

## Implementing Virtual Twins for Robotics Design

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High Level Process: Creating a Virtual Twin to Train a Balancing Robot



**Build** a

**Virtual Twin** 

in Onshape













**Virtual Twin** 



GAZEBO

**Simulate Robot** in physics engine

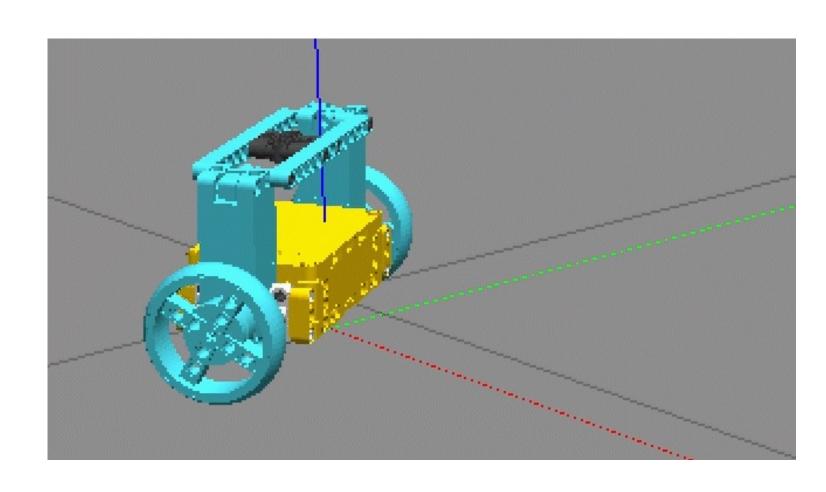


**Deploy gain** parameters to the physical robot

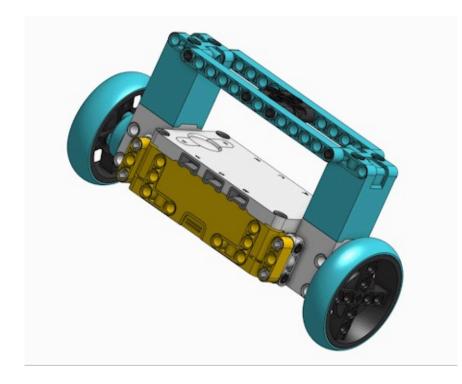
Simulating the Robot in Gazebo and ROS 2

Measured and assigned weights for each component

Formatted the virtual twin in SDF format and created a ROS 2 package which includes a control script

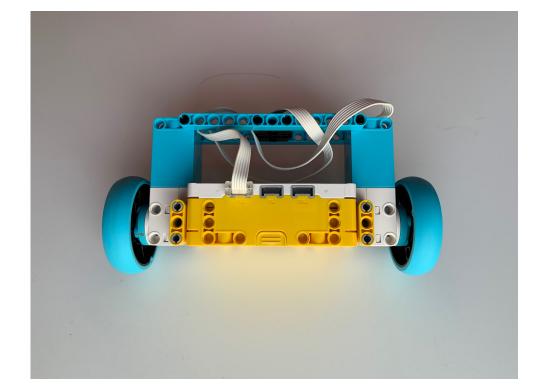


## Modelling and Building the Balancing Robot



Virtual model is built in **Onshape using LEGO SPIKE Prime document** that I helped to create



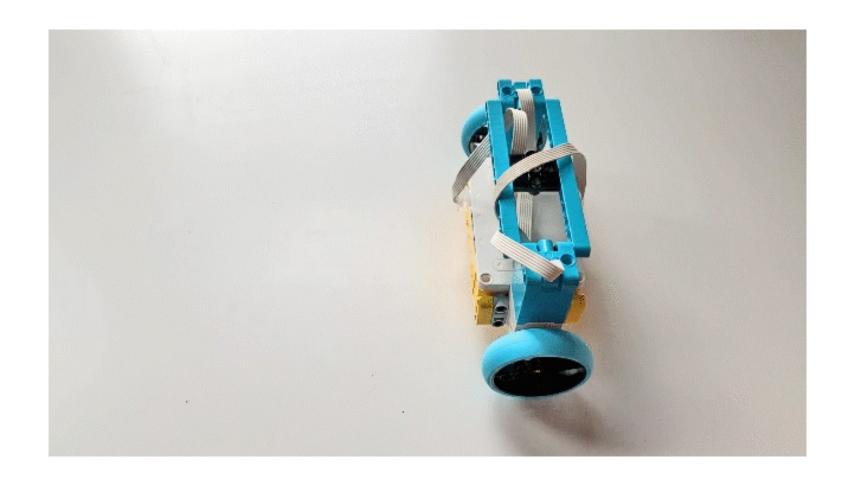


Physical Model is built in tandem with the virtual twin in order to create a physical testing base for the simulation.



Gains generated from the simulation are then applied to the physical twin.

**SPIKE Prime is running its** own control loop on its lower-level hub class in order to command PWM pulses to the motor pair.



## Implications and **Future Steps**

- After developing a base connection, other control techniques could be tested in Gazebo and deployed to the SPIKE Prime.
- Machine learning or AI techniques could be used to drive the tuning of the system, i.e. polynomial regression
- Characterizing the motors and the attempting to find the friction coefficient on the rubber on the wheels would increase simulation accuracy.