

Physical Human Robot Interaction

Filippo Grotto VR460638

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1 Introduction

In bilateral telemanipulation the aim is to allow to interact with a remote environment by using a joystick. The user manipulates the environment and perceives the reaction force through the haptic device (force feedback). The role of the control is to guarantee and/or enhance the coupling characteristics between the user at the master side and the environment at the slave side. Several components plays a role in a bilateral telemanipulation architecture: human operator, haptic device, master controller, communication channel (using a proper protocol), slave controller, slave robot and environment. A crucial part is the communication channel that has to be robust to delays and packet losses.

The hybrid two-port representation that we are going to use are the following

$$\begin{bmatrix} f_m \\ \dot{x}_m \end{bmatrix} = \begin{bmatrix} H_{11}(s) & H_{12}(s) \\ H_{21}(s) & H_{22}(s) \end{bmatrix} = \begin{bmatrix} x_s \\ -f_s \end{bmatrix} \quad \text{Hannaford hybrid matrix}$$

$$\begin{bmatrix} f_m \\ -\dot{x}_s \end{bmatrix} = \begin{bmatrix} \bar{H}_{11}(s) & \bar{H}_{12}(s) \\ \bar{H}_{21}(s) & \bar{H}_{22}(s) \end{bmatrix} = \begin{bmatrix} \dot{x}_m \\ f_s \end{bmatrix} \quad \text{Lawrence hybrid matrix}$$

where

- $\bar{H}_{11}(s)$ is the unconstrained movement impedance the equivalent inertia and damping that the operator feels moving the master robot if the slave is in free motion. It should be as low as possible.
- $\bar{H}_{21}(s)$ position tracking during unconstrained motion: ability of the slave robot to follow the position of the master robot. It should tend to unity, if no position scaling is desired, with infinite bandwidth.
- $\bar{H}_{12}(s)$ tracking of forces in contact tasks when the operator keeps the master steady against the forces that the slave encounters. It should tend to unity, if no force scaling is desired, with infinite bandwidth.
- $\bar{H}_{22}(s)$ contact admittance: position tracking during contact tasks.

The key concepts of an architecture are:

- **Stability:** meaning that all the variables within the teleop system are bounded
- **Transparency:** meaning that the operator at the master side has the feeling to interact directly with the remote environment at the slave side.
- **Telepresence** denotes a dynamic behavior in which the environmental effects experienced by the slave are transferred through the master to the human without alteration

In order to have **perfect transparency** we want to have:

$$\begin{bmatrix} H_{11}(s) & H_{12}(s) \\ H_{21}(s) & H_{22}(s) \end{bmatrix} = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix} \quad \text{Hannaford hybrid matrix}$$

$$\begin{bmatrix} \bar{H}_{11}(s) & \bar{H}_{12}(s) \\ \bar{H}_{21}(s) & \bar{H}_{22}(s) \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} \quad \text{Lawrence hybrid matrix}$$

In general, it would be enough to obtain good transparency at low frequencies, so the operator can accurately determine stiffness while in contact with an environment, or determine payload inertia while in free motion. It is also good to define some performance indices like **position tracking**, **force rendering** and **impedance coupling**. The higher the bandwidth of the transparency, the larger the degree of telepresence but in this case stability becomes a limiting factor in achievable bandwidths

2 Four channel bilateral teleoperation architecture

This architecture was described by Dale A. Lawrence in *Stability and Transparency in Bilateral Teleoperation*. There are 4 channels meaning two signals from master to slave and two signals from slave to master. However this architecture can be specialized to obtain other teleoperation schemes according to available sensors. It is based on some assumptions:

- No communication delays between slave side and master side
- Perfect knowledge of the master and slave robot dynamics
- Force and velocity (position) measurements at the master and slave side are available

Considering the conditions for perfect transparency of Hannaford hybrid matrix (or Lawrence) we can derive the following conditions:

$$\begin{cases} C_3 C_2 = I \\ C_4 = -(Z_m + C_m) \\ C_1 = Z_s + C_s \\ C_2 = I \end{cases}$$

Moreover it is possible to set $C_2 < 1$ to reduce operator's fatigue or $C_2 > 1$ to increase operator's level of sensitivity.

Moreover if we consider inner force controller the perfect transparency requires:

$$\begin{cases} C_3 = 1 + C_{sf} \\ C_4 = -(Z_m + C_m) \\ C_1 = Z_s + C_s \\ C_2 = 1 + C_{mf} \end{cases}$$

Force and position feedback act in opposite ways, in the sense that one softens and the other stiffens the system. When the slave is in contact with hard environment the contact force is the dominant signal for transmission, in soft environment the position/velocity is the dominant signal.

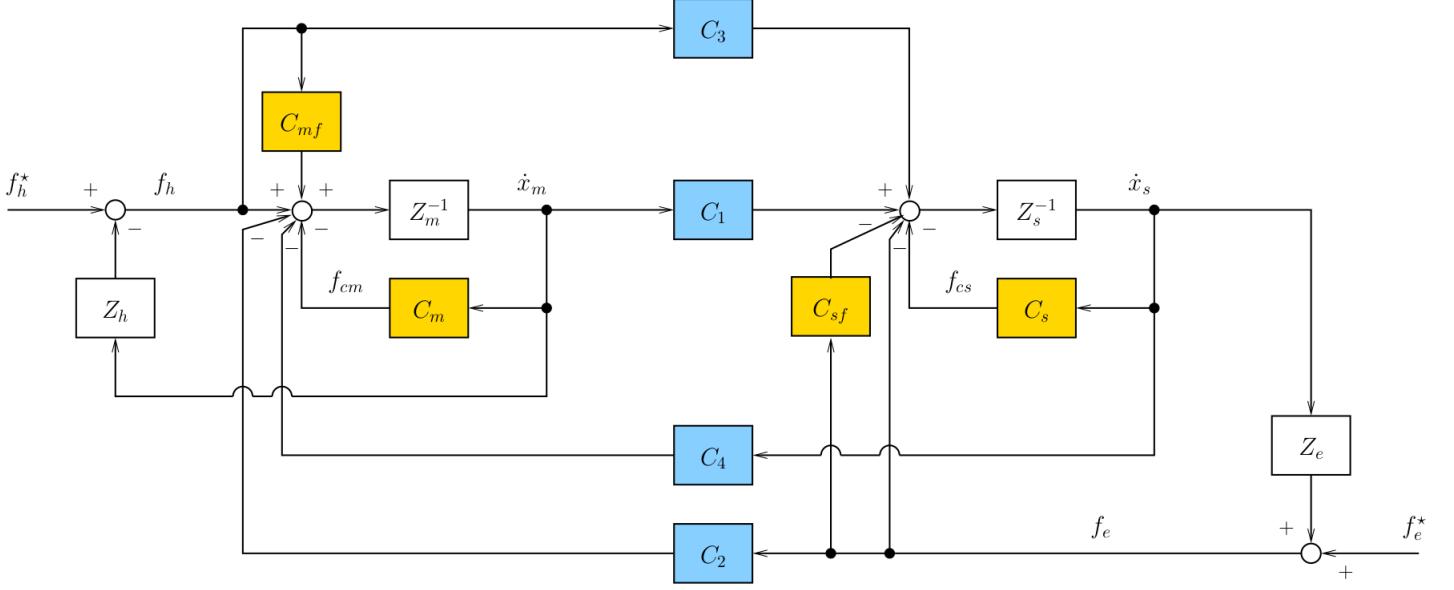


Figure 1: 4 Channel Bilateral Telemanipulation architecture with inner force loops C_{mf} and C_{sf} .

2.1 Continuous and discretized implementation

Implement the SISO Four-channel bilateral teleoperation architecture with

$$C_m = B_m + \frac{K_m}{s} \quad C_s = B_s + \frac{K_s}{s}$$

$$Z_m^{-1} = \frac{1}{M_m s + D_m} \quad Z_s^{-1} = \frac{1}{M_s s + D_s}$$

where $M_m = 0.5$, $M_s = 2$. Moreover $D_s = 10$ and $D_m = 5$ or both zero in the initial case. In Fig 2 a simple plot of the positions and velocities (slave and master) are reported for proper selected tuning parameters of the related master and slave controller. In order to properly tune the controllers the following closed-loop systems were considered:

$$G_m = \frac{1}{M_m s^2 + B_m s + K_m} \quad G_s = \frac{1}{M_s s^2 + B_s s + K_s}$$

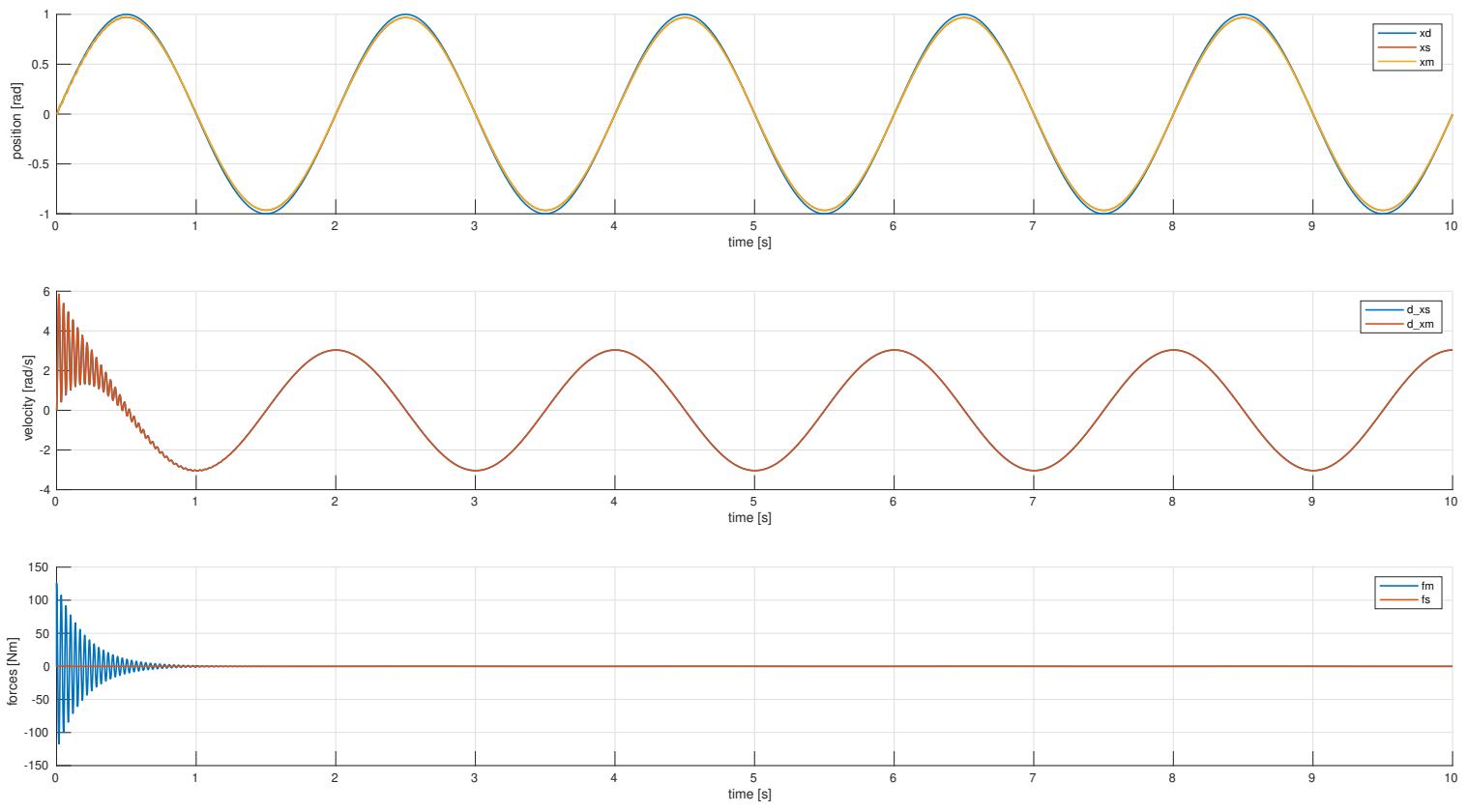


Figure 2: 4 channel architecture in free motion with a sinusoidal reference

The proper parameters were selected considering the step response of the two second order systems. For the human intention controller the parameters were selected by comparing the reference position with the master/slave position and perform proper tuning (an analytical closed-loop system might also be considered for this analysis).

The environment is a pure stiffness $K_e = 200$ but also other scenario has been considered. The reference is sinusoidal function with unitary amplitude and frequency 0.1Hz

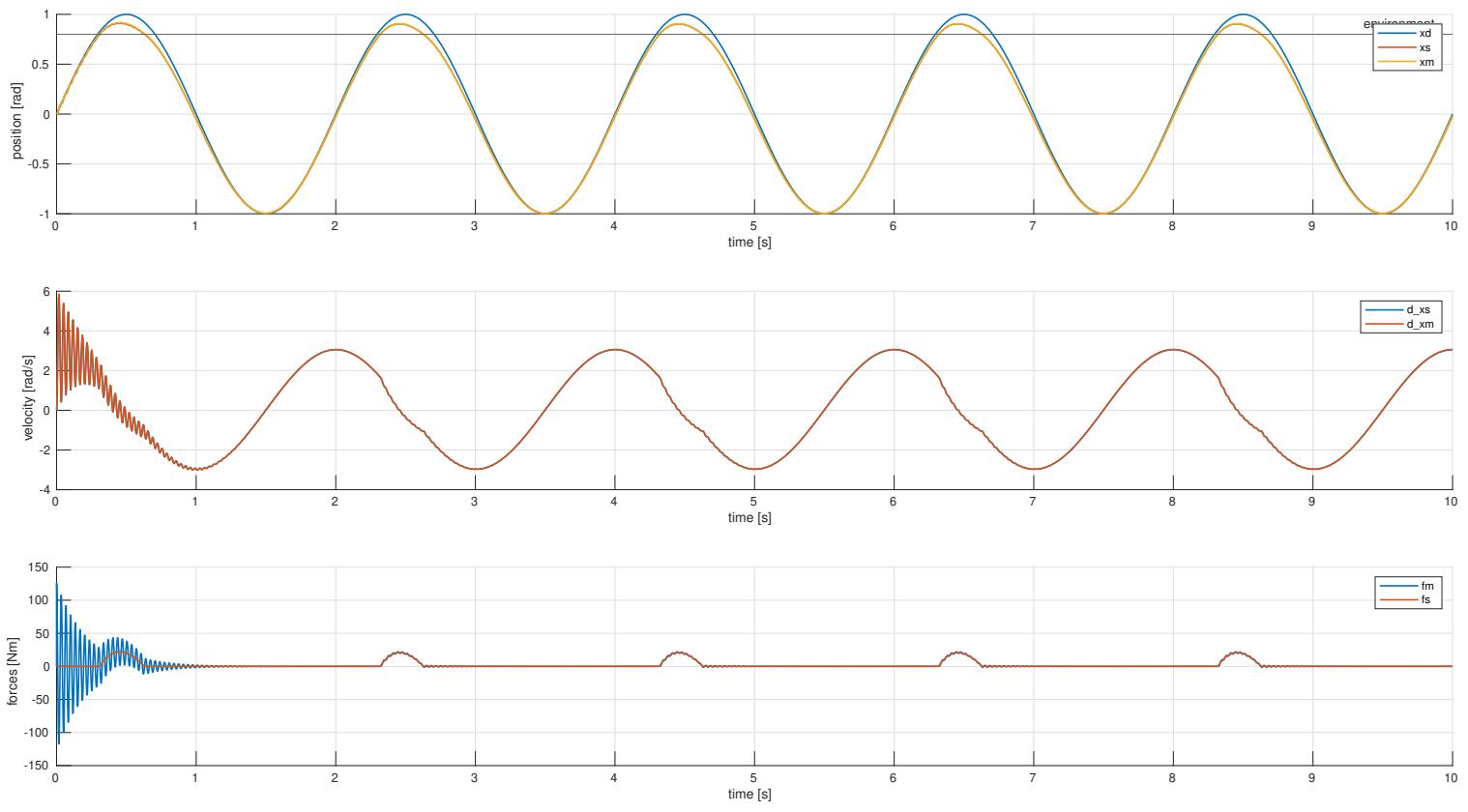


Figure 3: 4 channel architecture in contact at 0.8 with a sinusoidal reference

In Fig 3 it is visible the transparency effect at contact $f_e = f_h$. The initial oscillations come from the tuning of the human controller. As it is visible the environment changes the behaviour of the master if we compare it with Fig 2.

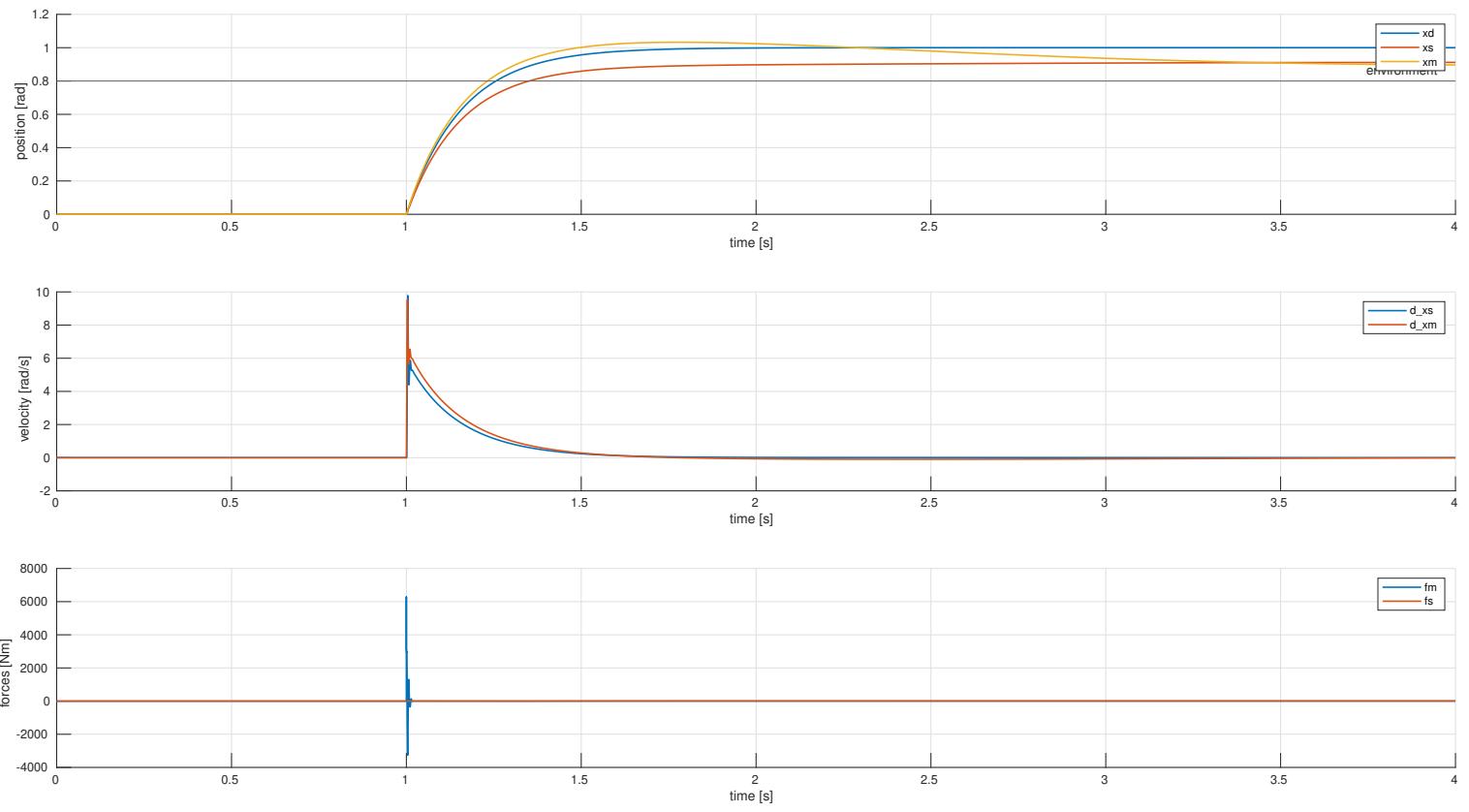


Figure 4: 4 channel architecture in contact at 0.8 with a step reference

As it is visible in Fig 2 the architecture is correctly following the reference provided. There is however a large effect due to the initial motion in all the presented figures due to high gain. In Fig 3 the contact interaction is clearly visible in the forces plot when the position reaches 0.8.

Finally the Fig 4 gives an idea of the reponse of the system to a step function and Fig 5 emphasises the problem related to estimation of velocity and accelerations with noisy measurements. Moreover the inner force feedback can be introduced as constants and be properly tuned as desired.

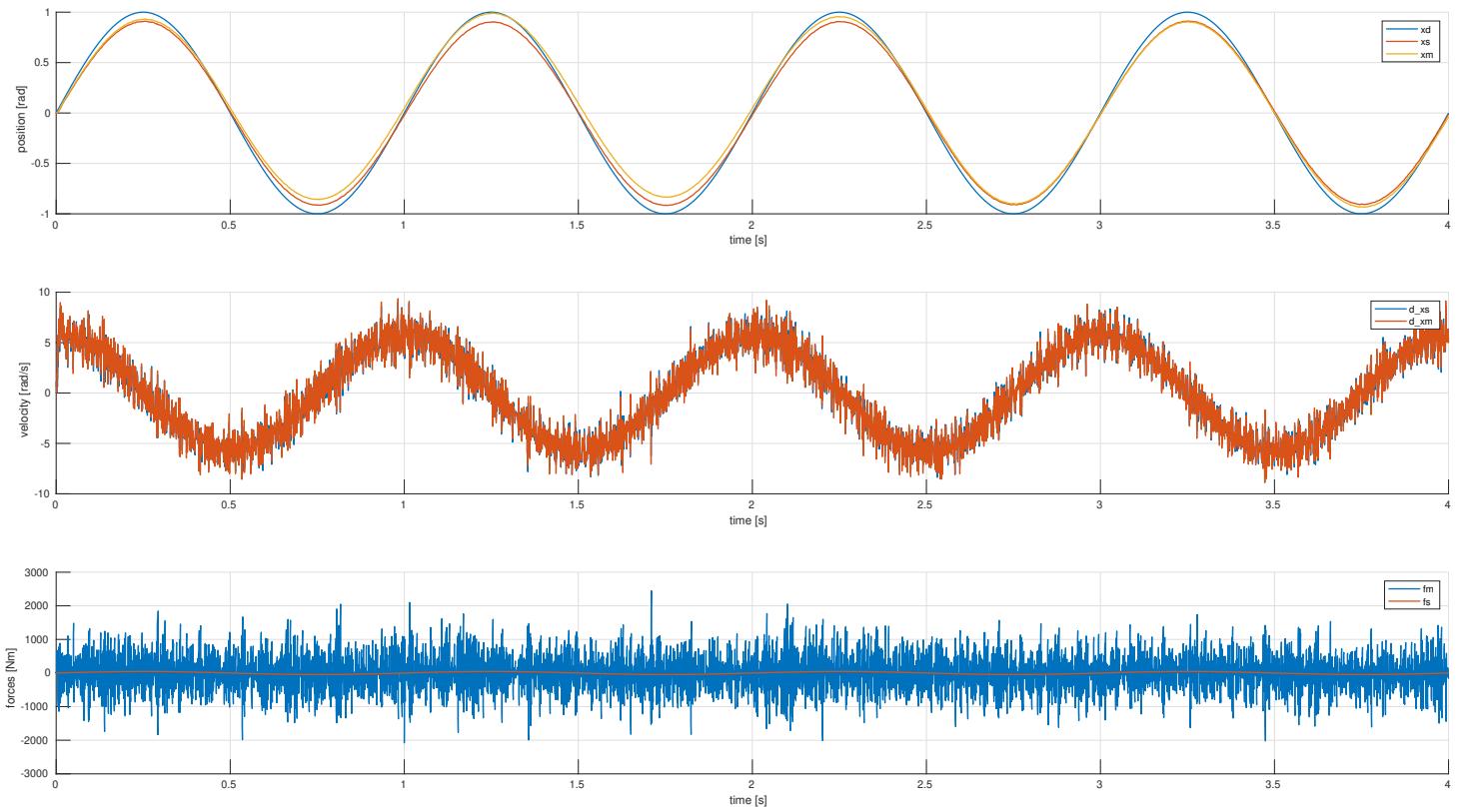


Figure 5: Four channel architecture with white noise. The sinusoidal reference is much faster in this case

The entire architecture was translated in the related discretized version according to our specification in terms of encoders and the related derivative were performed using the simulink block. In the following section kalman filters will be introduced and they will be used to filter noisy estimations of velocities and accelerations.

The inner force loops in this architecture don't produce really different results so the related plots are not reported.

2.2 Derive the hybrid matrix

Derive the hybrid matrix for the four channel bilateral teleoperation considering the inner force loop at the master and slave side. We can directly consider Fig 1.

$$\begin{bmatrix} f_m \\ -v_s \end{bmatrix} = \begin{bmatrix} \overline{H_{11}} & \overline{H_{12}} \\ \overline{H_{21}} & \overline{H_{22}} \end{bmatrix} = \begin{bmatrix} v_m \\ f_s \end{bmatrix}$$

Let's start by defining:

$$v_m = Z_{cm}^{-1}(f_m - C_2 f_s - C_4 v_s + C_{mf} f_m) \quad (1)$$

$$v_s = Z_{cs}^{-1}(-f_s - C_{sf}f_s + C_1v_m + C_3f_m) \quad (2)$$

Finally let's compute the 4 components of the hybrid matrix considering one component to zero at each step.

$$\overline{H_{11}} : f_m \rightarrow v_m \quad f_s = 0$$

$$Z_{cm}v_m = f_m - C_4Z_{cs}^{-1}C_1v_m - C_4Z_{cs}^{-1}C_3f_m + C_{mf}f_m$$

$$v_m(Z_{cm} + C_4Z_{cs}^{-1}C_1) = f_m(1 - C_4Z_{cs}^{-1}C_3 + C_{mf})$$

$$\overline{H_{11}} = \frac{Z_{cm}Z_{cs} + C_1C_4}{(1 + C_{mf})Z_{cs} - C_3C_4}$$

$$\overline{H_{12}} : f_m \rightarrow f_s \quad v_m = 0$$

$$0 = f_m - C_2f_s + C_4Z_{cs}^{-1}C_{sf}f_s + C_4Z_{cs}^{-1}f_s - C_{mf}f_m$$

$$f_m(1 - C_{mf} - C_4Z_{cs}^{-1}C_3) = f_s(C_2 - C_4Z_{cs}^{-1}C_{sf}C_{sf} - C_4Z_{cs}^{-1})$$

$$\overline{H_{12}} = \frac{C_2Z_{cs} - C_4(1 + C_{sf})}{(1 + C_{mf})Z_{cs} - C_3C_4}$$

$$\overline{H_{21}} : -v_s \rightarrow v_m \quad f_s = 0$$

$$v_sZ_{cs} = -(C_1v_m + C_3f_m)$$

$$v_s(Z_{cs} - \frac{C_3C_4}{1 + C_{mf}}) = -v_m(C_1 + \frac{C_3Z_{cm}}{1 + C_{mf}})$$

$$\overline{H_{21}} = -\frac{C_1(1 + C_{mf}) + C_3Z_{cm}}{(1 + C_{mf})Z_{cs} - C_3C_4}$$

$$\overline{H_{22}} : -v_s \rightarrow f_s \quad v_m = 0$$

$$v_sZ_{cs} = C_{sf}f_s + f_s + C_{sf}f_s$$

$$v_s(Z_{cs} - \frac{C_3C_4}{1 + C_{mf}}) = f_s(C_{sf} + 1 - \frac{C_3C_2}{1 + C_{mf}})$$

$$\overline{H_{22}} = \frac{(1 + C_{sf})(1 + C_{mf}) - C_2C_3}{(1 + C_{mf})Z_{cs} - C_3C_4}$$

3 Kalman Filter, Predictor and Smoother

In this section we are briefly going to consider the following estimation problems:

- **Filtering**: estimate $\hat{s}(t)$ using measurements till time t
- **Prediction**: estimate $\hat{s}(t + h)$ using measurements till time t
- **Smoothing**: estimate $\hat{s}(t - h)$ using measurements till time t

Our aim is to estimate the velocities and accelerations from noisy position measurements. Some samples were provided for the task and the kalman filter and predictor were implemented as well as the steady state versions. The theory behind the kalman filter and predictor is not fully reported. Let's derive the discretized model for the position, velocities and accelerations to use in the kalman filter:

$$\dot{x}(t) = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{bmatrix} x(t) + \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} w(t) \quad y(t) = [1 \ 0 \ 0] x(t) + v(t) \quad (3)$$

Let's discretize the continuous-time model:

$$A_d = e^{AT_s} = e^{\begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{bmatrix} T_s} = \begin{bmatrix} 1 & T_s & \frac{T_s^2}{2} \\ 0 & 1 & T_s \\ 0 & 0 & 1 \end{bmatrix}$$

$$C_d = C = [1 \ 0 \ 0]$$

$$B_d = \left(\int_0^{T_s} e^{\begin{bmatrix} 1 & \tau & \tau^2/2 \\ 0 & 1 & \tau \\ 0 & 0 & 1 \end{bmatrix} d\tau} \right) = \begin{bmatrix} T_s^3/6 \\ T_s^2/2 \\ T_s \end{bmatrix}$$

It is important to notice the presence of two variance matrixes R related to v_k and Q related to w_k . The variance matrix R also called noise variance depends on the sensors whereas the variance matrix Q also called model variance is chosen in order to explain the measurements as well as possible. They are crucial for proper tuning of the kalman filter.

Briefly the Kalman filter can be defined using a recursive formulation composed of a prediction and an estimation step with proper initial conditions:

$$\hat{x}_{k+1|k+1} = A\hat{x}_{k|K} + K_{k+1}(y_{k-1} - CA\hat{x}_{k|k})$$

$$P_{k+1|k} = AP_{k|k-1}A^T - AP_{k|k-1}C^T(CP_{k|k-1}C^T + R)^{-1}CP_{k|k-1}A^T + Q \quad \text{Riccati equation}$$

where the kalman gain maps the output estimation error into the correction of the prediction state

$$K_{k+1} = P_{k+1|k} C^T (C P_{k+1|k} C^T + R)^{-1} \quad \text{Kalman gain}$$

when k goes to infinity we can consider the steady-state kalman filter which uses the Algebraic Ricati Equation (ARE) for getting P_∞ . Informally the steady-state kalman filter is not optimal at the beginning of the experiments but we can reach reasonable results.

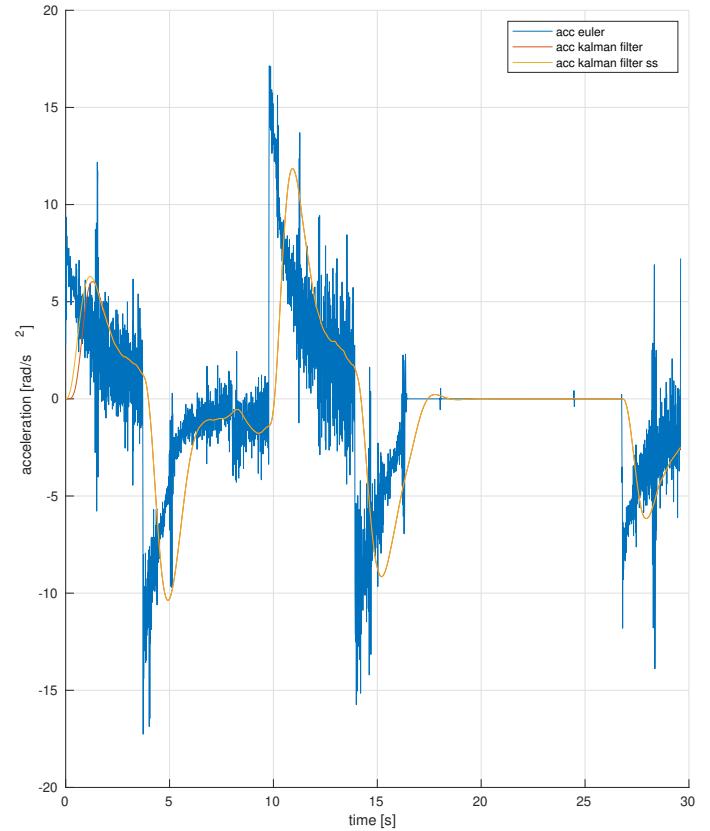
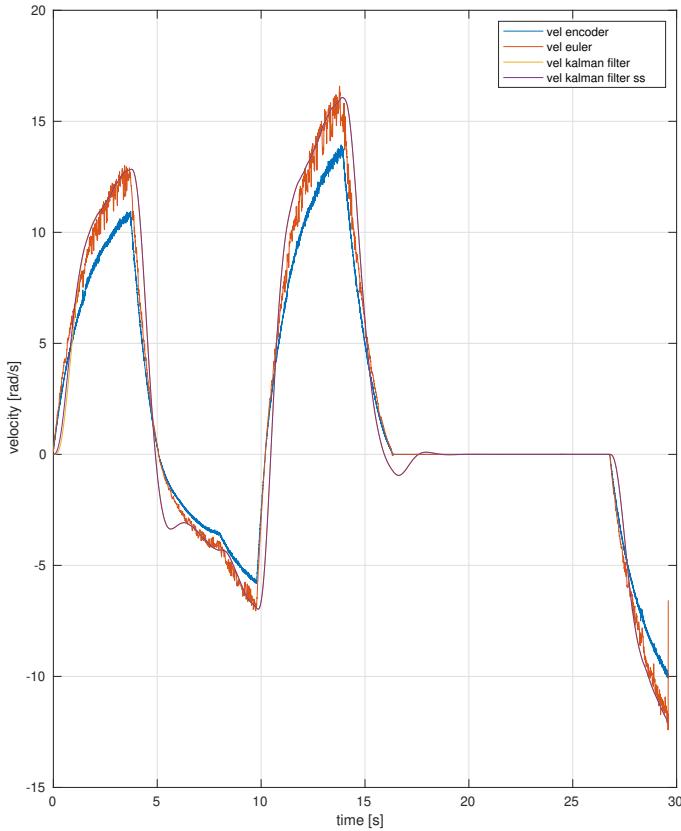


Figure 6: Velocities and accelerations estimations using Kalman filter, Kalman filter in steady state conditions and euler approximations with 5Hz low pass filter. As it is visible at the beginning the Kalman filter is different from the steady state version.

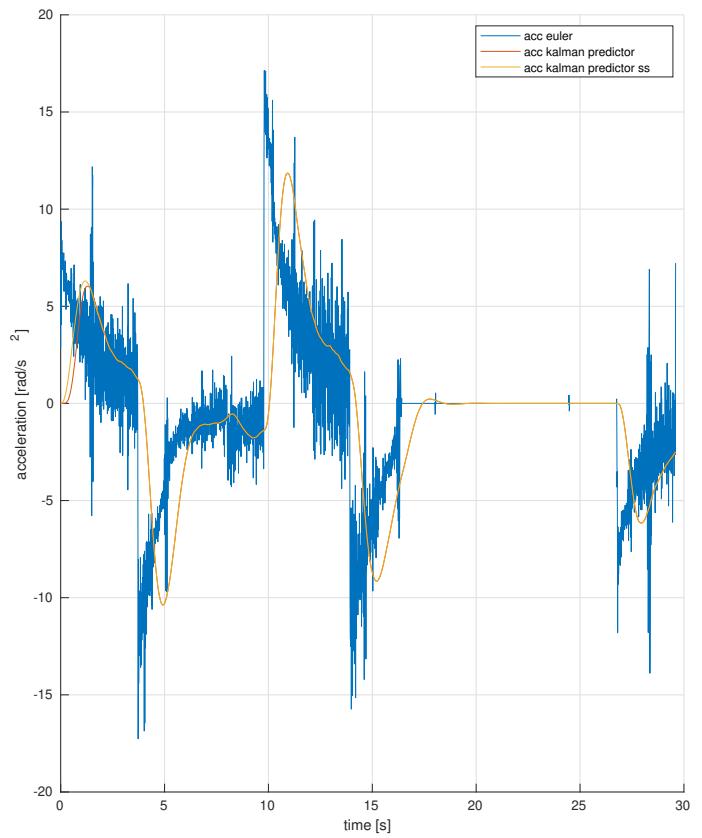
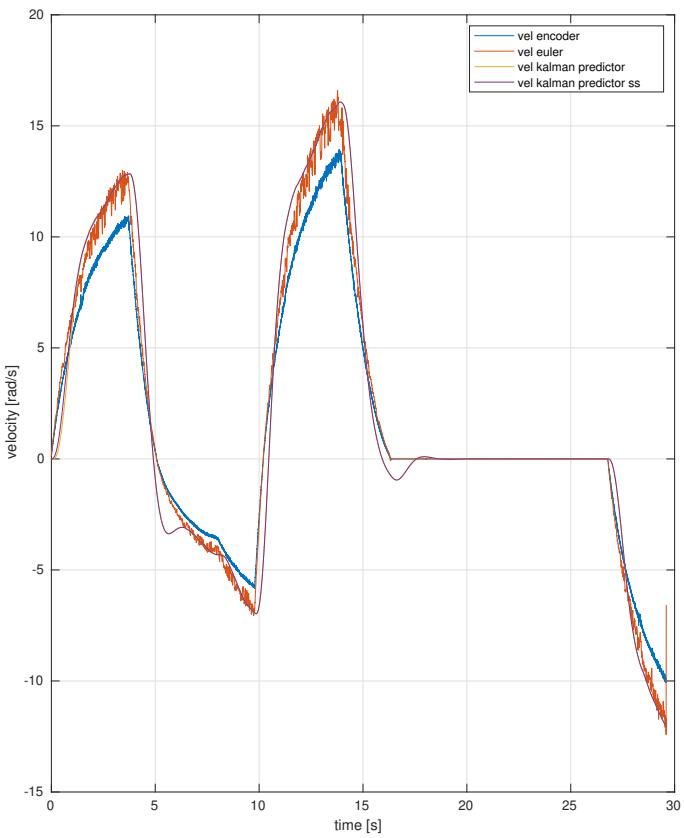


Figure 7: Velocities and accelerations estimations using Kalman predictor, Kalman predictor in steady state conditions and euler approximations with 5Hz low pass filter. As it is visible at the beginning the Kalman predictor is different from the steady state version.

In Fig 8 the use of the kalman smoother is reported. Informally, thanks to both forward (Kalman filter) and backward (smoothing) steps the Kalman smoother in general performs a better estimation for the given dataset.

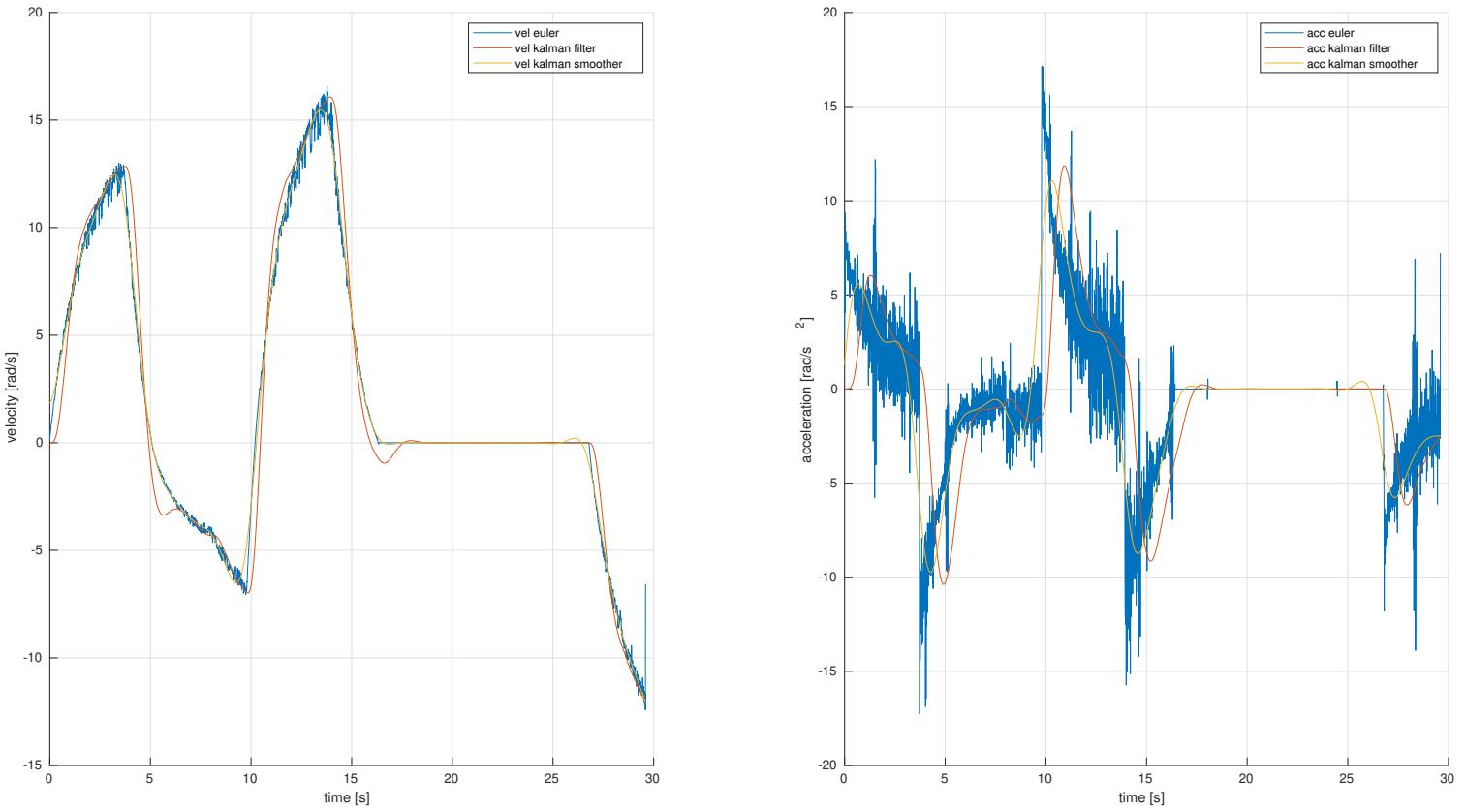


Figure 8: Velocities and accelerations estimations using Kalman filter and Kalman Smoother

4 Least Square, RLS and Adaptive Estimation

The aim of this section is to present three techniques to solve a gray-box identification problem meaning that the class of the model is known but the specific parameters are unknown. If we consider a linear model:

$$y = x\beta \quad \text{for example a DC motor} \quad V(t) = [\dot{w}(t) \quad w(t)] \begin{bmatrix} \tau/k \\ 1/k \end{bmatrix}$$

the aim is to find the prediction:

$$\hat{y} = x\hat{\beta}$$

where $\hat{\beta} \in \mathbb{R}^m$ is the matrix of coefficients that we have to determine.

The following methods are reported:

- **Least square solution** $\hat{\beta} = (X^T X)^{-1} X^T Y$ if $X^T X$ is nonsingular
- **Adaptive algorithm** $\hat{\beta}(k) = \hat{\beta}(k-1) + T_s g x^T(k) e(k)$ with $g > 0$. Basically we are moving in the opposite direction of the gradient of the minimized square error.

- **Recursive Least square** by solving the causal formulation:

$$\begin{cases} e(k) = y_k - x_k \hat{\beta}(k-1) \\ P(k) = \frac{1}{\lambda} \left(P(k-1) - \frac{P(k-1)x_k^T x_k P(k-1)}{\lambda + x_k^T P(k-1) x_k} \right) \\ K(k) = P(k) x_k^T \\ \hat{\beta}(k) = \hat{\beta}(k-1) + K(k)e(k) \end{cases}$$

where $0 < \lambda \leq 1$ is called forgetting factor

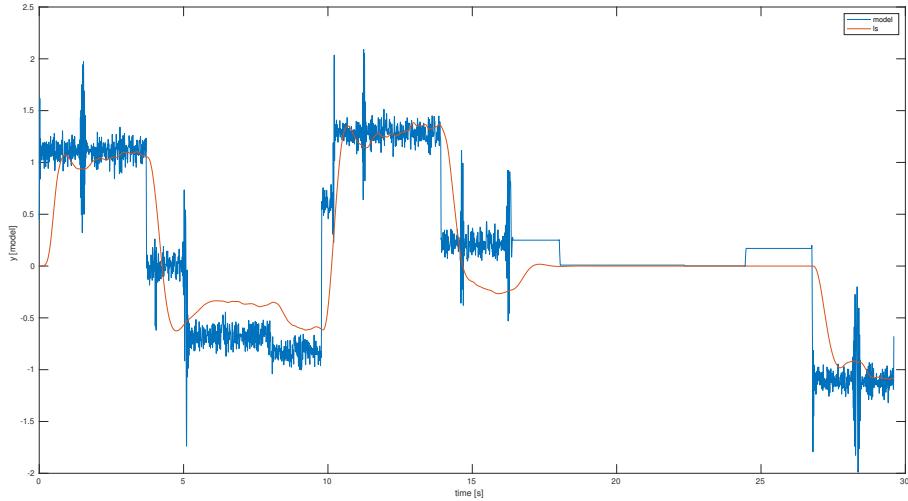


Figure 9: Least square estimation of the DC model of the motor

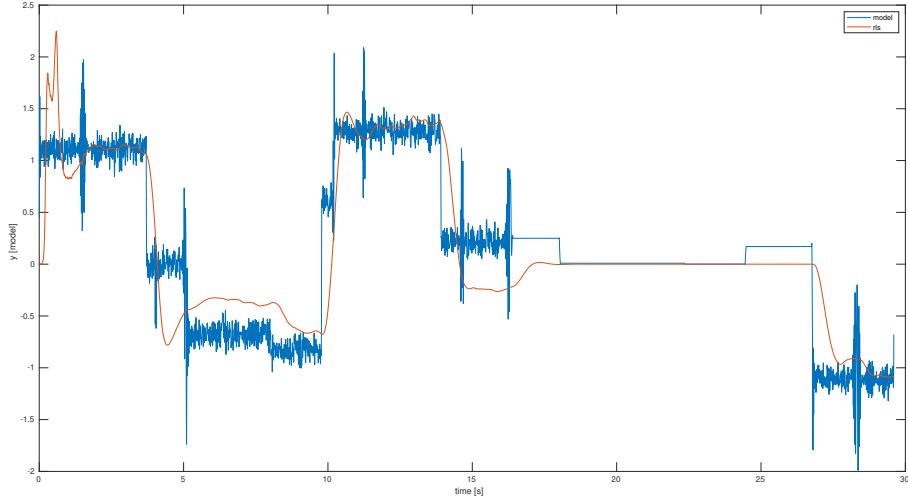


Figure 10: Recursive least square estimation of the DC model of the motor

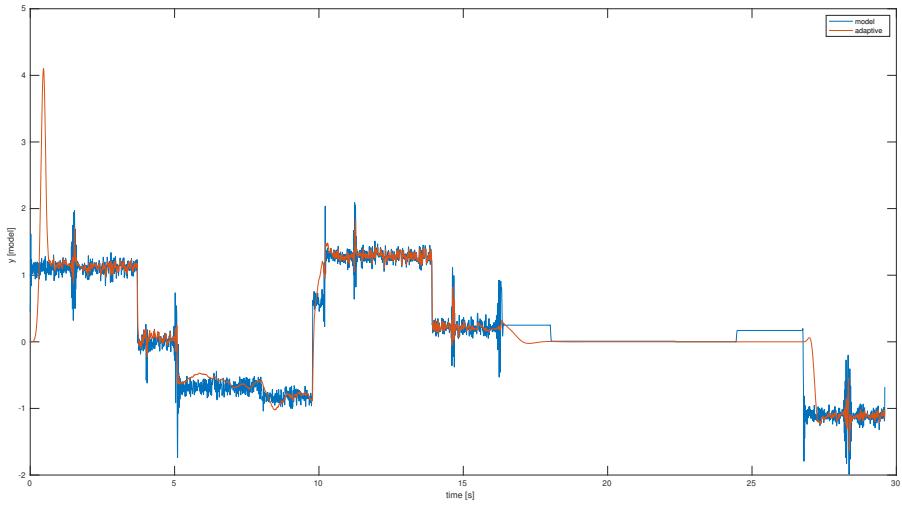


Figure 11: Adaptive estimation of the DC model of the motor

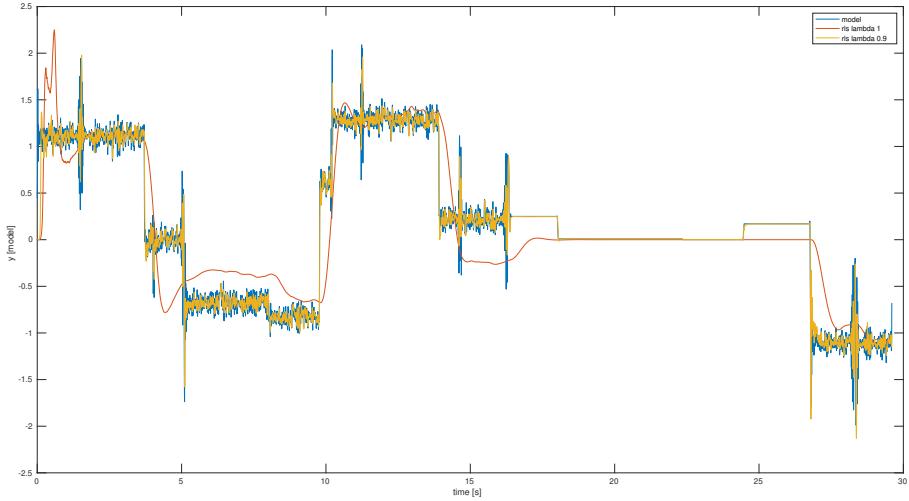


Figure 12: Recursive least square with forgetting factor of the DC model of the motor

5 Scattering based bilateral teleoperation architecture

The core ideas in this architecture were described by Niemeyer and Slotine in Stable Adaptive Teleoperation (1991). The paper was

a preliminary study on how the existence of time-delays affects the application of advanced control schemes to effective force-reflecting telerobotic systems.

The fundamental ideas are developed in the context of passivity formalism which represents a mathematical description of the intuitive physical concepts of power and energy. It provides a simple and robust tool to analyze the stability of a nonlinear system while maintaining global stability properties.

A system is said passive if:

$$P = x^T y = \frac{dE}{dt} + P_{diss}$$

and it is also true that:

$$\int_0^t P d\tau = \int_0^t x^T y d\tau = E(t) - E(0) + \int_0^t P_{diss} d\tau \geq -E(0) = \text{constant}$$

The interesting properties of passivity formulations are its closure properties via feedback or parallel configuration. Moreover

the use of passivity is a sufficient condition for the stability of the system coupled to a passive environment with a bounded operator input energy.

The wave variable formulation, formally treated in scattering theory, is introduced. In this context a system is passive if the energy provided by the output waves is limited to the energy received via input waves

$$\int_0^t \frac{1}{2} v^T v d\tau \leq \int_0^t \frac{1}{2} u^T u d\tau$$

The transformations used to map (\dot{x}, F) into (u, v) are:

$$\begin{aligned} u_l &= \frac{1}{\sqrt{2b}}(F_l + b\dot{x}_l) & u_r &= \frac{1}{\sqrt{2b}}(F_r - b\dot{x}_r) \\ v_l &= \frac{1}{\sqrt{2b}}(F_l - b\dot{x}_l) & v_r &= \frac{1}{\sqrt{2b}}(F_r + b\dot{x}_r) \end{aligned}$$

they can be used to extract the desired configurations based on the signal provided such as forces or velocities.

5.1 Scattering based Position-Force

The idea of the scattering based PF is to use the master velocity as a velocity reference for the slave side and the interaction force with the environment as a reference for the master side. In this scenario the scattering based architecture Position-Force was evaluated with a delay of 10 time steps in the communication channel. The environment used is $B_e = 10$ and $K_e = 200$.

In Fig 13 the free motion case is reported. As it is visible the system is stable and there is a minimal delay in the position compared to reference x_d .

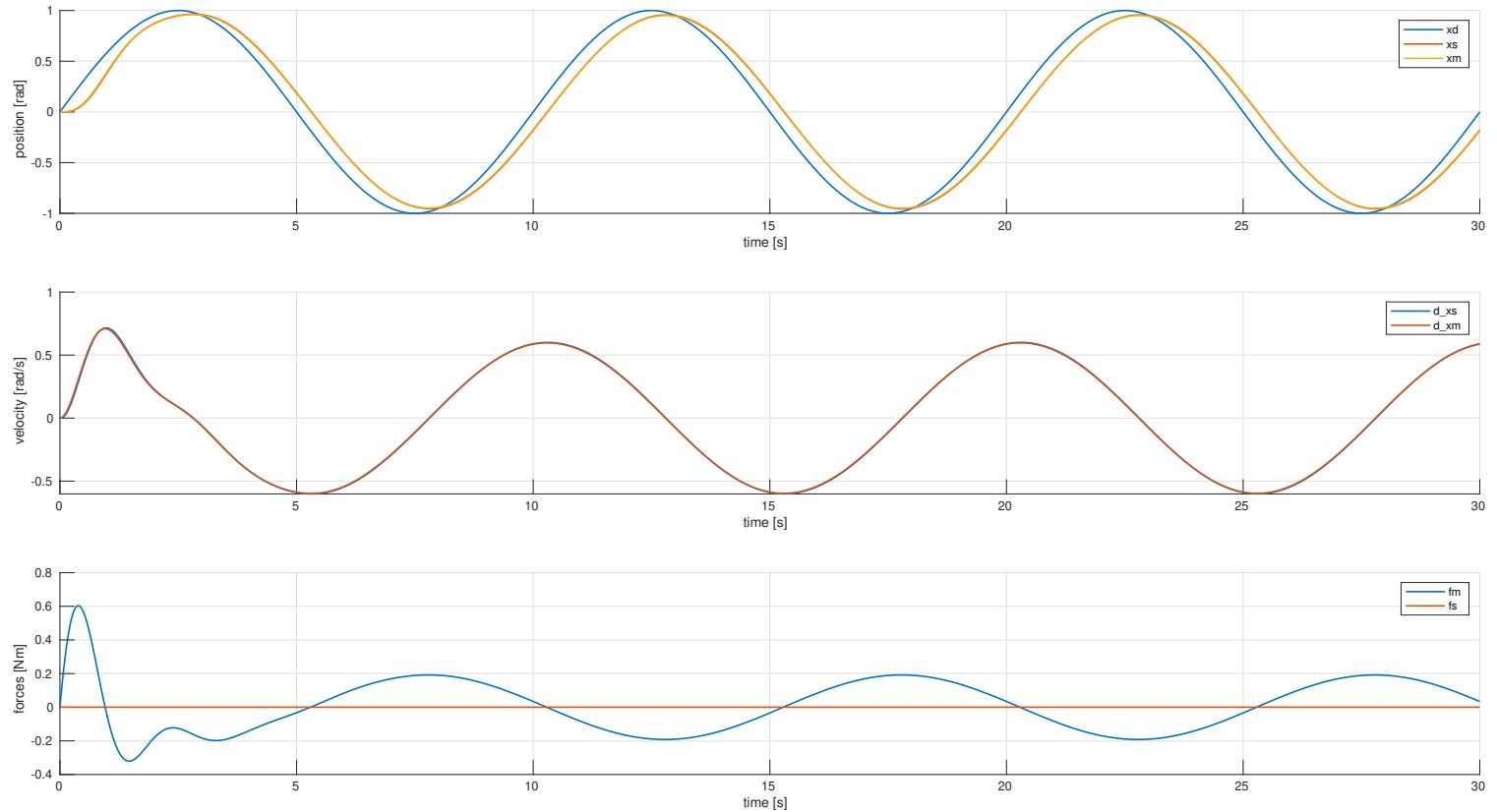


Figure 13: Scattering based PF in free motion

In Fig 14 the contact case is reported. As it is visible there is some "noise" in the velocities and forces plots: the low pass filter implemented in the communication channel can leverage this problem by decreasing the cut-off frequency. A cut-off frequency of 10 Hz was used to produce the figure.

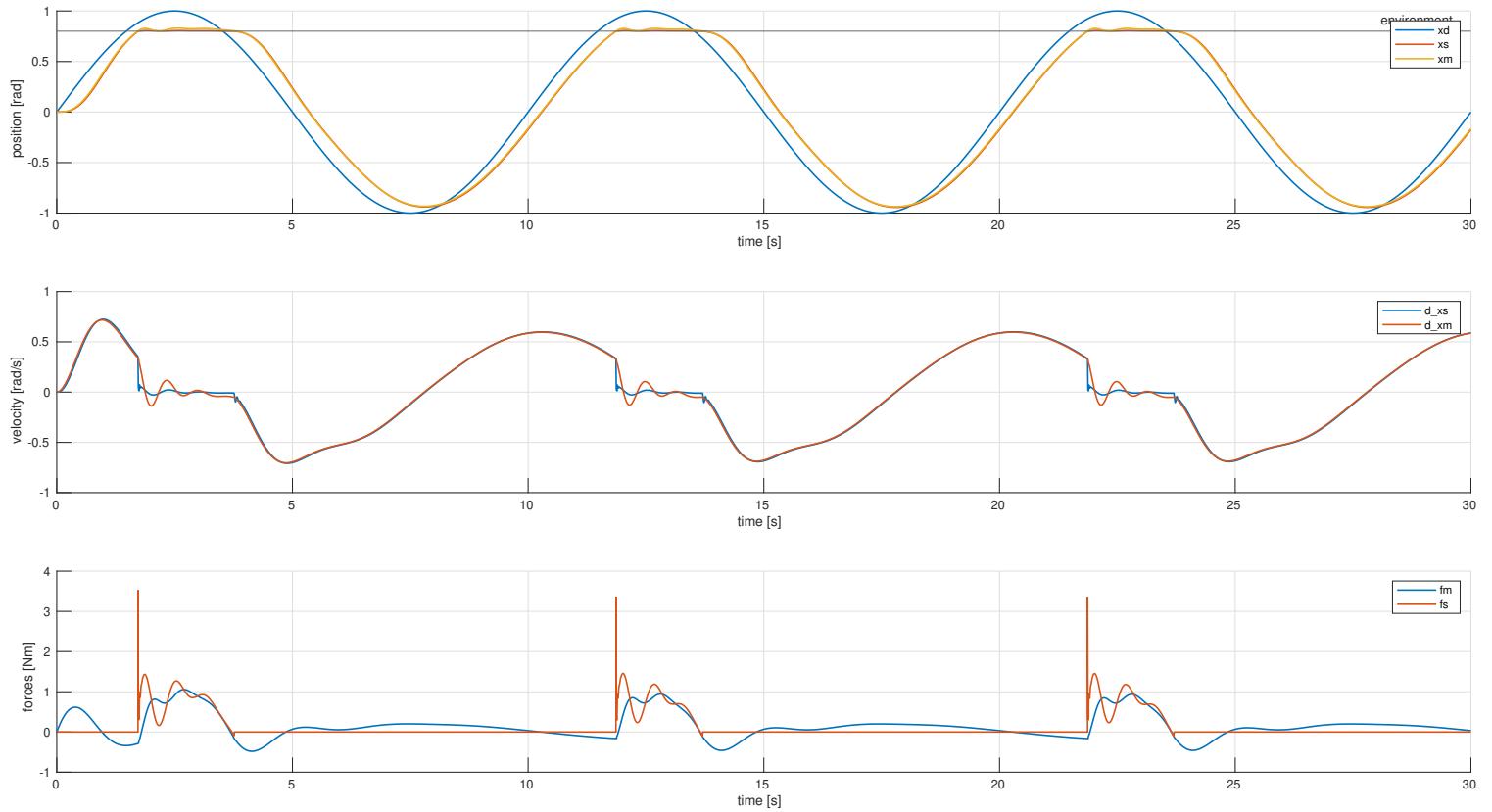


Figure 14: Scattering based PF in contact with a stiff environment at 0.8

In Fig 15 some noise measurements are added, both on velocities and forces, to the architecture as well as a kalman filter to get position and velocity estimations both at master and slave side. Finally the internal low pass filter in the communication channel was introduced with a cut-off frequency of 10Hz. As it is visible both the velocities and the forces are affected by noise.

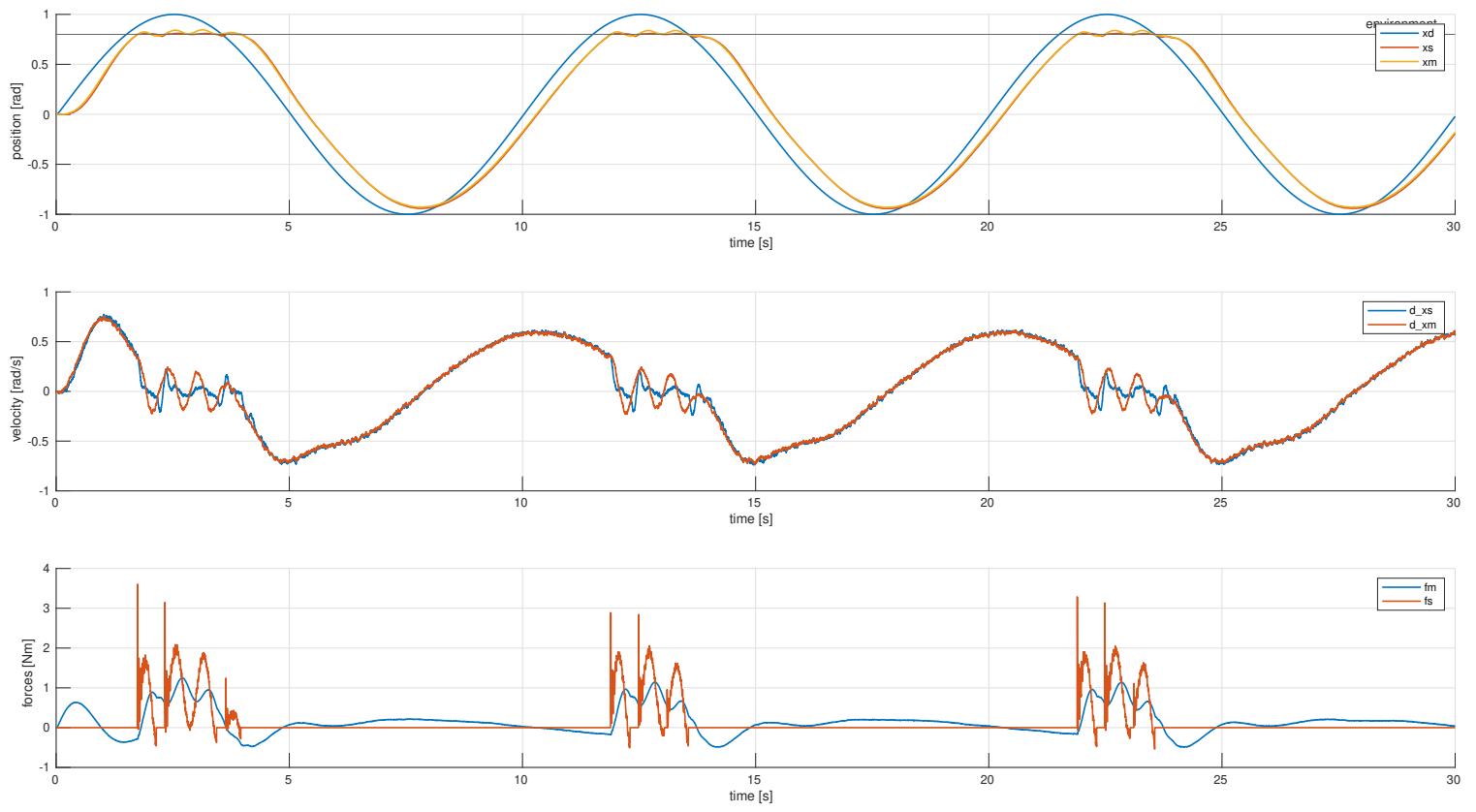


Figure 15: Scattering based PF with noisy measurements and kalman filters in contact with a stiff environment at 0.8

In all the previous plots the scattering variables were not considered. For simplicity they are reported only once in a contact case in Fig 16.

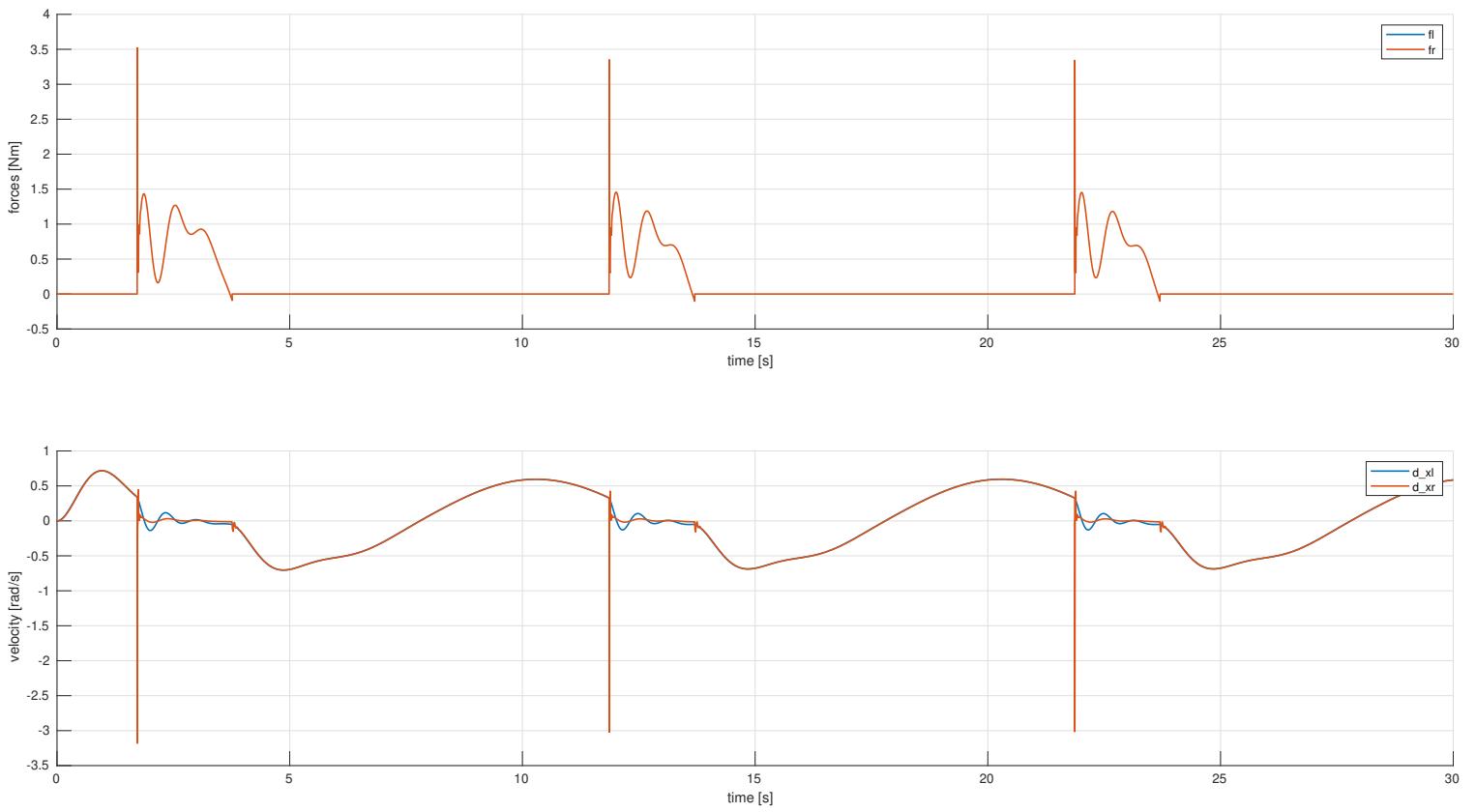


Figure 16: Scattering based PF variables: they should be identical thanks to the scattering formulation. As it is visible there are some numerical errors corrected partially using a low pass filter in the communication channel

5.2 Scattering based Position-Position

The idea of the scattering based PP is to use the master and slave force measurements and use the scattering transformations to obtain the velocities on both sides. In this way we have a velocity controller on both slave and master. In this scenario the scattering based architecture Position-Position was evaluated with a delay of 10 time steps in the communication channel. The environment used is $B_e = 10$ and $K_e = 200$.

In Fig 17 the free motion case is reported. As it is visible the system is stable and there is a minimal delay in the position compared to reference x_d .

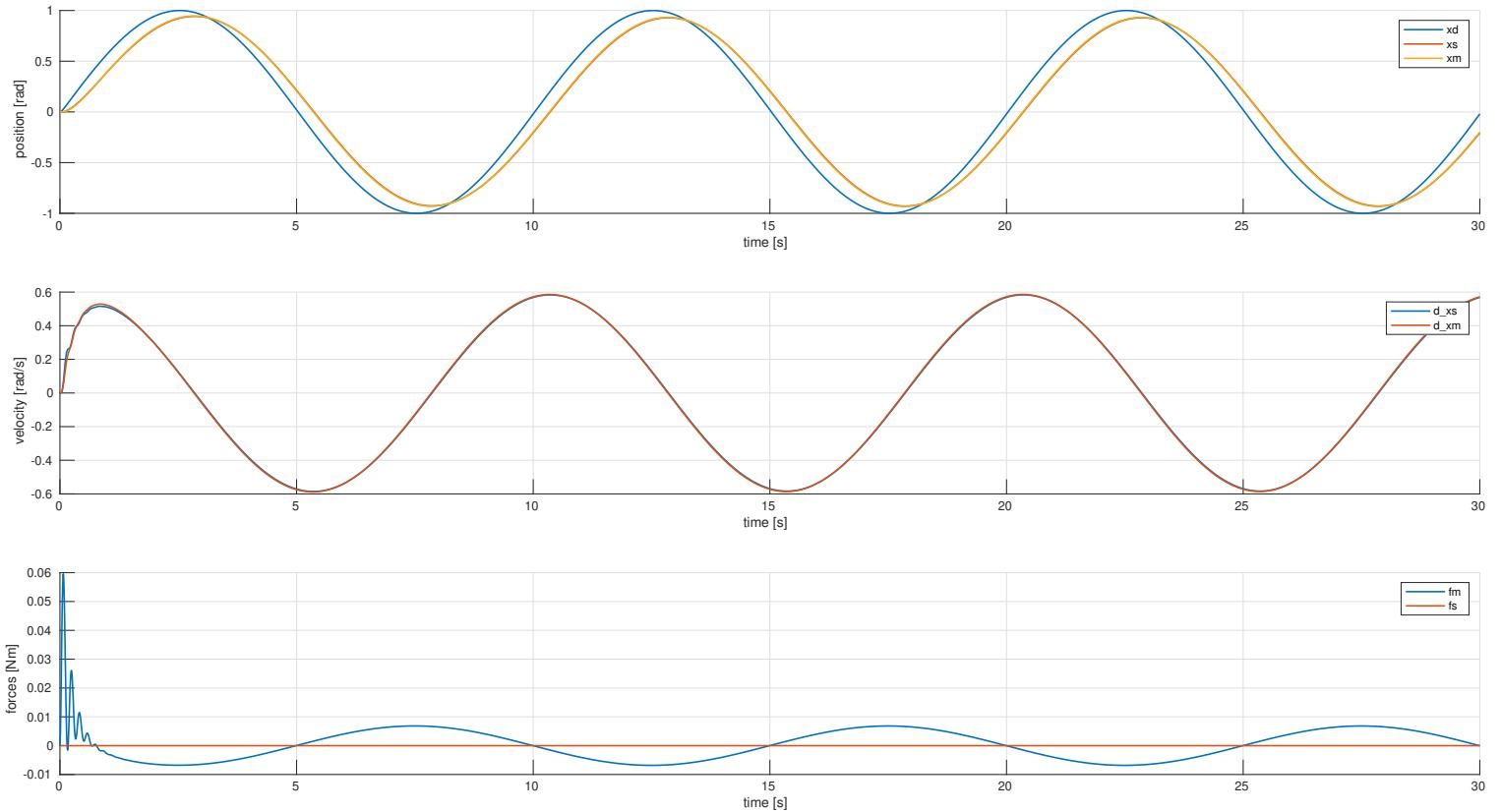


Figure 17: Scattering based PP in free motion

In Fig 18 the contact case is reported. As it is visible there is some "noise" in the velocities and forces plots: the low pass filter implemented in the communication channel can leverage this problem by decreasing the cut-off frequency. A cut-off frequency of 10 Hz was used to produce the figure.

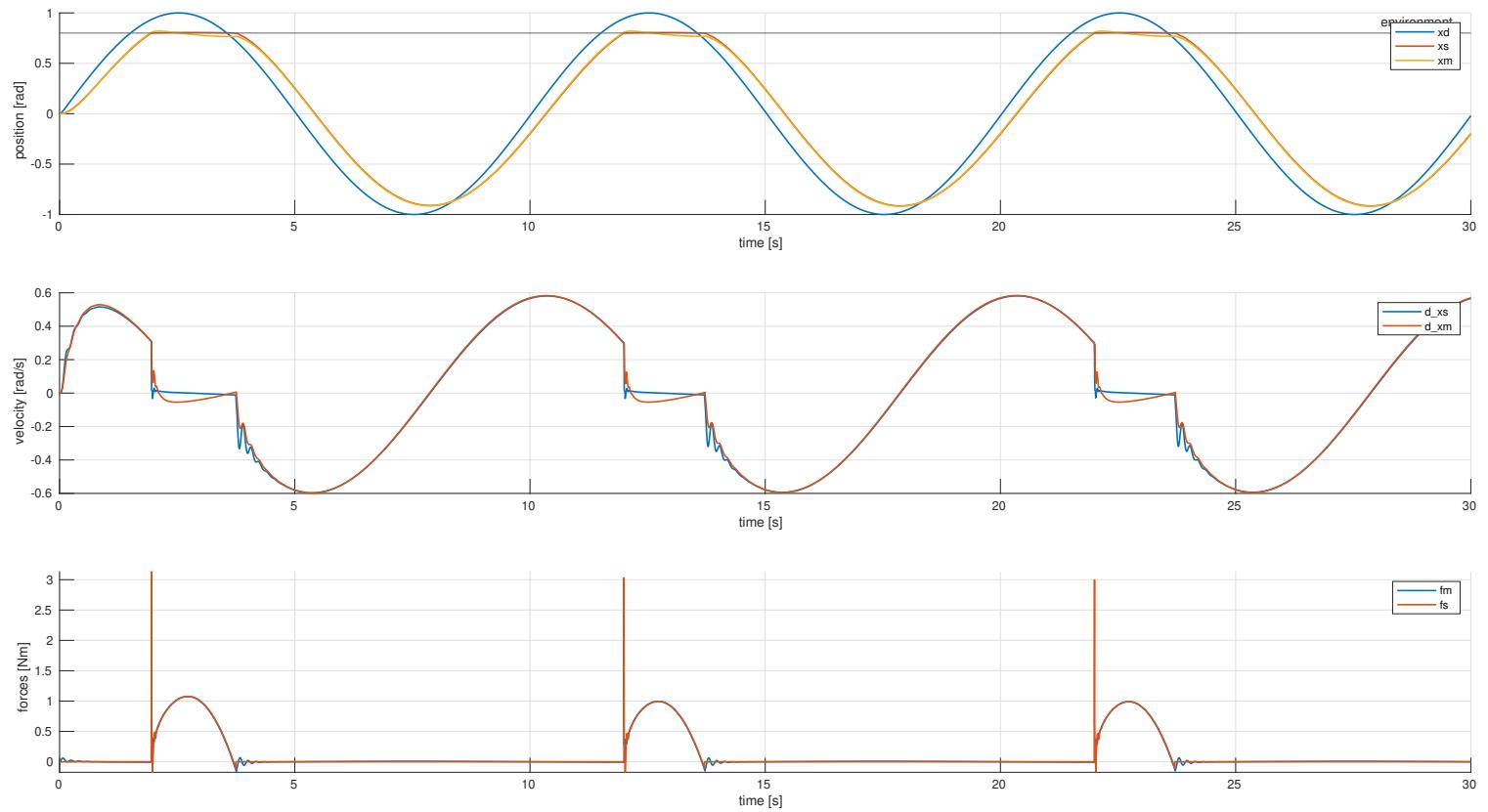


Figure 18: Scattering based PP in contact with a stiff environment at 0.8

In Fig 19 some noise measurements are added, both on velocities and forces, to the architecture as well as a kalman filter to get position and velocity estimations both at master and slave side. Finally the internal low pass filter in the communication channel was introduced with a cut-off frequency of 10Hz. As it is visible both the velocities and the forces are affected by noise.

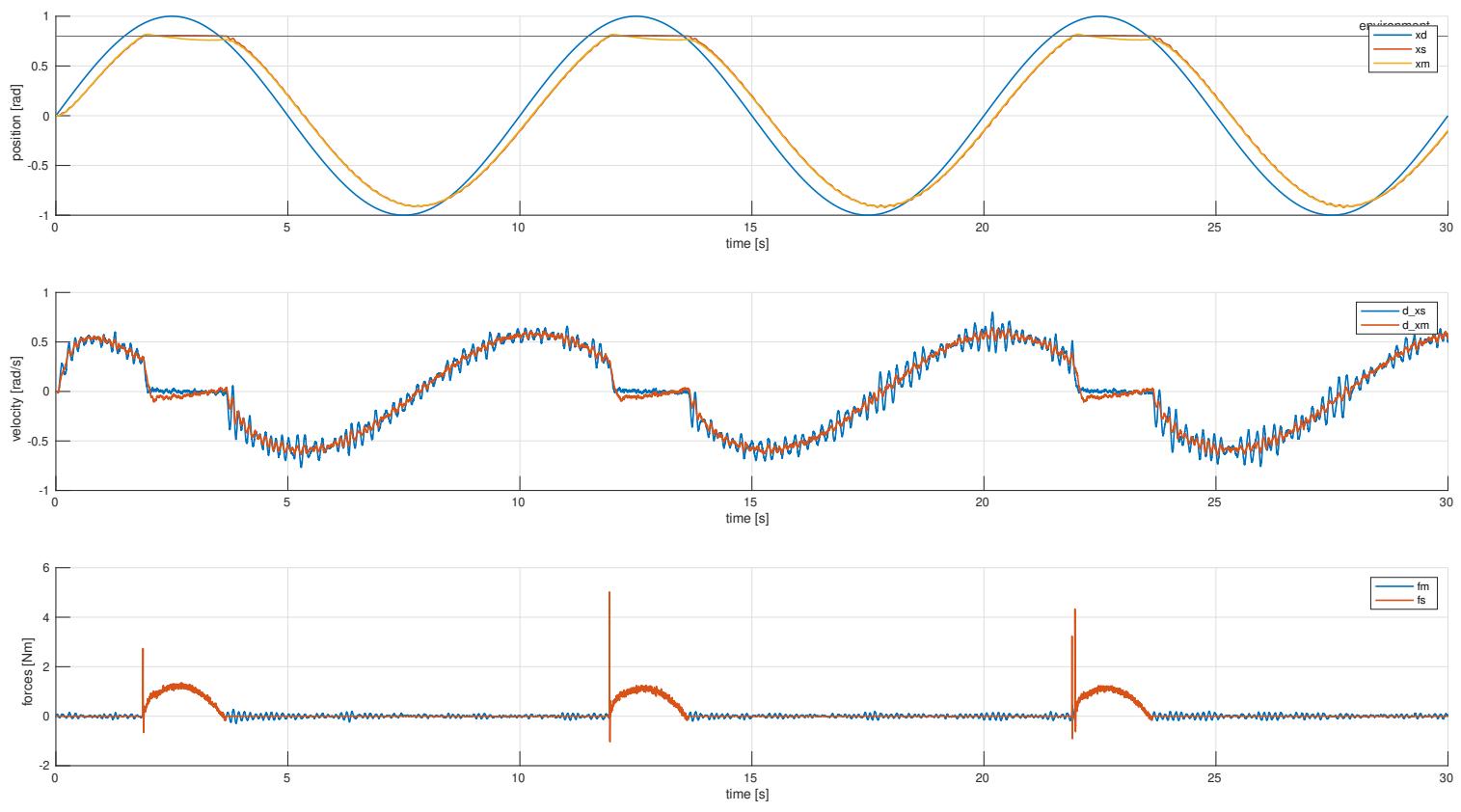


Figure 19: Scattering based PP with noisy measurements and kalman filters in contact with a stiff environment at 0.8 and delay 2 time steps

6 Energy based bilateral teleoperation architecture

6.1 Energy based architecture Position Force

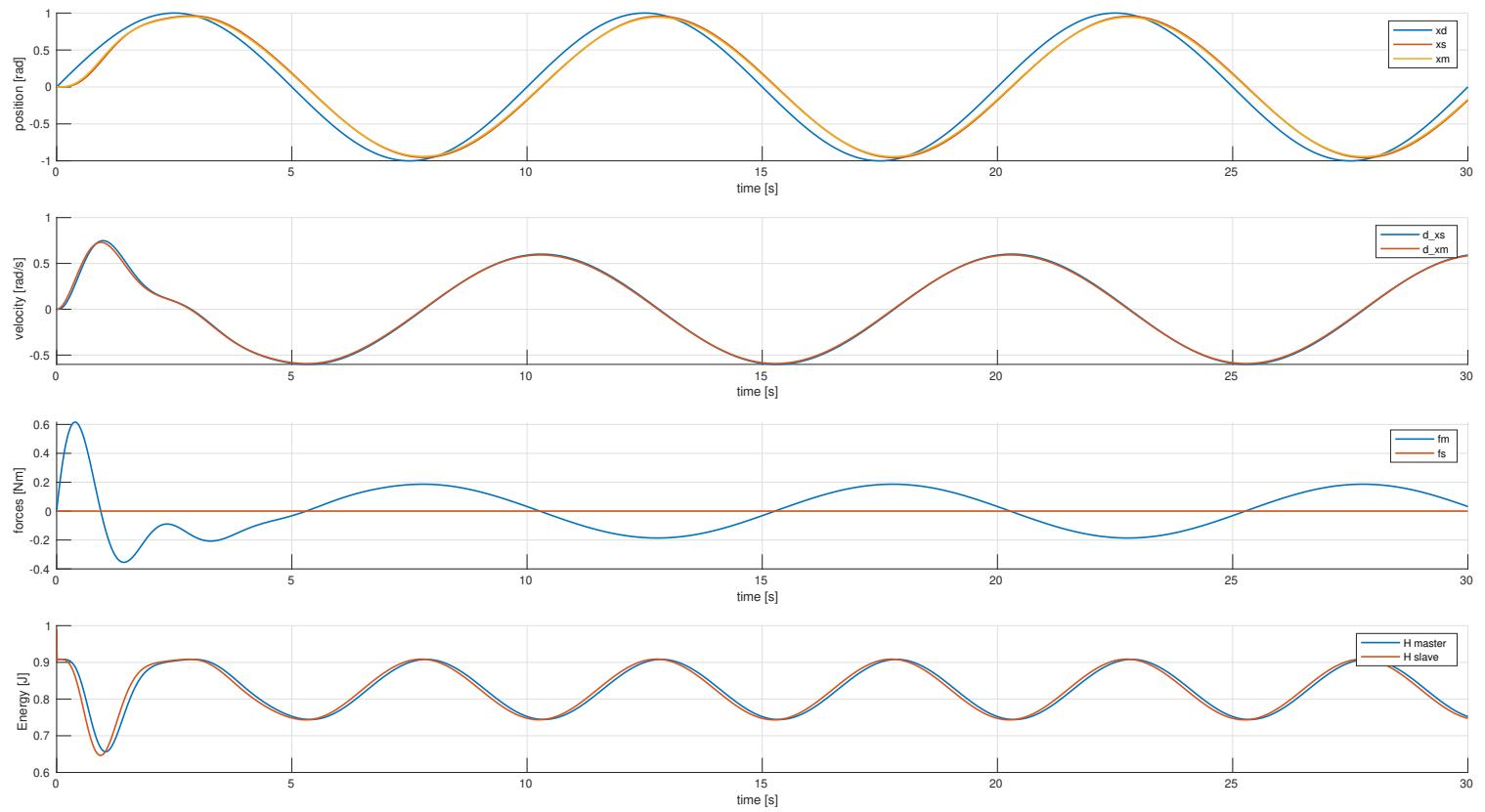


Figure 20: Energy based architecture PF in free motion with energy in the tanks

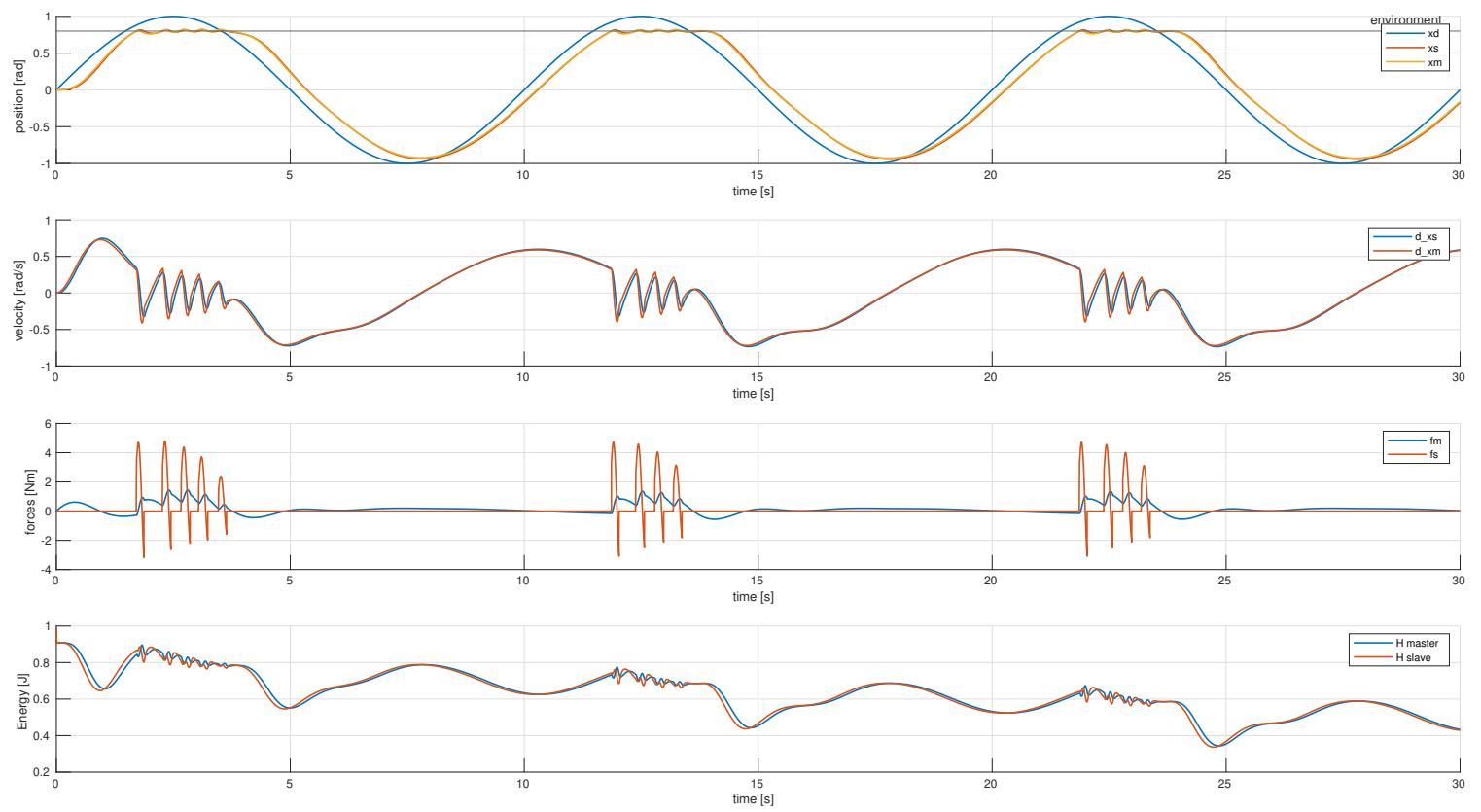


Figure 21: Energy based architecture PF in contact at 0.8

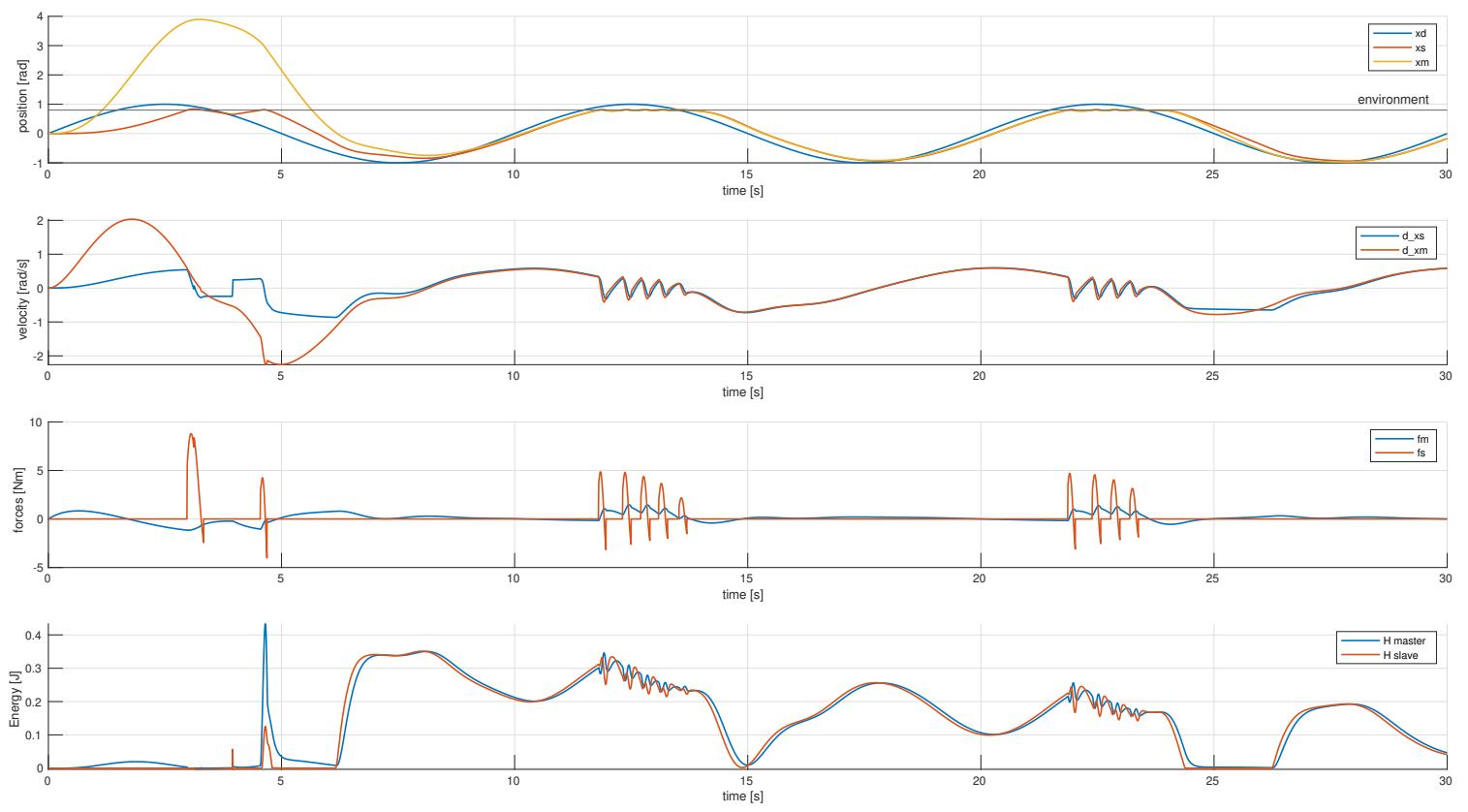


Figure 22: Energy based architecture PF in contact at 0.8 with no initial energies

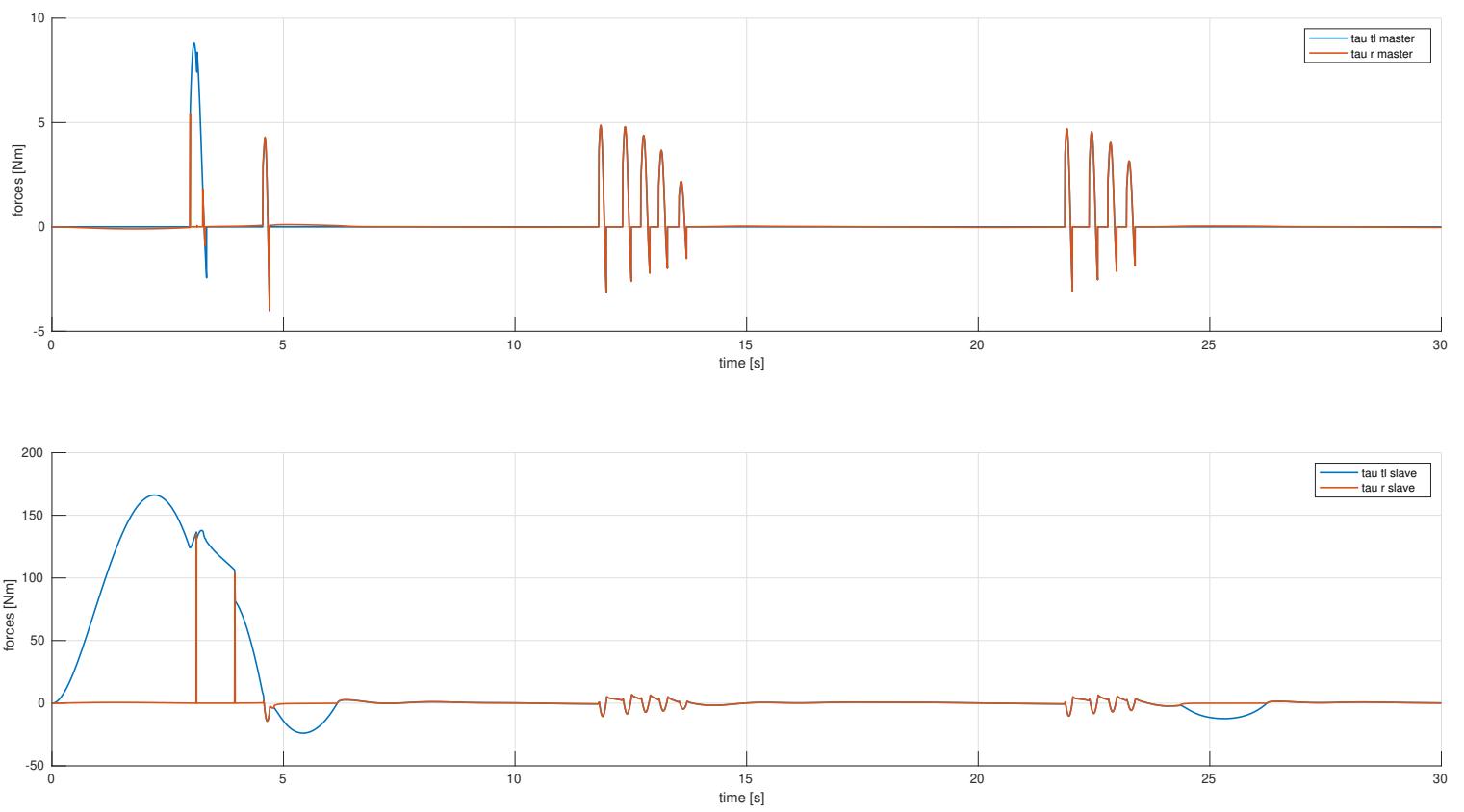


Figure 23: Energy based architecture PF comparison of the torques produced by the transparency and the passivity layer without initial energy in the tanks

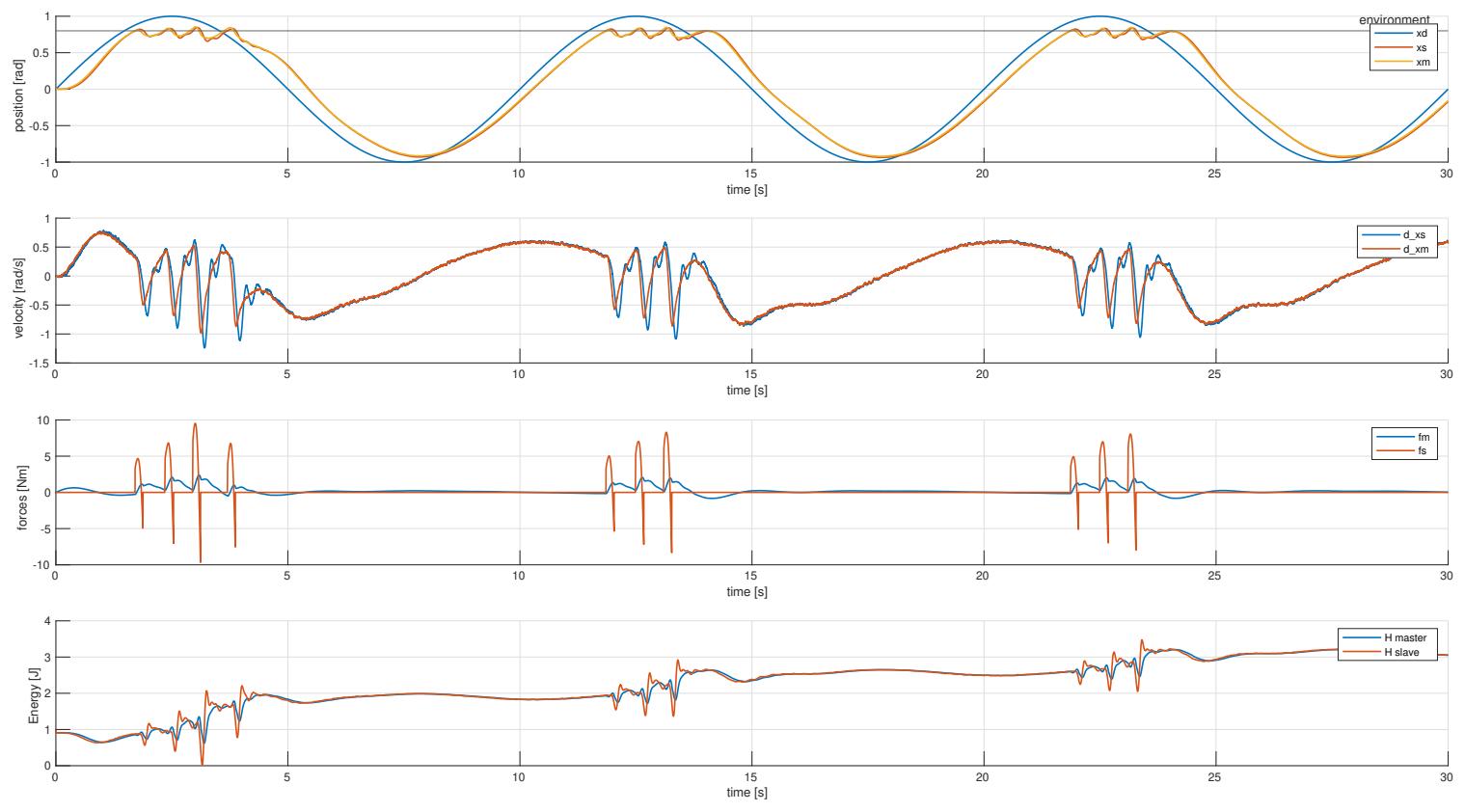


Figure 24: Energy based architecture PF in contact at 0.8 with noise measurements and kalman filters, with enough initial energies

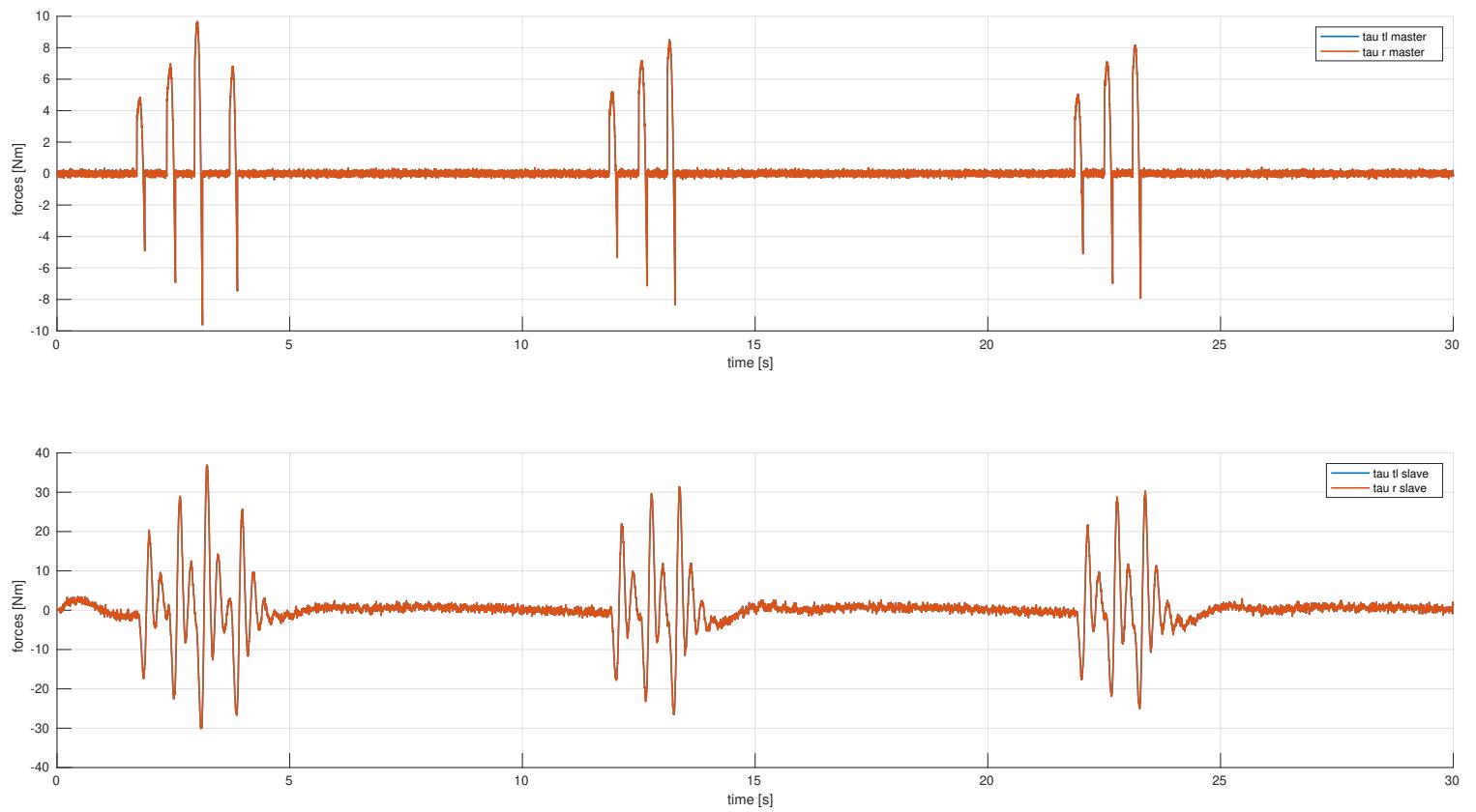


Figure 25: Energy based architecture PF in contact at 0.8 with noise measurements and kalman filters. Comparison of the torques produced by the transparency and the passivity layer with enough initial energies

6.2 Energy based architecture Position Position

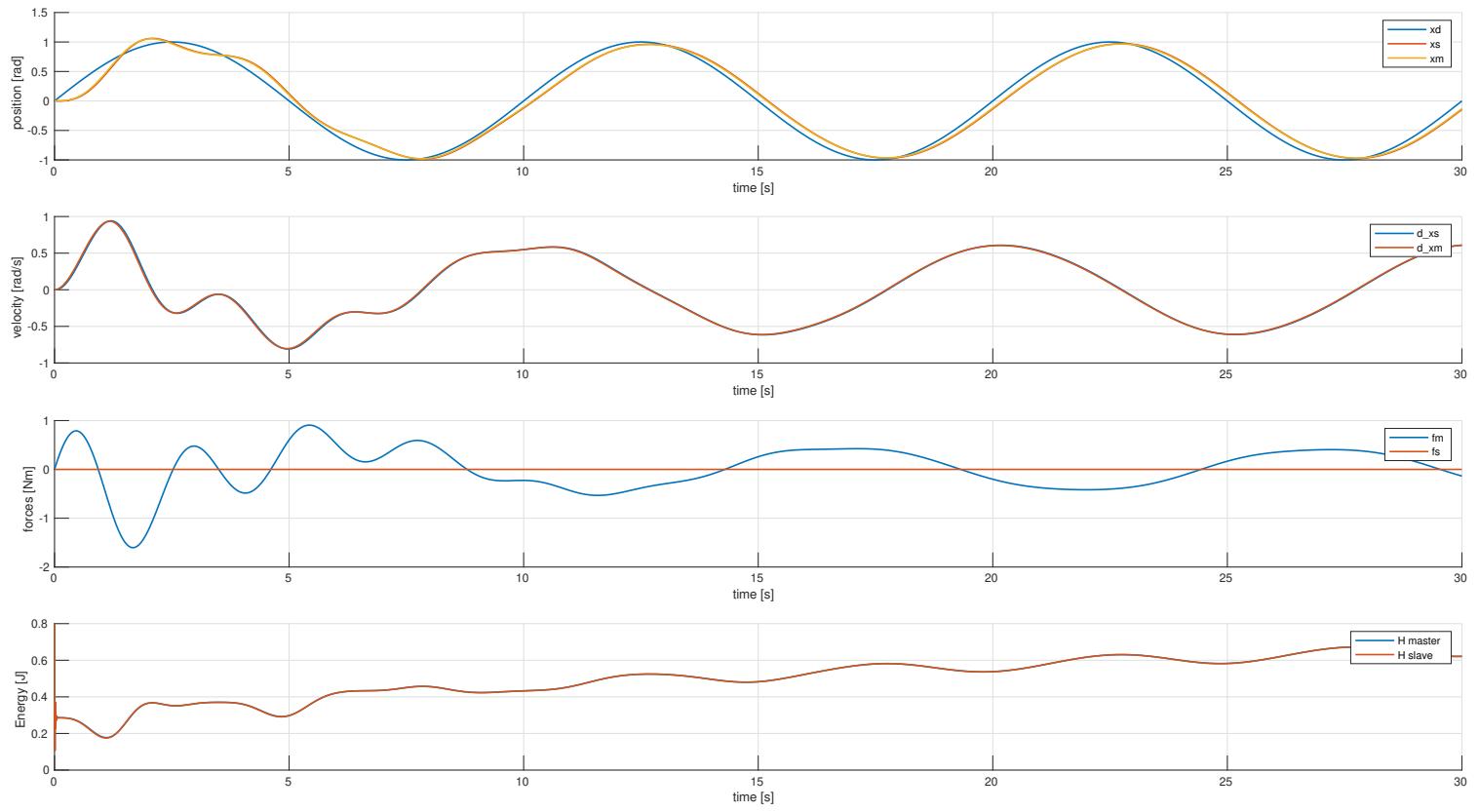


Figure 26: Energy based architecture PP in free motion with energy in the tanks

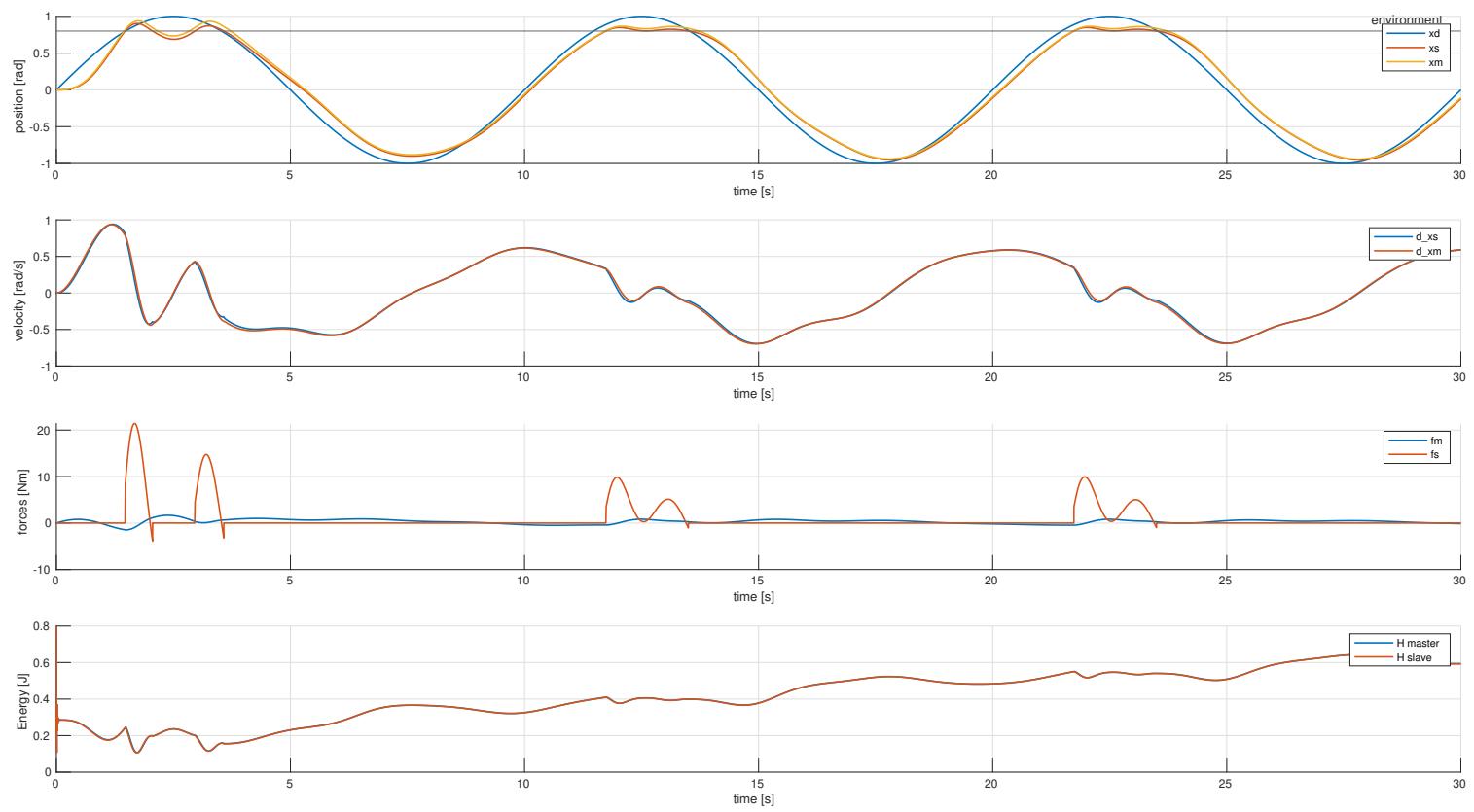


Figure 27: Energy based architecture PF in contact at 0.8

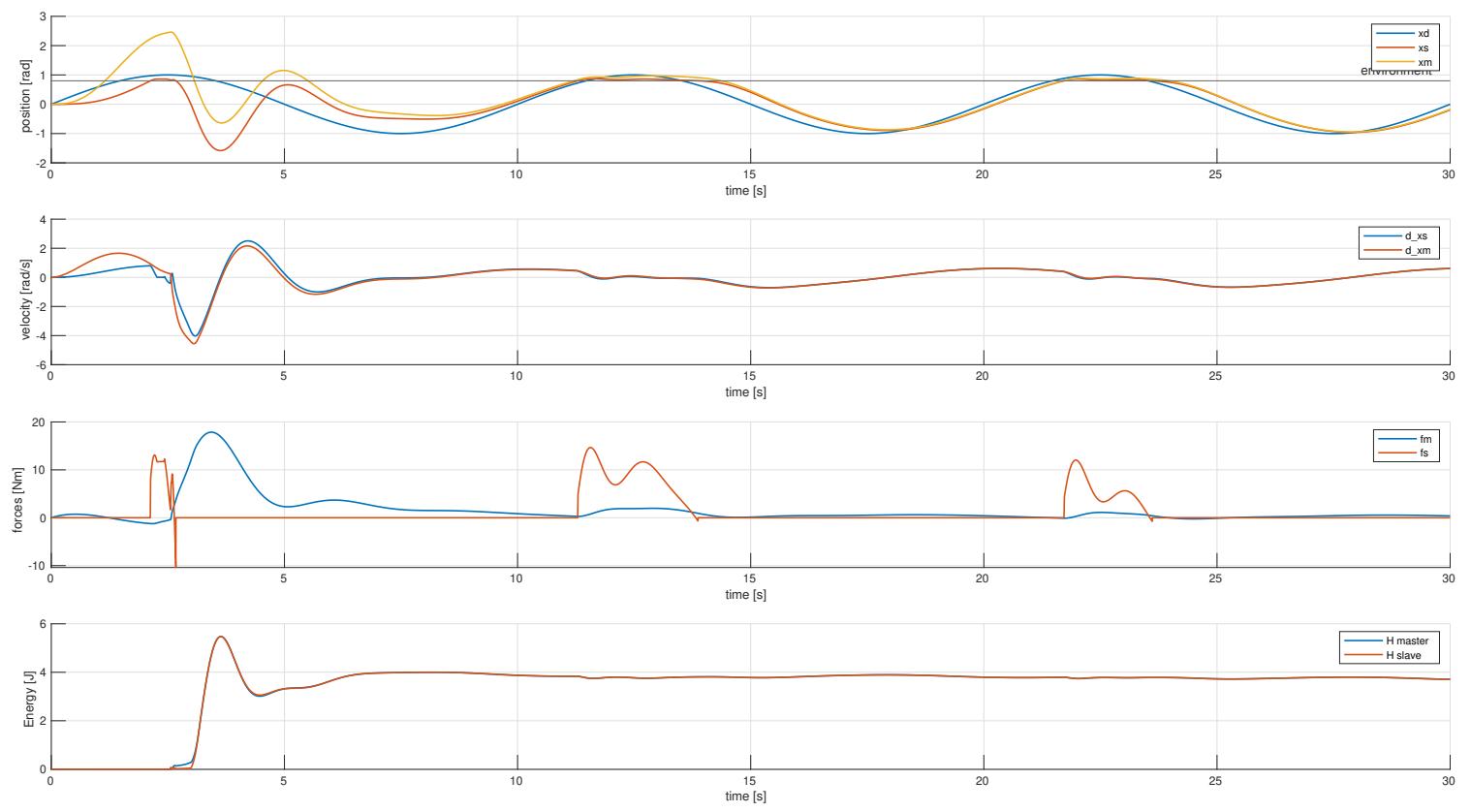


Figure 28: Energy based architecture PP in contact at 0.8 with no initial energies

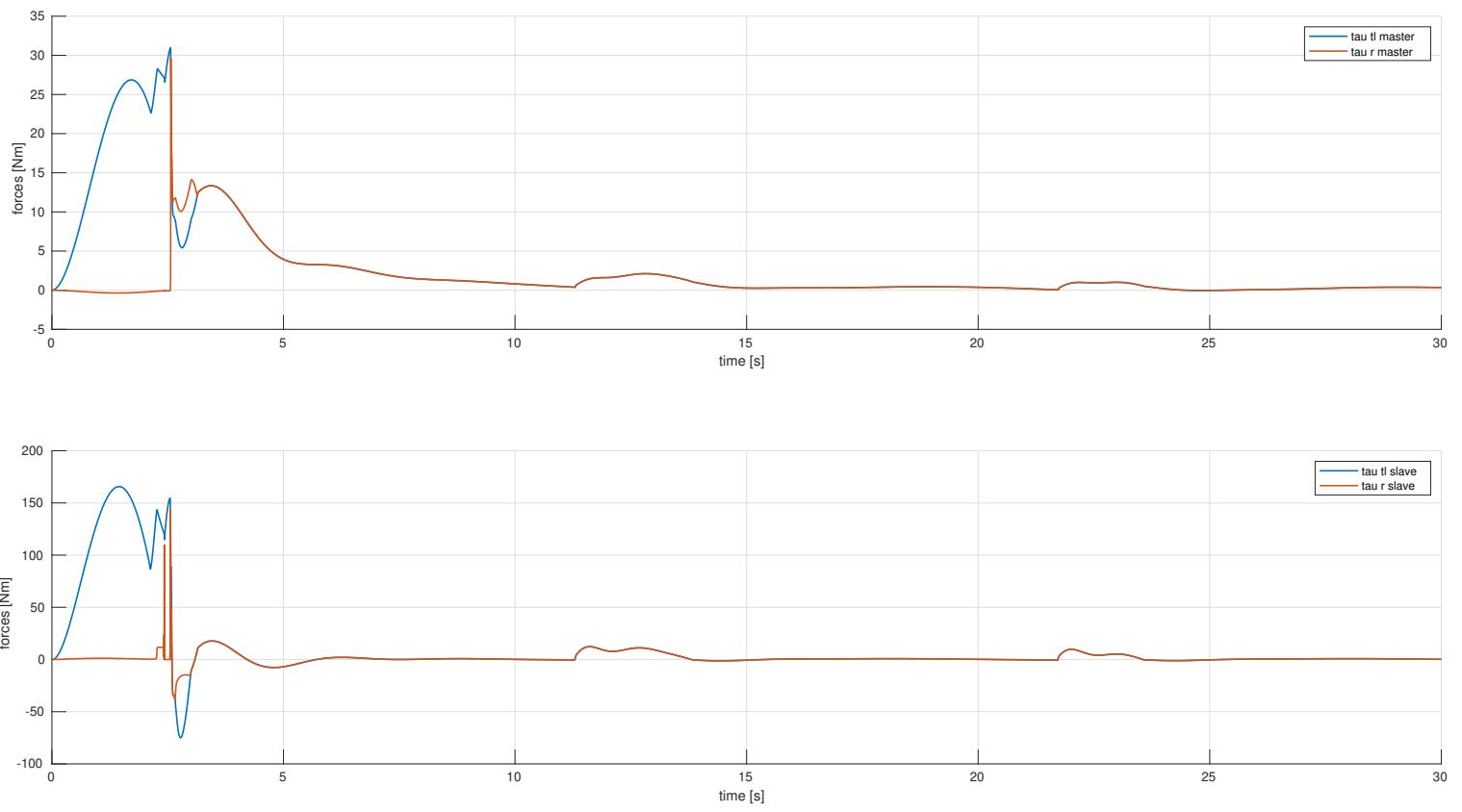


Figure 29: Energy based architecture PP comparison of the torques produced by the transparency and the passivity layer without initial energy in the tanks

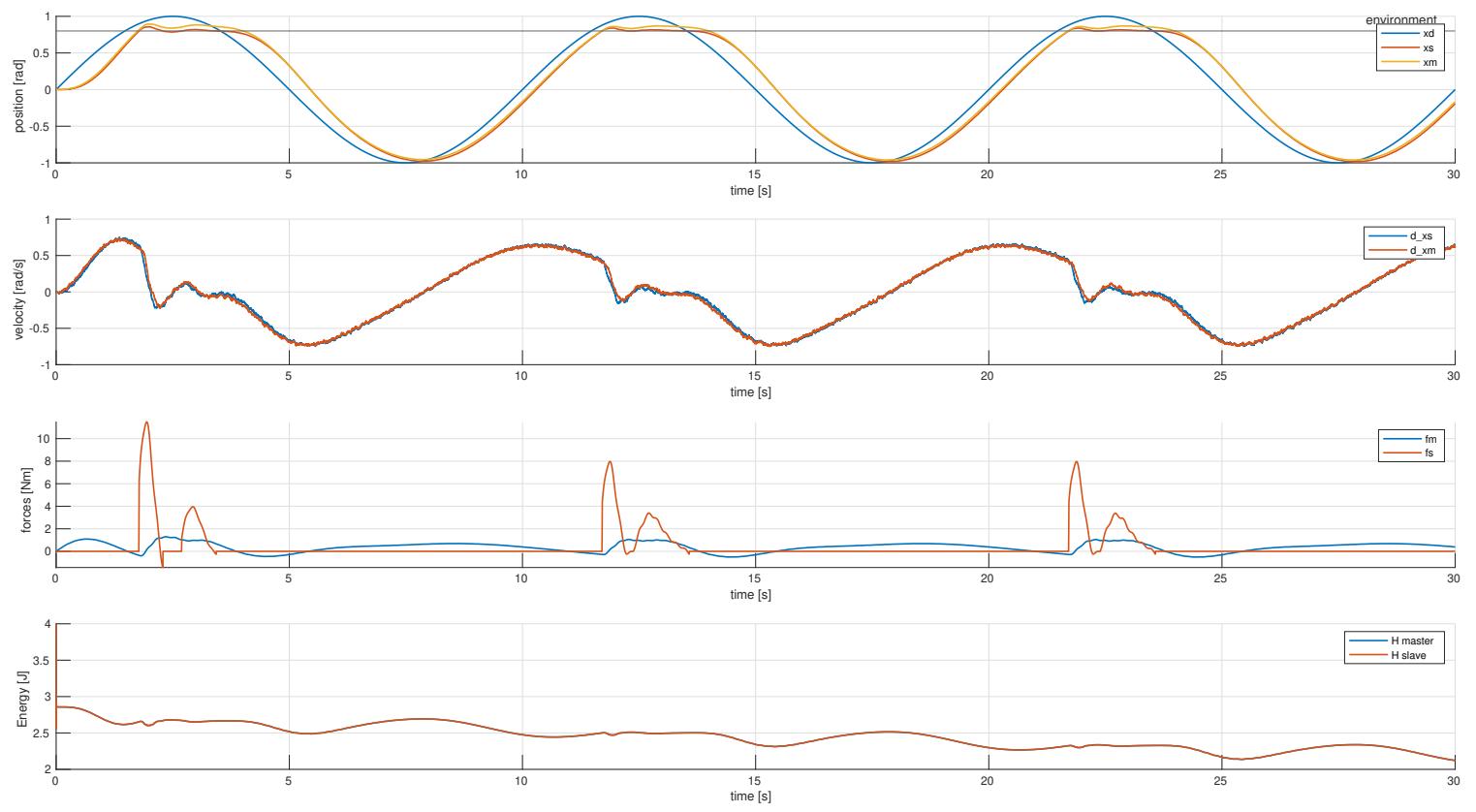


Figure 30: Energy based architecture PP in contact at 0.8 with noise measurements and kalman filters, with enough initial energies

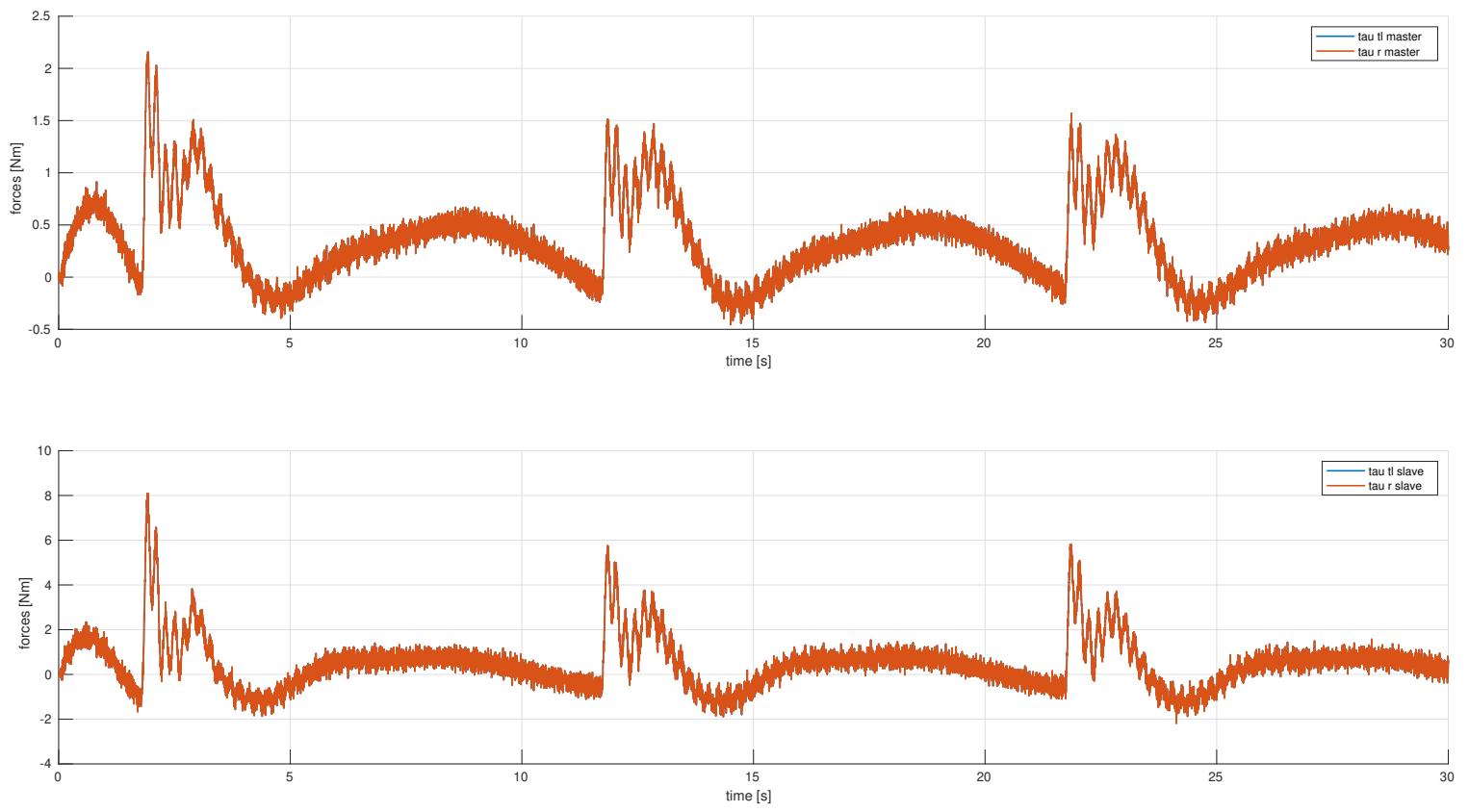


Figure 31: Energy based architecture PP in contact at 0.8 with noise measurements and kalman filters. Comparison of the torques produced by the transparency and the passivity layer with enough initial energies