



Legged Robots @ ETH

EPFL, 2024

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ETH Zurich and ANYbotics AG
29.10.2024





Research areas at RSL

- Focus: Locomotion and mobile manipulation with uncertain/unstructured environments
 - **Design** of actuators and robots
 - Model-based **planning and control** for hybrid systems
 - **Reinforcement learning** with sim-to-real transfer
 - Multi-modal **perception** and classification for traversability estimation and **navigation**
- Different platforms



dfab
National Centre of Competence
in Research
Digital Fabrication

TOTAL

menzi muck

NVIDIA
Geosystems

Wyss Zurich
Swiss National Centre of Competence in Research

FN-NF
FONDS NATIONAL SUISSE
SOCIÉTÉ NATIONALE SUISSE
FONDO NAZIONALE SVIZZO
FONDO NAZIONALE SVIZZO
SWISS NATIONAL SCIENCE FOUNDATION

European Commission
Horizon 2020
European Union funding for Research & Innovation
KTI/CTI
society in science
The Branco Weiss Fellowship

intel
DARPA

Google
erc
European Research Council

LIEBHERR

SBB CFF FFS

HILTI

FESTO

MOOG

Leica
Geosystems

28.10.24

BLUE RIVER
TECHNOLOGY

Facts & Figures

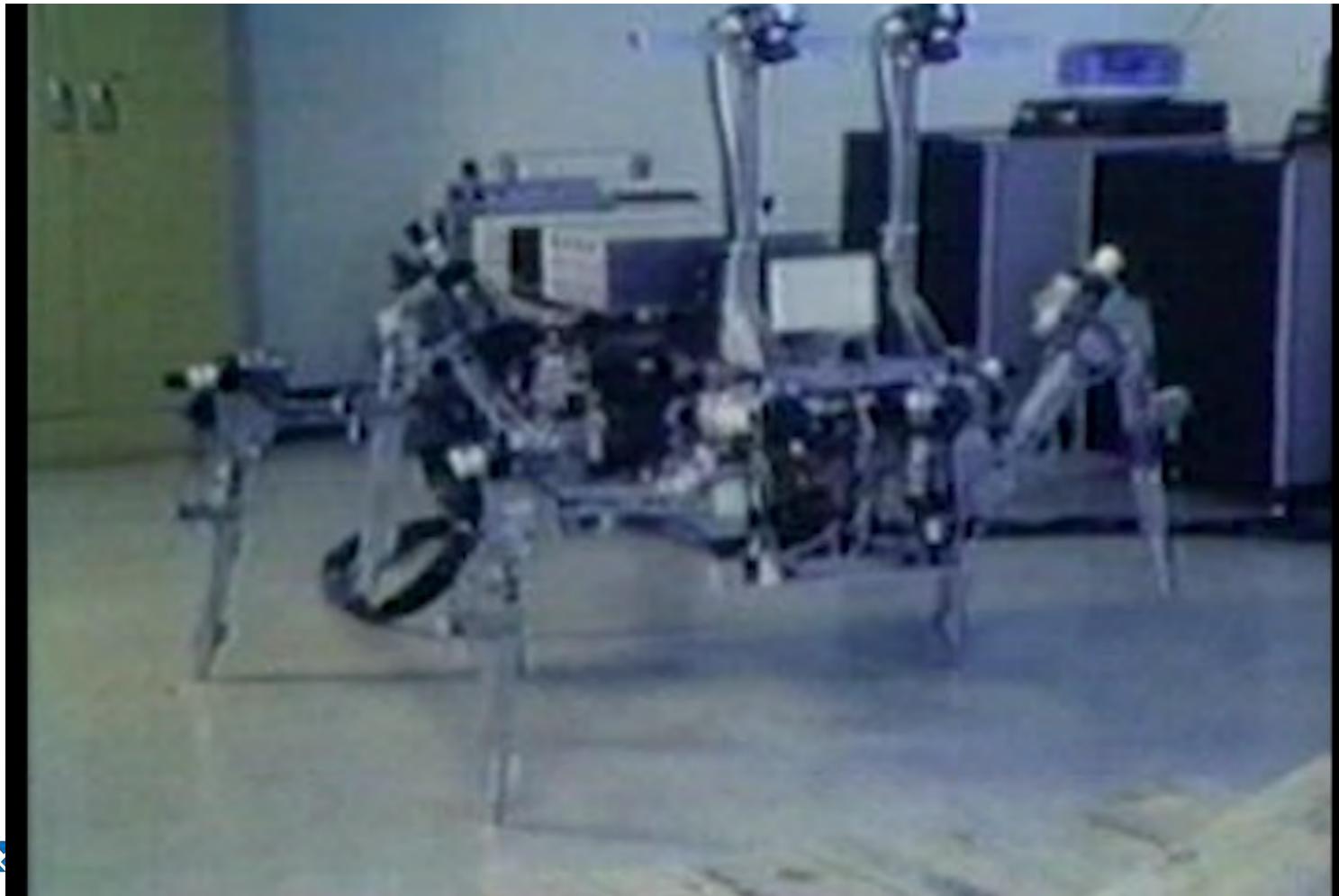
- 6 PostDocs
- 25 PhD students
- 25 engineering/staff

Lecture today in 5 parts

1. Quadrupeds
2. Control
3. Navigation
4. Applications
5. (if time) Future stuff

Part 1: RSL Quadrupeds

OSU walker, early 80ies



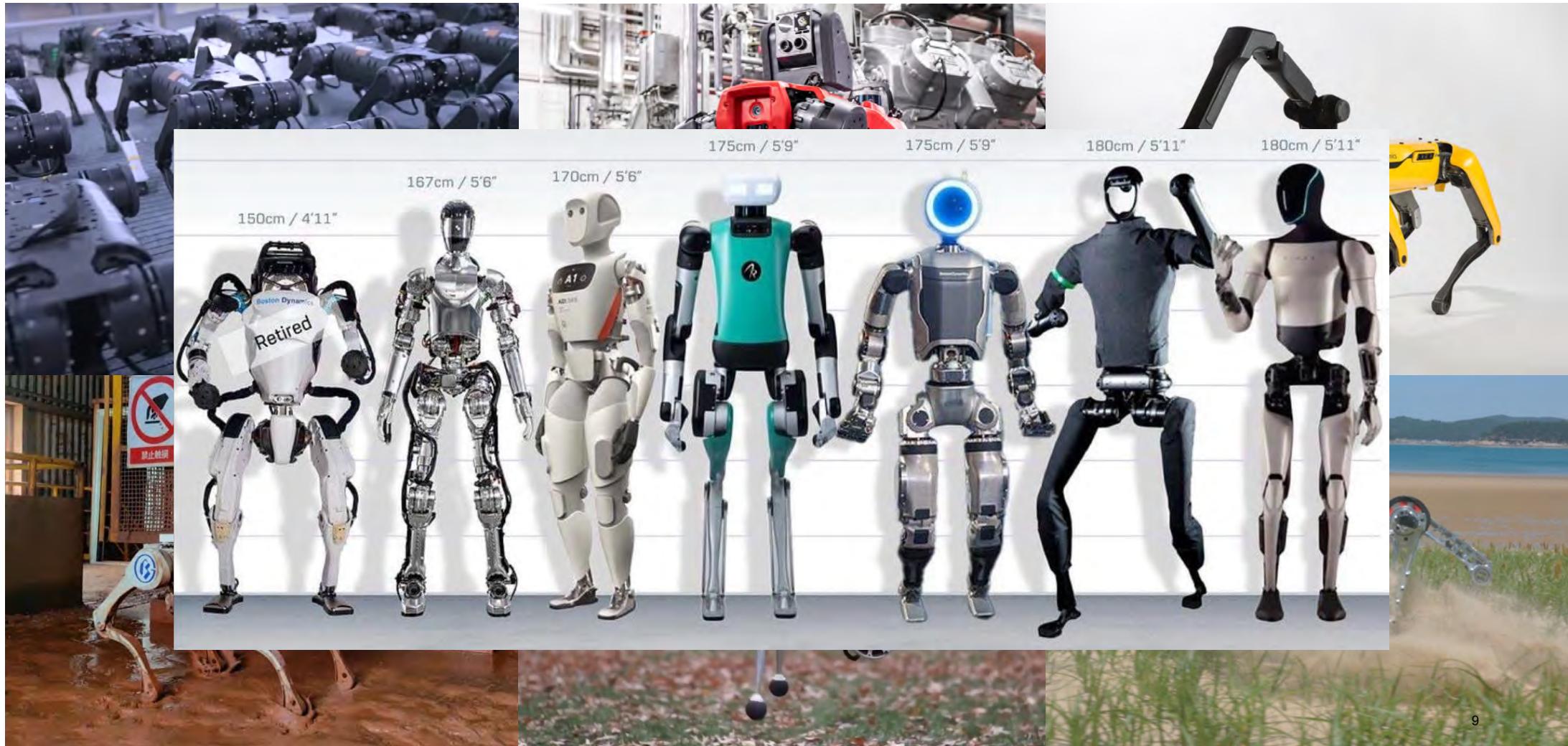
Raibert, Leg Lab, late 80ies





Boston Dynamics

Legged (Quadruped) robots have become a commodity



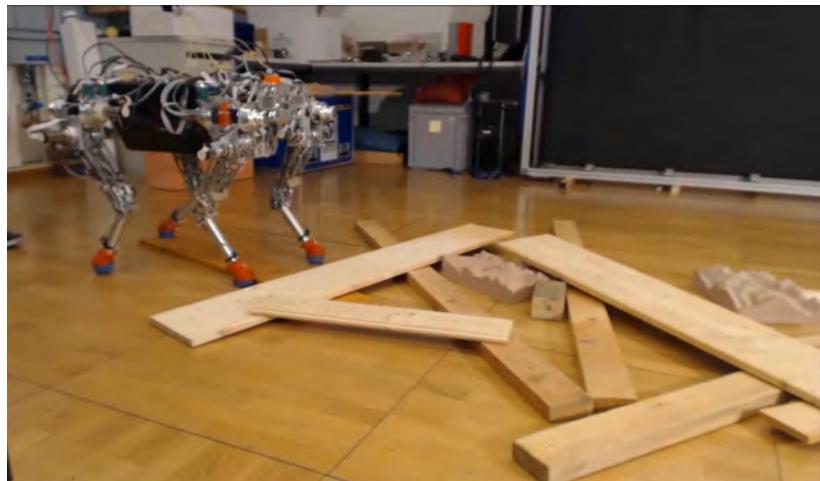
From research prototypes to commercial products in 1 decade



2012

ETH Zurich - Robotic Systems Lab

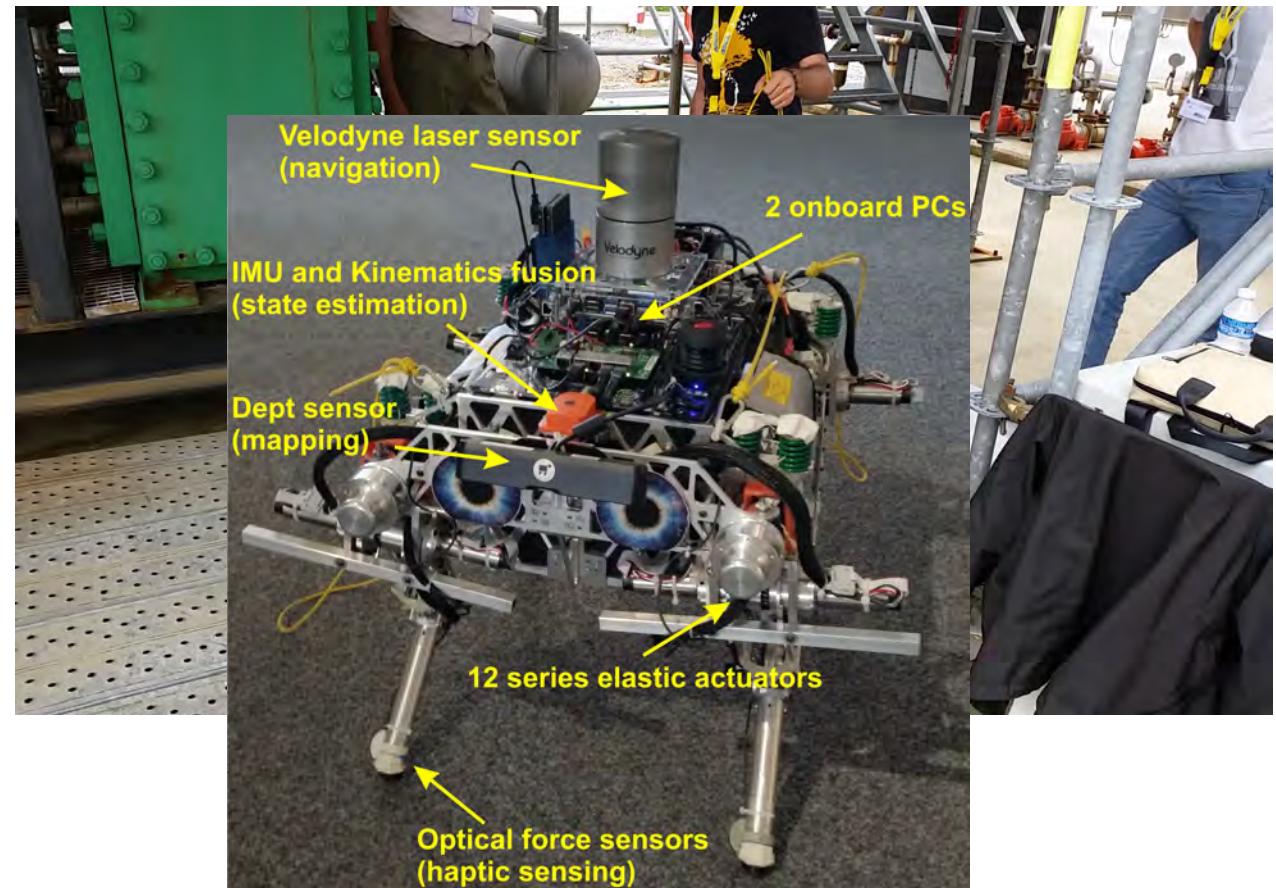
Research on autonomous robots



18.10.2022

ARGOS – first field application of legged robots towards industrial inspection

- ARGOS competition 2013-2017
- 4 teams with classic tracked vehicles
- 1 team with a legged robot



From research prototypes to commercial products in 1 decade



ETH Zurich - Robotic Systems Lab

Research on autonomous robots

ANYbotics

founded 2016, >150 employees



From research prototypes to commercial products in 1 decade



ETH Zurich - Robotic Systems Lab

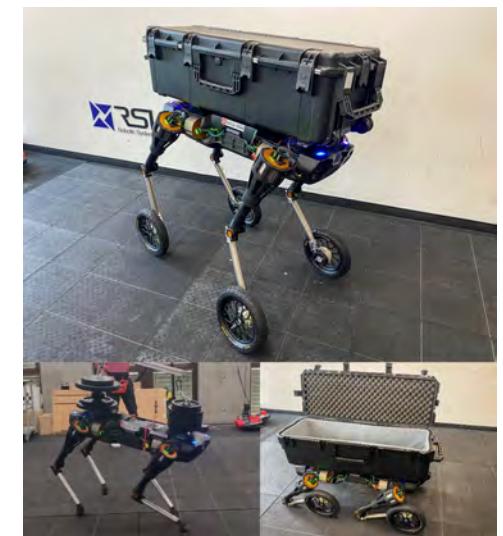
Research on autonomous robots

ANYbotics

founded 2016, >150 employees



ETH zürich RSL
Robotic Systems Lab



HARDWARE DEVELOPMENT //

Specifications

- Integrated, torque controllable and impact robust joint units
- Simple 3-link kinematic leg structure
- Mainbody with 2-3 PCs
- Perception sensors for autonomy
 - Velodyne lidar
 - 6 RGB-D
 - 2 wide-angle RGB
- Inspection Payload
 - Zoom camera
 - Thermal camera
 - Light
 - Microphone



ANYmal D

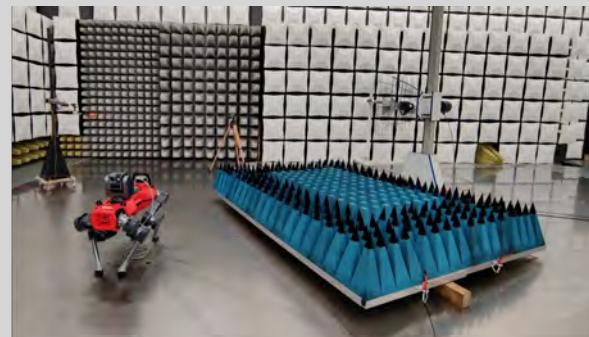
HARDWARE DEVELOPMENT //

Design for reliability



Reliability

Large operating temperature ranges, thermal cycling, humidity exposure/cycling, vibration/shock, component lifetimes



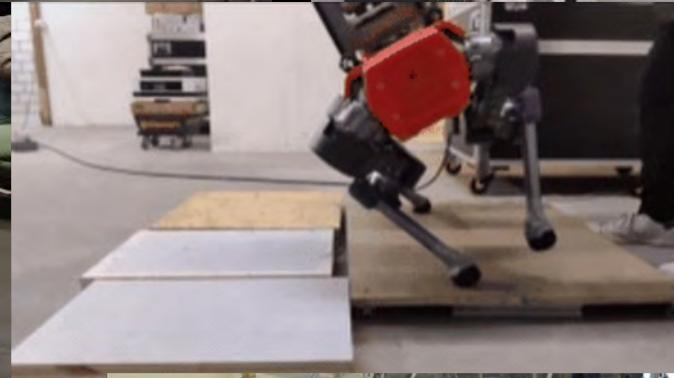
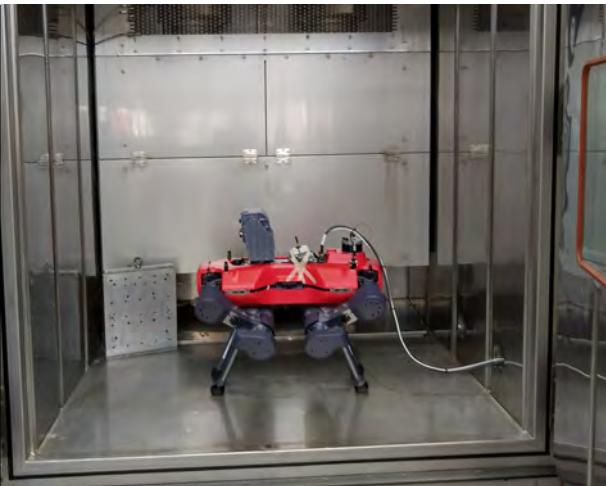
Electromagnetic & radio compliance

Emissions, immunity, electrostatic discharge, radios



Environment

Water/dust ingress, UV radiation, corrosion, humidity/condensation



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SRF news

Archiv

SRF



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Part 2: Control

State of the Art Legged Robots – and their actuation

1. High-gear system with elasticity or torque sensor



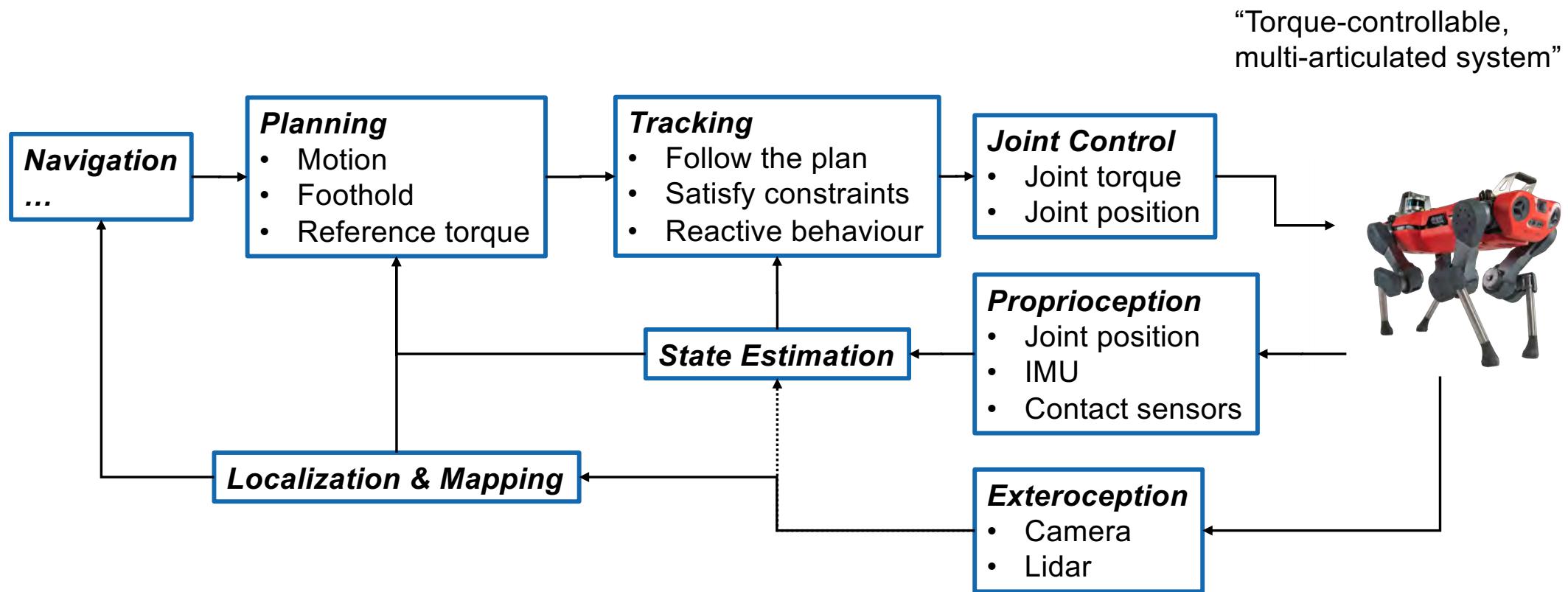
2. Low gear system with current control only



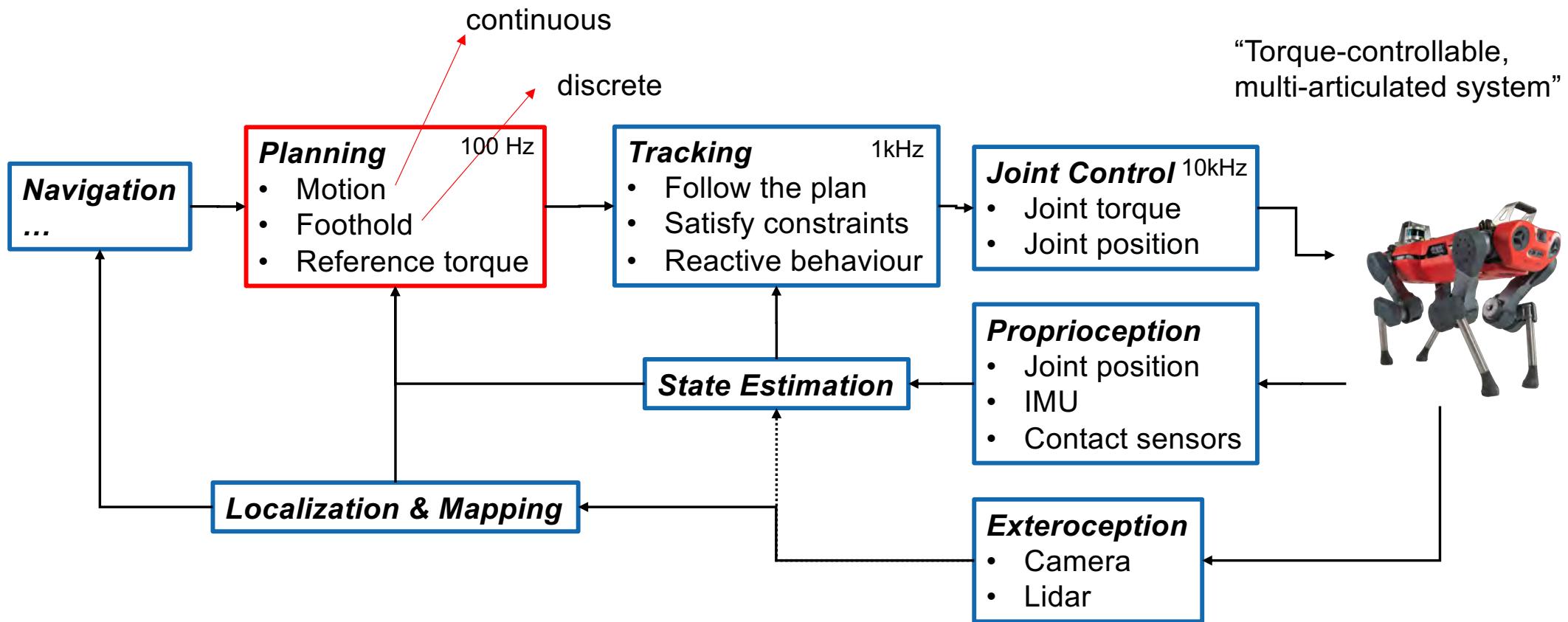
3. Hydraulics (Torque and/or load cell)



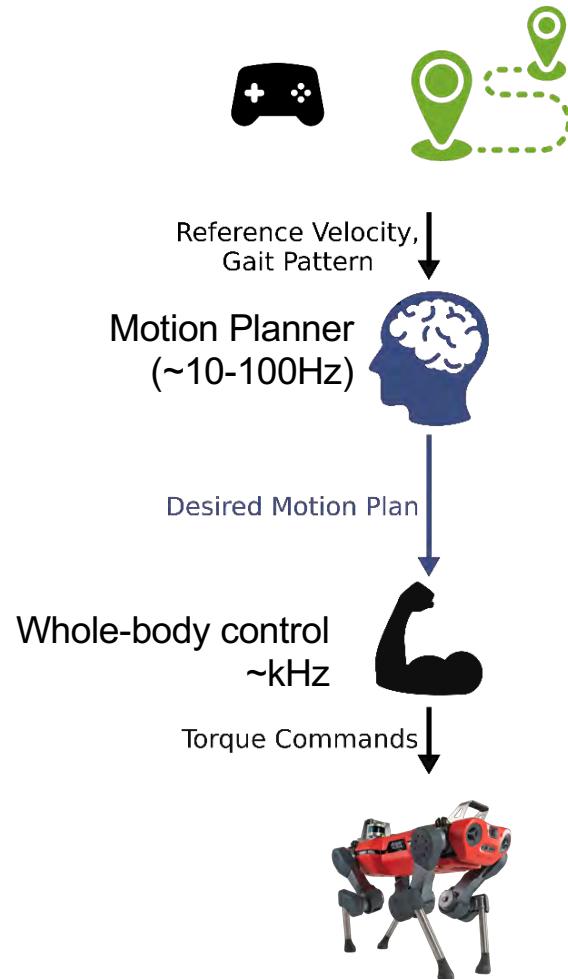
Control, Planning and Autonomy for Legged Robots



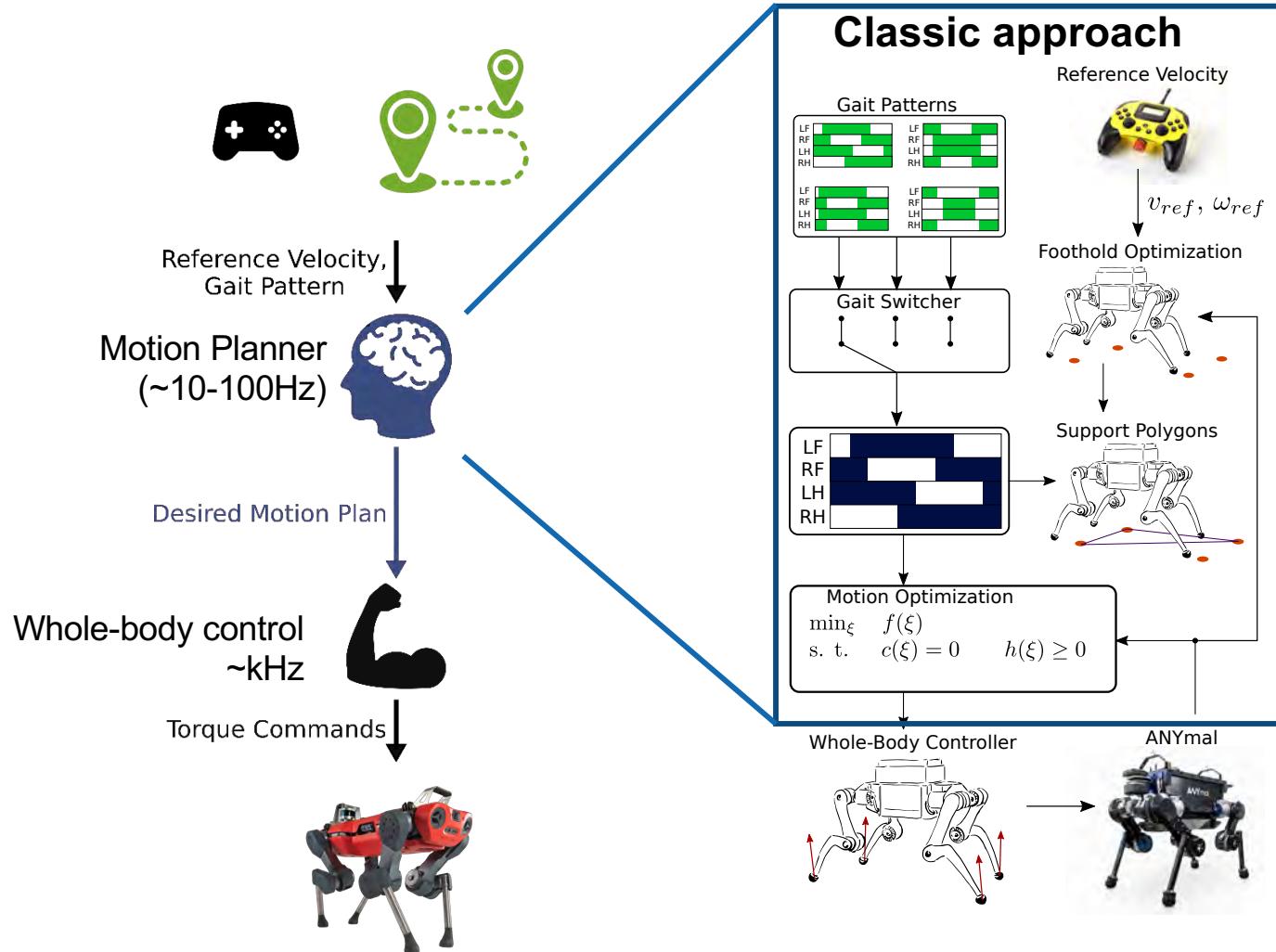
Control, Planning and Autonomy for Legged Robots



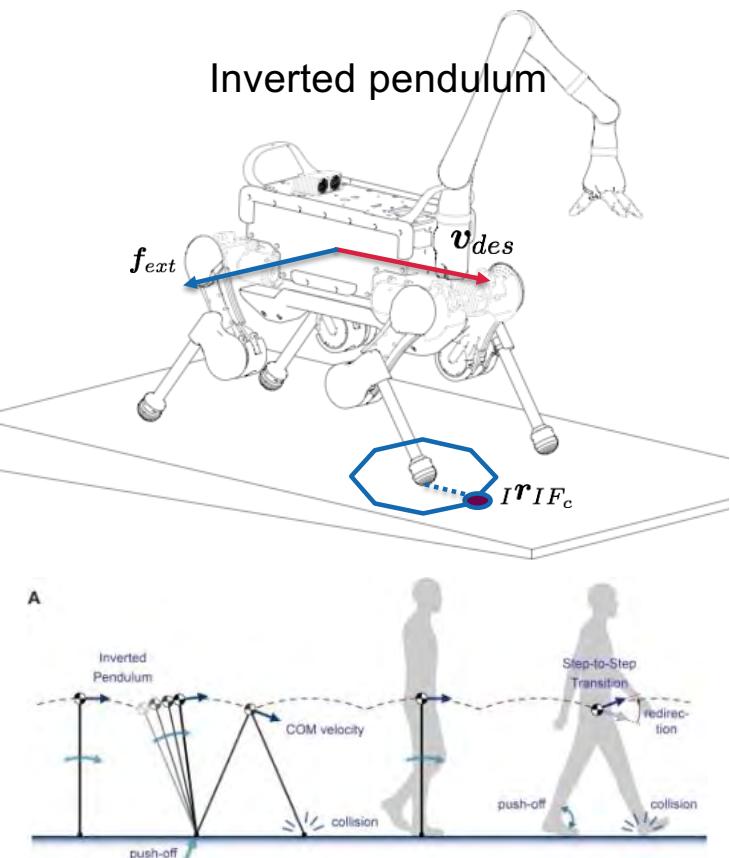
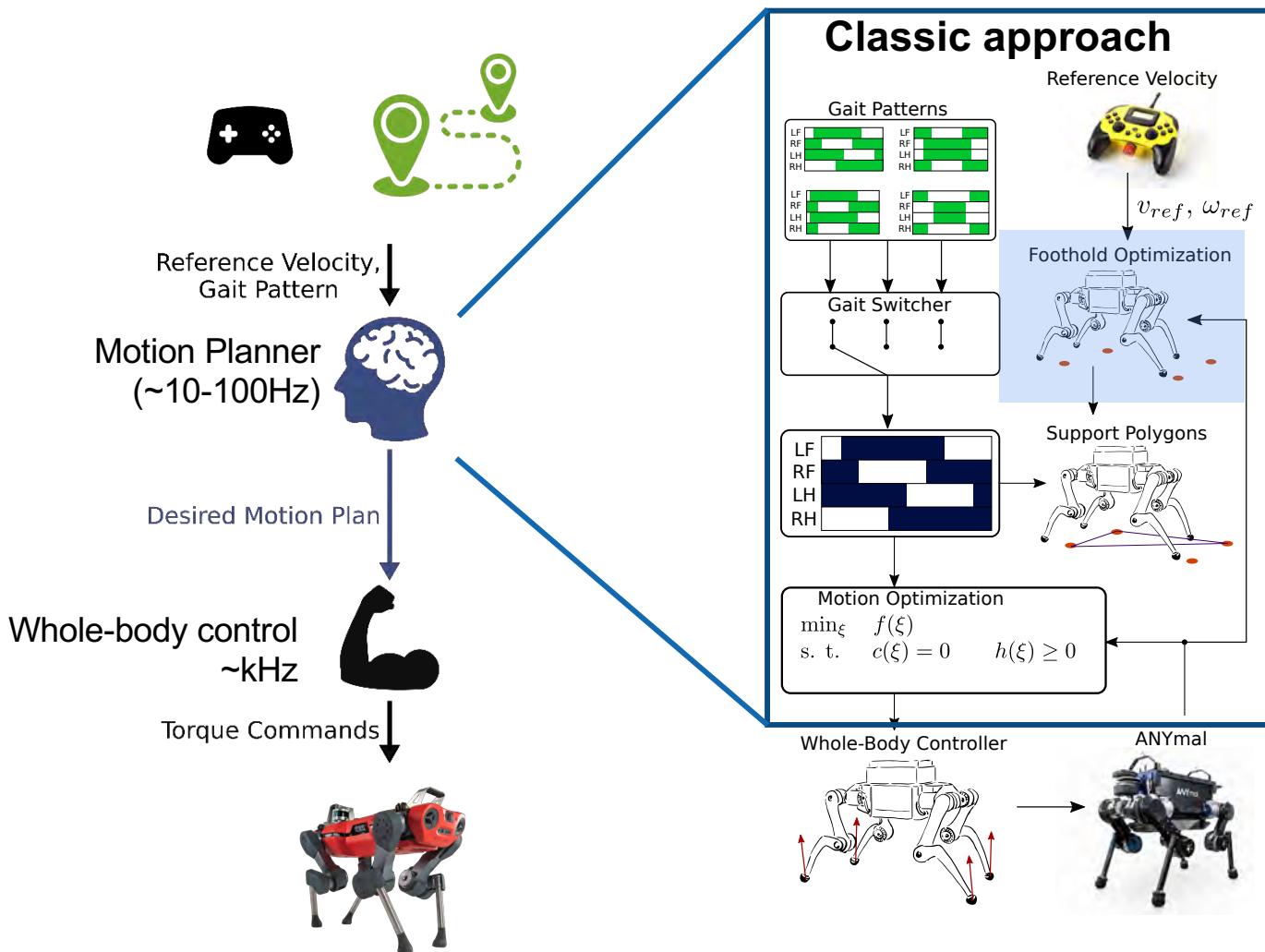
Control, Planning and Autonomy for Legged Robots



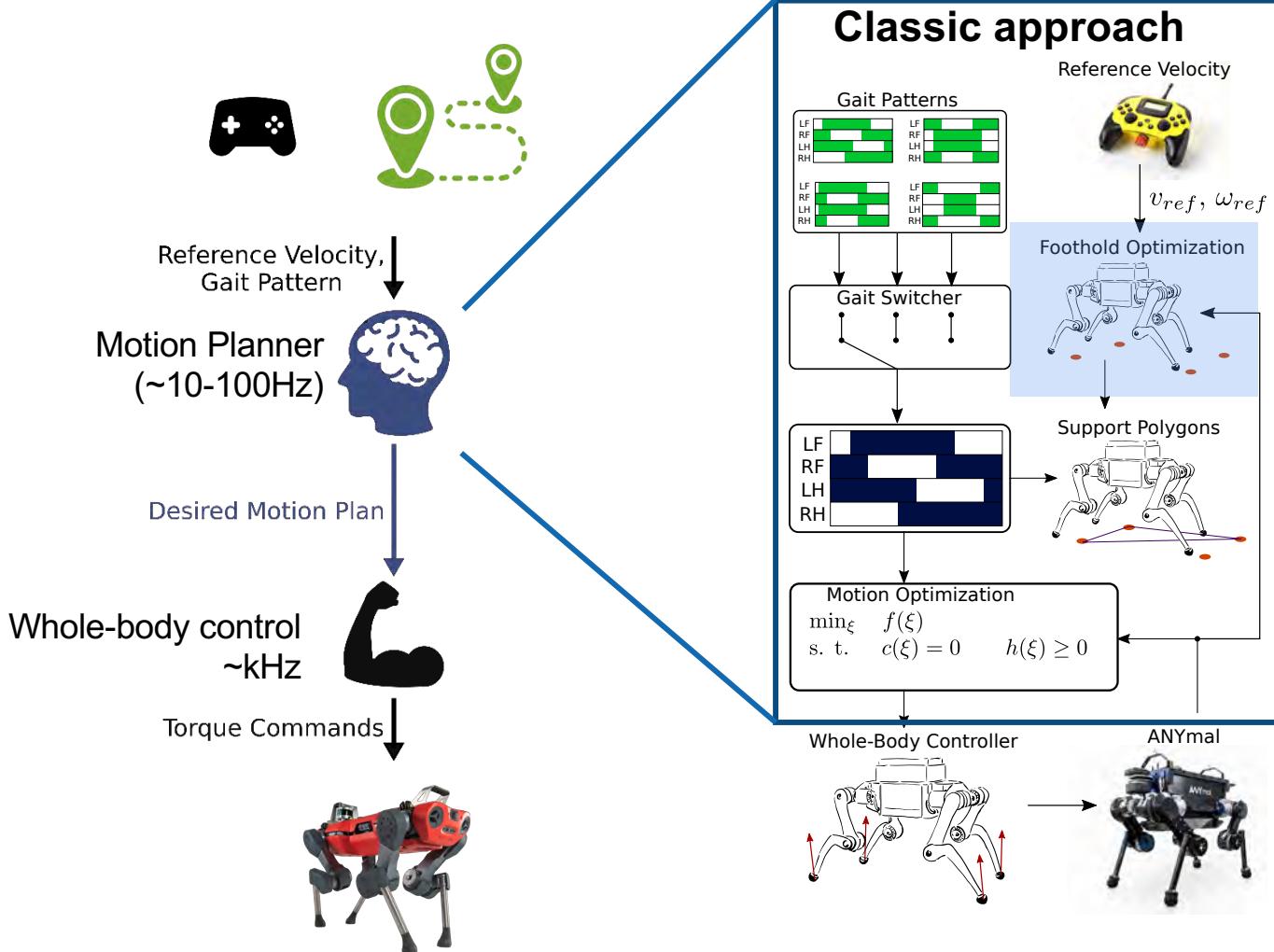
Control, Planning and Autonomy for Legged Robots



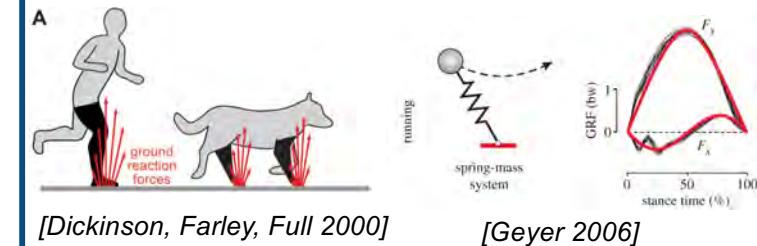
Control, Planning and Autonomy for Legged Robots



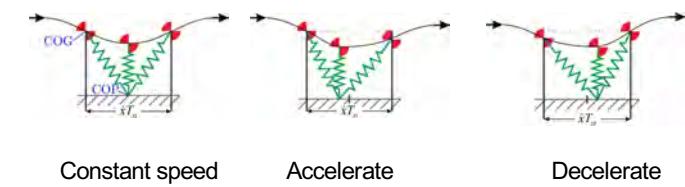
Control, Planning and Autonomy for Legged Robots



- Biomechanical studies suggest SLIP models to describe complex running behaviors



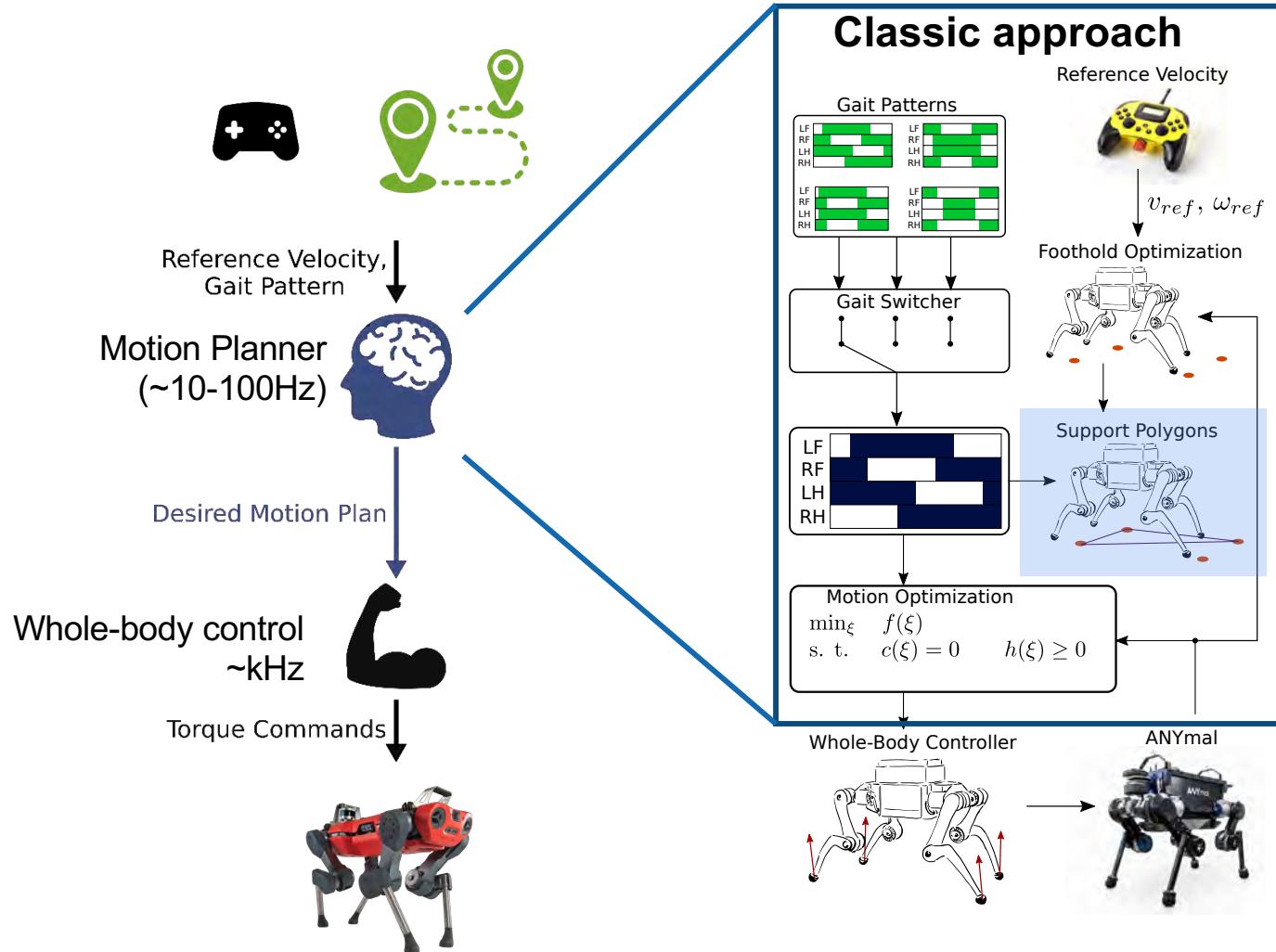
- Simple step-length rule to adjust the velocity



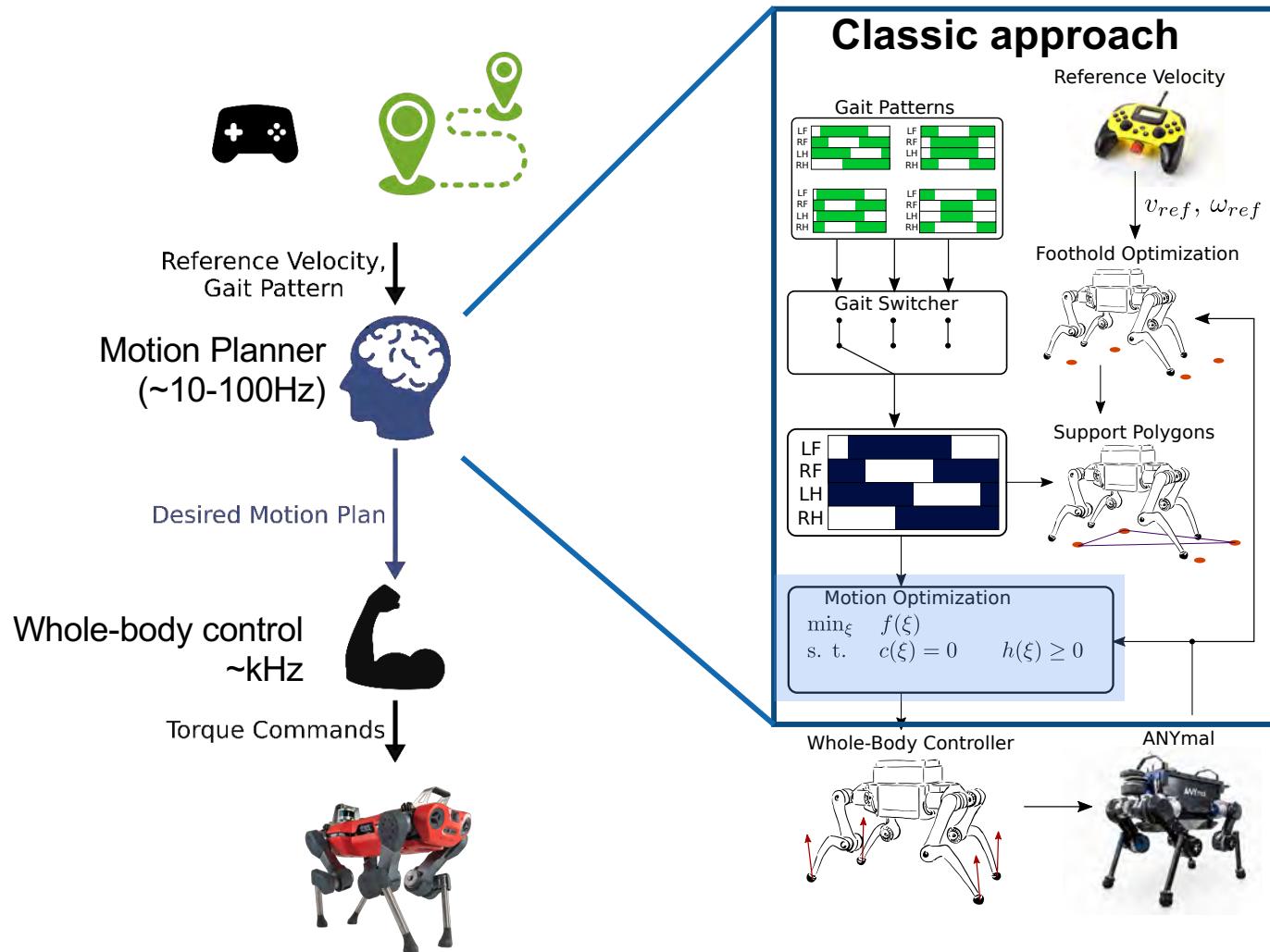
$$\mathbf{r}_F = \frac{1}{2} \dot{\mathbf{r}}_{HC,des} T_{st} + k_R^{FB} (\dot{\mathbf{r}}_{HC,des} - \dot{\mathbf{r}}_{HC}) \sqrt{h_{HC}}$$

[Raibert 1986]

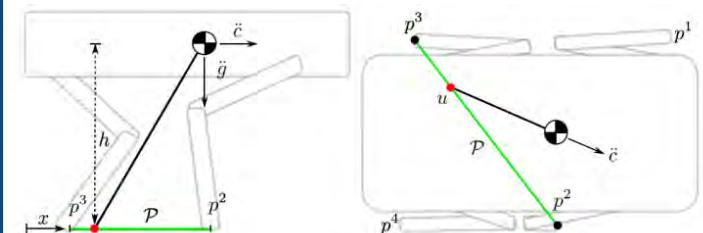
Control, Planning and Autonomy for Legged Robots



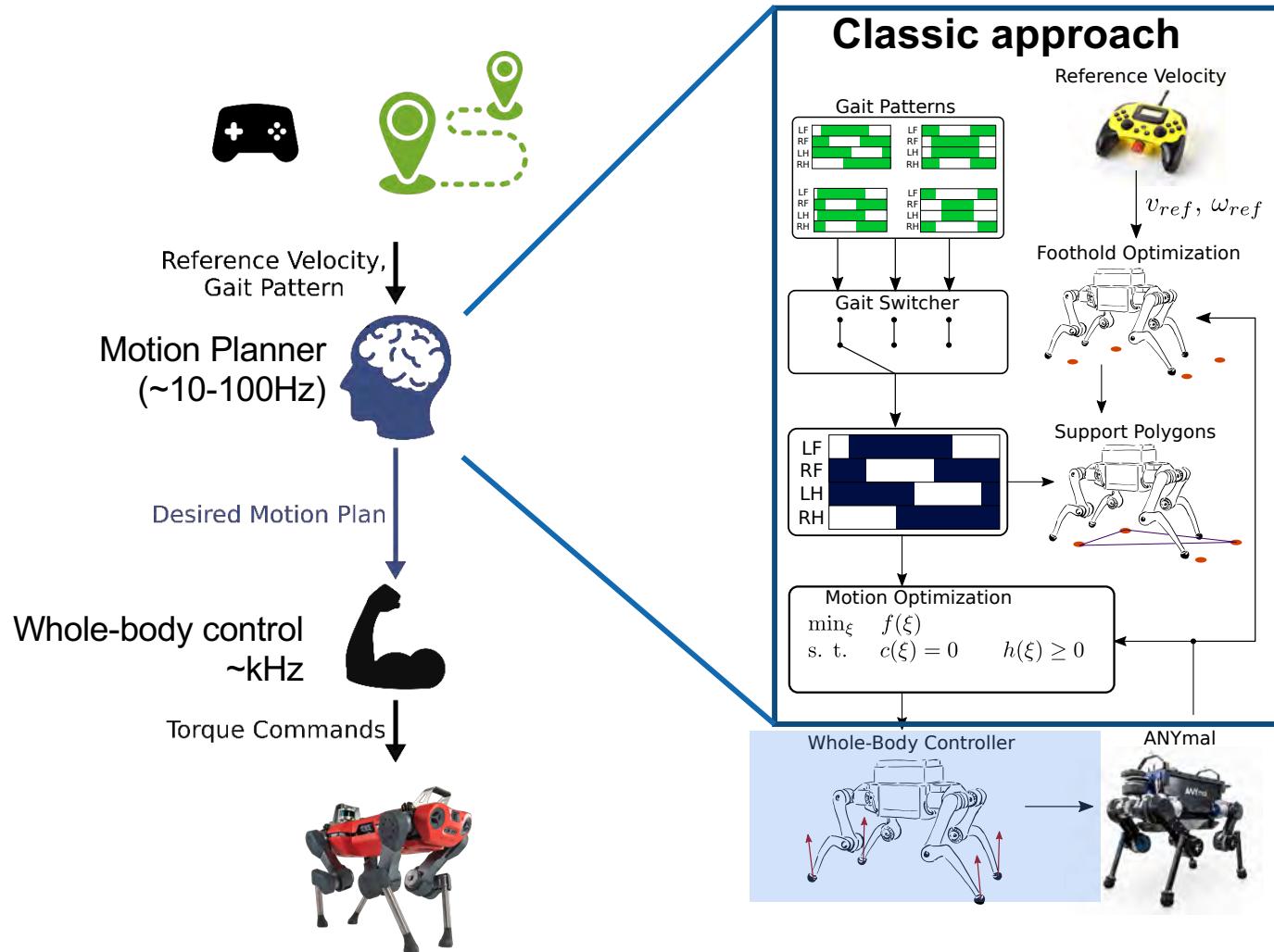
Control, Planning and Autonomy for Legged Robots



ZMP models



Control, Planning and Autonomy for Legged Robots



- Solves a cascade of prioritized tasks
 - Equation of motion
 - No slippage condition
 - Limits on torques
 - Motion tracking
 - ...

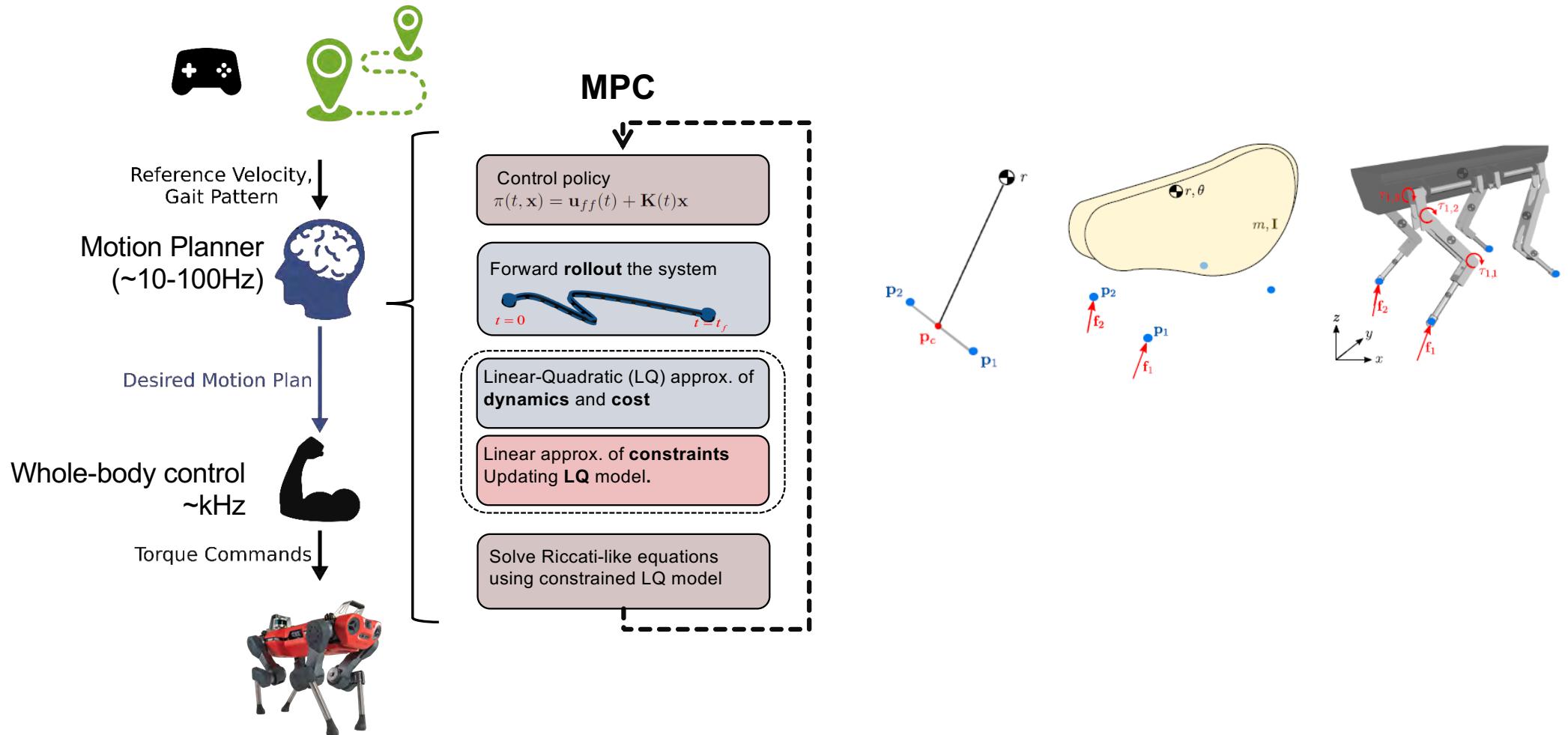


Color Camera

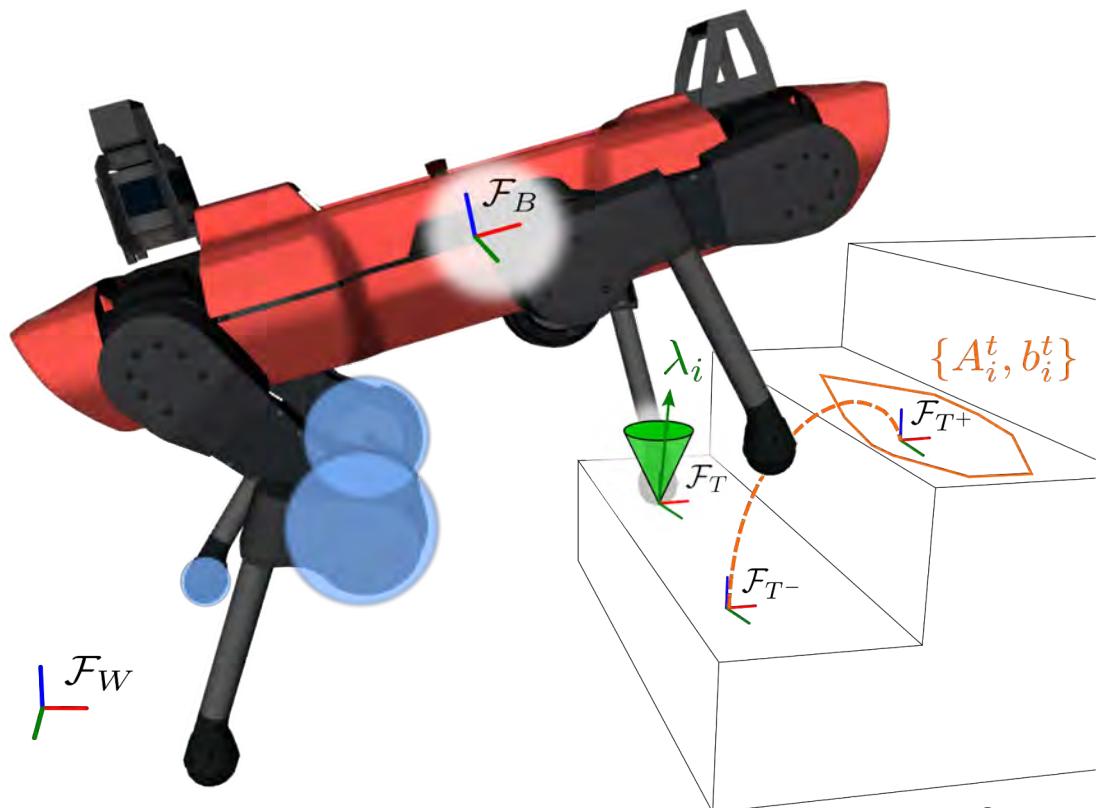
Mapping and Localization

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Control, Planning and Autonomy for Legged Robots



Locomotion as optimization problem



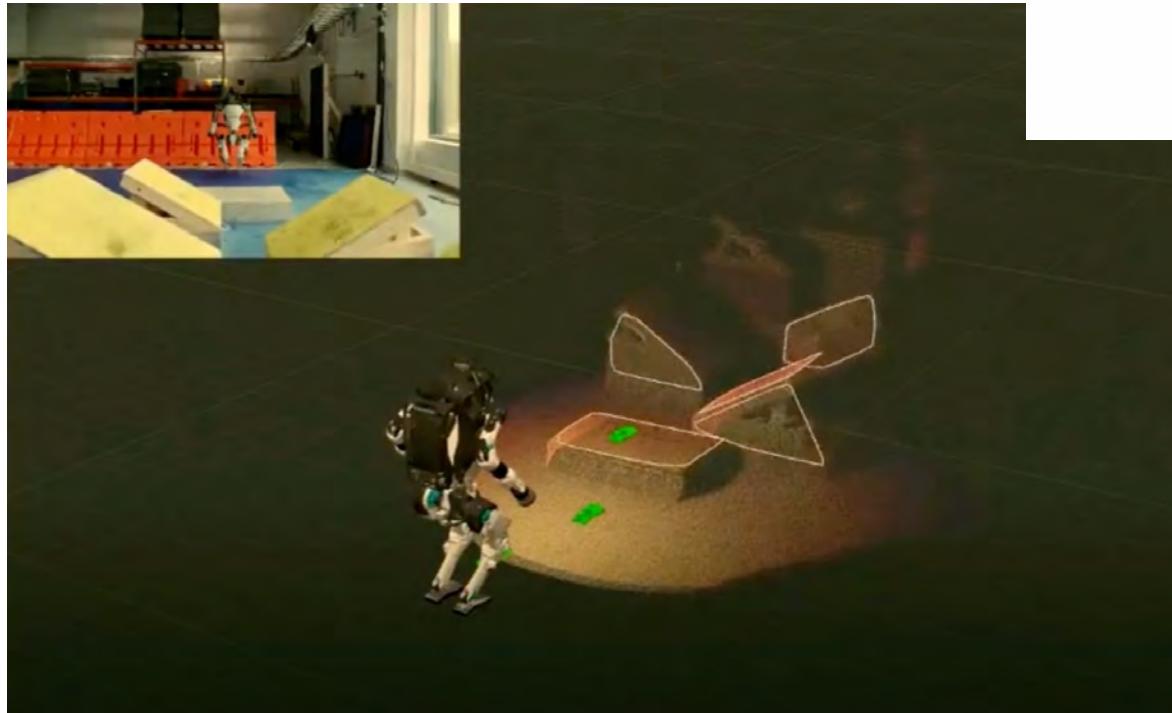
Finite-Time Optimal Control Problem

$$\begin{cases} \min_{\mathbf{u}(\cdot)} \Phi(\mathbf{x}(T)) + \int_0^T L(\mathbf{x}(t), \mathbf{u}(t), t) dt \\ \text{s.t. } \dot{\mathbf{x}}(t) = \mathbf{f}(\mathbf{x}(t), \mathbf{u}(t), t) \\ \mathbf{g}_1(\mathbf{x}(t), \mathbf{u}(t), t) = 0 \\ \mathbf{g}_2(\mathbf{x}(t), t) = 0 \\ \mathbf{h}(\mathbf{x}(t), \mathbf{u}(t), t) \geq 0 \\ \mathbf{x}(0) = \mathbf{x}_0, \end{cases}$$

Constrained DDP-based Algorithm (SLQ) [Farshidian 2017 IFAC]
[\[https://bitbucket.org/leggedrobotics/ocs2\]](https://bitbucket.org/leggedrobotics/ocs2)

Locomotion as optimization problem

Source: youtube, video by Boston Dynamics, Talk by Scott Kuindersma



Legged robots work well on structured ground
... but they often have issues over compliant, slippery or moving terrain

- **Corner cases of model-based controllers**
- Underlying assumptions:
 - Contact only occurs at the feet
 - The terrain is static (and planar)

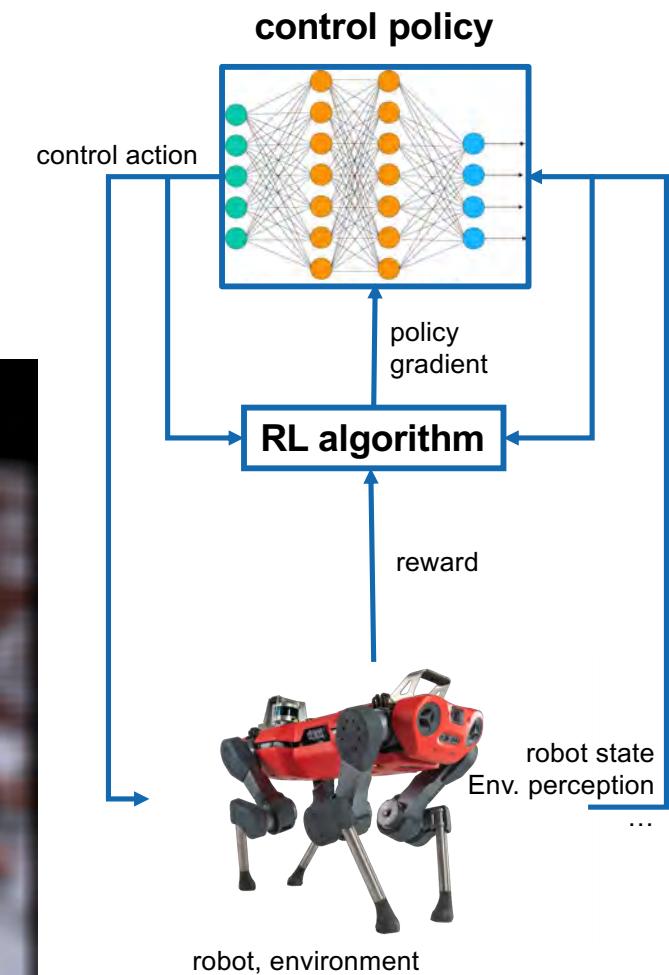
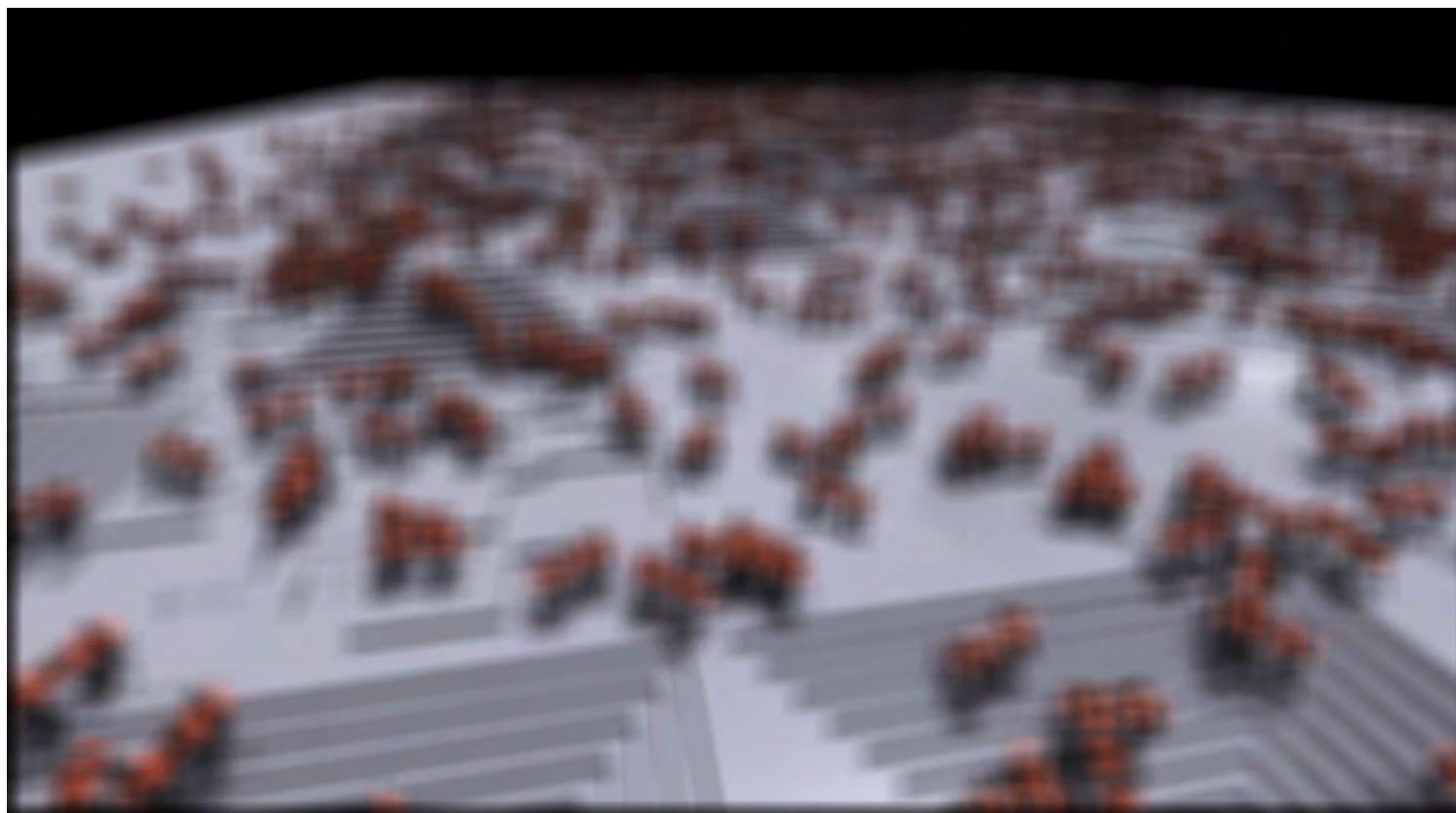
- Lots of handcrafted heuristics to compensate
 - Online disturbance observer and reaction...
 - Slip detection and...

Could we not make the robot to learn all of this
– Gain and frequency adaptation
– Regain contacts...

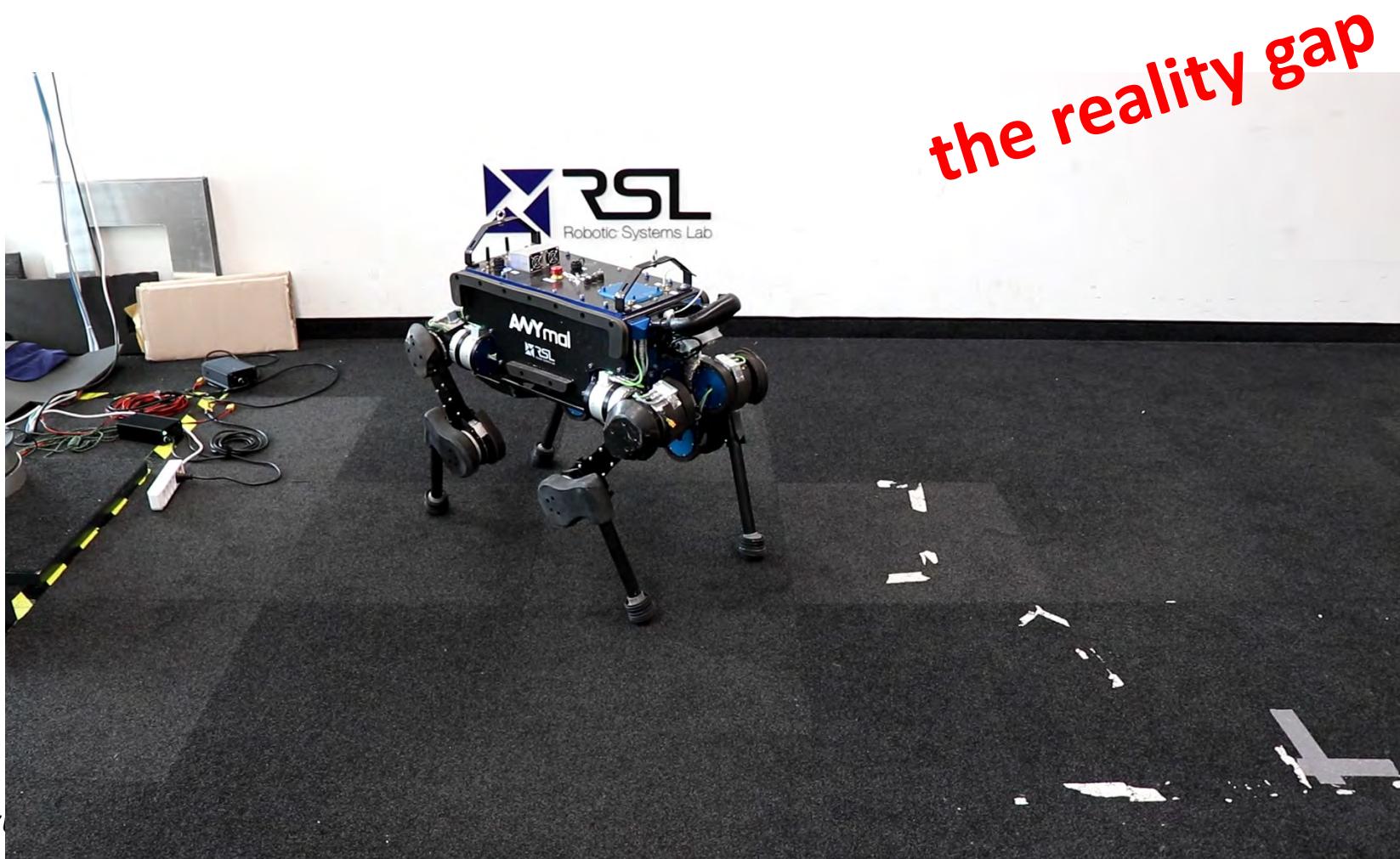


Reinforcement learning for locomotion control

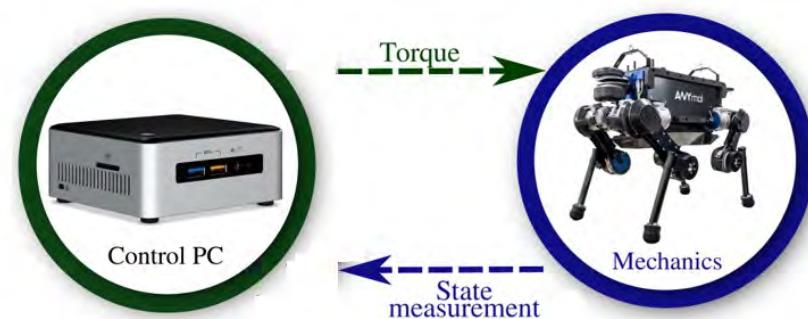
- Learn from massive data generated with a fast and accurate simulator



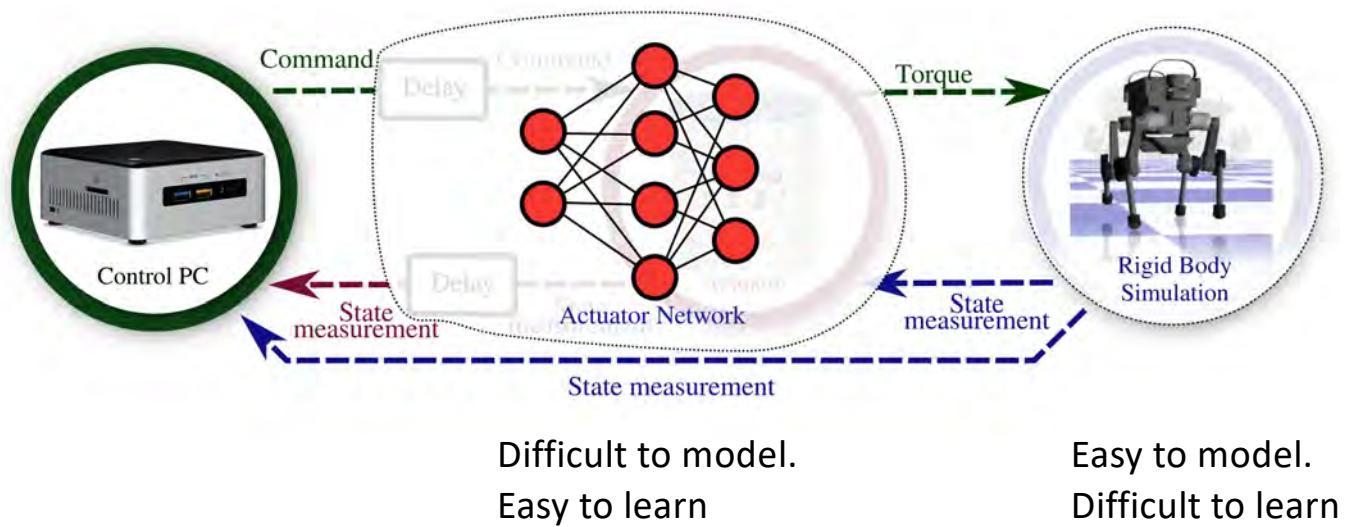
Deployment of learned policy on the robot



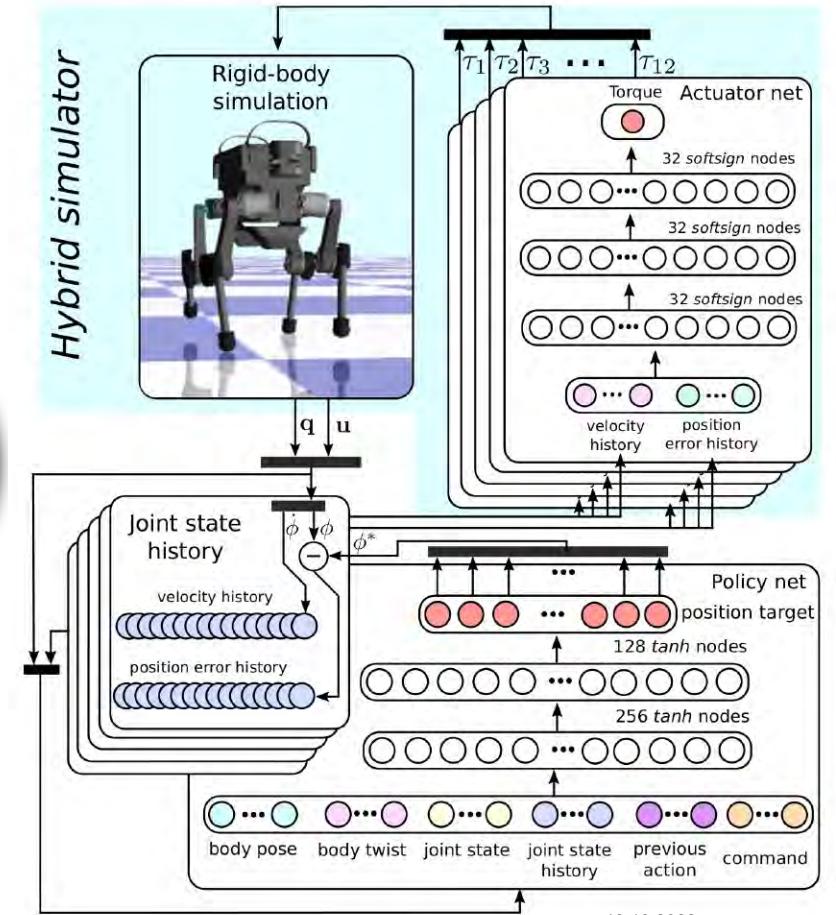
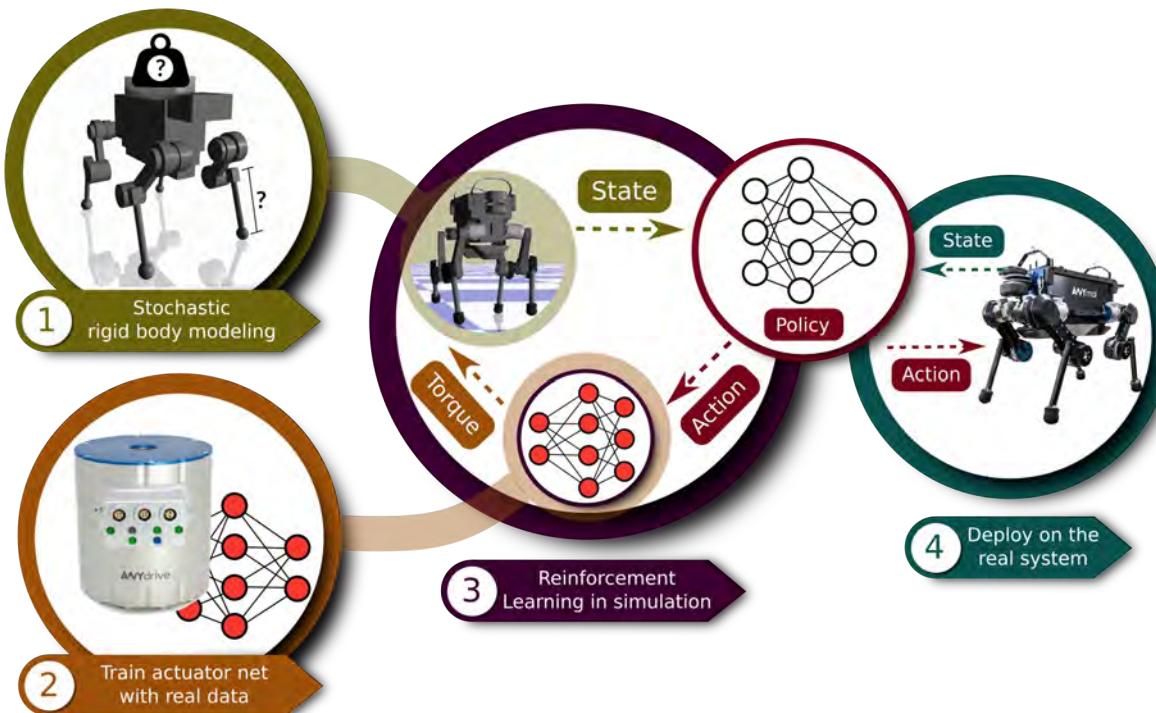
Sim-to-real: The reality gap



Sim-to-real: The reality gap



Simulation-based RL for legged robots



ANYmal is (one of) the first RL-controlled robot product

Every sequence:

- 15 policy iterations
- ~1.5M steps
- ~8.3 hours of simulated time

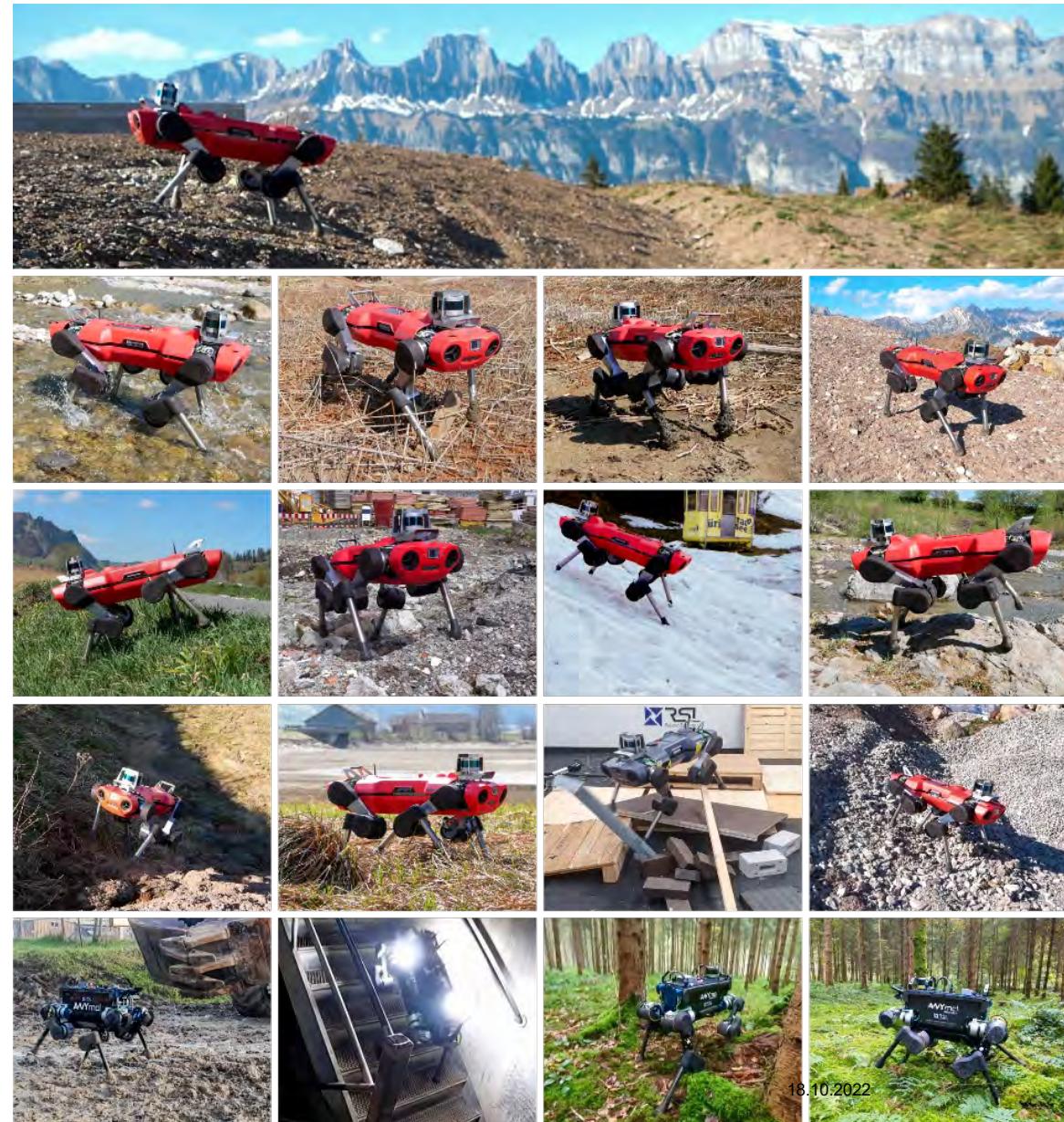


[N. Rudin, D. Hoeller, P. Reist, and M. Hutter, “Learning to Walk in Minutes Using Massively Parallel Deep Reinforcement Learning,” in Conference on Robot Learning (CoRL), Sep. 2021]

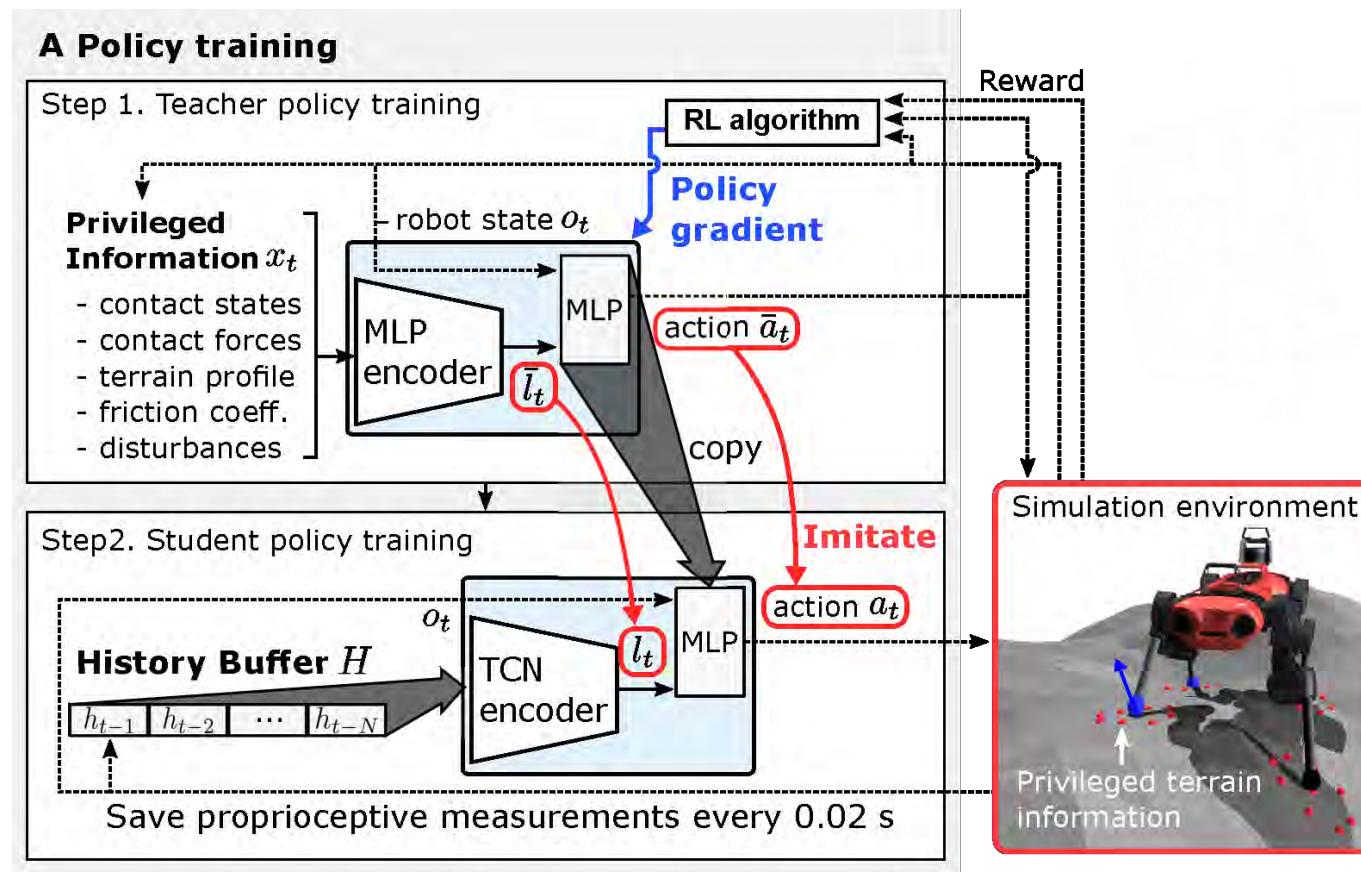
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Real World Deployment

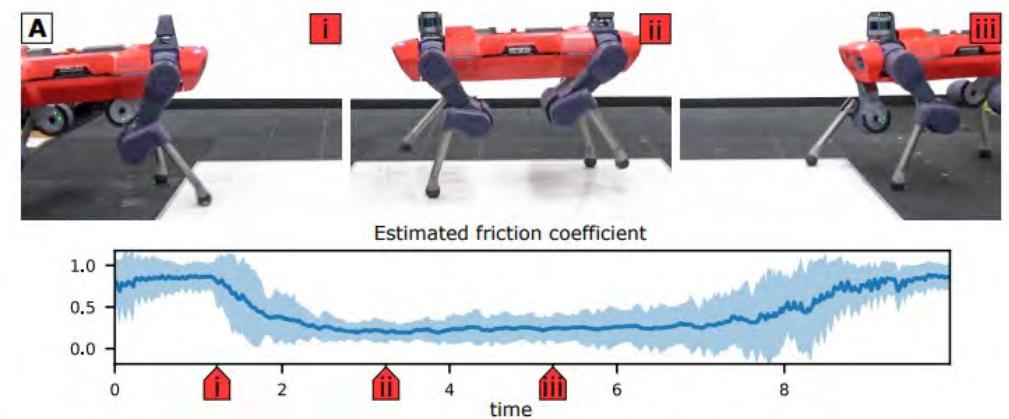
- Large variations in terrain in reality
 - Impossible to model in simulation
 - Hard to sense from perception
- What's important for locomotion



Method: privileged training

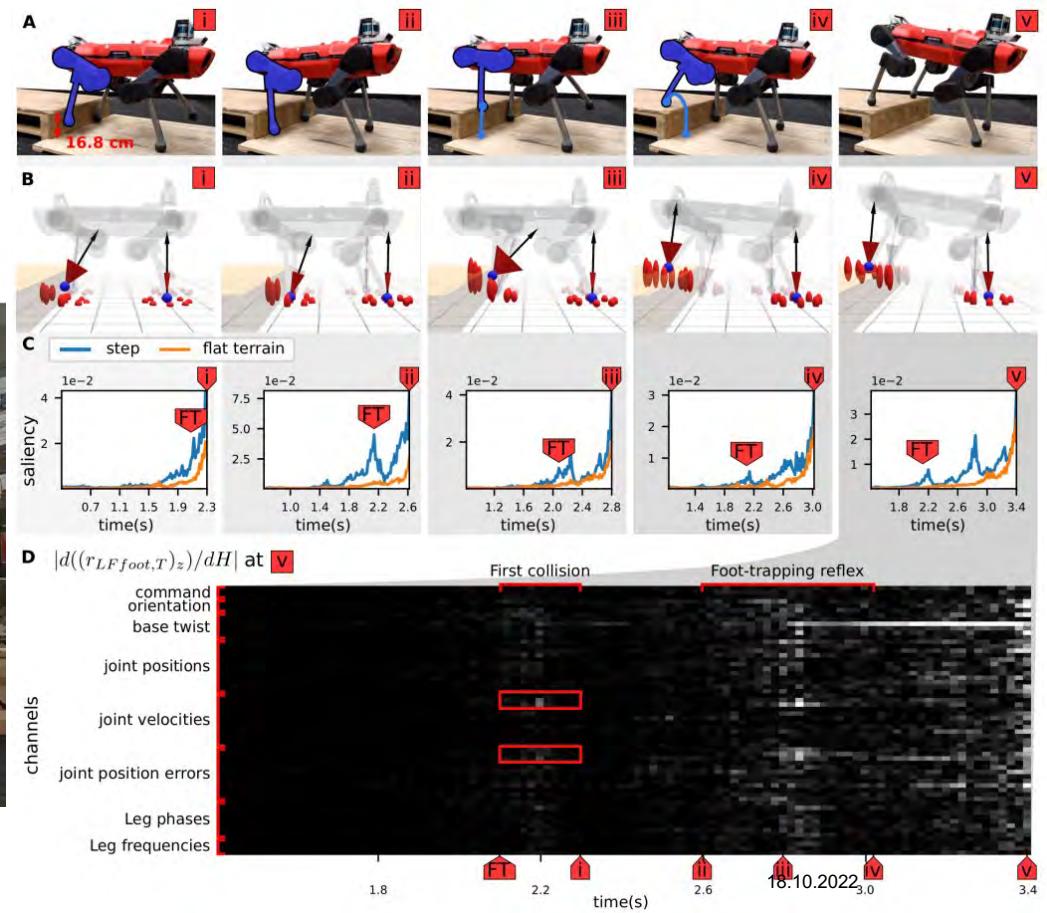


Friction estimation

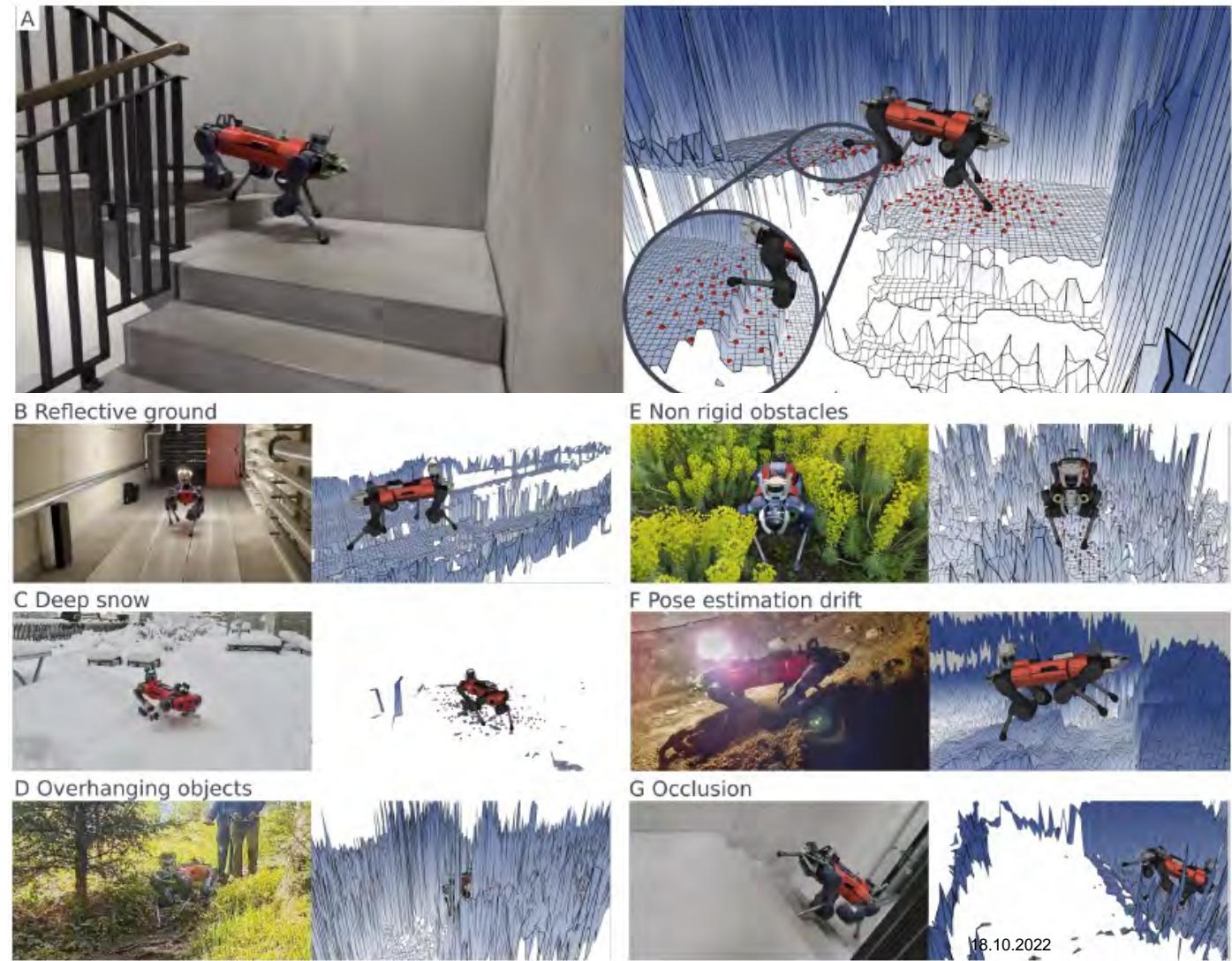
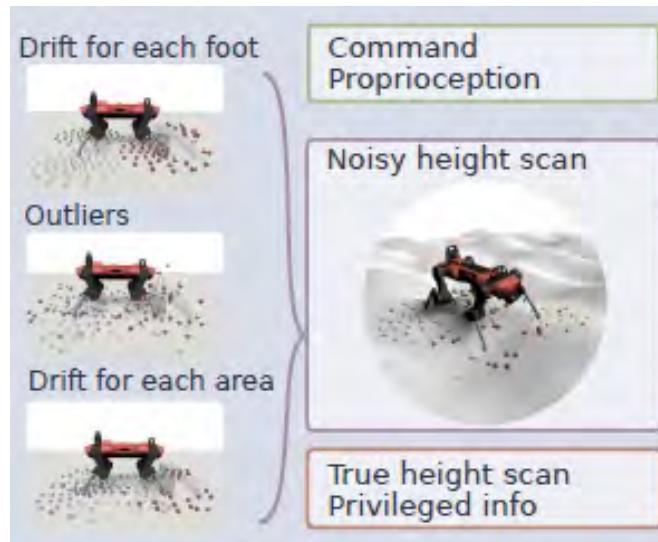


Foot trapping reflex

Proprioceptive memory



Learning-based locomotion including perception

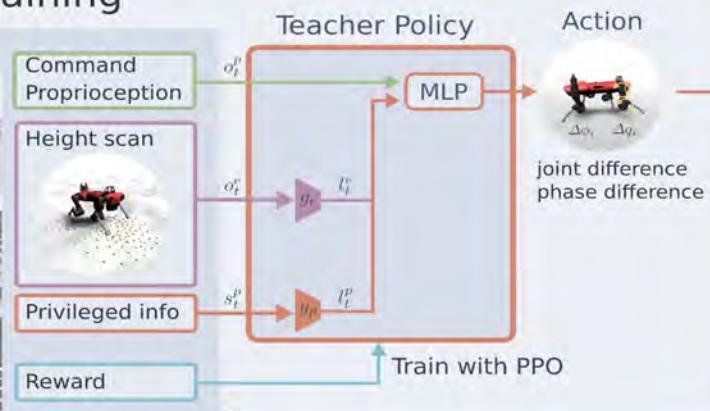


Teacher-Student training

[T. Miki, J. Lee, J. Hwangbo, L. Wellhausen, V. Koltun, and M. Hutter, "Learning robust perceptive locomotion for quadrupedal robots in the wild," *Science Robotics*, 2022.]

1. Teacher policy training

Environment



2. Student policy training

Drift for each foot



Outliers



Drift for each area

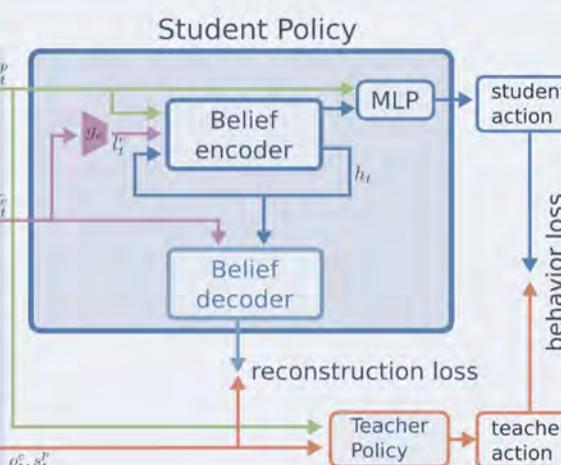


Command Proprioception

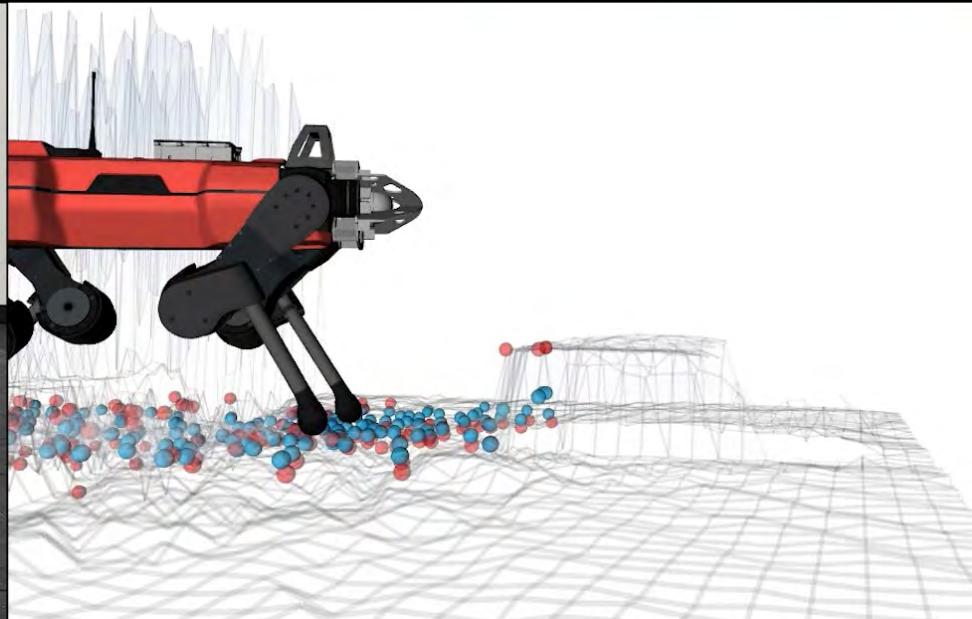
Noisy height scan



True height scan Privileged info



What is recognized in the belief state?



Soft obstacle



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Robustness



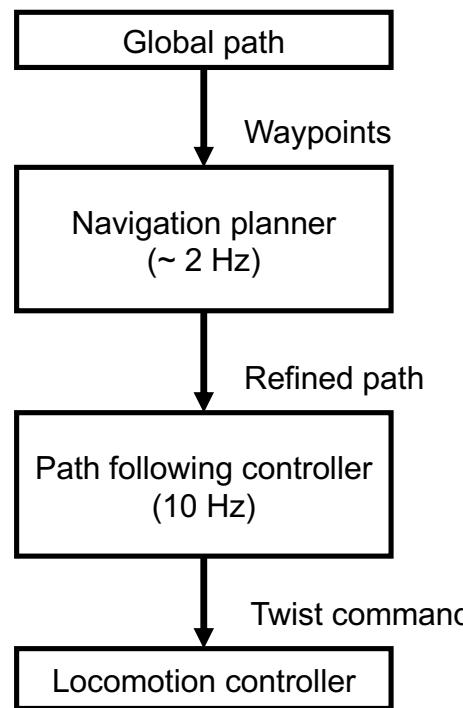


Part 3: Navigation



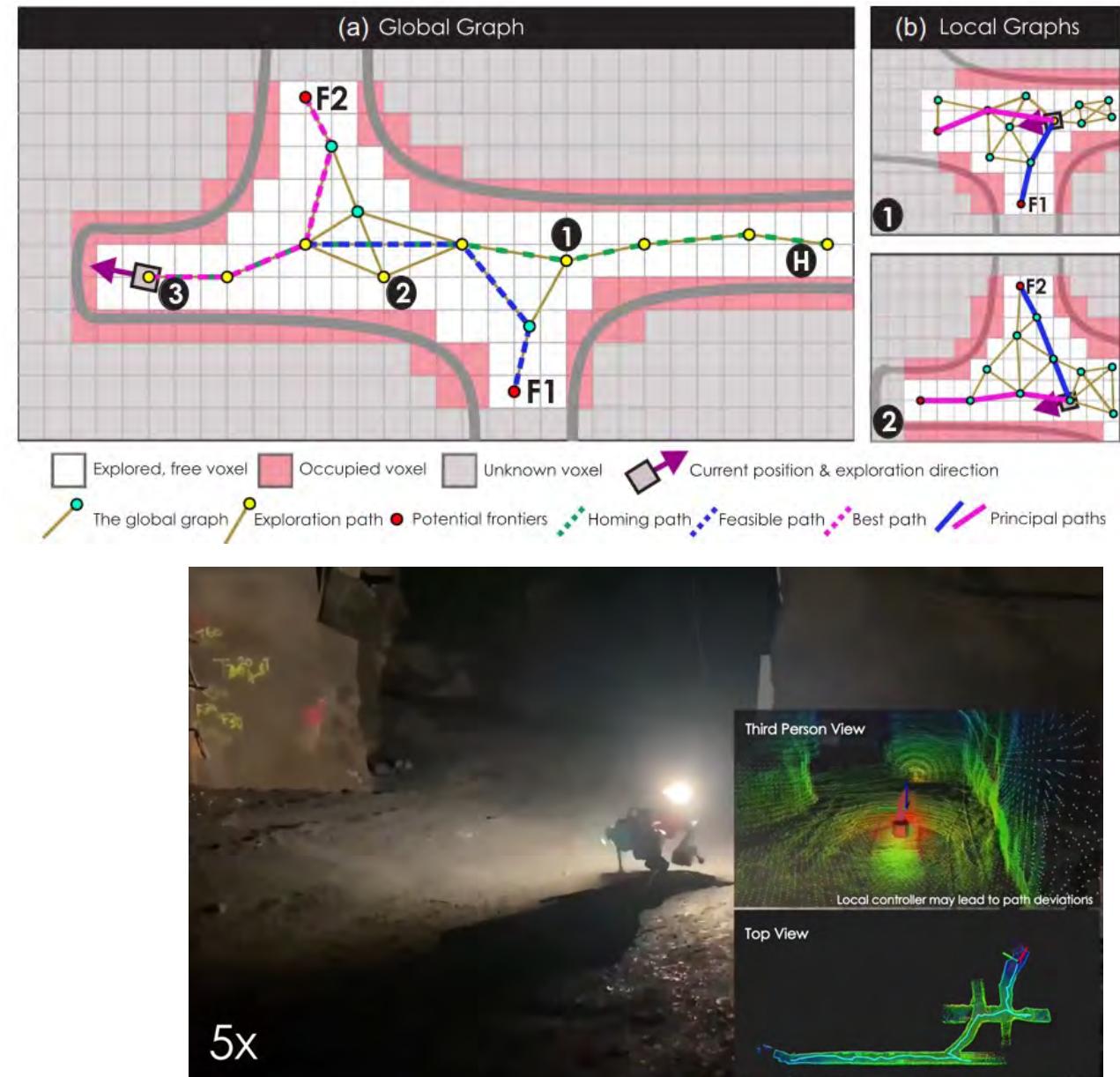
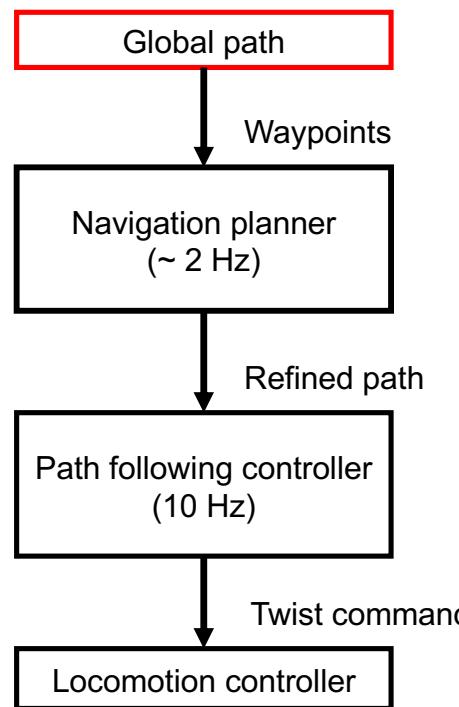
Conventional approach

Planning assumes static environment



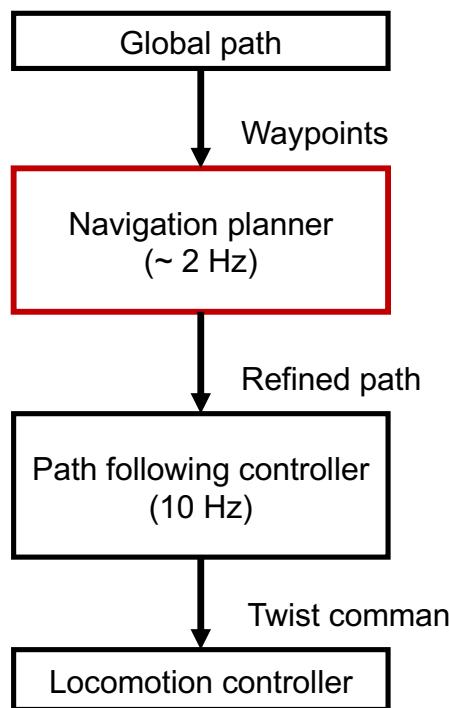
Conventional approach

Planning assumes static environment

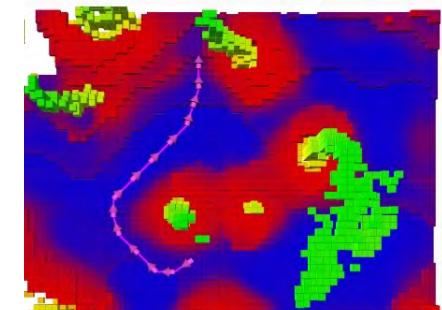
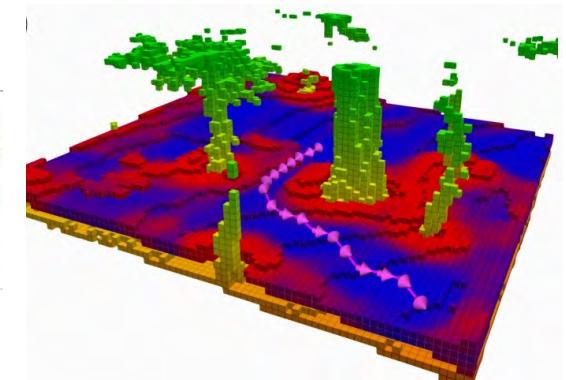
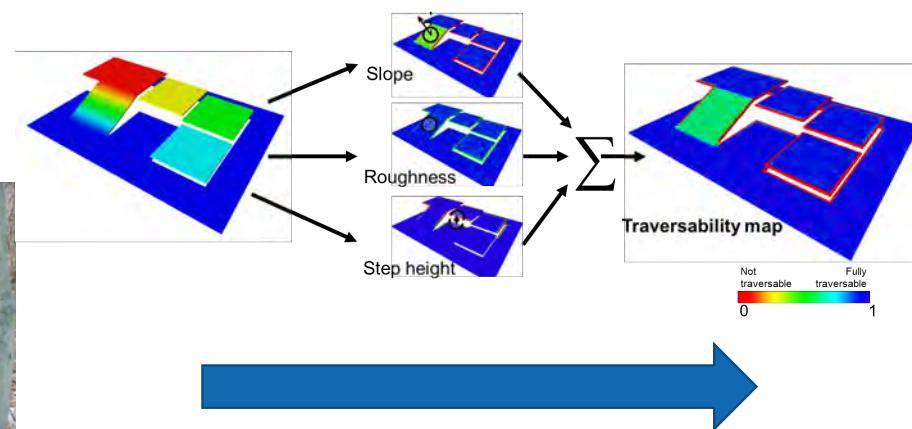


Conventional approach

Planning assumes static environment

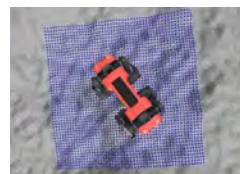


Traversability estimation and navigation

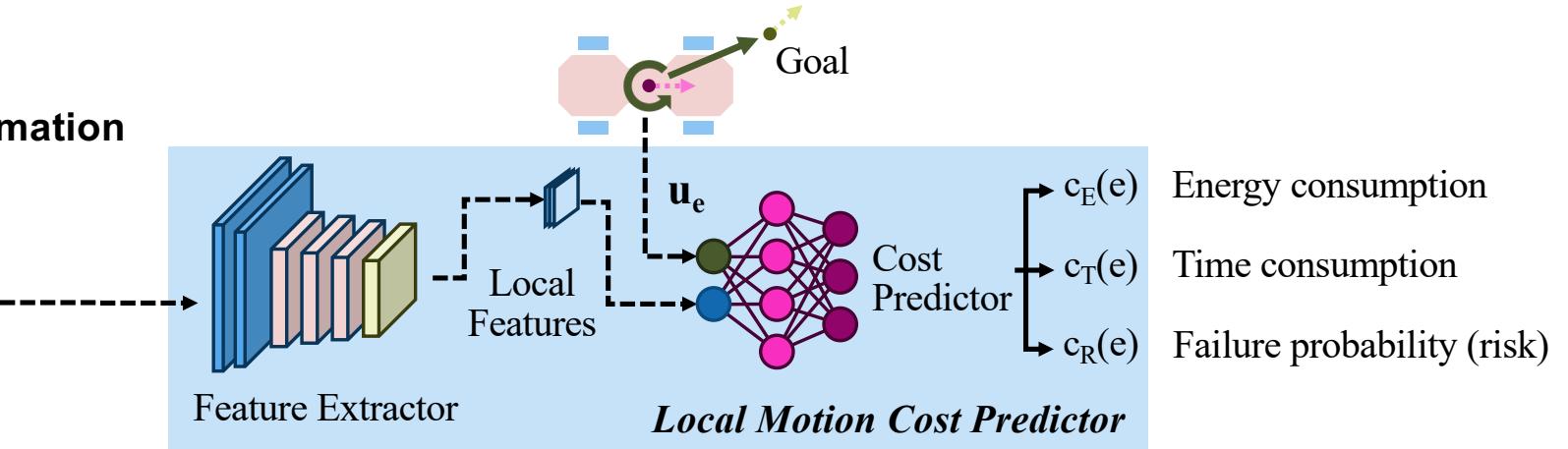


Finding the right local path

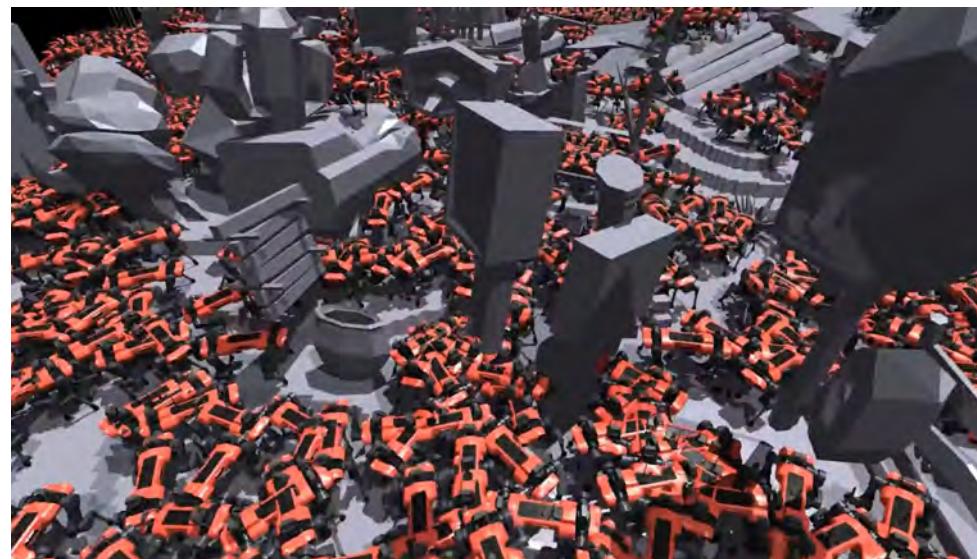
- **Traversability estimation**



Local Patch
(for training)

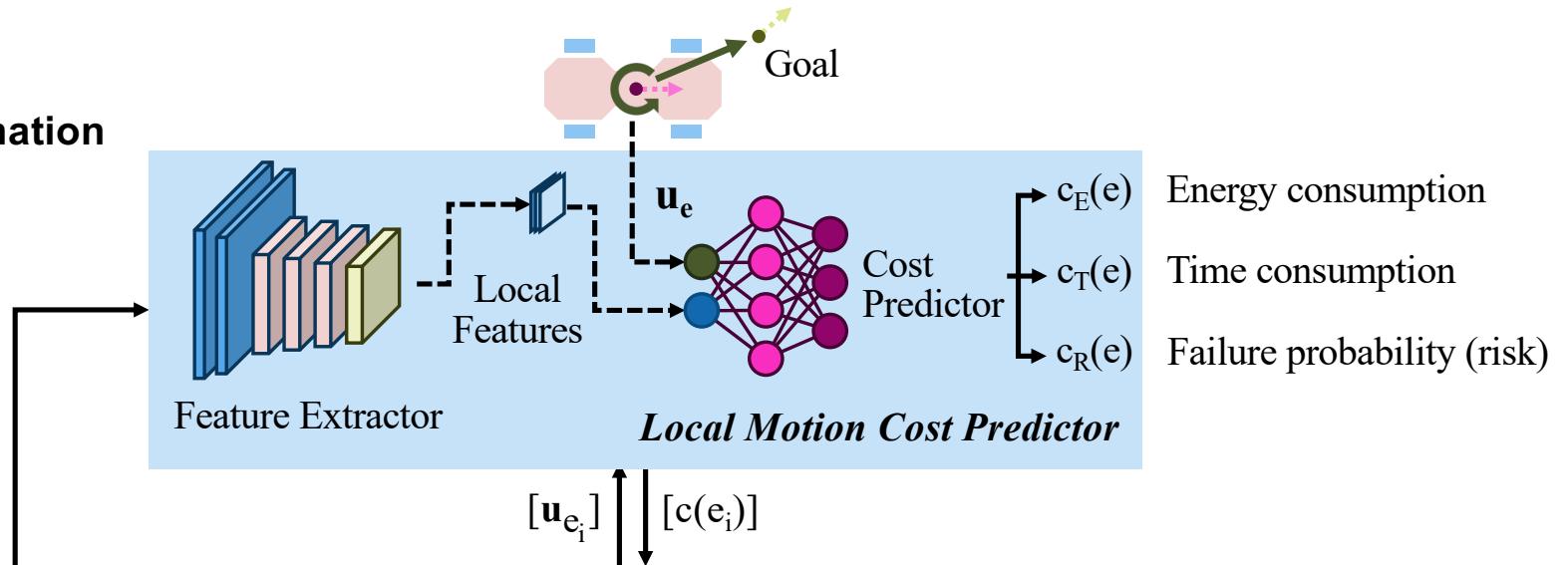


$c_E(e)$ Energy consumption
 $c_T(e)$ Time consumption
 $c_R(e)$ Failure probability (risk)

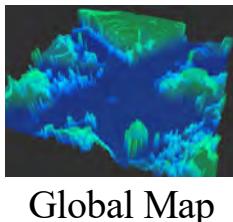


Finding the right local path

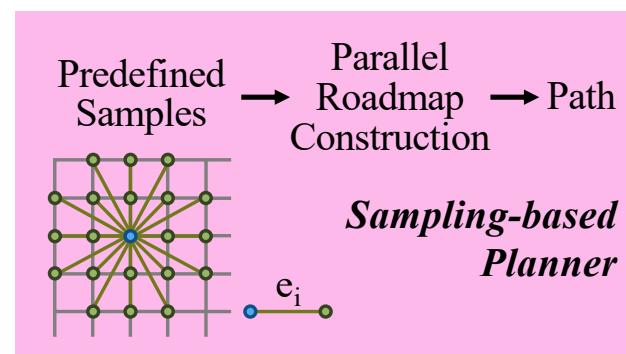
- **Traversability estimation**



- **Find the best path**

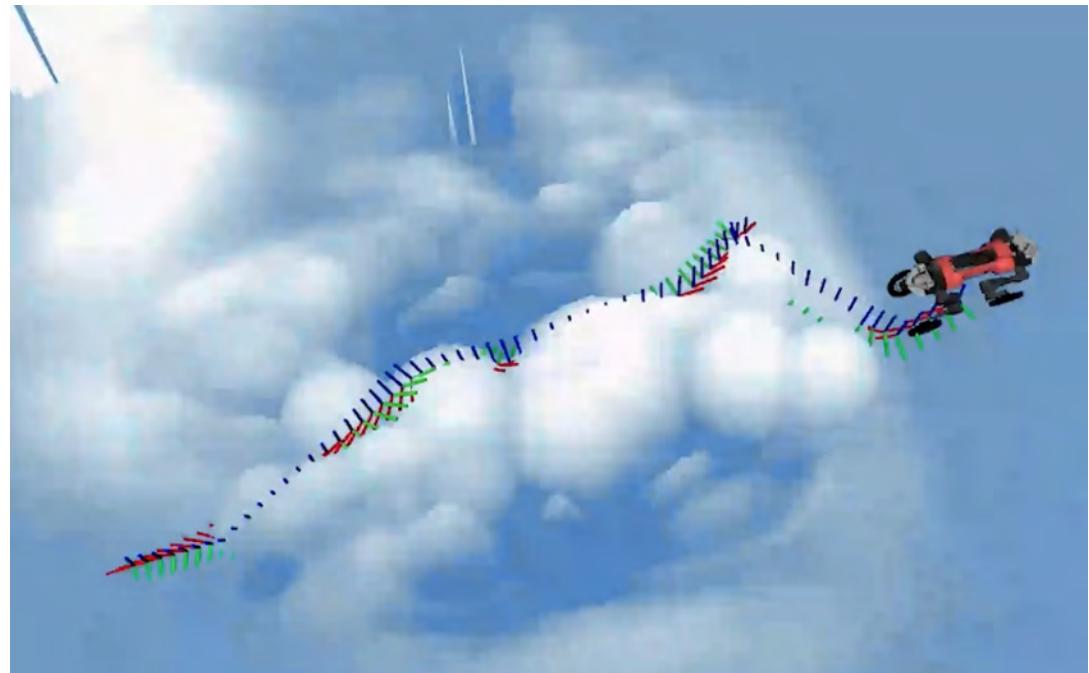
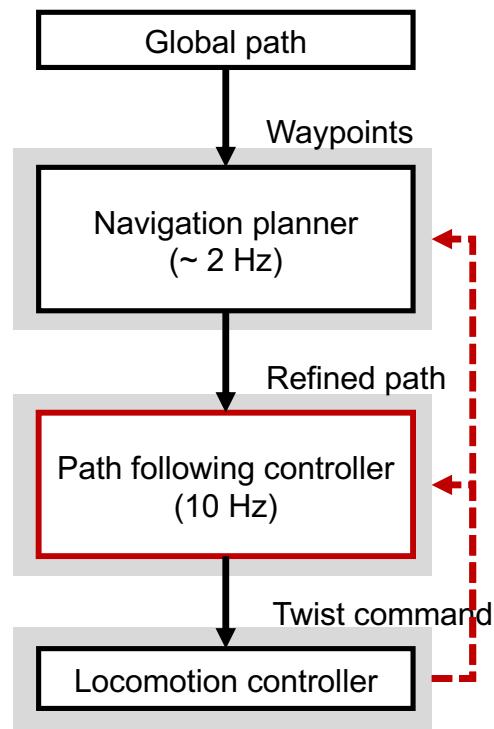


Global Map



Conventional approach

Dynamics-unaware control and delayed response



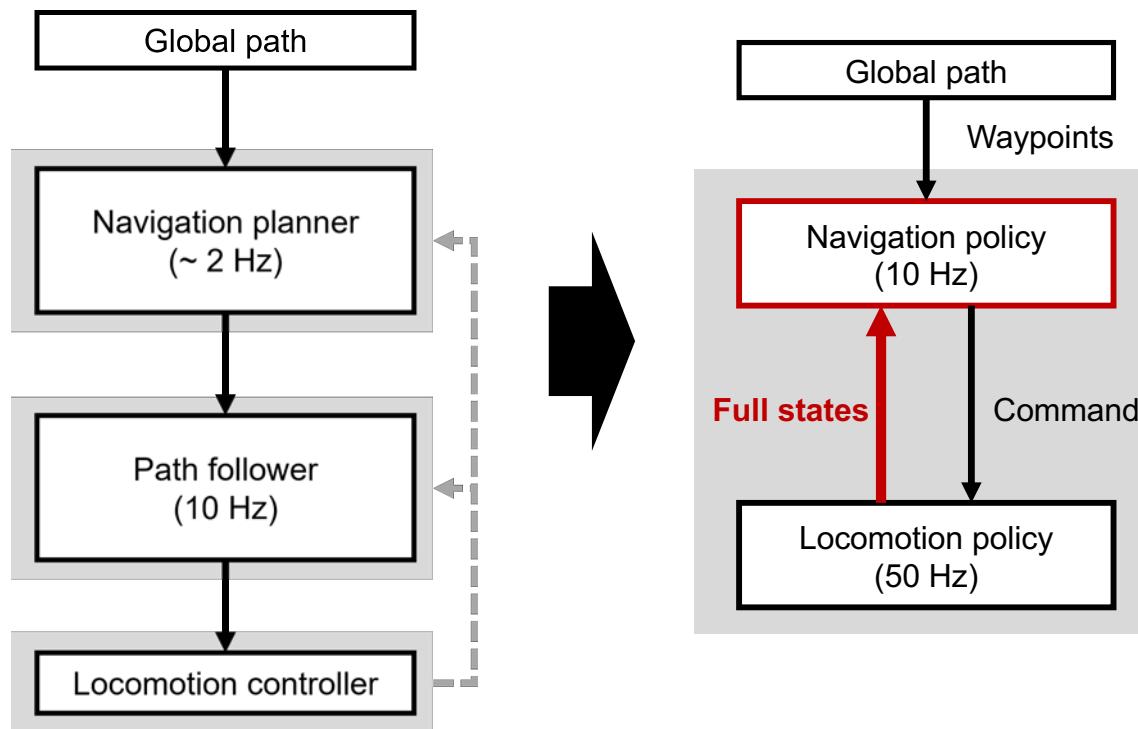
Information loss

- + communication delay
- + computation delay
- + abstraction

...

Method (1/4): Revise the system design

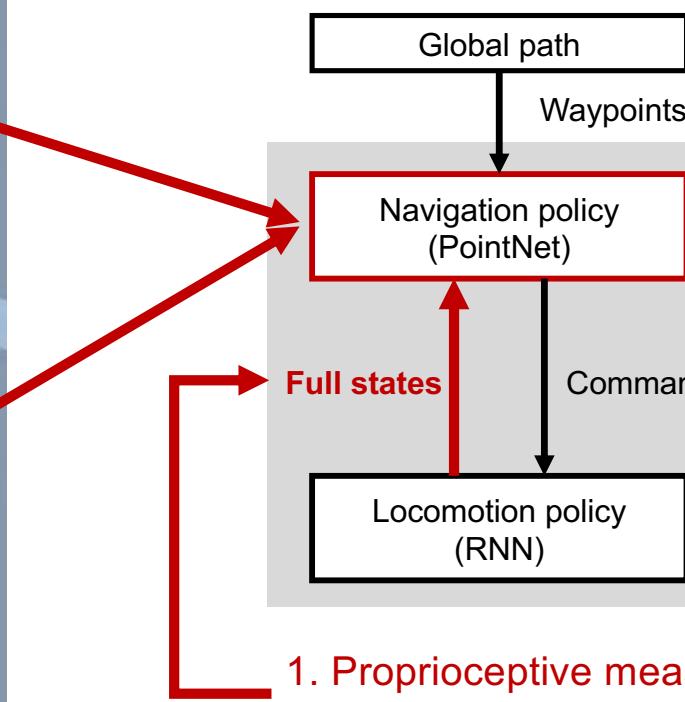
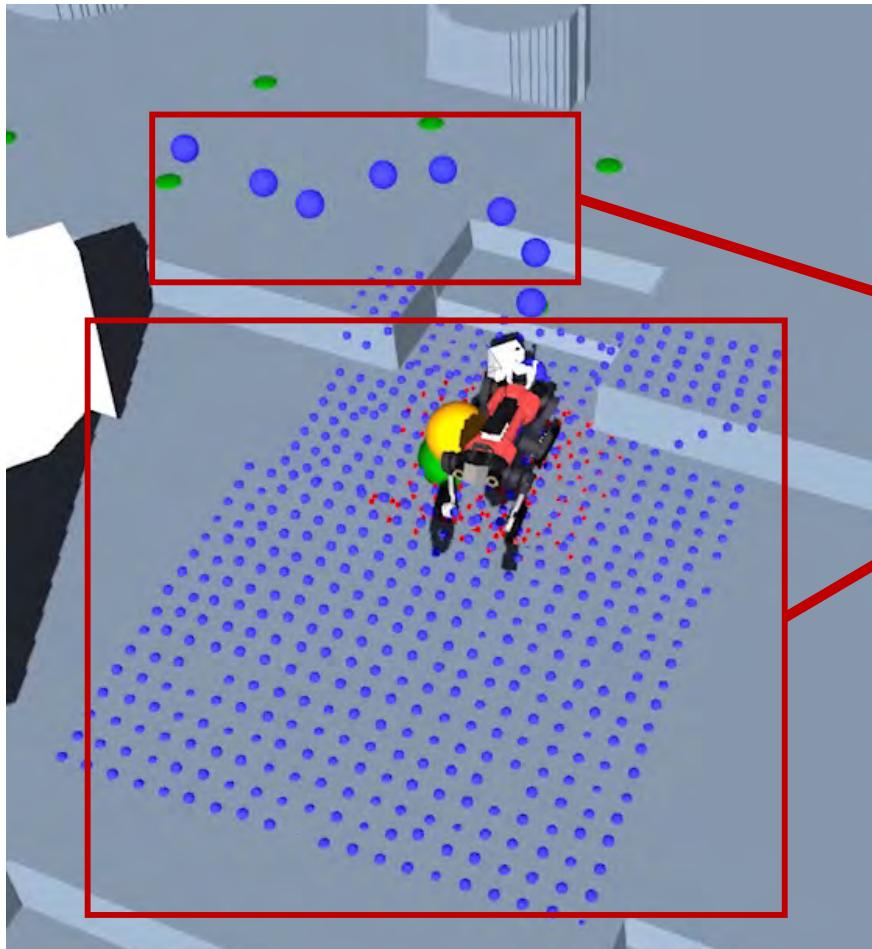
Everything into a single module



Learning Robust Autonomous Navigation and Locomotion for Wheeled-Legged Robots

Joonho Lee^{1*}, Marko Bjelonic², Alexander Reske², Lorenz Wellhausen²,
Takahiro Miki¹, Marco Hutter¹

Method (2/4): Revise the system design



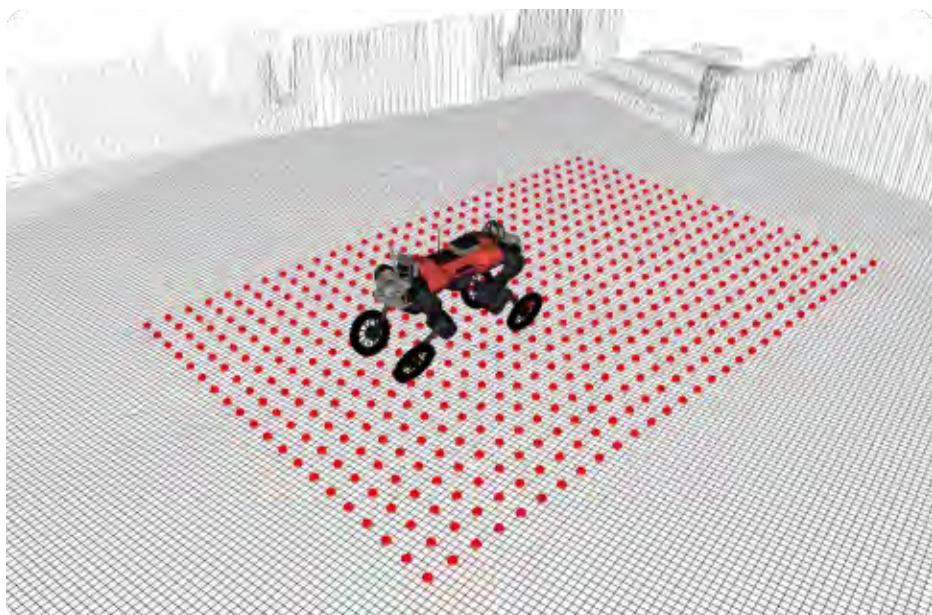
Fast and dynamics-aware control

The resulting navigation controller is very reliable



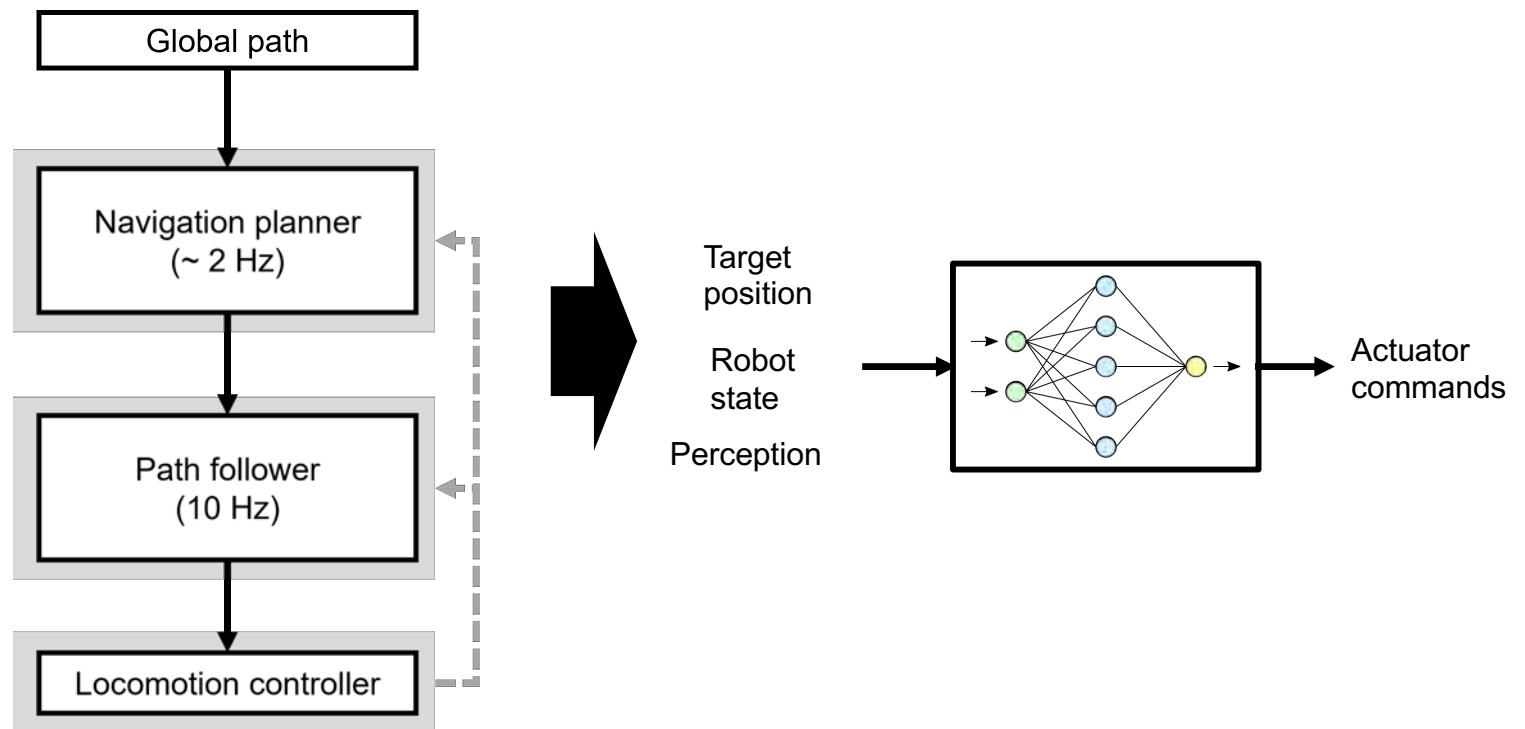
Exploration behavior

Limited field of view → Overcomes with exploration

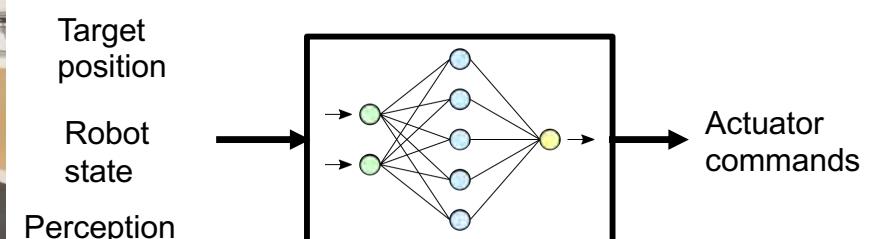
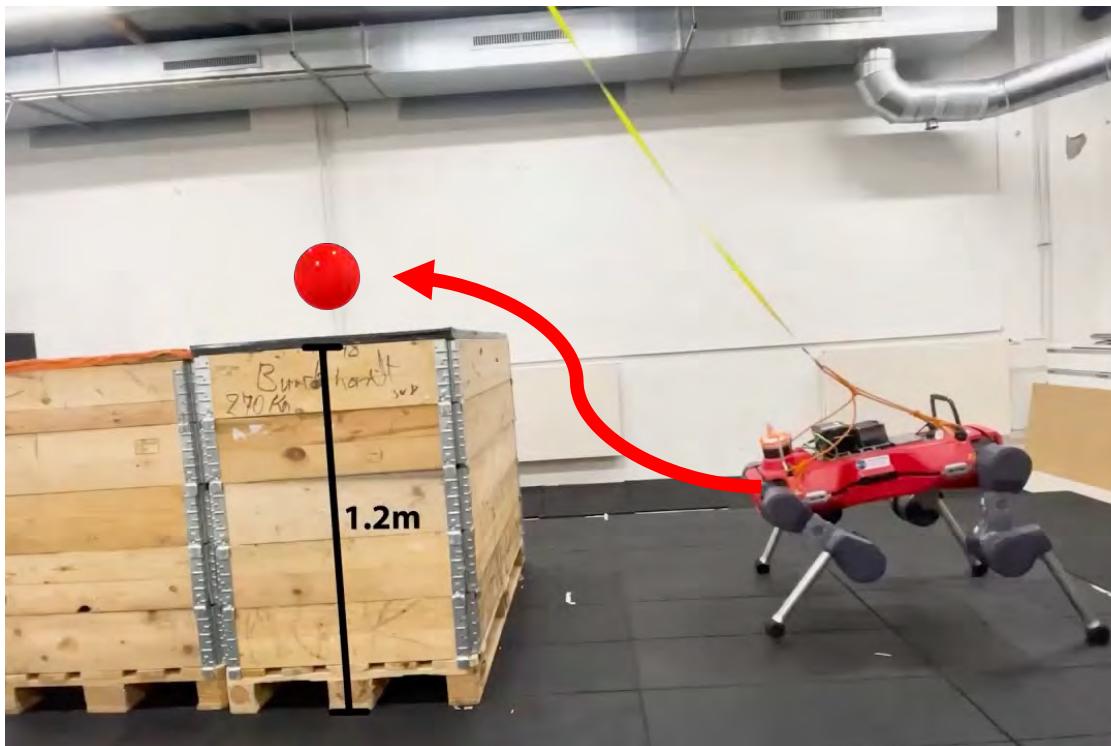


Method (1/4): Revise the system design

Everything into a single module

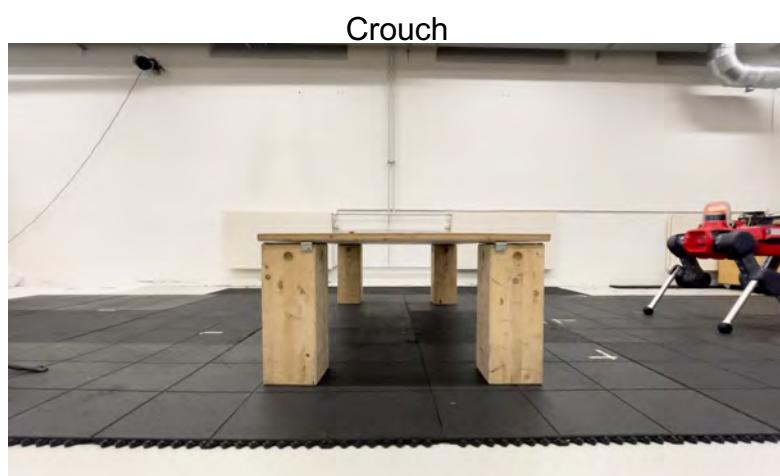
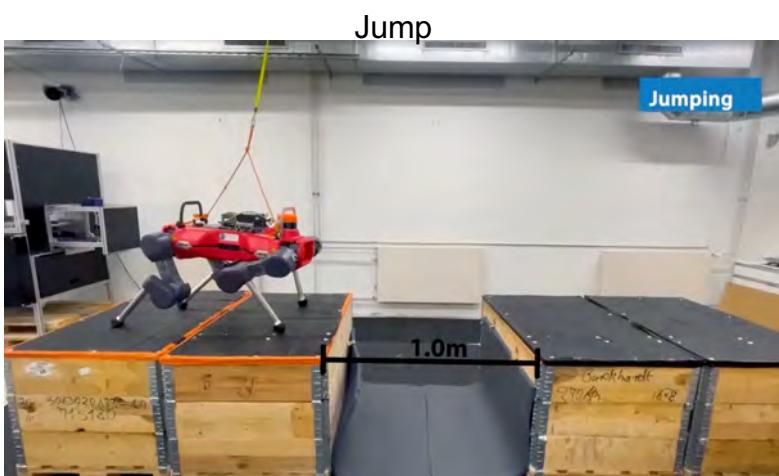
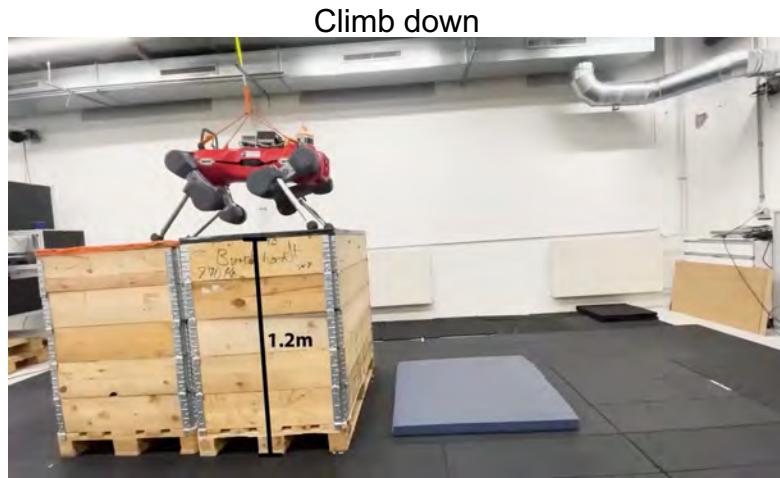
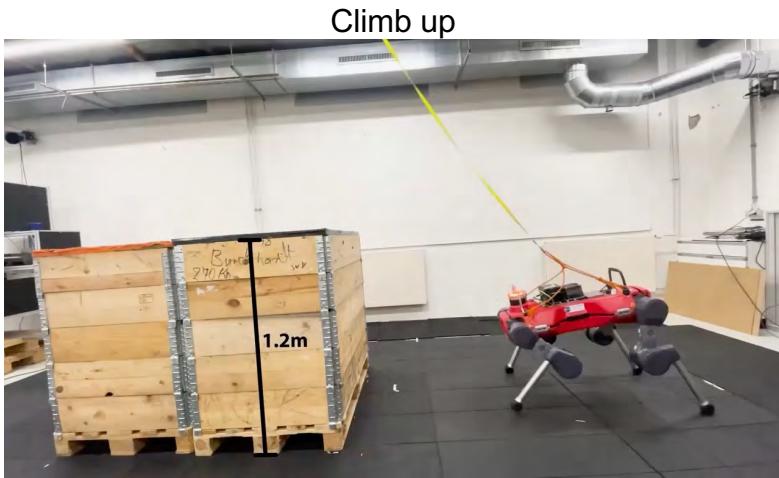


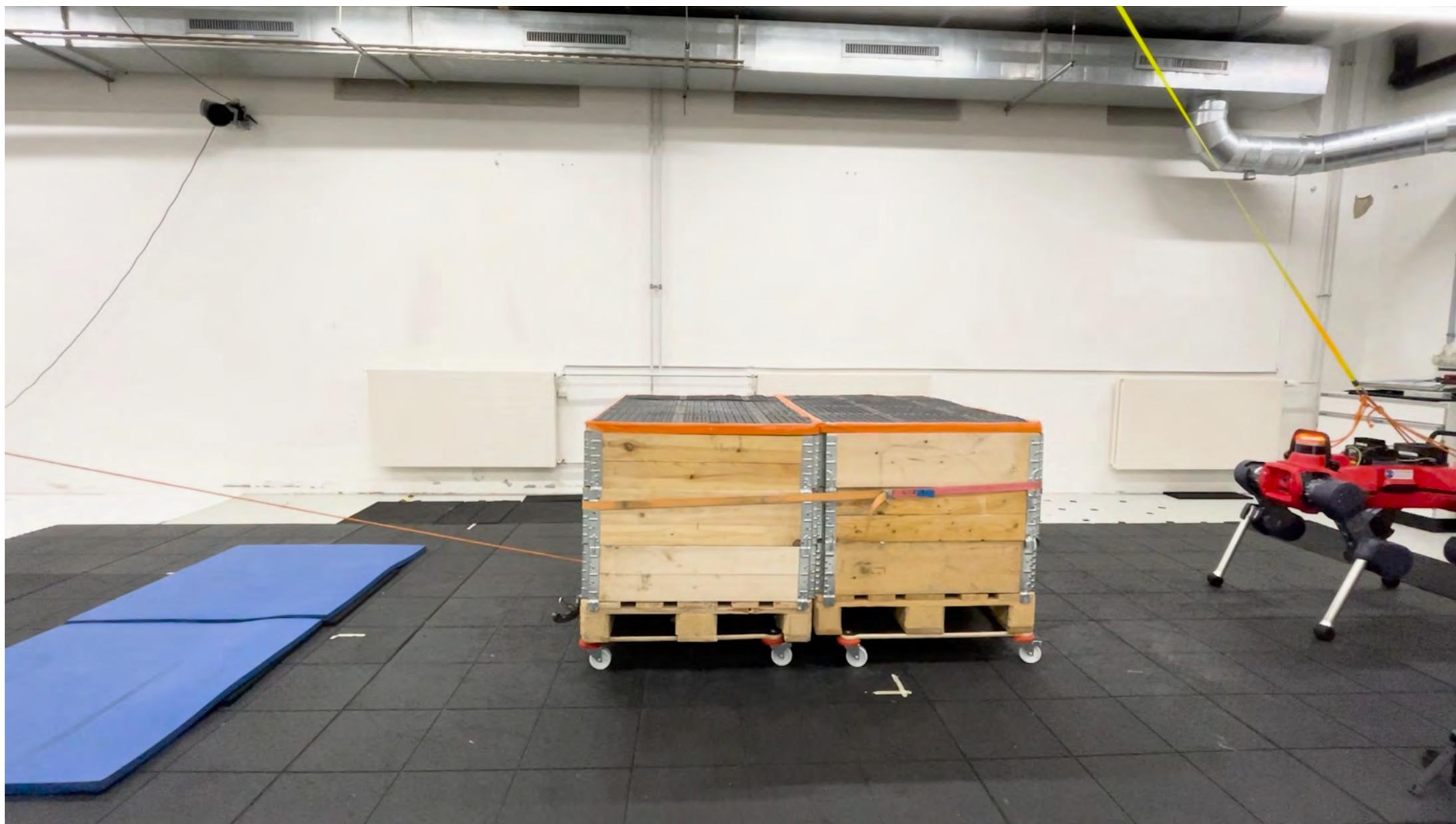
Avoid human guidance - Let the robot figure out how to move



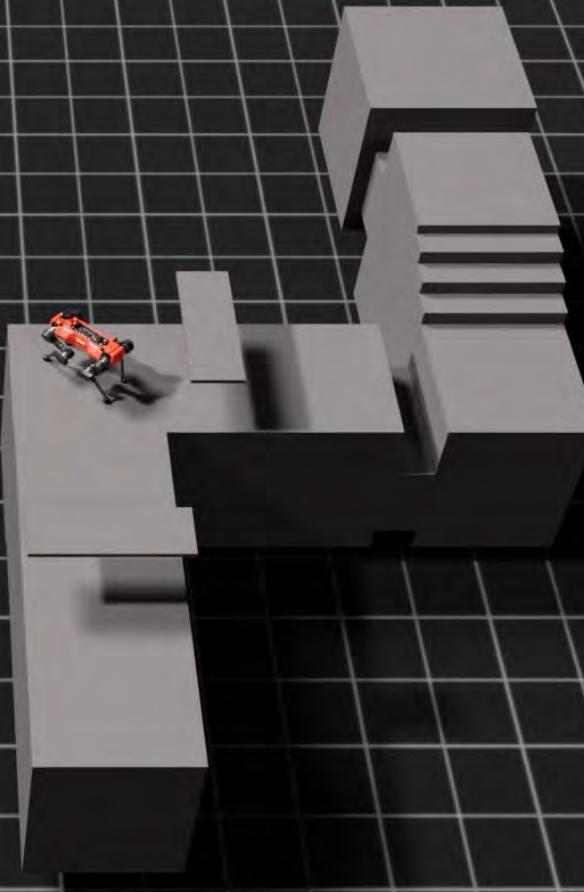
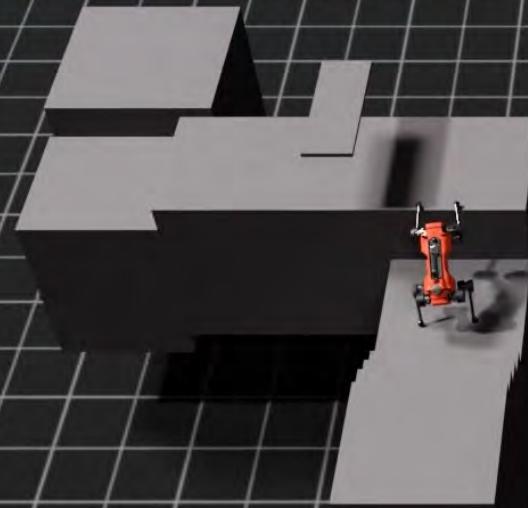
[D. Hoeller, N. Rudin, E. Sako, M. Hutter,
ANYmal parkour: Learning agile navigation for quadrupedal robots.
Sci. Robot. 9, eadi7566 (2024).]

Locomotion Module





Training in Simulation





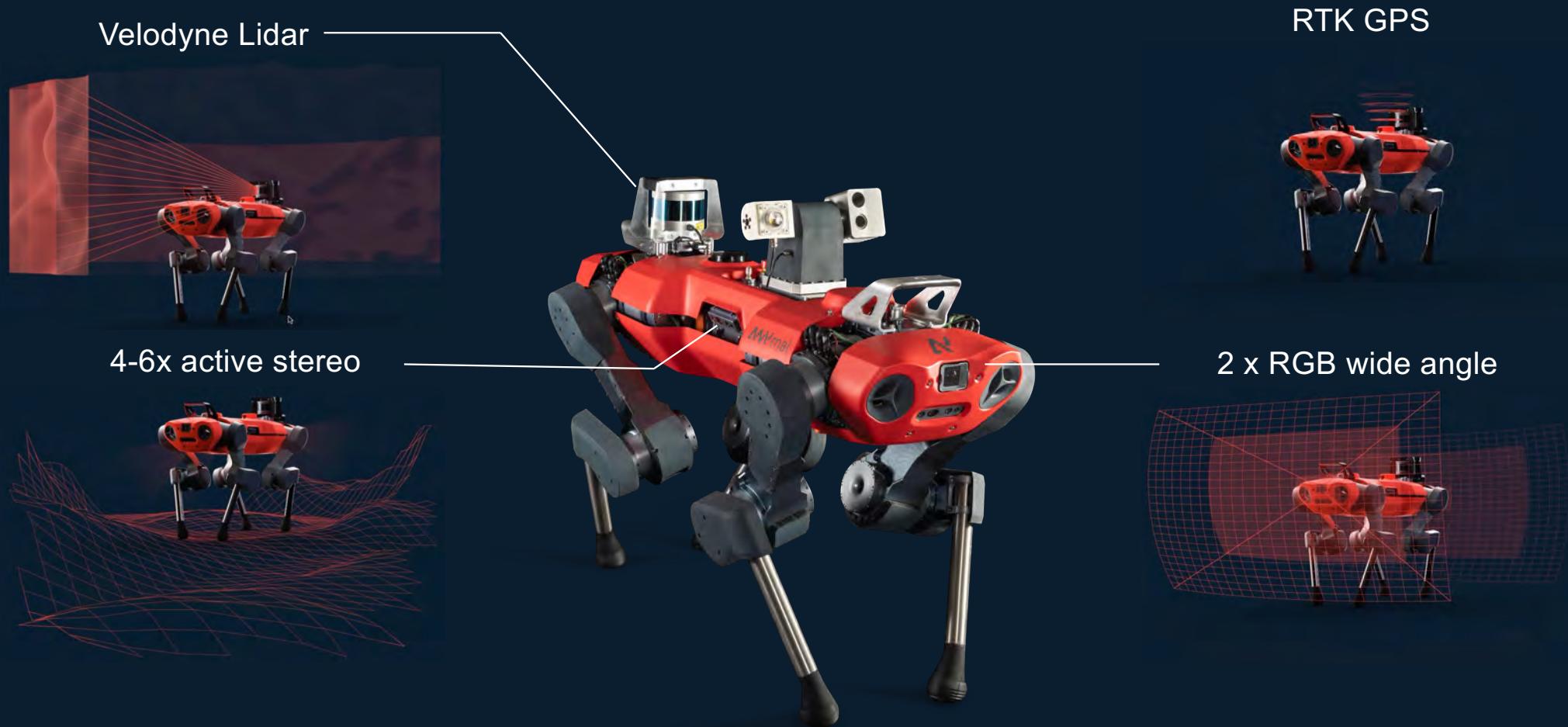


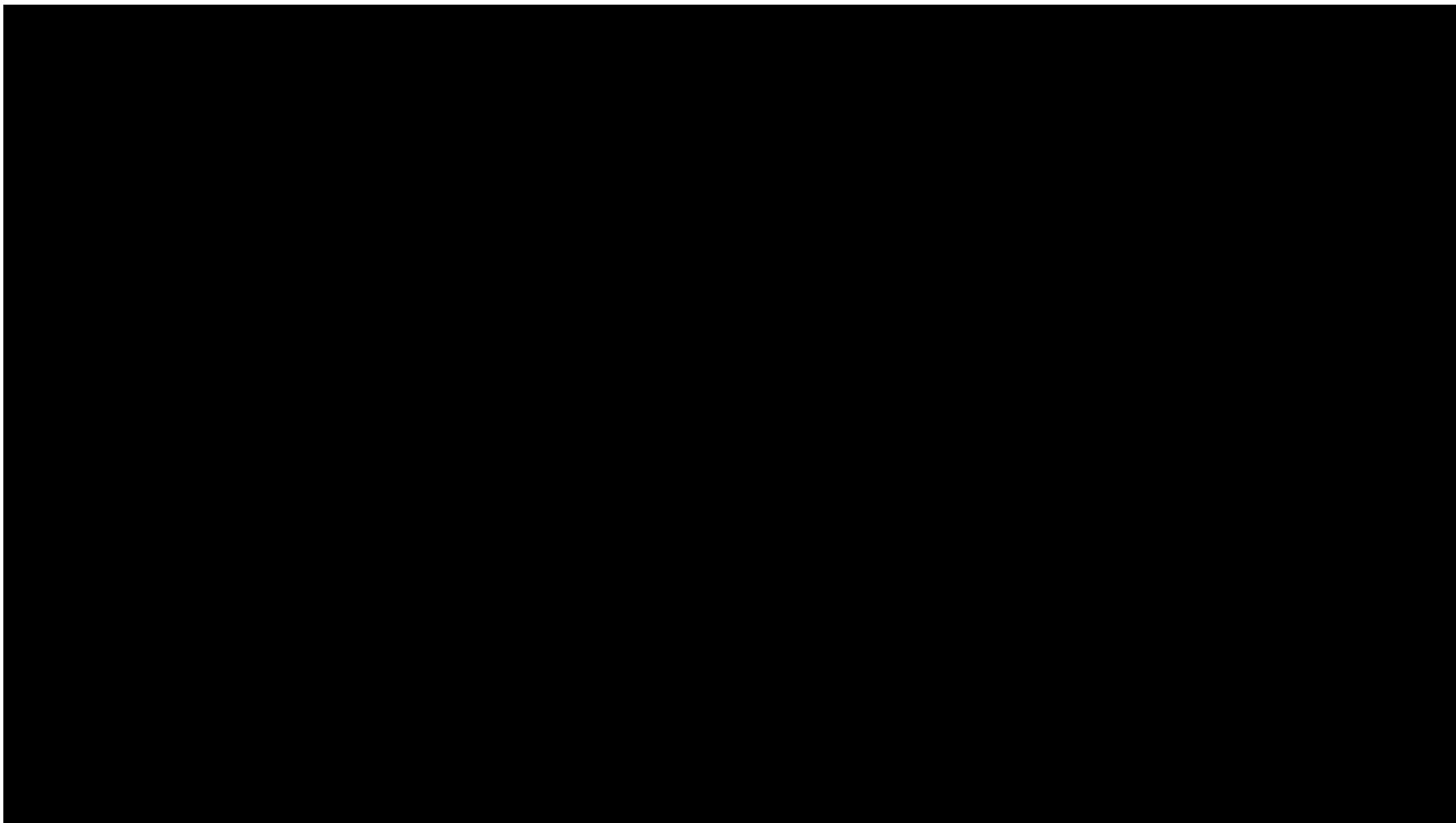
- Onboard sensing only
- No handcrafting
- No a priori knowledge of the environment

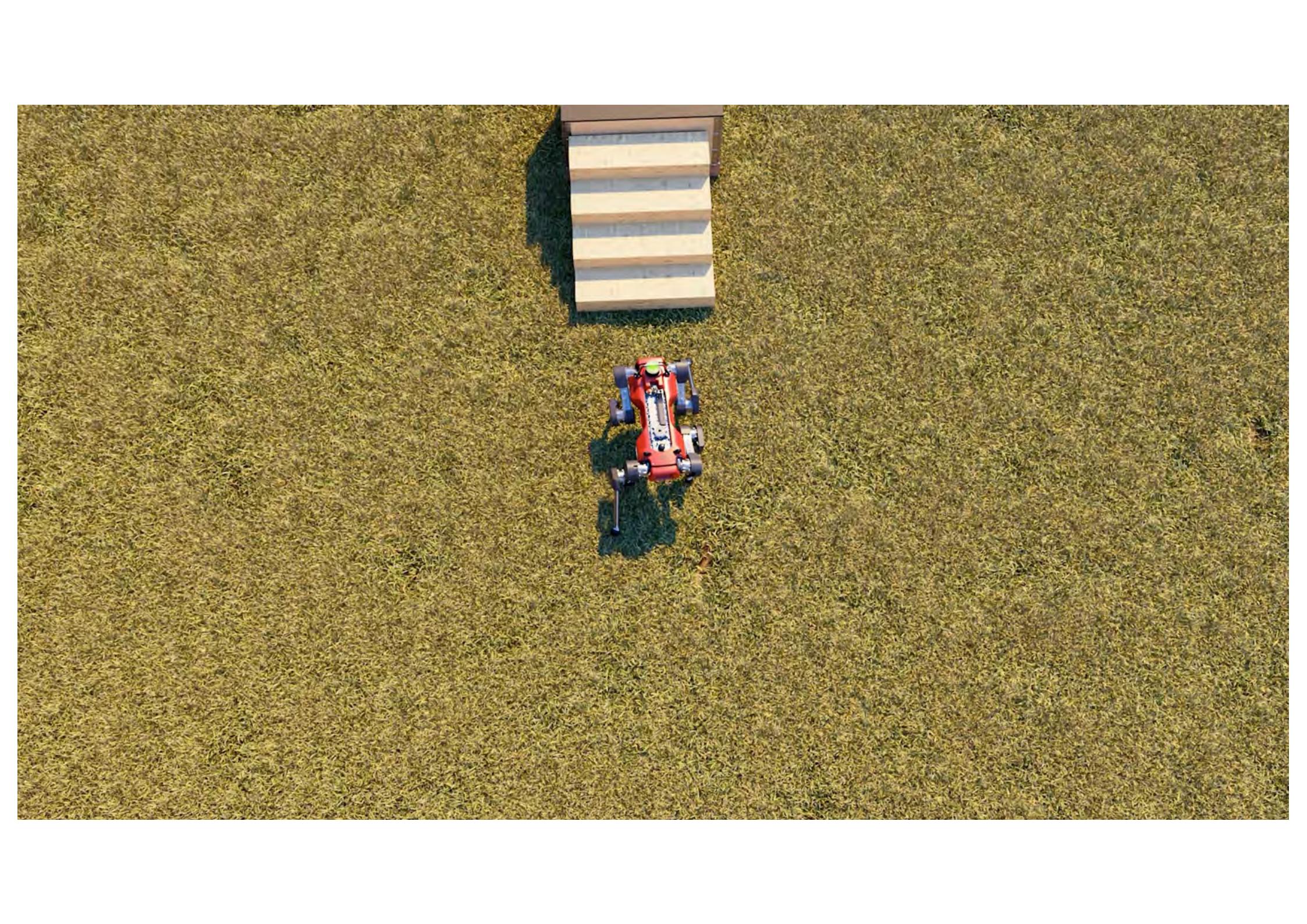




ANYmal perception







Traversability estimation and navigation

- Depends on the Hardware (Robot) and Software (Motion Control)
- Depends on the Terrain (Geometrical Obstacles, Semantics, Slipping)



Traversability estimation and navigation

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Visual Traversability Estimation

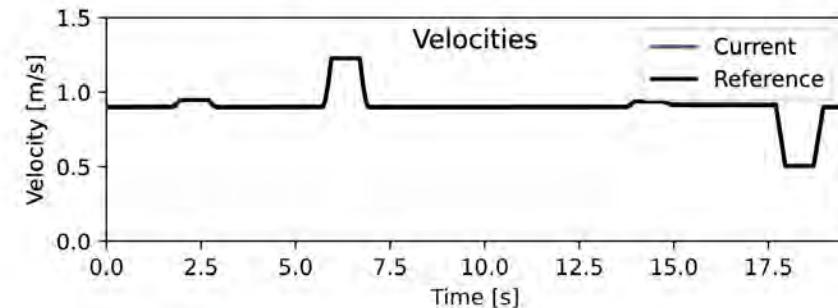


Problem:

- Simulating realistic images and physics is hard
- Real-world data with labels is expensive

Solution:

- Self-supervised learning
- Adaptation during deployment from few data
- Supervision by velocity-tracking error



[Frey, J., Khattak, S., Patel, M., Atha, D., Nubert, J., Padgett, C., Hutter, M., & Spieler, P. (2024). *RoadRunner - Learning Traversability Estimation for Autonomous Off-road Driving.*]

[Mallamala, M., Frey, J., Libera, P., Chebrolu, N., Martius, G., Cadena, C., Hutter, M., & Fallon, M. (2024). *Wild Visual Navigation: Fast Traversability Learning via Pre-Trained Models and Online Self-Supervision.*]

Visual Traversability Estimation



Problem:

- Simulating realistic images and physics is hard
- Real-world data with labels is expensive

Solution:

- Self-supervised learning
- Adaptation during deployment from few data
- Supervision by velocity-tracking error



- use high-dimensional features from pre-trained self-supervised models,
 - implicitly encode semantic information
 - massively simplifies the learning task

Visual Traversability Estimation

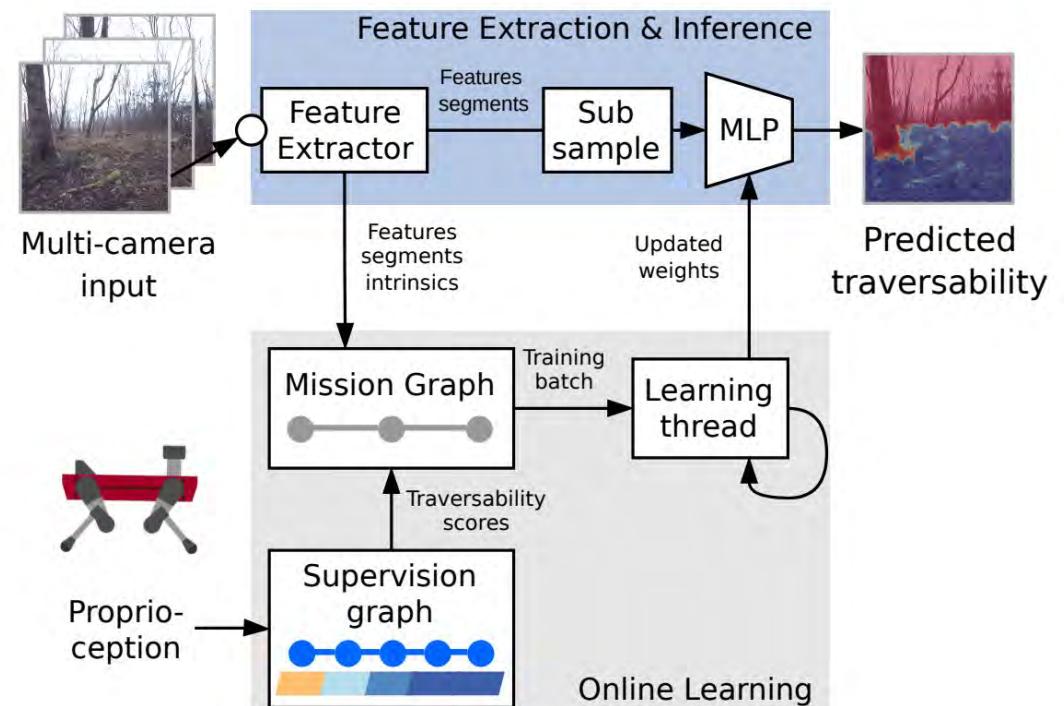


Problem:

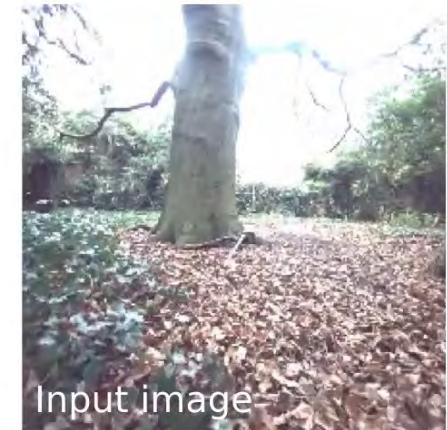
- Simulating realistic images and physics is hard
- Real-world data with labels is expensive

Solution:

- Self-supervised learning
- Adaptation during deployment from few data
- Supervision by velocity-tracking error
- Online training



Visual Traversability Estimation V1





29.10.24

H2

Part 4: Applications

DARPA SubT Challenge (2019-2021)

Mobile robots for challenging environments

Goal: map, navigate, search, and explore complex underground environments

TUNNEL SYSTEMS

Tunnels can extend many kilometers in length with constrained passages, vertical shafts, and multiple levels.

URBAN UNDERGROUND

Urban underground environments can have complex layouts with multiple stories and span several city blocks.

CAVE NETWORKS

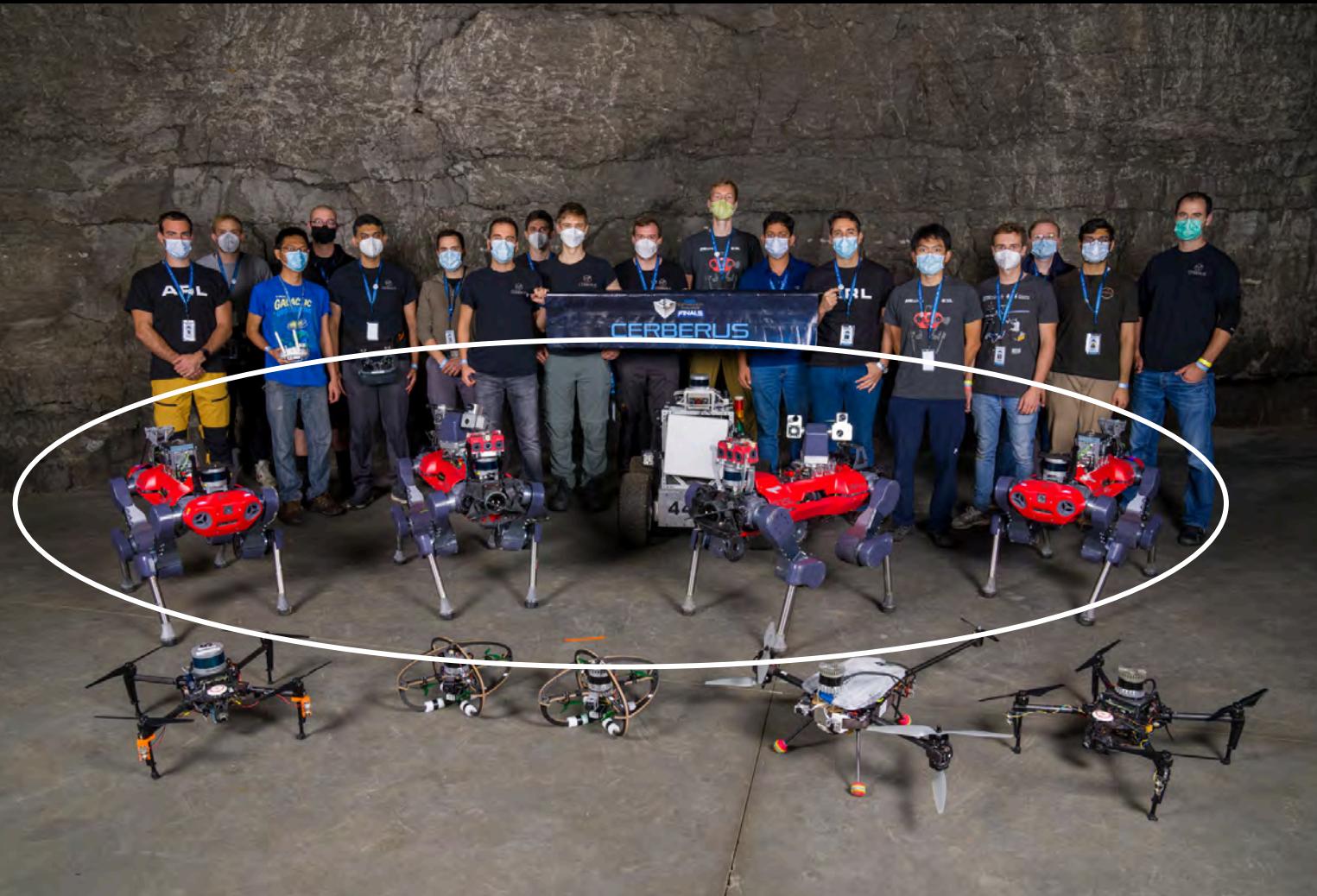
Natural cave networks often have irregular geological structures, with both constrained passages and large caverns.

Challenges:

- unstructured & unknown environment of different scale,
- rough and hardly traversable terrain,
- degraded perception,
- missing communication, ...



DARPA SubT Challenge – Mobile robots for challenging environments



Team CERBERUS

At Finals:

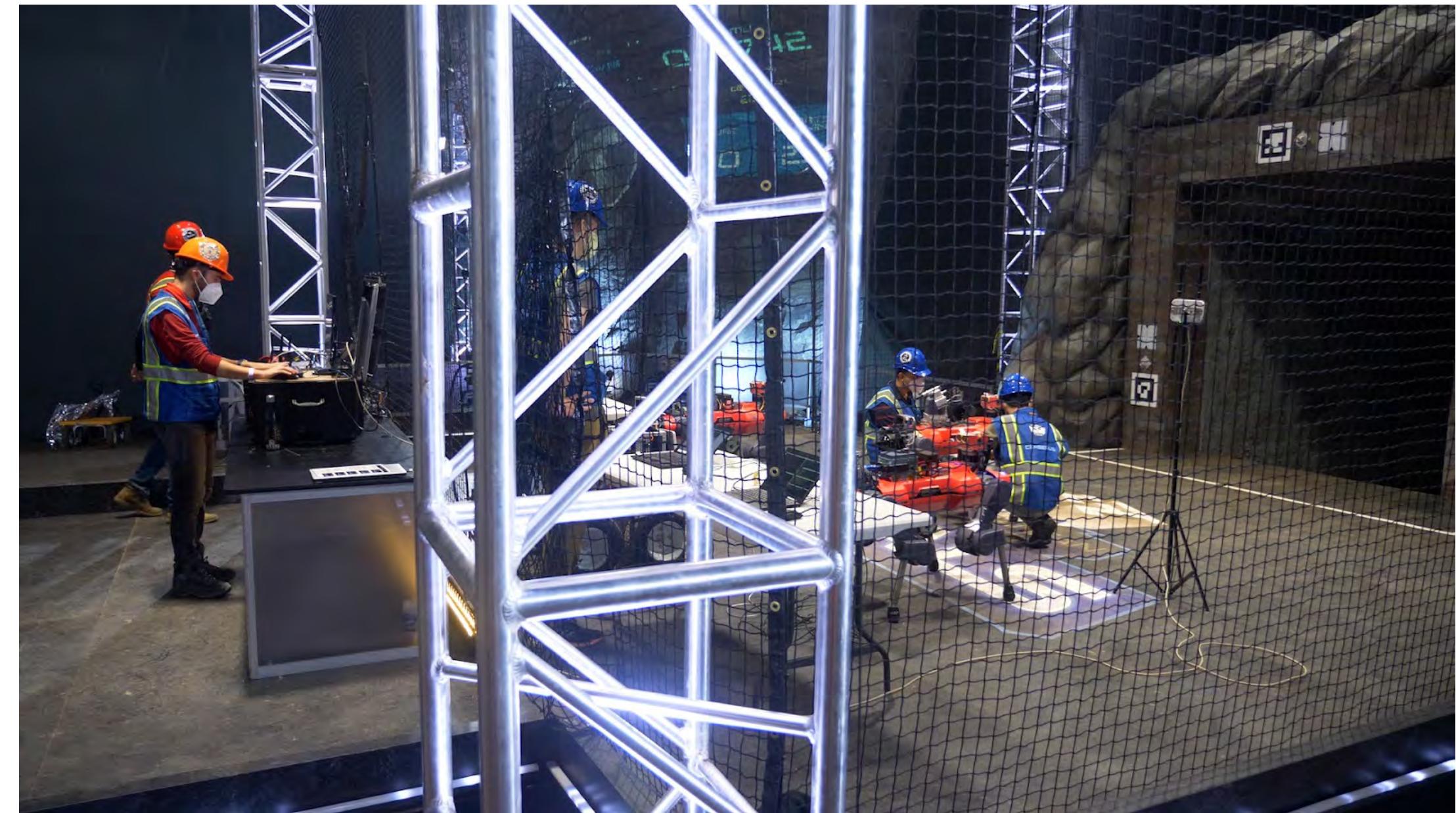
ARL – UNR/NTNU

RSL – ETHZ

ASL – ETHZ

Other Contributors:

Oxford, Flyability, Berkeley, SNC





18.10.2022

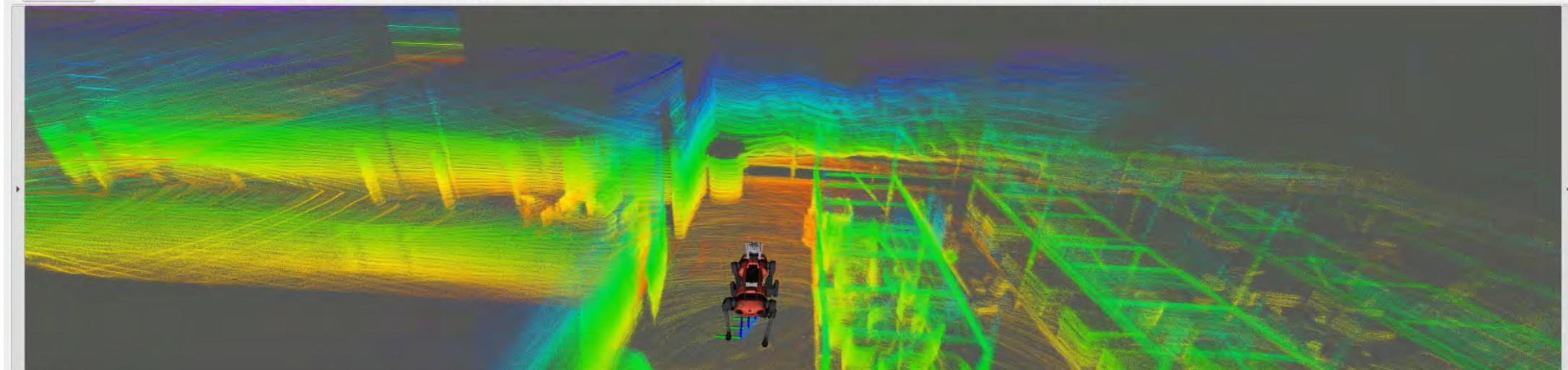
File Plugins Running Perspectives Help

RViz Wrapper

DCE7 - O X

File Panels Help

Interact Move Camera Select Focus Camera Measure 2D Pose Estimate 2D Nav Goal Publish Point Center Frame Gazebo Robot Respawner



Reset

Detection Camera Left

DCE7 - O X

Detection Camera Front

/tensorrt_artifact_det [C] [I] 0 [U] [D] 10.00m [G]



Detection Camera Left

DCE7 - O X

Detection Camera Front

/tensorrt_artifact_det [C] [I] 0 [U] [D] 10.00m [G]

use_left Smooth scaling [C] 0° [G] Gray

_mouse_left Smooth scaling [C] 0° [G] Gray

_mouse_left Smooth scaling [C] 0° [G] Gray

_mouse_left Smooth scaling [C] 0° [G] Gray



* Robot maps aligned manually with ground truth map



CERBERUS

Ground Truth
CHIMERA
CERBERUS
CAMEL
CAIMAN

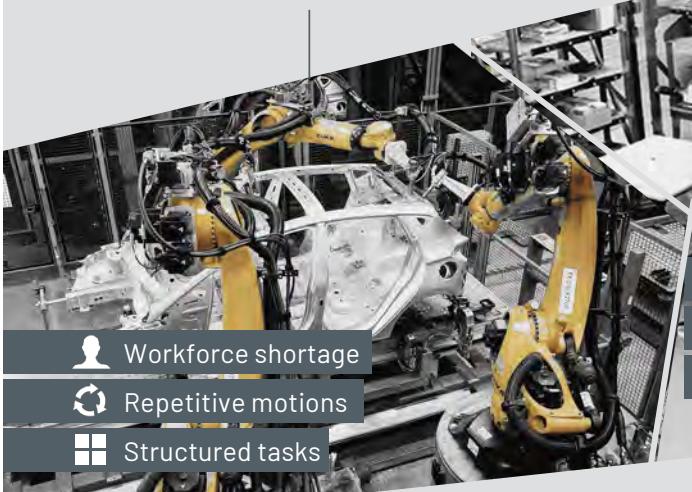


Team CERBERUS DARPA Subterranean Challenge Final Event
Winning Prize Run

We are on the verge of the next robotic revolution

AUTOMATED MANUFACTURING

Enabled by 3 million industrial robots in operation



SMART WAREHOUSING

Enabled by 600'000 warehouse robots in operation

- Workforce shortage
- Repetitive tasks
- Structured environment



AUTONOMOUS INDUSTRY

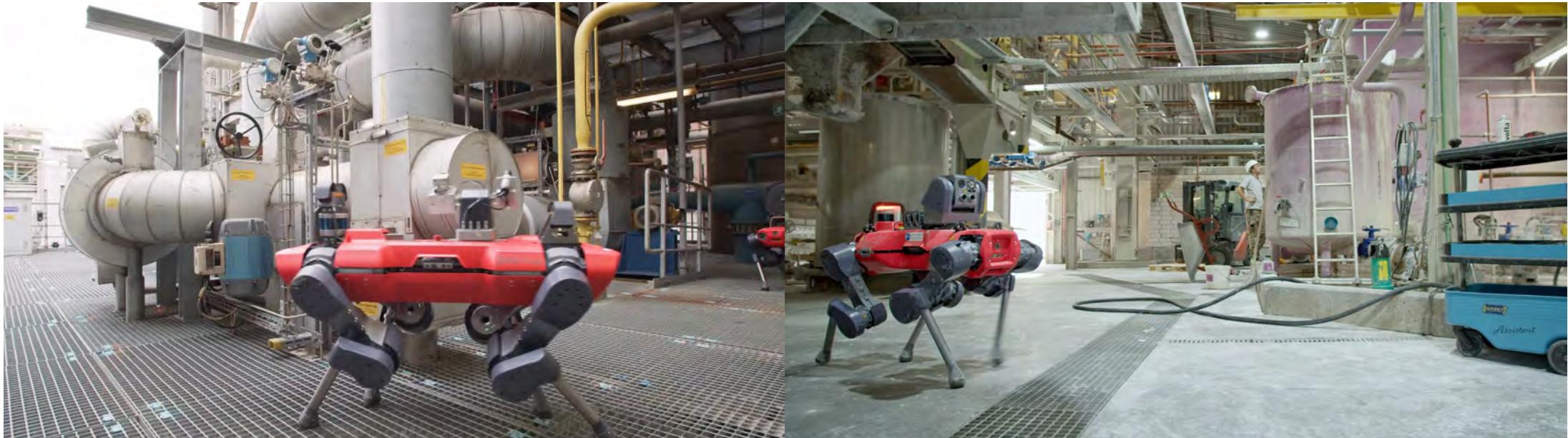
Enabled by autonomous mobile robots



AMVbotics



Industrial plant inspection



- ✓ Periodic condition monitoring and hazard detection of equipment
- ✓ Remote sensing from control room

Thank you!

More information:

- leggedrobotics.com
- youtube.com/leggedrobotics
- bitbucket.org/leggedrobotics
- github.com/leggedrobotics

Start to collaborate

- anymal-research.org



armasuisse W+T
Wissenschaft + Technologie
FoProg. 5/6

MOOG



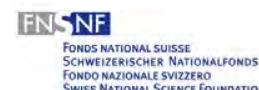
menzi muck

Leica
Geosystems

FESTO



Horizon 2020
European Union funding
for Research & Innovation



KTI/CTI
society
in
science
The Branco Weiss Fellowship

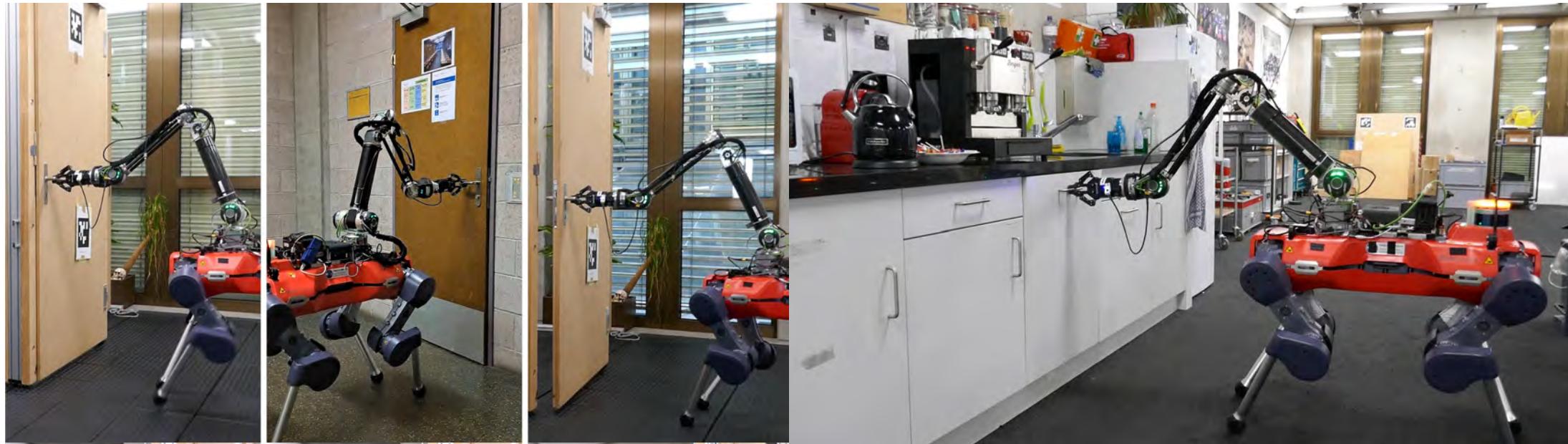


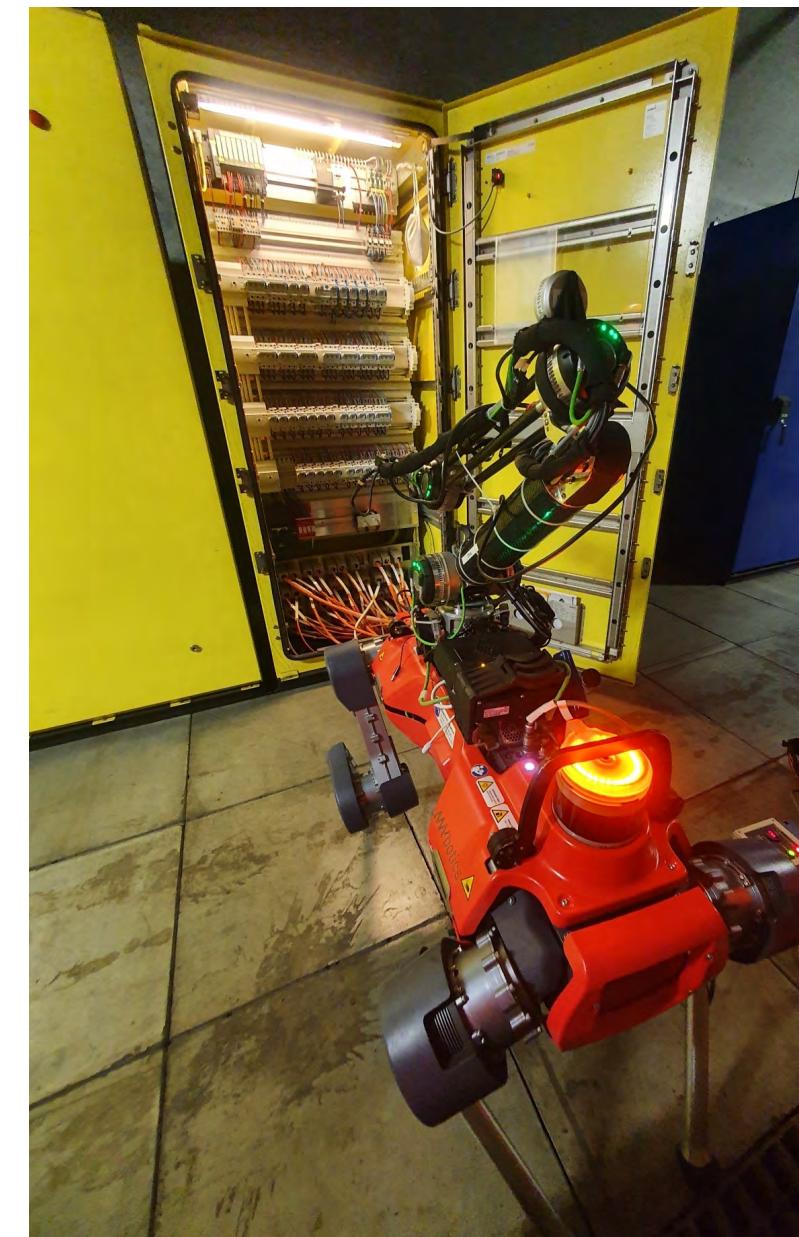
European Research Council
Established by the European Commission

Possible exam questions

- Sketch a typical framework required to enable a legged robot to autonomously navigate unknown environments. List the most important building blocks.
- What type of sensors are often used on legged robots and what are they used for?
- Provide different abstraction levels for legged robots. What is this useful for?
- Motion planning for legged systems is a hybrid problem. What is a hybrid problem? What are possible approaches to solve it?
- What is the reality gap and how could one overcome it?
- Reinforcement learning allows training a locomotion policy for legged robots. What are typical observations (i.e. input signals to the neural network) and actions (i.e. output signals of the neural network) for a robot that walks blindly (i.e. without lidar or camera sensors)?
- How can a robot identify, if a terrain is traversable?
- What are possible fields of application of legged robots?

Part 5: Future stuff









Fast

100 kg
payload

RST
Robotic System Lab



Important Events

- 1.11.2024 Swiss Robotics Day (www.swissroboticsday.ch)
- 6.12.2024 RSL open lab evening (Friday evening, robots & party) www.rsl.ethz.ch