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HLR 2014

Human based hybrid kinematic/dynamic whole-body control in humanoid robotics



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- **Context and motivation**
 - ✓ Context
 - ✓ Our main objective
- **Human-data based control schemes**
 - ✓ Motion Capture system
 - ✓ State of art of human-based control
 - ✓ Limitations of human-based control
- **Proposed control scheme**
 - ✓ Basic idea of the proposed control scheme
 - ✓ Prioritized tasks
 - ✓ Tasks definition
 - ✓ ZMP-based nonlinear stabilizer
 - ✓ Summary of the proposed control scheme
- **Real-time experimental results**
 - ✓ Our demonstrator : **HOAP-3 Robot**
 - ✓ **Scenario 1** : Squat-like motions
 - ✓ **Scenario 2** : Online adaptation towards slope variation
 - ✓ **Scenario 3** : Dynamic walking motions
 - ✓ **Scenario 4** : Toward dynamic walking on irregular ground
- **Conclusion & future work**

Context and motivation

- ✓ Context
- ✓ Our main objective

Human whole body motions

Exp 1 : Walking

- ✓ Is one of the main gaits of locomotion
- ✓ Typically slower than running.
- ✓ Alternating the legs
- ✓ Only one foot may leave contact/ground
- ✓ There is also a period of double-support



Exp 2 : Squat

- ✓ It helps building several muscles in legs
- ✓ A cyclic motion
- ✓ Alternating two positions
- ✓ Stand position with extended arms
- ✓ Sit position bent knees



Human versus humanoid walking gaits

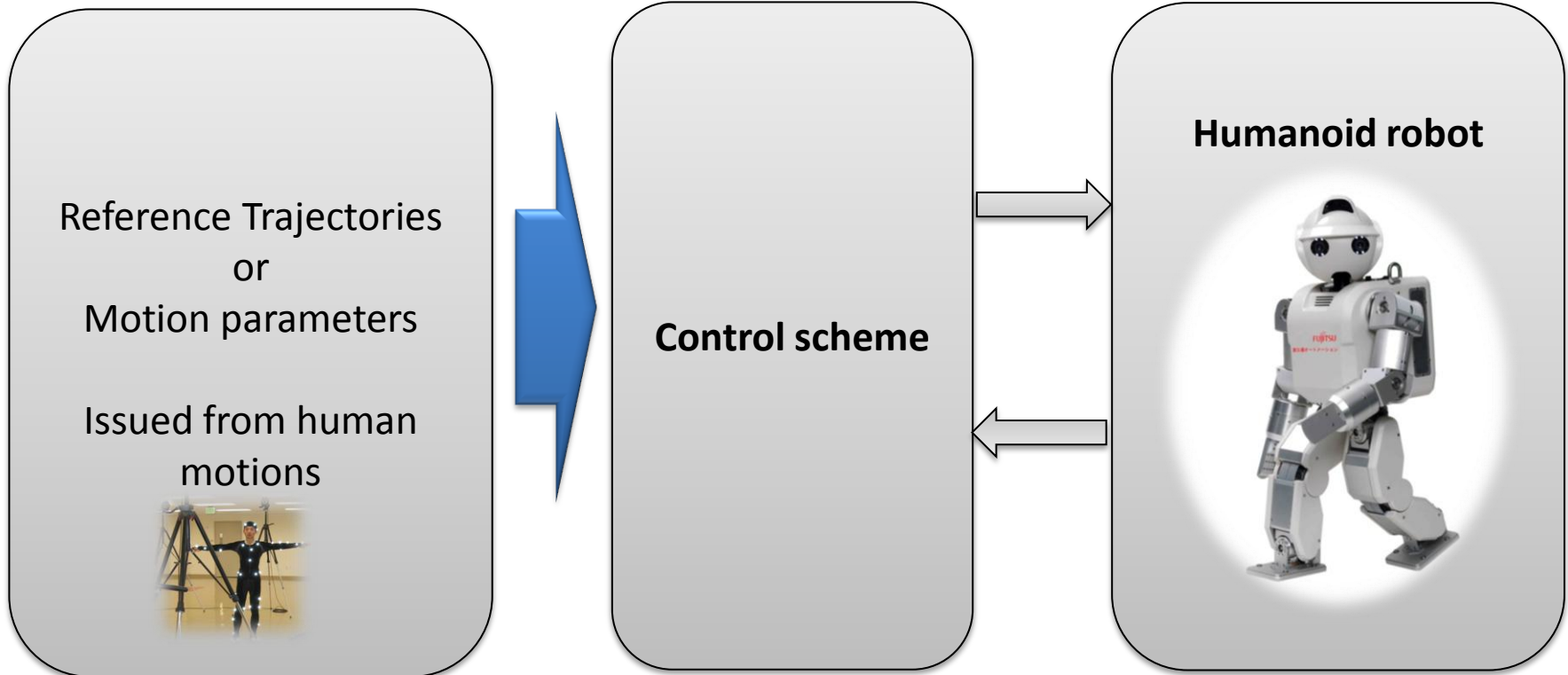


A human walking



HRP4 humanoid walking

Our main objective



Objective : Use of **whole body control** to perform different tasks
Use of human data in the control scheme
Include the robot's dynamics in the control scheme → **dynamic stability**

Human-data based control schemes

- ✓ Motion Capture system
- ✓ State of art of human-based control
- ✓ Limitations of human-based control

Motion Capture system

Context: Walking motion analysis project
LABLAB, University of Rome Foro Italico, Pr. Capozzo, Department of Human Movement and Sports Sciences.

Equipment : 1 host PC
10 Vicon cameras
3 Forces plates

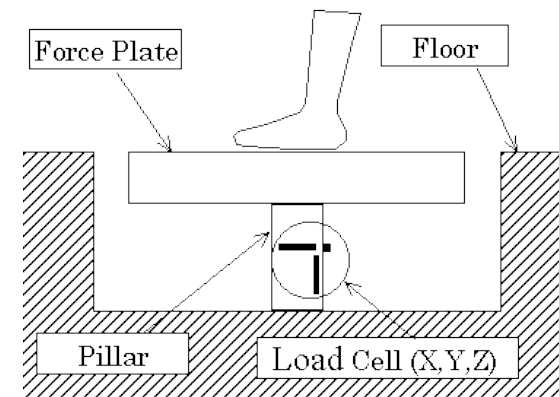
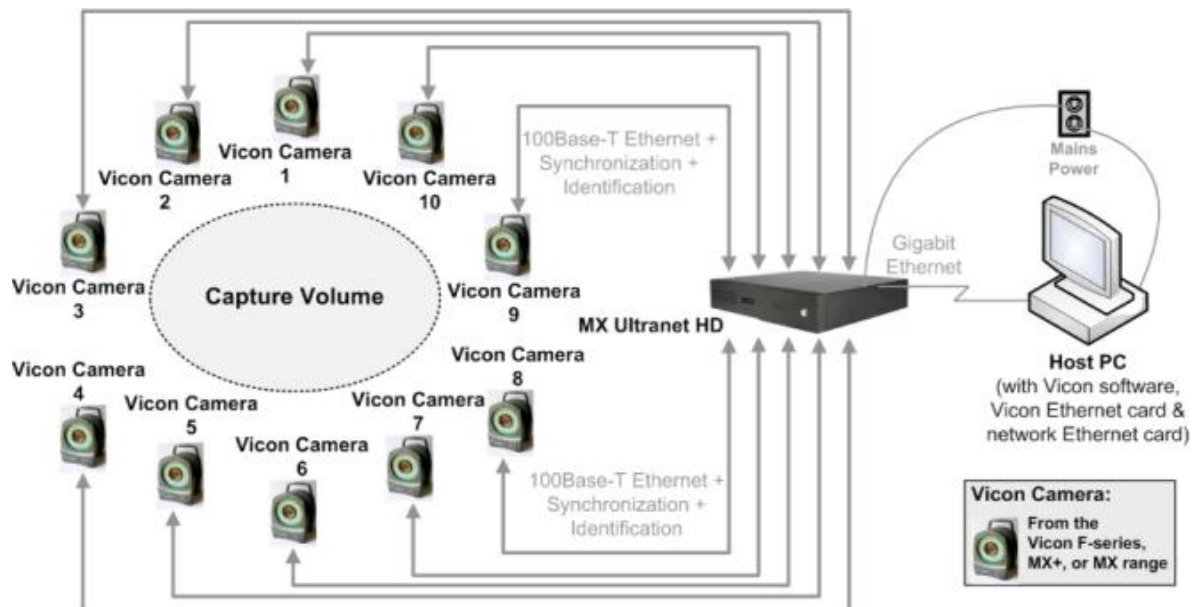
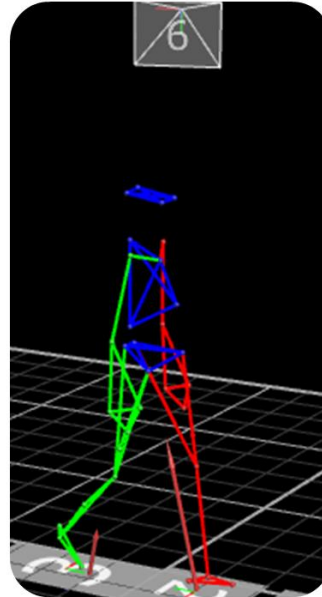


Fig.1 Structure of Force Plate

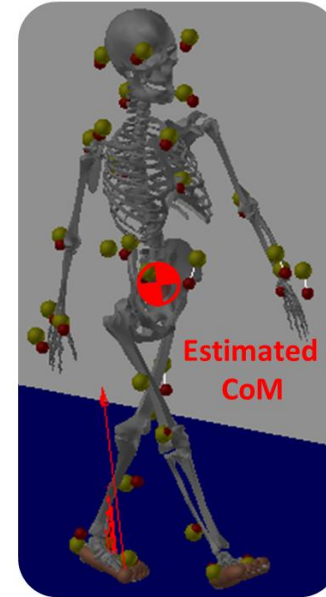
Motion Capture system



(a)



(b)



(c)

Study: 15 Subjects
Different walking speed
35 markers using Plug-in Gait template
Reconstruction of movement using Vicon Nexus
Estimation of CoM using Lifemod

Related work

Human-Data based schemes with Whole body motion control

Class 1: Offline computation

Motion Primitives
[Nakaoka et al., 2003-2005]
Gait parameter extraction
[Harada et al., 2009]
Scale and optimization
[Suleiman et al., 2008]

Class 2: Online computation

Balance/Tracking controller
[Yamane et al., 2009-2010]
Imitation
[Shaal et al., 1999-2003,
Calderon & Hu 2005]
Human Normalized model
[Montecillo et al., 2010]

Human data based whole body motion control using offline calculation

[Nakaoka et al., 2003, 2005]

Data from human motion capture are used as motion primitives to produce postural imitation (only postural motions, no walking).

[Harada et al., 2009]

Data from human motion capture are used to find gait's parameters.

[Suleiman et al., 2008]

Data from human motion capture are first scaled to humanoid joint position, then an optimization with constraint is used.



Offline computations allows optimized motions



Offline computation do not allow reactive motions

Human data based whole body motion control using online calculation

[Schaal, 1999 ; Schaal et al., 2003 ; Calderon & Hu, 2005]

Data from human motion capture are used to feed a learning system to produce accurate movement primitives.

[Yamane & Hodgins, 2009 ; Yamane et al., 2010]

Two controllers are used in this application.

First controller : a balance controller.

Second controller : joint space trajectory tracking

[Montecillo-Puente et al., 2010]

Data from human motion capture are performed in real time to produce postural imitation (postural motion, no walking).



Reactive motions using feedback from sensors



No walking motions are reproduced

Proposed control scheme

- ✓ Basic idea of the proposed control scheme
- ✓ Prioritized tasks
- ✓ Tasks definition
- ✓ ZMP-based nonlinear stabilizer
- ✓ Summary of the proposed control scheme

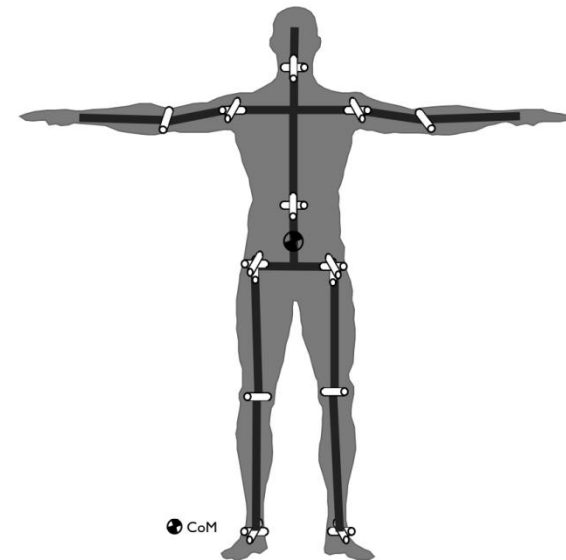
Basic idea of the proposed control scheme

Reference motion : from human motion capture



Differences:
Flexible/Rigid
Different DoF
Different Power
Contacts

Similarities:
CoM
Feet cycle



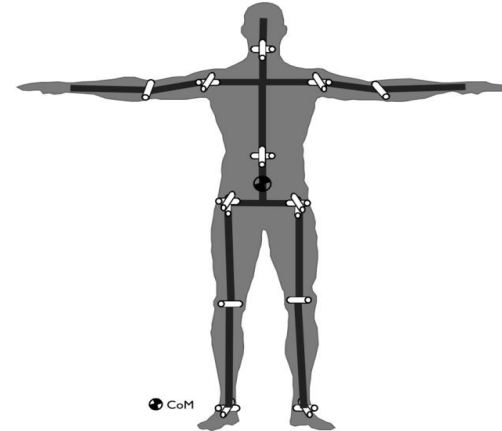
Reduced set of human data:

Relative feet pose (6) + CoM (3) → Articular trajectories (22)

Basic idea of the proposed control scheme



P_{rd} & CoM_d



Basic idea: Task-priority formalism [Nakamura, 1987]

How : Two tasks

- Relative feet position tracking.
- CoM trajectory tracking.

Advantages:

Continuous control framework:

No decomposition into distinct phases, one control law.

Brief overview on task formalism

- ✓ Task formalism is used to control a robot for tracking several objectives
- ✓ In the operational space
- ✓ Use the high redundancy of robots
- ✓ Concept initially proposed by [Nakamura 1987] and [Siciliano 1991]
- ✓ The task formalism has been used recently in humanoid robotics
- ✓ In [Sentis et al 2006] for multi-contact dynamic motions
- ✓ In [Mansard 2009] has generalized the formalism by using the addition and removal of tasks during the control execution
- ✓ In the literature, several tasks are needed to produce stable whole-body motions
- ✓ In this work, the proposed architecture is focused on only 4 main tasks
 - **Task 1** : The relative feet position and orientation tracking,
 - **Task 2** : CoM position tracking with nonlinear ZMP regulation,
 - **Task 3** : Body orientation and the
 - **Task 4** : Joints' limits avoidance

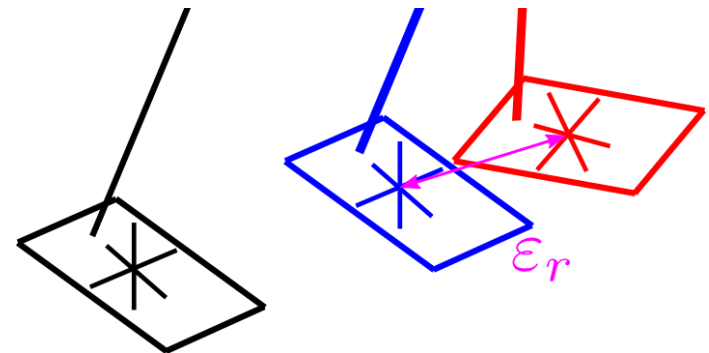
Tasks definition

First task

Feet relative-pose

$$\varepsilon_r = [E_{pos}^T \ E_{ori}^T]^T$$

- ✓ Position and orientation error
- ✓ Place one foot / the other one
- ✓ Manage the feet walking cycle



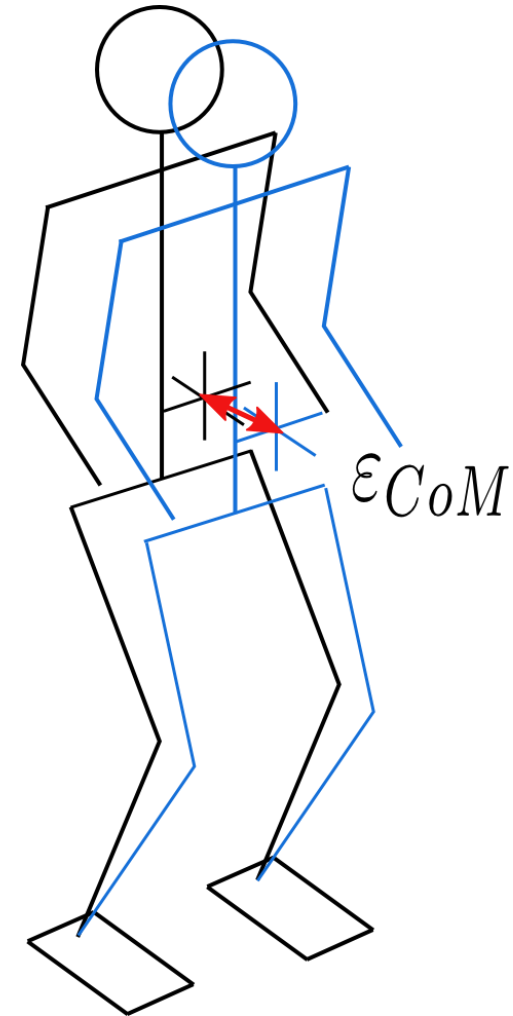
Tasks definition

Second task

Center of Mass position

$$\varepsilon_{CoM} = CoM_d - CoM$$

- ✓ Position error
- ✓ Place the CoM
- ✓ To follow a specific trajectory



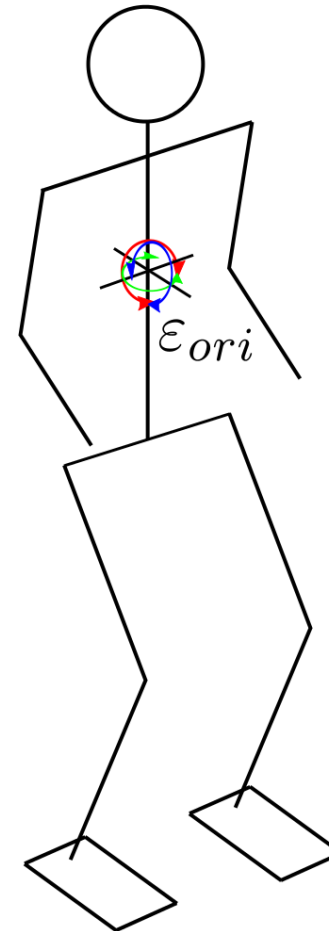
Tasks definition

Third task

Body orientation

$$\epsilon_{ori} = R_{Ref} (\ln(R_{Ref}^{-1} R_{Body} R_{BodyDes}))^V$$

- ✓ Orientation error
- ✓ Keeps the torso upright



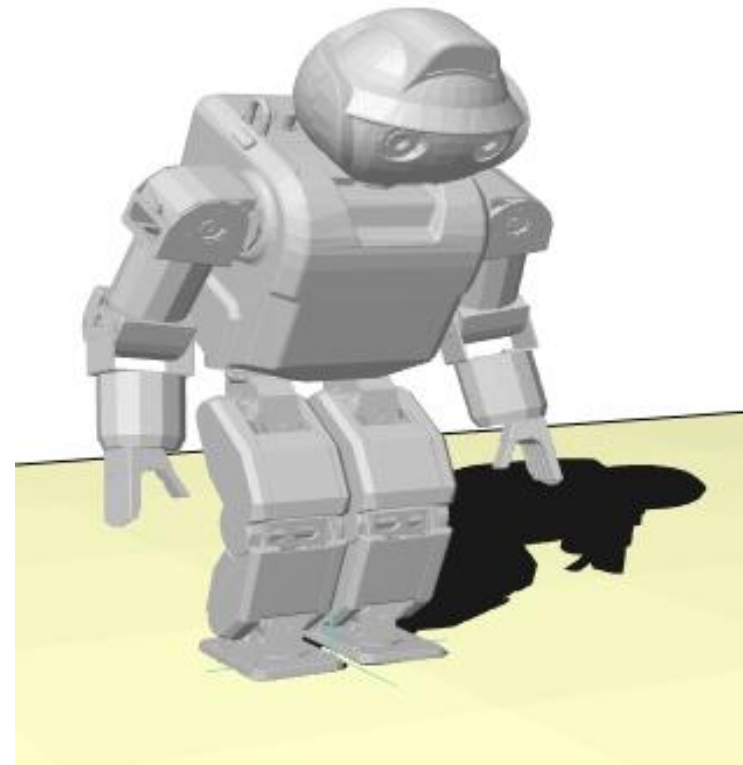
Tasks definition

Fourth task

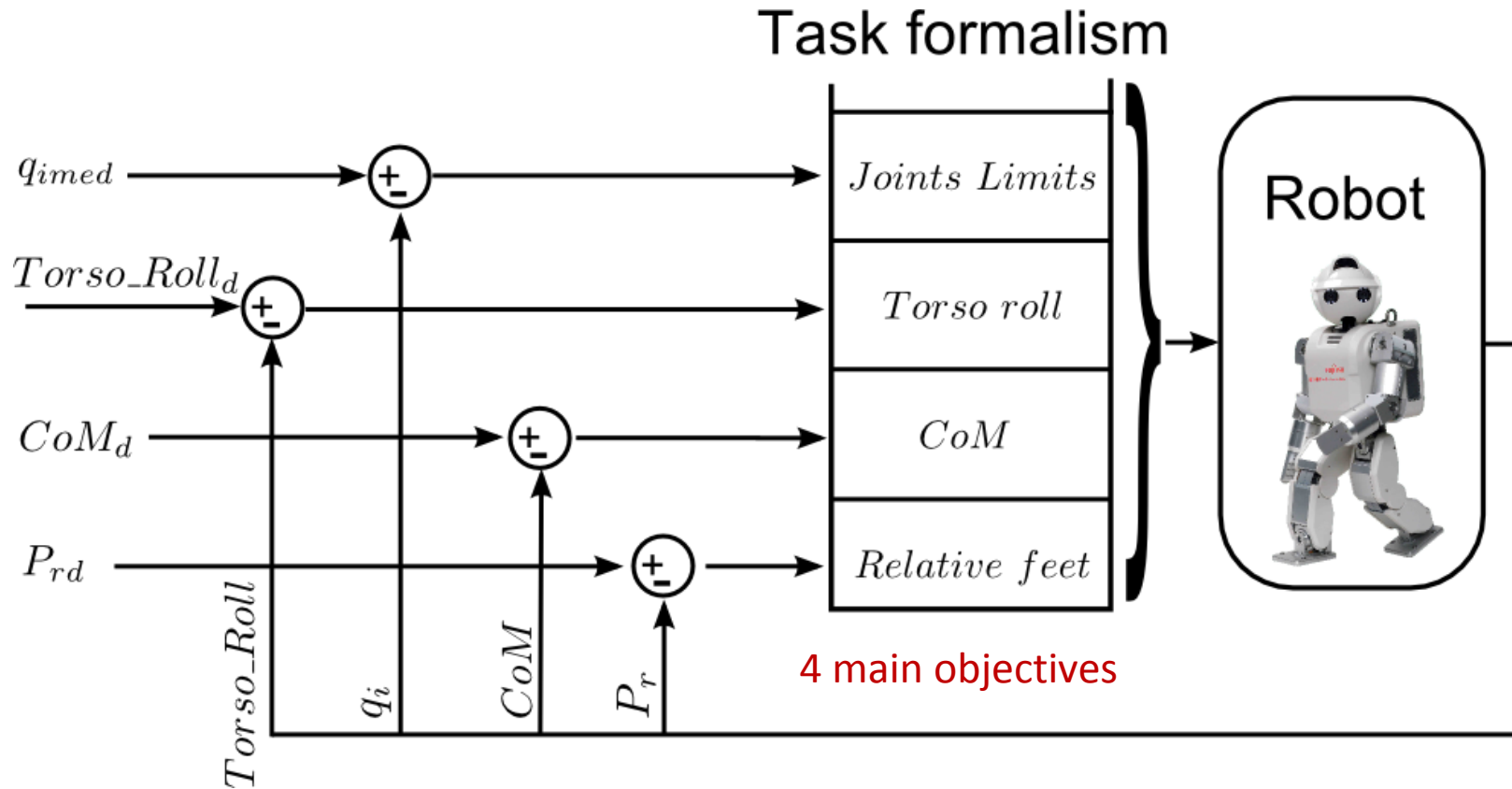
Joints' limits avoidance

$$\varepsilon_{q_i} = \frac{2 (q_i - q_{imed})}{(q_{imax} - q_{imin})^2}$$

- ✓ Attractive potential fields
- ✓ Define a comfort position



Brief overview on task formalism



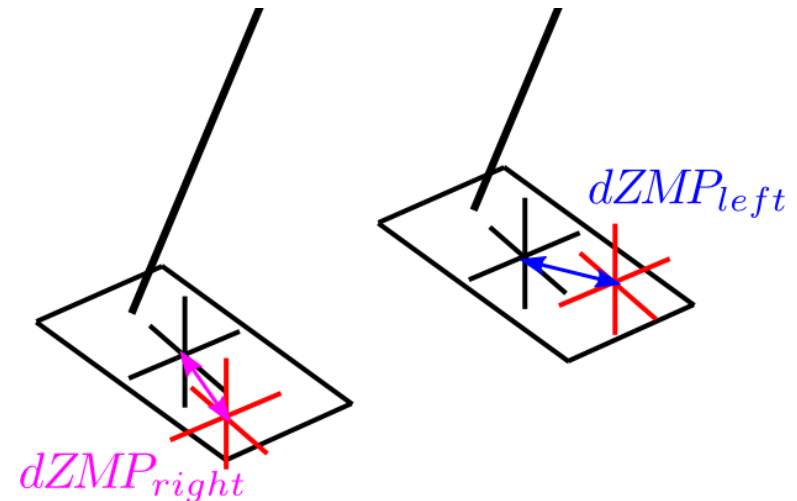
Tasks definition

ZMP regulation

$$\varepsilon_{ZMP} = \alpha dZMP_{left} + (1 - \alpha) dZMP_{right}$$

Feedback based ZMP regulation

- ✓ Weighted distribution
- ✓ Dynamic feedback



Tasks definition

Nonlinear PID

$$u_{ZMP} = k_p(\varepsilon_{ZMP})\varepsilon_{ZMP} + k_d(\varepsilon_{ZMP})\varepsilon_{ZMP} + k_i \int \varepsilon_{ZMP}$$

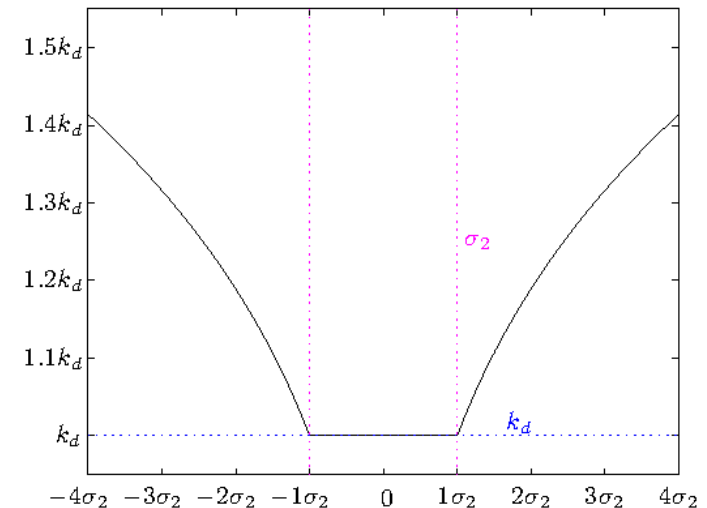
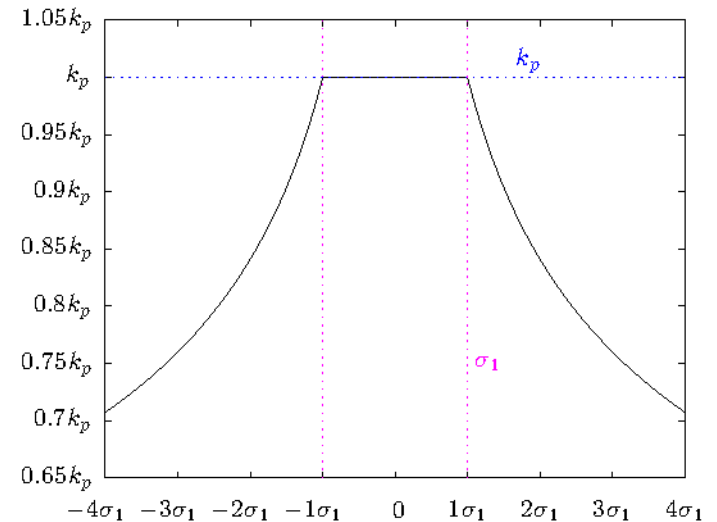
Nonlinear proportional gain

$$k_p(\varepsilon_{ZMP}) = \begin{cases} k_p |\varepsilon_{ZMP}|^{\alpha_1 - 1}, & |\varepsilon_{ZMP}| > \delta_1, \\ k_p \delta_1^{\alpha_1 - 1}, & |\varepsilon_{ZMP}| \leq \delta_1. \end{cases}$$

Nonlinear derivative gain

$$k_d(\varepsilon_{ZMP}) = \begin{cases} k_d |\varepsilon_{ZMP}|^{\alpha_2 - 1}, & |\varepsilon_{ZMP}| > \delta_2, \\ k_d \delta_2^{\alpha_2 - 1}, & |\varepsilon_{ZMP}| \leq \delta_2. \end{cases}$$

Faster response with favorable damping



Tasks definition

Spherical projection

$$\begin{aligned}\varepsilon_{SPX} &= h_{CoM} \sin\left(\frac{u_{ZMPX}}{h_{CoM}}\right), \\ \varepsilon_{SPY} &= h_{CoM} \sin\left(\frac{u_{ZMPY}}{h_{CoM}}\right), \\ \varepsilon_{SPZ} &= h_{CoM} \cos\left(\frac{u_{ZMPX}}{2h_{CoM}} + \frac{u_{ZMPY}}{2h_{CoM}} - 1\right).\end{aligned}$$

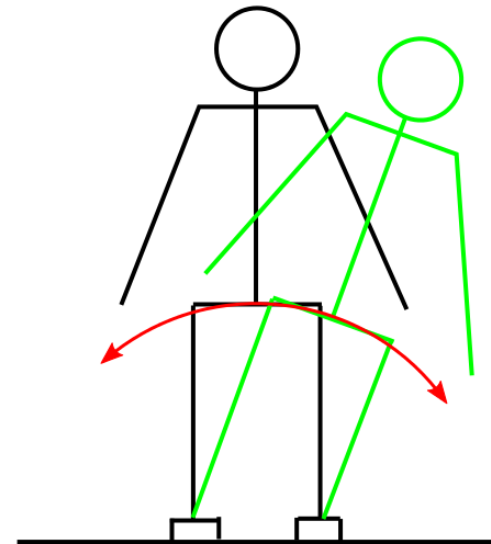
ZMP regulation in the COM workspace

$$\varepsilon_{CoM\&ZMP} = \varepsilon_{CoM} + \varepsilon_{SP}$$

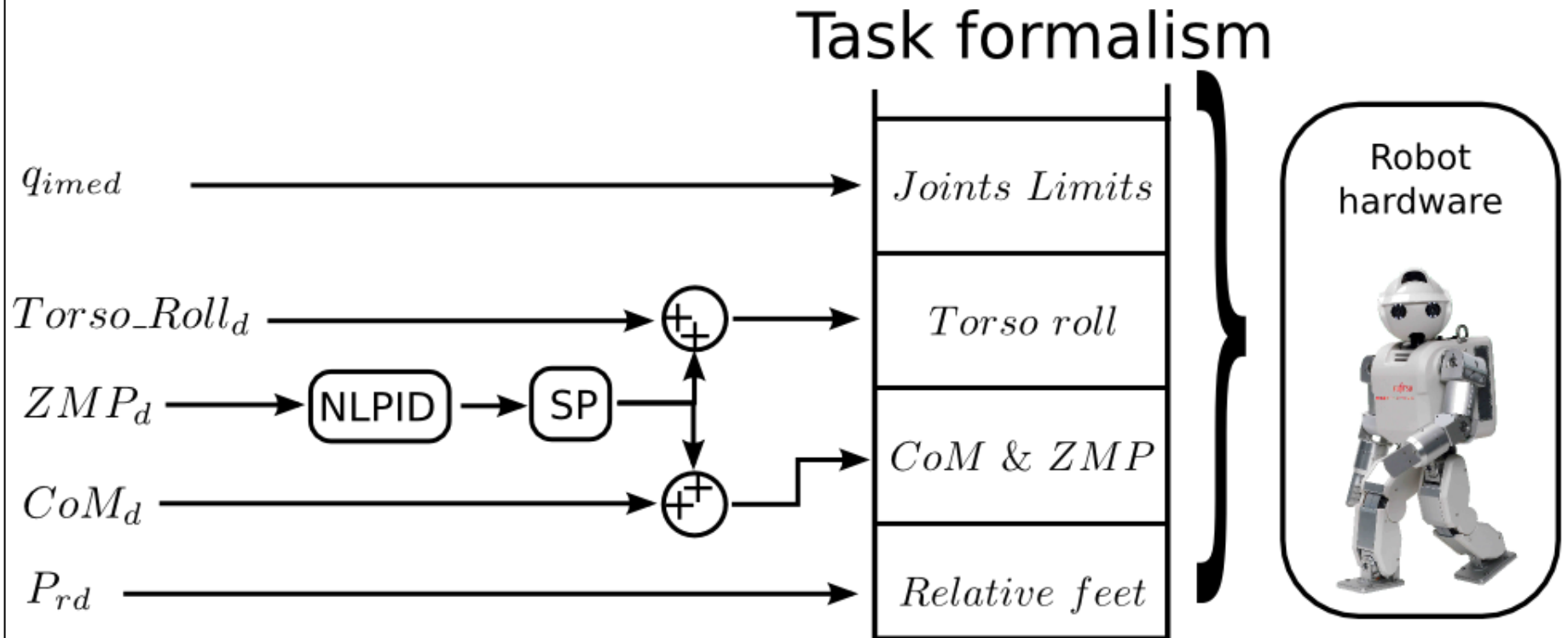
Body orientation adjustment

$$\begin{aligned}\varepsilon_{ori_sp}(r) &= \varepsilon_{ori}(r) + \text{atan2}(u_{ZMP}(y), h_{CoM}), \\ \varepsilon_{ori_sp}(p) &= \varepsilon_{ori}(p) + \text{atan2}(u_{ZMP}(x), h_{CoM}), \\ \varepsilon_{ori_sp}(y) &= \varepsilon_{ori}(y).\end{aligned}$$

Adaptation toward large ZMP correction



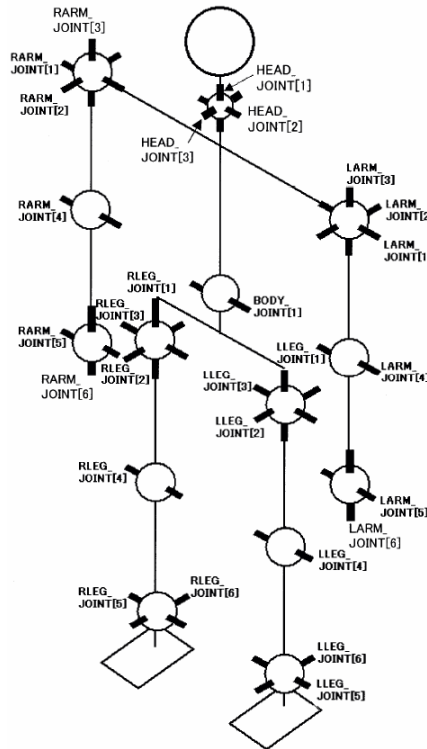
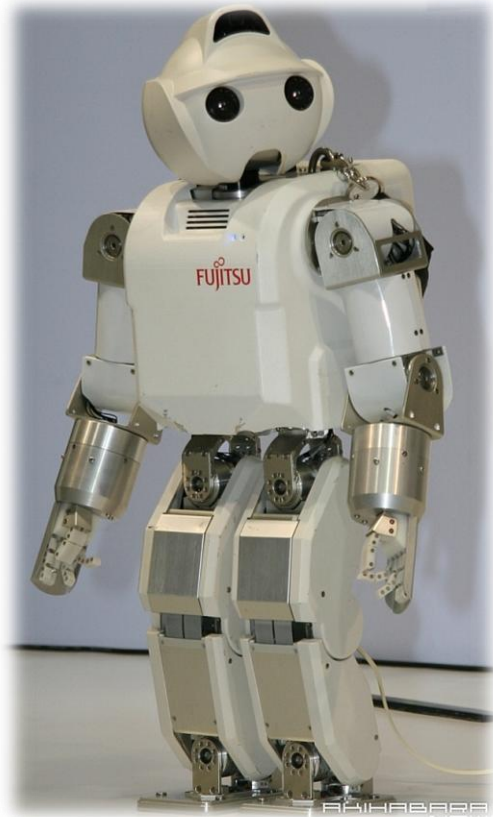
Block diagram of the proposed control scheme



Real-time experimental results

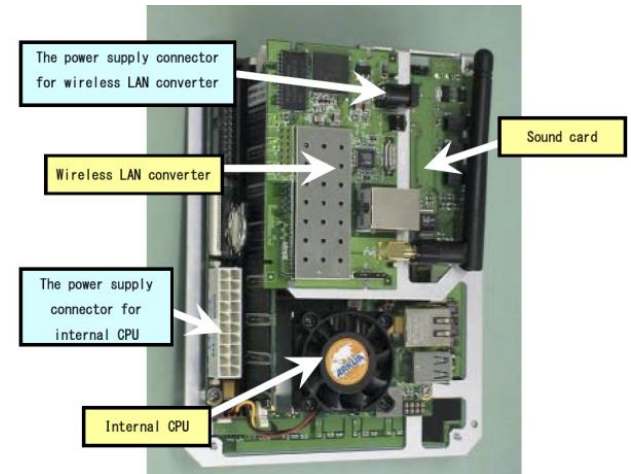
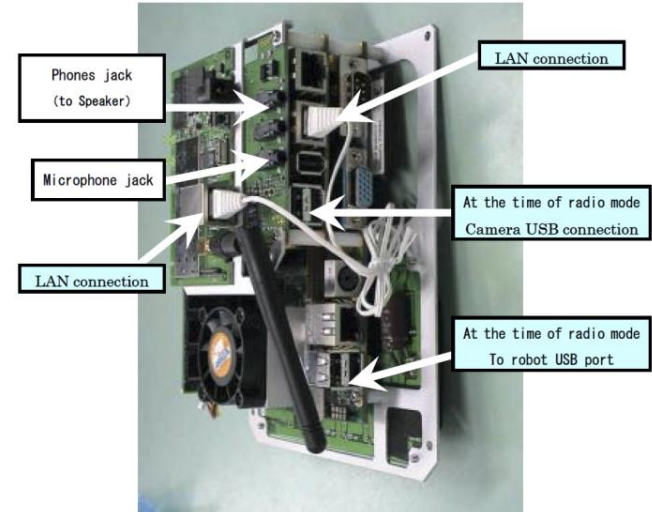
- ✓ Our demonstrator : HOAP-3 Robot
- ✓ Scenario 1 : Squat-like motions
- ✓ Scenario 2 : Online adaptation towards slope variation
- ✓ Scenario 3 : Dynamic walking motions
- ✓ Scenario 4 : Toward dynamic walking on irregular ground

HOAP3 : Architecture

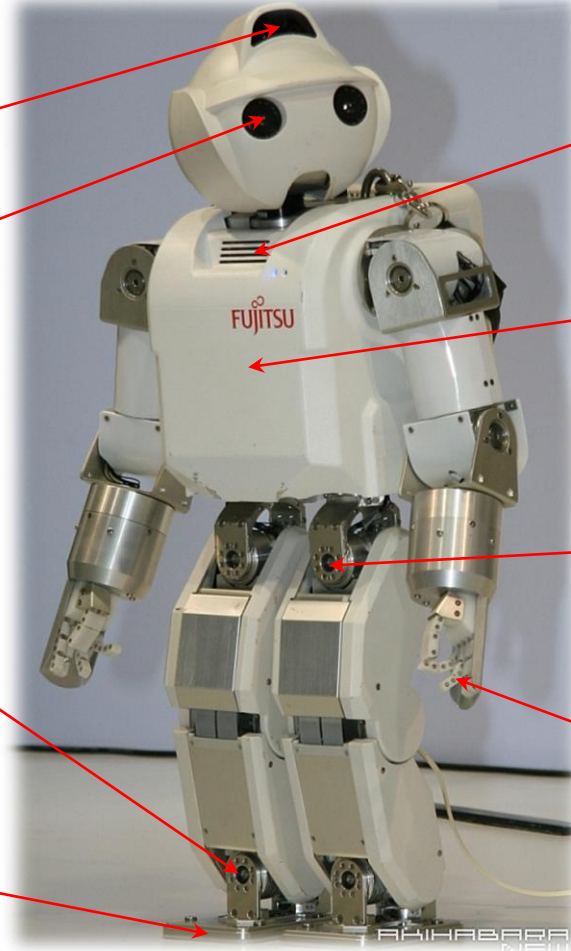


28 dof : 6 dof/leg - 6dof/arm - 3dof/head - 1dof/body

Electronic boards inside



HOAP3 : Actuators and sensors



Speaker

Distance sensor

USB Cameras

Posture sensor

3-axis acc sensor

Angular velocity sensor (gyro)

Joint sensors

28 actuators

(21 DC, 7 Stepper)



Force sensors
(4/foot)



Grip sensors

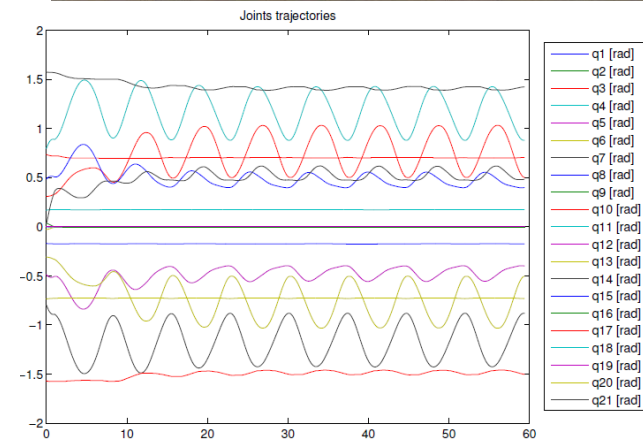
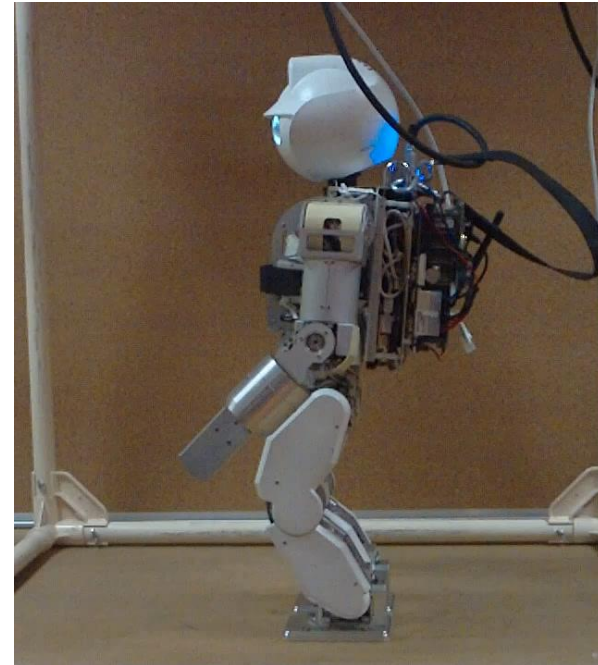
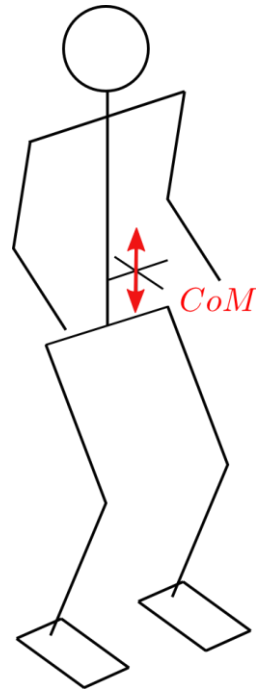
This demonstrator is useful for **whole body motion control**

Application of the proposed control scheme

Scenario 1

Squat task

- ✓ *No feet movement*
- ✓ *Only CoM moves*
- ✓ *Up and down*

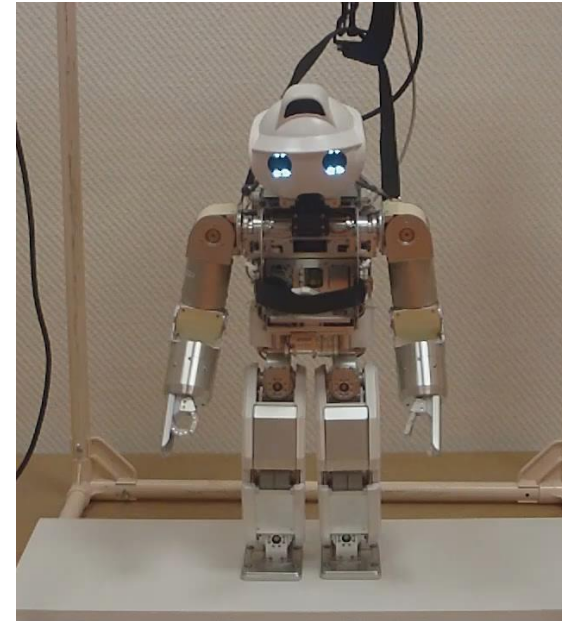
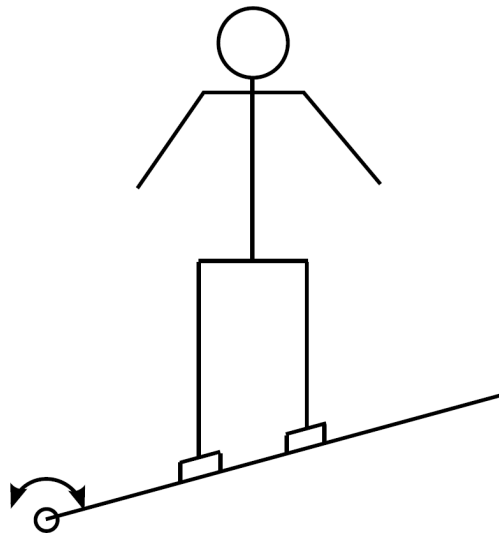


Application of the proposed control scheme

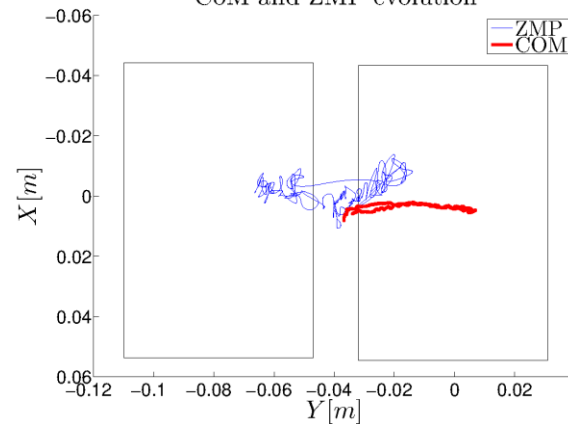
Scenario 2

Online adaptation
towards slope variation

- ✓ *No feet movement*
- ✓ *No CoM movement*
- ✓ *Ground inclination variation*
- ✓ *Only ZMP regulation*



CoM and ZMP evolution

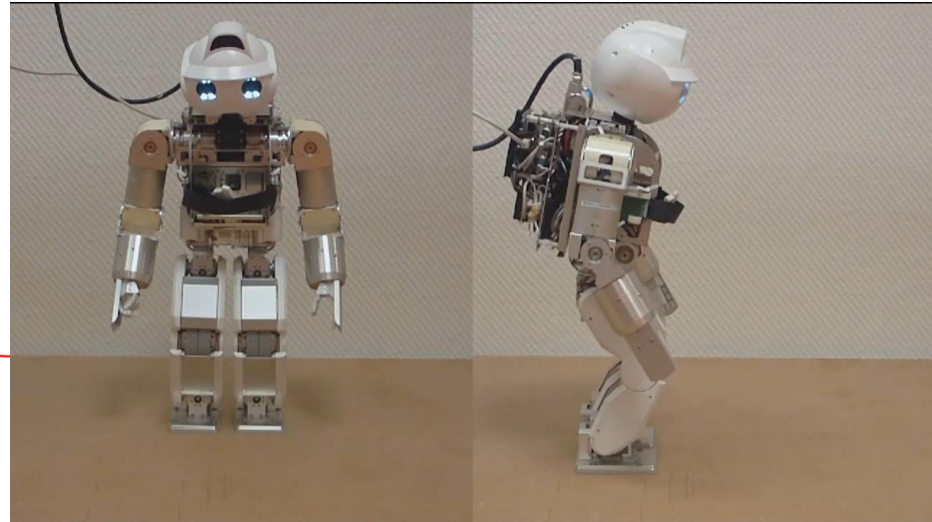
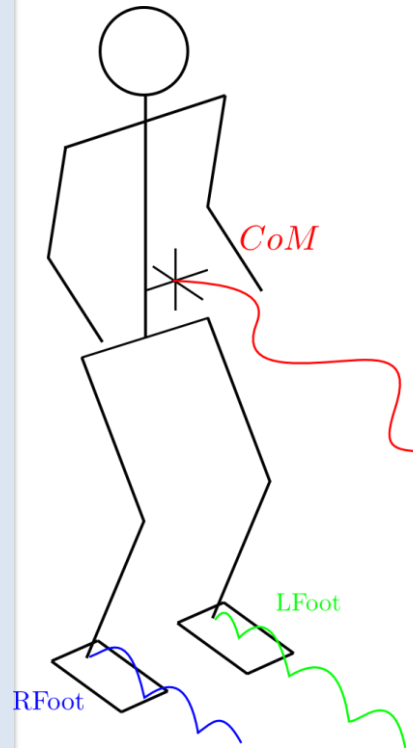


Application of the proposed control scheme

Scenario 3

Dynamic walking motions

- ✓ *B-spline based reference trajectories*
- ✓ *ZMP stabilizer improves stability margins*
- ✓ *Stable dynamic walking*

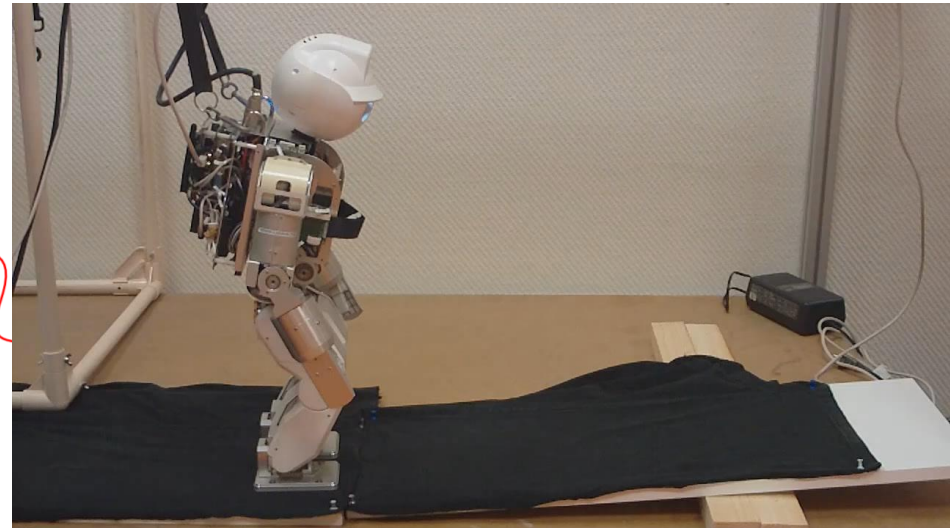
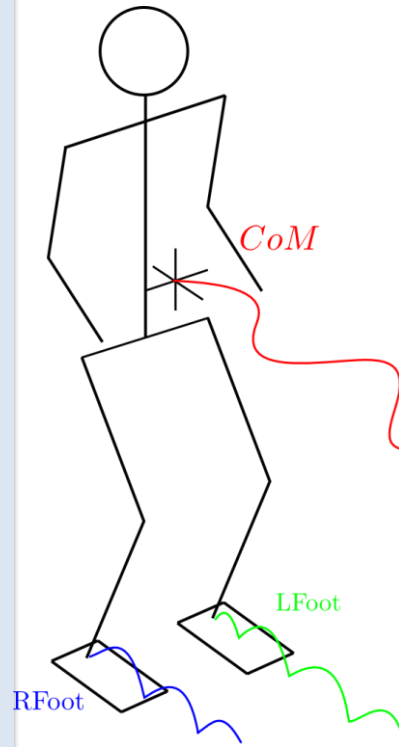


Application of the proposed control scheme

Scenario 4

Toward dynamic walking on irregular ground

- ✓ *Feet cycle and CoM motions from nominal case*
- ✓ *Online adaptation to ground inclination*



Conclusion & future work

- ✓ Conclusion
- ✓ Future work

Conclusion & future work

Addressed problem: Whole-body motion control with dynamic stability

Proposed Solution: Task based whole-body control

- (i) the CoM with a nonlinear ZMP regulation,
- (ii) the relative pose of robot's feet,
- (iii) the body orientation and
- (iv) joint's limit avoidance

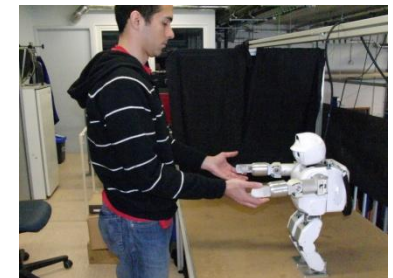
Validation: Real-time experiments on HOAP-3 humanoid robot

Advantages of the proposed solution :

- ✓ Whole body motion
- ✓ Continuous control framework
- ✓ Natural and smooth motions

Future work : Validation for more complex tasks

- ✓ Interaction with human
- ✓ Use of human data
- ✓ Improve the ZMP regulation
- ✓ Experiments on HRP4 robot



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David Galdeano

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Research activities


My work:

First work:

Design an optimal ZMP based pattern generator for stable dynamic walking.

The proposed method is based on a Three-Mass Linear Inverted Pendulum Model (3MLIPM), used as a simplified dynamics of the biped robot. The 3MLIPM simplifies the biped robot as a three point masses and two-link system. A ZMP based criterion is then used in an optimization problem whose solution gives the best values of the model's parameters w.r.t. dynamic walking stability.

SSD13: Optimal Pattern Generator For Dynamic Wa...



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