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# On the Control of Quadrupedal Bounding with a Flexible Torso and a Tail

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#### **Presentation Overview**

- Introduction Quadrupeds with Flexible Torso & Tail
- Learning from Biology
- Attitude Control
- Coronal Plane Dynamics Simulation
- Sagittal Plane Dynamics Simulation
- 3D Model Attitude Control
- Simulation Results
- Conclusions

## Introduction - Legged Robots

- Point contact with ground
- Move on terrain with discontinuities
- Obstacle avoidance



BigDog



Raibert's monopod

RHex



NTUA's Quadruped 3

## Introduction - High Performance Quadrupeds

- Boston Dynamics: Cheetah (13 m/s) Wildcat
- MIT: Cheetah (6 m/s)
- Slower than their natural counterpart (29 m/s = 104 km/h)









#### Introduction - Robots with Tails



Cheetah-Cub EPFL - Pitch

Numerous legged robots have been designed, but only a minority of them include appendages for angular momentum management, such as tails, or reaction wheels.



TAYLROACH, University of California, Berkeley - Yaw



XRL, Upenn - Pitch



Penn Jerboa, Upenn - Pitch



Tailbot, University of California, Berkeley - Pitch



FlipBot, University of Cape Town - Roll, Pitch

#### Learning from Biology - Increasing Speed



#### Gait duration and speed

- Data from Belgian Shepards
- Stance duration (St) drops with speed
- Swing duration (Sw) constant
- Over 5 m/s, stride duration (D) cannot be reduced
- High speed galloping (v>8m/s) achieved with extensive torso/ spine motion

#### Learning from Biology – Flexible Torso



#### Flexible torso benefits

- Increased stride length by placing legs forward
- Energy storage at spine muscles tendons => increased energy efficiency
- Low stride frequency
  - the cheetah reaches the same forward velocity with lower frequency motion than the racing greyhound
- Stability of motion

#### Learning from Biology - Animal Tails



- Many legged animals have long tails which aid in balance and maneuverability at high speeds.
- Tail motion effective for adjustments to unexpected perturbations, when the legs are otherwise occupied.





#### **Attitude Control**

- Quadruped robots are *highly underactuated* machines.
- Tasks such as high speed galloping, jumping over obstacles, or gait transitions, require *precise control* of their attitude.
- Attitude control is achieved indirectly through the motion of the legs
  - This technique assigns more control tasks to the legs forcing them to trade-offs that may lead to low performance.
- To mitigate this challenge, dedicated appendages with large moment of inertia (MoI) can be used.



#### General 2D Dynamic Model in Aerial Phase





- Equations of Motion (EoM) in Aerial Phase  $(I_0 + I_1 + \mu(l^2 + r^2 + 2rl\cos q))\ddot{\theta} + (I_1 + \mu(l^2 + rl\cos q))\ddot{q} - \mu rl\sin q\dot{q}^2 - 2\mu rl\sin q\dot{q}\dot{\theta} = 0$   $(I_1 + \mu l^2 + \mu rl\cos q)\ddot{\theta} + (I_1 + \mu l^2)\ddot{q} + \mu rl\sin q\dot{\theta}^2 = \tau$
- Conservation of Angular Momentum  $(I_0 + I_1 + \mu(l^2 + r^2 + 2rl\cos q))\dot{\theta} + (I_1 + \mu(l^2 + rl\cos q))\dot{q} = h_0$
- The analysis holds for body maneuvers in roll, pitch, and yaw, assuming these motions are decoupled.
- Next, we examine maneuvers on the coronal plane trying to control the roll angle of the body.

#### Dynamics and Control on the Coronal Plane





■ For *I*<sub>1</sub>=0, *r*=0, the EoM decouple, and the tail angle *q* becomes an *ignorable* coordinate.



- As observed in the first equation, we can control roll angle  $\theta$ , with a simple controller of the form:
- $\tau = -I_0(k_v \dot{e}_{\theta} + k_p e_{\theta})$
- The PD gains  $k_p$ ,  $k_v$  depend on the time available  $k_p = 36/t_s^2$ ,  $k_v = 12/t_s$  to complete the maneuver, *ts*.

#### Adding Legs and Ground Forces to the Model



**Parameters** 

Body: Io=0.3kgm^2, mo=20.8kg <u>Hip to Hip distance</u>: 0.1m <u>Leg</u>: I=0.32m, k=3523N/m <u>Tail</u>: m1=0.5kg, I=0.2m. **Initial Conditions** 

θo=3°, yo=0.35m

- Initial conditions and parameters obtained from a 3D experiment in ADAMS that started with *roll angle*  $\theta_0=3^\circ$ .
- The controller designed previously is used in aerial phases to bring the body angle to zero. The tail manages to stabilize the body angle.

## Modeling and Dynamics: Sagittal Plane

#### **Assumptions & simplifications**

- Motion at sagittal plane (2D) only
- Simplified galloping = bounding
- Two segment body
- Pinned spine joint with torsional spring
- Massless springy legs
- No sliding during foot-ground contact
- Passive model





#### Modeling and Dynamics: Double Stance



Equations derived with Lagrange's methodology

 $\frac{Generalized \ coordinates}{x^{cm}_{b,} \ y^{cm}_{b,} \ \theta_{b,} \ \theta_{f}}$ 

 $\frac{Control inputs}{\Phi^{td}_{b,} \Phi^{td}_{f}}$ 

 $2m\ddot{x}_{b}^{cm}+m(-d\dot{\theta}_{b}^{2}\cos\theta_{b}-d\dot{\theta}_{f}^{2}\cos\theta_{f}-d\ddot{\theta}_{b}^{2}\sin\theta_{b}-d\ddot{\theta}_{f}^{2}\sin\theta_{f})+k_{b}(L_{b}-l_{b})\sin\gamma_{b}+k_{f}(L_{f}-l_{f})\sin\gamma_{f}=0$   $2m\ddot{y}_{b}^{cm}+m(-d\dot{\theta}_{b}^{2}\sin\theta_{b}-d\dot{\theta}_{2}^{2}\sin\theta_{f}+d\ddot{\theta}_{b}^{2}\cos\theta_{b}-d\ddot{\theta}_{f}^{2}\cos\theta_{f})-k_{b}(L_{b}-l_{b})\cos\gamma_{b}-k_{f}(L_{f}-l_{f})\cos\gamma_{f}+2mg=0$   $\ddot{\theta}_{b}(J+md^{2})+\ddot{\theta}_{f}md^{2}-\ddot{x}md\sin\theta_{b}+\ddot{y}md\cos\theta_{b}-dk_{b}(L_{b}-l_{b})\cos(\gamma_{f}-\theta_{b})+dk_{f}(L_{f}-l_{f})\cos(\gamma_{b}-\theta_{b})+k_{t}(\theta_{b}-\theta_{f})+mgd\cos\theta_{b}=0$   $\ddot{\theta}_{f}(J+md^{2})+\ddot{\theta}_{h}md^{2}-\ddot{x}md\sin\theta_{f}+\ddot{y}md\cos\theta_{f}-2dk_{f}(L_{f}-l_{f})\cos(\gamma_{f}-\theta_{f})-k_{t}(\theta_{b}-\theta_{f})+mgd\cos\theta_{f}=0$ 

## Modeling and Dynamics: Poincaré Map

#### Poincaré section

Taken at the extended flight phase, at the apex of the spinal joint

#### Fixed points

Proper initial conditions + "control" inputs = continuous motion

$$\mathbf{z}_{f}[k+1] = P(\mathbf{z}_{f}[k], \boldsymbol{\alpha}_{f}[k])$$
$$\mathbf{z}_{f} = [\boldsymbol{y}_{b}^{cm}, \boldsymbol{\theta}_{b}, \boldsymbol{\theta}_{f}, \dot{\boldsymbol{x}}_{b}^{cm}, \dot{\boldsymbol{\theta}}_{b}, \dot{\boldsymbol{\theta}}_{f}]^{T}$$
$$\boldsymbol{\alpha}_{f} = [\boldsymbol{\varphi}_{b}^{td}, \boldsymbol{\varphi}_{b}^{td}]^{T}$$

## Simulation: Parameters & Initial Conditions

#### Initial conditions

#### Robot parameters

Parameter	Value
$\dot{\mathbf{X}}_{b,0}^{cm}$	3.73 m/s
$\dot{y}_{b,0}^{cm}$	0.41 m/s
$y_{b,0}^{cm}$	0.29 m
$\Theta_{b,0}$	-10.73 deg
$\Theta_{\rm f,0}$	10.73 deg
Ө <sub>ь.0</sub>	-172 deg/s
$\dot{\Theta}_{_{f0}}$	-172 deg/s

Parameter	Value
m	10.432 kg
J	0.339 kg m <sup>2</sup>
$L_f = L_b$	0.323 m
d	0.138 m
$k_f = k_b$	7046 N/m
K <sub>torso</sub>	165 N/m

Control input	Value
$\Phi_{\tt b}^{\tt td}$	28.14 deg
$\Phi_{\sf f}^{\sf td}$	12.12 deg

#### **Simulation - Results**



• Reversing time symmetry  $\mathbf{x}_{b}(-t) = \mathbf{x}_{f}(t)$ where  $\mathbf{x}_{i} = [y_{i}^{cm}, \theta_{i}, \dot{\theta}_{i}, \dot{\mathbf{x}}_{i}^{cm}, \dot{y}_{i}^{cm}]^{T}, i \in \{\mathbf{f}, \mathbf{b}\}$ 

# 3D Model with Tail & Flexible Torso

- Model characteristics
  - □ 3D model in MSC Adams simulation environment
  - □ Flexible torso and tail in a single model
  - Initial conditions and leg touch down angles derived from sagittal plane fixed point
  - □ 3 deg initial roll
  - □ Tail active only during flight passive during stance
  - □ Simple tail control law
- Aim

□ To correct the initial roll angle and conserve the motion

# Simulation – Passive Tail (no actuation)



- Roll angle increases since no control is applied
- Not enough foot clearance
- Incapable of completing one stride

# Simulation – Success with Active Tail



- Tail actuation during flight phase only
- Roll angle correction within one stride
- Completed the stride successfully

#### Conclusions

- Derived the 2D passive dynamics of a quadruped with a *flexible torso*.
  A *fixed point* of the motion was found.
- Derived the 2D model of a quadruped with a *tail-like appendage*.
  - A controller was developed to stabilize the main body attitude on the coronal plane using a *tail*.
- A complex 3D model with both a flexible torso and a tail was simulated with and without tail actuation on the coronal plane.
  - □ When starting with a roll angle of 3°, the robot *fails* to make a second stride without tail actuation.
  - With the tail correcting the roll angle of the body during flight, the 3D robot follows a *stable* motion corresponding to the fixed point found in the 2D analysis.

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