

Development Outline of the HUBO2

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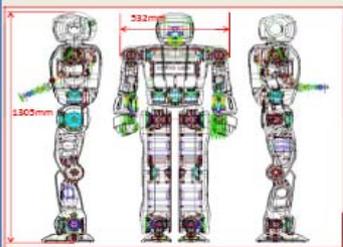
Development Outline of the HUBO2

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Mechanical Design – Body design

- High stiffness with light weight
- Over all weight is about 41kg including exterior case
- Avoid cantilever like structure
- 40 DOF



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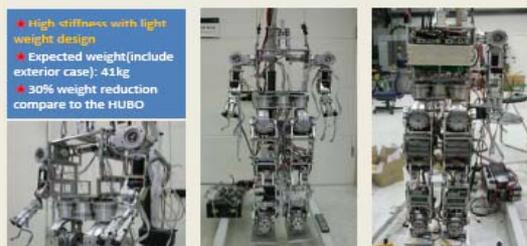
Mechanical Design – Body design

Part	DOF	DOF	
		HUBO	HUBO2
Upper body	Head	4	3
	Shoulder	$3 \times 2 = 6$	$3 \times 2 = 6$
	Elbow	$1 \times 2 = 2$	$1 \times 2 = 2$
	Wrist	$3 \times 2 = 6$	$3 \times 2 = 6$
	Hand	$5 \times 2 = 10$	$5 \times 2 = 10$
Lower body	Torso	1	1
	Hip	$3 \times 2 = 6$	$3 \times 2 = 6$
	Knee	$1 \times 2 = 2$	$1 \times 2 = 2$
	Ankle	$2 \times 2 = 4$	$2 \times 2 = 4$
Total DOF		41	40
Total Weight (Kg)		65	45

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Mechanical Design – Body design

- High stiffness with light weight design
- Expected weight(include exterior case): 41kg
- 30% weight reduction compare to the HUBO



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Mechanical Design – Body design

Part	Weight (Kg)	
Mechanical Parts	Frame	11.000
	Harmonic Drive	7.937
	Motor	7.421
	Case	5.500
Electrical Parts	Controller (Motor + Sensor)	3.439
	Battery	2.896
	PC (2EA)	1.420
Wire	1.500	
Total	41.113	

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Mechanical Design – Light weight arm

- Light weight arm design
- Actuators are located to upper arm closely to reduce rotational momentum
- 1 rotational and 2 linear motors for wrist mechanism
- Simple structure
- It is possible to move up and down with 3Hz frequency.

DOF	Length	Weight	Momentum
Shoulder : 3	375.5 mm	HUBO : 3.0 kg	HUBO : 0.113 kgm ²
Elbow : 1		HUBO2 : 1.46 kg	HUBO2 : 0.045 kgm ²
Wrist : 3		56% reduced	

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Mechanical Design – Light weight arm

- It is possible to move up and down with 3Hz frequency.
- 7 DOF



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Mechanical Design – Light weight arm



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Mechanical Design – Adaptive hand

★ Various wrist movements

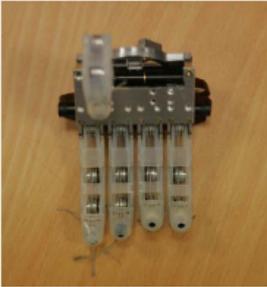


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Mechanical Design – Adaptive hand

★ Functional hand mechanism design

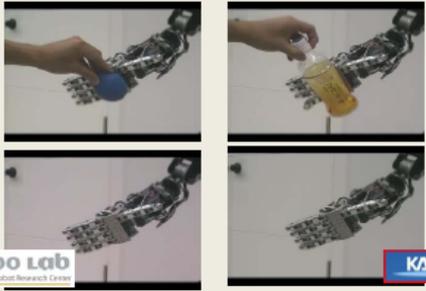
- ★ 1 motor /finger
- ★ Tendon drive system
- ★ Shape adaptive grasping
- ★ Compact size




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Mechanical Design – Adaptive hand

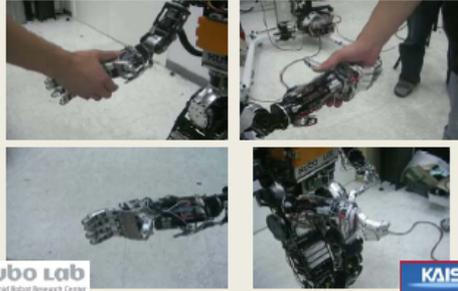
★ Various hand movements



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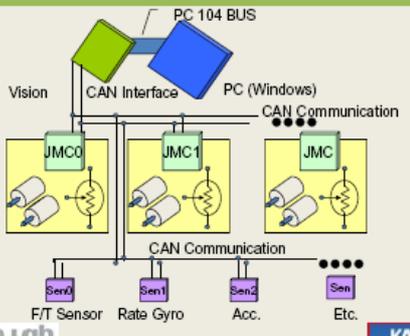
Mechanical Design – Adaptive hand

★ Handshake movements



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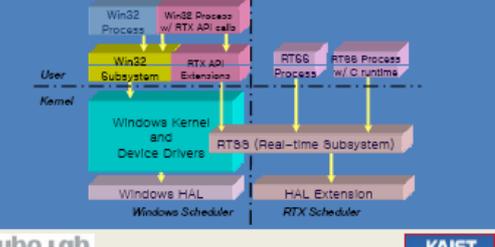
System Integration



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System Integration

★ Real-time control in Windows environment:
: we have used RTX HAL Extension software to realize real-time control



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Electrical Design – BLDC motor controller

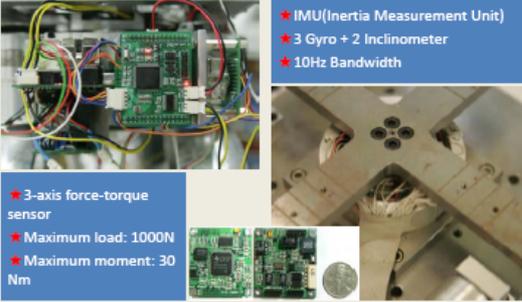
★ High power 2ch BLDC motor controller

- ★ 90mm × 95mm size 2ch 48V BLDC motor controller
- ★ TI DSP 320F2811 (150MHz CPU Clock)
- ★ 2ch encoder input, CAN communication interface, GPIO and ADC
- ★ Direct or indirect current measurement (for torque control)
 - ★ Direct current measurement using ADC
 - ★ Indirect current measurement using observer
 - ★ Controller and motor protection using over current block function
- ★ CAN ID setting using DIP switch
- ★ It has the function that automatically return to the initial position using limit sensor.

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Electrical Design – Sensors

- ★ IMU (Inertia Measurement Unit)
- ★ 3 Gyro + 2 Inclinometer
- ★ 10Hz Bandwidth
- ★ 3-axis force-torque sensor
- ★ Maximum load: 1000N
- ★ Maximum moment: 30 Nm



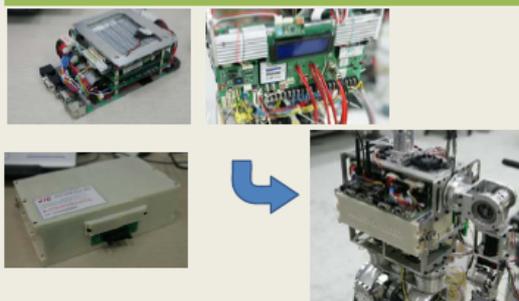
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Electrical Design – Other electrical parts

- ★ PC module
 - ★ PC-104 type Intel 1GHz CPU
 - ★ 2ch CAN, Wireless lan, sound port, USB and so on
- ★ Power distribution module
 - ★ Selectable external power or internal battery
 - ★ 48V to 48V, 12V and 5V
- ★ Battery module
 - ★ Lithium-Ion Polymer
 - ★ 48 Volt – 8 Ampere



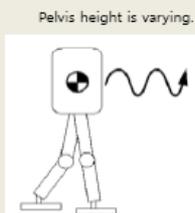
Electrical Design – Other electrical parts



Stretched Leg Walking Algorithm – Motivation

Stretched leg Walking

- Advantage
 - Similar to human walking
 - Reduction of load on actuator
 - Efficient walking in a point of view (energy, speed)
- Disadvantage
 - Singularity problem to solve inverse kinematics
 - Large landing impact.



Stretched Leg Walking Algorithm – Experiment



Stretched leg walking realize **HIGH SPEED WALKING**.



Stretched Leg Walking Algorithm – Experiment

Energy consumption per each step.

Step Length	Bent knee walking (E1)	Stretched leg walking (E2)	E2/E1
200mm	74 (J)	61.4 (J)	83 %
	2.04 (A)	1.60 (A)	
300mm	146.9 (J)	83.4 (J)	56 %
	3.66 (A)	2.15 (A)	

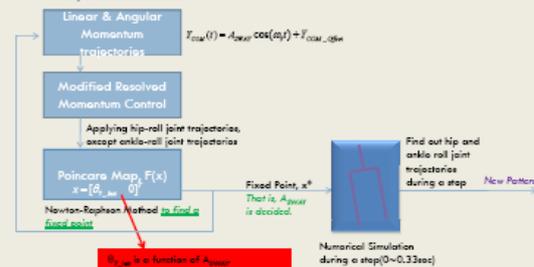
Stretched leg walking is more **EFFICIENT** than bent knee walking.



Running algorithm

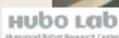
Running Pattern Generation

3) Y-directional Pattern Generation in the Frontal Plane



Running algorithm – 3D running

- ★ Velocity : 3 km/h
- ★ Flying time : Δ0msec



Running algorithm – Stabilization

