

Unification of Locomotion Pattern Generation and Control Lyapunov Function-Based Quadratic Programs

Kenneth Chao, Matthew Powell,
Aaron Ames and Pilwon Hur

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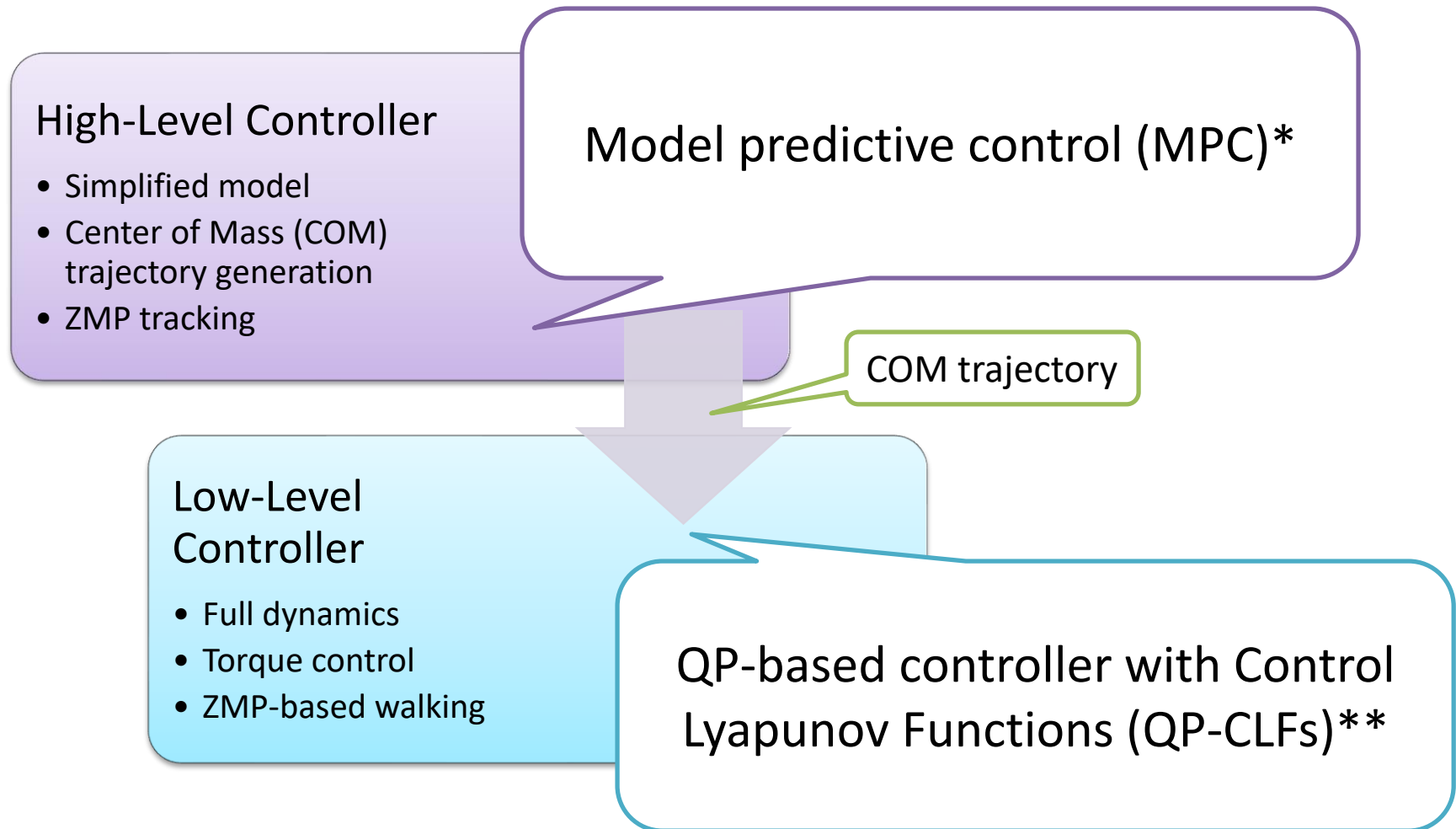


ACC 2016

Introduction: Quadratic Program (QP)-based Control for bipedal walking

- In our application, QPs with affine constraints are solvable in real-time
- The structure of quadratic program is well suited to handle a diverse set of problems in robotic walking

QP-based Controller Examples for ZMP-based Walking



*P. B. Wieber, Int. Conf. Humanoid Robot, 2006.

** A. D. Ames and M. Powell, in *Control of Cyber-Physical Systems*, vol. 449, Springer.

Walking Control Problem Breakdown

Reasons:

- The complexity of the original walking control problem is high (e.g. control the actuator torque for tracking the desired ZMP)
- Real-time controller development

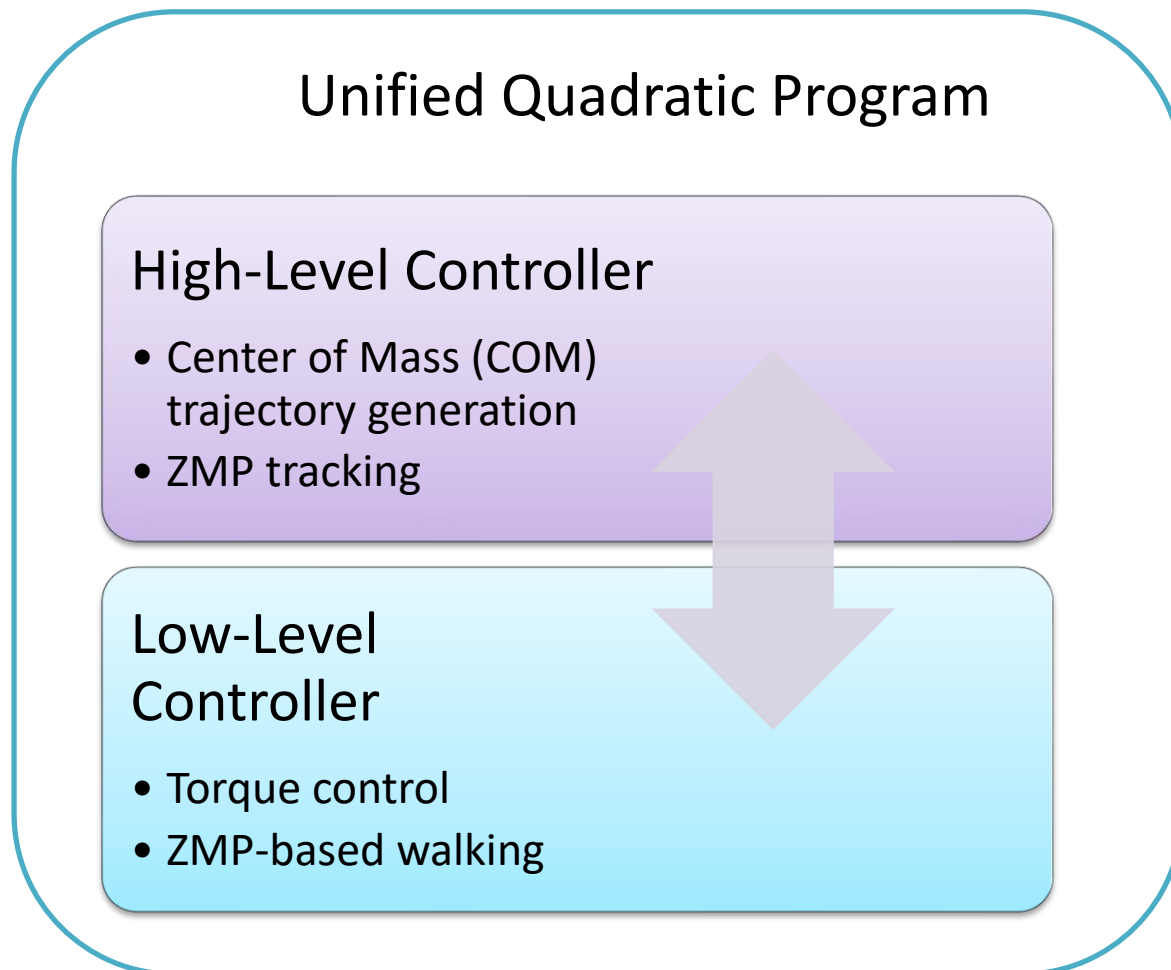
Cost behind task breakdown and cascade structure:

- Issues from the controller setup for both low-level control and high-level control

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Main Idea: A Unified Controller through Single Quadratic Program



Outline

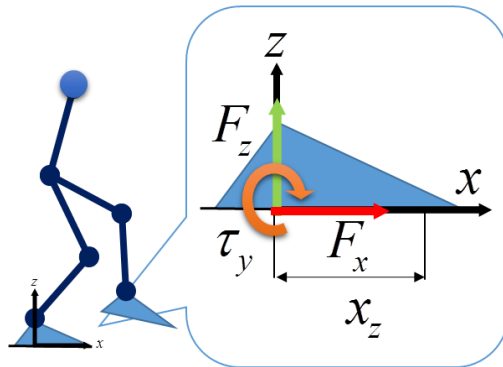
- 1) Bipedal Walking Control with Quadratic Program (QP) and ZMP Constraint
 - a. ZMP and ZMP constraint
 - b. Low-level control – ZMP-based walking control
 - c. High-level control – COM pattern generation
- 2) Unification of Walking Control and Pattern Generation
 - a. QP setups of low-level and high-level controller
 - b. Framework of the unified quadratic program
- 3) Result, Conclusion and Future work

Zero-Moment Point and Ground Reaction Forces

- Zero-moment point (ZMP), or equivalently center of pressure (COP), is the average of the pressure distribution:

$$x_z = \frac{\int x F_z(x) dx}{\int F_z(x) dx}$$

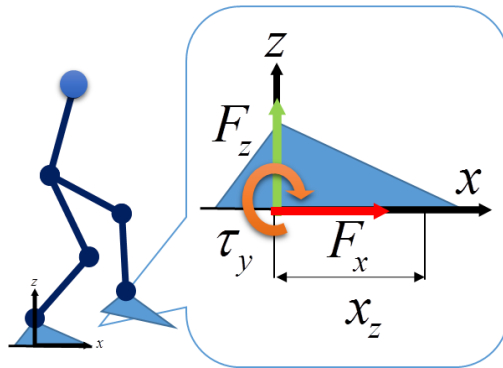
x_z : ZMP



Zero-Moment Point and Ground Reaction Forces

- ZMP can be expressed with ground reaction forces (GRFs)

$$x_z = -\frac{\tau_y}{F_z} \quad x_z : ZMP$$



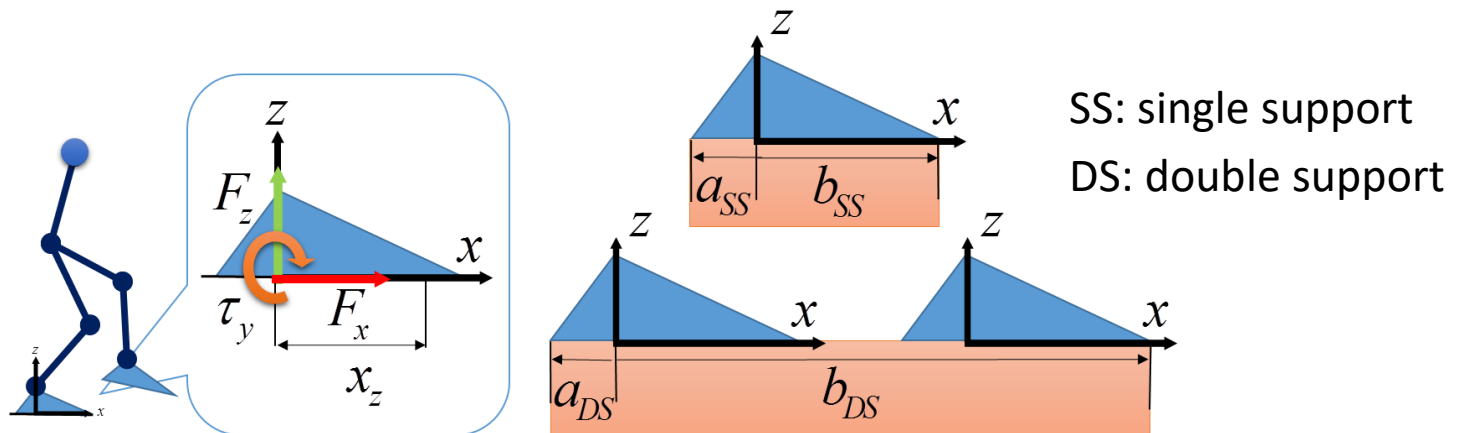
ZMP Constraint for Dynamic Balance

The legged system with footpad will not get tipping if its ZMP is inside its base of support (BOS) (or support polygon):

ZMP Constraint for Dynamic Balance

$$a_{\square} \leq x_z \leq b_{\square}$$

x_z : ZMP

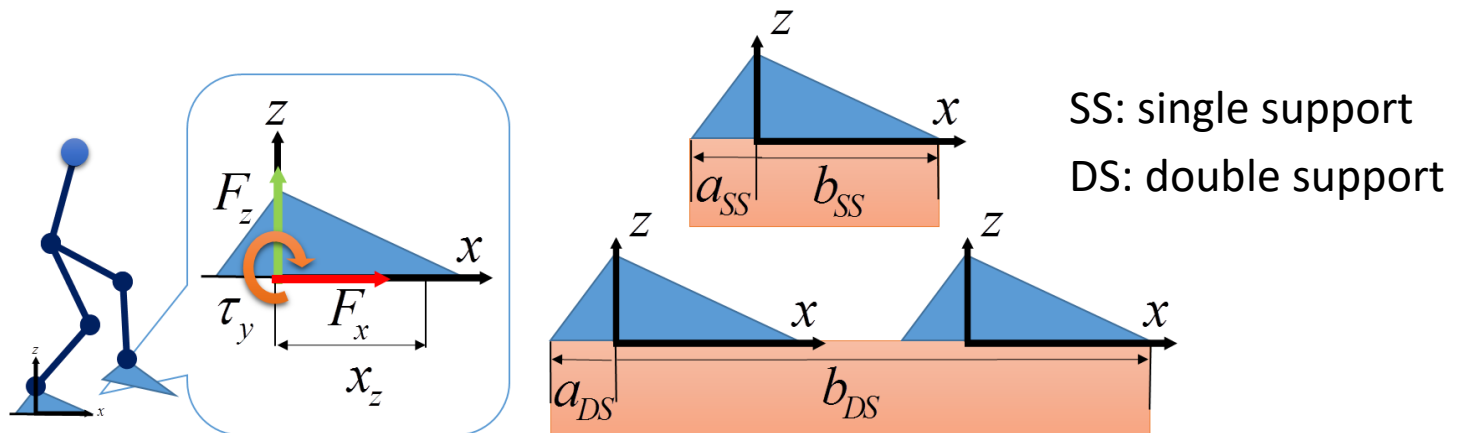


ZMP Constraint for Dynamic Balance

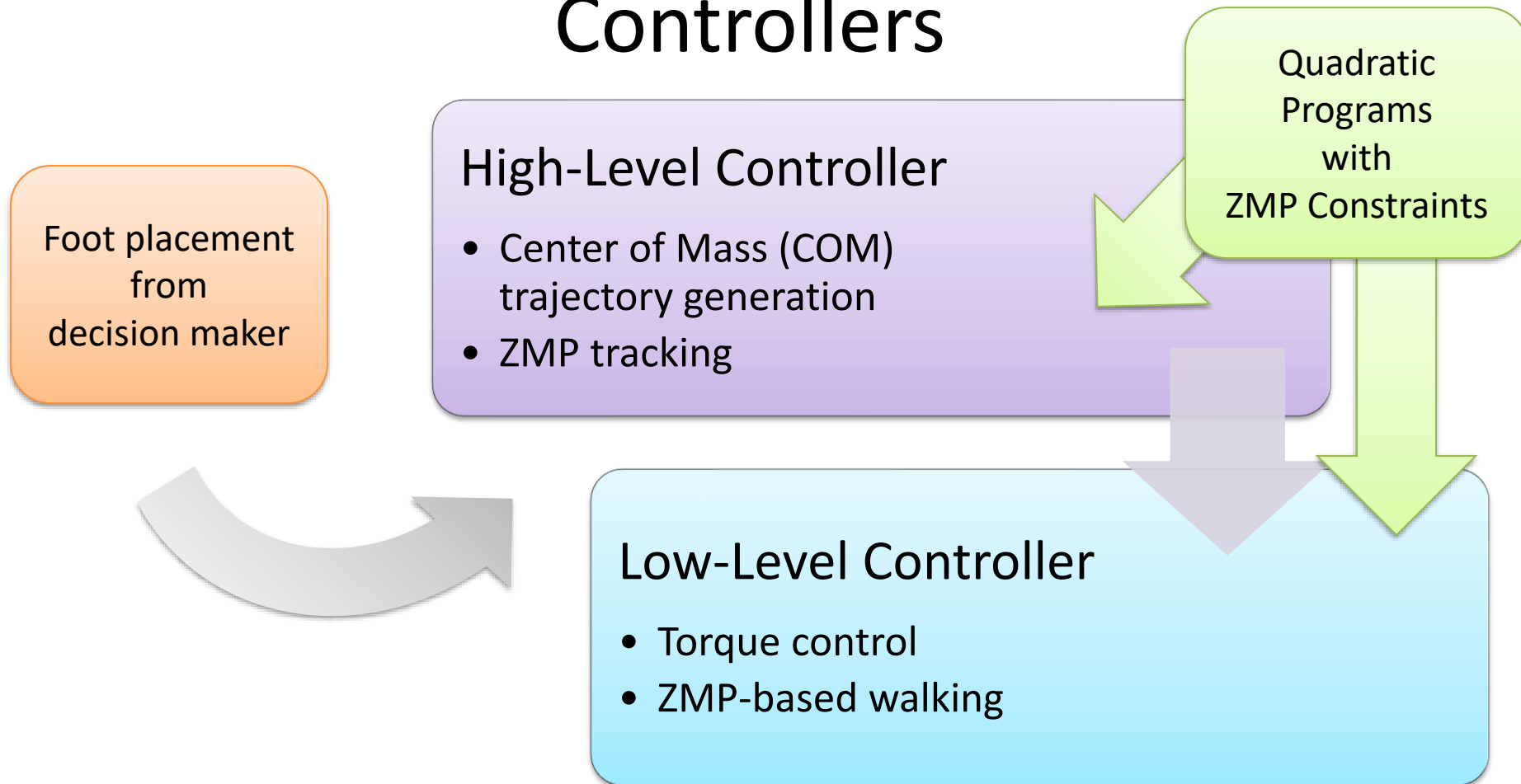
The legged system with footpad will not get tipping if its ZMP is inside its base of support (BOS) (or support polygon):

ZMP Constraint for Dynamic Balance

$$a_{\square} \leq -\tau_y / F_z \leq b_{\square}$$



ZMP Constraints and QP-based Controllers



Nonlinear Robot Control System with ZMP Constraints

QP-based controller with Rapidly Exponentially Stabilizing Control Lyapunov Function (RES-CLF)

- Control objectives (Control outputs/Virtual constraints) are given: For ZMP-based walking
- Nonlinear full constrained dynamics

$$D(q)\ddot{q} + C(q, \dot{q})\dot{q} + G(q) = \begin{bmatrix} B & J_h^T \end{bmatrix} \begin{bmatrix} u \\ F \end{bmatrix} \triangleq \bar{B}(q)\bar{u}$$

u : the set of actuator torques
 F : GRFs

- Requirement of constraints: Functions are affine in \bar{u}

Low-level controller

Nonlinear Robot Control System with ZMP Constraints

Formulation of QP-based controller with RES-CLF:

$$\begin{aligned} \bar{u}^* = \operatorname{argmin}_u \quad & \bar{u}^T H_{CLF} \bar{u} + f_{CLF}^T \bar{u} \\ \text{s.t.} \quad & \dot{V}_\varepsilon(x) \leq -\varepsilon V_\varepsilon(x) \quad V_\varepsilon(x) : \text{RES-CLF} \\ & -bF_z \leq \tau_y \leq -aF_z \quad x = [q, \dot{q}]^T \end{aligned}$$

Remarks

- Guaranteed ***instantaneous*** dynamic balance
- Guaranteed Lyapunov stability
- Potential issue

Low-level controller

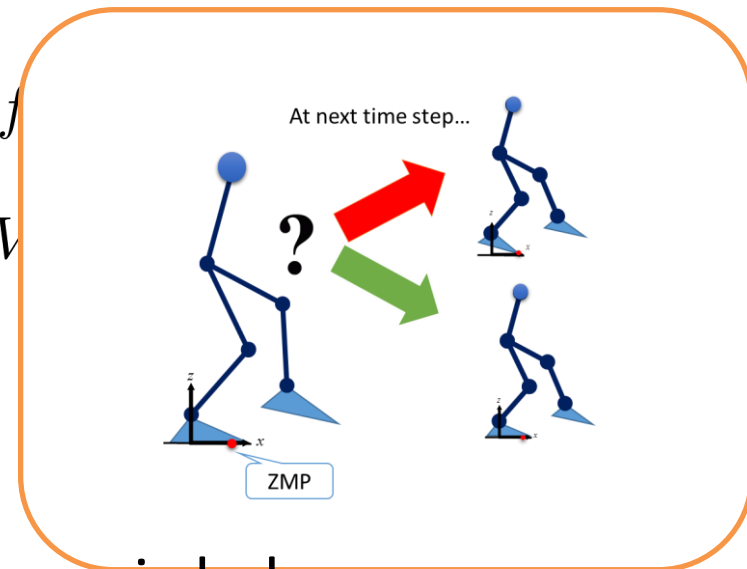
Nonlinear Robot Control System with ZMP Constraints

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Remarks

- Guaranteed **instantaneous** dynamic balance
- Guaranteed Lyapunov stability
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Low-level controller

Linear Inverted Pendulum Model for COM Trajectory Generation

Model Predictive Control (MPC) with Linear Inverted Pendulum (LIP) Model

- Objective: COM Trajectory Generation for tracking desired ZMP
- Equation of motion of LIP Model:

$$\ddot{x}_c = \frac{g}{z_0}(x_c - x_z) \triangleq \omega^2(x_c - x_z)$$

g : Gravity constant

x_z : ZMP

x_c : COM

z_0 : Constant COM height

- Building block: Discretized state-space equation

$$x_{t+1} = \begin{bmatrix} 1 & \Delta T & 0 \\ \omega^2 \Delta T & 1 & -\omega^2 \Delta T \\ 0 & 0 & 1 \end{bmatrix} x_t + \begin{bmatrix} 0 \\ 0 \\ \Delta T \end{bmatrix} u_t \triangleq A_t x_t + B_t u_t$$

$$x_t = [x_{ct} \quad \dot{x}_{ct} \quad x_{zt}]^T$$

$$u_t = \dot{z}_t$$

ΔT : Sampling time

High-level controller

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Equation of motion of LIP Model:

$$\ddot{x}_c = \frac{g}{z_0}(x_c - x_z) \triangleq \omega^2(x_c - x_z)$$

- Open-loop predicted sequence for next N time-step (the horizon):

$$\bar{X} = \bar{A}X_{t_0} + \bar{B}\bar{U}$$

$$\bar{X} = [x_{t+1} \quad \dots \quad x_{t+N}]^T$$

$$\bar{U} = [u_{t+1} \quad \dots \quad u_{t+N}]^T$$

$$X_{t0} = [x_{t_0} \quad \dots \quad x_{t_0}]^T$$

$$\bar{A} = [A_t \quad A_t^2 \quad \dots \quad A_t^{N-1} \quad A_t^N]^T$$

$$\bar{B} = \begin{bmatrix} B_t & 0 & \dots & \dots & 0 \\ A_t B_t & B_t & 0 & \dots & 0 \\ \vdots & \vdots & \ddots & & \vdots \\ A_t^{N-2} B_t & A_t^{N-3} B_t & \dots & B_t & 0 \\ A_t^{N-1} B_t & A_t^{N-2} B_t & \dots & A_t B_t & B_t \end{bmatrix}$$

High-level controller

Linear Inverted Pendulum Model for COM Trajectory Generation

Model Predictive Control (MPC) with LIP Model
QP formulation:

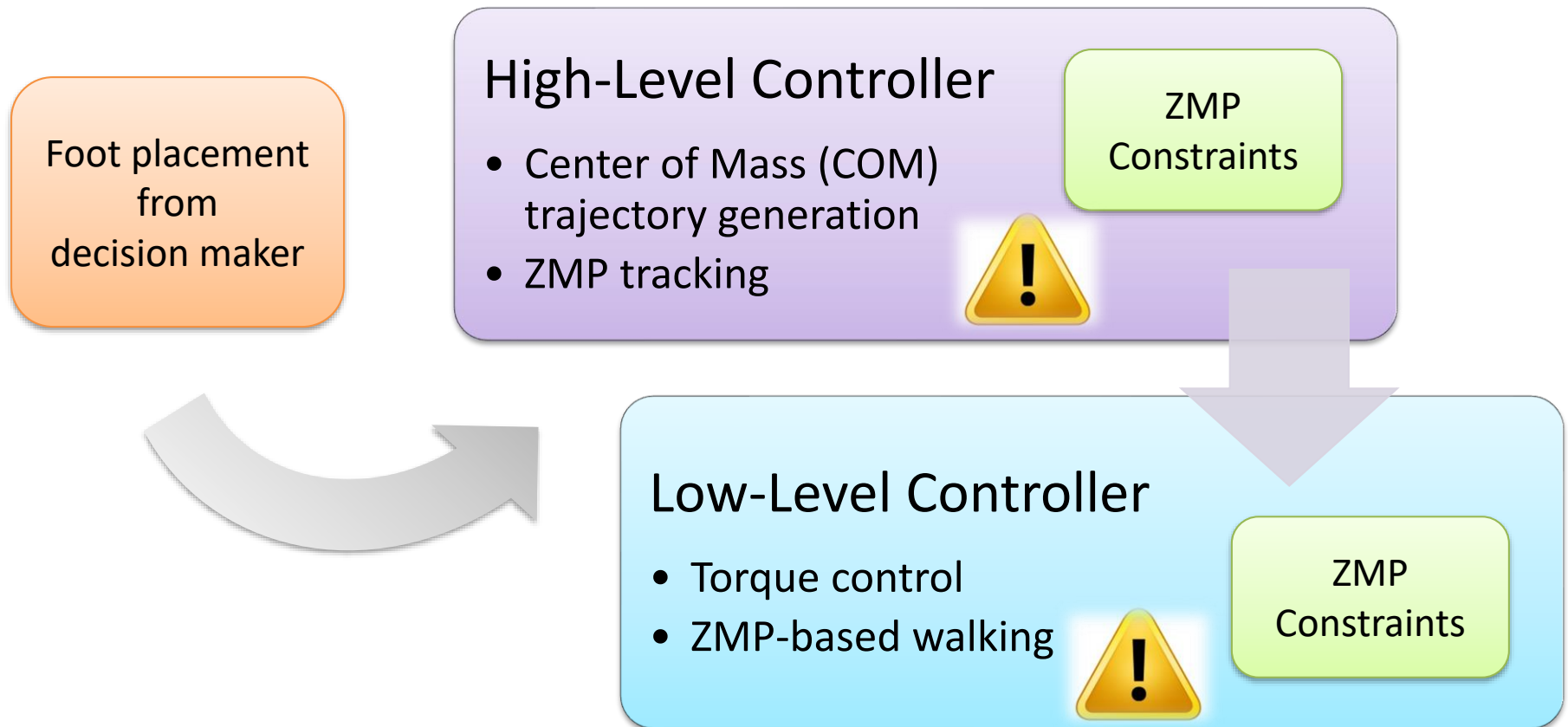
$$\begin{aligned} \bar{U}^* = \underset{\bar{U}}{\operatorname{argmin}} \quad & \bar{U}^T H_p \bar{U} + f_p^T \bar{U} \\ \text{s.t.} \quad & A_{iq,p} \bar{U} \leq b_{iq,p} \end{aligned}$$

Remarks

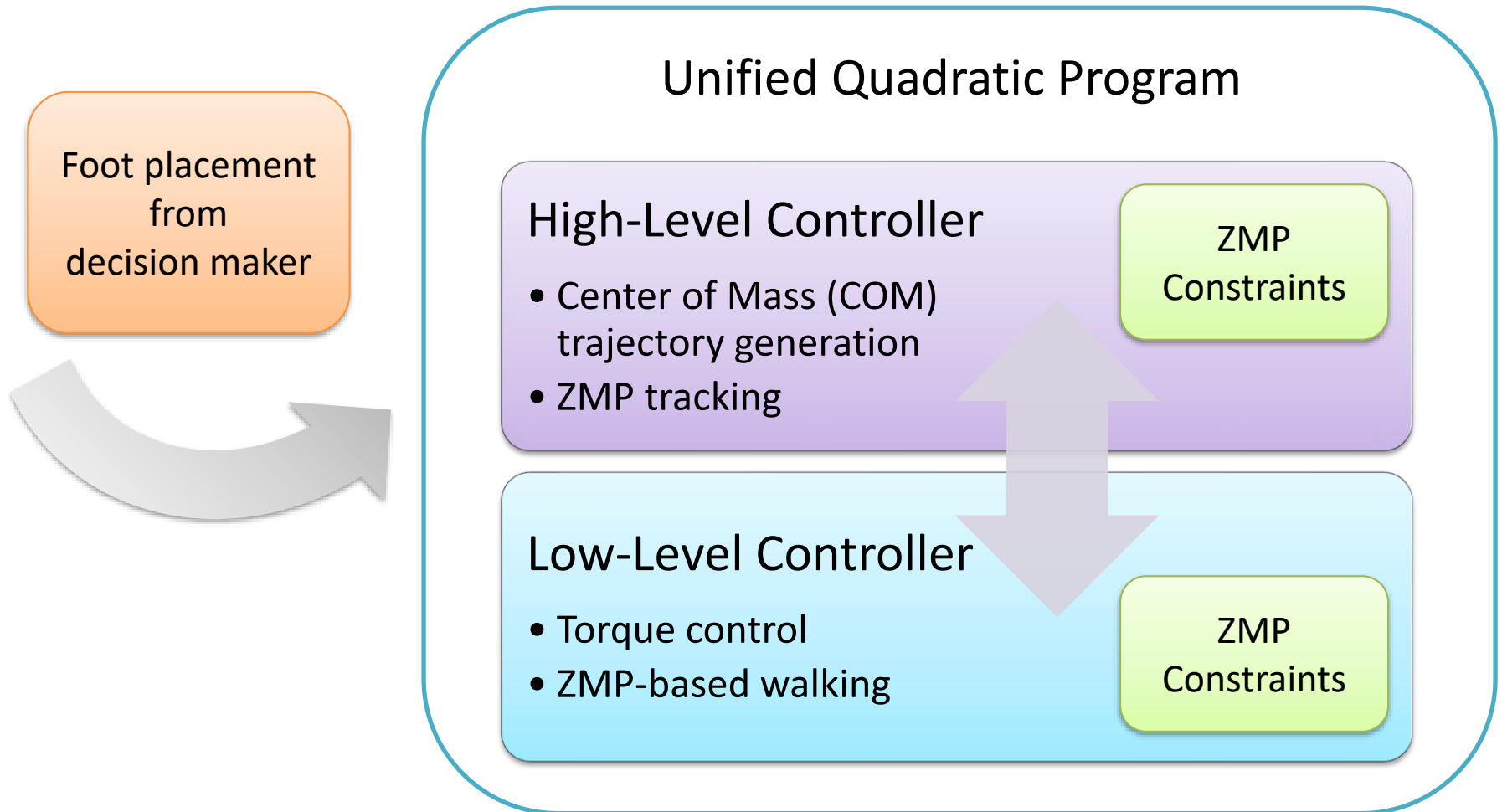
- Guaranteed dynamic balance over the horizon
- Predictive ability improves the control performance
- Potential Issues

High-level controller

Conventional Setup: Cascade Control



Main Approach: A Unified Controller through Quadratic Program



Outline

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The Setup for CLF-QP: The Construction of RES-CLF

General nonlinear system form:

$$\dot{x} = f(x) + g(x)\bar{u}$$

Control outputs:

- Swing foot position and orientation, torso angle
- **Center of mass position** x_c

$$y(q) \triangleq y_a(q) - y_d(t) \quad \Rightarrow \quad y \rightarrow 0$$

Input/output relation

$$\ddot{y} = L_f^2 y(x) + L_f L_g y(x) \bar{u} + \ddot{y}_d \triangleq L_f \bar{A} \bar{u} + \ddot{y}_d$$

Desired output dynamics by **feedback linearization**

$$\bar{u} = \bar{A}^{-1}(-L_f + \mu + \ddot{y}_d) \quad \Rightarrow \quad \ddot{y} = \mu$$

Dynamics of the linearized system

$$\dot{\eta} = F\eta + G\mu \quad \eta = [y, \dot{y}]^T$$

RES - Control Lyapunov Function

$$V_\varepsilon(\eta) = \eta^T P_\varepsilon \eta \quad P_\varepsilon = \begin{bmatrix} \varepsilon I & 0 \\ 0 & I \end{bmatrix} P \begin{bmatrix} \varepsilon I & 0 \\ 0 & I \end{bmatrix}$$

$$F^T P + P F - P G G^T P + Q = 0,$$

$$\text{where } Q = Q^T > 0, \quad P = P^T > 0$$

RES-CLF Constraint with Relaxation:

$$\dot{V}_\varepsilon(\eta) = L_f V_\varepsilon(\eta) + L_g V_\varepsilon(\eta) \mu \leq -\varepsilon V_\varepsilon(\eta) + \delta$$

Low-level controller

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Low-level controller

The Setup for CLF-QP: The QP Formulation

Cost function: Minimize μ and penalize δ

Important constraints:

- ZMP constraint $a_{\square} \leq -\tau_y / F_z \leq b_{\square}$
- CLF constraint $\dot{V}_{\varepsilon}(\eta) = L_f V_{\varepsilon}(\eta) + L_g V_{\varepsilon}(\eta) \mu \leq -\varepsilon V_{\varepsilon}(\eta) + \delta$
- torque constraint $u_{min} \leq u \leq u_{max}$
- normal force constraint $F_z \geq 0$

CLF-QP:

$$\begin{aligned} \bar{u}^* = \underset{\bar{u}, \delta}{\operatorname{argmin}} \quad & \bar{u}^T H_{CLF} \bar{u} + f_{CLF}^T \bar{u} + p \delta^2 \\ \text{s.t.} \quad & A_{iq, CLF} \begin{bmatrix} \bar{u} \\ \delta \end{bmatrix} \leq b_{iq, CLF} \\ & A_{eq, CLF} \begin{bmatrix} \bar{u} \\ \delta \end{bmatrix} = b_{eq, CLF} \end{aligned}$$

Expression of COM acceleration via Lie derivative

$$\ddot{x}_c = L_f^2 x_c + L_f L_g x_c \bar{u}$$

Low-level controller

The Setup for MPC-QP: The ZMP Constraint

General setup:

$$\bar{X} = \bar{A}X_{t_0} + \bar{B}\bar{U}$$

$$\bar{X}_z = \bar{A}_{zmp}\bar{X}_{t_0} + \bar{B}_{zmp}\bar{U}$$

$$\bar{X}_c = \bar{A}_{com}\bar{X}_{t_0} + \bar{B}_{com}\bar{U}$$

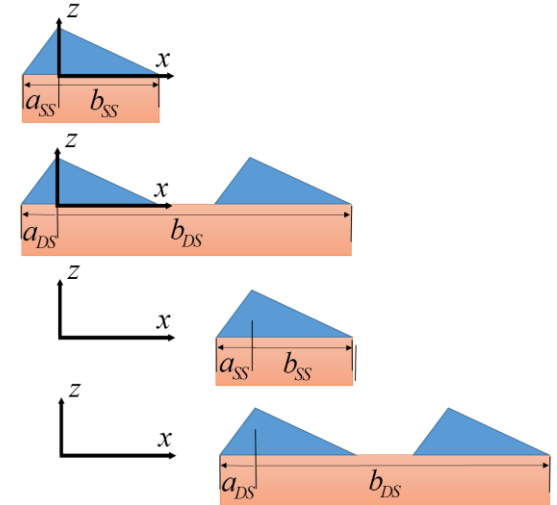
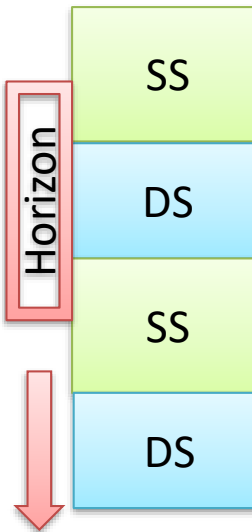
$$\dot{\bar{X}}_c = \bar{A}_{comV}\bar{X}_{t_0} + \bar{B}_{comV}\bar{U}$$

Horizon computation

– Horizon Length $N = N_{SS} + N_{DS}$

ZMP constraint $\bar{a} \leq \bar{X}_z \leq \bar{b}$

N time steps



High-level controller

The Setup for MPC-QP: The ZMP Constraint

General setup:

$$\bar{X} = \bar{A}X_{t_0} + \bar{B}\bar{U}$$

$$\bar{X}_z = \bar{A}_{zmp}\bar{X}_{t_0} + \bar{B}_{zmp}\bar{U}$$

$$\bar{X}_c = \bar{A}_{com}\bar{X}_{t_0} + \bar{B}_{com}\bar{U}$$

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– Horizon Length $N = N_{SS} + N_{DS}$

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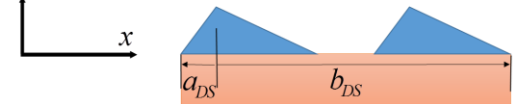
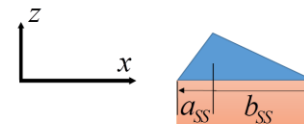
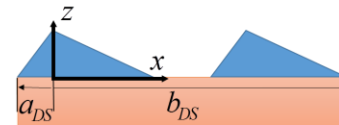
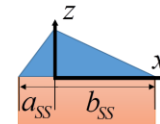
Horizon

SS

DS

SS

DS



High-level controller

The Setup for MPC-QP: The QP Formulation

Cost function: $\omega_1 \bar{U}^T \bar{U} + \omega_2 |\bar{X}_z - \bar{X}_z^{goal}|^2$

Important constraints:

- ZMP constraint $\bar{a} \leq \bar{X}_z \leq \bar{b}$
- Terminal constraints $x_{c_{t_0+N}} = x_c^{goal}$
 $\dot{x}_{c_{t_0+N}} = \dot{x}_c^{goal}$

MPC-QP:
$$\begin{aligned} & \underset{\bar{U}^*}{\operatorname{argmin}} && \frac{1}{2} \bar{U}^T H_p \bar{U} + f_p^T \bar{U} \\ & \text{s.t.} && A_{eq,p} \bar{U} = b_{eq,p} \\ & && A_{iq,p} \bar{U} \leq b_{iq,p} \end{aligned}$$

Equation of motion of LIP model

$$\ddot{x}_c = \frac{g}{z_0} (x_c - x_z) \triangleq \omega^2 (x_c - x_z)$$

High-level controller

The Main Result: The Unified Quadratic Program

$$\underset{\bar{u}^*, \bar{U}^*, \delta^*}{\operatorname{argmin}} \frac{1}{2} \begin{bmatrix} \bar{u} \\ \bar{U} \\ \delta \end{bmatrix}^T \begin{bmatrix} H_{CLF} & 0 & 0 \\ 0 & H_p & 0 \\ 0 & 0 & p \end{bmatrix} \begin{bmatrix} \bar{u} \\ \bar{U} \\ \delta \end{bmatrix} + \begin{bmatrix} f_{CLF} \\ f_p \\ 0 \end{bmatrix}^T \begin{bmatrix} \bar{u} \\ \bar{U} \\ \delta \end{bmatrix}$$

$$\text{s.t.} \quad \begin{bmatrix} A_{eq,CLF} & 0 & 0 \\ 0 & A_{eq,p} & 0 \end{bmatrix} \begin{bmatrix} \bar{u} \\ \bar{U} \\ \delta \end{bmatrix} = \begin{bmatrix} b_{eq,CLF} \\ b_{eq,p} \end{bmatrix}$$

$$\begin{bmatrix} A_{iq,CLF} & 0 & -1 \\ 0 & A_{iq,p} & 0 \end{bmatrix} \begin{bmatrix} \bar{u} \\ \bar{U} \\ \delta \end{bmatrix} \leq \begin{bmatrix} b_{iq,CLF} \\ b_{iq,p} \end{bmatrix}$$

$$(L_f^2 x_c + L_f L_g x_c \bar{u}) \frac{z_0}{g} - x_c = -x_z$$

The Main Result: The Unified Quadratic Program

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$$\ddot{x}_c = L_f^2 x_c + L_f L_g x_c \bar{u}$$



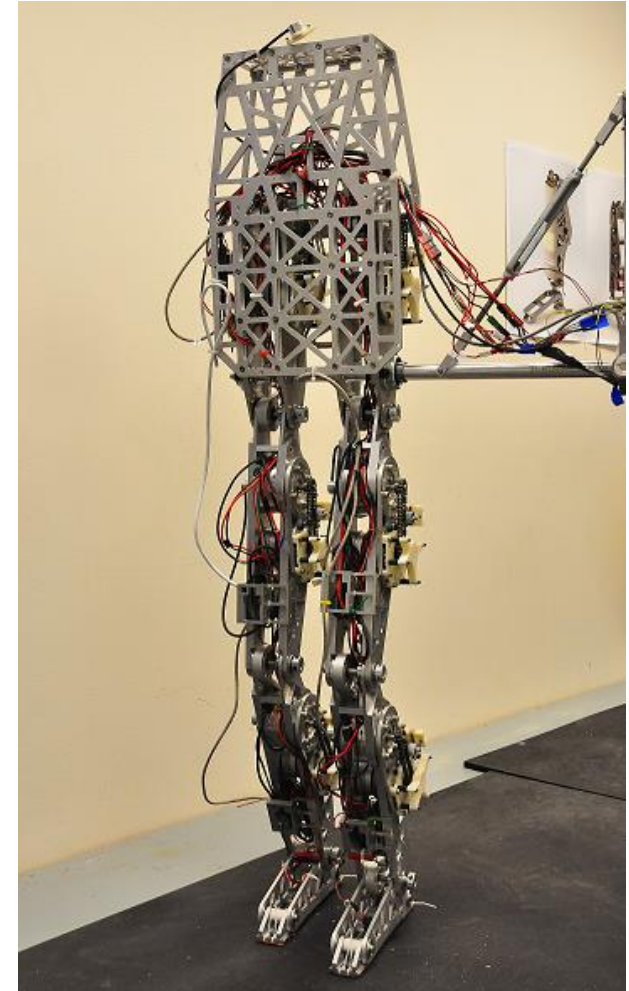
$$\ddot{x}_c = \frac{g}{z_0} (x_c - x_z) \triangleq \omega^2 (x_c - x_z)$$

$$(L_f^2 x_c + L_f L_g x_c \bar{u}) \frac{z_0}{g} - x_c = -x_z$$

Results

- Planer Bipedal Robot Amber 3
 - Height: 1.45 m
 - Weight: 33.4 Kg
 - 7-link, 6 DOFs
- Walking and Controller

Parameter	Value	Parameter	Value
T_{SS}	2 s	T_{DS}	1 s
MPC sampling time ΔT	0.1 s	Length of MPC horizon	3 s
L_{step}	10 cm	Stride Height	5 cm



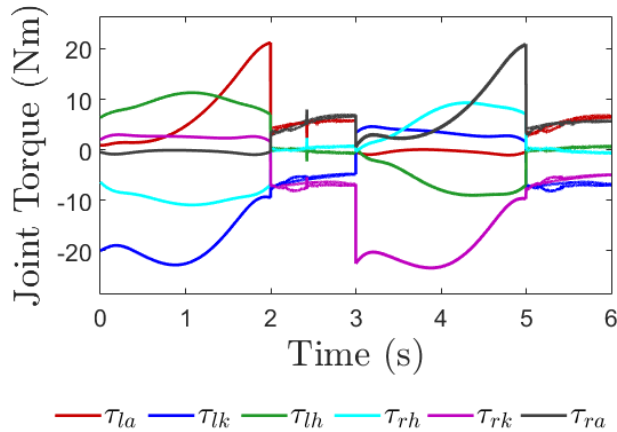
Adjustments for Unified QP

- COM was removed from the control outputs in CLF-QP
- The feedback of postimpact COM velocity to MPC-QP was set to zero to enforce the COM planned as free of impact
- Terminal constraints of COM and COM velocity in MPC-QP were removed

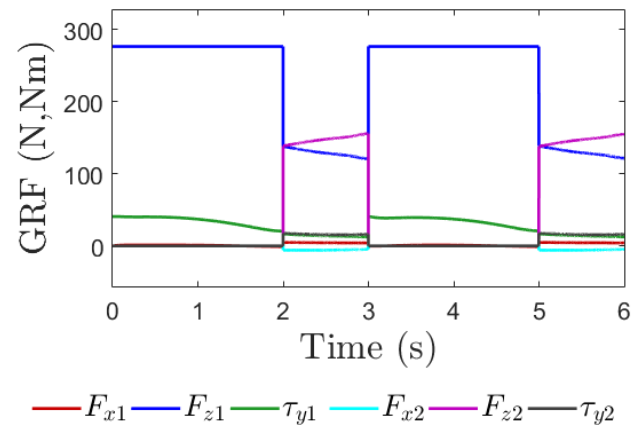
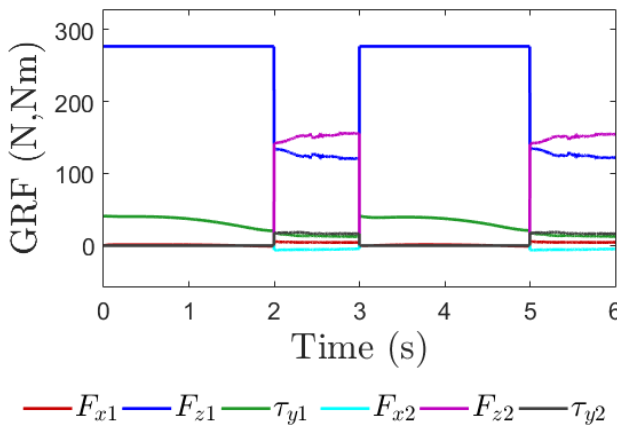
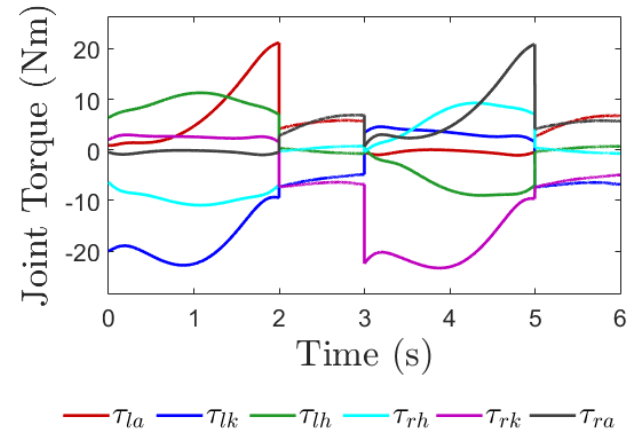


Settlements for Unified QP

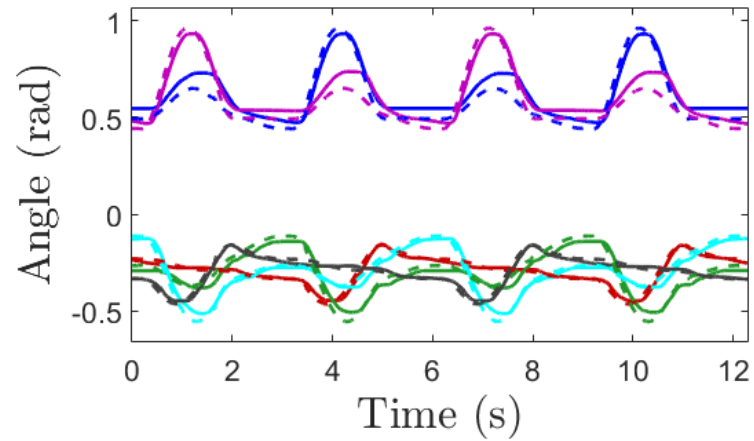
w/ COM terminal Constraints



w/o COM terminal Constraints



Experiment



θ_{la}^a θ_{lh}^a θ_{rk}^a θ_{la}^d θ_{lh}^d θ_{rk}^d
 θ_{lk}^a θ_{rh}^a θ_{ra}^a θ_{lk}^d θ_{rk}^d θ_{ra}^d

Conclusion

- We proposed a novel method of combining real-time walking pattern generation and constrained nonlinear control under ZMP constraints and torque constraints.
- The unified QP have advantages of both QPs: it resolves control actions which locally stabilize nonlinear control system outputs while ensuring that these control actions are consistent with a forward horizon COM plan that satisfies ZMP constraints in the simplified model.

$$\begin{aligned}
 & \underset{\bar{u}^*, \bar{U}^*, \delta^*}{\operatorname{argmin}} \frac{1}{2} \begin{bmatrix} \bar{u} \\ \bar{U} \\ \delta \end{bmatrix}^T \begin{bmatrix} H_{CLF} & 0 & 0 \\ 0 & H_p & 0 \\ 0 & 0 & p \end{bmatrix} \begin{bmatrix} \bar{u} \\ \bar{U} \\ \delta \end{bmatrix} + \begin{bmatrix} f_{CLF} \\ f_p \\ 0 \end{bmatrix}^T \begin{bmatrix} \bar{u} \\ \bar{U} \\ \delta \end{bmatrix} \\
 & \text{s.t.} \quad \begin{bmatrix} A_{eq,CLF} & 0 & 0 \\ 0 & A_{eq,p} & 0 \end{bmatrix} \begin{bmatrix} \bar{u} \\ \bar{U} \\ \delta \end{bmatrix} = \begin{bmatrix} b_{eq,CLF} \\ b_{eq,p} \end{bmatrix} \\
 & \quad \begin{bmatrix} A_{iq,CLF} & 0 & -1 \\ 0 & A_{iq,p} & 0 \end{bmatrix} \begin{bmatrix} \bar{u} \\ \bar{U} \\ \delta \end{bmatrix} \leq \begin{bmatrix} b_{iq,CLF} \\ b_{iq,p} \end{bmatrix} \\
 & \quad (L_f^2 x_c + L_f L_g x_c \bar{u}) \frac{z_0}{g} - x_c = -x_z
 \end{aligned}$$

Future work

- Completing a real-time implementation of the unified QP controller in C++.
- Robustness tests: push recovery or walking through uneven terrain are planned to be conducted.
- Further generalization and unification, such as combining footstep planning, manipulation, or time parameterization for event-based locomotion are also considered.

Thank you for your attention!

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Q & A ?

ZMP Constraints and Controller Overview

Low-level controller: QP-CLF

- Pros
 - Real-time implementations
 - Minimized control effort
 - Exploiting nonlinear full dynamics
- Cons
 - ZMP constraint only for current time-step

High-level controller: MPC

- Pros
 - Real-time implementation
 - Optimal choice considering the future prediction
 - ZMP constraint over the whole horizon
- Cons
 - Control input sequence may not be feasible
 - Simplified model may not reflect the real dynamics