



DYNAMOGRADE

LA FORCE DE LA MARCHÉ

WATCH YOUR STEPS

Torque controlled locomotion in unknown environments

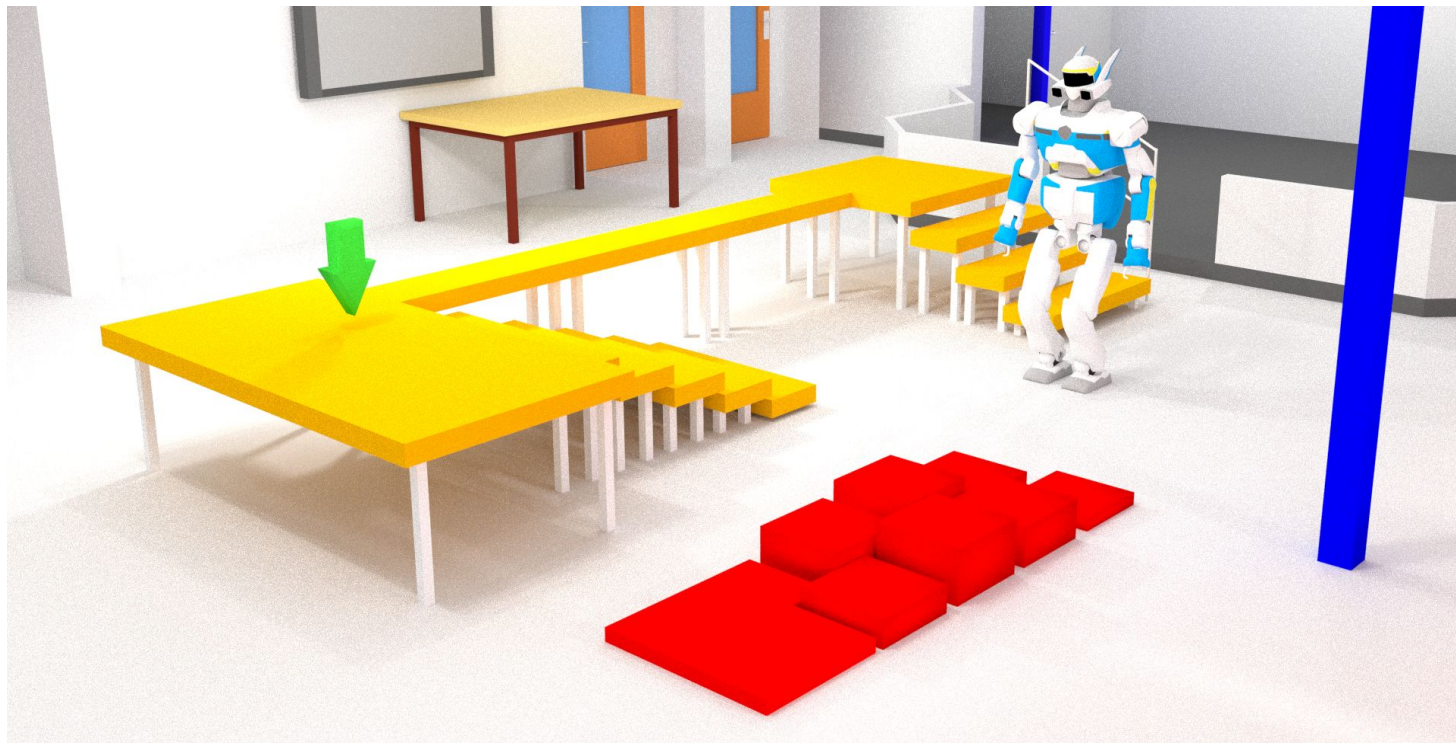
Pierre Fernbach, Maximilien Naveau | JNRH 2023

T O W A R D S

High level inputs
(eg. root position
or joystick input)



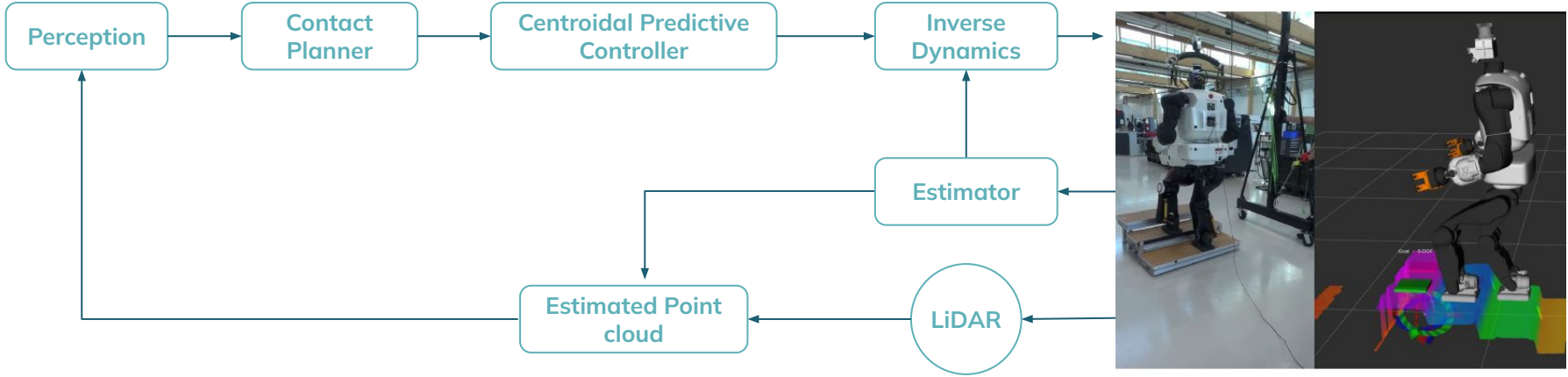
Whole body motion,
dynamically consistent
and collision free



High level inputs
(eg. root position
or joystick input)



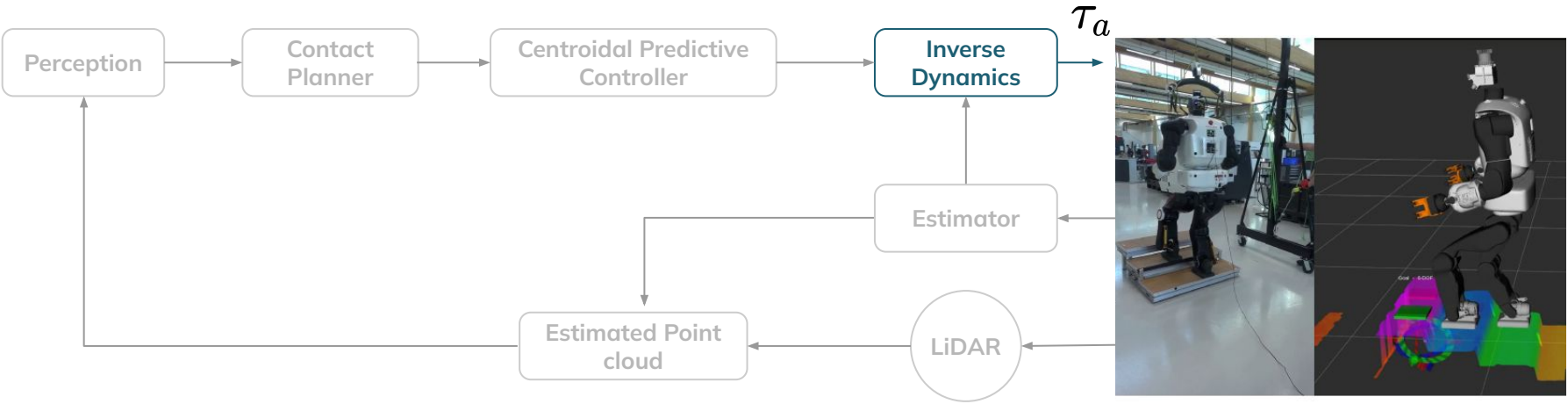
Whole body motion,
dynamically consistent
and collision free



High level inputs
(eg. root position
or joystick input)

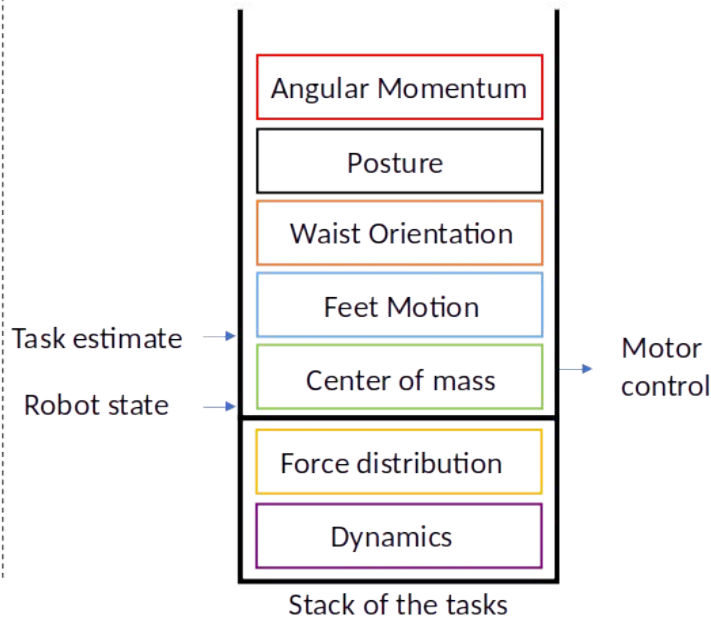
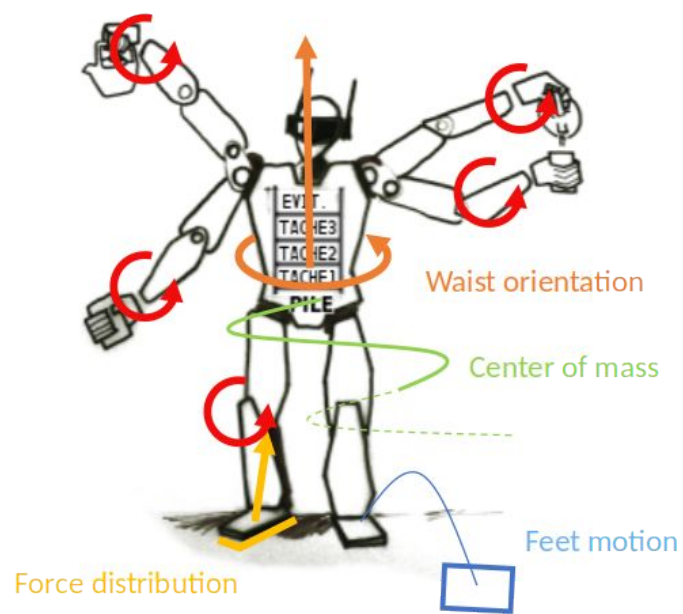


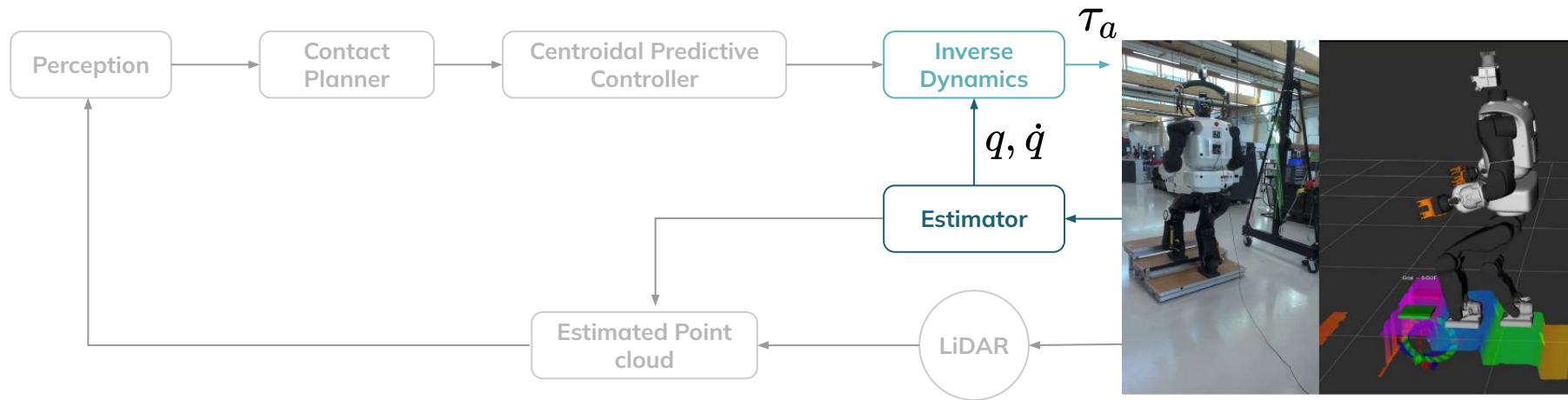
Whole body motion,
dynamically consistent
and collision free



Task Space Inverse Dynamics

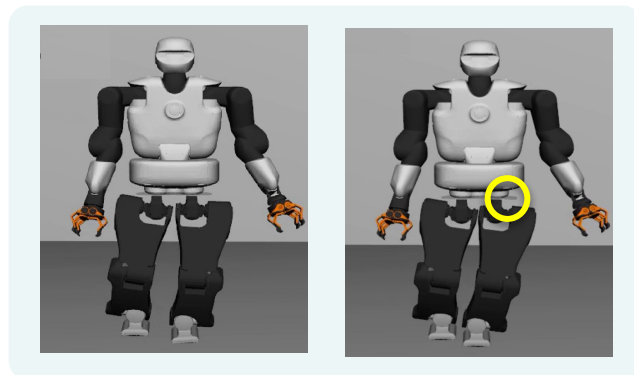
Hierarchical QP solving for joints torque with respect to rigid body dynamics, friction cone constraints and a weighted set of tasks.

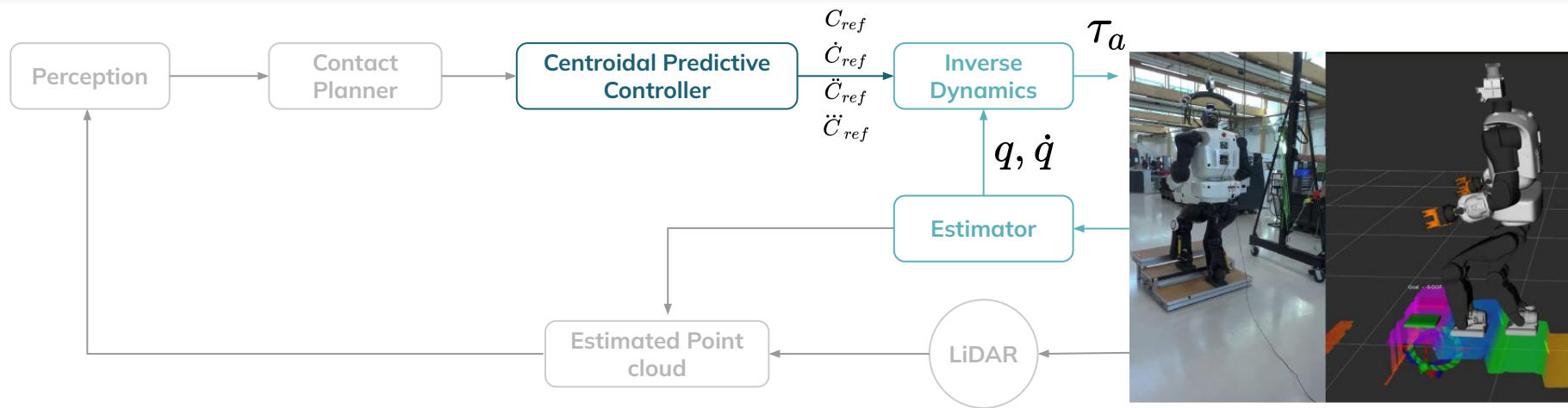




Estimator:

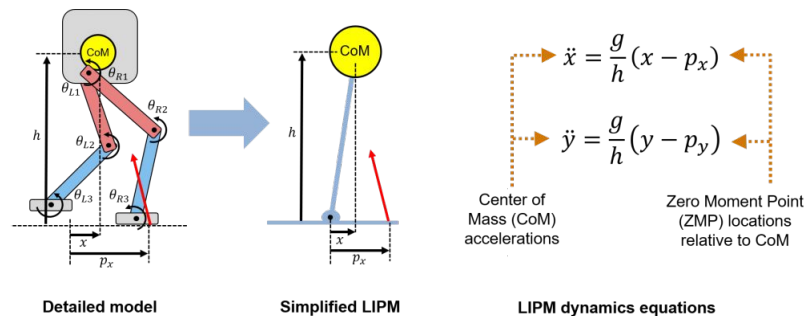
EKF with IMU and Kinematics odometry
Hip flexibility compensation



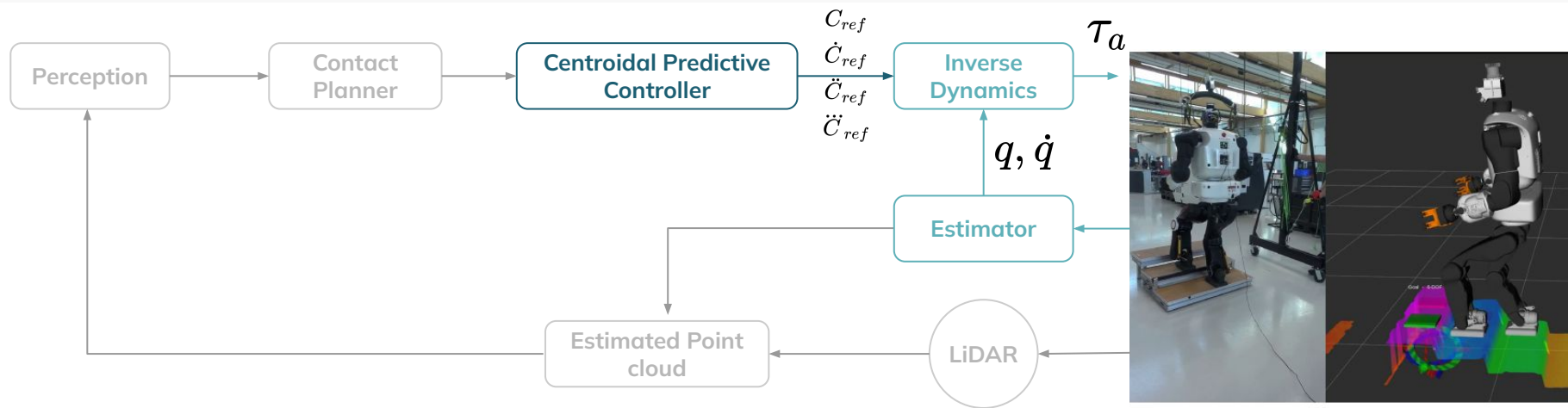


Centroidal Predictive Controller

MPC based on Linear Inverted Pendulum Model
 Formulation of Kajita 2003^[1]



[1] S. Kajita et al., "Biped walking pattern generation by using preview control of zero-moment point," 2003 IEEE International Conference on Robotics and Automation

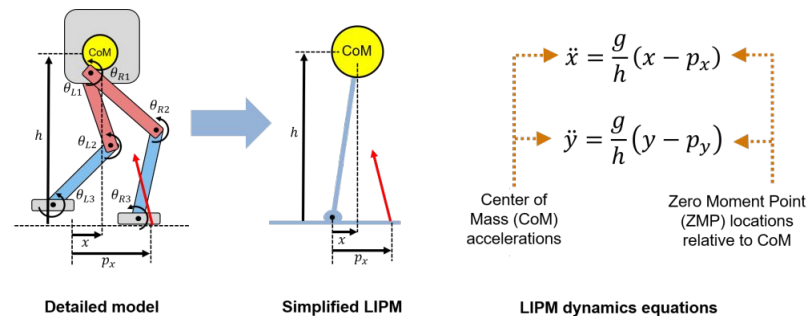


Centroidal Predictive Controller

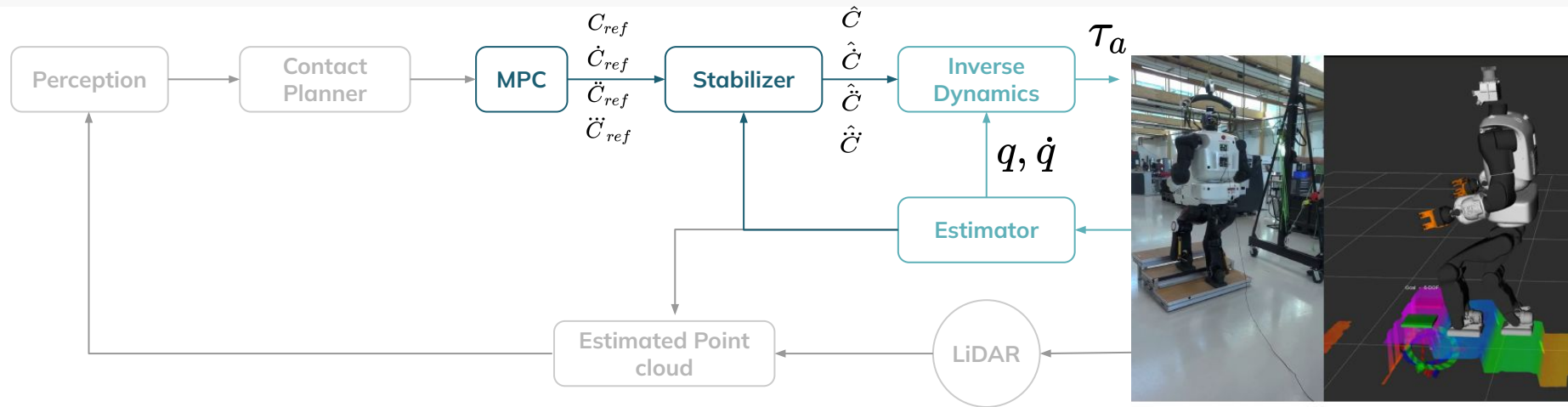
MPC based on Linear Inverted Pendulum Model
 Formulation of Kajita 2003^[1]

Optimize center of mass jerk over time horizon:

- Minimize center of mass jerk
- Track center of pressure references (computed from a contact sequence)



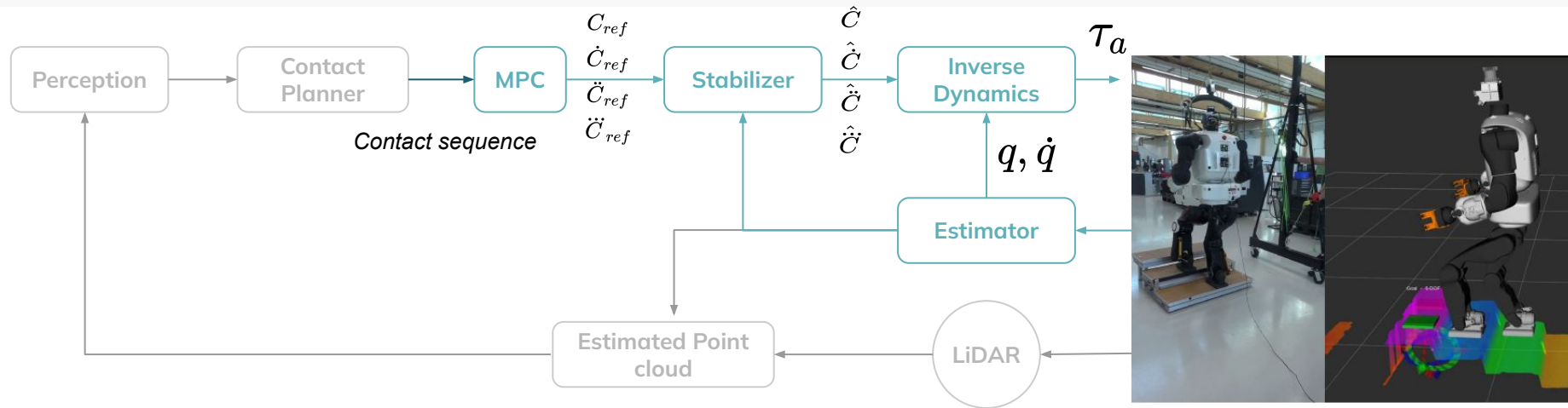
[1] S. Kajita et al., "Biped walking pattern generation by using preview control of zero-moment point," 2003 IEEE International Conference on Robotics and Automation



Stabilizer

Capture Point control using natural dynamics of LIP^[2]

[2] J. Engelsberger, C. Ott, M. A. Roa, A. Albu-Schäffer and G. Hirzinger, "Bipedal walking control based on Capture Point dynamics," 2011 IEEE/RSJ International Conference on Intelligent Robots and Systems



Walk with predefined footsteps:

30cm steps, 1.4 seconds per steps

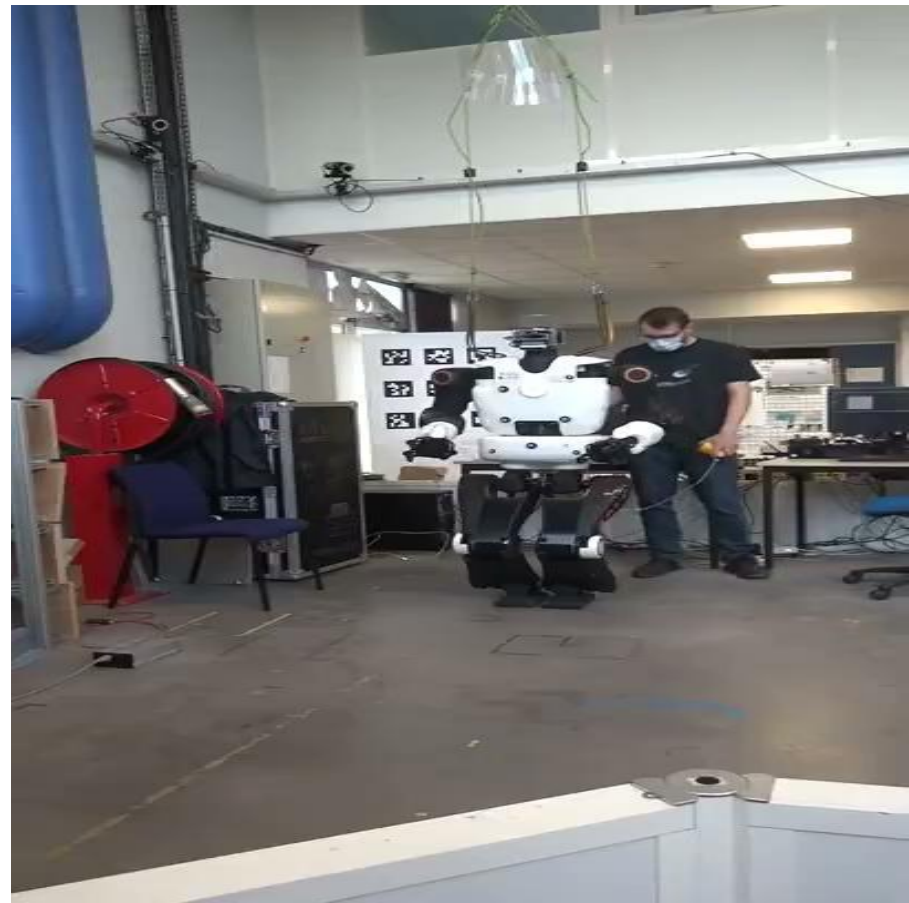


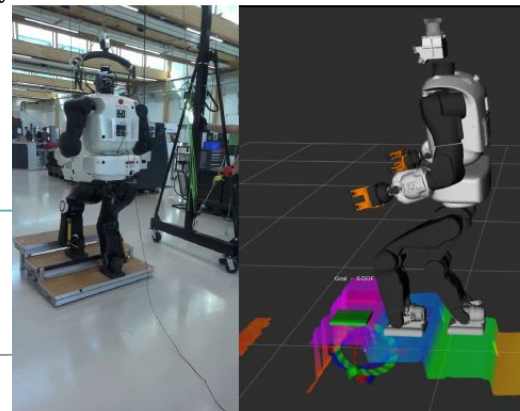
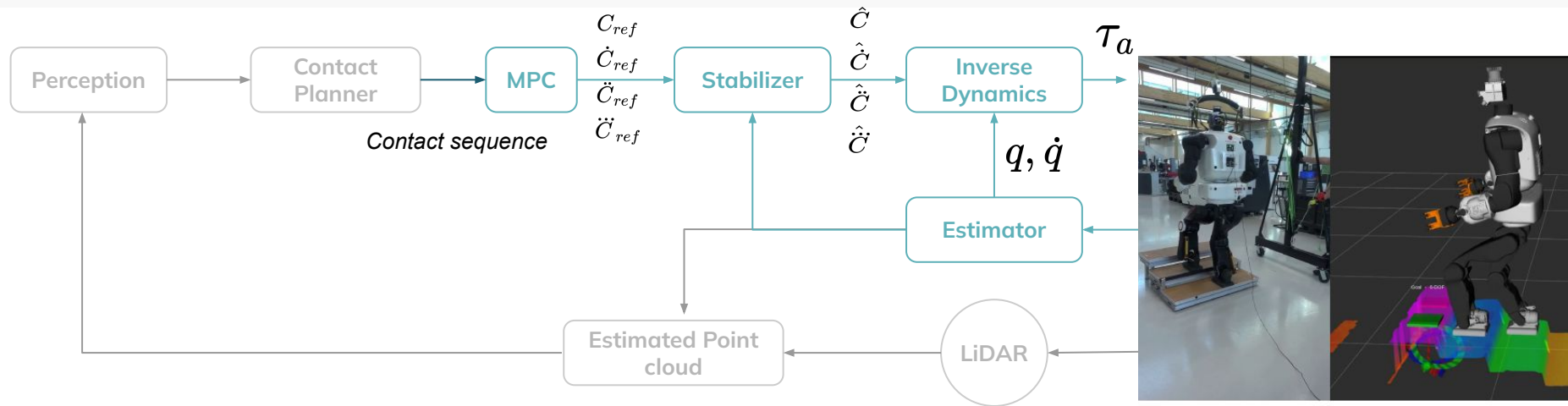
Walk with predefined footsteps:

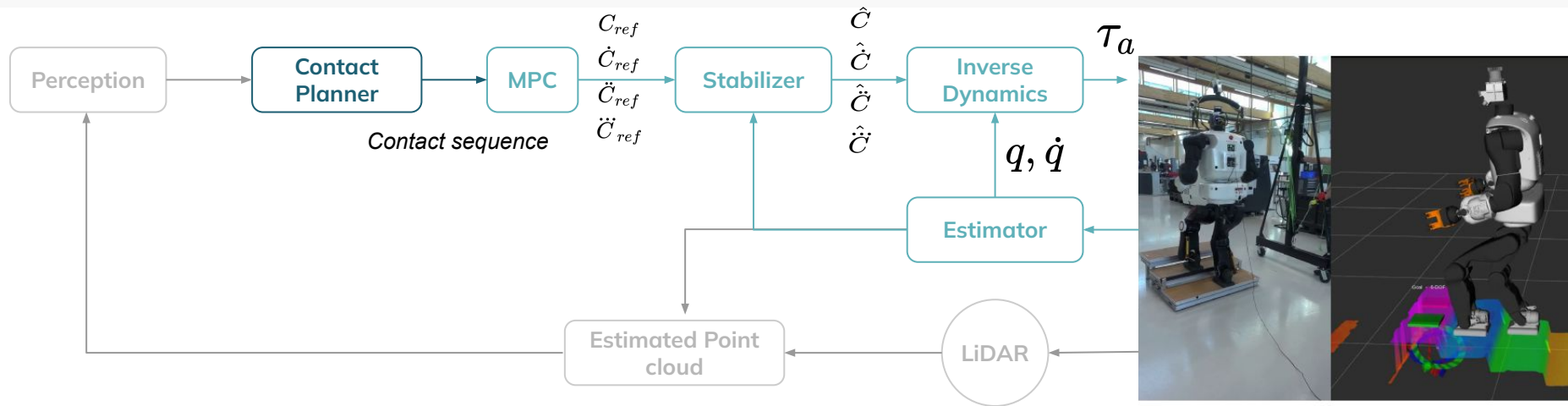
30cm steps, 1.4 seconds per steps



20cm steps, 0.9 seconds per steps







Contact Planner: SL1M^[3]

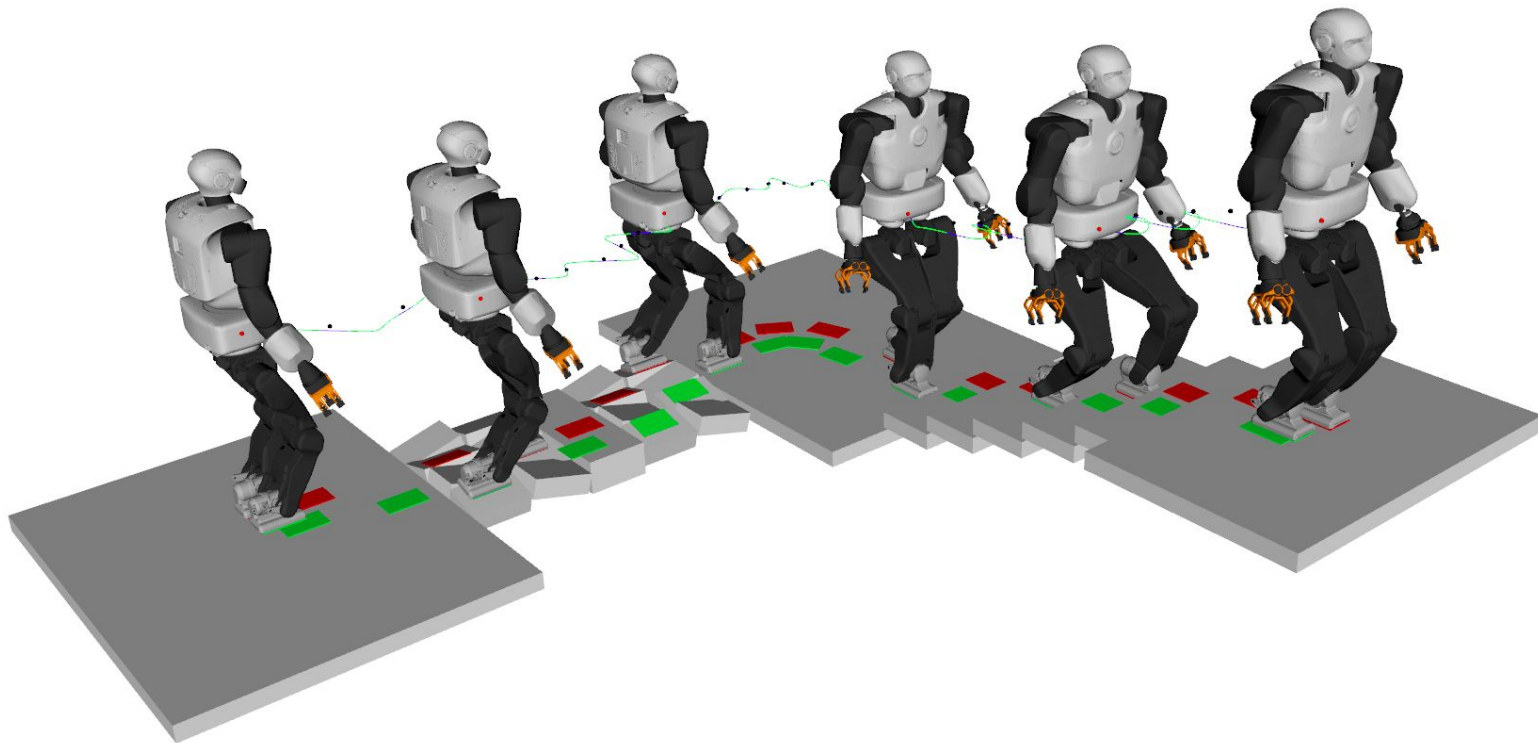
Optimization-based method

Work on non-coplanar surfaces

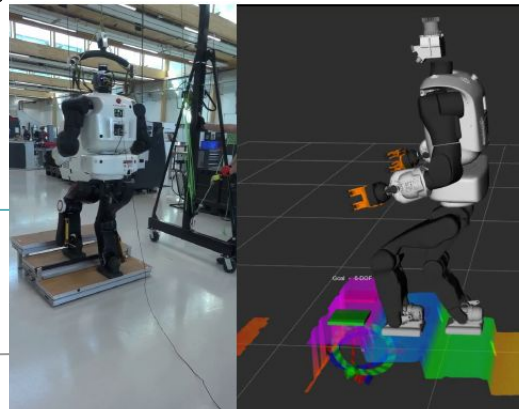
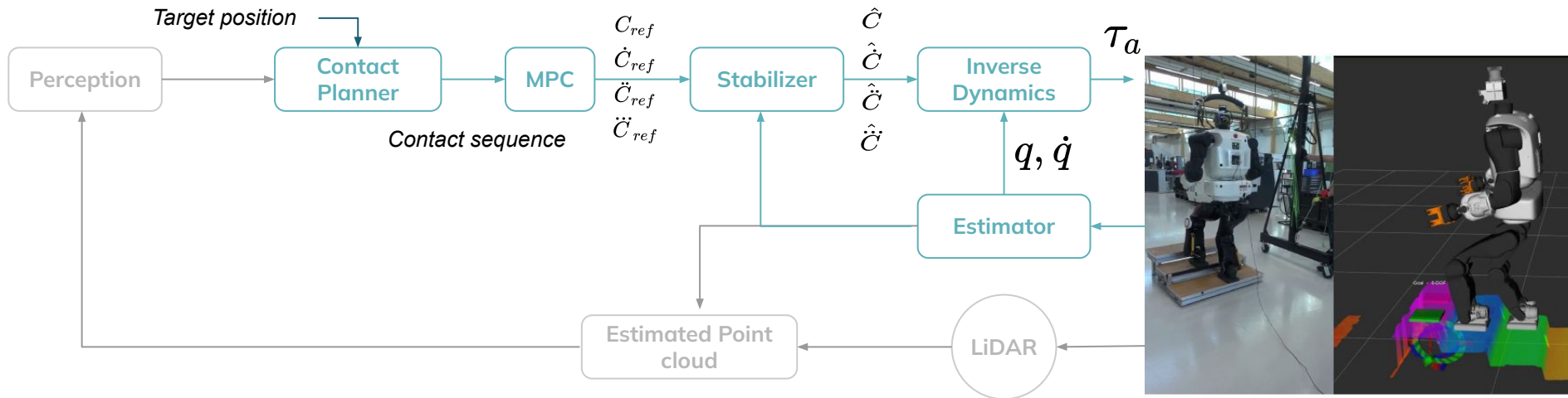
Feasibility constraints considering kinematic limits and equilibrium

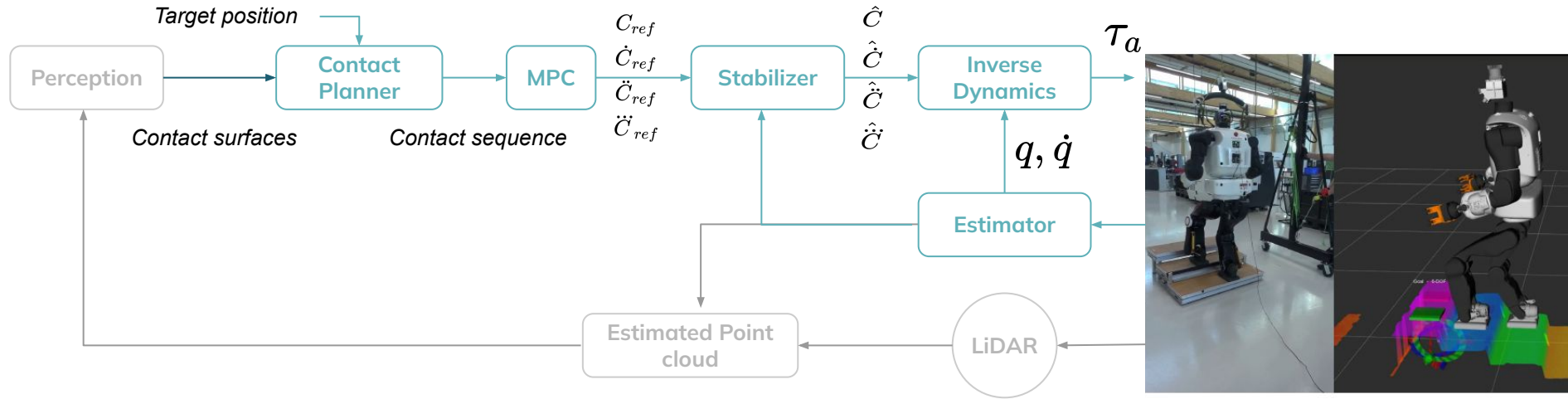
[3] S. Tonneau, D. Song, P. Fernbach, N. Mansard, M. Taix and A. Del Prete, "SL1M: Sparse L1-norm Minimization for contact planning on uneven terrain," 2020 IEEE International Conference on Robotics and Automation (ICRA)

Contact Planner: SL1M^[3]



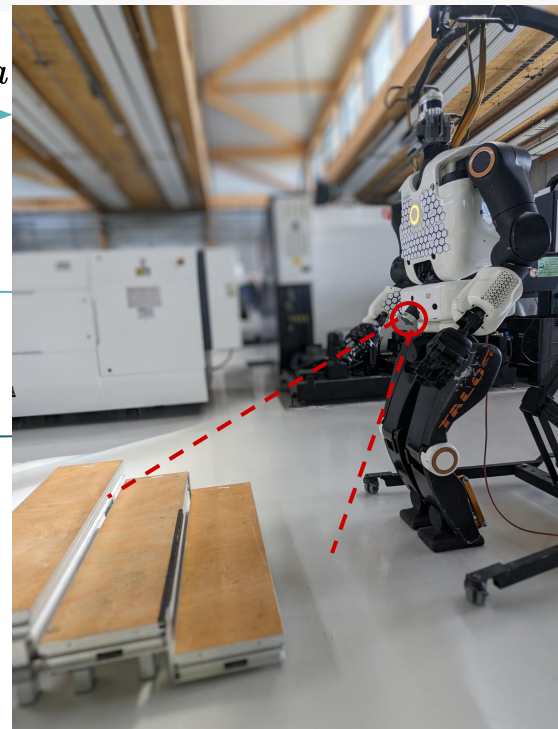
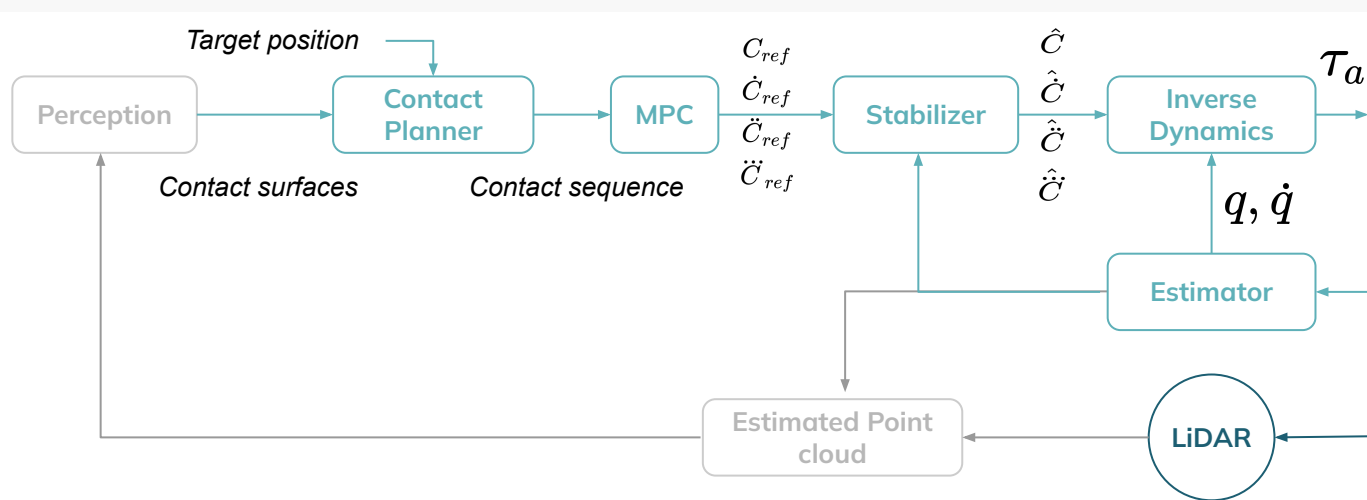
[3] S. Tonneau, D. Song, P. Fernbach, N. Mansard, M. Taix and A. Del Prete, "SL1M: Sparse L1-norm Minimization for contact planning on uneven terrain," 2020 IEEE International Conference on Robotics and Automation (ICRA)



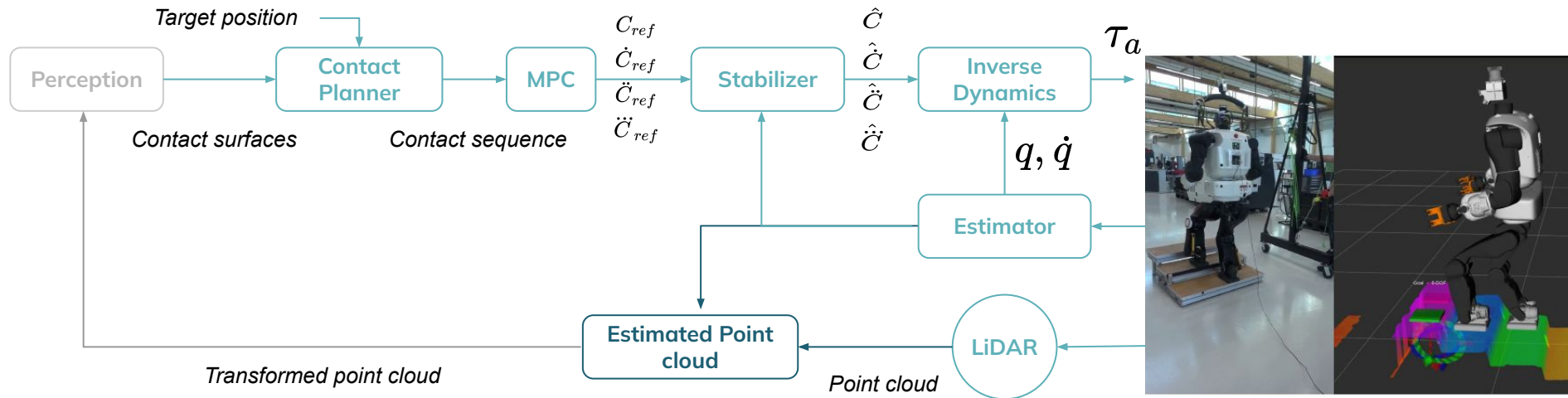


Contact surfaces:

- Defines the locations where the center of the feet can create a contact
- Convex polygons
- Non overlapping

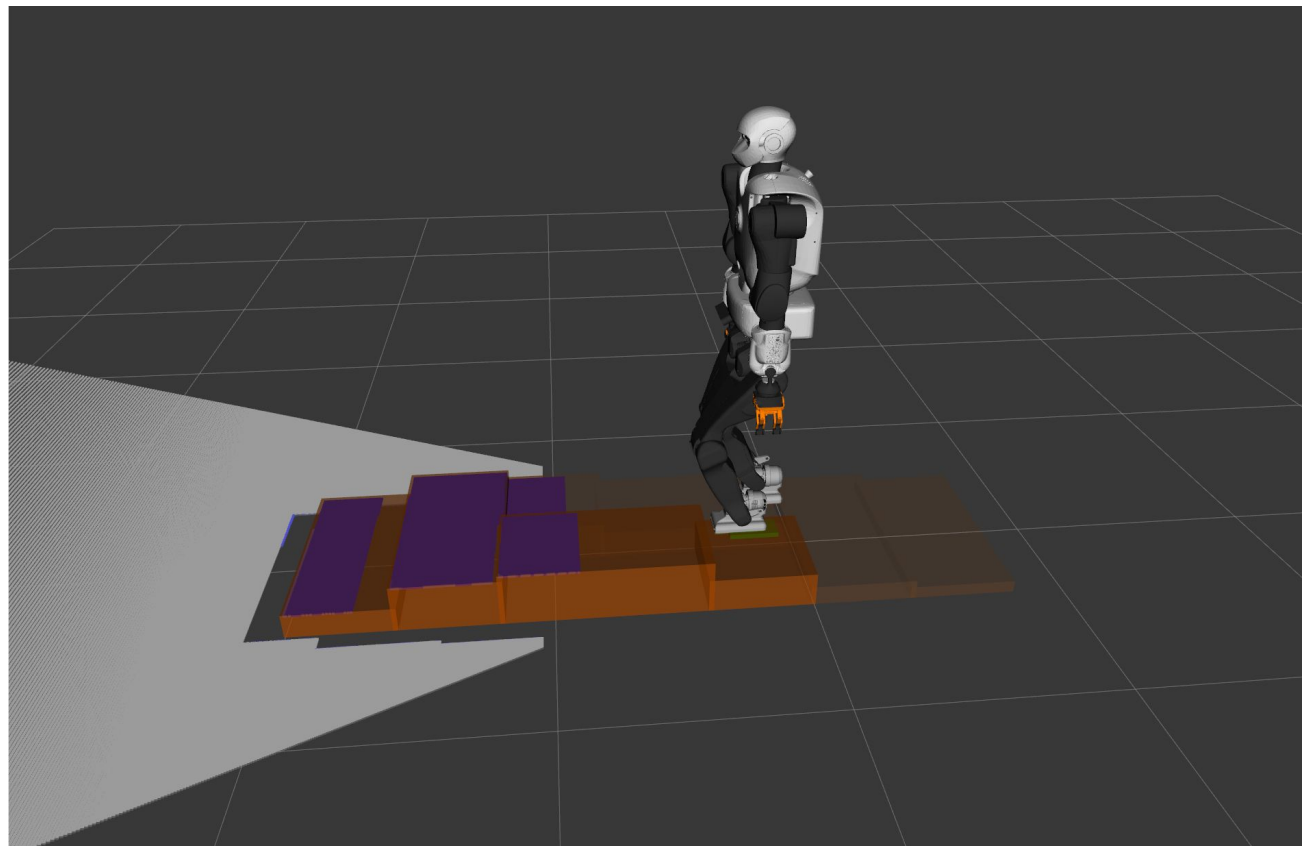


Realsense L515



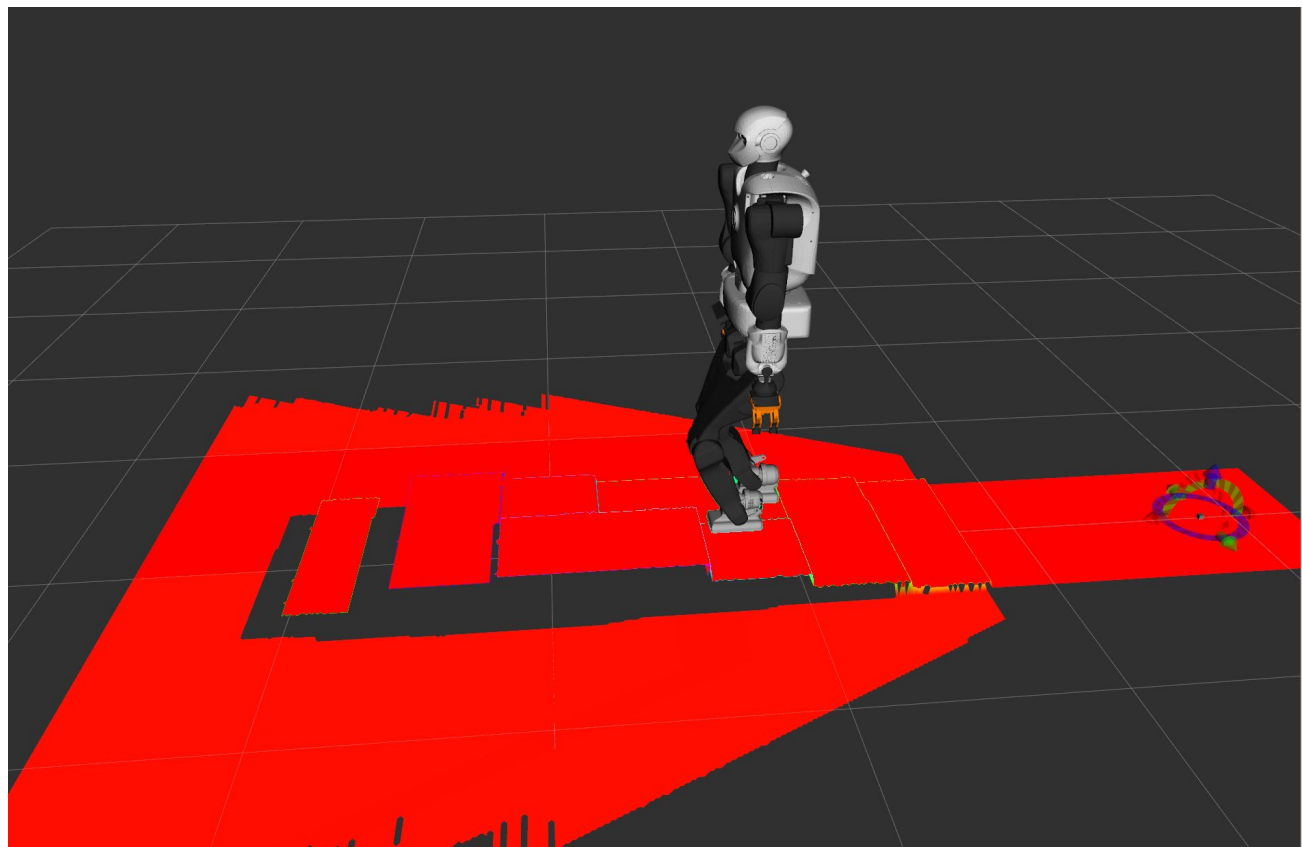
Point cloud from LIDAR

No perception of the close surrounding of the robot



Elevation map construction

Build and update an elevation map from the LIDAR point cloud during the motion

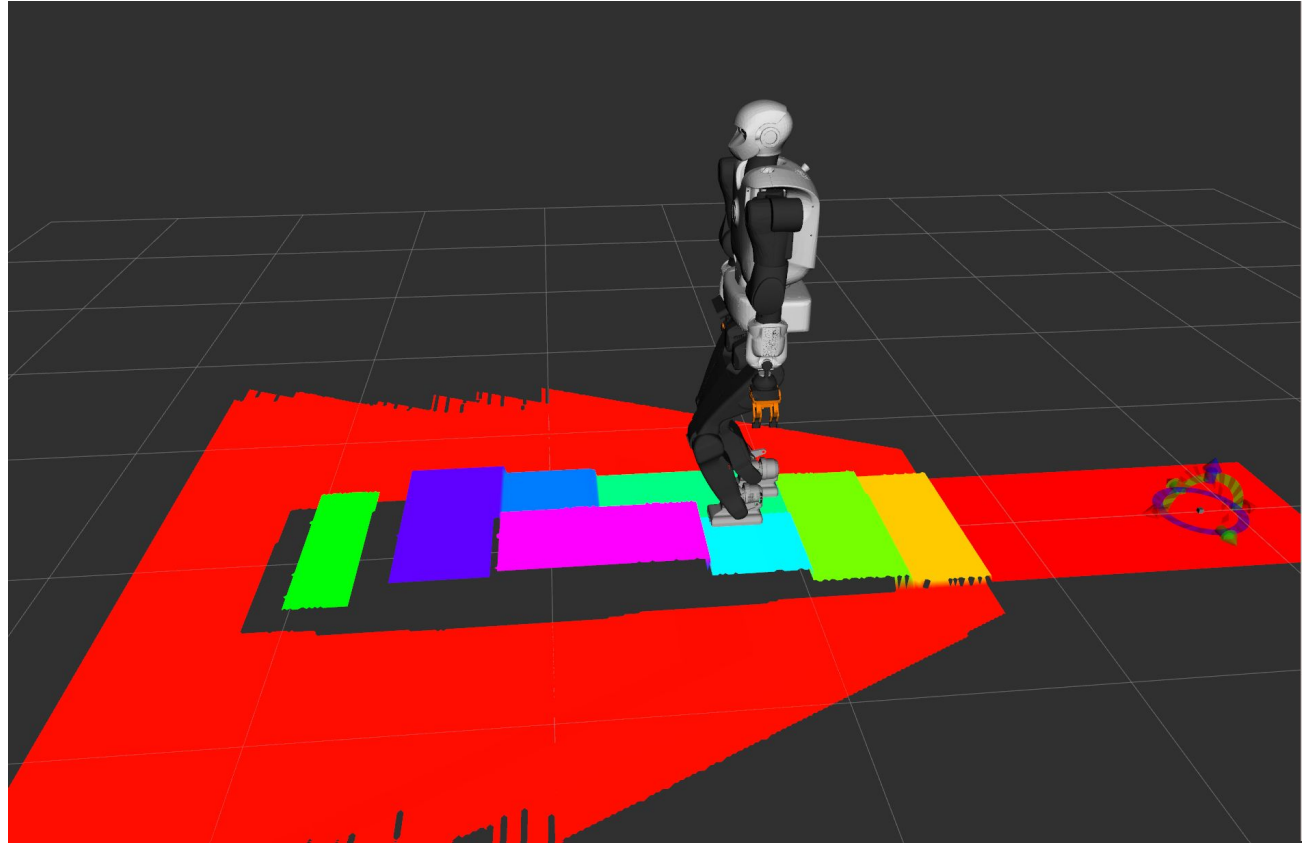


Elevation map construction

Build and update an elevation map from the LIDAR point cloud during the motion

Plane segmentation

Based on RANSAC method



Elevation map construction

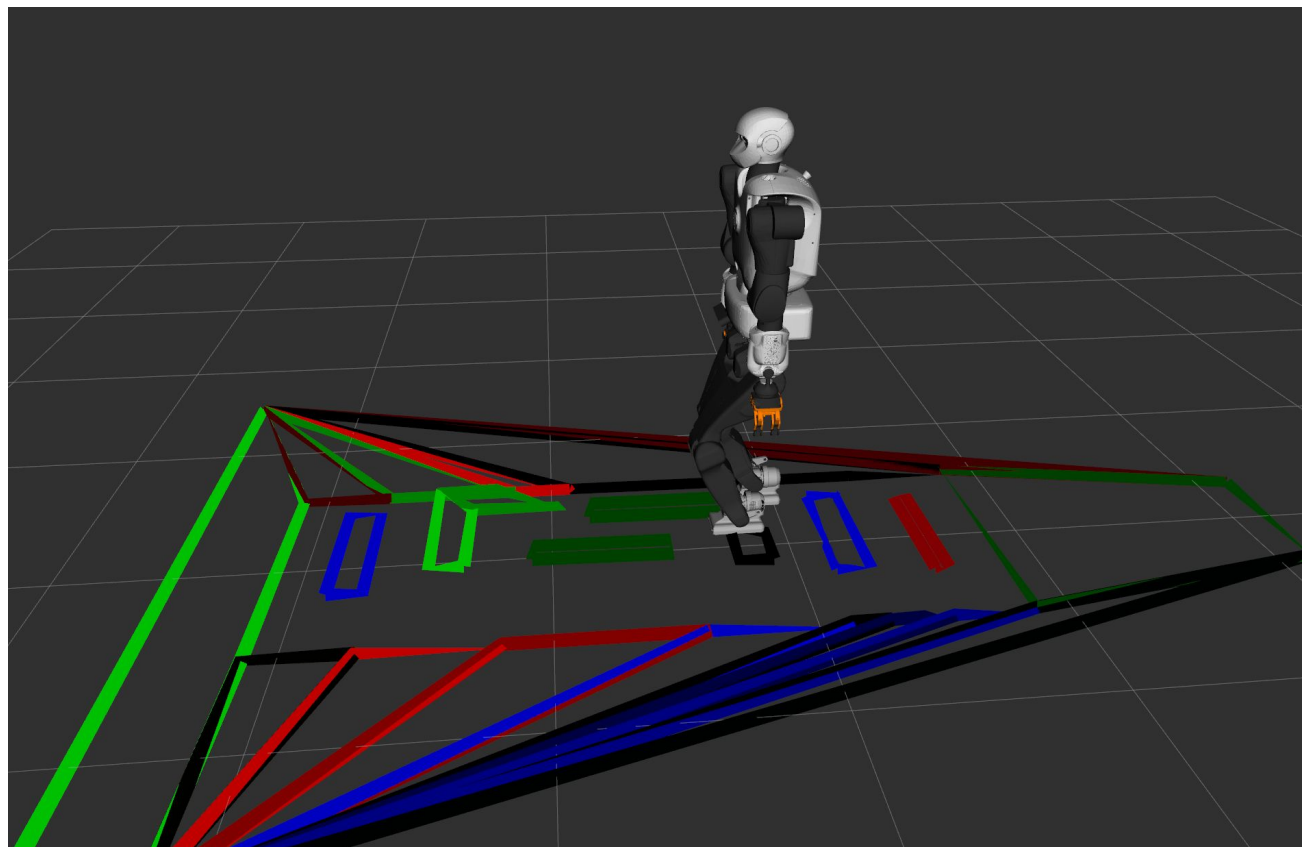
Build and update an elevation map from the LIDAR point cloud during the motion

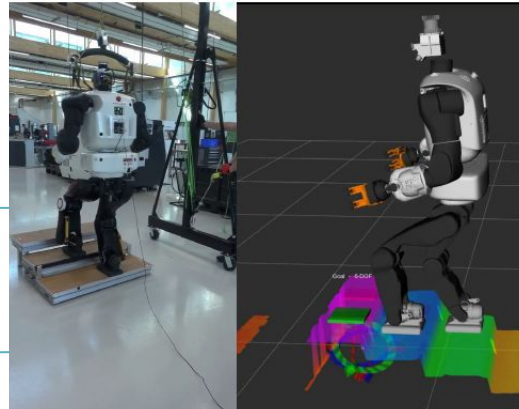
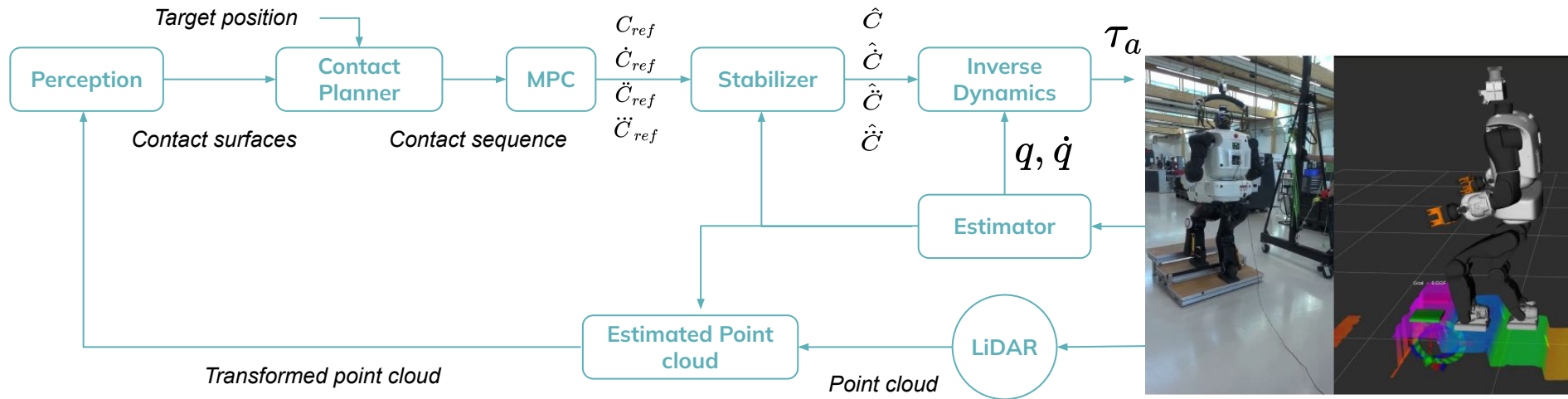
Plane segmentation

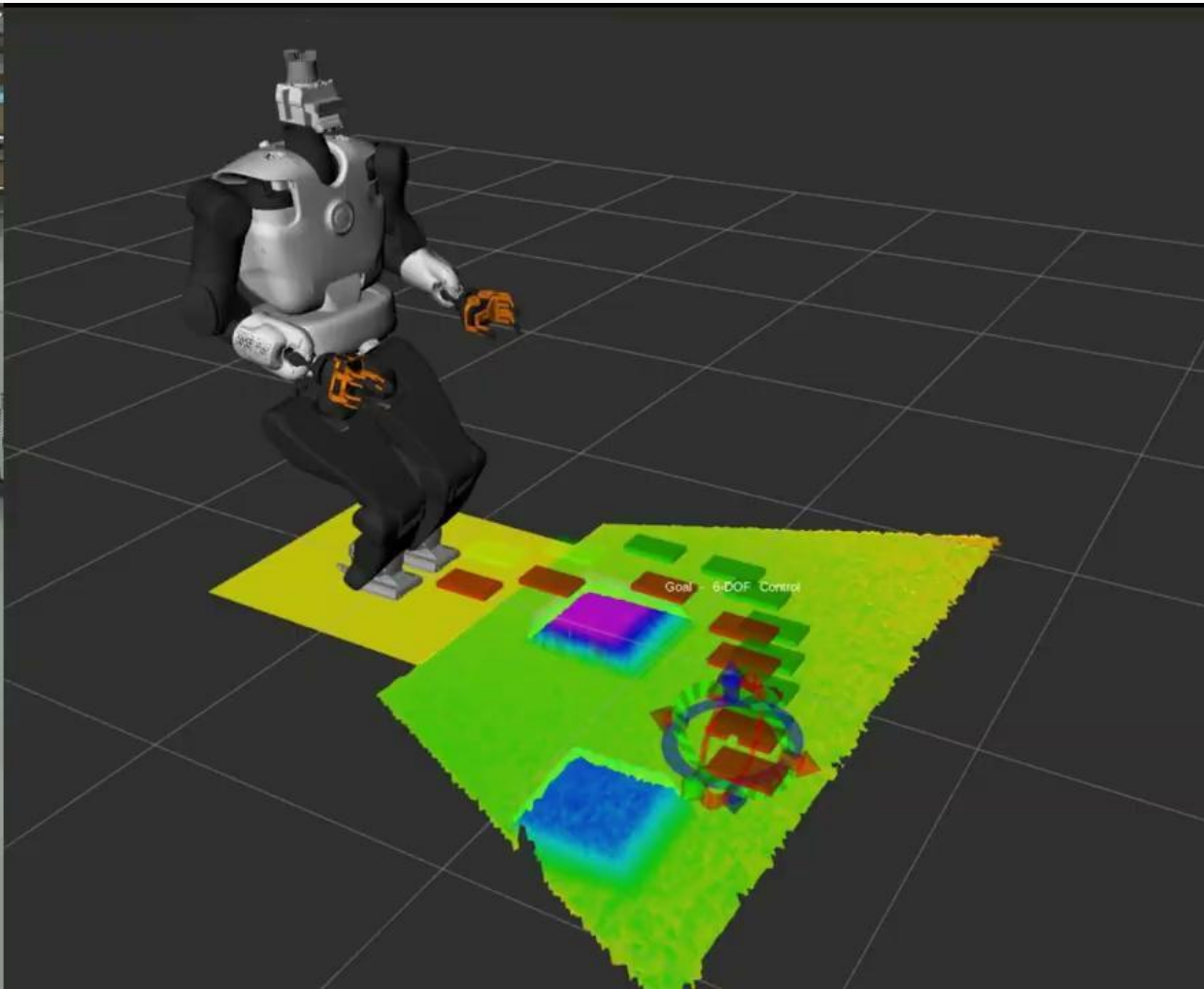
Based on RANSAC method

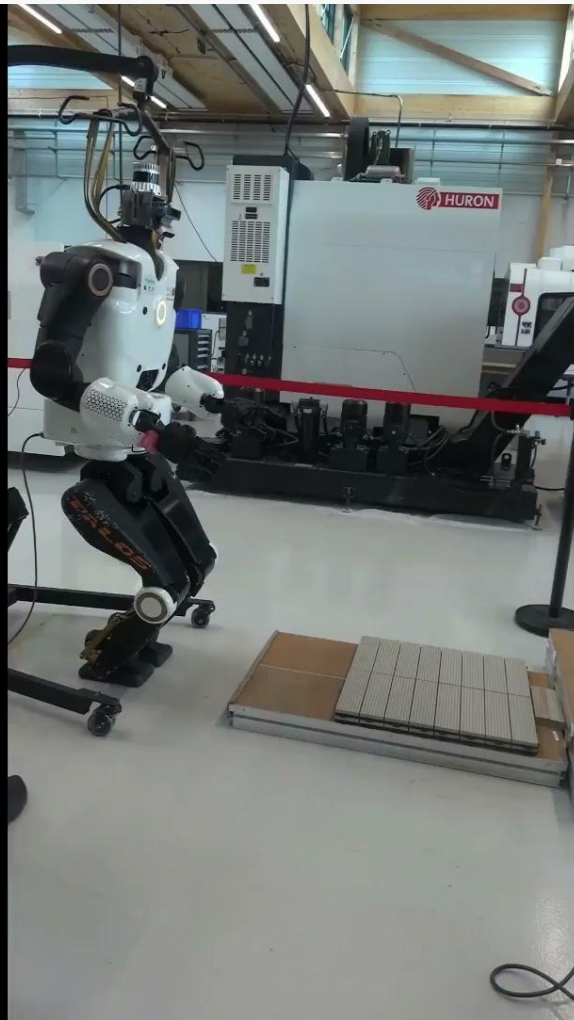
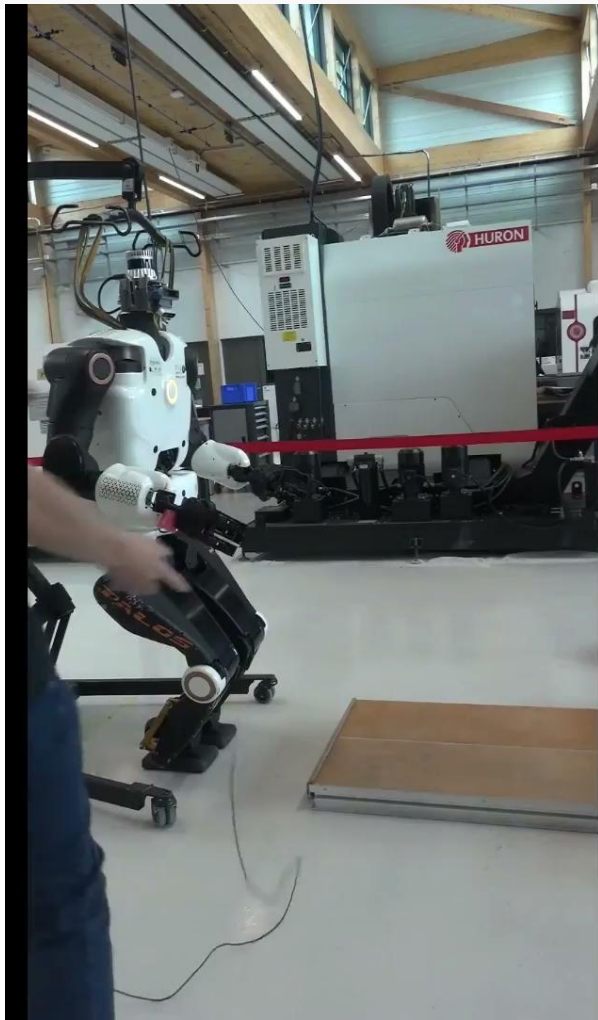
Surface processing

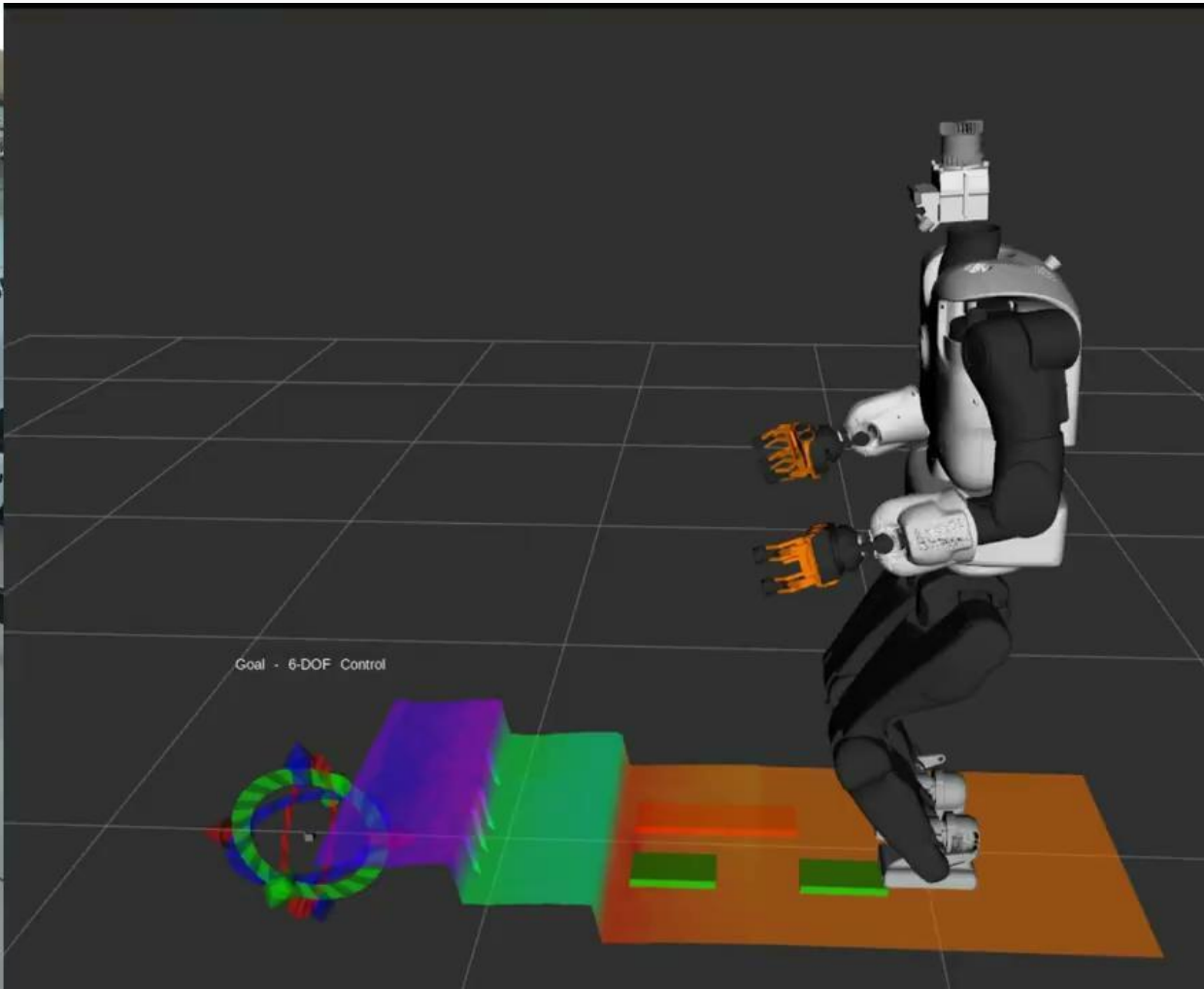
Convexify surfaces
Reduce number of vertices
Reduce with feet size margin
Remove overlapping

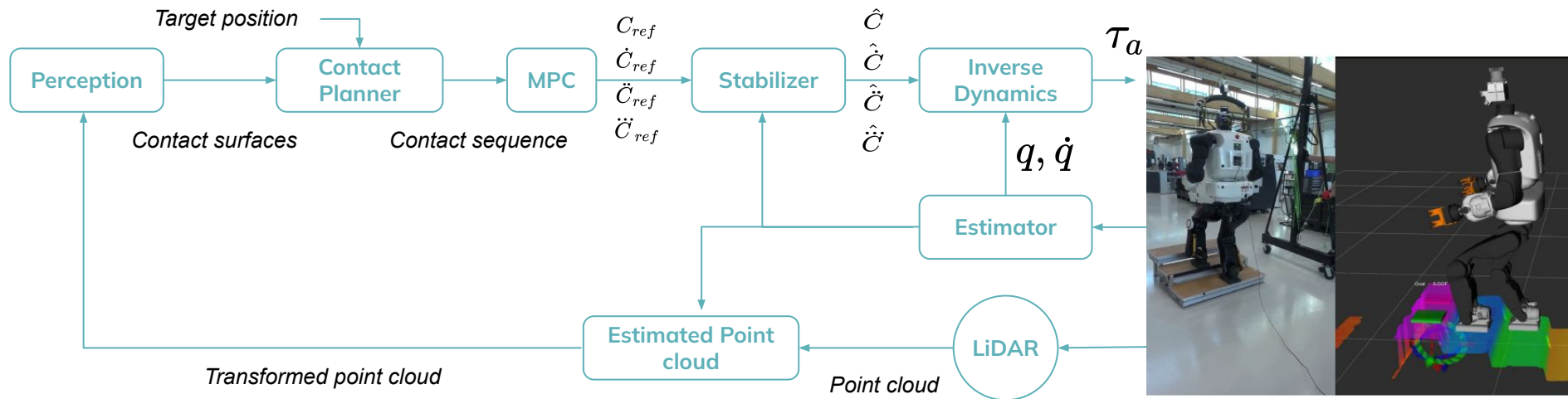






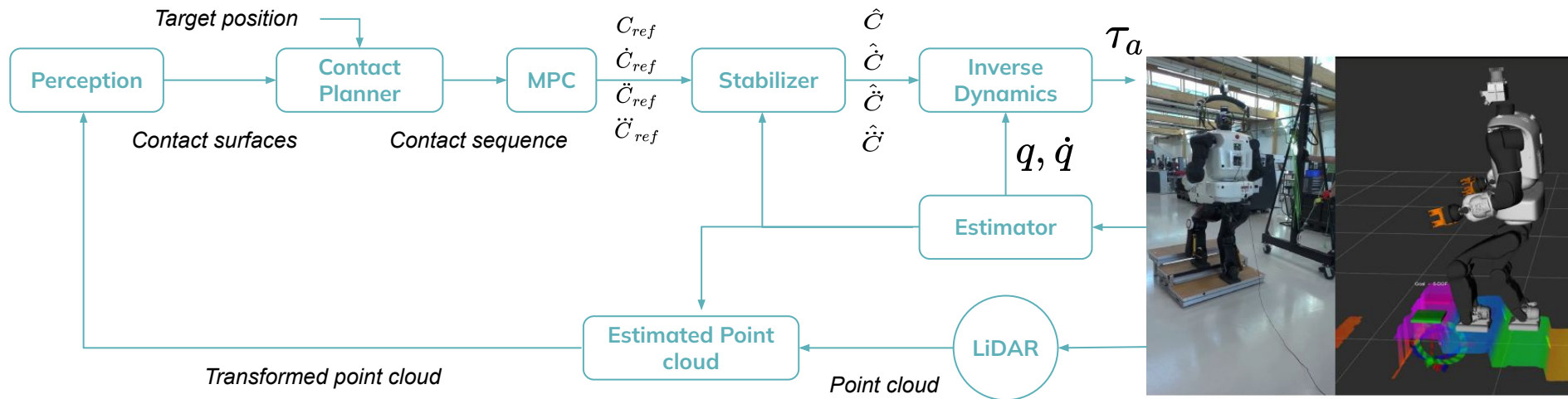






Conclusion:

- Implementation of an architecture for locomotion in unknown environments
- Able to replan online
- Fully integrated with ROS
- Run fully onboard



Conclusion:

- Implementation of an architecture for locomotion in unknown environments
- Able to replan online
- Fully integrated with ROS
- Run fully onboard

Future work:

- Robustify the perception block
- Improve floating base estimation with visual odometry
- Fusion of head and waist sensors
- Global path planning



DYNAMOGRADE

LA FORCE DE LA MARCHÉ

Thank you

T O W A R D

pierre.fernback@toward.fr

toward.fr