



Humanoid robot motion generation @Gepetto

Workshop on Dynamic Legged Locomotion in Realistic Terrains, ICRA, 2018

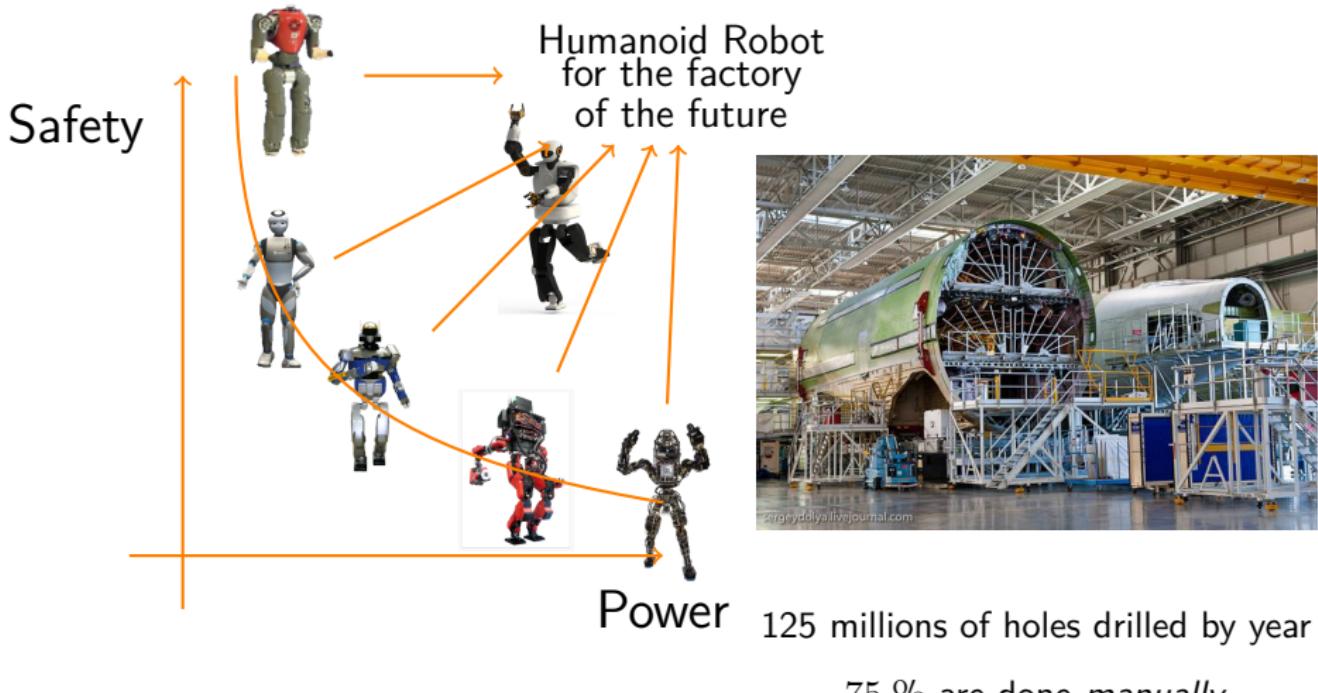
25th May 2018, Brisbane, Australia

O. Stasse, N. Mansard, A. Del Prete, S. Tonneau, J. Carpenter, M. Geisert, F. Lamiraux, J.-P. Laumond, GEPELTO

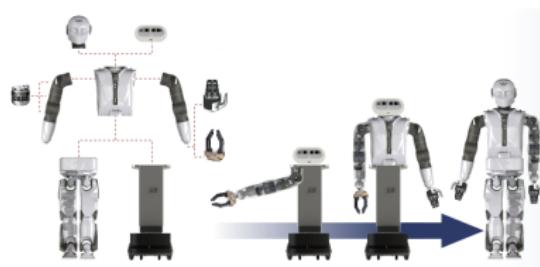
Acknowledgements



Testing our algorithms in real industrial use case



Modular robots



Decreasing the robot cost by sharing parts

$$\left\{ \begin{array}{l} \min f(\mathbf{u}(t), \mathbf{v}(t)) \\ \mathbf{g}(\mathbf{u}(t), \mathbf{v}(t)) < 0 \\ \mathbf{h}(\mathbf{u}(t), \mathbf{v}(t)) = 0 \end{array} \right.$$

[Saidi,IROS 2007]

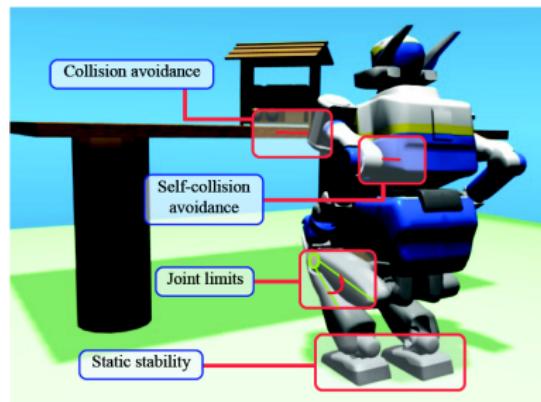
$\mathbf{f}(t)$: The cost function

$\mathbf{u}(t)$: The control vector

$\mathbf{g}(t)$: The inequality constraints

$\mathbf{h}(t)$: The equality constraints

$\mathbf{v}(t)$: The environment representation



$$\left\{ \begin{array}{l} \min_{\mathbf{q}(\cdot), \mathbf{u}(\cdot)} \int_0^T L(t, \mathbf{q}(t), \mathbf{u}(t)) dt \\ \dot{\mathbf{q}}(t) = f(\mathbf{q}(t), \mathbf{u}(t)), \quad t \in [0, T] \\ \mathbf{q}(0) = \mathbf{q}_0, \quad T > 0 \\ 0 \leq \mathbf{g}\mathbf{h}(\mathbf{q}(t), \mathbf{u}(t)), \quad t \in [0, T] \end{array} \right.$$

[Saidi,IROS 2007]

f : The system dynamics

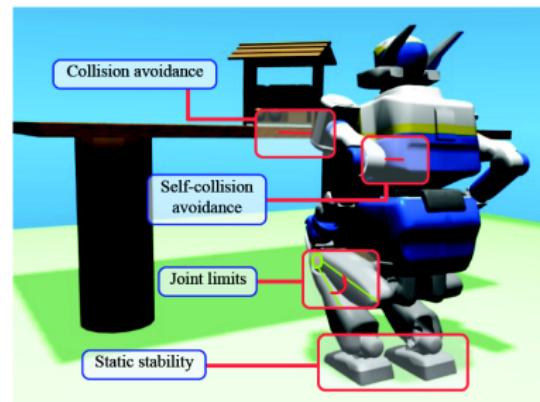
u : The control vector

q : The system state

gh : The (in)equality constraints

v : The environment representation

L : The cost



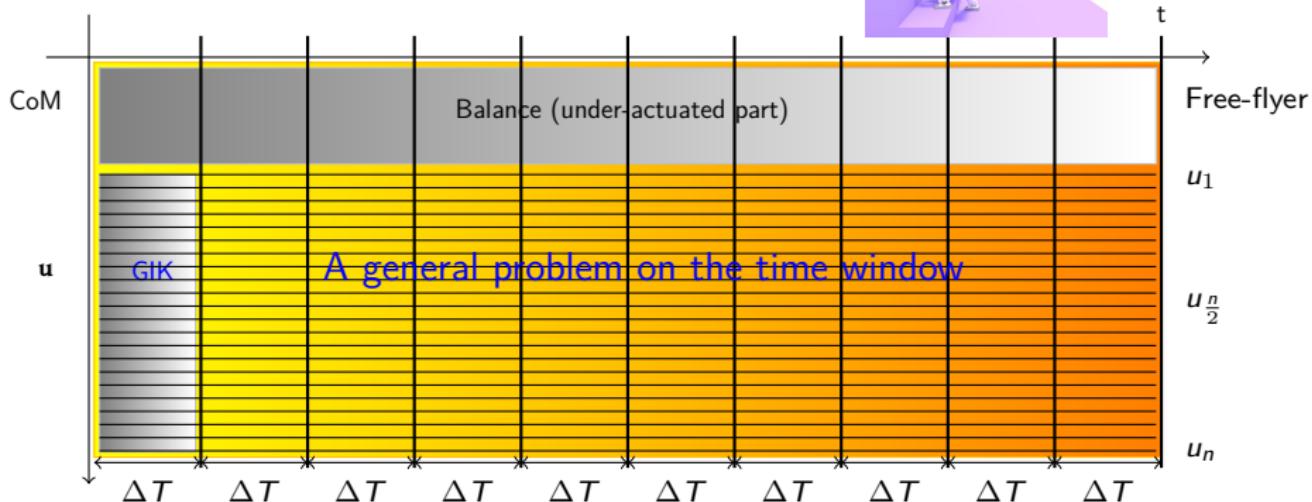
- Size of the problem

$$1.6 \times 200 \times 30 = 9600 \text{ variables}$$



- Non linear constraints

- Discrete nature due to contacts



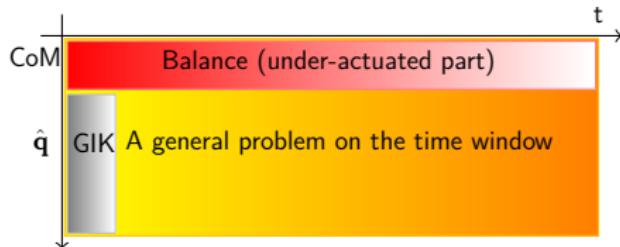
<https://www.youtube.com/watch?v=WbsQBPzQakc>

Motion generation : the constraints

Pattern generator

Focus on the underactuated part

Model predictive control



Simplifying the walking problem to control only the CoM reference

$$\left\{ \begin{array}{l} \mathbf{M}_1(\mathbf{q})\ddot{\mathbf{q}} + \mathbf{N}_1(\mathbf{q}, \dot{\mathbf{q}})\dot{\mathbf{q}} + \mathbf{G}_1(\mathbf{q}) = \mathbf{T}_1(\mathbf{q})\mathbf{u} + \mathbf{C}_1^\top(\mathbf{q})\lambda \quad \text{Actuated dynamics of the robot} \\ \mathbf{M}_2(\mathbf{q})\ddot{\mathbf{q}} + \mathbf{N}_2(\mathbf{q}, \dot{\mathbf{q}})\dot{\mathbf{q}} + \mathbf{G}_2(\mathbf{q}) = \mathbf{C}_2^\top(\mathbf{q})\lambda \quad \text{Underactuated dynamics of the robot} \\ f(\lambda) \in \mathcal{F} \quad \text{General balance criteria} \\ \mathbf{u}_{min} < \mathbf{u} < \mathbf{u}_{max} \quad \text{Torques limits} \\ \hat{\mathbf{q}}_{min} < \hat{\mathbf{q}} < \hat{\mathbf{q}}_{max} \quad \text{Joints limits} \\ d(\mathcal{B}_i(\mathbf{q}), \mathcal{B}_j(\mathbf{q})) > \epsilon, \forall (i, j) \in \mathcal{P} \quad (\text{self-})\text{collisions} \\ \ddot{\mathbf{e}}_i = \mathbf{J}_i(\mathbf{q})\dot{\mathbf{q}} + \mathbf{J}_i(\mathbf{q})\ddot{\mathbf{q}} \quad \text{Tasks} \end{array} \right.$$

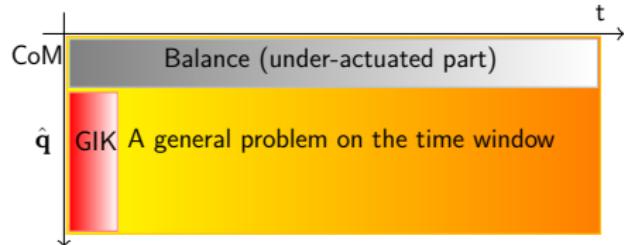
Motion generation : the constraints

Inverse dynamics

Focus on the inertia matrix

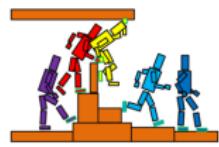
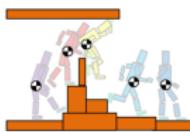
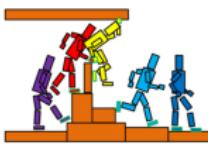
Forces

Complete constraints

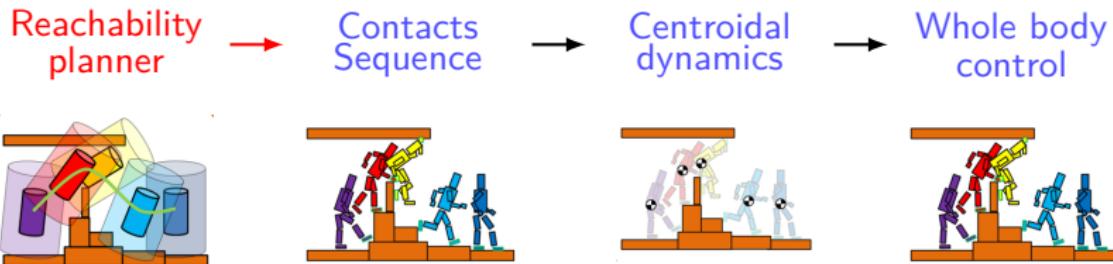


$$\left\{ \begin{array}{l} \mathbf{M}_1(\mathbf{q})\ddot{\mathbf{q}} + \mathbf{N}_1(\mathbf{q}, \dot{\mathbf{q}})\dot{\mathbf{q}} + \mathbf{G}_1(\mathbf{q}) = \mathbf{T}_1(\mathbf{q})\mathbf{u} + \mathbf{C}_1^\top(\mathbf{q})\lambda \quad \text{Actuated dynamics of the robot} \\ \mathbf{M}_2(\mathbf{q})\ddot{\mathbf{q}} + \mathbf{N}_2(\mathbf{q}, \dot{\mathbf{q}})\dot{\mathbf{q}} + \mathbf{G}_2(\mathbf{q}) = \mathbf{C}_2^\top(\mathbf{q})\lambda \quad \text{Underactuated dynamics of the robot} \\ f(\lambda) \in \mathcal{F} \quad \text{General balance criteria} \\ \mathbf{u}_{min} < \mathbf{u} < \mathbf{u}_{max} \quad \text{Torques limits} \\ \hat{\mathbf{q}}_{min} < \hat{\mathbf{q}} < \hat{\mathbf{q}}_{max} \quad \text{Joints limits} \\ d(\mathcal{B}_i(\mathbf{q}), \mathcal{B}_j(\mathbf{q})) > \epsilon, \forall (i, j) \in \mathcal{P} \quad (\text{self-})\text{collisions} \\ \ddot{\mathbf{e}}_i = \mathbf{J}_i(\mathbf{q})\dot{\mathbf{q}} + \mathbf{J}_i(\mathbf{q})\ddot{\mathbf{q}} \quad \text{Tasks} \end{array} \right.$$

Reachability planner → Contacts Sequence → Centroidal dynamics → Whole body control

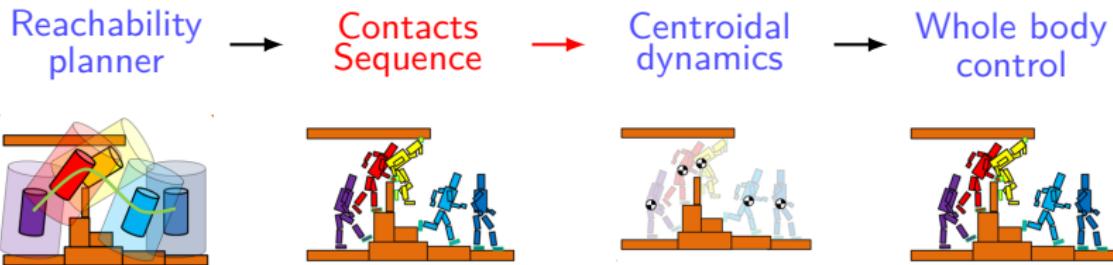


Loco3D pipeline



[Tonneau TRO 2018, Tonneau ISRR 2015]

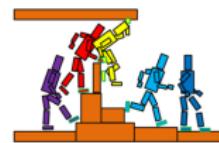
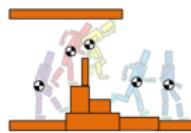
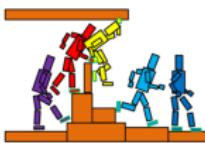
Loco3D pipeline



[Tonneau TRO 2018, Tonneau ISRR 2015]

Loco3D pipeline

Reachability planner → Contacts Sequence → Centroidal dynamics → Whole body control



Previous work

[Luo, ICRA 2014]

[Vaillant, Humanoids 2014]

[Noda, ICRA 2014]

[Hirukawa, ICRA 2007]

Newton

$$m(\ddot{\mathbf{c}}(\mathbf{u}) - \mathbf{g}) = \sum_{i=1}^{N_c} \mathbf{f}_i$$

Euler

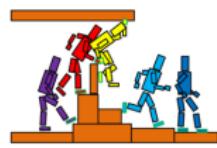
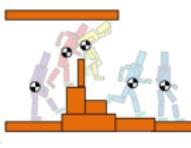
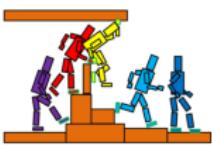
$$m\mathbf{c}(\mathbf{u}) \times (\ddot{\mathbf{c}}(\mathbf{u}) - \mathbf{g}) +$$

$$\mathbf{w}^\top(\mathbf{u}) \mathbf{I} \mathbf{w}^\top(\mathbf{u}) =$$

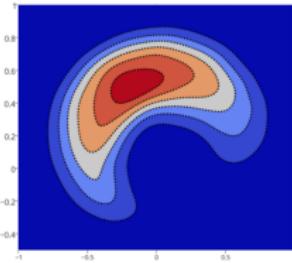
$$\sum_{i=1}^{N_c} \mathbf{p}_i \times \mathbf{f}_i + \boldsymbol{\mu}_i$$

[Carpentier ICRA 2016]

Reachability planner ← Contacts Sequence ← Centroidal dynamics ↔ Whole body control

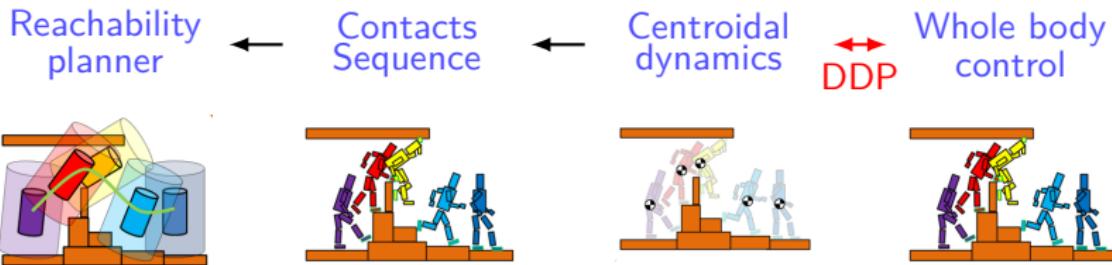


Considers kinematics constraints

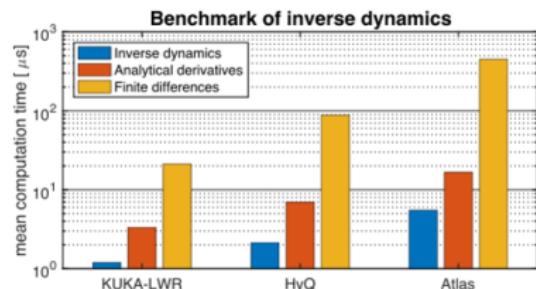
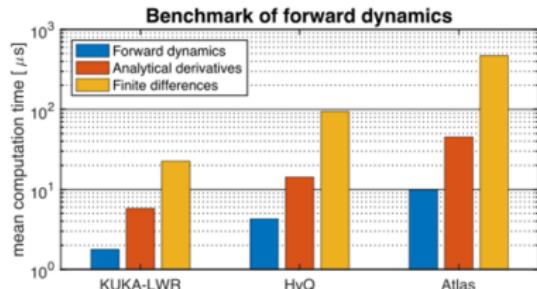


Probability distribution of CoM positions

[Carpentier RSS 2017]



Analytical derivatives for Inverse Dynamics (*ID*) and Forwards Dynamics (*FD*)



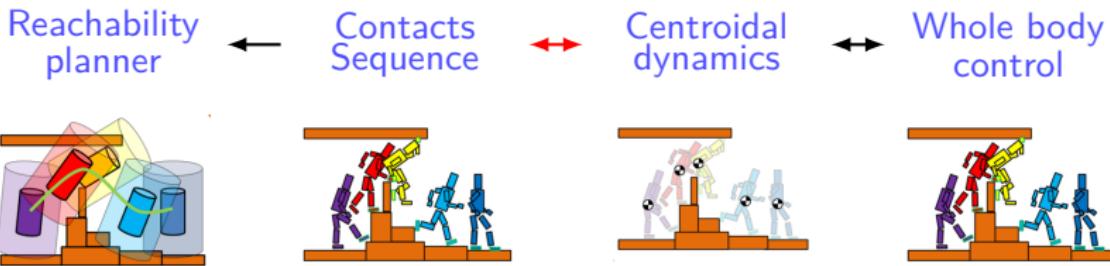
$$\tau = FD(model, \mathbf{q}, \dot{\mathbf{q}}, \ddot{\mathbf{q}}, \mathbf{f}_{ext})$$

with $\frac{\partial FD}{\partial \mathbf{q}}, \frac{\partial FD}{\partial \dot{\mathbf{q}}}, \frac{\partial FD}{\partial \ddot{\mathbf{q}}}, \frac{\partial FD}{\partial \mathbf{f}_{ext}}$

[Carpentier RSS 2018,
to be presented]

$$\tau = ID(model, \mathbf{q}, \dot{\mathbf{q}}, \ddot{\mathbf{q}}, \mathbf{f}_{ext})$$

with $\frac{\partial ID}{\partial \mathbf{q}}, \frac{\partial ID}{\partial \dot{\mathbf{q}}}, \frac{\partial ID}{\partial \ddot{\mathbf{q}}}, \frac{\partial ID}{\partial \mathbf{f}_{ext}}$



$$m(\ddot{\mathbf{c}}(\mathbf{u}) - \mathbf{g}) = \sum_{i=1}^{N_c} \mathbf{f}_i$$

$$m\mathbf{c}(\mathbf{u}) \times (\ddot{\mathbf{c}}(\mathbf{u}) - \mathbf{g}) + \mathbf{w}^\top(\mathbf{u}) \mathbf{I} \mathbf{w}^\top(\mathbf{u}) = \sum_{i=1}^{N_c} \mathbf{p}_i \times \mathbf{f}_i + \mu_i$$

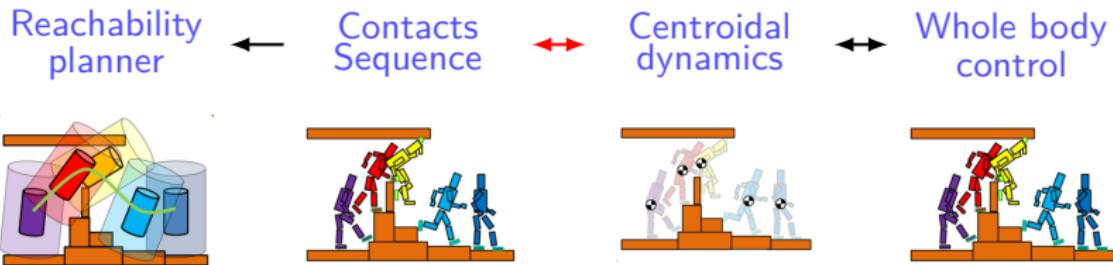
$$\mathbf{H}^{\{\rho\}} \underbrace{\left[m\mathbf{c} \times (\ddot{\mathbf{c}} - \mathbf{g}) + \dot{\mathbf{L}} \right]}_{\mathbf{w}} \leq \mathbf{h}^{\{\rho\}}$$

$$\mathbf{c}(t) = \sum_{i=0}^n B_i^n(t/T) \mathbf{P}_i$$

$$\mathbf{w}_i(\mathbf{y}) = \mathbf{w}_i^y \mathbf{y} + \mathbf{w}_i^s$$

$$\mathbf{c}(t, \mathbf{y}) = \sum_{i \in \{0, 1, 2, 4, 5, 6\}} B_i^6(t/T) \mathbf{P}_i + B_3^6(t/T) \mathbf{y}$$

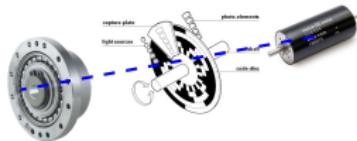
find \mathbf{y}
 subject to $\mathbf{K}^{\{\rho\}} \mathbf{y} \leq \mathbf{k}^{\{\rho\}}$
 $(m\mathbf{H}^{\{\rho\}} \mathbf{w}_i^y) \mathbf{y} \leq \mathbf{h}^{\{\rho\}} + m\mathbf{H}^{\{\rho\}} \begin{bmatrix} \mathbf{g} \\ \mathbf{0} \end{bmatrix} - \mathbf{w}_i^s \quad , \forall i$



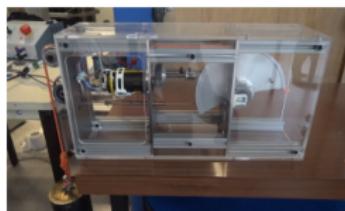
[Fernbach IROS 2018, Submitted]

Actuator dynamics

Classical actuator



SEA - Romeo



Mc Kibben Muscle - [IROS 2016]



Actuator dynamics : necessity to control

$$\left\{ \begin{array}{ll} \phi(\mathbf{u}) = \tau_j & \text{Actuators dynamics} \\ \mathbf{M}_1(\mathbf{q})\ddot{\mathbf{q}} + \mathbf{N}_1(\mathbf{q}, \dot{\mathbf{q}})\dot{\mathbf{q}} + \mathbf{G}_1(\mathbf{q}) = \mathbf{T}_1(\mathbf{q})\tau_j + \mathbf{C}_1^\top(\mathbf{q})\mathbf{f} & \text{Actuated dynamics of the robot} \\ \mathbf{M}_2(\mathbf{q})\ddot{\mathbf{q}} + \mathbf{N}_2(\mathbf{q}, \dot{\mathbf{q}})\dot{\mathbf{q}} + \mathbf{G}_2(\mathbf{q}) = \mathbf{C}_2^\top(\mathbf{q})\mathbf{f} & \text{Underactuated dynamics of the robot} \\ f(\mathbf{f}) \in \mathcal{F} & \text{General balance criteria} \\ \mathbf{u}_{min} < \mathbf{u} < \mathbf{u}_{max} & \text{Torques limits} \\ \hat{\mathbf{q}}_{min} < \hat{\mathbf{q}} < \hat{\mathbf{q}}_{max} & \text{Joints limits} \\ d(\mathcal{B}_i(\mathbf{q}), \mathcal{B}_j(\mathbf{q})) > \epsilon, \forall (i, j) \in \mathcal{P} & (\text{self-})\text{collisions} \\ \ddot{\mathbf{e}}_i = \mathbf{J}_i(\mathbf{q})\dot{\mathbf{q}} + \mathbf{J}_i(\mathbf{q})\ddot{\mathbf{q}} & \text{Tasks} \end{array} \right.$$

Torque control

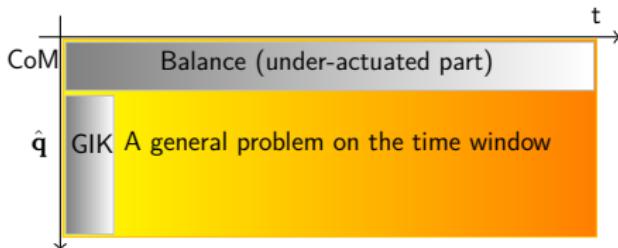
T. Flayols and al. [ICHR, 2017]

Model Predictive Control Take Away Message

- Pros : Highly capable
- Widely used
- Cons : High computation power
- Maybe sensitive to models error
- Local method
- Sensitive to initial solution

Motion generation

$$\left\{ \begin{array}{l} \min f(\mathbf{u}(t), \mathbf{v}(t)) \\ \mathbf{g}(\mathbf{u}(t), \mathbf{v}(t)) < 0 \\ \mathbf{h}(\mathbf{u}(t), \mathbf{v}(t)) = 0 \end{array} \right.$$



- Planning and control solve the same problem

Planning is looking for a global feasible solution

Control is looking for an online sensor grounded local solution

- Planning is too long when simulating the control

- Control can fail

Local minima leading to an incomplete behavior

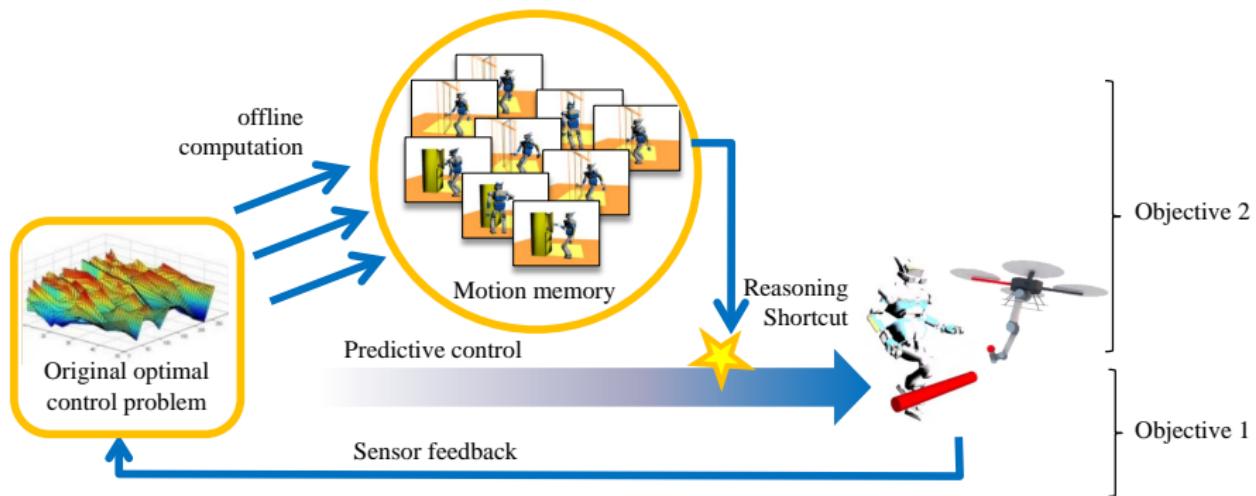
Mismatch between the control and the hardware

- Accessibility set [Majumdar, ICRA Best Paper Award 2013]

Planning learned accessibility sets

[Perrin and al., TRO, 2009]

Memory of motion



Memmo H2020 Project - Scientific coordinator : N. Mansard

Take away messages

- The *embodiment* (mechanical body, limits and controllers) defines the motion capabilities of the robot.
- We need to connect the accessibility set of our controllers to the planner.
- We need an efficient computation of the mechanical quantities
- We need to break down the problem complexity with small but representative problems
- We need to push higher the semantic level of our motion controllers



Model Predictive Control

- Pros : Highly capable
- Widely used
- Cons : High computation power
- Maybe sensitive to models error

Model free approach

- Pros : Computational time ■
- Adaptation ■
- Cons : Off line learning phase taking too long ■
- Exhaustive exploration of state space ■

MPC to speed up the training of model free approaches

- Local optimization trajectory to speed up desired control policy
- Speed up training phase
- Explore a larger part of the state space
- Needs a very accurate learning to avoid unstable policies

Learning models/techniques to improve model based techniques

Learn a function off-line to use it in a MPC online ■

Value Function, system dynamics, cost function ■

Library of optimal trajectories ■

Value function in a RRT ■

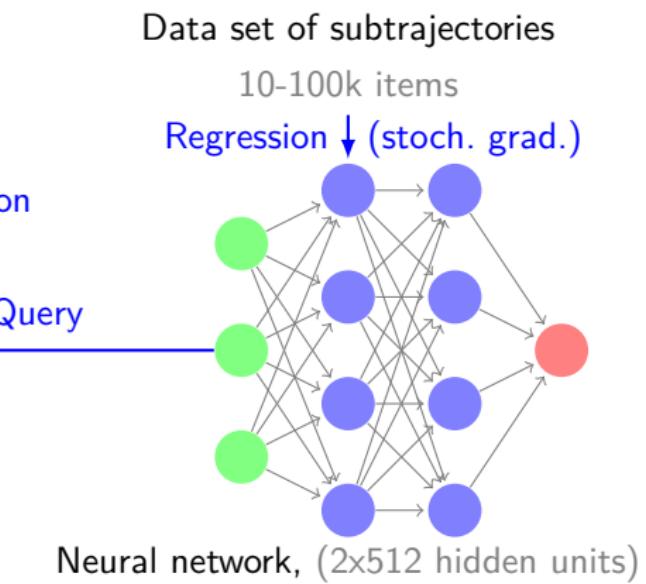
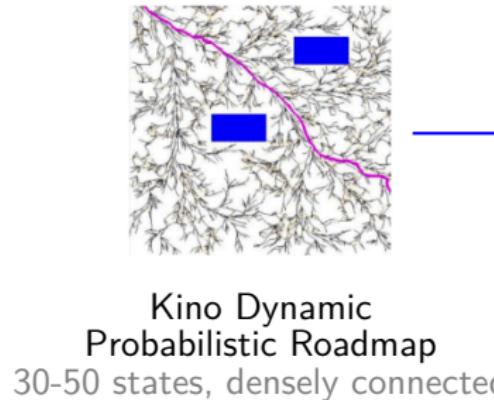
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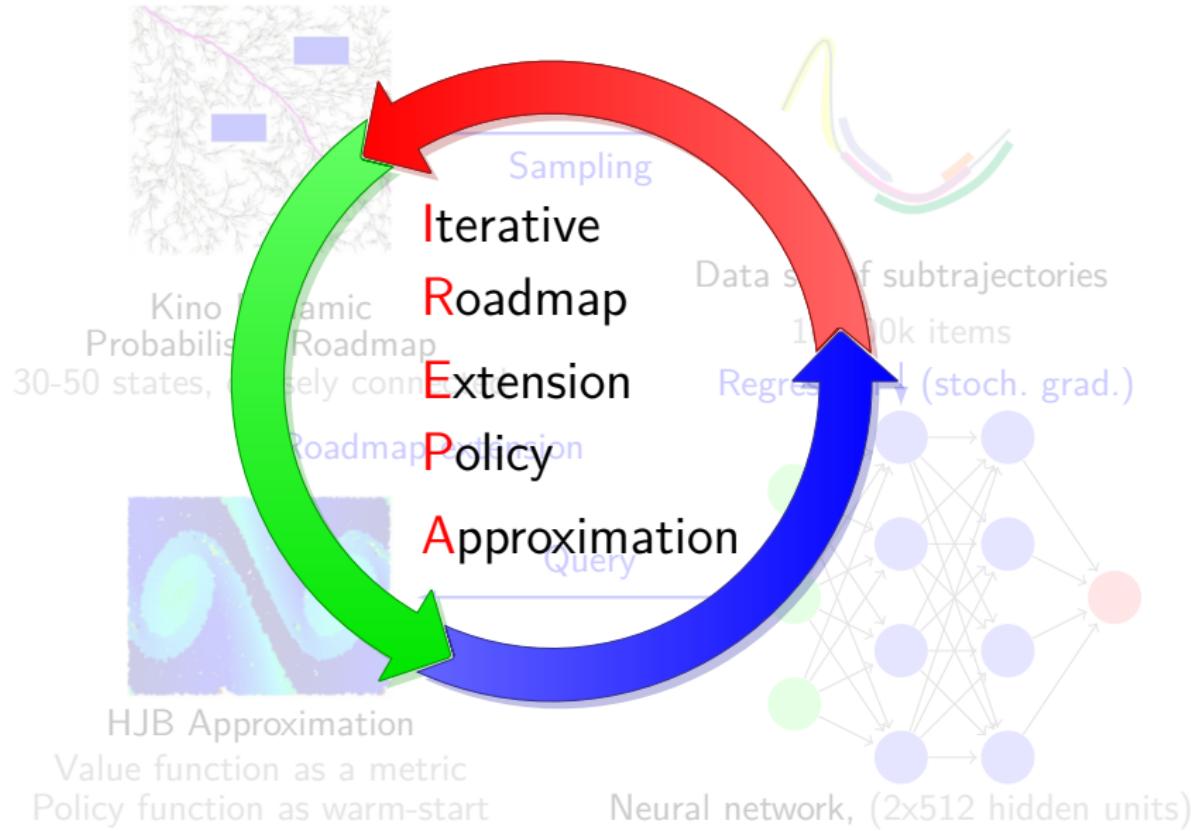
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Our approach

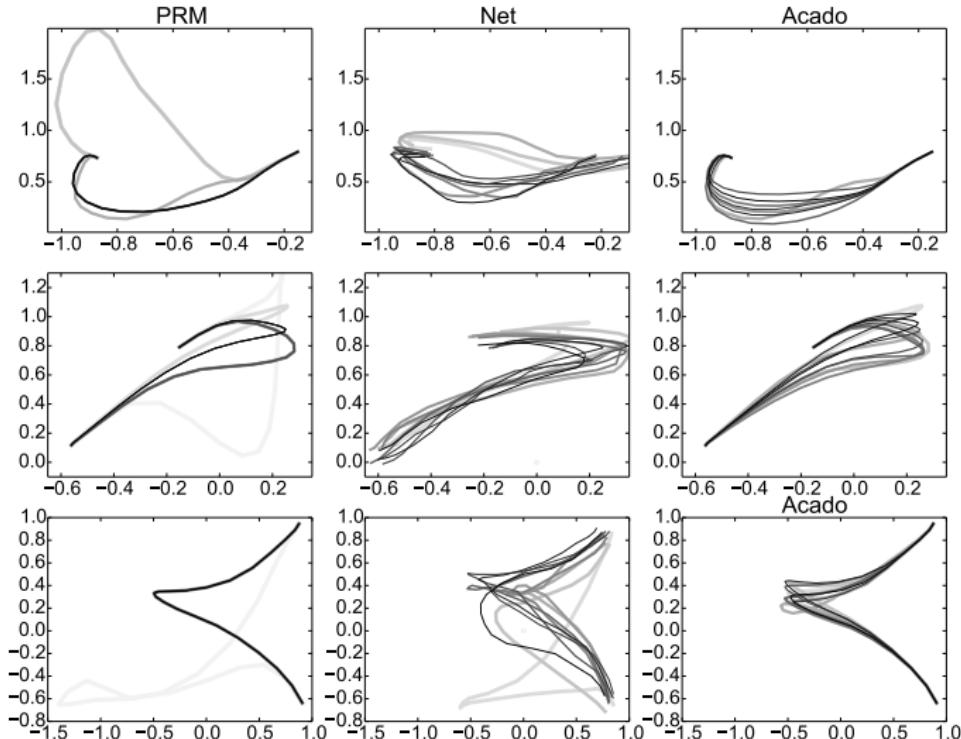


Our approach

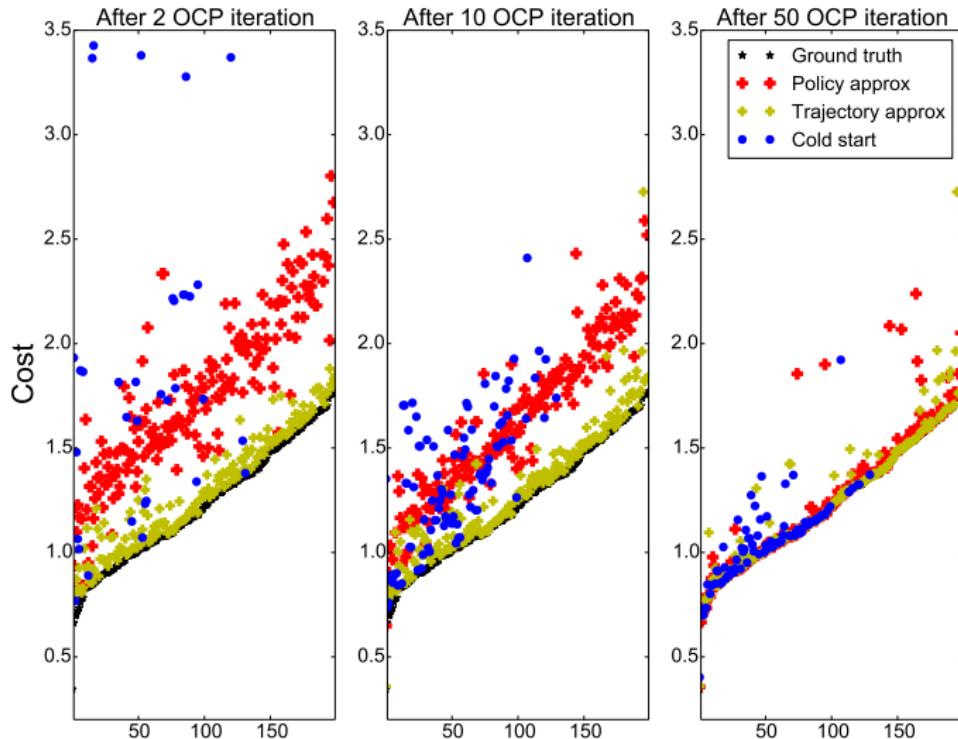


Experiments

Learned trajectories



Convergence predictive controller



Conclusions

Providing a good initial guess to warm start a predictive controller

- Sampled based kinodynamic planning
- Optimal control
- Function approximation
- Extension to higher-dimensional systems

Thanks for your attention

Questions ?