

Salamander Robot Team (LM2) Final Presentation:

# Design and Control of a Highly-Articulated Salamander-Inspired Robot for Future Search and Rescue Applications

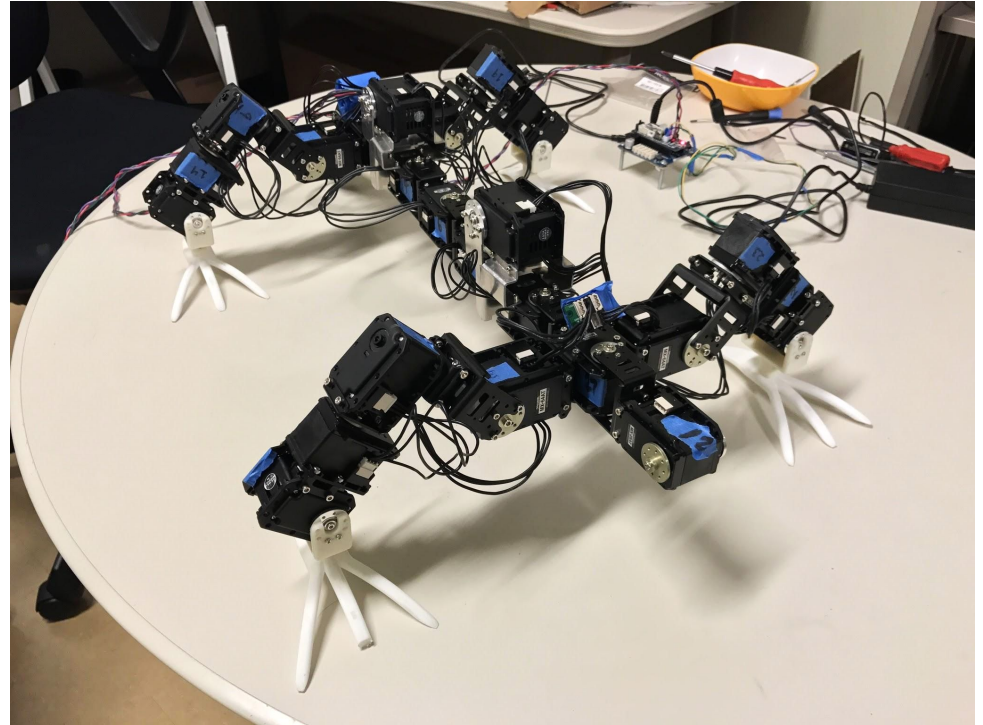
Austin Bush, Sunit Kulkarni, Hariank Mistry, Alex Popescu, Jonathan Rundquist, Shashwat Sitesh, Brian Weaver, Calvin Yao

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April 20, 2017

# Outline

- I. Introduction
- II. Updated Goals
- III. Updated Specifications
- IV. Mechanical Design
  - A. Design Approach
  - B. Results & Verification
- V. Interfacing
  - A. Design Approach
  - B. Results & Verification
- VI. Controls
  - A. Design Approach
  - B. Results & Verification
- VII. Lessons Learned
- VIII. Future Work



# Introduction

- Goal of presentation: present results and current status of project, as well as design choices and methodologies.

Current Status: A walking robot, ready for quantitative testing

	January 1/18 and 1/19	February 15-Feb	March 4-Mar	April	4/25-4/26	May 4-May
Proposal and Presentation	Yellow					
Project Summary	Yellow					
Begin Design Process		Dark Green				
Idea Generation		Dark Green				
CAD and 3-D print Skeleton		Light Green				
Simulate Gait Control		Light Green				
Interfacing electronics		Light Green				
Start Purchasing and Building			Purple	Purple		
Intergrate electronics into body			Purple	Purple		
Integrate systems and controls			Purple	Purple		
Field testing, debugging			Purple	Purple		
Initial Website Posting		Light Blue				
Design Notebooks	Red	Red	Red	Red	Red	Red
Completed website					Light Blue	Light Blue
Final Project Report					Orange	Orange
Final Project Demonstration					Orange	Orange
Project Presentation					Orange	Orange
Final Project Summary					Orange	Orange
Capstone Design Expo						Red
Teamwork and Professionalism	Light Blue	Light Blue	Light Blue	Light Blue	Light Blue	Light Blue

# Mechanical Design

Design and Fabrication  
of the  
Body, Feet, Tail, Head

Jonathan Rundquist

Austin Bush

Brian Weaver

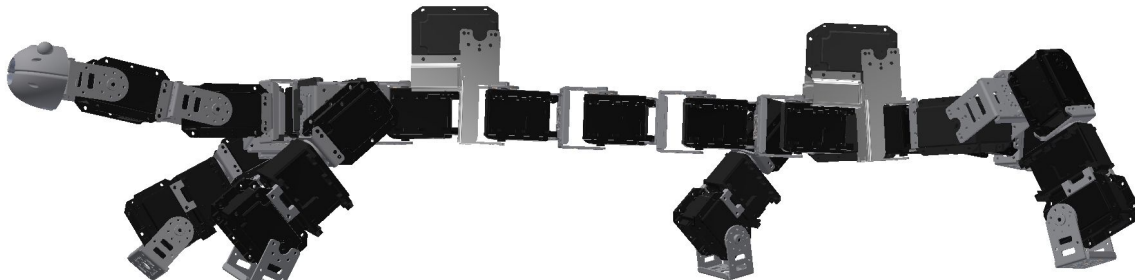
Sunit Kulkarni

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# Key Design Constraints & Limitations

- ✓ Small and agile enough to navigate under unknown rubble
- ✓ Light enough to be easily deployed to disaster environments
- Must be able to perform reliably in numerous disaster environments

Needs more testing



# Updated Specifications

Item	Design Specs	Actual Specs
Weight	< 25 kg	~5 kg
Bounding volume	< 2 x 0.5 x 0.5 m	0.63 x 0.41 x 0.2 m
Traversable terrain height deviation	> 5 cm	-
Traversable grade	> 3 %	-
Turn radius	< 2 m	1m (simulation)
Traversal speed	> 10m / minute	6m / min
Man-portable	Yes	Yes
Tether length	> 3 m	2.44 m

## Possible Future Functionality

Obstacle avoidance
Autonomous searching
Camera-enabled localization
Environment mapping
Localization

# Improvement on Past Designs



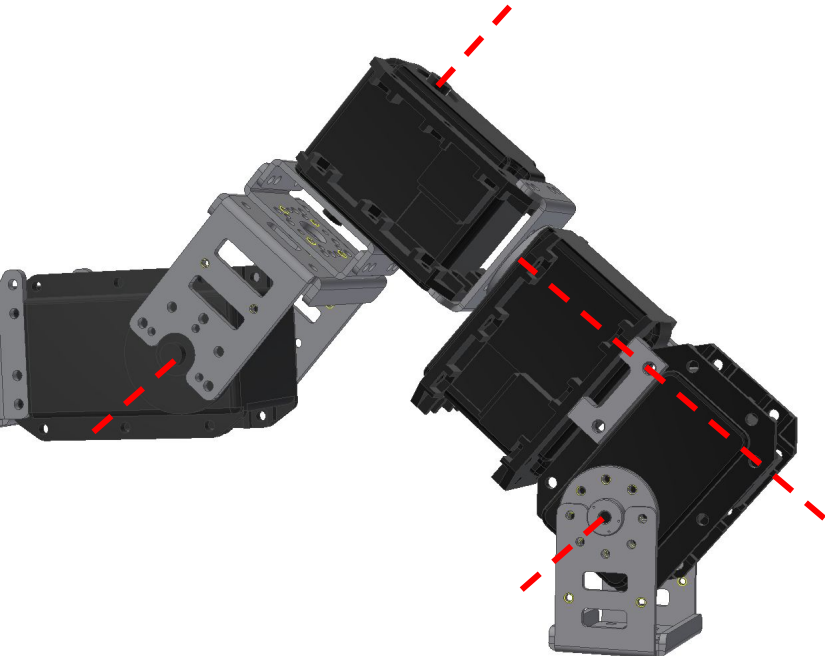
## Increased Mobility

- 26 DOF adding more control to the robot
- Compliant feet increasing traversability
- Vertical mobility in the spine for increased maneuverability

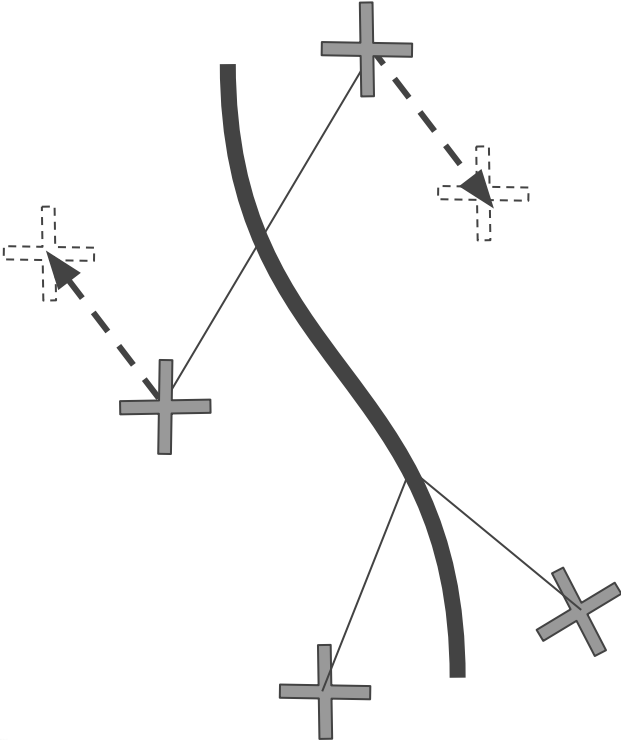
# Leg Design

4 Degrees of Freedom  
Per Leg

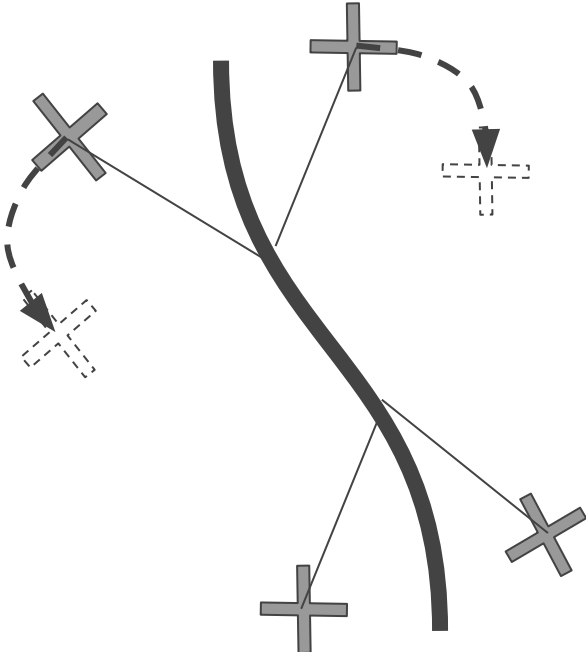
5 with shared  
Shoulder Joint



Opposite but Linear Path



Independent but Radial Path

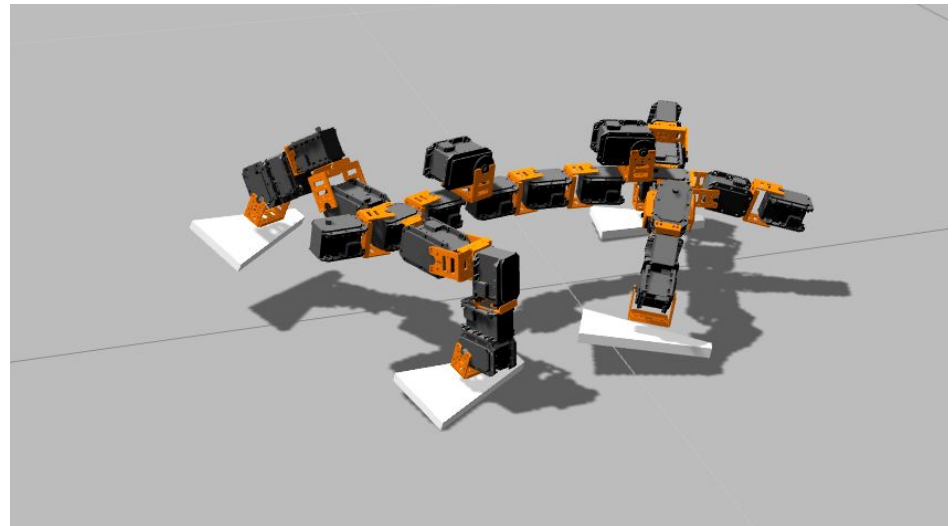
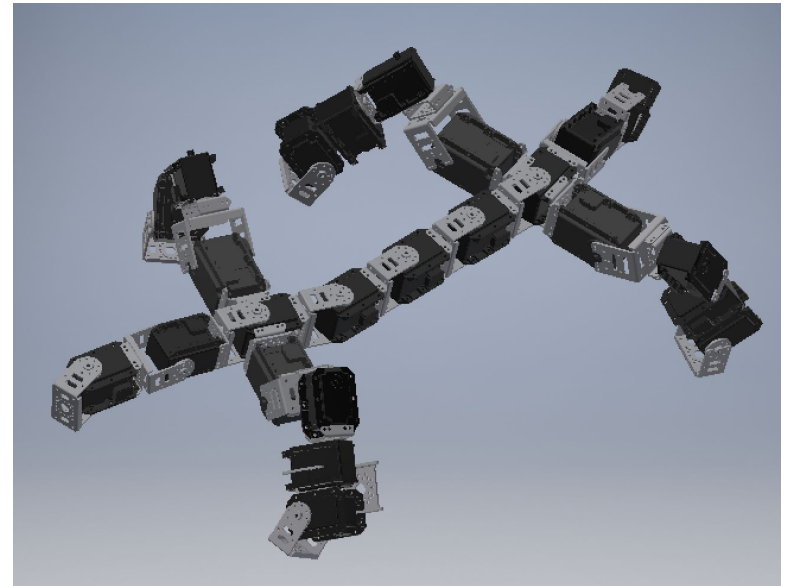




# Spine Design

Talk about:

- Spine needed to be long enough to support the desired walking gait (lgs don't run into each other)
- 6 joints in total (without tail)
- Spine needed more vertical mobility for stairs and such
- Two vertical motors were mounted to the spine, giving larger walking range and vertical movement



# Foot Design

## Concept Generation

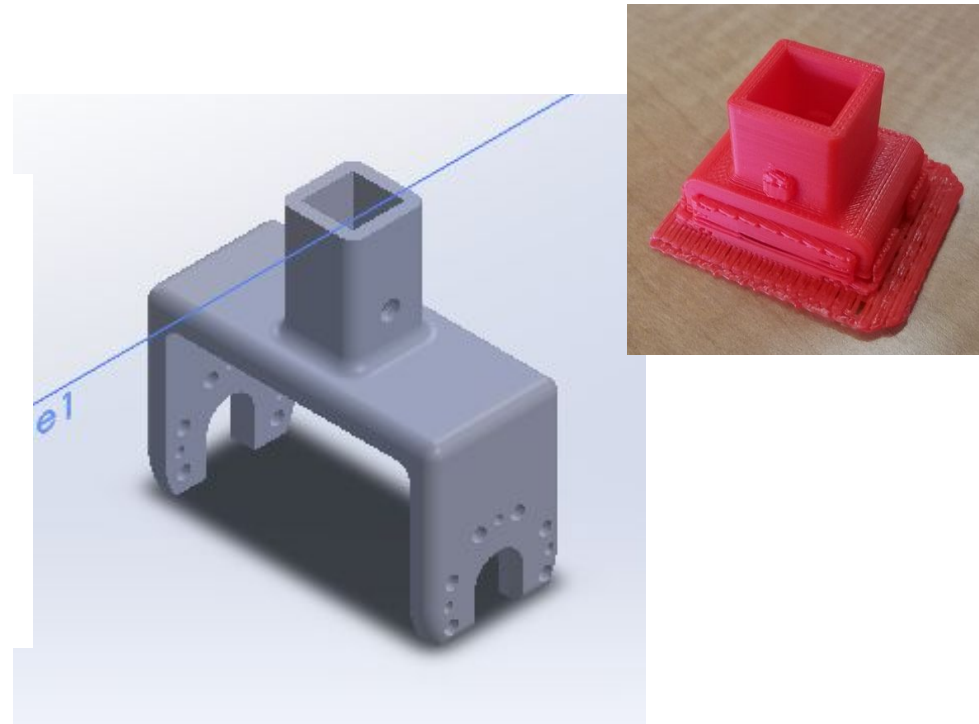
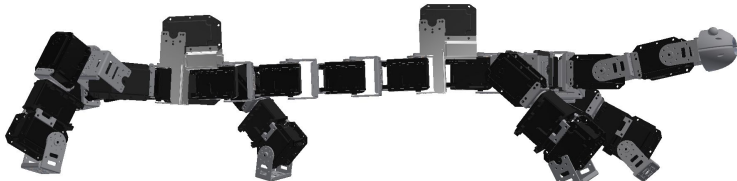
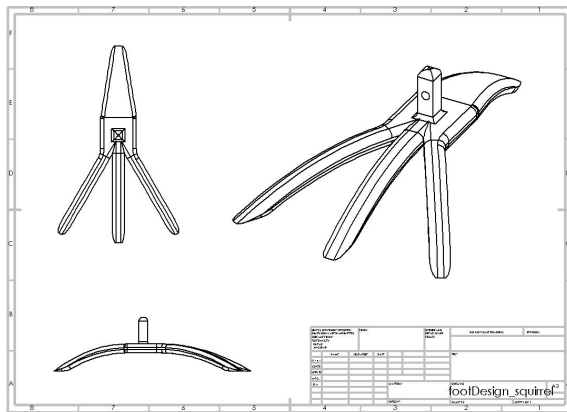
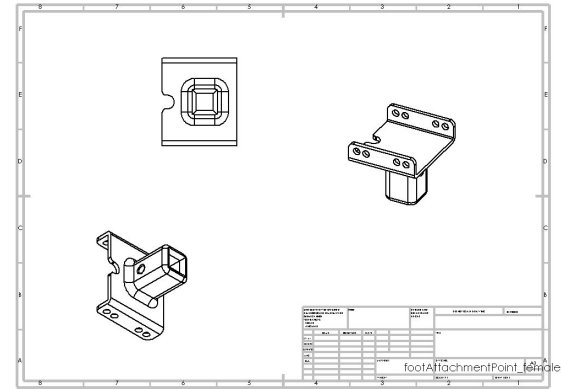
- Group effort to create a multitude of possibilities
- Not all concepts were practical
- Needed a way of attaching numerous foot designs for testing



# Foot Design

## Interfacing

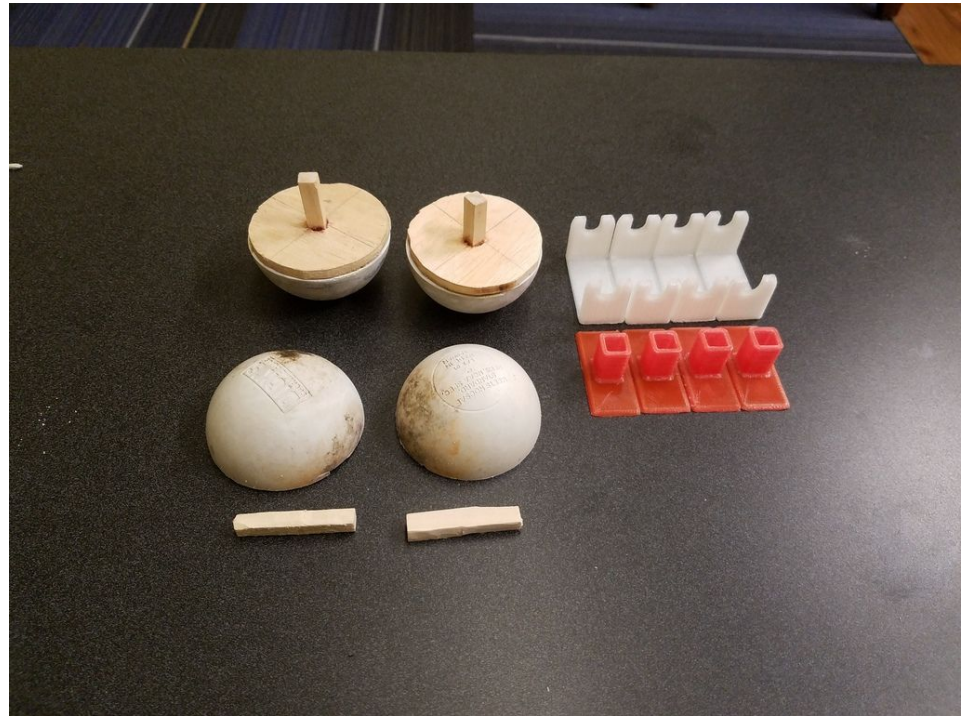
- Developed the Foot Attachment Point models
- Several different iterations as robot design evolved
- Allowed for easy iteration of foot designs



# Foot Design

## Recycled Ball Feet

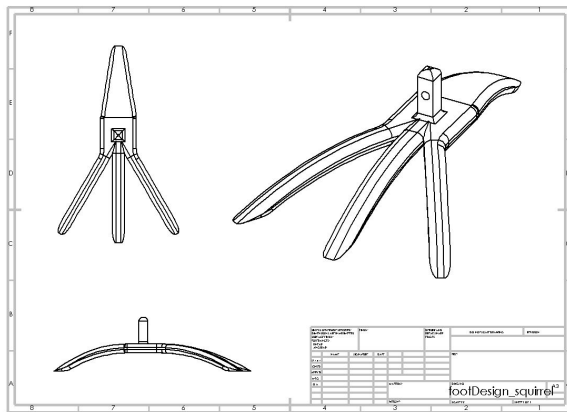
- Made of half a Lacrosse ball
- Good traction on flat surfaces
- Easy to develop gaits



# Foot Design

## Bio inspired rigid

- Good balance
- Potential climbing modification
- Requires more complex gaits



# Foot Design

## Compliant advanced design

- Good off road performance
- Still in prototype phase



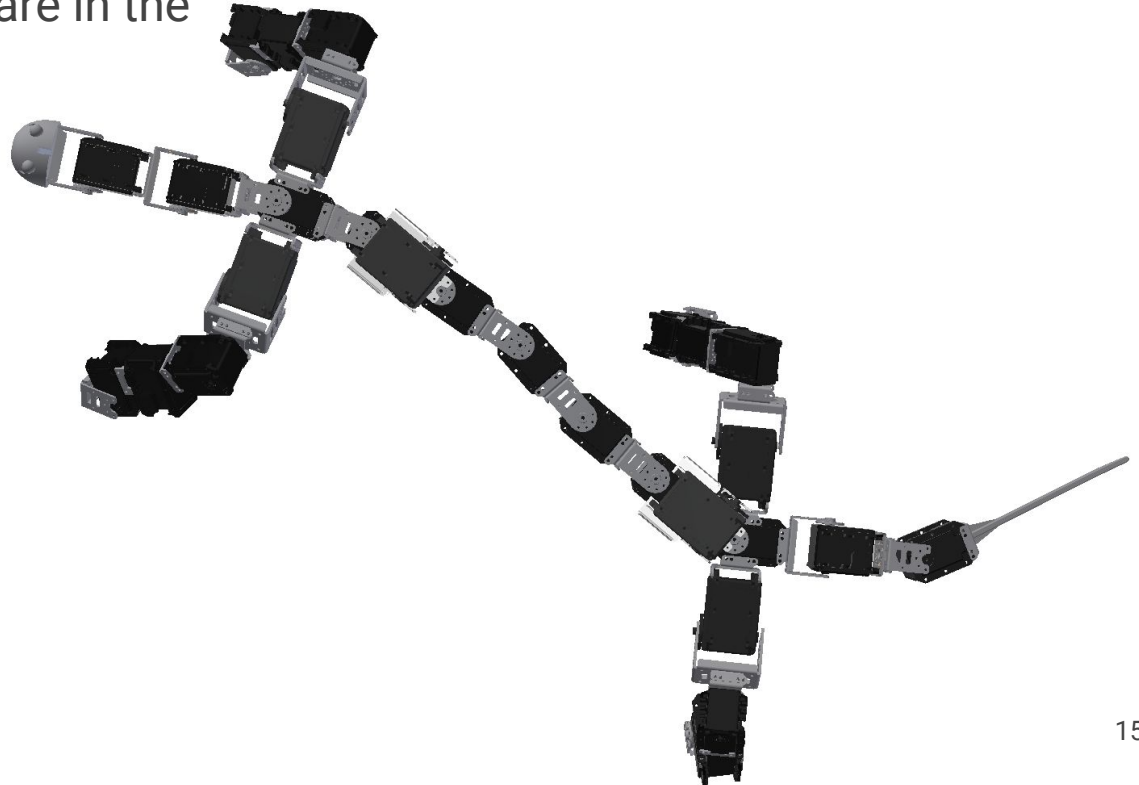
# Head and Tail

## Head

- Houses camera, speaker and mic
- Improves stability
- Can grow to house hardware in the future

## Tail

- Improves walking and climbing stability



# Interfacing

Hardware Development for  
Control and Operation of the  
Robot

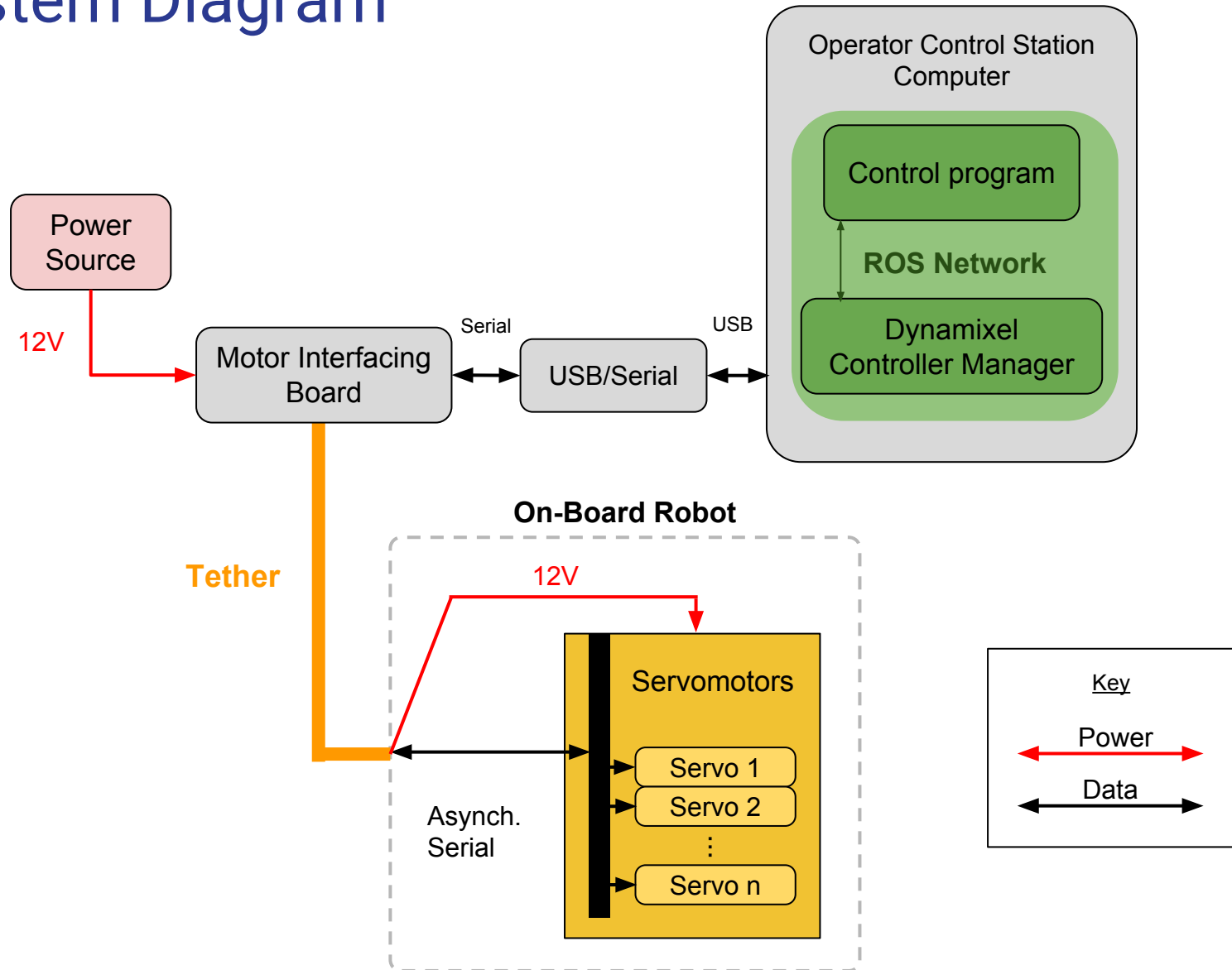
Shashwat Sitiesh

Hariank Mistry

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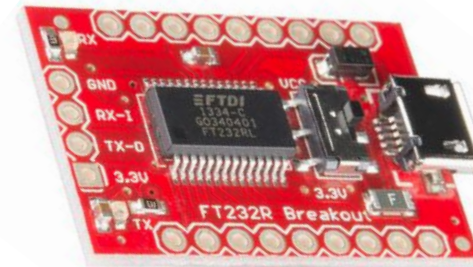
# System Diagram



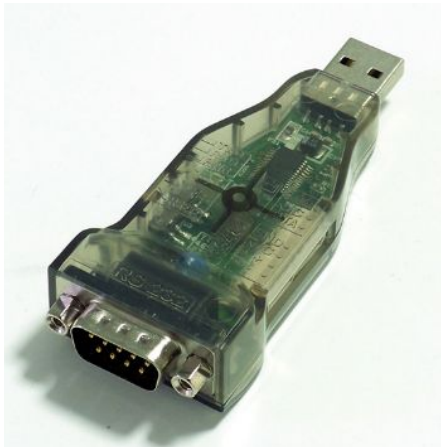
# Hardware Interfacing



- OpenCM 9.04 Microcontroller mounted on OpenCM 485 Expansion Pack to connect to the dynamixel servo

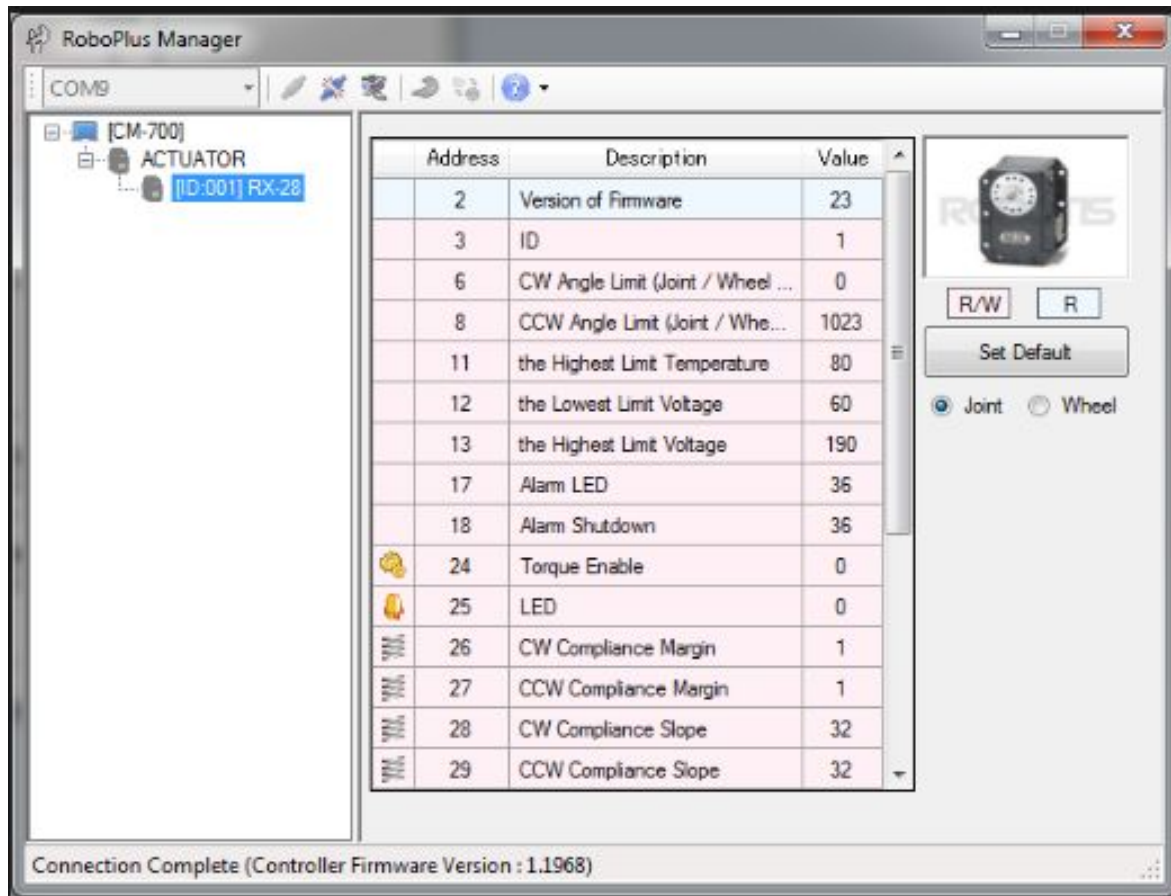


- FT232R USB to Serial Interface Board



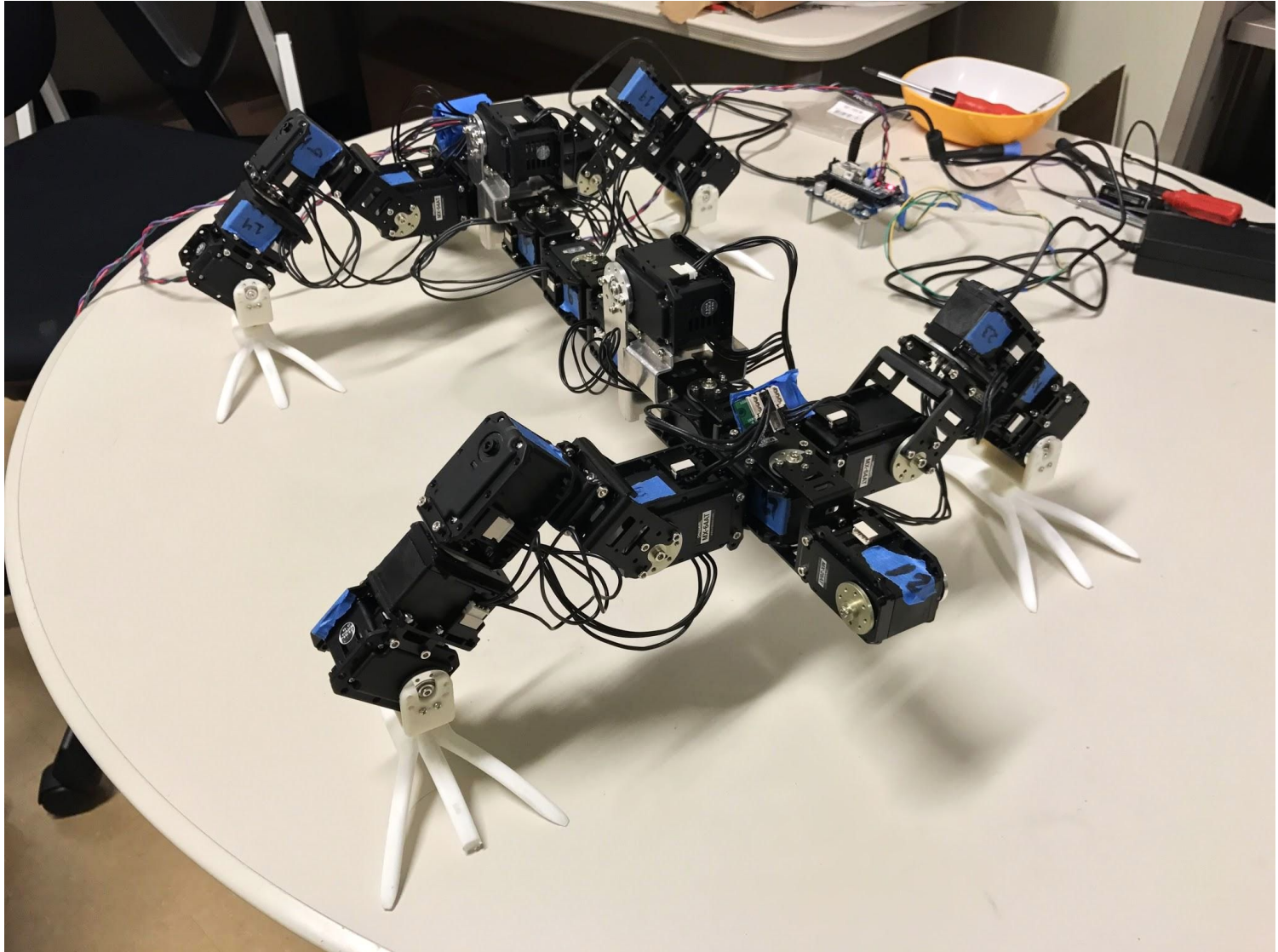
- USB2Dynamixel used to update firmware and baudrate

# Hardware Interfacing



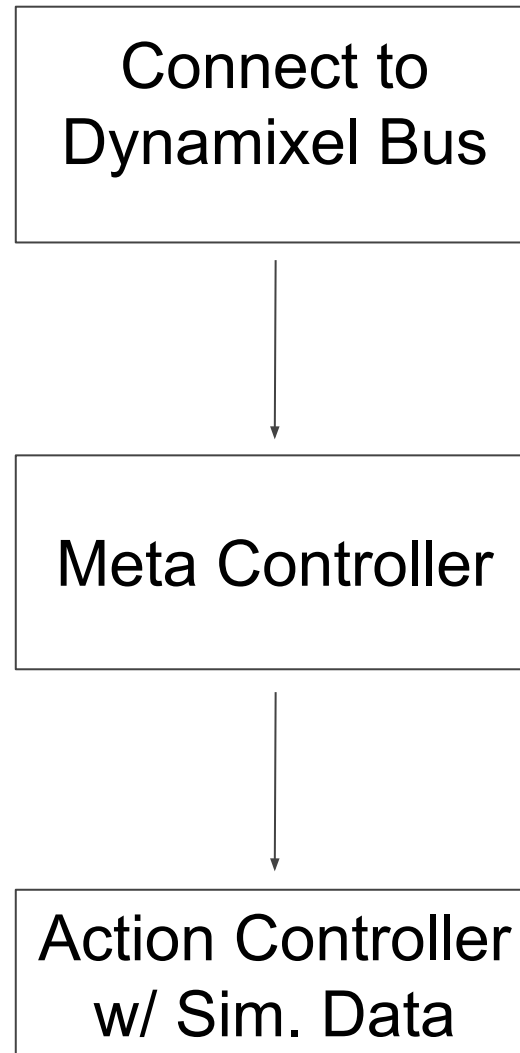
- RoboPlus is a PC based tool that can be used to set parameters

# Hardware Interfacing



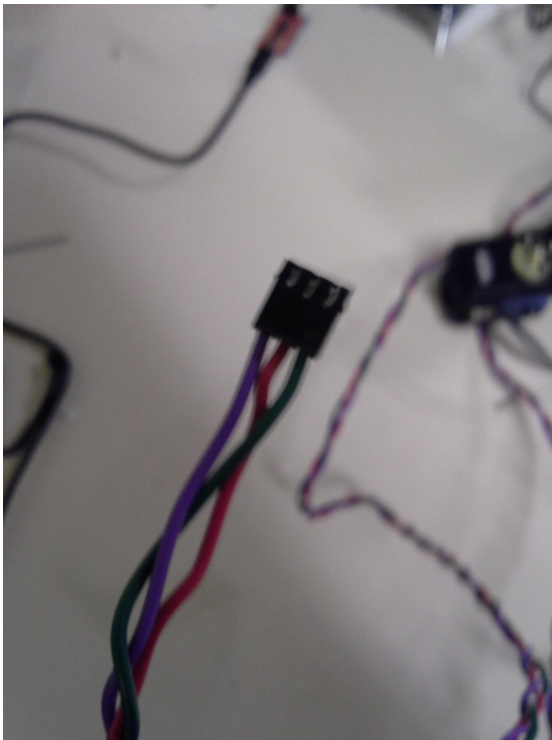
# Software Interfacing: ROS

- Use Dynamixel ROS Stack: Python and C++ Interface for communicating to motors via serial commands
- Motors are controlled with an Action Server, which coordinates sending position and velocity commands
- ROS interface is modular and extendable so future robot users can easily program custom trajectories



# Power Tether

- Built 3m long tether using 20 gauge wire
- Capable of providing approximately 6A of current and 72W of power
- Depending on the gait algorithm, more power may be required to control more motors at once



# Controls

Salamander Gait Control

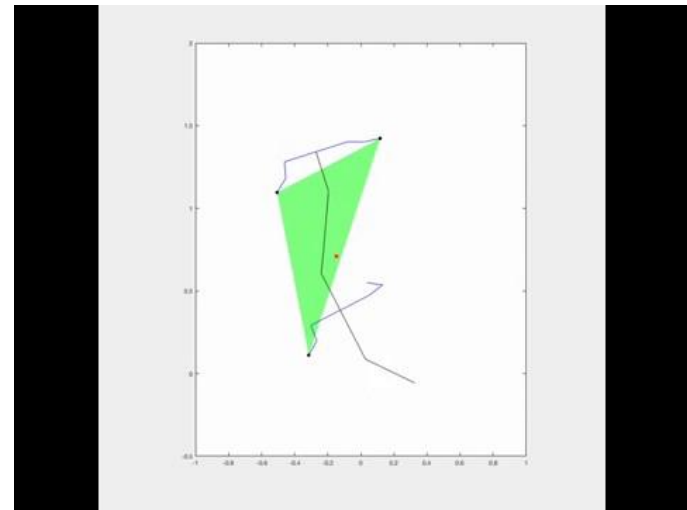
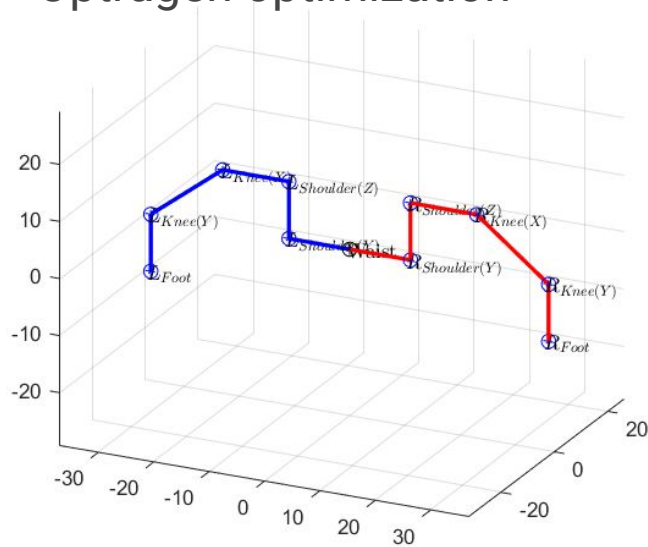
Alex Popescu

Calvin Yao

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# Design Approach: Kinematic Modeling

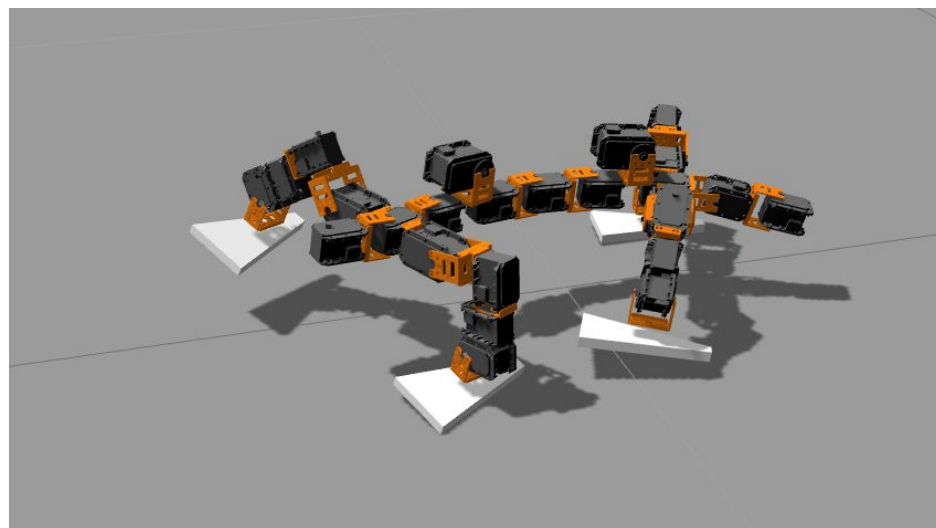
- MATLAB kinematic modeling of legs
- Spine movement with “locking down” feet
- Optragen optimization





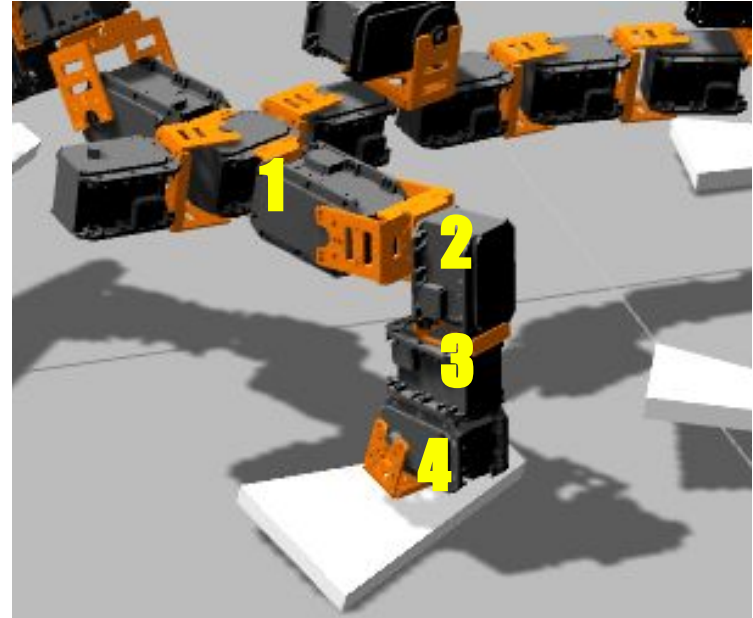
# Dynamics Modeling and Simulation

- Benefits of simulation
  - No possibility of robot damage
  - 2-5X faster than real-time, parallelized processing
  - No cost to purchase parts
- Gazebo dynamics simulation can simulate
  - PID control of motors
  - Different foot geometries
  - Foot slippage and ground reaction forces
  - Complicated terrain
- Control of each joint is achieved using a custom C++ shared library “plugin”



# Gait Parameterization

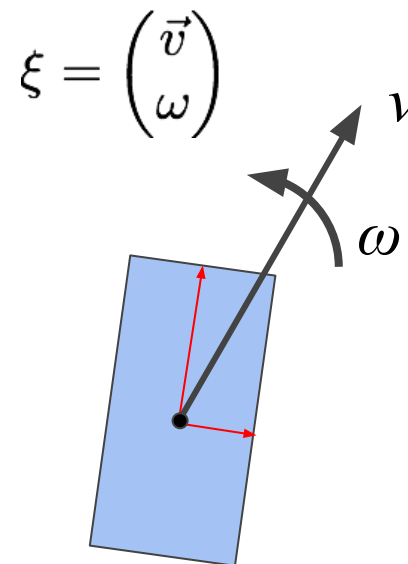
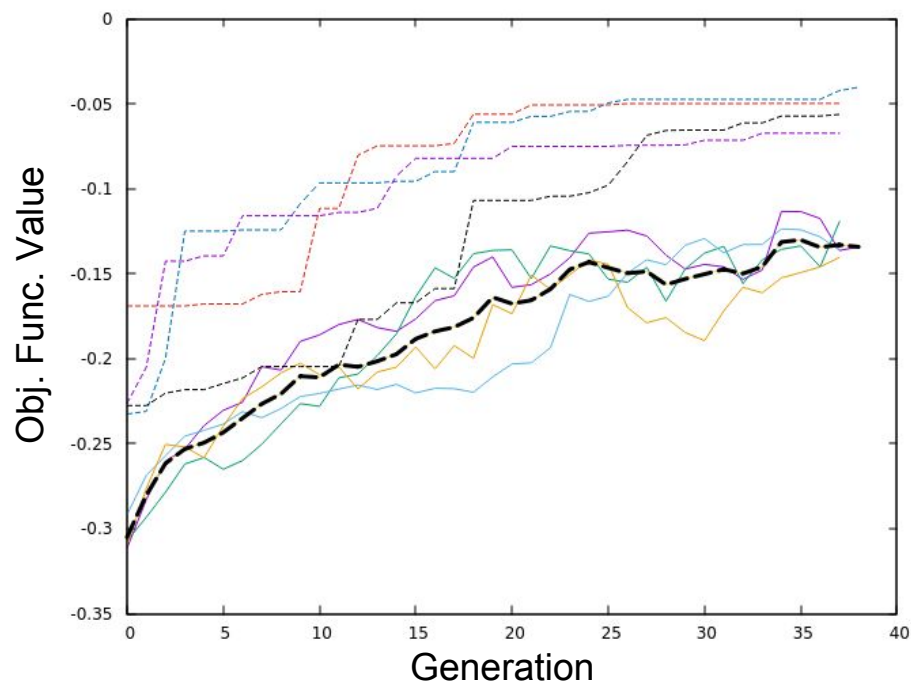
- Used 19 numbers to represent a gait
  - Spine amplitude, phase
  - For each leg:
    - J1 amplitude, phase, bias
    - J2 amplitude, phase
    - J4 amplitude, phase, bias
- Each joint is a sine wave with 3 parameters: bias, amplitude, and phase



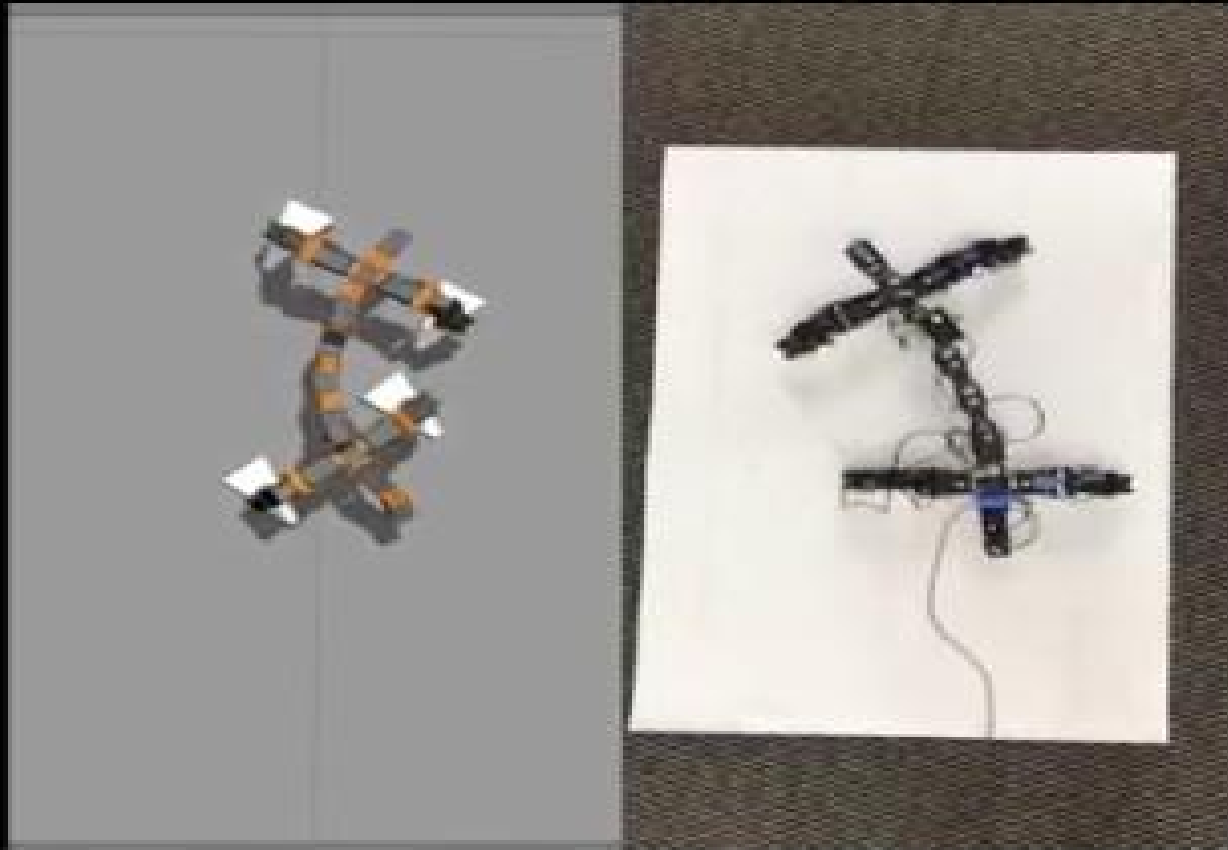
# Gait Optimization with Genetic Algorithm

- Benefits of Genetic Algorithms (GA):
  - Robust to many local minima in objective function
  - Objective fn. derivative unknown
  - Works for non-smooth functions

$$f = (\xi - \xi_{goal})^2 - C_{energy}$$



# Results: Simulation vs. Experiment



Simulation: 0.5x speed  
Real video: 1.5x speed

# Current Task: Operator Control

- Map goal twist  $\xi$  to a gait parameter vector
- Linearly interpolate between known gaits
- Then, an operator can command the robot twist
- Joystick control: demo goal



# Lessons Learned

- Check orientation of servos before installation

# Future Work

- Compliant tail
- More complex feet
- Better physics models
- Energy-efficiency optimization
- Feedback control using sensors
- Approach rescue robotics application

Thank you! Questions?