



La Robotique au Service de l'Homme

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Human-Centered Robotics

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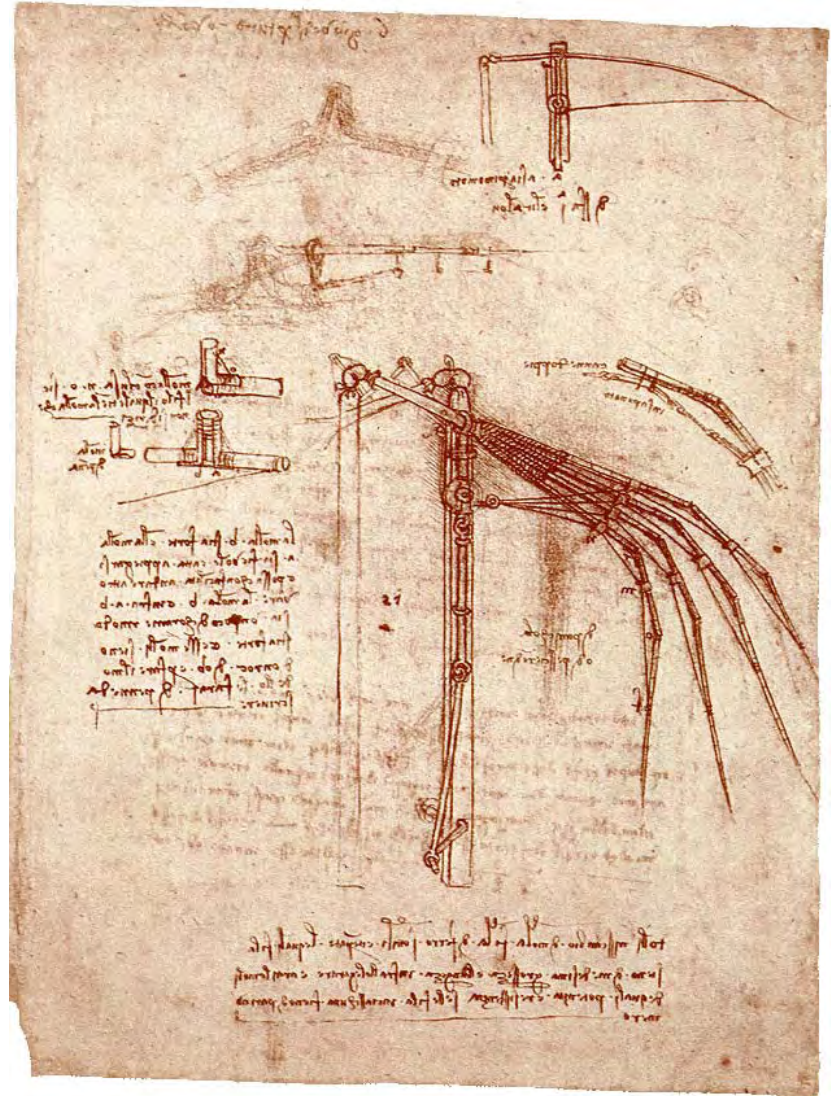








Historical Perspective



Jaquet-Droz's Automata, 1773

The Drawer



Jaquet-Droz's Automata, 1773

The Invention of "A Little Mechanical Family"



The Drawer - The Musician - The Writer

Jaquet-Droz's Automata, 1773

The Musician

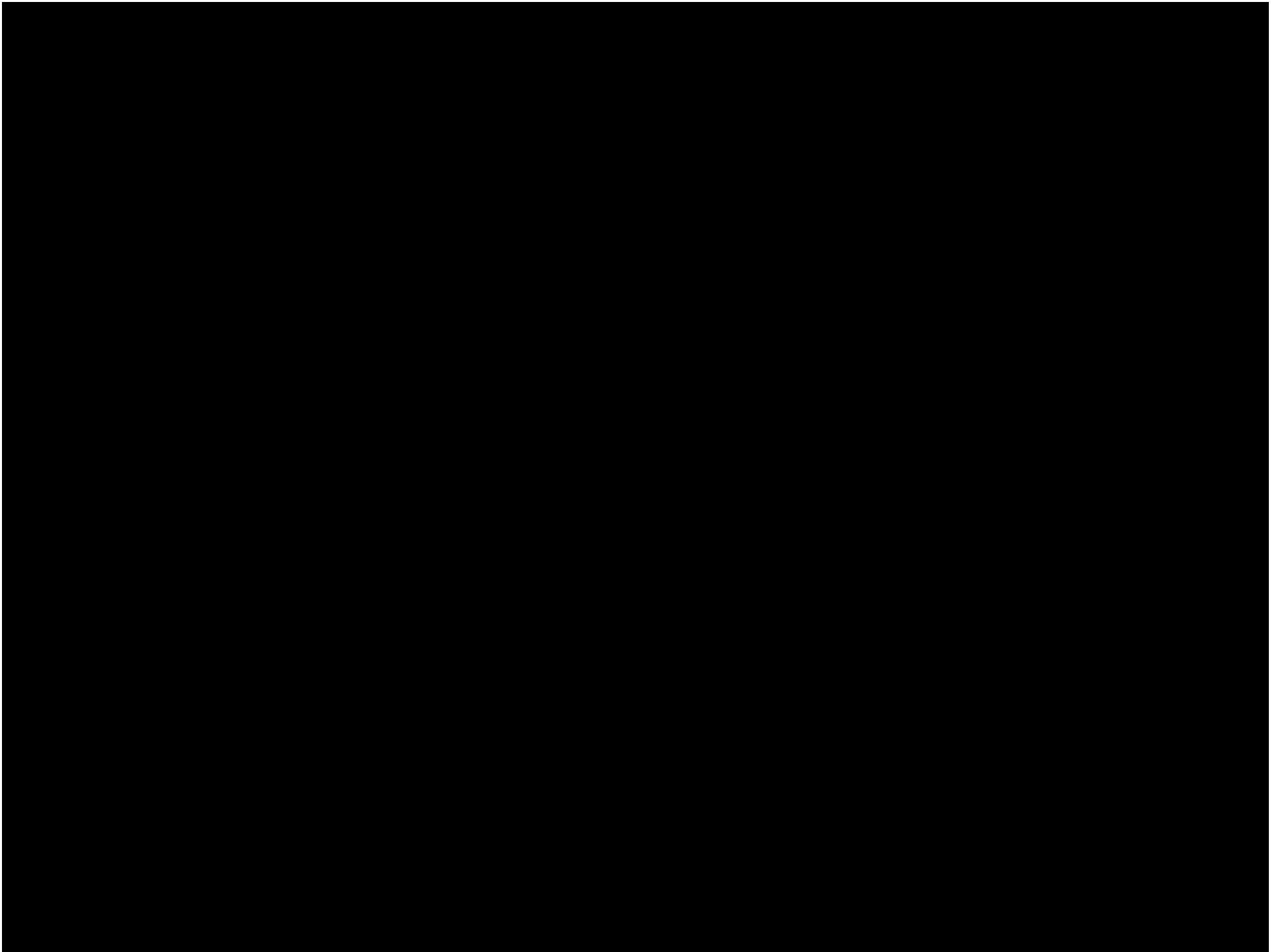


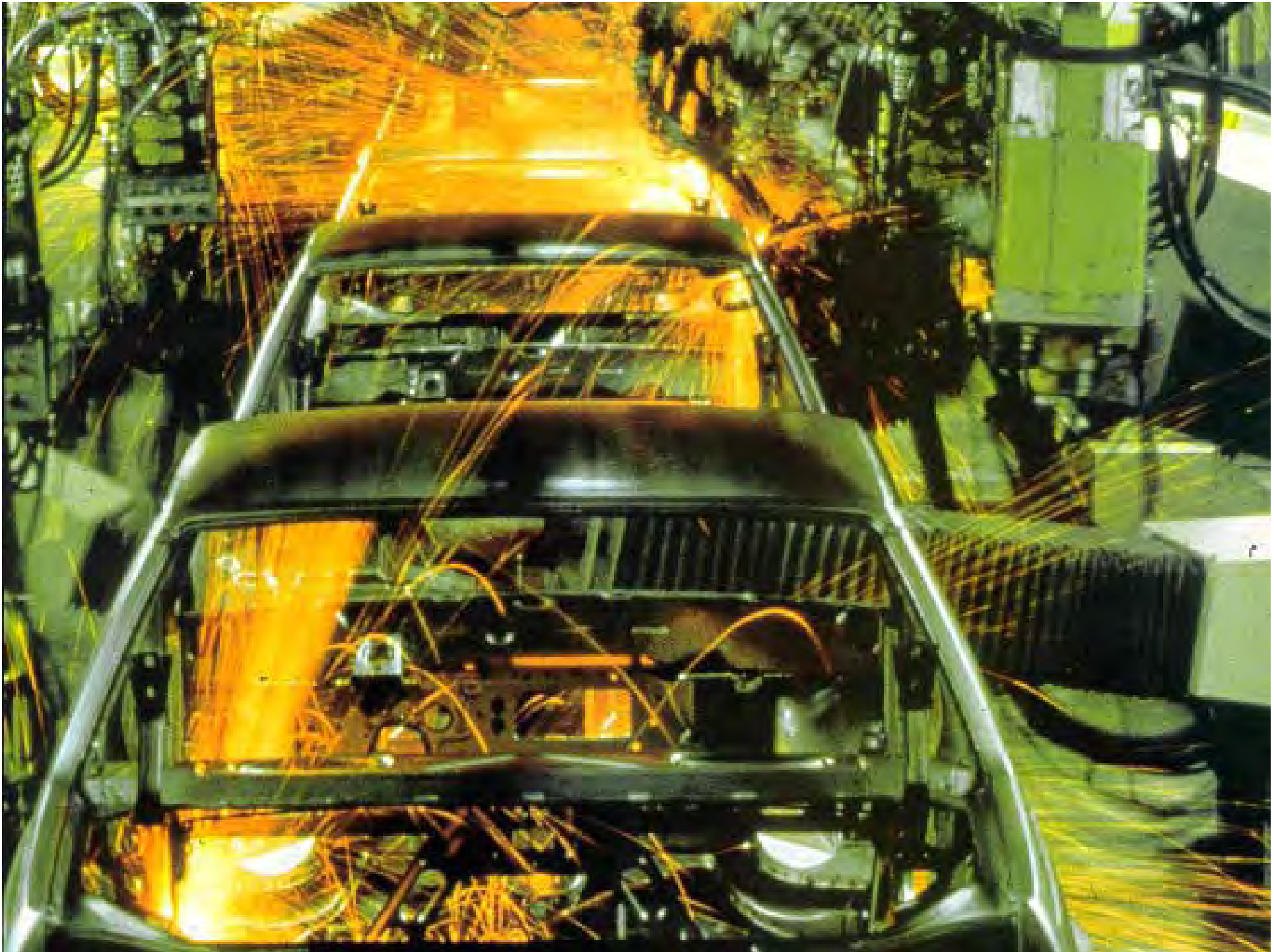
Jaquet-Droz's Automata, 1773

The Writer



A Mechanical Computer





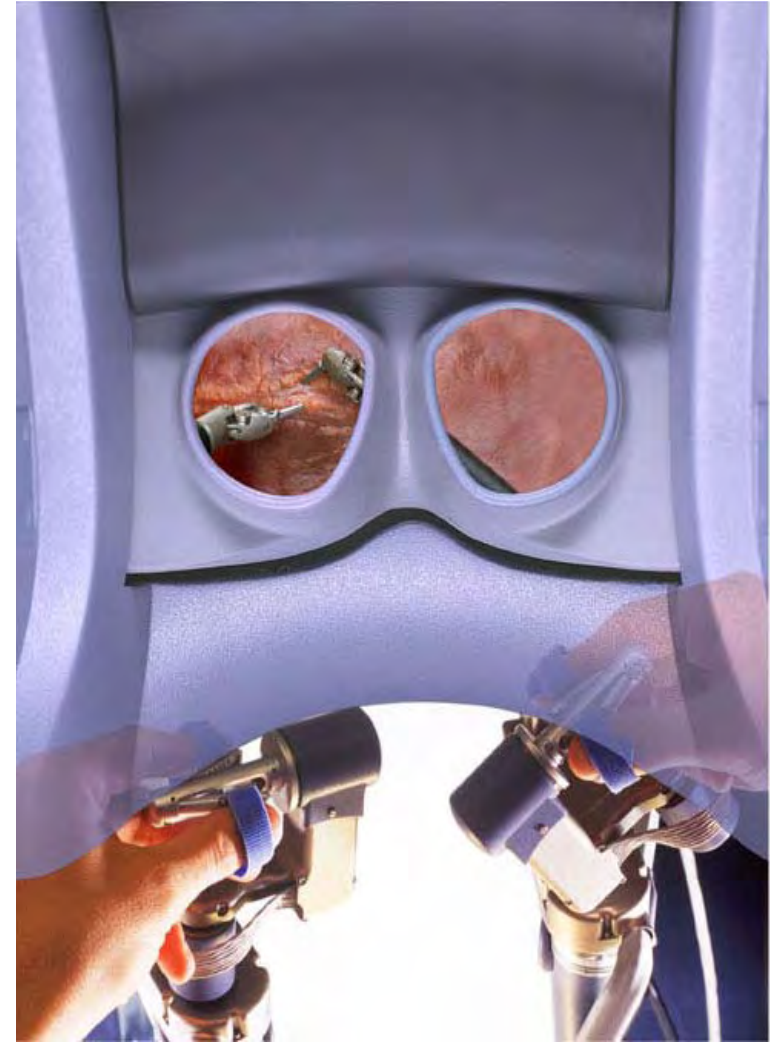
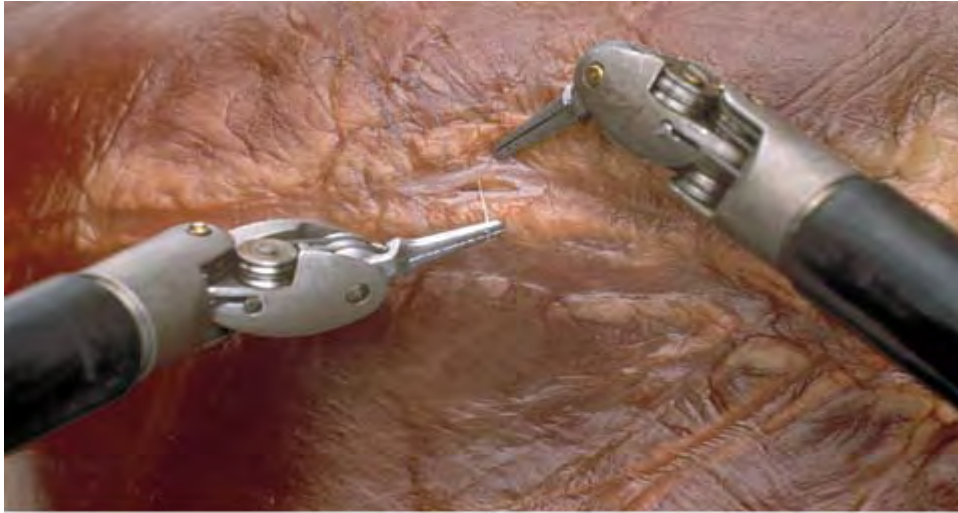
Service & Assistance



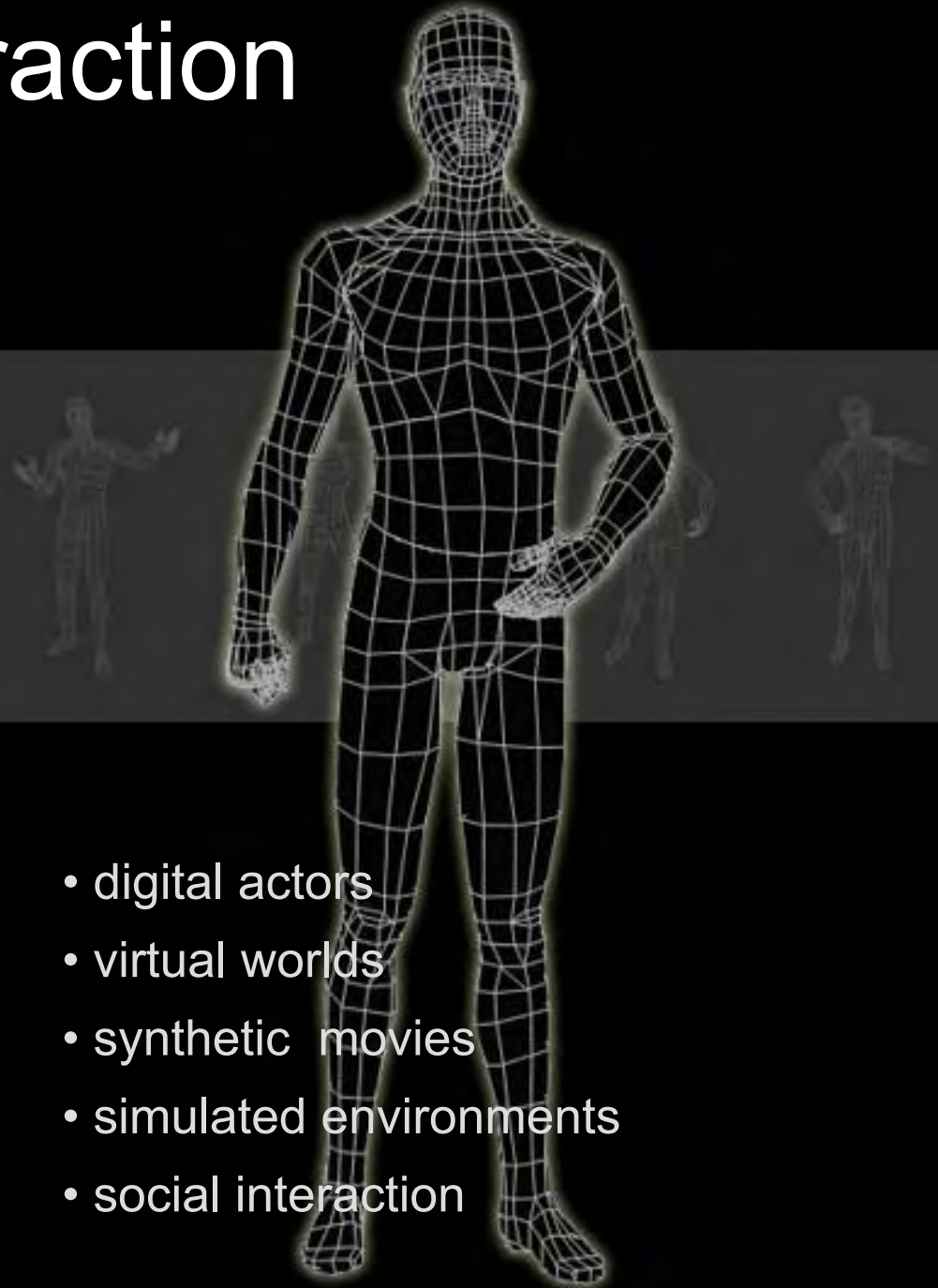
Surgical Environment



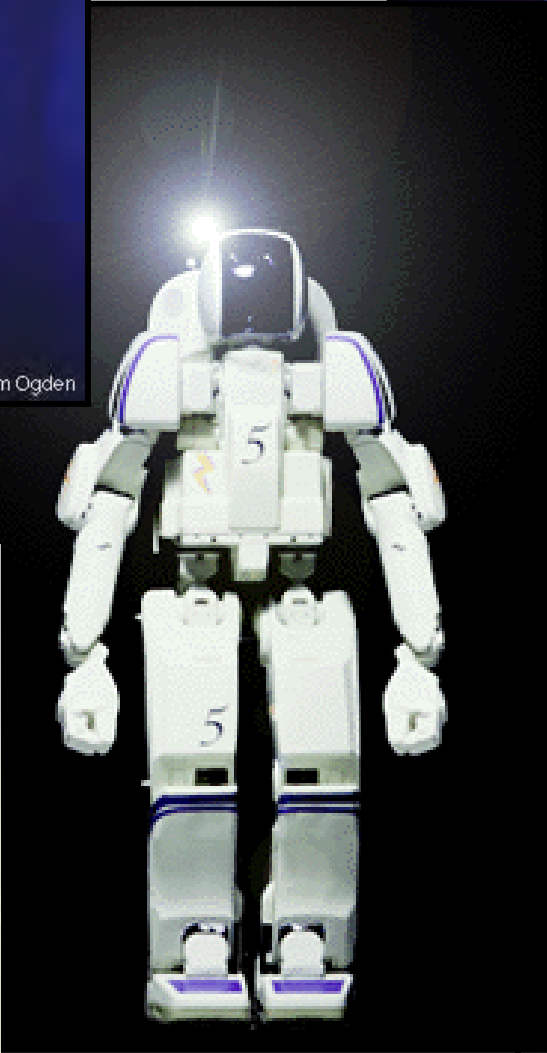
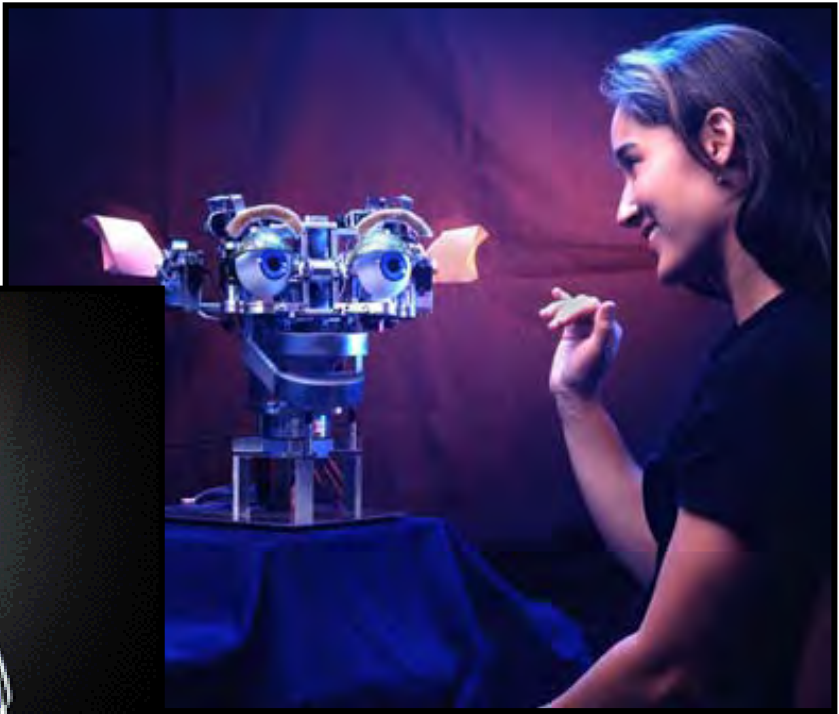
Robotically Aided Surgery



..in human interaction



- digital actors
- virtual worlds
- synthetic movies
- simulated environments
- social interaction



.. in the human environment



The Challenge

Sensing and Perception

real-time, unstructured world

Planning and Control

many degrees of freedom

human-like skills, learning

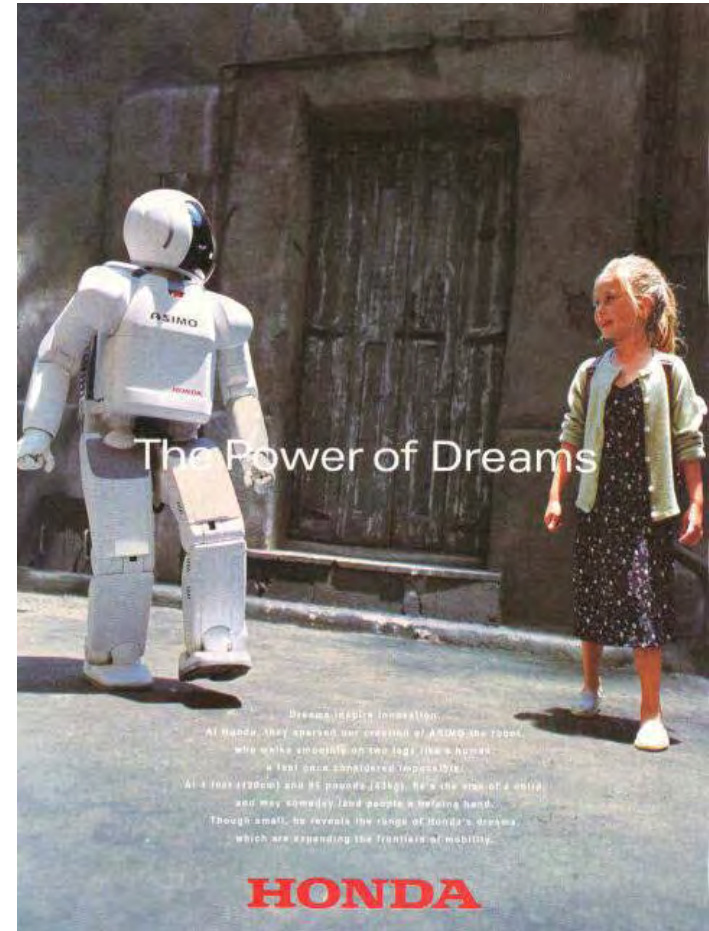
Human-Robot Interaction

cognitive and physical

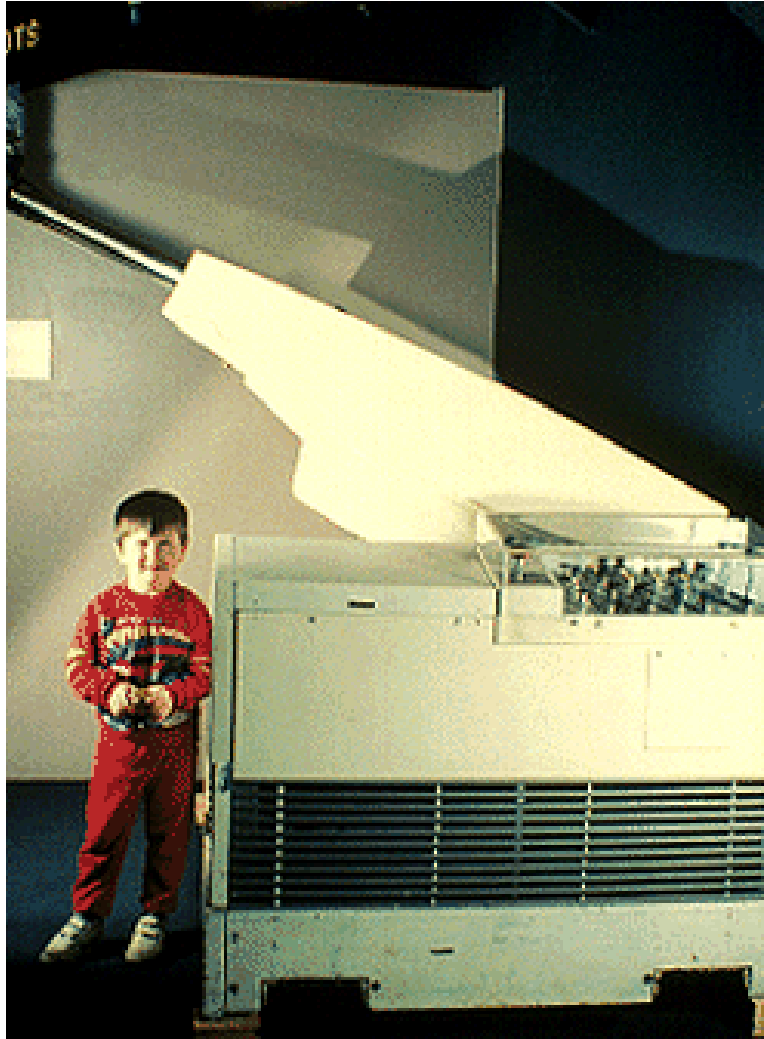
Mechanisms and Actuation

Safety & Performance

Interactivity & Human-Friendly



Safety



Human-Friendly Robots

Requirements

- Safety
- Performance

Competing?



Technologies



Heavy structure

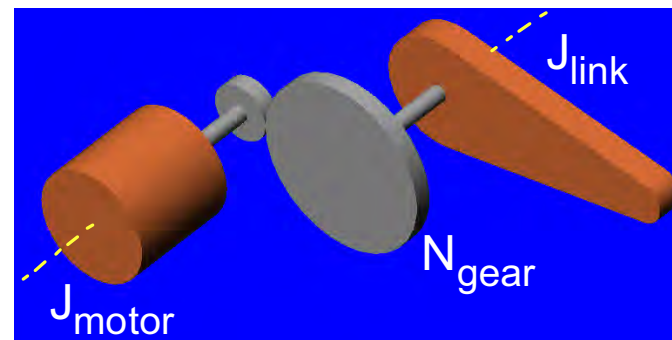
Conventional
Geared Drive:

- Lighter structure
- Large reflected actuator inertia



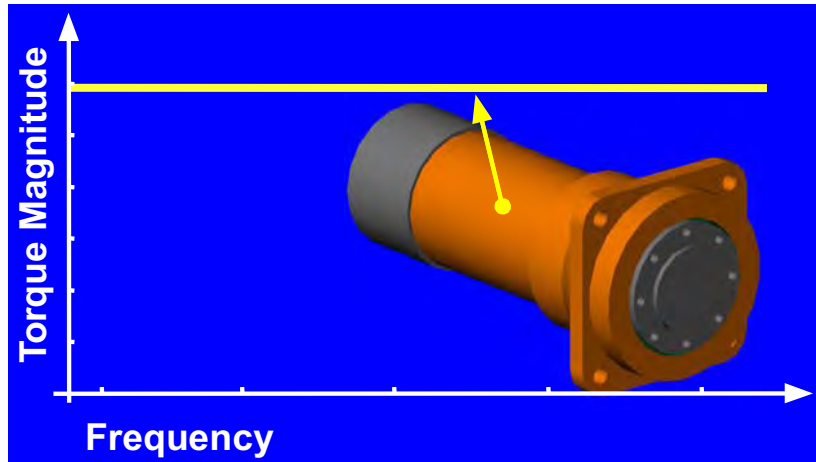
Effective Inertia

$$(J_{\text{link}} + N^2 J_{\text{motor}})$$

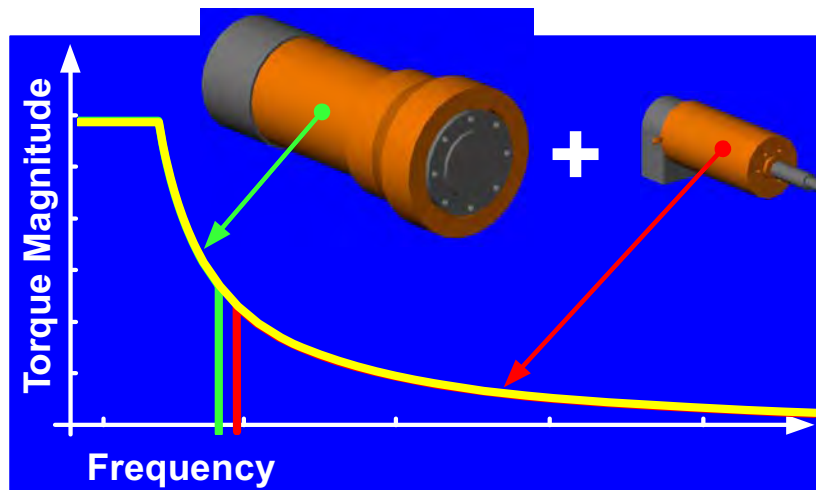


Actuation Requirements

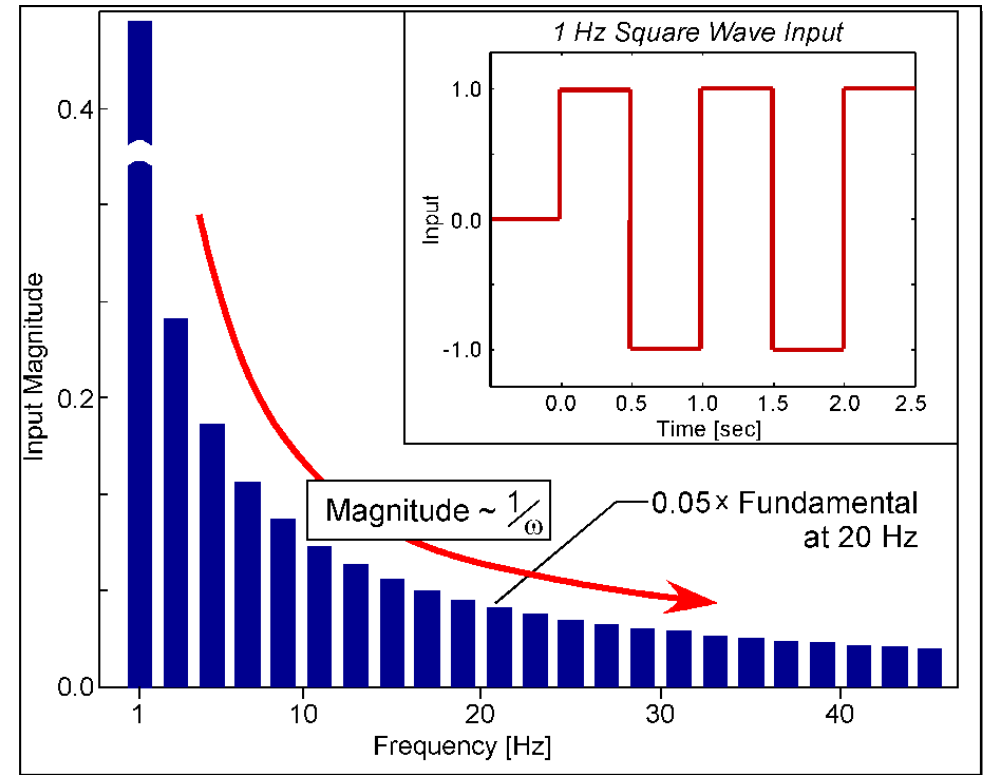
Assumed Torque Requirements



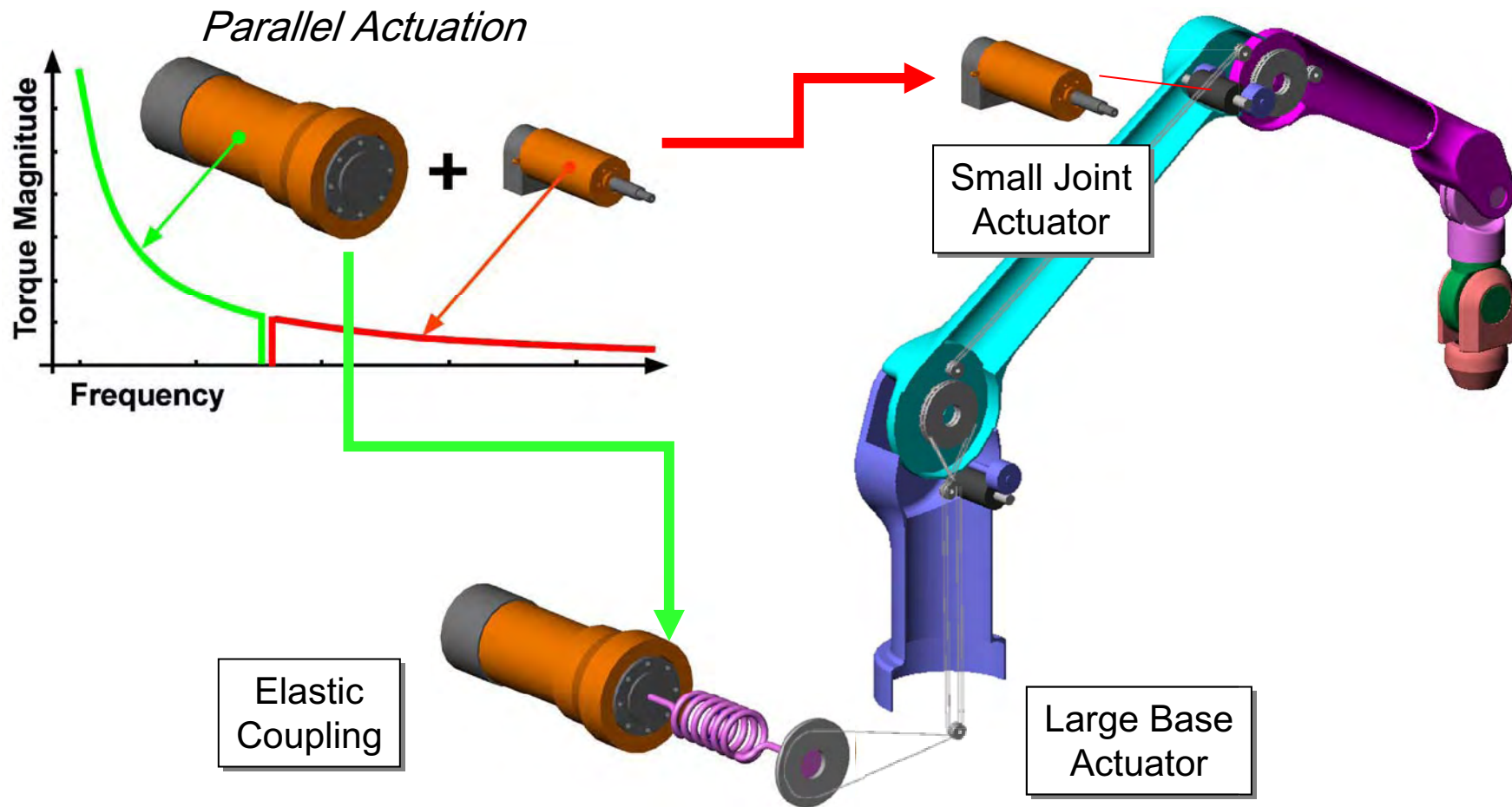
Actual Torque Requirements



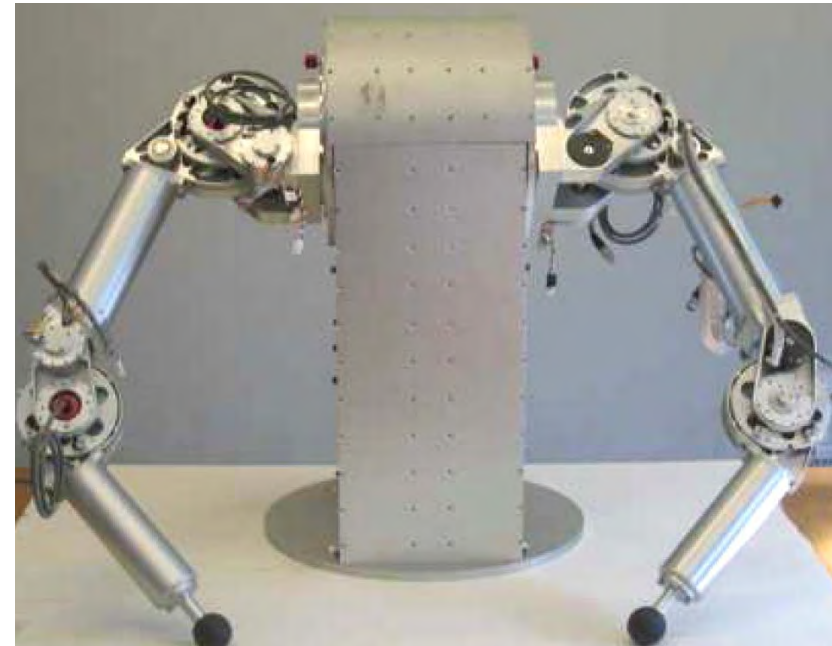
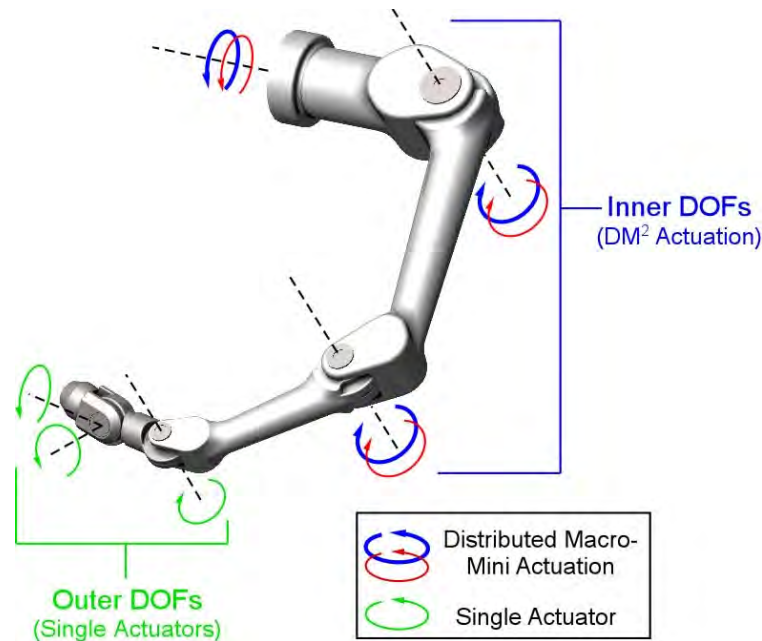
Torque Vs Frequency: Square Wave



Distributed Macro Mini (DM²) Approach



DM2 - Human-Friendly Robot



“the high capacity of a large robot with the fast dynamics and safety of a small one”

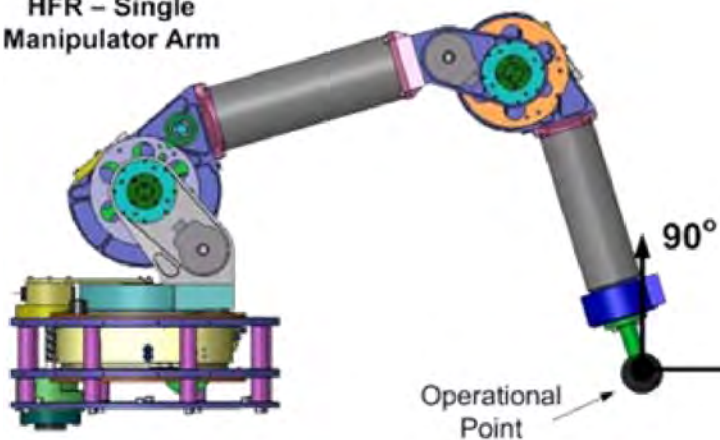
DM² Performance

Distributed
Macro-Mini Actuation → DM²

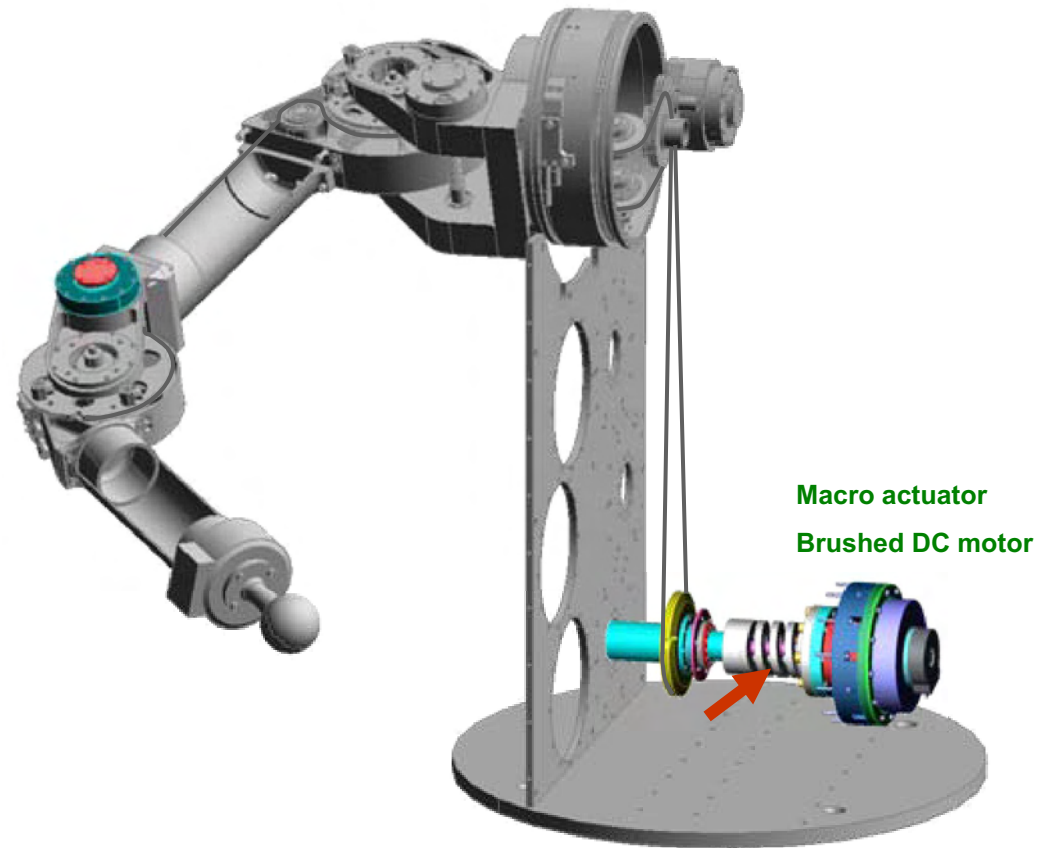
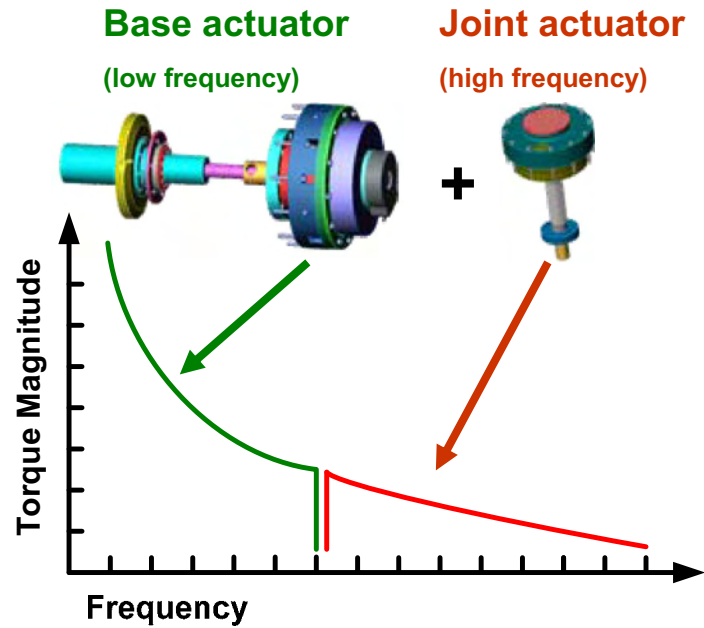
- 10x reduction in effective inertia
- 3x increase in position control bandwidth
- 10x decrease in trajectory tracking error

Safety
AND
Performance

HFR – Single Manipulator Arm



DM² Testbed





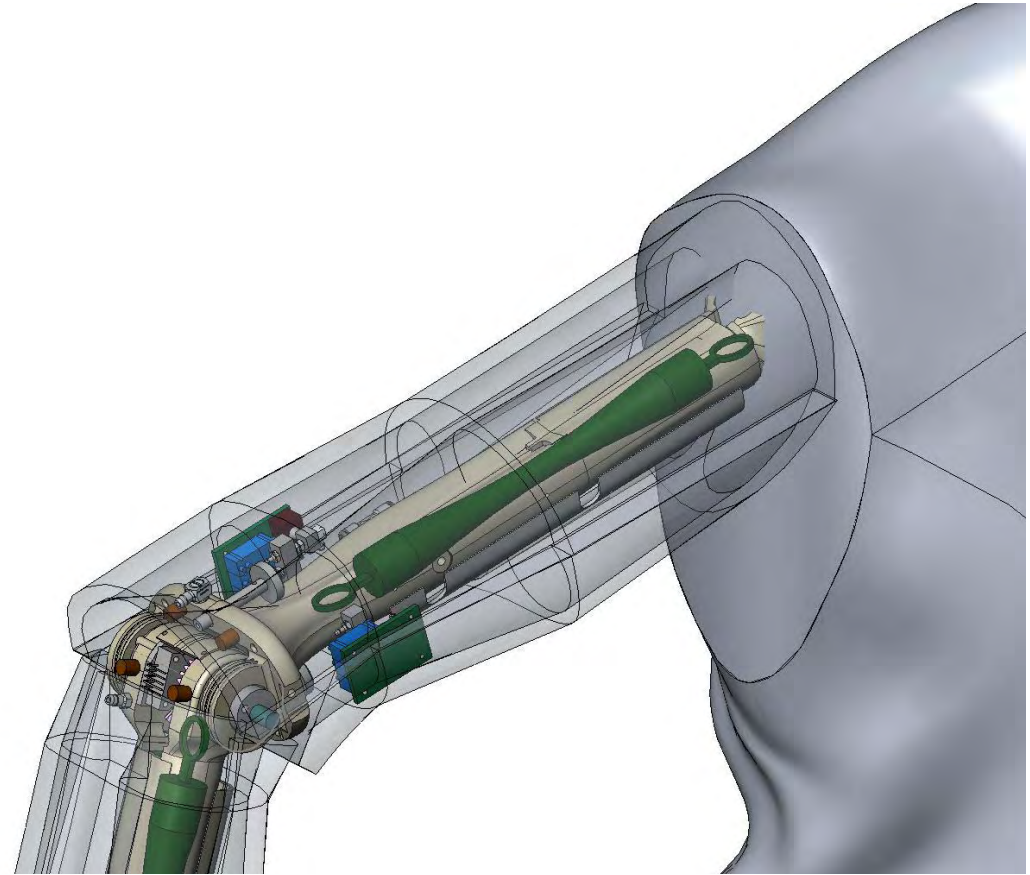
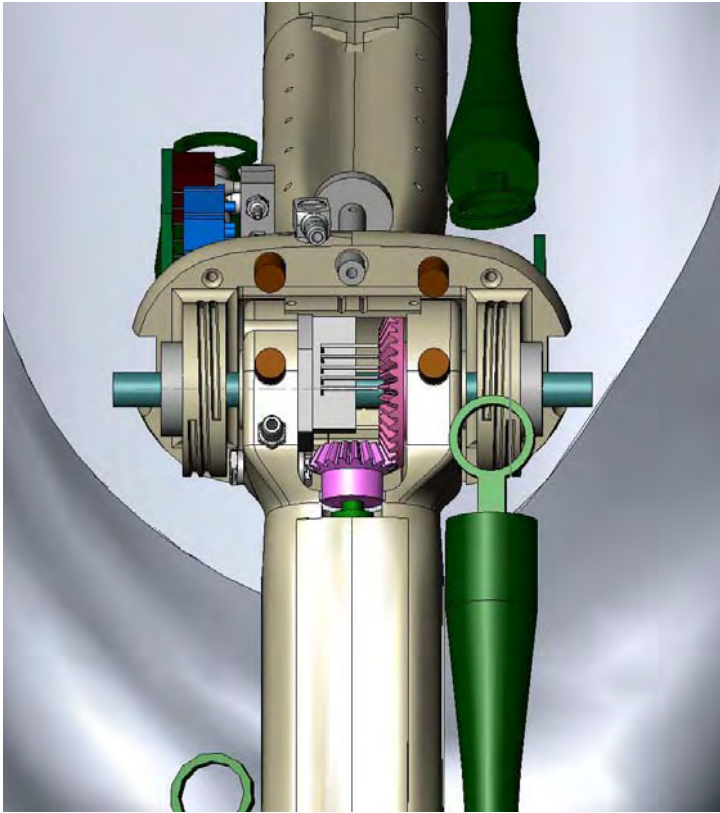
NS-5

HABEN SIE AUCH SCHON EINEN?

3-GESETZE-SICHERHEITZERTIFIKAT

WWW.I-ROBOT-NS5.DE

S2ρ : Stanford Human-Safe Robot



artificial muscles with electrical motors
and compact pressure regulators

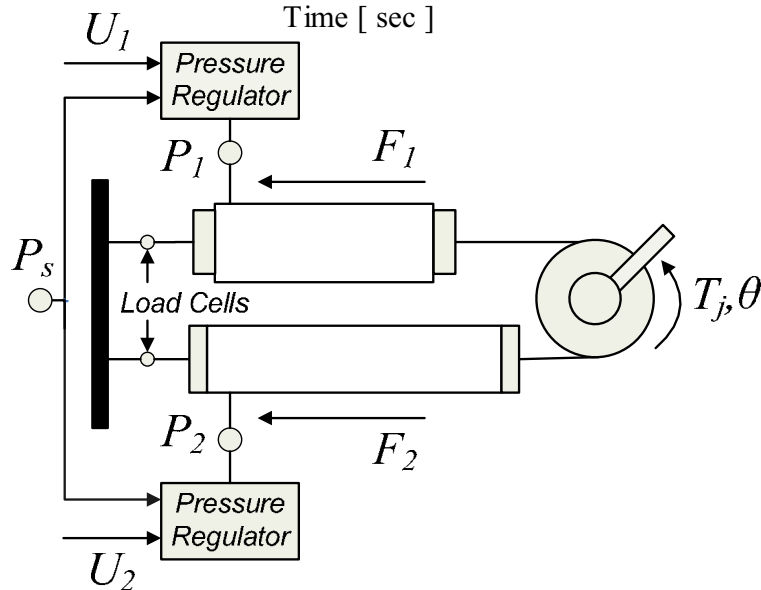
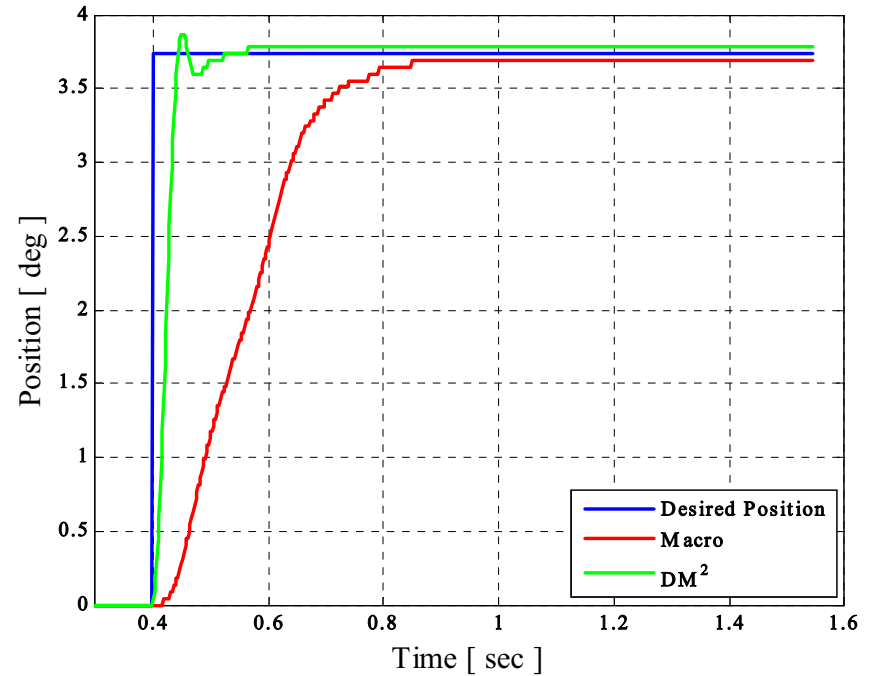
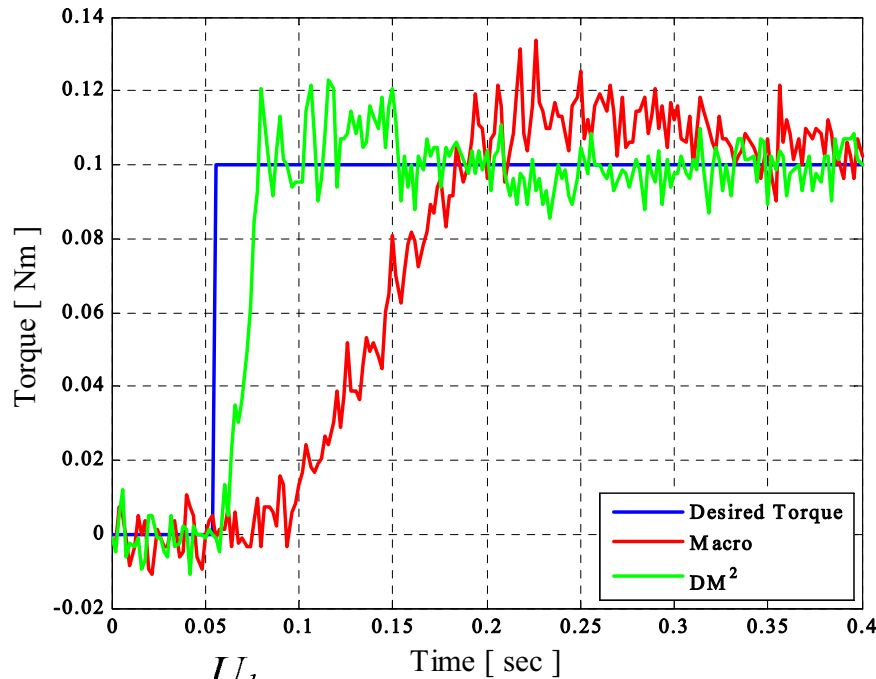
S2ρ : Stanford Human-Safe Robot



S²ρ : Stanford Human-Safe Robot

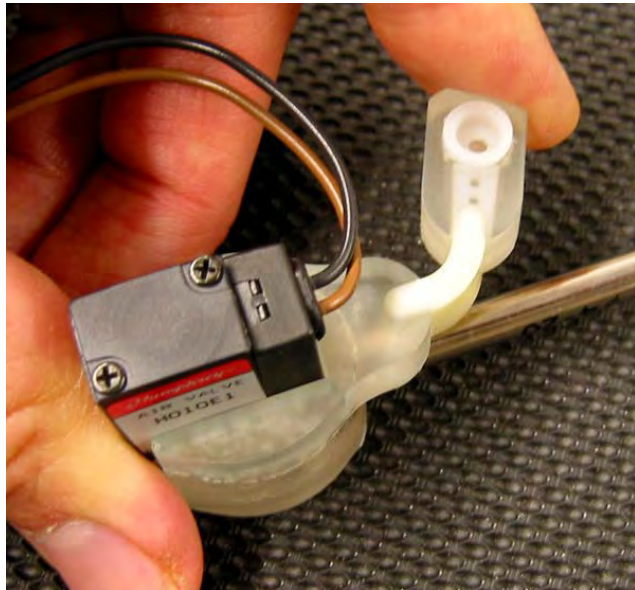


S2ρ : Stanford Human-Safe Robot

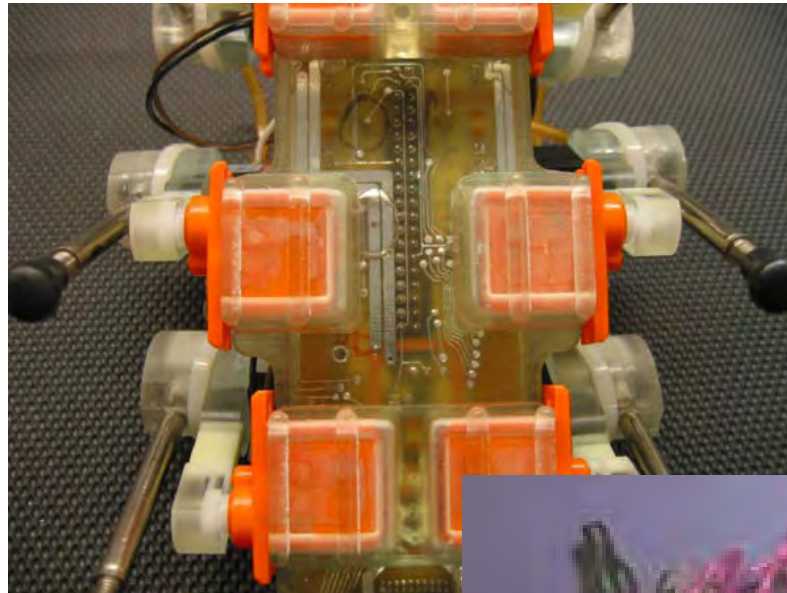


Macro.....0.5Hz
 Macro/Tension 7.0Hz
 Macro/Mini..... 35Hz

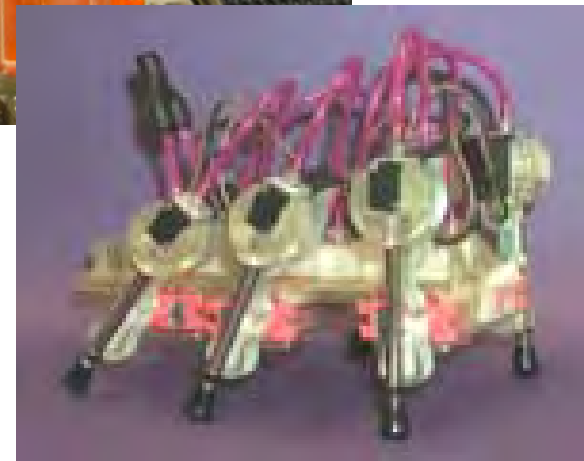
Shape Deposition Manufacturing

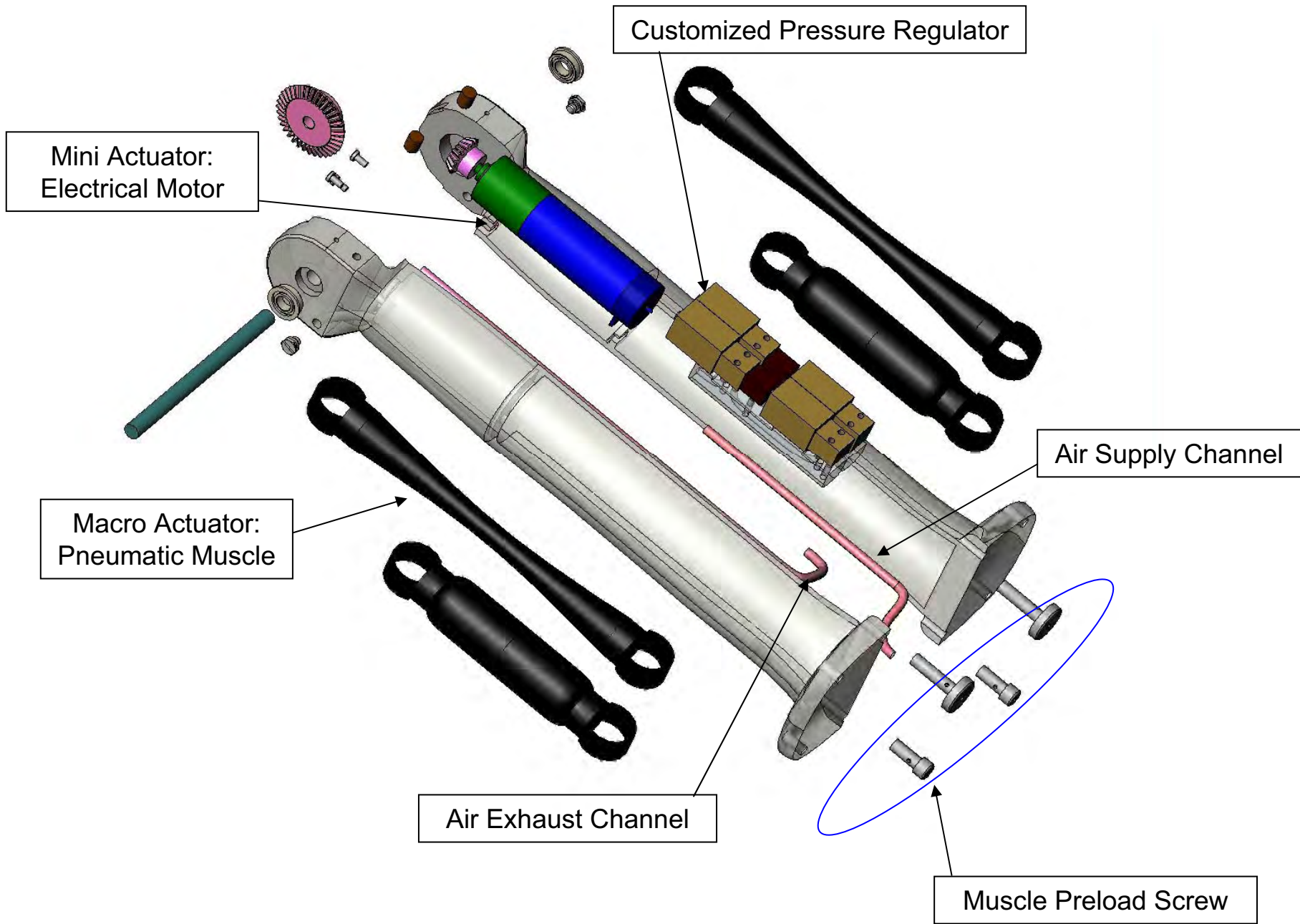


Multi-material
molding

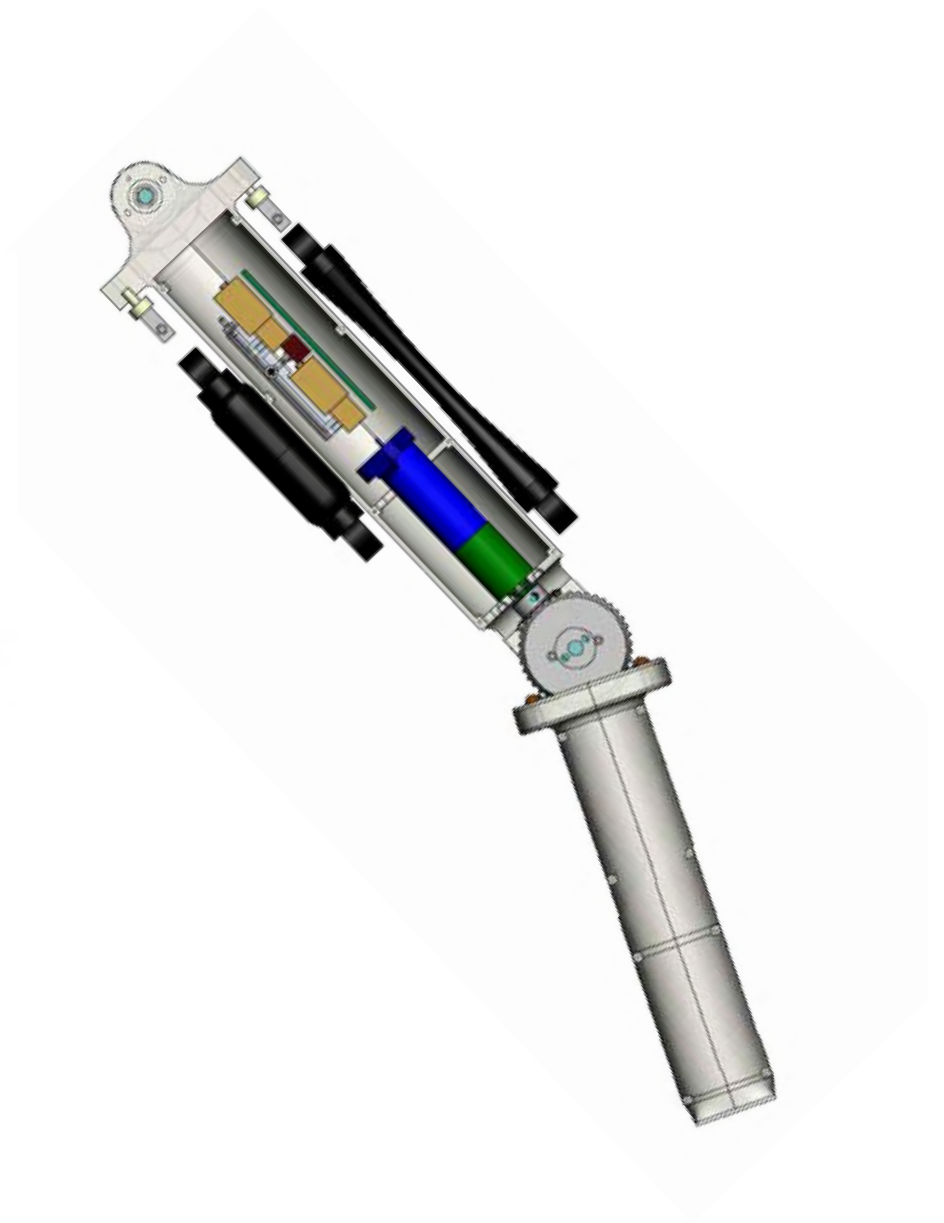
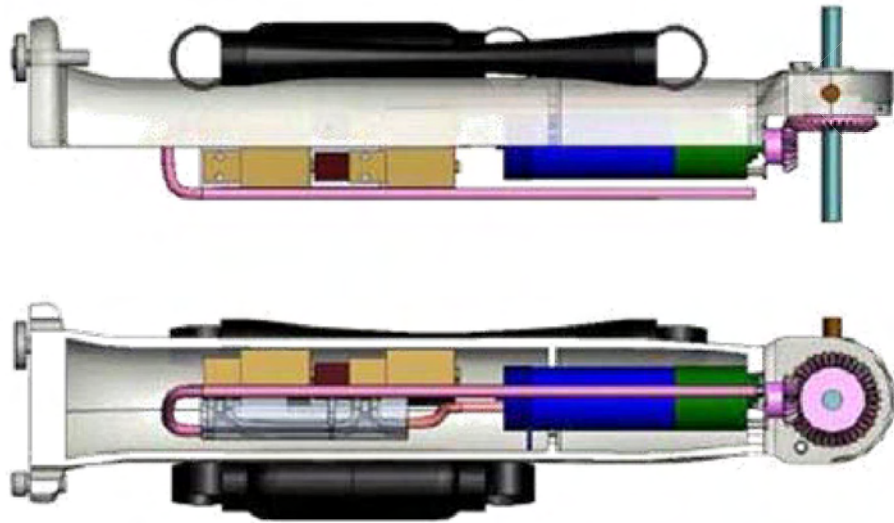


Component
embedding

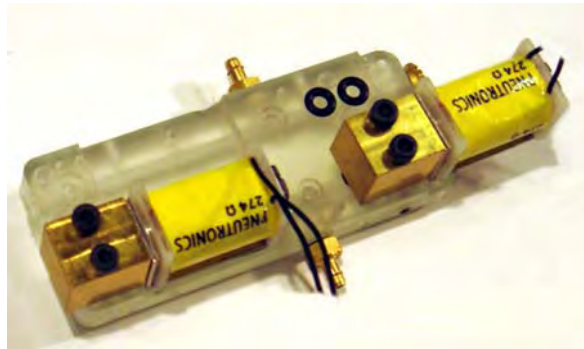
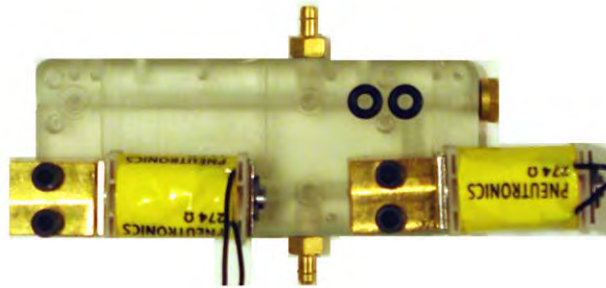




$S2\rho_{1.5}$: New Design



$S2\rho_{1.5}$: New Design



Safety Comparison

S2p

Effective Mass: 0.5Kg

DM²

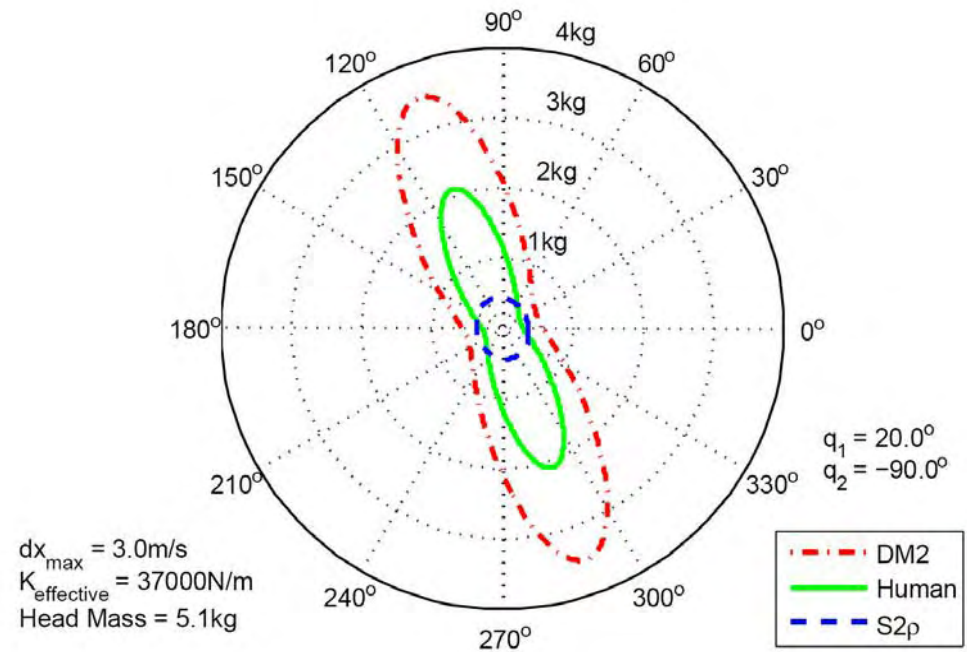
Effective Mass: 3.5Kg

Human

Effective Mass: 2.1Kg

PUMA560

Effective Mass: 25Kg



Safety Comparison

S2p(payload: 33.33N)

Normalized Effective Mass:
0.015

DM² (Payload 60N)

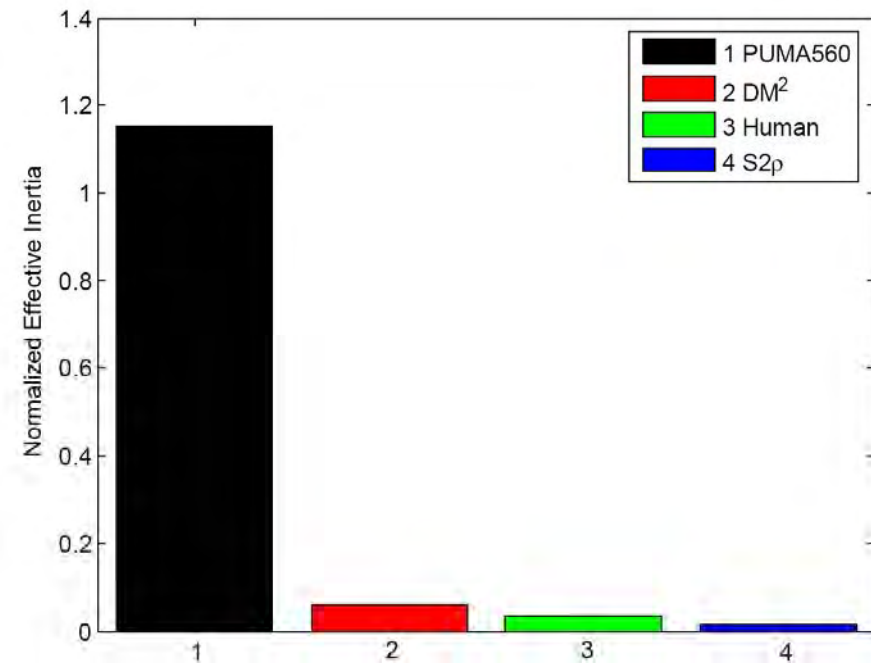
Normalized Effective Mass:
0.058

Human (Payload 62N)

Normalized Effective Mass:
0.034

PUMA560 (Payload 21.56N)

Normalized Effective Mass:
1.154



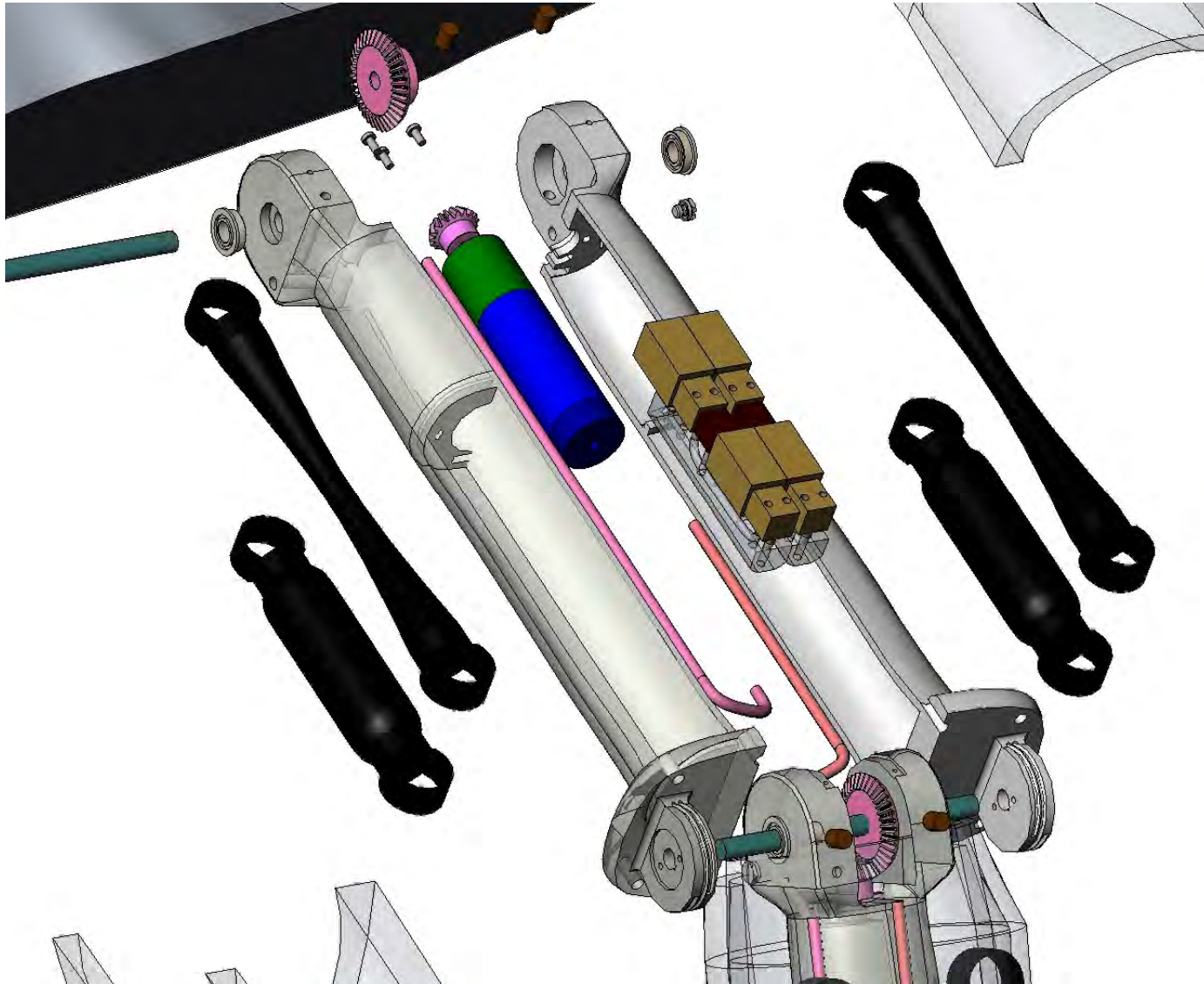
Simulation Condition

Impact velocity: 3 m/s (= 10.8 Km/h)

Stiffness between human and robot: 37000 N/m

Head mass: 5.1kg (mean mass of U.S male)

S2ρ : Stanford Human-Safe Robot



The Challenge

Sensing and Perception

real-time, unstructured world

Planning and Control

many degrees of freedom

human-like skills, learning

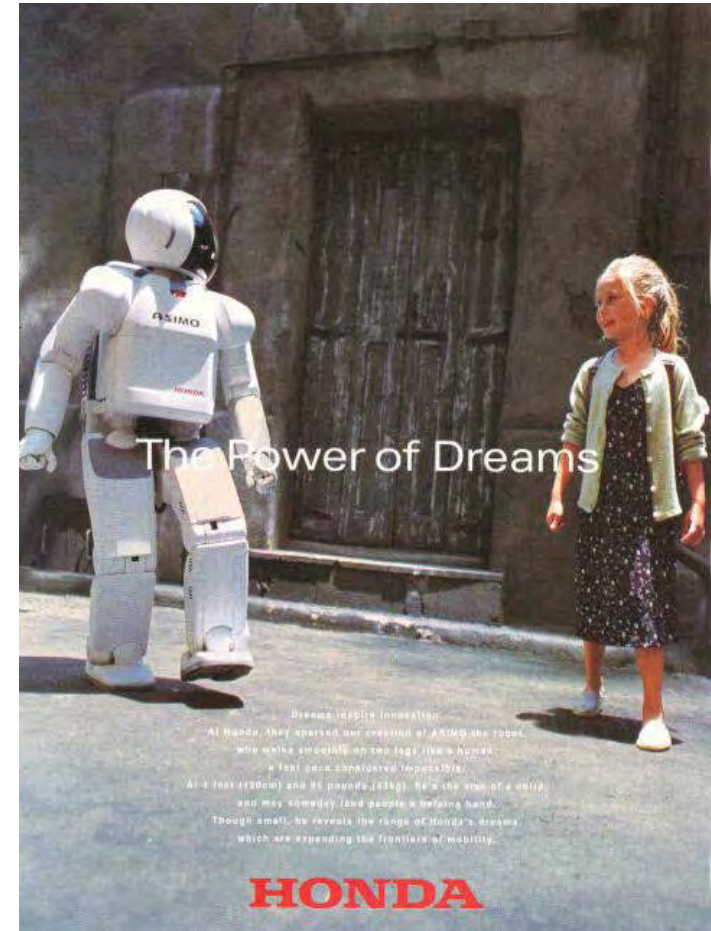
Human-Robot Interaction

cognitive and physical

Mechanisms and Actuation

Safety & Performance

Interactivity & Human-Friendly



Stanford Robotic Platforms

Romeo & Juliet (1993)

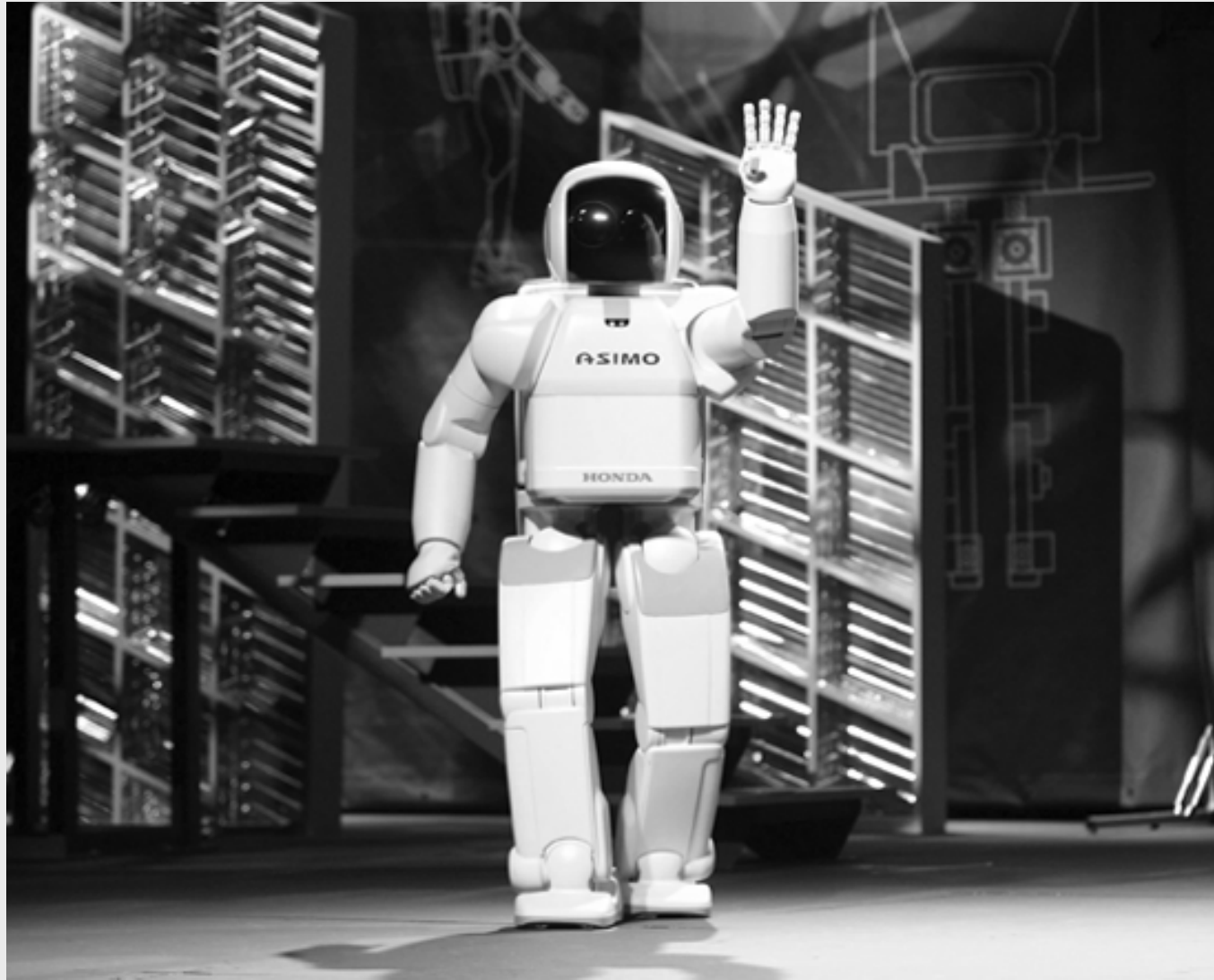


Mobile Manipulation

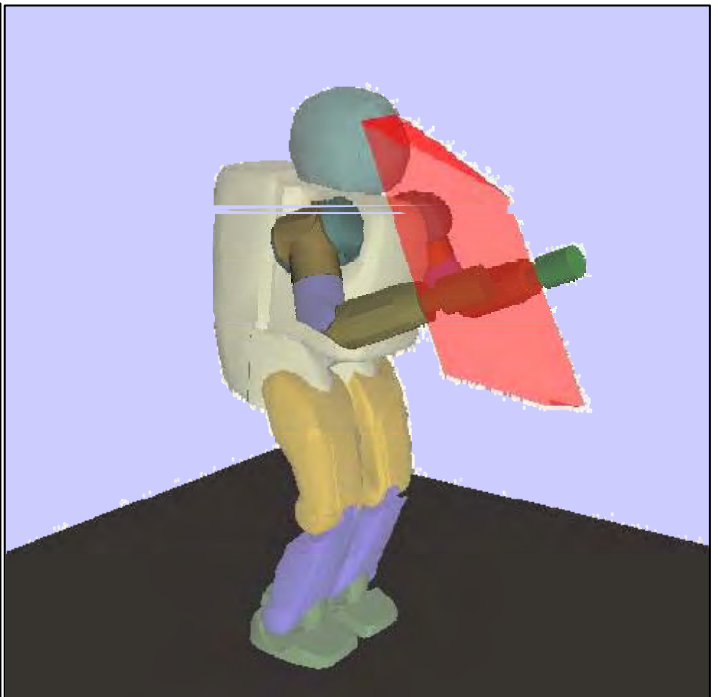
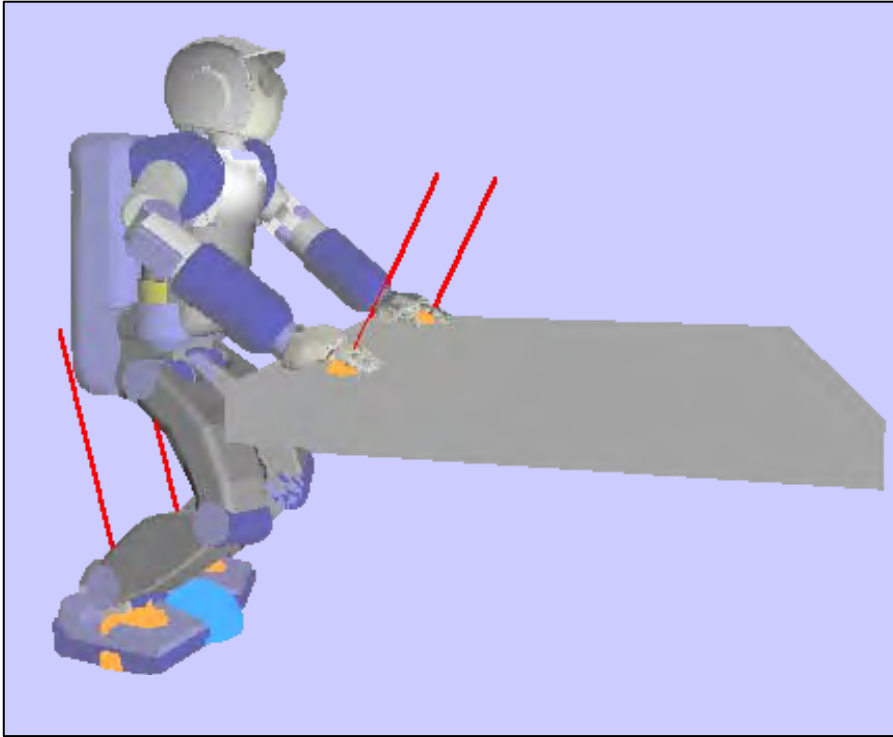
Human Guided Motion & Human-Robot Interaction



Stanford Robotic Platforms - Romeo & Juliet (1993)



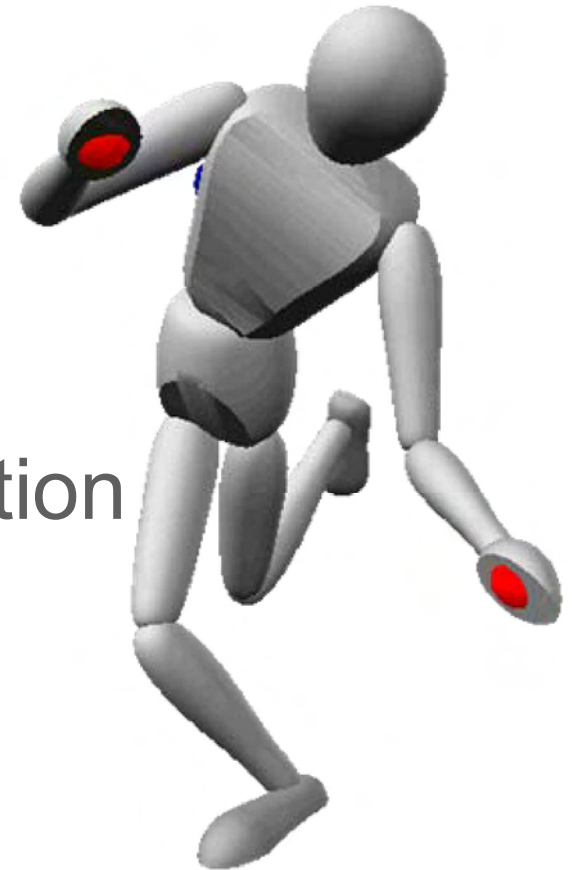
ASIMO

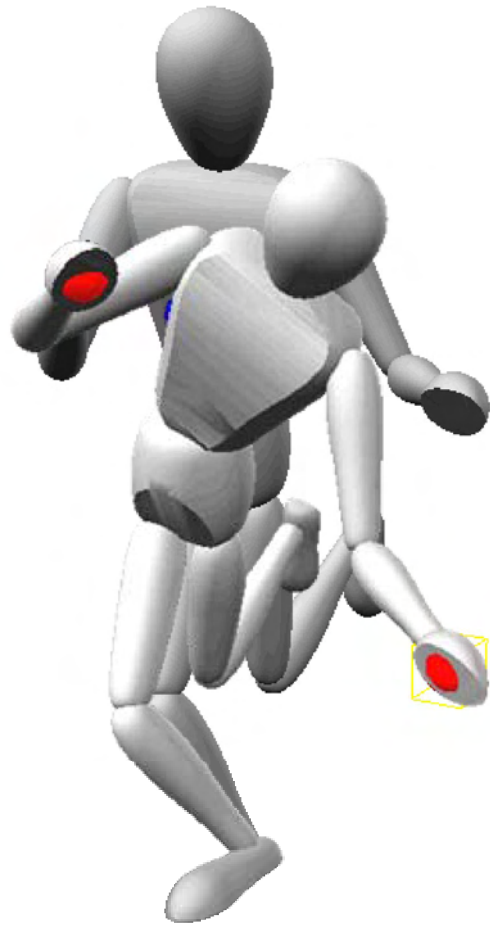


Humanoid Robot Control

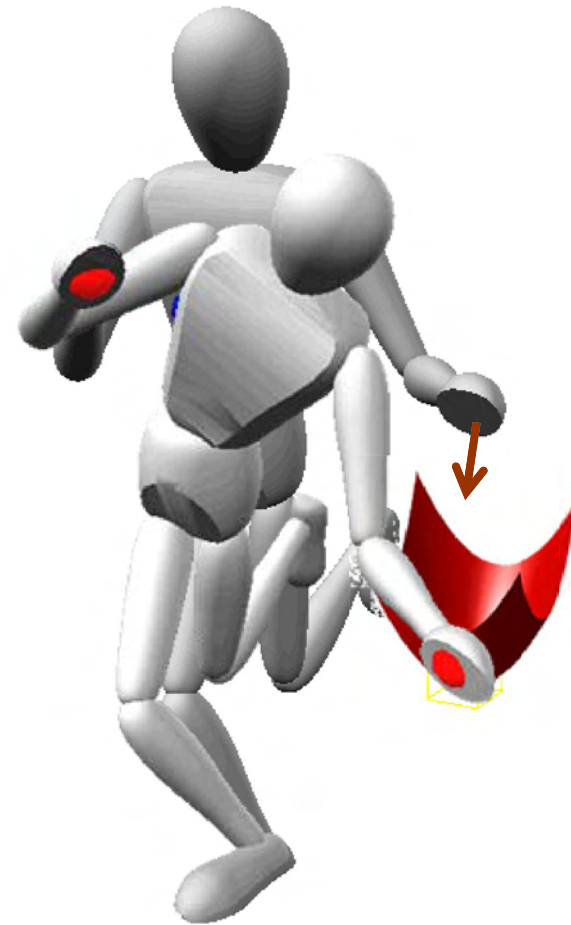
branching and under-actuated

- Whole-body control strategies
- Constraints and Multi-contacts
- Balance, Locomotion, & Manipulation





Joint motions
Inverse Kinematics



Human-like
Artificial Energy

Whole-body Control



Task & Posture Decomposition

Task Dynamics and Control

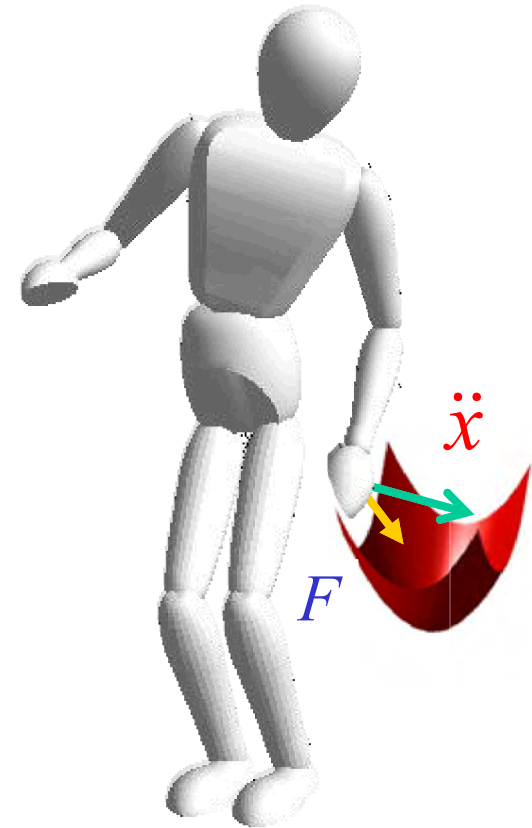
Task Dynamics

$$\Lambda \ddot{x} + \mu + p = F$$

Task Control

$$HF = \hat{\Lambda}(-\nabla V_{Task}) + \hat{\mu} + \hat{p}$$

$$\Gamma = J^T F$$



Task Dynamics – Branching Structures

$$x = \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_m \end{pmatrix}$$

$$\Lambda = \begin{pmatrix} \Lambda_{11} & \Lambda_{12} & \dots & \Lambda_{1L} \\ \Lambda_{21} & \Lambda_{22} & \dots & \Lambda_{2L} \\ \dots & \dots & \dots & \dots \\ \Lambda_{L1} & \Lambda_{L2} & \dots & \Lambda_{LL} \end{pmatrix}$$

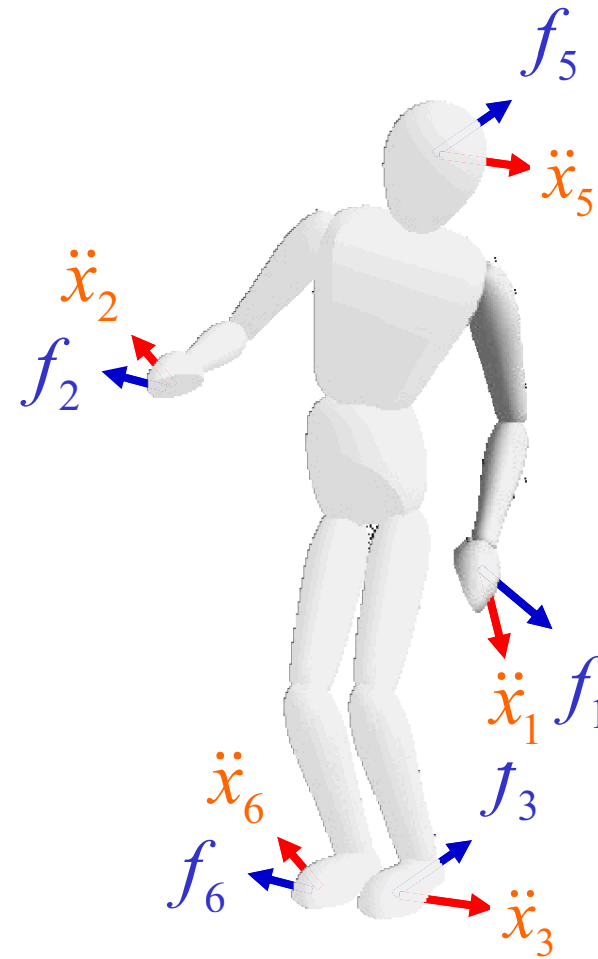
$$x \Rightarrow J \Rightarrow \Lambda$$

Dynamics

$$\Lambda \ddot{x} + \mu + p = F$$

Control

$$F = \hat{\Lambda} F_{Task}^* + \hat{\mu} + \hat{p}$$



Task/Posture Control Structure

Decomposition in torque space

$$\Gamma = J_{task}^T F_{task} + N_{task}^T \Gamma_{posture}$$

Task Torques: $\Gamma_{task} = J_{task}^T F_{task}$

Task Consistent Posture Torques:

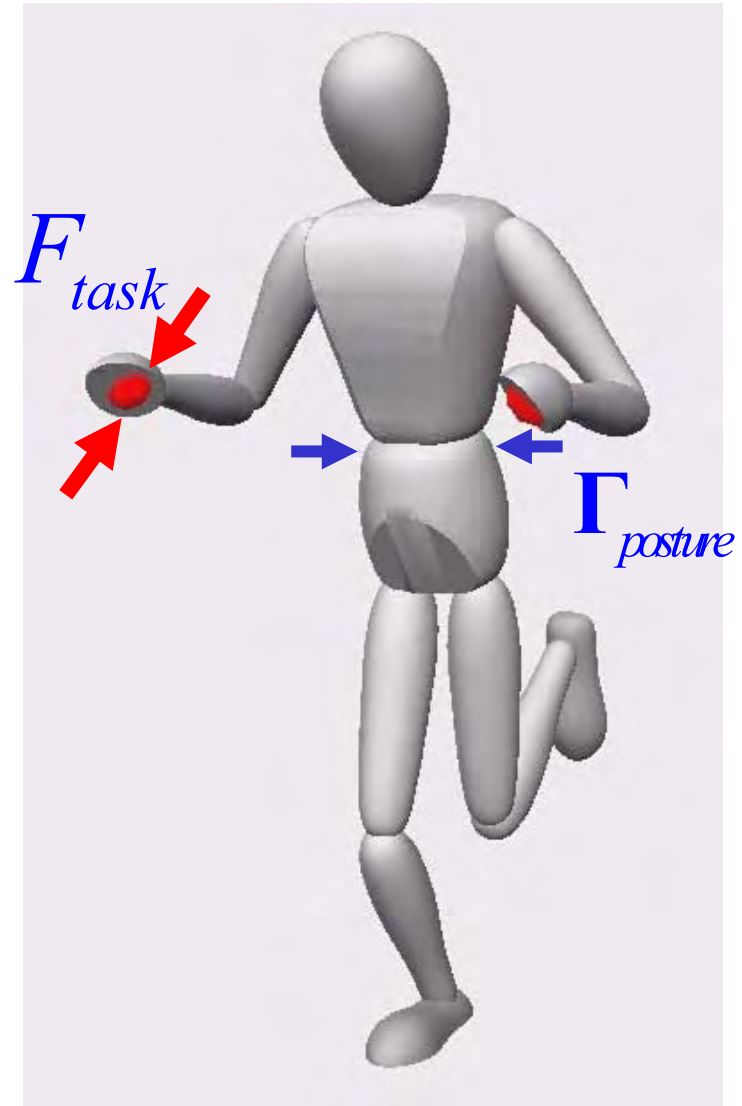
$$\Gamma_{posture|task} = N_{task}^T \Gamma_{posture}$$

Dynamic Consistency:

$$N_{task}^T \Gamma_{posture} \Rightarrow \ddot{x}_{task} = 0$$

in configuration space

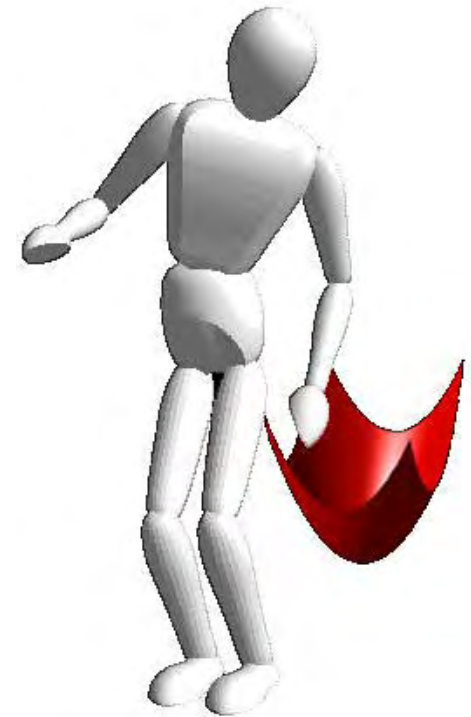
$$\delta q = \bar{J}_{task} \delta x_{task} + N_{task} \delta q_{posture}$$



Task and Posture Control

Whole-body
Control

Task Field
Posture Field



Dynamically
Decoupled

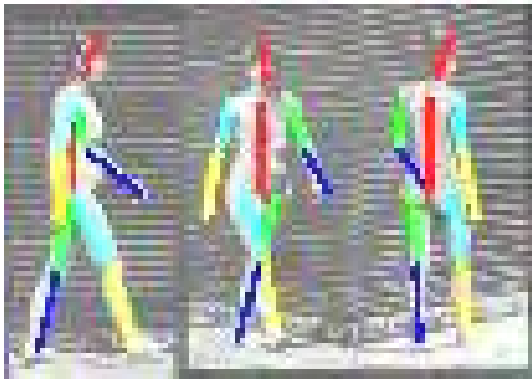
⇒ no joint trajectories

Learning from the human

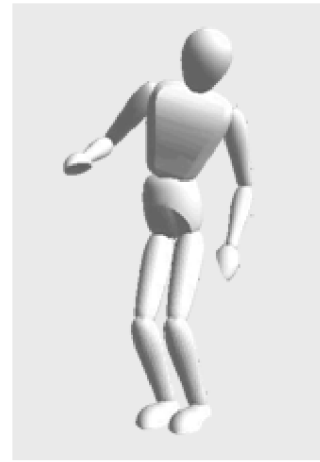
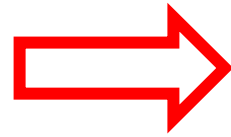


Posture Field?

Human Natural Motion

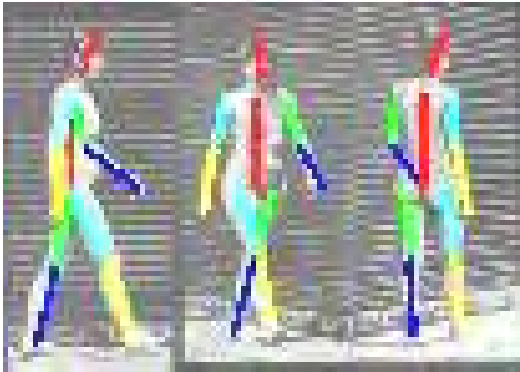


Motion Capture

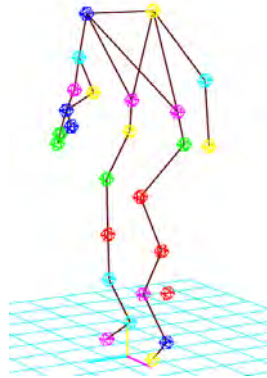


Motion Characteristics

Human Motion Characterization



Human motion



Marker data



Skeletal
physiology

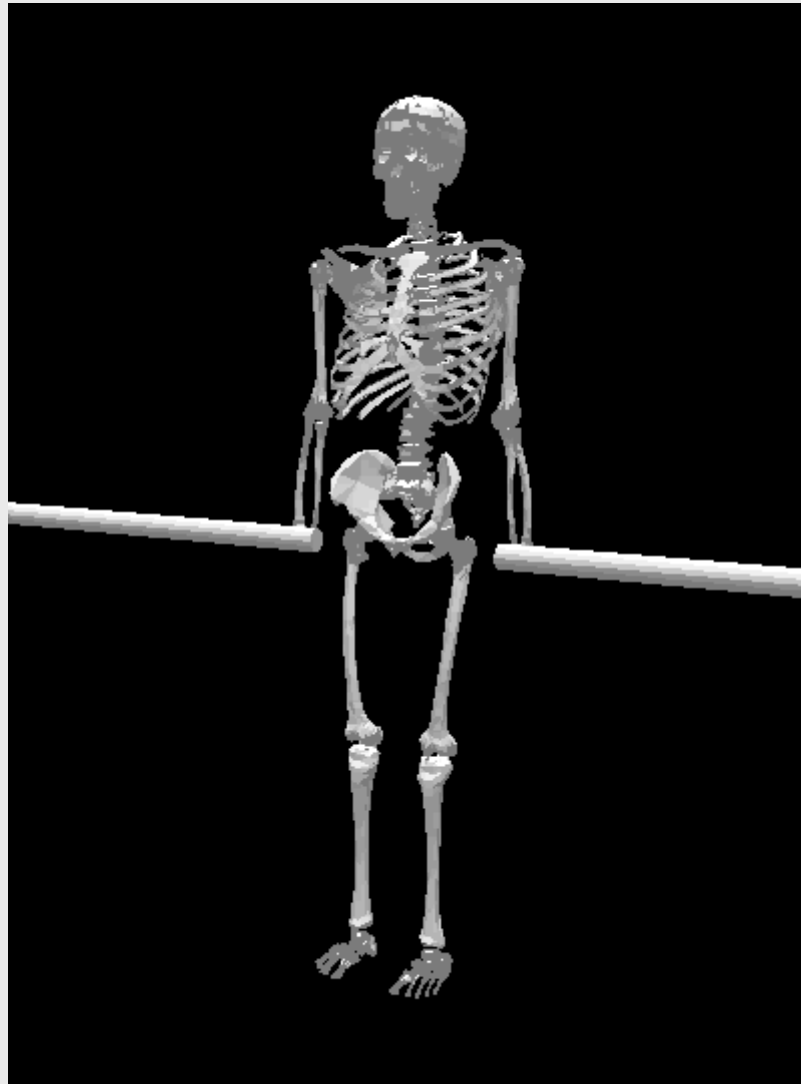


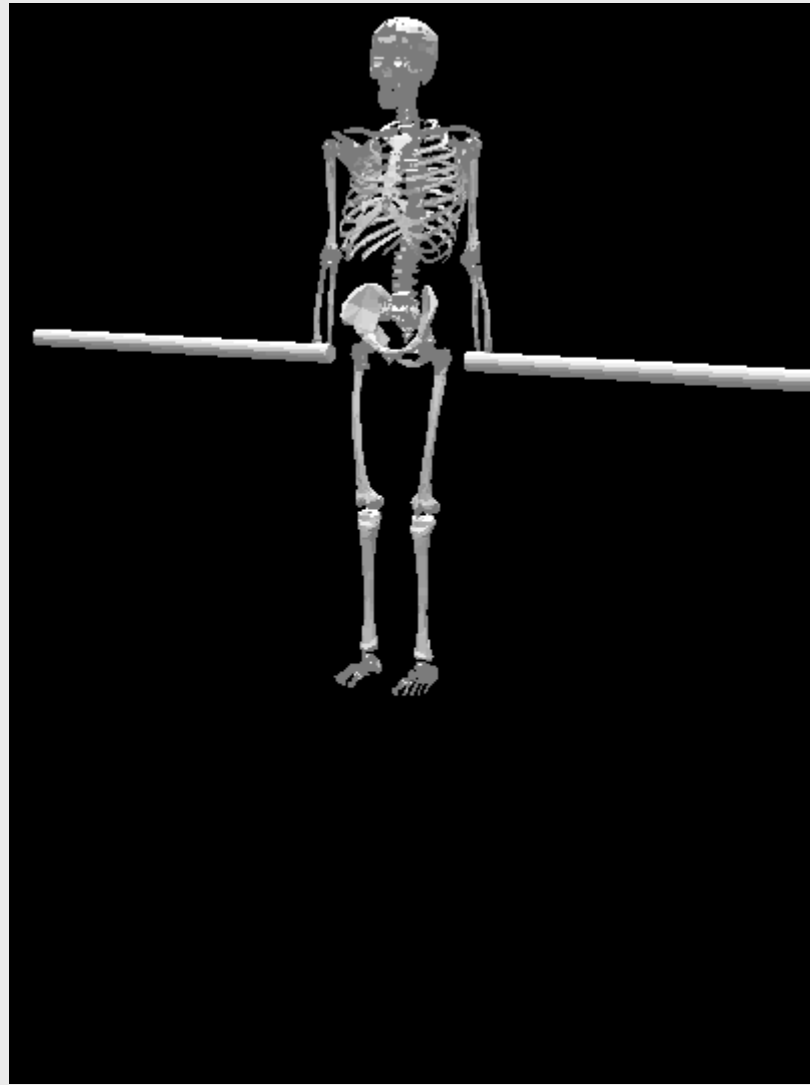
Muscular
physiology

Human
Motion
Capture



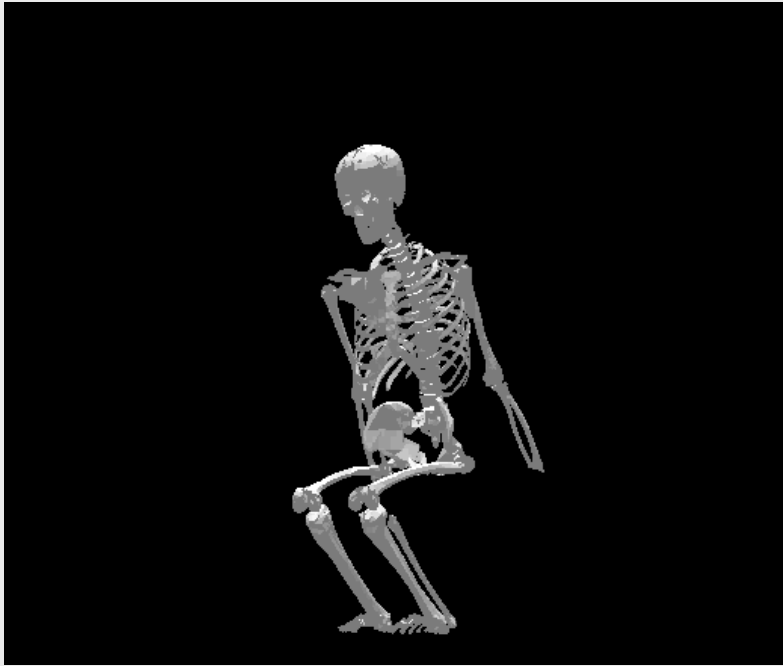
Human
Dynamic
Model



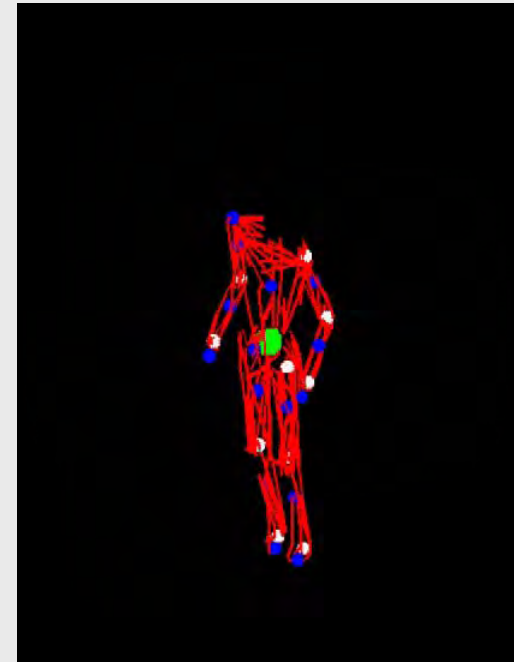


Simulation 79 DOF and 136 Muscles

Biometric Data & Bone Geometry



Dynamic simulation



Motion capture

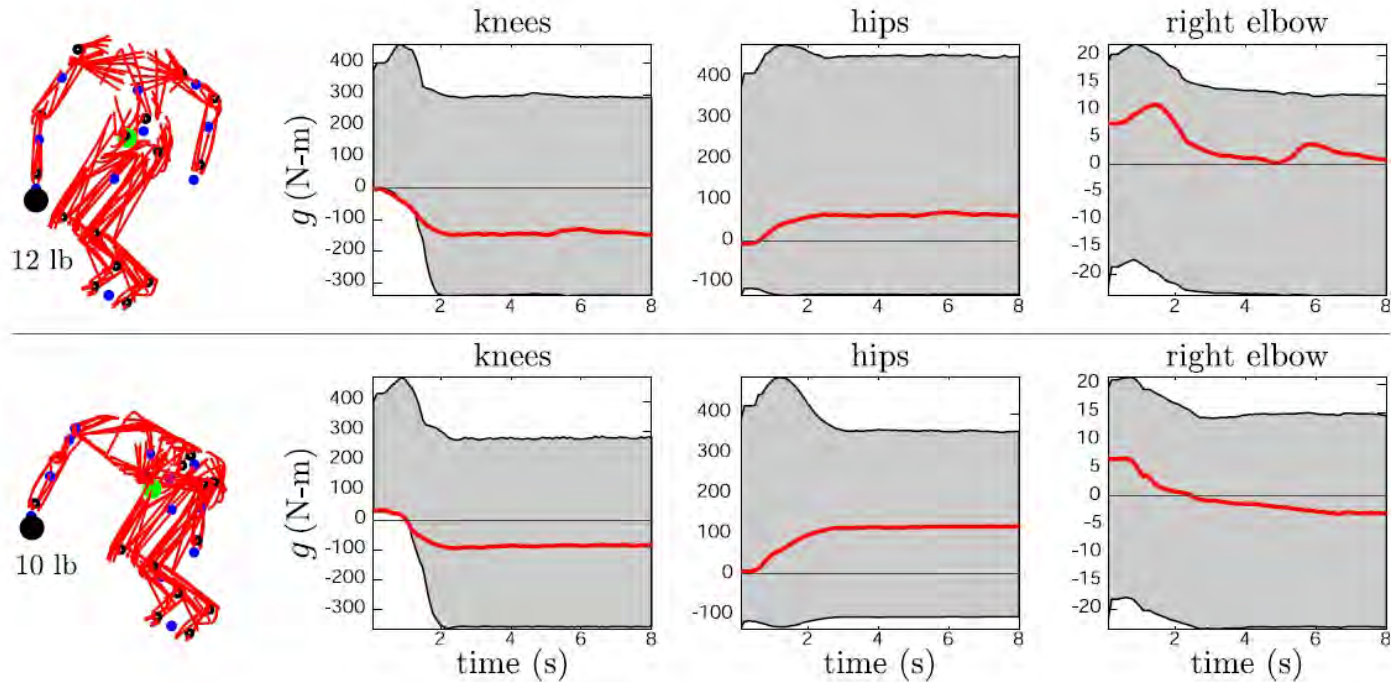
Learning from the Human

In learned tasks, humans minimize muscular effort, under physical and “social” constraints



➔ Physiology-based Posture Field

Physiology-based Posture Field



A Task, F : $\Gamma = J^T F$

Muscle actuation: $\Gamma = L^T m$

Muscle capacities: N_c \rightarrow

Configuration-dependent torque bounds

Physiology-based Posture Field

Human posture is adjusted to reduce muscular effort

Human-muscular Energy minimized:

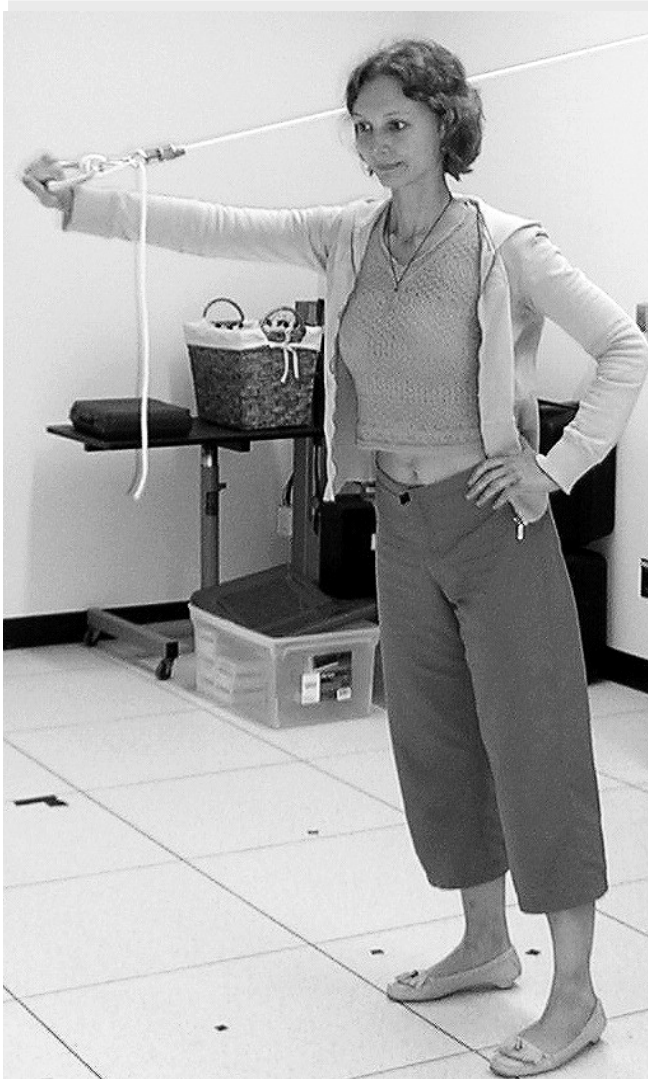
$$E = cm^2$$

Function of physiology, mechanical advantage, and task

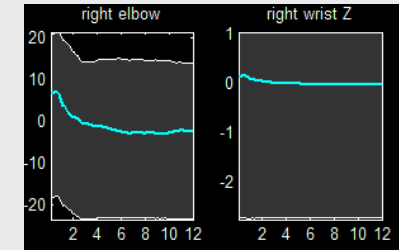
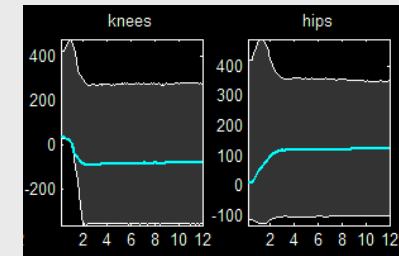
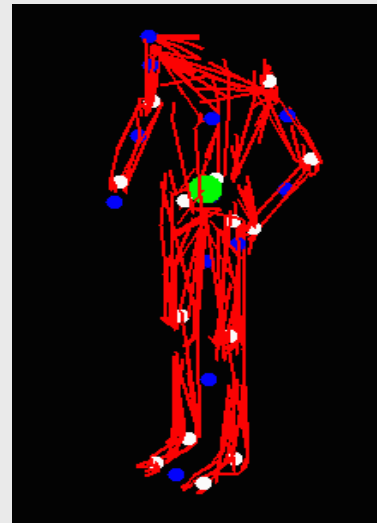
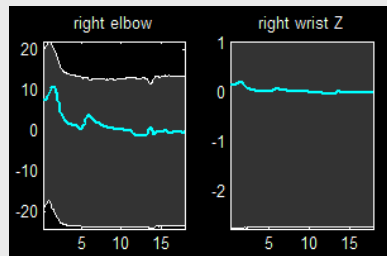
$$E(q) = F^T [J(L^T N_c^{-2} L)^{-1} J^T] F$$



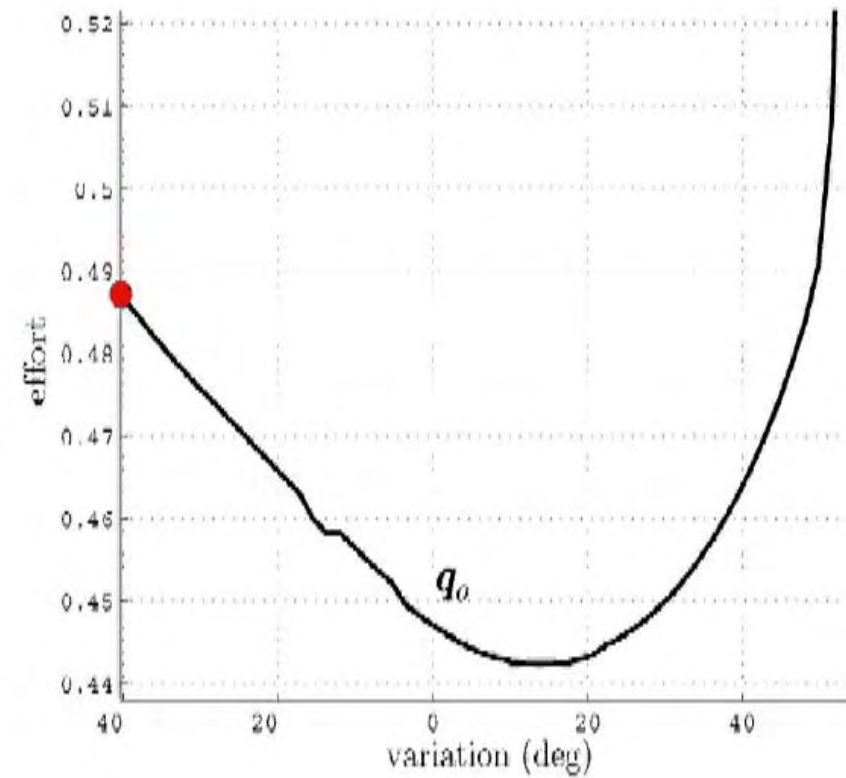
Data from Subjects



Data from Subjects

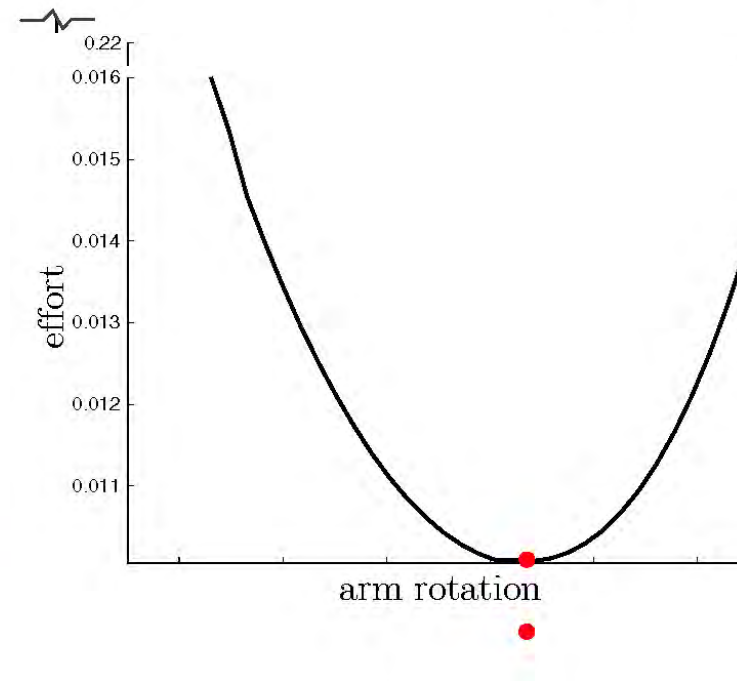
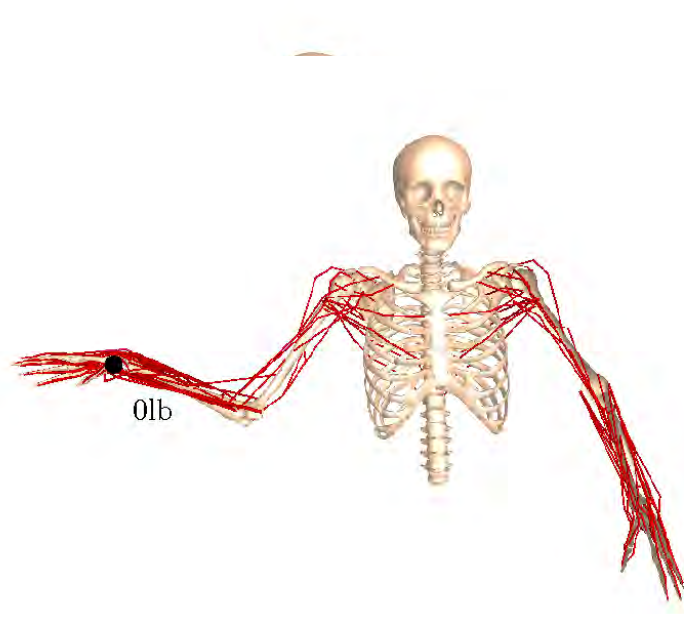


Validation - Arm Effort



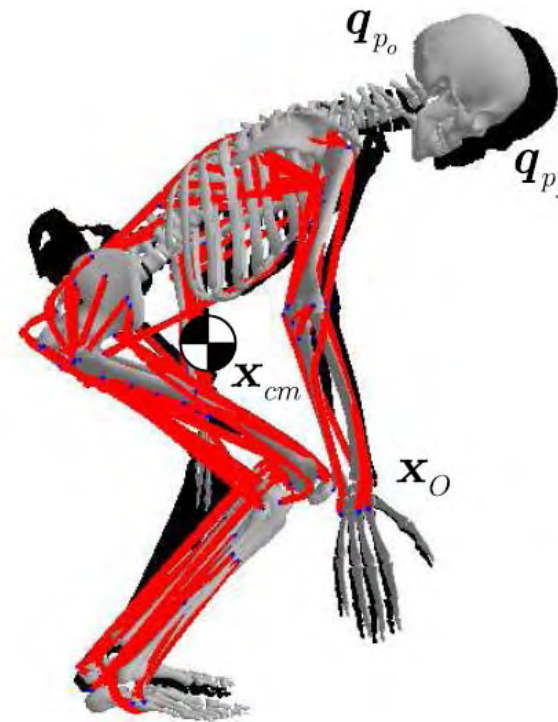
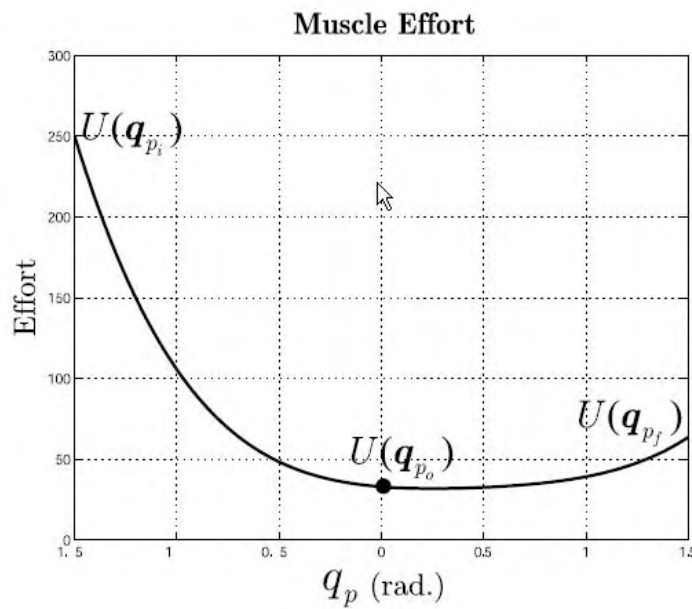
$$E = cm^2$$

Validation - Arm Effort

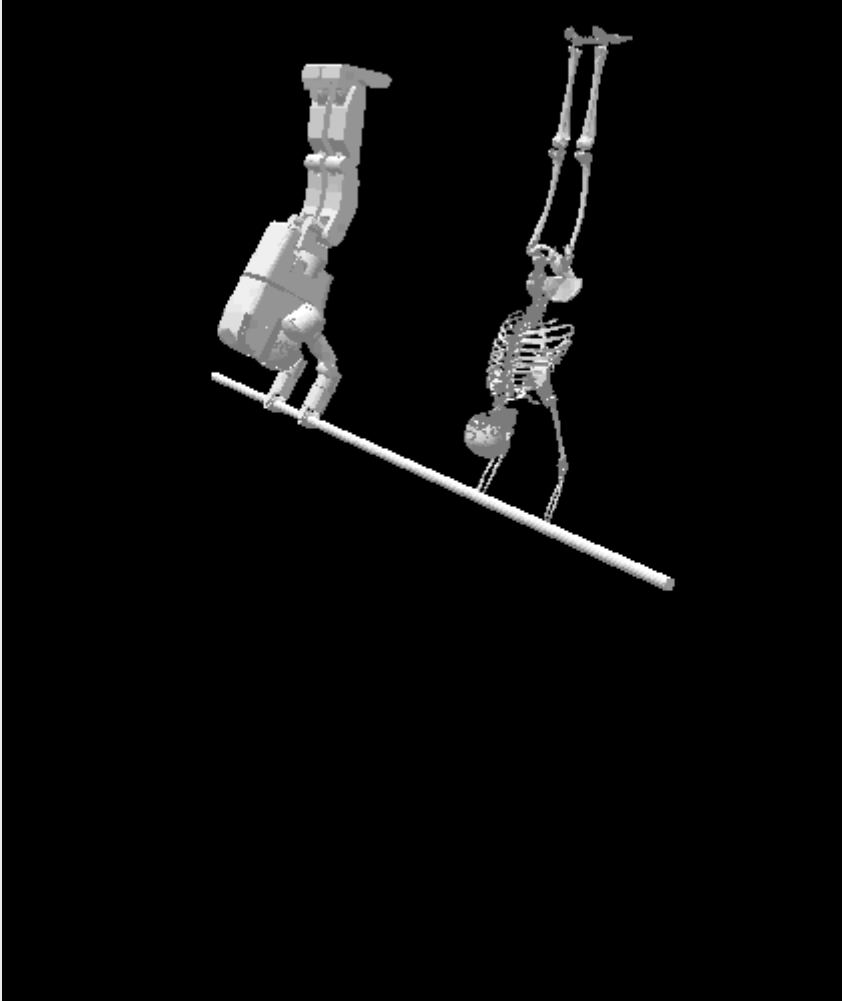


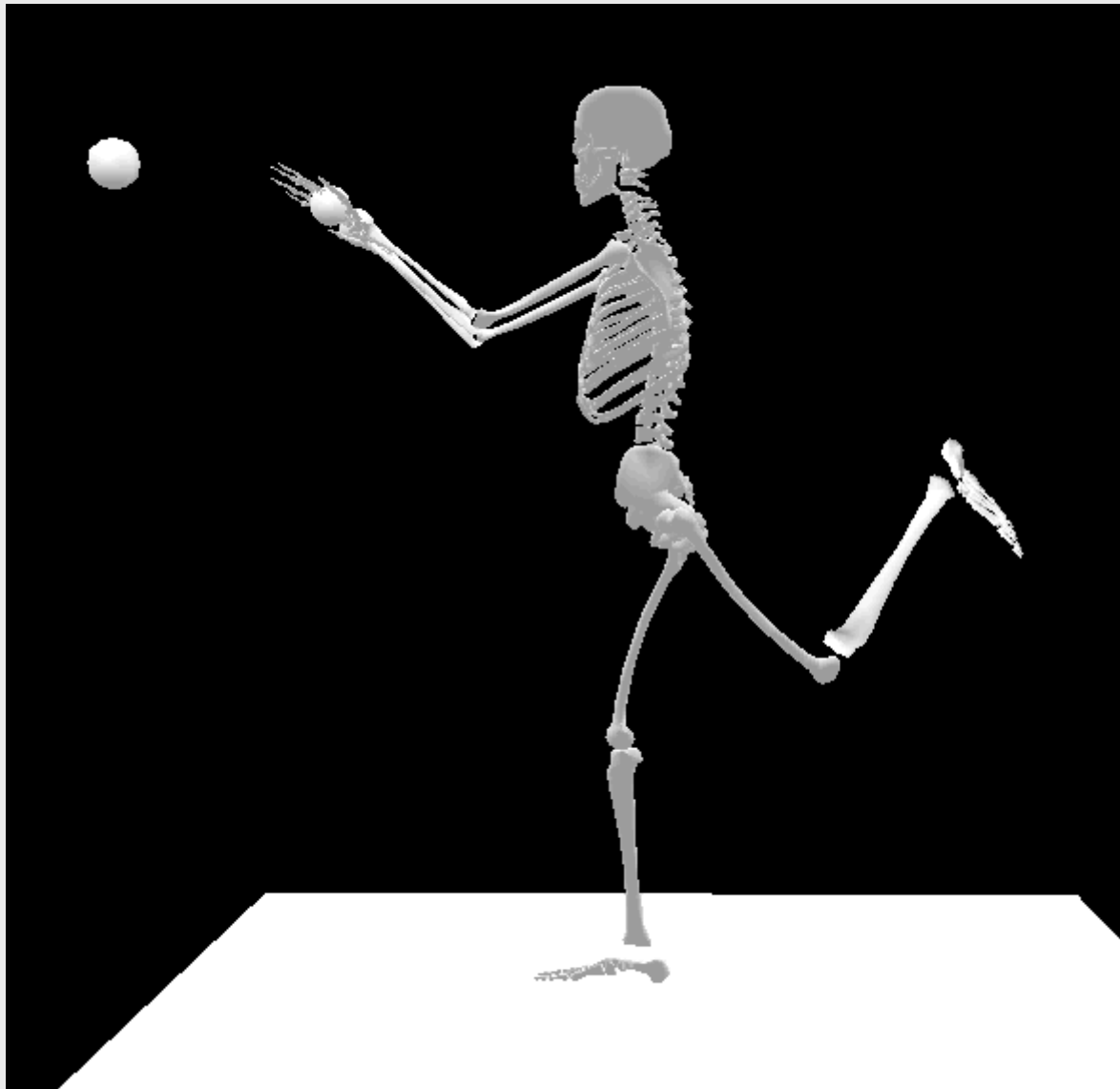
$$E = cm^2$$

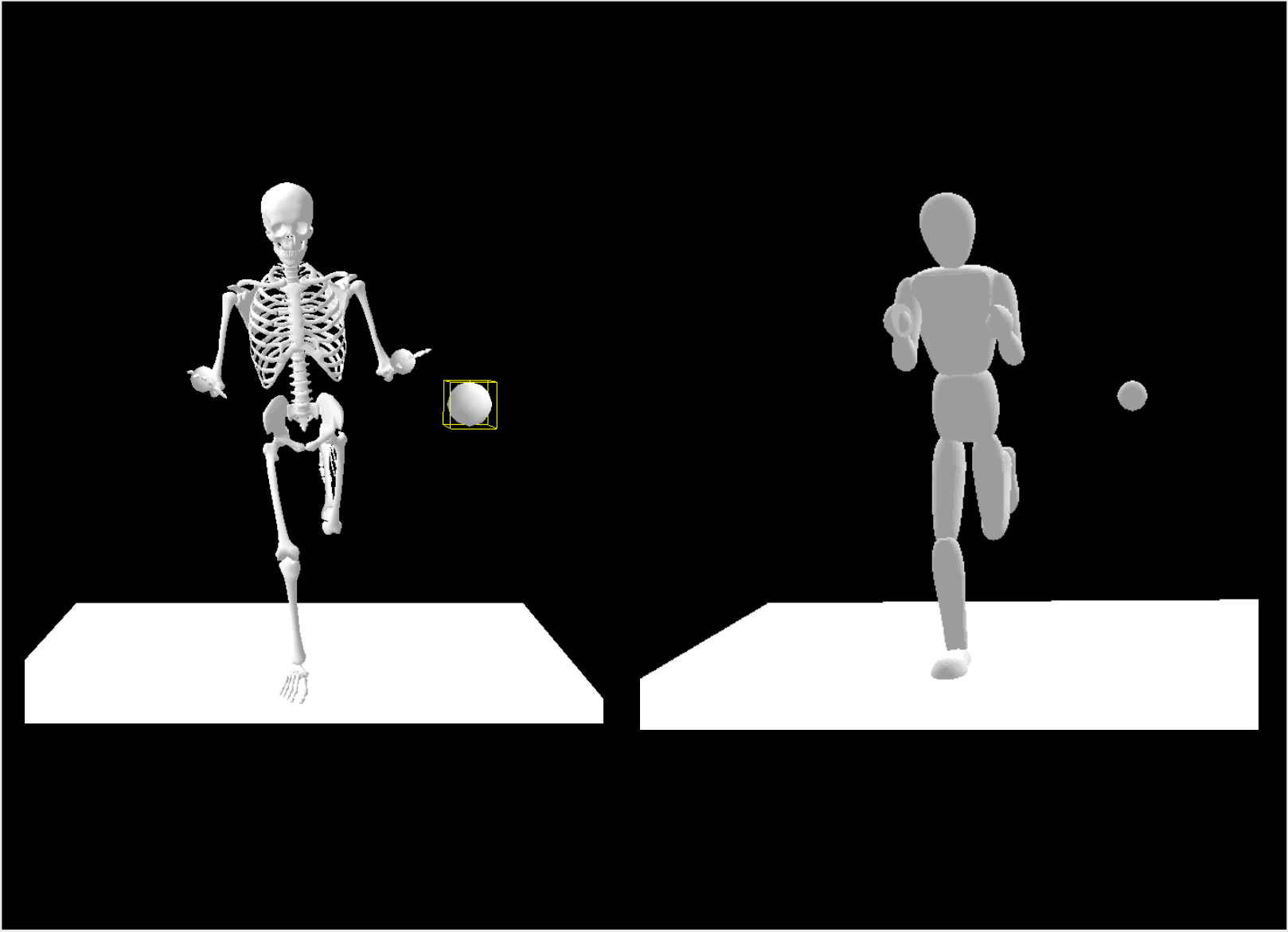
Validation – whole-body effort

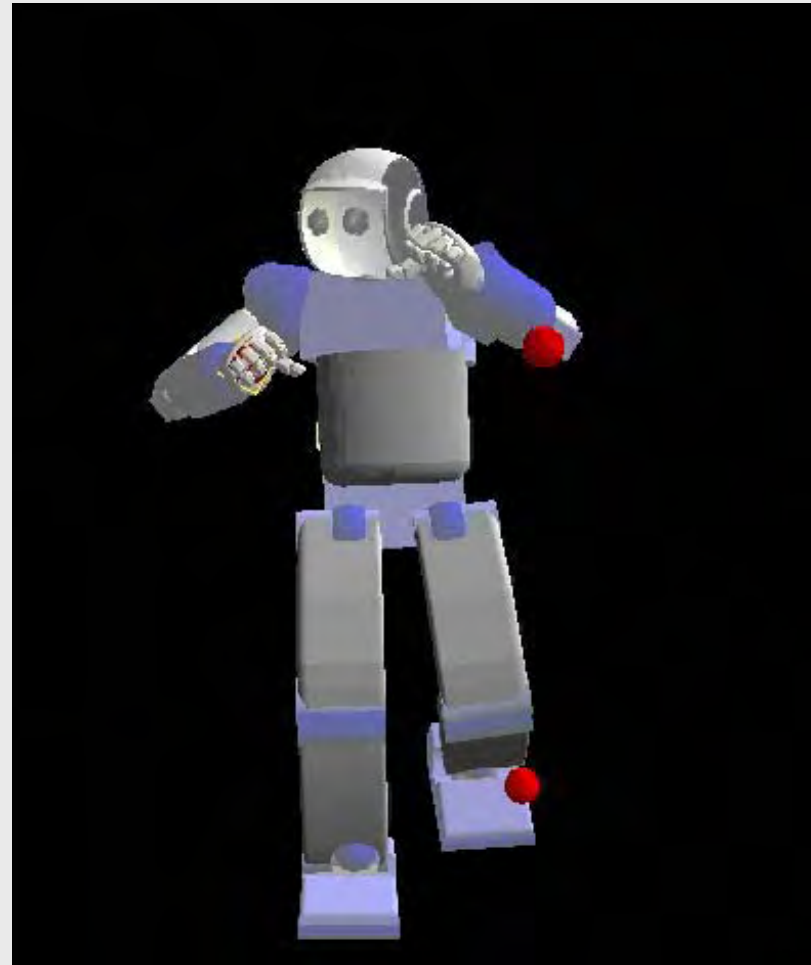
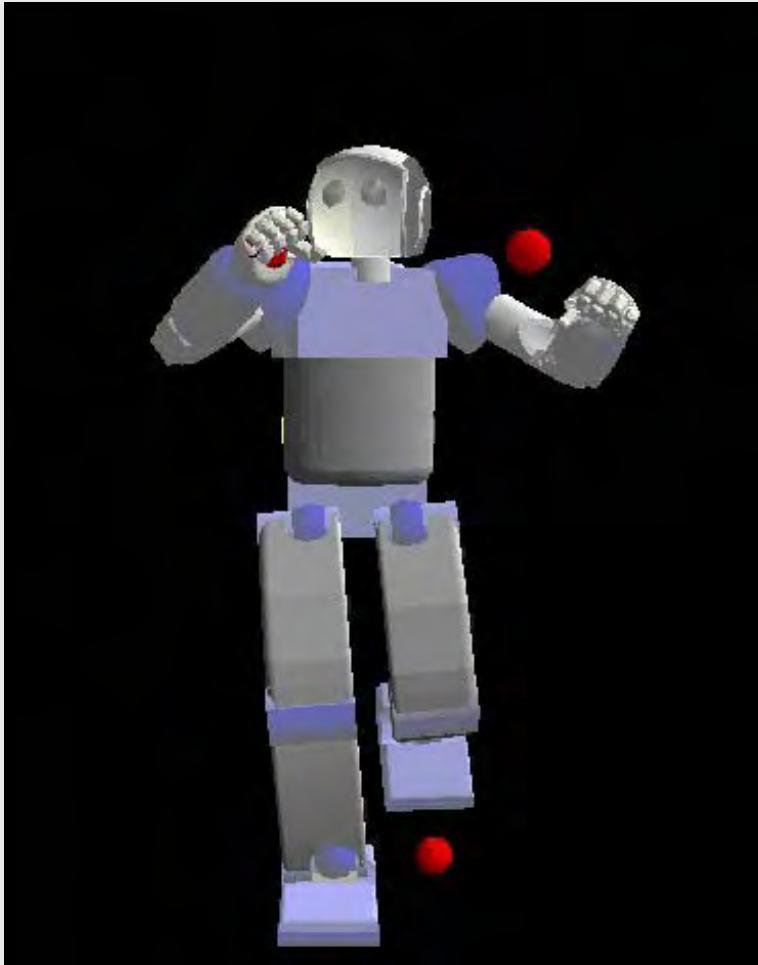


$$E = cm^2$$





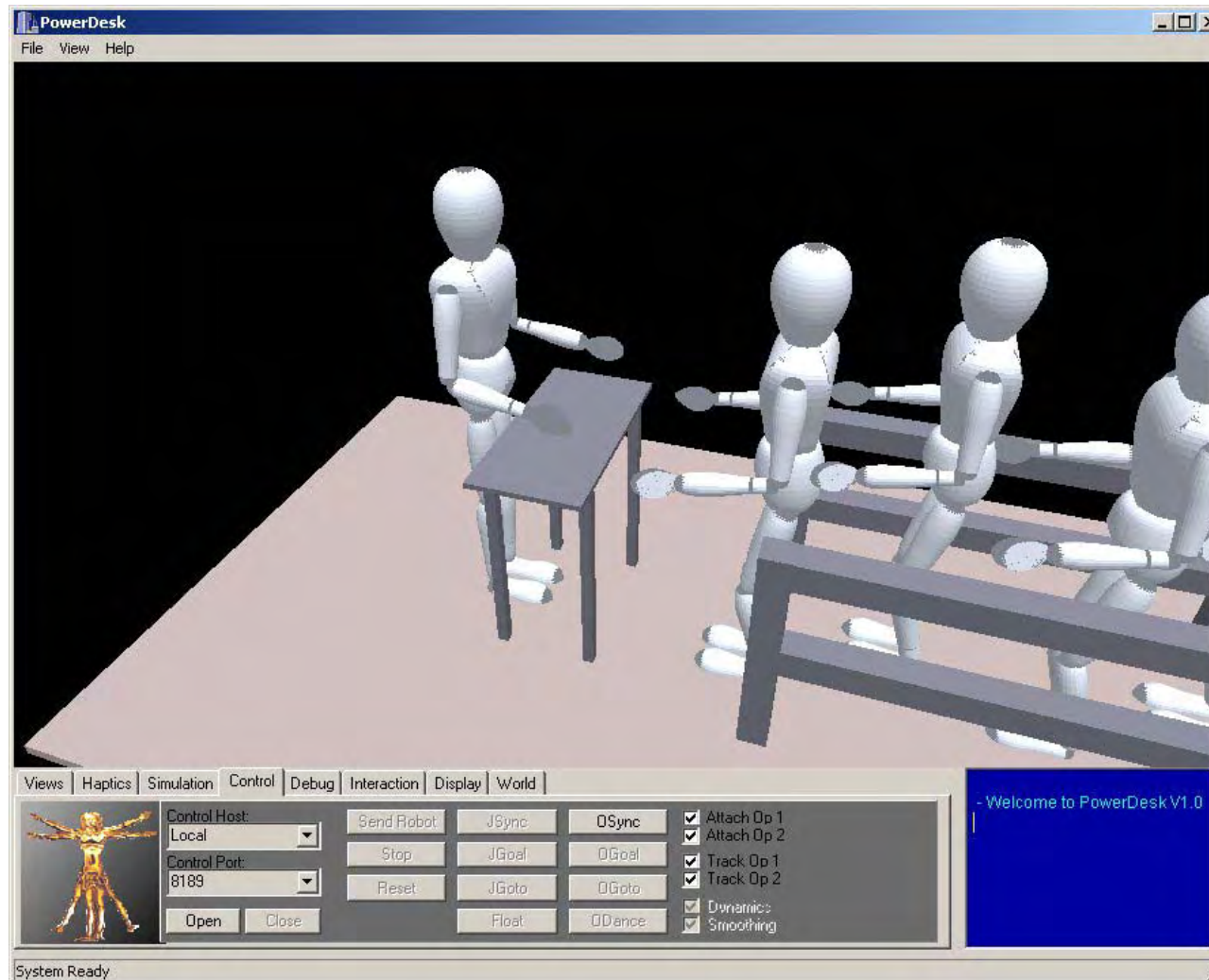




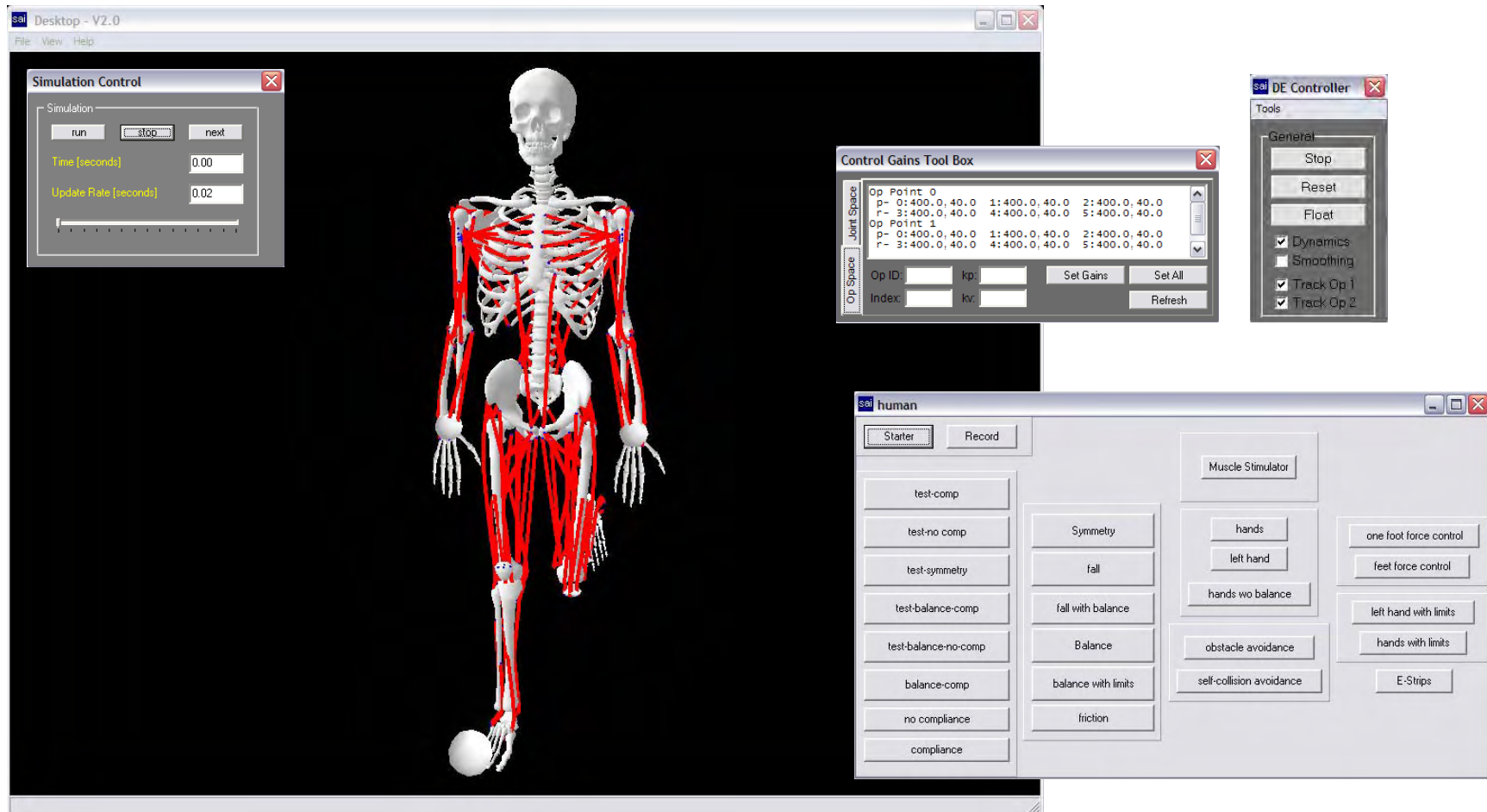
ASMIO

SAI Environment

Dynamic simulation, control, & haptics

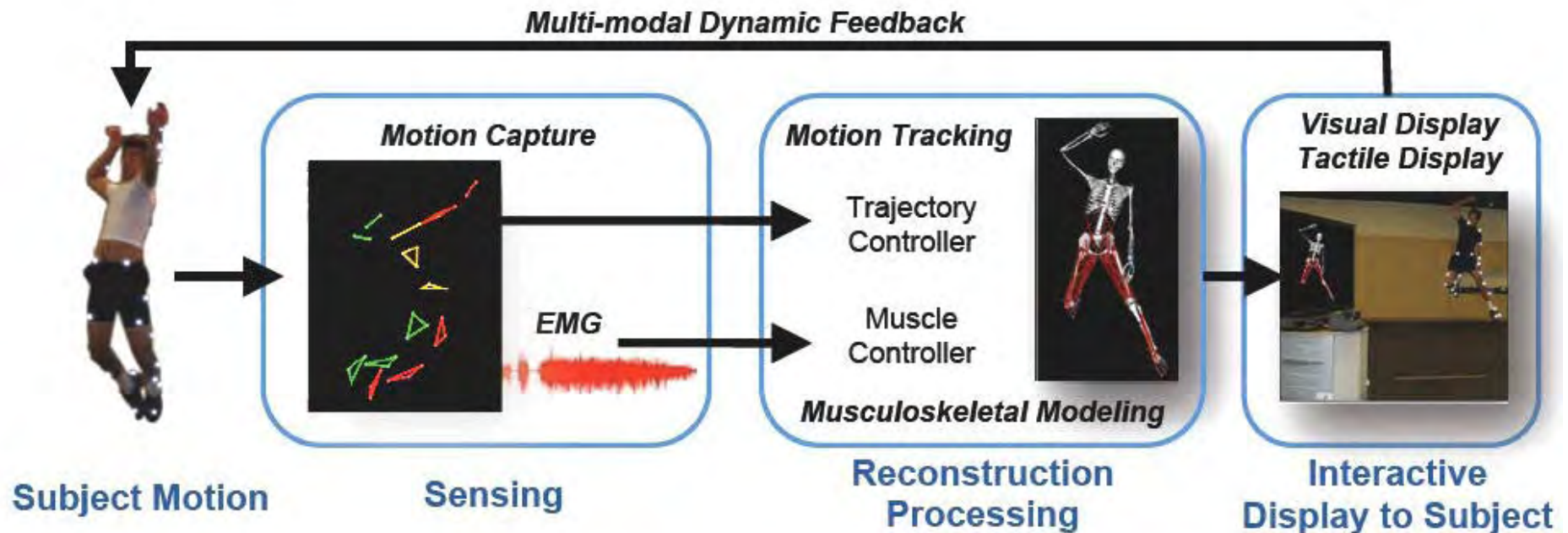


SAI Neuromuscular Library



Human Motion Reconstruction

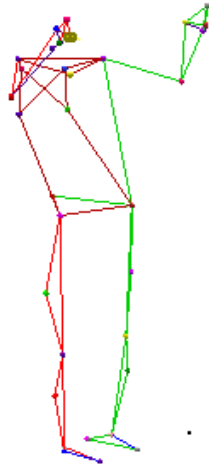
Injury prevention, Pathology Evaluation, and Athletics

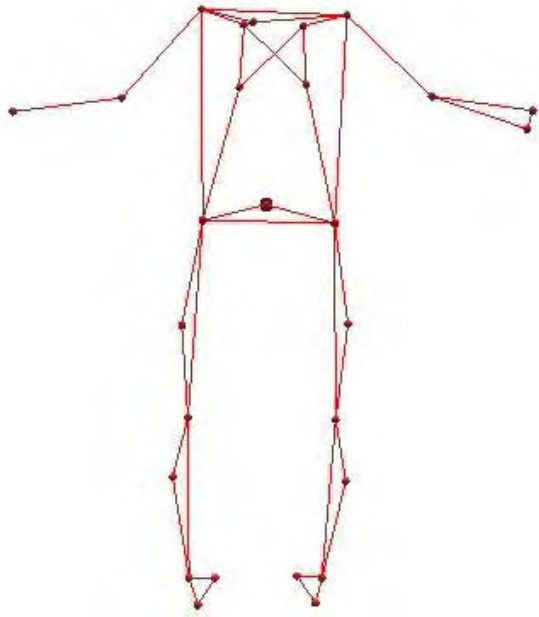


Skill Learning – Tai Chi



Skill Learning – Tai Chi





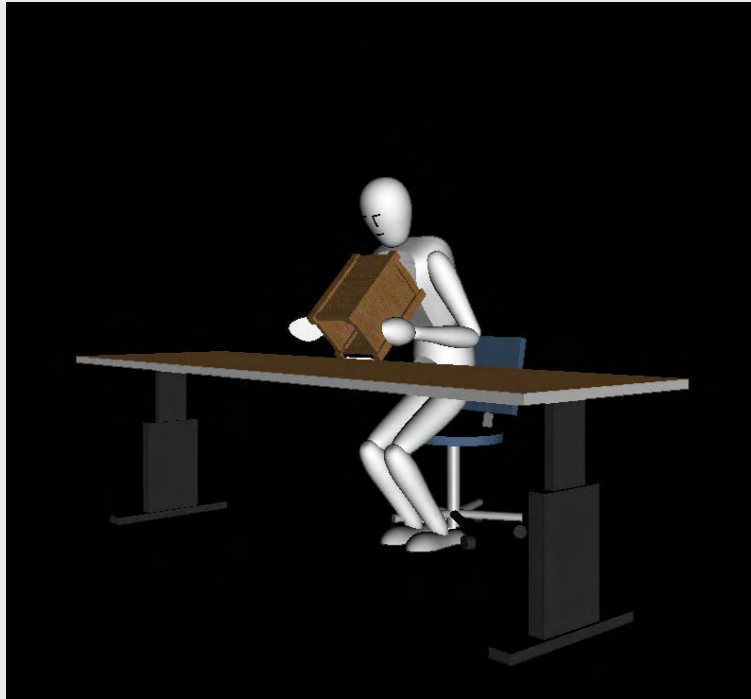




Contact/Collision Resolution



Crash Tests



Constraints

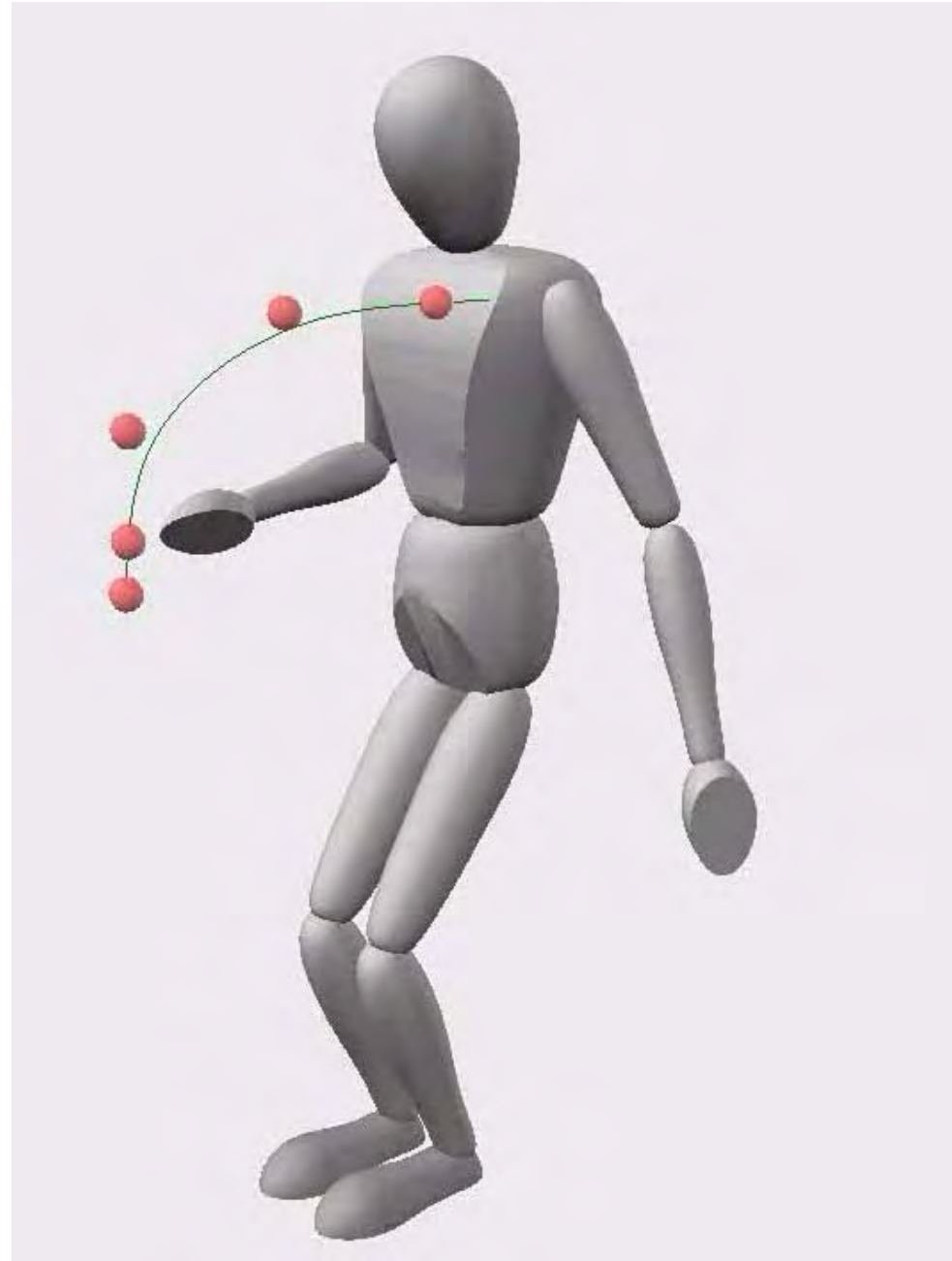


Constraints

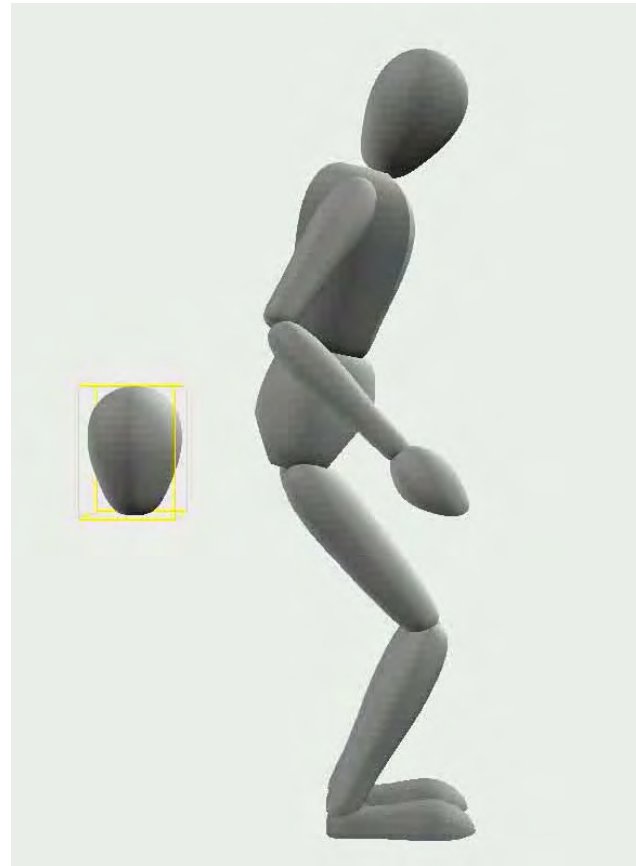
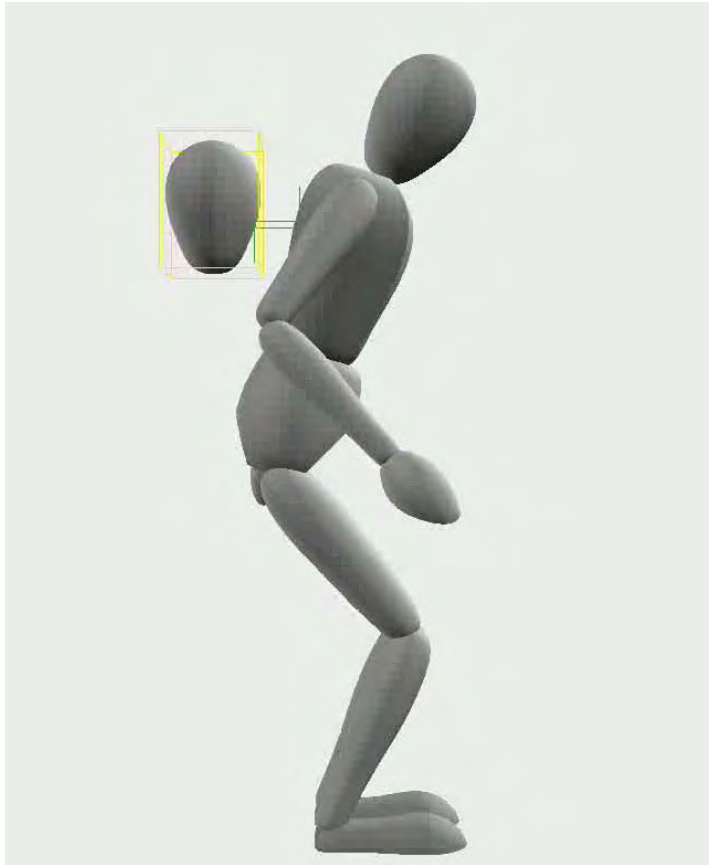


$$\Gamma = J_{task}^T F_{task} + N_{task}^T (J_{posture}^T F_{posture} + N_{posture}^T \Gamma_{posture})$$

Self Collision



Obstacles

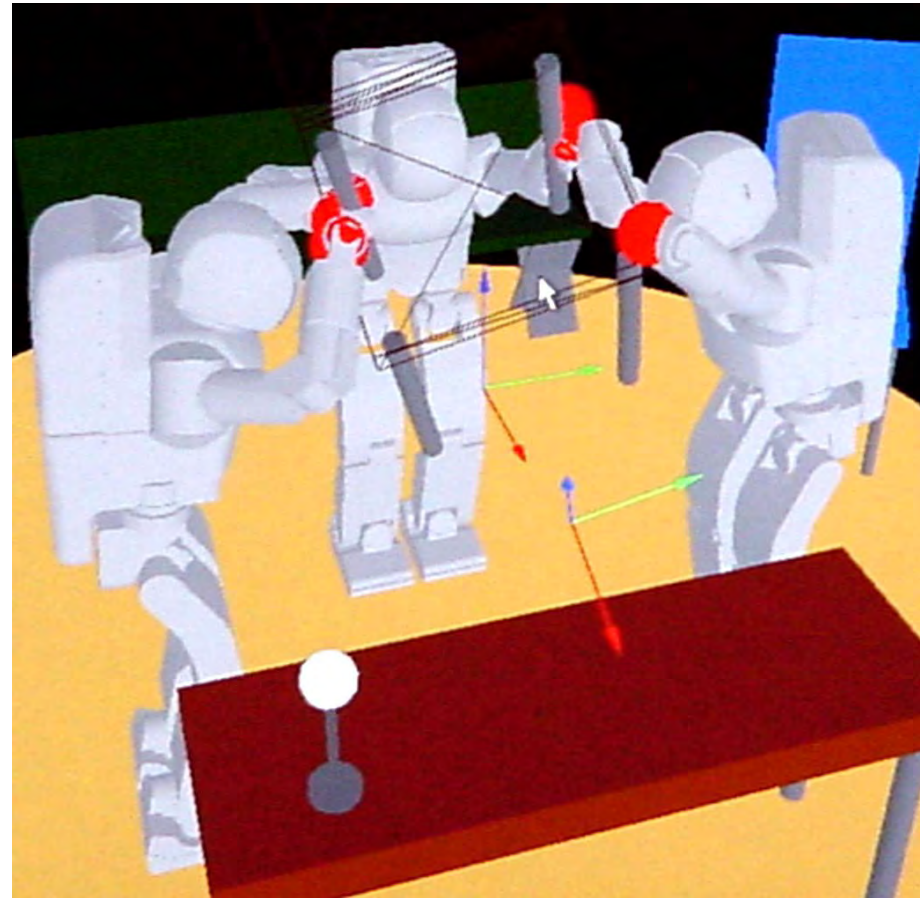




Elastic Planning

Real-time collision-free path modification

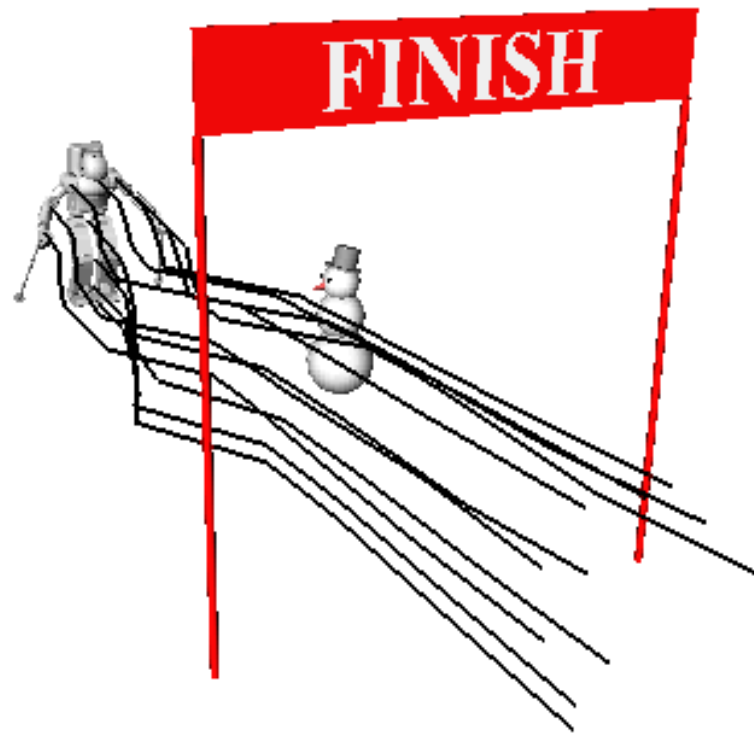
Connecting
Reactive Local Avoidance
with
Global Motion Planning

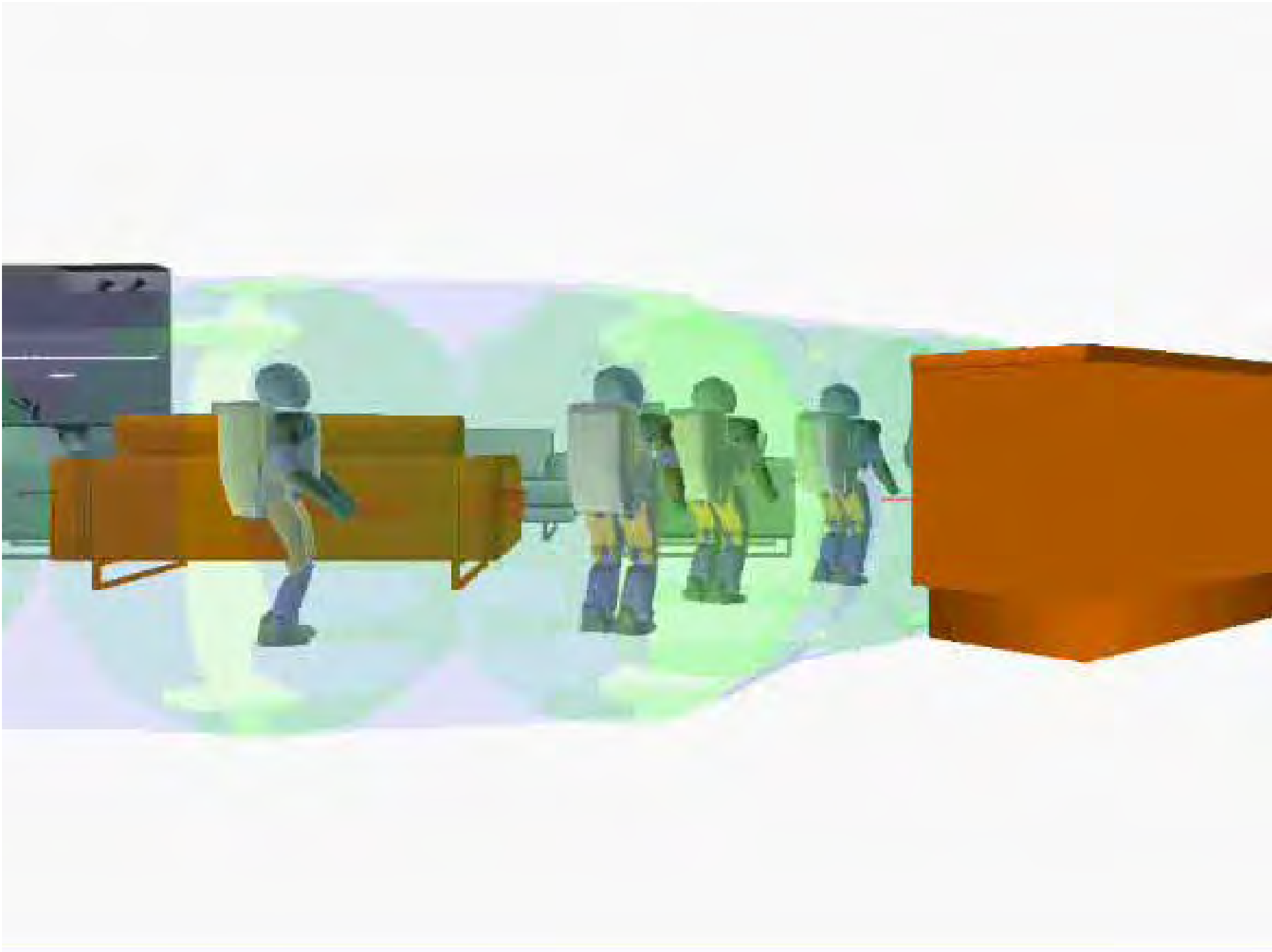


Elastic Planning

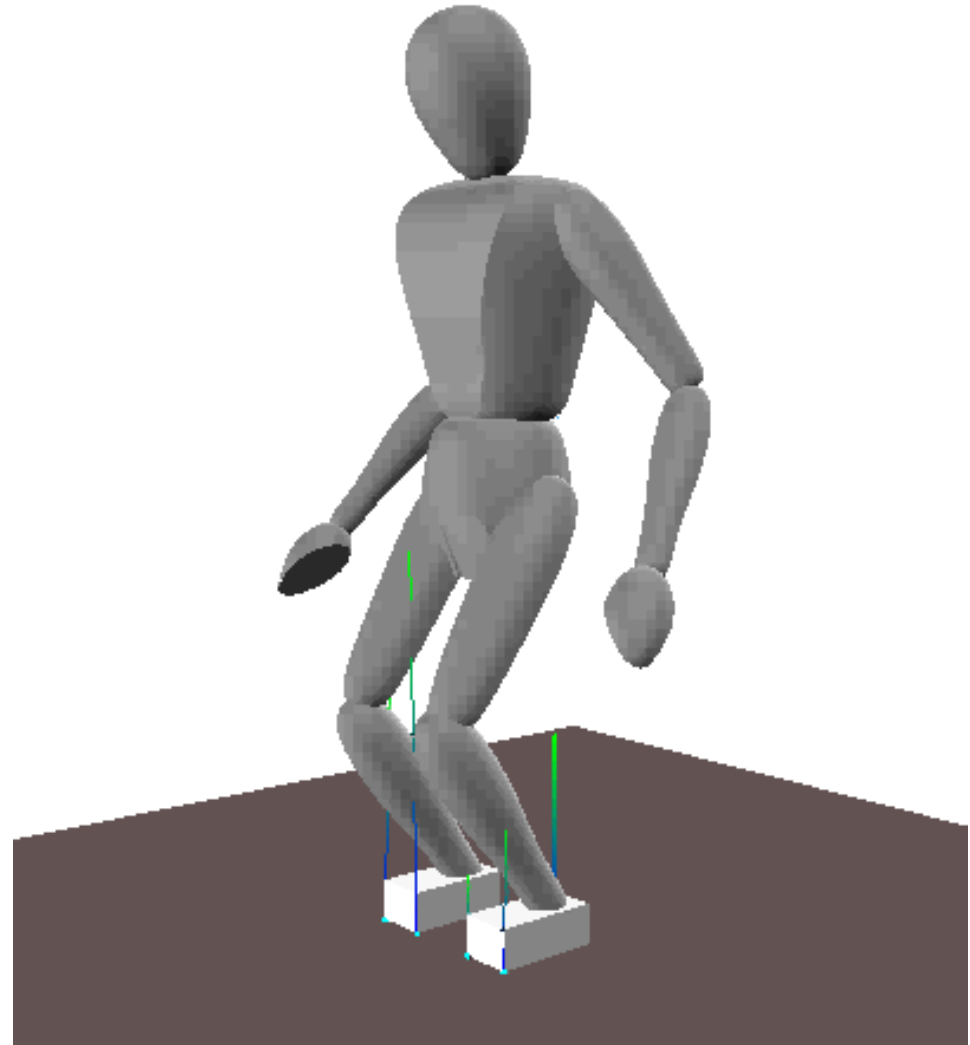


Elastic Planning



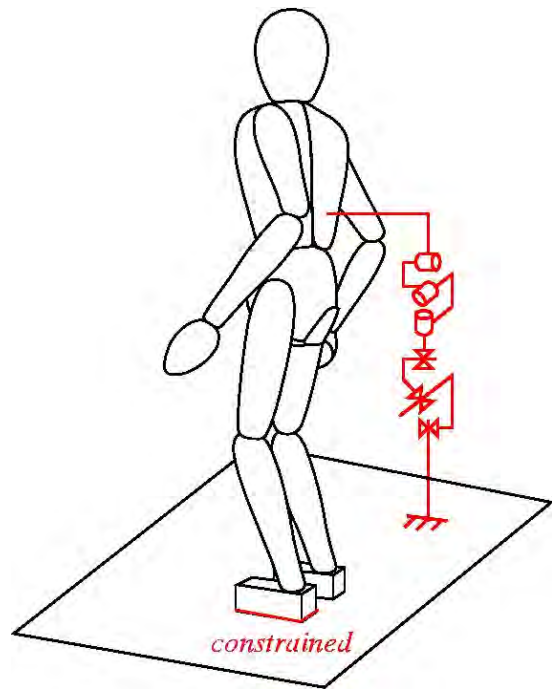


Integration of Locomotion

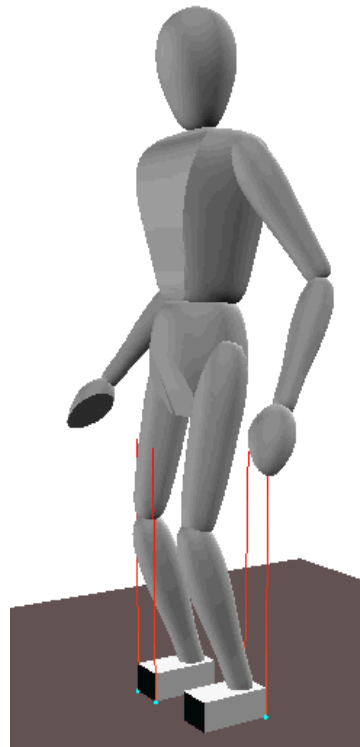


Multi-Contact Whole-body Control

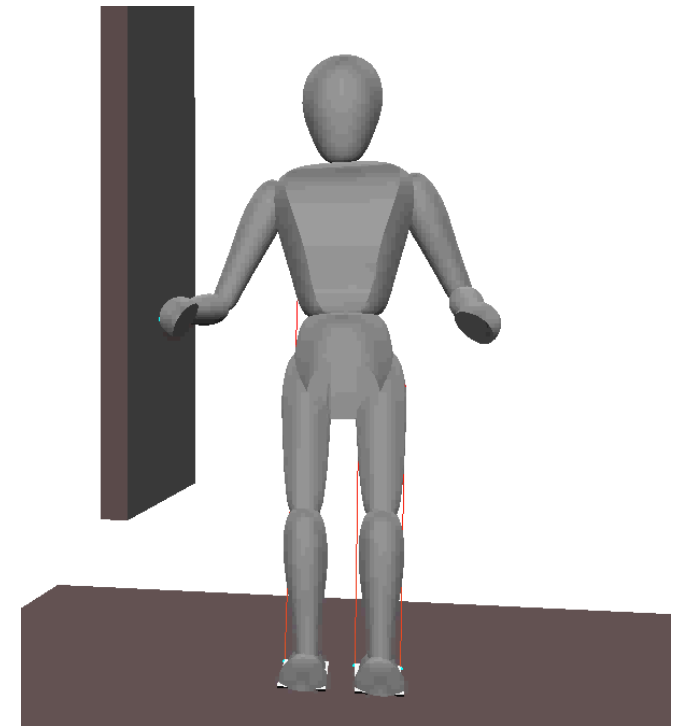
Integration of Whole-Body Control & Locomotion



Under-actuated

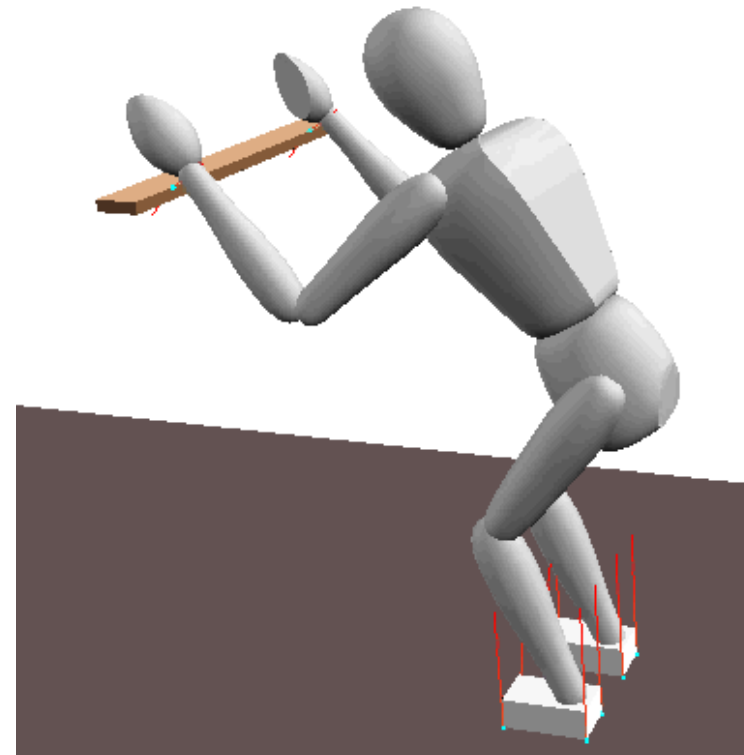
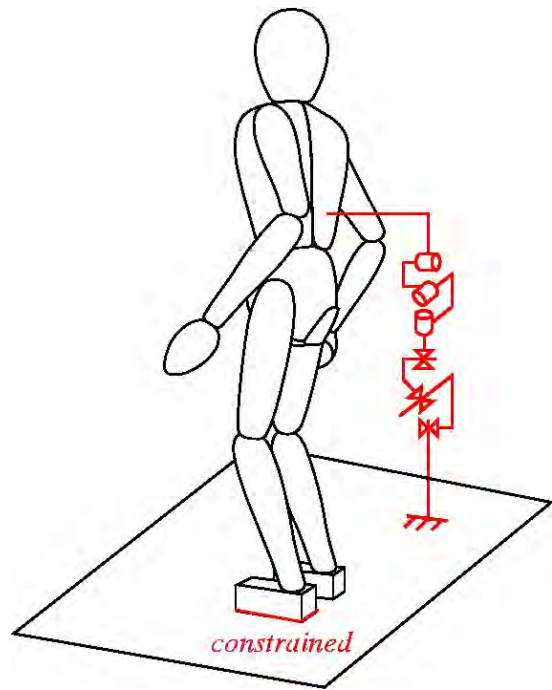


Balance



Reaction forces

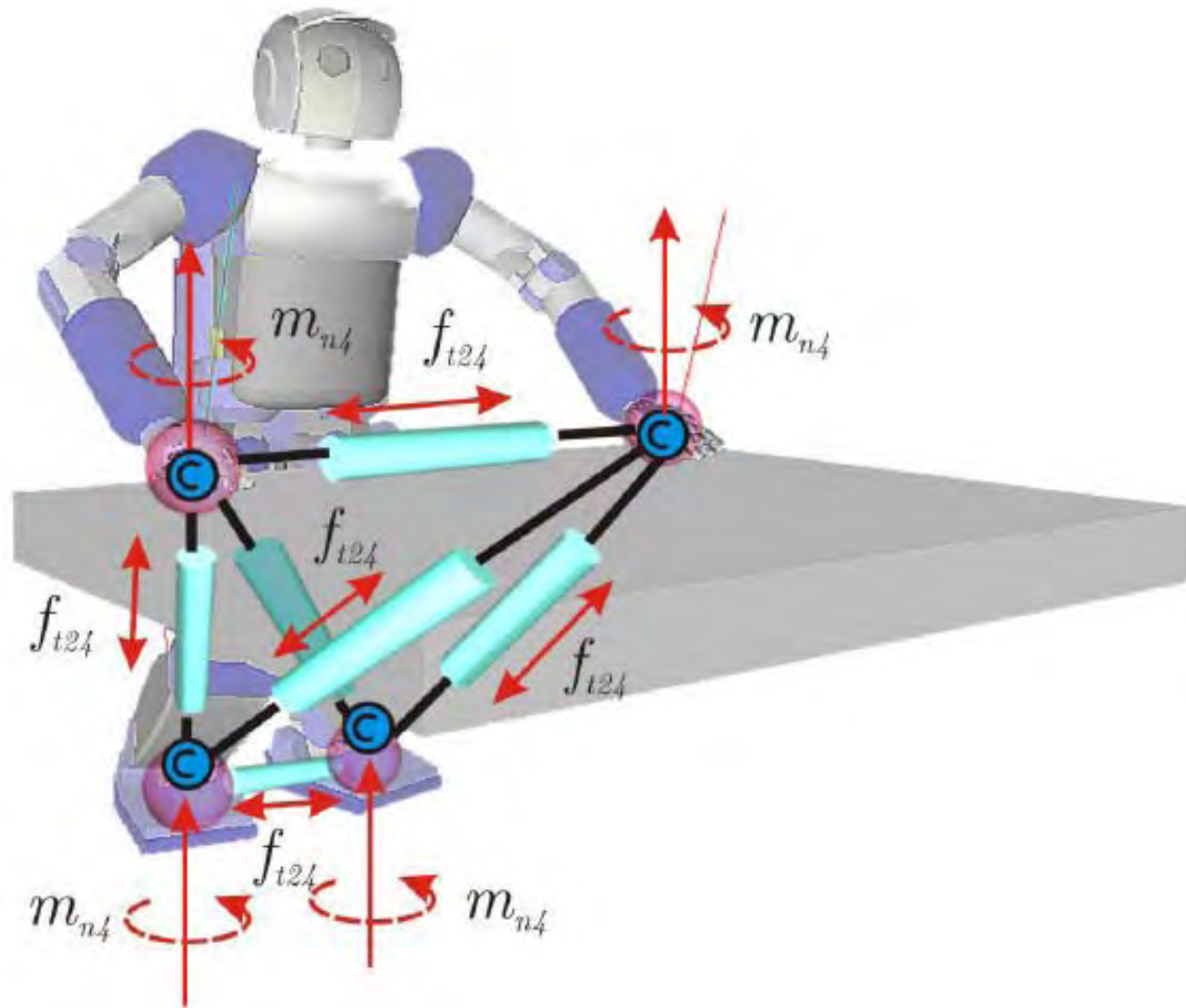
Multi-Contact Whole-body Control



$$\mathbf{\Gamma} = \mathbf{J}_{task}^{TT} \mathbf{F}_{task} + \mathbf{N}_{task}^T (\mathbf{\Gamma}_{posture} + \mathbf{N}_{task}^T \mathbf{F}_{task})$$

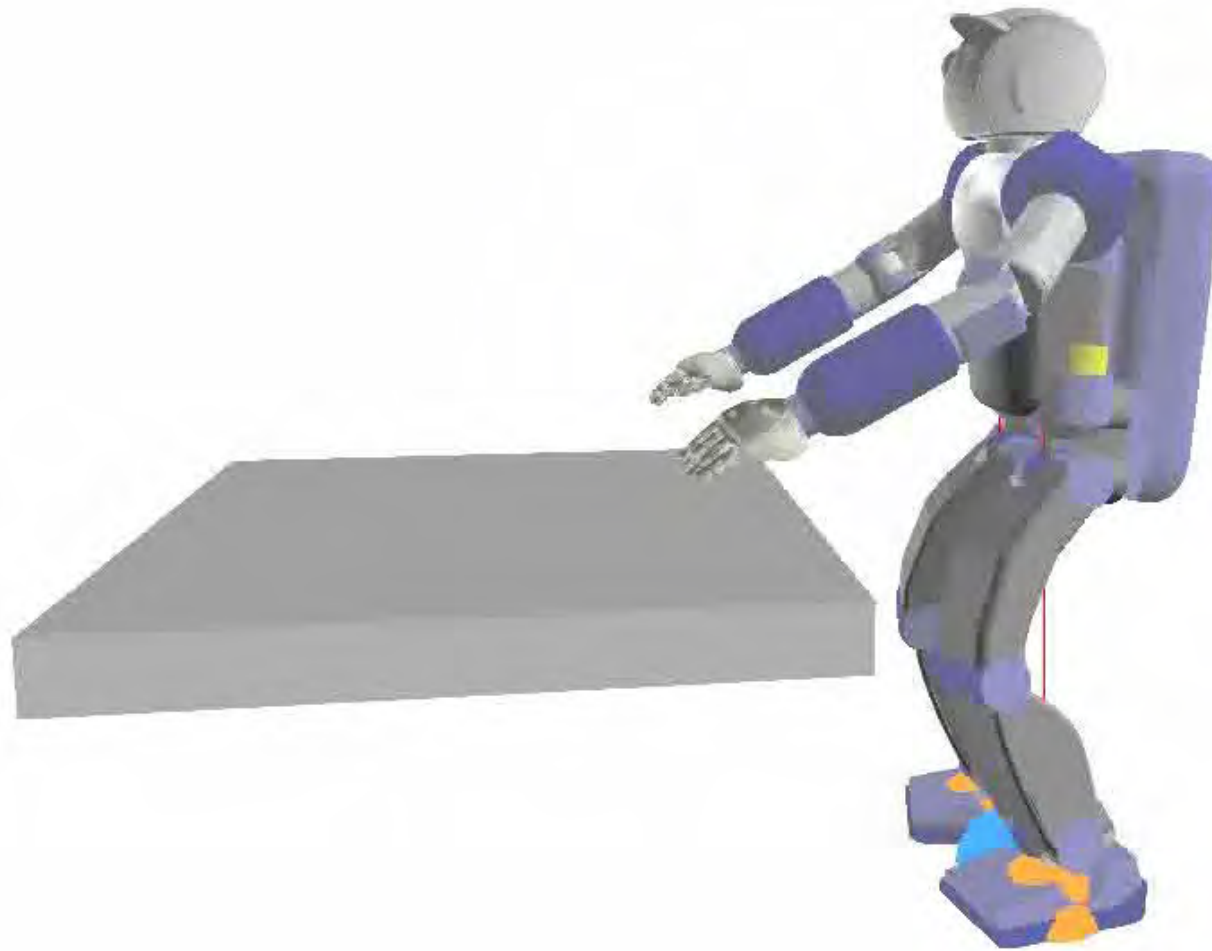
Balanced Supporting Contacts

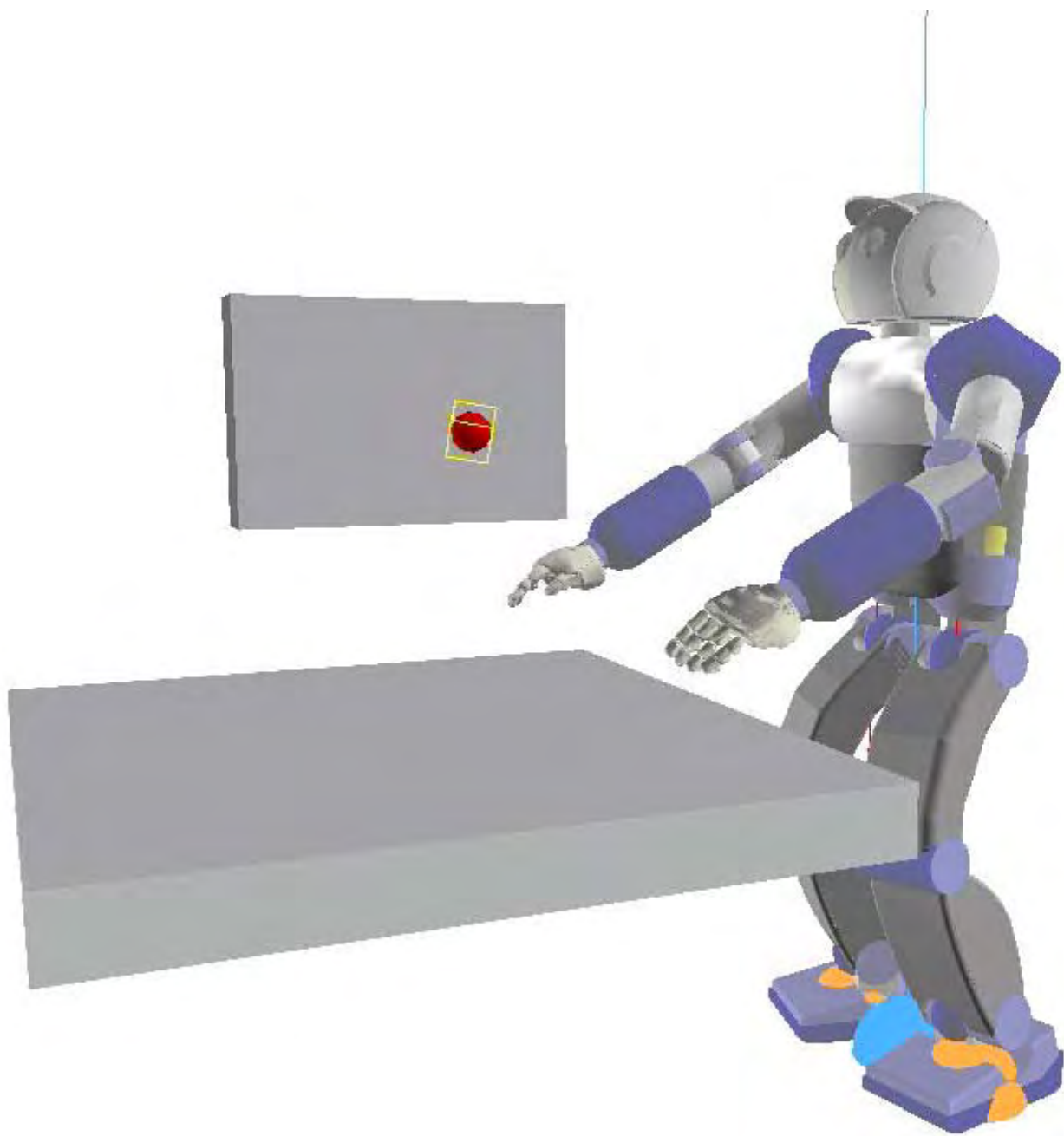
Internal Force Control – Virtual Linkage



Balanced Supporting Contacts

Internal Force Control – Virtual Linkage





Unified Whole Body Control with Constraints and Contacts

Dynamics

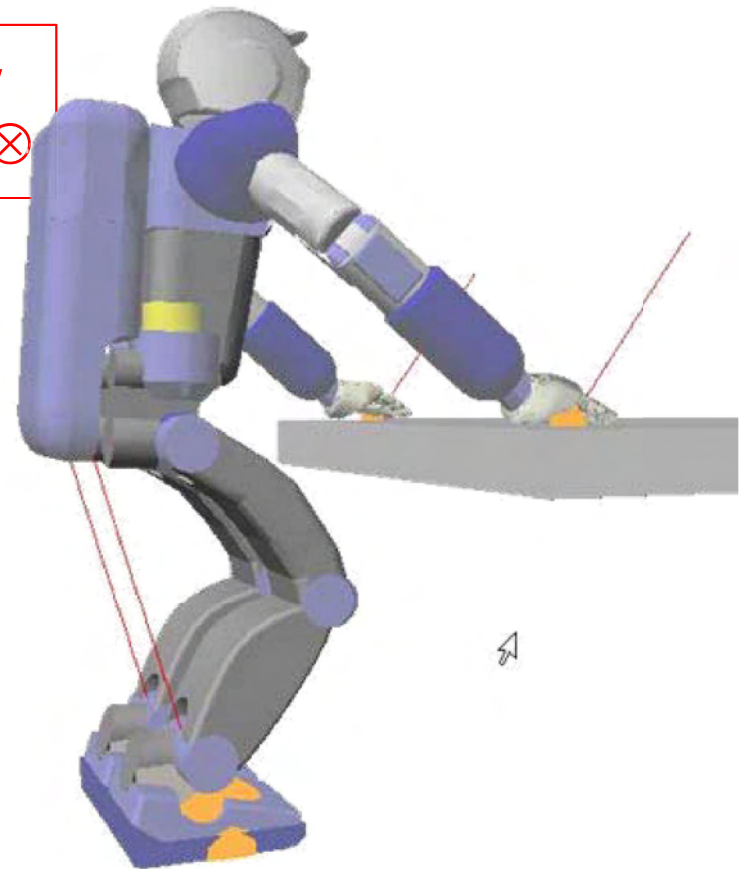
$$\Lambda_{\otimes} \dot{\mathcal{J}}_{\otimes} + \mu_{\otimes} + p_{\otimes} + F_f = F_{\otimes}$$

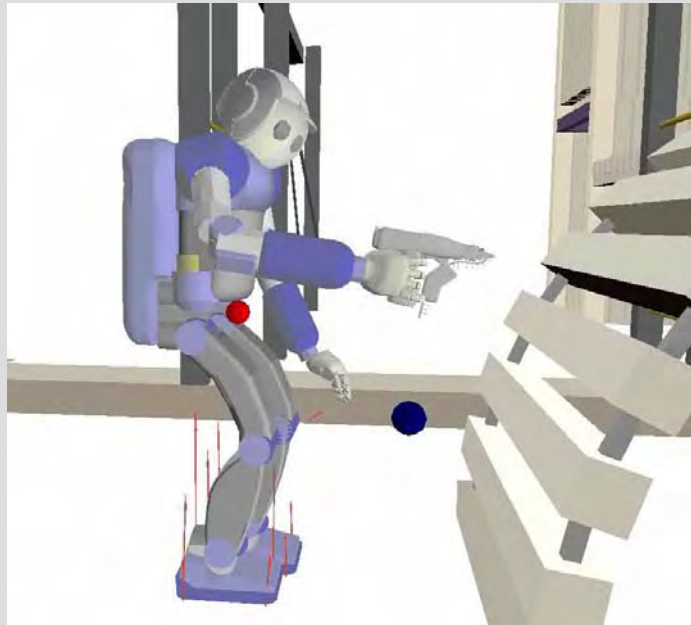
Control

$$F_{\otimes} = \hat{\Lambda}_{\otimes} F_{\otimes}^* + \hat{\mu}_{\otimes} + \hat{p}_{\otimes}$$

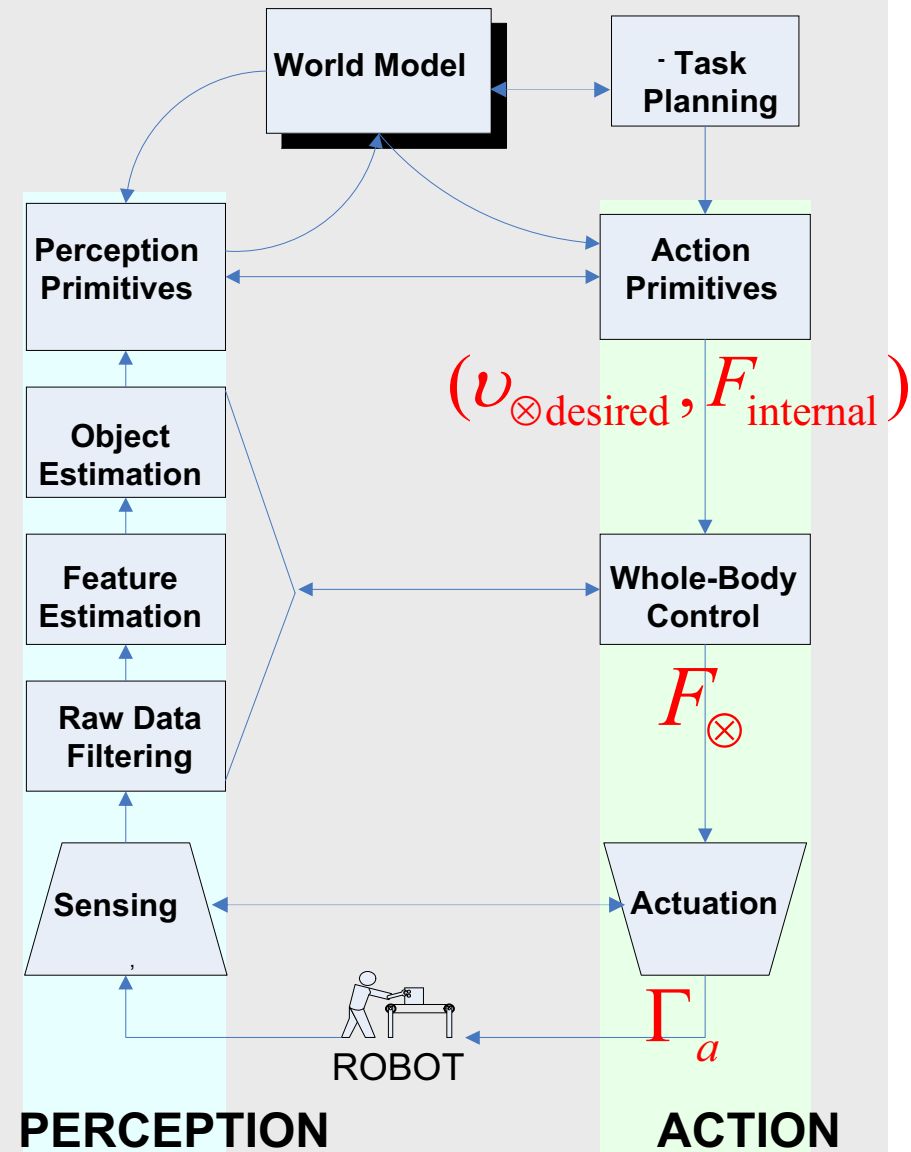
$$F_{\otimes}^* = \begin{pmatrix} F_{c|s}^* \\ F_{f|c|s}^* \\ F_{m|f|c|s}^* \\ F_{p|m|f|c|s}^* \end{pmatrix}$$

$$\Gamma_a = (\overline{UN}_s)^T J_{\otimes}^T F_{\otimes}$$



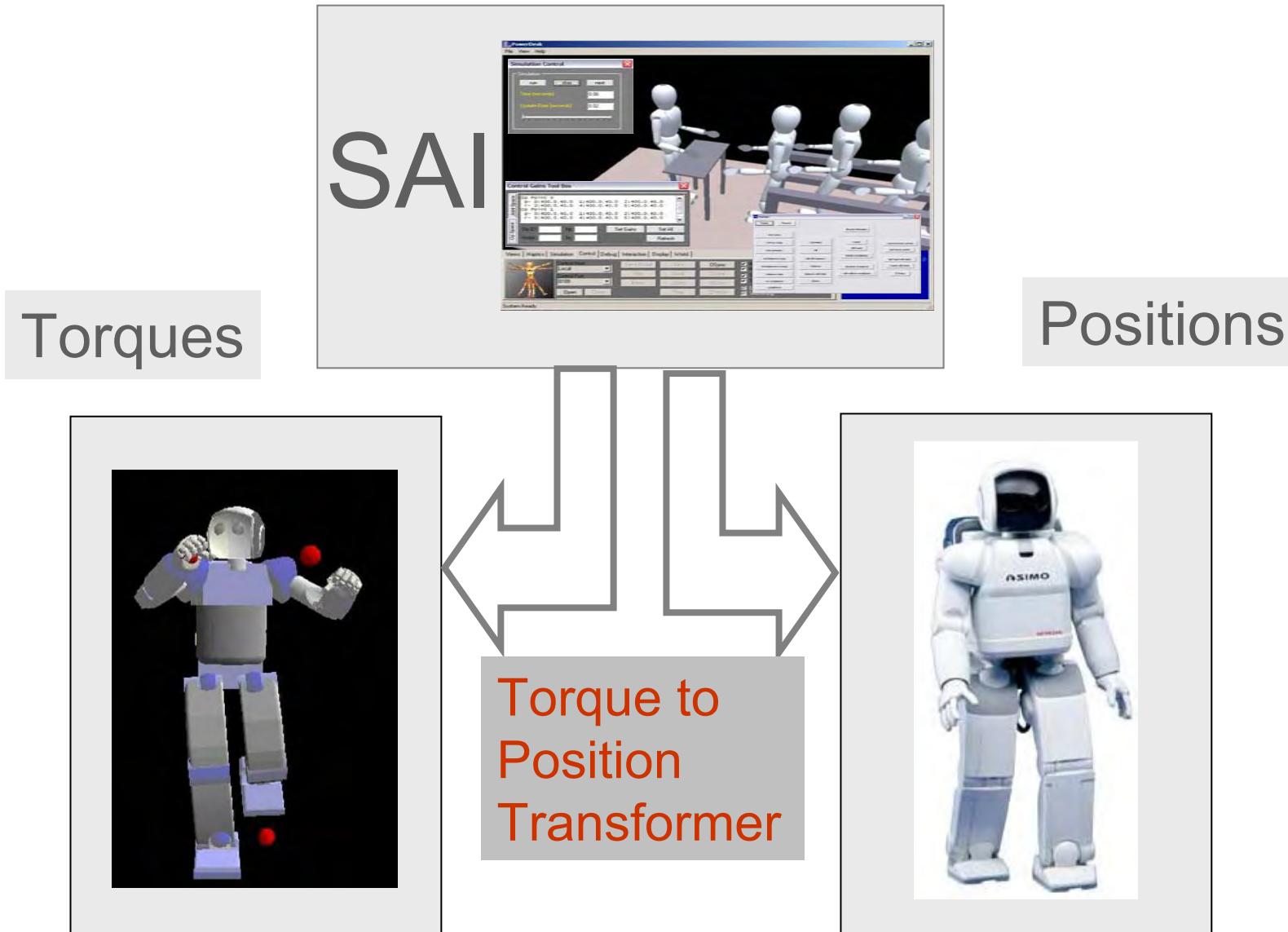


Architecture

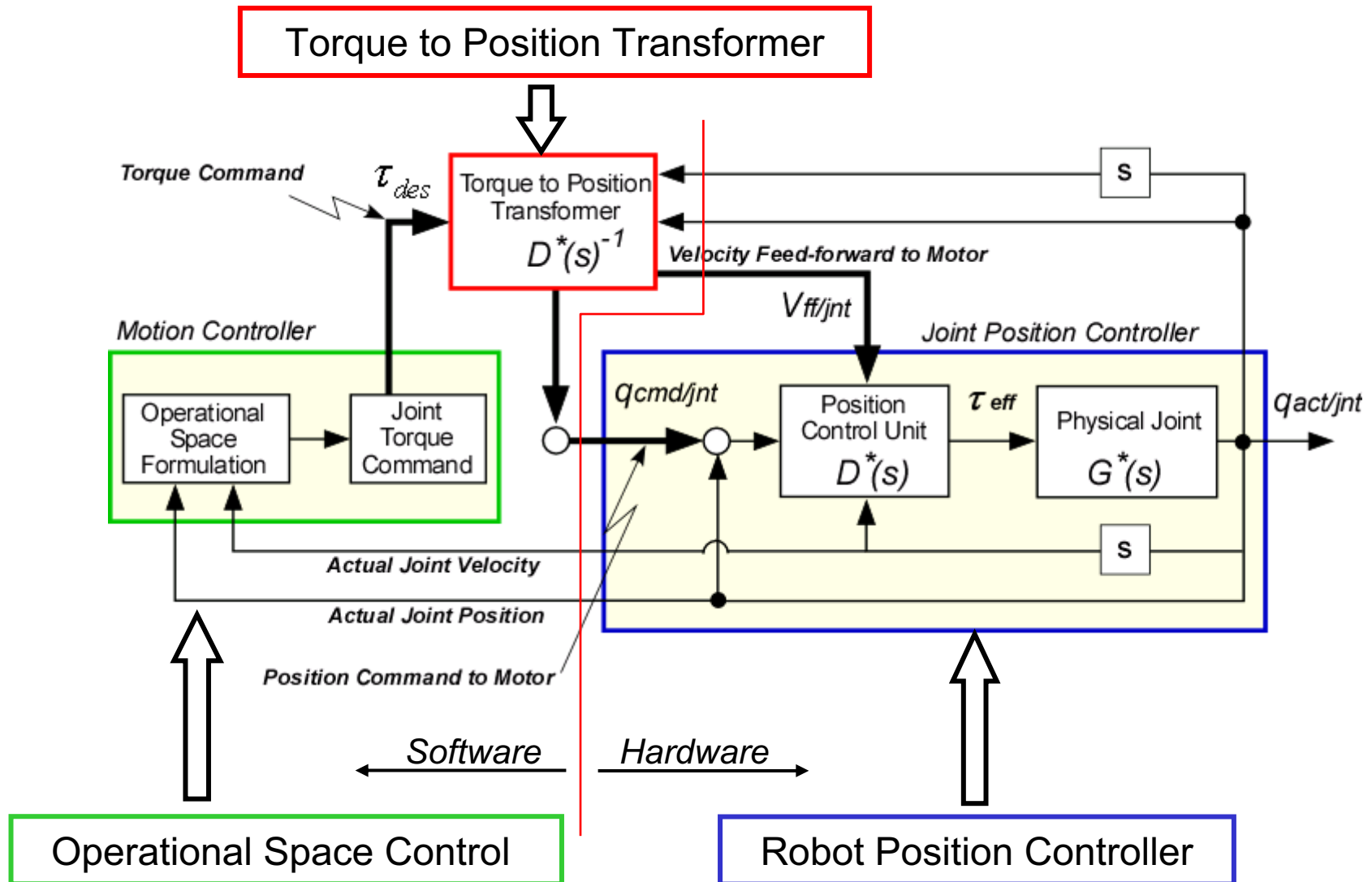




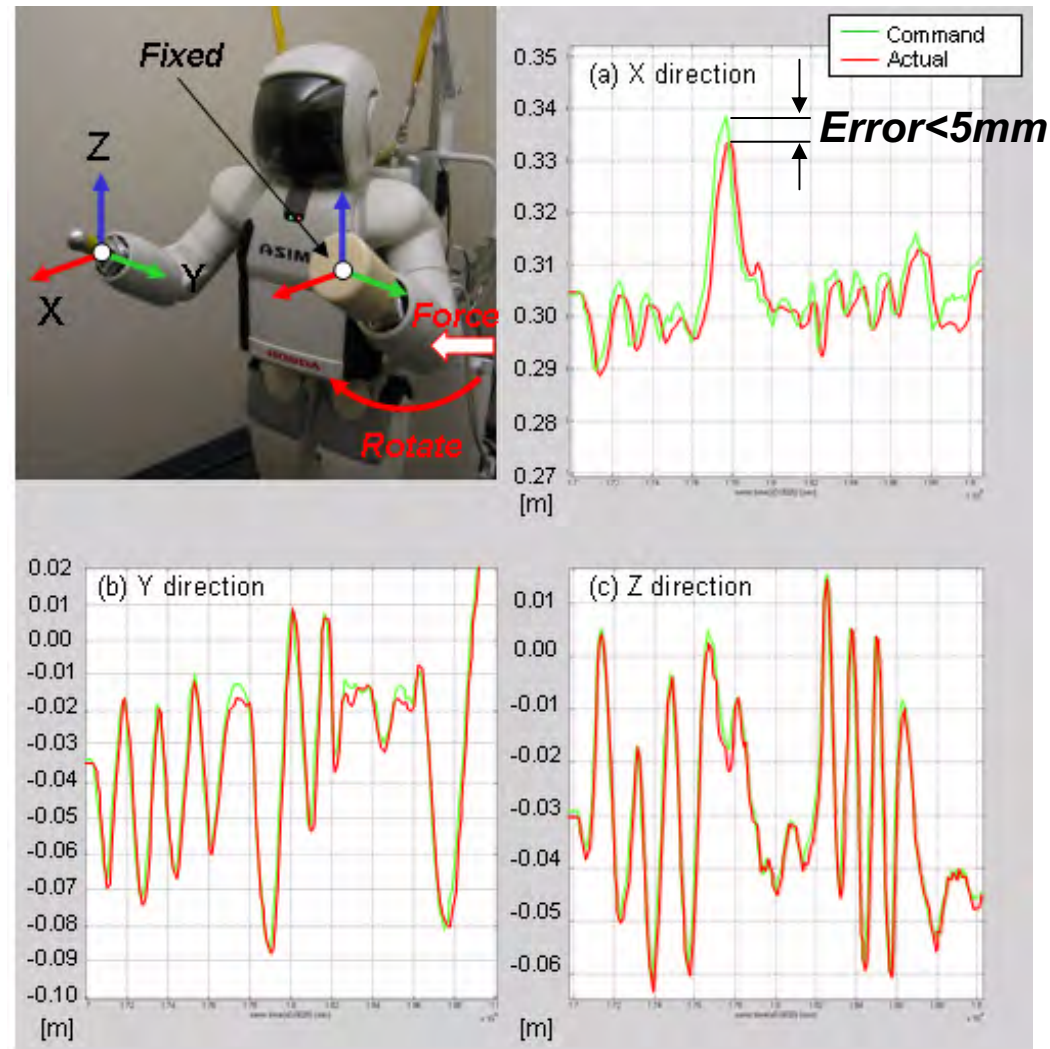
Implementation on the Physical Robot?

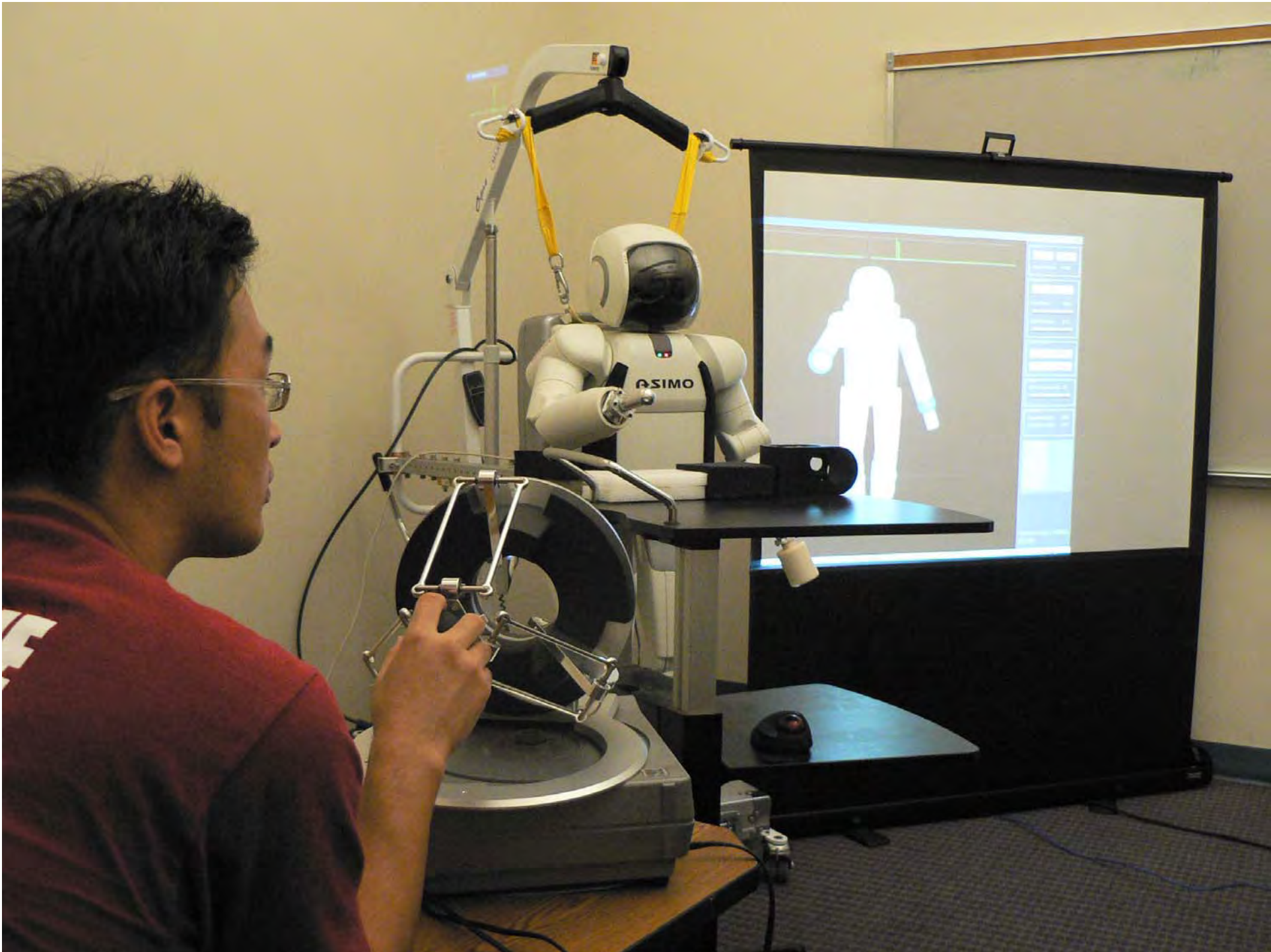


Torque to Position Transformer

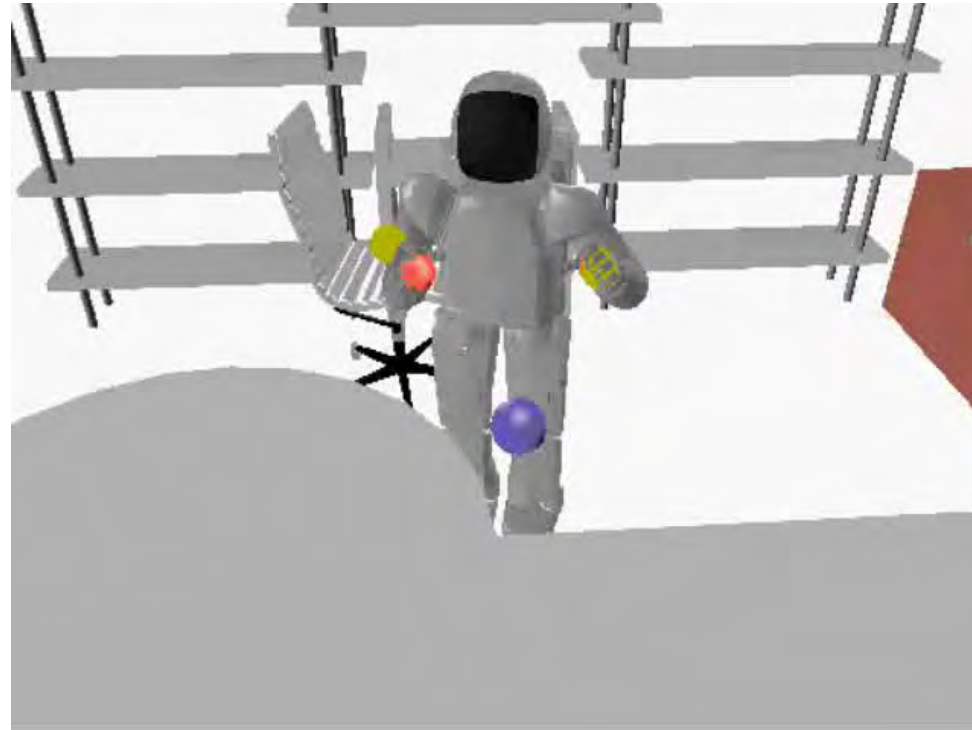


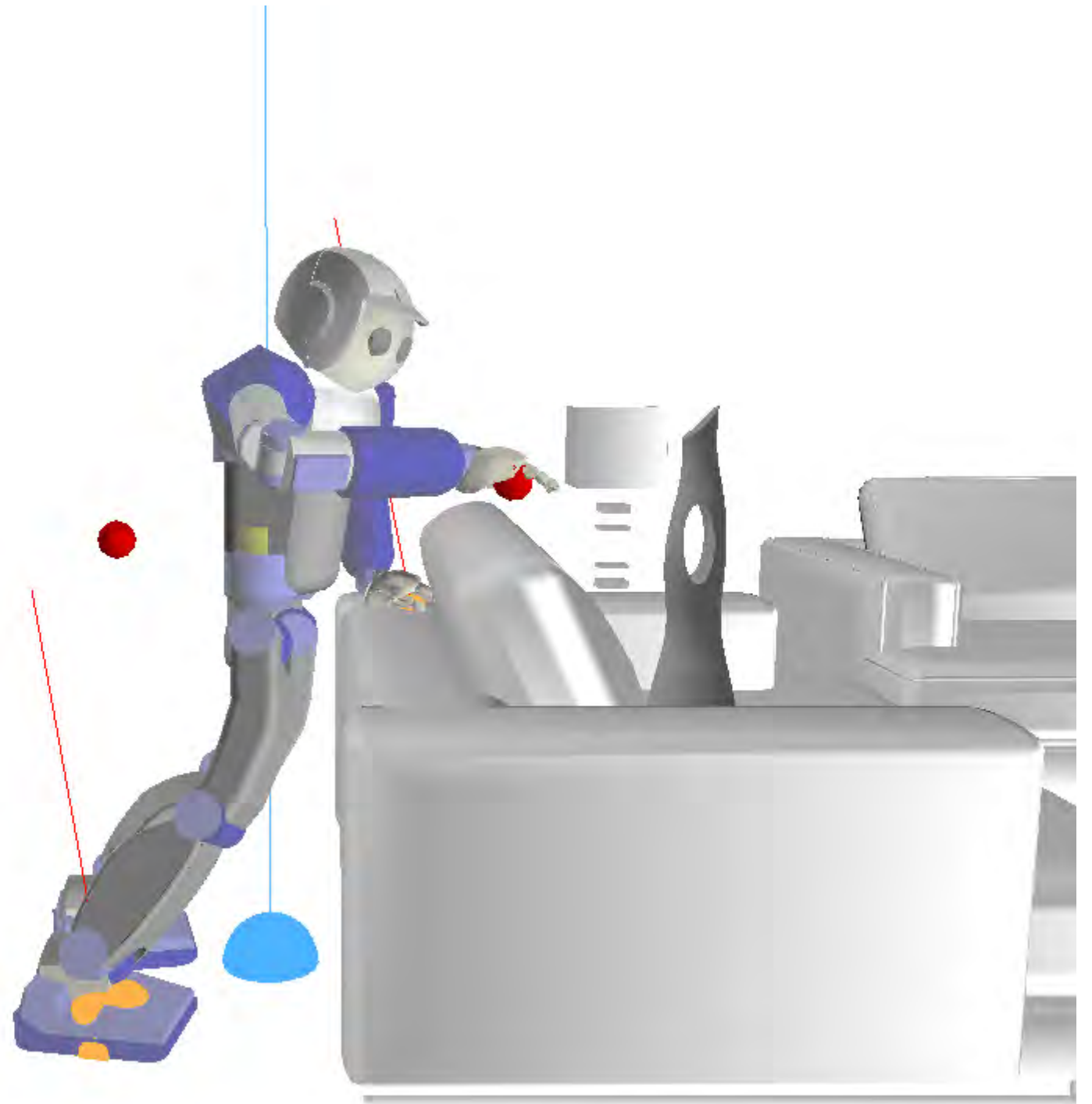
Experimental Result – *hand task*

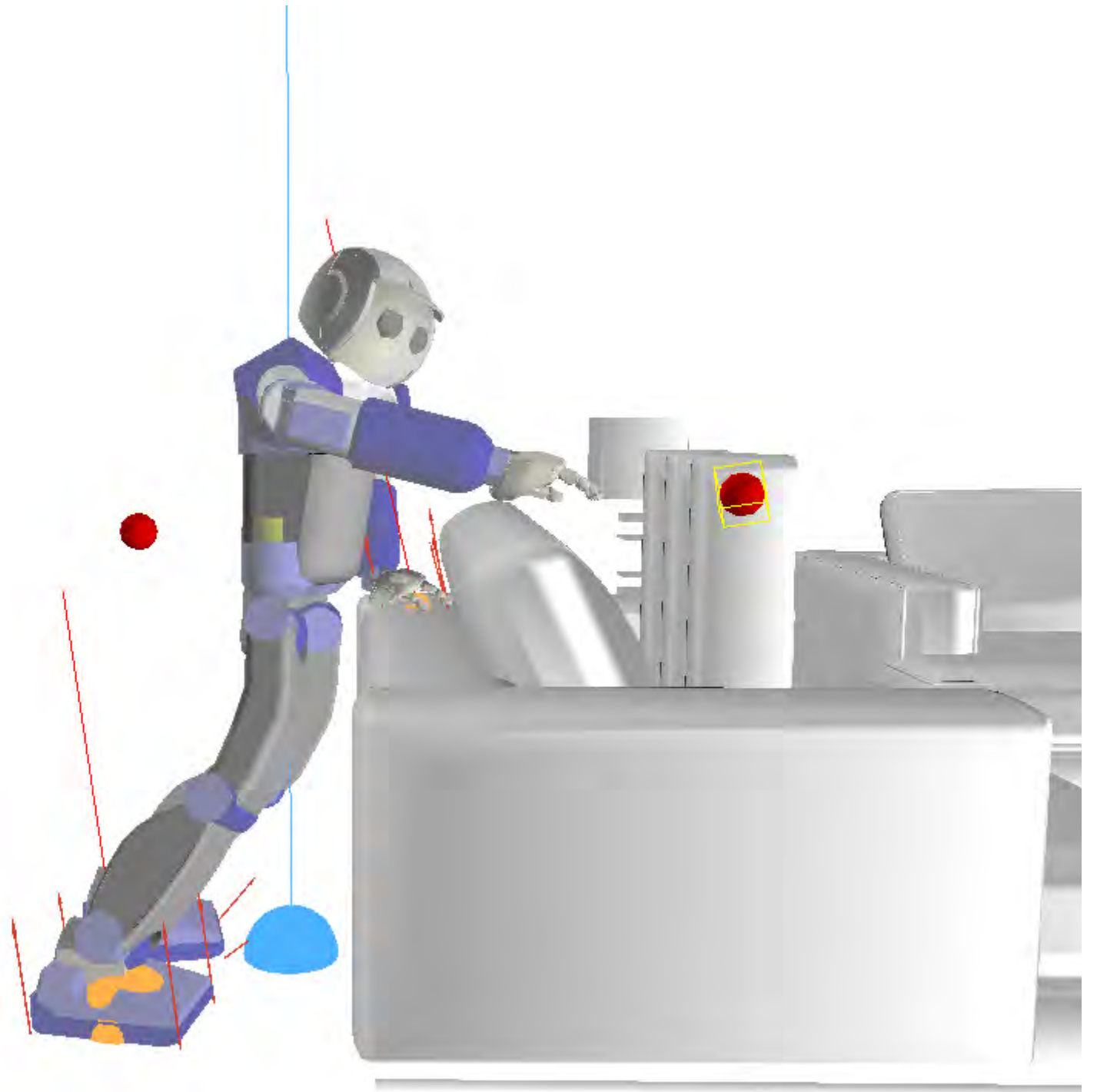


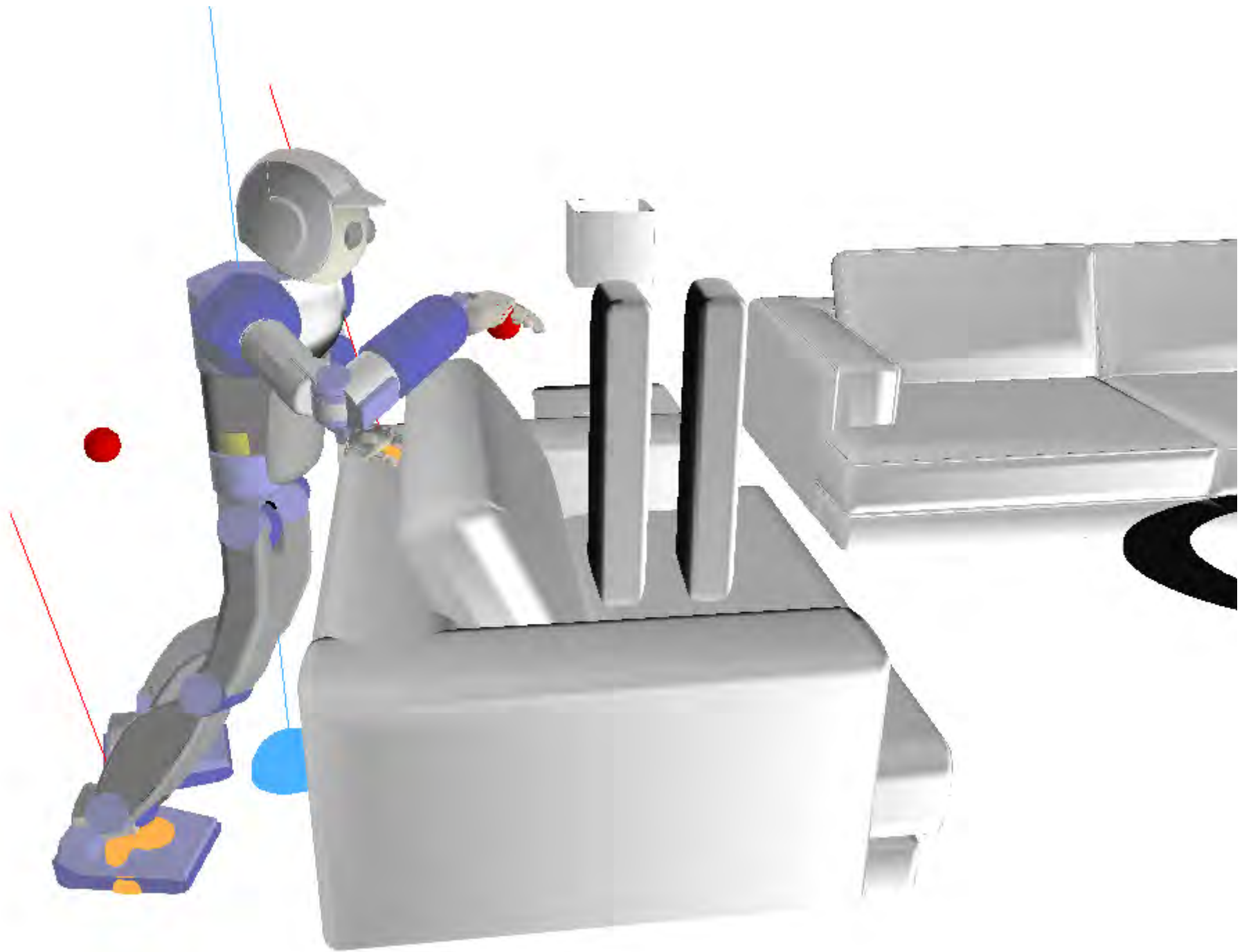


Robot-Human Haptic Interaction







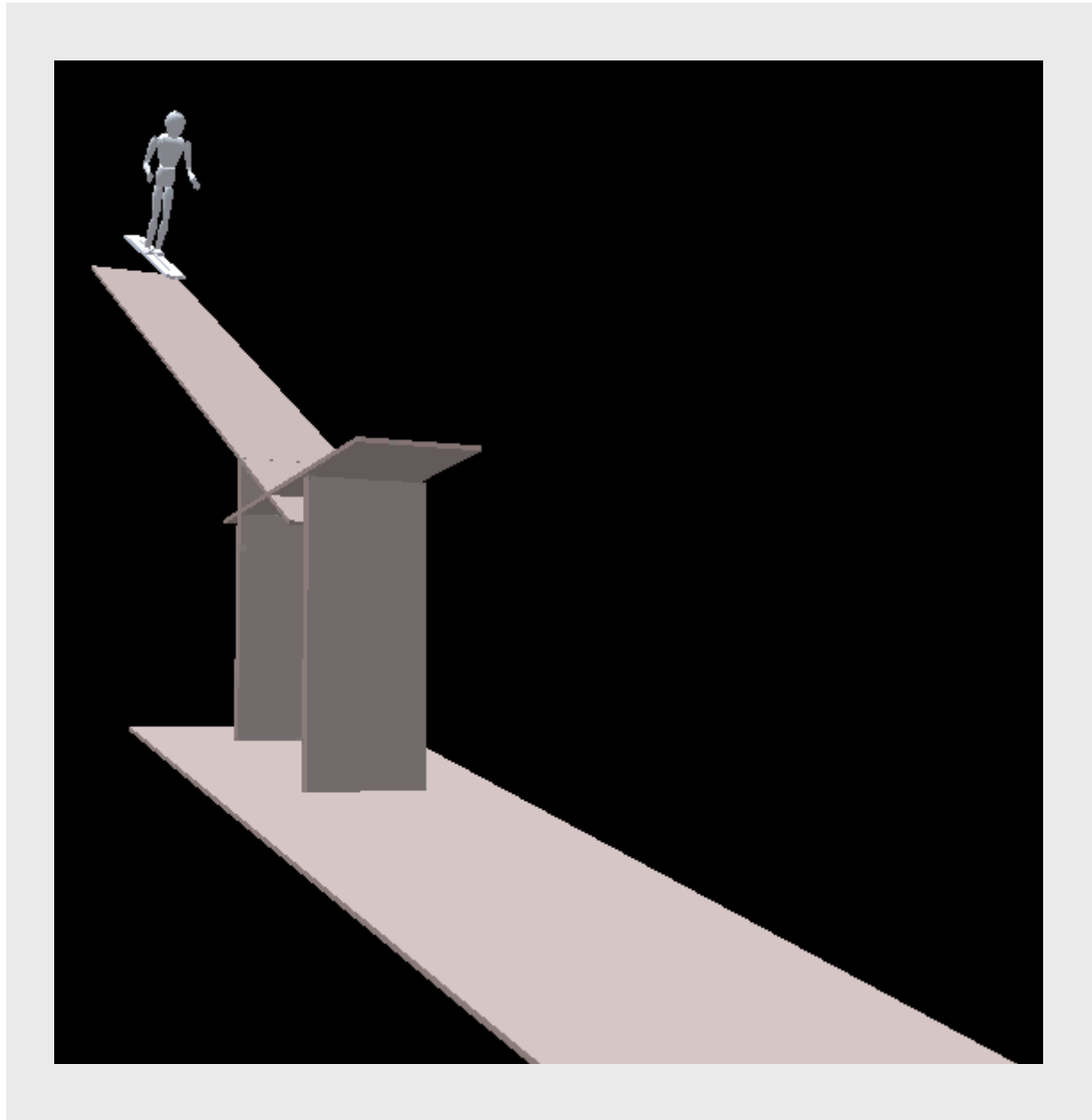




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Javier Minguez
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Nicolas Turro













Thank You!