

Haptic Coupling With Augmented Feedback Between The Kuka

Human Friendly Robotics Fanny Ficuciello, Fabio Ruggiero, Alberto Finzi. 2018-06-01 The International Workshop on Human-Friendly Robotics (HFR) is an annual meeting that brings together academic scientists, researchers and research scholars to exchange and share their experiences and research results on all aspects related to the introduction of robots into everyday life. HFR collects contributions on current developments of a new generation of human-friendly robots, i.e., safe and dependable machines, operating in the close vicinity to humans or directly interacting with them in a wide range of domains. The papers contained in the book describe the newest and most original achievements in the field of human-robot-interaction coming from the work and ideas of young researchers. The contributions cover a wide range of topics related to human-robot interaction, both physical and cognitive, including theories, methodologies, technologies, empirical and experimental studies.

Robot Operating System (ROS) Anis Koubaa. 2016-02-09 The objective of this book is to provide the reader with a comprehensive coverage on the Robot Operating Systems (ROS) and latest related systems, which is currently considered as the main development framework for robotics applications. The book includes twenty-seven chapters organized into eight parts. Part 1 presents the basics and foundations of ROS. In Part 2, four chapters deal with navigation, motion and planning. Part 3 provides four examples of service and experimental robots. Part 4 deals with real-world deployment of applications. Part 5 presents signal-processing tools for perception and sensing. Part 6 provides software engineering methodologies to design complex software with ROS. Simulations frameworks are presented in Part 7. Finally, Part 8 presents advanced tools and frameworks for ROS including multi-master extension, network introspection, controllers and cognitive systems. This book will be a valuable companion for ROS users and developers to learn more ROS capabilities and features.

Social Robotics Haizhou Li, John-John Cabibihan, Yeow Kee Tan. 2010-11-05 The papers in this volume were the fruitful scientific results of the Second International Conference on Social Robotics (ICSR), held during November 23-24, 2010 in Singapore, which was jointly organized by the Social Robotics Laboratory (SRL), Interactive Digital Media Institute (IDMI), the National University of Singapore and 2 Human Language Technology Department, the Institute for Infocomm Research (IIR), A*STAR, Singapore. These papers address a range of topics in social robotics and its applications. We received paper submissions from America, Asia, and Europe. All the papers were reviewed by at least three referees from the 32-member Program Committee who were assembled from the global community of social robotics researchers. This volume contains the 42 papers that were selected to report on the latest developments and studies of social robotics in the areas of human-robot interaction; affective and cognitive sciences for interactive robots; design philosophies and software architectures for robots; learning, adaptation and evolution of robotic intelligence; and mechatronics and intelligent control.

Haptic Rendering Ming C. Lin, Miguel Otaduy. 2008-07-25 For a long time, human beings have dreamed of a virtual world where it is possible to interact with synthetic entities as if they were real. It has been shown that the ability to touch virtual objects increases the sense of presence in virtual environments. This book provides an authoritative overview of state-of-the-art haptic rendering algorithms

Robot and Multibody Dynamics Abhinandan Jain. 2010-12-17 *Robot and Multibody Dynamics: Analysis and Algorithms* provides a comprehensive and detailed exposition of a new mathematical approach, referred to as the Spatial Operator Algebra (SOA), for studying the dynamics of articulated multibody systems. The approach is useful in a wide range of applications including

robotics, aerospace systems, articulated mechanisms, bio-mechanics and molecular dynamics simulation. The book also: treats algorithms for simulation, including an analysis of complexity of the algorithms, describes one universal, robust, and analytically sound approach to formulating the equations that govern the motion of complex multi-body systems, covers a range of more advanced topics including under-actuated systems, flexible systems, linearization, diagonalized dynamics and space manipulators. Robot and Multibody Dynamics: Analysis and Algorithms will be a valuable resource for researchers and engineers looking for new mathematical approaches to finding engineering solutions in robotics and dynamics.

Springer Handbook of Robotics Bruno Siciliano, Oussama Khatib. 2016-07-27 The second edition of this handbook provides a state-of-the-art overview on the various aspects in the rapidly developing field of robotics. Reaching for the human frontier, robotics is vigorously engaged in the growing challenges of new emerging domains. Interacting, exploring, and working with humans, the new generation of robots will increasingly touch people and their lives. The credible prospect of practical robots among humans is the result of the scientific endeavour of a half a century of robotic developments that established robotics as a modern scientific discipline. The ongoing vibrant expansion and strong growth of the field during the last decade has fueled this second edition of the Springer Handbook of Robotics. The first edition of the handbook soon became a landmark in robotics publishing and won the American Association of Publishers PROSE Award for Excellence in Physical Sciences & Mathematics as well as the organization's Award for Engineering & Technology. The second edition of the handbook, edited by two internationally renowned scientists with the support of an outstanding team of seven part editors and more than 200 authors, continues to be an authoritative reference for robotics researchers, newcomers to the field, and scholars from related disciplines. The contents have been restructured to achieve four main objectives: the enlargement of foundational topics for robotics, the enlightenment of design of various types of robotic systems, the extension of the treatment on robots moving in the environment, and the enrichment of advanced robotics applications. Further to an extensive update, fifteen new chapters have been introduced on emerging topics, and a new generation of authors have joined the handbook's team. A novel addition to the second edition is a comprehensive collection of multimedia references to more than 700 videos, which bring valuable insight into the contents. The videos can be viewed directly augmented into the text with a smartphone or tablet using a unique and specially designed app. Springer Handbook of Robotics Multimedia Extension Portal: <http://handbookofrobotics.org/>

Handbook of Virtual Environments Kelly S. Hale, Kay M. Stanney. 2002-01-01 This Handbook, with contributions from leading experts in the field, provides a comprehensive, state-of-the-art account of virtual environments (VE). It serves as an invaluable source of reference for practitioners, researchers, and students in this rapidly evolving discipline. It also provides practitioners with a reference source to guide

Augmented Reality Greg Kipper, Joseph Rampolla. 2012-12-31 With the explosive growth in mobile phone usage and rapid rise in search engine technologies over the last decade, augmented reality (AR) is poised to be one of this decade's most disruptive technologies, as the information that is constantly flowing around us is brought into view, in real-time, through augmented reality. In this cutting-edge book, the authors outline and discuss never-before-published information about augmented reality and its capabilities. With coverage of mobile, desktop, developers, security, challenges, and gaming, this book gives you a comprehensive understanding of what augmented reality is, what it can do, what is in store for the future and most importantly: how to benefit from using AR in our lives and careers. Educates readers how best to use augmented reality regardless of industry Provides an in-depth understanding of AR and ideas ranging from new business applications to new crime fighting methods Includes actual examples and case studies from both private and government application

Design Transactions Bob Sheil, Mette Ramsgaard Thomsen, Martin Tamke, Sean Hanna. Design Transactions presents the outcome of new research to emerge from 'Innochain', a consortium of six leading European architectural and engineering-focused institutions and their industry partners. The

book presents new advances in digital design tooling that challenge established building cultures and systems. It offers new sustainable and materially smart design solutions with a strong focus on changing the way the industry thinks, designs, and builds our physical environment. Divided into sections exploring communication, simulation and materialisation, Design Transactions explores digital and physical prototyping and testing that challenges the traditional linear construction methods of incremental refinement. This novel research investigates 'the digital chain' between phases as an opportunity for extended interdisciplinary design collaboration. The highly illustrated book features work from 15 early-stage researchers alongside chapters from world-leading industry collaborators and academics.

An Algorithmic Perspective on Imitation Learning Takayuki Osa, Joni Pajarinen, Gerhard Neumann, J. Andrew Bagnell, Pieter Abbeel, Jan Peters. 2018-03-27 Familiarizes machine learning experts with imitation learning, statistical supervised learning theory, and reinforcement learning. It also roboticists and experts in applied artificial intelligence with a broader appreciation for the frameworks and tools available for imitation learning.

Human-Friendly Robotics 2019 Federica Ferraguti, Valeria Villani, Lorenzo Sabattini, Marcello Bonfè. 2021-02-21 This book covers a wide range of topics related to human-robot interaction, both physical and cognitive, including theories, methodologies, technologies, and empirical and experimental studies. The International Workshop on Human-Friendly Robotics (HFR) is an annual meeting that brings together academic scientists, researchers and research scholars to present their latest, original findings on all aspects concerning the introduction of robots into everyday life. The growing need to automate daily tasks, combined with new robot technologies, is driving the development of human-friendly robots, i.e., safe and dependable machines that operate in close proximity to humans or directly interact with them in a wide range of contexts. The technological shift from classical industrial robots, which are safely kept away from humans in cages, to robots that are used in close collaboration with humans, is faced with major challenges that need to be overcome. The objective of the workshop was to stimulate discussion and exchange knowledge on design, control, safety and ethical issues concerning the introduction of robots into everyday life. The 12th installment was organized by the University of Modena and Reggio Emilia and took place in Reggio Emilia, Italy.

Optimization, Learning Algorithms and Applications Ana I. Pereira, Florbela P. Fernandes, João P. Coelho, João P. Teixeira, Maria F. Pacheco, Paulo Alves, Rui P. Lopes. 2021-12-02 This book constitutes selected and revised papers presented at the First International Conference on Optimization, Learning Algorithms and Applications, OL2A 2021, held in Bragança, Portugal, in July 2021. Due to the COVID-19 pandemic the conference was held online. The 39 full papers and 13 short papers were thoroughly reviewed and selected from 134 submissions. They are organized in the topical sections on optimization theory; robotics; measurements with the internet of things; optimization in control systems design; deep learning; data visualization and virtual reality; health informatics; data analysis; trends in engineering education.

Advanced Human-Robot Collaboration in Manufacturing Lihui Wang, Xi Vincent Wang, József Váncza, Zolt Kemény. 2021-06-10 This book presents state-of-the-art research, challenges and solutions in the area of human-robot collaboration (HRC) in manufacturing. It enables readers to better understand the dynamic behaviour of manufacturing processes, and gives more insight into on-demand adaptive control techniques for industrial robots. With increasing complexity and dynamism in today's manufacturing practice, more precise, robust and practical approaches are needed to support real-time shop-floor operations. This book presents a collection of recent developments and innovations in this area, relying on a wide range of research efforts. The book is divided into five parts. The first part presents a broad-based review of the key areas of HRC, establishing a common ground of understanding in key aspects. Subsequent chapters focus on selected areas of HRC subject to intense recent interest. The second part discusses human safety within HRC. The third, fourth and fifth parts provide in-depth views of relevant methodologies and algorithms. Discussing dynamic planning and monitoring, adaptive control and multi-modal decision

making, the latter parts facilitate a better understanding of HRC in real situations. The balance between scope and depth, and theory and applications, means this book appeals to a wide readership, including academic researchers, graduate students, practicing engineers, and those within a variety of roles in manufacturing sectors.

Rob|Arch 2012 Sigrid Brell-Cokcan, Johannes Braumann. 2013-12-16 This volume collects about 20 contributions on the topic of robotic construction methods. It is a proceedings volume of the robarch2012 symposium and workshop, which will take place in December 2012 in Vienna. Contributions will explore the current status quo in industry, science and practitioners. The symposium will be held as a biennial event. This book is to be the first of the series, comprising the current status of robotics in architecture, art and design.

Shared Grasping: a Combination of Telepresence and Grasp Planning Hertkorn, Katharina. 2016-04-29

Cognition and Interaction: From Computers to Smart Objects and Autonomous Agents Amon Rapp, Maurizio Tirassa, Tom Ziemke. 2019-10-10 Cognitive sciences have been involved under numerous accounts to explain how humans interact with technology, as well as to design technological instruments tailored to human needs. As technological advancements in fields like wearable and ubiquitous computing, virtual reality, robotics and artificial intelligence are presenting novel modalities for interacting with technology, there are opportunities for deepening, exploring, and even rethinking the theoretical foundations of human technology use. This volume entitled "Cognition and Interaction: From Computers to Smart Objects and Autonomous Agents" is a collection of articles on the impacts that novel 3 September Frontiers in Psychology 2019 | Cognition and Interaction interactive technologies are producing on individuals. It puts together 17 works, spanning from research on social cognition in human-robot interaction to studies on neural changes triggered by Internet use, that tackle relevant technological and theoretical issues in human-computer interaction, encouraging us to rethink how we conceptualize technology, its use and development. The volume addresses fundamental issues at different levels. The first part revolves around the biological impacts that technologies are producing on our bodies and brains. The second part focuses on the psychological level, exploring how our psychological characteristics may affect the way we use, understand and perceive technology, as well as how technology is changing our cognition. The third part addresses relevant theoretical problems, presenting reflections that aim to reframe how we conceptualize ourselves, technology and interaction itself. Finally, the last part of the volume pays attention to the factors involved in the design of technological artifacts, providing suggestions on how we can develop novel technologies closer to human needs. Overall, it appears that human-computer interaction will have to face a variety of challenges to account for the rapid changes we are witnessing in the current technology landscape.

Towards Safe Robots Sami Haddadin. 2013-09-12 The vision of seamless human-robot interaction in our everyday life that allows for tight cooperation between human and robot has not become reality yet. However, the recent increase in technology maturity finally made it possible to realize systems of high integration, advanced sensorial capabilities and enhanced power to cross this barrier and merge living spaces of humans and robot workspaces to at least a certain extent. Together with the increasing industrial effort to realize first commercial service robotics products this makes it necessary to properly address one of the most fundamental questions of Human-Robot Interaction: How to ensure safety in human-robot coexistence? In this authoritative monograph, the essential question about the necessary requirements for a safe robot is addressed in depth and from various perspectives. The approach taken in this book focuses on the biomechanical level of injury assessment, addresses the physical evaluation of robot-human impacts, and isolates the major factors that cause human injuries. This assessment is the basis for the design and exploration of various measures to improve safety in human-robot interaction. They range from control schemes for collision detection, reflex reaction, and avoidance to the investigation of novel joint designs that equip robots with fundamentally new capabilities. By the depth of its analysis and exceptionally salient experimental work, this monograph offers one of the most comprehensive treatments of the

safety challenge in the field.

Factories of the Future Tullio Tollo, Giacomo Copani, Walter Terkaj. 2019-02-14 This book is open access under a CC BY 4.0 license. This book presents results relevant in the manufacturing research field, that are mainly aimed at closing the gap between the academic investigation and the industrial application, in collaboration with manufacturing companies. Several hardware and software prototypes represent the key outcome of the scientific contributions that can be grouped into five main areas, representing different perspectives of the factory domain: 1) Evolutionary and reconfigurable factories to cope with dynamic production contexts characterized by evolving demand and technologies, products and processes. 2) Factories for sustainable production, asking for energy efficiency, low environmental impact products and processes, new de-production logics, sustainable logistics. 3) Factories for the People who need new kinds of interactions between production processes, machines, and human beings to offer a more comfortable and stimulating working environment. 4) Factories for customized products that will be more and more tailored to the final user's needs and sold at cost-effective prices. 5) High performance factories to yield the due production while minimizing the inefficiencies caused by failures, management problems, maintenance. This book is primarily targeted to academic researchers and industrial practitioners in the manufacturing domain.

Advances in Telerobotics Manuel Ferre, Martin Buss, Rafael Aracil, Claudio Melchiorri, Carlos Balaguer. 2007-08-10 A fascinating book that covers in detail all of the most recent advances in Telerobotics. A must-read for scientists, researchers and students in teleoperation, it describes everything from methods and experimental results to applications and developments. Its three sections cover human system interfaces, control, and applications.

Handbook of Robotic and Image-Guided Surgery Mohammad Abedin-Nasab. 2019-09-25 Handbook of Robotic and Image-Guided Surgery provides state-of-the-art systems and methods for robotic and computer-assisted surgeries. In this masterpiece, contributions of 169 researchers from 19 countries have been gathered to provide 38 chapters. This handbook is 744 pages, includes 659 figures and 61 videos. It also provides basic medical knowledge for engineers and basic engineering principles for surgeons. A key strength of this text is the fusion of engineering, radiology, and surgical principles into one book. A thorough and in-depth handbook on surgical robotics and image-guided surgery which includes both fundamentals and advances in the field. A comprehensive reference on robot-assisted laparoscopic, orthopedic, and head-and-neck surgeries. Chapters are contributed by worldwide experts from both engineering and surgical backgrounds.

Where the Action Is Paul Dourish. 2004-08-20 Computer science as an engineering discipline has been spectacularly successful. Yet it is also a philosophical enterprise in the way it represents the world and creates and manipulates models of reality, people, and action. In this book, Paul Dourish addresses the philosophical bases of human-computer interaction. He looks at how what he calls embodied interaction—an approach to interacting with software systems that emphasizes skilled, engaged practice rather than disembodied rationality—reflects the phenomenological approaches of Martin Heidegger, Ludwig Wittgenstein, and other twentieth-century philosophers. The phenomenological tradition emphasizes the primacy of natural practice over abstract cognition in everyday activity. Dourish shows how this perspective can shed light on the foundational underpinnings of current research on embodied interaction. He looks in particular at how tangible and social approaches to interaction are related, how they can be used to analyze and understand embodied interaction, and how they could affect the design of future interactive systems.

The Machine as Art/ The Machine as Artist Juliette Bessette, Frederic Fol Leymarie, G. W. Smith. 2020-10-21 The articles collected in this volume from the two companion Arts Special Issues, *The Machine as Art (in the 20th Century)* and *The Machine as Artist (in the 21st Century)*, represent a unique scholarly resource: analyses by artists, scientists, and engineers, as well as art historians, covering not only the current (and astounding) rapprochement between art and technology but also the vital post-World War II period that has led up to it; this collection is also distinguished by several of the contributors being prominent individuals within their own fields, or as artists who have

actually participated in the still unfolding events with which it is concerned

The Future of Making Tom Wujec.2017 Prepare yourself: How things are made is changing. The digital and physical are uniting, from innovative methods to sense and understand our world to machines that learn and design in ways no human ever could; from 3D printing to materials with properties that literally stretch possibility; from objects that evolve to systems that police themselves. The results will radically change our world--and ourselves. *The Future of Making* illustrates these transformations, showcasing stories and images of people and ideas at the forefront of this radical wave of innovation. Designers, architects, builders, thought leaders--creators of all kinds--have contributed to this look at the materials, connections, and inventions that will define tomorrow. But this book doesn't just catalog the future; it lays down guidelines to follow, new rules for how things are created, that make it the ultimate handbook for anyone who wants to embrace the true future of making.

Robotic Fabrication in Architecture, Art and Design 2014 Wes McGee, Monica Ponce de Leon.2014-03-20 Robotic automation has become ubiquitous in the modern manufacturing landscape, spanning an overwhelming range of processes and applications-- from small scale force-controlled grinding operations for orthopedic joints to large scale composite manufacturing of aircraft fuselages. Smart factories, seamlessly linked via industrial networks and sensing, have revolutionized mass production, allowing for intelligent, adaptive manufacturing processes across a broad spectrum of industries. Against this background, an emerging group of researchers, designers, and fabricators have begun to apply robotic technology in the pursuit of architecture, art, and design, implementing them in a range of processes and scales. Coupled with computational design tools the technology is no longer relegated to the repetitive production of the assembly line, and is instead being employed for the mass-customization of non-standard components. This radical shift in protocol has been enabled by the development of new design to production workflows and the recognition of robotic manipulators as "multi-functional" fabrication platforms, capable of being reconfigured to suit the specific needs of a process. The emerging discourse surrounding robotic fabrication seeks to question the existing norms of manufacturing and has far reaching implications for the future of how architects, artists, and designers engage with materialization processes. This book presents the proceedings of Rob|Arch2014, the second international conference on robotic fabrication in architecture, art, and design. It includes a Foreword by Sigrid Brell-Cokcan and Johannes Braumann, Association for Robots in Architecture. The work contained traverses a wide range of contemporary topics, from methodologies for incorporating dynamic material feedback into existing fabrication processes, to novel interfaces for robotic programming, to new processes for large-scale automated construction. The latent argument behind this research is that the term 'file-to-factory' must not be a reductive celebration of expediency but instead a perpetual challenge to increase the quality of feedback between design, matter, and making.

Human-robot Interaction Michael A. Goodrich, Alan C. Schultz.2008-01-25 Presents a unified treatment of HRI-related issues, identifies key themes, and discusses challenge problems that are likely to shape the field in the near future. The survey includes research results from a cross section of the universities, government efforts, industry labs, and countries that contribute to HRI.

Robotics Bruno Siciliano, Lorenzo Sciavicco, Luigi Villani, Giuseppe Oriolo.2010-08-20 Based on the successful *Modelling and Control of Robot Manipulators* by Sciavicco and Siciliano (Springer, 2000), *Robotics* provides the basic know-how on the foundations of robotics: modelling, planning and control. It has been expanded to include coverage of mobile robots, visual control and motion planning. A variety of problems is raised throughout, and the proper tools to find engineering-oriented solutions are introduced and explained. The text includes coverage of fundamental topics like kinematics, and trajectory planning and related technological aspects including actuators and sensors. To impart practical skill, examples and case studies are carefully worked out and interwoven through the text, with frequent resort to simulation. In addition, end-of-chapter exercises are proposed, and the book is accompanied by an electronic solutions manual containing the MATLAB® code for computer problems; this is available free of charge to those adopting this

volume as a textbook for courses.

Immersive Analytics Kim Marriott, Falk Schreiber, Tim Dwyer, Karsten Klein, Nathalie Henry Riche, Takayuki Itoh, Wolfgang Stuerzlinger, Bruce H. Thomas. 2018-10-15 Immersive Analytics is a new research initiative that aims to remove barriers between people, their data and the tools they use for analysis and decision making. Here the aims of immersive analytics research are clarified, its opportunities and historical context, as well as providing a broad research agenda for the field. In addition, it is reviewed how the term immersion has been used to refer to both technological and psychological immersion, both of which are central to immersive analytics research.

Haptic Feedback Teleoperation of Optical Tweezers Zhenjiang Ni, Céline Pacoret, Ryad Benosman, Stéphane Régnier. 2014-09-25 The authors of this book provide the first review of haptic optical tweezers, a new technique which brings together force feedback teleoperation and optical tweezers. This technique allows users to explore the microworld by sensing and exerting piconewton-scale forces with trapped microspheres. The design of optical tweezers for high-quality haptic feedback is challenging, given the requirements for very high sensitivity and dynamic stability. The concept, design process and specification of optical tweezers reviewed throughout this book focus on those intended for haptic teleoperation. The authors provide two new specific designs as well as the current state of the art. Furthermore, the remaining important issues are identified for further developments. Haptic optical tweezers will soon become an invaluable tool for force feedback micromanipulation of biological samples and nano- and micro-assembly parts.

Human Walking in Virtual Environments Frank Steinicke, Yon Visell, Jennifer Campos, Anatole Lécuyer. 2013-05-15 This book presents a survey of past and recent developments on human walking in virtual environments with an emphasis on human self-motion perception, the multisensory nature of experiences of walking, conceptual design approaches, current technologies, and applications. The use of Virtual Reality and movement simulation systems is becoming increasingly popular and more accessible to a wide variety of research fields and applications. While, in the past, simulation technologies have focused on developing realistic, interactive visual environments, it is becoming increasingly obvious that our everyday interactions are highly multisensory. Therefore, investigators are beginning to understand the critical importance of developing and validating locomotor interfaces that can allow for realistic, natural behaviours. The book aims to present an overview of what is currently understood about human perception and performance when moving in virtual environments and to situate it relative to the broader scientific and engineering literature on human locomotion and locomotion interfaces. The contents include scientific background and recent empirical findings related to biomechanics, self-motion perception, and physical interactions. The book also discusses conceptual approaches to multimodal sensing, display systems, and interaction for walking in real and virtual environments. Finally, it will present current and emerging applications in areas such as gait and posture rehabilitation, gaming, sports, and architectural design.

Die Fakultät für Elektrotechnik und Informationstechnik / The Faculty of Electrical Engineering and Information Technology Karl Unterrainer. 2016-01-20 An autonomous faculty of the TU Wien for only forty years, Electrical Engineering and Information Technology are nevertheless among the most important foundations of technical development since the 19th century. Areas of research are numerous and broad - starting with the "classics" like Energy Technologies and Telecommunications, research turned to the fields of System and Automation Technologies, Micro- and Nanoelectronics, and Photonics, all highly complex disciplines that have established themselves as essential to modern society.

Learning Motor Skills Jens Kober, Jan Peters. 2013-11-23 This book presents the state of the art in reinforcement learning applied to robotics both in terms of novel algorithms and applications. It discusses recent approaches that allow robots to learn motor skills and presents tasks that need to take into account the dynamic behavior of the robot and its environment, where a kinematic movement plan is not sufficient. The book illustrates a method that learns to generalize parameterized motor plans which is obtained by imitation or reinforcement learning, by adapting a

small set of global parameters and appropriate kernel-based reinforcement learning algorithms. The presented applications explore highly dynamic tasks and exhibit a very efficient learning process. All proposed approaches have been extensively validated with benchmarks tasks, in simulation and on real robots. These tasks correspond to sports and games but the presented techniques are also applicable to more mundane household tasks. The book is based on the first author's doctoral thesis, which won the 2013 EURON Georges Giralt PhD Award.

ROMANSY 21 - Robot Design, Dynamics and Control Vincenzo Parenti-Castelli, Werner Schiehlen. 2016-06-29 This proceedings volume contains papers that have been selected after review for oral presentation at ROMANSY 2016, the 21th CISM-IFTToMM Symposium on Theory and Practice of Robots and Manipulators. These papers cover advances on several aspects of the wide field of Robotics as concerning Theory and Practice of Robots and Manipulators. ROMANSY 2016 is the 21st event in a series that started in 1973 as one of the first conference activities in the world on Robotics. The first event was held at CISM (International Centre for Mechanical Science) in Udine, Italy on 5-8 September 1973. It was also the first topic conference of IFTToMM (International Federation for the Promotion of Mechanism and Machine Science) and it was directed not only to the IFTToMM community.

Cognitive Reasoning for Compliant Robot Manipulation Daniel Sebastian Leidner. 2019 In order to achieve human-like performance, this book covers the four steps of reasoning a robot must provide in the concept of intelligent physical compliance: to represent, plan, execute, and interpret compliant manipulation tasks. A classification of manipulation tasks is conducted to identify the central research questions of the addressed topic. It is investigated how symbolic task descriptions can be translated into meaningful robot commands. Among others, the developed concept is applied in an actual space robotics mission, in which an astronaut aboard the International Space Station (ISS) commands the humanoid robot Rollin' Justin to maintain a Martian solar panel farm in a mock-up environment.

Humanoid Robotics: A Reference Prahlad Vadakkepat, AMBARISH GOSWAMI. 2017-02-14 Humanoid Robotics provides a comprehensive compilation of developments in the conceptualization, design and development of humanoid robots and related technologies. Human beings have built the environment they occupy (living spaces, instruments and vehicles) to suit two-legged systems. Building systems, especially in robotics, that are compatible with the well-established, human-based surroundings and which could naturally interact with humans is an ultimate goal for all researches and engineers. Humanoid Robots are systems (i.e. robots) which mimic human behavior. Humanoids provide a platform to study the construction of systems that behave and interact like humans. A broad range of applications ranging from daily housework to complex medical surgery, deep ocean exploration, and other potentially dangerous tasks are possible using humanoids. In addition, the study of humanoid robotics provides a platform to understand the mechanisms and offers a physical visual of how humans interact, think, and react with the surroundings and how such behaviors could be reassembled and reconstructed. Currently, the most challenging issue with bipedal humanoids is to make them balance on two legs, The purportedly simple act of finding the best balance that enables easy walking, jumping and running requires some of the most sophisticated development of robotic systems- those that will ultimately mimic fully the diversity and dexterity of human beings. Other typical human-like interactions such as complex thought and conversations on the other hand, also pose barriers for the development of humanoids because we are yet to understand fully the way in which we humans interact with our environment and consequently to replicate this in humanoids.

Annals of Scientific Society for Assembly, Handling and Industrial Robotics Thorsten Schüppstuhl, Kirsten Tracht, Dominik Henrich. 2020-08-21 This Open Access proceedings present a good overview of the current research landscape of industrial robots. The objective of MHI Colloquium is a successful networking at academic and management level. Thereby the colloquium is focussing on a high level academic exchange to distribute the obtained research results, determine synergetic effects and trends, connect the actors personally and in conclusion strengthen the research field as well as the MHI community. Additionally there is the possibility to become

acquainted with the organizing institute. Primary audience are members of the scientific association for assembly, handling and industrial robots (WG MHI).

Designing for Respectful Embodied Interactions Jelle Stienstra.2015-07-31 This book is the draft version of my dissertation entitled Designing for Respectful Embodied Interactions.

Tactile Internet Frank H.P. Fitzek, Shu-Chen Li, Stefanie Speidel, Thorsten Strufe, Meryem Simsek, Martin Reisslein.2021-03-06 Tactile Internet with Human-in-the-Loop describes the change from the current Internet, which focuses on the democratization of information independent of location or time, to the Tactile Internet, which democratizes skills to promote equity that is independent of age, gender, sociocultural background or physical limitations. The book promotes the concept of the Tactile Internet for remote closed-loop human-machine interaction and describes the main challenges and key technologies. Current standardization activities in the field for IEEE and IETF are also described, making this book an ideal resource for researchers, graduate students, and industry R&D engineers in communications engineering, electronic engineering, and computer engineering. Provides a comprehensive reference that addresses all aspects of the Tactile Internet - technologies, engineering challenges, use cases and standards Written by leading researchers in the field Presents current standardizations surrounding the IETF and the IEEE Contains use cases that illustrate practical applications

Process Industries 2 Jean-Pierre Dal Pont, Marie Debaq.2020-10-29 As a result of knowledge exchange between the academic and industrial worlds, this book analyzes the process industries impacted by the digital revolution that accompanies the ongoing energy and environmental transitions. Process Industries 2 first discusses bio-industries and analyzes the development of products of microbial origin. It then studies all the stages of industrialization that facilitate the progress from research to the production of a finished product, as well as industrial management techniques. Using concrete examples, this book presents the instruments of the digital revolution (artificial intelligence, virtual reality, augmented reality, the Internet of Things, digital twins), while analyzing their impact on the supply chain and operators. Boxes within the book, written by recognized specialists, invite both students and professionals, who are faced with a changing world, to reflect on the industry and the world of tomorrow.

Whole-Body Control for Multi-Contact Balancing of Humanoid Robots Bernd

Henze.2021-11-03 This book aims at providing algorithms for balance control of legged, torque-controlled humanoid robots. A humanoid robot normally uses the feet for locomotion. This paradigm is extended by addressing the challenge of multi-contact balancing, which allows a humanoid robot to exploit an arbitrary number of contacts for support. Using multiple contacts increases the size of the support polygon, which in turn leads to an increased robustness of the stance and to an increased kinematic workspace of the robot. Both are important features for facilitating a transition of humanoid robots from research laboratories to real-world applications, where they are confronted with multiple challenging scenarios, such as climbing stairs and ladders, traversing debris, handling heavy loads, or working in confined spaces. The distribution of forces and torques among the multiple contacts is a challenging aspect of the problem, which arises from the closed kinematic chain given by the robot and its environment.

Computers Helping People with Special Needs Klaus Miesenberger, Georgios

Kouroupetroglou.2018-07-02 The two-volume set LNCS 10896 and 10897 constitutes the refereed proceedings of the 16th International Conference on Computers Helping People with Special Needs, ICCHP 2018, held in Linz, Austria, in July 2018. The 101 revised full papers and 78 short papers presented were carefully reviewed and selected from 356 submissions. The papers are organized in the following topical sections: Web accessibility in the connected world; accessibility and usability of mobile platforms for people with disabilities and elderly persons: design, development and engineering; accessible system/information/document design; accessible e-learning - e-learning for accessibility/AT; personalized access to TV, film, theatre, and music; digital games accessibility; accessibility and usability of self-service terminals, technologies and systems; universal learning design; motor and mobility disabilities: AT, HCI, care; empowerment of people with cognitive

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