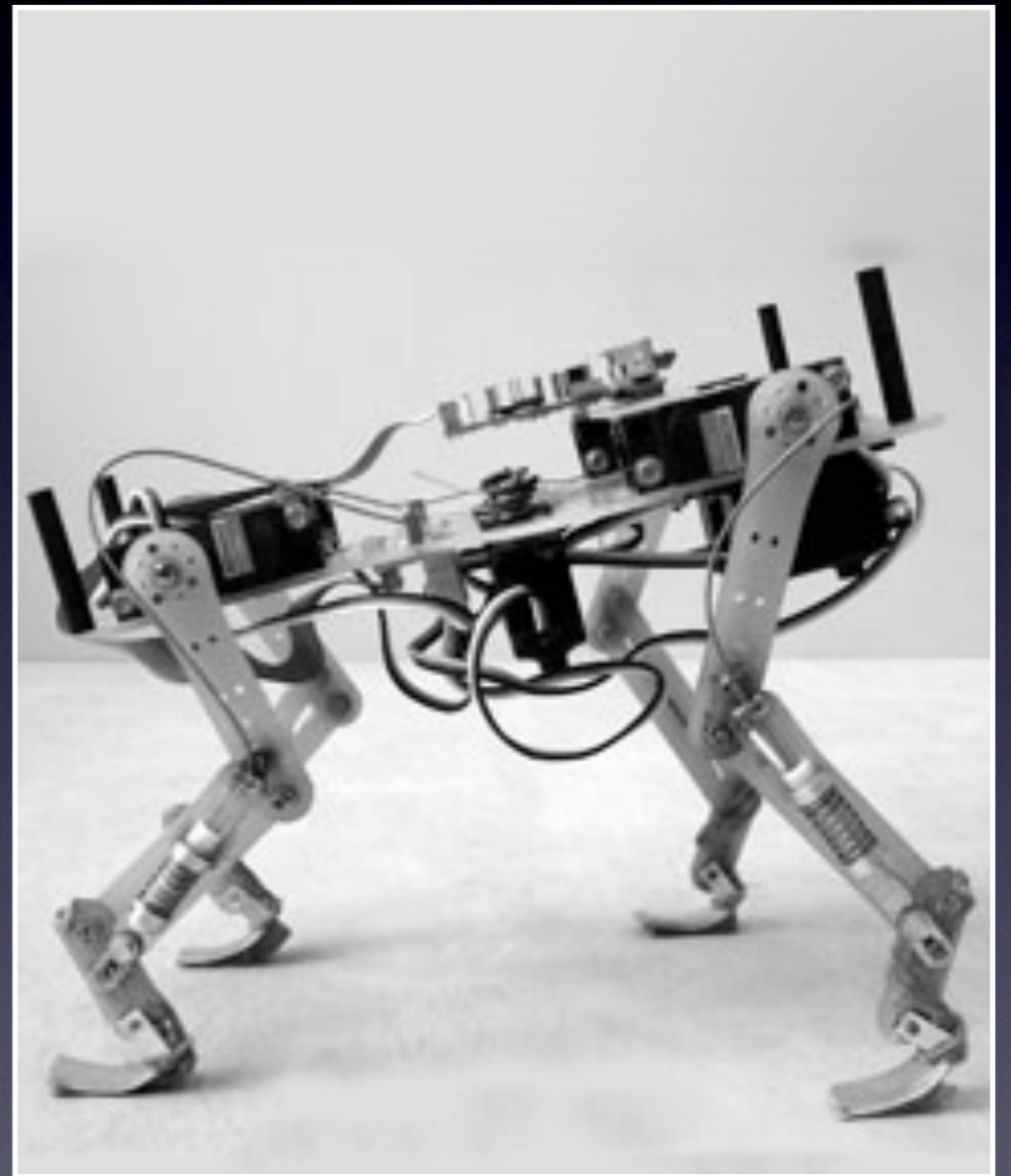


Improvement of the Cheetah Locomotion Control

Master Project - Final Presentation
15th February 2010

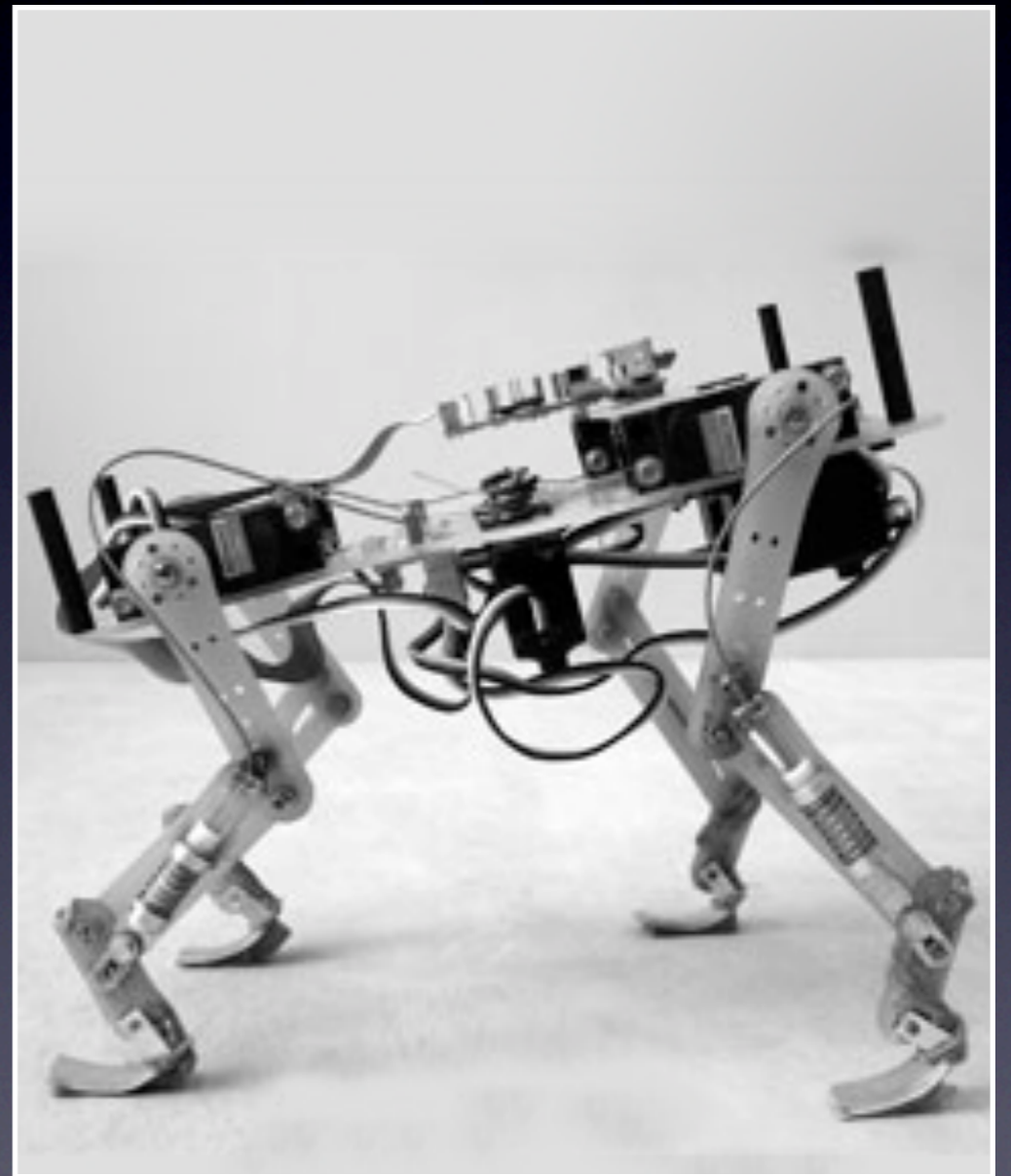
Student : Alexandre Tuleu
Supervisor : Alexander Spröwitz
Professor : Auke Jan Ijspeert

Presentation of the Cheetah



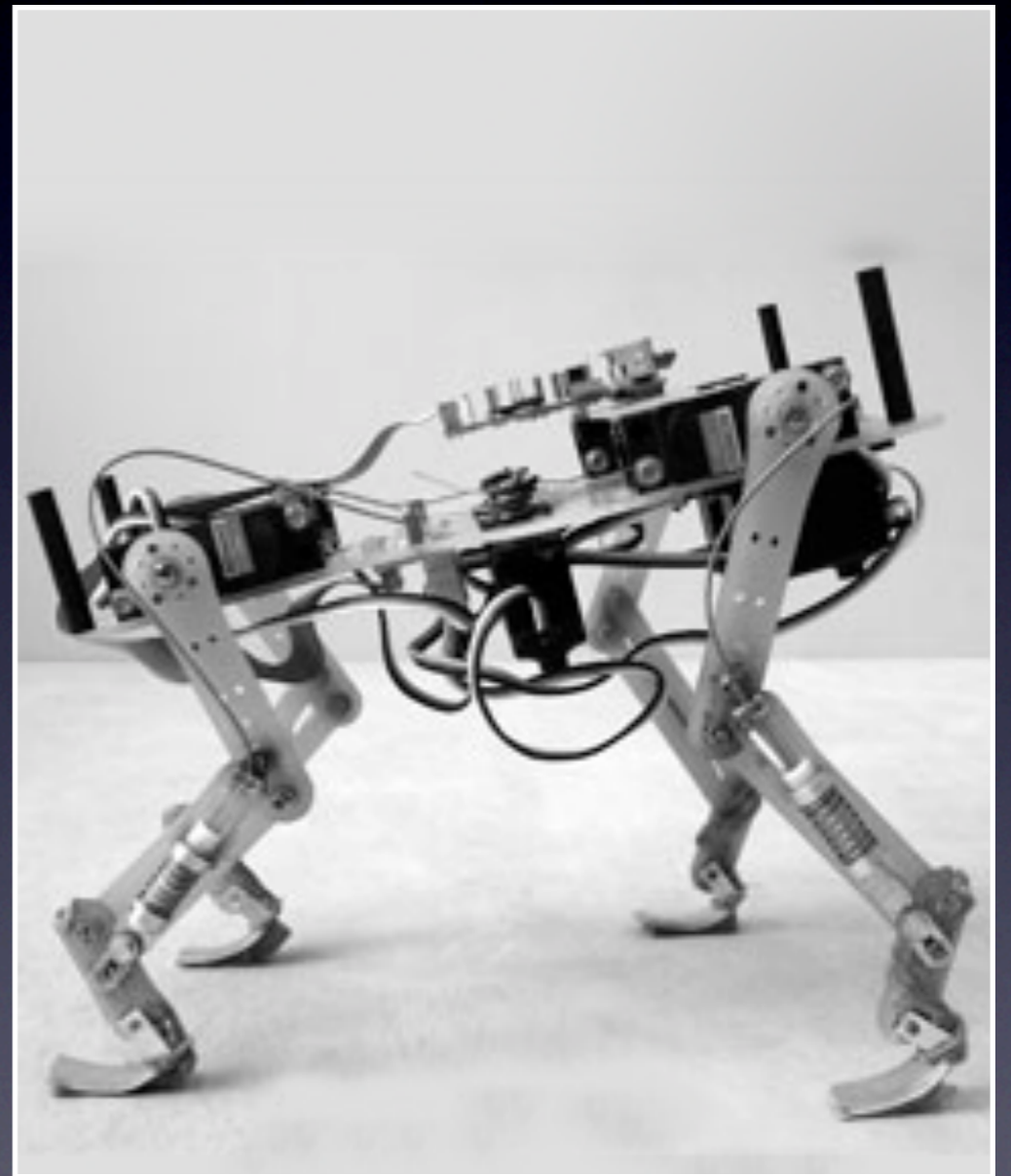
Presentation of the Cheetah

- Light weighted, biologically inspired small quadruped robot



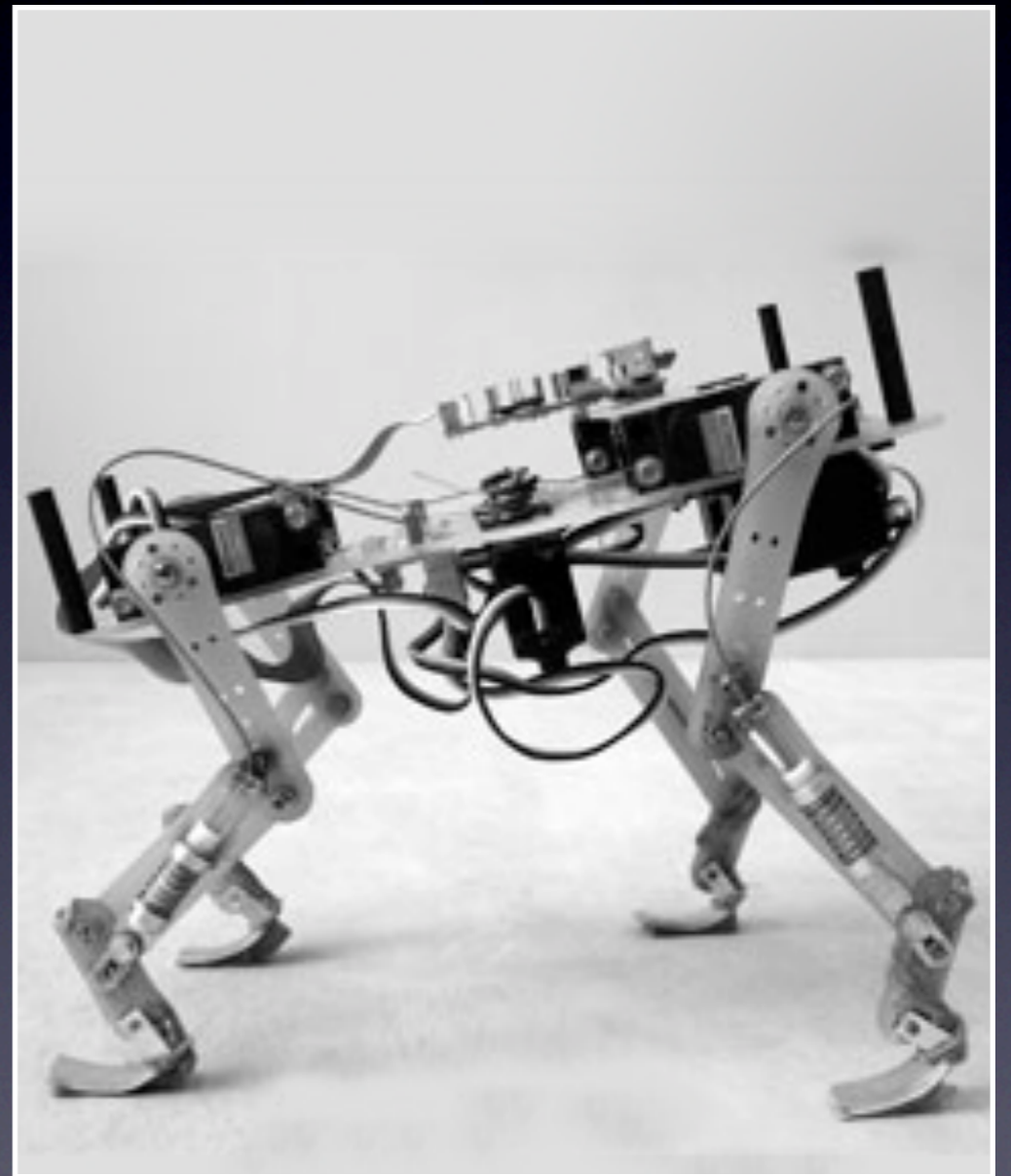
Presentation of the Cheetah

- Light weighted, biologically inspired small quadruped robot
- Pantograph, compliant legs



Presentation of the Cheetah

- Light weighted, biologically inspired small quadruped robot
- Pantograph, compliant legs
- Use CPG and Optimization Process for *offline learning*



Goals of the project

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- Improve the locomotion control in term of efficiency, Robustness and controllability

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- Improve the locomotion control in term of efficiency, Robustness and controllability
- Model mechanic improvement, and measure their effect on the locomotion behavior.

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- Self-stabilization strategy in Nature

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- Timeline of the project

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- Optimization Design & result

Three Self-Stabilization Principles

[Seyfarth03] **Swing Leg Retraction: a simple control model for stable running,**

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[Daley09] **The Role of Intrinsic muscle mechanics in the neuromuscular**

control of stable running in the guinea fowl, *Journal of Physiology* 587.11 (2009) pp

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Video Extract :Youtube

Three Self-Stabilization Principles

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Passive capacity to stabilize in open loop process (no sensory feed back as a response to internal or external disturbance)

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Timeline

Model Update		Design of the control		Testing Mechanical Improvement		
Fix Webots Model	Prepare optimization framework	Foot trajectory definition	Gait Optimization	New Foot	New Scapula Joint	Sipnal Cord



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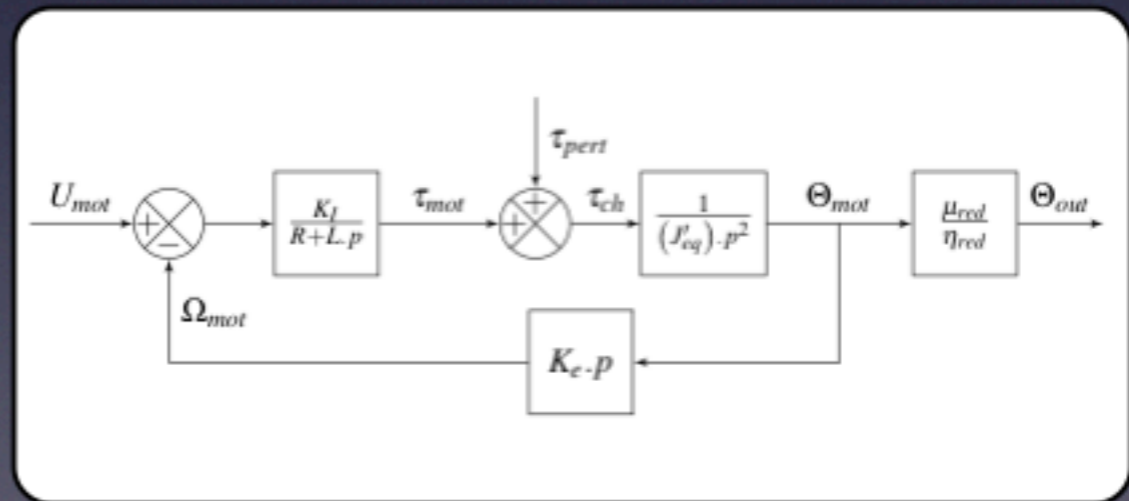
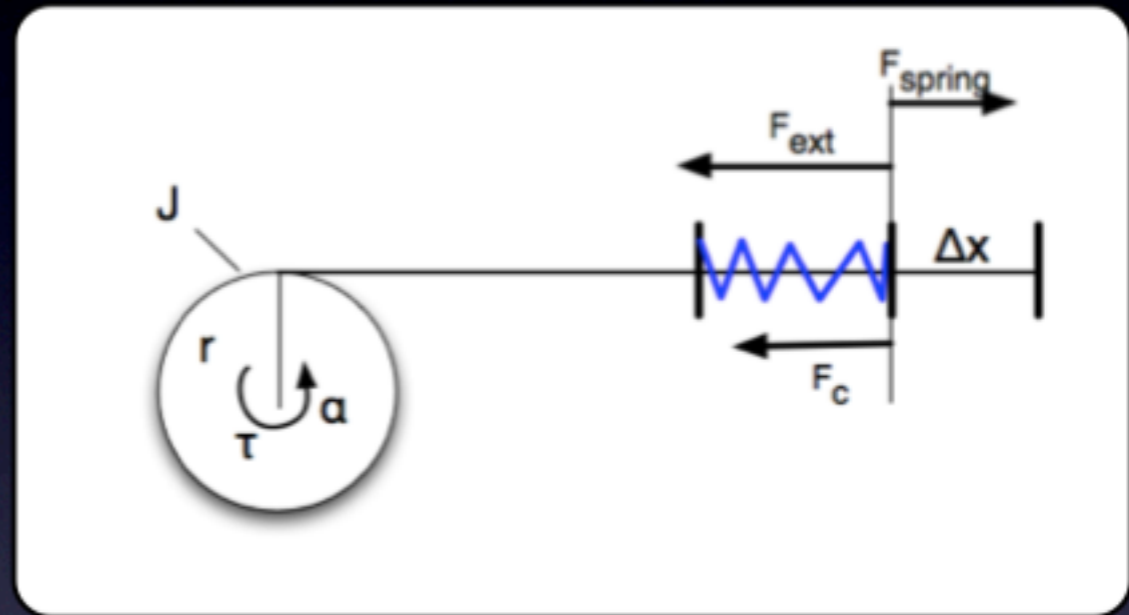


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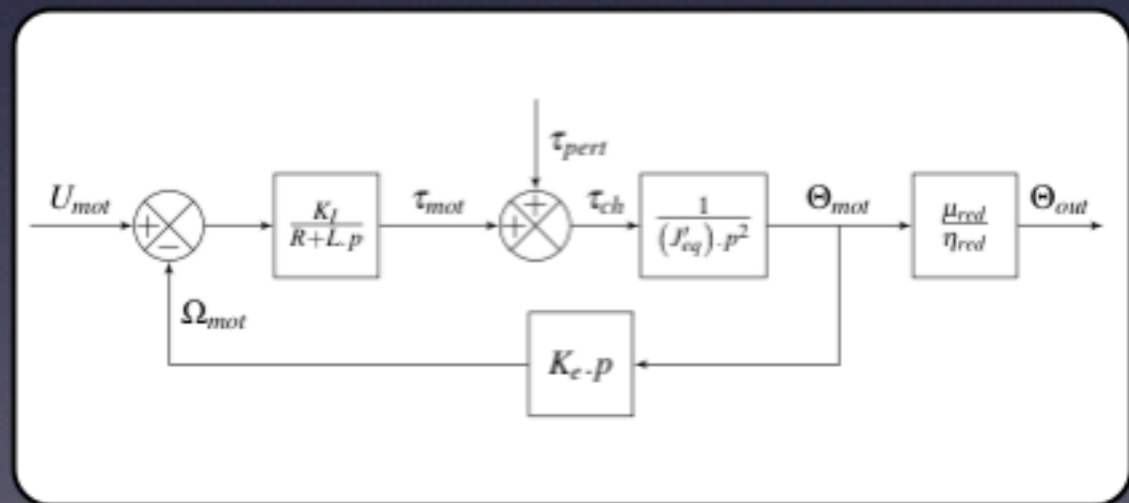
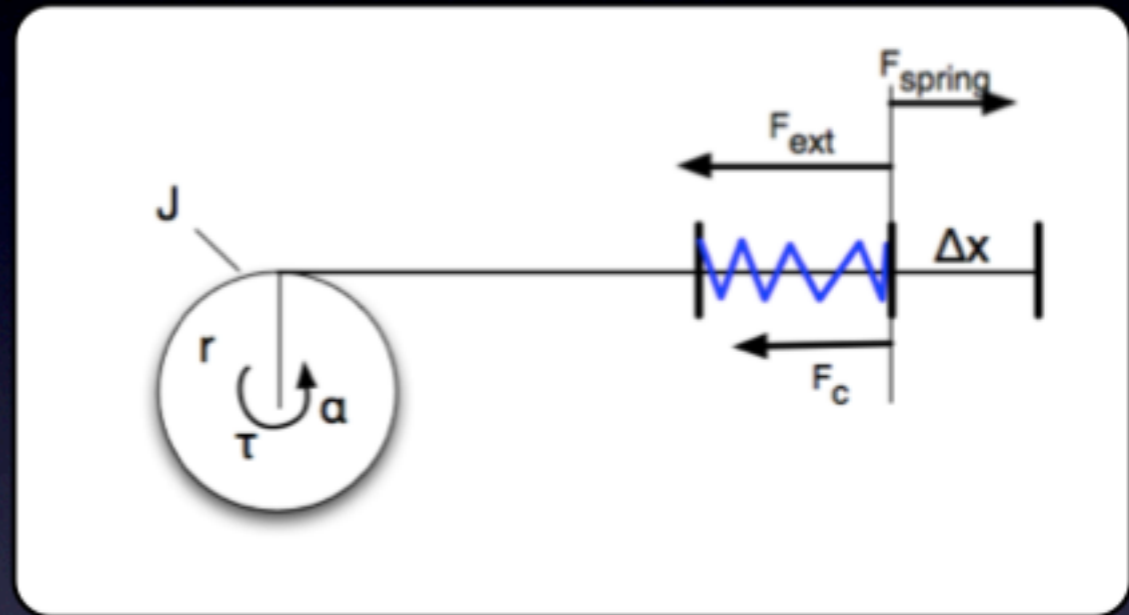


Modelisation of the Knee



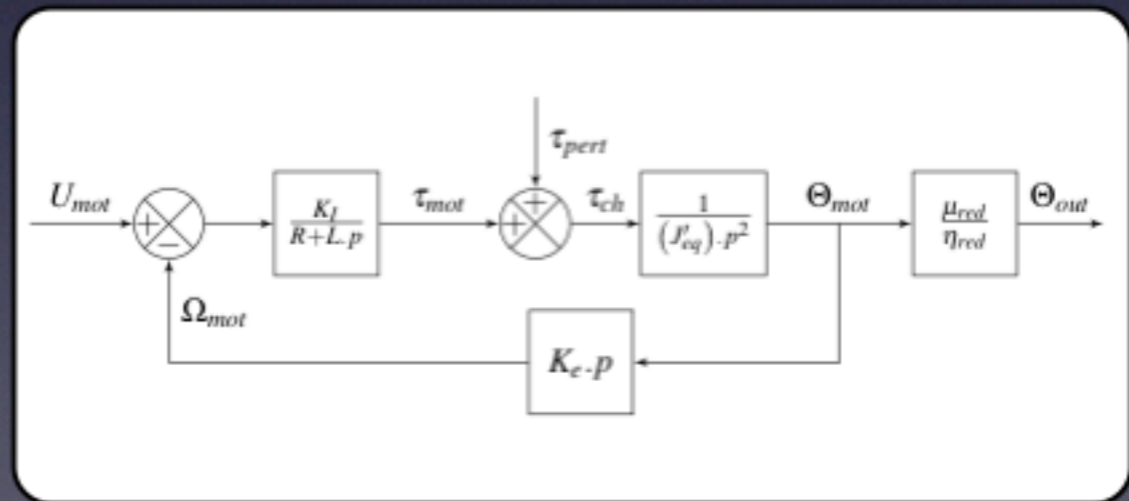
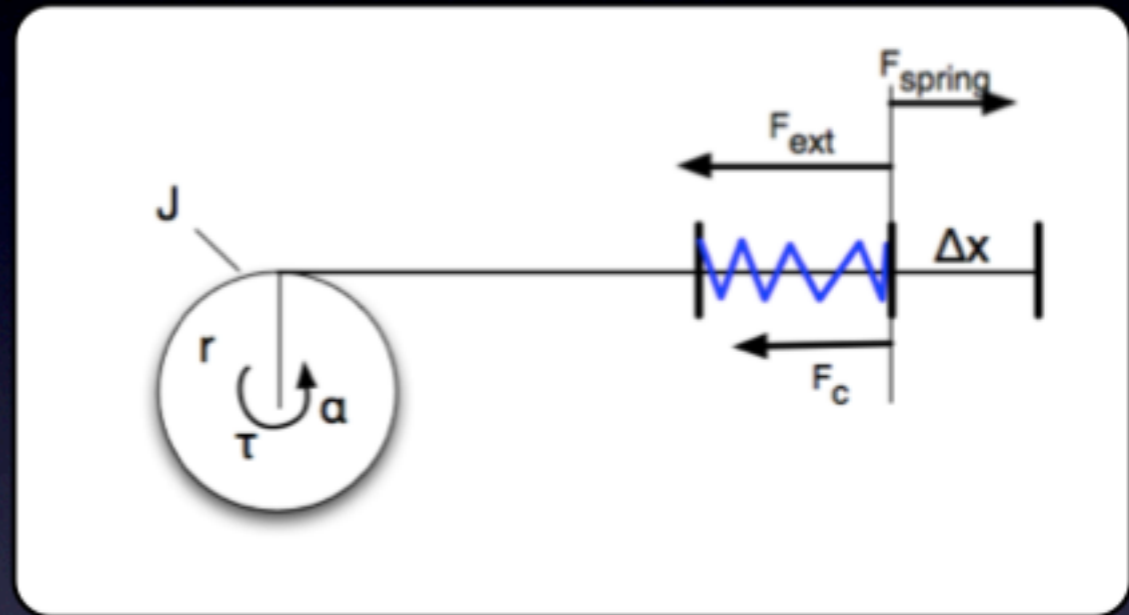
Modelisation of the Knee

- Enhanced Model of the Knee Servo motor implemented



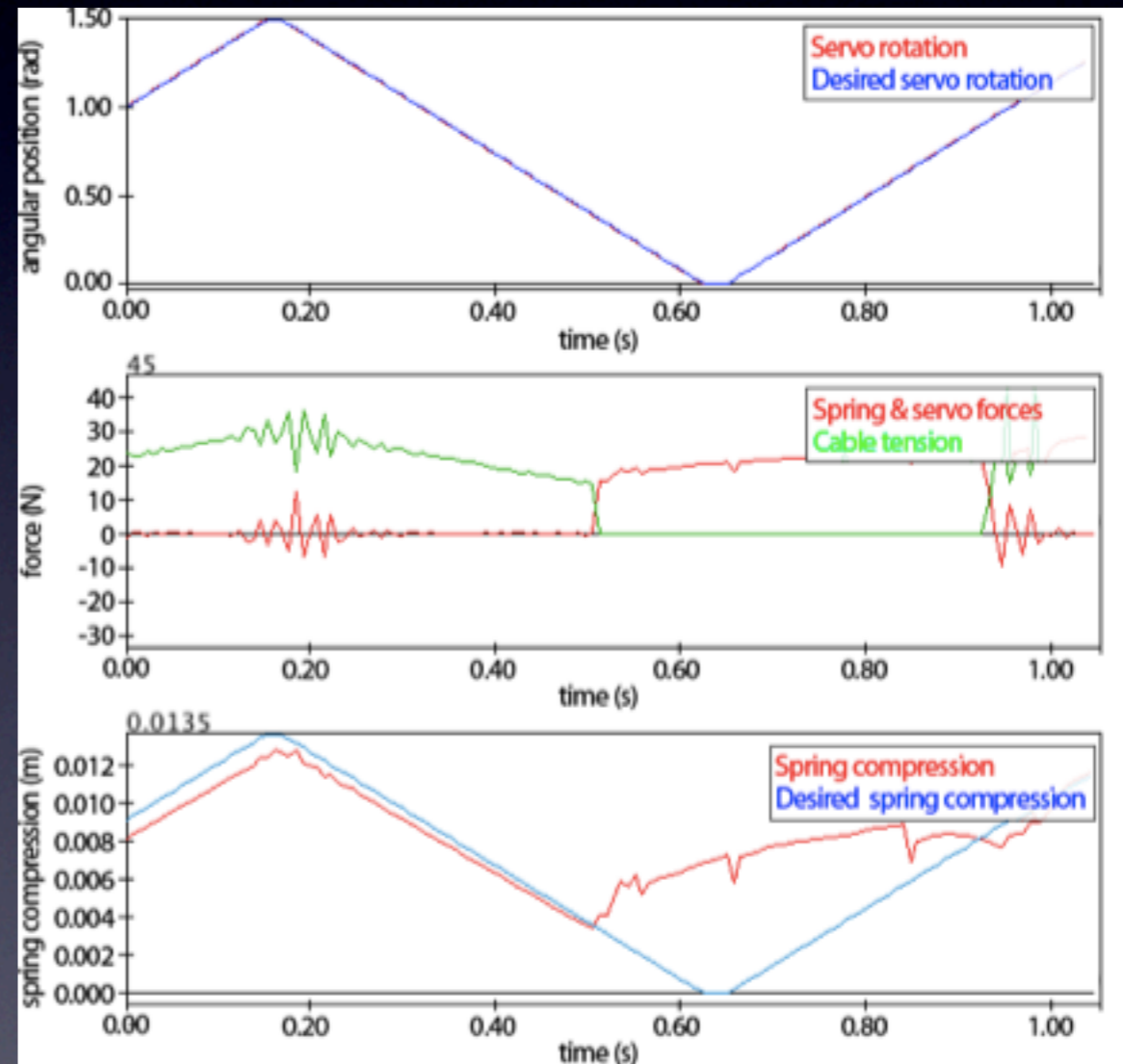
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Modelisation of the Knee

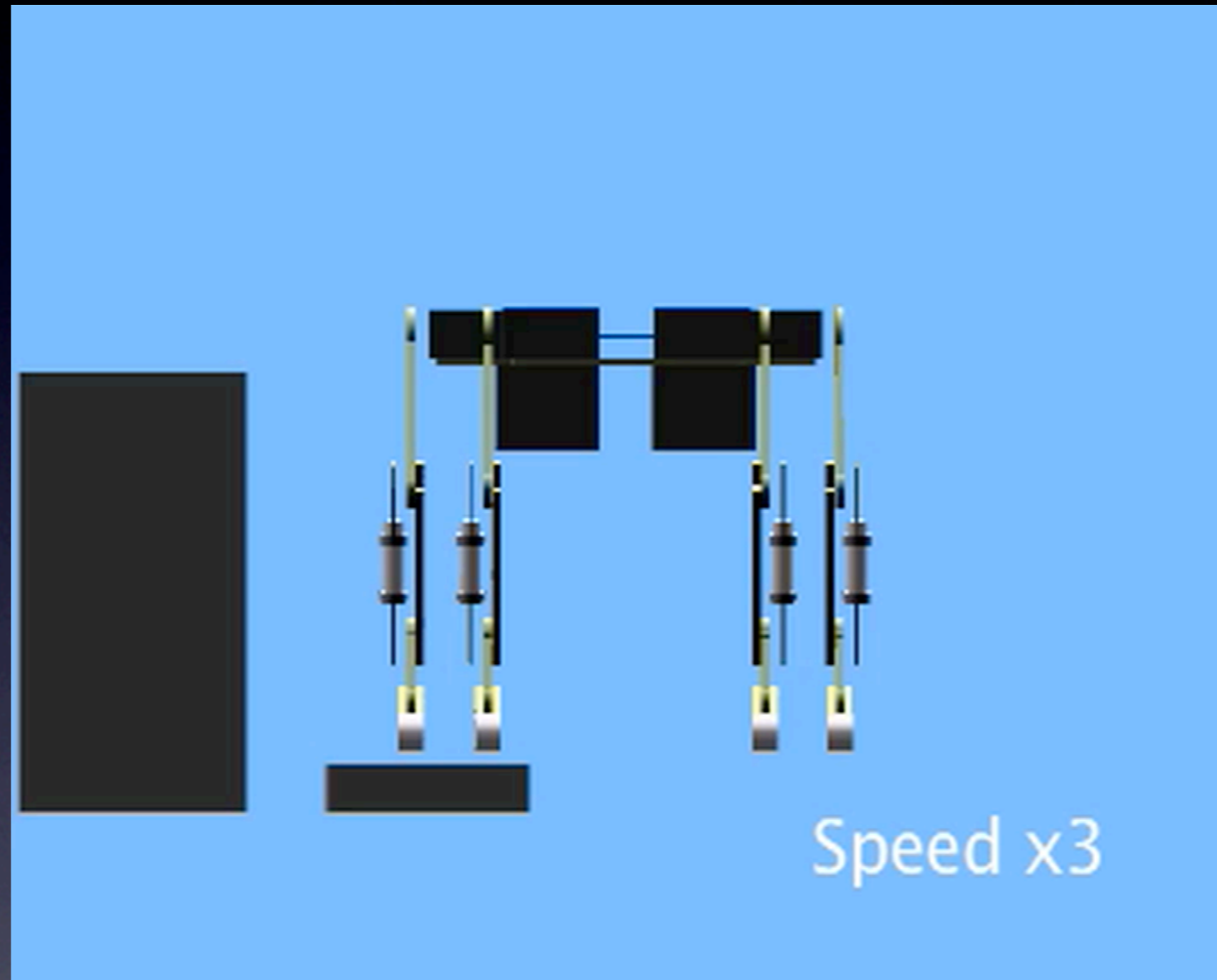
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- Further Improvement : decrease timestep integration with a loop



ODE unrealistic behavior

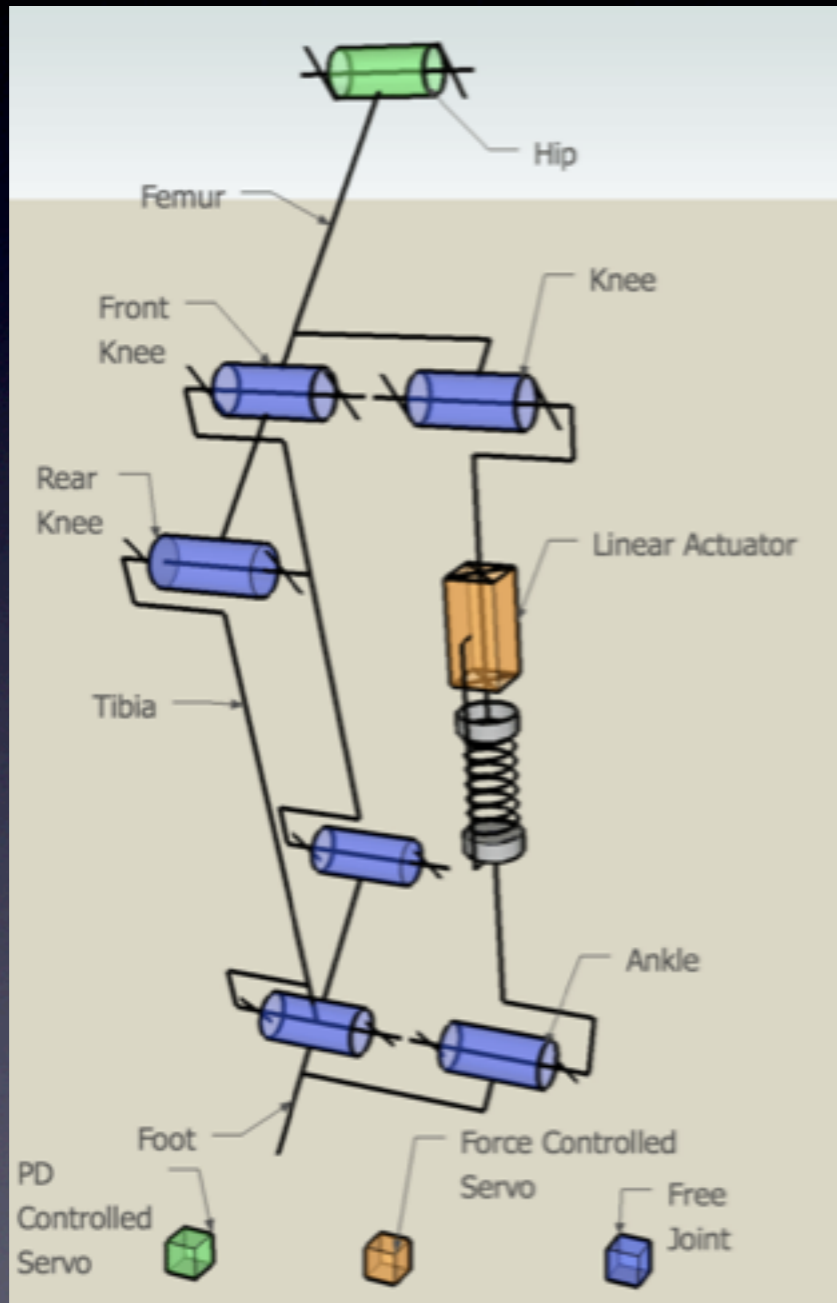
Previous solution : tuning the ODE CFM parameter.

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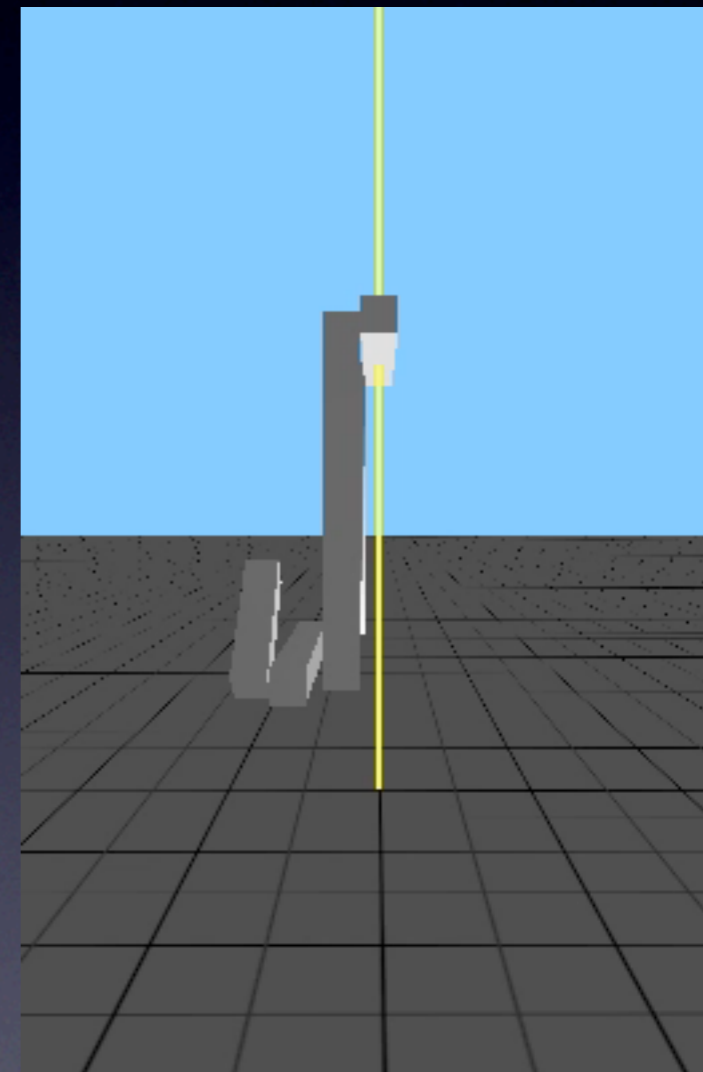
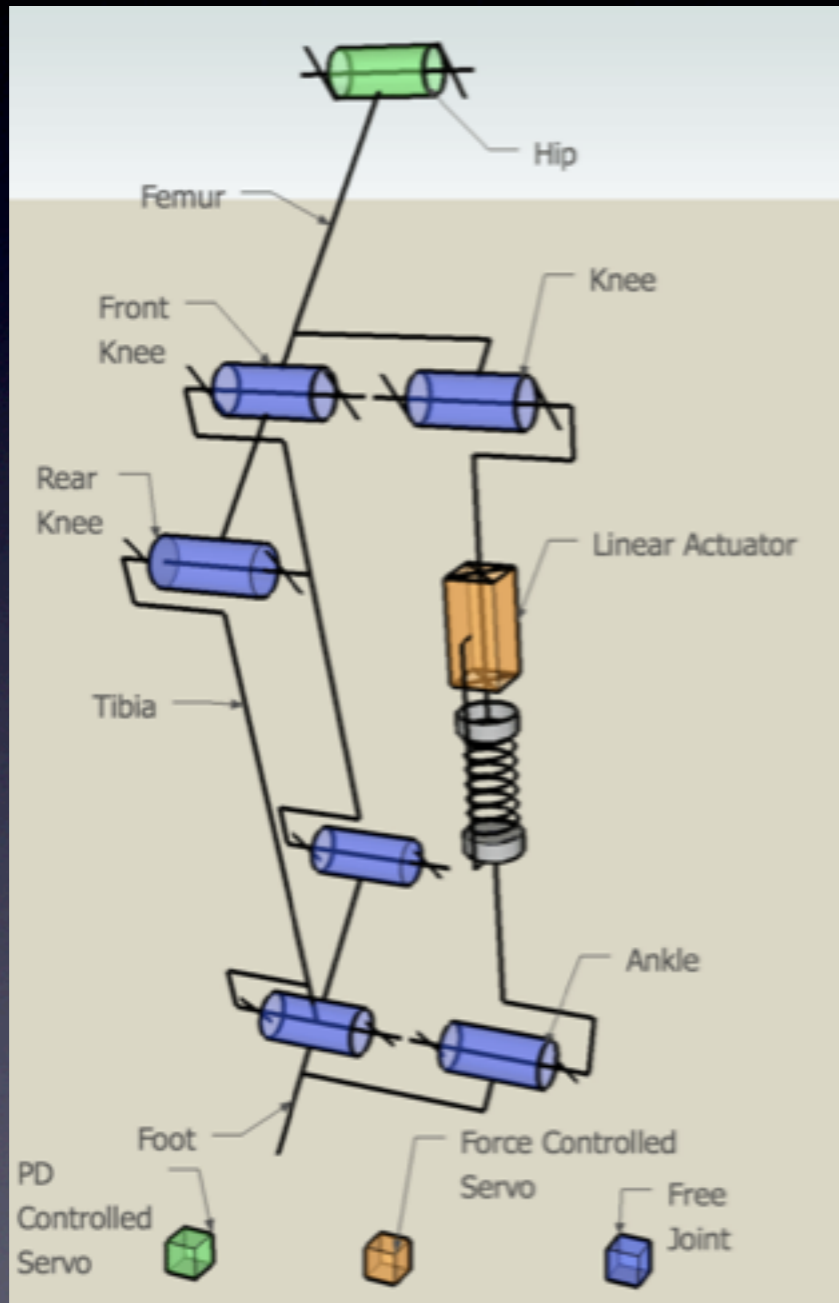


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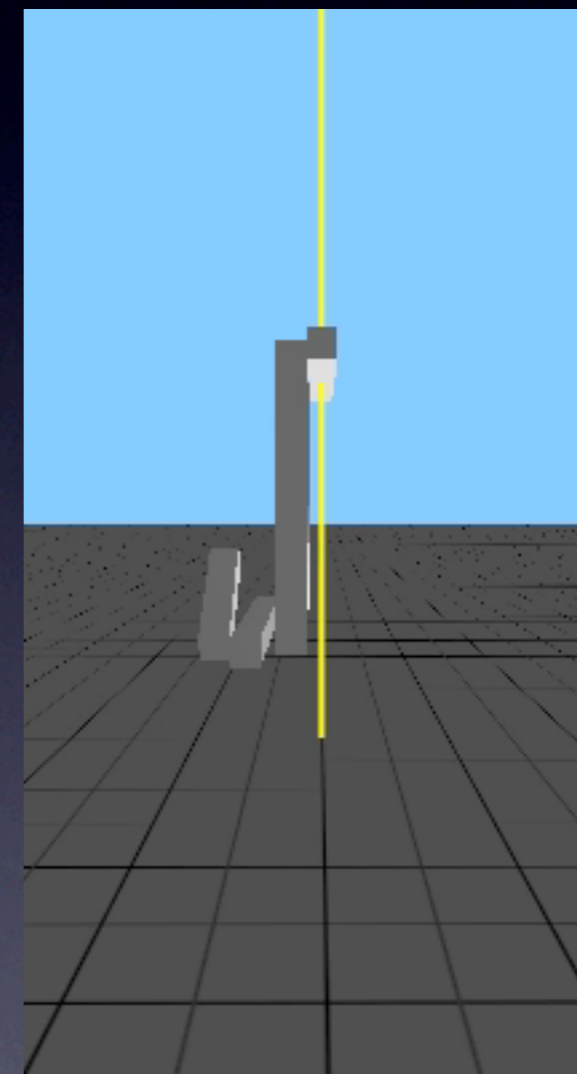
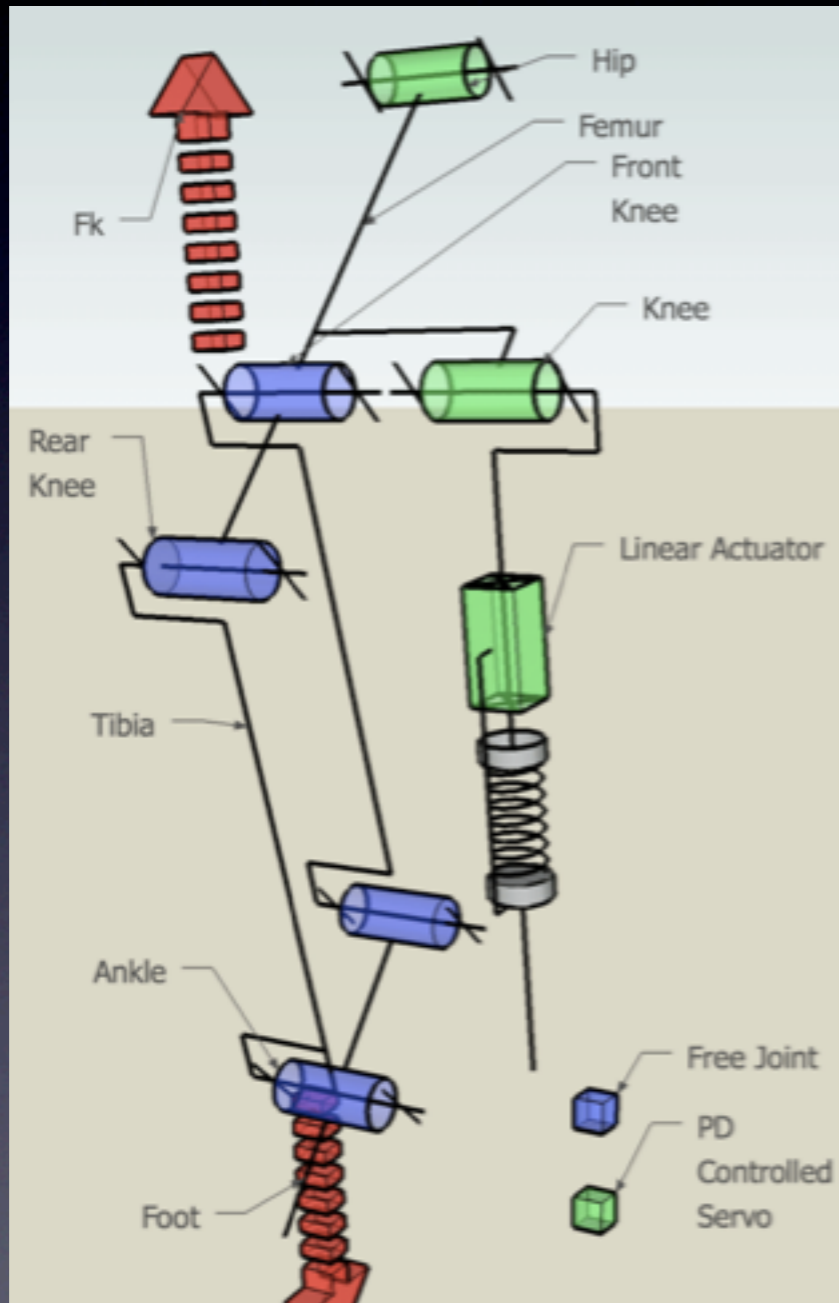
Releasing the overconstraint



Releasing the overconstraint

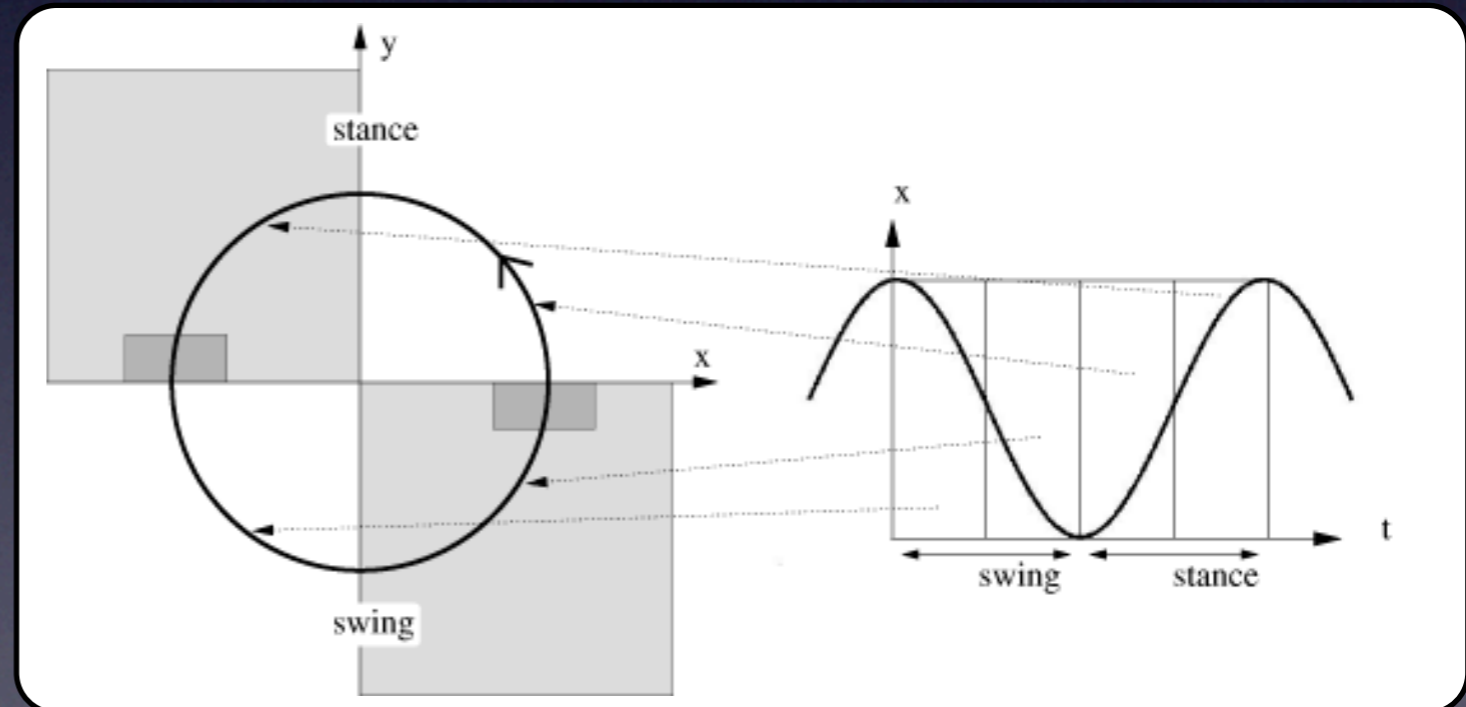


Releasing the overconstraint



Ludovic Righetti CPG

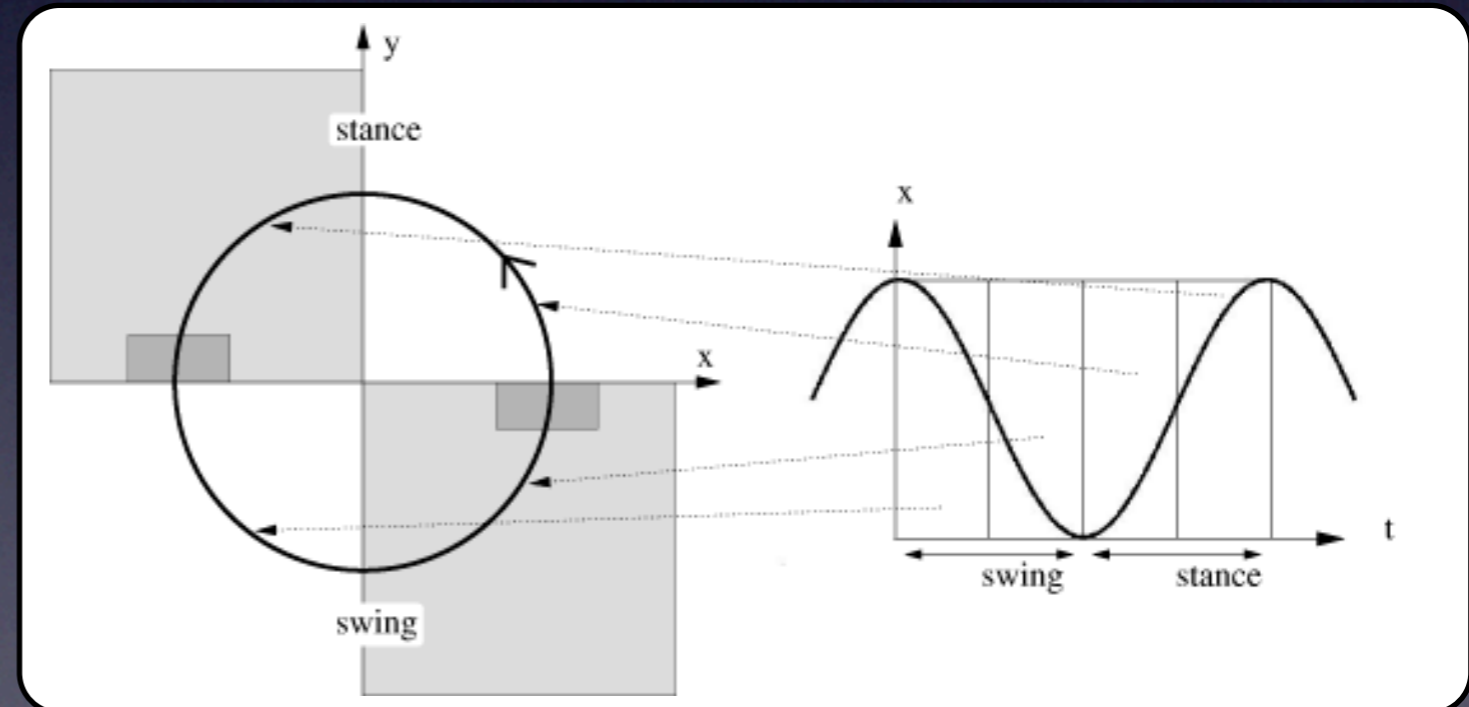
$$\begin{aligned} \dot{x}_i &= \alpha(\mu - r^2)x_i - \omega_i y_i \\ \dot{y}_i &= \beta(\mu - r^2)y_i + \omega_i x_i + \sum_{j \neq i} k_{ij} y_j \\ \omega_i &= \frac{\omega_{st}}{1 + e^{by}} + \frac{\omega_{sw}}{1 + e^{-by}} \end{aligned}$$



Ludovic Righetti CPG

- Can generate several gait : walk trot pace bound.

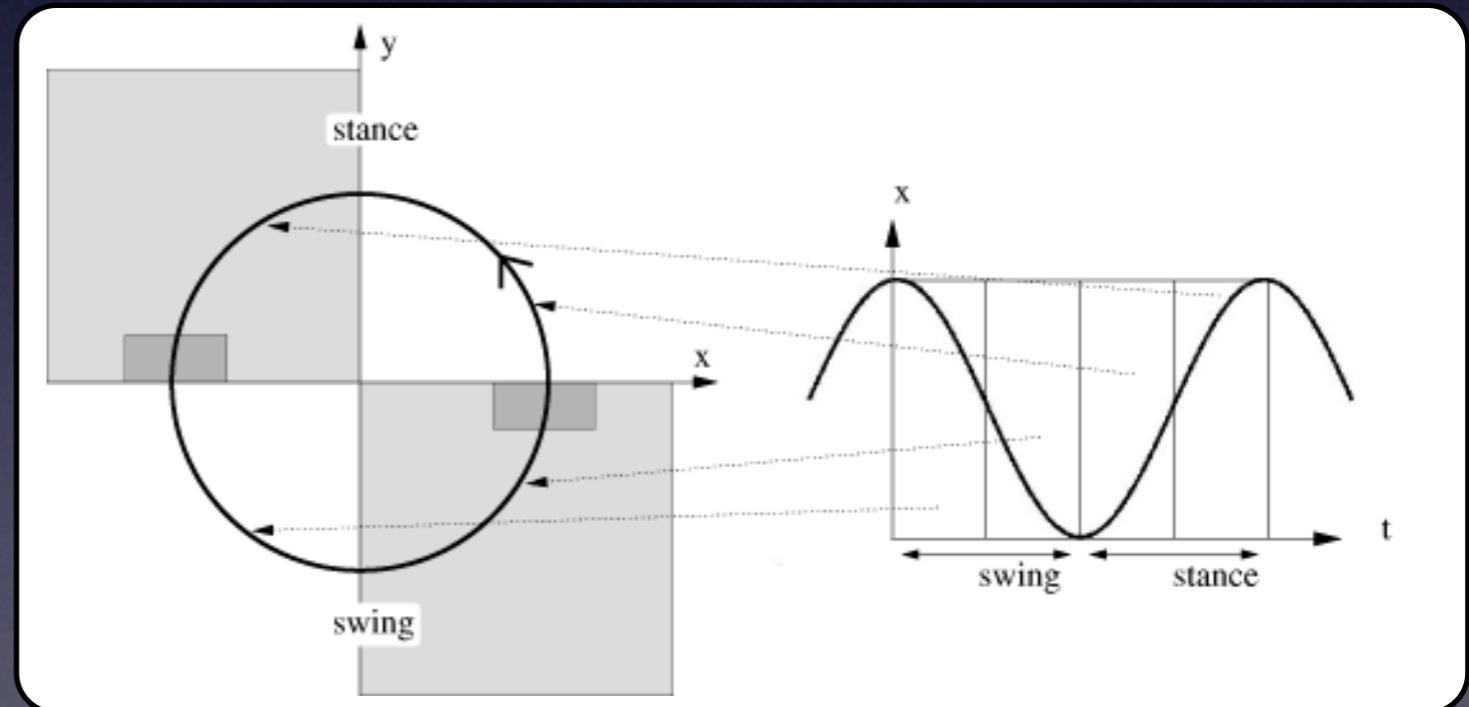
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- Can generate several gait : walk trot pace bound.
- Can modulate the duty ratio

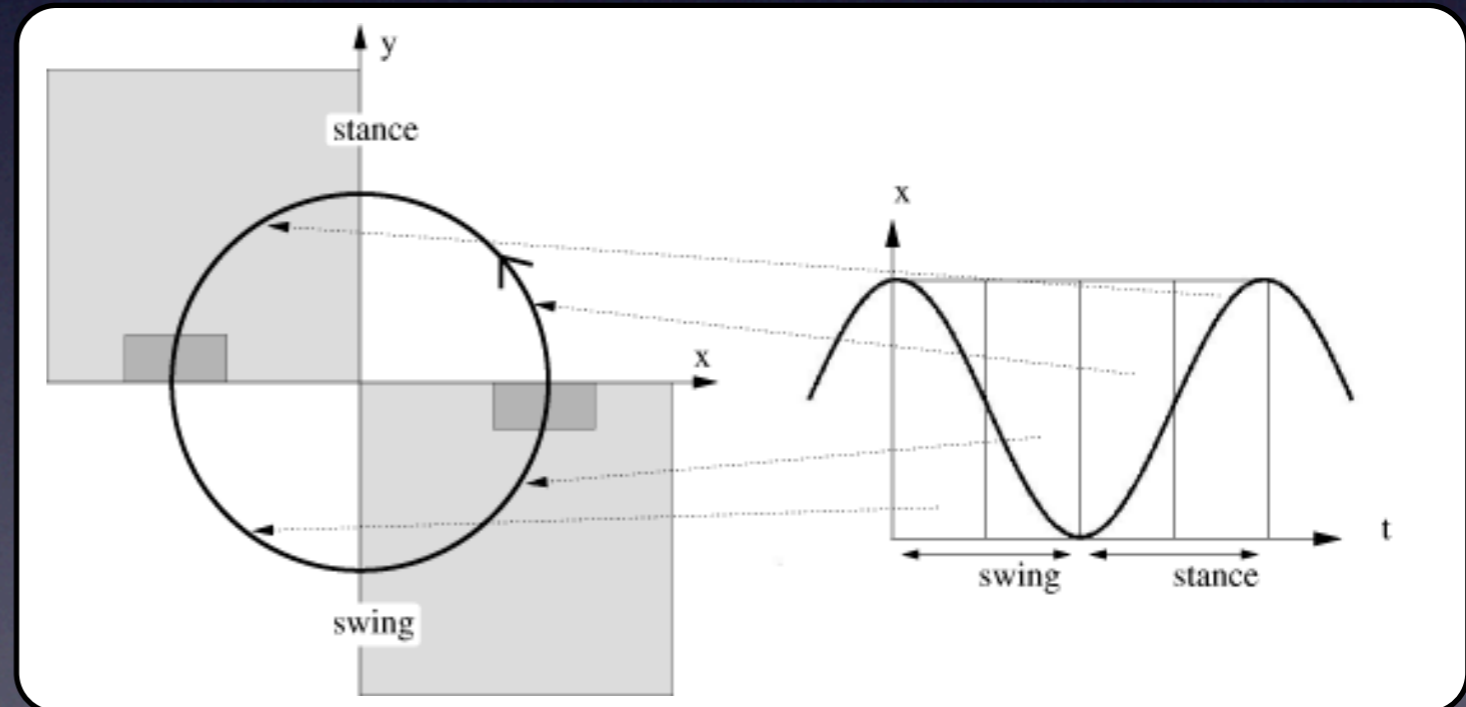
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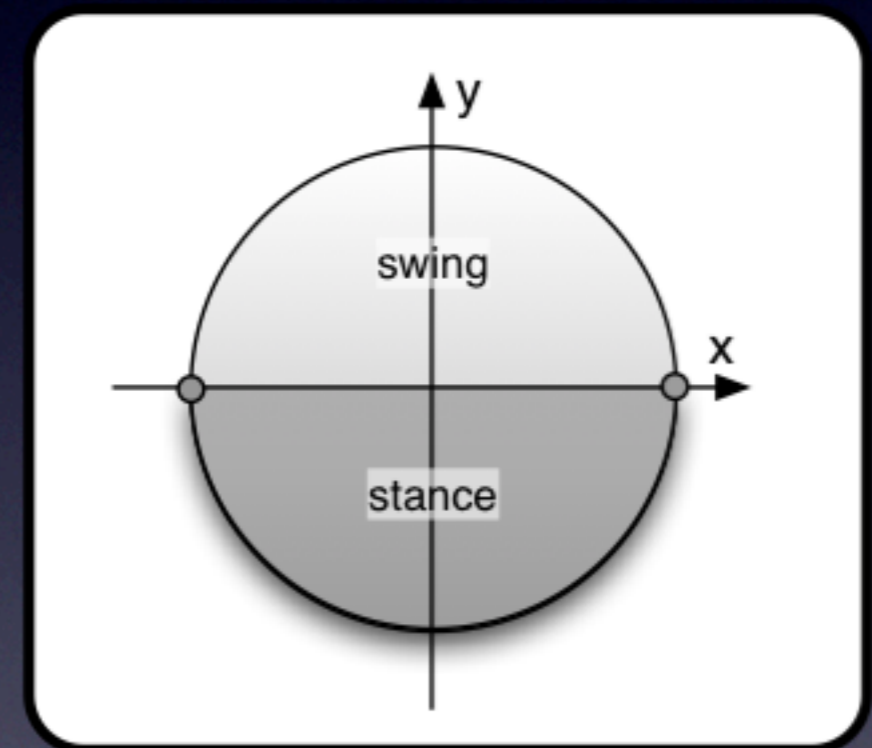
Ludovic Righetti CPG

- Can generate several gait : walk trot pace bound.
- Can modulate the duty ratio
- Uses sensory feedback information

$$\begin{aligned}\dot{x}_i &= \alpha(\mu - r^2)x_i - \omega_i y_i \\ \dot{y}_i &= \beta(\mu - r^2)y_i + \omega_i x_i + \sum_{j \neq i} k_{ij} y_j \\ \omega_i &= \frac{\omega_{st}}{1 + e^{by}} + \frac{\omega_{sw}}{1 + e^{-by}}\end{aligned}$$

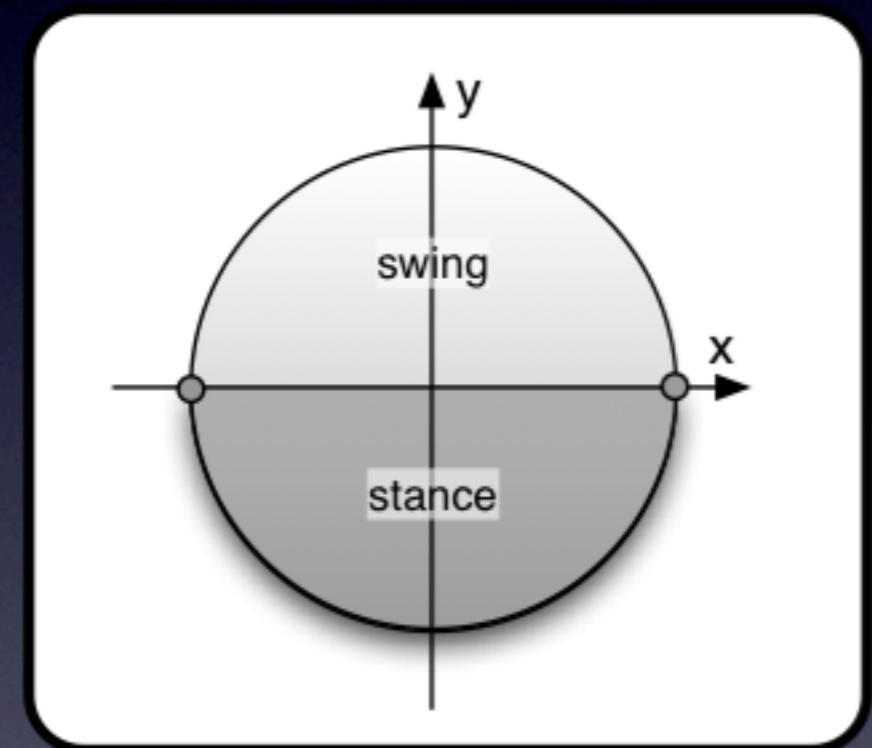


Adding leg retraction strategy to CPG



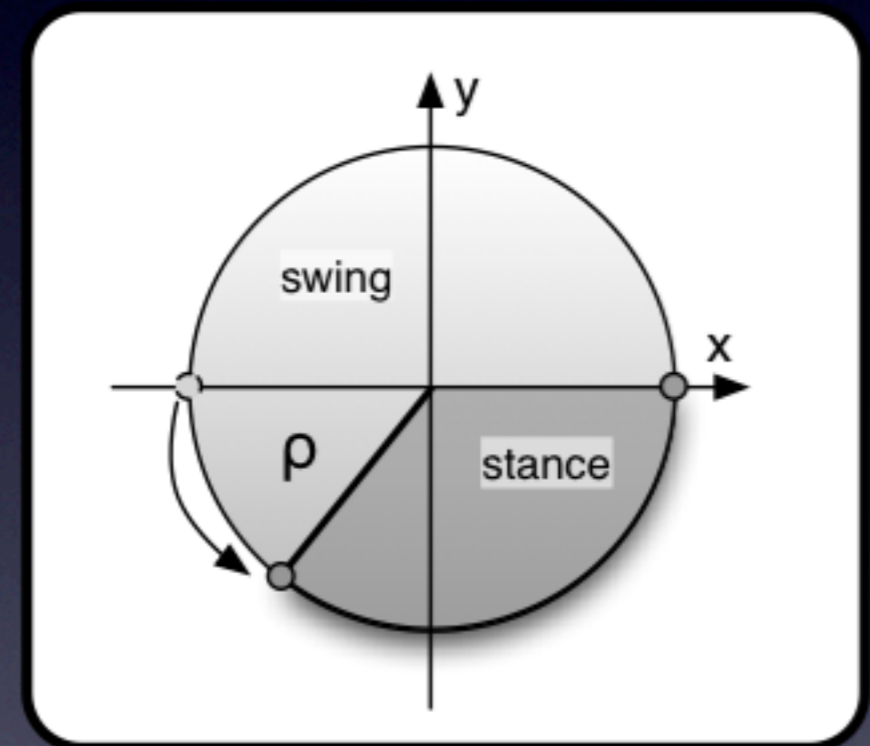
Adding leg retraction strategy to CPG

- Need to have a non-zero horizontal velocity at touchdown



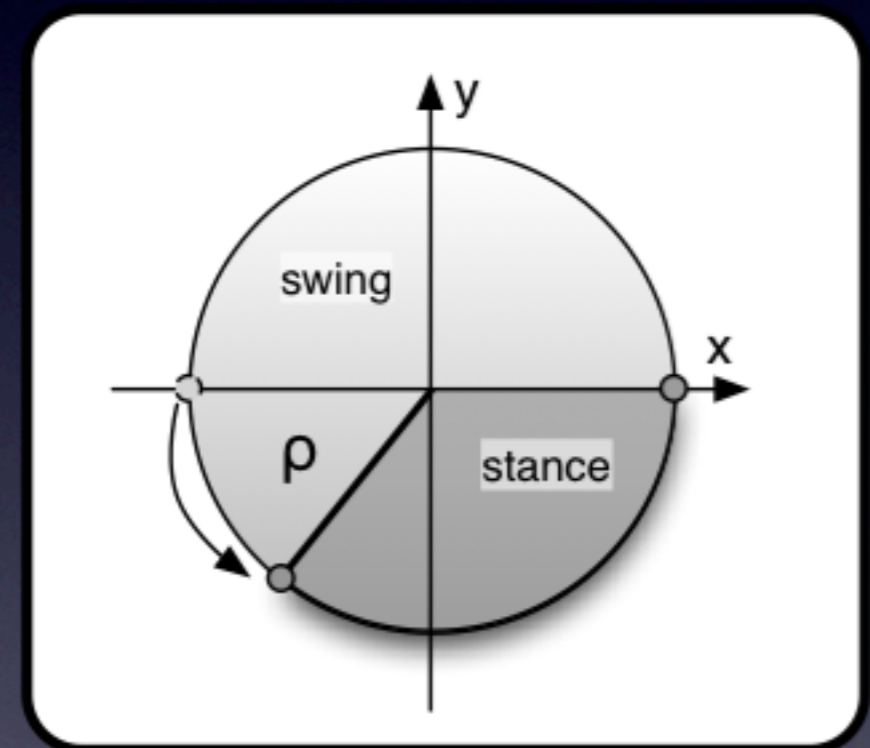
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Adding leg retraction strategy to CPG

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- Just change the phase output.



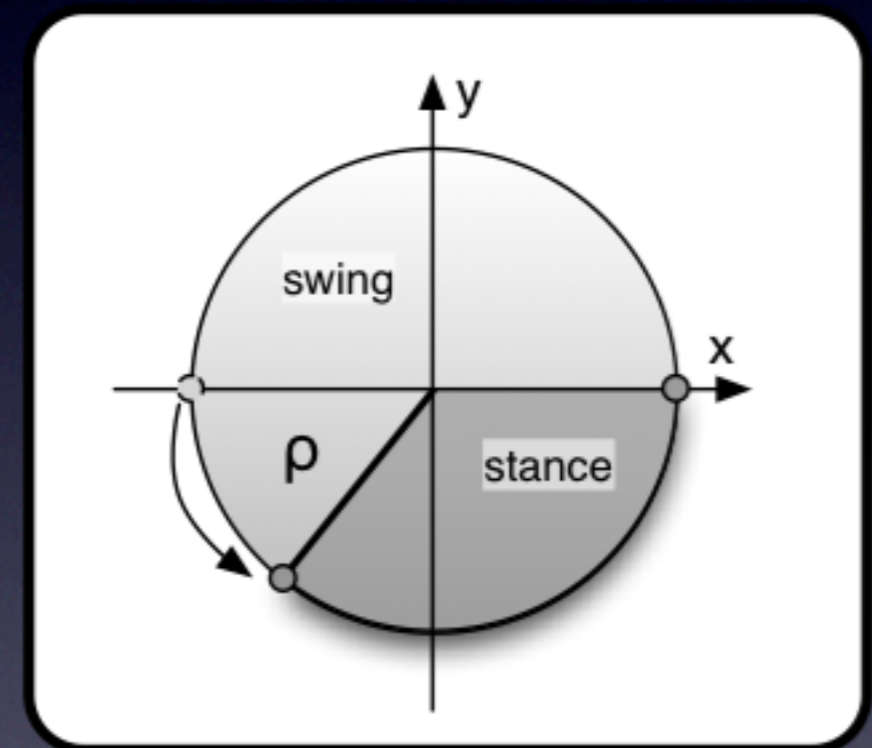
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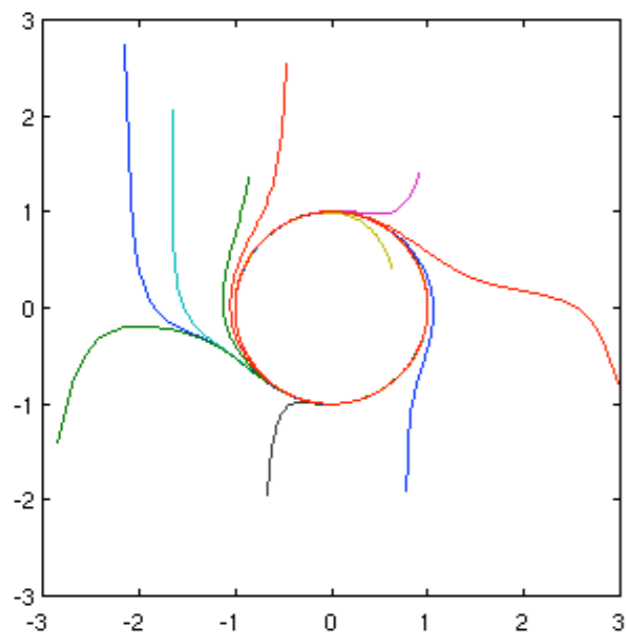
- Need to have a non-zero horizontal velocity at touchdown
- Moves the swing to stance transition point.
- Just change the phase output.
- Transformation of the phase in polar coordinate.

$$\mathbf{R}^+ \times [-\pi, \pi] \rightarrow \mathbf{R}^+ \times [-\pi, \pi]$$

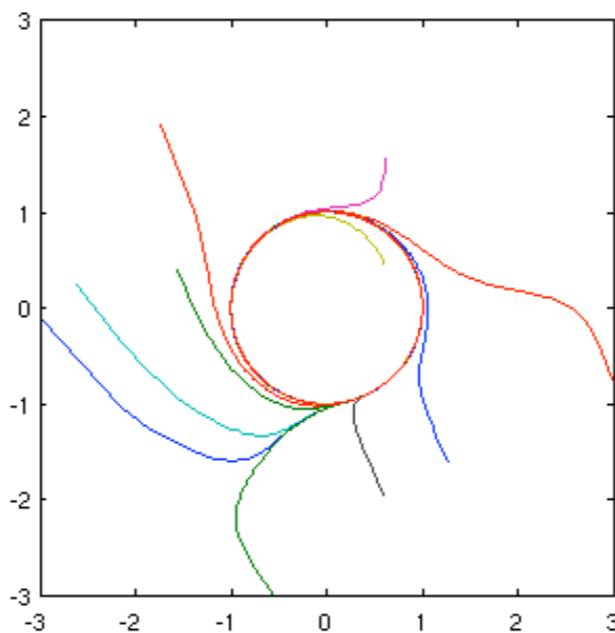
$$\begin{bmatrix} r \\ \theta \end{bmatrix} \mapsto \begin{bmatrix} r \\ f_\rho(\theta) \end{bmatrix}$$

$$f_\rho(\theta) = -\rho \cdot \left(\frac{\theta}{\pi}\right)^4 + 2 \cdot \rho \cdot \left(\frac{\theta}{\pi}\right)^2 + \theta$$

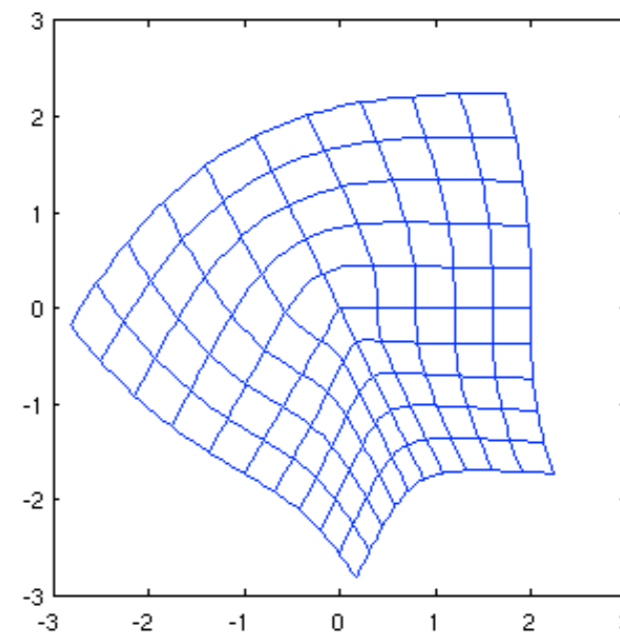




Original trajectories



Transformed trajectories



Transformed mesh

$$\mathbf{R}^+ \times [-\pi, \pi] \rightarrow \mathbf{R}^+ \times [-\pi, \pi]$$

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Optimization Definition

Name	Boundaries
Hip::duty	$[0.05, 0.95]$
Fore::Hip::amplitude	$[0.0, 2.0]$
Fore::Hip::offset	$[-1.3, 0.9]$
Fore::Hip::refraction	$[0.0, \frac{\pi}{2}]$
Hind::Hip::amplitude	$[0.0, 2.0]$
Hind::Hip::offset	$[-1.3, 0.9]$
Hind::Hip::refraction	$[0.0, \frac{\pi}{2}]$
Fore::Knee::amplitude	$[0.0, \frac{\pi}{2}]$
Fore::Knee::ThExtension	$[\frac{\pi}{2}, \frac{3\pi}{2}]$
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Optimization Definiton

- Using Particle Swarm Optimization

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Optimization Definition

- Using Particle Swarm Optimization
- Differentiate between hindlimb and forelimb parameter

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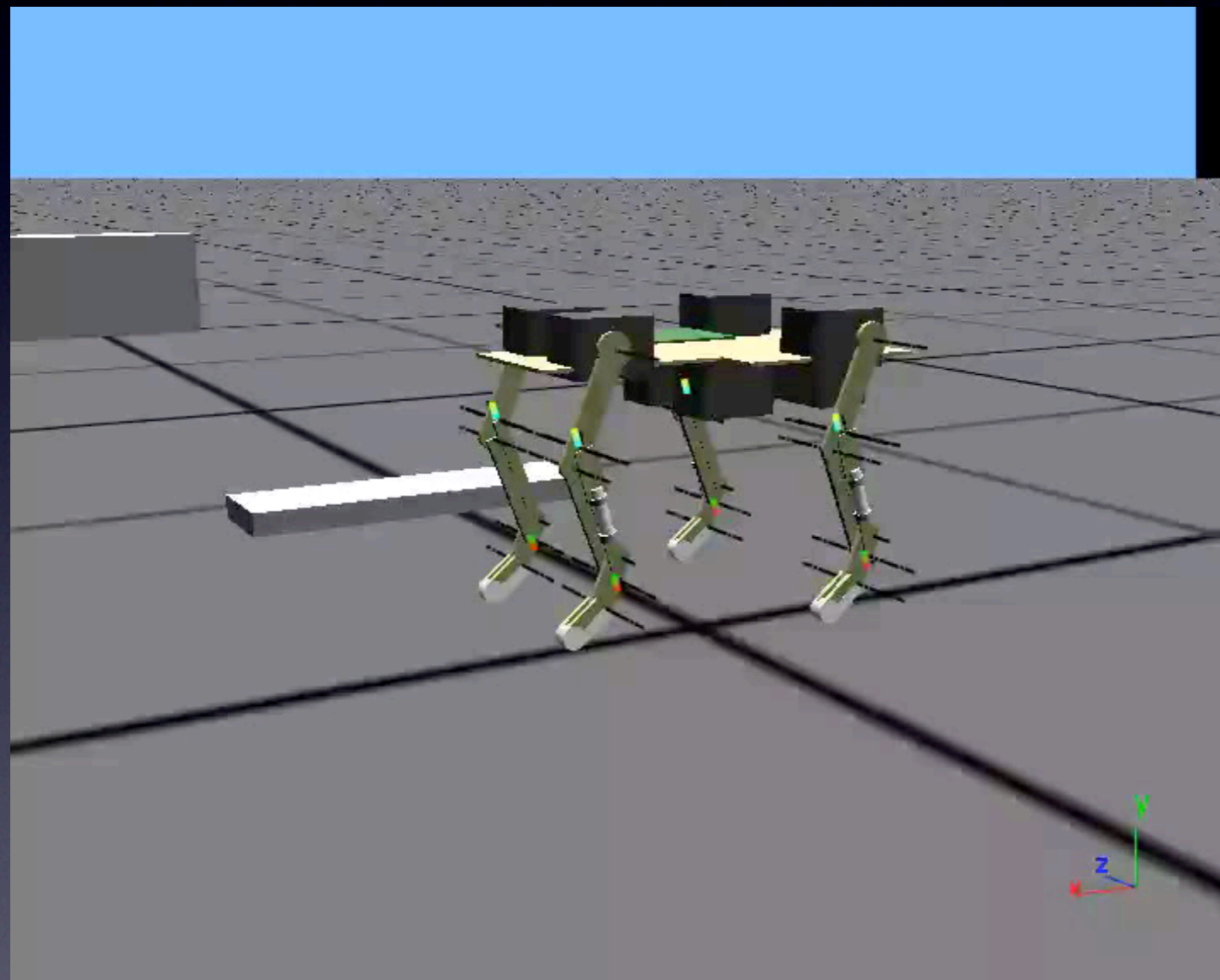
Optimization Definition

- Using Particle Swarm Optimization
- Differentiate between hindlimb and forelimb parameter
- Takes highest boundary as possible

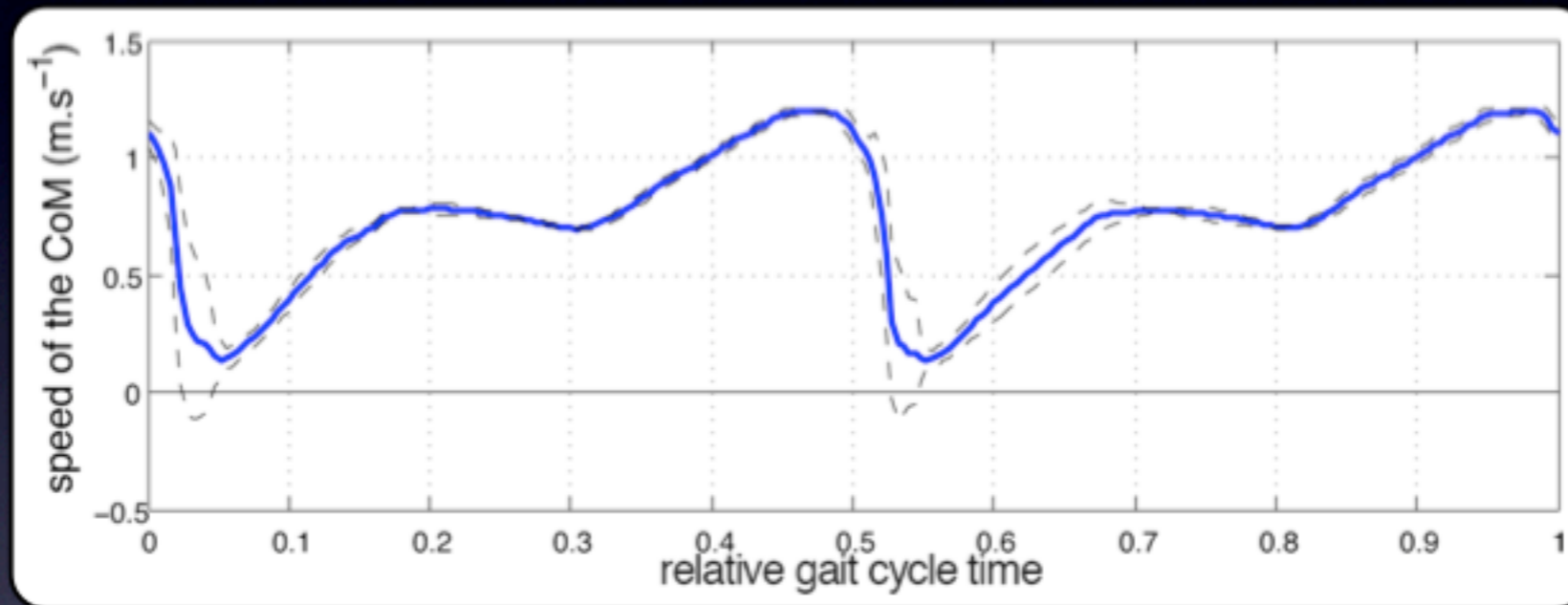
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First Learned gait

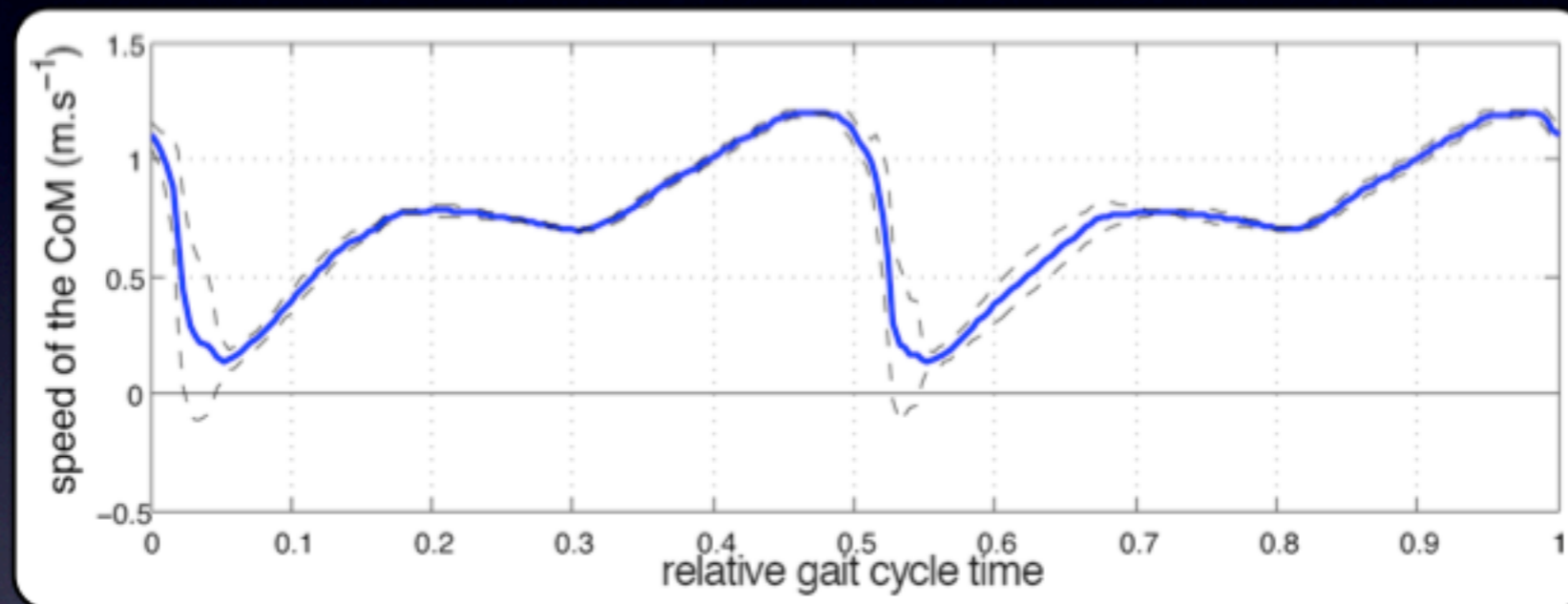
First Learned gait



Dynamical analysis

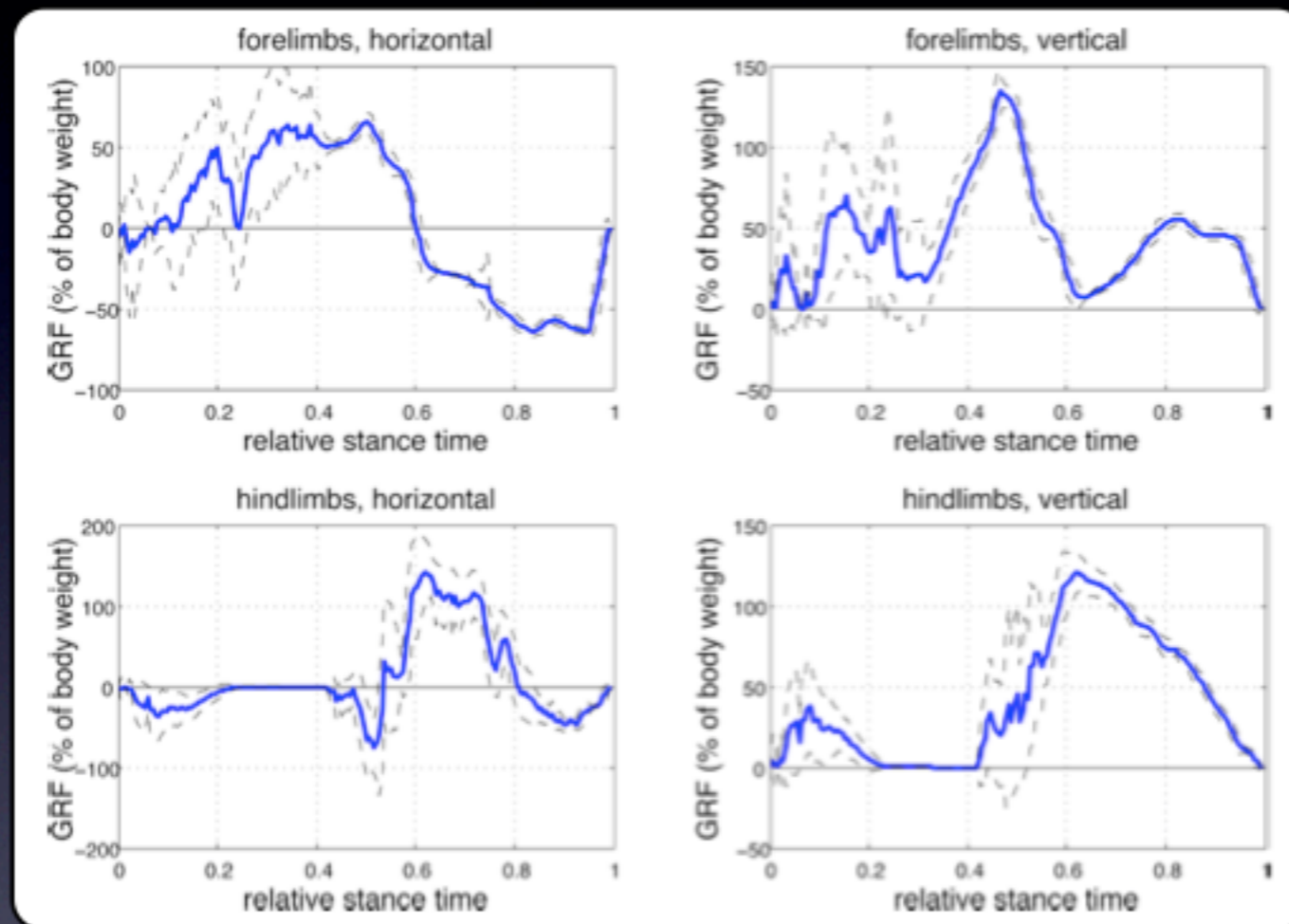


Dynamical analysis



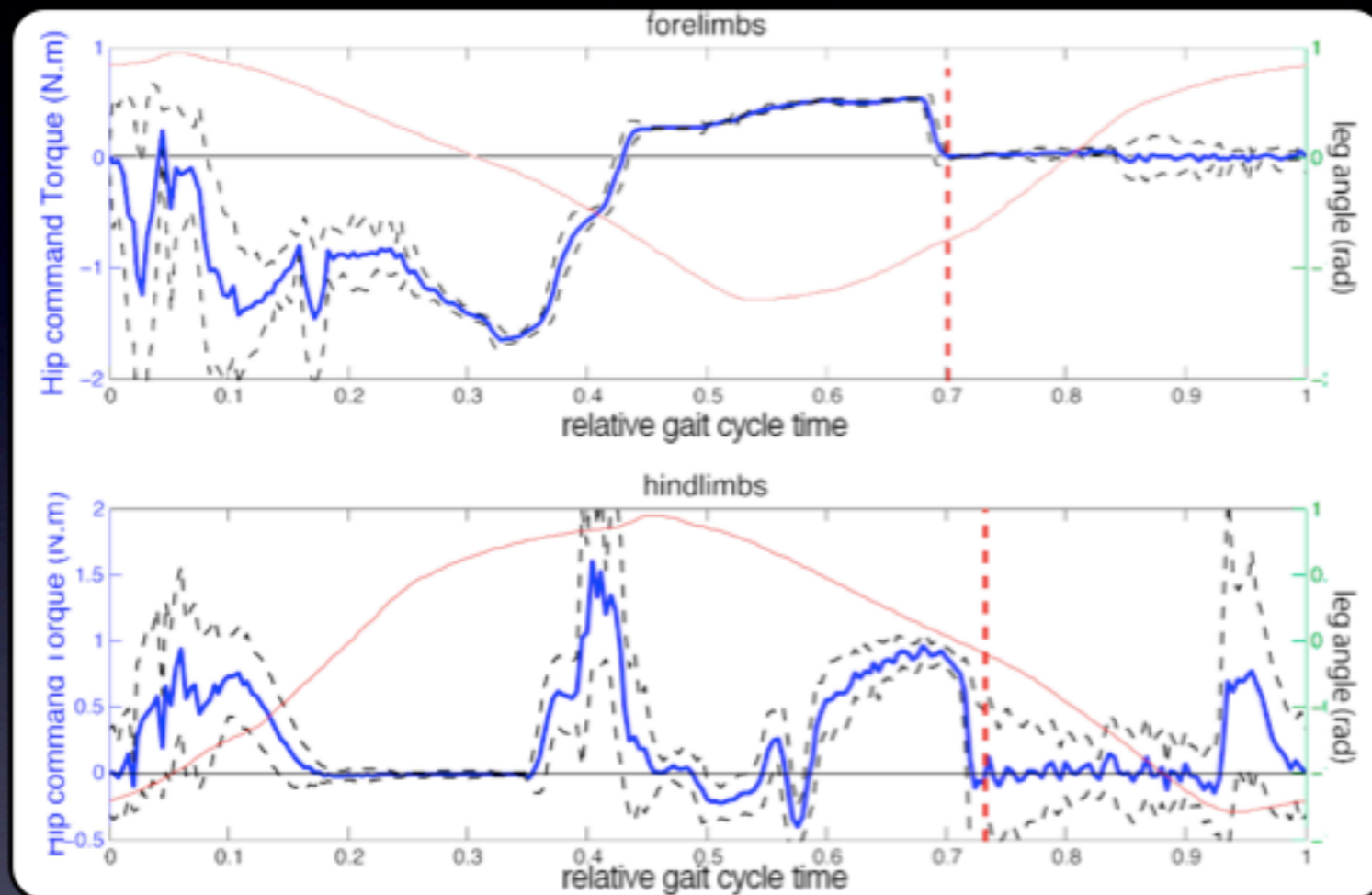
- “Broken gait” : lose all it speed at touchdown

Dynamical analysis



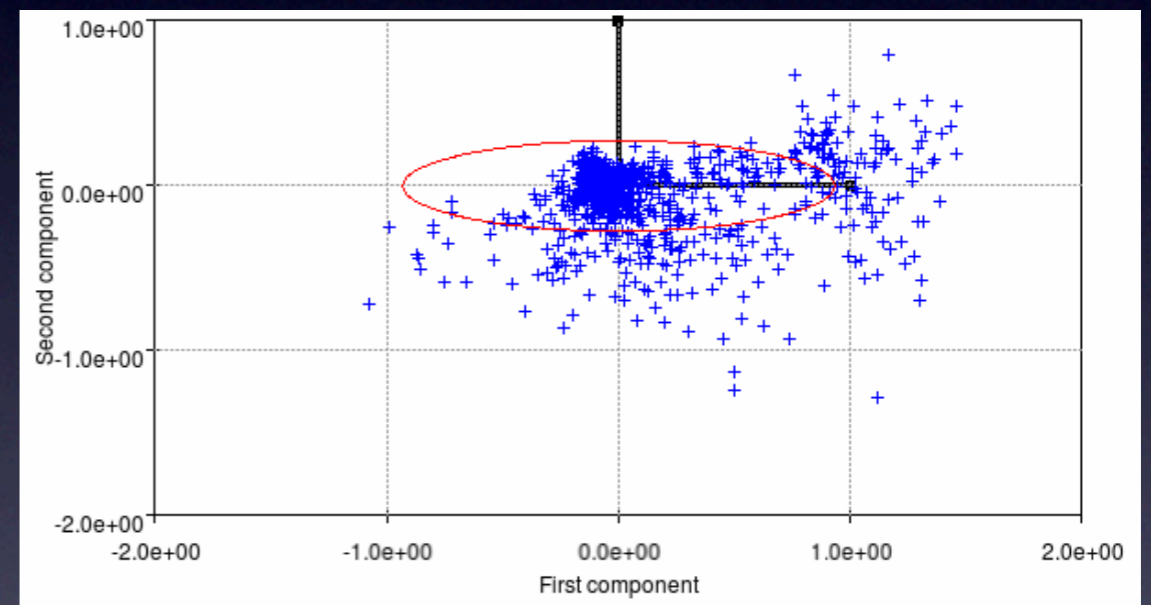
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Dynamical analysis



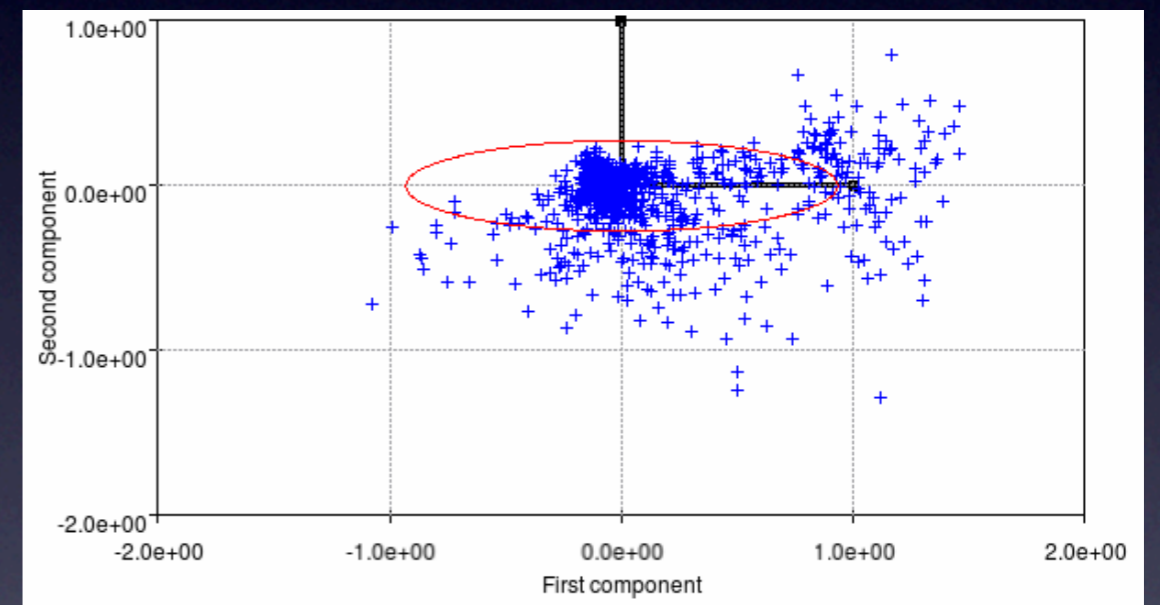
- “Broken gait” : lose all it speed at touchdown
- Forelimb are propulsive, hindlimbs lake foot clearance
- Energetically unefficient : effector are taking energy of the system

Statistical method to find less influential parameters



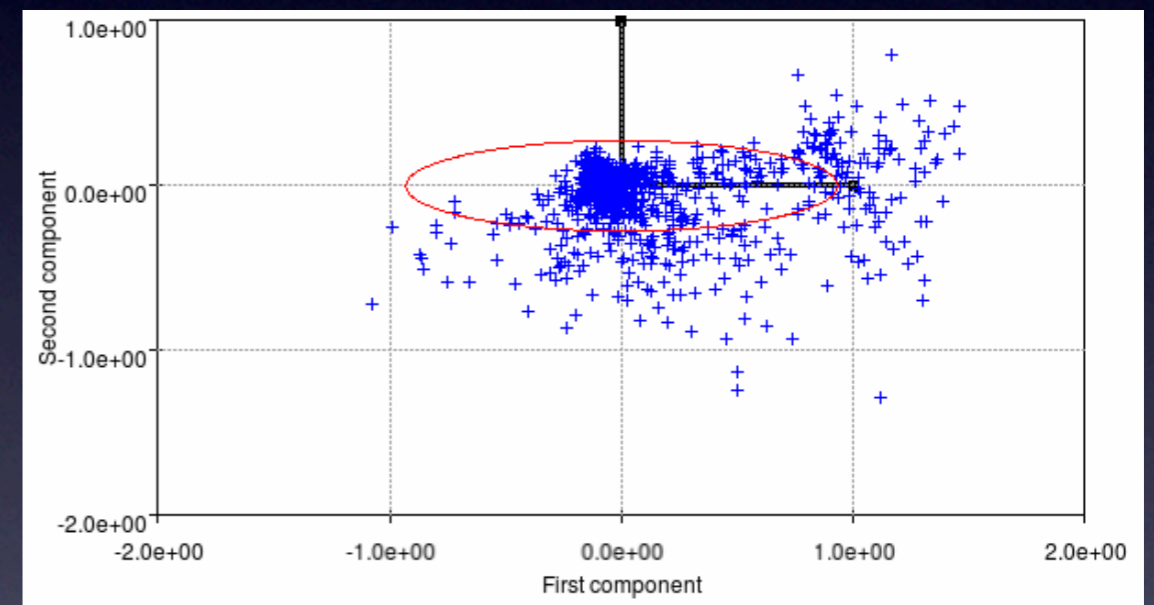
Statistical method to find less influential parameters

- Using PCA on the set of best particles over all iteration



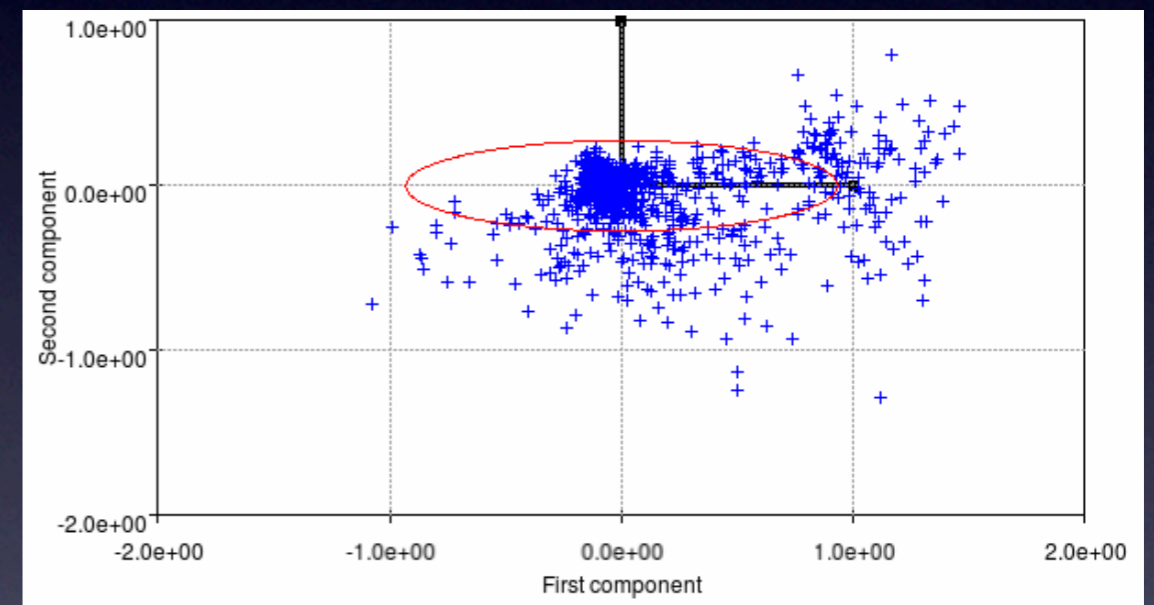
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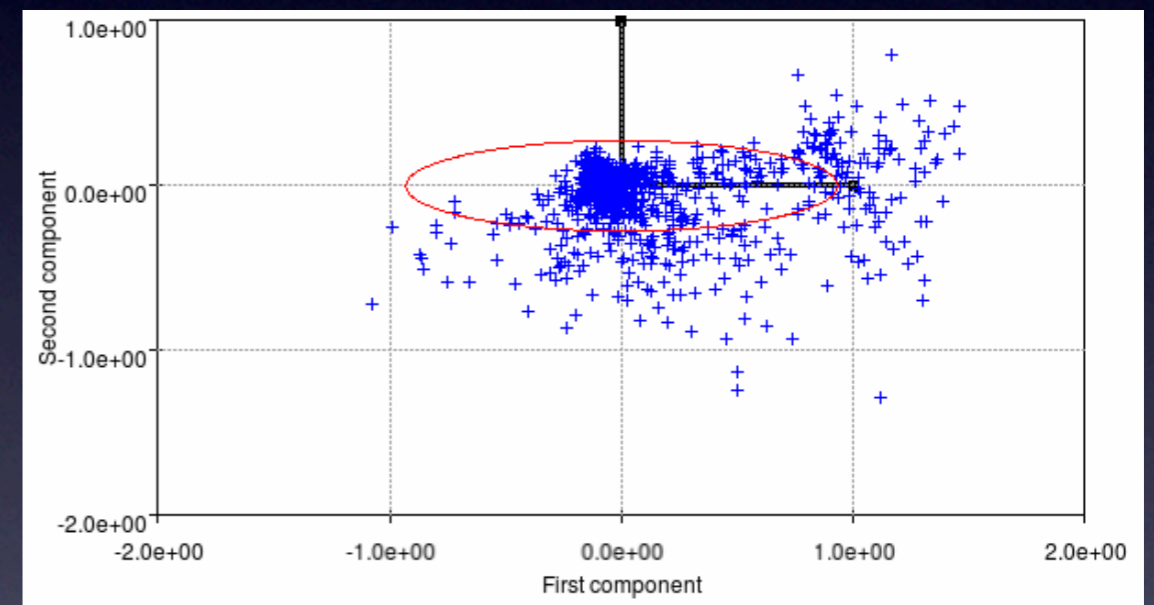
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Statistical method to find less influential parameters

- Using PCA on the set of best particles over all iteration
- Principal Components will tell us if there is or not such parameters
- Caution : we may extracting the stochastic characteristic of PSO !
- For the gait, the less influential is the extension threshold



Insight for further improvement

Insight for further improvement

- Move the CoM from the hind to the front

Insight for further improvement

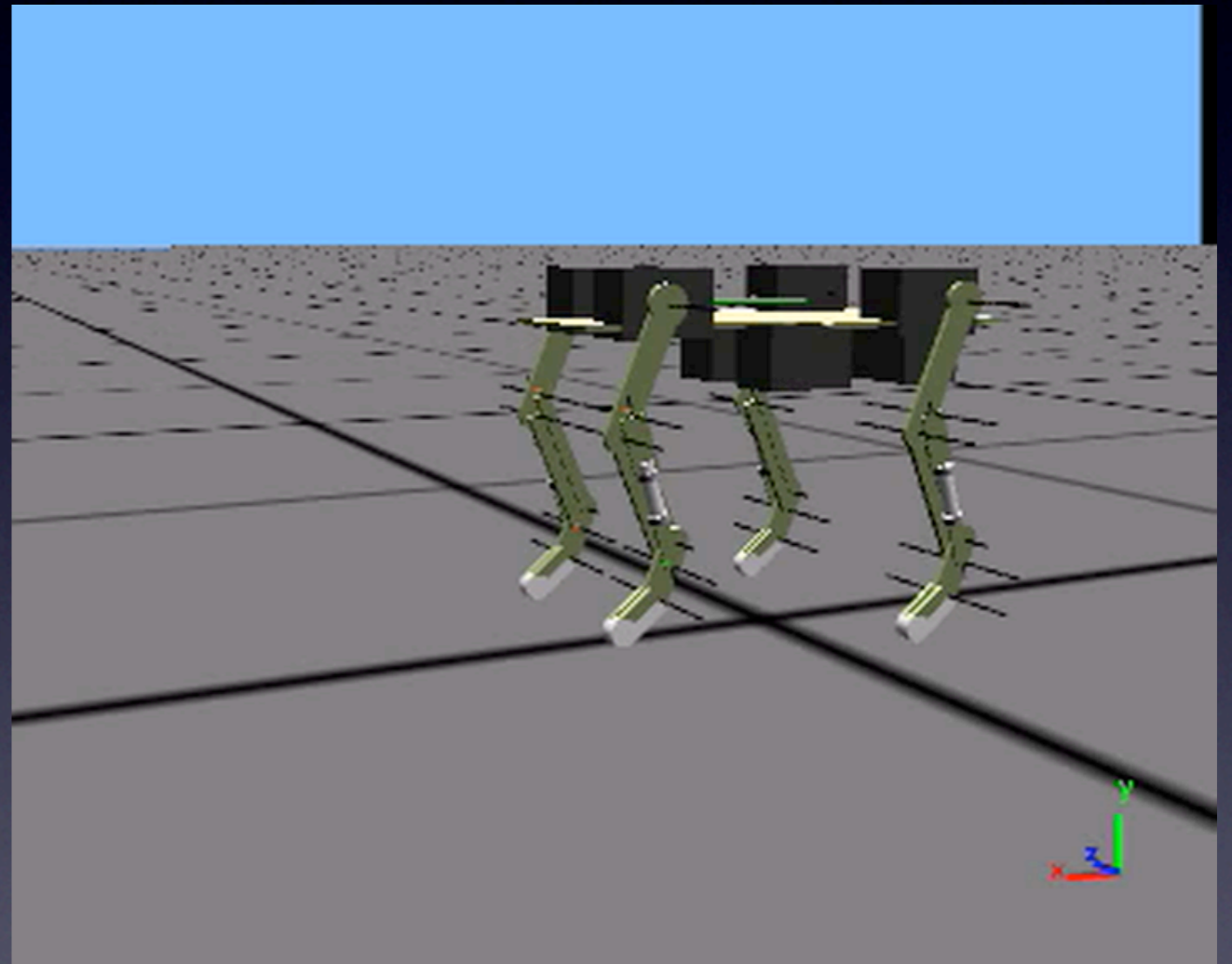
- Move the CoM from the hind to the front
- Increase stiffness and length of hindlimbs

Insight for further improvement

- Move the CoM from the hind to the front
- Increase stiffness and length of hindlimbs
- Add sensory feedback to ensure “clean” stance phase

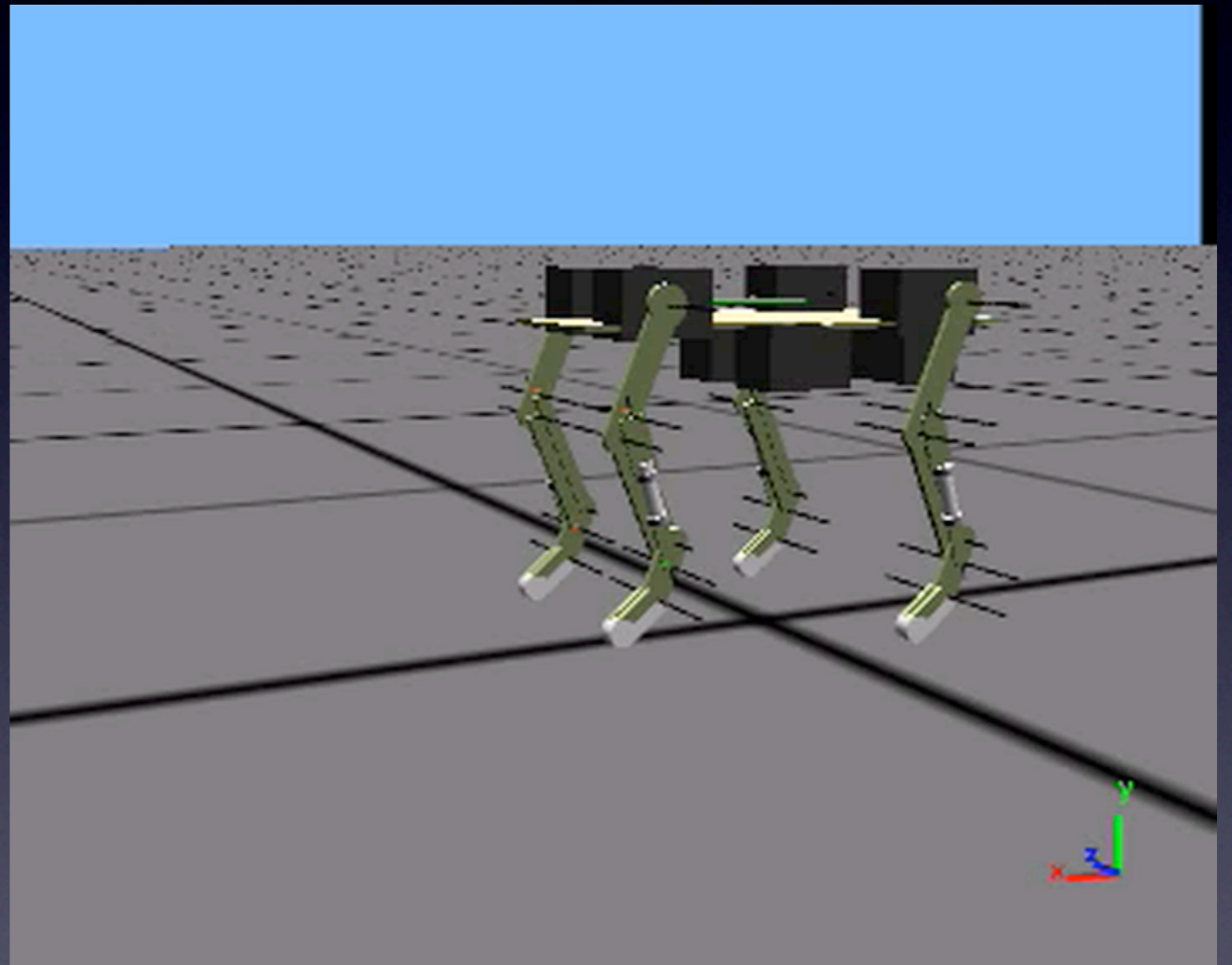
Learning Trot Gait with Sensory

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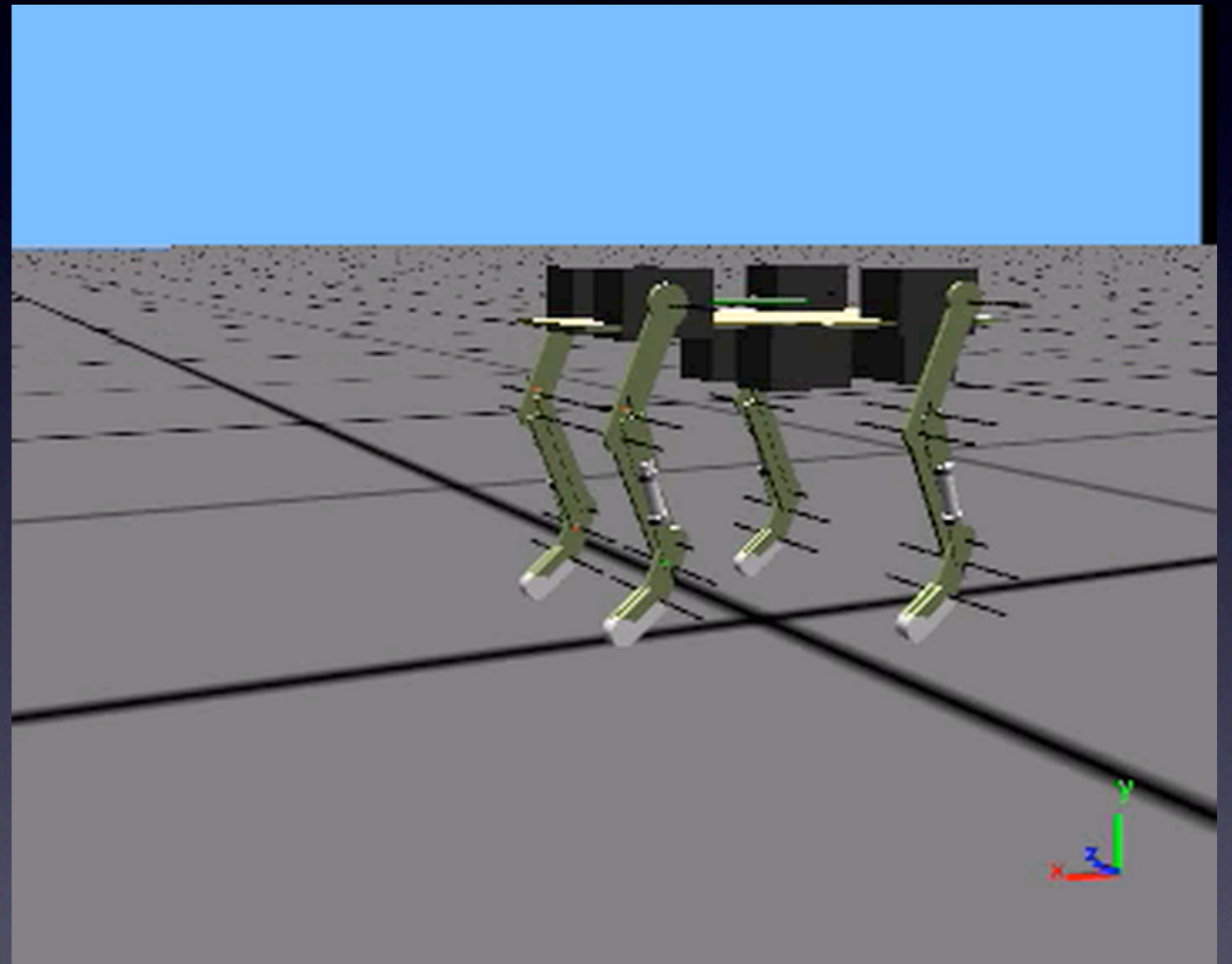
Learning Trot Gait with Sensory

- Added Sensory Feedback



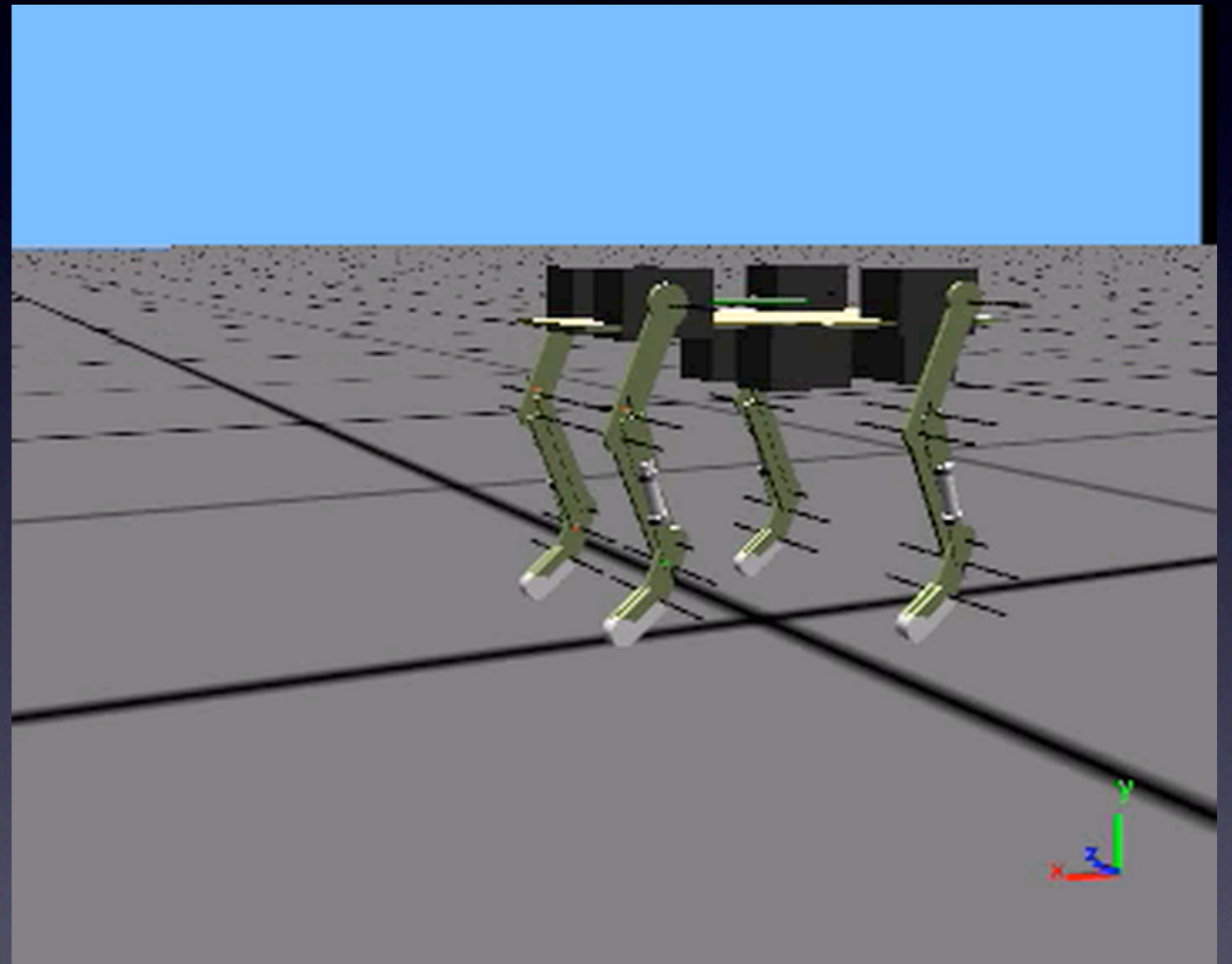
Learning Trot Gait with Sensory

- Added Sensory Feedback
- Optimized frequency

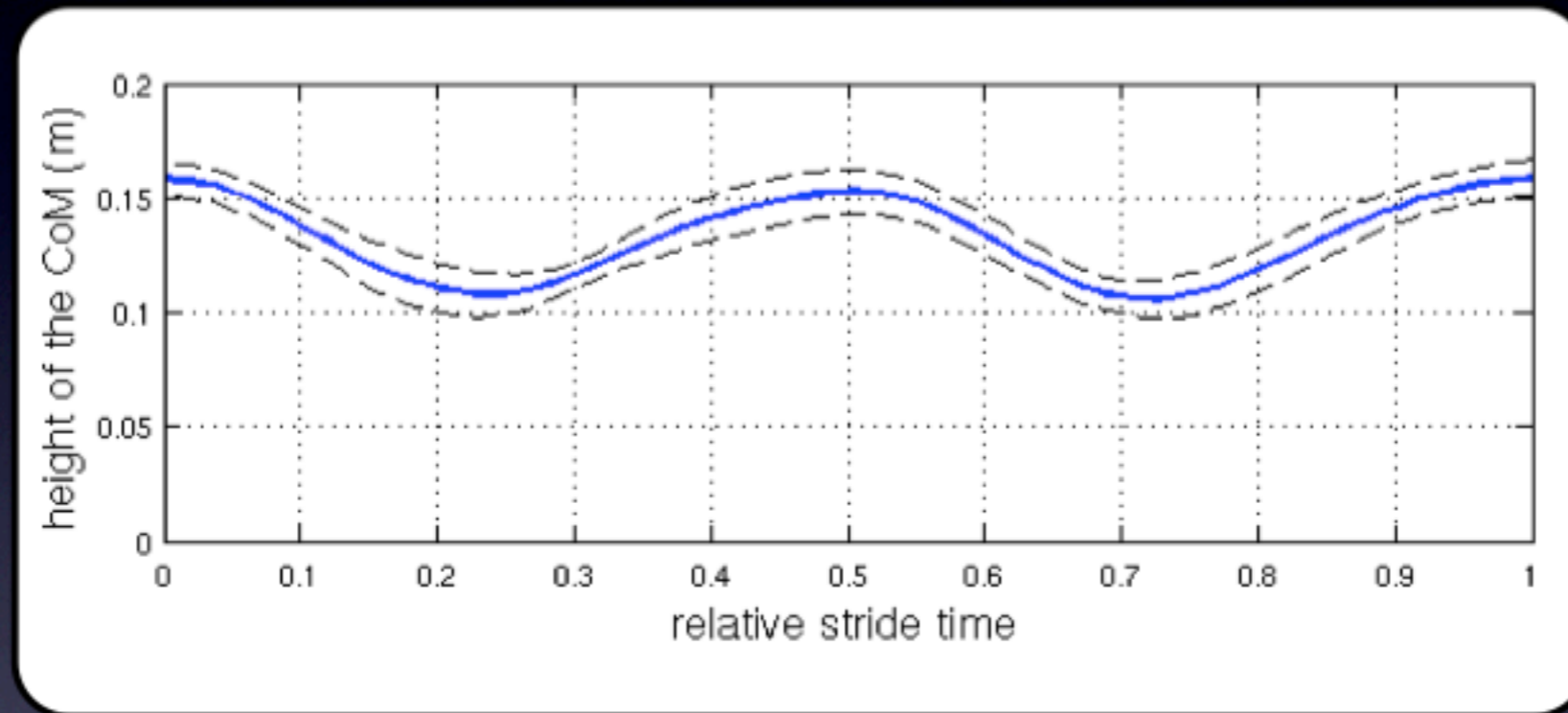


Learning Trot Gait with Sensory

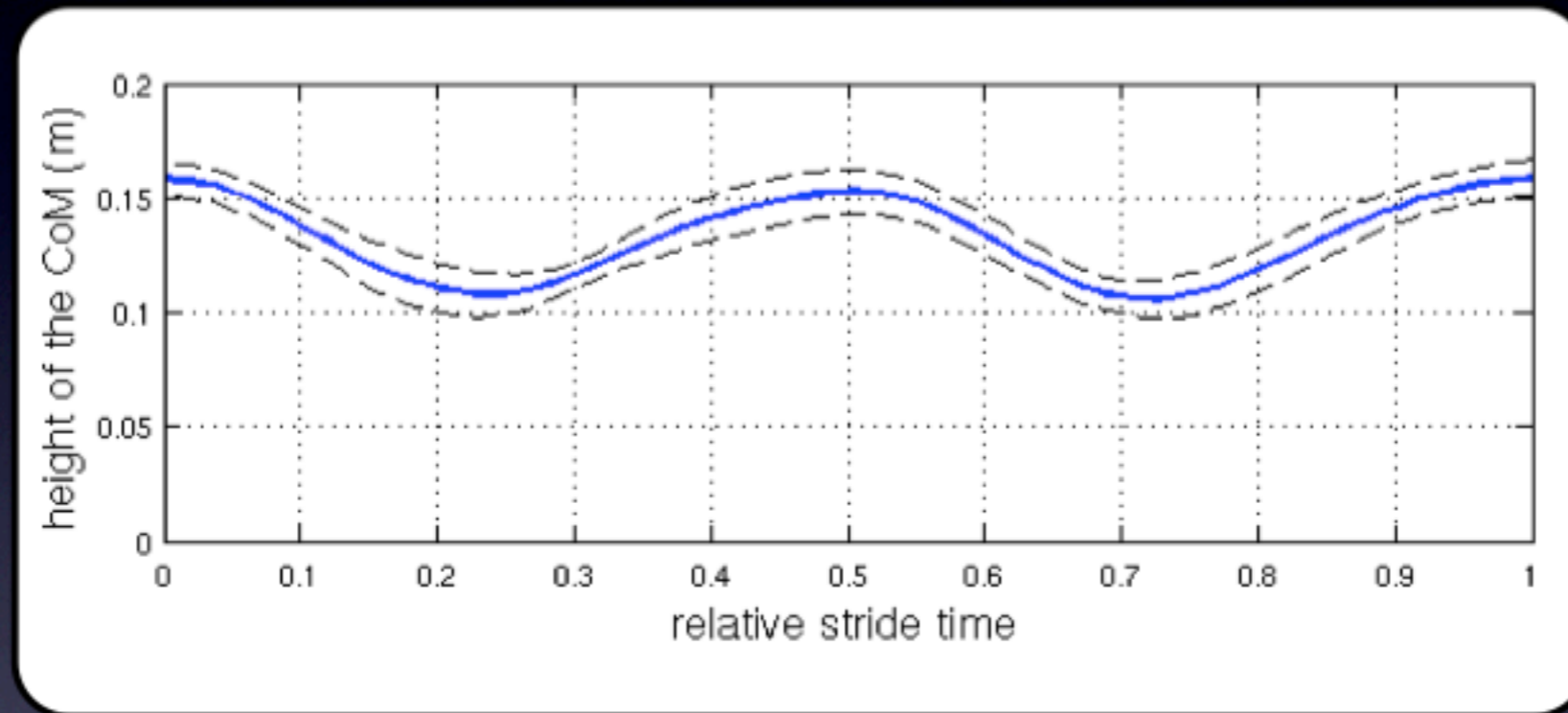
- Added Sensory Feedback
- Optimized frequency
- High instability of the gait in parameter space



Dynamical analysis

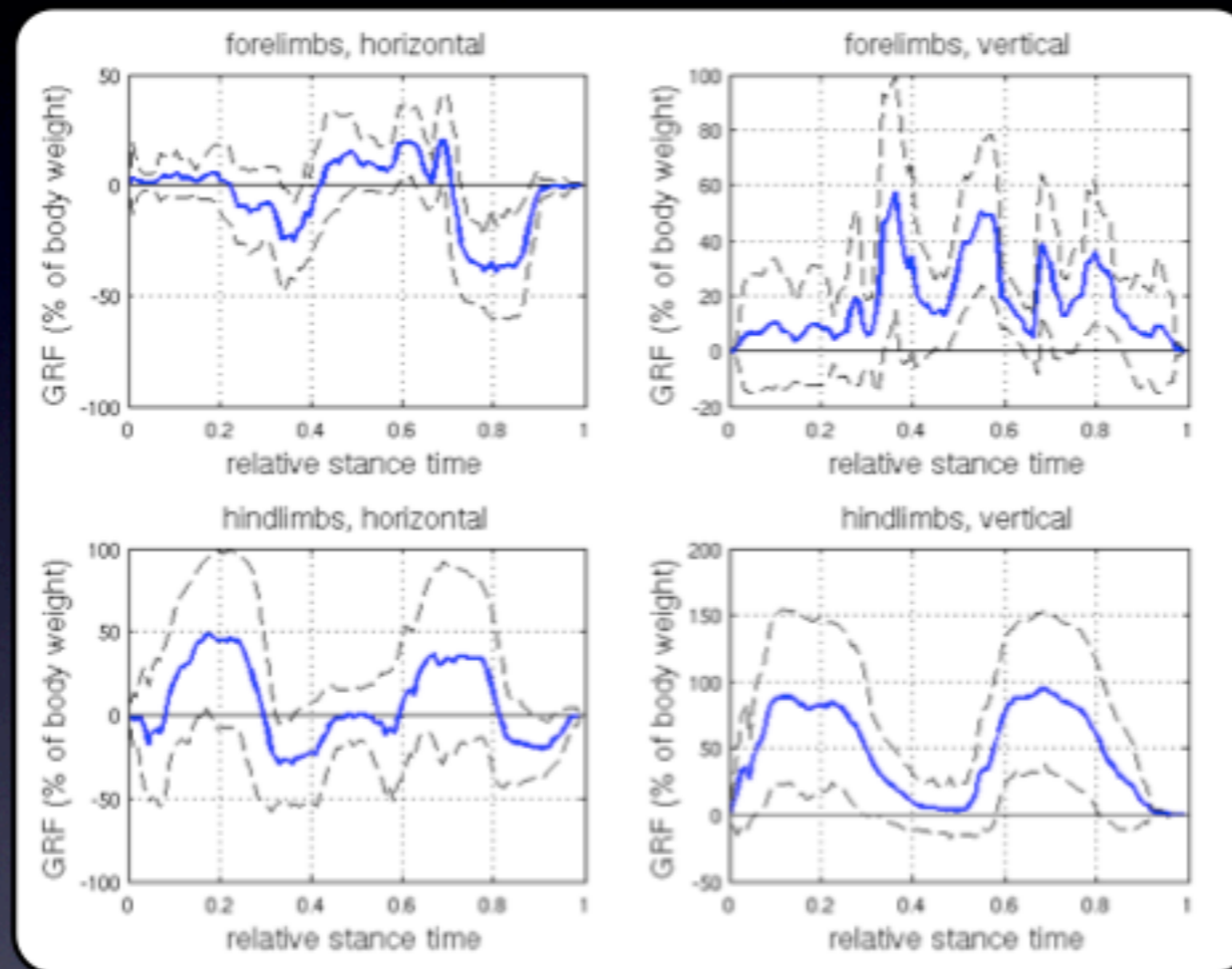


Dynamical analysis



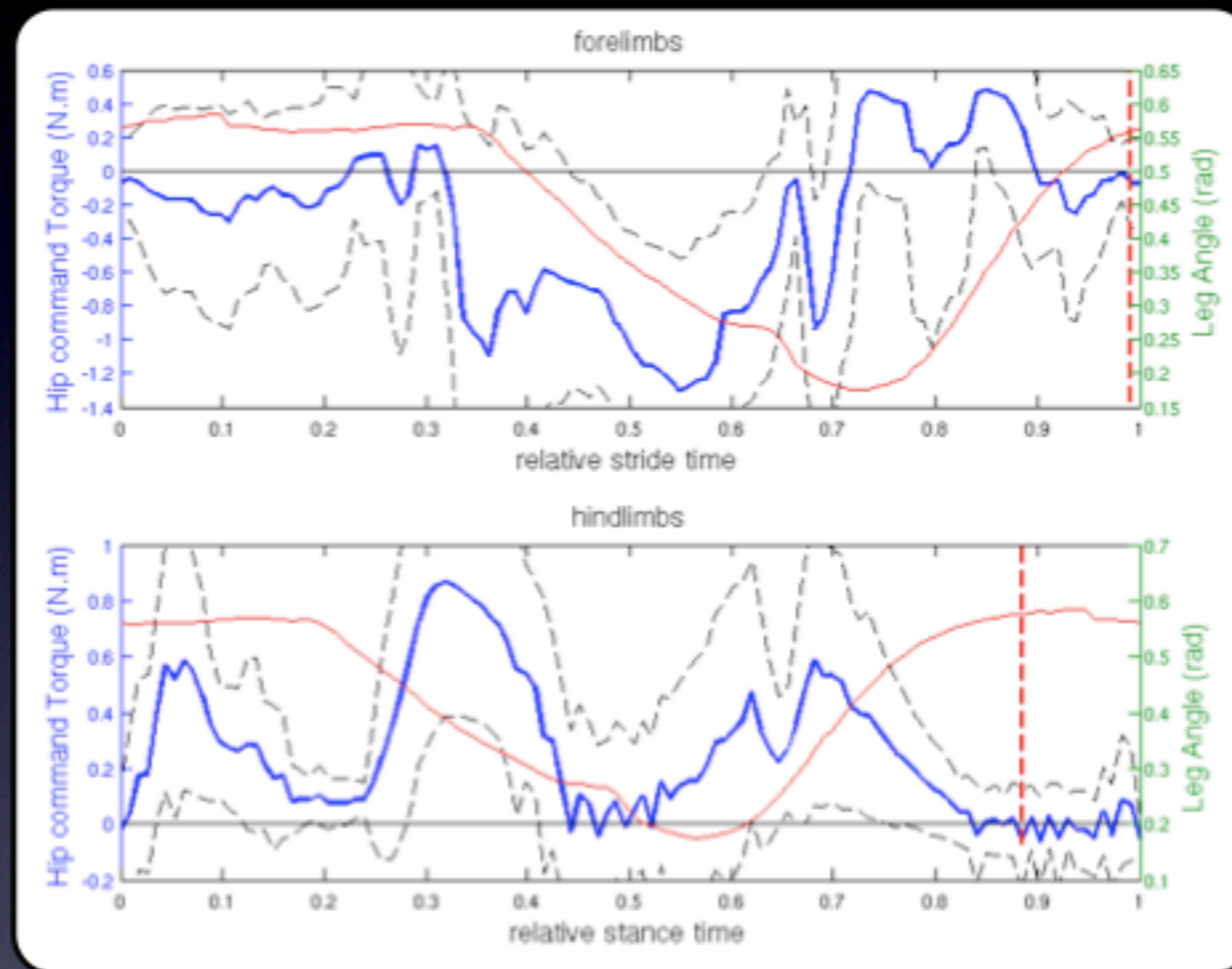
- CoM height is almost constant

Dynamical analysis



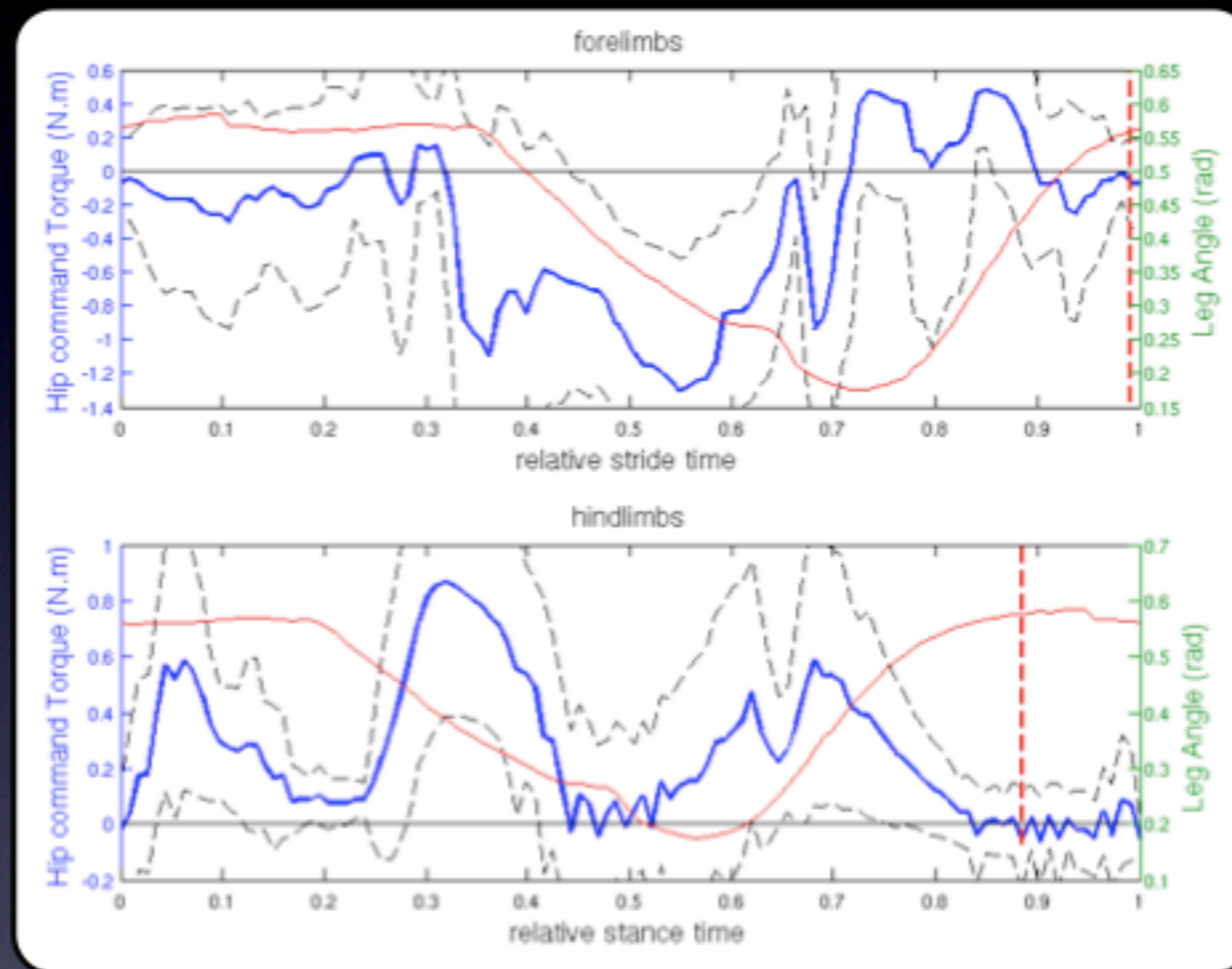
- CoM height is almost constant
- Forelimb less propulsive, “almost” clean stance phase

Dynamical analysis



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- Forelimb less propulsive, “almost” clean stance phase

Dynamical analysis



- CoM height is almost constant
- Forelimb less propulsive, “almost” clean stance phase
- Energetically efficient for forelimb at least.

Further Work

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- Test the gait to be stable for different duty ratio/frequency.

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- Measure efficiency of the leg retraction principle by using stability criteria (APEX return map)
- Add new actuator, like a spinal coord, scapula joint ...

Questions ?