

# Implementing adhesion for NeuroMechFly – Neuromechanical model of Drosophila Melanogaster

Bachelor Project Final Presentation by:

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### Introduction

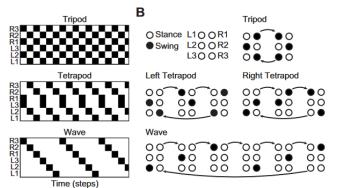
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- Aim: Set the groundworks for adhesion in simulating D. Melanogaster to bring the model closer to reality using MuJoCo
  - Add adhesion to the model
  - Study relationship contact forces with adhesion
  - Test different adhesion rules to allow walking with adhesion

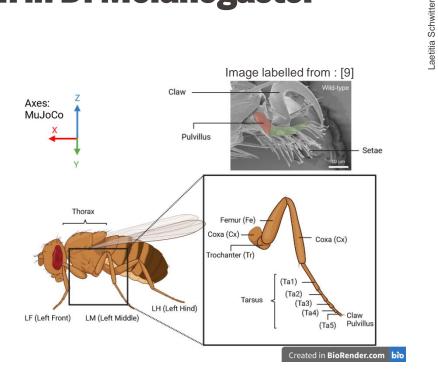


## **State of the art – Adhesion in D. Melanogaster**

- Adhesive Structures:
  - Claw: for rough ground
  - Pulvillus (Setae): for climbing
- Experiments with adhesion [2]:
  - Increasing speed (continuous gait changes):
    - Slow wave -> Tetrapod -> Tripod gait [2,3]
  - · Stance duration affects walking speed
- Experiments without adhesion:
  - Covering only pretarsus [3]:
    - A-typical Bipod gait
  - Shorter setae [9]:
    - Cannot climb but can still walk



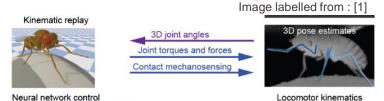


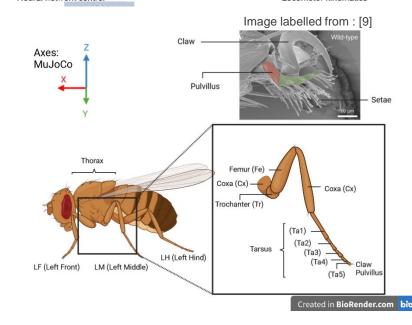




## **State of the art – Simulation of D. Melanogaster**

- NMF does not include Pretarsus [6]
- Existing Joint angle data:
  - Tethered Fly walking on ball
- MuJoCo:
  - Adhesion actuators applied on « bodies »
  - Adhesion forces are added linearly to the normal component of the contact [4]
- FlyGym [7]:
  - For reinforcement learning:
    - At each timestep : action fed into nmf.step() function
- Scaling units:
  - Gravity scaled by 1E5:  $(0,0,-9.81E5)[\frac{m}{c^2}]$
  - Mass and time unchanged (1kg = 1kg, 1s =
  - Length scaled by  $1^{E}$ 6 (1m = 1um in reality)
  - Therefore the scaling is not consitent



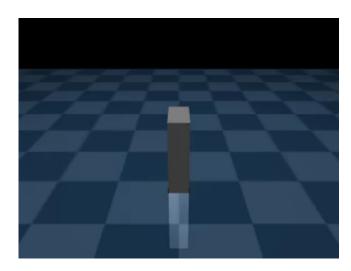


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- Part 1: Adhesion on a simple block
- Part 2.1: Static Fly: adhesion on FlyGym
  - Add adhesion actuators on Tarsi 5
  - Gain grid search : Single Leg adhesion
    - Aim: Find gain at which a single leg adheres to ground at inverted gravity
  - Study Contact forces vs Adhesion:
    - Aim: Study reactability of the simulation to the addition of the contact forces
- Part 2.2: Walking Fly: adhesion on FlyGym
  - Definition adhesion rules
  - Adhesion vector calculations versions:
    - Prerun adhesion: simple method
    - · Prerun adhesion: iterative method
    - Dynamic adhesion

# **Part 1: Adhesion on simple block**

- Learn how to add adhesion actuators in XML file and during initialization
- Access / change gravity
- Change adhesion control value



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# Part 2.1: Static Fly: adhesion on FlyGym

- Gain grid search : Single Leg adhesion
  - Inverted gravity
  - Asymmetric initial pose

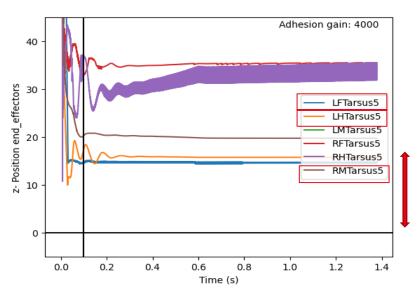
Leg	Critical Gain
LF Tarsus 5	1930
LM Tarsus 5	3373
LH Tarsus 5	3364
RF Tarsus 5	2264
RM Tarsus 5	2078
RH Tarsus 5	4016



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# Part 2.1: Static Fly: adhesion on FlyGym

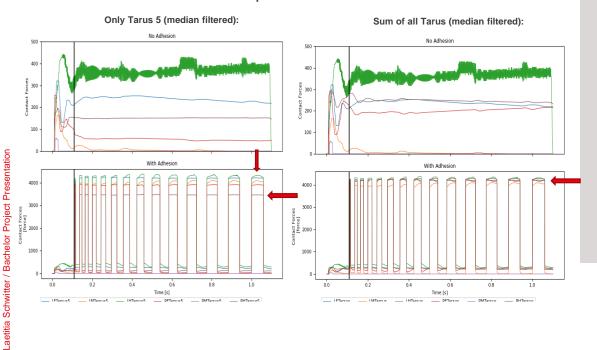
- Dichotomous gain grid search : Single Leg adhesion
  - Validate by adding adhesion to LF, LH, and RM Tarsus 5 (Tripod)
    - · Legs dont pierce the floor
    - · Legs dont fly away



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  - Study Contact forces vs Adhesion:
    - Aim: Study reactability of the simulation to the addition of the contact forces
- Part 2.2: Walking Fly: adhesion on FlyGym
  - · Definition adhesion rules
  - · Adhesion vector calculations versions:
    - Prerun adhesion: simple method
    - Prerun adhesion: iterative method
    - Dynamic adhesion

### Part 2.1: Static Fly: adhesion on FlyGym

- Study Contact forces vs Adhesion:
  - Aim: Study reactability of the simulation to the addition of the contact forces
  - Linear relationship



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- Part 2.2: Walking Fly: adhesion on FlyGym
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  - Adhesion vector calculations versions:
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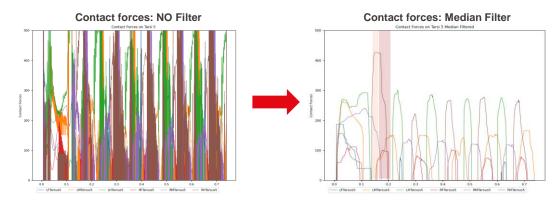
# Part 2.2: Walking Fly: adhesion on FlyGym

Adhesion rules to calculate adhesion vectors

$$1. \quad \frac{dF_{contact}}{dt} \ge 0$$

$$2. \quad \frac{dF_{contact}}{dt} > 0$$

NB: Are applied on smoothed contact forces Window size for the filter: 501 timesteps



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    - Prerun adhesion: simple method
    - Prerun adhesion: iterative method
    - Dynamic adhesion

### **EPFL**

### Part 2.2: Walking Fly: adhesion on FlyGym

Adhesion vector calculations versions: N adhesion strengths are tested

The adhesion strength increases with each simulation

Median filter window size: 501

Prerun adhesion: simple method

Step 1: Run without adhesion: calculate adhesion vector

**Step 2:** Run all N simulations using that adhesion vector from step 1)

Prerun adhesion: iterative method

Step 1: Run without adhesion: calculate adhesion vector

**Step 2\*:** Run N-simulations that each use the adhesion vector from the N-1 simulation.

Dynamic adhesion:

**Step 1:** Calculate the adhesion vector by filtering the contact forces during the simulation.

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    - Dynamic adhesion



# Part 2.2: Walking Fly: adhesion on FlyGym

Reference distance:

distance without adhesion: 4436

Vector Calculation Method	AdhesionRule	Gravity	How many fell?	Did it fly away?	Max. Distance [length]	Gain (of max distance)
Simple	>	Normal	1/8	-	4396	2290
Simple	>=	Normal	5/8	-	4438.1	400
Iterative	>	Normal	2/8	-	(5370) 4356	(400) 3236
Iterative	>=	Normal	5/8	-	768	400
Simple AND Iterative	>= AND >	Inverted	-	ALL	-	-
InLine	>	Normal	7/10	-	2277.6	400
InLine	>=	Normal	9/10	-	2277.6	400
InLine	>= AND >	Inverted	-	ALL	-	-



### **General Conclusion**

- Relationship of contact forces and adhesion is linear, but requires stabilization period
- The « > » adhesion rule works best
- No flies were able to walk with inverted gravity but finetuning the iterative method might be a good idea

# **Further Interesting Approaches**

- Improve data set for walking on ground
- Use the sum of all contact forces of the tarsi instead of only forces on tarsus 5
- Finetune filtering: windowsize, different filters (median, mean, etc.)
- Study contact forces for the different adhesion vector methods
- Adapt gains of single legs with respect to the distance of the center of gravity
- Possible Adhesion Rules:
  - ON: when a threshold in contact forces is attained



### **Gantt Chart - Until week 6**

MuJoCo

Project Modification

							_
Project Start Date:	F	eb		IV	lar		
Bachelor Project: Implement adhesion forces in a neuromechanical model							
of adult Drosophila melanogaster	20-Feb	27-Feb	06-Mar	13-Mar	20-Mar	27-M	lar
Activity Status	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEE	К 6
Project <mark>In progress</mark>							3
SetUp/ Administration Completed							midterm
Literature introduction Completed							
Install Softwares Completed							presentation 2) March
Part 1: Tune parameters for Ball locomotion In progress							00
Verify correct 3D collision implementation in MuJoCo In progress							raci
Contacts tuning in MuJoCo for both floor and ball surface In progress							9
Identify how to trace specific positions on the ball and leg in MuJoCo for calculations In progress							1
Identify necessary ball and fly parameters in PyBullet and how they can be accessed In progress							T d
Part 2: SetUp Adhesion Forces Not started	1						=
Research on adhesion/ friction forces In progress							
Create a theoretical model for Adhesion forces specific to D. Melanogaster Not started	1						1
Implement model in code (Adhesion On/ Off switch) Not started							
Part 3: Validate Adhesion Forces Not started							
Compare ball displacement in the simulation and in the real fly Not started	ī		•				
Adjust Adhesion Forces / Parameters, possibly go back to task #12 Not started							1
Part 4: Presentation / Report Not started	ī		•				
Write-up Report Not started							1
Prepare Presentation Not started		•					

# **Gantt Chart**

### Start FlyGym



Project Start Date:			Apr				May					Jun	
Bachelor Project: Implement adhesion forces in a neuromechanical model													
of adult Drosophila melanogaster		03-Apr	17-Apr	24-Apr	01-May	08-May	15-May	22-May	29-May	05-Jun	12-Jun	19-Jun	26-Jun
Activity	Status	WEEK 7	WEEK 8	WEEK 9	WEEK 10	WEEK 11	WEEK 12	WEEK 13	WEEK 14	WEEK 15	WEEK 1	WEEK 17	WEEK 18
Project	In progress										Final		Final
SetUp/ Administration	Completed												aP
Literature introduction	Completed										Rep		res
Install Softwares	Completed										port		ent
Part 1: Tune parameters for Ball locomotion	In progress										16		ntation
Verify correct 3D collision implementation in MuJoCo	In progress										June		on 30
Contacts tuning in MuJoCo for both floor and ball surface	In progress												
Identify how to trace specific positions on the ball and leg in MuJoCo for calculations	In progress												June
Identify necessary ball and fly parameters in PyBullet and how they can be accessed	In progress												
Part 2: SetUp Adhesion Forces	Not started												
Research on adhesion/ friction forces	In progress												
Create a theoretical model for Adhesion forces specific to D. Melanogaster	Not started												
Implement model in code (Adhesion On/ Off switch)	Not started												
Part 3: Validate Adhesion Forces	Not started												
Compare ball displacement in the simulation and in the real fly	Not started												
Adjust Adhesion Forces / Parameters, possibly go back to task #12	Not started												
Part 4: Presentation / Report	Not started												
Write-up Report	Not started												
Prepare Presentation	Not started												



# **Jupyter Notebooks**

- BrickOnCeiling.ipynb: Case 1: Adding an adhesion actuator to an XML file. Modify it during the simulation. Case 2: Add adhesion actuator during initialization. Modify it during the simulation. Furthermore find out how to access and modify gravity during the simulation.
- mujoco\_singleleg\_grid.ipynb: Perform grid search to find maximal gain value necessary for a single leg to adhere to the ceiling.
- mujoco\_contact\_forces.ipynb: Analyze the relationship between contact forces and adhesion on a static nonsymmetric fly. The contact forces are filtered with a median filter.
- loop\_single\_step.ipynb: Use the single step data to create a walking fly that
  uses a tripod gait for a specified number of steps. Methods to amplify specific
  angle motion as well as a method to custom generate the number of steps in
  the simulation wanted.
- loop\_single\_step\_bipod.ipynb: Use the single step data to create a walking fly that uses a bipod gait for a specified number of steps
- mujoco\_prerun\_adhesion.ipynb: Offline calculation of adhesion. Computes
  the derivative of the contact forces of each Tarsus5 / the sum of all Tarsi before
  any adhesion. Then reruns the simulation once adhesion is applied. Adhesion
  is on when the derivative is positive or positive and equal.
- mujoco\_prerun\_adhesion\_copy.ipynb: Allows to do the grid search for prerun adhesion.



### References

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