# Note of Fast Runner

## Ken

## June, $2018^*$

# 1 About systems and methods

## 1.1 Requirements - system

- List of assumptions
- Capture the required parameters (i.e. how to normalize the systems)
  - Resonance
  - Nonlinear elastic components
    - \* a set of linear components for multiple modes?

#### •

## 1.2 Requirements - method

- Applicable to complex system (e.g. for the designed mechanism)
- Nondimensionlization (so that it can be used for robots with different scales)
- Stability analysis
- Robustness

#### 1.3 Remarks

- Impact does not cause velocity change on runner with massless leg!
- In SCS, to simulate massless leg, it is better to use only one body, and manipulate the relation between the contact point and the body in controller instead.

#### 1.4 ToDo

- Rearrange/updating references for fastRunner
- Check if the foot is sliding
- Check optimization tools ihmc have
  - parameter optimization tool using Gradient Decent or GA
- Ask Cris about the parameter range/selection

<sup>\*</sup>Last update: July 9, 2018

## 1.5 Questions

#### Direction

- Should I exclude the gyroscopic-based stabilization?
- Eigen values of linearized system, Poincare map analysis, anything else I should study for the stability analysis?
- The linkage between the control in simulation and mechanism design
  - Parameters
  - How to design a mechanism can emulate PD control?

#### General Utilities

- Any solver for nonlinear program IHMC used?
- Any trajectory optimization package IHMC used?
- Methods to get stable Reciprocating Spoked Runner?

#### Past simulations

• Why the abstract runner (in spoked runner project) can be stabilized in x direction?

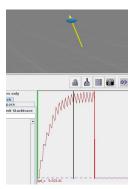
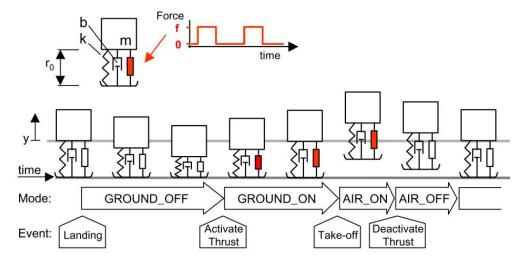


Figure 1: The Abstract Runner

- The simulation setup is really robust for a large set of initial conditions/throttle angles
- It turns out its because the added <u>wind resistance</u> dissipate a lot of energies.
- Methods to get stable Reciprocating Spoked Runner?
- What is the line private static final long serialVersionUID for?

# 2 Pitch Stability of an Vertically Open-loop Hopper

## 2.1 Jorge Cham's Dissertation - openloop control of 1DOF vertical hopper



**Figure 3-1.** The vertical hopping model used for analysis. The hopper's leg consists of a spring, a damper and a force element which is active according to a binary motor pattern. The figure shows a sample trajectory of the hopper, the different modes that it goes through, and the events that trigger the transitions between the modes.

Figure 2: The schematic of a 1 DOF hopper [11]

#### 2.1.1 Equation of motion

Using the model as shown in Fig. 2, during the stand phase (i.e.  $y \leq 0$ ), the equation of motion can be expressed as:

$$m\ddot{y} = -b\dot{y} + -ky - mq + f$$

where m is the mass, b is the damping, k is the stiffness, f is the control input. Normalized by weight, the equation becomes

$$\ddot{y} = -b/m\dot{y} + -k/my - g + f/m$$

Expressed in state space form:

$$\begin{bmatrix} \dot{y} \\ \ddot{y} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -k/m & -b/m \end{bmatrix} \begin{bmatrix} y \\ \dot{y} \end{bmatrix} + \begin{bmatrix} 0 \\ -g + f/m \end{bmatrix}$$
 (1)

or equivalently

$$\dot{X} = \begin{bmatrix} 0 & 1 \\ -\omega^2 & -2\xi\omega \end{bmatrix} X + \begin{bmatrix} 0 \\ -g + f_n(t) \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -k_p & -k_d \end{bmatrix} X + \begin{bmatrix} 0 \\ -g + f_n(t) \end{bmatrix}$$
 (2)

where  $X \triangleq [y, \dot{y}]^T$ . When the hopper is in the air (i.e. y > 0, flight phase),

$$\dot{X} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} X + \begin{bmatrix} 0 \\ -g \end{bmatrix} \tag{3}$$

Define the force of an open-loop motor pattern

$$f_n(t) = \begin{cases} f/m, & \text{if } t_{off} < t < t_{off} + t_{on}. \\ 0, & \text{otherwise.} \end{cases}$$
 (4)

## 2.2 Stability Analysis of an Open-loop Controlled Hopper with Discrete Pitch Angle Control

Use the state space of z motion form 2 with a simplified open-loop force input:

where

$$f_n(t) = \begin{cases} f_n \triangleq f/m, & \text{if } t_{flight} < t < t_{flight} + t_{contact}.\\ 0, & \text{otherwise.} \end{cases}$$
 (6)

To further simplify the problem, assuming  $f_n(t)$  is much more dominant than  $-kp_zz - kd_z\dot{z}$ -g so that:

Assumptions:

- $f_n(t)^1$  can induce stable vertical hopping motion.
- $t_0$  starts when the foot leaves the ground.
- $t_{flight} + t_{contact} = T$ ,  $t_{contact} = \alpha$ , and  $T > \alpha$

Then the pitch dynamics with feedback control can be expressed as:

$$\begin{bmatrix} \dot{\theta} \\ \ddot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} \theta \\ \dot{\theta} \end{bmatrix} + \begin{bmatrix} 0 \\ -f_n(t)m/I\Delta x \end{bmatrix}$$
 (8)

#### 2.2.1 Poincare Section

Denote the state at the  $n^{th}$  step Poincare section  $\theta_n$ ,  $\dot{\theta}_n$  (defined at the start of the flight phase). Then we can calculate the state at Poincare section at the  $n+1^{th}$  step:

$$\dot{\theta}_{n+1} = \dot{\theta}_n - \frac{f}{I} \Delta x t_{contact} 
\theta_{n_{touchDown}} = \theta_n + \dot{\theta}_n t_{flight} 
\dot{\theta}_{n_{touchDown}} = \dot{\theta}_n$$
(9)

$$\theta_{n+1} = \theta_n + \dot{\theta}_n t_{flight} + \dot{\theta}_n t_{contact} - \frac{1}{2} \frac{f}{I} \Delta x t_{contact}^2$$

$$= \theta_n + T \dot{\theta}_n - \frac{1}{2} \frac{f}{I} \alpha^2 \Delta x \tag{10}$$

## 2.2.2 Poincare Map of Pitch Dynamics with Proportional Control

By designing a proportional control such that  $\Delta x = k\phi_n$  and defining  $K = \frac{1}{2} \frac{f}{I} k$ , Eq. 9 and Eq.10 can be expressed as follows:

$$\theta_{n+1} = \theta_n - \alpha^2 K \theta_n + T \dot{\theta}_n$$
$$\dot{\theta}_{n+1} = \dot{\theta}_n - 2\alpha K \theta_n$$

<sup>&</sup>lt;sup>1</sup>Conceptually, the  $f_n(t)$  can be treated as a force applied from a nonlinear component which connects the massless leg to the body (so there is no velocity change happen at foot strike)

Arranged them in the state space equation, we can get a discrete map M (i.e. Poincare Map, with set of difference equations):

$$\begin{bmatrix} \theta_{n+1} \\ \dot{\theta}_{n+1} \end{bmatrix} = \begin{bmatrix} 1 - \alpha^2 K & T \\ -2\alpha K & 1 \end{bmatrix} \begin{bmatrix} \theta_n \\ \dot{\theta}_n \end{bmatrix} = M \begin{bmatrix} \theta_n \\ \dot{\theta}_n \end{bmatrix}$$
(11)

#### Eigen value analysis

To analyze the stability of the equation in 11, we need to check whether the eigen values of Poincare map M are within the unit cycle. Similar to the Rooth-Herwitz method for the continuous map, we can use Jury Stability Test (Ogata, 1985)<sup>2</sup>, which states that a discrete system of two dimensions with the characteristic equations P(z) of the form:

$$P(z) = a_0 z^2 + a_1 z + a_2$$

where  $a_0 > 0$ , is stable if the following conditions are all satisfied:

$$|a_2| < a_0$$

$$a_0 + a_1 + a_2 > 0$$

$$a_0 - a_1 + a_2 > 0$$

$$|(a_0 + a_2)(a_2 - a_0)| > |a_1(a_0 - a_1)|$$

For a Jacobian of the form

$$J = \begin{bmatrix} J_1 & J_2 \\ J_3 & J_4 \end{bmatrix}$$

The characteristics equation can be expressed as follows:

$$P(z) = z^2 - (J_1 + J_4)z + (J_1J_4 - J_2J_3)$$

Substituting into the stable conditions stated above,

$$|(J_1J_4 - J_2J_3)| < 1 \tag{12}$$

$$1 - (J_1 + J_4) + (J_1 J_4 - J_2 J_3) > 0 (13)$$

$$1 + (J_1 + J_4) + (J_1 J_4 - J_2 J_3) > 0 (14)$$

$$|(1 + (J_1J_4 - J_2J_3))((J_1J_4 - J_2J_3) - 1)| > |(J_1 + J_4)(1 + (J_1 + J_4))|$$
(15)

#### Check condition Eq.12:

First assuming  $1 - \alpha^2 K + 2T\alpha K > 0$ 

$$1 - \alpha^{2}K + 2T\alpha K < 1$$

$$\rightarrow -\alpha^{2}K + 2T\alpha K < 0$$

$$\rightarrow \alpha K(-\alpha + 2T) < 0$$

Since  $\alpha > 0$ , K > 0, and  $T > \alpha$ , the assumption cannot satisfy the condition. Next, assuming  $1 - \alpha^2 K + 2T\alpha K < 0$ :

$$1 - \alpha^{2}K + 2T\alpha K > -1$$

$$\rightarrow -1 + \alpha^{2}K - 2T\alpha K < 1$$

$$\rightarrow \alpha K(\alpha - 2T) < 2$$

<sup>&</sup>lt;sup>2</sup>contents quotated from [11]

Since  $T > \alpha$ , the condition can always be satisfied, as long as the following condition is satisfied:

$$(J_1J_4 - J_2J_3) = (1 - \alpha^2K + 2T\alpha K) < 0$$

Combine conditions above we can get a new inequality as follows:

$$-1 < (J_1 J_4 - J_2 J_3) = (1 - \alpha^2 K + 2T\alpha K) < 0$$
(16)

#### Check condition Eq.13:

$$1 - (1 - \alpha^2 K + 1) + (1 - \alpha^2 K + 2T\alpha K) > 0$$
  
  $\to 2T\alpha K > 0$ 

From the last inequality we can get the condition is always hold.

#### Check condition Eq.14:

$$1 + (1 - \alpha^2 K + 1) + (1 - \alpha^2 K + 2T\alpha K) > 0$$

$$\rightarrow 4 - 2\alpha^2 K + 2T\alpha K > 0$$

$$\rightarrow 4 + \alpha K(-2\alpha + 2T) > 0$$

From the last inequality we can get the condition is always hold.

#### Check condition Eq.15:

Based on Eq. 16, the left hand side of Eq. 15 can be rearranged as :

$$|(det(M) + 1)(det(M) - 1)| = |det(M)^2 - 1| = 1 - det(M)^2$$

From Eq. 13 and 14 we can got  $(J_1 + J_4) > 0$ , therefore the right hand side of Eq. 15 can be rearranged as:

$$|(J_1 + J_4)(J_1 + J_4 + 1)| = (J_1 + J_4)(J_1 + J_4 + 1)$$

Therefore the Eq. 15 can be expressed as follows:

$$1 - det(M)^2 > tr(M)(tr(M) + 1)$$

where  $det(M) = \prod_{i} \lambda_i = (J_1 J_4 - J_2 J_3)$  is the determinant of matrix M and  $tr(M) = \sum_{i} \lambda_i = (J_1 + J_4)$  is the trace of the matrix M.

#### To sum up

For the (Poincare) stability, the following conditions need to be satisfied:

$$-1 < \det(M) < 0 \tag{17}$$

$$0 < tr(M)(tr(M) + 1) < 1 - det(M)^{2}$$
(18)

where

$$det(M) = 1 - \alpha^{2}K + 2T\alpha K$$
$$tr(M) = 2 - \alpha^{2}K$$
$$K = \frac{1}{2}\frac{f_{n}}{I}k$$

#### Result

After check the sign of the det(M), it was found that det(M) always > 0:

$$1 - \alpha^2 K + 2T\alpha K = 1 + \alpha K(-\alpha + 2T) > 0$$

Therefore, it is concluded that proportional control with this system setup cannot stablize the pitch dynamics.

## 2.2.3 Poincare Map of Pitch Dynamics with PD Control

By designing a PD control such that  $\Delta x = k_p \theta_n + k_d \dot{\theta}_n$  and defining  $K = \frac{1}{2} \frac{f}{I} k_p$ ,  $C = \frac{1}{2} \frac{f}{I} k_d$ , Eq. 9 and Eq.10 can be expressed as follows:

$$\begin{aligned} \theta_{n+1} &= \theta_n - \alpha^2 K \theta_n + T \dot{\theta}_n - \alpha^2 C \dot{\theta}_n \\ \dot{\theta}_{n+1} &= \dot{\theta}_n - 2\alpha K \theta_n - 2\alpha C \dot{\theta}_n \end{aligned}$$

Arranged them in the state space equation, we can get a discrete map  $M_{pd}$ :

$$\begin{bmatrix} \theta_{n+1} \\ \dot{\theta}_{n+1} \end{bmatrix} = \begin{bmatrix} 1 - \alpha^2 K & T - \alpha^2 C \\ -2\alpha K & 1 - 2\alpha C \end{bmatrix} \begin{bmatrix} \theta_n \\ \dot{\theta}_n \end{bmatrix} = M_{pd} \begin{bmatrix} \theta_n \\ \dot{\theta}_n \end{bmatrix}$$
(19)

#### 2.2.4 Analytical Solution for Eq.7

Start from  $t_0$  (the beginning of the flight phase), assuming  $Z = [0, \dot{z}_0]^T$ , then we can get:

$$z(t_{flight}) = \dot{z}_0 t_{flight} - 1/2g t_{flight}^2 = 0$$
(20)

$$\dot{z}(t_{flight}) = \dot{z}_0 - gt_{flight} = -\dot{z}_0 \tag{21}$$

where a constraint for the  $\dot{z}_0$  can be derived:

$$\dot{z}_0 = 1/2gt_{flight} \tag{22}$$

(23)

Then we can derive the solution at the end of the touch down:

$$z(1) = -\dot{z}_0 t_{contact} + (f/m - g)t_{contact}^2 = 0$$
(24)

$$\dot{z}(1) = -\dot{z}_0 + (f/m - g)t_{contact} = \dot{z}_0 \tag{25}$$

where another constraint for the  $\dot{z}_0$  can be derived:

$$\dot{z}_0 = 1/2(f/m - g)t_{contact} \tag{26}$$

Period T, contact force f and  $t_{contact}$  are dependent From Eqs. 26 and 22 we can get

$$\begin{split} 1/2gt_{flight} &= 1/2(f/m-g)t_{contact} \\ &\rightarrow t_{flight} = (f/mg-1)t_{contact} \\ &\rightarrow t_{flight} + t_{contact} = T = (f/mg)t_{contact} \end{split}$$

# 2.3 Stability Analysis of an Open-loop Controlled Hopper with Continuous Pitch Angle Control

Consider the case that  $\Delta x = k\theta(t)$  or  $\Delta x = k_p\theta(t) + k_d\dot{\theta}(t)$ , then the pitch angle will be controlled continuously in the stance phase. The flight phase remained the same as there is no ground reaction force can act on the body:

$$\dot{X} = \begin{bmatrix} \dot{\theta} \\ \ddot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} \theta \\ \dot{\theta} \end{bmatrix} \tag{27}$$

#### 2.3.1 Poincare map of Hopper with Continuous Proportional Control

Assuming  $\Delta x = k\theta(t)$ , then the system dynamic in the stance phase becomes:

$$\dot{X} = \begin{bmatrix} \dot{\theta} \\ \ddot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -k\frac{f}{I} & 0 \end{bmatrix} X \triangleq \begin{bmatrix} 0 & 1 \\ -2K & 0 \end{bmatrix} X = AX \tag{28}$$

where  $K = \frac{1}{2} \frac{f}{I} k$ . Again denoting the state at the  $n^{th}$  step Poincare section  $\theta_n, \dot{\theta}_n$  (defined at the start of the flight phase). Then we can first calculate the touchdown state at  $n_{th}$  step:

$$\theta_{n_{TD}} = \theta_n + \dot{\theta}_n t_{flight}$$

$$\dot{\theta}_{n_{TD}} = \dot{\theta}_n$$

Next, assuming the contact time is exactly  $t_{contact} = \alpha$  (e.g. no perturbation in z direction), then the  $X_{n+1} = [\theta_{n+1}, \dot{\theta}_{n+1}]^T$  can be expressed with  $X_{n_{TD}} = [\theta_{n_{TD}}, \dot{\theta}_{n_{TD}}]^T$ :

$$X_{n+1} = e^{A\alpha}(X_{nTD} - X_{eq}) + X_{eq}$$
 (29)

$$=e^{A\alpha} \begin{pmatrix} 1 & (T-\alpha) \\ 0 & 1 \end{pmatrix} X_n - X_{eq} + X_{eq}$$
(30)

where  $X_{eq} = [0, 0]^T$  is the equilibrium point of Eq. 28. Therefore, we can get the Poincare map in this case is:

$$M = e^{A\alpha} \begin{pmatrix} 1 & (T - \alpha) \\ 0 & 1 \end{pmatrix}$$
 (31)

#### 2.3.2 Poincare Map of Hopper with Continuous PD Control

Assuming  $\Delta x = k_p \theta(t) + k_d \dot{\theta}(t)$ , then the system dynamic in the stance phase becomes:

$$\dot{X} = \begin{bmatrix} \dot{\theta} \\ \ddot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -k_p \frac{f}{I} & -k_d \frac{f}{I} \end{bmatrix} X \triangleq \begin{bmatrix} 0 & 1 \\ -2K & -2C \end{bmatrix} X = AX \tag{32}$$

$$M_{pd} = e^{A\alpha} \begin{pmatrix} 1 & (T - \alpha) \\ 0 & 1 \end{pmatrix}$$
(33)

## 2.3.3 General Solution of Poincare Map of Hybrid Linear Systems

$$\dot{Z} = AZ + B \tag{34}$$

where **A** is invertible. If the mode transistion is time-based, then we can augment the state of the system with t:

$$\dot{X} = \begin{bmatrix} \dot{t} \\ \dot{Z} \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & A \end{bmatrix} X + \begin{bmatrix} 1 \\ B \end{bmatrix} \tag{35}$$

where  $X = [t, Z]^T$ . Assuming the mode trasition happened under the following condition:

$$e^T X = 0 (36)$$

and takes time  $\Delta t$  from  $X_n$  to  $X_{n+1}$ , then the Poincare map (Jacobian matrix) can be expressed as:

$$\frac{\partial X_{n+1}}{\partial X_n} = -\dot{X}_{n+1} (e^T \dot{X}_{n+1})^{-1} e^T \begin{bmatrix} 1 & 0 \\ 0 & e^{A\Delta t} \end{bmatrix} + \begin{bmatrix} 1 & 0 \\ 0 & e^{A\Delta t} \end{bmatrix}$$
(37)

## 3 Simulations

## 3.1 1 DOF Vertical Hopper with Open-loop Control[11]

#### System Setup

- Body mass m=1 kg with massless leg, l=1 m.
- Spring parameters:  $\omega_n = 30 \text{ rad/s}, \, \xi = 0.15 \text{ (or equivalently, } kp = 900, kd = 9)$
- Static initial condition, COM height = 1.3 m (foot to ground = 0.3 m)
- Open-loop external force:

$$f_n(t) = \begin{cases} f_n \in \mathbb{C}, & \text{if } t \in t_{on}. \\ 0, & \text{otherwise.} \end{cases}$$

•  $t_{on}$ : The duration of actuator activation, starts when the spring reaches the maximum compression, ends when the contact point leave the ground.

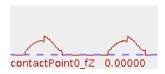


Figure 3: Ground reaction force when  $f_n = 10 \text{ N}$ 

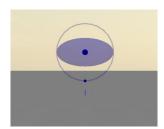


Figure 4: The vertical hopper, the blue dot at the bottom is the contact point of the massless leg.

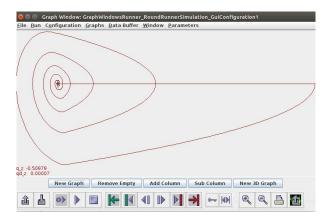


Figure 5: Phase portrait (stable spiral) of f=1 N, period 0 sec

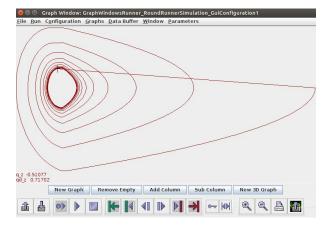


Figure 6: Phase portrait (stable limit cycle) of f=10 N, period 0.27sec, (closer to the damped natural period  $\approx 0.3295$  sec)

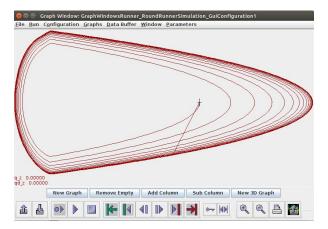


Figure 7: Phase portrait (stable limit cycle) of f = 50 N, period 0.859 sec

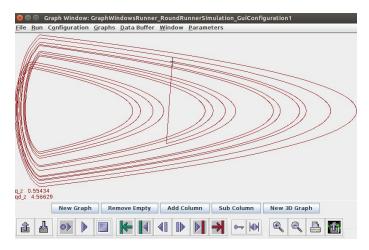


Figure 8: Phase portrait of f = 100 N, no stable limit cycle evolved (might be bifurcation).

## Plan

• Go through and reuse the Poincare analysis in spokedRunner package.

• Could be a good case for me to learn how to use parameterOptimizer (or other constrained nonlienar program solver) to get IC/parameters for a stable/optimal gait.

# 3.2 Abstract Runner with Open-loop Normal Force and Closed-loop Pitch Angle Control

#### System Setup

- Body mass m = 10,  $I_{yy} = 10$  with massless leg, l = 1.
- Reuse the vertical hopper above, change the initial condition to  $\theta = 0.2$
- No force applied in the x direction,  $\dot{x}_0$  can be 0 (hopper) or a constant (runner).
- Similar to the abstract runner (Fig. 9), enforces the on/off timing of ground reaction force  $f_n(t)$ :

$$f_n(t) = \begin{cases} (f_n + u)|f_n \in \mathbb{C}, & \text{if } t \in t_{on}. \\ 0, & \text{otherwise.} \end{cases}$$

where  $f_n = \alpha * mg$ ,  $\alpha \in \mathbb{C}$ , u is the force from PD control,  $kp_z = 80, kd_z = 6$ .  $kp_{pitch} = 80, kd_{pitch} = 6$ 

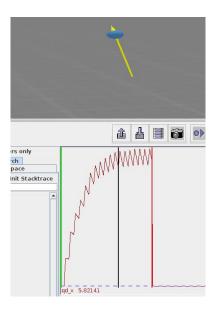


Figure 9: The Abstract Runner

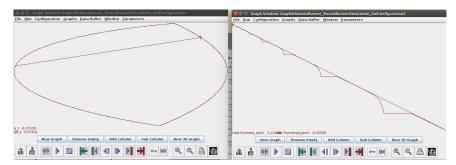


Figure 10: The phase portrait of the abstract runner: phase portrait (left) of body z movement  $[q_-z, qd_-z]^T$  and the pitch motion (right, the movement is converging to the origin in the upper-left corner).

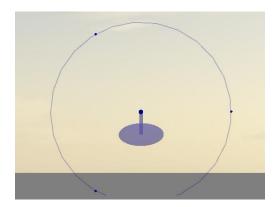
#### Plan

• Link it to the Math from Jerry's note (analysis of a linear Poincare map) to get the boundaries of stable parameters.

## 3.3 Spoked Runner with Massless Legs

#### System Setup

- m = 15,  $I_{yy} = 10$ , l = 4,  $r_{penetration} = 0.3$  (the distance the virtual wheel penetrate into the ground)
- Adjustable spoke leg number
- Fixed rotation rate w.r.t inertial frame
- Setup of contact force: PD control
  - w.r.t to world frame
  - w.r.t to inertial frame (virtual pivot point)
- Assuming no friction (Could be an bad idea?)



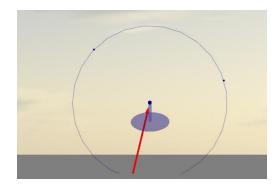


Figure 11: The Spoked Runner with three legs

#### Plan

- Smoothly change the leg length, or the rotational speed of the virtual wheel, and observe the system response.
- Learn how to use GUI for parameter adjustment with SCS.

# 4 Code implementation

## 4.1 Modeling and Parameters

Main idea: a virtual wheel (as the massless leg) with radius  $r_{wheel}$  penetrate the ground for a distance  $r_{pen}$  where a external force point pe is attached on it. A body (with mass m and inertia Iyy) is attached to the center of wheel. Using PD control to interpret contact force when  $p_e$  is under the ground.

## 06/07 First prototype (Not used now)

- Joint numbers: 2
- Joint types: Floating planer joint for virtual wheel and pin joint for the body link.
- Contact point type: External force point
- Virtual wheel rotation: set proper initial condition for virtual wheel (also need a large inertia to make it nearly constant).

Contact force: Assuming the ground height is 0,

$$F_z = kp(0 - pe_z) + kd(0 - ve_z)$$
(38)

$$\phi = atan2(pe_x, r_{wheel} - pe_z) \tag{39}$$

$$F_x = F_z tan(\phi) \tag{40}$$

where ve is the velocity vector of the contact point pe, kp and kd are the PD control parameters.  $F_x$  is calculated so that the vector of ground reaction force  $[F_x, F_y, F_z]^T$  will point towards the virtual pivot (the center of the virtual wheel).

#### Assessments:

- Need to set a non-zero inertia of massless virtual wheel (for numerical stability), otherwise the simulation will diverge.
- The inertia of virtual wheel need to be a large one for constant rotational speed.
- Suggestions: remove the massless link, attach the external force point to the body and change its position in the controller every time step.

#### 06/08 Round Runner

- Joint numbers: 1
- Joint types: Floating planer joint for the body link.
- Contact point type: External force point
- Virtual wheel rotation: Assigning the external force point location with respect to the joint in an open loop manner.
- Contact force: Assuming the ground height is 0,

$$F_z = kp(0 - pe_z) + kd(0 - ve_z) \tag{41}$$

$$\phi = atan2(pe_x, r_{wheel} - pe_z) \tag{42}$$

$$F_x = F_z tan(\phi) \tag{43}$$

where ve is the velocity vector of the contact point pe, kp and kd are the PD control parameters.  $F_x$  is calculated so that the vector of ground reaction force  $[F_x, F_y, F_z]^T$  will point towards the virtual pivot (the center of the virtual wheel).

#### Assessments:

- The ground reaction force looks better, while the energy is not balanced (after a while it will move towards the negative x direction)
- The inertia of virtual wheel need to be a large one for constant rotational speed.
- Suggestions: Use the ground contact point (instead of external force point) to see how it goes.

#### 06/11 Round Runner(with Ground Contact Point)

- Joint numbers: 1
- Joint types: Floating planer joint for the body link.
- Contact point type: Ground contact point, linear contact model<sup>1</sup>
- Virtual wheel rotation: Assigning the external force point location with respect to the joint in an open loop manner.
- Contact point number Parameterized, currently set to 3-6 points.
- Contact force: using built-in functionalities, only assigning the kp, kd (PD parameters in the z direction),  $kp_x$ , and  $kd_x$  (PD parameters in the x/y directions).

#### Assessments:

- Was able to generate a stable walking. Contact point has sliding.
- Due to setting up stiffness and damping for x and z separately, the force is not always point towards the virtual pivot.

## 06/12 Round Runner(with External Contact Point Point)

- Implement the same one as 06/11, but replace the ground contact point to the external one (because it is more complex for ground contact point to adjust stiffness/damping as parameters.)
- implement the linear ground contact model basically.

#### 06/13 Round Runner

- Parameterize contact point numbers
- Adding enum for switching between different setup: contact point type and the corresponding ground reaction force calculation: (w.r.t to the world frame or inertia frame.)

#### 06/16 Round Runner (vertical hopper)

- Adding vertical hopper with open-loop force control
- Playing with open-loop force magnitudes for different stability conditions

 $<sup>^1</sup>$ Disable the hardening stiffness in z direction by setting groundStiffeningLength to Double.NEGATIVE\_INFINITY

# 5 Info might be useful

## 5.1 Going through references

- 1. Compare different terrestiral locomotions: Some parameters of the walk are not speed-dependent. The swing duration is a constant time parameter [1].
- 2. Trunk plays an important role during walking (birds) [2].
- 3. The use of these drives (Resonance drives, with adaptive control) allows increasing machine's quickness several times and decreasing energy expenses simultaneously 10-50 times [3].
- 4. Light weight leg (ostrich vs. moa) can run faster[5]. Also a famous allometric equation:

$$Y = M^{3/4} \tag{44}$$

where M is the body mass, Y is the metabolic rate.

- 5. Human's walking may not be really self-optimized: the preferred speed maybe different from the energetically optimal speed[8].
- 6. It is concluded that the most important adjustment to the bodys spring system to accommodate higher stride frequencies is that leg spring becomes stiffer [19].
- 7. magic equations for imd force (ostrich) [26]
- 8. gait frequency was reported to be highly correlated with the resonant frequency of the mass-spring model [30]
- 9. WABIAN, why you are here? [31]

## 5.2 Categories

- 1. Nonlinear oscillators/components [3, 6, 9, 10, 12, 28, 39];
- 2. zoology, biomechanics of animals: [1, 2, 4, 5, 16]
- 3. Bio-inspired robots: [7, 32]
- 4. Reference I should read: [11, 15, 27, 28]
- 5. Article not found (or not free)[4].
- 6. Robots in 3D: [13]
- 7. Stability analysis (Monocycle, linearized system) [14] (Limit cycle) [11, 27] dimensionless [41]
- 8. Biology/Anatomical structure [17, 20]
- 9. Light weight fast robot [18, 25]
- 10. take a look again [21]
- 11. mechanism design of robot [22]
- 12. quadruped reference [23] MIT Cheetah[37]
- 13. human energy cost, resonance usage [24, 8, 38, 40]
- 14. walking parameterization [29, 21, 42]
- 15. human-animal differences [15]
- 16. open-loop robot [33], passive robot [35, 34, 36]

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