

Whole-body Compliant Dynamical Contacts for Humanoids: the CoDyCo project

(FP7 EU project No. 600716 / 2013-2017)

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JNRH@IRCCyN - 08/06/2015



The CoDyCo Project : Motivations



The CoDyCo Project : Motivations



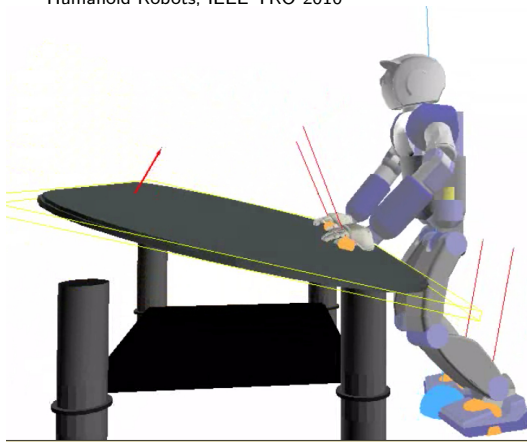
A long way to go ...

- Whole-body control with multiple contacts
- Unknown contact behaviour
- Under-actuated system with discrete contact changes
- Short-time decision making

The CoDyCo Project : Background work in whole-body control

"Classically" solved problem : given some operational tasks to achieve and some physical constraints to meet, compute the actuation torque every 1ms

- L. Sentis, J. Park and O. Khatib : Compliant Control of Multicontact and Center-of-Mass Behaviors in Humanoid Robots, IEEE TRO 2010



- ▶ Torque control
- ▶ Tasks hierarchy through null space projection
- ▶ Analytical resolution : constraints are treated as tasks
- ▶ Contacts location are unchanged
- ▶ Simulation

The CoDyCo Project : Background work in whole-body control

- L. Saab, O. Ramos, N. Mansard, P. Souères, J.Y. Fourquet : Dynamic Whole-Body Motion Generation Under Rigid Contacts and Other Unilateral Constraints, IEEE TRO 2013

→ torque control, tasks hierarchy through hierarchy of QPs, numerical resolution (QP) : constraints are treated as constraints, position replay on the real robot

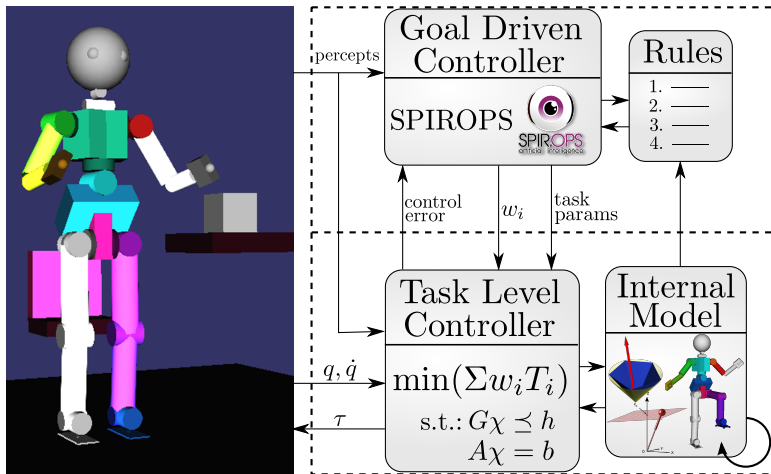
- A. Del Prete, F. Nori, G. Metta, L. Natale : Prioritized motion–force control of constrained fully-actuated robots : “Task Space Inverse Dynamics”, RAS 2015

→ torque control, tasks hierarchy through null space projection, analytical resolution : inequality constraint are not dealt with, simulation

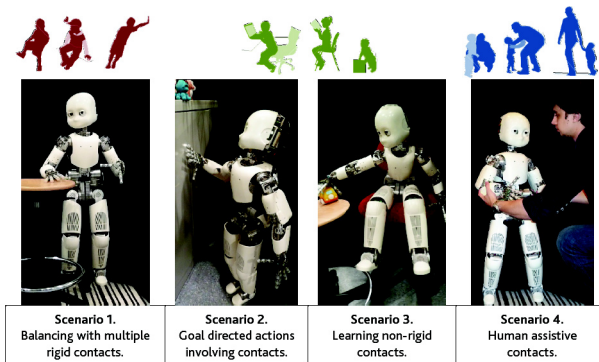
- J. Salini, V. Padois, P. Bidaud : Synthesis of Complex Humanoid Whole-Body Behavior : a Focus on Sequencing and Tasks Transitions, ICRA 2011

→ torque control, tasks hierarchy through weightings, numerical resolution (QP) : constraints are treated as constraints, simulation

The CoDyCo Project : Background work in whole-body control

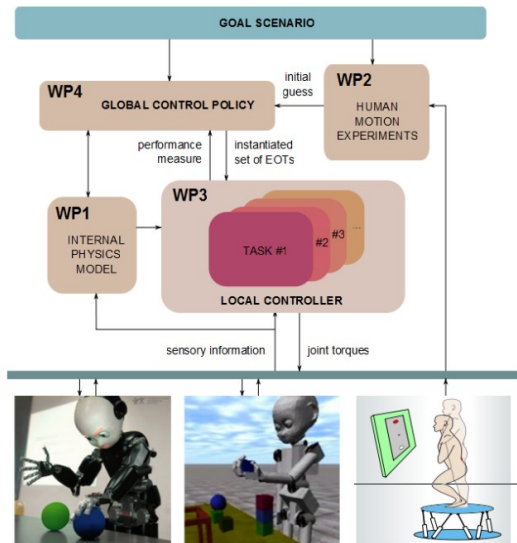


The CoDyCo Project : Objectives



- Whole-body dynamics computation with multiple external contacts
- Understanding human use of external contacts
- Whole body control and regulation of whole body compliance
- Machine learning for acquiring models of compliant contact with the environment
- "Real-world" validation with the iCub humanoid robot

The CoDyCo Project : Consortium and organization



Francesco Nori, WP5



Jan Peters, WP4



Jan Babic, WP2



UNIVERSITY OF BIRMINGHAM

Mike Mistry, WP1



Serena Ivaldi, WP4



Vincent Padois, WP3

Hardware and Software



The **iCub** is the humanoid baby-robot designed as part of the **RobotCub** project

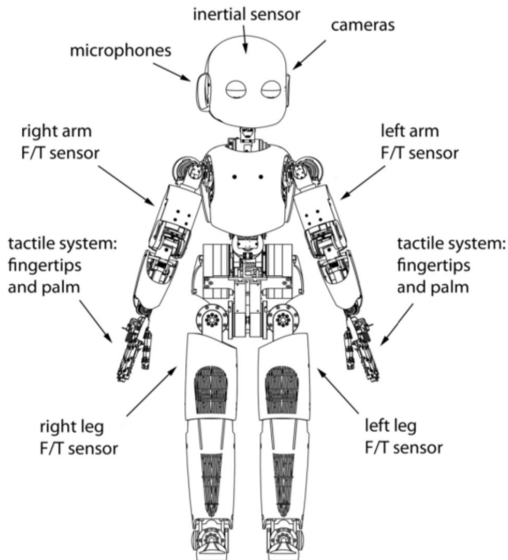
- The iCub is a **full humanoid robot** sized as a three and half year-old child
- The total height is **104cm**
- It has **53 degrees of freedom**, including articulated hands to be used for manipulation and gesturing
- The robot is **LGPL/GPL/FDL**: software, hardware, drawings, documentation, etc.



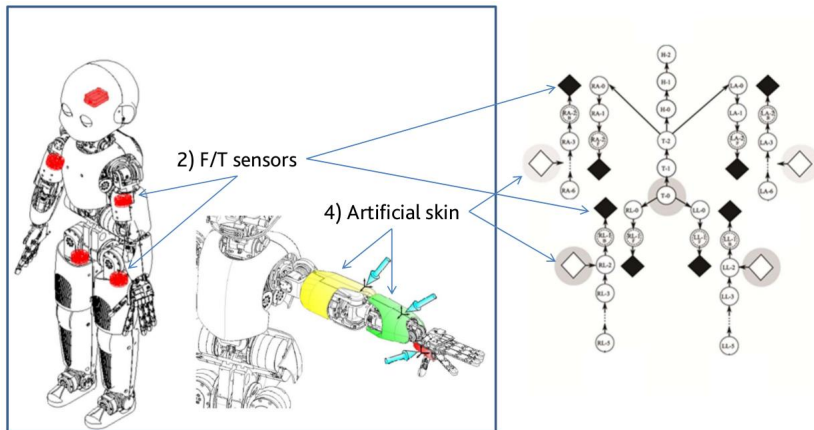
→ cf. <http://www.icub.org>

The CoDyCo Project : Hardware and Software

iCub sensors



The CoDyCo Project : Hardware and Software

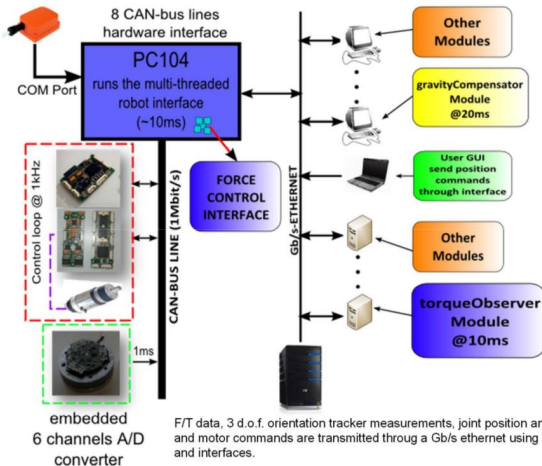


→ Joint torque estimation based on dynamics model and measurement through RNE calculation : iDyn++

The CoDyCo Project : Hardware and Software



Software and Hardware Architecture:



Torque control:

Runs on motor control boards @ 1ms

$$u = k_{PID}(\tau_d - \tau) + \tau_{offset}$$

Impedance control:

Runs on motor control boards @ 1ms

$$\tau_d = k_p(q_d - q) - k_d\dot{q}$$

If velocities are commanded, the control strategy becomes:

$$\tau_d = k_p\left(\int \dot{q}_d - \dot{q}\right) - k_d\dot{q}$$

torqueObserver Module:

Performs the estimation of joint torque exploiting F/T sensor's measurements and the dynamic model of the robot

gravityCompensator Module:

estimates gravitational torques on joints and send offset commands to the torque regulator

The CoDyCo Project : Hardware and Software

All software developed for the CoDyCo project, including modules for the control of balancing and reaching with multiple contacts, are available as open-source :

<https://github.com/robotology/codyco-superbuild>

Additional documentation is available via the icub wiki :

<http://wiki.icub.org/codyco/dox/html/index.html>

The codyco-superbuild meta repository aggregates the following projects :

- **idyntree** : YARP-based Floating Base Robot Dynamics Library
- **wholebodyinterface** : C++ Interfaces to sensor measurements, state estimations, kinematic/dynamic model and actuators for a floating base robot
- **yarp-wholebodyinterface** : Implementation of the wholeBodyInterface for YARP robots
- **WBI-Toolbox** : Simulink Toolbox for rapid prototyping of Whole Body Robot Controllers
- **codyco-modules** : YARP modules and controllers developed within the CoDyCo project
- ...

Tools for simulating humanoid robot dynamics : a survey based on user feedback

S. Ivaldi, J. Peters, V. Padois and F. Nori

Humanoids, 2014

Human studies

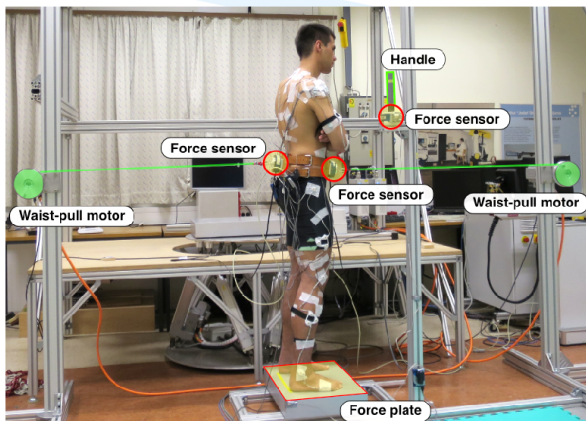
The CoDyCo Project : Human studies

Goal : Understanding and modelling human whole-body behaviours in physical interaction

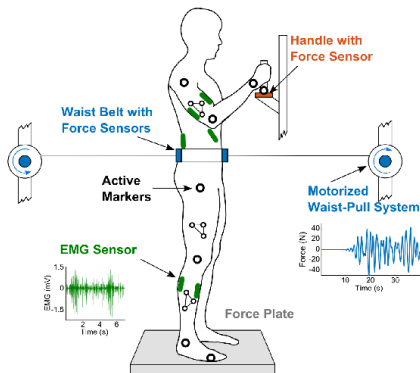
- Review of human postural control and whole body motion in contact with environment (cf. **Deliverable 2.1**)
- **Design of reduced models for human whole body motion in contact** [*Babic et al., Gait and Posture 2014*]
- **Strategies of dealing with uncertainties in contact**
- Human contact choice and learning through physical interaction

The CoDyCo Project : Human studies

Role of supportive hand contact and associated changes in postural responses during continuous perturbations of stance



Experimental setup



Light continuous perturbations –
filtered white noise (0.25 Hz – 1 Hz)

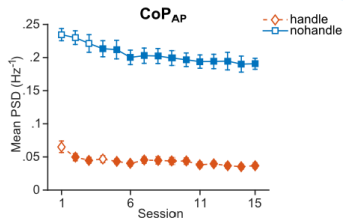
Whole body kinematics – 20
active markers

Muscle activity – EMG of arm,
trunk, and leg muscles

Contact forces – force plate and
force sensor in the handle

Analyses – Power Spectral
Density (PSD)

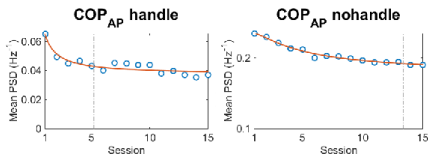
Adaptation through time



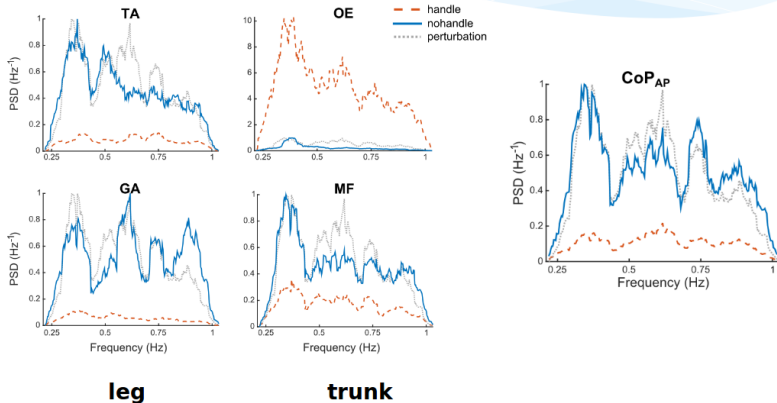
Larger COP motion in no handle condition

Adaptation happened in both conditions

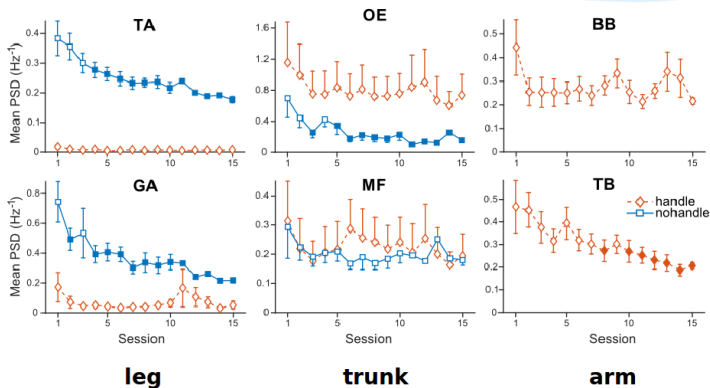
Faster adaptation when using hand contact



Effect of perturbation on muscle activity



Adaptation of muscle activity through time



Are supportive hand contacts planned or reactive ?

Reaching for a far target on the screen

20 subjects

Trunk and arm kinematics – 17 active markers

Contact forces – 2 force plates for GRF and table forces

Analyses – novel environment, catch trials, aftereffects, correlation of motion of arms and trunk



The CoDyCo Project : Human studies



Whole-Body control

The CoDyCo Project : Whole-body control

Goal : Control and optimization of whole-body motion in contact

- **Formulate and solve the WB control problem**
- **Bootstrap with MPC** and Learning techniques
- Rigid and compliant cases [*Liu et al., submitted IROS 2015*]

The CoDyCo Project : Whole-body control

Generalized hierarchical controller [Liu et al., *Autonomous Robots* 2015]

$$\arg \min_{\mathbf{\ddot{q}}', \chi} \sum_{i=1}^{n_t} \left\| \mathbf{f}_i \left(\mathbf{\ddot{q}}'_i, \mathbf{\ddot{\xi}}_i^d \right) \right\|^2 + \left\| \begin{bmatrix} \mathbf{\ddot{q}}' \\ \chi \end{bmatrix} \right\|_{Q_r}^2$$

subject to

$$J_c(\mathbf{q})^T \chi = M(\mathbf{q}) \mathbf{P} \mathbf{\ddot{q}}' + \mathbf{n}(\mathbf{q}, \dot{\mathbf{q}})$$

$$G(\mathbf{q}, \dot{\mathbf{q}}) \begin{pmatrix} \mathbf{P} \mathbf{\ddot{q}}' \\ \chi \end{pmatrix} \leq \mathbf{h}(\mathbf{q}, \dot{\mathbf{q}}),$$

$$\text{with } \mathbf{\ddot{q}}' = \begin{bmatrix} \mathbf{\ddot{q}}'_1 \\ \vdots \\ \mathbf{\ddot{q}}'_{n_t} \end{bmatrix} \text{ and } \mathbf{P} = [\mathbf{P}_1(\alpha_1) \dots \mathbf{P}_{n_t}(\alpha_{n_t})]$$

Generalized projector : $\mathbf{P}_i$

Overall joint space acceleration : $\mathbf{\ddot{q}} = \sum_{i=1}^{n_t} \mathbf{P}_i(\alpha_i) \mathbf{\ddot{q}}'_i$

Features

- Optimization problem formulation
- Single LQ Program to solve
- Strict and soft priorities
- Smooth task evolution and transitions
- General approach (kinematics, statics, dynamics) ...
- ... for many types of robotic systems

Task hierarchy parameterization

Generalized projector

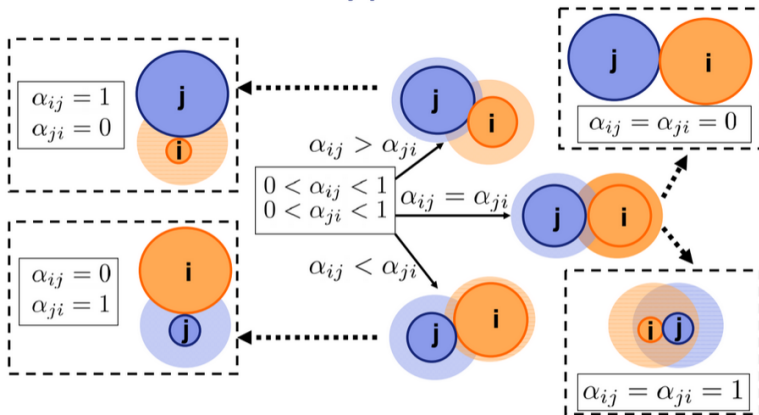
$$\mathbf{P}_i(\mathbf{A}_i) = \mathbf{I}_n - \mathbf{B}_i(\mathbf{J}_{s_i})^T \mathbf{A}_{i,r}^s(\mathbf{A}_i, o) \mathbf{B}_i(\mathbf{J}_{s_i})$$

Priority matrix

$$\mathbf{A}_i = \begin{bmatrix} \alpha_{i1} I_{m_1} & 0 & 0 & 0 & 0 \\ 0 & \ddots & 0 & 0 & 0 \\ 0 & 0 & \alpha_{ij} I_{m_j} & 0 & 0 \\ 0 & 0 & 0 & \ddots & 0 \\ 0 & 0 & 0 & 0 & \alpha_{in_t} I_{m_{n_t}} \end{bmatrix}$$

$$\alpha_{ij} \in [0, 1]$$

Task hierarchy parameterization



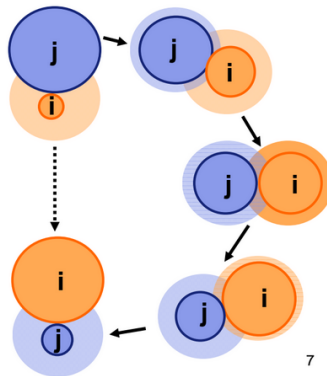
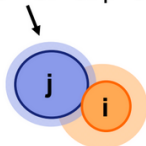
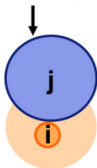
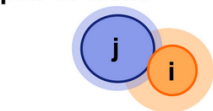
- Task activation $\alpha_{ii} = 1 \rightarrow \alpha_{ii} = 0$
- Task deactivation $\alpha_{ii} = 0 \rightarrow \alpha_{ii} = 1$

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Characteristics of the generalized projector

- Handle priority between each **pair of tasks**
- **Smoother** priority transition, task activation/deactivation

- **Strict** and **non-strict** priority

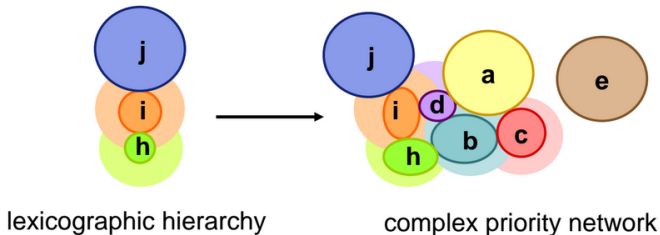


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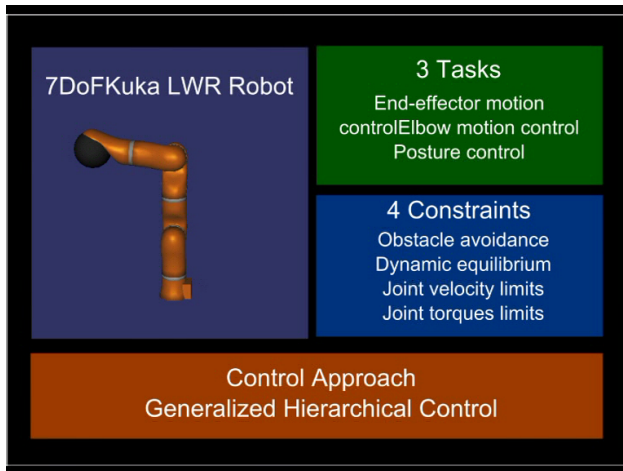
The CoDyCo Project : Whole-body control

Characteristics of the generalized projector

- Handle different types of **priority networks**



The CoDyCo Project : Whole-body control



TOWARDS MORE COMPLEX BEHAVIORS

- ▶ Generate increasingly complex motor abilities
 - ▶ **Anticipate** the effects of tasks
 - ▶ **Coordinate** tasks as a whole

→ Model predictive control and distribution

The CoDyCo Project : Whole-body control

MODEL PREDICTIVE CONTROL (MPC)

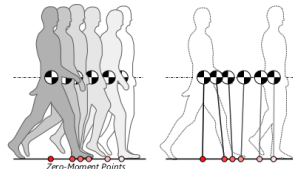
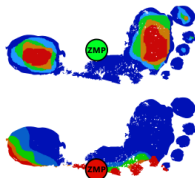
- ▶ **Optimal** control, receding horizon

- ▶ Requires a **model** of the process

$$x_{k+1} = f(x_k, u_k), y_{k+1} = g(x_{k+1})$$

Control of biped postural balance [Wieber2006, Kanoun2009], [Herdt2010, Krause2012] based on the ZMP Preview Control [Kajita2003]

- ▶ robustness to disturbances
- ▶ regulation of the response
- ▶ constrained solutions

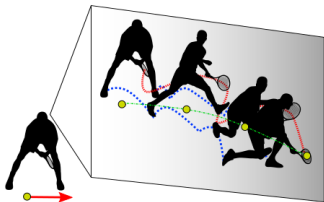


The CoDyCo Project : Whole-body control

OBSTACLE

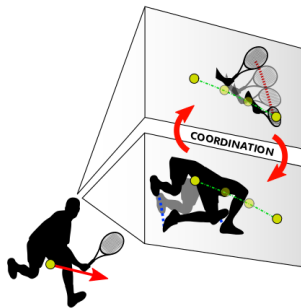
“Whole-body” MPC

- ▶ Dimension
degrees of freedom $\times$ horizon
- ▶ Non-linearities



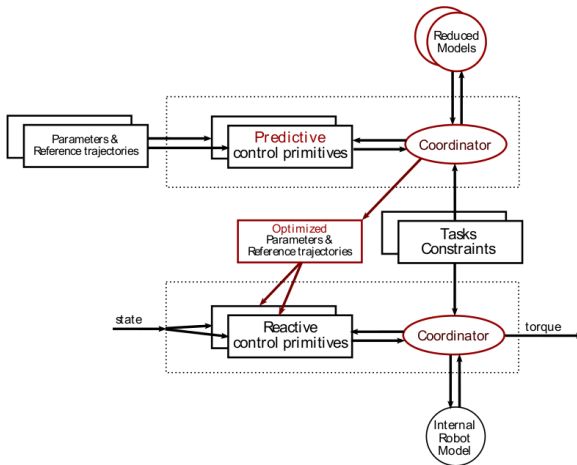
Distributed MPC (DMPC)

- ▶ Activity : global objective
- ▶ Sub-systems : **local** models & objectives



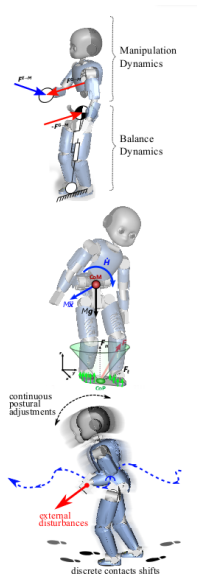
The CoDyCo Project : Whole-body control

A MULTITASK PREDICTIVE CONTROL ARCHITECTURE



The CoDyCo Project : Whole-body control

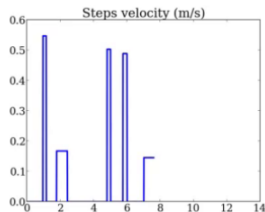
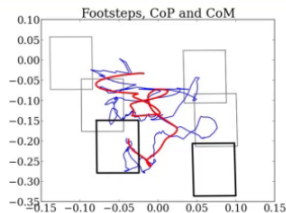
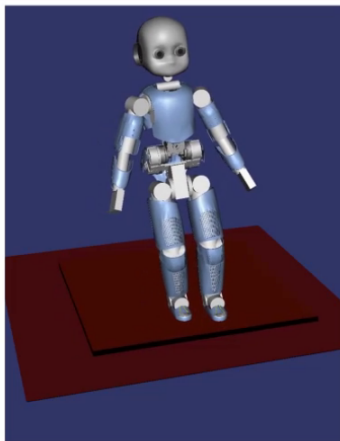
- Arbitrary decomposition and coupling
 - ▶ Task & Locomotion coordination
- Generic distribution : Distributed MPC
 - ▶ CoM dynamics coordination
- Discrete nature of locomotion
 - ▶ Contact shifts & postural adjustments coordination



The CoDyCo Project : Whole-body control

MPC for postural balancing under varying contact conditions [Ibanez et al. IROS 2014]

Aurelien Ibanez, Philippe Bidaud and Vincent Padois - Emergence of humanoid walking behaviors from Mixed-Integer Model Predictive Control



Submitted to 2014 IEEE/RSJ International Conference on Intelligent Robots and Systems on February 12, 2014

The CoDyCo Project : Whole-body control

MPC for postural balancing under varying contact conditions



→ From ZMP to 3-D conditions of stable balance criteria within MPC ... see Darwin Lau's presentation tomorrow

Learning

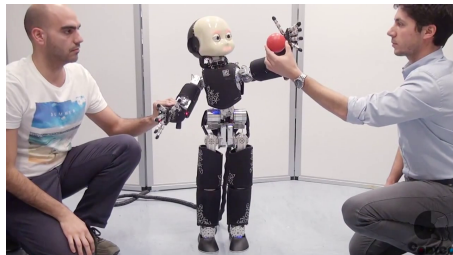
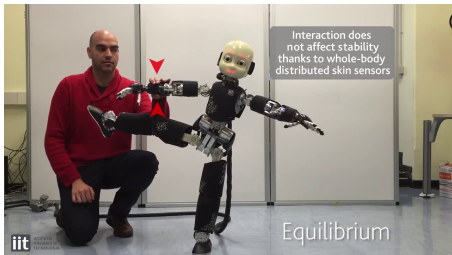
The CoDyCo Project : Learning

Goal : Adaptation, Generalization and Improvement of Compliant Control and Tasks with Contacts

- Improved Models from Real-Time Regression with Latent Contact Type Inference
- Inferring the Operational Space and Appropriate Controls with Multiple Contacts
- Generalizing and Improving Elementary Tasks with Contacts
- Learning the Prioritization of Tasks
 - see Ryan Lober's presentation tomorrow

iCub Demonstration

The CoDyCo Project : iCub Demonstration



For more, please visit : <http://www.codyco.eu>

Merci de votre attention



Whole-body Compliant Dynamical Contacts for Humanoids: the CoDyCo project

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