

ABSTRACT

A large volume of recyclable material is continually placed in landfills, despite modern recycling efforts. In order to create an effective way of recovering such material, we have designed and manufactured an ant-like robot with the potential to do so. The robot is equipped with the capacity to navigate through the uneven terrain of a trash heap with the ability to lift objects greater than its own weight. The robot is also designed with the intent of becoming part of a swarm to more effectively work over a large area, mimicking an ant colony.

PROJECT GOALS

Design a hexapod robotic platform capable of high mobility and a full range of motion, equipped with the ability to lift and move objects up to twice the robot's weight



Completed Robot

BACKGROUND

- Ant localization for developing "home" vector
- Cooperative action to perform tasks such as large object lifting or gap bridging
- Swarm interaction for optimal item recovery
- Path following and optimization via pheromone secretion
- Gait synthesis to accurately mimic natural movement
- Indirect leg joint actuation for increased agility

DESIGN SPECIFICATIONS

- Biologically-inspired ant design
- Six legs, 3 DoF per leg
- Weight: ~6 lbs
- Lifting capacity: 2 times body weight
- Operational Life: 30-45 minutes
- Body size: 15 inches long
- Speed: 2 body lengths per second
- Basic swarm capabilities



ROBOTICS, AUTOMATION, AND MECHATRONICS LABORATORY

AEACUS: ANT-LIKE ROBOTIC PLATFORM

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MECHANICAL DESIGN	KIN
 Separated into four, modular subsystems allowing for easy assembly, disassembly, repair and modification: 1. Pulley-driven legs to reduce weight, reduce power consumption and increase payload 	• Di •
Two degree of freedom neck for object manipulation and mounting sensory system	●
 Movable tail for use as a counterbalance when holding a payload 	• Ga
 Central body to connect subsystems and house electronics 	•



Rendered CAD Model of Robot



FEA Analysis of Shoulder Joint



FEA Analysis of Leg Assembly



CAD Model of Pulley Guidance Tubes

IEMATICS AND GAIT SYNTHESIS

ifferent gaits for varying terrain and goals

- Tripod gait: three legs moving at a time for maximum speed
- Wave gait: one to two legs moving balances speed and stability
- Non-periodic: legs moved individually for maximum stability in tough terrain
- Bait controller computes necessary joint positions nd velocities
- Simplifies input parameters to direction and speed
- Control body orientation and ground clearance



FEA Analysis of Body Plate

CAD Model of Leg Assembly



Gumstix Overo FE COM

MARKETABILITY



FUTURE DEVELOPMENTS

- sensitive fluid
- Custom battery pack and power management unit Automatic load balancing and tail control
- - Compliance in lower leg to improve foot placement



CONTROL ARCHITECTURE

 Master controller: Gumstix Overo FE COM High-level motion computations • Texas Instruments OMAP3530: ARM Cortex-A8 Onboard DSP and GPU • 802.11bg WiFi, Bluetooth • Slave leg controllers: Custom Design Microchip PIC18F26K22 • 3 independent H-bridge motor drivers Current and position feedback Used to lighten the computational load on and reduce the number of inputs to the main controller

Controllers communicate over RS-485 bus



Custom Motor Controller

 Landfills for separating recyclables Cities for litter clean up

• Cheap, disposable units to be used in large swarms Rapid deployment into uneven terrain

• Search and rescue

Cooperative payload transportation

 Mobile sensor network deployment for disaster relief IED removal from remote locations

National Park / beach cleanup

 Lighter, stronger molded plastic parts Development of artificial pheromone system using IR