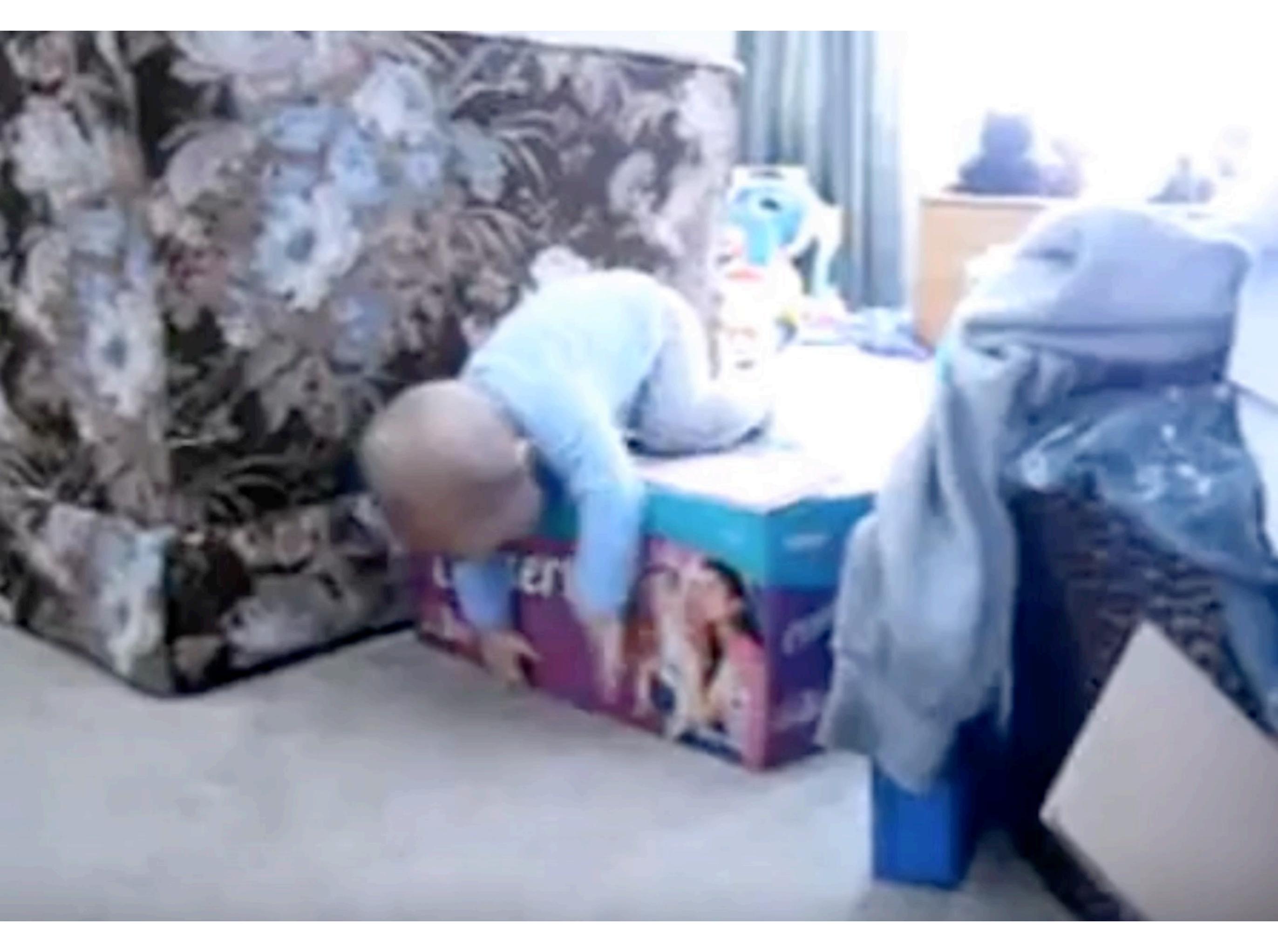
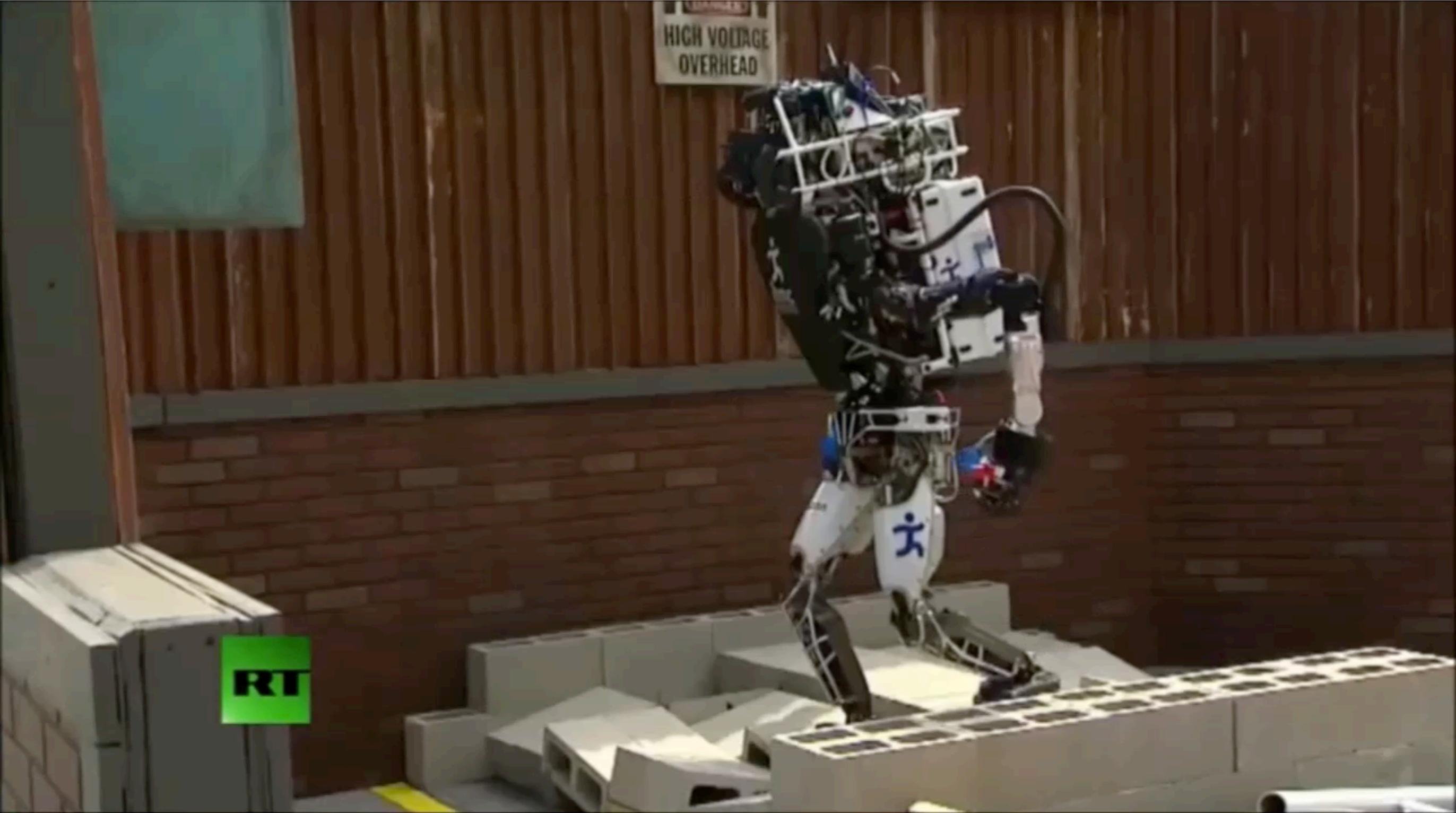


Multiple Contact Planning for Minimizing Damage of Humanoid Falls

Sehoon Ha and C. Karen Liu
Georgia Institute of Technology



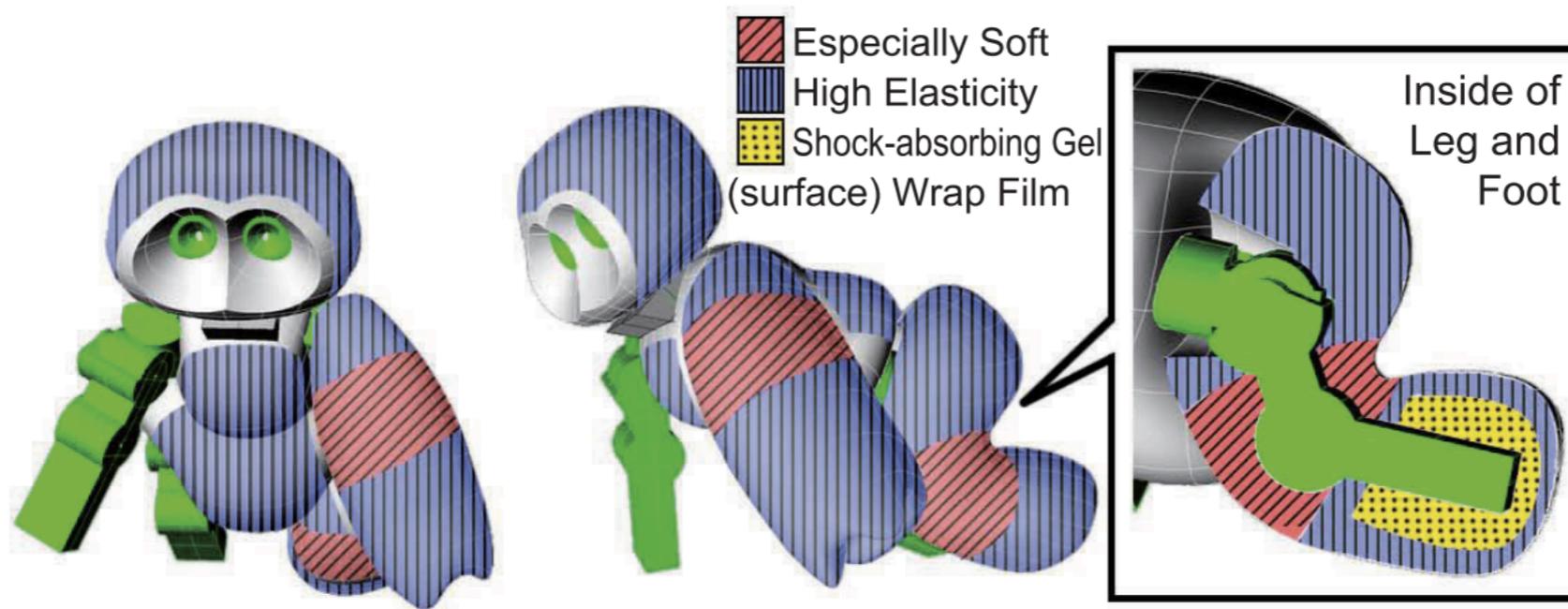
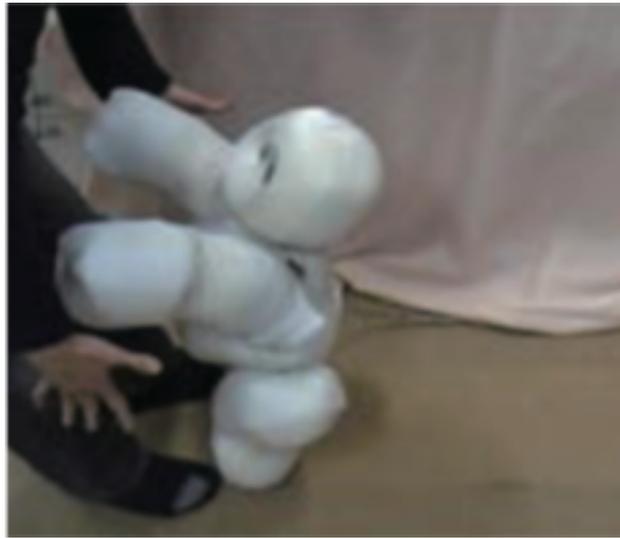




HIGH VOLTAGE
OVERHEAD

RT





Kobayashi et al.



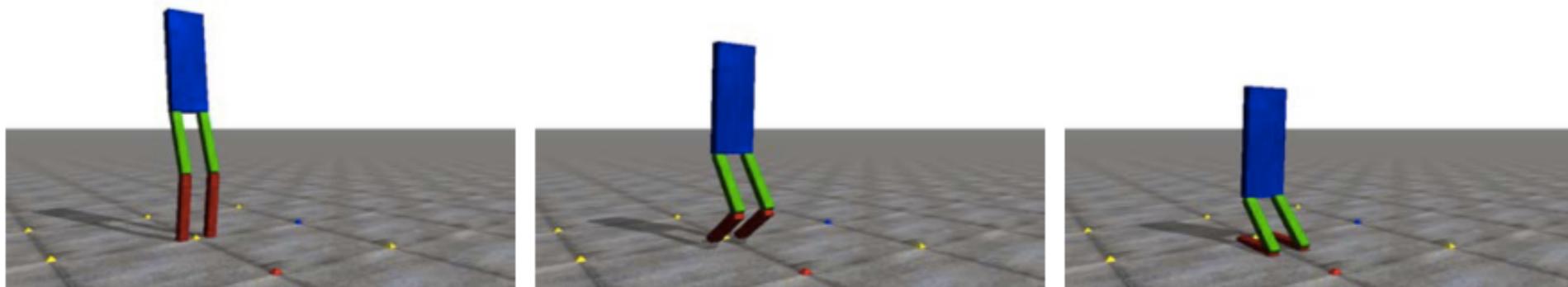


Learn how to fall safely

Existing falling strategies

Execute a specific contact sequence for a set of scenarios.

Knee-first strategy

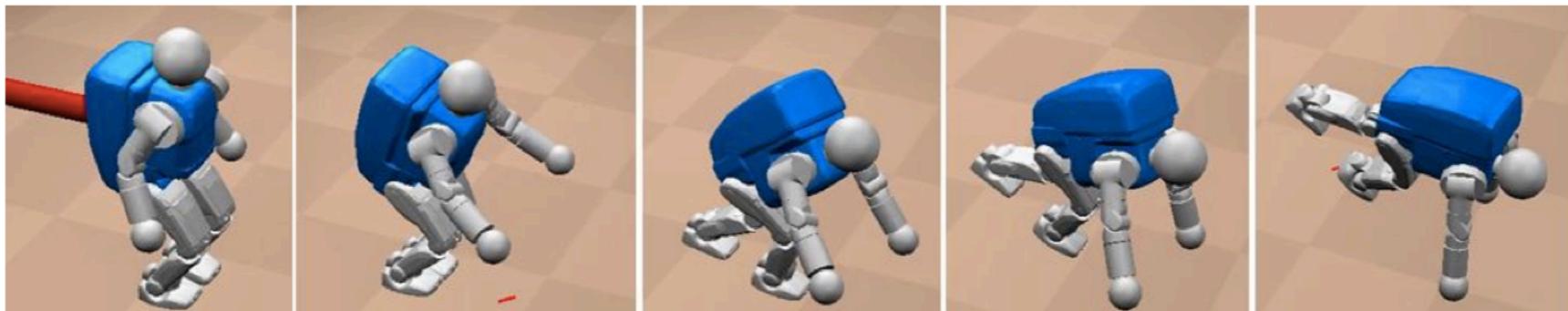


Wang et al. 2011

Existing falling strategies

Execute a specific contact sequence for a set of scenarios.

Tripod strategy

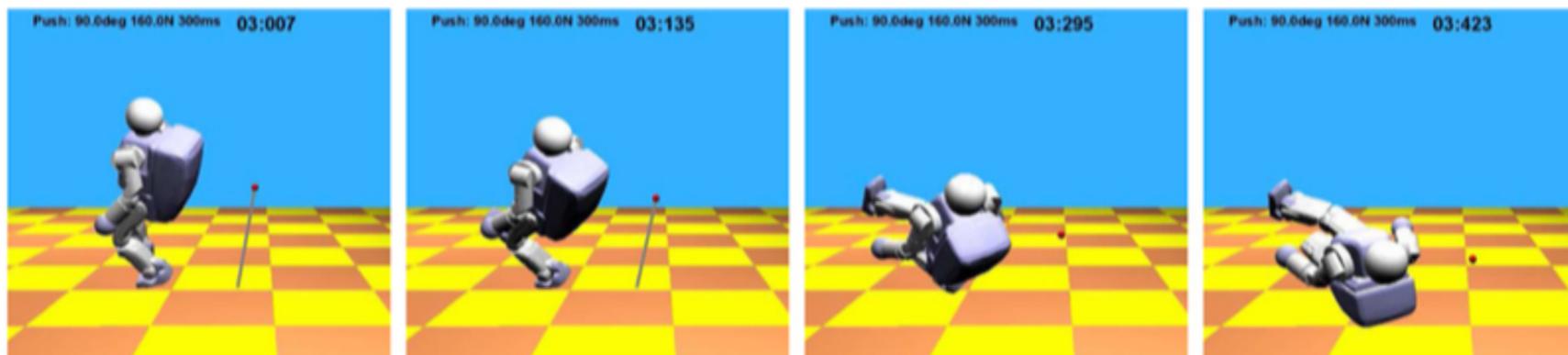


Yun and Goswami 2014

Existing falling strategies

Execute a specific contact sequence for a set of scenarios.

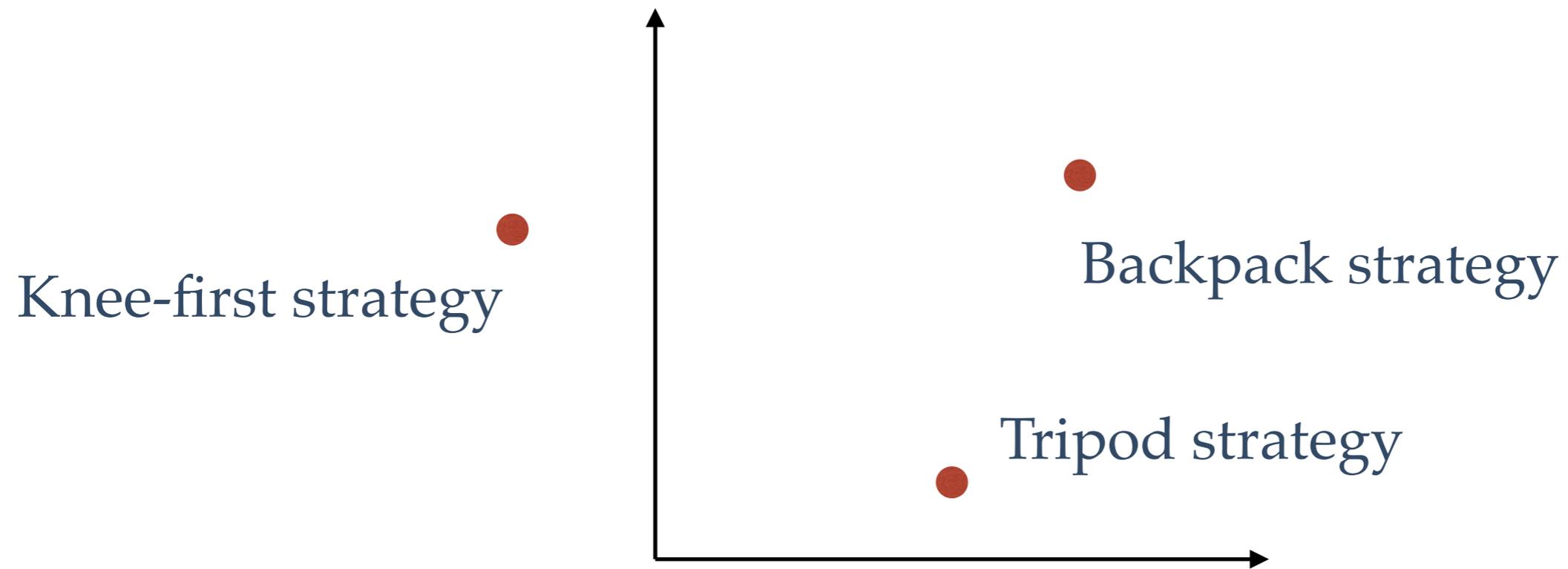
Backpack strategy

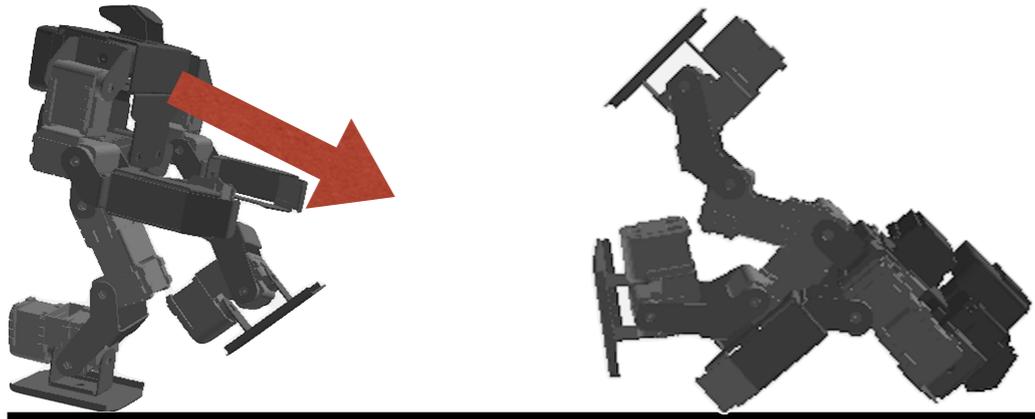


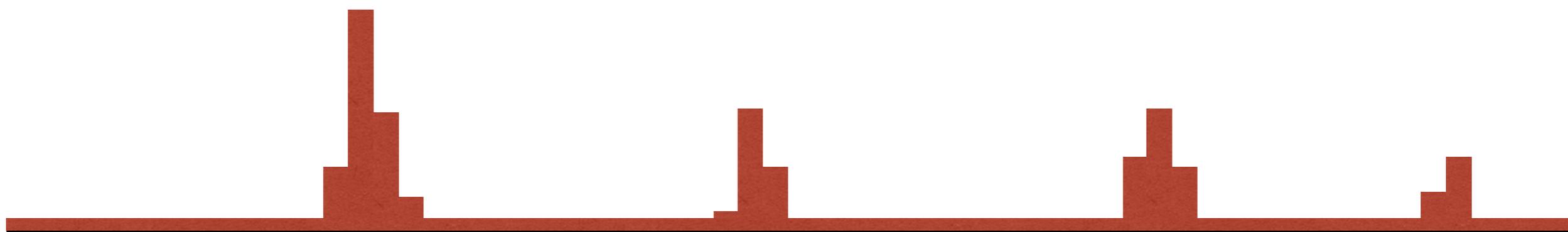
Lee and Goswami 2012

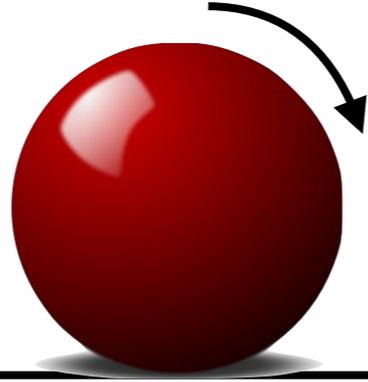
Space of falling strategies

each point in this space is a particular contact sequence









Space of falling strategies



Ball strategy

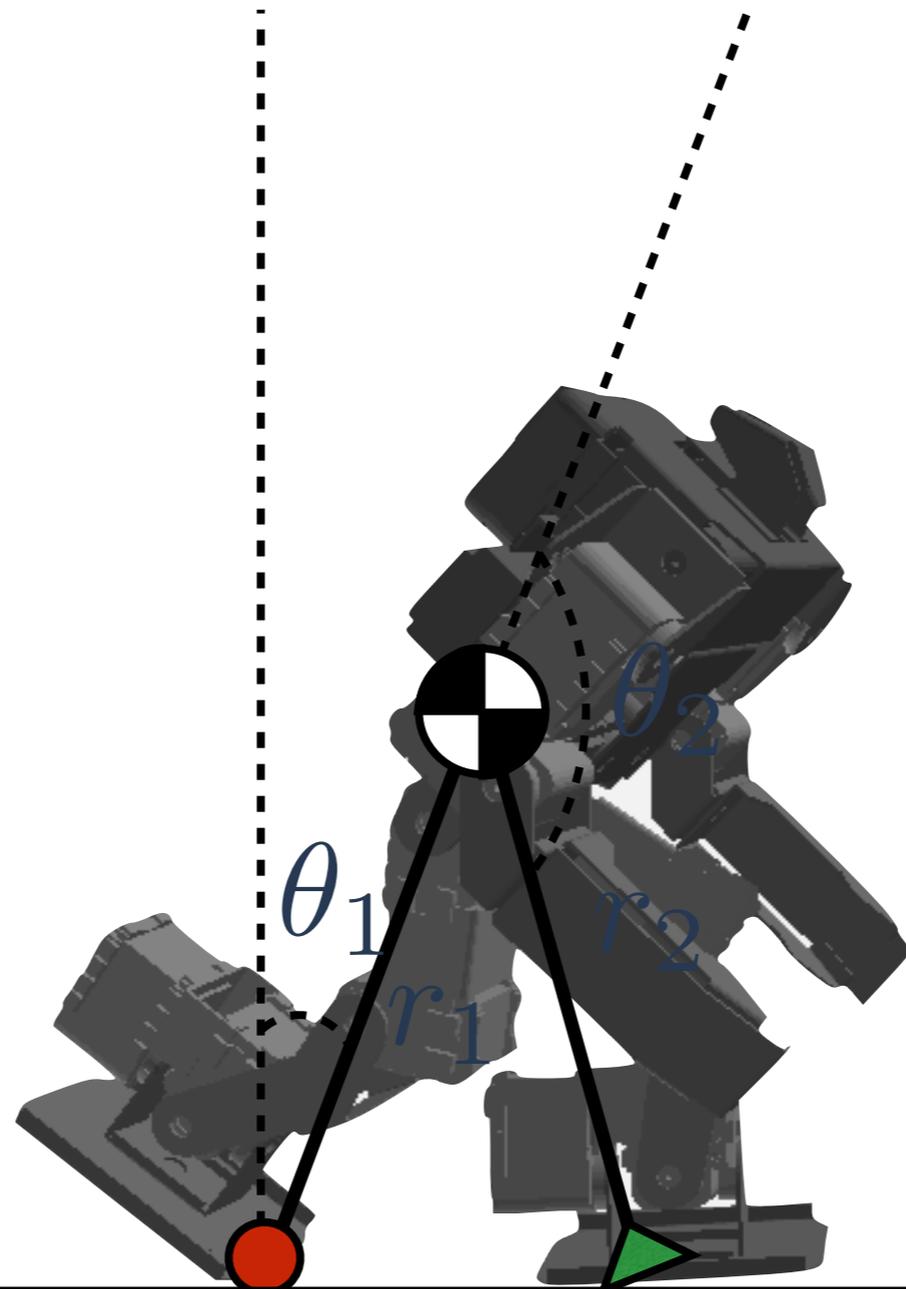


The problem

Given robot hardware constraints and an unbalanced initial state of the robot, compute the optimal contact sequence to dissipate the kinetic energy.

minimize the maximum impulse

total number of contacts
order of contacts
position of contacts
timing of the contacts



Actuated dofs

$$P_y^+ = m\dot{y}_1^+ = m\dot{y}_1^- + j$$

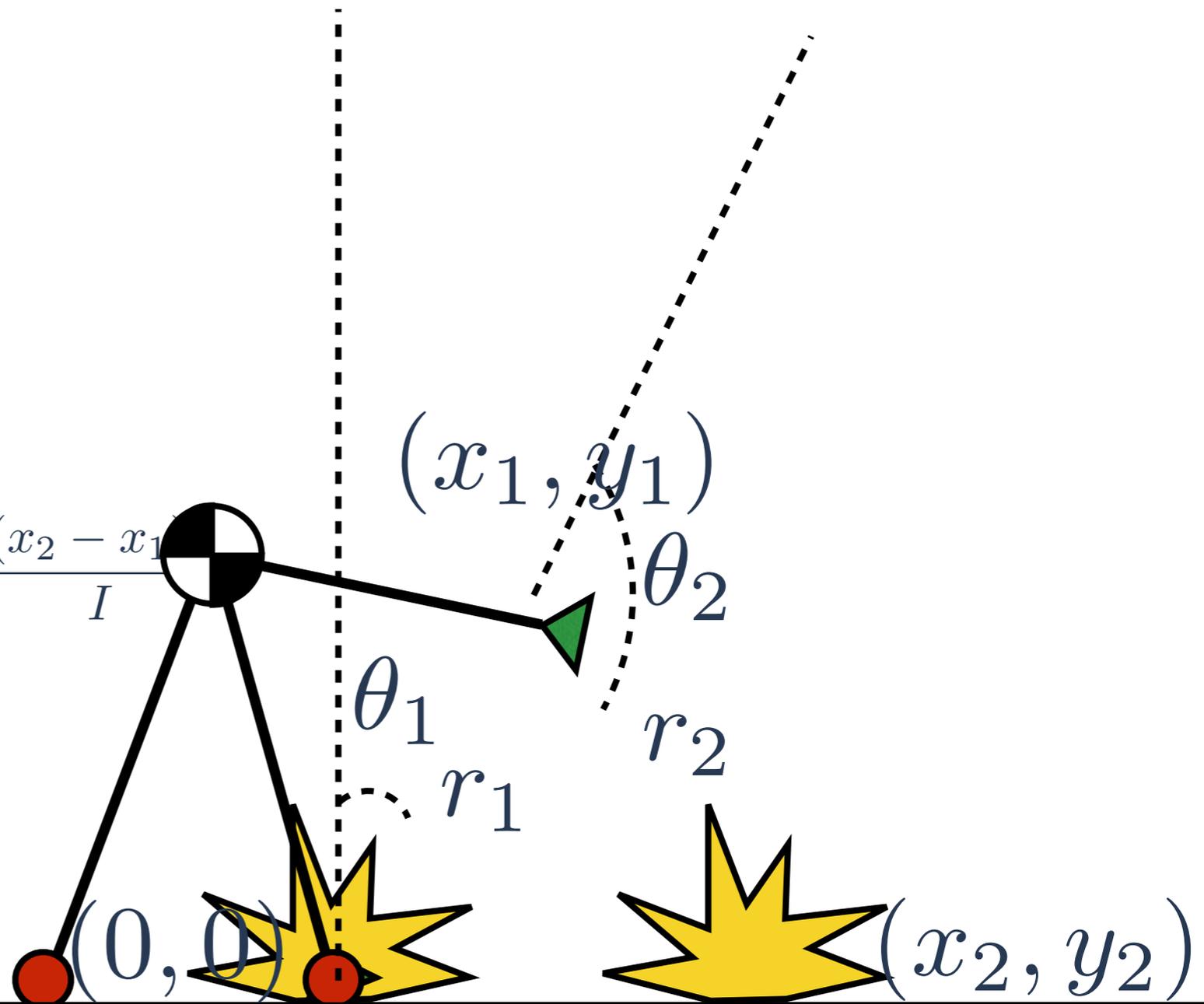
$$L^+ = I\dot{\theta}_1^+ = I\dot{\theta}_1^- - (x_2 - x_1)j$$

$$\underline{0 = \dot{y}_2^+}$$

$$= \dot{y}_1^+ - (x_2 - x_1)\dot{\theta}_1^+$$

$$= \left(\dot{y}_1^- + \frac{j}{m}\right) - (x_2 - x_1)\left(\dot{\theta}_1^- - \frac{(x_2 - x_1)j}{I}\right)$$

$$= \left(\frac{1}{m} + \frac{1}{I}(x_2 - x_1)^2\right)j + \dot{y}_2^-$$

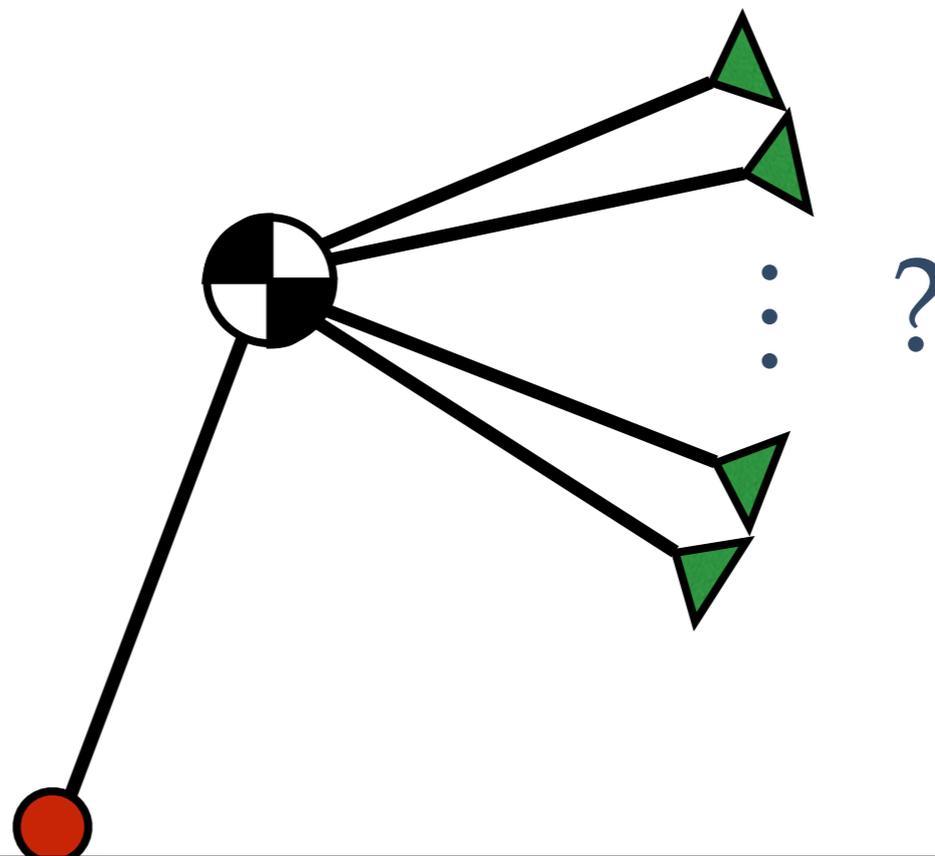


$$\underline{j = -\frac{\dot{y}_2^-}{\frac{1}{m} + \frac{1}{I}(x_2 - x_1)^2}}$$

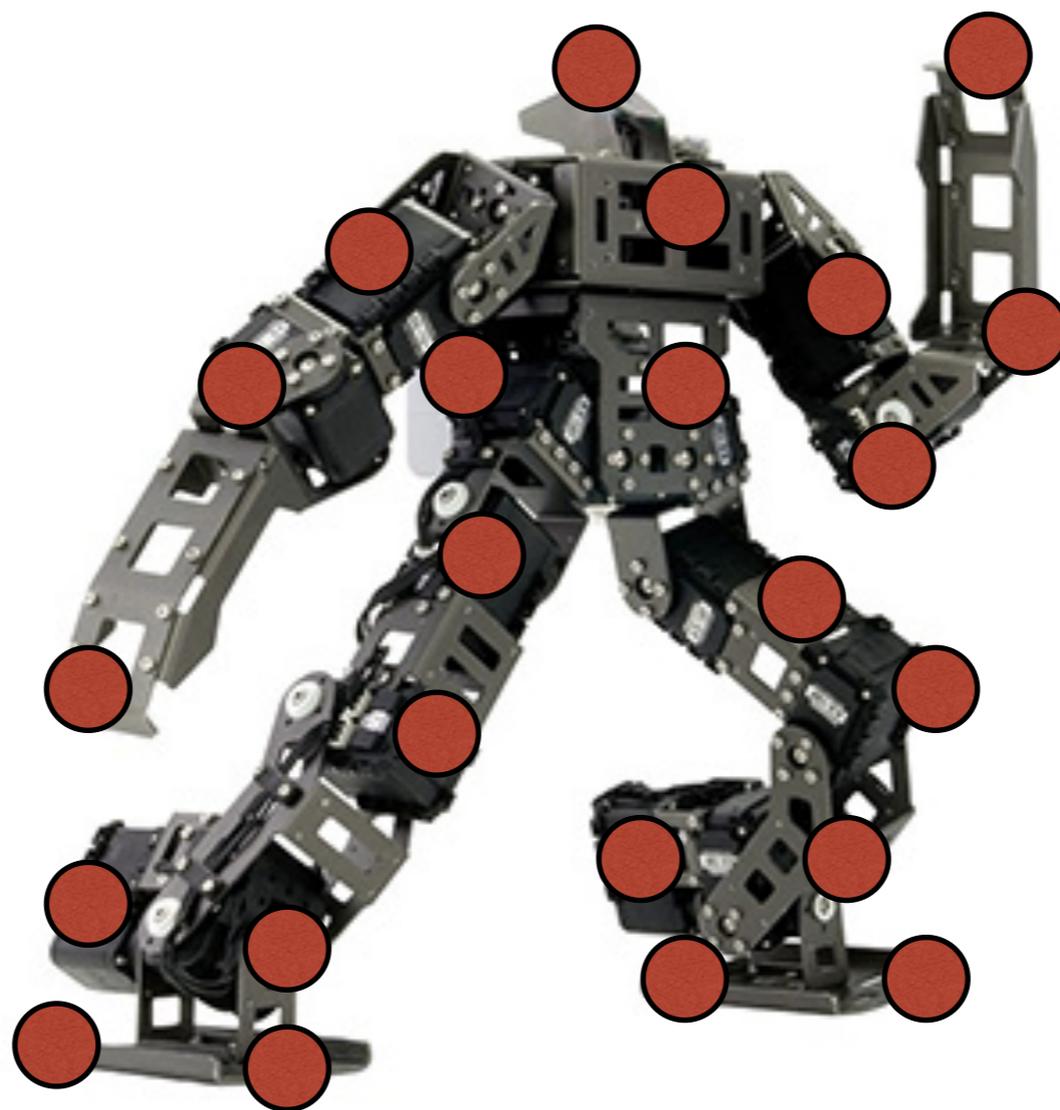
$$r_1\ddot{\theta}_1 + 2\dot{r}_1\dot{\theta}_1 - g \sin \theta_1 = 0$$

$$m\ddot{r}_1 - mr_1\dot{\theta}_1^2 + mg \cos \theta_1 = \tau_{r_1}$$

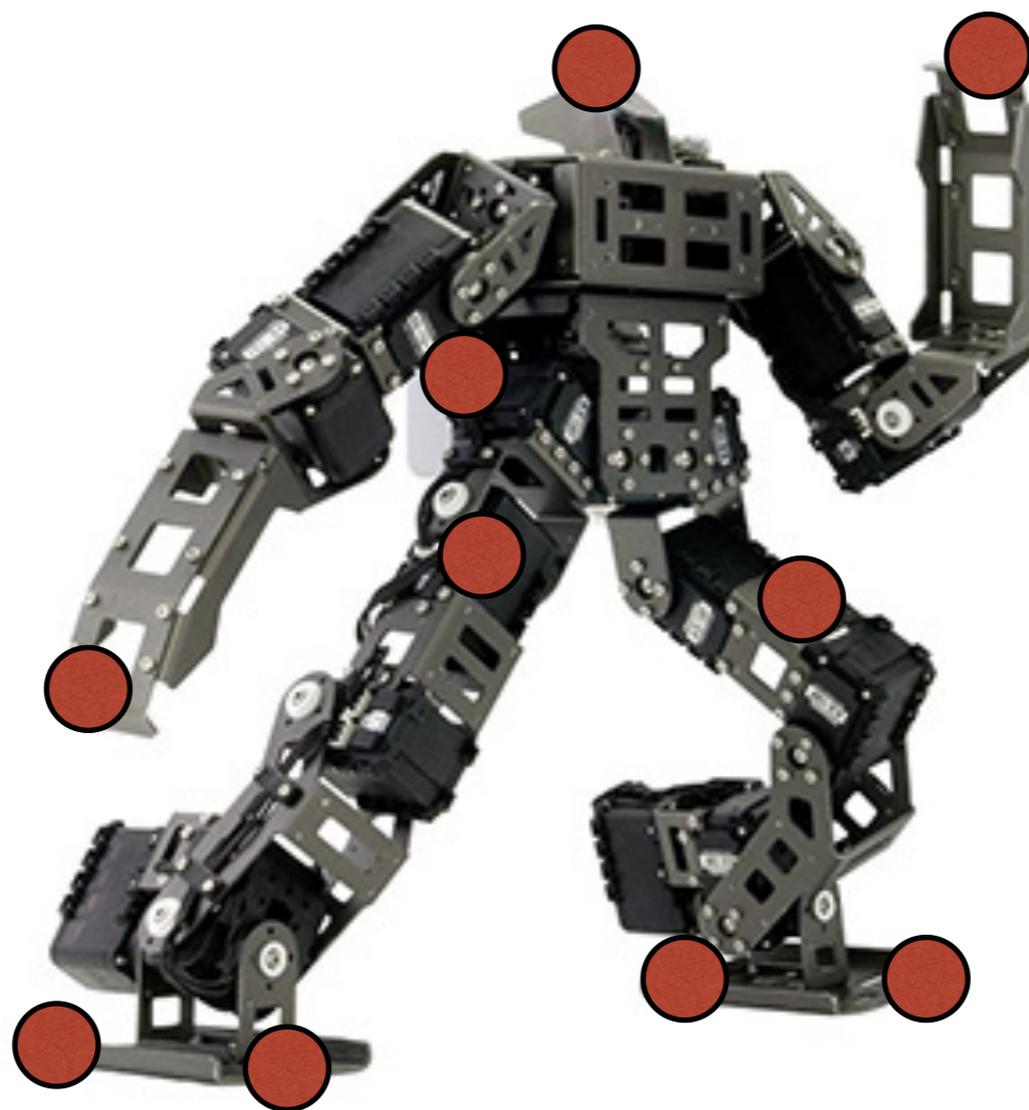
Abstract model



Multiple contact candidates



Multiple contact candidates

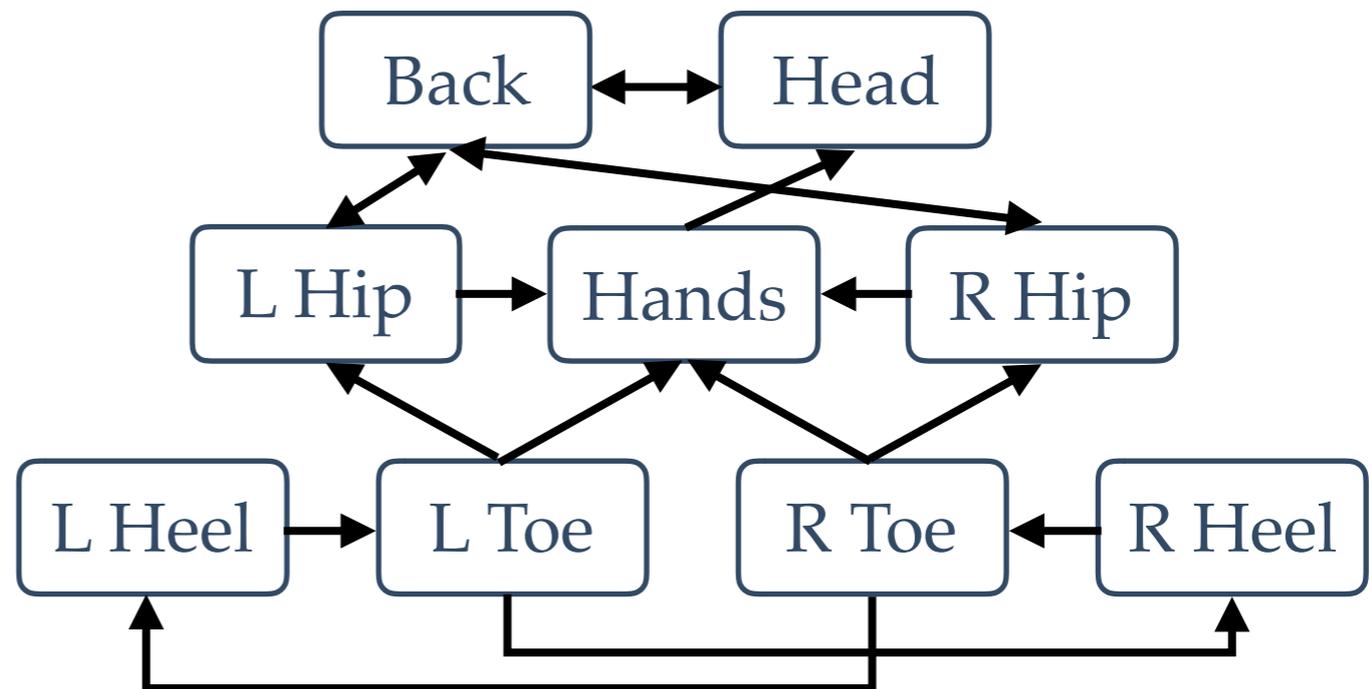
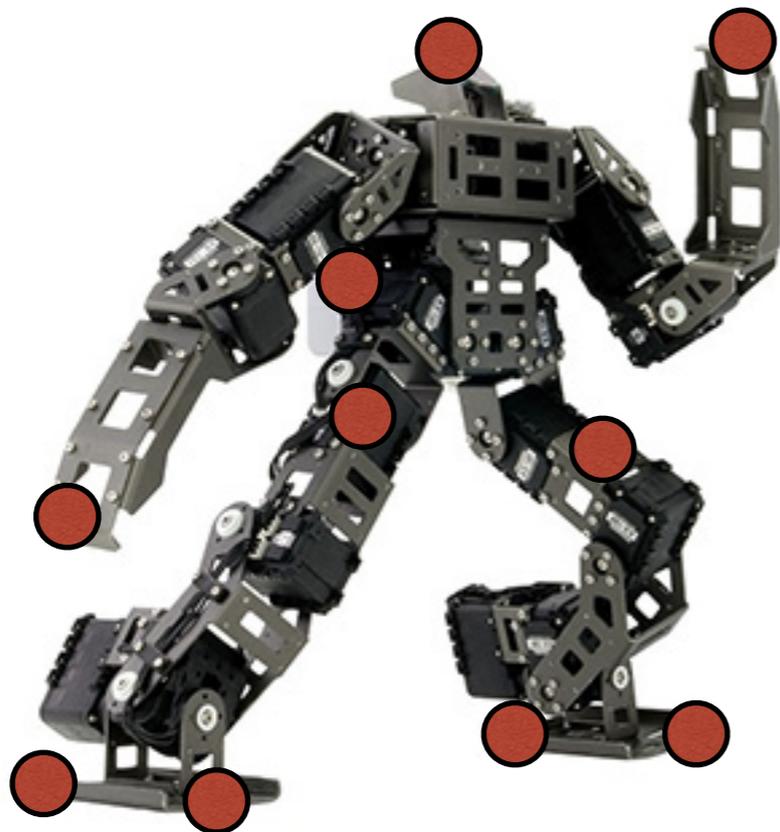


Contact graph

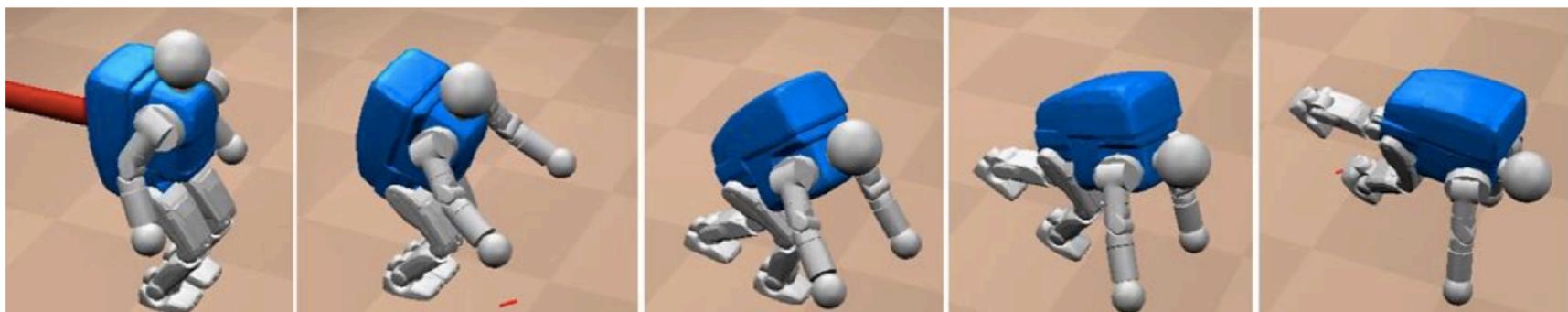
A representation for all possible falling strategies a robot can employ.

vertex: preferred contact points

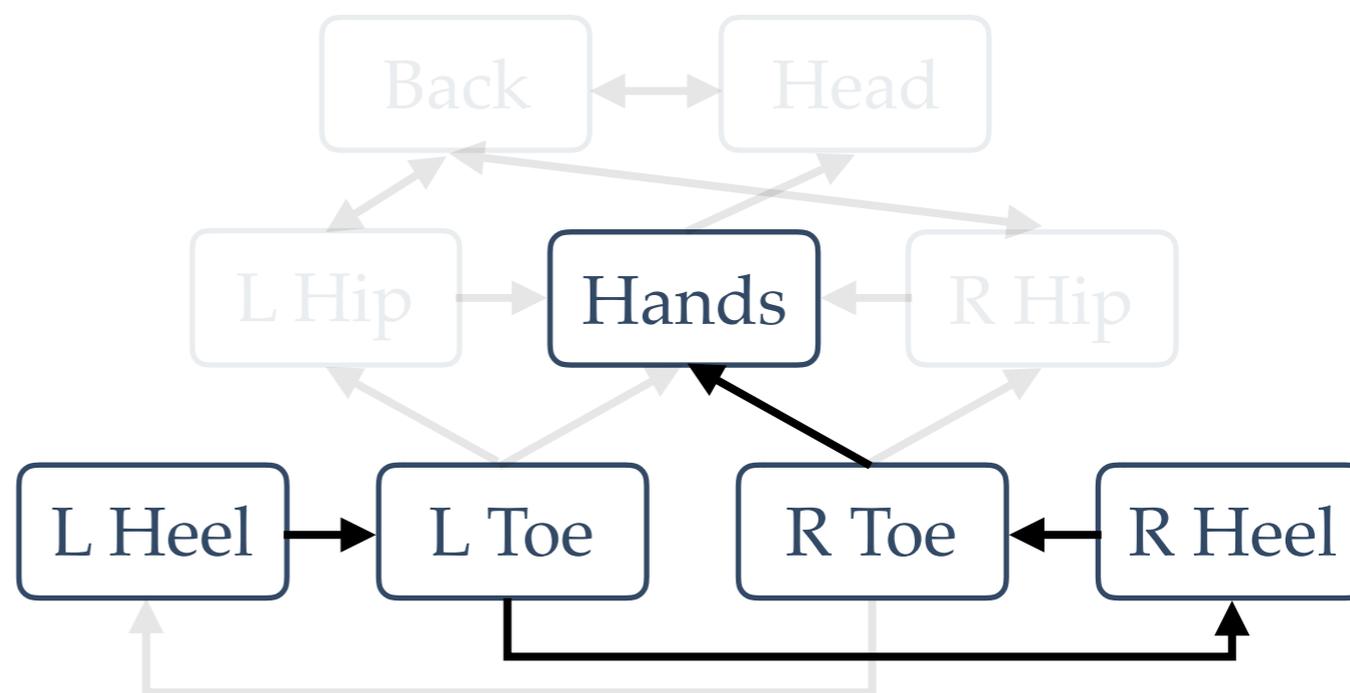
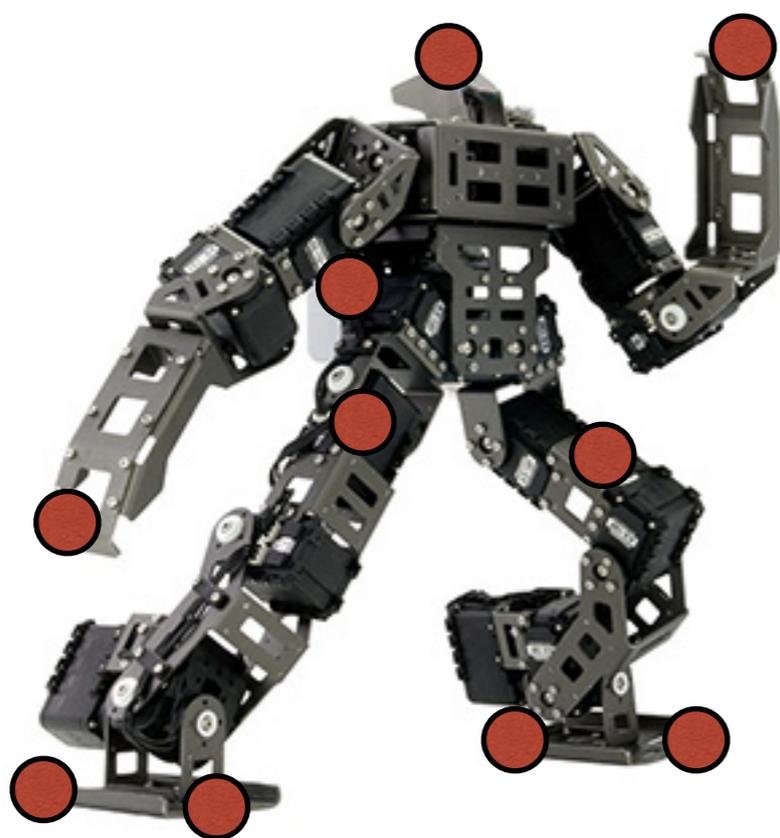
edge: preferred contact transitions



Contact graph



Tripod strategy



Markov Decision Process

State: $\mathbf{x} = \{c_1, \hat{t}, \theta_1, r_1, \dot{\theta}_1, \dot{r}_1\}$

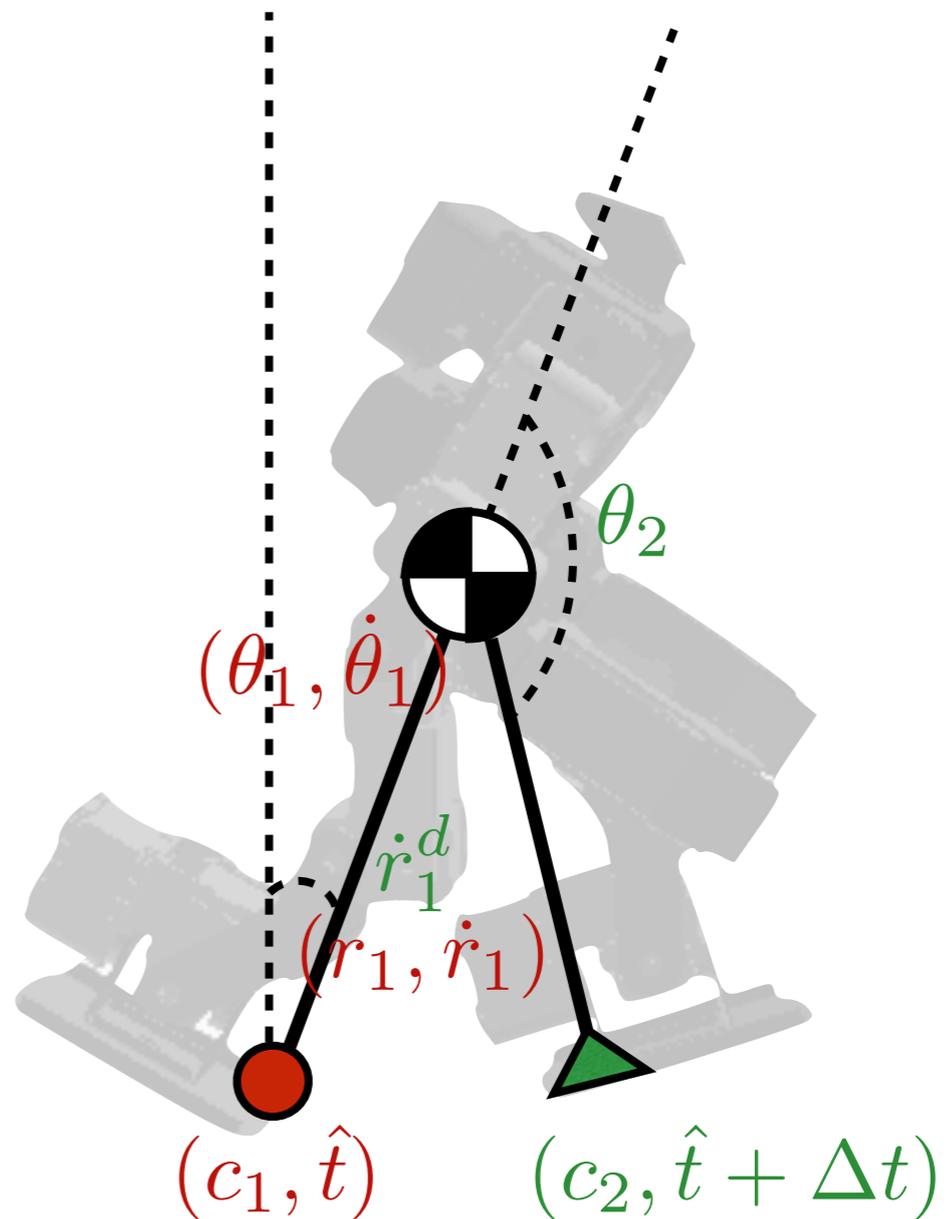
Action: $\mathbf{a} = \{c_2, \theta_2, \Delta t, \dot{r}_1^d\}$

Cost for action \mathbf{a} taken at state \mathbf{x} :

$$\max(\underline{g(\mathbf{x}, \mathbf{a})}, \underline{v(f(\mathbf{x}, \mathbf{a}))})$$

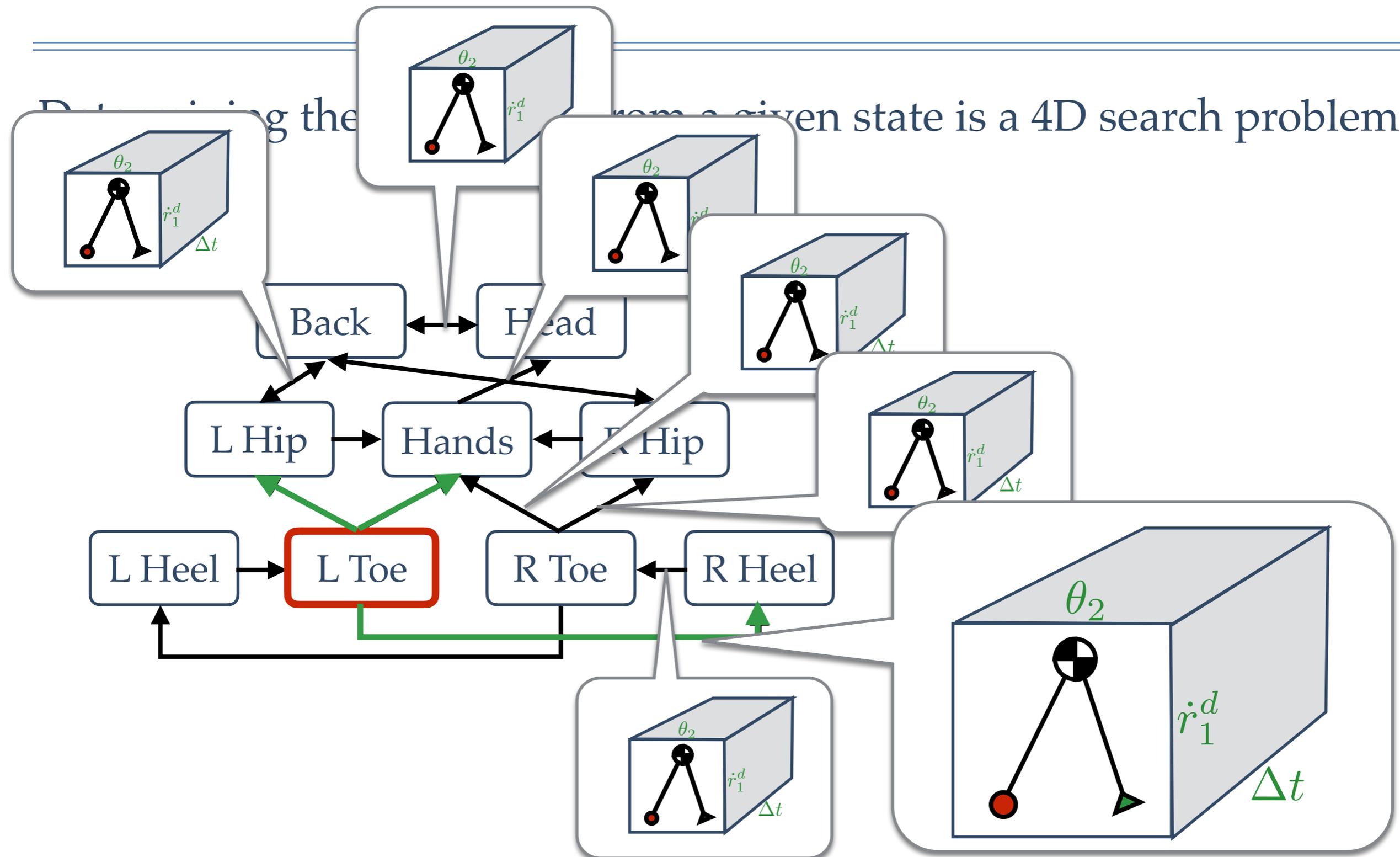
Optimal value function:

$$\underline{v(\mathbf{x})} = \min_{\mathbf{a}} \max(\underline{g(\mathbf{x}, \mathbf{a})}, \underline{v(f(\mathbf{x}, \mathbf{a}))})$$



Dynamic programming

Determining the sequence of states from a given state is a 4D search problem



Dynamic programming

Determining the best action from a given state is a 4D search problem

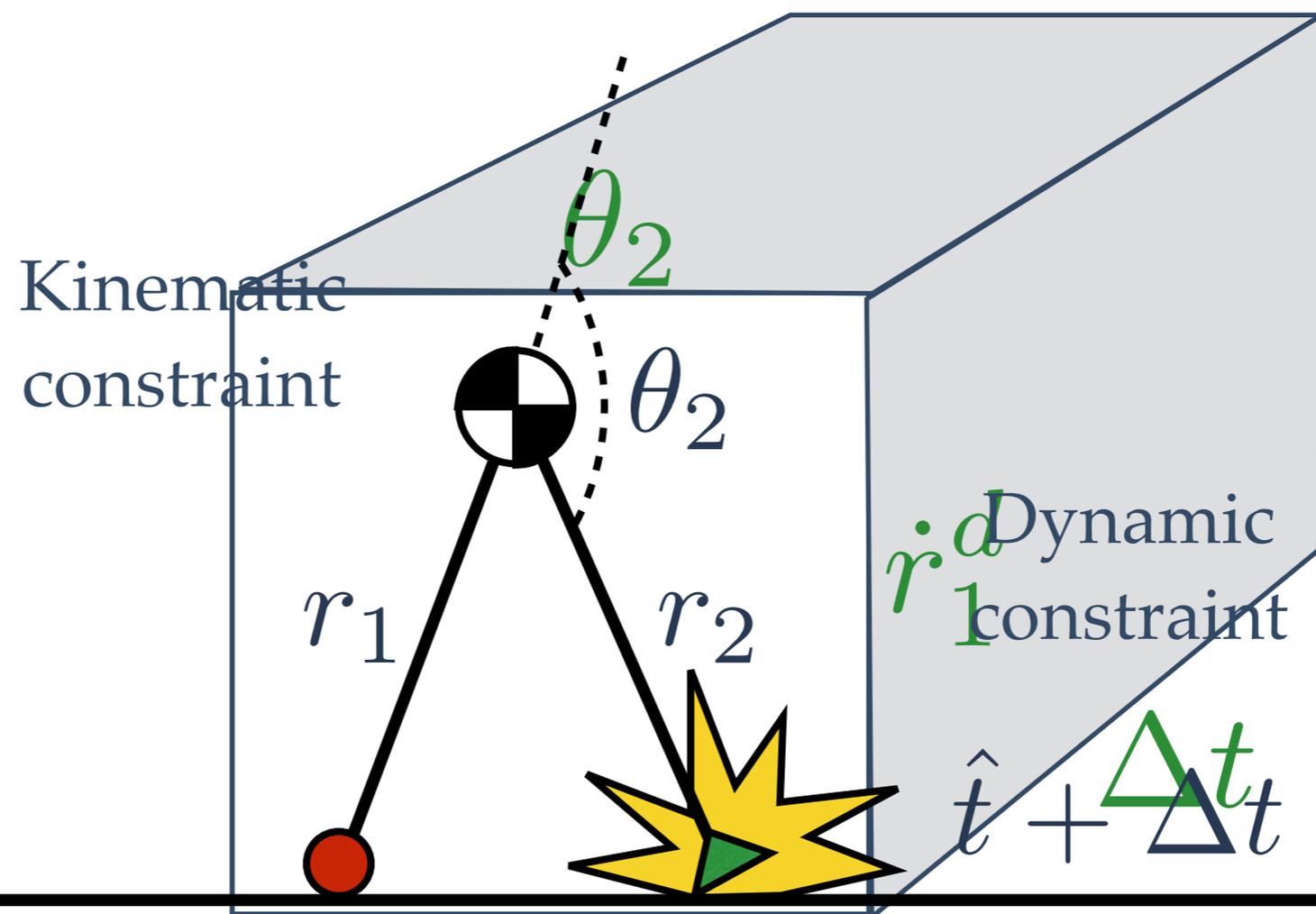
Use KNN to reduce evaluation of repeated states



Dynamic programming

Determining the best action from a given state is a 4D search problem

Use KNN to reduce evaluation of repeated states

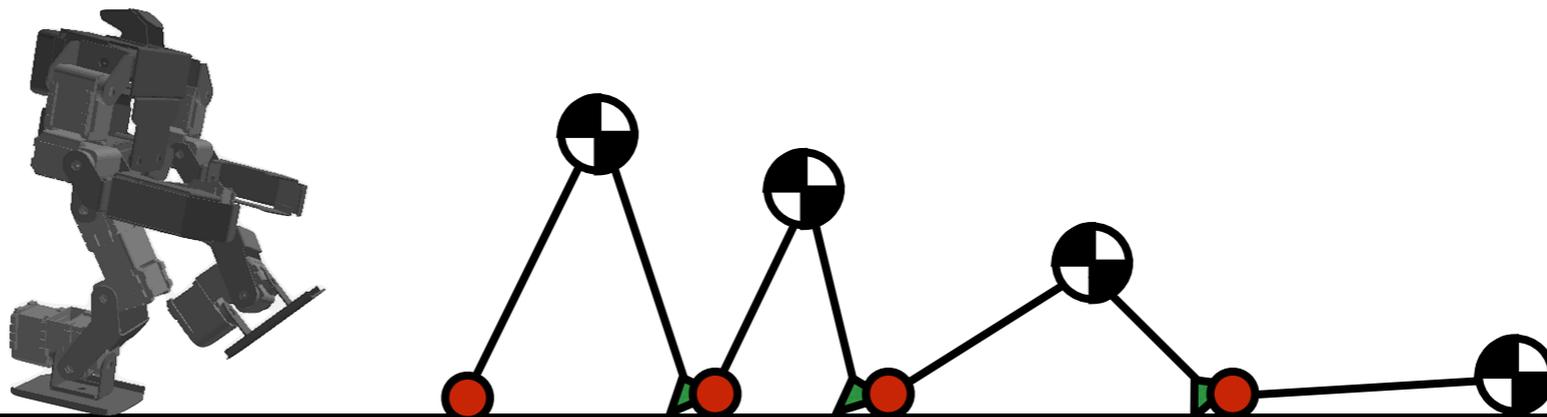


Dynamic programming

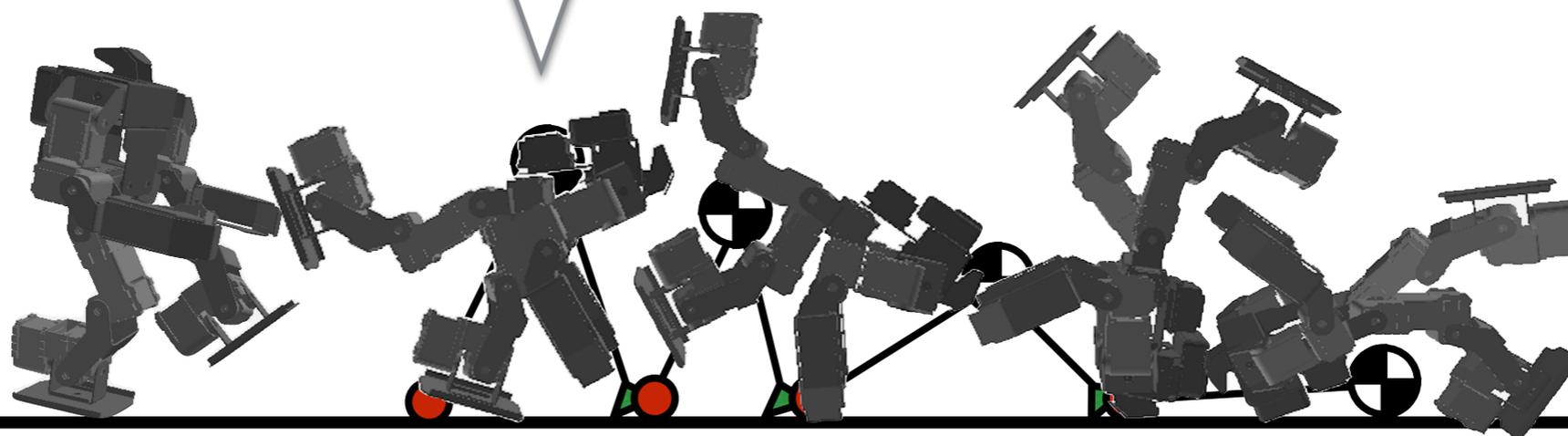
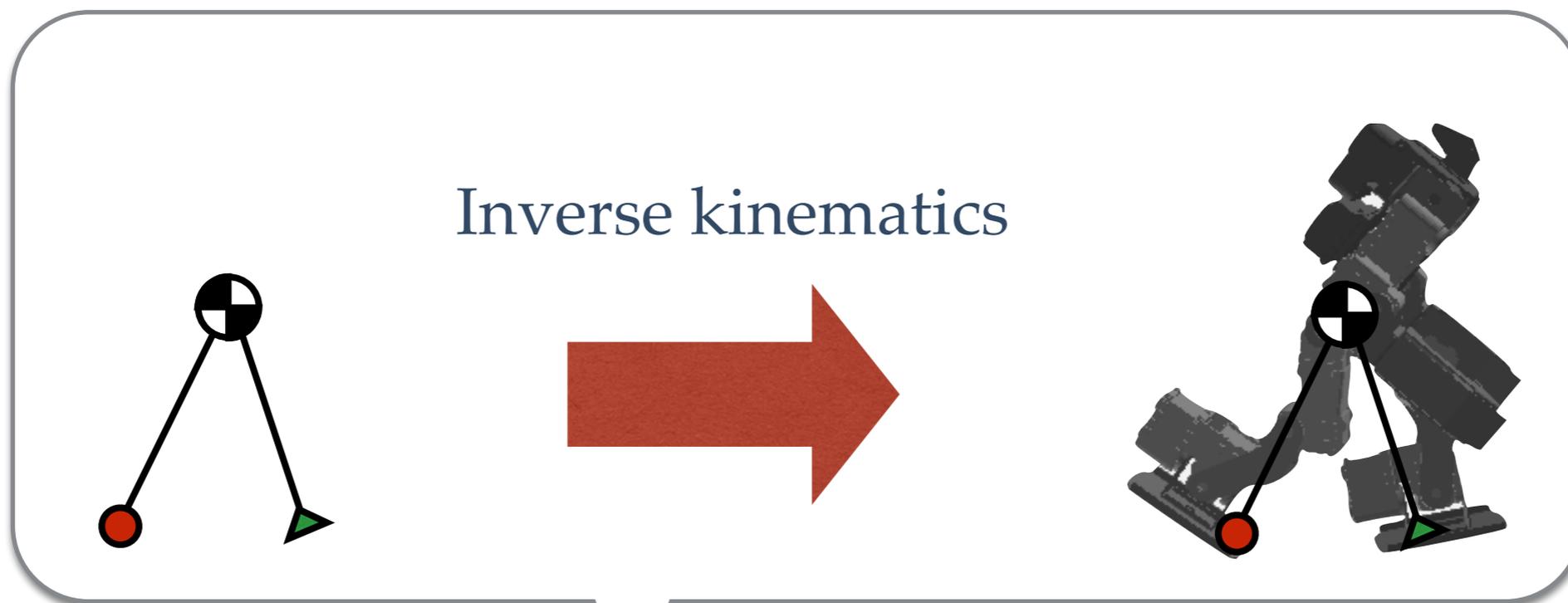
Determining the best action from a given state is a 4D search problem

Use KNN to reduce evaluation of repeated states

Use kinematic and dynamic constraints to reduce the search space



Whole body motion



Results

BioidGP Simulation

Limitations

Real-time planning:

- Take a few seconds to compute.

- Can precompute a set of contact plans for a range of initial conditions.

Non-planar falls:

- Do not apply to falls with non-planar initial momentum.

- Can use more complex models to include non-planar motion.

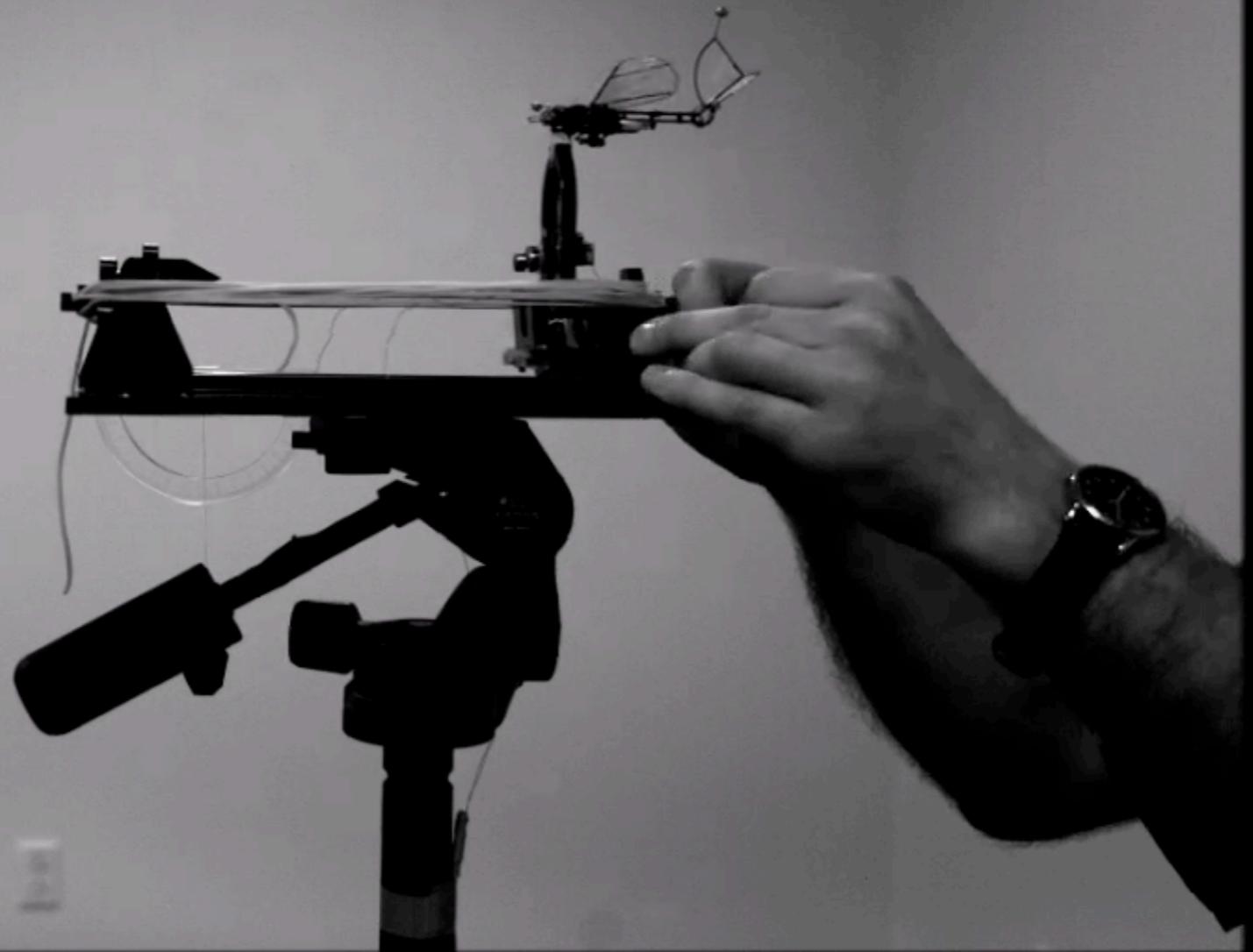
Future work



UIUC bat bot



Harvard meso-scale flier



Slowed x50

Self-righting



Rolling



Near-zero angular momentum



Bingham et al. IROS 2014

