

Bipedal Walkers: From Three to Two Dimensions via Lagrangian Reduction



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Problem of 3D Walkers



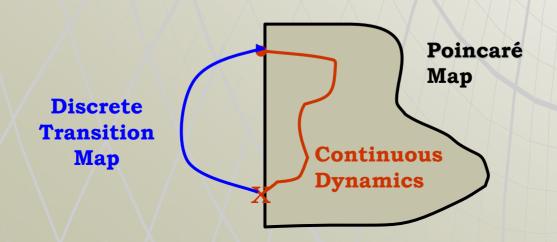
- 1.0 Background: Problem of 3D Bipedal Walkers
 - 1.1 Analysis of 2D Walkers
 - 1.2 Application: Simple Compass-Gait Biped
 - 1.3 Scaling Complexity from 2D to 3D
- 2.0 Hybrid Reduction from 3D to 2D
 - 2.1 Hybridization of Robot Motion
 - 2.2 Discrete Foot Impact
 - 2.3 Lagrangian Continuous Dynamics
 - 2.4 Dependency Simplification of Lagrangian
 - 2.5 Routhian Reduction
- 3.0 Results
 - 3.1 Reduced Model
 - 3.2 Equations of Motion (2D)
 - 3.3 Hypothesis of 3D Motion
- 4.0 Final Thoughts



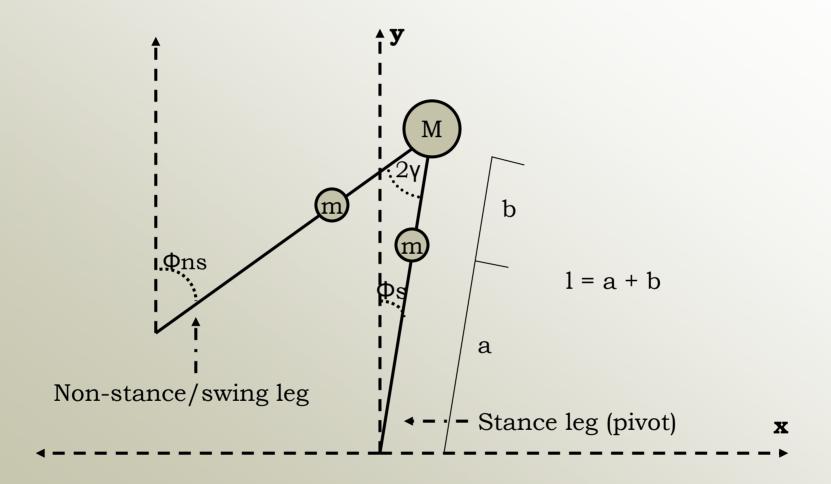
Analysis of 2D Walkers



- Many techniques have already been established for analyzing two dimensional bipedal walkers
- Finding stable walking cycles
 - o Dynamics described by non-linear ODEs
 - o No straightforward backsolving method to find initial states
 - o Solution: Numerical analysis using methods of Poincaré
 - Search feasible phase space for initial states that result in asymptotically stable cycles

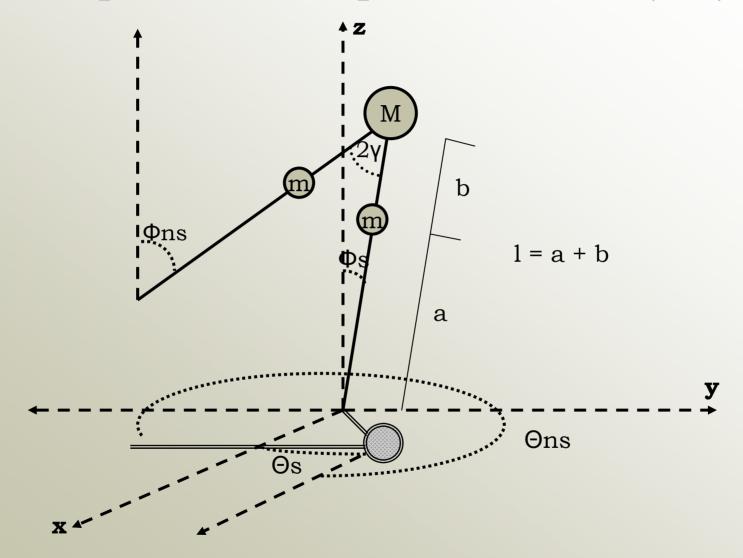


Compass-Gait Bipedal Walker (2D)



 \bullet Four state dependencies: $\Phi_{\text{non-stance}}$, Φ_{stance} , and time-derivatives

Compass-Gait Bipedal Walker (3D)



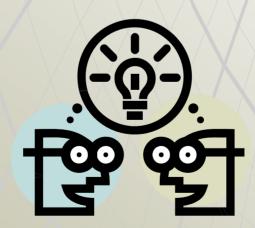
Eight state dependencies: $\Phi_{\text{non-stance}}$, Φ_{stance} , $\Theta_{\text{non-stance}}$, Θ_{stance} , and time-derivatives



Scaling Complexity



- Increasing the model's dimensions from two to three results in a two-fold increase of state dependency
- Thus, in three dimensions, numerical analysis requires a phase space search of eight dimensions
- Analysis is computably impractical!



Solution: Hybrid Reduction on the 3D Model



Hybrid Reduction from 3D to 2D

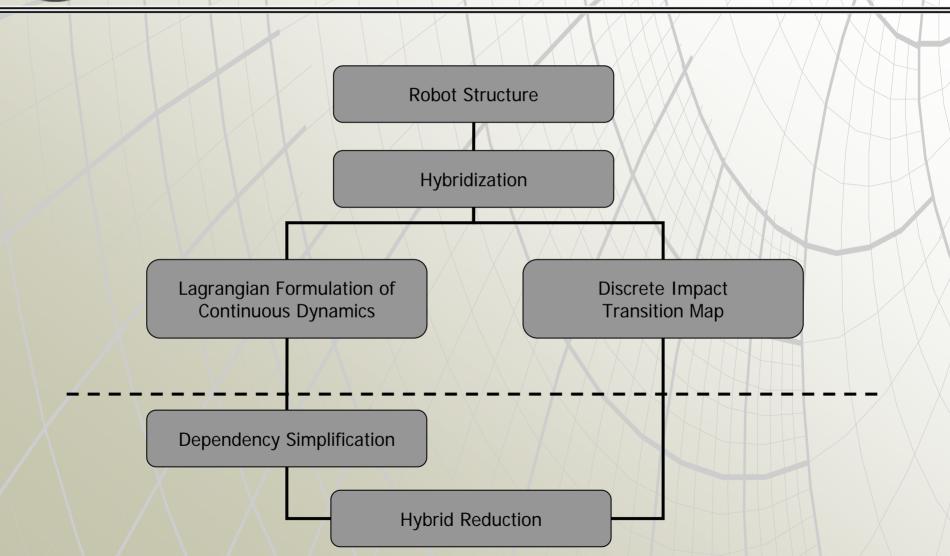


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 - 2.4.1 Fixing inner angle 2y
 - 2.4.2 Limit as M/m approaches infinity
 - 2.4.3 Fixing $\Theta s = \Theta ns$ (x-y plane)
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Process of Reduction (General)



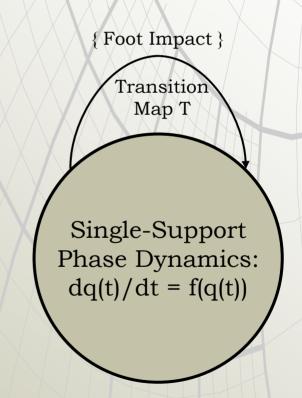




Hybridization



- System's single-support phase guided by differential equations (continuous dynamics)
- Swing leg's impact with ground considered a reset transition for hybrid system (discrete event)

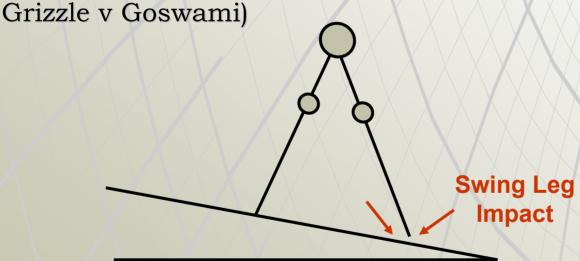




Discrete Foot Impact



- Impact Equations (swing leg impact on ground):
 - ☐ Angle positions preserved
 - ☐ Discontinuity in angle velocity (different ways of modeling,



- Transition Map (hybrid system reset)
 - ☐ Swing leg becomes stance leg: angle positions swap
 - □ Angle velocities: $\Theta^{+} = H(\gamma) \Theta^{-}$



Lagrangian Formulation



- The Lagrangian formulation accounts for all energy in the system
- Lagrangian = Kinetic Energy Potential Energy

$$L = K - V$$

$$L = \frac{1}{2} \Theta'^{T} M(\Theta) \Theta' - \int q(\Theta)$$

Derive the continuous Equations of Motion (passive):

$$M(\Theta) \Theta'' + F(\Theta, \Theta') \Theta' + q(\Theta) = 0$$

where $\Theta = [\Theta ns, \Theta s, \varphi ns, \varphi s]^T$

- * M and F are 4x4 matrices and q is a 4x1 vector
- Pages and pages of matrix entries!



Dependency Simplification



Goal is to find cyclic variables in Lagrangian

Strategies:

- Fixing inner angle 2γ => No cyclic variables
- Limit as M/m approaches infinity => No cyclic
- Limit as b/a approaches infinity => No cyclic
- \star Fixing Θ s[t] = Θ ns[t] (x-y plane)
 - Two cyclic variables: Θns[t] and Θs[t]

$$M[\phi] = M1$$



Routhian Reduction



```
❖Θns[t] and Θs[t] independent
```

$$Arr M_2(\varphi) \Theta = c$$
 (Routhian constant)

where
$$\Theta$$
 = [Θ ns, Θ s]^T,

$$\phi = [\phi ns, \phi s]^T$$

$$\mathbf{c} = [c_1, c_2]^T$$

and Θ ns[t] = Θ s[t]

$$Solve: \Theta = c/m(\phi)$$

*Routhian = $[L(\boldsymbol{\varphi}, \boldsymbol{\varphi}) - c\Theta]_{\Theta=c/m(\boldsymbol{\varphi})}$

$$R = \frac{1}{2} \phi^T M_1(\phi) \phi - q(\phi) - \frac{1}{2} c^2/m(\phi)$$

Augmented Term



Results of Reduction



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Reduced Model



Continous Equations of Motion (passive):

$$M(\boldsymbol{\varphi}) \boldsymbol{\varphi}^{"} + F(\boldsymbol{\varphi}, \boldsymbol{\varphi}^{"}) \boldsymbol{\varphi}^{"} + q(\boldsymbol{\varphi}) + aug_{c}(\boldsymbol{\varphi}) = \mathbf{0}$$
where $\boldsymbol{\varphi} = [\boldsymbol{\varphi}ns, \boldsymbol{\varphi}s]^{T}$

Original 2D Model

Augmented Potential

Conclusions:

- ❖ M and F are 2x2 matrices; q and aug are 2x1 vectors
- ❖ The reduced model (now 2D) is equivalent to the original 2D model with an augmented term
- Matrices M and F and vector q remain the same; overall potential term is modified.
- * Additional constant c (if zero => original 2D model)
- Uniqueness: Can bring back to 3D



Equations of Motion (2D)



```
M(\mathbf{\phi}) =
                                                                         -\beta (1 + \beta) \cos[\phi ns[t] - \phi s[t]]
    -\beta (1+\beta) \cos[\phi ns[t] - \phi s[t]] 1 + (1+\beta)^{2} (1+\mu)
F(\boldsymbol{\varphi}, \boldsymbol{\varphi}) =
                                                                         -\beta (1+\beta) \sin[\phi ns[t] - \phi s[t]] \phi s'[t]
    \beta (1 + \beta) \sin[\phi ns[t] - \phi s[t]] \phi ns'[t]
                  \begin{pmatrix} g \beta \sin[\phi ns[t]] \\ -g (1 + (1 + \beta) (1 + \mu)) \sin[\phi s[t]] \end{pmatrix}
q(\mathbf{\phi}) =
aug_c(\mathbf{\phi}) =
                                 c^2 \beta \cos[\phi ns[t]] (\beta \sin[\phi ns[t]] - (1+\beta) \sin[\phi s[t]])
         (\beta^2 \sin[\phi ns[t]]^2 - 2\beta (1+\beta) \sin[\phi ns[t]] \sin[\phi s[t]] + (1+(1+\beta)^2 (1+\mu)) \sin[\phi s[t]]^2)^2 
                     c^2 \cos[\phi s[t]] ((-1-\beta) \beta \sin[\phi ns[t]] + (1+(1+\beta)^2 (1+\mu)) \sin[\phi s[t]])
         (\beta^2 \sin[\phi ns[t]]^2 - 2\beta (1+\beta) \sin[\phi ns[t]] \sin[\phi s[t]] + (1+(1+\beta)^2 (1+\mu)) \sin[\phi s[t]]^2)^2
```



Hypothesis of 3D Motion



Current reduced model is in 2D, but can easily bring into 3D using the property of Routhian reduction

$$\mathbf{\Theta}^{\cdot} = \mathbf{M}_{2}^{-1}(\mathbf{\phi}) \mathbf{c},$$

- $\Theta = \int M_2^{-1}(\mathbf{\phi}) \mathbf{c}$
- Hypothesis of Reduced 3D Motion: If stable limit cycles exist for the reduced model in two dimensions, then stable limit cycles also exist for the three dimensional version of the reduced model
- We will be conducting tests with Simon Ng's HyVisual implementation to confirm this hypothesis



Final Thoughts



- ❖ A 3D biped model is related to its much simpler 2D model by a computable term
- The 3D model is thus easily implemented in a visual simulation, which is useful for confirming results
- The final outcome of this project is a general framework by which previously established techniques can be applied to three dimensional bipeds

