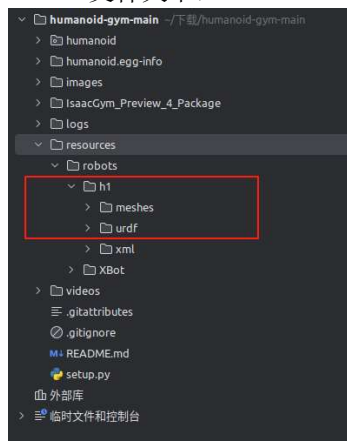


## 一. 导入机器人模型

(1) 下载某个人形机器人模型，包括urdf以及mesh文件等。

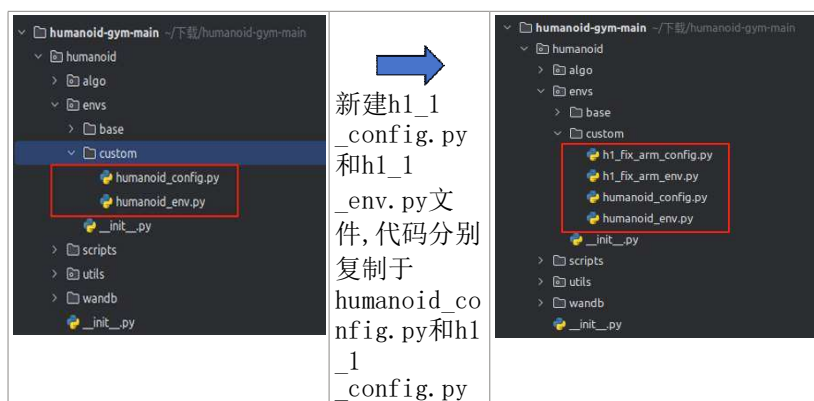
常用机器人模型下载路径：<https://github.com/robot-descriptions/awesome-robot-descriptions>

(2) 机器人模型加载（将下载好的机器人模型放置在robots文件夹下）



## 二. 注册任务

(1) 新建\*config.py(配置文件)和\*env.py(任务文件)，如h1\_config.py和h1\_env.py。将humanoid\_config.py代码复制到h1\_config.py文件中，humanoid\_env.py代码复制到h1\_env.py文件中。



(2) 修改h1\_env.py与h1\_config.py中的类名

将h1\_fix\_arm\_config中的class

XBotLCfg(LeggedRobotCfg): **修改为** class H1

\_fix\_arm\_Cfg(LeggedRobotCfg):

```
h1_fix_arm_config.py x
No Python interpreter configured for the project

25 # OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
26 # OF THIS SOFTWARE, EVEN IF ADVISED OF THE POS
27 #
28 # Copyright (c) 2024 Beijing RobotEra TECHNOLO
29
30
31 from humanoid.envs.base.legged_robot_config im
32
33
34 2 个用法
35 class H1_fix_arm_Cfg(LeggedRobotCfg):
```

将h1\_fix\_arm\_config中的class  
XBotLCfgPP0(LeggedRobotCfgPP0): 修改为class H1  
\_fix\_arm\_CfgPP0(LeggedRobotCfgPP0):

```
h1_fix_arm_config.py x
No Python interpreter configured for the project

34 class H1_fix_arm_Cfg(LeggedRobotCfg):
231     class normalization:
232         class obs_scales:
234             ang_vel = 1.
235             dof_pos = 1.
236             dof_vel = 0.05
237             quat = 1.
238             height_measurements = 5.0
239             clip_observations = 18.
240             clip_actions = 18.
241
242     2 个用法
243 class H1_fix_arm_CfgPP0(LeggedRobotCfgPP0):
244     seed = 5
245     runner_class_name = 'OnPolicyRunner' # DWL0nPolicyRunner
246
```

将h1\_fix\_arm\_env.py中的class  
XBotLFreeEnv(LeggedRobot): 修改为class H1  
\_fix\_arm\_FreeEnv(LeggedRobot):

```
h1_fix_arm_config.py h1_fix_arm_env.py x
No Python interpreter configured for the project

37 from humanoid.envs import LeggedRobot
38
39 from humanoid.utils.terrain import HumanoidTerrain
40
41
42 2 个用法
43 class H1_fix_arm_FreeEnv(LeggedRobot):
44
```

### 三. 修改h1\_config.py文件

(1) 查看机器人的关节自由度数量，并修改h1\_1  
\_config.py文件中的num\_single\_obs参数。如h1机器人上  
肢锁定后的自由度数量为10。

```

91     <geometry>
92       <cyllinder length="0.07" radius="0.06" />
93     </geometry>
94   </collision>
95 </link>
96 <joint
97   name="left_hip_yaw_joint"
98   type="revolute">

```

查看机器人urdf模型中的revolute数量(自由度数量)，对应得到privileged\_obs\_buf的数量

```

42 class H1_fix_arm_FreeEnv(LeggedRobot):
297 def compute_observations(self):
298     diff = self.dof_pos - self.ref_dof_pos
299     self.privileged_obs_buf = torch.cat((
300         self.command_input, # 2 + 3
301         (self.dof_pos - self.default_joint_pd_target) \
302         self.obs_scales.dof_pos, # 10
303         self.dof_vel * self.obs_scales.dof_vel, # 10
304         self.actions, # 10
305         diff, # 10
306         self.base_lin_vel * self.obs_scales.lin_vel, # 3
307         self.base_ang_vel * self.obs_scales.ang_vel, # 3
308         self.base_euler_xyz * self.obs_scales.quat, # 3
309         self.rand_push_force[:, :2], # 2
310         self.rand_push_torque, # 3
311         self.env_frictions, # 1
312         self.body_mass / 30., # 1
313         stance_mask, # 2
314         contact_mask, # 2
315     ), dim=-1)

```

```

91     <geometry>
92       <cyllinder length="0.07" radius="0.06" />
93     </geometry>
94   </collision>
95 </link>
96 <joint
97   name="left_hip_yaw_joint"
98   type="revolute">

```

查看机器人urdf模型中的revolute数量(自由度数量)，对应得到obs\_buf的数量

```

42 class H1_fix_arm_FreeEnv(LeggedRobot):
297 def compute_observations(self):
298     self.body_mass / 30., # 1
299     stance_mask, # 2
300     contact_mask, # 2
301 ), dim=-1)
302
303 obs_buf = torch.cat((
304     self.command_input, # 5 = 2D(sin cos) + 3D(vel_x
305     q, # 100
306     dq, # 100
307     self.actions, # 100
308     self.base_ang_vel * self.obs_scales.ang_vel, # 3
309     self.base_euler_xyz * self.obs_scales.quat, # 3
310 ), dim=-1)

```

```

42 class H1_fix_arm_FreeEnv(LeggedRobot):
297 def compute_observations(self):
298     self.body_mass / 30., # 1
299     stance_mask, # 2
300     contact_mask, # 2
301 ), dim=-1)
302
303 obs_buf = torch.cat((
304     self.command_input, # 5 = 2D(sin cos) + 3D(vel_x
305     q, # 100
306     dq, # 100
307     self.actions, # 100
308     self.base_ang_vel * self.obs_scales.ang_vel, # 3
309     self.base_euler_xyz * self.obs_scales.quat, # 3
310 ), dim=-1)

```

(1) 计算obs\_buf的总数，得到num\_single\_obs。  
(2) 根据机器人自由度数量，修改num\_actions的值

```

33
34 class H1_fix_arm_Cfg(LeggedRobotCfg):
35     """
36     Configuration class for the XBot1 humanoid robot.
37     """
38     class env(LeggedRobotCfg.env):
39         # change the observation dim
40         frame_stack = 15
41         c_frame_stack = 3
42         num_single_obs = 41 #47
43         num_observations = int(frame_stack + num_single_obs)
44         single_num_privileged_obs = 65 #73
45         num_privileged_obs = int(c_frame_stack * single_num_privileged_obs)
46         num_actions = 10 #12
47         num_envs = 4096
48         episode_length_s = 24 # episode length in seconds
49         use_ref_actions = False # speed up training by using reference actions

```

(2) 修改机器人的h1\_fix\_arm\_config.py中的asset类  
对应修改urdf的路径机器人  
name、foot\_name、knee\_name (foot\_name,knee\_name  
可由urdf文件得知)，以及设置碰撞后重置和惩罚的刚  
体。

```
h1_fix_arm_config.py x h1_fix_arm_env.py
No Python interpreter configured for the project

34 class H1_fix_arm_Cfg(LeggedRobotCfg):
51     class safety:
55         torque_limit = 0.85
56
57     class asset(LeggedRobotCfg.asset):
58         file = '{LEGGED_GYM_ROOT_DIR}/resources/robots/h1/urdf/h1_fix_arm.urdf'
59
60         name = "h1"
61         foot_name = "ankle"
62         knee_name = "knee"
63
64         terminate_after_contacts_on = ['pelvis', 'elbow']
65         penalize_contacts_on = ["pelvis"]
66         self_collisions = 0 # 1 to disable, 0 to enable...bitwise filter
67         flip_visual_attachments = False
68         replace_cylinder_with_capsule = False
69         fix_base_link = False
70
```

(3) 修改机器人的h1\_fix\_arm\_config.py中的init\_state类。对应修改机器人质心的初始位置pos，初始关节角度default\_joint\_angles。

```
h1_fix_arm_config.py x h1_fix_arm_env.py
No Python interpreter configured for the project

34 class H1_fix_arm_Cfg(LeggedRobotCfg):
88     class noise:
92         class noise_scales:
98             height_measurements = 0.1
99
100     class init_state(LeggedRobotCfg.init_state):
101         pos = [0.0, 0.0, 1.05]
102
103         default_joint_angles = { # = target angles [rad] when action = 0.0
104             'left_hip_yaw_joint': 0.0,
105             'left_hip_roll_joint': 0.,
106             'left_hip_pitch_joint': 0.,
107             'left_knee_joint': 0.2,
108             'left_ankle_joint': -0.2,
109
110             'right_hip_yaw_joint': -0.0,
111             'right_hip_roll_joint': -0.,
112             'right_hip_pitch_joint': 0,
113             'right_knee_joint': 0.2,
114             'right_ankle_joint': -0.2,
115         }
116
```

(4) 修改机器人的h1\_fix\_arm\_config.py中的control类。对应修改机器人的刚度(stiffness)和阻尼(damping)

```
h1_fix_arm_config.py x h1_fix_arm_env.py
No Python interpreter configured for the project

34 class H1_fix_arm_Cfg(LeggedRobotCfg):
100     class init_state(LeggedRobotCfg.init_state):
115         }
116
117     class control(LeggedRobotCfg.control):
118         # PD Drive parameters:
119         stiffness = {'hip_yaw': 200,
120                     'hip_roll': 200,
121                     'hip_pitch': 200,
122                     'knee': 300,
123                     'ankle': 40,
124                     'torso': 300,
125                     'shoulder': 100,
126                     'elbow': 100,
127                     } # [N*m/rad]
128         damping = { 'hip_yaw': 5,
129                    'hip_roll': 5,
130                    'hip_pitch': 5,
131                    'knee': 6,
132                    'ankle': 2,
133                    'torso': 6,
134                    'shoulder': 2,
135                    'elbow': 2,
136                    } # [N*m/rad] # [N*m*s/rad]
```

(5) 修改机器人的h1\_fix\_arm\_config.py中的rewards类。例如：修改max\_contact\_force改为450，修改min\_dist和max\_dist(两脚和两膝的距离)，base\_height\_target高度等。

```
h1_fix_arm_config.py x
No Python interpreter configured for the project

34 class H1_fix_arm_Cfg(LeggedRobotCfg):
177     class commands(LeggedRobotCfg.commands):
183         class ranges:
186             ang_vel_yaw = [-0.3, 0.3] # min max [rad/s]
187             heading = [-3.14, 3.14]
188
189     class rewards:
190         base_height_target = 1 #0.89
191         min_dist = 0.3 #0.2
192         max_dist = 0.6 #0.5
193         # put some settings here for LLM parameter tuning
194         target_joint_pos_scale = 0.2 #0.17 # rad
195         target_feet_height = 0.06 # m
196         cycle_time = 0.64 # sec
197         # if true negative total rewards are clipped at zero (avoids early termination problems)
198         only_positive_rewards = True
199         # tracking reward = exp(error*sigma)
200         tracking_sigma = 5
201         max_contact_force = 700 #700 # Forces above this value are penalized
```

(6) 修改h1\_fix\_arm\_config.py中的runner类，将experiment\_name改为H1\_ppo。

```
h1_fix_arm_config.py x h1_fix_arm_env.py
No Python interpreter configured for the project

243 class H1_fix_arm_CfgPP0(LeggedRobotCfgPP0):
252 class algorithm(LeggedRobotCfgPP0.algorithm):
255     num_learning_epochs = 2
256     gamma = 0.994
257     lam = 0.9
258     num_mini_batches = 4
259
260 class runner:
261     policy_class_name = 'ActorCritic'
262     algorithm_class_name = 'PP0'
263     num_steps_per_env = 60 # per iteration
264     max_iterations = 3001 # number of policy updates
265
266     # logging
267     save_interval = 100 # Please check for potential savings every 'save_interval' iterations.
268     experiment_name = 'H1_ppo'
269     run_name = ''
270     # Load and resume
271     resume = False
272     load_run = -1 # -1 = last run
273     checkpoint = -1 # -1 = last saved model
274     resume_path = None # updated from load_run and chkpt
```

(7) 修改h1\_fix\_arm\_config.py中的noise类，改变噪声大小。

```
h1_fix_arm_config.py x
No Python interpreter configured for the project

34 class H1_fix_arm_Cfg(LeggedRobotCfg):
71 class terrain(LeggedRobotCfg.terrain):
86     restitution = 0.
87
88 class noise:
89     add_noise = True
90     noise_level = 0.65 #0.6 # scales other values
91
92 class noise_scales:
93     dof_pos = 0.05 #0.05
94     dof_vel = 0.5 #0.5
95     ang_vel = 0.1 #0.1
96     lin_vel = 0.05 #0.05
97     quat = 0.05 #0.03
98     height_measurements = 0.1 #0.1
```

#### 四. 修改H1\_fix\_arm\_FreeEnv.py文件

(1) 得到参考关节轨迹



```

42 class H1_fix_arm_FreeEnv(LeggedRobot):
    1个用法
121     def compute_ref_state(self):
122         phase = self._get_phase()
123         # print("phase", phase)
124         sin_pos = torch.sin(2 * torch.pi * phase)
125         sin_pos_l = sin_pos.clone()
126         sin_pos_r = sin_pos.clone()
127         self.ref_dof_pos = torch.zeros_like(self.dof_pos)
128         scale_1 = self.cfg.rewards.target_joint_pos_scale
129         scale_2 = 2 * scale_1
130         # left swing
131         sin_pos_l[sin_pos_l > 0] = 0
132         sin_pos_l[torch.abs(sin_pos) < 0.1] = 0
133         #根据腿的比例调参，以及默认角度时，左右腿的角度若相同，则需要加负号（左右腿相反）
134         #H1与小星在膝关节以及腕关节的角度方向不同
135         self.ref_dof_pos[:, 2] = sin_pos_l * scale_1 + self.cfg.init_state.default_joint_angles["left_hip_pitch_joint"]
136         #print("self.ref_dof_pos[:, 2]", self.ref_dof_pos[:, 2])
137         self.ref_dof_pos[:, 3] = -sin_pos_l * scale_2 + self.cfg.init_state.default_joint_angles["left_knee_joint"]
138         self.ref_dof_pos[:, 4] = sin_pos_l * scale_1 + self.cfg.init_state.default_joint_angles["left_ankle_joint"]
139         # right
140         sin_pos_r[sin_pos_r < 0] = 0
141         sin_pos_r[torch.abs(sin_pos) < 0.1] = 0
142         self.ref_dof_pos[:, 7] = -sin_pos_r * scale_1 + self.cfg.init_state.default_joint_angles["right_hip_pitch_joint"]
143         #print("self.ref_dof_pos[:, 8]", self.ref_dof_pos[:, 8])
144         self.ref_dof_pos[:, 8] = sin_pos_r * scale_2 + self.cfg.init_state.default_joint_angles["right_knee_joint"]
145         self.ref_dof_pos[:, 9] = -sin_pos_r * scale_1 + self.cfg.init_state.default_joint_angles["right_ankle_joint"]


```

## (2) 根据状态空间修改对齐噪声维度

```

42 class H1_fix_arm_FreeEnv(LeggedRobot):
287     def compute_observations(self):
288         self.body_mass / 30., # 1
289         stance_mask, # 2
290         contact_mask, # 2
291         ), dim=-1)
292
293     obs_buf = torch.cat((
294         self.command_input, # 5 = 2D(sin cos) + 3D(vel_x
295         q, # 10D
296         dq, # 10D
297         self.actions, # 10D
298         self.base_ang_vel * self.obs_scales.ang_vel, # 3
299         self.base_euler_xyz * self.obs_scales.quat, # 3
300         ), dim=-1)

```



```

42 class H1_fix_arm_FreeEnv(LeggedRobot):
173     def get_noise_scale_vec(self, cfg):
174
175         Args:
176             cfg (Dict): Environment config file
177
178         Returns:
179             [torch.Tensor]: Vector of scales used to multiply a uniform distribution in
180             """
181
182         noise_vec = torch.zeros(
183             self.cfg.env.num_single_obs, device=self.device)
184         self.add_noise = self.cfg.noise.add_noise
185         noise_scales = self.cfg.noise.noise_scales
186         noise_vec[0: 5] = 0. # commands
187         noise_vec[5: 15] = noise_scales.dof_pos * self.obs_scales.dof_pos
188         noise_vec[15: 25] = noise_scales.dof_vel * self.obs_scales.dof_vel
189         noise_vec[25: 35] = 0. # previous actions
190         noise_vec[35: 38] = noise_scales.ang_vel * self.obs_scales.ang_vel # ang vel
191         noise_vec[38: 41] = noise_scales.quat * self.obs_scales.quat # euler x
192         return noise_vec

```

## (3) 设置self.default\_dof\_pos为机器人初始关节角度

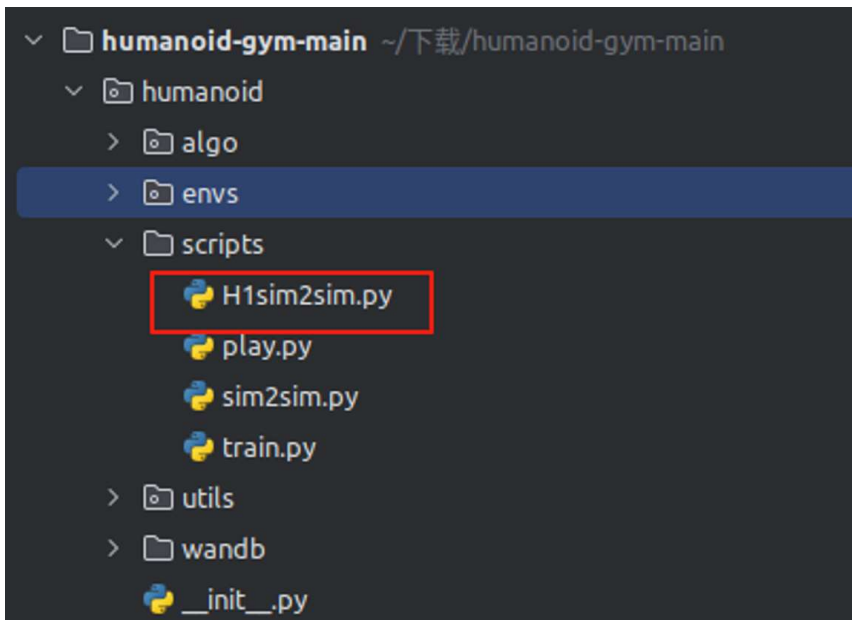
```

42 class H1_fix_arm_FreeEnv(LeggedRobot):
76     def __init__(self, cfg: LeggedRobotCfg, sim_params, physics_engine, sim_device, headless):
77         super().__init__(cfg, sim_params, physics_engine, sim_device, headless)
78         self.last_feet_z = 0.05
79         self.feet_height = torch.zeros((self.num_envs, 2), device=self.device)
80         self.reset_idx(torch.tensor(range(self.num_envs), device=self.device))
81         self.compute_observations()
82         self.default_dof_pos = torch.zeros(self.num_dof, dtype=torch.float, device=self.device, requires_grad=False)
83         # default_angle = np.zeros((cfg.env.num_actions), dtype=np.double)
84         self.default_dof_pos[0] = cfg.init_state.default_joint_angles["left_hip_yaw_joint"]
85         self.default_dof_pos[1] = cfg.init_state.default_joint_angles["left_hip_roll_joint"]
86         self.default_dof_pos[2] = cfg.init_state.default_joint_angles["left_hip_pitch_joint"]
87         self.default_dof_pos[3] = cfg.init_state.default_joint_angles["left_knee_joint"]
88         self.default_dof_pos[4] = cfg.init_state.default_joint_angles["left_ankle_joint"]
89         self.default_dof_pos[5] = cfg.init_state.default_joint_angles["right_hip_yaw_joint"]
90         self.default_dof_pos[6] = cfg.init_state.default_joint_angles["right_hip_roll_joint"]
91         self.default_dof_pos[7] = cfg.init_state.default_joint_angles["right_hip_pitch_joint"]
92         self.default_dof_pos[8] = cfg.init_state.default_joint_angles["right_knee_joint"]
93         self.default_dof_pos[9] = cfg.init_state.default_joint_angles["right_ankle_joint"]

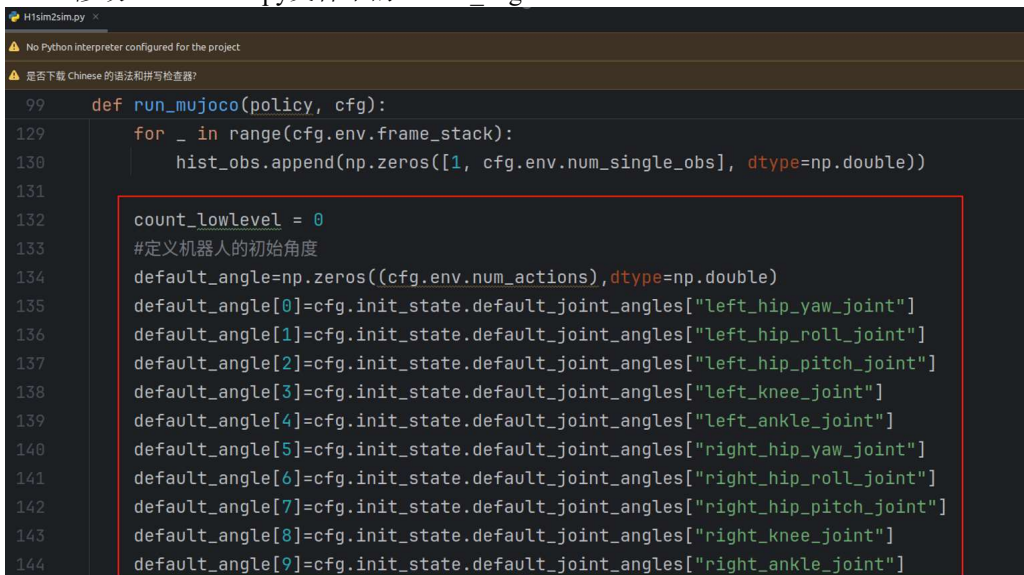
```

## 五. H1sim2sim

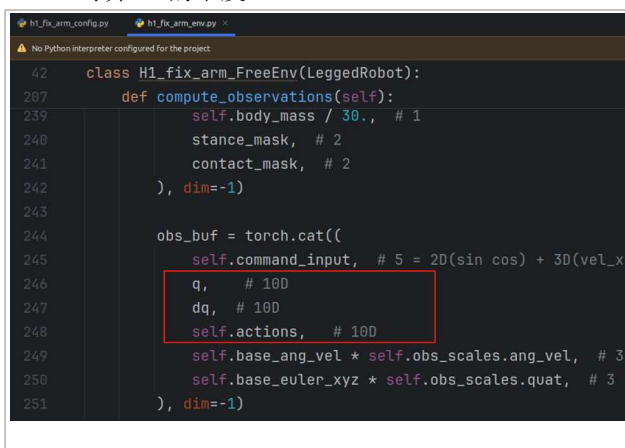
(1) 创建H1sim2sim.py文件，文件中代码复制于sim2sim.py



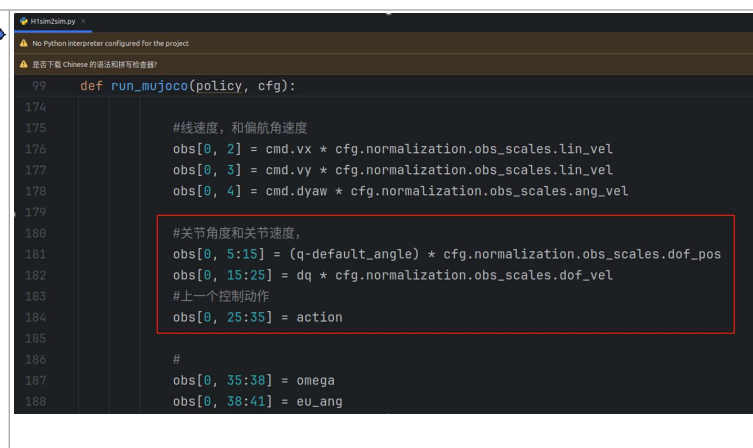
(2) 修改H1sim2sim.py文件中的default\_angle。



(3) 对齐obs的维度



根据  
状态  
空间  
维度  
进行  
修改



参考链接:

[https://www.bilibili.com/video/BV19r421T7M8/?spm\\_id\\_from=333.1391.0.0](https://www.bilibili.com/video/BV19r421T7M8/?spm_id_from=333.1391.0.0)



