



Scuola Superiore  
Sant'Anna



# Control strategies for soft robotic manipulators

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# Abilities not yet reached by robots



Lessons from Nature: simplifying principles

# Bioinspiration and biomimetics

THE BIOROBOTICS  
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School of Advanced Studies – Pisa



Too complex?  
Rather too simple?



# Embodied Intelligence & Morphological Computation

## Classical approach

The focus is on the brain and central processing

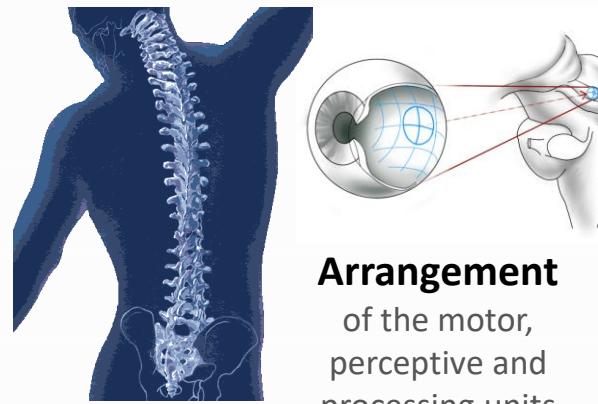


## Modern approach

The focus is on interaction with the environment. Cognition is emergent from system-environment interaction

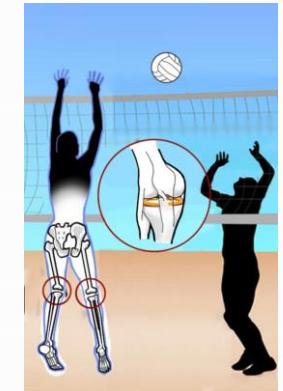


As any transformation of information can be named as *computing*, *Morphological Computation* endows all those behaviours where computing is mediated by the mechanical properties of the physical body



**Arrangement**  
of the motor,  
perceptive and  
processing units

**Shape**  
as body structure, specifies the  
behavioral response of the agent



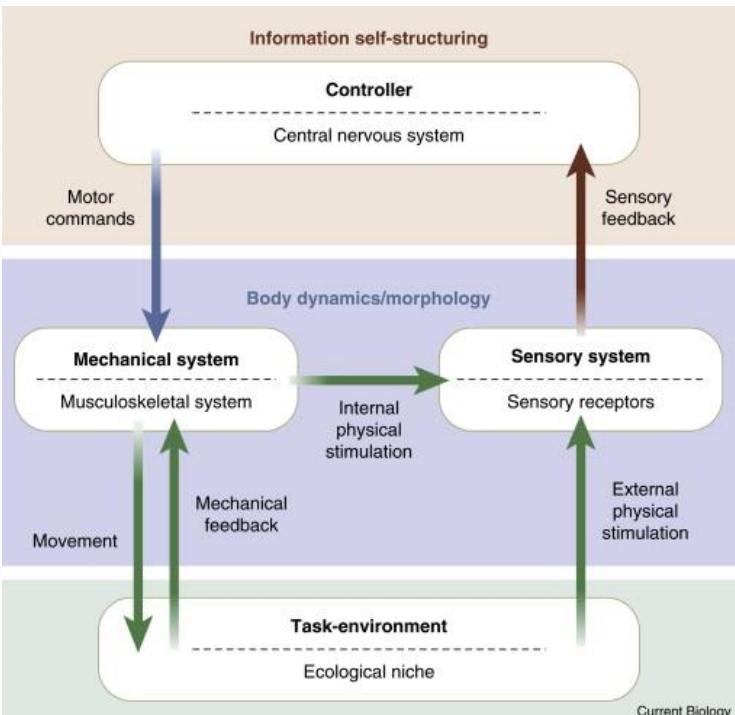
**Mechanical properties**  
allow emergent behaviors  
and adaptive interaction  
with the environment

Rolf Pfeifer and Josh C. Bongard, *How the body shapes the way we think: a new view of intelligence*, The MIT Press, Cambridge, MA, 2007

Zambrano D, Cianchetti M, Laschi C (2014) "The Morphological Computation Principles as a New Paradigm for Robotic Design" in *Opinions and Outlooks on Morphological Computation*, H. Hauser, R. M. Füchslin, R. Pfeifer (Ed.s), pp. 214-225.

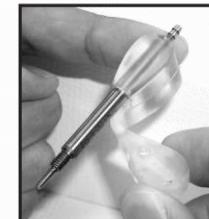
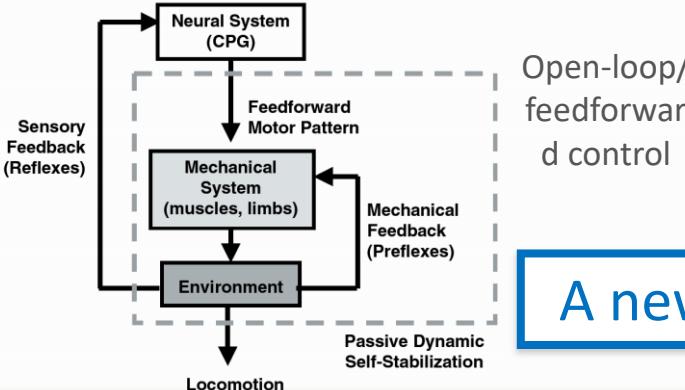
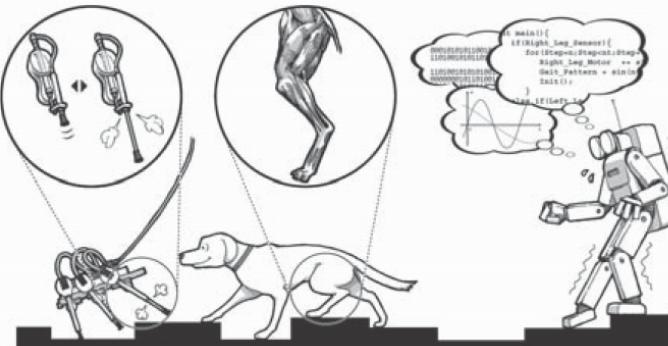


# Embodied Intelligence & Morphological Computation



Rolf Pfeifer and Josh C. Bongard, *How the body shapes the way we think: a new view of intelligence*, The MIT Press, Cambridge, MA, 2007

Many tasks become much easier if morphological computation is taken into account.



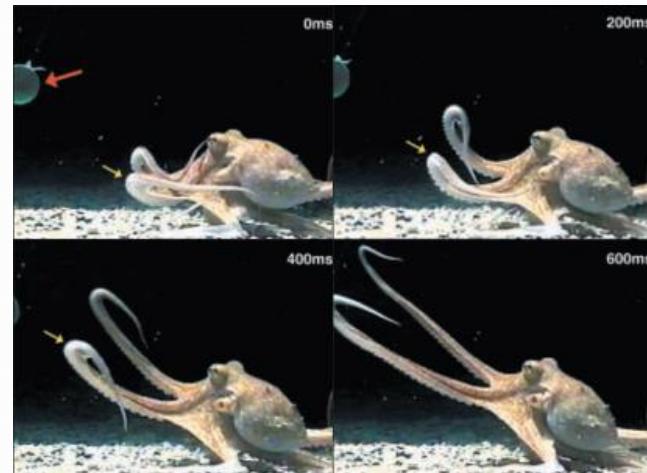
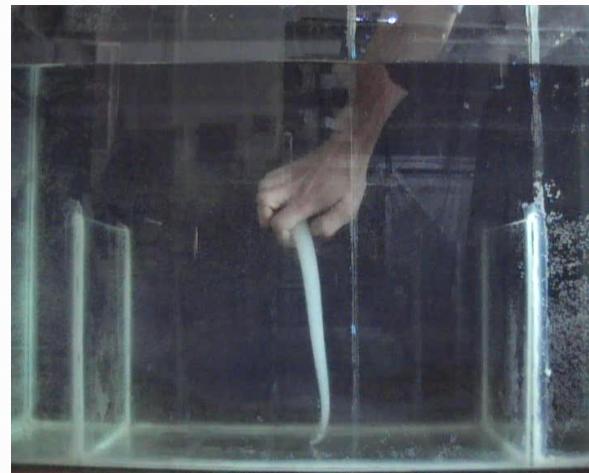
A new soft bodyware

JG Cham, SA Bailey, JE Clark, RJ Full and MR Cutkosky (2002). "Fast and Robust: Hexapedal Robots via Shape Deposition Manufacturing" *The International Journal of Robotics Research*, 21: 869



## Simplifying principles in reaching

# The octopus arm embodied intelligence



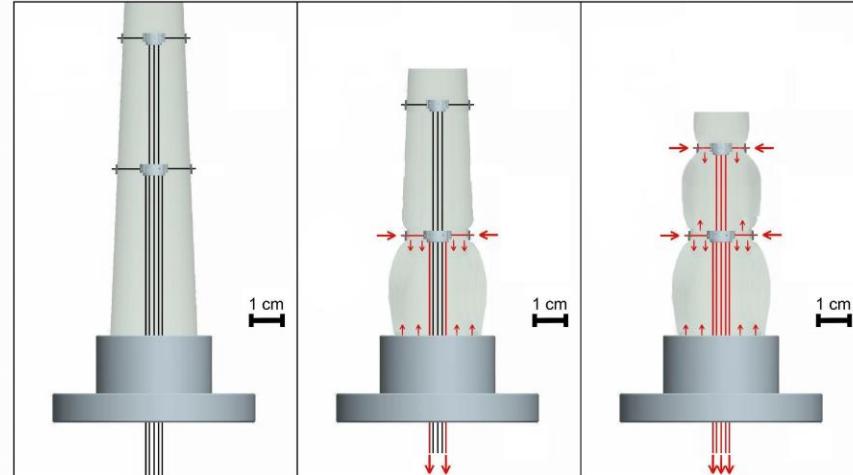
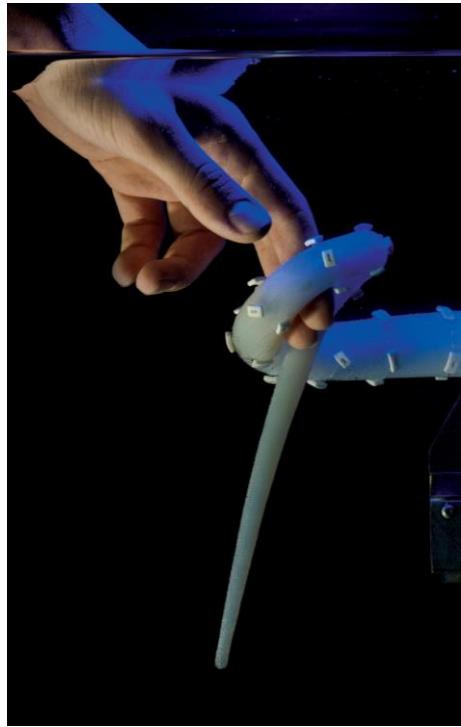
- stiffening wave from base to distal part, that can start from any part of the arm;
- movement executed in about 1 second, velocities in the range of 20–60 cm/s;
- control divided between central and peripheral: from brain: **3 parameters** (yaw and pitch of arm base and peak velocity of bend-point); locally: propagation of stiffness

I. Zelman, M. Galun, A. Akselrod-Ballin, Y. Yekutieli, B. Hochner, and T. Flash (2009) Nearly automatic motion capture system for tracking octopus arm movements in 3D space, *Journal of Neuroscience Methods*, Volume 182: 97-109

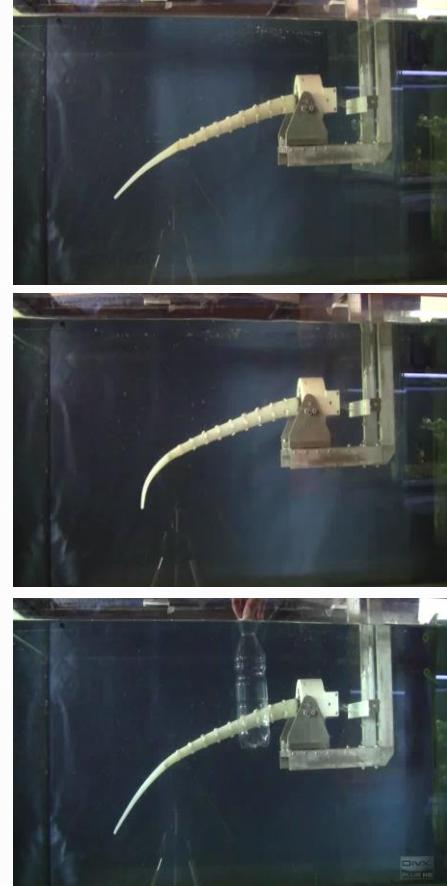
L. Zullo, G. Sumbre, C. Agnisola, T. Flash, B. Hochner (2009) Nonsomatotopic Organization of the Higher Motor Centers in Octopus, *Current Biology*, 19:1632-1636.



# Simplifying principles in reaching



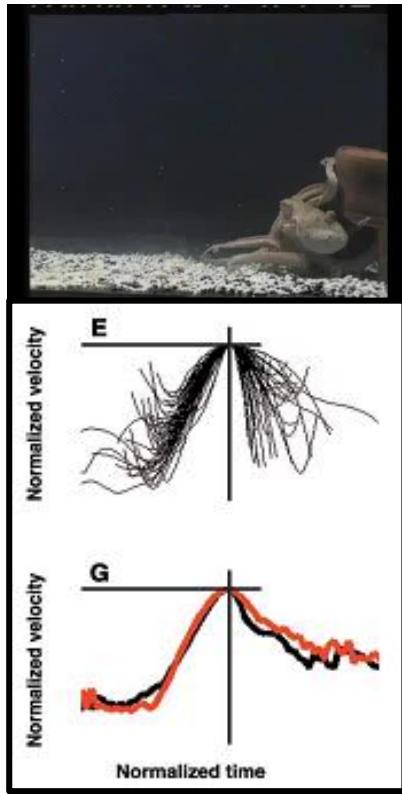
- Silicone
- 9 sections of transverse and longitudinal cables (coupled)
- Simple activation pattern: sequential activation of sections, with equal activation of 4 longi-transverse cables per section



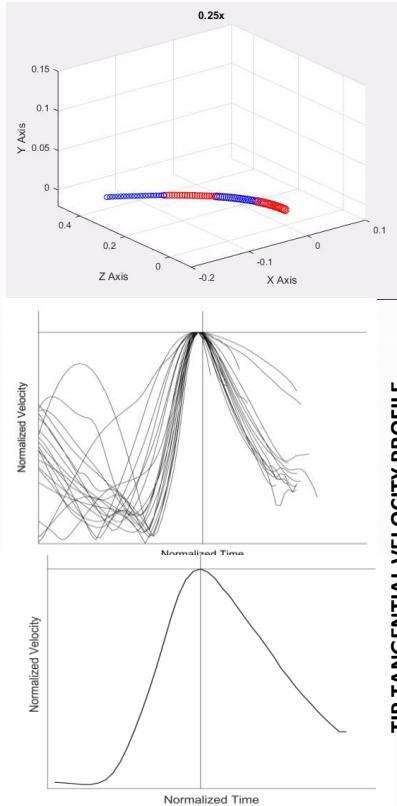
Cianchetti, M., Arienti, A., Follador, M., Mazzolai, B., Dario, P., Laschi, C. "Design concept and validation of a robotic arm inspired by the octopus", *Materials Science and Engineering C*, Vol.31, 2011, pp.1230-1239.



# Biological behaviour



# Robot behaviour



**morphological and environmental properties** are the factors that affects the invariant velocity profile observed

- Soft robot
- Passive distal part
- Water
- Neural controller (not octopus-like)

## Environmental properties

Configuration	Learnable	Bend Propagation Strategy
Lower Environment Density (air)	No	N/A
Lower Environment Density (air) + Higher Body Stiffness and Viscosity	Yes	No
Actuators at Tip (4th Section)	No	N/A
Actuators at 3rd Section	Yes	No
Only two actuators at the base	Yes	Yes
Three Actuators at base + One at the tip	Yes	Yes
Shorter Manipulator (Only two sections)	Yes	No
Cylindrical Shape	No	N/A
Double module experiment	Yes	Two

## Morphological properties

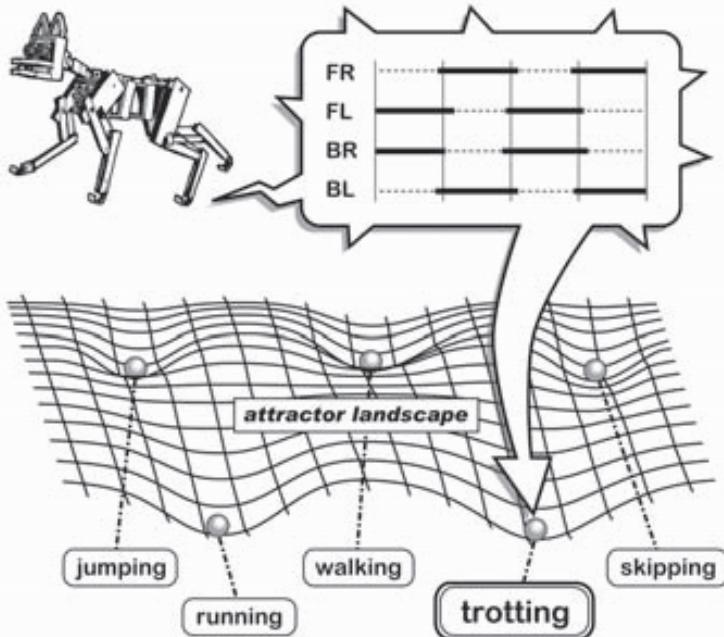
Sumbre, G., Gutfreund, Y., Fiorito, G., Flash, T., & Hochner, B. (2001). "Control of octopus arm extension by a peripheral motor program", *Science*, 293(5536), 1845-1848.

T. George Thuruthel, Falotico E., Renda F., Flash T., Laschi C., "Emergence of Behavior through Morphology: A Case study on an Octopus Inspired Manipulator", *Bioinspiration and Biomimetics*, under review.



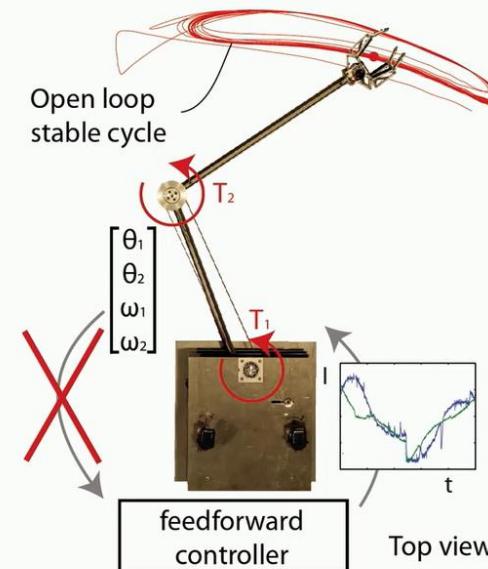
# Self-Stabilizing Trajectories

Agents are dynamical systems and tend to settle into **attractor states**



It is possible to find open loop trajectories that are stable.

The trajectories depend on the robot dynamics and the control policy



# Self-Stabilizing Trajectories



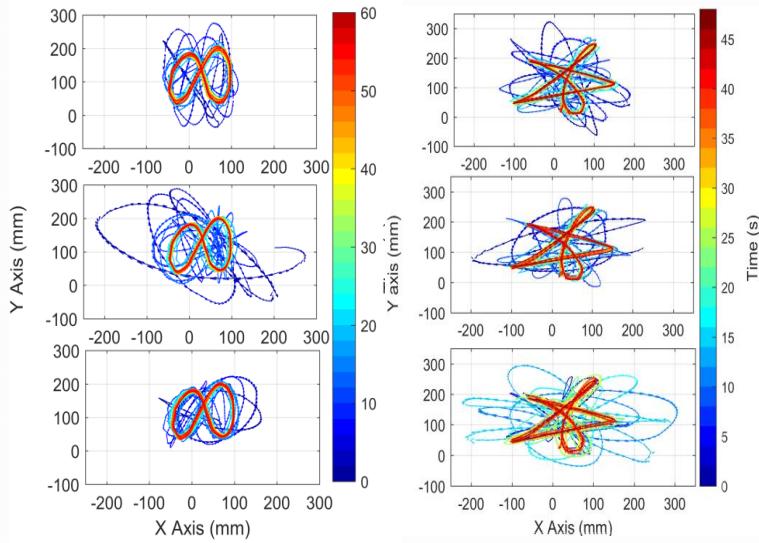
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## Stable Open Loop Control of Soft Robotic Manipulators

Thomas George Thuruthel, Egidio Falotico, Mariangela Manti and Cecilia Laschi, Senior Member, IEEE



The unique dynamics of a soft manipulator exhibits larger number of dynamic attractors that can be used for stable open loop control

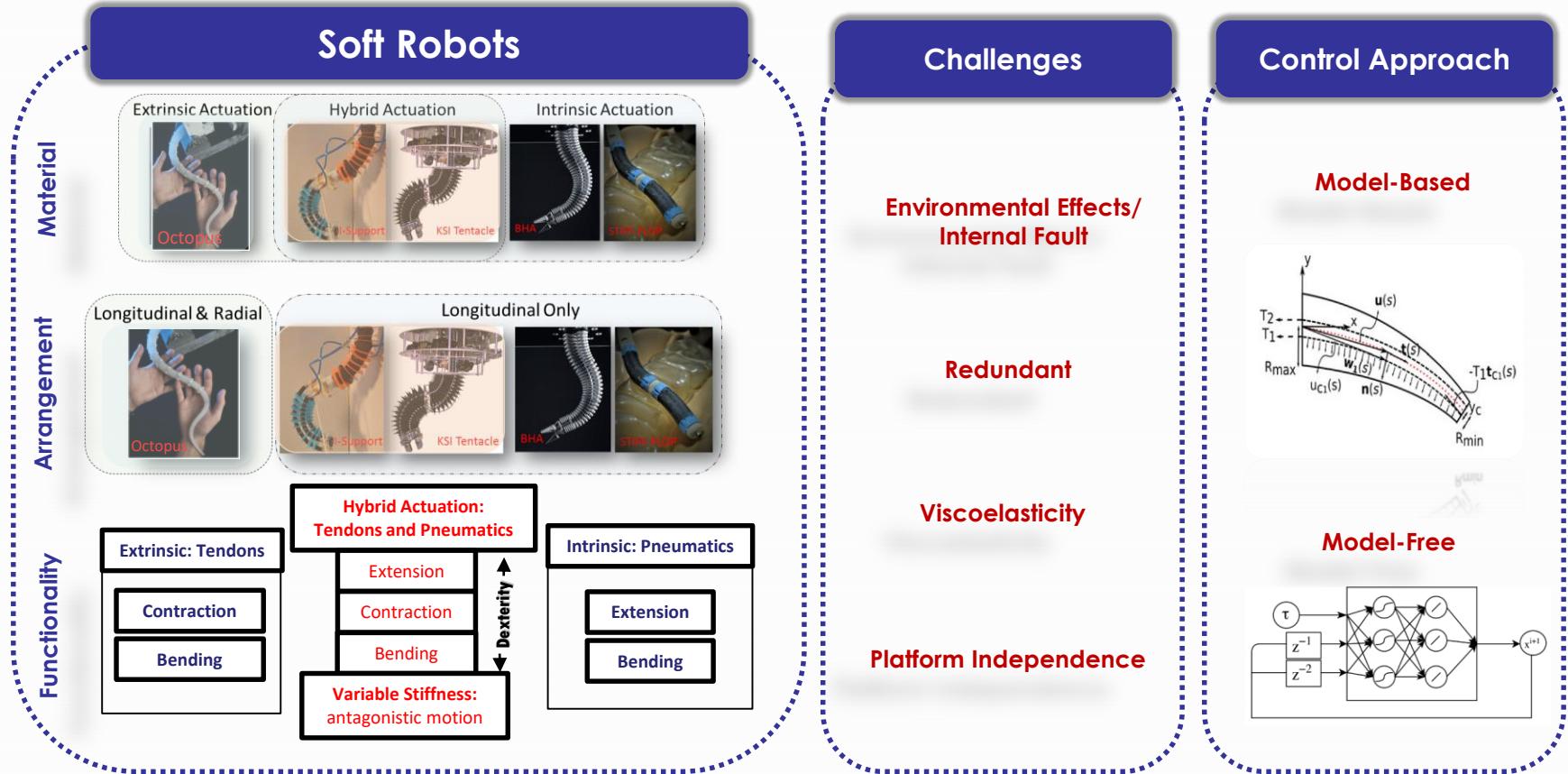


The stable trajectories can be observed using the learned forward model

Thuruthel T. G., Falotico E., Manti M., Laschi C. (2018). Stable Open Loop Control of Soft Robotic Manipulators. *IEEE Robotics and Automation Letters*, 3(2), 1292-1298.



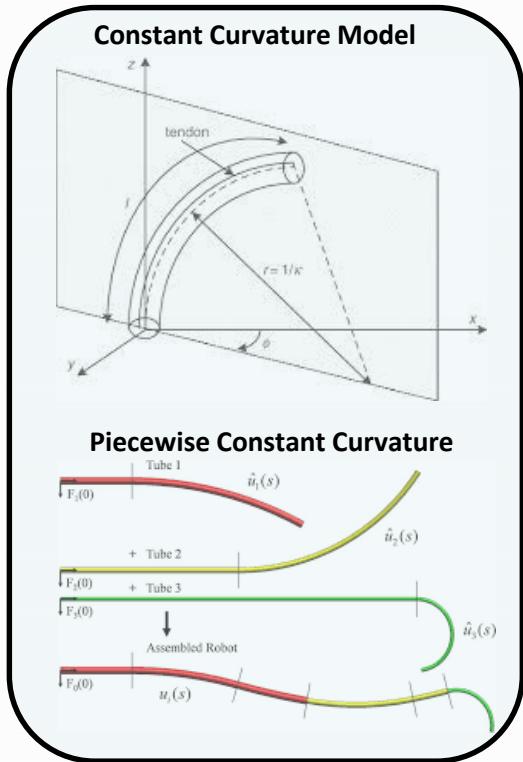
# Approaches for control of soft robots



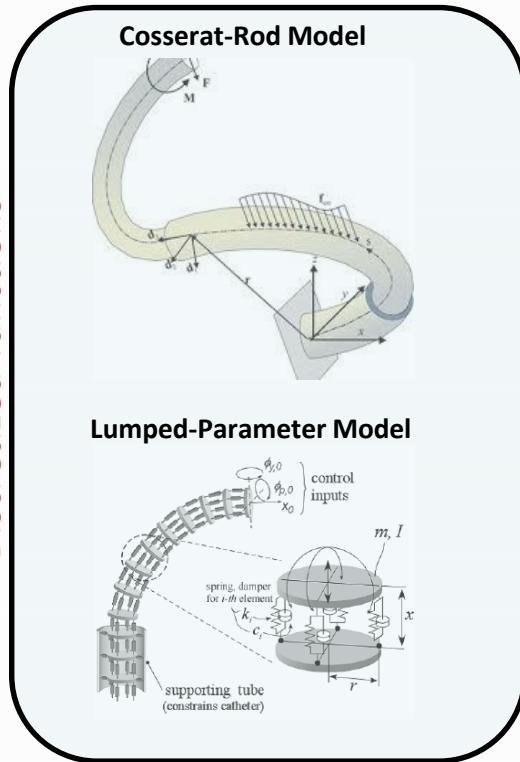
T. George Thuruthel, Y. Ansari, E. Falotico, C. Laschi (2018) “Control Strategies for soft robotic manipulators: a survey”, *Soft Robotics* 5(2)

# Model-based approach for control of soft robots

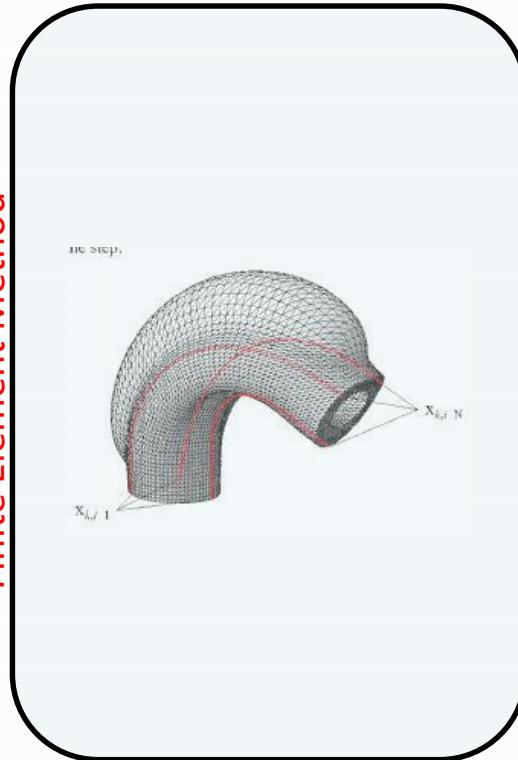
Continuous-functions



Discretized-functions



Finite Element Method

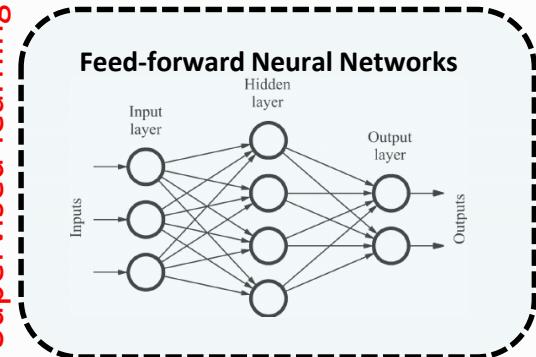


Increasing Computational Complexity and 'Accuracy'

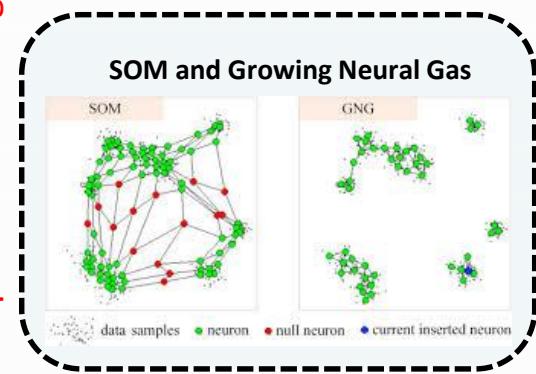


# Model-free approach for control of soft robots

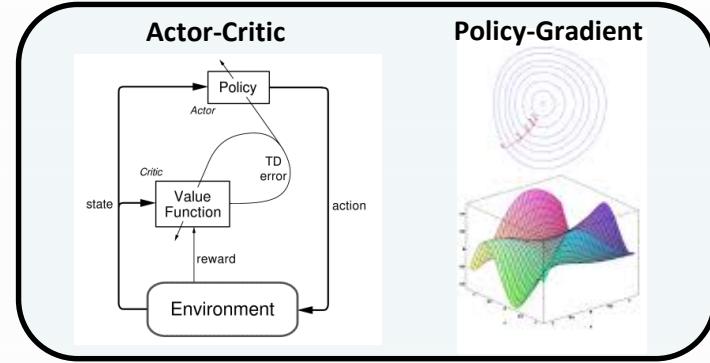
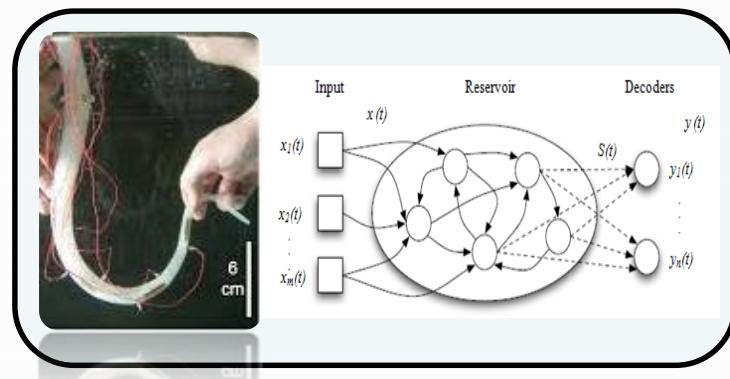
Supervised-learning



Unsupervised Learning



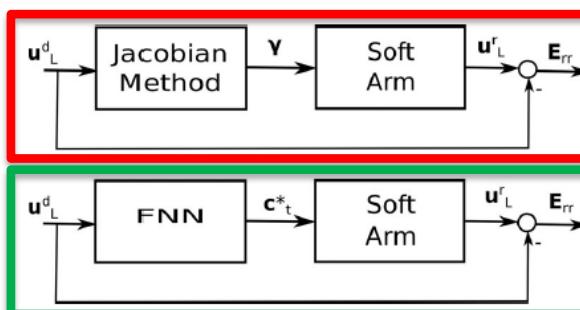
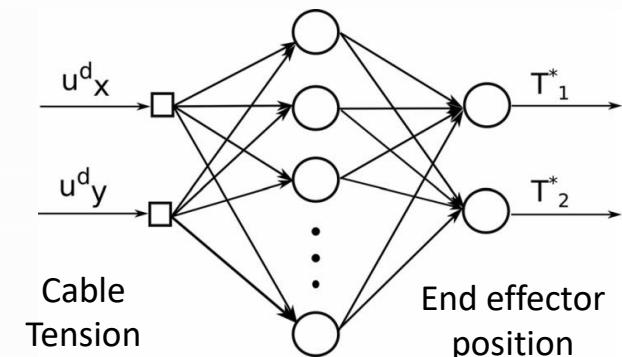
Reinforcement Learning



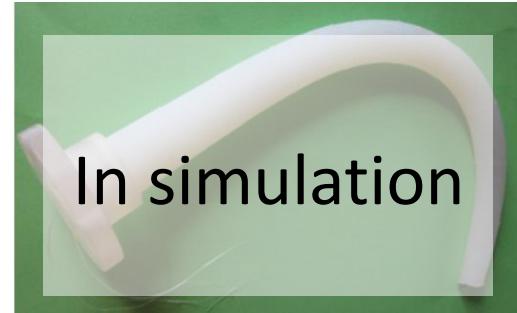
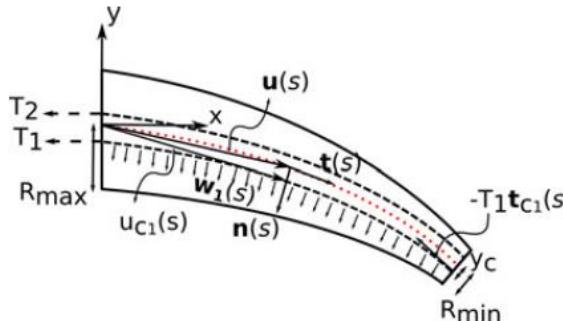
# Comparison of a model-based and a model-free approaches

1. Jacobian-based Inverse Static Controller
2. Learning-based Control, by learning the inverse model.

Learning by collecting points and exploiting the approximation capability of a FNN, as for rigid robots



control the end effector position through the cable tension



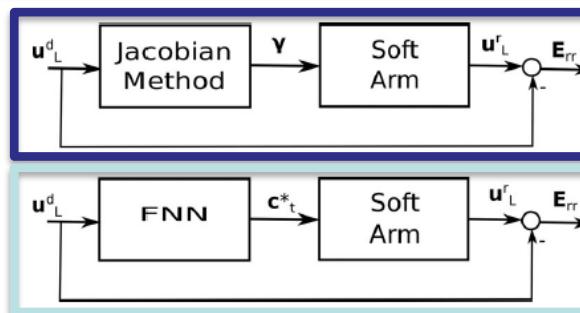
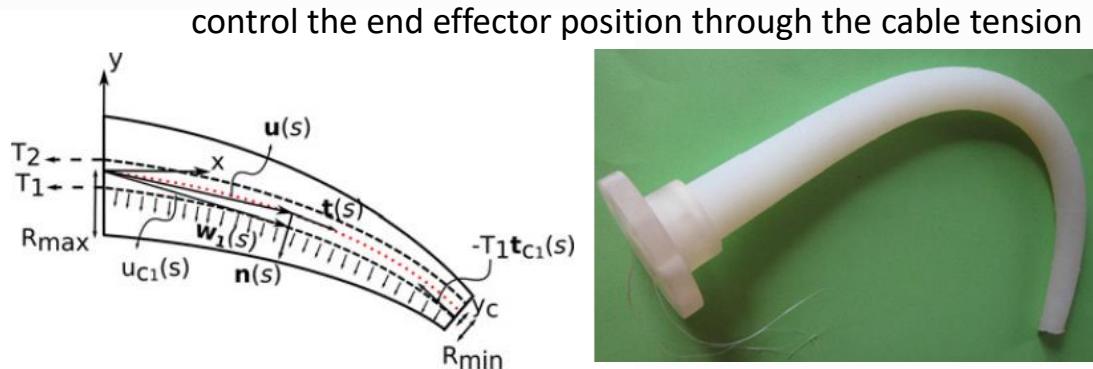
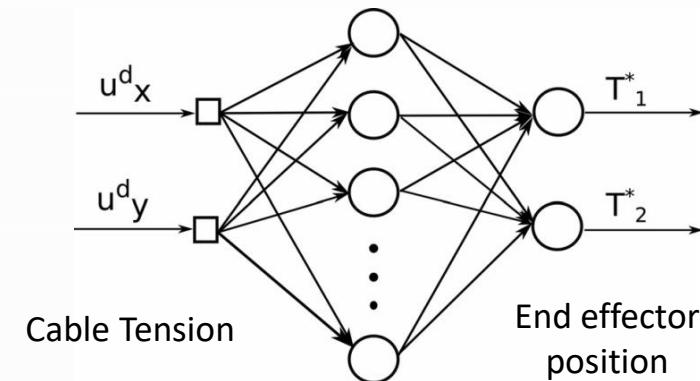
Method (Cost)	Statistics Index	ERR/L [%]
JM (351ms)	Mean	0.27
	Std	0.03
	Max	0.32
NN (0.125ms)	Mean	0.73
	Std	0.55
	Max	3.1

Giorelli, M., Renda, F., Calisti, M., Arienti, A., Ferri, G., & Laschi, C. (2015). Neural network and Jacobian method for solving the inverse statics of a cable-driven soft arm with nonconstant curvature. *IEEE Transactions on Robotics*, 31(4), 823-834.

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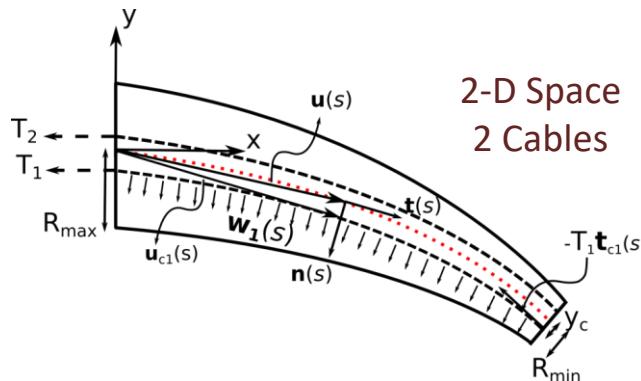


Method	Absolute (mm)	Percentage (%)
Jacobian method	<i>mean</i>	15.12
	<i>std</i>	8.10
	<i>max</i>	31.76
FNN	<i>p%</i>	43.18
	<i>mean</i>	7.35
	<i>std</i>	4.75
	<i>max</i>	22.22
	<i>p%</i>	91

Giorelli, M., Renda, F., Calisti, M., Arienti, A., Ferri, G., & Laschi, C. (2015). Neural network and Jacobian method for solving the inverse statics of a cable-driven soft arm with nonconstant curvature. *IEEE Transactions on Robotics*, 31(4), 823-834.

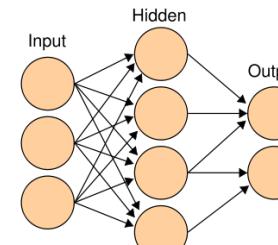


# Comparison of model-based and model-free approaches



2-D Space  
2 Cables

Tip  
Position



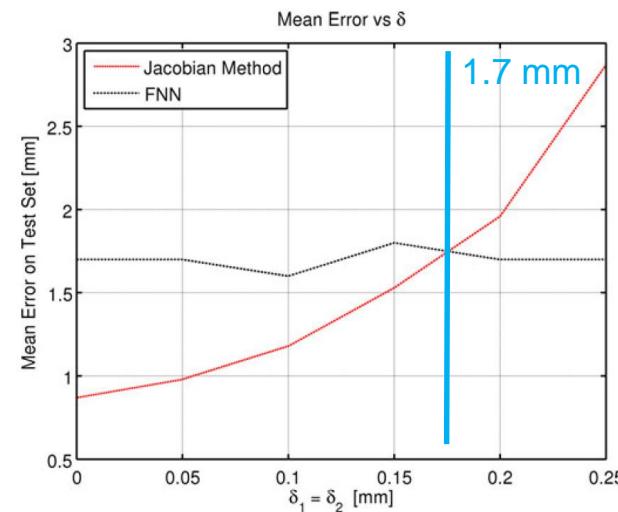
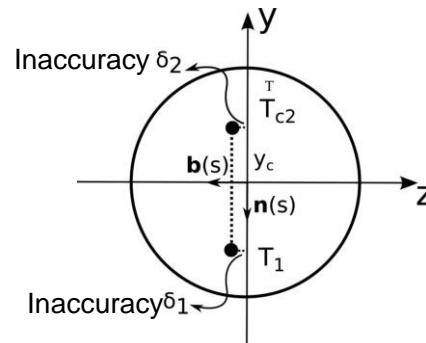
Cable  
Forces

Increasing inaccuracy values ↓

Case	Inaccuracies		Jacobian	FNN
	$\delta_1$	$\delta_2$	mean	mean
1	-0.25	0.25	1.02	1.5
2	0.25	0	1.26	1.8
3	0	0	0.87	1.7
4	0.05	0.05	0.98	1.7
5	0.1	0.1	1.18	1.6
6	0.15	0.15	1.53	1.8
7	0.2	0.2	1.96	1.7
8	0.25	0.25	2.87	1.7

All values are expressed in millimeters.

Simulated Defective Model



Giorelli, M., Renda, F., Calisti, M., Arienti, A., Ferri, G., & Laschi, C. (2015). Neural network and Jacobian method for solving the inverse statics of a cable-driven soft arm with nonconstant curvature. *IEEE Transactions on Robotics*, 31(4), 823-834.

# Inverse Kinematic Controller

Kinematics: based on steady state assumptions

$$\dot{x} = J(q)\dot{q} \rightarrow \Delta x \approx J(q)\Delta q$$

Learning a **Differential Inverse Kinematics** formulation :  $\dot{x} = J(q^0)\dot{q}$

This allows for redundancy resolution, robustness to modelling errors

The learned mapping is :  $(x_{i+1}, q_i, x_i) \rightarrow (q_{i+1})$

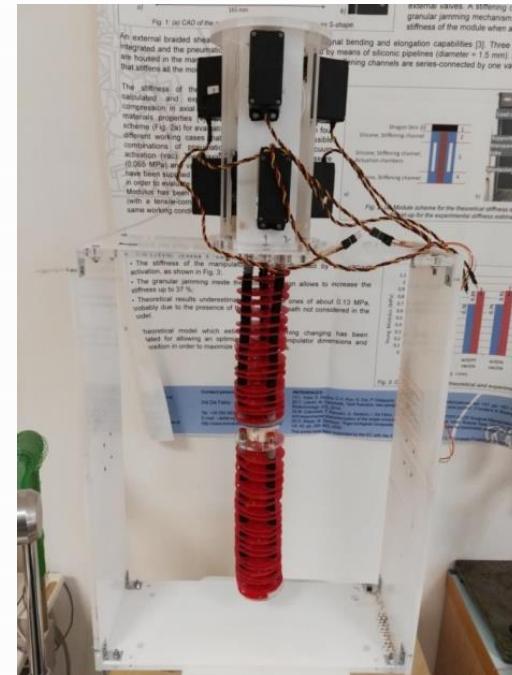
## LEARNING

- 2000 sample points divided in the ratio 70:30 for training and testing respectively
- 2 hours for data collection, training, set-up

## TESTS

25 random points selected from workspace

	Mean Error	Standard Deviation
Position (mm)	5.58	3.08
X- axis rotation (degrees)	2.76	5.42
Y- axis rotation (degrees)	1.84	1.83
Z- axis rotation (degrees)	3.85	7.02



I-Support Prototype  
Six DoF Hybrid System  
(Pneumatic and Tendon)

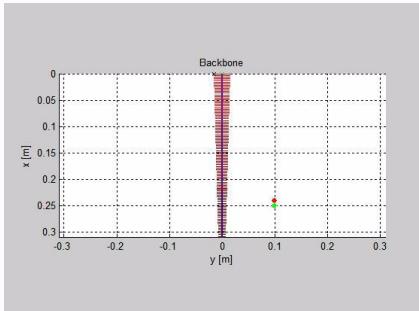
George Thuruthel T, Falotico E., et al. "Learning closed loop kinematic controllers for continuum manipulators in unstructured environments." *Soft robotics* 4.3 (2017): 285-296.



# Inverse Kinematic Controller – results in simulation

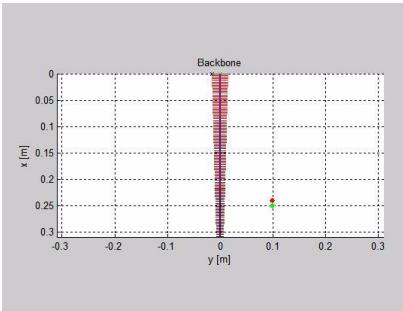
## Only Position Control

Green Point is the target position

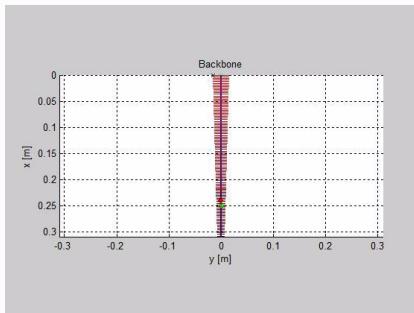


## Position and Orientation Control

Target  
Orientation: the vector from the red point to the green point , i.e parallel to X axis

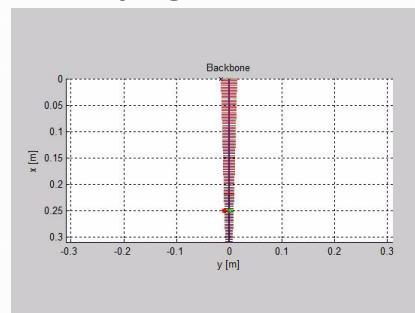


## Behavior at unreachable 'points'



In this case, some of the target orientations are impossible to reach, however we can still see stable behavior of the solver

## Varying Orientation

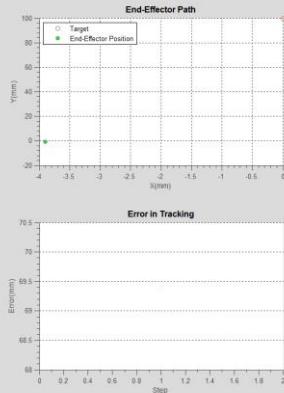


180° rotation of the manipulator without changing the position

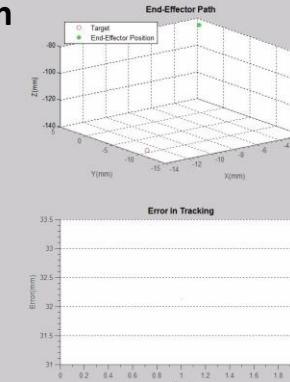
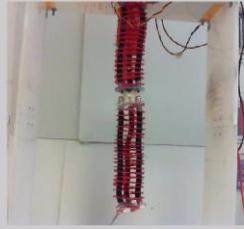


# Inverse Kinematic Controller – results on the robot

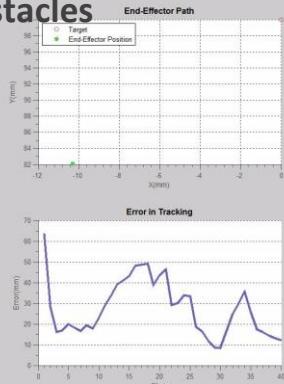
## Line Following



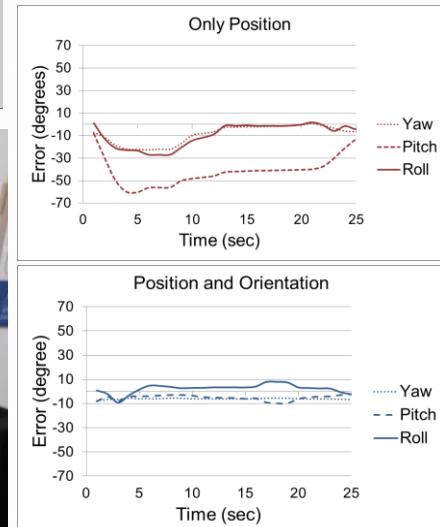
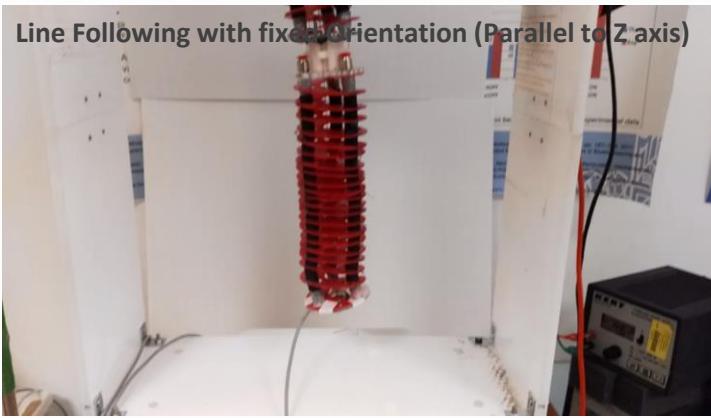
## Disturbance Rejection



## Line Following with obstacles



## Line Following with fixed Orientation (Parallel to Z axis)

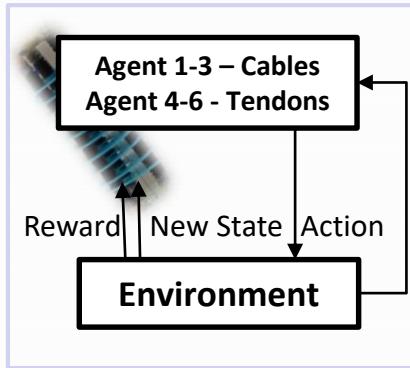


George Thuruthel T, Falotico E., et al. "Learning closed loop kinematic controllers for continuum manipulators in unstructured environments." *Soft robotics* 4.3 (2017): 285-296.



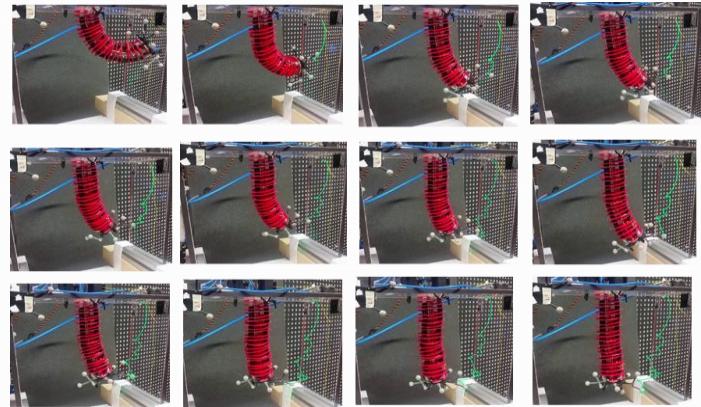
# Inverse Kinematic Controller and stiffness optimization

Multiagent Systems + Hierarchical Reinforcement Learning

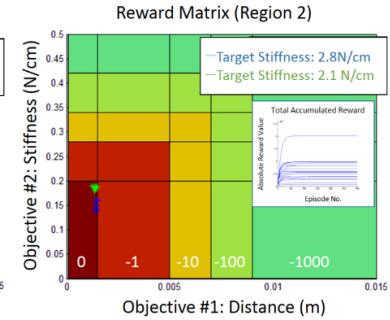
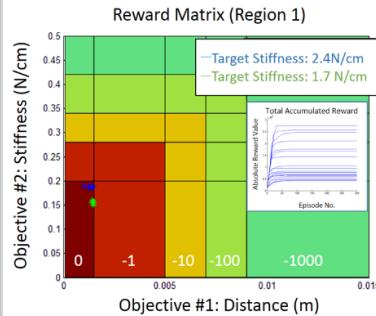
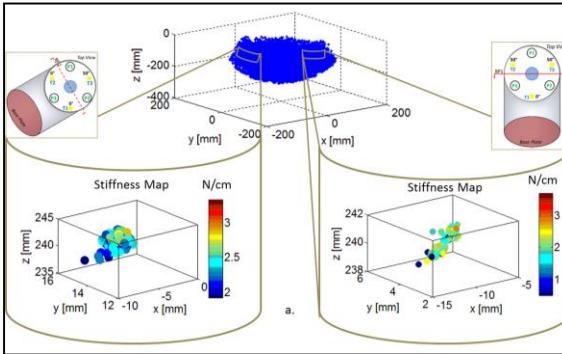
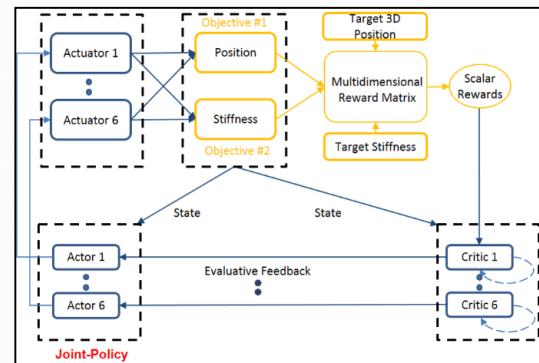


- ❖ Feedback-based controller
- ❖ Learning Principle –
  - ❖ Linear approximation
  - ❖ Distributed Actor-Critic
  - ❖ SMDP runs for a single-trial
  - ❖ Action-set chosen dynamically

Tracking accuracy < 9mm but policy is discontinuous



Multiagent Systems + Hierarchical Reinforcement Learning + Multiple Objectives



Ansari, Y., Manti, M., Falotico, E., Cianchetti, M. and Laschi, C., 2018. Multiobjective optimization for stiffness and position control in a soft robot arm module. *IEEE Robotics and Automation Letters*, 3(1), pp.108-115.

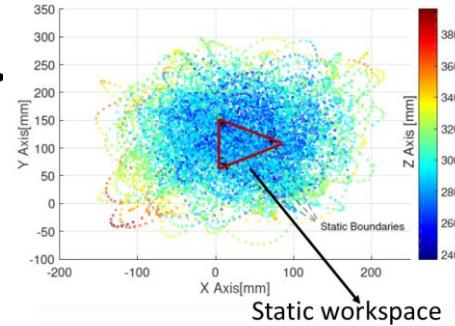
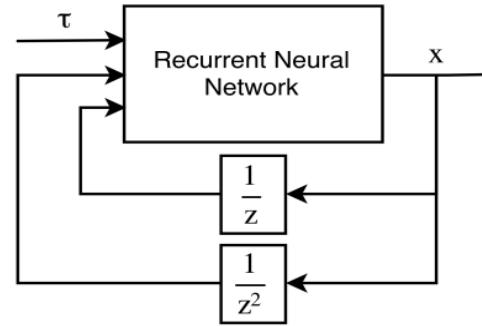


# Dynamic Controllers – open loop

Controlling the soft manipulator both in space and time

$$(\tau, x, \dot{x}) \rightarrow \ddot{x}$$

$$(\tau, x^i, x^{i-1}) \rightarrow x^{i+1}$$



Sampling



Slow circle task



Fast circle task

Thuruthel, T. G., Manti, M., Falotico, E., Laschi, C. 2018. "Stable Open Loop Control of Soft Robotic Manipulators." *IEEE Robotics and Automation Letters* 3(2):1292-1298.



# Dynamic Controllers –

## Closed-loop control

Closed loop control policies  
can be generated using  
**model-based reinforcement  
learning**



Model Based Reinforcement Learning  
for Closed Loop Dynamic Control of  
Soft Robotic Manipulators

Thomas George Thuruthel, Egidio Falotico, Federico Renda and  
Cecilia Laschi



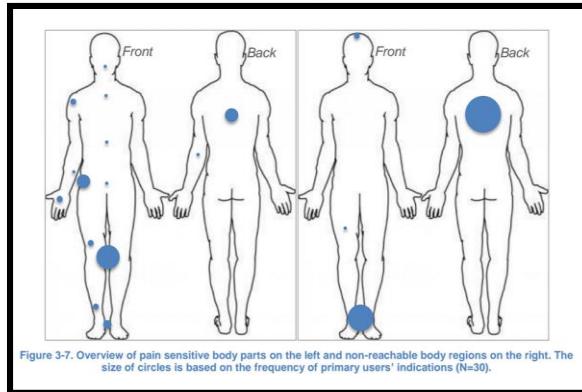
# Use case for soft robots: assisting elderly citizens in daily activities

## State-of-art

**Automated shower seats** safely mobilize a user in the showering environment. This reduces the risk of falling which is the primary source of injury in elderly citizens



## The unaddressed challenge



Elderly citizens rely on professional healthcare to assist in the main bathing activities which is a loss in **integrity and independence**.

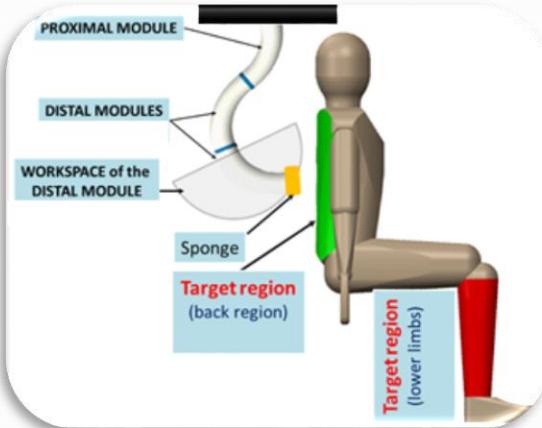


# Use case for soft robots: assisting elderly citizens in daily activities



**i-Support: A service robotics system for bathing tasks**

## Proposed Solution



### Central Design Concept

#### Proximal Module

to compensate gravitational effects produced by latter modules in series

#### Distal Module(s)

to reach target regions  
to perform bathing task

### Technical Requirements for Design

- Safe human-robot interaction
- High dexterity
- Variable Stiffness
- compliant while moving around the user stiff during scrubbing tasks

### Technical Requirements for Control

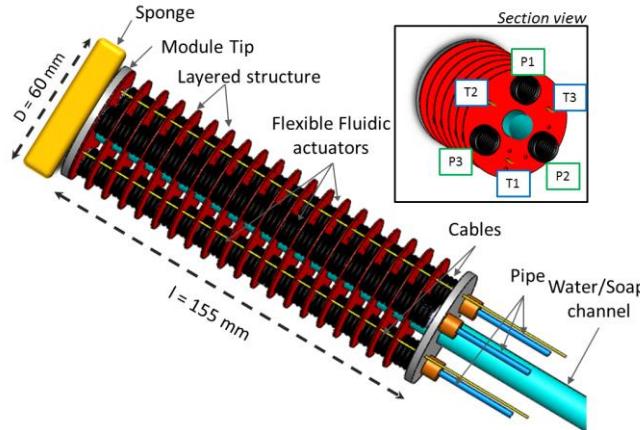
- Simultaneous optimization of position and stiffness



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**I-Support: A service robotics system for bathing tasks**

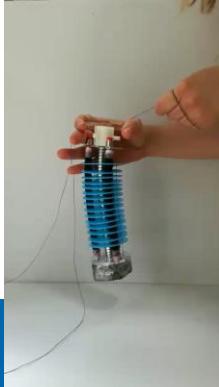


## COMPONENTS

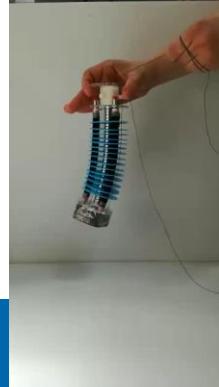
1. Cables (3)
2. Flexible Fluidic Actuators (3)
3. Sponge
4. Layered structure
5. Water/soap inner tube

## FUNCTIONALITIES

1. Bending on multiple planes



2. Contraction

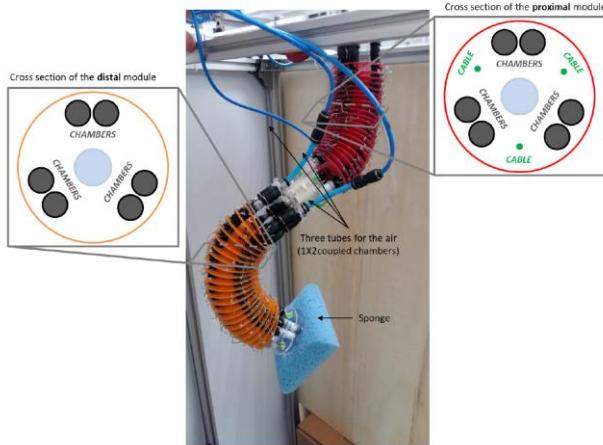


3. Stiffness Modulation



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## The I-support Arm



- Combination of two different actuation technologies:
- **Mc-Kibben based flexible fluidic actuators**, that enable elongation and omni-directional bending with low accuracy
- **Tendon-driven mechanisms**, that can implement shortening and (redundant) omni-directional bending with high movement resolution, and high accuracy.



# Summary

- Embodied intelligence provides simplifying principles for robot behaviour
- Robot behaviour is simpler to control, but design becomes more complex
- Model-free, learning-based approaches are better suited in soft robotics, not only because soft robot models are more difficult and less accurate, but especially because they better capture body contribution to control
- Soft robots achieve further abilities in real world, for more robot applications

