

Quadrupedal Motion Planning for Legged Robots

- Robots & Methods -



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Legged Robots of MEMMO





Early days











Hirose Lab Titan



~985 ~98A



MIT Quadruped Raibert

~90

Phony Pony, Frank & McGhee

~000



~918

Recent years





Recent years



















Advantages











СоМ

Area of Support Simple Leg Kinematics







[source: Animal Gaits for Animators, Stephen Cunnane (https://vimeo.com/215637283)]

Examples

























Complexity

Contacts

Constraints











System

Environment

• • •





Search/Sampling



Engineering Approach

- + Set of small problems
- + Good solutions
- + Fast
- Limited performance as blocks often coupled
- Heuristics
- Hand-tuning























Mathieu Geisert

- Problems in optimization
 - Contacts
 - Phases
 - Friction Cones
 - ... etc



"Gait and Trajectory Optimization for Legged Systems through Phase-based End-Effector Parameterization." Winkler, A. W, Bellicoso, D. C, Hutter, M, and Buchli, J. IEEE Robotics and Automation Letters (RA-L), 2018.







(a) Initial request

(b) Reachability planning

(c) Contact sequence

"A Versatile and Efficient Pattern Generator for Generalized Legged Locomotion." Justin Carpentier, Steve Tonneau, Maximilien Naveau, Olivier Stasse, Nicolas Mansard. IEEE International Conference on Robotics and Automation (ICRA), May 2016.