Rethinking Multi-Legged Robots: Passive Terrain Adaptability through Underactuated Mechanisms and Exactly-Constrained Kinematics

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This project seeks to thoroughly examine underactuated mechanisms in multi-legged robots for rough terrain, working towards drastic performance improvements by parting with over-constrained kinematics and complicated redundant control schemes in favor of designs that are passively stabilized due to their large-scale mechanical adaptability and exactly constrained kinematics.

Main research directions:

- Investigate the necessary degrees of freedom and actuation for passive adaptability to rough terrain
- Explore mechanisms that provide adaptability without compromising stability or performance
- Gait synthesis and control framework for continuous locomotion with limited intrinsic and extrinsic sensing

Current Approach:

- Use underactuated prismatic legs
- Let gravity actuate them, passively contouring to the ground
- Lock the legs after ground contact

Broader Impacts:

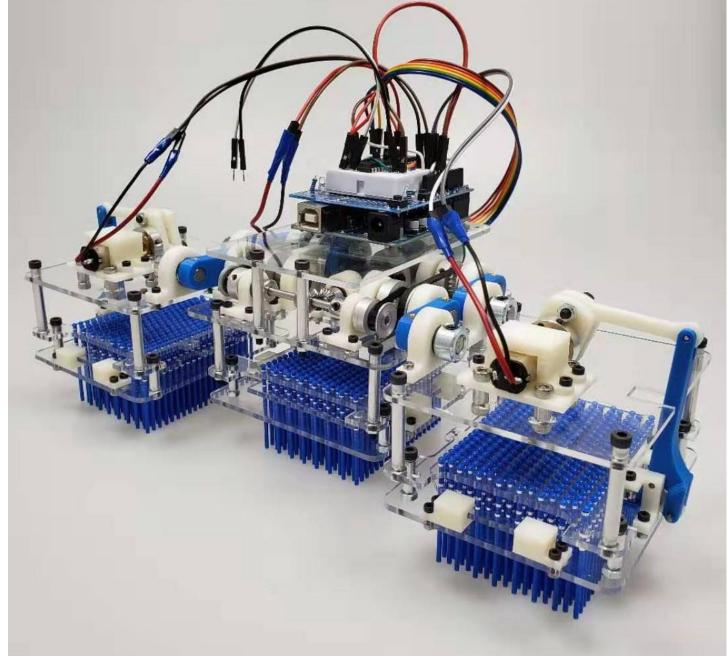
- Robust, low cost, and low power deployment in unstructured environments
 - Search and rescue
 - Exploration in natural environments
- Additional applications in non-robotic vehicles

Main Progress since last year:

- - Minimal force to retract the legs



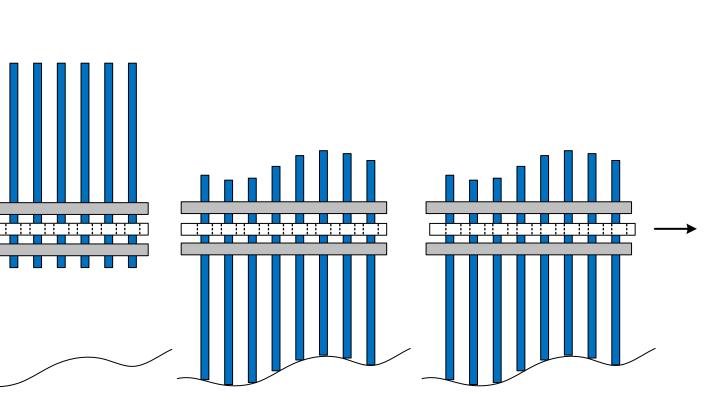


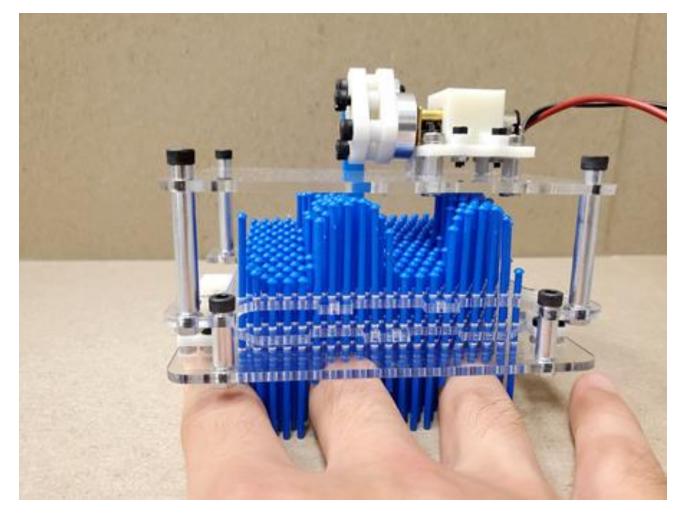


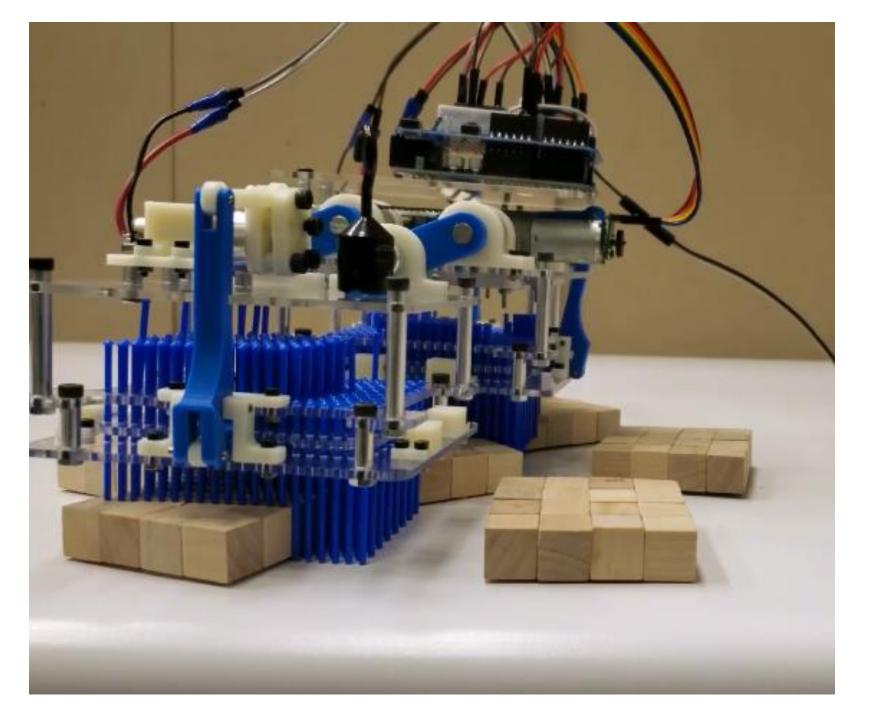
Examined concept of "drop and lock" legs

Passively contour to the ground, then locking to support the load of the robot

Forward motion and steering done with decoupled additional actuation







Award ID#: IIS-1637647

