# Challenges for closed-loop nonlinear model predictive control on legged robots

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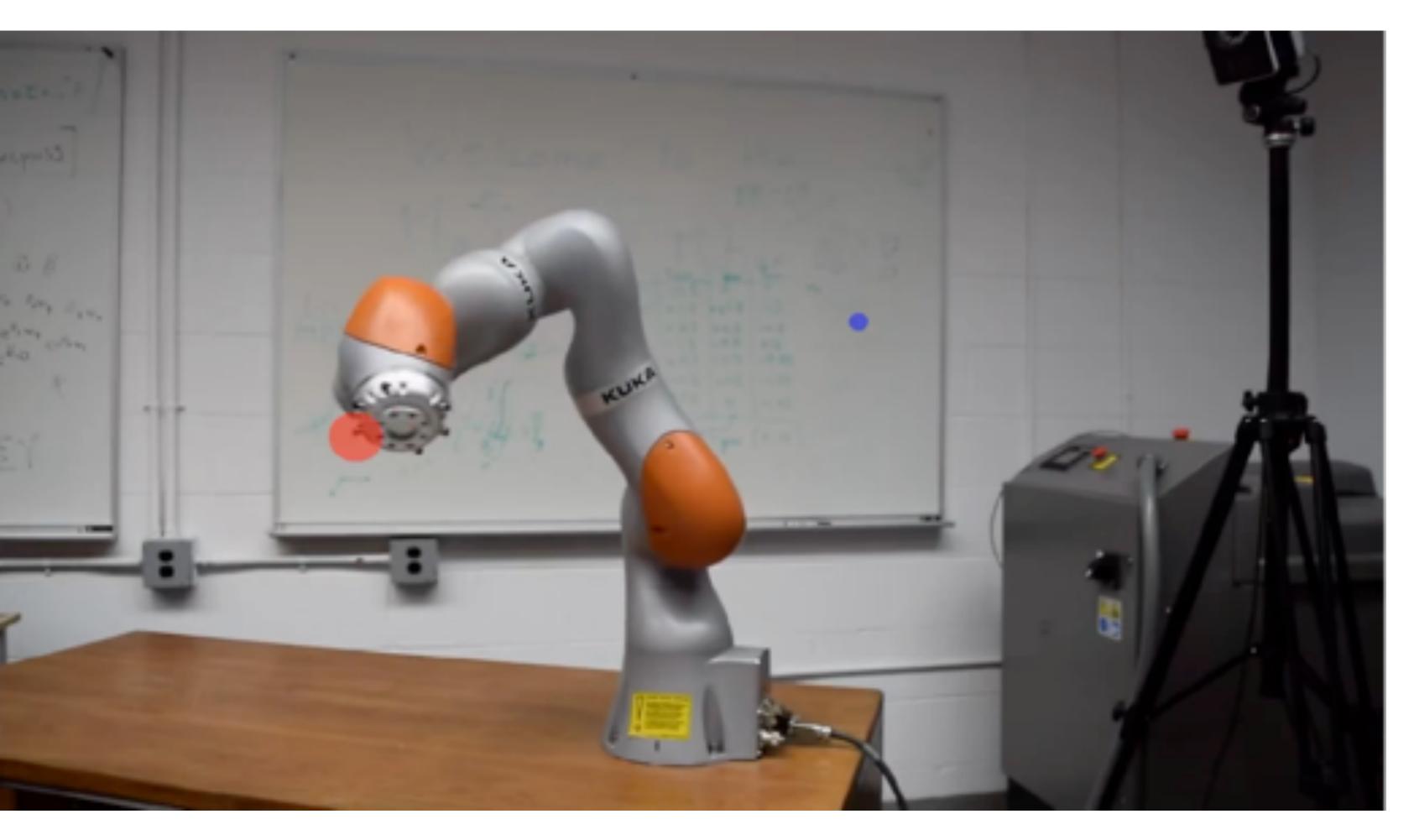


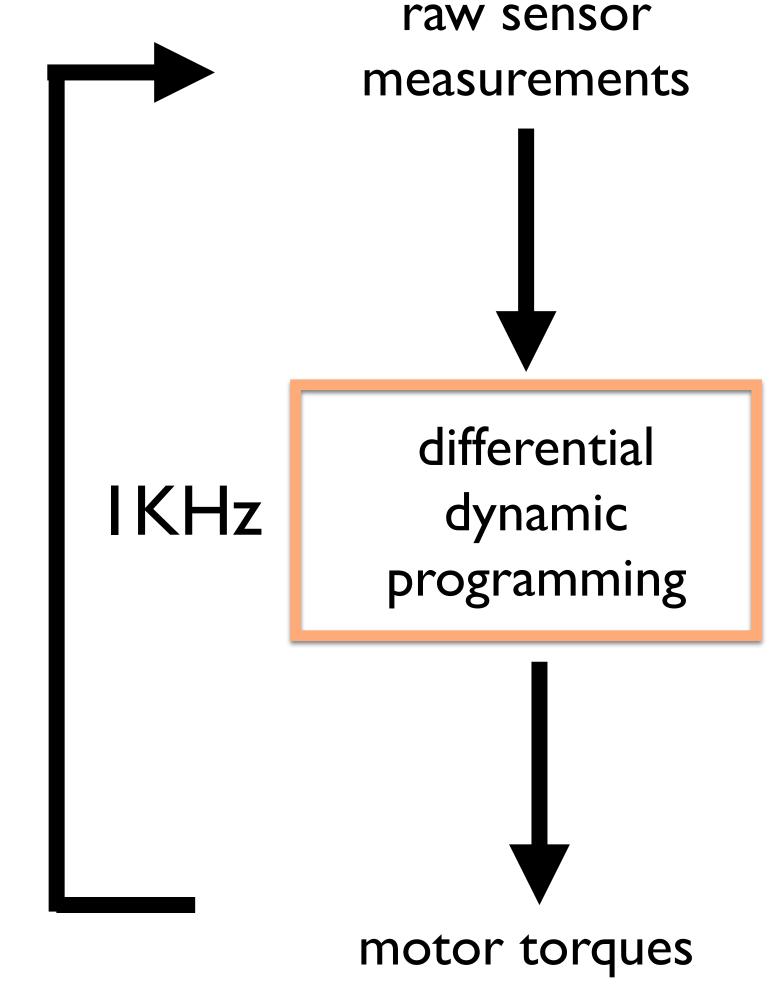










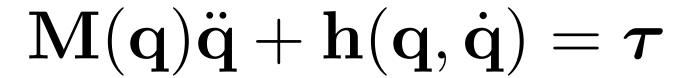












Nonlinear whole-body MPC for legged robots

unactuated dynamics = evolution of momentum

$$m\dot{\mathbf{r}} = \mathbf{h}_{\mathrm{linear}}$$

$$M\mathbf{g} + \sum_{e} \mathbf{f}_{e}$$







Decomposition of optimal control problem

I optimization of momentum + contact forces

Il kinematics optimization

equivalent to a manipulator

any combination of motions and contact forces will satisfy actuated dynamics (ignoring actuation limits)



 $\dot{\mathbf{h}}$ 

equ

## centroidal dynamics optimization

$$\min_{\mathbf{F}_c, \mathbf{x}_{CoM}} \sum_t \phi_F(\mathbf{F}_c) + \phi_x(\mathbf{x}_{CoM}, \dot{\mathbf{x}}_{CoM}, \mathbf{L}_{CoM})$$

$$\dot{\mathbf{x}}_{CoM}, \mathbf{L}_{CoM}$$

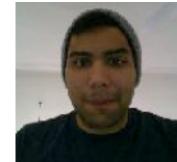
subject to

$$m\ddot{\mathbf{x}}_{CoM} = m\mathbf{g} + \sum_{c} \mathbf{F}_{c}$$
 $\dot{\mathbf{L}}_{CoM} = \sum_{c} (\mathbf{r}_{c} - \mathbf{x}_{CoM}) \times \mathbf{F}_{c}$ 

 $\mathbf{F}_c \in \text{friction cones}$ 

 $(\mathbf{x}_{CoM}, \ \dot{\mathbf{x}}_{CoM}, \ \dot{\mathbf{L}}_{CoM}) \in \text{Box Constraints}$ 





[Meduri et al., arxiv.org/abs/2201.07601, T-RO in press]

#### centroidal dynamics optimization

$$\min_{\substack{\mathbf{F}_c, \ \mathbf{x}_{CoM}, \ \mathbf{L}_{CoM}}} \sum_t \phi_F(\mathbf{F}_c) + \phi_x(\mathbf{x}_{CoM}, \ \dot{\mathbf{x}}_{CoM}, \ \mathbf{L}_{CoM})$$

$$\dot{\mathbf{x}}_{CoM}, \ \mathbf{L}_{CoM}$$

Separable cost forces vs. positions/momentum

subject to

$$m\ddot{\mathbf{x}}_{CoM} = m\mathbf{g} + \sum_{c} \mathbf{F}_{c}$$
 $\dot{\mathbf{L}}_{CoM} = \sum_{c} (\mathbf{r}_{c} - \mathbf{x}_{CoM}) \times \mathbf{F}_{c}$ 

Equality constraints are bi-linear

 $\mathbf{F}_c \in \text{friction cones}$ 

 $(\mathbf{x}_{CoM}, \dot{\mathbf{x}}_{CoM}, \dot{\mathbf{L}}_{CoM}) \in \text{Box Constraints}$ 

Inequality constraints are easy to project (indicator functions)





$$\min_{\substack{\mathbf{F}_c, \ \mathbf{x}_{CoM} \\ \dot{\mathbf{x}}_{CoM}, \ \mathbf{L}_{CoM}}} \sum_t \phi_F(\mathbf{F}_c) + \phi_x(\mathbf{x}_{CoM}, \ \dot{\mathbf{x}}_{CoM}, \ \mathbf{L}_{CoM})$$

subject to

$$m\ddot{\mathbf{x}}_{CoM} = m\mathbf{g} + \sum_{c} \mathbf{F}_{c}$$

$$\dot{\mathbf{L}}_{CoM} = \sum_{c} (\mathbf{r}_{c} - \mathbf{x}_{CoM}) \times \mathbf{F}_{c}$$

 $\mathbf{F}_c \in \text{friction cones}$ 

 $(\mathbf{x}_{CoM}, \ \dot{\mathbf{x}}_{CoM}, \ \mathbf{L}_{CoM}) \in \text{Box Constraints}$ 

#### ADMM for centroidal dynamics

- I) solve force problem (positions are fixed)=> simple QP
- 2) solve position problem (forces are fixed)=> simple QP
- 3) Dual variables update (linear analytic formula)
- => iterate until convergence (early termination for MPC)

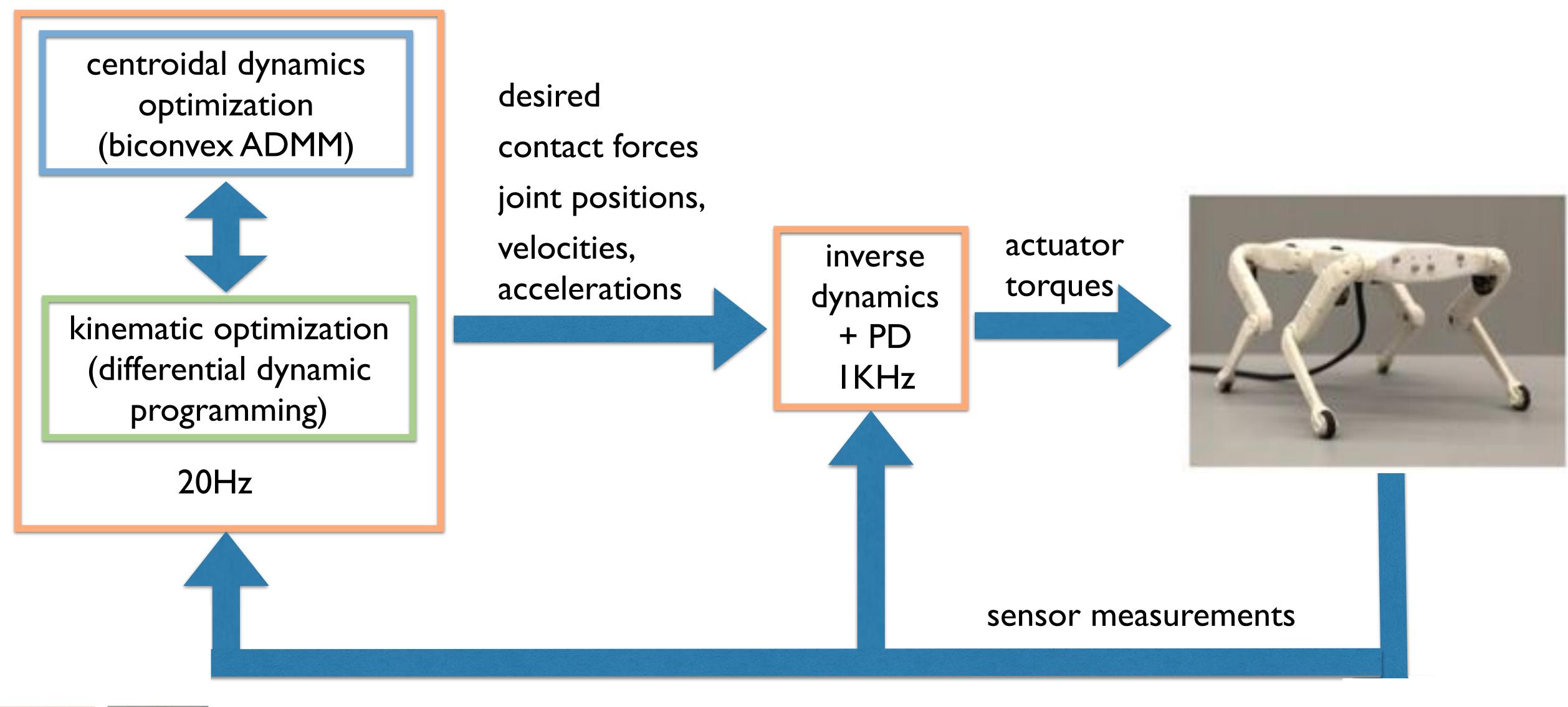
#### FISTA for QP solver (Fast Iterative Shrinkage Thresholding Algorithm)

- Nesterov accelerated gradient descent + projection operators for constraints
- First order method (only gradients) with second order convergence guarantees
- Easy to implement



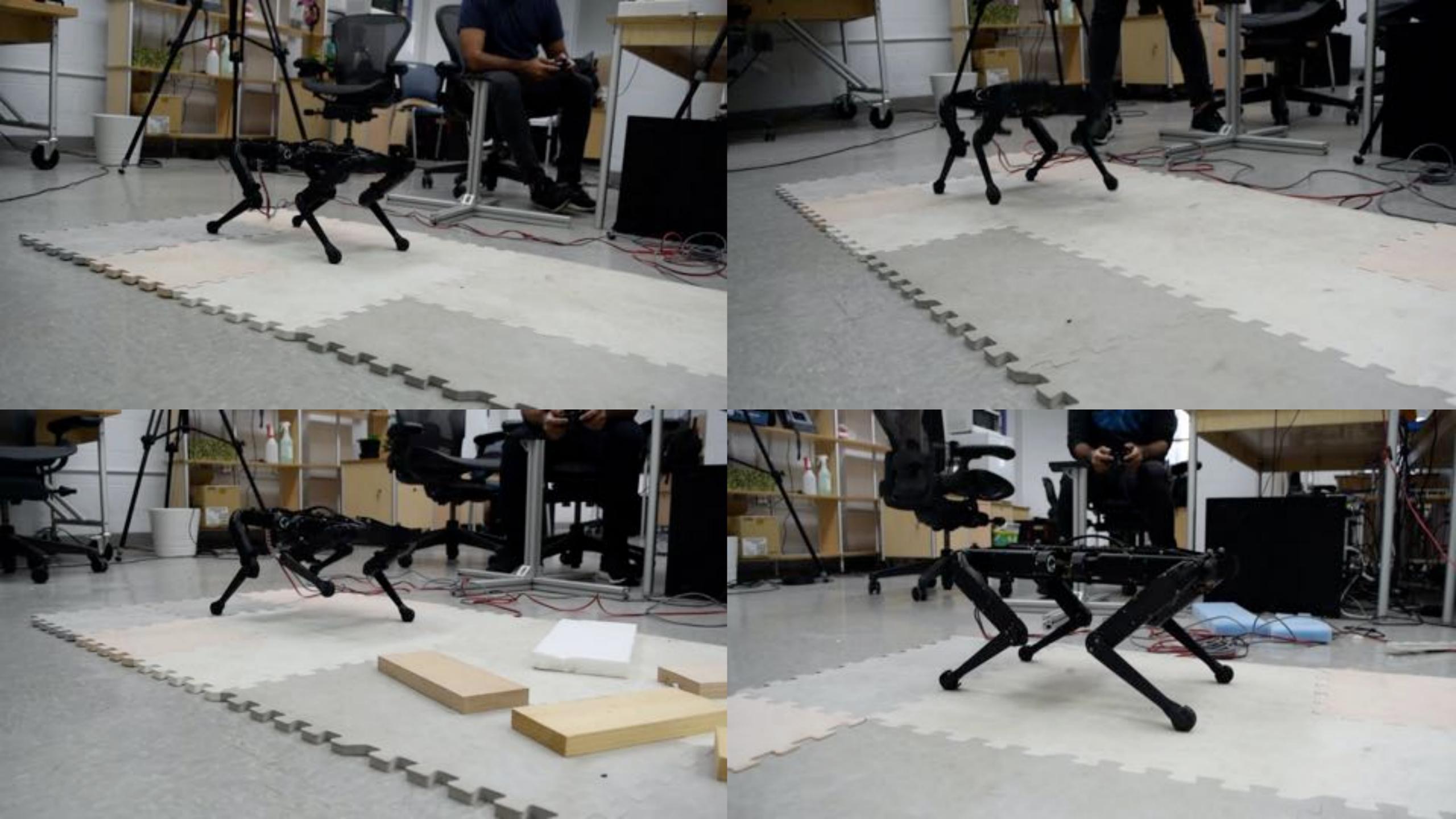


[Meduri et al., arxiv.org/abs/2201.07601, T-RO in press]





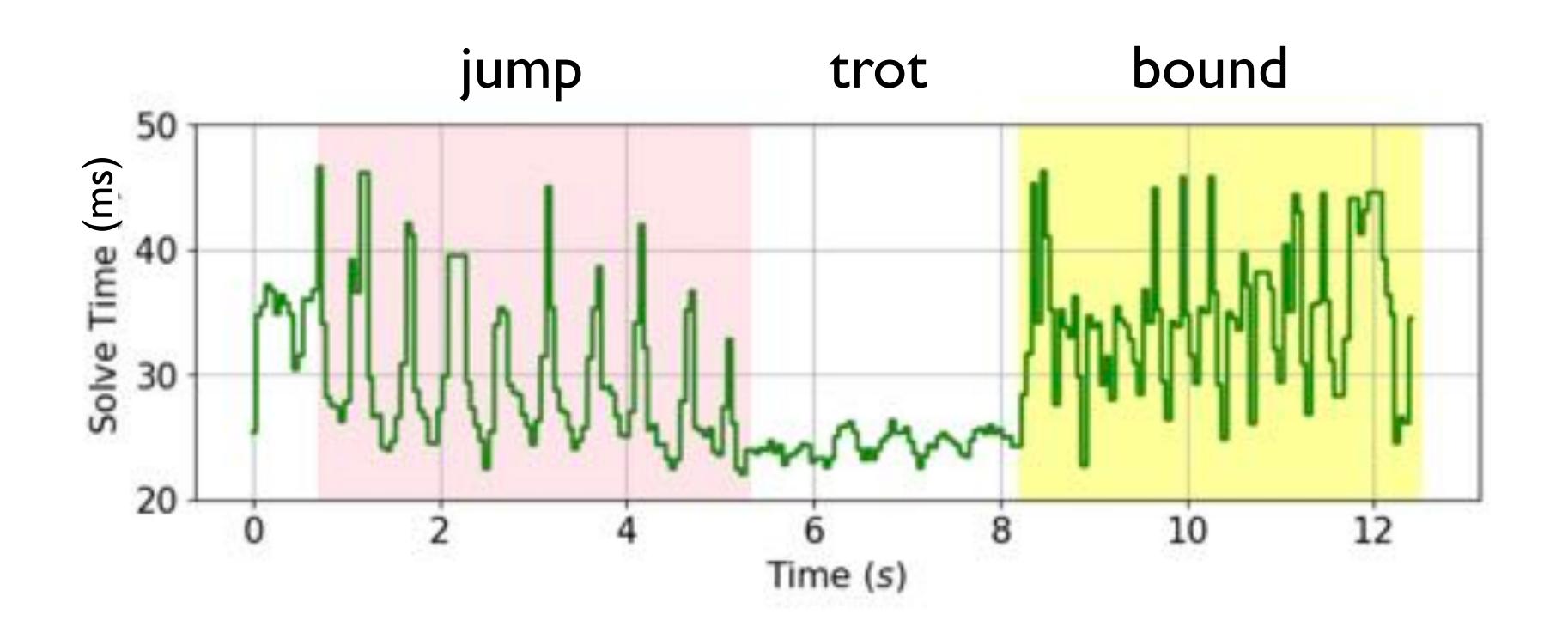








## Solve times (whole-body) during gait transitions

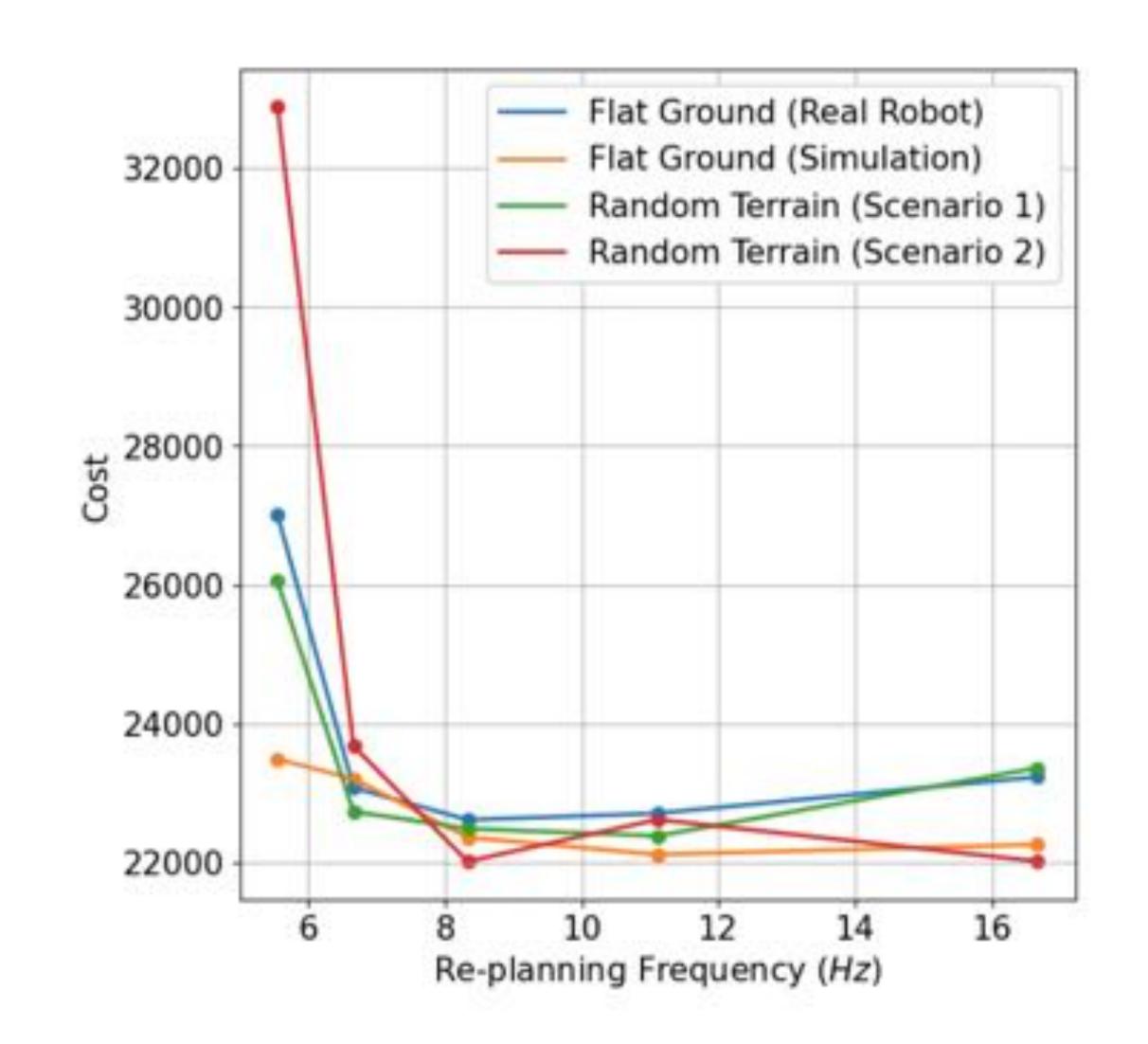


# of collocation points 10 (jump/trot) and 12 (bound)





#### Do we need to close a faster MPC loop?



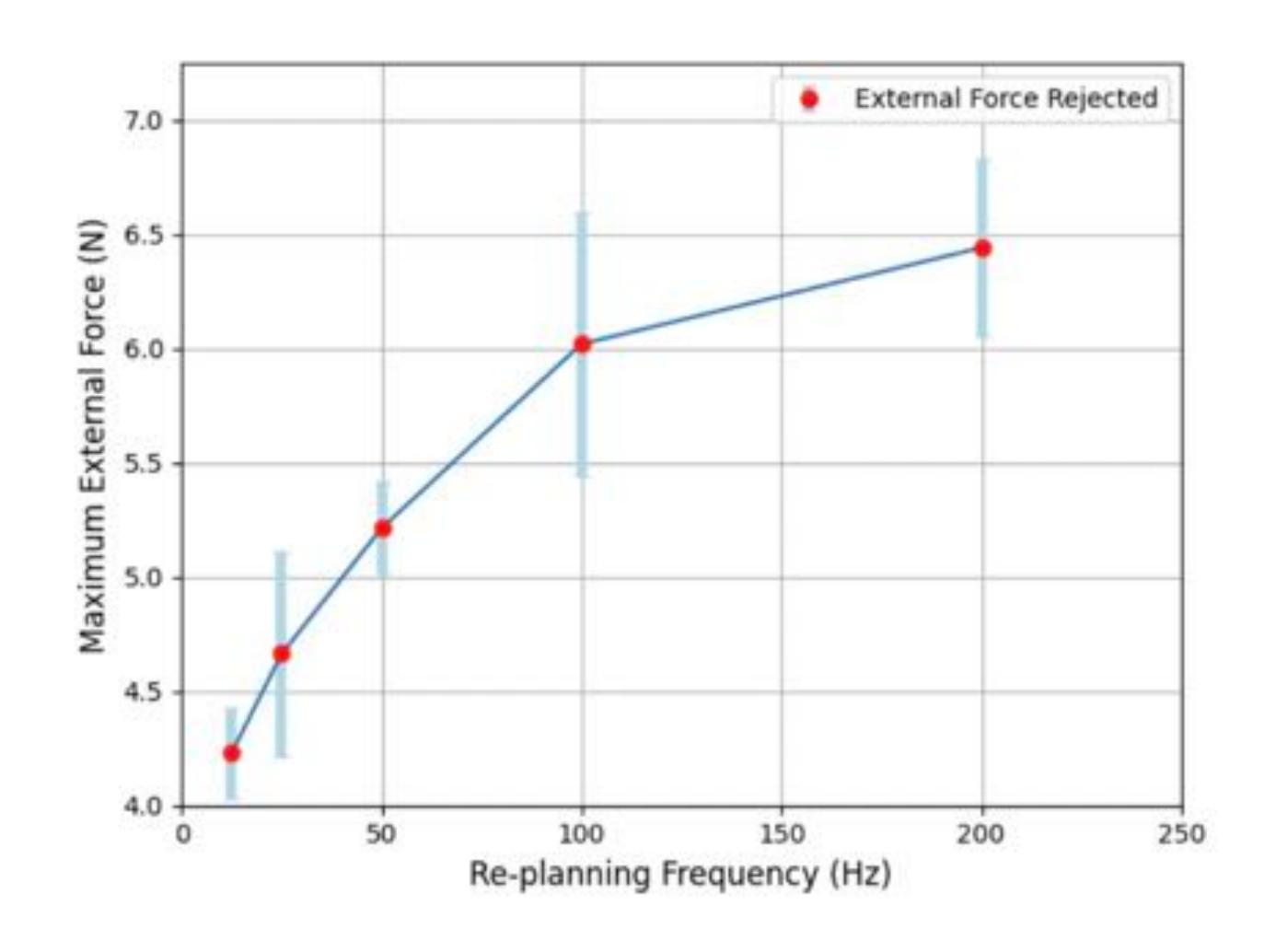
Measured cost as a function of re-planning frequency on 3 different terrains + real robot

Agreement real robot and simulation > 10Hz not much is gained





#### Do we need to close a faster MPC loop?



Maximum external force rejected as a function of re-planning frequency (simulation only)

Maximum disturbance rejection increases with MPC frequency





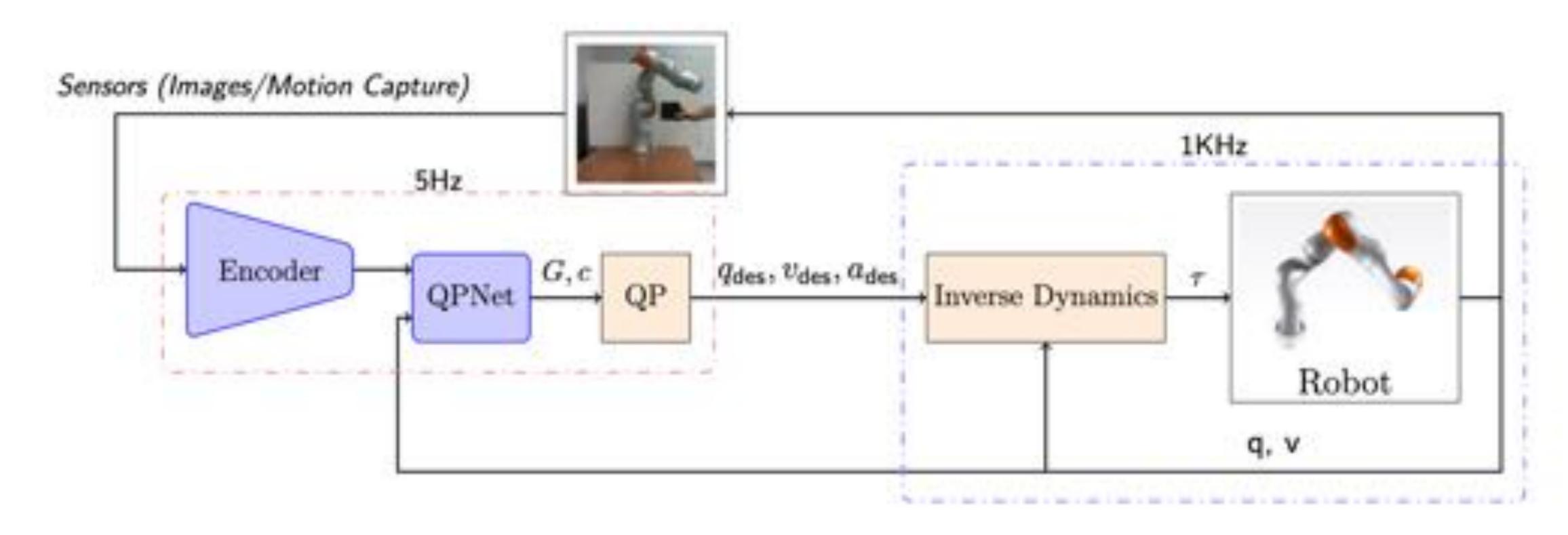
- Efficient solver for whole-body MPC
- Closed-loop MPC leads to very robust behaviors (easy to transfer to the robot)
- First-order methods are very exciting

#### **Problems**

- solve times are still high / requires a lot of online compute
- no online contact / gait adaptation
- high barrier to entry => need to write your own solver

Learning to reduce optimizer complexity

## Learning cost functions mapping sensors to OC problems



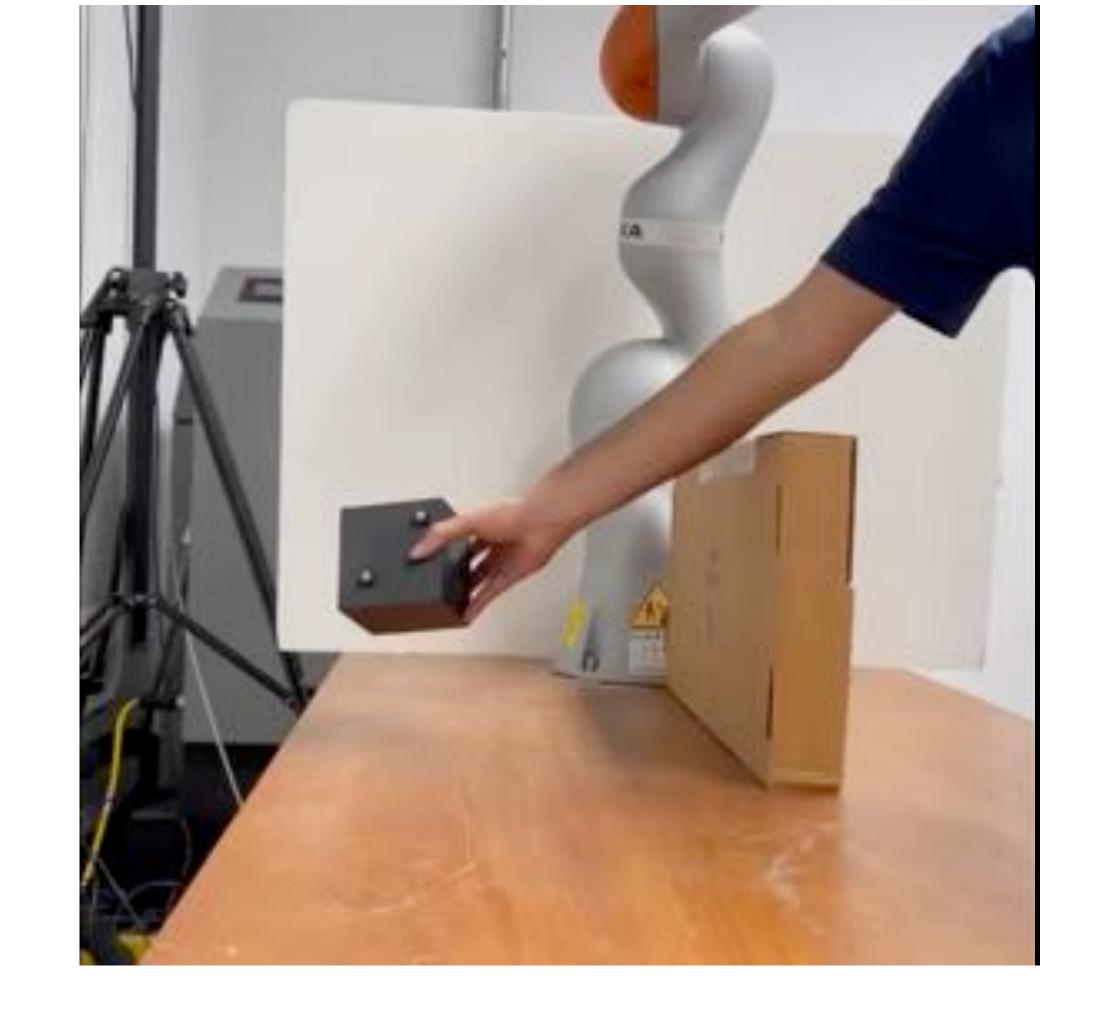
Move all the complexity in the cost function

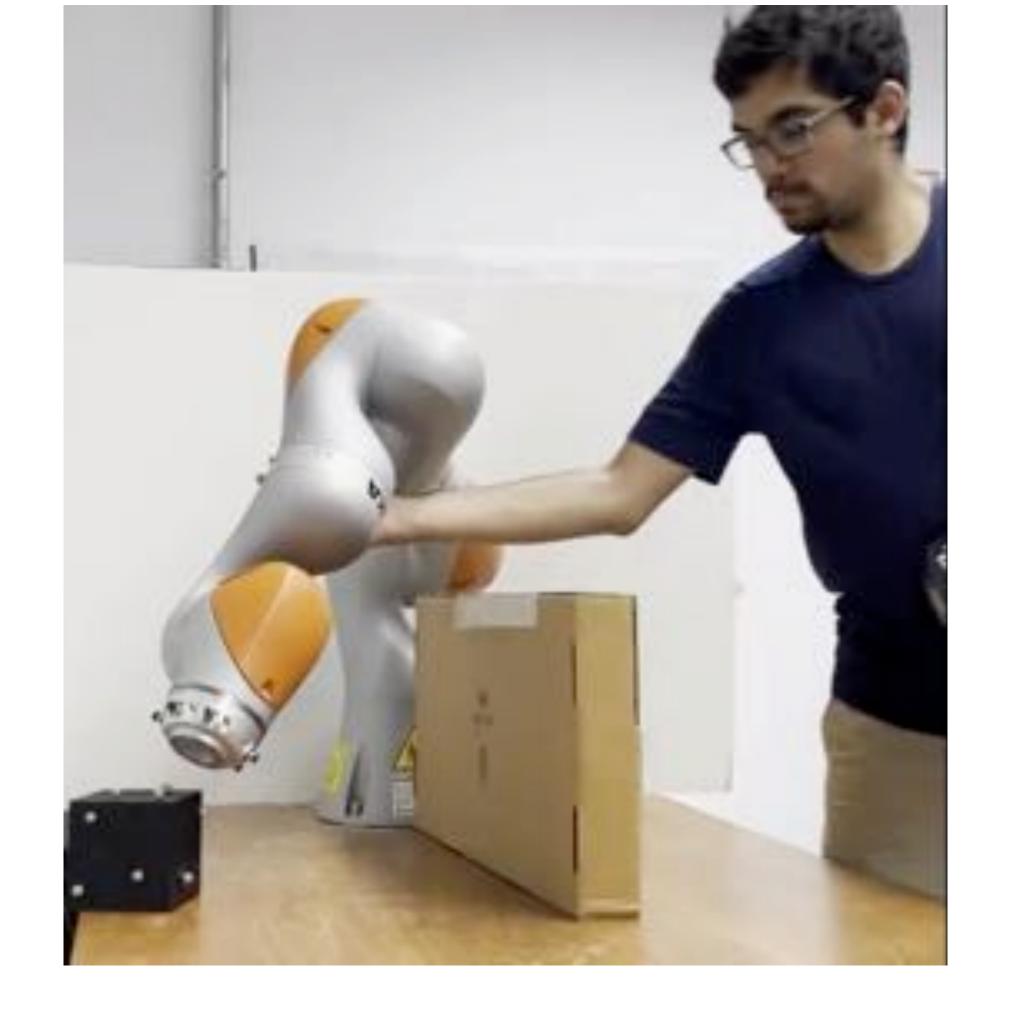
Cost function NN => adapted sensor-driven quadratic cost at each control cycle At each MPC cycle => simple QP with constraints



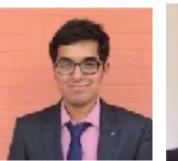




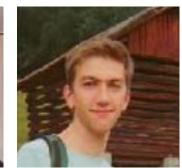




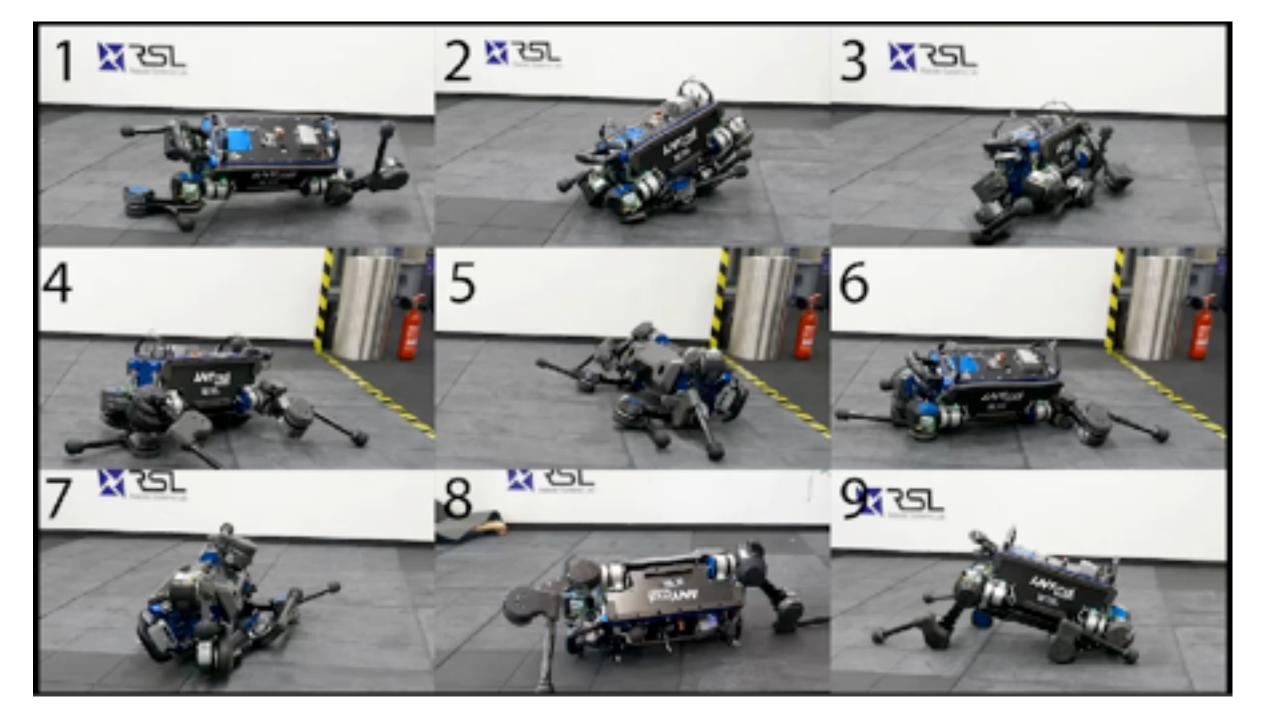
Only a QP solved at each control cycle yet can avoid obstacles Cost includes vision + position/velocity sensing



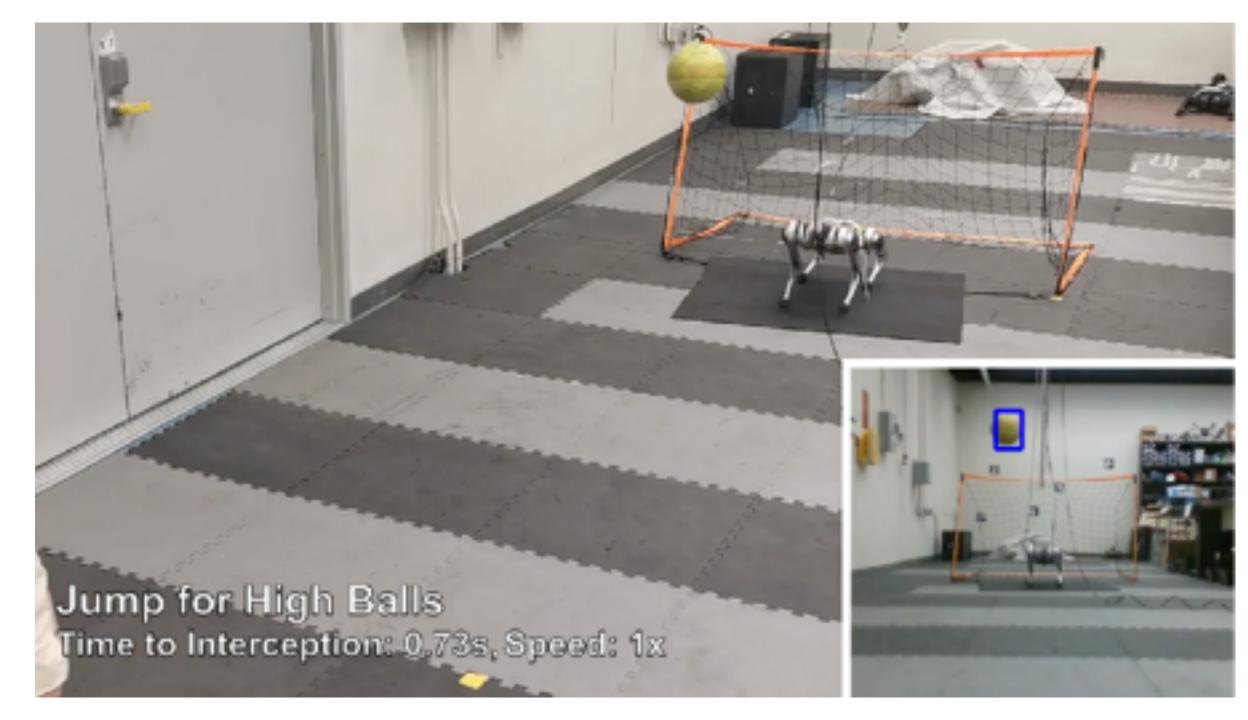




But is this the way to go...?



[Hwangbo et al. 2019]



[Huang et al. 2022]

Direct policy learning with RL has had impressive successes

Perception is naturally included low barrier to entry (simple algorithms)

- Efficient solver for whole-body MPC
- Closed-loop MPC leads to very robust behaviors (easy to transfer to the robot)
- First-order methods are very exciting
- Learning costs / value function help lower complexity / include perception

#### Still many remaining issues:

- high barrier to entry for traj. opt. / MPC
- perception is often ignored
- where do we go from here? how do we relate to RL recent successes?

https://github.com/machines-in-motion





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