

# Legged Robots for Last 50 Feet Delivery

Presented by:

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powered by  MHI

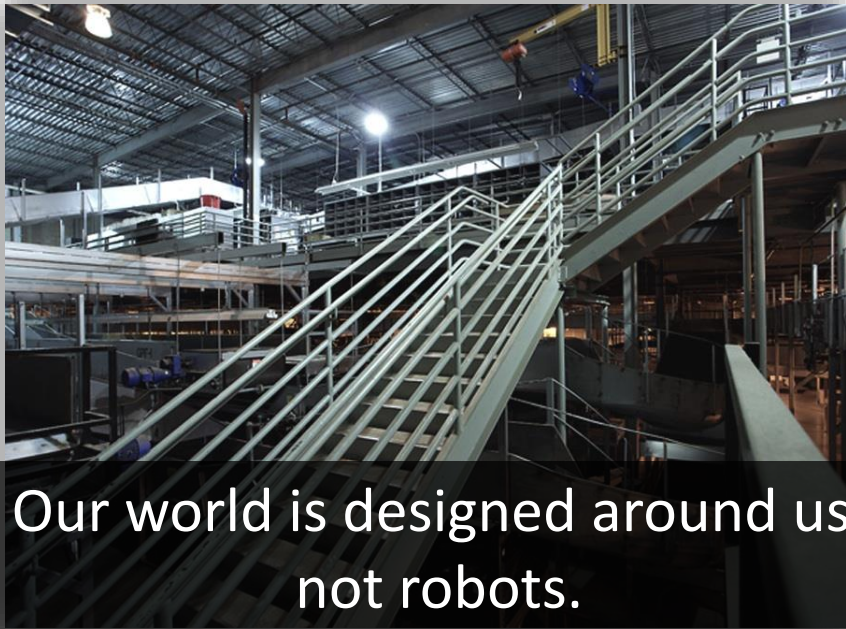


Most parts of the logistics chain are rapidly automating.

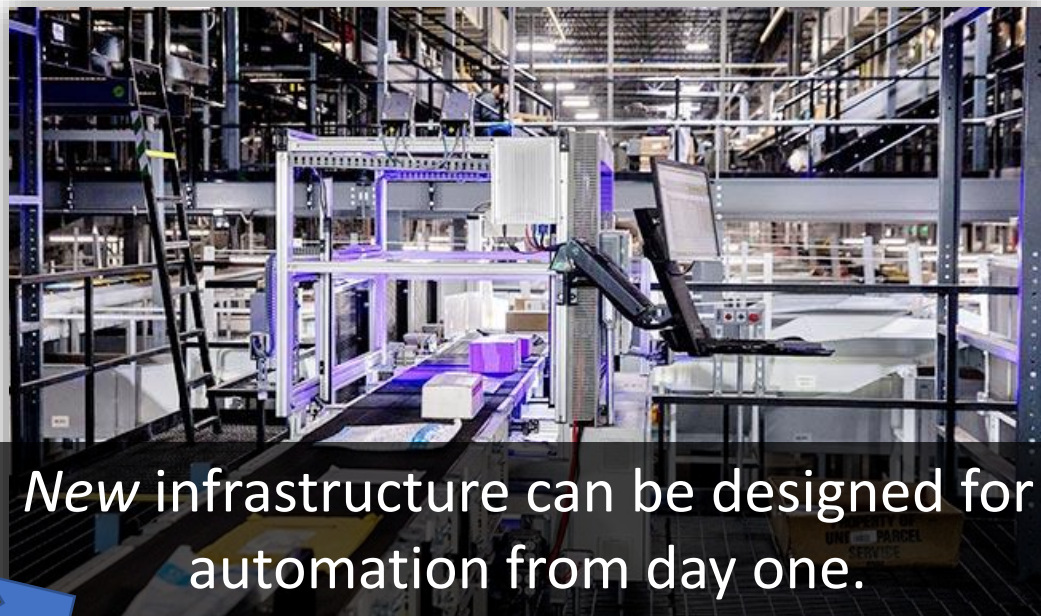
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# The human world *isn't designed* for robots

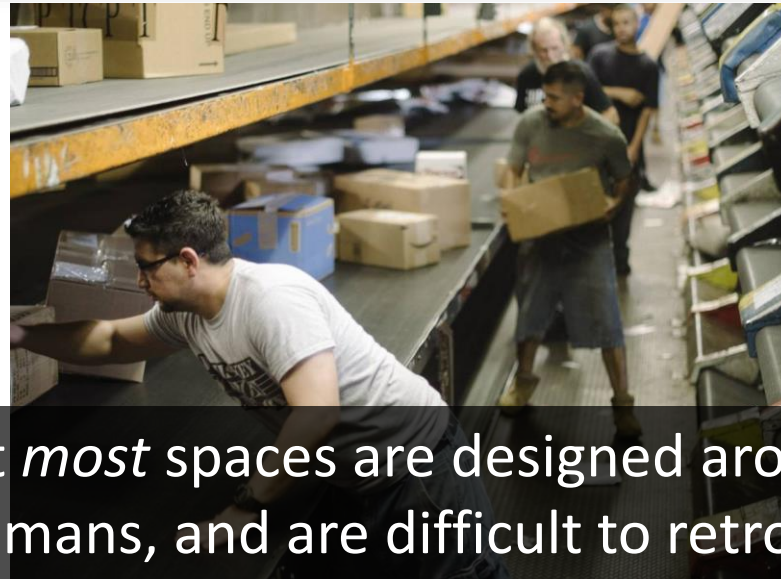




Our world is designed around us,  
not robots.



New infrastructure can be designed for  
automation from day one.



But *most* spaces are designed around  
humans, and are difficult to retrofit.

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# Legged robots provide human-like mobility *and* do not require new infrastructure

## **Cars** do roads well.

No need to reinvent the wheel. Leverage the efficiency of wheels for long distances, and high cargo capacity for aggregating demand.

## **Legs** do sidewalks and stairs well.

Legs are hard to build, but we've spent two decades learning how. Use legs to access the customer's preferred delivery location.

Re-use existing infrastructure wherever possible to *increase addressable market*.



# Why legs + vehicles?

The existing paradigm of package aggregation in a road-legal vehicle is efficient, and a delivery driver is able to place the package in the customer's preferred location. But this is hard to automate.

Current automation solutions are largely point-to-point (which is inefficient) and can't deliver to the door (which forces changes to customer behavior).



**move + carry**



**move + inspect**



**move + interact**

Human-like mobility is required for many jobs  
...not just logistics

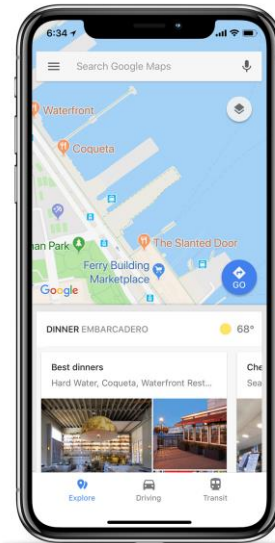
Mobile computing provides an app ecosystem for *information*



Hardware



API



Apps



*Digit* provides an app ecosystem for *labor*

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## Common Platform

### Hardware

Human-like mobility  
Rugged design  
Long battery life  
Integrated computing  
20 kg payload capacity  
Near + far range sensors

## Software APIs

### Mobility stack

Balance and posture  
Movement planning  
Handle stairs/obstacles/terrain  
Walk from A to B indoors or out

### Perception stack

Map the environment  
Identify obstacles  
Recognize objects and people

### Manipulation stack

Grasp objects  
Pick and place

## Software Apps

### Move + Carry

Carry packages point to point  
Manual labor (the robot alone)  
Last mile (with vehicle)

### Move + Inspect

Monitor infrastructure  
Autonomous: security  
Local teleop: military / law enf.

### Move + Interact

Telepresence, remote interaction  
Virtual tourism: hike with family

Core Product

App Ecosystem

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# OTA app downloads and platform updates

- Updates can apply to the core “mobility operating system” APIs
  - E.g. faster footstep planning
- *Or* updates can be app-specific
  - E.g. faster box-picking/placing
- The fleet learns as a whole

# Outdoor move+carry

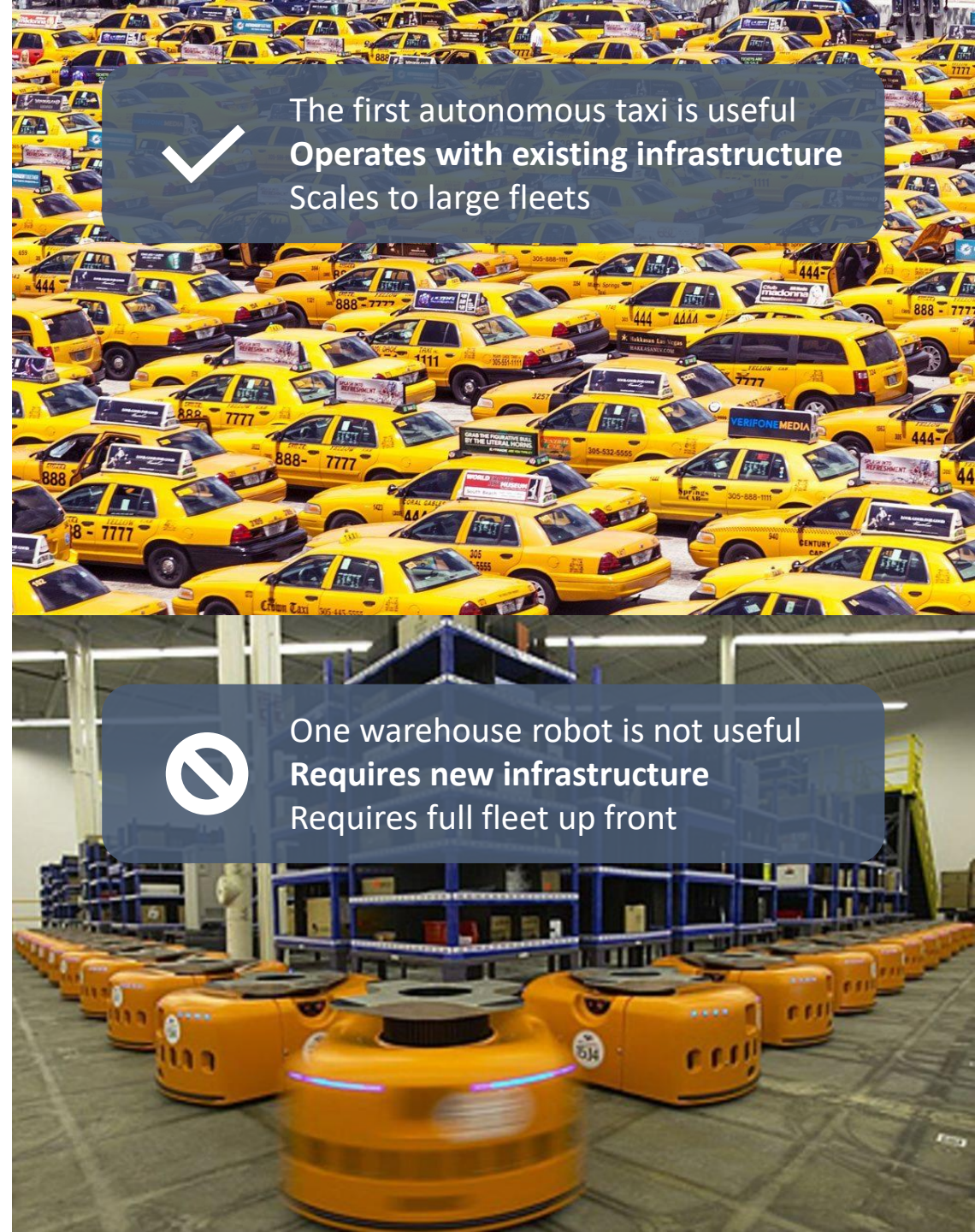
Ongoing partnership with Ford

# Indoor move+carry

Ongoing partnership with multinational  
logistics company



ROI from first unit deployed  
Works with existing infrastructure



The first autonomous taxi is useful  
**Operates with existing infrastructure**  
Scales to large fleets



One warehouse robot is not useful  
**Requires new infrastructure**  
Requires full fleet up front

Velodyne VLP-16 Lidar

(4) Intel RealSense  
Stereo Cameras



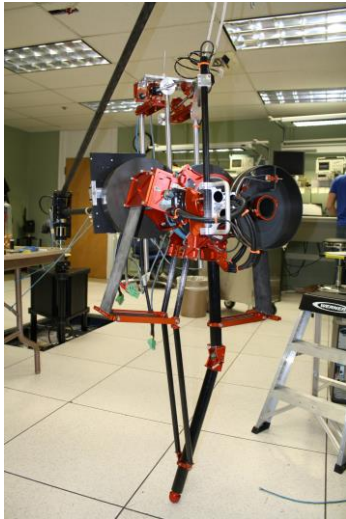
LIDAR SLAM  
on Digit

Seeing and mapping the world

# Technology development timeline



**MABEL**  
2004-7



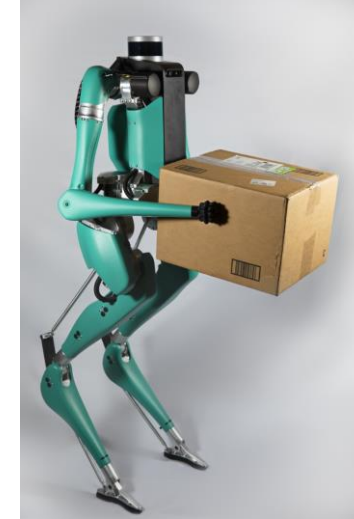
**ATRIAS 1.0**  
2009-13



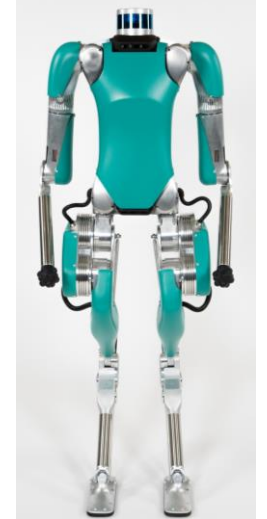
**ATRIAS 2.0**  
2014-15



**CASSIE**  
2016-17

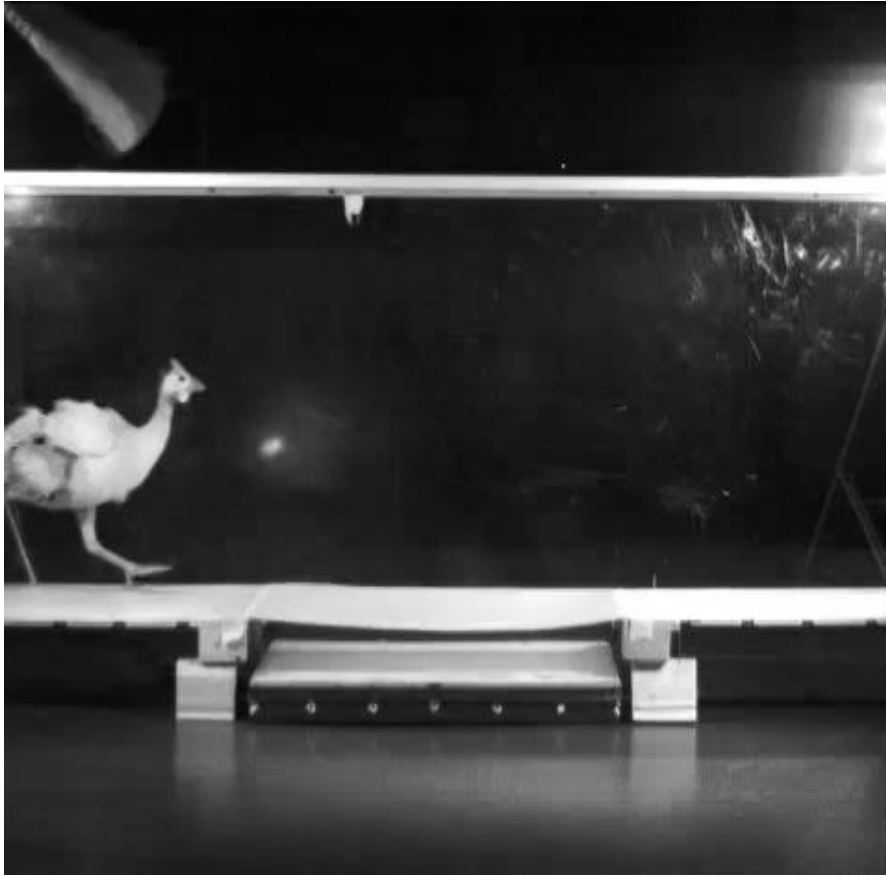


**DIGIT V1**  
2018-19



**DIGIT V2/V3**  
2019/20

# Our core technology: mobility for imperfect worlds



Science: Understand and model the dynamics of a highly capable system.



Engineering: Incorporate these principles into products, and physics ensures that the capabilities will be similar “for free”.

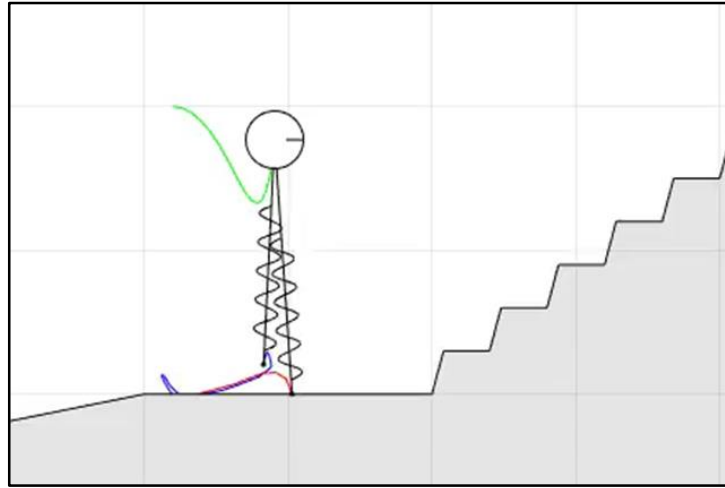
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# Our control hierarchy



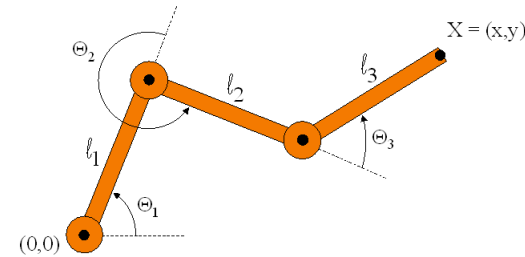
■ **1Hz:** User input, high-level intent, waypoints, task-level decisions



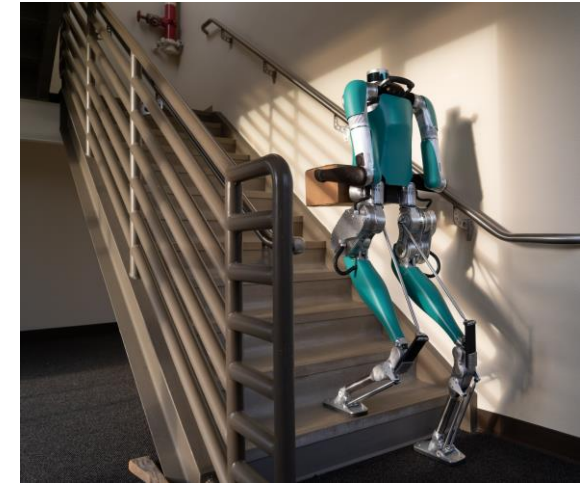
**30Hz:** Continuously updated plans

## Inverse Kinematics

- Solution for more complex structures:
  - Find best solution (e.g., minimize energy in motion)
  - Non-linear optimization

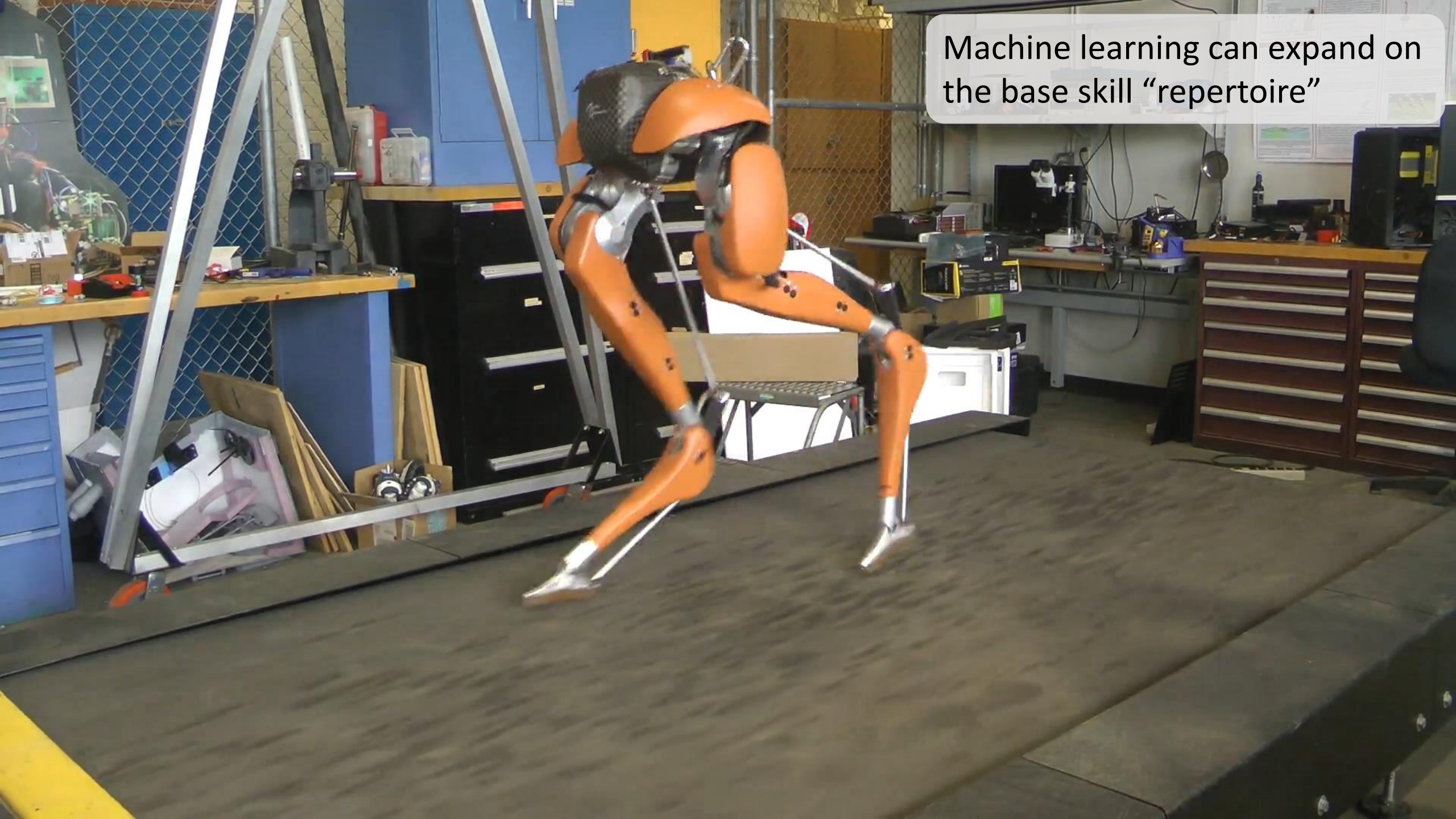


**2 kHz:** Classical control, such as inverse dynamics, PD gains, etc



$\infty$  kHz: Dynamics Foundation

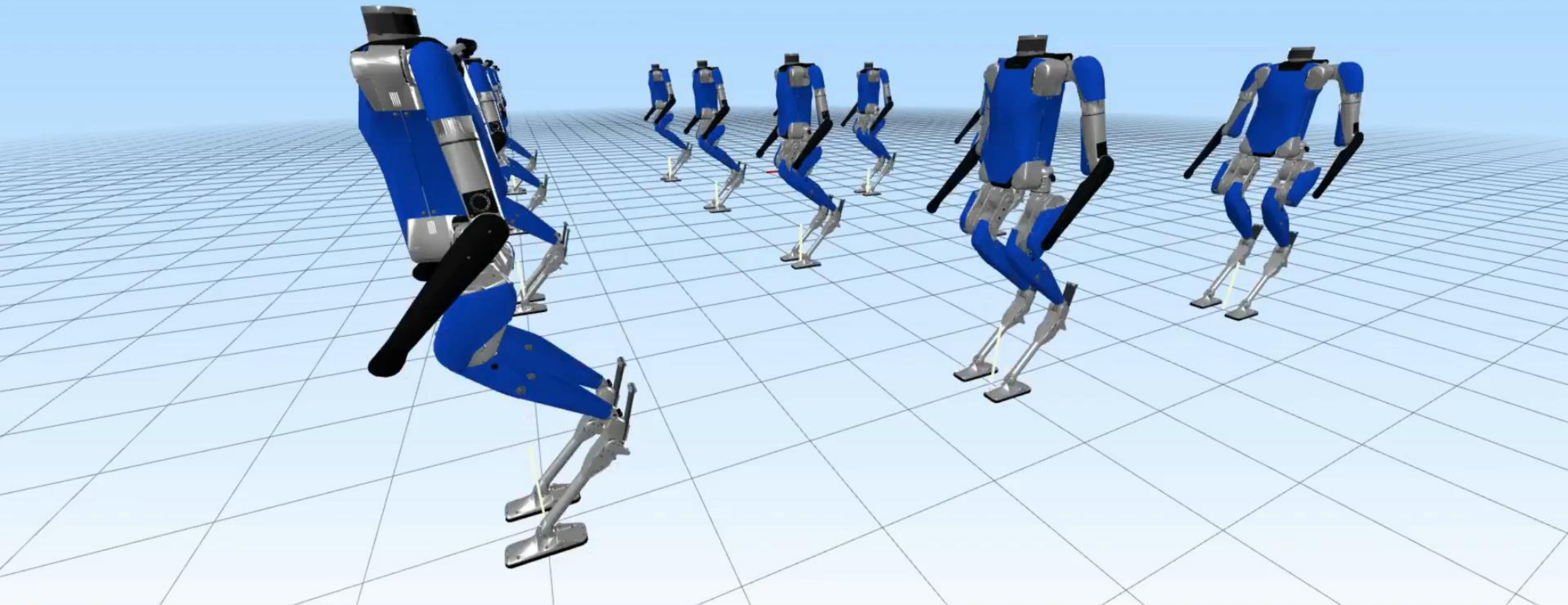
Machine learning can expand on the base skill “repertoire”



Machine learning can expand on the base skill “repertoire”



# Kinematic reference motion

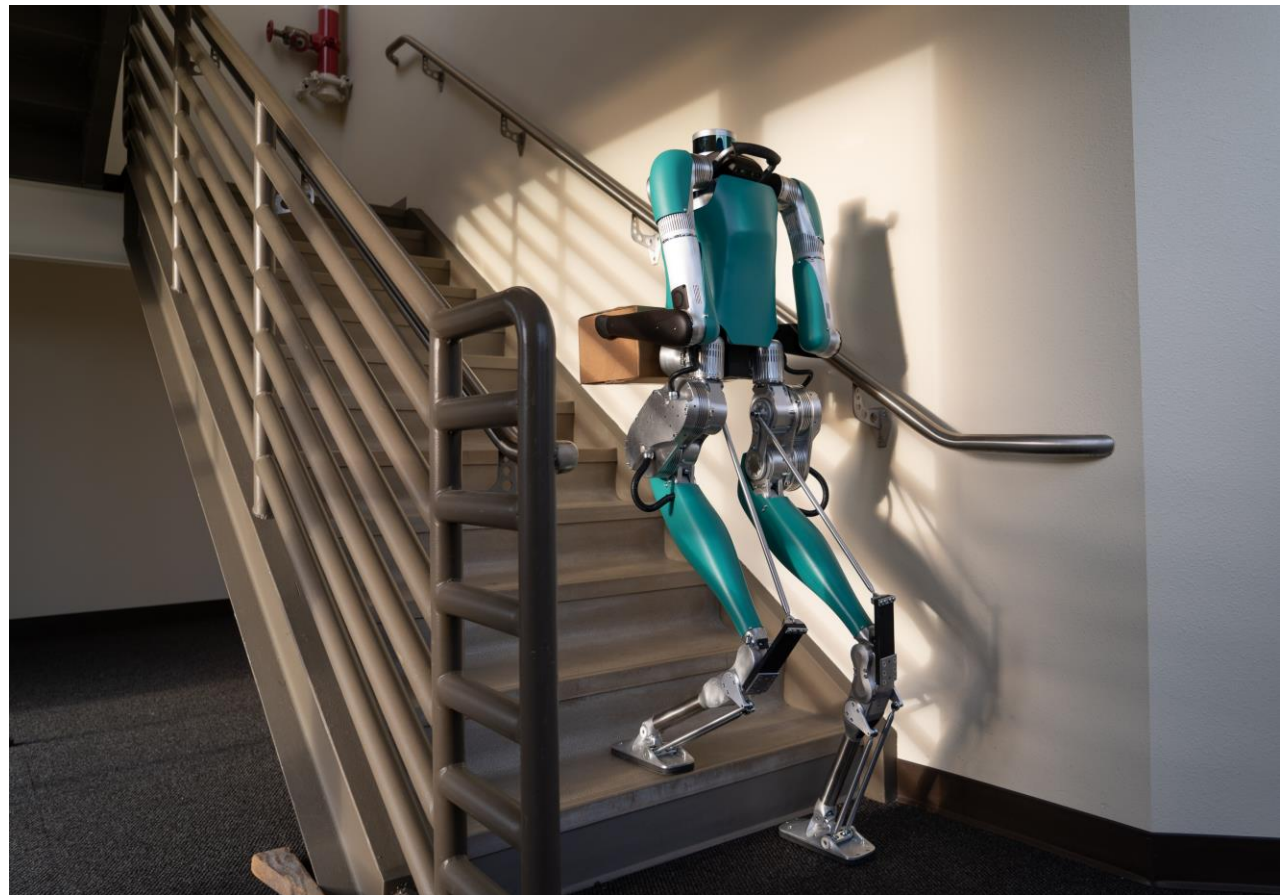
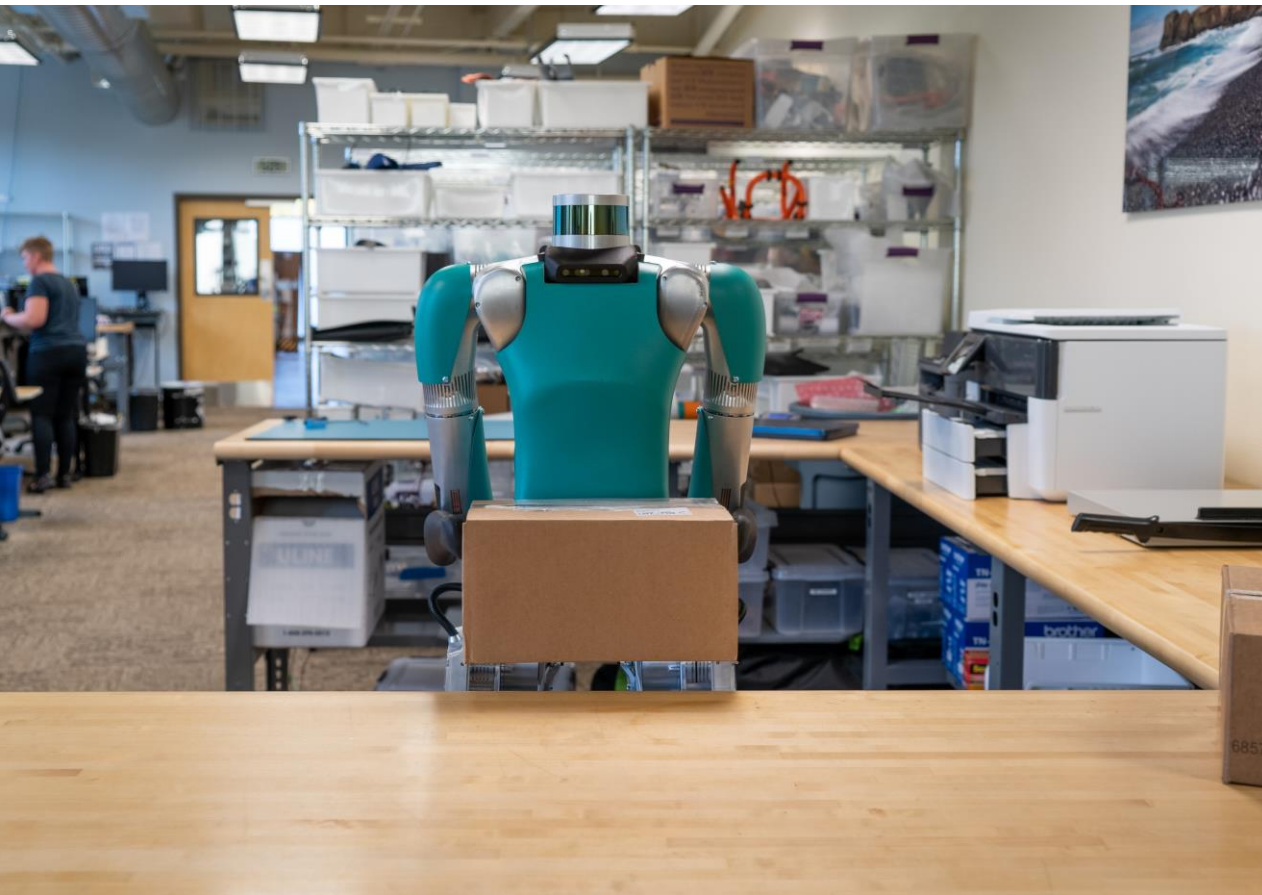


# Fully Autonomous Operations

Waypoints and “box move” task user-defined  
Picking/placing and walking autonomous







Bipedal robots are ready to work in human spaces

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*For more information:*

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