

## Big Idea

Contact-implicit trajectory optimization generates motion plans for walking robots without requiring prespecified or fixed contact-mode sequences.

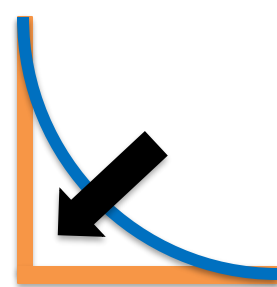
Existing non-convex solvers, such as Ipopt, poorly handle **complementarity constraints**, lack native support for **cone constraints**, and **fail to exploit structure** within the symmetric KKT system.

We developed a new solver to handle complex locomotion problems.

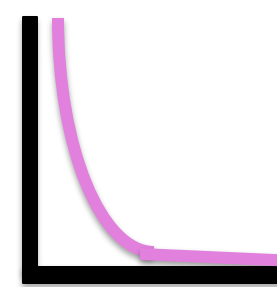
## Augmented Lagrangian + Barrier

- hybrid formulation solves sequence of smooth problems that **converge to hard-contact solution**

$$\begin{aligned} \min_{z := (x, s, r)} \quad & f(x) - \mu \sum \log(z^{(i)} - z_L^{(i)}) \\ & + \lambda^T r + \frac{\rho}{2} r^T r \\ \text{s.t.} \quad & c_{\mathcal{I}}(x) - s = 0, \\ & c_{\mathcal{E}}(x) = 0, \\ & c_{\mathcal{A}}(x) - r = 0, \\ & (z \geq z_L) \end{aligned}$$



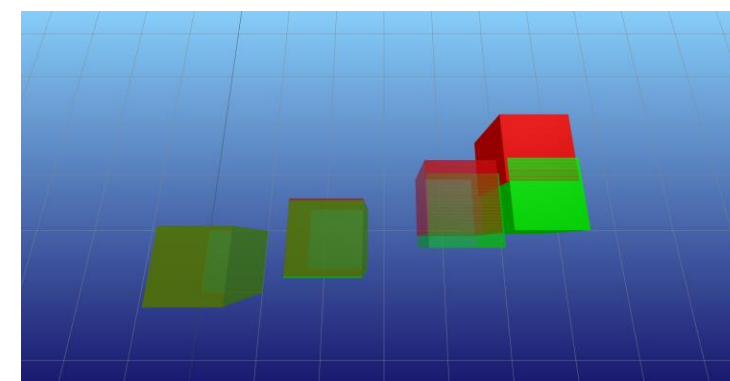
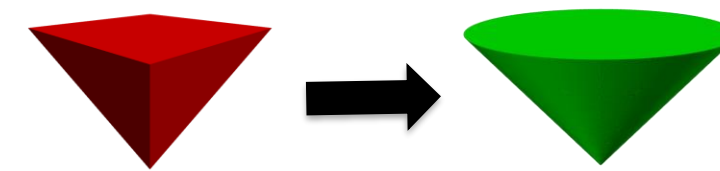
- augmented Lagrangian implicitly **relaxes and smooths complementarity constraints**



- barrier for inequality constraints and **friction cone**

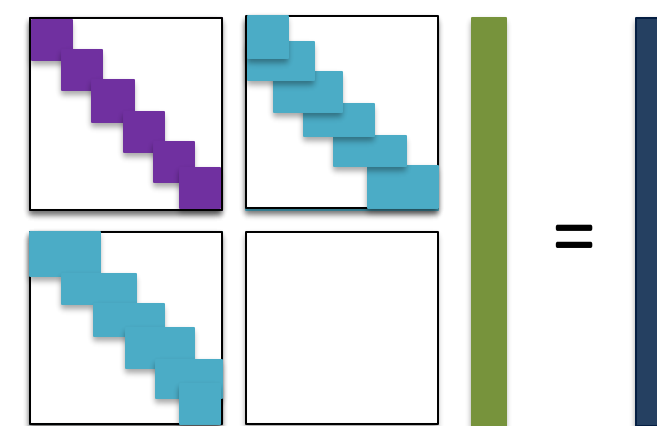
## Second-order Cone Constraints

- second-order friction cone** is squared and embedded in log barrier without approximation



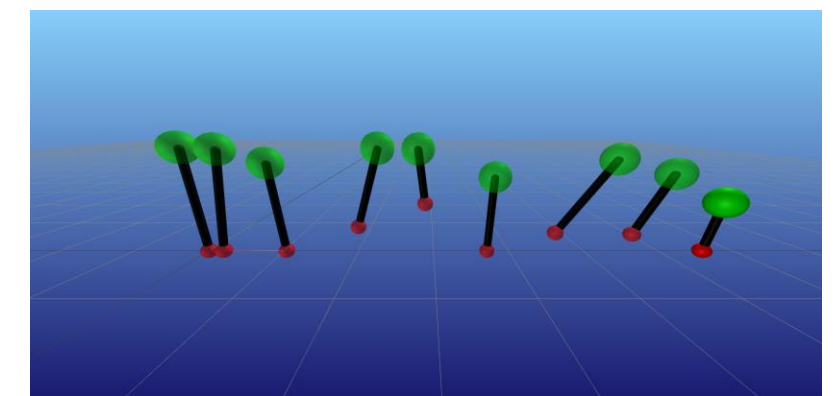
- decision variables are **reduced by at least 4 per contact**
- simulated sliding particle with **linearized friction cone** experiences drift compared to **second-order friction cone**

## Problem Structure



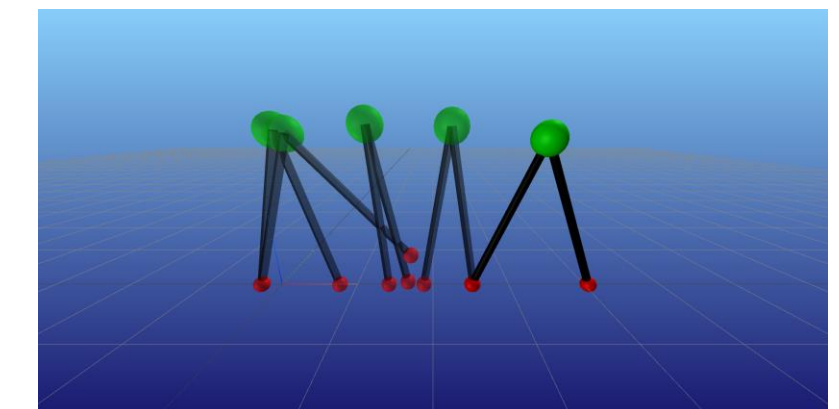
- smart linear algebra exploits banded structure in **Hessian of the Lagrangian** and **constraint Jacobian** to reduce complexity of linear solve
- introduction of slacks has limited effect on complexity

Raibert Hopper 2D



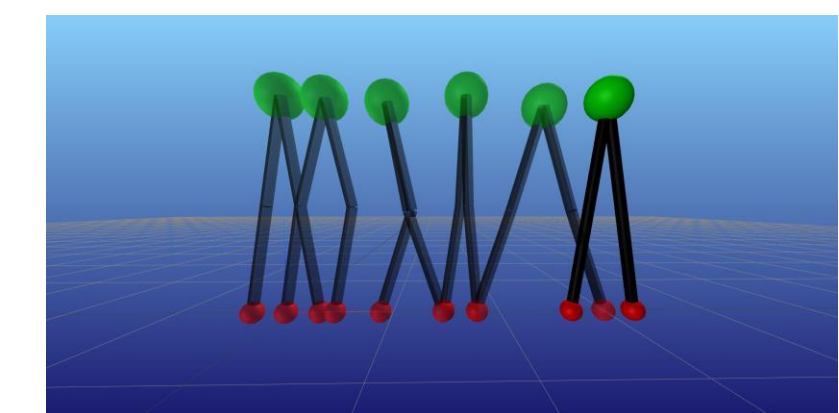
- horizon: T = 50
- states: n = 5, controls: m = 2

Compass 2D



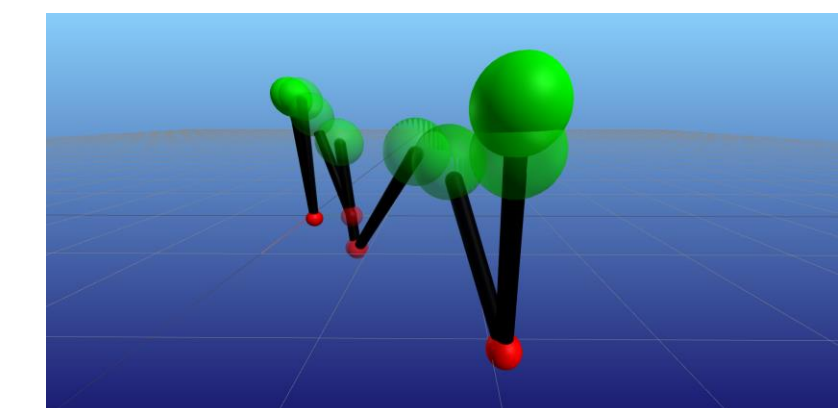
- horizon: T = 15
- states: n = 5, controls: m = 2

Knead Walker 2D



- horizon: T = 20
- states: n = 7, controls: m = 4

Hopper 3D



- horizon: T = 20
- states: n = 7, controls: m = 3