EXPLORE ROBOTICS – CISC 1003



EXPLORING ROBOTICS – UNIT C

Sensors

Sensors









Digital Infrared Ranging

IR Pin Diode



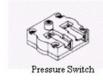
Tilt Sensors



Resistive Bend Sensors



UV Detector



Py



IR Reflection

Sensor

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CDS Cell Resistive Light Sensor

IR Sensor w/lens



IR Amplifier Sensor



IRDA Transceiver

Limit Switch

Thyristor



Mechanical Tilt Sensors



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Magnetic Sensor

Touch Switch



Magnetic Reed Switch



Hall Effect Magnetic Field Sensors

Pendulua Resistive Tilt Sensors

Sensors are for Perception



- Sensors are physical devices that measure physical quantities.
 - Such as light, temperature, pressure
- Perceptual system of a robot includes:
 - Proprioception (internal) system
 - *Exteroception* (external) system
- Sensors produce uncertainty challenge
 - Sensor noise and errors are inherent in physical measurement

Pendulum Resistive Till Sensors Fiezo Bend Sensor

Sensors are for Perception

- Issues with Sensors:
 - Sensors produce signals, not symbols.
- May be continuous or multi-dimensional
- Signal-to-symbol problem:
 - How to form an intelligent response from sensor input when system requires a symbolic input form.
 - Such as a camera waiting for a person to smile (symbol) before taking a photo (response).



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- Sensor Fusion: Combining multiple sensors to get better information about the world.

Switches

• Switches measure current to detect an open or closed circuit.



Lightobject.com Annex Depot Inc.

Levels of Processing

- Electronics (low level): such as measuring voltages
- Signal processing (medium level): such as separating voice from noise
- Computation (high level): such as recognizing an object from an image

Levels of Processing

- Examples:
 - Bump Sensors (low)
 - Odometer (low)
 - Sonar (medium)
 - Speech (medium)
 - Vision (high)

Levels of Processing

- Given the sensor input:
 - Both simple and complex sensors can be used to answer the question: What should a robot do? (action in the world)
 - Complex sensors can also be used to answer the question:

What was the world like? (reconstruction of the world)

Locating People

• What kind of sensor would you use to locate people in a room?



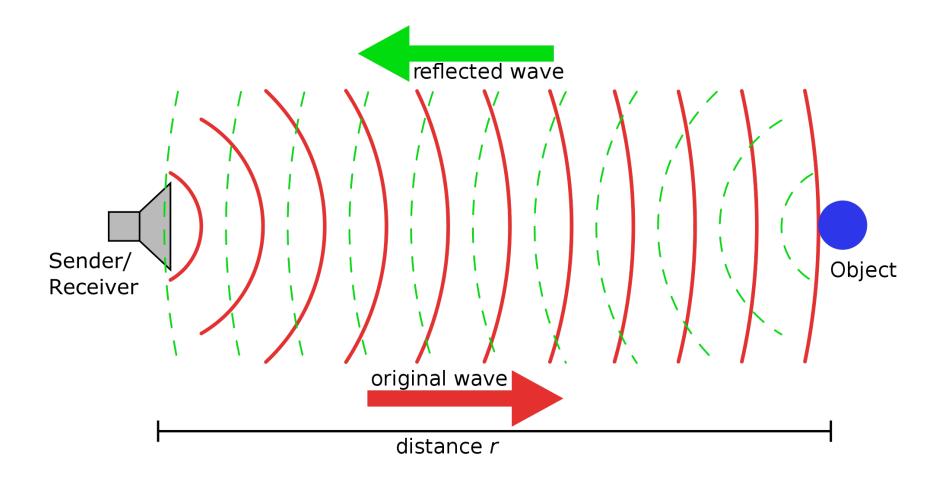
Locating People

- What kind of sensor would you use to locate people in a room?
 - · Camera: most obvious,
 - but the most complex to process the signal.
 - *Temperature*: locate objects within human body temperature.
 - *Motion Detector*: locate objects moving that are a certain size.
 - Color Detector: locate objects of skin color, or human clothes.
 - Distance: locate objects that block a previously open area

Locating People

- The sensors will need to be calibrated before use in the robot.
 - To help achieve accurate readings

Finding Distance using Sonar



Sensor Types

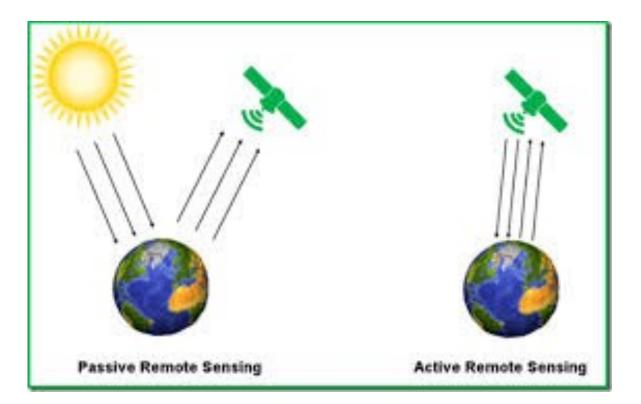




- Passive vs. Active (both simple or complex):
 - Passive: measures a physical property only, with a detector
 - Ex: switches, resistive light sensors, cameras
 - Active: provides own signal/stimulus, with both an emitter and a detector
 Ex: reflectance and break beam, ultrasound and laser.

Passive vs. Active Sensors

Global satellite system

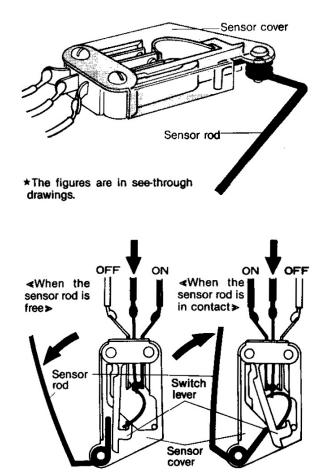


http://grindgis.com/remote-sensing/active-and-passive-remote-sensing

Global satellite system

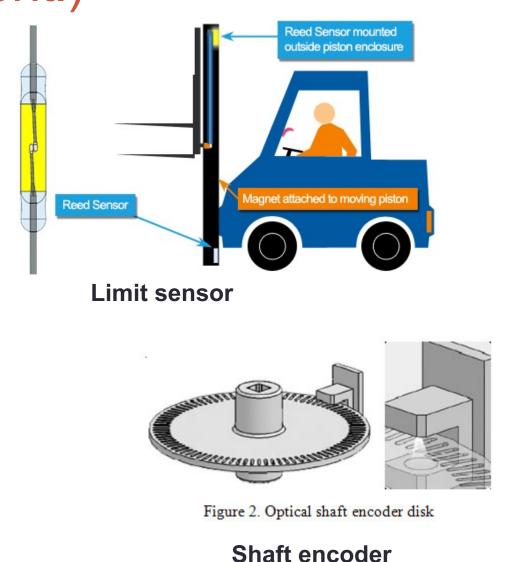
- Sun constantly emits light energy and is only source of natural light for earth
 - earth's surface produce natural emissions
- Passive sensors measure this energy or power
 - as a function of physical temperature, roughness and other physical characteristics related to earth
- Active sensors throw their own energy source towards earth
 - Energy reflected from earth's surface
 - Measured by active sensors

Sensor Types (cont.)



 \leq About the sensor >The sensor rod will activate the switch lever for turning on and off one of the two motors.





sensor

Light Sensors

- Photocells convert light intensity to resistance the circuit
 - Work even with invisible light (such as infrare
 - Could be used for measuring intensity, different intensity or break in continuity
- Reflectance sensors: active sensors with emitter and detector side by side
- Break beam sensors: emitter and detector face each other
- Calibration is used to reduce noise







ROOMBA

iRobot ROOMBA

- The Roomba vacuums your floors and rugs at the press of a button, helping to maintain a cleaner home.
 - Self-navigation around corners and doors.
 - Combines input from smart sensors
 - Requires minimal human input
 - System Includes virtual wall units
 - Sends infra-red signals that cause robot to turn



Roomba Parts

- There are a few main parts to Roomba:
 - Sensors:
 - including infrared, photocell and bump sensors
 - wheels, and brushes

Roomba Parts

- Roomba uses infrared and photocell sensors to navigate around a room.
 - Cliff sensors let the vacuum know when it's near a "cliff," such as stairs or a balcony.
 - If it senses this, the vacuum will back away from the ledge.
 - Wall sensors let the vacuum know a wall is nearby
 - Roomba will follow the path of the wall
- If the robot bumps into something, the force of impact causes the bump sensor to trigger
 - sending the robot in a different direction

Roomba Parts

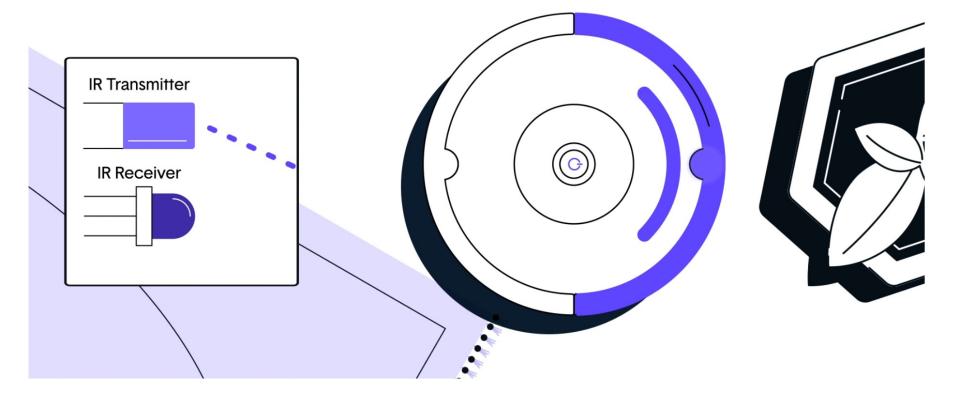
- The Roomba wheels contain optical encoders,
 - The encoders use a light sensor to determine how far the Roomba has traveled.

- Infrared-sensor:
 - Infrared waves, A.K.A. infrared (IR) light, are a part of the electromagnetic spectrum
 - humans can't see IR light
 - but can sense it as heat.
 - infrared can be used for night vision
 - the ability to detect objects in dark environments
 - Also, for predicting weather patterns, tracking technology, etc.

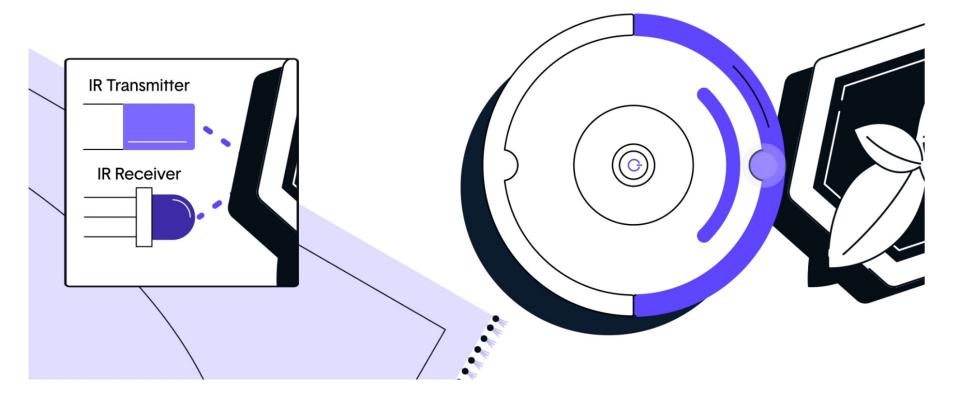
- A photoelectric cell emits a visible or infrared light beam from its light-emitting element
 - A reflective-type photoelectric sensor can then detect the light beam that the target reflects.
 - Another sensor measures the change in light quality

- A Roomba contains both infrared sensors and photocell sensors
 - Roomba can use the infrared sensor on the front to bounce light off an object to detect its presence
 - even if it's cleaning after dark and there's limited natural light
 - A Roomba measures how long it takes for an emitted infrared beam to bounce back to the photocell sensors
 - which provides more precise object detection.
 - The photocells measure changes in light levels, while the infrared sensors can detect changes in motion.

IR Sensor - Transmitter and receiver



IR Sensor - Transmitter and receiver

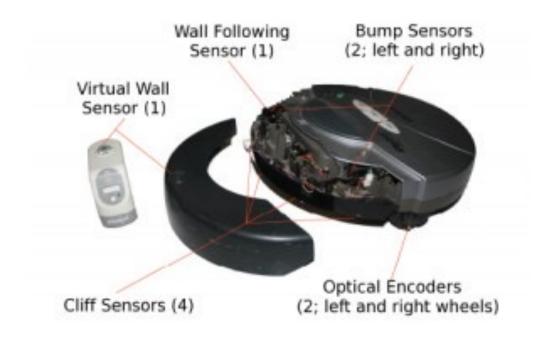


- a Roomba also has a piezoelectric sensor
 - A crystal that measures voltage across its sides
 - Detected when crystal is subject to mechanical stress
 - Such as squeezing or bumping

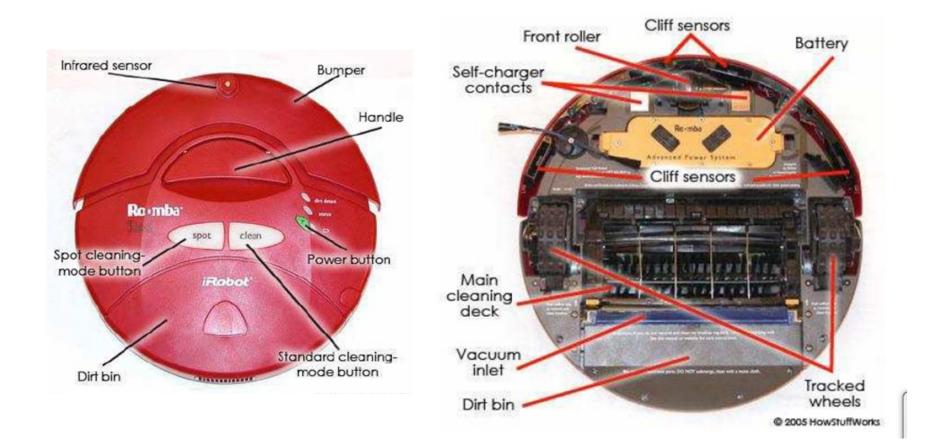


How Roomba works

• The Roomba (sage) contains 10 sensors



Top and bottom views





- The Roomba avoid steps by using cliff sensors.
 - Constantly send out infrared signals
 - Normally immediately bounce back
 - If approaching a cliff, the signals all of a sudden get lost.
- Wall sensor is located on the right side of the bumper
 - Lets Roomba follow very closely along walls and furniture without touching them.



- Object sensors activated when Roomba touches an obstacle
 - It then performs the sequential actions of backing up, rotating and moving forward until it finds a clear path



- A piezoelectric sensor used to detect dirt
 - Crystal that generates electrical impulses when touched
 - causing the robot to retrace its steps, clean a little slower and more thoroughly second time around
- Newer versions use infrared cameras to create a `picture' of the room
 - Result in efficient, less random cleaning paths

Home Robots

Home Robots

How Roomba Works

DECISION MAKING

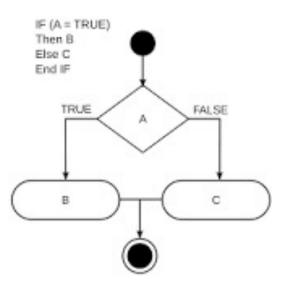
Decision Making



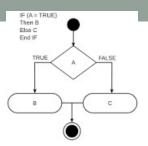
- Sensory inputs will make the robot a little more intelligent
 - such as the value of the light sensor,
- We need a decision-making mechanism
 - To enable robots to react to their environment autonomously (without a human touching it).
- How can we do that?
 - Conditional Execution

Conditional Execution

- Conditional execution used in decision-making
 - in the programming environment.
 - Widely used in programming languages
 - Common example: If—then(—else)



Conditional Execution



- Basic structure of if-then else construct:
 - If (boolean condition) Then
 - (consequent)
 - Else
 - (alternative)
 - End If

LAB

Let's start working with our virtual environment!

