16x62: Course Outline

Week	Date	New Stuff	Lab Stuff	Lab Due
1 Tues	8/26	Intro	Lab tour, Team formation	
1 Thur	8/28		Team names, Assignment format	
2 Tues	9/2			**0.0, 0.1**
2 *Thur*	9/4	Feedback control;	Nomad robots: sensor delay	
3 Tues	9/9			**1.0, 1.1**
3 Thur	9/11	Reactivity, State	Diagnosis robot bugs	
4 Tues	9/16			**1.2, 1.3**
4 Thur	9/18	Mazeworld		
5 Tues	9/23			**2.0, 2.1**
5 Thur	9/25	GTNN		
6 *Tues*	9/30			**3.0**
6 *Thur*	10/2	State & Uncertainty		
7 Tues	10/7			**4.0, 4.1, 4.2**
7 Thur	10/9	Planning I	Assignment format: planning tasks	
8 Tues	10/14			**5.0, 5.1**
8 Thur	10/16	Planning II		
9 Tues	10/21			**5.2**
9 Thur	10/23	Interleaving Systems		
10 Tue	10/28		Illah @ IROS	**6.0, 6.1**
10 Thur	10/30	Vision, the Game+	Illah @ IROS	
11 Tue	11/4			**7.0**
11 Thur	11/6	Cooperation		
12 Tue	11/11	Simple cooperation tst		**8.0**
12 Thur	11/13	The Game: strategies	(T.A. lecture); Illah @ Toronto	
13 Tue	11/18	The Game: player 1		**8.1**
13 Thur	11/20	Robotics & Ethics		
14 Mo,Tu	11/24-25		**Practice Prelims**	
15 Tu,Wed	12/2-3		**6th Annual 16x62 Robot Contest**	**(9.0)**

Lab Assignments Overview

I Introduction to the robot 0.0, 0.1

II Low-level Robot Control
- A PID/feedback Control 1.0, 1.1
- B Reactive/functional Control 1.2, 1.3
- C Mazeworld 2.0, 2.1, 3.0

III High-level Robot Control
- A Programmed Systems 4.0, 4.1, 4.2
- B Deliberate Systems 5.0, 5.1, 5.2
- C Interleaving Systems 6.0, 6.1

IV Strategic reasoning & control; vision: Game 7.0

V Cooperation & Communication 8.0