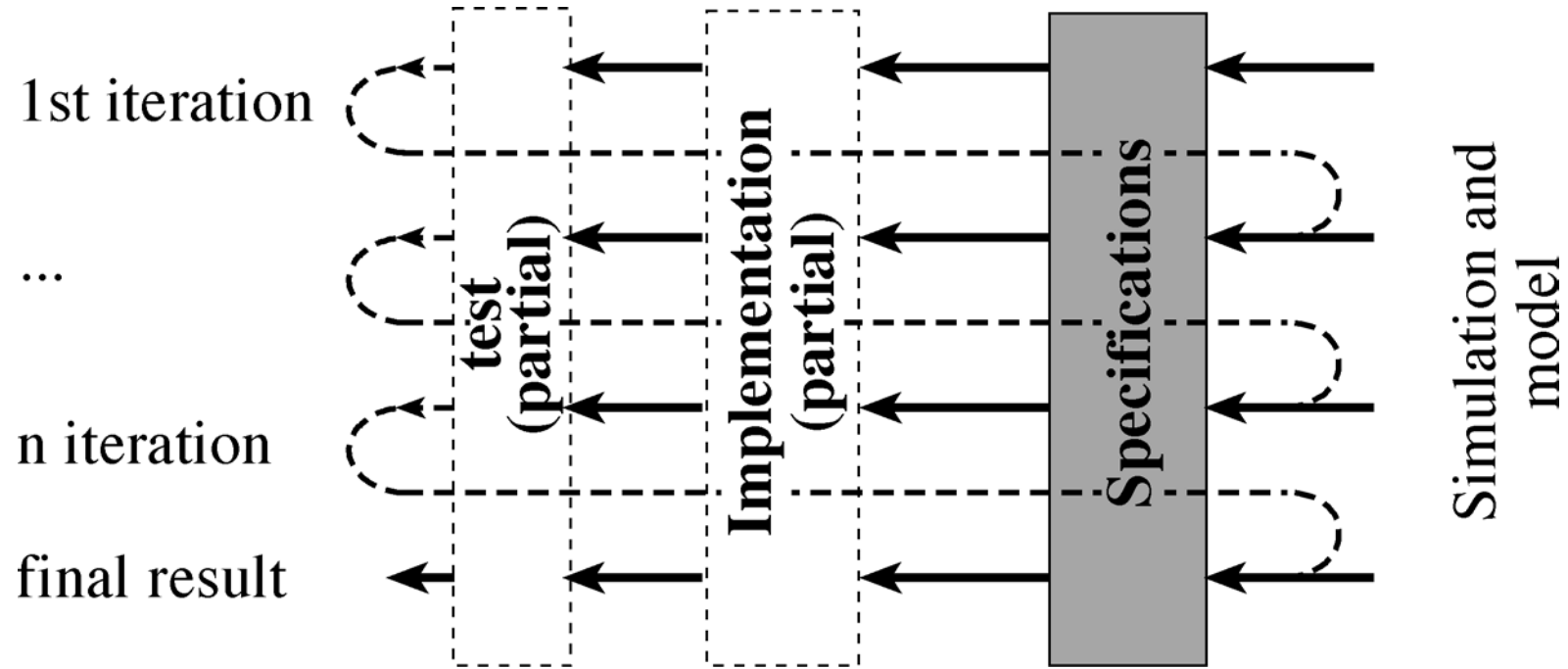
Leurre project: methodology



Leurre project: methodology



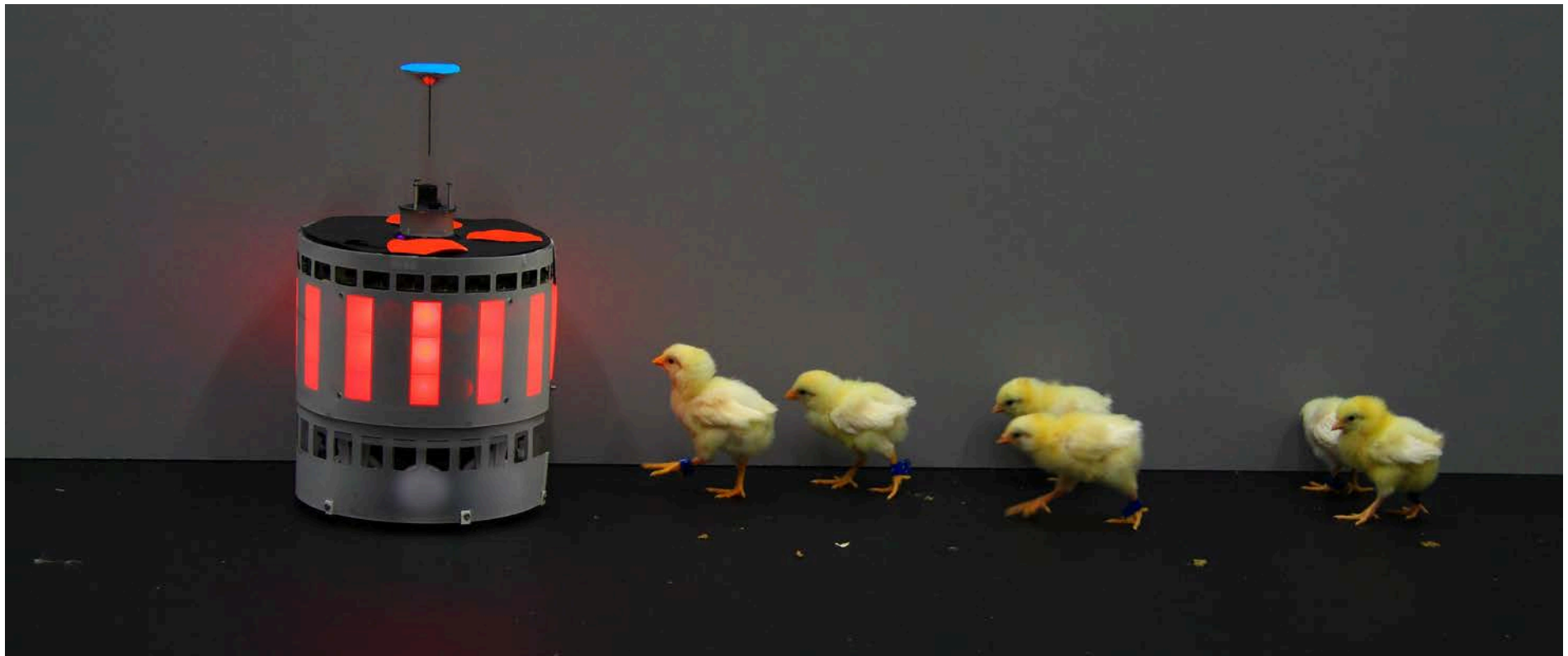
Leurre project: methodology



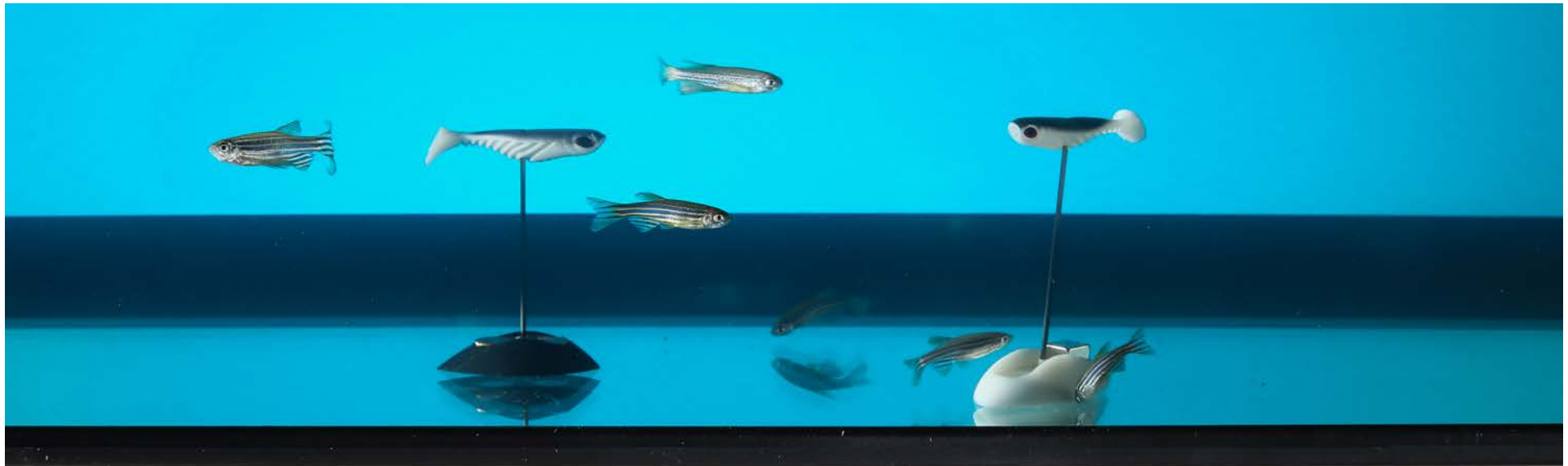
Selling the idea

- Impact on people imagination
- Based on scientific impact (SCIENCE publication)

Research activities



Research activities



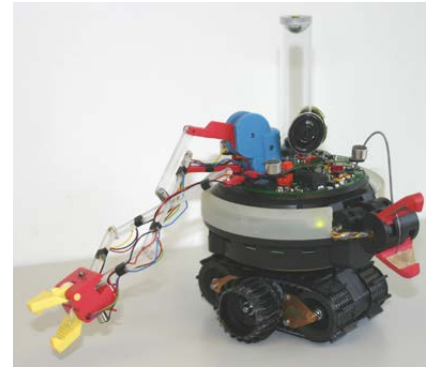
Swarm-bots

Achievements

- Most advanced robotic collective system (number of sensors, actuators, self-assembling ability)
- New knowledge on swarm systems
- Creation of a dedicated research platform

Impact

- Swarm-bots project seen as “success story” by FET
- Large number of publications
- s-bot ranked on position 39 in the list of “The 50 Best Robots Ever” (fiction or real) by the Wired Journal in 2006



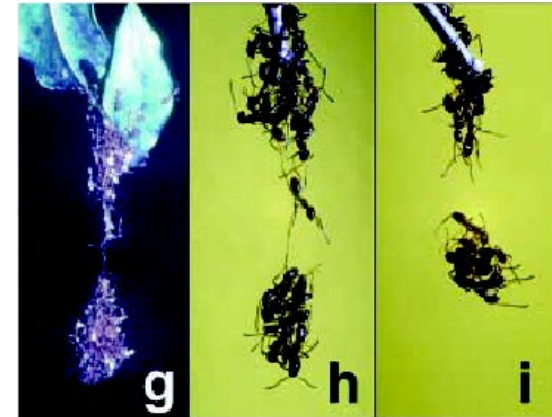
Swarm-bots

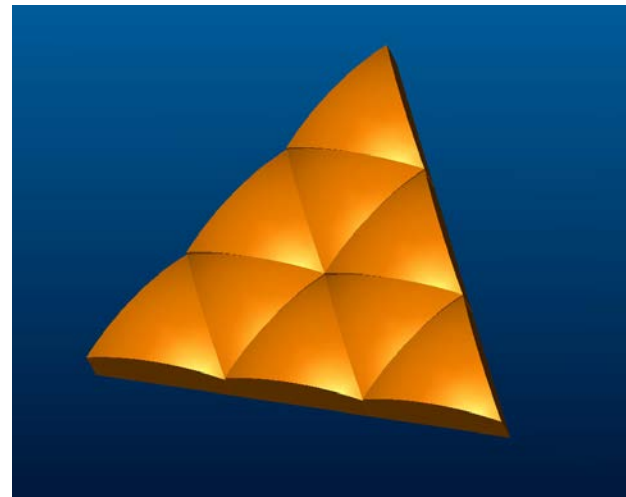
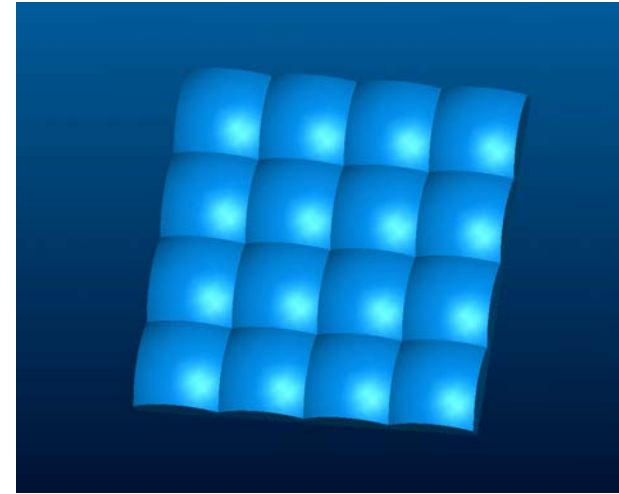
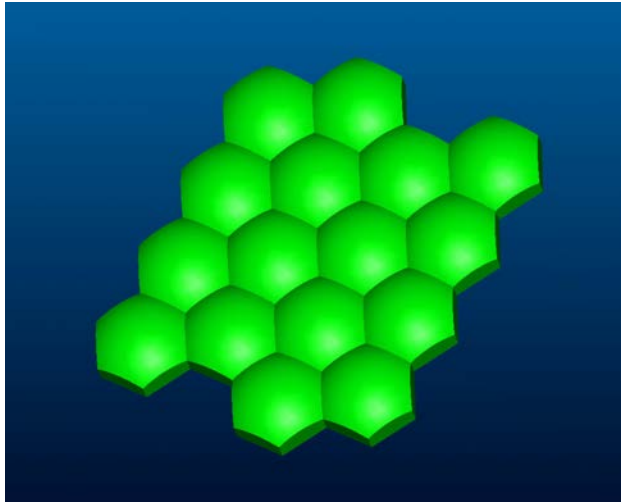
The customer?

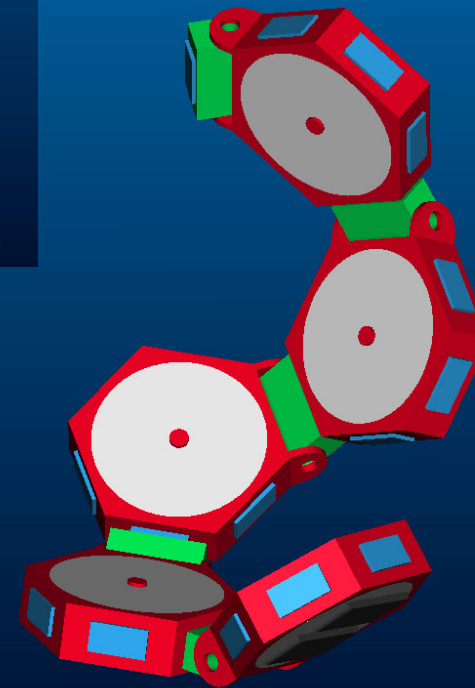
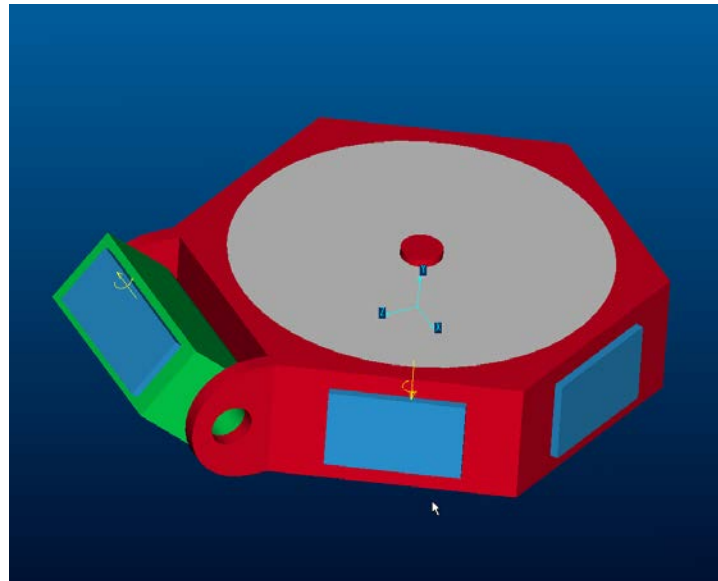
- Colleagues in the project (CS)
- Reviewers

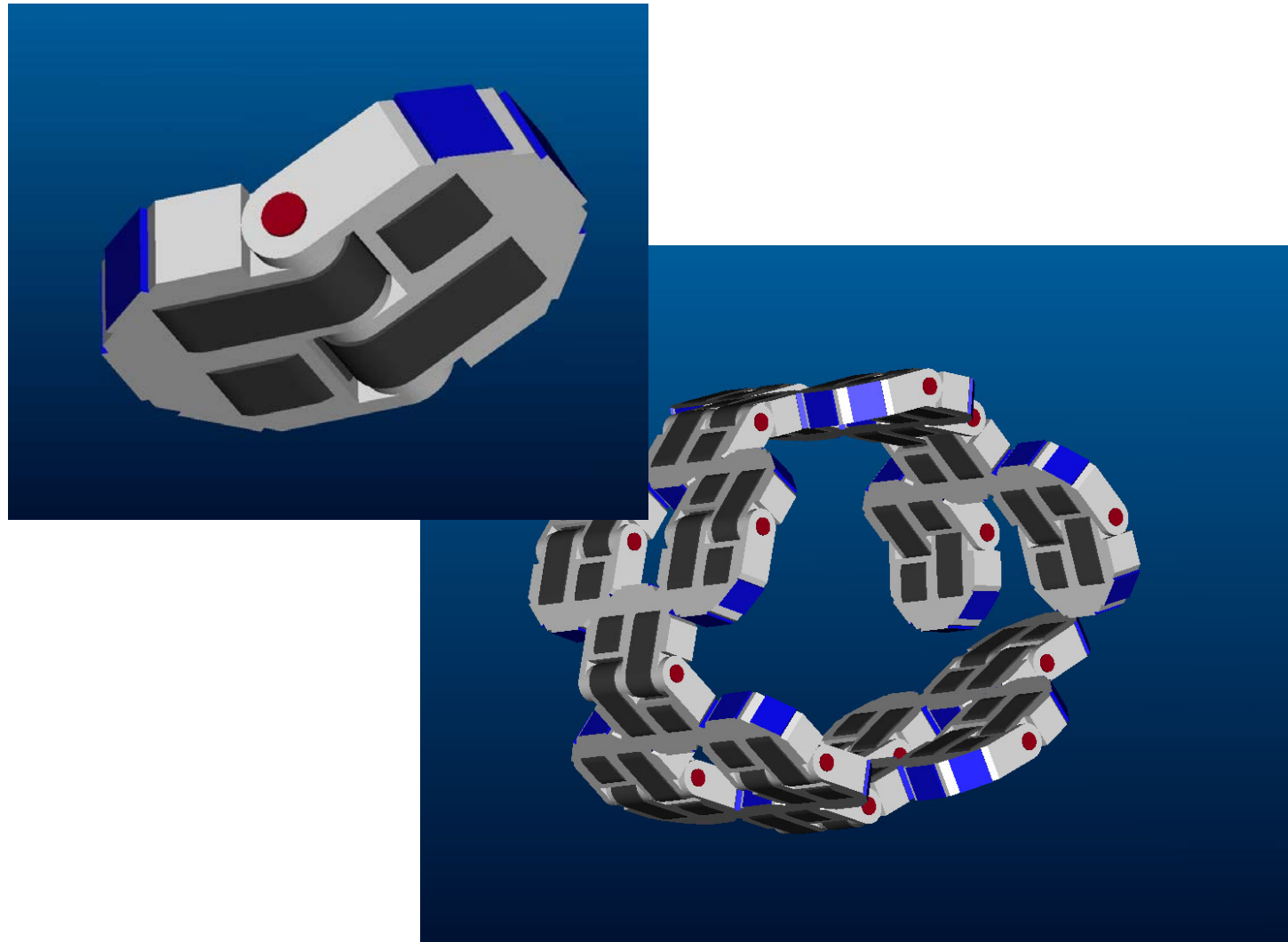
Specifications?

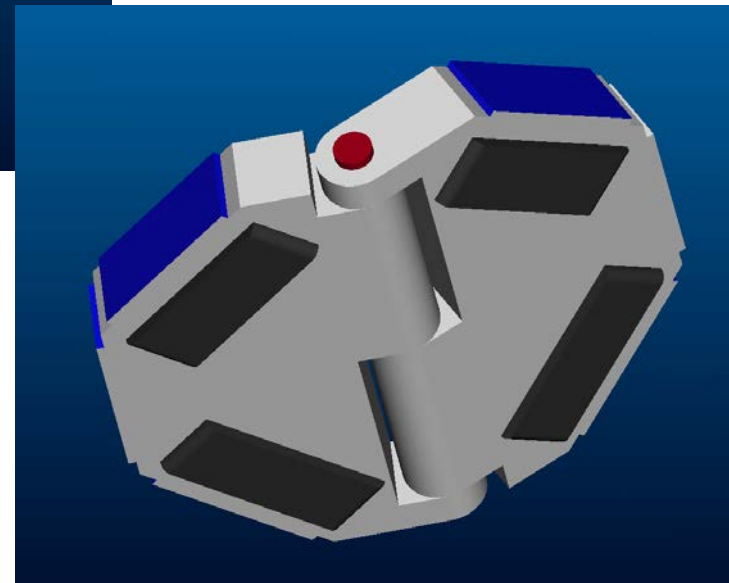
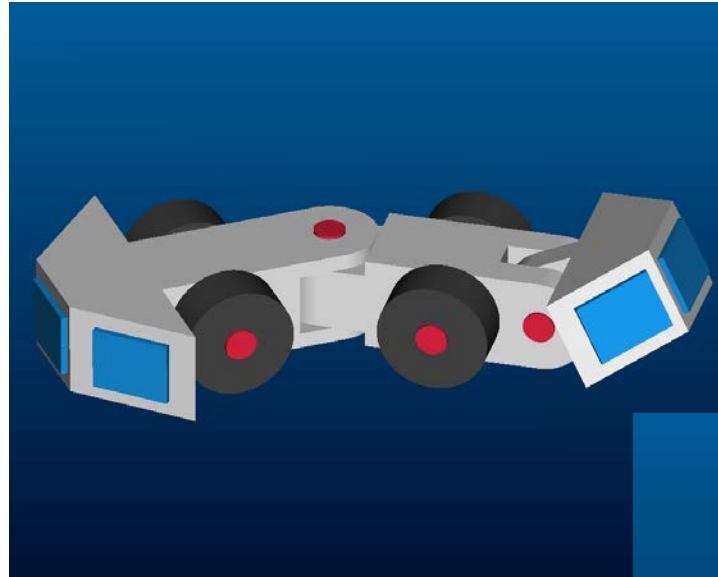
- Long and hard process...

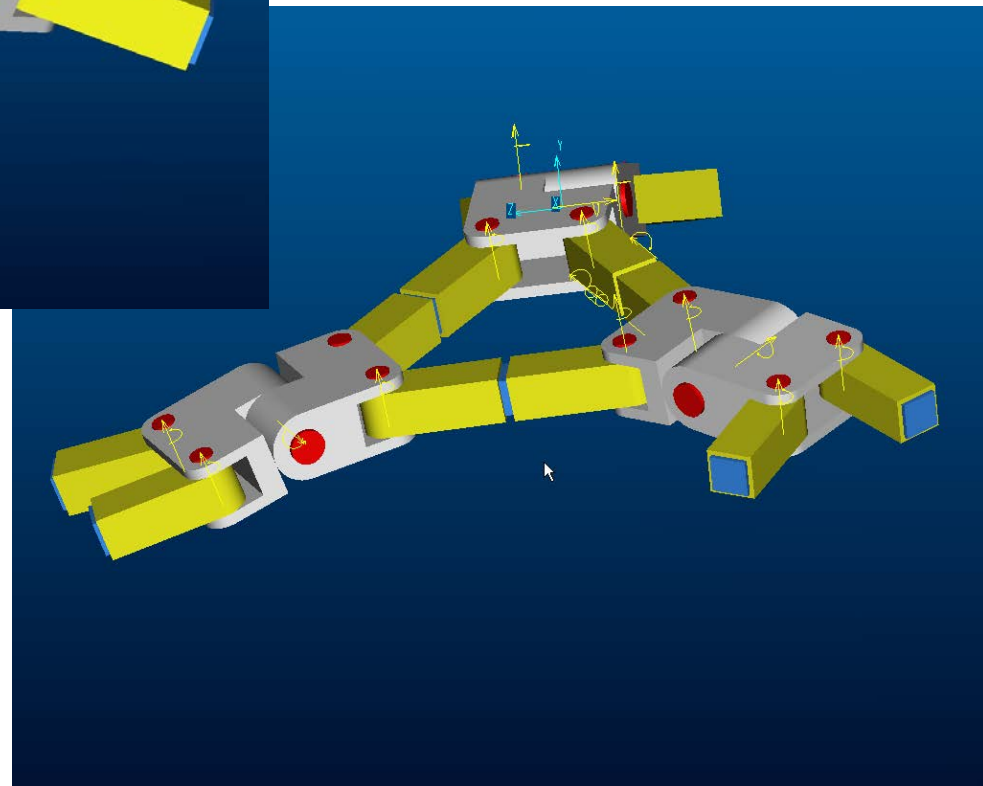
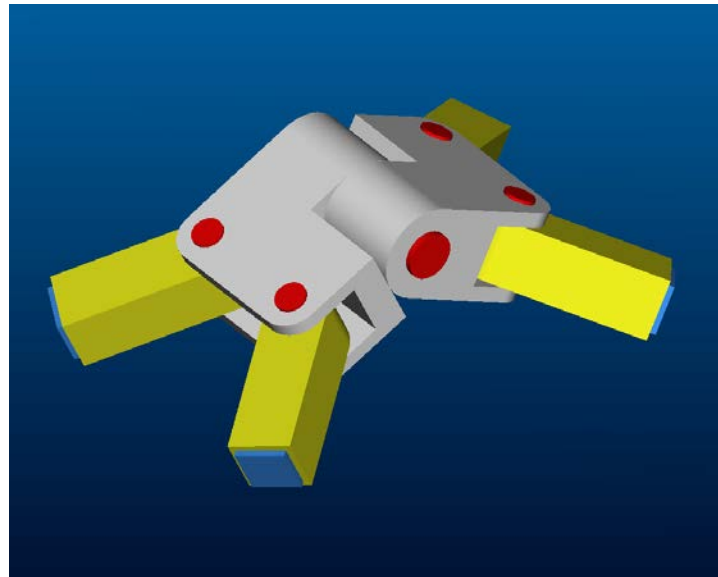


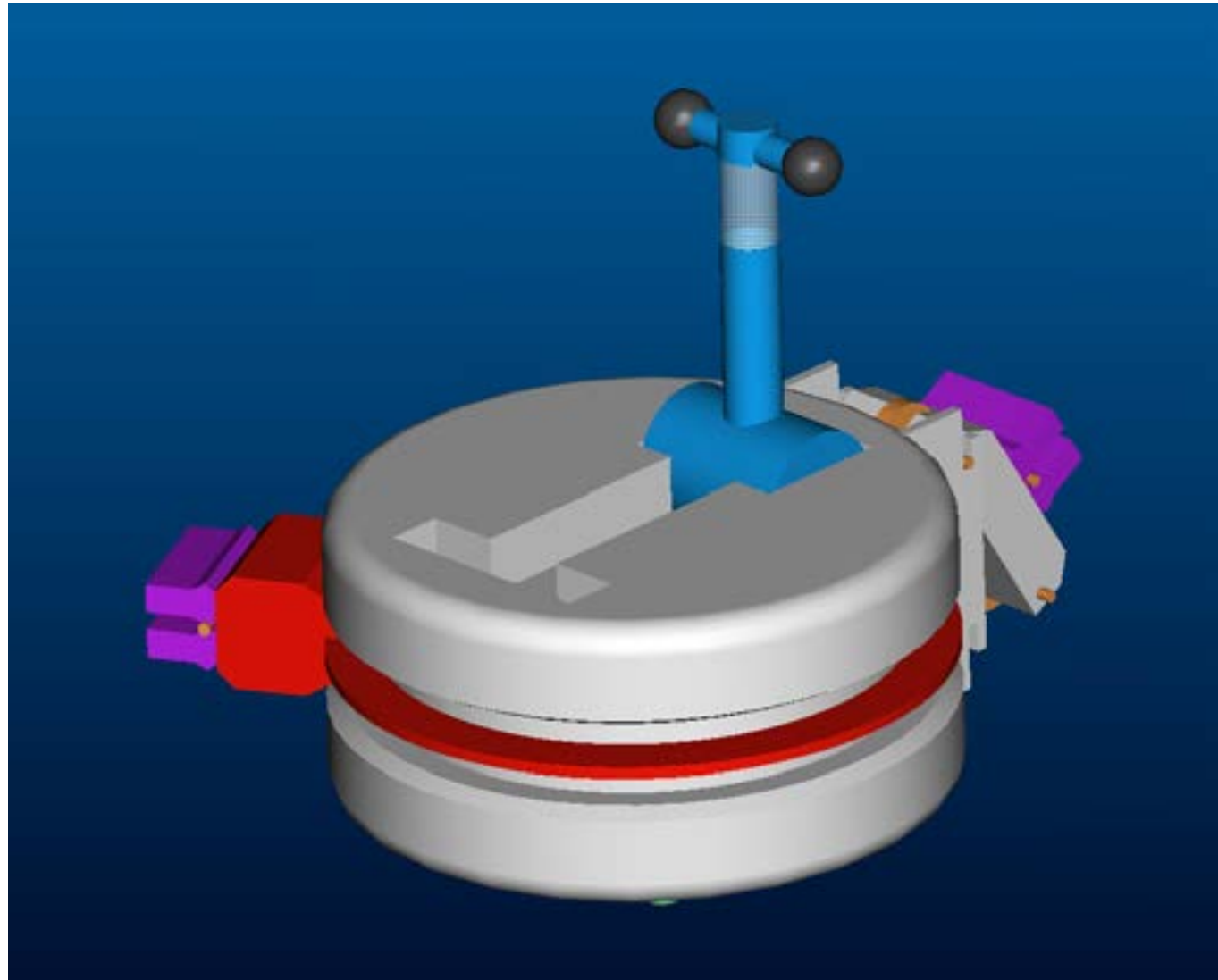




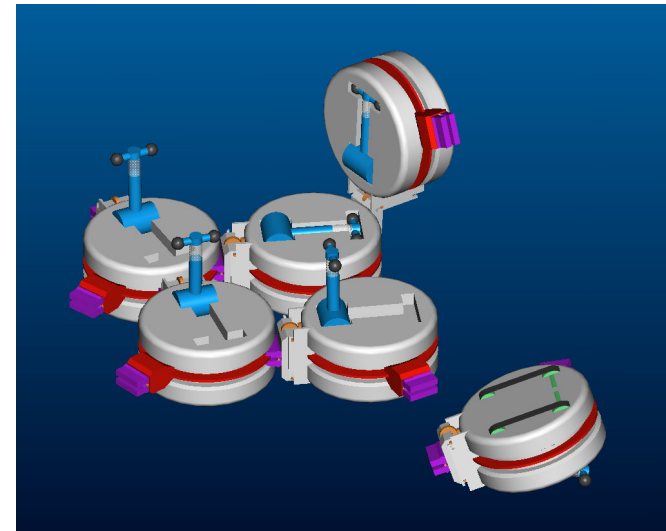
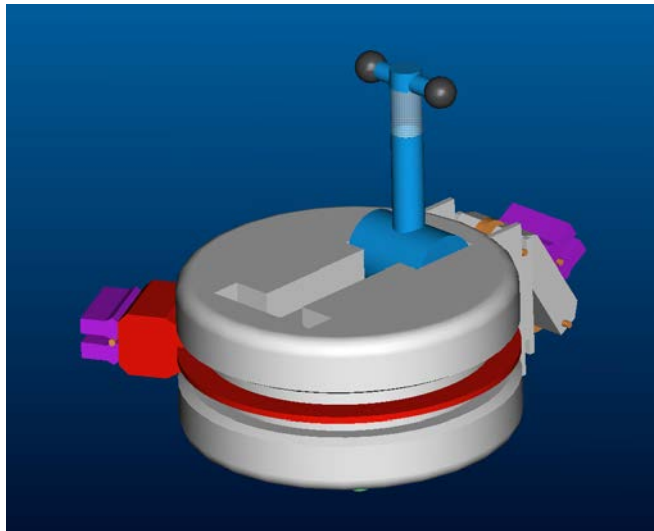




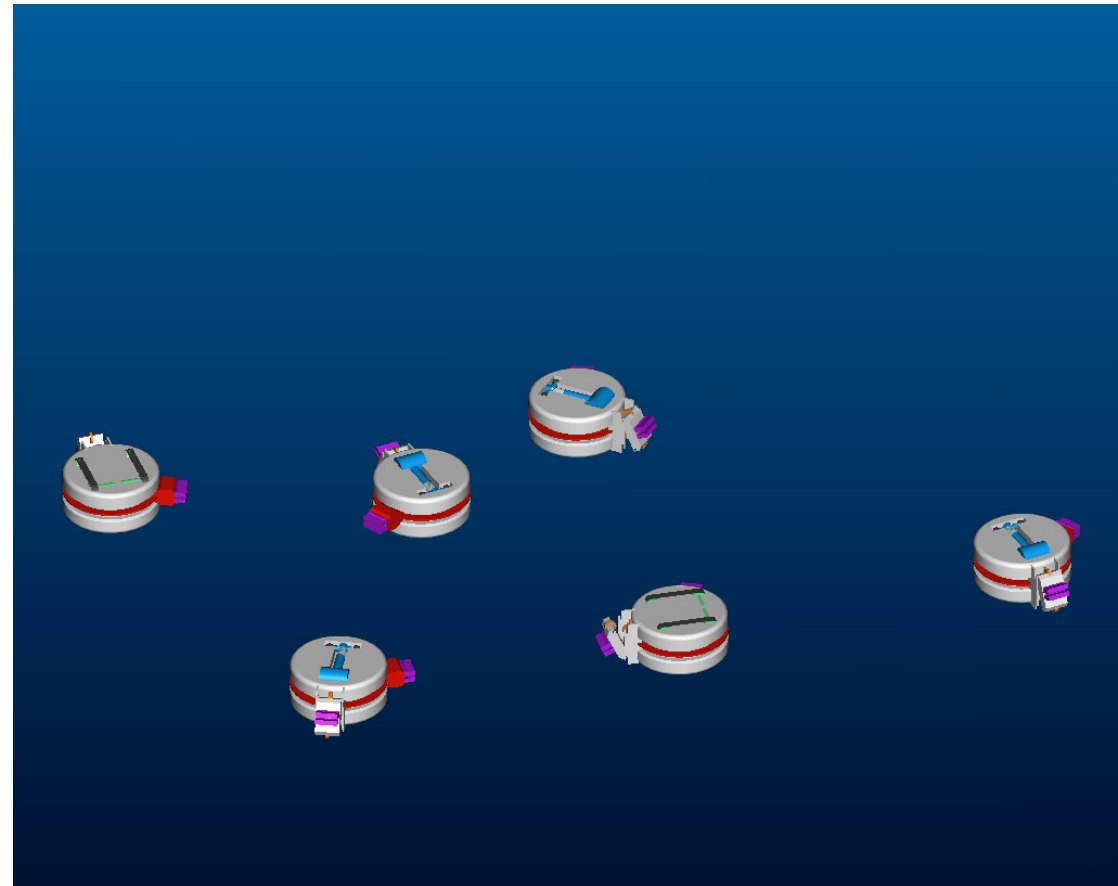
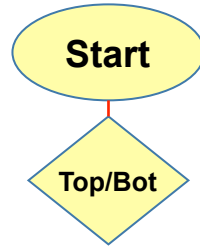




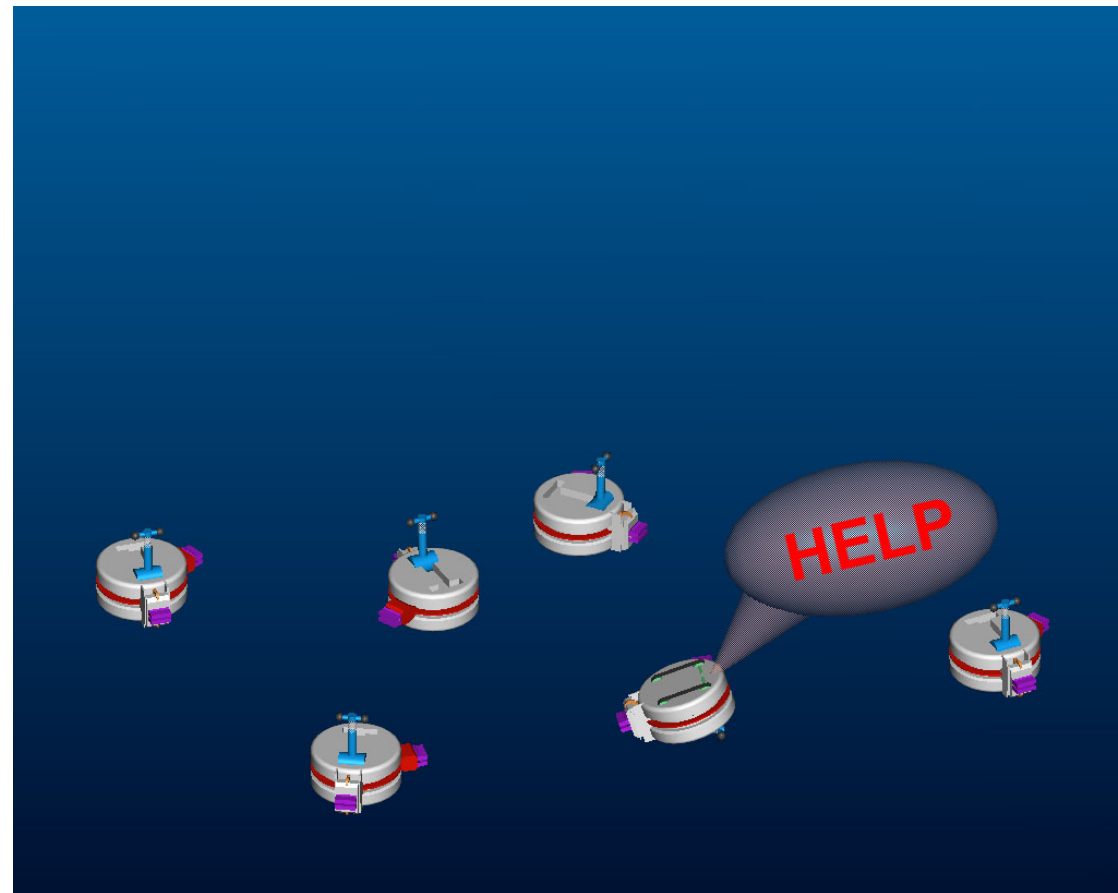
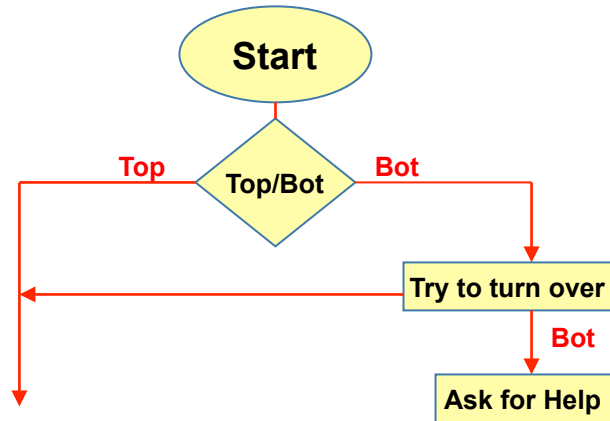
S-Bot versus Swarm-Bot



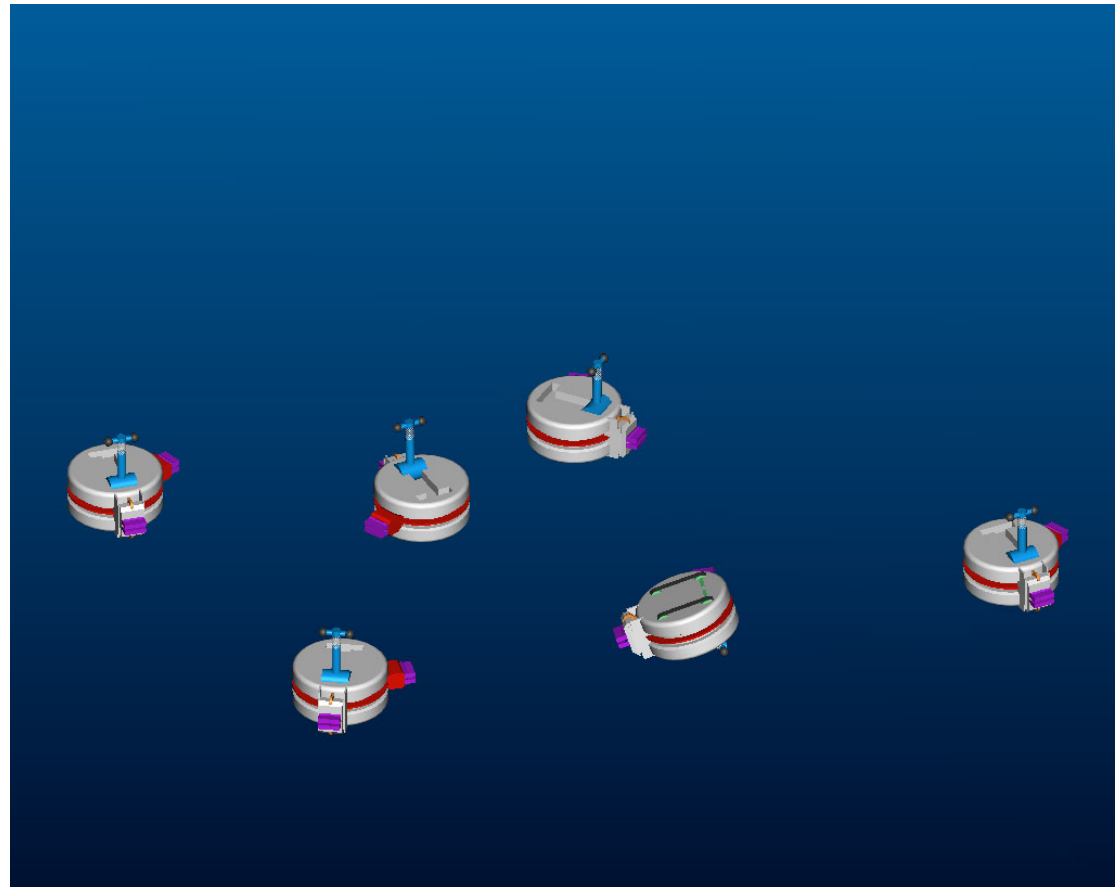
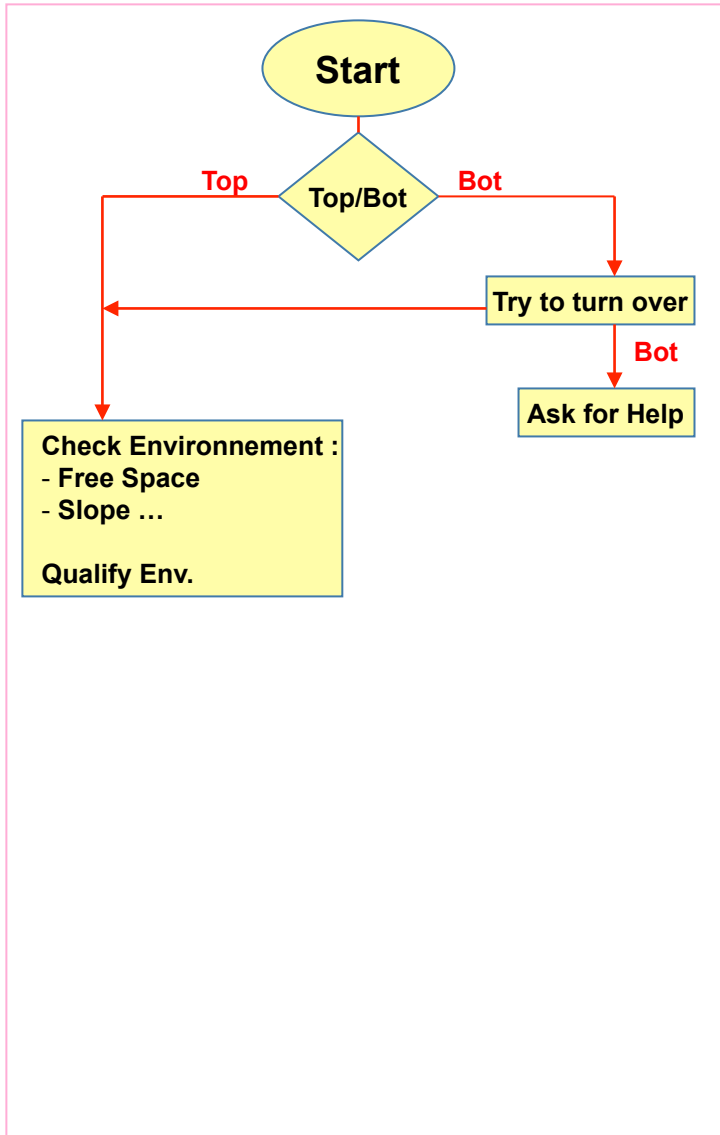
Demo scenario



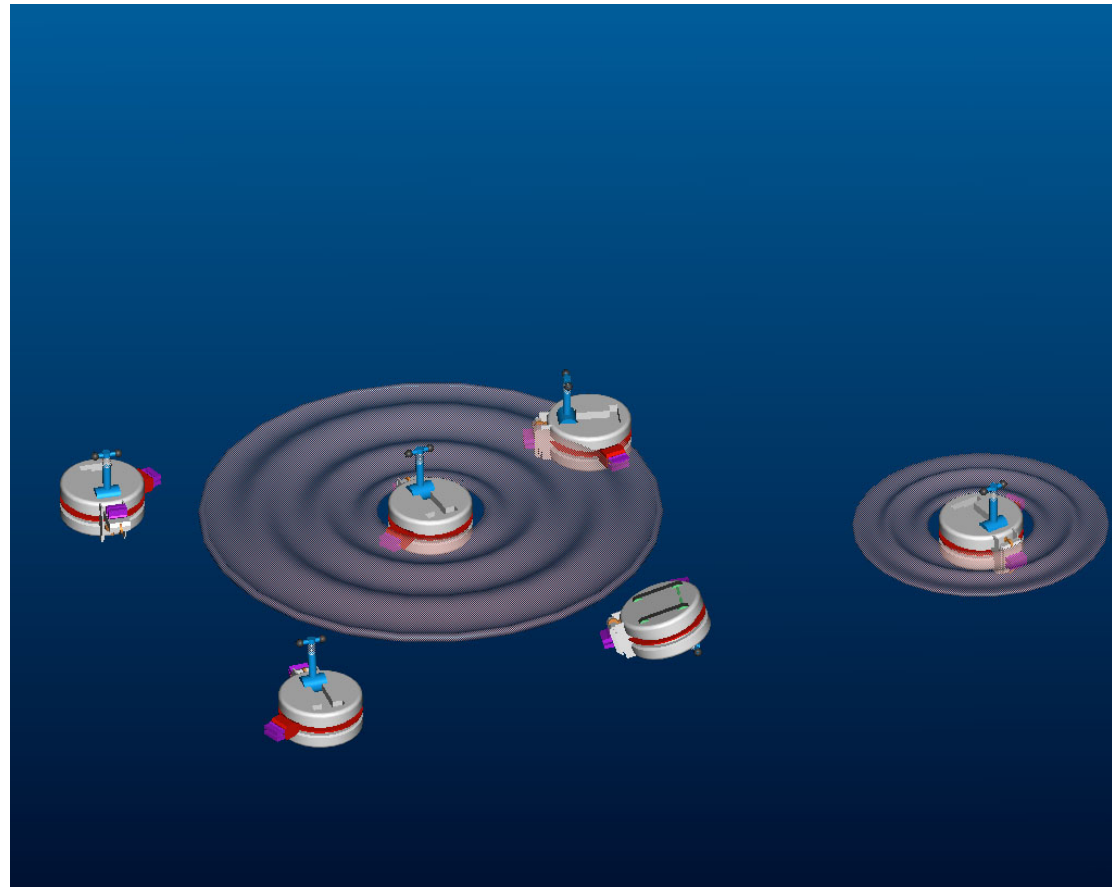
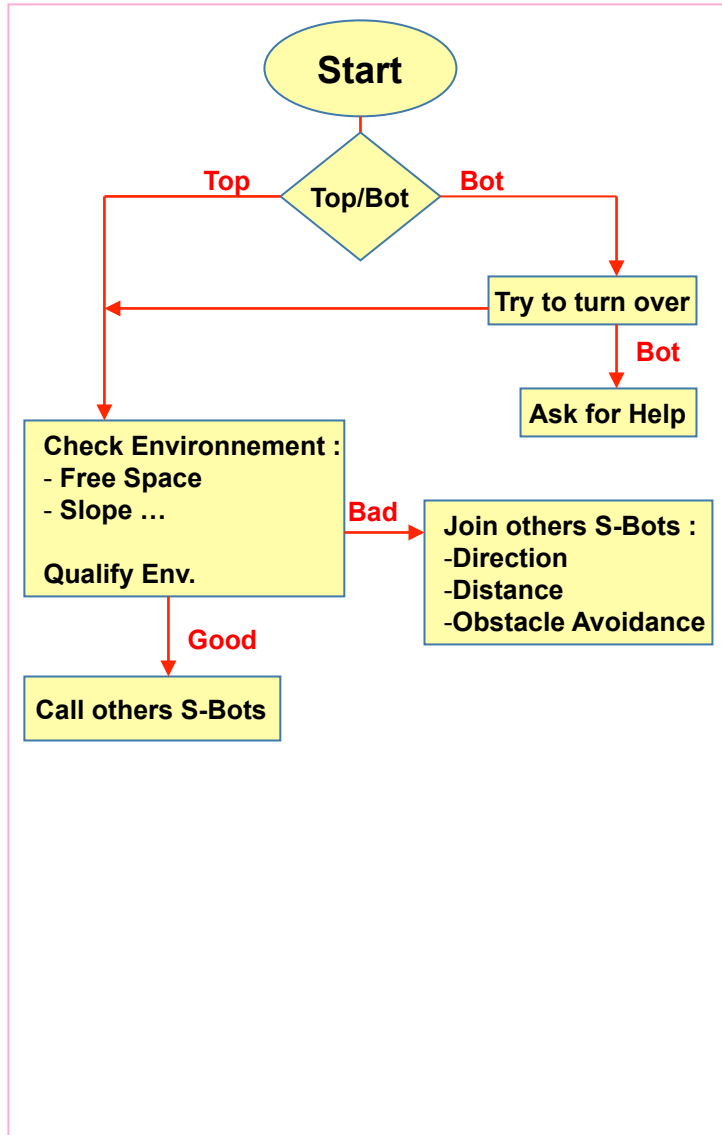
Demo scenario



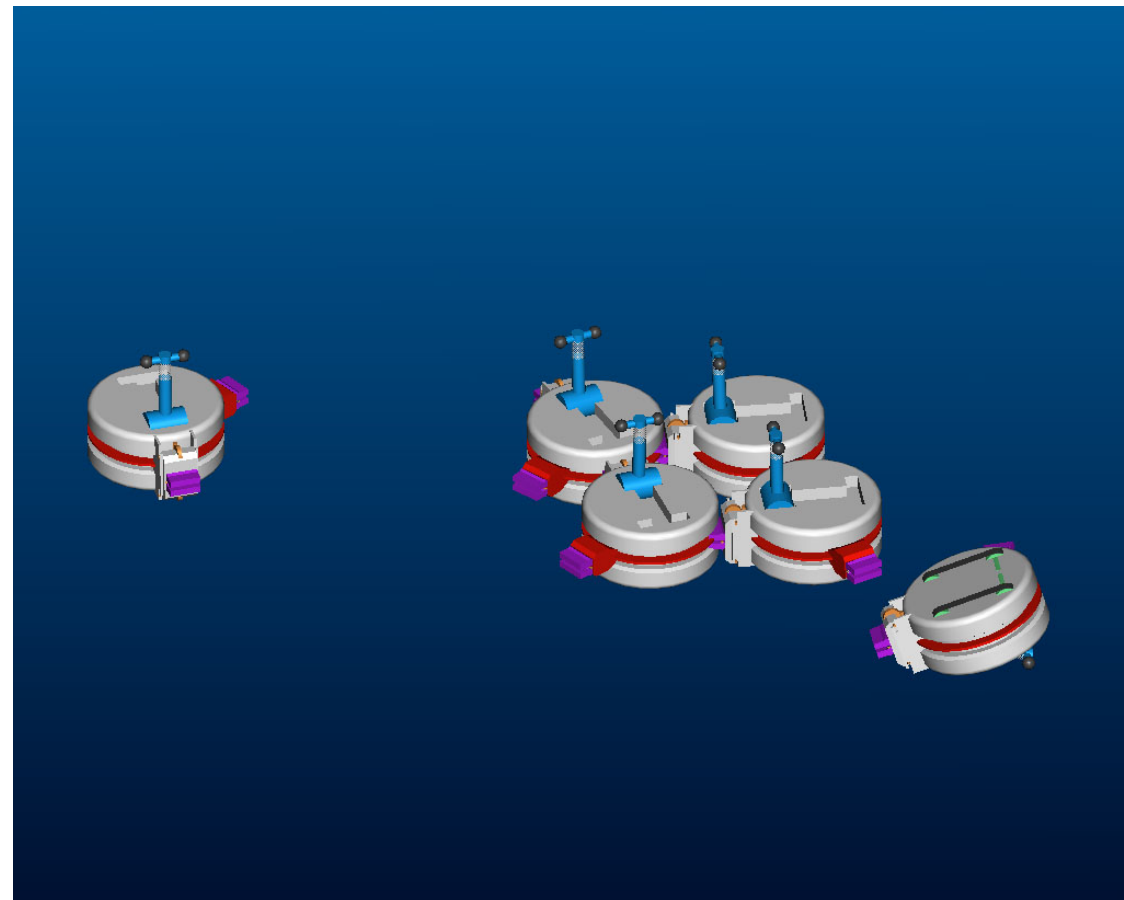
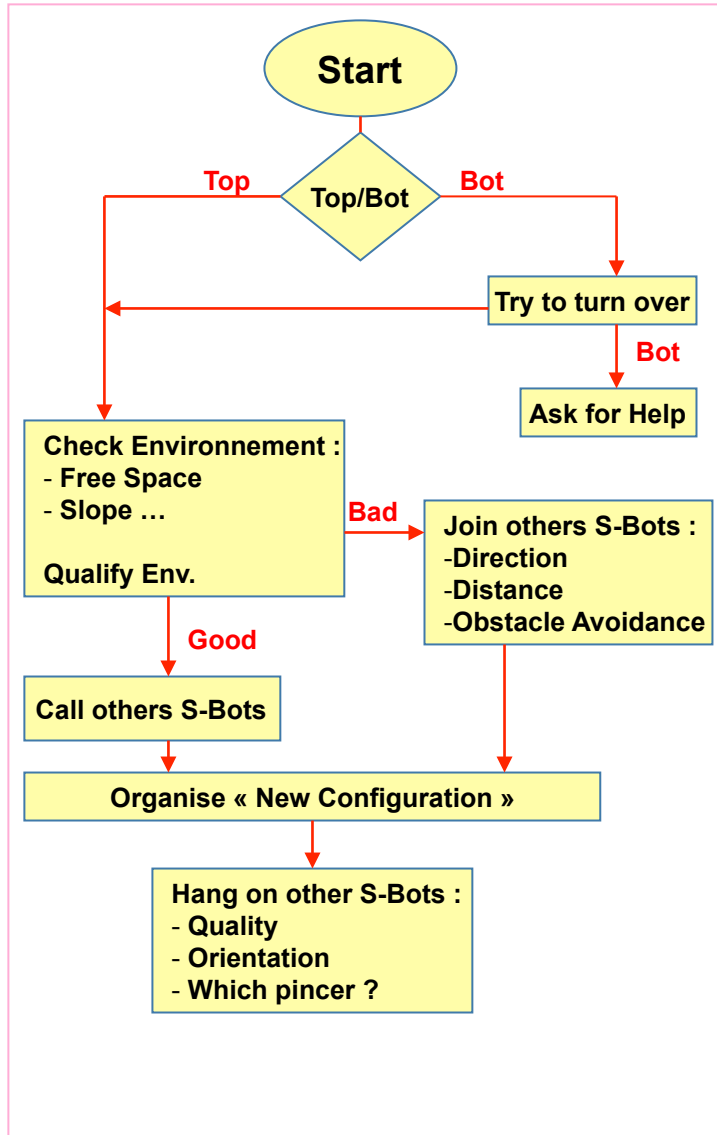
Demo scenario



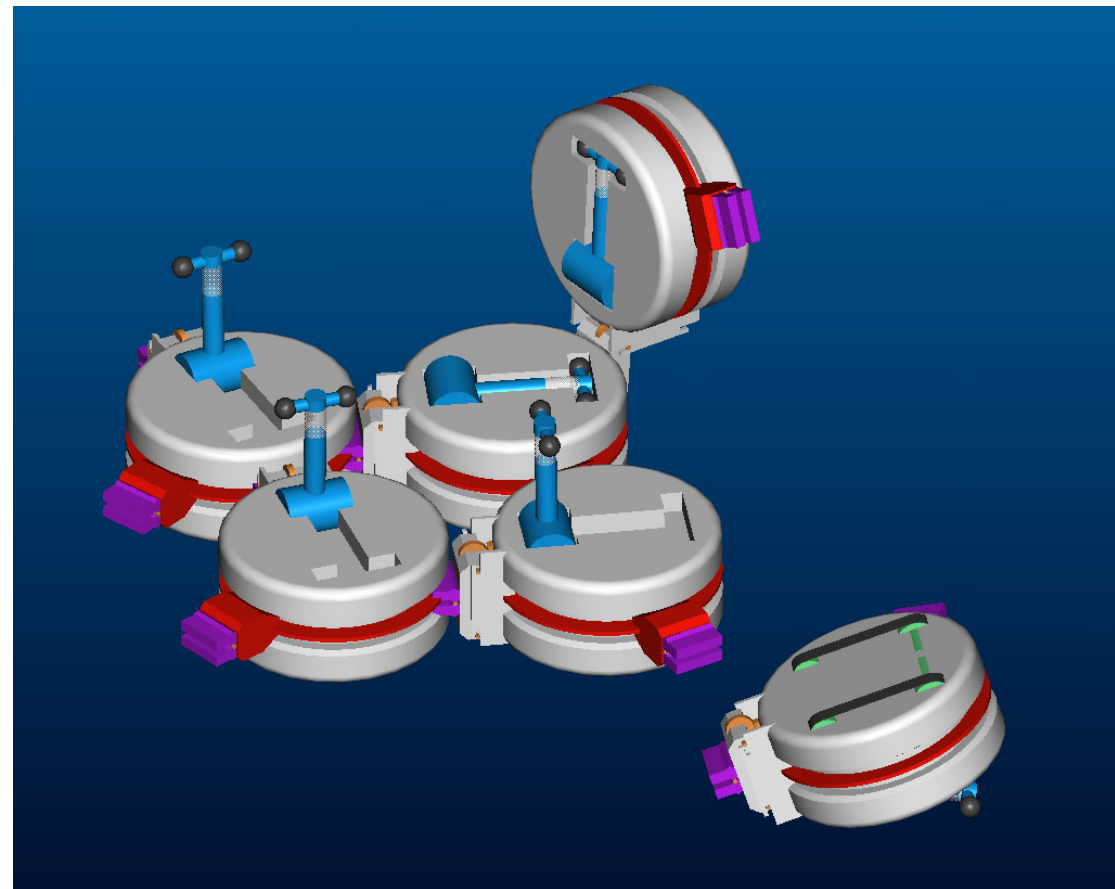
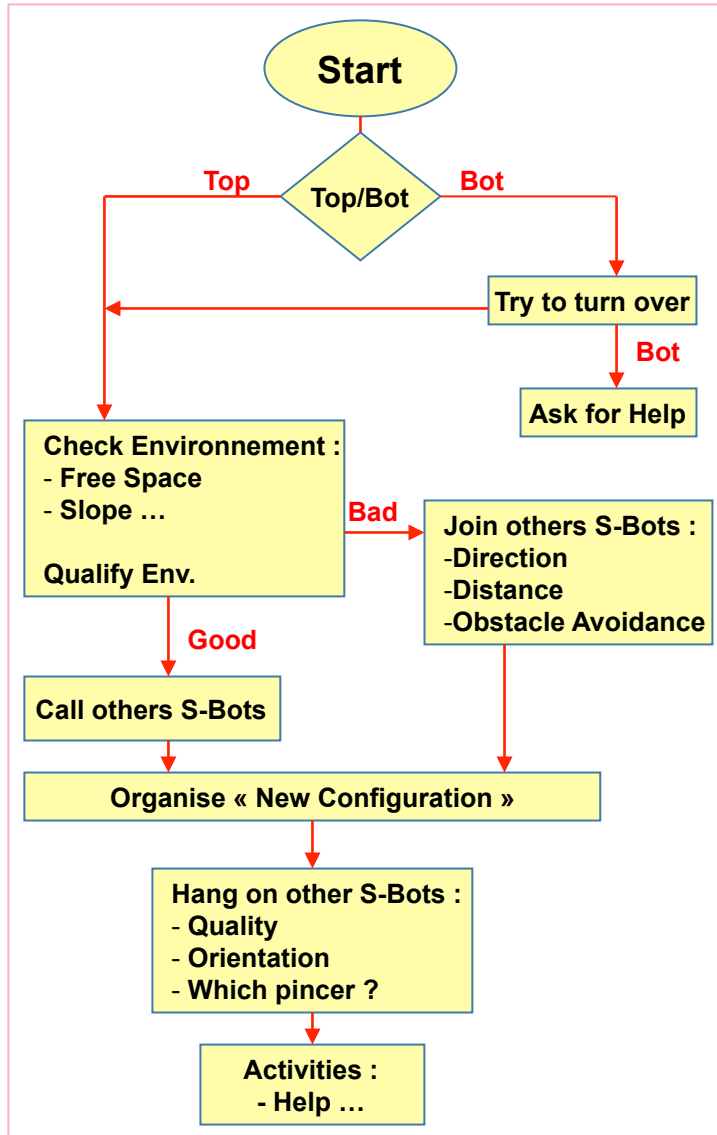
Demo scenario



Demo scenario

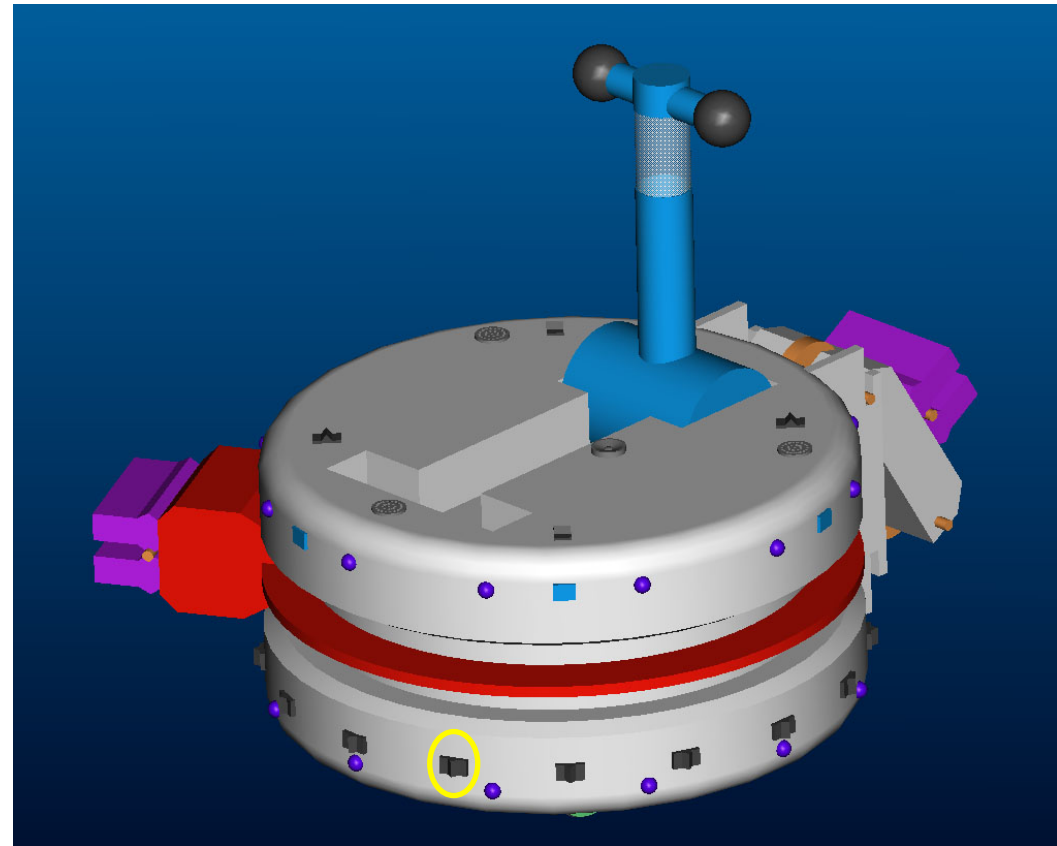
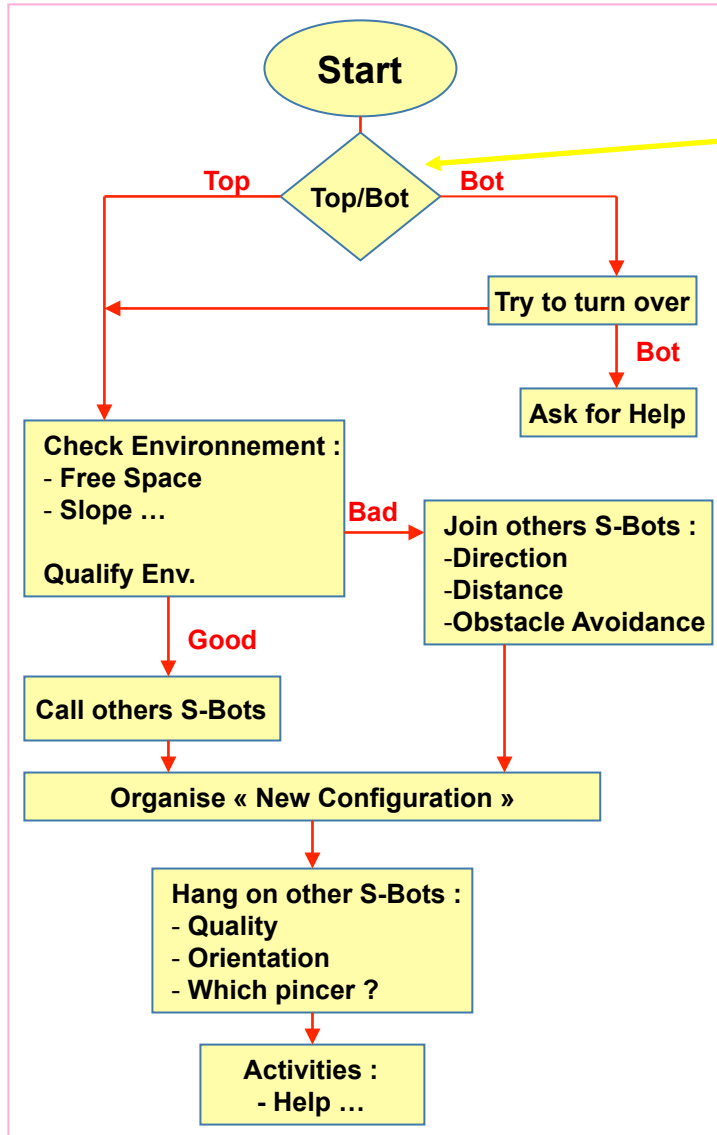


Demo scenario



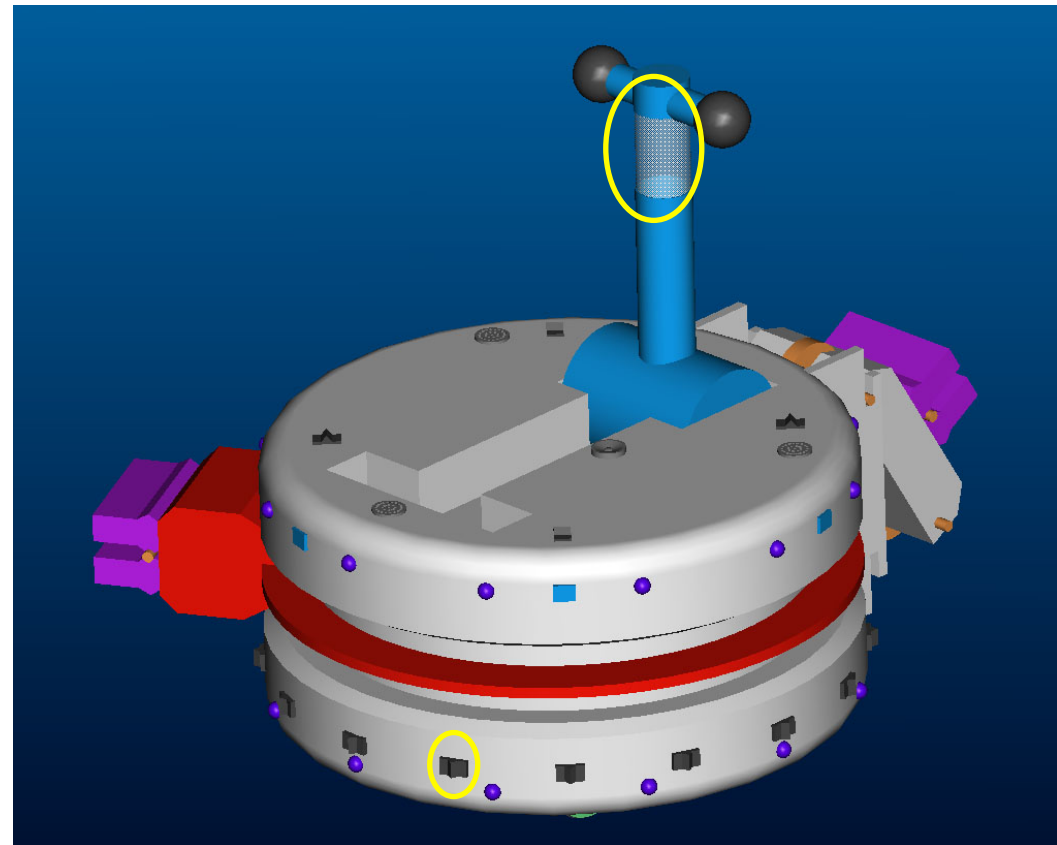
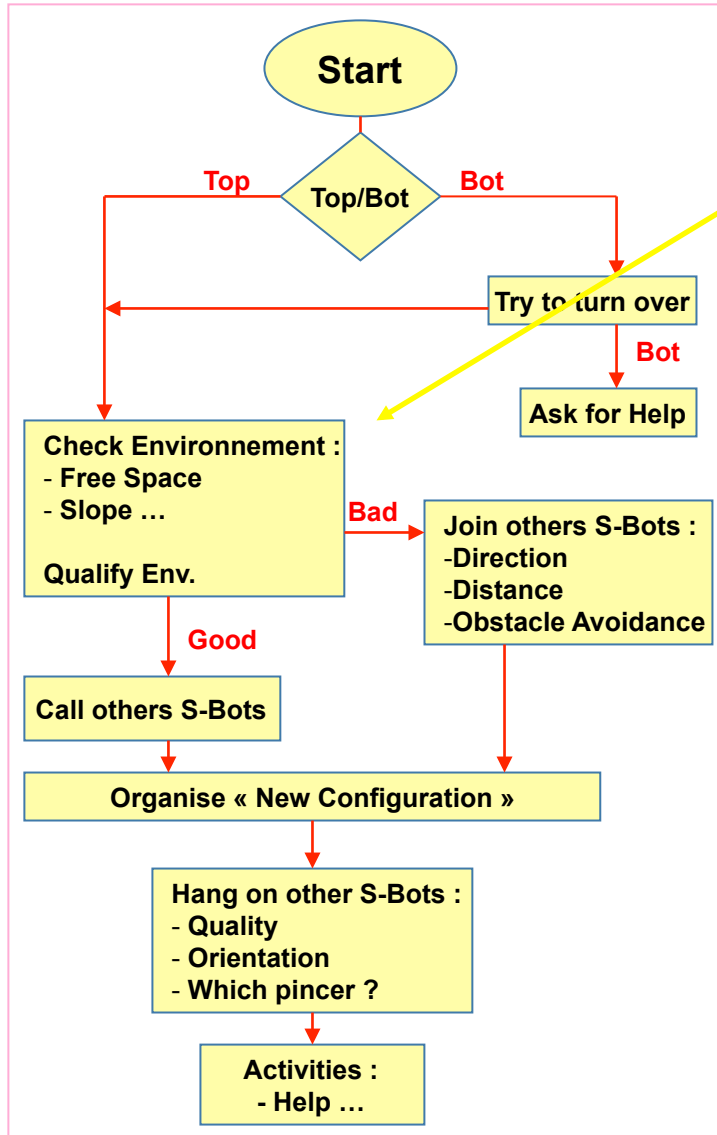
Demo scenario

Inclinometer + Irs



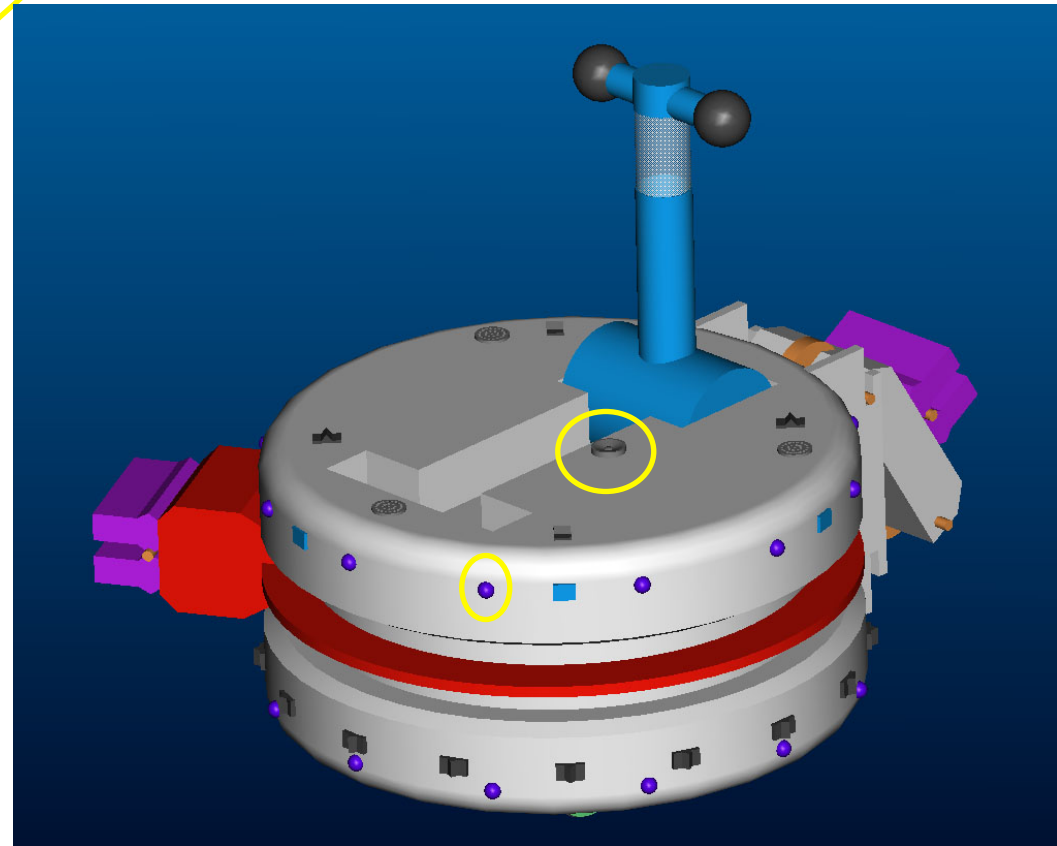
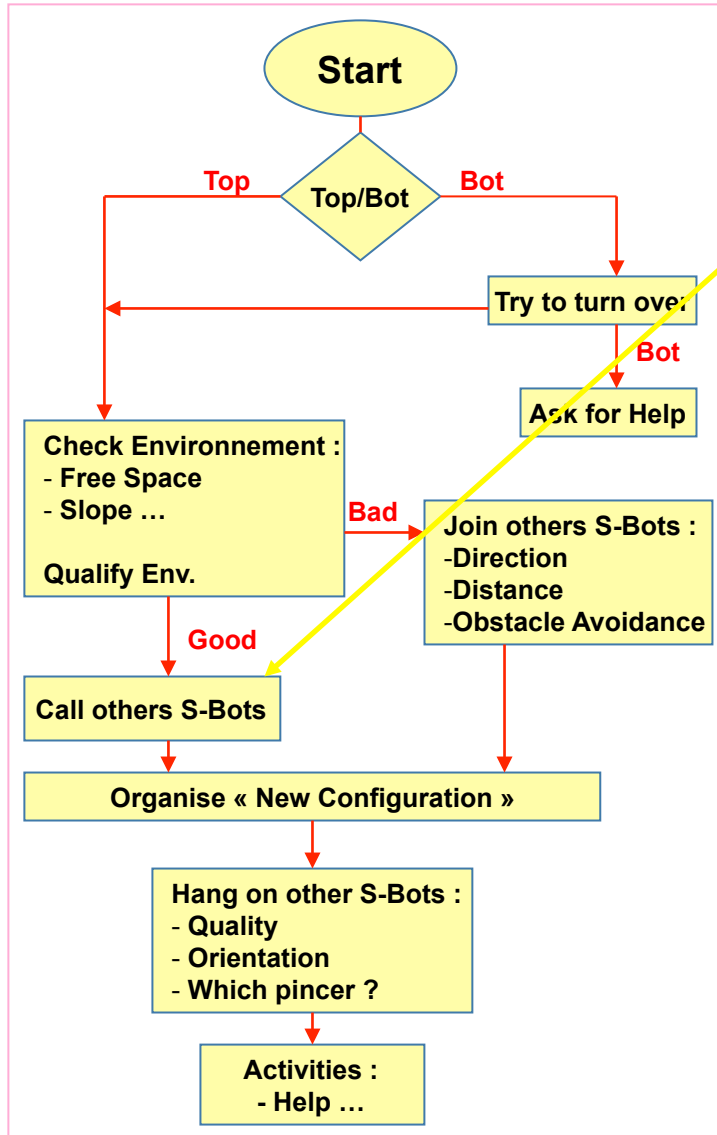
Sensors

360° Camera + Inclinometer + Irs



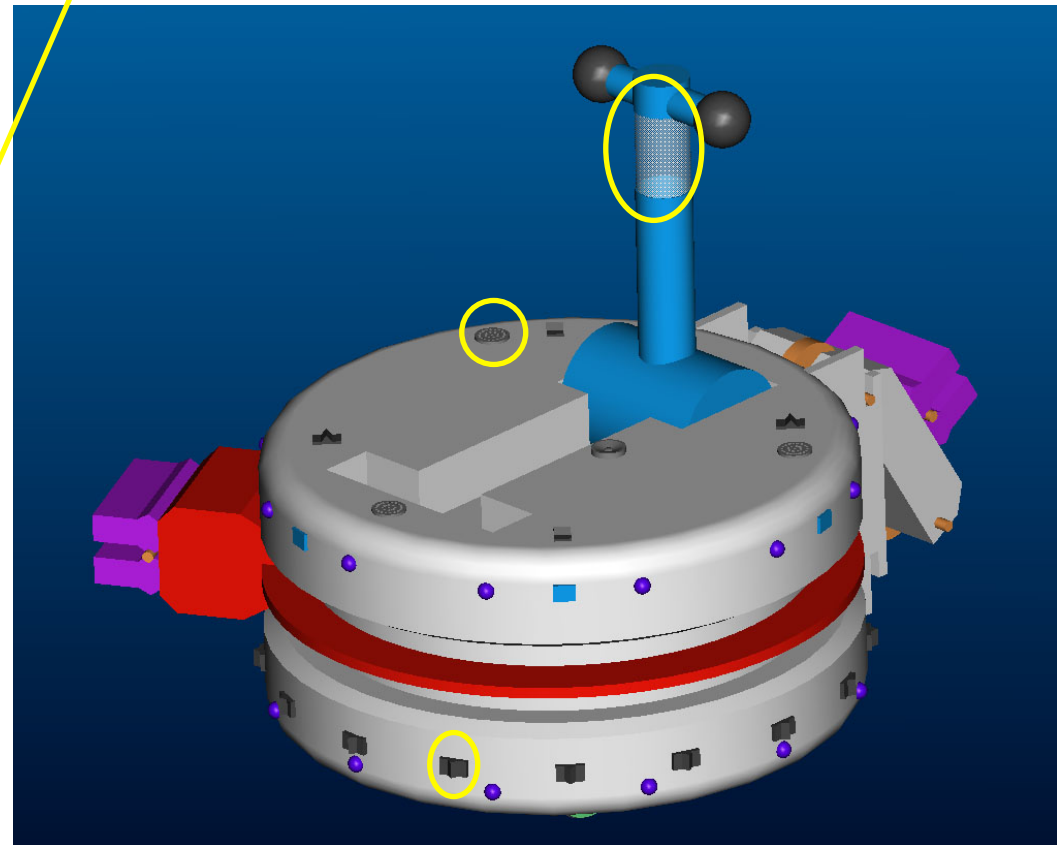
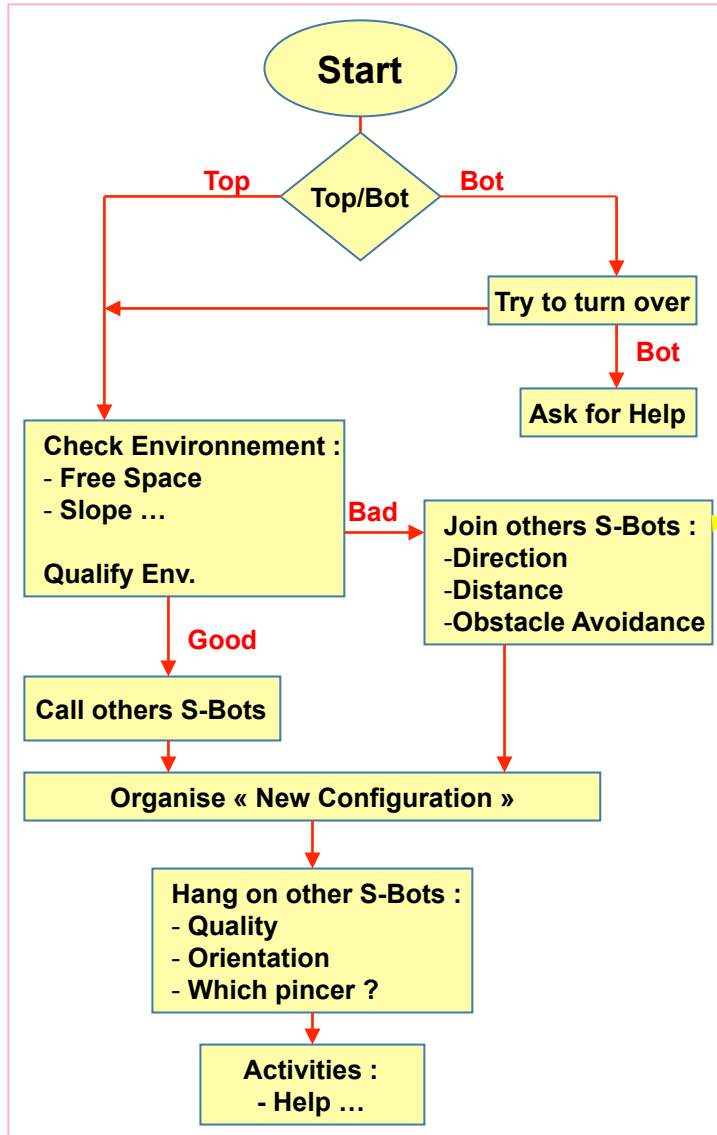
Sensors

Speaker + Leds Multicolor

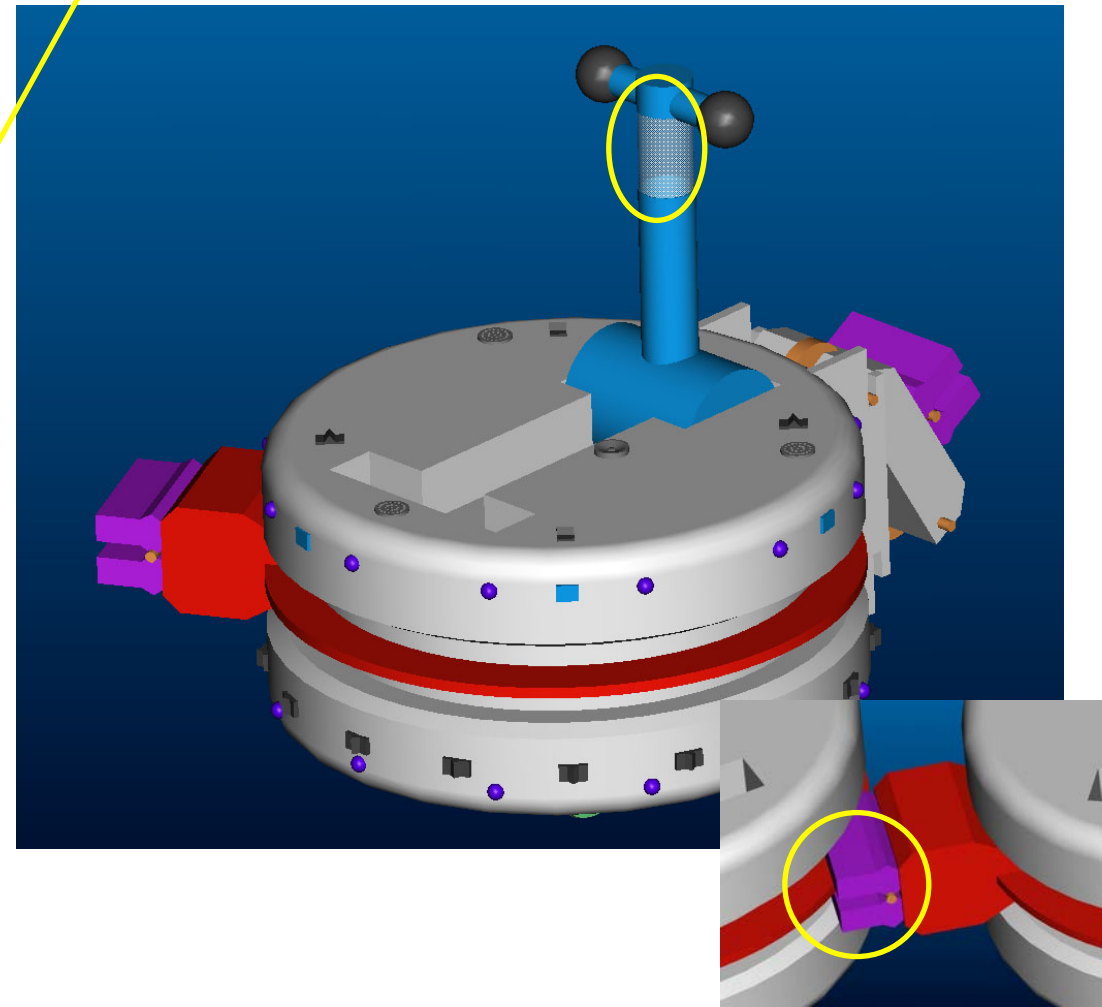
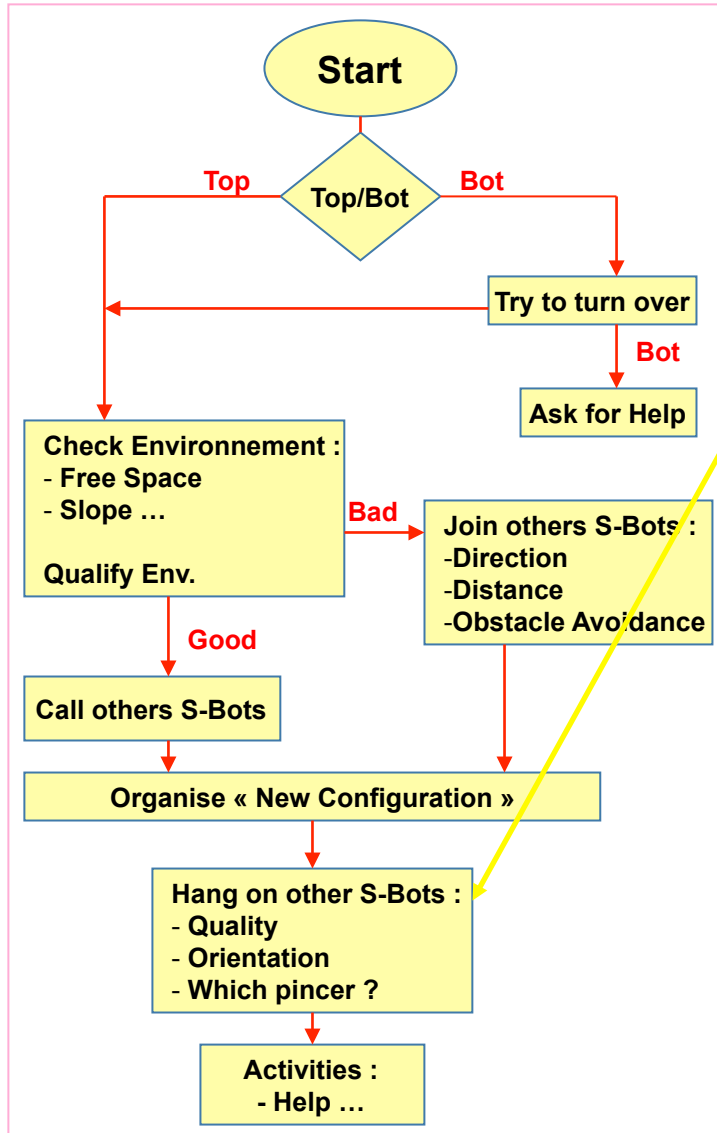


Sensors

Micros + 360° Camera + IRs

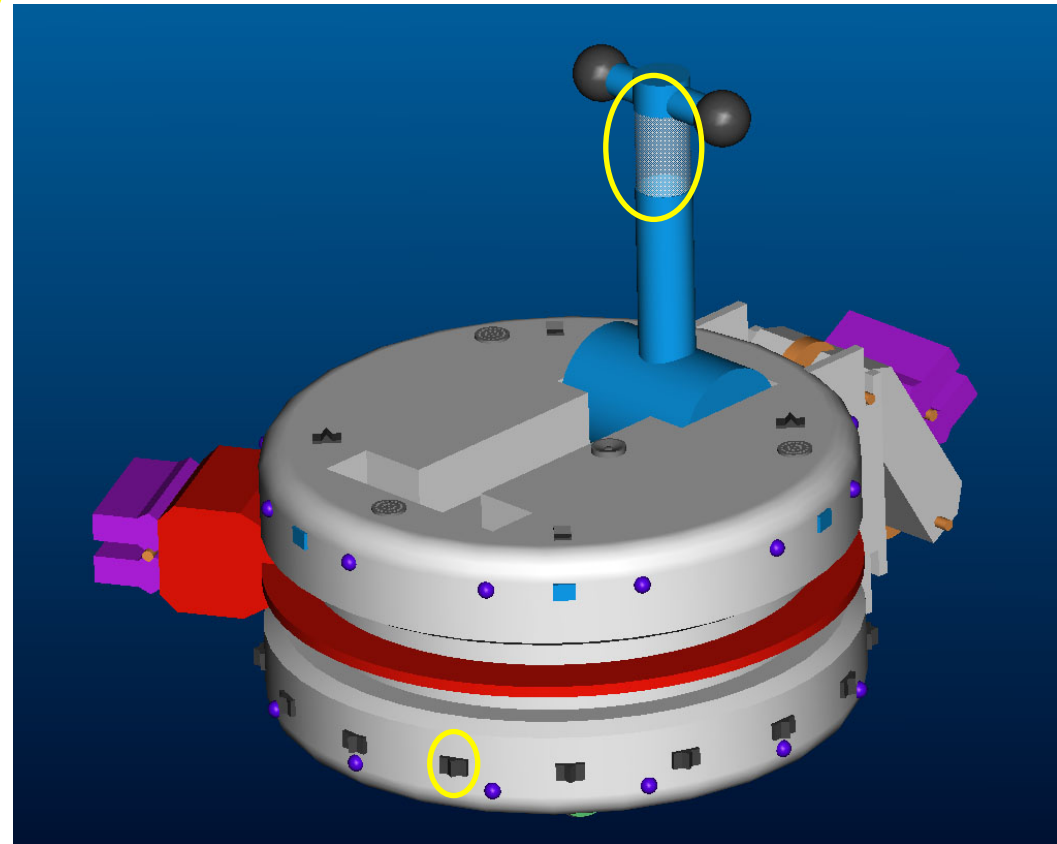
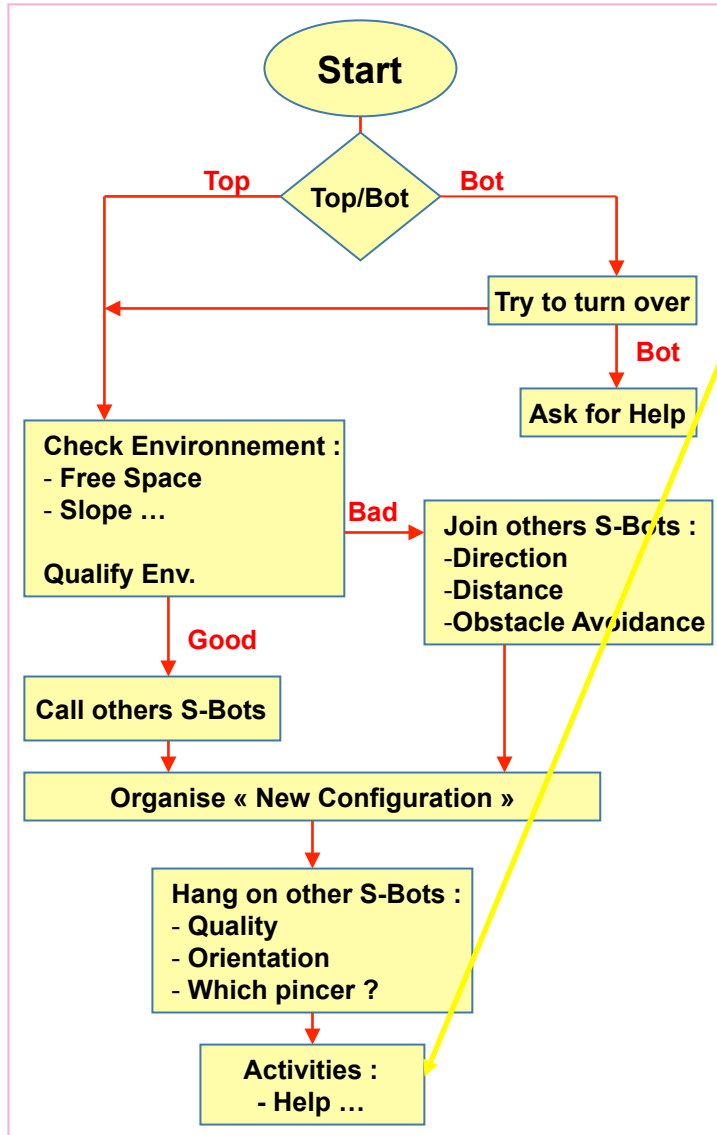


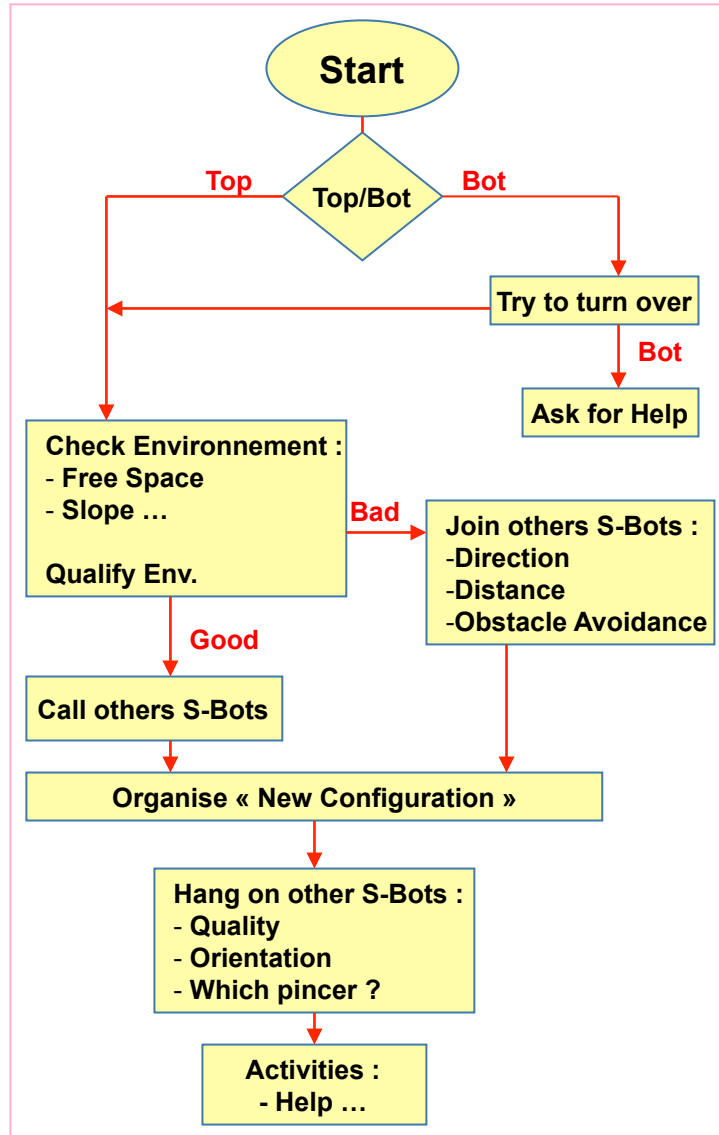
360° Camera + Inclinometer + Emitter/Receiver in gripper



Sensors

360° Camera + Inclinometer + IRs





Optional sensors

Temperature

Pyro

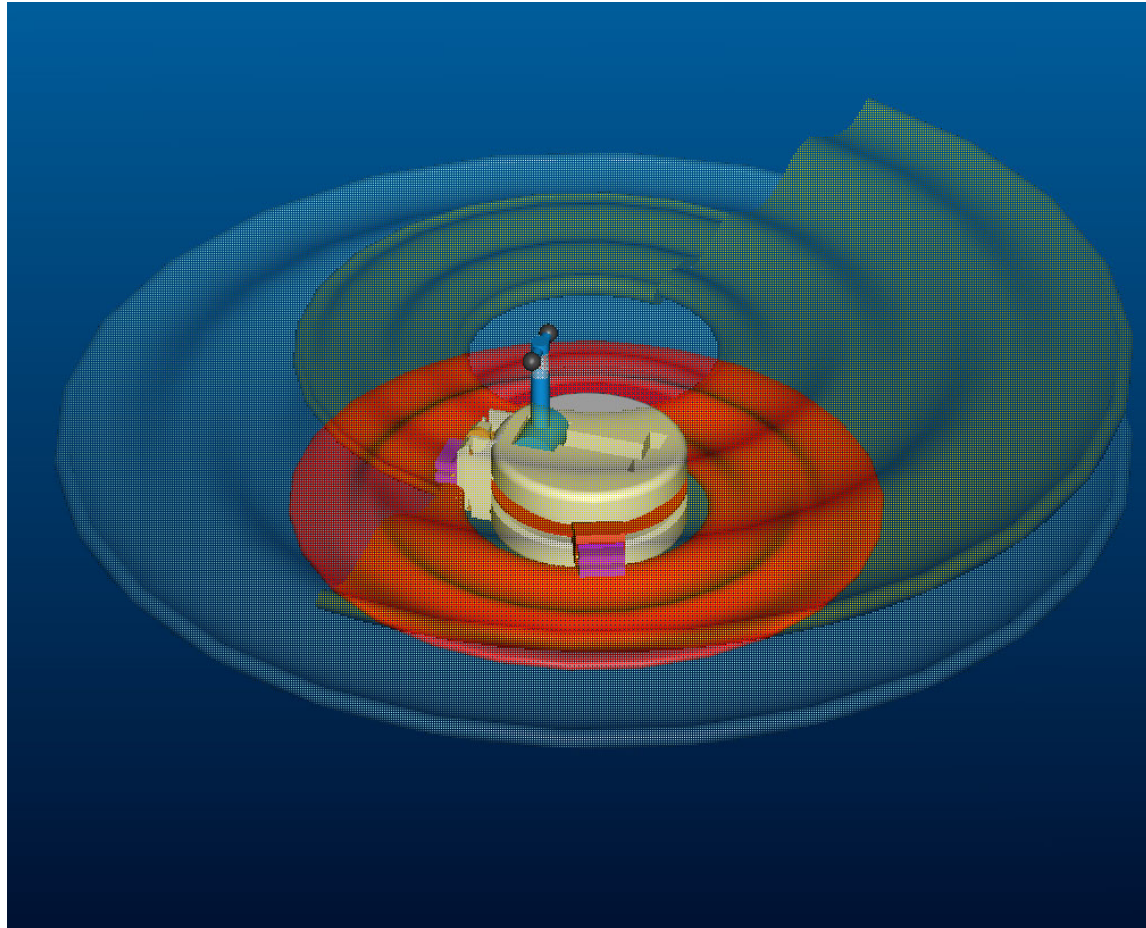
Custom light

Bar code (already camera...)

Humidity

Compass

(Real Time Clock)



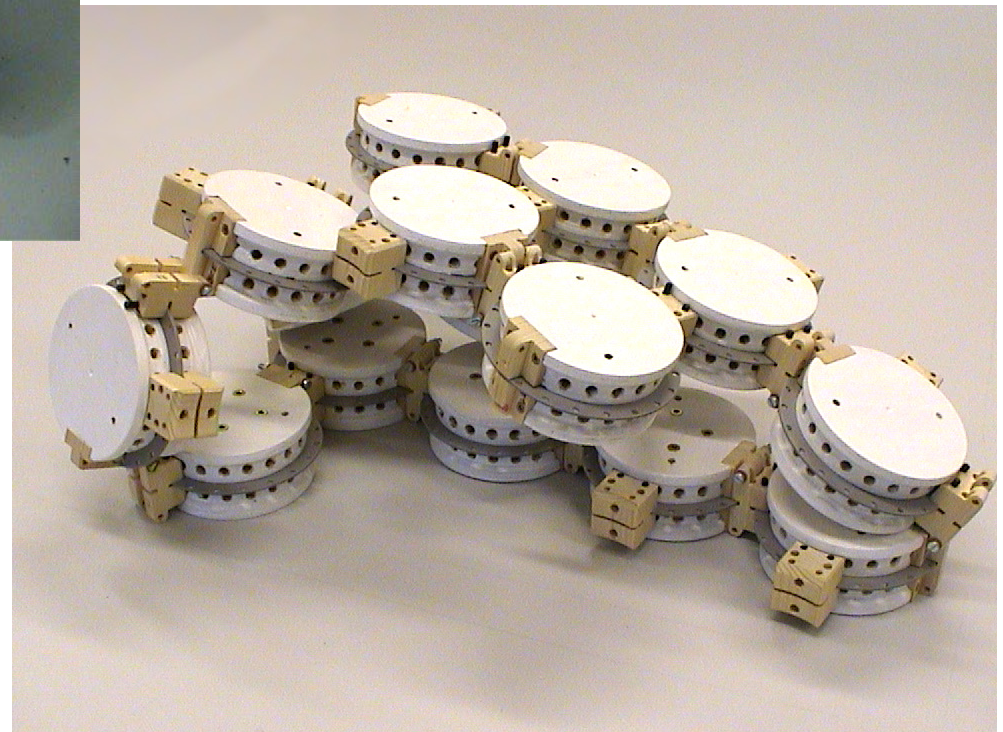
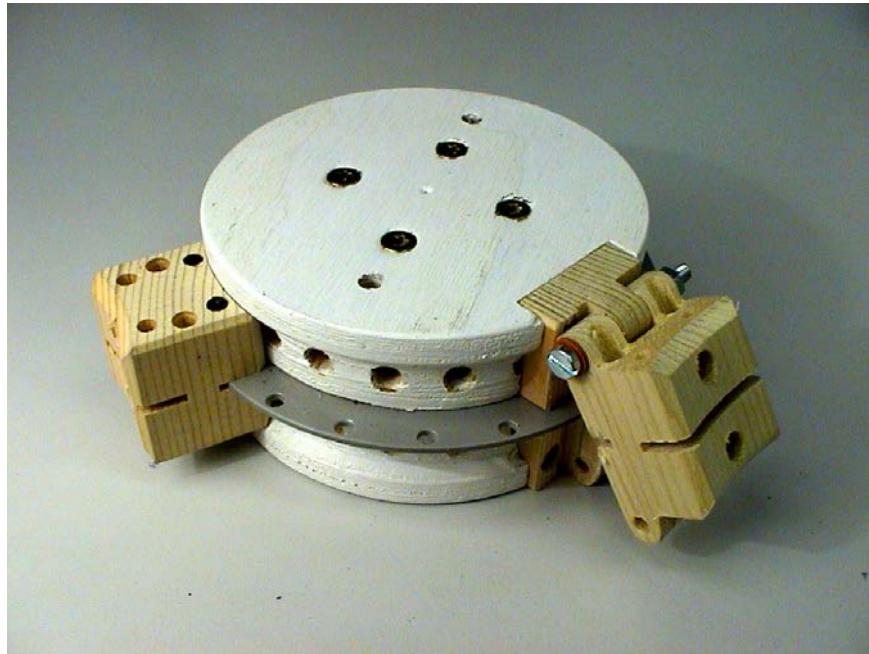
360° Camera

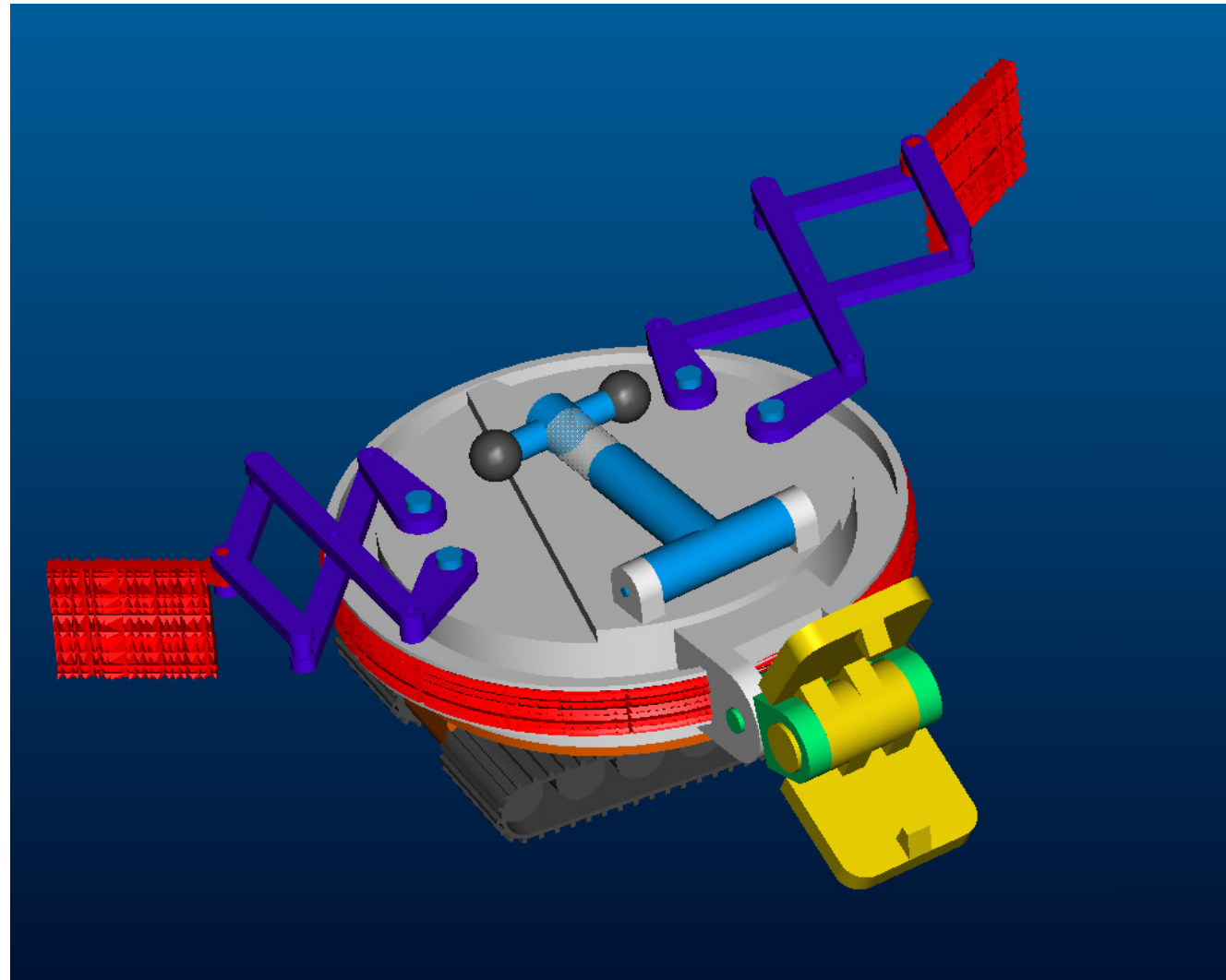
Leds

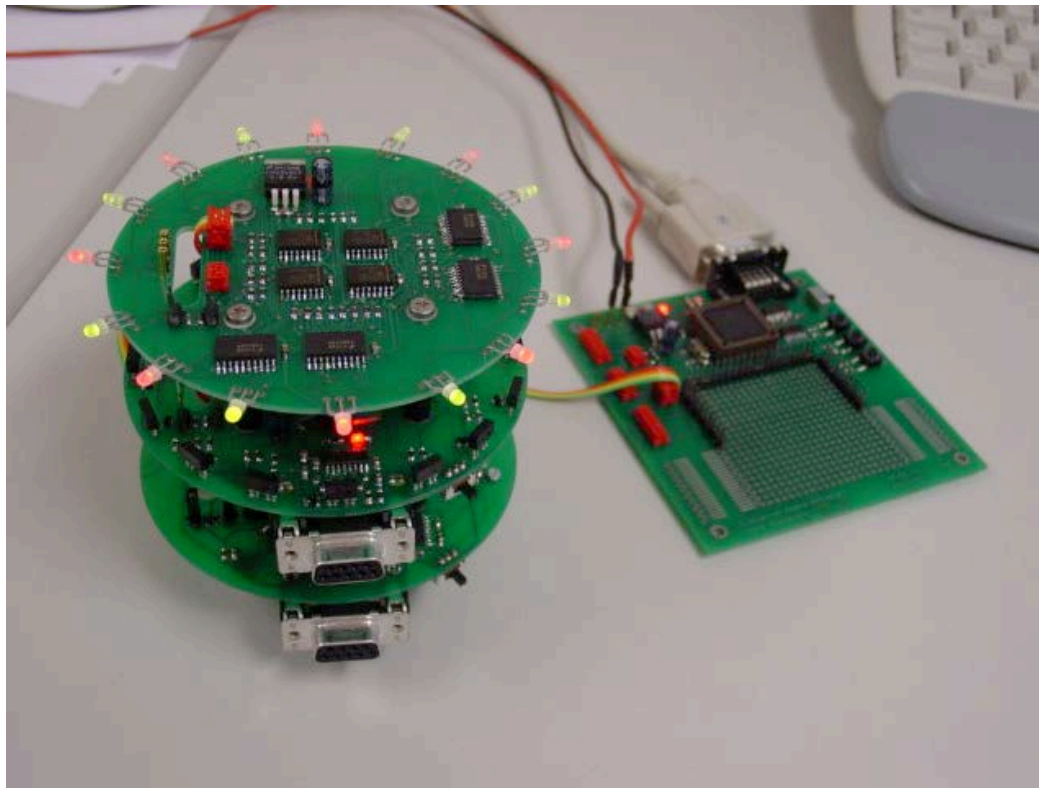
Sound

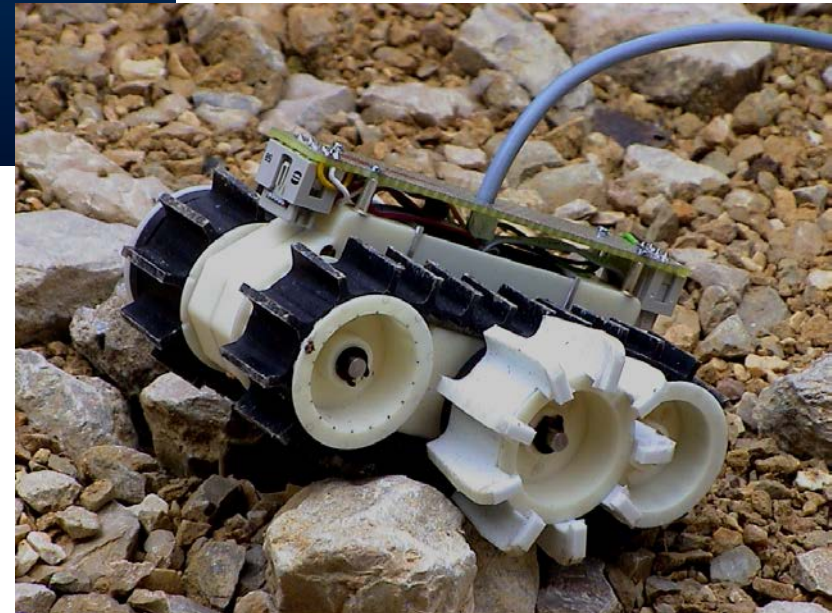
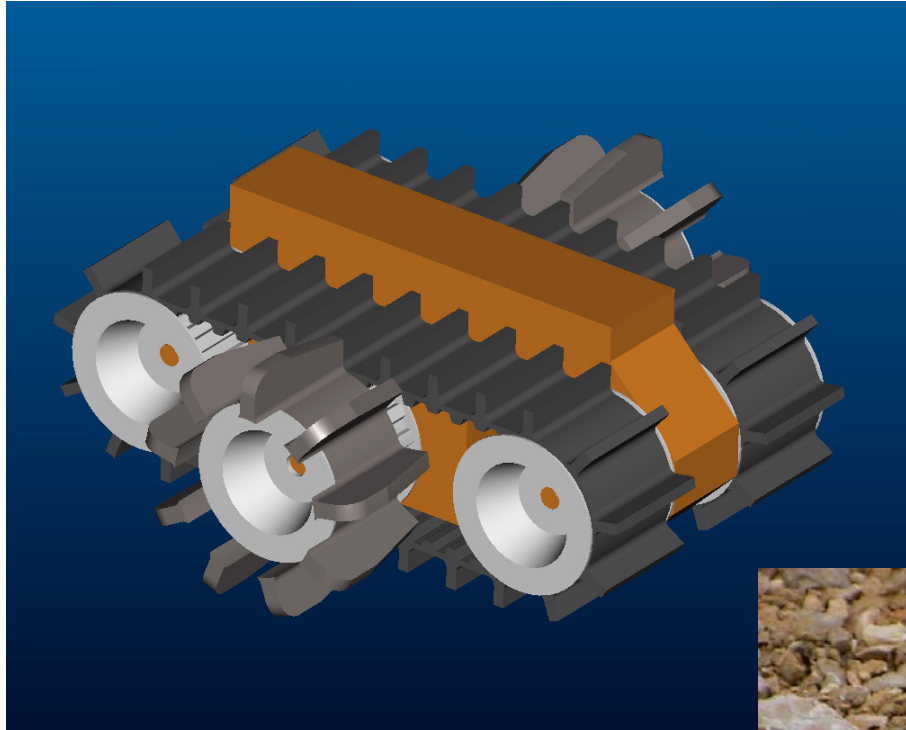
IRs





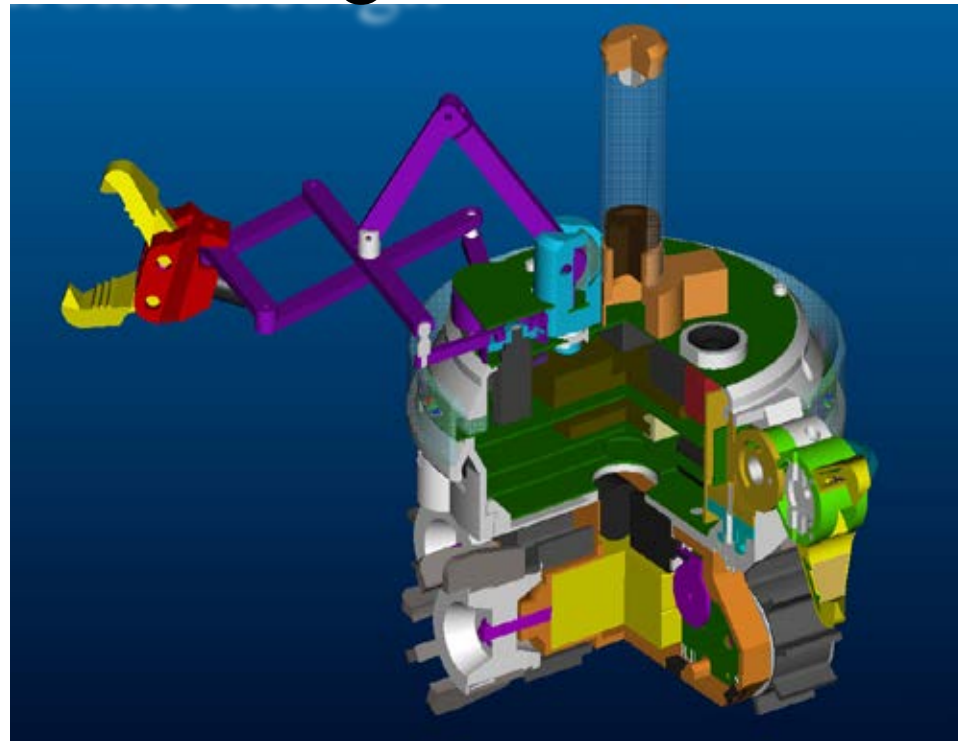


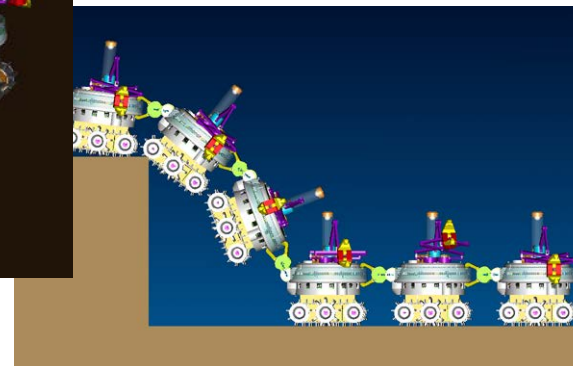
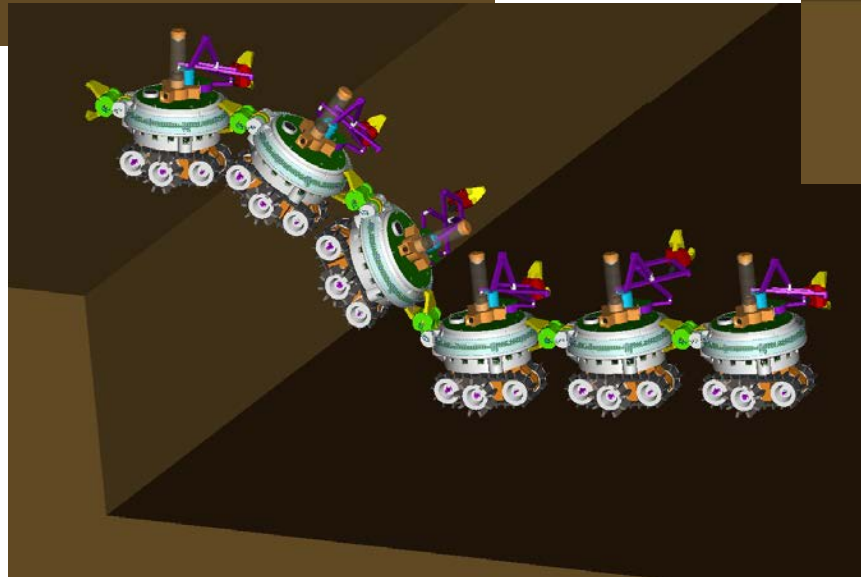




Hardware overview

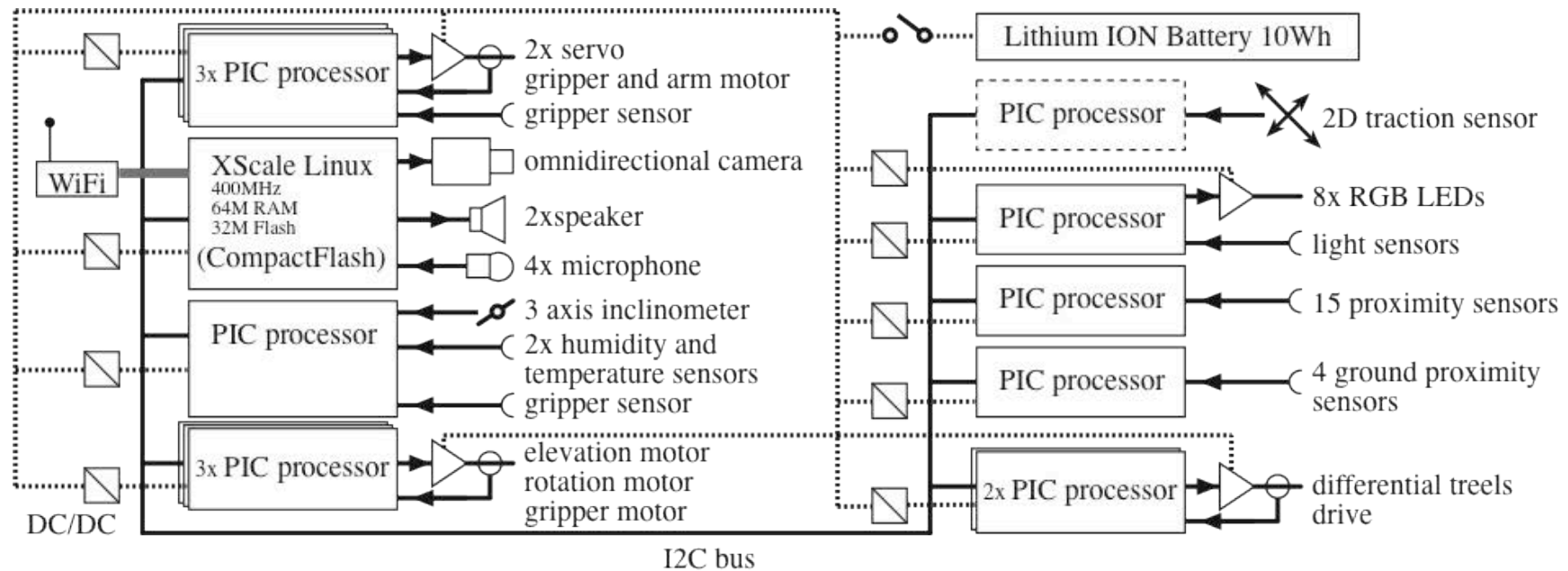
- Mechatronic design

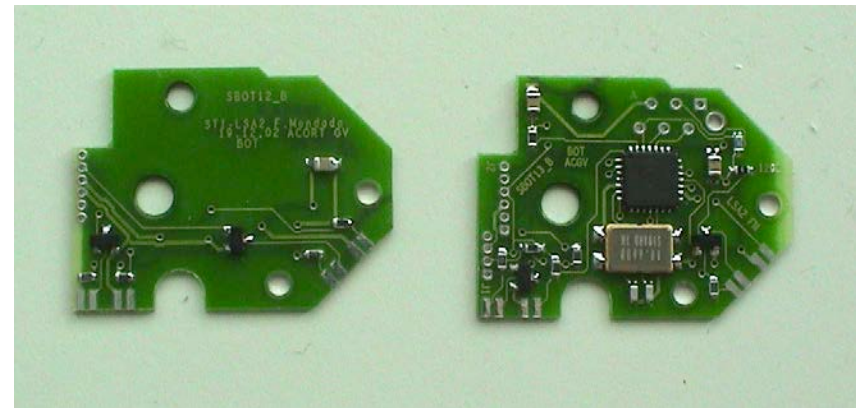
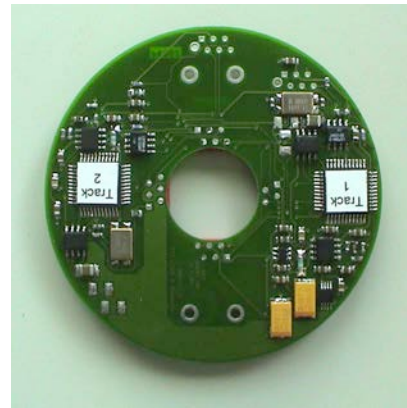
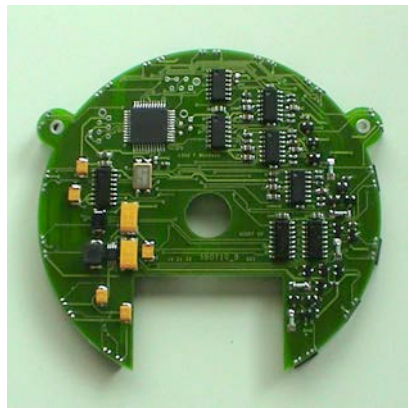
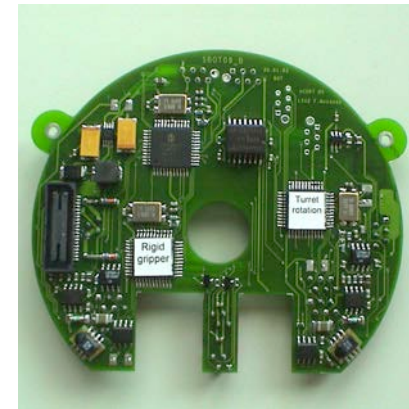
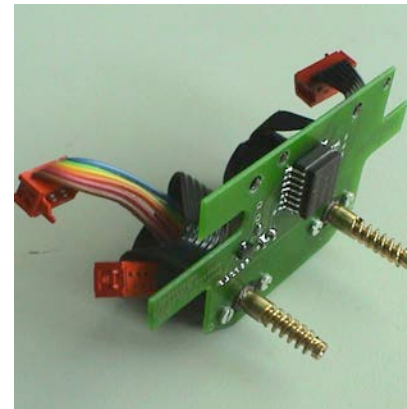
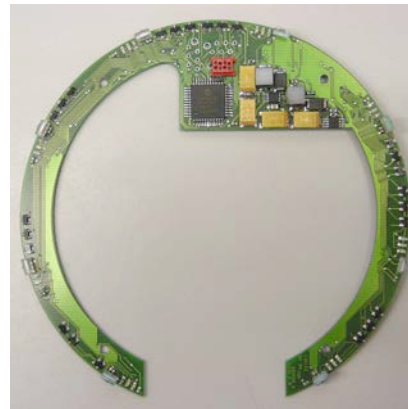




Hardware overview

- Electronic structure





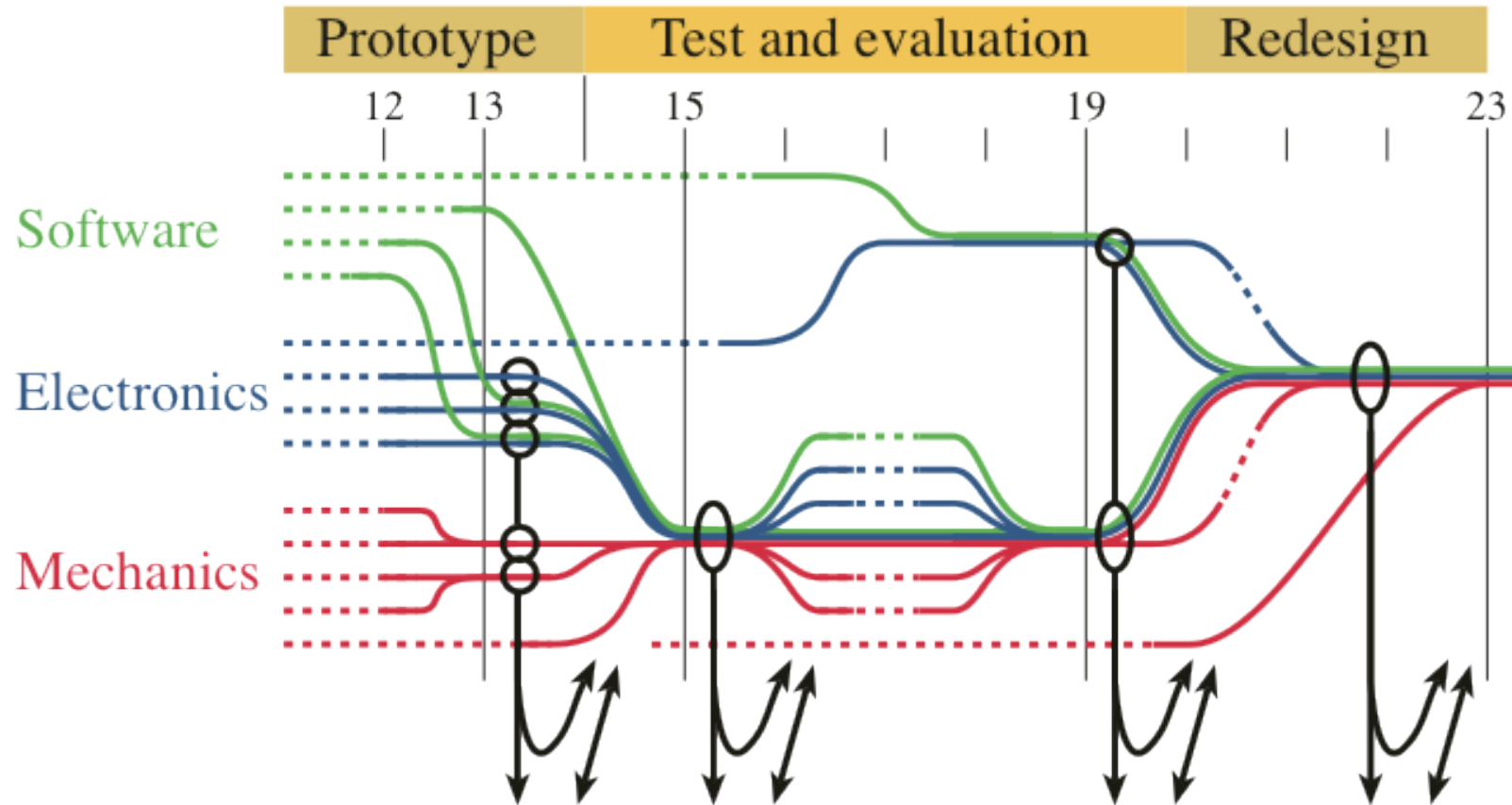
Swarm-bots

Methodology?

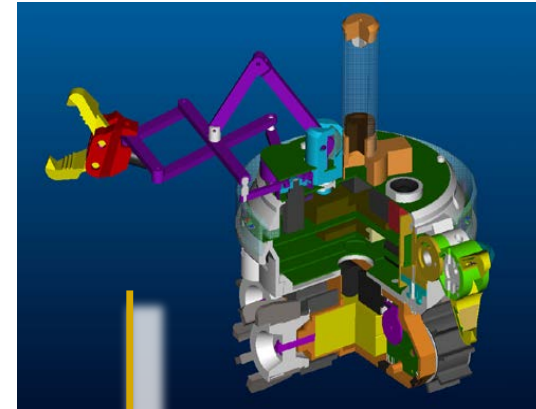
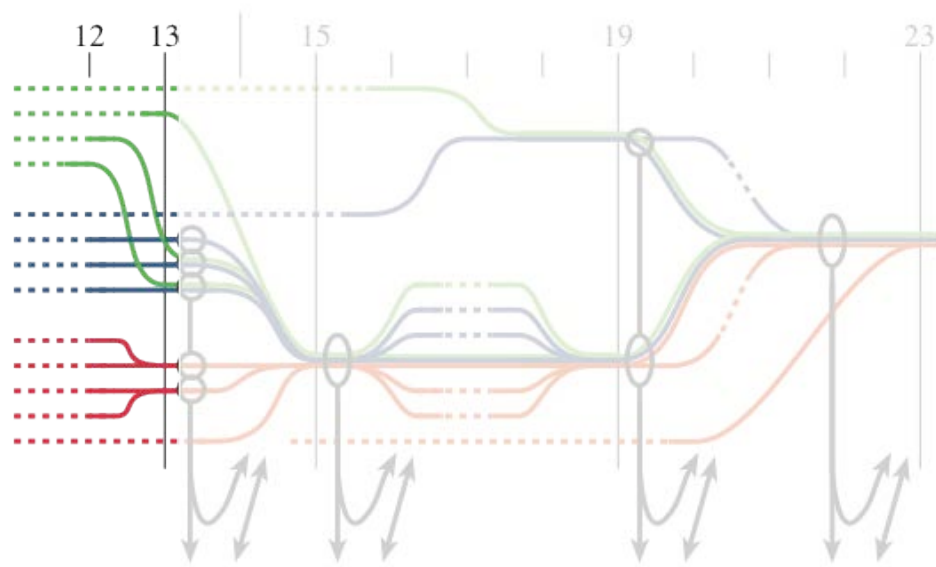
- Based on project milestones
- Iterative



Overview of the second year activity



From design to prototype 0



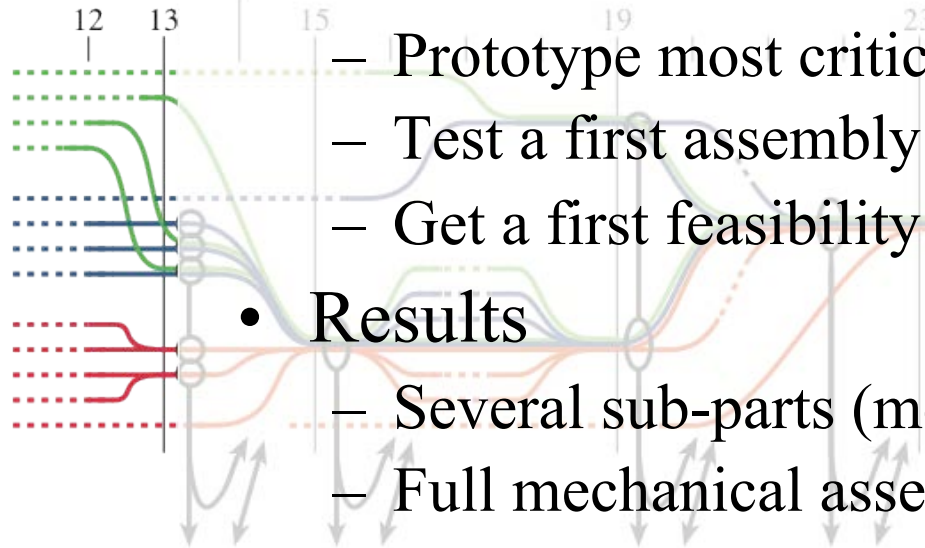
From design to prototype 0

- Goals

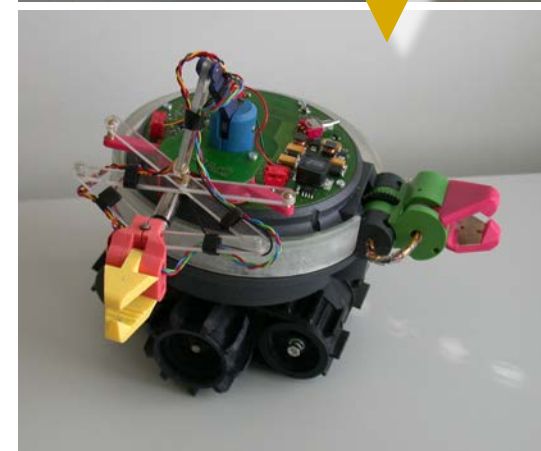
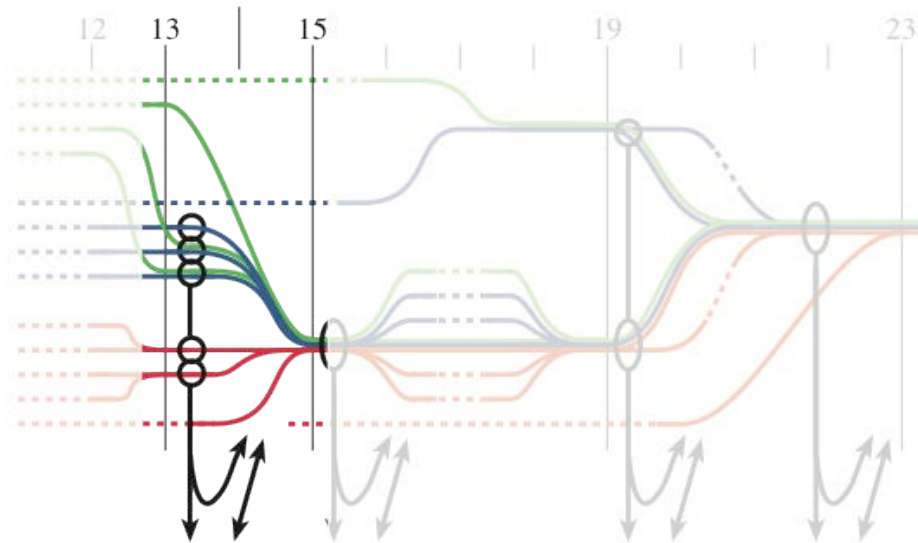
- Prototype most critical parts
- Test a first assembly
- Get a first feasibility feedback

- Results

- Several sub-parts (mechanics+electronics) assembled
- Full mechanical assembly impossible
- All electronics (excepted main CPU) designed
- No programming

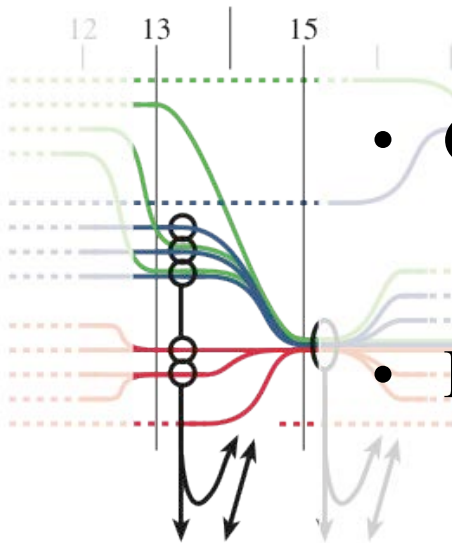


From prototype 0 to prototype 1

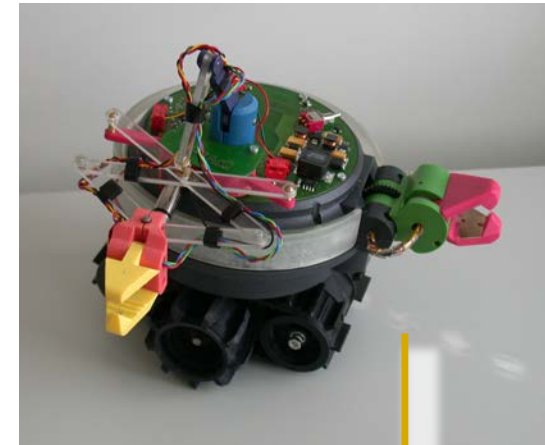
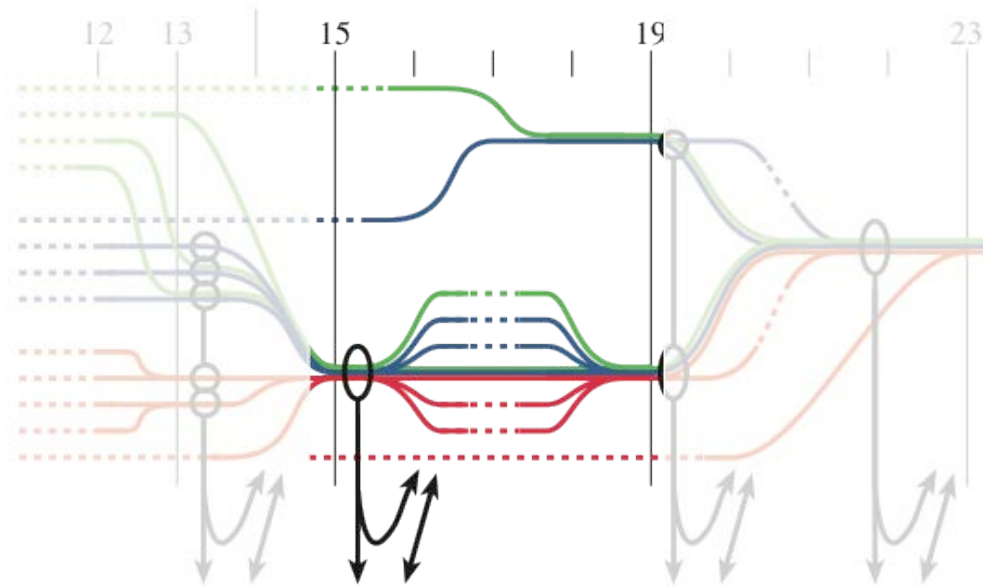


From prototype 0 to prototype 1

- Tests
 - Good subsystems (treels[©], gripper parts, electronics)
 - Assembly problems (electronic components, fixation, etc)
- Goals
 - Correct problems found in test phase
 - Get a full s-bot for complete testing
- Integration
 - Sharing mechanical informations
 - Global discussion about sensors / actuators
- Results
 - Assembly of the whole mechanics
 - Implementation of the slave electronics (no main CPU)
 - Programming of the slave electronics

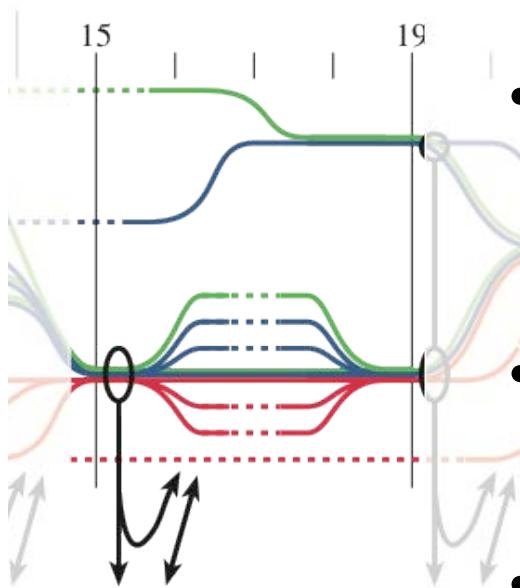


From prototype 1 to prototype 2



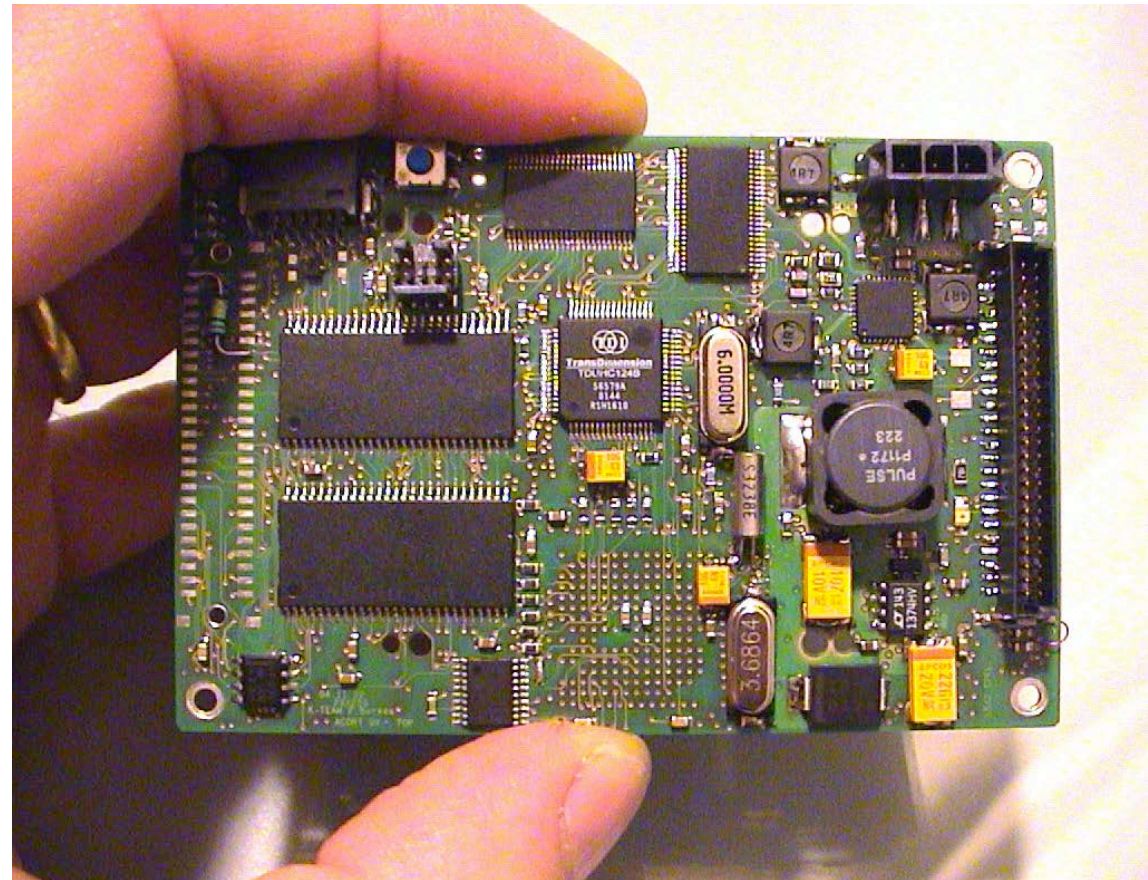
From prototype 1 to prototype 2

- Tests
 - Functional (gripper, arm) and electronics problems
 - Mobility (sensors/actuators) functionality ensured
- Goals
 - Correct problems found in test phase (priority gripper)
 - Get a second s-bot for swarm-bot configurations
 - Implement the main CPU / camera / sound prototype
- Integration
 - Sharing mechanical / control informations
 - Continuous discussion about sensors / actuators
- Results
 - Improved design ensuring swarm-bot functionality
 - Core CPU design and realization (external hard + soft)
 - Implementation of API

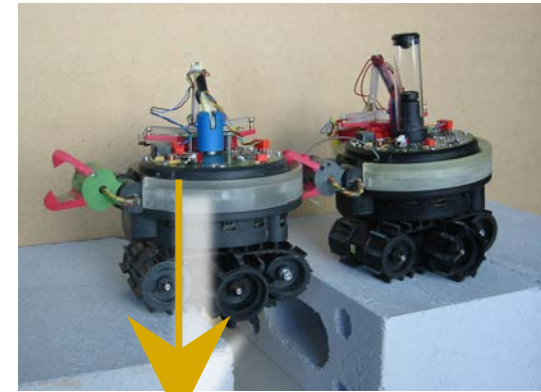
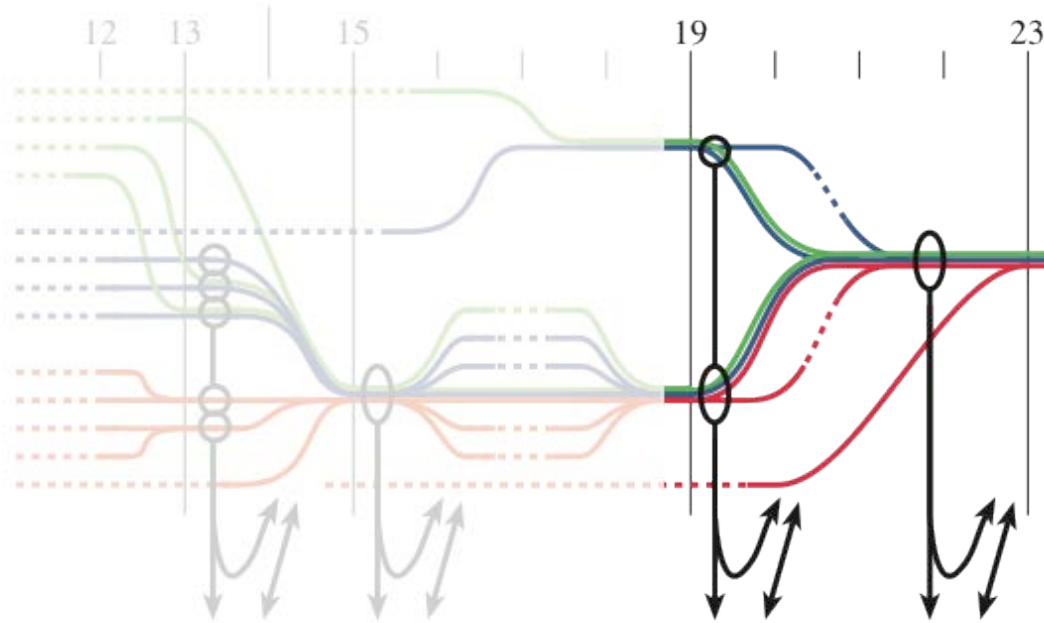


From prototype 1 to prototype 2

- Results
 - Xscale board
 - 400Mhz
 - 64M RAM
 - 32M flash
 - WiFi on CF
 - USB master
 - LINUX
 - S-bot API

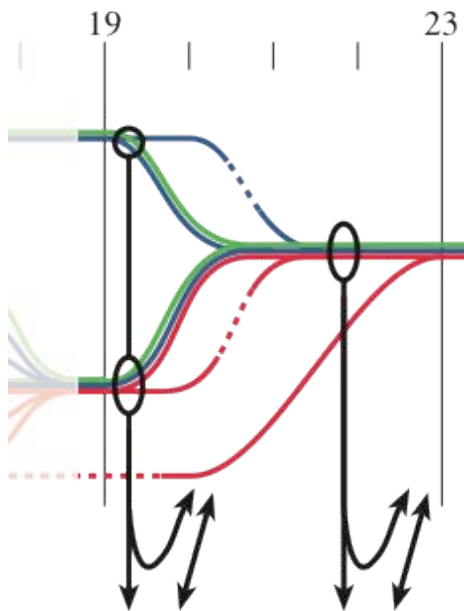


From prototype 2 to production

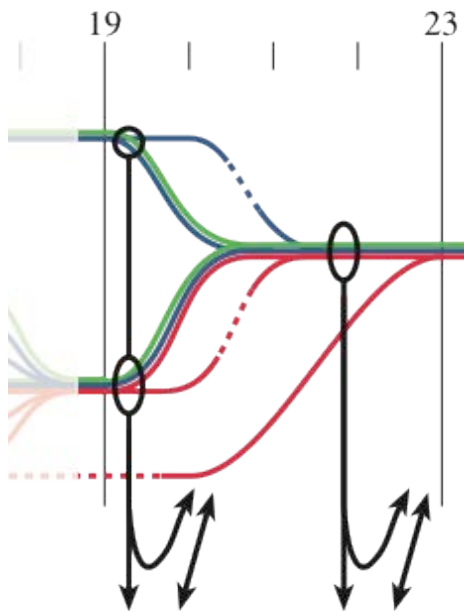


From prototype 2 to production

- Tests
 - Minor problems with tracks/gripper and master USB
 - Good functionality of gripper elevation and CPU
- Goals
 - Correct all problems found in test phase
 - Integrate core CPU / sound / camera into s-bot
 - Design and test 2D force sensor
 - Start production
- Integration and test
 - Sharing detailed control information
 - Give data on sensors and discuss traction sensor design
- Results
 - Fully embedded system
 - Matching with simulation
 - Production s-bot fully defined and production started



From prototype 2 to production



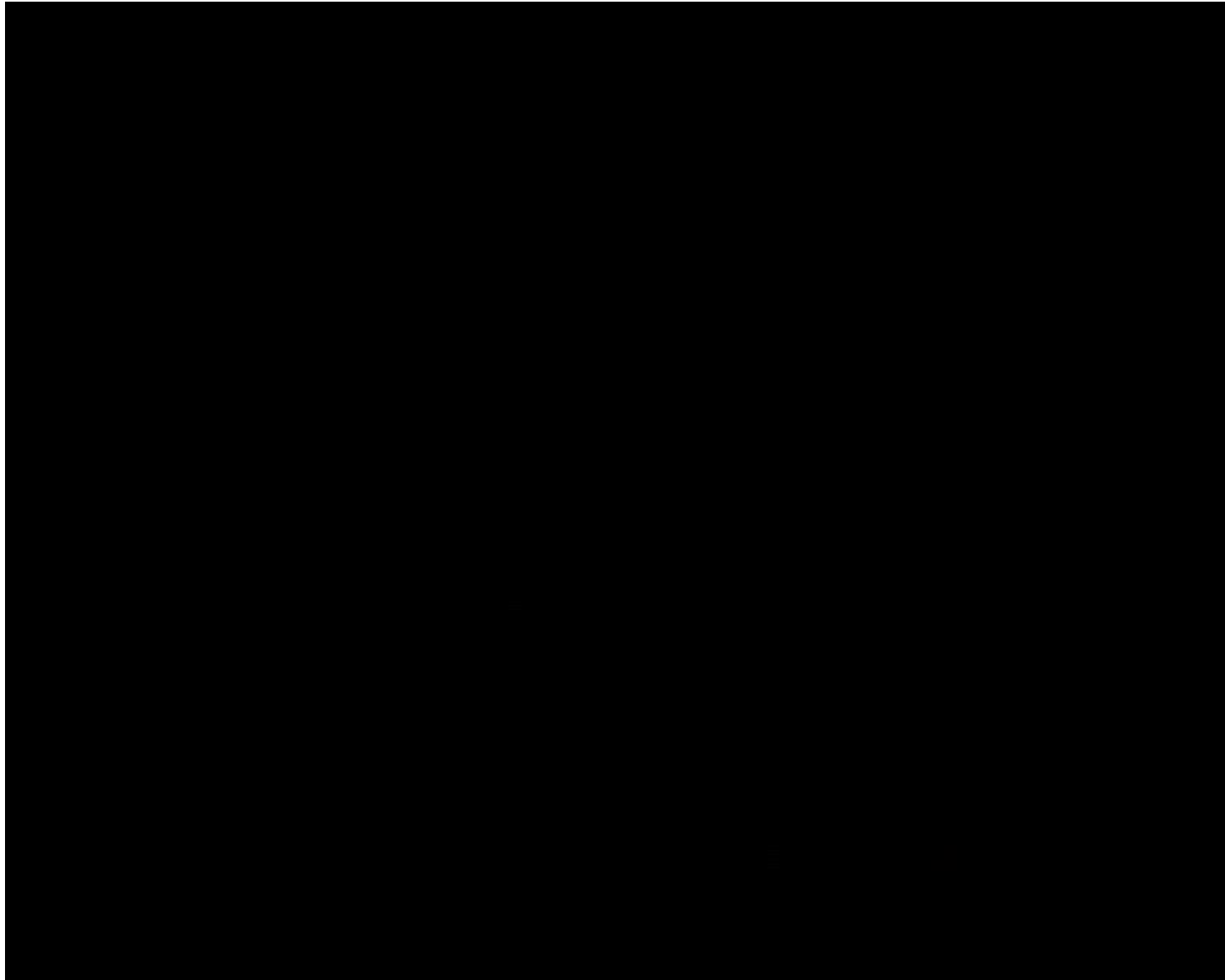
- Status on month 23
 - LINUX camera drivers still under development
 - Camera optics redesigned and under construction
 - 35 s-bots under production (10 with higher priority)
- Hardware conclusion
 - S-bot is a very unique robot
 - Inter-robot connection ability
 - Large dimension in actuators (9) and sensors (~50)
 - Worldwide better ratio performances / size
 - Powerful parallel computational structure (Xscale + 13 PICs)
 - Software tools (LINUX, WiFi) used in much bigger robots
 - Strong bidirectional interaction with simulation
 - Innovative technical solutions

Swarm-bots

Selling the idea:

- people imagination
- selling the hardware
- videos





marXbot: improvement of s-bot

- Learn from problems found in the s-bot
 - Correct them
 - Adapt solution to new challenges
- Allow its use in a set of projects
 - Make it modular
 - Include larger set of sensors

marXbot: features

All terrain

CPU

Modularity

Sensors

Distance sensor

Vision

Energy manag.

Wireless

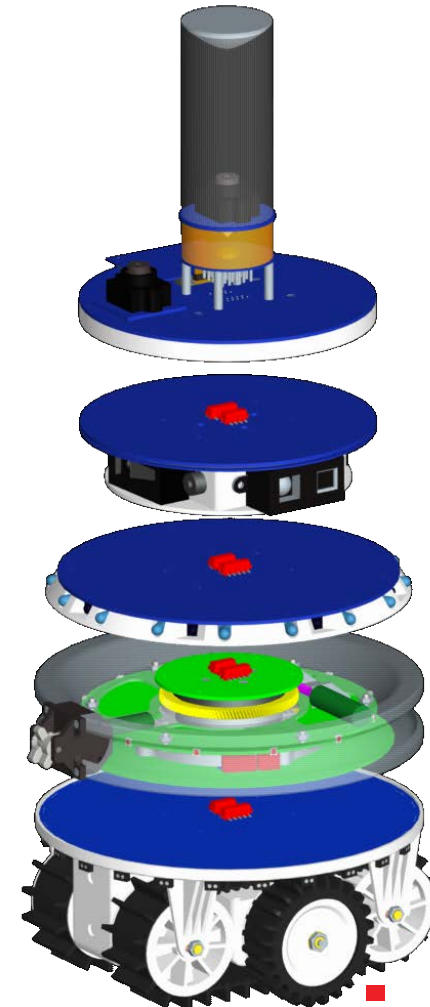
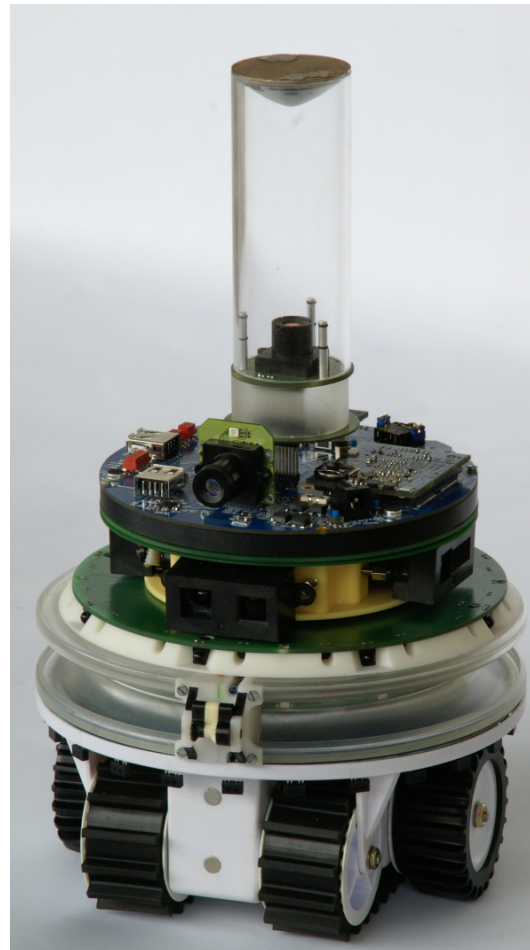
Stability

Price



marXbot: features

All terrain
CPU
Modularity
Sensors
Distance sensor
Vision
Energy manag.
Wireless
Stability
Price



marXbot: features

All terrain

CPU

Modularity

Sensors

Distance sensor

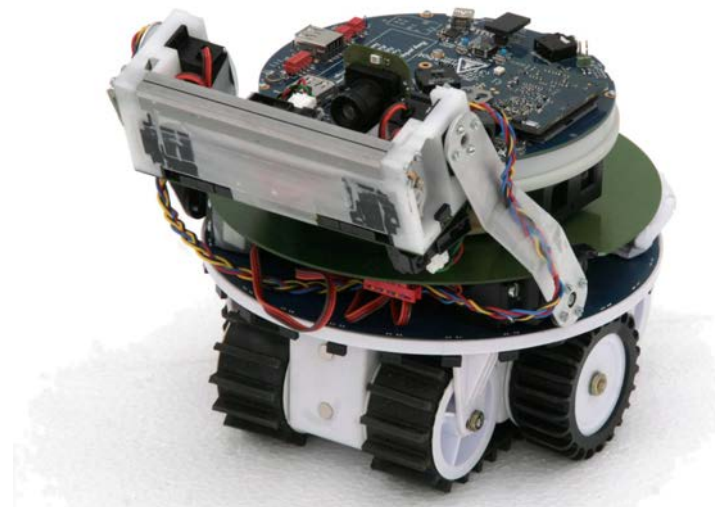
Vision

Energy manag.

Wireless

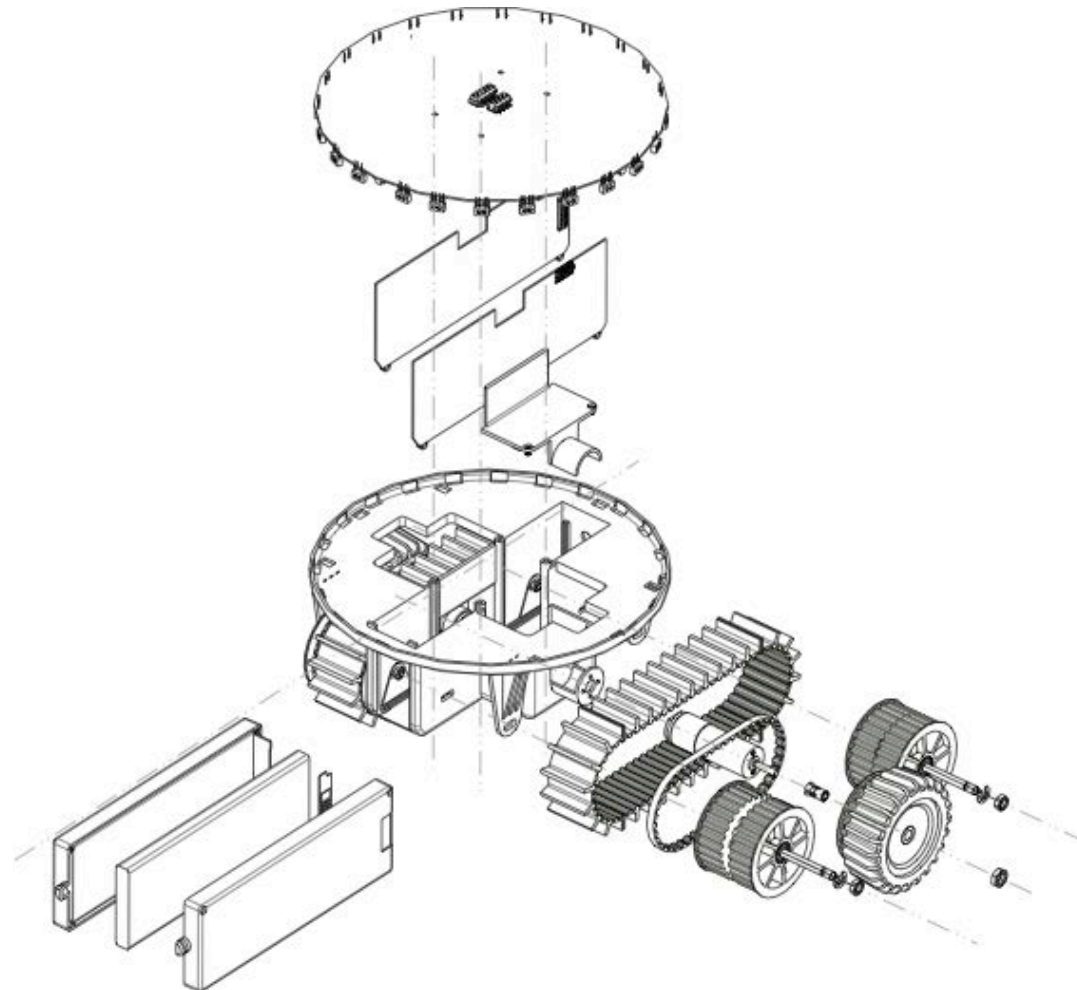
Stability

Price



marXbot: features

All terrain
CPU
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marXbot: features

All terrain

CPU

Modularity

Sensors

Distance sensor

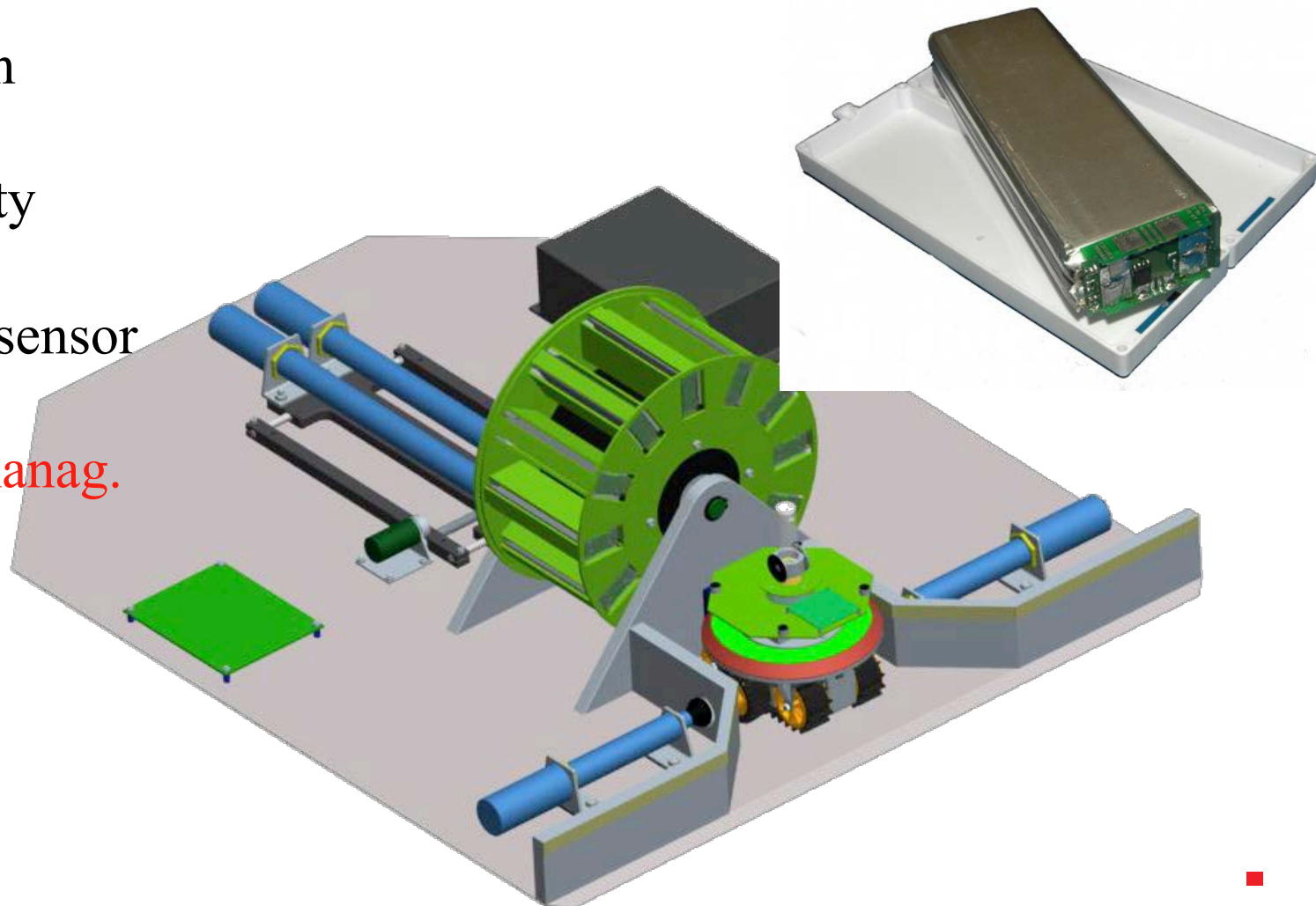
Vision

Energy manag.

Wireless

Stability

Price



marXbot: features

All terrain
CPU
Modularity
Sensors
Distance sensor
Vision
Energy manag.
Wireless
Stability
Price



Robotic glasses

- How will robotic enter in our daily life?
 - Humanoids?
 - Home of the future?
- What type of interaction with robots?
 - Human-based
 - Machine-based
 - How will robots understand our needs?

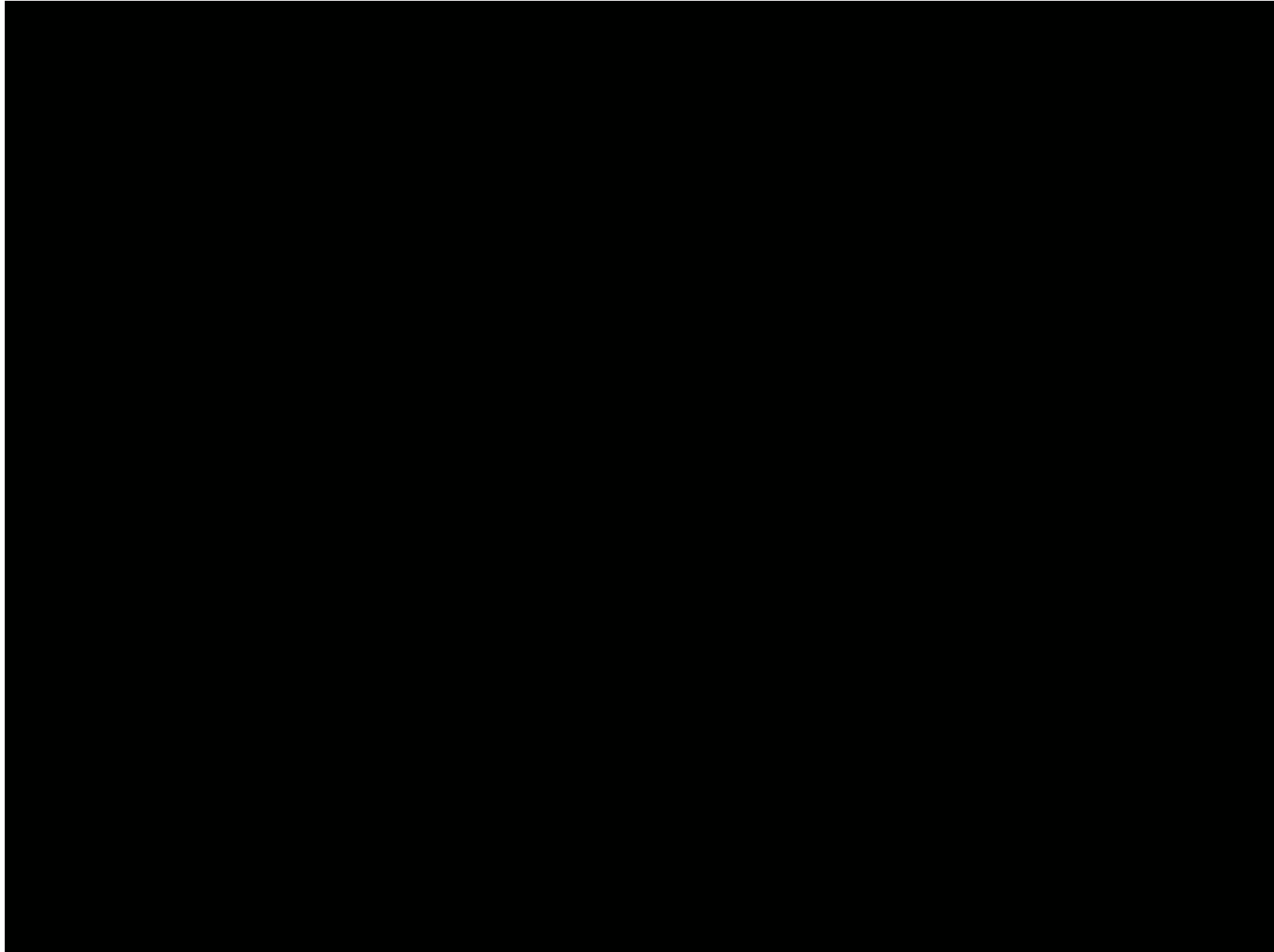
**Cloth Grasp Point Detection
based on Multiple-View Geometric Cues
with Application to Robotic Towel Folding**

Jeremy Howard
Marco Pavone

Department of Electrical Engineering and Computer Science
University of California, Berkeley

International Conference on Robotics and Automation, 2010





Ranger





Conclusion:

1. If you have good ideas, share them
2. Focus on implementation, not ideas
3. Look for the real specification of your system
4. Plan and set milestones
5. Exploit all possibilities to sell your ideas
6. Contribute to open projects
7. Keep the priorities in the right order
8. How to « sell » technical work in a thesis?



Assignments:

- Robotics-related needs of primary school teachers
- Methodology and motivation for your robot design
- Comparison of methodology between art / design / engineering
- Open hardware strategy / analysis of impact in an open project
- ...