First, define $q=[q_p^T,q_a^T]^T$, where q_p are the passive (floating base) joints, and q_a are the actuated joints. If I assume that the ground contacts on the feet will stay stationary, then I have

$$\begin{split} \dot{x}_{gc} &= \left[J_{gc}^p, J_{gc}^a\right] \begin{bmatrix} \dot{q}_p \\ \dot{q}_a \end{bmatrix} = 0, \\ &\Rightarrow \quad J_{gc}^p \dot{q}_p = -J_{gc}^a \dot{q}_a, \\ &\Rightarrow \quad \dot{q}_p = -J_{gc}^{p+} J_{gc}^a \dot{q}_a, \\ &\Rightarrow \quad \dot{q} = \begin{bmatrix} -J_{gc}^{p+} J_{gc}^a, \\ I \end{bmatrix} \dot{q}_a = A \dot{q}_a, \end{split}$$

where J_{gc} is the kinematic Jacobian of the ground contacts, the superscripts a and p denote the subsets of this matrix related to q_a and q_p , and the superscript + indicates a pseudo-inverse. In the planar case, J_{gc}^p will likely have full column rank if there are two contact points (even on a single foot); in the 3D case you'd like to have three contact points (presumably on at least two different bodies).

For control, I want to regulate the x and y positions of the center of mass (first priority), then regulate hand position (second priority), then stay near a comfortable posture (last priority). For a good summary of kinematic Jacobian control, see [1]. We will use

$$\dot{x}_{com,xy} = \begin{bmatrix} I & 0 \end{bmatrix} J_{com} A \dot{q}_a = J_1 \dot{q}_a, \quad x^d_{com,xy} = x_{csp}, \text{ and}$$
$$\dot{x}_{rhand} = J_{rhand} A \dot{q}_a = J_2 \dot{q}_a,$$

where COM stands for "center of mass" and CSP stands for "center of support polygon". Set

$$\dot{x}_1 = \eta_1 (x_{com,xy}^d - x_{com,xy})$$
$$\dot{x}_2 = \eta_2 (x_{rhand}^d - x_{hand})$$
$$\dot{q}_0 = \eta_3 (q_0^d - q_0)$$

Finally, the control law is given by ([1] eq 15):

$$q_d = q + J_1^+ \dot{x}_1 + (I - J_1^+ J_1) J_2^+ (\dot{x}_2 - J_2 J^1 + \dot{x}) + (I - J_1^+ J_1) (I - J_2^+ J_2) \dot{q}_0.$$

References

[1] Bruno Siciliano. Kinematic control of redundant robot manipulators: A tutorial. *Journal of Intelligent and Robotic Systems*, 3:201–212, 1990.