A gait pattern generator for closed-loop position control of a soft walking robot

Lars Schiller^{1,*}, Arthur Seibel² and Josef Schlattmann¹

¹Workgroup on System Technologies and Engineering Design Methodology, Hamburg University of Technology, 21073 Hamburg, Germany ²Fraunhofer Research Institution for Additive Manufacturing Technologies IAPT, 21029 Hamburg-Bergedorf, Germany

Correspondence*: Lars Schiller lars.schiller@tuhh.de

2 ABSTRACT

1

This presentation presents an approach to control the position in Cartesian space of a gecko-3 inspired soft robot. By formulating constraints under the assumption of constant curvature, the 4 joint space of the robot is reduced in its dimension from nine to two. The remaining two generalized 5 coordinates describe respectively the walking speed and the rotational speed of the robot and 6 define the so-called velocity space. By means of simulations and experimental validation, the 7 direct kinematics of the entire velocity space (mapping in Cartesian task space) is approximated 8 by a bivariate polynomial. Based on this, an optimization problem is formulated that recursively 9 generates the optimal references to reach a given target position in task space. Finally, we show 10 in simulation and experiment that the robot can master arbitrary obstacle courses by making use 11

12 of this gait pattern generator.

13 Keywords: mobile robotics, gait pattern generator, closed-loop position control, gecko-inspired soft robot, locomotion controller