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# **Real-Time Safe Bipedal Robot Navigation using Linear Discrete Control Barrier Functions**

AUTONOMOUS AND MOBILE ROBOTICS

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# 1 Introduction

Eugenio:

Humanoid robots are inherently underactuated thanks to unilateral ground contacts thus a strong coupling exists between path planning and gait control. A path is considered safe if the robot does not collide with any obstacle and its dynamics and physical limitations are respected. Due to the high complexity of humanoids, we cannot decouple path planning from motion control without taking into account the dynamics. We should solve gait optimization problems based on the robot's full order model or the reduced one. Due to computational complexity, reduced order models such the Linear Inverted Pendulum (LIP) are often employed. In our case, since Control Barrier Functions are employed to ensure safety in path planning, we will pre-compute heading angles and use approximated linear DCBFs. This is needed since we may have problems at computation level due to the non linearity of kinematics and path constraints.

Salvatore:

The term *humanoid* refers to a robot with structure and kinematics similar to a human body. It is designed for locomanipulation and represent the best choice to navigate and interact in an environment that is structured for humans.

Real-time safe navigation is a crucial task for humanoid robots in real-world applications. A path is considered safe if it does not collide with any obstacle while fulfilling the robot's dynamics and physical constraints. In order to carry out such complex task in real-time, path planning is usually decoupled from gait control, resulting in a significant reduction of the computational load.

The aim of this work is to implement the solution proposed by Peng et al. in "Real-Time Safe Bipedal Robot Navigation using Linear Discrete Control Barrier Functions", which consists in a unified safe path and gait planning framework to be executed in real-time. It models the humanoid's walking dynamics by a Linear Inverted Pendulum, and leverages Model Predictive Control and Control Barrier Functions to deliver a collision-free path while satisfying specific constraints.

In the following chapters, we will delve into the details of this approach, discuss the results, and propose some improvements.

## 2 LIP

Eugenio:

This reduced model assumes that during the motion the Center of Mass (CoM) will have a constant height  $H$ .

$$\dot{v}_x = \frac{g}{H}(p_x - f_x) \quad \dot{v}_y = \frac{g}{H}(p_y - f_y) \quad (1)$$

With  $(p_x, p_y)$  we denote the position of the CoM and with  $(v_x, v_y)$  its velocity with respect to the  $x$ -axis and  $y$ -axis. The stance foot position, which is the position in which both feet are in contact with the ground, is denoted with  $(f_x, f_y)$ .

Given the position  $(p_{x_k}, p_{y_k})$  and velocities  $(v_{x_k}, v_{y_k})$  of the CoM at the  $k$ -th step, the closed-form solutions of the step-to-step discrete dynamics can be written as follows

$$\begin{bmatrix} p_{x_{k+1}} \\ v_{x_{k+1}} \end{bmatrix} = A_d \begin{bmatrix} p_{x_k} \\ v_{x_k} \end{bmatrix} + B_d f_{x_k} \quad \begin{bmatrix} p_{y_{k+1}} \\ v_{y_{k+1}} \end{bmatrix} = A_d \begin{bmatrix} p_{y_k} \\ v_{y_k} \end{bmatrix} + B_d f_{y_k} \quad (2)$$

Where  $\beta = \sqrt{\frac{g}{H}}$  and the two matrices are:

$$A_d = \begin{bmatrix} \cosh(\beta T) & \frac{\sinh(\beta T)}{\beta} \\ \beta \sinh(\beta T) & \cosh(\beta T) \end{bmatrix} \quad B_d = \begin{bmatrix} 1 - \cosh(\beta T) & -\beta \sinh(\beta T) \end{bmatrix} \quad (3)$$

By defining the state of our system as  $x = [p_x, v_x, p_y, v_y, \theta]^T \in \mathbb{R}^5$  and the control input as  $u = [f_x, f_y, \omega]^T \in \mathbb{R}^3$ , where  $\theta$  is the heading angle and  $\omega$  is its turning rate, the step-to-step dynamics of the 3D-LIP model is written as follows:

$$x_{k+1} = A_L x_k + B_L u_k \quad (4)$$

Where the two matrices are defined as follows:

$$A_L = \begin{bmatrix} A_d & 0 & 0 \\ 0 & A_d & 0 \\ 0 & 0 & 1 \end{bmatrix} \quad B_L = \begin{bmatrix} B_d & 0 & 0 \\ 0 & B_d & 0 \\ 0 & 0 & T \end{bmatrix} \quad (5)$$

## 3 3D-LIP Model with Heading Angles

Salvatore:

If the full dynamic model of the humanoid is used to simulate its motion, it becomes computationally impossible to perform joint path and gait planning, due to its high dimensionality and non-linearity. Therefore, a simplifying model must be used. For this scope Peng et al. introduced the "3D-LIP Model with Heading Angle", which describes the discrete dynamics of the Center of Mass (CoM) similarly to the one of an inverted pendulum in three dimensions.

### 3.1 Local Robot Reference Frame

The state  $\mathbf{x}$  and the input  $\mathbf{u}$  of the dynamic model are defined as:

$$\mathbf{x} := \begin{bmatrix} p_x & v_x & p_y & v_y & \theta \end{bmatrix}^T \in X \subset \mathbb{R}^5,$$
$$\mathbf{u} := \begin{bmatrix} f_x & f_y & \omega \end{bmatrix}^T \in U \subset \mathbb{R}^3,$$

where  $(p_x, v_x)$  are the CoM position and linear translational velocity along the  $x$ -axis,  $f_x$  is the  $x$ -coordinate of the stance foot position (and analogously for the  $y$ -components),  $\theta$  and  $\omega$  are the humanoid's orientation and turning rate, respectively.  $X$  is the set of the allowed states, while  $U$  is the set of the admissible inputs.

Both the state and the input are expressed in the local coordinates of the robot. It means that  $(p_x, p_y)$  represents the position of the CoM in the reference frame (RF) that originates from the CoM position at the previous time step. The RF at the next time step will be rotated by an angle  $\theta$  around the  $z$ -axis with respect to the previous frame. The relation between the vectors in different reference frames is represented in Figure TODO.

The reference frame at time step 0 is considered the "inertial" or "global" frame. The transformation of the components of the state and of the input must be handled in different ways:

### 3.2 Model Definition

## 4 Conclusion

This is the conclusion.

## References

- [1] Ping Hsu, John Mauser, and Shankar Sastry. Dynamic control of redundant manipulators. *Journal of Robotic Systems*, 6(2):133–148, 1989.
- [2] Luigi Villani Giuseppe Oriolo Bruno Siciliano, Lorenzo Sciavicco. *Inverse Differential Kinematics*, chapter 3.5, pages 123–128. Springer, 2009.