





The Yoyo-Man

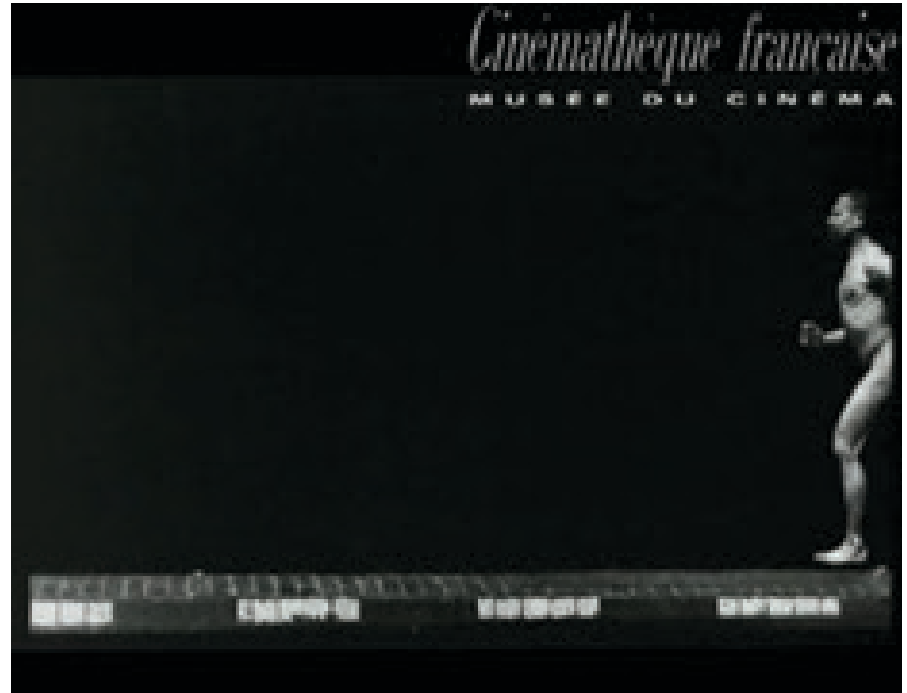
Jean-Paul Laumond



Humans are not walking, they are rolling!

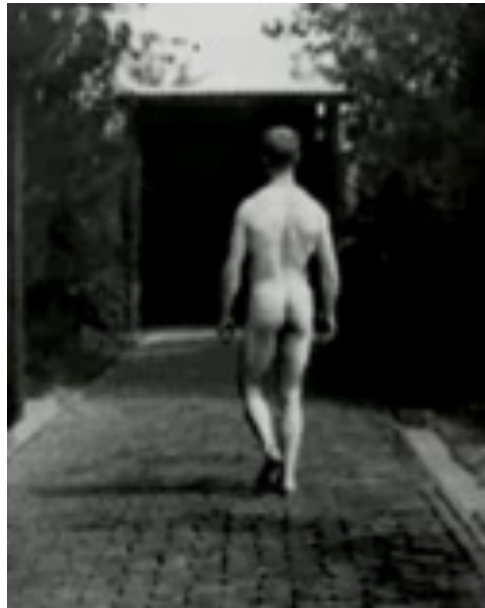
Walking

- Understand walking...
... to better design walkers



Walking

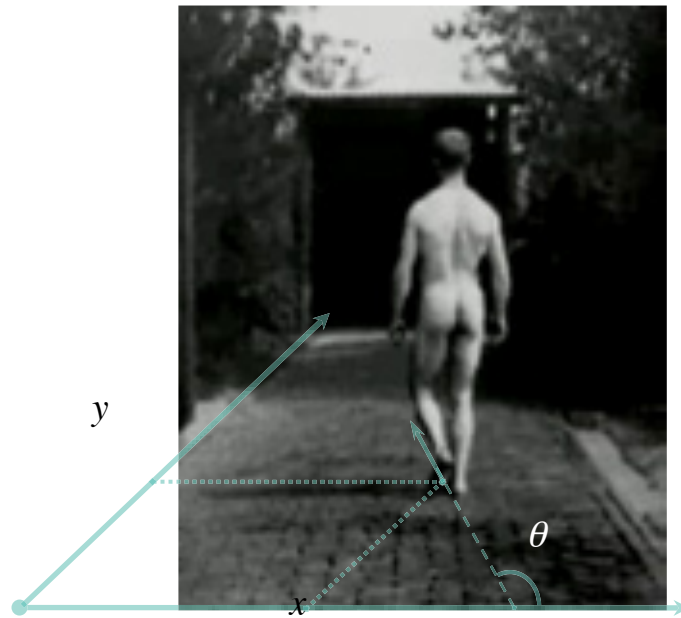
- Understand walking...
... to better design walkers



Etienne Jules Marey
© Cinémathèque Française

Walking

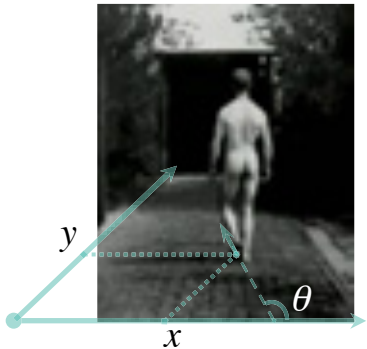
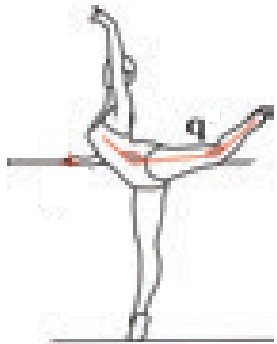
- Understand walking...
... to better design walkers



Etienne Jules Marey
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Walking

- An underactuation issue



Etienne Jules Marey
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Physical Space

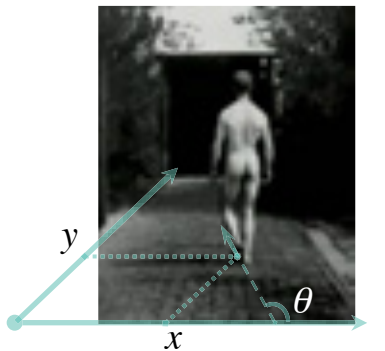
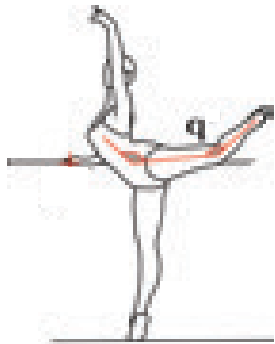
Placement Space \times *Posture Space*

Sensory Space

Motor Space

Walking

- An underactuation *complex* issue



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Physical Space

Placement Space \times *Posture Space*

Motor Space



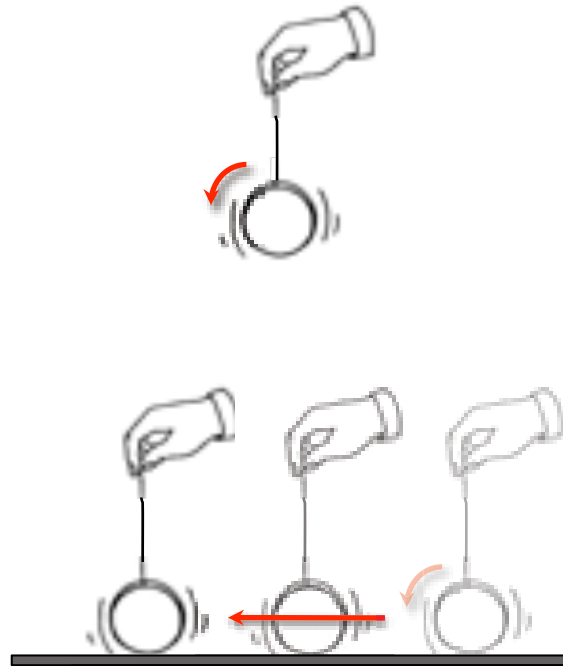
30 motors for the robot, 600 muscles for humans



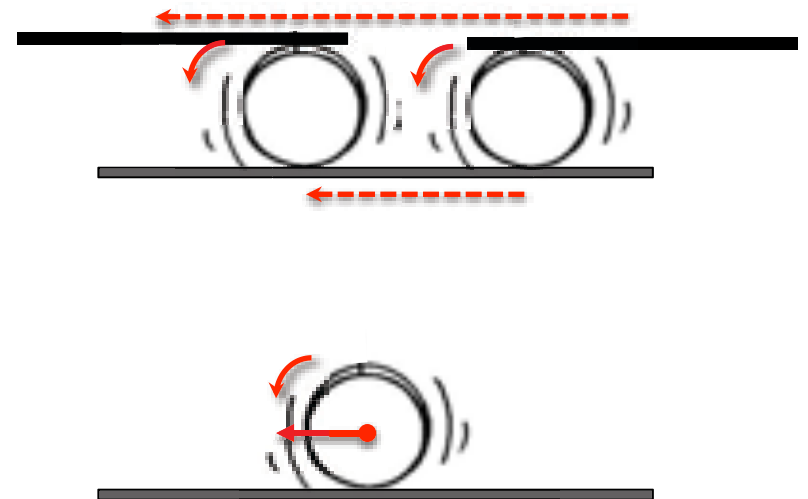
Synergies:

**How to reduce the dimension of
the search space?**

• Rolling



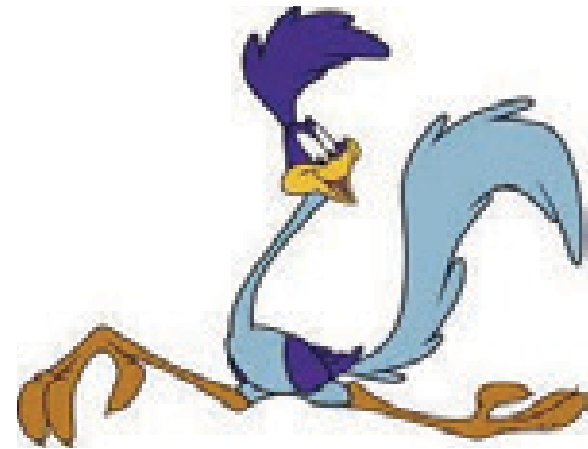
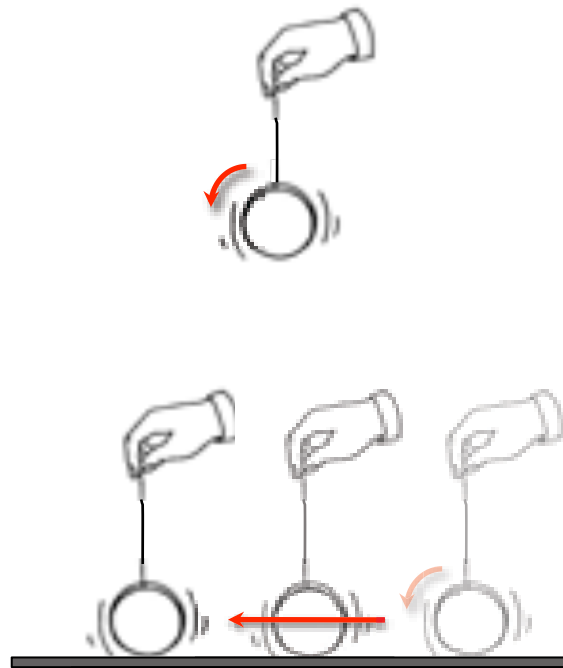
Tribute to the wheel
(-3500)



From log to wheel

Displacement

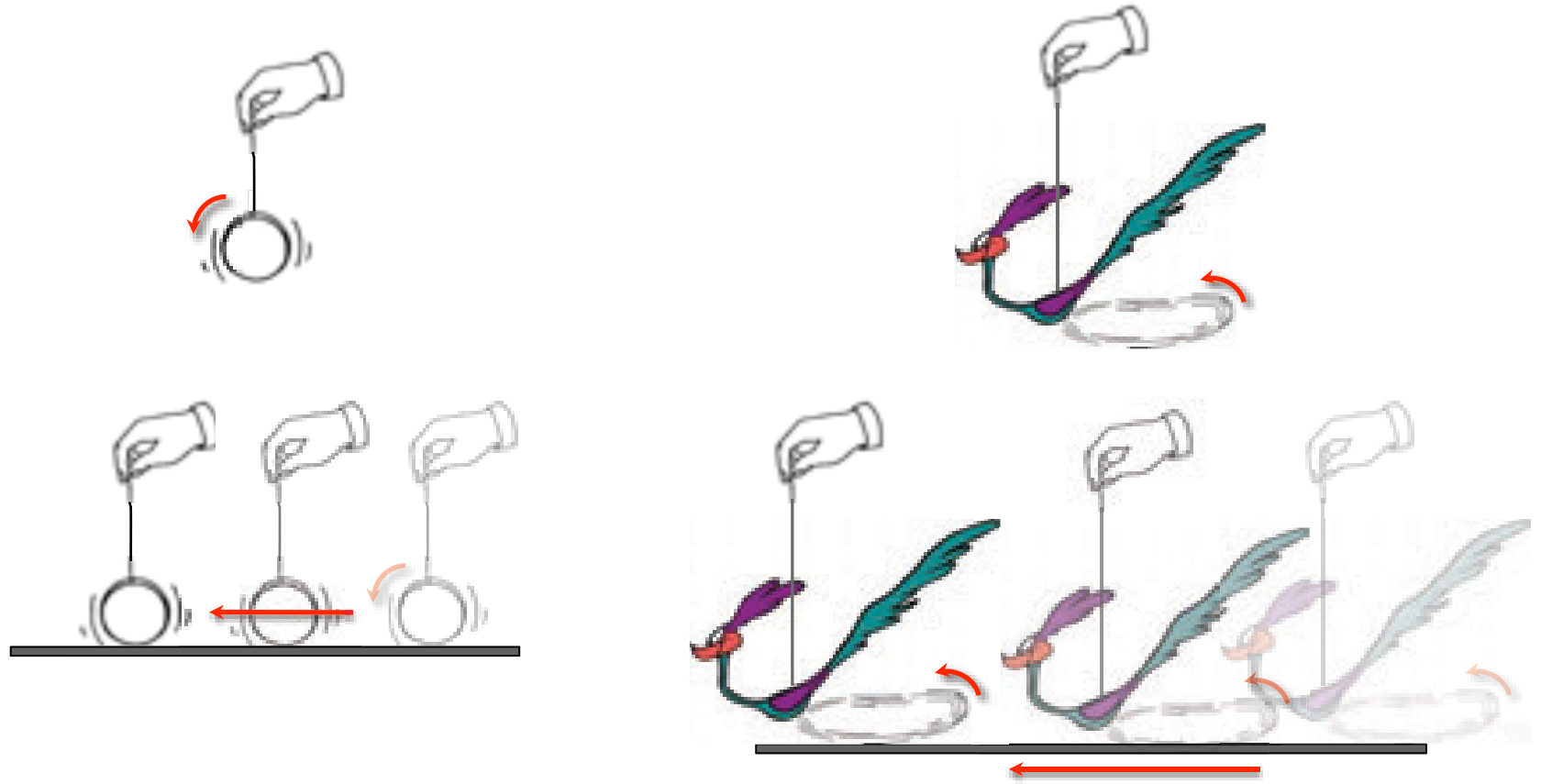
• Rolling



Roadrunner, Chuck Jones © Warner Bros

Displacement

• Rolling

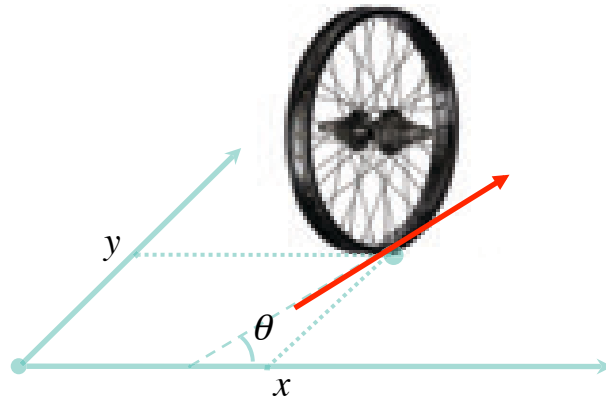


Displacement

- How do you walk?

First intuition: Walkers are nonholonomic

- How do you walk?

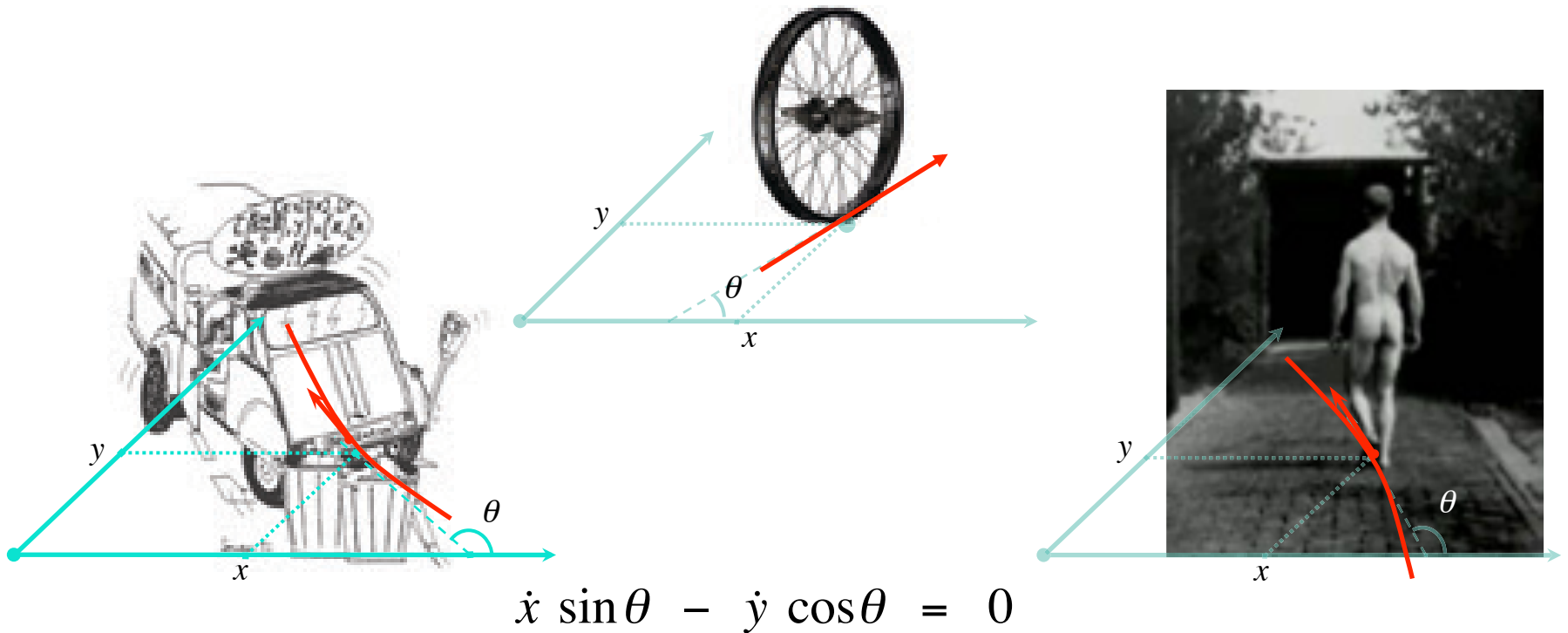


$$\dot{x} \sin \theta - \dot{y} \cos \theta = 0$$

First intuition: Walkers are nonholonomic

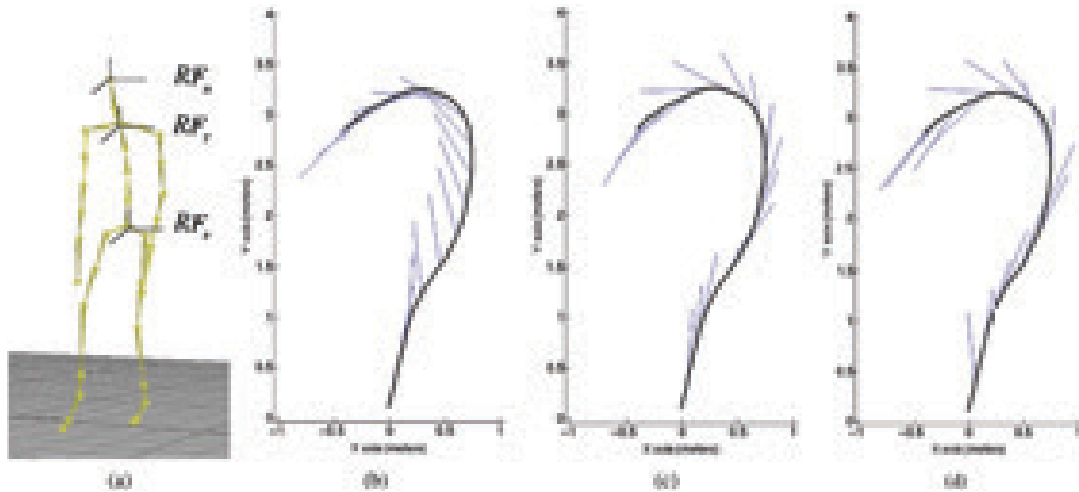
Locomotion

- How do you walk?

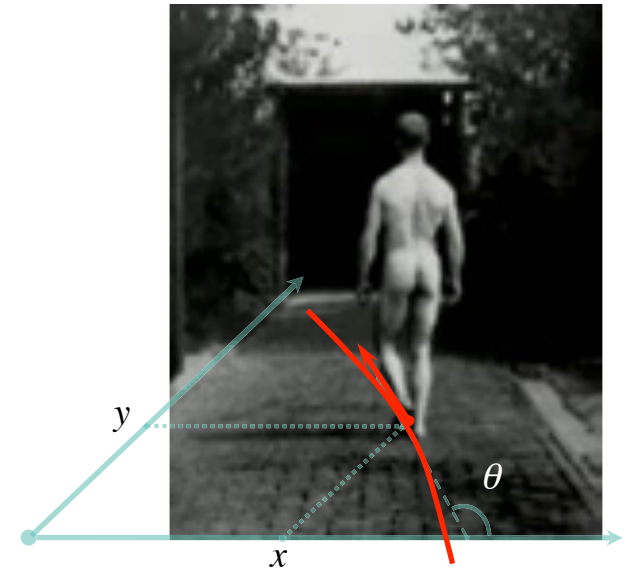


First intuition: Walkers are nonholonomic

- How do you walk?



G. Arechavaleta, J.P. Laumond, H. Hicheur, A. Berthoz
Autonomous Robots, 2008



$$\dot{x} \sin \theta - \dot{y} \cos \theta = 0$$

First intuition: Walkers are nonholonomic

- How do you walk?

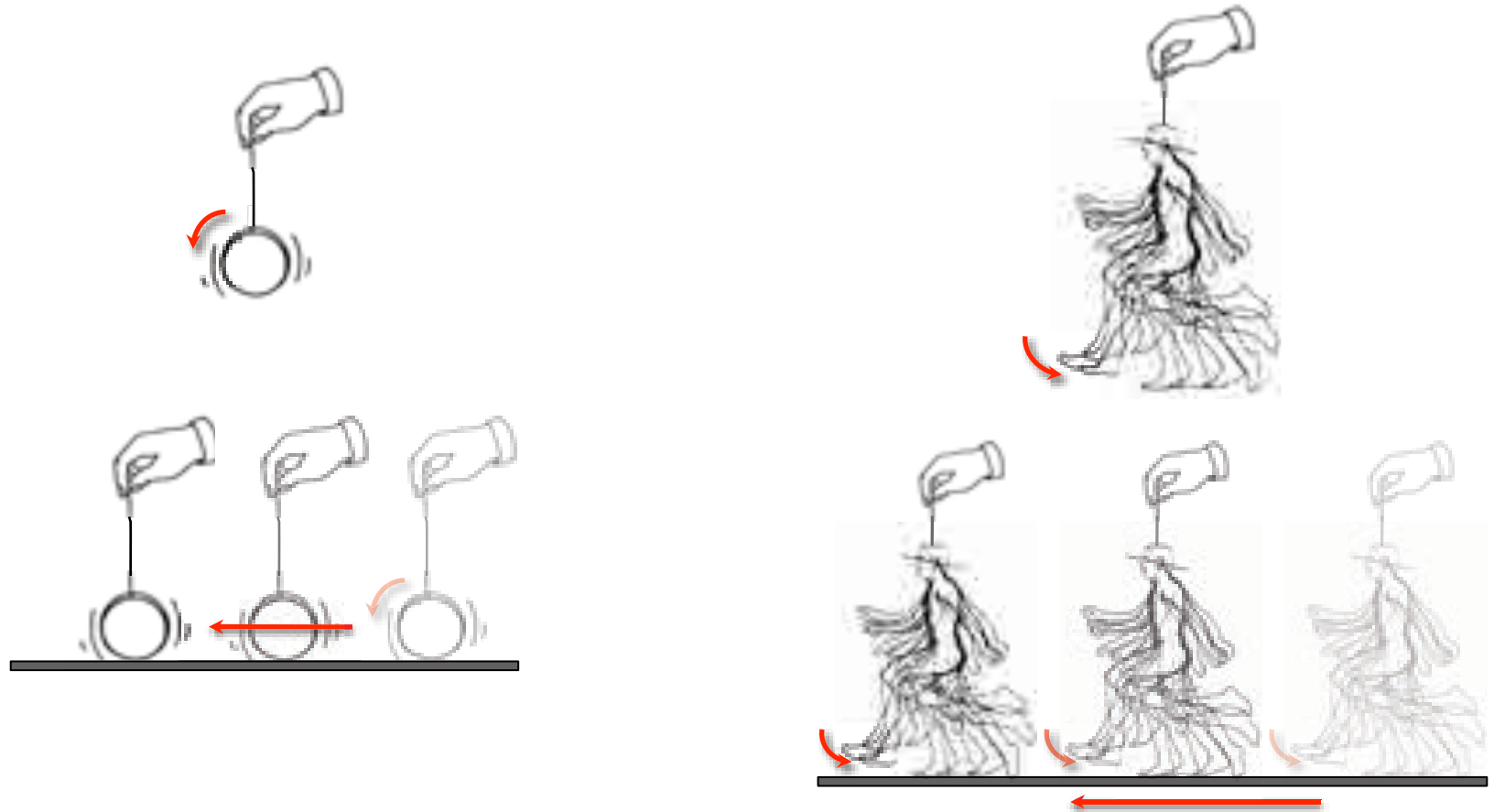


A. Berthoz, T. Pozzo, *Posture and Gaits*, Elsevier, 1988

Second intuition: Walkers stabilize the head direction

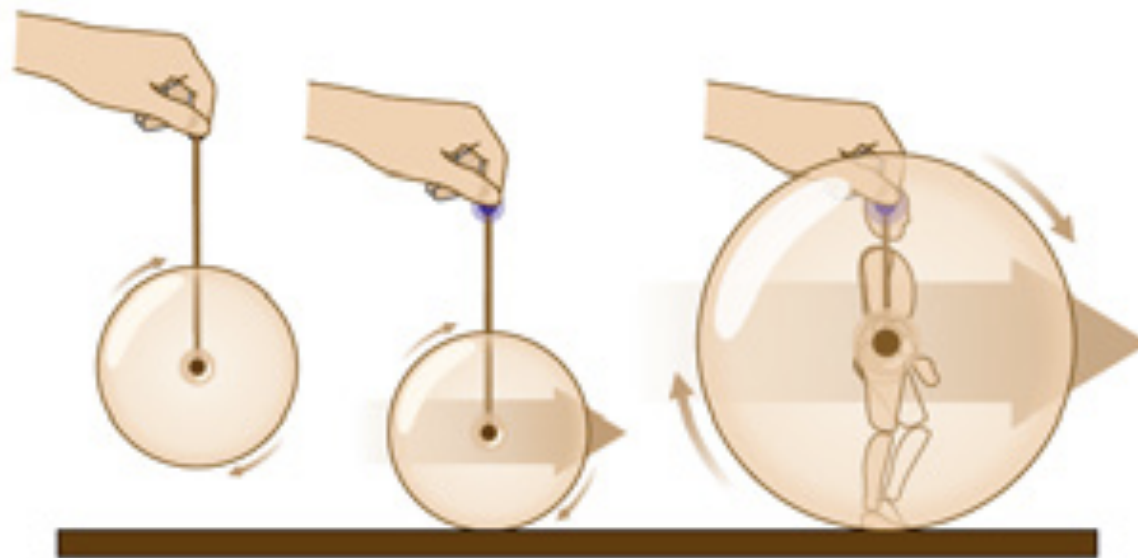
Locomotion

• How do you walk?



Displacement

The Yoyo-Man: the quest of walking « centers »



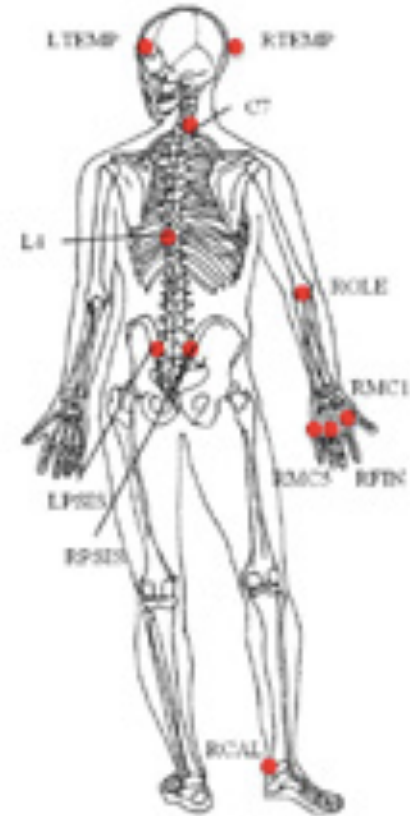
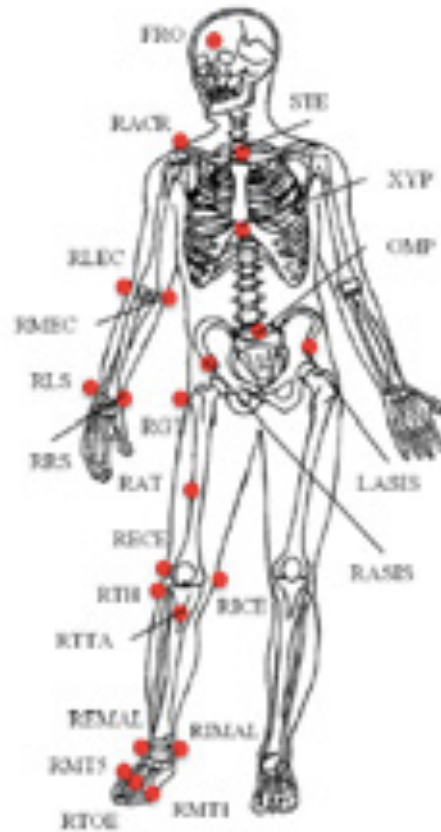
J.P. Laumond, J. Carpentier, M. Bennaïgue, A. Berthoz

Int. Symp. on Robotics Research, 2015

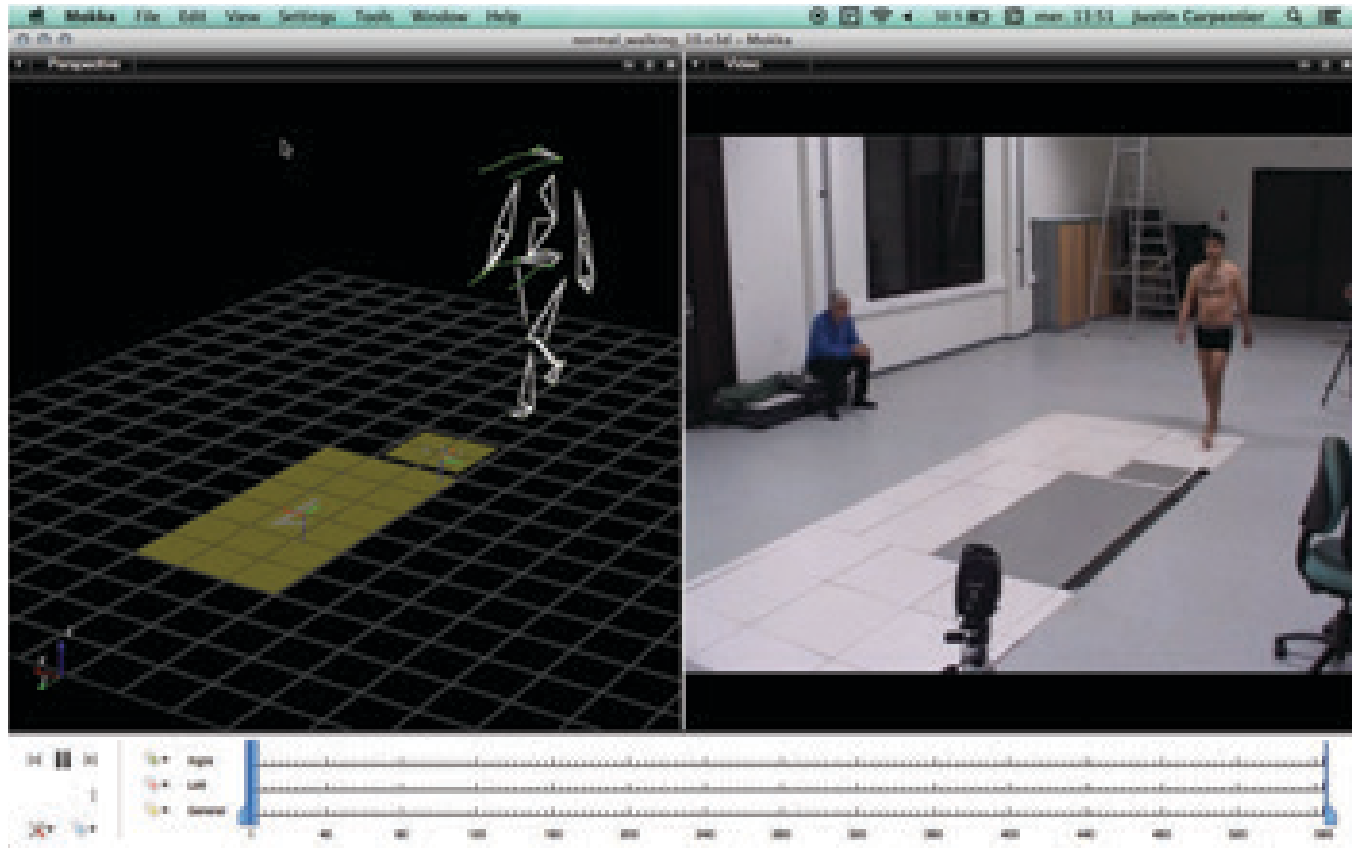


Geometric center

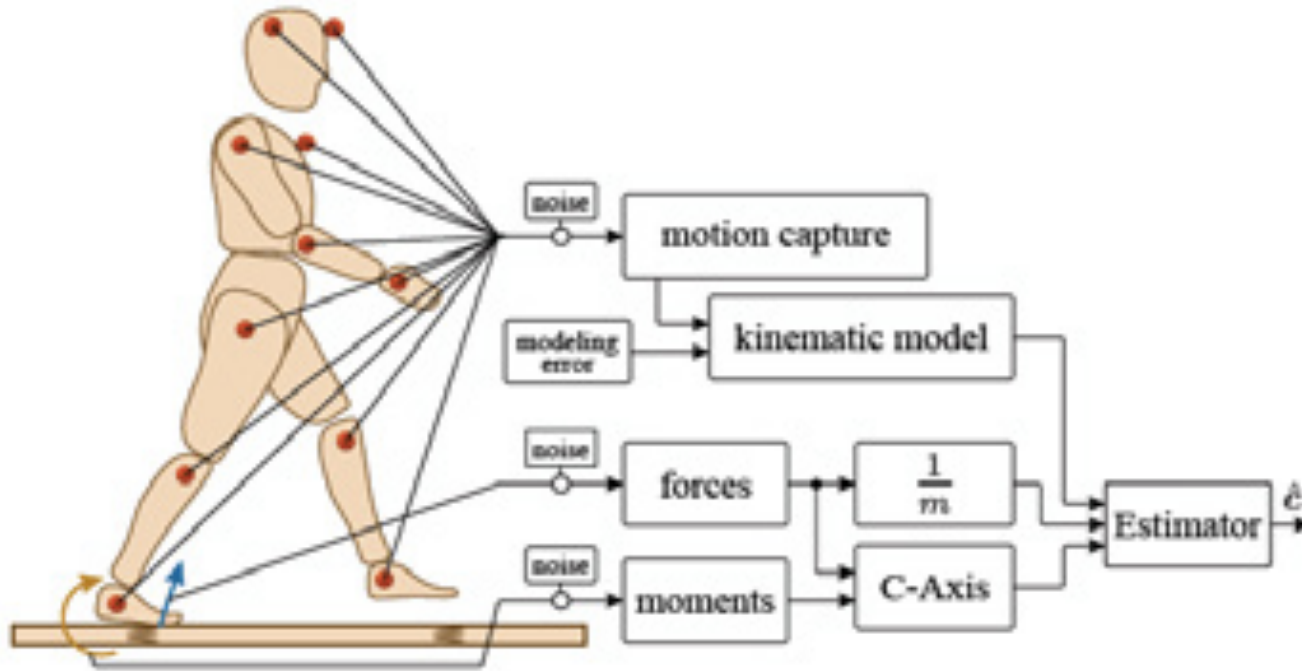
Geometric center of walking



Apparatus

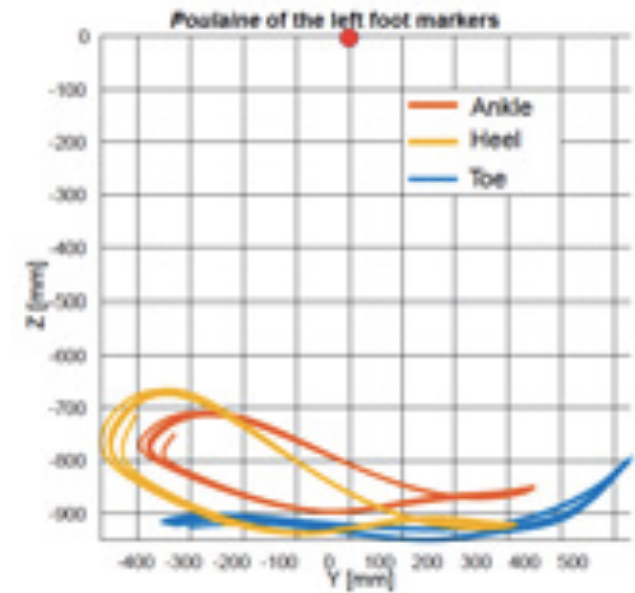
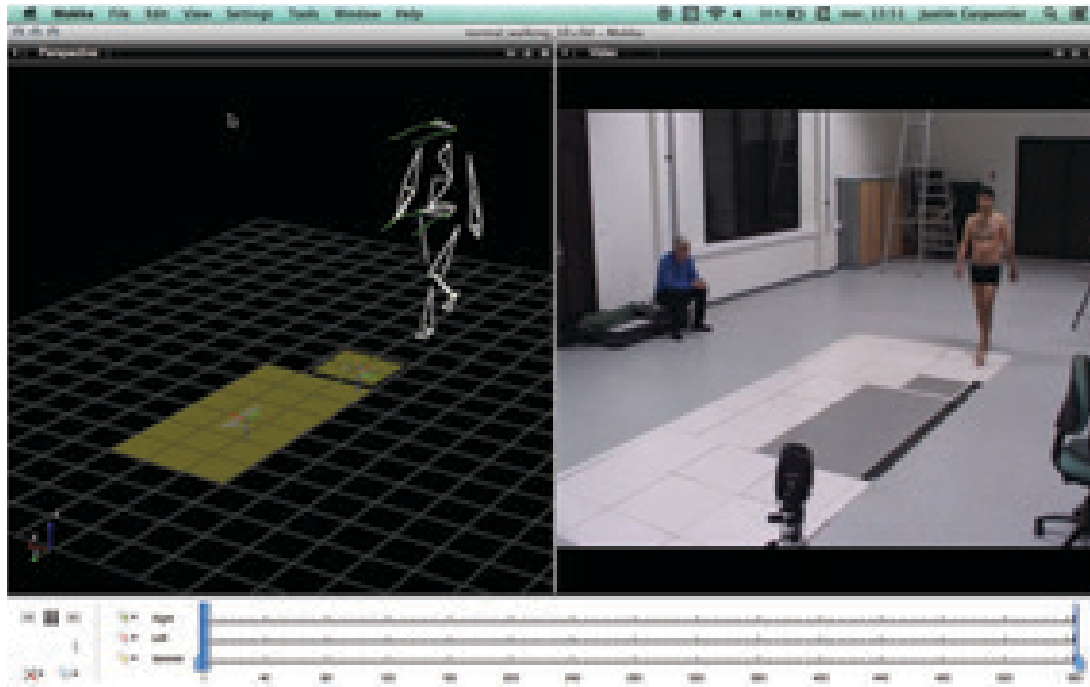


Center of Mass computation

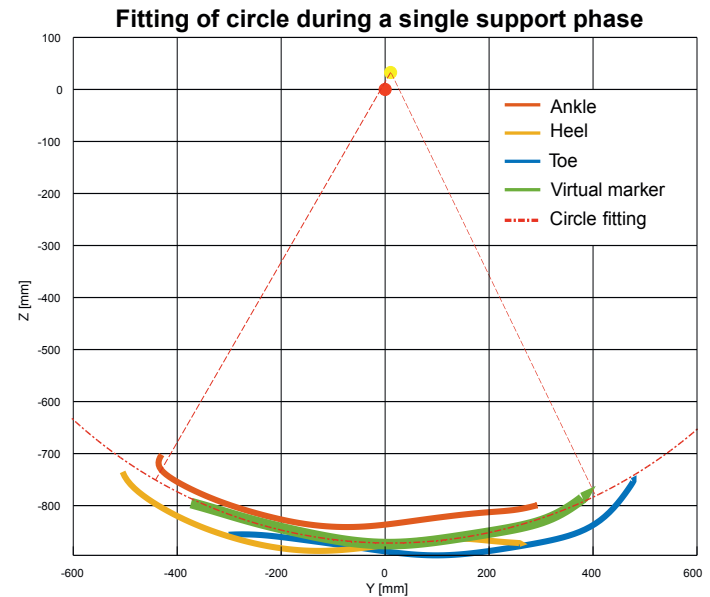
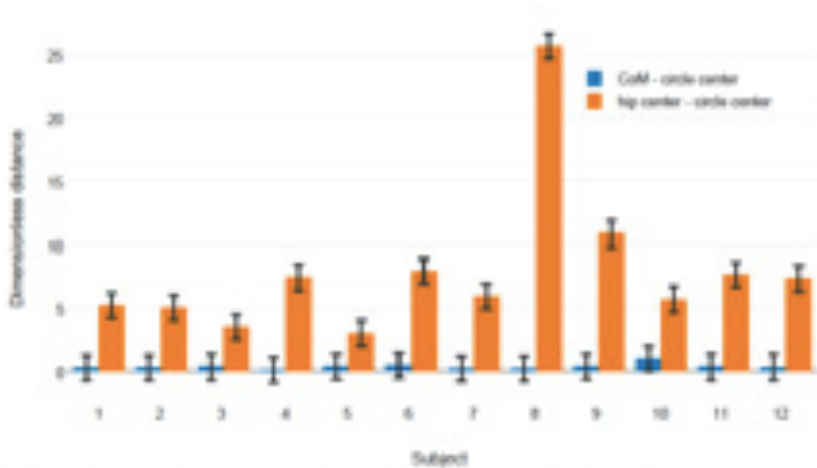
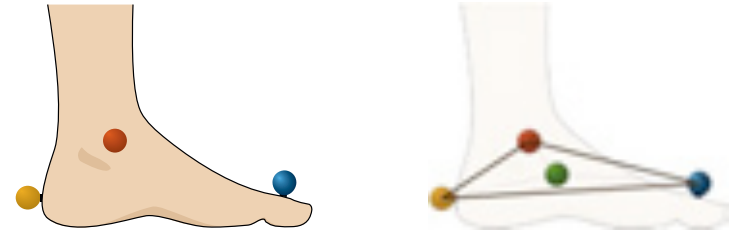


J. Carpentier, M. Bennalegue, J.P. Laumond
IEEE Trans. on Robotics, 2016

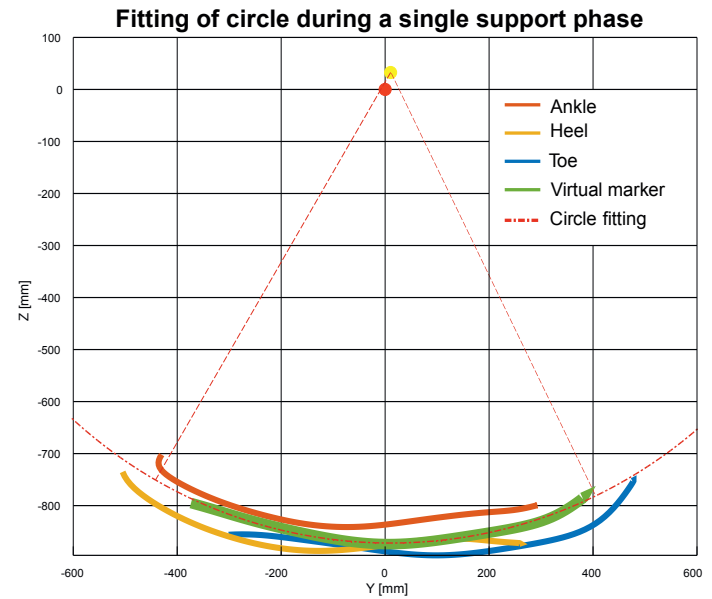
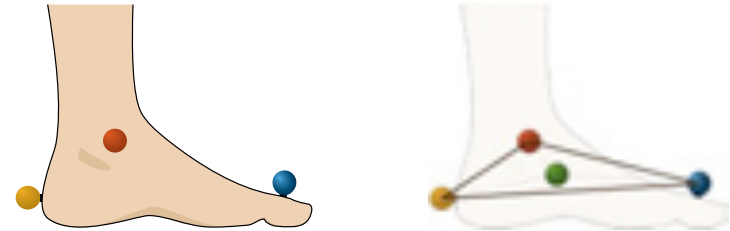
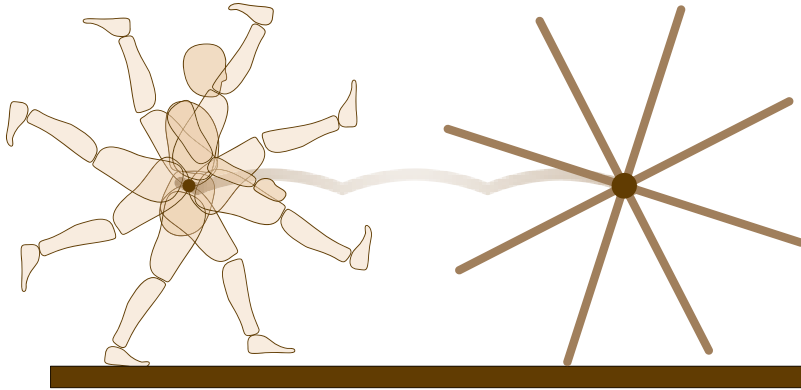
Geometric center of walking



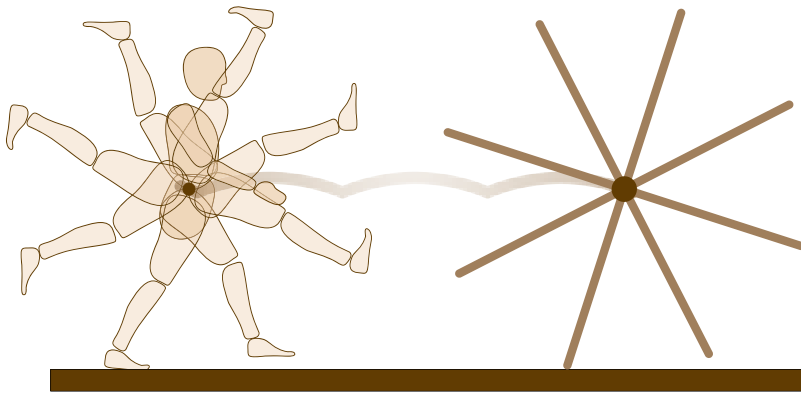
Geometric center of walking



Geometric center of walking



• Corollary: translation does not exist!

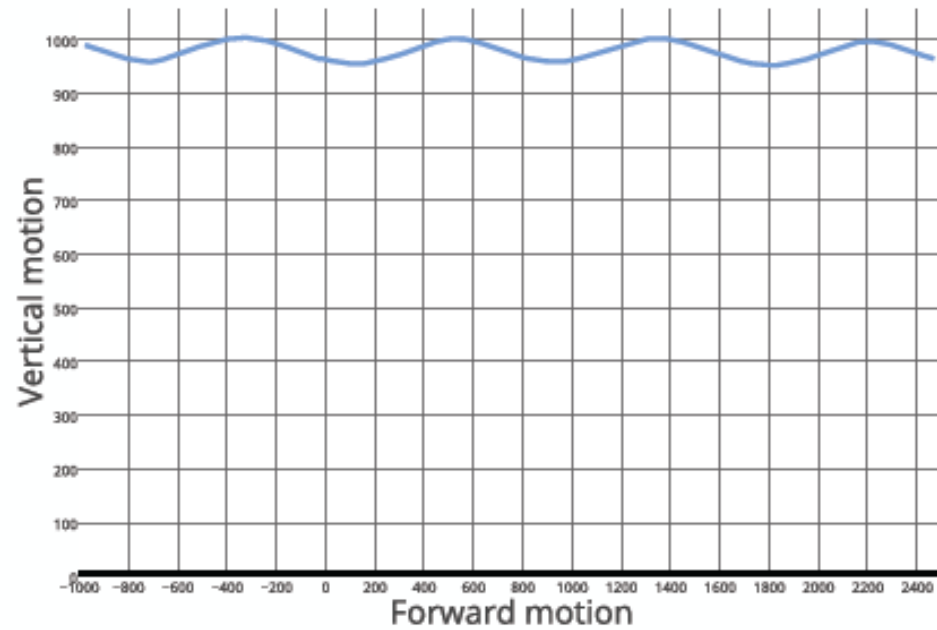
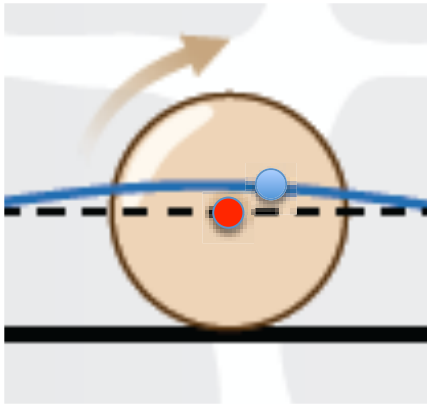


Humans do not walk

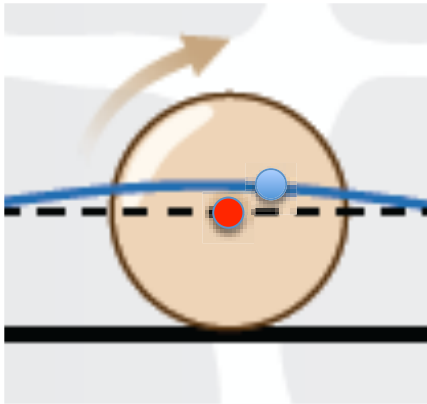
They roll

(1 km = 476 turns)

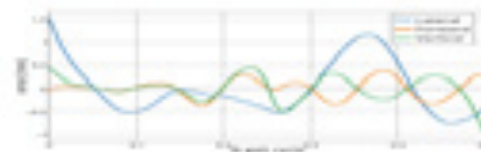
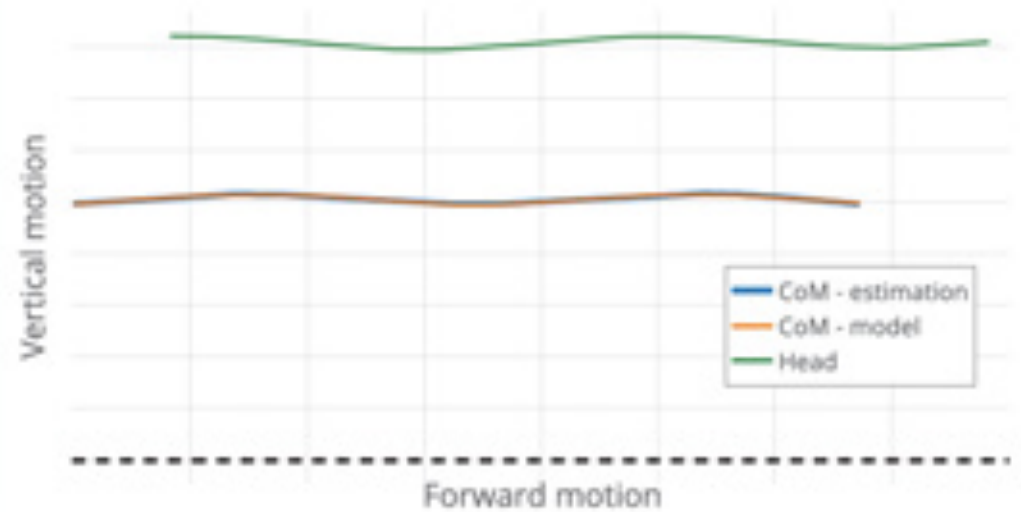
Geometric center of walking



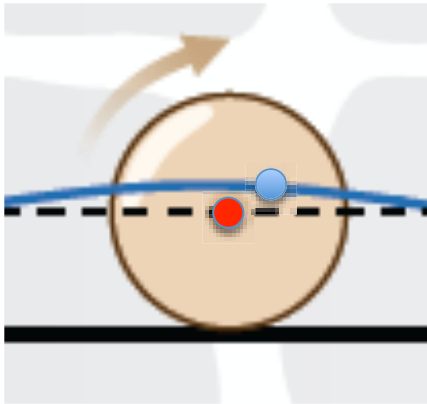
Geometric center of walking



Tronchoïd



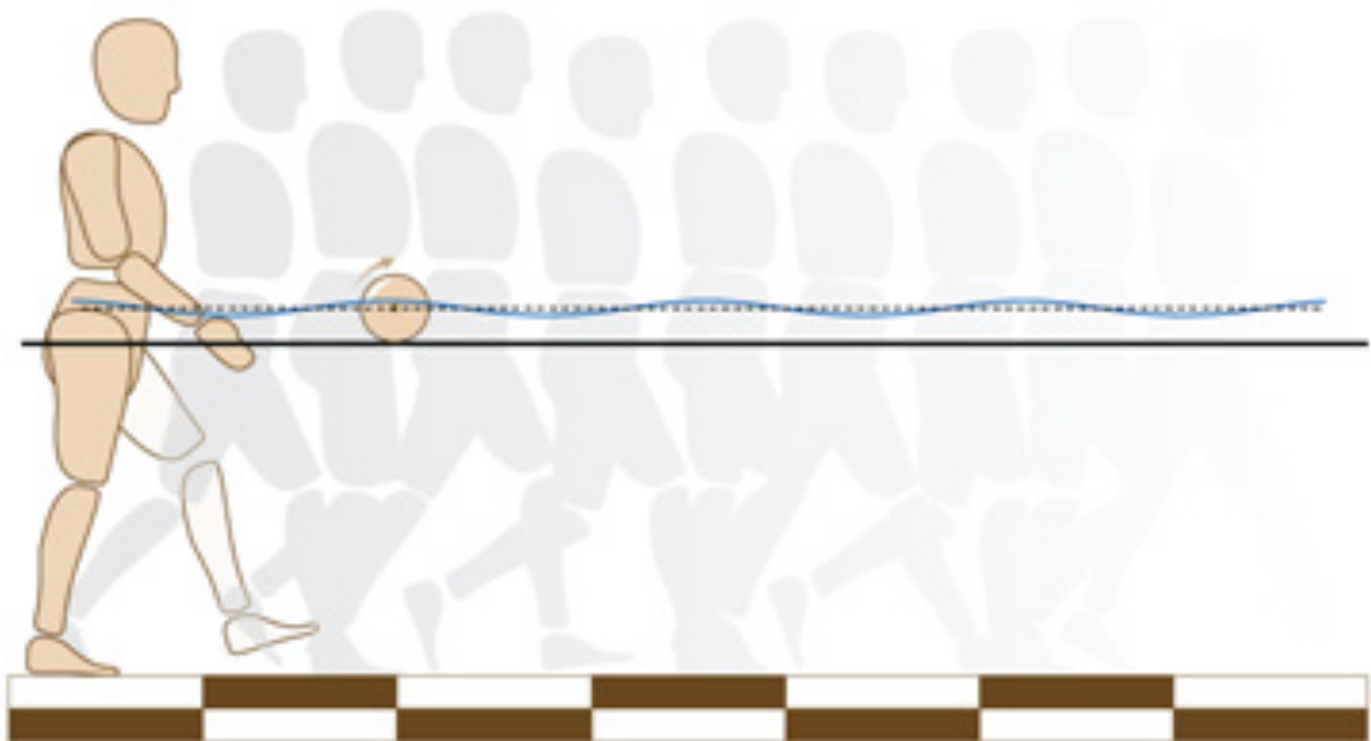
• Geometric center of walking



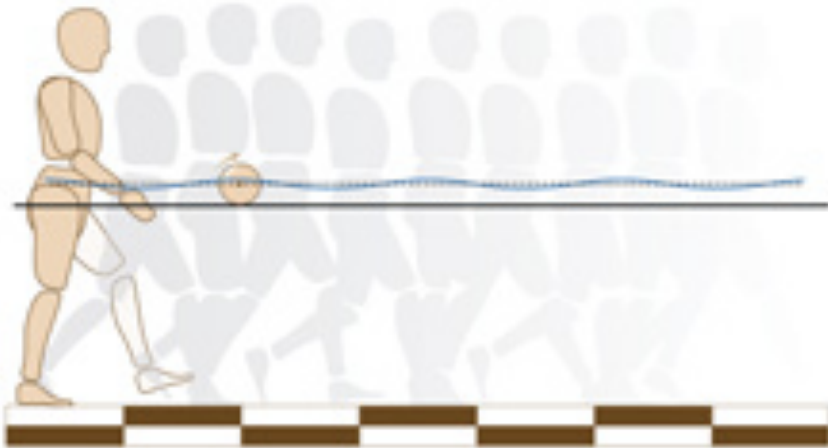
Tronchoïd



• Geometric center of walking



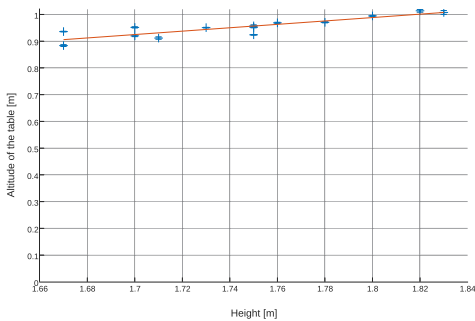
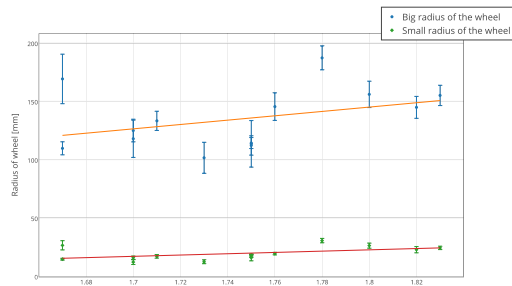
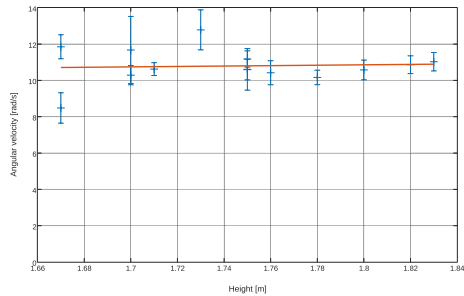
• Geometric center of walking



3 parameters :

- Table altitude
- Wheel radius
- Distance between CoM and wheel center

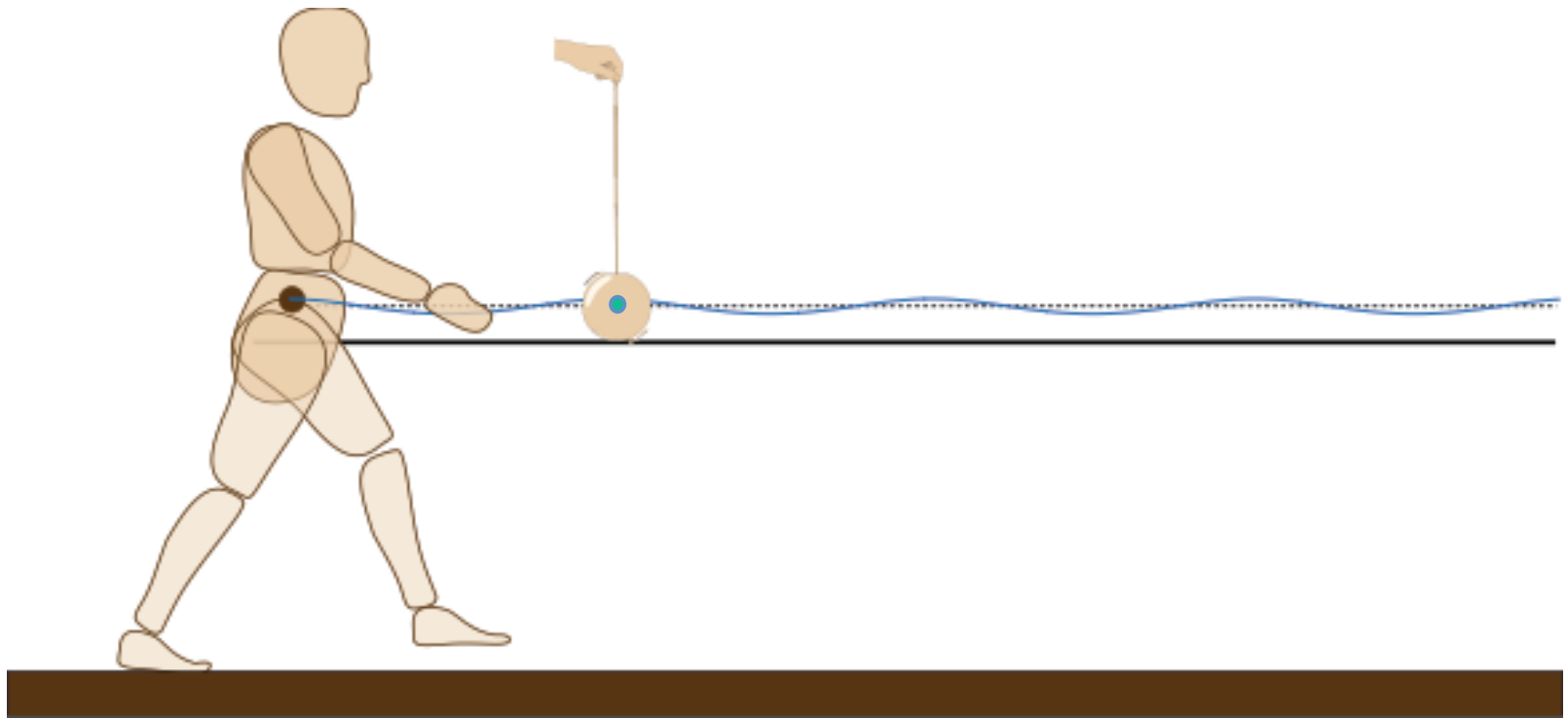
Geometric center of walking



3 parameters :

- Table altitude
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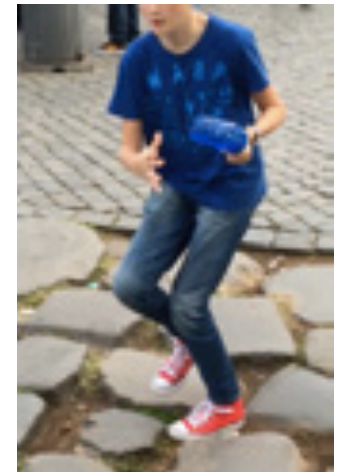
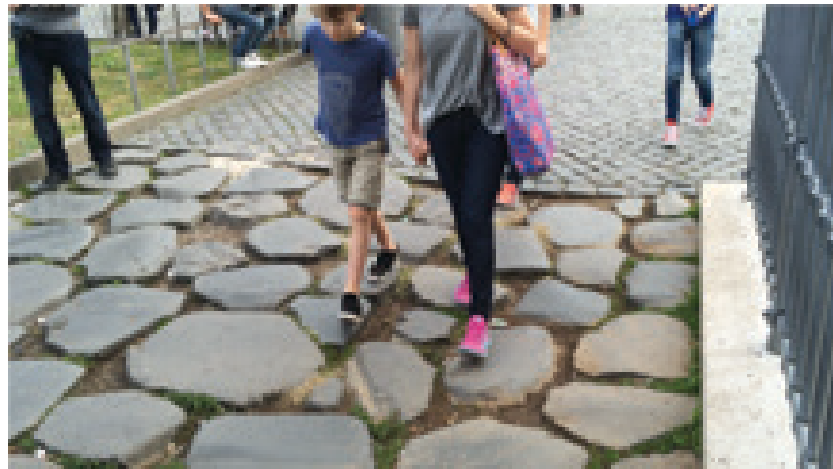
• Geometric center of walking





Control center







Pavements in Roma:



Walking without thinking.

Reflex-based walking is stereotyped and robust enough to absorb slightly textured pavements.



Two examples of stumble.

Transiting from slightly to significantly textured pavements requires attention.

• Passivity intuition



Cornell Ranger, © Ruina's lab., Cornell University

Passivity intuition



Walking with the head



No neck



Neck



Giacometti

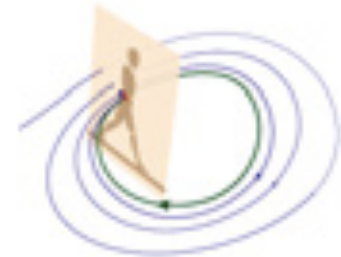
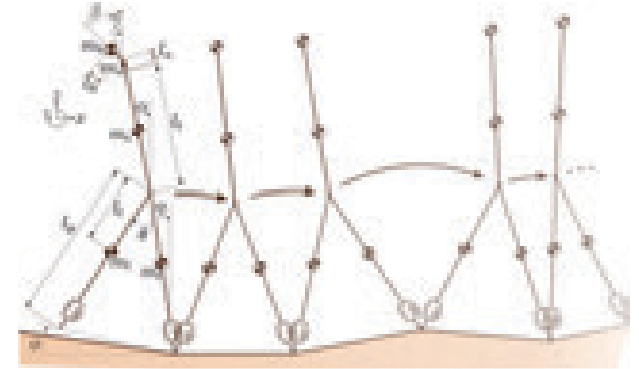
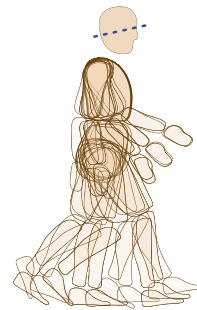
Passivity intuition



No neck

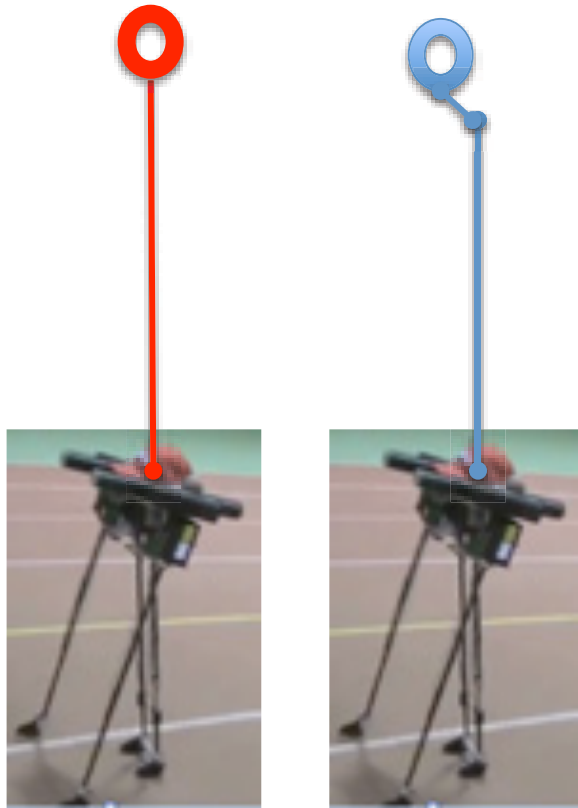


Neck



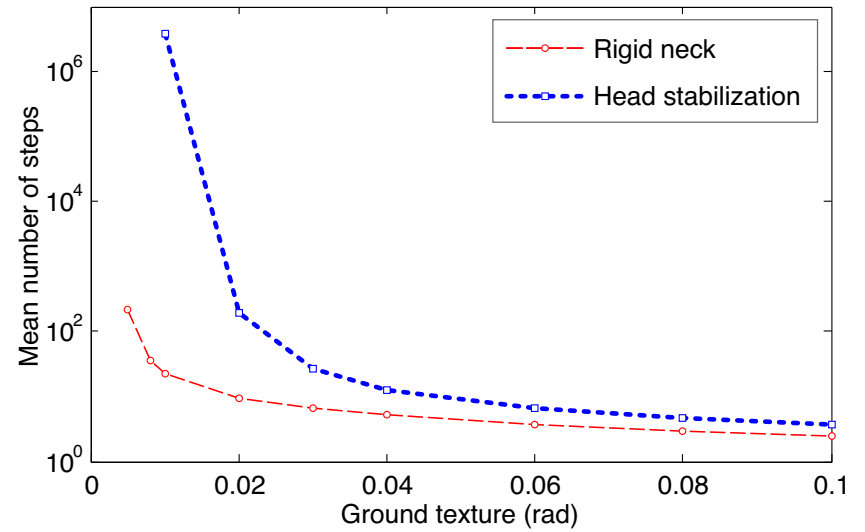
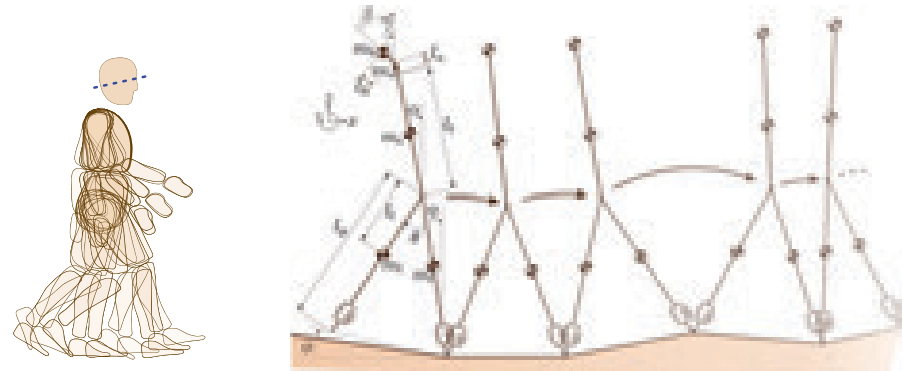
Dynamic simulation

Passivity intuition



No neck

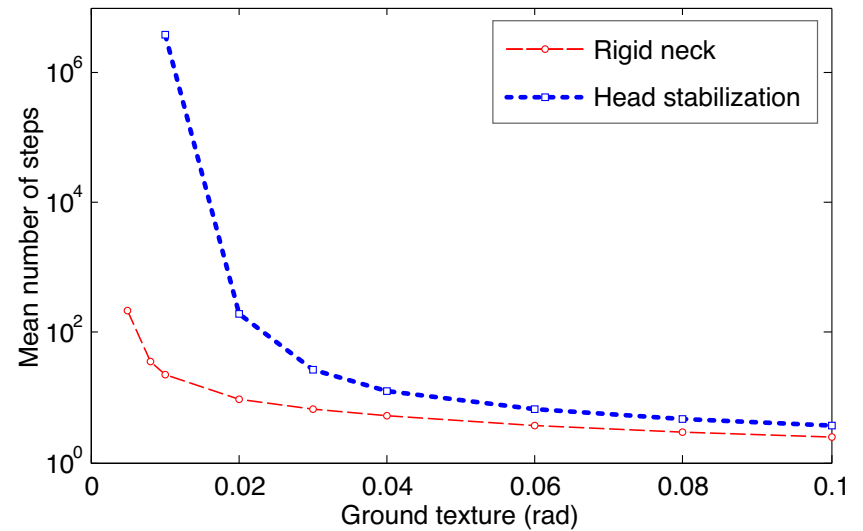
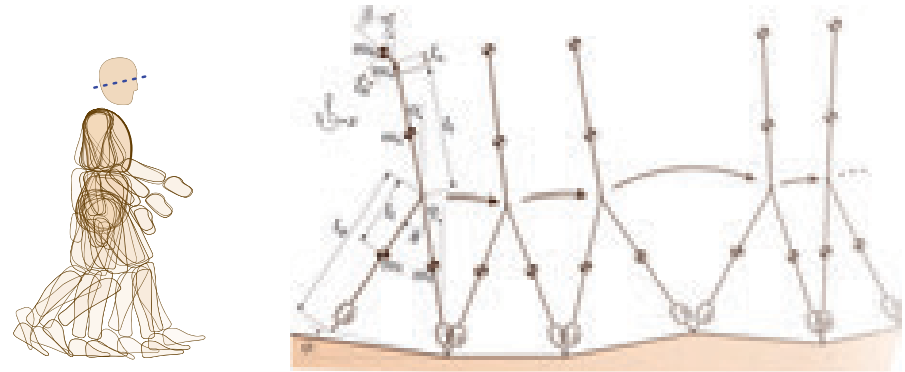
Neck



Passivity intuition



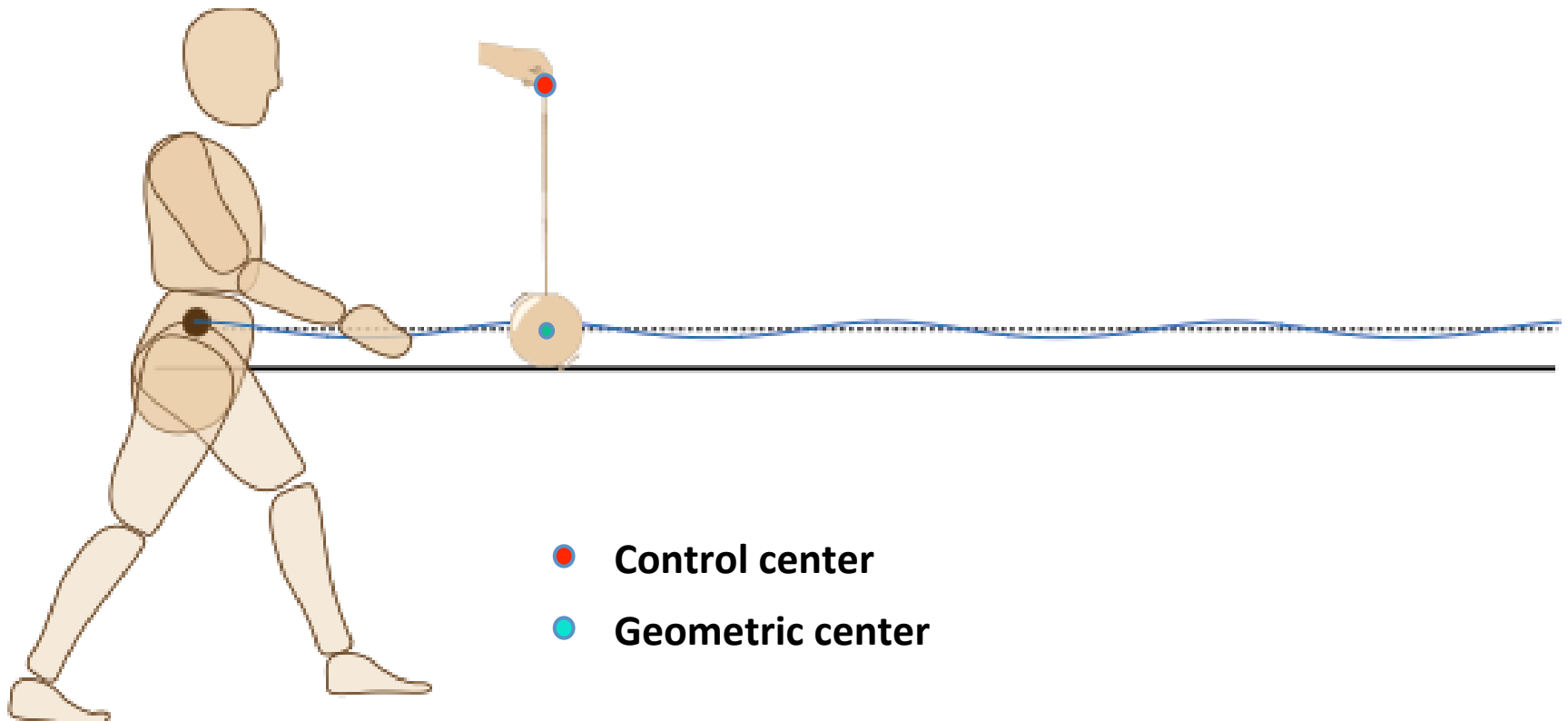
Ground texture



Control center



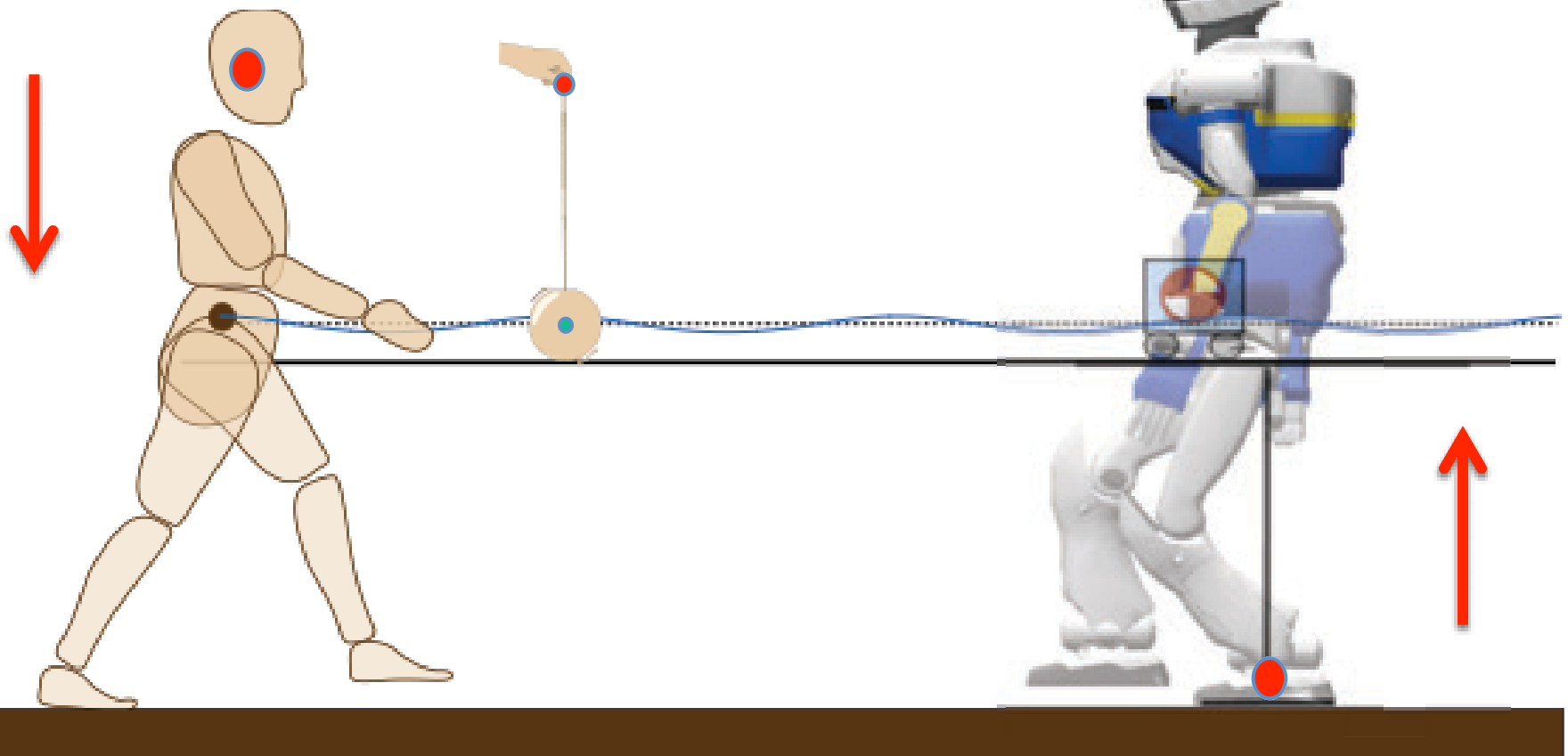
The Yoyo-Man





Humans roll!

The model war

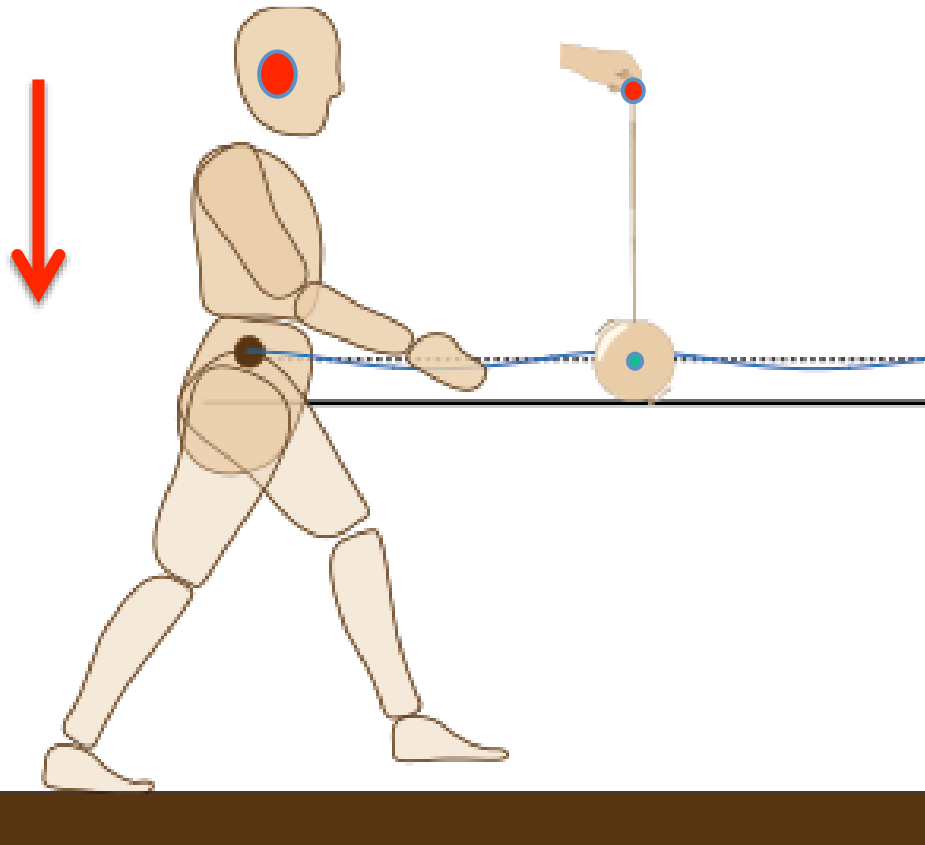


Downwards approach

versus

Upwards approach

• The model war

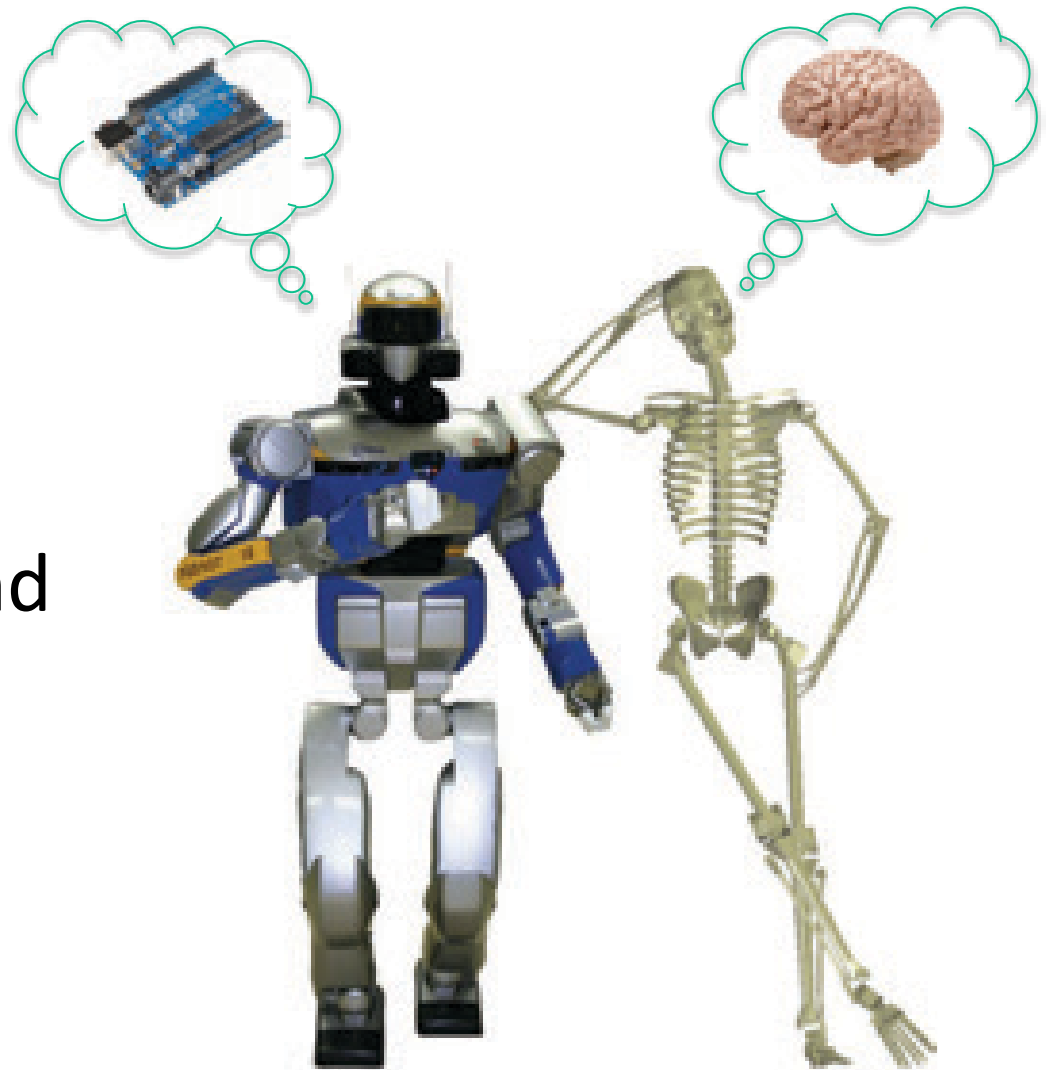


Downwards approach

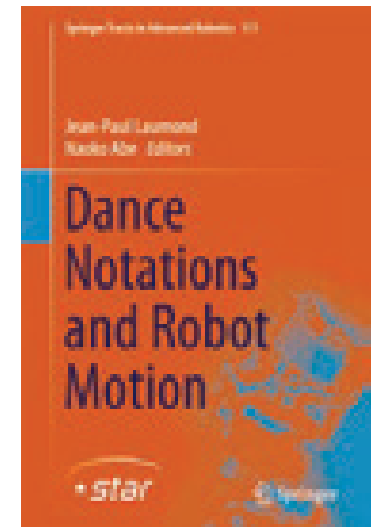
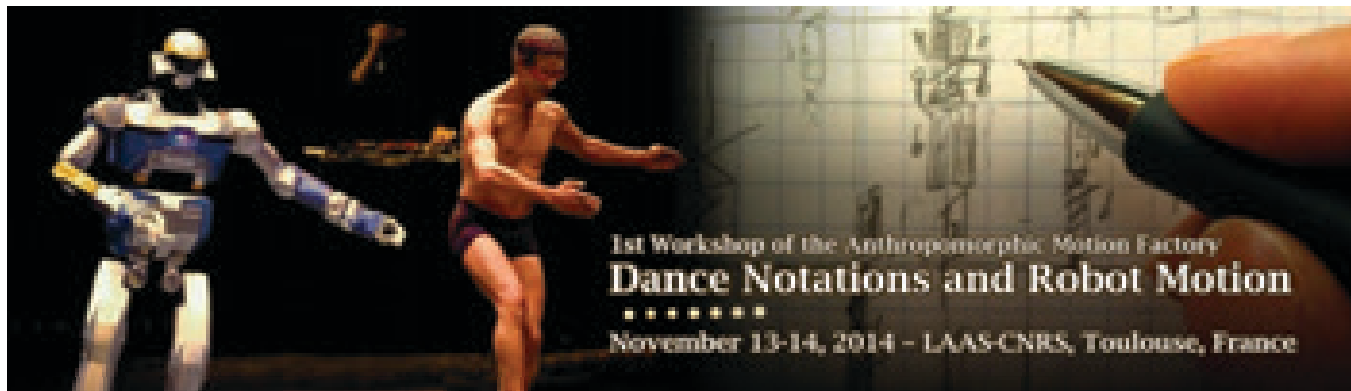
**Open PostDoc Position
in
Robot Design
and
Mechatronics**

Synergies between:

- robotics,
- biomechanics and
- neurosciences



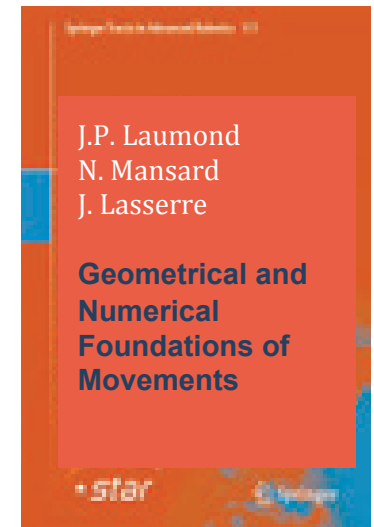
The anthropomorphic action factory



STAR Series 111
Springer, 2016

2014 : Workshop on Dance Notations and Robot Motion

The anthropomorphic action factory



STAR Series
Springer, 2017

2015 : Workshop on Geometric and Numerical Foundations of Movements

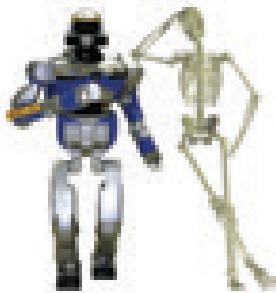
The anthropomorphic action factory



2016 : Workshop on Biomechanics of Anthropomorphic Systems

The anthropomorphic action factory

• Thank you!



March 2016

