

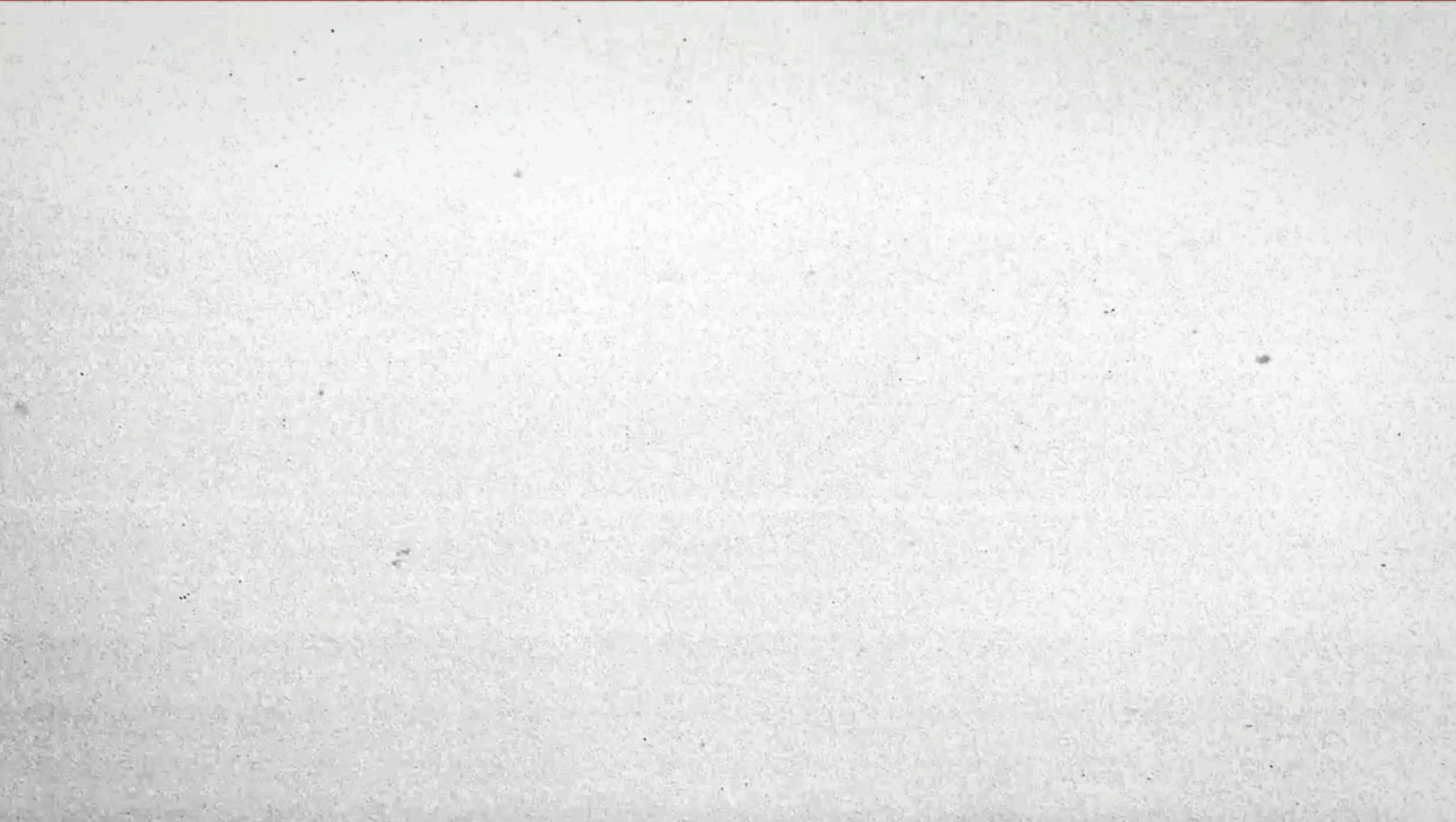
# CS123: Gait Control

## Baseline Heuristic Controller

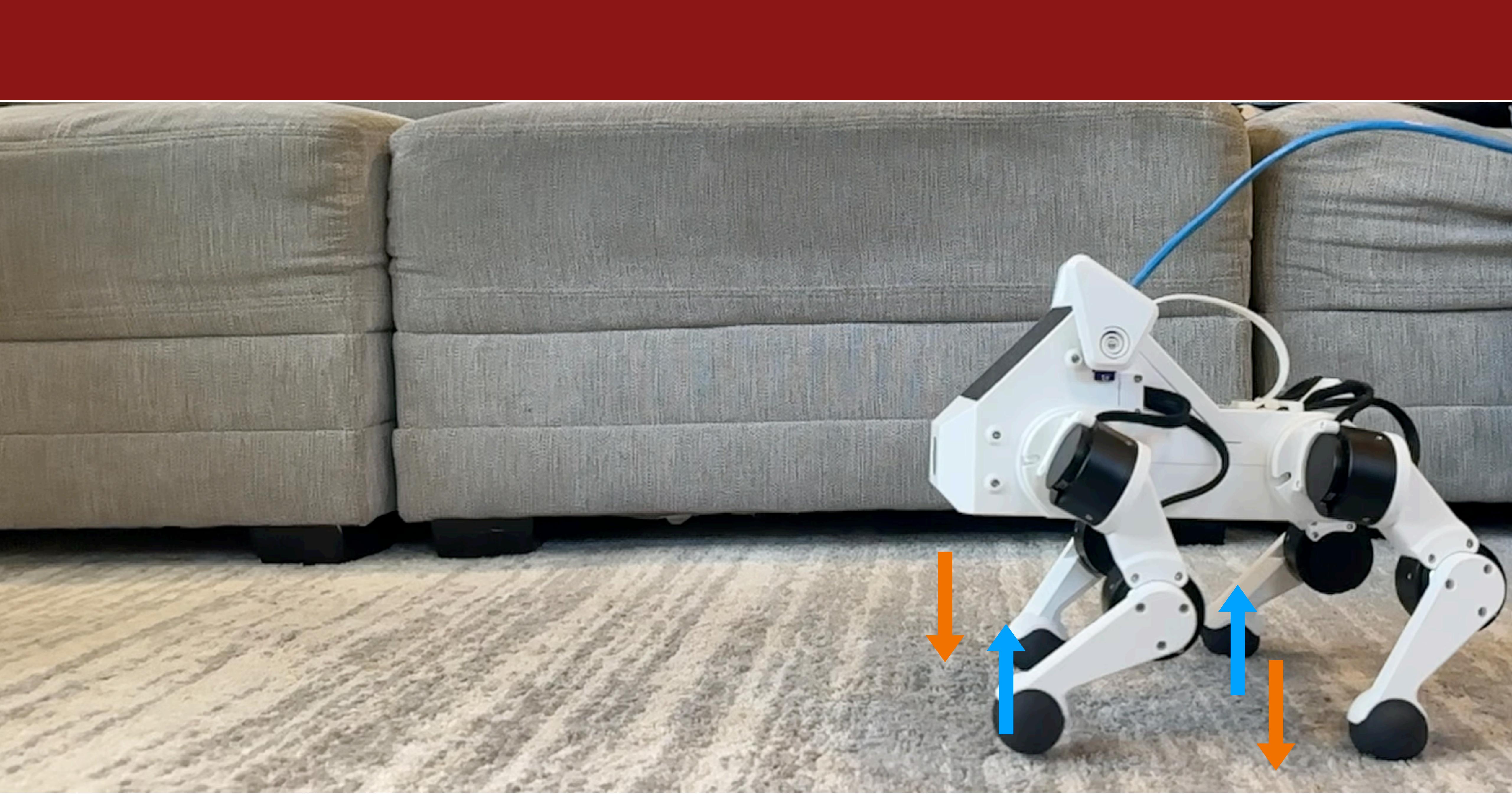
Tingnan Zhang (slides modified from Stuart Bowers original version), Oct 2024

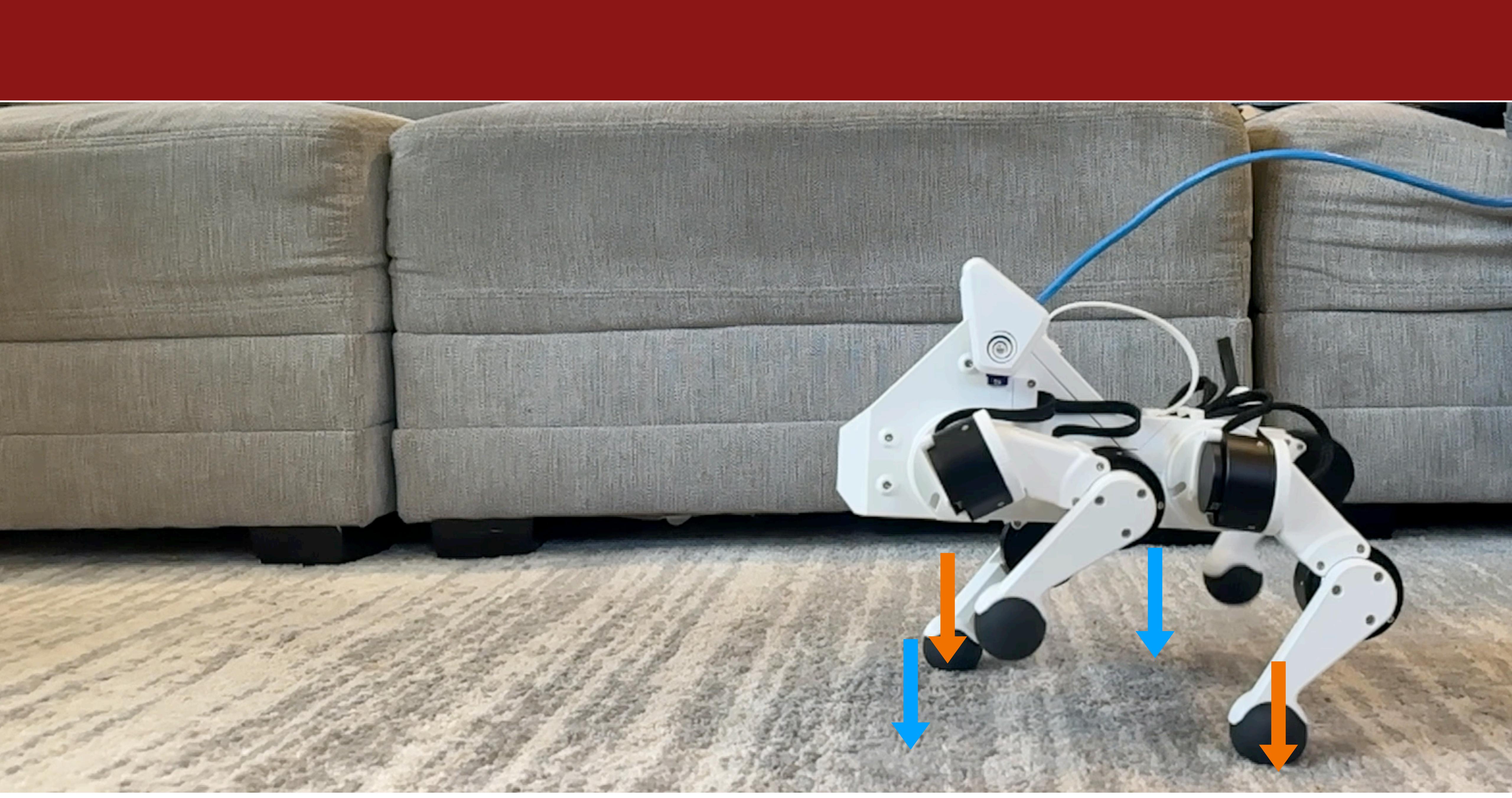


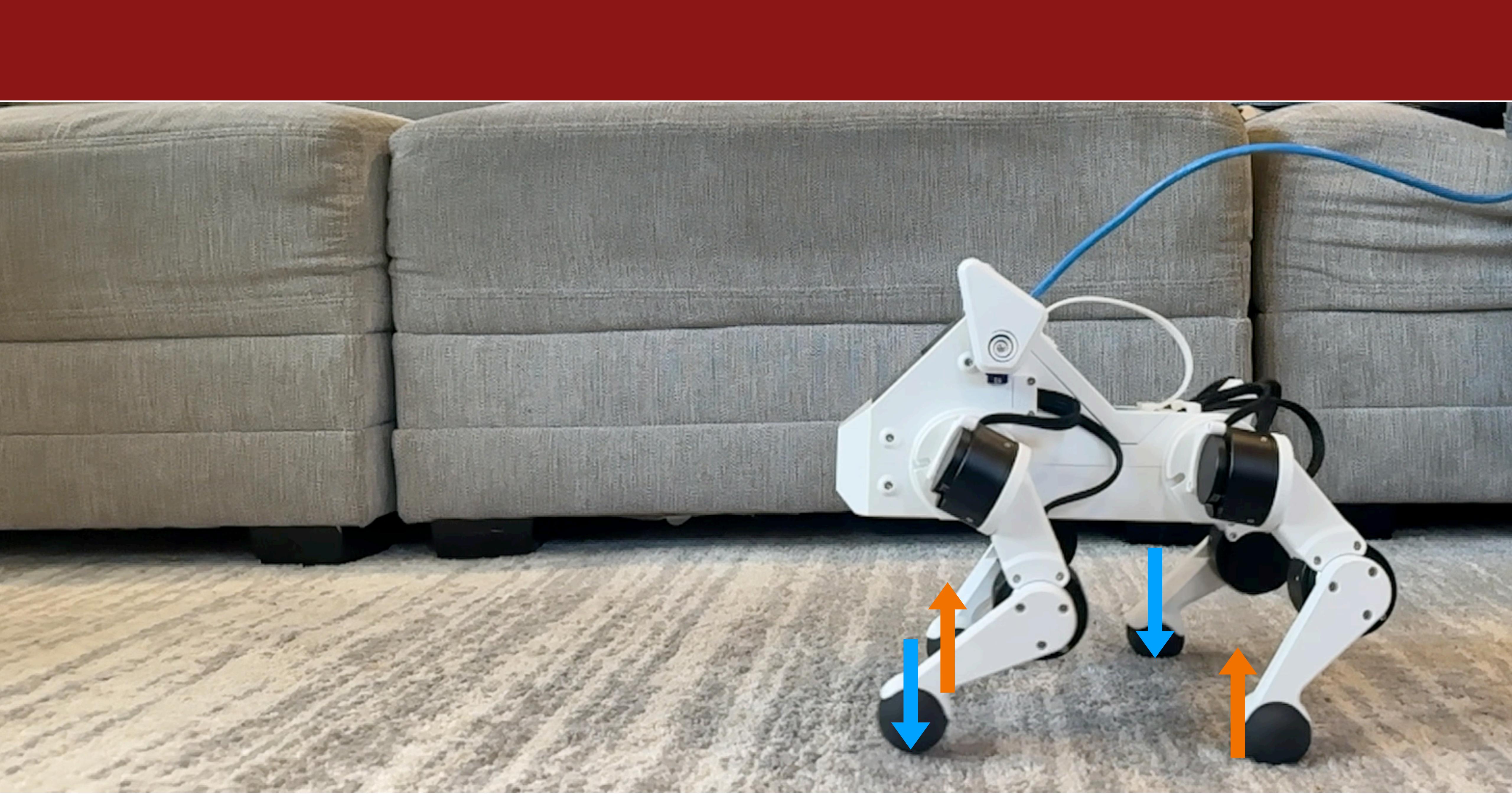


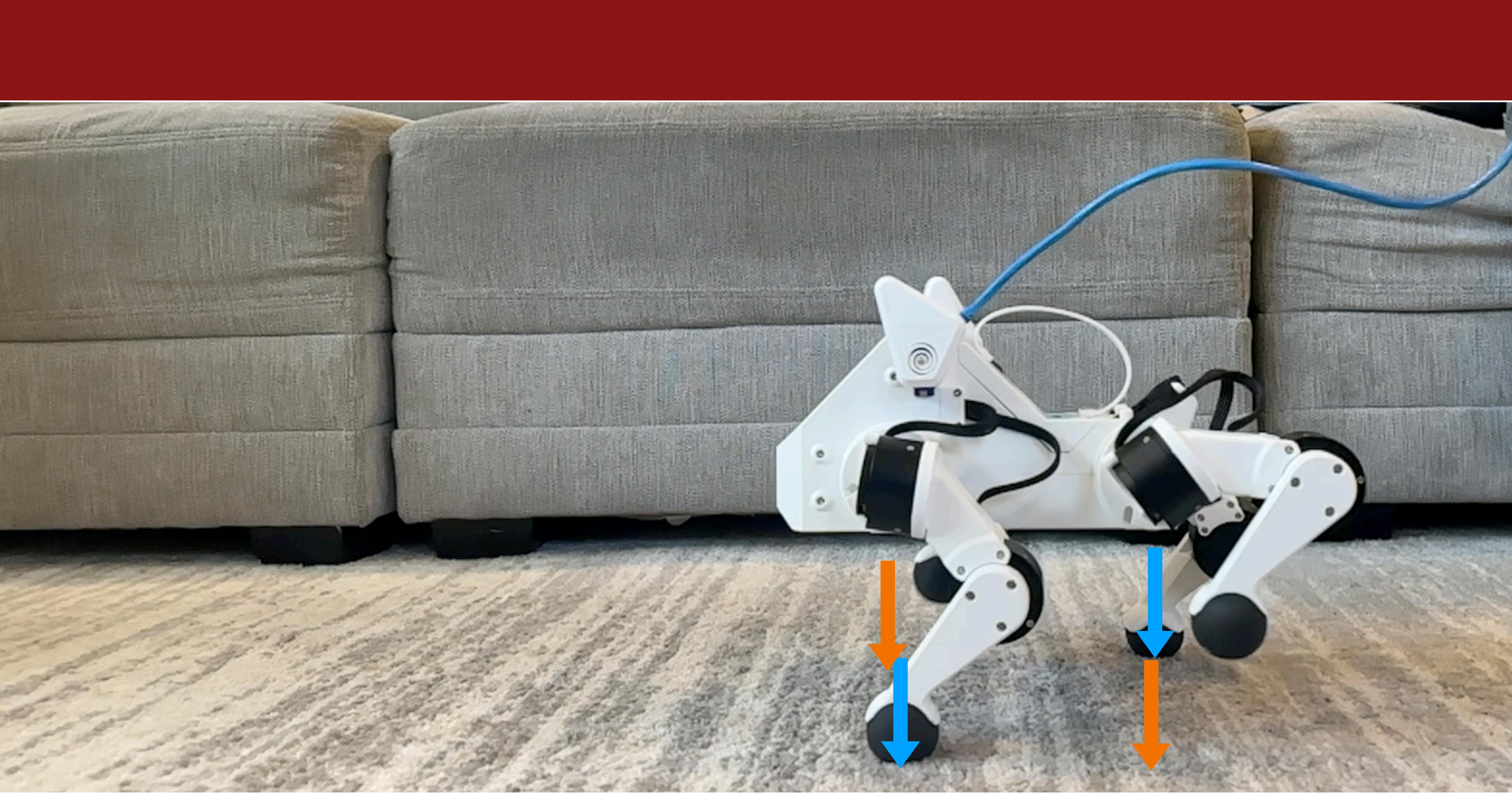


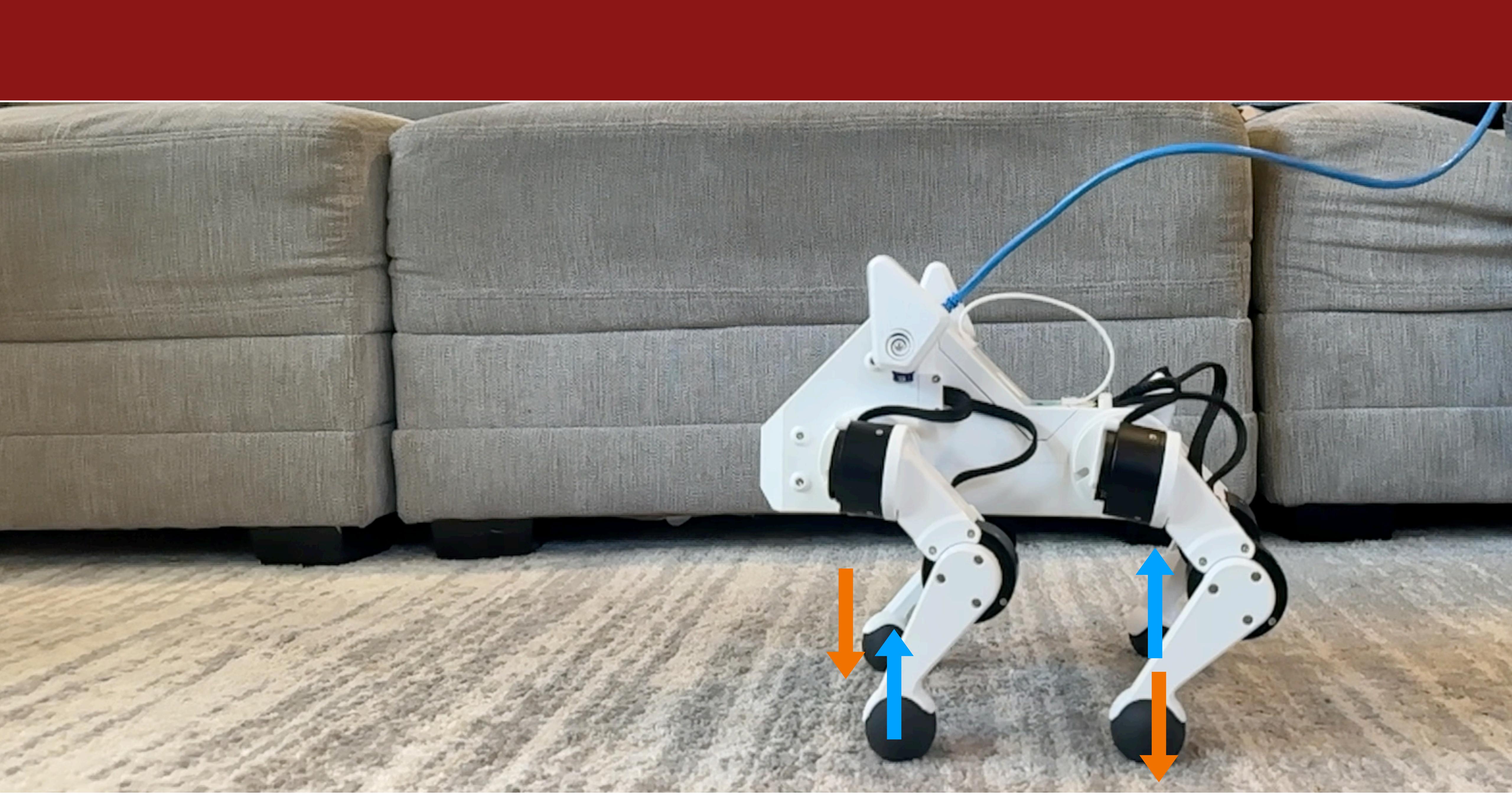












# Coordination

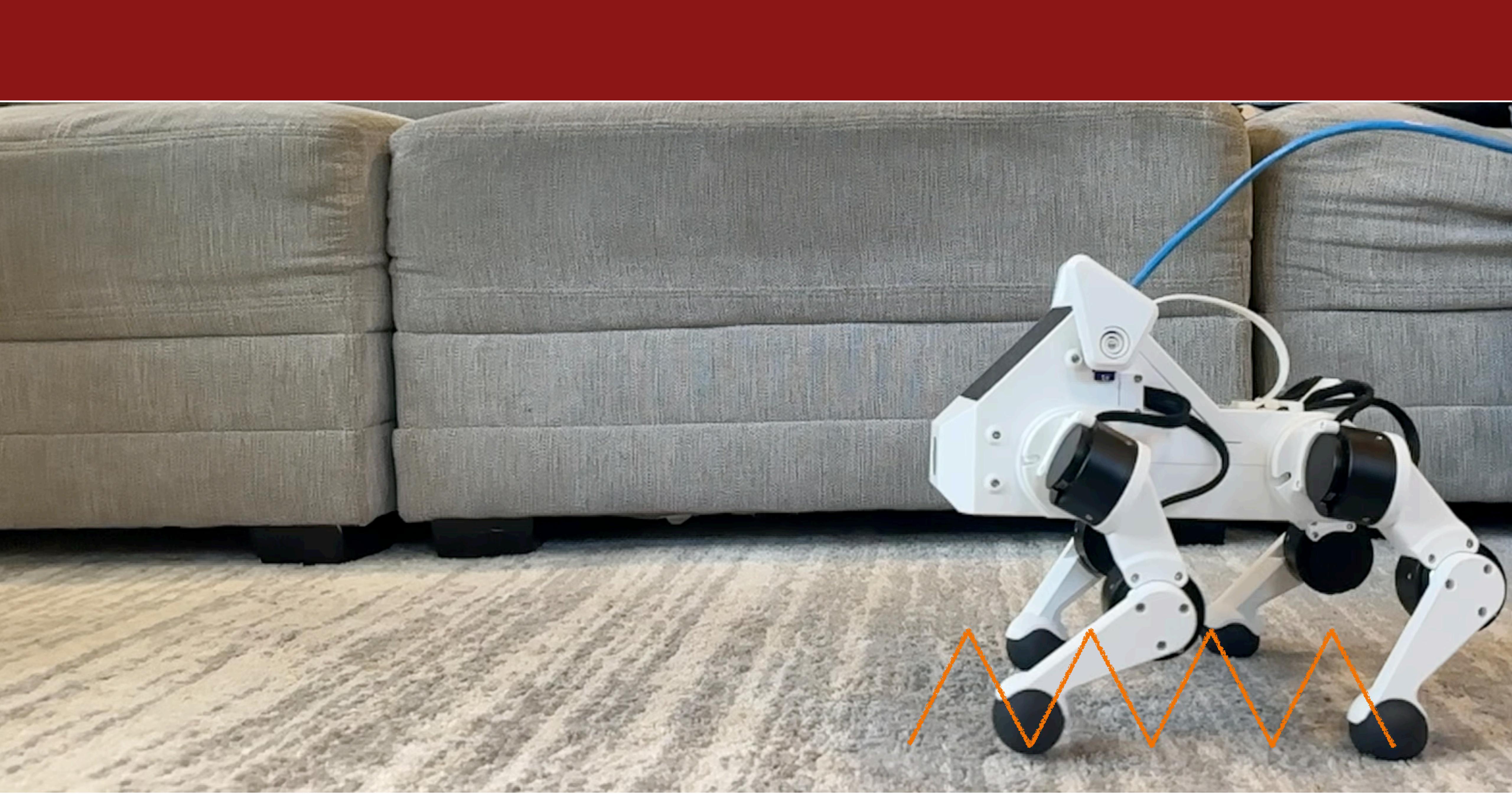
Takeaway: Feet are grouped into sets of two.  
Each group consists of an opposing front and rear leg that move together.

Front Right	↓	↓	↑	↓	↓	↓	↑
Front Left	↑	↓	↓	↓	↑	↓	↓
Rear Right	↓	↓	↑	↓	↓	↓	↑
Rear Left	↑	↓	↓	↓	↑	↓	↓

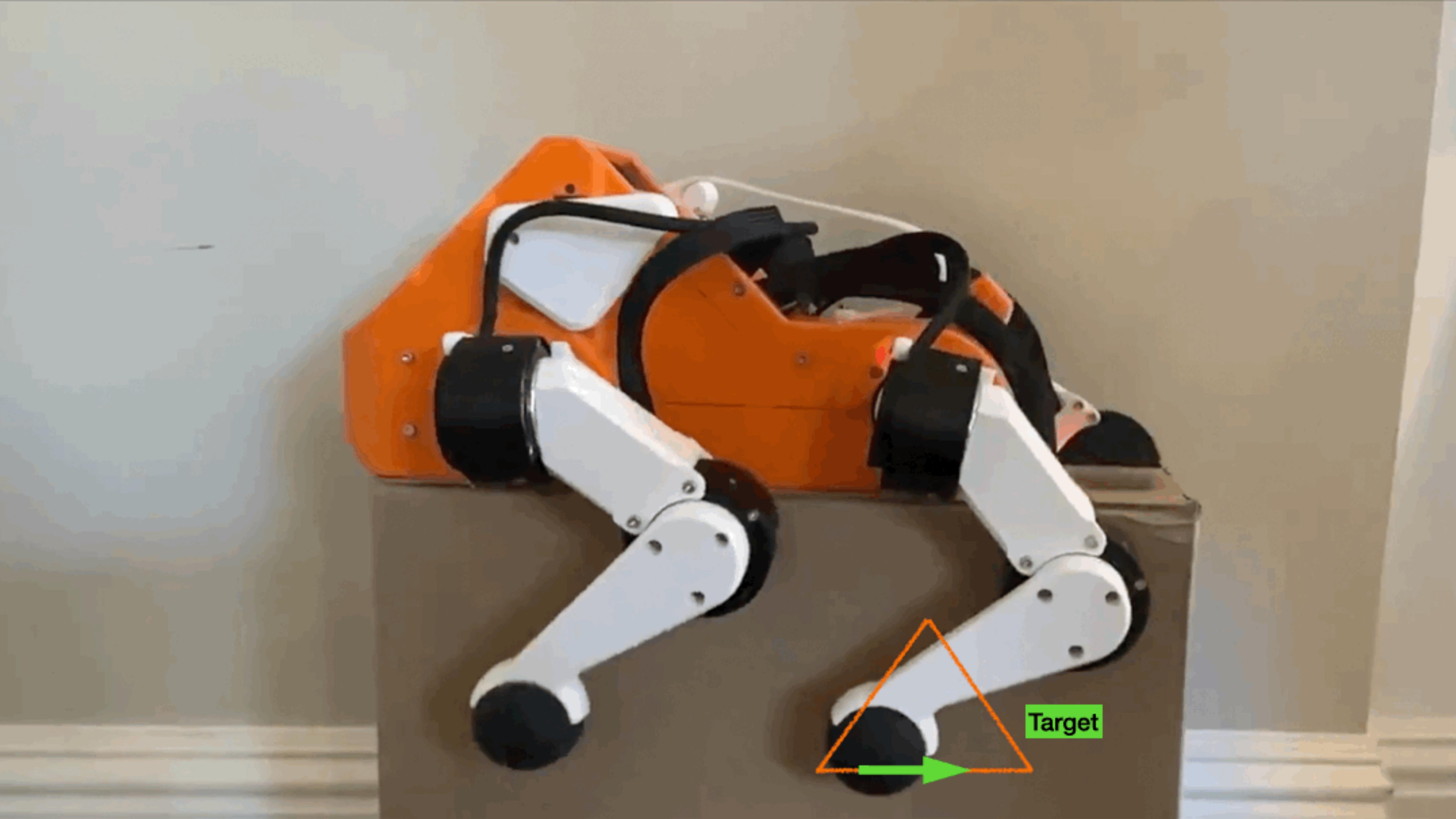
# What is this gait?

## Gait Analysis

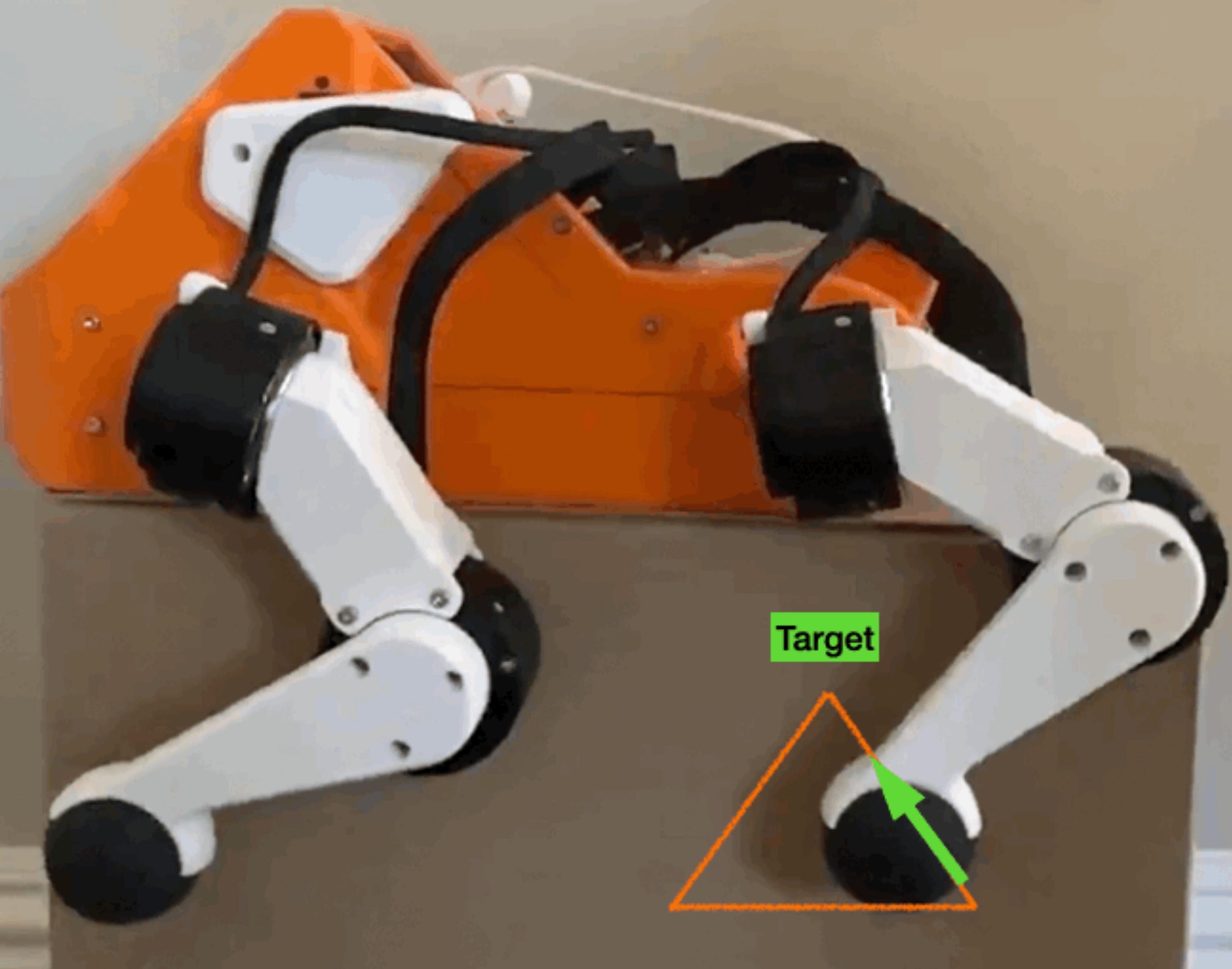
Front Right			↑				↑
Front Left	↑				↑		
Rear Right			↑				↑
Rear Left	↑				↑		



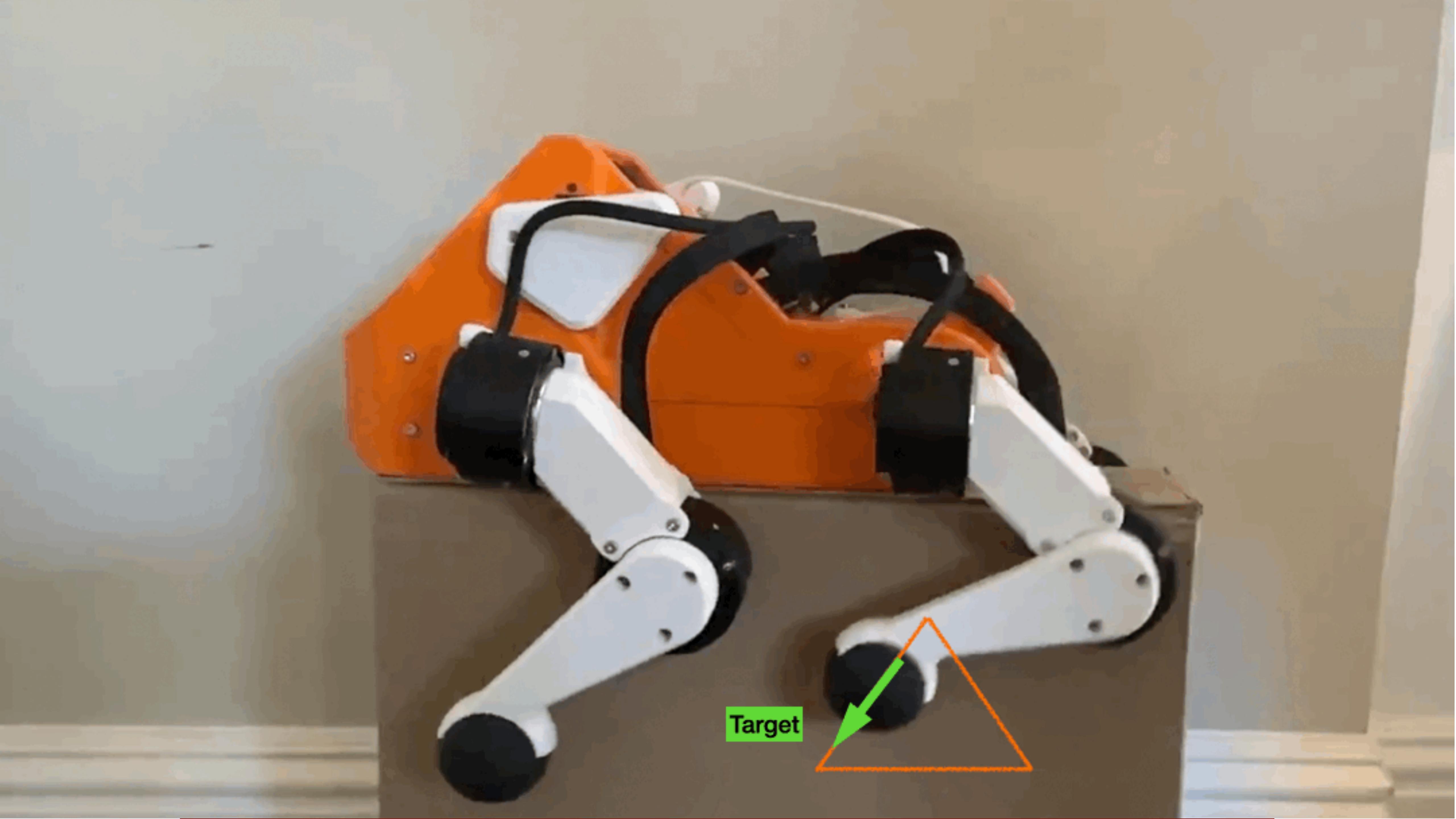




Target



Target



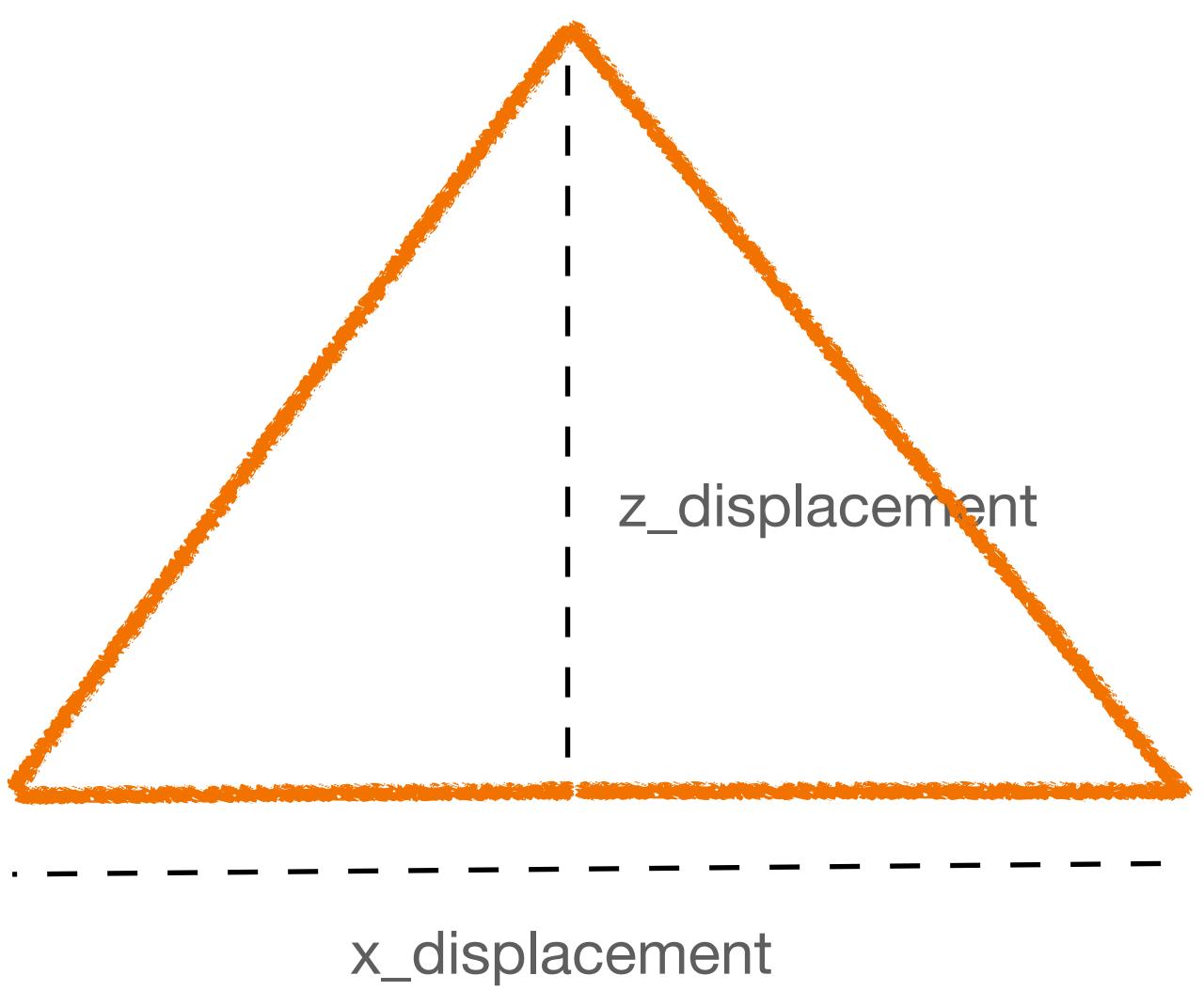
Target



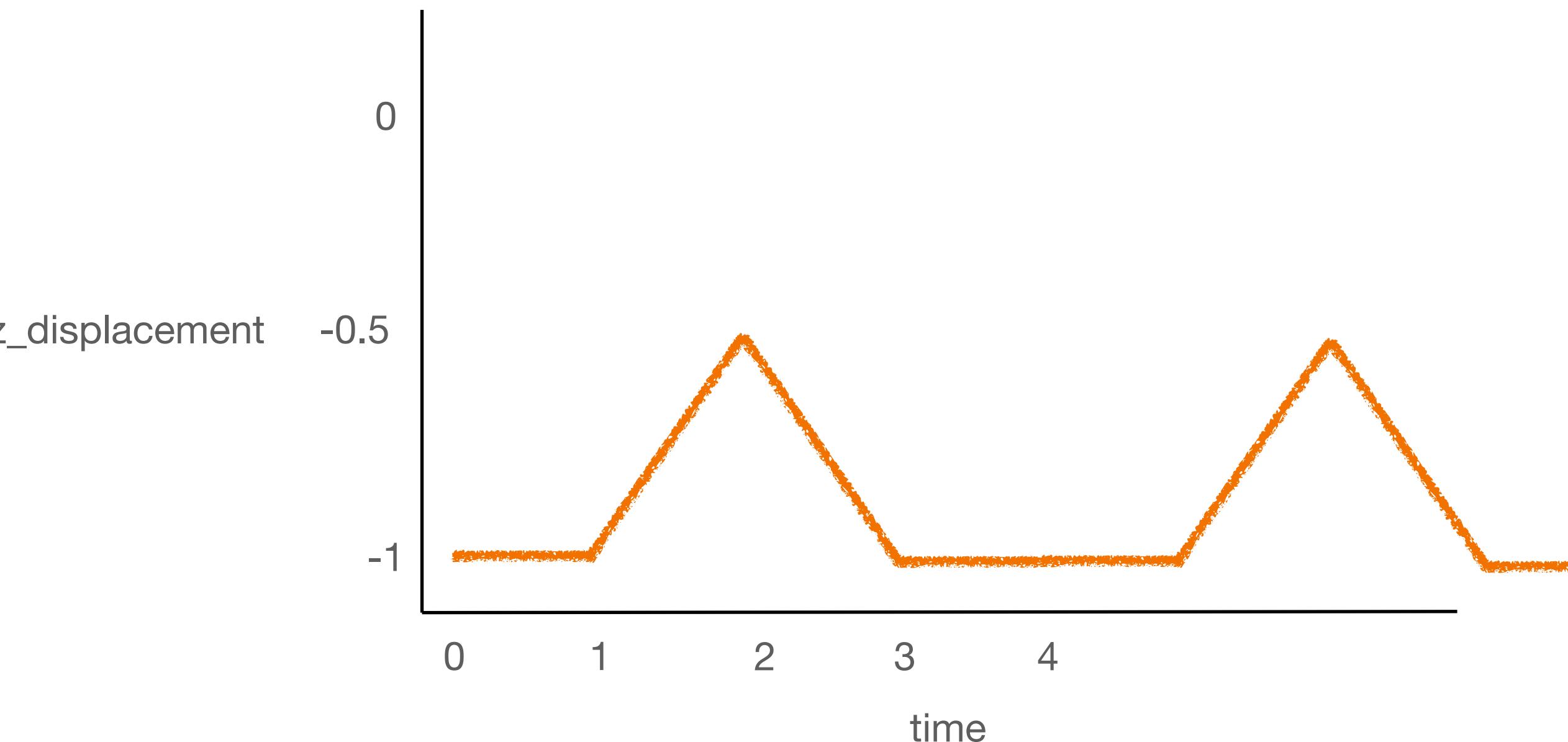
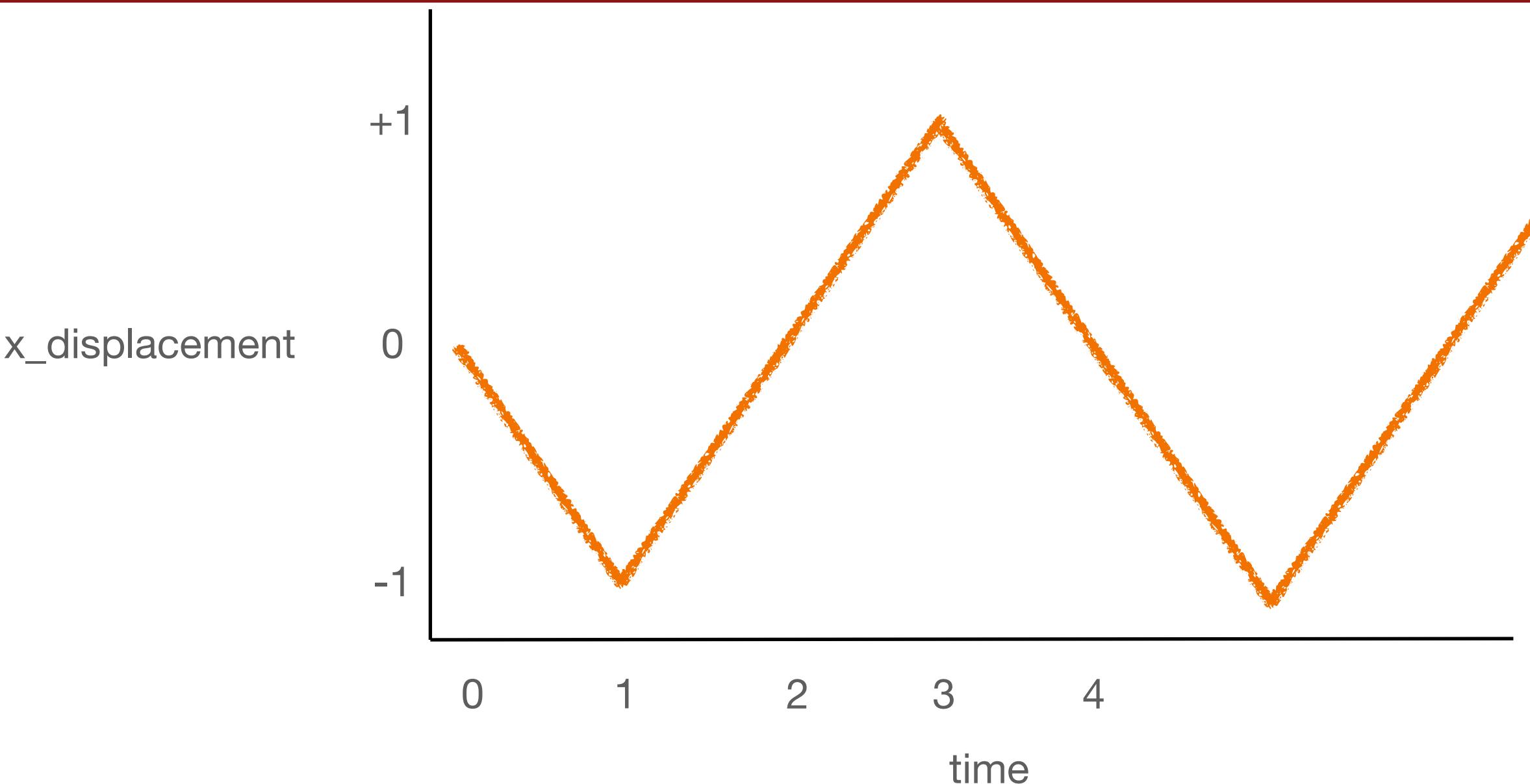
# Trot Gait: Foot Control

- Each foot moves in a desired pattern.
- From the desired foot position, the correct joint angles must be commanded to produce force
- This can be achieved through Inverse Kinematics

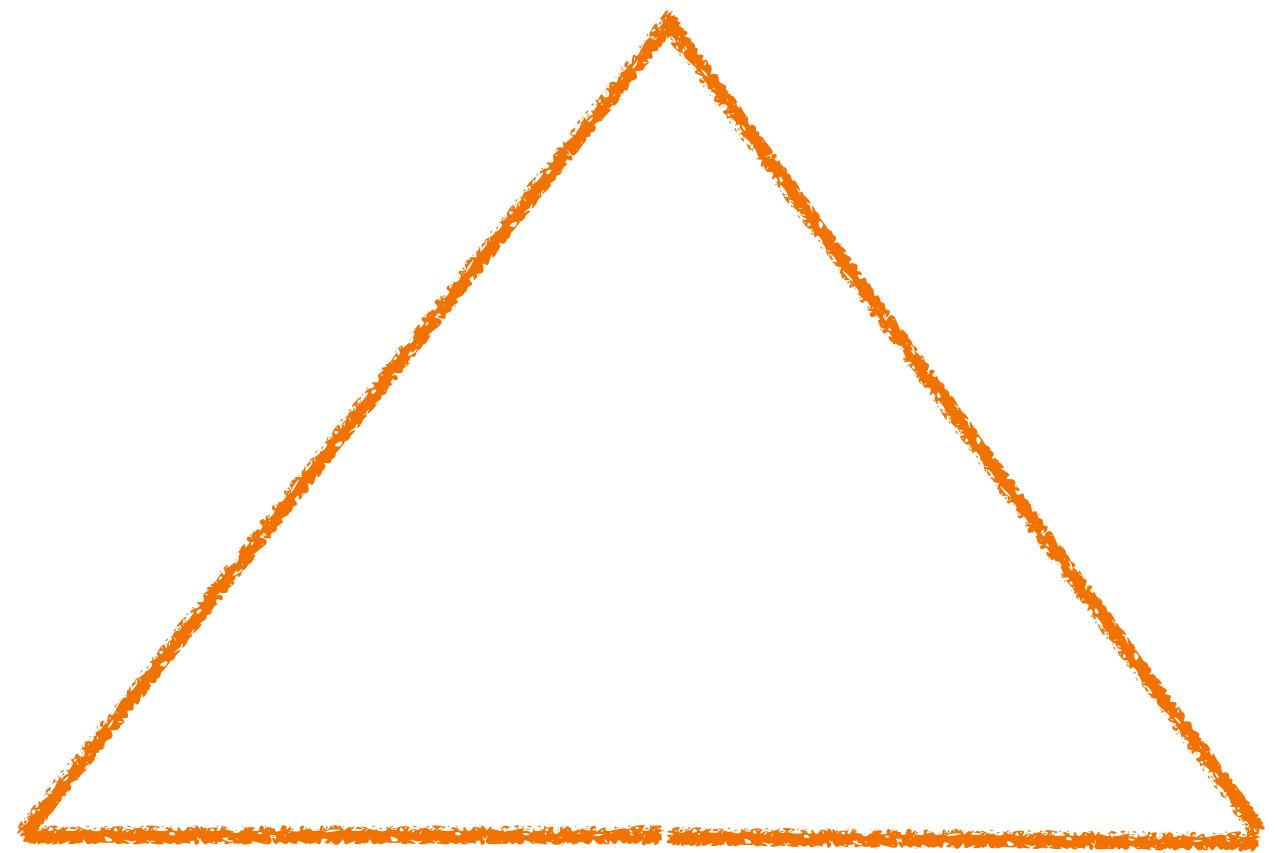
# Trot Gait: Foot Control



```
x_displacement = target_x_velocity * time_in_stance  
z_displacement = fixed_z_displacement  
  
#stance  
x_foot_offset = target_x_velocity * dt  
z_foot_offset = 0  
  
#swing (first phase)  
x_foot_offset = (x_dist_to_touch_down / time_remaining) * dt  
z_foot_offset = (swing_height - z_height) / time_remaining * dt  
  
#swing (second phase)  
x_foot_offset = (x_dist_touch_down / time_remaining) * dt  
z_foot_offset = (0 - z_height / time_remaining) * dt
```



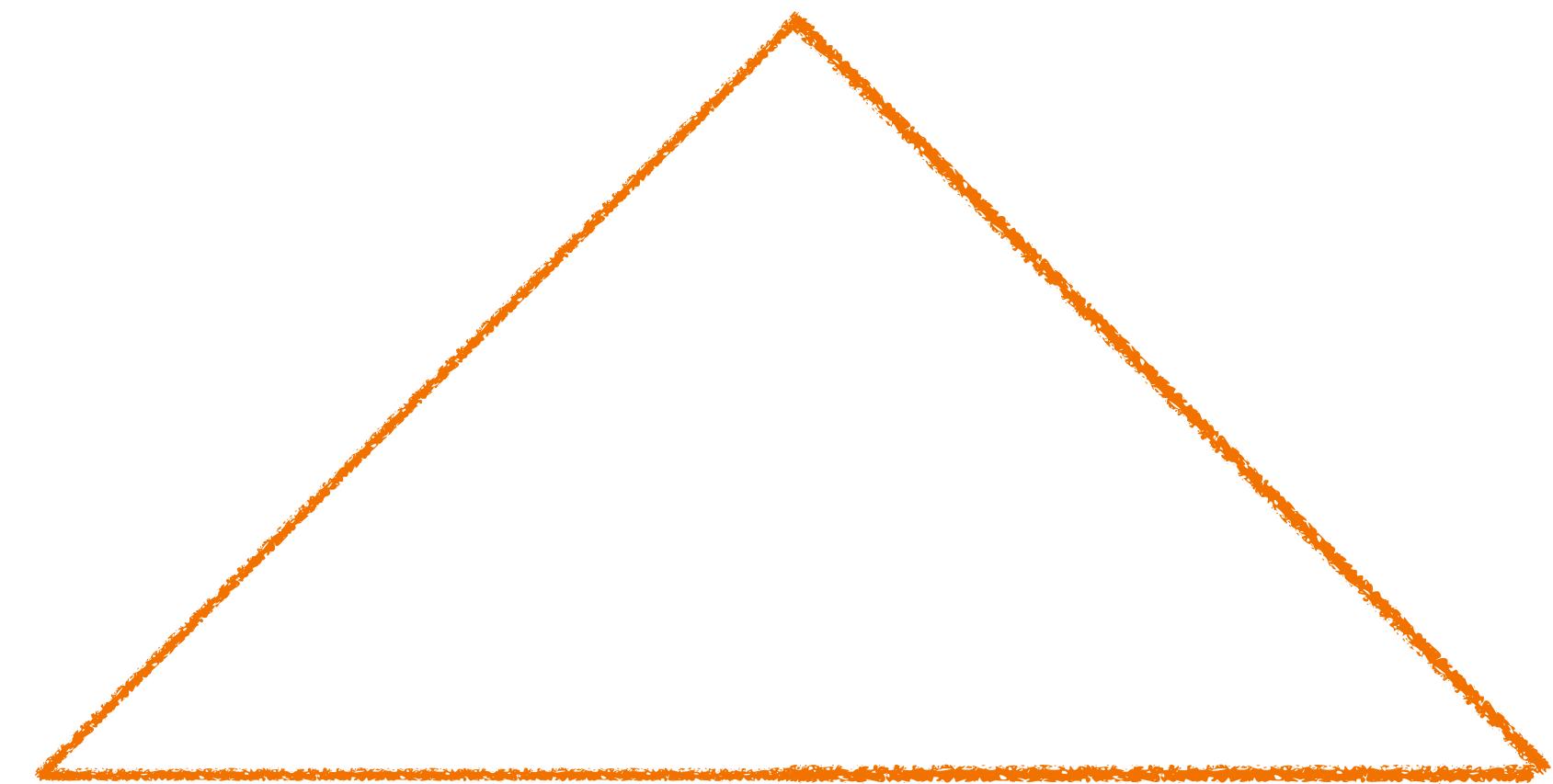
# Trot Gait: Foot Control



Nominal Speed



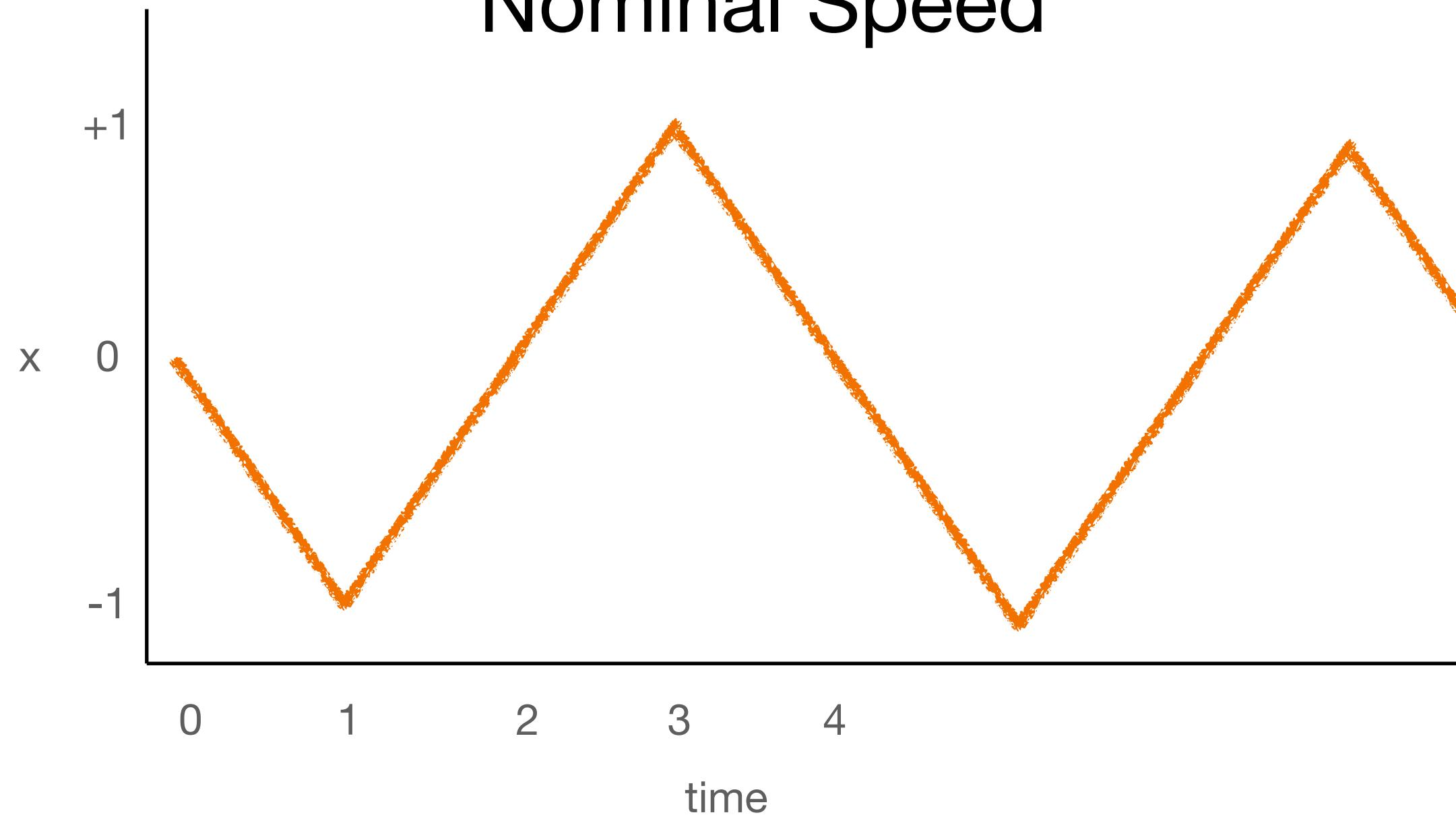
Slower



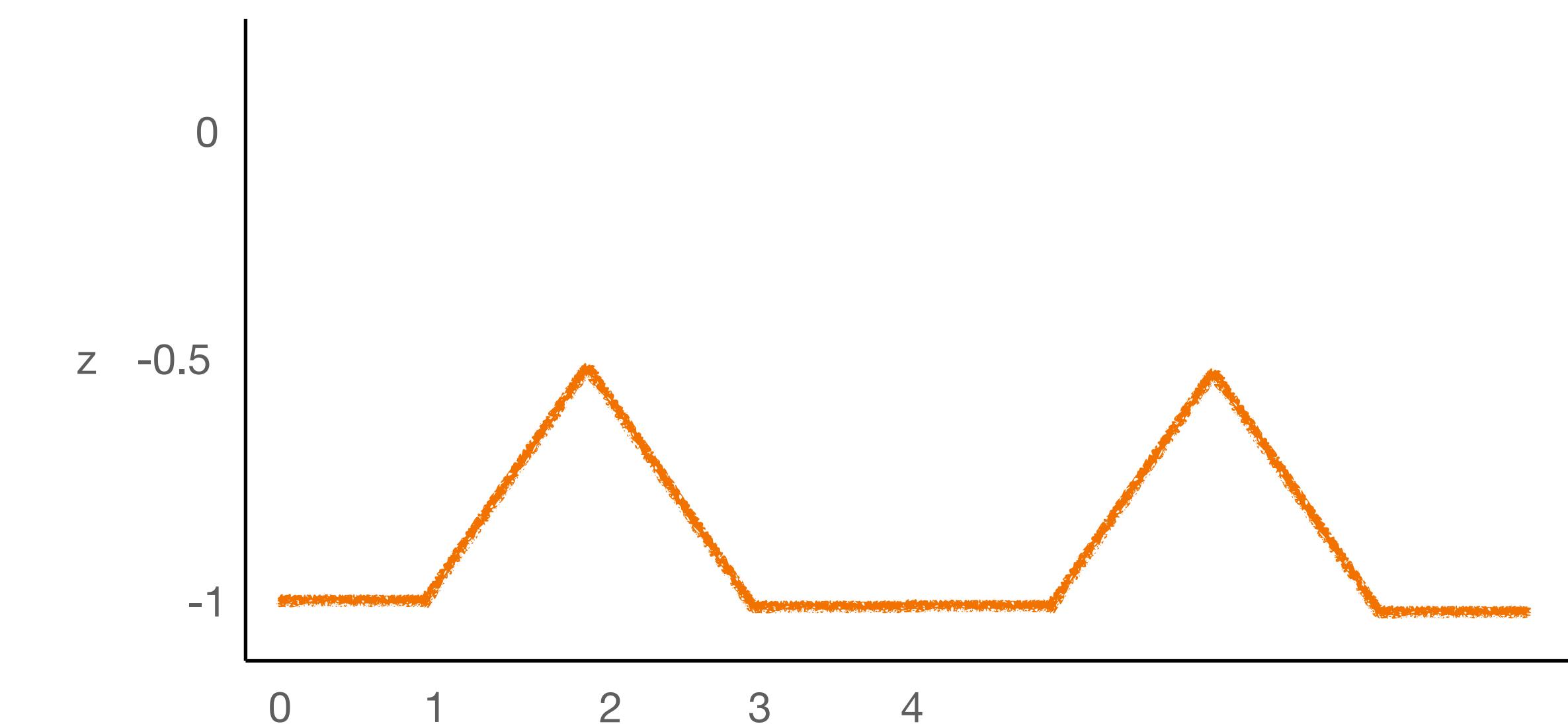
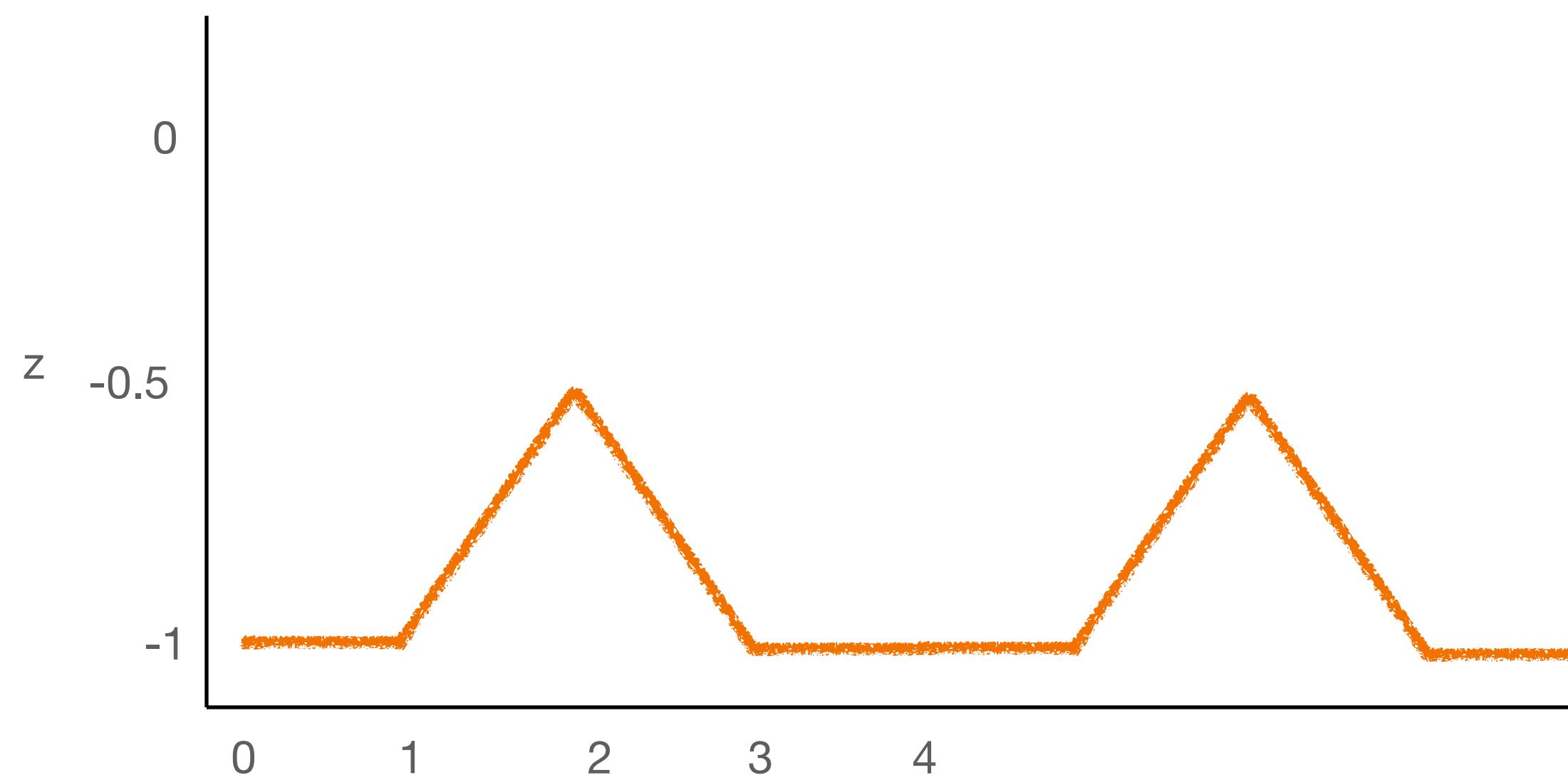
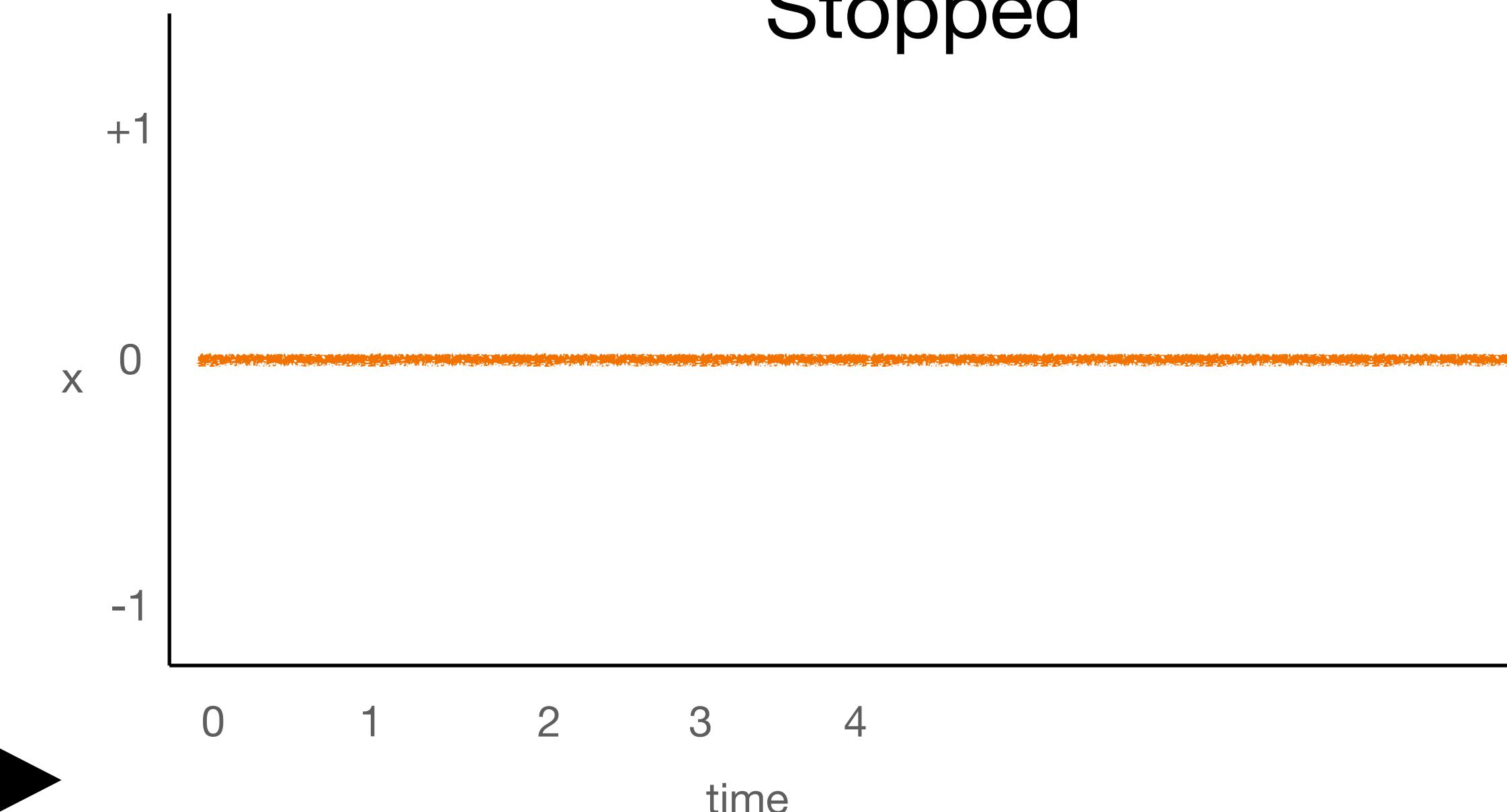
Faster

# Trot Gait: Foot Control

Nominal Speed



Stopped



# Trot Gait: Foot Control

- The pattern itself will have a fixed periodic cycle that doesn't change.
- To walk faster or slower we will change the shape of the pattern, not the time it takes to trace out

# Heuristic Control Recap:

1. Walking is achieved through Inverse Kinematics by setting target positions for the feet.
2. Feet are coordinated through a predefined cadence and pattern.
3. Changes in speed are achieved by extending the length of the stride, while leaving the cadence constant.





