

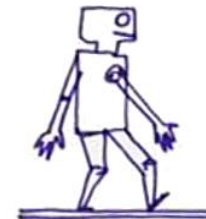


Optimal control for **walking** robots

Theory and **practice** with Crocoddyl

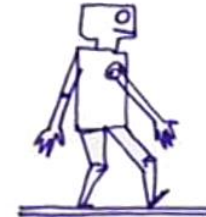
Nicolas Mansard

Gepetto, LAAS-CNRS & ANITI



#06: Crocodyl

Contact Robot Optimal Control by Differential Dynamic Programming Library



General API

ActionModel

Input:

state x , control u

Output

next state $x=f(x,u)$

cost $l(x,u)$

constraints and bounds

Front-end implementation for Pinocchio

$X=(q,vq)$

$U=\tau_q$

Differential action model

Integral action model

Cost, residual, contact ...

Solvers

FDDP

Box solvers

MiM-Solver

Action model

$$\min_{\underline{x}, \underline{u}} \sum_{t=0}^{T-1} l(x_t, u_t) + l(x_T, \emptyset)$$

s.t. $x_{t+1} = f(x_t, u_t)$

- Calc method

`action.calc(data, x, u)`

- Compute the next state `xnext`
- Compute the cost (and maybe its derivatives)

- Calc diff: gradient, hessian, jacobian

`action.calcDiff(data, x, u)`

Problem versus solver

```
problem = ShootingProblem  
    (initialState  
     [runningModel0 ... runninModelT-1],  
     terminalModel)  
problem.rollout([u0 ... uT-1])  
  
solver = SolverDDP(problem)  
xs,us,done = Solver.solve()
```

NumDiff

- If you don't want to compute your derivatives

```
model = XXXModel()  
modelND = XXXModelNumDiff(model)  
data = modelND.createData()  
model.calc(data, x, u)
```

with XXX=ActionModel in this case
(works with cost, contact ...)

Differential model & integrators

- Dynamics typically written as differentials
 - $\dot{x} = f(x, u)$
 - $\ddot{q} = f(q, \dot{q})$
 - Then x_{next} is obtained by numerical integration

```
dmodel = DifferentialActionModel()  
imodel = IntegratedActionModel(dmodel)
```

`imodel` works as a norm action model

You can finite-diff either the `dmodel` or the `imodel`

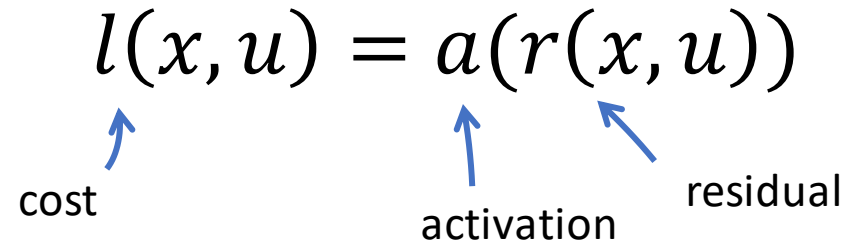
State mode

- In case you are not on a Euclidean space
 - Dimension n_x and n_{dx}
 - Integrate
 - Difference
 - And their Jacobians

Pinocchio DAModel

- The basic DifferentialActionModel accepts a Pinocchio model
- Dynamics written as Pinocchio.aba
- Cost model inside...

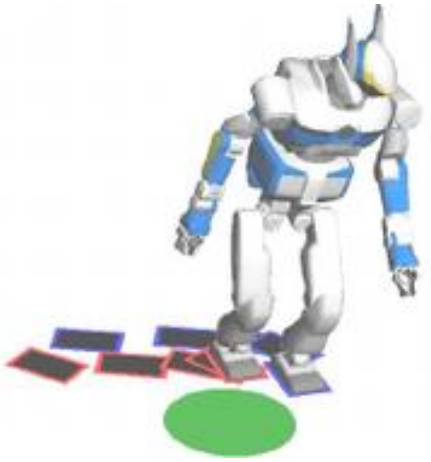
Cost Model

$$l(x, u) = a(r(x, u))$$


The diagram illustrates the components of the cost model equation $l(x, u) = a(r(x, u))$. Three blue arrows point from labels below to parts of the equation: an arrow from 'cost' points to $l(x, u)$, an arrow from 'activation' points to a , and an arrow from 'residual' points to $r(x, u)$.

- Dedicated implementation of a cost
- Does not has its own Pinocchio data
- Provided residuals
 - Frame placement, translation, velocity
 - COM
 - State and control
 - Sum of cost and cost numdiff
 - Joint limits

Major paradigms in locomotion problems



- Hybrid dynamics in contact

- Decision variables

$x = [q, v_q]$: the state

$u = \tau$: the control

f : the contact forces

the contact phases (which,where,when)

Fixed-phased locomotion problem

- We assume that we know the contact sequence

$$\min_{\{q\}, \{u\}, \{f\}} \sum_{t=0}^{T-1} l(q_t, \dot{q}_t, u_t, f_t) + l_T(q_T, \dot{q}_T)$$

$$s. t. \quad \forall t, \ddot{q} = M(q)^{-1} (u - b(q, \dot{q}) - \underbrace{J^T f}_{\text{Action of the reaction forces}})$$

Articulated dynamics

$$f \in K$$

$$J\ddot{q}(t) + \dot{J}\dot{q} = 0$$

Action of the reaction forces

Force part of the rigid contact constraint

Motion part of the rigid contact constraint

configuration

control

forces

Projecting the contact dynamics

The acceleration and forces are linked by:

$$\begin{pmatrix} M & J^T \\ J & 0 \end{pmatrix} \begin{pmatrix} \ddot{q} \\ f \end{pmatrix} = \begin{pmatrix} u - b(q, \dot{q}) \\ j\dot{q} \end{pmatrix}$$

The acceleration is written as a function of state and control

The force is written as a function of state and control

The friction cost

$$\min_{\underline{q}, \underline{u}} \int_0^T l(\underline{q}(t), \dot{\underline{q}}(t), \underline{u}(t), f(\underline{q}, \dot{\underline{q}}, \underline{u})) dt + l_T(\underline{q}(T), \dot{\underline{q}}(T))$$
$$s. t. \quad \forall t, \begin{pmatrix} \ddot{\underline{q}} \\ f \end{pmatrix} = \begin{pmatrix} M(\underline{q}) & J(\underline{q})^T \\ J(\underline{q}) & 0 \end{pmatrix}^{-1} \begin{pmatrix} u - b(\underline{q}, \dot{\underline{q}}) \\ -j\dot{\underline{q}} \end{pmatrix}$$