

LGBIO2060: Modelling of biological systems

Session 6 : Control theory and applications to motor control

Professor

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Teaching assistants

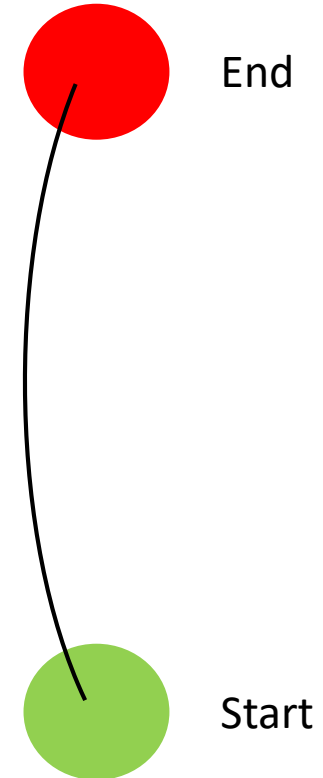
S. Vandergooten

C. Vandamme

Introduction : Reaching movements

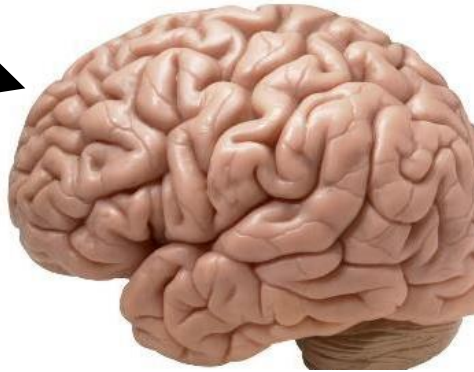


Introduction : Reaching movements



How does the brain implement this ?

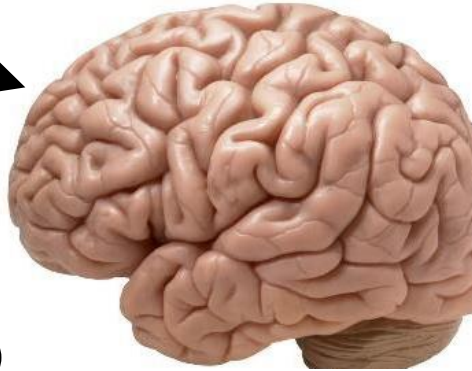
Determine the task goal



How does the brain implement this ?

Determine the task goal

Model the system

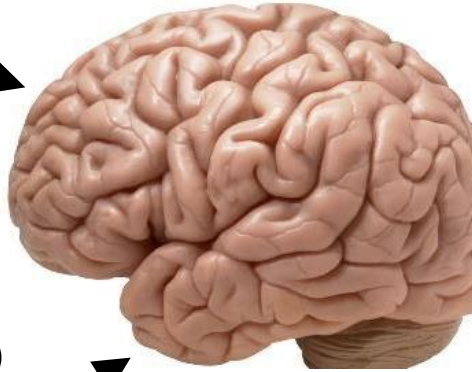


How does the brain implement this ?

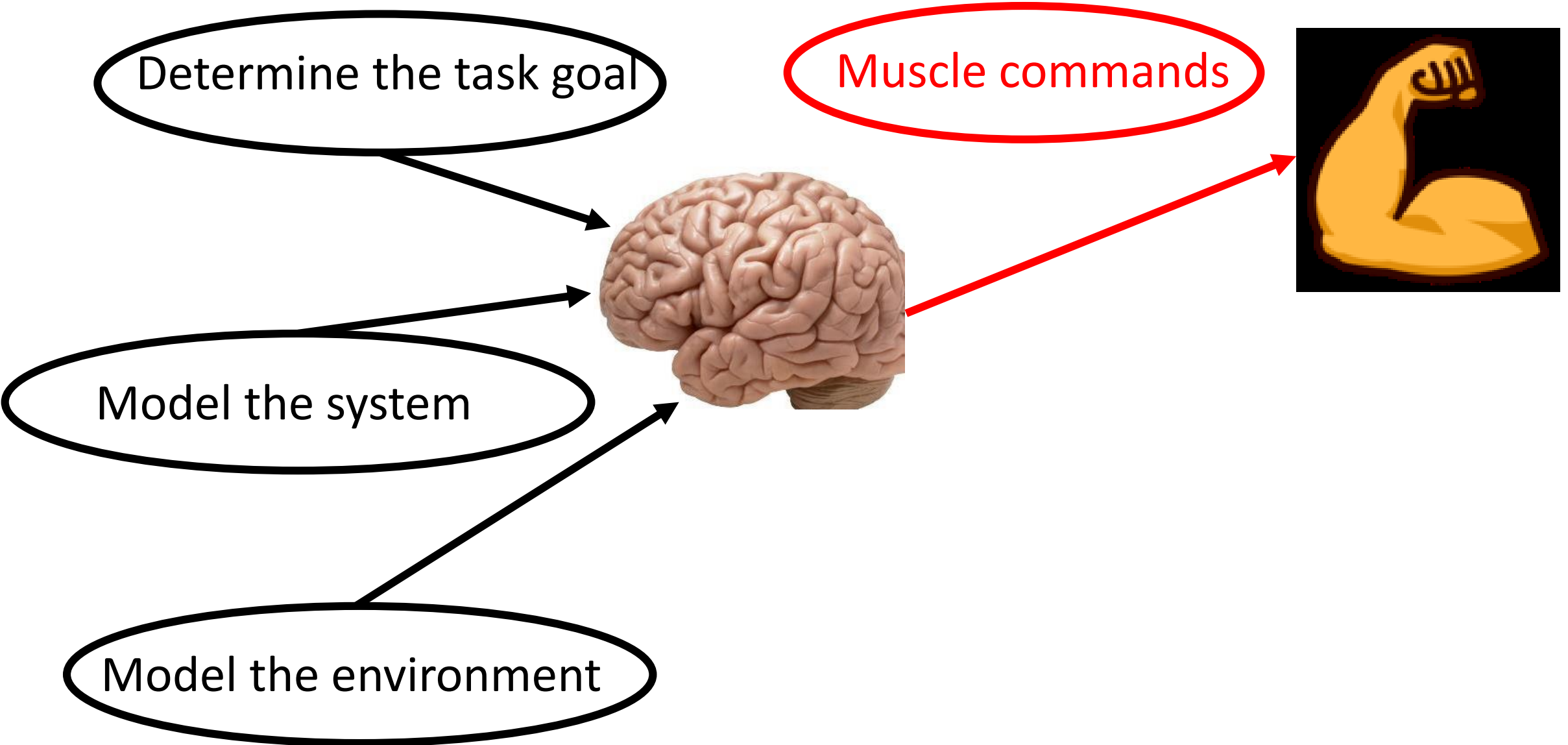
Determine the task goal

Model the system

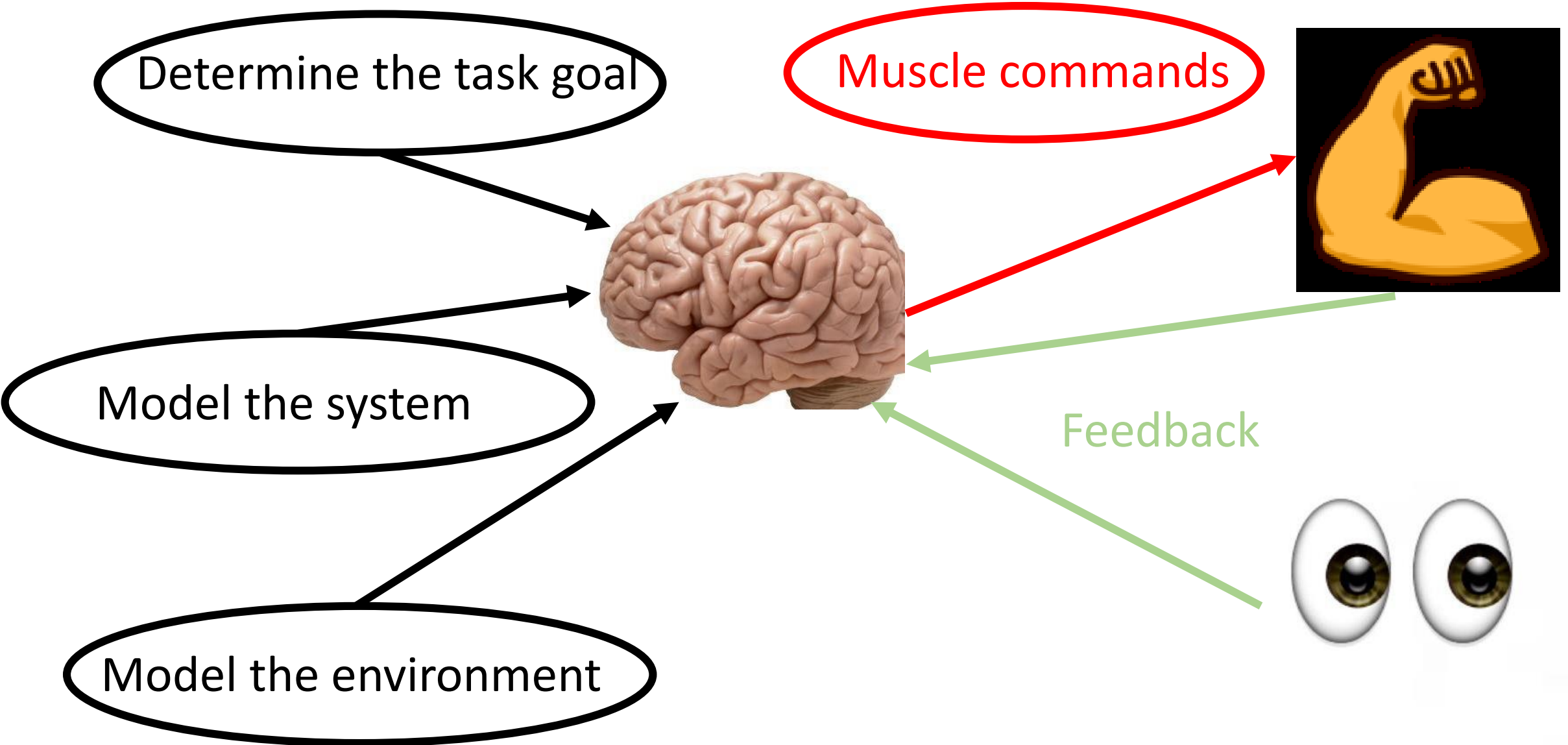
Model the environment



How does the brain implement this ?



How does the brain implement this ?



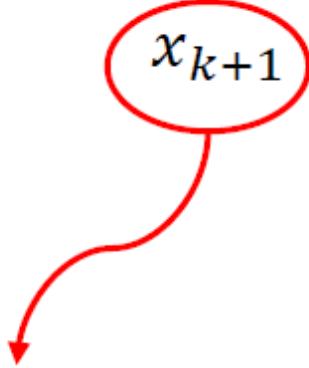
Outline

- How to model the system?
- How to determine and model the task goal and environment?
- How to obtain the muscle commands?
- How to integrate the feedbacks ?

How to model the system ?

System = hand and forearm

Dynamics defined by :

$$x_{k+1} = Ax_k + Bu_k$$


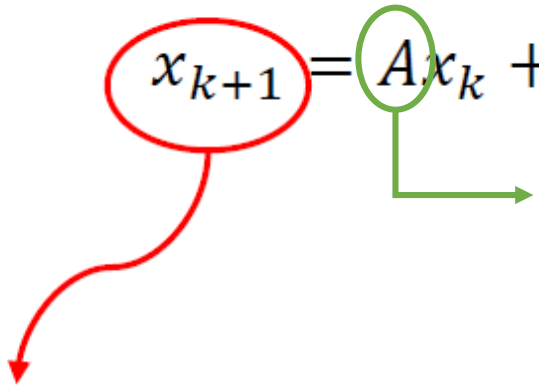
State of the system at time k+1:

- Position of the hand
- Speed of the hand
- Force on the hand
- ...

How to model the system ?

System = hand and forearm

Dynamics defined by :

$$x_{k+1} = Ax_k + Bu_k$$


Matrix that grasps the
kinematics of the movement

State of the system at time k+1:

- Position of the hand
- Speed of the hand
- Force on the hand
- ...

How to model the system ?

System = hand and forearm

Dynamics defined by :

$$x_{k+1} = Ax_k + Bu_k$$

The diagram shows the equation $x_{k+1} = Ax_k + Bu_k$ with three colored circles highlighting specific parts: a red circle around x_{k+1} , a green circle around A , and an orange circle around u_k . A red arrow points from the red circle down to the text 'State of the system at time k+1:'. A green arrow points from the green circle to the text 'Matrix that grasps the kinematics of the movement'. An orange arrow points from the orange circle up to the text 'Muscle commands at time k'.

State of the system at time k+1:

- Position of the hand
- Speed of the hand
- Force on the hand
- ...

How to model the system ?

System = hand and forearm

Dynamics defined by :

$$x_{k+1} = Ax_k + Bu_k$$

Muscle commands at time k

Matrix that grasps the kinematics of the movement

State of the system at time k+1:

- Position of the hand
- Speed of the hand
- Force on the hand
- ...

How to obtain this equation ?

Equations of movement

Using Newton's law... (mainly the second)

$$\sum \vec{F} = m \vec{a} \longrightarrow \text{In both directions!!! (if working in 2D)}$$

This leads to that kind of system :

$$\ddot{x} = -k_v \dot{x} + F_x$$

$$\ddot{y} = -k_v \dot{y} + F_y$$

$$\tau \dot{F}_x = u_x - F_x$$

$$\tau \dot{F}_y = u_y - F_y$$

How to discretise this?

Equations of movement

$$\ddot{x}(t) = -k_v \dot{x}(t) + F_x(t)$$

$$\ddot{y}(t) = -k_v \dot{y}(t) + F_y(t)$$

$$\tau \dot{F}_x(t) = u_x(t) - F_x(t)$$

$$\tau \dot{F}_y(t) = u_y(t) - F_y(t)$$

Continuous

Finite difference schemes

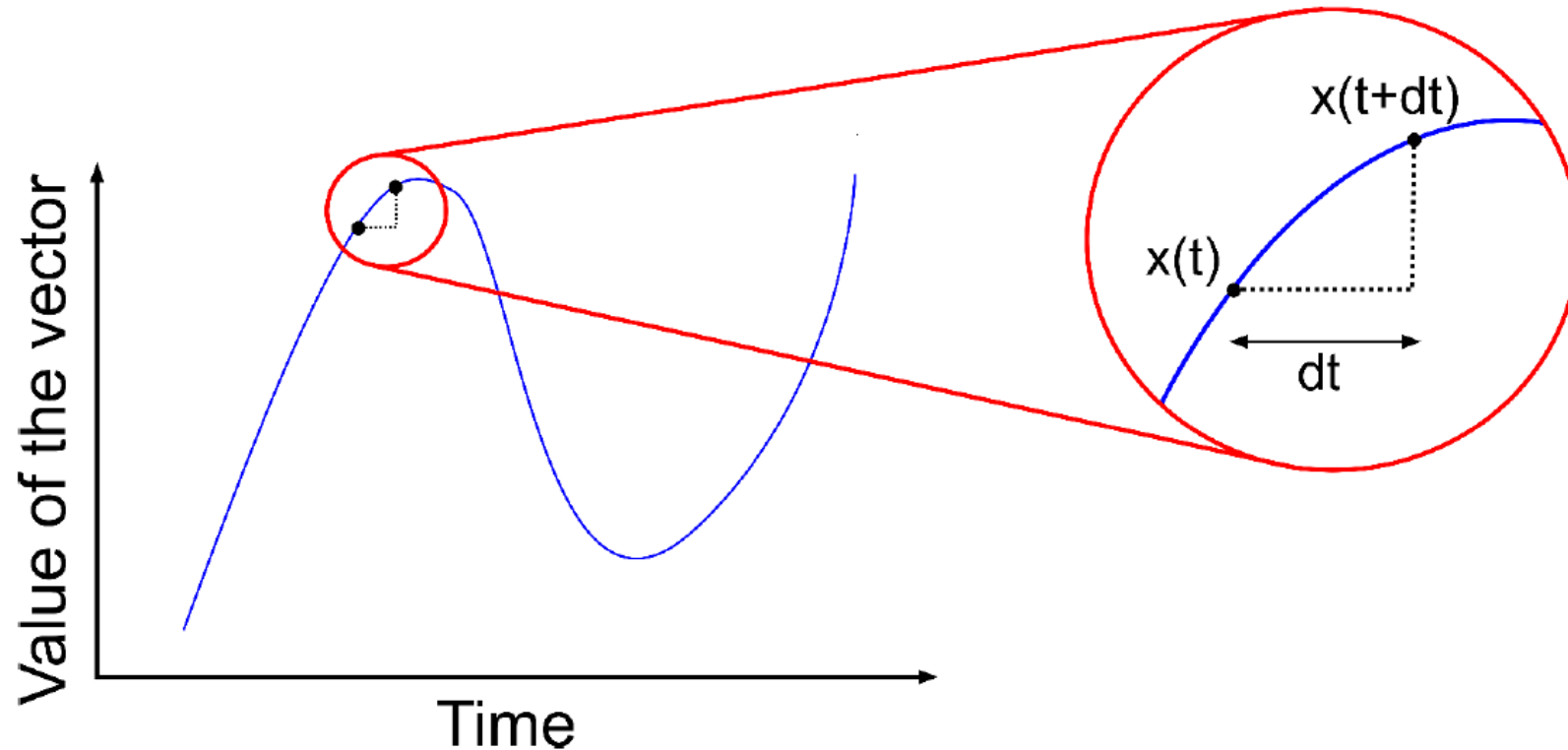
Discrete

$$x[n + 1] = Ax[n] + Bu[n]$$

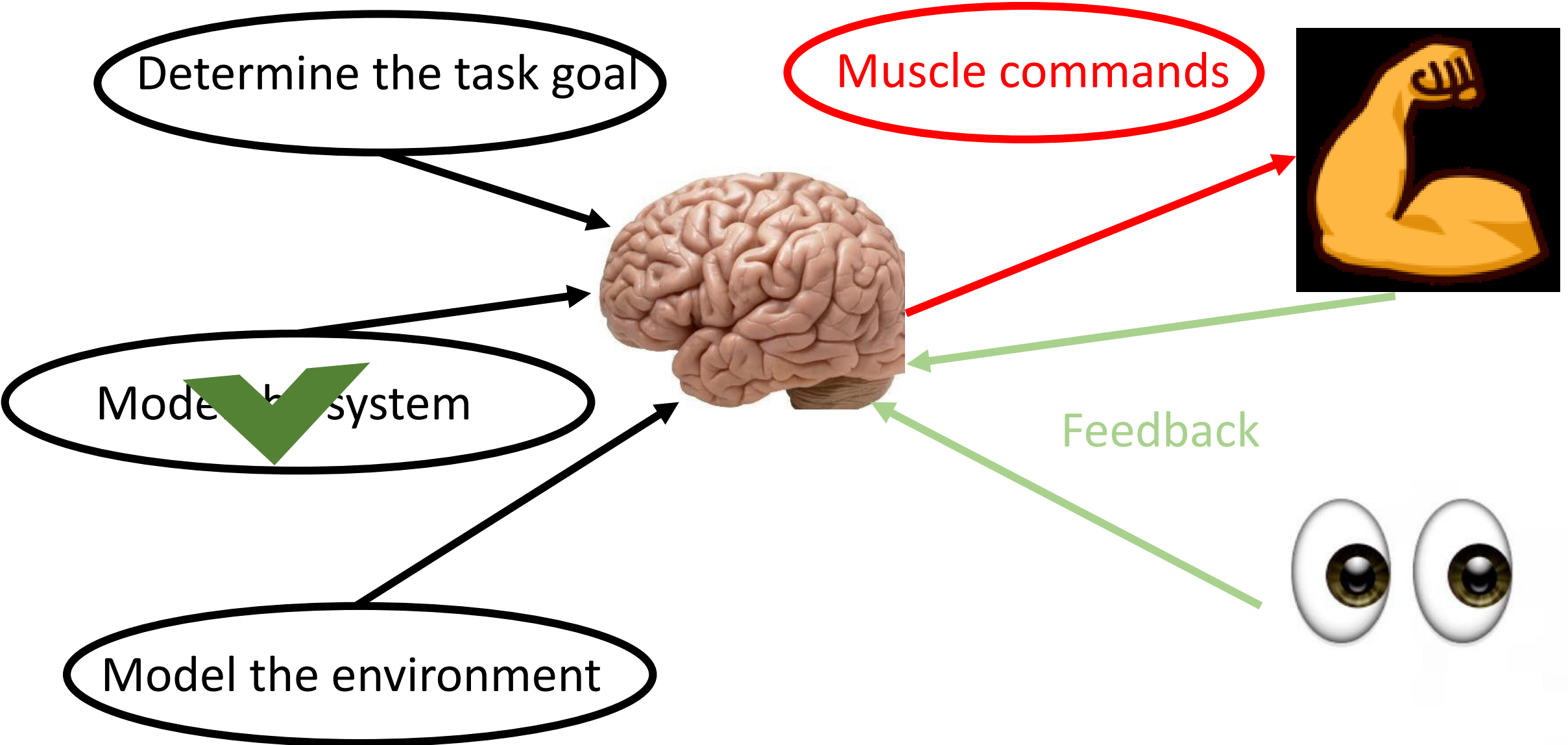
Reminder : Euler implicit (see LFSAB1104)

Allows to approximate a derivative by a finite difference

$$\dot{x}(t) \cong \frac{x(t + \delta t) - x(t)}{\delta t}$$



How does the brain implement this ?



How to determine and model the task goal ?

Task goal is associated by cost function :

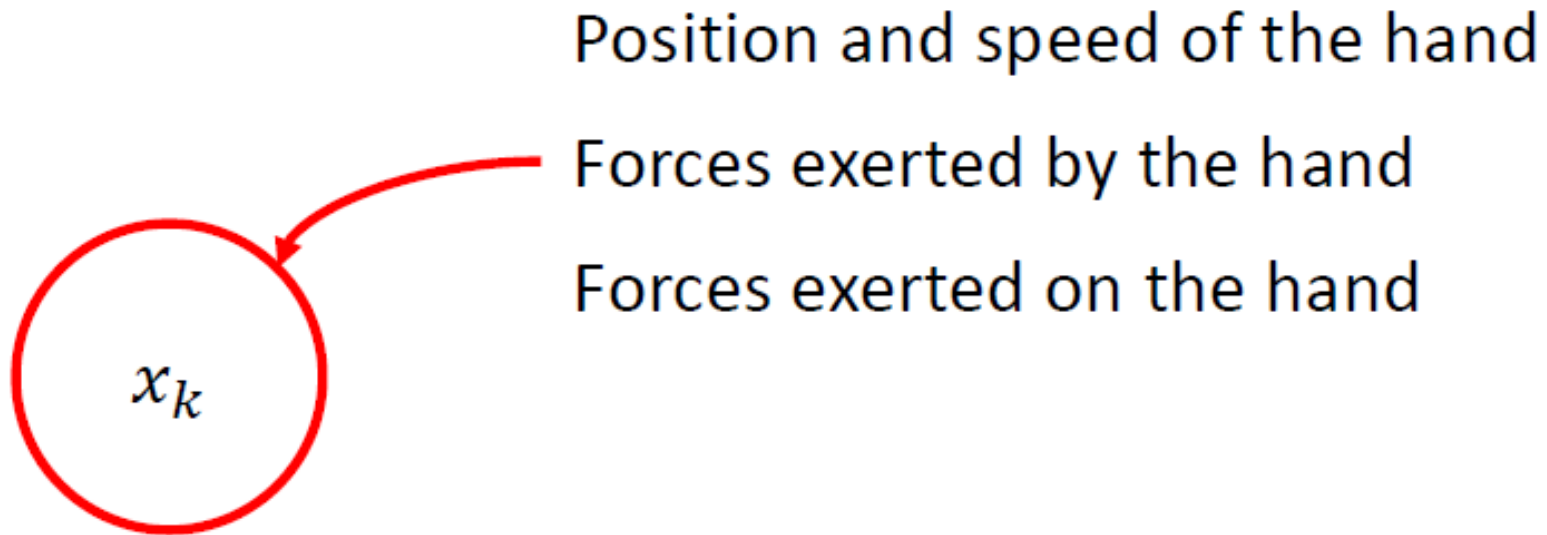
Cost function = end-point error + energetic cost

$$J(x, u) = x_N^T Q_N x_N + \sum u_k^T R u_k$$

How does this take the position of the target into account?

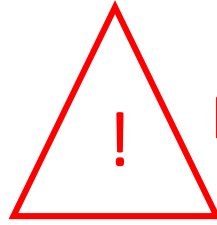
What's inside the state?

Let's take a look at the state of the system...




Cost function

End-point error :



For simplicity the target is 0 !

$$(x_{hand} - x_{target})^2 + (y_{hand} - y_{target})^2 + (v_{hand}^x - v_{target}^x)^2 + (v_{hand}^y - v_{target}^y)^2$$

 Matricial form


$$J(x, u) = x_N^T Q_N x_N + \sum u_k^T R u_k$$

→ See section 2

Cost function

End-point error :

$$(x_{hand})^2 + (y_{hand})^2 + (v_{hand}^x)^2 + (v_{hand}^y)^2$$

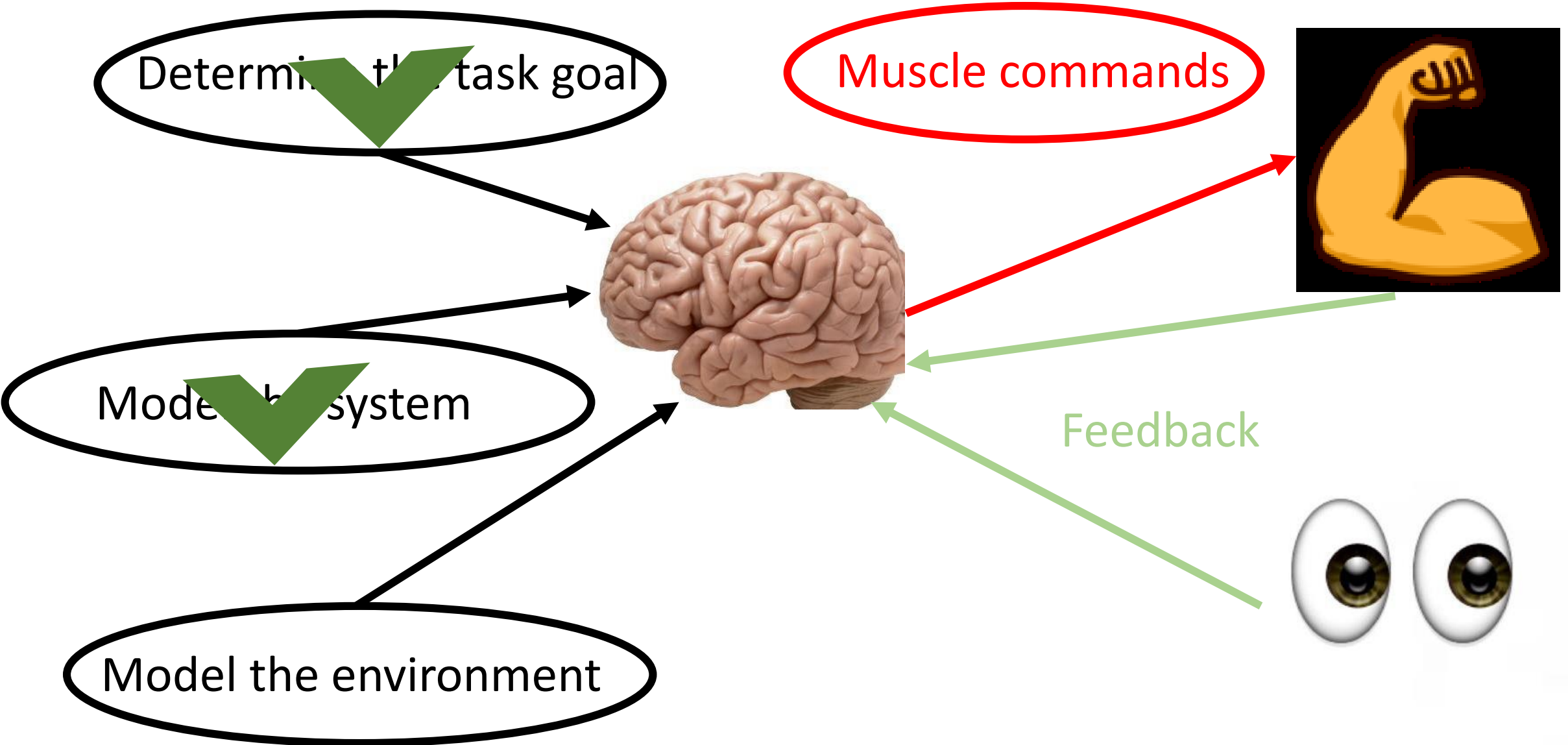


Matricial form

$$J(x, u) = x_N^T Q_N x_N + \sum u_k^T R u_k$$

→ See section 2

How does the brain implement this ?



How does the brain compute the muscle commands ?

The solution is optimal in the sense that it **minimises the objective function**

In the fully observable case, we have the following recurrence

$$\begin{aligned} L_k &= (R + B^T S_{k+1} B)^{-1} B^T S_{k+1} A \\ S_k &= Q_k + A^T S_{k+1} (A - B L_k) \end{aligned}$$

$$S_N = Q_N,$$

$$x_{k+1} = A x_k + B u_k + \xi_k$$

$$\text{Where } u_k = -L_k x_k$$

$$x_{k+1} = (A - B L_k) x_k + \xi_k$$

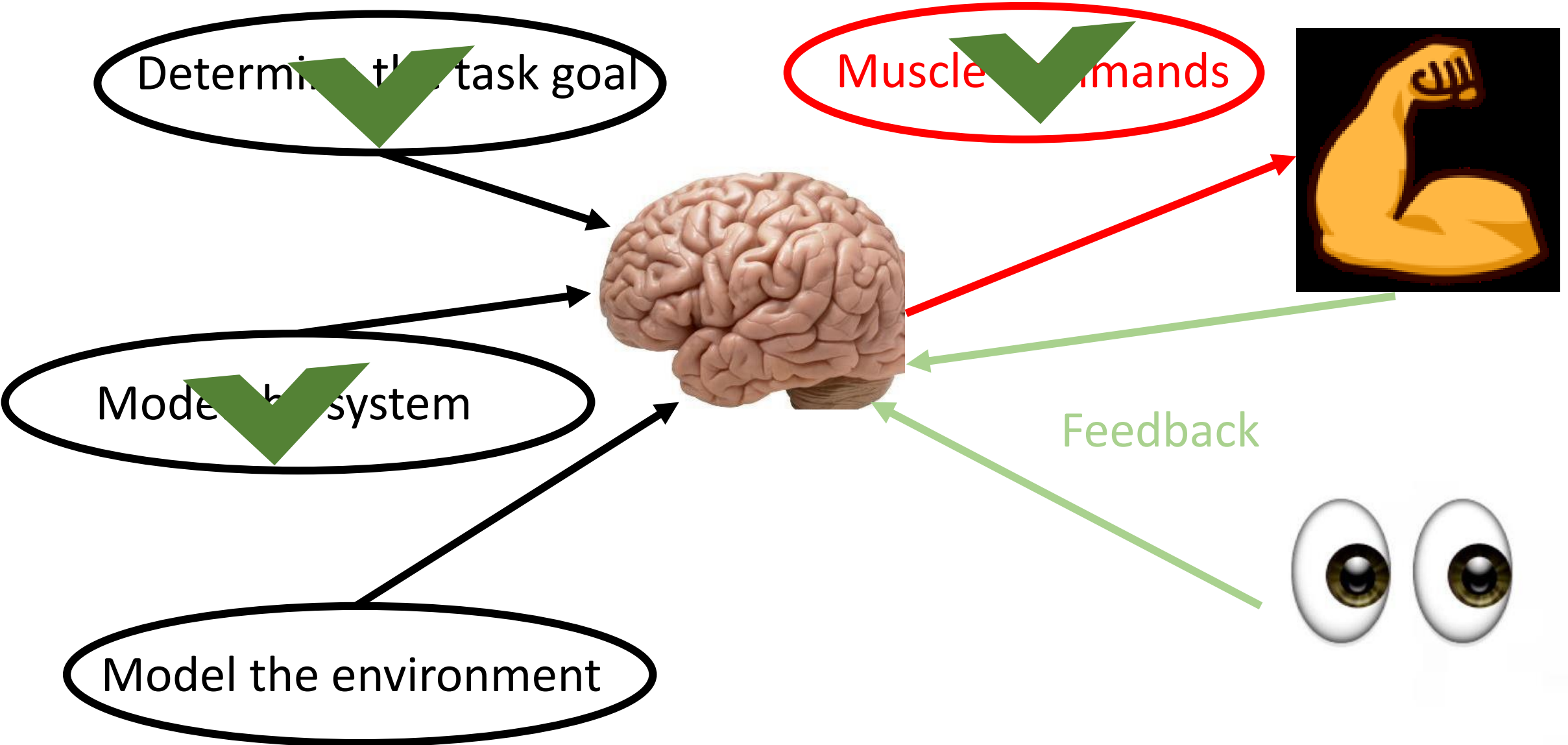
Implementation of the backward recurrence ?

1. Determine the matrices Q and R (cfr section 2)
2. Implement the recursion starting **from the end** for the S_k terms
3. Add the recursion for the gains L_k
4. Plug the gains in the closed loop control system thanks to:

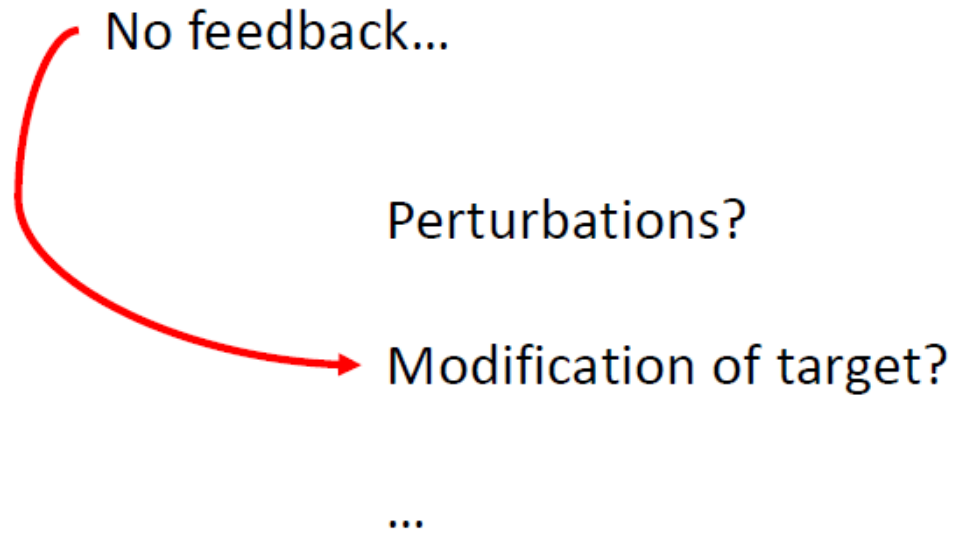
$$x_{k+1} = (A - BL_k)x_k + \xi_k$$

SEE SECTION 3

How does the brain implement this ?



Problem ?



Closed loop control = Blind control

Human body has feedbacks...

Feedbacks from the human body

Eyes and proprioception

$$y_k = Hx_k + \omega_k$$

Noisy observations of the state

Combination of priors and feedback :

$$\hat{x}_{k+1} = (1 - K) * \text{prior} + K * \text{feedback}$$

$$\hat{x}_{k+1} = A \hat{x}_k + B u_k + K(y_k - H \hat{x}_k)$$

How to find the coefficient K?

Feedbacks from the human body

Eyes and proprioception

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Noisy observations of the state

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How to find the coefficient K?

Optimal estimation of the state

└─ Ponderate source by their 'accuracy'

Computation of the different gains

$$\hat{x}_{k+1} = A \hat{x}_k + B u_k + K_k (y_k - H \hat{x}_k)$$

$$K_k = A \Sigma_k H^T (H \Sigma_k H^T + \Omega_\omega)^{-1}$$

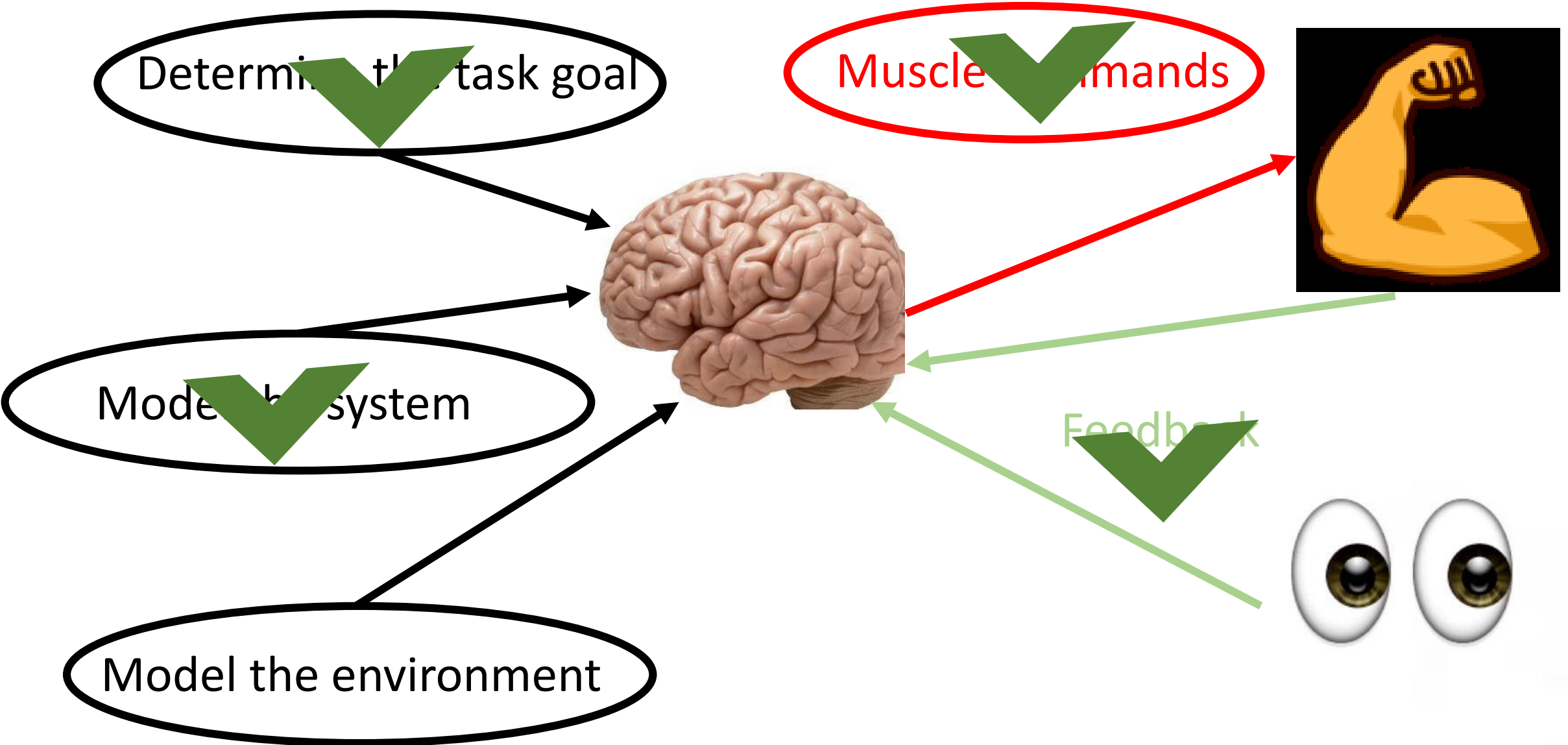
$$\Sigma_{k+1} = \Omega_\xi + (A - K_k H) \Sigma_k A^T$$

The command becomes :

$$u_k = -L_k \hat{x}_k$$

SEE SECTION 4

How does the brain implement this ?



What you must have?

A closed-loop **feedback controller** that models simple **reaching movements**

How could it be improved ?

- Adding target in the state vector
- Adding delays in sensory feedbacks
- Adding online modification of targets
- Adding perturbations
- Adding signal dependent noise
- ...