Robots and Job-Bots

Student Worksheet

Specification Page

Read the following: What is a Robot?

There are many definitions of robots. Several of these are shown below. Circle the numbers of the definitions which fits your understanding of what is a robot?

- 1. A robot is any mechanical apparatus that does the work of a human being. (*One of the simplest definitions.*)
- 2. A robot is a machine in the form of a human being that performs the mechanical functions of a human being. (*Webster's New International Dictionary, 3rd edition*)
- 3. A robot is an automated machine with the motor capabilities to duplicate some human motor functions or a shape that emulates the human shape. (*Anthony Reicheit, Founder of Quasar Industries*)
- 4. A robot is a reprogrammable, multifunctional manipulator designed to move material, parts, tools, or specialized devices through varied programmed motions for the performance of a variety of tasks. (*Robot Institute of America*)
- 5. A robot is an artificial agent-a machine that can take action without direct supervision. (*M. Mitchell Waldrop, a senior-writer for <u>Science</u>, the journal of the American Association for the Advancement of Science)*

Three Laws of Robot Behavior (from Isaac Asimov's science fiction)

- 1. A robot may not injure a human being or allow a human being to come to harm.
- 2. A robot must obey orders given to it by human beings, except when such orders break the first law.
- 3. A robot must protect its own existence as long as such protection does not conflict with the first or second law.

Job-Bot Specifications (Limitations)

Job-Bots cannot...

- learn.
- think.
- talk.
- sense pressure on an object (Warning: Job-Bot will crush fragile object unless it is commanded to stop).
- see objects (could blindfold Job-Bot).
- tell the difference between cup, plate, spoon, etc.
- use both arms to follow commands.

Robots and Job-Bots

Student Worksheet (continued)

Specification Page

Job-Bot Specifications (Capabilities)

Job-Bots can

- use one arm for commands.
- use the other arm to indicate errors.
- rotate at the wrist and shoulder.
- interpret centimeters, meters, and degrees if preceded by a number.
- stop movement to avoid damage to environment or self
- recognize and respond to the codes and commands listed on the next page.
- operate if it receives codes and commands in proper order (Examples: Identification Code, Action Command – JBT, STP; or Identification Code, Information Code, Action Command – JBT, 2M, FD)

Action Commands

- ON power on
- OFF power off
- STR start
- STP stop
- LT left
- RT right
- FD forward
- BK back
- UP up
- DWN down
- CLS close
- OPN open
- ERS erase

Identification Codes

JBT – Job-Bot (body) MOPR – manual (voice) operation ARM – arm WRST – wrist HND – hand

Robots and Job-Bots Student Worksheet (continued)

Robots and Job-Bots Specification Page

Information Codes

DGR – degrees CM – centimeters M – meters

Manual Operation Example

Example of a step-by-step manual operation or program for a robot to pick up an object from a table. (These specifications are for students *familiar* with centimeters, meters, and degrees.)

Assume Job-Bot is in "home" position, 60 cm from edge of table, with arm directly in front of knife.

Robots and Job-Bots Student Worksheet (continued)

Activity Page

Would you like to have a robot to do your chores? Could you program a robot to set the table? Remember that computers control robots. The computer must have a memory unit and a system to receive information. A program is the set of instructions that tells the computer what to do with the information it receives and stores. Under the guidance of the program, the computer gives step-by-step detailed instructions to the robot, and the robot performs the tasks. You will write a program for a robot to follow and find some capabilities and limitations of robots.

Materials

1 paper plate, napkin, and cup 1 plastic knife, fork, and spoon 1 meter stick 2 desks or tables for the group 1 blank card paper pencils markers

Procedures

- 1. Look over your copy of Job-Bot Specifications. Listen as the teacher explains a sample computer program to you.
- 2. In your team of four to six persons, one student is selected by the teacher to be the Job-Bot. The rest of the team will be the computer programmers.
- 3. Set up your Job-Bot work area. You will need two desks or tables that are two meters apart. One desk will be the dining table and the other will be the cupboard.
- 4. Collect the table setting materials listed above. Put all these items on top of the "cupboard" according to Figure 1.
- 5. Your Job-Bot will have two tasks: 1) move the plate, napkin, cup, fork, and spoon from the cupboard to the table; 2) arrange the items correctly according to **Figure 2**.
- 6. Develop a program that will instruct the Job-Bot how to set the table. Remember you can only use the language on the Job-Bot Specification Sheet. Commands must be short, precise, and in the correct order.

Determine a "home" or starting position of the Job-Bot before beginning your program.





Cupboard Setting

Table Setting

Robots and Job-Bots

Student Worksheet

Program Page

Develop a program that will instruct the Job-Bot how to set the table. Remember you can only use the language on the Job-Bot Specification Sheet. Commands must be short, precise, and in the correct order. Use the lines below to write the program. Then, try the program out on the Job-Bot.



Continue on the back if more space is needed.