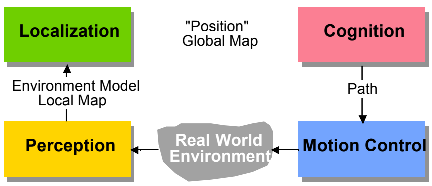
Locomotion Concepts

- Concepts
- Legged Locomotion
- Wheeled Locomotion



Locomotion Concepts: Principles Found in Nature

Type of motion	Resistance to motion	Basic kinematics of motion
Flow in a Channel	Hydrodynamic forces	Eddies
Crawl	Friction forces	Longitudinal vibration
Sliding	Friction forces	Transverse vibration
Running	Loss of kinetic energy	Oscillatory movement of a multi-link pendulum
Jumping	Loss of kinetic energy	Oscillatory movement of a multi-link pendulum
Walking	Gravitational forces	Rolling of a polygon (see figure 2.2)

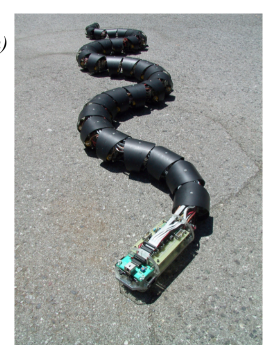
Locomotion Concepts

- Concepts found in nature
  - *difficult to imitate technically*
  - *Increasing interest in snake robots*
- Most technical systems use:
  - *wheels or*
  - *caterpillars*
- Rolling is most efficient, but not found in nature
  - *Nature never invented the wheel !*
  - *At least not in this reality; see "The Amber Spyglass"*
- However, the movement of a walking biped is
  - *close to rolling*

Snake Robots (Bekey)

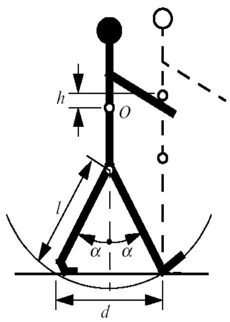
(S5)

- Snakes have 4 gaits:
  - *Lateral undulation (most common)*
  - *Concertina*
  - *Sidewinding*
  - *Rectilinear*
- Even without snake-like movement, snake robots are useful



Walking of a Biped

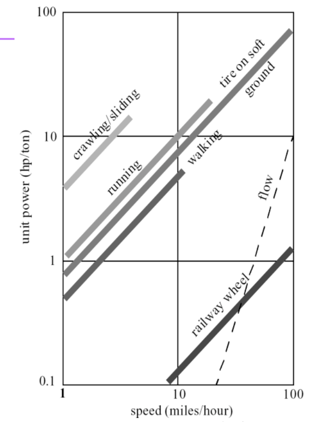
(WM_pw, Steve_angle)



- Biped walking mechanism
  - *not too far from real rolling.*
  - *rolling of a polygon with side length equal to the length of the step.*
  - *the smaller the step gets, the more the polygon tends to a circle (wheel).*
- However, fully rotating joint was not developed in nature.

Walking or rolling?

- number of actuators
- structural complexity
- control expense
- energy efficient
  - *terrain (flat ground, soft ground, climbing..)*
- movement of the masses involved
  - *walking / running includes up and down movement of COG*
  - *some extra losses*

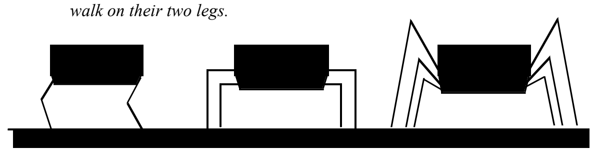


Characterization of locomotion concept

- Locomotion
  - *physical interaction between the vehicle and its environment.*
- Locomotion is concerned with *interaction forces*, and the *mechanisms* and *actuators* that generate them.
- The most important issues in locomotion are:
- stability
  - *number of contact points*
  - *center of gravity*
  - *static/dynamic stabilization*
  - *inclination of terrain*
- characteristics of contact
  - *contact point or contact area*
  - *angle of contact*
  - *friction*
- type of environment
  - *structure*
  - *medium (water, air, soft or hard ground)*

Mobile Robots with legs (walking machines)

- The fewer legs the more complicated locomotion becomes
  - *stability, at least three legs are required for static stability*
- During walking some legs are lifted
  - *thus losing stability?*
- For static walking at least 6 legs are required
  - *babies have to learn for quite a while until they are able to stand or even walk on their two legs.*

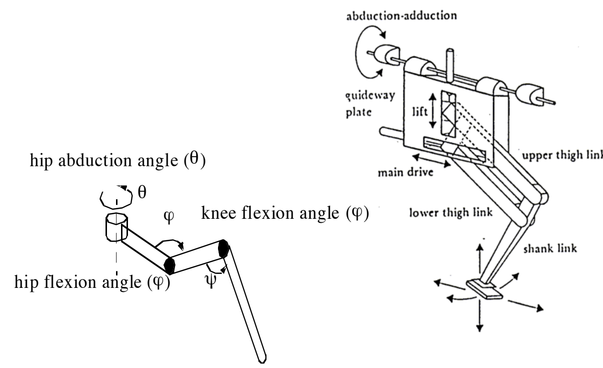


mammal four legs (two)	reptiles four legs	insects six legs

Number of Joints of Each Leg (DOF: degrees of freedom)

- A minimum of two DOF is required to move a leg forward
  - *a lift and a swing motion.*
  - *sliding free motion in more than one direction not possible*
- Three DOF for each leg in most cases
- Fourth DOF for the ankle joint
  - *might improve walking*
  - *however, additional joint (DOF) increase the complexity of the design and especially of the locomotion control.*

Examples of Legs with 3 DOF



The number of possible gaits

- The gait is characterized as the sequence of lift and release events of the individual legs
  - *it depends on the number of legs.*
  - *the number of possible events N for a walking machine with k legs is:*

$$N = (2k-1)!$$

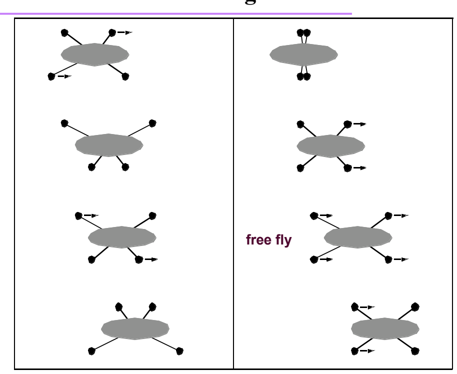
- For a biped walker (k=2) the number of possible events N is:

$$N = (2k-1)! = 3! = 3\cdot 2\cdot 1 = 6$$

  - *The 6 different events are:*
    lift right leg / lift left leg / release right leg / release left leg / lift both legs together / release both legs together
- For a robot with 6 legs (hexapod) N is already

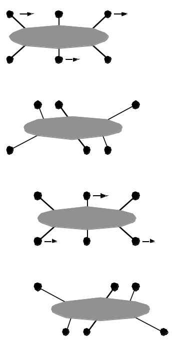
$$N = 11! = 39{,}916{,}800$$

Most Obvious Gaits with 4 legs



Changeover Walking Galloping

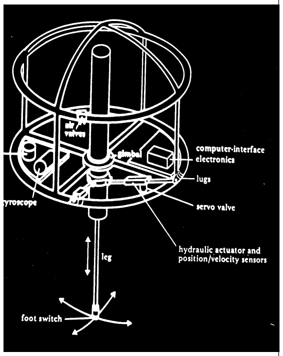
Most Obvious Gait with 6 legs (static)



Examples of Walking Machines

- No industrial applications up to date, but a popular research field
- For an excellent overview please see: http://www.uwe.ac.uk/clawar/

(MIT Hopper3D, MIT Hopping Ring)

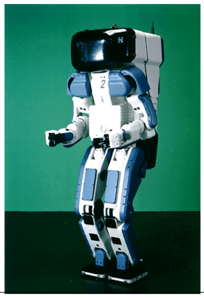


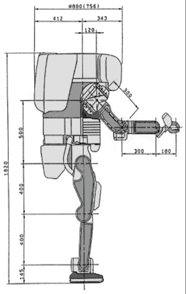
The Hopping Machine

Humanoid Robots

(hondap_3_1,hondap_3_2)

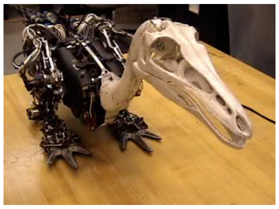
- P2 from Honda, Japan
  - *Maximum Speed: 2 km/h*
  - *Autonomy: 15 min*
  - *Weight: 210 kg*
  - *Height: 1.82 m*
  - *Leg DOF: 2*6*
  - *Arm DOF: 2*7*





Bipedal Robots

- Leg Laboratory from MIT
  - *Spring Flamingo the bipedal running machine*
  - *"Troody" Dinosaur like robot*
  - *"M2" Humanoid robot*

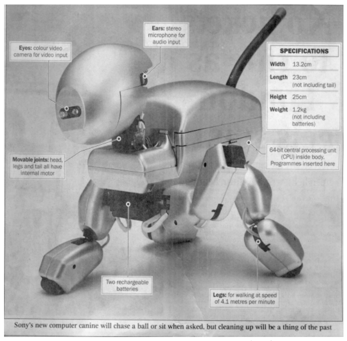


(flam_human, troodyclips, m2real)

more infos : http://www.ai.mit.edu/projects/leglab/

Walking Robots with Four Legs (Quadruped)

- Artificial Dog Aibo from Sony, Japan



Sony's new computer canine will chase a ball or sit when asked, but cleaning up will be a thing of the past

Walking Robots with Four Legs

- Most recent AIBO is the ERS-7
  - *More powerful processor (576 MHz)*
  - *Higher resolution camera*
  - *Stronger actuators*
- Also improved sensors
  - *Nose range-finder*
  - *Chest range-finder (edge detector)*
  - *Chin sensor*

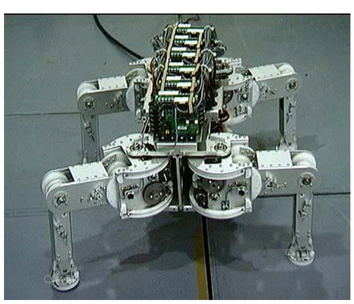
Walking Robots with Four Legs (Quadruped)

- Titan VIII, a quadruped robot, Tokyo Institute of Technolog
  - *Weight: 19 kg*
  - *Height: 0.25 m*
  - *DOF: 4*3*

(Titan_walk)

- Family of 9 robot
  - *Explore different gaits*
  - *Work started in 1976*

(Bekey)

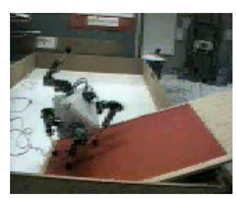


Walking Robots with Four Legs (Quadruped)

- Some very unconventional machines

(McGill Walker)

- Scout moves by bounding
  - *Has fewer DOF, needs fewer acutators*
- The Beast rolls.

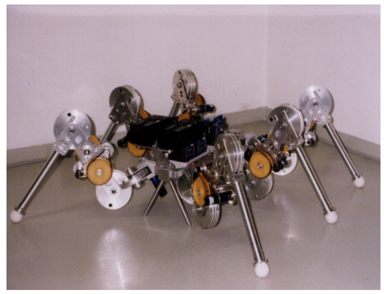


(beast)

Walking Robots with Six Legs (Hexapod)

- Most popular because static stable walking possible
- The human guided hexapod of Ohio State University
  - *Maximum Speed: 2.3 m/s*
  - *Weight: 3.2 t*
  - *Height: 3 m*
  - *Length: 5.2 m*
  - *No. of legs: 6*
  - *DOF in total: 6*3*

Walking Robots with Six Legs (Hexapod)

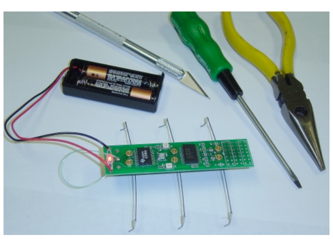


- Lauron II,
  University of Karlsruhe
  - *Maximum Speed: 0.5 m/s*
  - *Weight: 6 kg*
  - *Height: 0.3 m*
  - *Length: 0.7 m*
  - *No. of legs: 6*
  - *DOF in total: 6*3*
  - *Power Consumption: 10 W*

Walking robots with Six legs

- Stiquito
  - *Low cost hexapod robot*
  - *$34.99*
  - *Clever use of shape memory alloy (SMA) for legs*

(Bekey)

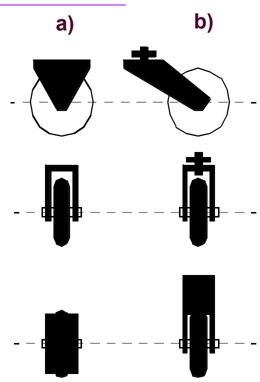


Mobile Robots with Wheels

- Wheels are the most appropriate solution for many applications
  - *Avoid the complexity of controlling legs*
- Basic wheel layouts limited to easy terrain
  - *Motivation for work on legged robots*
  - *Much work on adapting wheeled robots to hard terrain.*
- Three wheels are sufficient to guarantee stability
  - *With more than three wheels a flexible suspension is required*
- Selection of wheels depends on the application

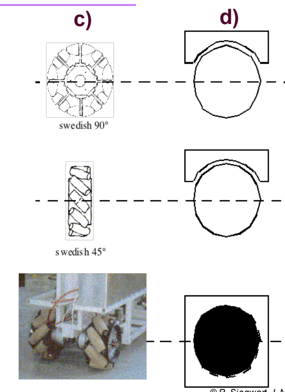
The Four Basic Wheels Types

- a) Standard wheel: Two degrees of freedom; rotation around the (motorized) wheel axle and the contact point
- b) Castor wheel: Three degrees of freedom; rotation around the wheel axle, the contact point and the castor axle



The Four Basic Wheels Types

- c) Swedish wheel: Three degrees of freedom; rotation around the (motorized) wheel axle, around the rollers and around the contact point
- d) Ball or spherical wheel: Suspension technically not solved

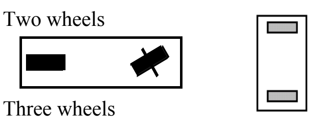


Characteristics of Wheeled Robots and Vehicles

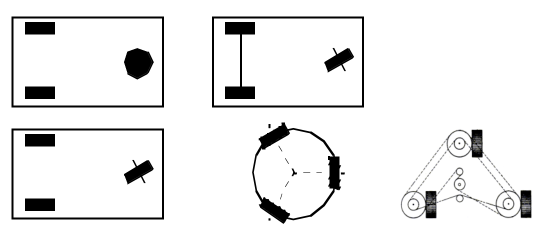
- Stability of a vehicle is be guaranteed with 3 wheels
  - *center of gravity is within the triangle with is formed by the ground contact point of the wheels.*
- Stability is improved by 4 and more wheel
  - *however, this arrangements are hyperstatic and require a flexible suspension system.*
- Bigger wheels allow to overcome higher obstacles
  - *but they require higher torque or reductions in the gear box.*
- Most arrangements are non-holonomic (see lecture 4)
  - *require high control effort*
- Combining actuation and steering on one wheel makes the design complex and adds additional errors for odometry.

Different Arrangements of Wheels I

- Two wheels



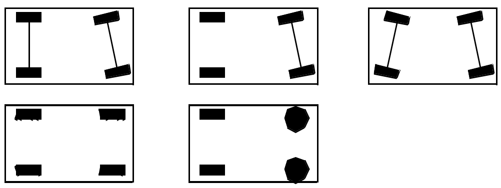
- Three wheels



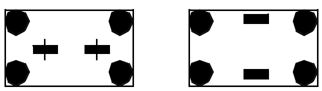
Omnidirectional Drive Synchro Drive

Different Arrangements of Wheels II

- Four wheels



- Six wheels



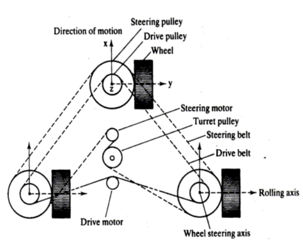
Cye, a Two Wheel Differential Drive Robot

- Cye, a commercially available domestic robot that can vacuum and make deliveries in the home, is built by Probotics, Inc.

Synchro Drive

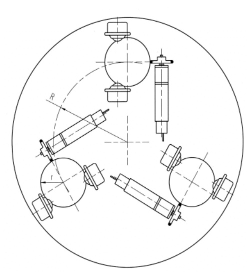
- All wheels are actuated synchronously by one motor
  - *defines the speed of the vehicle*
- All wheels steered synchronously by a second motor
  - *sets the heading of the vehicle*
- The orientation in space of the robot frame will always remain the same
  - *It is therefore not possible to control the orientation of the robot frame.*

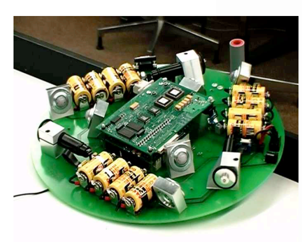
(Borenstein)



Tribolo, Omnidirectional Drive with 3 Spherical Wheels

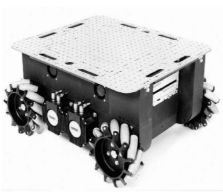
(Tribolo)

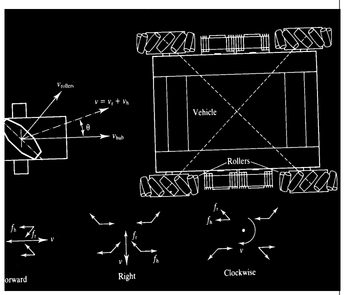




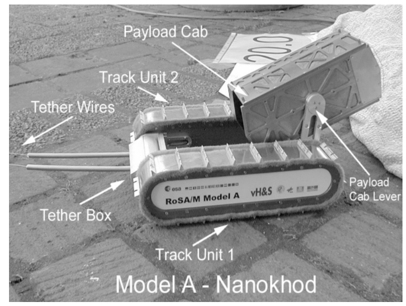
Uranus, CMU: Omnidirectional Drive with 4 Wheels

- Movement in the plane has 3 DOF
  - *thus only three wheels can be independently controlled*
  - *It might be better to arrange three Swedish wheels in a triangle*





Caterpillar



- The NANOKHOD II, developed by von Hoerner & Sulger GmbH and Max Planck Institute, Mainz for European Space Agency (ESA) will probably go to Mars

Stepping / Walking with Wheels

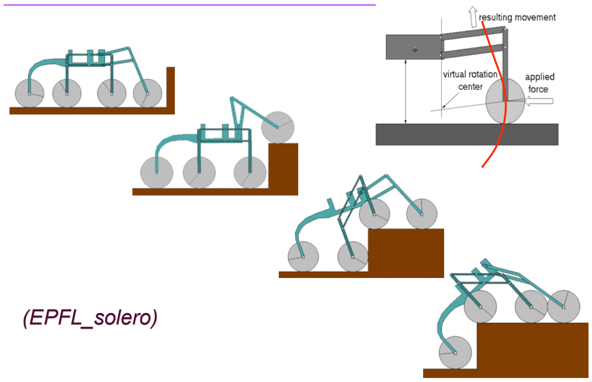
- SpaceCat, and micro-rover for Mars, developed by Mecanex Sa and EPFL for the European Space Agency (ESA)

(EPFL_Space)

SHRIMP, a Mobile Robot with Excellent Climbing Abilities

- Objective
  - *Passive locomotion concept for rough terrain*
- Results: The Shrimp
  - *6 wheels*
    - *one fixed wheel in the rear*
    - *two boogies on each side*
    - *one front wheel with spring suspension*
  - *robot size is around 60 cm in length and 20 cm in height*
  - *highly stable in rough terrain*
  - *overcomes obstacles up to 2 times its wheel diameter*

The SHRIMP Adapts Optimally to Rough Terrain



(EPFL_solero)

The Personal Rover

(Developed by Nourbakhsh at CMU)

Summary

- This lecture has looked looked at locomotion
  - *one of the most fundamental aspects of robot design.*
- Main distinction
  - *Wheeled or legged.*
- Within each class there are a number of options
  - *Number of legs/wheels.*
  - *Types of legs (ie number of DOF) and types of wheel.*