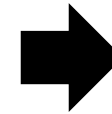
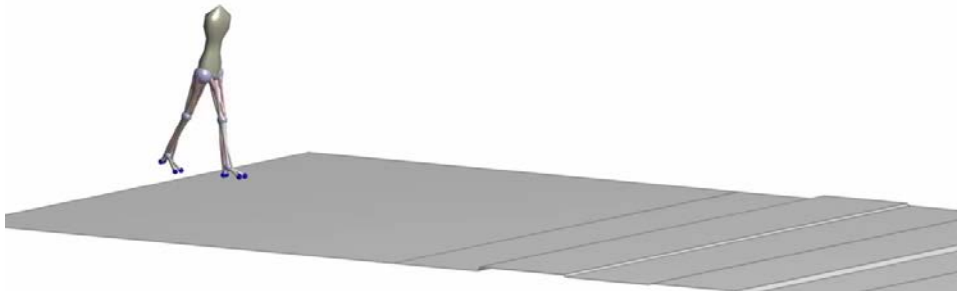


A Neuromuscular Model of Human Locomotion and its Applications to Robotic Devices

The 10th Workshop on Humanoid Soccer Robots
at 15th IEEE-RAS International Conference on Humanoid Robots
Nov 3, 2015



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W911NR-11-1-0098



EEC 0540865



1R01HD075492



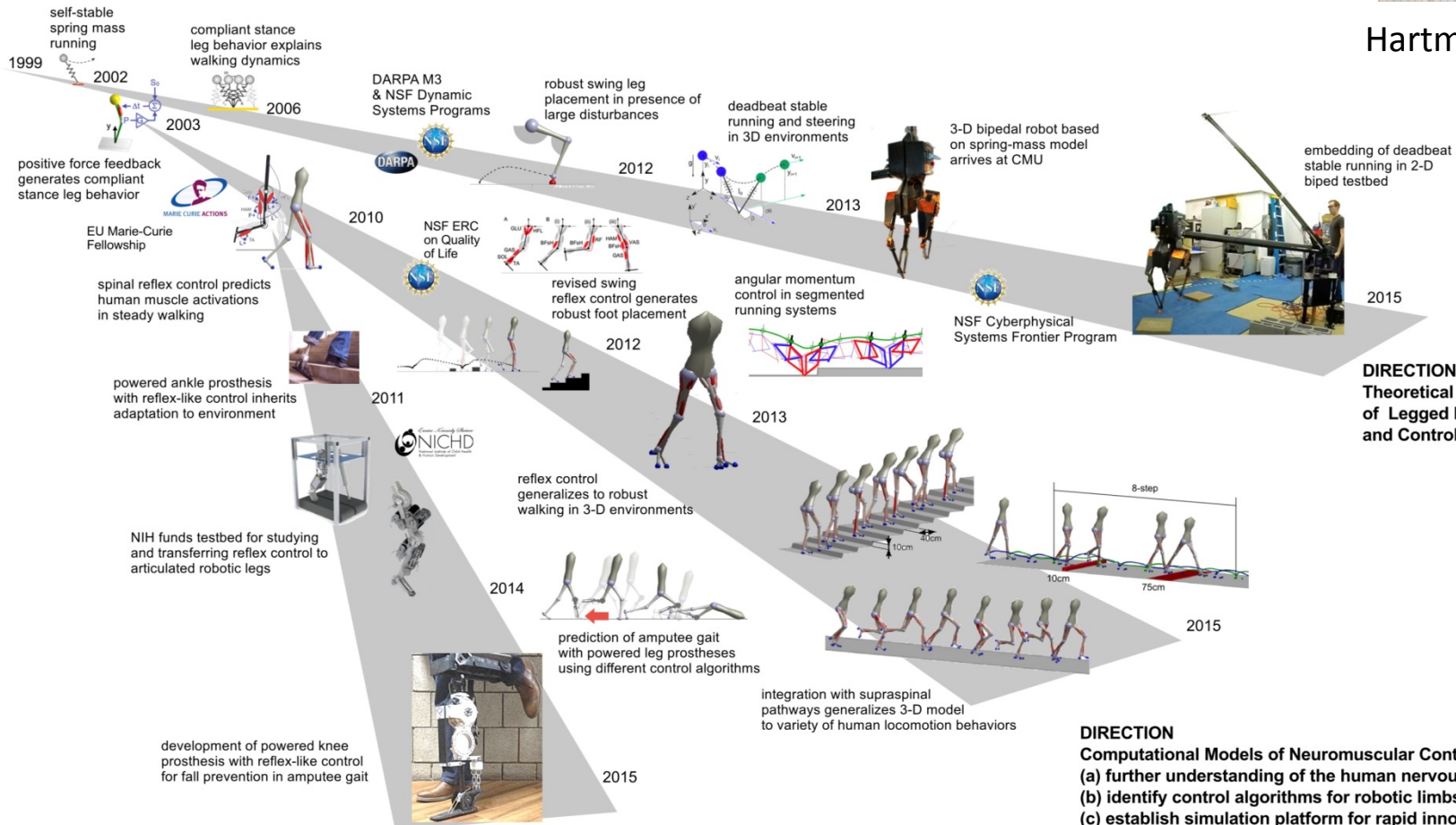
How does human walk?

S Song, Y Ryoo, and D Hong, Development of an omnidirectional walking engine for full-sized lightweight humanoid robots, *ASME IDETC*, 2011.

Geyer Group



Hartmut Geyer



embedding of deadbeat stable running in 2-D biped testbed

DIRECTION
Theoretical Foundation of Legged Dynamics and Control

DIRECTION
Robotic Limbs with human-like Behavior and Dexterity

DIRECTION
Computational Models of Neuromuscular Control to
(a) further understanding of the human nervous system
(b) identify control algorithms for robotic limbs
(c) establish simulation platform for rapid innovation in rehabilitation robotics

Content

Background

Neuromuscular model of human locomotion

Using the model to control bipedal robots

Current understanding of human locomotion control

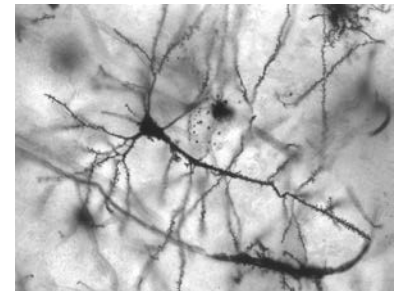
Human locomotion is well described at the behavioral level

Kinematics, dynamics, muscle activations, ...



Not much is understood at the neural circuit level

Spinal and supraspinal control layers
Central pattern generators (CPGs), reflexes, ...



Simulation studies may provide better understanding

model	mechanics	control			locomotion behaviors	robustness	EMG correlation
		strategy	reflex delay	world frame			
Taga et al. (1991-1998)	2D, 7 seg 6 torques	CPG + reflex	0	all segments	walk (run, obst)	25 Ns BW push, +15 kg at pelvis	n/a
Hase et al. (1998-2011)	3D 14 seg 60 muscles	CPG + reflex	0 (5 ms)	all segments	walk, run	±0.5 cm GND (±2 cm GND)	not reported
Ogihara et al. (2001-2012)	2D 7 seg 18 muscles	CPG + reflex	0	none	walk	-	not quantified (not good)
Günther et al. (2003)	2D 11 seg 28 muscles	reflex (λ-model)	0	trunk	stand→walk	2° slopes, 0.07~3 × gravity	not quantified (not good)
Jo et al. (2004-2008)	2D 7seg 18muscles	mSyn +reflex	realistic	trunk	stand→walk (kick, obst)	15 Ns pushes +15 kg at trunk	not quantified (not bad)
Geyer et al. (2010)	2D 7 seg 14 muscles	reflex	realistic	trunk	walk	ground: ±4cm	51%-99%

- + robust 3D locomotion
- + diverse locomotion behaviors
- + predictive model

pros

cons

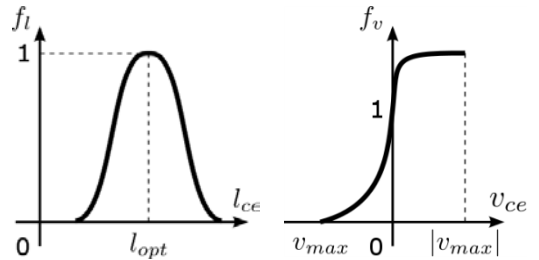
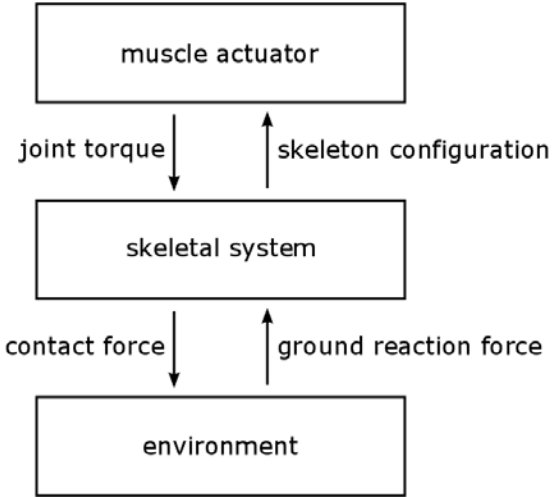
Background

Neuromuscular model of human locomotion

S Song and H Geyer, A neural circuitry that emphasizes spinal feedback generates diverse behaviors of human locomotion, *The Journal of Physiology*, 2015.

Using the model to control bipedal robots

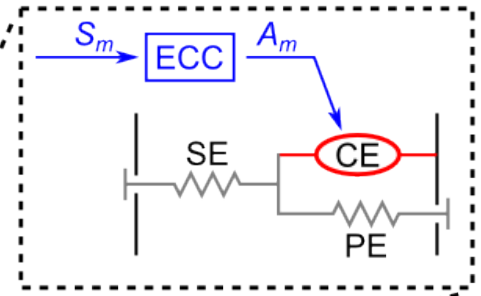
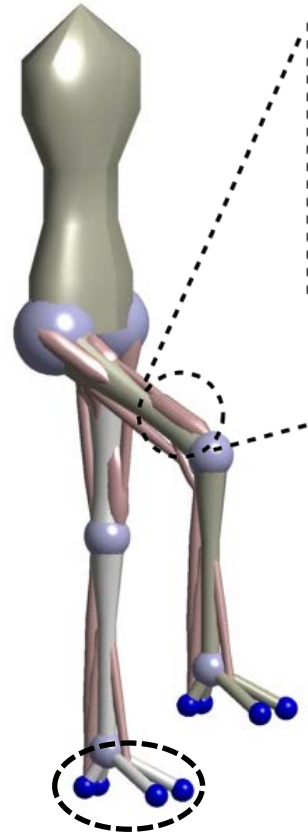
Musculoskeletal system



$$F_{ce} = A F_{max} f_l(l_{ce}) f_v(v_{ce})$$

$$F_{mtu} = F_{se} = F_{ce} + F_{pe}$$

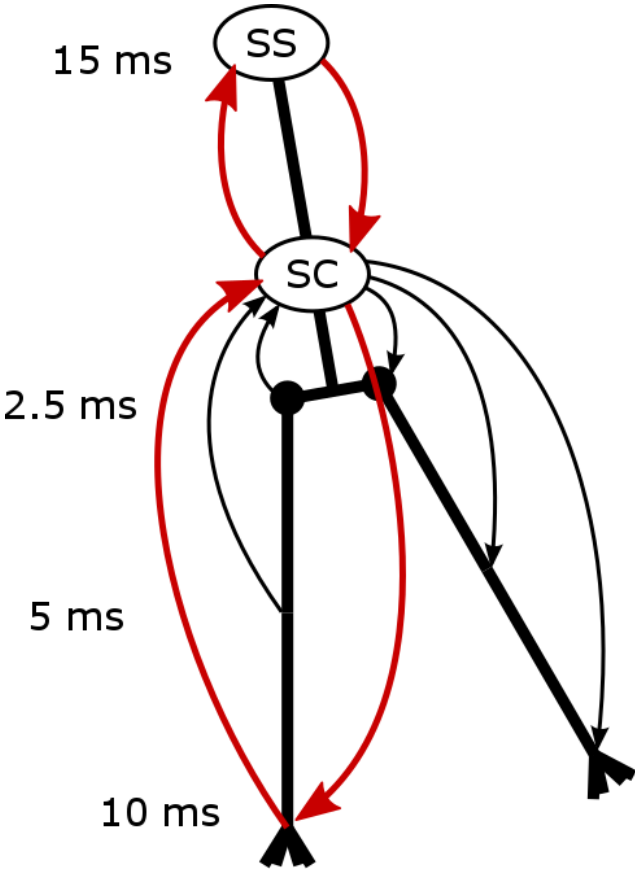
7 segments
8 DOFs
22 MTUs



CE: contractile element
 SE: series elasticity
 PE: parallel elasticity

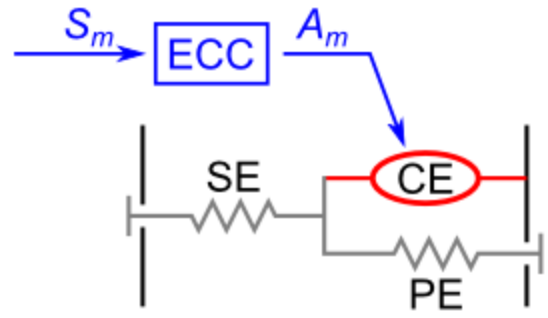
Neurophysiological transmission delays are modeled

Neural transmission delay



$$10 + 15 + 15 + 10 = 50 \text{ ms}$$

Other sources of system delay

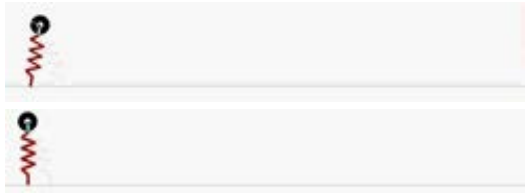


muscle dynamics
excitation-contraction coupling (ECC): ~35 ms

Spinal control consists of reflex modules that embed key functions essential for legged locomotion

Stance

Compliant leg behavior realizes walking and running

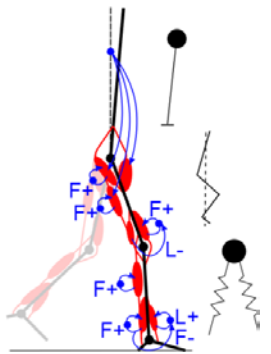


[Geyer EA, 2003]

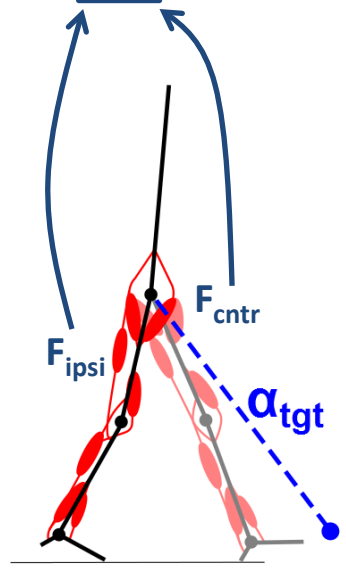
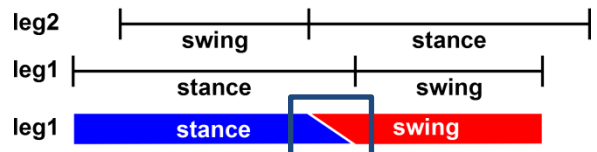
Positive force feedback generates compliant leg behavior

$$S_m = S_0 + GF_m (t - \Delta t)$$

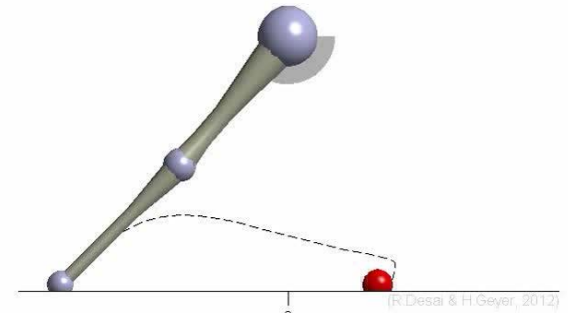
[Geyer EA, 2006]



Stance → Swing

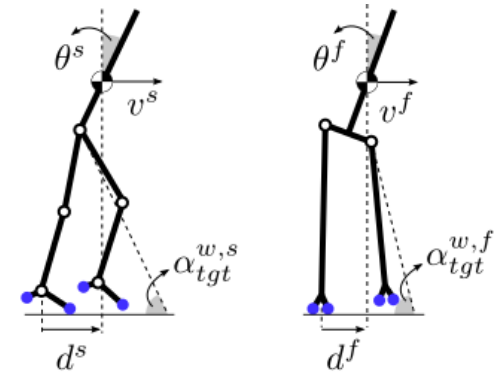


Swing



[Desai EA, 2012&2013; Song EA 2013]

$$\alpha_{tgt} = \alpha_0 - c_d d - c_v v$$

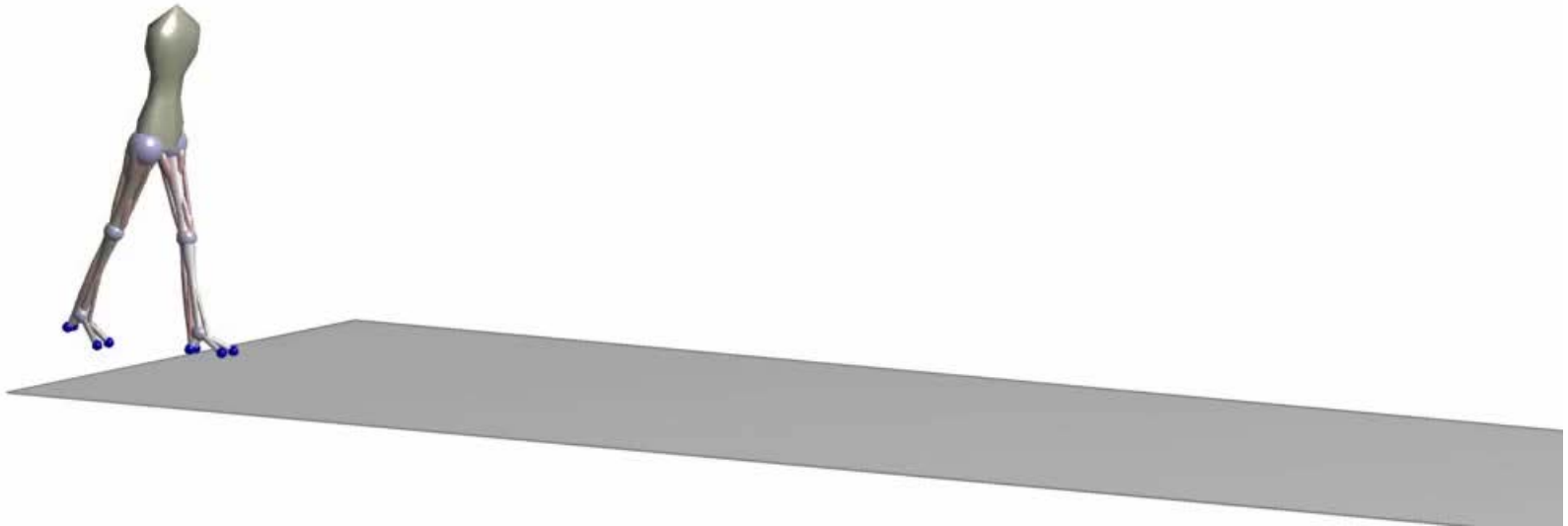
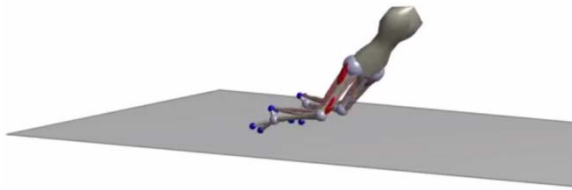


sagittal plane frontal plane

LIPM [Kajita EA, 2001]

SIMBICON [Yin EA, 2007]

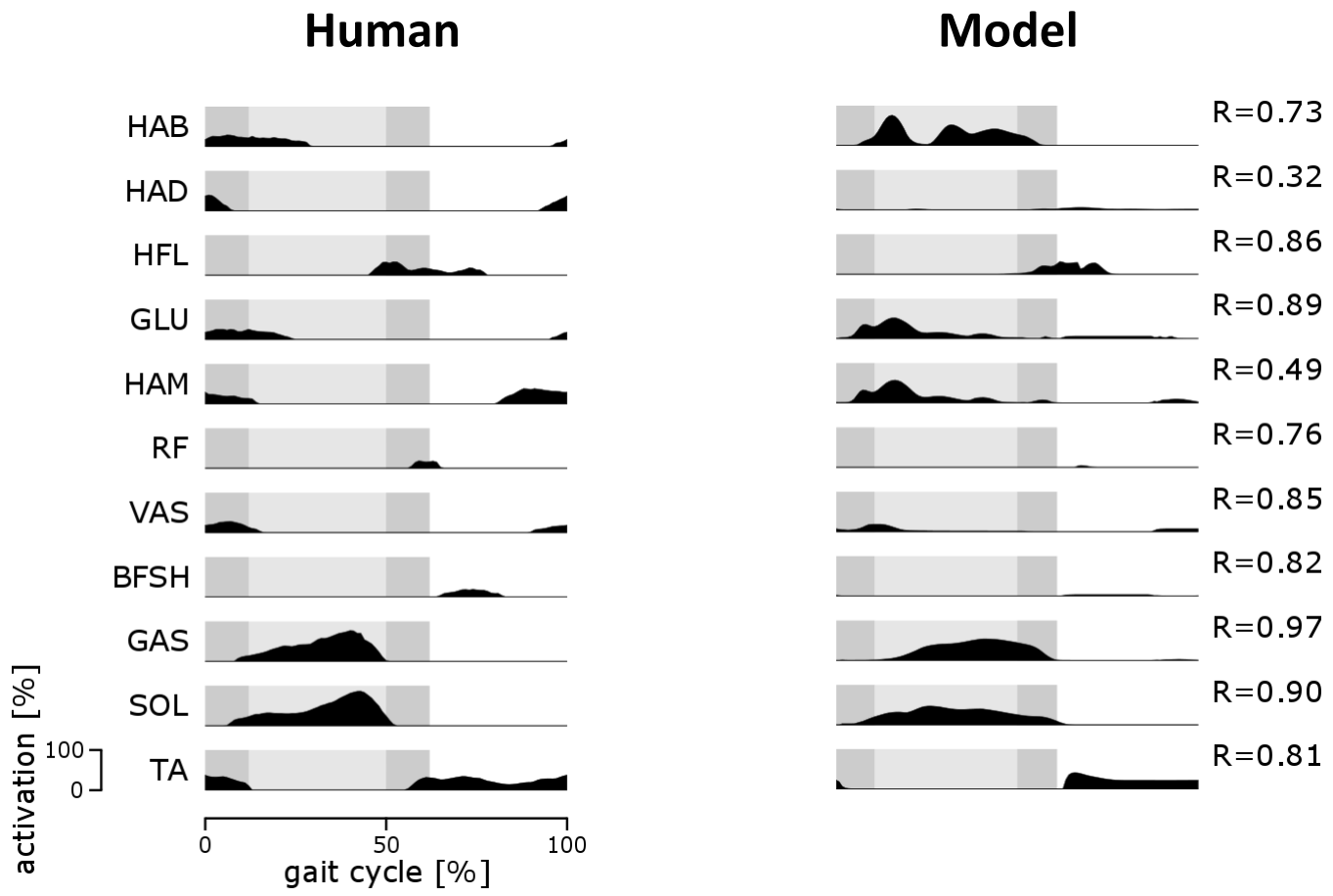
Energy optimal control parameters generates human-like walking



The neural control is plausible

The neural control *predicts* normal human locomotion

Energy optimal walking shows human-like muscle activation

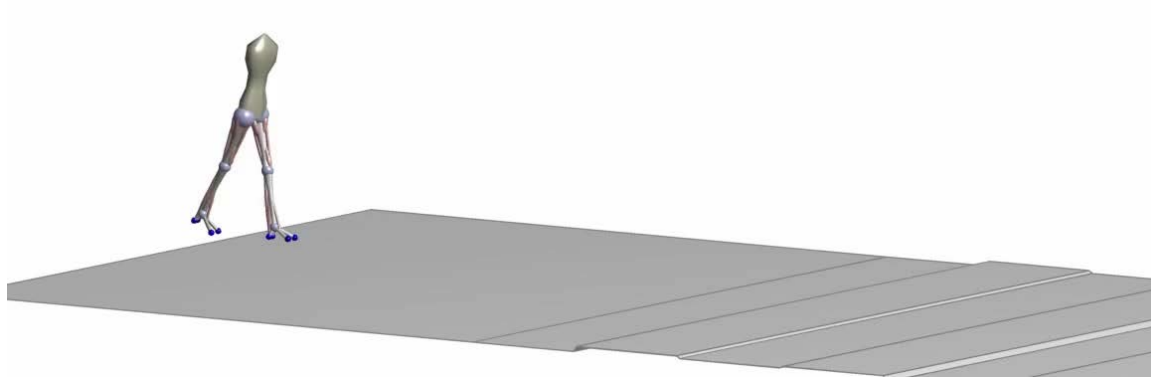


The differences come from ...

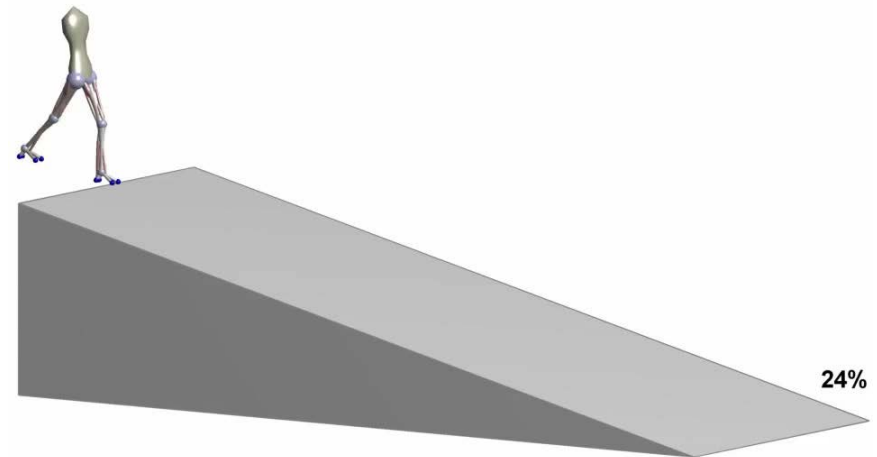
- simplified musculoskeletal model
- energy optimal control parameters

The model can generate diverse locomotion behaviors

Robust walking (± 10 cm)



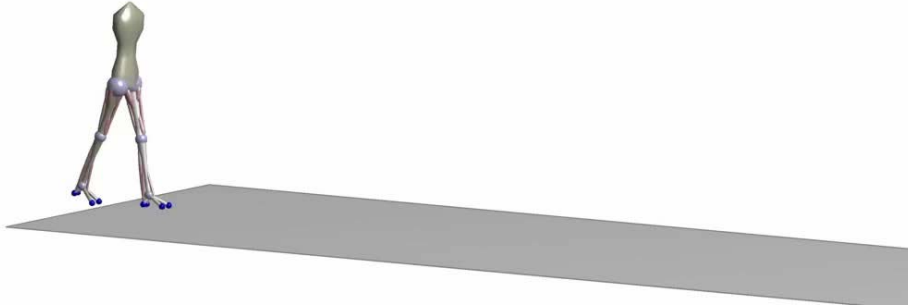
Slope ascend and descend



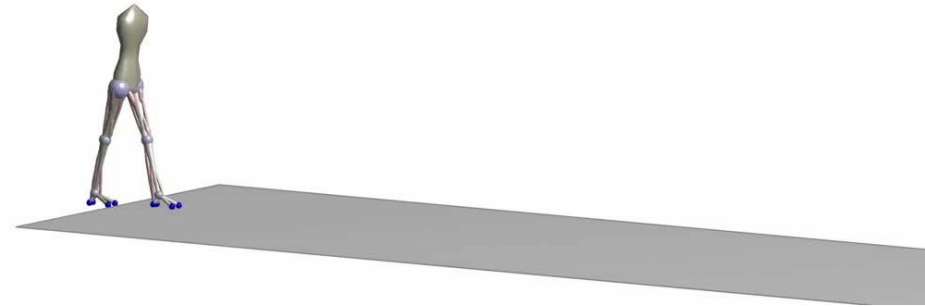
The model can generate diverse locomotion behaviors

Speed change

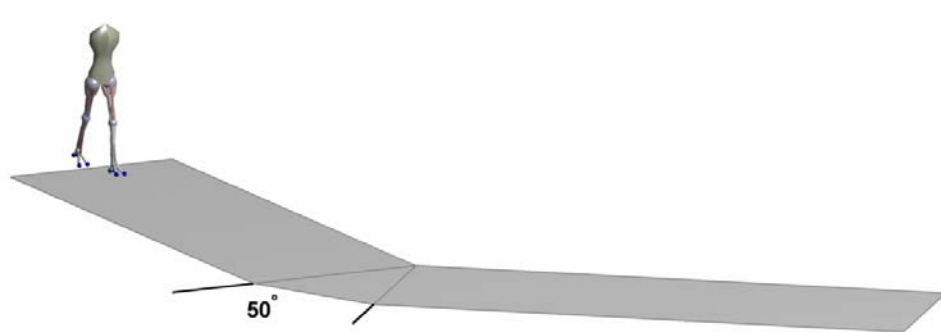
$0.8 \text{ ms}^{-1} \Rightarrow 1.8 \text{ ms}^{-1}$



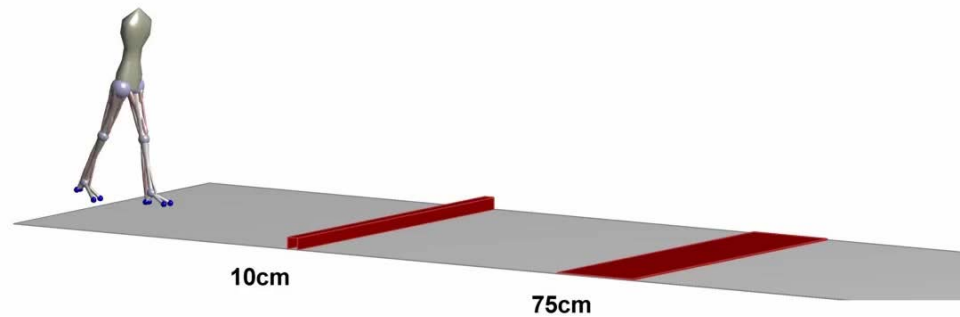
$1.8 \text{ ms}^{-1} \Rightarrow 0.8 \text{ ms}^{-1}$



Direction change



Obstacle avoidance



S Song and H Geyer, A neural circuitry that emphasizes spinal feedback generates diverse behaviors of human locomotion, *The Journal of Physiology*, 2015.

The proposed model can generate human-like robust walking and diverse locomotion behaviors

The motor patterns of many human locomotion behaviors can be generated by chains of reflexes in the lower layer controller

The model is implemented in MATLAB Simulink

The model can be downloaded from:

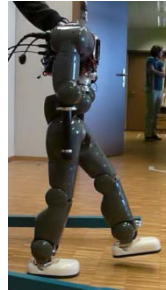
<http://www.cs.cmu.edu/~smsong/nmsModel/nmsModel.html>

Our neuromuscular model has been used in different studies

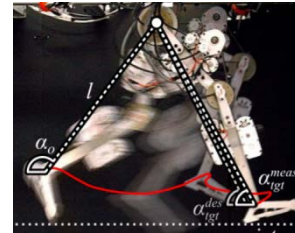
Controllers for prosthetic legs and bipedal robots



BionX (BiOM)
[Eilenberg EA, 2010]



EPFL (COMAN)
[van der Noot EA, 2015]



GeyerGroup
[Schepelmann EA, 2015]



GeyerGroup
[Thatte EA, 2015]

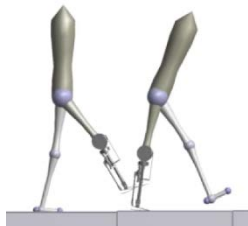
Simulation testbeds for assistive devices



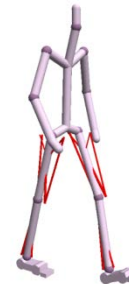
Delft Univ.
[van Dijk EA, 2013]



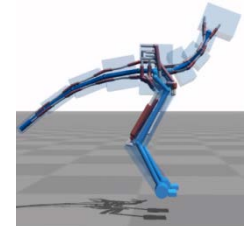
Samsung
[Seo EA, 2015]



GeyerGroup
[Thatte EA, 2015]



Stanford Univ.
[Wang EA, 2012]



Utrecht Univ.
[Geijtenbeek EA, 2013]

Controllers for graphical characters

Background

Neuromuscular model of human locomotion

Using the model to control bipedal robots

Z Batts, S Song, and H Geyer, Toward a virtual neuromuscular control for robust walking in bipedal robots, *IEEE IROS*, 2015.

Current robot walking controllers have not yet reached the robustness of human locomotion control

Centralized controllers

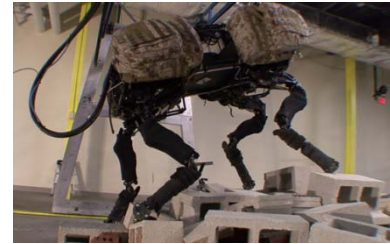


[Urata EA, 2012]

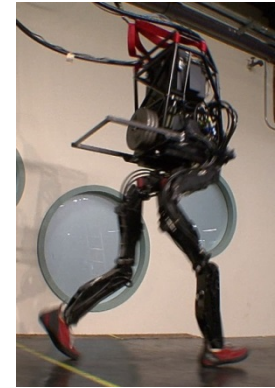


[Feng EA, 2014]

Heuristic policy-based controllers



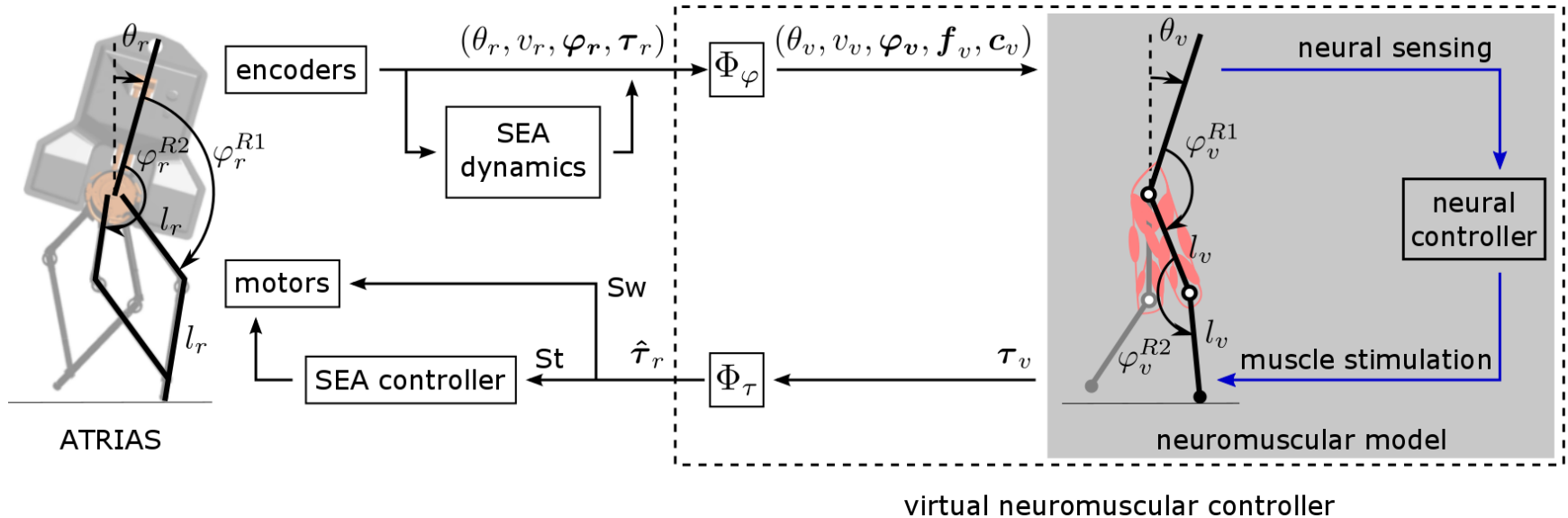
[Raibert EA, 2008]



[Nelson EA, 2012]

The reflex-based neuromuscular control may provide an alternative controller

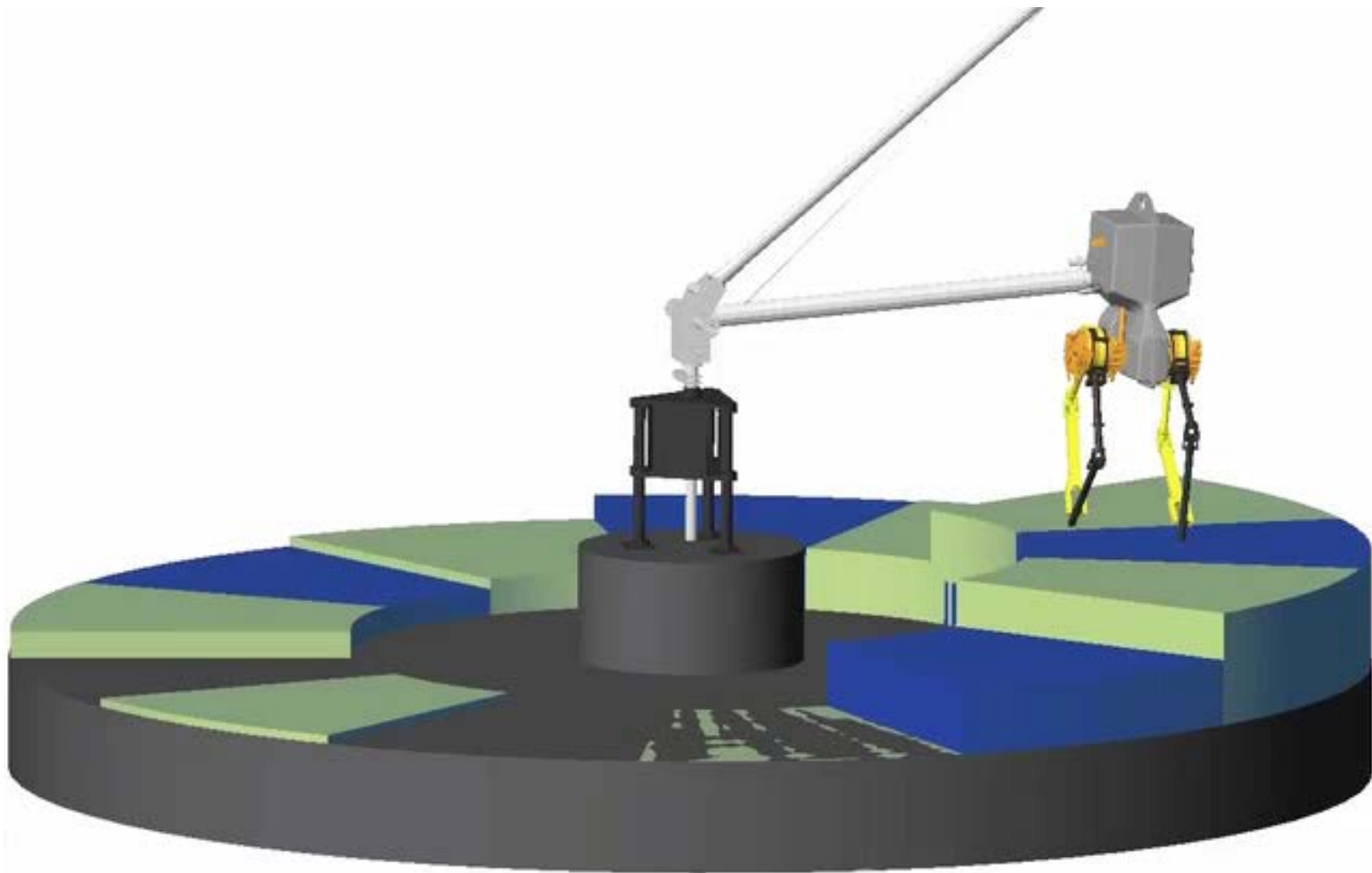
Virtual neuromuscular control (VNMC)



ATRIAS robot

- human size
- trunk mass: 58 kg, leg mass: 2 kg (x 2)
- no foot
- series elastic actuators (SEA)

With VNMC, ATRIAS can walk on a terrain with height changes of ± 20 cm in a 2D simulation environment



The stance leg control is tested on hardware



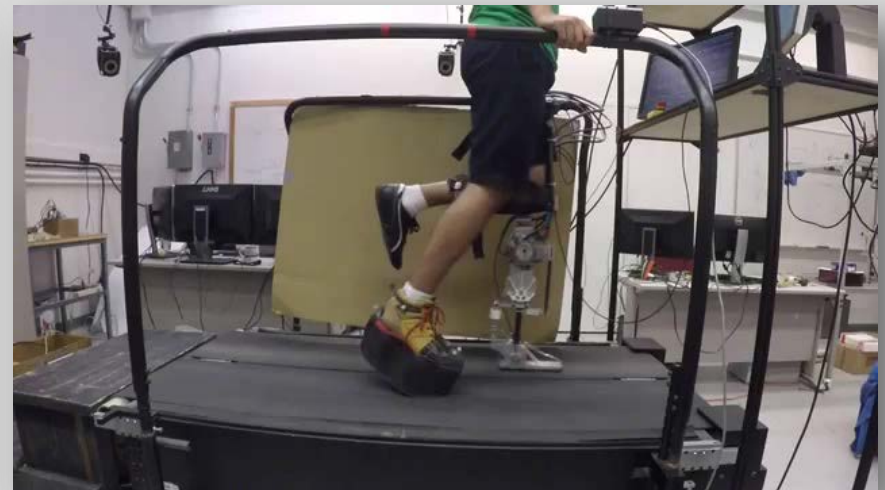
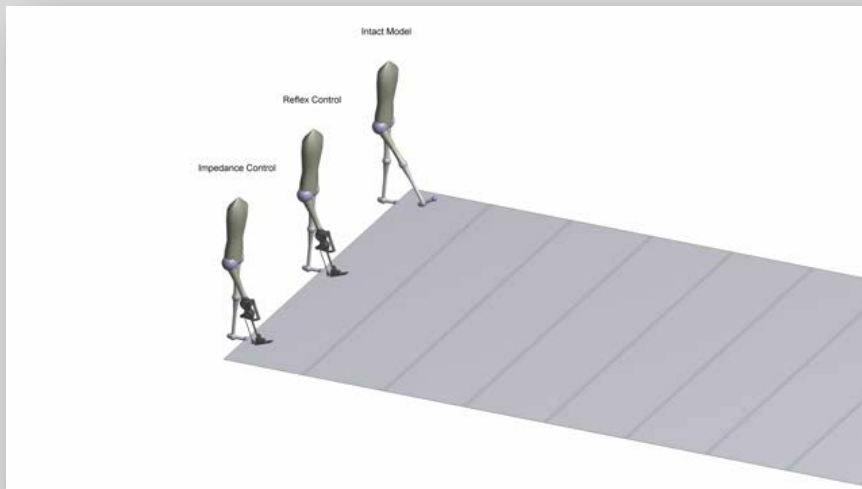


Nitish Thatte

Other Applications

– Controller and simulation testbed for prosthetic legs

N Thatte and H Geyer, Toward balance recovery with leg prostheses using neuromuscular model control, *IEEE Transactions on Biomedical Engineering*, 2015.



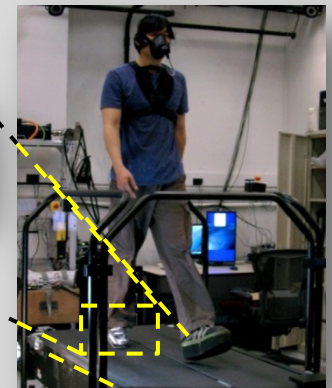
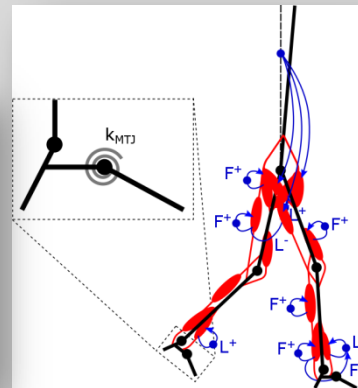
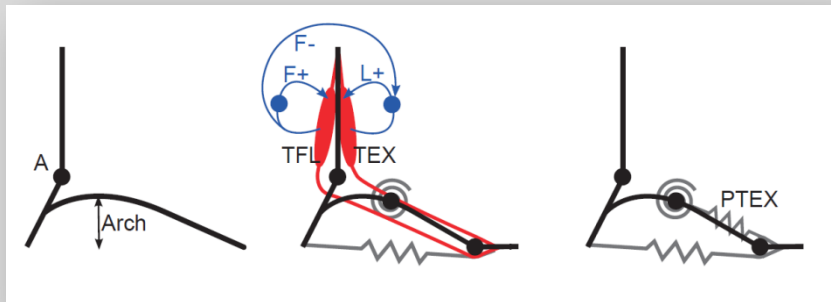
vs. impedance control [Sup EA 2008]

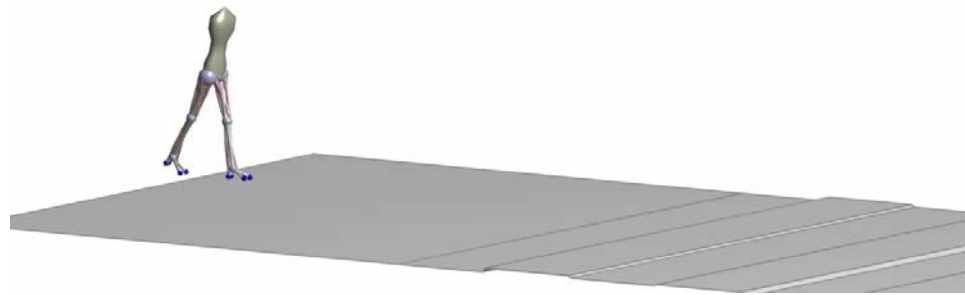
Other Applications

– Simulation testbed for studying foot biomechanics

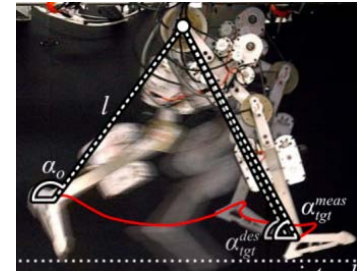
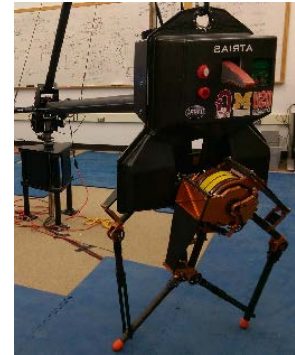
S Song and H Geyer, The energetic cost of adaptive feet in walking, *IEEE ROBOTICS*, 2011.

S Song, C LaMontagna, SH Collins, and H Geyer, The effect of foot compliance encoded in the windlass mechanism on the energetics of human walking, *IEEE EMBC*, 2013.

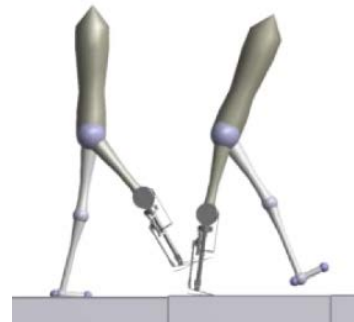
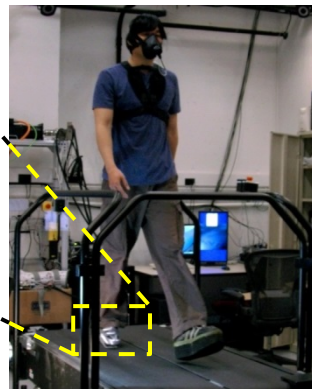
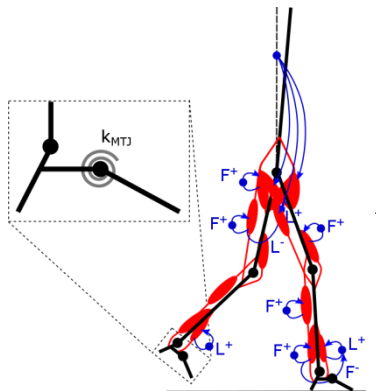




Controller for robotic platforms



Simulation testbed for locomotion studies



The model can be downloaded from:
<http://www.cs.cmu.edu/~smsong/nmsModel/nmsModel.html>

smsong@cs.cmu.edu