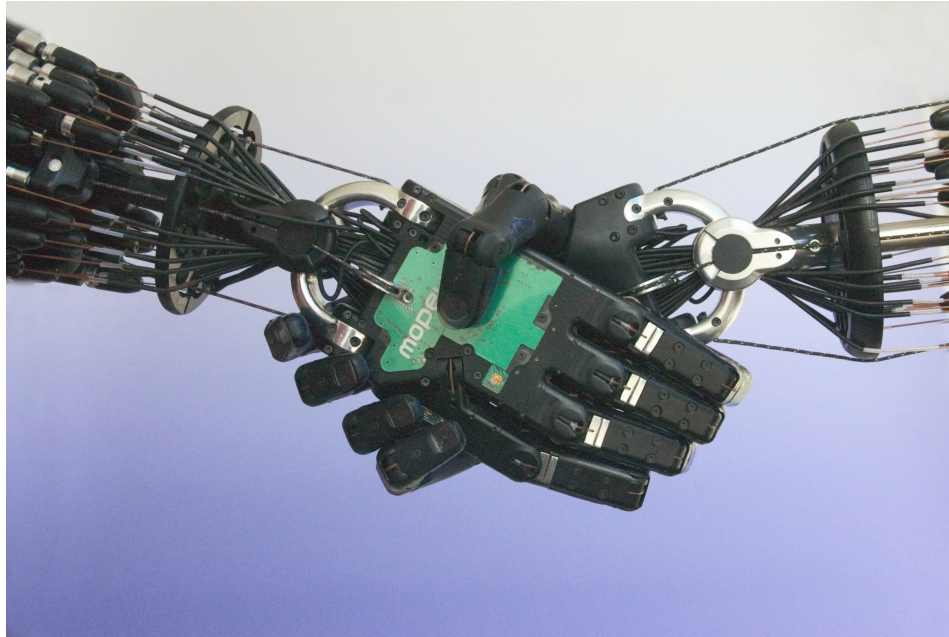


# Innovation and Robotics

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Rich Walker

Managing Director

[rw@shadowrobot.com](mailto:rw@shadowrobot.com)

Shadow: developer of robot hands for manipulation systems.



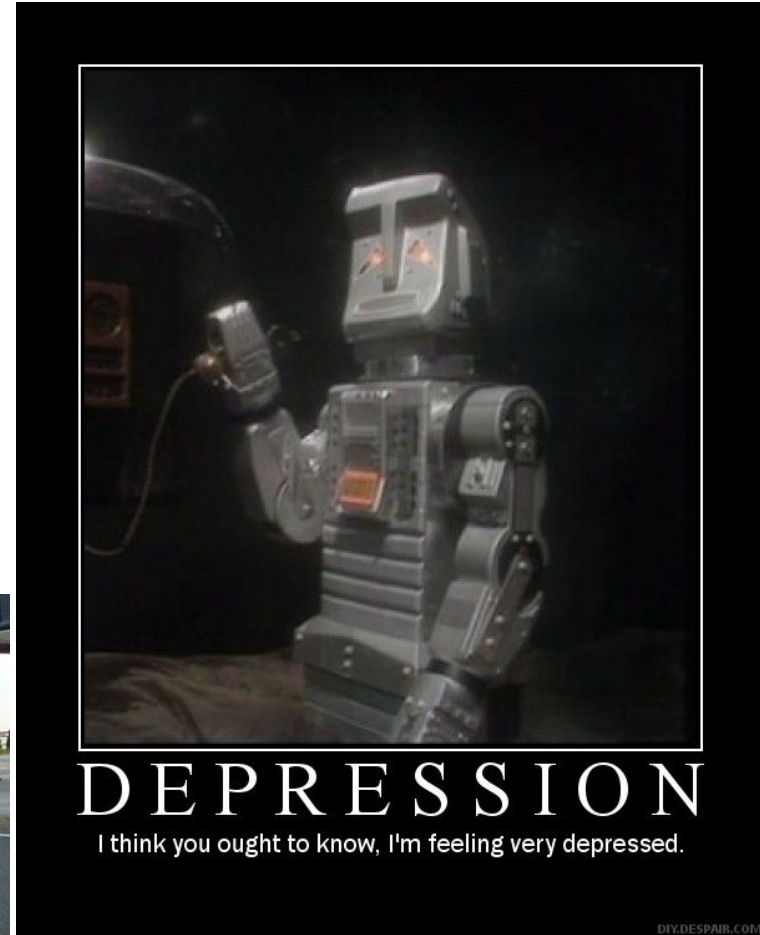
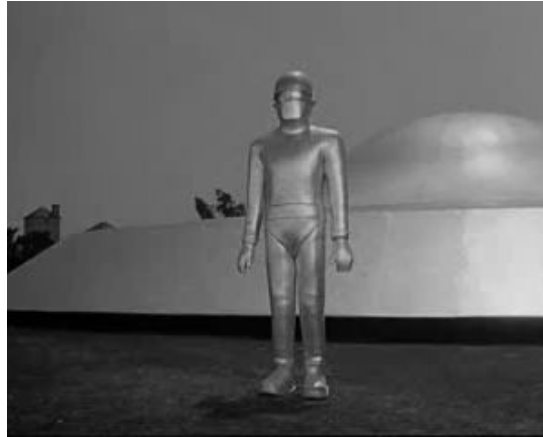
# Structure of the talk

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- Introduction to Shadow. Why do we care about innovation?
- Product lifecycle and markets
- Which new products?
- Canvasses for development
- Funding R&D
- Next steps with our technologies

# Shadow's Influences...



# Objective: Build useful robots



How does a robot get around the house?

1987-1995: The Shadow Biped

14 movements

Air Muscle actuation

Stood up using Fuzzy Logic, and the Alexander Technique

14 position sensors, 28 force sensors, 28 pressure sensors, 3 accelerometers, 10 load cells.

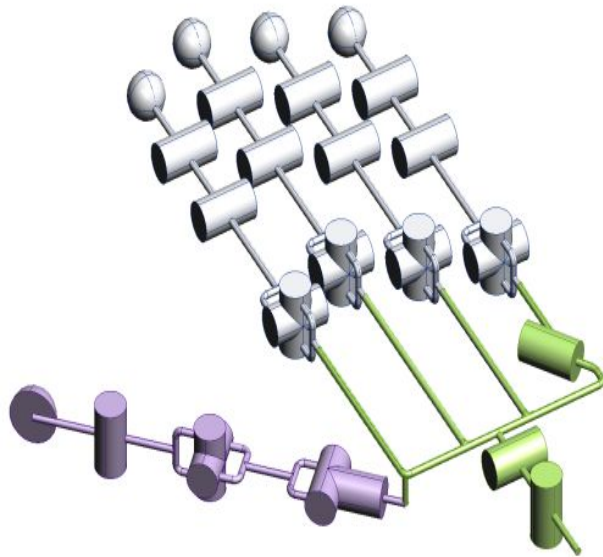
Then the first Honda bipeds appeared...



# Dexterous Hand



A useful robot needs to interact with the world. How do we do it?



- 20 brushless DC motors
- 40 strain gauges
- 40 tendons
- 24 joints
- 24 position sensors
- 25 temperature sensors
- 5 pressure sensors
- 26 microcontrollers
- 2 CANbus interfaces
- 1 EtherCAT interface



# Hand as a product

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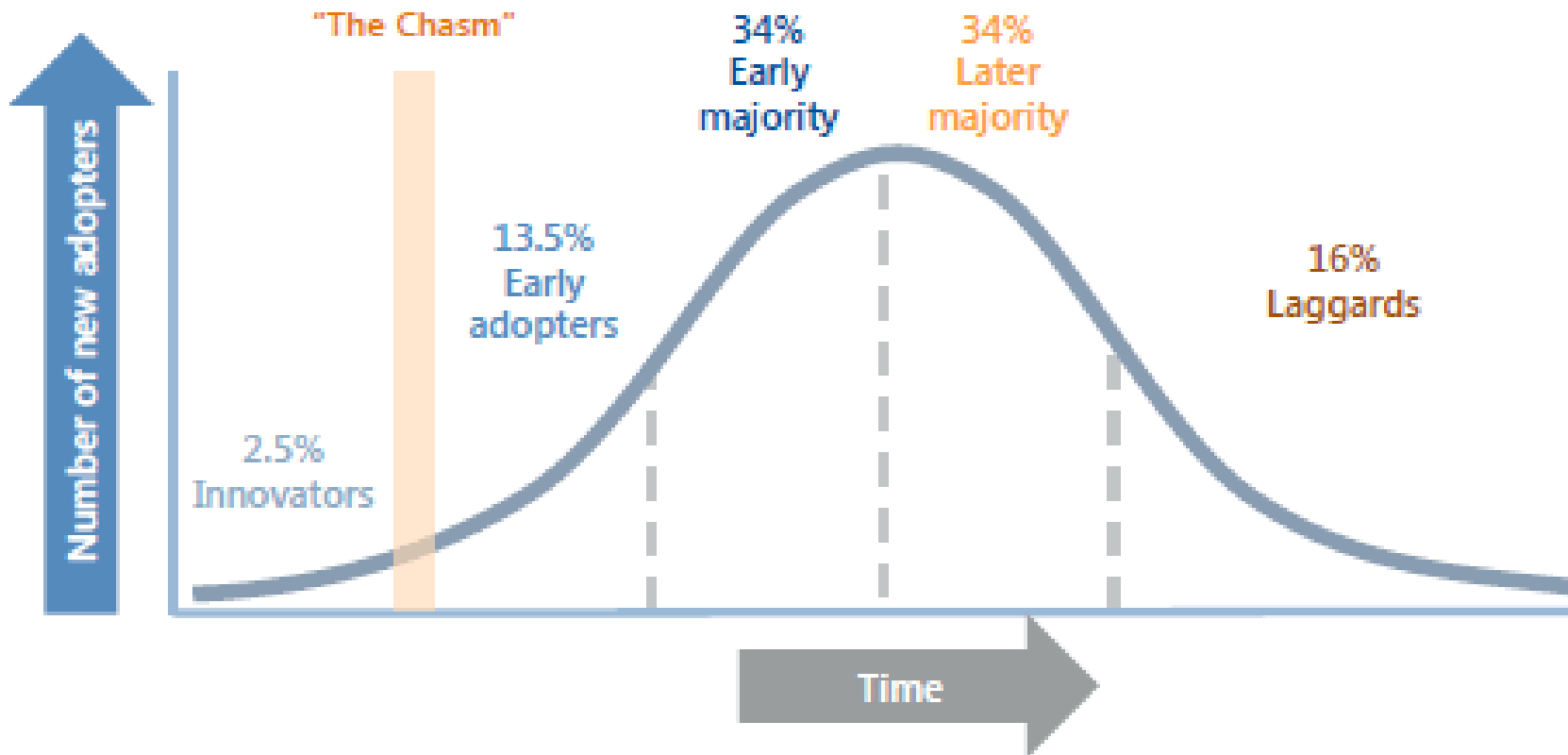
- It sold by itself
- We had no idea why
- We optimised it for our early adopter
- We didn't understand what could be done with it.

A recipe for disaster!

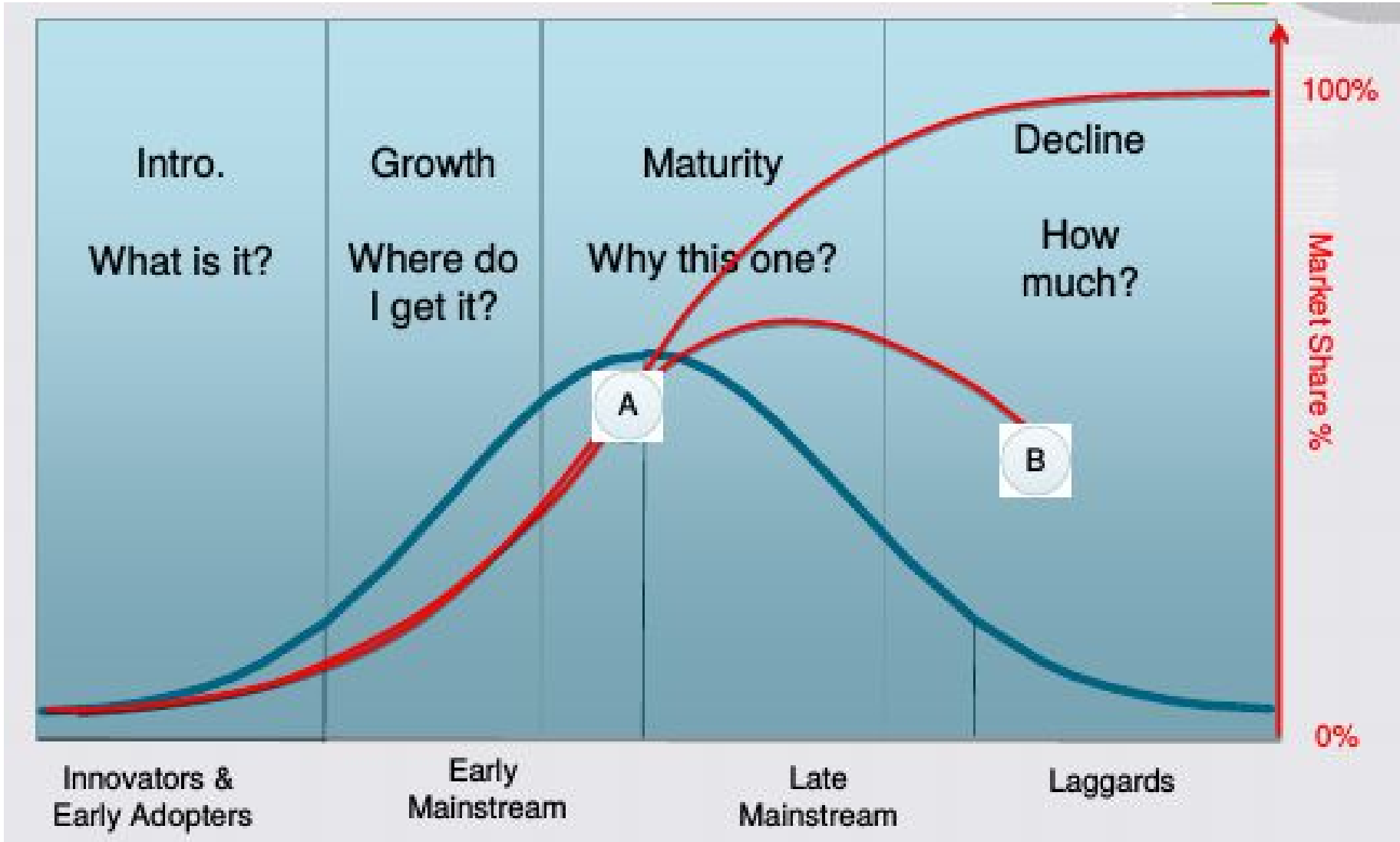
# What didn't we know?



- Product lifecycles:



# Why is that important?

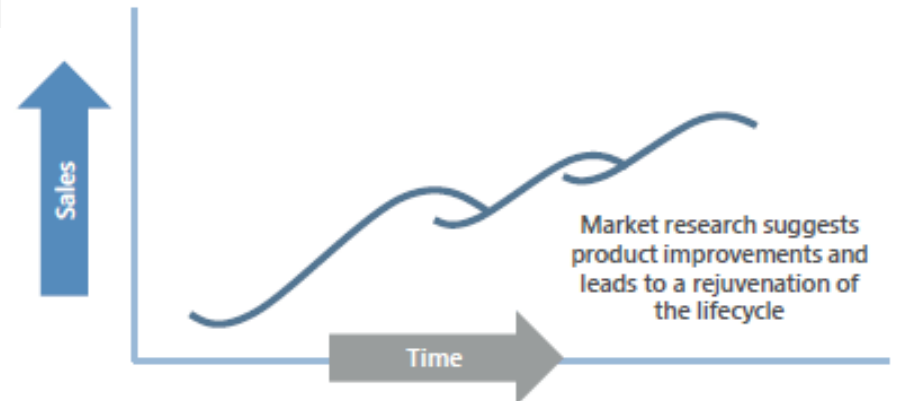




# Suicide Leaps



	Old Market	New Market
Old Product	Existing product – Grow by sustaining innovation	Understand new customer needs and create new company profile. Adapt product.
New Product	Build on market position and customer understanding to create new revenue streams	Visionary leap.



# Looking around - STEEPLLED

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- Societal
- Technological
- Economic
- Environmental
- Political
- Legislative
- Ethical
- Demographic

# Trends we consider

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- Health and Safety – more stringent safety rules
- Nuclear renaissance and decommissioning
- Global energy transition – travel more expensive?
- Aging society and demographic slump
- Increasing urbanisation
- More bandwidth to everywhere
- Computing is free
- Cameras/sensors are everywhere
- ROS!

# What else is a Hand good for?

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- Research
- EOD
- Nuclear
- Biomedical
- Remote maintenance
- Remote presence
- Other people's robots
- Flexible automation

# What else is a Hand good for?

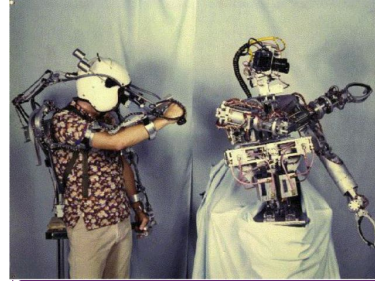
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Research – existing market, “easy” sustaining innovation

- EOD – high barriers to entry
- Nuclear – high barriers to entry
- Biomedical – research focussed customers
- Remote maintenance – credibility and systems gaps
- Remote presence – cost gap
- Other people's robots – evolve product into component
- Flexible automation – real market, real challenges

# Manipulation Lattice



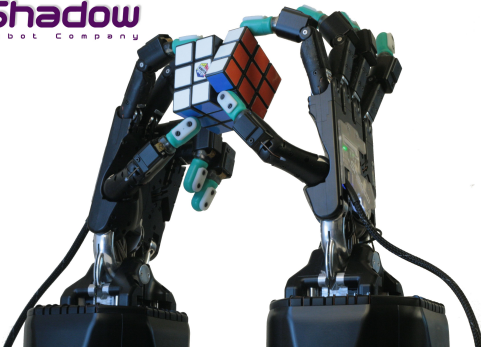
Greenman Teleoperator

Dexterous Hand

Teleoperation

Autonomous manipulation

Intelligent, personalized, bimanual telemanipulation

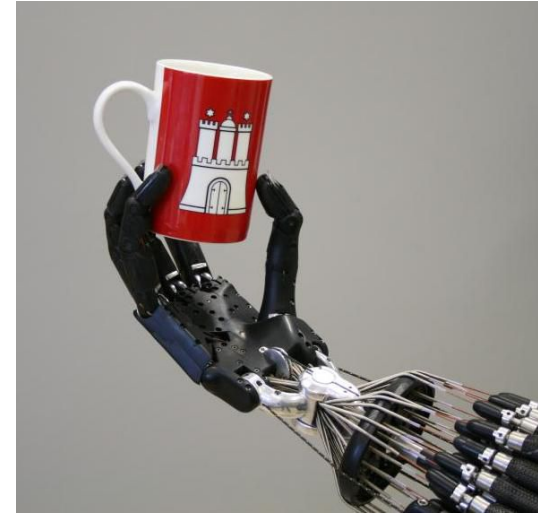


# Current Capabilities

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- Core Dexterous Hand
- Stable grasps of known objects
  - By demonstration
  - Generalisation
- Motion planning with objects
- Task oriented grasping
  - Hold for use
  - Regrasp in limited cases



# D/D/D Tasks





# Chasing the wrong money

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- High-value targets
- Big-ticket projects
- High profile
- All “Visionary”
- One-offs with no followup
- Wasted half a decade!

# Barriers to entry

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- Inertia
- Risk aversion
- Performance
- Availability
- Capability
- Whole System
- Environment

# Barriers to entry – 7 W's

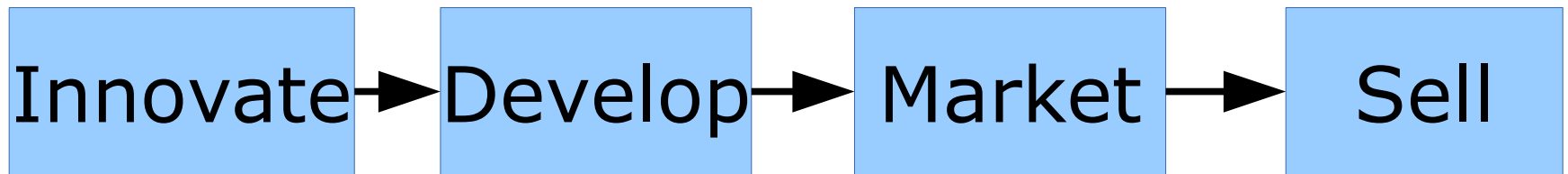
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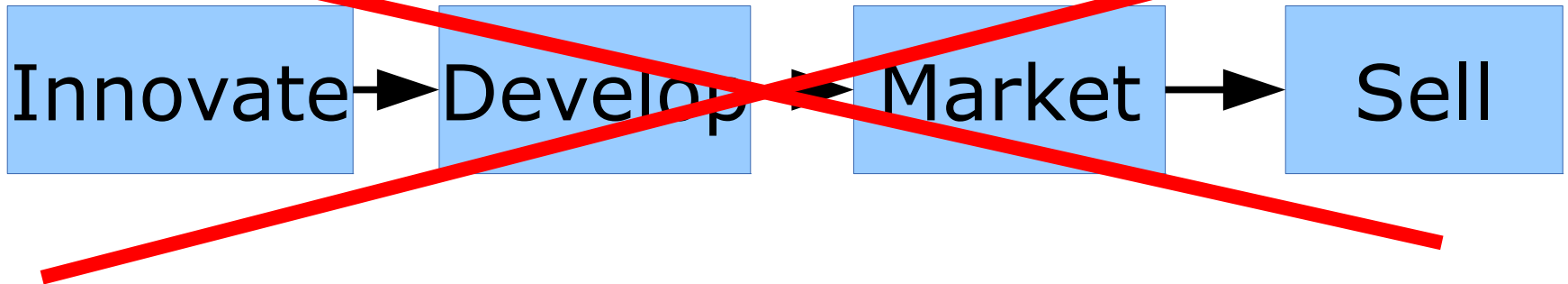
- Inertia - "we never did that!"
- Risk aversion - "who else does that?"
- Performance - "what if it doesn't?"
- Availability - "where else can we buy it?"
- Capability - "what does it do?"
- Whole System - "what else do we need?"
- Environment - "washing it down?"

# How to look for markets?

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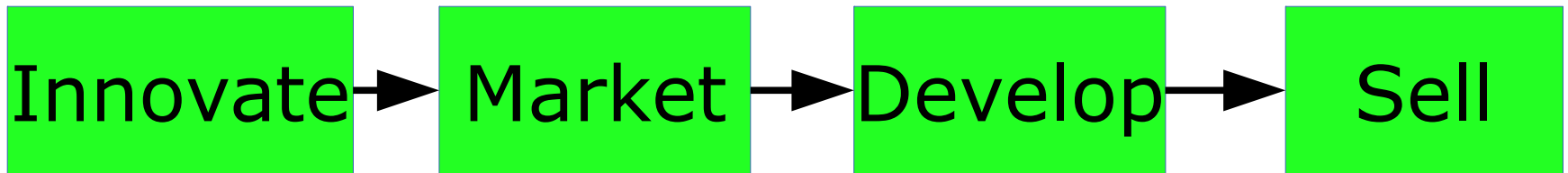
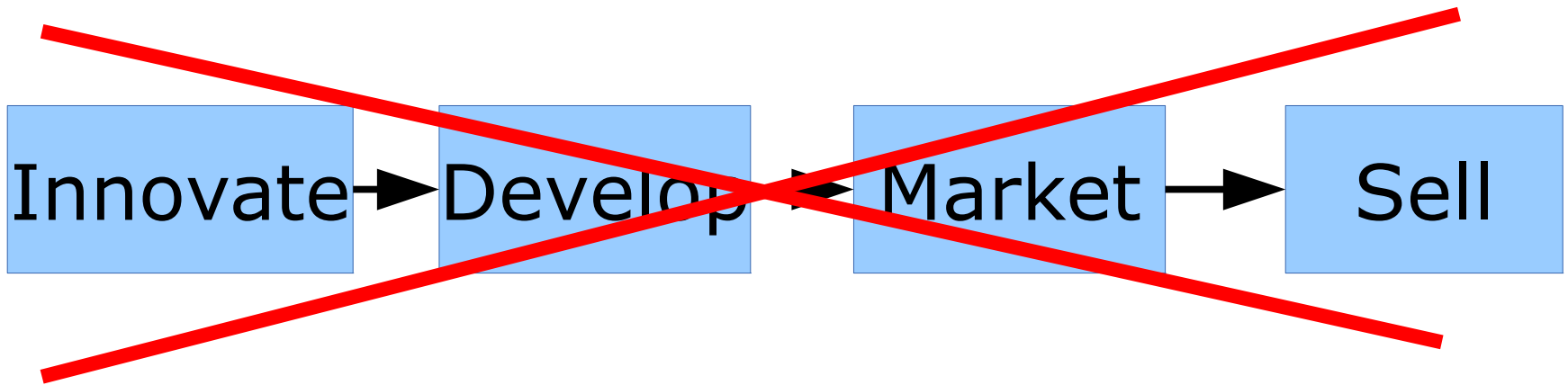


# How to look for markets?



With apologies to the E++ KPI mechanisms, which are for project management not innovation!

# How to look for markets?



# The Business Model Canvas

Designed for:

Designed by:

On:  No  Basic  Full  
Iteration:

## Key Partners



Who are our Key Partners?  
Who are our key suppliers?  
Which Key Resources are we acquiring from partners?  
Which Key Activities do partners perform?

**Key Partners**  
Supplier  
Distributor  
Co-branding partner  
Reseller  
Complementor  
Strategic Alliance

## Key Activities



What Key Activities do our Value Propositions require?  
Our Distribution Channels?  
Customer Relationships?  
Revenue Streams?

**Key Activities**  
Production  
Distribution  
Platform development  
Infrastructure

## Value Propositions



What value do we deliver to the customer?  
Which one of our customer's problems are we helping to solve?  
Which bundles of products and services are we offering to each Customer Segment?  
Which customer needs are we satisfying?

**Value Propositions**  
New  
Performance  
Customization  
Convenience  
Cost Saving  
Risk Reduction  
Access to New Markets  
Flexibility

## Customer Relationships



What type of relationship does each of our Customer Segments expect us to establish and maintain with them?  
Which ones have we established?  
How are they integrated with the rest of our business model?  
How costly are they?

**Customer Relationships**  
Personal Assistant  
Self-Service  
Automated Services  
Communities  
Co-creation

## Customer Segments



For whom are we creating value?  
Who are our most important customers?

**Customer Segments**  
Mass Market  
Niche  
Segment  
Segment  
Segment  
Segment

## Key Resources



What Key Resources do our Value Propositions require?  
Our Distribution Channels?  
Customer Relationships?  
Revenue Streams?

**Key Resources**  
Human  
Financial  
Physical  
Intellectual  
Social

## Channels



Through which Channels do our Customer Segments want to be reached?  
How are we reaching them now?  
How are our Channels integrated?  
Which ones work best?  
Which ones are most cost-efficient?  
How are we integrating them with customer routines?

**Channels**  
Direct  
Indirect  
Partners  
Retail  
Wholesale  
Online  
Offline  
Mobile  
Social

## Cost Structure



What are the most important costs inherent in our business model?  
Which Key Resources are most expensive?  
Which Key Activities are most expensive?

**Cost Structure**  
Fixed  
Variable  
Semi-variable  
One-time  
Recurring

**Cost Structure**  
Production  
Distribution  
Platform development  
Infrastructure  
Marketing  
Sales  
Customer support

## Revenue Streams



For what value are our customers really willing to pay?  
For what do they currently pay?  
How are they currently paying?  
How would they prefer to pay?

How much does each Revenue Stream contribute to overall revenues?

**Revenue Streams**  
Subscription  
Usage-based  
Licensing  
Advertising  
Sales  
Lease  
Commission  
Royalty  
Franchise  
License  
Investment  
Asset Sale  
Service  
Retail  
Wholesale  
Marketplace

Problem

Solution

Unique Value Proposition

Unfair Advantage

Customer Segments

Key Activity

Channels

# Lean Canvas

Cost Structure

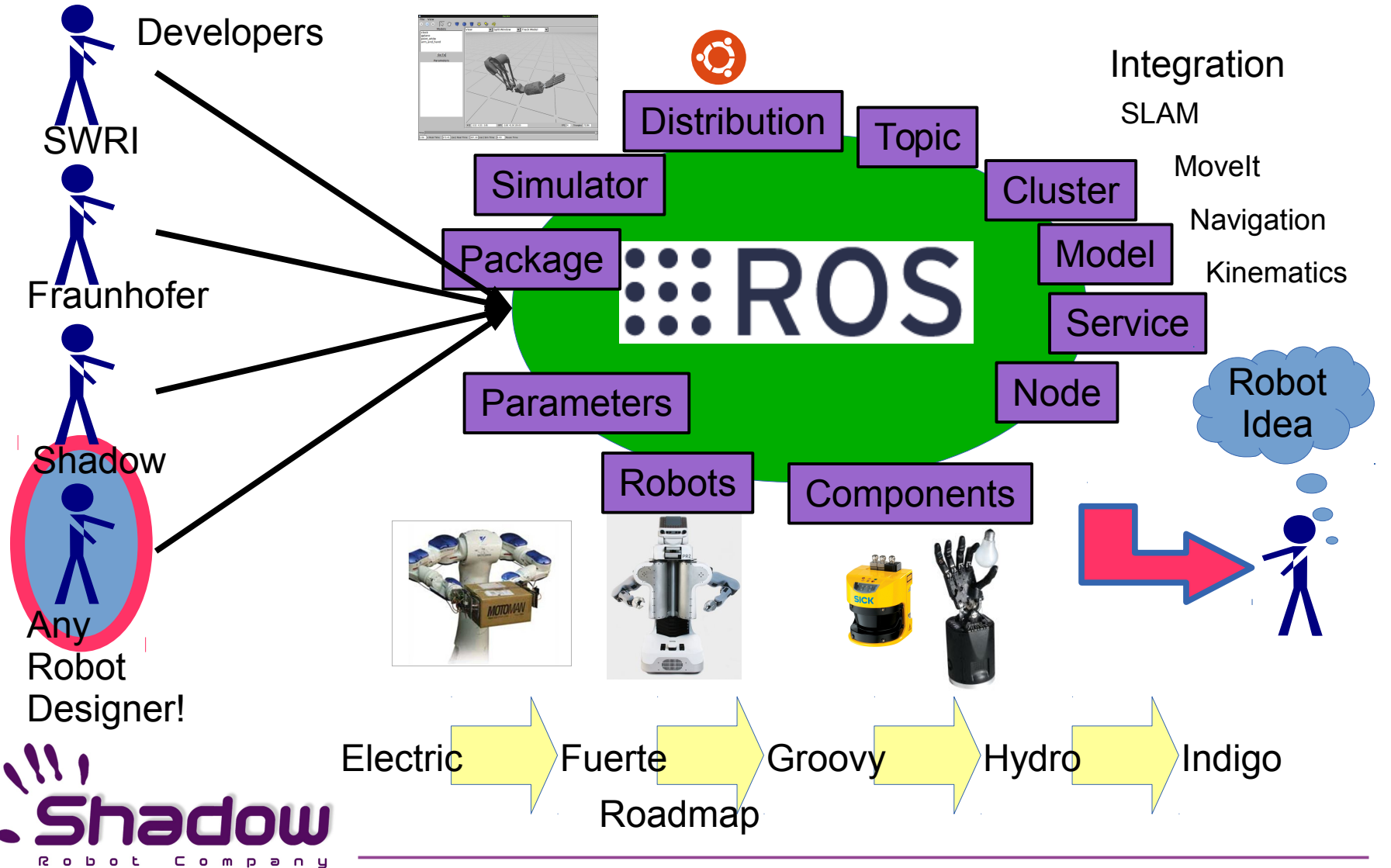
Revenue Streams



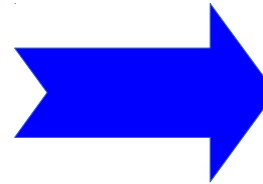
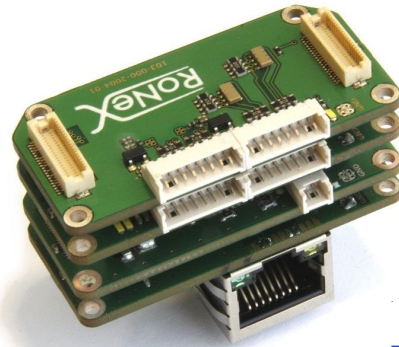


How do we use this?

# Helping Robot Builders



# Robots made Easy...



ROS

RoNeX

## Lean Canvas – Shadow RoNeX

<p><b>Problem</b></p> <ul style="list-style-type: none"> <li>-Hard to connect ROS to new hardware.</li> <li>-Realtime deterministic IO is hard</li> <li>-Robots need lots of IO</li> <li>-High spec expansion is bulky/costly</li> <li>-System designers must change between prototype and product</li> <li>-Different bits of development can be hard to integrate</li> </ul>	<p><b>Solution</b></p> <ul style="list-style-type: none"> <li>-..Modules with good ROS drivers</li> <li>- Scalable rich i/o modules</li> <li>- Ethernet-&gt;ethercat good ..drivers</li> <li>- Smaller, cheaper per pin, dense</li> <li>- production ready modules.</li> <li>- Licensable designs, proto. friendly design tools</li> </ul>	<p><b>Unique Value Proposition</b></p> <ul style="list-style-type: none"> <li>-Trivial to connect robot parts to ROS</li> <li>-Labview for robot hackers connect hw to sw quickly, simply and efficiently</li> <li>-Spinal cord for robots.</li> <li>-Simple scalable fast i/f between AI and mech eng. Nor more hacking electronics.</li> <li>-Solves interfacing problems with simple modular scalable robot I/O building blocks</li> <li>Gateway to ROS for device builders</li> <li>Gateway to hardware for software builders.</li> <li>Low level control without micro-controller.</li> <li>Easy solution for standardising interfaces in your project</li> <li>Enables easier collaboration.</li> </ul>	<p><b>Unfair Advantage</b></p> <ul style="list-style-type: none"> <li>Physical Build</li> <li>Stiff-flop – R&amp;D ...</li> <li>Shadow Brand</li> <li>ROS experts</li> <li>Decades of robot development experience</li> <li>IPR</li> <li>momentum</li> </ul>	<p><b>Customer Segments</b></p> <ul style="list-style-type: none"> <li>Educational labs using ros to teach</li> <li>Robot designers in companies/startups</li> <li>Company/suppliers</li> <li>-Selling to ROS community</li> <li>R&amp;D projects</li> <li>-good on ROS, weak on electronics</li> </ul>
<p><b>Cost Structure</b></p> <ul style="list-style-type: none"> <li>Design</li> <li>MFR unit – 50% unit sales</li> <li>Support</li> <li>Customer aqgn+retention</li> <li>CE</li> <li>£240 per unit 1 off, £70 per unit, 200off</li> </ul>		<p><b>Revenue Stream</b></p> <ul style="list-style-type: none"> <li>1 off sale @ £300/u =&gt; £130 gp</li> <li>Addon units @ £120/u =&gt; £60go</li> <li>Volume sales @ £ 230/u =&gt; £100gp, 100off</li> <li>Licence @ £50/u =&gt; £50/u, 10000off</li> <li>Training, oem retainer, nice cases</li> </ul>		
<p><b>Key Activity/Metric</b></p> <ul style="list-style-type: none"> <li>Clicks on RNX page from</li> <li>-google</li> <li>-media conversions</li> <li>-shop visit</li> <li>-purchase</li> <li>-addn. Purchase</li> <li>-sales-revenue</li> </ul>		<p><b>Channels</b></p> <ul style="list-style-type: none"> <li>Gaitech</li> <li>Educational supplies</li> <li>Direct sales to profs/techs</li> <li>conferences</li> <li>quora/linkedin</li> <li>social marketing</li> <li>bio...</li> <li>adwords/word of mouth</li> <li>cc/h2020</li> </ul>		

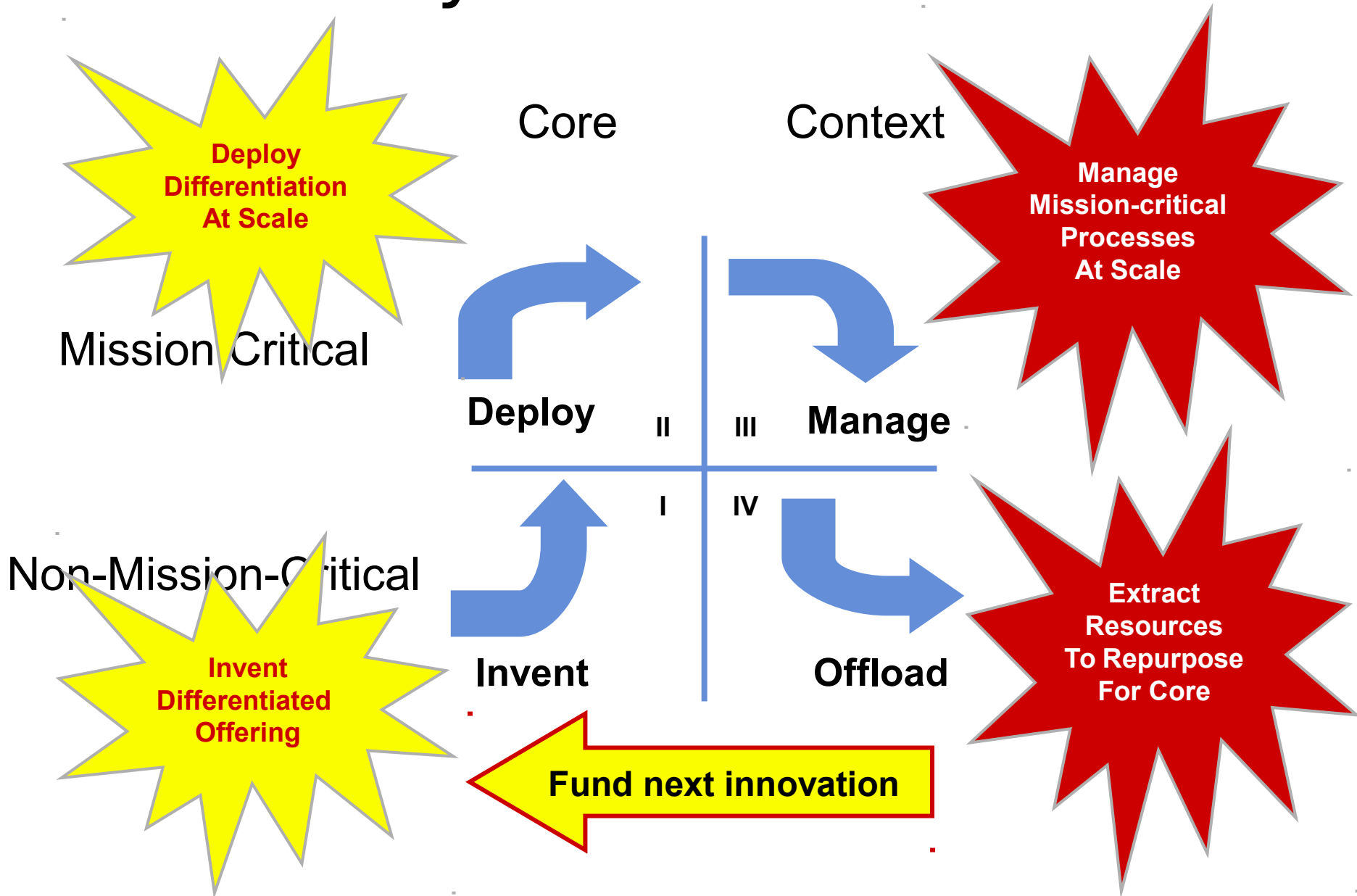


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# Where do the resources come from to keep innovating?

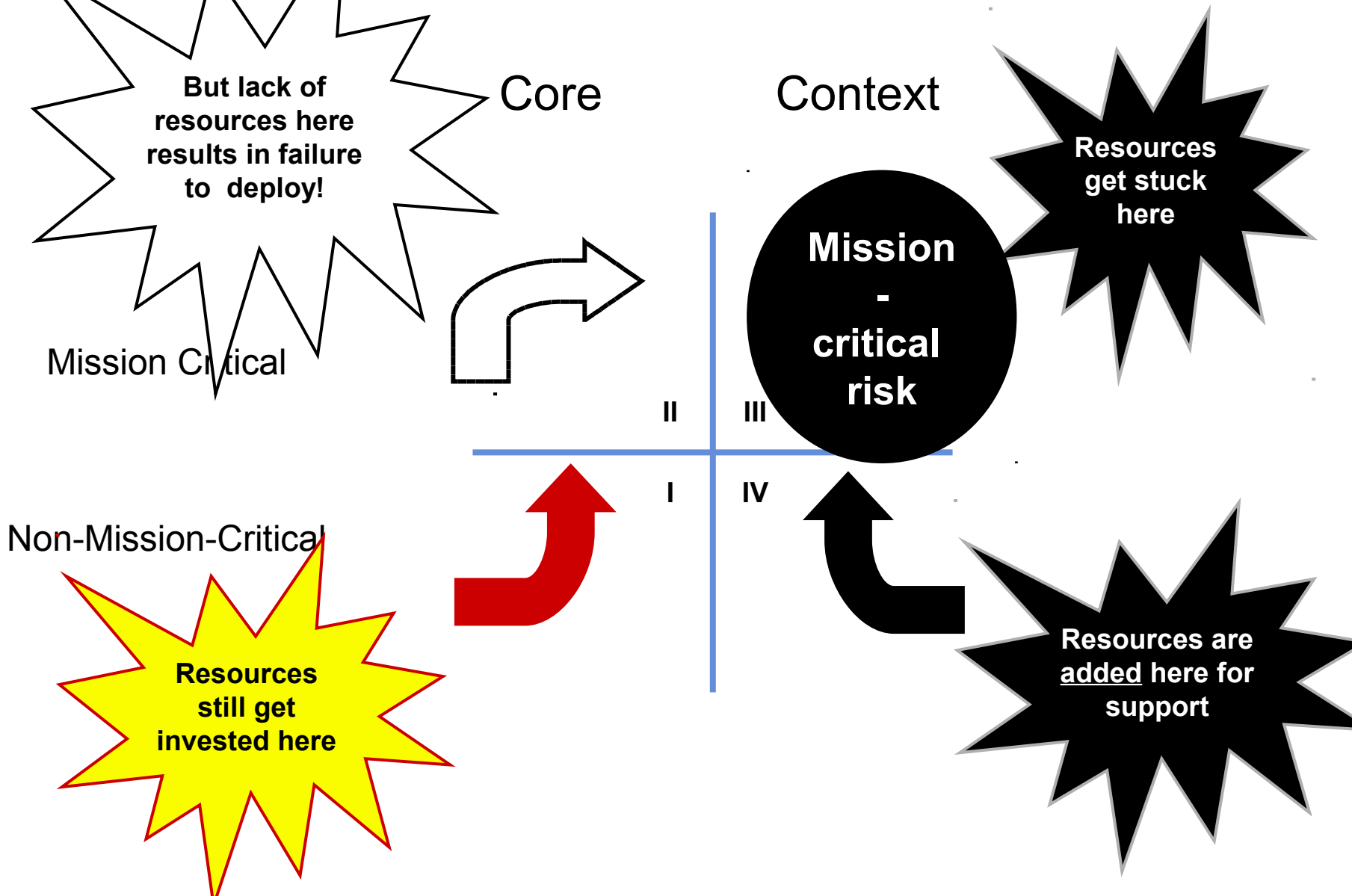
(three more Geoffrey Moore slides,  
This time from “Dealing with Darwin”)

# The Cycle of Innovation

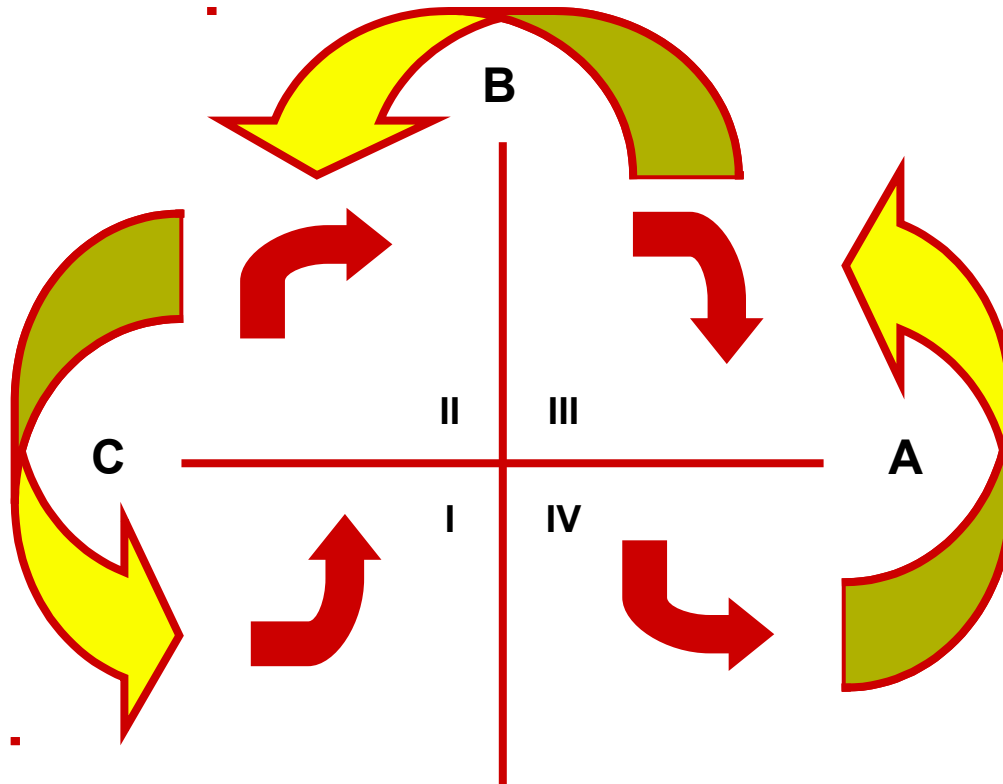


# Clinging to Context

## How Resources Get Stuck



# Resource Recycling



**Work circulates clockwise**

**People recycle counter-clockwise**

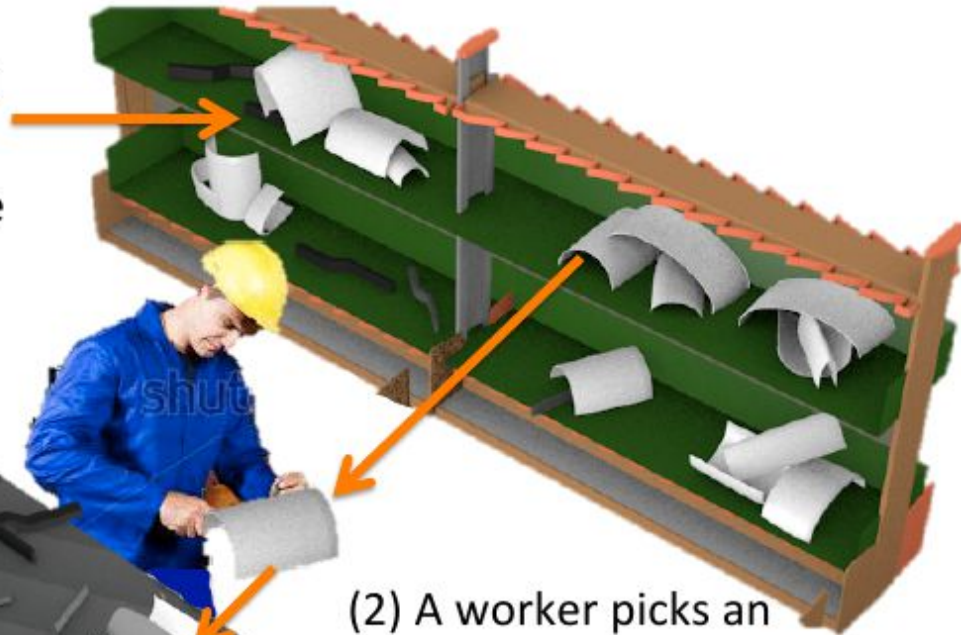


What next?

# Exciting places for cognitive robots



(1) Different light metal objects in arbitrary orientations in separate bins



(2) A worker picks an object at a time, re-orientates it, and fixates in an assembly and passes it to a welding plant.

(3) An industrial robot welds the assembly



# Exciting places for cognitive robots



# Thank-you!

