

UNIVERSITEIT VAN AMSTERDAM

Design and Organization of

Autonomous Systems 6 January 2009







- To know the concepts that are important in the design of Intelligent Autonomous Systems.
- To understand the problems that are to be solved.
- To identify the solutions found.
- To create a reference framework to situate future developments.



- Today, we have a small workshop also giving some background of the research that is related to the project assignments.
- 2. For a month, the <u>students</u> will work in small groups on a specific project assignment, closely supervised by one of our senior researchers. An article is written about the project and its results.
- 3. A the end there is a mini-conference with external invites where your project and its results are presented. Your grade for this course will be based on the results of your project (article and presentation).



- The assignment will be a case study in designing and integrating a new algorithm in an existing autonomous system.
- During the project, the following aspects are important:
 - Perform a literature study to get acquainted with the existing autonomous system and the state-of-the-art on the subject of the new algorithm.
 - Make a clear assignment of tasks to the members of the team.
 - Document the technical progress during the project.
 - Finalize the project with an article and review the articles of the others.
 - Prepare a clear presentation to report about your project and its results on the mini-conference.





- **1. Heterogeneous Robot Rescue Team** Arnoud Visser
- 2. Looking-at-people: Multi-person tracking Dariu Gavrila, Martijn Liem and Michael Hofmann
- 3. Speech Recognition for Crisis Management Support

Marinus Maris

4. Stereo based Motion Estimation for a Micro Arial Vehicle

Gijs Dubbeldam





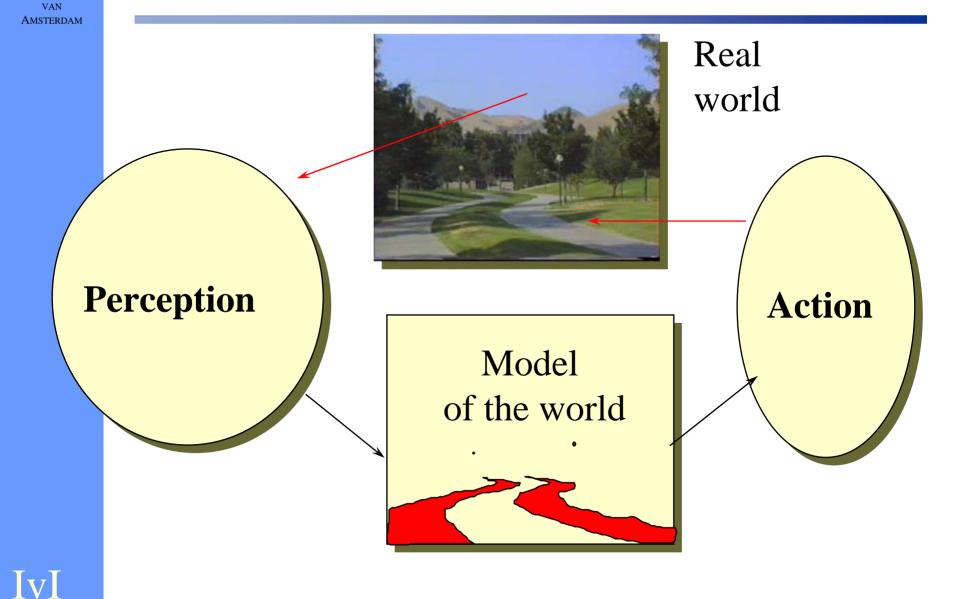
time	subject	lecturer
11:00 -11:15	introduction to the DOAS project	Frans Groen
11:15 - 11:35	description of the project: Heterogeneous Robot Rescue Team	Arnoud Visser
11:35 - 12:05	description of the project: Looking-at-people : Multi-person tracking	Dariu Gavrila
12:05 – 12:55	lunch	
12:55 -12:15	description of the project: Speech Recognition for Crisis Management Support	Marinus Maris
13:15 - 13:35	description of the project: Exploiting time-coherences for autonomous vehicle vision tasks	Gijs Dubbelman
13:35 - 14:00	formation of the project groups answering questions	



Plenairy meetings

- Kick-off meeting, Tuesdat 6th, 11:00-14:00 Kruislaan 403, room F0.13.
- **Progress meeting,** Wednesday 14th, 15:00-17:00 Kruislaan 403, room F0.13
- **Draft article**, Tuesday 27th, 9:00, pdf on website
- **Deadline review article** Wednesday 28th, 12:00
- **Deadline final article** Thursday 29th, 16:00, pdf on website
- Mini-conference Friday 30th, 10:00-14:00, Kruislaan 403.

Perception - Action Cycle



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Components



Perception

- Computer VisionSound interpretation
- Gas sensors
- Sensor networks

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Model

- Representation
- Modeling and learningData fusion
- SLAM

Action

- Planning
- Learning and adaptive behavior
- Exploration, navigation

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- **Crisis management** (project 1 and 3) inspection after disasters, Robot rescue
- Surveillance and Safety (project 2) watching over public places, fire and pollution detection
- Service

cleaning devices, goods (food, mail) distribution, elderly care,...

• Transport (project 4)

driver assistance, intelligent vehicles, automated highway, container transport, fully autonomous systems



Application Area's (2)

• Space

planetary rovers, robot arms in space

• Agriculture

harvesting, spraying

Entertainment

robot soccer, intelligent adaptive games, robots in film industry

• Mining

unmanned excavation

• Defense

mine detection, bomb dismantling, unmanned vehicles, robot soldier



- From structured static environments to unstructured dynamic environments
- From *robots* to *embedded autonomy* in existing systems
- Form single robots to **multi-robot** systems
- From **semi-autonomous** systems interacting with humans to **actor-agent** communities

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• Real robustness

- To be able to operate in human habited environments (actor-agent communities)
- Reactive to humans: motion, gestures and speech....
- Able to operate in **unforeseen situations**.

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