

Bio-inspired Design of Systems

A workshop for undergraduate researchers

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This is an attempt to draw attention to instances in nature that spark our interest in “how things work”. Understanding these examples from a combination of physical, mathematical, biological, and engineering perspectives can lead to handsome dividends in the form of novel designs for systems that work well. It is important to note that the path from curiosity to understanding, inspiration and invention is not a linear one.

Outline

This workshop will explore the idea that nature has evolved specific and conserved solutions for certain problems that, when properly investigated using physical and mathematical reasoning, can be translated to engineering systems.

Borrowing the language of computer engineers, we will discuss this in terms of hardware design, software design, and hardware-software co-design, as illustrated in three specific biological contexts, and associated engineering applications.

We will allow room for some fun hands-on exploration of ideas, present a few equations, and end with a session of discussions.

1(a). Discuss **the flight video by John Maynard Smith**, and the problem of longitudinal flight stability.

1(b). What do we learn from 1(a)? The right hardware (tail) solves the problem.

1(c). Resulting engineering designs. The joint strike fighter design imitates raptors. RAPTOR –DVD show (1 hr).

2(a). Discuss the flight videos of moth (with and without vibratory gyroscope antennae) from the laboratory of **Thomas Daniel** (University of Washington).

2(b). What do we learn from 2(a)? The right sensing and its exploitation in sensorimotor feedback loops (algorithms) solve the problem.

The early work of Pringle on halteres in *Diptera* (mentioned by Maynard Smith) discusses another solution found in nature.

2(c). Resulting engineering designs – MEMS gyroscopes. These have antecedents in earlier design (the hemispherical resonant gyroscope, the tuning fork gyroscope). Think of application to the **Ballbot**.

Unifying physical principle here is that of exploiting the **Coriolis Effect** – mention example of ball set rolling on a turntable. Use gyroscopes from home, including the electrically driven ones and the gyro in a cylinder. Write down equations.

3(a). Discuss the roller racer and plasma car (with videos), **mimicking snake-like undulatory locomotion**.

3(b). What do we learn from 3(a)? Configuration and control can be co-designed.

3(c). Inspiration – not just hardware but also software (sensorimotor signal processing algorithms).

Underlying physical principle here is that of locomotion exploiting constraints.

4. Future – flapping wing vehicles on planet MARS?

5. Other topics – molecular motors.

6. HOMEWORK Assignment. - How does a bat capture prey in the dark?

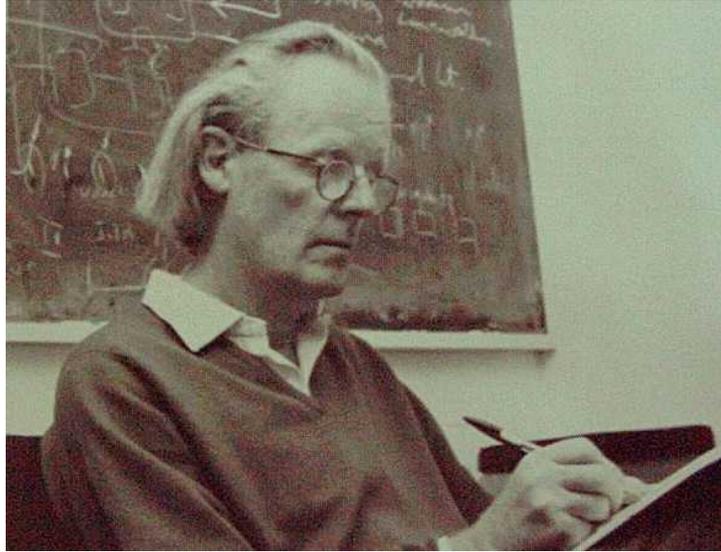
Three topics

- The tail
- Insect gyroscope
- Undulatory locomotion

(1) The tail

- John Maynard Smith discusses the problem of longitudinal flight stability (30 min.) (<http://www.vega.org.uk/video/programme/84>)
- We learn that the right hardware (tail) solves the problem.
- Related engineering designs: the joint strike fighter design imitates raptors. Raptor video (DVD) from PBS (1 hour show).

John Maynard Smith (engineer-biologist) 1920-2004



J. Maynard Smith and G.R.Price (1973). *Nature*, **246**:15-18.

J. Maynard Smith (1982). *Evolution and the Theory of Games*, Cambridge U. Press.

R.A. Fisher, William Donald Hamilton, John Maynard Smith all addressed fundamental questions in biology – what is the genetic basis for 1:1 sex ratio? why certain behavioral strategies prevail?, etc.

John Maynard Smith (who trained as an aeronautical engineer at Trinity College, Cambridge, and designed aeroplanes during WW II before starting afresh in biology), and George Price, formulated Evolutionary Game Theory in their famous 1973 paper. A key concept of the theory was that of an evolutionarily stable strategy (ESS). It was anticipated in John Nash's thesis (Non-cooperative Games, 1950, Mathematics Department, Princeton University) in two paragraphs that did not find their way into Nash's journal publications.

(2) Insect Gyroscope

- Flight videos of moth (with and without vibratory gyroscope antennae) from the laboratory of Thomas Daniel (University of Washington).
- We learn that the right sensory signal, and its exploitation in sensorimotor feedback loops (algorithms), solve the problem of flight stabilization. The early work of Pringle on **halteres** in *Diptera* (mentioned by Maynard Smith) discusses another solution found in nature.
- Related engineering designs – MEMS gyroscopes. These have antecedents in earlier design (the hemispherical resonant gyroscope, the tuning fork gyroscope).
- Unifying physical principle here is that of exploiting the Coriolis Effect (see equations). **Hands-on gyroscopes.**

Hawkmoth and its Gyroscope

Movies from Professor Daniel's lab (University of Washington, Seattle); supplementary material for the paper

Sane S., Dieudonne A., Willis M., and Daniel T., *Science*, 315:863-866 (2007)

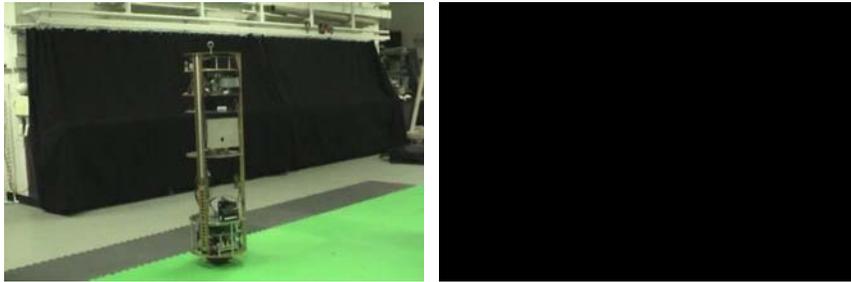
<http://www.sciencemag.org/cgi/content/abstract/315/5813/863>

- (1) [Intact antennae](#)
- (2) [Detached antennae](#)
- (3) [Re-attached antennae](#)



Here we show how feedback from sensing elements is essential. In the case of the hawkmoth, the antennae appear to function as (vibratory) gyroscopes.

Ballbot and Stability (CMU)



See more extensive presentation at

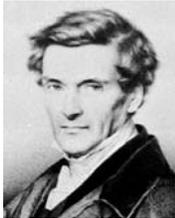
http://www.youtube.com/watch?v=7KPOOU_sNR4

In this project, led by Dr. Ralph Hollis and Dr. George Kantor, a 3D version of the inverted pendulum problem is solved using feedback.

Rotating frames and forces

Acceleration in lab frame of a particle Q in rotating frame

$$\ddot{q} = B(\ddot{Q} + 2\Omega \times \dot{Q} + \Omega \times (\Omega \times Q) + \dot{\Omega} \times Q)$$



Gaspard-Gustave de Coriolis
1792-1843

→ coriolis

centrifugal

inertial

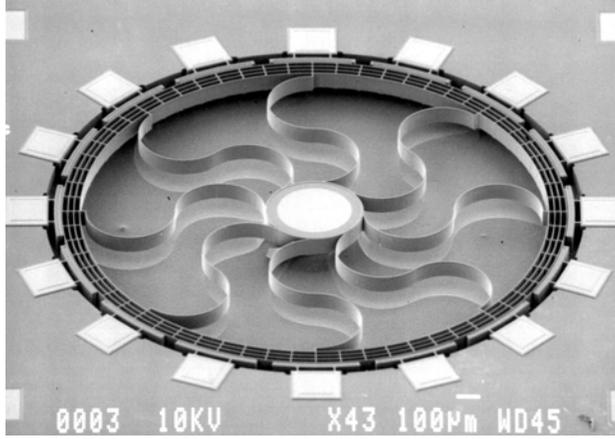


NASA - GSFC

Sense rotation by sensing coriolis force



Vibratory MEMS gyroscope



From University of Michigan group and F. Ayazi at Georgia Tech

http://en.wikipedia.org/wiki/Vibrating_structure_gyroscope and
http://www.bosch-esperience.co.uk/uk/language1/flash/videos/the_falling_box.html

(3) Undulatory Locomotion

- The roller racer and plasma car (with videos), mimicking lamprey-like undulatory locomotion.
- We learn that configuration and control can be co-designed (in novel ways). The environment matters.
- Software – sensorimotor signal processing algorithms.
- Rectification principle

Roller Racer



Lamprey

“While the manner in which the rider can operate and cause the vehicle 10 to be self-propelling can be and is hereinafter described in detail, the actual mechanism or theory of operation may be only partially understood and may even be erroneous, and while such theory is set forth, it is not desired to be bound by such theory of operation, **as it is possible to make, use, and enjoy the vehicle of this invention without knowledge of or understanding the correct theory of operation whatever it may be.**”

- William E. Hendricks, US Patent 3,663,038 (1972)

Roller Racer & friends

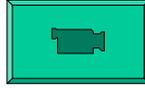


Plasma car



Roller Racer Movies

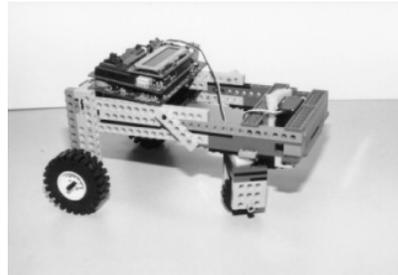
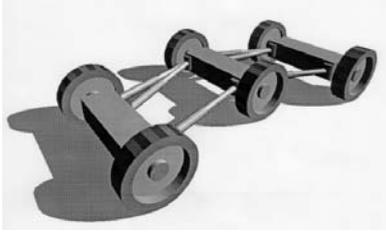
Sean -straight line
motion



Sameer - circular arcs
and figure eight



Roller Racer Prototypes



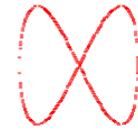
Nonholonomic Integrator & Rectification Principle



R. W. Brockett

$$\begin{aligned}\dot{x} &= u \\ \dot{y} &= v \\ \dot{z} &= xv - yu \\ \langle \dot{z} \rangle &= \frac{2 \text{Area}}{T}\end{aligned}$$

Average rate of growth in z



Lissajous figure

The roller racer achieves locomotion by rectification of the oscillatory input (at the handle bars). The details of this process constitute a rich story in mechanics and control theory. But the essentials can be understood by the above simplified version, the nonholonomic integrator (of Roger W. Brockett).

When the control signals u and v are chosen to be sinusoids then the x and y variables trace a Lissajous figure. In the example shown, $x = \sin(t)$ and $y = \cos(2t)$.

The z variable oscillates but also has a DC component which has the average growth rate given by the “area rule” above, where the “Area” is that of the Lissajous figure.

Questions?