

Robotics: the art of intelligent motion

Proff. Paolo Rocco and Gian Paolo Incremona



We will talk about robots!

What is a robot?

An automatically controlled, **reprogrammable**, multipurpose manipulator programmable in **three or more axes**, which can be either fixed in place or mobile for use in industrial automation applications

(ISO 8373:2012)



Well, not about all robots...

Is this a robot?

Well, it moves, but it cannot manipulate the environment moving parts.

So it is **not a robot by our definition**

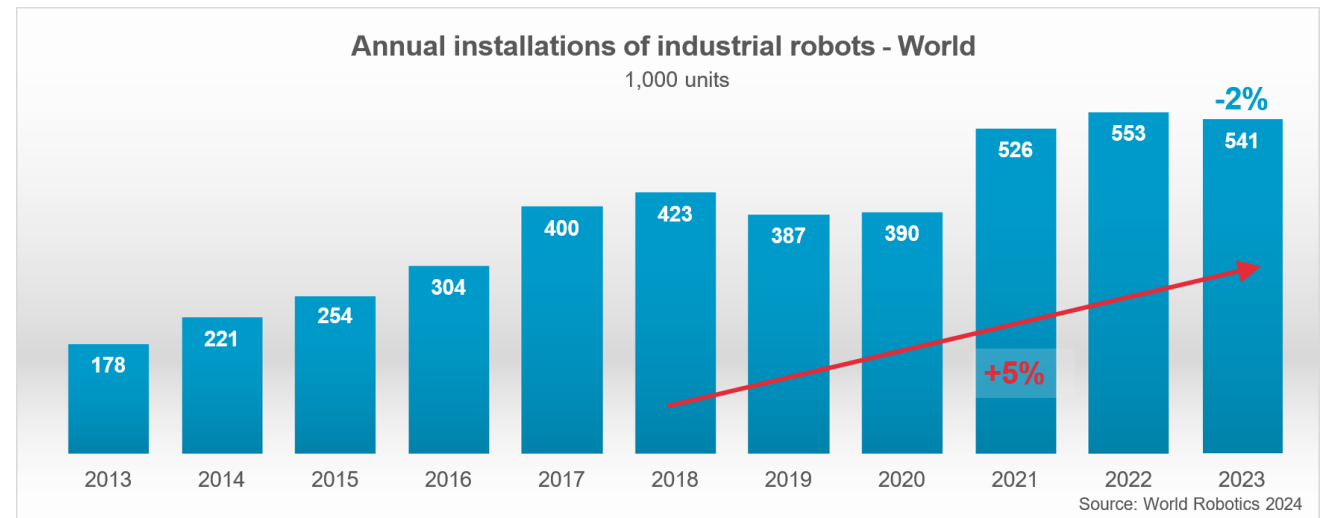
And a **generic artificial intelligence** product (a chatbot for example)? No, it is not a robot.





Robots in action

Industrial robots are more and more used





Anthropomorphic

The typical dexterous robotic arm



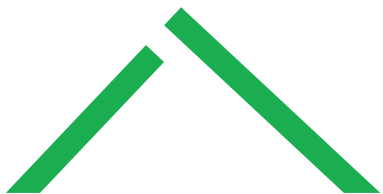
SCARA

All vertical axes, very fast



Delta

Fast pick and place



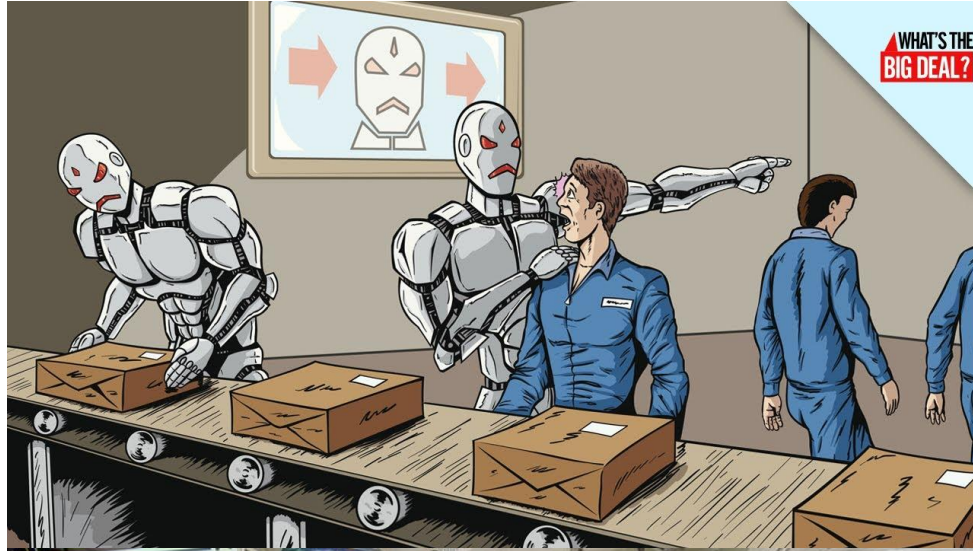


New robots

Dual-arm collaborative robots

Collaborative robots (cobots) are robots that can operate close to the human.

It's the new frontier of industrial robotics



Ethical issues

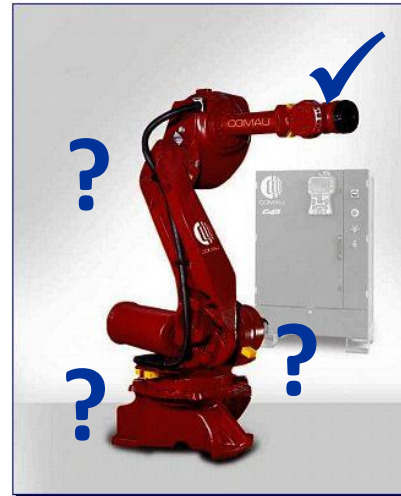
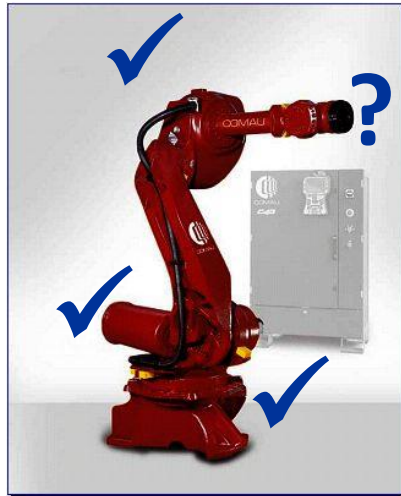
Robotics and employment

We will stimulate discussions on these themes

How to describe motion?

The robot kinematics

We will study the **direct and the inverse kinematics**



How to make a robot move?

The generation of motion

The robot is just a **collection of mechanical bodies**.

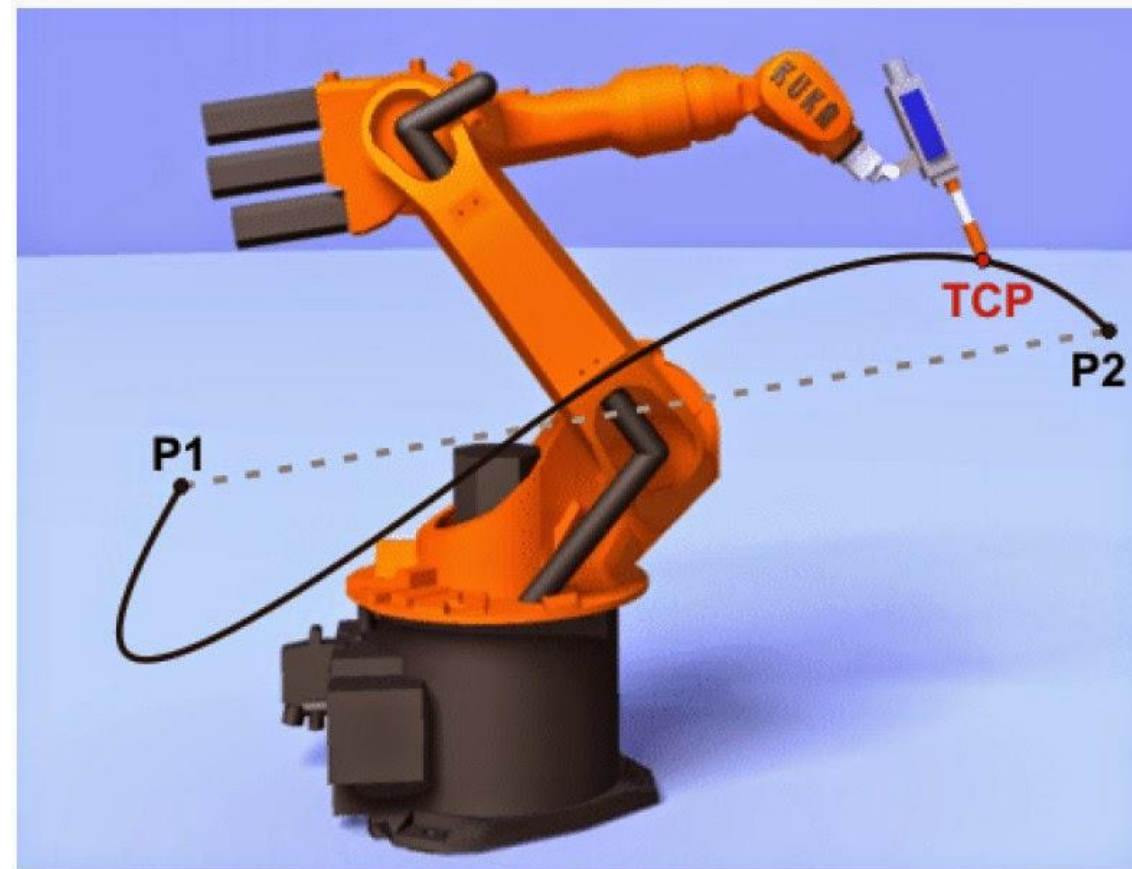
How can we make it move in space?



How to make a robot move?

The generation of motion

We need to decide how the robot has to move: what points in space should it cover? and how fast?

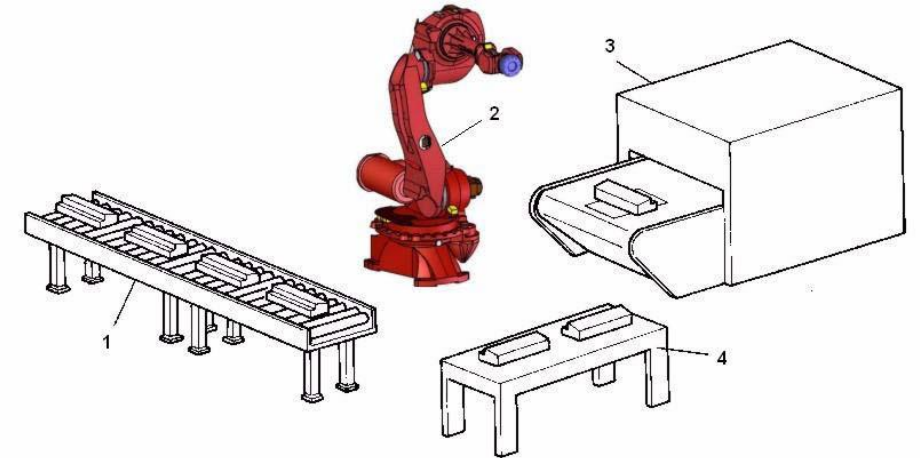


How to program a robot?

Programming environments

```
PROGRAM pack
VAR
  home, feeder, table, discard :
POSITION
BEGIN CYCLE
  MOVE TO home
  OPEN HAND 1
  WAIT FOR $DIN[1] = ON
-- signals feeder ready
  MOVE TO feeder
  CLOSE HAND 1
  IF $DIN[2] = OFF THEN
-- determines if good part
    MOVE TO table
  ELSE
    MOVE TO discard
  ENDIF
  OPEN HAND 1
-- drop part on table or in bin
END pack
```

The program moves pieces from a feeder to a table or to a discard bin, depending on digital input signals:



1. Feeder
2. Robot
3. Discard Bin
4. Table

How to program a robot?

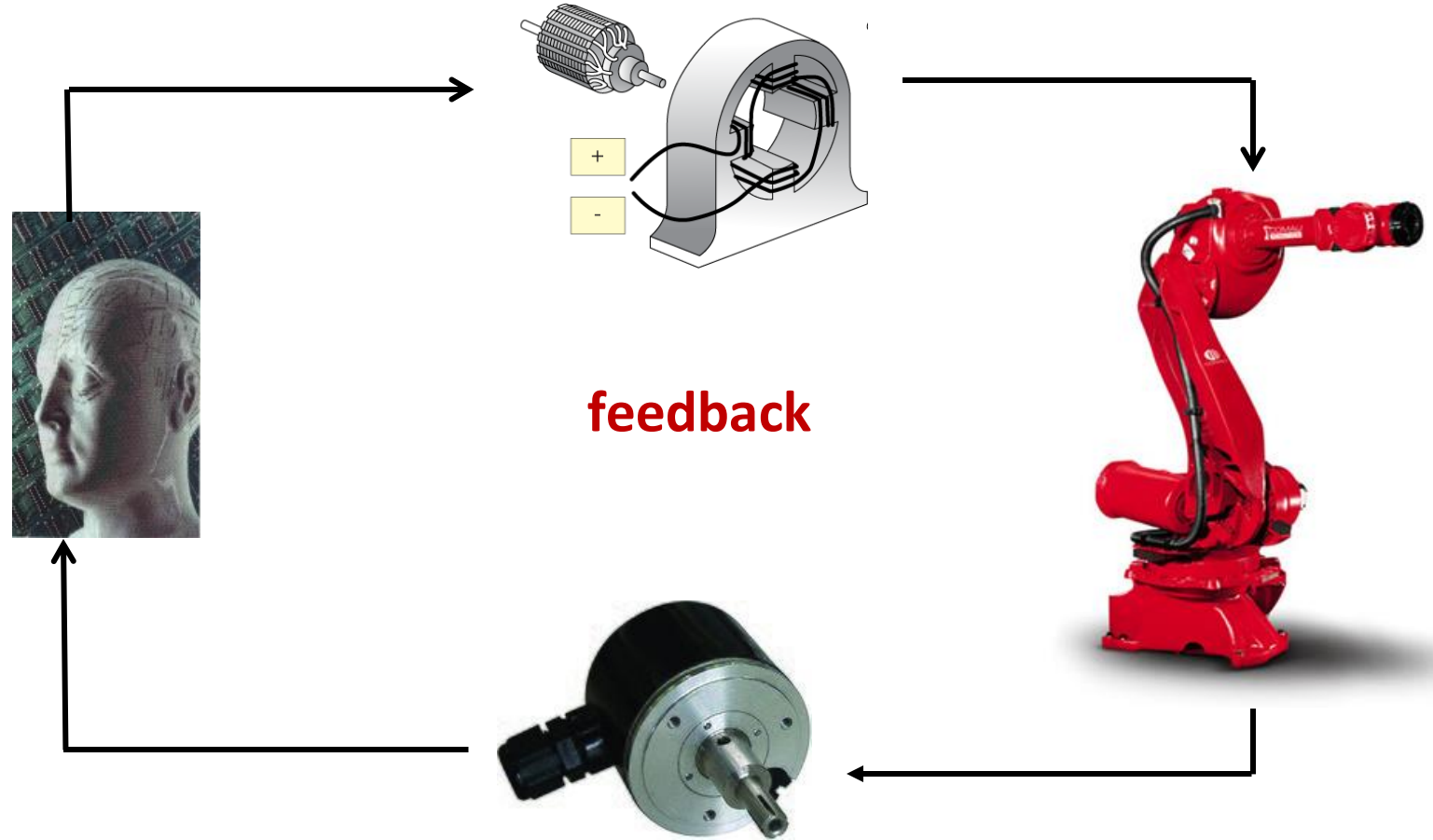
Teaching by demonstration



How to control a robot?

The role of feedback

How can we command the motors such that a certain motion is executed?



We will use...

Kahoot!



And we will visit the lab!



We will use the Dobot magician!

The Dobot is a multifunctional
and small size robotic arm





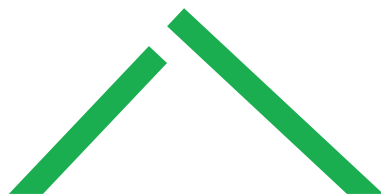
A suction tool



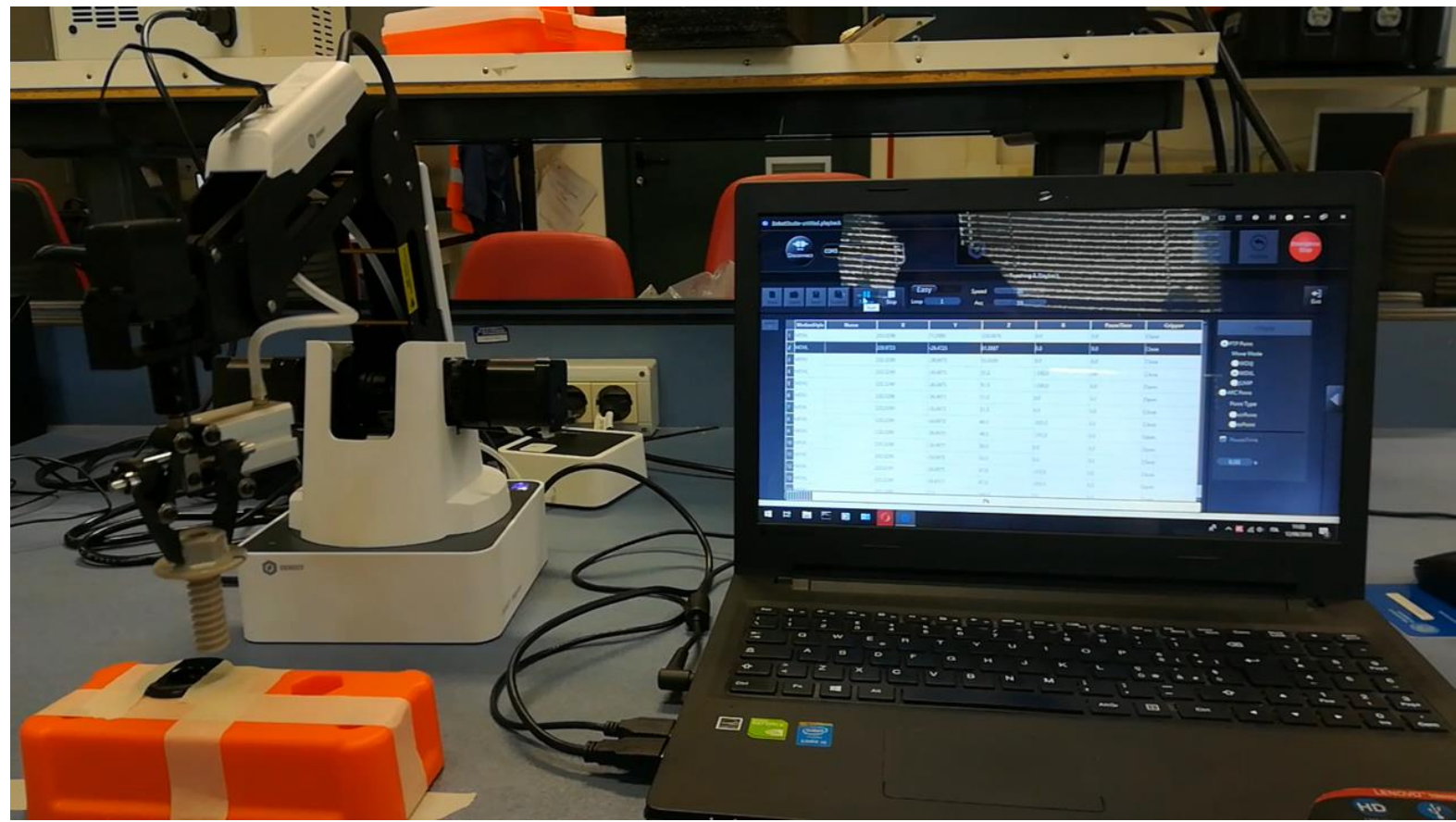
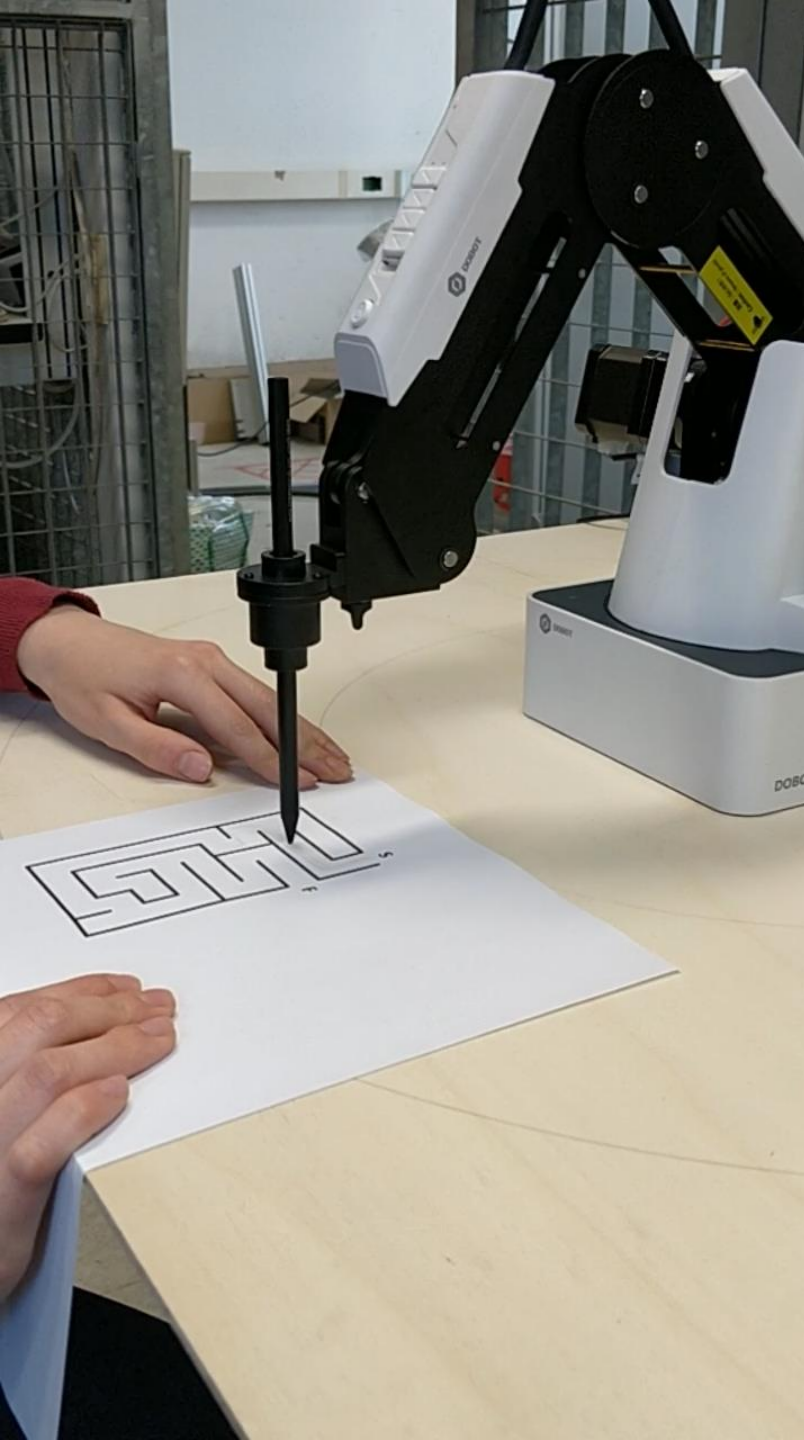
A gripper



A pen



Enjoy robotics!



TechCamp@POLIMI

Piazza Leonardo da Vinci, 32
20133 MILANO

techcamp@polimi.it

www.techcamp.polimi.it