## Computational Design Synthesis and Optimization of Robots

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ENGINEERING DESIGN AND COMPUTING





## Challenges of Mechanical and Mechatronic Design Synthesis

- Multi-disciplinary: mechanical, electronic and software components
- A large number of different functional and behavioral elements
- Strong dependencies between geometry, behavior and function
- Complex 3D geometry parts and assemblies
- Complex geometric constraints
- Strong dependency between design and fabrication







#### **Computational Design Synthesis and Optimization**



Engineering Design + Computing Laboratory



## Robotic Systems

## Active Robotic Systems

- Actuators and feedback control
- High task flexibility possible
- Responsive to environment
- High robustness



http://www.adrl.ethz.ch/doku.php/adrl:robots

## Passive Robotic Systems

- No actuators and control
- No energy source necessary
- Potential to save energy



Passive dynamic walking, Mcgeer, T., 1990, International Journal of Robotics Research







## Prototyping of Passive Walking Robots using FDM (1)

Design of different bearings



A modular design



Design variables can be adjusted after printing







#### Prototyping of Passive Walking Robots using FDM (2)

"Designing Passive Dynamic Walking Robots for Additive Manufacture", Stöckli, Modica and Shea. Rapid Prototyping Journal, 22(5): 842-847, Bradford: Emerald, 2016. DOI: 10.1108/RPJ-11-2015-0170





## Computational Design Synthesis of Passive Dynamic Robots



## Single Pendulum

Simplest possible solution

#### **More Complex Solutions**

- Can require less space
- Can provide visual interest

"Automated Synthesis of Passive Dynamic Brachiating Robots Using a Simulation-Driven Graph Grammar Method", Stöckli and Shea, Journal of Mechanical Design, 139(9), pp. 092301, New York, NY: American Society of Mechanical Engineers, 2017. DOI: 10.1115/1.4037245





## Computational Design Synthesis of Brachiating Robots













## CAD-Based Generative Design

An interactive environment for parametric spatial grammar rule definition, generative design and search space exploration.

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https://sourceforge.net/projects/spapper/

Hoisl, F. and Shea, K. (2011) "An Interactive, Visual Approach to Developing and Applying Parametric Three-Dimensional Spatial Grammars", Artificial Intelligence for Engineering Design, Analysis and Manufacturing, 25 (4): 333 – 356.





## Spatial (and Graph) Grammars







## **Spatial Grammars**

	Rule R: $A \rightarrow B$ C' = C - t(A) + t(B)
Shape Grammar G = (S, L,	R, I)
S finite set of shapes	Rule (R) → Object (A) → Condition (t)
L finite set of labels	
R finite set of rules	
I the initial shape where I (S,L) <sup>0</sup> (vocabulary)	



## Robot Arm Concepts – 3D Labels





## Robot Arm Components – 3D Labels





## **Generated Components**





## **Generated Robot Arm Concepts**



- ✓ parameterized primitives
- ✓ parametric rules
  - ✓- shape complexity
  - ✓ constraints
- ✓ Boolean operations,
- ✓ sweeping

- $\checkmark$  collision detection
  - part collision avoidance
  - design space restriction
- ✓ 3D labels
  - ✓ constraints
  - ✓ shape complexity





# Computational Design Synthesis of Virtual Locomotive Soft Robots





"A Spatial Grammar Method for the Computational Design Synthesis of Virtual Soft Robots", van Diepen and Shea, ASME DETC conference 2018.

- Spatial grammar uses bending actuators as building blocks
- An actuator has a predefined, cyclic activation pattern
- Target gaits: walking, crawling, hopping



## Results





## **Results in Action**

Crawling



Hopping

#### Walking



#### Walking