

Mobility 2

DoFs, Wheels, and Wings

Many slides adapted from slides © R. Siegwart, ETH Zürich – Autonomous Systems Laboratory

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Today

- Last time: walking and wheels (mostly)

Today:

- More DoFs, roll/pitch/yaw
- More mobility terminology
 - A bit more about wheels and treads
- Wings/propellers
- Other mobile actuators
- Walking wheels, passive flight, swimming, ...

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Degrees of Freedom (formally)

- DoFs: the number of independent parameters that define the state of a physical system.
 - Fine, but it underdefines "state"
- In robotics: any of...
 - The number of independently controlled actuators.
 - Possible changes of orientation of some set of parts:
- Now includes "the whole robot"
- Orientation, in 3-space: Pitch, yaw and roll
- Translation (position change): x, y, z

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Pose DoFs: Pitch, Roll, Yaw

https://en.wikipedia.org/wiki/Six_degrees_of_freedom

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More About Omni Wheels

- Swedish (Mecanum, Ilon, Omni) wheel
 - Three degrees of freedom
 - Rotation around the (motorized) wheel axle, (sometimes motorized) rollers, contact point

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Omni Movement

- Alternating left and right-handed rollers
 - Wheel applies force at right angles to the wheelbase diagonal
 - Can move in any direction by varying speed, direction of rotation of each wheel
- Types of motion
 - All four wheels in same direction: forward or backward
 - Wheels on one side opposite to other side: rotation
 - Wheels on one diagonal direction to wheels on other diagonal: sideways movement

https://en.wikipedia.org/wiki/Mecanum_wheel

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More Characterization

- Maneuverability
 - How many different maneuvers a robot can do
 - "An act or instance of changing direction"
 - "To change the position of by a maneuver"
 - "To steer in various directions as required"
- Controllability
 - How easy it is to get the robot to do what you intend
 - Mechanically: e.g., slippage
 - Programmatically: e.g., 4 independently controlled wheels moving in unison
- Maneuverability / controllability are \approx inversely correlated

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Treads, Slip and Skid

- Great at moving heavy things
 - Lots of support
 - Even over bad terrain
- Treads are "wheels" with large surface contact
 - Violate the "point contact" assumption
- Q: How do you turn a tank?
 - What's the difficulty?
- A: Rotate treads opposite directions
 - How can this work?

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Treads, Slip and Skid

- Tradeoffs?
 - Friction on flat surfaces (= inefficiency)
 - High torque requirements
 - Tread wear
 - Terrain damage
 - Odometry

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Walking Wheels

- Active or passive
- Roll and lift/release
- Roll and rollover

Halluc II, Chiba Inst. Of Tech.

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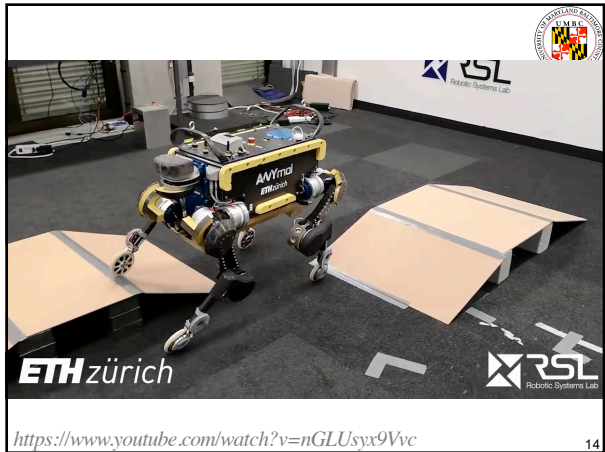
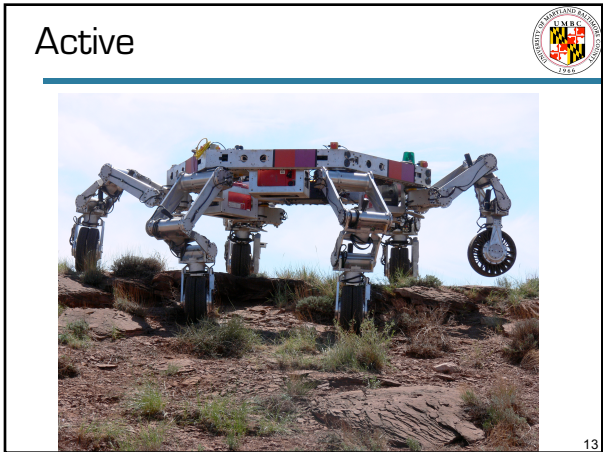
Passive: the Shrimp

- Passive locomotion on rough terrain
- 6 wheels
 - One fixed wheel in back
 - Two bogies on each side
 - Front wheel, spring suspension
- \approx 60 cm long, 20 cm tall
- Highly stable in rough terrain
- Climbs obstacles up to 2x wheel diameter

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Shrimp "Walking"

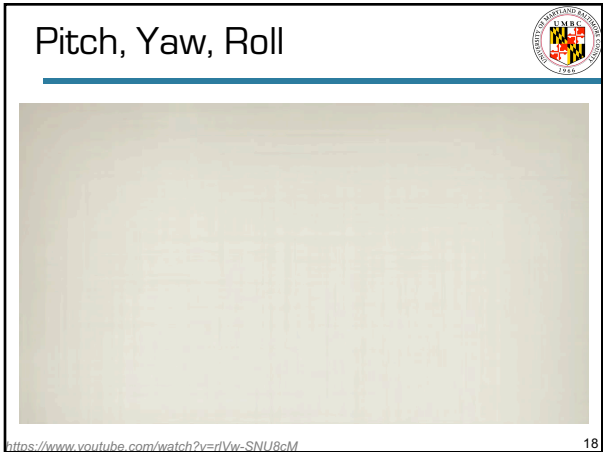
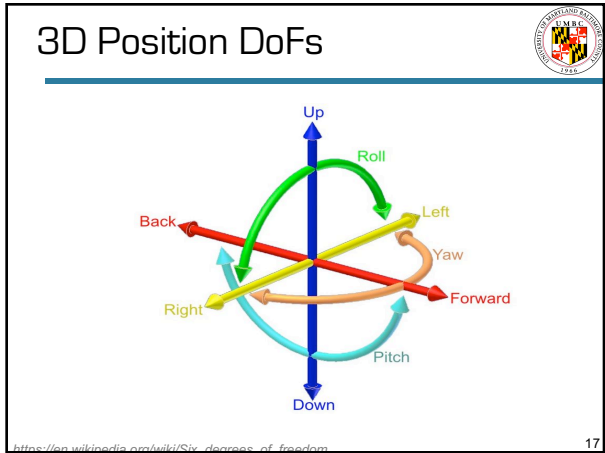
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Flying

- Advantages
 - Rough terrain
 - Ground-inaccessible areas
 - Z-axis maneuverability
 - High-up perspective for mapping & sensing
 - Flying is cool
- Disadvantages
 - Control problems
 - Z-axis controllability
 - Weight & scaling laws
 - Flying is dangerous

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Types of Flyers

- Fixed wing (sometimes flaps)
- Flapping wing
- Rotors/props
 - Axial (single)
 - Coaxial (reversed)
 - Tandem (two non-coaxial)
 - Quadcopters (+)
- Lighter-than-air

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Disadvantages

- Fixed wing (sometimes with flaps)
 - Aerodynamics change drastically when miniaturized
 - Forward-only flight
- Flapping wing
 - Complex movements not perfectly understood
 - Scaling laws, wingspan, flapping speed
 - Hovering possible but not guaranteed
- Lighter-than-air
 - Slow, subject to wind and air conditions, temperature sensitive
- Rotors/props
 - Dangerous and/or fragile if contacted

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Quadcopters

- Most popular for small robots
- Advantages
 - Hovering
 - VTOL
 - Maneuverability
 - Simple construction
 - No tilt-rotors
- Disadvantages
 - Stabilization & control
 - But, largely automated now
 - Fragility (rotors)



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Scaling

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The Square-Cube Law

- Volume increases as a cube function, but support area increases as a square function
- How much weight is each cube supporting?

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The Square-Cube Law

- Wings = area, weight = volume

Volume:
Area/face:
Force/cube:

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Scaling

- The upshot: if you just make something bigger, the material must do more work (be stronger)
- Implications
 - For miniaturization
 - For power
 - For heat dissipation
 - For structural strength

	Small	Large
Area	54	150
Volume	27	125
A:V Ratio	2	1.2

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Wings and Scaling



- What we care about: **lift**
 - Upward-acting force on a wing
 - Opposes gravity's pull on mass (holds robot up)
 - As well as various friction forces
- Factors producing lift
 - Wing area: directly related
 - Flap speed: indirectly correlated
- Scaling
 - Wingspan/speed scale logarithmically with mass



<https://www.thespruce.com/bird-wing-parts-387365>

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Mobile Efficiency



- **Cost of transportation** – how much energy to move the robot itself?
- “Best” depends heavily on terrain and task
 - On flat terrain: tires
 - On uneven or soft terrain: legs
 - Hovering in still air: blimps
 - For fast flight: wings
 - For material efficiency: fixed wings
 - In water: swimming or propulsion
 - And so on...

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Transportation Costs



- Leg lift and carry
- Deceleration
- Contact friction
- Internal friction
- Damping
- ...

Next time:
Sensors!

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