

*DynamicWalking2008, Delft, Netherlands,  
Thursday, May 29, 2008*

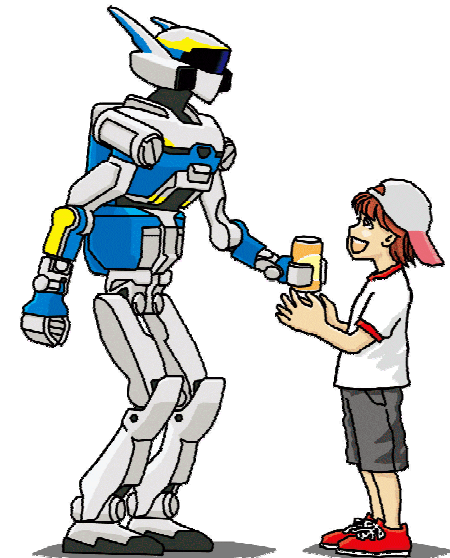
# Overview of ZMP-based Biped Walking

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AIST, Japan



# ZMP-based Biped Walking

- **What we can do with ZMP?**
- What is ZMP?
  - Definition
  - Trajectory generation
  - Stabilization control
- Our current project



# Humanoid robot HRP-2



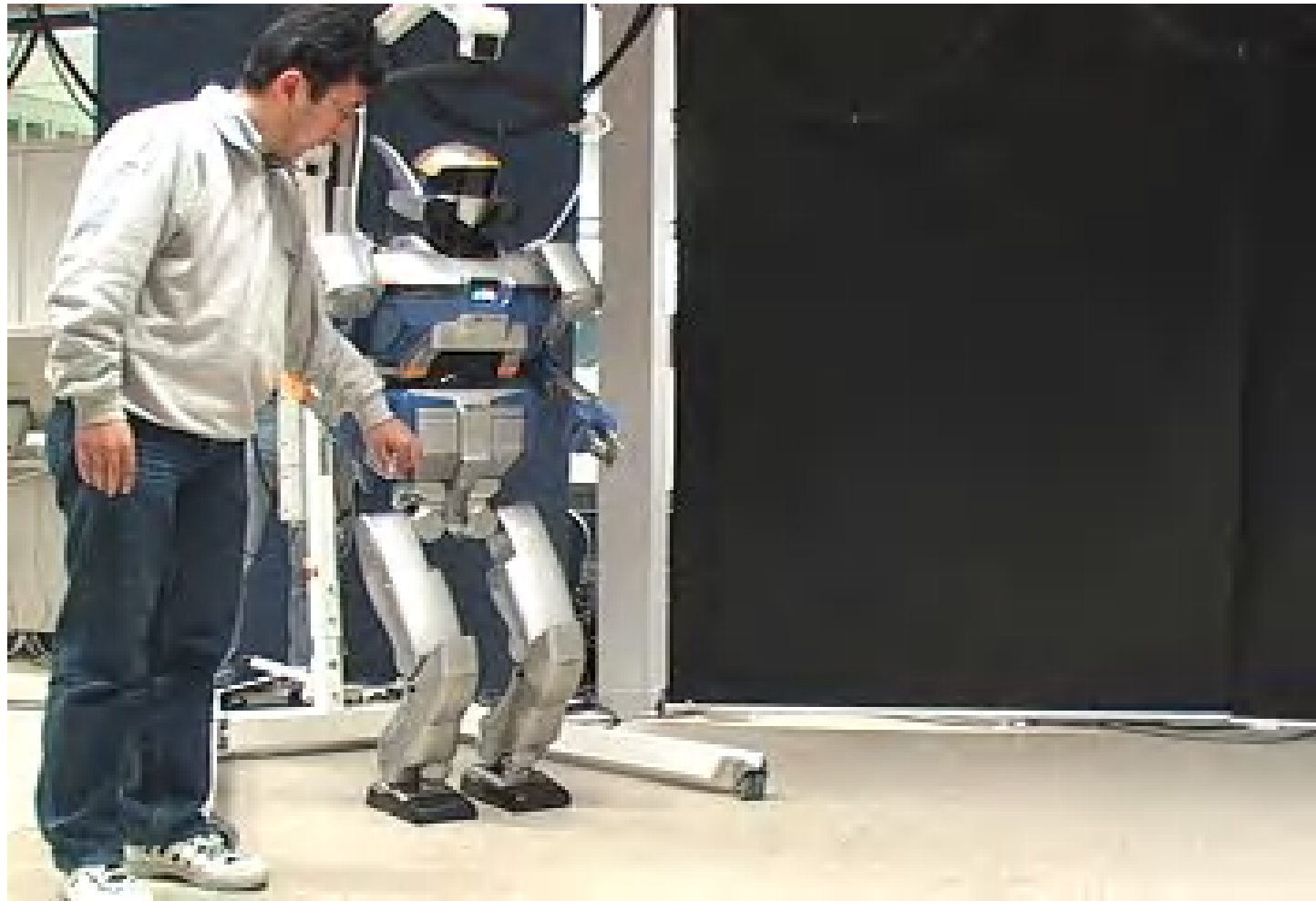
1.54m, 58kg, 30DoF

Now used at

- AIST
- Four universities in Japan
- LAAS Toulouse, France

Kawada Industries Co.  
and AIST, 2002

# Real-time gait generation



# HRP-3

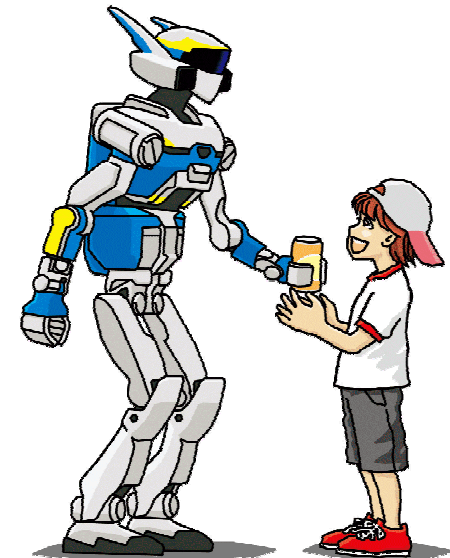


1.6m, 68kg, 42DoF and water resistant

Kawada industries Co . and AIST, 2007

# ZMP-based Biped Walking

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# What is ZMP?

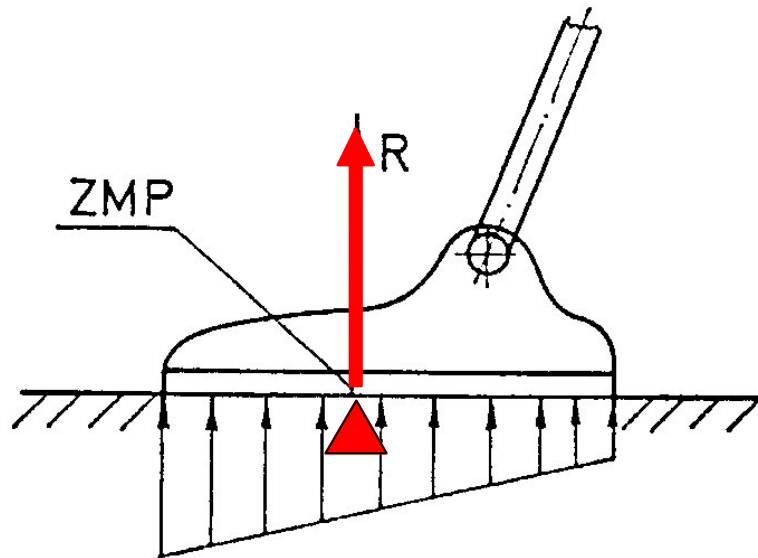


FIG. 1. Zero-moment point (ZMP).

Vukobratovic and Stepanenco, 1972



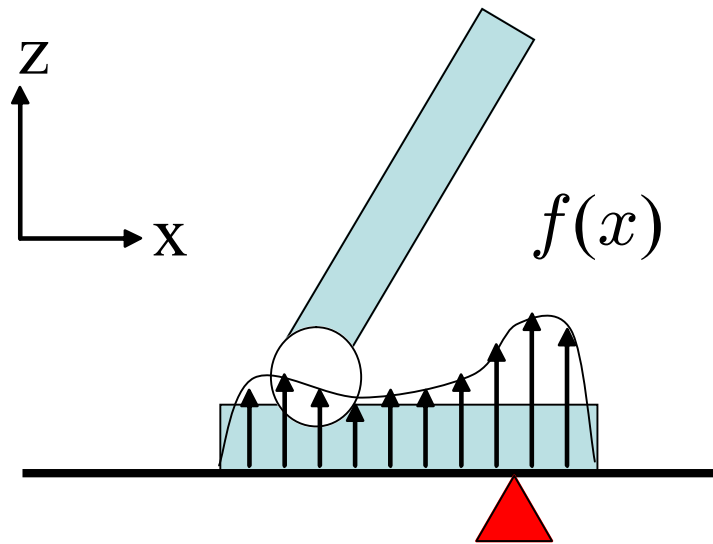
Miomir Vukobratovic

The distributed floor reaction force can be replaced by a single force  $R$  acts on Zero-moment Point (ZMP).

**ZMP = Center of Pressure (CoP)**

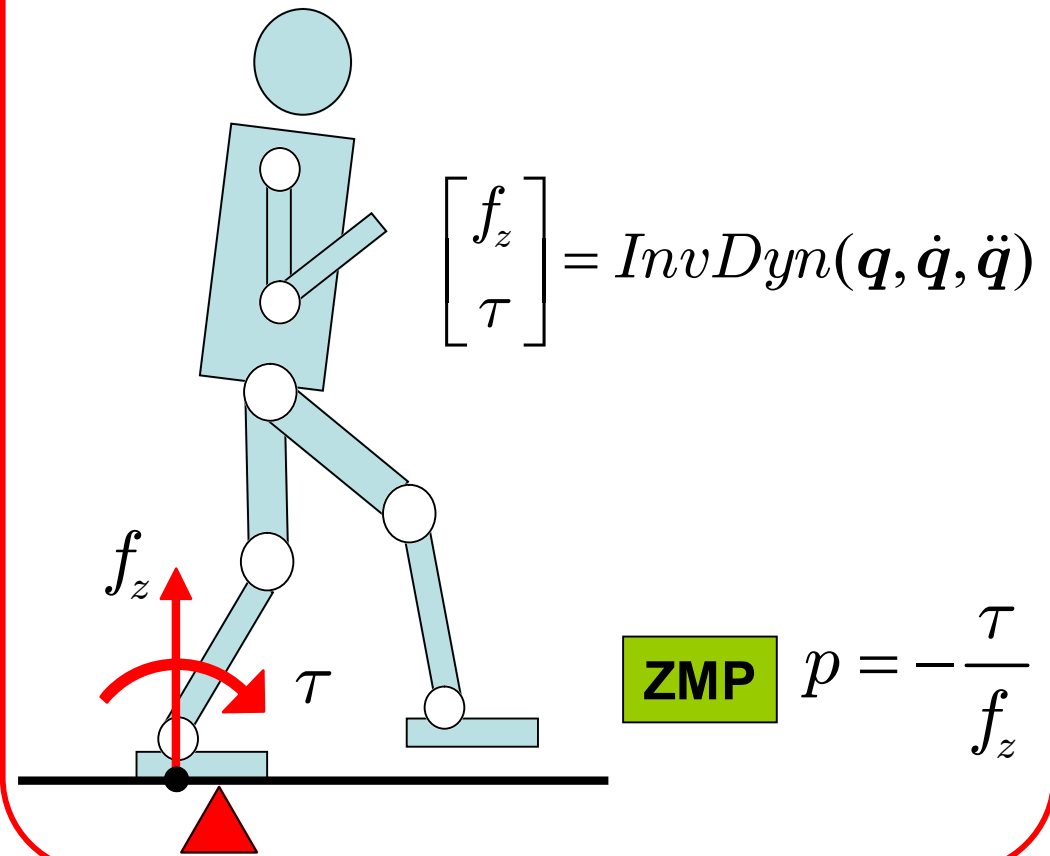
# Two ways to get ZMP

Ground Reaction Force (GRF) measurement



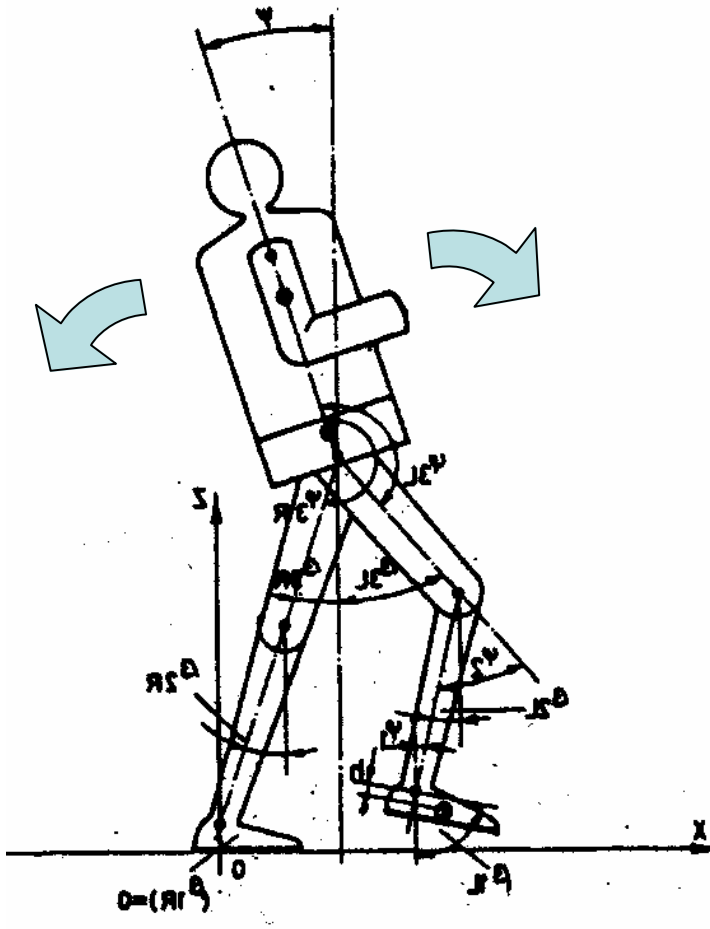
**ZMP** 
$$p = \frac{\int x f(x) dx}{\int f(x) dx}$$

Inverse Dynamics





# Vukobratovic's idea



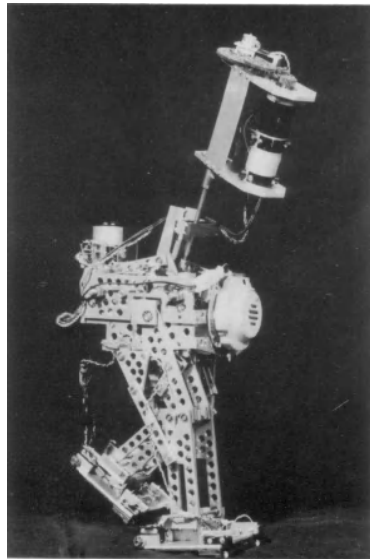
1. Leg motion is prepared in advance
2. Upper body motion is calculated so that the ZMP(CoP) exists in the expected supporting foot

# A robot with compensating mass



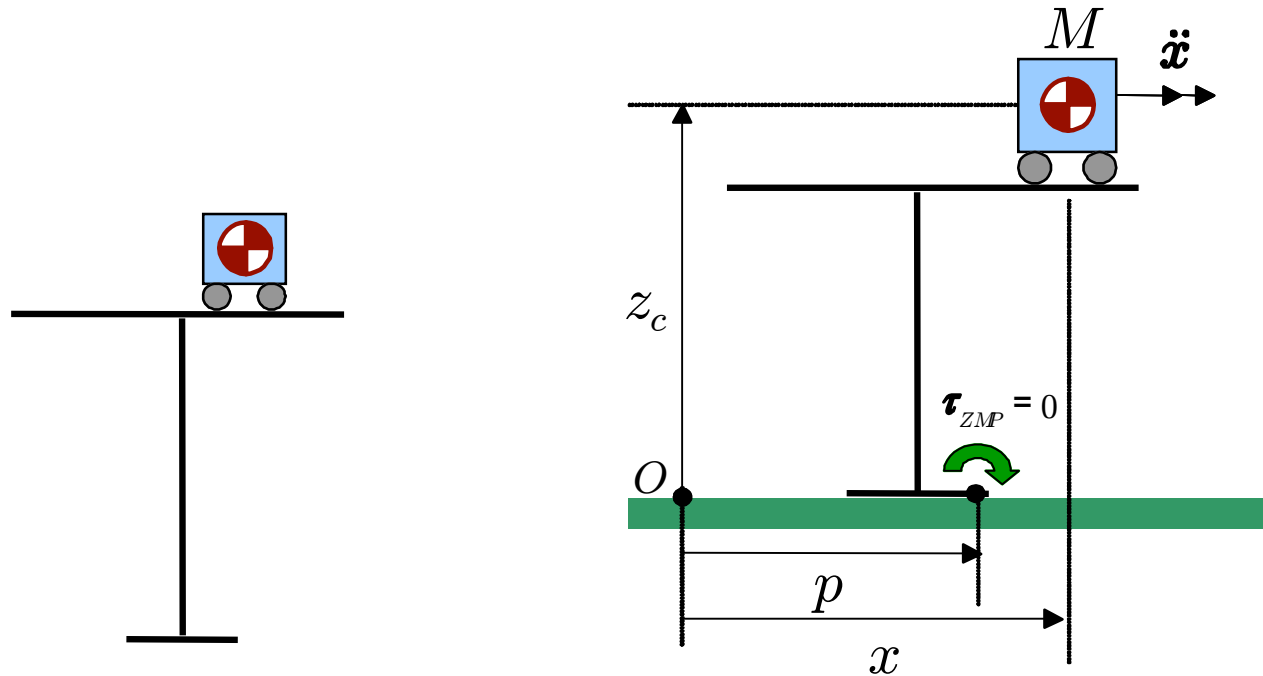
Funabashi et al. 1982

# Advance in two decades



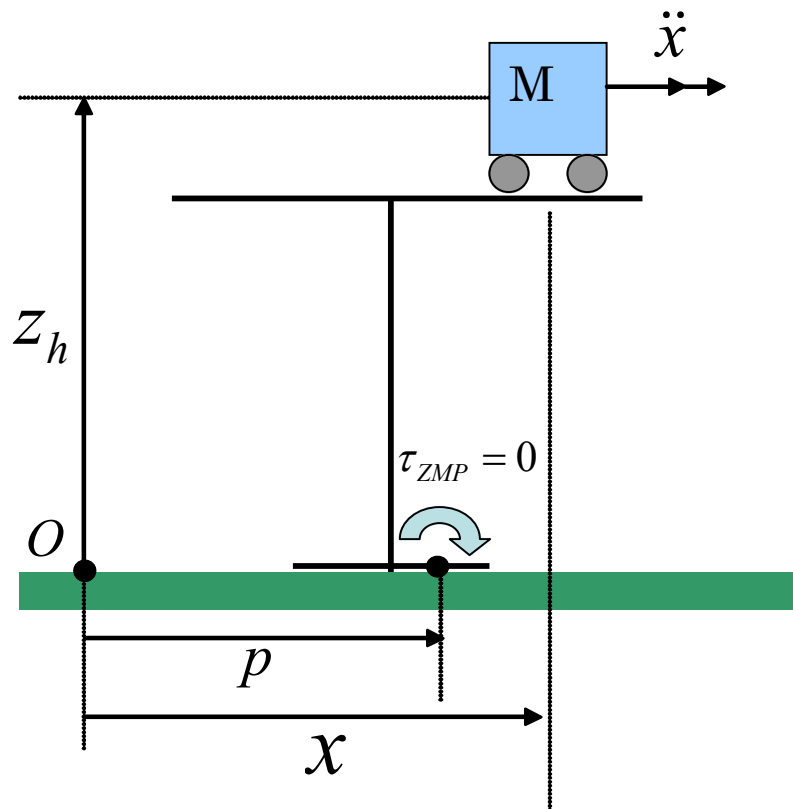
	MEG-2 (1982)	HRP-2 (2002)
Actuators	70 [W/kg]	600 [W/kg]
Upper body mass	Small	Large
Computer	4.0MHz	1.6GHz

# Simplified model for dynamics



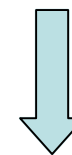
- a running cart on a mass-less table
- the cart represents the center of mass motion
- the table represents the supporting foot

# ZMP of the Cart-Table Model



Balance of moment

$$\begin{aligned} \tau_{ZMP} &= Mg(x - p) - M\ddot{x}z_h \\ &= 0 \end{aligned}$$

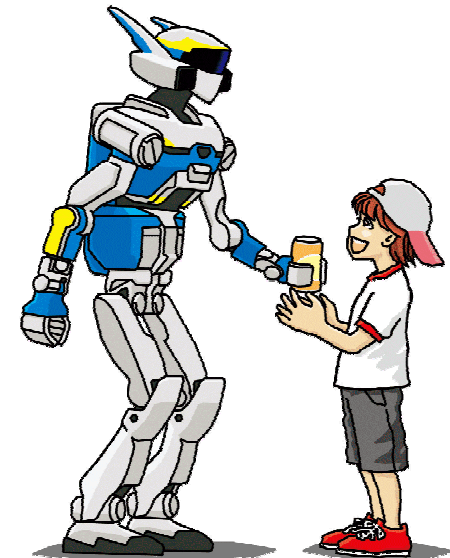


ZMP equation

$$p = x - \frac{z_h}{g} \ddot{x}$$

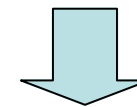
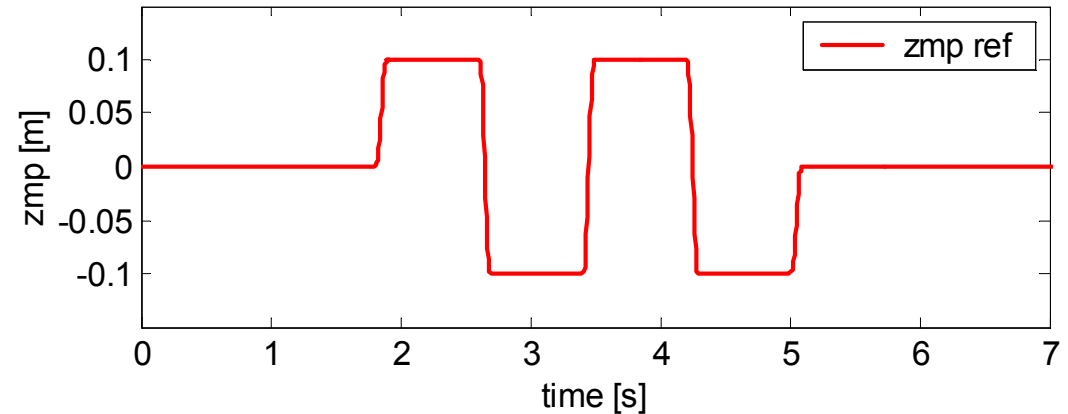
# ZMP-based Biped Walking

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- **What is ZMP?**
  - Definition
  - **Trajectory generation**
  - Stabilization control
- Our current project

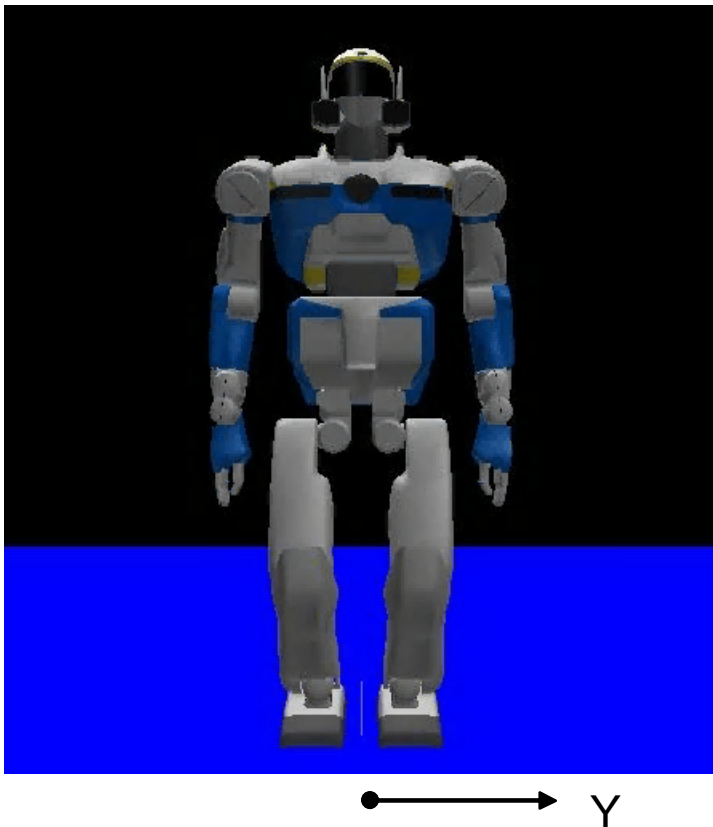
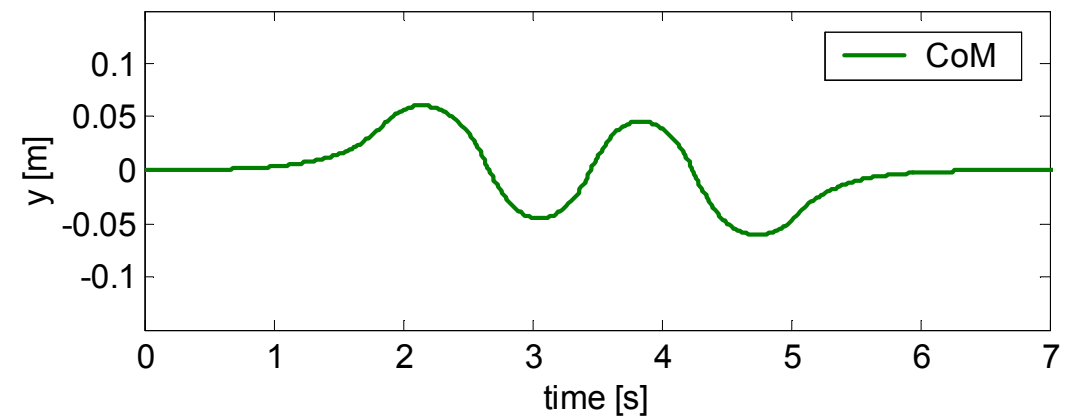


# ZMP based pattern generation

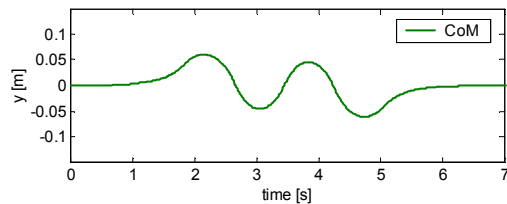
Target ZMP pattern



Trajectory of center of mass

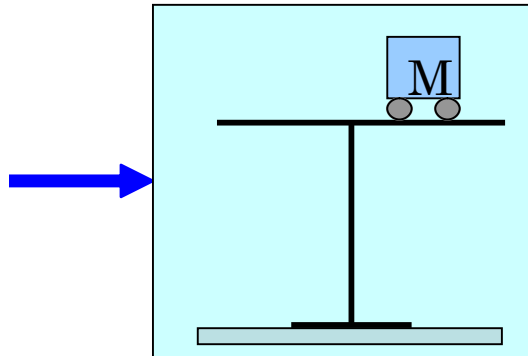


# Input and Output

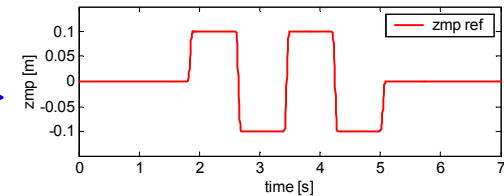


$x$

Cart trajectory



$$p = x - \frac{z_h}{g} \ddot{x}$$



$p$

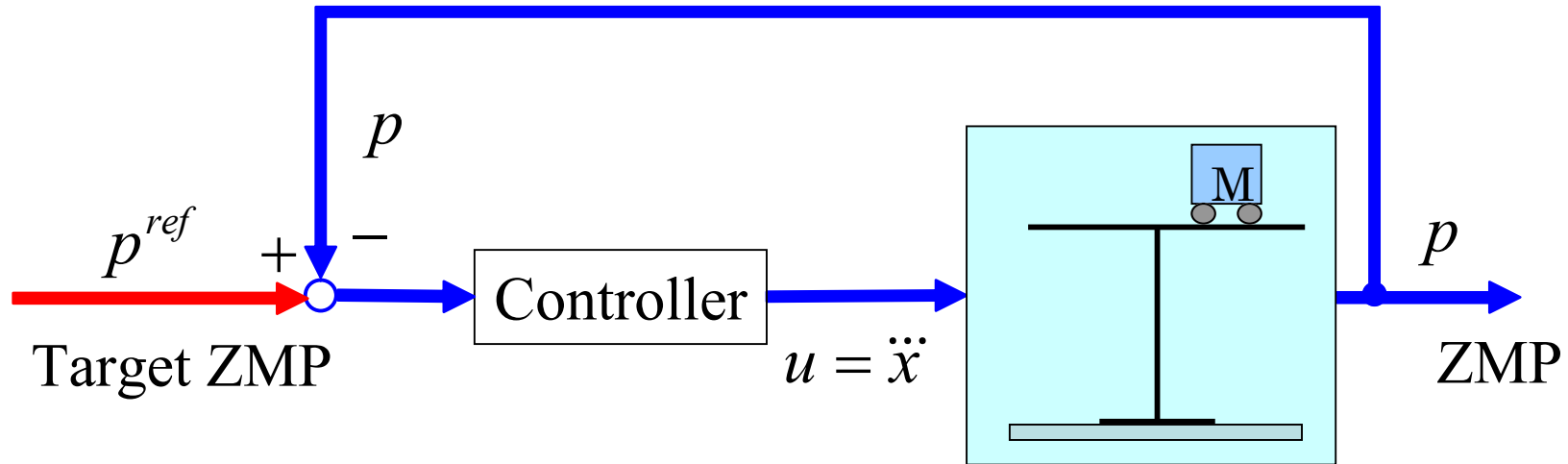
ZMP

**【Walking pattern generation】**

Calculate the cart trajectory to realize the given ZMP pattern



# Servo tracking control of ZMP

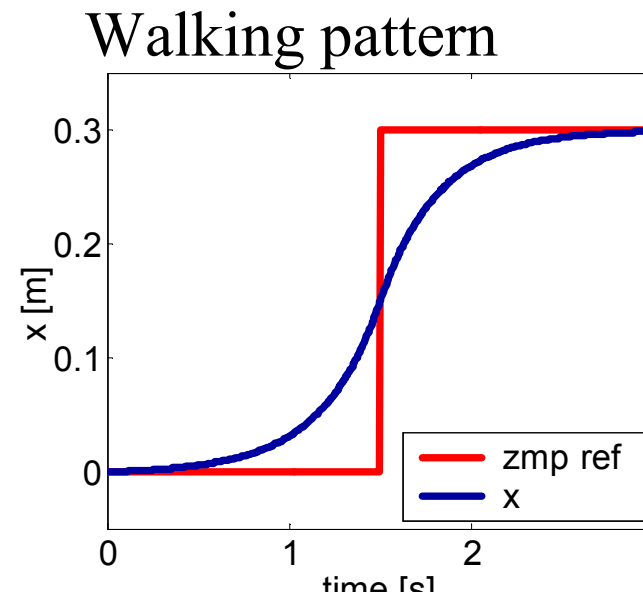
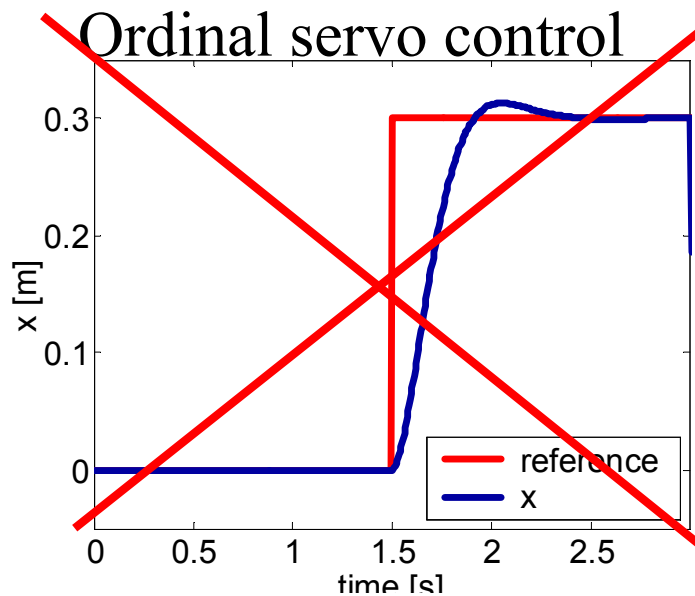
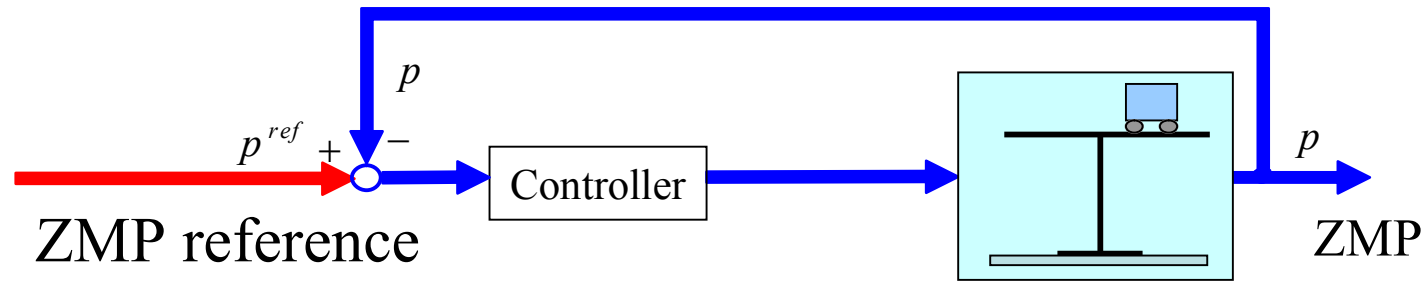


$$\frac{d}{dt} \begin{bmatrix} x \\ \dot{x} \\ \ddot{x} \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} x \\ \dot{x} \\ \ddot{x} \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} u$$

$$p = \begin{bmatrix} 1 & 0 & -\frac{z_h}{g} \end{bmatrix} \begin{bmatrix} x \\ \dot{x} \\ \ddot{x} \end{bmatrix}$$

Proper dynamics of  
Cart-Table model

# From ZMP reference to Cart motion



The cart must move before ZMP changes !

→ Servo controller must use FUTURE information

# The Preview Control

On a winding road, we steer a car by watching ahead,  
by previewing the future reference.



- Concept and naming [Sheridan 1966]
- LQ optimal controller [Tomizuka and Rosenthal 1979] [Katayama et.al 1985]

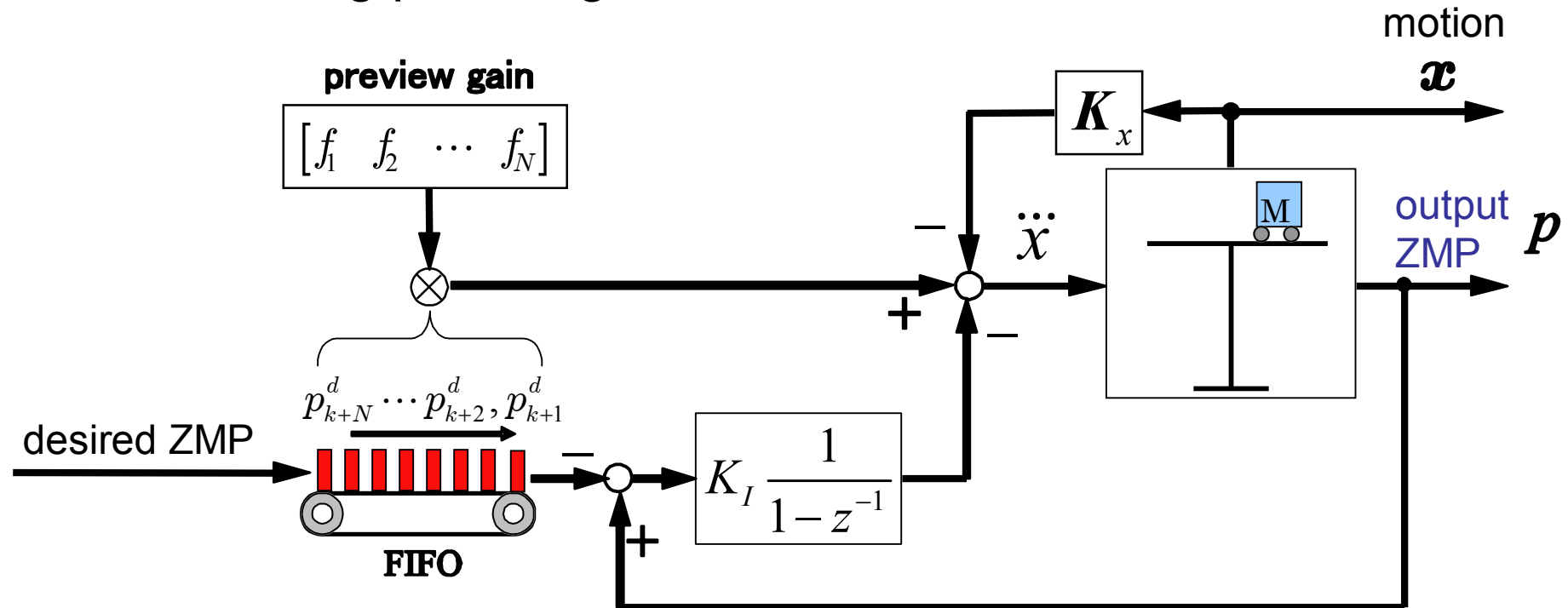
## Control law

$$u_k = \underbrace{-K_x \mathbf{x}_k}_{\text{State feedback}} - \underbrace{K_I \sum_{i=0}^k (p_k - p_k^{ref})}_{\text{Accumulate ZMP error}} - \underbrace{[f_1, f_2, \dots, f_N]}_{\text{Preview gain}} \begin{bmatrix} p_{k+1}^{ref} \\ \vdots \\ p_{k+N}^{ref} \end{bmatrix}$$

Target ZMP of N-step future

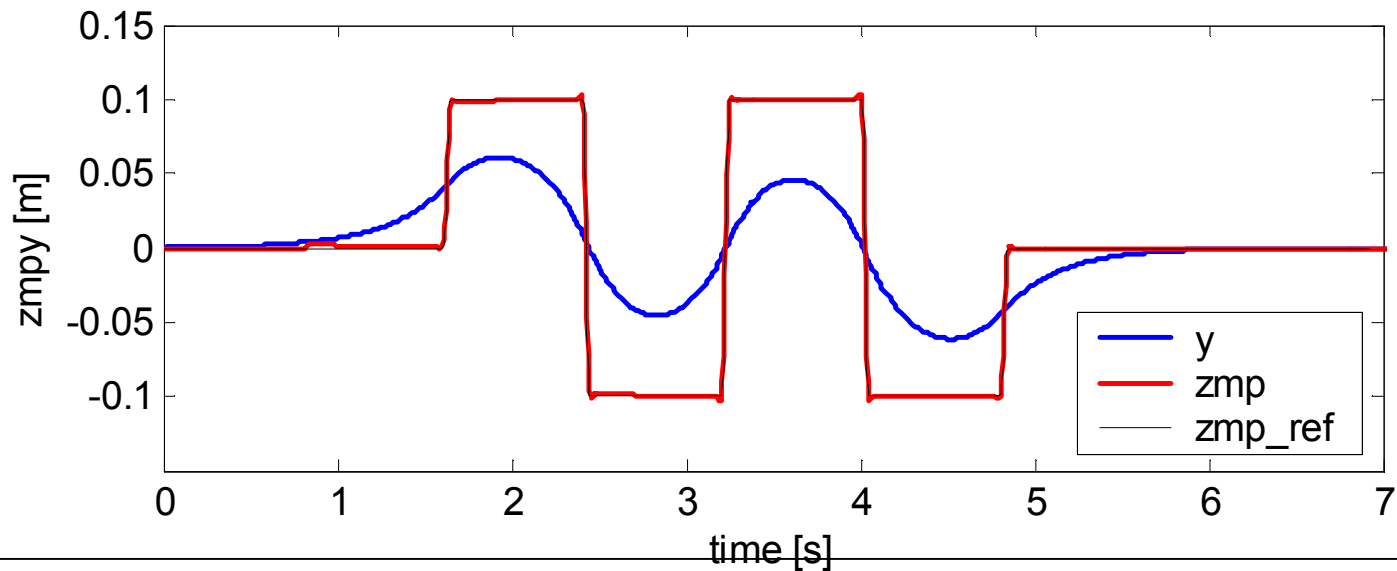
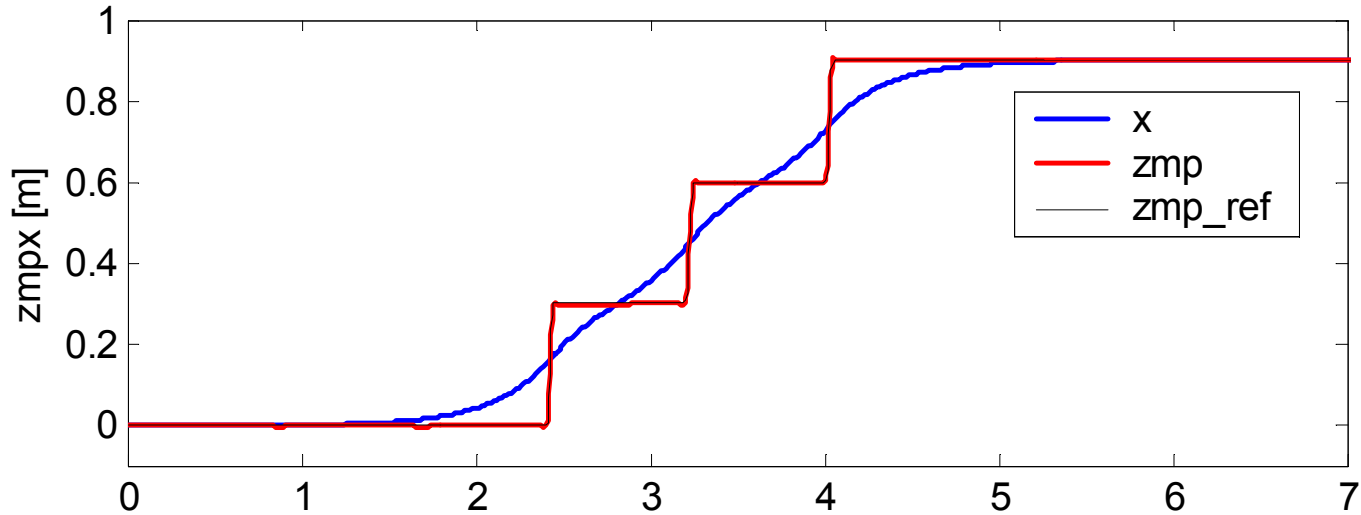
# ZMP preview control [Kajita et al. ICRA2003]

- We can design a controller which minimizes the error between the desired ZMP and the output ZMP by applying the preview controller. This allows us to implement a real-time walking pattern generator.

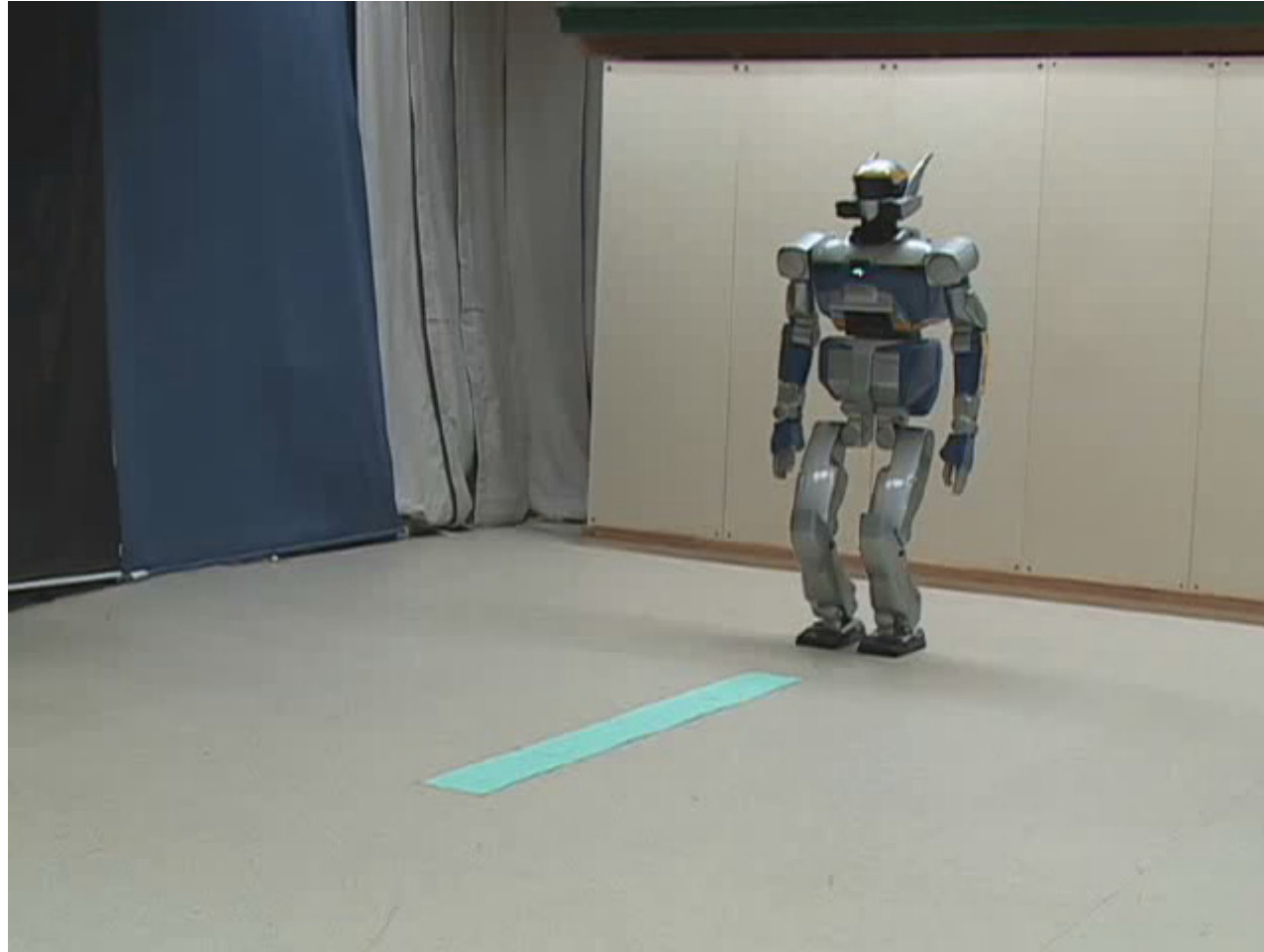


FIFO: First In First Out Buffer

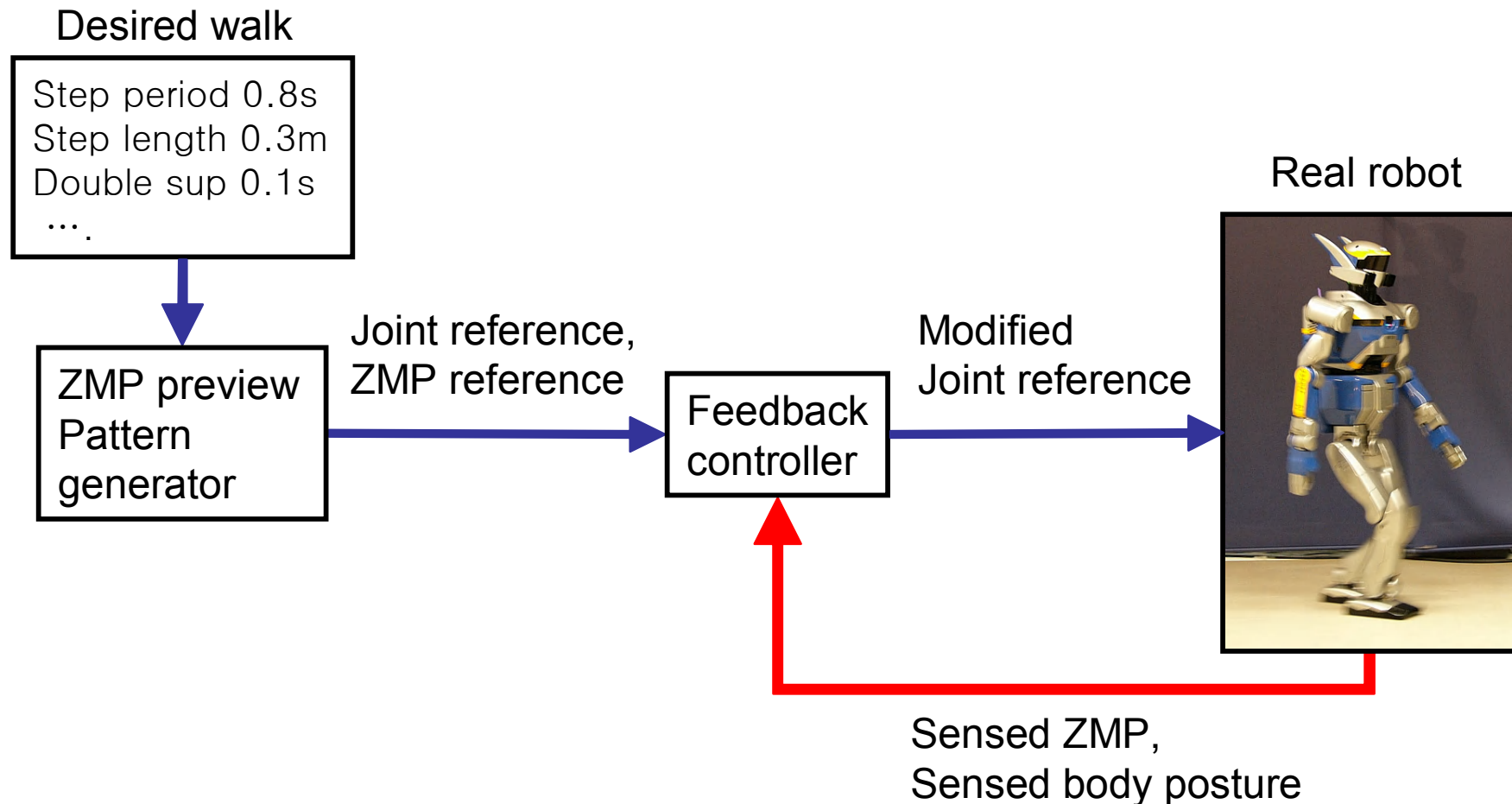
# ZMP Tracking Example



# Experiment of HRP-2



# Sensor feedback control



# Terrain adaptations of HRP-1S





# Terrain adaptation of HRP-2



# Facts on the feedback control

- Without stabilization, our robot cannot walk.
- So far, our controller is not designed based on solid control theory. Thus we have not yet published the related paper.
- A good paper is recently published by some researchers.

*Choi, Kim, Oh and You, "Posture/Walking Control for Humanoid Robot Based on Kinematic Resolution of CoM Jacobian With Embedded Motion," IEEE Trans. Robotics, vol.23, issue 6, pp.1285-1293, 2007*

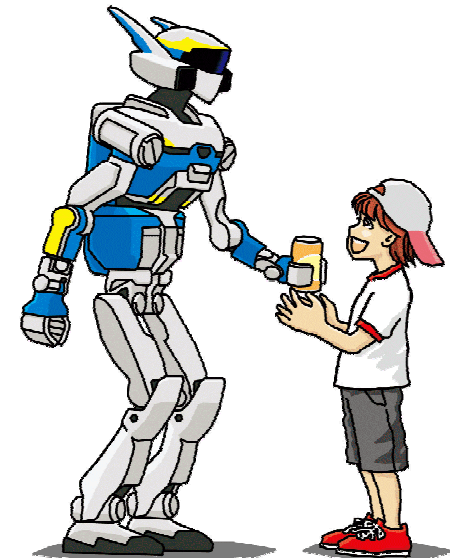
# Dance performance



[Dance with European beat](#)

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# What's next?



**HRP-2**

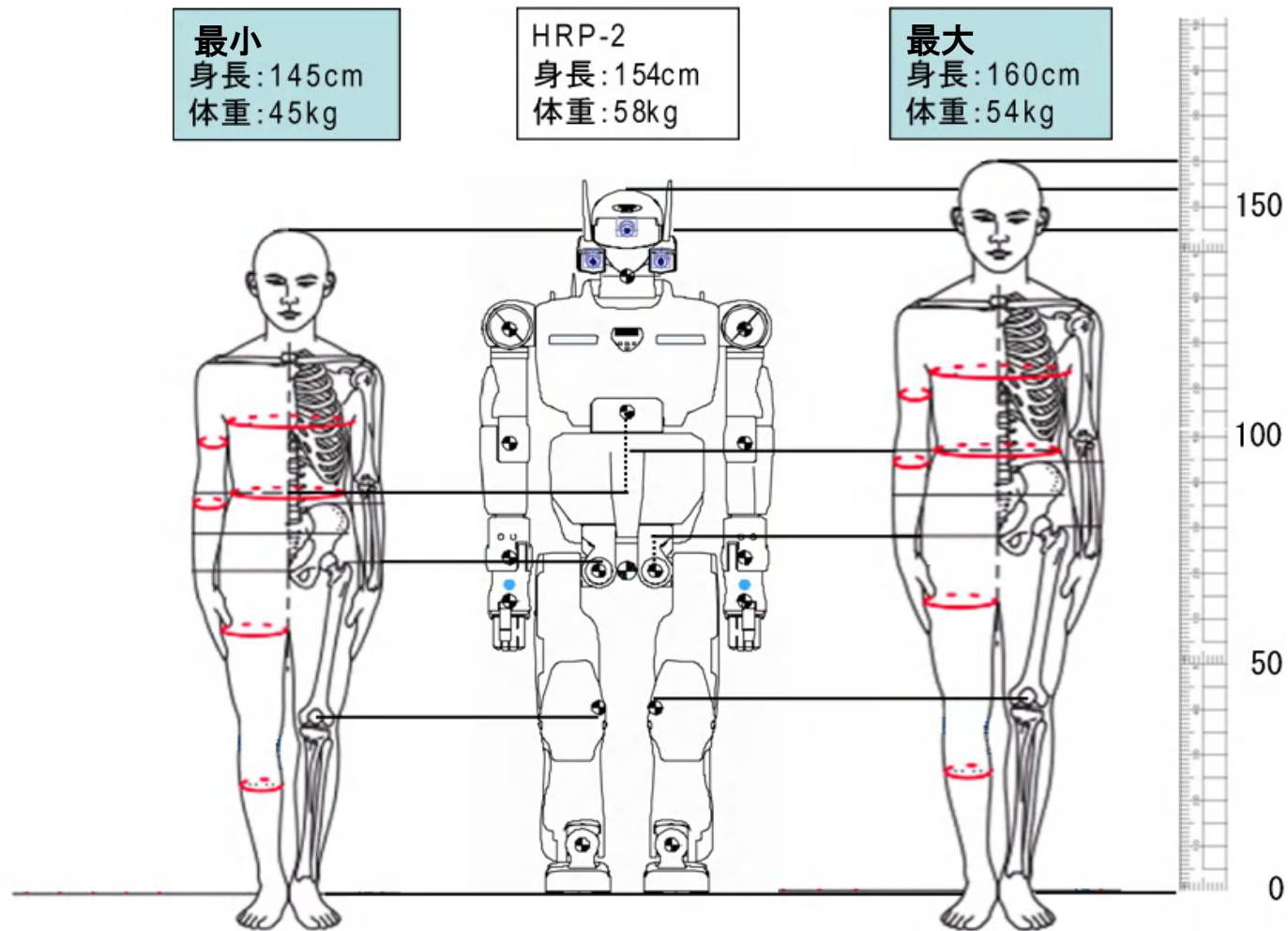


**HRP-3**



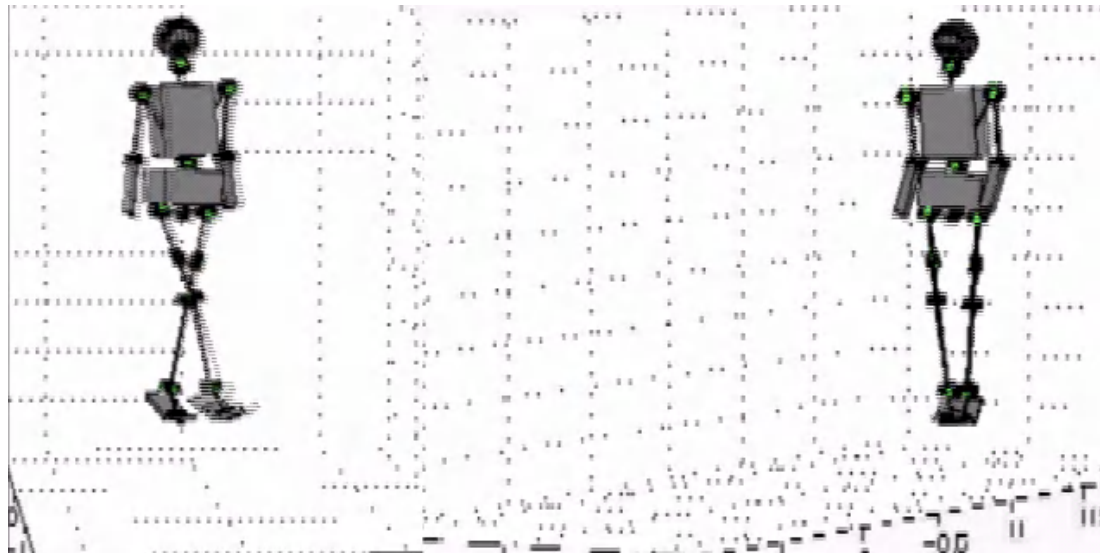
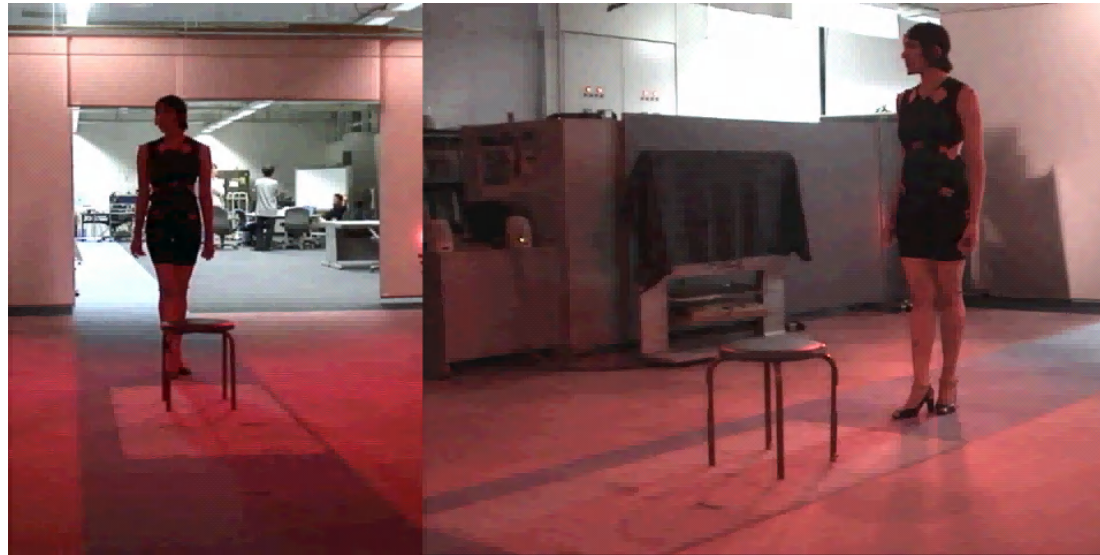
**HRP-4**

# HRP-2 and average Japanese female



Database by  
DHLC, AIST

# To mimic a walk of mannequin



# Schedule for HRP-4 development

2008

Spring

HRP-4L (leg part) hardware completion

Experiment and evaluation

Summer

Complete HRP-4 full-body model design

Winter

HRP-4 hardware completion

2009

Experiment and evaluation of HRP-4

Spring

(Press release ?)



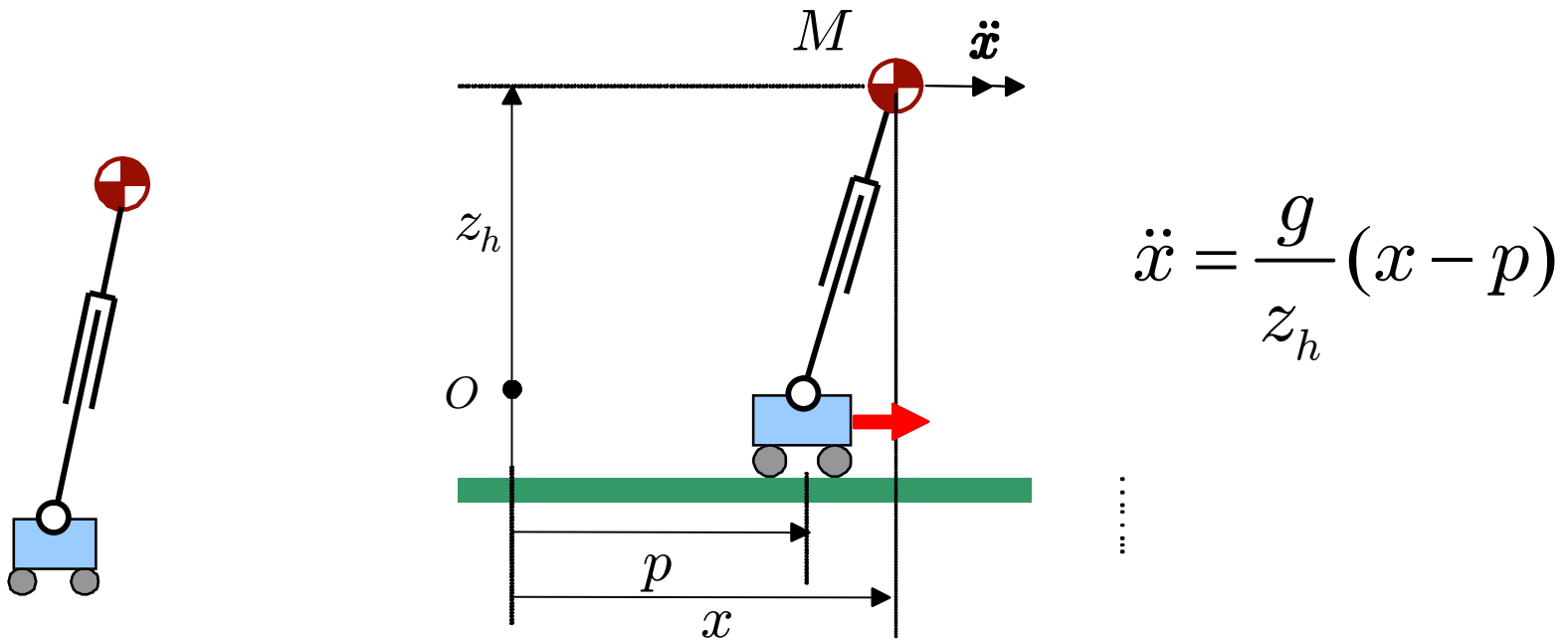


Thank you for kind attentions!



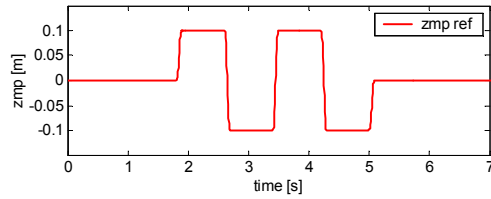
# Carted-Pendulum Model

[Sugihara et al. ICRA2002]



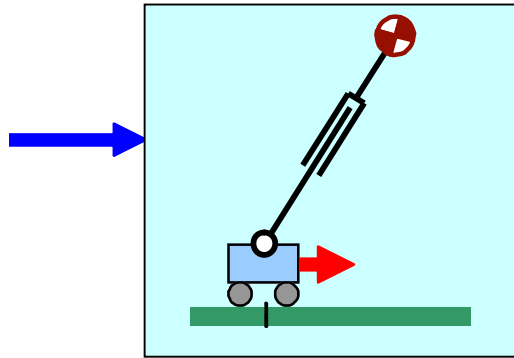
- The robot dynamics can be approximated by a pendulum on a mass-less running cart
- The dual of the cat-table model

# Dual systems

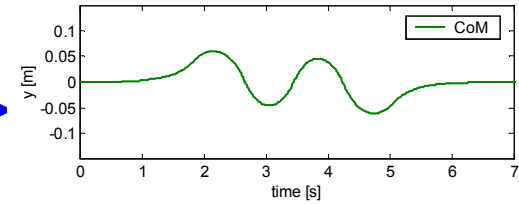


$p$

ZMP

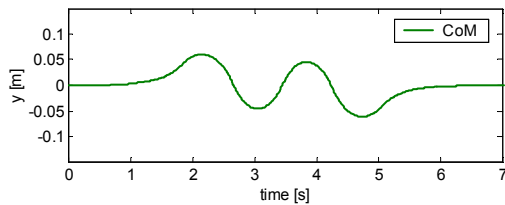


$$\ddot{x} = \frac{g}{z_h} (x - p)$$



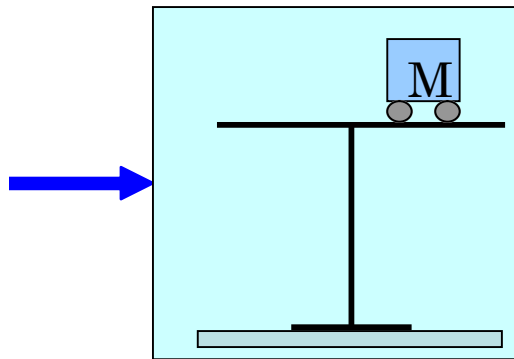
$x$

CoM

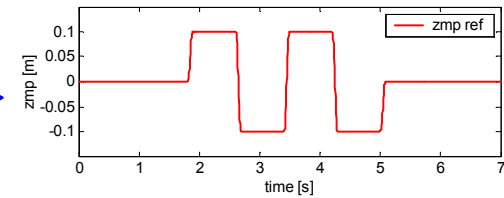


$x$

Cart trajectory



$$p = x - \frac{z_h}{g} \ddot{x}$$

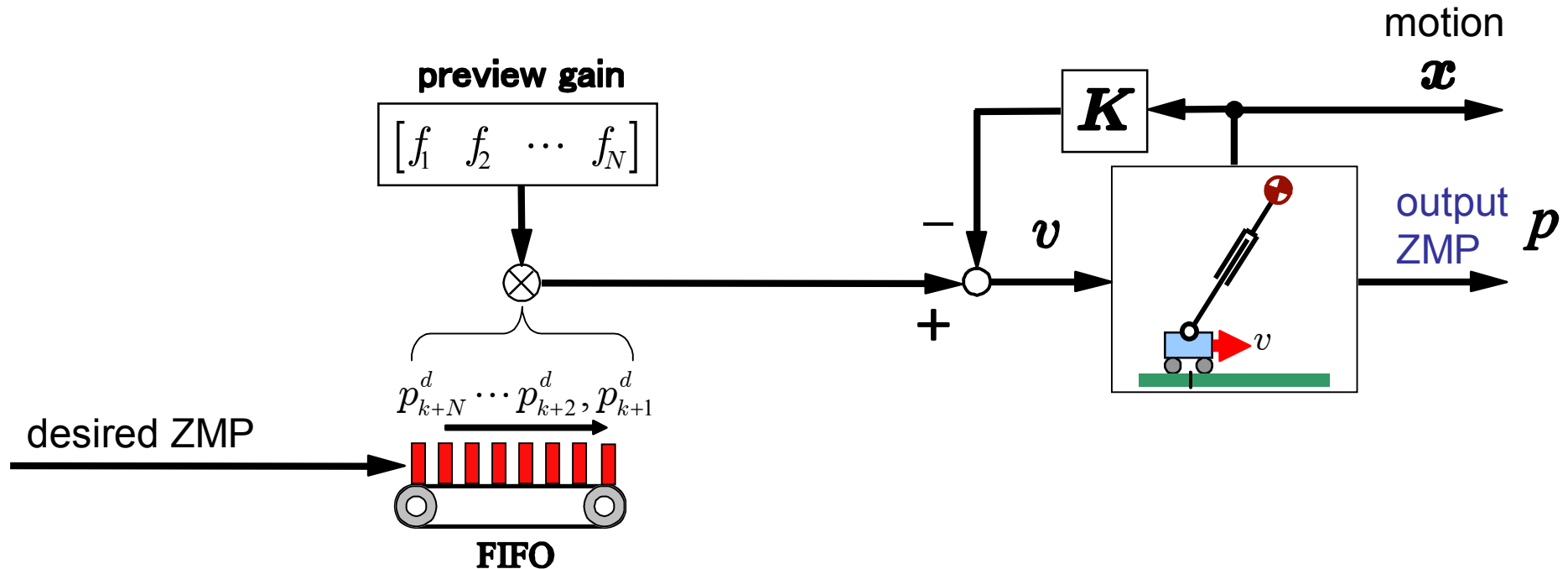


$p$

ZMP

# ZMP preview control [Kajita et al. IROS2006]

- We can also design a ZMP preview control controller using carted inverted pendulum.



FIFO: First In First Out Buffer