Towards Intrinsic Reference Tracking for Legged Locomotion

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Tracking a perfectly elastic bouncing ball through impacts

The bouncing ball is governed by two sets of dynamics, one being gravity and the other the reset that occurs at a height h of 0. The **reset law** $R: TC \rightarrow TC$ maps velocity pre-impact velocity to post-impact velocity,

$$R(h,\dot{h}) = (h,-\dot{h}).$$

 $P: \tilde{C} \rightarrow C$ defines a map that takes trajectories generated in the extended space \tilde{C} to trajectories that undergo impacts [1].

$$P(h) = \begin{cases} h, & h \ge 0\\ -h, & h < 0. \end{cases}$$

Defining the dynamics on \tilde{C} such that a trajectories in \tilde{C} map to trajectories in C under P [2] yields a continuous switched system.

Let $\tilde{r}(t)$ be the reference trajectory in \tilde{C} , then

$$\ddot{\ddot{r}}(t) = F(h(t), \dot{h}(t)) = \begin{cases} -g, & h(t) \\ g, & h(t) \end{cases}$$



3

Using results from geometric control [3], the reference trajectory can be tracked on \tilde{C} , implying tracking on C away from impacts.

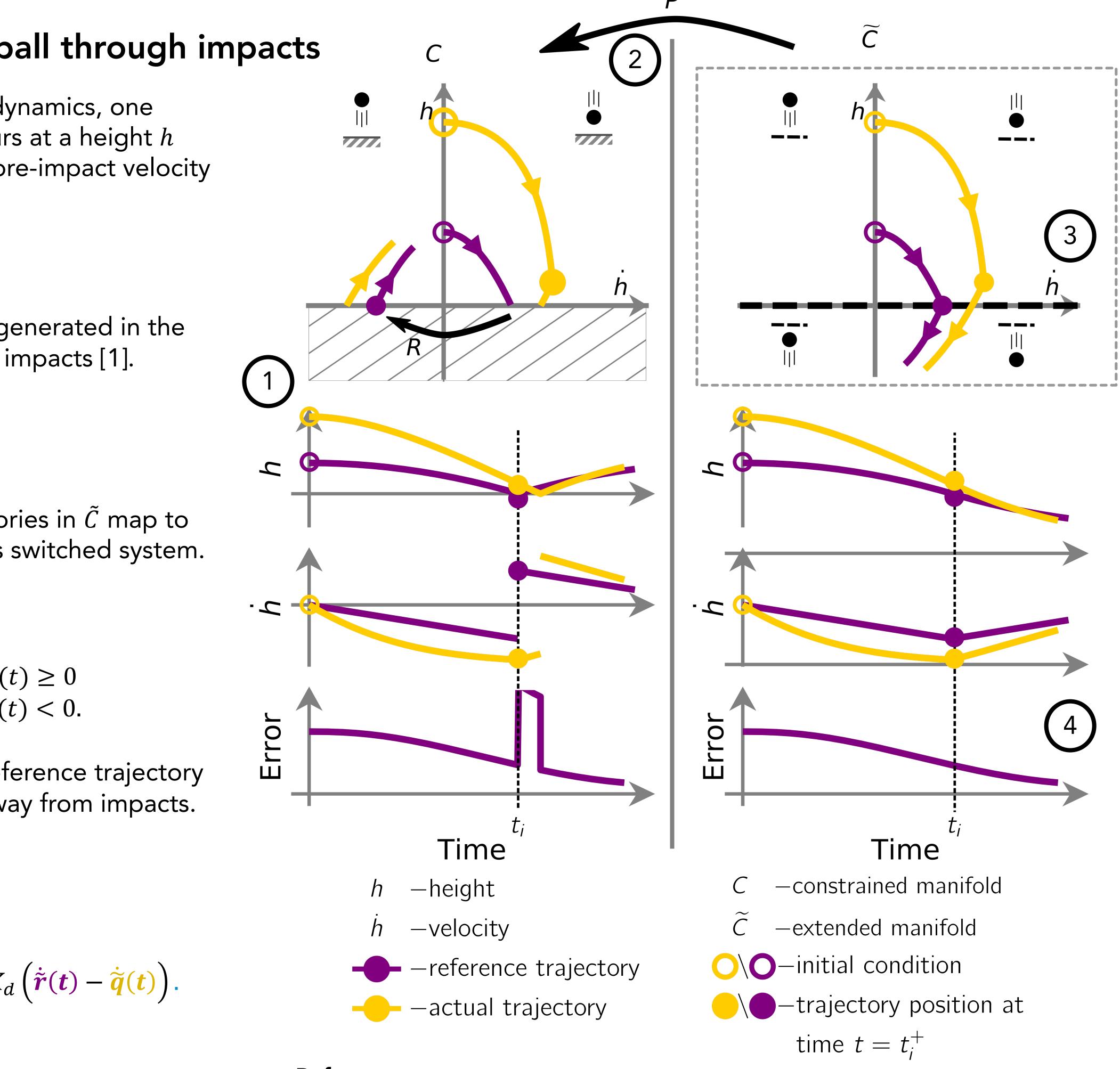
Let $\tilde{q}(t)$ be the actual trajectory in \tilde{C} , then

$$\ddot{\tilde{q}}(t) = F_c\left(\tilde{q}(t), \dot{\tilde{q}}(t), \tilde{\tilde{r}}(t), \dot{\tilde{r}}(t)\right)$$
$$= F\left(\tilde{r}(t), \dot{\tilde{r}}(t)\right) + K_p\left(\tilde{r}(t) - \tilde{q}(t)\right) + K_d$$

Current Findings

Locally, a mechanical system undergoing impacts is equivalent to a switched system. For perfectly elastic impacts, we develop a local reference tracking controller in the switched system \tilde{C} and show tracking in \tilde{C} is equivalent to tracking in C away from impacts. Our result reproduces the *mirror law* [4].

Additionally, we have shown for all inelastic collisions, a continuous intrinsic metric does not exist.



References

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Acknowledgements

This work is supported in part by U.S. Army Research Laboratory and the U.S. Army Research Office under contract/grant W911NF-16-1-0158.

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