

Bringing the iCub Humanoid Towards Real-World Applications

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The population aged 65 years or more in EU will reach 129.8 million by 2050. Source

In Europe, chronic RMDs affect more than 120 million¹. 3.3% European GDP spent on occupational injuries² <u>Source-[1]</u>, <u>Source-[2]</u>



Natural disasters kill on average 45,000 people per year, globally Source

On April 3rd 2020, more than 3.9 billion people, or half of the world's population, have been asked/ordered to stay at home. <u>Source</u>









- 1. Evolve iCub for real applications: research on Embodied Al
- 2. Technology transfer from research to companies









1. Evolve iCub for real applications: research on Embodied Al





Human-Robot Collaboration

Aerial Humanoid Robotics

Avatar Systems







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github.com/ami-iit

1. Evolve iCub for real applications: research on Embodied Al







1. Evolve iCub for real applications: research on Embodied Al

Why and When MathWorks Tools?

- 1. Lower barriers for non-expert coders
- 2. Fast analysis, rapid prototyping and deployment



How to evolve iCub towards applications?

$$\begin{split} M(q,\pi)\dot{\nu} + C(q,\nu,\pi)\nu + g(q,\pi) &= J^{\top}F_{\text{muscle}} + J^{\top}F_{\text{ext}} \\ q \in SE(3) \times \mathbb{R}^{n} \quad \pi_{\perp}: \text{Body and muscle parameters} \qquad \nu \in se(3) \times \mathbb{R}^{n} \end{split}$$

Robot (/+) Human

$$egin{aligned} \dot{x} &= f(x, u, \pi) \ 0 &= g(x, \pi) \end{aligned}$$

github.com/ami-iit/human-model-generator github.com/ami-iit/mvnx-to-urdf github.com/ami-iit/ADAM github.com/robotology/idyntree

From C++ to Matlab & Simulink



Simulink libraries that wrap C++ libraries

- **BlockFactory**: A tiny framework to wrap algorithms for dataflow programming, including Simulink. <u>robotology.github.io/blockfactory</u>
- WB-Toolbox: Library that uses BlockFactory to wrap iDynTree functionalities and make them available as Simulink blocks. <u>robotology.github.io/wb-toolbox</u>

Simulation and control?

Robot (/+) Human



From C++ to Matlab & Simulink



Code

Pure MATLAB/Simulink Libraries

• matlab-whole-body-simulator: a simulator for the humanoid robots implemented in Simulink.

github.com/ami-iit/matlab-whole-body-simulator

• whole-body-controllers: Simulink-based whole-body controllers for humanoid robots

github.com/robotology/whole-body-controllers

2022 Sixth IEEE International Conference on Robotic Computing (IRC)

A Flexible MATLAB/Simulink Simulator for Robotic Floating-base Systems in Contact with the Ground

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Open Source Robotics-Research Article

A generic synchronous dataflow architecture to rapidly prototype and deploy robot controllers

Diego Ferigo^{1,2}, Silvio Traversaro¹, Francesco Romano¹ and Daniele Pucci¹

Abstract

The article presents a software architecture to optimize the process of prototyping and deploying robot controllers that are synthesized using model-based design methodologies. The architecture is composed of a framework and a pipeline. Therefore, the contribution of the article is twofold. First, we introduce an open-source actor-oriented framework that abstracts the common robotic uses of middlewares, optimizers, and simulators. Using this framework, we then present a pipeline that implements the model-based design methodology. The components of the proposed framework are generic, and they can be interfaced with any tool supporting model-based design. We demonstrate the effectiveness of the approach describing the application of the resulting synchronous dataflow architecture to the design of a balancing controller for the YARP-based humanoid robot iCub. This example exploits the interfacing with Simulink[®] and Simulink[®] CoderTM.

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(\$)SAGE









Sartore et al. "Optimization of Humanoid Robot Designs for Human-Robot Ergonomic Payload Lifting" IEEE Humanoids, 2022



New iCub arriving, not in this presentation!



Human-Robot Collaboration



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Prevention by Design?

How to design and control a humanoid robot that perceives humans and minimises thier biomechanical risks?







Dafarra et al. "iCub 3 Avatar System" Arxiv, 2022



A unified control architecture for iCub during physical collaboration



A unified control architecture for iCub during physical collaboration







Rapetti et al. "A Control Approach for Human-Robot Ergonomic Payload Lifting", IEEE ICRA, 2023





Rapetti et al. "Shared Control of Robot-Robot Collaborative Lifting with Agent Postural and Force Ergonomic Optimization", IEEE ICRA, 2021

Evolving iCub for:



Aerial Humanoid Robotics



iRonCub













The control architecture for the iRonCub



The control architecture for the iRonCub



Turbine models?

Test-bench for jet engines system identification

Simulink model for:

- Thrust estimation
- Jet control
- Data collection for model identification





L'Erario et al. "Modeling, Identification and Control of Model Jet Engines for Jet Powered Robotics" IEEE RA-L, 2020

Momim et al. "Nonlinear Model Identification and Observer Design for Thrust Estimation of Small-scale Turbojet Engines" IEEE ICRA, 2022

Digital twin for jet engines

$$T_{k} = NN(u_{k}, u_{k-1}, \dots, u_{k-p}, T_{k-1}, T_{k-2}, \dots, T_{k-q}; \Theta)$$

Training



Testing





The control architecture for the iRonCub: Simulink library









Flight 1: soon.

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MathWorks[®]

Aerial Humanoid Robotics

Human-Robot Collaboration





"The trouble with our times is that the future is not what it used to be."

Paul Valéry

