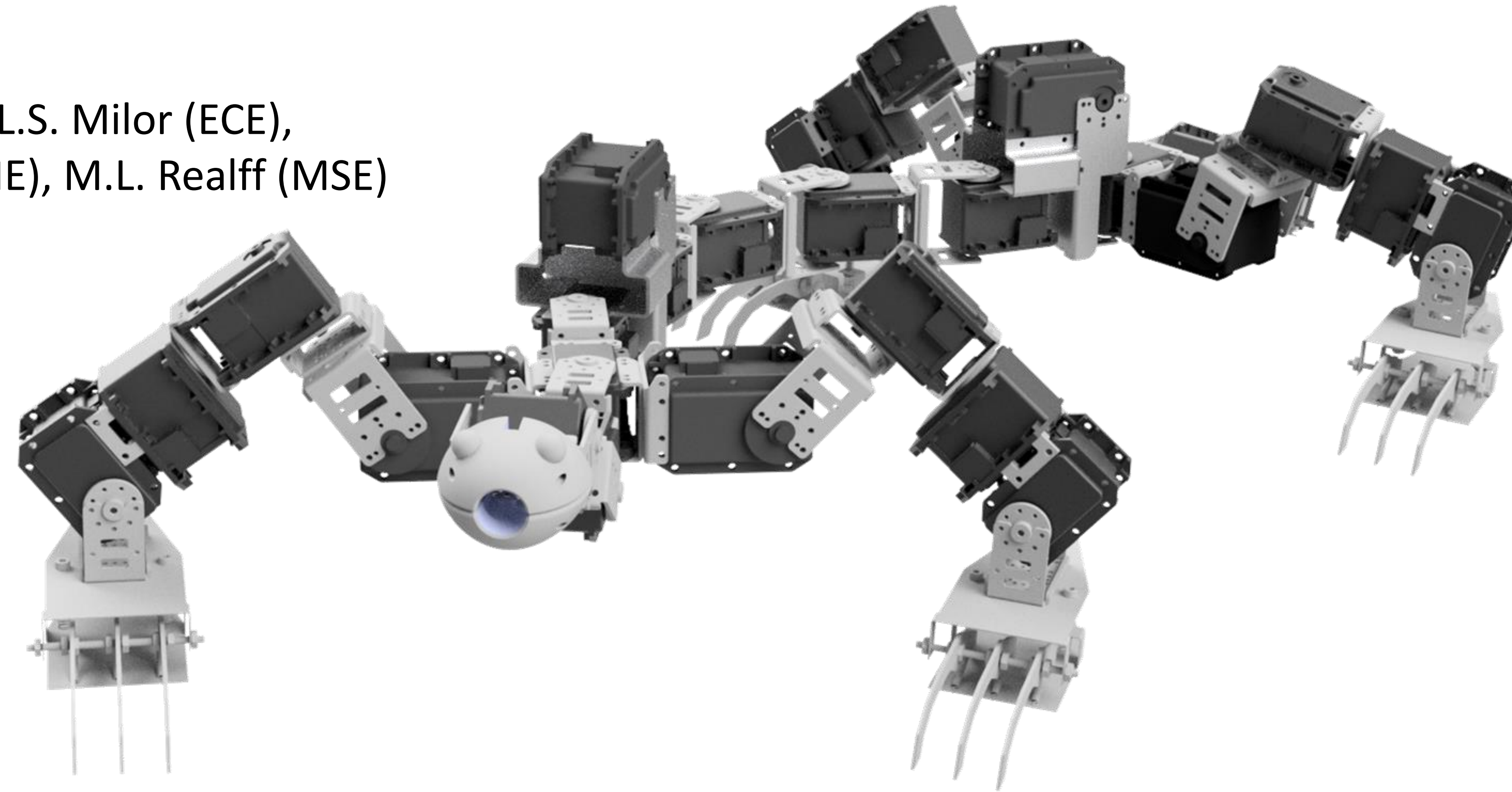


# SUPERMANDER

## SALAMDER-INSPIRED RESCUE ROBOT INTERDISCIPLINARY CAPSTONE DESIGN

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### ME Design

- Custom spine brackets for vertical movement
- Bracket compatibility
- Movement constraints/goals
- Testing with different environments, gait, and feet

### Full-Body Control

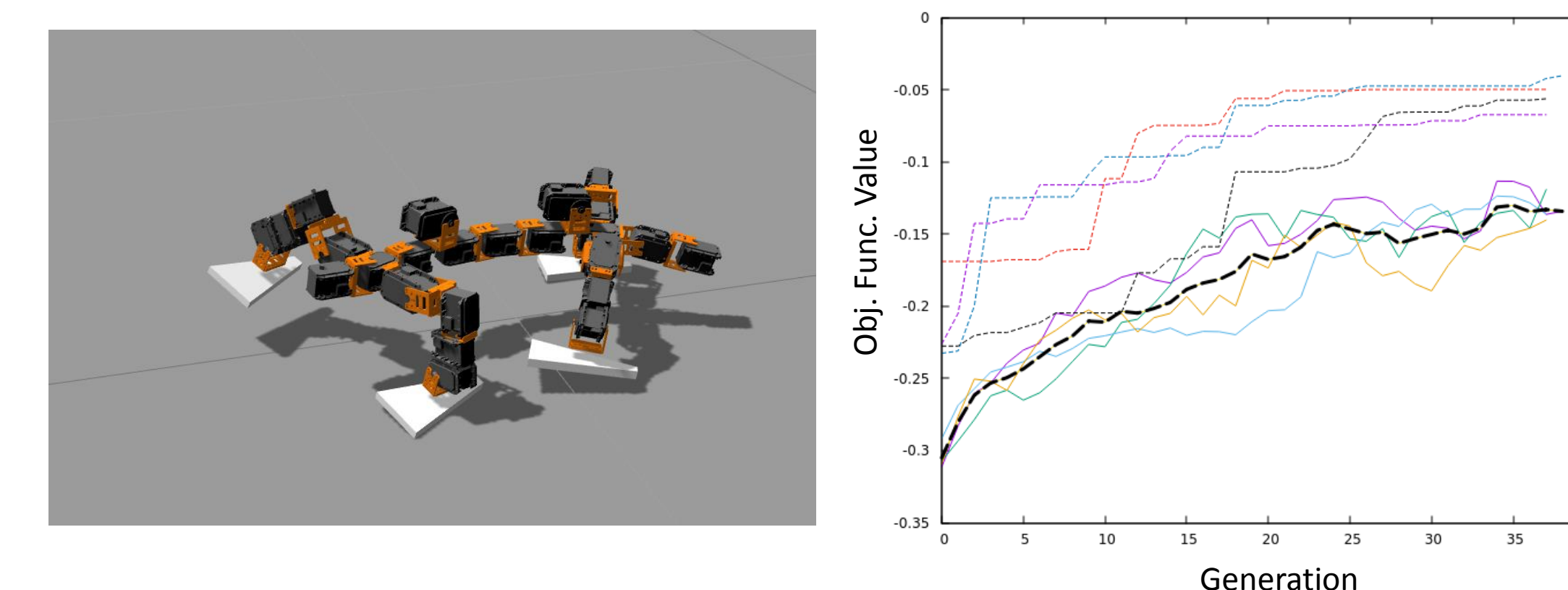
#### Genetic Algorithm-Optimized Gait

- Genetic algorithm (GA) optimizes objective function taking into account goal gait velocity  $\xi_{goal}$  and energy costs
- Objective function takes into account motor torque limits
- Gait parameterized with 29 numbers
- Genetic algorithm runs as C++ program within Gazebo dynamics simulation

$$F(\vec{g}) = \|\xi - \xi_{goal}\| - k \int_0^{t_f} \sum_{i=1}^n |\hat{\tau}_i(t)| dt$$

$$\hat{\tau}_i(\tau_i) = \begin{cases} \tau_i & 0 < \tau_i < 1/2 \\ 1/2 + k_2(\tau_i - 1/2)^2 & \tau_i > 1/2 \end{cases}$$

$$\theta_i = A_i + B_i \sin(\omega t + \phi_i)$$



#### Simple Trot Gait

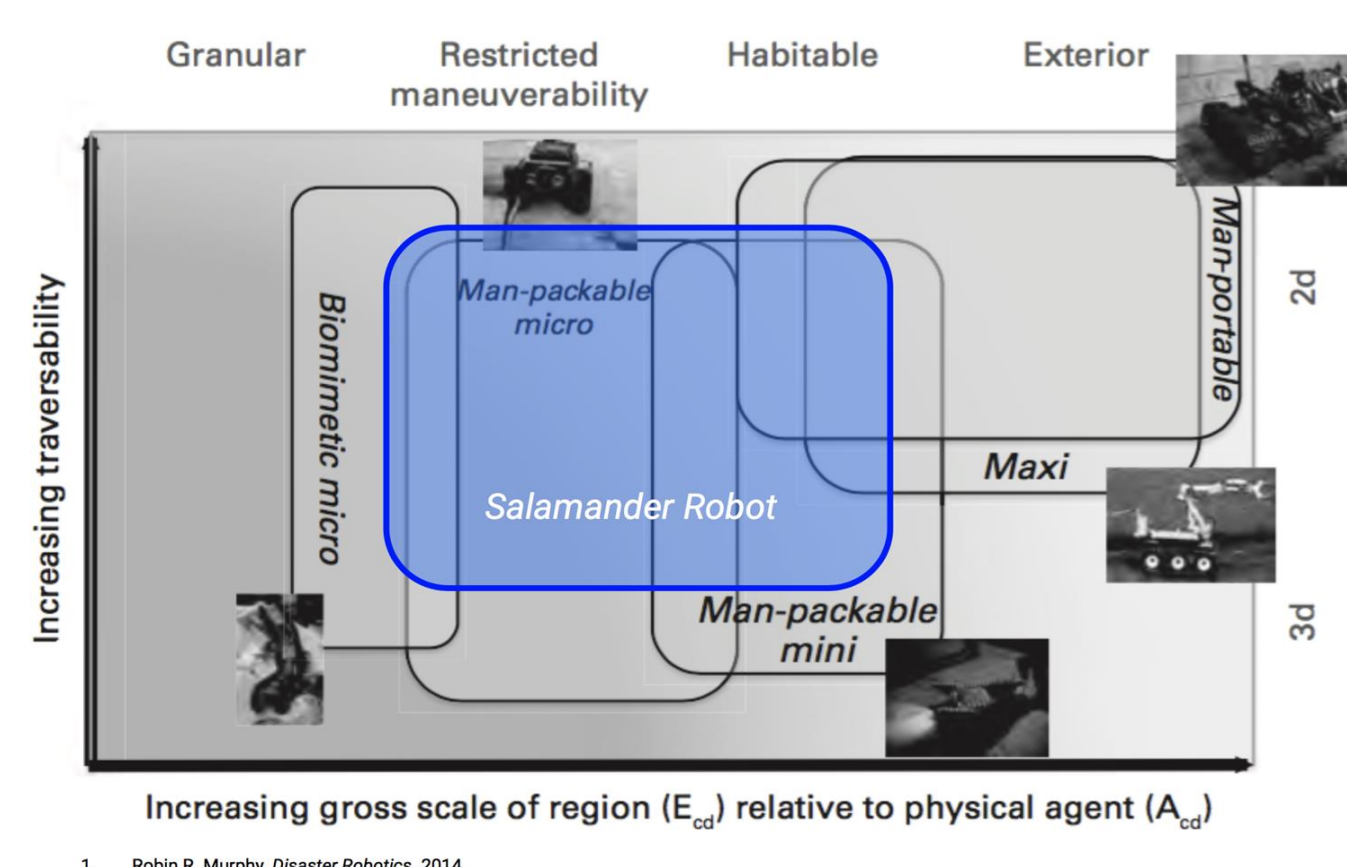
- Simple gait model developed from A. J. Ijspeert's (EPFL) work on bio-inspired salamander movement
- Spine joints have uniform amplitude, and legs contact/lift up from ground only
- 2 feet on ground at a time

### Mission

- Design, build, and test a highly articulated, rugged, salamander inspired robot capable of traversing uneven terrain for use in disaster reconnaissance missions.

### Motivation

- Increased focus on Disaster Robotics after Fukushima
- DARPA Robotics Challenge - \$3.5 M, 24 professional teams
- **Post Disaster Scouting** - first-response ground robots can traverse areas that humans cannot (size, danger, etc.)



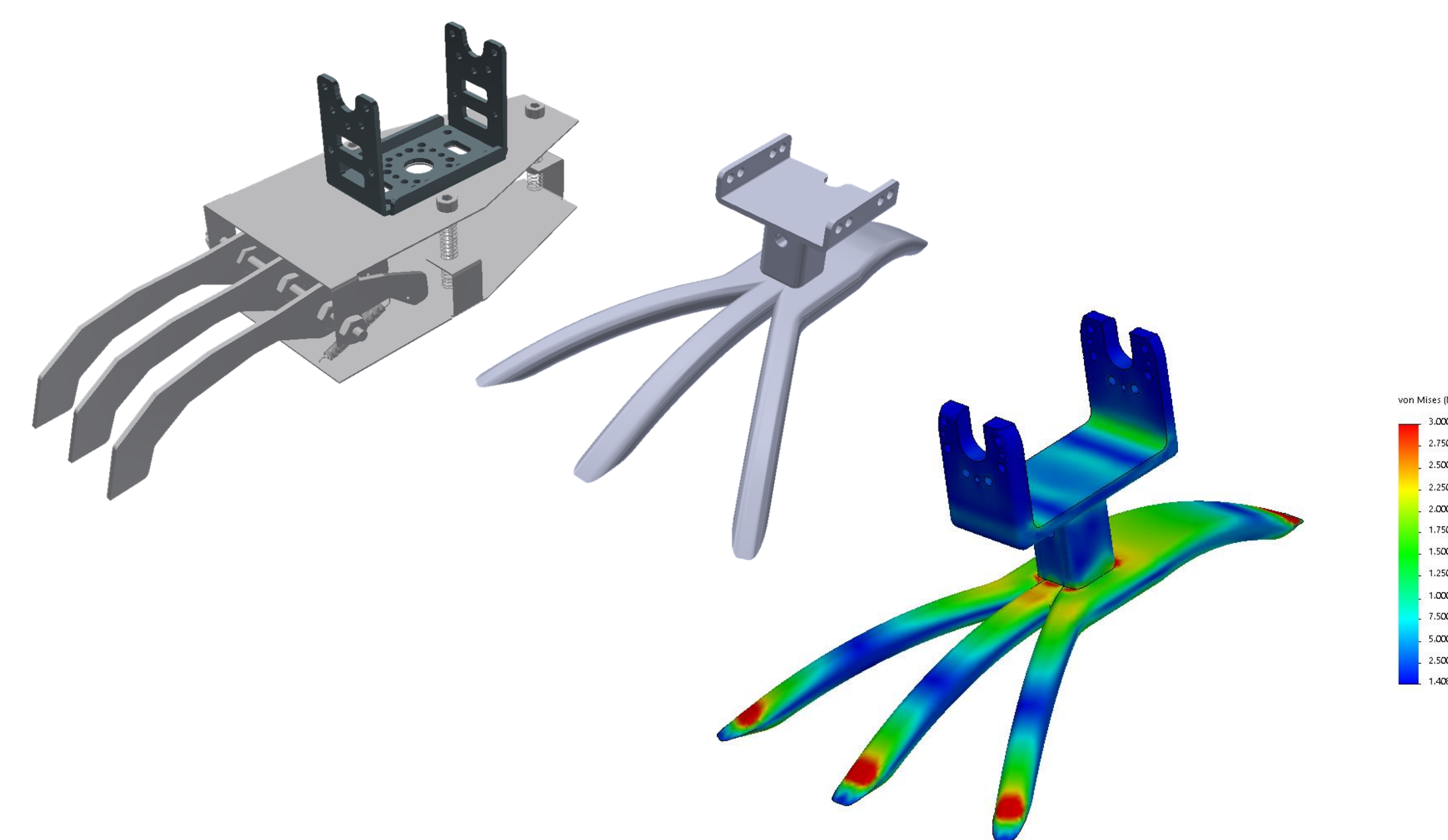
### Solution Characteristics

- 29 Controlled Deg of Freedom
- Static and Dynamic Feet
- Visual and Auditory Communication Equipped
- ROS (Robot Operating System) compatibility

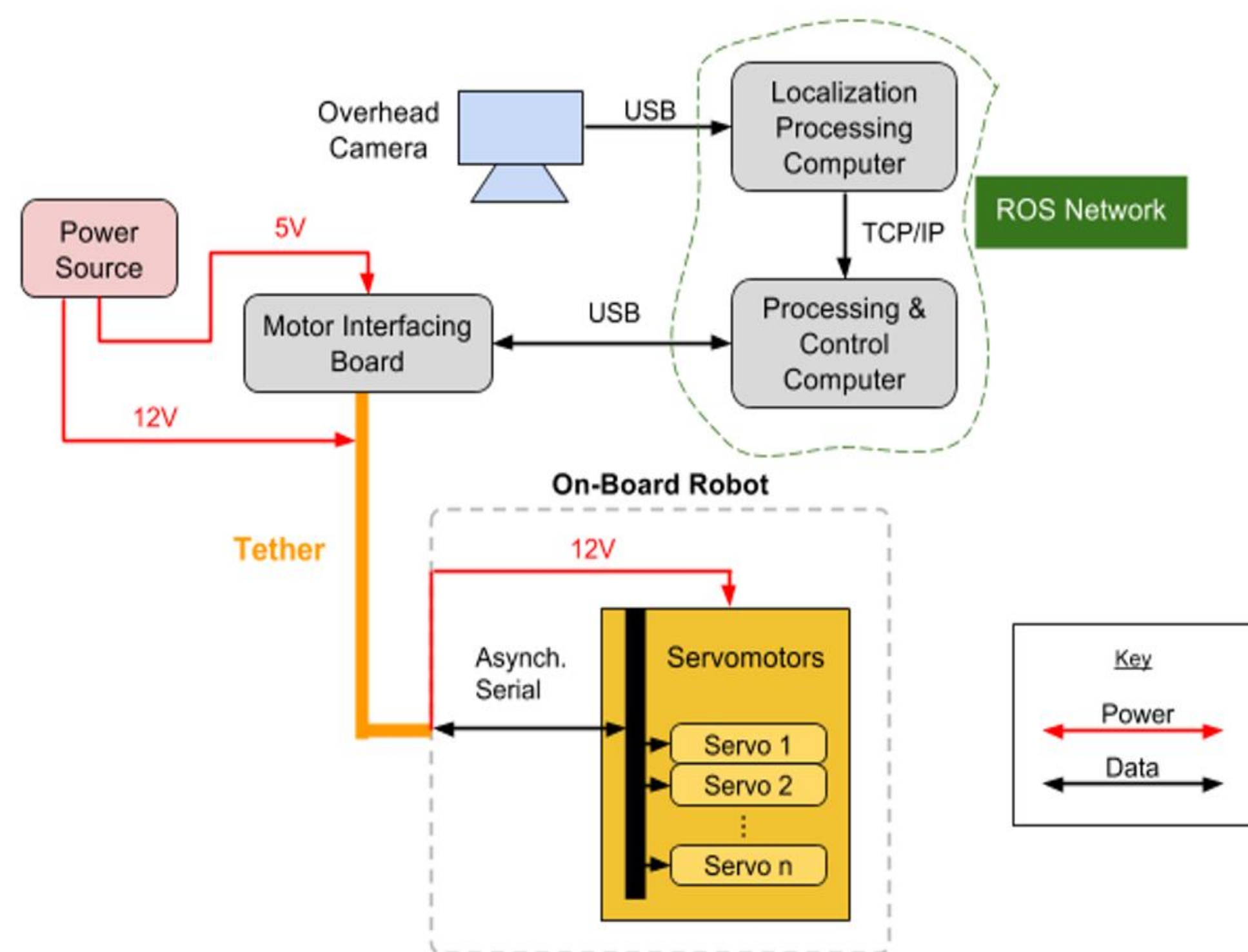


### Foot Design

- 4 types of feet: (2 static/2 dynamic)



### Interfacing Diagram



### Hardware

- Dynamixel MX-28/MX-64 Servos
- OpenCM 9.04 interfacing board
- Compliant Feet
- Wireless Camera/Mic

#### Traversing Speed (ft./s)

Foot Type	Tile	Carpet	Gravel
Ball Feet	0.2	0.2	0.15
Squirrel Feet	0.12	0.02	-
Badger Feet	0.2	0.2	0.2
Salamander Feet	-	-	-