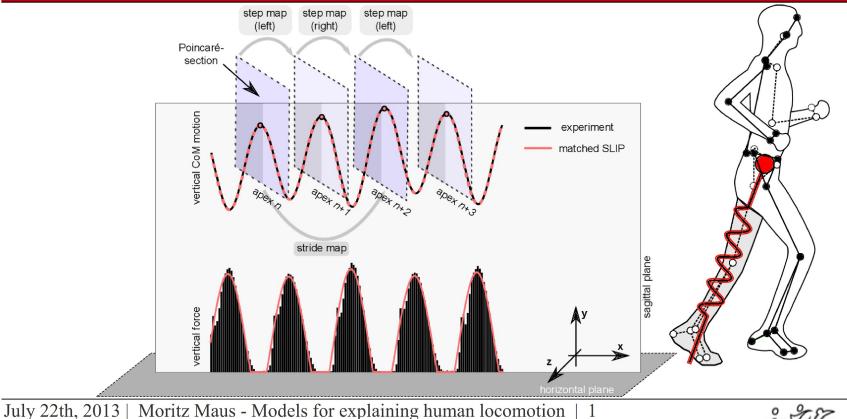
Models for explaining human locomotion



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About Lauflabor

- Locomotion research since 2003 (Prof. Andre Seyfarth)
- Visit http://www.lauflabor.de
- Focus on **modeling**, but also:
 - Robots
 - Powered protheses
 - Human experiments





GRF









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About me

- Moritz Maus
- Working in biomechanics since 2008
- PhD in control engineering at TU Ilmenau 2012. Thesis: "Towards understanding human locomotion"









About this talk



Topic is <u>human</u> running

- Introduction
- General characteristics of human treadmill running
- Linear model of "stationary" running
- Explicit mechanical models for locomotion ("templates")
- Using templates to control robots (overview)





Introduction



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Why models?



Everything you can calculate with is a model!

- Multi-body simulation
- Regression from experimental data
- Models of atoms
- Natural numbers: "model of the axioms" (logic)



A note on complexity



- <u>Required</u> level of complexity depends on the scientific question.
- More complex is not necessarily better especially if you know little about the system.
- Example in bipedal robots: Who includes structural deformation of segments in the model?



Where do we stand?



- Comparison of robot and human performance
- → videos
- Robots can perform comparatively well
- Humans still by far outperform robots in terms of agility, adaptability, efficiency, robustness, ...



Where do we stand?

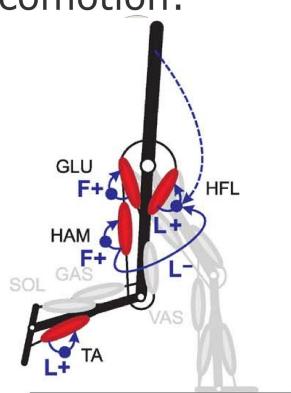


In terms of modeling *human* locomotion:

- Which part can we hope to grasp?
 - exclude "model of brain"
 - reflexes can create "neuro-mechanical oscillators" that walk
- Implicit assumption (in most locomotor research):

"There is a comparatively autonomous walking **sub**system that is steered by the brain!"

→ videos



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from Geyer and Herr, IEEE T-NSRE 18 (3), 2010

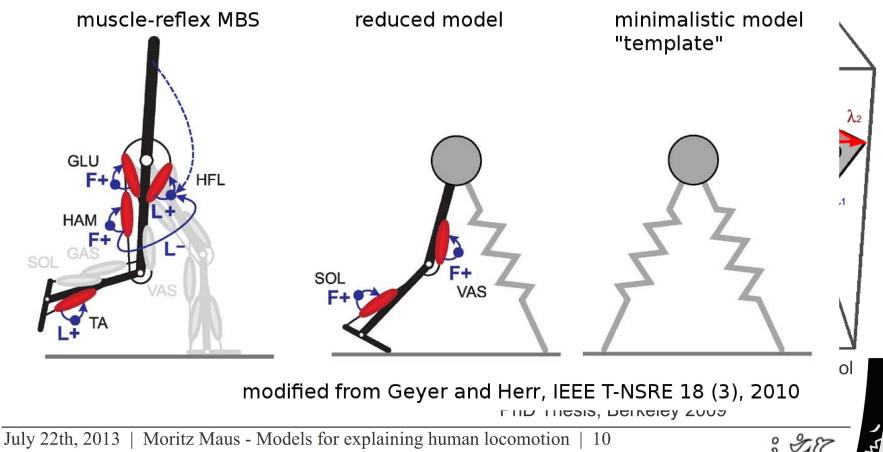




Models used here



Mainly two kind of models:







Human treadmill running characteristics



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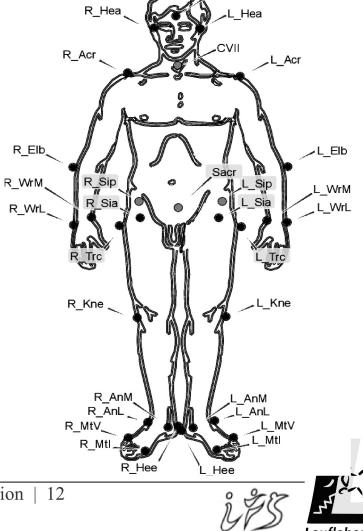
Data overview

- 10 trained subjects, each ~26 min running
- self-selected speed
- ~1800 strides per subject
- MoCap: 31 markers recorded
- (model) assumption: motion sufficiently represented by markers

Important processing steps:

- CoM estimation [Maus et al., 2011] → required for comparison with templates
- Phase estimation [Revzen et al., 2008] → required for continuous prediction









- Stationarity?
- Possibly AR(1)-process? (↔ Floquet structure justified)



Investigating stationarity

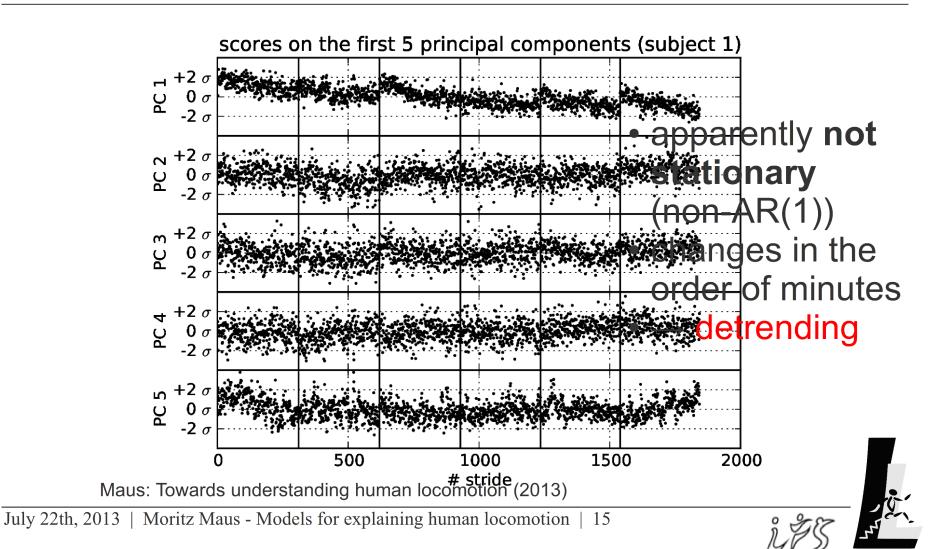


- Procedure:
 - Re-sample data to 50 frames / stride
 - select 15 representative "coordinates" + corresponding velocities = 30 dim.
 - each stride is represented by 1500 numbers
 - \rightarrow stride is **point** in 1500-dim. "stride space"
 - perform PCA:
 - \rightarrow first axes cover most of information about a stride



Stationarity?





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Summary of data



- Non-stationary, detrending required
- In lack of a better models, we nevertheless approximate the dynamics with a linear (Floquet) model around a limit cycle.





Floquet analysis

Linear approximation to the dynamics around a hypothetical limit cycle

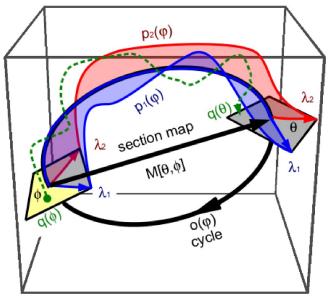


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Eigenvalue analysis



- Analyzing data **around** the limit cycle
- Select Poincaré- section(s)
- Choice of Poincaré- section is arbitrary (in theory)
- Compute mappings from a section to the next by OLS
- (for multiple mappings: combine mappings, matrix multiplication)
- For measured data: dimension too largy by 1 (tangential direction) → EV 0



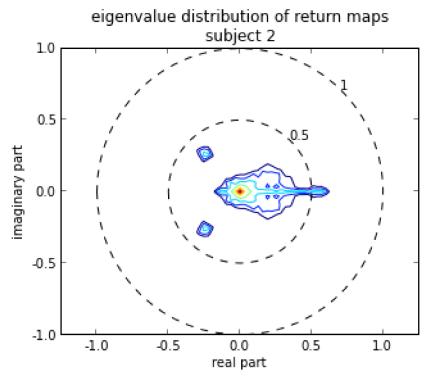
from S. Revzen: "Neuromechanical control architectures of arthropod locomotion", PhD Thesis, Berkeley 2009



Eigenvalues



- The bootstrap (Efron '78):
 - randomly select subset of the data
 - compute quantity of interest (here: return maps and their eigenvalues)
 - repeat for another random subset
- → this results in a *distribution* of eigenvalues, giving a *confidence area* on the eigenvalue distribution
- Here: return map of 45-dim. state (→ 45 eigenvalues)



→ more accurate with multiple sections, but within the original confidence area

Maus: Towards understanding human locomotion (2013)





Prediction analysis

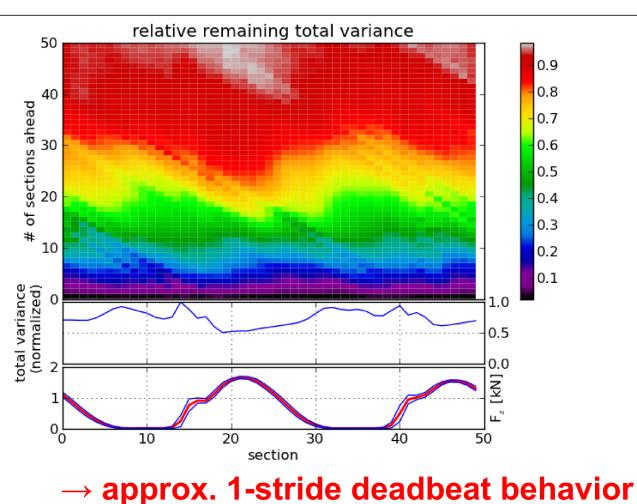


- Goal: complementary stability analysis: "How long is the motion predictable?" (stable → short prediction (!))
- General linear model: $x(\varphi) = A(\varphi, \phi)x(\phi) + \eta$
- Predict state *off* limit cycle
- Compute relative remaining variance: var(state – prediction) / var(state)
- Bootstrap \rightarrow Out-of-sample prediction



Prediction







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Summary



- Linear models predict high stability, approximately 2-step deadbeat
- Explicitly: after 1 step, there is some variance that can be predicted!





Template models

Explicit minimalistic mechanical models that reproduce human gait



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Motivation

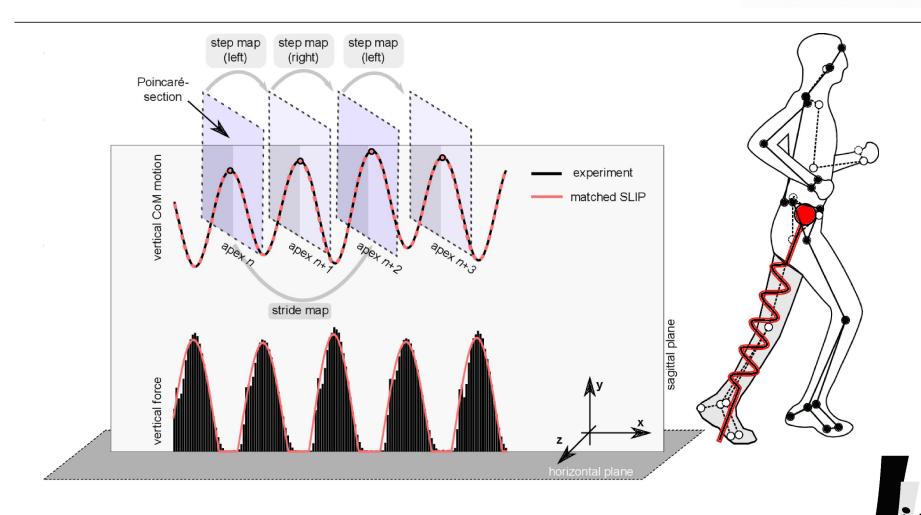


- Linear models:
 - don't tell us how the limit cycle is created
 - hardly tells us something about important features of the real system
 - don't give us a hint how to build mechanical analogon
- Idea: explicit mechanical gait models
- Requirement: similar behavior



About templates







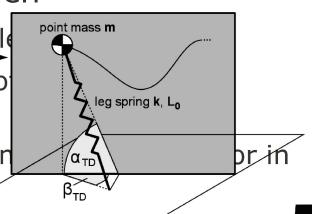




SLIP model for running



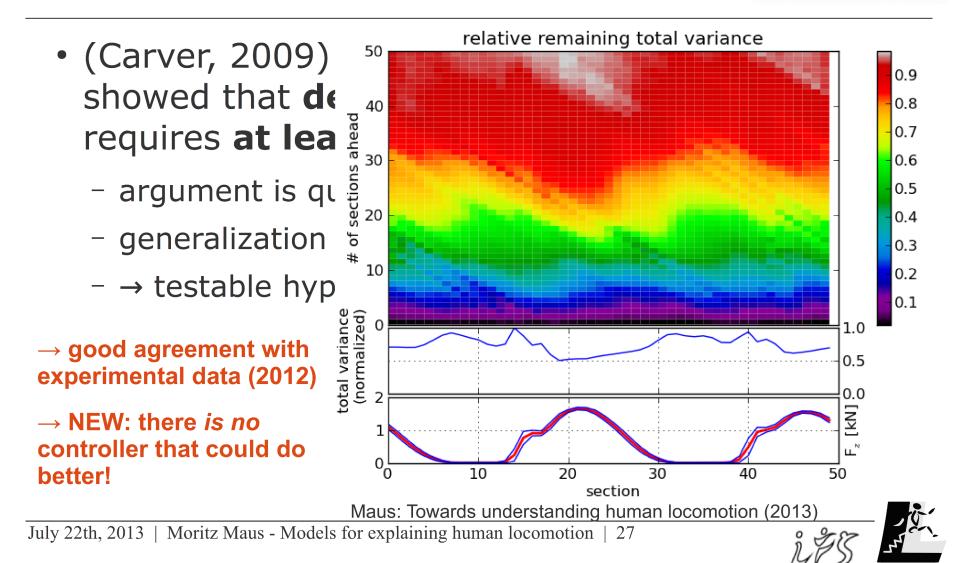
- simple, intuitive, understandable model
- excellent match with experimental CoM dynamics
- complete step dynamics are reduced to a few model parameters
- How to gain insights with this model?
 - investigations on the model \rightarrow testable
 - analyzing corresponding template more measurement data (simplification)
 - "anchoring" the model: how to implen more complex systems?



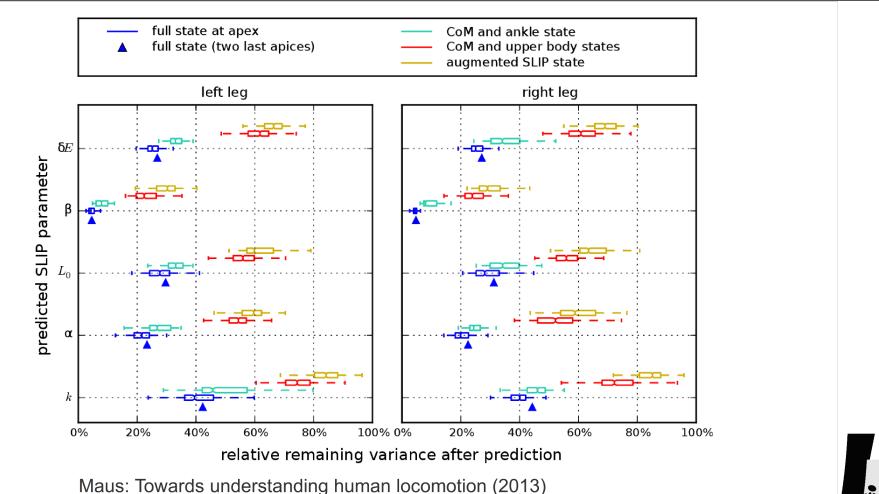


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Example of a testable hypothesis



Control input identification







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Autonomous system



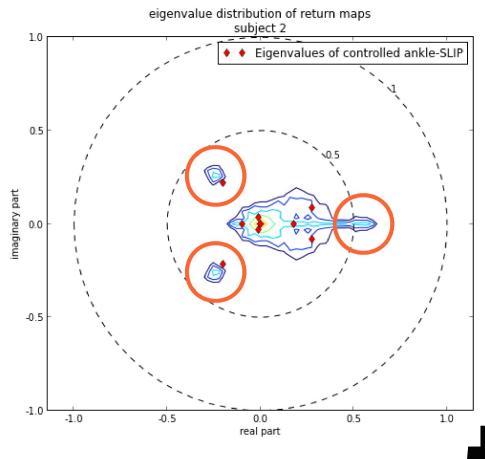
- We compute maps: [CoM; Ankle] → SLIP parameter
 [CoM; Ankle] → Ankle (n+1)
- This + SLIP yield an autonomous system (9D apex map)
- Compare eigenvalues with 45-dim Floquet model

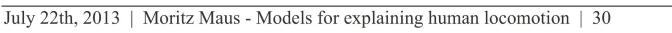


Comparison of eigenvalues



- 45-dim. return map
- 9-dim. "ankle SLIP" return map









Summary (intermediate)



- Templates generate gaits ("reference" motion)
- SLIP is not self-contained w.r.t. capturing human running
- "SLIP + ankle" is (almost) an autonomous subsystem of human running at jogging speed
- However: not yet a full template: mechanical motion of ankles excluded!



Extending SLIP



- The bipedal SLIP is able to walk (Geyer, 2006)
 - → video



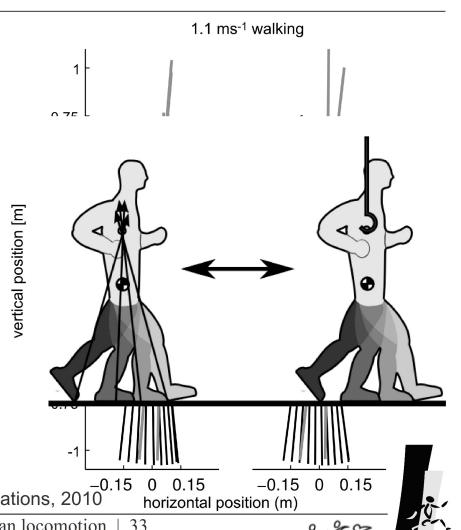


What about the trunk?

- What about a template for stabilizing the posture?
- Forces intersect → "Virtual pivot point" VPP

Maus et al, Nature Communications, 2010



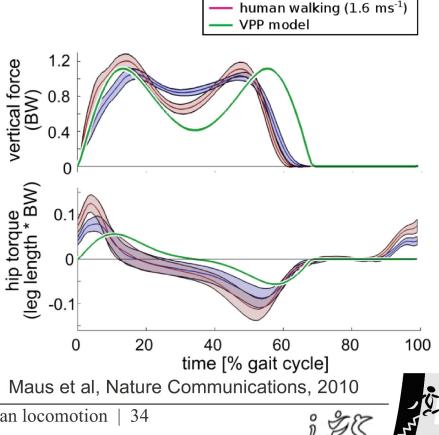




The VPP model



- based upon bipedal walking SLIP
 → video
- compares well with experiments



Summary: Templates



- Templates: highly reduced mechanical models
- Can describe human locomotion
- Can behave human-like: Useful for understanding human locomotion
- Simplicity allows generic investigations
- Attention: don't take too literally





Templates in robot control (*Overview only*) How templates can be used for robot control



Proof of concept



 "Mable" runs and walks using a SLIP-embedding controller

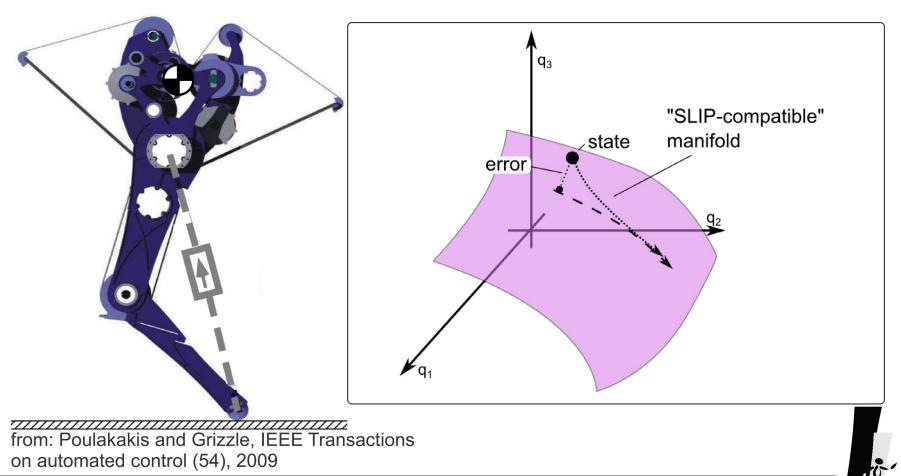
→ video

Uses "hybrid zero dynamics" (Chevallereau et al., 2002; Poulakakis and Grizzle, 2009; ...)



Hybrid zero dynamics





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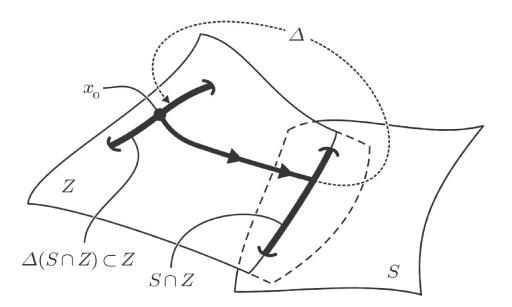




Hybrid zero dynamics



- Needs to take discrete events into account: <u>impact</u> maps
- Not necessarily a problem – can be used for control!



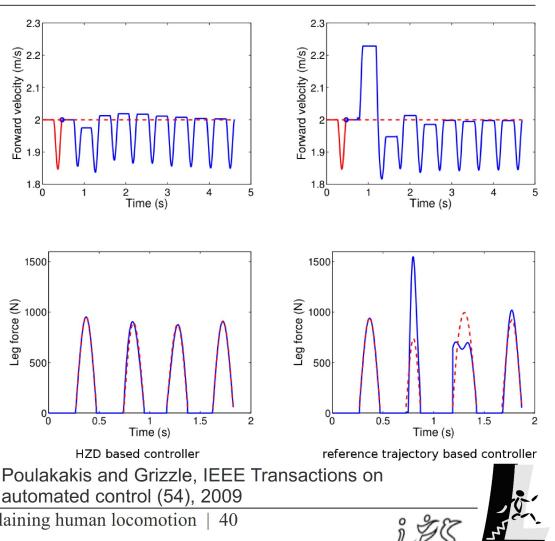
From: Chevallereau et. al., IEEE Control Systems Magazine (23), 2003



• Here, HZD

- outperforms reference trajectory based rigid body controller
- Key feature: ignores "SLIPcompatible" errors

Comparison





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Thank you for your attention!



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