

RoboJackets



The Arthur M. Blank Family Foundation

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www.robojackets.org



What is a Robot?







What is a Robot?







Autonomous v. Teleoperated









An agent which interacts intelligently with its environment to perform a task.

Acting intelligently may involve mapping user input to actuators (see teleoperation).





Robot Controller







- Can follow instructions
 - -Math
 - -Reason
- Inexpensive
- Reconfigurable
- Small



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Telling the Robot What To Do



- Some language....
 - Sign Language? Pictionary?
 - English "I'm afraid I can't do that."
 - Language tailored for easy computer
 comprehension not so easy for humans





Language Elements



- Variables store data
 - Boolean TRUE/FALSE
 - Numbers 20, -102.6, 3.14159...
 - Strings "cat"
- Instructions manipulate variables
 - Math + , , / , *
 - Logic &, ||, !
 - Conditional >, <, => ...



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Variables

- Booleans T or F
- Numbers
 - int
 - Counting numbers
 - Number of people
 - -float

 $\{\mathbf{0}\}$

- Decimals
- sqrt(2), pi, exp(1) ...
- Strings names, words







Variables



- X is the number of apples in a barrel
- Y is whether or not the light is green
- Z is your height in angstroms
- N is your name
- *P* is the number of people confused
- A is the answer to life, the universe and everything.





Instructions: Math



- Math (descending order of operations)
 - Multiplication (*), Division (/)
 - Modulus (%)
 - Addition (+), Subtraction (-)
- () groups instructions





Instructions: Math



- 2 * 8 + 4
- 2 * (8 + 4)
- 24/4%4
- 3 * 2 + 4 % 2
- 3 * 2 + 4 % 2 * 6 + 17
- The largest prime number less then 1000





Instructions: Logic



- Logic
 - (descending order
 - of operations)
 - NOT (!)
 - AND (&&)
 - OR (||)

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"my logic is undeniable..."



Logic: NOT





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Α	!A
1	0
0	1





Logic: AND



Α	B	A && B
0	0	0
0	1	0
1	0	0
1	1	1

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- !F & & T || T
- F & & T & & T
- F & & T
- T || F || F
- !T || T

- (F & & T) || (F || T)
- !(F & & T) || F
- !!F || !!!F
- !F && T
- F & & !T

State Machines

- Graphical representation of the relation between variables and states.
 - States are unique configurations of a machine.
 - Unique configurations of data, sensor inputs, motor values etc...

State Machines

Light switch example:

State Machines

Activity: Design a state machine for a garage door.

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