

A Tutorial on Impedance Control and Physical Human-Robot Interaction

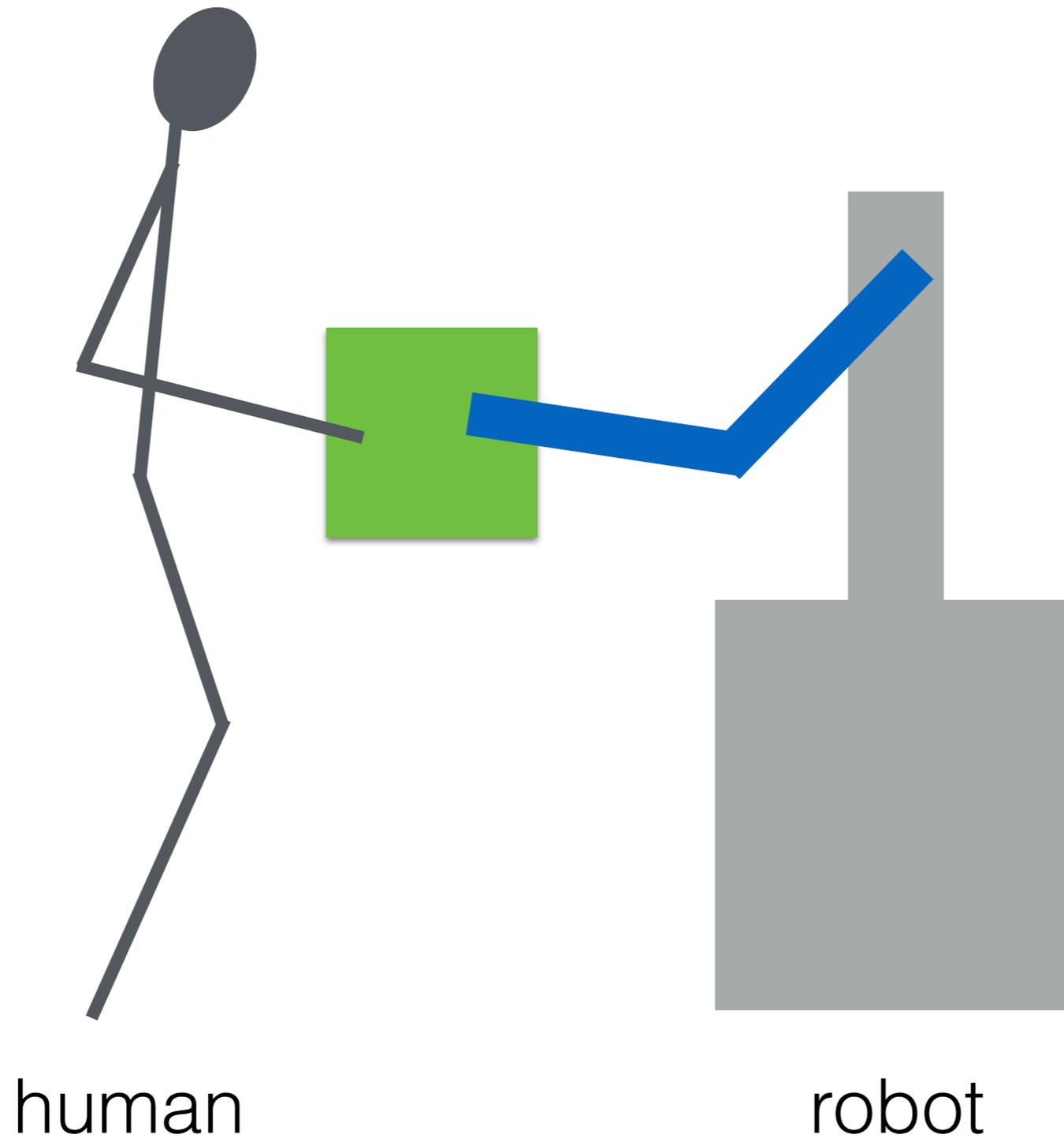
Michael Mistry
Reader in Robotics

The 2nd UK Robot Manipulation Workshop
11/7/17

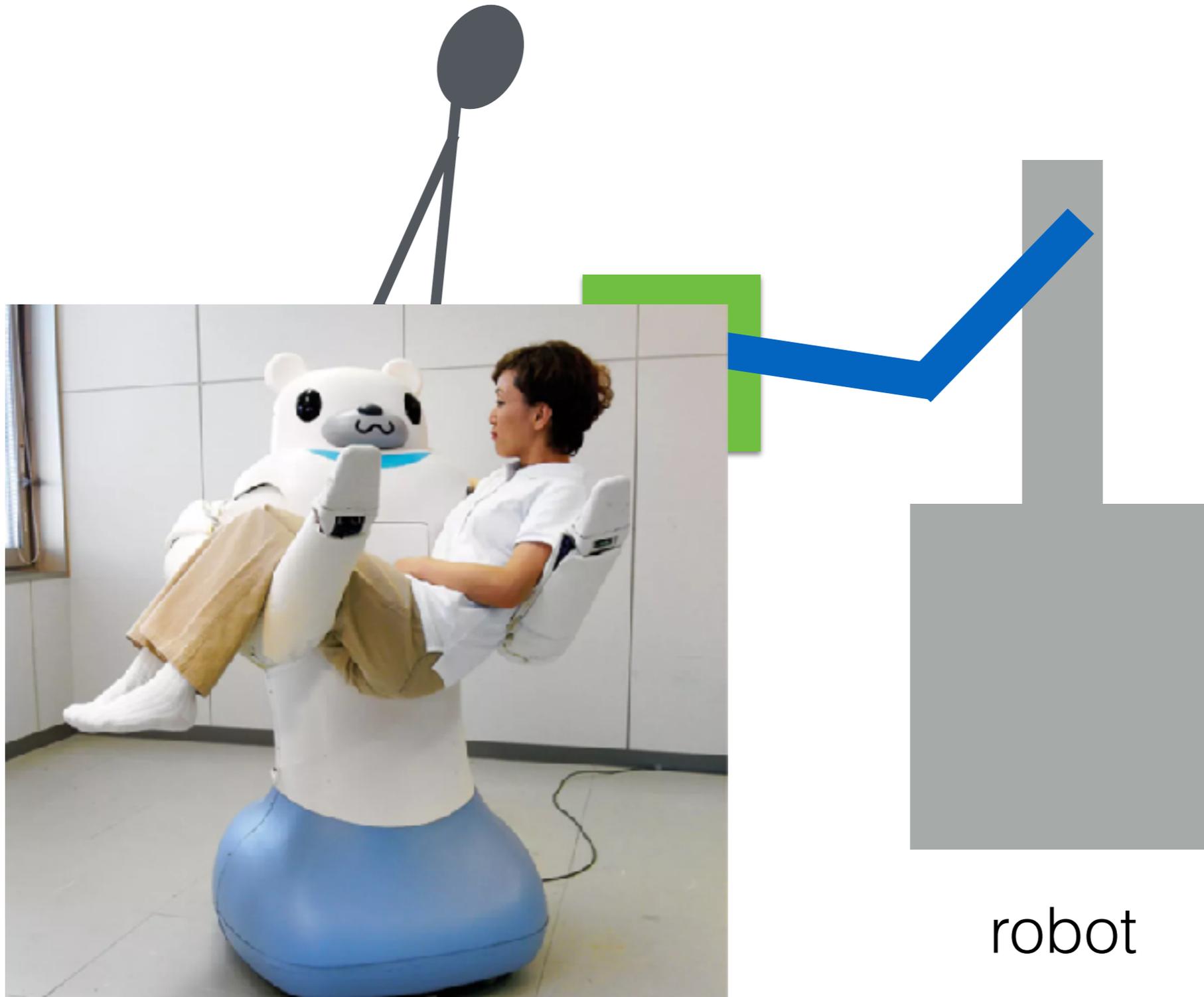


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Physical Human-Robot Interaction:



Physical Human-Robot Interaction:



We need safe interaction!

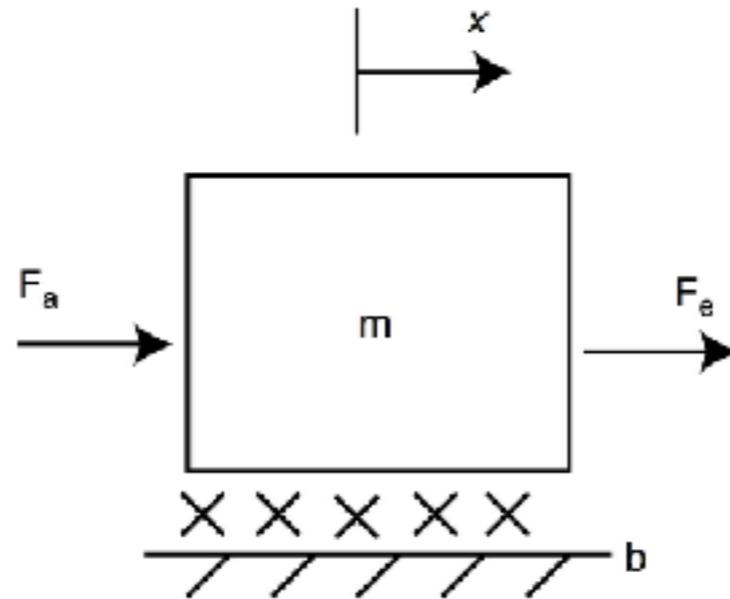
Interacting with an uncertain environment

<http://www-clmc.usc.edu>



Kalakrishnan, M., J. Buchli, P. Pastor, M. Mistry, and S. Schaal. 2010. "Fast, Robust Quadruped Locomotion over Challenging Terrain." In *2010 IEEE International Conference on Robotics and Automation*, 2665–70. ieeexplore.ieee.org.

A stable controller in isolation, may not be stable in interaction



$$m\ddot{x} + b\dot{x} = F_a + F_e$$

equation of motion

$$(ms^2 + bs)X = F_a + F_e$$

equation of motion (Laplace)

$$F_a = K_P(R - X) + \frac{K_I}{s}(R - X) \quad \text{PI Controller}$$

**closed loop
transfer function**

$$\frac{X}{R} = \frac{K_P s + K_I}{m s^3 + b s^2 + K_P s + K_I}$$

closed loop system is stable provided:

$$K_I < \frac{b K_P}{m}$$

**closed loop
transfer function**

$$\frac{X}{R} = \frac{K_P s + K_I}{m s^3 + b s^2 + K_P s + K_I}$$

closed loop system is stable provided:

$$K_I < \frac{b K_P}{m}$$

however, interacting with another mass may cause instability!

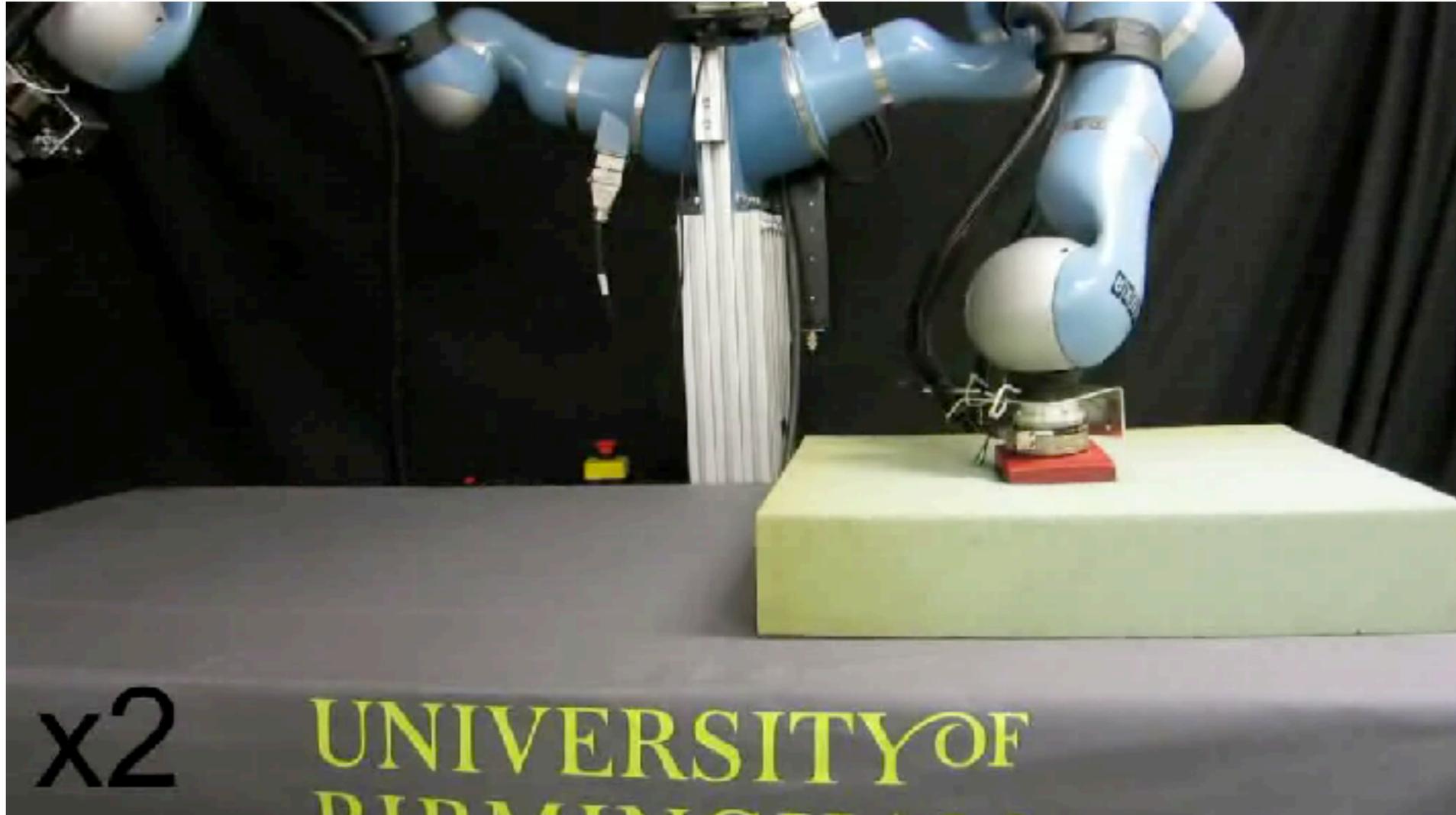
$$K_I < \frac{b K_P}{m + m_2}$$



How to create smarter controllers that can cope with environmental uncertainty?

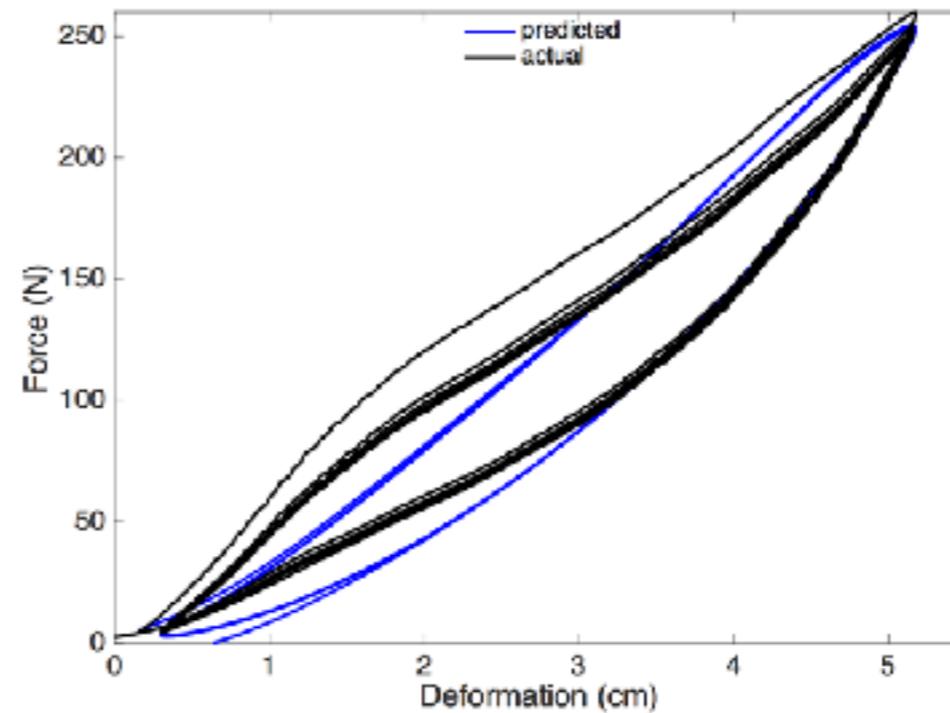
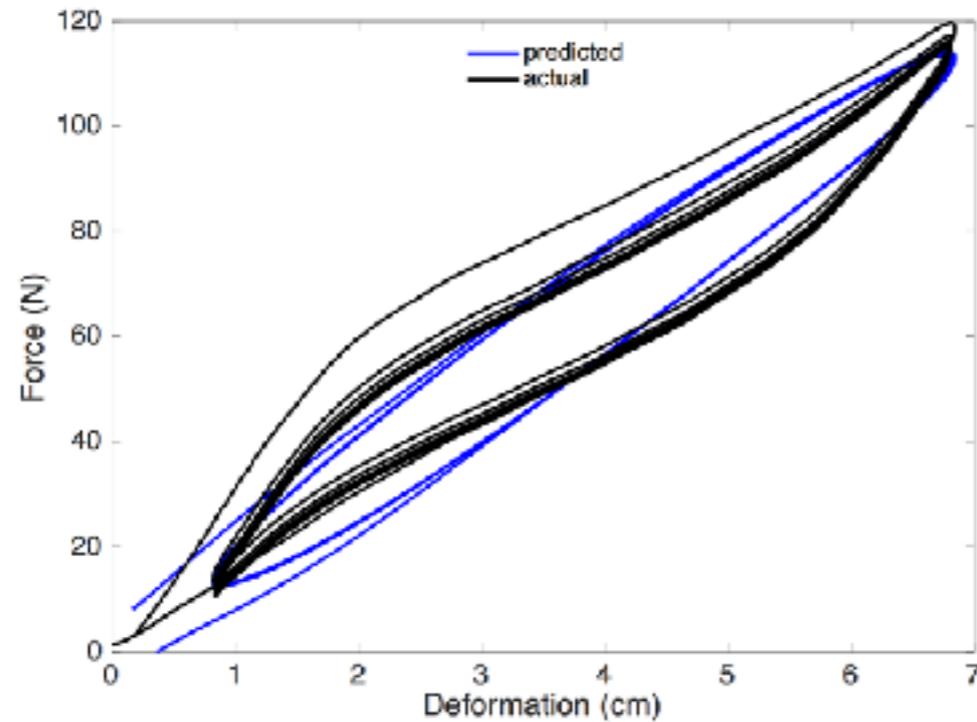
How to create smarter controllers that can cope with environmental uncertainty?

Try to learn the environment's dynamics?



How to create smarter controllers that can cope with environmental uncertainty?

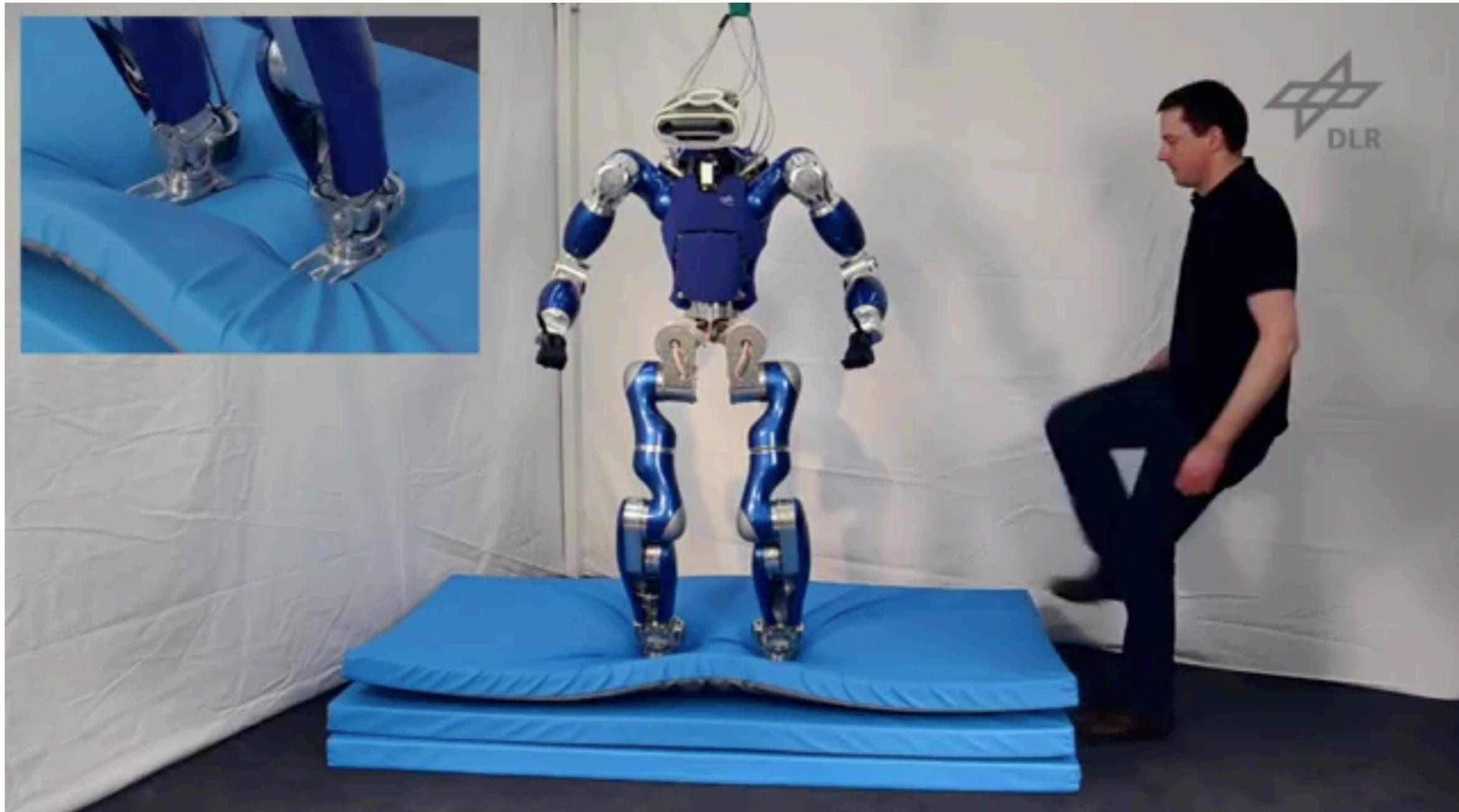
Try to learn the environment's dynamics?



But stable interaction is required in order to identify the environment!

How to create smarter controllers that can cope with environmental uncertainty?

“Robust” control: Treat the environment as a disturbance to be rejected?



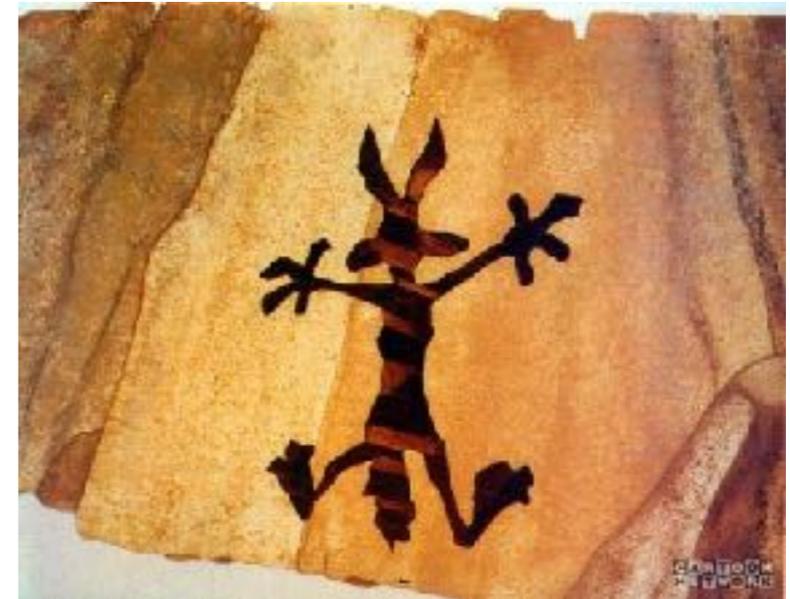
Henze, Bernd, Máximo A. Roa, and Christian Ott. "Passivity-based whole-body balancing for torque-controlled humanoid robots in multi-contact scenarios." *The International Journal of Robotics Research* 35.12 (2016): 1522-1543.

How to create smarter controllers that can cope with environmental uncertainty?

“Robust” control: Treat the environment as a disturbance to be rejected?

But environmental forces may be unbounded:

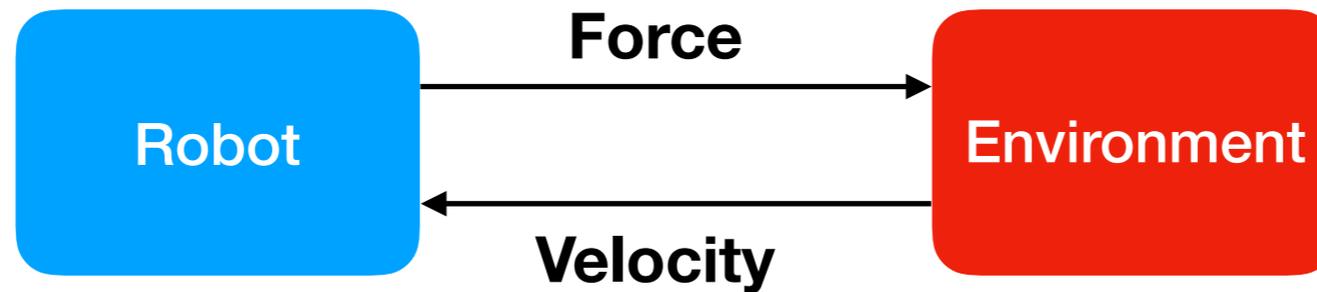
Gauss’s principle of least constraint: The mountain will apply exactly the amount of force required to prevent your motion through it. No more, and no less.



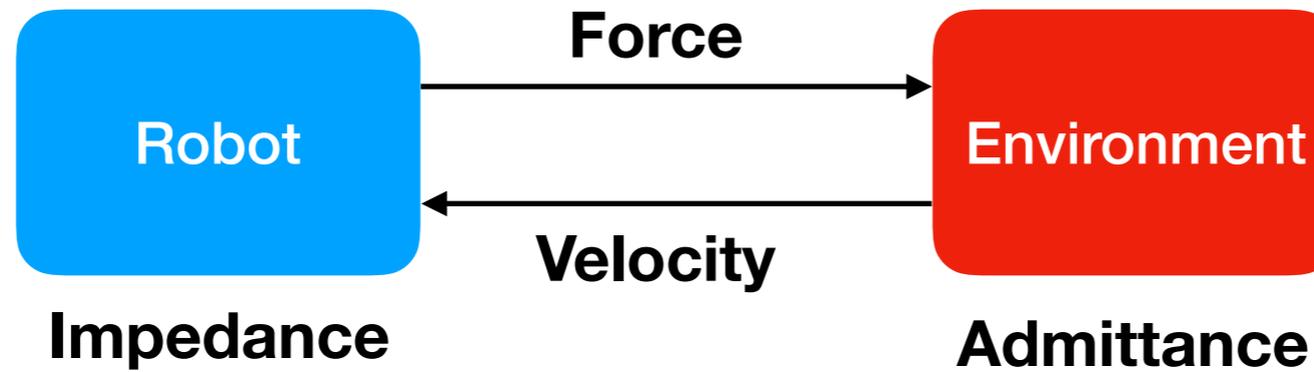
Furthermore, the “robust” controller still needs to assume some structure of the uncertainty (and then may only be able to cope with disturbances compatible with that structure)

How to create smarter controllers that can cope with environmental uncertainty?

Consider the *Energy* involved in the interaction:



**Interaction means a *Transfer of Energy*,
at a rate of $\text{Force} \times \text{Velocity}$**



An *Impedance* is a dynamic operator that determines an output effort (force) given an input flow (velocity).

e.g. like a spring

An *Admittance* is a dynamic operator that determines an output flow (velocity) given an input effort (force).

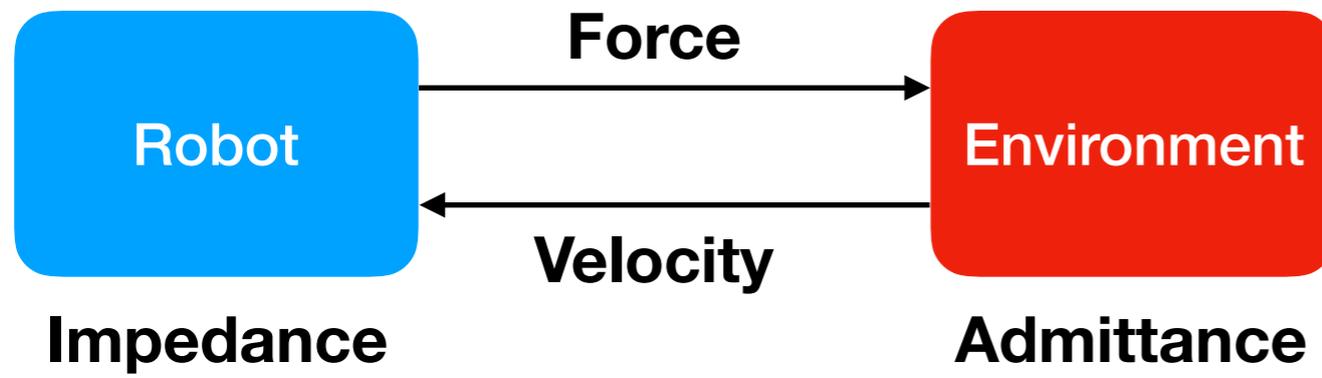
e.g. like a mass, or a wall!

A dynamic element can only be either an impedance or an admittance. This means it can never simultaneously determine its own force and velocity!

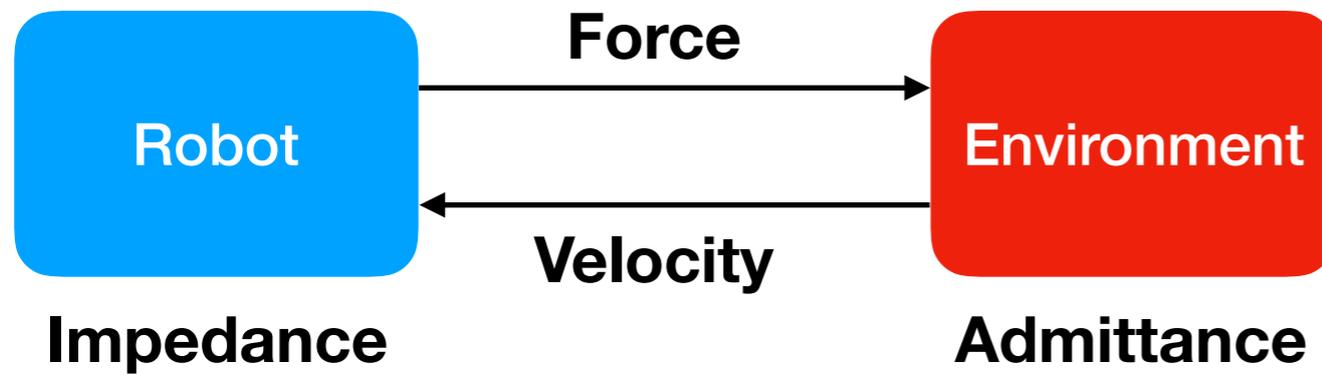
An Impedance can only interact with an Admittance, and vice versa.



When two agents physically interact, one must dictate motion (Admittance), while the other dictates force (Impedance).



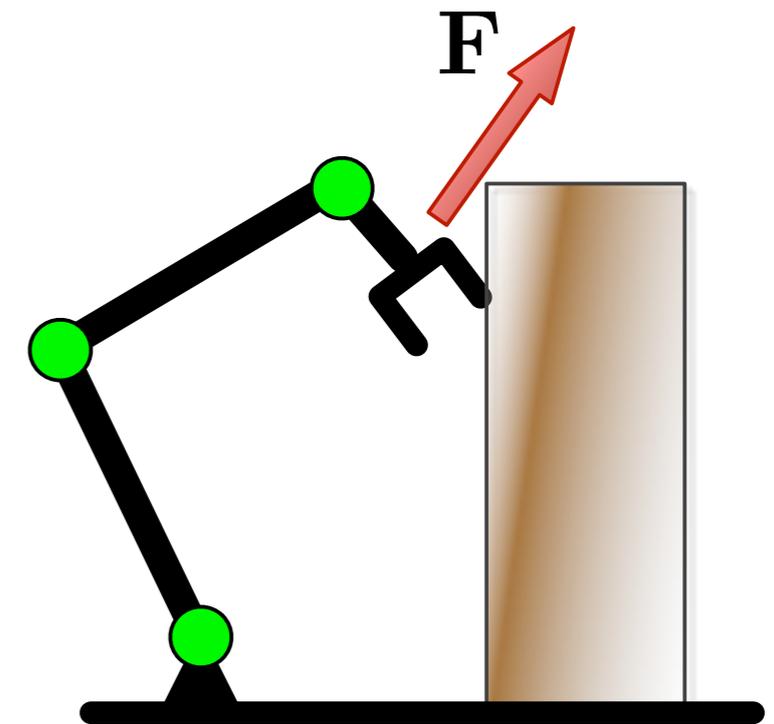
Why do I label the robot as impedance and environment as admittance?



Why do I label the robot as impedance and environment as admittance?

**A robot can rarely impose a velocity on an environment:
E.g. a heavy object may move slower than we like, a rigid wall may never move.**

Rather, the robot imposes a force on the environment, and then only after, motion determined (and could be zero)



Thus it makes sense to treat the environment as an Admittance.

As a consequence, the robot must be an Impedance

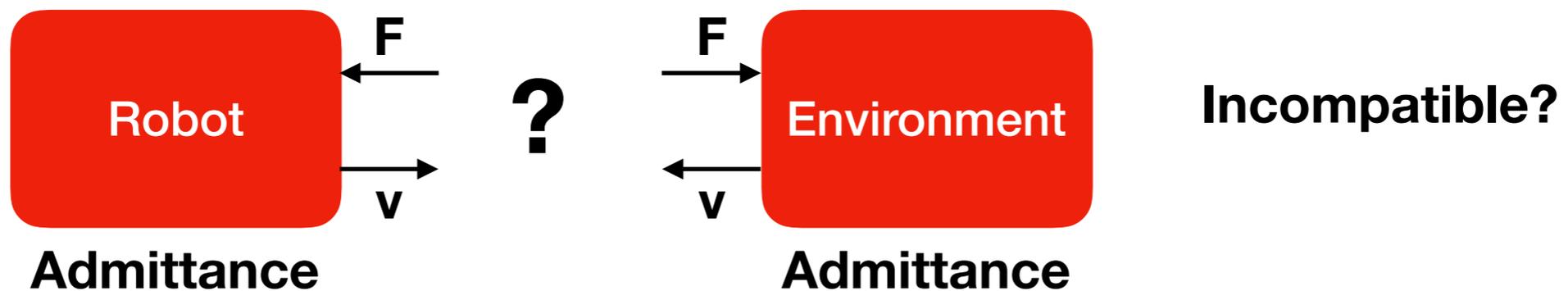
What about traditional position-controlled manipulators?



Kuka industrial robots

Typically have high inertias (due to high mass and high gear ratios)

These are in fact admittance-controlled devices.



If no interaction, than no problem!

**However, interaction may be dangerous due to high inertia.
Also requires force sensing at contact (which introduces delay)**

**However, can create very stiff interaction (which may be desirable for
some haptic applications)**



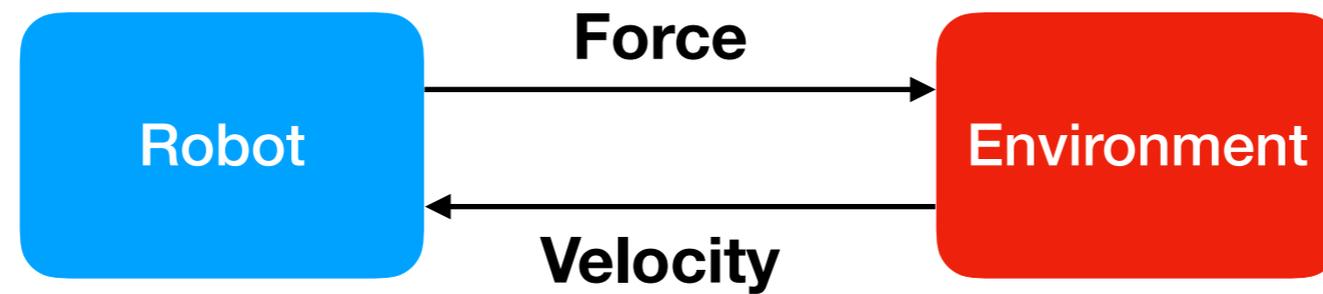
Kuka industrial robots



Moog HapticMaster

How to create smarter controllers that can cope with environmental uncertainty?

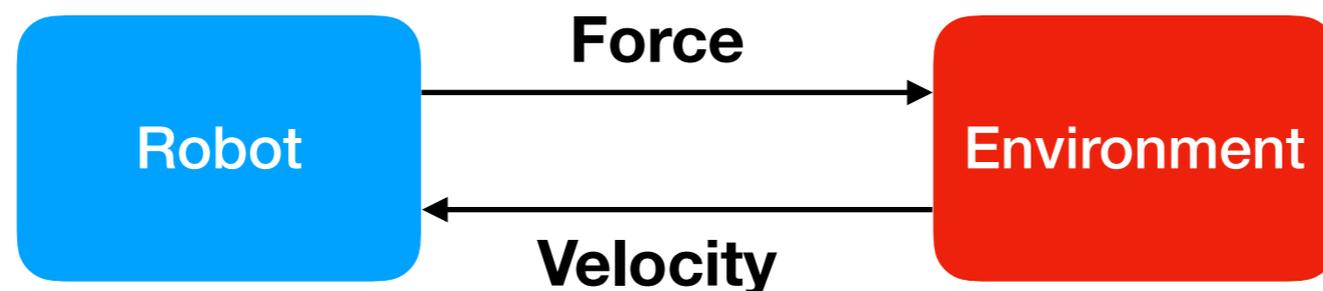
If we consider the *Energy* involved in the interaction:



Can we create a controller that only dissipates energy, and never generates it?

How to create smarter controllers that can cope with environmental uncertainty?

If we consider the *Energy* involved in the interaction:



Can we create a controller that only dissipates energy, and never generates it?

Passivity: notion that the system cannot, for any time period, output more energy at its port of interaction than has in total been put into the same port for all time.

Examples of Passive Mechanical Elements (and their Electrical equivalents) :

Spring

Capacitor

Mass

Inductor

Damper

Resistor

Passivity

Some important characteristics:

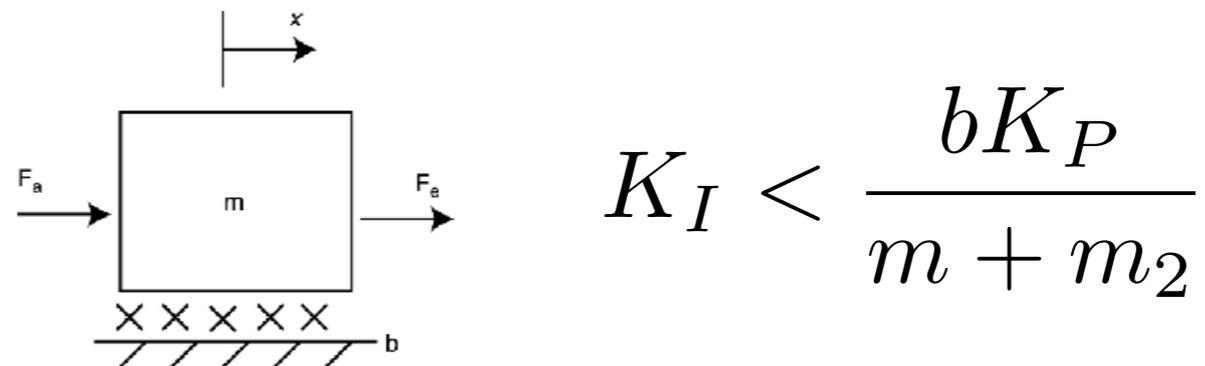
- **System is Passive if and only if it cannot produce energy.**
- **Output energy is limited to the initial plus accumulated energy in the system**
- **Two passive systems can be combined to form a new passive system.**
- **Feedback connection of two passive systems is stable!**
- **A Non-Passive system interacting with a Passive one, may be destabilised.**

Passivity

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recall example from earlier:



Passivity

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Passivity is key for safe and stable interaction!

If a controller and robot are passive, model uncertainty can decrease “performance” but never compromise passivity and safety!

How to implement a passive controller:

Hogan 1985 “Simple” Impedance Control:

joint space:
$$\tau = \mathbf{K}_d(\mathbf{q}_d - \mathbf{q}) + \mathbf{D}_d(\dot{\mathbf{q}}_d - \dot{\mathbf{q}})$$

simple to implement (just PD control)

Passive! (note: Integral control is not passive)

Only position/velocity sensors required, no force sensors

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task space:
$$\dot{\mathbf{x}} = \mathbf{J}\dot{\mathbf{q}}$$

$$\tau = \mathbf{J}^T (\mathbf{K}_d(\mathbf{x}_d - \mathbf{x}) + \mathbf{D}_d(\dot{\mathbf{x}}_d - \dot{\mathbf{x}}))$$

still passive!

singularity robust (Jacobian is not inverted)

but we will still need to take care of redundancy

(if the manipulator is redundant)

Operational Space Control (Khatib, 1987)

Rigid Body dynamics: $\mathbf{M}(\mathbf{q}) \ddot{\mathbf{q}} + \mathbf{h}(\mathbf{q}, \dot{\mathbf{q}}) = \boldsymbol{\tau}$

$$\begin{aligned} \text{Task: } \quad \mathbf{x} &= f(\mathbf{q}) \\ \dot{\mathbf{x}} &= \mathbf{J}(\mathbf{q}) \dot{\mathbf{q}} \end{aligned}$$

We can *decouple* task and null-space forces:

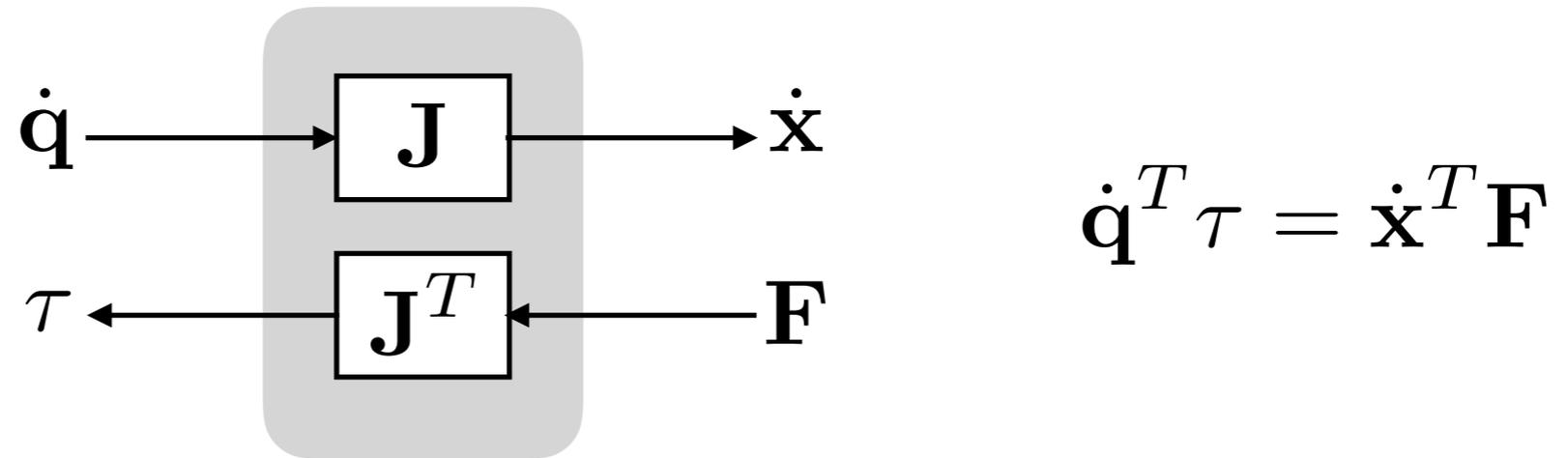
$$\boldsymbol{\tau} = \boldsymbol{\tau}_{\text{task}} + \boldsymbol{\tau}_{\text{null}}$$

$$\boldsymbol{\tau} = \mathbf{J}^T \bar{\mathbf{J}}^T \boldsymbol{\tau} + (\mathbf{I} - \mathbf{J}^T \bar{\mathbf{J}}^T) \boldsymbol{\tau}$$

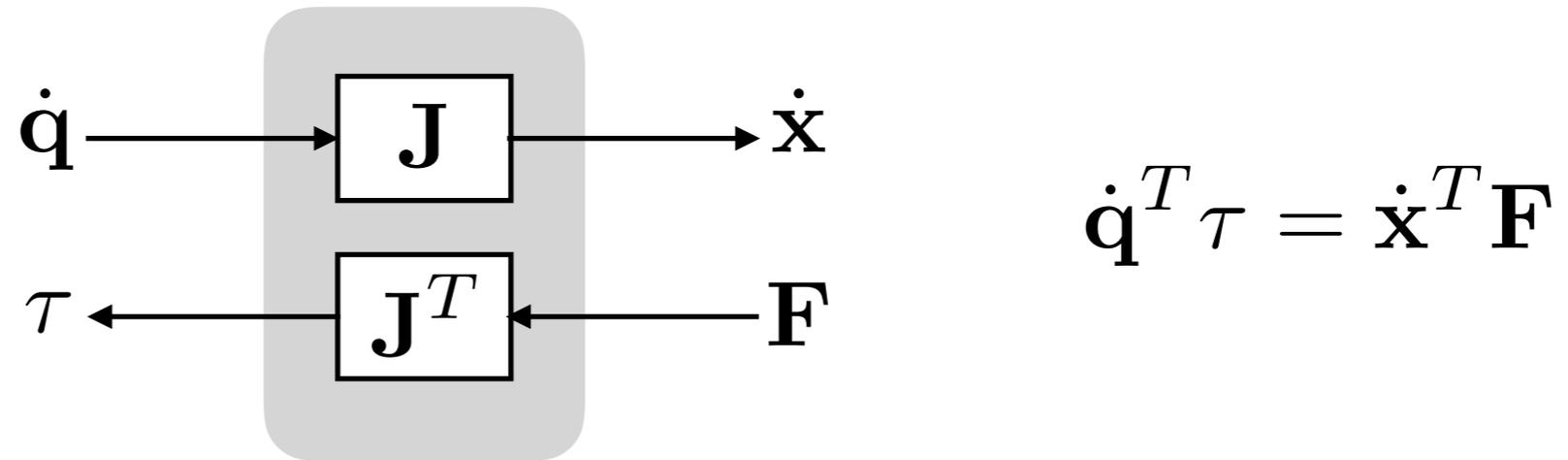
$$\bar{\mathbf{J}} = \mathbf{M}^{-1} \mathbf{J}^T (\mathbf{J} \mathbf{M}^{-1} \mathbf{J}^T)^{-1}$$

Torques in the null-space will not *accelerate* the task-space

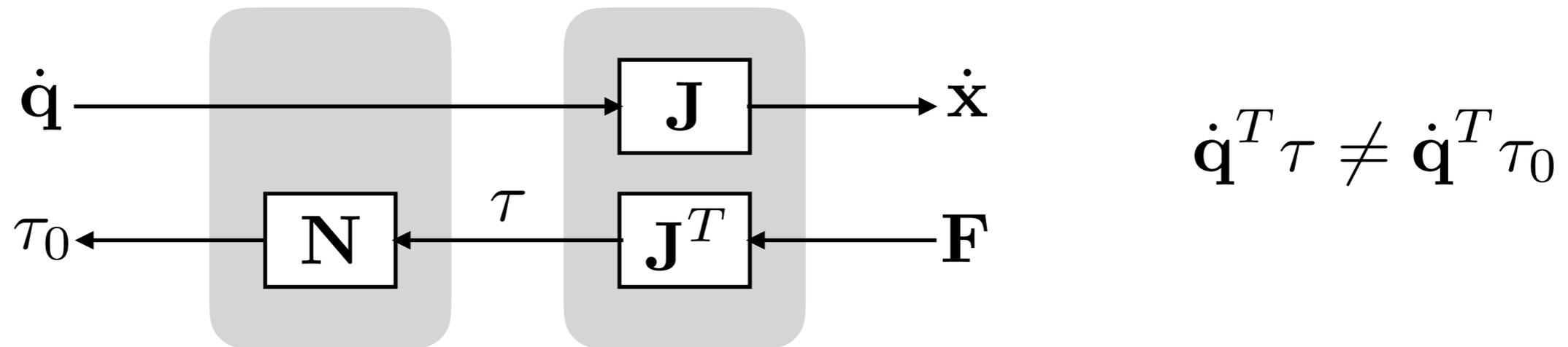
Transformation from joint-space to task space is power conserving:



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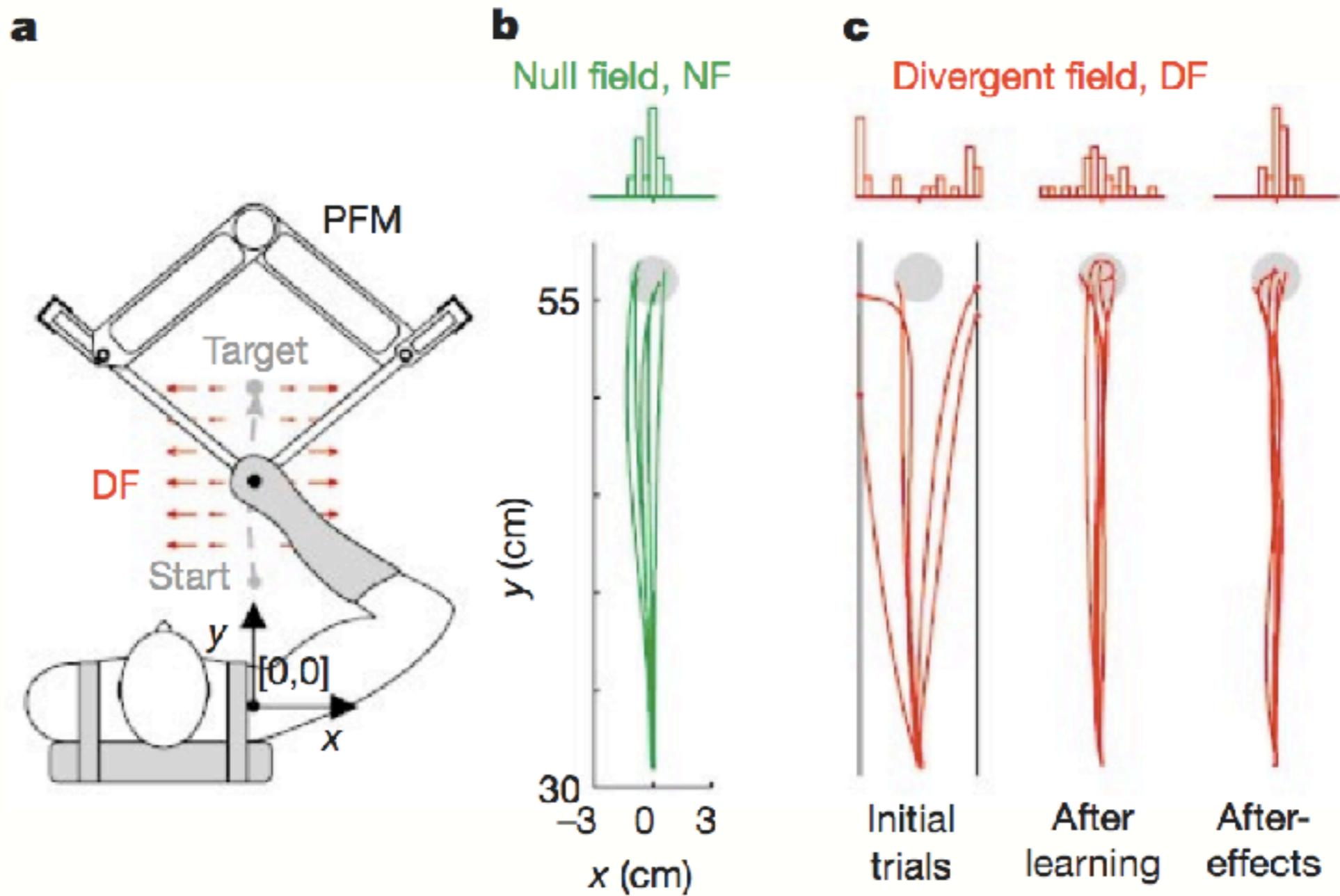


However, null-space torque transformations have no velocity dual, and therefore are NOT power conserving. We cannot guarantee passivity!



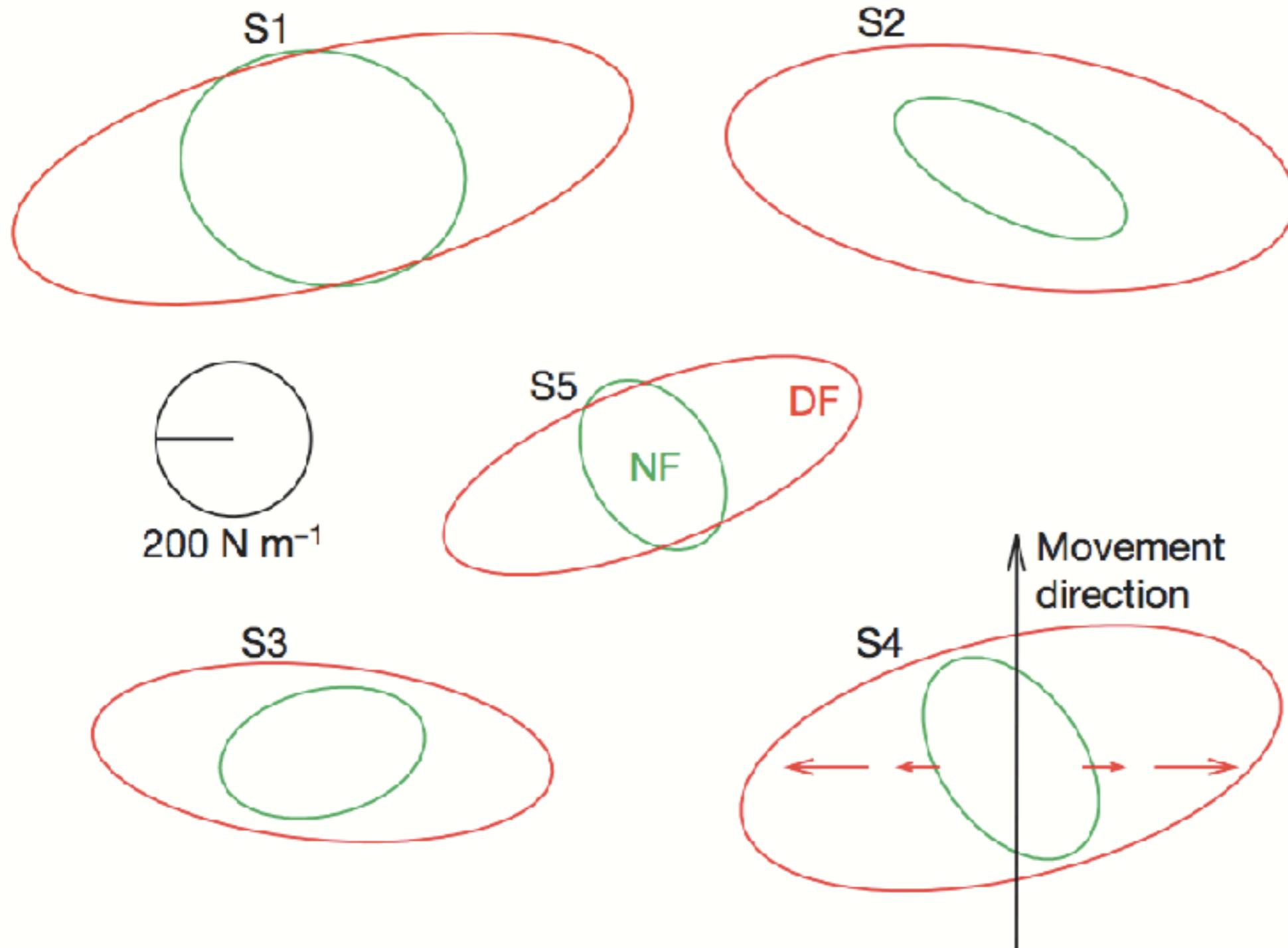
Solution is to impose “virtual energy tanks” that absorb excess energy. Performance of secondary tasks will be impaired, but passivity preserved.

Cartesian Impedance Control in Humans



Burdet, Osu, Franklin, Milner, Kawato. The central nervous system stabilizes unstable dynamics by learning optimal impedance, Nature, Vol 414, 2001

Cartesian Impedance Control in Humans



Cartesian Impedance Control

We wish to impose the following impedance behaviour:

$$\mathbf{\Lambda}_d \ddot{\tilde{\mathbf{x}}} + \mathbf{D}_d \dot{\tilde{\mathbf{x}}} + \mathbf{K}_d \tilde{\mathbf{x}} = \mathbf{F}_x$$

Cartesian Impedance Control

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$$\Lambda_d \ddot{\tilde{\mathbf{x}}} + \mathbf{D}_d \dot{\tilde{\mathbf{x}}} + \mathbf{K}_d \tilde{\mathbf{x}} = \mathbf{F}_x$$

Desired Inertia Matrix → Λ_d

Desired Damping Matrix → \mathbf{D}_d

Desired Stiffness Matrix → \mathbf{K}_d

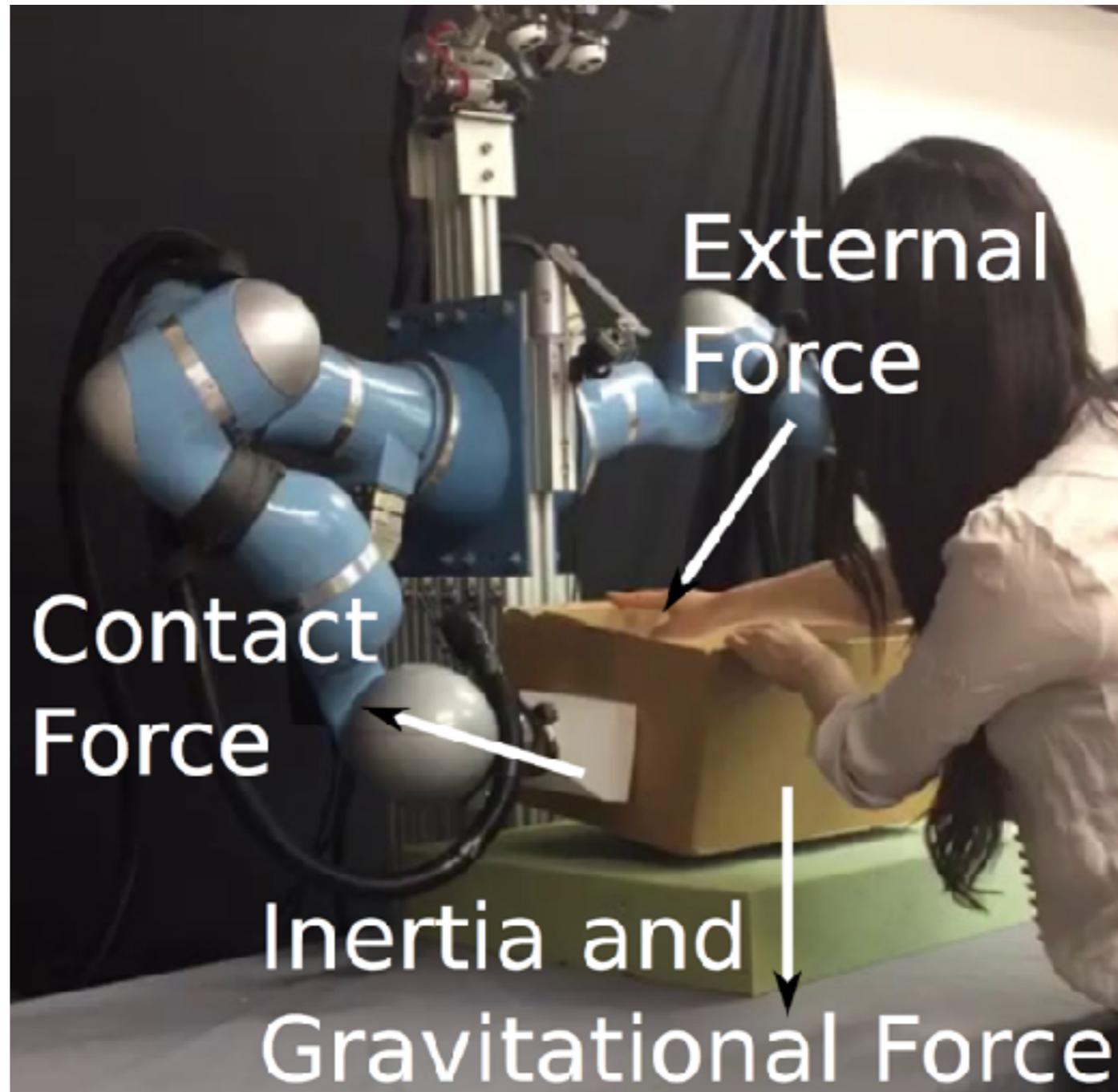
Force at end-effector → \mathbf{F}_x

$\tilde{\mathbf{x}} = \mathbf{x} - \mathbf{x}_d$ displacement from virtual set point

Dual-arm robot manipulating a rigid object

We wish to impose 6-DOF cartesian impedance behaviour on the object:

$$\Lambda_d \ddot{\tilde{\mathbf{x}}} + \mathbf{D}_d \dot{\tilde{\mathbf{x}}} + \mathbf{K}_d \tilde{\mathbf{x}} = \mathbf{F}_x$$



Dynamics equation:

$$\mathbf{M}\ddot{\mathbf{q}} + \mathbf{h} = \boldsymbol{\tau} + \mathbf{J}_c^T \boldsymbol{\lambda}_c + \mathbf{J}_x^T \mathbf{F}_x$$

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Inertia Matrix (dual-arm) → \mathbf{M}
joint-acc (dual-arm) → $\ddot{\mathbf{q}}$
gravity (dual-arm) → \mathbf{h}
actuator torque (dual-arm) → $\boldsymbol{\tau}$
contact wrenches of robot hands on object → $\mathbf{J}_c^T \boldsymbol{\lambda}_c$
external wrenches on object (e.g. from human) → $\mathbf{J}_x^T \mathbf{F}_x$

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$\boldsymbol{\lambda}_c$ produces no motion, only internal forces (we assume object is rigid)

\mathbf{F}_x produces all the motion (and therefore is the output port of our impedance)

$$\mathbf{J}_c^T = \begin{bmatrix} \mathbf{J}_L^T & \mathbf{0} \\ \mathbf{0} & \mathbf{J}_R^T \end{bmatrix} (\mathbf{I} - \mathbf{G}^+ \mathbf{G})$$

Jacobian is in the null-space of the Grasp Map (i.e. set of wrenches that produce no net wrench on the object)

Dynamics equation:

$$\mathbf{M}\ddot{\mathbf{q}} + \mathbf{h} = \boldsymbol{\tau} + \mathbf{J}_c^T \lambda_c + \mathbf{J}_x^T \mathbf{F}_x$$

λ_c imposes no motion to the object, or force upon the human:
it does not factor into our desired Impedance behaviour.
We can get rid of it!

$\mathbf{P} = \mathbf{I} - \mathbf{J}_c^+ \mathbf{J}_c$ create orthogonal projection matrix in the null-space of the constraint Jacobian, and project out λ_c

$$\mathbf{P}\mathbf{M}\ddot{\mathbf{q}} + \mathbf{P}\mathbf{h} = \mathbf{P}\boldsymbol{\tau} + \mathbf{P}\mathbf{J}_x^T \mathbf{F}_x$$

Dynamics equation:

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$$\mathbf{P}\mathbf{M}\ddot{\mathbf{q}} + \mathbf{P}\mathbf{h} = \mathbf{P}\boldsymbol{\tau} + \mathbf{P}\mathbf{J}_x^T \mathbf{F}_x$$

and its orthogonal sub-space defines the following constraint:

$$(\mathbf{I} - \mathbf{P}) \dot{\mathbf{q}} = \mathbf{0}$$
$$(\mathbf{I} - \mathbf{P}) \ddot{\mathbf{q}} = \dot{\mathbf{P}}\dot{\mathbf{q}}$$

no motion of the hands, relative to each other

Dynamics equation:

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and its orthogonal sub-space defines the following constraint: $(\mathbf{I} - \mathbf{P}) \dot{\mathbf{q}} = \mathbf{0}$ no motion of the hands, relative to each other
 $(\mathbf{I} - \mathbf{P}) \ddot{\mathbf{q}} = \dot{\mathbf{P}}\dot{\mathbf{q}}$

because \mathbf{P} and $(\mathbf{I}-\mathbf{P})$ are orthogonal spaces, we can add them together:

$$\begin{aligned} \mathbf{M}_c \ddot{\mathbf{q}} + \mathbf{P}\mathbf{h} - \dot{\mathbf{P}}\dot{\mathbf{q}} &= \mathbf{P}\boldsymbol{\tau} + \mathbf{P}\mathbf{J}_x^T \mathbf{F}_x \\ \mathbf{M}_c &= \mathbf{P}\mathbf{M} + \mathbf{I} - \mathbf{P} \end{aligned}$$

$$\mathbf{M}_c \ddot{\mathbf{q}} + \mathbf{P}\mathbf{h} - \dot{\mathbf{P}}\dot{\mathbf{q}} = \mathbf{P}\boldsymbol{\tau} + \mathbf{P}\mathbf{J}_x^T \mathbf{F}_x$$

$$\mathbf{M}_c = \mathbf{P}\mathbf{M} + \mathbf{I} - \mathbf{P} \quad \text{is invertable!}$$

Aghili, F. 2005. "A Unified Approach for Inverse and Direct Dynamics of Constrained Multibody Systems Based on Linear Projection Operator: Applications to Control and Simulation." *IEEE Transactions on Robotics* 21 (5). ieeexplore.ieee.org: 834–49.

Mistry, Michael, and Ludovic Righetti. 2012. "Operational Space Control of Constrained and Underactuated Systems." *Robotics: Science and Systems VII*, 225–32.

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Multiply by: $\mathbf{J}_x \mathbf{M}_c^{-1}$

$$\mathbf{J}_x \ddot{\mathbf{q}} + \mathbf{J}_x \mathbf{M}_c^{-1} (\mathbf{P}\mathbf{h} - \dot{\mathbf{P}}\dot{\mathbf{q}}) = \mathbf{J}_x \mathbf{M}_c^{-1} \mathbf{P}\boldsymbol{\tau} + \mathbf{J}_x \mathbf{M}_c^{-1} \mathbf{P}\mathbf{J}_x^T \mathbf{F}_x$$

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Replace: $\mathbf{J}_x \ddot{\mathbf{q}} = \ddot{\mathbf{x}} - \dot{\mathbf{J}}_x \dot{\mathbf{q}}$ **Define:** $\boldsymbol{\Lambda}_c = (\mathbf{J}_x \mathbf{M}_c^{-1} \mathbf{P}\mathbf{J}_x^T)^{-1}$

Cartesian (Constrained) Inertia Matrix

And multiply by $\boldsymbol{\Lambda}_c$

$$\boldsymbol{\Lambda}_c \ddot{\mathbf{x}} + \boldsymbol{\Lambda}_c \mathbf{J}_x \mathbf{M}_c^{-1} (\mathbf{P}\mathbf{h} - \dot{\mathbf{P}}\dot{\mathbf{q}}) - \boldsymbol{\Lambda}_c \dot{\mathbf{J}}_x \dot{\mathbf{q}} = \boldsymbol{\Lambda}_c \mathbf{J}_x \mathbf{M}_c^{-1} \mathbf{P}\boldsymbol{\tau} + \mathbf{F}_x$$

$$\Lambda_c \ddot{\mathbf{x}} + \Lambda_c \mathbf{J}_x \mathbf{M}_c^{-1} \left(\mathbf{P} \mathbf{h} - \dot{\mathbf{P}} \dot{\mathbf{q}} \right) - \Lambda_c \dot{\mathbf{J}}_x \dot{\mathbf{q}} = \Lambda_c \mathbf{J}_x \mathbf{M}_c^{-1} \mathbf{P} \boldsymbol{\tau} + \mathbf{F}_x$$

Replace: $\boldsymbol{\tau} = \mathbf{J}_x^T \mathbf{F}$

and lump all velocity terms into: \mathbf{h}_c

we have our operational space dynamics: $\Lambda_c \ddot{\mathbf{x}} + \mathbf{h}_c = \mathbf{F} + \mathbf{F}_x$

$$\Lambda_c \ddot{\mathbf{x}} + \Lambda_c \mathbf{J}_x \mathbf{M}_c^{-1} \left(\mathbf{P} \mathbf{h} - \dot{\mathbf{P}} \dot{\mathbf{q}} \right) - \Lambda_c \dot{\mathbf{J}}_x \dot{\mathbf{q}} = \Lambda_c \mathbf{J}_x \mathbf{M}_c^{-1} \mathbf{P} \boldsymbol{\tau} + \mathbf{F}_x$$

Replace: $\boldsymbol{\tau} = \mathbf{J}_x^T \mathbf{F}$

and lump all velocity terms into: \mathbf{h}_c

we have our operational space dynamics: $\Lambda_c \ddot{\mathbf{x}} + \mathbf{h}_c = \mathbf{F} + \mathbf{F}_x$

set \mathbf{F} to the following controller:

$$\mathbf{F} = \mathbf{h}_c + \Lambda_c \ddot{\mathbf{x}}_d - \Lambda_c \Lambda_d^{-1} \left(\mathbf{D}_d \dot{\tilde{\mathbf{x}}} + \mathbf{K}_d \tilde{\mathbf{x}} \right) + \left(\Lambda_c \Lambda_d^{-1} - \mathbf{I} \right) \mathbf{F}_x$$

and our desired impedance is achieved!

$$\Lambda_d \ddot{\tilde{\mathbf{x}}} + \mathbf{D}_d \dot{\tilde{\mathbf{x}}} + \mathbf{K}_d \tilde{\mathbf{x}} = \mathbf{F}_x$$

Final impedance Controller:

$$\mathbf{F} = \mathbf{h}_c + \Lambda_c \ddot{\mathbf{x}}_d - \Lambda_c \Lambda_d^{-1} \left(\mathbf{D}_d \dot{\tilde{\mathbf{x}}} + \mathbf{K}_d \tilde{\mathbf{x}} \right) + \left(\Lambda_c \Lambda_d^{-1} - \mathbf{I} \right) \mathbf{F}_x$$

However, controller requires knowledge of external forces
e.g. through a Force/Torque sensor

Also: if we desire a small inertia, relative to actual inertia, \mathbf{F}_x is effectively magnified

Can be dangerous, but more over is not passive!

Final impedance Controller:

$$\mathbf{F} = \mathbf{h}_c + \Lambda_c \ddot{\mathbf{x}}_d - \Lambda_c \Lambda_d^{-1} \left(\mathbf{D}_d \dot{\tilde{\mathbf{x}}} + \mathbf{K}_d \tilde{\mathbf{x}} \right) + \left(\Lambda_c \Lambda_d^{-1} - \mathbf{I} \right) \mathbf{F}_x$$

However, controller requires knowledge of external forces
e.g. through a Force/Torque sensor

Also: if we desire a small inertia, relative to actual inertia, \mathbf{F}_x is effectively magnified

Can be dangerous, but more over is not passive!

Controller without inertia shaping, set: $\Lambda_d = \Lambda_c$

Control equation simplifies to:

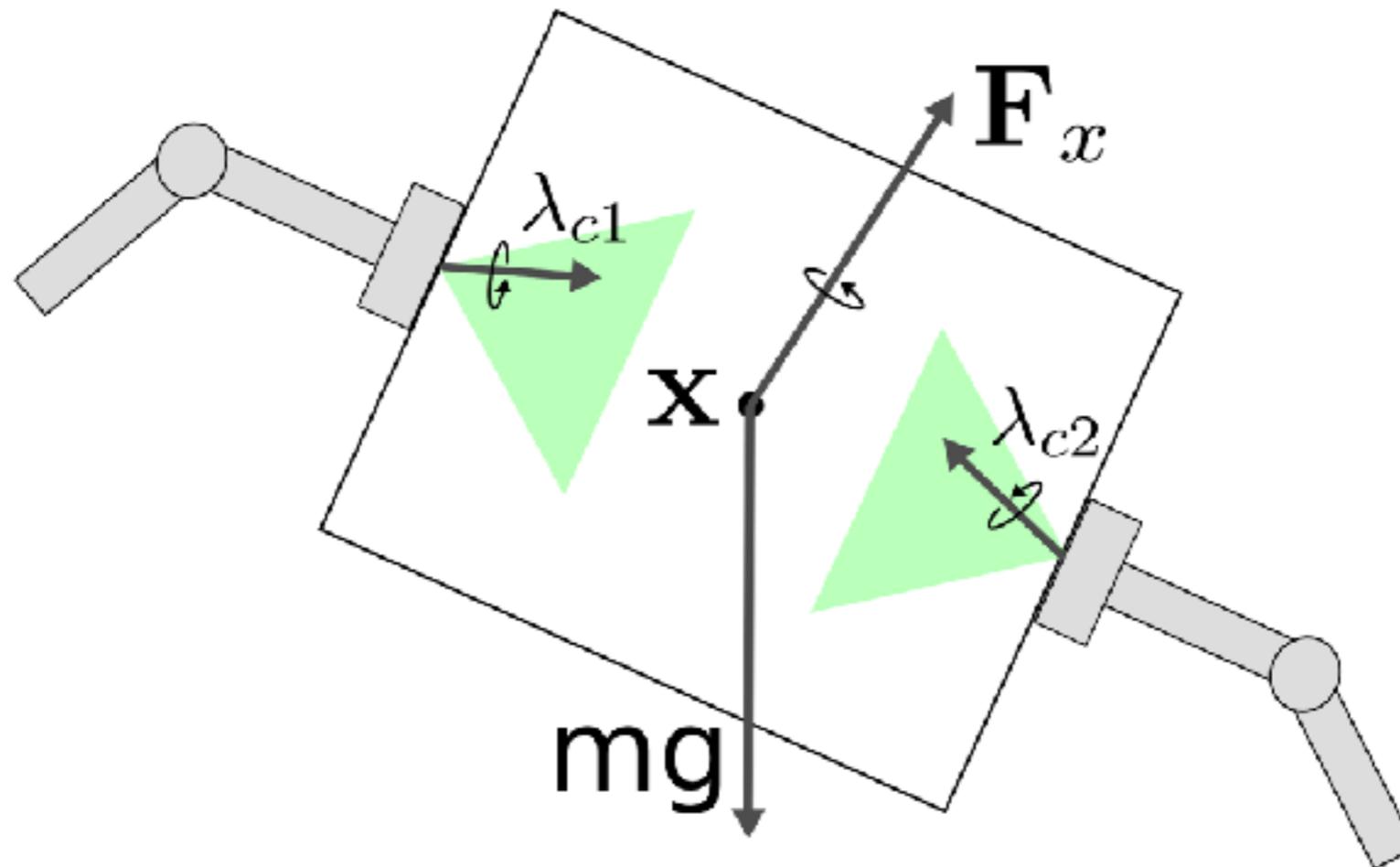
$$\mathbf{F} = \mathbf{h}_c + \Lambda_c \ddot{\mathbf{x}}_d - \mathbf{D}_d \dot{\tilde{\mathbf{x}}} - \mathbf{K}_d \tilde{\mathbf{x}}$$

and is passive again.

Also no contact force sensor required to measure \mathbf{F}_x !

So far, we showed how to regulate the impedance behaviour of the object.

But how to regulate the internal forces, e.g. to prevent slipping or dropping the object?



given uncertain F_x , how can we be sure contact wrenches will stay inside their friction cones?

equation of motion: $\mathbf{P}\mathbf{M}\ddot{\mathbf{q}} + \mathbf{P}\mathbf{h} = \mathbf{P}\boldsymbol{\tau} + \mathbf{P}\mathbf{J}_x^T \mathbf{F}_x$

equation of internal forces:

$$(\mathbf{I} - \mathbf{P}) \mathbf{M}\ddot{\mathbf{q}} + \mathbf{h} = (\mathbf{I} - \mathbf{P}) (\boldsymbol{\tau} + \mathbf{J}_x^T \mathbf{F}_x) + \mathbf{J}_c^T \boldsymbol{\lambda}_c$$

equation of motion: $\mathbf{P}\mathbf{M}\ddot{\mathbf{q}} + \mathbf{P}\mathbf{h} = \mathbf{P}\boldsymbol{\tau} + \mathbf{P}\mathbf{J}_x^T \mathbf{F}_x$

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formulate an optimisation:

minimise $\boldsymbol{\tau}$ $(\mathbf{I} - \mathbf{P})\boldsymbol{\tau}$

subject to $\lambda_{f,z}^i \geq 0$

$$\mu \lambda_{f,z}^i \geq \sqrt{(\lambda_{f,x}^i)^2 + (\lambda_{f,y}^i)^2}$$

$$\gamma \lambda_{f,z}^i \geq |\lambda_{m,z}^i|$$

$$\delta x \lambda_{f,z}^i \geq |\lambda_{m,x}^i|$$

$$\delta y \lambda_{f,z}^i \geq |\lambda_{m,y}^i|$$

unilateral

friction cone

torsional friction

COPx

COPy

Note: requires knowledge of \mathbf{F}_x . Do we need a force sensor?

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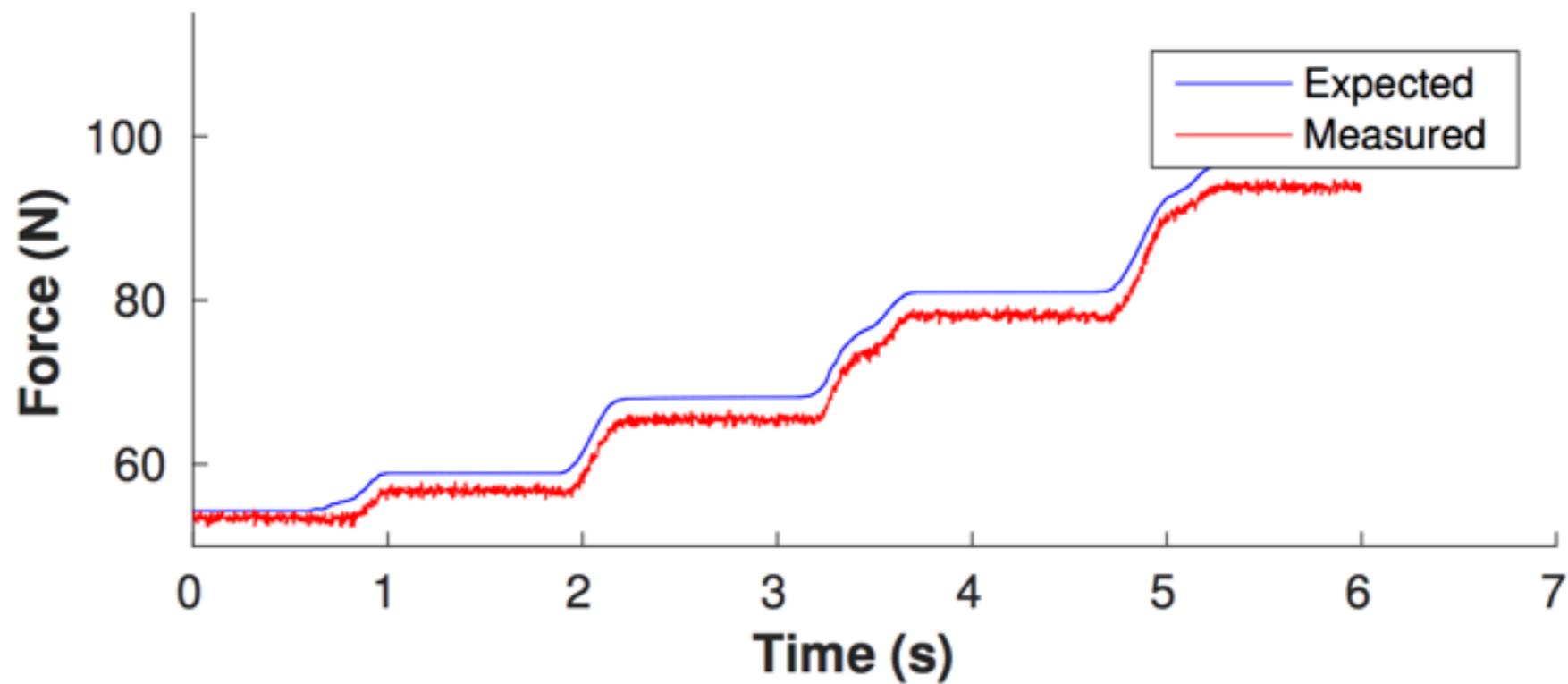
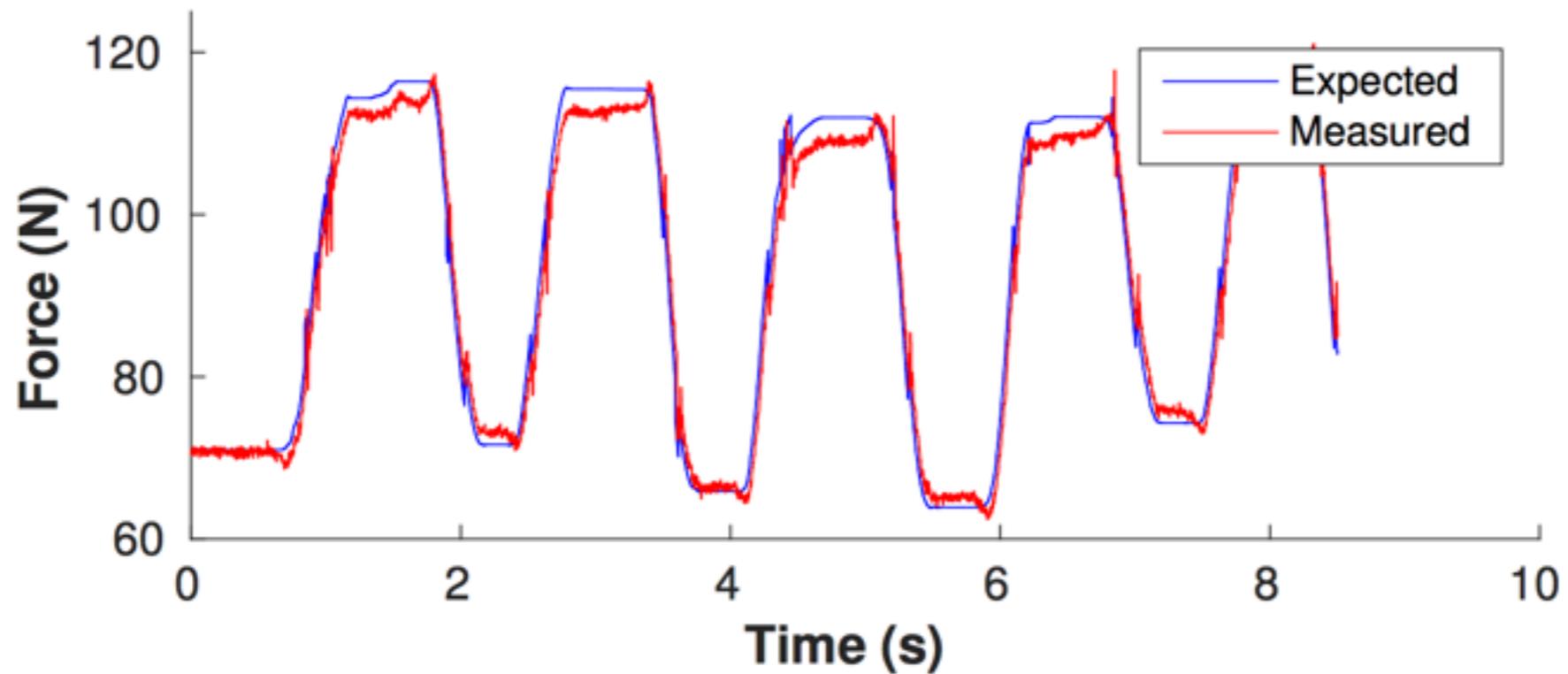
Note: requires knowledge of \mathbf{F}_x . Do we need a force sensor?

No! we can estimate \mathbf{F}_x from our Impedance behaviour! $\Lambda_d \ddot{\tilde{\mathbf{x}}} + \mathbf{D}_d \dot{\tilde{\mathbf{x}}} + \mathbf{K}_d \tilde{\mathbf{x}} = \mathbf{F}_x$

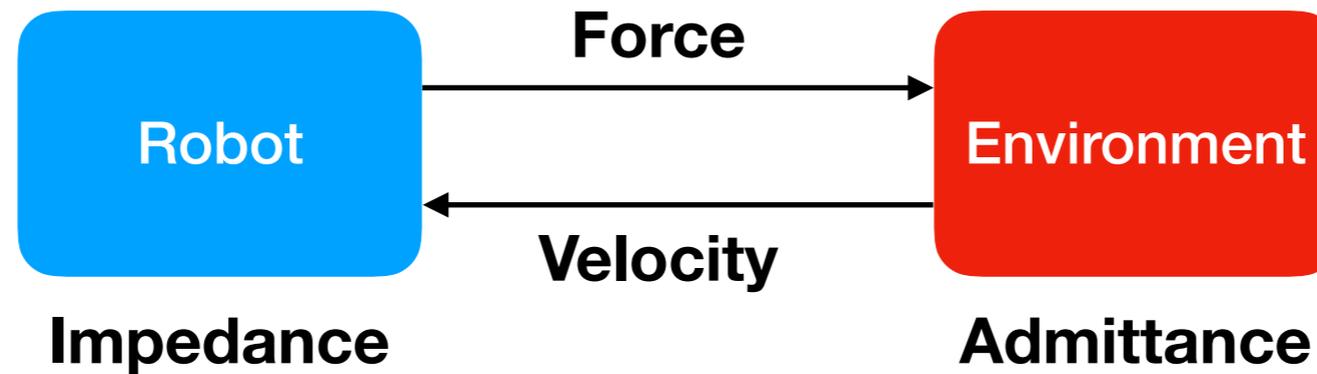
Experiment 2

Dual Arm Holding an Object

Internal Forces (squeezing object) as external forces vary



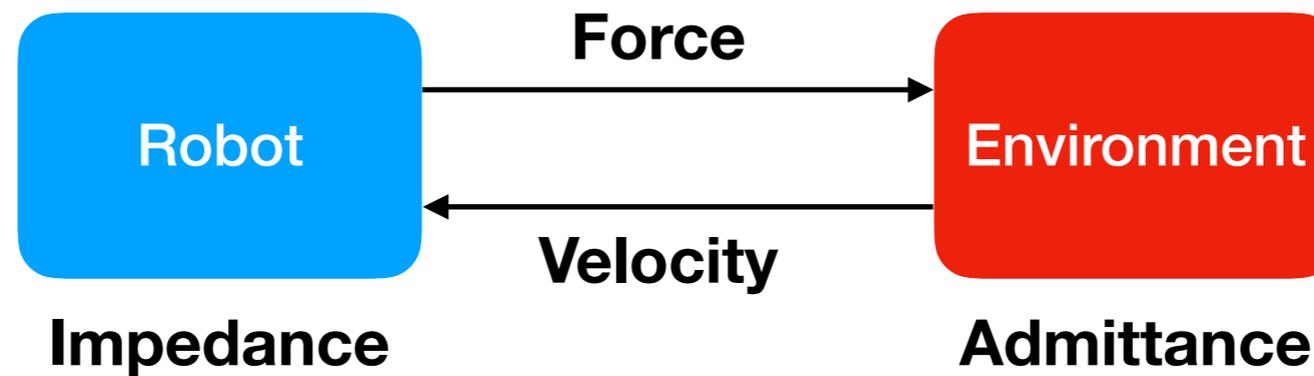
Conclusion



As the environment is typically an admittance, it is best (safest) to treat the robot as an impedance

Moreover, if the robot is a passive impedance, we can maintain safe and stable interaction given uncertain environment, models, etc.

Conclusion



As the environment is typically an admittance, it is best (safest) to treat the robot as an impedance

Moreover, if the robot is a passive impedance, we can maintain safe and stable interaction given uncertain environment, models, etc.

Caveat! But only if the environment is passive too!

Humans are not passive! (i.e. we are able to generate energy)

However, it is generally agreed that a passive robot is the safest way to interact with humans

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