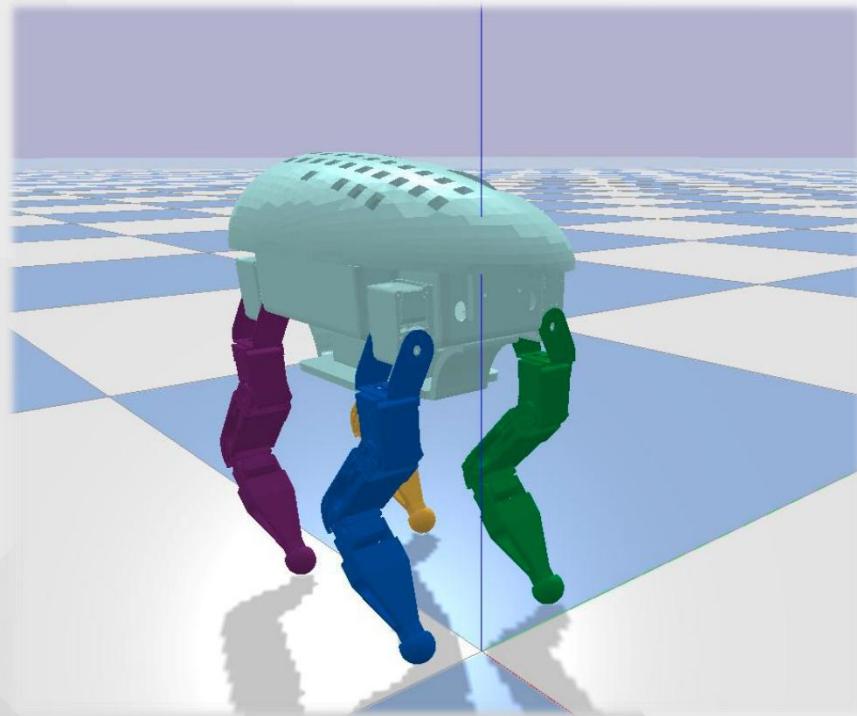


# **Robotics Studio MECE 4611**



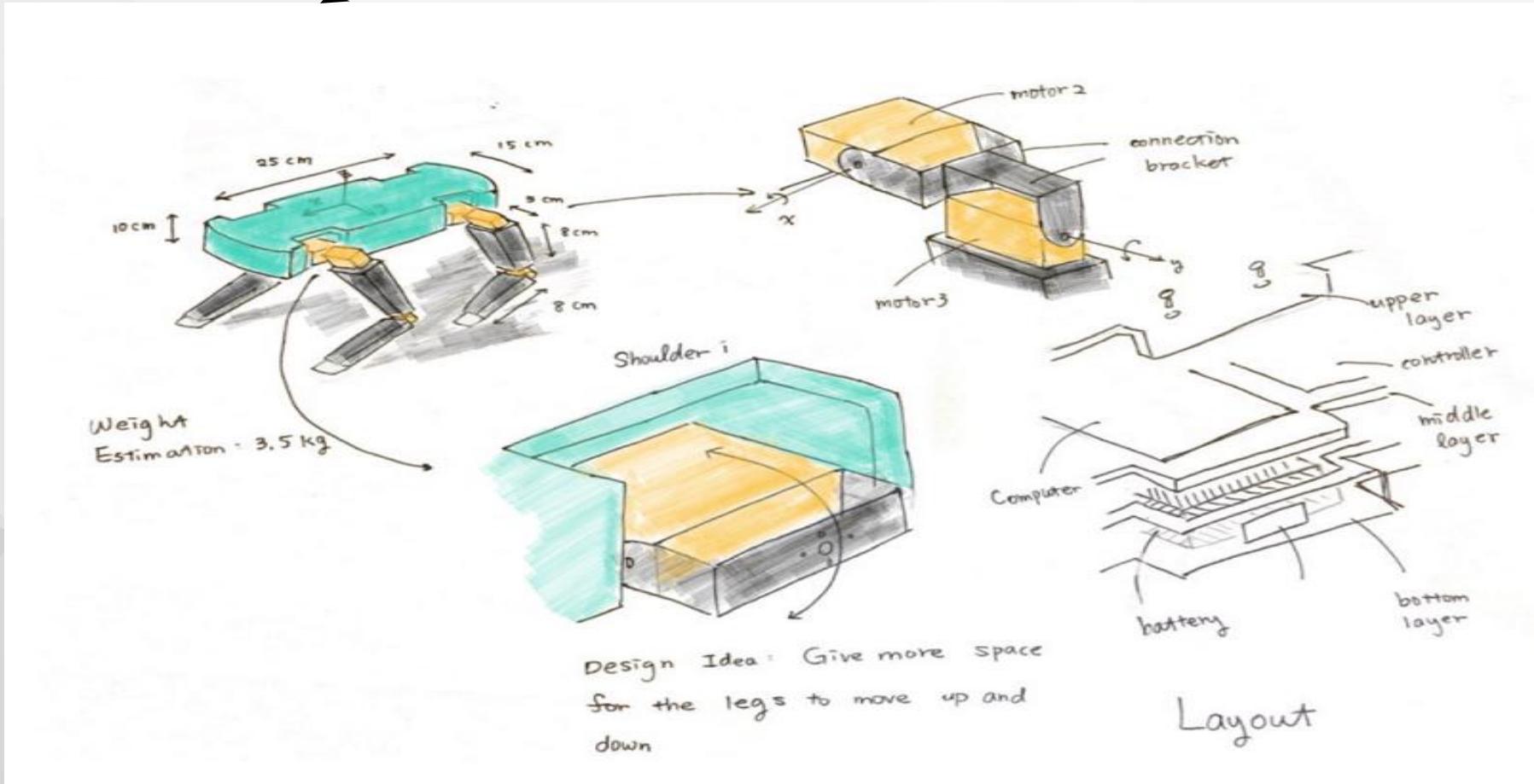
Mechi



**Spring 2020 Team #6**

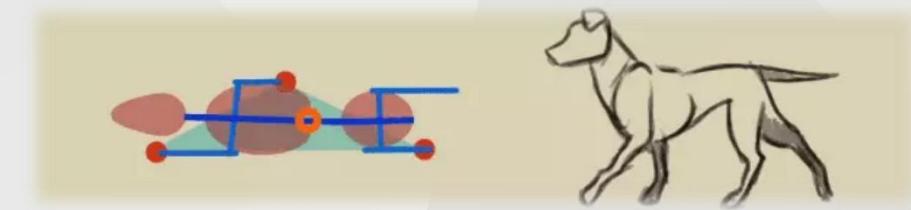
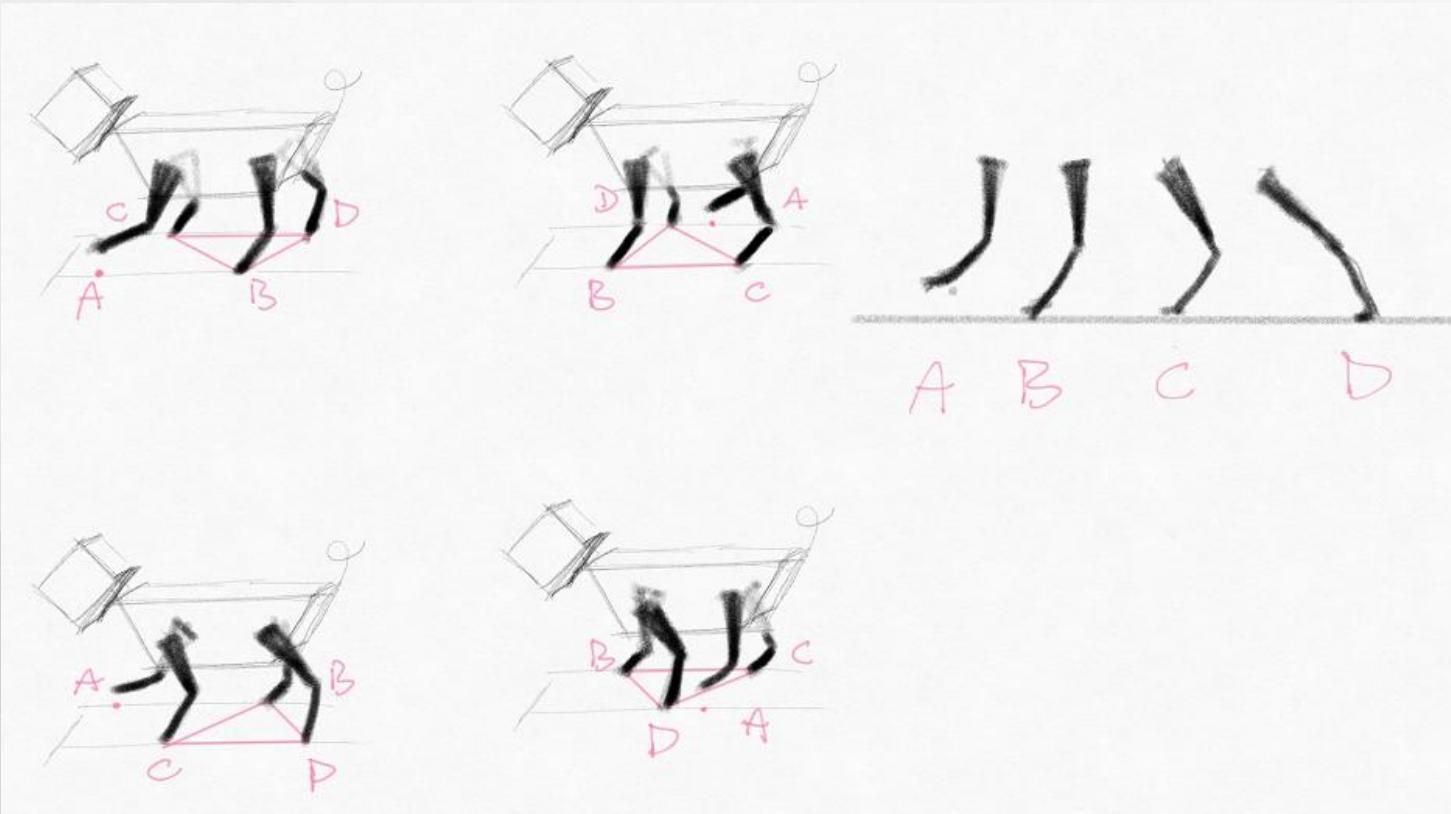
**Chia-Ho Hsiung    Yujia Zhai**  
**ch3472                yz3653**

# Concept MechI2



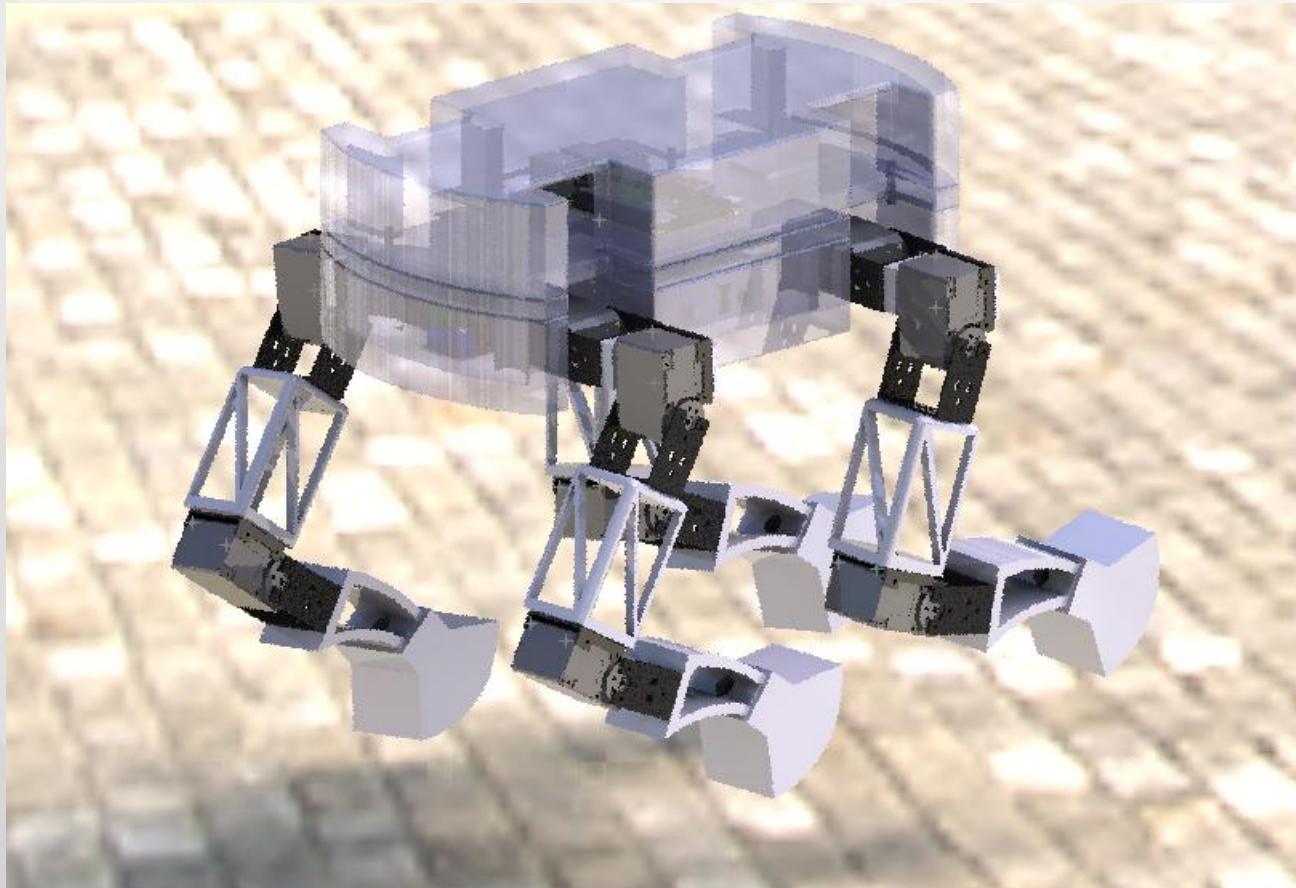
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# GAIT AND STABILITY



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# CAD rendering



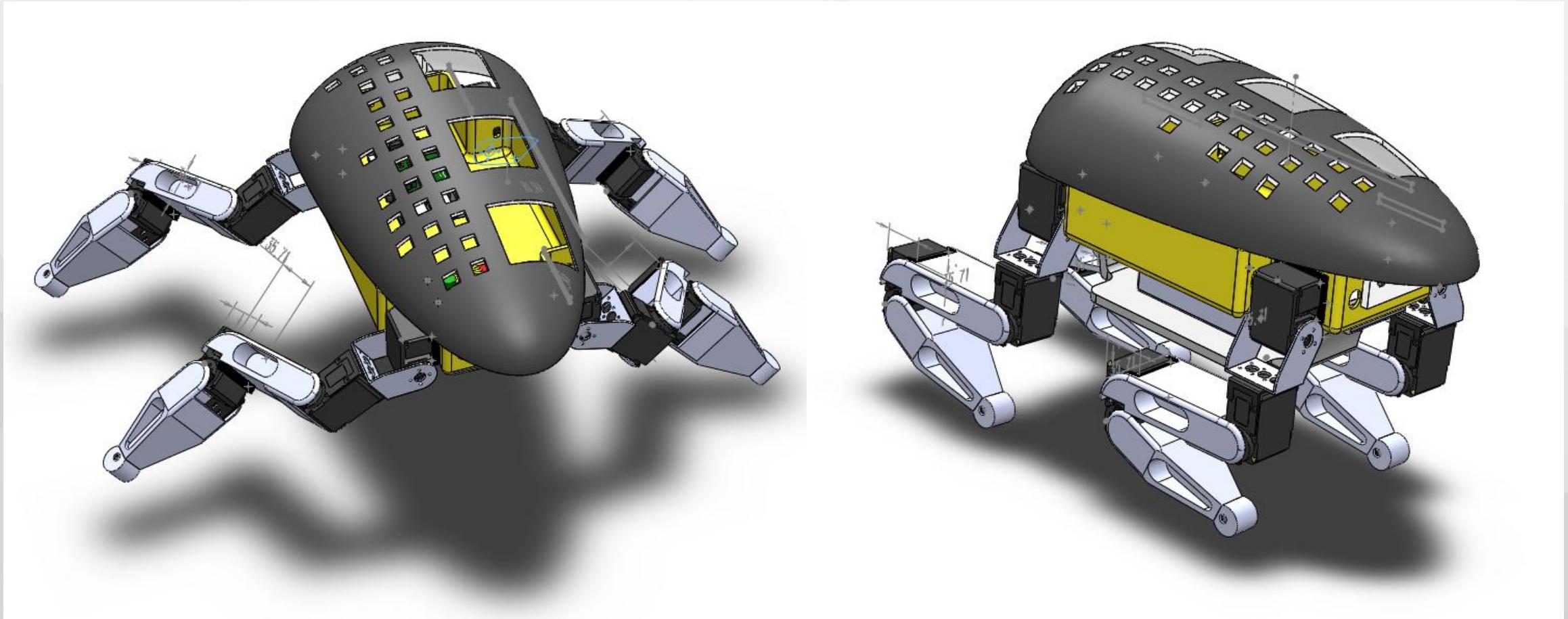
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# 3D Rendering



Robot Dog in the Black Mirror Series

# Poses



# Photorealistic Rendering



# Working leg



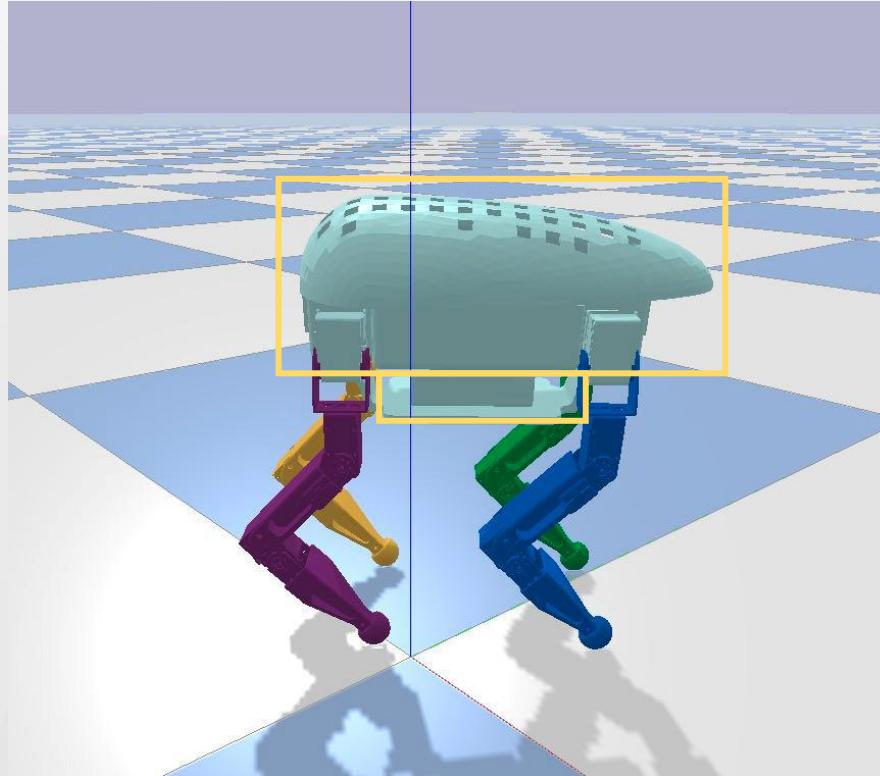
Video Link: <https://youtu.be/uwKpqAC1LLI>



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# URDF

```
<link name="base_link">
  <inertial>
    <origin>
      xyz="-0.12811 0.024461 -0.0044622"
      rpy="0 0 0" />
    <mass value="2.4" />
    <inertia>
      ixx="0.001161"
      ixy="4.7216E-06"
      ixz="4.9666E-05"
      iyy="0.003507"
      iyz="8.7588E-06"
      izz="0.0043338" />
  </inertial>
  <visual>
    <origin xyz="0 0 0" rpy="0 0 0" />
    <geometry>
      <mesh filename="package://whole3/meshes/base_link.STL" />
    </geometry>
    <material name="white"/>
  </visual>
  <collision>
    <origin xyz="0 0 0" rpy="0 0 0" />
    <geometry>
      <mesh filename="package://whole3/meshes/base_link.STL" />
    </geometry>
  </collision>
</link>
```

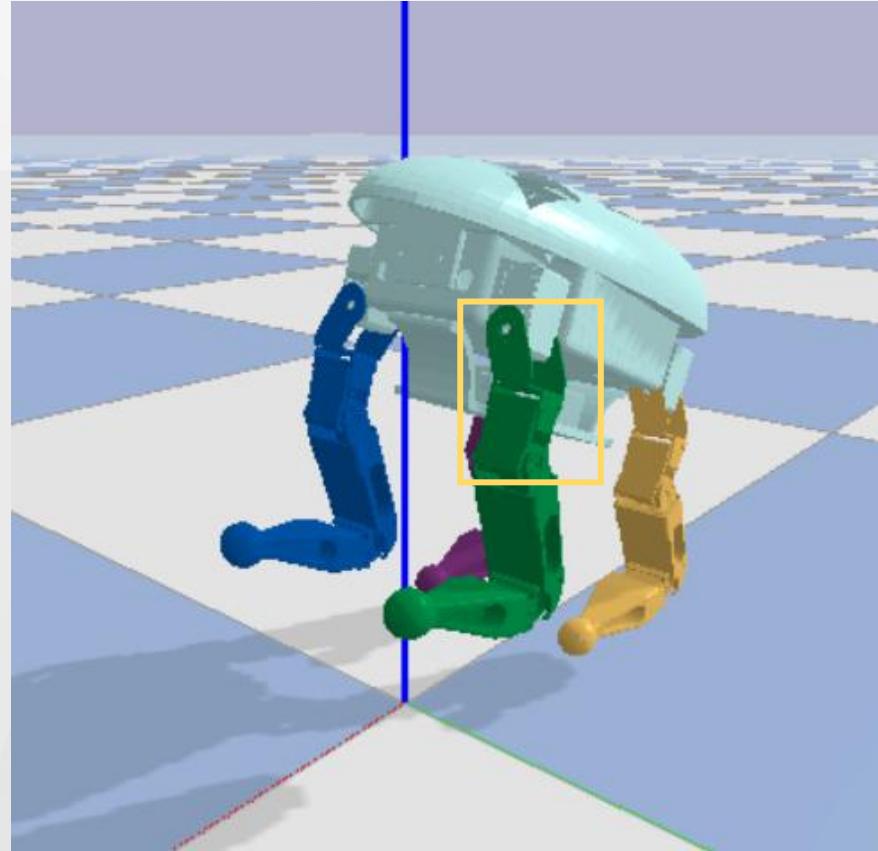


- base link is the body(include three part together)
- all links include the mass, inertial, collision

# URDF

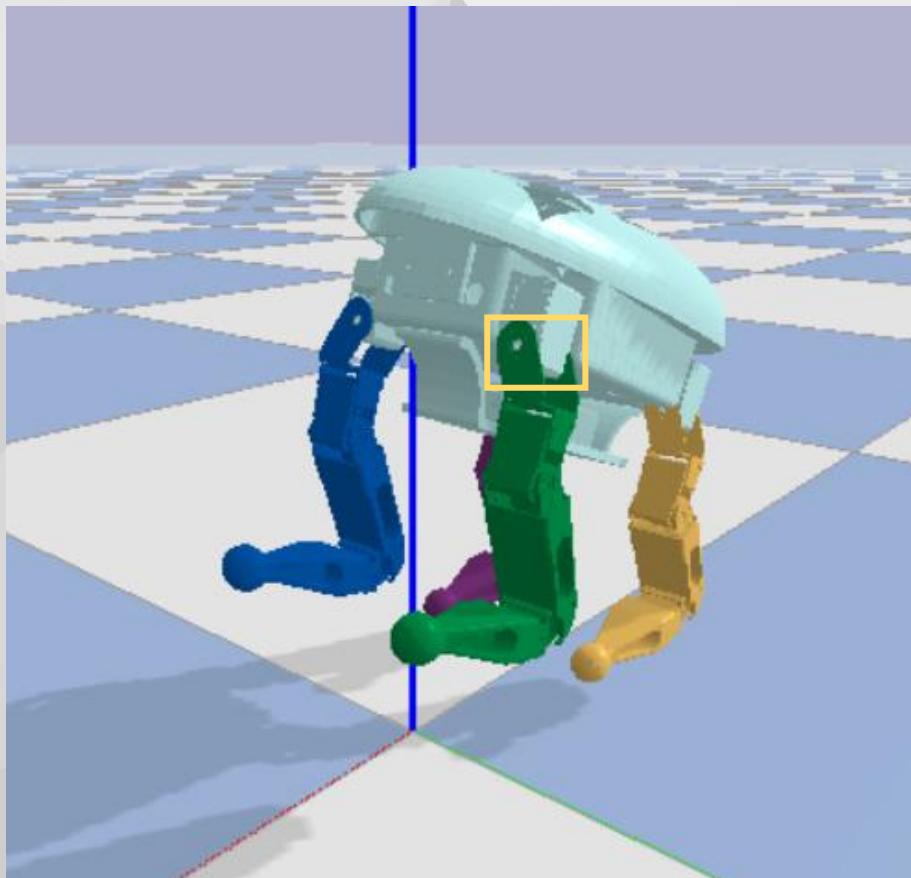
```
<link name="shoulder1">
  <inertial>
    <origin
      xyz="-0.019988 0.011936 -0.04778"
      rpy="0 0 0" />
    <mass
      value="0.052919" />
    <inertia
      ixx="1.2507E-05"
      ixy="3.8607E-11"
      ixz="-1.1777E-10"
      iyy="1.1715E-05"
      iyz="2.2809E-07"
      izz="7.9602E-06" />
  </inertial>
  <visual>
    <origin
      xyz="0 0 0"
      rpy="0 0 0" />
    <geometry>
      <mesh
        filename="package://whole3/meshes/shoulder1.STL" />
    </geometry>
    <material name="green"/>
  </visual>
  <collision>
    <origin
      xyz="0 0 0"
      rpy="0 0 0" />
    <geometry>
      <mesh
        filename="package://whole3/meshes/shoulder1.STL" />
    </geometry>
  </collision>
</link>
```

- shoulder1 link
- all links include the mass, inertial, collision



# URDF

```
<joint name="body_to_shoulder_1" type="revolute">
  <origin
    xyz="-0.01175 0.085486 -0.0151"
    rpy="0 0 0" />
  <parent link="base_link" />
  <child link="shoulder1" />
  <axis xyz="-1 0 0" />
  <limit effort="1.5" lower="1.08" upper="-1.9" velocity="5.8"/>
</joint>
```



- body and shoulder1 joint
- all joints include limit

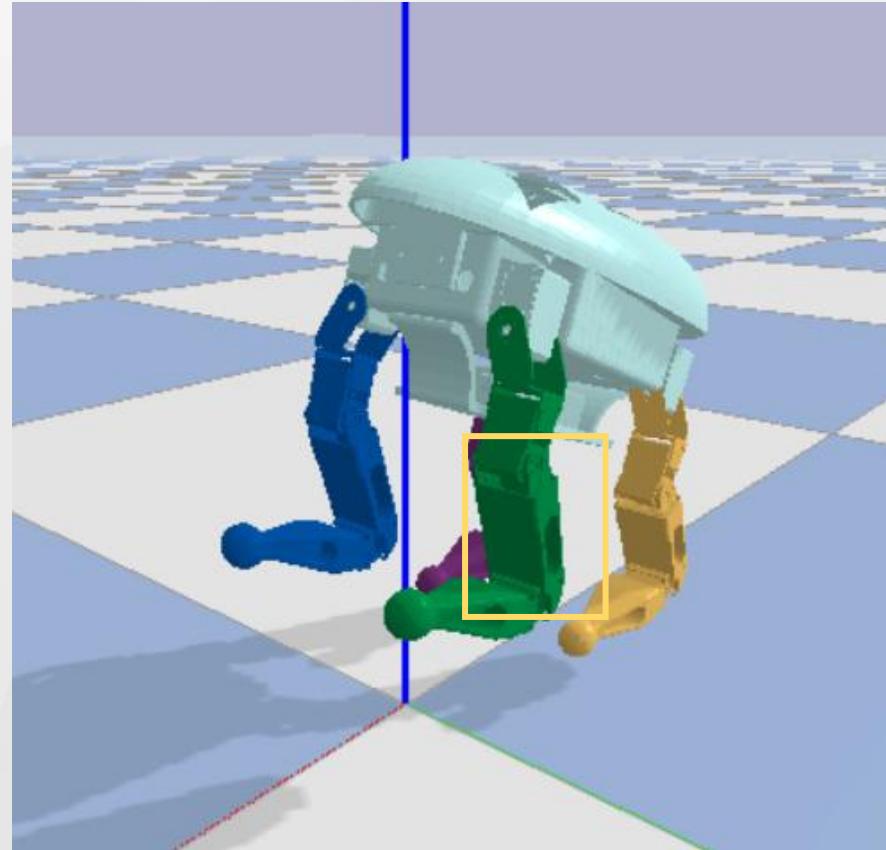


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# URDF

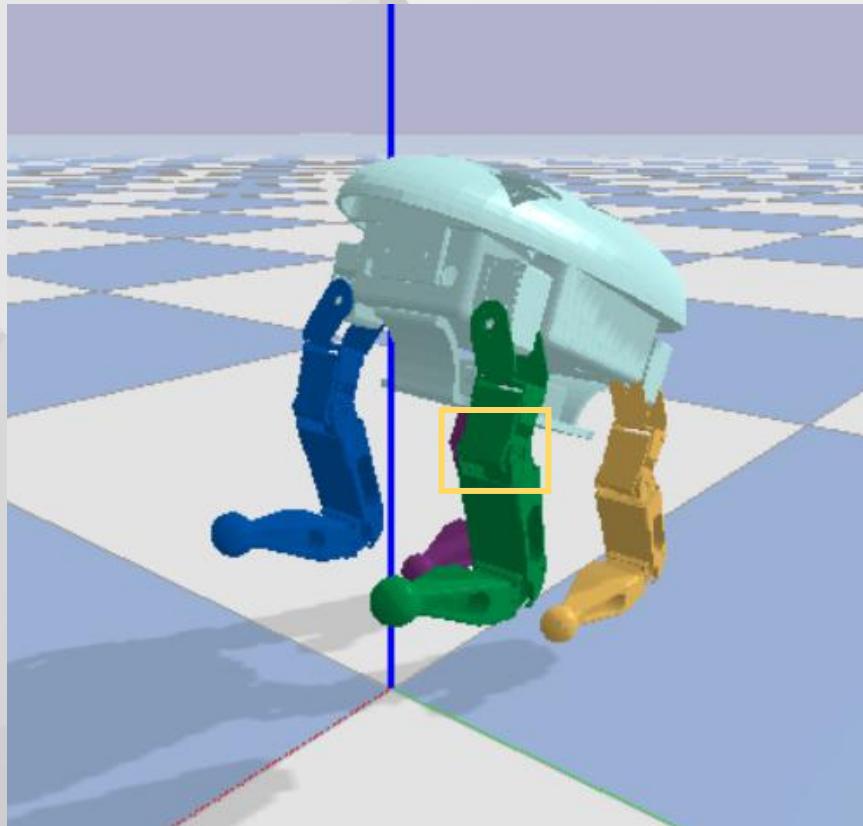
```
<link name="upper1">
  <inertial>
    <origin
      xyz="0.0746587924570855 -0.0195022828818725 0.00274193692122332"
      rpy="0 0 0" />
    <mass
      value="0.0955394590610938" />
    <inertia
      ixx="2.32575759335115E-05"
      ixy="-4.42904149223622E-07"
      ixz="2.42868778919189E-07"
      iyy="3.34285204091329E-05"
      iyz="-1.50607707657166E-08"
      izz="3.51562967381548E-05" />
  </inertial>
  <visual>
    <origin
      xyz="0 0 0"
      rpy="0 0 0" />
    <geometry>
      <mesh
        filename="package://whole3/meshes/upper1.STL" />
    </geometry>
    <material name="green"/>
  </visual>
  <collision>
    <origin
      xyz="0 0 0"
      rpy="0 0 0" />
    <geometry>
      <mesh
        filename="package://whole3/meshes/upper1.STL" />
    </geometry>
  </collision>
```

- upper1 link
- all links include the mass, inertial, collision



# URDF

```
<joint name="shoulder_to_upper_1" type="revolute">
  <origin
    xyz="-0.019986 0.033028 -0.067039"
    rpy="3.1416 -0.011248 -3.1416" />
  <parent link="shoulder1" />
  <child link="upper1" />
  <axis xyz="0 1 0" />
  <limit effort="1.5" lower="0.05" upper="-3.19" velocity="5.8"/>
</joint>
```



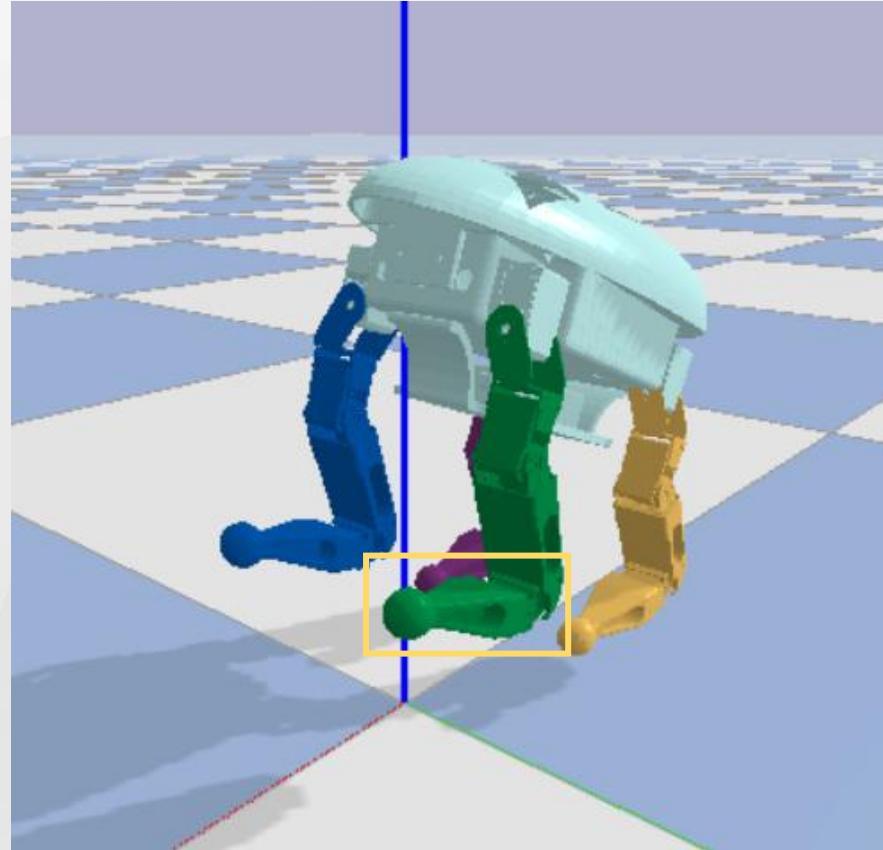
- shoulder1 and upper1 link
- all joints include limit



# URDF

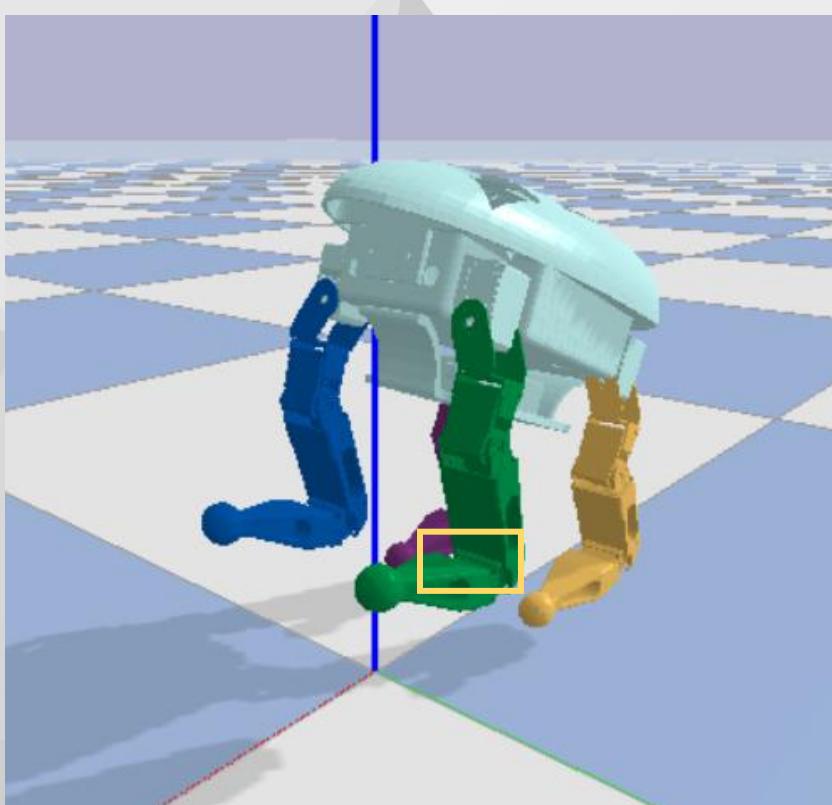
```
<link name="lower1">
  <inertial>
    <origin
      xyz="0.0602140846319608 -0.0208912726901844 0.000838226306676529"
      rpy="0 0 0" />
    <mass
      value="0.0520137833245092" />
    <inertia
      ixx="8.44391394980476E-06"
      ixy="-6.86193535685136E-09"
      ixz="1.34754783841537E-08"
      iyy="1.55986002096454E-05"
      iyz="-8.55304098100674E-12"
      izz="1.79230959202609E-05" />
  </inertial>
  <visual>
    <origin
      xyz="0 0 0"
      rpy="0 0 0" />
    <geometry>
      <mesh
        filename="package://whole3/meshes/lower1.STL" />
    </geometry>
    <material name="green"/>
  </visual>
  <collision>
    <origin
      xyz="0 0 0"
      rpy="0 0 0" />
    <geometry>
      <mesh
        filename="package://whole3/meshes/lower1.STL" />
    </geometry>
  </collision>
</link>
```

- lower1 link
- all links include the mass, inertial, collision



# URDF

```
<joint name="upper_to_lower_1" type="revolute">
  <origin
    xyz="0.098736 0.00026 0.021"
    rpy="3.1416 -0.25163 3.1416" />
  <parent link="upper1" />
  <child link="lower1" />
  <axis xyz="0 1 0" />
  <limit effort="1.5" lower="0" upper="2.85" velocity="5.8"/>
</joint>
```

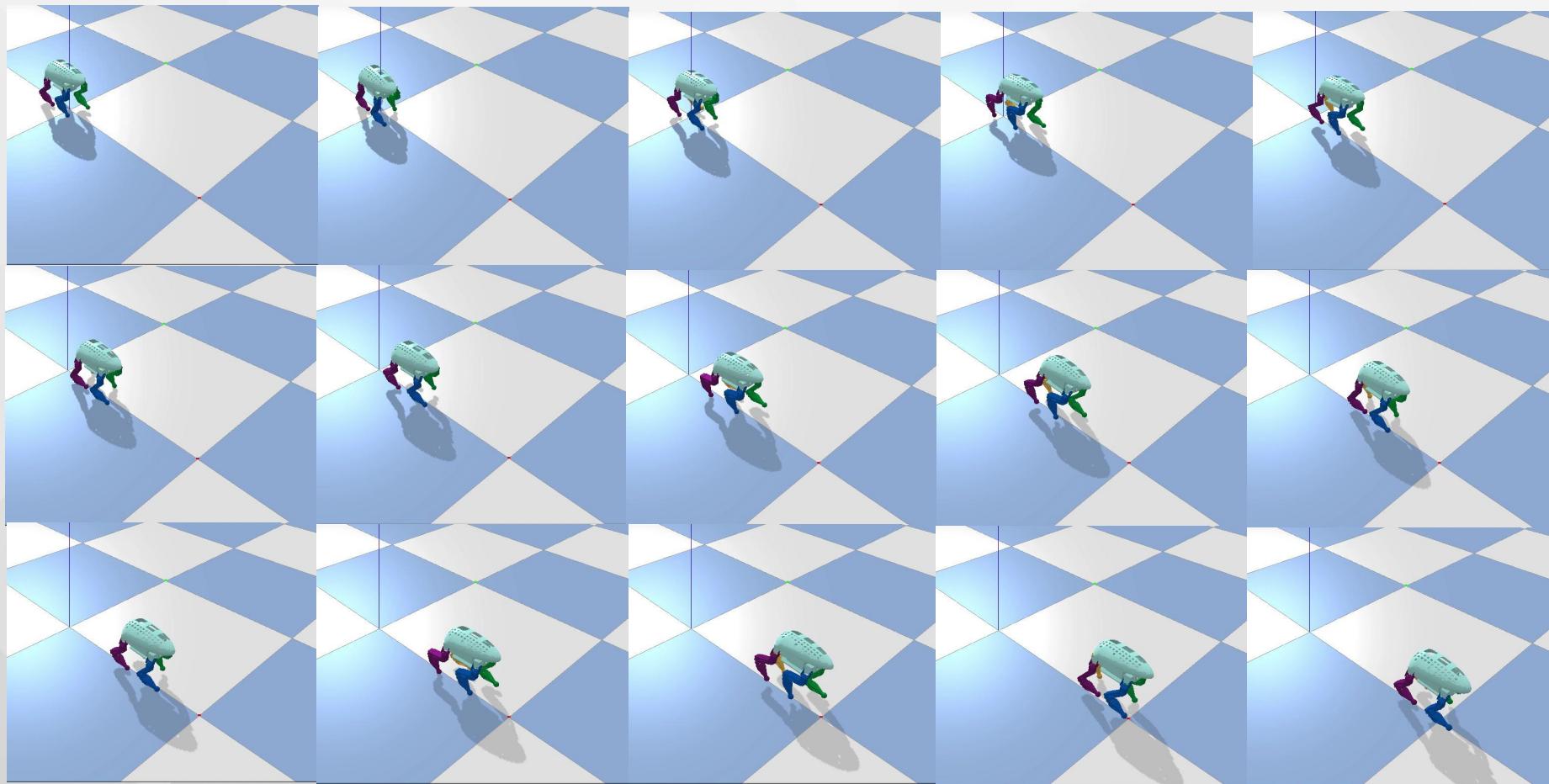


- upper1 and lower1 link
- all joints include limit



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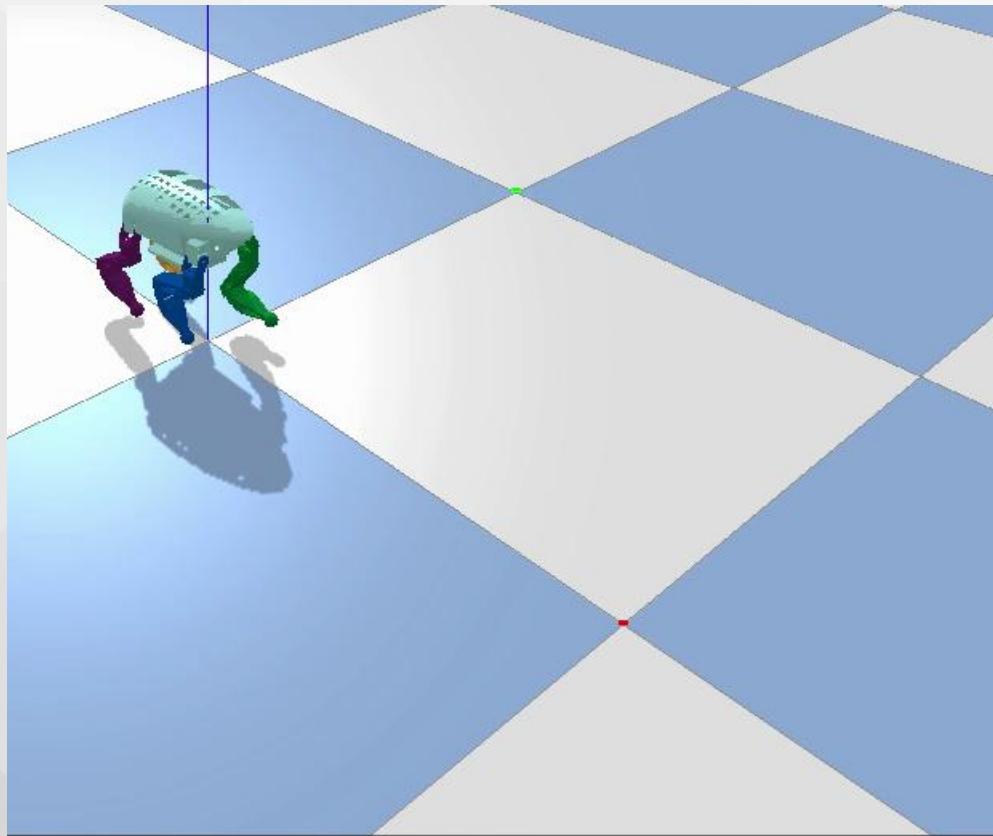
# Robot moving



Video Link: <https://youtu.be/J5tB9xlCSSs>

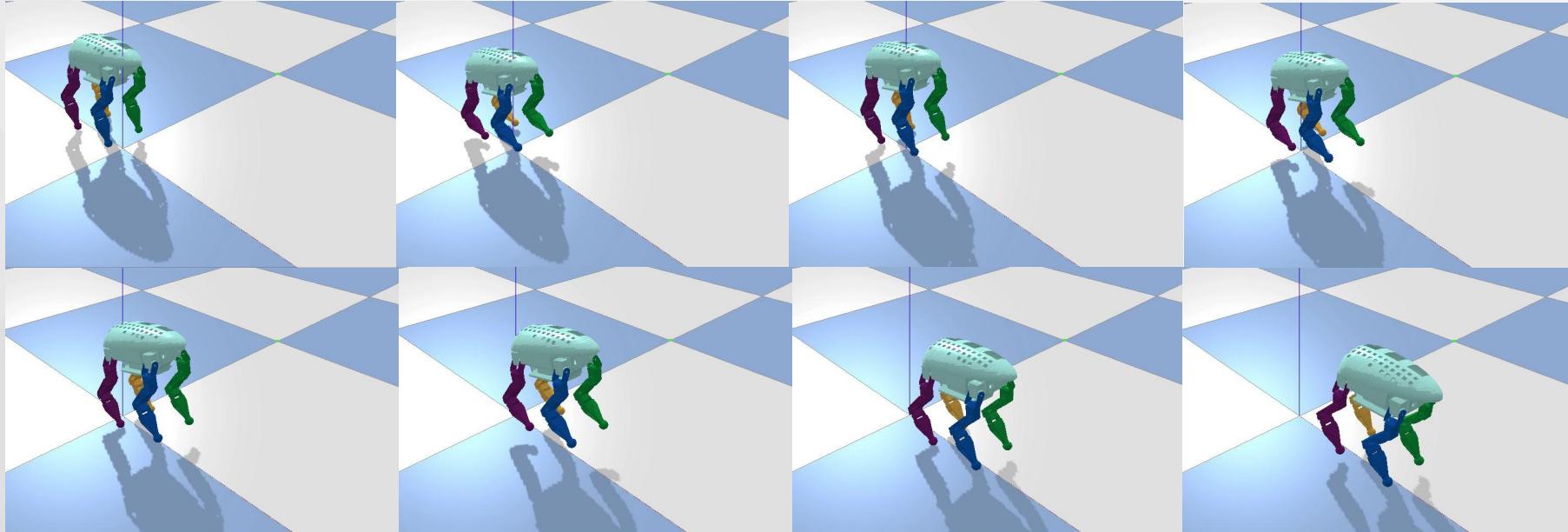


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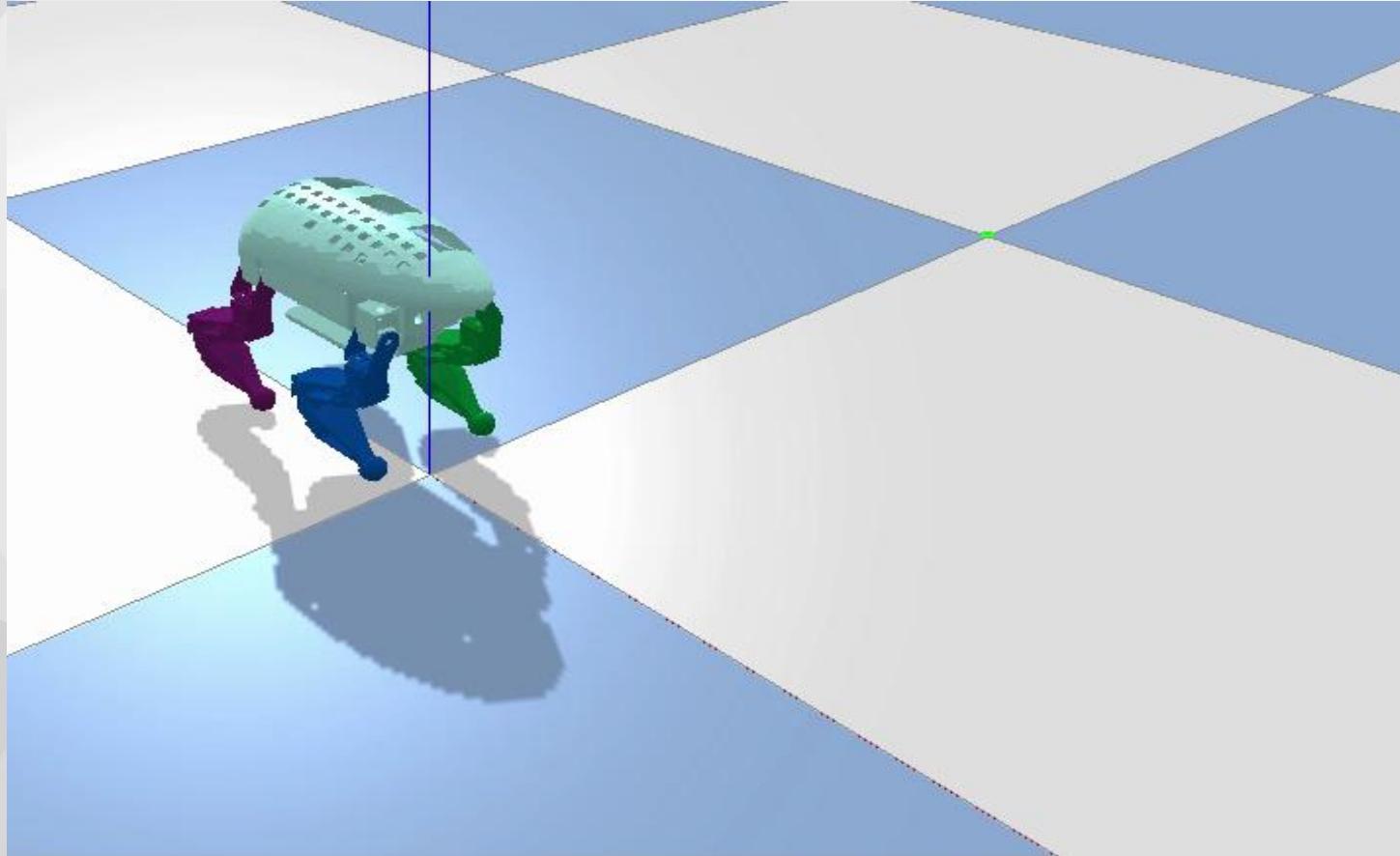
# Robot Moving



Video Link: <https://youtu.be/50JVZFzIXYo>

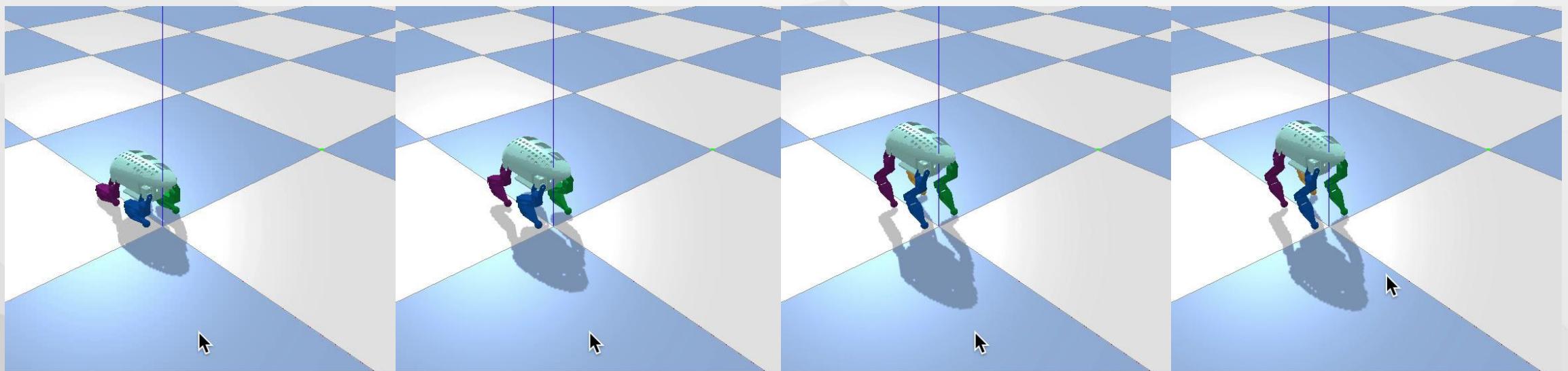


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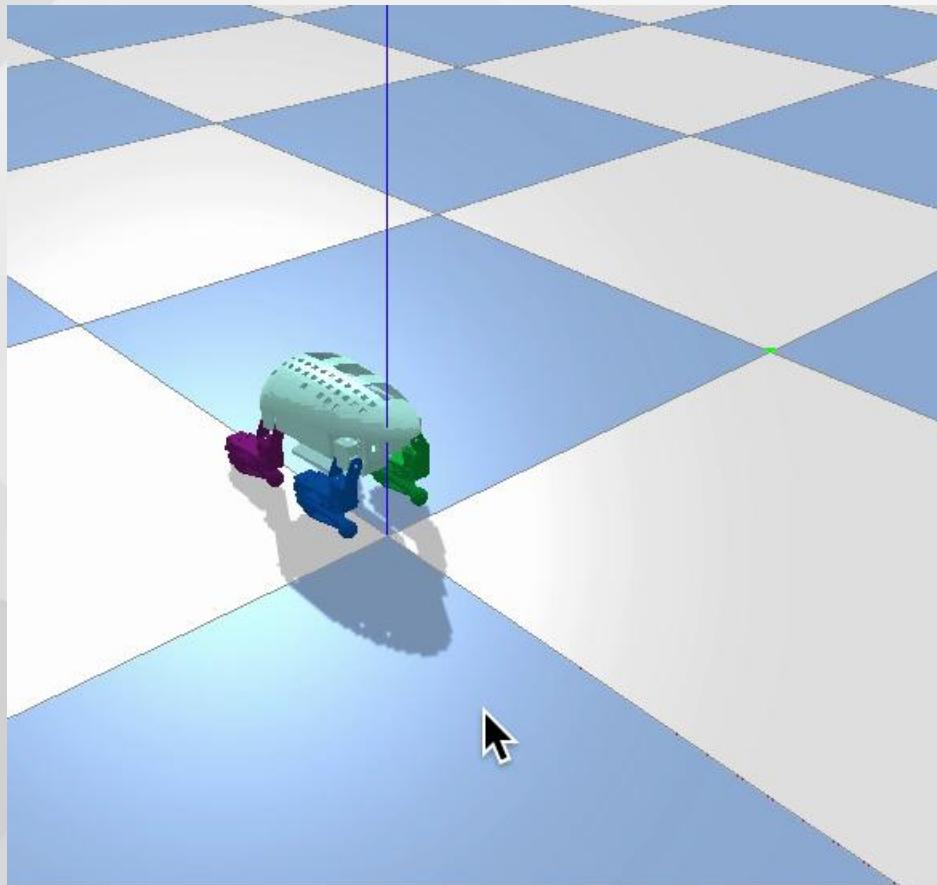
# Other locomotion tried - Stand



Video Link: [https://youtu.be/E8CqjUwaW\\_Q](https://youtu.be/E8CqjUwaW_Q)



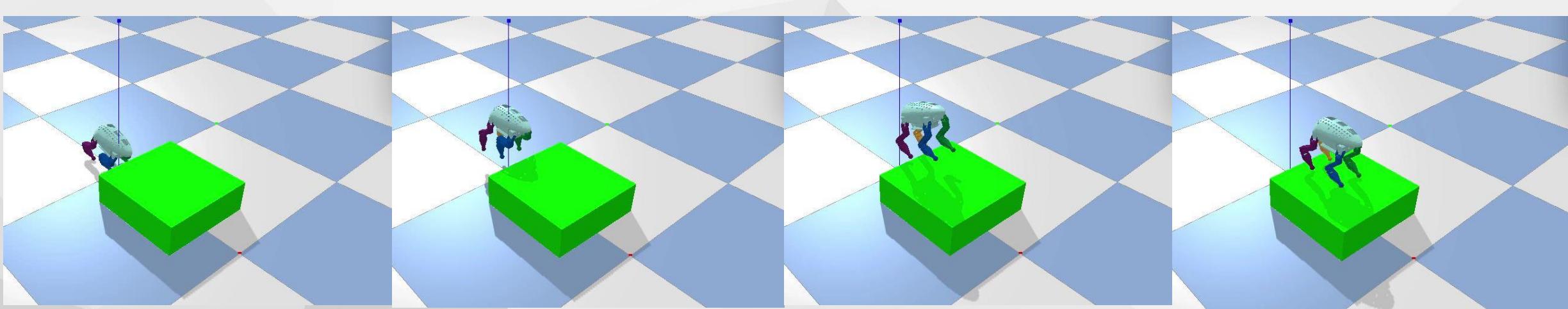
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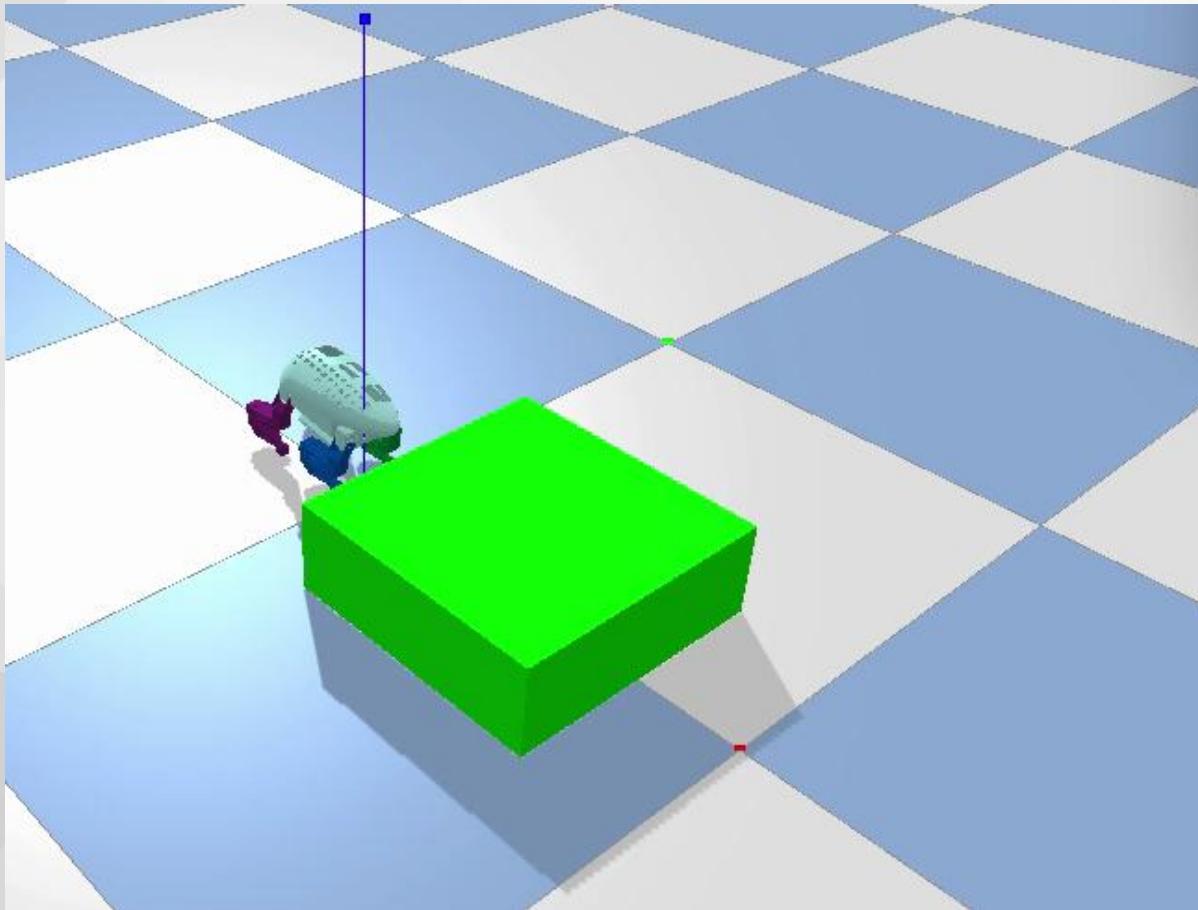
# **Other environments and goals tried - Jump Gait**



Video Link: <https://youtu.be/tlzHNgbpbAkk>

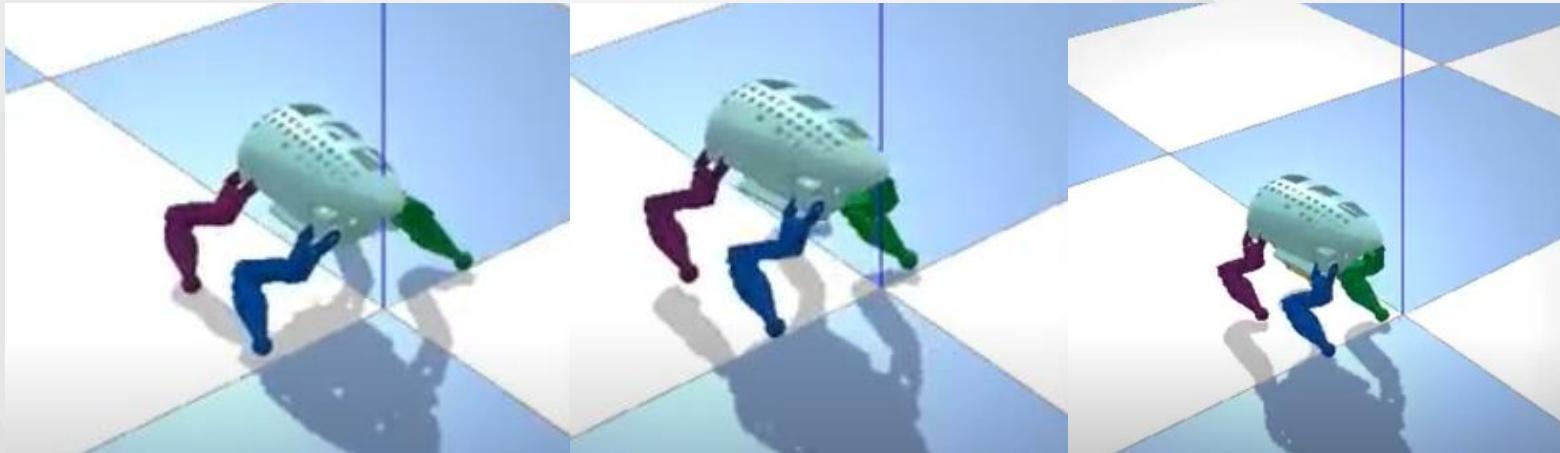


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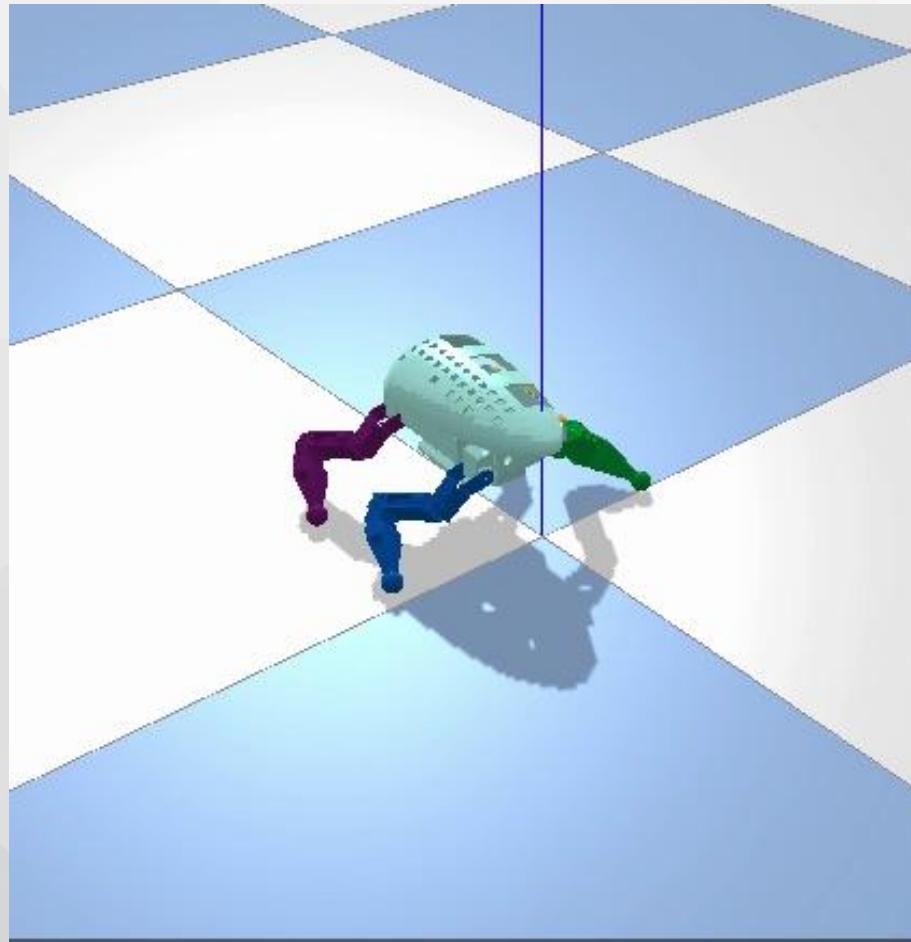
# **Other environments and goals tried - Do exercise**



Video Link: <https://www.youtube.com/watch?v=R3OiN1mIO6w&feature=youtu.be>



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# Other environments and goals tried - Wind

```
sphere = boxId # 100
spherePos, orn = p.getBasePositionAndOrientation(sphere) # 101

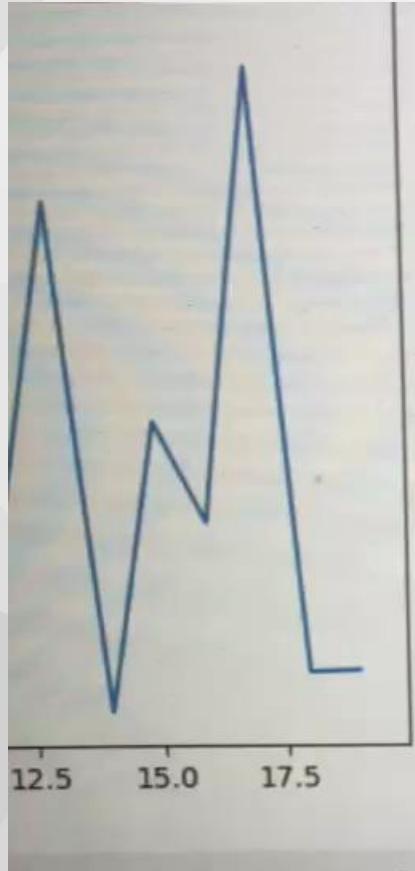
force = [5, 0, 0] # 154
p.applyExternalForce(sphere, -1, force, spherePos, flags=p.WORLD_FRAME)
```



Video Link:[https://www.youtube.com/watch?v=\\_U8wy0WWJZg&feature=youtu.be](https://www.youtube.com/watch?v=_U8wy0WWJZg&feature=youtu.be)



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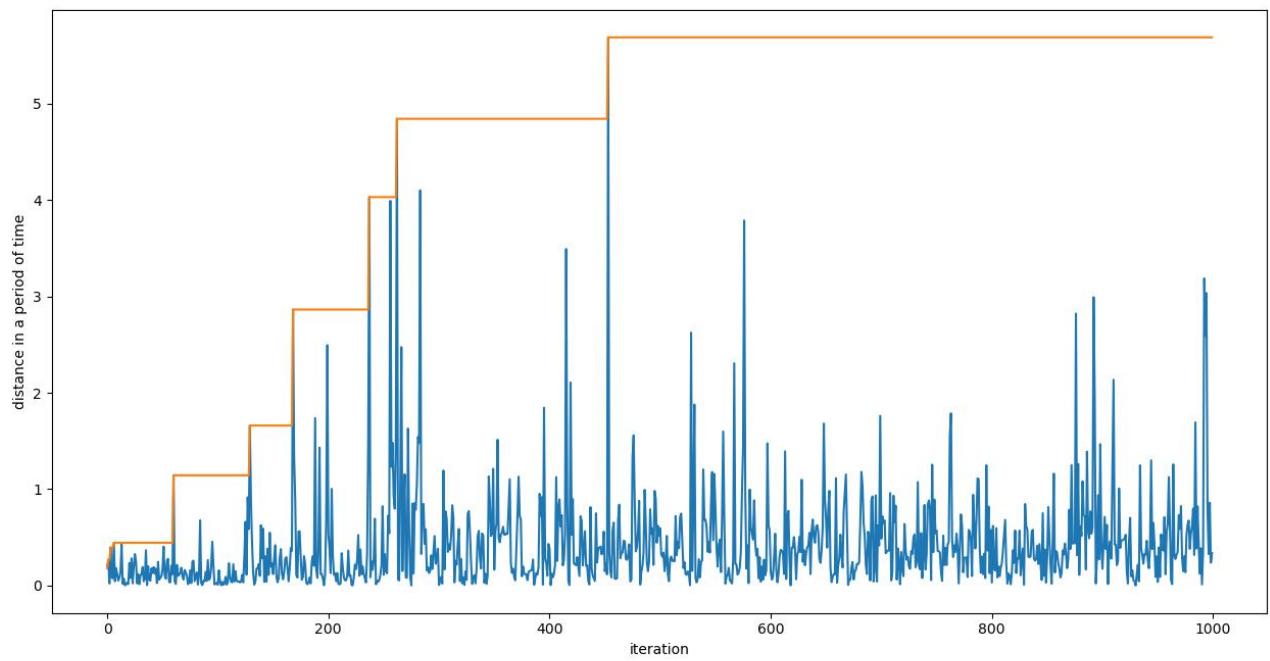
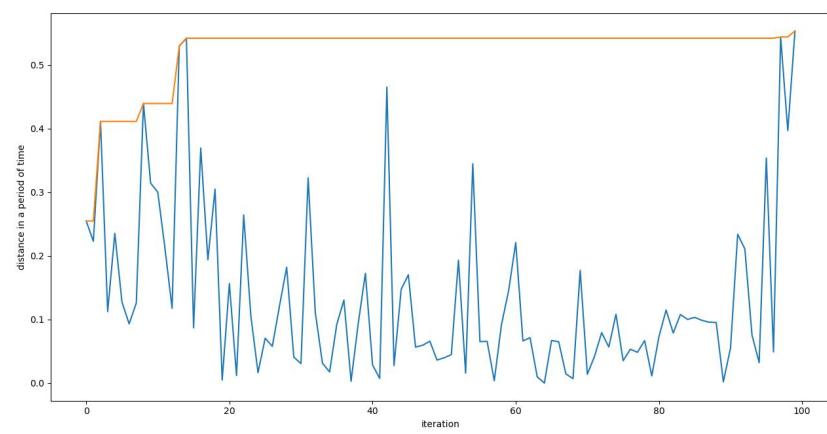
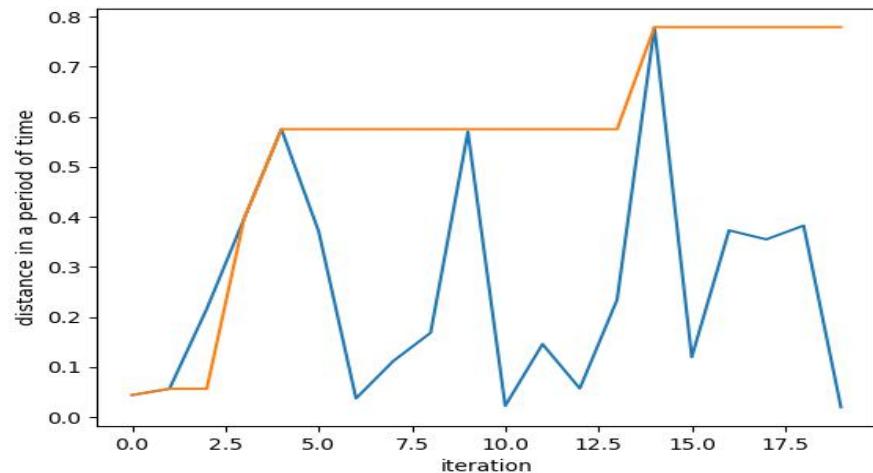


082430301777472, 0.6671  
16986, 0.50029362003286  
1475469569883413, 0.22  
0707959755, 0.66714071



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# Learning curve - random search



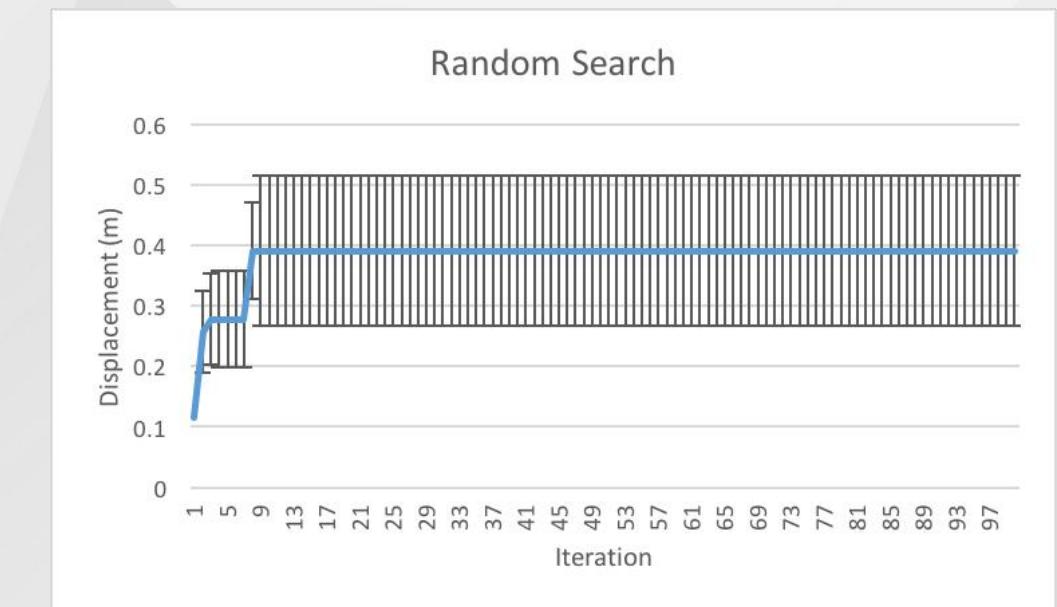
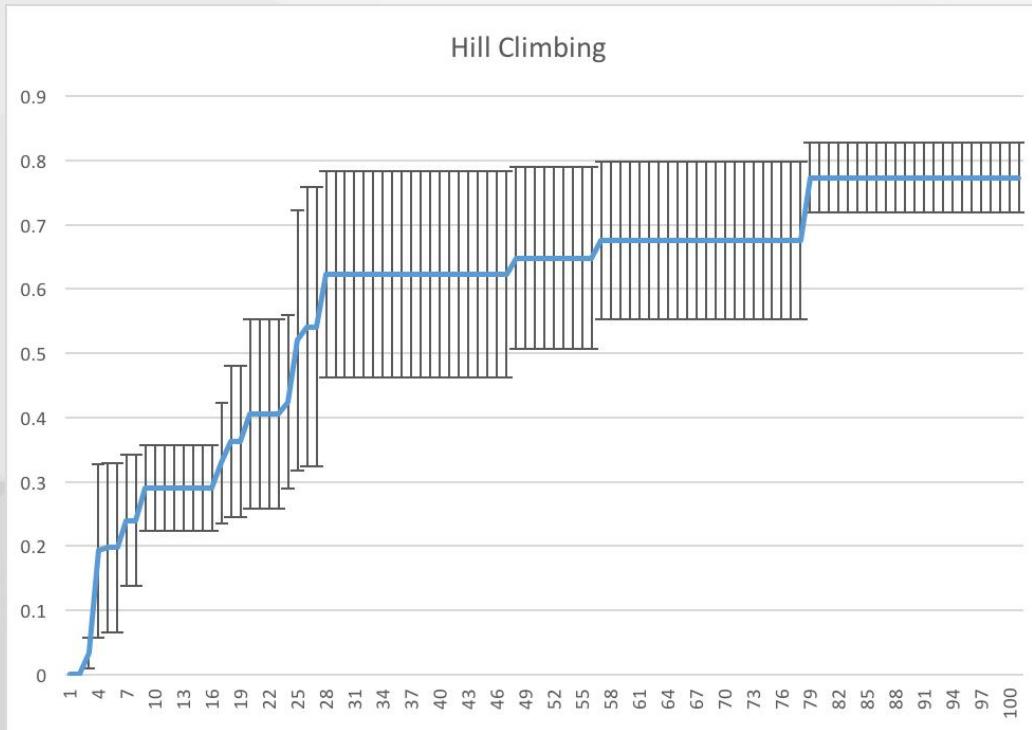
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# Learning curve - hill climber

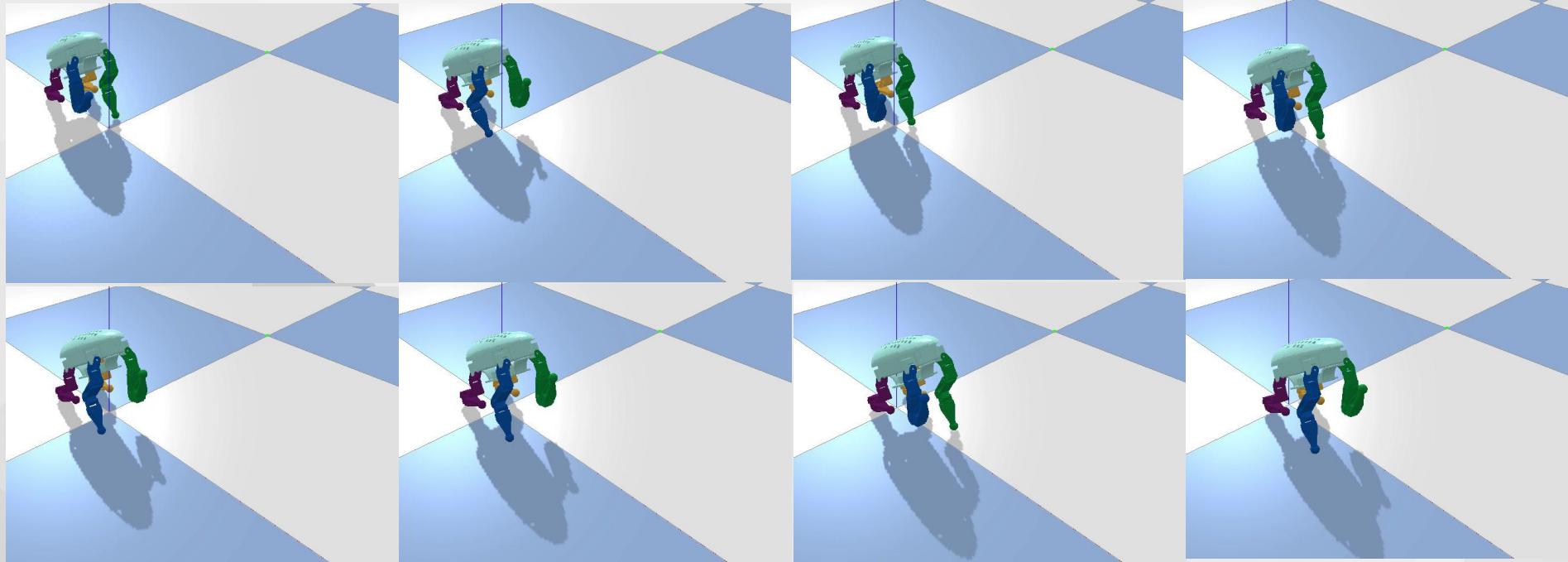


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# Learning curve error bars



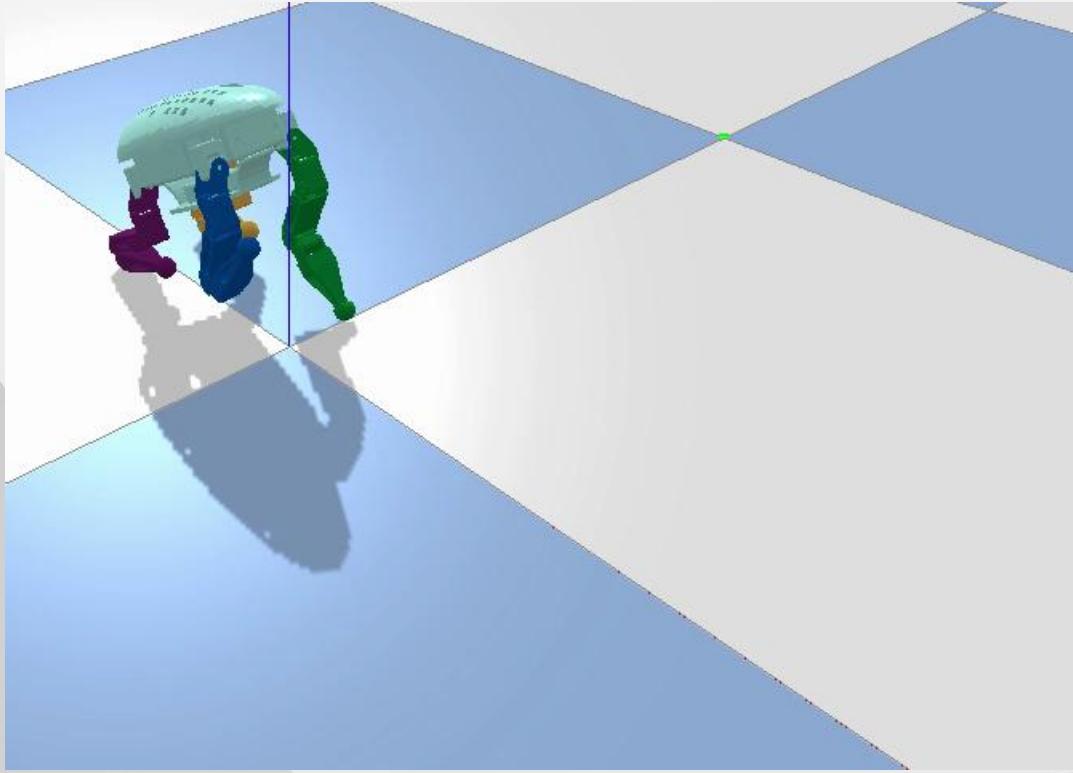
# Damage scenarios - Right Rear Leg Disconnected



Video Link: [https://youtu.be/e\\_7-mQd2ZXI](https://youtu.be/e_7-mQd2ZXI)



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# Thank you!



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