

# Design and Motion Capabilities of an Emotion-Expressive Robot EmoSan

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# Content

- Purpose of the Project;
- Emotional Expressive Robots;
- Working Space of the Human Head – Comparison;
- Mechanical Design;
- Kinematics Model;
- Capability of the Robot to Reproduce the Movements of the Human Head;
- Workspace of the Robot;
- Electrical Circuit;
- Conclusions;
- Plans for Future Development;



# EmoSan – Goals and Motivation

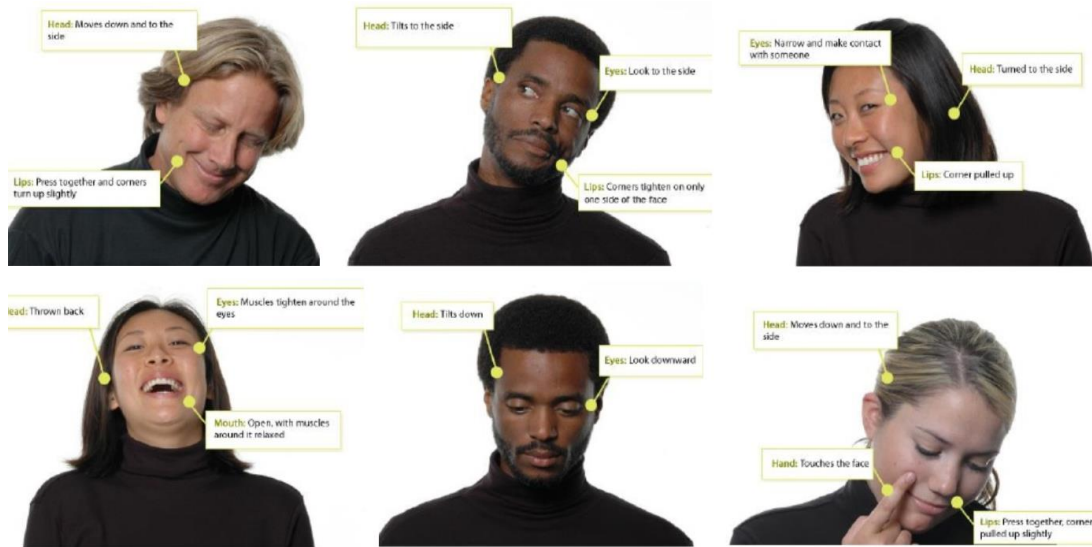


<https://asknao.aldebaran.com/press/robot-aids-in-therapy-for-autistic-children>



- a new emotion-expressive robot;
- emotional reactions represented in the head motion;
- based on the Gough-Stewart platform.

# How the Emotions Could be Expressed?

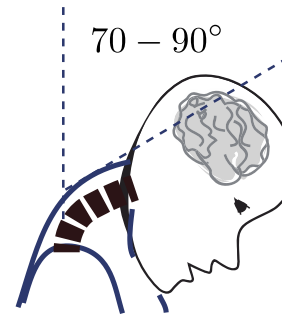
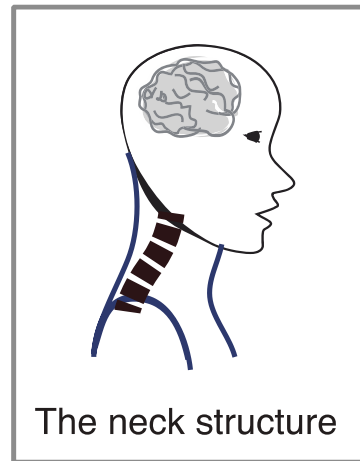


By movements of the head

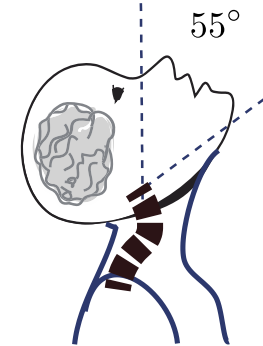


By facial expressions

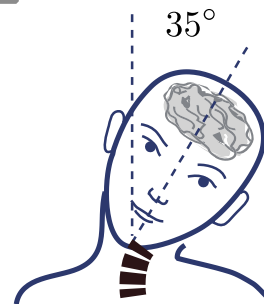
# Human head movement achievability



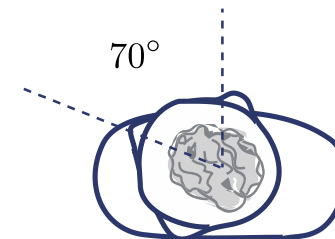
Head Flexion



Head Extension



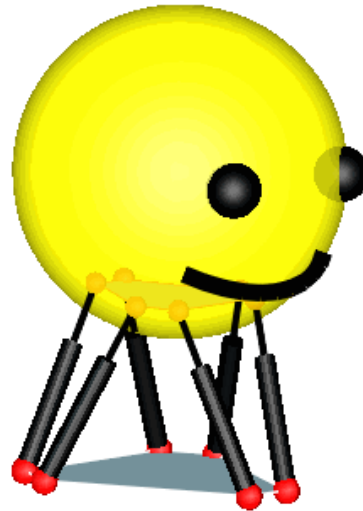
Lateral bending



Rotation of the head

Allowable angles of movement and working space of the head

# The Robot Design (1)



A computer simulation model of the robot`s movements

# Why Using Gough-Stewart platform?

- Advantages:

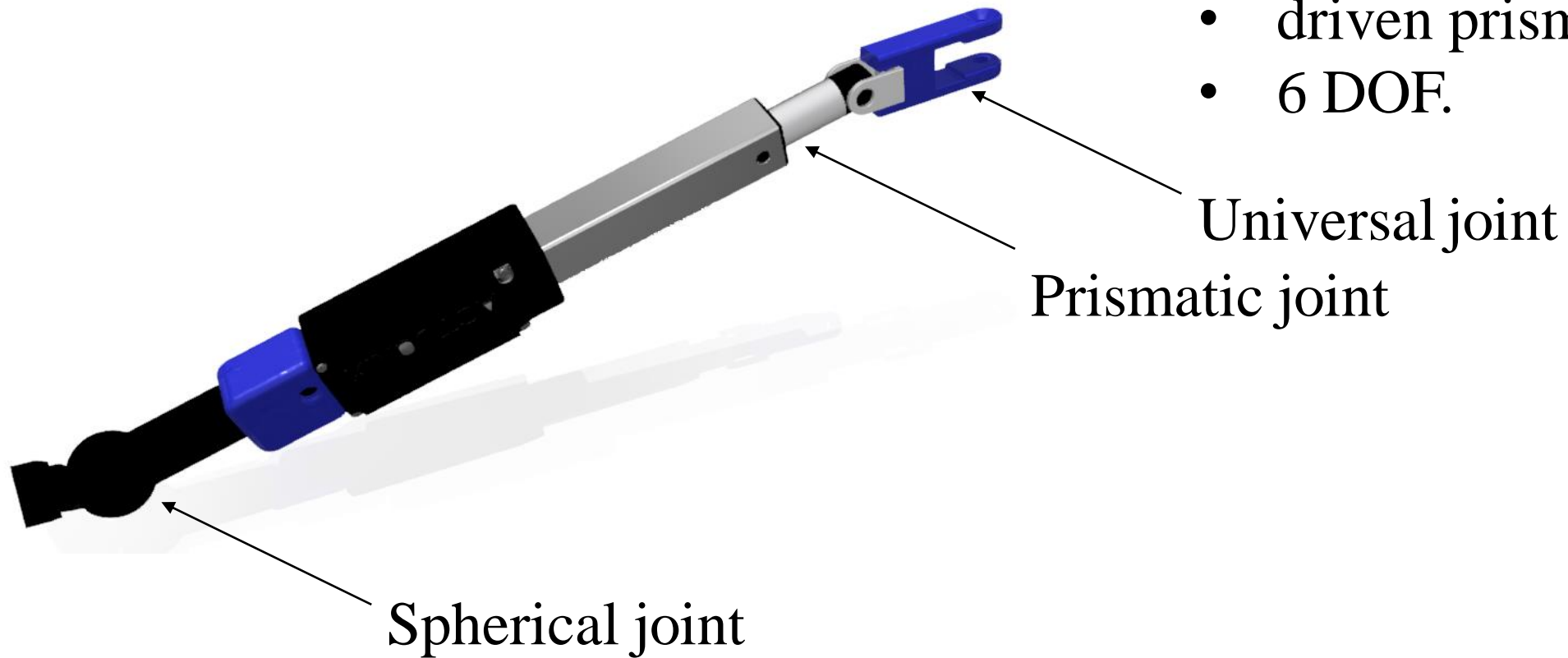
- ✓ Compact;
- ✓ Easy for Control;
- ✓ Well Defined Kinematics Theory;
- ✓ Representing 6 DOF.

- Disadvantages:

- Difficult for Manufacturing;
- Need of Combining Rotations and Translations;
- Noise from the Linear Actuators.

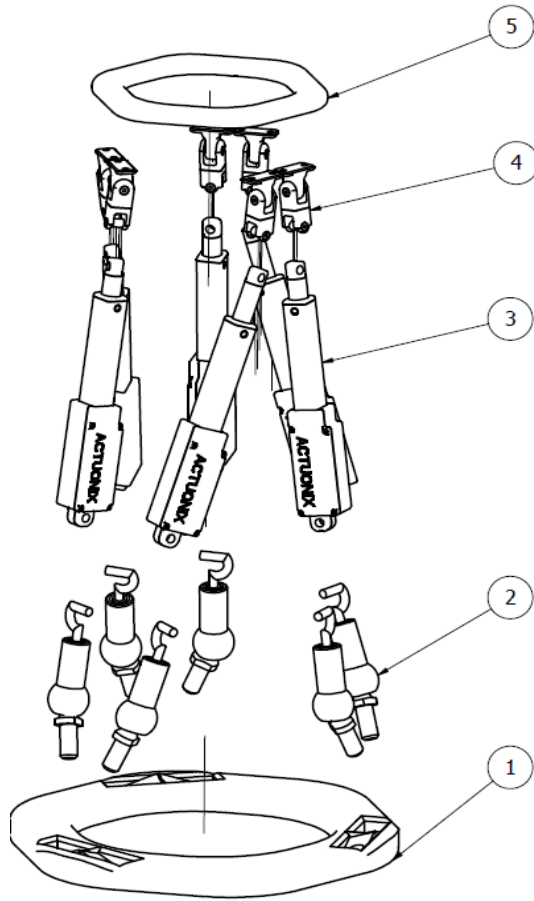
# The Robot Design (2)

- six identical legs;
- each one having SPU;
- driven prismatic joints;
- 6 DOF.



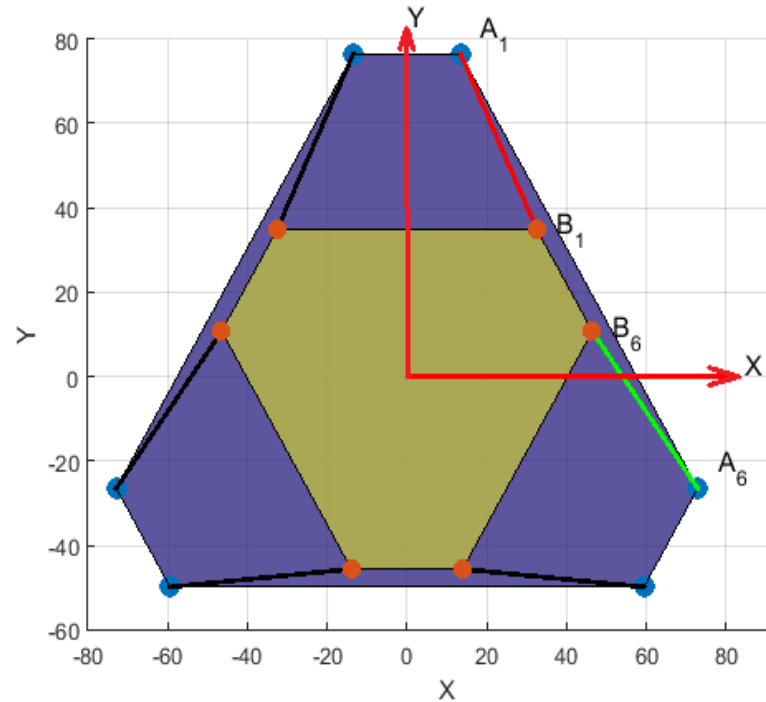
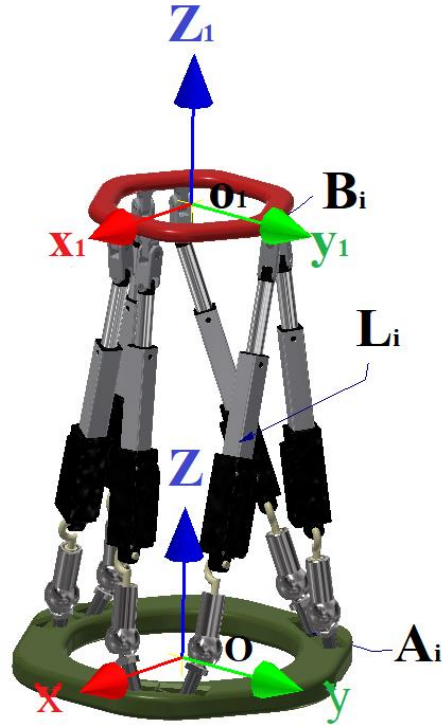


# The Robot Design (3)



The robot we have designed consists of the following parts as shown in figure: 1-Bottom platform; 2-Ball joint; 3-Linear actuator; 4-Universal joint; 5-Top platform. Our design consists of six linear actuators (linear motors) with maximum stroke of 50 mm, six ball joints and some 3D printed components as follows: the six universal joints, the top platform and the bottom platform,

# Kinematics Model (1)



The arrangement of the coordinate systems

# Kinematics Model (2)

The joints  $A_i$  and  $B_i$  have the following coordinates, given in the OXYZ and  $O_1X_1Y_1Z_1$  coordinate systems, respectively:

| OXYZ                  | X     | Y      | Z |
|-----------------------|-------|--------|---|
| <b>OA<sub>1</sub></b> | 13.5  | 76.4   | 0 |
| <b>OA<sub>2</sub></b> | -13.5 | 76.4   | 0 |
| <b>OA<sub>3</sub></b> | -72.9 | -26.5  | 0 |
| <b>OA<sub>4</sub></b> | -59.4 | 49.88  | 0 |
| <b>OA<sub>5</sub></b> | 59.4  | -49.88 | 0 |
| <b>OA<sub>6</sub></b> | 72.9  | -26.5  | 0 |

| $O_1X_1Y_1Z_1$        | $X_1$  | $Y_1$  | $Z_1$ |
|-----------------------|--------|--------|-------|
| <b>OB<sub>1</sub></b> | 32.53  | 34.9   | 0     |
| <b>OB<sub>2</sub></b> | -32.53 | 34.9   | 0     |
| <b>OB<sub>3</sub></b> | -46.48 | 10.72  | 0     |
| <b>OB<sub>4</sub></b> | -13.96 | -45.62 | 0     |
| <b>OB<sub>5</sub></b> | 13.96  | -45.62 | 0     |
| <b>OB<sub>6</sub></b> | 46.48  | 10.72  | 0     |

# Kinematics Model (3)

The rotation of the moving platform is given by three rotations around the coordinate axes, which are represented by the matrices  $\mathbf{R}_x$ ,  $\mathbf{R}_y$  and  $\mathbf{R}_z$ .

$$\mathbf{R}_x = \begin{bmatrix} \cos(\alpha) & -\sin(\alpha) & 0 \\ \sin(\alpha) & \cos(\alpha) & 0 \\ 0 & 0 & 1 \end{bmatrix} \quad (1)$$

$$\mathbf{R}_y = \begin{bmatrix} \cos(\beta) & 0 & \sin(\beta) \\ 0 & 1 & 0 \\ -\sin(\beta) & 0 & \cos(\beta) \end{bmatrix} \quad (2)$$

$$\mathbf{R}_z = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos(\gamma) & \sin(\gamma) \\ 0 & -\sin(\gamma) & \cos(\gamma) \end{bmatrix} \quad (3)$$

# Kinematics Model (4)

Then, the matrix describing the rotation of the moving platform around the reference coordinate frame can be written as:

$$\mathbf{R} = \mathbf{R}_z \mathbf{R}_y \mathbf{R}_x \quad (4)$$

The coordinates of the points  $B_i$  ( $i=1..6$ ) can be written with respect to the reference coordinate system OXYZ as:

$$\mathbf{OB}_i = \mathbf{R} \cdot \mathbf{O}_1 \mathbf{B}_i + \mathbf{P}, \quad (i=1..6) \quad (5)$$

where:  $\mathbf{P} \equiv \mathbf{OO}_1 = [P_x, P_y, P_z]^T$  is a position vector of a point  $O_1$  from the moving platform.

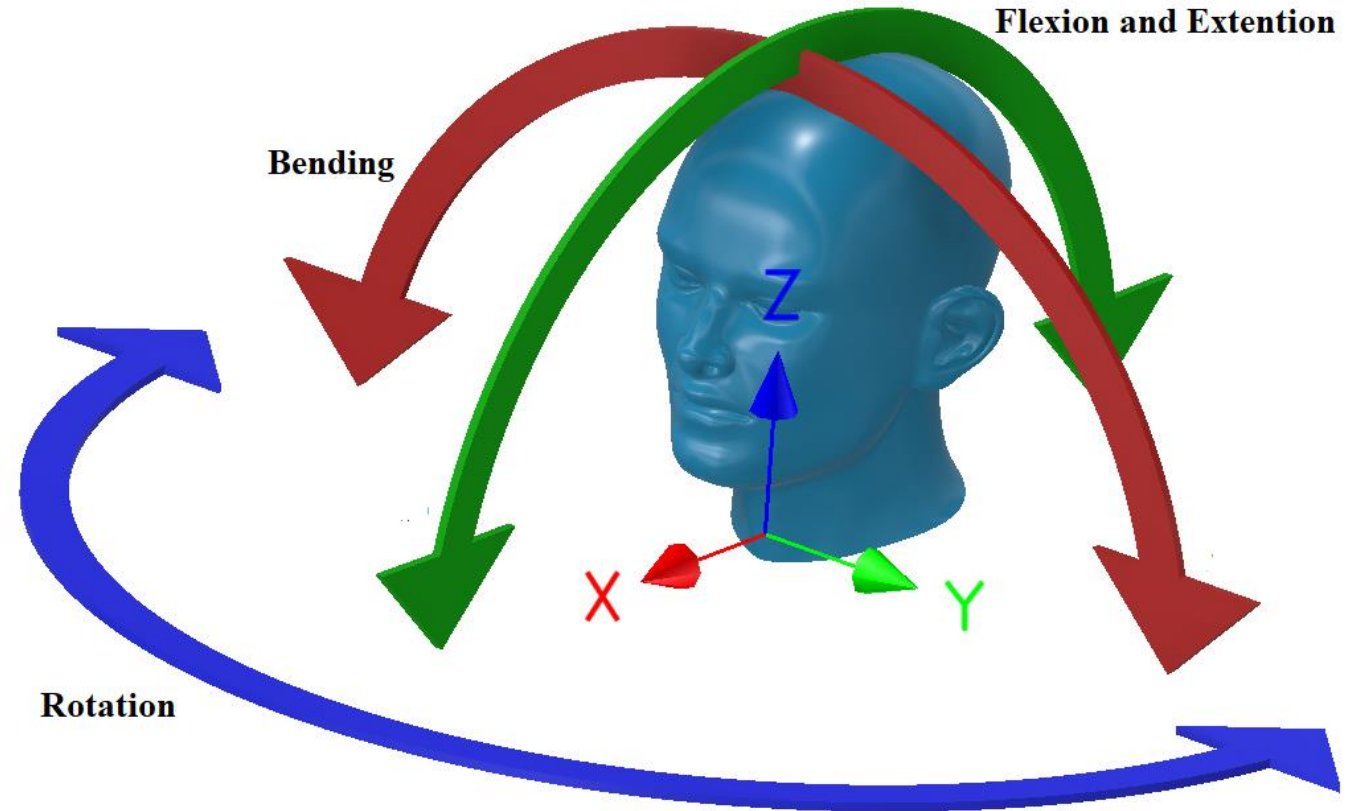
Then the leg lengths can be obtained as:

$$L_i = \|\mathbf{OB}_i - \mathbf{OA}_i\|, \quad (i=1..6) \quad (6)$$

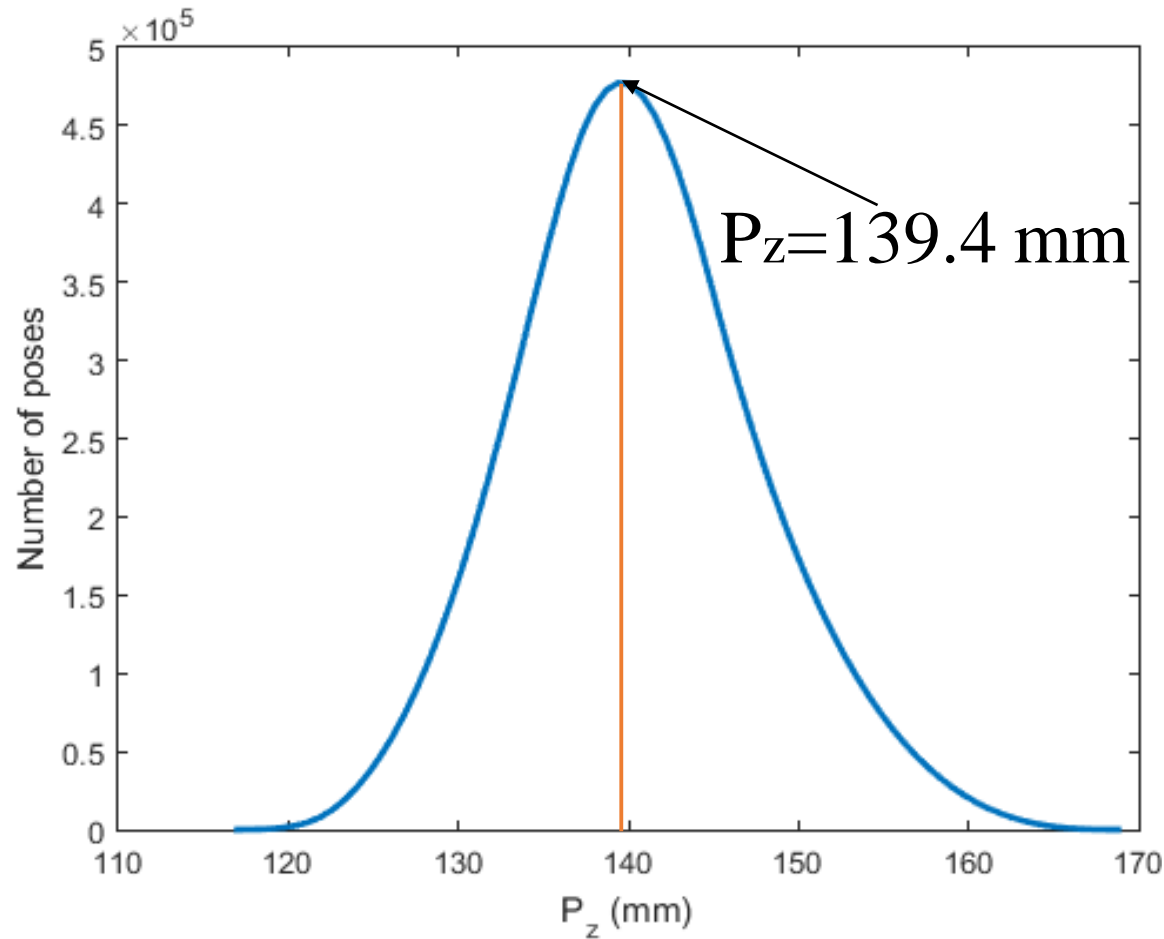
# Capability of the Robot to Reproduce the Movements of the Human Head

|                  |  |
|------------------|--|
| <b>Flexion</b>   | <b><math>70^{\circ} \div 90^{\circ}</math></b> |
| <b>Extension</b> | <b><math>55^{\circ}</math></b>                 |
| <b>Bending</b>   | <b><math>\pm 35^{\circ}</math></b>             |
| <b>Rotation</b>  | <b><math>\pm 70^{\circ}</math></b>             |

Average Values of the Human Head Capability

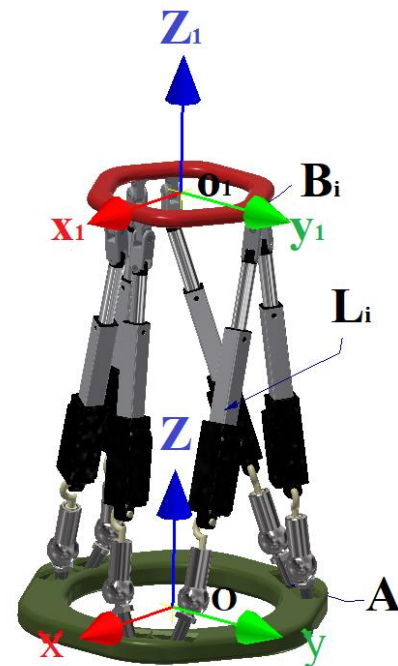


# Rotation Workspace of the Robot (1)

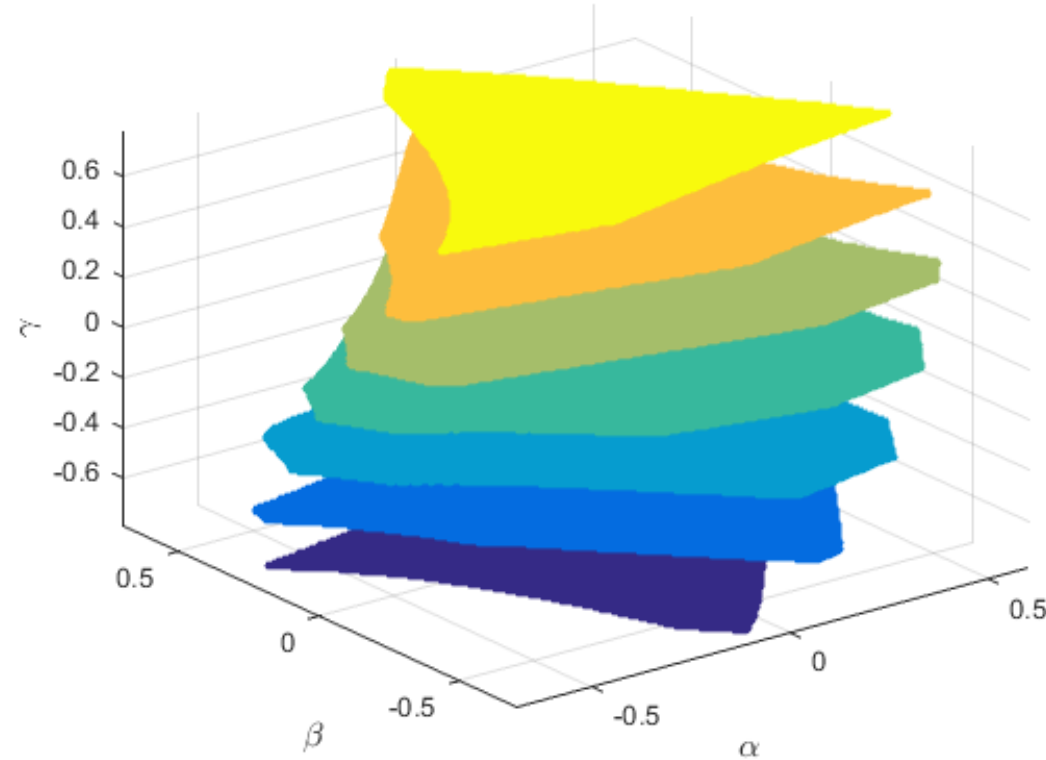


Variation of the range of orientations with respect to the vertical distance  $P_z$

The volume of orientations is represented by the number of poses.



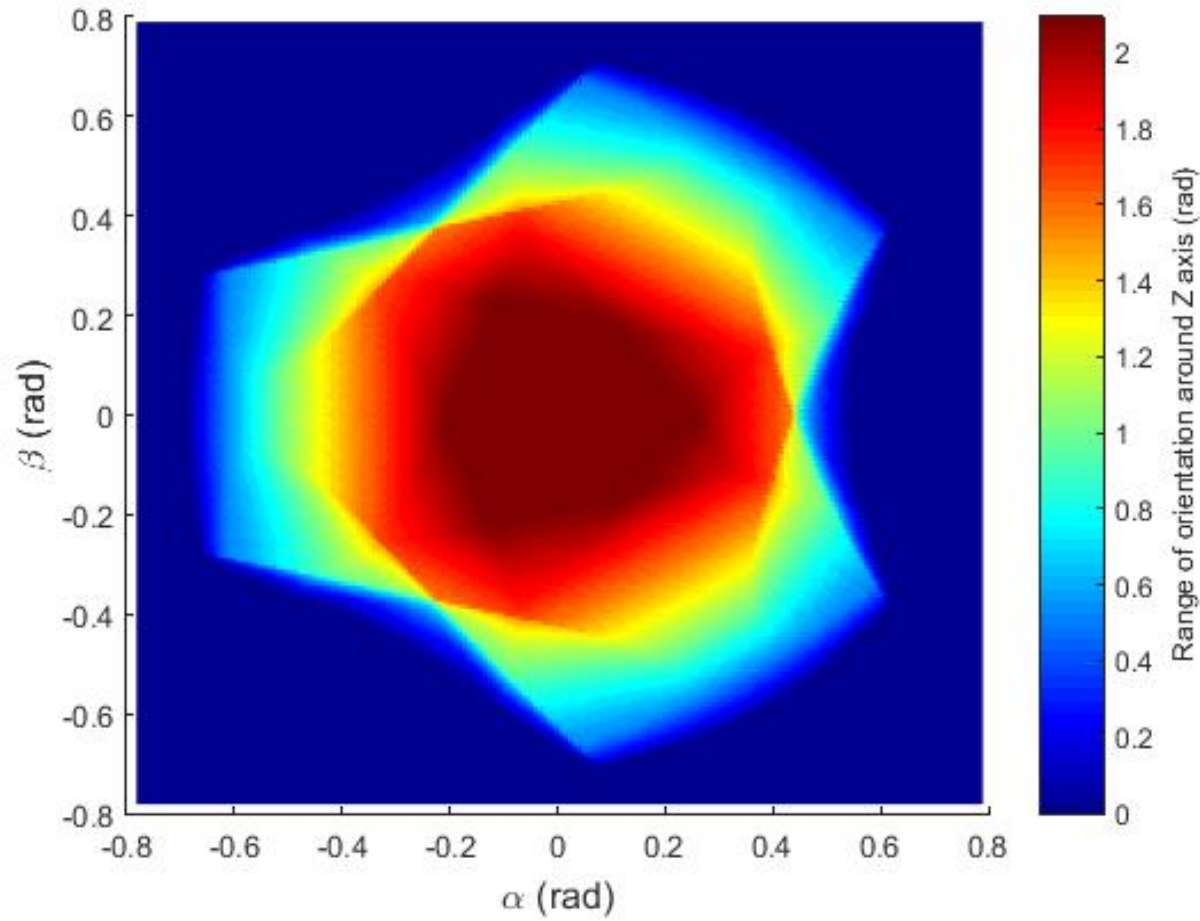
# Rotation Workspace of the Robot (2)



Slices of the orientation workspace in case of fixed position of the moving platform ( $P=[0, 0, 139.4]$ ).

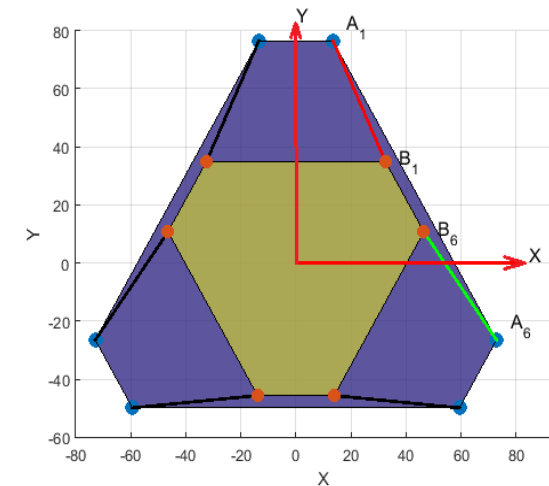


# Rotation Workspace of the Robot (3)

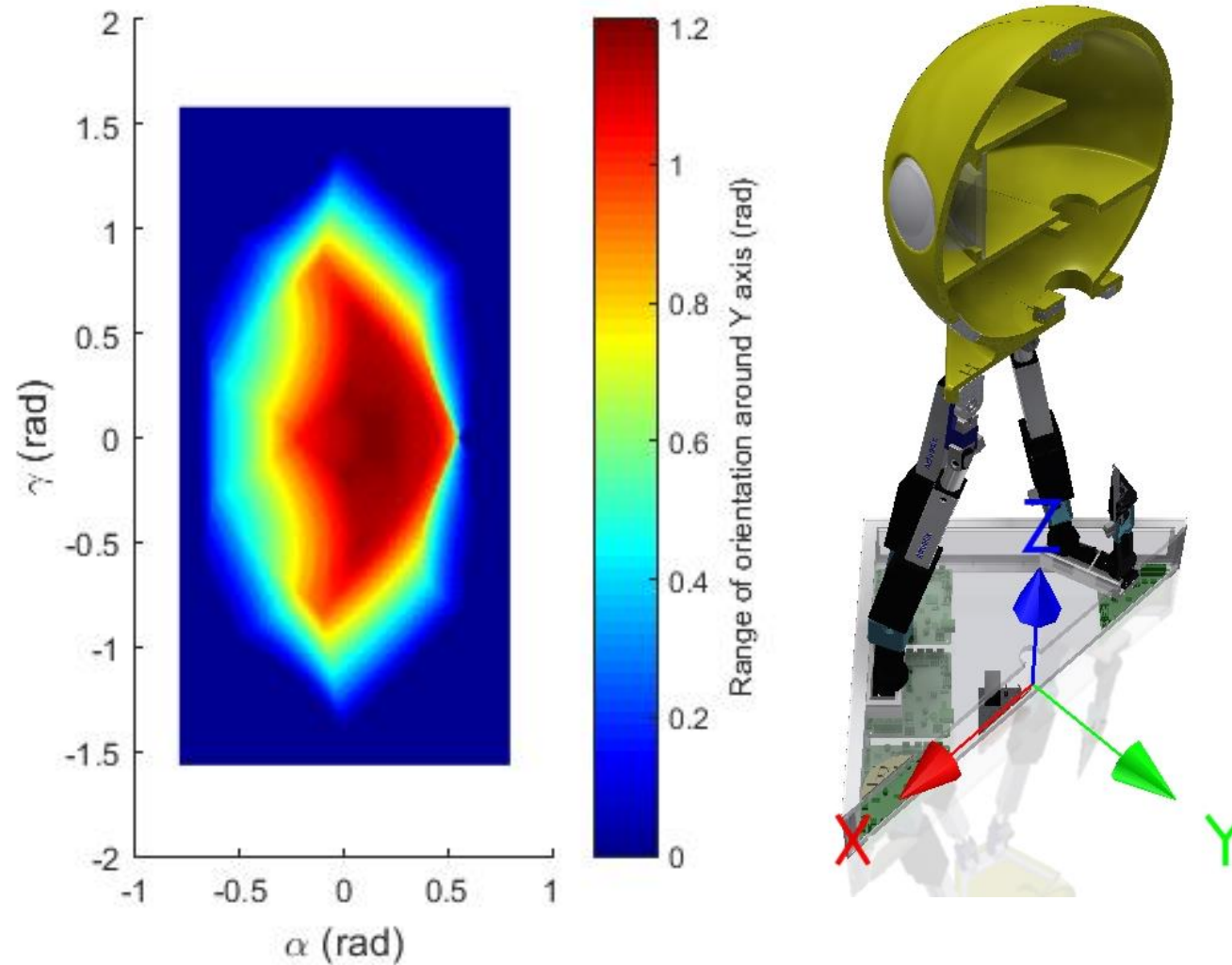


Ranges of the orientation around the Z axis versus the other two angles of orientation.

The value obtained for the maximal range of orientations around the Z-axis is 2.79 rad (for  $\alpha=0$  and  $\beta=0$ ).



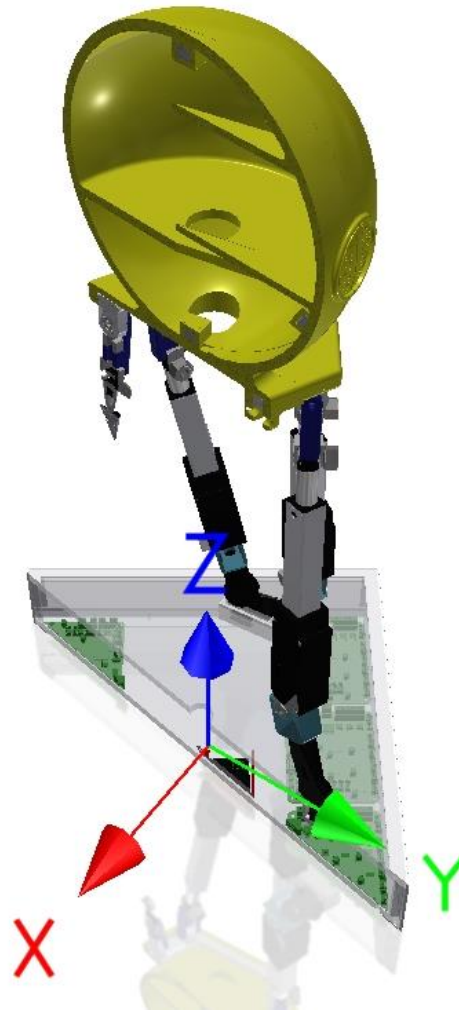
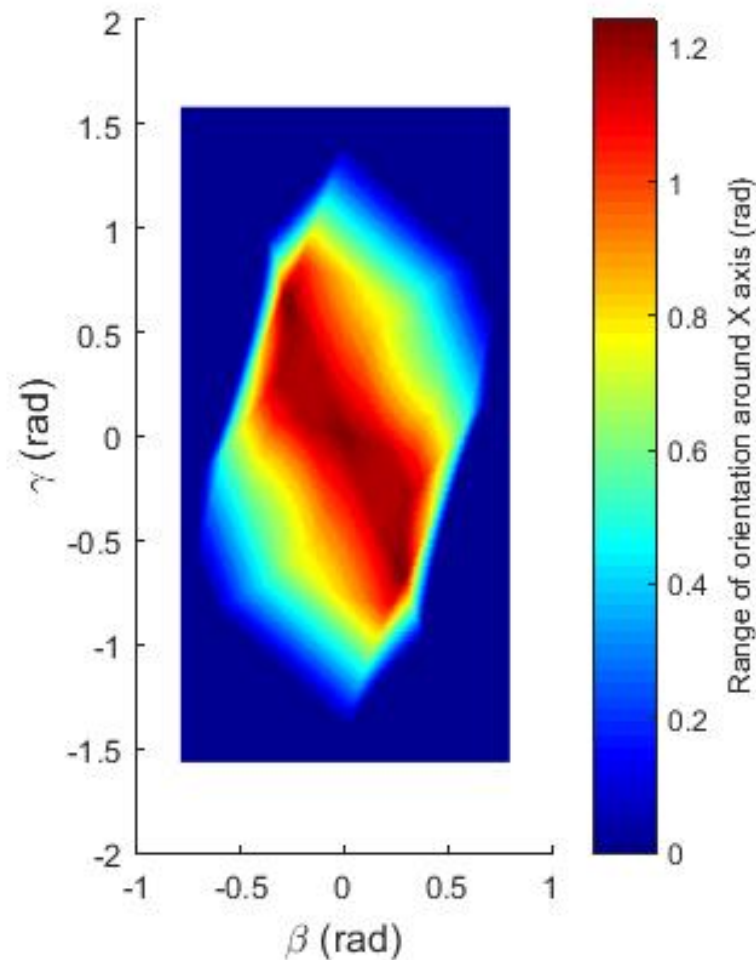
# Rotation Workspace of the Robot (4)



Ranges of the orientation around the Y axis versus the other two angles of orientation.

In this case, the value obtained for the maximal range of orientations around the Y-axis is 1.131 rad (for  $\alpha=0$  and  $\gamma=0$ ).

# Rotation Workspace of the Robot (5)



Ranges of the orientation around the X axis versus the other two angles of orientation.

Here, the value obtained for the maximal range of orientations around the X-axis is 1.226 rad (for  $\beta=0$  and  $\gamma=0$ ).

# Comparison between Human Head Movements and EmoSan

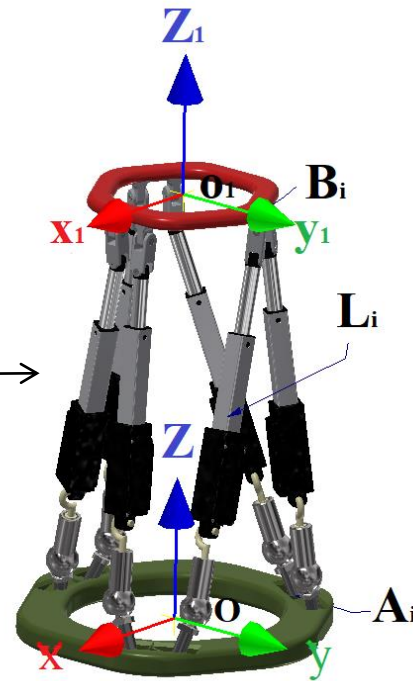
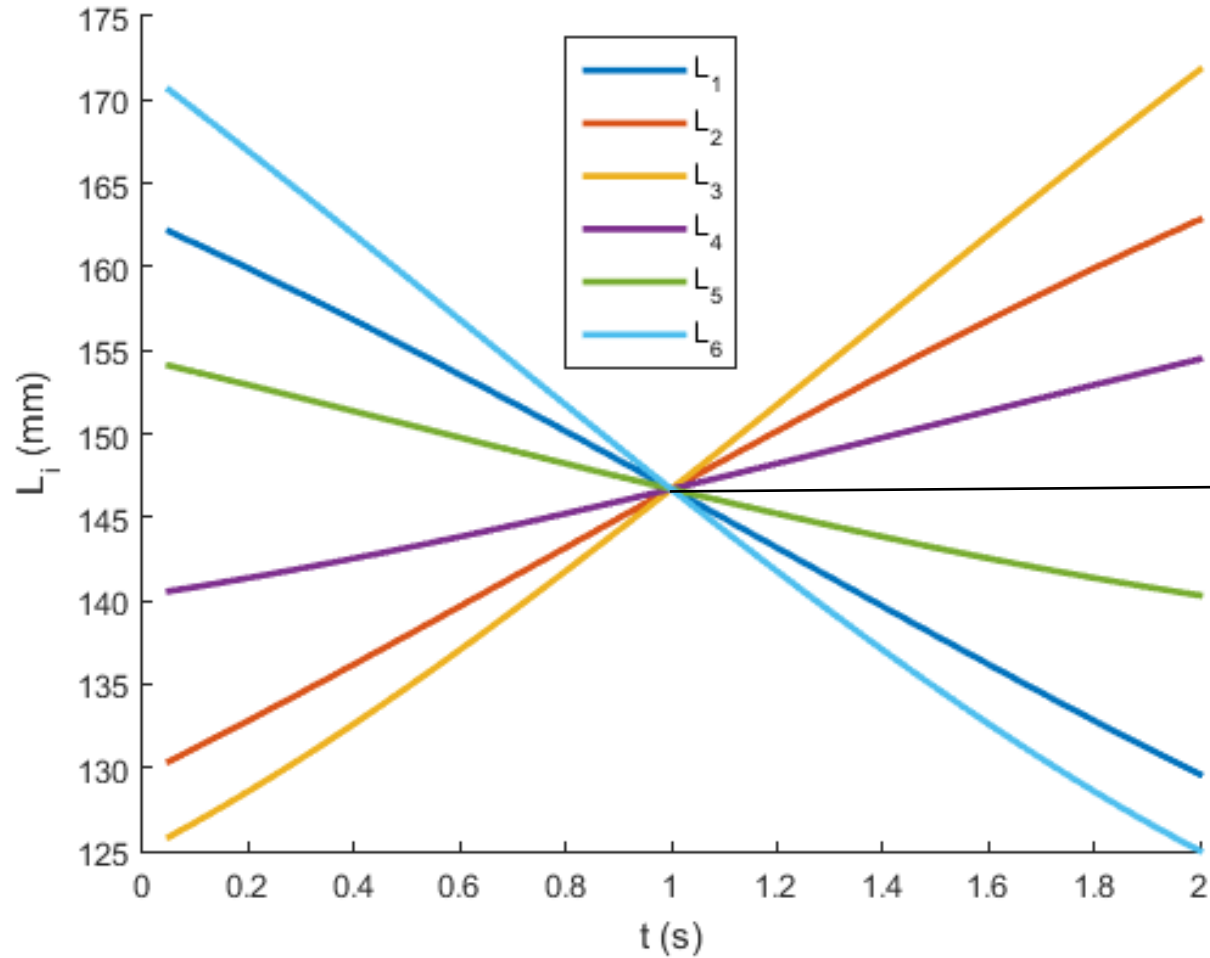
|                  |  |
|------------------|--|
| <b>Flexion</b>   | <b><math>70^{\circ} \div 90^{\circ}</math></b> |
| <b>Extension</b> | <b><math>55^{\circ}</math></b>                 |
| <b>Bending</b>   | <b><math>\pm 35^{\circ}</math></b>             |
| <b>Rotation</b>  | <b><math>\pm 70^{\circ}</math></b>             |

Average Values of the  
Human Head Capability

|                  |                                      |
|------------------|--------------------------------------|
| <b>Flexion</b>   | <b><math>39.4^{\circ}</math></b>     |
| <b>Extension</b> | <b><math>30.9^{\circ}</math></b>     |
| <b>Bending</b>   | <b><math>\pm 32.4^{\circ}</math></b> |
| <b>Rotation</b>  | <b><math>\pm 80^{\circ}</math></b>   |

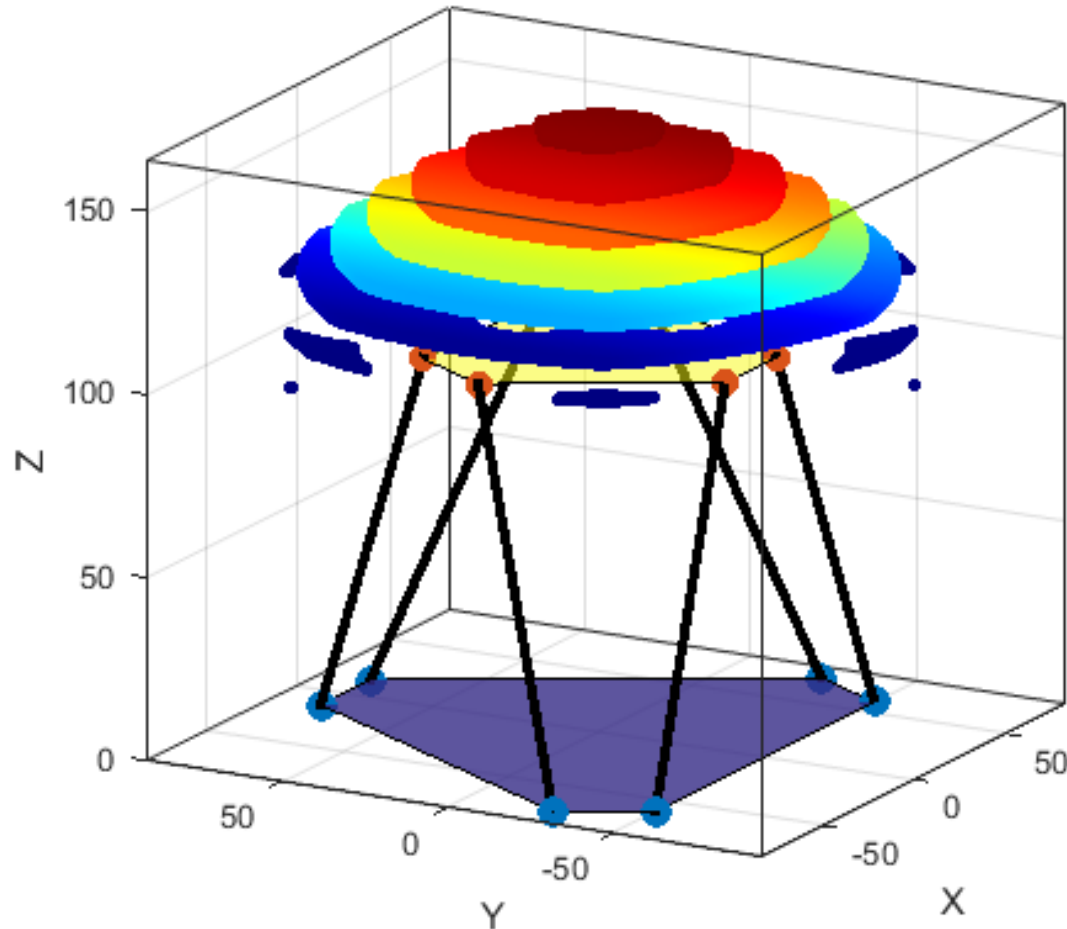
Robot Representation of the  
Human Head Movements

# Rotation Workspace of the Robot (6)



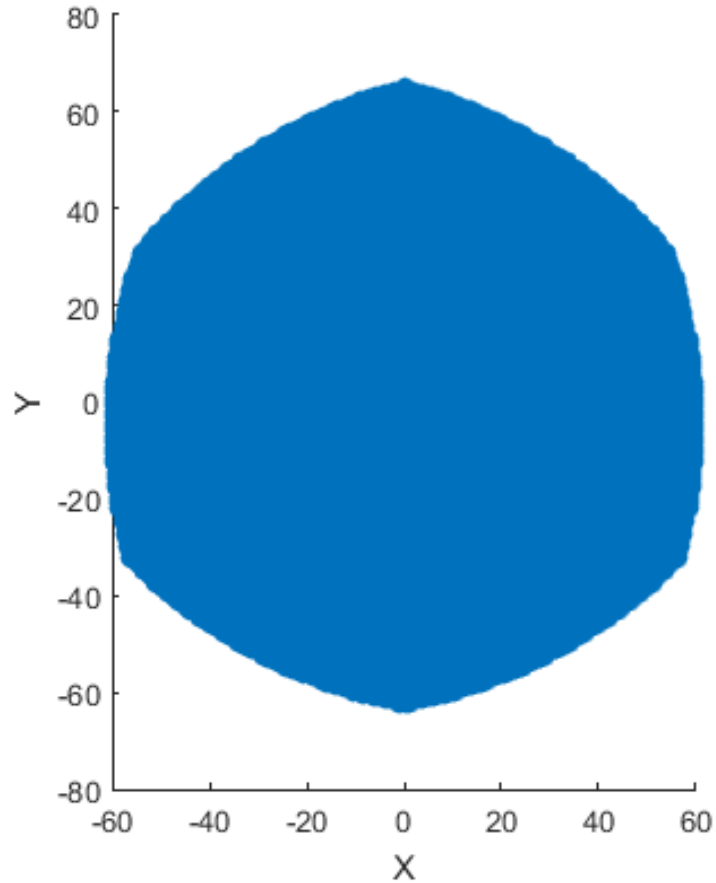
The variation of the leg length in case of rotation around the Y axis from the minimal to maximum values for angle  $\beta$  ( $[-0.5655$  to  $+0.5655$  rad]).

# Translation Workspace of the Robot (1)



Slices of the translation workspace with constant orientation ( $\alpha=0$ ,  $\beta=0$  and  $\gamma=0$ ).

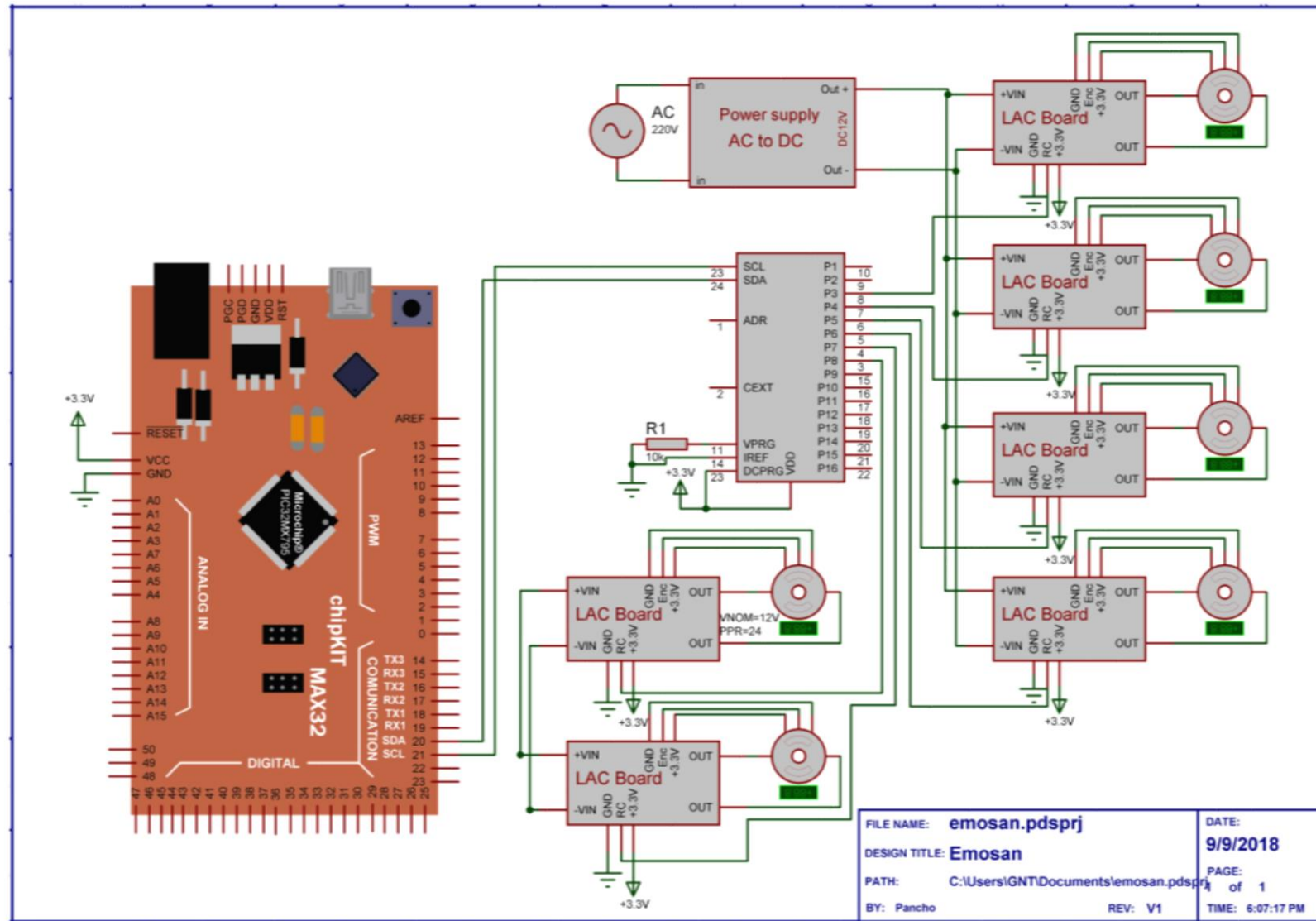
# Translation Workspace of the Robot (2)



The position workspace for  $P_z=139.4$  mm and a fixed orientation ( $\alpha=0$ ,  $\beta=0$  and  $\gamma=0$ ).



# Electrical Circuit





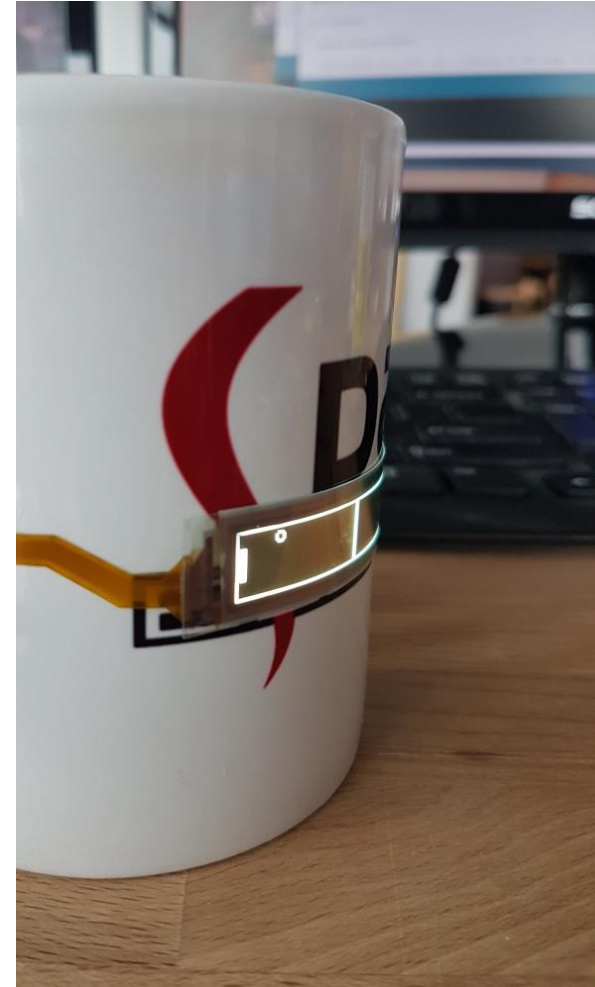
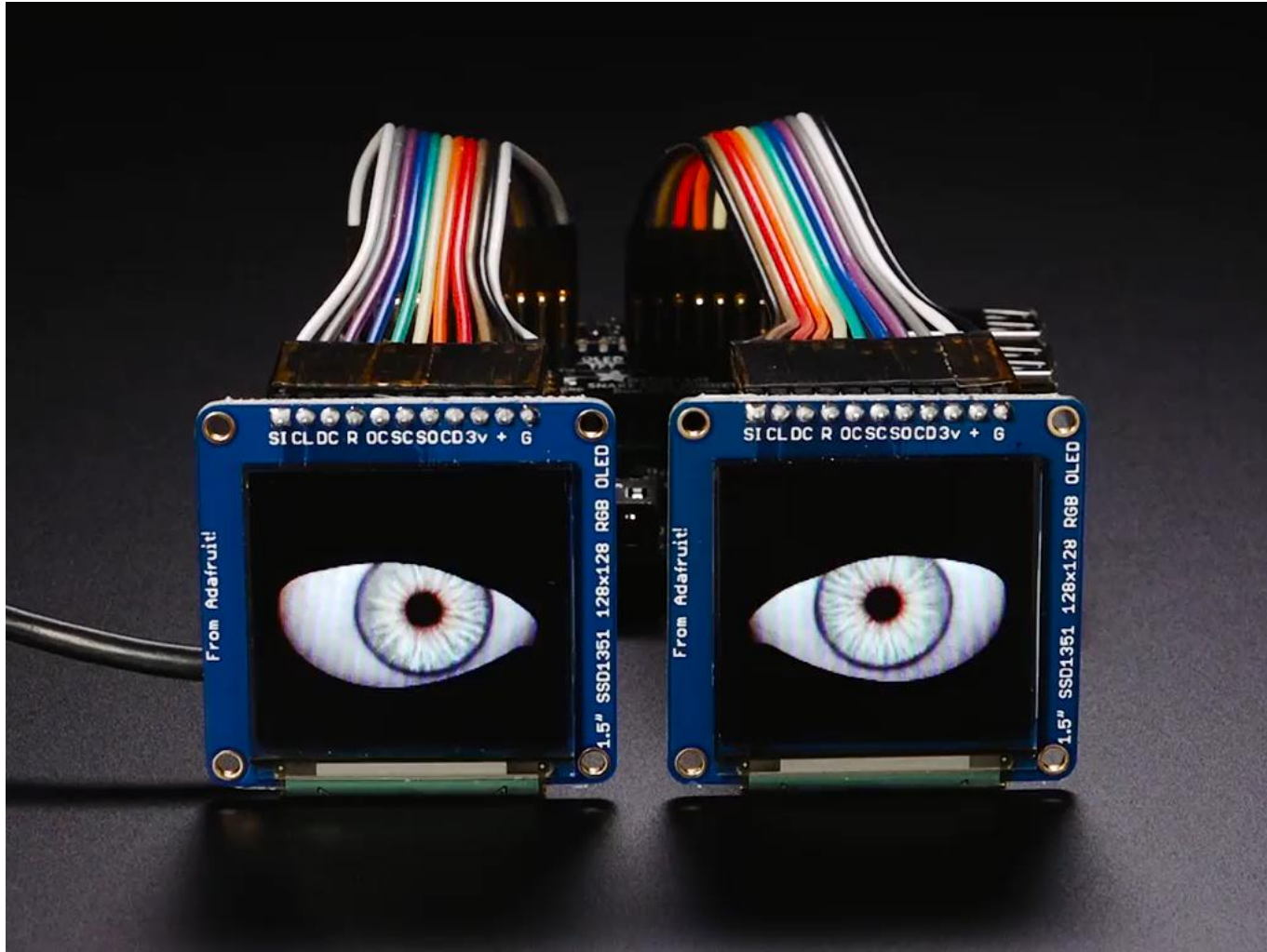
# Working Demonstration



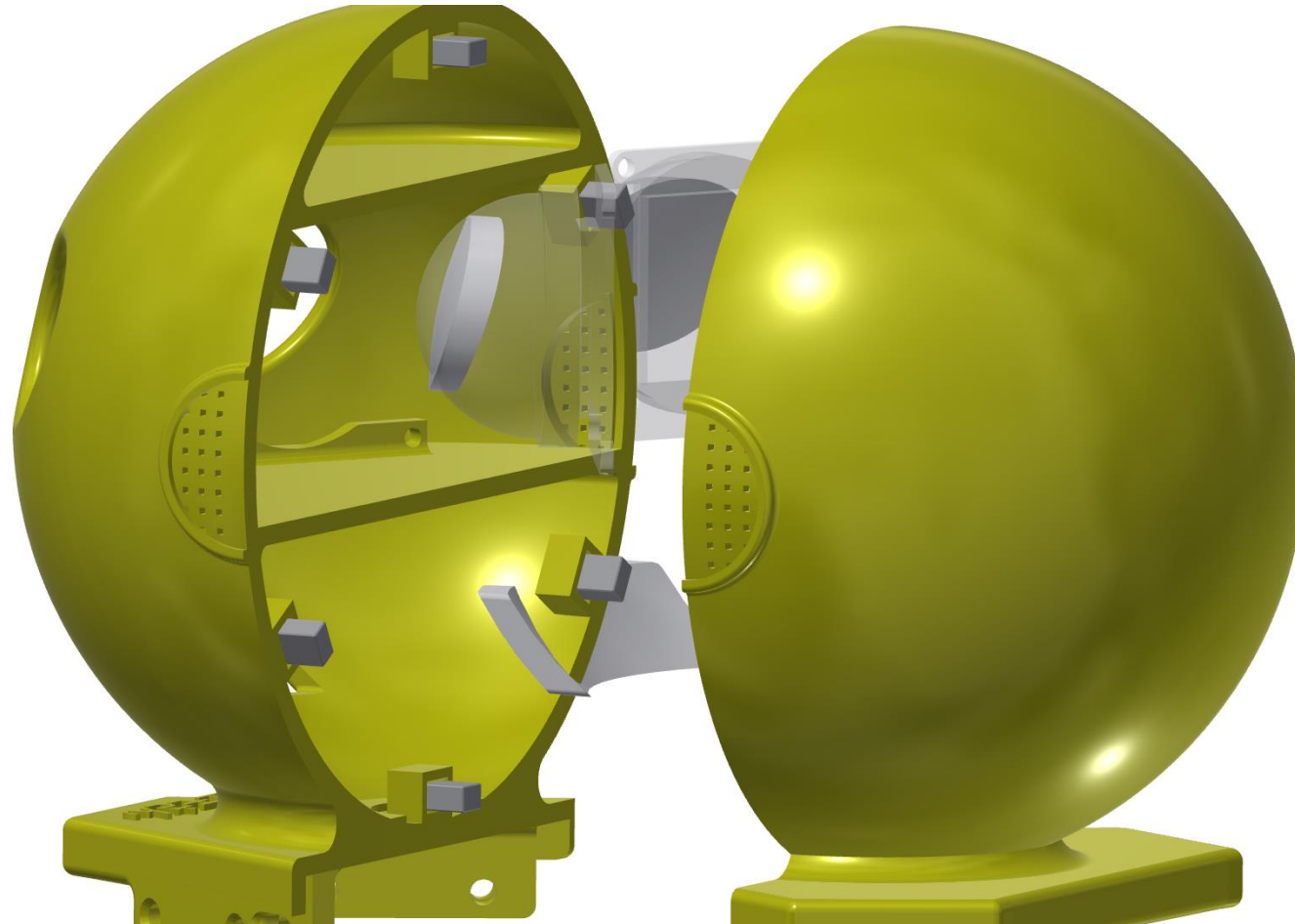
# Conclusions

- The emotion-expressive robot proposed in the paper has six degrees of freedom and can reproduce the movements of the human head;
- The design of the robot is based on the Gough-Stewart platform mechanism;
- The analysis of the motion capabilities reveals that the robot could fully reproduce the motion of the human head;
- The robot motion capabilities are revealed through the analysis of the workspace, which is graphically illustrated.

# Plans for Future Development (1)



# Plans for Future Development (2)



# Plans for Future Development (3)



Creating a Control System Based  
on Emotiv Device Using EEG Signals

# Acknowledgements



This work was partly supported by the H2020 MSCA Project CybSPEED (N 777720) and Kyushu Institute of Technology, Kitakyushu, Japan.

# Thank you for your Attention!

*“Technology is a useful servant  
but a dangerous master”*

Christian Luis Lange

- Questions;
- Comments.

