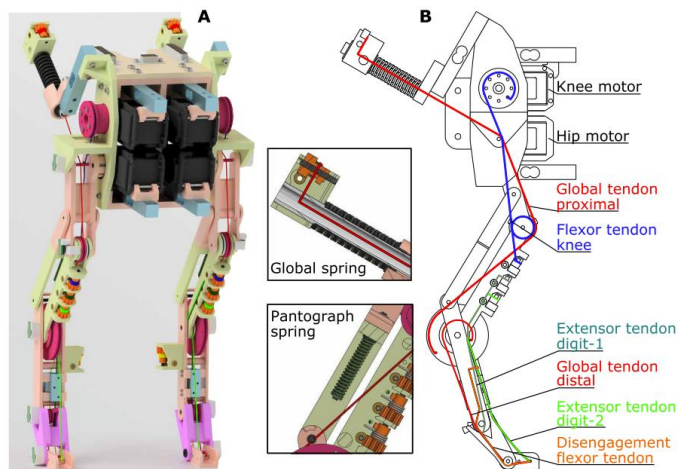
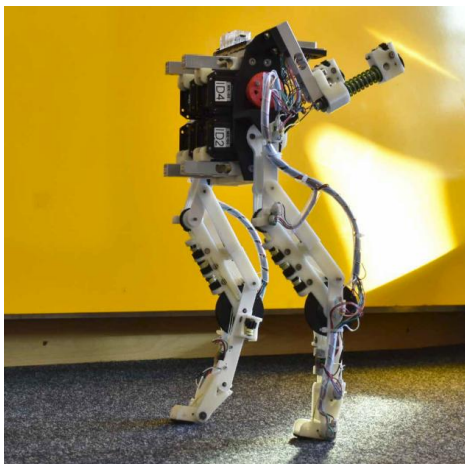


ANIMAL ROBOTS

BirdBot achieves energy-efficient gait with minimal control using avian-inspired leg clutching

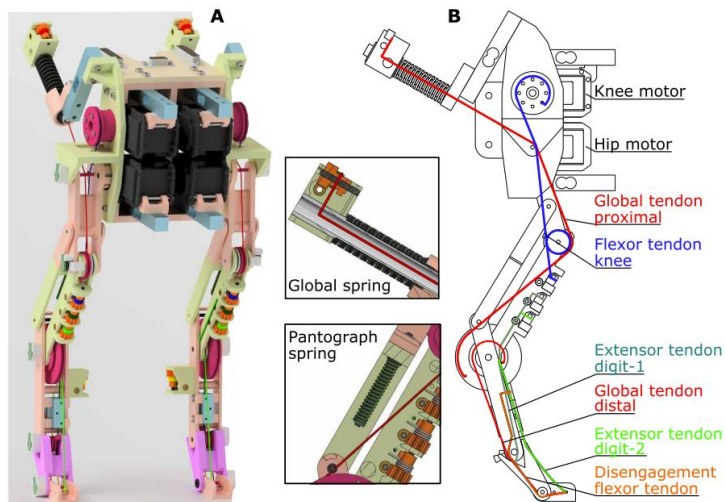
Alexander Badri-Spröwitz^{1*†}, Alborz Aghamaleki Sarvestani^{1†}, Metin Sitti^{2,3,4}, Monica A. Daley^{5,6}

Presentation by: Aurélien Genin, Christopher Xu, Dalia Somekh



Mechanical design of a biped robot -> Fast bipedal running robots

Network of tendon and springs with a bistable joint to create a mechanically energy-efficient leg that switches configuration for swing and stance phases



Contact-triggered mechanism

Feedforward control, without rapid feedback => CPG

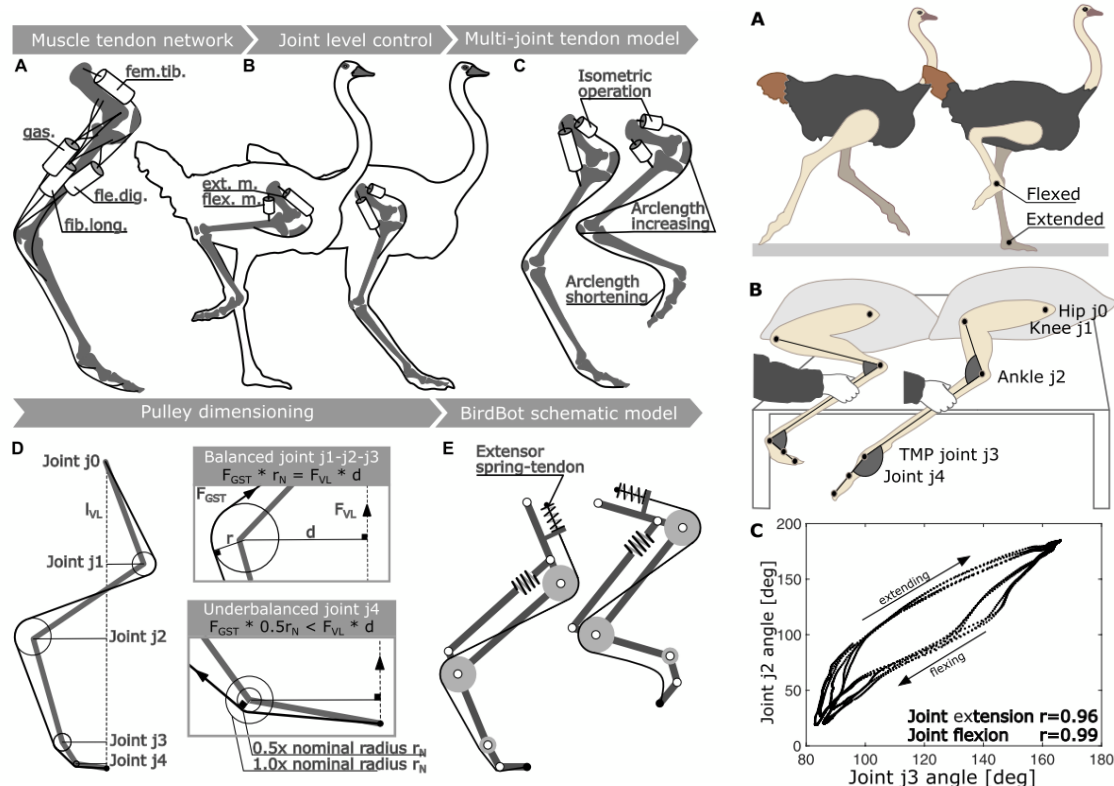
Only 2 actuators per leg

Very scalable

EPFL Inspired by ostriches

3





Mechanical coupling between ankle and tarsometatarso-phalangeal (TMP) joints

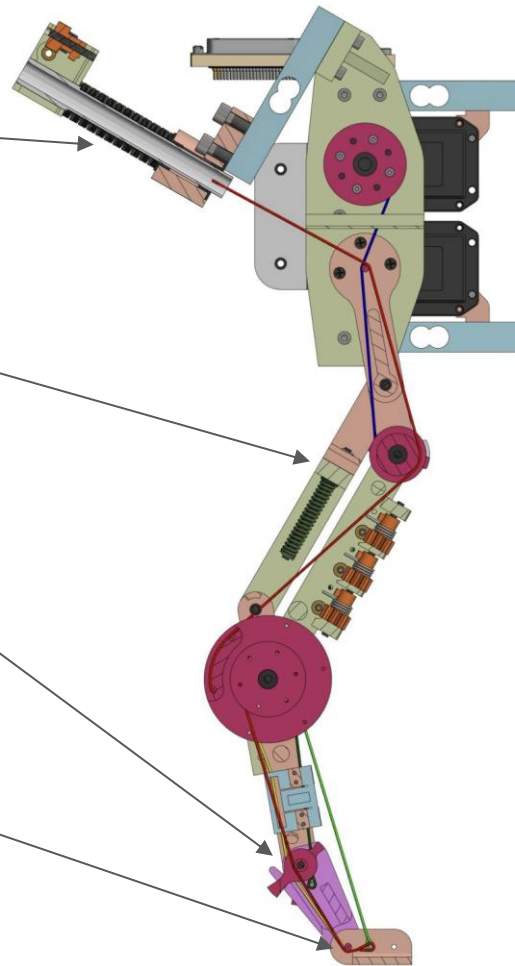
Multi-joint tendons allow for only two muscles to fully extend and flex the leg

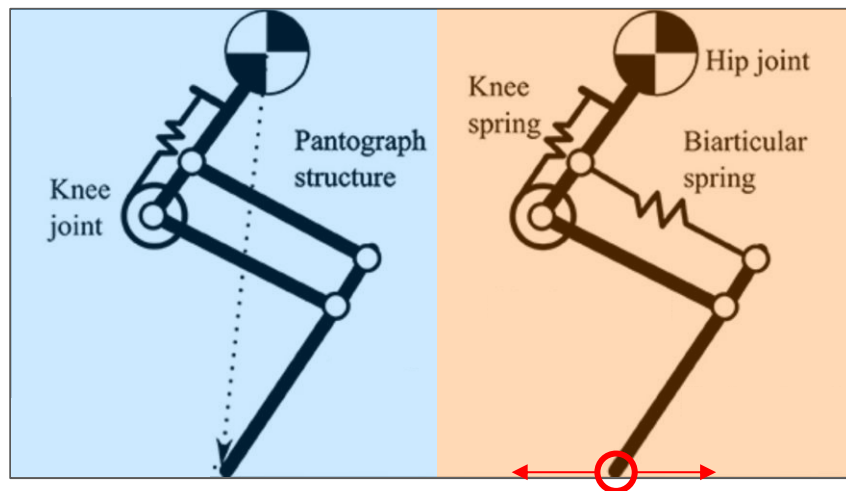
Gravity compensating spring

Biarticular spring pantograph

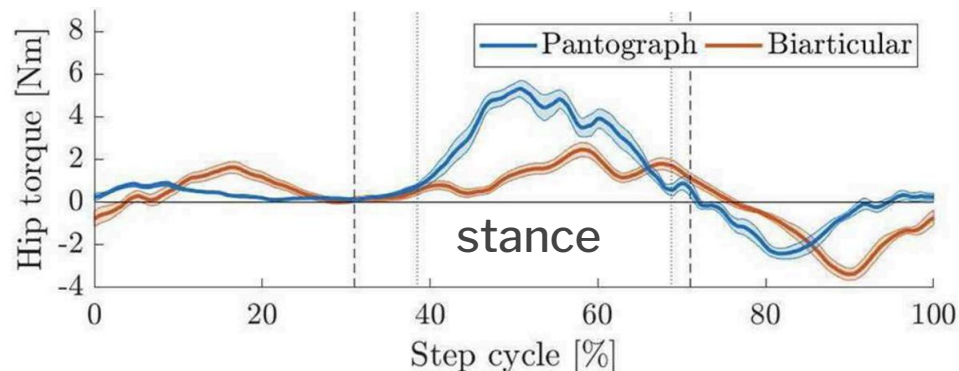
Toe-controlled tendon clutch

Pulley imbalance for compliant toe





Biarticular spring creates elasticity on leg angle during stance

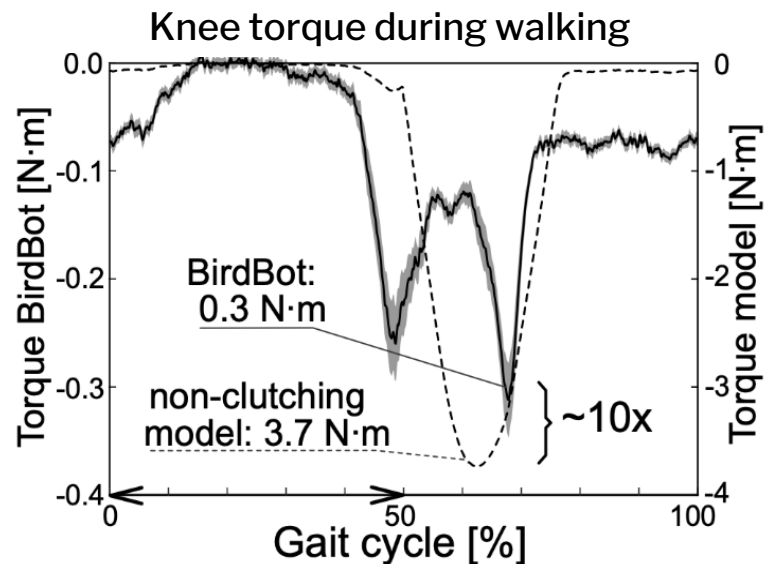
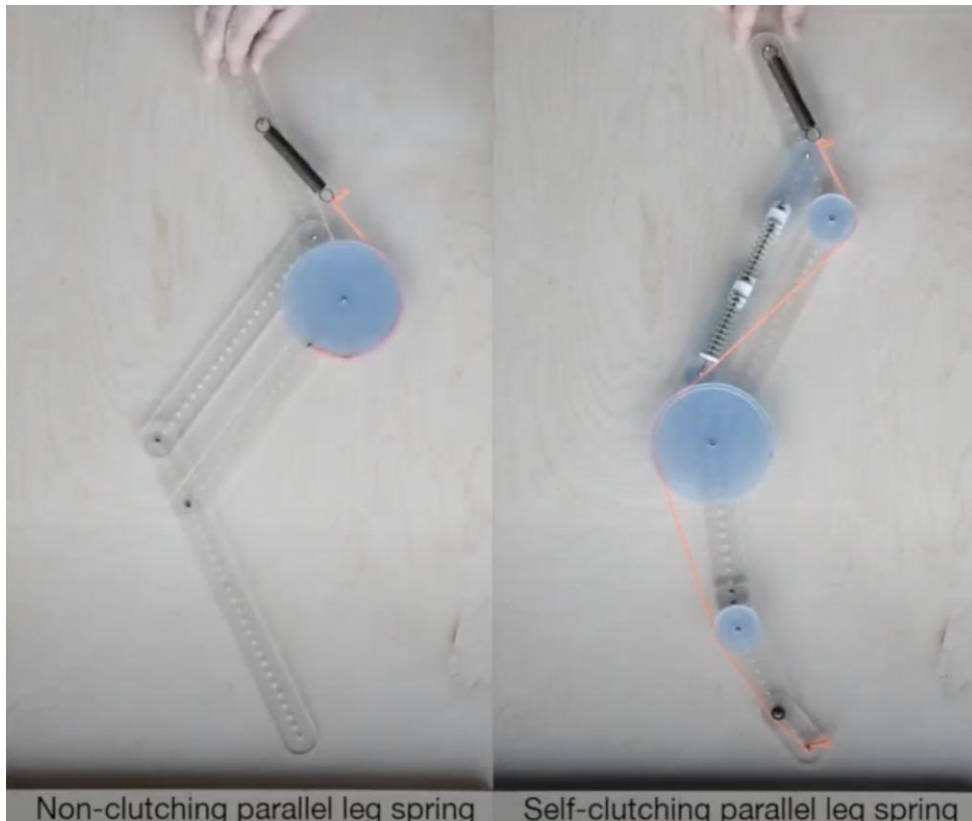


Hip joint is an oscillating motion, so a spring recycles energy

BirdBot achieves energy-efficient gait with minimal control using avian-inspired leg clutching

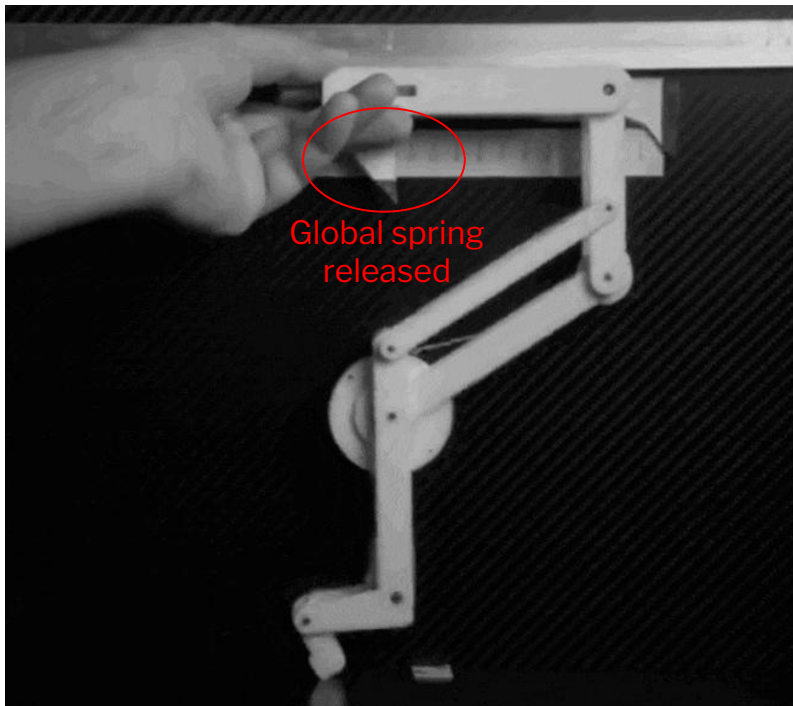
Movie S7: Design comparison, 3 panels



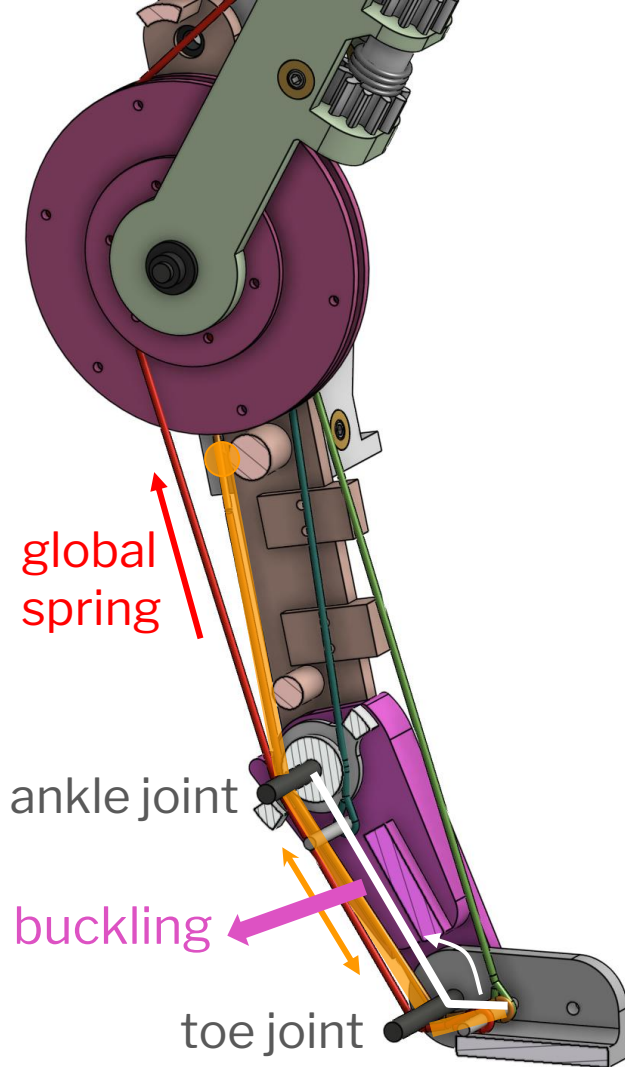


- Knee is hard to lift If toes are off the ground, knee is easy to lift

Ankle joint buckles due to coupling with toe joint



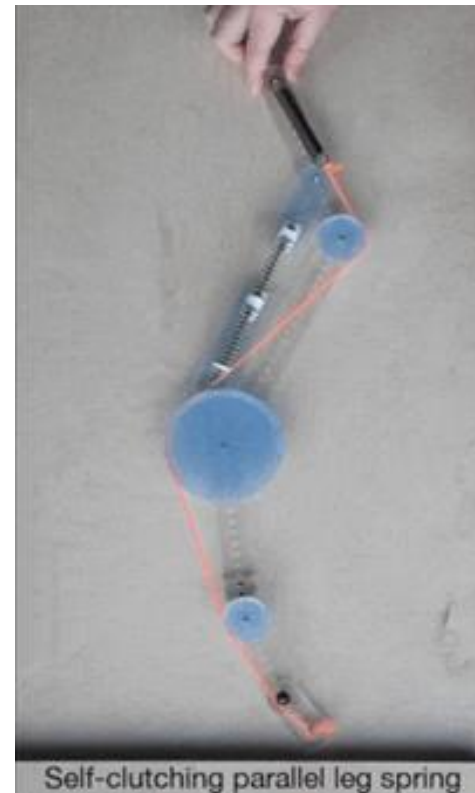
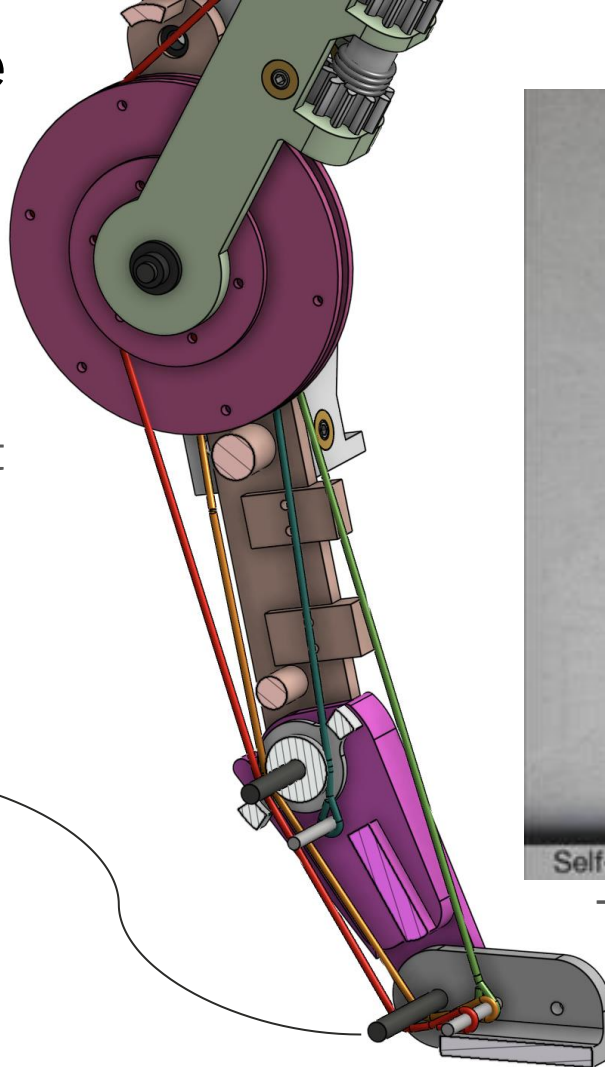
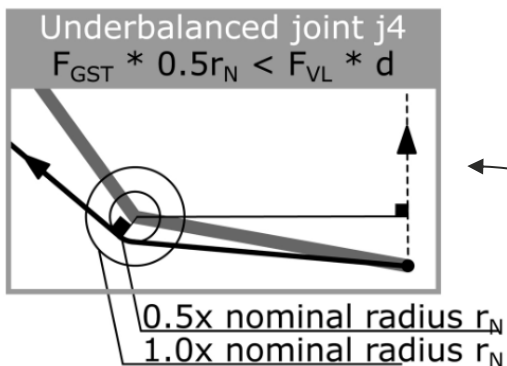
■ Knee becomes easy to lift at certain leg



EPFL Pulley imbalance

10

Small toe pulley creates a very compliant toe, making the global spring active for any ground contact



Self-clutching parallel leg spring

Toe bends first!



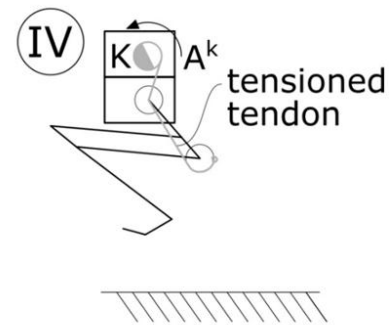
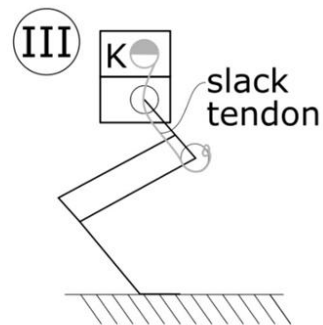
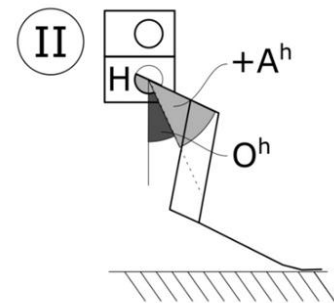
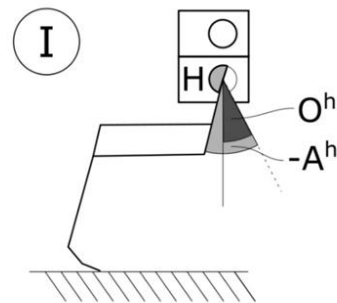
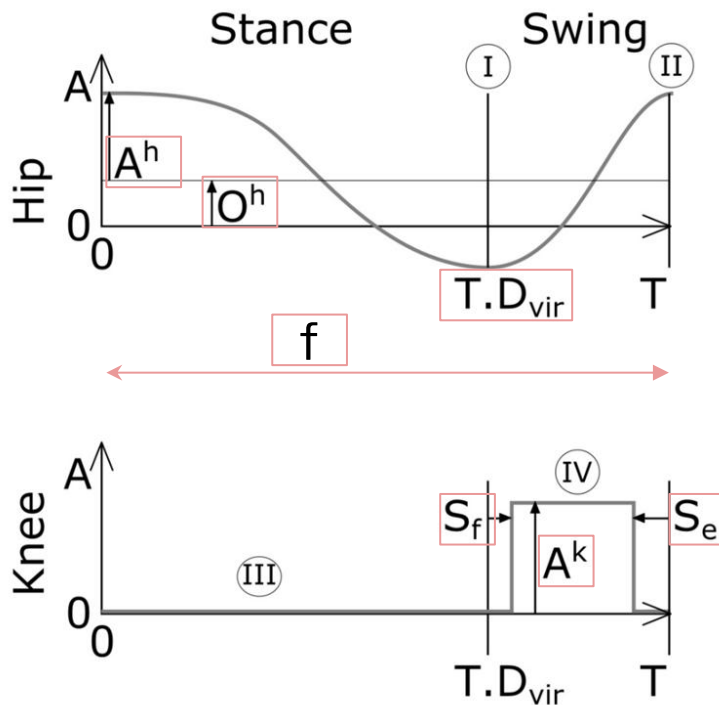
Simple control without sensors, only a few tuning parameters

$$\dot{\phi}_i = 2\pi f + \sum_{i \neq j} c_{ij} \sin(\phi_j - \phi_i - \varphi_{ij})$$

$$\dot{a}_i^h = \alpha(A_i^h - a_i^h)$$

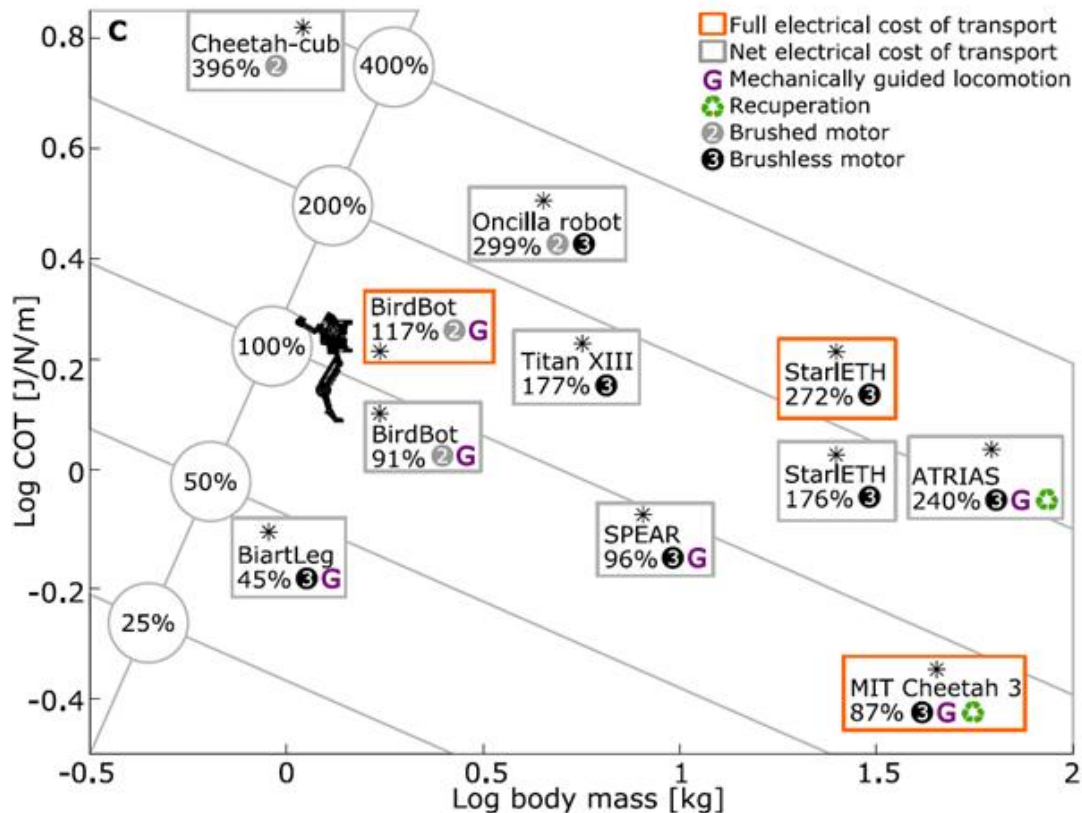
$$\dot{o}_i^h = \alpha(O_i^h - o_i^h)$$

8 hand-tuned parameters



- BirdBot's relative net COT of 91%, comparable to running animal with similar body mass.
- BirdBot's COT is roughly $\frac{1}{4}$ of that of Cheeta-cub.

Electrical COT of selected legged robots relative to body mass on a logarithmic scale.



Pros:

- No actuation needed for standing upright.
- Rapid automatic stance-swing transition.
- Simple control.
- Possibility of scalability.
- Energy efficiency.

Cons:

- Complex mechanical structure.
- Limited speed range.



10 citations and more than 15'000 downloads according to Science Robotics.

“Parallel-elastic joints can improve the efficiency and strength of robots by assisting the actuators with additional torques.”

Filip Bjelonic, Joonho Lee, Philip Arm, Dhionis Sako, Davide Tateo, Jan Peters, Marco Hutter, Learning-Based Design and Control for Quadrupedal Robots With Parallel-Elastic Actuators, IEEE Robotics and Automation Letters, 8, 3, (1611-1618), (2023).



1. Briefly explain BirdBot's clutching leg mechanism.

BirdBot uses a passive clutching mechanism inspired by bird anatomy. The leg's spring tendon network automatically switches between stance phase and swing phase. During stance, the leg engages a spring structure that supports the body's weight and stores elastic energy. At the end of the stance phase, the system disengages allowing the leg to flex easily. This approach enables smooth transitions between walking phases without requiring sensors or complex control systems.

2. What are the main results in terms of Cost of Transport?

BirdBot shows economical locomotion with relative net COT of 91%, slightly lower than that of a running animal with similar body mass. The clutch leg design allows to reduce the knee-flexing torque to 1/10 of that of non-clutching leg design similar to Cheeta-cub. As a result, BirdBot's COT is roughly $\frac{1}{4}$ of that of Cheeta-cub and within the range of an animal of equal weight.

