



MBS Simulations and Performance Testing of Planetary Rover Locomotion

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**ICRA10 Planetary Rover Workshop,
2010 International Conference on Robotics and Automation**

Anchorage, Alaska, USA, May 3, 2010

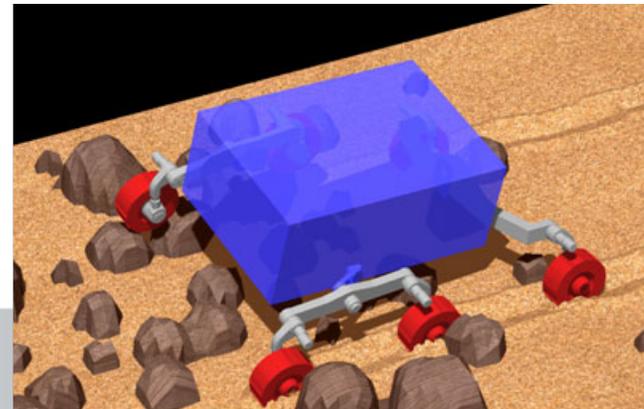


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Topics of Presentation

- Generally:
Involvement of DLR in Robotics Mobility in terms of Planetary Applications
 - Rough and uneven terrain
 - Soft terrain
 - Unknown terrain

- In particular:
Research and development results
 - Locomotion system
 - Navigation method
 - Simulation technique



DLR, Germany's National Research Center for Aeronautics & Space

➤ Research Programs

- Aeronautics
- Space
- Transport
- Energy
- Security



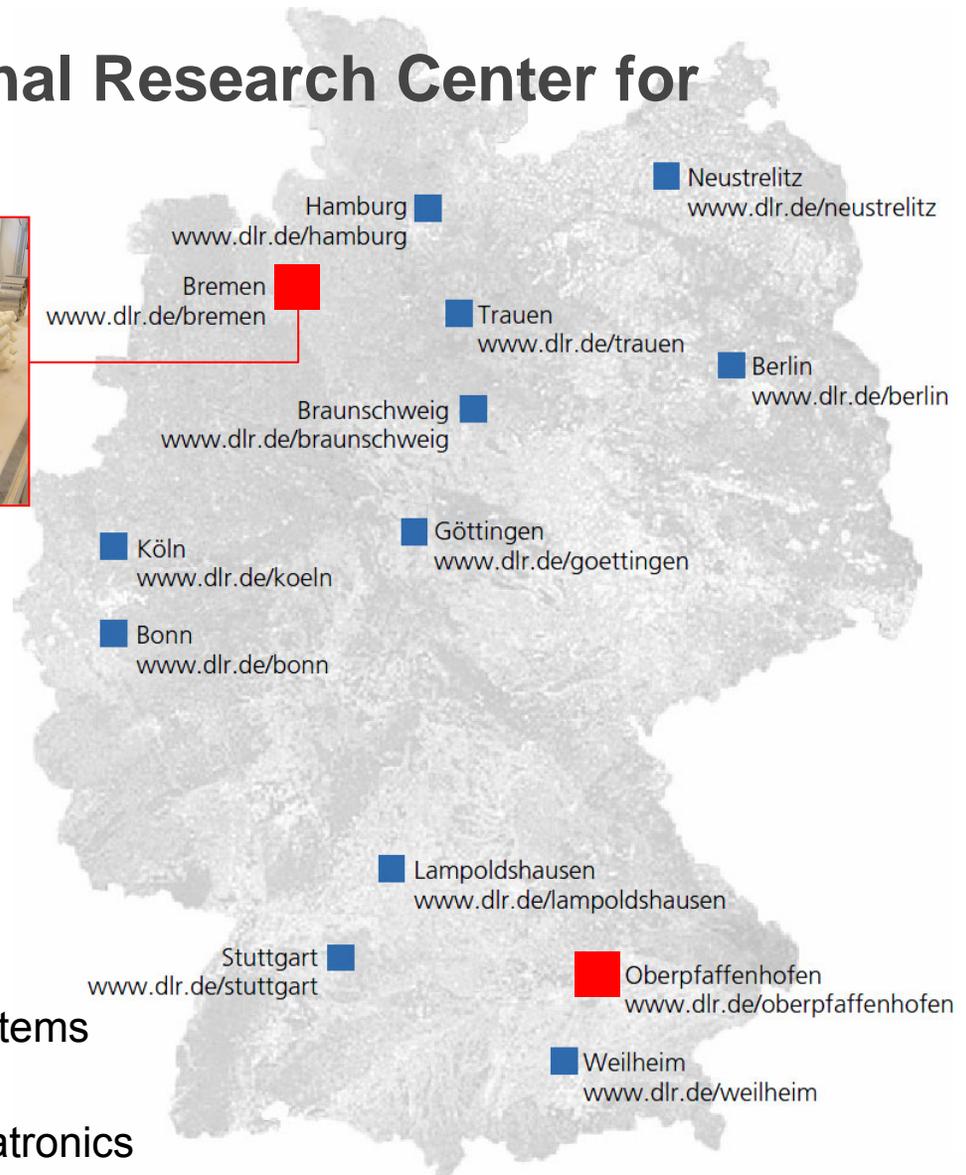
➤ 13 Locations

➤ 29 Scientific Institutes

➤ 6500 People

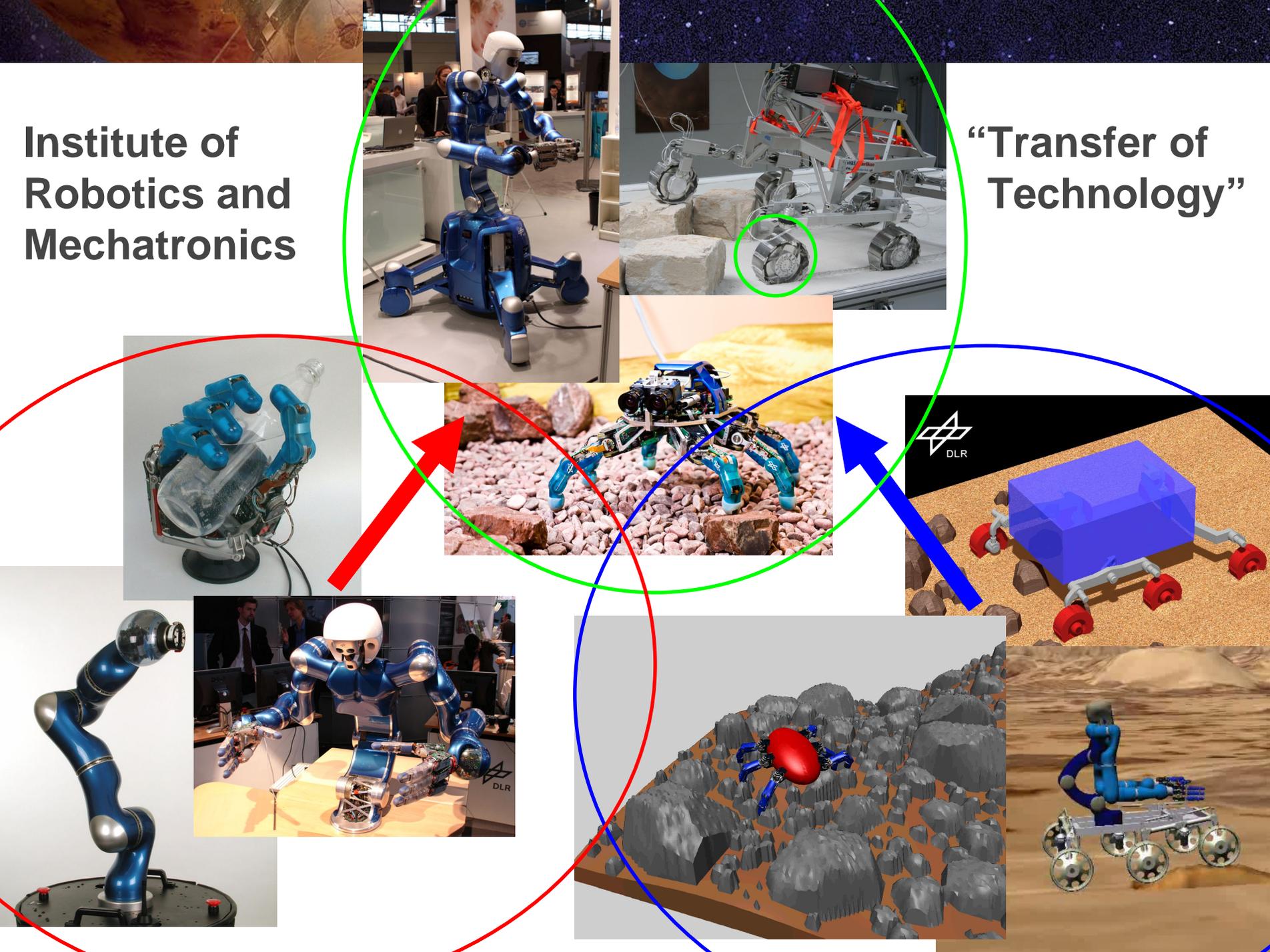
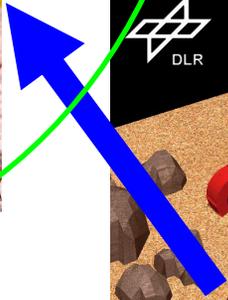
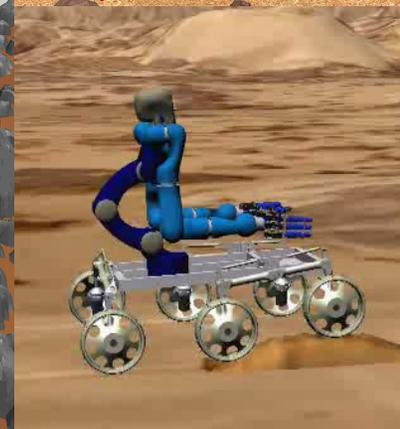
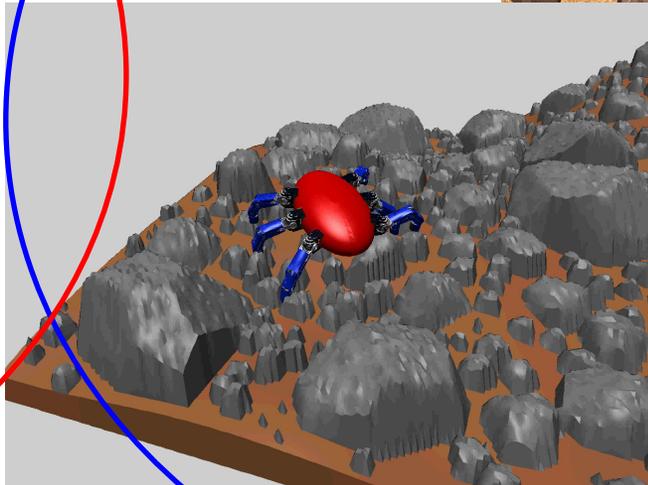
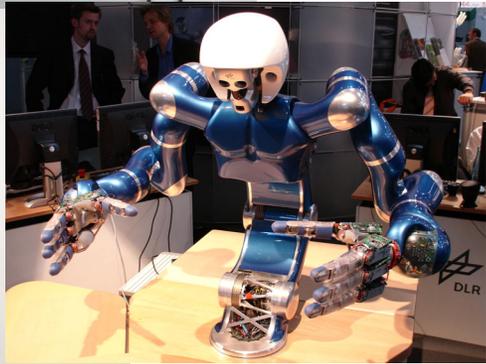
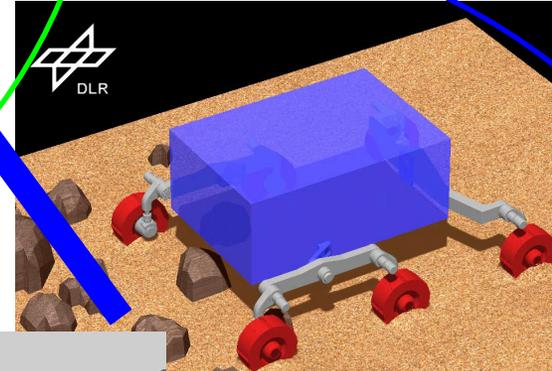
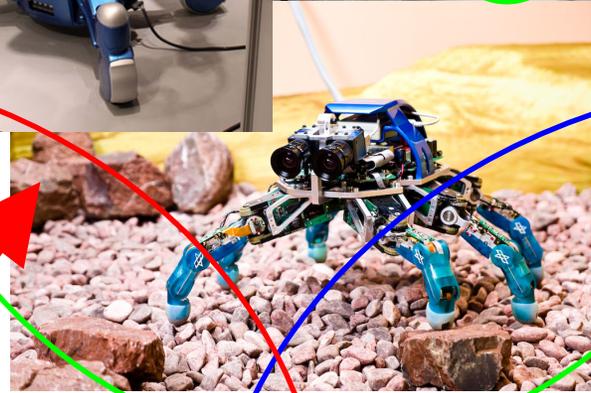
➤ ■ Planetary Rover Activities

- Bremen, Institute of Space Systems
- Oberpfaffenhofen (Munich), Institute of Robotics and Mechatronics



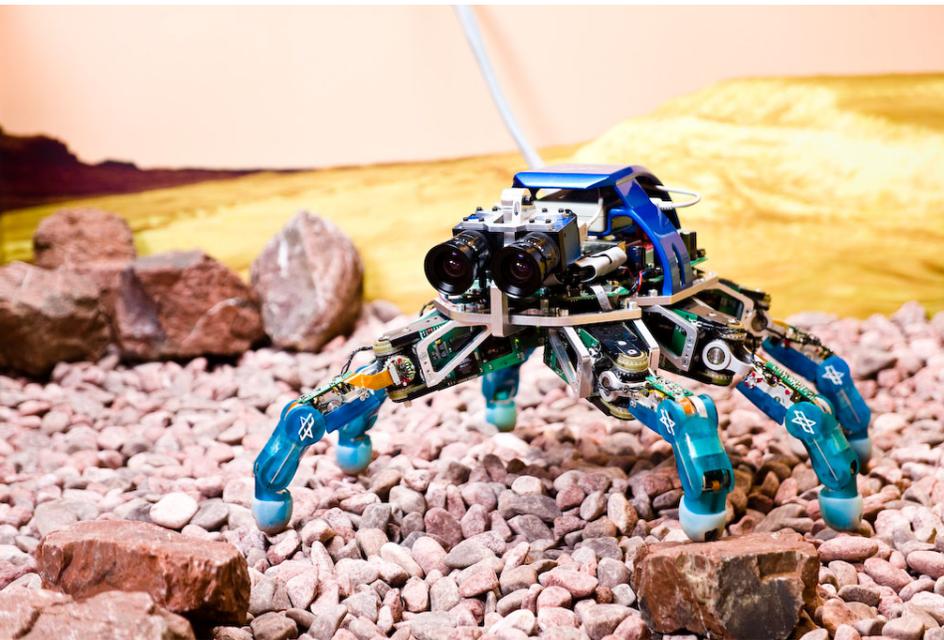
Institute of Robotics and Mechatronics

“Transfer of Technology”

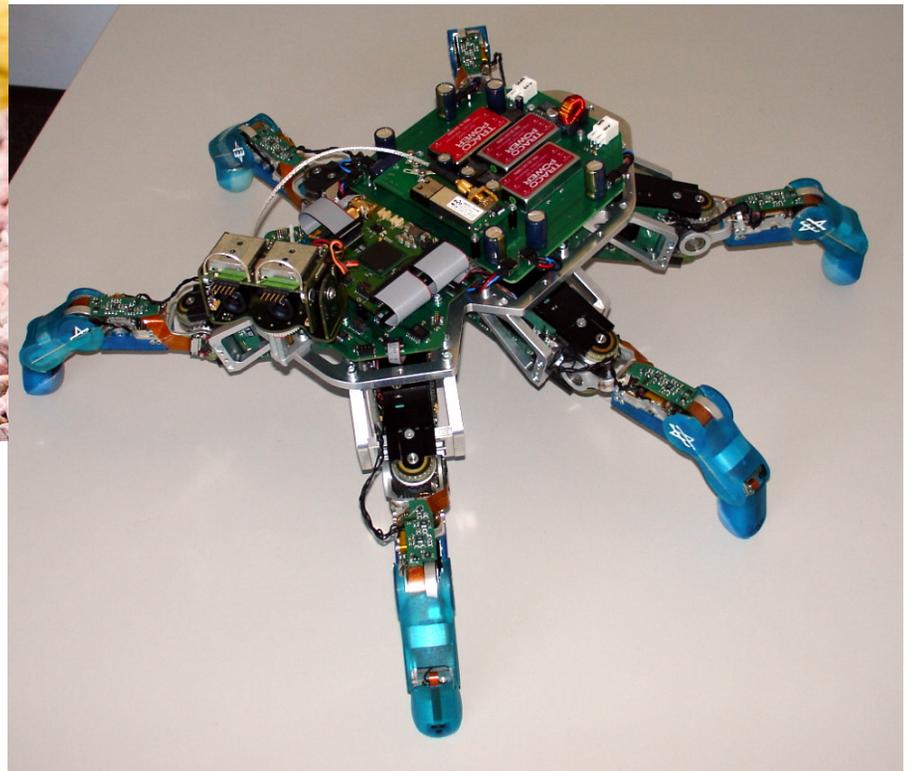


DLR Crawler (Example for Technology Transfer)

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- Insect-like off-road locomotion system
- made from fingers of DLR hand



Paper ThE3.3 16:40 – 16:55

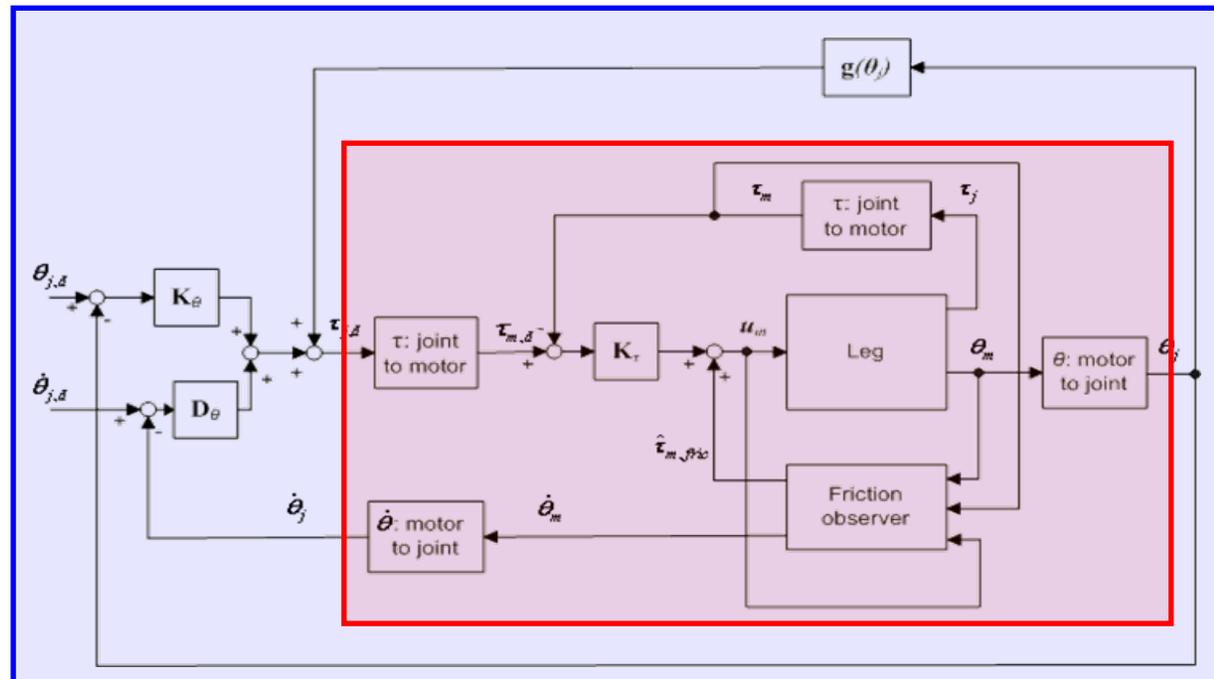
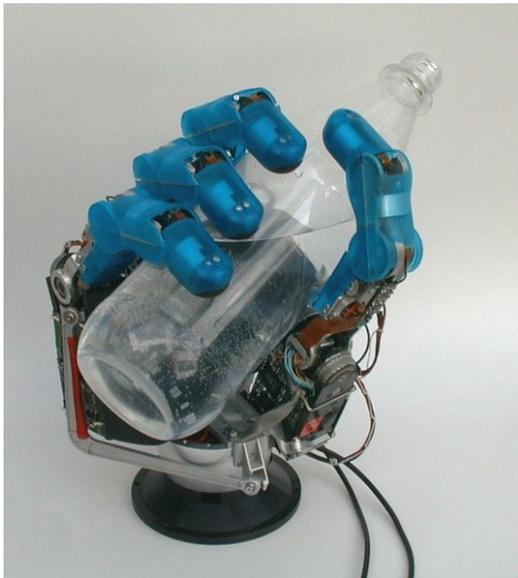
Analysis and Evaluation of the Stability
of a Biologically Inspired, Leg Loss Tolerant Gait
for Six and Eight-Legged Walking Robots



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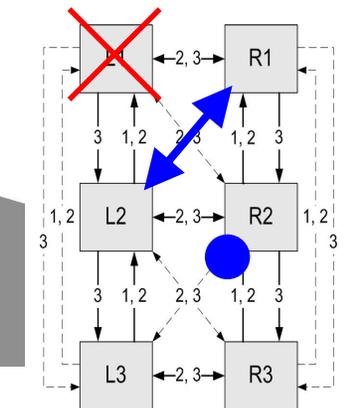
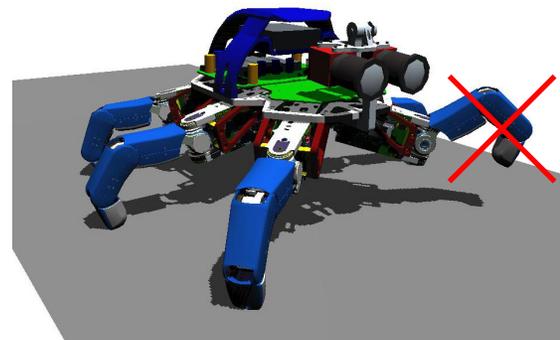
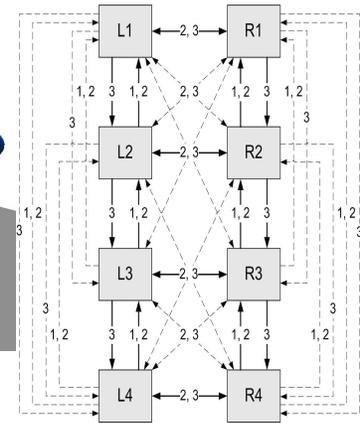
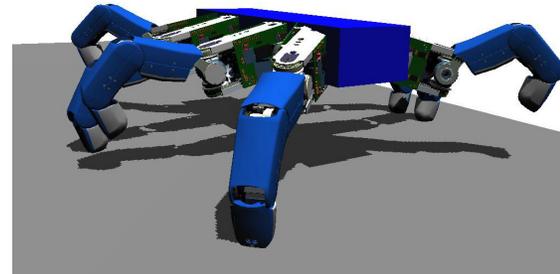
DLR Crawler: Active Joint Compliance Control

- Crawler control based on DLR hand control
- Adjustable stiffness/damping for each joint
- Compliant motion (like spring suspended chassis)



DLR Crawler: Gait inspired by Cruse's Rules

- Employs rules for leg coordination that biologists identified for the Stick Insect
- Gait implementation of Crawler:
 - No fixed gait pattern
 - No centrally controlled gait
 - Minimal set of central instruction
 - Each leg controls its own activities based on state information from neighbor legs in the network
- Modular control solution
 - Extension of attendees: 6 legs → 8 legs
 - Reduction of attendees: Leg loss handling by re-definition of neighborhood

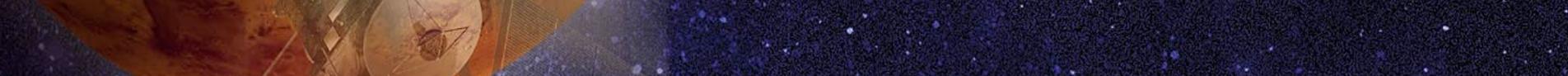


Biologically Inspired,
Leg Loss Tolerant Gait
for an
Actively Compliant,
Walking Hexapod Robot



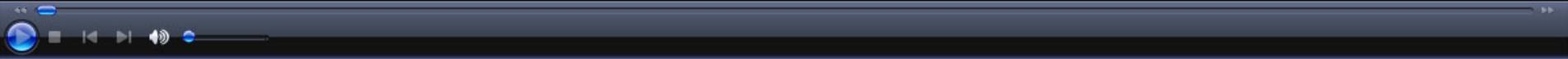
DLR Crawler: Reflexes

- In order to master uneven terrain and different substrates reflexes are implemented
- Stretch Reflex to enforce ground contact during stance
 - Activated to master local holes
 - Activation stretches leg if joint torques drop below a certain threshold
- Elevator Reflex to avoid contact during swing phase
 - Activated to master local obstacles (e.g. steps, bricks)
 - Activation retracts and lifts a leg if unexpected joint torques are encountered
- Both reflexes in combination allow the Crawler to master obstacle heights of about 6 cm autonomously without planning



Stereo Camera Based Navigation on Rough Terrain

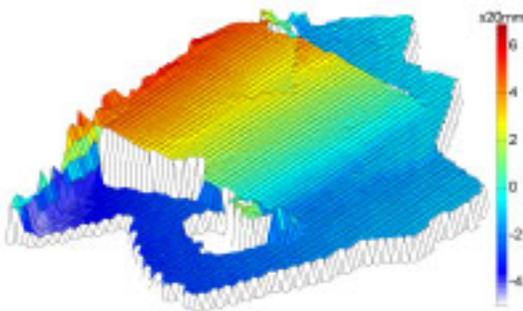
Heiko.Hirschmueller@dlr.de, Annett.Chilian@dlr.de



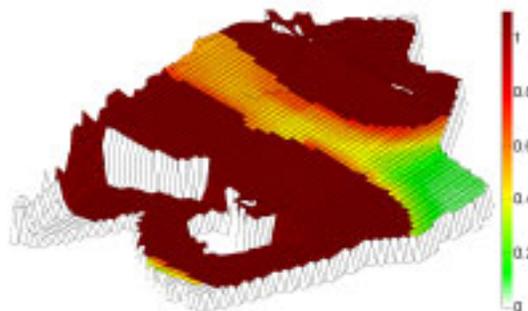
Stereo Camera Based Navigation on Rough Terrain

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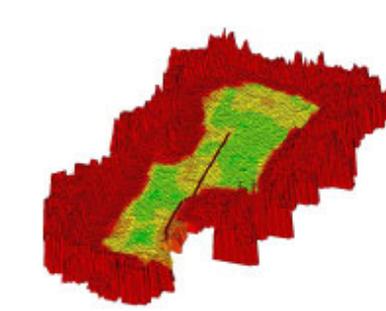
Terrain Traversability Estimation



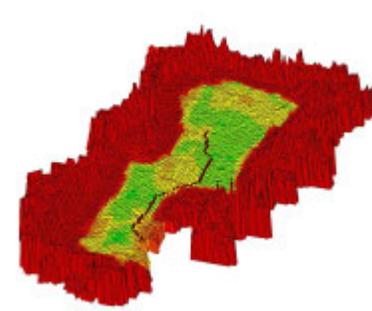
Digital Elevation Map



Traversability Values



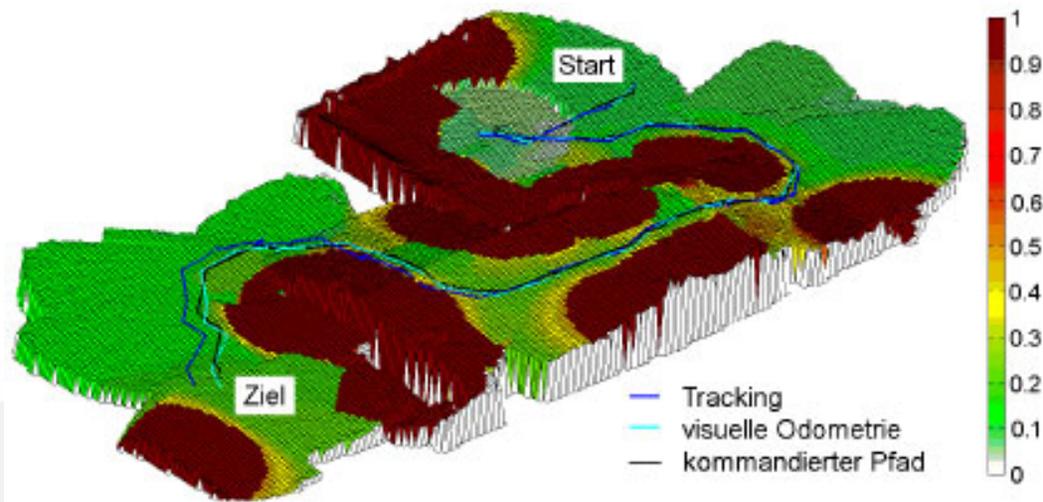
Focus on short path



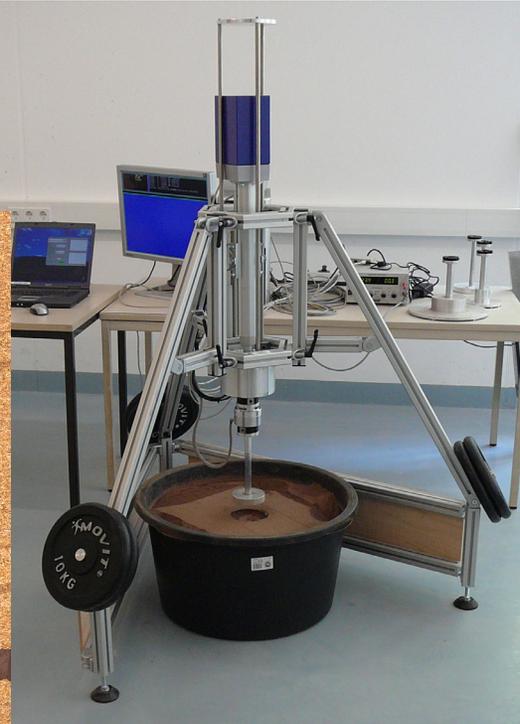
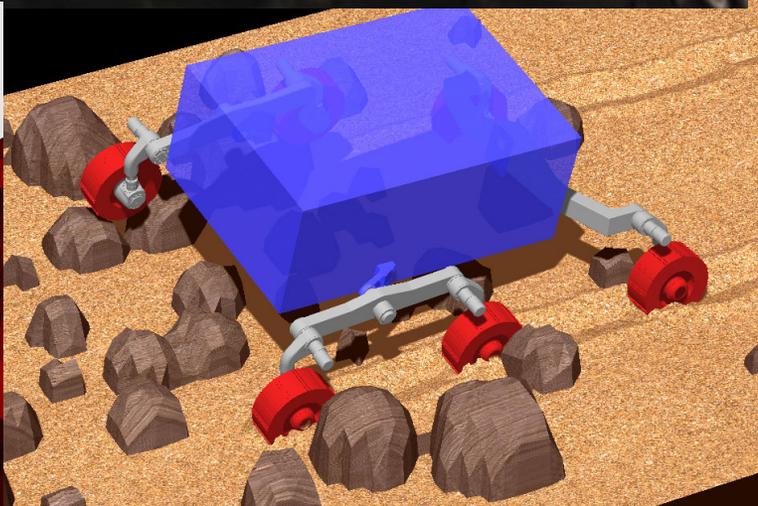
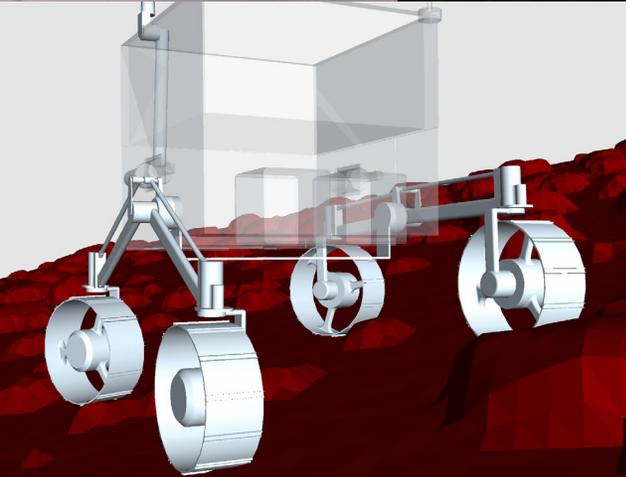
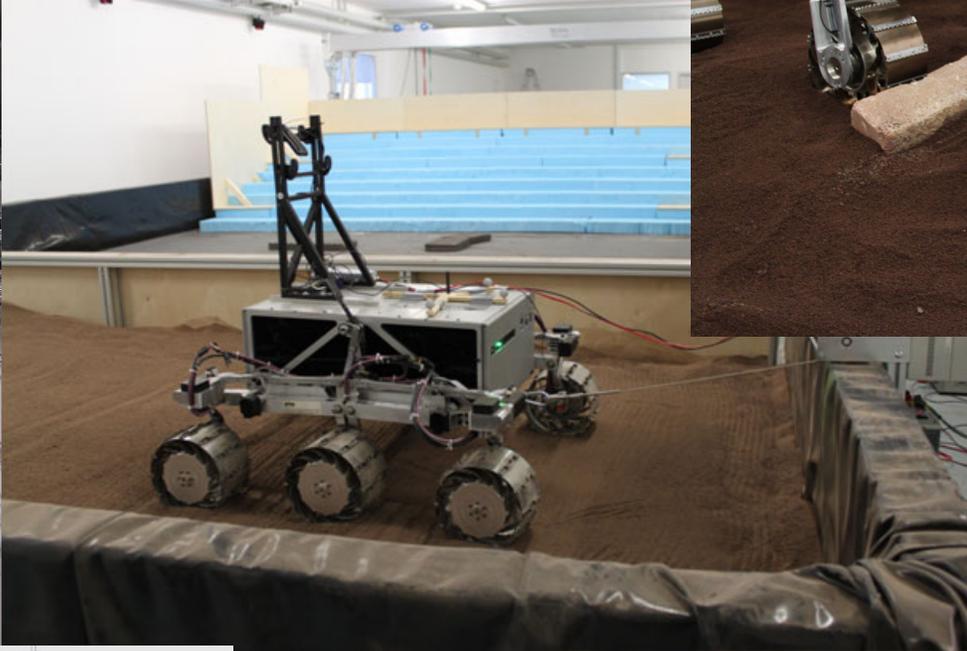
Focus on safe path

Path Planning

Navigation to a given goal point in unknown rough terrain

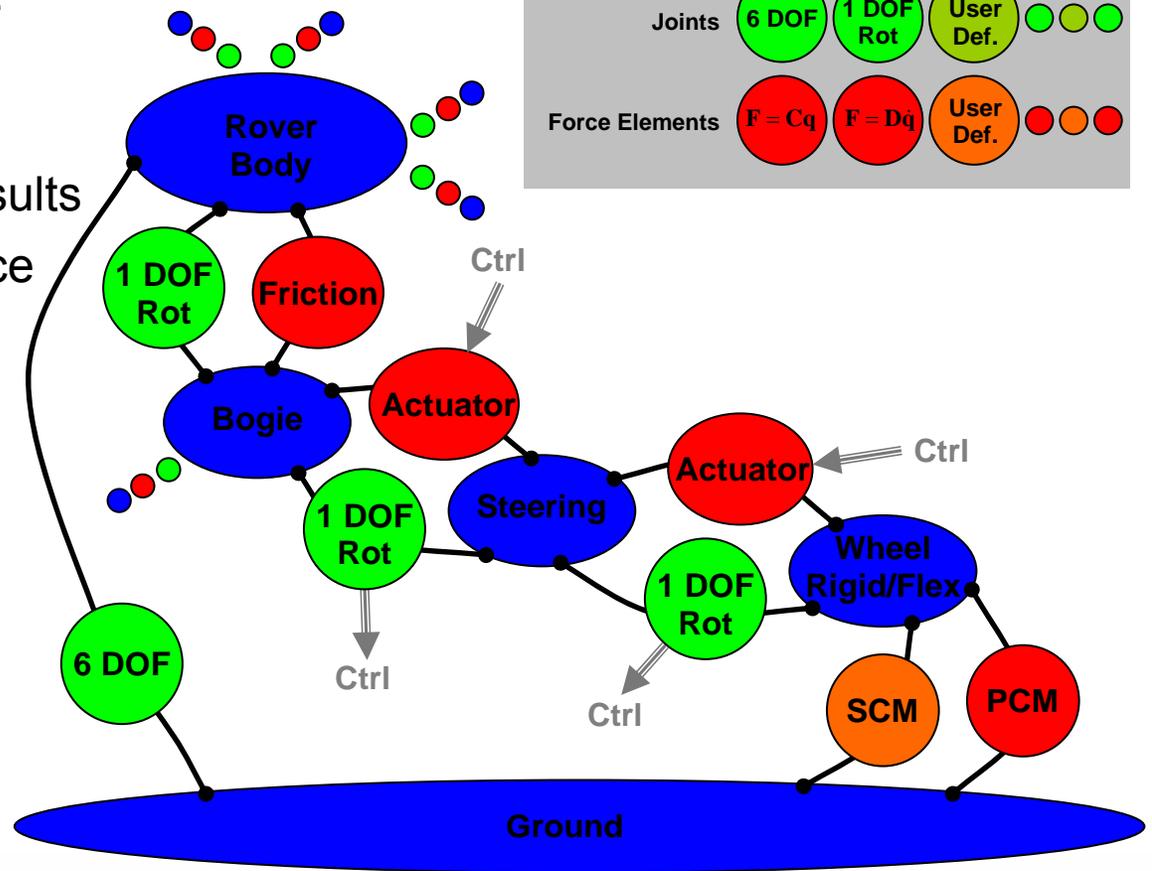
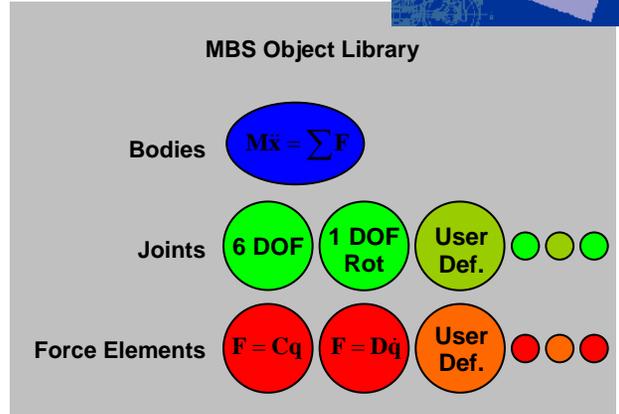


Modeling & Simulation of Wheel-Soil Interaction



Requirements for Soil Contact Model

- Multi-Body System Simulation:
 - Good compromise of
 - model complexity
 - accuracy of simulation results
 - computational performance
- Object based modeling
- Application independent contact model implementation
 - Soft terrain
 - Arbitrarily shaped bodies
 - Full 3D / 6 DOF
 - Rigid and flexible objects



SCM Architecture

$$\mathbf{F} = f(\mathbf{x}, \dot{\mathbf{x}})$$

From MBS Solver:

Relative Motion of
Contact Object - Soil

Position
Velocity

To MBS Solver:

Contact Force/Torque

$$\mathbf{F} = \sum (p\mathbf{n} + \tau\mathbf{t})$$

$$\mathbf{T} = \sum (\mathbf{x} \times (p\mathbf{n} + \tau\mathbf{t}))$$

Parameters

Contact Object Surface Coordinates (CAD)

Soil Surface Coordinates (DEM) ←

Soil Parameters

Contact Object – Soil Interaction Parameters

Object Surface Interpolation (flex)

Contact Detection

Contact Patch (Footprint)

Patch Specific Operations

Area Size, Contour Length

Effective Contact Width

Normalized Pressure Distribution

Node Specific Operations

Sinkage

Surface Gradient

Contact Velocity

Empirical Equations of Bekker

$$p = \gamma \left(\frac{k_c}{b} + k_\phi \right) z^n \quad \tau = p \tan \phi + c$$

Force/Torque Decomposition (flex)

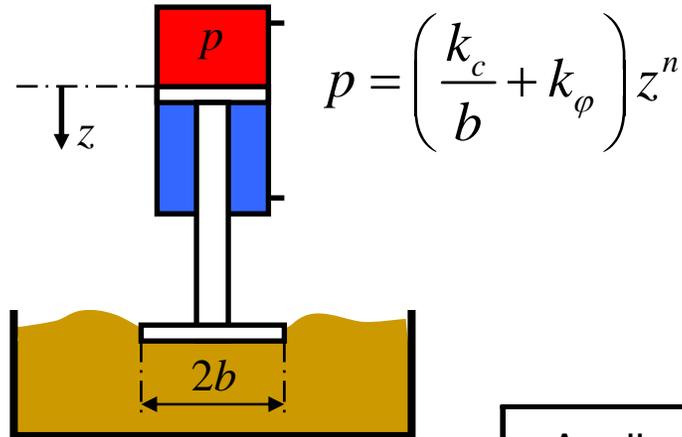
Soil Surface Update

Soil Displacement

Soil Deposition

Soil Erosion

Bekker Theory → SCM



$$p = \left(\frac{k_c}{b} + k_\phi \right) z^n$$



	Applied Bekker Theory	SCM Implementation
Dimensions	1D, 1DOF	3D, 6DOF
Sinkage z	Equal to position of piston	Discrete local sinkage at contact patch
Contact width b	Contact width of geometric primitives (circle, rectangle)	Effective contact width of arbitrarily shaped contact patches
Pressure p	Proportional to hydraulic pressure	Discrete local contact pressure at contact patch



Parameters of Soil Contact Model (3D, 6DOF)

- Soil surface description: Digital elevation model DEM
 - Gravity in z
 - Regular spaced grid in x and y
- Soil dynamics parameters (Bekker)
 - Global or individual parameters

k_c : Cohesive modulus

k_φ : Frictional modulus

n : Exponent of sinkage

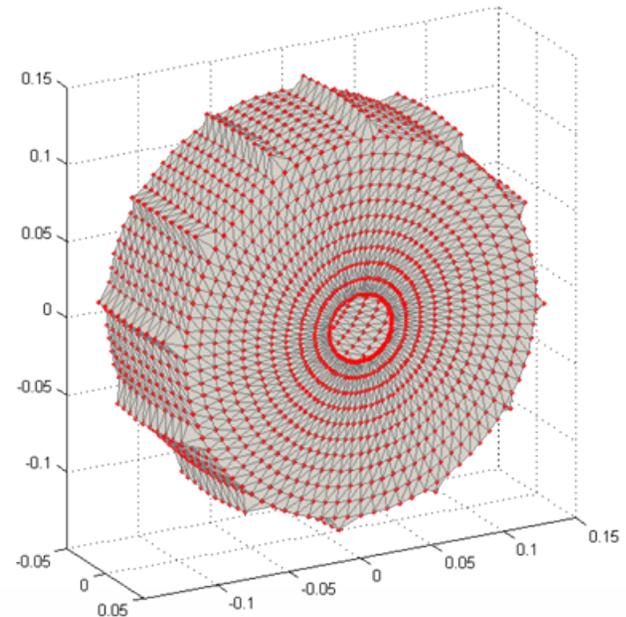
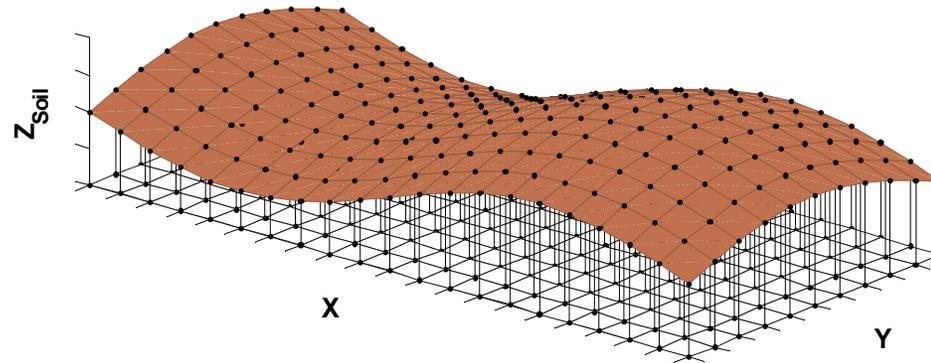
c : Soil cohesion

φ : Angle of internal soil friction

μ : Surface friction modulus

ψ : Angle of repose

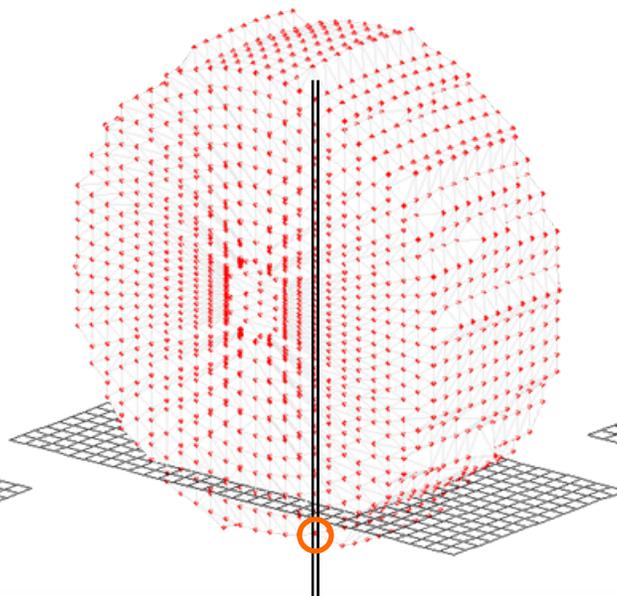
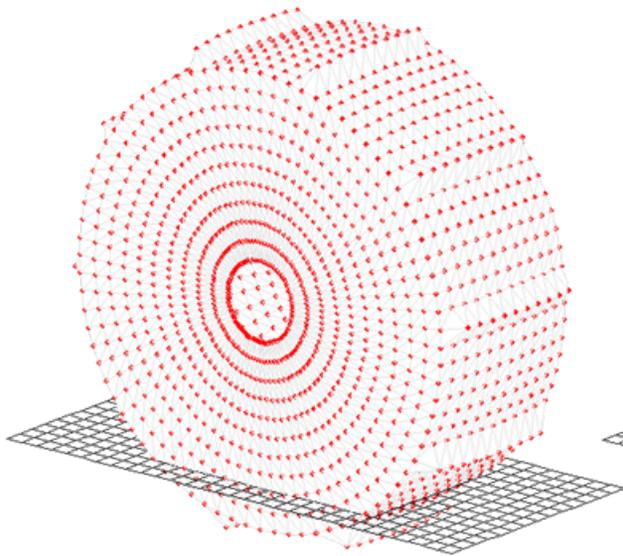
- Contact object surface description:
Cloud of surface vertices of a polygonal mesh grid



Contact Detection, Footprint Computation (z)

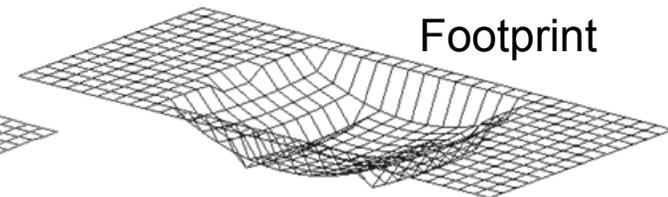
$$p = \left(\frac{k_c}{b} + k_\varphi \right) z^n$$

- Mapping of vertex co-ordinates (x,y) onto grid of soil DEM → Vertex columns at soil grid nodes
- Contact detection: Column minimum < Soil grid node height
- Brute force method or BV-tree contact detection (AABB tree)



Contact Depth = Sinkage

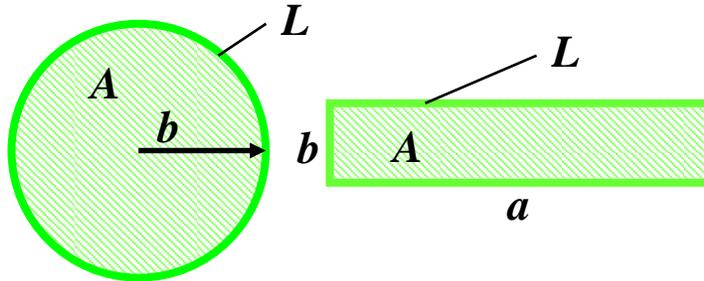
$$z = z(x, y)$$



Footprint

Effective Footprint Width (b)

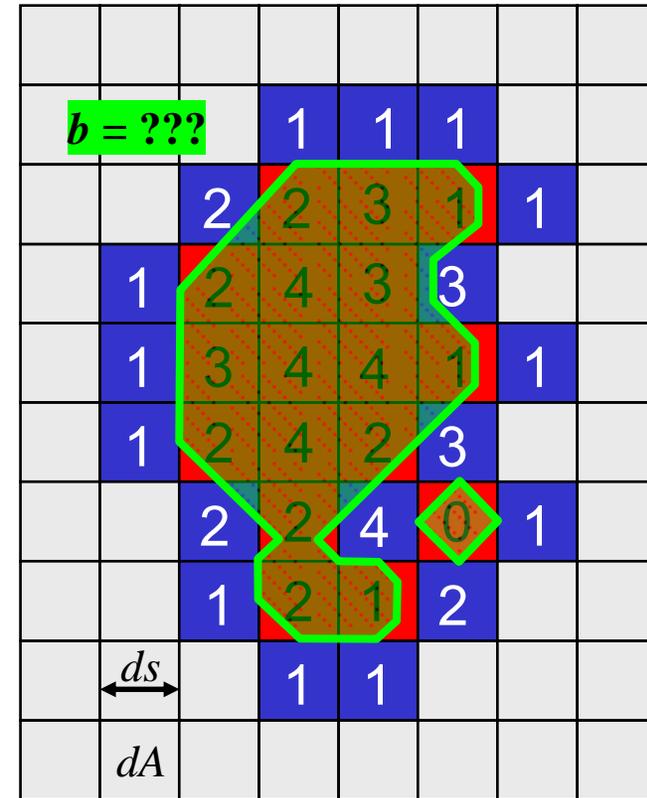
$$p = \left(\frac{k_c}{b} + k_\varphi \right) z^n$$



Circular Probe: $b = r$; $A = b^2 \pi$; $L = 2b\pi$; $b = \frac{2A}{L}$

Rectangular Probe: $b \ll a$; $A = a \cdot b$; $L = 2a + 2b$; $b \approx \frac{2A}{L}$

$b_{\text{eff}} = \frac{2A}{L}$; Always computable



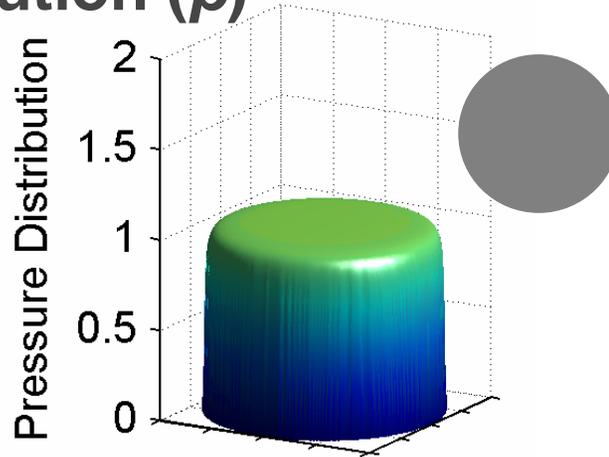
Area Size: $A = \sum_{i=1}^{n_{\text{Contact}}} c_{A, \text{Contact}, i} dA + \sum_{j=1}^{n_{\text{Contour}}} c_{A, \text{Contour}, j} dA$; $c_A = [0 \dots 1]$

Contour Length: $L = \sum_{i=1}^{n_{\text{Contact}}} c_{L, \text{Contact}, i} ds + \sum_{j=1}^{n_{\text{Contour}}} c_{L, \text{Contour}, j} ds$; $c_L = \left[0 \dots \frac{1}{\sqrt{2}} \right]$

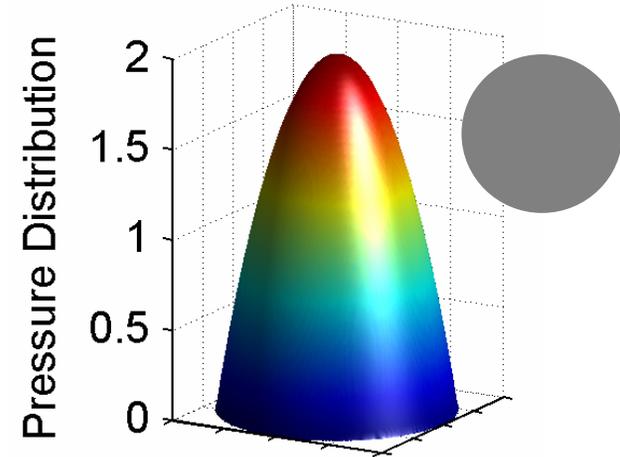
- Contact Node
- Contour Node
- Discrete Contour

Pressure Distribution (p)

$$p = \left(\frac{k_c}{b} + k_\varphi \right) z^n$$



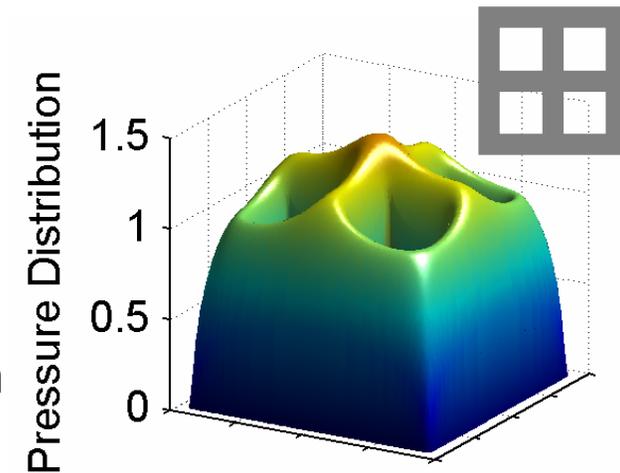
Dominant internal soil friction φ ,
max ≈ 1 (dry hard soil)



Dominant soil cohesion c ,
max ≈ 2 (saturated clay)

$$\gamma_i = \frac{n_{\text{Contact}} R_i}{\sum_{j=1}^{n_{\text{Contact}}} R_j}; \quad R_i = \sum_{j=1, j \neq i}^{n_{\text{Contact}}} \frac{1}{\left((\mathbf{r}_j - \mathbf{r}_i)^T (\mathbf{r}_j - \mathbf{r}_i) \right)^{f\left(\frac{\tan \varphi}{c}\right)}}$$

- Computation as function of
 - Centrality of contact node location
 - Relationship soil cohesion — internal soil friction
- Mean value = 1



Contact Forces / Torques

$$p_i = \gamma_i \left(\frac{k_c}{b_{eff}} + k_\varphi \right) z_i^n$$

$$\mathbf{F}_i = \left(\begin{pmatrix} c \\ c \\ 0 \end{pmatrix} + p_i \begin{pmatrix} \tan \varphi & 0 & 0 \\ 0 & \tan \varphi & 0 \\ 0 & 0 & 1 \end{pmatrix} \right) \mathbf{n}_i + \mu p_i \mathbf{t}_i$$

Internal soil friction (Mohr - Coulomb): $\tau_1 = c + p \tan \varphi$

Contact surface friction (Coulomb): $\tau_2 = p \mu$

$$\mathbf{F}_{Total} = \sum_{i=1}^{n_{Contact}} \mathbf{F}_i; \quad \mathbf{T}_{Total} = \sum_{i=1}^{n_{Contact}} (\mathbf{r}_i \times \mathbf{F}_i)$$

Parameters

Contact Object Surface Coordinates (CAD)
Soil Surface Coordinates (DEM) ←
Soil Parameters
Contact Object – Soil Interaction Parameters

$$\mathbf{F} = f(\mathbf{x}, \dot{\mathbf{x}})$$

From MBS Solver:

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To MBS Solver:

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Contact Detection

Contact Patch (Footprint)

Patch Specific Operations

Area Size, Contour Length
Effective Contact Width

Normalized Pressure Distribution

Node Specific Operations

Sinkage
Surface Gradient
Contact Velocity

Empirical Equations of Bekker

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Soil Surface Update

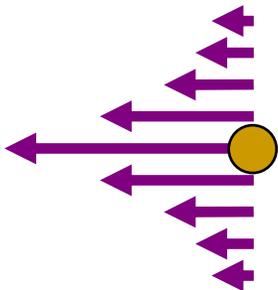
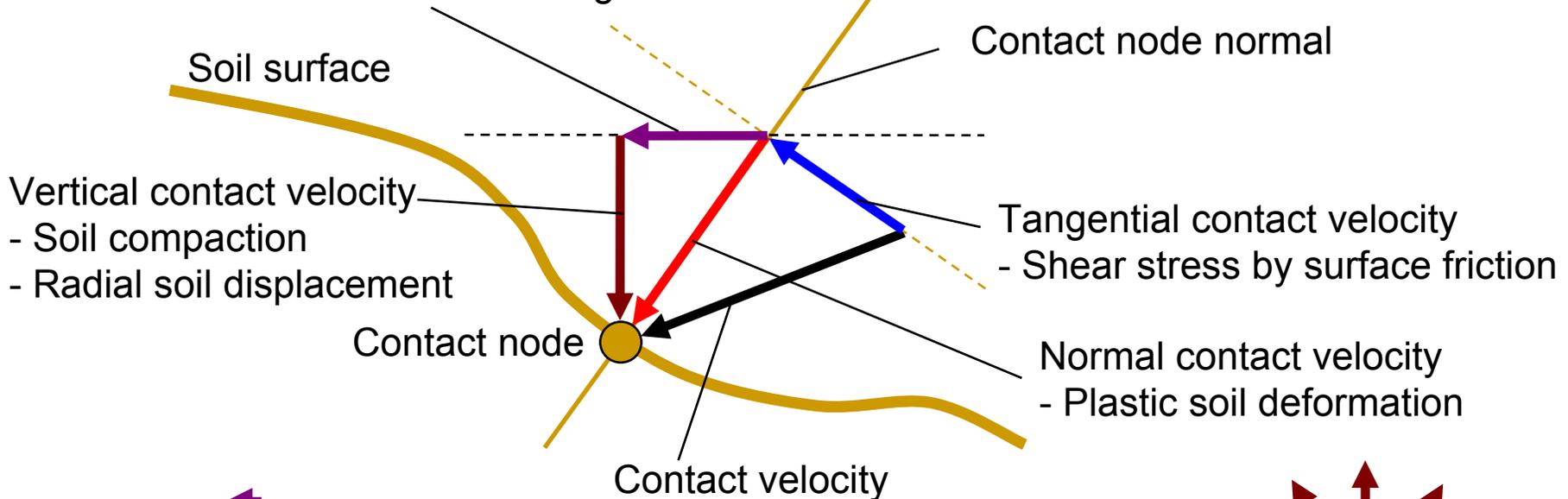
Soil Displacement

Soil Deposition

Soil Erosion

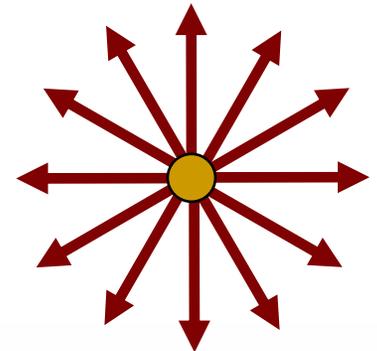
Footprint Soil Displacement – Soil Flow Fields

- Horizontal contact velocity
- Shear stress by internal soil friction
 - Horizontal soil bulldozing



$$dV_i = z_i dA$$

$$dV_{horizontal,i} = dV_i \frac{|\mathbf{v}_{horizontal}|^2}{|\mathbf{v}_{normal}|^2}; \quad dV_{vertical,i} = dV_i \frac{|\mathbf{v}_{vertical}|^2}{|\mathbf{v}_{normal}|^2}$$



Soil Deposition, Soil Erosion

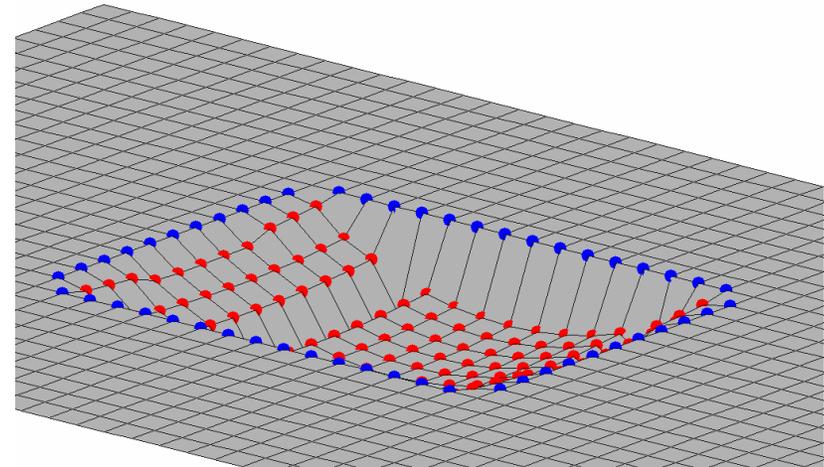
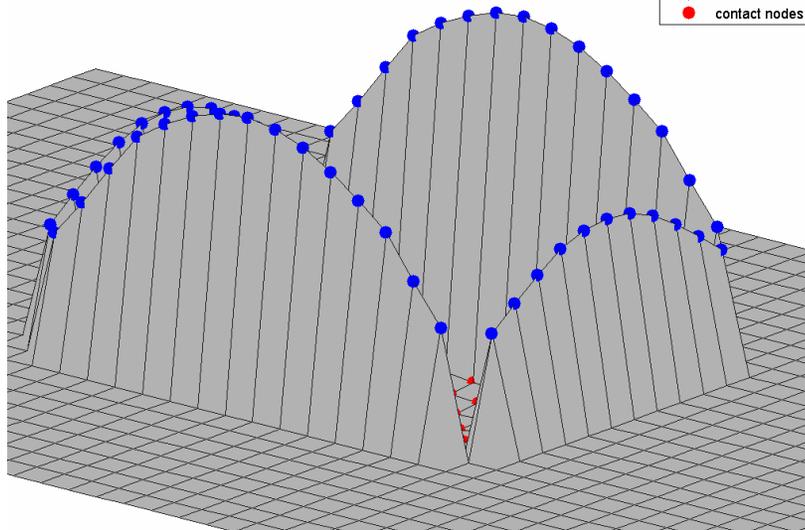
● border nodes
● contact nodes

➤ Each border node receives soil from each contact node depending on the local intensity of the soil flow fields.

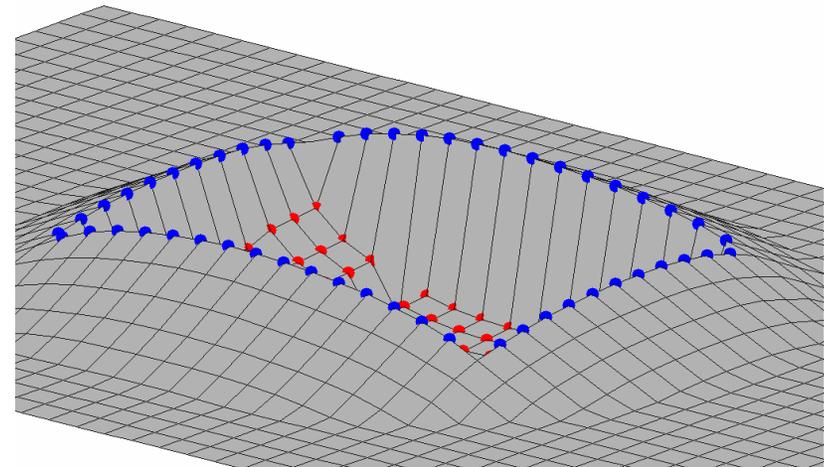
➤ Erosion:

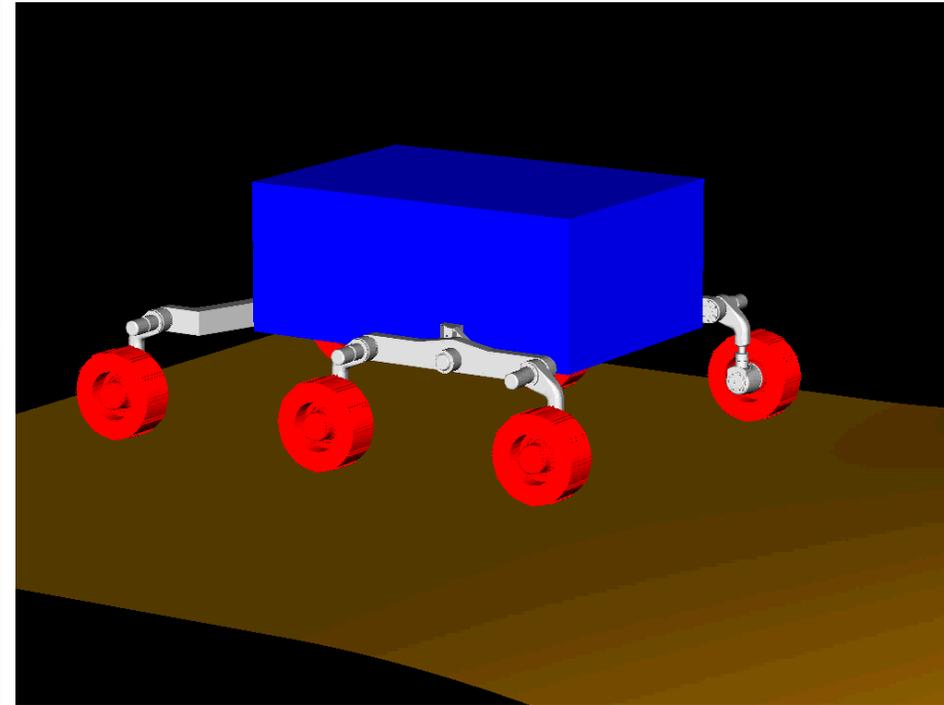
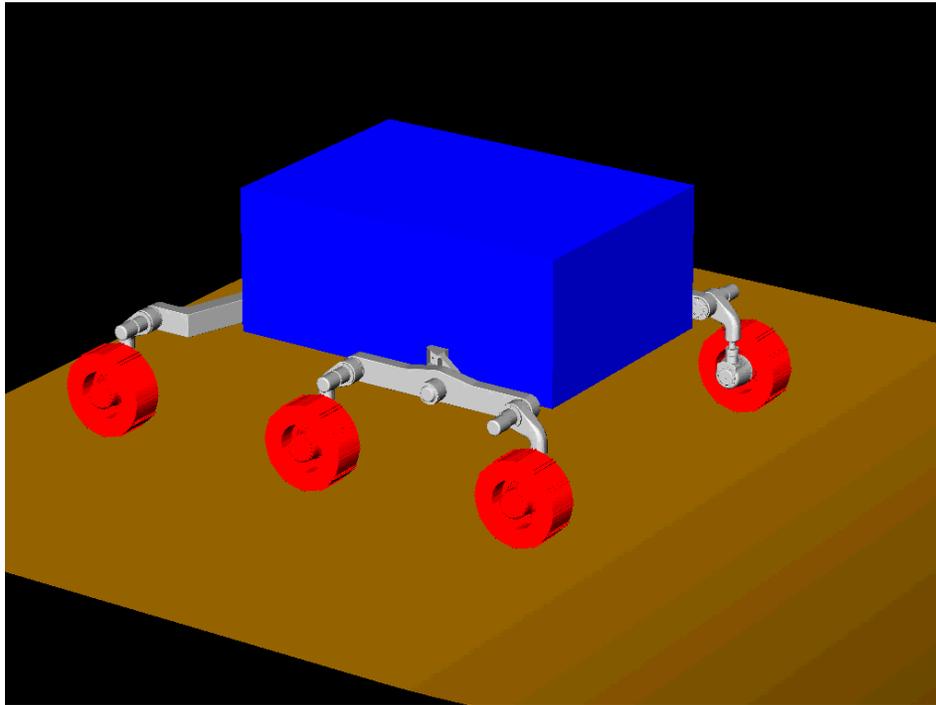
$$\frac{|z_j - z_i|}{ds} \leq \tan \psi; \quad j = 1 \dots n_{\text{Neighbour}}$$

● border nodes
● contact nodes



● border nodes
● contact nodes

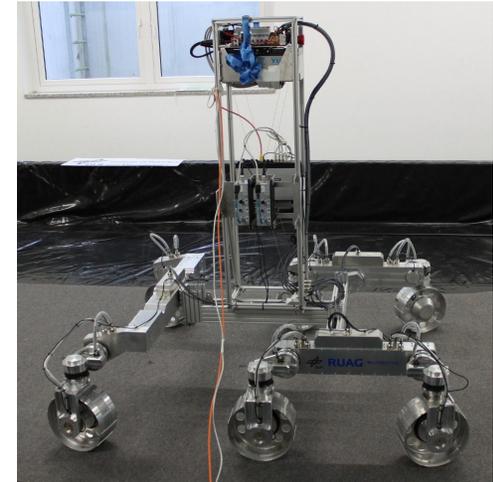




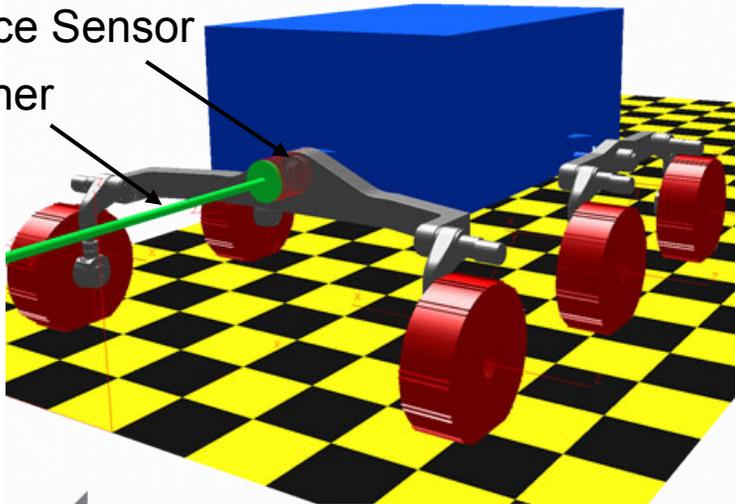
- Computation of plastic soil deformation is an essential pre-requisite for correct simulation of typical terramechanical phenomena
 - Bulldozing effects: Increasing rolling resistance caused by humps in front
 - Multi-pass effects: Reduced rolling resistance inside pre-deformed ruts
 - Lateral guidance forces inside ruts
 - Drawbar-pull as function of slippage

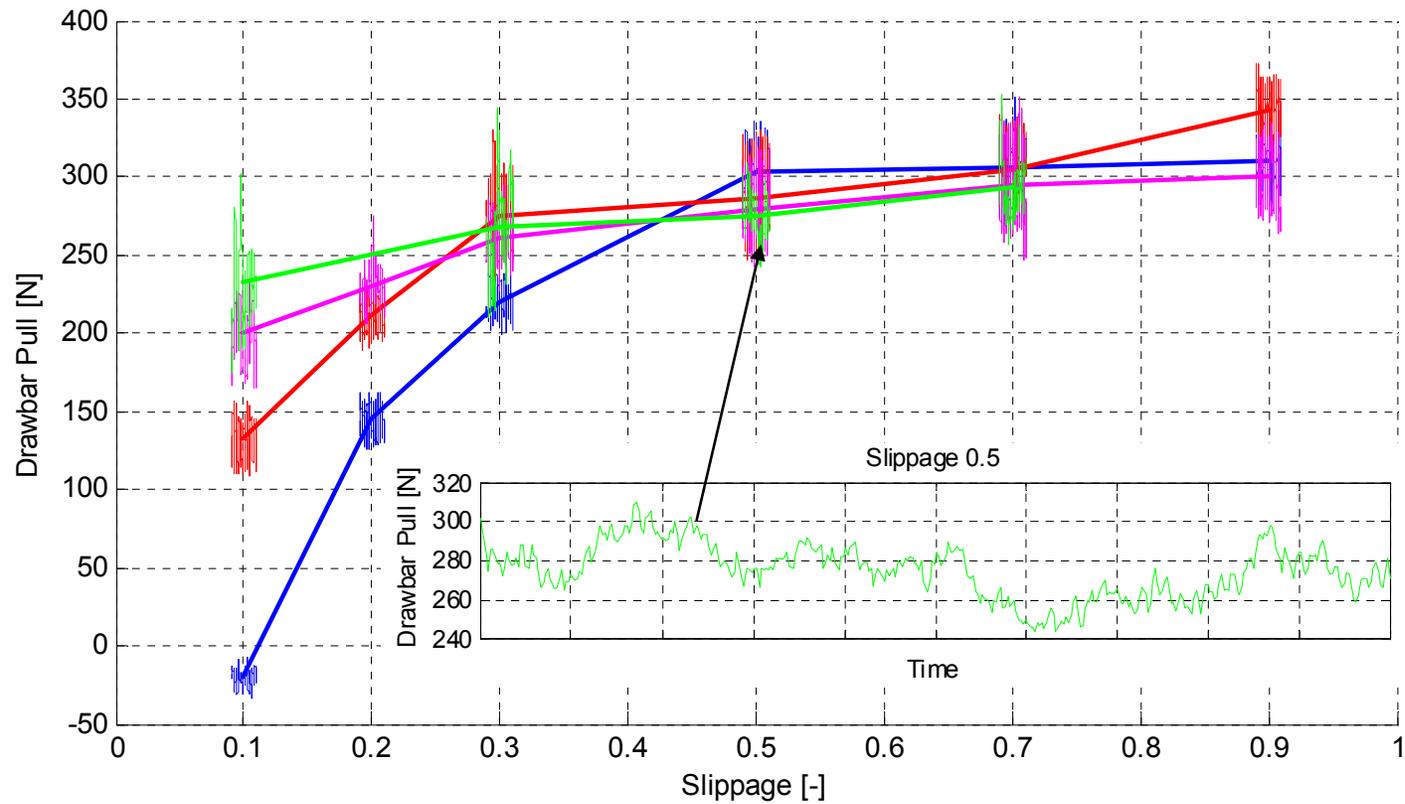
Correlation of Simulation Results and Experimental Results

- Drawbar pull tests:
Measurement of the applicable pull force vs. slippage
- Tethered vehicle
- Slippage adjustment: $s = 1 - \frac{v_{Tether}}{v_{Rover,desired}} = 1 - \frac{v_{Tether}}{\omega_{Wheel} r_{Wheel}}$



Force Sensor
Tether





Reference:
ExoMars rover test
campaign, Phase B1
(ESA, Oerlikon/RUAG,
ETH Zurich, vH&S,
DLR)



MSS-D

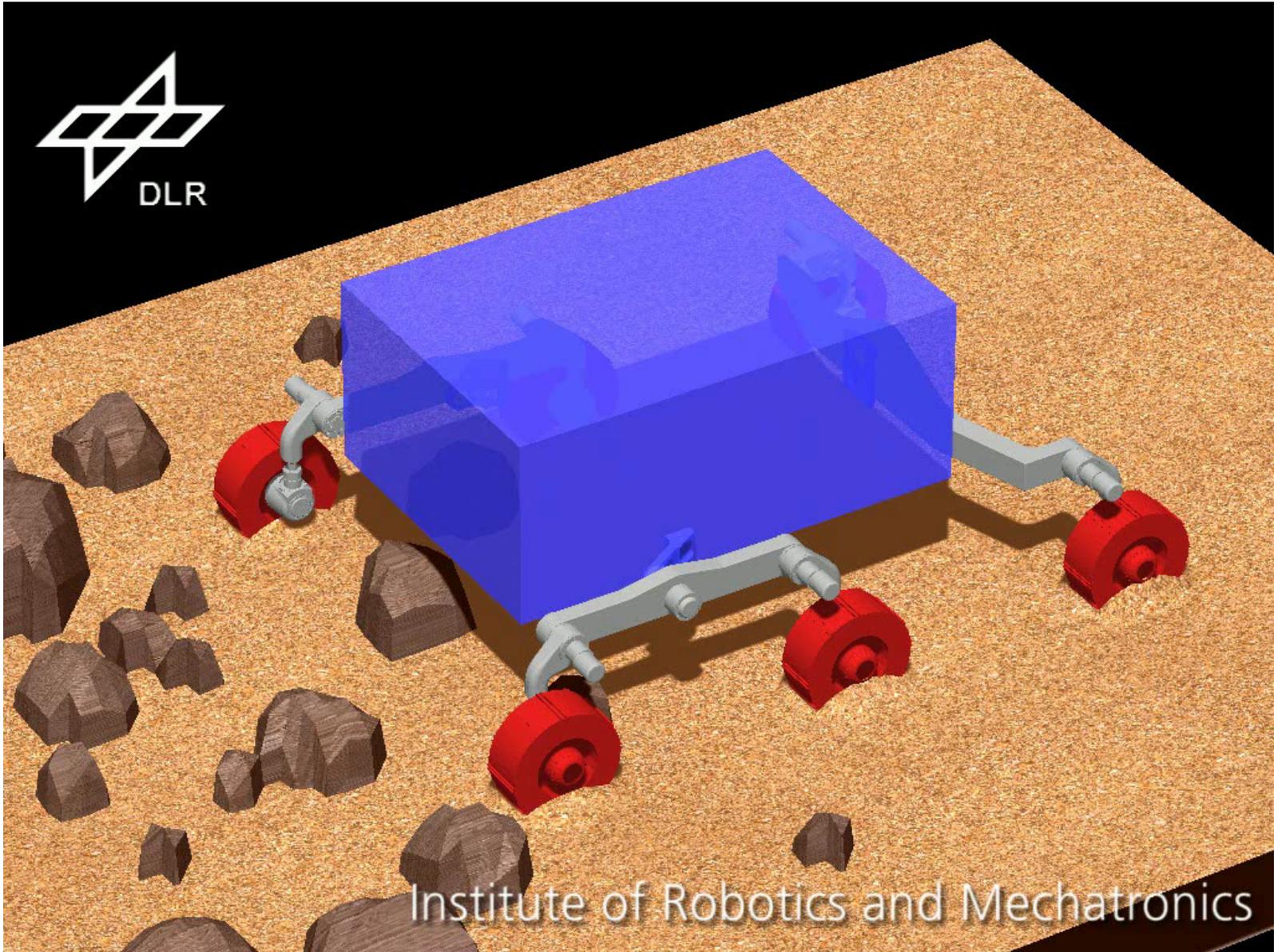
$$n = 1.8 [-]$$

$$k_c = -6.675e5 \frac{N}{m^{n+1}}$$

$$k_\phi = 1.920e8 \frac{N}{m^{n+2}}$$

$$c = 13.4 \text{ Pa}$$

$$\phi = \psi = 32^\circ$$



Institute of Robotics and Mechatronics



Outlook / Future Activities

- Application of SCM in Model Predictive Control for rover locomotion and navigation (ESA)
- Rover chassis design optimization
 - To be applied for Lunar rover design
 - MoonNext mission (ESA)
 - NextLunarLander (Astium)
 - Chassis (DLR)
 - Objective function includes SCM
 - Experience in the audience?

