

myP – the clever software platform

Intuitive web-based application

myP software consists of a solid back-end system based on a real-time web-server and database and an intuitive browser-based Graphical User Interface (GUI). The back-end runs on the embedded PC and provides all necessary functions to control and communicate with the hardware components – UI is very easy to grasp avoiding extended training.

Context aware intelligence

Sophisticated software algorithms power P-Rob hardware. The software architecture is focused on adaptive behavior especially for grasping and manipulation tasks. Deep learning networks, including neural and probability network algorithms, enable the robot to adapt to a specific task and improve its performance based on feedback.



No expertise required

Programming expertise is not necessary for simple tasks or applications. Poses and paths can be manually taught. The task generator assists and guides the user to record a complete task within a few minutes instead of having to go into detailed programming and writing of code.

Open to industry standards

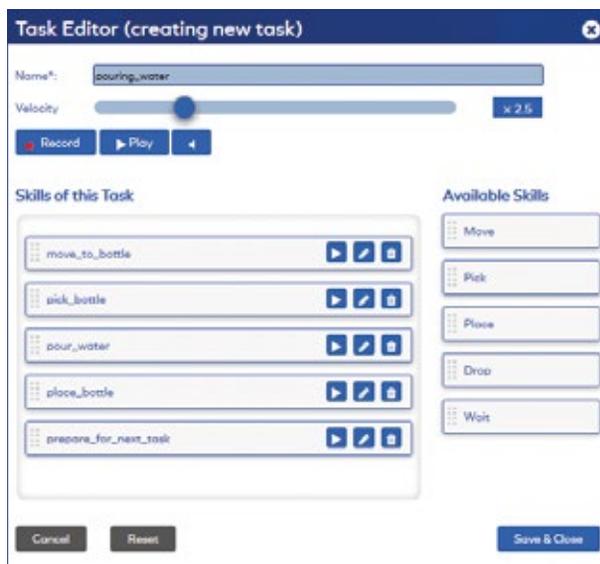
The API also supports Web Services protocols. Software developers can then create robot applications from all kind of 4th Generation Software Packages (such as Lab-View or MatLab/Simulink) including all major Programming Languages

P-Rob® – the smart operator

Artificial Intelligence makes P-Rob® quick, skilled and aware.

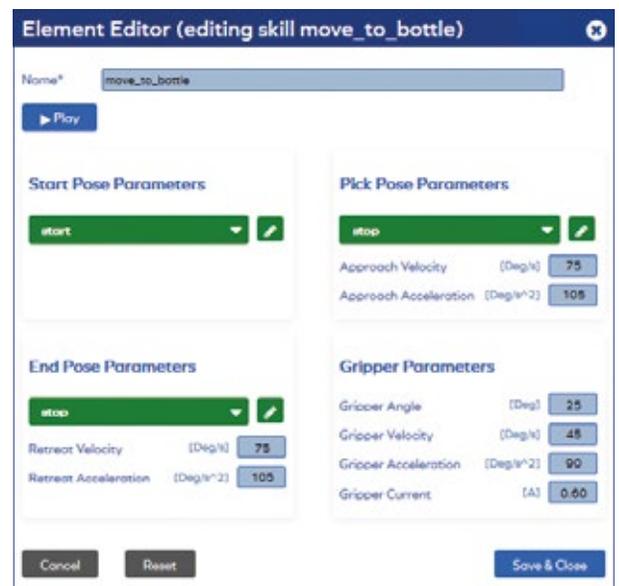
Quick

P-Rob is quick: to install, to use, to teach, to re-deploy for a new task. A powerful task generator combined with the anti-gravity mode make teach-in easier than ever. Use a notebook, tablet or any other mobile device to program, teach or run your P-Rob.



Skilled

P-Rob comes with a set of skills offering higher capability than raw functions. For example, P-Rob's skill «Grasp» includes various movements to perform the action including pre condition and post condition tests based on sensor and vision data.



Aware



P-Rob is aware of its working environment. The robot learns objects using multiple sensors, takes into account changes of the working space and adapts his behavior accordingly.