

Dexterous Manipulation with External Forces

October 10, 2016
IROS – Workshop
Daejeon

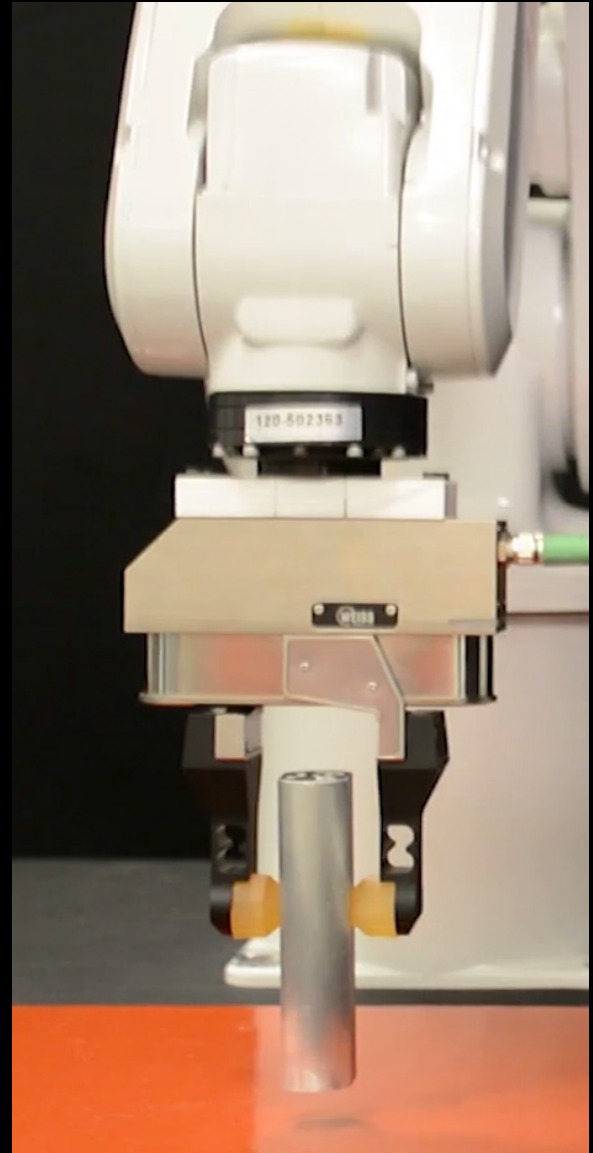
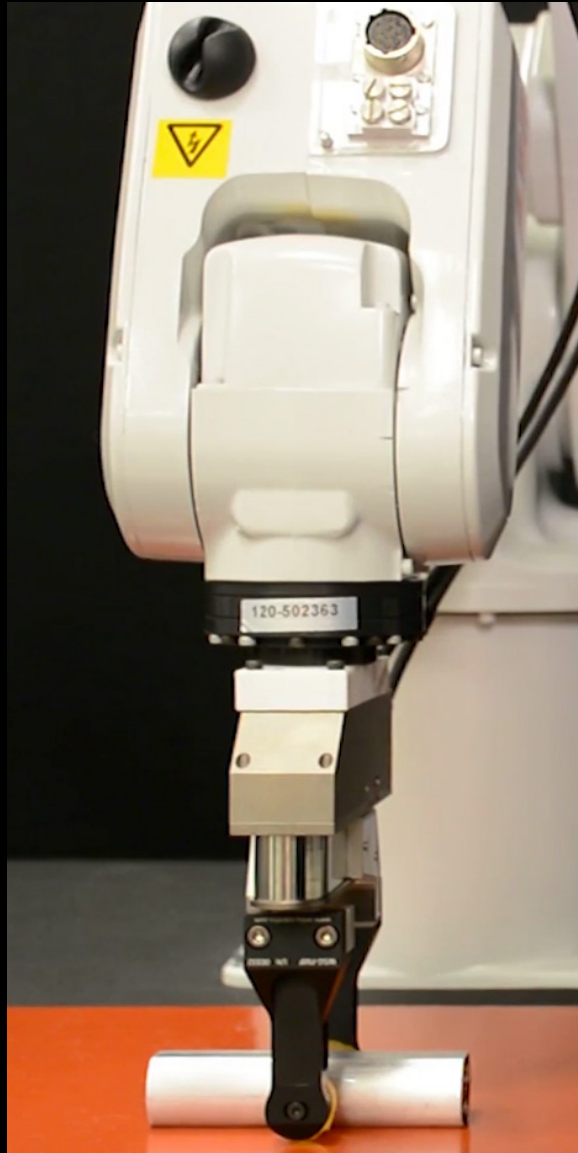
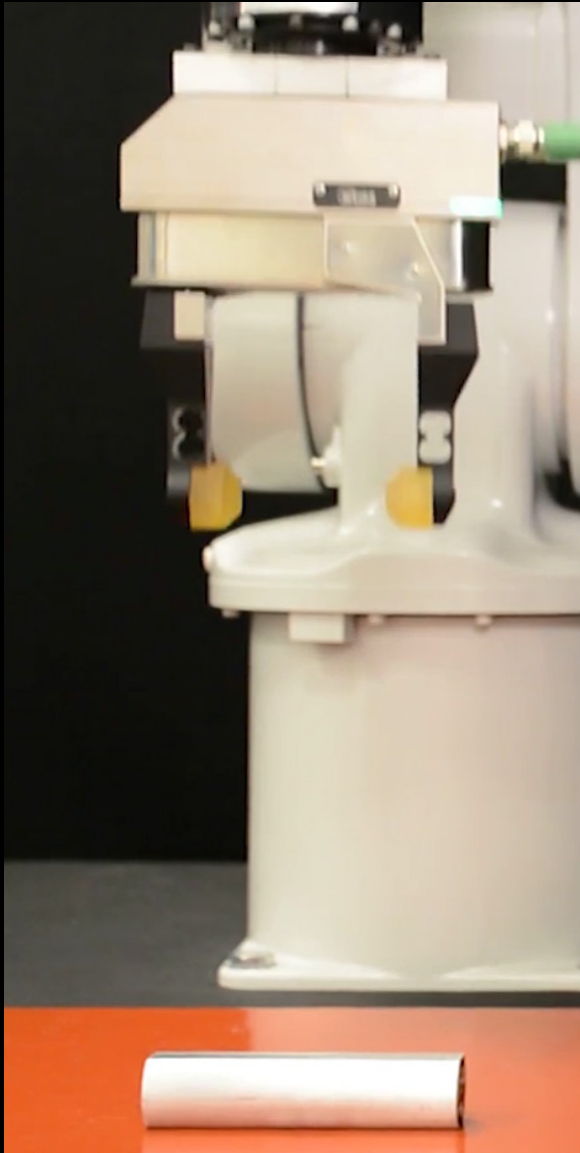
Alberto Rodriguez

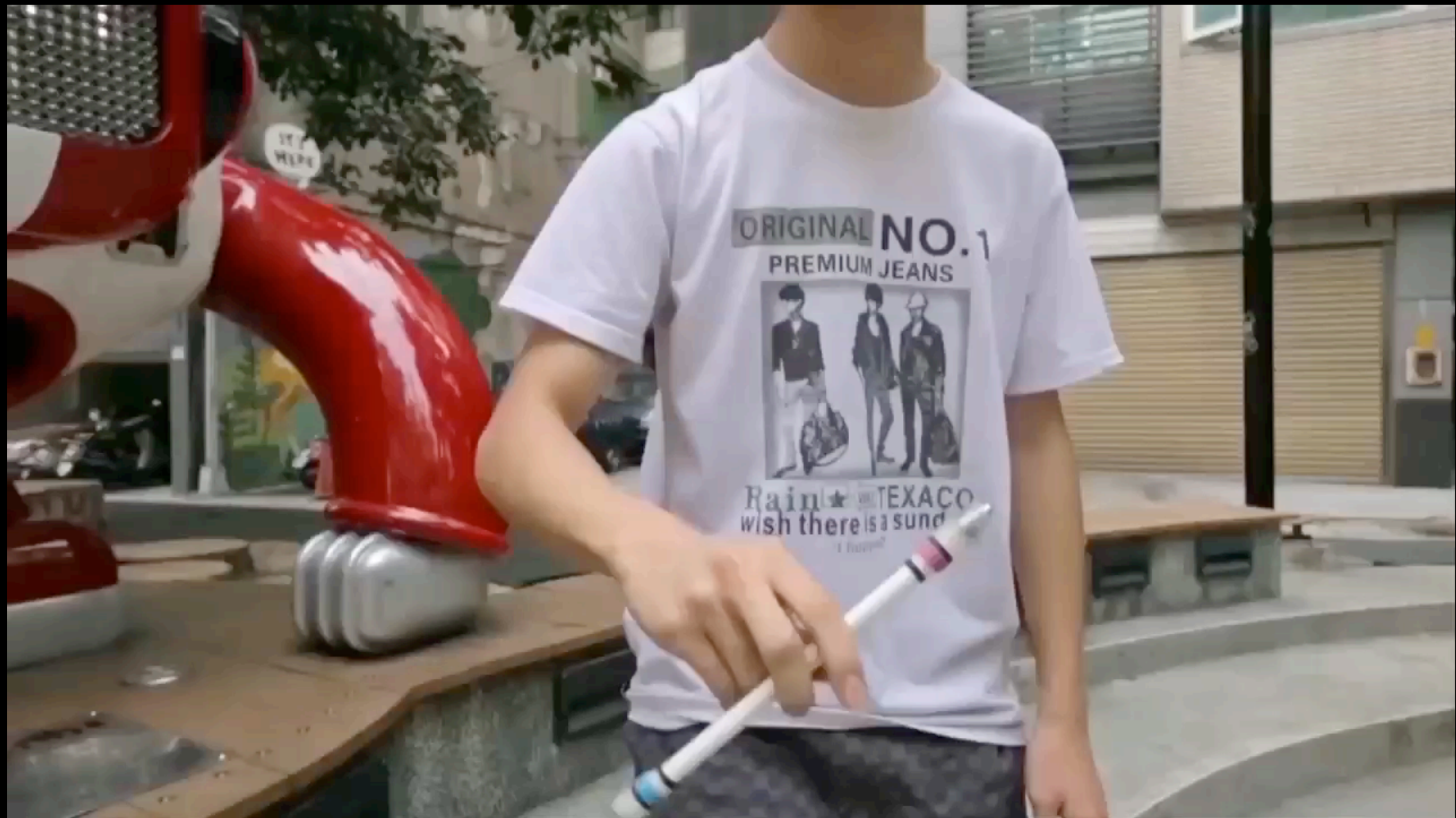


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Intrinsic vs. Extrinsic Dexterity





Extrinsic Dexterity

Exploit Robot Environment

Regrasping Objects Using Extrinsic Dexterity

Carnegie Mellon
THE ROBOTICS INSTITUTE

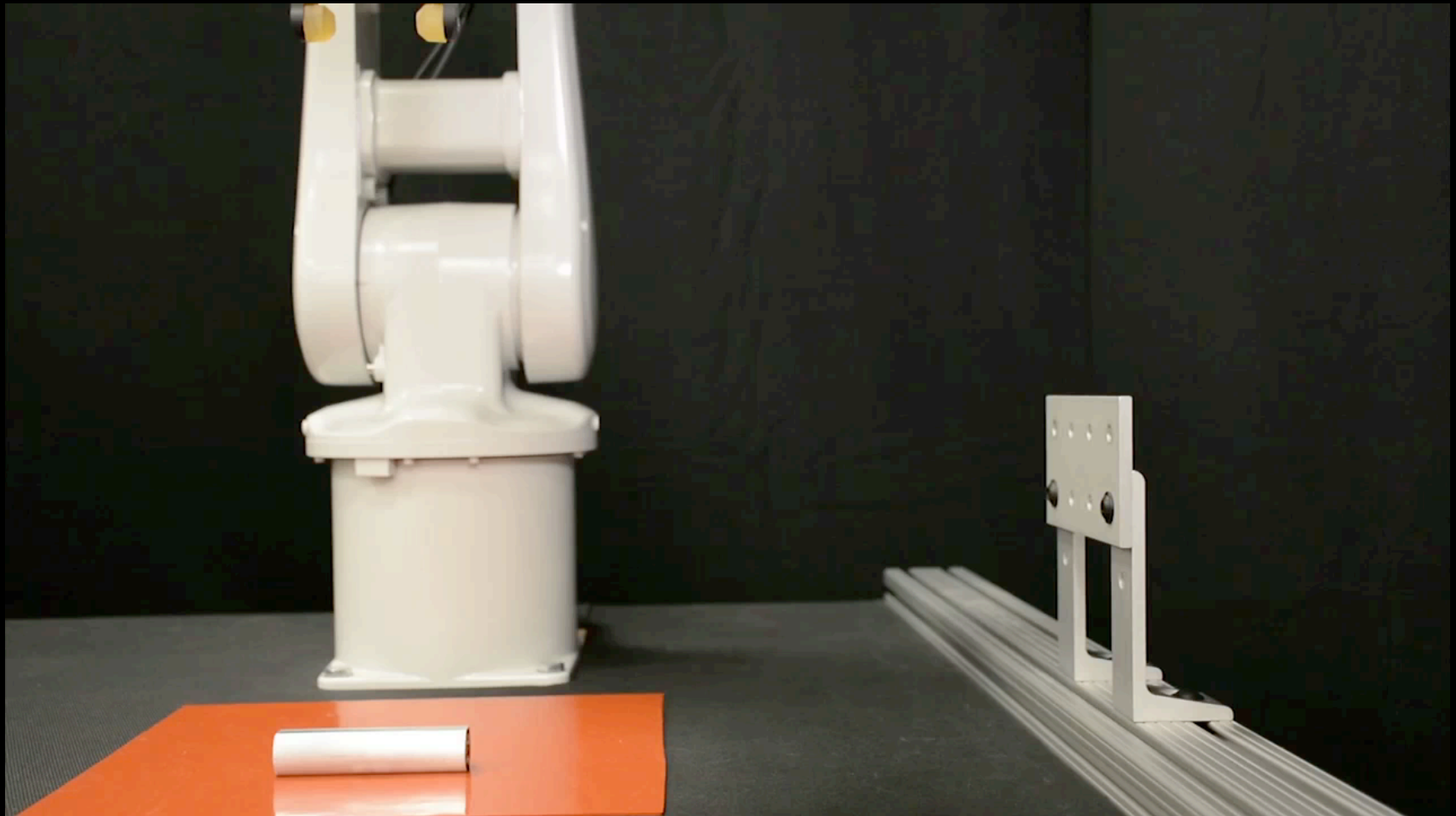


[Nikhil Chavan-Dafle et al., “Extrinsic Dexterity: In-Hand Manipulation with External Forces”, ICRA 2014]



Extrinsic Dexterity

Controlled Pushes against the Environment



High accuracy – High force – High speed – Large Workspace



Extrinsic Dexterity

Controlled Pushes against the Environment

How to ... plan these motions?

... monitor their execution?

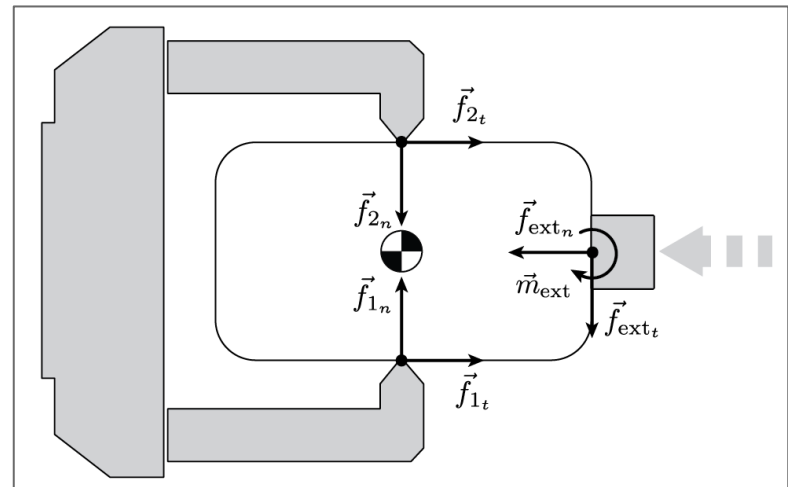
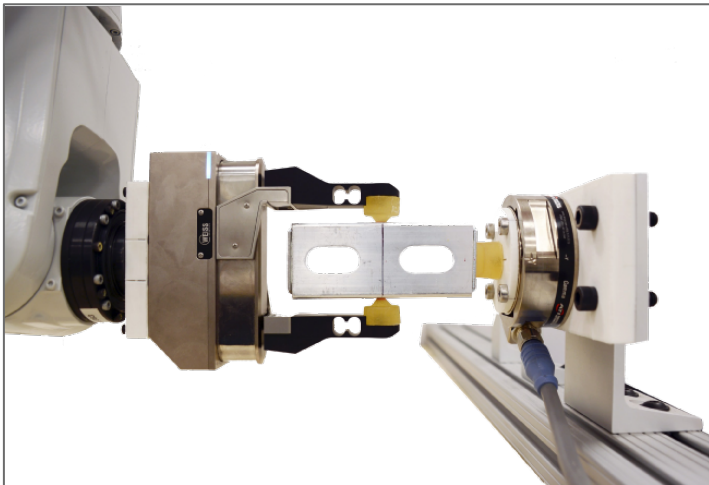
... make them reliable?

... make them fast?



Prehensile Pushing

Problem Description

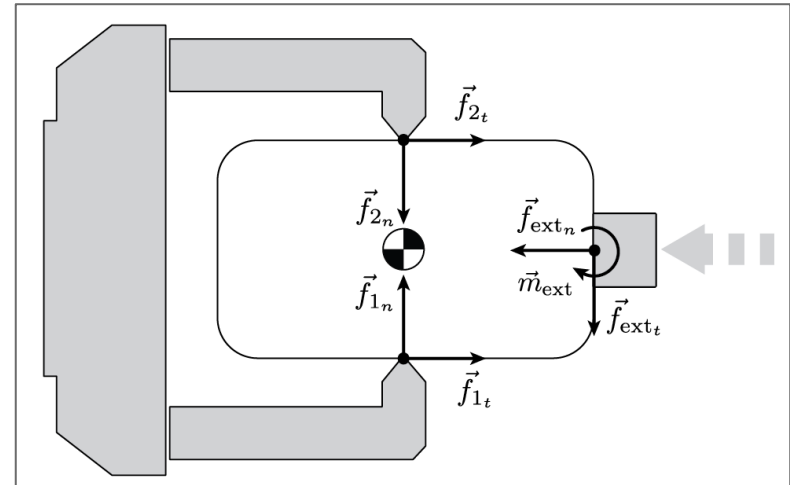
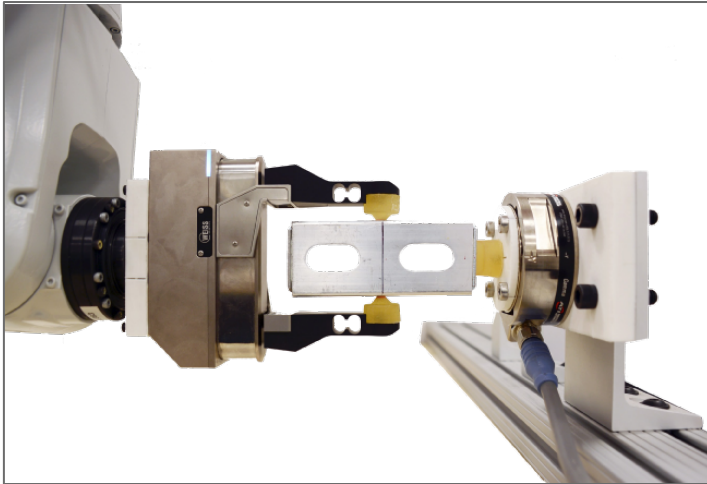


Plan arm motions to “move the environment”



Prehensile Pushing

Problem Description



Given:

- ✓ **Shape** and **mass** of object.
- ✓ **Kinematics** of gripper.
- ✓ **Location** of contacts.
- ✓ **Friction** coefficients.
- ✓ **Gripping** forces.
- ✓ **Pushing** force.

Find motion and forces applied to the object.

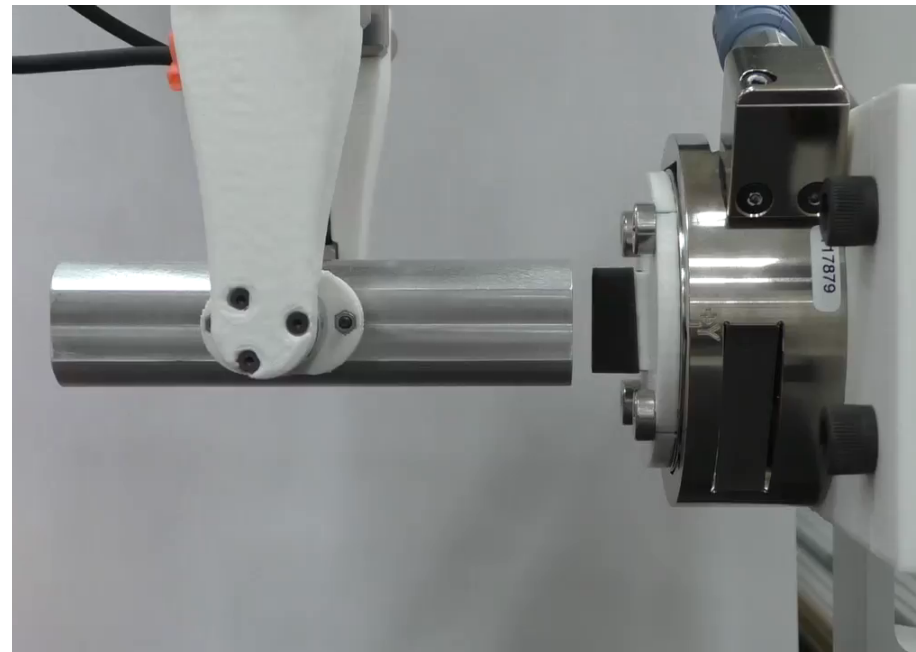
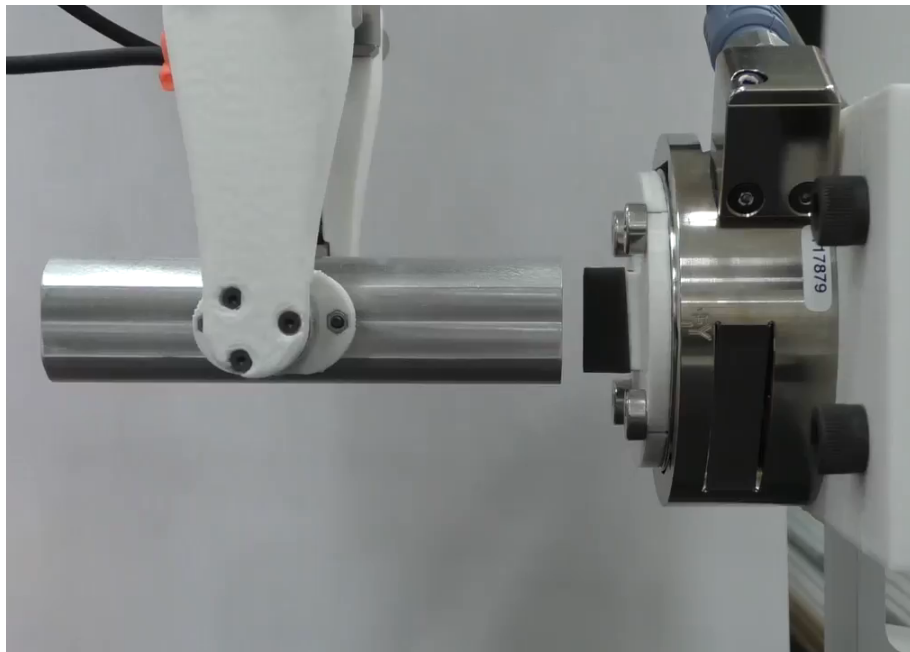


Prehensile Pushing

Main Challenges

1 - Need to model reliability

Sensitivity to kinematics, gripping force, and pushing velocity.



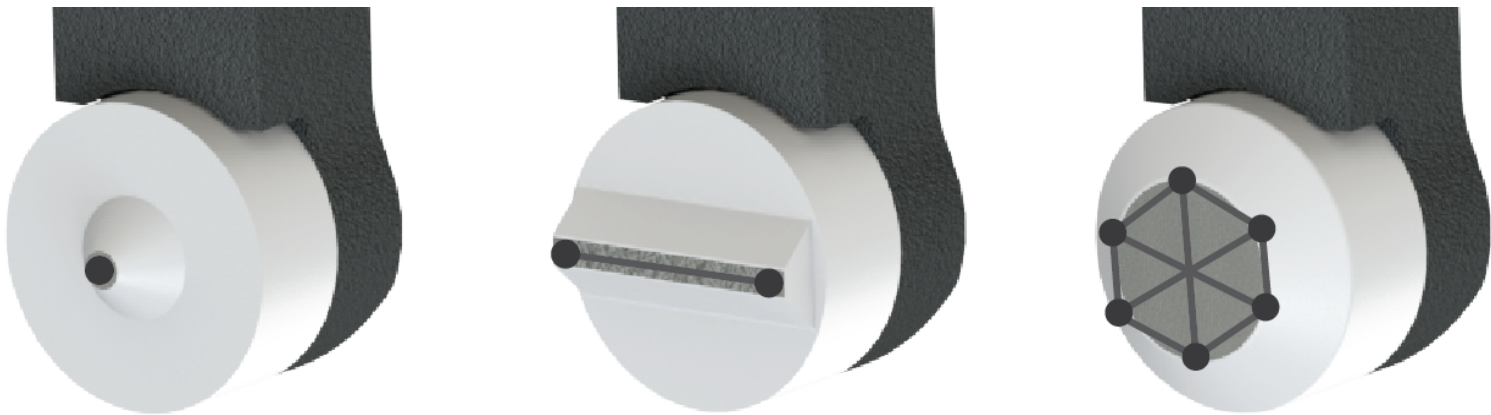


Prehensile Pushing

Main Challenges

2 - Need to model complex contacts

In order to exploit them

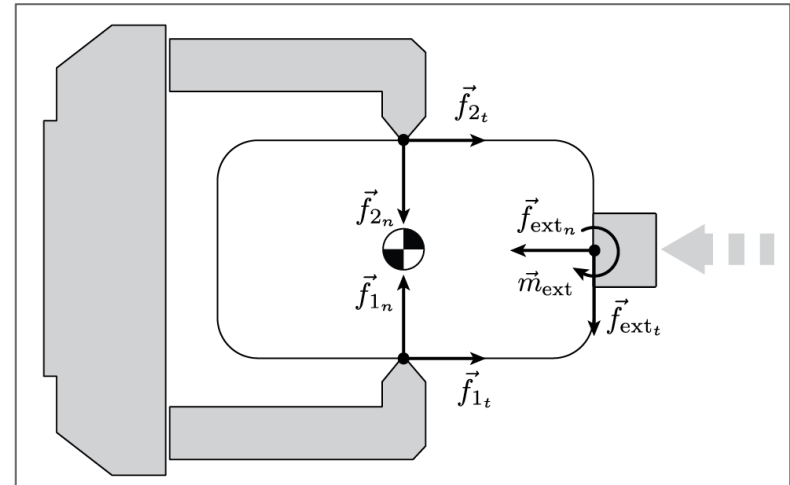
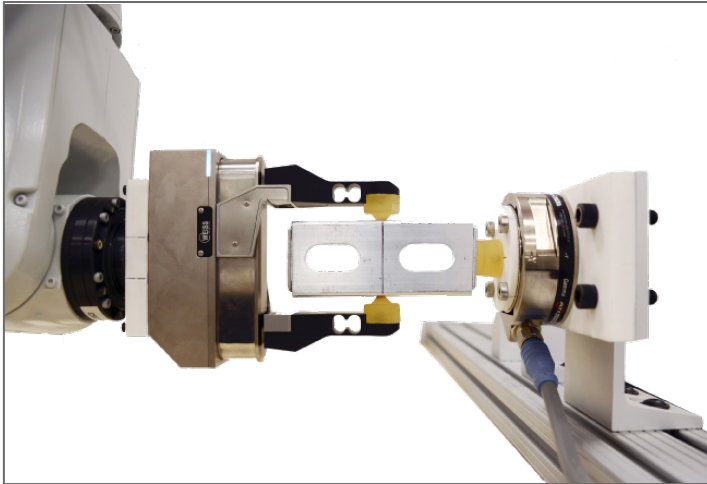


- ✓ **Kinematic** constraints from different contact geometries.
- ✓ **Linear** and **rotational** friction.
- ✓ **Computationally** tractable.



Prehensile Pushing

Problem Formulation



Find a trajectory of **forces** and **motions** that respects

- ✓ **Newtonian** mechanics.
- ✓ **Rigid** body.
- ✓ **Unilaterality** of contact.
- ✓ **Friction** laws/principles.
- ✓ **Complex** contacts.
- ✓ Motion of the **pusher**.

[Nikhil Chavan-Dafle et al., “Prehensile Pushing: In-Hand Manipulation with Push Primitives”, IROS 2015]



Prehensile Pushing

Problem Formulation

- ✓ **Newtonian** mechanics.

$$\bar{\mathbf{G}} \cdot \bar{\mathbf{\Lambda}} + \vec{w} = \mathbf{M} \cdot \vec{a}_{\text{obj}}$$

- ✓ **Unilaterality** of contact.

$$a_n \cdot \lambda_n = 0, \quad a_n \geq 0, \quad \lambda_n \geq 0$$

- ✓ **Rigid** body and **motion of the pusher**.

$$\vec{a} = \mathbf{G}^\top \cdot \vec{a}_{\text{obj}} - \mathbf{J} \cdot \ddot{\theta}$$

- ✓ **Complex** contacts.

$$\sum_{j=1 \dots k} \lambda_{n_j} = \text{Gripping force}$$

$$\vec{a}_j = \vec{a}_1 + \frac{\vec{a}_2 - \vec{a}_1}{\text{dist}(p_2, p_1)} \text{dist}(p_j, p_1)$$

- ✓ Coulomb **friction**.

$$[\mu \lambda_n - \mathbf{e}^\top \boldsymbol{\beta}] \xi = 0, \quad \mu \lambda_n - \mathbf{e}^\top \boldsymbol{\beta} \geq 0, \quad \xi \geq 0$$

$$[\xi \mathbf{e} + \mathbf{D}^\top \vec{a}_{\text{obj}}]^\top \boldsymbol{\beta} = 0, \quad \xi \mathbf{e} + \mathbf{D}^\top \vec{a}_{\text{obj}} \geq 0, \quad \boldsymbol{\beta} \geq 0$$

[Nikhil Chavan-Dafle et al., “Prehensile Pushing: In-Hand Manipulation with Push Primitives”, IROS 2015]



Prehensile Pushing

Problem Formulation

Problem formulation based on many **assumptions**:

- ✓ Uniform, isotropic, and deterministic Coulomb friction.
- ✓ Maximum power dissipation.
- ✓ Quasi-dynamic interaction.
- ✓ Rigid contact.
- ✓ Perfect knowledge of geometries and inertias.

How usable is the model?



Prehensile Pushing

We need model validation

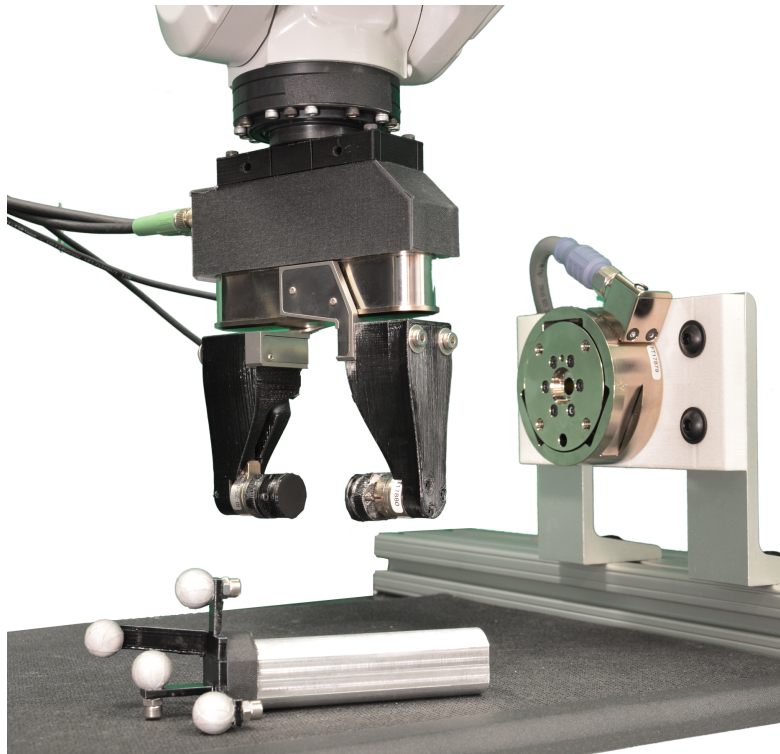




Prehensile Pushing

Validation

Automated Experimental Setup



Capture:

- ✓ **Motion** of robot and object.
- ✓ **Forces/torques** at all contacts.

Variations in:

- ✓ Contact **geometry**.
- ✓ Gripping **force**.
- ✓ Pusher **motion**.

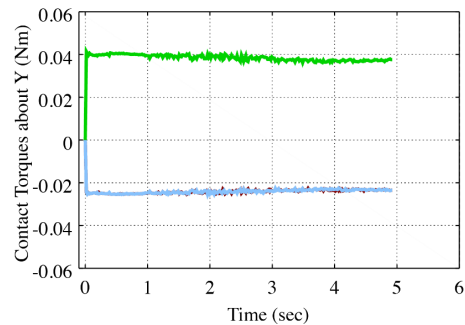
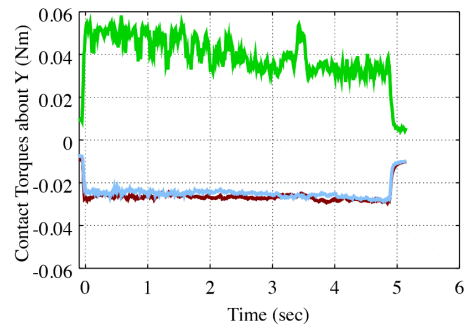
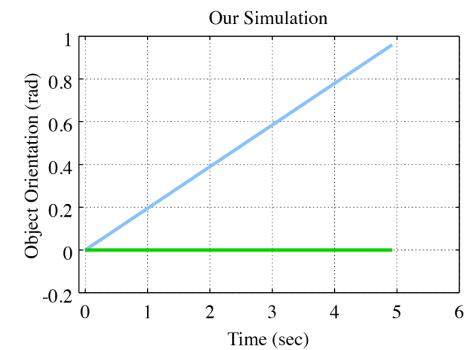
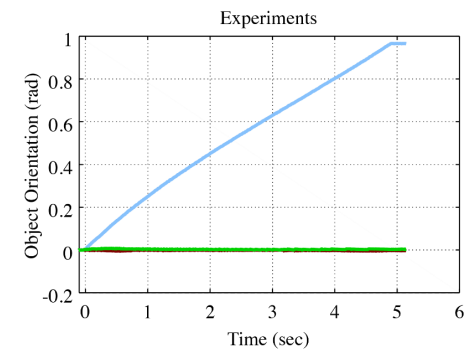
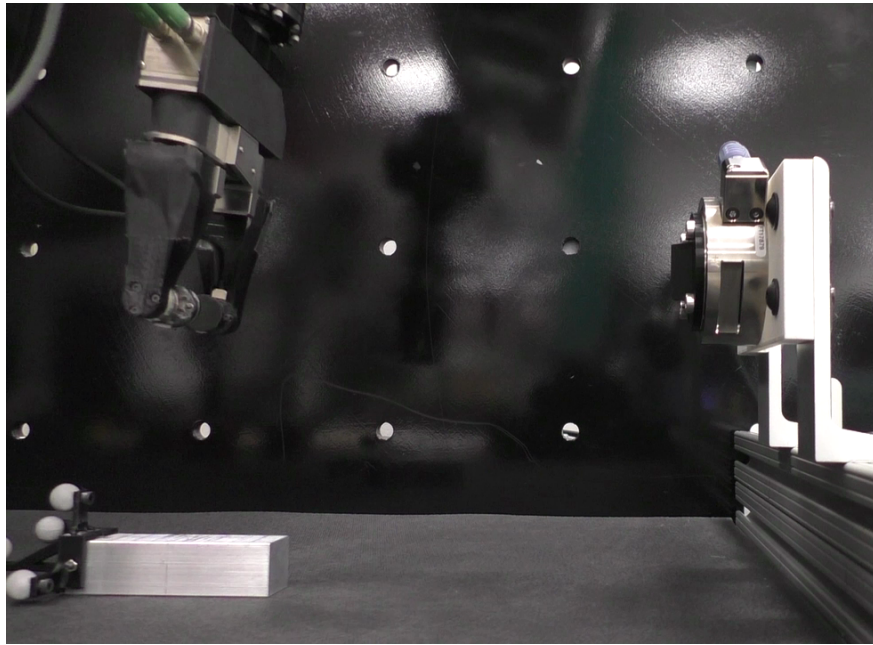
[Roman Kolbert et al., “Experimental Validation of Contact Dynamics for In-Hand Manipulation”, ISER 2016]



Prehensile Pushing

Validation

Experiment: Pivoting Push



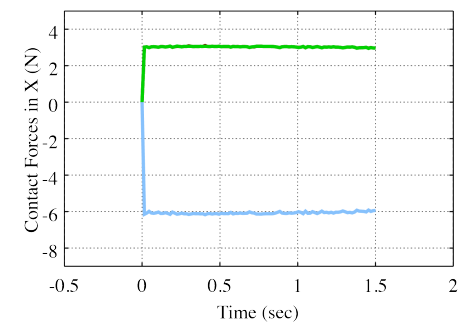
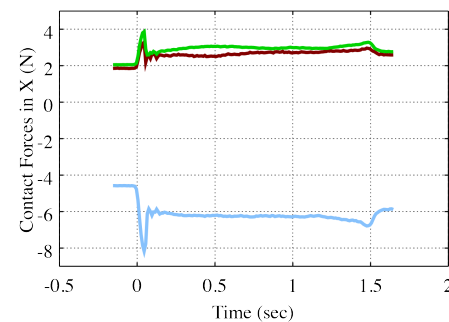
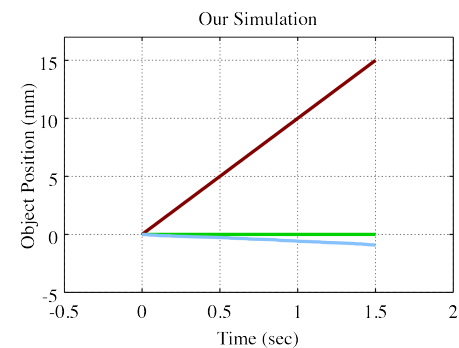
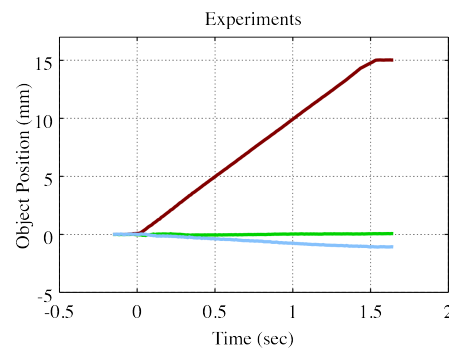
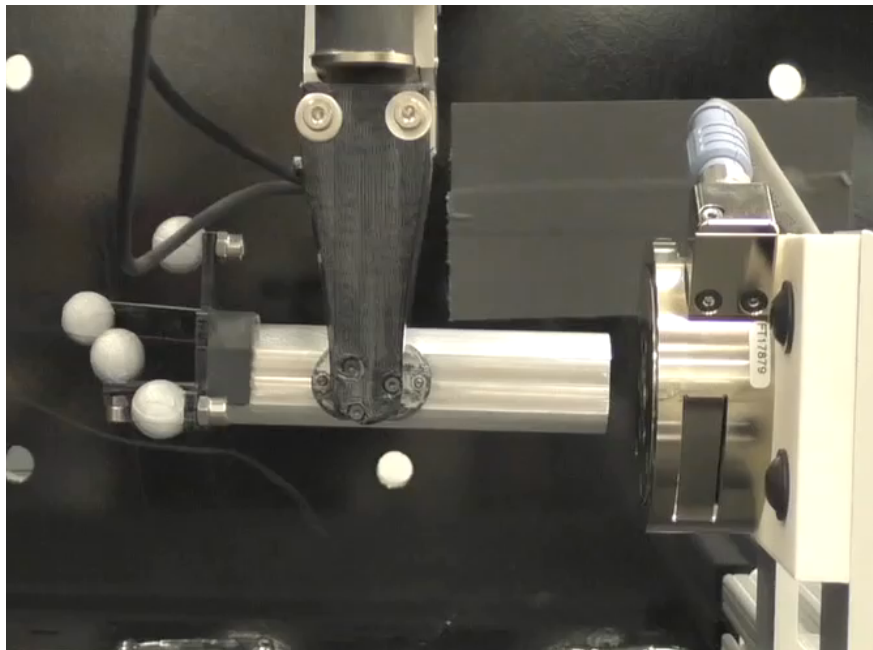
[Roman Kolbert et al., "Experimental Validation of Contact Dynamics for In-Hand Manipulation", ISER 2016]



Prehensile Pushing

Validation

Experiment: Linear Push



[Roman Kolbert et al., "Experimental Validation of Contact Dynamics for In-Hand Manipulation", ISER 2016]

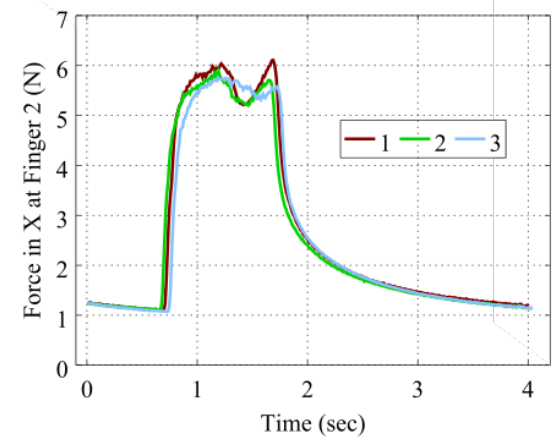
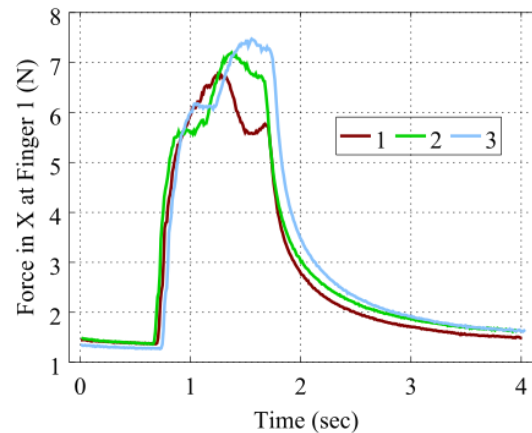
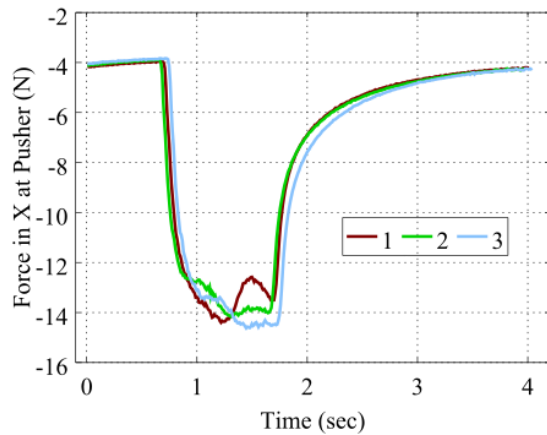


Prehensile Pushing

Challenges

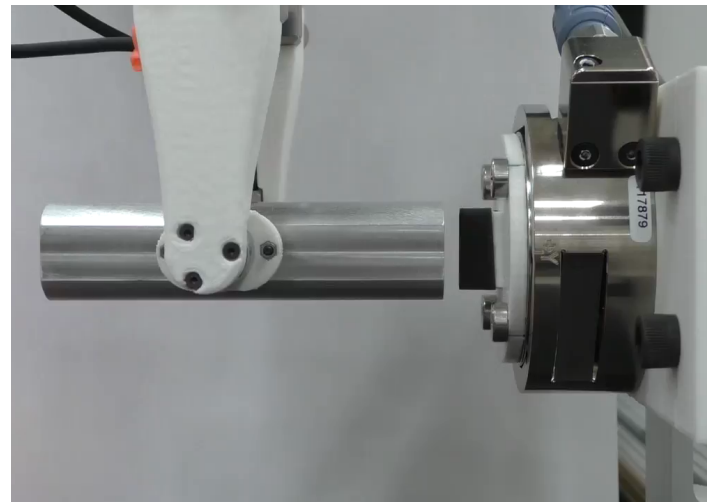
Variability

During experiments with same initial conditions.



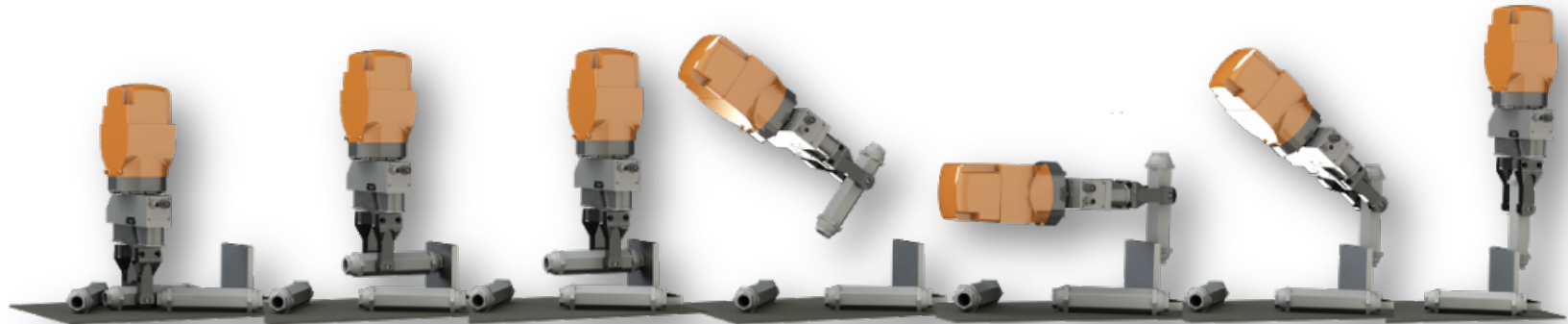
Stability

Some pushes are still inherently unstable and difficult to control.





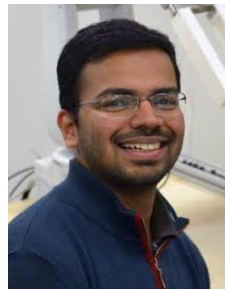
Summary



- ✓ **Extrinsic dexterity** - specially for simple grippers.
- ✓ Good approximation to **contact dynamics**.
- ✓ **Evaluate** and **reinforce** with data when possible.
- ✓ Close the loop!



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