

Applying Principles from the Locomotion of Small Animals to the Design and Operation of Robots

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Origins of bio-inspired design

Renaissance discovery:



- *Understanding the body as a marvelous machine*
- *Understanding machine elements as examples of limbs, skeletons, muscles and tendons*



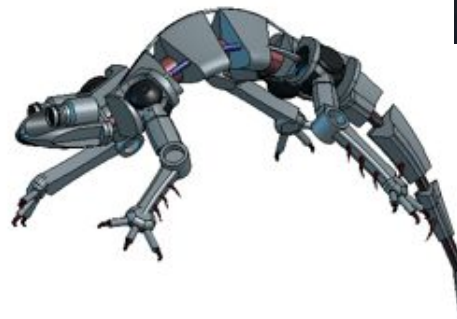
Da Vinci notebooks



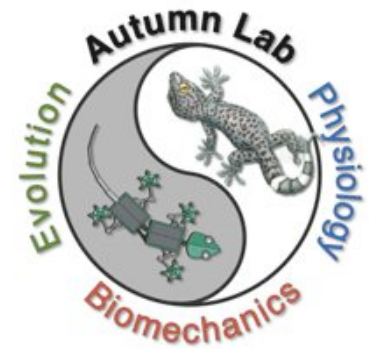
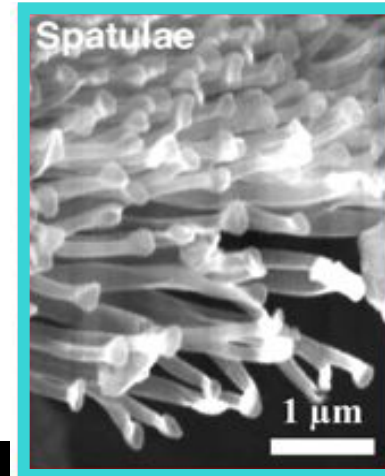
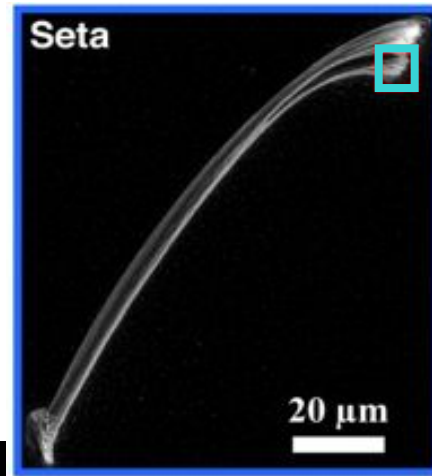
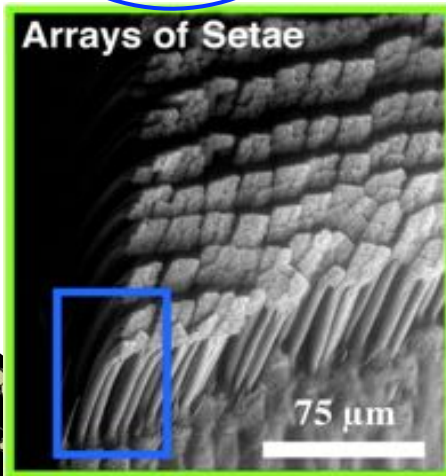
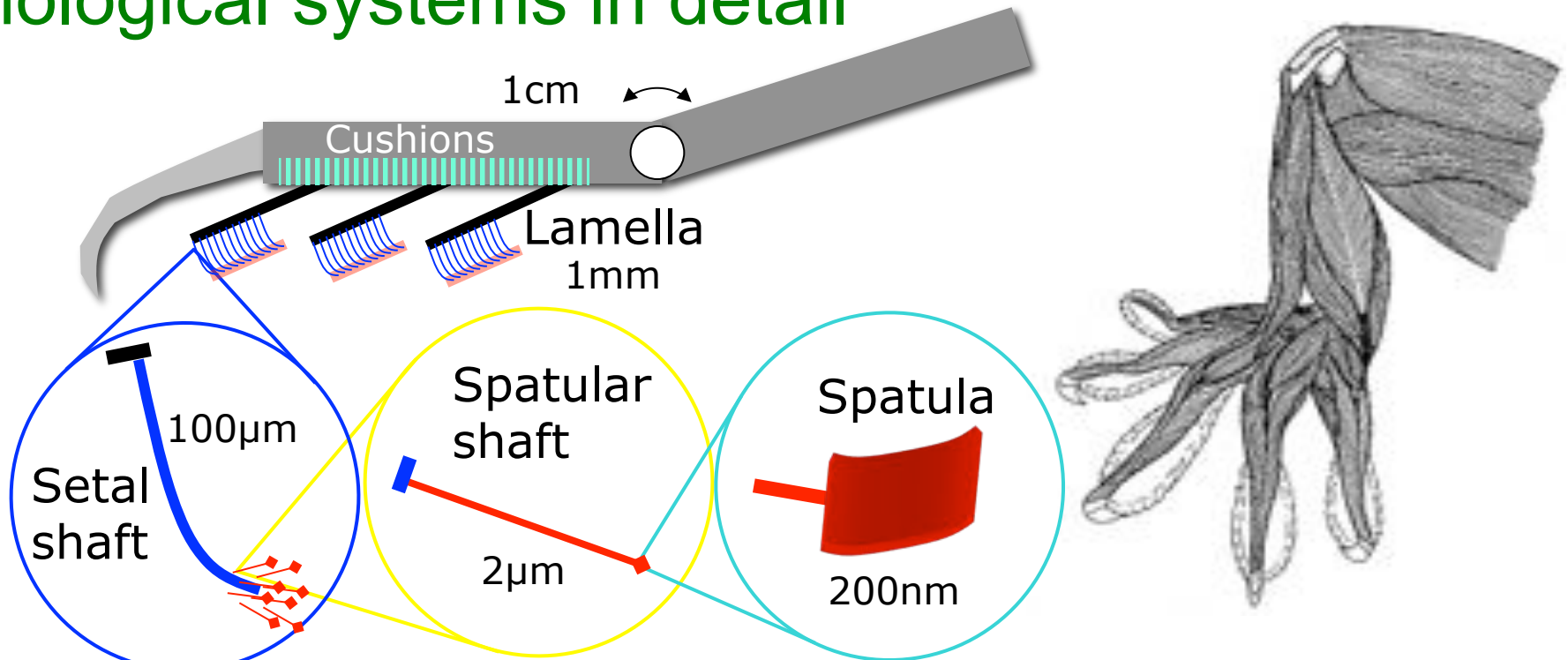
Da Vinci's programmable spring-powered cart



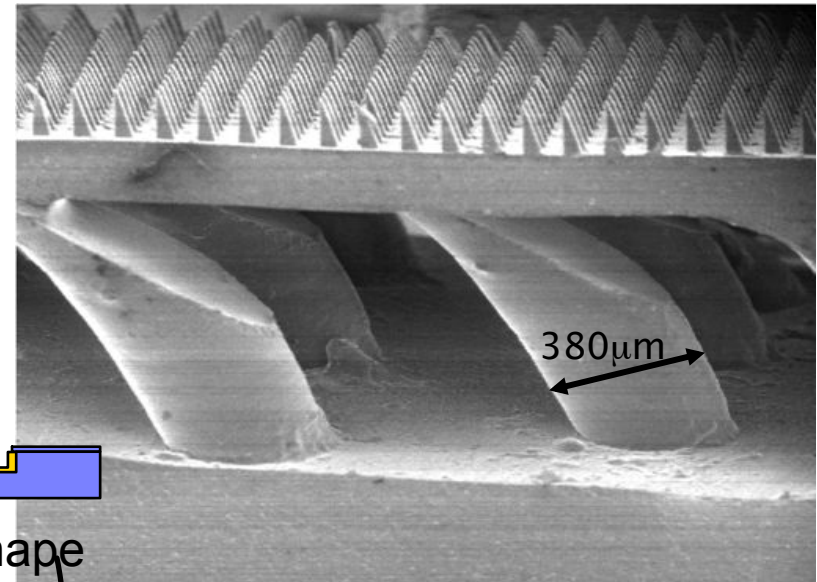
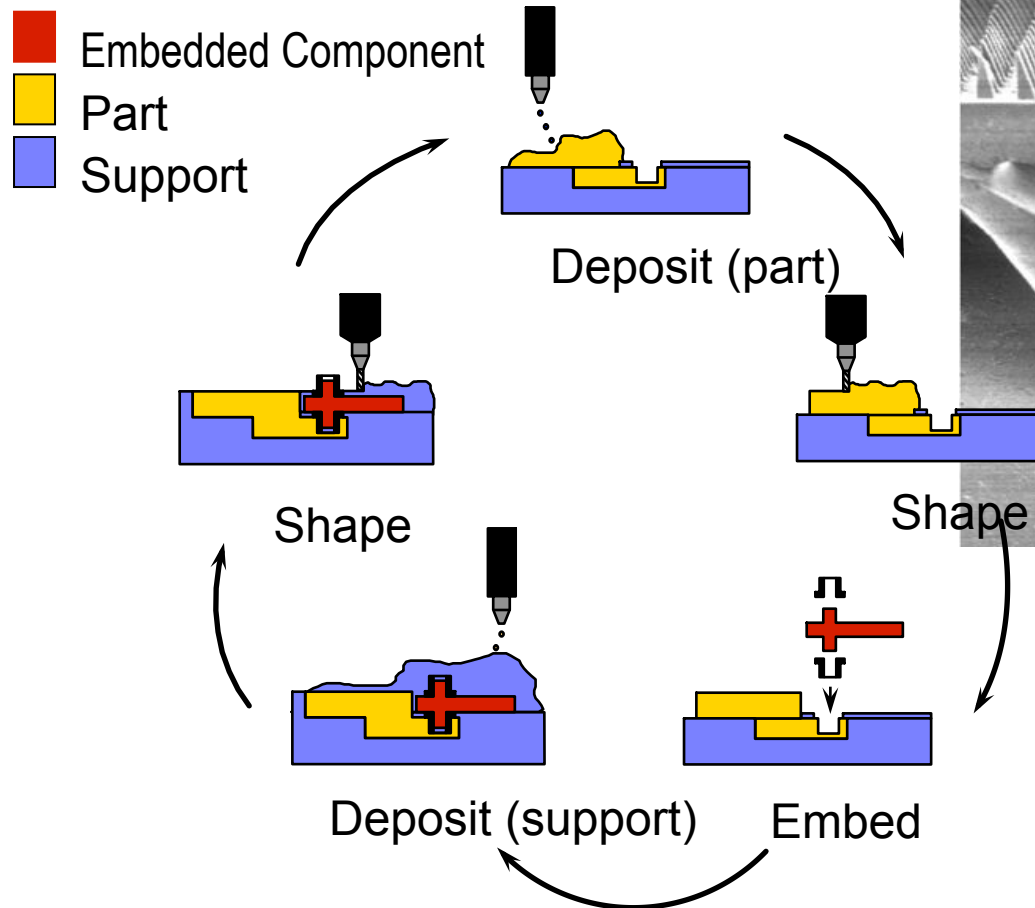
Why the recent proliferation of biomimetic designs?



Biology: better tools for understanding biological systems in detail



Engineering: better analysis tools, fabrication methods and materials



***Synthetic dry adhesive:
polymer molds from dual,
angled-exposure
lithography + micromachining***

SDM multi-material fabrication

Behaviors now: discrete, isolated



Biomimetics

Natural
Selection is
not
Engineering



R.J. Full
Dept. of
Integrative Biology,
UC Berkeley



Evolution - “just good enough”



Lessons from biology for bio-inspired design:

R.J. Full



- 1. Reduce Complexity** - Collapse Dimensions
- 2. Manage Energy**
- 3. Use Multifunctional Materials** - Tuned,
Integrated & Robust
- 4. Exploit Interaction with Environment**

“Curse of Dimensionality”

R.J. Full



Designs appear hopelessly complex
No detailed history of design plans

72 DOF

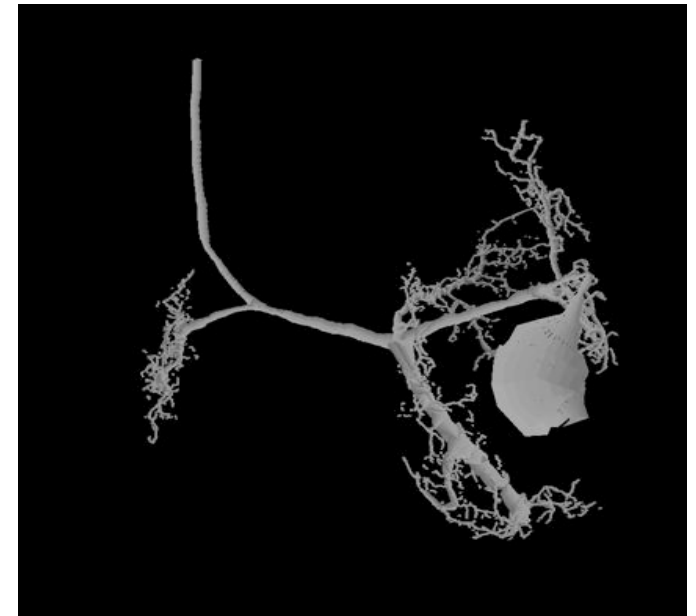


230 Muscles



Full and Ahn, 1995

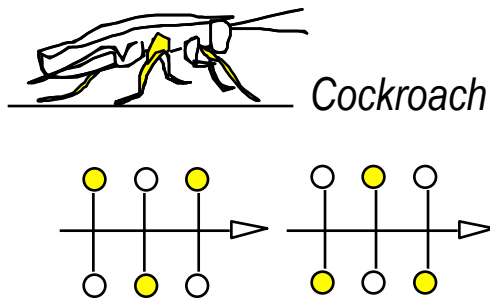
? Neurons



Reducing dimensionality: the sagittal leg spring

R.J. Full

SIX- Legged

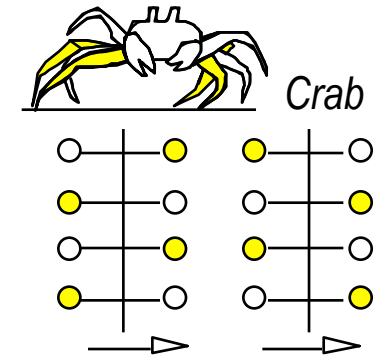


Cockroach

Full and Tu, 1990



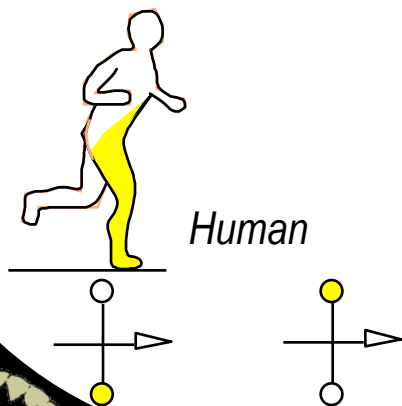
EIGHT- Legged



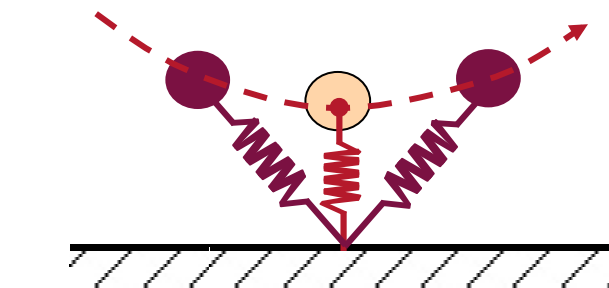
Crab

Blickhan and Full, 1987

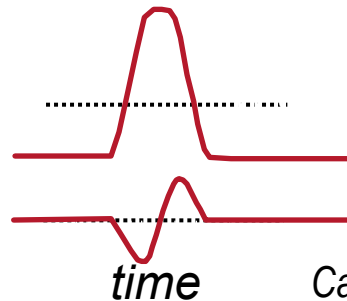
TWO- Legged



Human

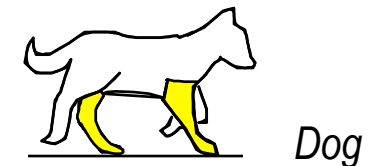


vertical
force
fore-aft
force

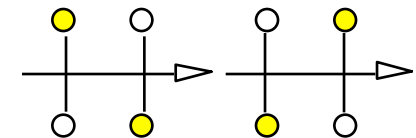


Cavagna et al., 1977

FOUR- Legged



Dog



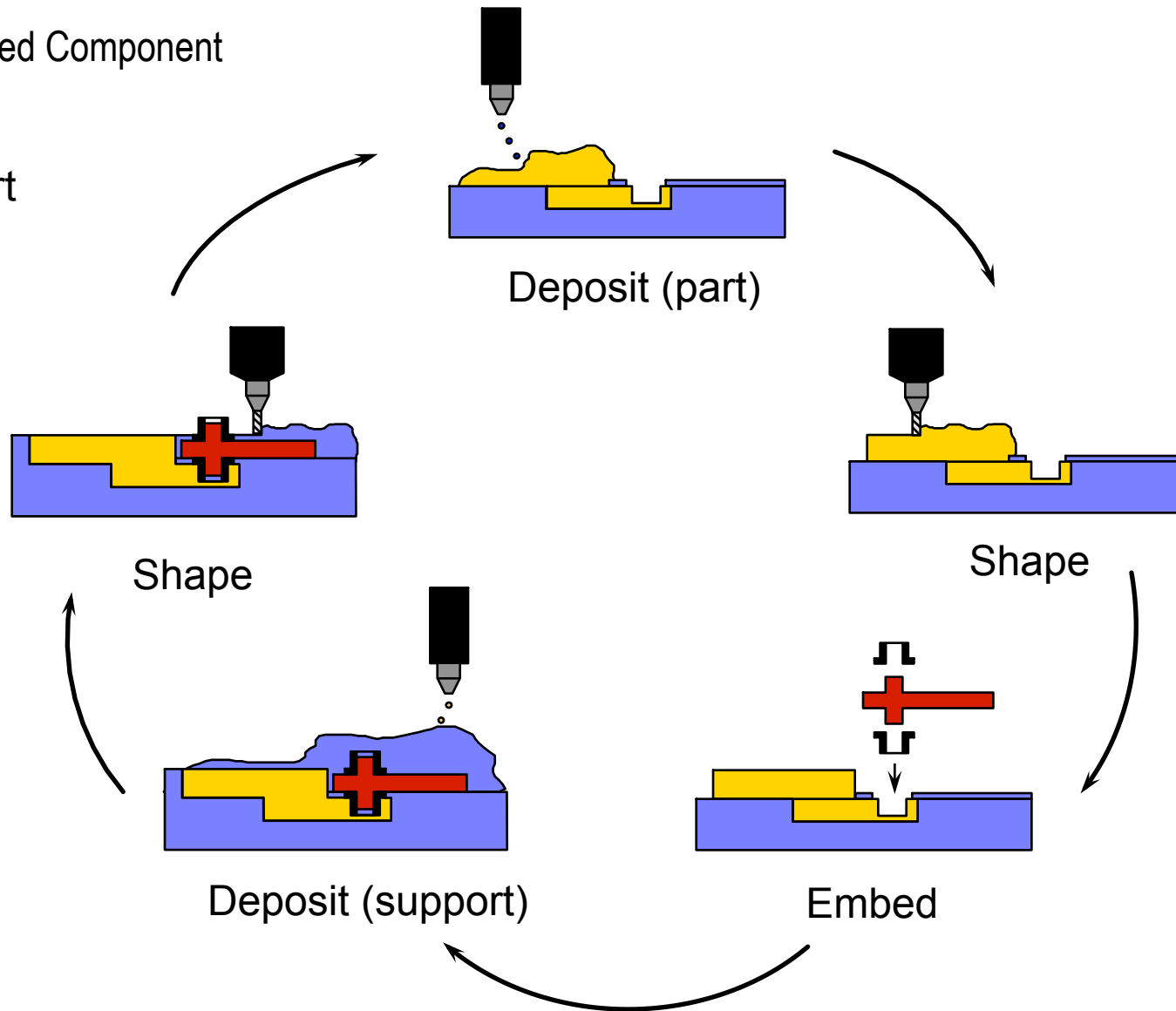
Lessons from Biology

1. Reduce Complexity - Collapse Dimensions
2. Manage Energy
3. Use Multifunctional Materials - Tuned, Integrated & Robust
4. Effective Interaction with Environment

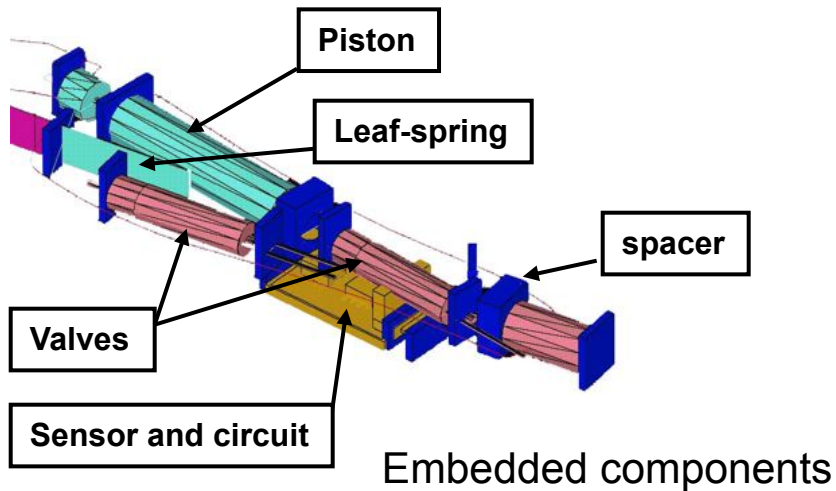


Shape Deposition Manufacturing (SU/CMU)

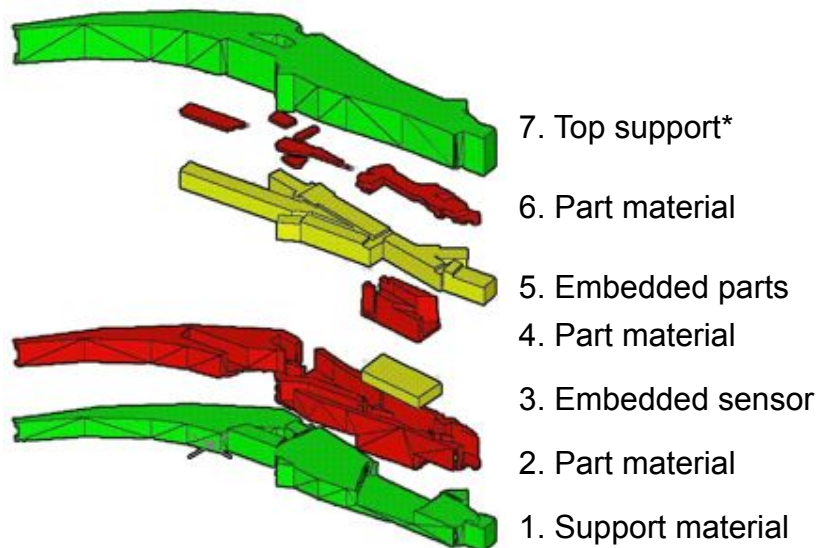
- Embedded Component
- Part
- Support



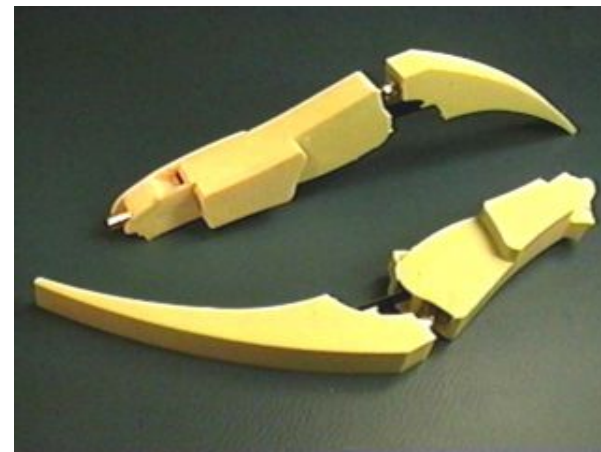
Robot leg with embedded actuator, valves, sensor and circuitry



Detail of part just after inserting embedded components



Sequence of geometries for fabrication

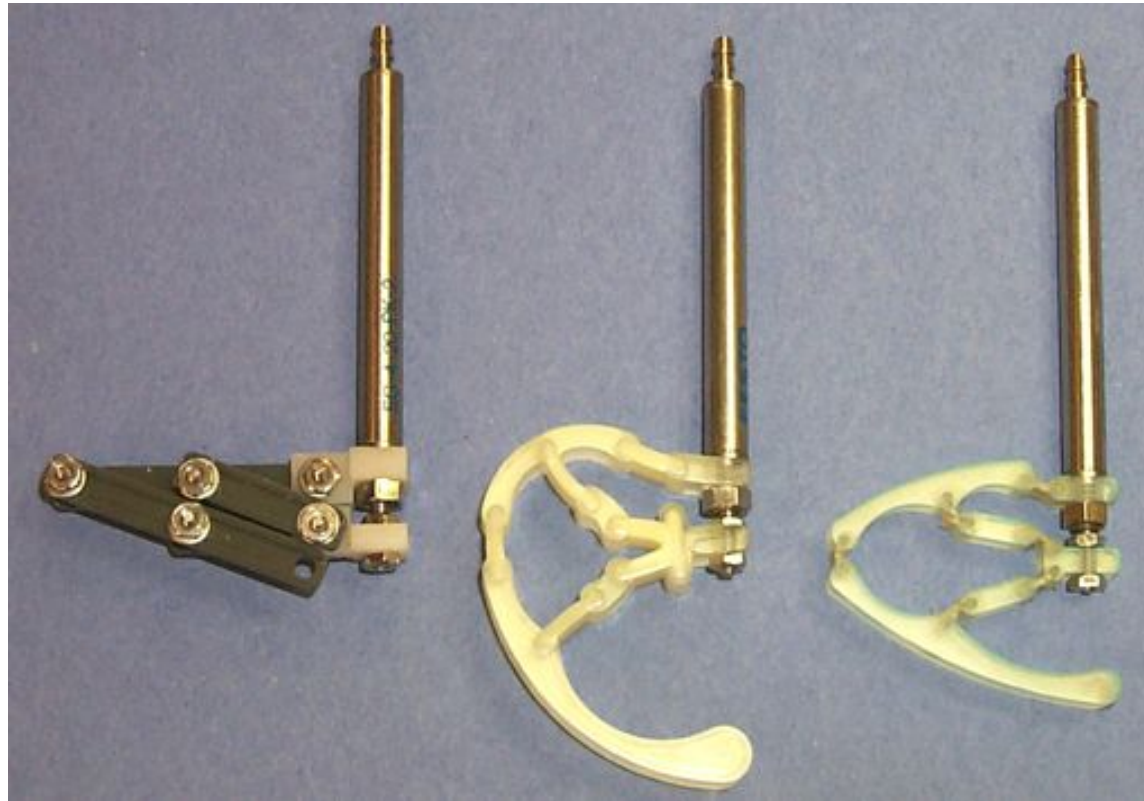


Finished parts

[Cham *et al.* 1999]



SDM: part number reduction, increased robustness, controlled compliance, damping



Left: Kinematic prototype of linkage with 31 parts

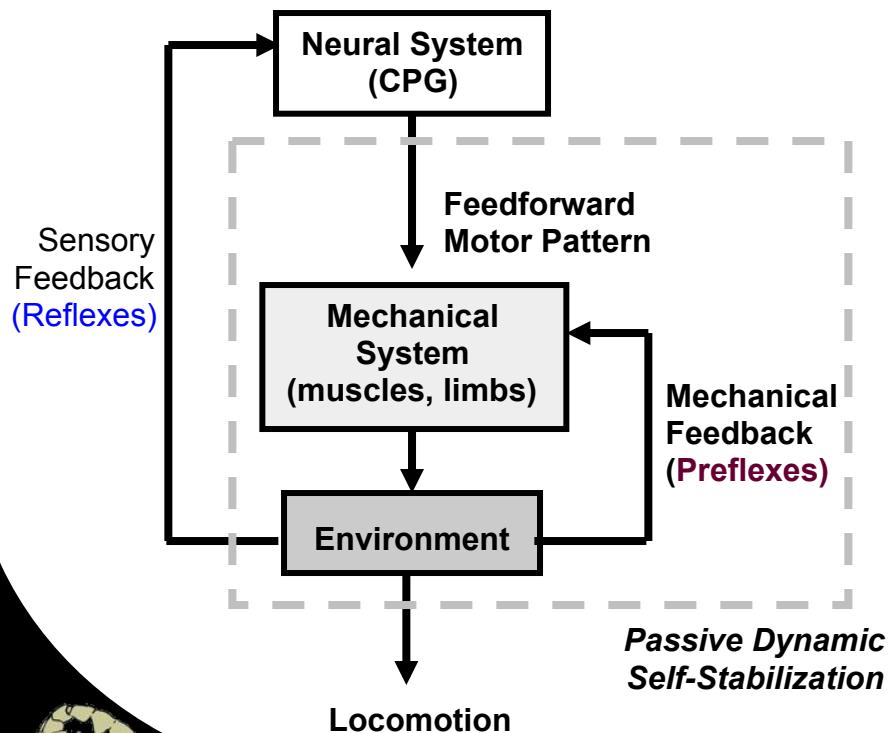
Center: SDM linkage with thick flexures, 1 part

Right: SDM linkage with fabric-reinforced flexures



Biological Inspiration

- Control hierarchy
 - Passive component
 - Active component

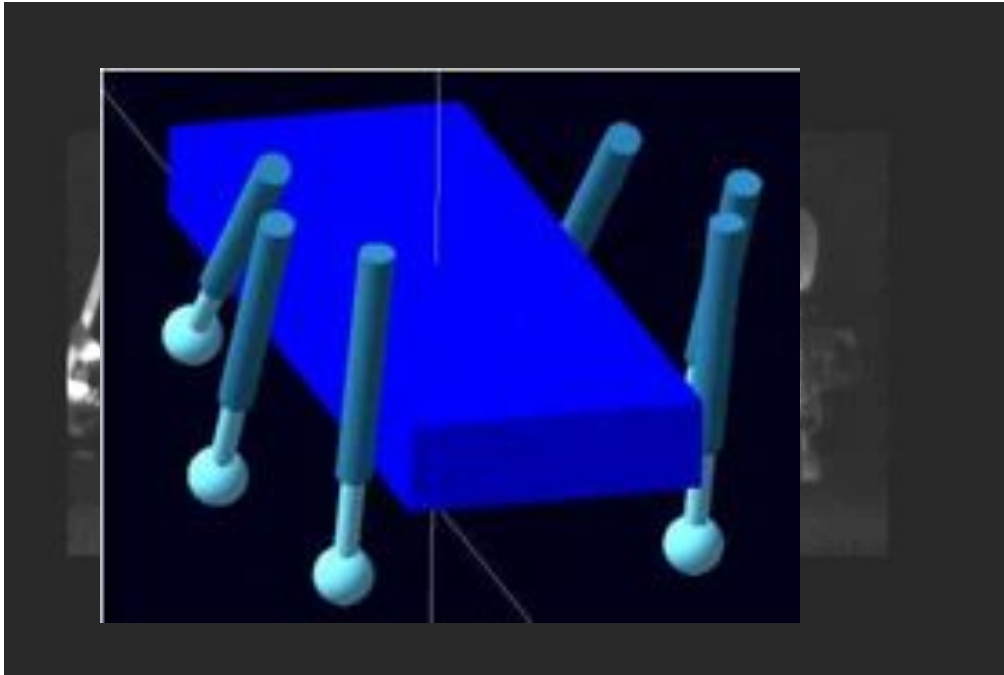


<u>Mechanical System</u>		<u>Neural System</u>
<u>Feedforward</u>	<u>Preflex</u>	<u>Reflex</u>
Motor program acting through moment arms	Intrinsic musculo-skeletal properties	Neural feedback loops
Predictive	Rapid acting	Slow acting
Passive Dynamic Self-stabilization		Active Stabilization

Full and Koditschek, 1999



Solution Approach: Analyze and “Optimize” Dynamic Model in ADAMS



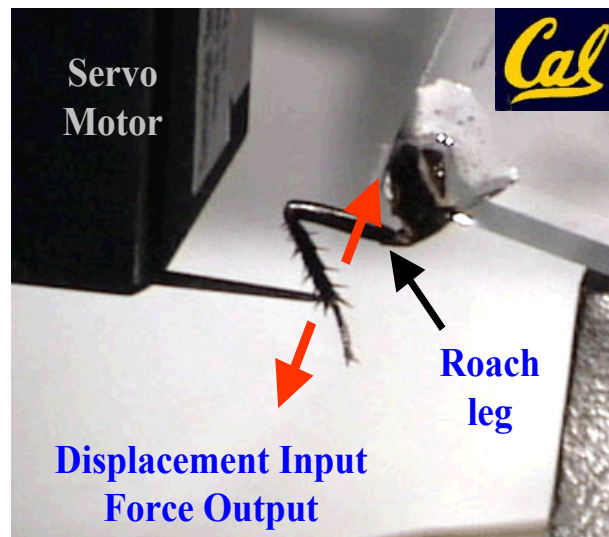
3D model with geometric similarity to robot

- Rigid body with six legs
- Linear pneumatic actuators (with valve delays)
- Spring-damper rotational joints in sagittal plane
- Friction and ground contact models

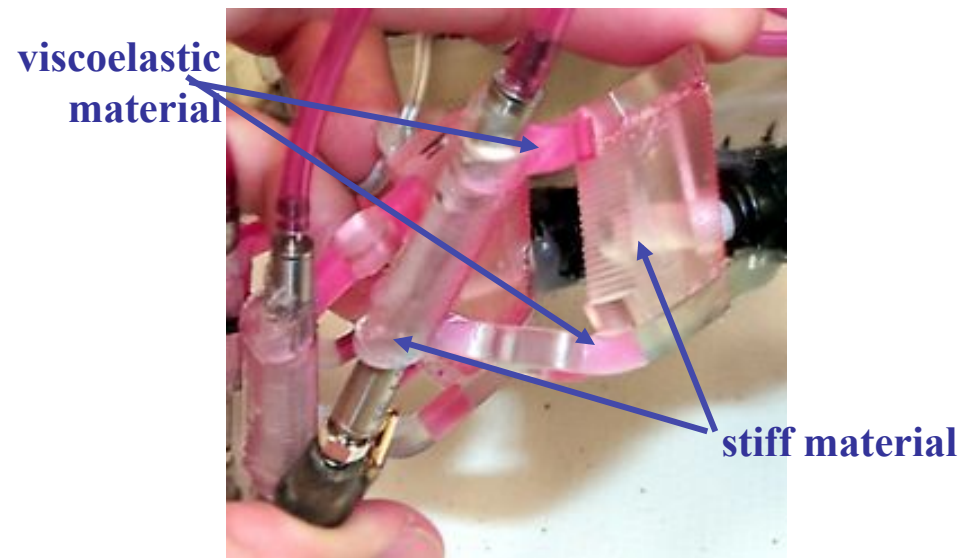


Example: mapping from passive mechanical properties of insects to biomimetic robot structures

Study biological materials, components, and their roles in locomotion.



Study Shape Deposition Manufacturing (SDM) materials and components.



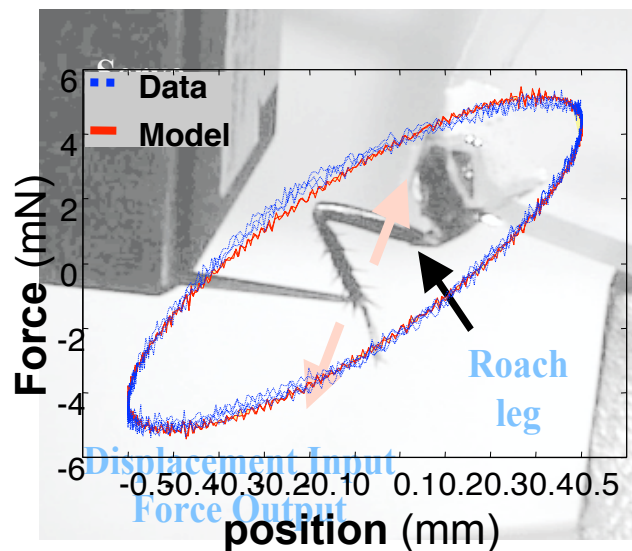
Models of material behavior and design rules for creating SDM structures with desired properties



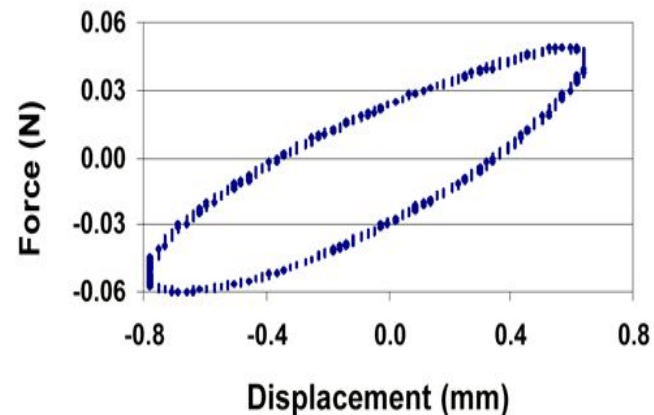
Example: mapping from passive mechanical properties
of insects to biomimetic robot structures

Study biological materials,
components, and their roles in
locomotion.

Study Shape Deposition
Manufacturing (SDM) materials and
components.



*Hysteresis loop
@10Hz*



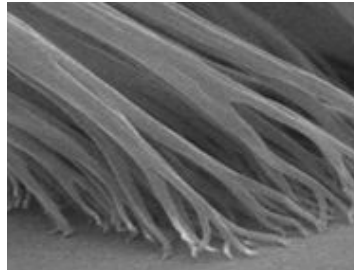
**Models of material behavior and design rules for creating
SDM structures with desired properties**



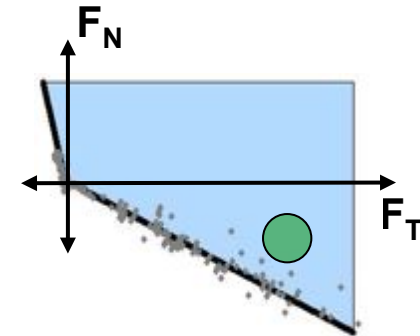
2. Bioinspiration for **smooth climbing**



Bioinspiration
*how do they
do it?*

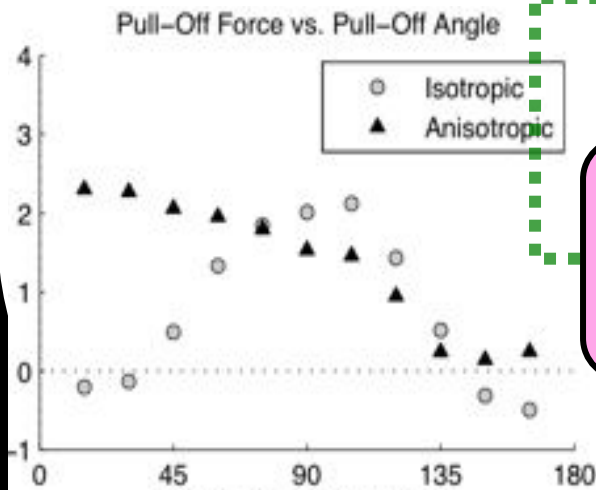


Biology
*examine literature,
work with biologists*



Hypotheses
*regarding the
principles at work*

refinement



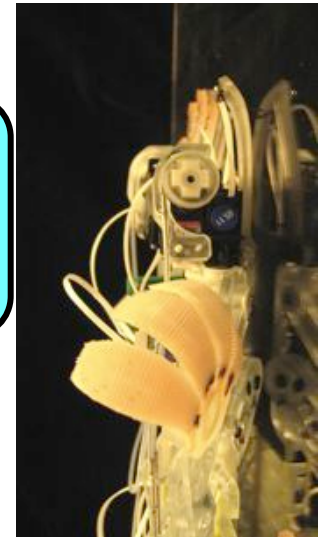
Analysis
*test and analyze
results*



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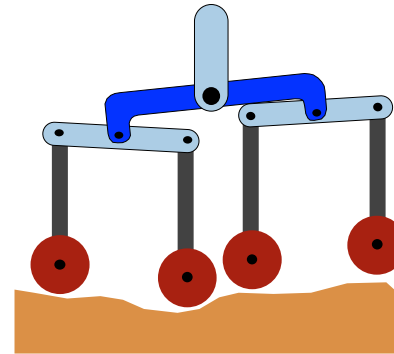
Robotics
*implementations
of principles*

**SDM
technology**

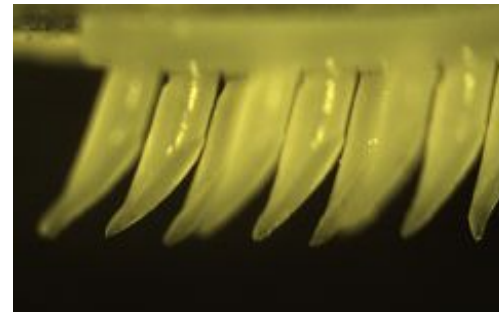


Principles for climbing with dry adhesion

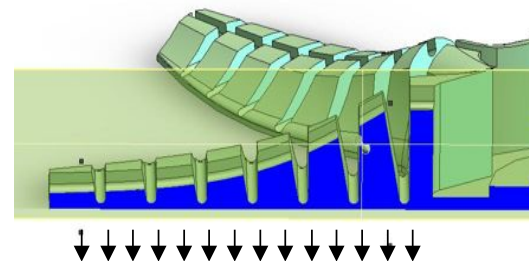
1. Hierarchical compliance



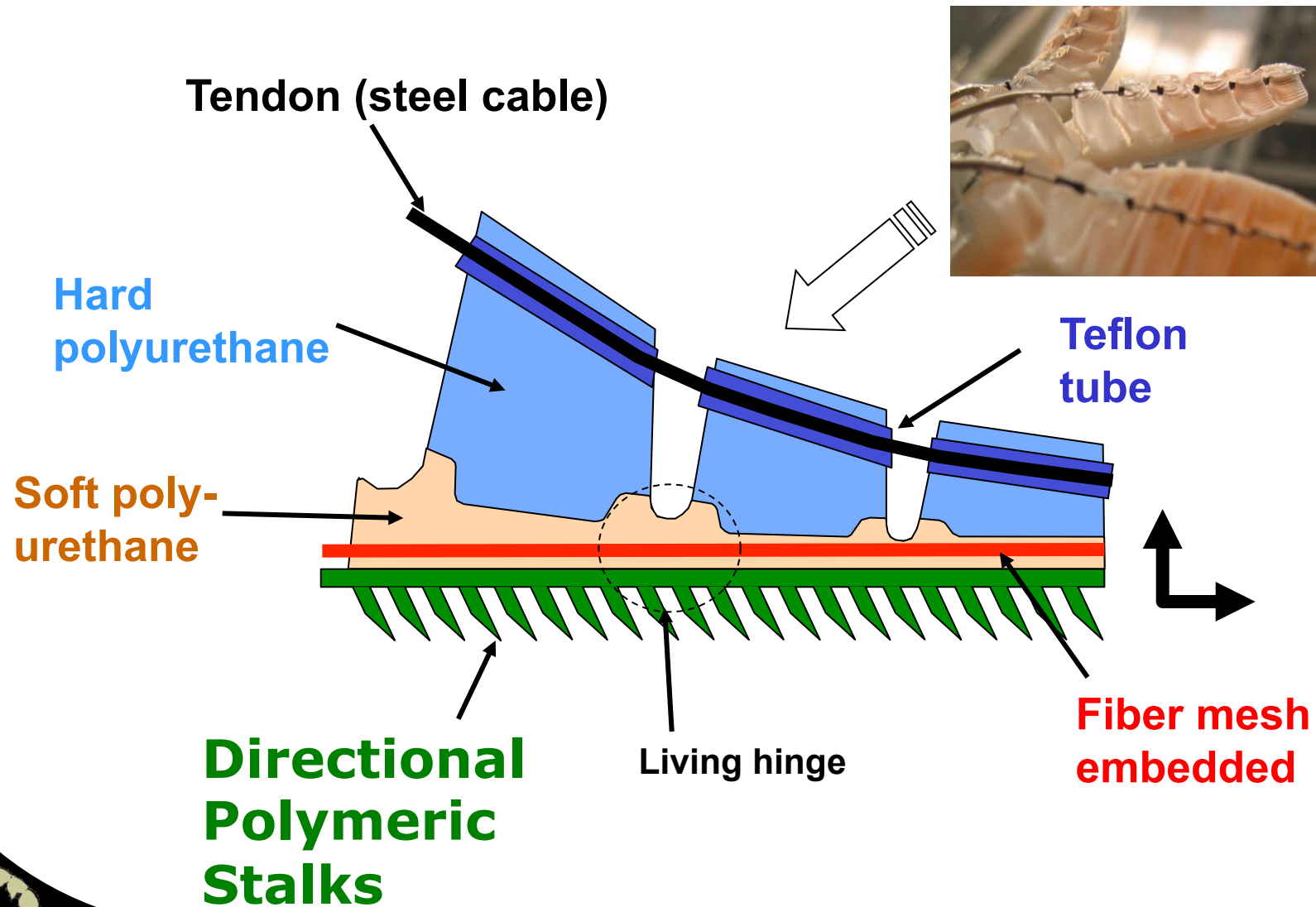
2. Directional adhesives



3. Distributed force control

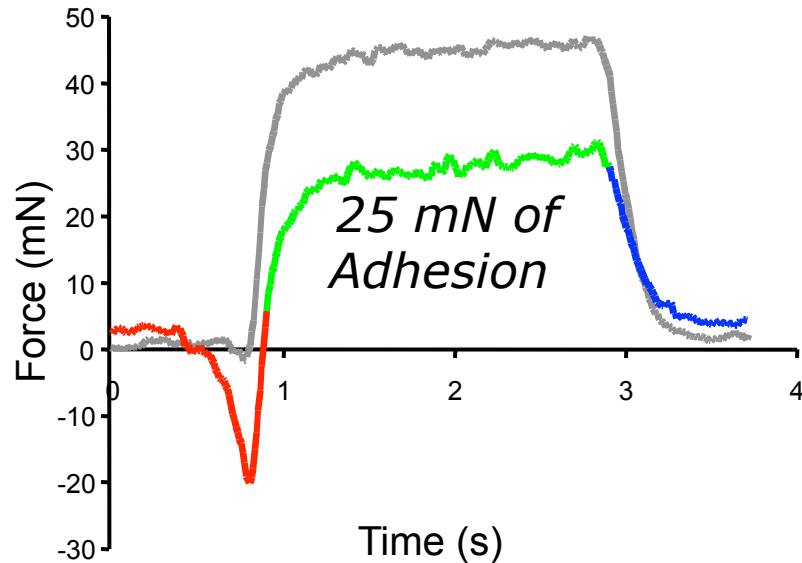
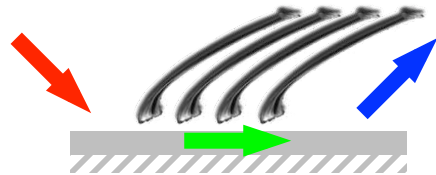
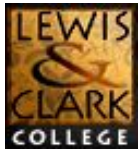


Compliant peeling toe

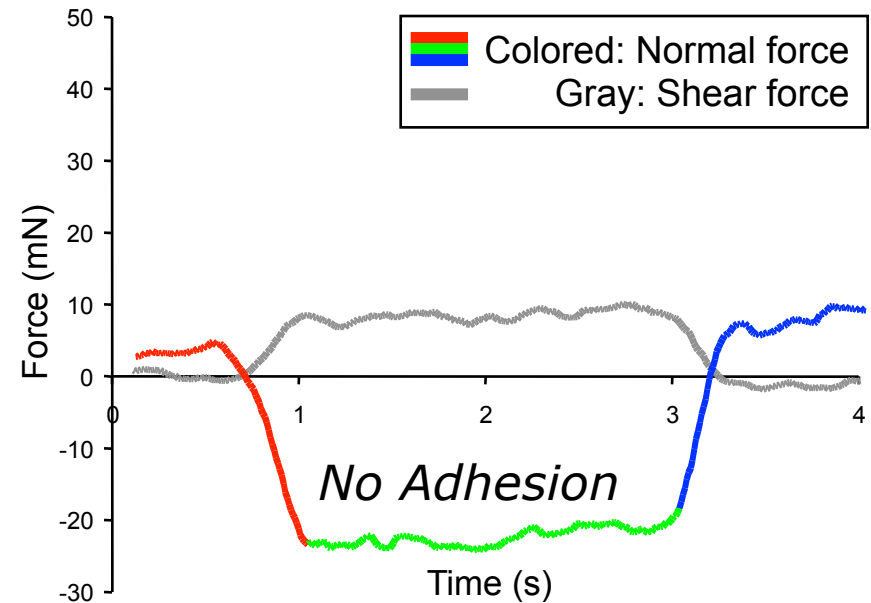
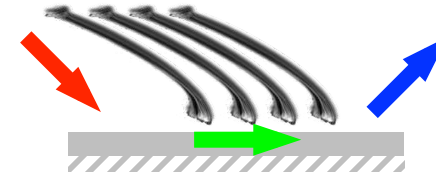


Anisotropic gecko adhesion

Gecko setae dragging with curvature



Dragging against curvature

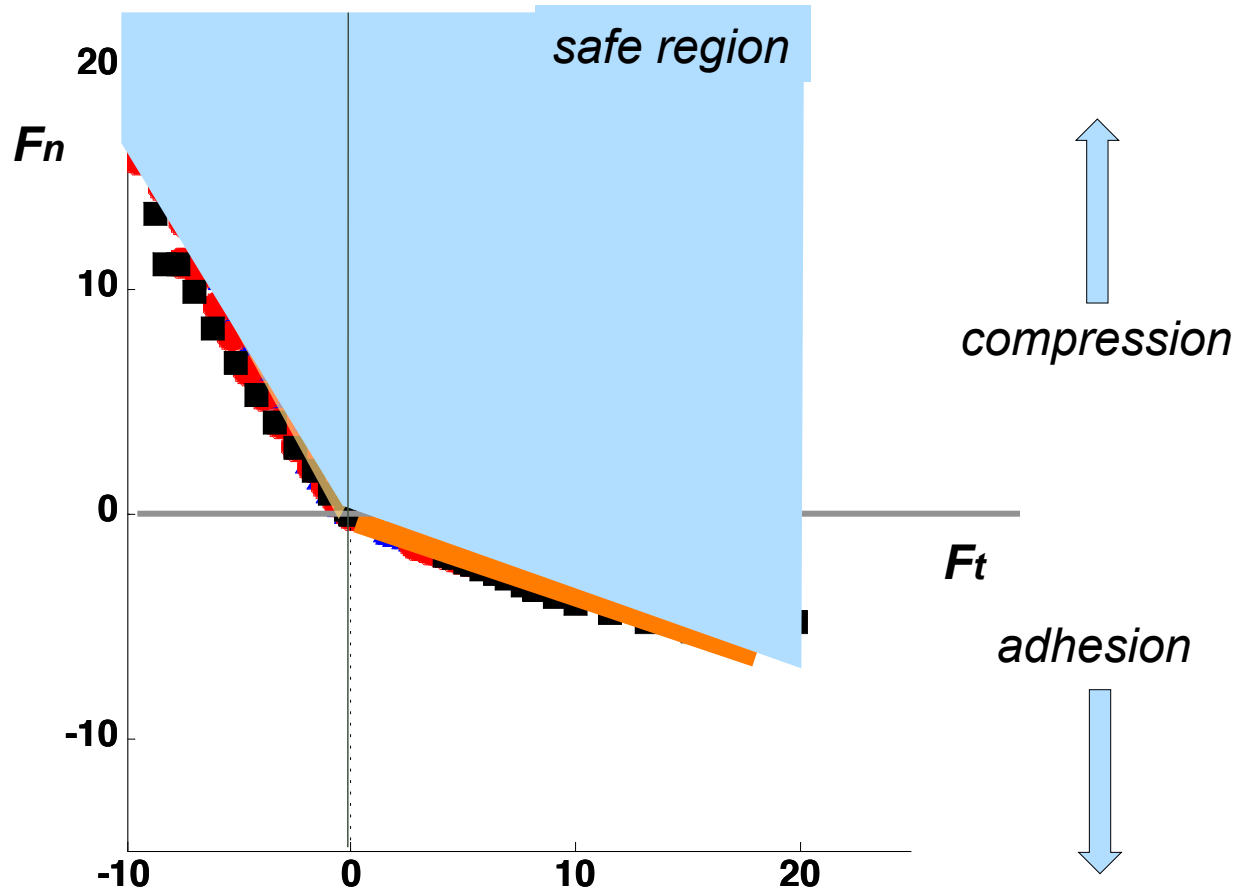


Gecko Force-Space Results

Autumn et al. JEB 2006

loaded *against*
stalk angle:
Coulomb friction

Load, then pull off
at various angles,
and measure force
→ **limit curve**



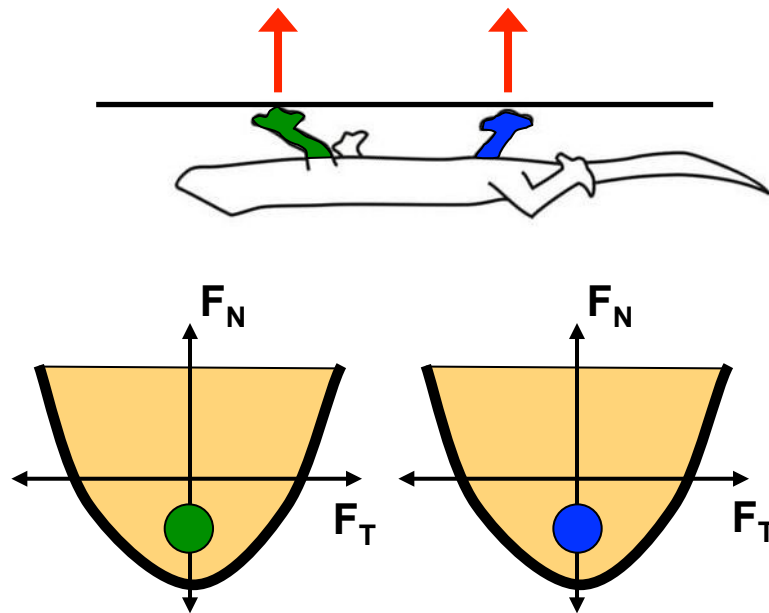
loaded *with* stalk angle:
adhesion ~ tangential stress



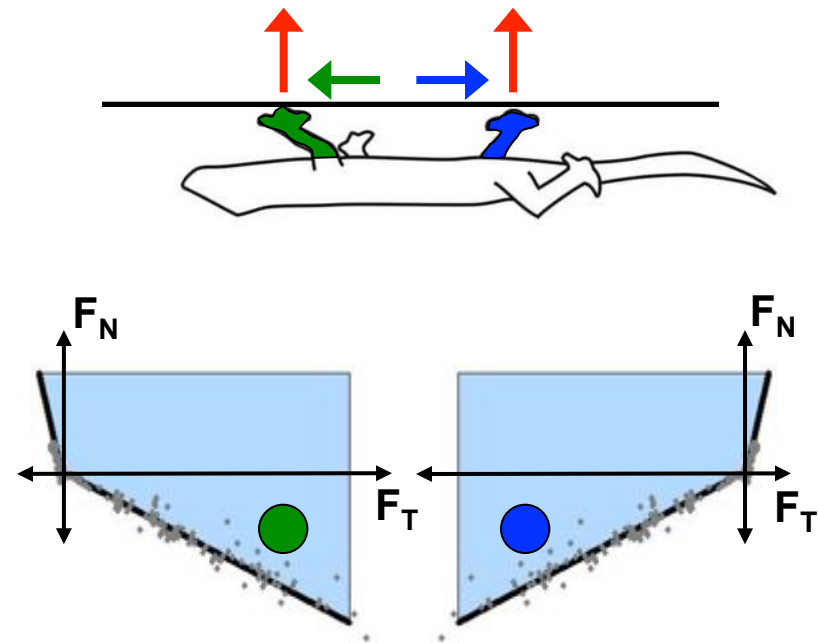
Force Control

optimal strategy for inverted surface

Johnson-Kendall-Roberts



Frictional Adhesion

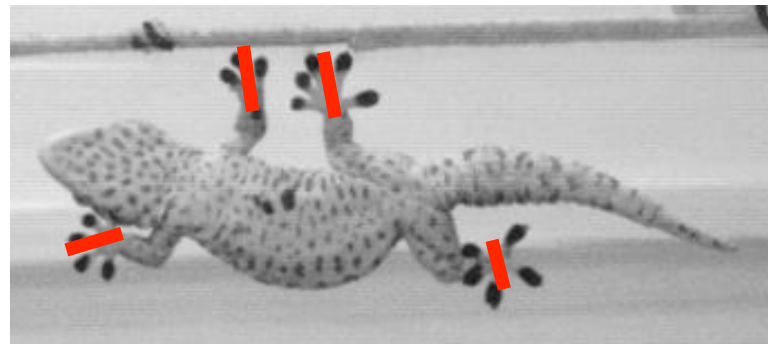
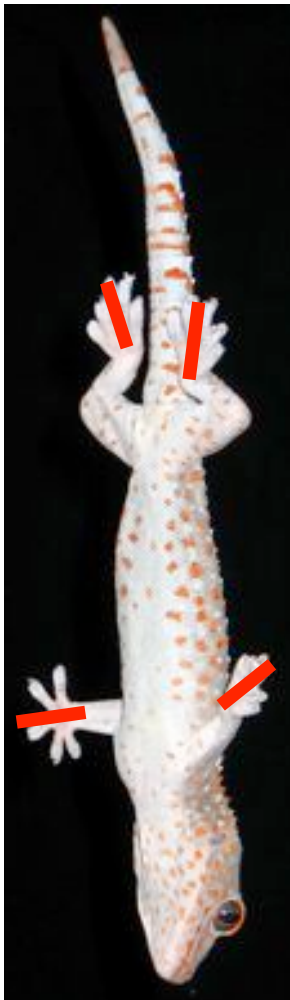


Rear Foot Flipped

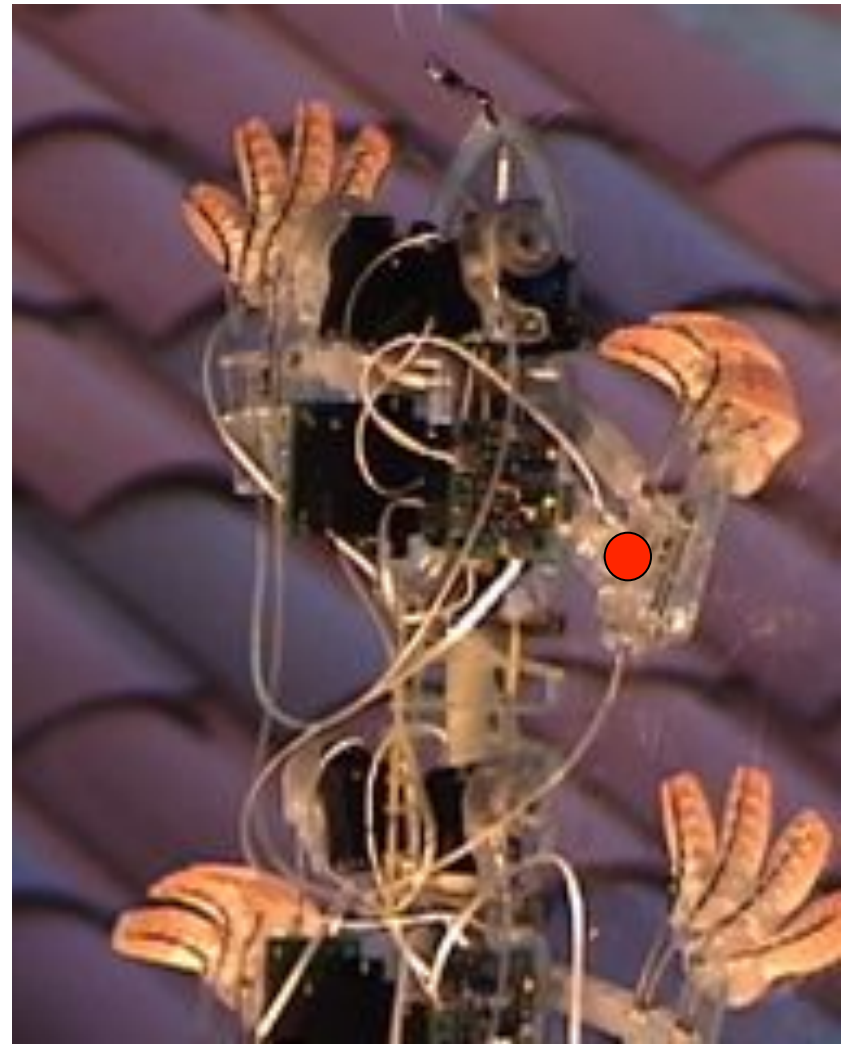
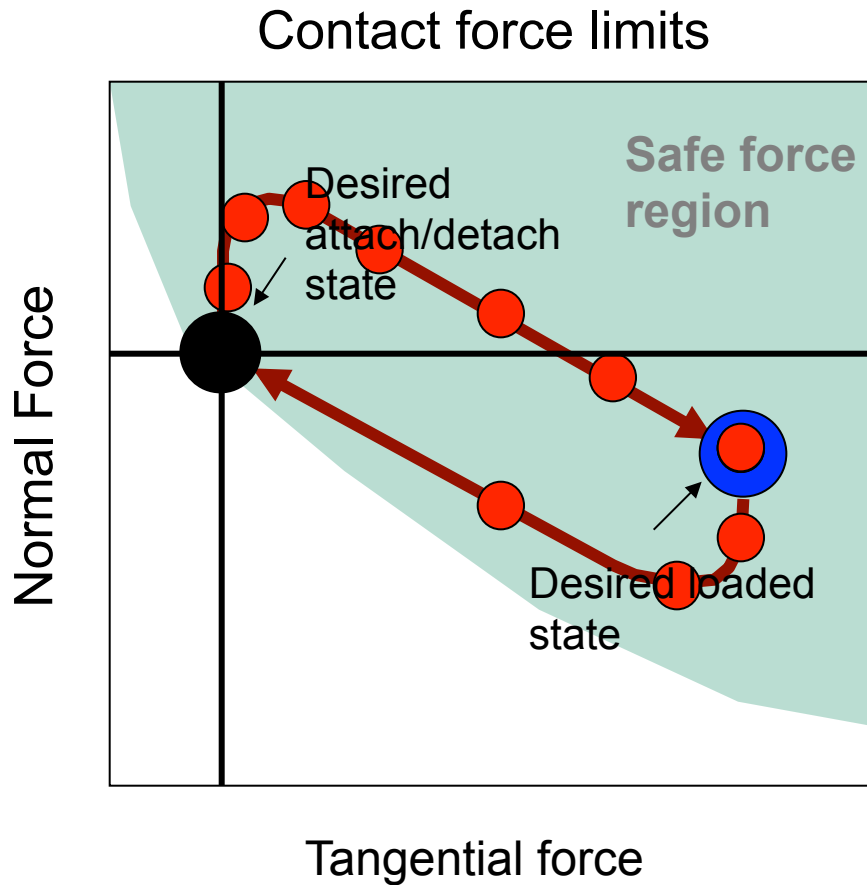
Generalization: Formulate as linear programming problem to control foot orientation & internal forces for arbitrary loading conditions [Santos, JAST09].



Control foot orientation + internal forces



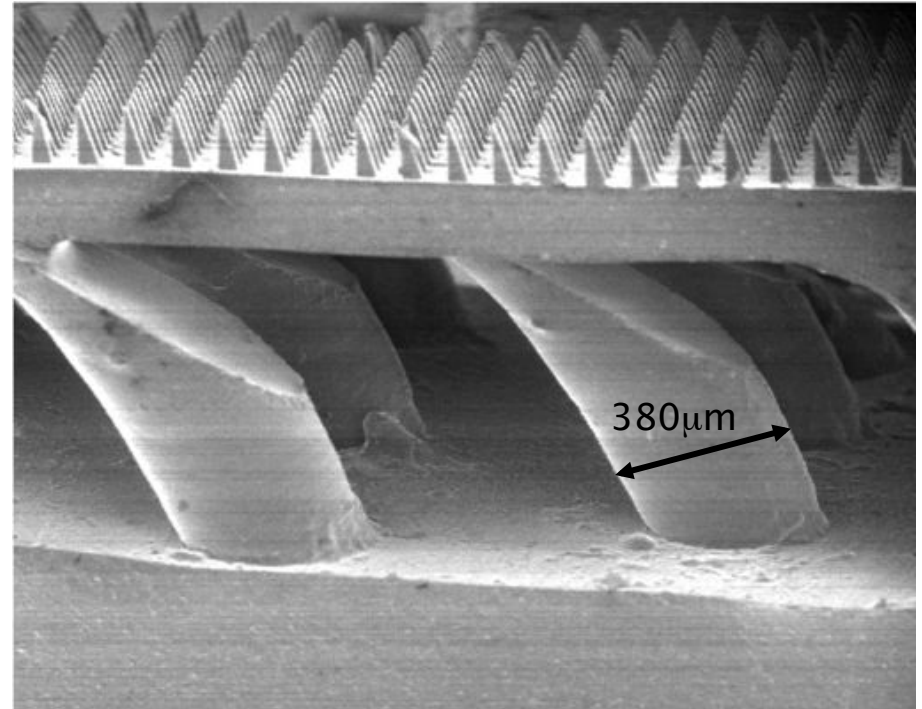
Directional adhesion facilitates control of forces for smooth, efficient locomotion



Current work: compliant *hierarchical* structures



The gecko's hierarchical adhesive system spans length scales from 1 cm to 100 nm.



20 μm wedges atop 380 μm directional stalks (SEM photo)

Synthetic adhesives require **hierarchical, directional compliance** to conform to rough surfaces and distribute loads over large areas.

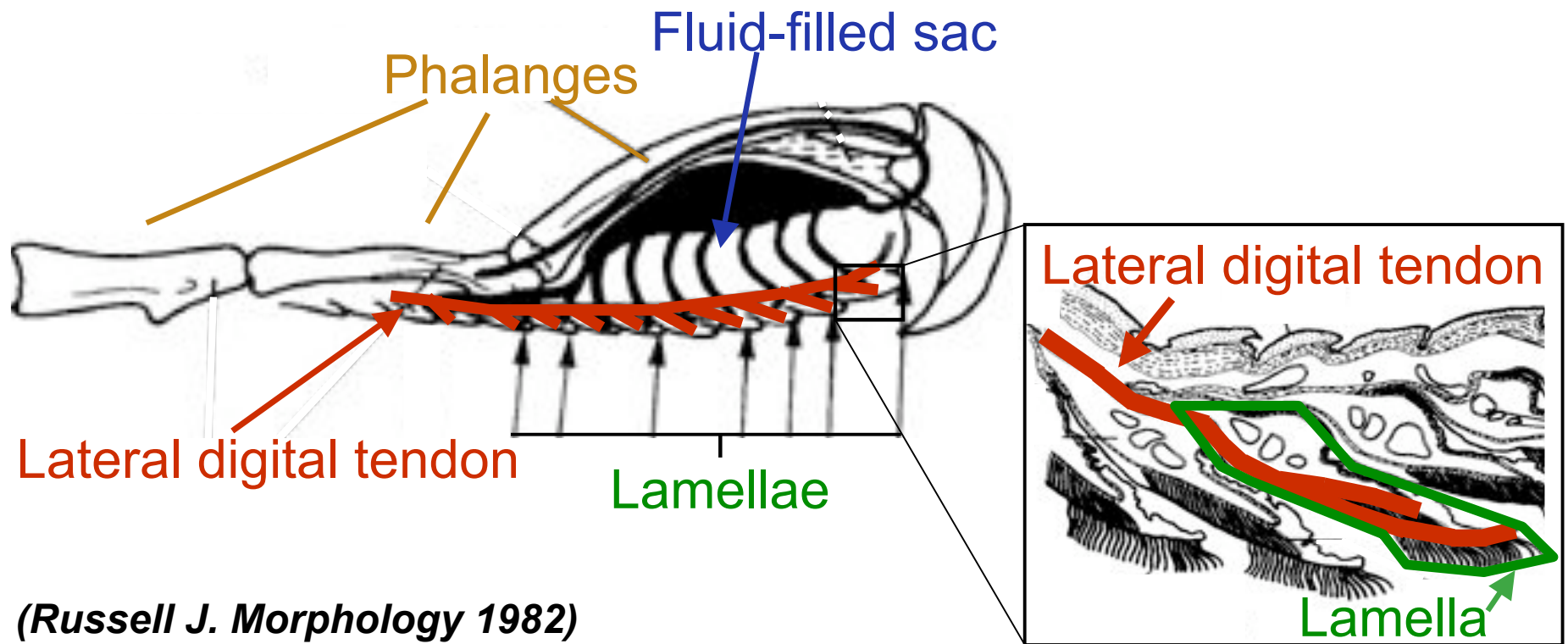
DPS



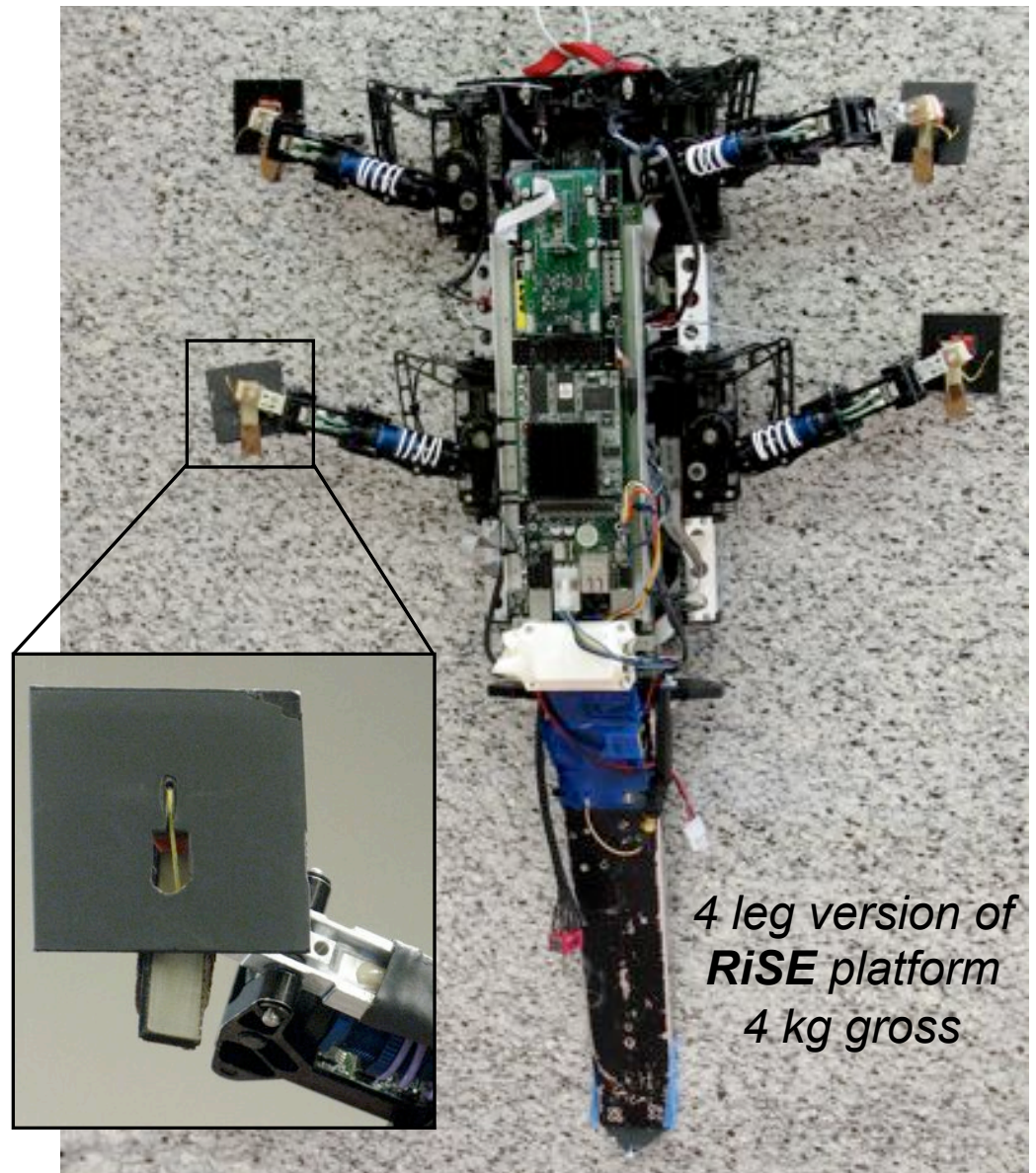
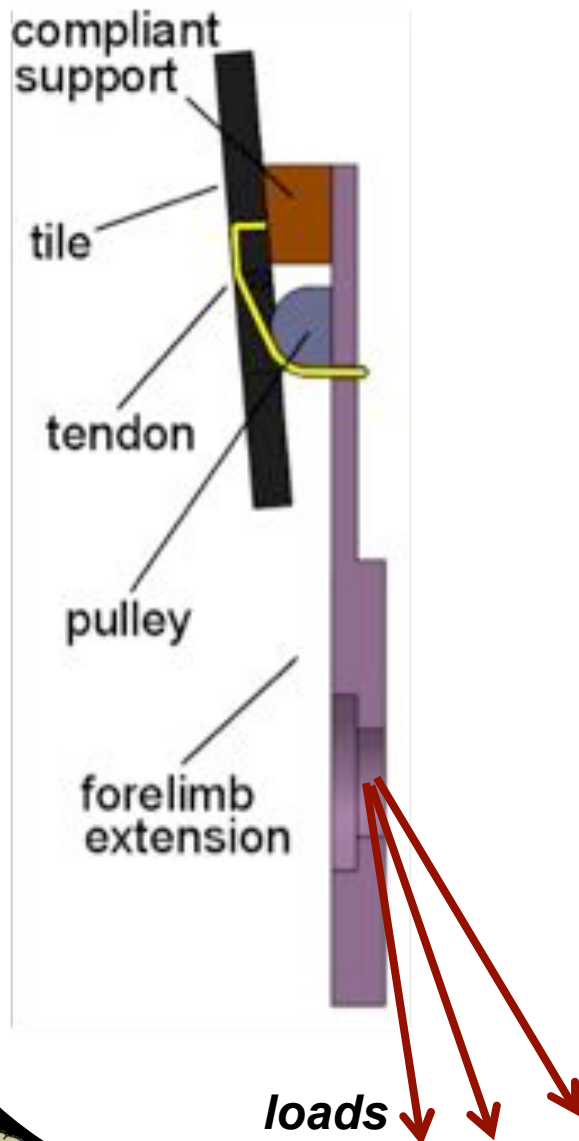
Bio-Inspired?



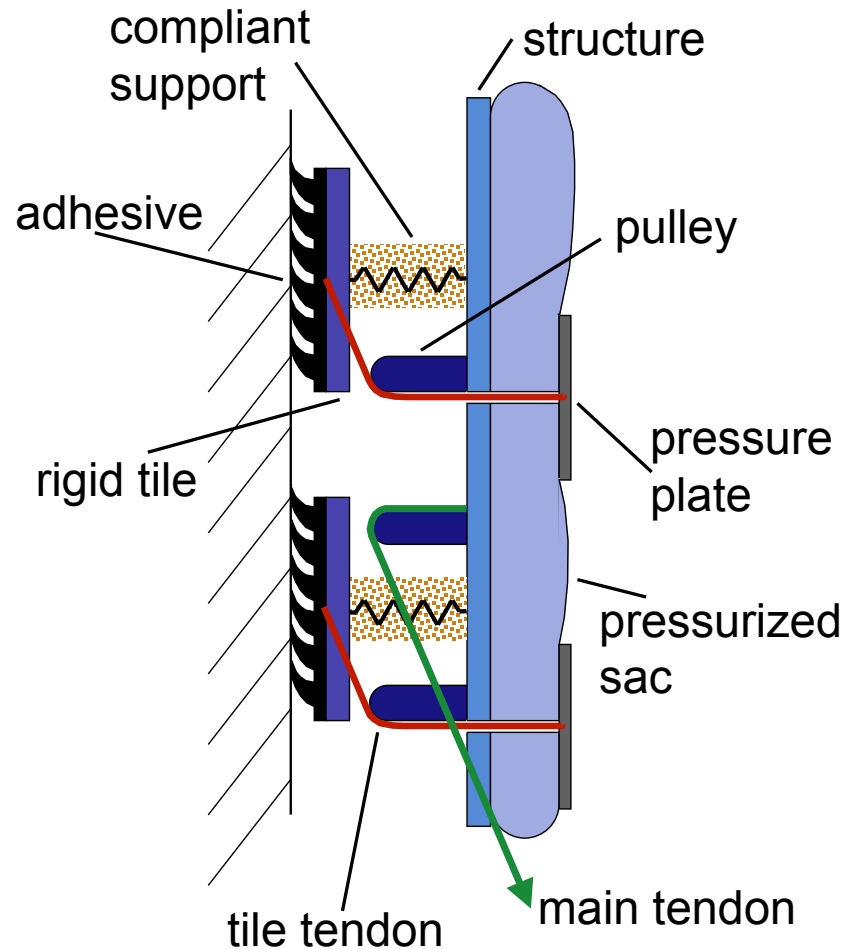
How to get nearly uniform loading over the entire toe, with tolerance to a range of loading angles?



Loading angles: alignment compensation



Scaling to larger areas and loads: tiled arrays

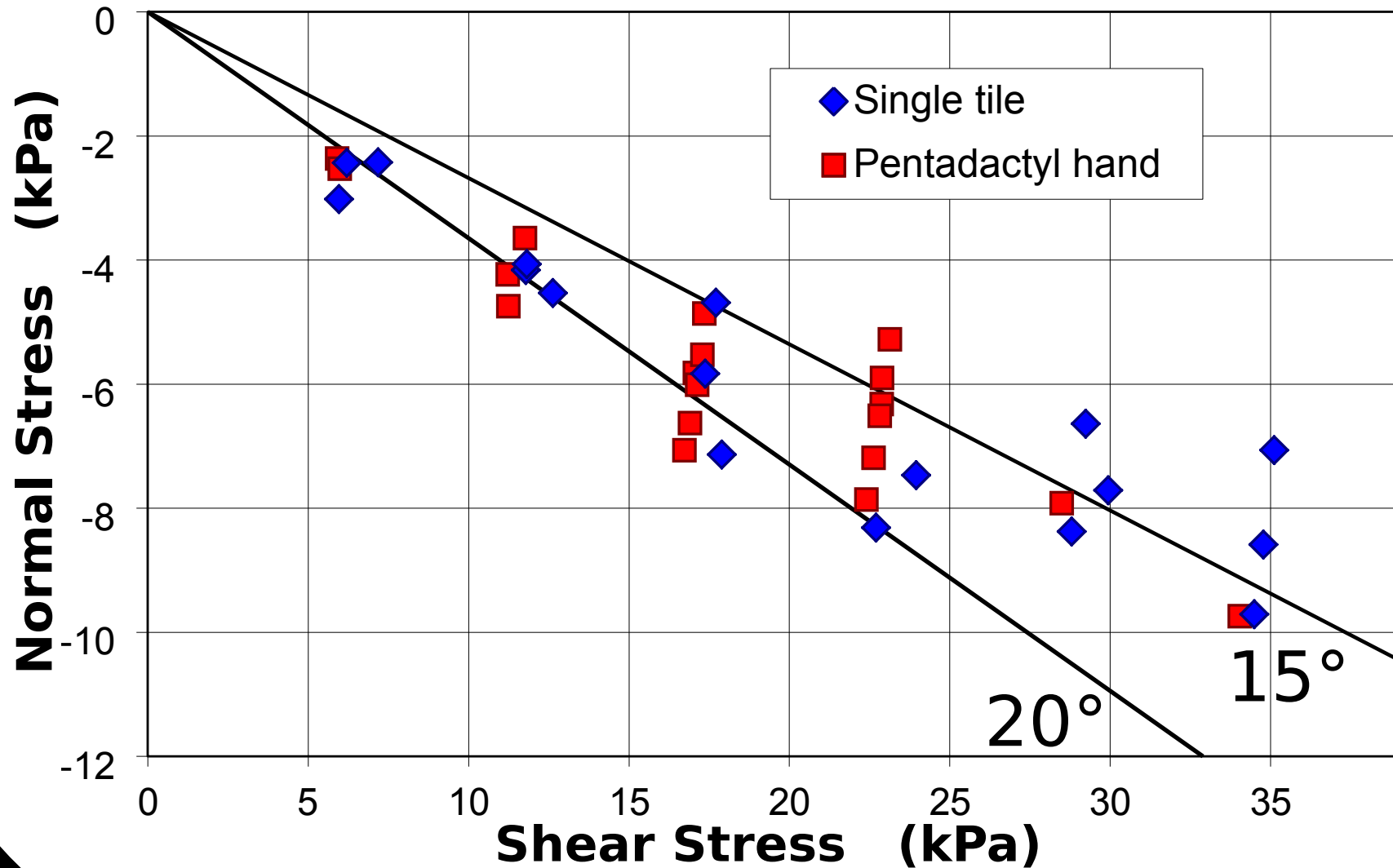


Approx. 80cm²

40 kg



Scaling to larger areas and loads: results



Acknowledgements

