		Teaching G	uide		
	Identifyin	ng Data			2022/23
Subject (*)	Robotics		Code	614G01098	
Study programme	Grao en Enxeñaría Informática				
		Descriptor	S		
Cycle	Period	Year		Туре	Credits
Graduate	2nd four-month period	Fourth		Optional	6
Language	Spanish				·
Teaching method	Face-to-face				
Prerequisites					
Department	Ciencias da Computación e Tecnoloxías da InformaciónComputación				
Coordinador	Santos Reyes, Jose E-mail jose.santos@udc.es			dc.es	
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Web					
General description	This course is focused in the main concepts of autonomous robotics, emphasizing the automatic design of control				
	strategies. The specific contents range from the classical control approaches to the newest based on computational				
	intelligence principles, like artificial neural networks, evolutionary algorithms and reinforcement learning.				

	Study programme competences
Code	Study programme competences
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.
B1	Capacidade de resolución de problemas
В3	Capacidade de análise e síntese
В9	Capacidade para xerar novas ideas (creatividade)
C6	Valorar criticamente o coñecemento, a tecnoloxía e a información dispoñible para resolver os problemas cos que deben enfrontarse.
C8	Valorar a importancia que ten a investigación, a innovación e o desenvolvemento tecnolóxico no avance socioeconómico e cultural da
	sociedade.

Learning outcomes			
Learning outcomes	Study	y progra	amme
	COI	mpeten	ces
Develop an autonomous control system for its operation in a real environment	A43	B1	C6
Know the non-resolved problems in autonomous robotics	A43	B1	C6
		В9	C8
Know the problems of sensing and actuation in systems that operate in the real world and real time	A43	B1	C6
Know the problems of knowledge representation in autonomous robotics	A43	B1	C6
		В9	
Know the problems to tackle when an autonomous robotic control system is developed	A43	B1	C6
		В3	C8
		В9	

Contents	
Topic	Sub-topic

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

	Planning	g		
Methodologies / tests	Competencies	Ordinary class	Student?s personal	Total hours
		hours	work hours	
Laboratory practice	A43 B1 B9	21	21	42
Supervised projects	B1 B3 B9 C6 C8	0	30	30
Guest lecture / keynote speech	C6 C8	20	20	40
Objective test	B3 C6	1	0	1
Oral presentation	B3 B9 C8	4	28	32
Personalized attention		5	0	5

	Methodologies
Methodologies	Description
Laboratory practice	Lab. sessions in which the teachers will explain the robotic platform and its development software in detail. Moreover, in these programming exercises must be developed, using the selected robotic platform, some of the techniques taught in theory classes. These exercises will be carried out in an autonomous way and their progress will be supervised by the teachers.
Supervised projects	Theory work or works on a topic proposed by the teachers of the subject that must be developed by the students, individually or in groups, as determined by the teachers and with the indicated delivery dates. The most important work is the development (in a group) of a topic throughout the course, of which a final memory will have to be delivered, in addition to a final presentation (presentation that is part of the test or final exam).
Guest lecture / keynote speech	Oral presentation of the theoretical themes by the teachers of the subject.



Objective test	Multiple choice test or multiple choice questionnaire that is done online at the end of the theory sessions, in order to assess
	the degree of participation, attention and understanding of the concepts explained by the teacher. Moodle, Microsoft Forms,
	Kahoot or other similar tools can be used.
Oral presentation	Theory work or works on a topic proposed by the teachers of the subject that must be presented in front of the classmates and
	also delivered in writing.

	Personalized attention
Methodologies	Description
Oral presentation	During the lab practices and tutorials, the student can consult the teacher all the doubts that appear about the realization of the
Laboratory practice	formulated practical problems or about the use of the simulator or the real robot.
Supervised projects	
	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	Competencies	Description	Qualification
Oral presentation	B3 B9 C8	The oral presentation of the theoretical work / papers proposed by the teachers is part	20
		of the final exam evaluation.	
		It is necessary to obtain a passing grade in the sum of supervised projects+ oral	
		presentation independently (minimum grade of 5 considering that it is valued from 0 to	
		10) in order to pass the course.	
Laboratory practice	A43 B1 B9	One or more practices that will be carried out individually or in groups, as indicated by	50
		the teachers. They will span more than a week and may require additional work	
		outside the classroom.	
		It is necessary to obtain a pass grade in this methodology independently (minimum	
		grade of 5 considering that it is valued from 0 to 10) in order to pass the course.	
Supervised projects	B1 B3 B9 C6 C8	One or more theoretical works will be proposed throughout the course that will be	20
		developed autonomously, or in a group, by the student / group outside the classes and	
		that must be defended before the teachers. The main work will be carried out in	
		groups throughout the course, and a final report must be submitted. This work should	
		be presented by the group in class, forming part of the evaluable oral presentation.	
		It is necessary to obtain a passing grade in the sum of supervised projects+ oral	
		presentation independently (minimum grade of 5 considering that it is valued from 0 to	
		10) in order to pass the course.	
Objective test	B3 C6	The understanding of the concepts explained by the teacher in the master sessions	10
		implies that the students participate actively in the classes, raising doubts and making	
		the most of personal interaction. This understanding is valued in the final grade of the	
		subject through the online questionnaires that are carried out in the final minutes of	
		each magisterial session.	

Assessment comments
ASSESSITETIL CONTINENTS

The evaluation of this subject is based on the overcoming of the main methodologies (laboratory practices, supervised projects + oral presentation) independently. The first is focused on the practical demonstration of the knowledge and skills acquired to solve problems in autonomous robotics, and the second on the realization and presentation of works on a specific topic within the theoretical part. Thus, in the event that the student does not pass the subject in the ordinary period, they must repeat all the activities of the method/s that were not passed in the ordinary period. As an example, if a student approved the part of the supervised projects + oral presentation, but failed in laboratory practices, they should repeat the latter.

and those who choose to appear in the early call (December) must perform all methodologies except the objective test. The value of Supervised projects is added to that of laboratory practices, the latter becoming worth 60%. It is necessary for students to contact the teachers at the beginning of the semester to have adequate delivery margins.

In accordance with article 14, sections 1 and

Students enrolled part-time in the subject

3 of the regulations for the evaluation, review and claim of the qualifications of the university degree and master's degree studies, the latest version of which is dated June 29, 2017, the copy or attempted copy (or any improper behavior) during a test will imply the qualification of failure with a 0 in the two opportunities of the annual call.

According to article 14, section 4 of the

same regulations, plagiarism of any work will imply the qualification of failure with a 0 in that work.

	Sources of information
Basic	- 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
	- Bekey, A. (2005). Autonomous Robots. MIT Press
Complementary	- Pfeifer, R. and Scheier, C. (1999). Understanding Intelligence. MIT Press
	- Floreano, D. and Mattiussi, C. (2008). Bio-Inspired Artificial Intelligence. Tema 7. MIT Press
	- Nolfi, S., Floreano, D. (2000). Evolutionary Robotics. MIT Press
	- Santos, J. (2007). Vida Artificial. Realizaciones Computacionales. Servicio Publicaciones UDC
	- Salido, J. (2009). Cibernética aplicada. Robots educativos. Ra-Ma
	- Sutton, R.S., Burton A.G. (1998). Reinforcement Learning. MIT Press
	- Thurn, S., Burgard, W., Fox, D. (2005). Probabilistic Robotics. MIT Press

- 7	Thurn, S., Burgard, W., Fox, D. (2005). Probabilistic Robotics. MIT Press
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Recommendations	
	Subjects that it is recommended to have taken before
Intelligent Systems/614G01020	
Knowledge Representation and Automatic Reasoning/614G01036	
Intelligent Systems Development/614G01037	
Machine Learning/614G01038	
Subjects that are recommended to be taken simultaneously	
Subjects that continue the syllabus	

To help achieve a sustainable environment and meet the objective of action number 5: Healthy and sustainable environmental and social teaching and research; Green Campus Ferrol Action Plan; the delivery of the documentary works carried out in this course:1. It will be requested in virtual format and/or computer support.2. It will be done through Moodle, in digital format without the need to print them.3. On paper:- Plastics will not be used;- Double-sided prints will be made.- Recycled paper will be used.- Draft printing will be avoided.

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.