Co-exploring brain and body, in the field

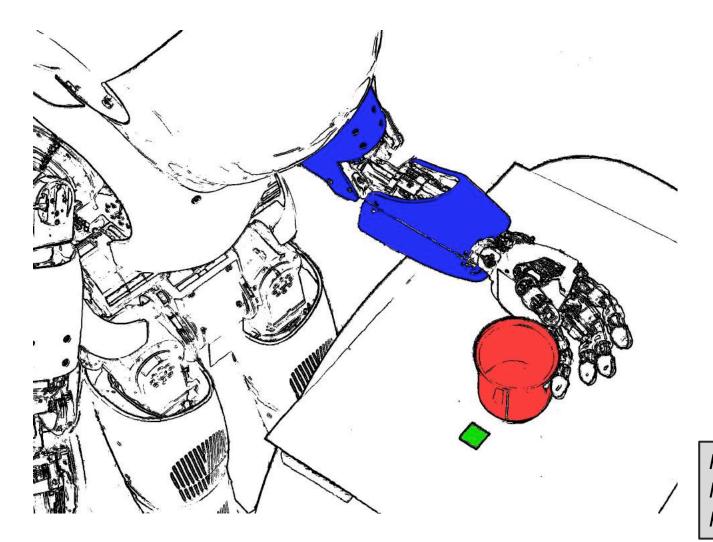
Martin F. Stoelen, PhD Lecturer in Robotics



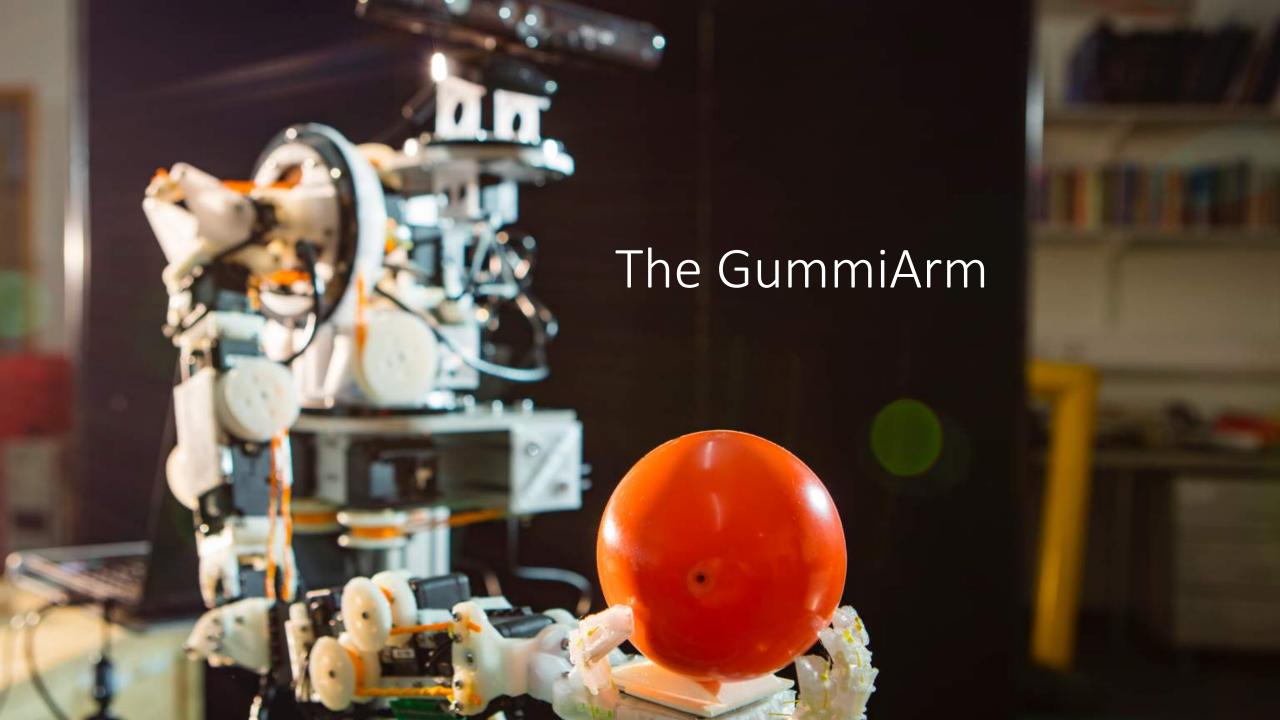
Centre for Robotics and Neural Systems (CRNS)

Plymouth University

A developing mind requires a robust body...

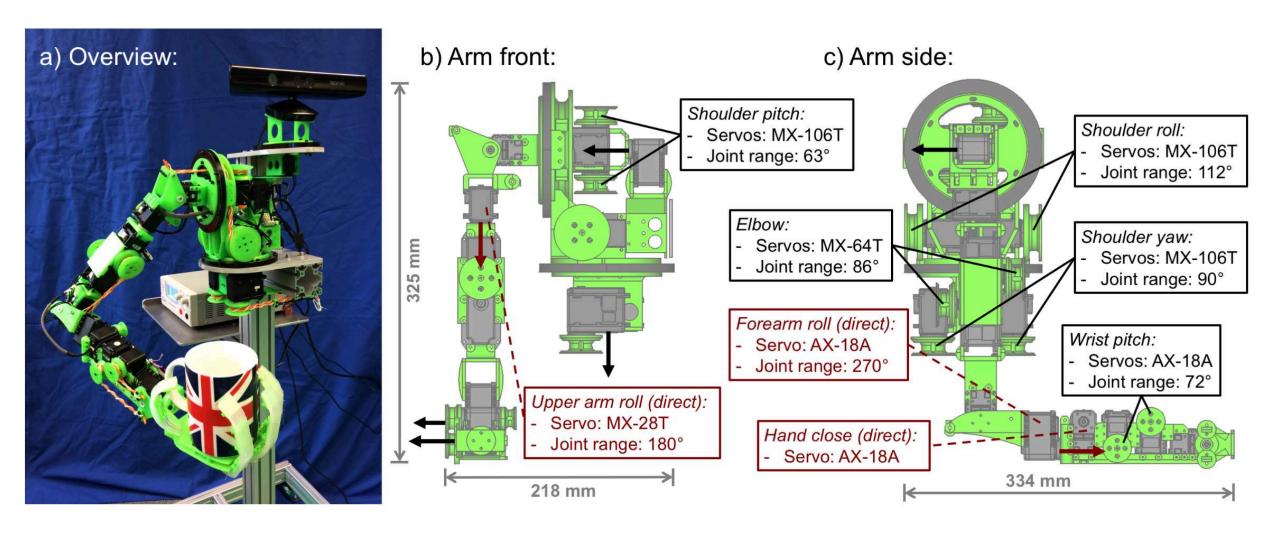


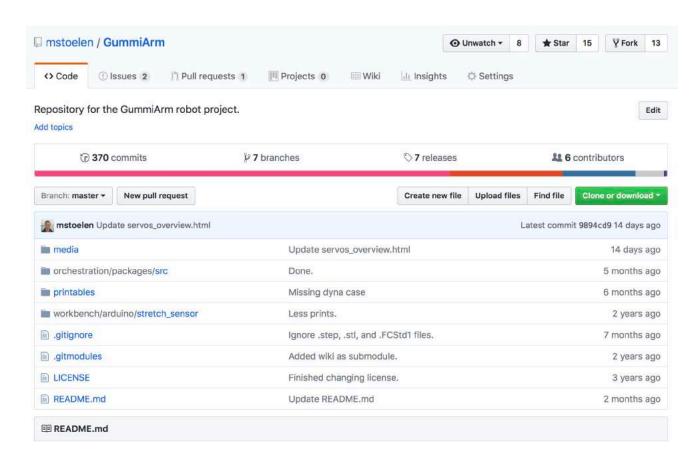
Part of the **DeCoRo** Marie Curie Intra-European Fellowship at Plymouth (Stoelen & Cangelosi)

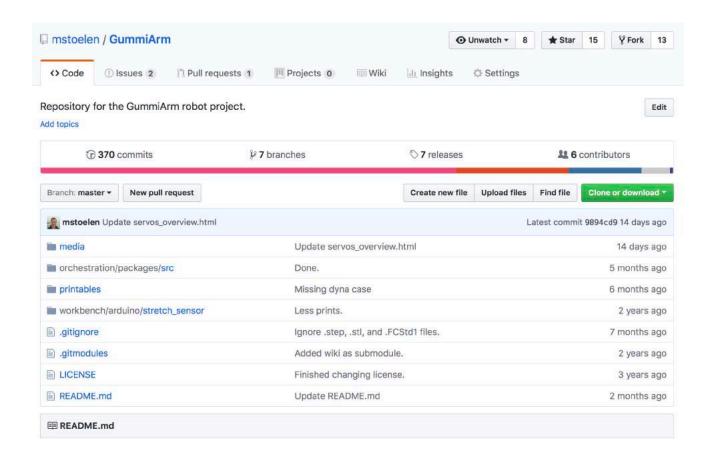


The GummiArm (a while back...)

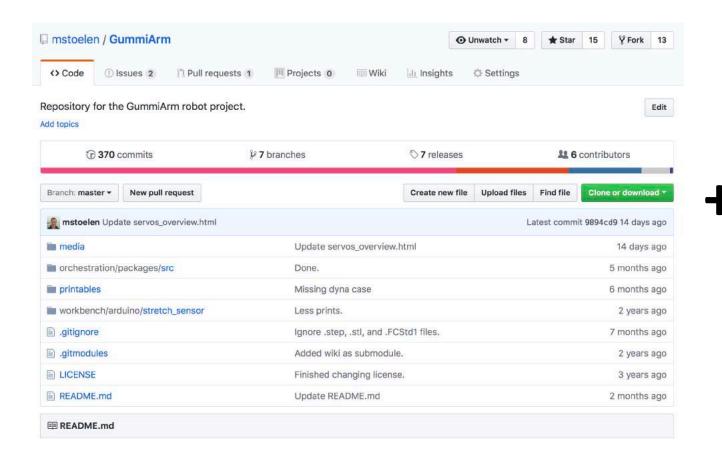


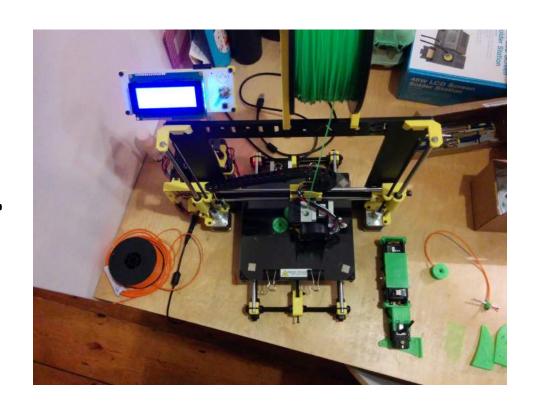




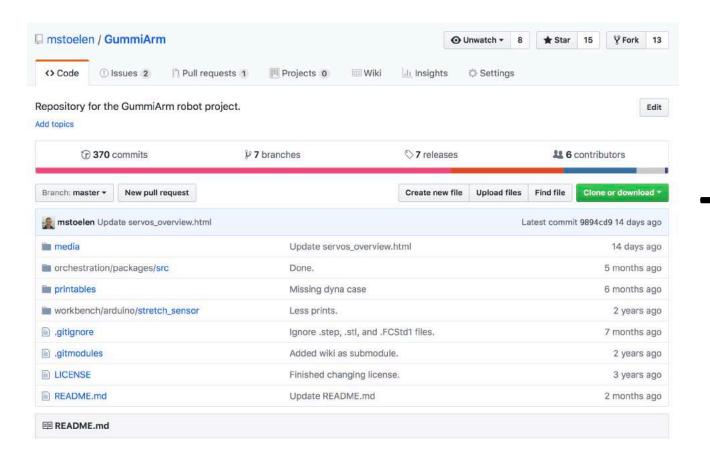


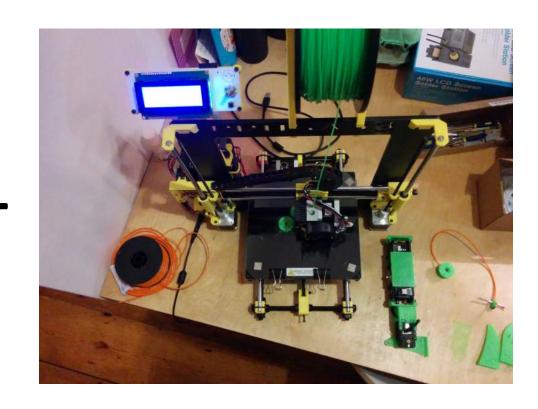
https://mstoelen.github.io/GummiArm/





https://mstoelen.github.io/GummiArm/





Towards replicable robot experiments? (Bonsignorio, Hallam, del Pobil, 2007)

https://mstoelen.github.io/GummiArm/

Detailed IKEA-style build instructions

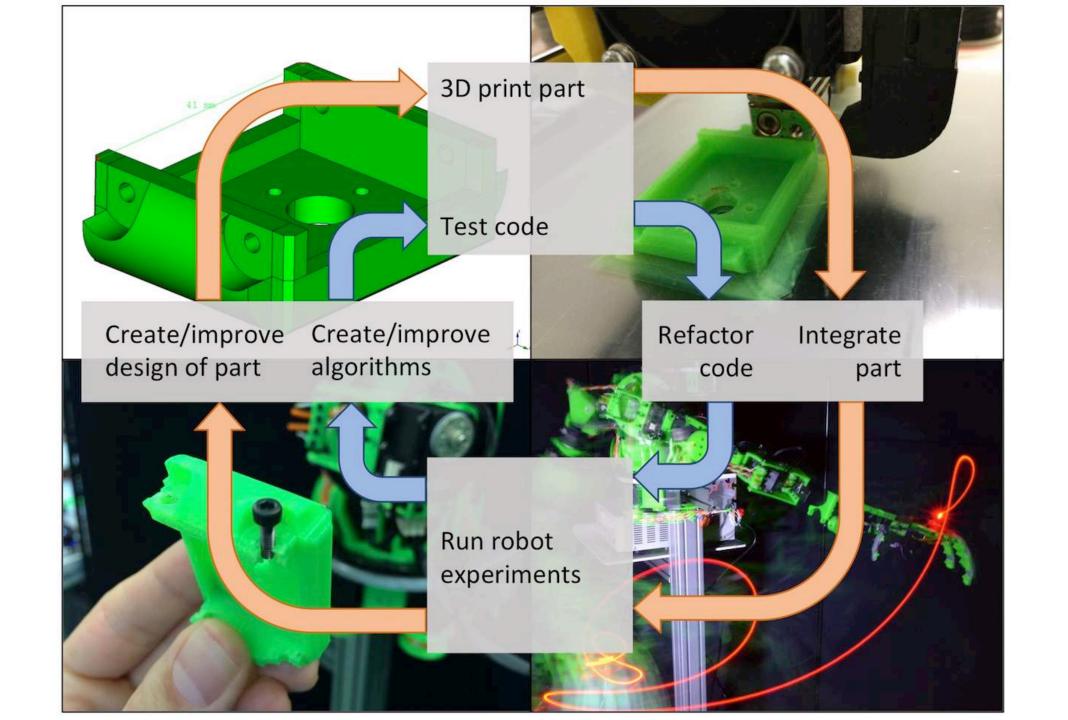
Lower arm

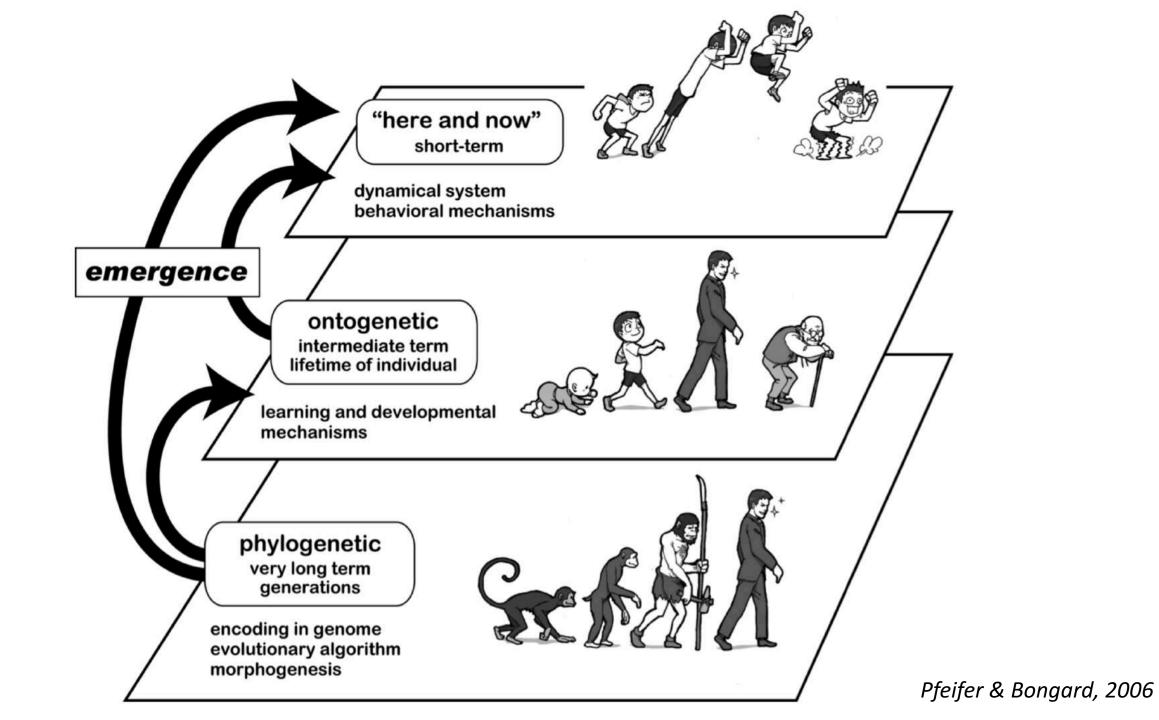
Required:

- 1.82x M2x8mm screws
- 2.74x M2 washers
- 3. 80x M2 nuts
- 4. 6x M2.5x12mm screws
- 5. 6x M2.5 nuts
- 6. 4x M2.5 washers
- 7. 1x M3x10mm with bearing bushing
 - 1. Screw the two elbow parts on servo 21 with M2x8mm. (Figure 1)
 - 2. Screw now the same servo to the lower plate but upside down and put a M2.5 nut in this plate. (Figure 2 and 2.5)
 - 3. Fix all the AX-18 and the AX-12 at the end of the forearm with the reinforcement plastic parts with M2x8mm. (Figure 3 and 3.5)
 - 4. Fix the wrist thank to the M3x10mm and M2x8mm screws. (Figure 4 and 4.5) 5. Fix the prepared wheels on the two middle servos and fix the muscles underneath the wrist's muscle fixer (M2.5x12mm). (Figure 5 and 5.5)









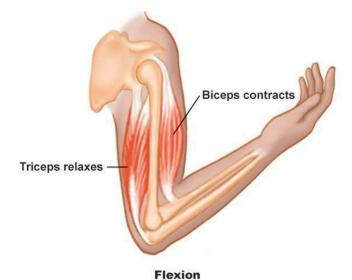
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Three constituents	Ecological niche (environment), tasks, and agent must always be taken into account
Complete agent	Complete agent must be taken into account in design, not only isolated components
Parallel, loosely coupled processes	Parallel, asynchronous, partly autonomous processes, largely coupled through interaction with environment
Sensory-motor coordination	Behavior sensory-motor coordinated with respect to target; self-generated sensory stimulation
Cheap design	Exploitation of niche and interaction; parsimony
Redundancy	Partial overlap of functionality based on different physical processes
Ecological balance	Balance in complexity of sensory, motor, and neural systems; task distribution between morphology, materials, control, and interaction with environment
Value	Driving forces; developmental mechanisms; self-organization

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Rubbery agonist-antagonist joints



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^{*} Recreus filaments: http://recreus.com/en/

Rubbery agonist-antagonist joints





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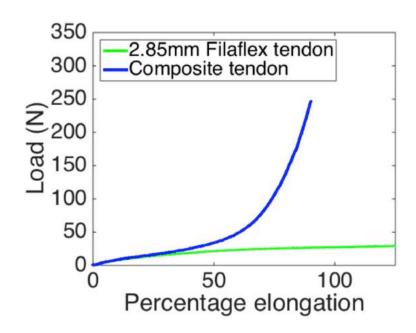
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Rubbery agonist-antagonist joints



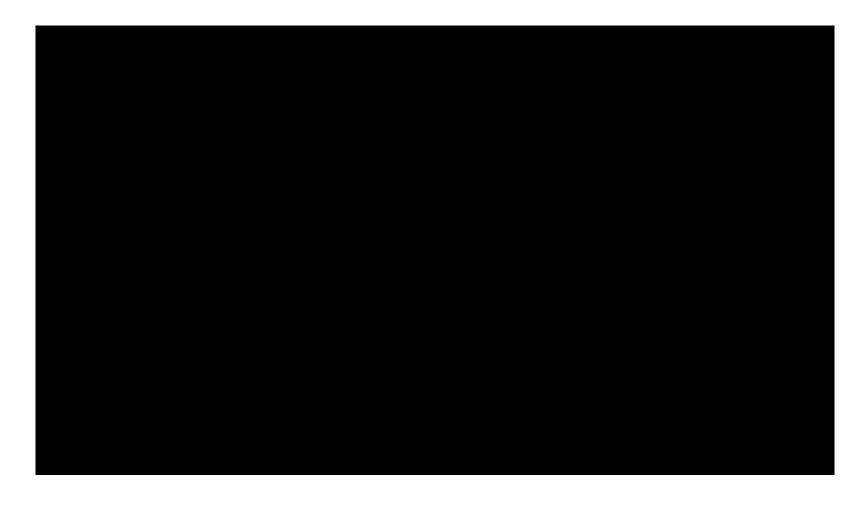


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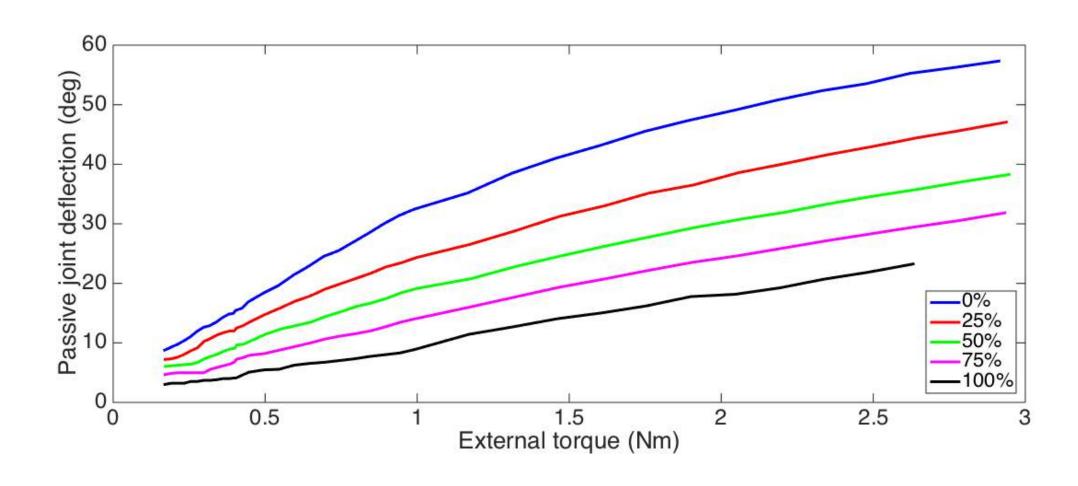


^{*} Recreus filaments: http://recreus.com/en/

3D printed, but not necessarily fragile

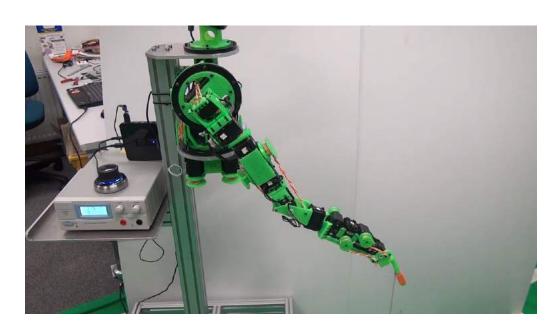


Stiffness varied through co-contraction



But also intrinsic damping...

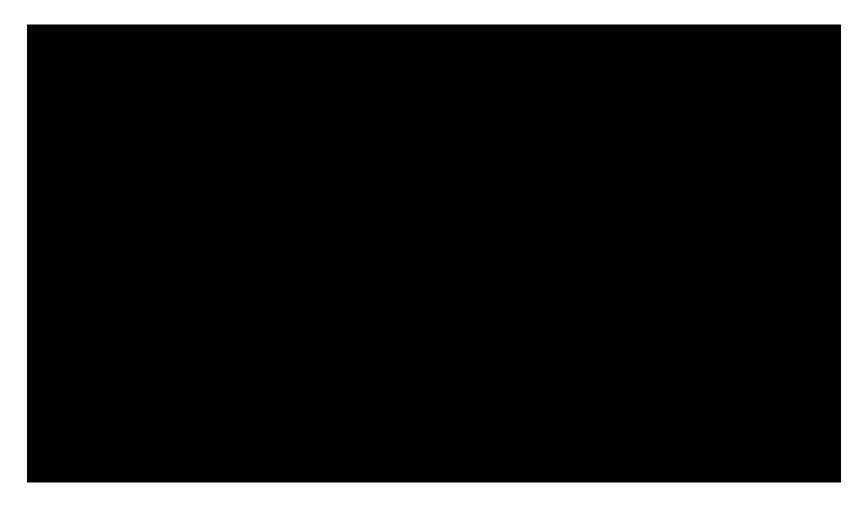
20% co-contraction:



100% co-contraction:

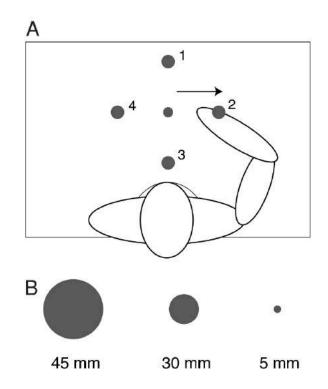


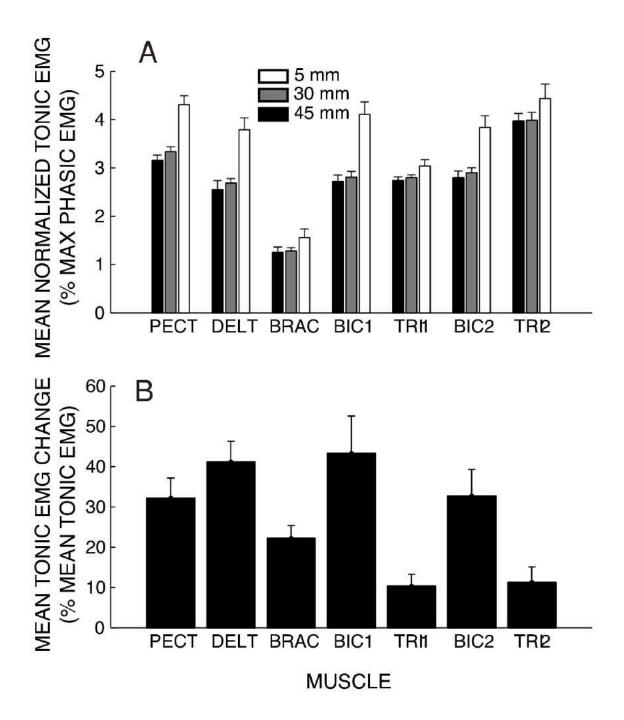
Varying stiffness simplifies physical interaction



https://youtu.be/QEHxqkwRZZE

Co-contraction used to stabilize human movement



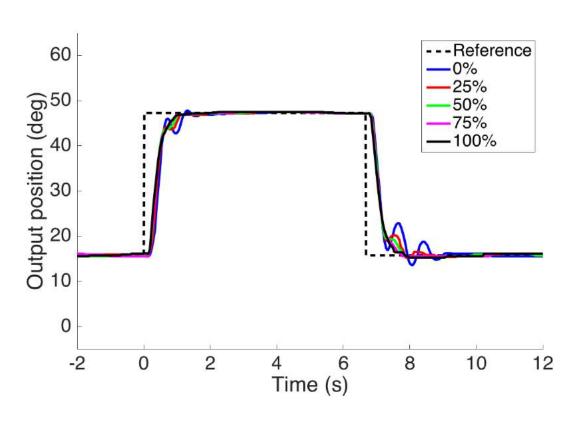


Gribble et al., Journal of Neurophysiology, 2003



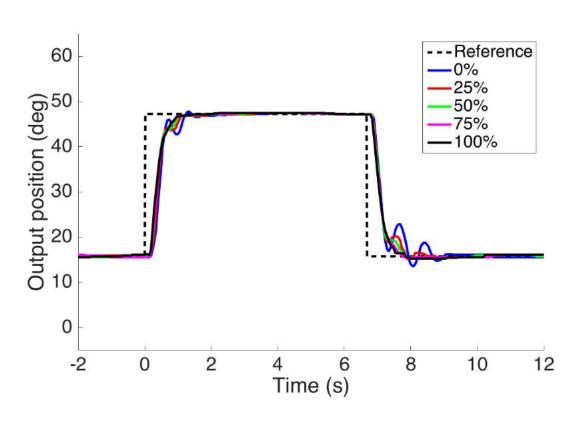
Good response even when starting "loose"

Good response even when starting "loose"



Feedback control only

Good response even when starting "loose"



-Reference 60 -0% 25% Output position (deg) 50% 75% -100% 10 12 8 Time (s)

Feedback control only

Ballistic/feedback control

Summer 2017:

The GummiAnkle

Colombian School of Engineering

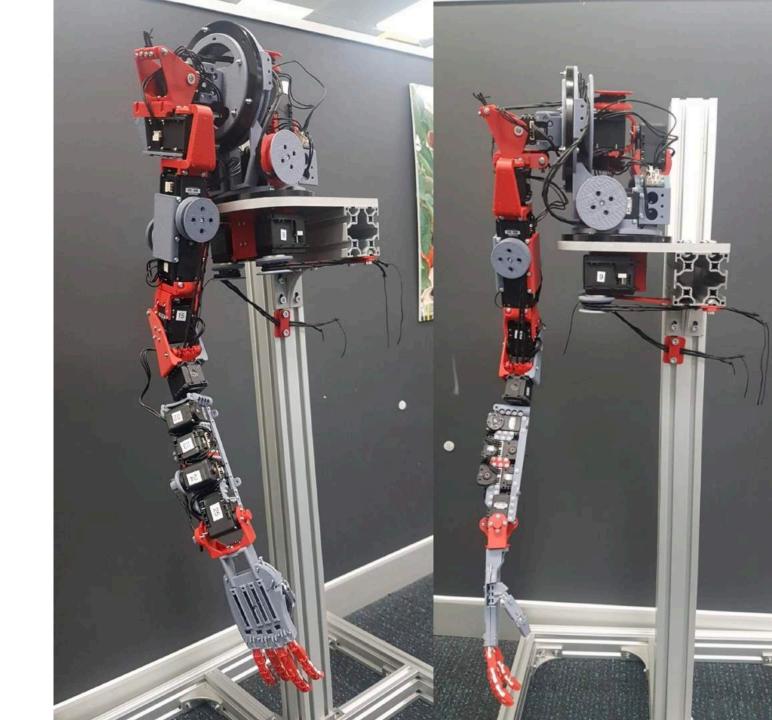


https://youtu.be/UCxaTdZbExs

November 2017:

1st Australian clone

Australian Centre for Robotic Vision (QUT)





Most crops sold fresh still harvested by hand







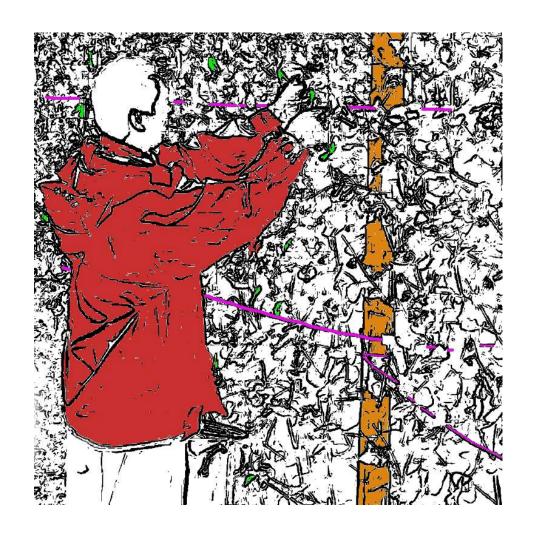
We need soft + precise robots in the field!

Sensory data will be noisy...



And ambiguous...





^{*} Zinn et al., The international journal of robotics research, 2004

Collisions with obstacles

- Hard to prevent 100%
- E.g. wooden poles



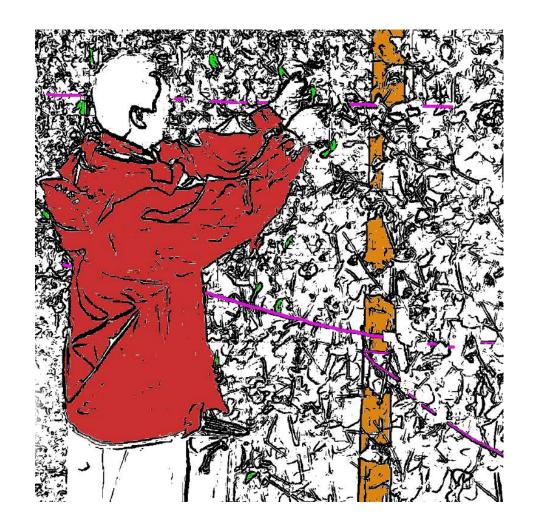
^{*} Zinn et al., The international journal of robotics research, 2004

Collisions with obstacles

- Hard to prevent 100%
- E.g. wooden poles

Working alongside humans

- Head Injury Criterion*
- Cutting mechanisms a risk



Collisions with obstacles

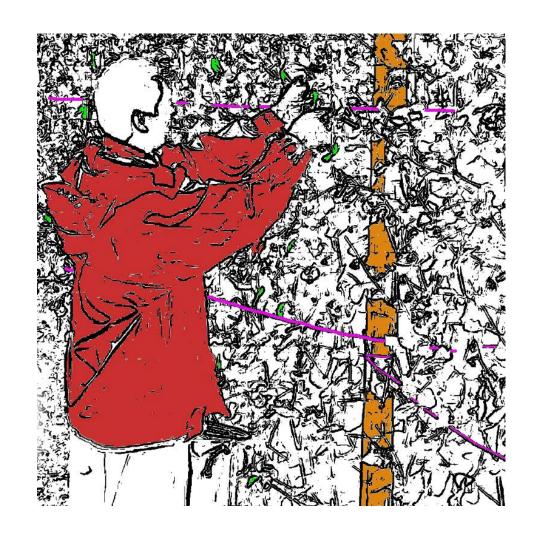
- Hard to prevent 100%
- E.g. wooden poles

Working alongside humans

- Head Injury Criterion*
- Cutting mechanisms a risk

Entanglement risks

- Cords
- Branches/stems



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Agent design principles

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China Robot Harvest project

Agri-Tech in China Newton Network+ (ATCNN), UK

With thanks:



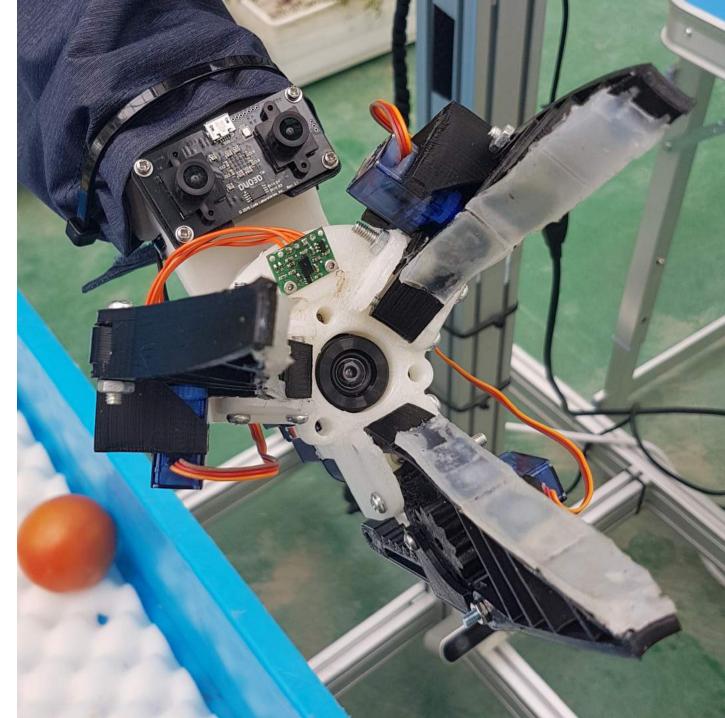


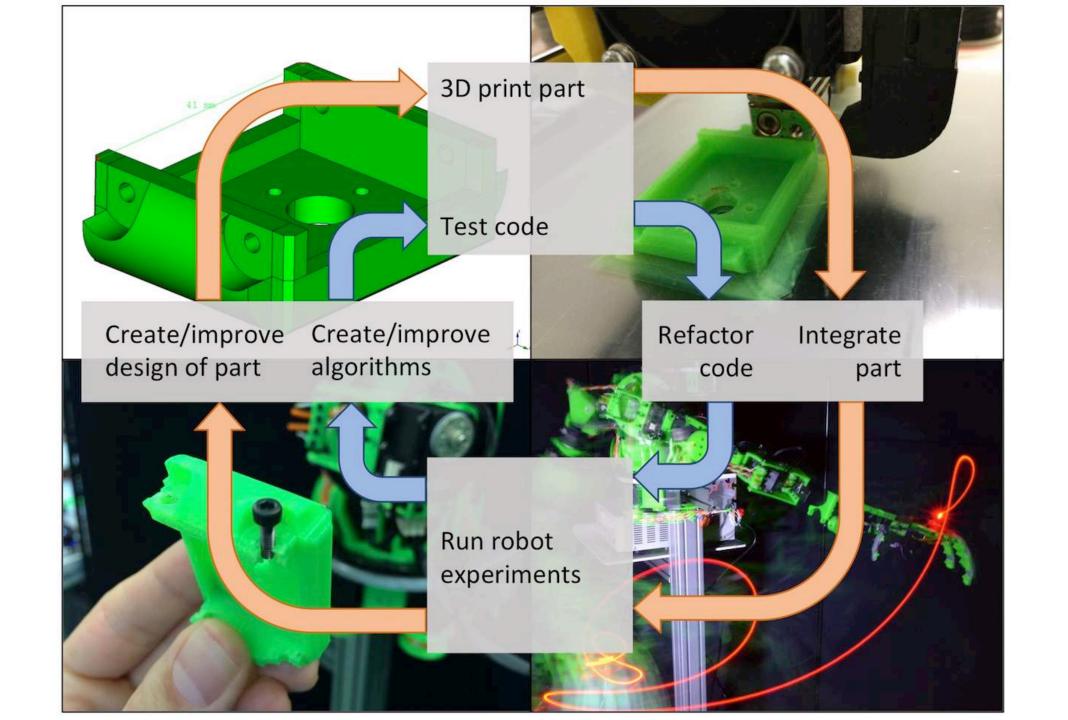














Questions?

