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| <b>Module Code</b>   | ZA-2203  |  |   |
| <b>Module Title</b>  | Robotic Systems  |  |   |
| <b>Degree/Diploma</b>  | Bachelor of Digital Science  |  |   |
| <b>Type of Module</b>  | Major Core   |  |   |
| <b>Modular Credits</b>   | 4  | <b>Total Student Workload</b>  | 10 hours/week   |
|  |  | <b>Contact Hours</b>   | 4 hours/week  |
| <b>Prerequisite</b>  | ZZ-1101 Mathematical Methods for the Sciences or equivalent knowledge of mathematics<br>ZZ-1102 Programming Fundamentals or equivalent programming knowledge |  |   |
| <b>Anti-requisite</b>  | None   |  |   |
| <b>Aims</b>  |  |  |   |
| To introduce students to basics of modelling and control of robot systems and train them to develop planning and control software modules for robots like manipulators.  |  |  |   |
| <b>Learning Outcomes</b>   |  |  |   |
| <i>On successful completion of this module, a student will be expected to be able to:</i>  |  |  |   |
| Lower order:   | 20%  | -  | Report different areas and applications of robotics<br>Describe different components of a robotic system  |
| Middle order:  | 30%  | -  | Review setup of robotic system middleware, robotic simulators and environments<br>Identify the layers of robot control<br>Design forward and inverse kinematics for robot manipulators  |
| Higher order:  | 50%  | -  | Compute kinematics and dynamics of rigid bodies in task-spaces<br>Implement optimal control theory and alternative approaches in robot systems<br>Perform approximate methods to robot control<br>Implement grasping and manipulation methods for robot tasks |
| <b>Module Contents</b>   |  |  |   |
| <ul style="list-style-type: none"> <li>- Introduction to robotics field, types, components (hardware, software), applications and challenges</li> <li>- Robotic system middleware, robot models, simulators, and environments</li> <li>- Configuration spaces and coordinate transformations</li> <li>- Robot manipulators and forward kinematics, Denavit-Hartenberg notation</li> <li>- Inverse kinematics, velocity kinematics, approximate/neural methods</li> <li>- Dynamics of rigid bodies, task-space dynamics</li> <li>- Control theory, feedback control, force control</li> <li>- Alternatives to optimal control</li> <li>- Grasping, affordances, grasp control and ML approaches to grasping and manipulation</li> </ul> |  |  |   |
| <b>Assessment</b>  | Formative Assessment   | Interactive quizzes and feedback   |   |
|  | Summative Assessment   | Examination: 30%<br>Coursework: 70% <ul style="list-style-type: none"> <li>- One class test (10%)</li> <li>- Two assignments (20%)</li> <li>- One lab test (15%)</li> <li>- One project (25%)</li> </ul> |   |