

# Trajectory Optimization for an Inertia Wheel Cube

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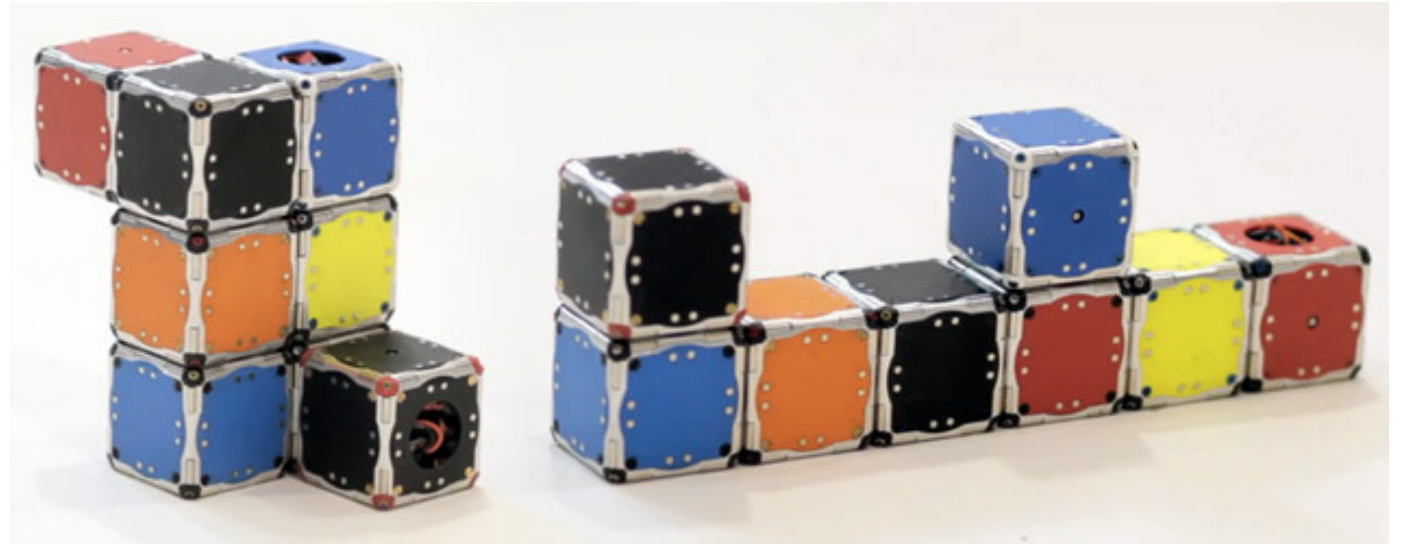
MIT

# Inspiration

- M-Blocks
- Cubli



<http://www.idsc.ethz.ch>



<http://hplusmagazine.com/wp-content/uploads/2014/05/m-blocks.jpg>

# Formulation

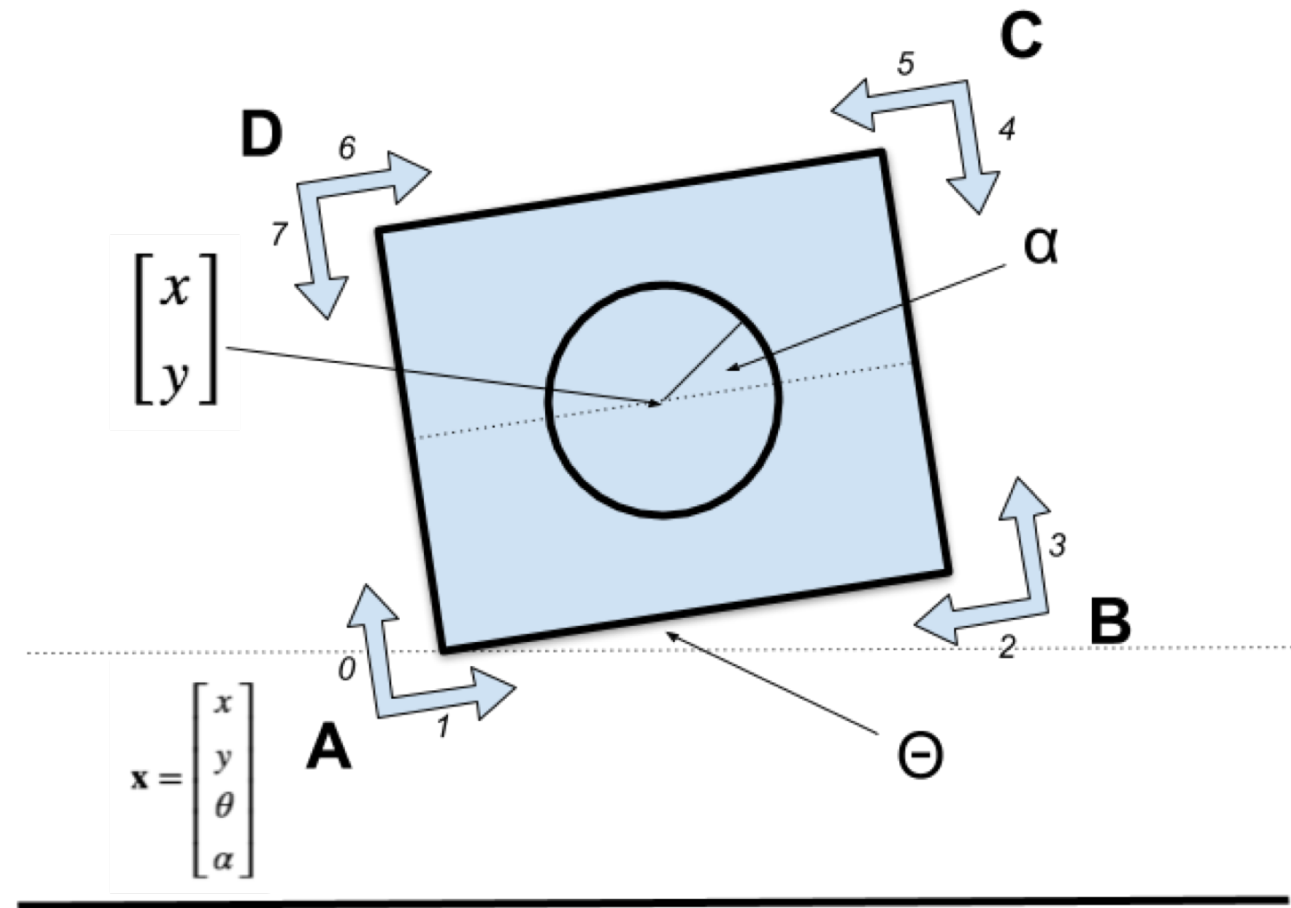
- Floating-base coordinates

$$\ddot{x} = (f_1 - f_2 + f_6 - f_5) \cos \theta - (f_0 + f_3 - f_4 - f_7) \sin \theta \quad (3)$$

$$\ddot{y} = (f_1 - f_2 + f_6 - f_5) \sin \theta + (f_0 + f_3 - f_4 - f_7) \cos \theta - g \quad (4)$$

$$\ddot{\theta} = \frac{-u + b_w \dot{\alpha} - b_c \dot{\theta}}{I_c} + \frac{1}{2} \left( \sum_{n \in \{1,3,5,7\}} f_n - \sum_{n \in \{0,2,4,6\}} f_n \right) \quad (5)$$

$$\ddot{\alpha} = \frac{u(I_c + I_w) + b_c I_w \dot{\theta} - b_w \frac{I_c + I_w}{2} \dot{\alpha}}{I_w I_c} \quad (6)$$



$$\mathbf{X} = \begin{bmatrix} x & y & \theta & \alpha & \dot{x} & \dot{y} & \dot{\theta} & \dot{\alpha} \end{bmatrix}^T$$

$$\dot{\mathbf{x}} = \begin{bmatrix} \dot{x} & \dot{y} & \dot{\theta} & \dot{\alpha} & \ddot{x} & \ddot{y} & \ddot{\theta} & \ddot{\alpha} \end{bmatrix}^T$$

# Formulation

- Contact-implicit trajectory optimization

$$\text{find } x[0:N], u[0:N], f[0:N]$$

subject to

$$x[n+1] = x[n] + f(x[n], u[n], f[n])dt,$$

$$n \in [0, N - 1],$$

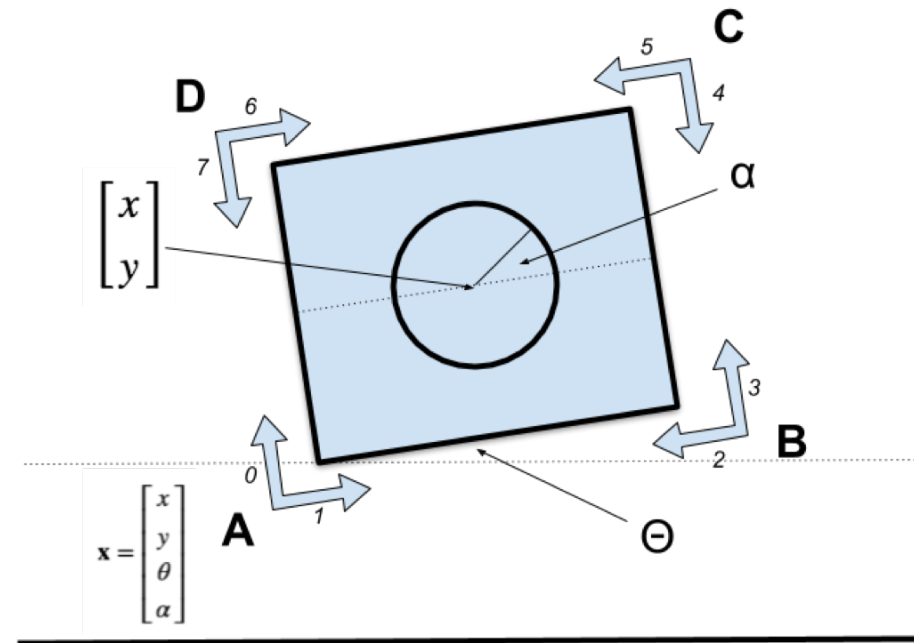
$$-u_{max} < u < u_{max},$$

$$0 < f[n][i] < f_{max}, i \in [0, 7],$$

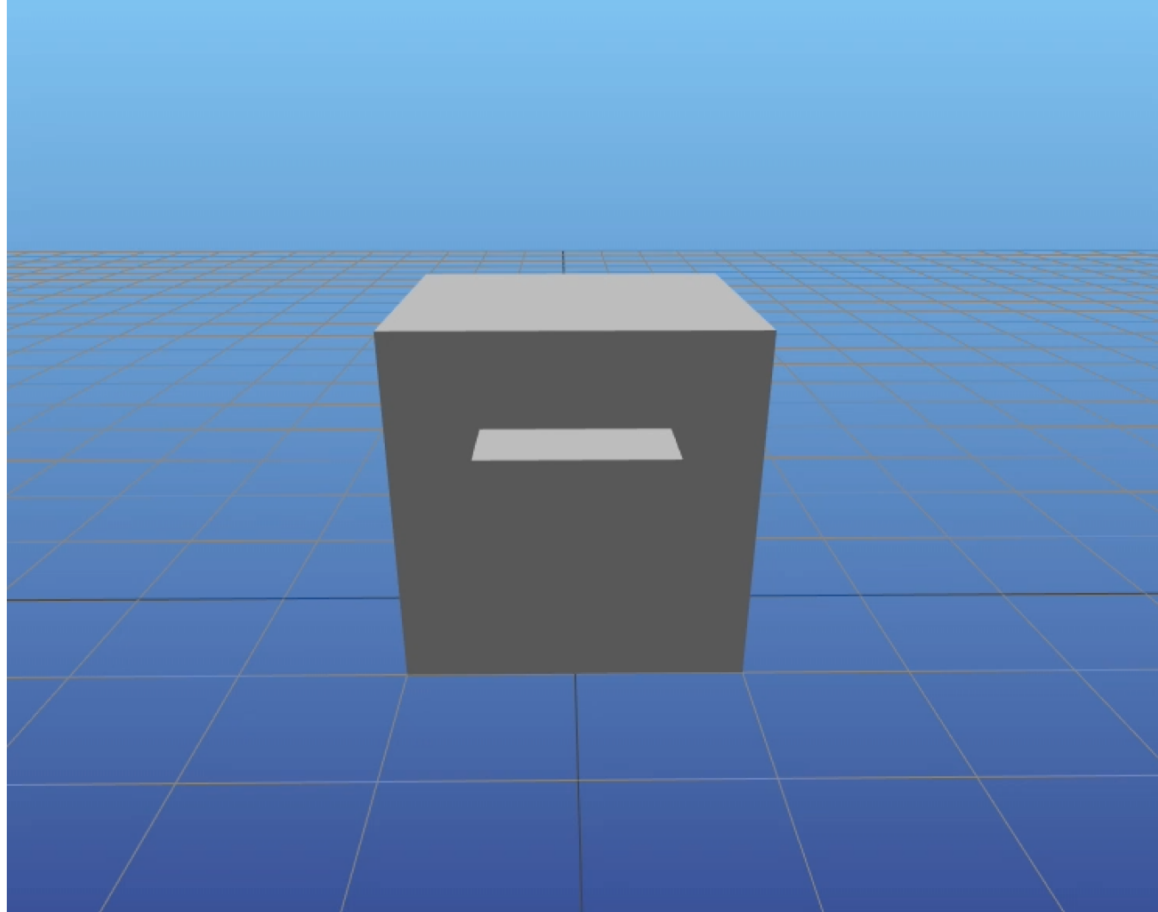
$$c[n][:] \cdot \phi[:] = 0.0,$$

$$x[0] = x_{initial},$$

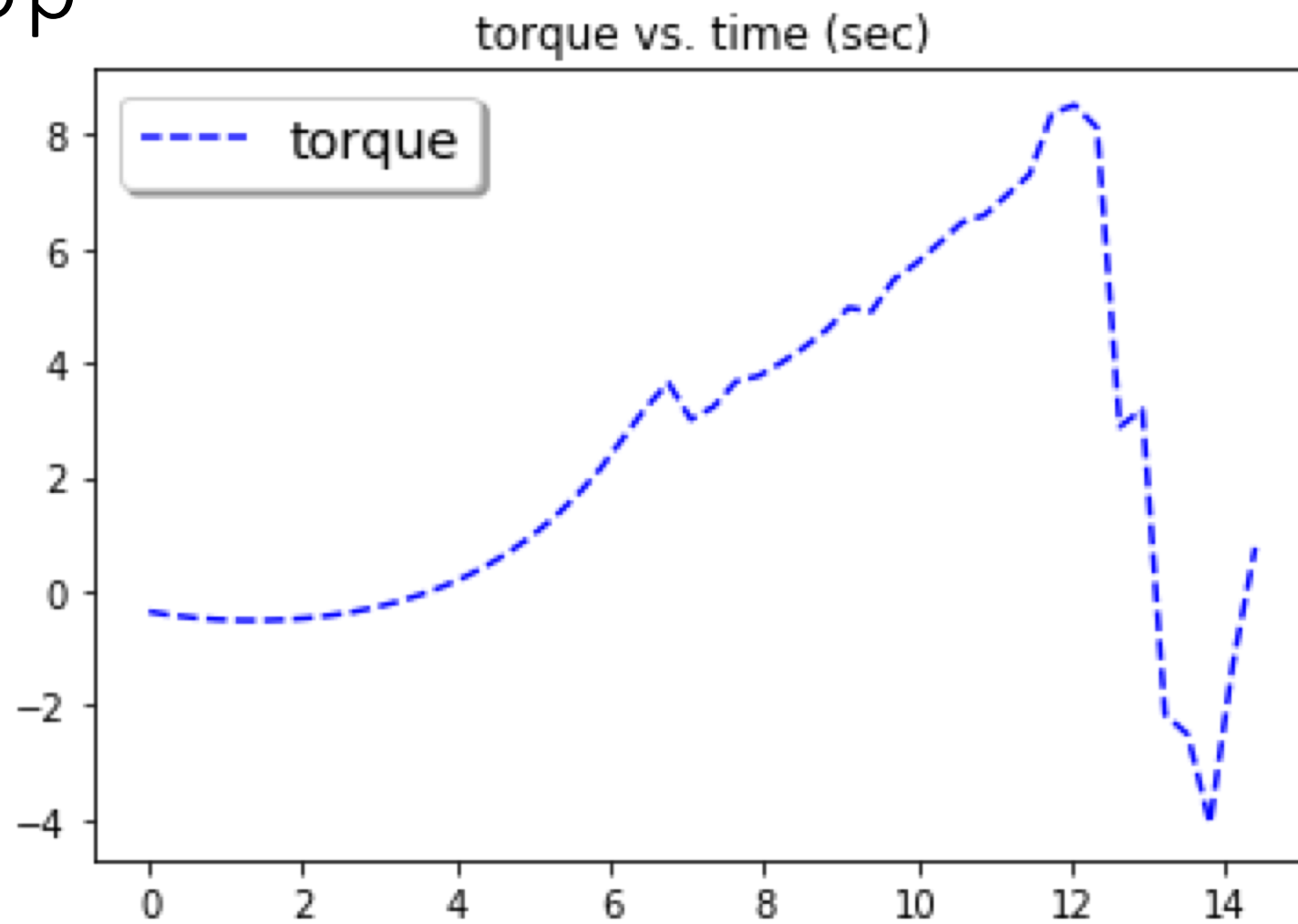
$$x[N] = x_{final},$$



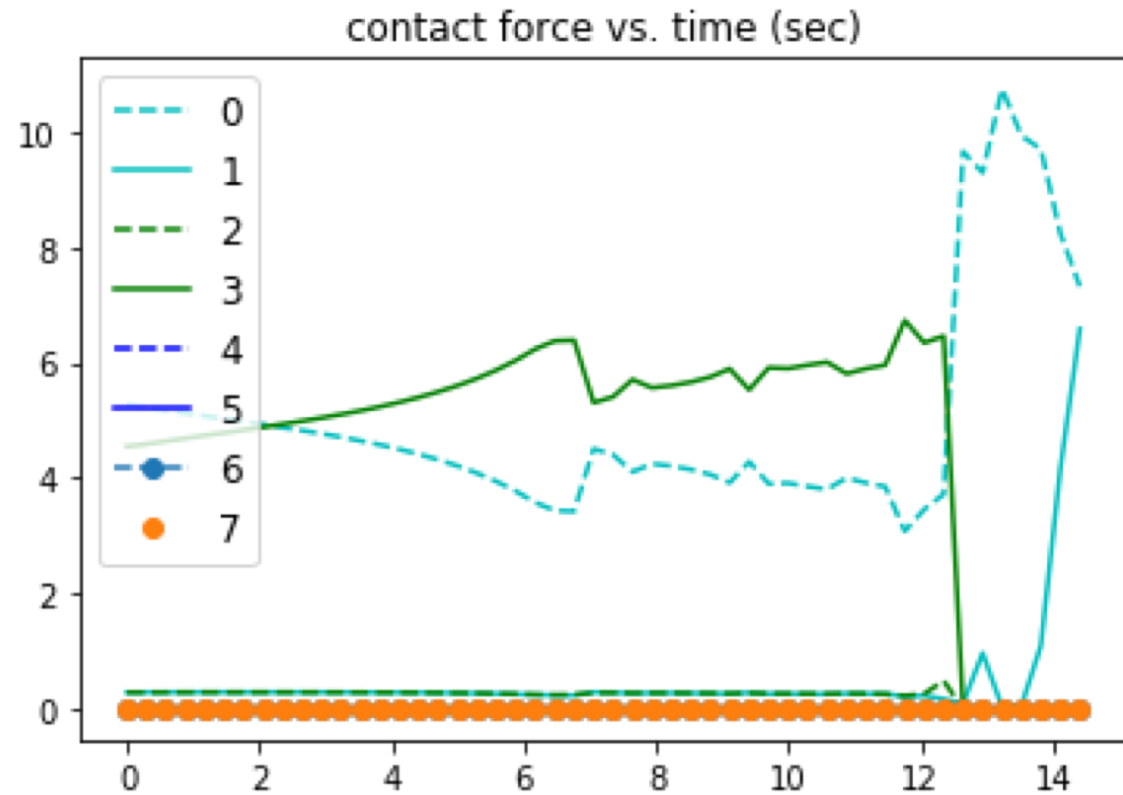
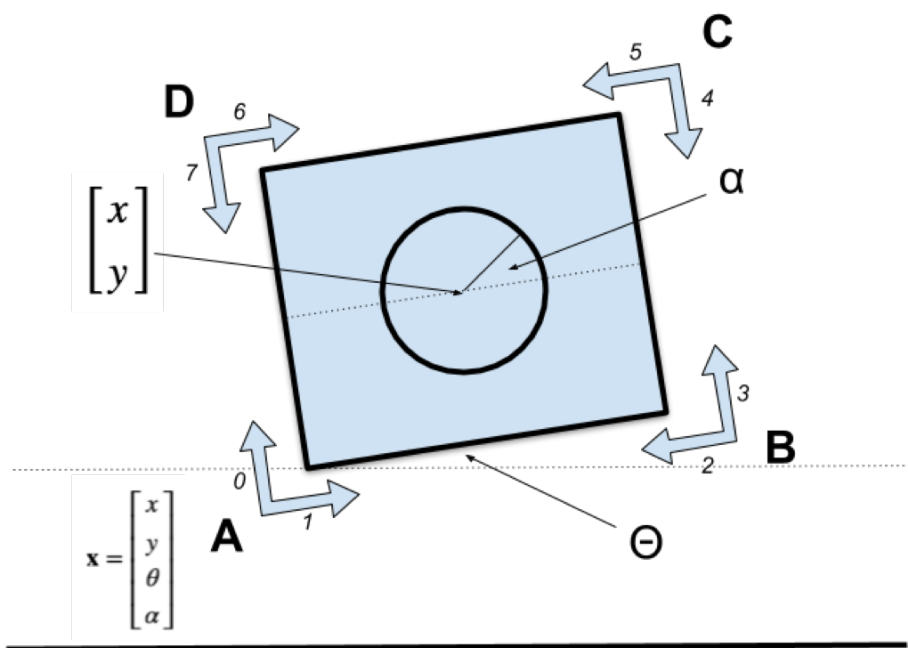
# Swing Up



# Swing Up

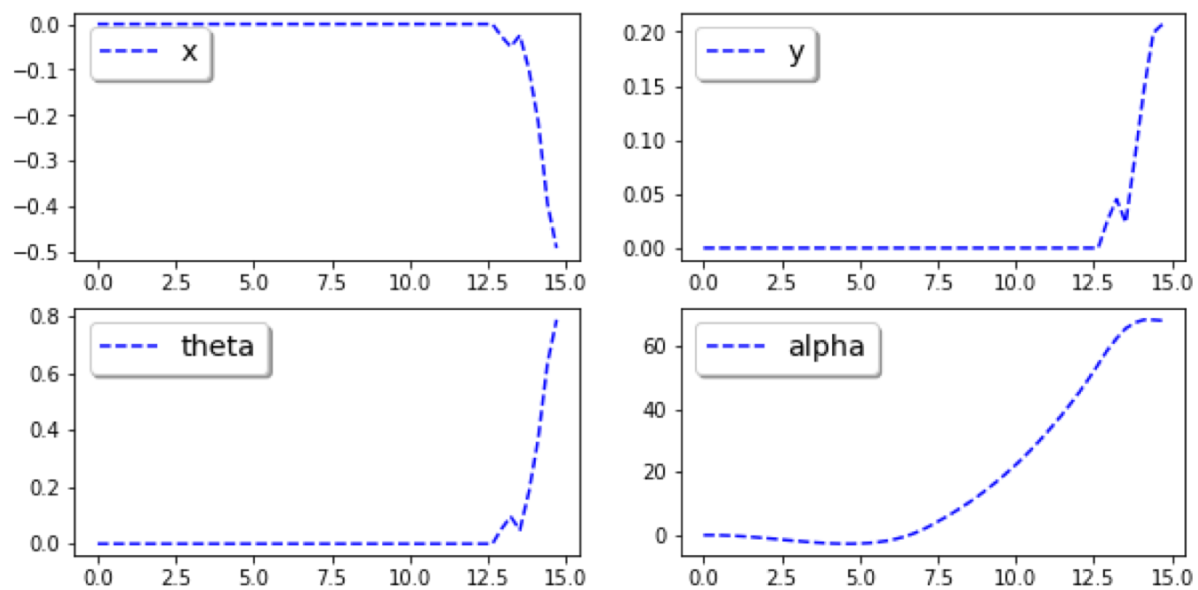


# Swing Up

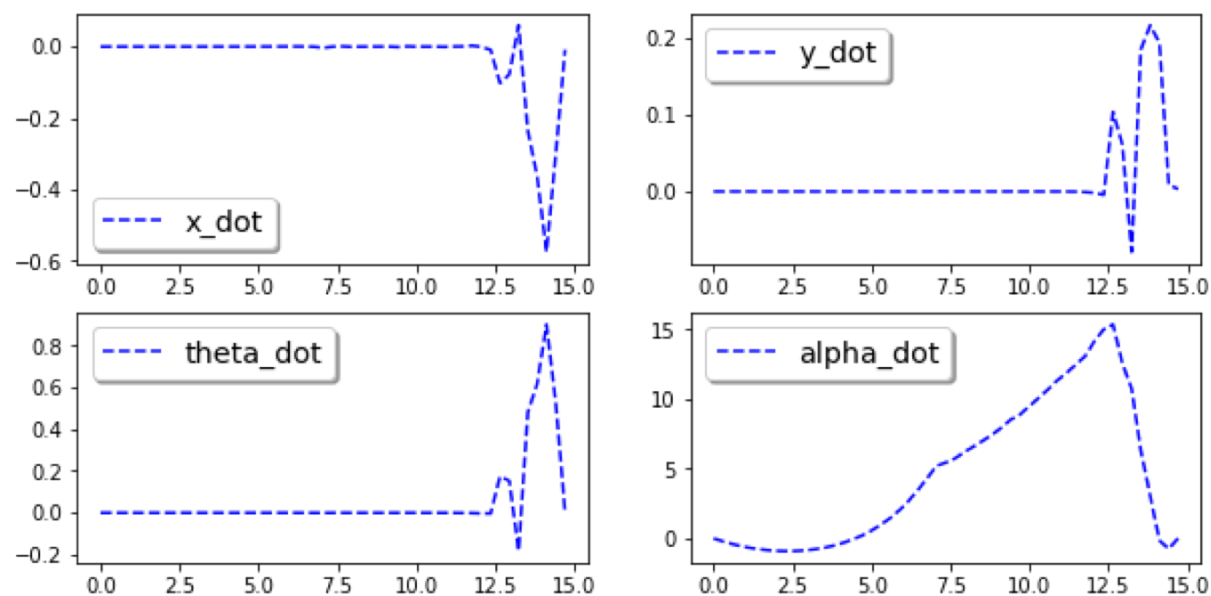


# Swing Up

states vs. time (sec)



velocities vs. time (sec)





# PD & QP Controller at Upright

- Quadratic cost on corner position
- PD control for torque input

# Limit Cycle

- Cost functions
  - Maximize vel.
  - Minimize torque
  - Minimize time

# M-Blocks Example