UNIVERSIDADE DA CORUÑA

Teaching Guide					
Identifying Data					2014/15
Subject (*)	Robótica			Code	614G01098
Study programme	Grao en Enxeñaría Informática				
Descriptors					
Cycle	Period		Year	Type	Credits
Graduate	2nd four-month period		Fourth	Optativa	6
Language	SpanishEnglish				
Prerequisites					
Department	Computación				
Coordinador	Santos Reyes, Jose		E-mail	jose.santos@udc.es	
Lecturers	Becerra Permuy, Jose Antonio Bellas Bouza, Francisco Javier Santos Reyes, Jose		E-mail	jose.antonio.becerra.permuy@udc.es francisco.bellas@udc.es jose.santos@udc.es	
Web					
General description	Na materia de Robótica estúdanse os principais conceptos de robótica autónoma, facendo énfase no deseño automático de estratexias de control. Para iso, o contido da materia parte das estratexias clásicas de control para chegar ás máis actuais baseadas en conceptos da intelixencia computacional, tales como as redes neuronais, os algoritmos evolutivos e a aprendizaxe por reforzo.				

Study programme competences	
Code	Study programme competences
A21	Coñecemento e aplicación dos principios fundamentais e técnicas básicas dos sistemas intelixentes e a súa aplicación práctica.
A42	Capacidade para coñecer os fundamentos, paradigmas e técnicas propias dos sistemas intelixentes, e analizar, deseñar e construír sistemas, servizos e aplicacións informáticas que utilicen as ditas técnicas en calquera ámbito de aplicación.
A43	Capacidade para adquirir, obter, formalizar e representar o coñecemento humano nunha forma computable para a resolución de problemas mediante un sistema informático en calquera ámbito de aplicación, particularmente os relacionados con aspectos de computación, percepción e actuación en ambientes ou contornos intelixentes.
A44	Capacidade para desenvolver e avaliar sistemas interactivos e de presentación de información complexa e a súa aplicación á resolución de problemas de deseño de interacción persoa-computadora.
A45	Capacidade para coñecer e desenvolver técnicas de aprendizaxe computacional e deseñar e implementar aplicacións e sistemas que as utilicen, incluídas as dedicadas á extracción automática de información e coñecemento a partir de grandes volumes de datos.
B1	Capacidade de resolución de problemas
B3	Capacidade de análise e síntese
B5	Habilidades de xestión da información
B9	Capacidade para xerar novas ideas (creatividade)
C2	Dominar a expresión e a comprensión de forma oral e escrita dun idioma estranxeiro.
C4	Desenvolverse para o exercicio dunha cidadanía aberta, culta, crítica, comprometida, democrática e solidaria, capaz de analizar a realidade, diagnosticar problemas, formular e implantar solucións baseadas no coñecemento e orientadas ao ben común.
C6	Valorar criticamente o coñecemento, a tecnoloxía e a información dispoñible para resolver os problemas cos que deben enfrontarse.
C7	Asumir como profesional e cidadán a importancia da aprendizaxe ao longo da vida.
C8	Valorar a importancia que ten a investigación, a innovación e o desenvolvemento tecnolóxico no avance socioeconómico e cultural da sociedade.

Learning outcomes			
Subject competencies (Learning outcomes)	Study programme competences		
Know the problems to tackle when an autonomous robotic control system is developed	A21 A42 A45	B3 B5	C4 C6 C8

Develop an autonomous control system for its operation in a real environment	A21 A43 A44 A45	B1 B3 B9	C4 C8
Know the problems of knowledge representation in autonomous robotics	A43	B5 B9	C2 C6 C8
Know the problems of sensing and actuation in systems that operate in the real world and real time	A42 A45	B1 B9	C2 C8
Know the non-resolved problems in autonomous robotics	A21 A42	B5 B9	C2 C4 C6 C7 C8

Contents	
Topic	**Sub-topic**
Introduction to autonomous robotics	¿What is an autonomous robot? History Sensors and actuators Behaviors Planning Learning and evolution
Elements of a robotic system	Robotic system Actuators and effectors Sensors Control architectures
Behavior-based robotics	Antecedents Classical control architectures Control architectures
Knowledge-based robotics	Knowledge Traditional deliberative robotics Navigation
Hybrid approximations	Main hybrid architectures Cognitive robotics
Evolutionary robotics	Evolutionary algorithms Application to robotics
Learning in autonomous robotics	Learning in classifier systems reinforcement learning: Q-learning Combination of reinforcement and connectionist learning

Planning			
Methodologies / tests	**Ordinary class hours**	**Student?s personal work hours**	**Total hours**
Laboratory practice	21	21	42
Supervised projects	0	30	30
Oral presentation	4	28	32
Guest lecture / keynote speech	21	21	42
Personalized attention	4	0	4

(*)The information in the planning table is for guidance only and does not take into account the heterogeneity of the students.

Methodologies	
Methodologies	**Description**
Laboratory practice	Lab. sessions in which the teachers will explain the robotic platform and its development software in detail. Moreover, during these sessions, the students must perform the design, implementation and validation of the supervised projects under the supervision of a teacher.
Supervised projects	Programming exercises that must be developed using the selected robotic platform. These exercises will be carried out in an autonomous way and their progress will be supervised by the teachers
Oral presentation	Theoretical work about a specific topic from the contents that will be orally presented and discussed with other students
Guest lecture / keynote speech	Oral exposition by the teachers of the theory of the subject.

Personalized attention	
Methodologies	**Description**
Laboratory practice Supervised projects Oral presentation	During the lab practices and tutorials, the student can consult the teacher all the doubts that appear about the realization of the formulated practical problem or about the use of the simulator or the real robot. Supervised projects: It is recommendable the use of a personal assistance in these activities to resolve conceptual doubts or procedures than can appear during the resolution of the practical problems. Also, the personal assistance will be focused on in the explanation, by the student, of the proposed solution. Oral presentation: the students progress in their theoretical work must be supervised by the teachers, both in terms of contents and format.

Assessment		
Methodologies	**Description**	**Qualification**
Guest lecture / keynote speech	The attendance to the keynote speeches will be considered in the final mark	5
Laboratory practice	The attendance to the laboratory classes will be considered in the final mark	5
Supervised projects	Different programming projects will be proposed along the course that must be carried out in an autonomous way by the student and that will be presented and explained to the teachers afterwards. It is mandatory to pass this methodology independently in order to pass the whole subject.	55
Oral presentation	The oral presentation, the participation in the discussion and the written inform will be considered in the final mark. It is mandatory to pass this methodology independently in order to pass the whole subject.	35

Assessment comments
Evaluation of this course is based on independently overcoming the two main methodologies: supervised projects and oral presentation. The first one focuses on the practical demonstration of the knowledge and skills acquired to solve problems in autonomous robotics, and the second one in the completion and presentation of a paper on a specific topic within theoretical agenda. Thus, if the student does not pass the subject in the ordinary call, he / she shall repeat all activities that were not passed in the extraordinary call. As an example, if a student passed the oral presentation but failed the supervised projects, he / she shall repeat these. Students with part-time enrollment can displace the 5% of the qualification of the attendance to the other activities, both in theory and in practice, in case they can not regularly attend classes. This change in the qualification methodology shall be applied to teachers of the subject at the beginning of the course.

Sources of information

Basic	- Bekey, A. (2005). Autonomous Robots. MIT Press - Arkin, R.C. (1998). Behavior Based Robotics. MIT Press - Santos, J., Duro, R.J. (2005). Evolución Artificial y Robótica Autónoma. RA-MA - Mataric, Maja J. (2007). The Robotics Primer. MIT Press
Complementary	- Santos, J. (2007). Vida Artificial. Realizaciones Computacionales. ServicioPublicaciones UDC - Floreano, D. and Mattiussi, C. (2008). Bio-Inspired Artificial Intelligence. Tema 7. MIT Press - Salido, J. (2009). Cibernética aplicada. Robots educativos. Ra-Ma - Nolfi, S., Floreano, D. (2000). Evolutionary Robotics. MIT Press - Thurn, S., Burgard, W., Fox, D. (2005). Probabilistic Robotics. MIT Press - Sutton, R.S., Burton A.G. (1998). Reinforcement Learning. MIT Press - Pfeifer, R. and Scheier, C. (1999). Understanding Intelligence. MIT Press

Recommendations
Subjects that it is recommended to have taken before
Subjects that are recommended to be taken simultaneously
Subjects that continue the syllabus
Sistemas Intelixentes/614G01020 Representación do Coñecemento e Razoamento Automático/614G01036 Desenvolvemento de Sistemas Intelixentes/614G01037 Aprendizaxe Automático/614G01038
Other comments

(*)The teaching guide is the document in which the URV publishes the information about all its courses. It is a public document and cannot be modified. Only in exceptional cases can it be revised by the competent agent or duly revised so that it is in line with current legislation.