

ACTIVE SENSING STRATEGIES FOR CONTACT WITH COMPLIANT WHOLE-BODY CONTROL FRAMEWORK

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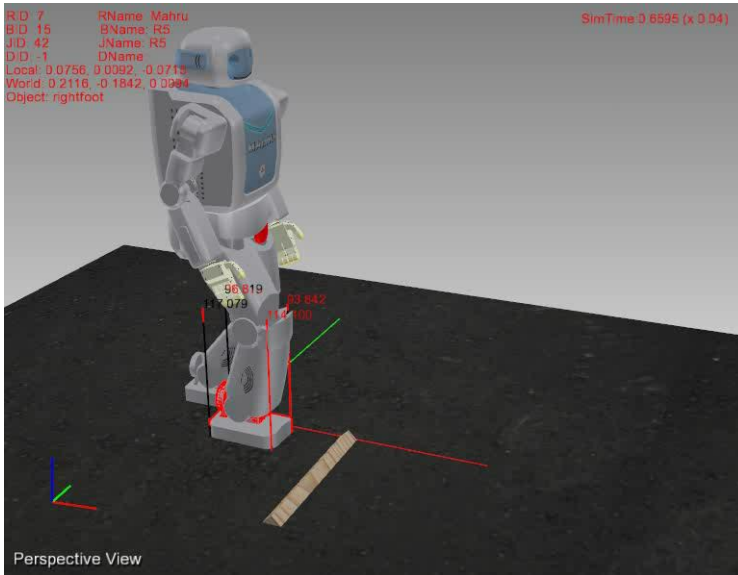
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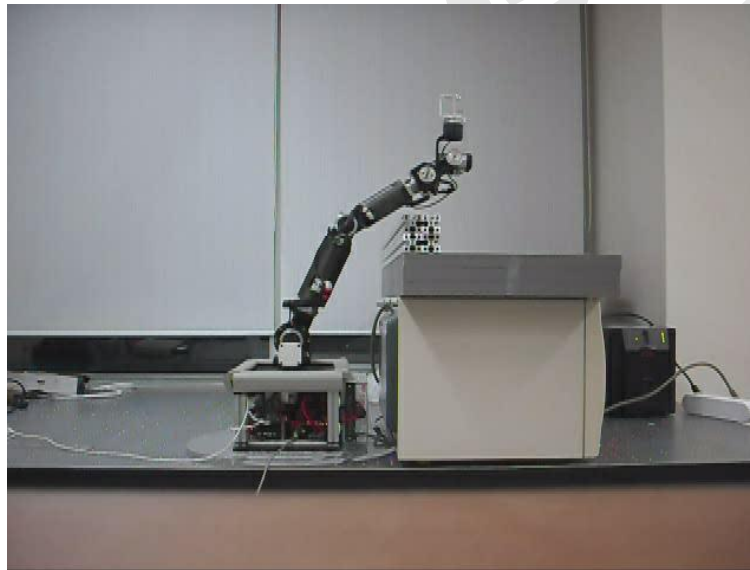
ROBOT IN MULTI-CONTACT

- ✘ *Whole-body Control Framework*
- ✘ *Contact Information*
- ✘ *Reference Motion/Contact Force*



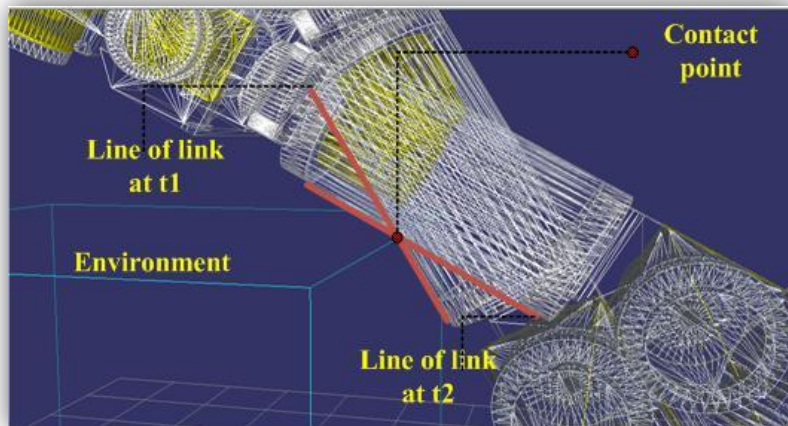
ACTIVE SENSING FOR CONTACT

- ✘ *Active sensing using compliant motion* can help identify or estimate the contact situation
 - + Especially when other sensors are limited
 - + Vision or laser may not be available or precluded
 - + Force/torque sensor is biased during dynamic motion

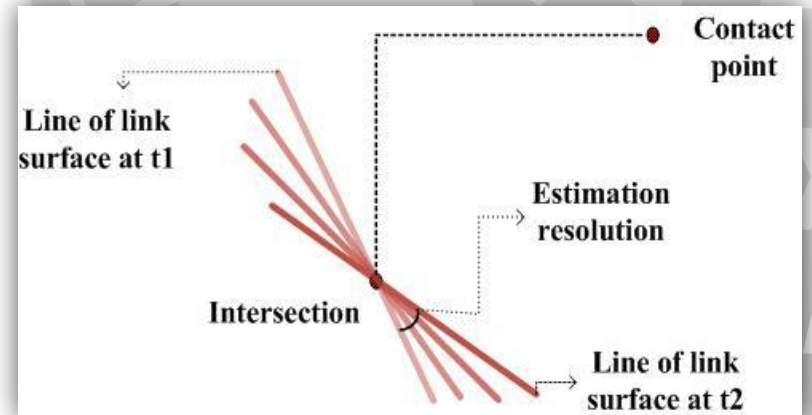


ACTIVE SENSING FOR CONTACT

- ✘ Active sensing using compliant motion requires
 - + Compliant motion control due to uncertainties
 - + Algorithms or strategies to estimate contact situation

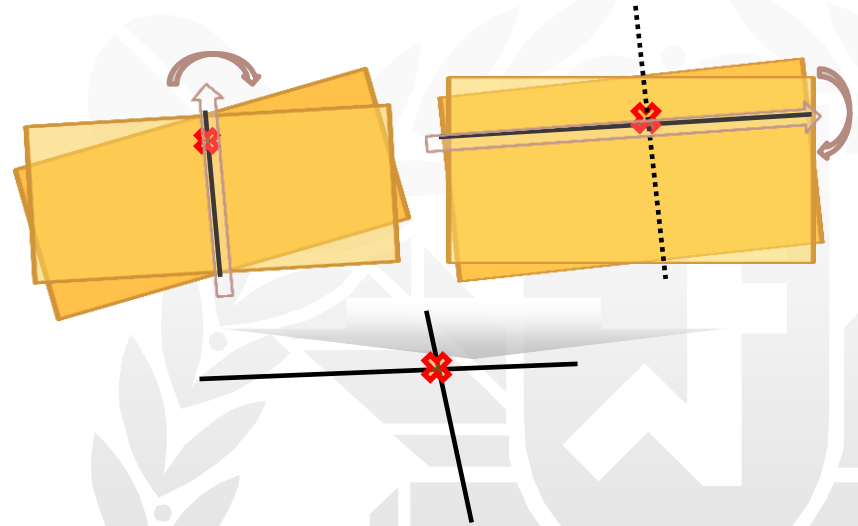
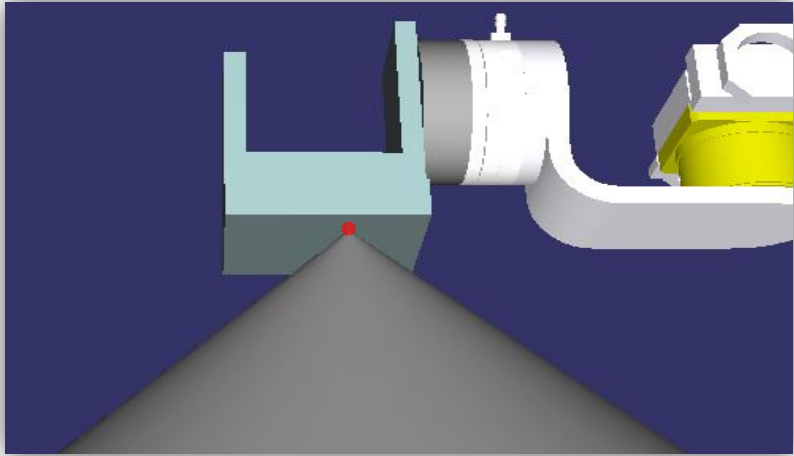


- ✘ Compliant Motion/Force Control



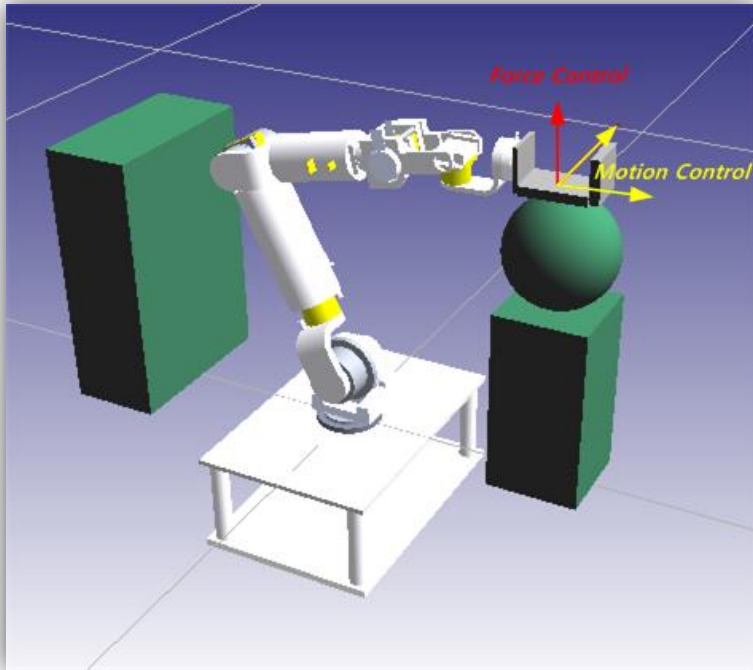
- ✘ Robot Geometry

ACTIVE SENSING: CONTACT ESTIMATION



- ✘ Robot Geometry
 - ◆ Kinematics & Geometry
- ✘ Compliant Motion/Force Control
 - ◆ Force control in the contact normal direction
 - ◆ Motion control in the null-space

ACTIVE SENSING: CONTACT ESTIMATION



Control framework of the robot in contact

$$A(q)\ddot{q} + b(q, \dot{q}) + g(q) + J_c^T(q)f_c = \Gamma$$

$$\Gamma = J_c^T(q)F_c + N_c^T\Gamma_0$$

Motion control in Null-space

$$\Gamma_0 = J_m^T(q)F_m$$

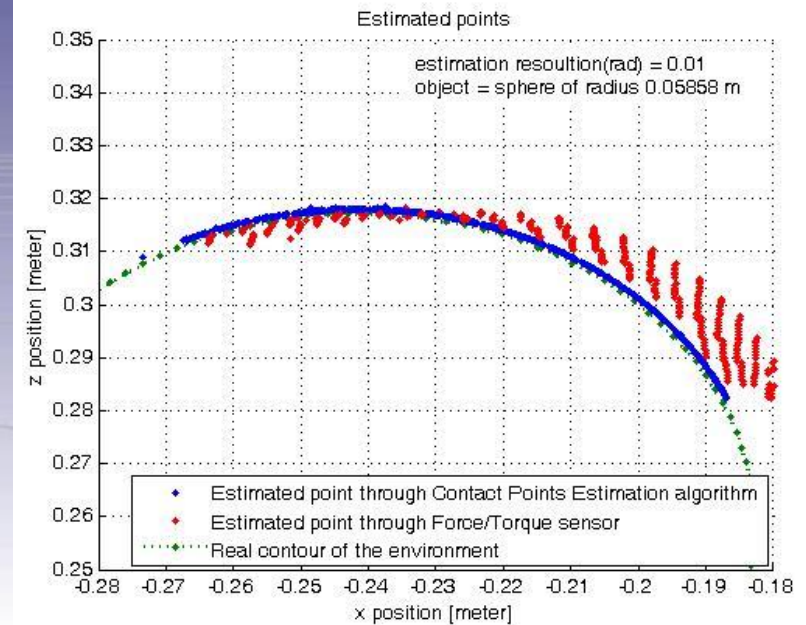
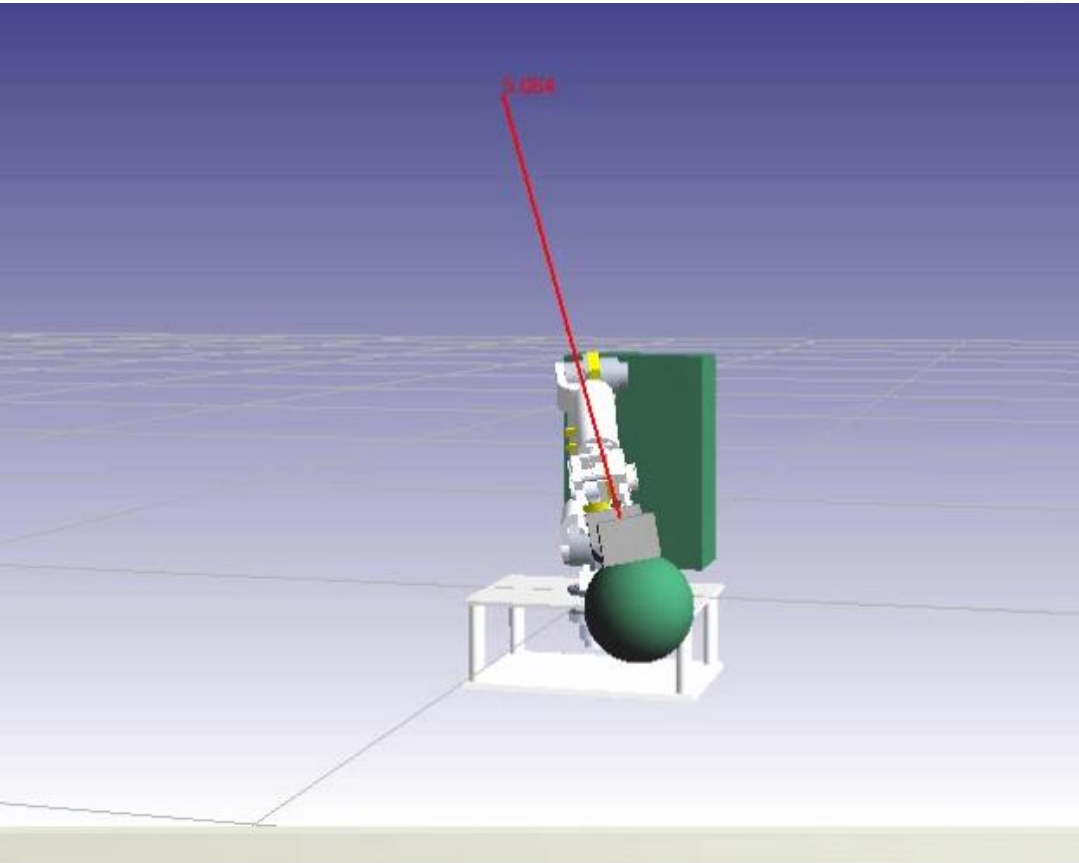
Contact Jacobian

$$J_c^l = (n_c^l)^T J^l \quad J_c^l: \text{Local Jacobian of } l_{th} \text{ link}$$

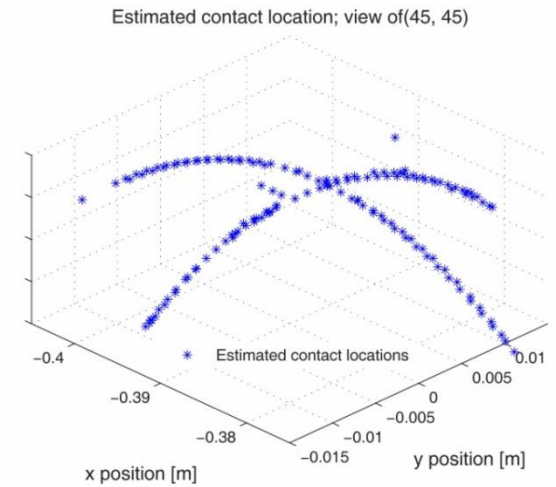
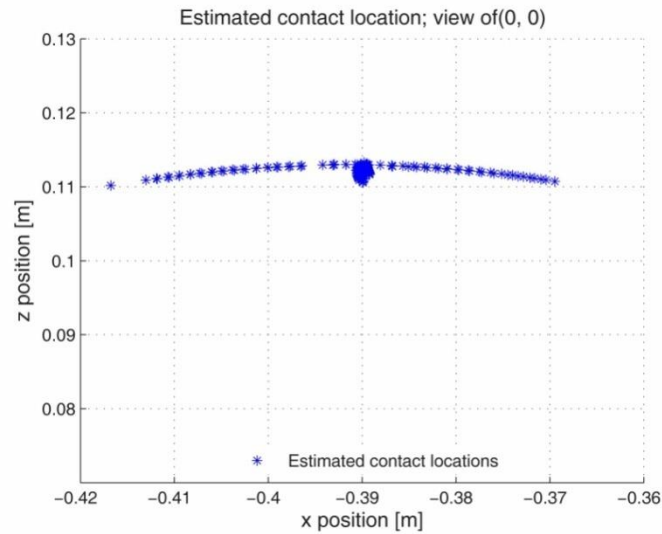
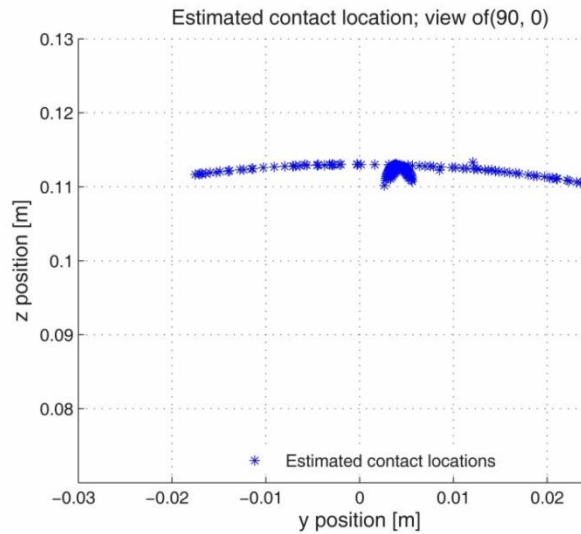
which contact occurs.

$$n_c^l = \begin{pmatrix} \hat{n}_1 \\ \hat{n}_1 \times p_1 \end{pmatrix} \quad n_c^l = \text{contact normal space matrix}$$

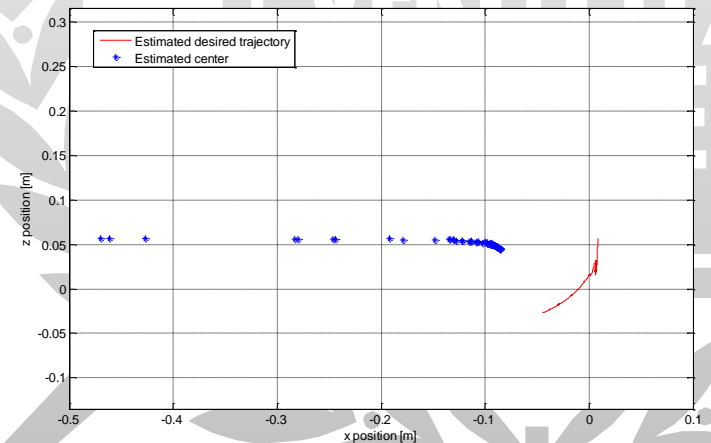
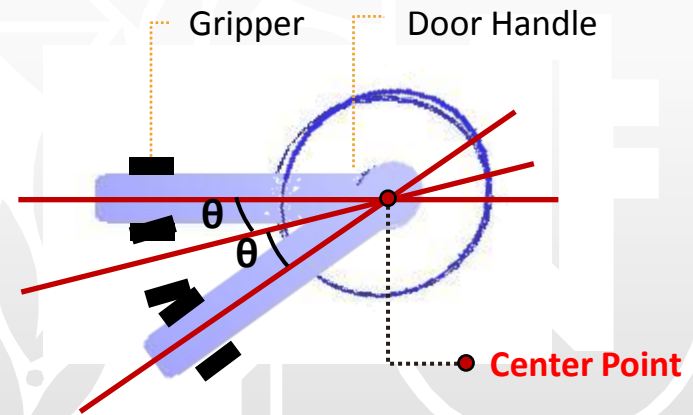
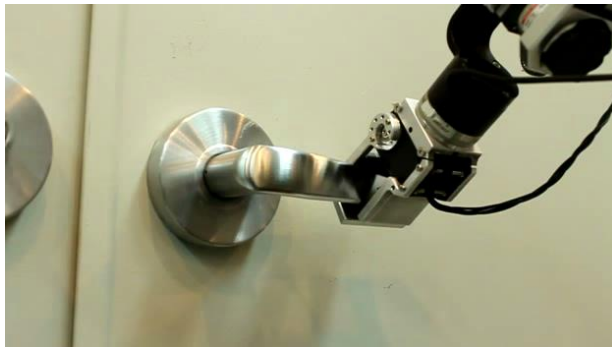
ACTIVE SENSING: CONTACT ESTIMATION



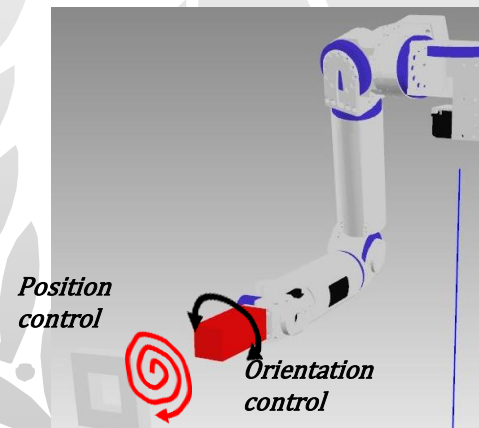
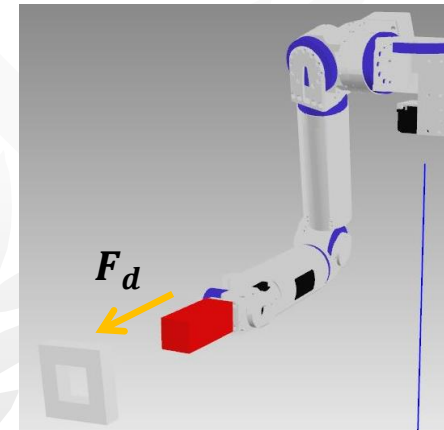
ACTIVE SENSING: CONTACT ESTIMATION



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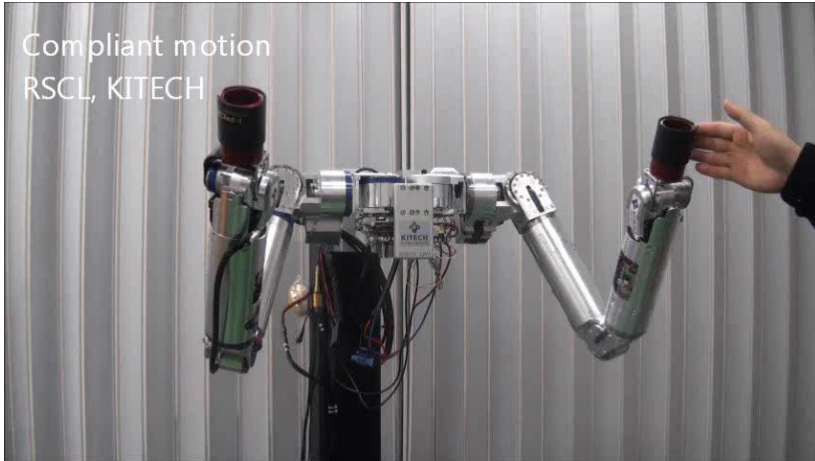
ACTIVE SENSING: PEG-IN-HOLE



- ✘ Developed by Dr. Ji-Hun Bae at KITECH (Korea Institute of Industrial Technology)
Jaeheung Park, Seoul National University

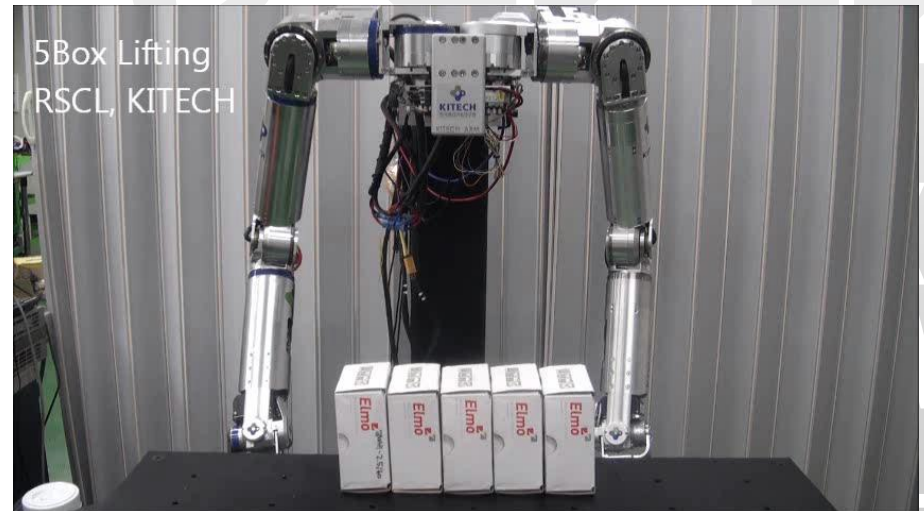
ACTIVE SENSING: PEG-IN-HOLE

Compliant motion
RSCL, KITECH



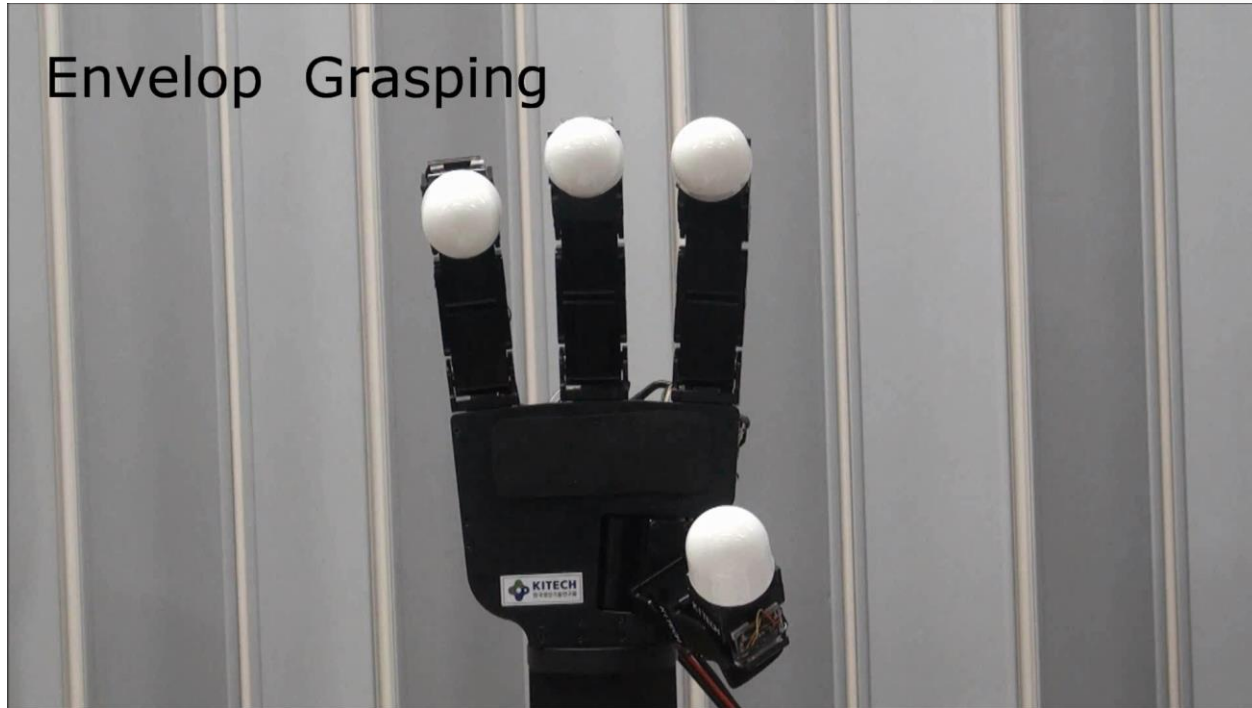
Compliant motion

5Box lifting



- ✘ Developed by Dr. Ji-Hun Bae at KITECH (Korea Institute of Industrial Technology)
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GRASPING

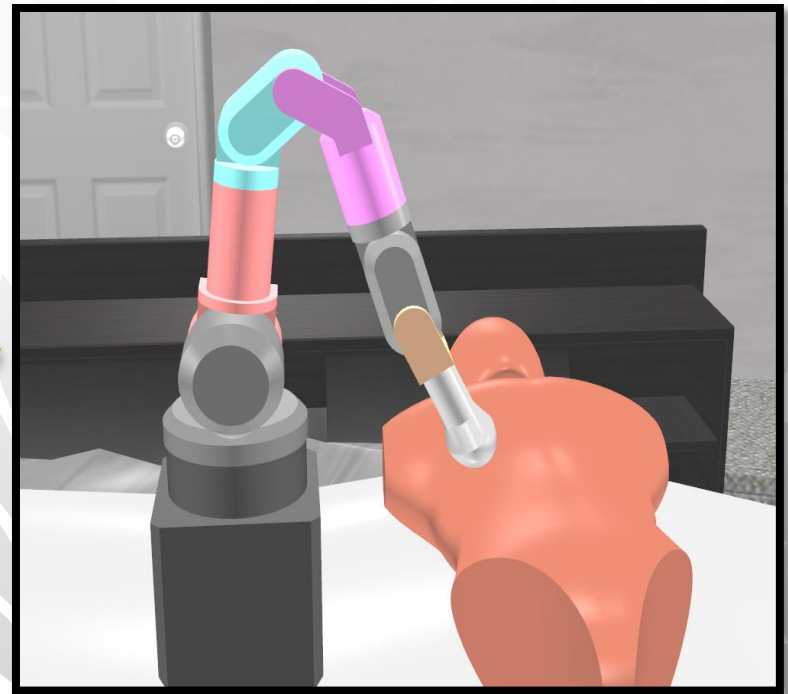
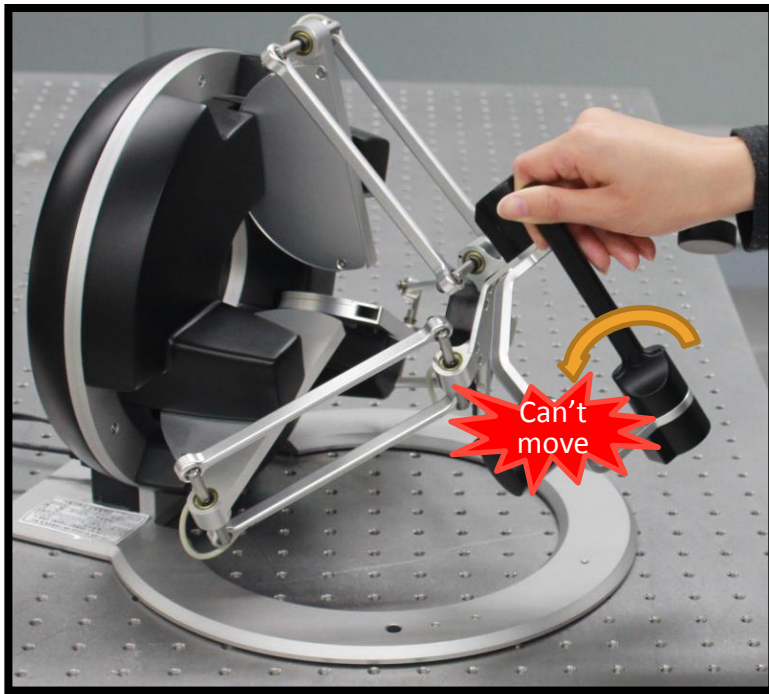


- ✦ Developed by Dr. Ji-Hun Bae at KITECH (Korea Institute of Industrial Technology)
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TELEOPERATED ULTRASOUND SYSTEM

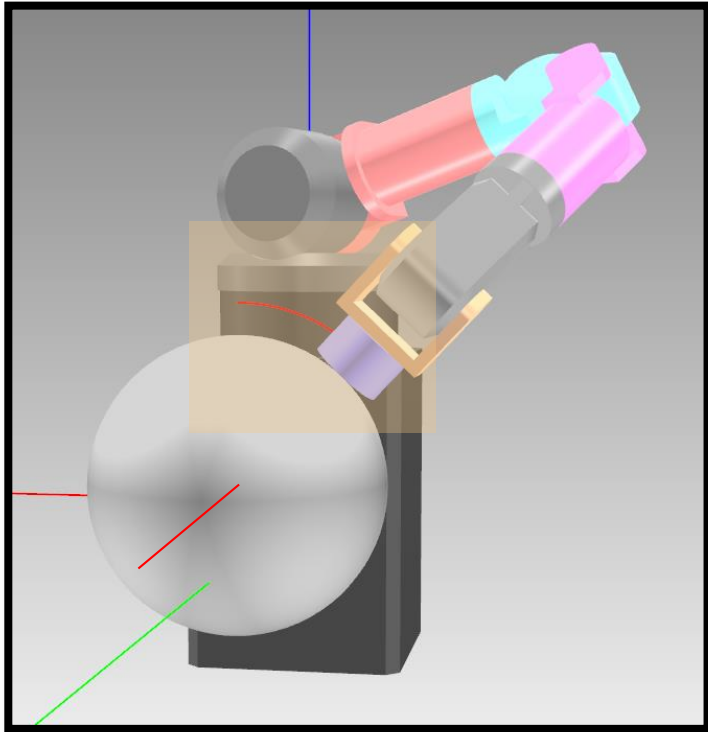


ACTIVE SENSING FOR CONTACT NORMAL



- The orientation workspace of haptic device is different from that of robot.
- The difficulty of orientation manipulation only from video feed.

ACTIVE SENSING: ORIENTATION COMPENSATION

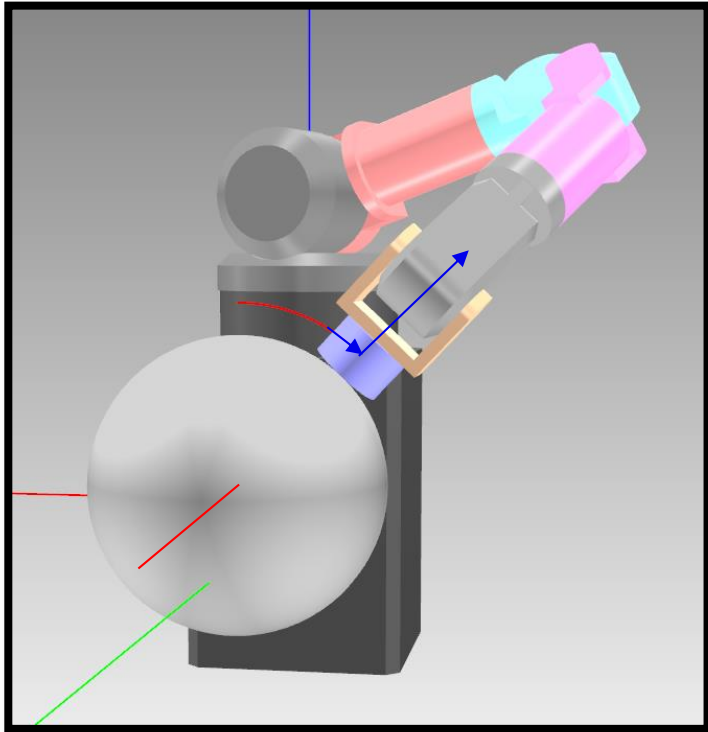


- ✘ The normal axis is computed from the eigenvalue decomposition of covariance matrix.

$$C = [r_1 \quad r_2 \quad r_3] \begin{bmatrix} \lambda_1 & 0 & 0 \\ 0 & \lambda_2 & 0 \\ 0 & 0 & \lambda_3 \end{bmatrix} [r_1 \quad r_2 \quad r_3]^T$$

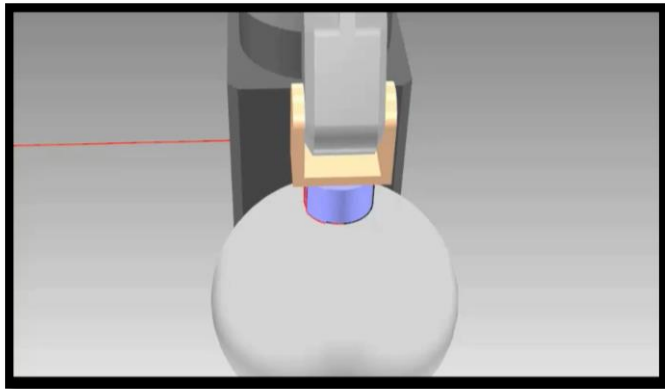
- ✘ In curvilinear motion, r_3 becomes the orthogonal direction of the plane.

ACTIVE SENSING: ORIENTATION COMPENSATION

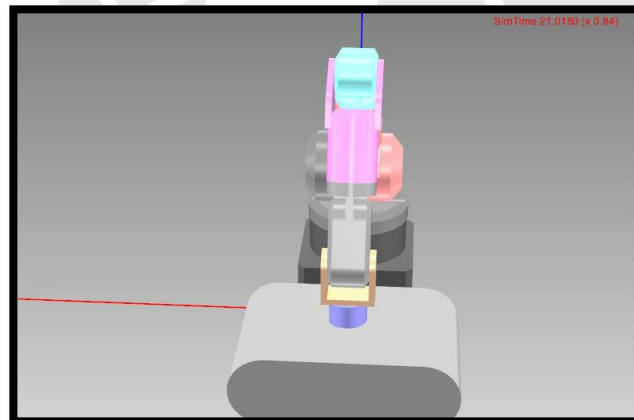
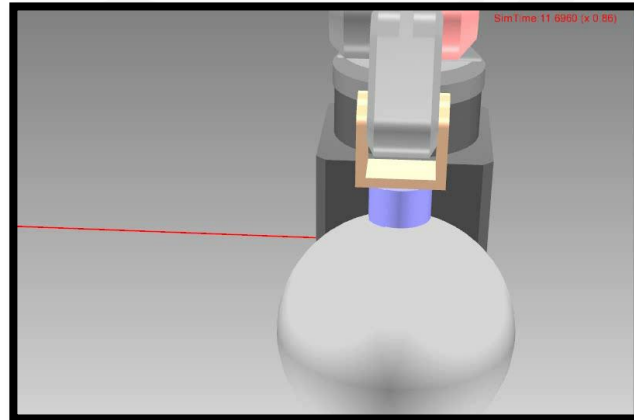


- ✘ Tangential vector is computed using the trajectory
- ✘ Contact normal vector is obtained by rotating the tangential vector

ACTIVE SENSING: ORIENTATION COMPENSATION



Without the algorithm

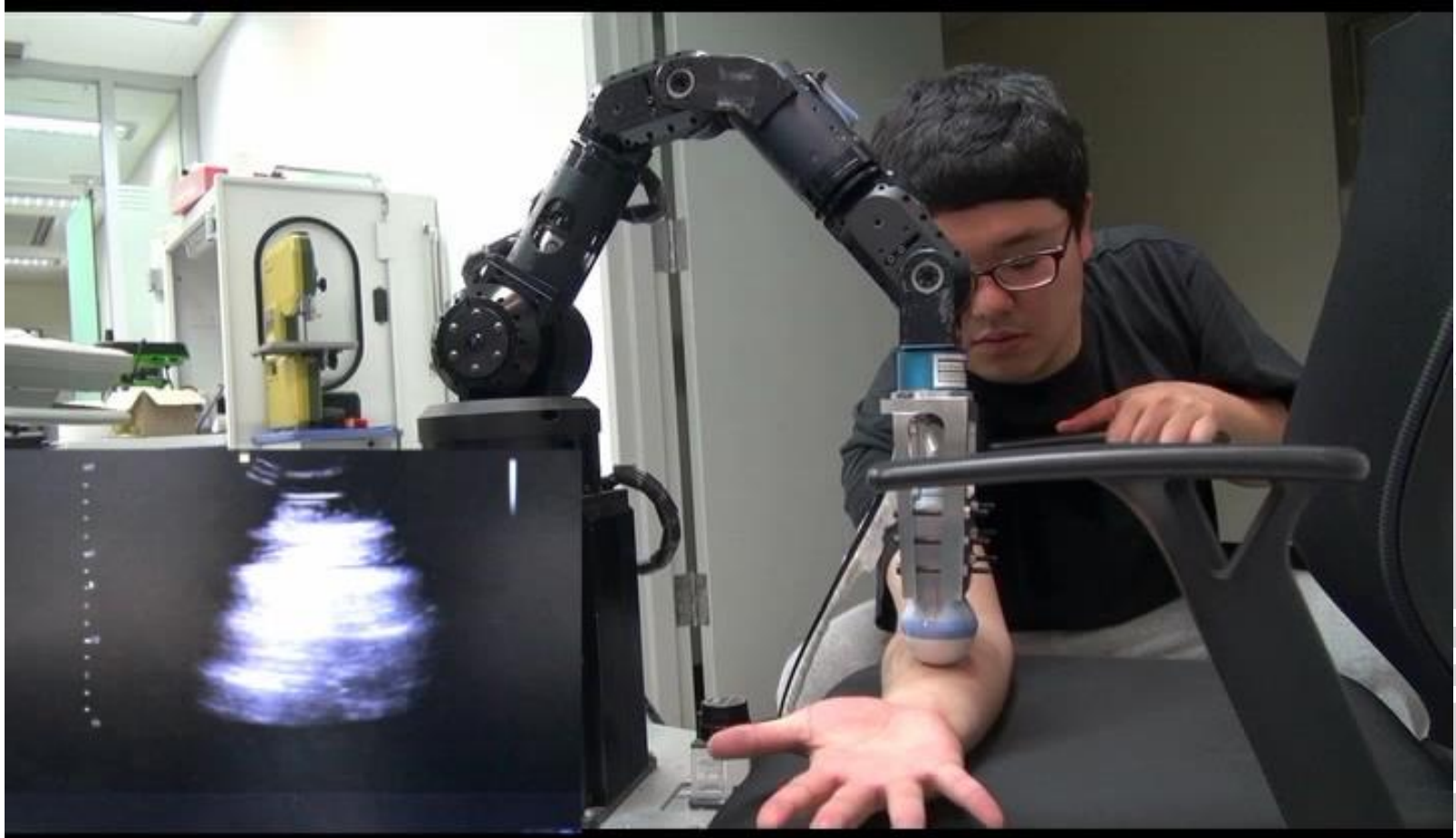


With the algorithm

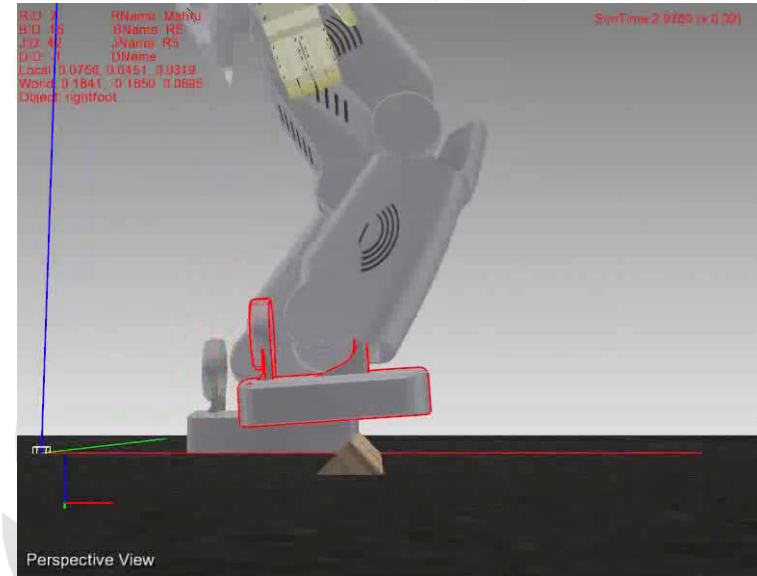
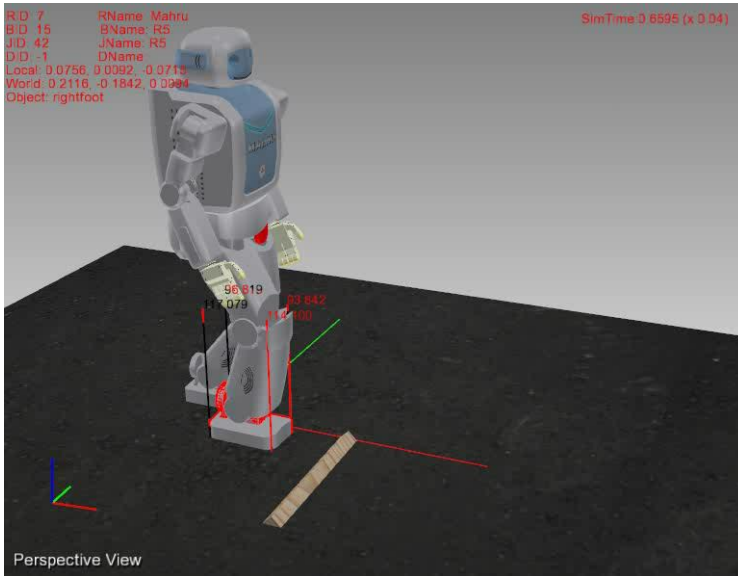
ACTIVE SENSING: CONTACT ESTIMATION



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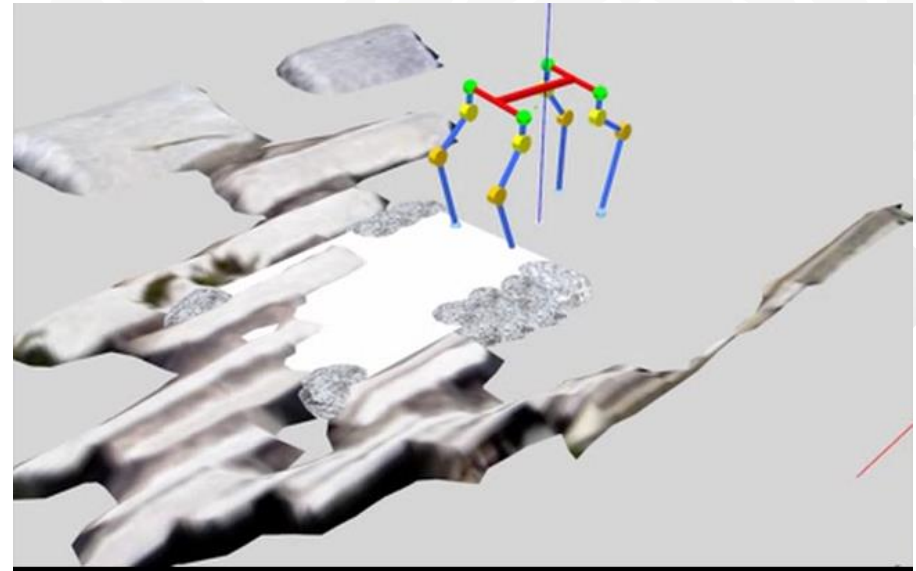
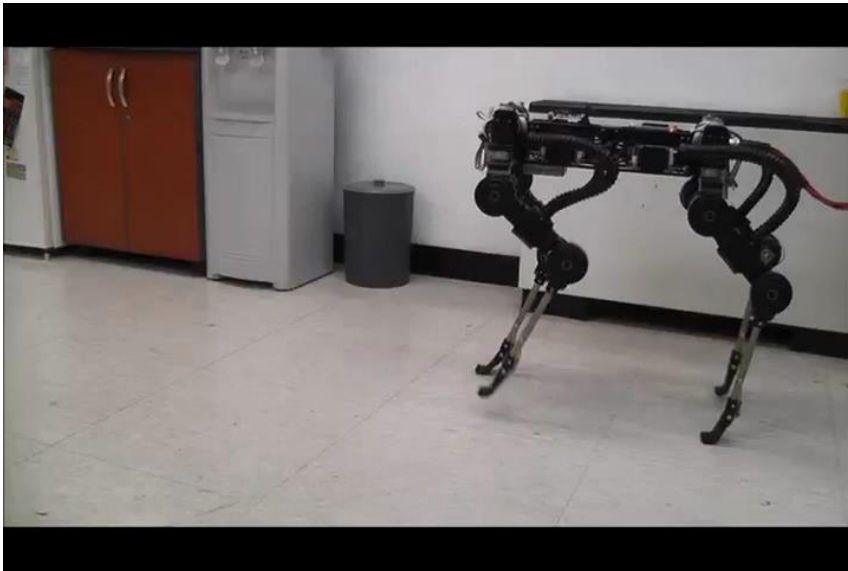


ACTIVE SENSING DURING BIPEDAL WALKING



- ✘ Whole-body control framework for walking
 - + COM, Trunk Orientation, Foot Position/Orientation
- ✘ Estimate contact condition during one foot stance
 - + Contact type (line) and location is estimated through compliant control
- ✘ Maintain ZMP on the contact line and update COM trajectory

ACTIVE SENSING: QUADRUPEDAL WALKING

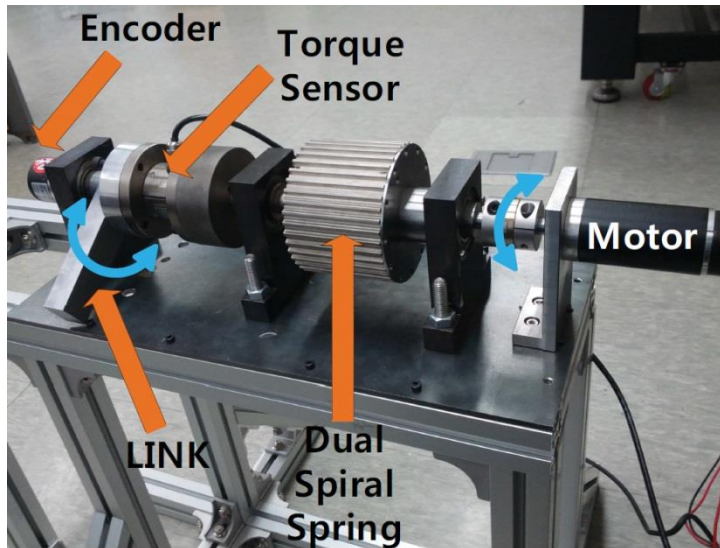
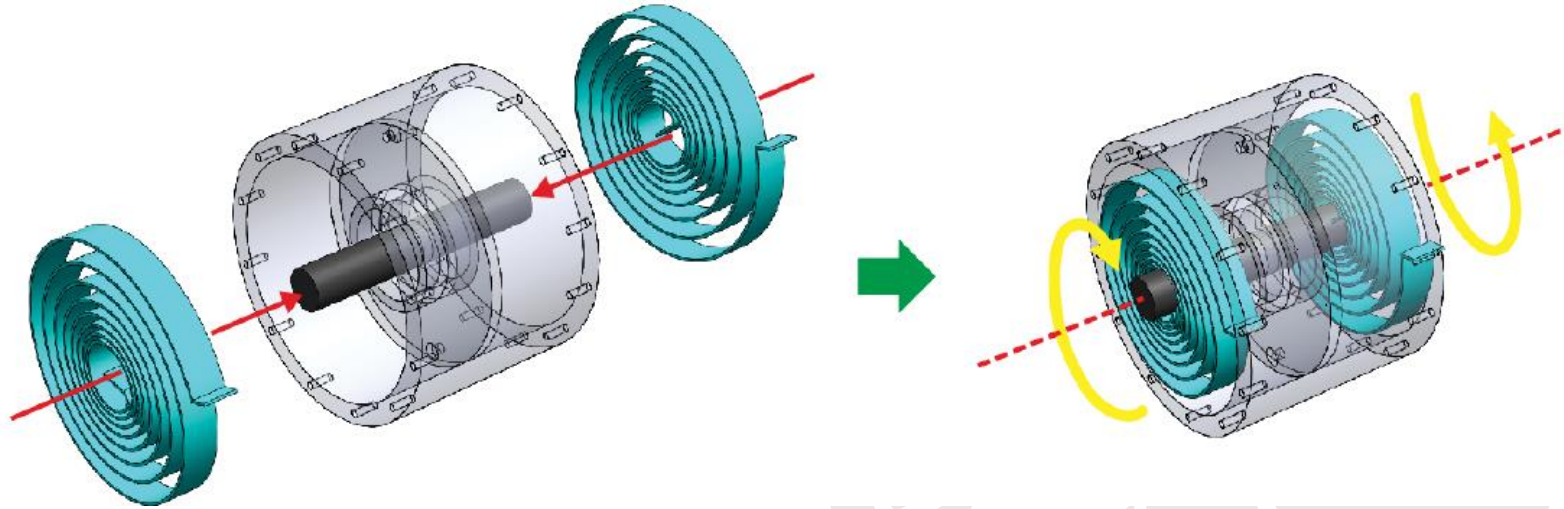


- ✘ SQ1 by Simlab
- ✘ Planning & Control of quadruped robot using whole-body control and contact estimation

OTHER ACTIVITIES



DUAL SPIRAL SPRINGS



- ✘ Large Compliance
- ✘ Large Displacement

KINETIC XYLOPHONE



✘ Robotics and Art

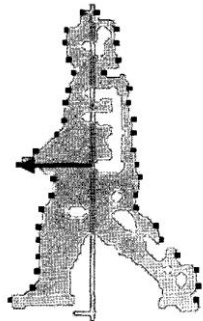
Jaeheung Park, Seoul National University

GAIT RECOGNITION & GENERATION

✗ of the different people on different conditions



Human Recognition System
for Different Human Conditions



Humanoid Robot Control
Representing Human Conditions



THANK YOU !

THANK YOU !

