

LARM2: Laboratory of Robot Mechatronics Department of Industrial Engineering <u>https://larm2.ing.uniroma2.it/</u>



A history of LARMbot humanoid Marco Ceccarelli marco.ceccarelli@uniroma2.it

historical-technical development of the LARMbot humanoid low-cost and user-based laboratory solutions for applications with limited operational capabilities.

since 2001 aggregating partial robotic structures a unitary project built in 2016.

latest developments with parallel cable-actuated structures



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2. Conceptual design of LARMbot humanoid

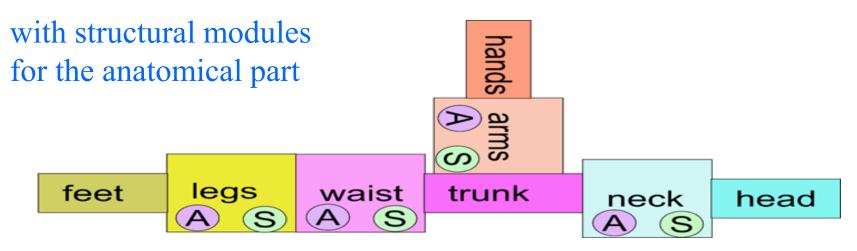


Fig. 1. A conceptual scheme for modular design of humanoids. (A is for actuator system; S is for sensing system).

LARMbot humanoid

for applications with non-high performance service tasks and not in complicated environments when suitable covers for a proper human-robot interaction



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inspired by the human anatomy in the musculoskeletal structure

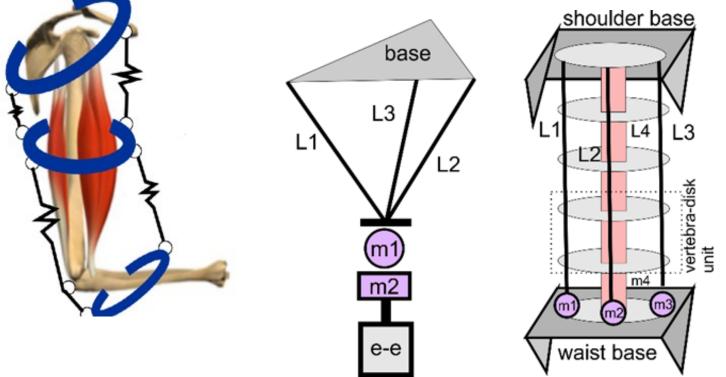


Fig. 2. Conceptual design for modular solution of LARMbot humanoid:

a) a scheme of the inspiration from human anatomy, [10];

b) module for legs, arms and neck-head;

c) torso design with vertebra-disk units with cable actuation



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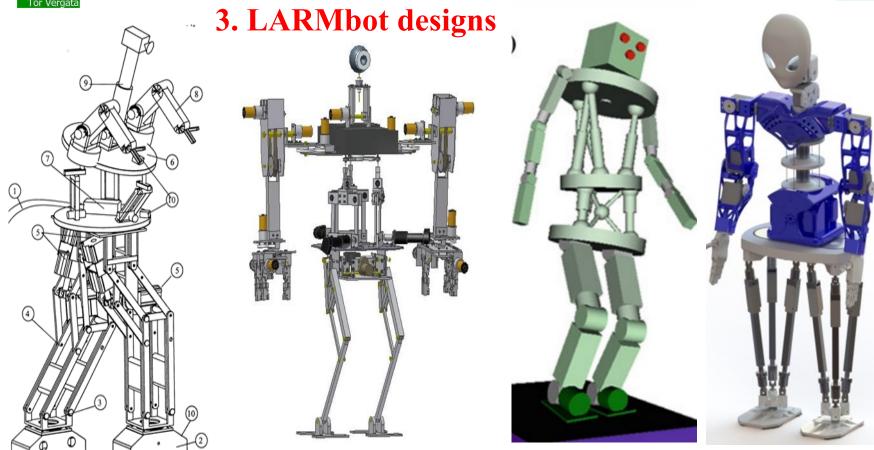


Fig. 3 Design solutions of LARM humanoid over time: a) early concept in 2001, [12];
b) CAD design in 2006, [13, 14]; c) waist-trunk based design in 2012, [15];
d) locomotor-trunk based design in 2016, [16-18].



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attempt in 2010 with a different solution inspired by particular situations in nature such as that of the elderly or animals using their tails

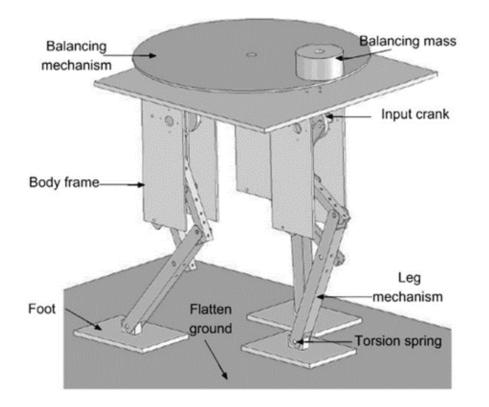


Fig. 4 A design solution for the leg module for LARMbot humanoid with three legs, [20].



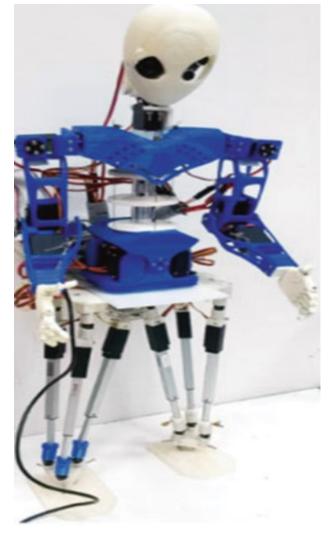
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4. LARMbot prototypes

starting from 2015



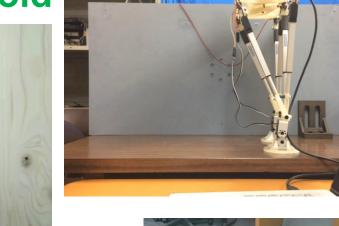
first complete prototype of the humanoid of an overall size of about 80 cm tall and 40 cm width with a weight of aboaut 3 kg

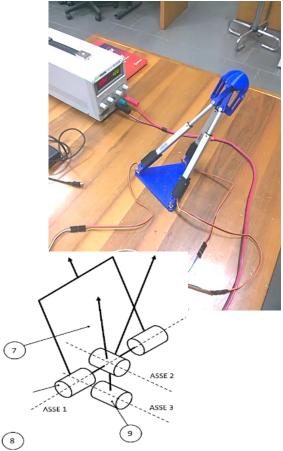
no particular attention to the structure and functionality of the arms just with an anthropomorphic configuration

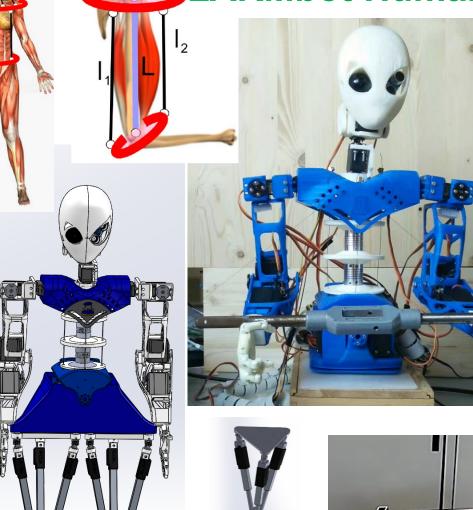
the tripod leg was not equipped with an ankle no convergence of the three actuated links in a point the mobile platform, which acts as a foot.

Fig. 5. The built prototype of LARMbot humanoid in 2016, [16-18].

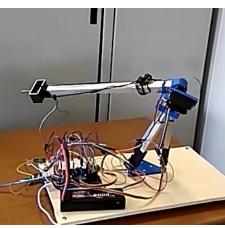
LARMbot Humanoid







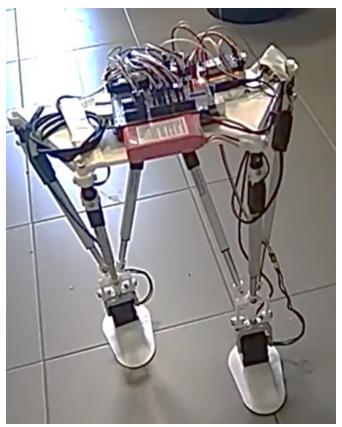






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starting 2018



the leg structure with an ankle joint tripod new mechanism convergence of 3 actuated links



the arm with a tripod structure common to leg structure

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Fig. 6. Prototype modules for a new LARMbot Humanoid: a) leg with ankle assisted foot,[21]; b) arm with elbow actuated joint, [22]



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since 2020 attention also paid to the trunk

architecture with the disc-vertebra unit but increasing the number of units up to six

Fig. 7. Prototype of the vertebra-disk unit torso for a new LARMbot Humanoid, [23]





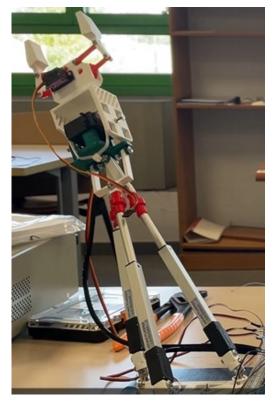
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5. Towards new updates and novel solutions

careful consideration of the musculoskeletal human anatomy in 2023 a revisitation of solutions



reinforced attention to parallel architectures with muscular cables

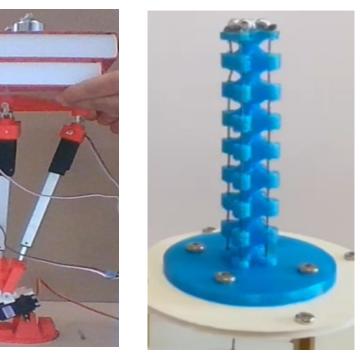


Fig. 6. Prototype modules for a new LARMbot Humanoid: a) tripod-based arm with wrist, [23]; b) tripod-based leg with ankle, [23]; c) torso design, [24].



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4. Prototypes and lab test results



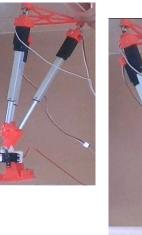
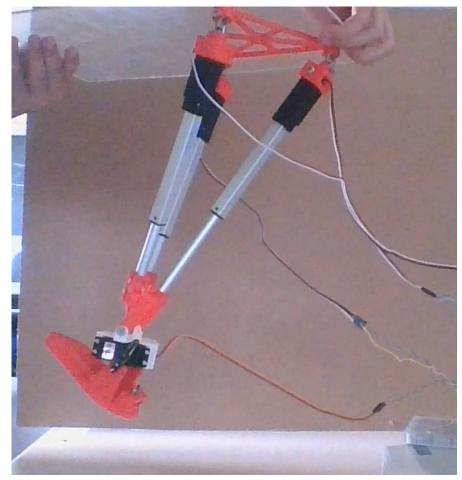




Fig. 6. A snapshot of a lab test of the walking capability of the tripod–based leg prototype

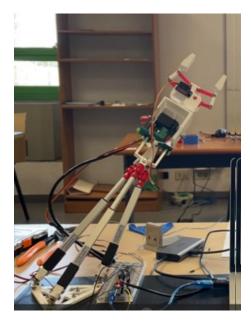




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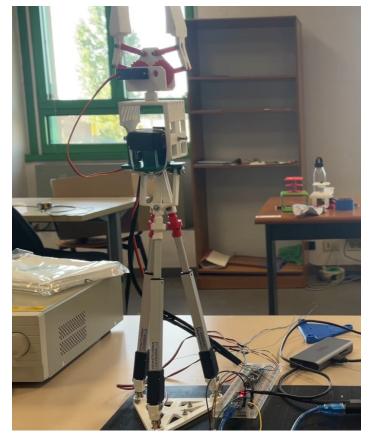


Fig. 7 A snapshot of a lab test of the manipulation capability of the tripod–based leg arm



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Towards the future

The 2023 solutions high management complexity low-cost for the humanoid even at less than 300 euros in wide ranges of mobility of the limbs and torso a high payload to be appr. 3 times the humanoid weight



a coordinated and synergistic assembly of new components For a new laboratory prototype

As platform for investigating and testing the feasibility and performance

of entire system as well as of the individual parts.



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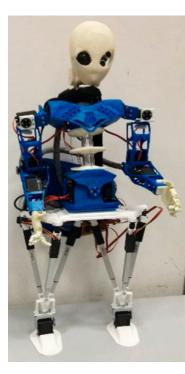


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6. Conclusions

The development of the LARMbot humanoid robot as its historical profile over twenty years with the main characteristics of low-cost, high load capacity, and user-friendly operation.

The initial modular characteristics with structures developed for other specific applications in subsequent versions



Inspiration from the human anatomy suggested parallel architecture: with an innovative tripod structure for the legs, and the arms with trunk as serial-parallel structure with cable actuations