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Real World Wolfgang OP

- 20 DOF Humanoid Robot
- Descendant of the Nimbro OP
- 3D printed elastic elements
- Parallel Elastic Actuator (PEA) in the knees
- Focus on robustness
- 715 Hz Control loop
- Publications
 - Wolfgang-OP: A Robust Humanoid Robot Platform for Research and Competitions (Humanoids 2021)
 - High-Frequency Multi Bus Servo and Sensor Communication Using the Dynamixel Protocol (Robocup Symposium 2019)



Wolfgang OP Simulation Model

- Fully Open Source
- Modeled after real robot
 - Actuators
 - PEA
 - IMUs
 - Force Sensors
- Onshape \rightarrow URDF \rightarrow PROTO
 - Accurate physical properties
- Full Bounding Objects collision



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Contributions to the league

- Strong involvement in model specifications
- 2 tools for creating collision models
 - Manual 3D model \rightarrow Bounding object
 - Automatic rotated bounding boxes
- Several contributions to urdf2webots





Robot Model - Team Sweaty

Contribution for the Best Robot Model Award in RoboCup 2021







Coupling Mechanism for high torque and low backlash



Back view of Sweaty's hip. Coupling Mechanisms are used for pitch and roll



Joint Mechanism for Knee, Ankle and lower Back





LinearMotor combined with multiple HingeJointWithBacklash → Simulation time 0.1 HingeJointWithBacklash and a RotationalMotor → Simulation time 1.0



Robot Model - Team Sweaty

27.06.2021

Modeling of the HingeJointWithBacklash and the RotationalMotor



Robot Model - Team Sweaty

Rob

SWEATY

MRL-HSL Robot

Avoiding Complexity

Simplification of the parts Using geometric shapes as bounding object Removing unnecessary components

Accuracy

Validated physical characteristics Optimum bounding objects Perfect physical Collision

Appearance



@mrl_humanoid





Robot Model Competition

RoboFEI



Starting with the basics...







Topology Optimization process











Colmeias (hives)





Some difficulties... 😐

01. RFC Robot Model Vision

The Mickey Plattform Gen 2021



OVERVIEW

- 32 DoF
- Height = 1 m
- Weight = 6 kg
- Shoe size = 25 EU
- Customizable hairstyles
- Costs below 2000 €

GOAL

- Cost reduction
- 3D printed
- Custom smart actuators
- Indirectly driven joints

3D PRINT

- Based on premade robot model integrated our needs
- FDM printable
- Prints fit on 22*22 cm² build plate
- Printed on cheap private 3d printer



SMART ACTUATORS

- Custom electronics
- 8 motors connected to one servo board
- 60 € per board
- Gear boxes from RC servos
- Current controlled 5 A motor drivers
- Sophisticated motor control loops



WEBOTS CHALLENGES

- 32 DoF
- Custom smart actuators
- Loopy structures
- No arms
- Missing hair physics





CIT Brains

Gaku Kuwano, Yasuo Hayashibara, Hideaki Minakata, Kiyoshi Irie, Naoki Takahashi, Koki Matsumoto, Ryoko Shiojima, Takehiro Hasegawa, Satoshi Inoue, Kiyoshiro Kawanabe, Hayato Kambe, Masato Kubotera, Dan Sato, Hiroki Noguchi, Yuta Mibuchi, Riku Yokoo, Ryodai Arai, Naoki, Iwasawa, Haruki Ogawa, Yuki Shigematsu, Yugo Nishio, Riko Bato, Keita Mori, Yuto Aiba, Ikuo Shige, Misaki Sekitori, Kenta Tsukino, Takuya Nagamine, Kengo Nishi, Taiki Fukuda, Kenzo Fujisaki, Shun Hoshina, Hikaru Maeda, Yusaku Matsuyama, Kaito Miyawaki

Reproduction of the real environment





Closed links (real)

Closed links (webots)

Motor characteristic experiment

To use Kondo's B3M series servo motors, we conducted a unique experiment using powder brakes. By using the values obtained in the experiment, we were able to reproduce accurate motion closer to real use than the nominal values.



N-T Characteristics



Implementation of closed links

Implemented a closed link mechanism to reproduce the symmetric behavior of a real robot.



Using **nominal value**



Experimental device

Powder brake

USB/RS485

Model released https://github.com/citbrains/GankenKun webots



Simplifying the bounding box

The bounding box consists of the minimum required to simulate the model. The total is 20, which can reduce the computational load of the model.



Overall bounding box

Leg bounding box(webots)

Leg (real)

Reduction of polygons

To simplify the model, we filled all hole shapes, used Autodesk Inventor's feature Shrinkwrap, replaced complicated forms with the cuboid, removed parts that are not related to movement.

Reduced computational load







Design model approx. 1,490,000 polygons

Reduction model approx. 7,500 polygons

Team website http://www.cit-brains.net/

HEROEHS Robot Model Presentation

RoboCup 2021 Virtual Humanoid Soccer Competition









I. Specification of ALICE



PH54-100-S500-R

XH540-V270-R

PH42-020-S300-R



I. Specification of ALICE

Computing Units	
NVIDIA Jetson AGX Xavier 32GB	
Intel NUC 10 th Core i5	
Type of Sensors	

- ZED stereo camera (It replace RGB cameras in webot)
- LORD IMU sensor (It separate Gyro and Accelerometer in webot)
- ROBOTOUS Force-Torque 6-axis sensors (It don't use Torque 3-axis in webot)
- SingleTact FSR CAL 15MM DIAMETER, 450N/100LB FORCE (It just use in webot)













II. Design of ALICE

ALICE Design Philosophy



- Female-type design determined through preliminary survey.
- A moderately human-like design that doesn't fall into Uncanny Valley.
- Implementing human-like curved design.
- A height of about 130cm that an adult person can look down on while feeling psychologically comfortable.

ALICE is designed to be a human-friendly robot.



II. Design of ALICE

Safety handle



- It can be hold easy by handler at emergency.
- It protects the computing units from direct collision.



II. Mechanical features of ALICE

Axial alignment and overcoming spatial constraints

- Using bevel gears to make legs slimmer.
- Using a gear train to align the two rotation axes at the ankle joint.
- Using a gear train to align the three rotation axes at the hip joint.







II. Mechanical features of ALICE

Standing up motion using the waist pitch joint



• ALICE can stand up using the waist pitch joint like a human does.

Searching motion using the waist yaw joint



ALICE can search widely and fast by using the waist yaw joint.



II. Mechanical features of ALICE

Curved legs for ROM expansion



It can move 80 degrees forward and 100 degrees backward.



- It is designed as wide as possible to increase the ZMP space.
- A lot of pockets make the feet light weight.
- Designed with a thin vertical frame to adapt well to soft grass.



IV. Proto model of ALICE

- Fully implemented visual model and beautiful coloring.
- A low-complexity collision model using geometric primitives.
- Reliable base pose preset by PROTO.

Alice3.proto	the Num of boundingObject		
SHAPE	VERTICES	COUNT	ALL
Capsule	130	12	1560
Cylinder	36	2	72
Box	8	35	280
SUM		1912	





PROTO model history







NUgus Virtual Model



Overview

RoboCup Worldwide 2021 was held virtually in simulation. As a participant, the NUbots team from the University of Newcastle created a virtual model of the NUgus platform for the Webots Simulation Environment. The process of converting the physical model to a virtual model required modifications to various parameters and values, to match the operation of the virtual model to the physical one in the real world as close as possible.

Mesh Implementation

To generate the mesh and define physical descriptions such as the mass and joints of the NUgus platform, the NUgus URDF was converted to a Webots PROTO file using the urdf2webots utility [1]. The NUgus URDF file is based upon the robot developed by the University of Bonn in collaboration with the Germany company igus® GmbH in 2015 [2].

To improve simulation performance, the collision boxes of the virtual model were constructed from Webots geometric primitives. These bounding boxes maintain the general structure of the NUgus model and ensure all joints still have their full range of motion.



Accelerometer and Gyroscope

Webots accelerometer and gyroscope sensor nodes are used to model the NUgus robot. Both simulated devices are modified to represent the *LIS331DLH* [3] and *L3G4200D* [4] devices respectively, to a satisfactory level of accuracy. The adjustable parameters of the accelerometer and gyroscope sensor nodes are modified to match the physical NUgus platform.

The resolution of the accelerometer and gyroscope is calculated by:

$$resolution = \frac{size}{4}$$

Accelerometer	Gyro
$\frac{78.48}{4095} \approx 0.01916$	<u>17.45</u> 4095

A lookup table (LUT) is used to indicate how values measured by Webots are mapped to values returned by the sensor.

Noise values are calculated using the following equation for both sensors.

noise min =
$$\frac{sta}{min + D}$$

noise max = $\frac{sta}{max + D}$

LUT for Accelerometer

Measured Value $[m/s^2]$	Return Value $[m/s^2]$	Noise [%]
-39.24	60.76	0.000704
39.24	139.24	0.000307

LUT for Gyroscope

Measured Value [rad/s]	Return Value [rad/s]	Noise [%]
-8.72665	91.238	0.0001151
8.72665	108.72	0.000096541

of range 1095

scope

 $\frac{33}{-} \approx 0.0042621$

ddev DC offset

ddev DC offset



Motor Implementation

The arms and head of the NUgus robot use Dynamixel MX64AR servos, with two in each shoulder, one in each elbow, and two in the neck. The legs use Dynamixel MX106 servos, with two in each ankle, three in each hip, and one in each knee.

In Webots, all the active joints are implemented using *HingeJointWithBacklash*. The backlash parameter supplied in the Dynamixel data sheet is 0.33° (approx. 0.0058 [rad]). However, a value of 0.01 [rad] was used, due to the limitations of modelling small backlash values in Webots.

As the physical NUgus robot operates at roughly 14v, the voltage parameters for the Dynamixel motors are set to 14.8v in Webots.

Motor Type	Parameter	Variable Name	Value
MX106	maxTorque	MX106-torque	10.00
MX106	maxVelocity	MX106-vel	5.76
MX106	dampingConstant	MX106-damping	1.23
MX106	staticFriction	MX106-friction	2.55
MX64	maxTorque	MX64-torque	7.30
MX64	maxVelocity	MX64-vel	8.17
MX64	dampingConstant	MX64-damping	0.65
MX64	staticFriction	MX64-friction	1 73

The Dynamixel motors use a 12-bit rotary encoder. For each motor, a *PositionSensor* is used with a resolution of 0.0015.

Camera Implementation

In the physical robot, there are two FLIR BlackFly S BFS-U3-13Y3C-C cameras [5] with Lensation BF10M19828S118C lenses [6]. Due to the lack of full spherical lens support in Webots, the lenses are implemented with rectilinear projection.

The field of view is reduced to $\frac{\pi}{2}$ since the rectilinear lens cannot support a field of view of more than $\frac{2\pi}{3}$ and values between these had an undesirable zoom effect.

The resolution of the cameras is 640x480px. On the physical robot the resolution is 1280x1024px, however this value was lowered due bandwidth limitations.

Noise has been set to 1e-9 as there is little noise on the physical cameras. Motion blur is set to 10, as the physical cameras run at 100fps, with very little motion blur. Since rectilinear projection is being used, the spherical field and lens parameters are set to their defaults. The lens of the real camera has a fixed focus, so focus parameters are left at their default values. The focal length is set to 1.98mm, the focal length of the physical cameras.

References

2015. accelerometer. gyroscope.







[1] Cyberbotics. (2020) urdf2webots. [Online]. Available: https://github.com/cyberbotics/urdf2webots

HumanoidOpenPlatform [2] P. Allgeuer, H. Farazi, M. Schreiber and S. Behnke, "Childsized 3D printed igus humanoid open platform", IEEE-RAS 15th

International Conference on Humanoid Robots (Humanoids),

[3] STMicroElectronics: MEMS digital output motion sensor ultra low-power high performance 3-axes "nano"

https://www.st.com/resource/en/datasheet/cd00213470.pdf [4] STMicroElectronics: L3G4200D: three axis digital output

https://www.elecrow.com/download/L3G4200AN3393.pdf [5] FLIR: BlackFly S BFS-U3-13Y3C-C: Camera http://softwareservices.flir.com/BFS-U313Y3/latest/Model/spec.html [6] Lensation: Lensagon BF10M19828S118C: S-Mount lens https://www.lensation.de/pdf/BF10M19828S118C.pdf



nubook.nubots.net

SAHR

(Starkit Autonomous Humanoid Robot)

Origin

SolidWorks -> URDF -> Proto



OnShape model



Simplifying hands







Simplifying head







Bounding Objects







Power







PowerBoard





Battery

Almost 6% of robot weight



Servos

8 Dynamixel MX64-AT (head, arms)

12 Dynamixel MX106-T (legs, shoulders)

Voltage 14.8V





DXLBoard

Accelerometer (MPU-6050), Gyro (MPU-6050), Change sensor range inside the proto, PCB texture :)





ForceFoot

8 touch sensors (HL-703 Strain gauge with HX711 ADC)

Redesign of Rhoban ForceFoot (add 3d printed cover)



Cameras

Stereo pair of 2 FLIR BlackFly S

resolution: 1440x1080 720x540

Wideangle cameras (1.762 FOV)

Lens:

center 0.5 0.5

radialCoefficients -0.26 -0.26

tangentialCoefficients 0 0





Materials

Brushed aluminum, Carbon fiber, Plastic



