

ERF2014 WORKSHOP

Dual-Arm Robots for Skilled Manufacturing Applications



13th March 2014, Roveretto, Italy

Dual arm robots programming

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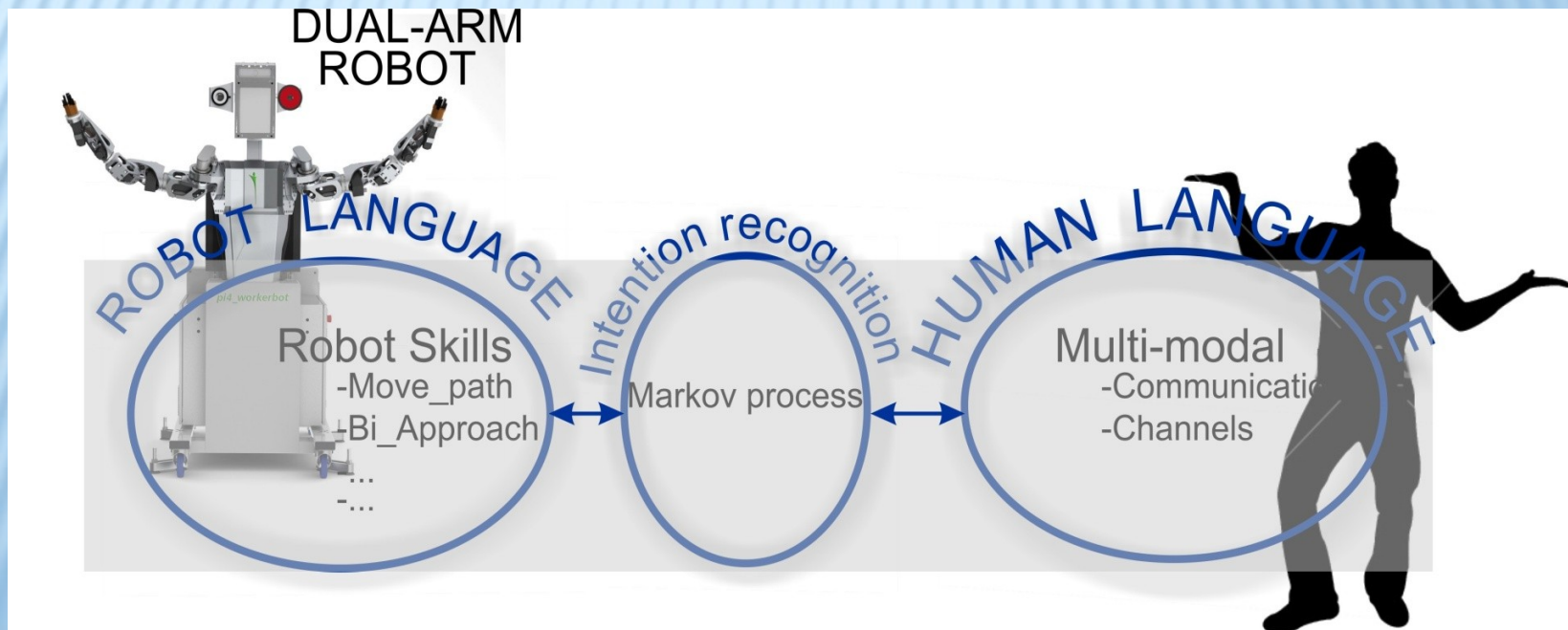
Objectives

Programming is one of the two main bottlenecks for wider applications of dual-arm robots in industry

- **Ambitious framework** to support :
 - **Task-oriented** dual-arm robot programming (activities decomposition: order, jobs, tasks, operations)
 - **Sensor-based robot control** (**force/torque control, impedance**, vision – look and move etc., force-vision)
 - **Interactive programming** (gesture, voice, manual guidance.....)
 - Robust and flexible execution of complex assembly/disassembly tasks (including contact operations) in a structured, but uncertain environment (compensate for robot/environment errors/tolerances)

Interactive dual arm robot programming

- Define robotic skills in terms of activities:
 - Supports hierarchical decomposition,
 - General purpose vs. specific activities (avoid teaching)
 - Scaling
 - Explicit/implicit, object-oriented programming
 - Robotic-Language DARL - key approach



BACKGROUND FOR CONTROL/PROGRAMMING DEVELOPMENT

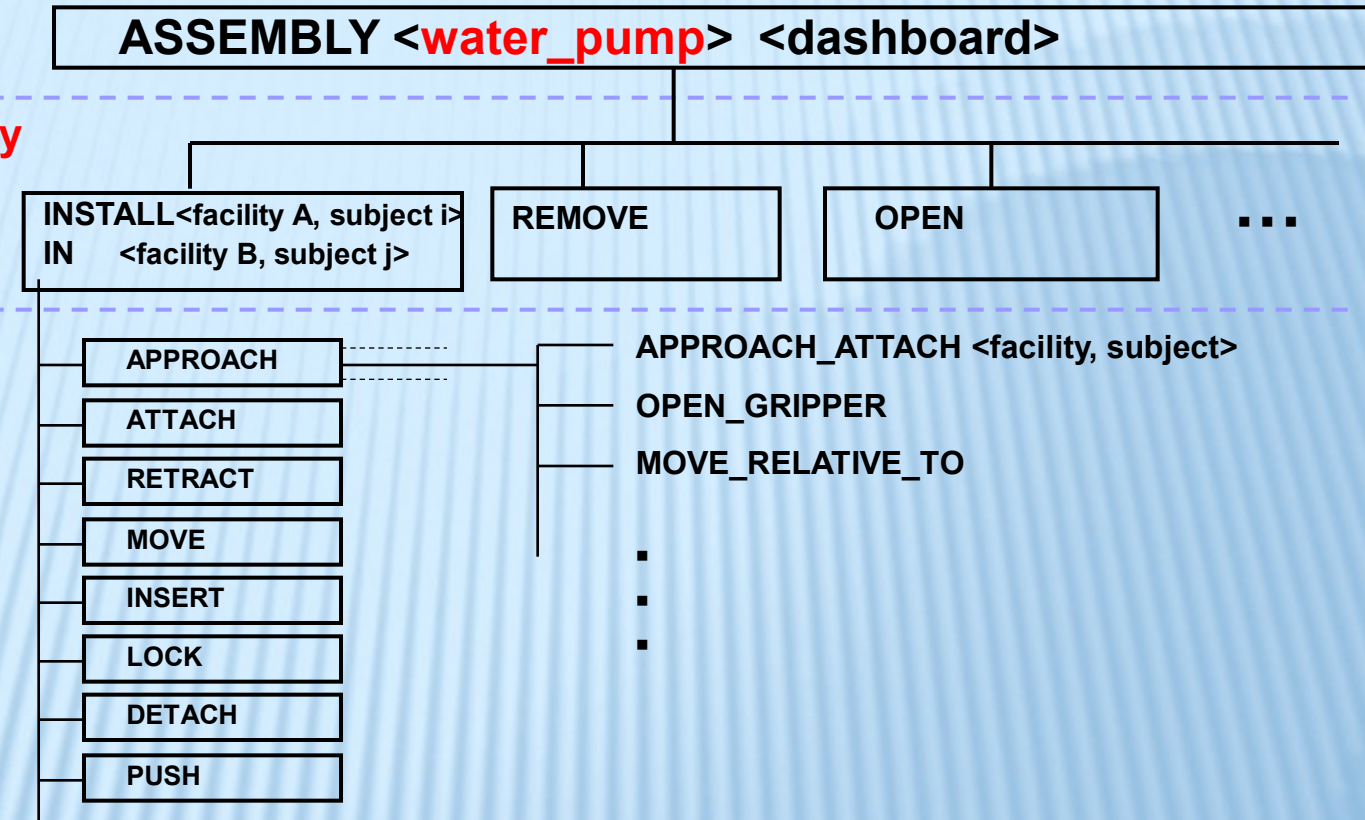
Higher complex activity
JOB, TASK

Lowest level of activity

- Assigned to a sub-system (device)
- Mapped to a system ability (algorithm)

OPERATIONS
(ACTIONS)

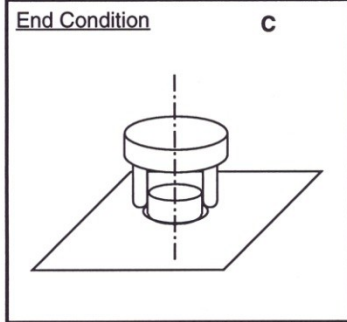
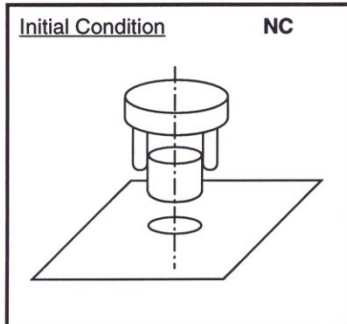
Atomic activity



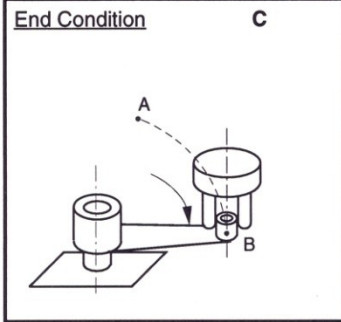
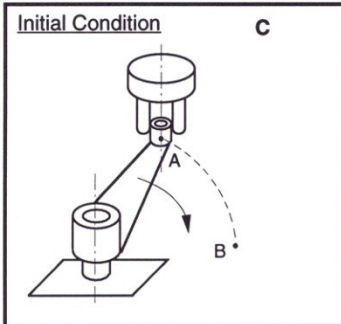
PDL2 Robot/Motion Commands, New EXT-Commands

Single Arm - Contact Operations (Actions)

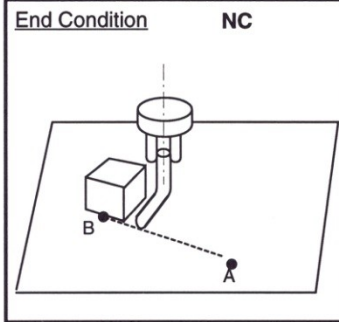
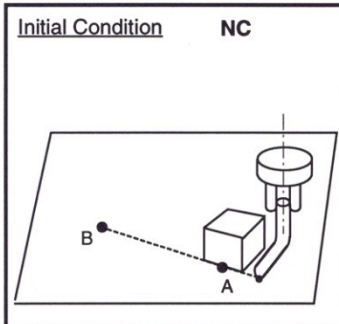
Action: Insert (Extract)



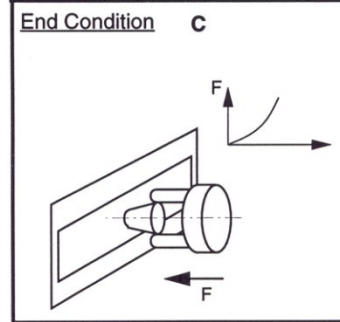
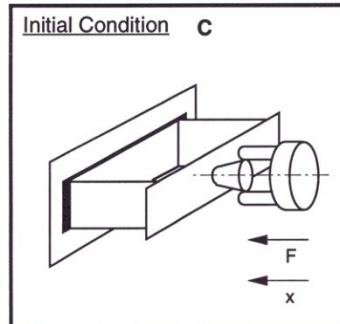
Action: Hinge



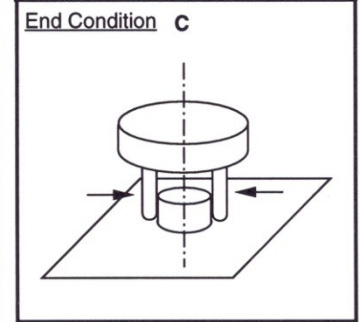
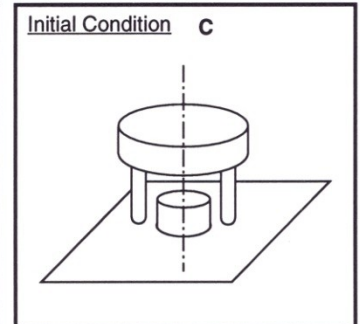
Action: Push



Action: Slide



Action: Attach



gr/46/dr-fig.1+b

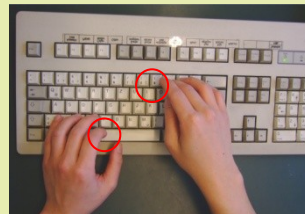
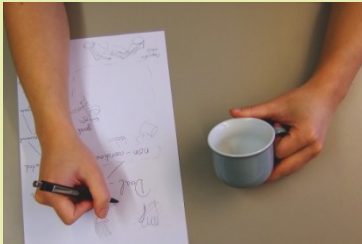
HOLD, YIELD, LOCK, UNLOCK etc. (GET_CONTACT, APPLY_FORCE)

Dual-arm operations

coordinated

goal-coordinated

non-coordinated



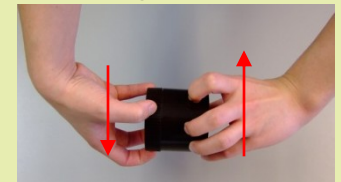
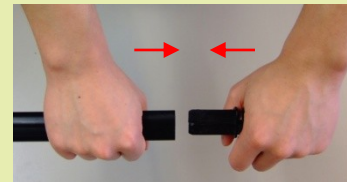
Jigless operations:

L: Action \longleftrightarrow R: Action
HOLD INSERT

bimanual

symmetric

asymmetric



congruent

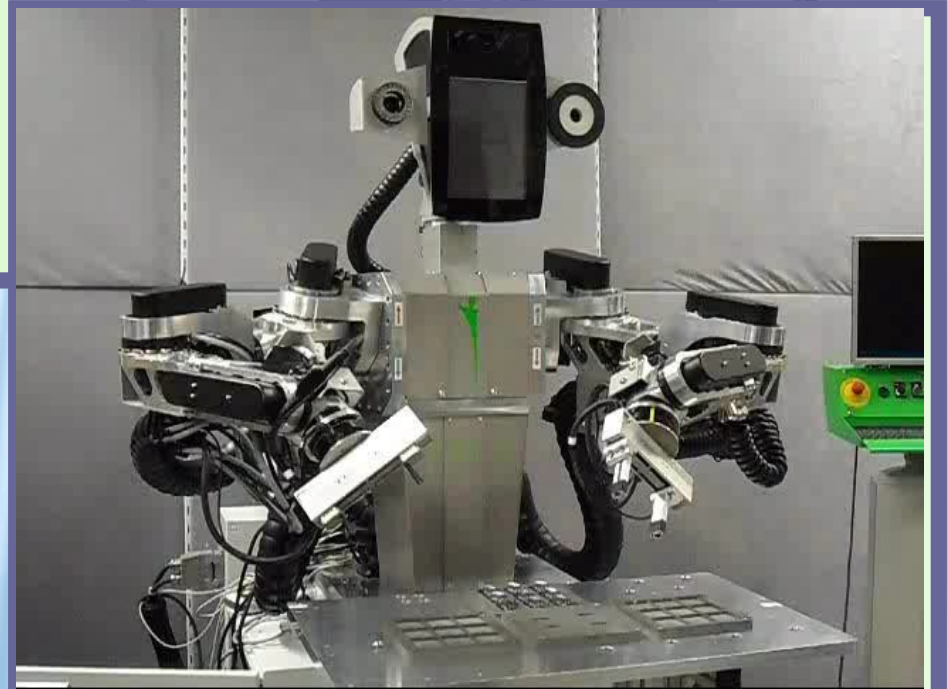
non-congruent

Why human performs mostly simplified dual-arm motion?

Bottleneck : planning (monitoring), not control

Simple planning and programming of human-like bimanual motion („Callosum“ – control)

- Symetric/asymetric, congruent/non-congruent motions
- Arms collision monitoring and avoidance



Bimanual Operations



Jigless Operation



Pure Bimanual Operation

Dual-Arm Actions (Mimic Human Motion)

Bi-Approach (Retract)



Bi-Grasp (Release)



Bi-Insert (Extract)



Bi-Hinge



Bi-manual operations performed on a common object

Dual-Arm Actions (Mimic Human Motion)

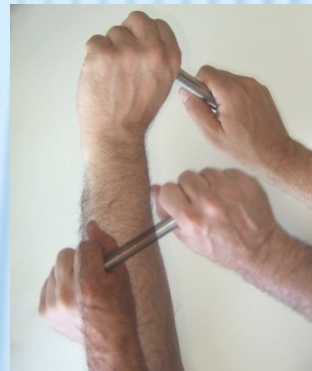
Bi-Slide



Bi-Hold



Bi-Move

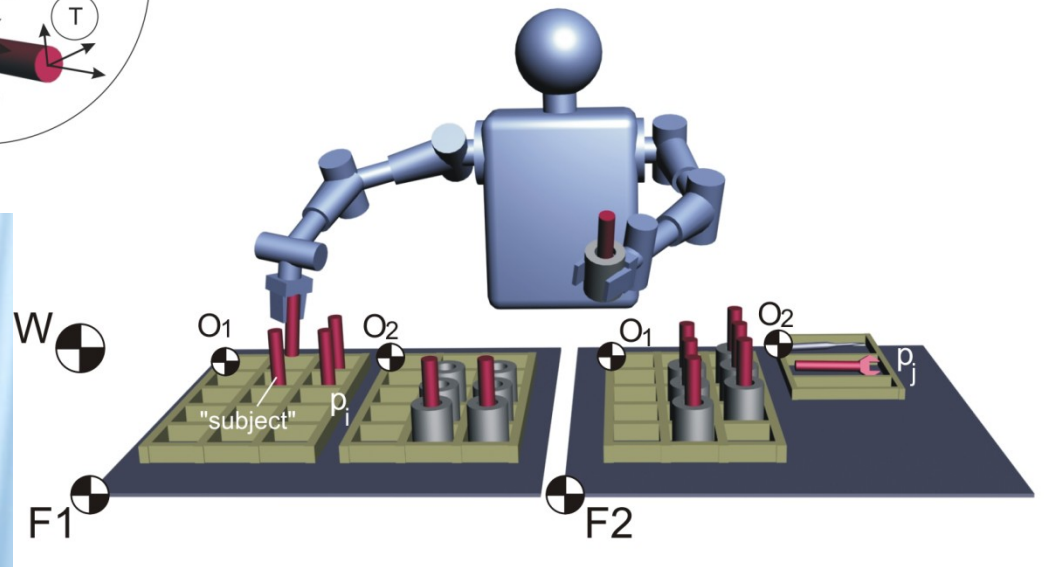
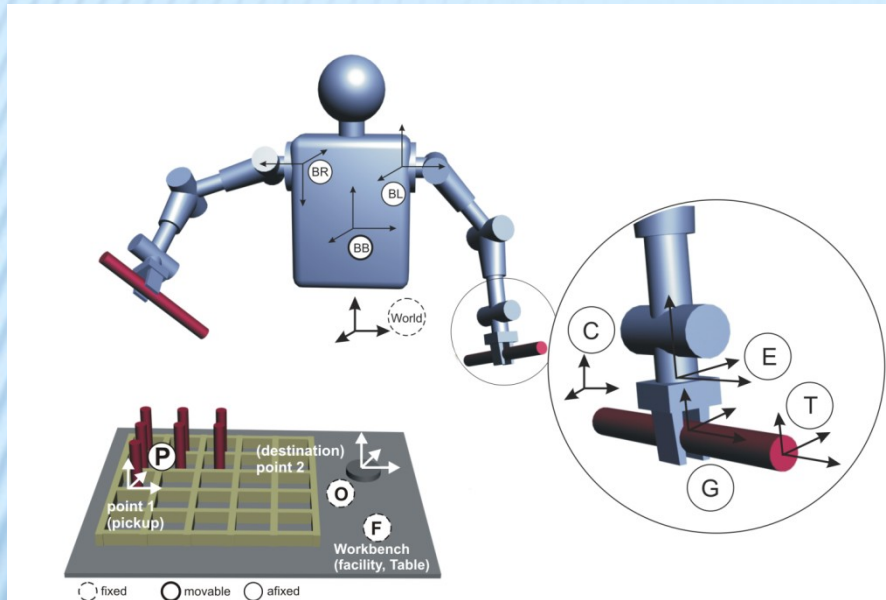


Bi-Yield



Bi-manual operations performed on a common object

WORLD MODEL : ROBOT AND ENVIRONMENT FRAMES



Structured but uncertain environment

Action and Tasks Bi-Manual (Lego-Like) Programming

R-Arm	Dual-Arm	L-Arm
MOVE_ALONG (traj_f1_R) APPROACH (f1, s1) ATTACH (f1, s1) RETRACT (f1, s1) MOVE_ALONG (traj_f3_R)		MOVE_ALONG (traj_f2_L) APPROACH (f2, s2) ATTACH (f2, s2) RETRACT (f2, s2) MOVE_ALONG (traj_f3_L)
	BI_APPROACH (s1, s2) BI_GET_CONTACT (s1, s2) BI_HINGE_ASYM (s1, s2)	
DETACH (s1) RETRACT (s1)		HOLD
MOVE_ALONG (stdby_R)		MOVE_ALONG (f3, s3) APPROACH (f3, s3) INSERT_PORT (f3, s3) DETACH (f3, s3) RETRACT (f3, s3) MOVE_ALONG (stdby_L)

High-Level Object-oriented dual-arm robot programming language (C++)– *Advanced frame for dual-arm robot programming*

```
lArm.setIMCOStatusBlocking(SYSTEM_STATUS_MONITORING);  
    lArm.setComplianceGains( gLowStiff );  
    lArm.setComplianceFrame( CartPose() );  
lArm.setIMCOStatusBlocking(SYSTEM_STATUS_RUNNING);  
  
    biMovePTP(lOverFacility,  
              rOverFacility);  
    biExecuteBlocking();
```

BI-MANUAL-ACTIONS SUPPORTED BY DARL

For example:

- **biMovePTP**(**const** JointPose& pl, **const** JointPose& pr, JointPose jsdp_l, JointPose jsdp_r)
- **biMoveTo**(CartPose cl, CartPose cr, **double** spd_l, **double** spd_r)
- **biApproachInsert**(Subject& hl, Subject& hr, **double** spd=APPROACHINSERT, Blend* blend=NULL, **bool** openBlend=**false**)
- **biInsert**(Subject& hl, Subject& hr, **double** spd=INSERT)
- **biPutSubjectTo**(Subject& hl, Subject& hr, Blend* blend=NULL, **bool** openBlend=**false**)
- **biMove2Approach**(Subject& sl, Subject& sr, **double** spd_app=APPROACH, Blend* blend=NULL, **bool** openBlend=**false**)

BI-INSERT(SUBJECT& HL, SUBJECT& HR, DOUBLE SPD=INSERT)

biInsert is resolved to:

```
CartPose cl = hl.getPose();  
lArm.setComplianceGains(ENGAGE_CONFIG);  
lArm.setComplianceFrame(CartPose())  
lArm << MoveLin(cl);  
CartPose cr = hr.getPose();  
rArm.setComplianceGains(ENGAGE_CONFIG);  
rArm.setComplianceFrame(CartPose())  
rArm << MoveLin(cr);
```

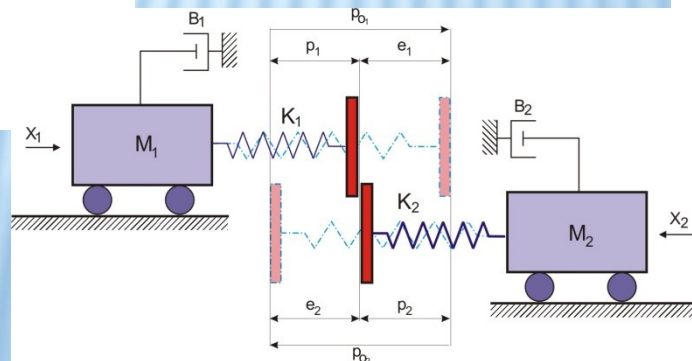
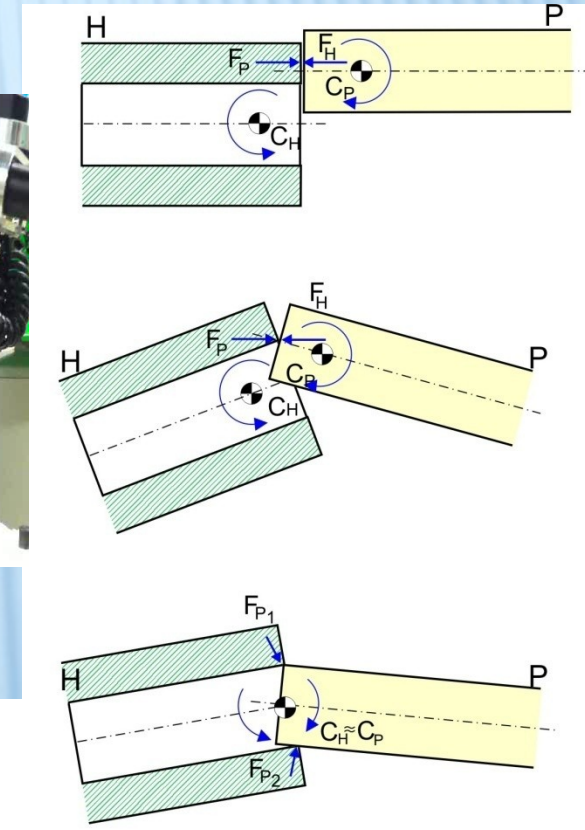
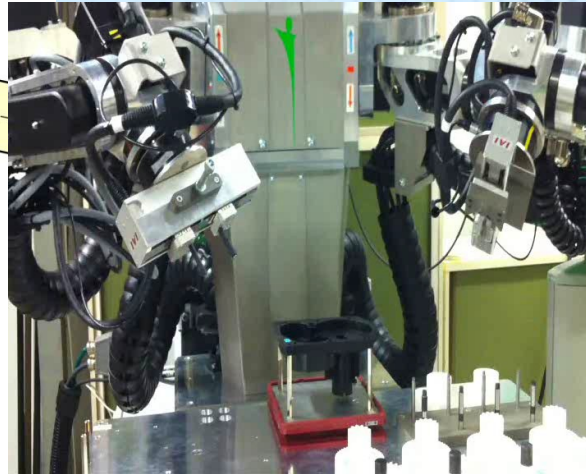
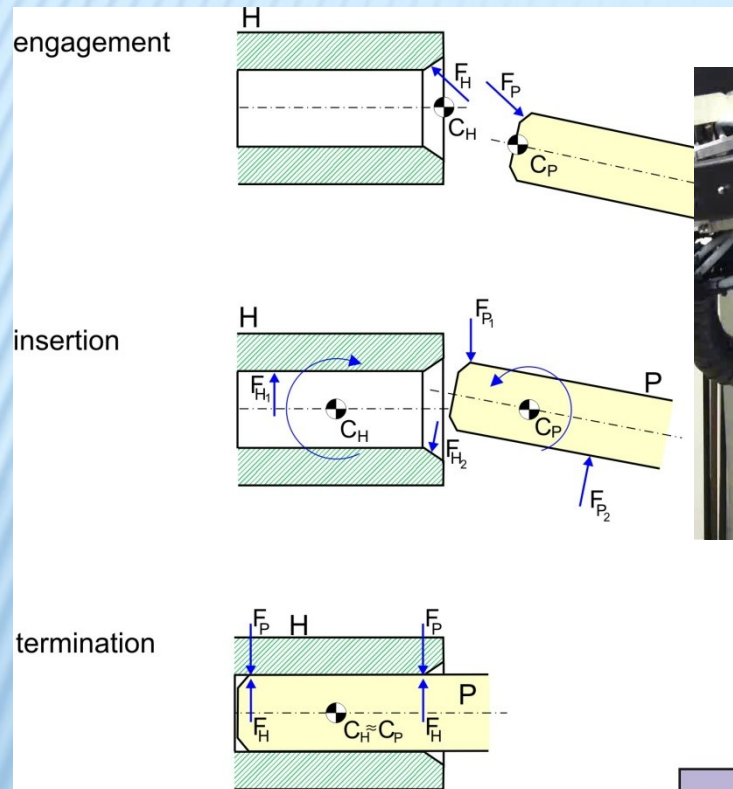
Engage

```
CartPose cl = hl.getPose();  
lArm.setComplianceGains(INSERT_CONFIG);  
lArm.setComplianceFrame(CartPose() +Vector3(0,0,-d/2))  
lArm << MoveLin(cl);  
CartPose cr = hr.getPose();  
rArm.setComplianceGains(INSERT_CONFIG);  
rArm.setComplianceFrame(CartPose()+Vector3(0,0,-d/2))  
rArm << MoveLin(cr);
```

Insert

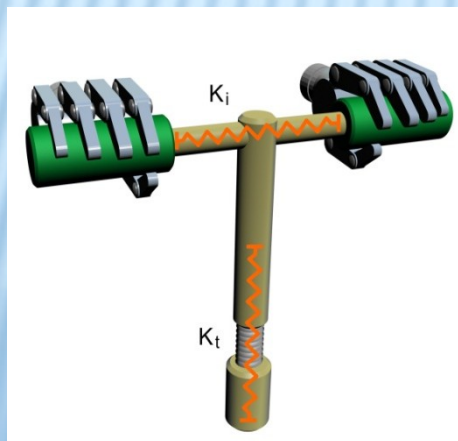
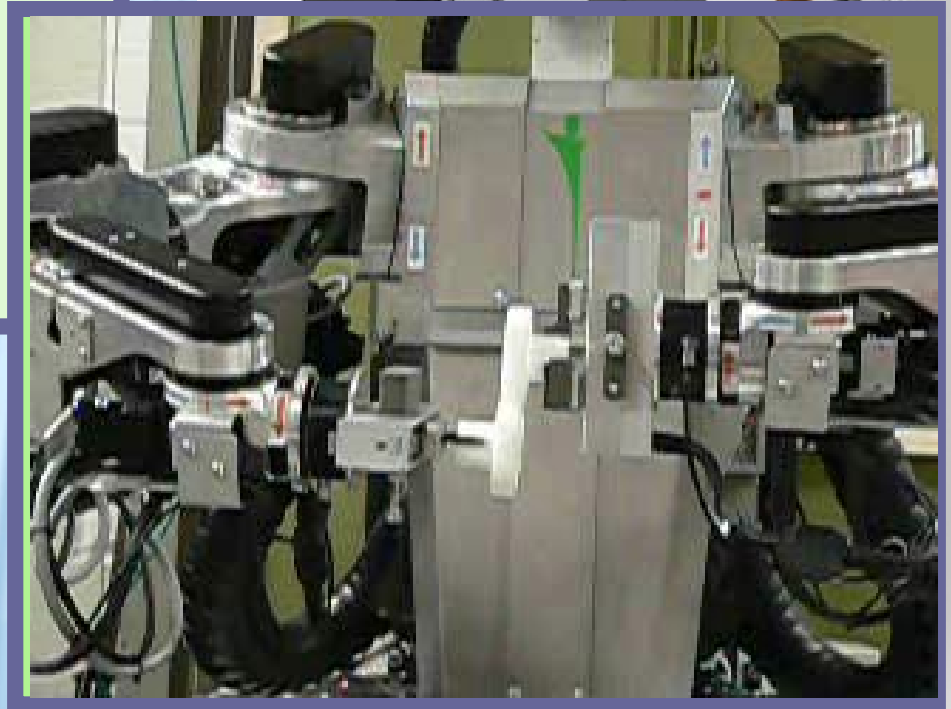
```
lArm.execute();  
rArm.execute();
```

EFFICIENT DUAL-ARM INSERTION (INTERACTION BETWEEN TWO COMPLIANT ARMS)



Bimanual Contact Tasks Control

Single Arm/External (common object)/
Internal – impedance control



DUAL ARMS SYNCHRONIZATION

Sync A, B;

right_arm << move (p1) << A << move (p2) << move (p3) << B;

left_arm << move (p4) << B << move (p5) ;

left_gripper << A << close () << B;



1) Short set-time in a for human designed work-environment – *Half-our commissioning*

2) Redundant arms programming and control – *Efficient handling of two arms redundancy*

3) Impedance and force control over all control layers – *First implementation of programmable and configurable impedance and force control for industrial robots applications*

4) Task-Level Programming – *An old idea becomes reality in dual-arm robots*



**DARL – Flexible framework for
programming dual-arm robots in C++**

ROS – package (generalization)

Connection to DB (ontological)

To be published soon (April 2014)

