

Robotics and Animatronics in Disney

Lecture 6: Humanoid Modeling and Control



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Goals

- Introduce a method for automatically simplifying dynamics models for humanoid robots
- Introduce model identification methods for humanoid robots
- Discuss the right level of details for robot modeling



Automatic Model Reduction for Humanoid Robots

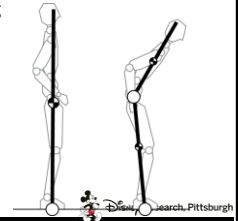
[Yamane 2012]



Motivation

Building simplified models for humanoid control

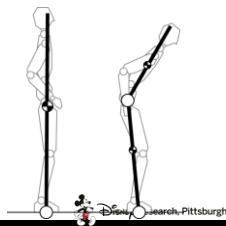
1. Choose a simple mechanical system
2. Derive and linearize the equation of motion
3. Define state and input mapping



Motivation

Issues

- Accuracy
- Model parameters
- State/input mapping
- Other models/configuration



Contributions

Automatic derivation of simplified dynamics models

- Given: nominal pose, contact constraints, reduced DOF

Unified state and input mapping

- Use the same code for any simplified model

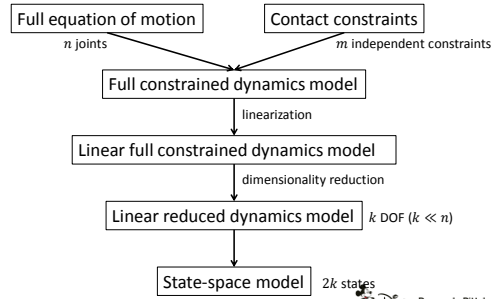


Related Work

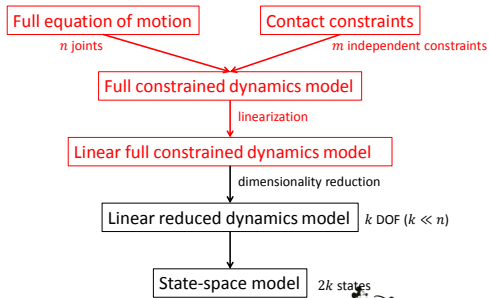
- Humanoid robots: inverted pendulum [Kajita 1995], cart-table [Kajita 2003], IP with reaction wheel [Lee 2007] ...
 - Based on intuition
 - Comparison to the original dynamics [Goswami 2008]
- Model reduction in structural mechanics and fluid dynamics [Hyland 1983; Lall 2003], graphics [Treuille 2006; James 2003]
 - Thousands of degrees of freedom but only a few inputs
 - Often assume stable system



Simplification Process



Simplification Process



Full Model with Contacts

$$\begin{aligned}
 & \text{Full equation of motion} && \text{Contact constraints} \\
 & M(\theta)\ddot{\theta} + c(\theta, \dot{\theta}) + g(\theta) = S^T \tau + J_c^T(\theta) f_c && J_c \ddot{\theta} + \dot{J}_c \dot{\theta} = 0 \\
 & (M > 0, \text{ symmetric}) \quad \theta \in \mathbb{R}^n && \\
 & \text{Full constrained dynamics model} \\
 & \ddot{\theta} = \Phi(\theta) S^T \tau + \phi(\theta, \dot{\theta}) \quad (\Phi \geq 0, \text{ symmetric}) \\
 & \begin{cases} \Phi = M^{-1} - M^{-1} J_c^T (J_c M^{-1} J_c^T)^{-1} J_c M^{-1} \\ \phi = -M^{-1} J_c^T (J_c M^{-1} J_c^T)^{-1} J_c \dot{\theta} - \Phi(c + g) \end{cases}
 \end{aligned}$$

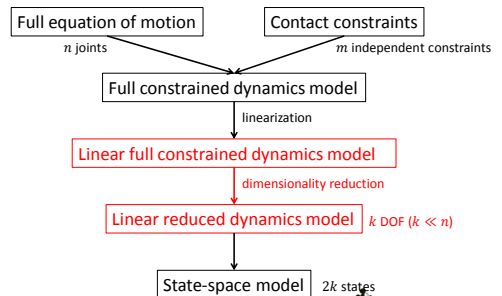


Linearization

$$\begin{aligned}
 & \text{Full constrained dynamics model} \\
 & \ddot{\theta} = \Phi(\theta) S^T \tau + \phi(\theta, \dot{\theta}) \\
 & \theta = \theta_0 + \delta\theta, \dot{\theta} = 0 + \delta\dot{\theta}, \ddot{\theta} = 0 + \delta\ddot{\theta} \\
 & \text{Linear full constrained dynamics model} \\
 & \delta\ddot{\theta} = \Phi_0 S^T \delta\tau + \Gamma \delta\theta + \Lambda \delta\dot{\theta} \\
 & \Phi_0 = \Phi(\theta_0)
 \end{aligned}$$



Simplification Process



Dimensionality Reduction

Linear full constrained dynamics model

$$\delta\ddot{\theta} = \Phi_0 S^T \delta\tau + \Gamma \delta\theta + \Lambda \delta\dot{\theta}$$

Linear reduced dynamics model k DOF ($k \ll n$)

$$\hat{M}\ddot{q} + \hat{C}\dot{q} + \hat{G}q = u$$

$q \in \mathbb{R}^k$: generalized coordinates of the simplified model

What to maintain after reduction?

- Somewhat task-dependent
- Here we choose **kinetic energy**

Kinetic Energy of the Constrained System

- Need inertia matrix, but Φ_0 is not invertible
- Singular value decomposition: $\Phi_0 = U\Sigma U^T$

Singular values

$$\sigma_1 \geq \sigma_2 \geq \dots \geq \sigma_l > \sigma_{l+1} = \sigma_{l+2} = \dots = \sigma_n = 0$$

$$\bar{\Sigma}$$

$$\Phi_0 = \bar{U}\bar{\Sigma}\bar{U}^T \rightarrow \begin{cases} \text{Inertia matrix: } \bar{\Phi}_0^{-1} = \bar{U}\bar{\Sigma}^{-1}\bar{U}^T \\ \text{Kinetic energy: } T = \frac{1}{2} \delta\dot{\theta}^T \bar{\Phi}_0^{-1} \delta\dot{\theta} \end{cases}$$

$\bar{U} \in \mathbb{R}^{n \times l}$
 $\bar{\Phi}_0 > 0$

Approximating Kinetic Energy

Singular values

$$T = \frac{1}{2} \delta\dot{\theta}^T \bar{U} \bar{\Sigma}^{-1} \bar{U}^T \delta\dot{\theta}$$

$\frac{1}{\sigma_l} \geq \frac{1}{\sigma_{l-1}} \geq \dots \geq \frac{1}{\sigma_{l-k+1}} \geq \dots \geq \frac{1}{\sigma_1}$

Top k singular values

$$\bar{\Phi}_0^{-1} = \bar{U} \bar{\Sigma}^{-1} \bar{U}^T \quad \bar{U} \in \mathbb{R}^{n \times k}$$

$$\hat{T} = \frac{1}{2} \delta\dot{\theta}^T \bar{U} \bar{\Sigma}^{-1} \bar{U}^T \delta\dot{\theta}$$

State mapping $\dot{q} = \bar{U}^T \delta\dot{\theta}$ or $\delta\dot{\theta} = \bar{U} \dot{q}$

$$\hat{T} = \frac{1}{2} \dot{q}^T \hat{\Sigma}^{-1} \dot{q} \longrightarrow \text{Inertia matrix } \hat{M} = \hat{\Sigma}^{-1}$$

Input Mapping

Consider the power applied by the joint torques

- Full model: $\delta\dot{\theta}^T S^T \tau = \dot{q}^T \bar{U}^T S^T \delta\tau$
- Simplified model: $\dot{q}^T u$

State mapping

$$\rightarrow u = \bar{U}^T S^T \delta\tau$$

Computing \hat{G} and \hat{C}

$$\hat{M}\ddot{q} + \hat{C}\dot{q} + \hat{G}q = u$$

- Compute inverse dynamics at many static poses $\theta_0 + \Delta\theta_i$ and compute joint torque $\tau_i = \tau_0 + \delta\tau_i$
- $q = \bar{U}^T \Delta\theta_i$, $u = \bar{U}^T S^T \delta\tau_i$
 $\rightarrow \hat{G} \bar{U}^T \Delta\theta_i = \bar{U}^T S^T \delta\tau_i$
- Compute the \hat{G} that best fits the samples

Example

38 DOF humanoid model (32 joints + 6 DOF pelvis)

1st singular vector

Example

2nd 3rd 4th 5th

Control

- Input (joint torque) mapping: $u = \hat{U}^T S^T \delta \tau$
 - Number of inputs: k (simplified) $< n - 6$ (original)
- Optimization
 - Cost function: input mapping error, desired joint trajectories
 - Constraints: dynamic, friction, and COP

Simulation

- 2 or 5 DOF models for each task
 - 2 DOF models don't work in some tasks, possibly due to unmodeled dynamics
 - Various nominal poses
- Balance controller: linear quadratic regulator (LQR)

$$J = \int_0^\infty \begin{pmatrix} q^T & \dot{q}^T \end{pmatrix} \begin{pmatrix} Q_1 & 0 \\ 0 & Q_2 \end{pmatrix} \begin{pmatrix} q \\ \dot{q} \end{pmatrix} + u^T R u \, dt$$

$$Q_1 = 100, Q_2 = 1 \times 10^{-3}, R = 1 \times 10^{-2}$$

Simulation: Pushed from Back

200N for 0.1s

Pushed at Right Shoulder

2DOF model cannot maintain balance

← Twist not modeled in the 2DOF model

Changing to a New Pose

Changing to a New Pose

2DOF model cannot maintain balance

Combine Multiple Controllers

Manually designed nominal poses and contact constraints

Combine Multiple Controllers

Summary

- Automatically generate simplified models of humanoid robots with contacts given:
 - Nominal configuration
 - Contact constraints
 - Reduced DOF
- State/input mapping
 - State mapping uses the same code for any model
 - Input mapping is redundant and allows other control objectives

Model Identification

[Yamane 2011]

Target Parameters

- Kinematic model: joint angle sensor offsets
 - Potentiometer's zero angle drift
- Inertial model: link mass and center of mass
 - Total weight from CAD model ~60kg
 - Actual weight ~90kg
 - Larger discrepancy than electric robots due to hose and oil
 - Omit moments of inertia

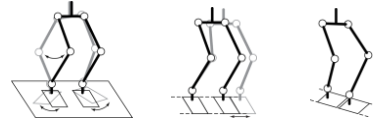
Kinematic Parameters

- Existing solutions
 - External measurements (e.g., motion capture): cumbersome to set up, not always available
 - Calibration jig: not enough samples for complex robots



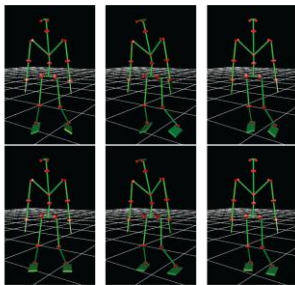
Kinematic Parameters

- Our solution
 - IMU for global information
 - Easily enforced kinematic constraints (e.g., flat on floor, parallel feet)



Kinematic Parameters

Before

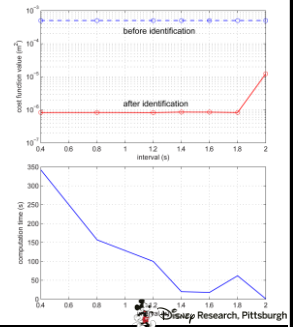


After



Kinematic Parameters

- Cost function error vs. sample interval



Inertial Parameters

- Equation of motion with inertial parameters ϕ :

$$M(\theta, \phi)\ddot{\theta} + c(\theta, \dot{\theta}, \phi) + g(\theta, \phi) = S^T \tau + J_c^T(\theta) f_c$$

$$F(\theta, \dot{\theta}, \ddot{\theta}, \phi) = S^T \tau + J_c^T(\theta) f_c$$

- F is a linear function of ϕ [Mayeda et al. 1984]

$$F(\theta, \dot{\theta}, \ddot{\theta}, \phi) = A(\theta, \dot{\theta}, \ddot{\theta})\phi$$

Regressor



Identification

- Existing solutions
 - Collect samples of $\theta_k, \dot{\theta}_k, \ddot{\theta}_k, \tau_k, f_{ck}$
 - Concatenate all samples: $\bar{A}\phi = \bar{F} = \bar{S}^T \bar{\tau} + \bar{J}_c^T \bar{f}_c$
 - $\rightarrow \phi = \bar{A}^\# \bar{F}$
- Issues with humanoid robots
 - All τ and f_c may not be available
 - Difficult to derive a symbolic representation
 - Difficult to obtain enough excitation



Partial Force Measurement

[Mistry et al. 2009]

- Generalization of [Ayusawa et al. 2009]: identification only from contact force measurement
- Divide into available and unavailable measurements

$$\bar{F} = \bar{H}_a^T \begin{pmatrix} \bar{\tau}_a \\ \bar{f}_{ca} \end{pmatrix} + \bar{H}_u^T \begin{pmatrix} \bar{\tau}_u \\ \bar{f}_{cu} \end{pmatrix}$$

- \bar{N}_u : null space basis of \bar{H}_u^T

$$\bar{F}_N = \bar{N}_u \bar{F} = \bar{N}_u \bar{H}_a^T \begin{pmatrix} \bar{\tau}_a \\ \bar{f}_{ca} \end{pmatrix}$$

- $\bar{N}_u \bar{A} \phi = \bar{F}_N$: only includes measurable forces



Computing the Regressor

- Strictly identifiable ϕ is a linear combination of actual inertial parameters (mass, local center of mass)
- Difficult to obtain ϕ for humanoid robots due to complexity
- We use standard inertial parameters instead and compute the regressor by numerical inverse dynamics and finite difference of inertial parameters



Estimation

- Difficult to obtain enough excitation
 - Robot needs to balance
 - Results in invalid parameters (negative mass etc.)
- Ideas
 - Ignore unreliable parameter space: omit small singular values of A and use pseudo inverse (“least square”)
 - Prevent inconsistent results: gradient-based optimization with lower and upper bounds (“gradient”)



Results

- Test data: 3 trials for “teapot” tracking; 1 for identification, 2 for cross-validation
- Torque information is not available for position-controlled joints (upper body)
- Parameters: with (LS) and without (L) symmetry constraint



Results

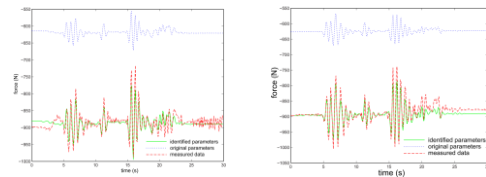
Force estimation errors

parameter set	L			LS		
	92	1.38 × 10 ⁵		56	3.81 × 10 ⁴	
condition number of regressor	1.38 × 10 ⁵			3.81 × 10 ⁴		
maximum condition number	1 × 10 ⁶	1 × 10 ³	1 × 10 ²	1 × 10 ⁶	1 × 10 ³	1 × 10 ²
least square	direct validation	n/a	n/a	1.56 × 10 ⁵	n/a	n/a
	cross validation (1)	n/a	n/a	7.13 × 10 ⁵	n/a	n/a
gradient	direct validation	1.52 × 10 ⁵	1.52 × 10 ⁵	1.52 × 10 ⁵	1.99 × 10 ⁵	1.99 × 10 ⁵
	cross validation (1)	5.28 × 10 ⁵	5.28 × 10 ⁵	5.29 × 10 ⁵	4.51 × 10 ⁵	4.51 × 10 ⁵
	cross validation (2)	7.29 × 10 ⁵	7.29 × 10 ⁵	7.30 × 10 ⁵	5.81 × 10 ⁵	5.81 × 10 ⁵

n/a: Resulted in negative mass



Results



Direct validation

Cross validation

Vertical force of base

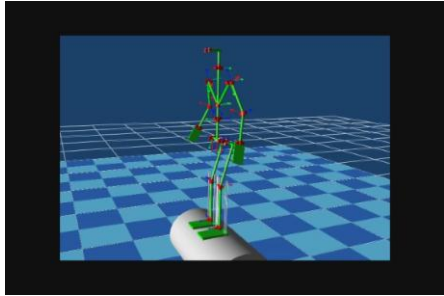



Humanoid Robot Control in Dynamic Environments


[Zheng and Yamane Humanoids 2011]



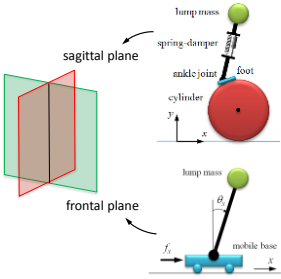

Balancing Control on a Cylinder

Motion Decomposition



3-D motion → two 2-D motions

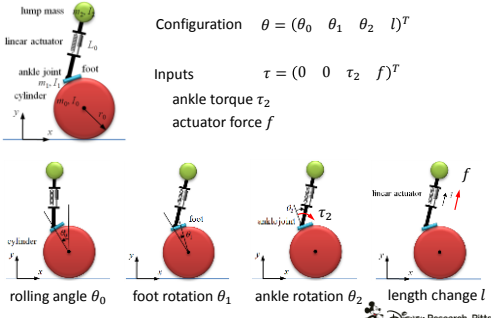




Simplified Model in Sagittal Plane

Configuration $\theta = (\theta_0 \ \theta_1 \ \theta_2 \ l)^T$

Inputs $\tau = (0 \ 0 \ \tau_2 \ f)^T$

ankle torque τ_2
actuator force f

Equation of Motion in Sagittal Plane

Linearized equation of motion around $\theta = 0$

$$M\ddot{\theta} + G\theta = \tau$$

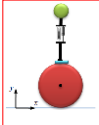

State-space equation

$$\dot{x} = Ax + Bu$$

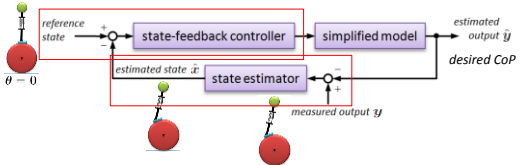

$$y = Cx$$

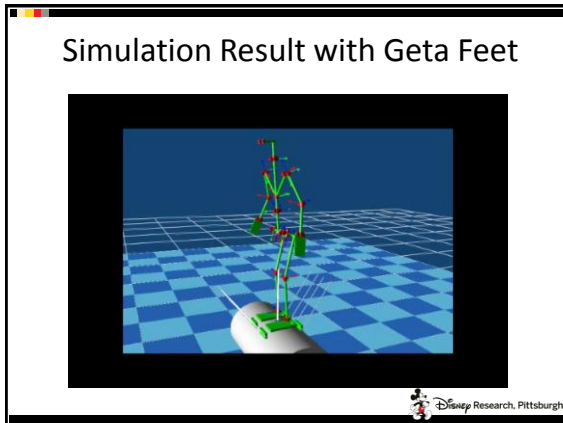
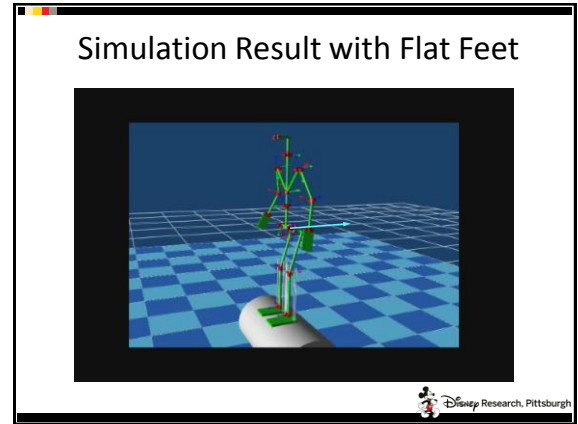
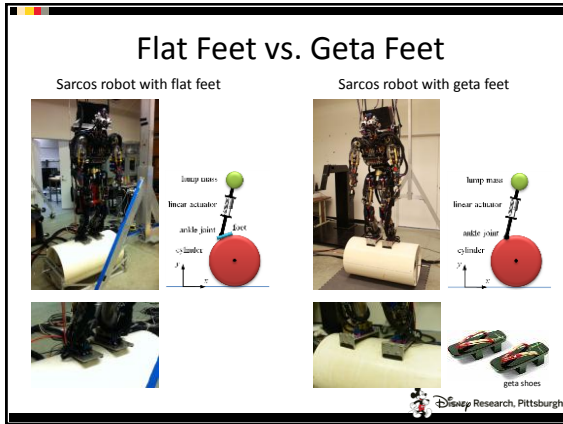
where $x = (\theta^T \ \dot{\theta}^T)^T$
 $u = (\tau_2 \ f)^T$
 $y = \theta$

$x = 0$ is only equilibrium state since A has full rank

Balance Controller



Discussion

- Accurately estimating model parameters is difficult
- Articulated rigid body models don't capture many aspects of humanoid robot dynamics
 - Joint friction, backlash
 - Link deformation
- What is the right level of detail for
 - Control
 - Simulation

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