

# Experiment-Free Exoskeleton Assistance via Reinforcement Learning in Simulation Saves Energetics During Human Locomotion

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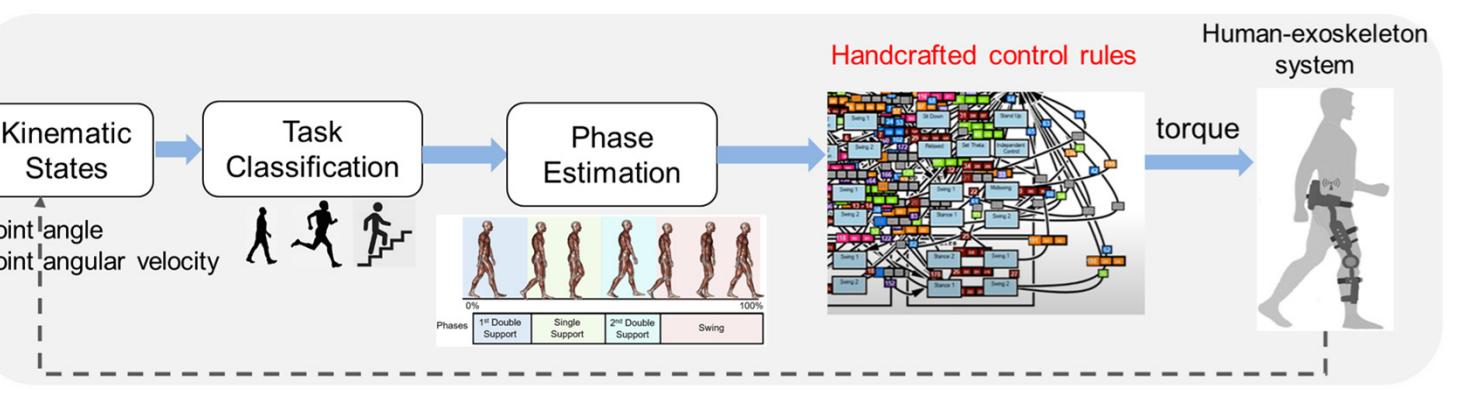
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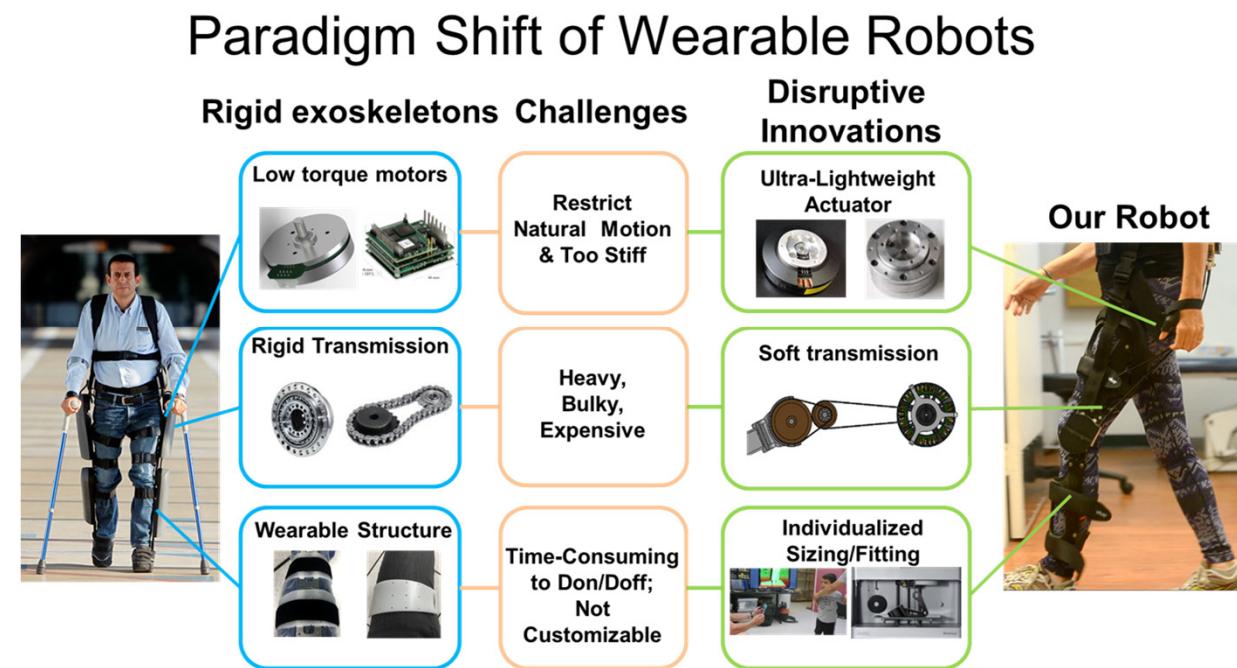
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## Objectives and Challenges

- Wearable robots like lower-limb exoskeletons have great potential for mobility restoration and human augmentation
- Challenge 1: Required intensive human testing
- Challenge 2: Required handcrafted control laws



## Our Lightweight and High Torque Soft Exoskeleton



### Advantages of Our Soft Exoskeleton

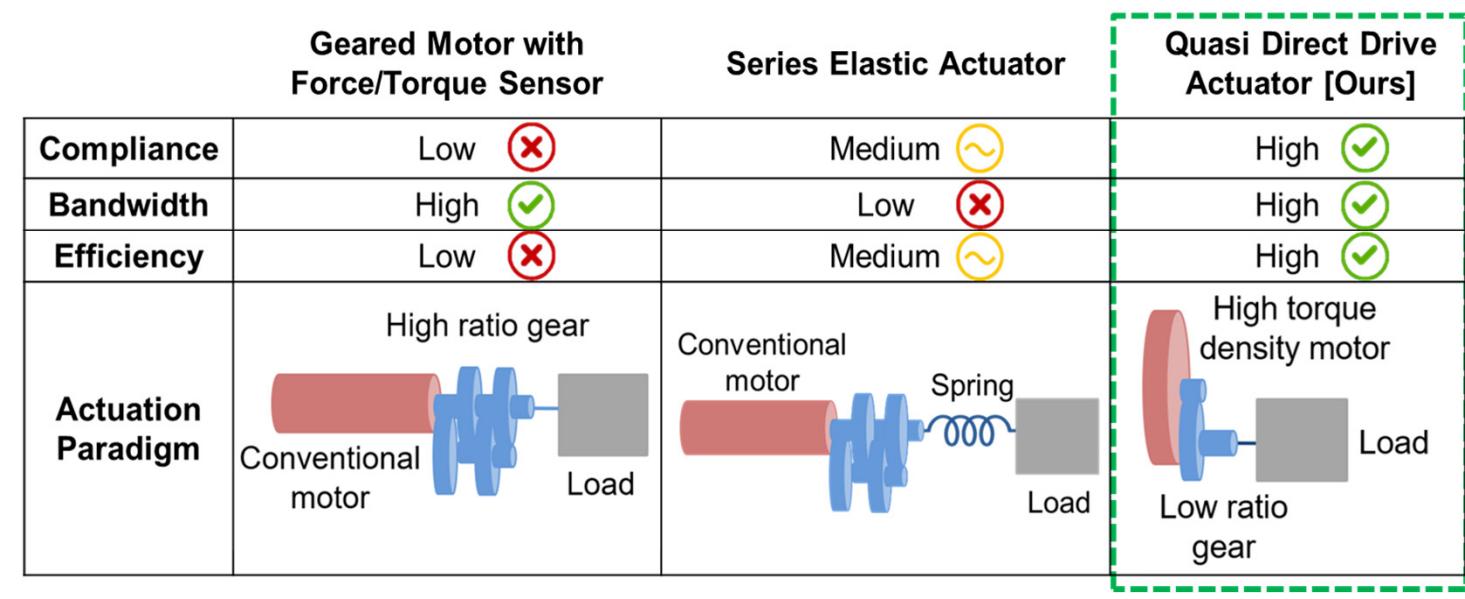


## Our Portable and Tethered Soft Exoskeleton Systems

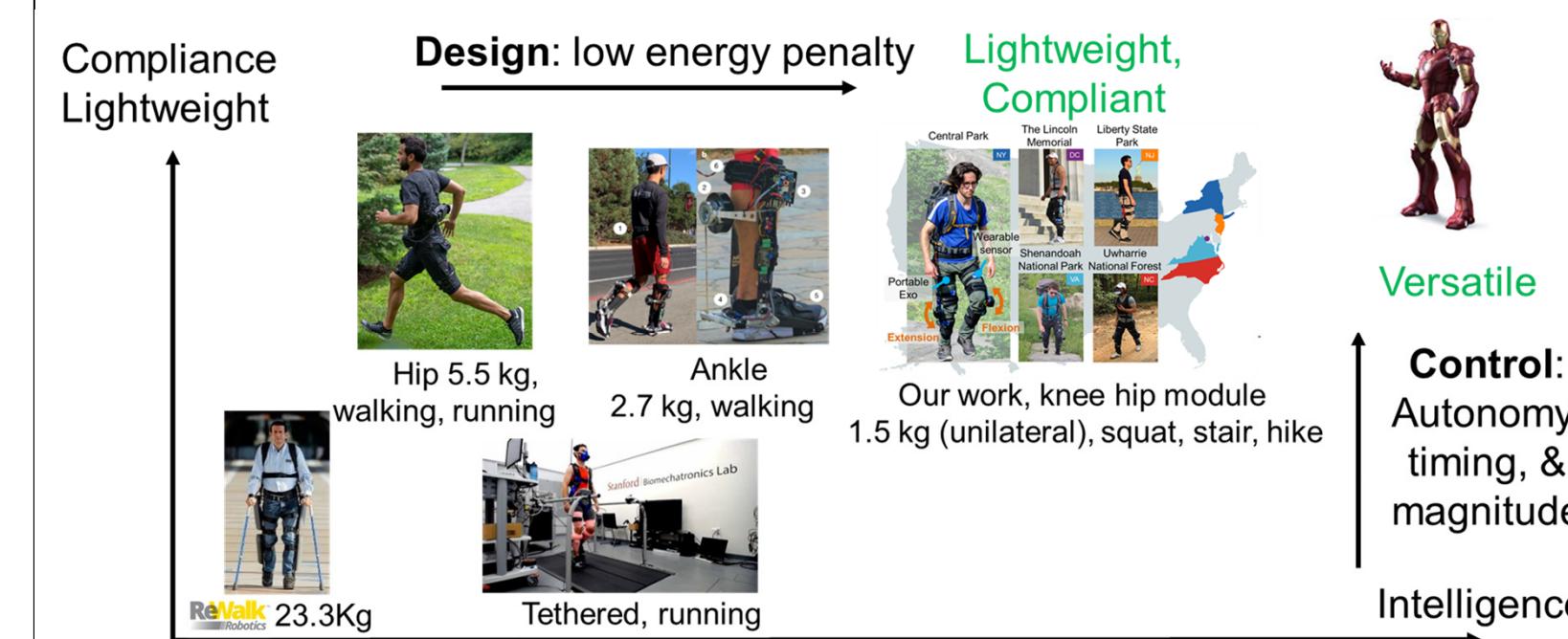


## QDD Actuation Paradigm for Exoskeleton

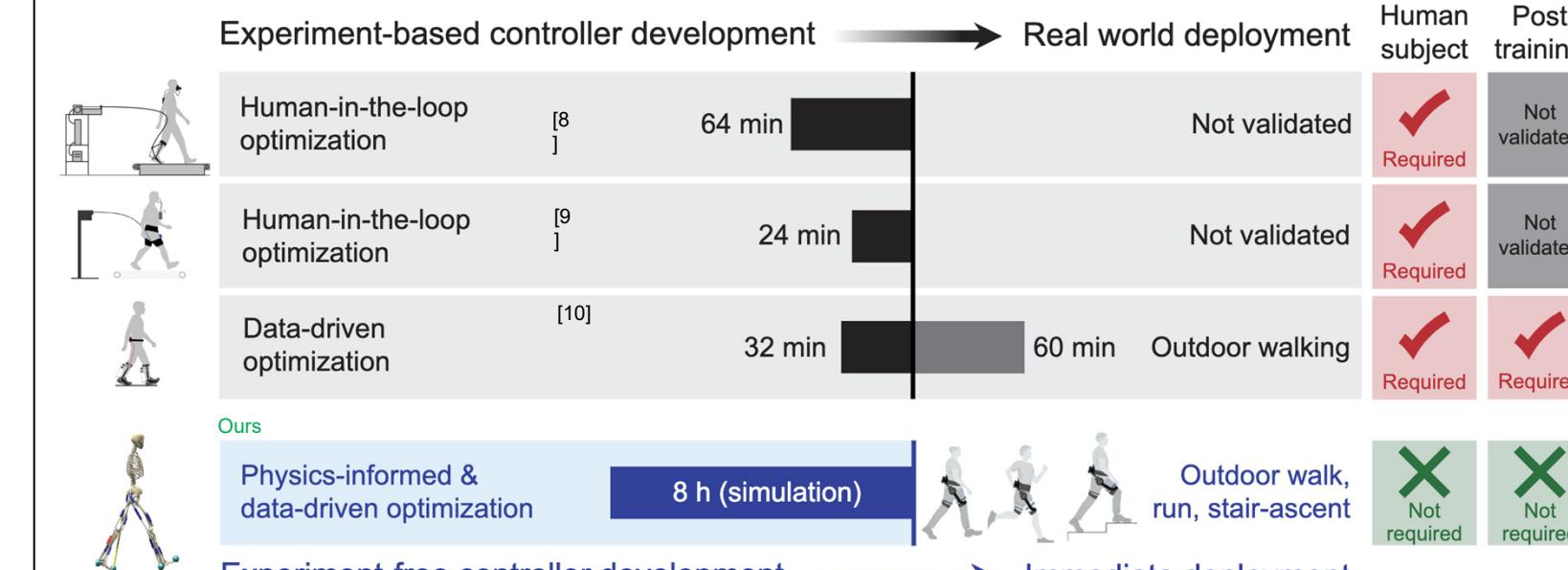
### New Actuation Paradigm for Co-Robots



## Lightweight, Compliant, and Smart Exoskeletons

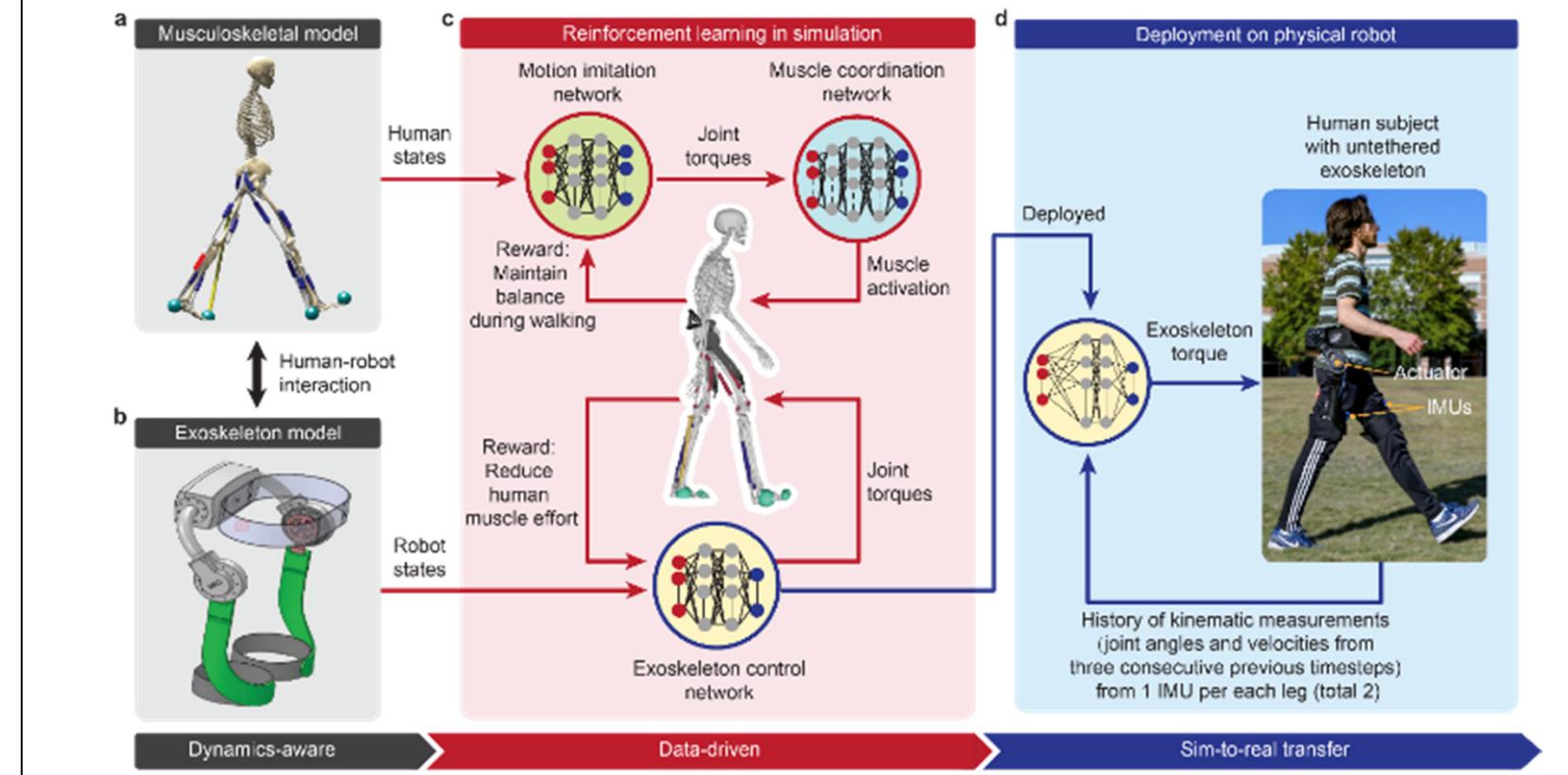


## Experiment-free Learning of Exoskeleton Controller in Simulation



- Drawbacks of state-of-the-art methods to get exoskeleton controllers:
  - Requires intensive human experiments for training → This adds formidable cost when applied to another activity or participant
  - Typically for a single activity with steady-state motion → It cannot handle versatile activities or transitions between different activities
- Learning controllers entirely in simulation eliminates the need for human experiments. However, it is still unavailable for wearable robotics community. Key challenges are:
  - Incorporating controller design in the simulation
  - Incorporating human-robot interaction in the simulation
- Our Solution:**
  - Eliminates the need for human experiments, learns the exoskeleton controller purely from simulation, and provides immediate energetic benefit to humans
  - Provides synergistic assistance to different subjects for walking, running and stair-climbing

## Dynamics-aware and Data-driven Reinforcement Learning

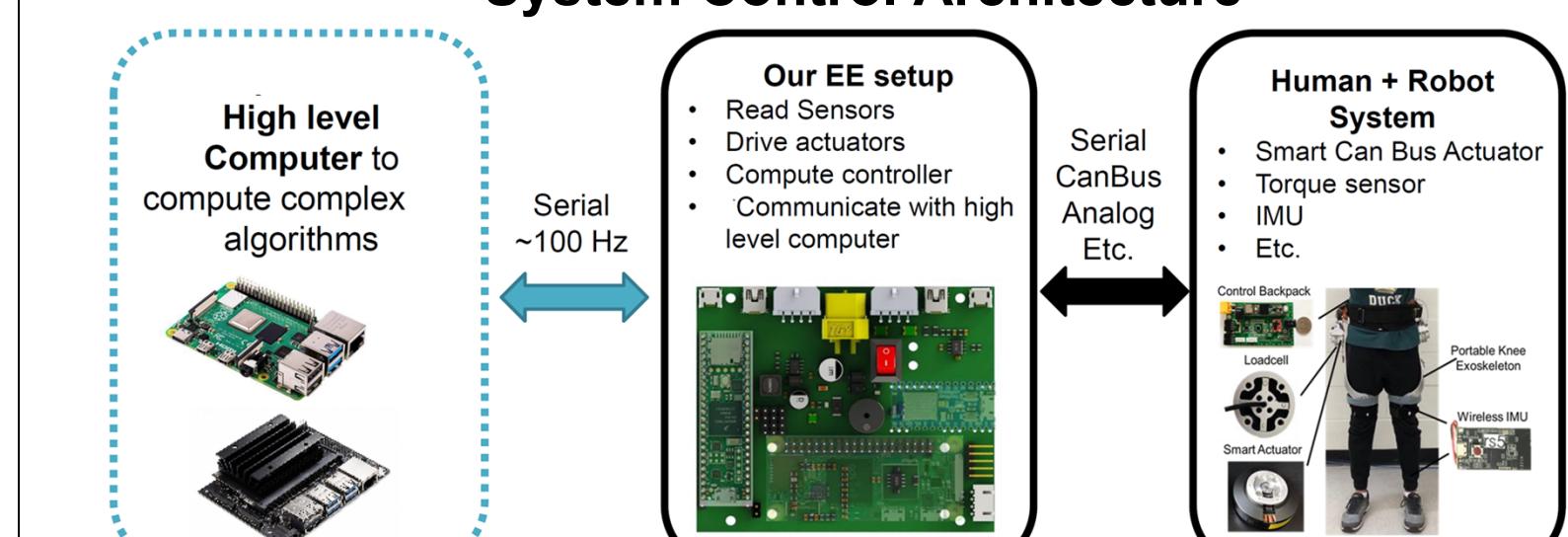


- Our learning method incorporates both **dynamics-aware modeling** and **data-driven learning**:
  - Dynamics-aware modeling of human musculoskeletal dynamics, exoskeleton, and human-robot interaction
  - Data-driven learning through publicly available human kinematic motion capture dataset
- Our learning method consists of three neural networks that are **trained simultaneously for co-evolution**:
  - Motion imitation network
  - Muscle coordination network
  - Exoskeleton control network
- Dynamics randomization** was used to facilitate Sim-to-real transfer of the trained control policy

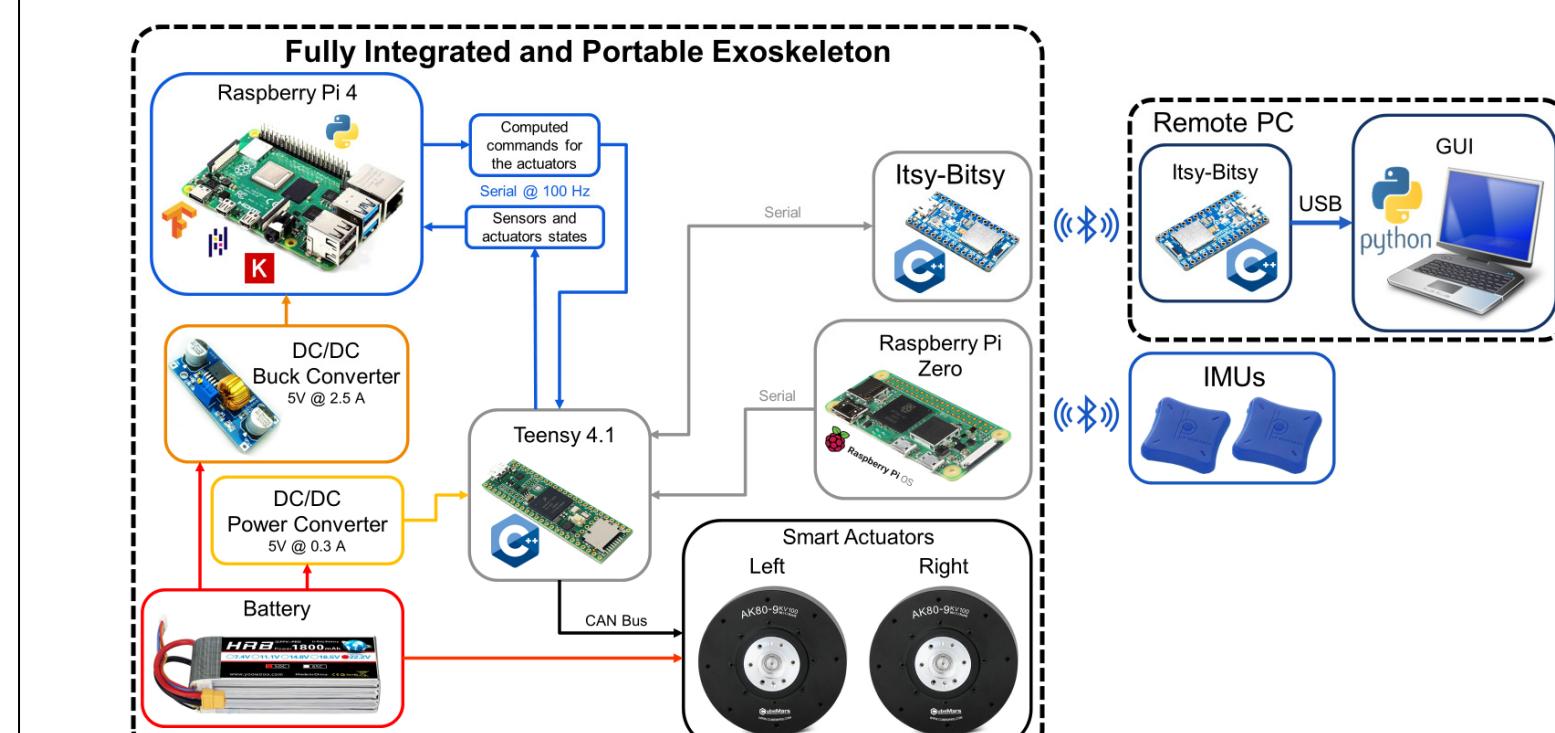
## Portable Mechatronics Architecture

- Powerful electronics architecture using a hierarchical structure with a high-level computer and a low-level microcontroller

## System Control Architecture

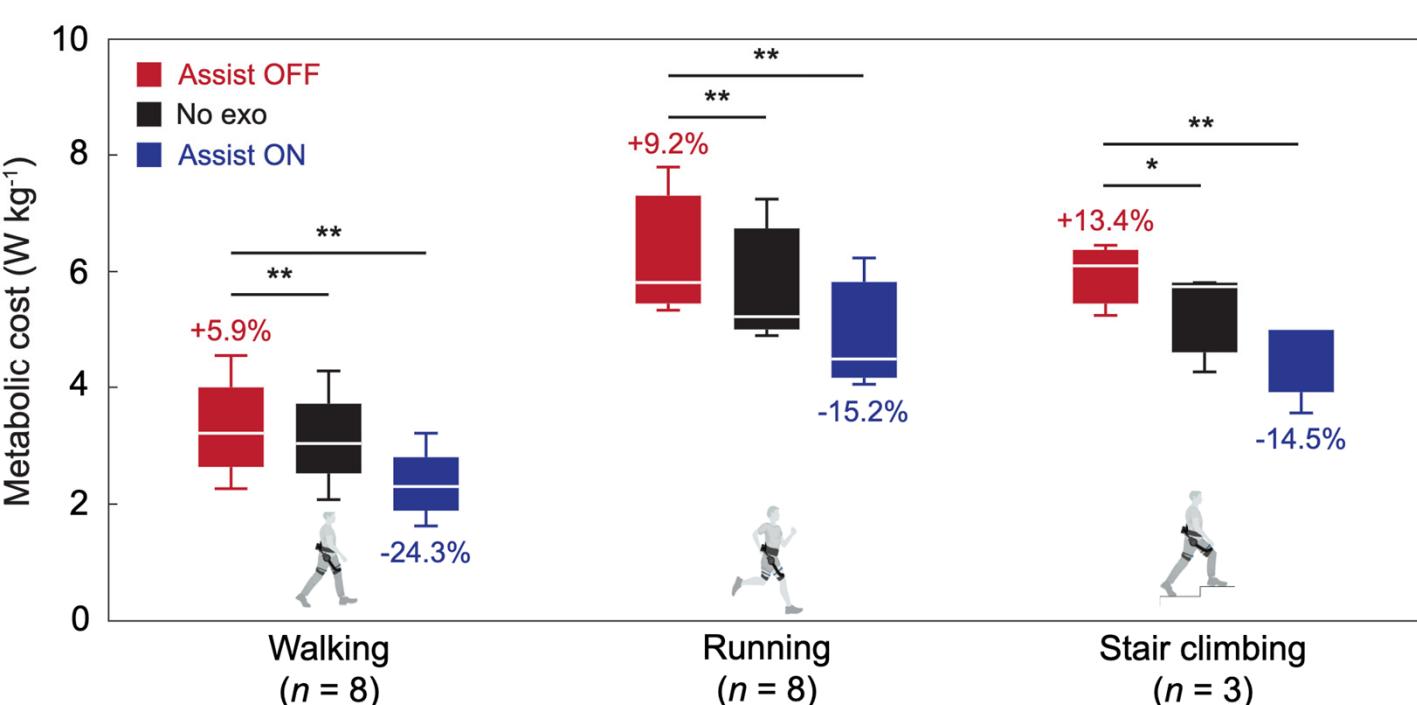


- Able to run complex control algorithms and improve the accuracy, speed, and efficiency of the exoskeleton's control system, leading to better performance, user comfort, and safety

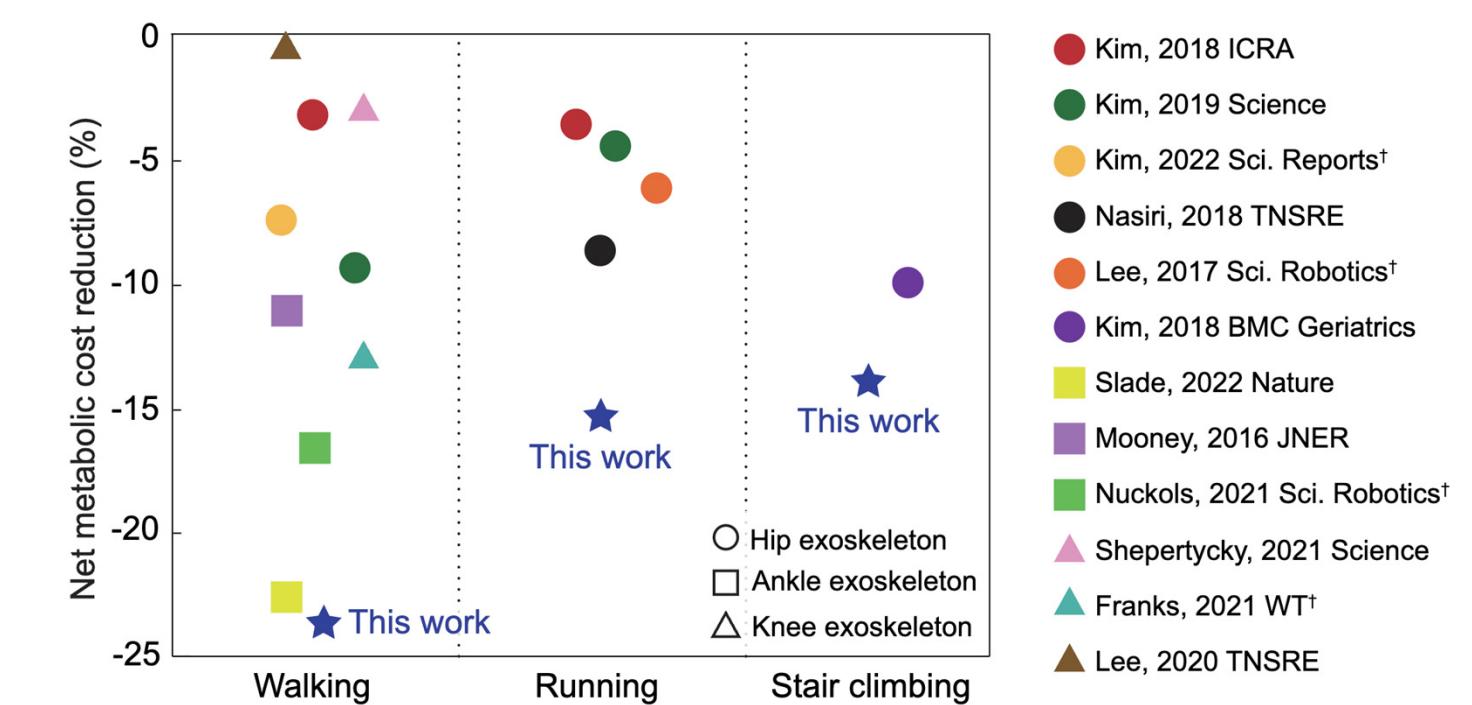


## Significant Energetic Cost Reductions on Versatile Activities

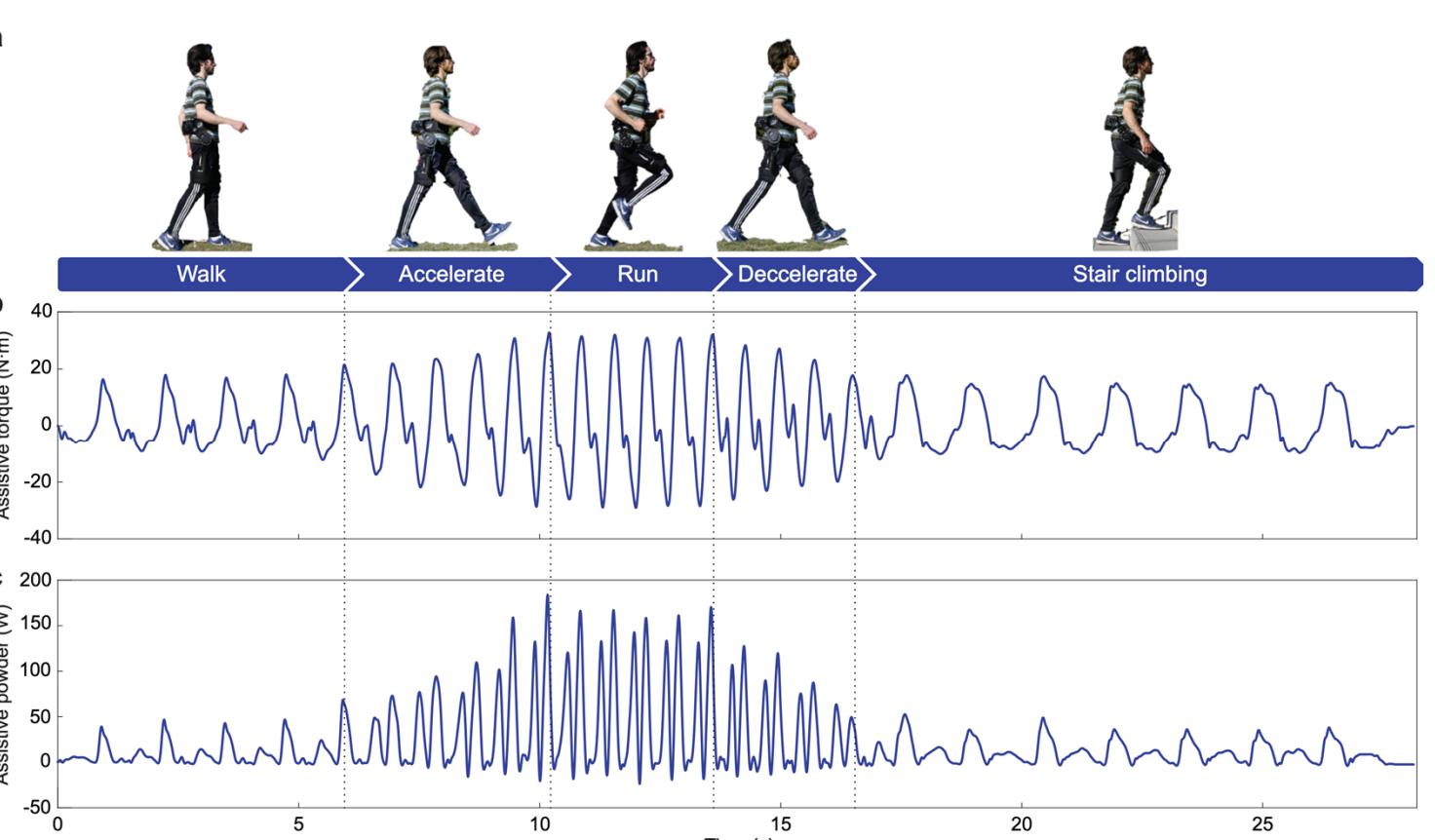
- 8 human subject (5 males, 3 females) experiments utilizing a lightweight, untethered and compliant hip exoskeleton
- Reduced significant metabolic cost by 24.3% for walking, 15.2% for running, and 14.5% for stair climbing



- More metabolic cost reduction than state-of-the-art robots



- Provides smooth transitions between different activities



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