



CSCE 452/752 Fall 2025

1. Introduction



TEXAS A&M
UNIVERSITY



What is a robot?

Weasel words

The editors of Wikipedia had extreme difficulty coming to a consensus on the definition.

- A [clockwork](#) car is never considered a robot.^{[\[citation needed\]](#)}
- A mechanical device able to perform some preset motions but with no ability to adapt (an automaton) is rarely considered a robot.^{[\[citation needed\]](#)}
- A remotely operated vehicle is sometimes considered a robot (or [telerobot](#)).^{[\[7\]](#)}
- A car with an onboard computer, like [Bigtrak](#), which could drive in a programmable sequence, might be called a robot.^{[\[citation needed\]](#)}
- A [self-controlled car](#) which could sense its environment and make driving decisions based on this information, such as the 1990s [driverless cars](#) of [Ernst Dickmanns](#) or the entries in the [DARPA Grand Challenge](#), would quite likely be called a robot.^{[\[citation needed\]](#)}
- A [sentient](#) car, like the fictional [KITT](#), which can make decisions, navigate freely and converse fluently with a human, is usually considered a robot.^{[\[citation needed\]](#)}

Weasel words

The editors of Wikipedia had extreme difficulty coming to a consensus on the definition.

- A **player piano** is rarely characterized as a robot.^[8]
- A **CNC** milling machine is very occasionally characterized as a robot.^[citation needed]
- A **factory automation arm** is almost always characterized as an industrial robot.^[citation needed]
- An autonomous wheeled or tracked device, such as a self-guided rover or self-guided vehicle, is almost always characterized as a mobile robot or service robot.^[citation needed]
- A **zoomorphic** mechanical toy, like **Roboraptor**, is usually characterized as a robot.^[9]
- A mechanical humanoid, like **ASIMO**, is almost always characterized as a robot, usually as a service robot.^[citation needed]

From one of the pioneers of robotics

You can't define a robot. It's the same as trying to define Mt. Fuji. If a steep hill suddenly protrudes from the flatland, you can draw a line to show where the mountain starts, but Mt Fuji becomes higher so gradually that you can't draw a line. Robots are like Mt. Fuji. It's hard to separate what is a robot from what is not. Asimo is so near the peak, anyone can easily call it a robot. But what about a dishwasher? It can automatically wash dishes, so you might call it a robot. The line is blurry.

– Masahiro Mori



[RAS Magazine, June 2012]

Some defining characteristics

The word “robot” can be surprisingly difficult to define.

However, there are some important **defining characteristics** to look for:

- **Autonomous:** A robot must make its own decisions.
- **Sensor-driven:** A robot needs to collect information about its environment.
- **Physical:** The real world is complicated and unpredictable.
- **Goal-achieving:** A robot should do something useful.

The State of Robotics: Rapid Progress, But a Long Way to Go



[Amazon Robotics]



[Waymo]



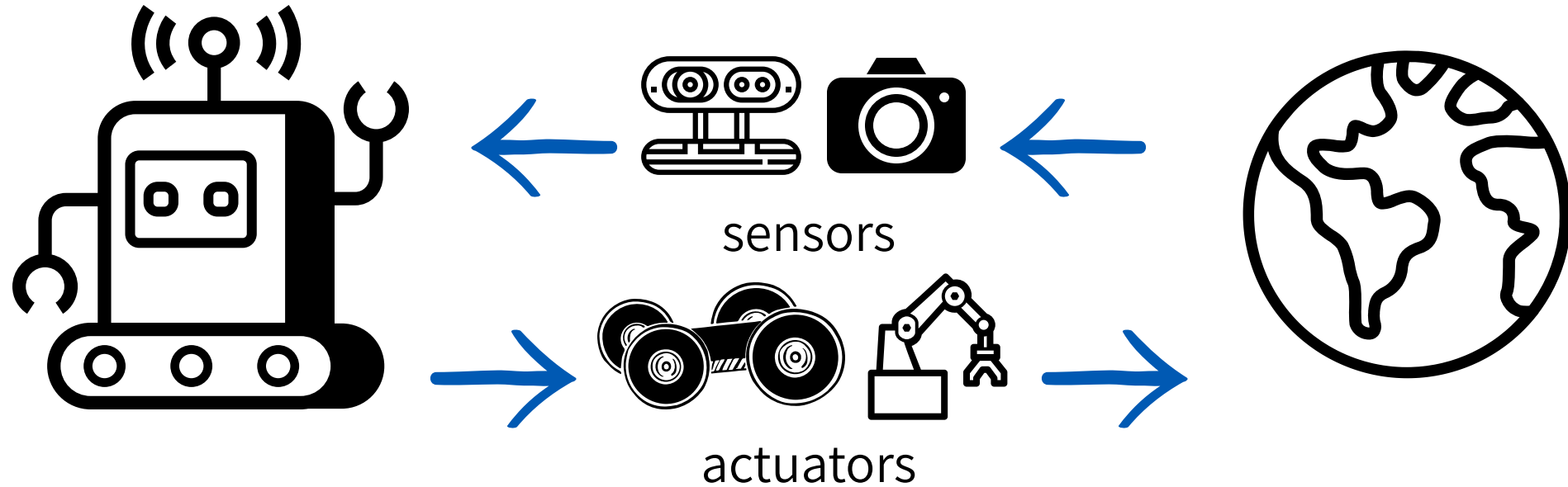
[DJI]



[Independent Robotics]

The Fundamental Problem

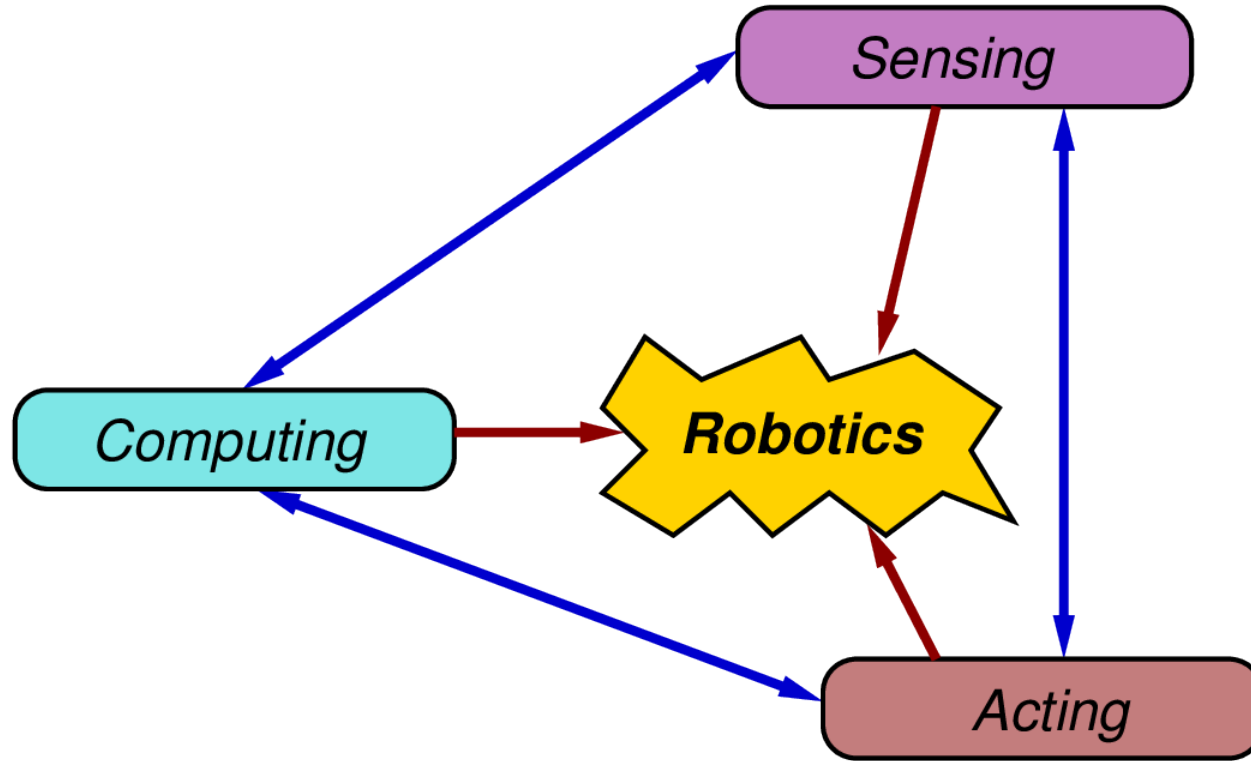
A robot relies on its **sensors** and **actuators** to interact with the world...



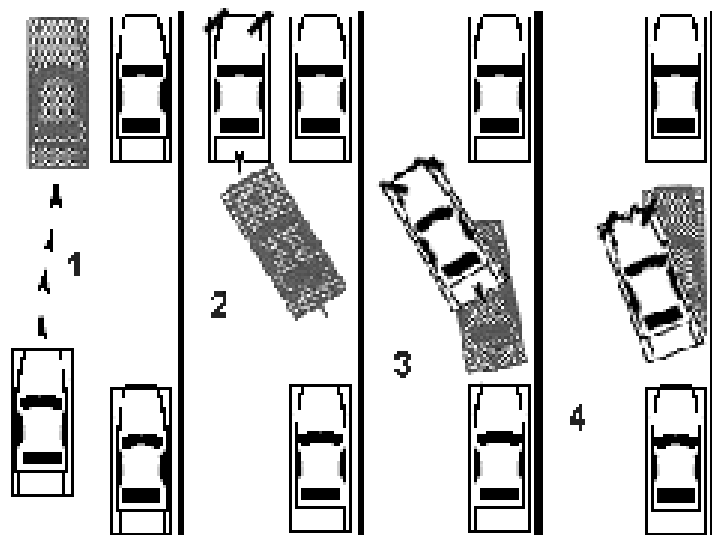
...but the world is **complex** and **unpredictable**.
...and the hardware is often **limited** or **unreliable**.

The Fundamental Problem

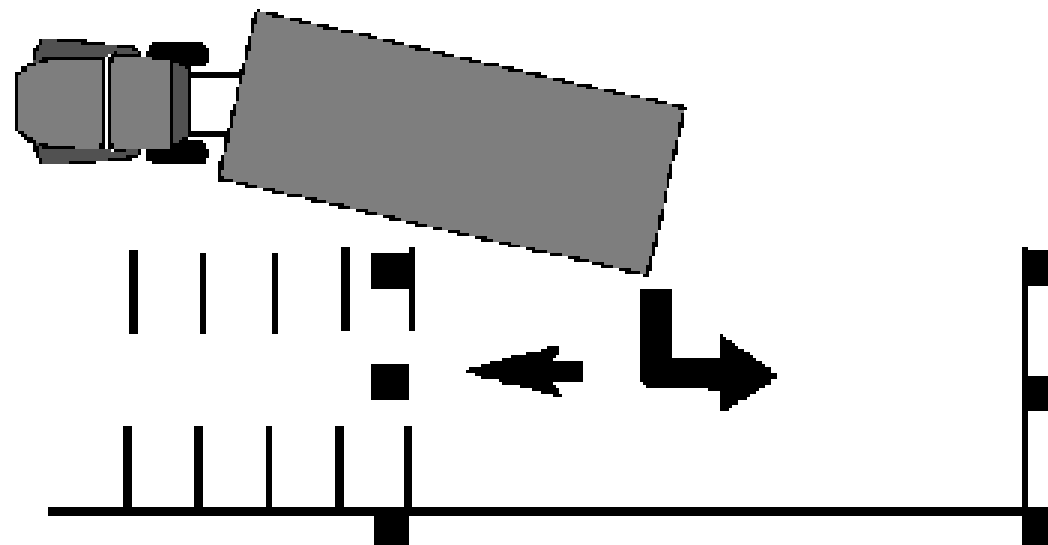
Robotics problems exist at the intersection **computation**, **action**, and **sensing**.



Example: Parallel parking



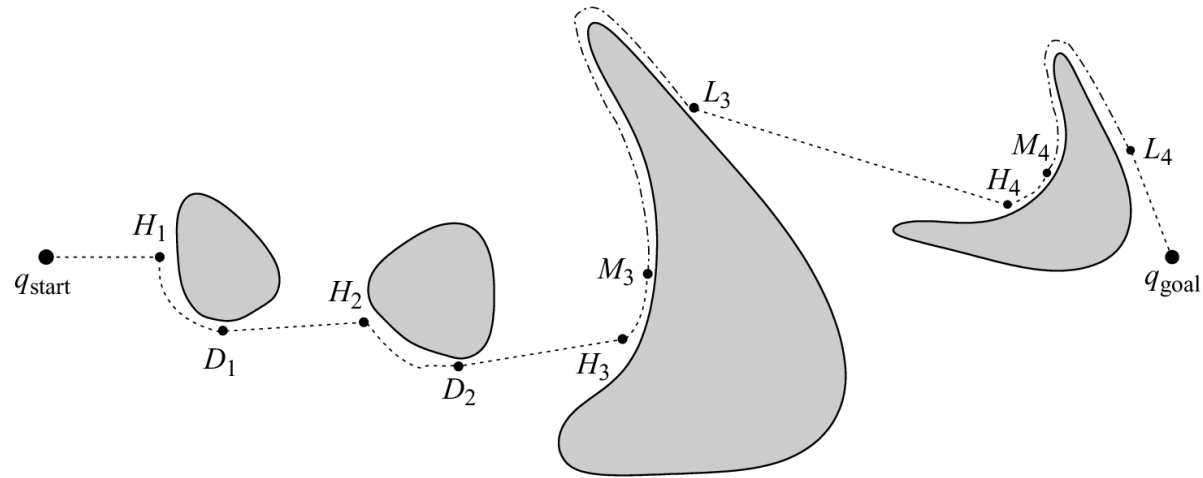
(a)



(b)

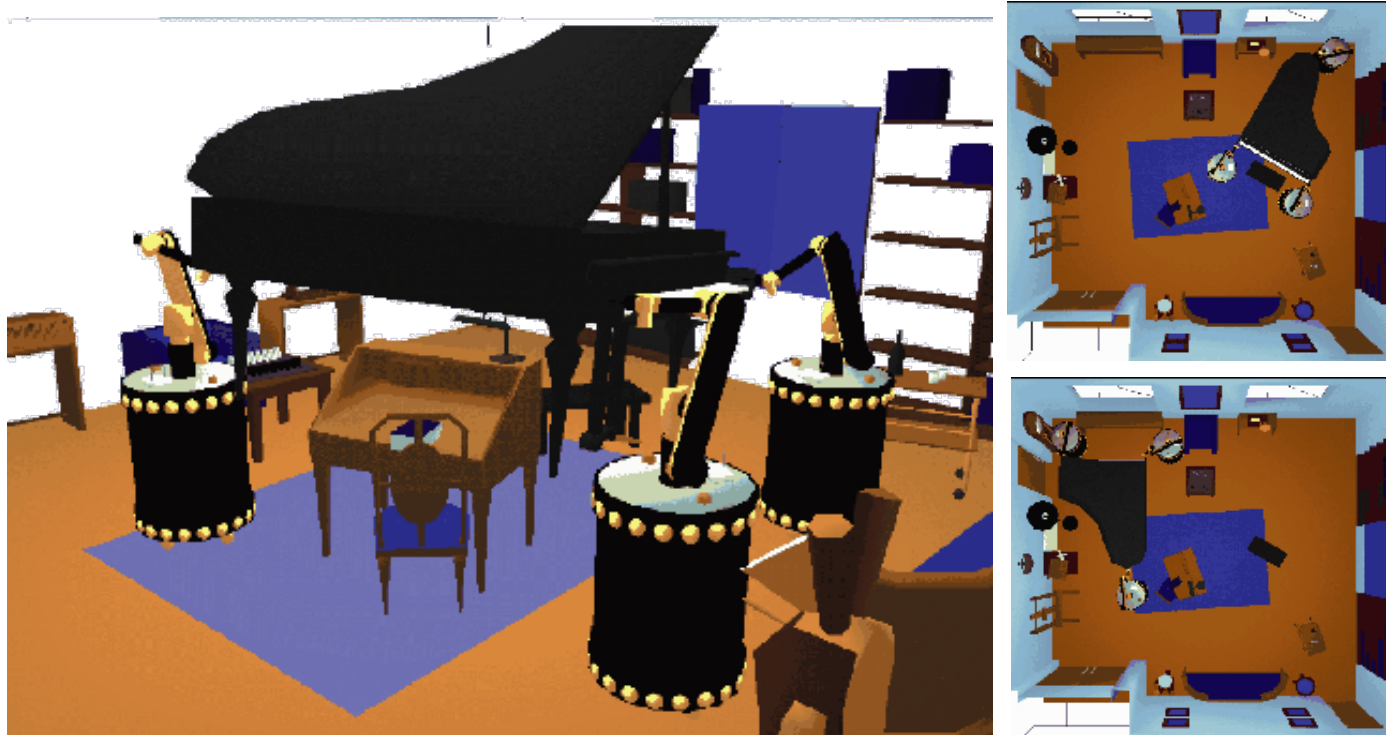
Core problems: Navigation and motion planning

Get from here to there.



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Get from here to there.



[J. Cortes, *Institut National Polytechnique de Toulouse*]

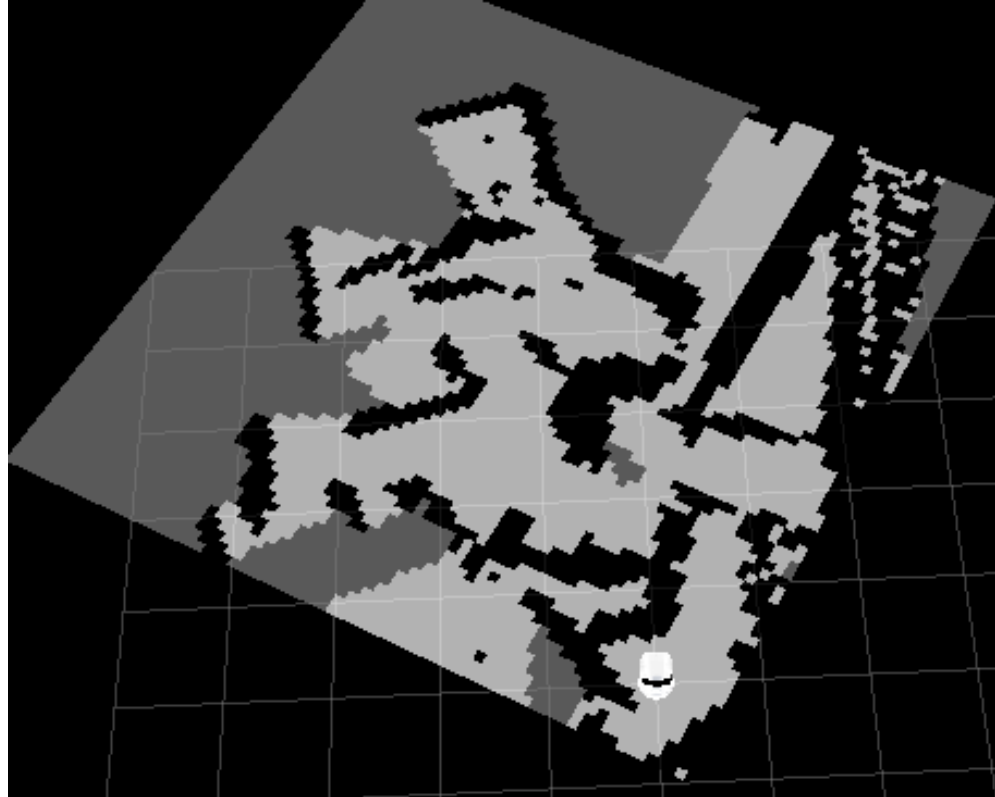
Core problems: Localization and mapping

Where am I? What is around me?



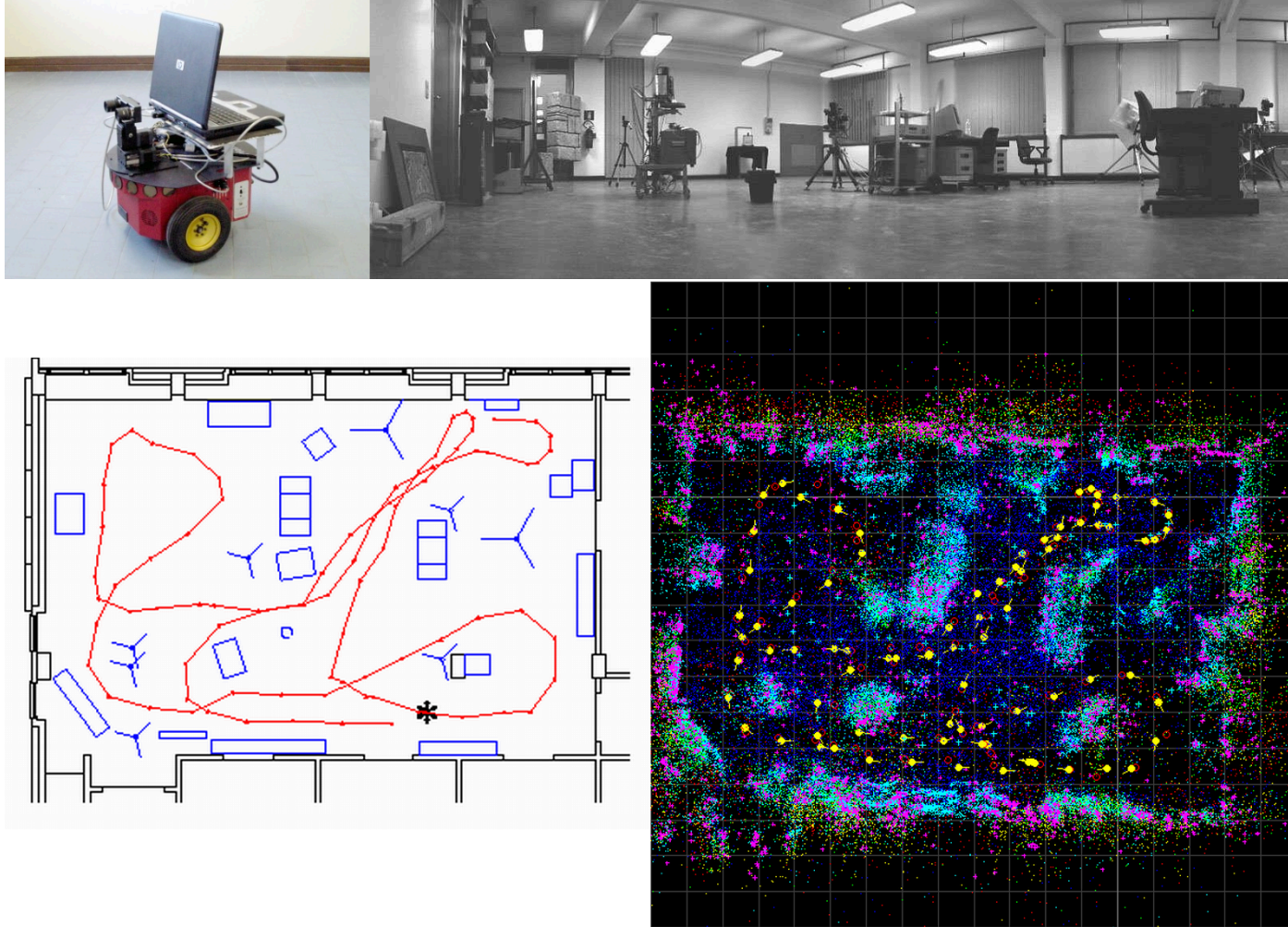
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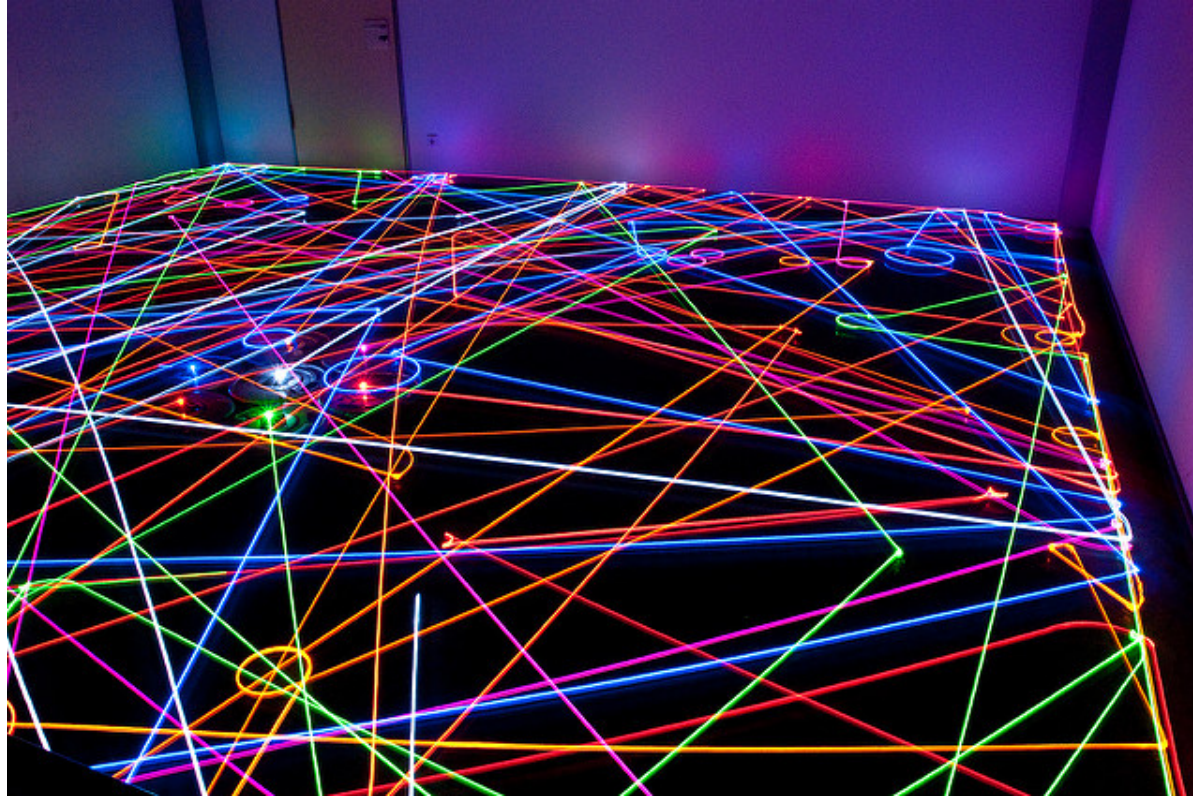
Core problems: Manipulation

Grasp, transport, assemble, or disassemble objects in the environment.



Core problems: Exploration and coverage

Move to see or touch everything in the environment.



YOU KNOW THIS METAL
RECTANGLE FULL OF
LITTLE LIGHTS?



YEAH.

I SPEND MOST OF MY LIFE
PRESSING BUTTONS TO MAKE
THE PATTERN OF LIGHTS
CHANGE HOWEVER I WANT.



SOUNDS
GOOD.

BUT TODAY, THE PATTERN
OF LIGHTS IS *ALL WRONG!*



OH GOD! TRY
PRESSING MORE
BUTTONS!
*IT'S NOT
HELPING!*