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Trajectory Following for Legged Robots

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Abstract—While robust trajectory following is a well-studied problem on mobile robots, the question of how to track accurately a trajectory on a humanoid robot remains open.

This paper suggests a closed-loop trajectory tracking strategy aimed at humanoid robots. Compared to approaches from mobile robotics, this control scheme takes into account footsteps alteration, equilibrium constraints and singularities avoidance for humanoids. It provides a robust way to execute long and/or precise motion with the ability of correcting on-line preplanned trajectories in a very reactive manner. Results have been validated on the HRP-2 humanoid platform.

Index Terms—Humanoid robots, Motion planning, Robot control

I. INTRODUCTION

Following a planned trajectory on a robot while compensating execution errors has been extensively studied in the 90's for mobile robots [1], [2]. Surprisingly, this issue has not been explicitly addressed in the literature concerning navigation for legged robots, although these machines are also prone to execution errors while moving.

One way of indirectly tackling the problem consists of regularly replanning the motion of the robot from its current configuration to the goal. This strategy enables the robot to be reactive to environment changes as well as to execution errors [3]–[5]. On the other hand, it requires short planning time and induces heavy CPU load. It might even not be always be possible. Indeed most fast replanning schemes rely on a simplified model [6] of the robot neglecting momenta generated by the leg motions. These assumptions are not met for small robots like Nao [7] with a large ratio of mass distributed in the legs and with a small CPU.

Moreover, to produce a really feasible movement, additional constraints must be satisfied: no auto-collision should occur during the movement for instance.

Due to all these factors, validating a complex movement remains a computationally expensive operation which can, in the current state of the art, only be done off-line. Therefore, an alternative solution to online replanning and regeneration of the walking trajectory such as [3], [8]–[10] is the continuous deformation of walking trajectories. This combination of dynamic trajectories and high probability for the robot to enter in auto-collision makes naive correction algorithm fail which is why it is important to define a sound framework for trajectory following.

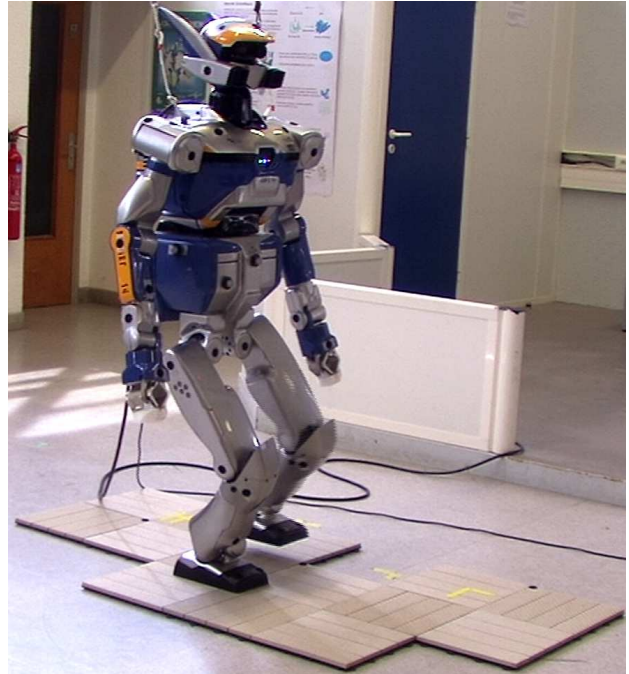


Fig. 1. HRP-2 robot following a trajectory in a constrained environment. In this experiment, the robot starting position is deliberately perturbed. During the execution, the correction algorithm automatically cancels the perturbation and the robot reaches the desired final position.

This paper presents a “blink of an eye” reshaping of the trajectory associated with a generic method to follow trajectories on a humanoid robot. These two features together provides a way to follow a trajectory while compensating for errors during the movement execution. This opens many possible applications such as moving in extremely constrained environments in a reliable manner, going to specific places of the environment precisely, etc. Most of the state of the art demonstration of reactive pattern generators are, in fact, open loops trajectories with no sensors feedback. This work has been fully integrated into the LAAS/JRL planning and control frameworks and a motion capture system has been used to close the loop and evaluate the execution errors.

This allowed HRP-2 humanoid robot to perform precise and/or long locomotion tasks where usual open loops ap-

proaches would have drifted so much that the task would have failed.

II. PROBLEM STATEMENT

A. Notation and definitions

A *robot* is a kinematic chain the configuration of which is denoted by $q \in \mathcal{C}$, where \mathcal{C} is the robot configuration space.

The robot position is represented by the x component, y component and yaw rotation r_z of a reference body in the 3D space and is denoted $\mathbf{x} \in \text{SE}(2)$, $\text{SE}(2)$ the rigid motions in the 2D space. The height z , roll r_x and pitch r_y of the reference body are stored with the kinematic chain angles.

This reference body is often the body attached to the root of the kinematic chain. In this paper, the position of the robot waist defines the robot position. Therefore the robot configuration is:

$$\begin{aligned} \mathbf{x} &= [x, y, r_z] \\ \mathbf{q} &= (\mathbf{x}, [z, r_x, r_y, \mathbf{q}_{\text{int}}]) \in \mathcal{C} = \text{SE}(2) \times \mathcal{C}_{\text{int}} \end{aligned} \quad (1)$$

Therefore a *trajectory* is a continuous function γ associating each point of time of the interval $[t_{\min}, t_{\max}]$ to a particular robot configuration $q(t)$:

$$\begin{aligned} \gamma: [t_{\min}, t_{\max}] &\rightarrow \mathcal{C} \\ t &\mapsto \mathbf{q}(t) \end{aligned} \quad (2)$$

A *rigid transformation* is

$$\begin{aligned} m: \text{SE}(2) \times \mathcal{C}_{\text{int}} &\rightarrow \text{SE}(2) \times \mathcal{C}_{\text{int}} \\ (x, \mathbf{q}_{\text{int}}) &\mapsto (m.x, \mathbf{q}_{\text{int}}) \end{aligned} \quad (3)$$

An *auto-collision* occurs when the robot collides with itself. The set of all configurations in autocollision is called \mathcal{Q}_{col} .

Walking is a sequence of one or many *footstep(s)*. At the beginning, both feet are on the floor. This phase is called *double support phase*. Then, a foot moves until it reaches a desired position. This interval of time, until the foot lies on the floor again is called a *single support phase*. The moving foot is the *swinging foot*, the static foot is the *support foot*.

A footstep position is a 2D position on the plane. Steps will be denoted by $S \in \text{SE}(2)$.

A walking movement can be described as a sequence of footsteps S_i , $0 \leq i \leq n^{\text{step}}$. Step duration is constant and equal to T_{step} .

B. Trajectory following: from mobile robots to humanoids

As trajectory following has been extensively studied, a direct use of previously studied ideas such as illustrated by Fig. 2 would seem natural. However, this section will demonstrate that this naive approach is not sufficient.

Fig. 2 depicts what would be a mobile-robot closed loop tracking system applied to a humanoid robot. The reference trajectory γ would be modified by a feedback provided by some external localization system integrated to the robot and providing an estimation of the robot position and orientation denoted by $\hat{\mathbf{x}}$. From this estimation, an error is estimated

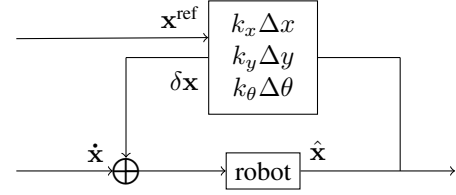


Fig. 2. Naive correction system for a humanoid robot. \mathbf{x} , $\dot{\mathbf{x}}$ and $\hat{\mathbf{x}}$ are respectively the current planned robot position, velocity and position estimated by an external localization system. The planned control $\dot{\mathbf{x}}$ is rectified by summing $\delta\mathbf{x}$ a correction directly computed by the position error of the waist between the plan and the perception.

and added to the original trajectory component by component using a proportional gain, i.e. k_x , k_y , k_θ on the figure.

This system provides an updated trajectory of the waist taking into account execution error through a feedback loop. As long as the humanoid robot has at least one contact point with the floor, the waist becomes locally fully actuated and this correction can be applied as long as \mathbf{q}_{int} , the joint values are recomputed accordingly.

a) *Corrected trajectory stability*: Unlike mobile robots, humanoid robots do not have to take into account the non-holonomic constraint which simplifies the control scheme. However, humanoids robots must preserve equilibrium during motion. This constraint is equivalent to the center of pressure \mathbf{z} remaining in the convex hull of the contact points of the feet on the ground:

$$\mathbf{z} = \mathbf{x} + \frac{1}{m(\ddot{z}_c + g)} \begin{pmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \end{pmatrix} \dot{\sigma} - \frac{z_c}{\ddot{z}_c + g} \ddot{\mathbf{x}} \quad (4)$$

where z_c is the height of the center of mass with respect to the ground, m is the mass of the robot, g is the gravity constant $\mathbf{x} = (x_c, y_c)$ is the projection of the center mass of the robot on the ground and σ is the angular momentum of the robot about the center of mass.

Naively applying a correction of the robot waist trajectory as suggested by Fig. 2 induces a perturbation of the center of mass and thus of the center of pressure trajectories that may violate the equilibrium constraint.

By constraining the center of mass to remain at constant height, and neglecting variations of the angular momentum, the above equation simplifies into the following linear relation:

$$\mathbf{z} = \mathbf{x} - \frac{z_c}{g} \ddot{\mathbf{x}} \quad (5)$$

Linearity implies that perturbing the center of mass trajectory by a function of time $\delta\mathbf{x}$ perturbs the center of pressure trajectory according to the same relation:

$$\begin{aligned} \mathbf{z}' &= (\mathbf{x} + \delta\mathbf{x}) - \frac{z_c}{g} \frac{d^2(\mathbf{x} + \delta\mathbf{x})}{dt^2} \\ &= \mathbf{x} - \frac{z_c}{g} \ddot{\mathbf{x}} + \underbrace{\delta\mathbf{x} - \frac{z_c}{g} \delta\ddot{\mathbf{x}}}_{\text{induced ZMP perturbation}} \end{aligned} \quad (6)$$

Using the simplified linear model, computing a trajectory correction is thus the same problem as computing a dynamically balanced trajectory.

However, if the initial trajectory has been computed using a more complex dynamic model, computing a trajectory correction using the linear model implies that approximation is performed only on the correction and may result in trajectories of better quality from a dynamic balance point of view.

b) Corrected trajectory singularities: As the waist is only locally fully actuated, it is important to compute a correction which does not introduce singularities during motion. The presence of singularities is directly related to the relative position of waist and contact points. However, applying directly the correction does not trigger any modification of the contact points, i.e. the footsteps. In practice, it means that as errors happen the gap between the waist and the feet will increase and finally there is a high risk to be unable to recompute the joints values due to the robot mechanical limits.

From this discussion, it appears clearly that these two drawbacks makes the naive solution unsatisfying. To solve these issues, a better control scheme allowing larger corrections and more suited to humanoid robotics will be introduced in the next section.

III. CLOSED-LOOP TRAJECTORY FOLLOWING FOR HUMANOID ROBOTS

This section proposes a control system for closed-loop trajectory tracking while taking into consideration humanoid robots specificities.

Closed-loop trajectory tracking consists in following a pre-computed trajectory while compensating for execution errors. Systems are often composed of four components:

- 1) a trajectory generator component,
- 2) a localization component providing an estimation of the robot position,
- 3) an error estimation component computing the error between the planned position and the perceived one,
- 4) and a component reshaping the planned trajectory to compensate for execution errors.

The trajectory generator provides two reference data: the footstep sequence, a set of footsteps S_i such as $0 \leq i \leq n^{\text{step}}$ and a whole-body trajectory $\gamma(t \in [t_{\min}, t_{\max}]) \in \mathcal{C}$. One advantage of the proposed control scheme is to alter the future footsteps positions to avoid singularities. Given a known perturbation of the footstep sequence, it is then possible to deduce the correction that should be applied to the feet and center of mass trajectories. Once those trajectories are computed, inverse geometry can be used to regenerate the joints trajectories.

One iteration of the control loop is described by Algorithm 1 and can be summarized as:

- 1) estimate the robot position,
- 2) compute the position error $\delta\mathbf{x}$,
- 3) filter the error to avoid perturbing too much the initial trajectory and to absorb localization noise,

- 4) recompute the next steps positions to compensate execution errors and make sure the feet will land on the planned position,
- 5) check if the recomputed next step is feasible,
- 6) regenerate smooth trajectories for the feet, center of mass and ZMP.
- 7) regenerate the joints trajectories. This step is denoted by $\gamma \oplus \delta\gamma$ in the algorithm. The $\gamma \oplus \delta\gamma$ operation returns γ altered by the rigid transformation $\delta\gamma$.

Algorithm 1 Control loop at time t_{current} achieving a closed-loop following of trajectory γ (next correction will be applied at $t_{\text{next_correction}}$).

Input: $\gamma, t_{\text{current}}, t_{\text{next_correction}}$

Output: $\gamma, t_{\text{current}}, t_{\text{next_correction}}$

if $\gamma(t_{\text{current}})$ is double support **and** $t_{\text{current}} \geq t_{\text{next_correction}}$ **then**

estimate robot position $\hat{\mathbf{x}}$

compute robot position error $\delta\mathbf{x}$

compute offset $\delta\gamma$ absorbing the execution error $\delta\mathbf{x}$

if the perturbation $\delta\gamma$ can be applied **then**

$\forall t \in [t_{\text{current}}, t_{\text{max}}], \gamma(t) \leftarrow \gamma(t) \oplus \delta\gamma(t)$

$t_{\text{next}} \leftarrow t_{\text{current}} + 2T_{\text{step}}$

end if

end if

$\mathbf{q} \leftarrow \gamma(t_{\text{current}})$

$t_{\text{current}} \leftarrow t_{\text{current}} + \Delta t$

First, the robot position $\hat{\mathbf{x}}$ is perceived. The localization system will not be detailed in this paper, see [11], [12] for instance for more details. Although common limitations of these systems are taken into account. The precision of the robot estimation does not decrease over time, but can vary during the execution. This produces a noise which may perturb the control scheme. The localization system can also fail to provide an estimation or even sometimes provide aberrant values.

Secondly, an error $\delta\mathbf{x}$ is computed by comparing the planned waist position and the estimation of the waist position. A threshold is applied to this value to bound the applied corrections. In practice, it also filters outliers and the noise that the localization system may introduce in the system.

Then, the relative position of the next footstep w.r.t. to the current one is changed to compensate the perceived error. Fig. 3 illustrates this mechanism.

From this point, smooth trajectories can be regenerated for feet and center of mass. To ensure smoothness, the trajectory correction is progressively applied during the next two steps. To finish, joint values are recomputed using these new reference trajectories.

Additionally, a test is added to check that a correction can be computed for the current time t_{current} . A correction can be applied if no correction is being applied, i.e. $t_{\text{current}} \geq t_{\text{next_correction}}$ and if the robot is in the double support phase. Indeed starting a correction in the middle of a step

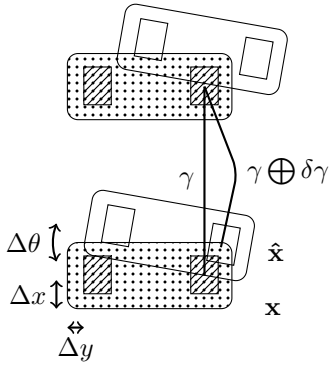


Fig. 3. Correction of the next step due to a position error of the robot waist. Dotted rectangles are the planned positions \mathbf{x} of the robot waist before and after the next step. Non-dotted rectangles corresponds to the robot real positions $\hat{\mathbf{x}}$. Error w.r.t to axis X, Y and yaw rotation is $(\Delta x, \Delta y, \Delta \theta) = \delta \mathbf{x}$, γ the reference trajectory and $\delta \gamma$ the corrected trajectory reaching the planned step.

would be dangerous and starting a correction while another correction is being applied would lead to erroneous results.

c) *Estimation of the position error:* We make the assumption that an external system provides $\hat{\mathbf{x}} \in \text{SE}(2)$, an estimation of the current robot position.

The position error is defined by:

$$\delta \mathbf{x} = \mathbf{x} \cdot \hat{\mathbf{x}}^{-1} \quad (7)$$

In Eq. (7), $\delta \mathbf{x}(t)$ can be interpreted as the planned robot position with respect to the current robot position at time t . By consequence, at the beginning of the trajectory t_{\min} , the error is always equal to zero:

$$\delta \mathbf{x}(t_{\min}) = 0 \quad (8)$$

d) *Footstep sequence modification:* Given a position error of the waist, it is possible to alter the remaining steps in the footstep sequence to absorb this offset.

The purpose of this step is to take into consideration that the previous step has not been executed correctly, leading to a different relative position than the one which has been initially planned. To cancel the error, the next footsteps positions will be modified so that the robot will step in the planned locations.

The footstep positions are $S \in \text{SE}(2)^{n_{\text{step}}}$. Let consider $\delta \mathbf{x}$, the current position error, $S^{\text{future}} \subset S$ the steps which have not been played yet. The footstep positions will be changed according to the following computation:

$$\forall s \in S^{\text{future}}, s \leftarrow \delta \mathbf{x} \cdot s \quad (9)$$

e) *Whole-body trajectories modification:* A new placement of the next feet has been computed. It is now necessary to modify the two feet and the center of mass trajectories synchronously to reach the corrected foot prints.

The correction is computed by considering the simplified model introduced in section II. Hence, no hypothesis is done on the strategy used to plan the reference trajectories. One interest of this approach is to totally dissociate the planning and correction algorithms. To compute a small perturbation the simplified model is sufficient. It allows extremely reactive correction without compromising the overall trajectory quality.

The linearized inverse pendulum model allows the computation of the center of mass trajectory $x(t)$ given a ZMP trajectory $z(t)$ by solving Eq. (4). Considering r a polynomial depending only of z , (V_x, V_y, W_x, W_y) free parameters used to constrain the initial position and velocity of the center of mass, a general following form of a polynomial center of mass trajectory is:

$$\mathbf{x}(t) = \cosh\left(\sqrt{\frac{g}{z_c}} \cdot t\right) \cdot \mathbf{V} + \sinh\left(\sqrt{\frac{g}{z_c}} \cdot t\right) \cdot \mathbf{W} + \mathbf{r}(t) \quad (10)$$

Given the formulation in Eq. (10), it is possible to continuously modify the center of mass trajectory to make it follow $\bar{z}(t)$ the corrected trajectory. This new trajectory can be expressed as the sum of two polynomials:

$$\bar{\mathbf{x}}(t) = \cosh\left(\sqrt{\frac{g}{z_c}} \cdot t\right) \cdot \mathbf{V} + \sinh\left(\sqrt{\frac{g}{z_c}} \cdot t\right) \cdot \mathbf{W} + \mathbf{r}(t) + \Delta(t) \quad (11)$$

To apply smoothly the correction from t_1 to t_2 , several constraints have to be respected:

$$\begin{aligned} \Delta(t_1) &= 0 \\ \Delta(t_2) &= \delta \mathbf{x} \\ \frac{\partial \Delta}{\partial t}(t_1) &= \frac{\partial \Delta}{\partial t}(t_2) = 0 \end{aligned} \quad (12)$$

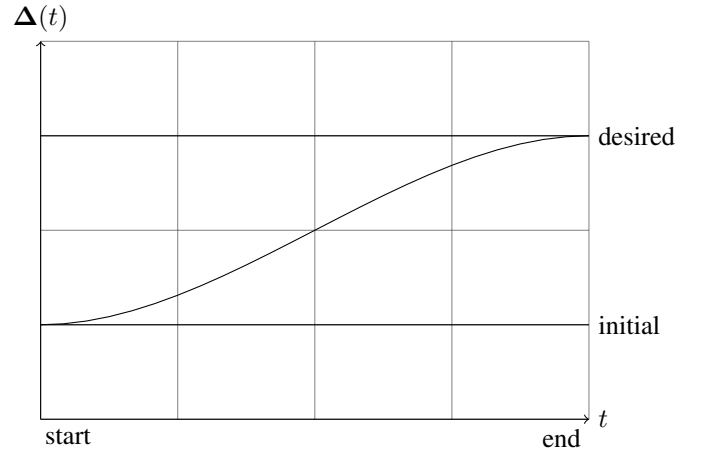


Fig. 4. Polynomial curve $\Delta(t)$ providing a smooth transition between feet and center of mass trajectories.

These four constraints determines the polynomial four parameters leading to the curve illustrated by Fig. 4.

This reshapes the center of mass trajectory by taking advantage of the linear formulation of the simplified model.

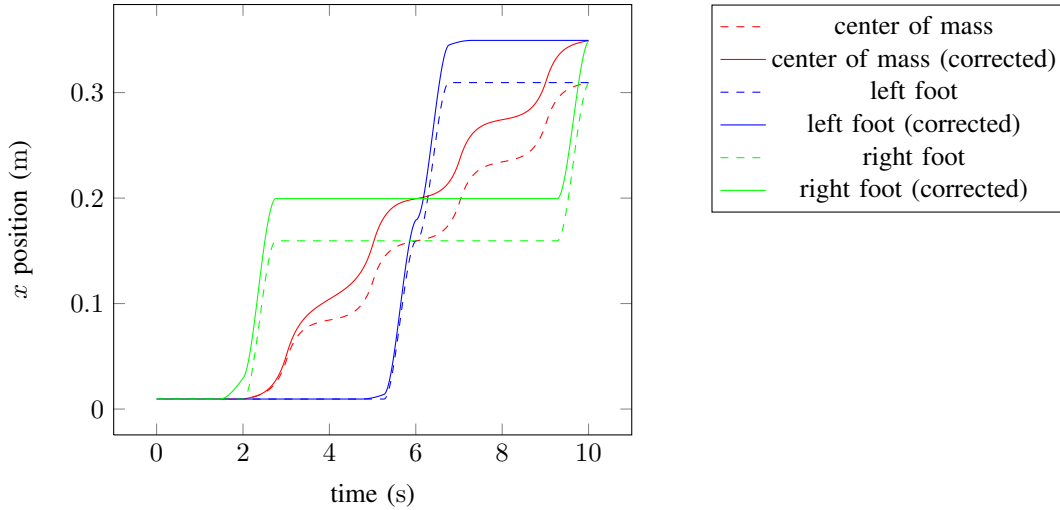


Fig. 5. Evolution, during two steps, of the x position of the center of mass and left foot. Solid curve depicts a step a 0.3m forward. Dashed curve depicts this step with a correction of 0.05m in the forward direction.

Additionally, the feet trajectories are modified to reach the corrected positions at the end of the step. The smooth correction is also obtained by using a third-order degree polynomial with similar constraints: initial position remains as before, the goal position must fit the corrected position and the velocity of the correction is equal to zero at the beginning and the end of the transition. Fig. 5 compares resulting trajectories before and after the correction.

These three corrections must be executed in the correct order: as stated before a correction is computed during a double support phase and applied during the next two steps. We will make the assumption, without any loss of generality, that the next flying foot is the left one. In that case the correction of the left foot is progressively applied during the single support phase. During the ZMP shift of this step, the center of mass correction is also applied. Then, during the next step, the correction of the right foot is applied. The timeline of the correction is illustrated by Fig. 5.

f) Error thresholding and new step feasibility: Correction does not compromise the robot stability. However, any correction is not feasible due to the robot mechanical limits and auto-collision. Therefore, it is important to bound corrections in order to avoid producing infeasible steps. It is also important to validate new steps w.r.t to auto-collision.

The base hypothesis is that the reference trajectory which has been computed off-line is safe i.e. stable and without any auto-collision. By consequence, the goal is to determine how much this initial trajectory can be modified without compromising its safety.

First, a maximum error has been determined empirically. The maximum lateral perturbation is $\pm 0.04\text{m}$, the maximum forward perturbation $\pm 0.05\text{m}$ and the maximum angular perturbation is $\pm 0.1\text{rad}$ every two steps.

Secondly, the new step is validated. The decision is based on

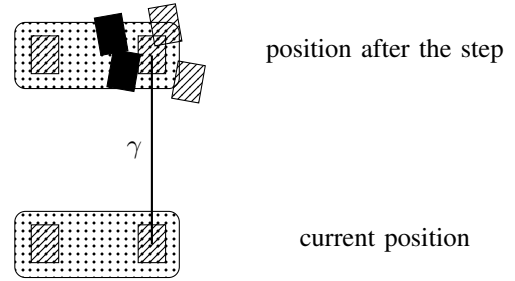


Fig. 6. Validation of the recomputed next step. Waist position is symbolized by dotted rectangle, valid steps by hashed rectangles and invalid steps by black rectangles.

the relative movement of the first corrected foot. Let consider that, for instance, the next moving foot is the left one. The original left foot position is $s \in \text{SE}(2)$, the new corrected left foot position is $s' \in \text{SE}(2)$. The relative position of the original and new foot is computed. If the y component of the result is positive, the new step is accepted. In practice, it means that the step is “pushed” away and will not induce an auto-collision. On the opposite, with the right foot, the step is accepted if the y component is negative.

If a correction is invalidated, another one is computed during the next double support phase. In practice, the estimated error during the next step will be close to the current estimation, in particular the sign (i.e. direction) of the error will remain the same. As the flying foot will change the delayed correction has a high chance of being accepted.

This naive system has been empirically validated. However, it prevents some valid corrected steps. In the future, this will be replaced by an off-line validation of the steps as described by [13]. This will provide a sound and very fast method as the validity checking will be equivalent to reading a value in memory.

IV. EXPERIMENTAL RESULTS

The proposed method has been validated on HRP-2 using the following scenario: the robot walks in a constrained area cluttered with 3D obstacles. The planned motion generates steps where HRP-2 walks over obstacles to reach its goal.

This experiment uses the pattern generator described by [13] and the stack of tasks formalism [14] to implement the control scheme. The pattern generator provides reference trajectories for the center of mass and the feet. Trajectory following tasks for these particular bodies are then inserted into the control framework. The solver will then realize implicitly the inverse geometry computations required to recompute the whole-body trajectory and simplifies the actual control scheme.

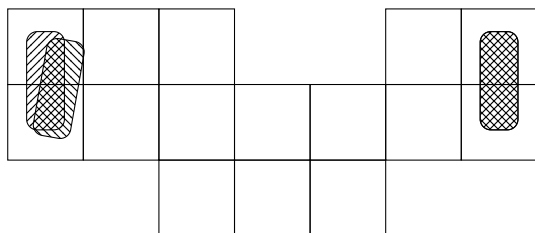


Fig. 7. HRP-2 experiment scenario. On the left, the vertical rectangle is the planned starting point and the rotated rectangle is the real starting point. On the right, the goal point which is reached independently of the initial error.

Fig. 1 illustrates the experiment on the real robot. This experiment video is available on the web¹. Fig. 7 provides an overview of the scenario: the rectangle on the left symbolizes the initial position and the rectangle on the right the final position. The robot is allowed to walk on the tiles, i.e. the boxes but not outside. The starting point is perturbed to trigger a correction.

V. FUTURE WORK AND CONCLUSION

This paper has discussed the difference between closed-loop trajectory tracking on a mobile robot and on a humanoid robot. Section II demonstrates that even if this problem may seem simple, a direct use of the mobile robots control schemes is not realistic. Section III suggests a new strategy which takes into consideration the humanoid robot specificities, in particular the need to alter contact points.

Section IV provides an illustration of an experiment where the HRP-2 robot follows a trajectory and achieve a result which would be impossible using an open loop scheme, validating the proposed approach.

However, additional work is needed to perfect this strategy: the heuristic step validation should be replaced by a better criteria and maintaining a precise localization during a long

movement is still a problem. Additionally, this work should be integrated with more complex movements to validate the generality of this approach.

¹<http://homepages.laas.fr/tmoulard/video/11humanoids-tmoulard.mp4>

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