



Manipulation vs. Locomotion

NSF Workshop: Locomotion and Manipulation

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Boston Dynamics



- Juggling circa 1995
 - Hybrid controller selection to bring ball to rest (sequential composition)
- Spot robot “kick recovery” circa January 2015
 - Hybrid controller selection to bring the robot to a stand

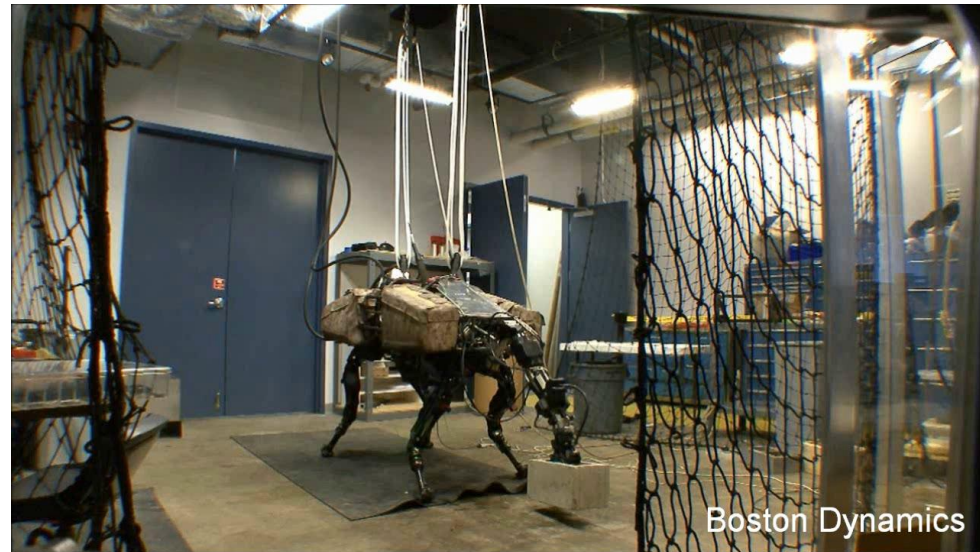


- Dynamic full body manipulation
 - Increased Workspace: ‘Reach the top shelf’
 - Increased Strength: ‘Lift with your legs’
 - Increased Velocity: ‘Step into the throw’
- Requires coordinated motion of dynamic high DoF systems

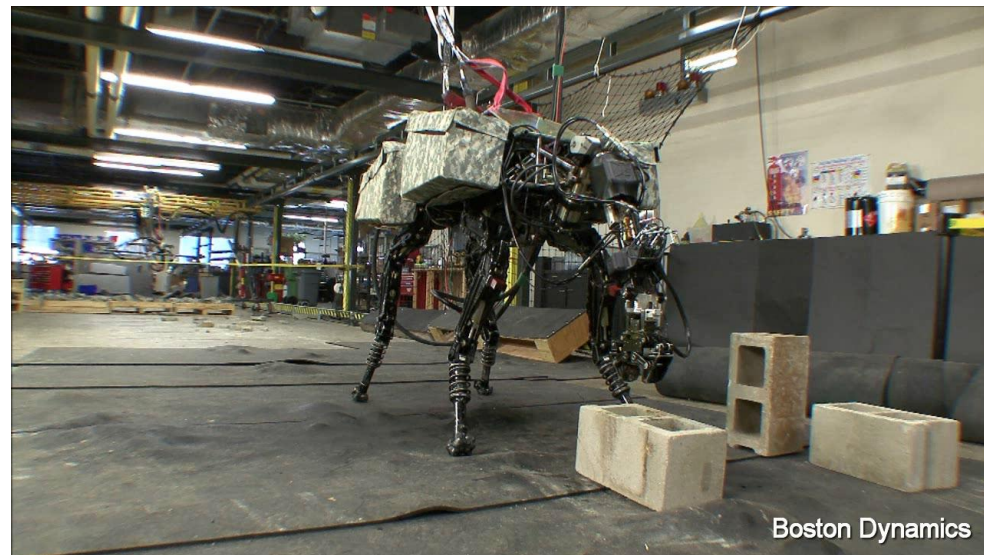




- Arm payload 6.8 Kg
- 16.5 Kg Dynamic lift



- “Arm” throw 2.9 m
- Full “body” throw 5 m
- Step into and recover after throw
- Arm-body-leg coord.

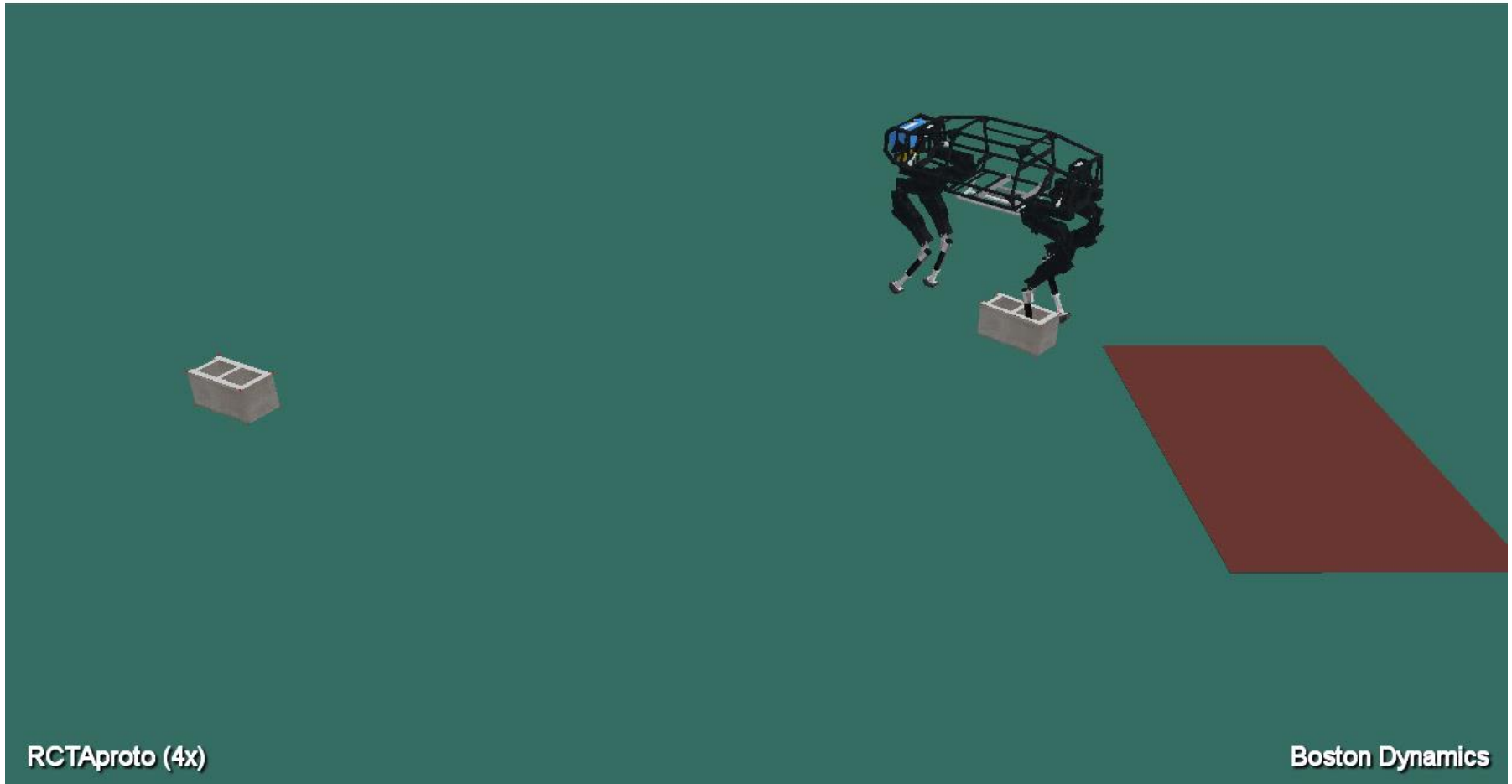


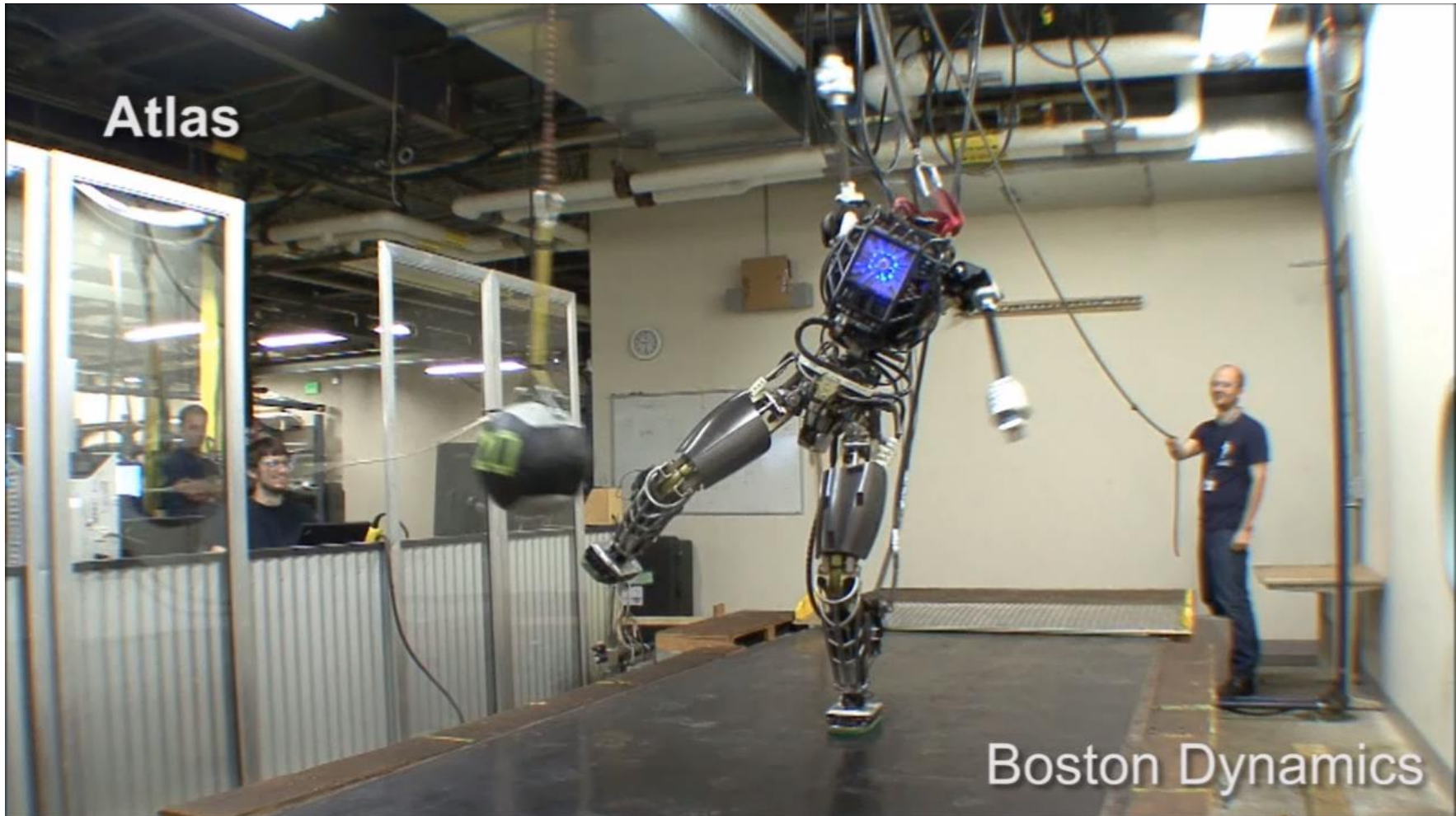


- Conjecture:
The distinction is dynamics not kinematics
 - Both have plenty of non-holonomic constraints
 - Interesting when operating near performance limits
 - Dynamics and performance limits may not be dual
 - Inertia of arm/hand to payload vs. leg/wheel to body
 - Force constraints depend on kinematics and contact state
 - Other “inconsistencies”
 - Periodic vs. episodic behavior
 - Intermittent vs. continuous contact
- What about
 - Mobipulation, Full Body Dynamic Manipulation, Legipulation?



- When is a leg an arm or a foot a hand?

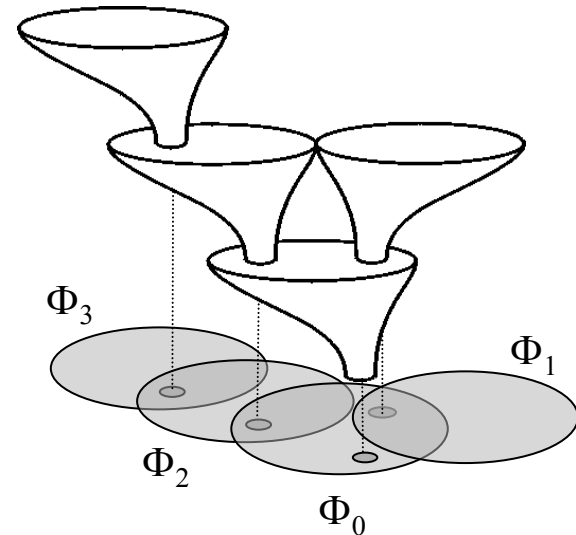




- Is there a dual for this?



- Build complex behavior from many simple controllers
- State transitions based on estimates and measurements of system state
- Sequential composition simplifies encoding complex behavior (improved robustness)

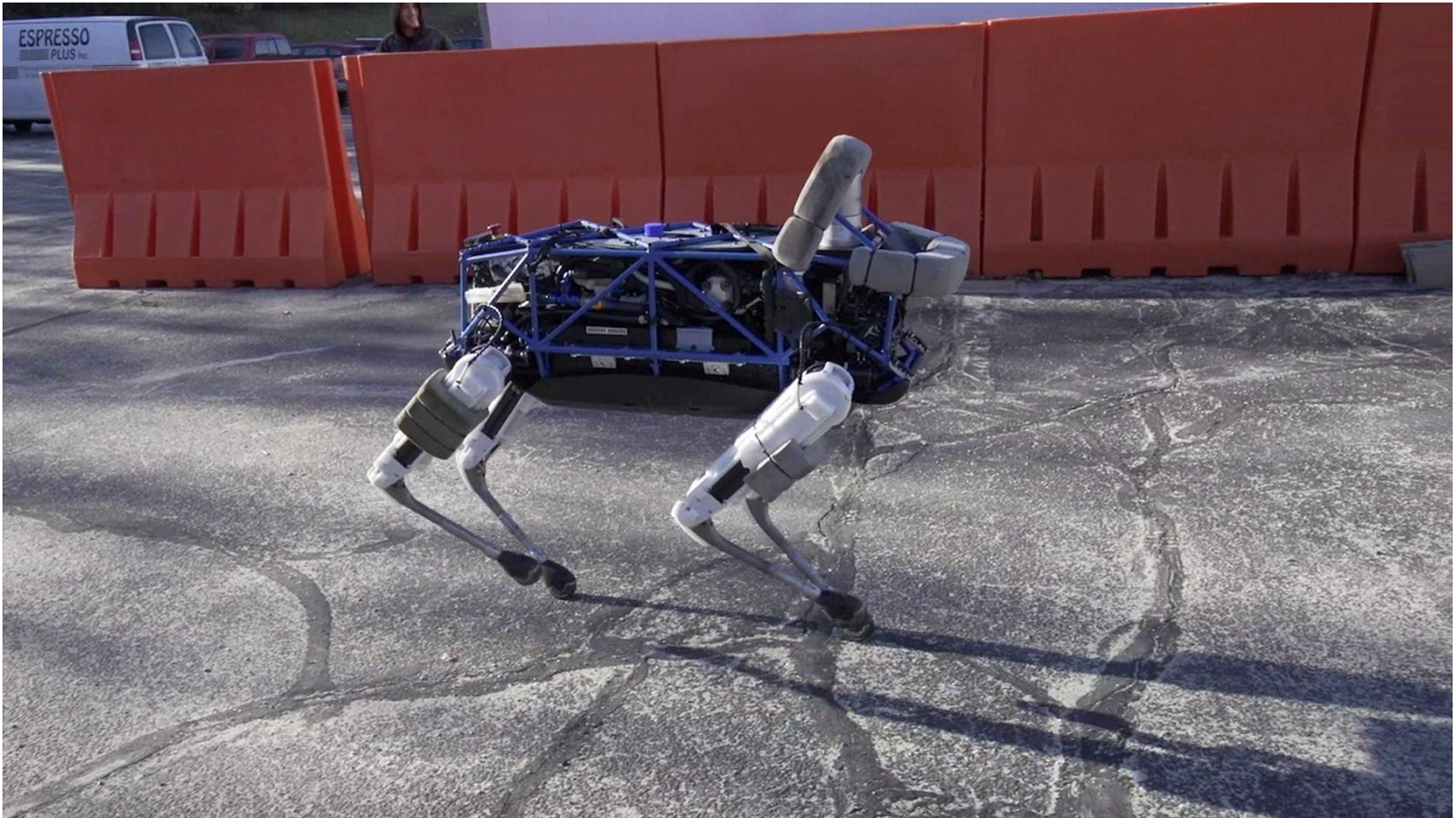




- Automatic transition to a “catch” c. 1996
- Transition driven by ball state (position & velocity)



- Automatic transition to a “stair climbing” c. 2005
- Transition driven by contact state (position & force)



- Operator cues desired behavior
- Transition depends on state estimates and contact state

