



Whole-body Compliant Dynamical Contacts in Cognitive Humanoids

## Whole-body Compliant Dynamical Contacts in Cognitive Humanoids proj. no. 600716

**WP1: Systems Integration, Standardization and  
Evaluation on the iCub robot**

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# Outline

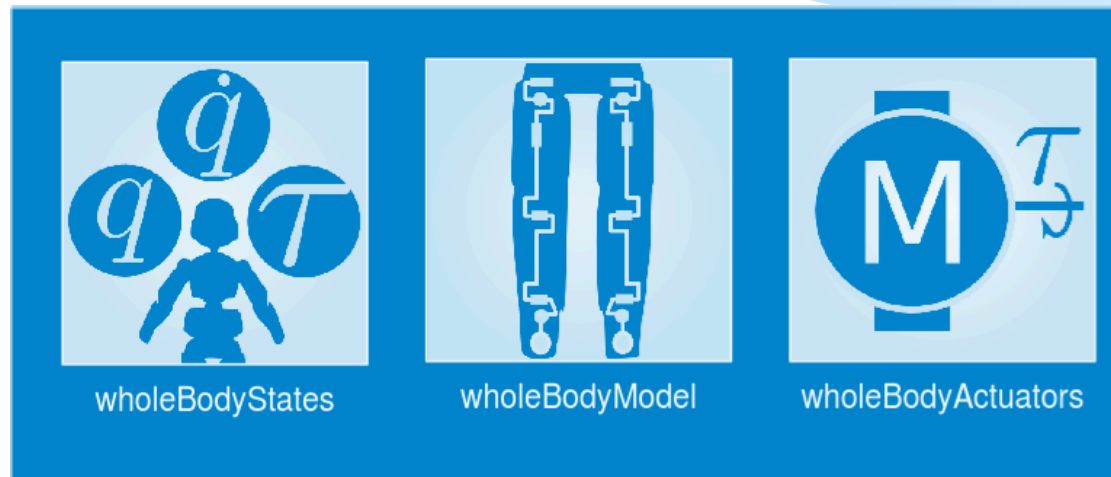
- \* T1.1 Software architecture:
  - The wholeBodyInterface and the WBIToolbox
- \* T1.4 System dynamics estimation software:
  - Force/torque sensor calibration.
- \* T1.5 Extension and enhancement of the iDyn library
  - The maximum-a-posteriori dynamics.

# WBI-Toolbox in a nutshell

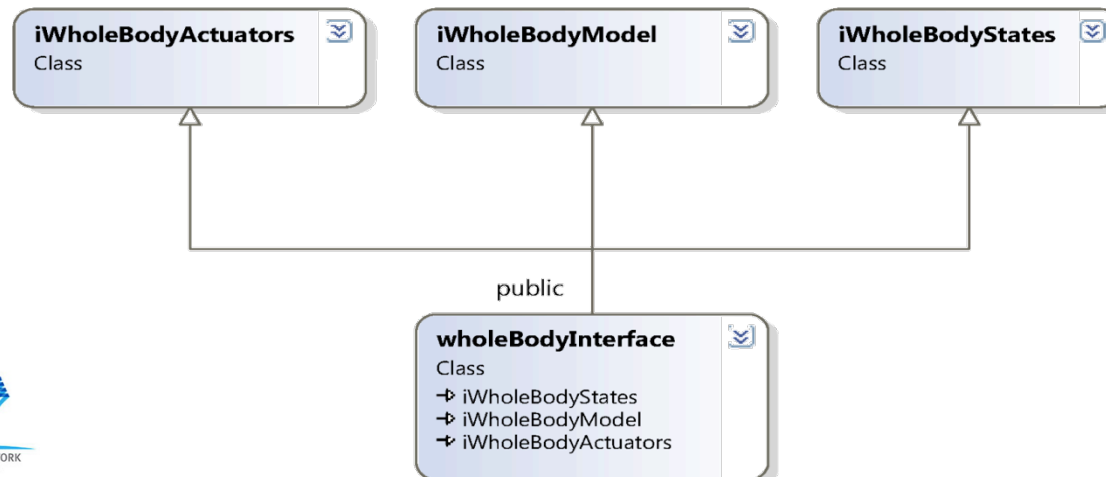
**Simulink Toolbox** wrapping a YARP-based implementation of the **Whole-Body Interface (WBI)** C++ library.



# WBI-Toolbox in a nutshell



(Simulink) WBI-Toolbox:  
a mex library linking against  
a wholeBodyInterface  
implementation



(C++) wholeBodyInterface:  
a software abstraction layer  
for whole-body motion  
control

# WBI-Toolbox overview



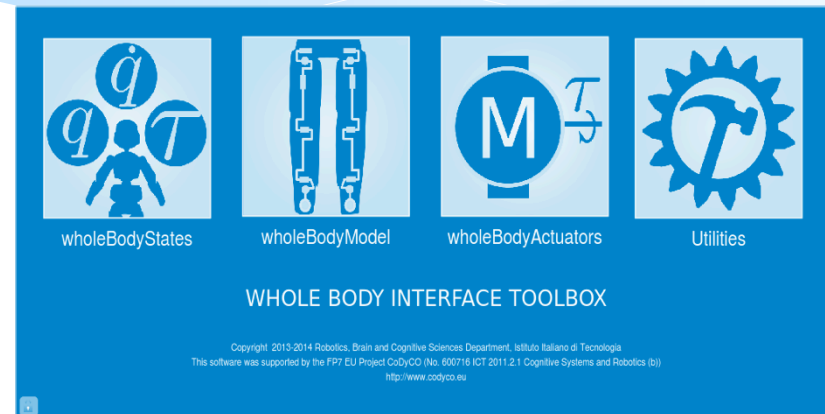
iCub



COMAN



iCub  
(Heidelberg)



- Simulink toolbox for "Rapid prototyping" of controllers.
- Works with yarp-based robots (e.g. iCub, COMAN)
- (Even) Higher level of abstraction for the Whole Body Interface.
- Better alternative to the use of YARP JAVA bindings.

# WBI-Toolbox overview



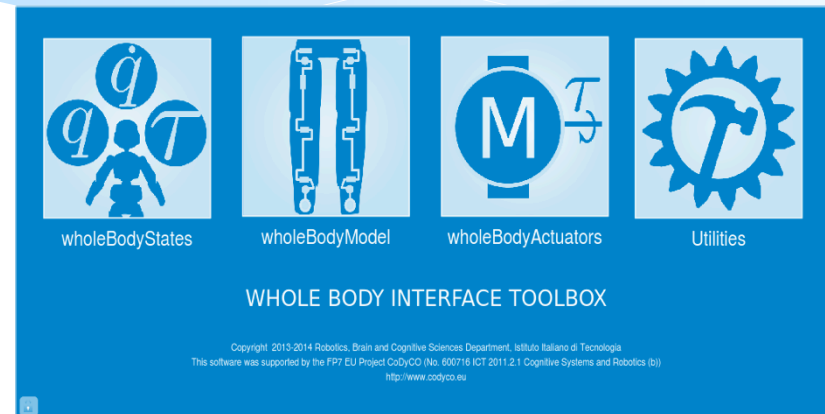
iCub



COMAN



iCub  
(Heidelberg)



- Direct exploitation of Simulink and MATLAB toolboxes.
- Faster approach to the real robot.
- Easier debugging of control issues.
- Synchronization with Gazebo via Gazebo clock plugin.
- Supports Linux, Mac OS X and Windows (under revision).

# WBI-Toolbox dependencies

- **YARP** - Robotics middleware
- **iCub** - Not strictly necessary
- **CoDyCo**
  - **iDynTree** Library
  - **wholeBodyInterface** Library

- Matlab (R2012a+)
- Simulink
- Simulink Coder - Toolbox

**CODYCO  
SUPERBUILD**

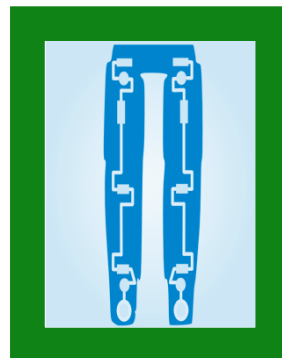


# WBI-Toolbox example

Jorhabib Eljaik et al.

Whole Body Impedance Controller quickly implemented on Simullink

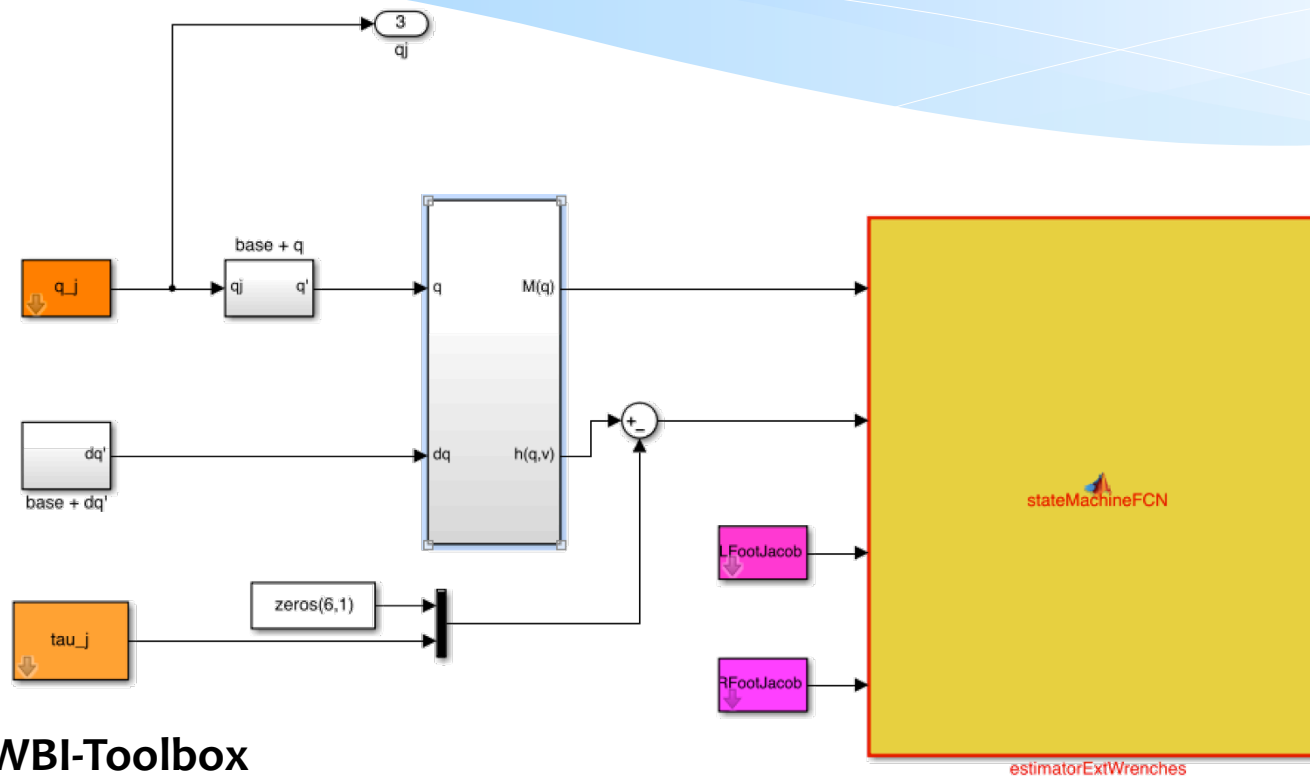
$$-K_p(q_j - q_{j0}) - K_d\dot{q}_j + g = \tau_j$$





# WBI-ToolboxControllers

Daniele Pucci et al.



WBI-Toolbox

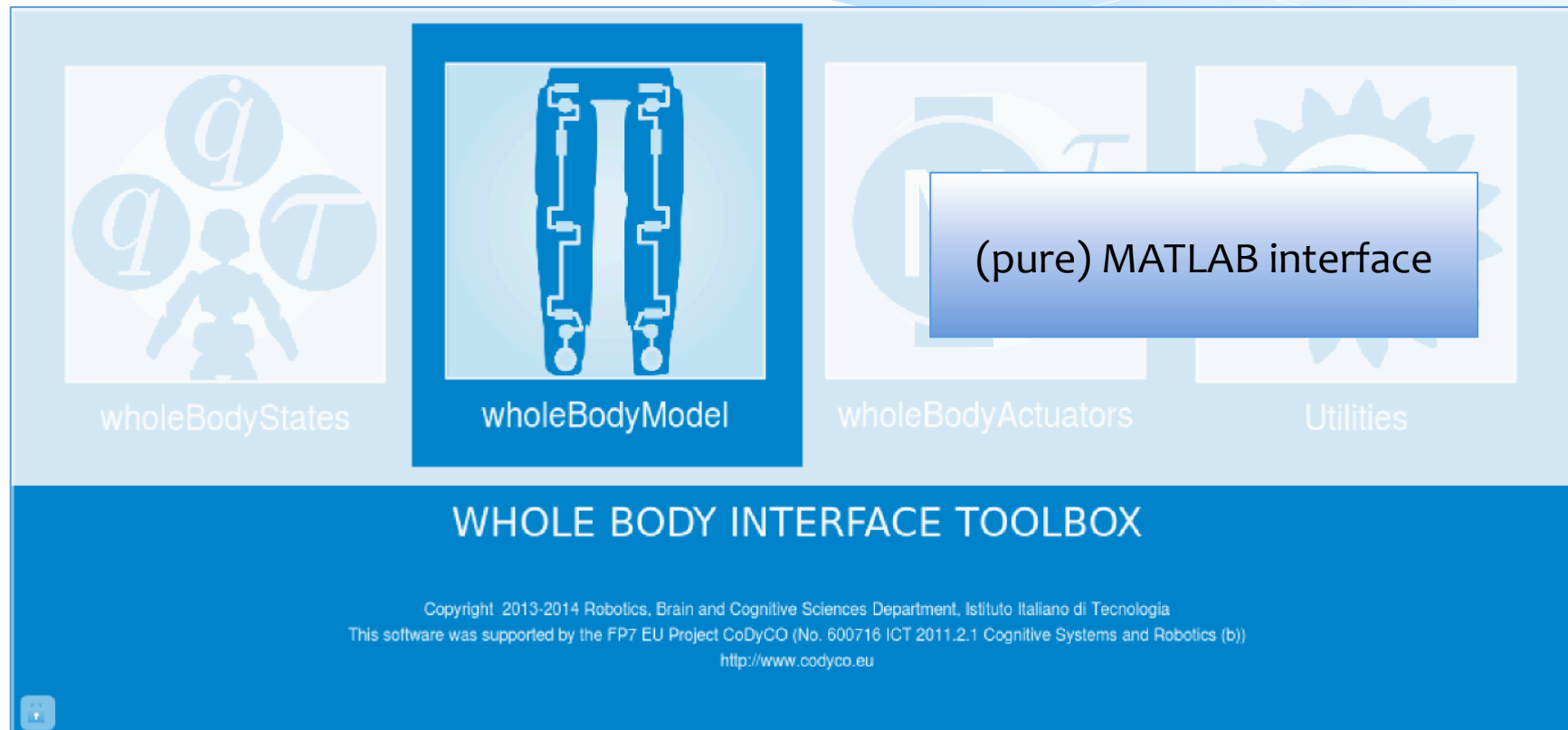
<https://github.com/robotology-playground/WBI-Toolbox>

WBIToolboxControllers

<https://github.com/robotology-playground/WBI-ToolboxControllers>

# mexWholeBodyModel

Naveen Kuppuswamy et al.



# mexWholeBodyModel

Naveen Kuppuswamy et al.

**EXAMPLE:** accessing the kinematics, mass-matrix and Jacobians

```
%  
wholeBodyModel('model-initialise');  
link = 'l_hip_1';  
x      = wholeBodyModel('forward-kinematics',qj,link);  
M      = wholeBodyModel('mass-matrix',qj);  
h      = wholeBodyModel('generalised-forces',qj,dqj,dxb);  
dJdq   = wholeBodyModel('djdq',qj,dqj,dxb,link);  
J      = wholeBodyModel('jacobian',qj,link);
```

Source code and installation instructions

mex-wholebodymodel

<https://github.com/robotology-playground/mex-wholebodymodel>

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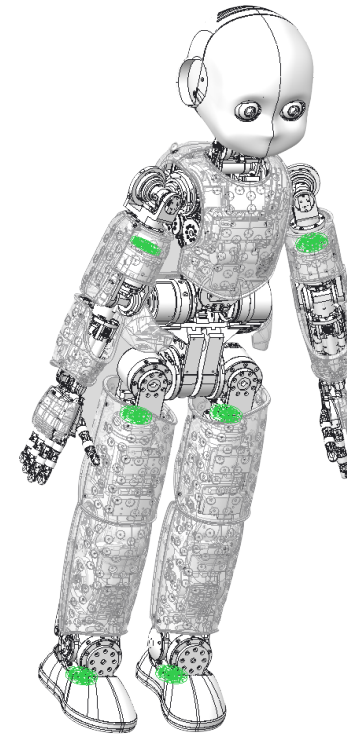
# Force/torque sensor calibration: problem statement

## Motivations:

- \* Force/Torque sensors require periodic recalibration.
- \* Calibration should be performed in-situ.

## Problem:

- \* Estimate the calibration matrix from raw measurements using calibrated accelerometers.



# Force/torque sensor calibration: problem formalization

## Model:

- \* We measure the force/torque to counterbalance gravity at different orientations of a given rigid body.

## Measurements:

- \* Raw strain-gauges measurements are a linear affine transformation of the applied force/torque.
- \* Accelerometers measure the proper acceleration expressed in body coordinates.

## Assumptions:

- \* Measurements are taken in static conditions (null velocities).
- \* No knowledge of the rigid body dynamic parameters but known calibration masses are added.

# Force/torque sensor calibration: problem formalization

Calibration matrix      Raw strains      Offset

Force/torque

$$w = C(r + o)$$

Rotation matrix

Gravity (constant)      Gravity (body)

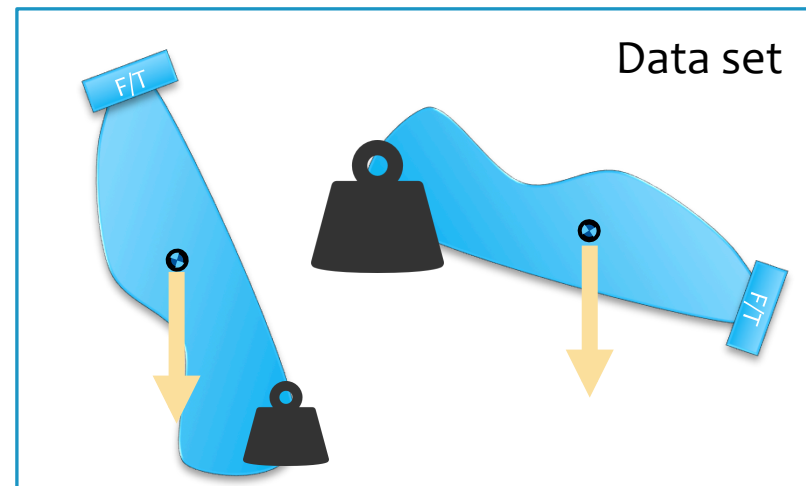
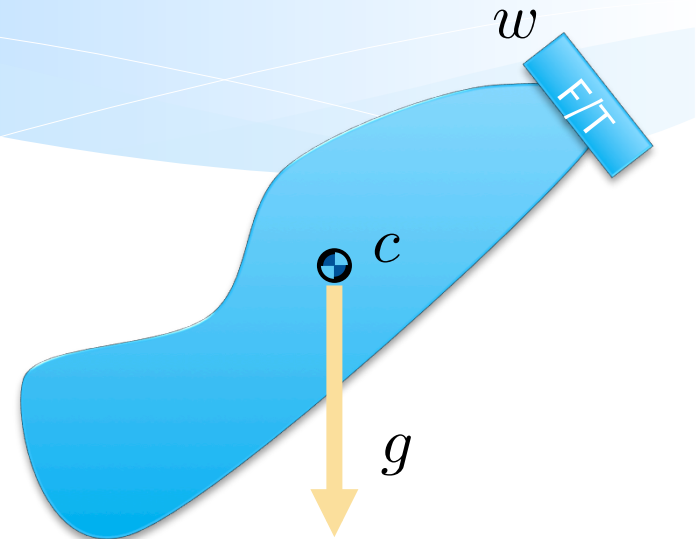
$$\bar{g} = Tg$$

$$w = M(c)g,$$

$$M(c) = m \begin{pmatrix} I_3 \\ c \times \end{pmatrix}$$

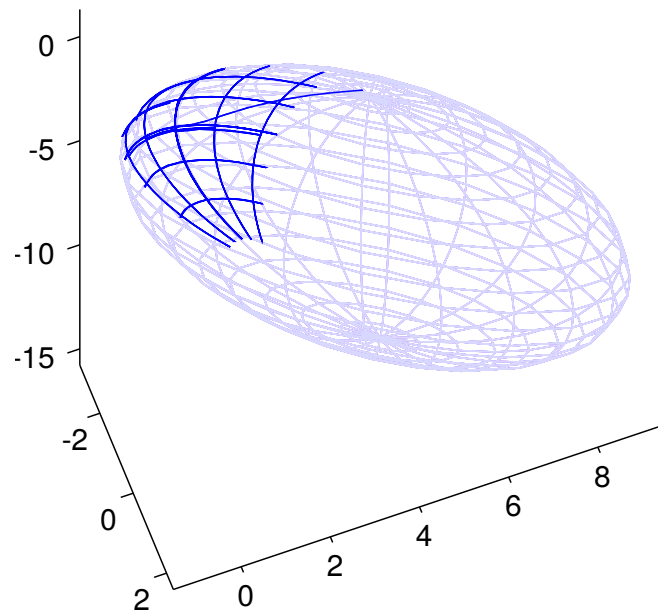
Center of mass (body)

Mass



# Force/torque sensor calibration: problem structure

- \* **Result 1:** in the noise-free case, raw strain-gauges measurements lie on a three dimensional ellipsoid.



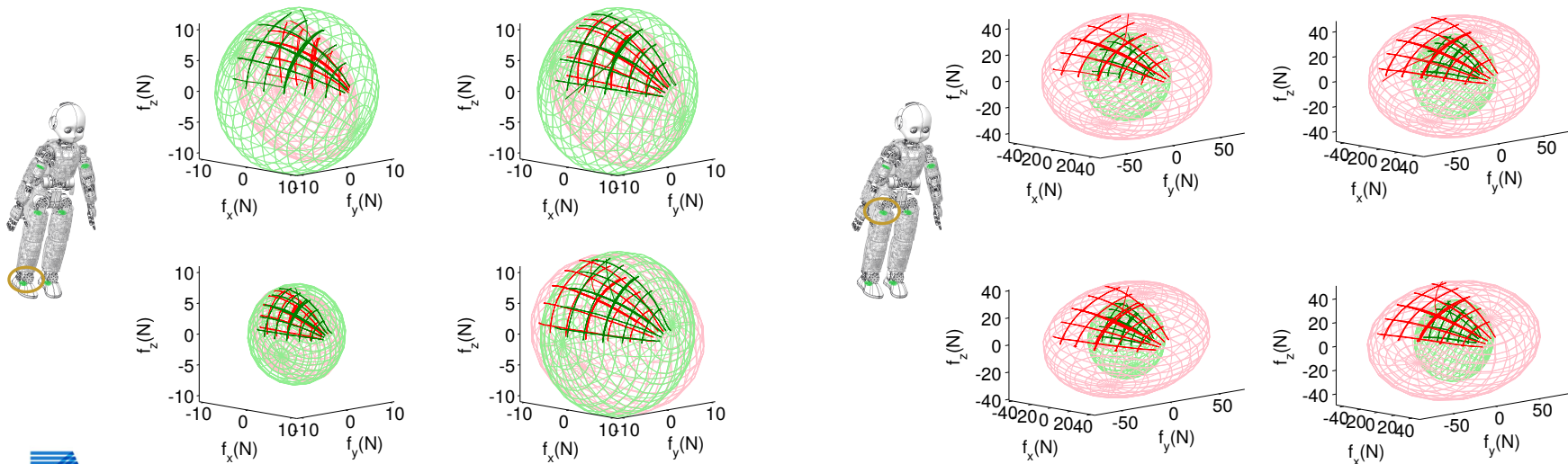


# Force/torque sensor calibration: problem solution

- \* **Result 2.1:** offset on raw measurements can be estimated from data using a linear least-square procedure (i.e. the computation of a pseudo-inverse).
- \* **Result 2.2:** after removing the offset, the calibration matrix, the mass and the center of mass position can be estimated with a second least-square procedure.

# Force/torque sensor calibration: experimental results

- \* **Result 3:** after calibration on a training set, calibrated force and torques lie on a sphere (test set).



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# Maximum-a-posteriori dynamics

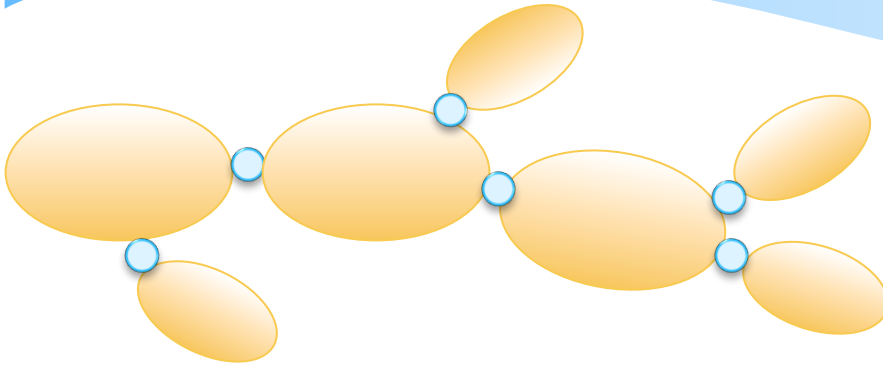
## Motivations:

- \* Cons: classical dynamics computations (e.g. inverse dynamics) rely on a subset of available sensors (e.g. inverse dynamics ).
- \* Pros: classical computations are computationally efficient, e.g. RNEA is  $O(n)$ .

## Problem:

- \* Efficiently compute the dynamics by exploiting all available sensors, including force/torque sensors, gyros and accelerometers.

# Notation



$N_B$ : number of links

Joint quantities

$q_i$ : the joint  $i$  position,  
 $\dot{q}_i$ : the joint  $i$  velocity,  
 $\ddot{q}_i$ : the joint  $i$  acceleration,  
 $\tau_i$ : the joint  $i$  torque.

Link quantities

$v_i$ : the link spatial velocity,  
 $a_i$ : the link spatial accelerations,  
 $f_i$ : the spatial force transmitted to body  $i$  from  $\lambda(i)$ ,  
 $f_i^x$ : external forces acting on body  $i$ .

Dynamic variables

$$d_i = \begin{bmatrix} a_i \\ f_i \\ \tau_i \\ f_i^x \\ \ddot{q}_i \end{bmatrix}, \quad d = \begin{bmatrix} d_1 \\ \vdots \\ d_{N_B} \end{bmatrix}$$

Joint positions

$$q = \begin{bmatrix} q_1 \\ \vdots \\ q_{N_B} \end{bmatrix}$$

Joint velocities

$$\dot{q} = \begin{bmatrix} \dot{q}_1 \\ \vdots \\ \dot{q}_{N_B} \end{bmatrix}$$

# Spatial transformations

## Spatial transformations

${}^j\mathbf{X}_i$ : motion-vector transform from link  $i$  to  $j$ ,

${}^j\mathbf{X}_i^*$ : force-vector transform from link  $i$  to  $j$ ,

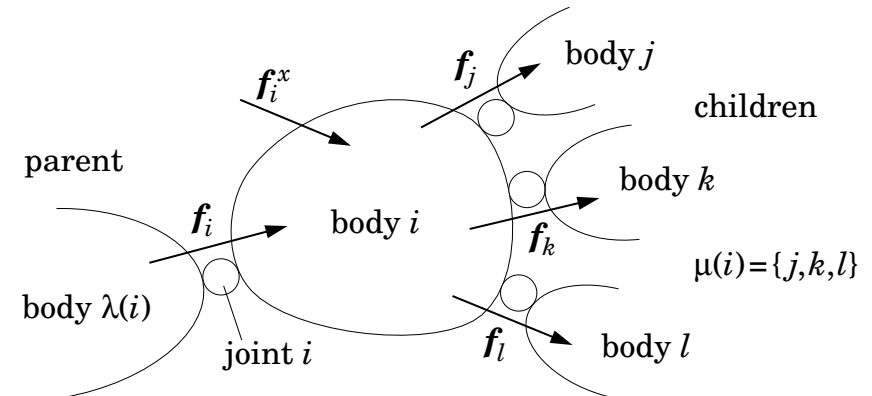
$\mathbf{I}_i$ : spatial inertia tensor link  $i$ ,

$(\mathbf{v})_l$ : linear component,

$(\mathbf{v})_a$ : angular component,

$\times$ : cross product on spatial motions,

$\times^*$ : cross product on spatial forces.



## Link velocities

$$\mathbf{v}_i = {}^i\mathbf{X}_{\lambda(i)}\mathbf{v}_{\lambda(i)} + \mathbf{S}_i\dot{\mathbf{q}}_i,$$



$$\mathbf{v}_i(\mathbf{q}, \dot{\mathbf{q}})$$

# Measurement equation and dynamical consistency

Dynamic and kinematic constraints

$$\left. \begin{aligned} \boldsymbol{\tau}_i &= \mathbf{S}_i^\top \mathbf{f}_i, \\ \mathbf{a}_i &= {}^i\mathbf{X}_{\lambda(i)}(\mathbf{q}_i) \mathbf{a}_{\lambda(i)} + \mathbf{S}_i \ddot{\mathbf{q}}_i + \mathbf{v}_i \times \mathbf{S}_i \dot{\mathbf{q}}_i, \\ \mathbf{f}_i &= \mathbf{I}_i \mathbf{a}_i - \mathbf{f}_i^x + \sum_{j \in \mu(i)} {}^i\mathbf{X}_j^*(\mathbf{q}_j) \mathbf{f}_j + \mathbf{v}_i \times^* \mathbf{I}_i \mathbf{v}_i \end{aligned} \right\} \Rightarrow \boxed{\mathbf{D}(\mathbf{q})\mathbf{d} + \mathbf{b}_D(\mathbf{q}, \dot{\mathbf{q}}) = \mathbf{0}}$$

Measurement equations

$$\left. \begin{aligned} \mathbf{y}_{acc} &= ({}^s\mathbf{X}_i \mathbf{a}_i)_l + ({}^s\mathbf{X}_i \mathbf{v}_i)_a \times ({}^s\mathbf{X}_i \mathbf{v}_i)_l, \\ \mathbf{y}_{gyr} &= {}^sR_i(\mathbf{v}_i)_a, \\ \mathbf{y}_{fts} &= {}^s\mathbf{X}_i^*(\mathbf{f}_i - \mathbf{I}_{im} \mathbf{a}_i - \mathbf{v}_i \times^* \mathbf{I}_{im} \mathbf{v}_i), \\ \mathbf{y}_{skn} &= {}^s\mathbf{X}_i^* \mathbf{P}_\perp^s \mathbf{f}_i^x. \end{aligned} \right\} \Rightarrow \boxed{\mathbf{Y}(\mathbf{q}, \dot{\mathbf{q}})\mathbf{d} + \mathbf{b}_Y(\mathbf{q}, \dot{\mathbf{q}}) = \mathbf{y}.$$

$$\begin{bmatrix} \mathbf{D}(\mathbf{q}) \\ \mathbf{Y}(\mathbf{q}, \dot{\mathbf{q}}) \end{bmatrix} \mathbf{d} + \begin{bmatrix} \mathbf{b}_D(\mathbf{q}, \dot{\mathbf{q}}) \\ \mathbf{b}_Y(\mathbf{q}, \dot{\mathbf{q}}) \end{bmatrix} = \begin{bmatrix} \mathbf{0} \\ \mathbf{y} \end{bmatrix}, \quad \begin{bmatrix} \mathbf{D}(\mathbf{q}) \\ \mathbf{Y}(\mathbf{q}, \dot{\mathbf{q}}) \end{bmatrix} \text{ will be assumed full column rank,}$$

# Problem 1: estimation

ESTIMATION: estimate  $d$  given  $y$ .

$$p(d, y) = p(d)p(y|d)$$

$$D(q)d + b_D(q, \dot{q}) = 0$$

$$Y(q, \dot{q})d + b_Y(q, \dot{q}) = y.$$

$$p(d) \propto \exp \{e(d)^\top \Sigma_D^{-1} e(d)\},$$
$$e(d) = D(q)d + b_D(q, \dot{q}),$$

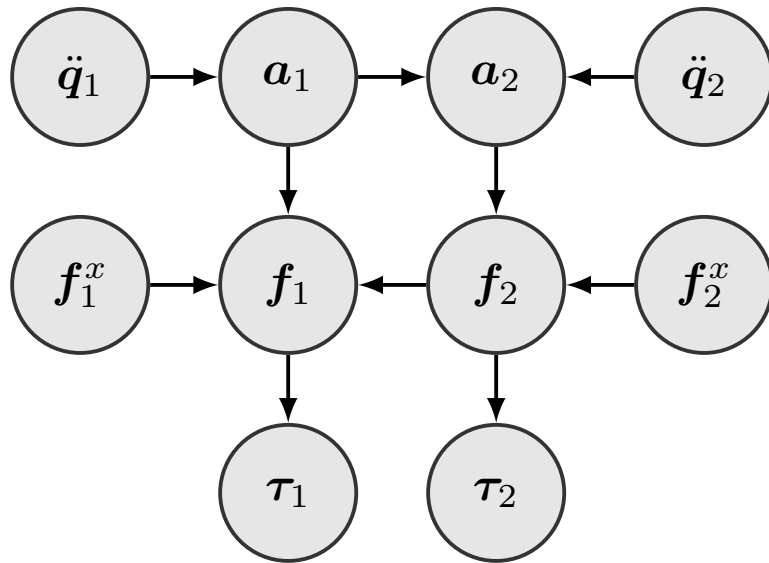
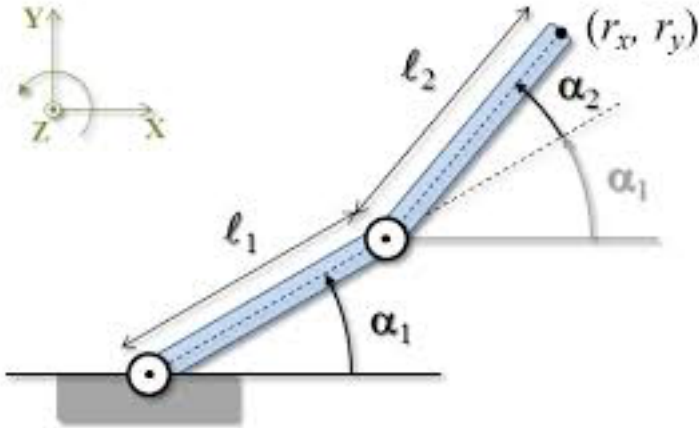
$$p(y|d) \sim \mathcal{N}(\mu_y, \Sigma_y),$$
$$\mu_y = Y(q, \dot{q})d + b_Y(q, \dot{q}),$$

$$d_{map} = \arg \max_d p(d|y),$$

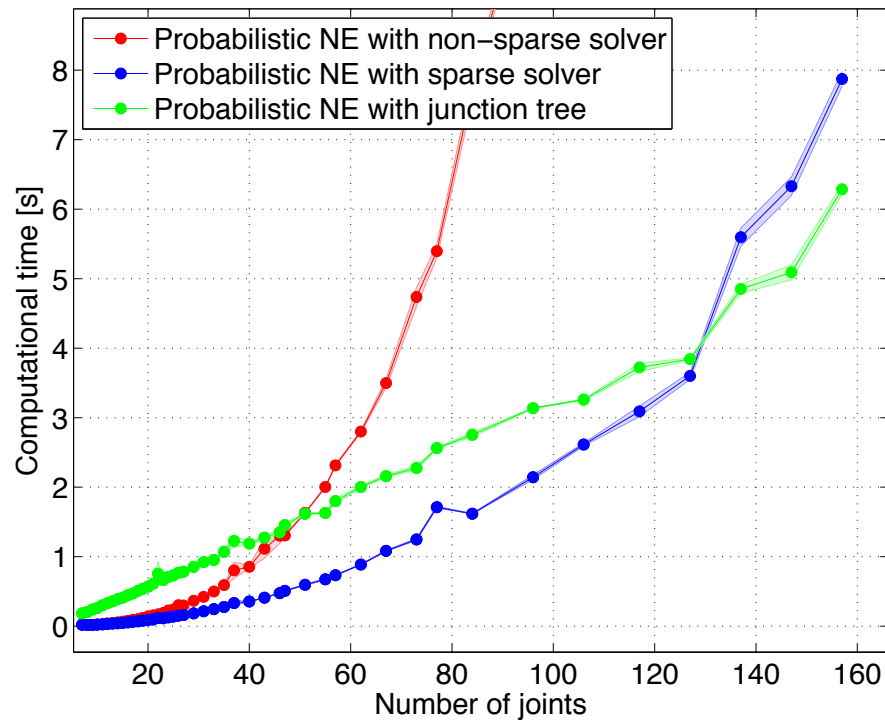
$$d_{map} = (D^\top \Sigma_D^{-1} D + Y^\top \Sigma_y^{-1} Y)^{-1} \cdot (Y^\top \Sigma_y^{-1} (y - b_Y) - D^\top \Sigma_D^{-1} b_D).$$



# Computational efficiency



Computations have been optimized by exploiting the matrices sparsity.



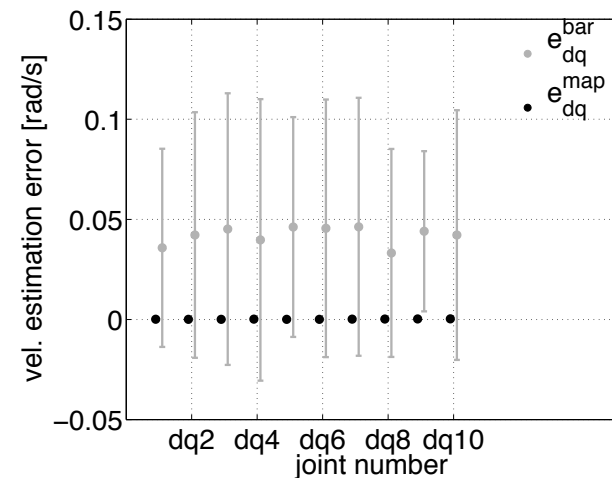
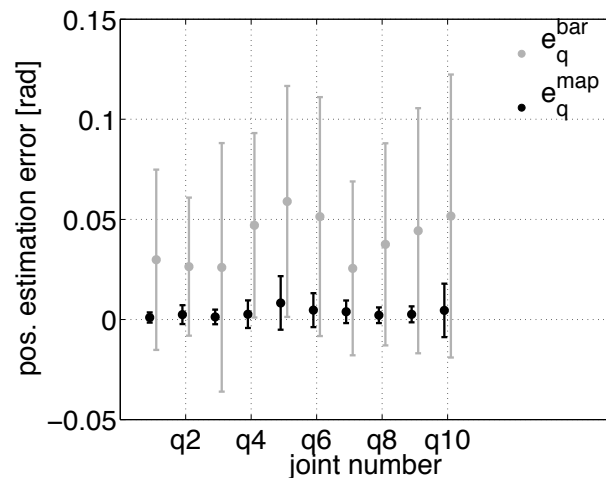
# Problem 2: state estimation

STATE ESTIMATION: estimate  $q, \dot{q}$  given  $y$ .

$$\begin{bmatrix} D(q) \\ Y(q, \dot{q}) \end{bmatrix} d + \begin{bmatrix} b_D(q, \dot{q}) \\ b_Y(q, \dot{q}) \end{bmatrix} = \begin{bmatrix} 0 \\ y \end{bmatrix}, \quad x = \begin{bmatrix} q \\ \dot{q} \end{bmatrix}$$

First order  
approximation  
around  $\bar{d}, \bar{x}$

$$\begin{bmatrix} D(\bar{x}) & \partial b_D(\bar{d}, \bar{x}) \\ Y(\bar{x}) & \partial b_Y(\bar{d}, \bar{x}) \end{bmatrix} \begin{bmatrix} d \\ x \end{bmatrix} + \begin{bmatrix} b_D(\bar{x}) - \partial b_D(\bar{d}, \bar{x})\bar{x} \\ b_Y(\bar{x}) - \partial b_Y(\bar{d}, \bar{x})\bar{x} \end{bmatrix} = \begin{bmatrix} 0 \\ y \end{bmatrix}$$



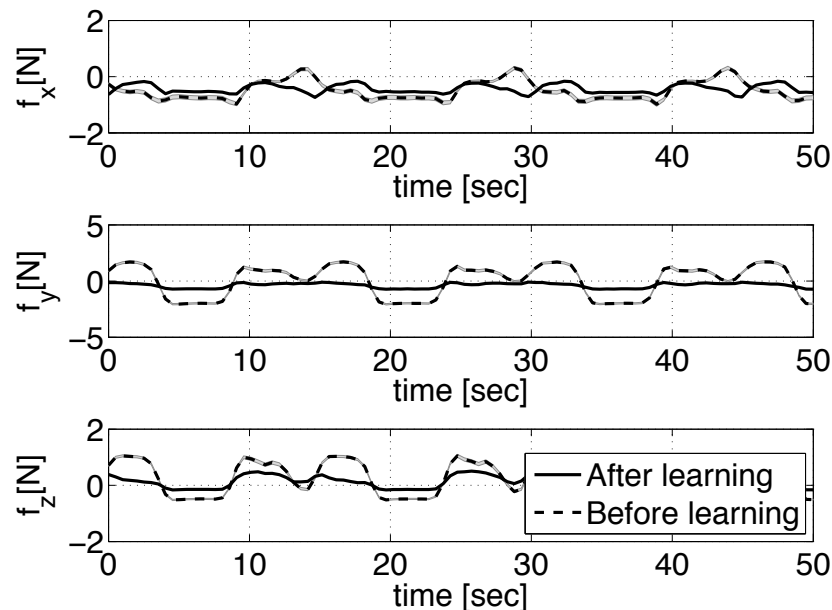
# Problem 3: hyper-parameter estimation

**HYPERPARAMETER ESTIMATION:** estimate  $\Sigma_y$  and  $\Sigma_d$  given  $y$ .

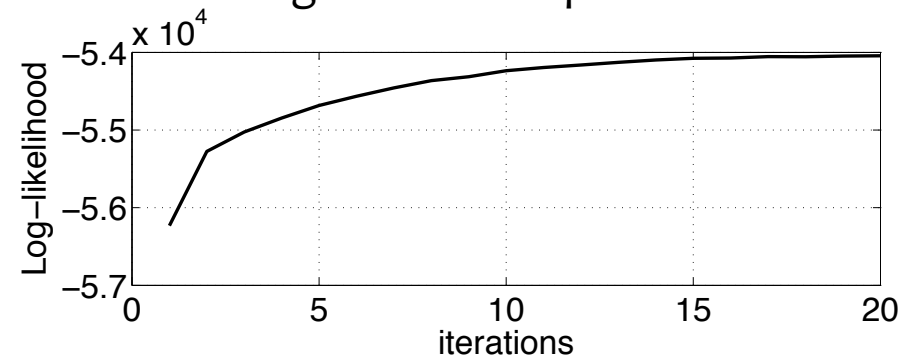
$$\text{E-step} \quad Q(\theta|\theta^t) = \sum_t E_{d|y^t; \theta^t} [\log p(d, y^t; \theta, t)],$$

$$\text{M-step} \quad \theta^{t+1} = \arg \max_{\theta} Q(\theta|\theta^t).$$

External force estimation



Log-likelihood optimization



Open-source code: [https://github.com/iron76/bnt\\_time\\_varying](https://github.com/iron76/bnt_time_varying)