





Offline Gait Synthesis using Whole-Body Dynamics

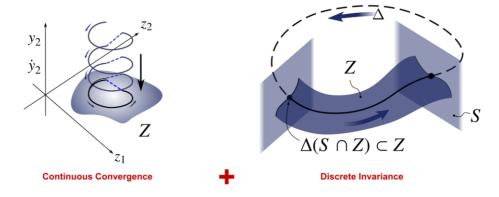






#### Offline Gait Synthesis using Whole-Body Dynamics

Hybrid Zero Dynamics (HZD)



Feedback Control of Dynamic Bipedal Robot Locomotion, Eric R. Westervelt, 2007

• Find periodic trajectory of actuated outputs  $y_d(q, \alpha)$  s.t. unactuated DoF exhibit stable periodic behavior

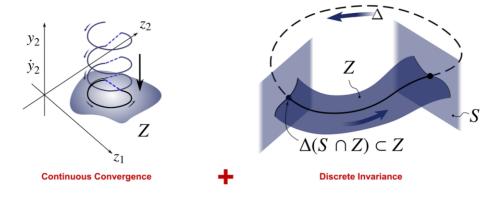






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#### **Precomputed Stable Periodic Trajectories**

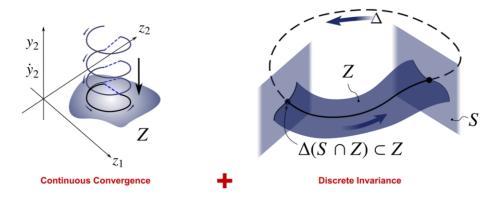






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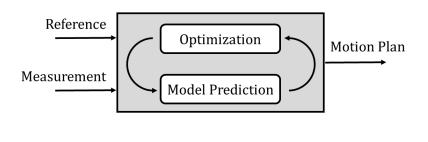


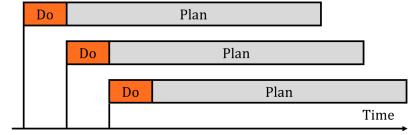
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#### **Precomputed Stable Periodic Trajectories**

#### **Online Gait Synthesis using MPC**





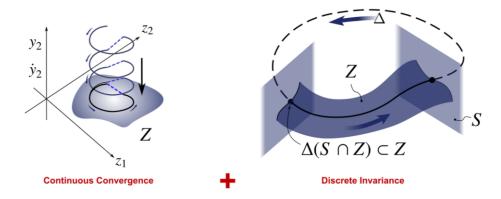






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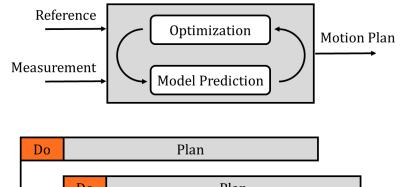


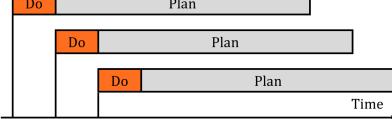
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**Precomputed Stable Periodic Trajectories** 

#### **Online Gait Synthesis using MPC**





S-LIP Model, Centroidal Dynamics

A Unified MPC Framework for Whole-Body Dynamic Locomotion and Manipulation, Jean-Pierre Sleiman, 2021

#### **Simplified/Reduced Model Dynamics**













### **Whole-Body Nonlinear MPC**







### **Whole-Body Nonlinear MPC**

Reduced computational cost via HZD Reference & Terminal







### **Whole-Body Nonlinear MPC**

Reduced computational cost via HZD Reference & Terminal

**Experimental validation on planar biped AMBER-3M** 





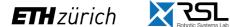








- $x = (q_b, q_j, \dot{q}_b, \dot{q}_j)^T$
- $u = (\lambda_c, \ddot{q}_j)$   $\dot{x} = (\dot{q}_b, \dot{q}_j, \ddot{q}_b, \ddot{q}_j)^T$







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- Dynamics Formulation via Euler Lagrange

$$D(q) \ddot{q} + C(q, \dot{q}) \dot{q} = B \tau + J_c^T(q) \lambda_c$$







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#### **Exclude inverse dynamics from MPC prediciton**

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Recover torques via inverse dynamics

$$\tau = J_c^T F_c - D \ddot{q} - C \dot{q} - G$$







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Focus computation on unactuated DoF







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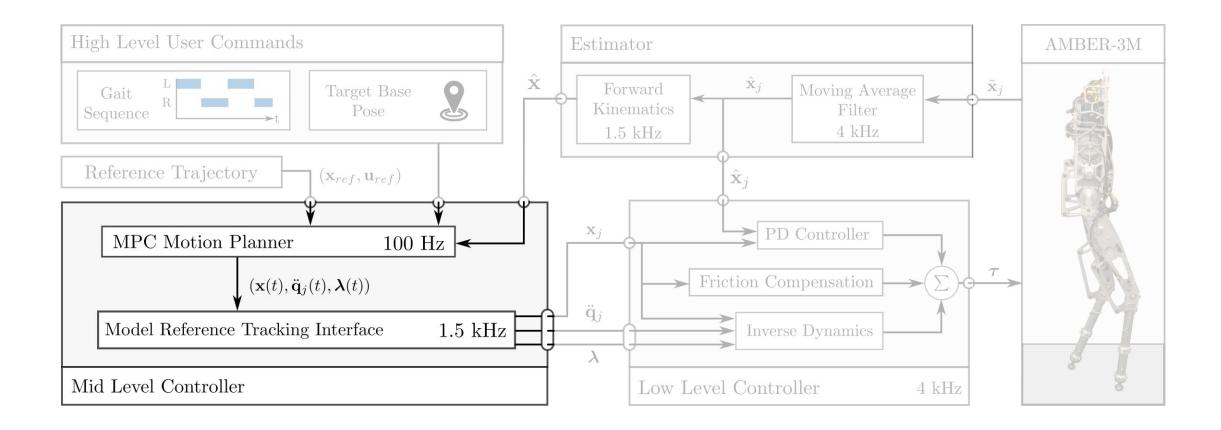


**→** Whole-Body nonlinear dynamics/constraints





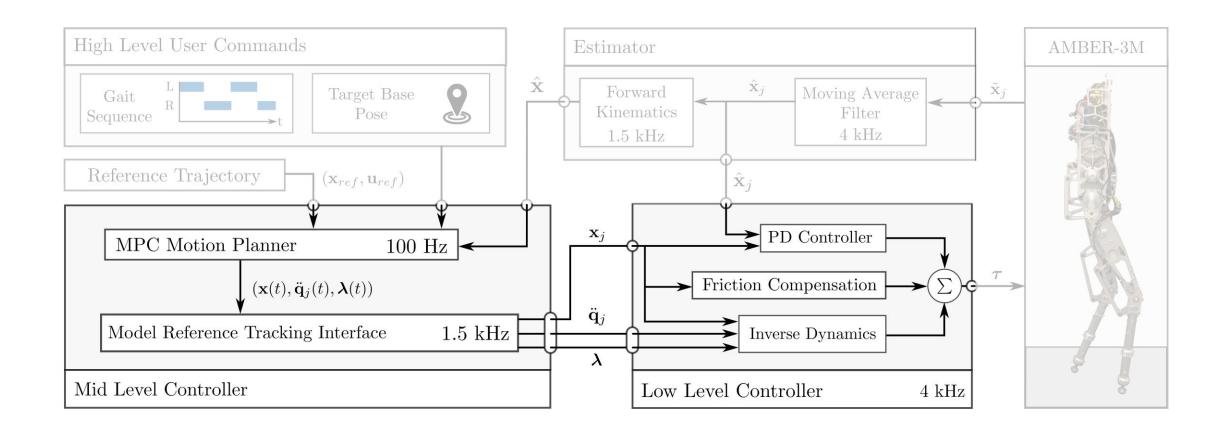








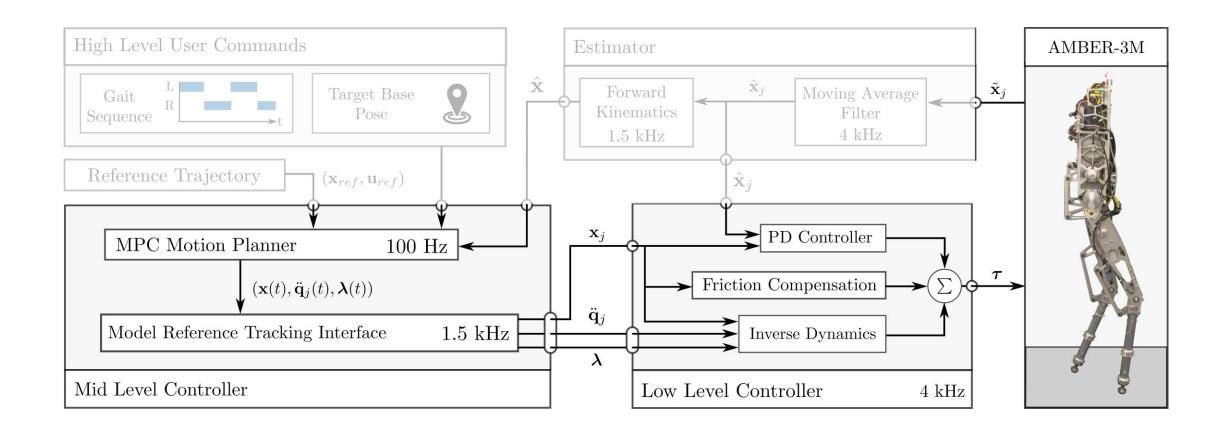








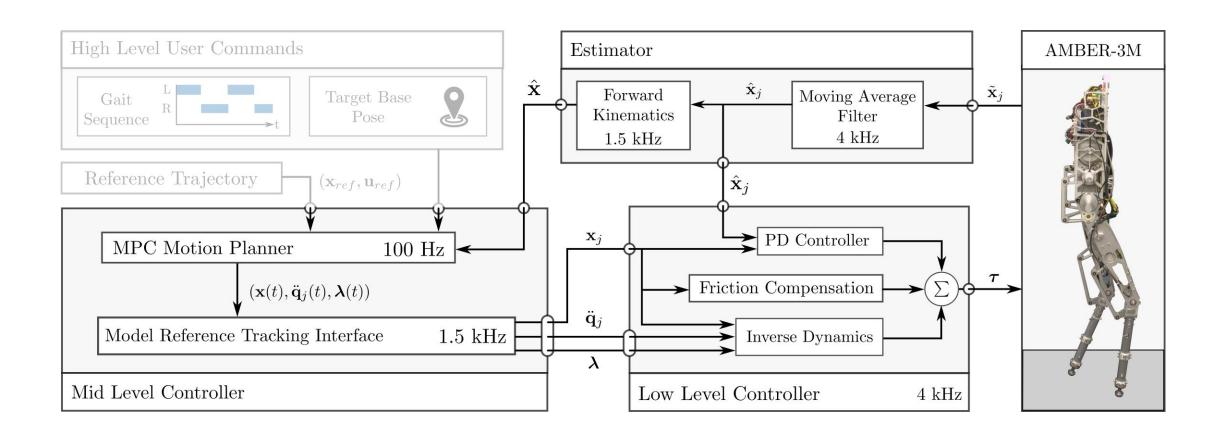








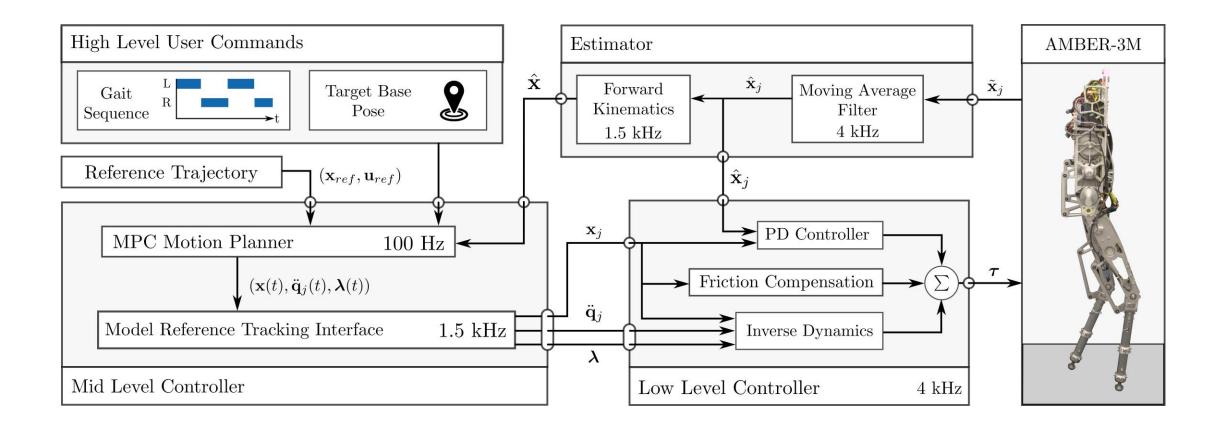


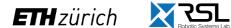








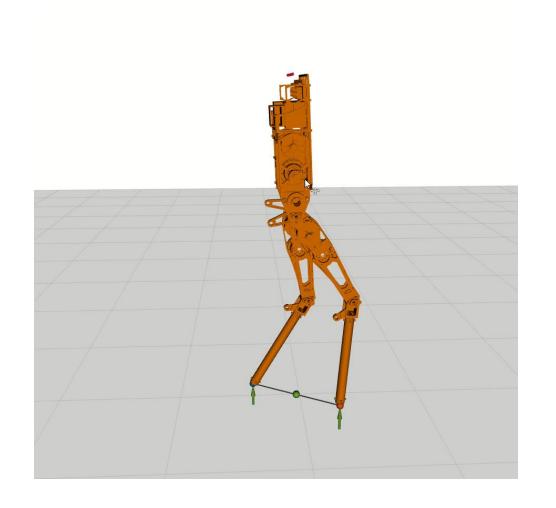


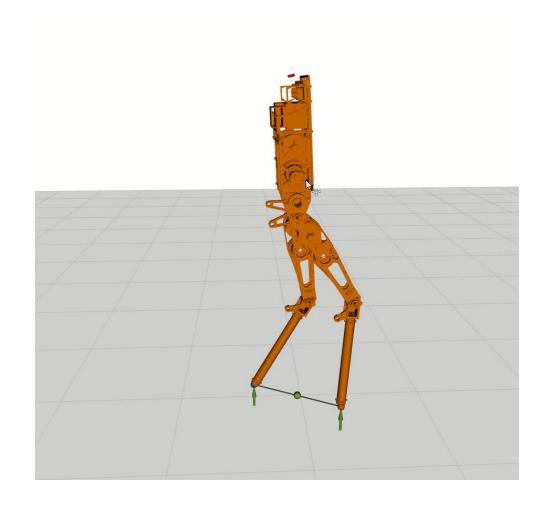


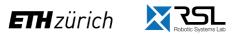




## **Results - Simulation**



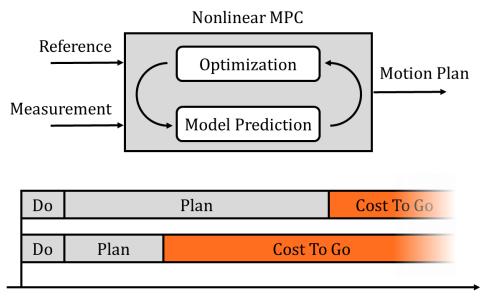








# **Reduce Computational Cost via Horizon Shortening**



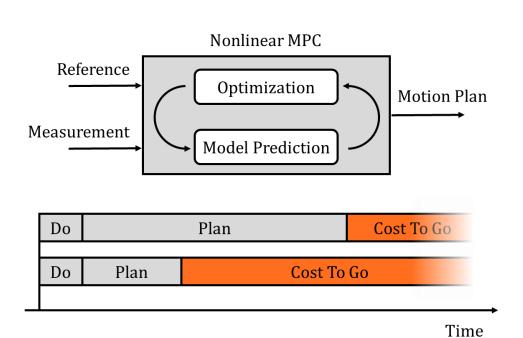
Time

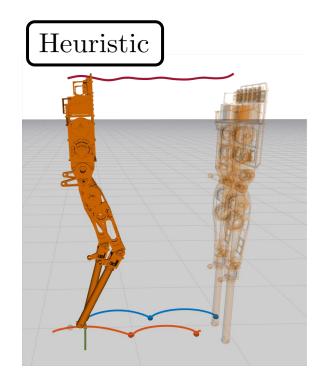






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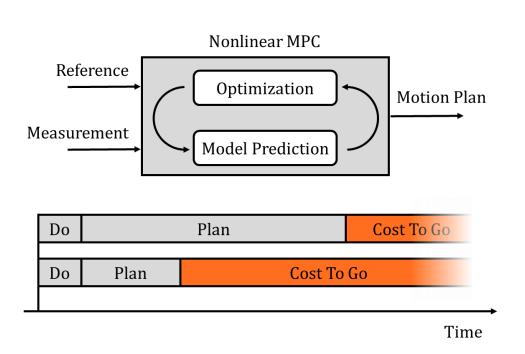


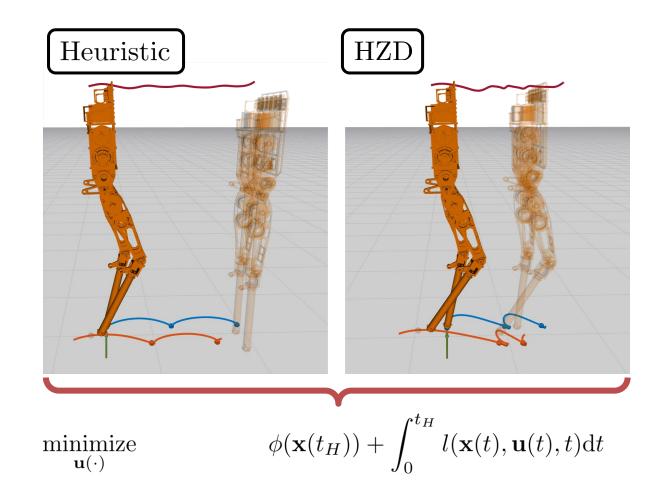
**ETH** zürich





# Reduce Computational Cost via Horizon Shortening









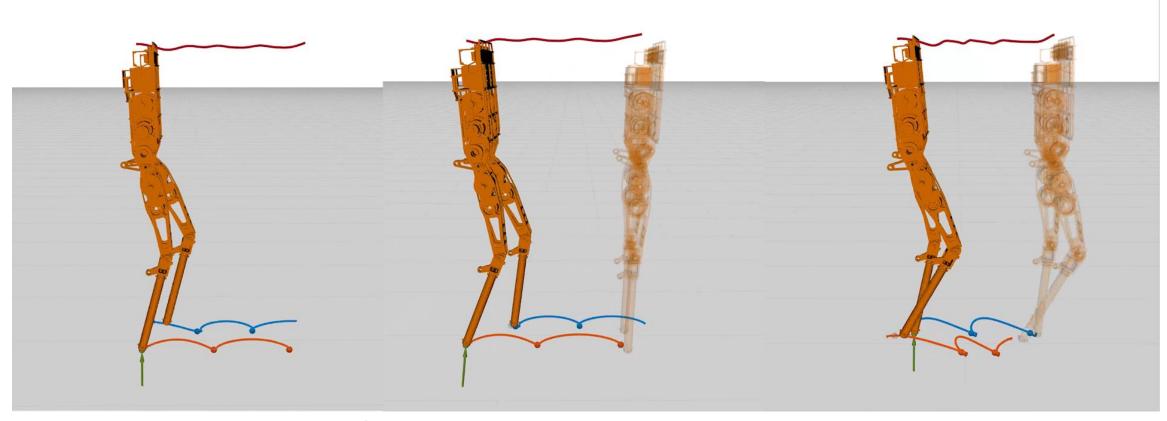


### MPC Terminal Cost Visualization 2s Horizon

No Terminal

Heuristic Terminal

**HZD** Terminal

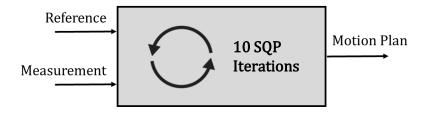


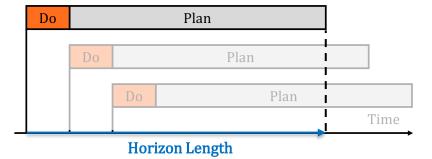






### **Results - Metrics**





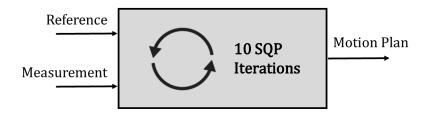


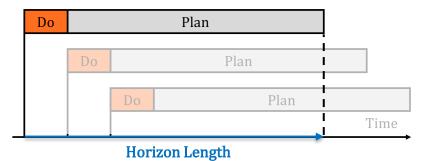


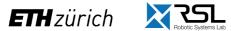
### **Results - Metrics**

#### Ryzen 9 5950x at 10 SQP Iterations

Horizon Length [s]	2.0	1.0	0.5	0.2
MPC Frequency [Hz]	270	480	670	850







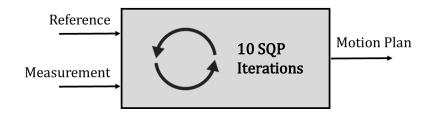




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**Horizon Length** 



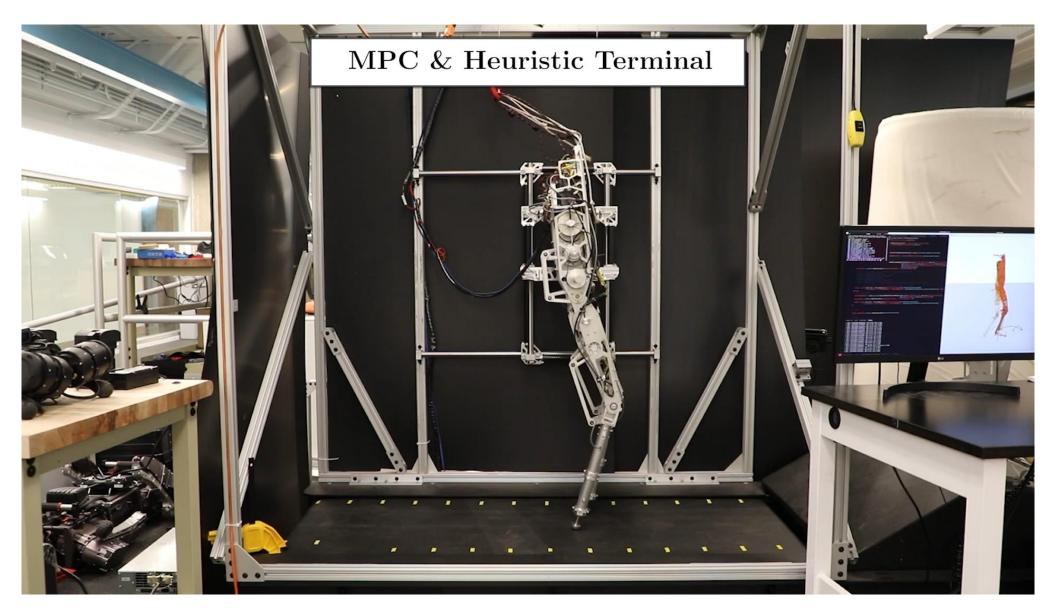
Reduce computational complexity through terminal







# Results

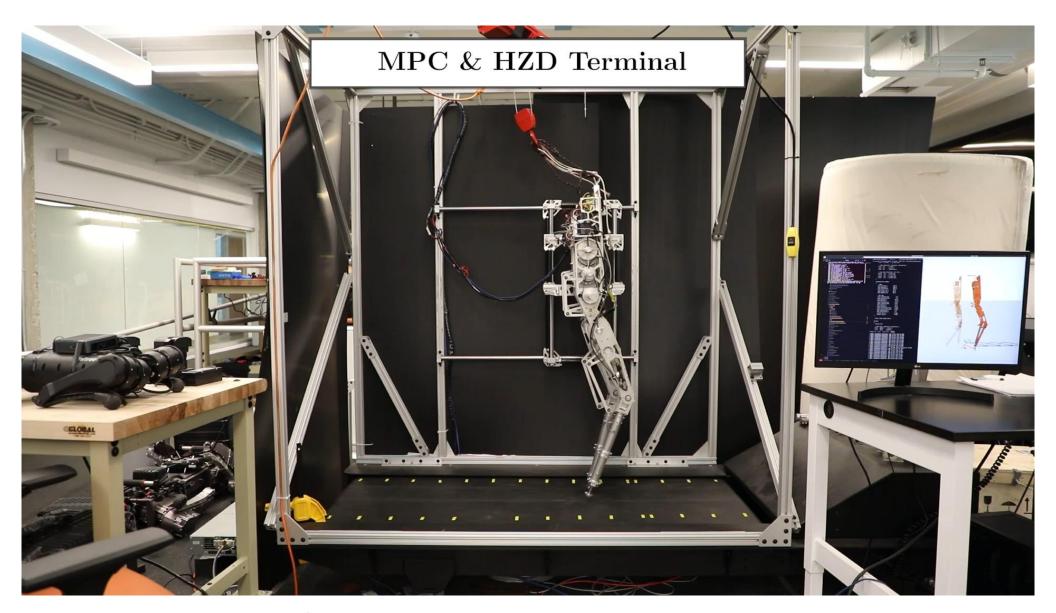








### **Results – MPC & HZD Terminal**















# **Reparametrized Whole-Body NMPC Formulation**







## Reparametrized Whole-Body NMPC Formulation

Significant Horizon shortening through HZD Terminal







Reparametrized Whole-Body NMPC Formulation

Significant Horizon shortening through HZD Terminal

Hardware Demonstration of Whole-Body Online Planning







# Thank you for your Attention!



Noel Csomay-Shanklin, AMBER-lab, Caltech



Andrew J. Taylor, AMBER-lab, Caltech



Prof. Dr. Aaron Ames, AMBER-lab, Caltech



Ruben Grandia, RSL, ETH Zurich



Dr. Farbod Farshidian, RSL, ETH Zurich



Prof. Dr. Marco Hutter, RSL, ETH Zurich







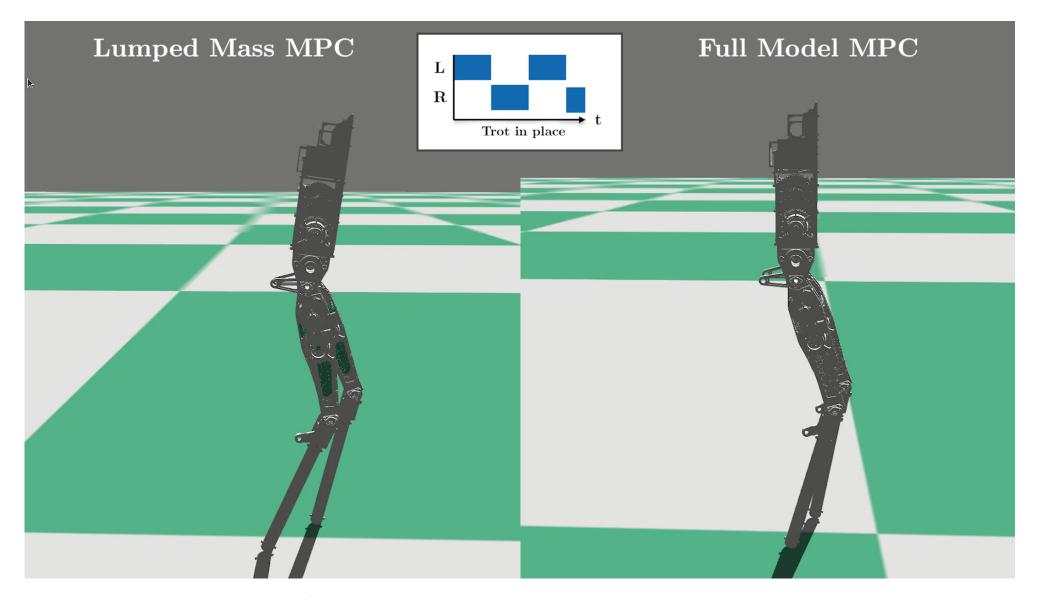
# **Questions?**







# Results – Comparison to Lumped Mass Model

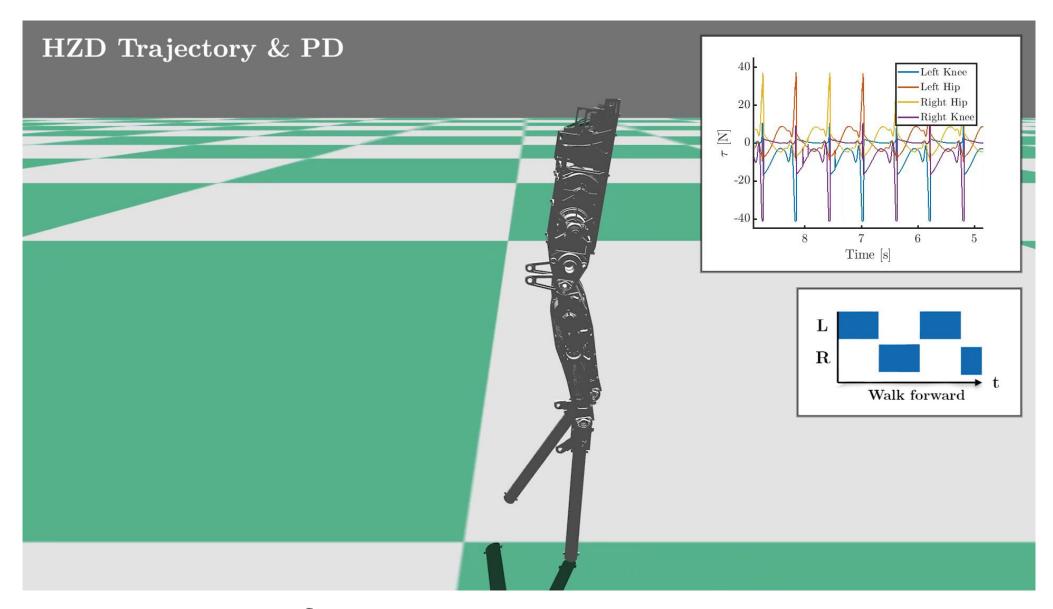








### **Results - Simulation**









#### **Outlook**

- Add impact maps to MPC formulation
- Investigate theoretical properties of using HZD terminal components
- Full computational comparison between centroidal MPC, whole-body MPC and the proposed reparametriced whole-body MPC.
- Transfer approach to 3D bipedal platform







### Goal

### **Dynamic, stable and robust locomotion**

- Wide range of behaviors
- Diverse environments













### Goal

#### **Dynamic, stable and robust locomotion**

- Wide range of behaviors
- Diverse environments

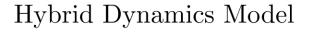
#### **Legged Robot Dynamics**

- Hybrid
- Nonlinear
- Underactuated

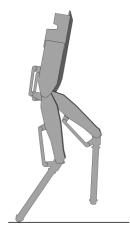


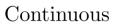


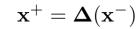


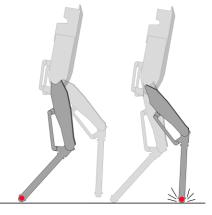


$$\mathbf{\dot{x}} = \mathbf{f}(\mathbf{x}) + \mathbf{g}(\mathbf{x})\mathbf{u}$$









Discrete





