A Passive Mechanism for Relocating Payloads with a Quadrotor

Joseph DeGol, David Hanley, Navid Aghasadeghi, and Timothy Bretl The University of Illinois at Urbana-Champaign <u>http://bretl.csl.illinois.edu/aerialmonitoring</u>

Introduction

Construction is an important Industry

\$1,064,594,000,000

Value of Construction Put in Place in the United States, 2015

*U.S. Census Bureau (2015)

+10-12 % Growth Rate Commercial and industrial building sectors

* AIA Consensus Forecast (2015)

Investment will double in the next 15 years

By 2030, could be \$13 trillion across energy, infrastructure, mining, and real-estate related projects.

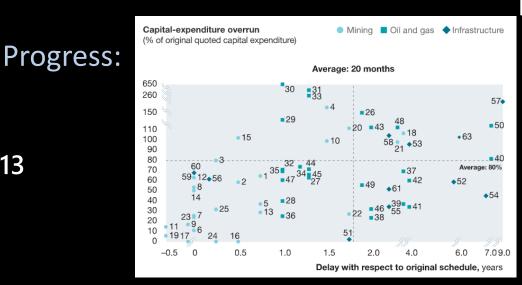
* McKinesy and Company (2015)

Room for Improvement



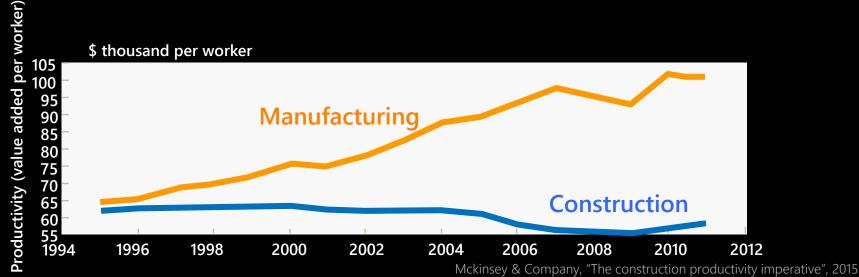
197,800 Construction Site Injuries, 2013

United Stated Department of Labor, Labor Statistics, 2013



Mckinsey & Company 2015; based on public annual reports; HIS Herold Global Projects Database, data collected in Nov 2013

Productivity:



Nat'l Res. Counc. of the Nat'l Acad." Advancing the Competitiveness and Efficiency of the US Construction Industry." NAS, Washington, DC. 2009

Bringing Robots to Construction Sites

To improve worker safety and productivity, monitor building progress, and track equipment and materials.



Sacramento King's Stadium Project

Relocating Cameras on a Construction Site

1. Hovercraft have limited battery life

2. Construction Sites are always evolving.



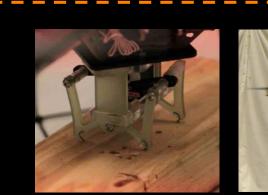
A Passive Mechanism for Relocating Cameras

We are the first to make a passive mechanism for object relocation with a rotorcraft.

Passive



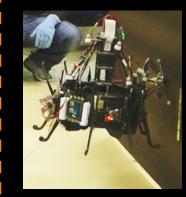
Doyle et. al.



Mellinger et. al.



Thomas et. al.



Keemink et. al.



Cano et. al.

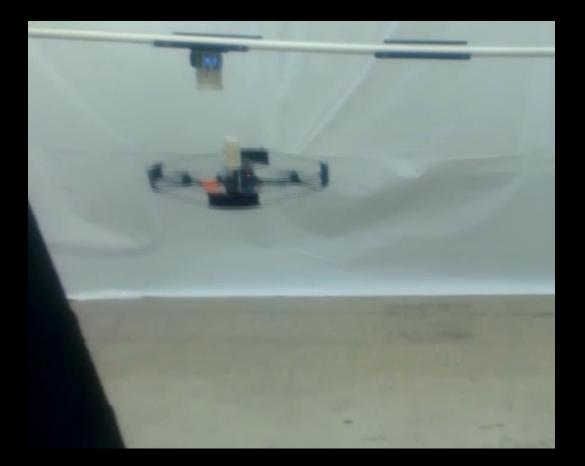


Active

Danko et. al.

A Passive Mechanism for Relocating Cameras

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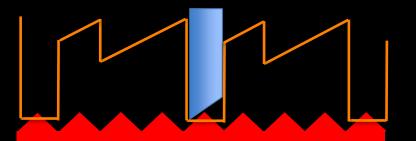


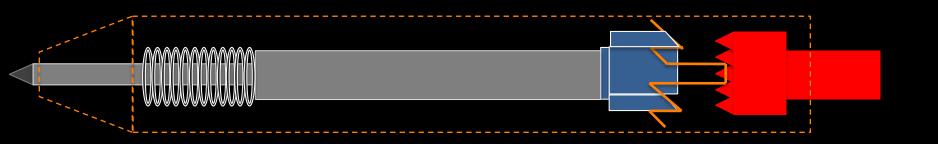
Our Passive Mechanism



Follower

Cam

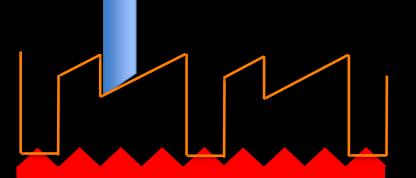




Pen Engaged

Follower

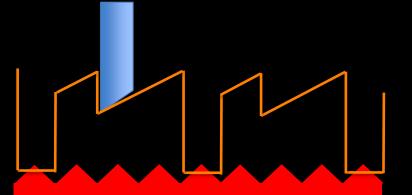
Cam





Follower

Cam





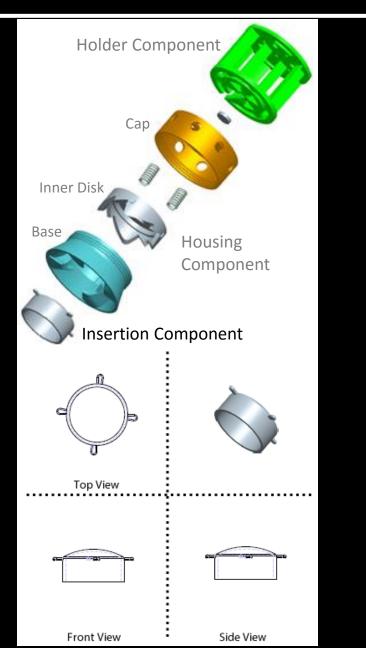
Pen Disengaged

Follower

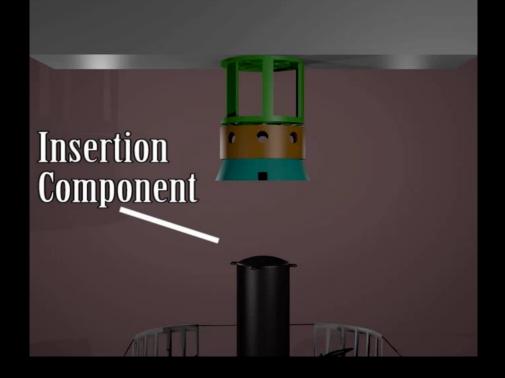
Cam



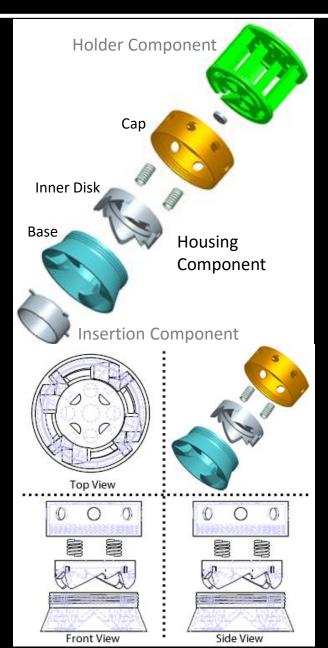
Mechanism Parts: Insertion Component



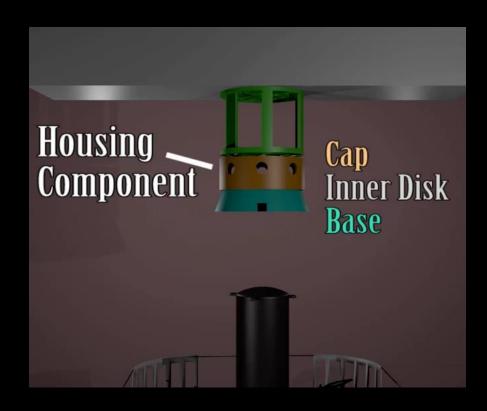
Analogous to the Follower



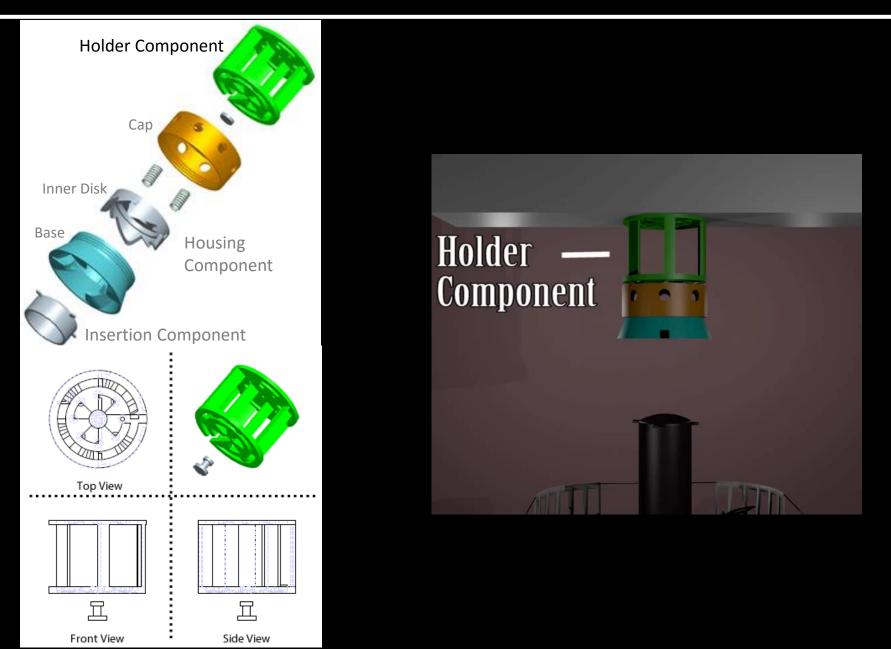
Mechanism Parts: Housing Component



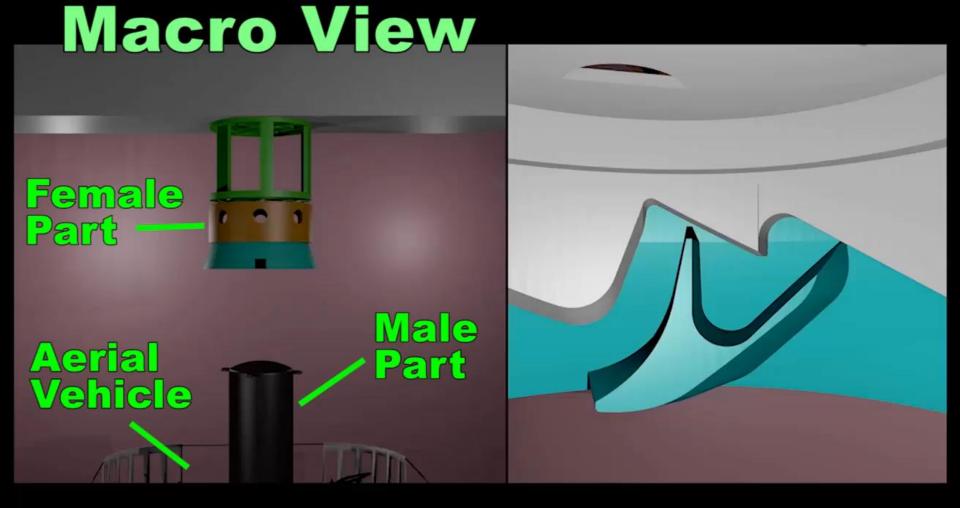
Analogous to the Cam and Pushbutton



Mechanism Parts: Holder Component



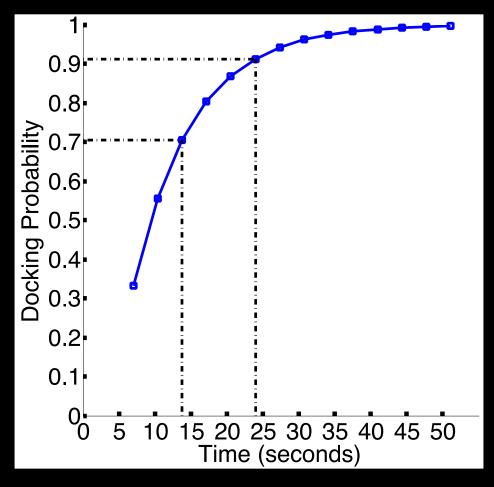
What is Happening Inside the Mechanism



Results

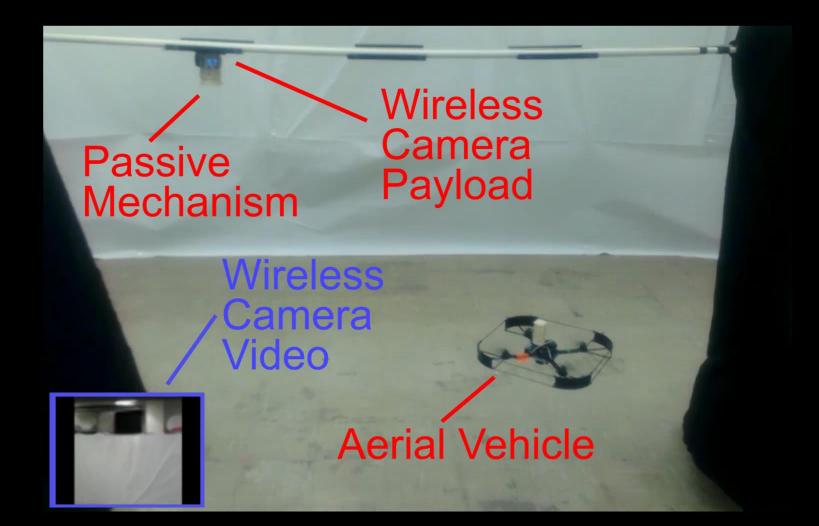
Quantitative Results

We conducted 320 Docking Trials and found that there is more than a 90 % chance of docking after 25 seconds.



Docking Probability vs Time

Relocating Cameras on a Construction Site



Conclusion

We designed a mechanism for Relocating Payloads with a Quadrotor.



We demonstrate the mechanism being used to relocate cameras.



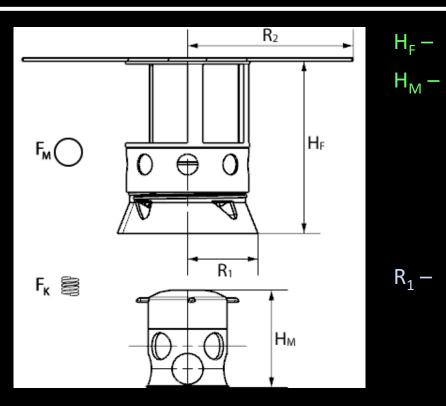
Open Source: http://bretl.csl.illinois.edu/aerialmonitoring

Thanks and Questions

Joseph DeGol The University of Illinois Urbana-Champaign <u>http://bretl.csl.illinois.edu/aerialmonitoring</u>



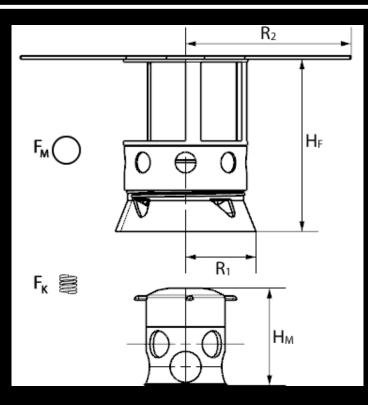




F_K —

 F_M , R_2 –

 $R_1 -$

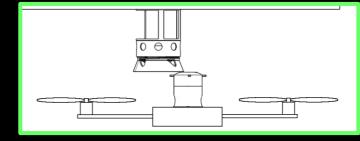


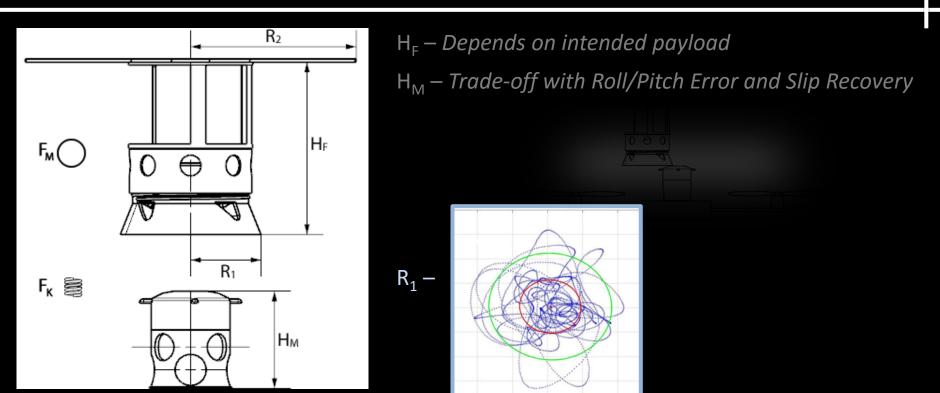
 F_{κ} –

 F_M , R_2 -

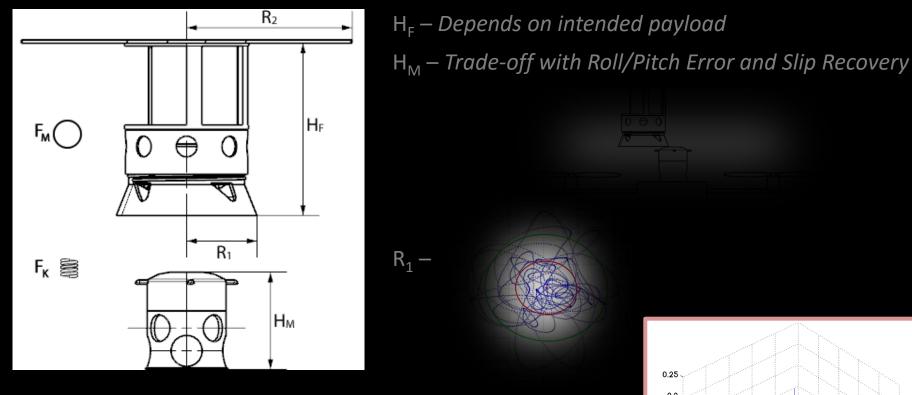
H_F – Depends on intended payload

H_M – Trade-off with Roll/Pitch Error and Slip Recovery





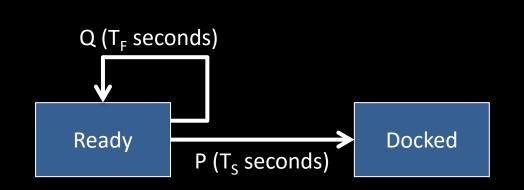
$$F_{K} - F_{M}, R_{2} -$$

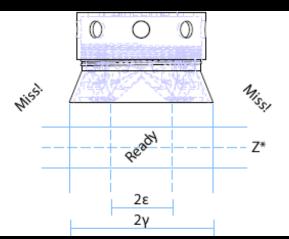


$$\begin{split} & \mathsf{F}_{\mathsf{K}} - \ Friction < F_{K} < QuadrotorForce_{Z} \\ & \mathsf{F}_{\mathsf{M}} , \mathsf{R}_{2} - \\ & PayloadWeight < F_{M} < SystemWeight \\ & QuadrotorForce_{\{xy\}}H_{F} < \mathsf{R}_{2}(F_{M} + QuadrotorForce_{Z}) \end{split}$$

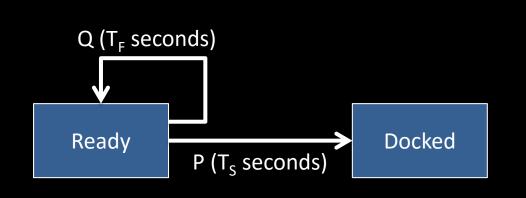
The mechanism weighs less than 100 grams.

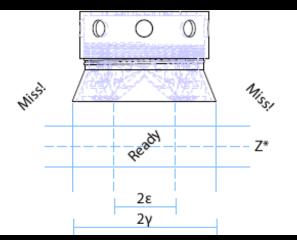
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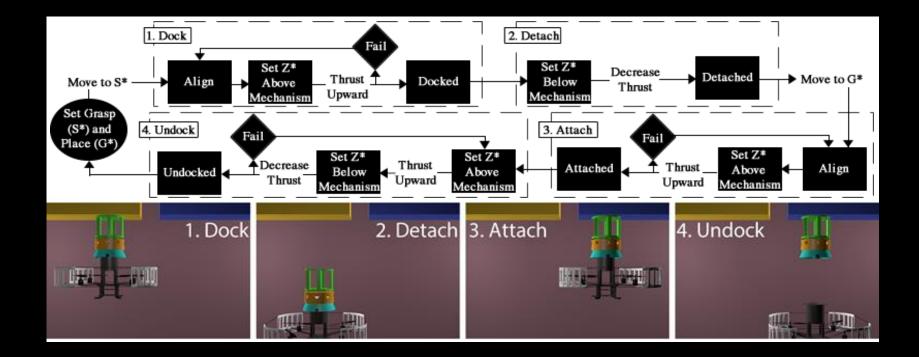


We ran 320 docking trials; 20 per parameter permutation for κ : (-0.50, -0.33, -0.25, -0.20 m/s) ϵ : (γ = 0.0425 m, $\gamma/2$, $\gamma/4$, $\gamma/8$)

к (m/s)	3	Р	T _s (s)	T _F (s)	E[T _D] (s)
-0.50	γ	0.33	7.02	3.39	13.80
-0.50	γ/8	0.35	7.01	6.69	19.27
-0.33	γ/4	0.36	9.52	3.17	15.23
-0.33	γ/8	0.37	9.52	6.95	21.32
-0.25	γ/4	0.36	12.01	2.88	17.05
-0.20	γ	0.28	14.51	3.39	23.33
-0.20	γ/4	0.29	14.52	5.27	27.16

We use standard modeling and control to run 320 docking trials; 20 per parameter permutation for κ (-0.50, -0.33, -0.25, -0.20) and ϵ (γ = 0.0425m, $\gamma/2$, $\gamma/4$, $\gamma/8$).

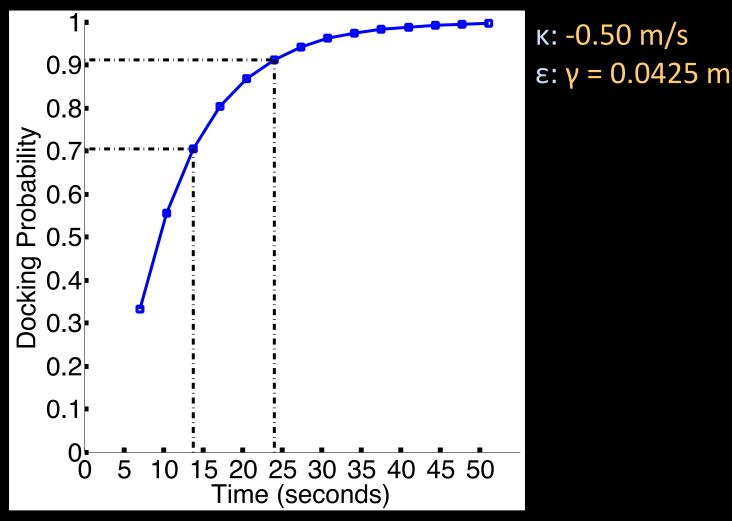
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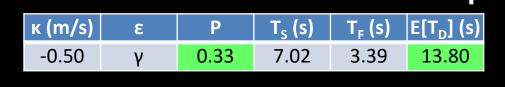
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Docking probability versus time for the smallest $E[T_D]$

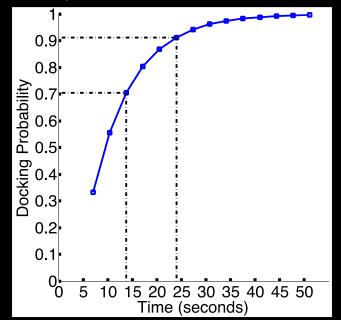


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