

# Optimal Control Workshop

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# Motivation

## Why are we here?

We want to simulate and predict how the human body moves, and we want to find better ways to do it.

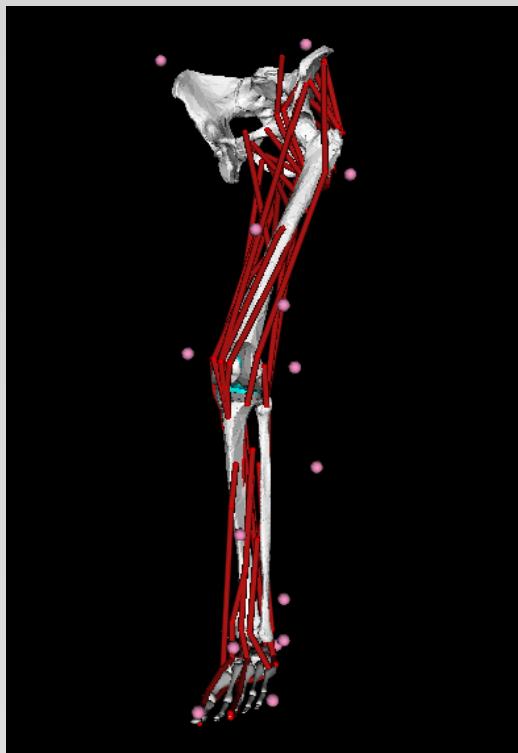
## How do we simulate movement?

Movement simulation typically requires two elements – dynamics (ODEs) and controls.

## What constitutes “better”?

“Better” means easier, faster, and more robust.

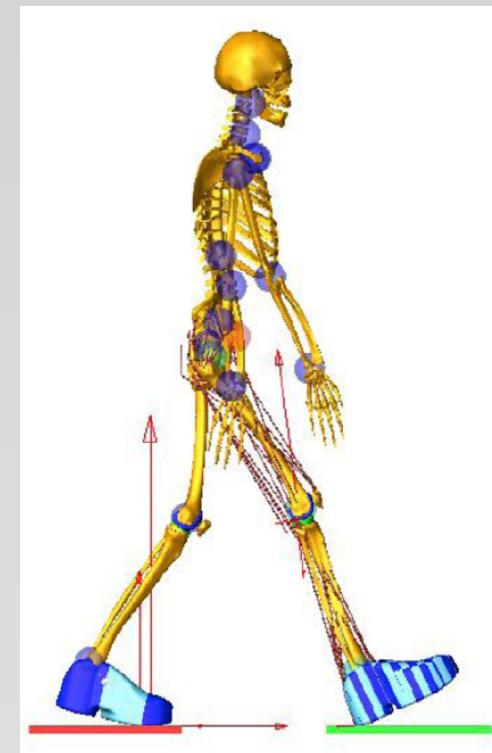
# Available Software



OpenSim  
(Walter *et al.*, 2014)



AnyBody  
(Marra *et al.*, 2015)



Adams  
(Kia *et al.*, 2014)

# Typical Problems

What are some human movement simulation or prediction problems that we typically try to solve?

- Inverse kinematic analyses
- Residual elimination simulations
- Muscle force simulations/predictions
- Skeletal motion simulations/predictions
- Combined muscle force and skeletal motion simulations/predictions
- Joint contact force simulations/predictions

**Dynamics (ODEs) and controls are inherent in all of these human movement problems.**

# Typical Solution Methods

What are some ways that we typically try to solve these human movement problems?

- **Inverse kinematic analyses** - multi-joint (global) optimization (positions only) or Kalman smoothing
- **Residual elimination simulations** – residual elimination algorithm (repeated forward dynamic simulations with feedback control within an optimization)
- **Muscle force simulations/predictions** – static optimization, dynamic optimization
- **Skeletal motion simulations/predictions** – forward dynamic optimization, inverse dynamic optimization

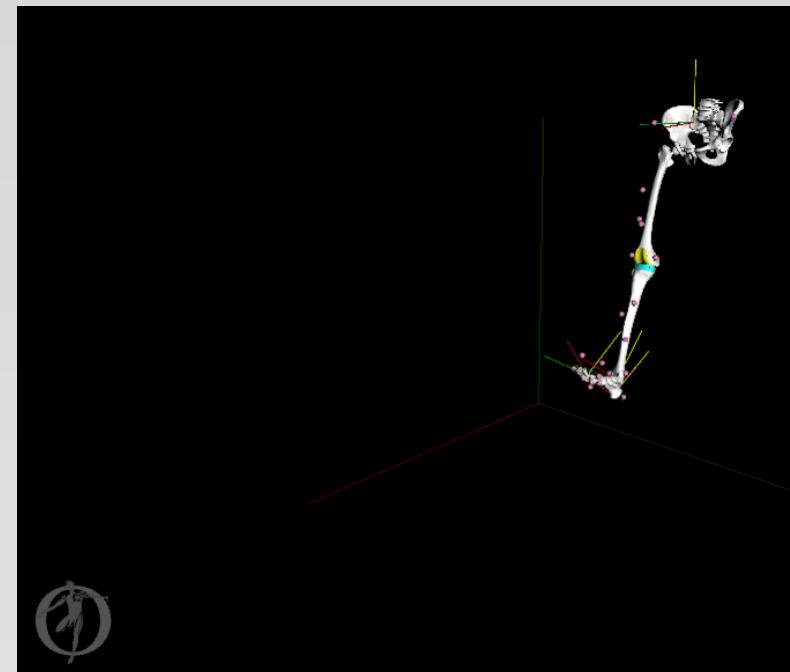
# Typical Solution Methods

Observations:

1. Lots of different optimization-based solution methods exist for lots of different problems.
2. Wouldn't it be nice if we could find one optimization-based solution method that could handle most of these typical problems!
3. Function evaluations for optimizations often involve performing forward dynamic simulations using numerical integration time stepping (i.e., shooting methods).

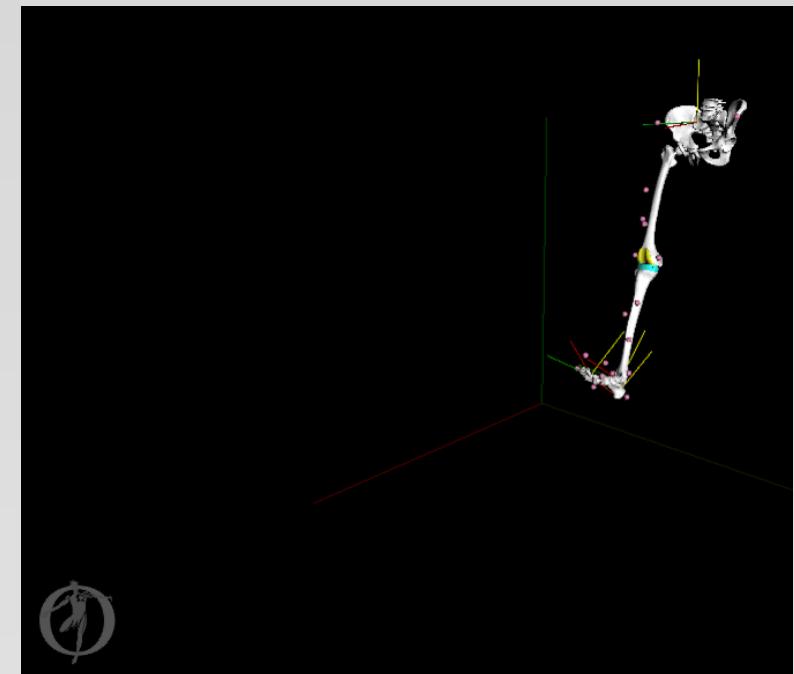
# Shooting Methods

- **Method:** Guess controls, **numerically integrate** dynamics equations to find **motion** for each time frame **sequentially**, iterate controls guess
- **Strength:** Dynamically consistent (no residual loads on pelvis)
- **Weaknesses:** Numerical integration (integration drift, integration cost), stability (feedback control required)

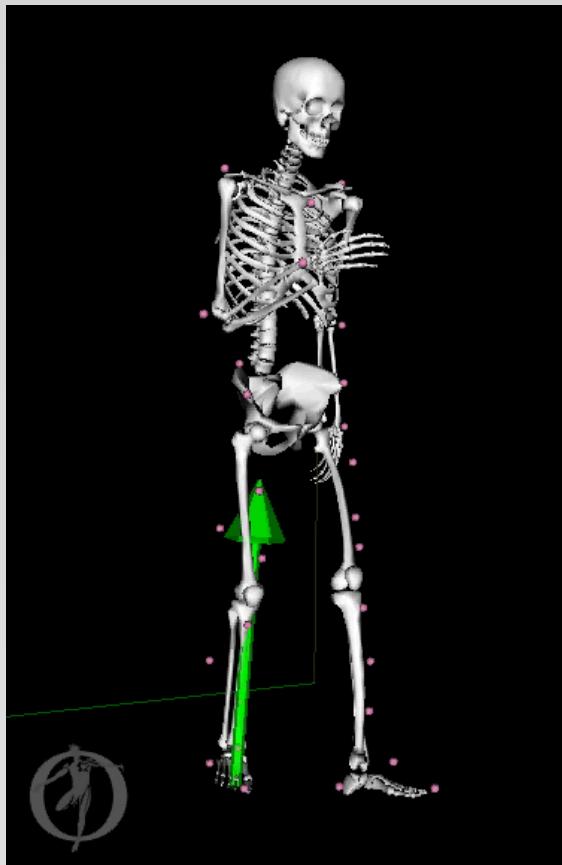


# Direct Collocation Methods

- **Method:** Guess controls/motion, **discretize** dynamics equations, iterate controls/motion guess to find motion and controls over all time frames **simultaneously**
- **Strengths:** Dynamically consistent (no residual loads), **no numerical integration** (performed as part of optimization), **no stability problems** (no feedback control required)
- **Weaknesses:** Larger number of design variables, higher optimization cost



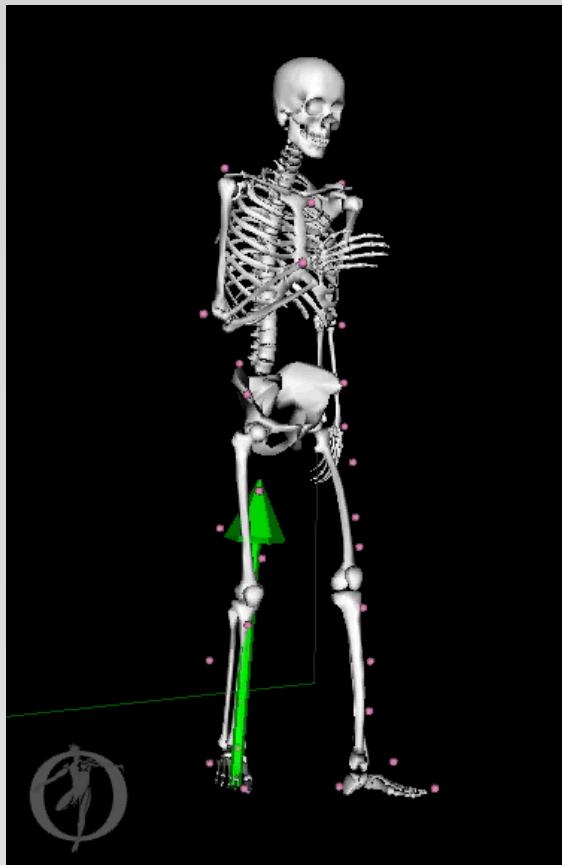
# Direct Collocation Example – Stroke Walking



- 29 DOF OpenSim walking model
- Calibrated two-segment foot-ground contact model (both feet)



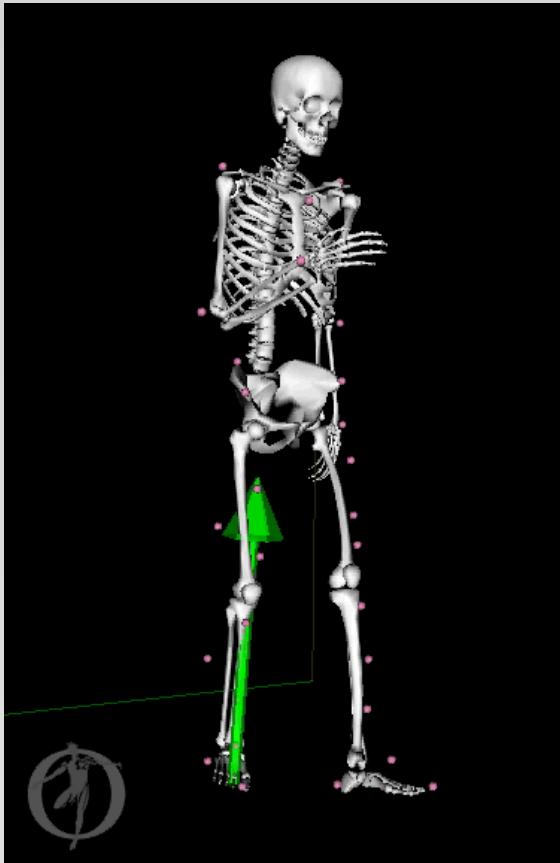
# Direct Collocation Example – Stroke Walking



- 29 DOF OpenSim walking model
- Calibrated two-segment foot-ground contact model (both feet)
- Calibrated EMG-to-moment model (35 muscles controlling each leg)

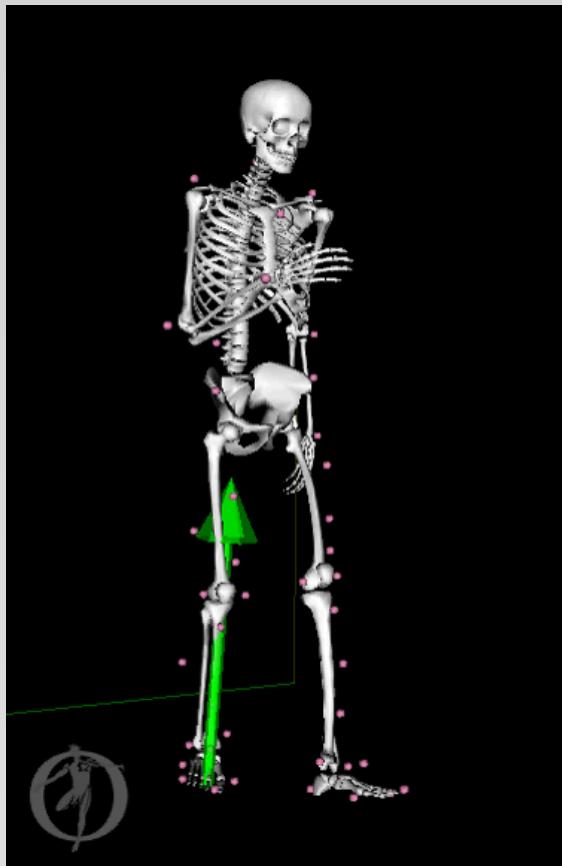


# Direct Collocation Example – Stroke Walking

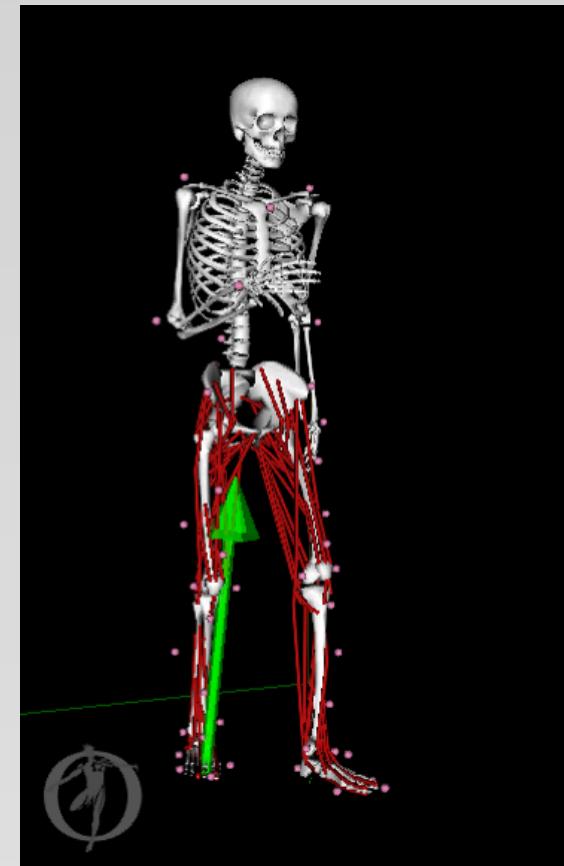


- 29 DOF OpenSim walking model
- Calibrated two-segment foot-ground contact model (both feet)
- Calibrated EMG-to-moment model (35 muscles controlling each leg)
- Torque actuators controlling arms, back, and toes joints
- Minimized changes in activation and torque controls to produce a periodic walking motion
- Problem solved in Matlab using GPOPS-II optimal control software

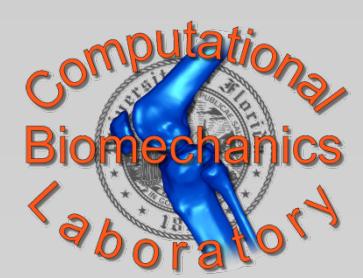
# Direct Collocation Example – Stroke Walking



Experimental Animation  
(visualization only)



Activation-driven Optimization  
(35 muscles in each leg)



# Workshop Outline

## Session 1:

Theoretical Background for Optimal Control (Rao)

## Session 2:

Overview of Numerical Solution Methods (Rao)

Specific Numerical Solution Methods (Rao)

## Session 3:

Introduction to GPOPS-II Optimal Control Software (Rao)

Human Movement Example Problems (Fregly)