

Bio-Robotics & Human-Mechatronics Laboratory

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Keywords: Robotics & Mechatronics, System Integration (SI), Mobile vehicle, Human-symbiotic/Human-synergetic, User-friendly, Human-Machine physical/informative interaction, Ambient-Ubiquitous-Ordinary (AUO) Engineering

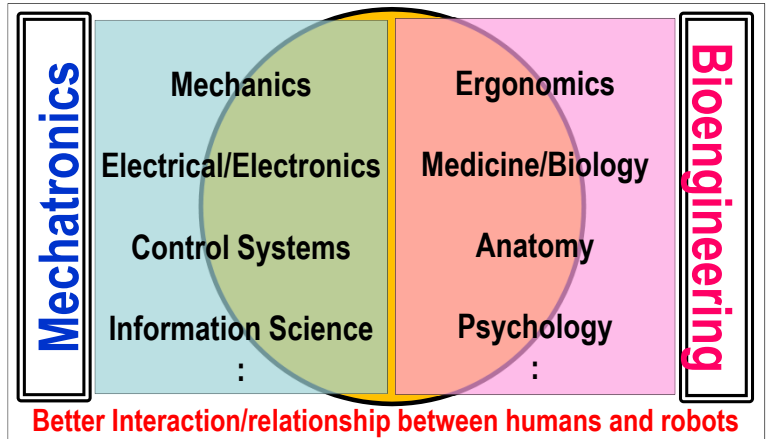
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• Goal/Purpose

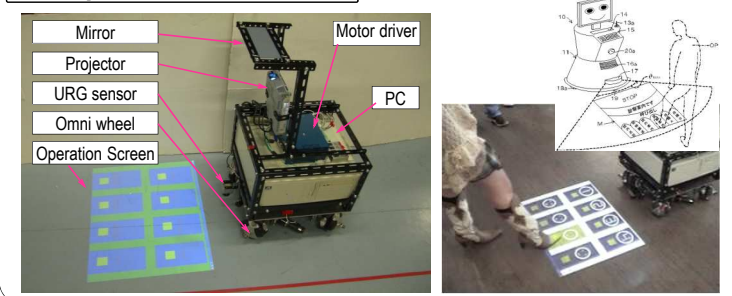
Tackling a broad range of issues related to human-robot symbiosis/synergism by means of mechatronics technology in simulation and physical implementation

• Approach

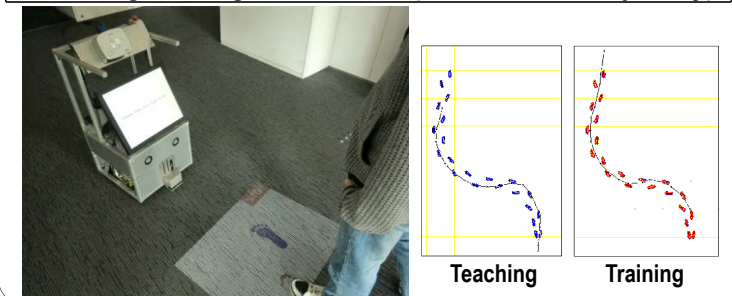
- Proposing and developing new features/architecture, with demonstration in simulated and real world environments
- Building systems while integrating broader knowledge and relevant technology
- Emphasis on collaborative work and team communication



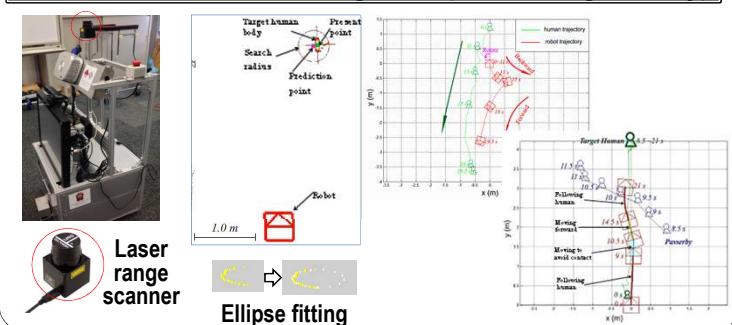
◆ Step-on Interface (SOI)



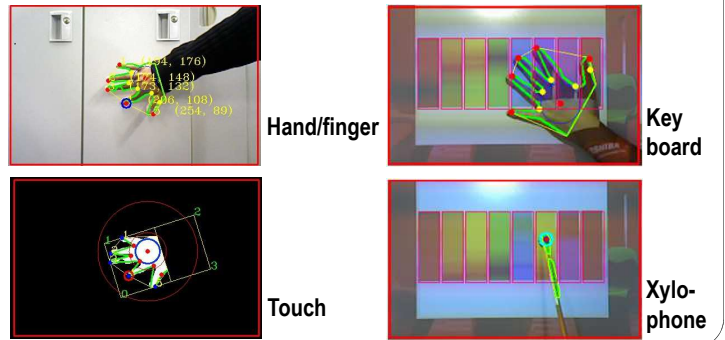
◆ Walking Training mobile robot (Customizable trajectory)



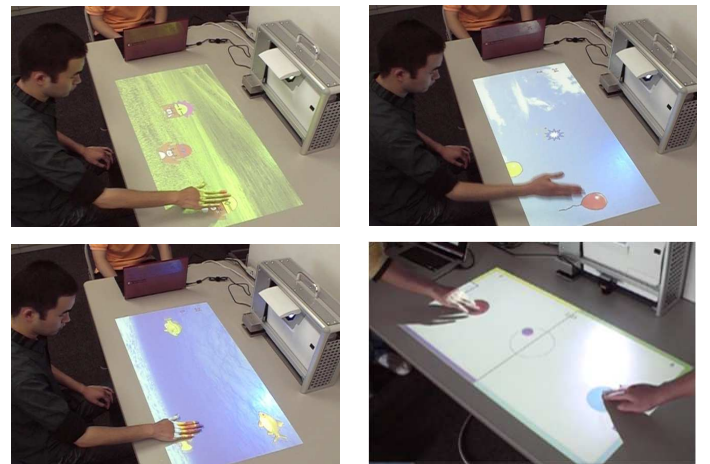
◆ Human detection/following robot (considering mobility)



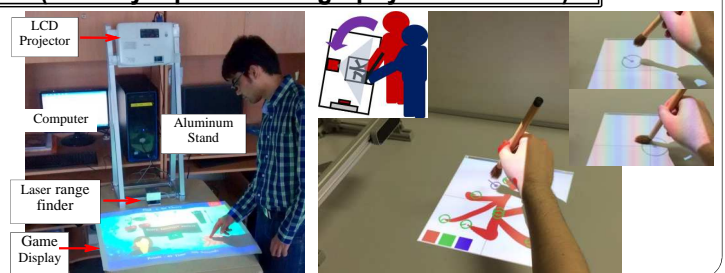
◆ Hand/finger recognition & Touch detection (Virtual musical instrument)



◆ Image-projective Desktop Arm Trainer (IDAT) (Mole/Balloon/Fish/Air Hockey)



◆ Education/Learning System (Literacy-alphabet/Calligraphy-brush stroke)

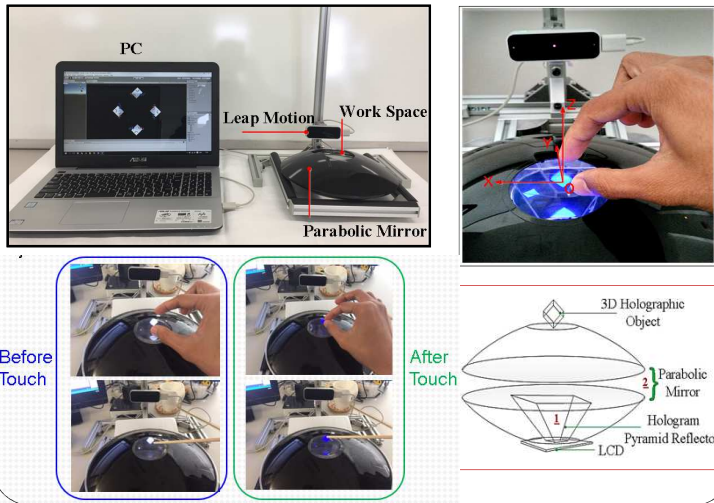




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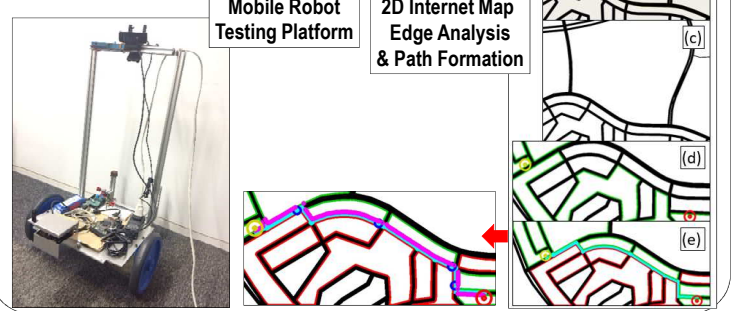
◆ 3D Aerial Holographic Image Interface (3DAHII)



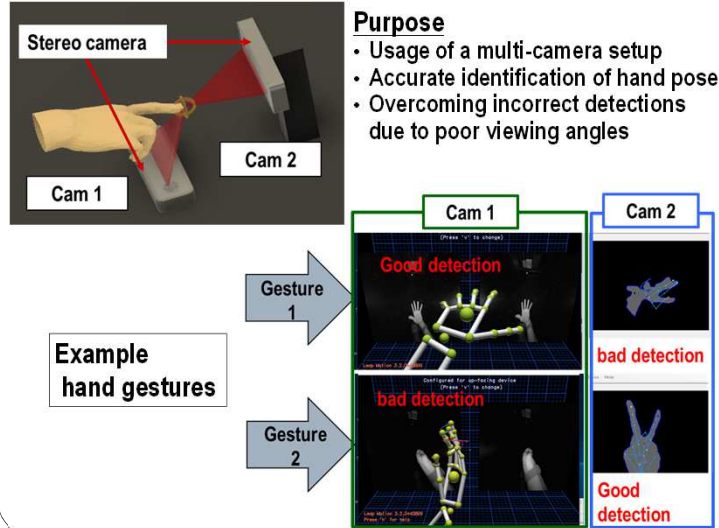
◆ Outdoors Path Planning for Mobile Robots

Navigation of mobile robots in semi-structured outdoor environments

- Without pre-driving recording (i.e. SLAM)
- Using network-provided maps (i.e. OpenStreetMaps)
- Contextual awareness for navigation (vision, location)

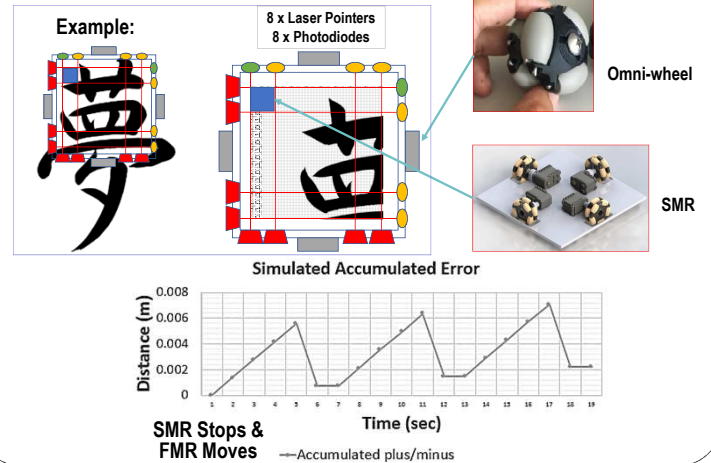


◆ Precise Hand Pose/Gesture Capture



◆ Dynamic Precise Localization of Multi-Mobile Robots in 2D Plane

SMR: Small Mobile Robot
 FMR: Frame Mobile Robot



◆ Robot Arm Manipulation with Machine Learning in Simulation

Robot Manipulator:

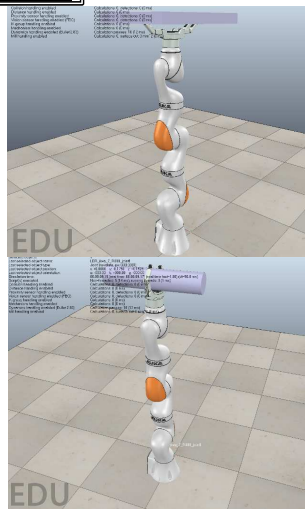
- 7 DOF Kuka Arm
- Barrett Hand

Study Contents:

- Arm joints' impact on hand finger joints while operating with objects
- Stable object holding by hand under impacts

Training Methods:

- Reinforcement Learning (Q-Learning)
- Neural Networks



◆ Human Gait Characterization

Problem Definition

- Dependence on certain devices (e.g. acceleration sensor, pressure plate, laser range scanner etc.)
- High devices cost, detection area limitation

Purpose

- Detecting by Kinect (low cost)
- Recording walking activities (stance phase, swing phase, step length, stride length, and stride width etc.)

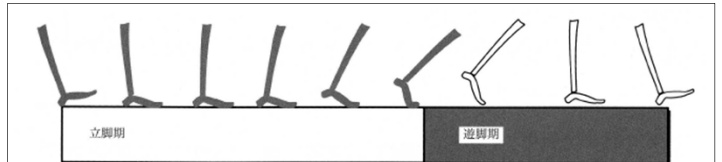
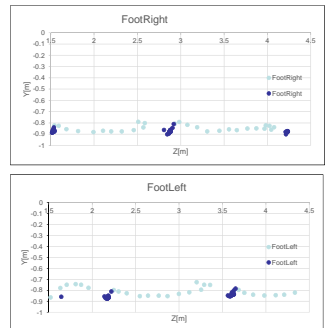


図 1.1 歩行周期の区分

