

# Locomotion control in swimming and legged biorobots

Auke Jan Ijspeert

Topics in Autonomous Robotics, April 2025

# Content of the talk

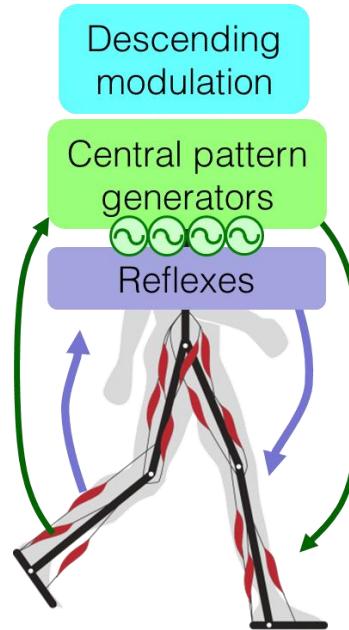
Modeling of spinal circuits in lower vertebrates



Paleontology Robotics



Modeling of spinal circuits in humans



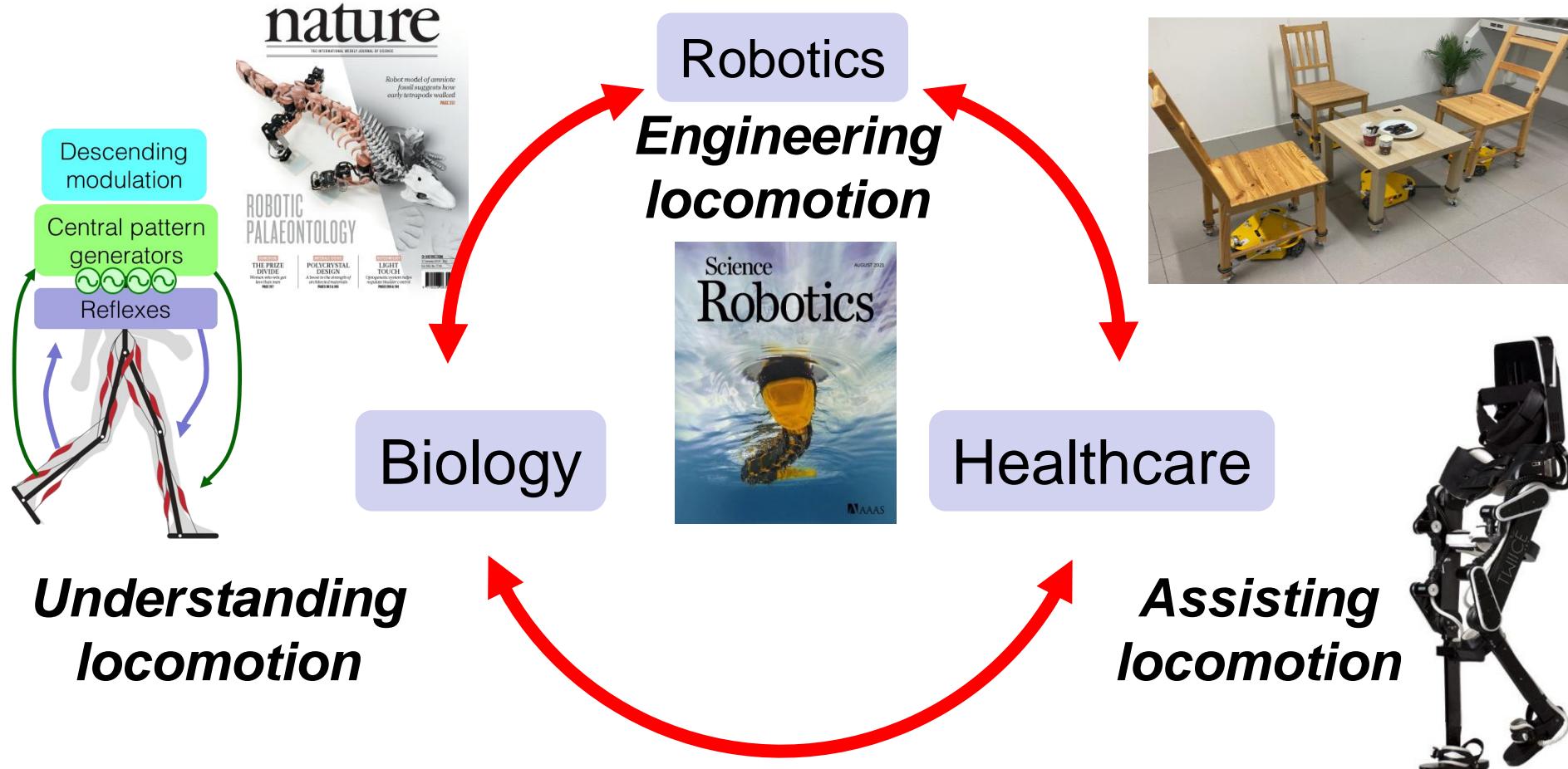
Learning with spinal cords



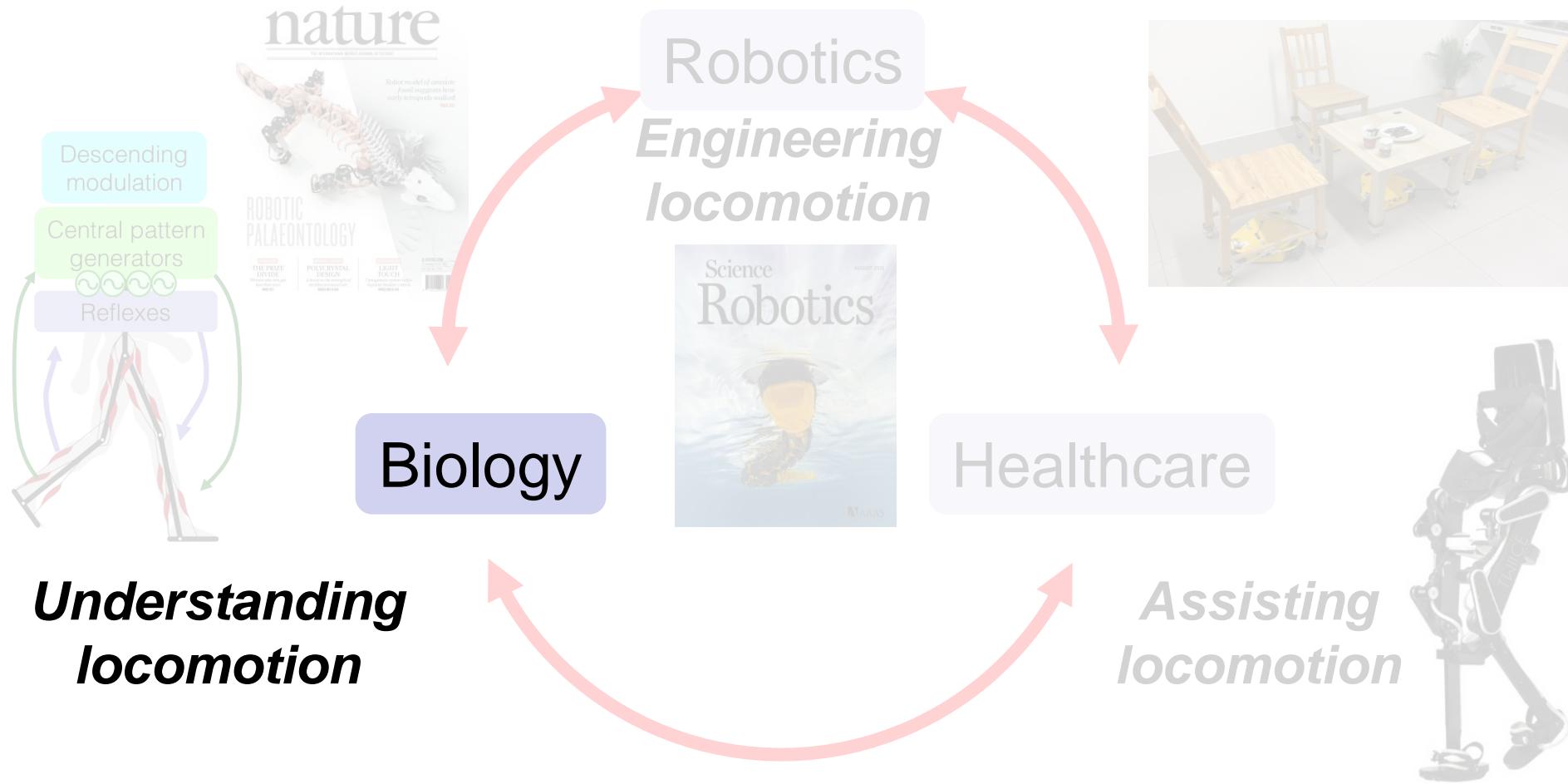
Assistive furniture



# Biorobotics Laboratory (Ijspeert)



# Biorobotics Laboratory (Ijspeert)





Fish



Birds



Amphibians



Mammals

# Big questions in animal motor control

Q1 Principles

What are the **key principles** of animal locomotion?

Q2 Evolution

How have these changed during **evolution**?

Q3 Learning

How do animals perform **learning and planning**?

Robotics can help address these questions!

# The beauty of animal locomotion

How is this possible with neurons that are **so slow**?

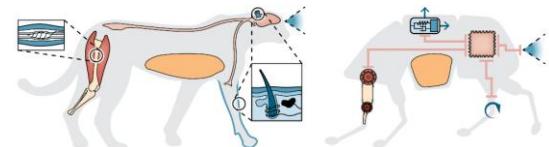
ANIMAL LOCOMOTION

Science Robotics 2024

## Why animals can outrun robots

Samuel A. Burden<sup>1\*†</sup>, Thomas Libby<sup>2†</sup>, Kaushik Jayaram<sup>3</sup>, Simon Sponberg<sup>4</sup>, J. Maxwell Donelan<sup>5</sup>

Animals are much better at running than robots. The difference in performance arises in the important dimensions of agility, range, and robustness. To understand the underlying causes for this performance gap, we compare natural and artificial technologies in the five subsystems critical for running: power, frame, actuation, sensing, and control. With few exceptions, engineering technologies meet or exceed the performance of their biological counterparts. We conclude that biology's advantage over engineering arises from better integration of subsystems, and we identify four fundamental obstacles that roboticists must overcome. Toward this goal, we highlight promising research directions that have outsized potential to help future running robots achieve animal-level performance.

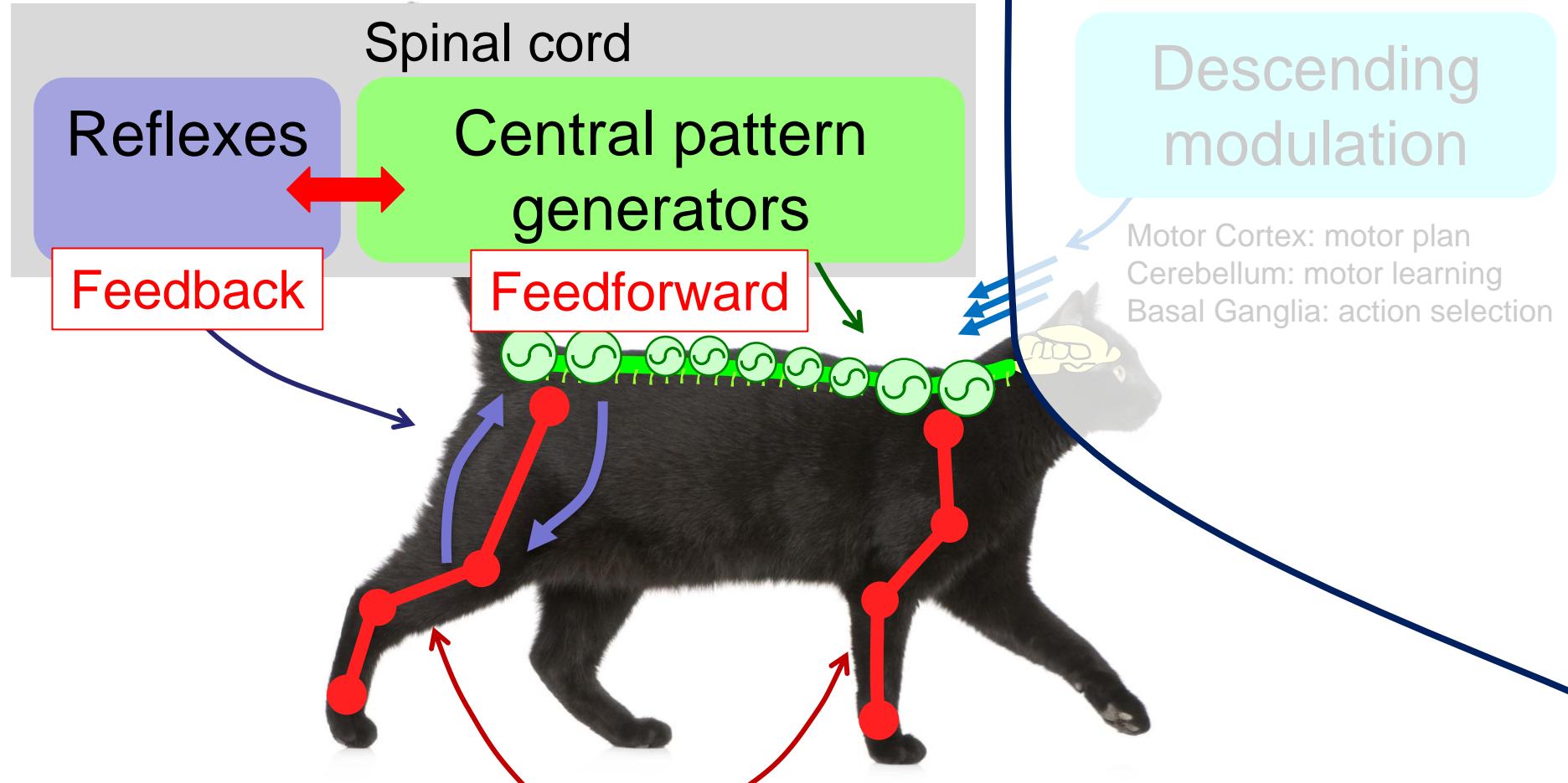


Control	Myelinated nerve	Network cable
Specific latency	$\sim 10^{-3}$ [s]	$\sim 10^{-6}$ [s]
Specific bandwidth [bits/m <sup>2</sup> ]	$\sim 10^{13}$ [bits/m <sup>2</sup> ]	$\sim 10^{16}$ [bits/m <sup>2</sup> ]

Fig. 3. Subsystem-level performance of animal and robot runners above 1 kg.

Crufts

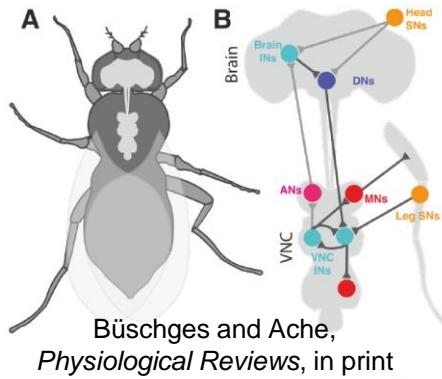
AG CH NEDLO DETOX SPROGLETT  
Greg Derrett



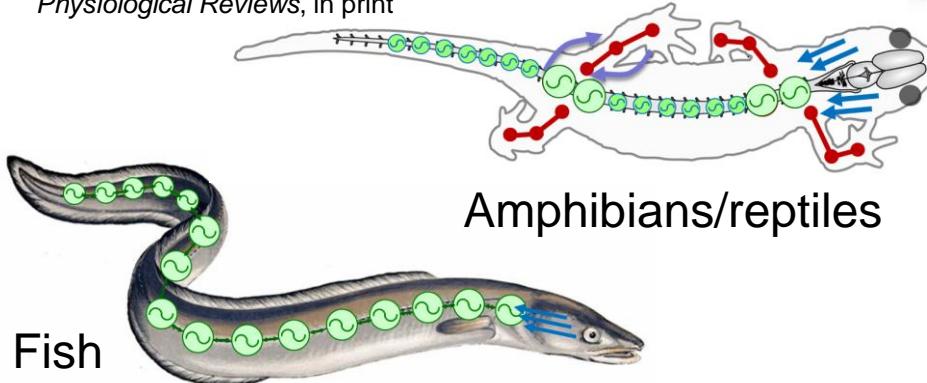
Musculoskeletal system, “Clever” mechanics

## Q2 Evolution

Also in  
invertebrates (insects)

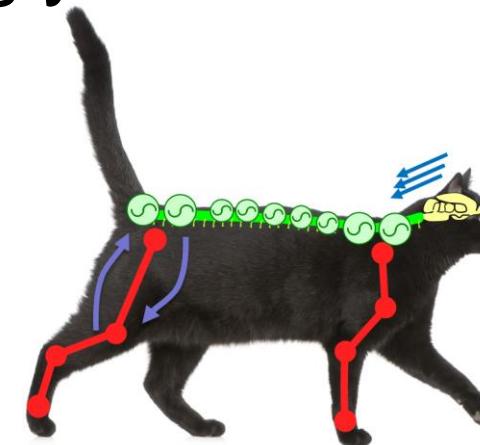


Büsches and Ache,  
*Physiological Reviews*, in print



Fish

Amphibians/reptiles



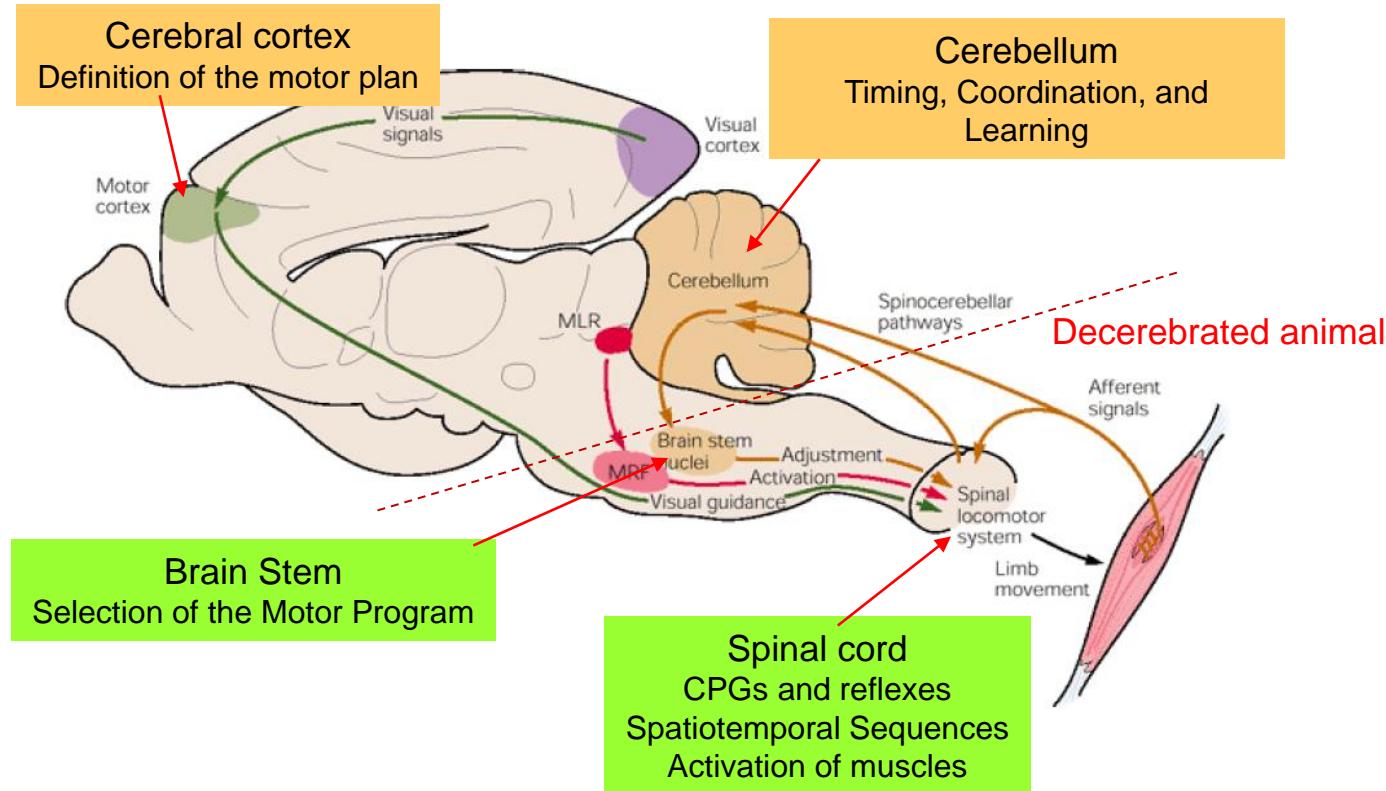
Mammals



Humans

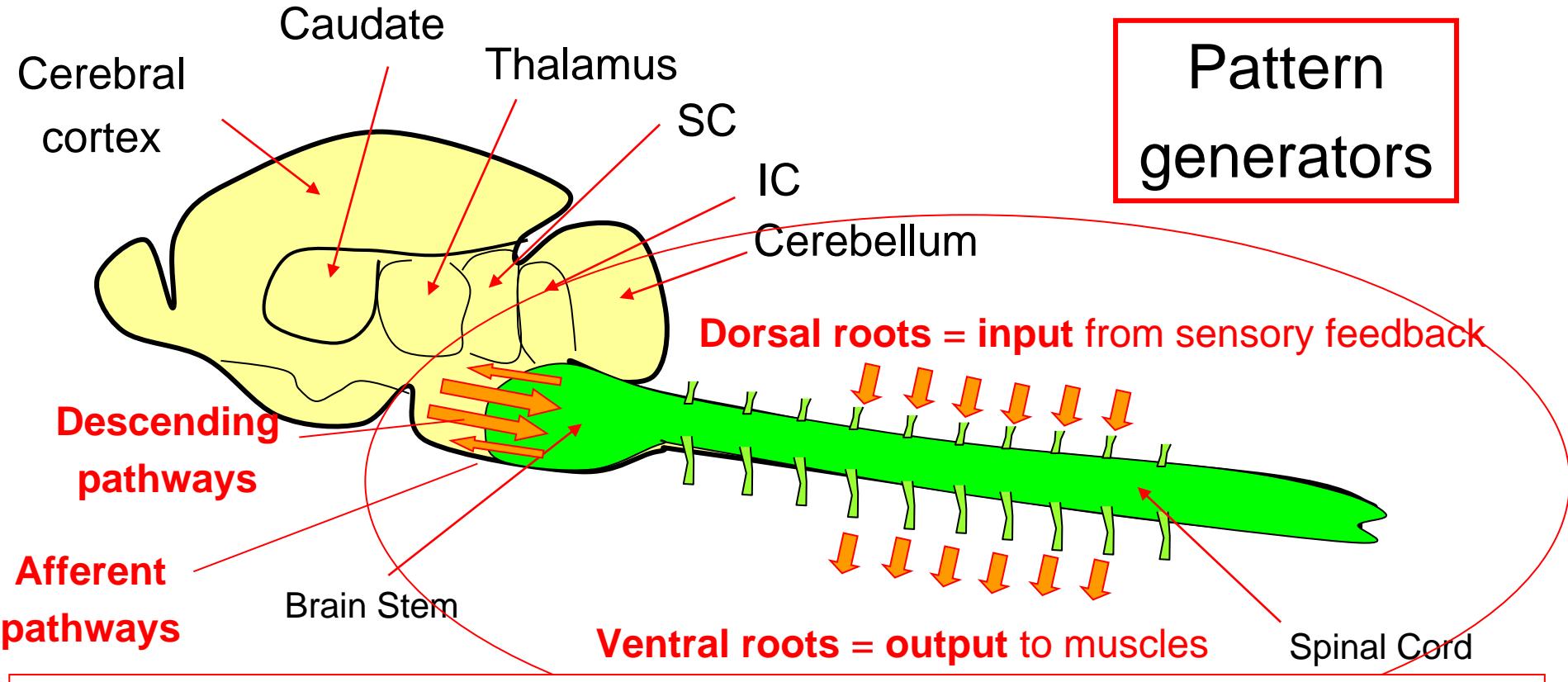
Much more than  
the morphology

# Brain centers involved in vertebrate motor control



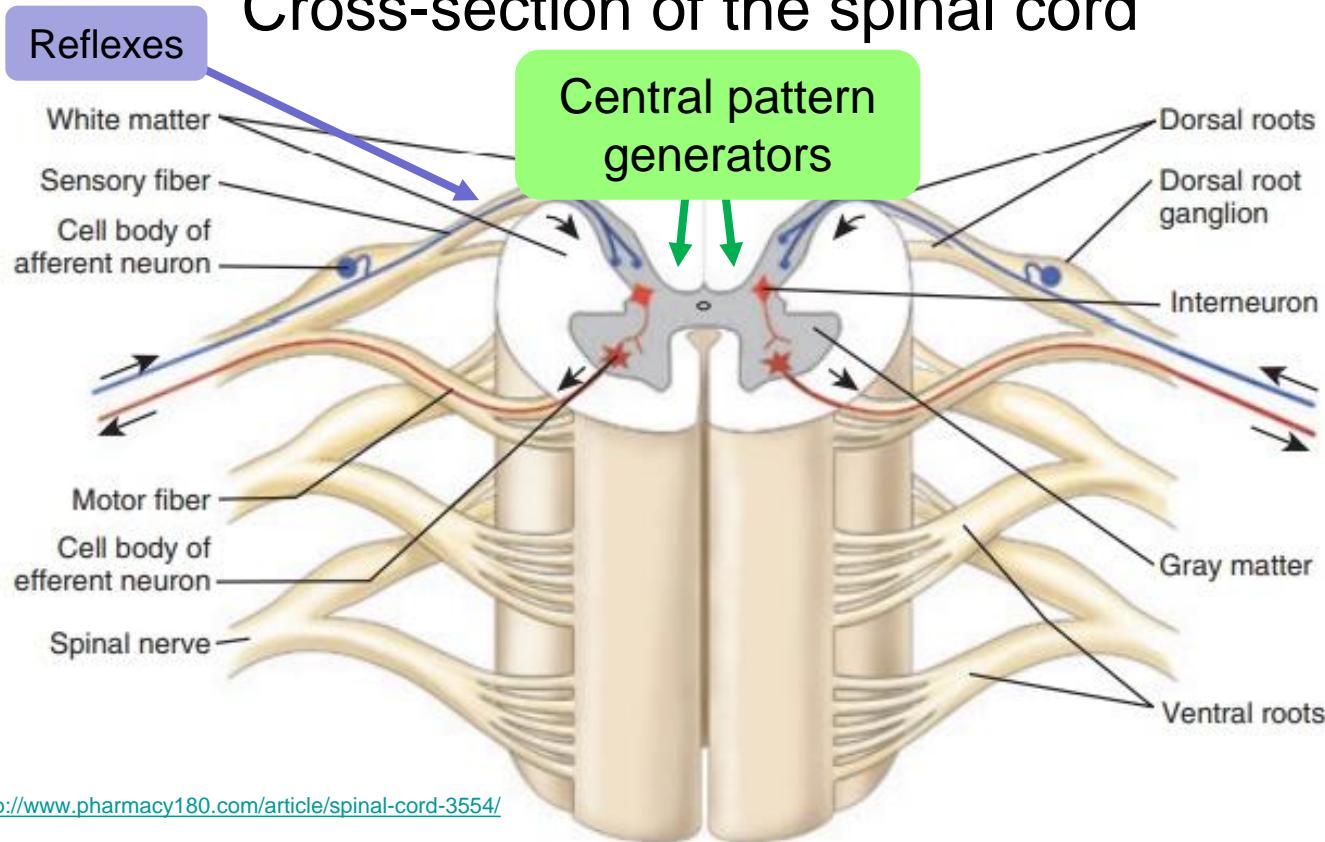
From: *Principles of Neural Science*. 4th edition. Edited by E.R. Kandel, J.H. Schwartz and T.M. Jessell. Appleton & Lange, New York.

# Building bricks for motor control: pattern generators



**Simple inputs → complex outputs.** E.g gait transition by electrical stimulation of the brain stem (Shik and Orlosky 1966)

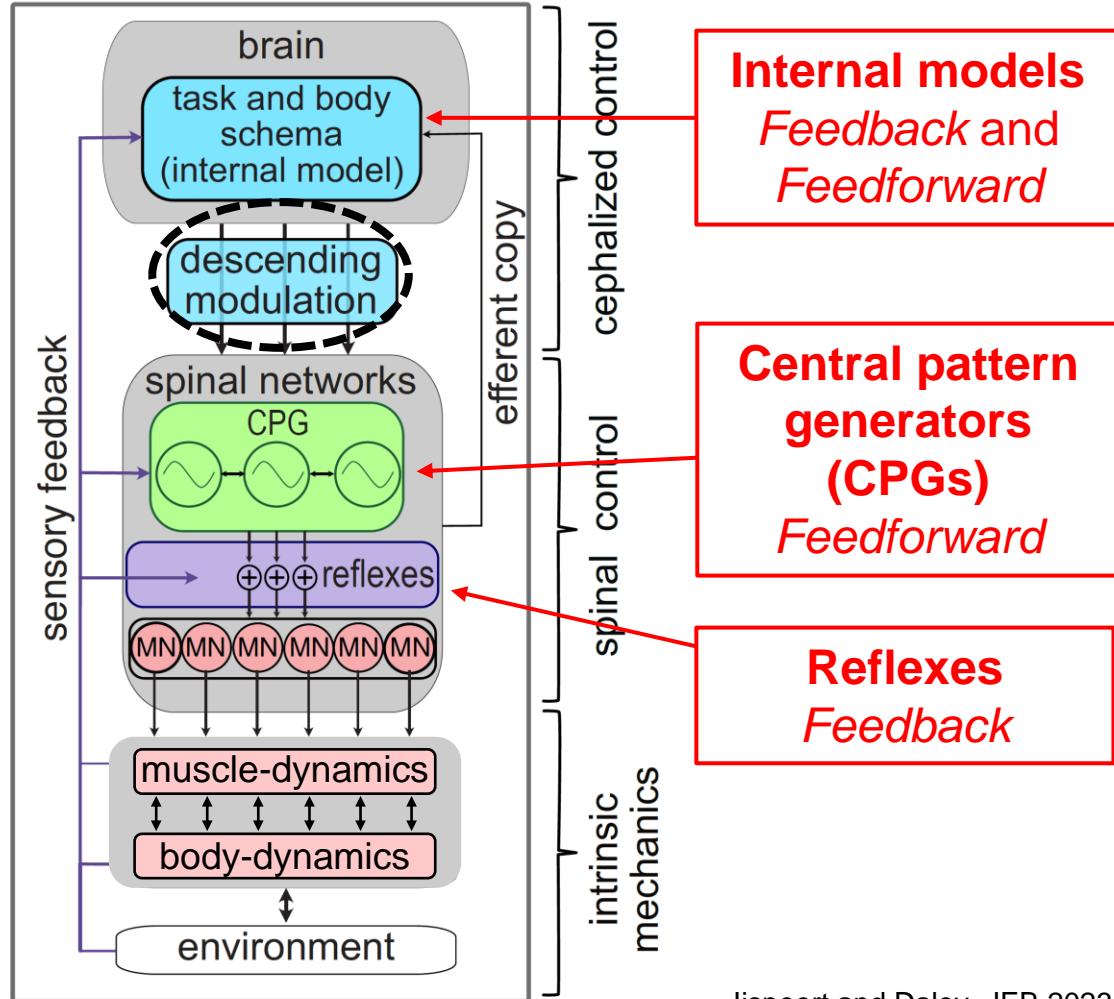
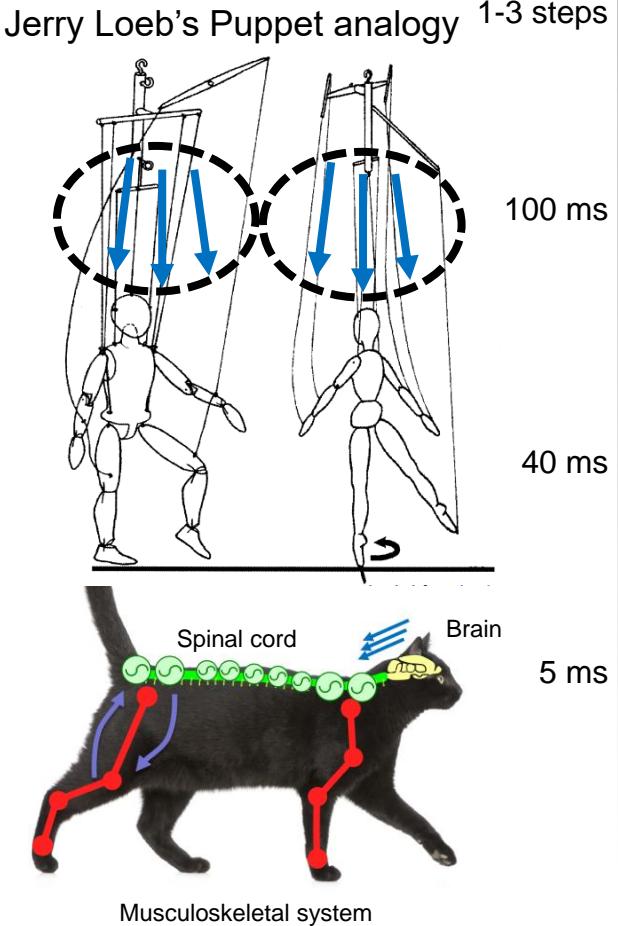
# Cross-section of the spinal cord



<http://www.pharmacy180.com/article/spinal-cord-3554/>

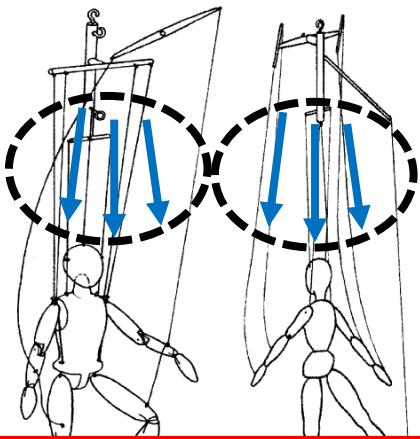
Important: the spinal cord is not just a relay station.  
It has **multiple sophisticated circuits for motor control**

# Q1 Principles



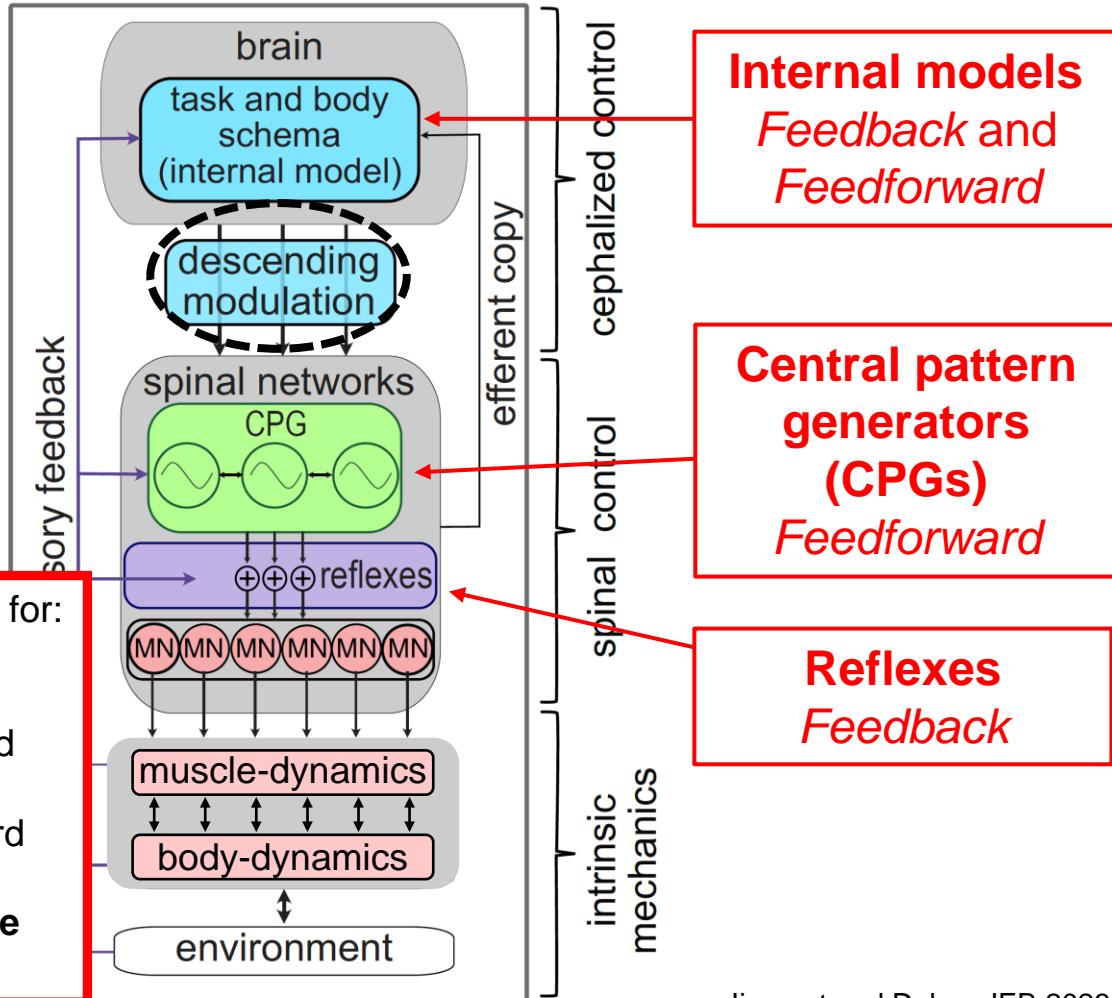
# Q1 Principles

Jerry Loeb's Puppet analogy



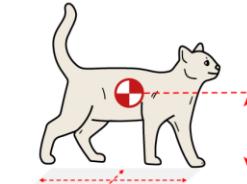
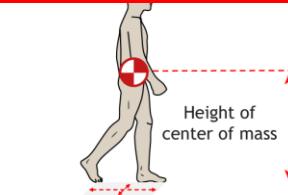
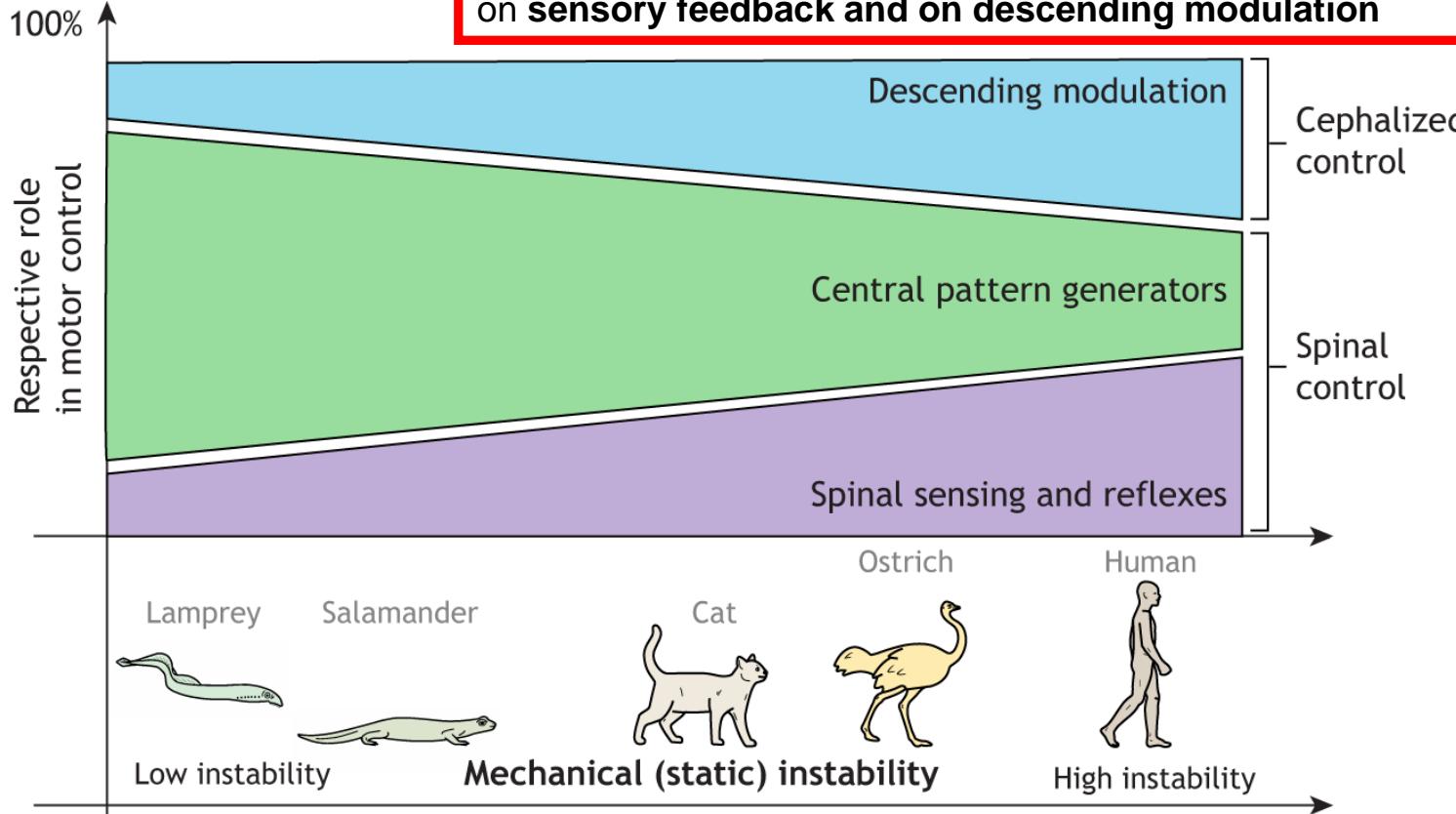
The concept of CPG + reflexes is interesting for:

- (1) **Low bandwidth communication**  
between higher centers and spinal cord
- (2) **Fast feedback loops** in the spinal cord
- (3) providing **motor primitives for a large range of movements**



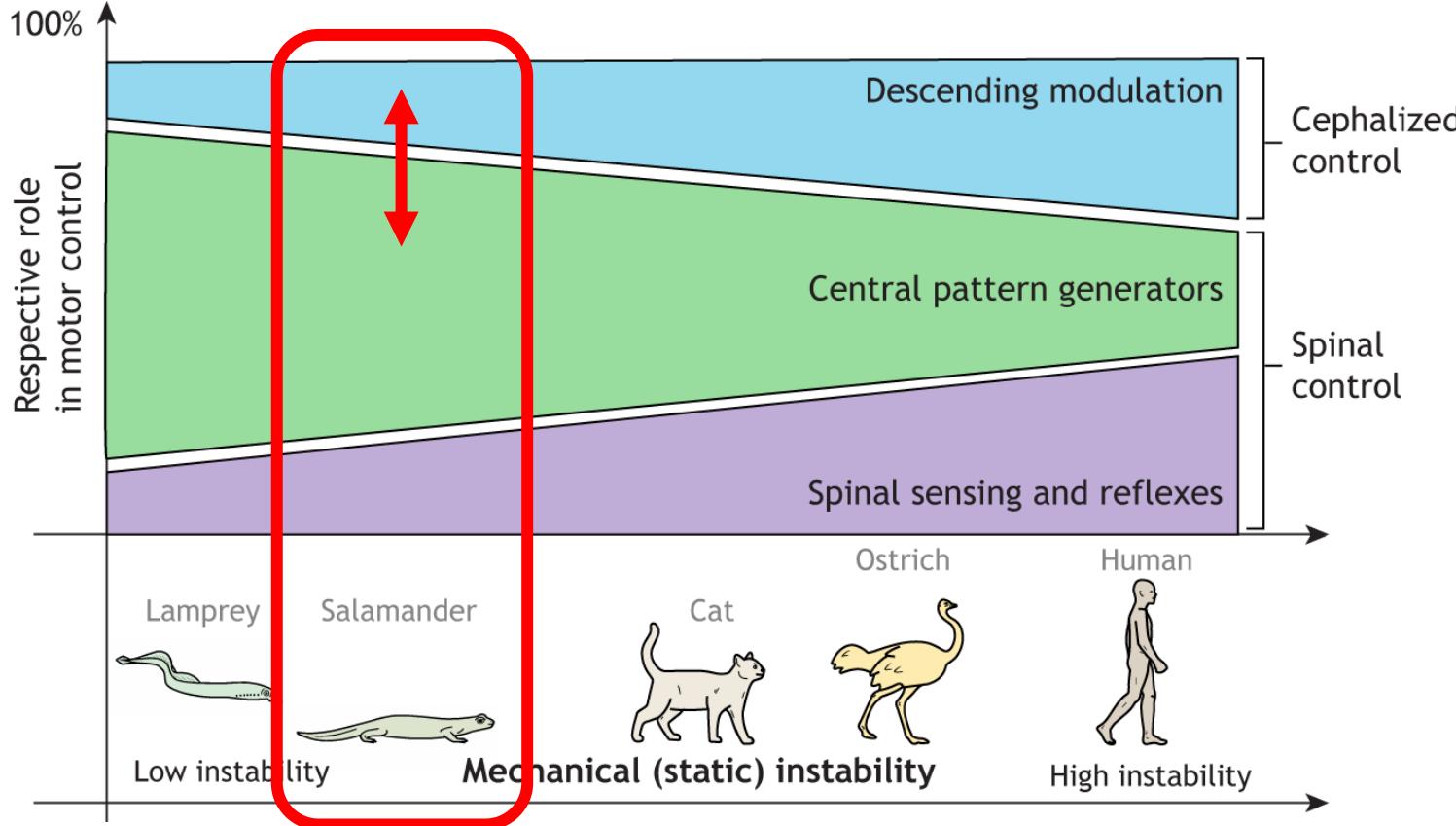
## Q2 Evolution

Hypothesis: **lower vertebrates** are relying proportionally more on **CPG circuits**.  
**Higher vertebrates** (like mammals) that are **mechanically unstable** rely more on **sensory feedback and on descending modulation**



Ryczko, Simon, Ijspeert,  
*Trends in Neuroscience*, 2020

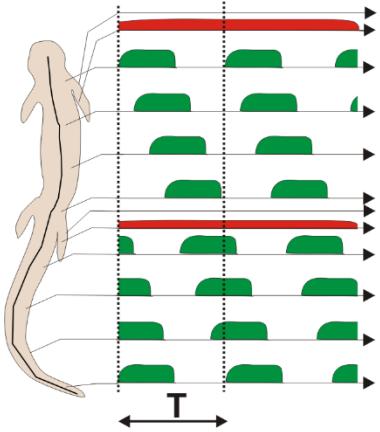
## Q2 Evolution



Ryczko, Simon, Ijspeert,  
*Trends in Neuroscience*, 2020

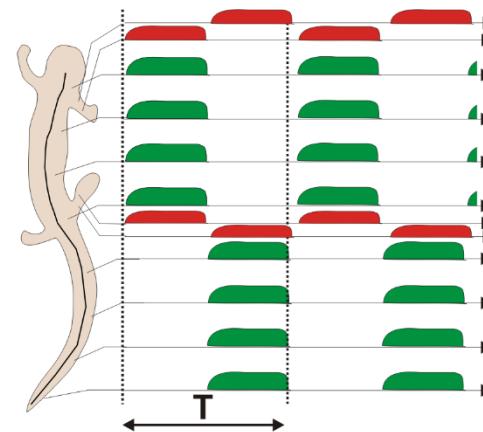
- Relatively simple animal
- Interesting bimodal locomotion
- Its body plan has changed little over 150 million years (Gao & Shubin, *Nature*, 2002).
- Good link between lamprey and mammal research
- Impressive regeneration abilities

# Bimodal locomotion (cartoon)



## Swimming:

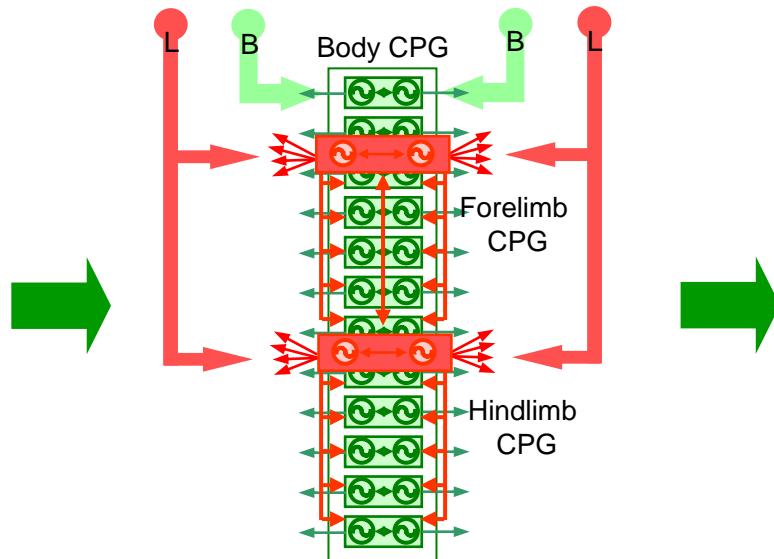
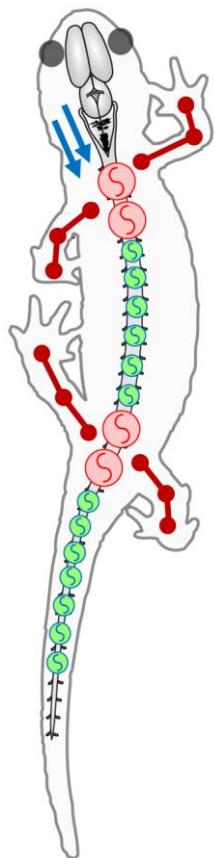
Traveling wave in axial muscles  
Wavelength  $\approx$  body length  
Limb retractor/protactor are tonic  
Short cycle durations



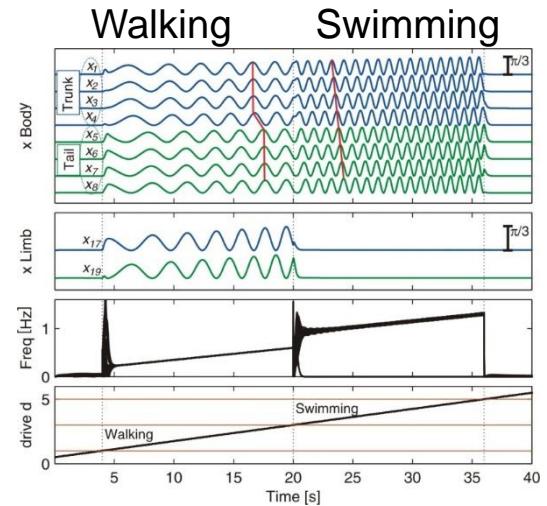
## Walking:

Standing wave  
Limb retractor/protactor are phasic  
Longer cycle durations

# A mathematical model to study the transition from swimming to walking



System of coupled oscillators



**Gait transition** due to an increase of the descending drive

# Modeling the CPG with coupled oscillators

A segmental oscillator is modeled as an amplitude-controlled phase oscillator as used in (Cohen, Holmes and Rand 1982, Kopell, Ermentrout, and Williams 1990) :

Phase:

$$\dot{\theta}_i = 2\pi\nu_i + \sum_j r_j w_{ij} \sin(\theta_j - \theta_i - \phi_{ij})$$

Amplitude:

$$\ddot{r}_i = a_i \left( \frac{a_i}{4} (R_i - r_i) - \dot{r}_i \right)$$

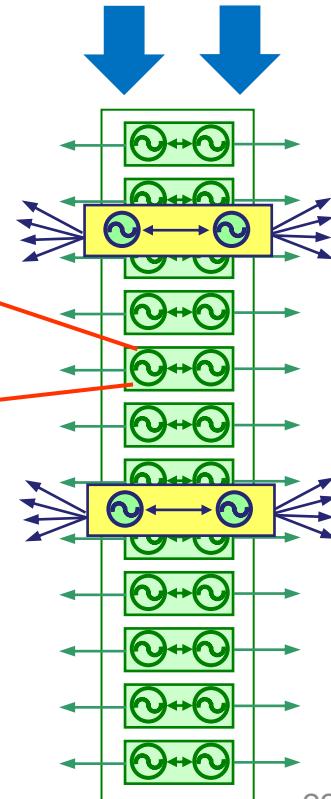
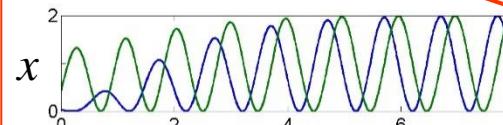
Output:

$$x_i = r_i (1 + \cos(\theta_i))$$

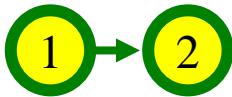
Setpoints:

$$\varphi_i = x_i - x_{N+i} \quad \text{for the axial motors}$$

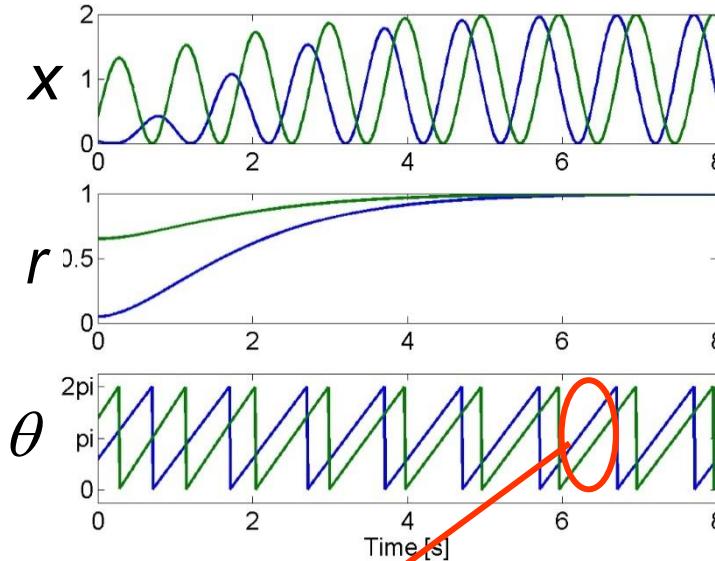
$$\varphi_i = f(\theta_i) \quad \text{for the (rotation and) limb motors}$$



# Example with two oscillators



$$\dot{\theta}_i = 2\pi\nu_i + \sum_j (r_j w_{ij} \sin(\theta_j - \theta_i - \phi_{ij}))$$
$$\ddot{r}_i = a_i \left( \frac{a_i}{4} (R_i - r_i) - \dot{r}_i \right)$$
$$x_i = r_i (1 + \cos(\theta_i))$$



The phase difference  
between two oscillators converges to

$$\phi = \theta_1 - \theta_2$$

$$\phi_{\infty} = \arcsin \left( \frac{2\pi(\nu_1 - \nu_2)}{R_1 w_{21}} \right) - \phi_{21}$$

[Ijspeert *et al*, *Science*, March 2007].

CPGs can modulate **speed**, **heading**, and **type of gait** under the modulation of a few drive signals



Ijspeert *et al*, *Science*, 2007, Crespi *et al*, *IEEE TRO*, 2013.

# Distributed control

CPGs can be implemented in a distributed way,  
with robustness about changing morphology

# Modeling the salamander locomotor circuits: different levels of abstraction

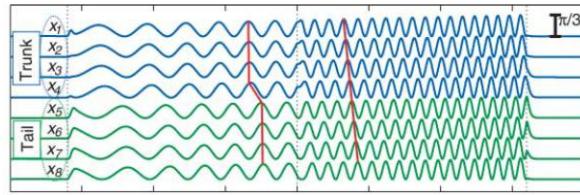
- Coupled oscillators

(Ijspeert et al 2007, Knüsel et al 2020, Suzuki et al 2021)

$$\dot{\theta}_i = 2\pi\nu_i + \sum_j r_j w_{ij} \sin(\theta_j - \theta_i - \phi_{ij})$$

$$\ddot{r}_i = a_i \left( \frac{a_i}{4} (R_i - r_i) - \dot{r}_i \right)$$

$$x_i = r_i(1 + \cos(\theta_i))$$

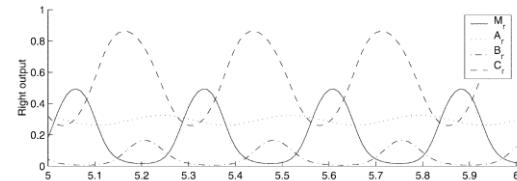


- Leaky-integrator neurons

(Ijspeert 2001)

$$\tau_i \frac{dm_i}{dt} = -m_i + \sum_j w_{i,j} x_j$$

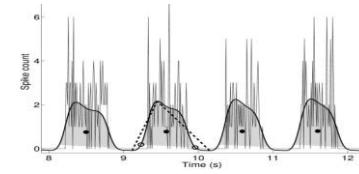
$$x_i = (1 + e^{(m_i + b_i)})^{-1}$$



- Integrate-and-fire neurons

(Knuesel et al 2013, Pazzaglia et al 2025)

$$\tau \dot{u} = -g(u - E_{rest}) - \alpha_1 \omega_1 - \alpha_2 \omega_2 + RI + \sum w_{syn} g_{syn} (u - E_{revsyn})$$

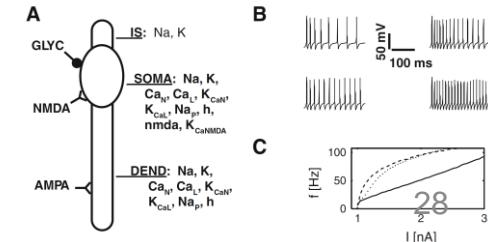


- Hodgkin-Huxley types of neurons

(Bicanski et al 2013)

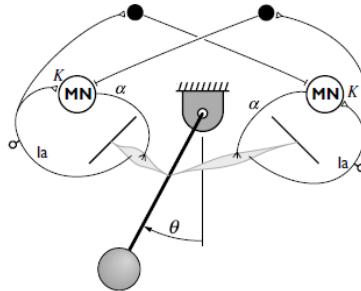
$$C \frac{dU}{dt} = \sum_i (U_i - U) g_{core} + \sum_j I_j + I_{leak},$$

$$I_j = g_j p^a q^b (U_i - E_{rev})$$



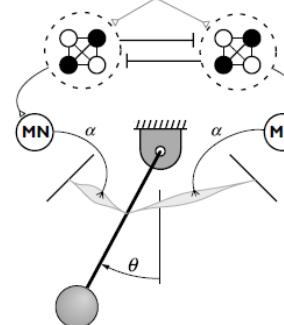
# The big question

Sensory feedback



vs

CPGs



Kuo 2002,  
Motor Control

Chain of reflexes

Sherrington



Graham Brown

Half centers

Peripheral control



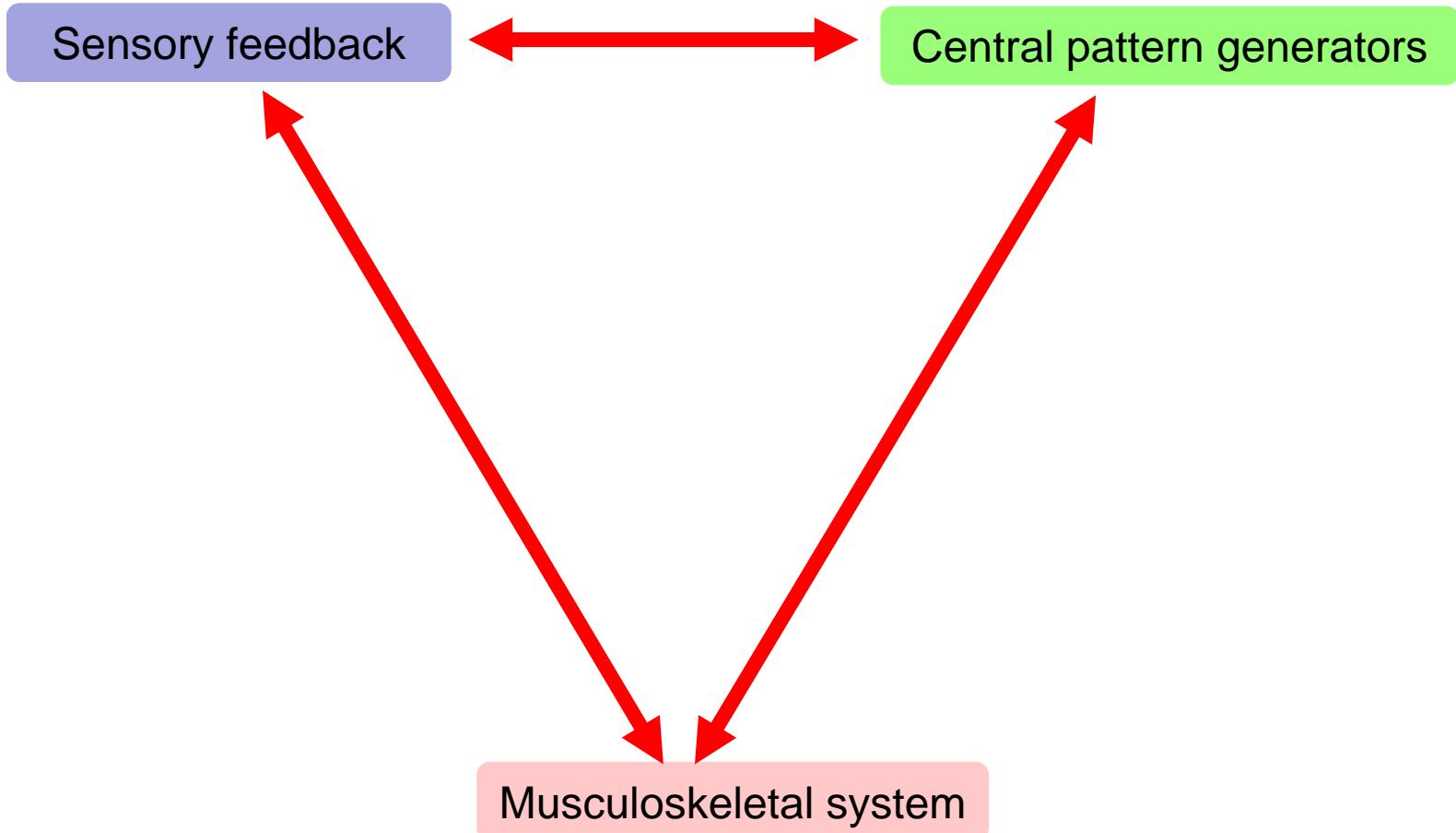
Central control

Feedback  
control



Feedforward  
control

# The bridge: body dynamics



# The bridge: body dynamics

Sensory feedback

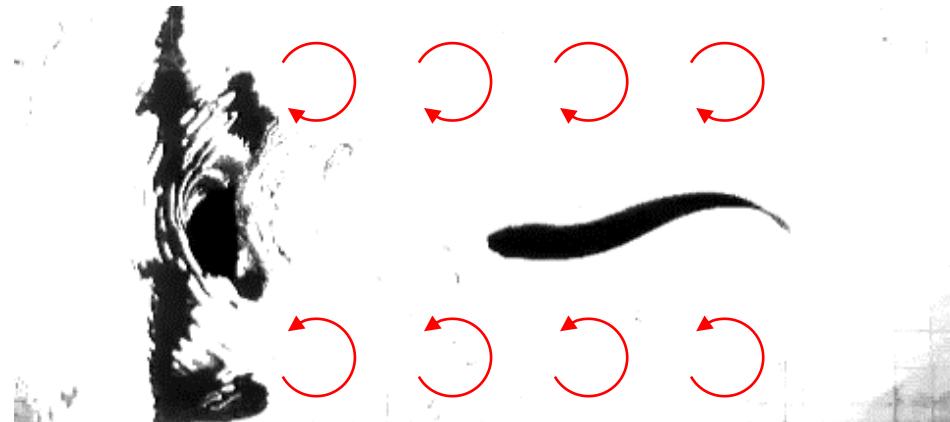


Central pattern generators

Passive walker



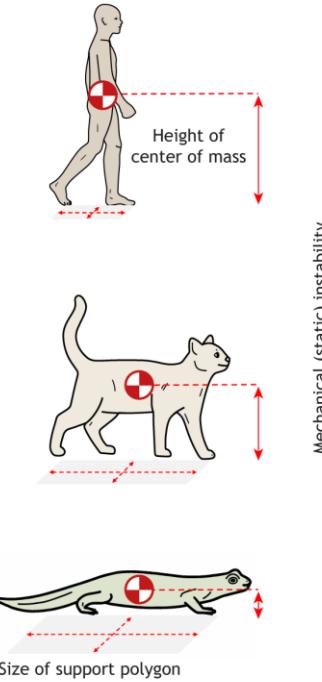
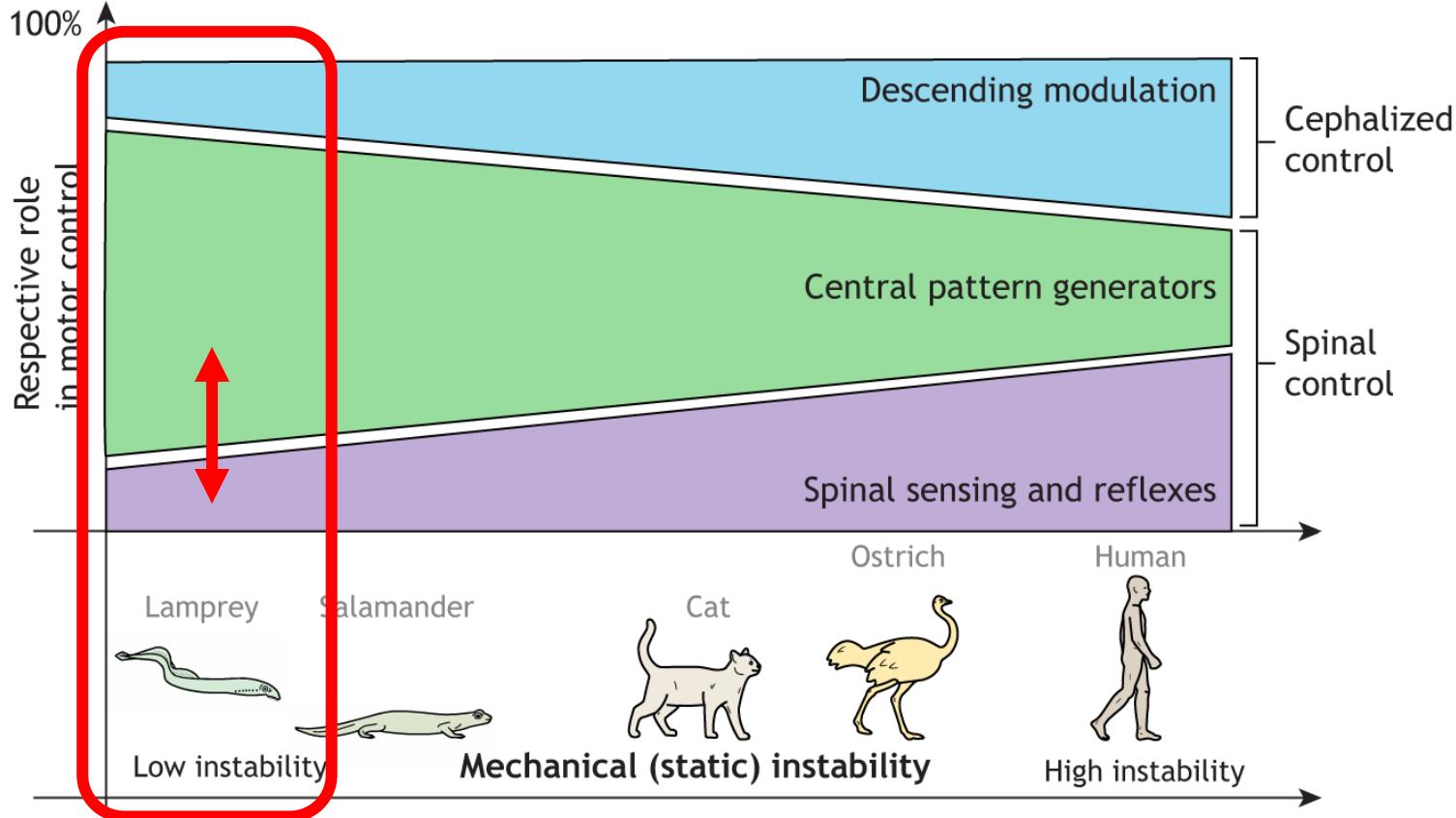
Dead ! trout swimming



Collins, S. H., Wisse, M., Ruina, A. (2001)  
*International Journal of Robotics Research*,  
Vol. 20, No. 2, Pages 607-615

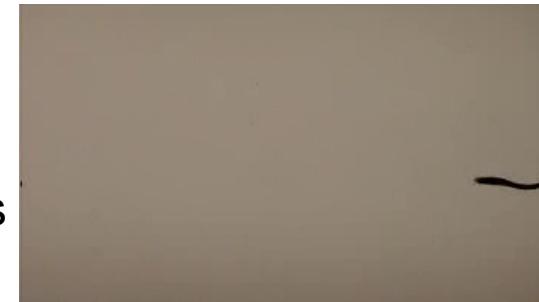
Liao, J. C. (2004).  
*Journal of Experimental Biology*,  
Vol. 207(20), 3495-3506.  
MIT tow tank, Lauder Lab Harvard  
<http://web.mit.edu/towtank/www/>

Musculoskeletal system

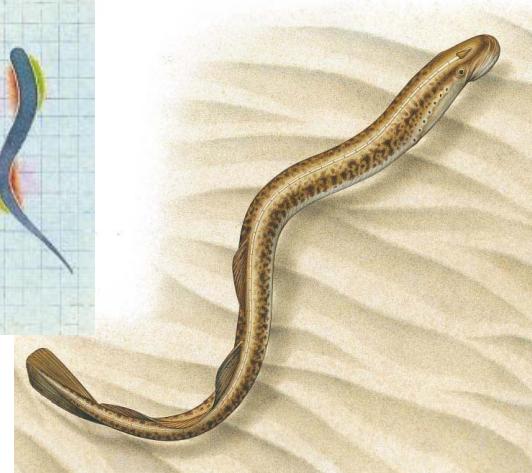
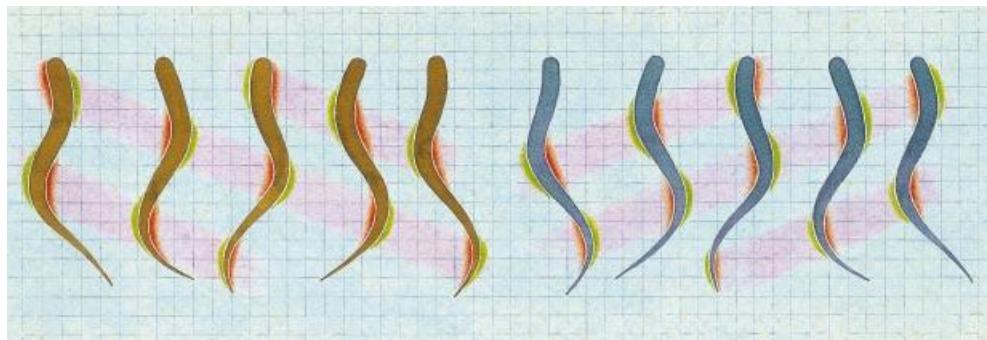


# The lamprey

- Lamprey: one of the most primitive vertebrates
- Anguilliform swimming
- Believed to be very similar to the ancestor of all vertebrates
- Has been studied in detail by neurobiologists
- Very nice example of fruitful interaction between neurobiology and computational neuroscience (i.e. modeling)



Movie by J.T. Buchanan



# Numerical models of lamprey circuit

Williams, T. L., Sigvardt, K. A., Kopell, N., Ermentrout, G. B., & Rempler, M. P. (1990). Forcing of coupled nonlinear oscillators: Studies of intersegmental coordination in the lamprey locomotor central pattern generator. *J. of Neurophysiology*, 64, 862–871.

Cohen, A. H., Bard Ermentrout, G., Kiemel, T., Kopell, N., Sigvardt, K. A., & Williams, T. L. (1992). Modelling of intersegmental coordination in the lamprey central pattern generator for locomotion. *Trends in Neurosciences*, 15(11), 434–438.  
[https://doi.org/10.1016/0166-2236\(92\)90006-T](https://doi.org/10.1016/0166-2236(92)90006-T)

Ekeberg, Ö. (1993). A combined neuronal and mechanical model of fish swimming. *Biological Cybernetics*, 69, 363–374.

Grillner, S., Degliana, T., Ekeberg, Ö., El Marina, A., Lansner, A., Orlovsky, G. N., & Wallén, P. (1995). Neural networks that coordinate locomotion and body orientation in lamprey. *Trends in Neuroscience*, 18(6), 270–279.

Wadden, T., Hellgren, J., Lansner, A., & Grillner, S. (1997). Intersegmental coordination in the lamprey: Simulations using a network model without segmental boundaries. *Biological Cybernetics*, 76, 1–9.

Hamlet, C., Fauci, L., Morgan, J. R., & Tytell, E. D. (2023). Proprioceptive feedback amplification restores effective locomotion in a neuromechanical model of lampreys with spinal injuries. *Proceedings of the National Academy of Sciences of the United States of America*, 120(11), e2213302120. <https://doi.org/10.1073/pnas.2213302120>

# Eels are amazingly robust

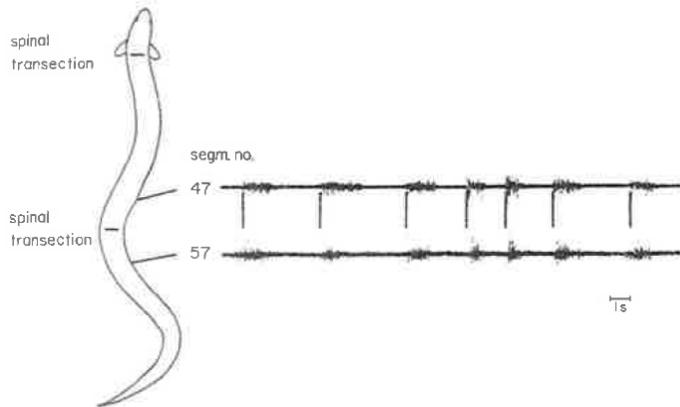
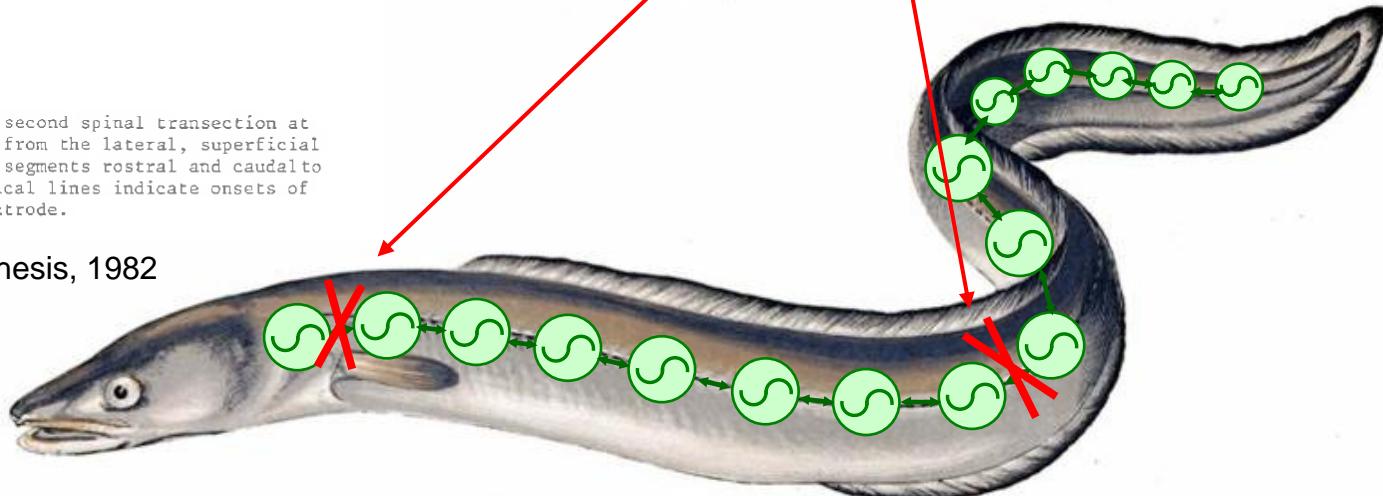


Fig. 3. Swimming spinal eel, with a second spinal transection at mid-body level. Electromyograms are from the lateral, superficial musculature at segments indicated, 5 segments rostral and caudal to the transection, respectively. Vertical lines indicate onsets of burst discharges at the rostral electrode.

Peter Wallen, PhD thesis, 1982

**Coordinated swimming despite one or two full spinal cord transections**

**Likely explanation: important role for stretch and pressure feedback**



# Synchronization through local pressure feedback

- CPG: Distributed phase oscillators
- **Local sensory pressure feedback**
- Sensors: dorsal cells (mechano-receptors)



R. Thandiackal

Phase oscillator dynamics:

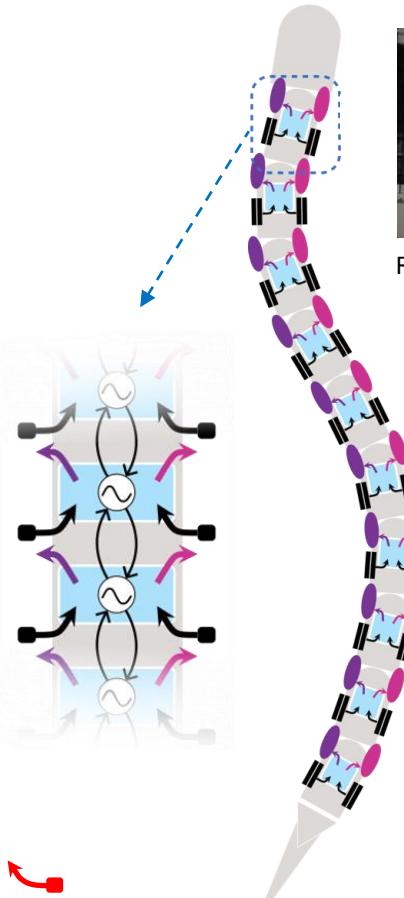
$$u_i = \cos(\phi_i) \quad \text{Muscle contraction signal}$$

$$\dot{\phi}_i = \omega + \underbrace{\sum_{j=1}^N w_{ij} \sin(\phi_i - \phi_j - \psi_{ij})}_{\text{CPG oscillator}} + \underbrace{b F_i \cos(\phi_i)}_{\text{Local feedback}}$$

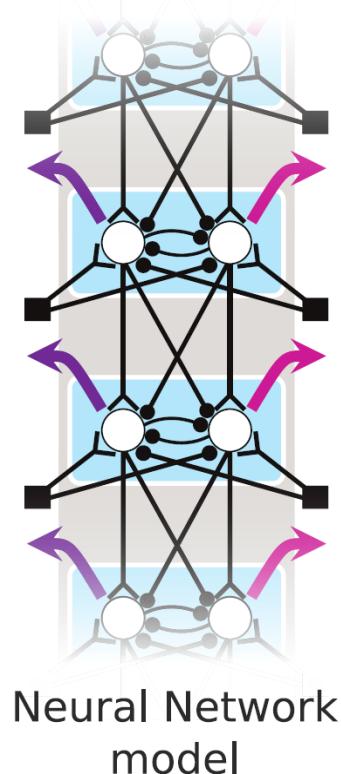
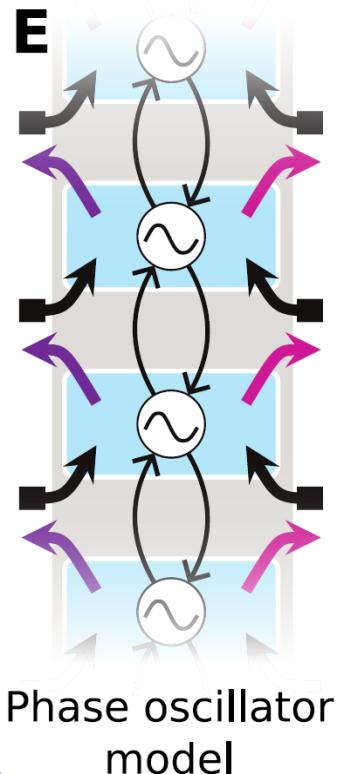
CPG oscillator

CPG coupling

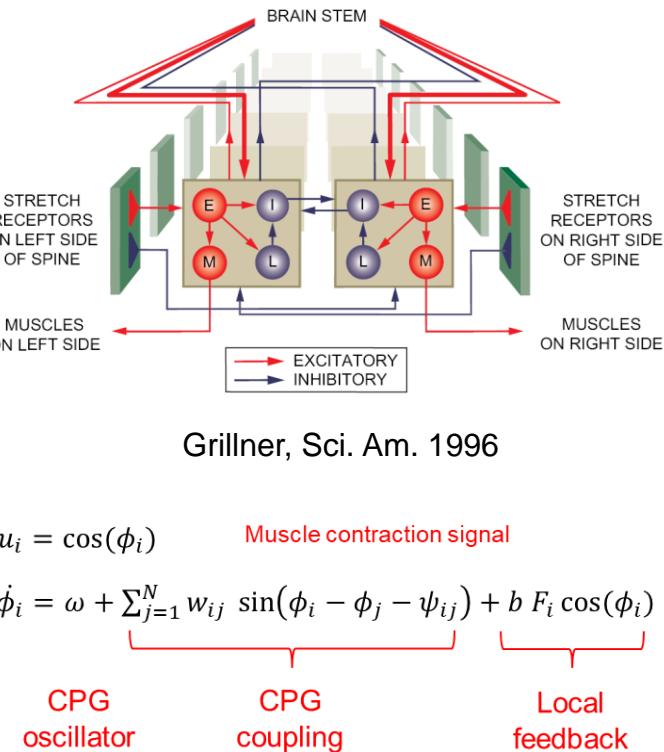
Local feedback

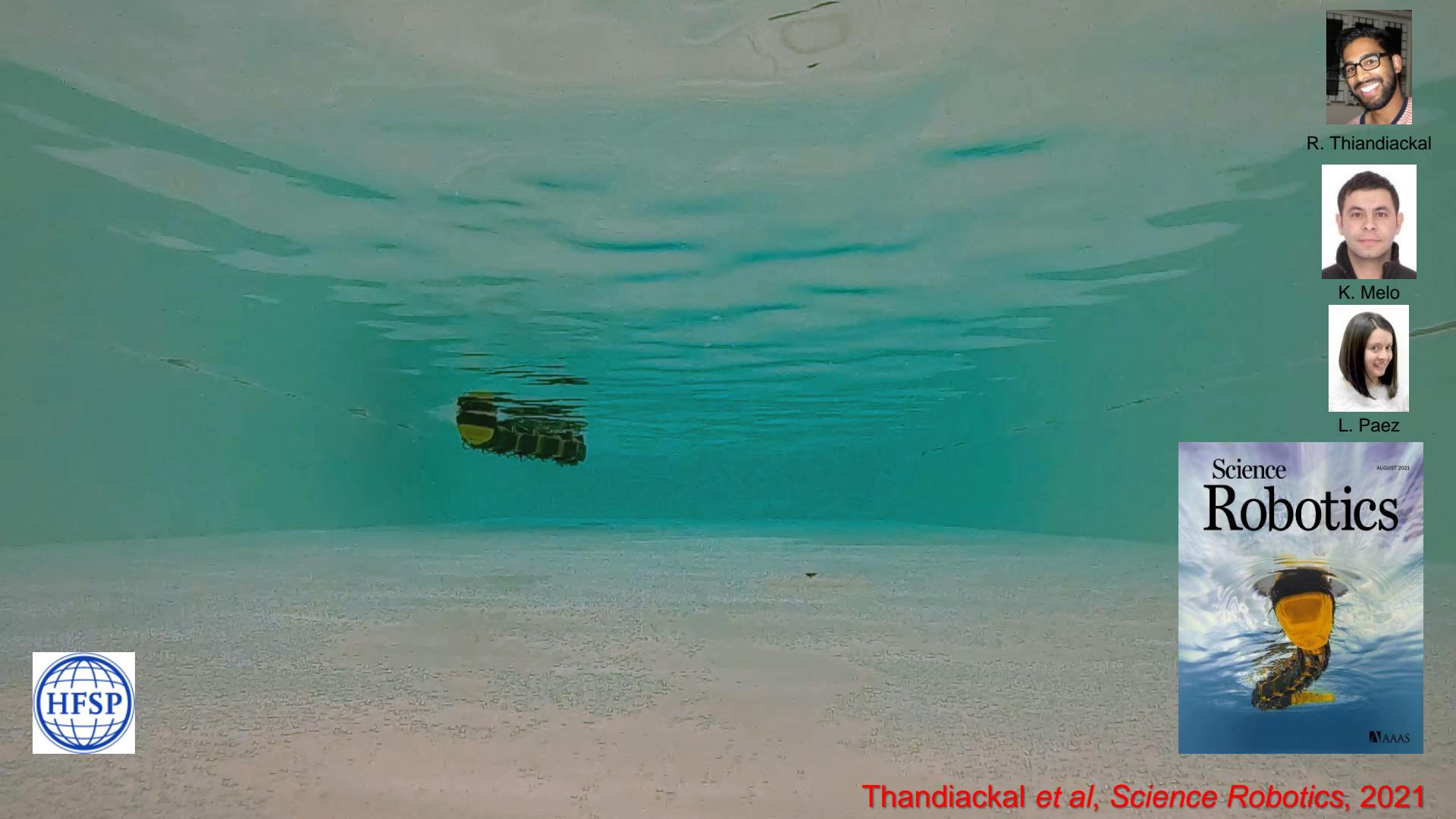


# Oscillator and neural network implementations



- ⟳ Phase Oscillator
- ⤠ Phase Coupling
- ⤠ Force feedback (left/right)
- ⤠ Muscle activation (left/right)
- Neuron
- ⤠ Inhibition
- ⤠ Excitation





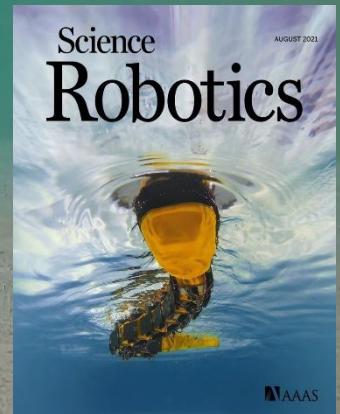
R. Thiandiackal



K. Melo

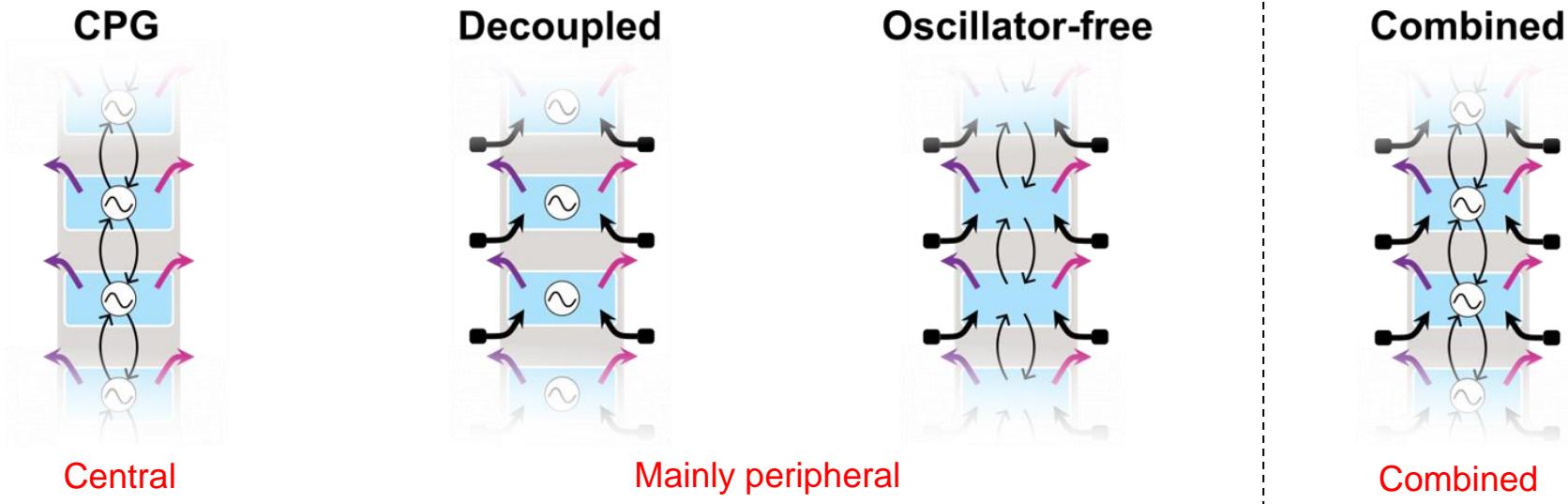


L. Paez



Thandiackal *et al*, *Science Robotics*, 2021

# Test of different configurations



Muscle contraction signal

$$u_i = \cos(\phi_i)$$

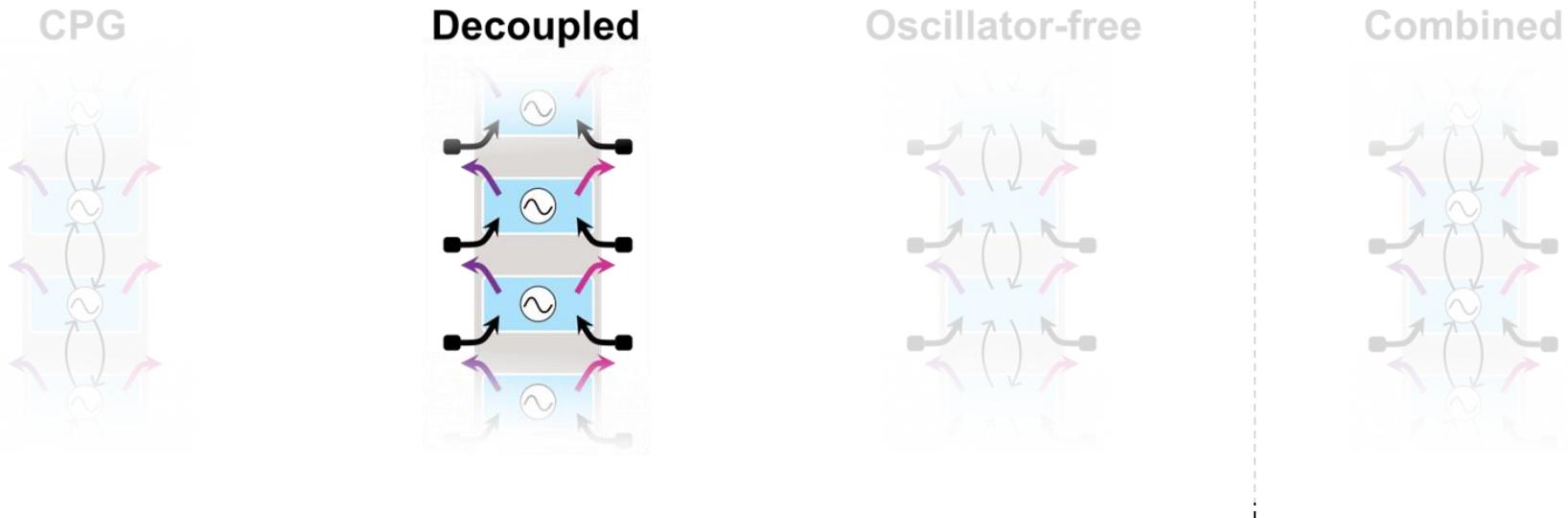
$$\dot{\phi}_i = \omega + \sum_{j=1}^N w_{ij} \sin(\phi_i - \phi_j - \psi_{ij}) + b F_i \cos(\phi_i)$$

CPG

CPG  
coupling

Local  
feedback

# Test of different configurations



Muscle contraction signal

$$u_i = \cos(\phi_i)$$

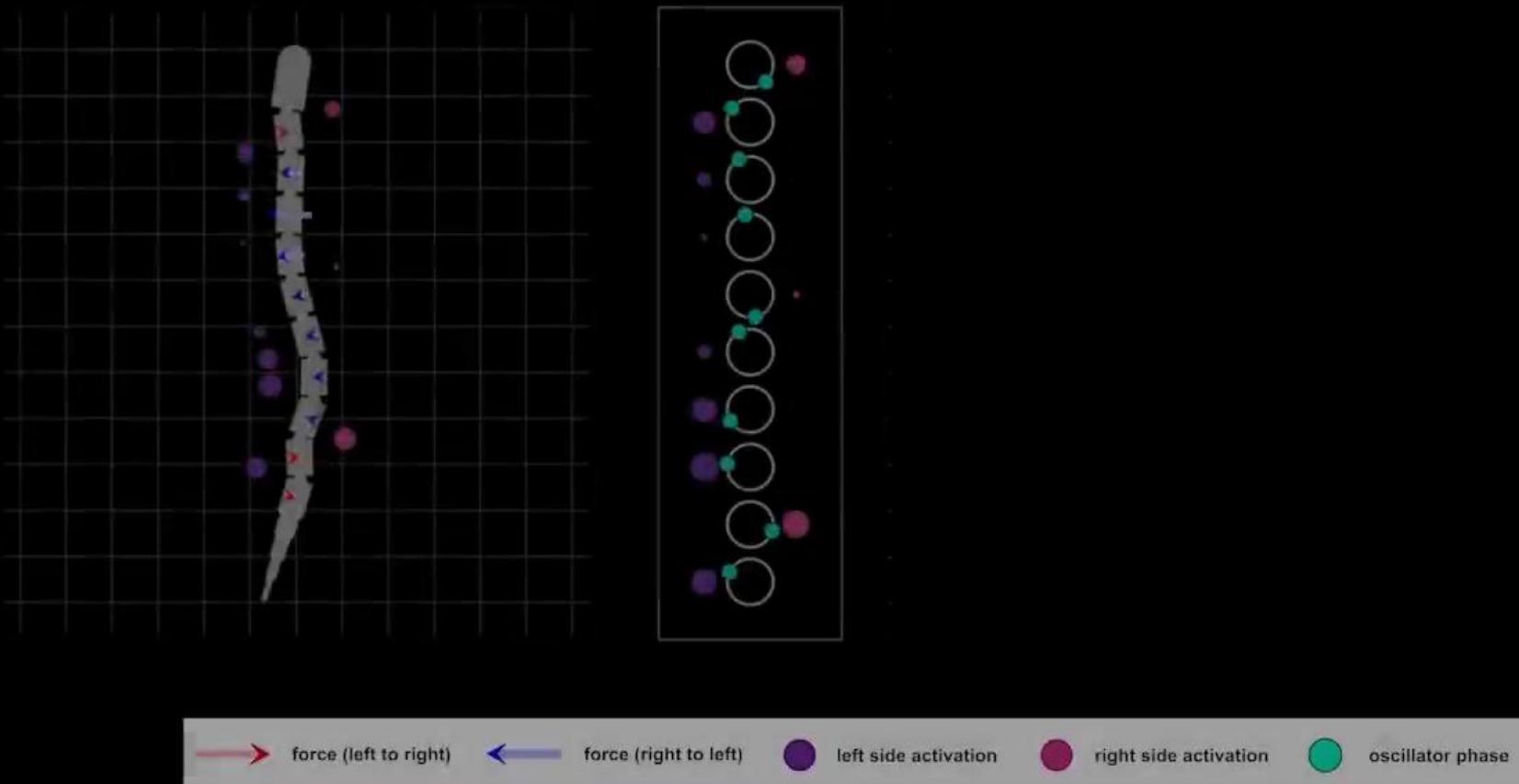
$$\dot{\phi}_i = \omega + \sum_{j=1}^N w_{ij} \sin(\phi_i - \phi_j - \psi_{ij}) + b F_i \cos(\phi_i)$$

CPG

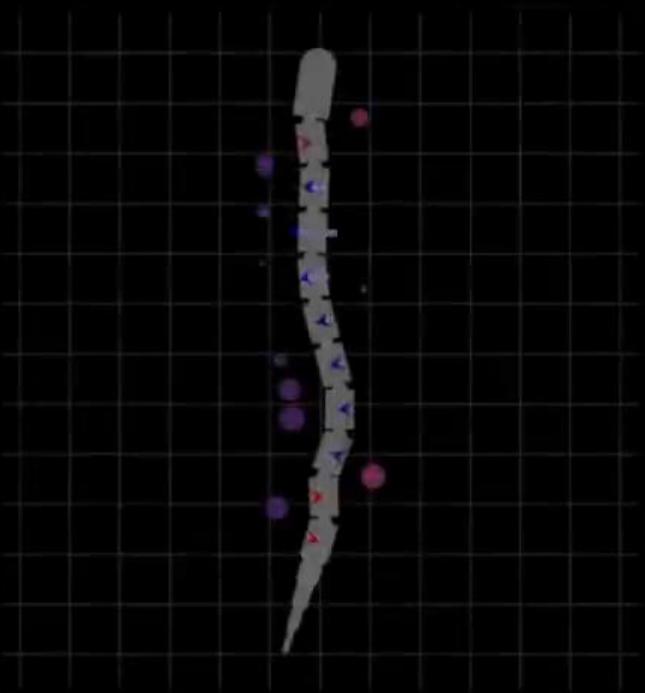
CPG  
coupling

Local  
feedback

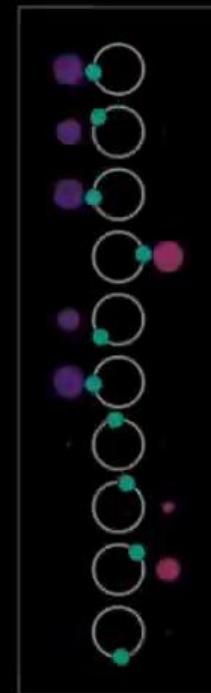
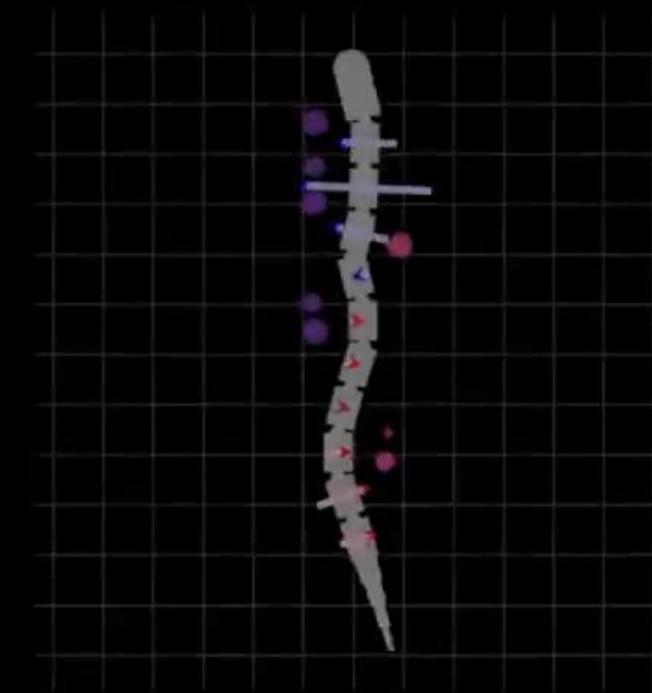
# Decoupled Configuration Without Feedback



## Decoupled Configuration Without Feedback



## Decoupled Configuration With Feedback

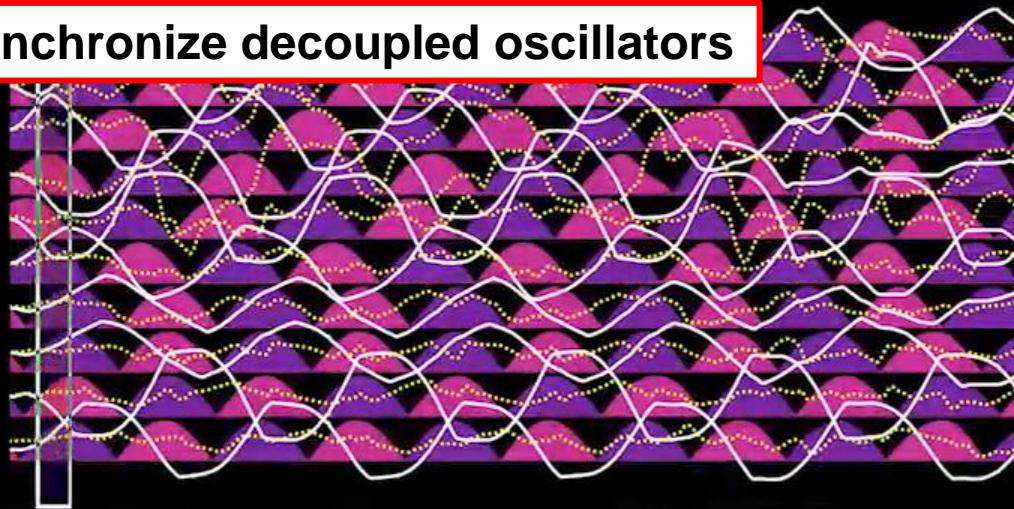
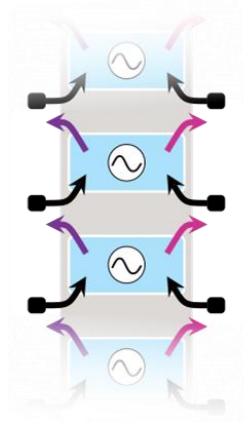


Sensory feedback can **synchronize** decoupled oscillators

or phase

Decoupled

Sensory feedback can synchronize decoupled oscillators



right-side activation

left-side activation

joint angles

forces



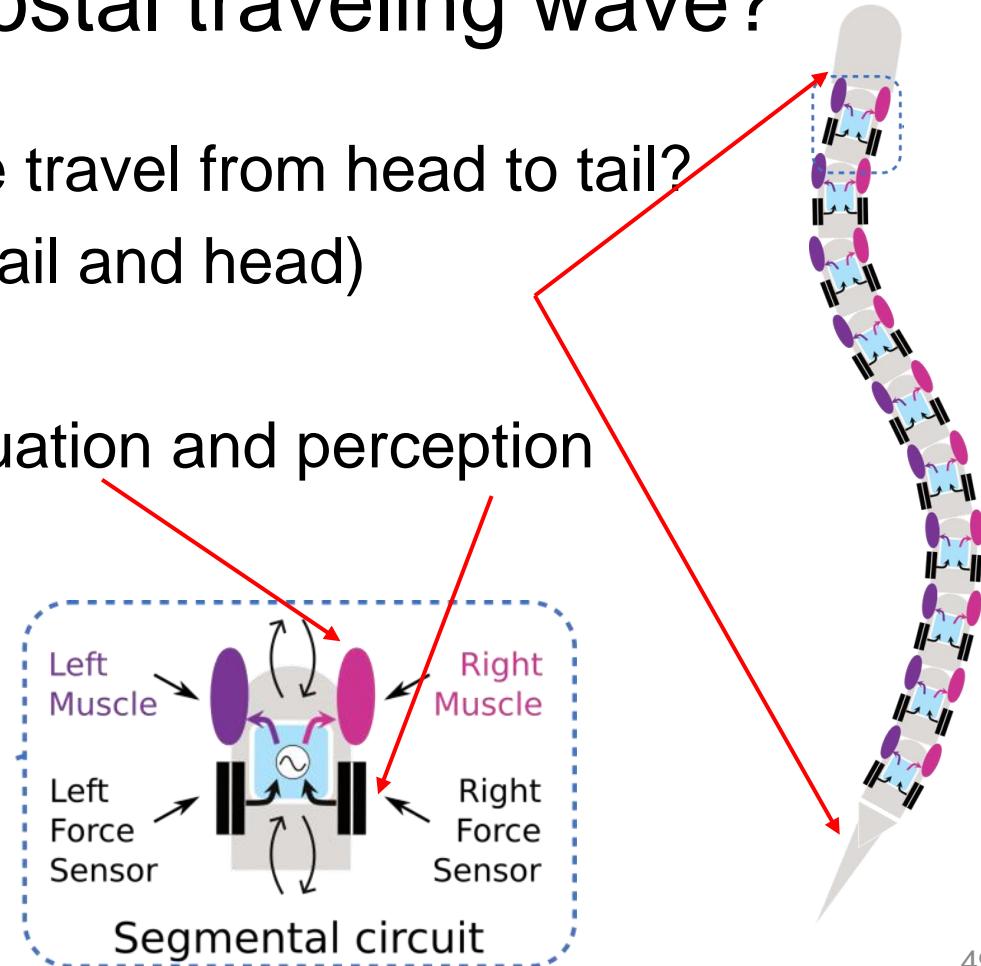
# Why a caudo-rostral traveling wave?

Why does the traveling wave travel from head to tail?

1. Asymmetry of the body (tail and head)

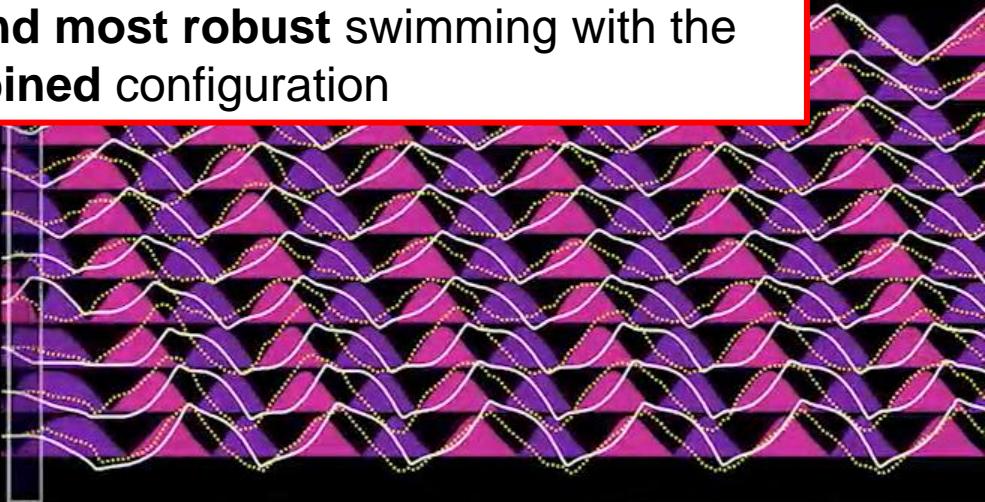
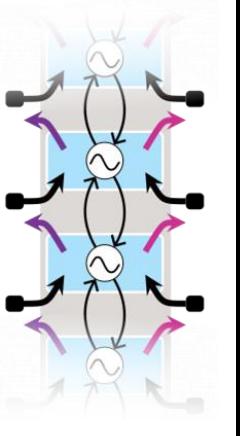
2. Spatial shift between actuation and perception

Pressure-sensitive dorsal cells in the lamprey tend to have receptive fields that are caudal (i.e. closer to the tail) to their position in the spinal cord



Combined

Shorter transients and most robust swimming with the combined configuration



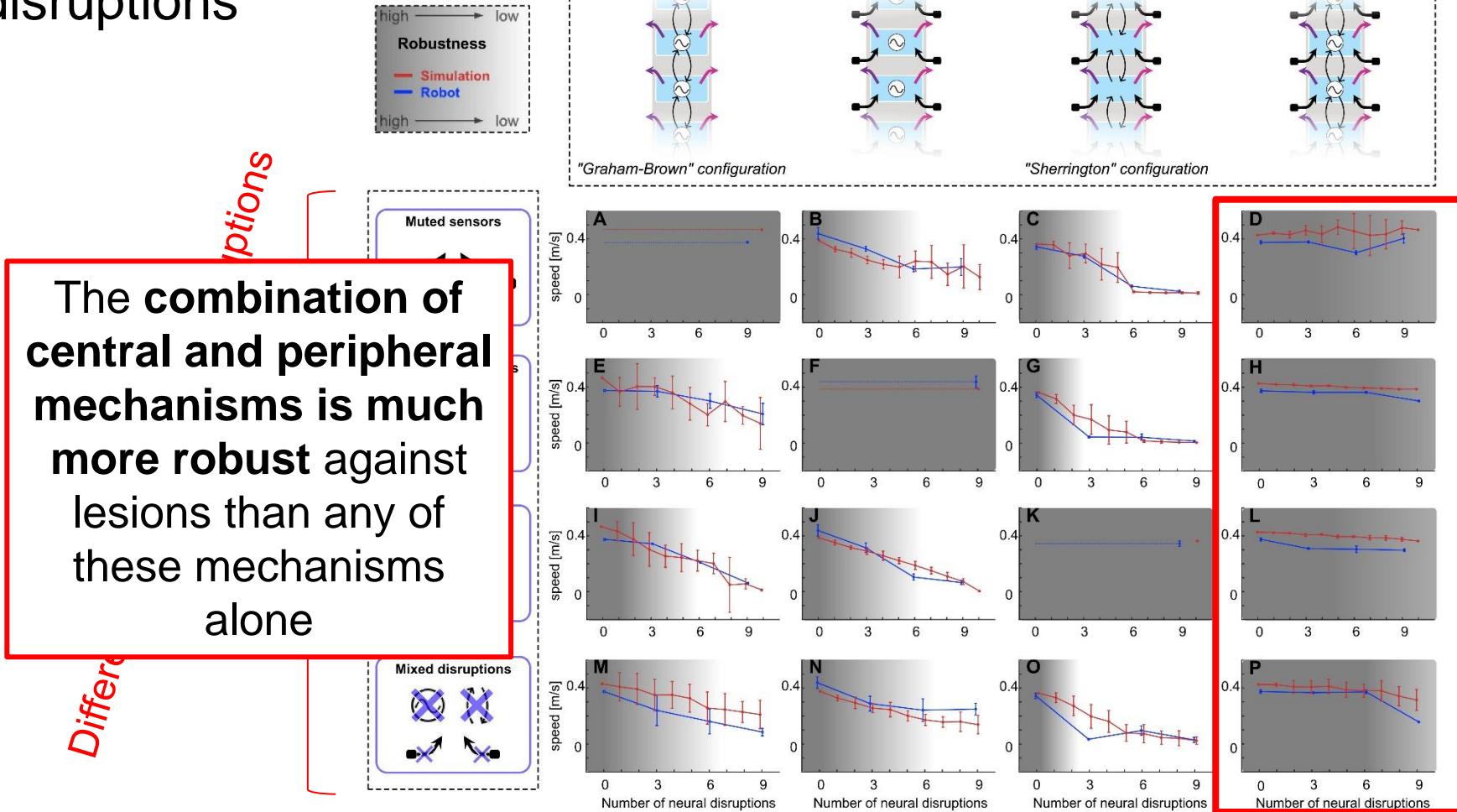
right-side activation

left-side activation

joint angles

forces

# Robustness to neural disruptions



# Lamprey and salamander summary

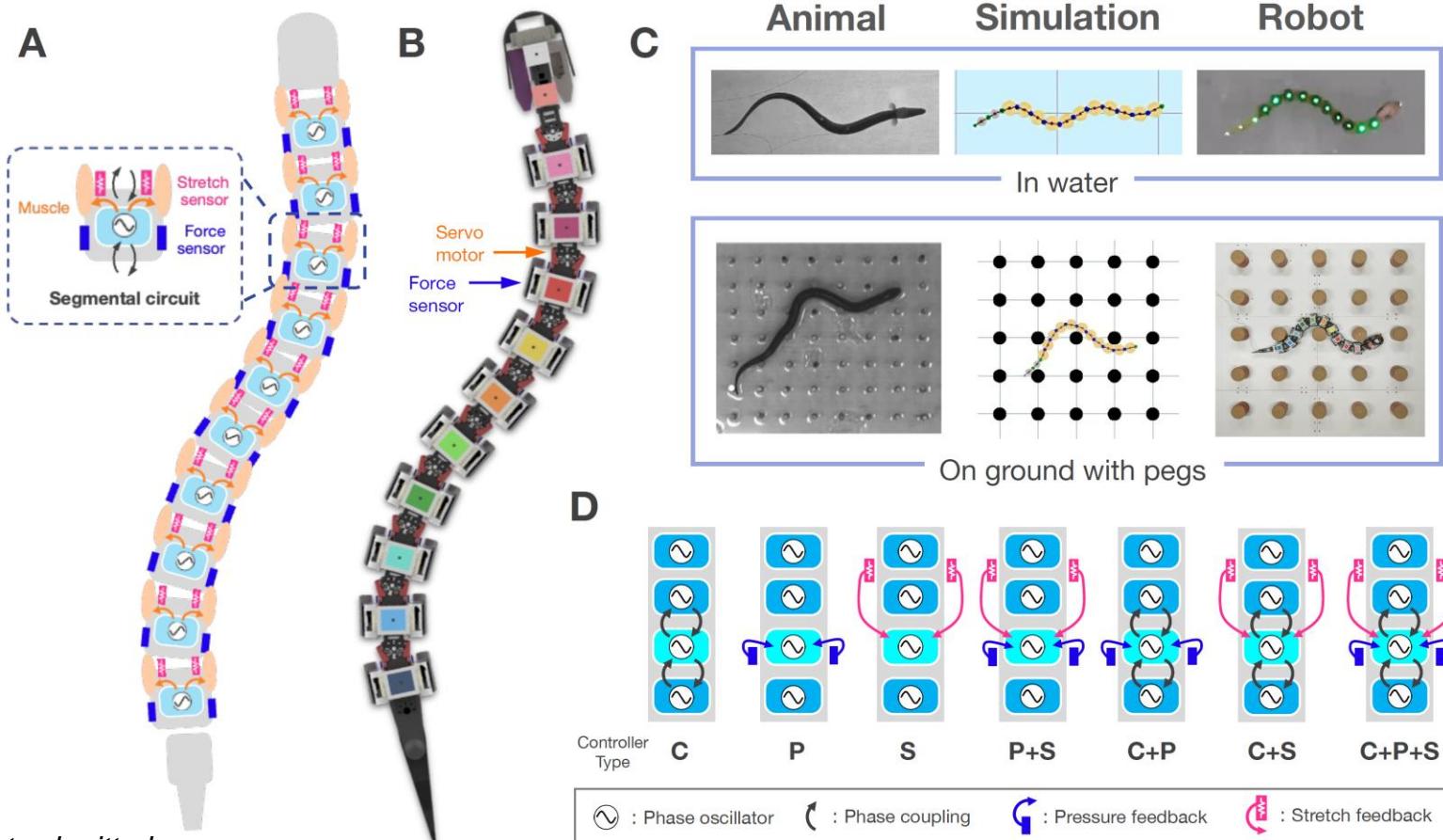
CPG circuits can generate and modulate various locomotion patterns (central mechanism)

- Probably **weaker inter-oscillator couplings** than we thought

Local sensory feedback (peripheral mechanism):

- helps **handle perturbations**
- Can also contribute to
  - **synchronize oscillators** (i.e. replace intersegmental coupling)
  - **generate rhythms** (i.e. replace oscillators)
- **High flexibility** and **self-organized locomotion** (multiple mechanisms are contributing)
- **Strong robustness and redundancy**: many aspects of locomotion can be generated both by **central and peripheral mechanisms**
- Work in progress: adding **stretch feedback** improves robustness as well

# New: exploring stretch and pressure feedback

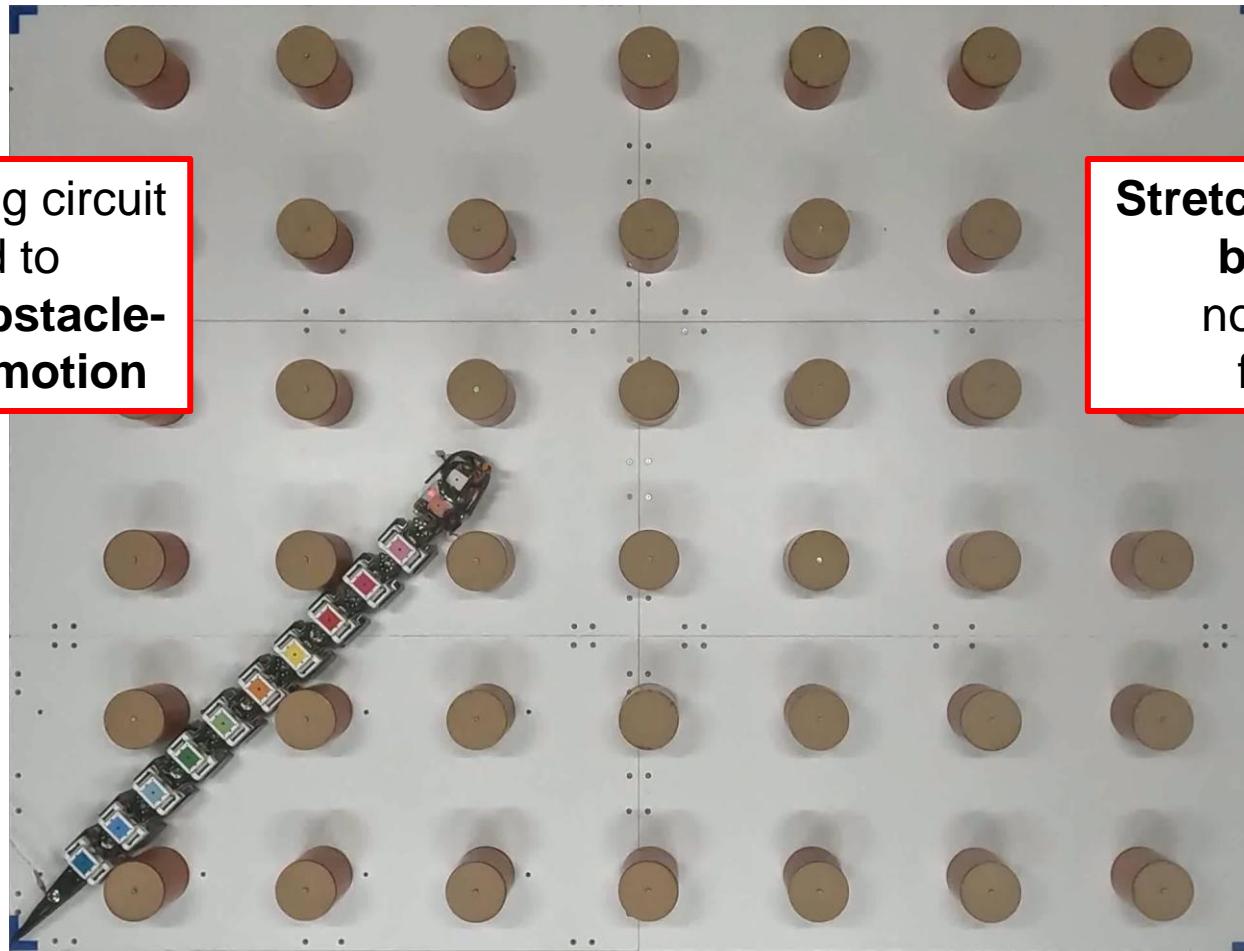


# Stretch and local pressure feedback on ground

P+S

The swimming circuit  
can lead to  
**terrestrial obstacle-  
based locomotion**

Stretch feedback is  
**beneficial**,  
not pressure  
feedback

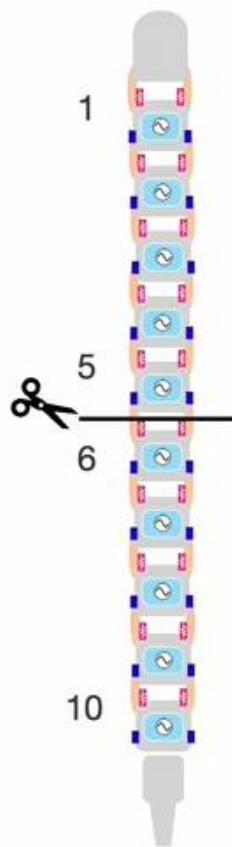


## Transected eel

Spinal cord transected  
at 50% body length



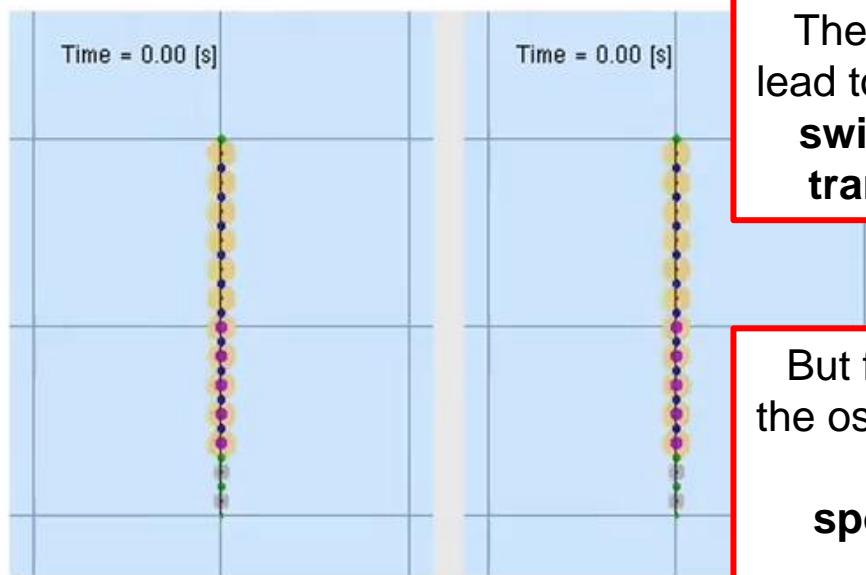
## Controller : C+P+S (Spinal transected)



Intrinsic oscillator frequency ( $f_i$ )

Anterior : 1.5 Hz  
Posterior : 0.45 Hz (30%)

Anterior : 1.5 Hz  
Posterior : 2.7 Hz (180%)



The feedback can  
lead to **synchronized**  
**swimming** like in  
**transected eels**

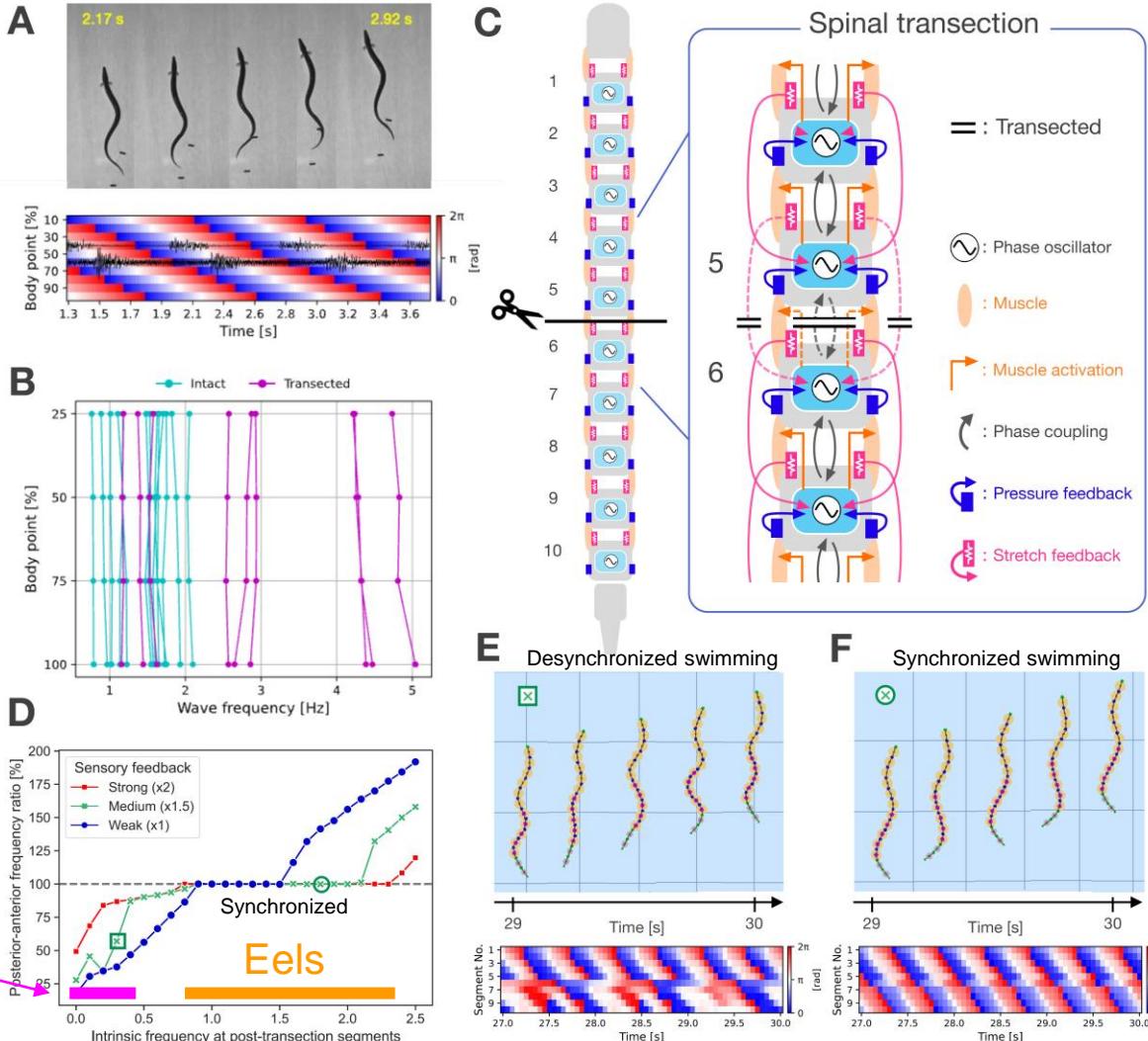
But for this to work  
the oscillators need to  
be able to  
**spontaneously**  
**oscillate**

Two conditions for synchronized swimming:

- (1) the **feedback should be strong enough**
- (2) The oscillators below transection should be capable of **spontaneous oscillations**

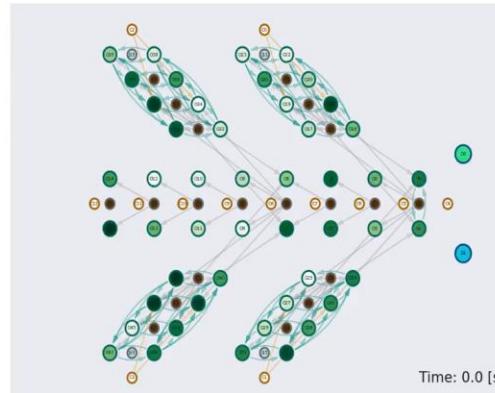
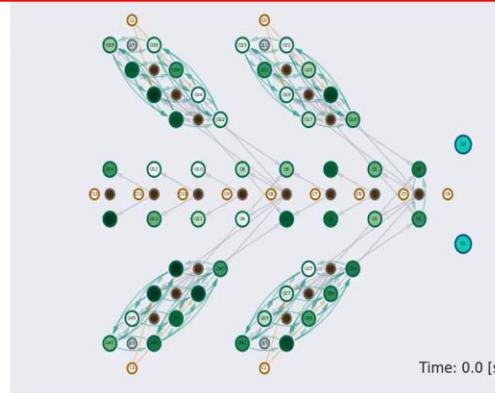
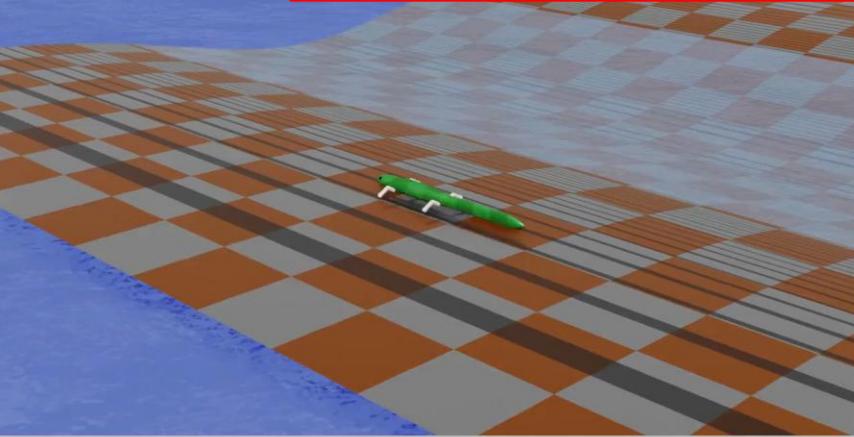
This could explain why **eels** can swim directly after transection and **not salamanders**

Salamanders



# Swimming and walking coordinated through sensory feedback

Quite good locomotion **coordinated by sensory feedback**



Jonathan  
Arreguit O'Neil

No axial coupling  
No interlimb coupling  
(but intralimb coupling)

Three types of feedback:

- Limb force
- Muscle stretch
- Muscle stretch velocity

It even works for **amphibious centipede locomotion!**



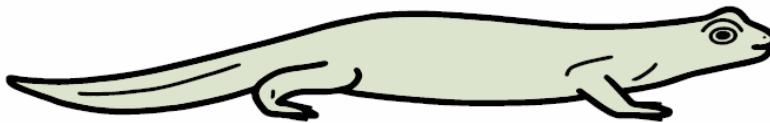
# Q2 Evolution

100% ↑



## From amphibians

- Low to the ground
- Slow
- Anamniotes (eggs in water)



Salamander

Lamprey



Low instability

Salamander



Mechanical (static) instability

Cat

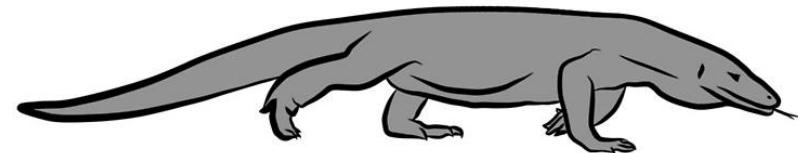


Ostrich



## to reptiles

- More erect
- Faster, more agile
- Amniotes (eggs in a shell)



Komodo dragon



Size of support polygon

Human



High instability

Ryczko, Simon, Ijspeert,  
*Trends in Neuroscience*, 2020

# Robotic Paleontology: reverse engineering the locomotion of *Orobates*, an early tetrapod

John A. Nyakatura, Kamilo Melo, Tomislav Horvat,  
Kostas Karakasiliotis, Vivian R. Allen, Amir Andikfar,  
Emanuel Andrada, Patrick Arnold, Jonas Lauströer, John  
R. Hutchinson, Martin S. Fischer & Auke J. Ijspeert



K. Melo



T. Horvat



K. Karakasiliotis

*Nature* 565, 351–355 (2019)



John A. Nyakatura



John R. Hutchinson

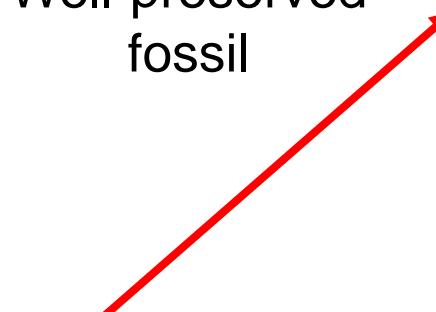
# Robotic Paleontology: reverse engineering the locomotion of Orobates, an early tetrapod



Well-preserved fossil



Foot track for the same species



What was the  
**most likely gait?**



ROBOTIC  
PALAEONTOLOGY

THE PRIZE  
DIVIDE  
PAGE 281

POLYCRYSTAL  
DESIGN  
PAGE 282

LIGHT  
TOUGH  
PAGE 284



# Sprawling locomotion in extant tetrapods

Salamander



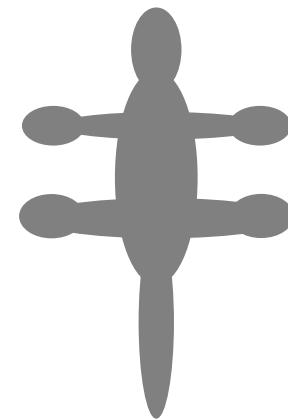
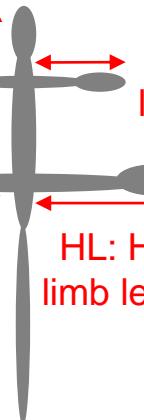
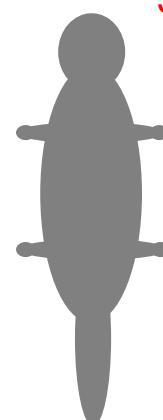
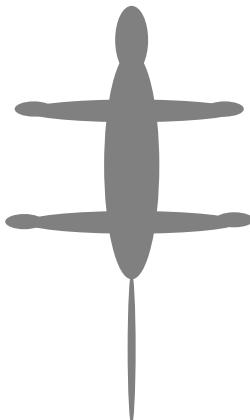
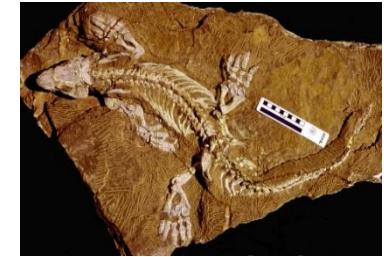
Skink



Iguana



Caiman



SVL: Snout-Vent length

FL: Front limb length

HL: Hind limb length

HL/SVL 0.3  
FL/HL 0.85

0.17  
1.0

0.55  
0.67

0.39  
0.75

0.41  
0.93

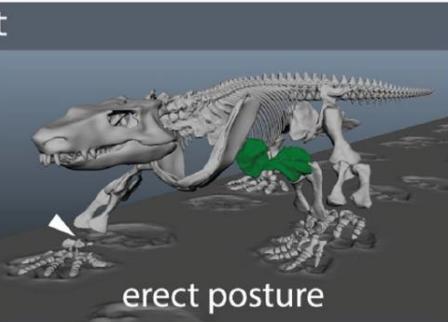
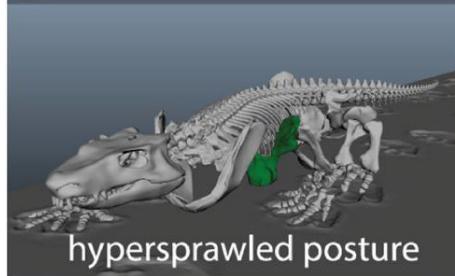
# X-ray motion analysis & measurement of ground reaction forces



# Defining a sprawling gaits space

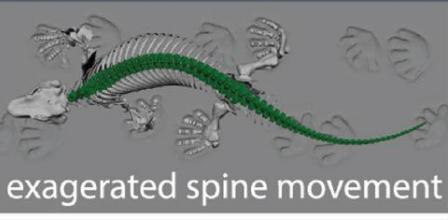
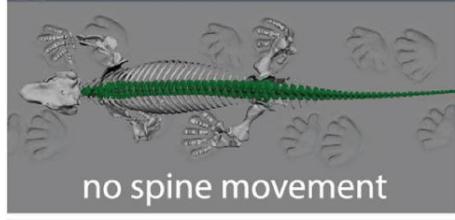
**g**

Body height



**h**

Spine bending



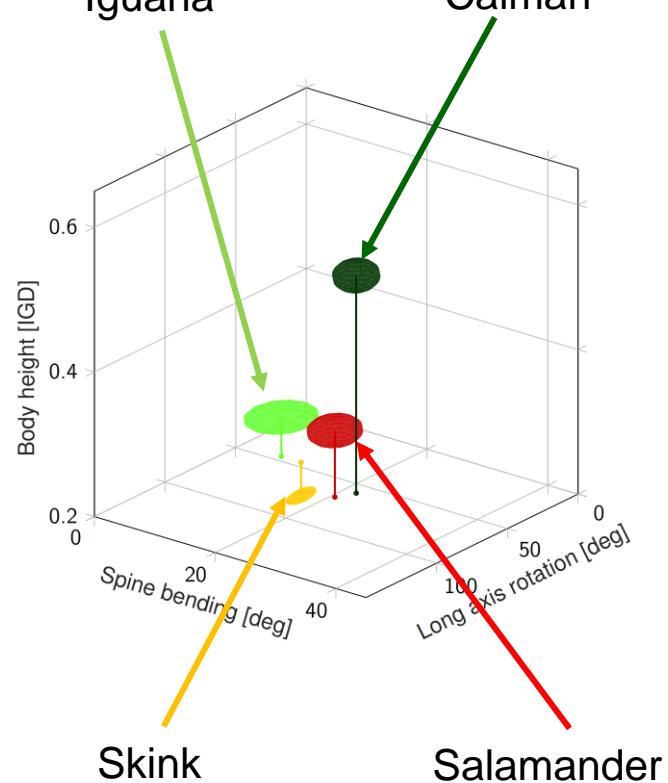
**i**

Long axis rotation



Iguana

Caiman



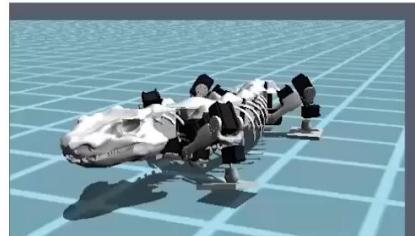


Nyakatura et al, *Nature*, 2019

# Gait parameters – dynamic simulation

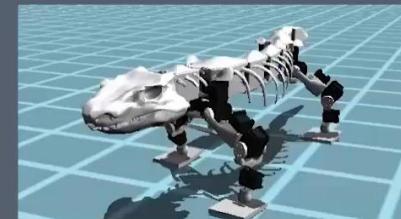
**Inverse-kinematic controllers** are used to generate gaits that:

- **Step in the footprints**
- Allow modulation of quantities defining the SGS (sprawling gait space)



hypersprawled posture

BODY LIFT

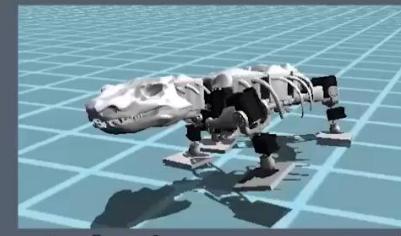


erect posture

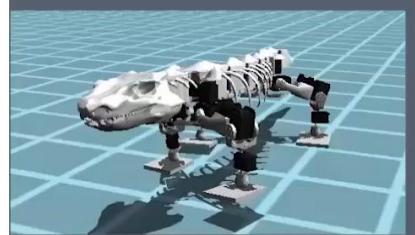


no spine movement

SPINE BENDING

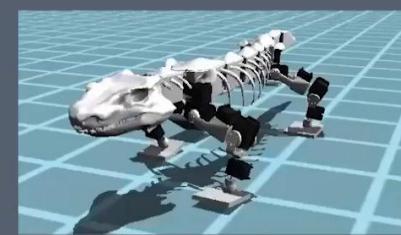


exaggerated spine movement



humeral retraction only

LONG AXIS ROTATION



humeral LAR only

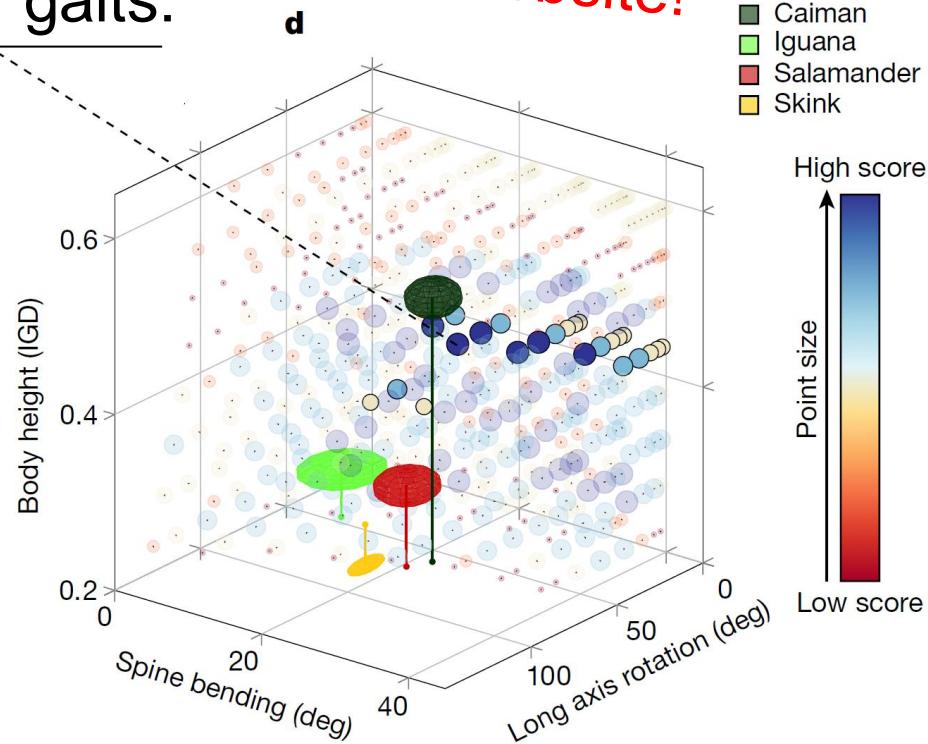
# Most likely gaits

**Metrics** for finding the most likely gaits:

- Bone collisions
- Power expenditure
- Balance
- Precision
- GRF Ground reaction forces

Exclusion-based approach:  
filtering out unlikely gaits (lowest  
50% percentile for each metric)

Check out the  
interactive  
website!



# Most likely gaits

**Metrics** for finding the most likely gaits:

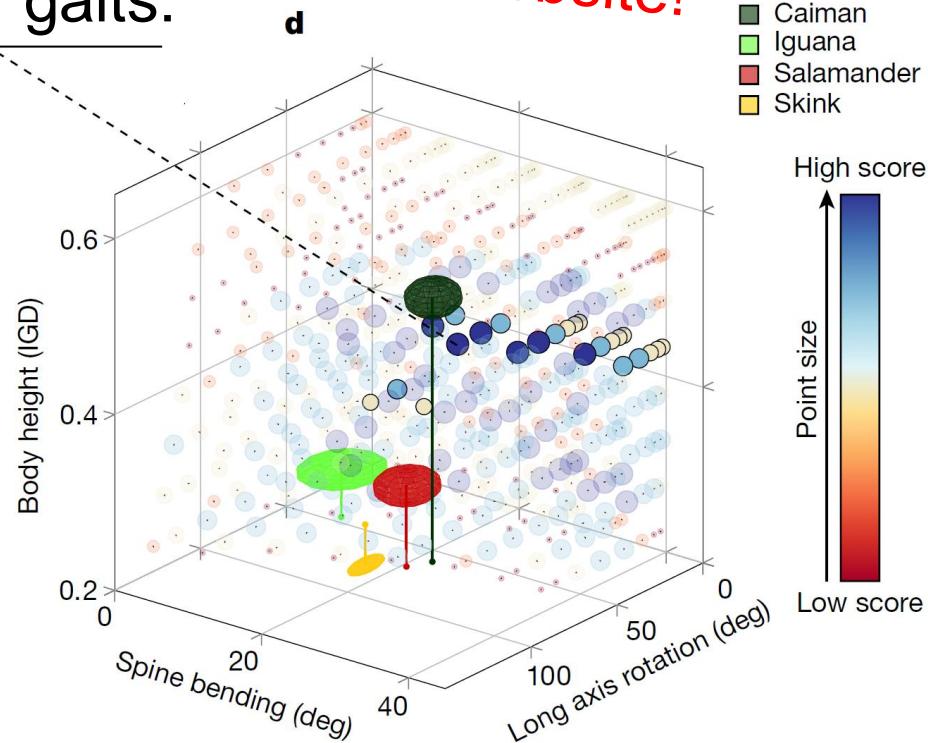
Orabates could have used many different types of gaits

• Precision  
• GRF Ground reaction forces

The most likely one is close to the Caiman's

Ex... filtering out unlikely gaits (lowest 50% percentile for each metric)

Check out the interactive website!

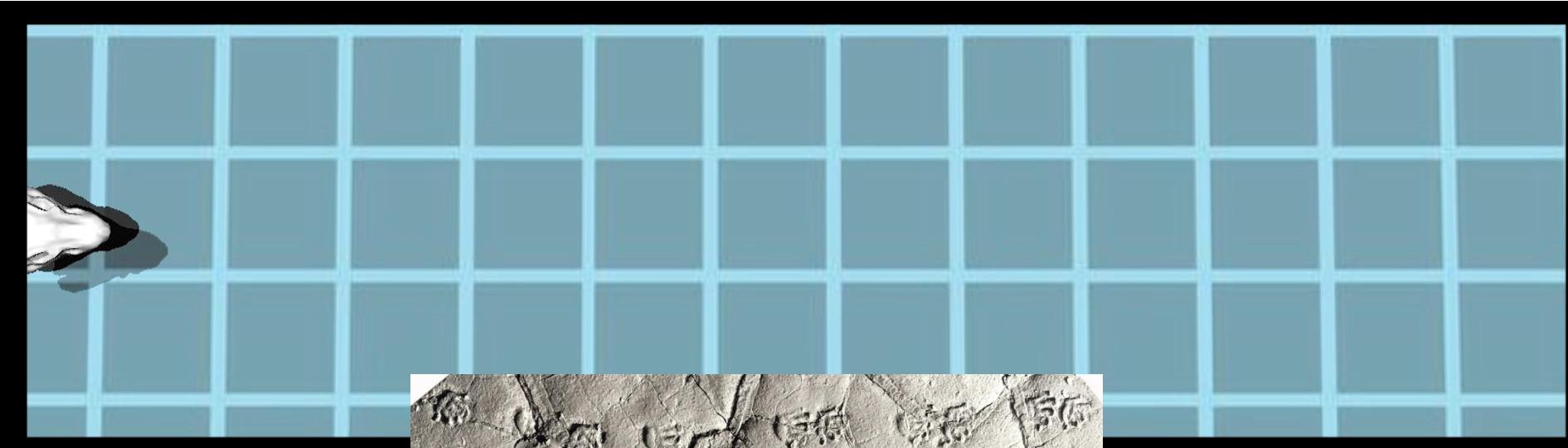


[https://biorob2.epfl.ch/pages/Orobates\\_interactive/](https://biorob2.epfl.ch/pages/Orobates_interactive/)

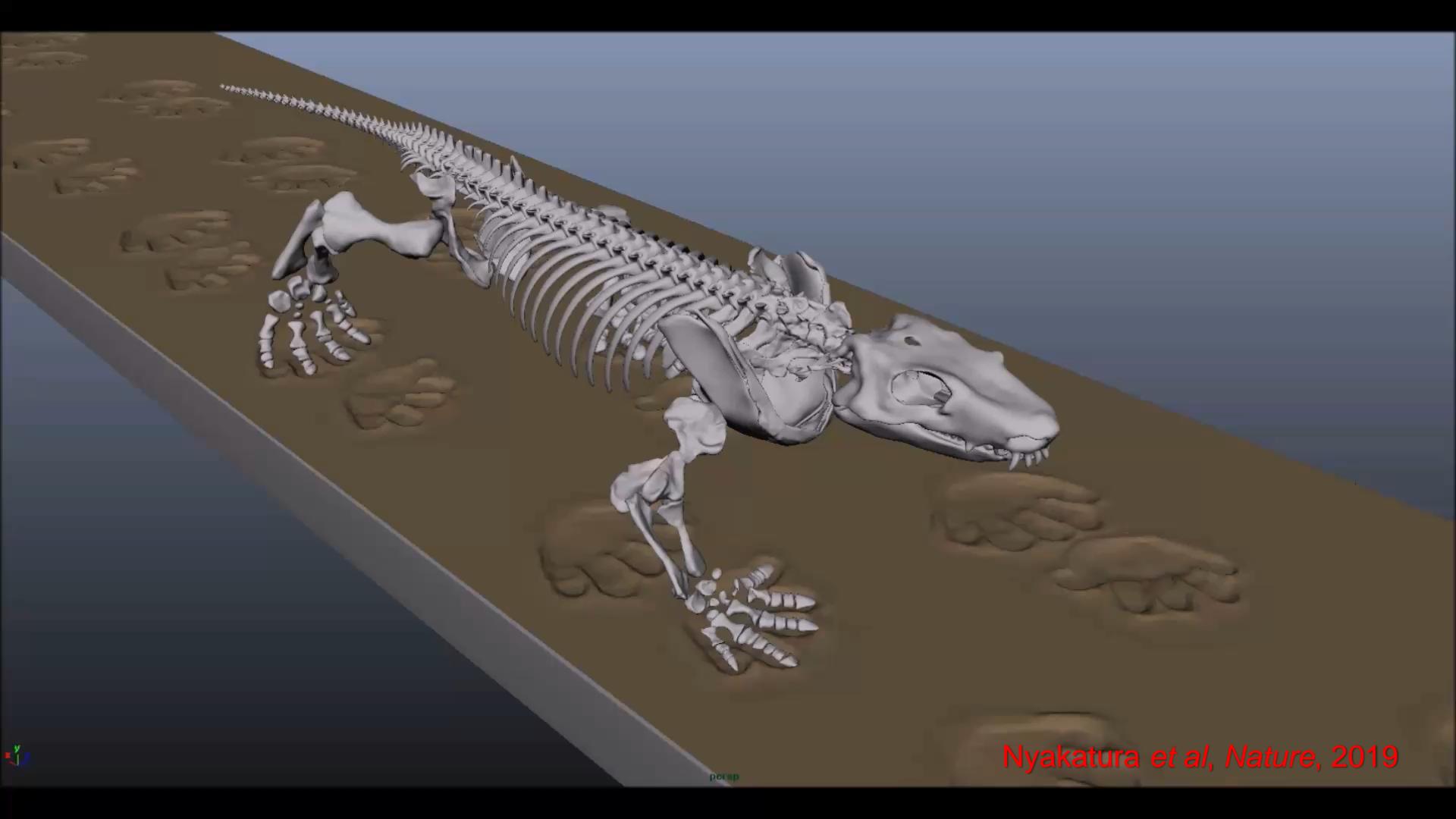
<https://cyberbotics2.cyberbotics.com/orobot/simulation.php>



Nyakatura et al, *Nature*, 2019



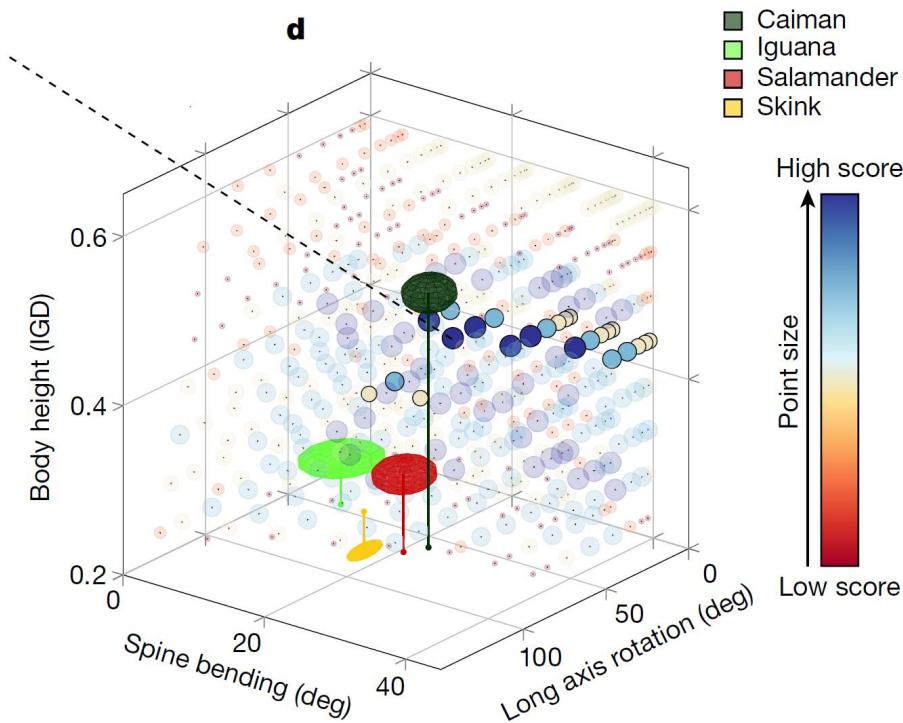
Nyakatura *et al*, *Nature*, 2019

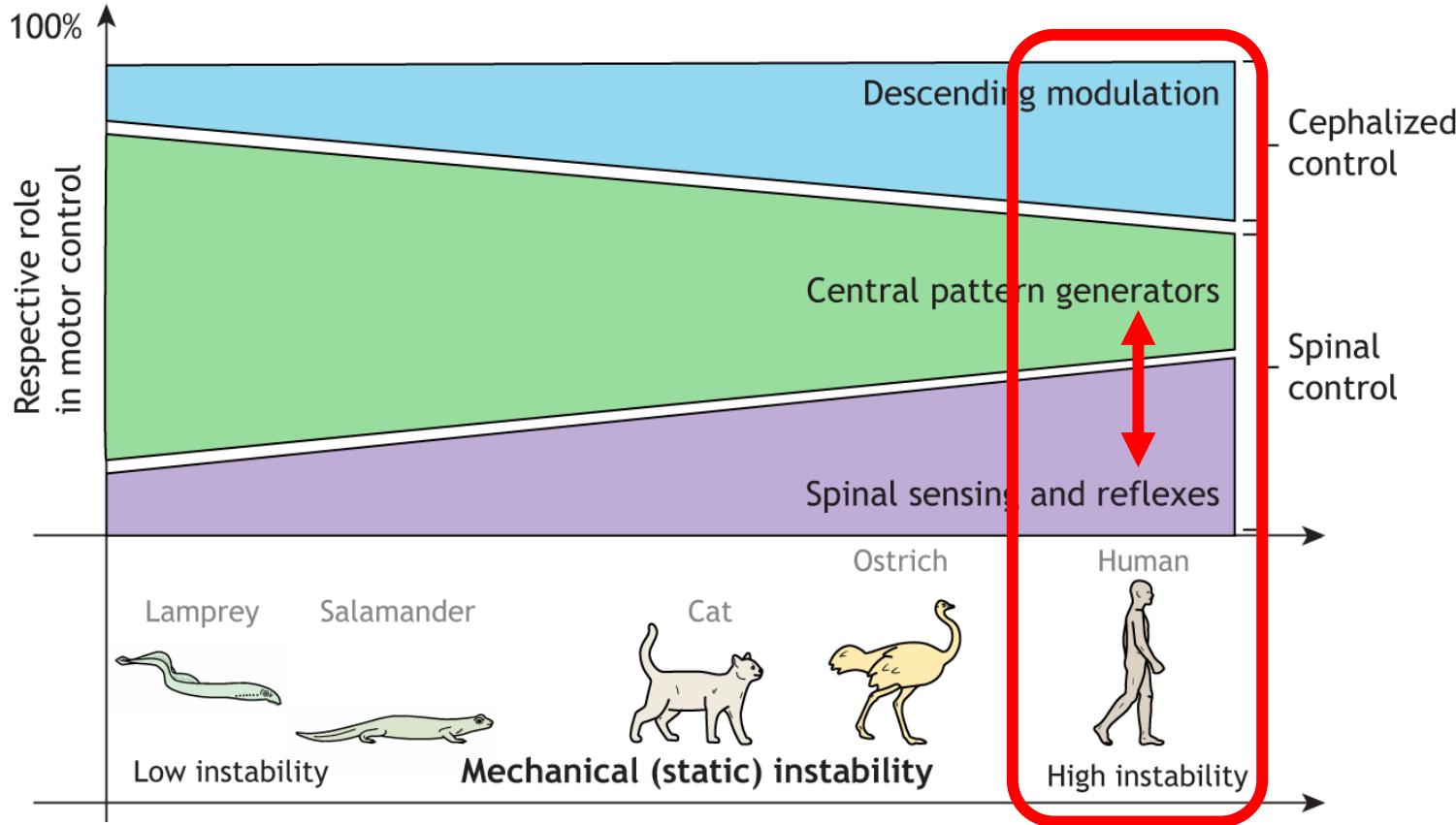


Nyakatura et al, *Nature*, 2019

- Orobates could in principle have used a **large diversity of gaits**
- Most likely: a **quite erect and athletic gait**
- More **similar to Caiman** than to salamander
- **More advanced than initially thought** for this stem amniote
- New **quantitative methodology** for paleontology

# Paleontology: take-home messages





Indirect evidence of CPGs in human: Minassian et al, *Neuroscientist*, 2017

# Great progress in humanoid robots



Wabian, Waseda U.



Asimo, Honda



HRP2



Figure AI



G1, Unitree



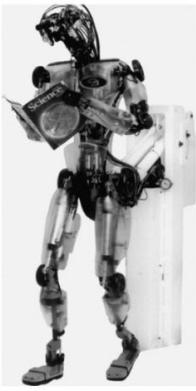
Optimus, Tesla



Digit, Agility R.



Qrio, SONY



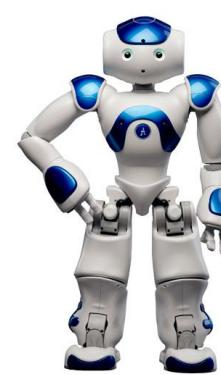
DB, Sarcos



Atlas, Boston Dynamics



New Atlas



Nao, Aldebaran Apollo Apptronic



A2, Agibot

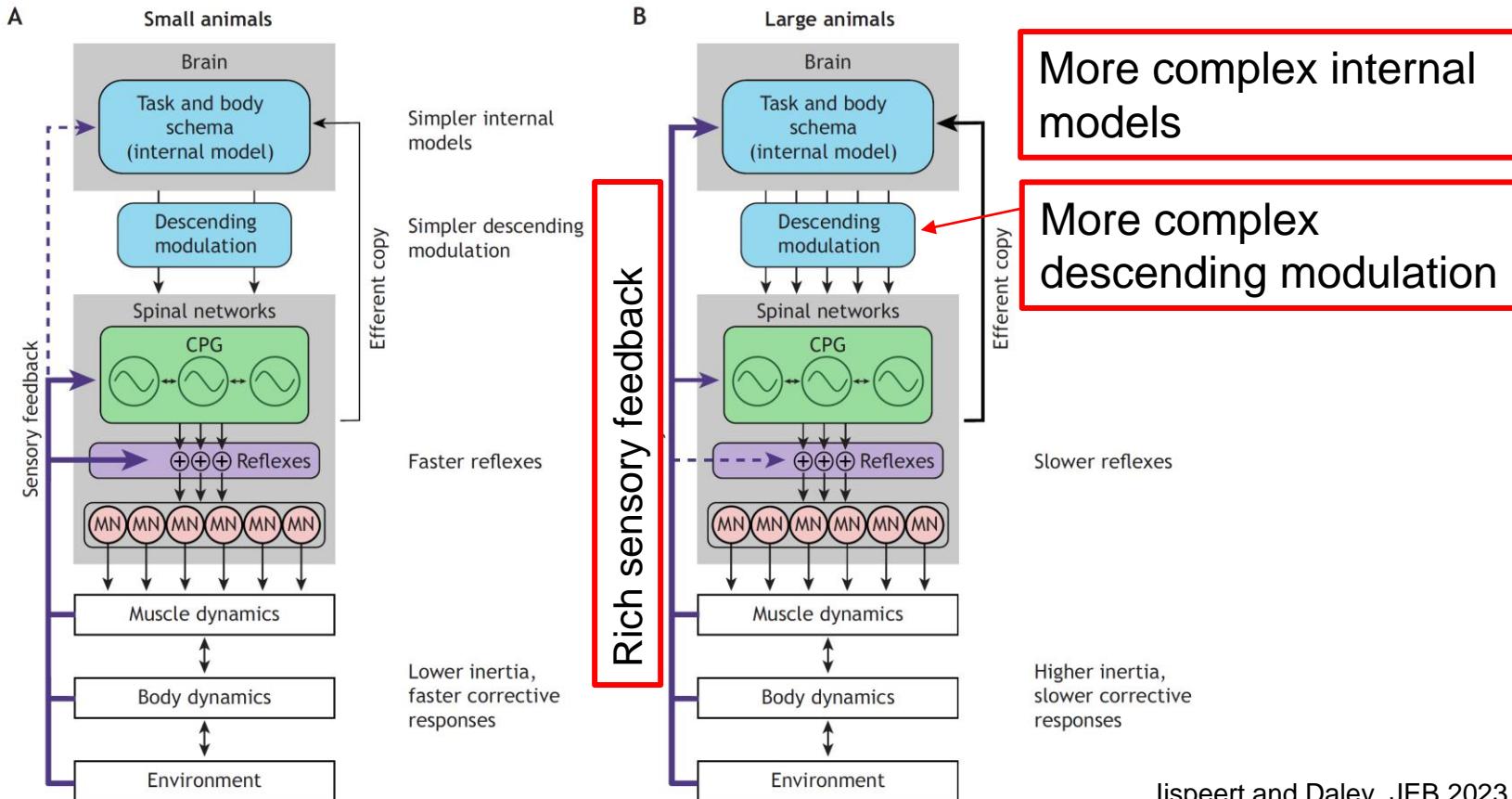


ISNER  
FEDERER

3 2 30  
6 2 0

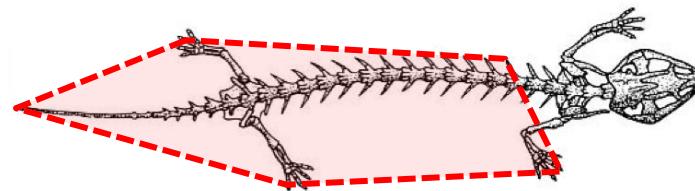
<https://www.youtube.com/watch?v=6XR7cr3QIV8>

# Human motor control relies more on **sensory signals** and **higher-brain centers** (supra-spinal control)

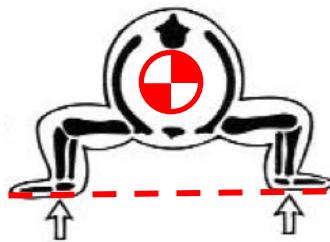


# Key transition from amphibians to mammals

Sprawling posture



Salamander



Low center of mass

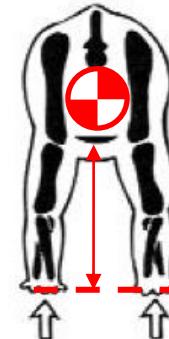
Large support polygon

Upright posture



studyblue.com

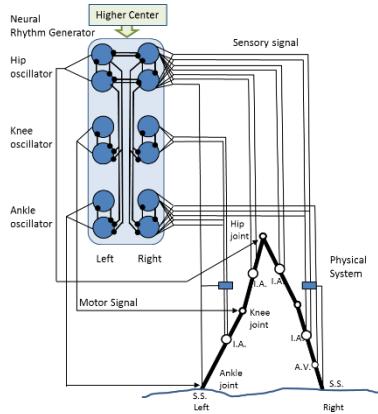
Mammal



High center of mass

Small support polygon

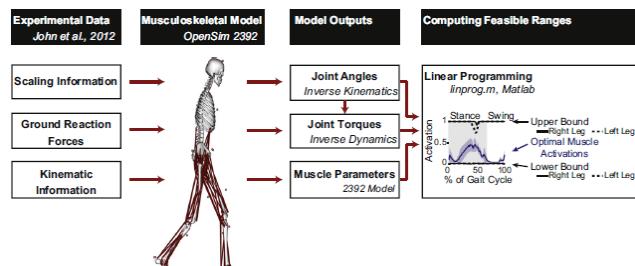
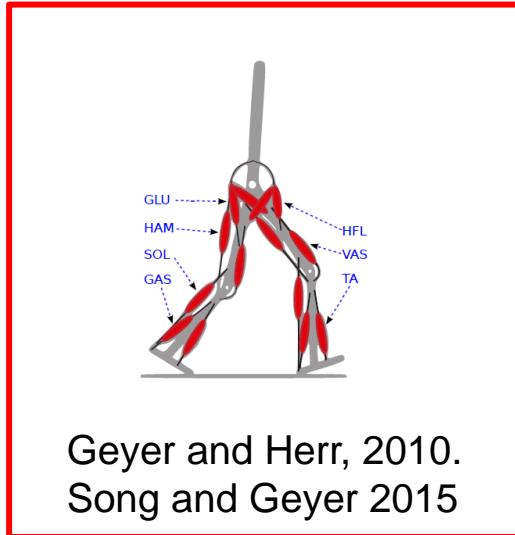
# Neuromechanical models of human locomotion



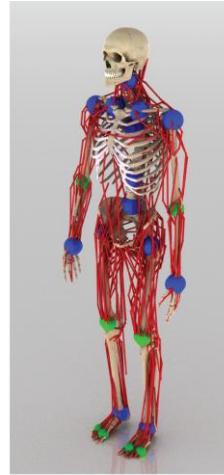
Taga 1995, 1998



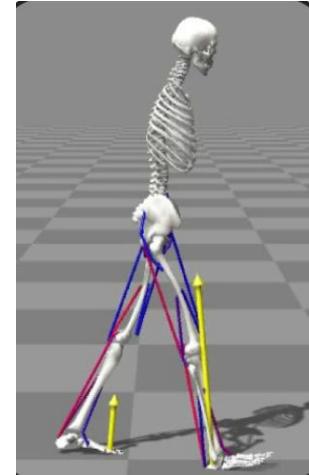
Nakamura lab  
(Sreenivasa et al 2012)



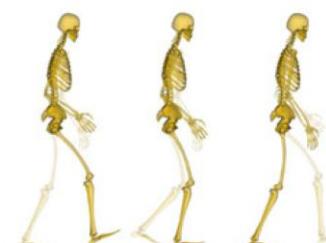
Ting lab (Simpson et al 2016)



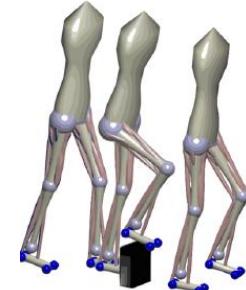
Lee et al 2019e



Ong et al 2019



Falisse et al 2019



Ramadan et al 2022

# Geyer and Herr's sensory-driven model

## Sensory-driven model

+

7 muscles per leg

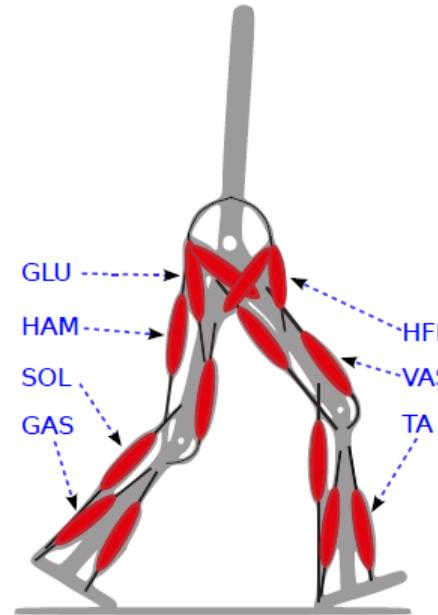
+

Different reflexes

(positive and negative force feedback,  
limits of overextension, ...)

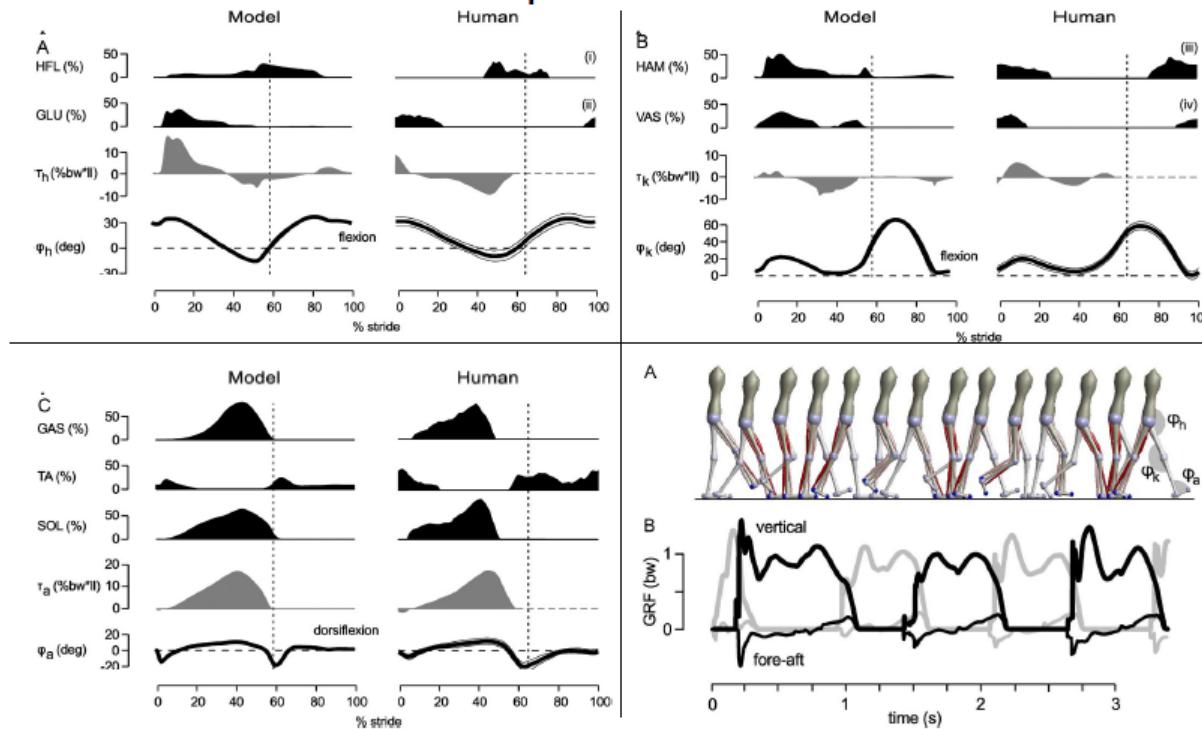
+

Posture control (torso angle)



H Geyer, HM Herr. A muscle-reflex model that encodes principles of legged mechanics produces human walking dynamics and muscle activities. IEEE Trans Neural Syst Rehabil Eng 18(3): 263-273, 2010.

# Good match to human data



H Geyer, HM Herr. A muscle-reflex model that encodes principles of legged mechanics produces human walking dynamics and muscle activities. **IEEE Trans Neural Syst Rehabil Eng** 18(3): 263-273, 2010.

# Benefits of a CPG?

- Is it worth adding a CPG to the sensory-driven network?
- Yes, we think so!



Florin Dzeladini



N. van der Noot

Hypotheses: adding a CPG to the feedback-driven controller can

- 1) Improve the **control of speed**
- 2) Improve **robustness against sensory noise**
- 3) Improve **robustness against sensory failure**
- 4) Reduce **transient times**.



A. Wu

This can be seen as adding a feedforward controller to a feedback controller

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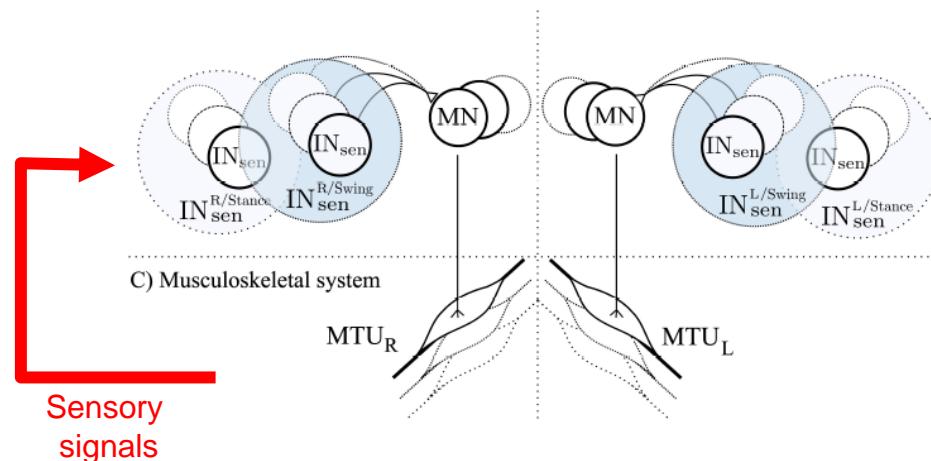


A. Wu

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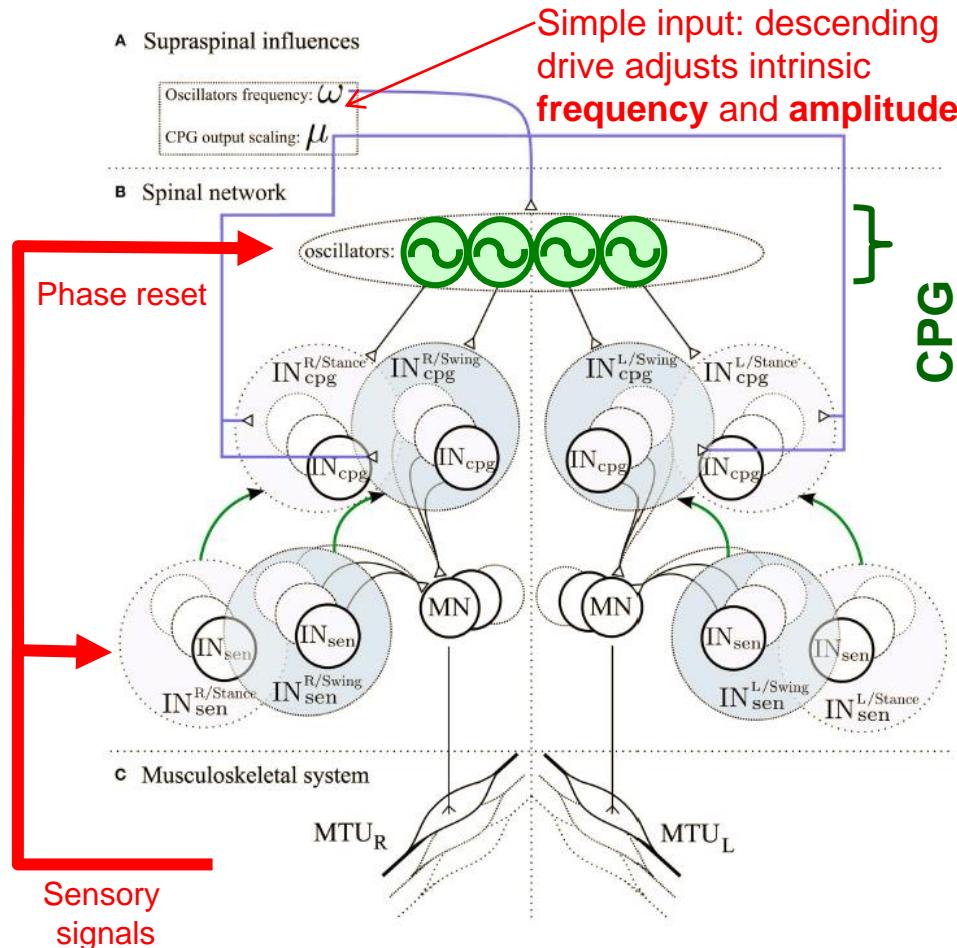
# CPG construction

We start with the sensory-driven model:



# CPG construction

... and add a CPG  
that replicates the  
control signals  
produced during  
steady-state



# CPG construction

## Feedback & CPG network

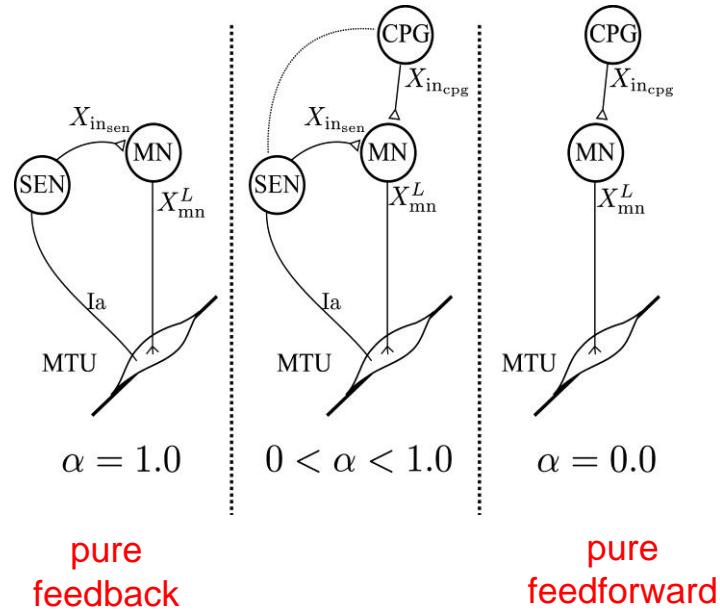
$$X_{mn} = f(X_{in_{sen}}, X_{in_{cpg}}) + X_{mn}^0$$

$$f(x_{fb}, x_{ff}) = G^s(x_{ff} + \alpha(x_{fb} - x_{ff}))$$

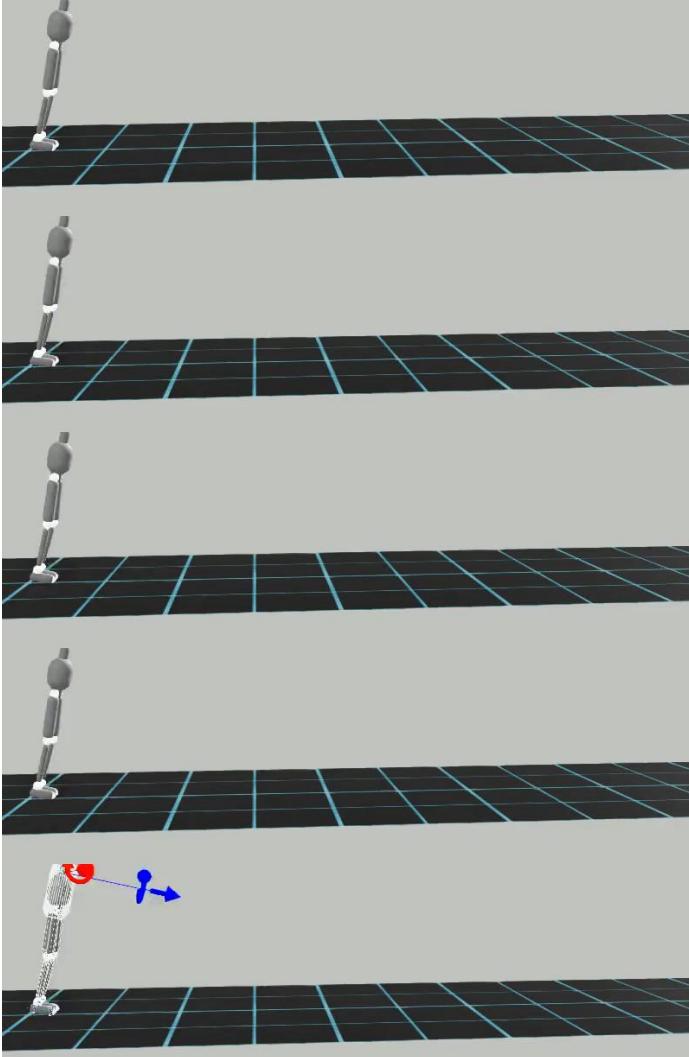
$\alpha = 0 \rightarrow$  pure feedforward

$\alpha = 1 \rightarrow$  pure feedback

Similarly to Kuo 2002, Motor Control



# Optimization of parameters

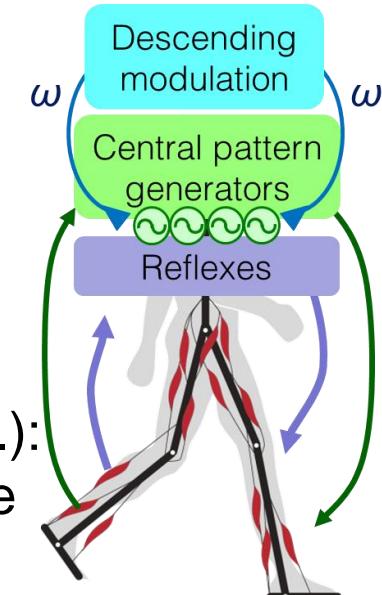


Optimizer:  
Particle Swarm optimization

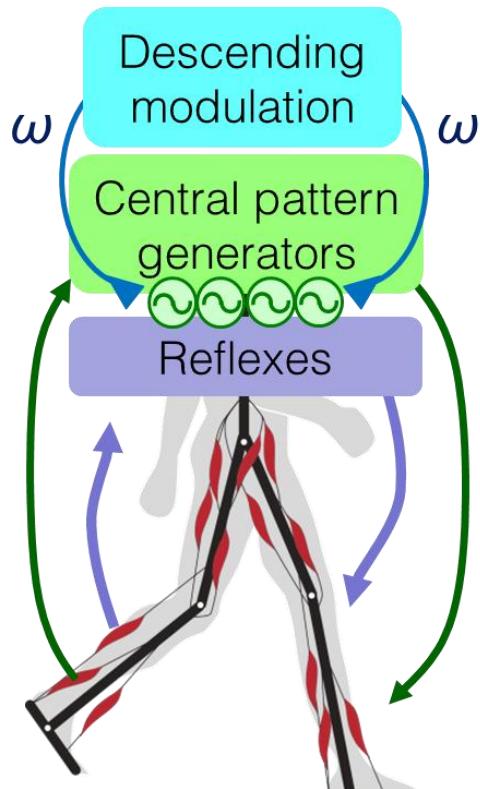
Open parameters (25):  
Reflex gains and thresholds

**Fitness function** (staged evol.):

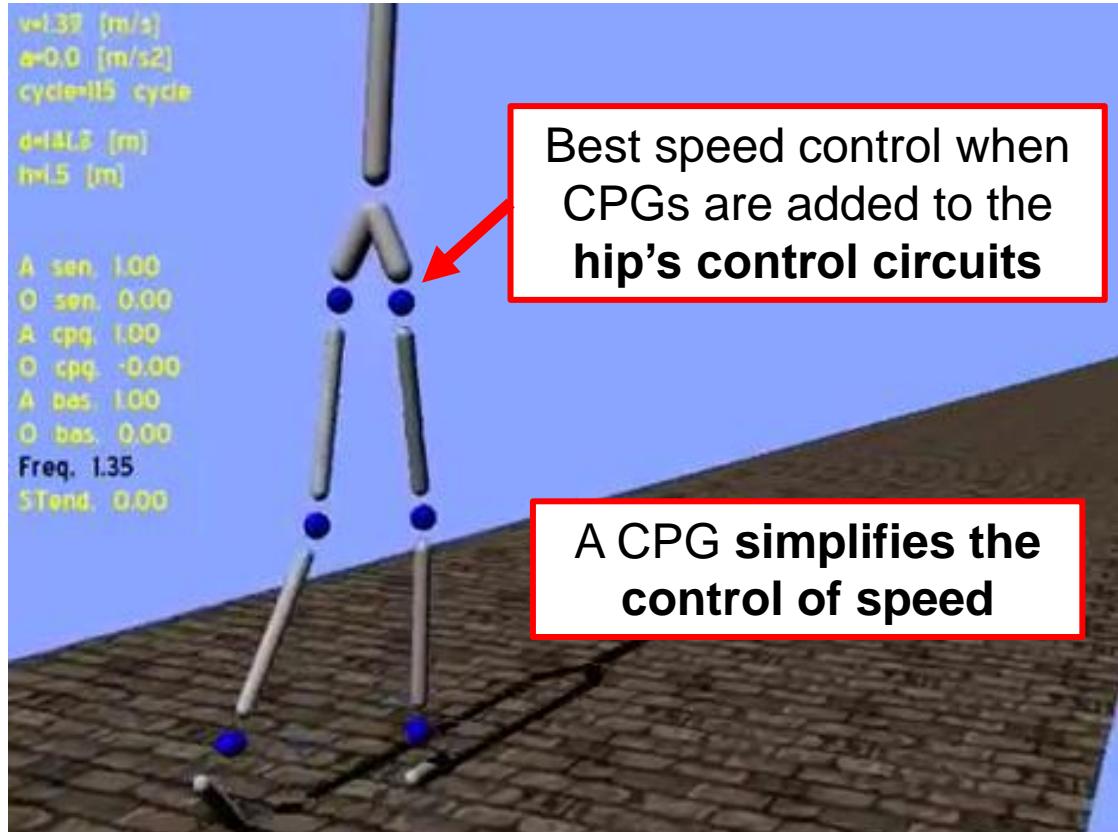
- 1) Reach a minimum distance
- 2) Reach a desired speed
- 3) Limit knee over extension
- 4) Minimize energy



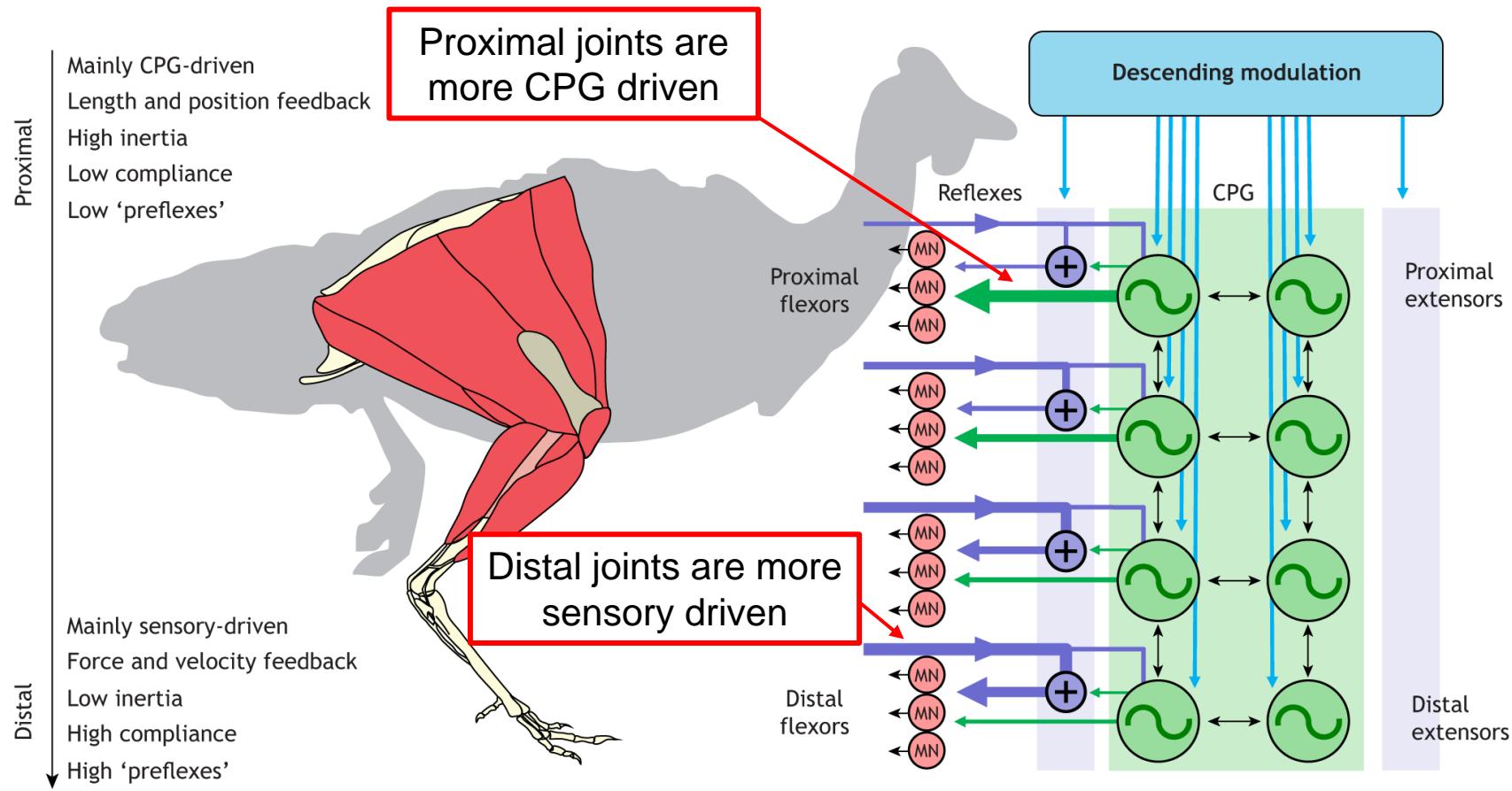
# Neuromechanical model



Symbi<sup>+</sup>tron



# A proximal-distal gradient?



# Modeling the human spinal cord



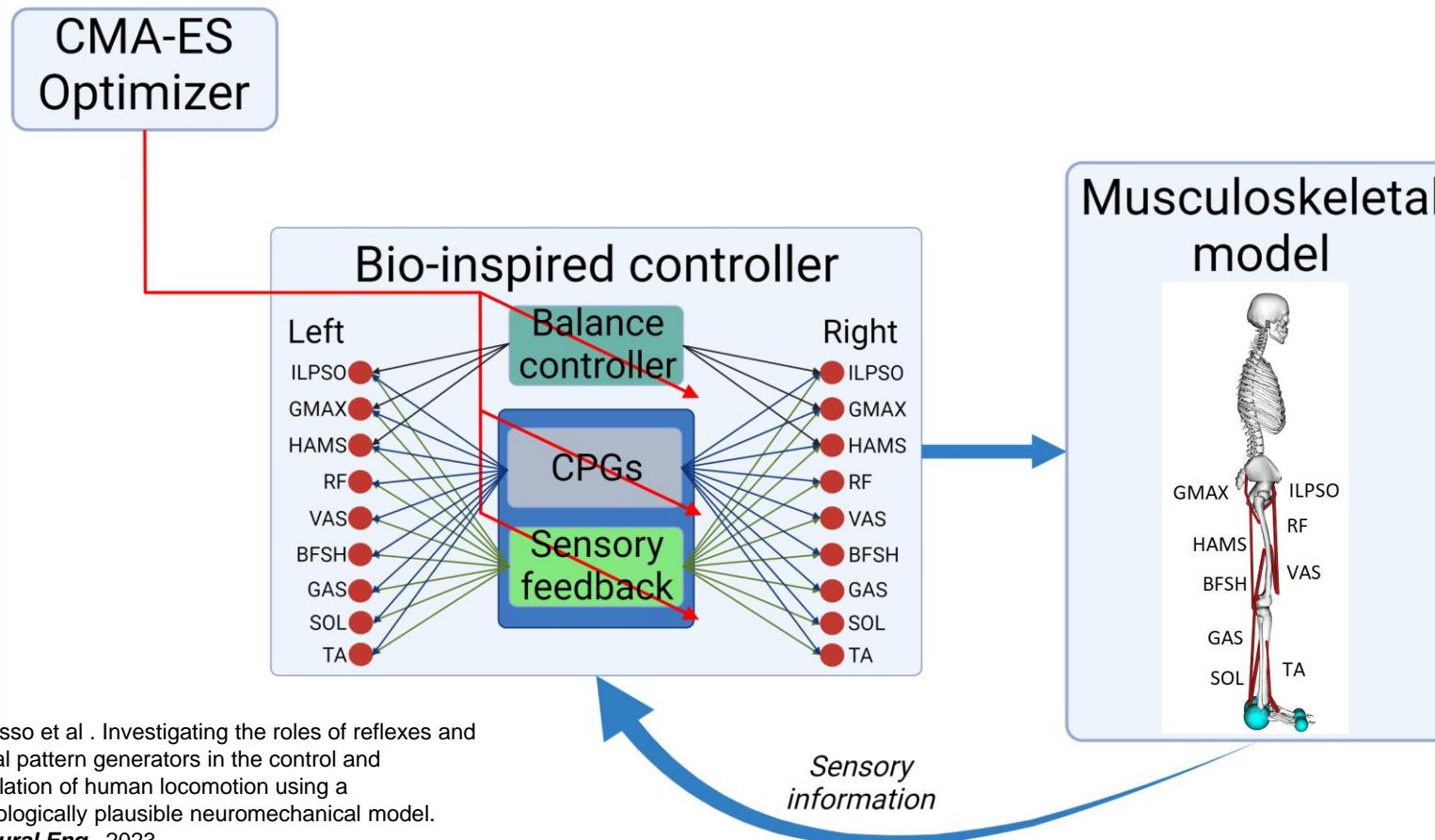
A. Di Russo



A. Bruel



Simon  
Danner



# Modeling the human spinal cord



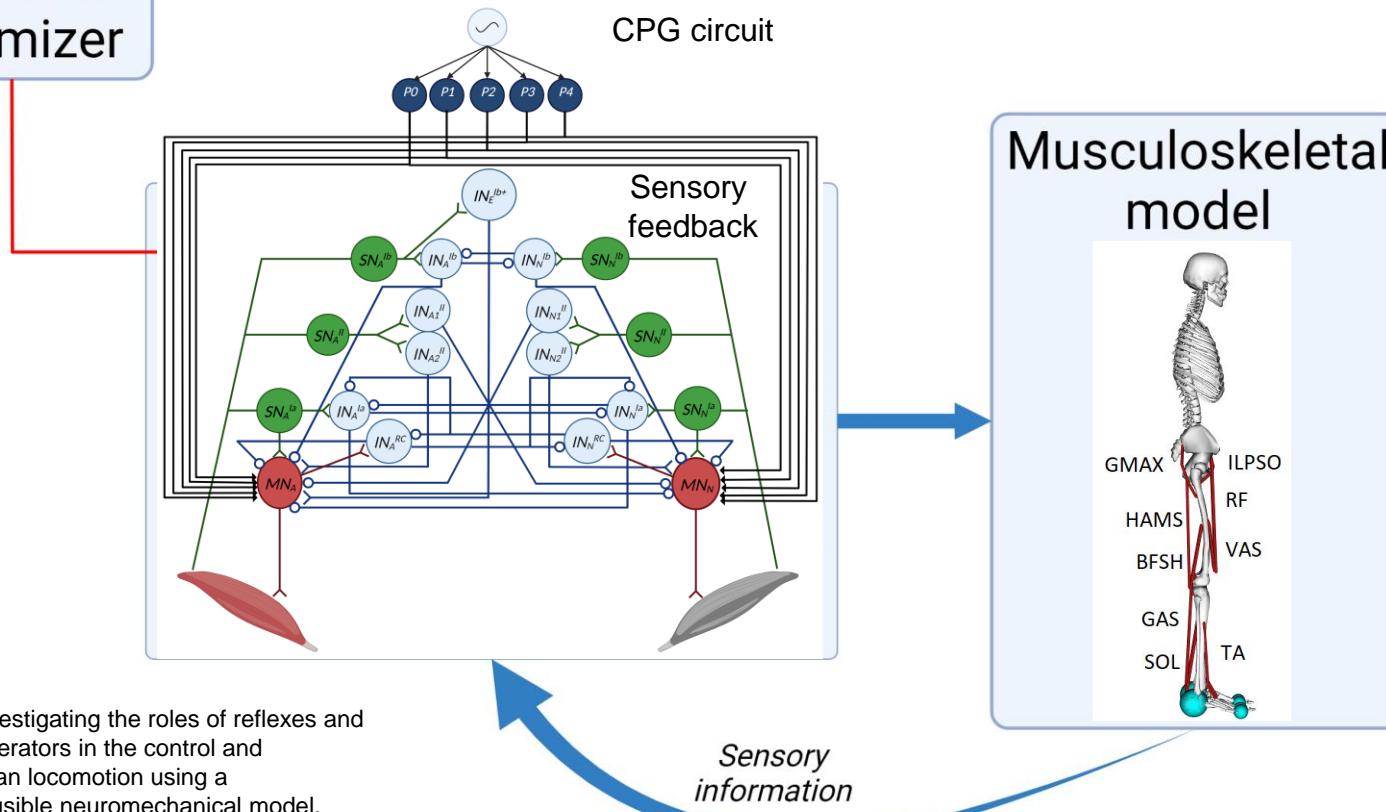
A. Di Russo



A. Bruel



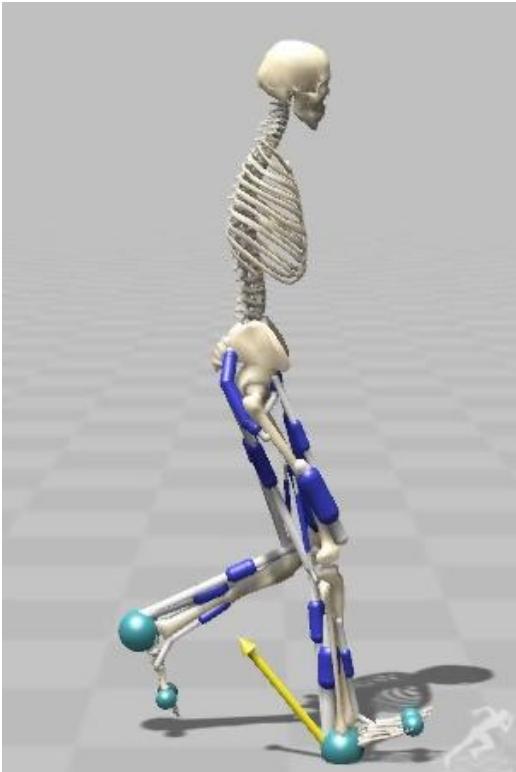
Simon  
Danner



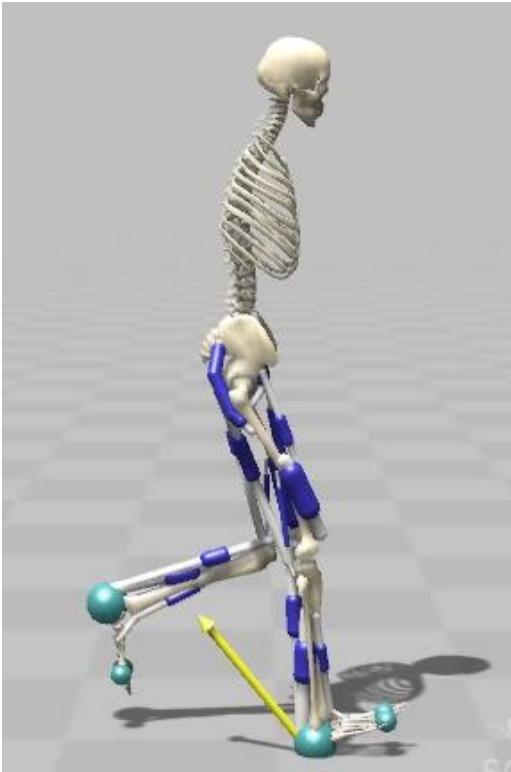
Di Russo et al. Investigating the roles of reflexes and central pattern generators in the control and modulation of human locomotion using a physiologically plausible neuromechanical model. *J. Neural Eng.*, 2023

# Control of speed

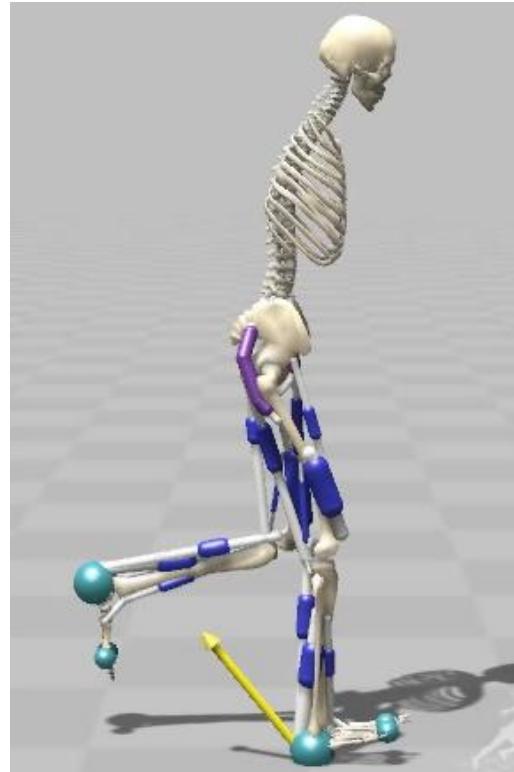
**0.55 m/s**, 0.92 m, 1.67 s



**1.17 m/s**, 1.57 m, 1.34 s



**1.86 m/s**, 1.98 m, 1.06 s



SCONE

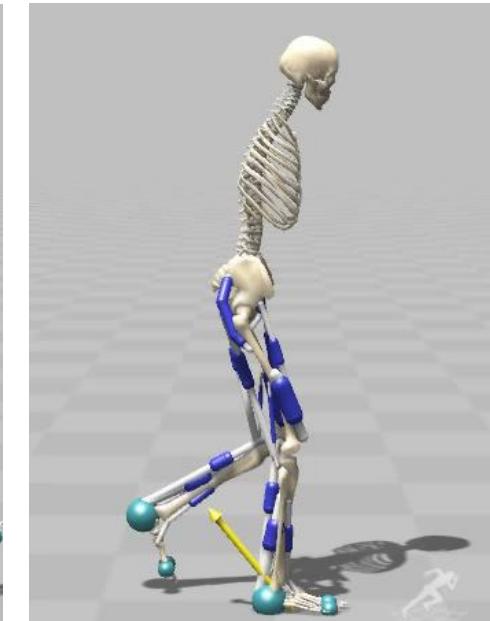
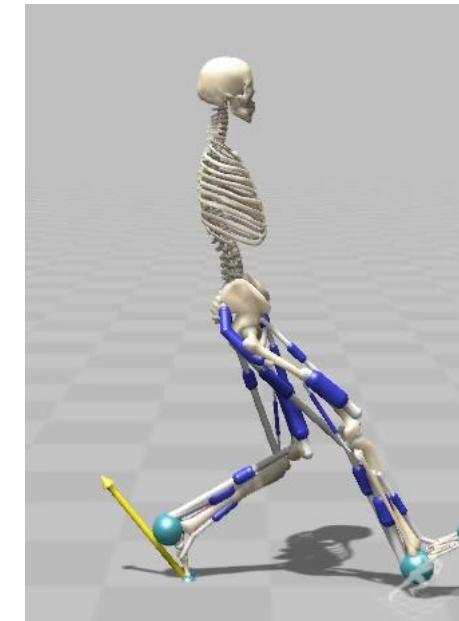
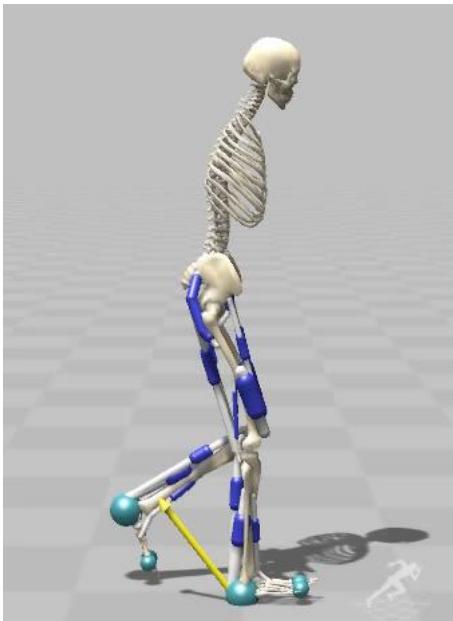
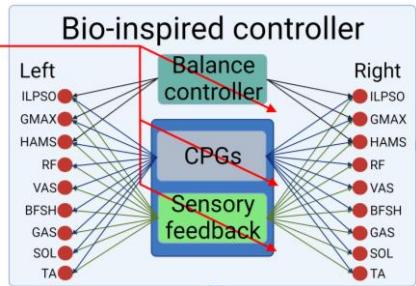


# Effects of controller's missing components

Missing balance control

Missing CPGs and  
feedforward signals

Missing reflexes



SCONE





Nicolas  
Van der  
Noot

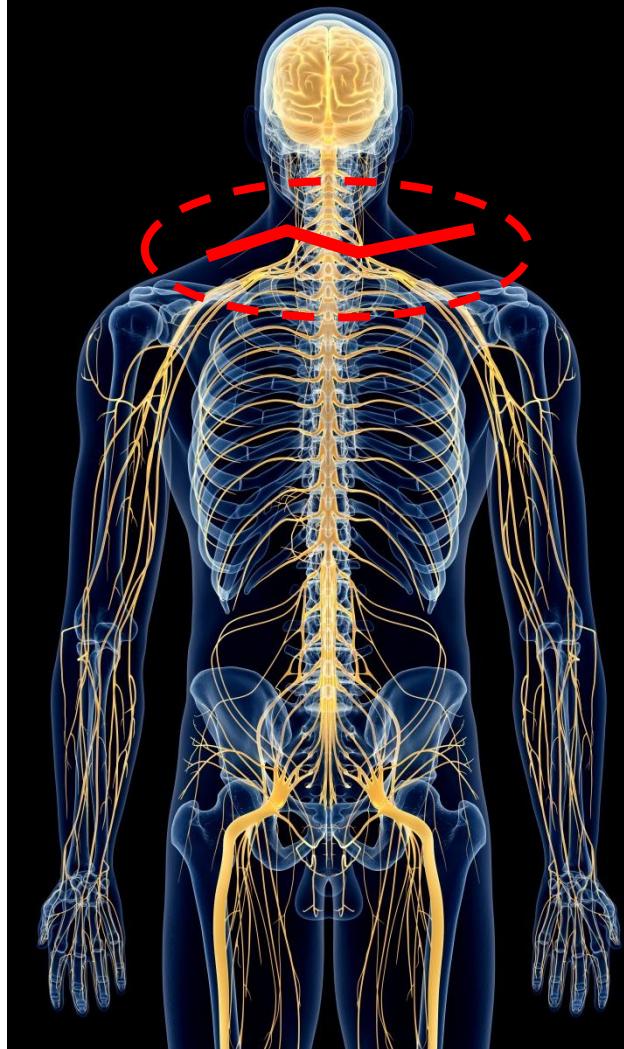
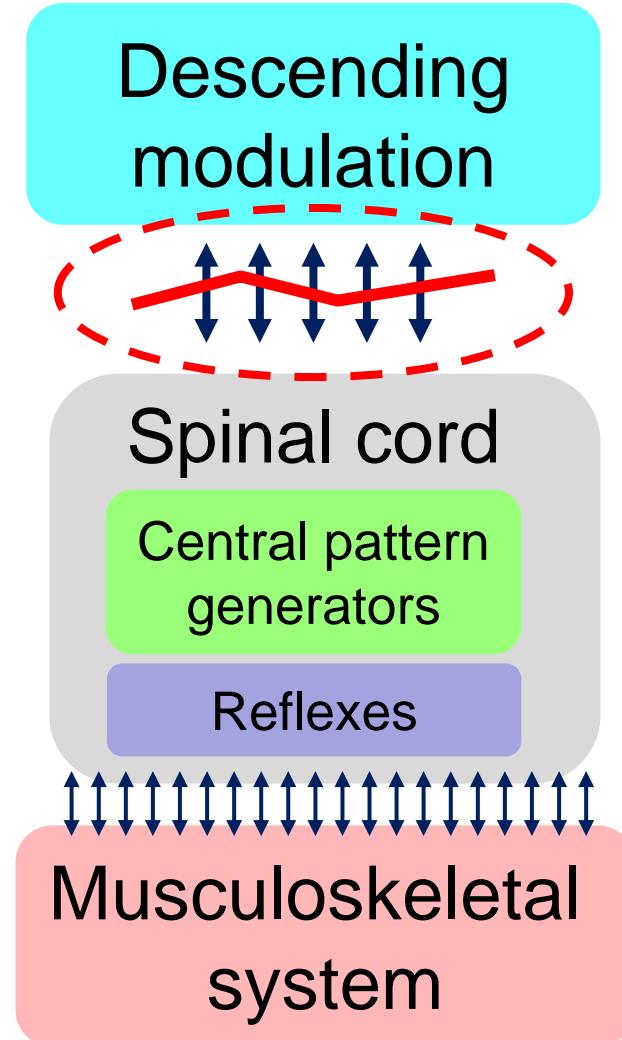
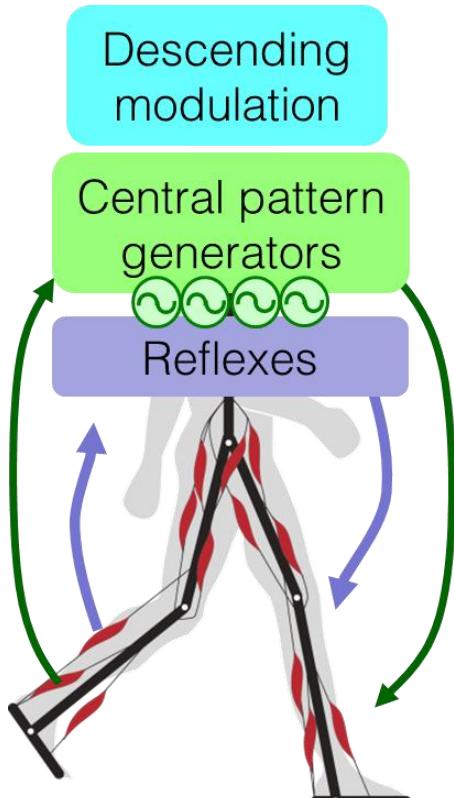


Renaud  
Ronsse

# Using a similar model as a robot controller

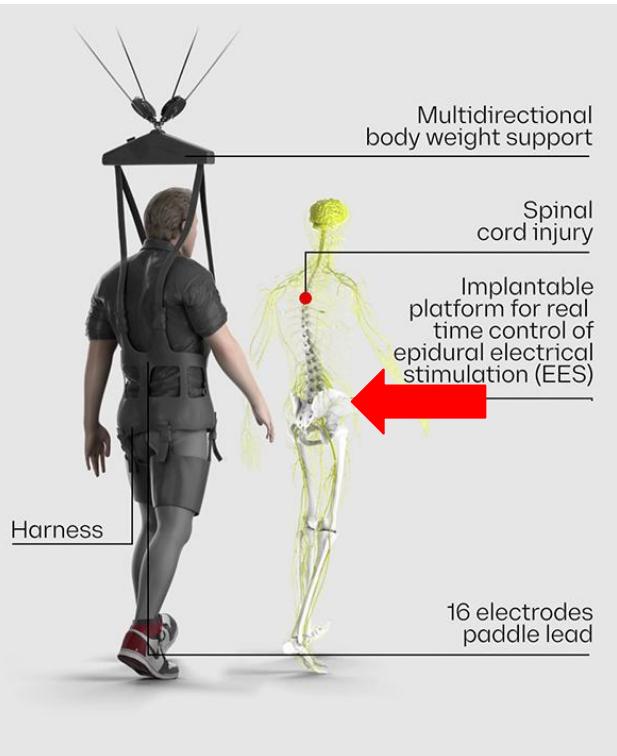


Van Der Noot et al, *The International Journal of Robotics Research*, 2018

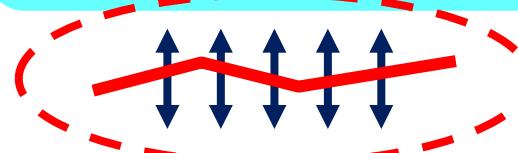




Jocelyne Bloch (UNIL) Grégoire Courtine (EPFL)



# Descending modulation



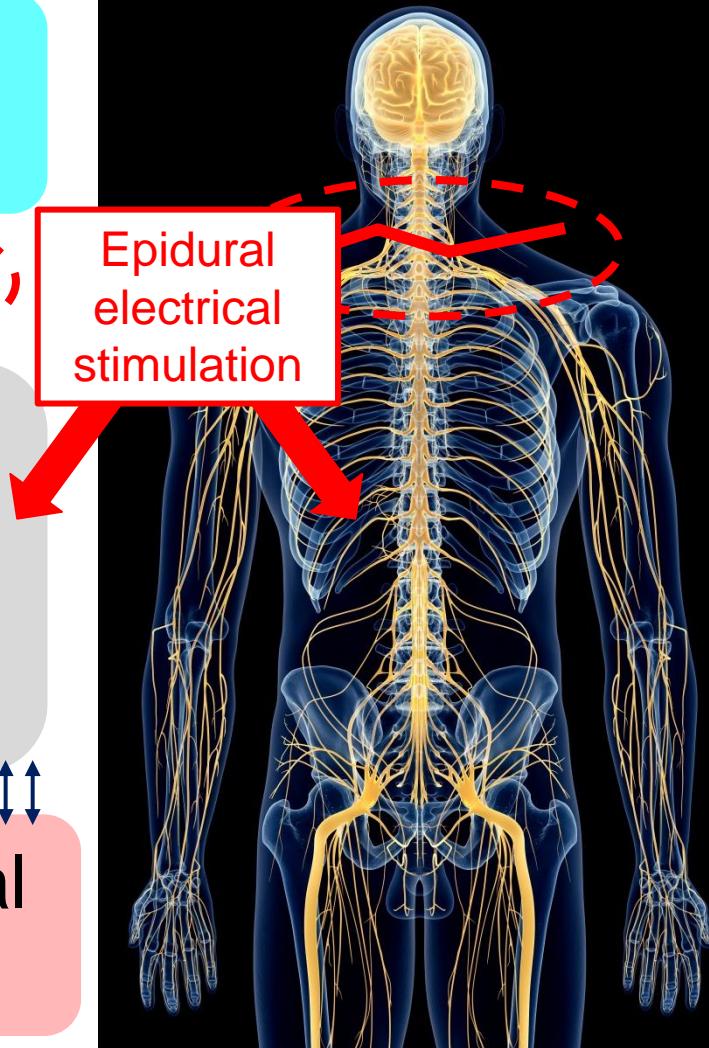
Spinal cord

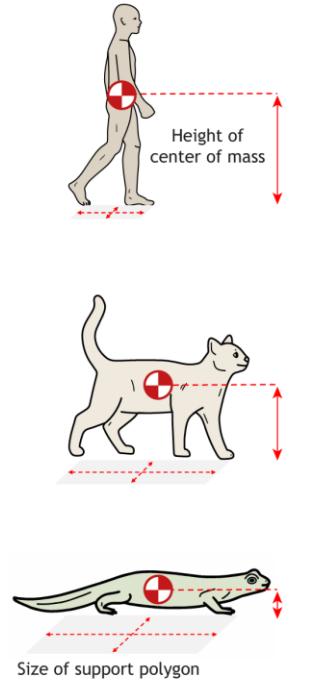
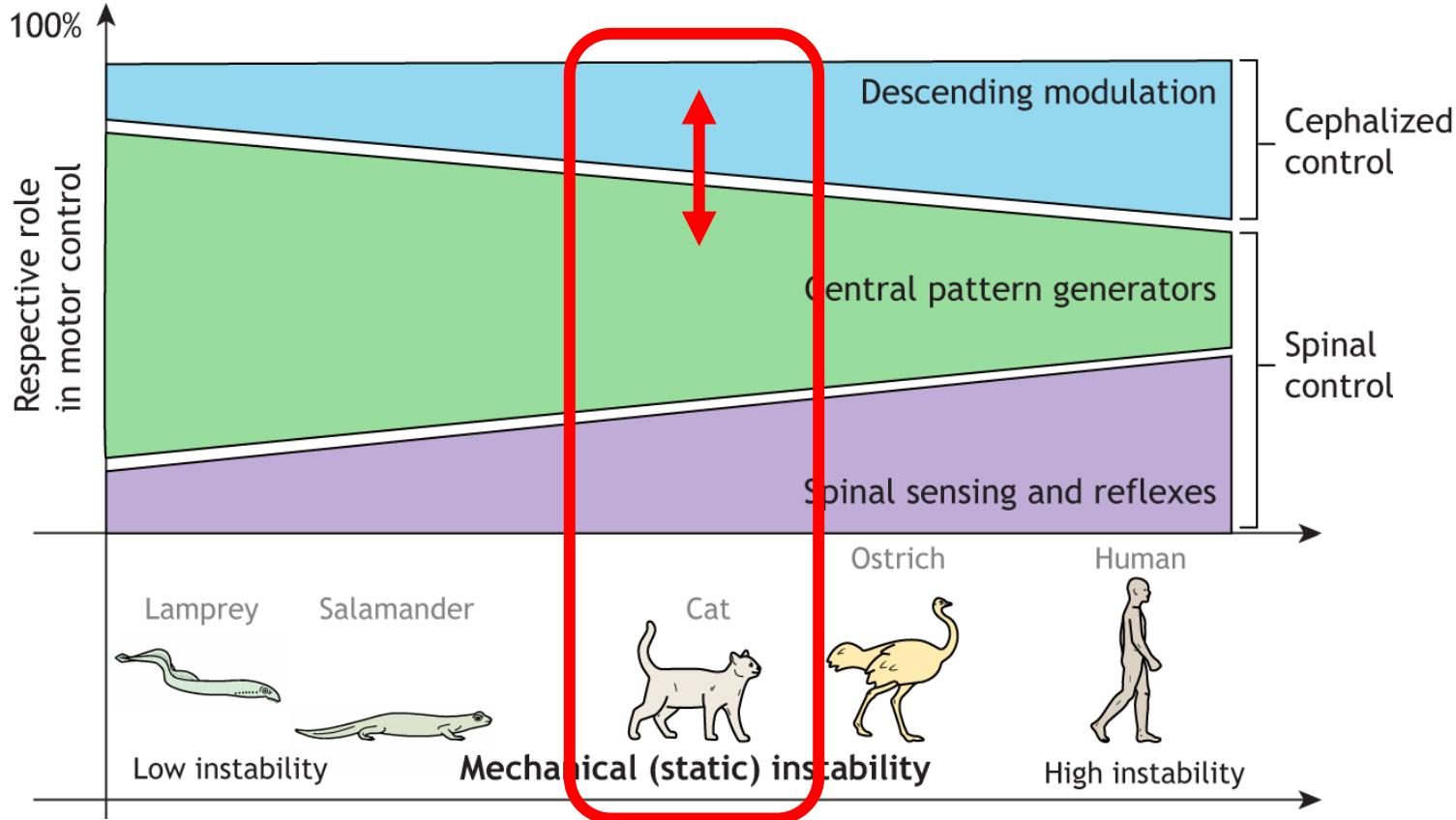
Central pattern generators

Reflexes

Musculoskeletal system

Epidural electrical stimulation







Sangbae Kim



Open source MIT Mini Cheetah

Incredible progress  
in legged robotics

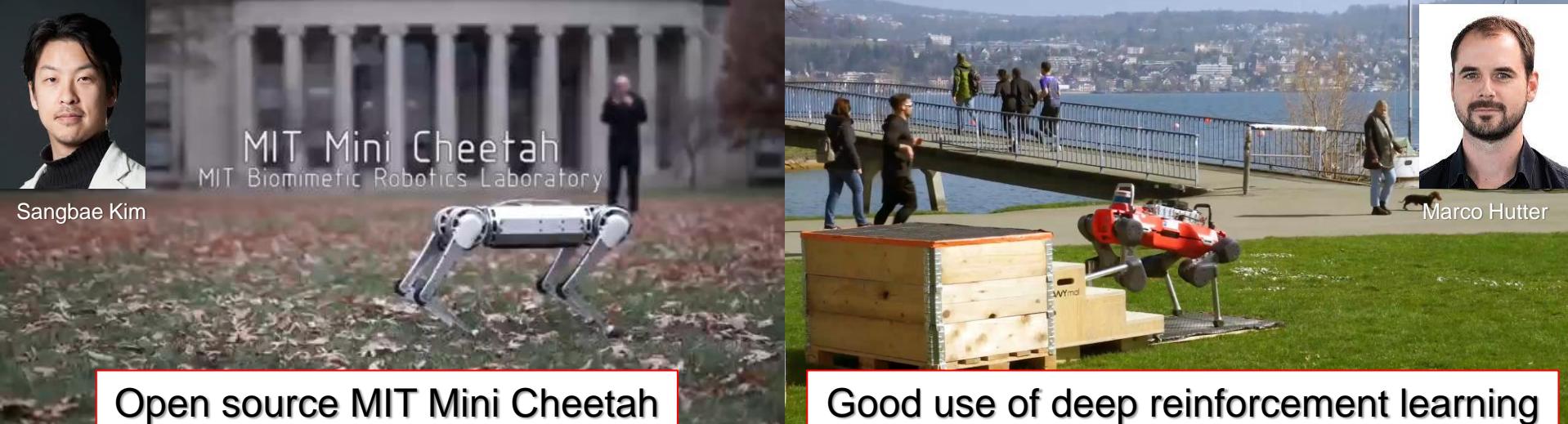


Unitree, China



Boston Dynamics, USA

Affordable commercial platforms



Open source MIT Mini Cheetah



Unitree, China

Boston Dynamics, USA

Affordable commercial platforms



# How to **learn and plan movements** taking into account spinal cord dynamics?



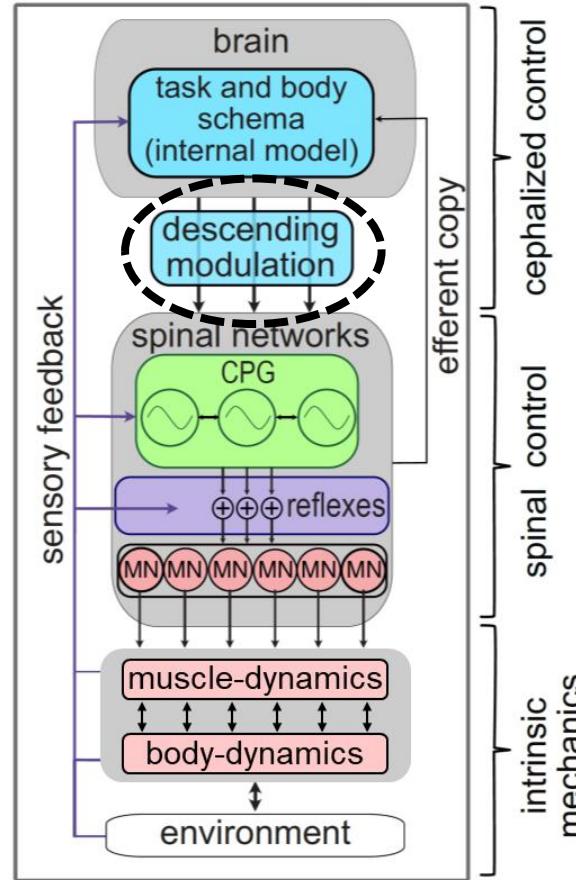
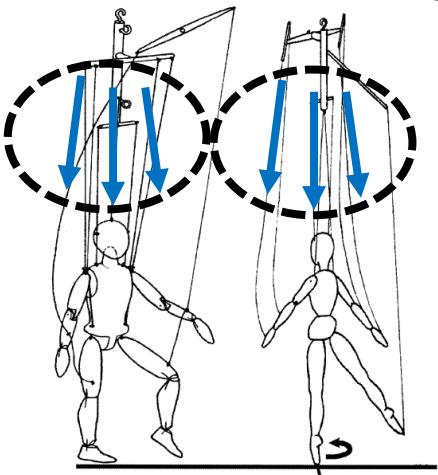
G. Bellegarda



M. Shafiee

# How to learn and plan movements taking into account spinal cord dynamics?

Jerry Loeb's Puppet analogy



G. Bellegarda



M. Shafiee

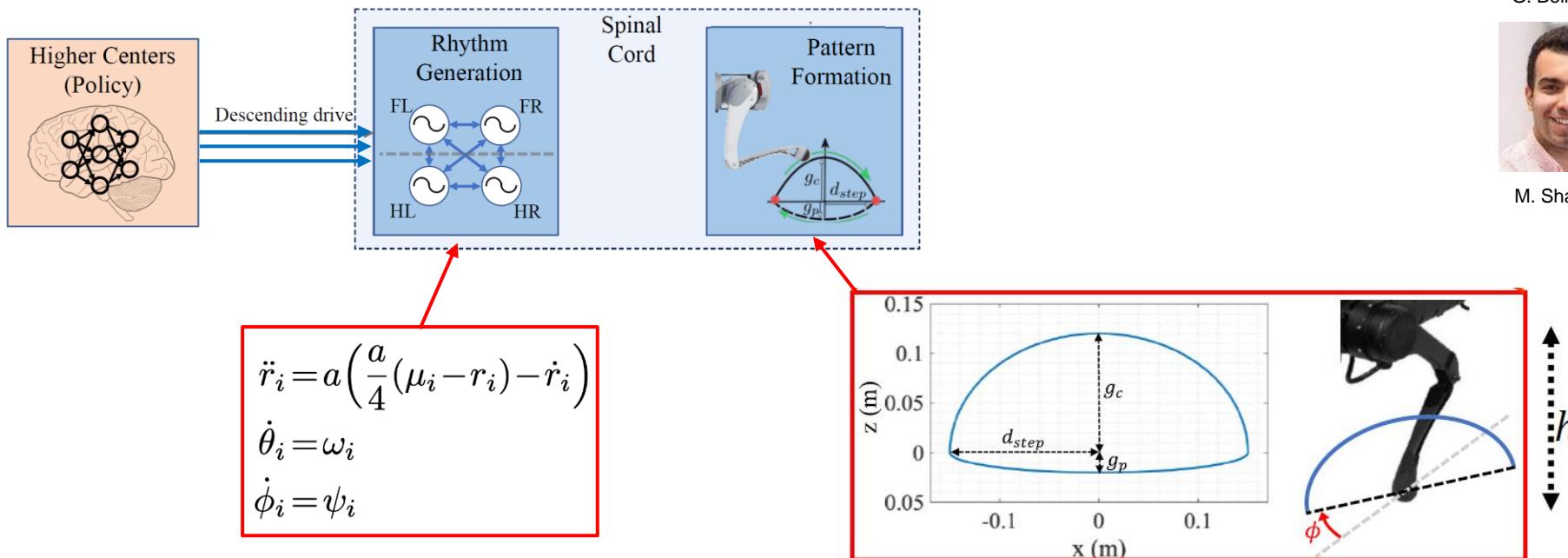
# CPG-RL: Learning Central Pattern Generators for Locomotion



G. Bellegarda



M. Shafiee



# CPG-RL: Learning Central Pattern Generators for Locomotion

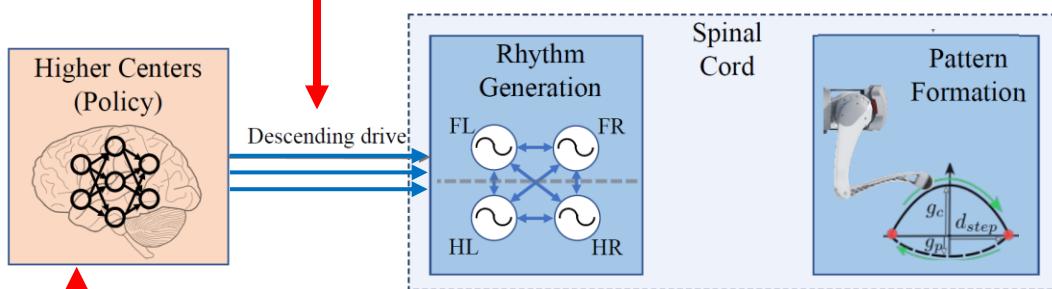


G. Bellegarda



M. Shafiee

Modulation of **frequencies** and **amplitudes** of the CPG,  
as well as the **limb orientation** (yaw movement)



**Neural network,**  
3 hidden layers  
[512, 256, 128]  
**PPO**, Proximal  
Policy Optimization

**Proximal policy optimization (PPO)** is a model-free, online, on-policy, **reinforcement learning** method.

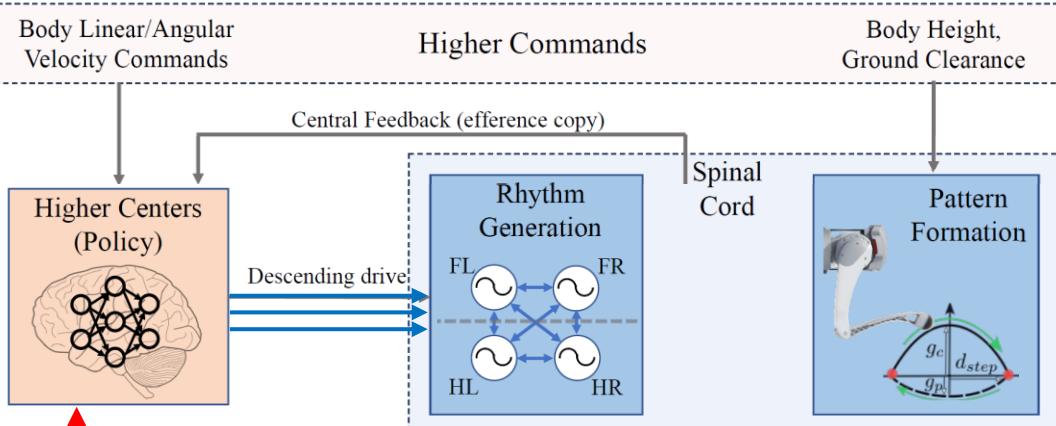
# CPG-RL: Learning Central Pattern Generators for Locomotion



G. Bellegarda



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**Neural network,**  
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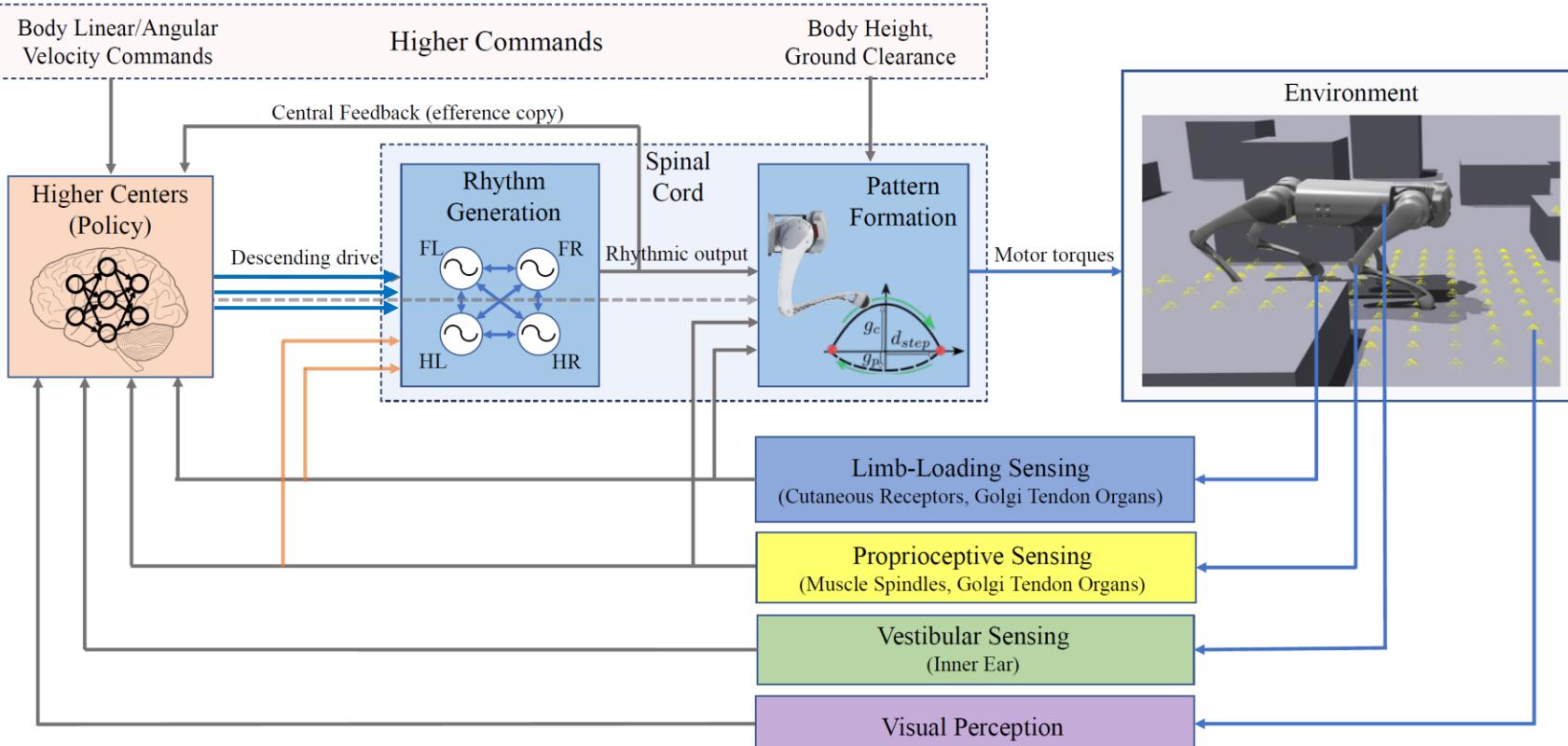
# CPG-RL: Learning Central Pattern Generators for Locomotion



G. Bellegarda



M. Shafiee



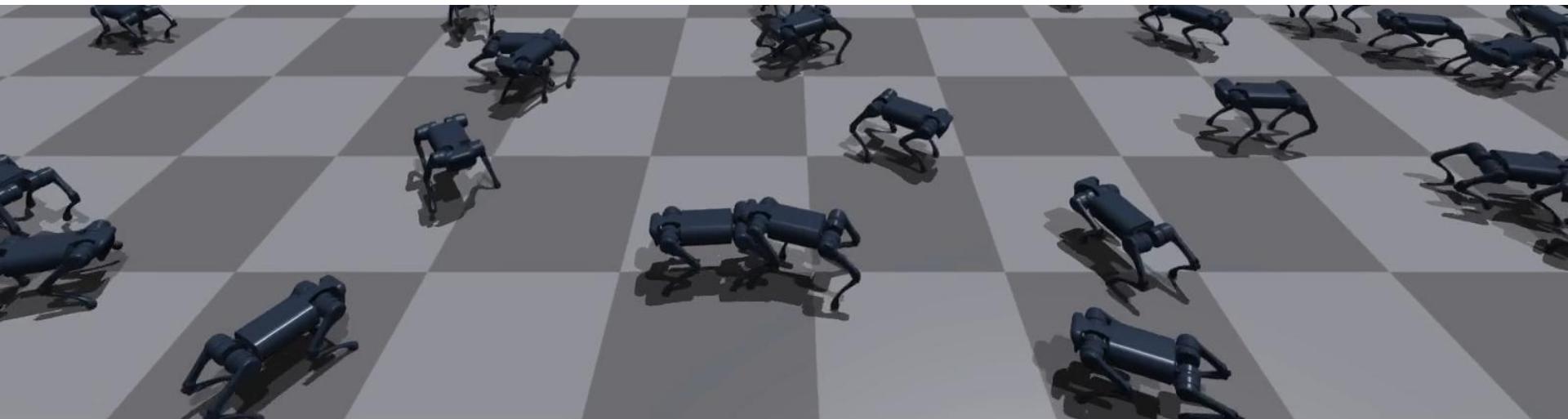
# A simple reward is sufficient to learn omnidirectional control

Reward function for the PPO:

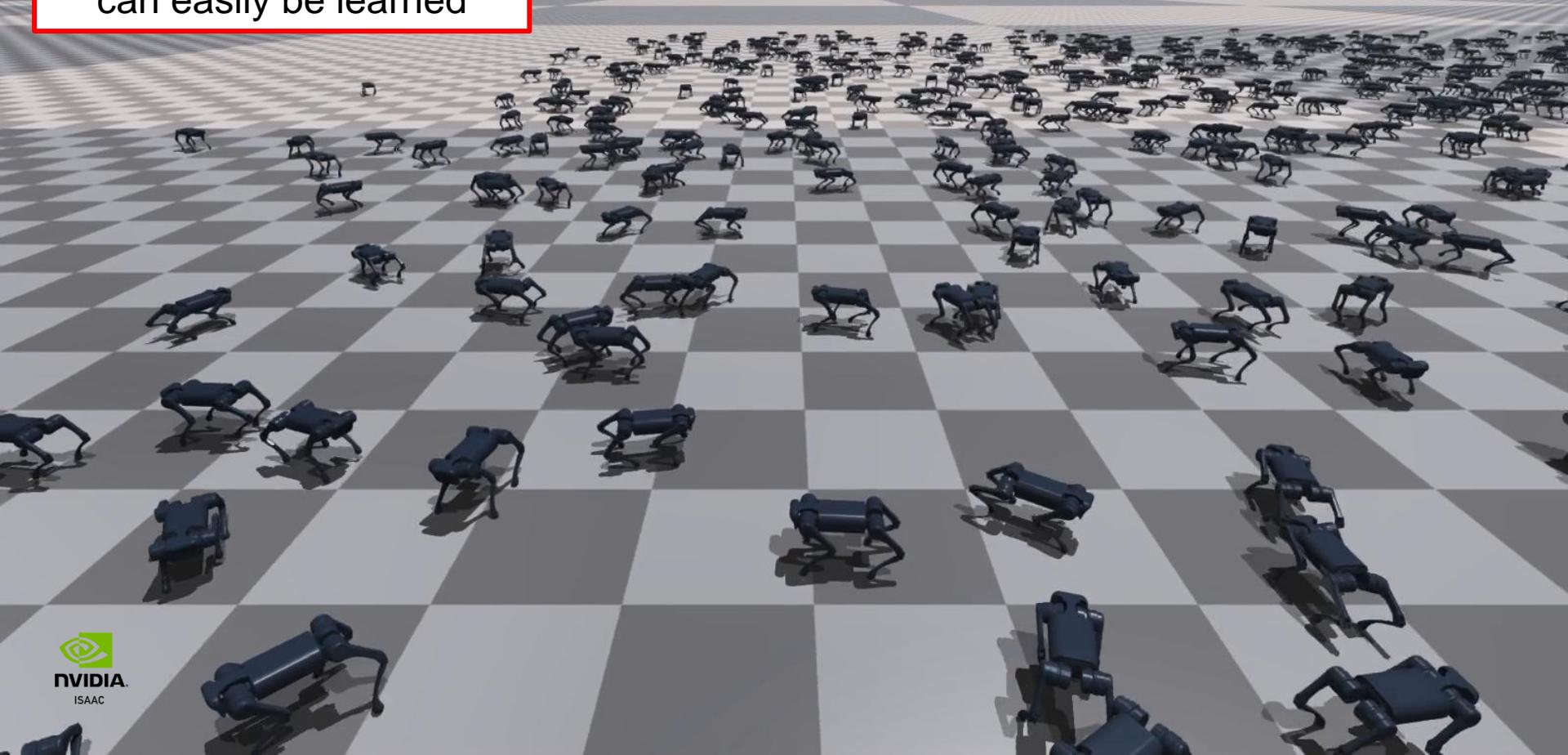
- + Track base **velocity commands** ( $v_x, v_y, \omega_z$ )
- Penalize other base velocities ( $v_z, \omega_x, \omega_y$ )
- **Penalize energy**

During training: modulation of **velocity commands, height, and ground clearance**.

- ground coefficient of friction varied in [0.3, 1]
- limb mass varied within 20% of nominal values
- added base mass up to 5 kg
- external push of up to 0.5 m/s applied in a random direction to the base every 15 seconds



Omnidirectional control  
can easily be learned

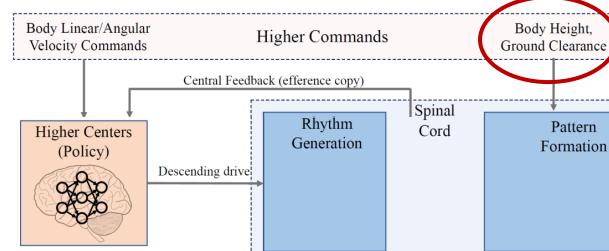


# Body Height and Swing Foot Height can be adjusted on the fly

Body Height: 0.3 (m)

0.19 (m)

0.3 (m)



Modulation of height  
and ground clearance

# Robustness against perturbations



Is learning **faster** with a CPG than in joint angle space?

No!

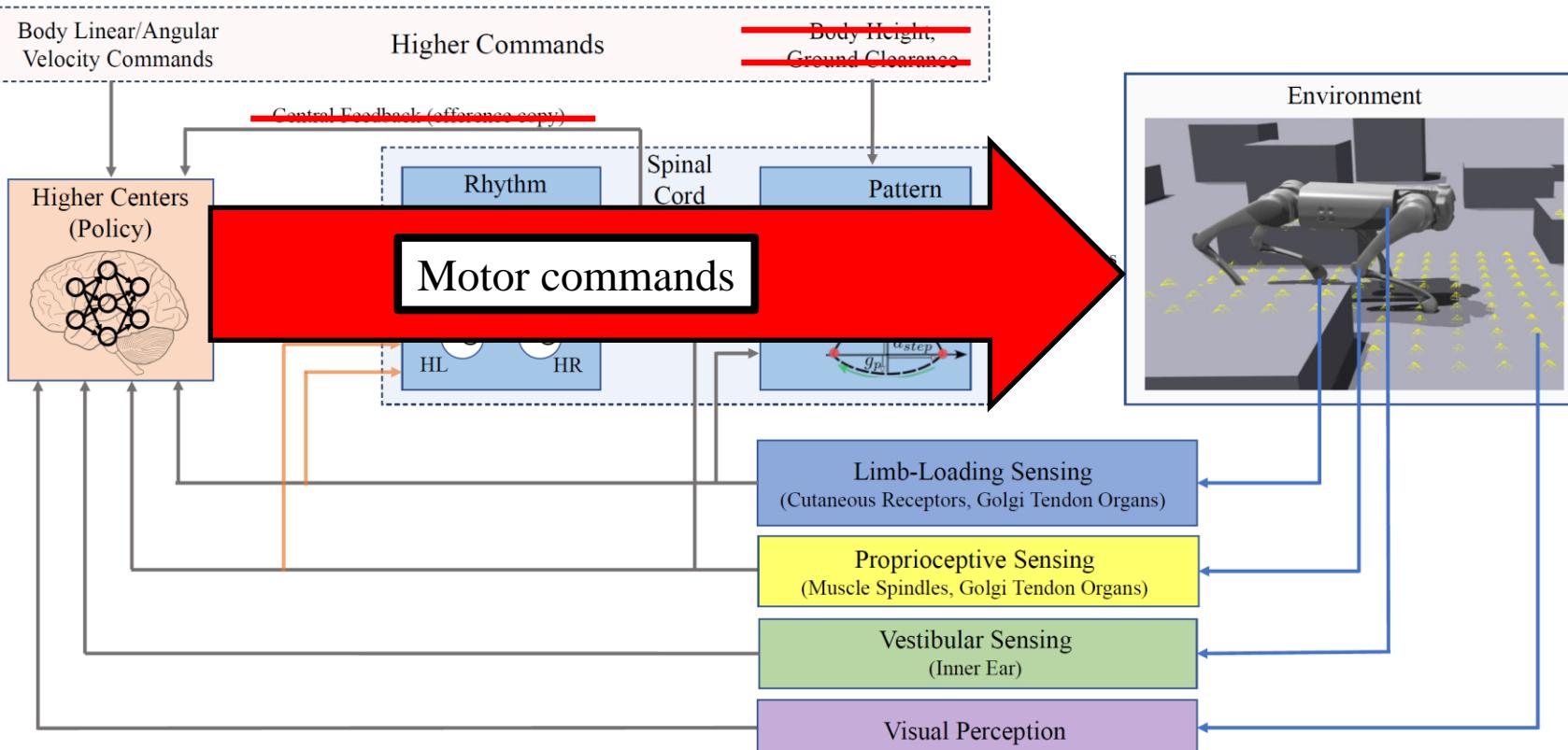
Is it “**easier**”?

Yes, (much) simpler to design reward functions

# Compare with learning directly in joint motor commands



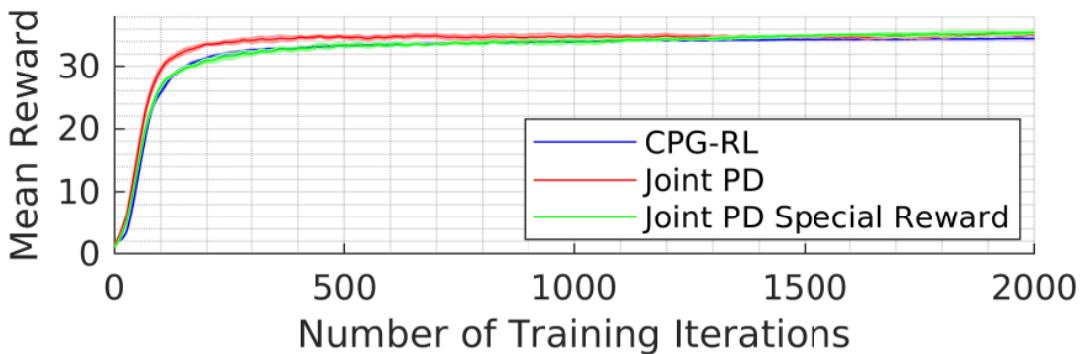
G. Bellegarda



# Learning without the CPG tends to generate pathological gaits

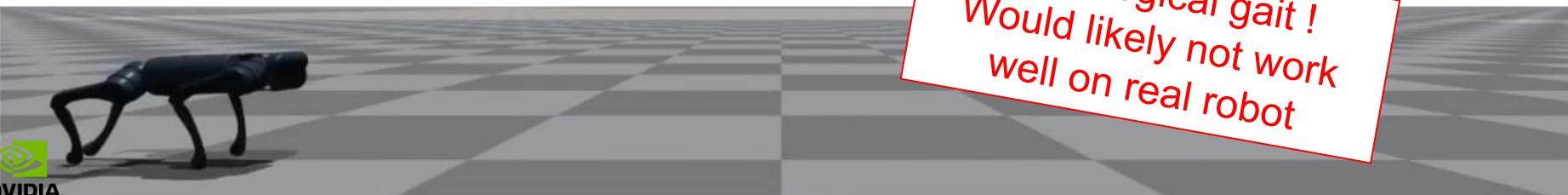
Same reward function:

- + Track base **velocity command** ( $v_x, v_y, \omega_z$ )
- Penalize other base velocities ( $v_z, \omega_x, \omega_y$ )
- **Penalize energy**



**Training is not faster**  
with CPG-RL

But the same (simple)  
reward function leads to  
**more natural-looking**  
**gaits**



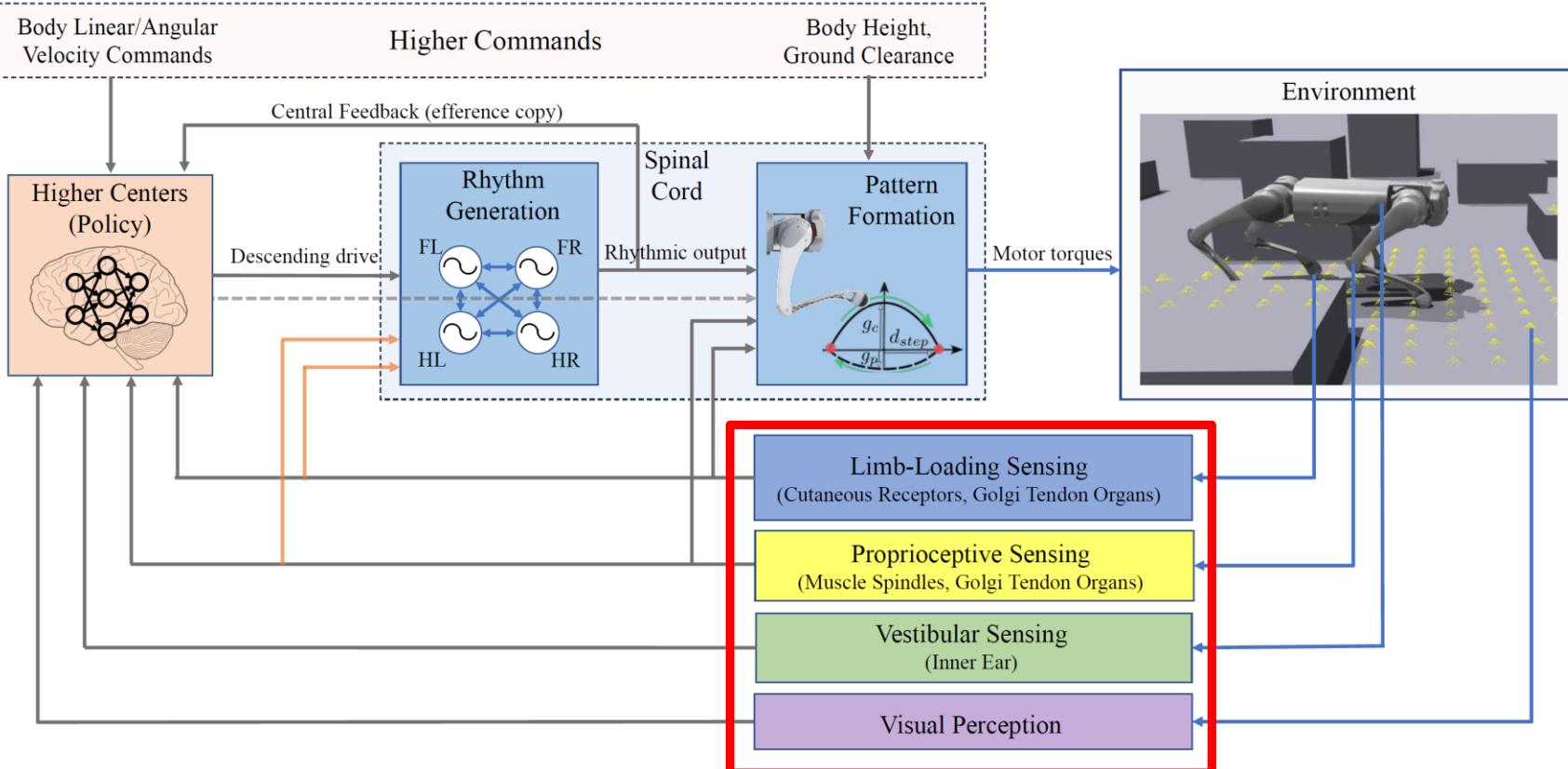
Which sensory information is important?

**Limb contact** seems to be necessary and sufficient

# Which sensory information is important?



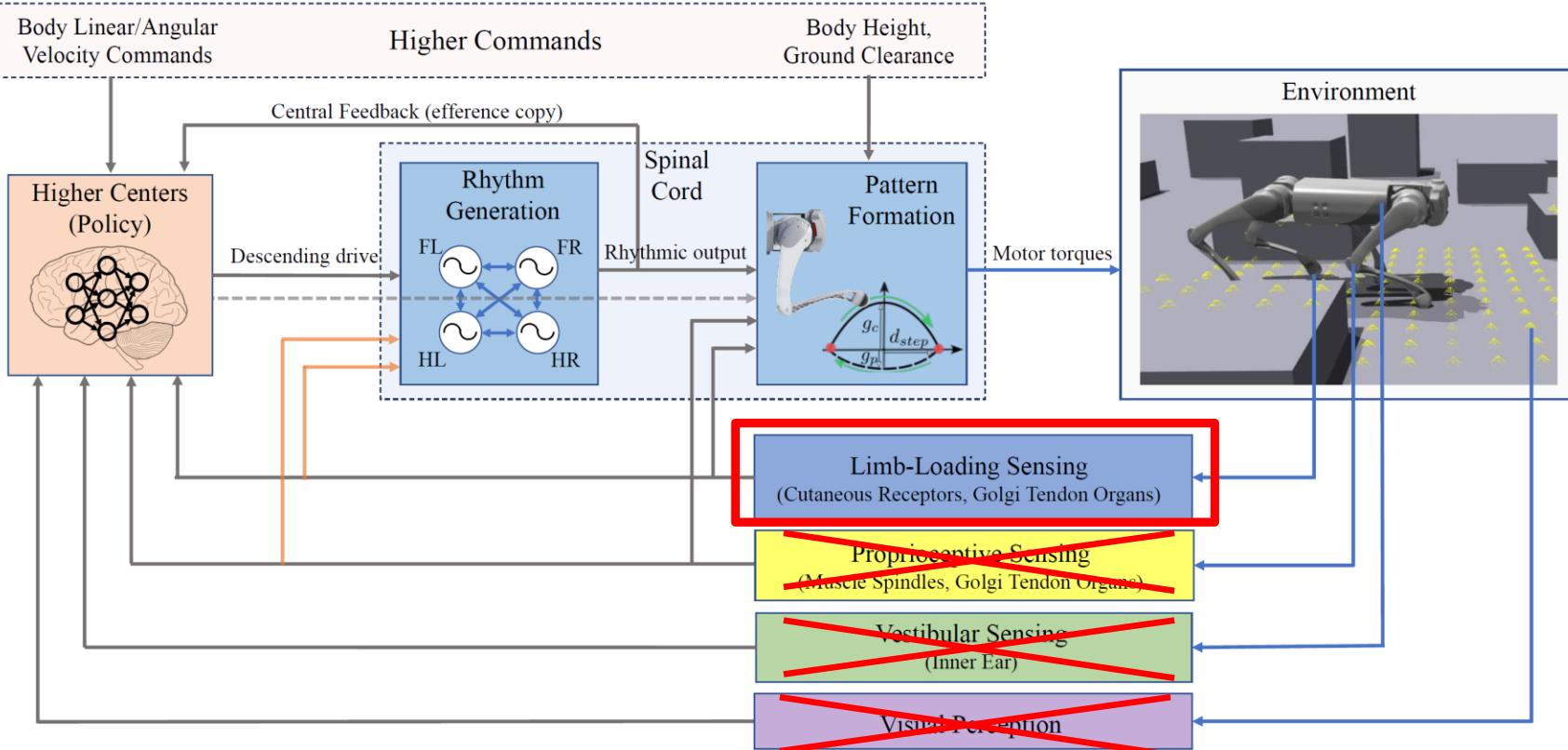
G. Bellegarda



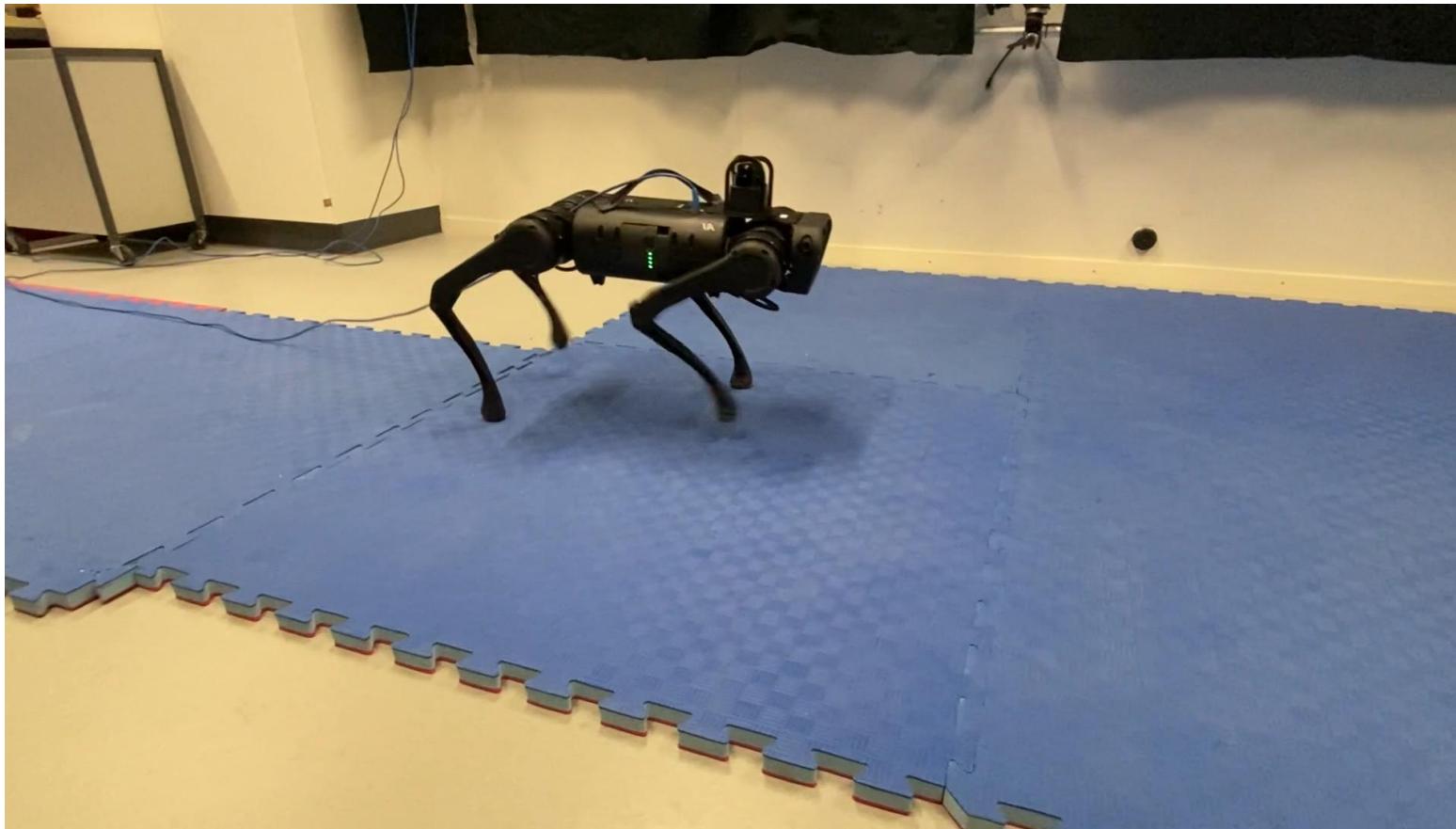
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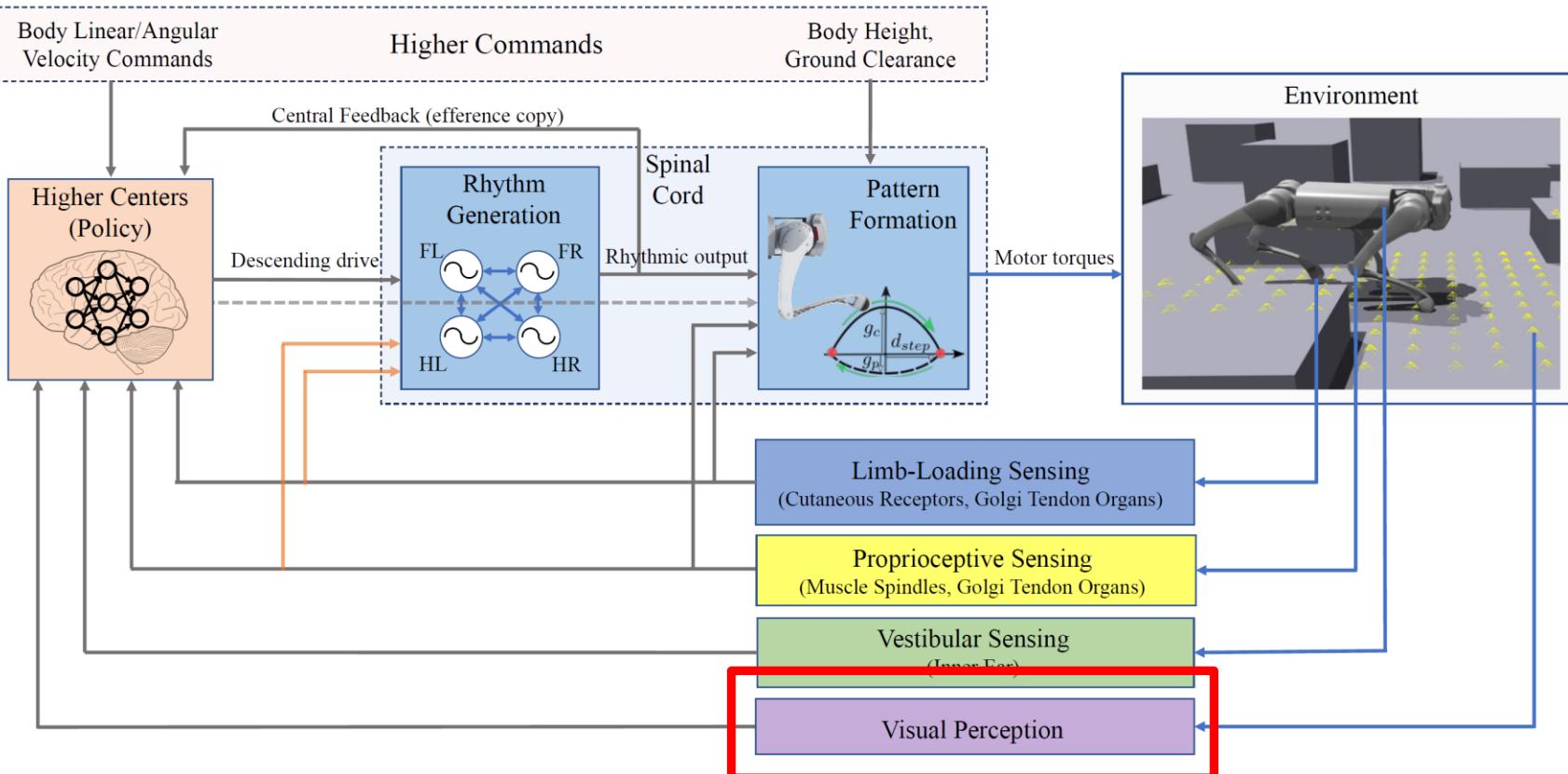
G. Bellegarda



**Limb contact seems to be necessary and sufficient sensory feedback**



# Adding exteroception, study of gait transitions



M. Shafiee

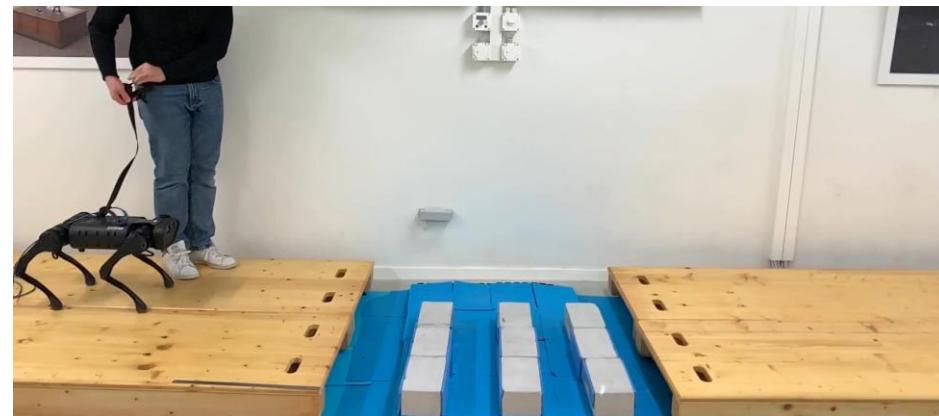
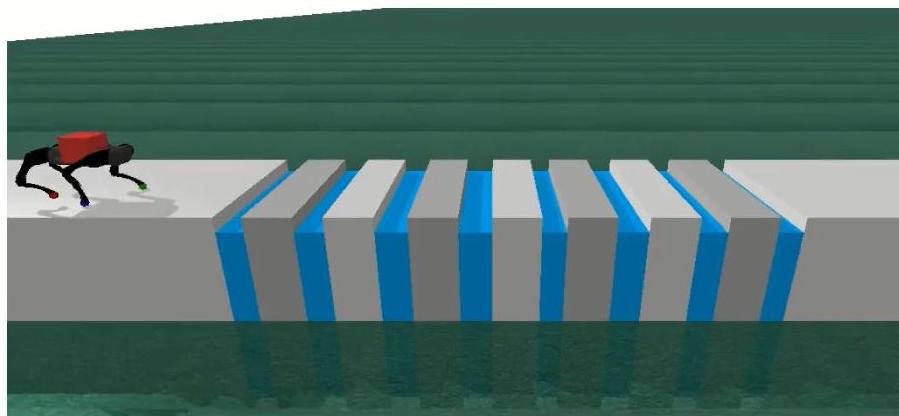


G. Bellegarda

# Gait transitions based on exteroception

Adding vision allows for **anticipatory behaviors**

Testing different possible criteria for gait transitions: maximizing **energy efficiency**, minimizing **peak forces**, and maximizing **viability** (i.e. avoiding falls). M. Shafiee



Maximizing **viability** can explain gait transitions both on flat terrains and on terrains with gaps



# Adding more sophisticated descending modulation



G. Bellegarda



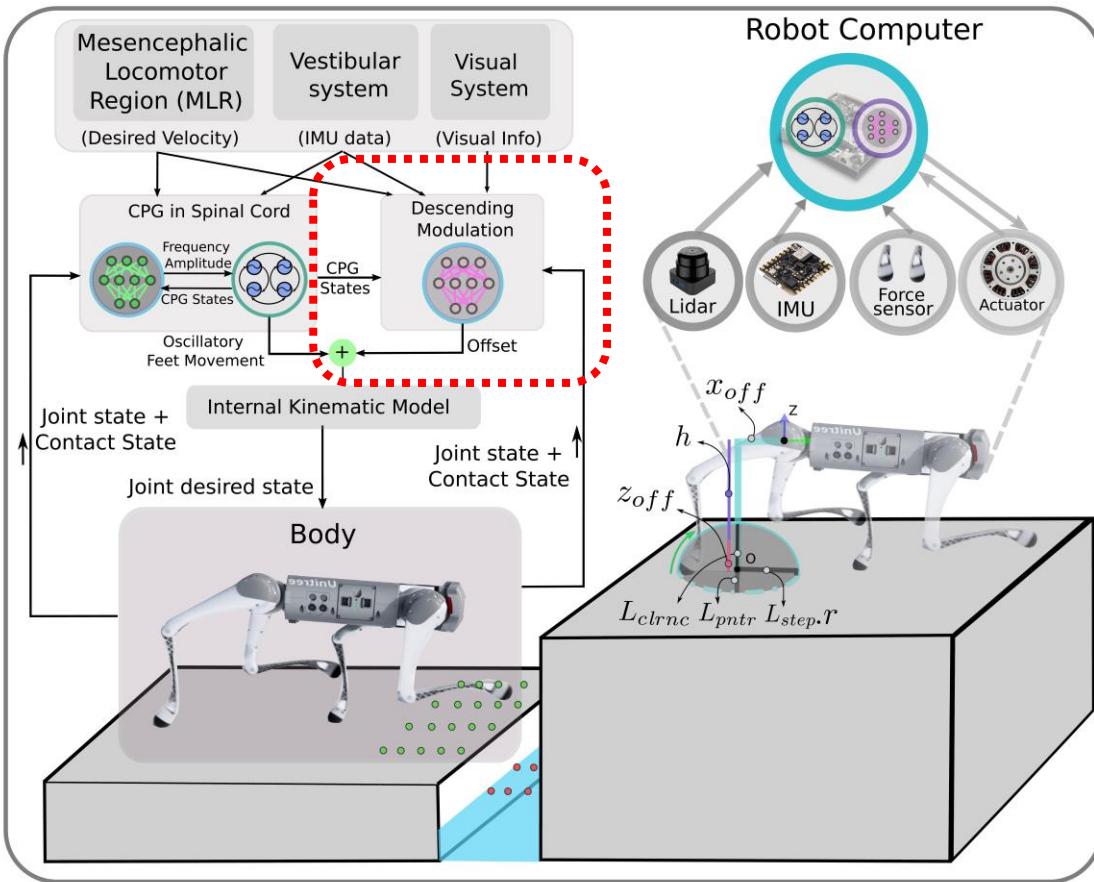
M. Shafiee



G. Sartoretti  
(NUS)



Sun GE  
(NUS)



The descending policy  
can learn locomotion  
over **complex terrain**

A robotics approach can be  
useful for neuroscience



G. Bellegarda



M. Shafee



G. Sartoretti  
(NUS)



Sun GE  
(NUS)

Surprisingly **robust against**  
**time delays** (50ms)

Ge et al, *IROS2024*

# Extension to many morphologies



M. Shafiee



G. Bellegarda



# CPG and reinforcement learning (RL): Conclusion

- A policy trained with RL can learn to use the CPGs for **agile locomotion**:
  - **Online modulation of speed, heading, body height, and swing foot height**
- Compared to learning in joint angle space: learning with CPGs is not faster, but **simplifies the design of the reward functions**
- Surprisingly **robust locomotion and sim-to-real transfer**
- The multi-layered control **can handle (big) time delays**
- Framework allows to **address scientific questions about descending pathways** and which **sensory modalities** are important

# Take-home messages

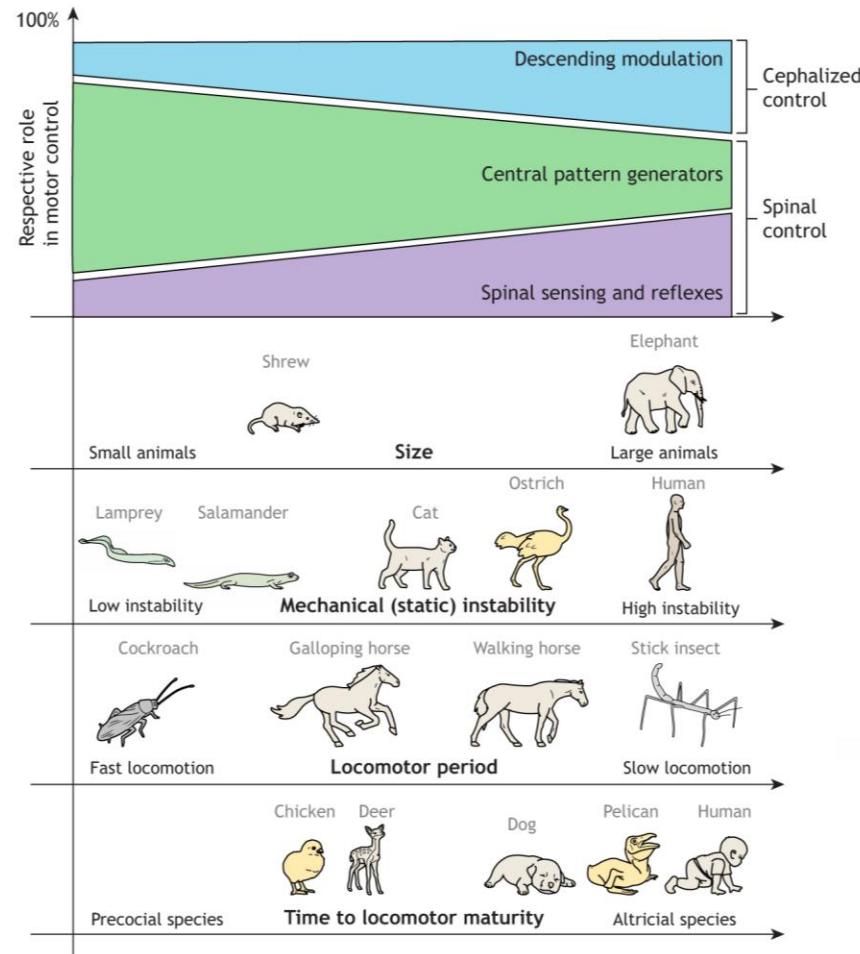
The nervous system combines **feedback** and **feedforward control** in multi layers

Their respective roles **have probably changed during evolution**

Roles depend on **mechanical stability** (but also on **size**, **locomotor period** and **time to locomotor maturity**)

There might be **proximal-distal gradients** of feedforward-feedback control in mammal limbs

The spinal cord offers a **good substrate for learning and planning**



# Science

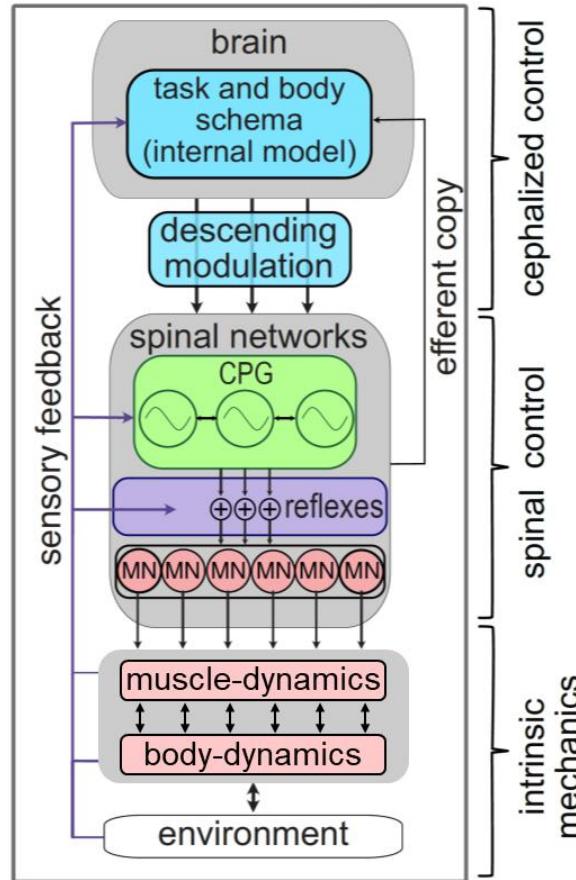


# Benefits for robotics

Q1 Principles

Q2 Evolution

Q3 Learning



Energy efficiency

Multi-functionality

Agility

Fast learning

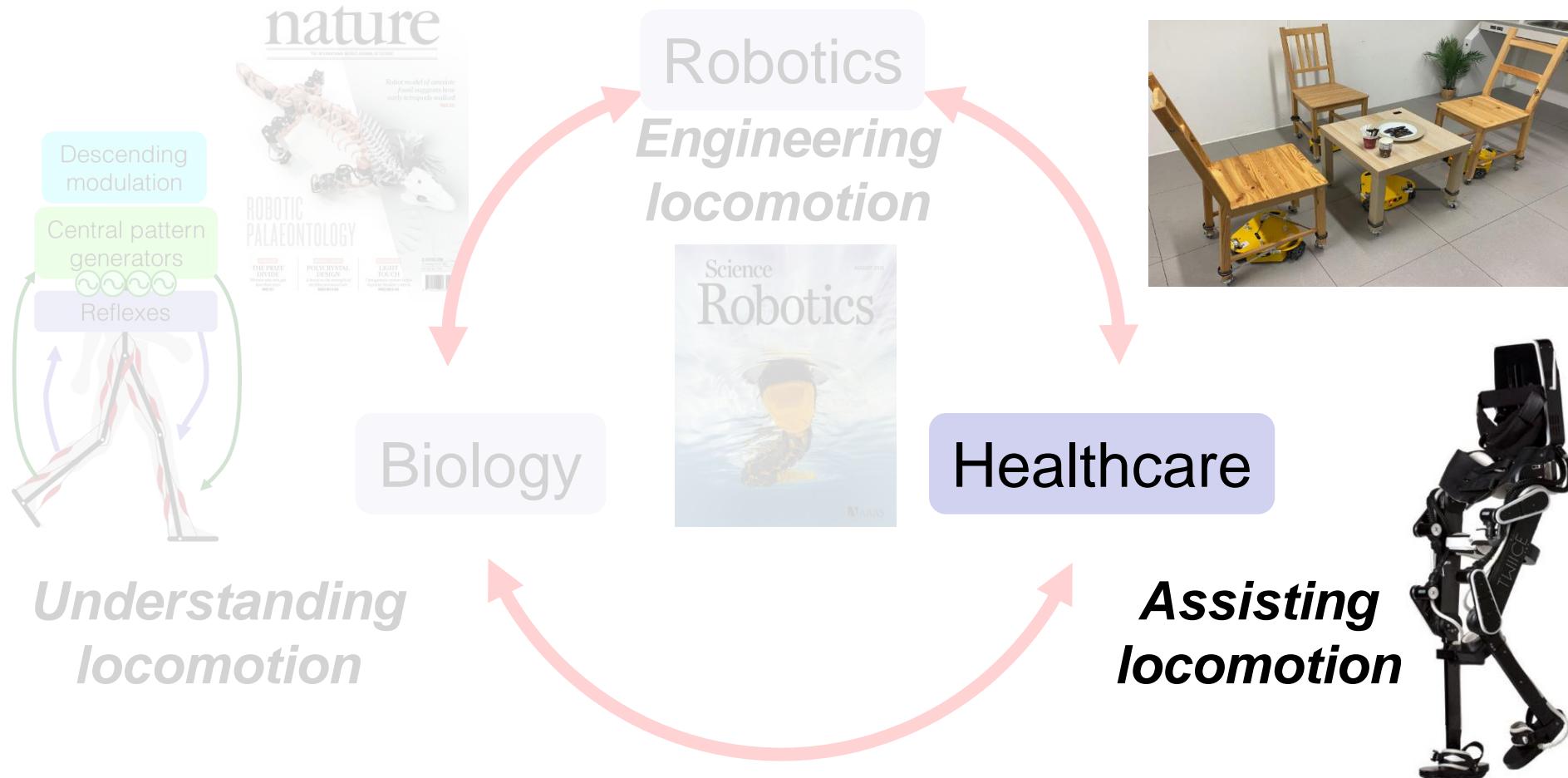
Computationally light-weight

Fault-tolerance

Distributed control

Robustness against noise  
and time delays

# Biorobotics Laboratory (Ijspeert)



# Roombots as assistive furniture

Smart assistive environment for persons with limited mobility



Jamie Paik



Aude Billard

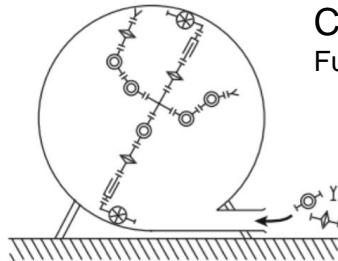


Alexandre Alahi

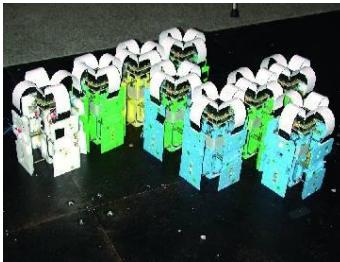
■ CIS  
Center for Intelligent  
Systems  
Collaboration  
Grant

Also contributions from **Diego Paez-Granados**  
and **Emmanuel Senft**

# Self-Reconfigurable Modular Robots



CEBOT  
Fukuda et al. 1988

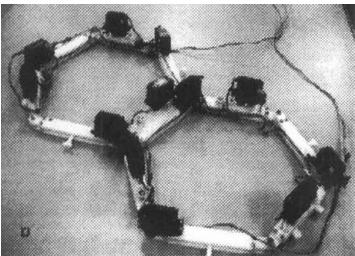


Crystalline  
Rus et al. 2000

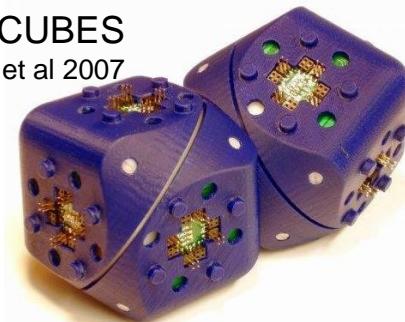


M-TRAN  
Murata et al. 2000

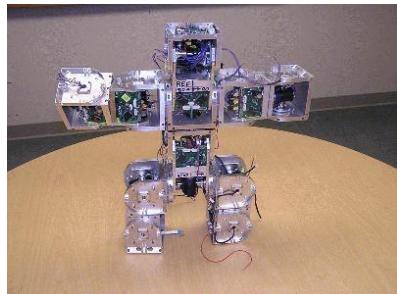
Metamorphic Robot  
Chirikjian et al 1995



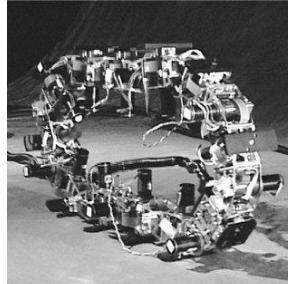
MOLECUBES  
Zykov et al 2007



ATRON  
Jorgensen et al 2004



Polybots  
Yim et al. 2000

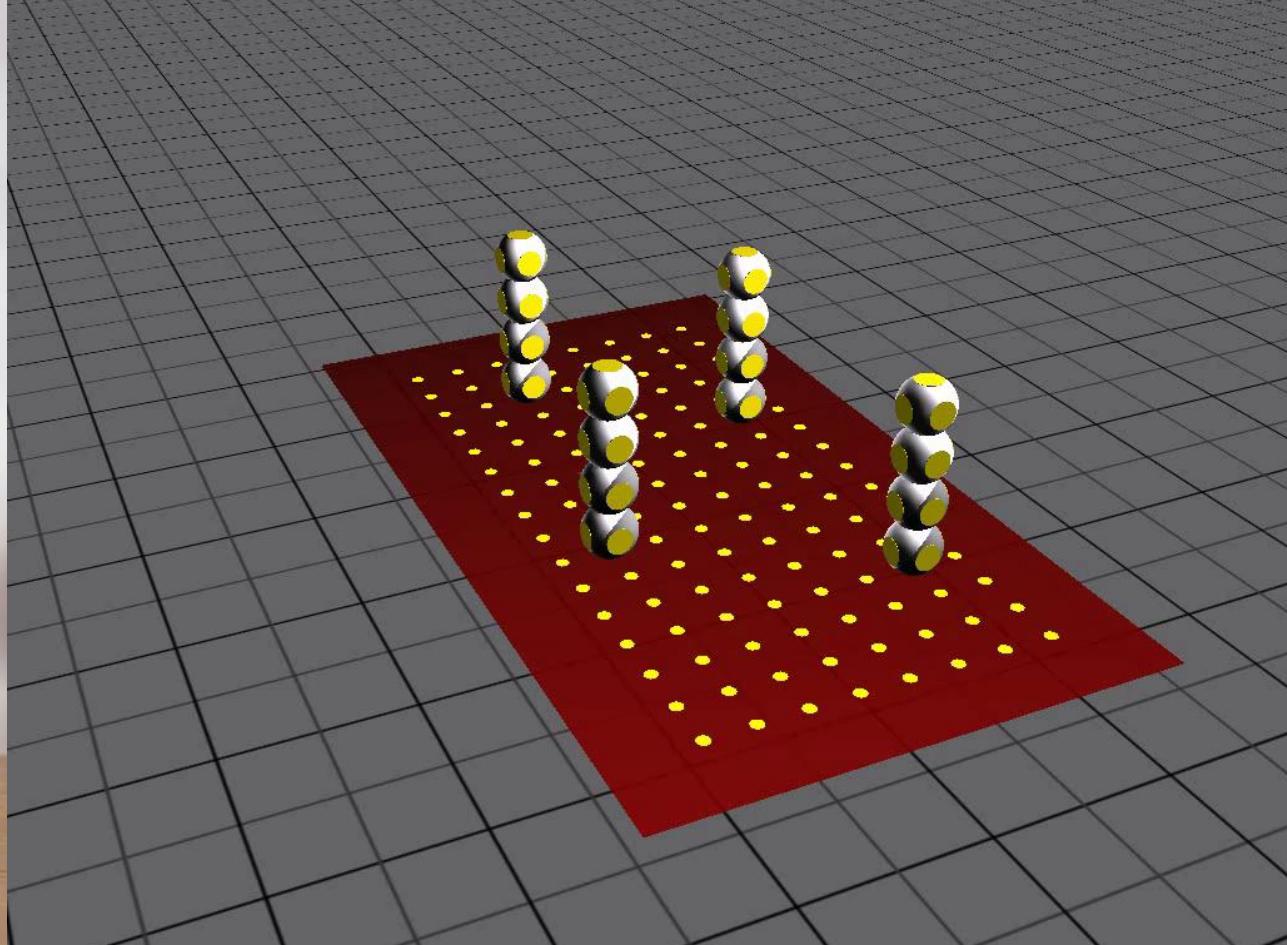


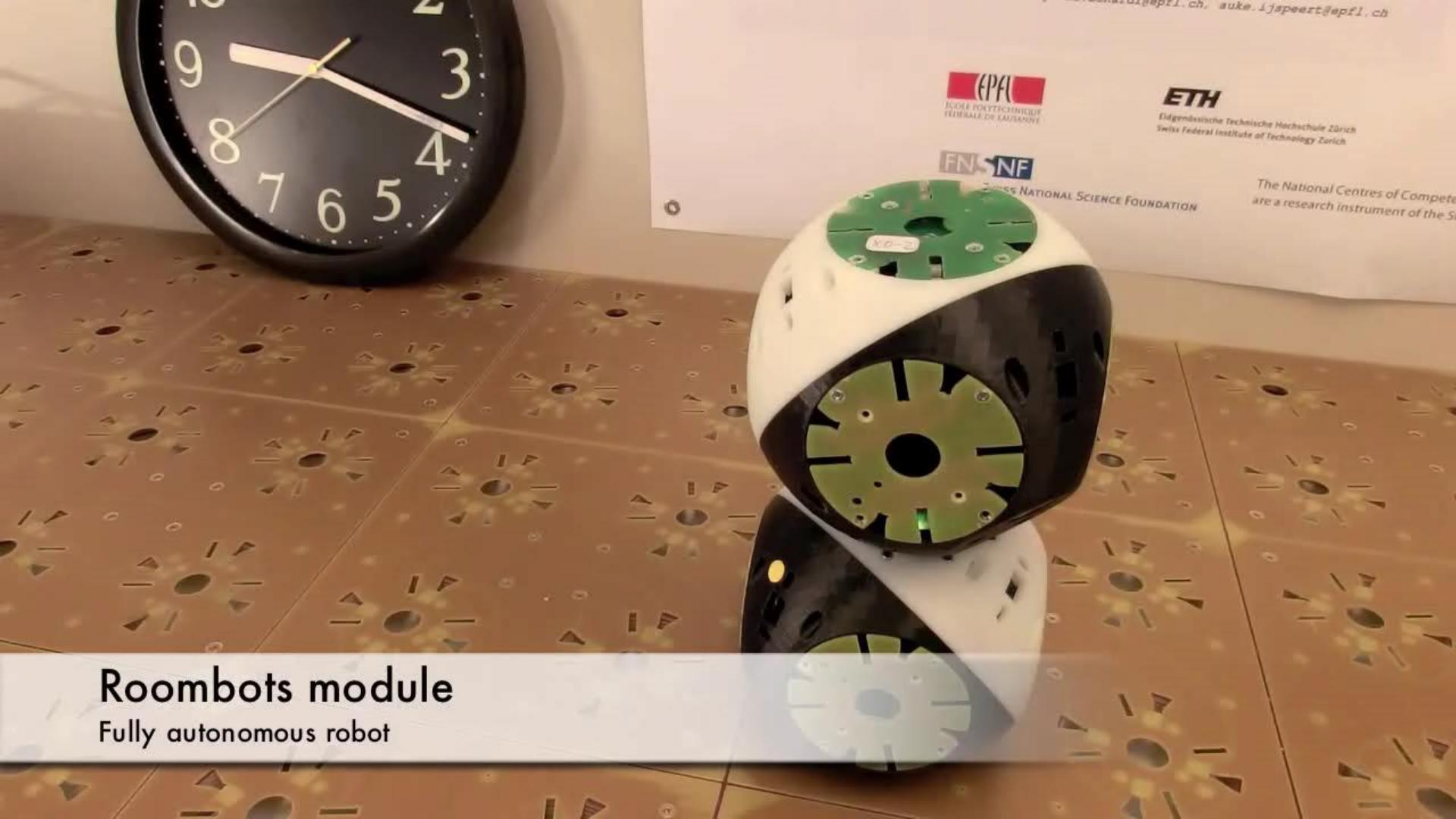
SuperBot  
Salemi et al. 2006



Soldercubes  
Neubert et al. 2015

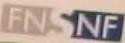
# Roombots: Robots for assistive environments





# Roombots module

Fully autonomous robot



The National Centres of Competence  
are a research instrument of the Swiss



S. Hauser



M. Mutlu



Accelerated 8 times

Hauser et al, *Robotics and Autonomous Systems*, 2020



## Self-reconfiguring into a chair (1/6)

32x



# Furniture with omnidirectional drive

Anastasia  
Bolotnikova



Chuanfang  
Ning



# Furniture with omnidirectional drive



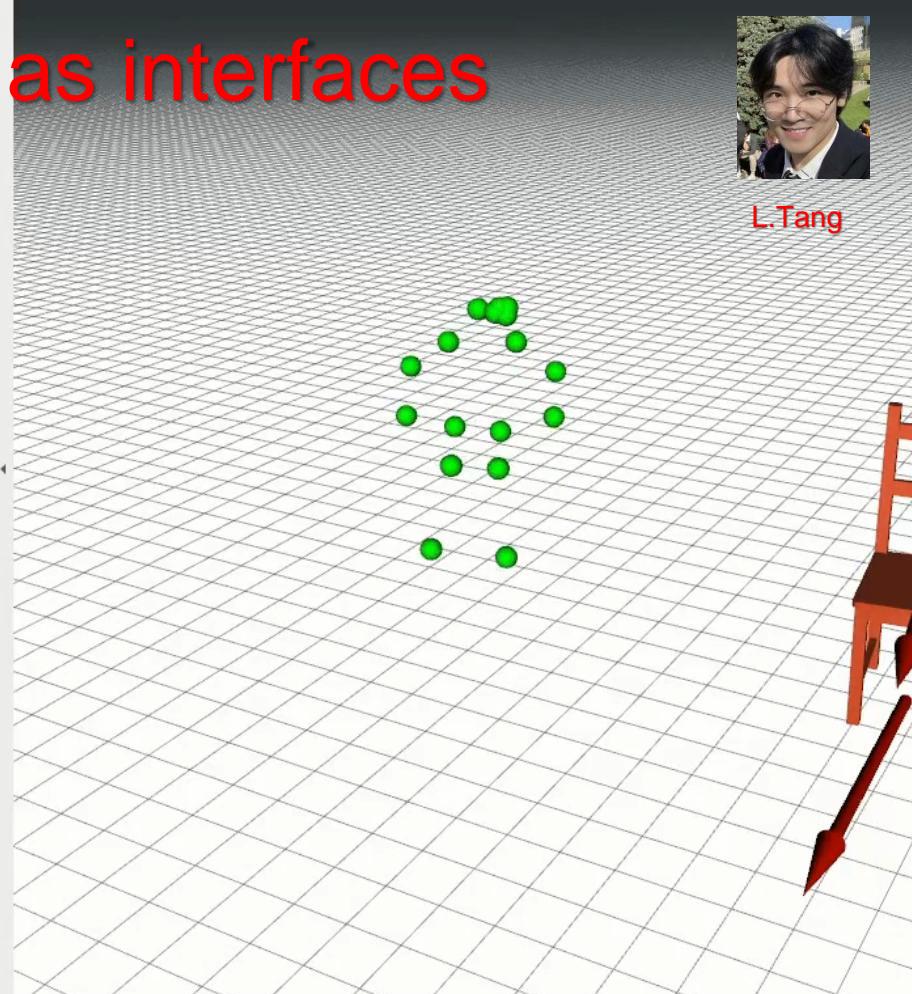
Anastasia  
Bolotnikova



Chuanfang  
Ning



# Using gestures as interfaces



L.Tang



# Reorganization of furniture

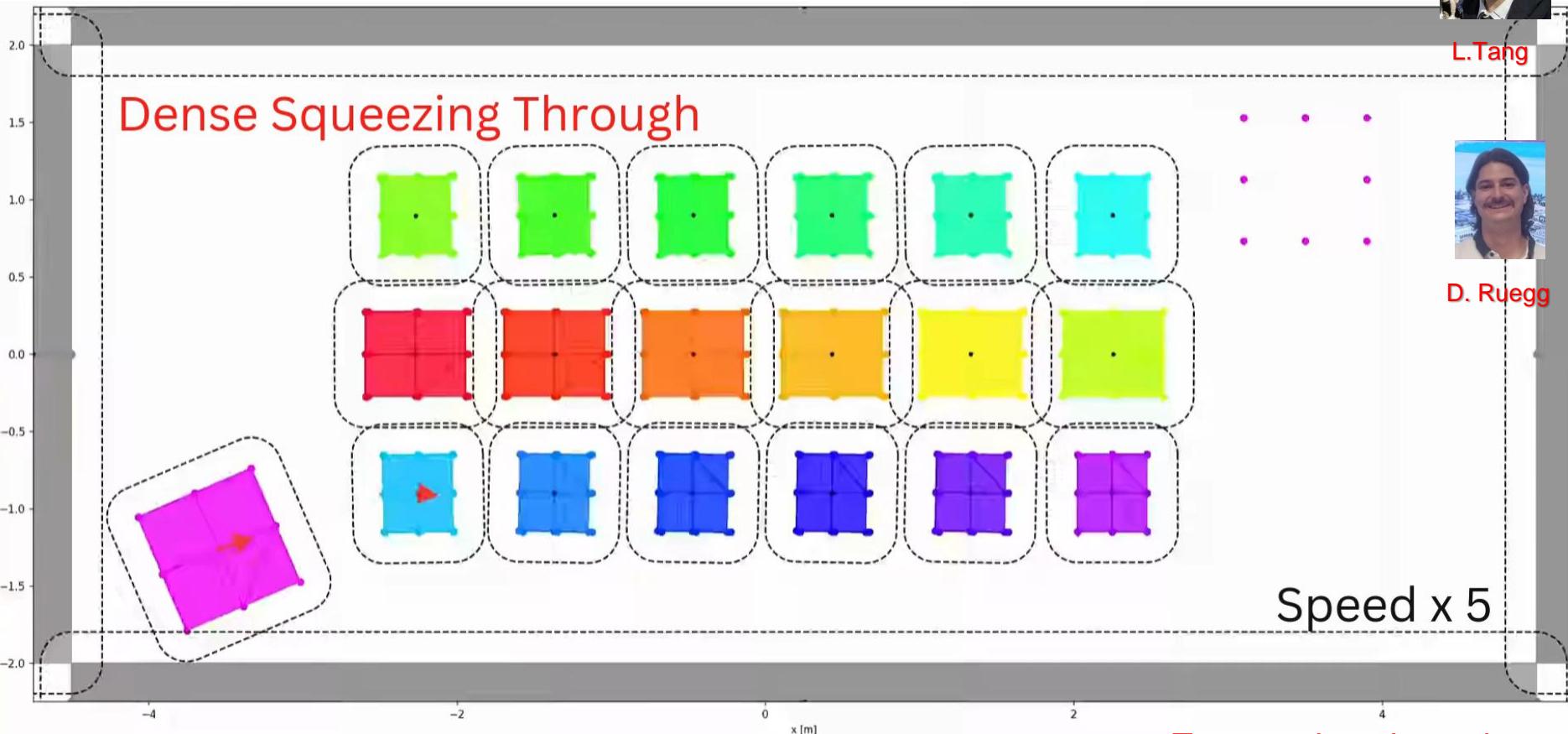


L. Tang



D. Ruegg

Dense Squeezing Through



# Reorganization of furniture



L. Tang



D. Ruegg

ct Viewer



# Roombots as assistive furniture

Smart assistive environment for persons with limited mobility

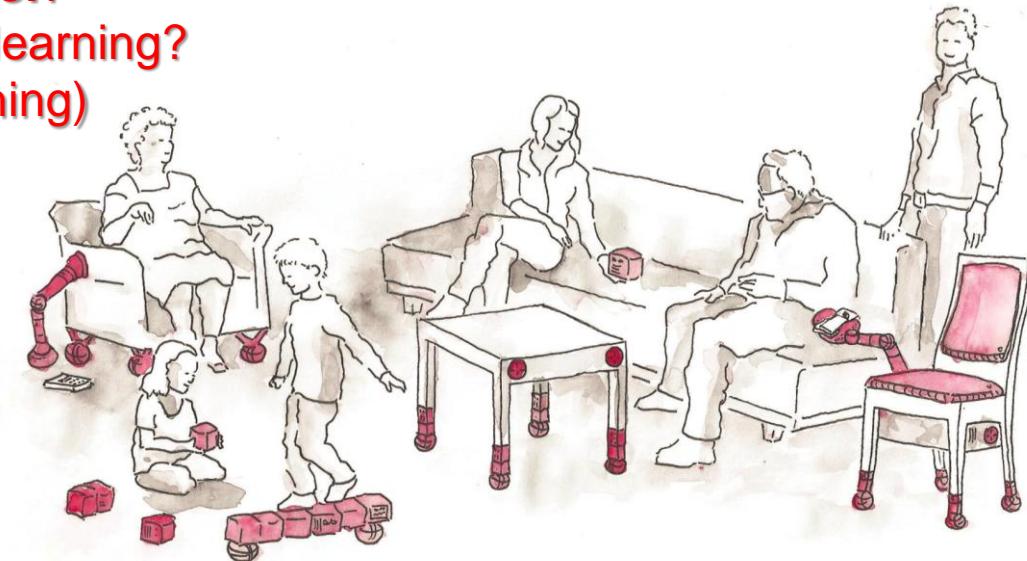


# Roombots as assistive furniture

Multiple applications as well as interesting **research**

**questions for AI and robotics:**

- How to make robotic furniture **useful and multifunctional?**
- Which **user interfaces and interactions?**
- How to achieve **robust collective navigation?**
- How to add **object manipulation?**
- **Decentralized vs centralized control?**
- How much **learning?** Which type of learning?  
(e.g. imitation and reinforcement learning)



<https://gitlab.com/farmsim>

# FARMS

## Framework for animal and robot modeling and simulation



Jonathan Arreguit O'Neil Shravan Ramalingasetty

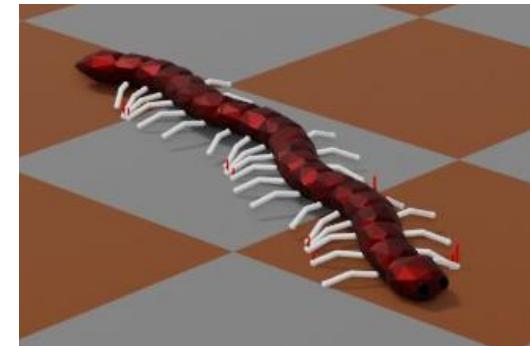
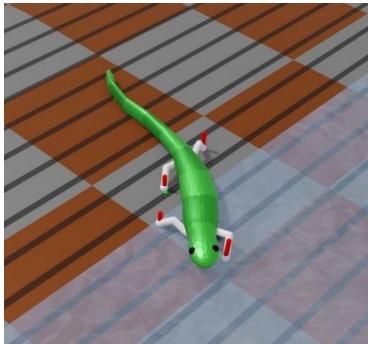
Please use and contribute!!



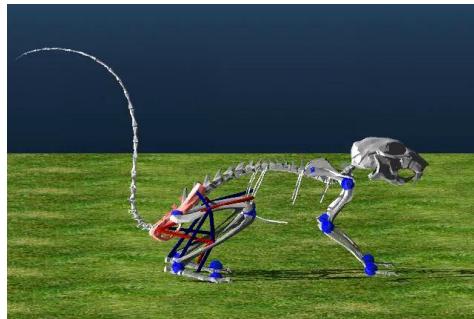
Pavan Ramdyta



Lobato-Rios et al, Nature methods 2022



Simon Danner



Tata Ramalingasetty et al, IEEE Access 2021

Arreguit, Tata Ramalingasetty, Ijspeert, BioRxiv, 2023

# Possible projects

See:

<https://biorob.epfl.ch/students/projects/>

And contact the project supervisor  
+ [auke.ijspeert@epfl.ch](mailto:auke.ijspeert@epfl.ch) in cc

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A. Ijspeert



M. Bouri



A. Crespi



G. Bellegarda



A. Ferrario



Q. Fu



A. Bruel



J. Arreguit O'Neil



S. Fiaux



F. Longchamp



A. Guignard



A. Manzoori



G. Ozdil



O. Orhan



M. Shafiee



A. Gupta



A. Anastasiadis



A. Pazzaglia



G. Ramella



C. Ning



L. Tang



J. Pey



L. Gevers

## ALUMNI

O. Michel, M. Asadpour, J. Buchli, L. Righetti, Y. Bourquin, P.A. Mudry, M. Taric, S. Dégallier, M. Porez, R. Ronsse, A. Gams, R. Moeckel, K. Karakasiliotis, S. Pouya, A. Sproewitz, J. Knuesel, A. Bicanski, Y. Morel, J.v.d. Kieboom, D. Renjewski, T. Petric, L. Colasanto, S. Bonardi, M. Ajallooeian, M. Vespignani, N. van der Noot, A. Tuleu, P. Müllhaupt, R. Thandiackal, A. Wu, H. Razavi, P. Eckert, S. Faraji, B. Bayat, A. Koelewijn, T. Horvat, J. Lanini, S. Hauser, M. Mutlu, F. Dzeladini, R. Baud, M. Estrada, D. Stanev, S. Lipfert, L. Randazzo, I. Froybu, M. Caban, M. Falahi, A. Morel, A. Di Russo, S. Ramalingasetty, L. Paez, K. Melo, A. Bolotnikova, X. Liu, R. Zufferey,

## FUNDING

