Sensor Actuator Network

Michiel van de Panne Eugene Fiume

SIGGRAPH 93

stochastic synthesis of controllers

sensory based - no state information

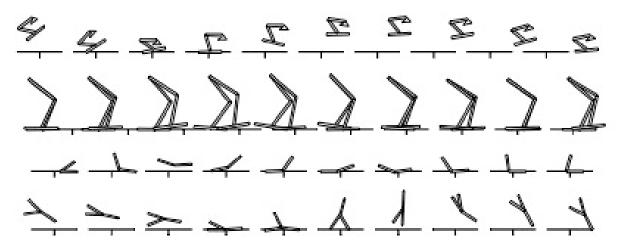


FIGURE 1. Some modes of locomotion using SANs

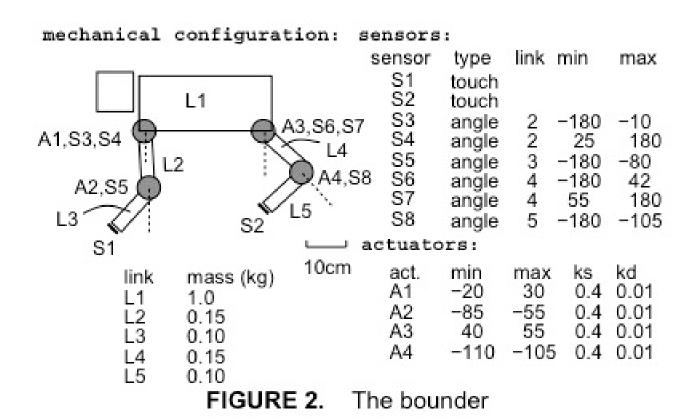
non-linear network of weighted connections between a small number of binary sensors and actuators (muscles)

internal delays - for dynamic properites

determine parameters to get desired behavior

generate and test

further optimization to refine controllers



planar dynamics in vertical plane proportional-erivative controllers for forces & torques binary sensor values rigid links

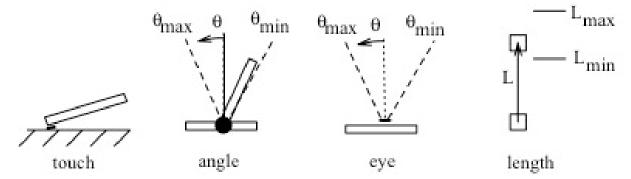


FIGURE 3. Sensor types

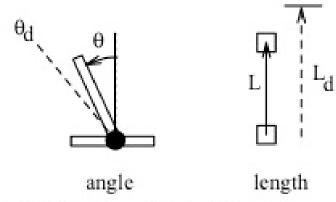


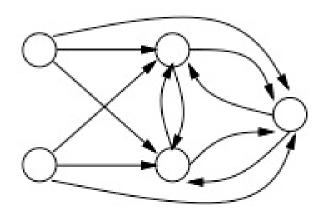
FIGURE 4. Actuator types

need fast dynamics simulator

creatures are free bodies in space

external ground forces use stiff spring & dampers

friction, wind, viscosity are used



sensor

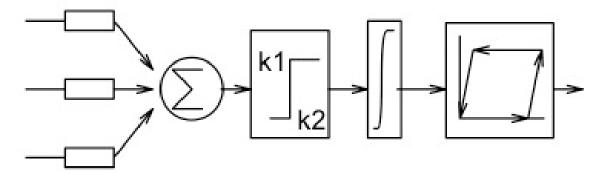
hidden nodes actuator nodes

FIGURE 5. Topology of a sensor-actuator network

weighted connections in range -2:2

fully connected nodes

of hidden nodes usually = # sensor nodes



connection sum threshold integrate hysteresis weights

FIGURE 6. Function of a SAN node

time delay

fires 'I' if weighted input is positive

FIGURE 7. Code corresponding to node function

Phase I: random generate & test

evaluation metric 'distance traveled' for most examples

can incorporate other terms
average height
not falling over
tracking of a point-to-follow

Phase 2: Fine tuning

k1 delay in SAN node for turning on k2 delay in SAN node for turning off

Amin minimum desired angle or length for actuator Amax maximum desired angle or length for actuator

ks spring constant for actuator kd damper constant for actuator

Smin lower bound of sensing range for sensor Smax upper bound of sensing range for sensor

FIGURE 8. Adjustable parameters for SAN fine-tuning

non-linear

stochatic gradient ascent or simulated annealing

```
for (1000 trials)
randomly choose a parameter to vary
perturb the parameter value by +delta or -delta
evaluate the new creature by simulation
if (creature improved) then
keep change
else
reject change
```

FIGURE 9. Pseudocode for stochastic gradient ascent

TABLE 1. The experimental creatures

creature	links	sensors	actuators	hidden nodes	speed cm/sec
crawler	4	8	2	10	11
fish	4	6	2	5	19
bounder	5	8	4	8	115
luxo	3	6	2	6	79
cart	2	6	1	5	23
walker	6	11	5	6	101
twolink	2	6	1	5	12
threelink	3	8	2	7	33
fourlink	4	11	3	8	55
star	3	8	2	7	9

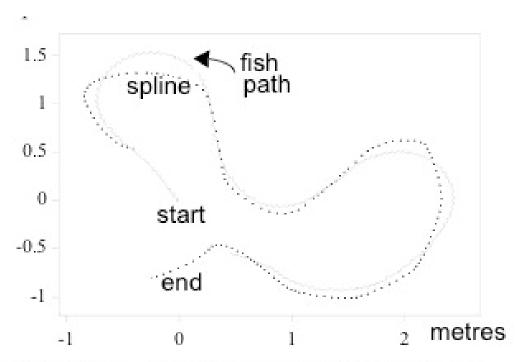


FIGURE 10. The fish chasing a point being dragged along a spline curve.

mechanical configuration:

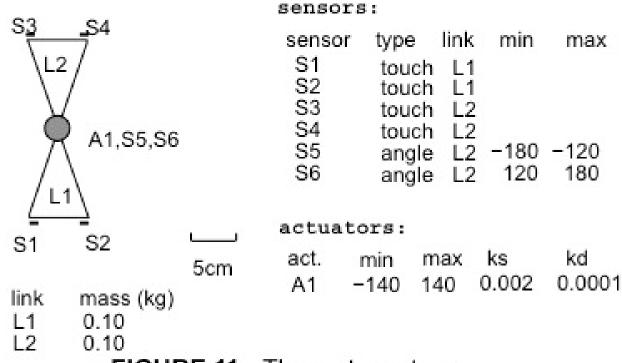
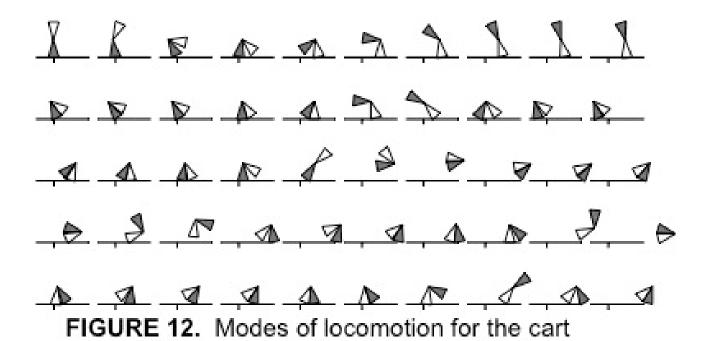
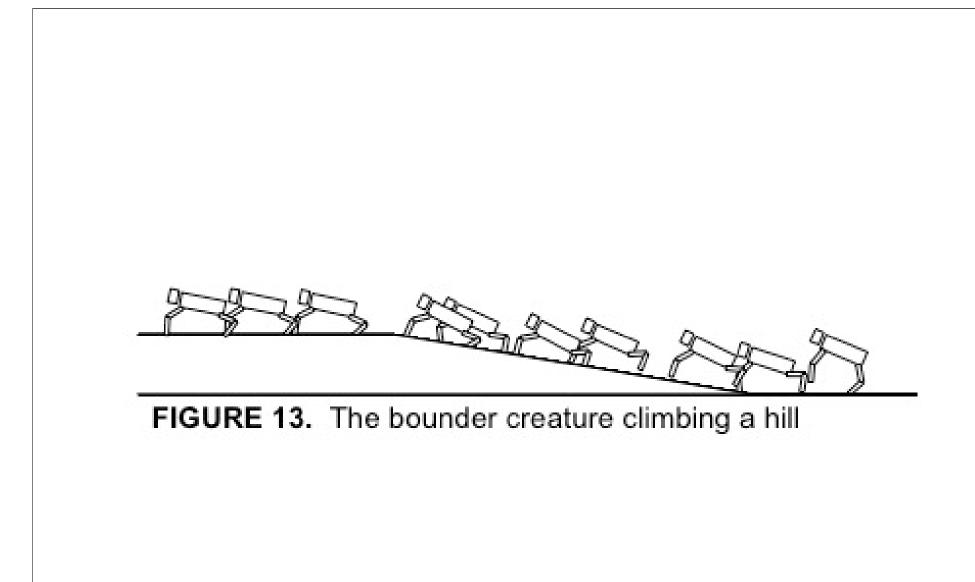
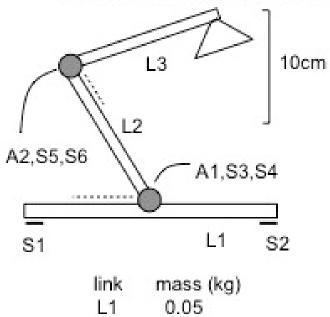


FIGURE 11. The cart creature









0.10

sensors:

sensor	type	link	min	max
S1	touch	L1		
S2	touch	L1		
S3	angle	L2	-180	-70
S4	angle	L2	-53	180
S5	angle	L3	-100	75
S6	angle	L3	140	180

actuators:

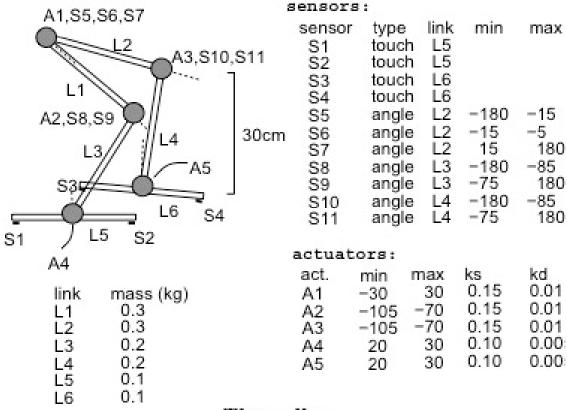
act.	min	max	ks	kd
A1	-70	-50	0.05	0.001
A2	60	150	0.04	0.001

Luxo

mechanical configuration: sensors: type link min sensor max S1 S2 180 eye S1: L2 -10 eye 10 L2 S3 S4 S5 L2 -180 -10eye angle L3 -180 -25angle L3 -25 25 S2 **S6** 180 angle L3 25 A2,S4,S5,S6 S3 15cm mass (kg) link actuators: L1 0.2 act. min. max ks kd L2 1.0 -20 A1 20 0.003 0.001 L3 0.3 -40A2 40 0.006 0.001 L4 0.1

The fish

mechanical configuration:



The walker