

HYBRID DRIVING-STEPPING LOCOMOTION IN CHALLENGING ENVIRONMENTS

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MOTIVATION

Wheeled / tracked locomotion



iRobot PackBot [Yamauchi et al.]

- + Fast
- + Energy efficient
- + High stability
- Only applicable to suitable terrain



Legged locomotion



StarLETH [Wermelinger et al.]

- + Only requires isolated footholds
 - ➔ Locomotion in challenging terrain
- Slow
- High energy consumption
- Less stable



Hybrid driving-stepping locomotion

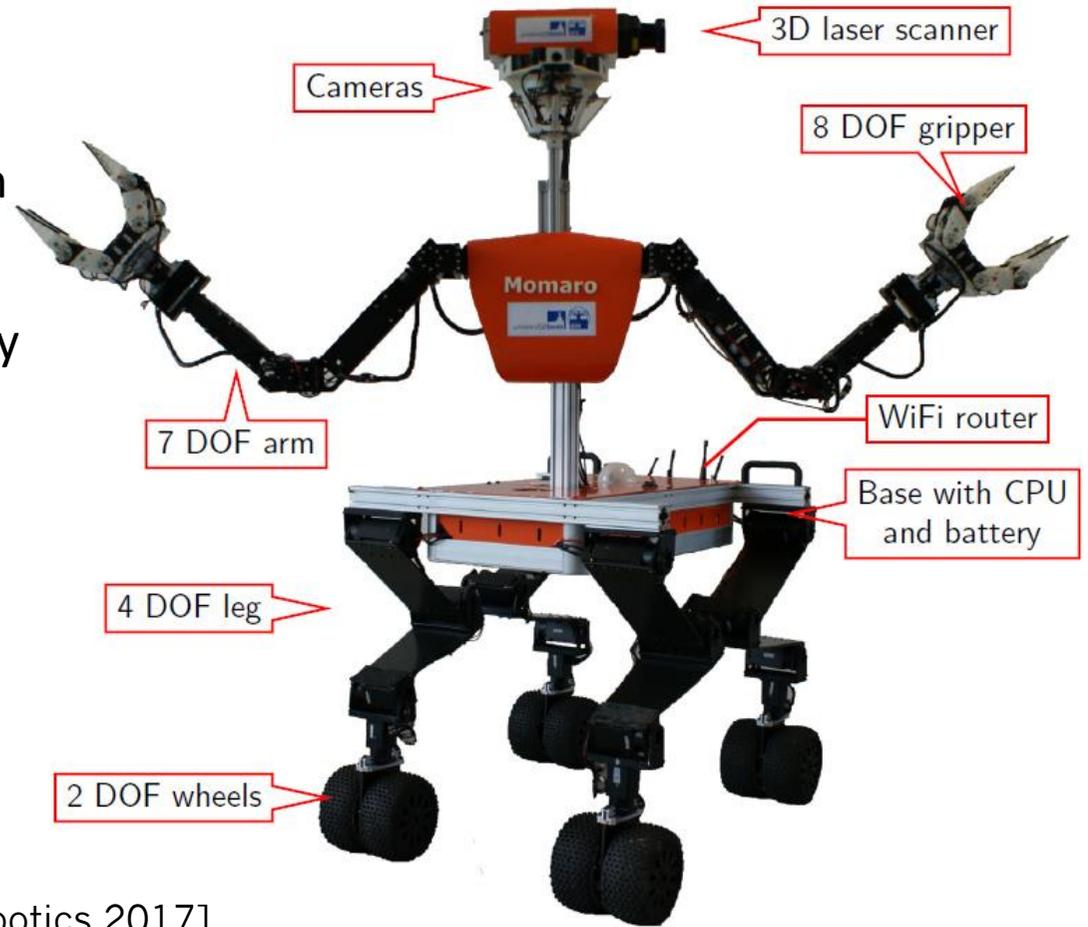


Momaro [Schwarz et al.]

- + Combines advantages of both locomotion types
- + Chooses best locomotion strategy for each situation
- + Enables unique locomotion features

MOBILE MANIPULATION ROBOT MOMARO

- Four compliant legs ending in pairs of steerable wheels
- Anthropomorphic upper body
- Sensor head
 - 3D laser scanner
 - IMU, cameras



[Schwarz et al. Journal of Field Robotics 2017]

FAIRPLEX

FAIRPLEX

FAIRPLEX

FA



23:15:03 05/06/2015 UTC

4x



CAUTION

POLARIS

4x4

PACIFIC TRAFFIC
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4x



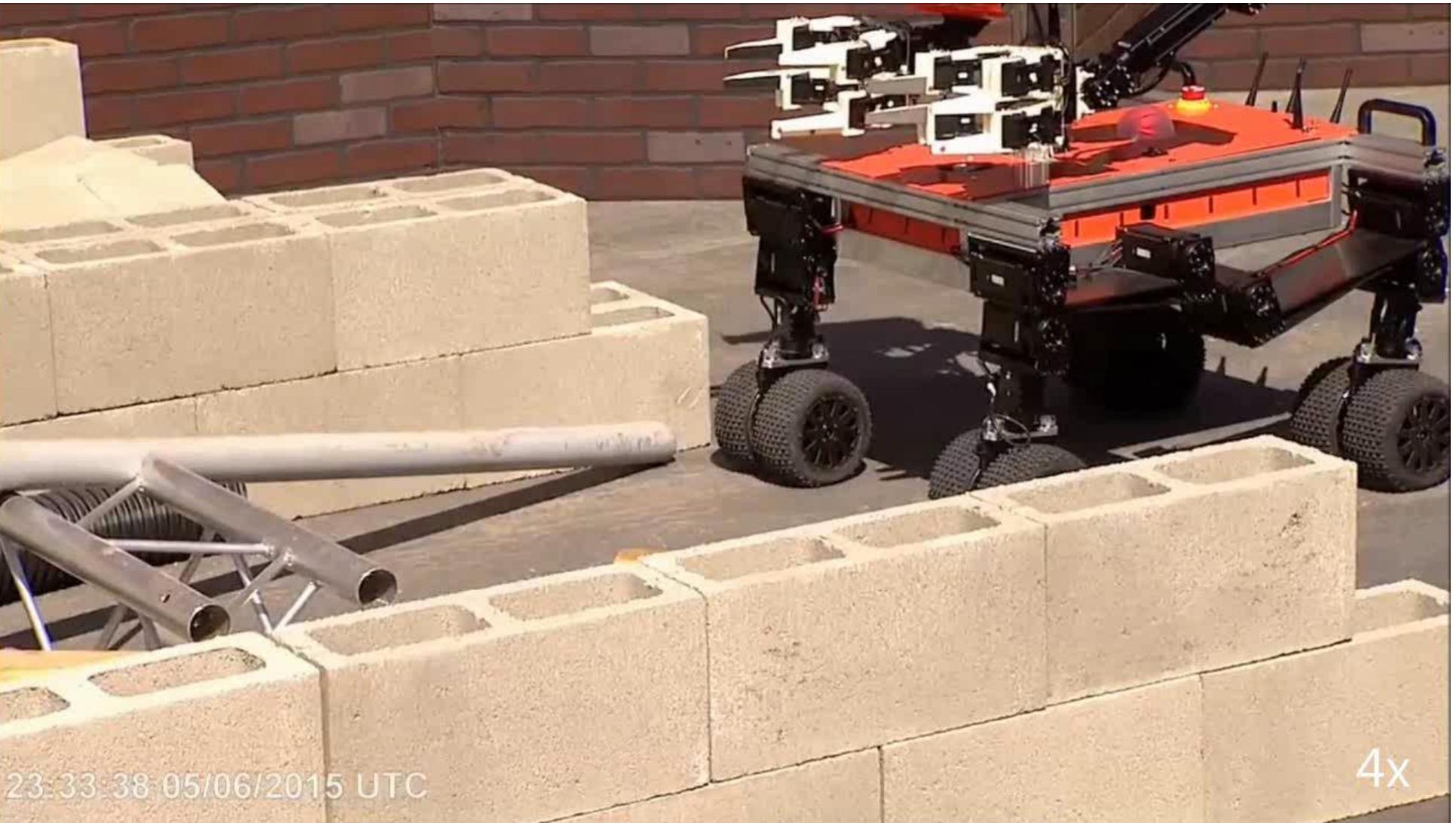
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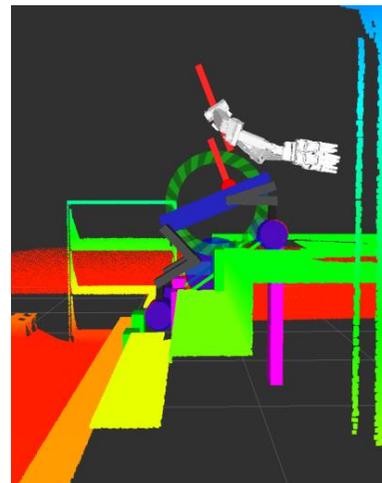
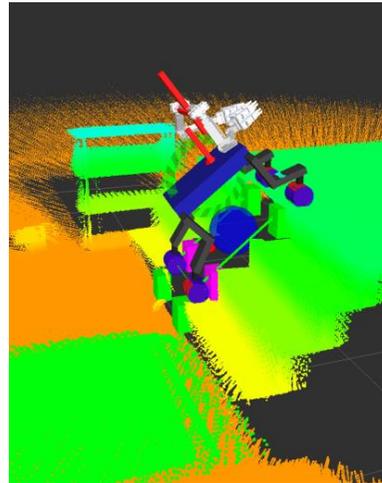
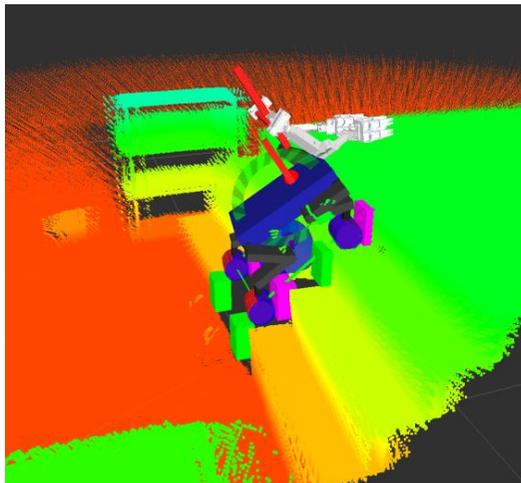
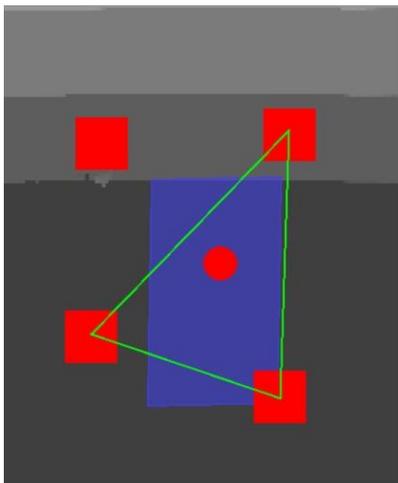
TEAM NIMBRO RESCUE



Best European Team (4th place overall),
solved seven of eight tasks in 34 minutes

STAIR CLIMBING

- Determine leg that most urgently needs to step
- Weight shift: sagittal, lateral, driving changes support
- Step to first possible foot hold after height change



[Schwarz et al., ICRA 2016]

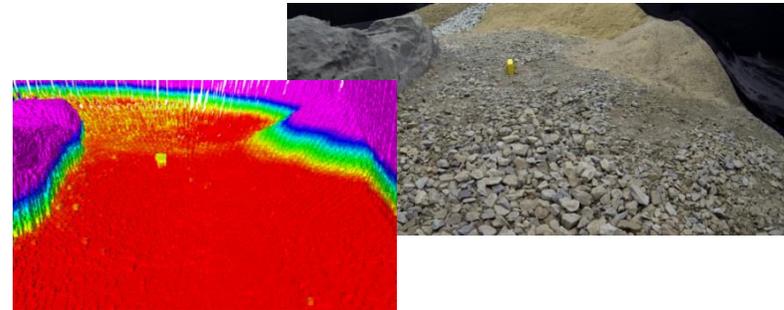
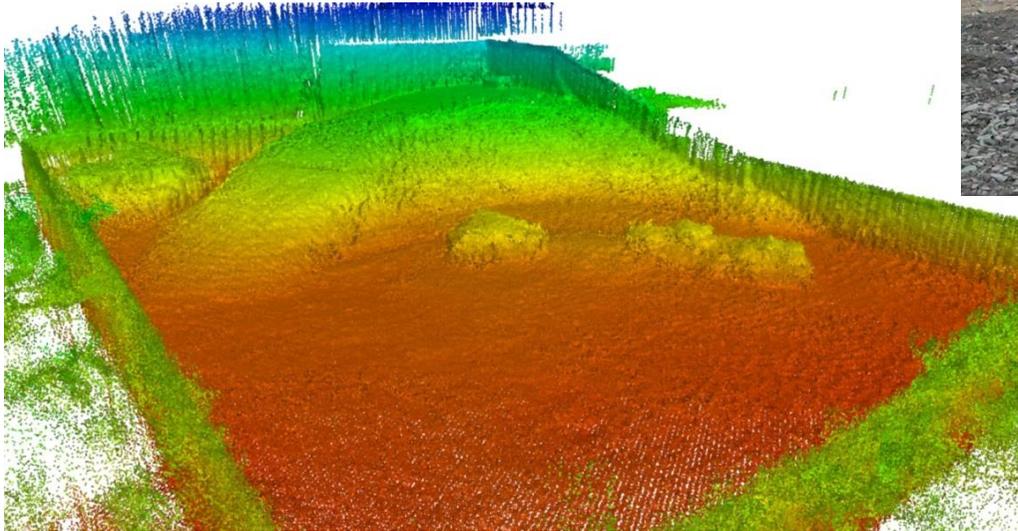
STAIR CRAWLING



DLR SPACEBOT CUP 2015

■ Mobile manipulation in rough terrain

[Schwarz et al., Frontiers on Robotics and AI 2016]

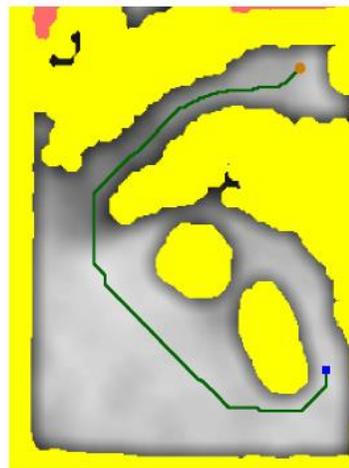
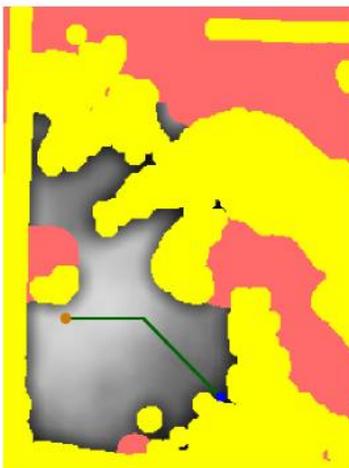
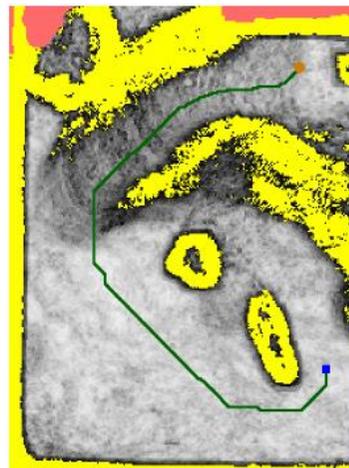
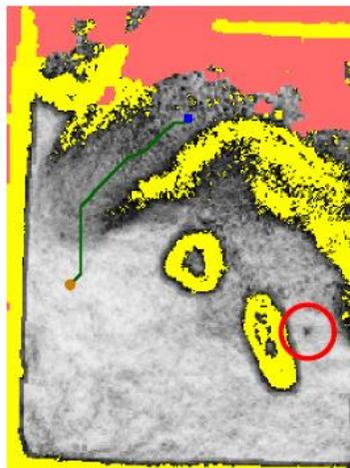
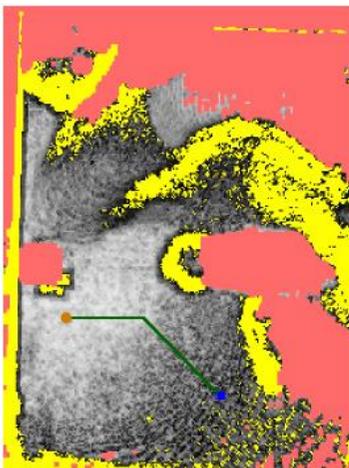




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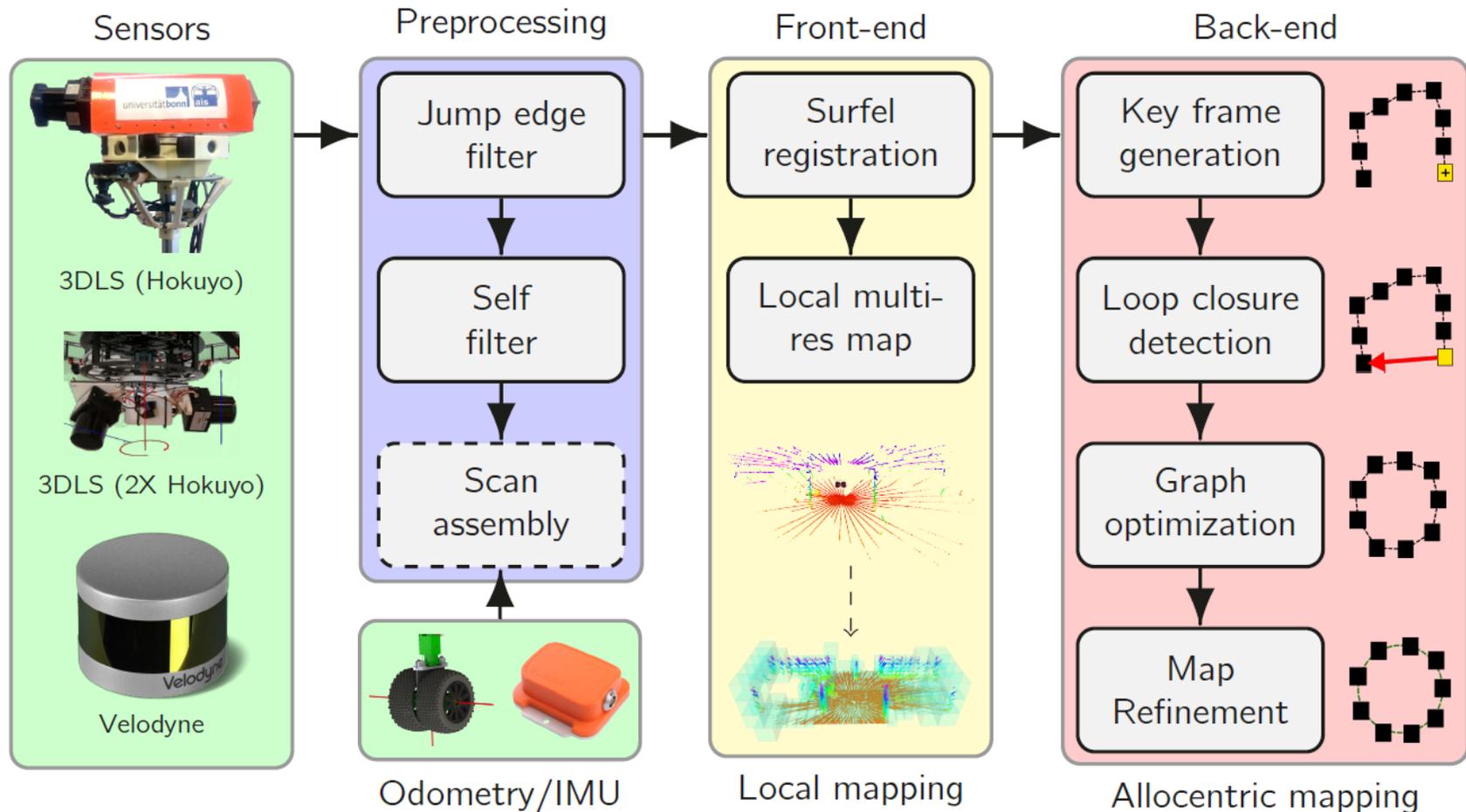
NAVIGATION WHILE BUILDING A 3D MAP

- Exploration of the arena during mission
- Frequent replanning
 - Costs from local height differences
 - A* path planning



[Schwarz et al., Frontiers in Robotics and AI 2016]

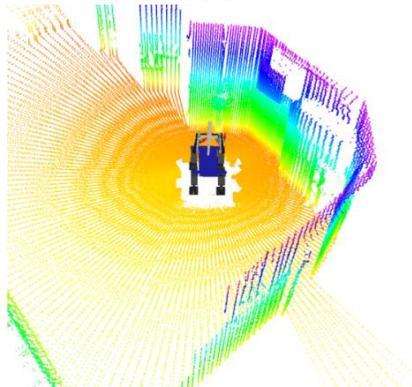
LIDAR-BASED 3D SLAM



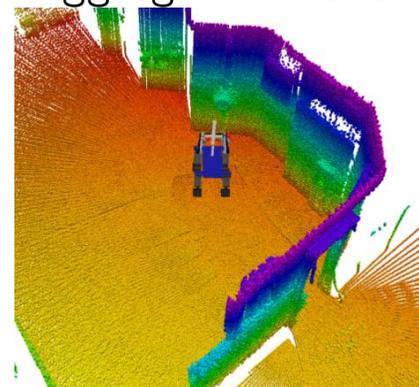
LOCAL MULTIREOLUTION SURFEL MAP

- Registration and aggregation of 3D laser scans
- Local multi-resolution grid
- Surfel in grid cells

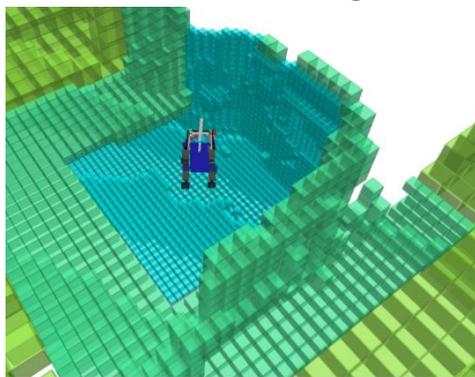
3D scan



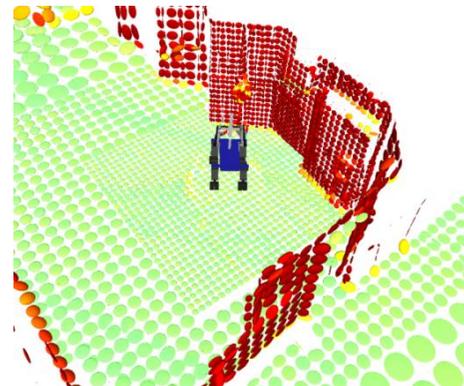
Aggregated scans



Multiresolution grid



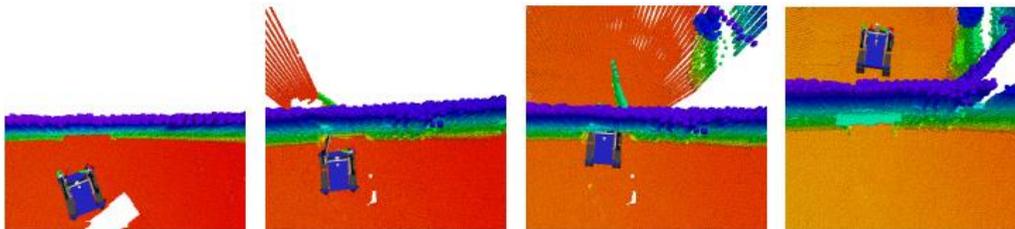
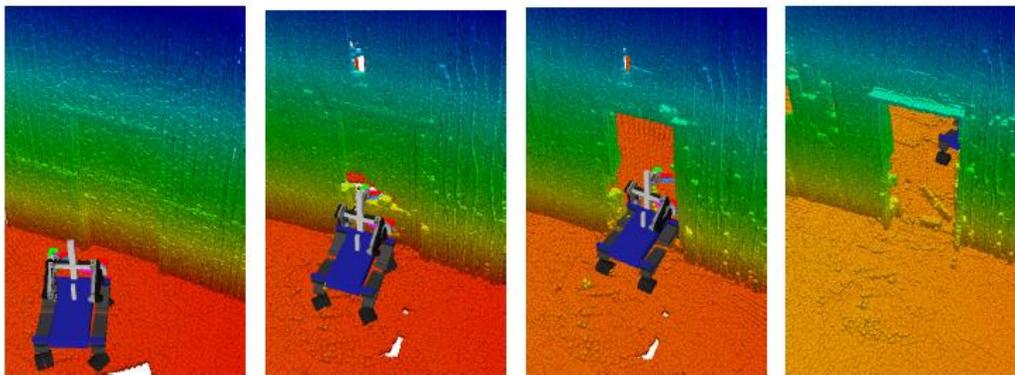
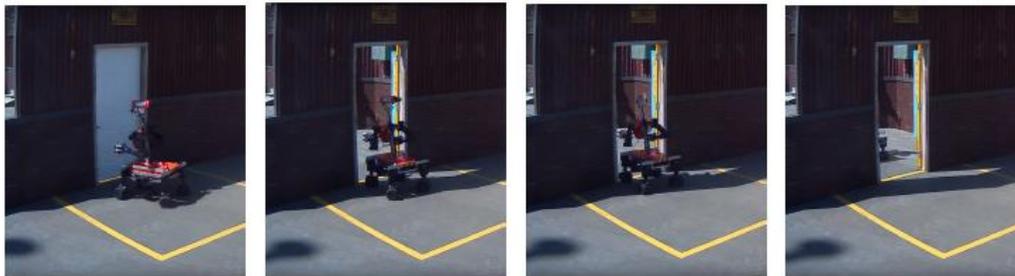
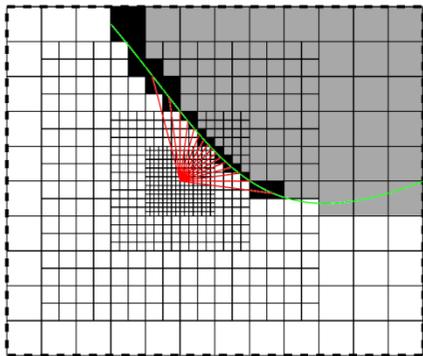
Surfels



[Droeschel et al., Robotics and Autonomous Systems 2017]

FILTERING DYNAMIC OBJECTS

- Maintain occupancy in each cell
- Incorporate measurements by ray casting
- Log-odds



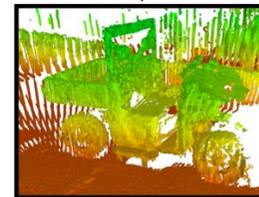
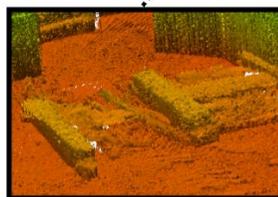
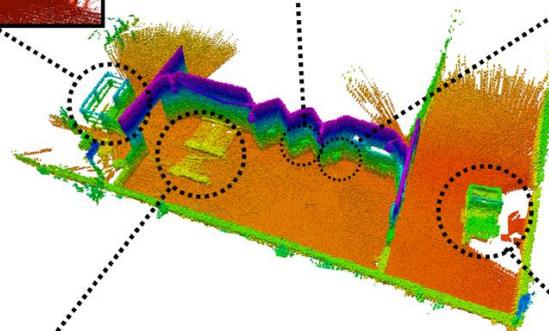
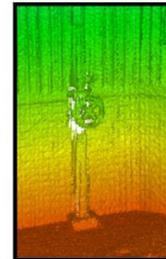
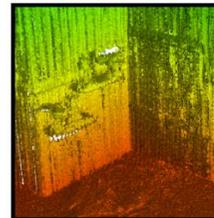
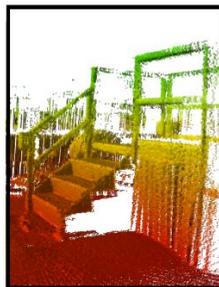
1 scan (5 s)

2 scans (10 s)

5 scans (25 s)

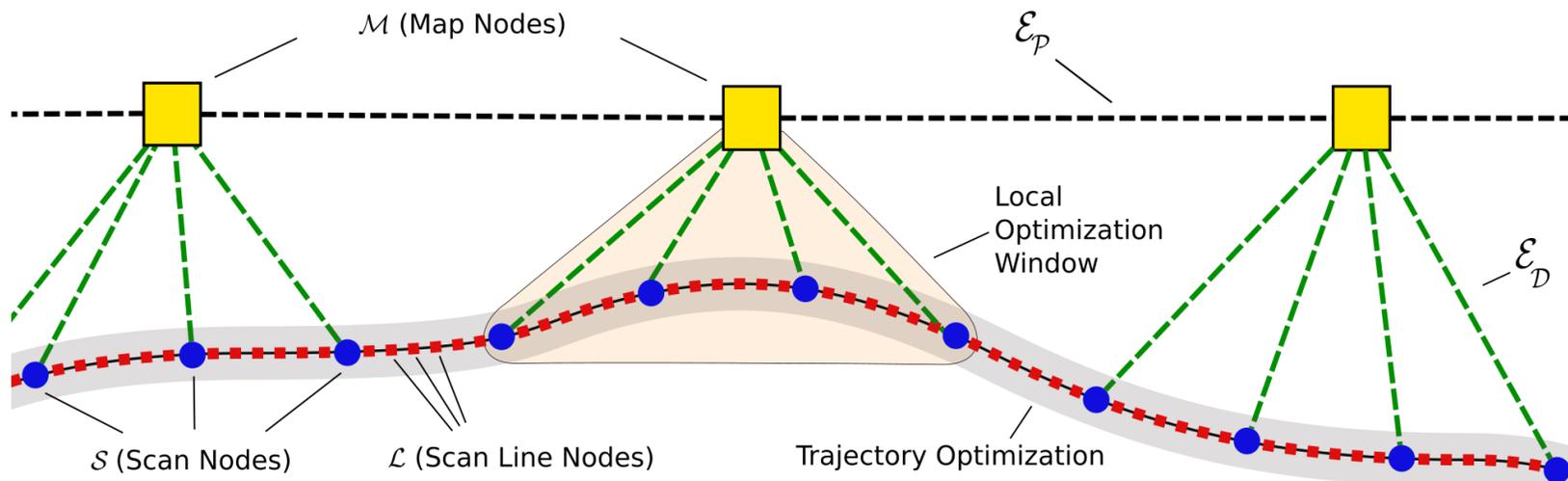
ALLOCENTRIC 3D MAPPING

- Registration of egocentric maps by graph optimization



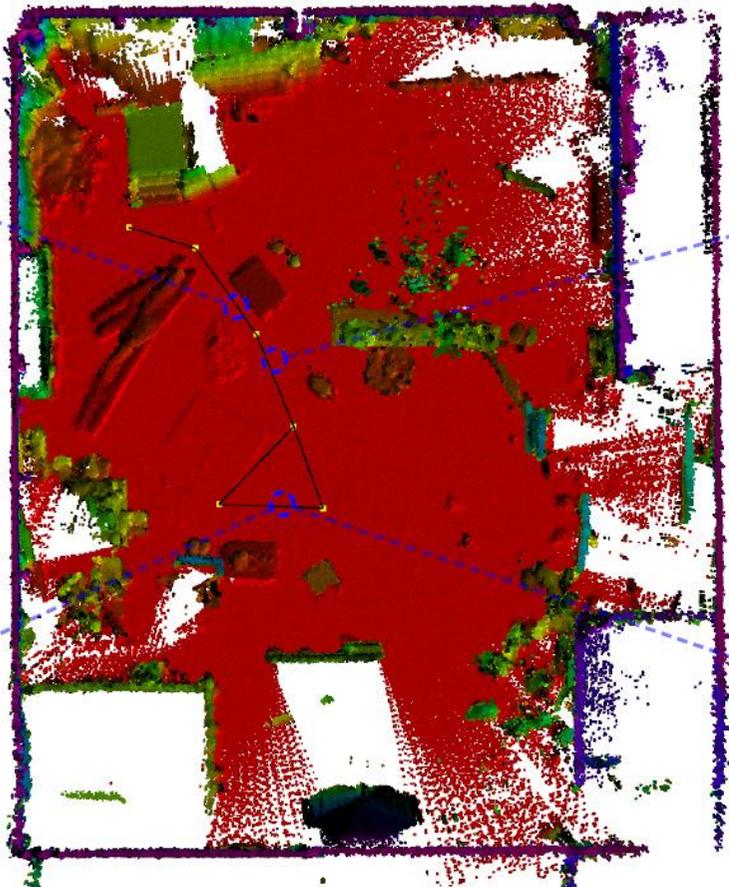
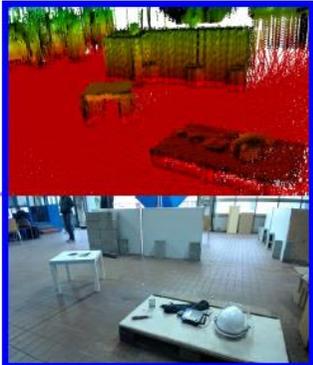
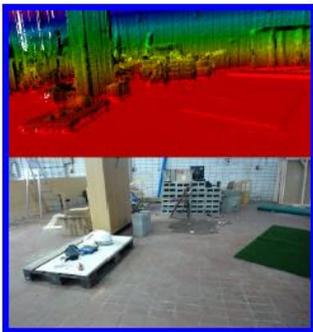
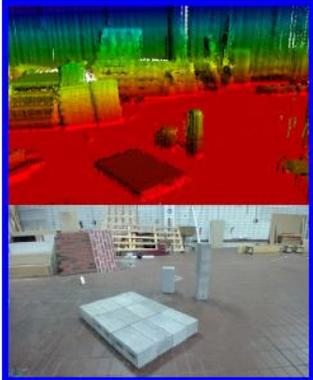
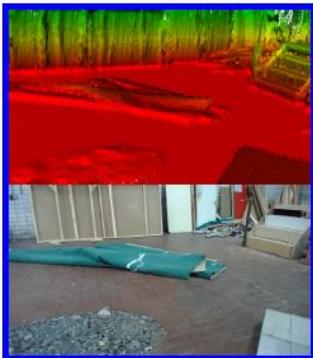
[Droeschel et al., Robotics and Autonomous Systems 2017]

HIERARCHICAL POSE GRAPH



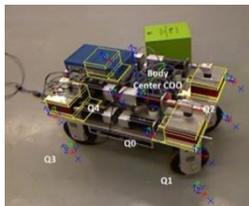
- Local multiresolution maps as nodes in allocentric pose graph
- Scan poses in local multiresolution map (local optimization window)
- Continuous-time trajectory between scan poses

3D MAP



HYBRID DRIVING-STEPPING LOCOMOTION

■ Driving locomotion planning



Omnidirectional
[Ziaei et al., 2014]

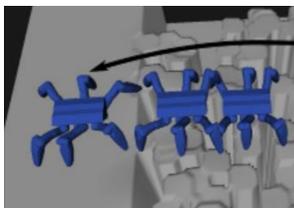


Actively reconfigurable
[Brunner et al., 2012]

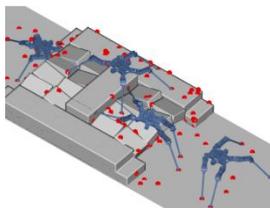
■ Legged locomotion planning for challenging terrain



[Wermelinger et al.,
2016]



[Perrin et al., 2016]



[Short et al., 2017]

■ Hybrid driving-stepping robots



HUBO



Handle

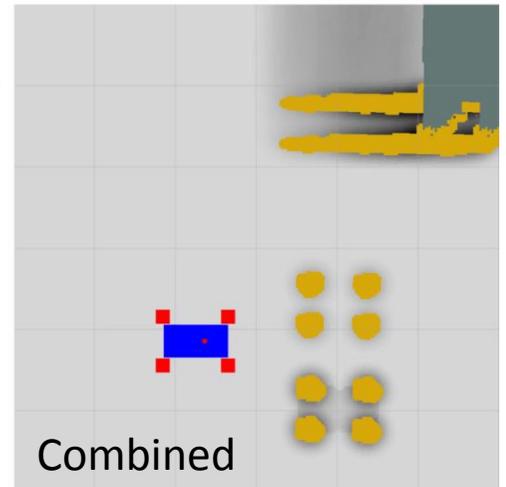
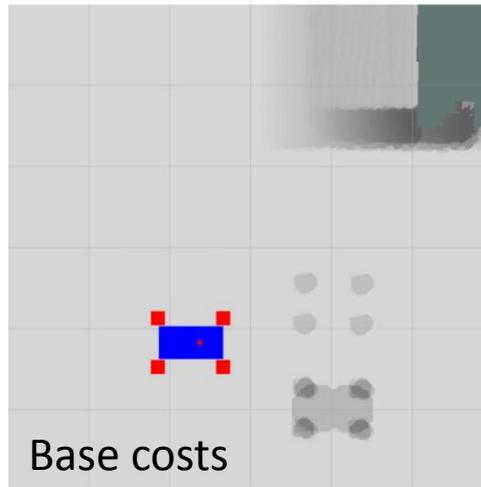
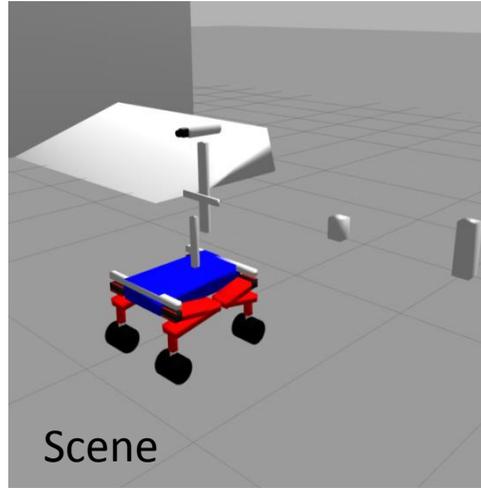


Chimp

CONSIDERING ROBOT FOOTPRINT

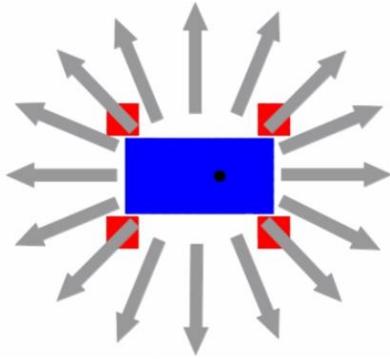
- Costs for individual wheel pairs from height differences
- Base costs
- Non-linear combination yields 3D (x, y, θ) cost map

[Klamt and Behnke, IROS 2017]

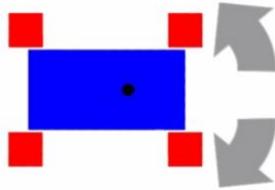


3D DRIVING PLANNING (X, Y, Θ): A*

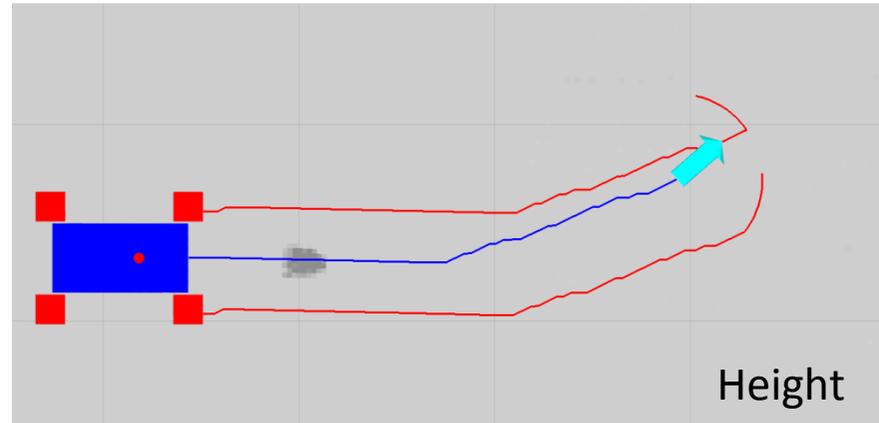
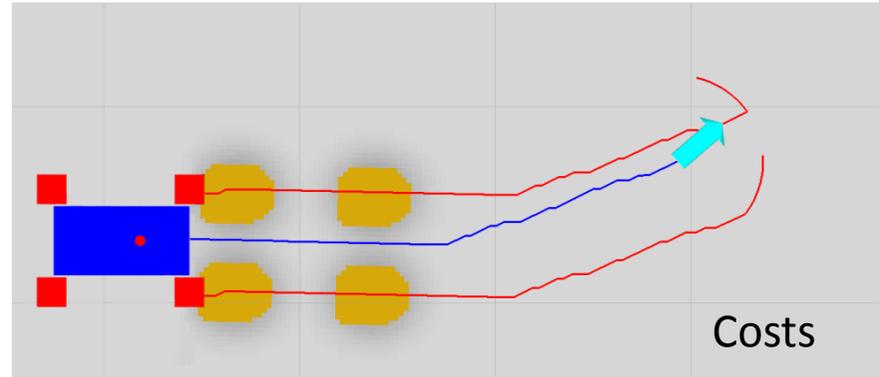
- 16 driving directions



- Orientation changes



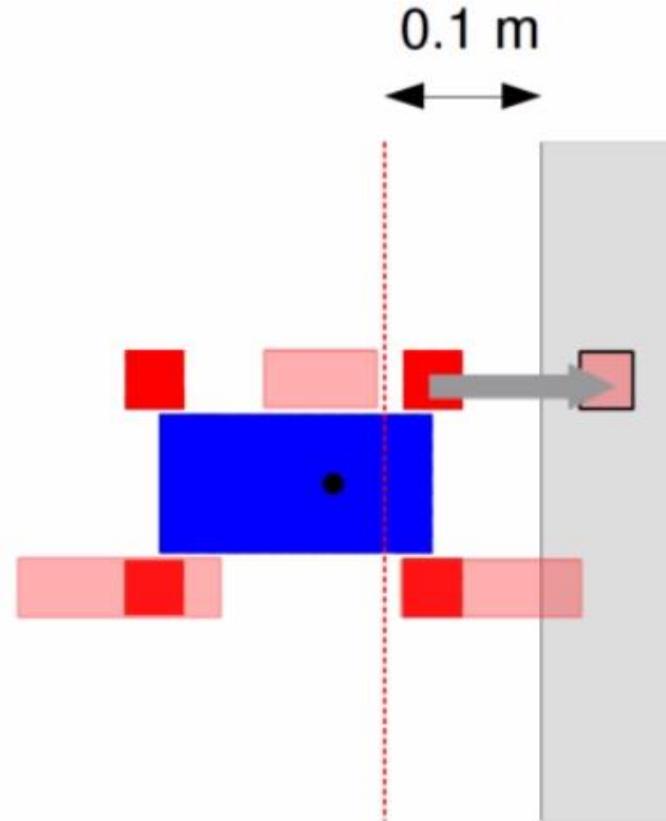
=> **Obstacle
between wheels**



[Klamt and Behnke, IROS 2017]

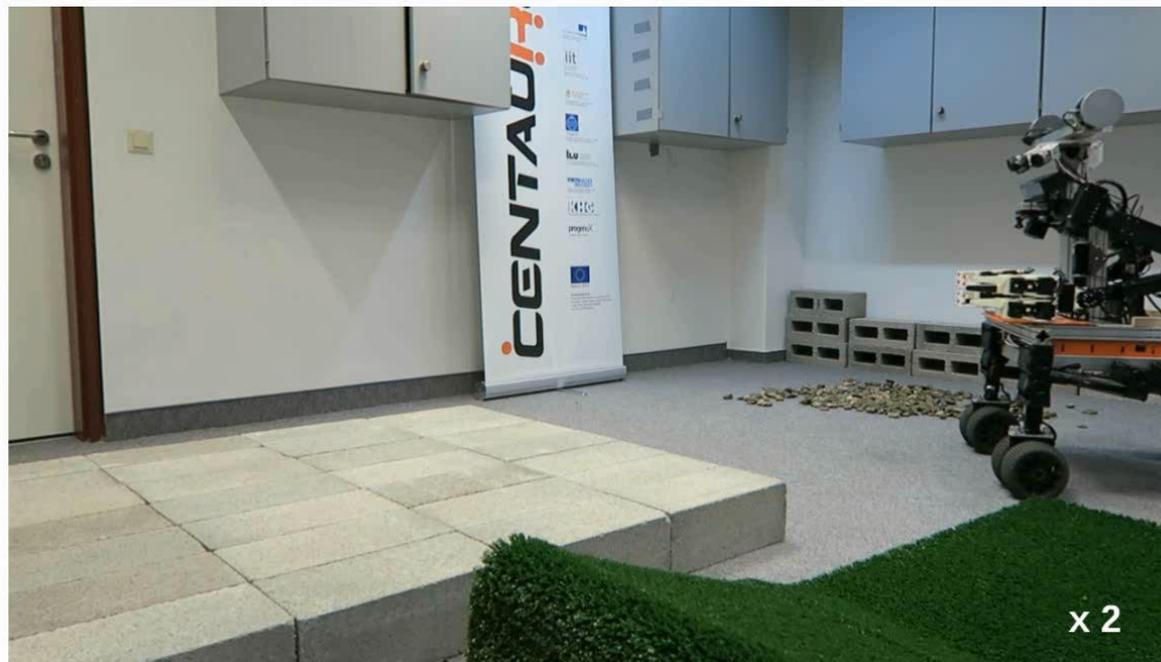
MAKING STEPS

- If not drivable obstacle in front of a wheel
- Step landing must be drivable
- Support leg positions must be drivable

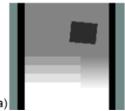
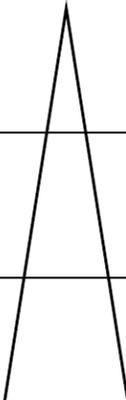
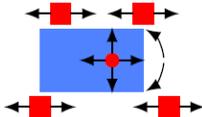
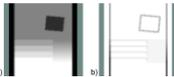
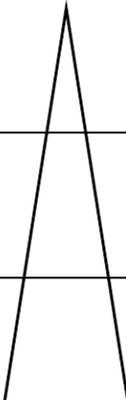
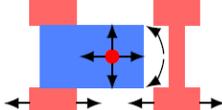
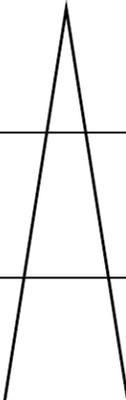
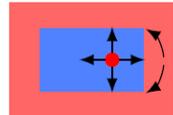


[Klamt and Behnke: IROS 2017]

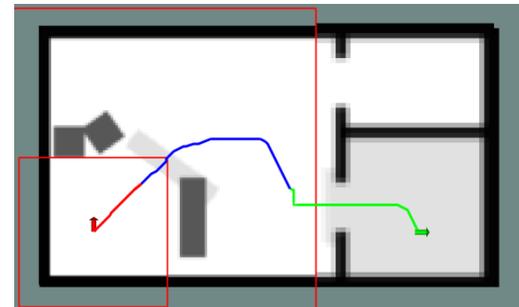
Expanding Abstract Steps to Detailed Motion Sequences



PLANNING ON MULTIPLE LEVELS OF ABSTRACTION

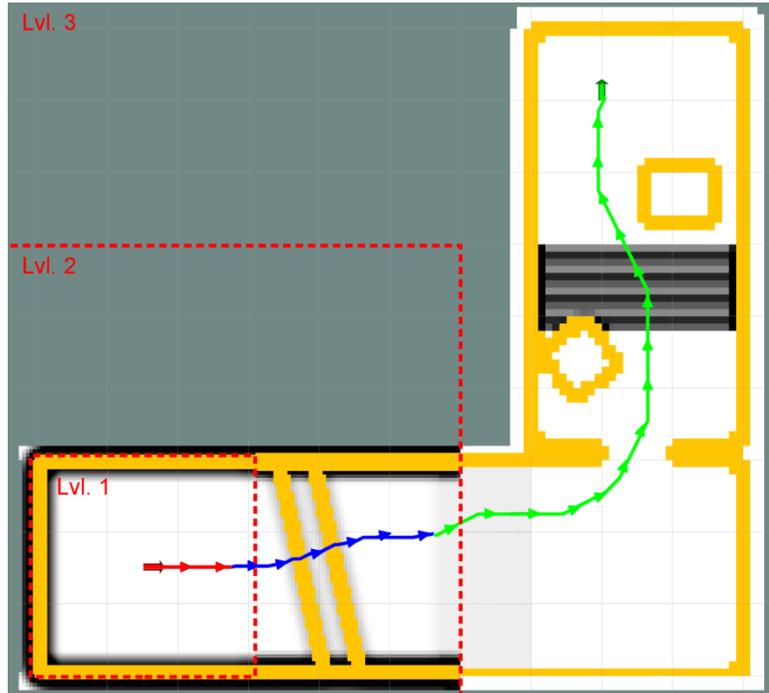
Level	Map Resolution	Map Features	Robot Representation	Action Semantics
1	 <ul style="list-style-type: none"> • 2.5 cm • 64 orient. 	 <ul style="list-style-type: none"> • Height 		<ul style="list-style-type: none"> • Individual Foot Actions
2	 <ul style="list-style-type: none"> • 5.0 cm • 32 orient. 	 <ul style="list-style-type: none"> • Height • Height Difference 		<ul style="list-style-type: none"> • Foot Pair Actions
3	 <ul style="list-style-type: none"> • 10 cm • 16 orient. 	 <ul style="list-style-type: none"> • Height • Height Difference • Terrain Class 		<ul style="list-style-type: none"> • Whole Robot Actions

- Combine planning with multiresolution and multiple robot representation dimensions
- Compensate information loss in coarser representations through additional semantics
- Combine all three levels in one planner

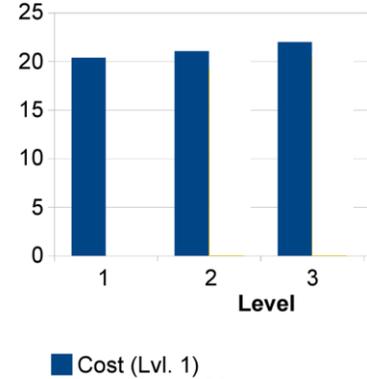
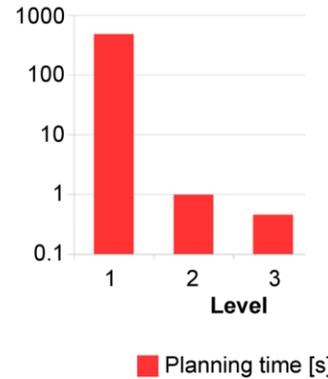


[Klamt and Behnke, ICRA 2018]

PLANNING EXPERIMENTS



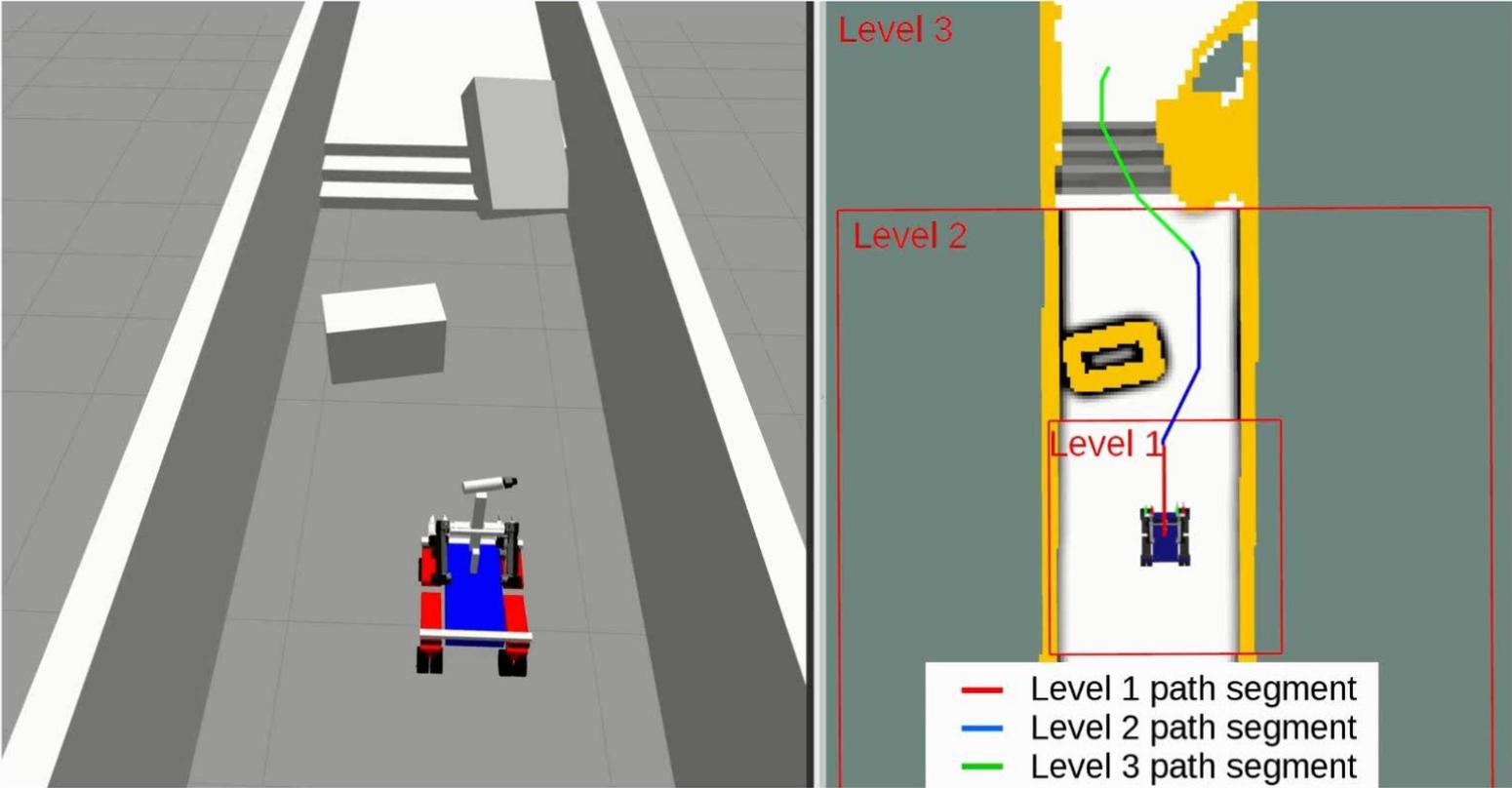
Foot costs and result paths in different levels of representation



- Abstraction to higher levels significantly accelerates planning.
- Path quality is good in all levels.
- Planning on combined levels provides high quality paths in feasible time.

[Klamt and Behnke, ICRA 2018]

Experiment: Planning on Combined Levels of Representation



[Klamt and Behnke, ICRA 2018]

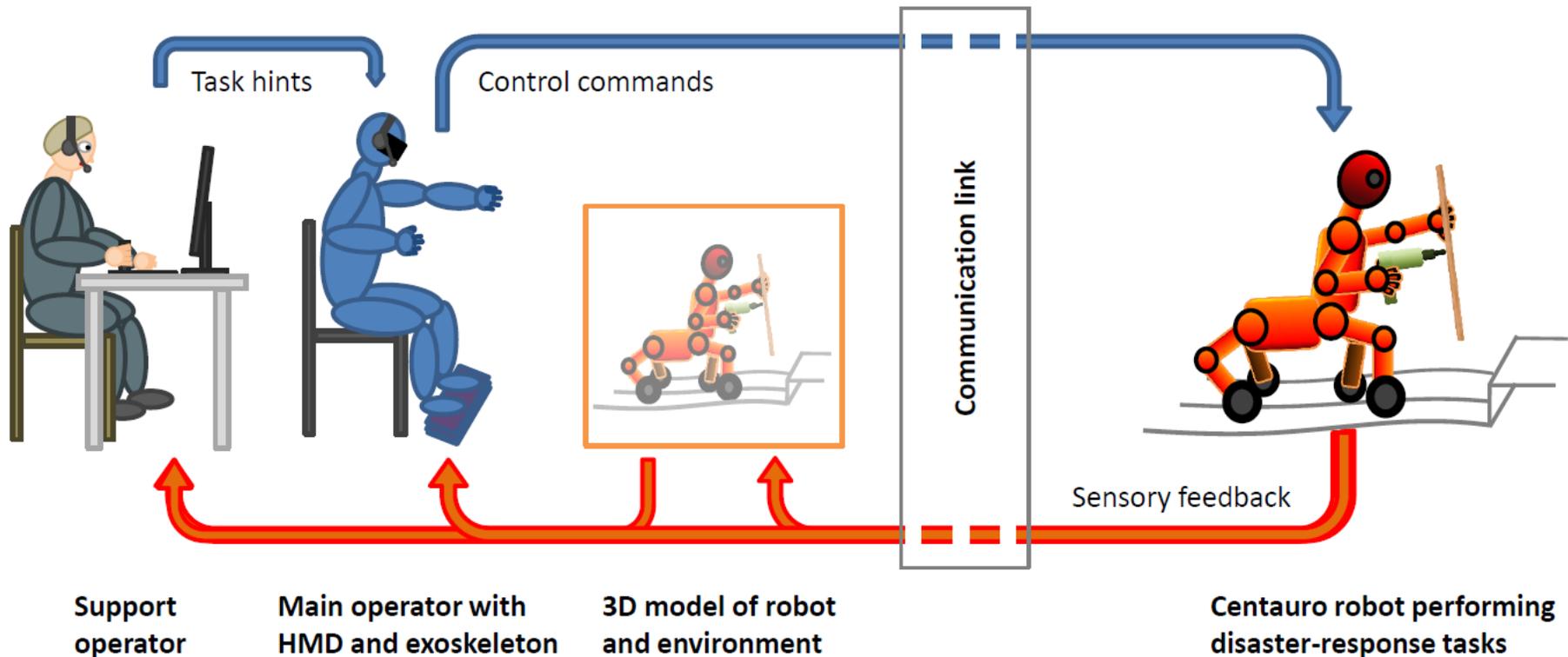


H2020 RIA **CENTAURI**

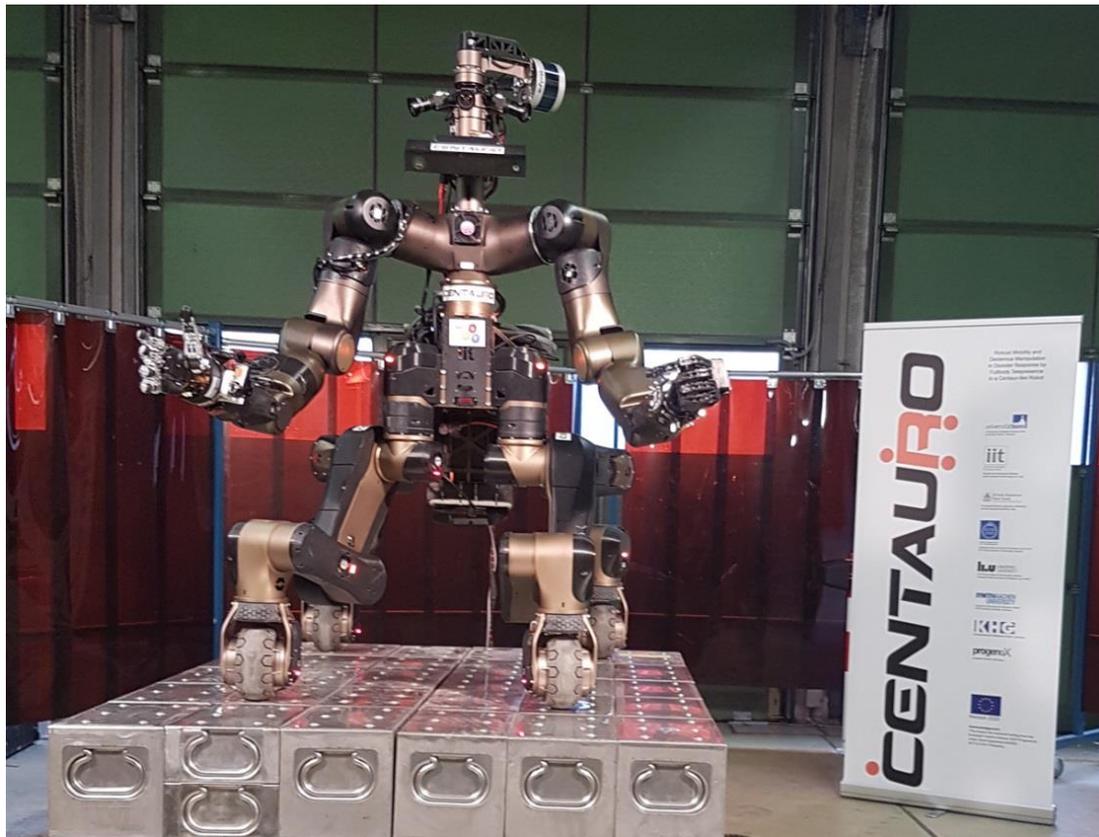
**ROBUST MOBILITY AND DEXTEROUS MANIPULATION IN
DISASTER RESPONSE BY FULLBODY TELEPRESENCE IN A
CENTAUR-LIKE ROBOT**



CENTAURO APPROACH



1ST CENTAURO ROBOT



CENTAURO

- Serial elastic actuators
- 42 main DoFs
- Schunk hand
- 3D laser
- RGB-D camera
- Color cameras
- Two GPU PCs

[Tsagarakis et al., IIT 2017]

OPENING AND GOING THROUGH A DOOR



Locomotion Tasks

- Ramp
- Small door
- Regular door
- Gap
- Step field
- Stairs

Used control interfaces



Joystick



Exus



6D



Keyframes



Stepping



Autonomous

CLIMBING OVER A GAP



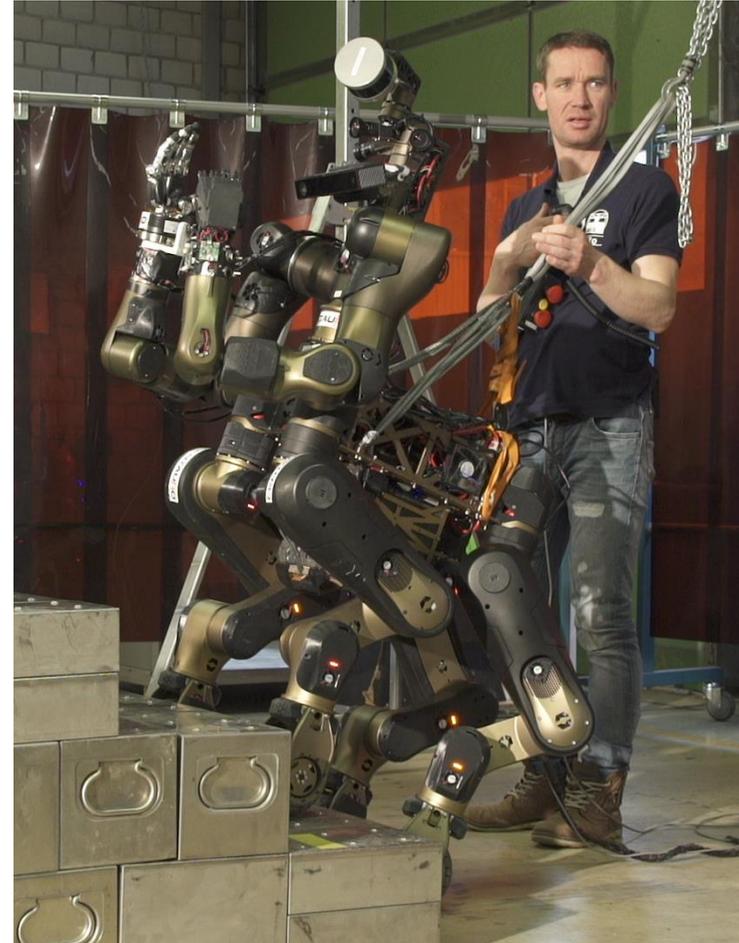
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WALKING OVER A STEP FIELD



CONCLUSIONS

- Hybrid driving-stepping locomotion combines advantages of wheels and legs
 - Omnidirectional driving on flat terrain
 - Overcoming height differences
- Two demonstrators: Momaro and Centauro
- 3D environment mapping
- Efficient coarse-to-fine locomotion planning
- Demonstrated a variety of locomotion tasks
- Valuable insights for further development
- Plan to demonstrate integrated missions



CENTAURO TEAM

