Research in Humanoid Design

Vertebral Column for Humanoids

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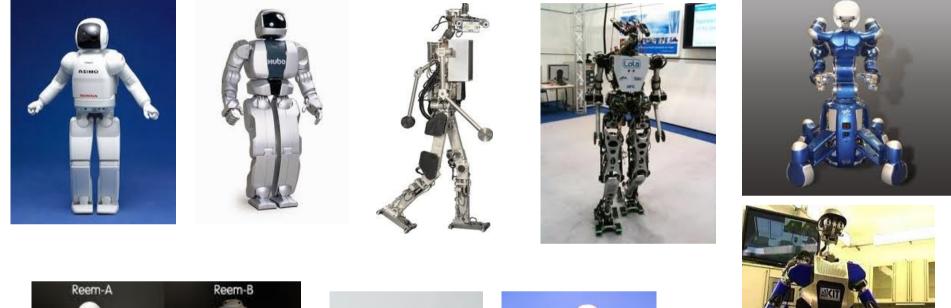
Vertebral column

- Humans
 - Small yaw moves: keep balance
 - Compensate for yaw moment between support foot and ground
 - Quasi-static/dynamic bending motion:
 - Sitting down on a chair, and standing up
 - Picking up objects on the floor, and standing up
 - Lying down, standing up from lying position
 - Combination of moves:
 - Increase manipulation space of upper body

Walking or wheeled-base robots

- From 1 up to 4 serial DOF
- yaw joint
 - Asimo (Honda), Hubo (KAIST), Johnnie/Lola (TUM), ...
 - Larger strides, compensation of yaw moment, increase of working space
- + pitch joint:
 - Twendy (Waseda), Justin (DLR), REEM B (PAL Rob.), HRP series (Kawada)
 - Whole body motion (sit, lye, flex, etc.)
- + roll joint:
 - Armar-III (KIT), Wabian (Waseda) (alternate knee stretching walk)

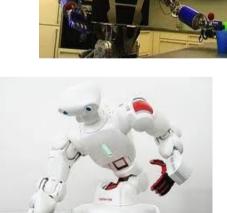
Walking or wheeled-base robots











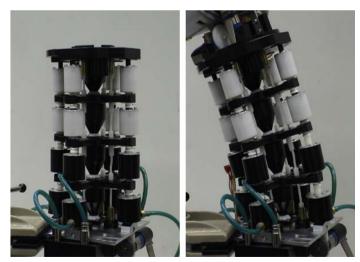
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Parallel mechanism

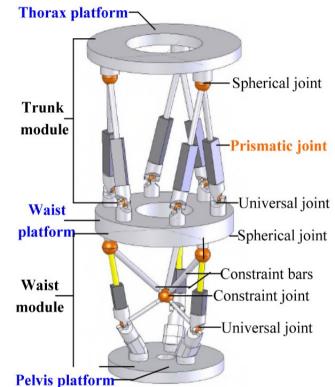
• Stewart Platform: 6 UPS legs

Waist-trunk system (Ceccarelli et al) Univ. of Cassino

• Hydraulic



Robota's spine Hydraulic (EPFL)



Ape robot (DFKI)

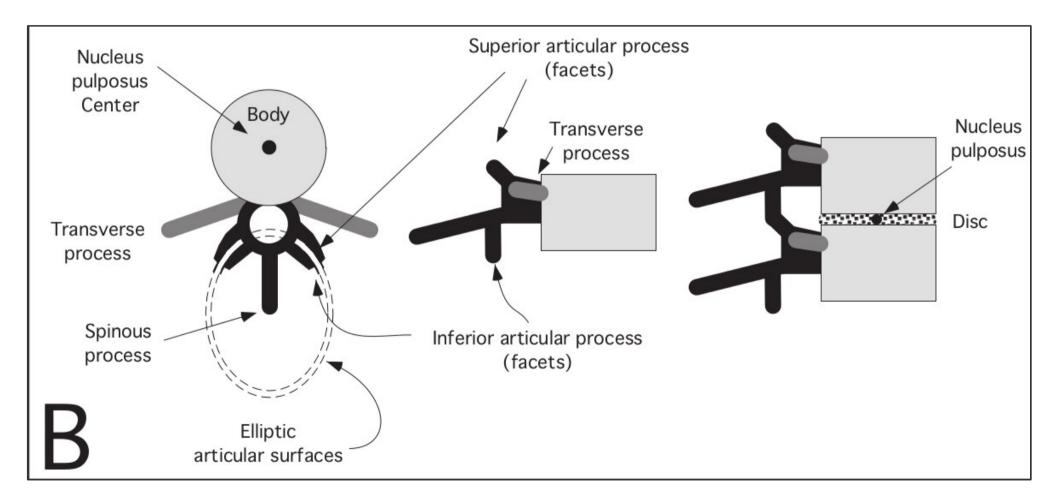


Parallel mechanism

- Bioinspired: musculo-skeletal humanoids
 - Cla, Kenta, Kojiro, Kotaro (Univ. Tokyo)
 - Kenzoh

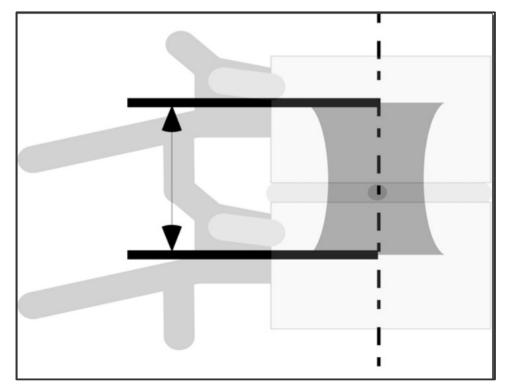


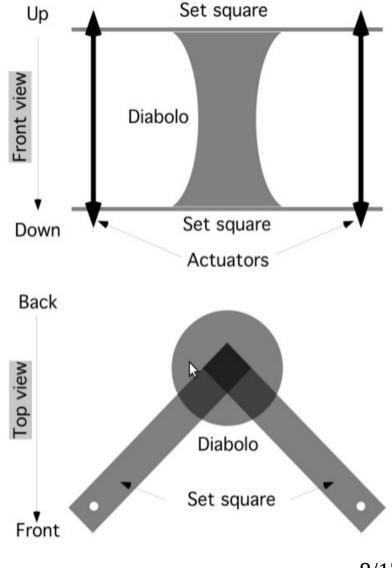
Human vertebra



Idea: use of a windsurf silent block

- Imitate the human vertebra
- Add compliance to the vertebra mechanism
- Parallel actuation mechanism

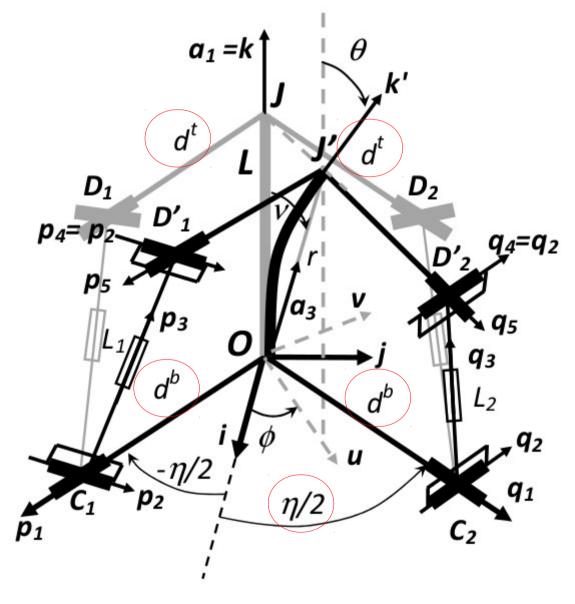




Optimization of vertebra mechanism

Kinematics of each actuator arm: U<u>P</u>U

- Angle between arms: η
- Distance of arm to center at the top: d^t
- Distance of arm to center at the bottom: d^b

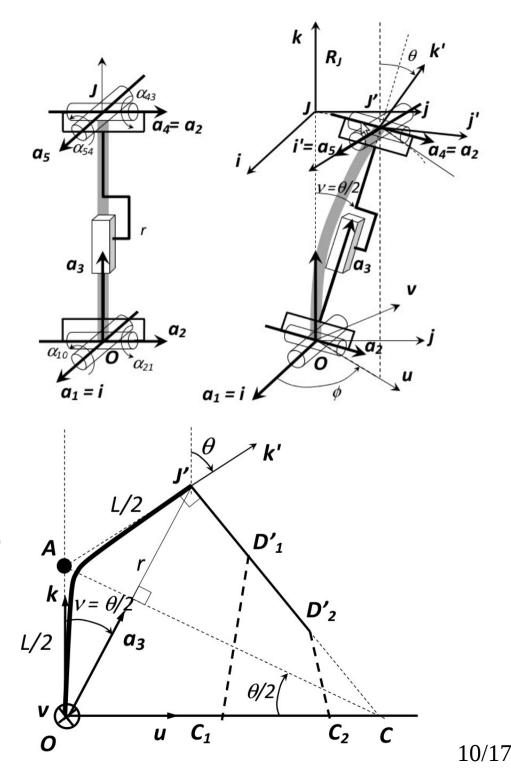


Model of central rod

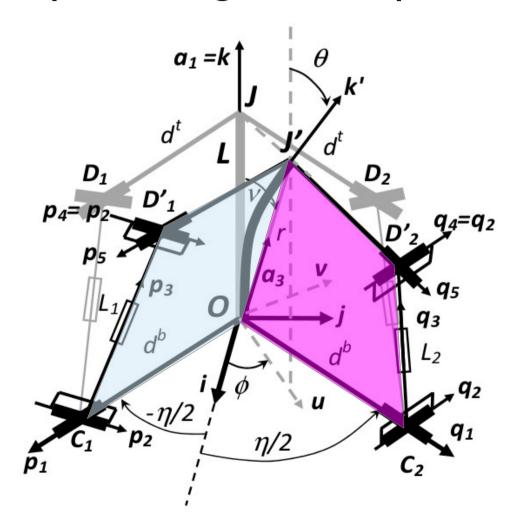
- UPU kinematics of central chord
- With constraints to match the silent block behavior:
 - length of chord depends on bending angle:
 - $r=L.c(\theta/2)$
 - Symmetry top/bottom => equality of Universal joint angles

 $\alpha_{54} = \alpha_{10}$

 $\alpha_{43} = \alpha_{21}$



Mechanism mobility = 2 (pitch + roll) interesting property: left and right quadrangles are planar



Optimization process

- Mass *M* over vertebra at height h_G
- Minimize average actuator force magnitude over bending space

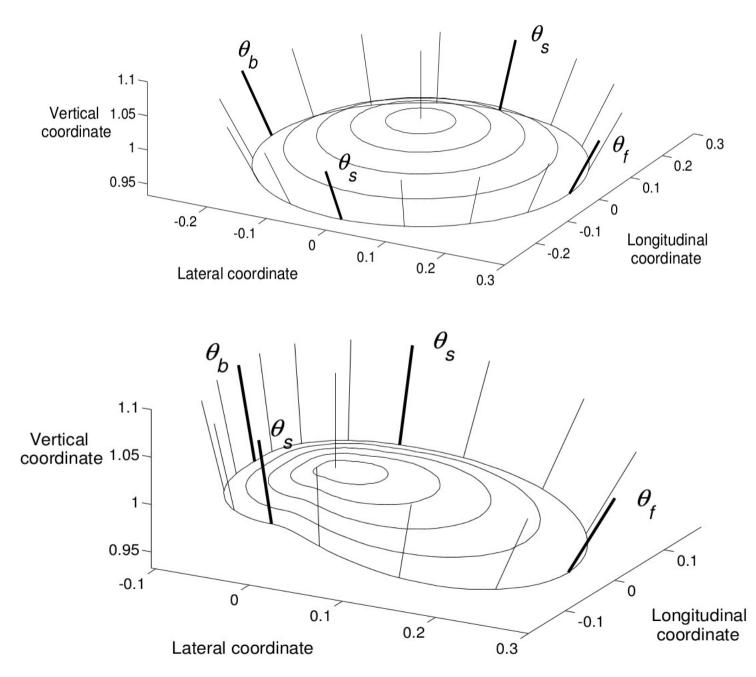
$$\langle |F_{a}| \rangle = \sqrt{\langle F_{a}^{2} \rangle} \qquad 1 - \Delta \ell^{*} \leq \min_{\theta,\phi}(L_{1}, L_{2})/L$$

$$\langle F_{a}^{2} \rangle = \frac{1}{2} \frac{\Gamma_{a}}{\Omega_{0}} \qquad \max_{\theta,\phi}(L_{1}, L_{2})/L \leq 1 + \Delta \ell^{*}$$

$$\Gamma_{a} = 2 \int_{\phi=0}^{\pi} \int_{\theta=0}^{\theta_{l}(\phi)} (F_{1}^{2} + F_{2}^{2}) \cdot \sin \theta d\theta d\phi$$

- 2 kinds of bending
 - Isotropic bending of 30 [deg]
 - Anisotropic bending, similar to human trunk bending ratio,
 30[deg] forward, 15[deg] laterally, 10[deg] backward

Optimization process



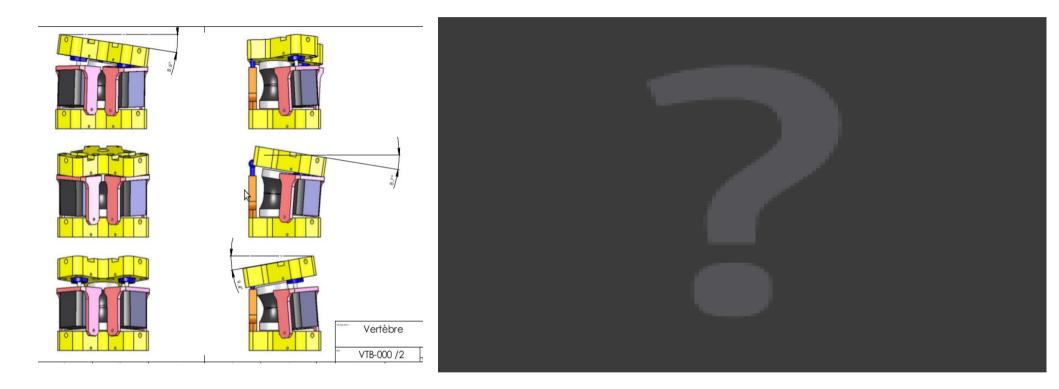
Optimization setup

- *M* = 20 kg
- h_G /L= 1.33
- Extension/compression of actuators: 20%
- Calculations of average
 - actuator force
 - shear force
 - compression/extension force
 - twist torque
- Determine the three parameter values (top arm distance to center, bottom arm distance to center, arms angle) that minimize the force/torque quantities

Results

- Anisotropic bending: actuators must be placed forward, isotropic: does not matter
- Bottom distance must be longer than top distance (this is to reduce shear forces and twist torque), both depend on bending angle
- Isotropic bending, arms angle = 90[deg]
- Anisotropic bending, arms angle ~ 80[deg]
- Data on shear, compression/extension forces and twist torque useful to design suited silent block

1st prototype with windsurf diabolos



Related papers

- C. Cibert, V. Hugel. Compliant intervertebral mechanism for humanoid backbone: Kinematic modeling and optimization Mechanism and Machine Theory, 66, 32-55. 2013
- C. Cibert, V. Hugel. Bio-inspired compliant spine for humanoid robot a degrees of freedom challenge

IEEE RO-MAN, 1-5. 2012.

 M. Souissi, V Hugel, P Blazevic. Influence of the number of humanoid vertebral column pitch joints in flexion movements.
 5th International Conference on Automation, Robotics and Applications (ICARA). 277-282. 2011.