

# Contents

<b>1</b>	<b>Cybernetic View of Robot Cognition and Perception .....</b>	<b>1</b>
1.1	Introduction to the Model of Cognition .....	1
1.1.1	Various States of Cognition .....	3
1.1.2	Cycles of Cognition.....	5
1.2	Visual Perception.....	7
1.2.1	Human Visual System.....	7
1.2.2	Vision for Mobile Robots.....	8
1.3	Visual Recognition.....	10
1.3.1	Template Matching .....	11
1.3.2	Feature-Based Model .....	11
1.3.3	Fourier Model.....	12
1.3.4	Structural Model.....	12
1.3.5	The Computational Theory of Marr .....	13
1.4	Machine Learning .....	13
1.4.1	Properties and Issues in Machine Learning.....	13
1.4.2	Classification of Machine Learning .....	15
1.5	Soft Computing Tools and Robot Cognition .....	17
1.5.1	Modeling Cognition Using ANN .....	17
1.5.2	Fuzzy Logic in Robot Cognition.....	19
1.5.3	Genetic Algorithms in Robot Cognition .....	19
1.6	Summary .....	20
<b>2</b>	<b>Map Building.....</b>	<b>21</b>
2.1	Introduction.....	21
2.2	Constructing a 2D World Map.....	22
2.2.1	Data Structure for Map Building.....	22
2.2.2	Explanation of the Algorithm.....	26
2.2.3	An Illustration of Procedure Traverse Boundary..	27
2.2.4	An Illustration of Procedure Map Building .....	29
2.2.5	Robot Simulation.....	31
2.3	Execution of the Map Building Program .....	33
2.4	Summary .....	38

<b>3.</b>	<b>Path Planning .....</b>	<b>39</b>
3.1	Introduction.....	39
3.2	Representation of the Robot's Environment.....	39
3.2.1	GVD Using Cellular Automata.....	40
3.3	Path Optimization by the Quadtree Approach.....	41
3.3.1	Introduction to the Quadtree .....	41
3.3.2	Definition .....	42
3.3.3	Generation of the Quadtree .....	42
3.4	Neighbor-Finding Algorithms for the Quadtree .....	47
3.5	The A* Algorithm for Selecting the Best Neighbor .....	52
3.6	Execution of the Quadtree-Based Path Planner Program .....	54
3.7	Summary .....	58
<b>4</b>	<b>Navigation Using a Genetic Algorithm .....</b>	<b>59</b>
4.1	Introduction.....	59
4.2	Genetic Algorithms.....	60
4.2.1	Encoding of a Chromosome .....	61
4.2.2	Crossover.....	62
4.2.3	Mutation .....	62
4.2.4	Parameters of a GA .....	63
4.2.5	Selection .....	63
4.3	Navigation by a Genetic Algorithm.....	64
4.3.1	Formulation of Navigation.....	64
4.4	Execution of the GA-Based Navigation Program.....	67
4.5	Replanning by Temporal Associative Memory .....	68
4.5.1	Introduction to TAM .....	68
4.5.2	Encoding and Decoding Process in a Temporal Memory .....	70
4.5.3	An Example in a Semi-dynamic Environment.....	71
4.5.4	Implications of Results.....	74
4.6	Summary .....	75
<b>5</b>	<b>Robot Programming Packages .....</b>	<b>77</b>
5.1	Introduction.....	77
5.2	Robot Hardware and Software Resources .....	78
5.2.1	Components.....	79
5.3	ARIA .....	79
5.3.1	ARIA Client–Server .....	80
5.3.2	Robot Communication .....	84
5.3.3	Opening the Connection.....	84
5.3.4	ArRobot.....	85
5.3.5	Range Devices.....	87
5.3.6	Commands and Actions .....	88

5.4	Socket Programming .....	95
5.4.1	Socket Programming in ARIA .....	96
5.5	BotSpeak Speech System.....	98
5.5.1	Functions .....	98
5.6	Small Vision System (SVS).....	100
5.6.1	SVS C++ Classes .....	101
5.6.2	Parameter Classes.....	102
5.6.3	Stereo Image Class .....	102
5.6.4	Acquisition Classes .....	106
5.7	Multithreading .....	112
5.8	Client Front-End Design Using Java .....	113
5.9	Summary .....	113
<b>6</b>	<b>Robot Parameter Display.....</b>	<b>115</b>
6.1	Introduction.....	115
6.2	Flow Chart and Source Code for Robot Parameter Display .....	115
6.3	Summary .....	125
<b>7</b>	<b>Program for BotSpeak .....</b>	<b>127</b>
7.1	Introduction.....	127
7.2	Flow Chart and Source Code for BotSpeak Program .....	127
7.3	Summary .....	136
<b>8</b>	<b>Gripper Control Program.....</b>	<b>137</b>
8.1	Introduction.....	137
8.2	Flow Chart and Source Code for Gripper Control Program .....	137
8.3	Summary .....	150
<b>9</b>	<b>Program for Sonar Reading Display.....</b>	<b>151</b>
9.1	Introduction.....	151
9.2	Flow Chart and Source Code for Sonar Reading Display on Client .....	151
9.3	Summary .....	161
<b>10</b>	<b>Program for Wandering Within the Workspace .....</b>	<b>163</b>
10.1	Introduction.....	163
10.2	Algorithm and Source Code for Wandering Within the Workspace .....	163
10.3	Summary .....	173

<b>11</b>	<b>Program for Tele-operation.....</b>	<b>175</b>
11.1	Introduction.....	175
11.2	Algorithm and Source Code for Tele-operation .....	175
11.3	Summary.....	188
<b>12</b>	<b>A Complete Program for Autonomous Navigation .....</b>	<b>189</b>
12.1	Introduction.....	189
12.2	The ImageServer Program. ....	190
12.3	The MotionServer Program .....	192
12.4	The Navigator Client Program.....	195
12.5	Summary.....	199
<b>13</b>	<b>Imaging Geometry .....</b>	<b>201</b>
13.1	Introduction.....	201
13.2	Necessity for 3D Reconstruction .....	201
13.3	Building Perception .....	202
13.3.1	Problems of Understanding 3D Objects from 2D Imagery .....	203
13.3.2	Process of 3D Reconstruction .....	203
13.4	Imaging Geometry .....	205
13.4.1	Image Formation .....	205
13.4.2	Perspective Projection in One Dimension.....	206
13.4.3	Perspective Projection in 3D.....	207
13.5	Global Representation .....	211
13.6	Transformation to Global Coordinate System .....	217
13.7	Summary.....	220
<b>14</b>	<b>Image Capture Program .....</b>	<b>221</b>
14.1	Introduction.....	221
14.2	Algorithm for Image Capture .....	221
14.3	Summary.....	225
<b>15</b>	<b>Building 3D Perception Using a Kalman Filter .....</b>	<b>227</b>
15.1	Introduction.....	227
15.2	Minimal Representation.....	227
15.3	Recursive Kalman Filter.....	229
15.4	Experiments and Estimation .....	231
15.4.1	Reconstruction of 3D Points .....	237
15.4.2	Reconstruction of a 3D Line .....	242
15.4.3	Reconstruction of a 3D Plane.....	246
15.5	Correspondence Problem in 3D Recovery.....	249
15.6	Summary.....	250

<b>16</b>	<b>Program for 3D Perception.....</b>	<b>251</b>
16.1	Introduction.....	251
16.2	Flow Chart and Source Code for 3D Perception .....	251
16.3	Summary .....	262
<b>17</b>	<b>Perceptions of Non-planar Surfaces.....</b>	<b>263</b>
17.1	Introduction.....	263
17.2	Methods of Edge Detection .....	263
17.3	Curve Tracking and Curve Fitting .....	266
17.4	Program for Curve Detector .....	270
17.5	Summary .....	275
<b>18</b>	<b>Intelligent Garbage Collection.....</b>	<b>277</b>
18.1	Introduction.....	277
18.2	Algorithms and Source Code for Garbage Collection .....	277
18.3	Summary .....	281
	<b>References.....</b>	<b>283</b>
	<b>Index.....</b>	<b>289</b>