



SL1M: Sparse L1-norm Minimization for contact planning on uneven terrain

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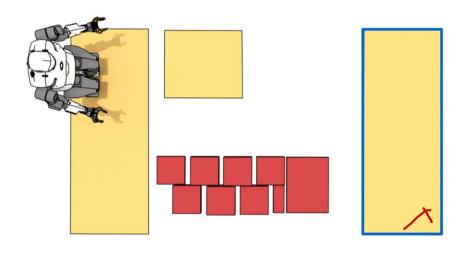


LEGGED LOCOMOTION IS DEFINED PRIMARILY BY CONTACTS

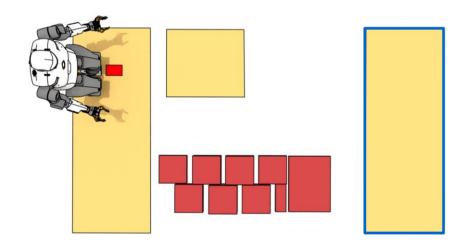




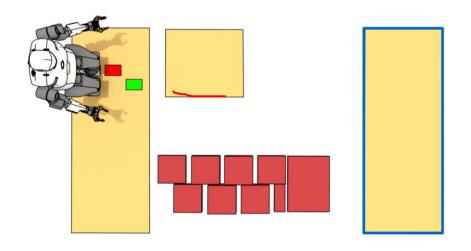
HOW TO REACH THE PLATFORM?



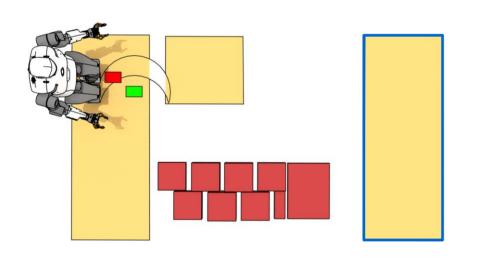






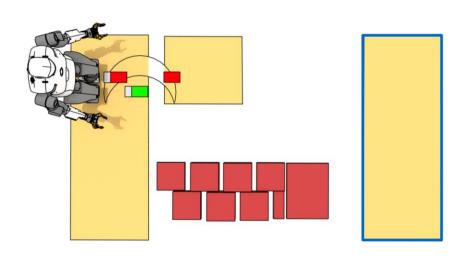






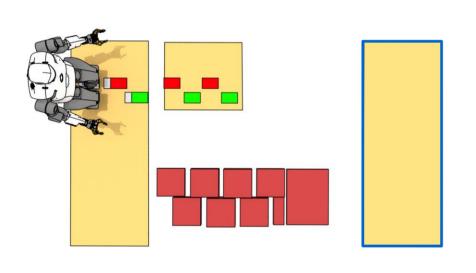
Feasibility \mathcal{F} :





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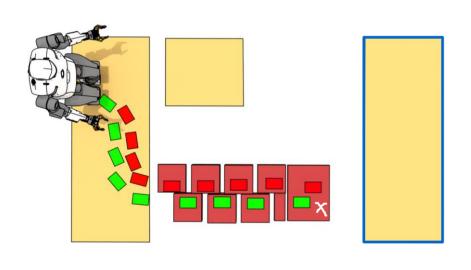




Global path search

Feasibility \mathcal{F} :

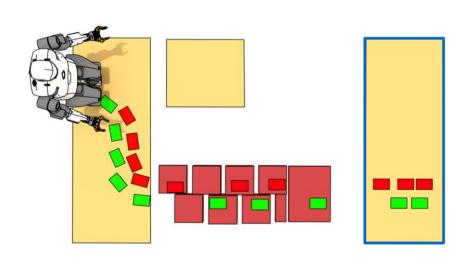




Global path search

Feasibility \mathcal{F} :





Global path search

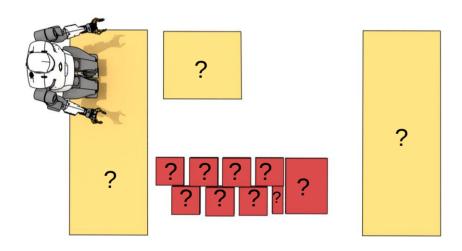
Feasibility \mathcal{F} :

Geometric constraints

Dynamic constraints



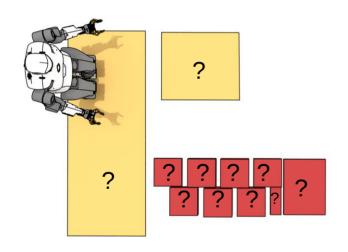
WHICH CONTACT SURFACE?





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Convex contact surfaces:

$$S_{\underline{j}} : \{ \mathbf{p}, \mathbf{S}_{j} \mathbf{p} \le \mathbf{s}_{j} \}$$

$$1 \le j \le n$$

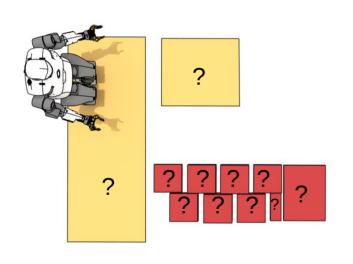
Footsteps positions:

$$(\mathbf{p}_i, 1 \le i \le \underline{m})$$



WHICH CONTACT SURFACE?

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Convex contact surfaces:

$$\mathcal{S}_j: \{\mathbf{p}, \mathbf{S}_j \mathbf{p} \leq \mathbf{s}_j\}$$

$$1 \le j \le n$$

Footsteps positions:

$$\mathbf{p}_i, 1 \leq i \leq m$$

Combinatorial:





CONTACT PLANNING AS A FEASIBILITY PROBLEM

$$\begin{array}{ll} \text{find} & \mathbf{X} = [\mathbf{p}_1 \dots \mathbf{p}_m] \\ \text{s.t.} & \mathbf{X} \in \mathcal{F} & \text{// Feasibility} \\ & \mathbf{X} \in \mathcal{I} \cap \mathcal{G} & \text{// Initial and goal conditions} \\ & \forall i: \\ & \mathbf{p}_i \in \mathcal{S}_1 \vee \dots \vee \mathbf{p}_i \in \mathcal{S}_n \end{array}$$

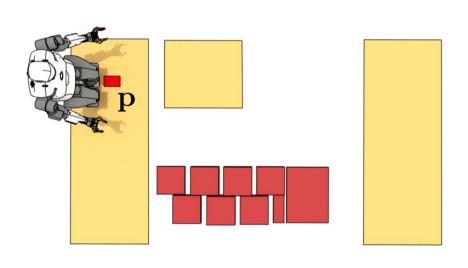


CONTACT PLANNING AS A FEASIBILITY PROBLEM

$$\mathbf{X} = [\mathbf{p}_1 \dots \mathbf{p}_m]$$
 s.t. $\mathbf{X} \in \mathcal{F}$ // Feasibility $\mathbf{X} \in \mathcal{I} \cap \mathcal{G}$ // Initial and goal conditions $\forall i:$ $\mathbf{p}_i \in \mathcal{S}_1 \vee \dots \vee \mathbf{p}_i \in \mathcal{S}_n$

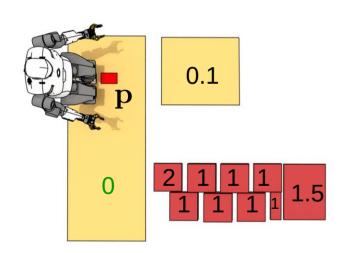
How to tackle the combinatorics?





$$(\mathbf{S}_j \mathbf{p}_i \leq \mathbf{s}_j \Leftrightarrow \mathbf{p}_i \in \mathcal{S}_j)$$



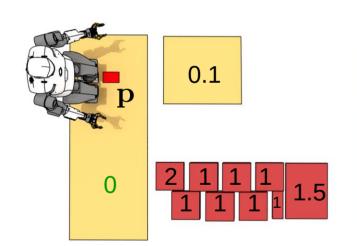


Slack variables $c_{i,j} \in \mathbb{R}^+$

$$\left. \begin{array}{l} \mathbf{S}_{j} \mathbf{p}_{i} - \mathbf{1} c_{i,j} \leq \mathbf{s}_{j} \\ c_{i,j} = 0 \end{array} \right\} \Rightarrow \mathbf{p}_{i} \in \mathcal{S}_{j} \\ \mathbf{c}_{i} = \left[c_{i,1}, \dots, c_{i,n} \right]$$





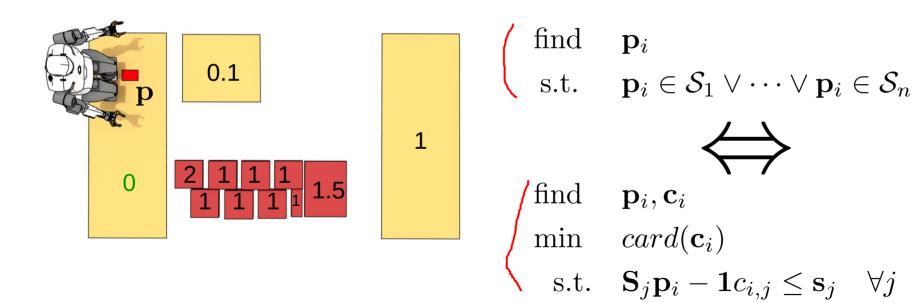


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$$\left. \begin{array}{l} \mathbf{S}_{j} \mathbf{p}_{i} - \mathbf{1} c_{i,j} \leq \mathbf{s}_{j} \\ c_{i,j} = 0 \end{array} \right\} \Rightarrow \mathbf{p}_{i} \in \mathcal{S}_{j} \\ \mathbf{c}_{i} = \left[c_{i,1}, \dots, c_{i,n} \right]$$

$$\#NonZeros(\mathbf{c}_i) = n - 1 \Rightarrow \mathbf{p}_i$$
 on a surface





find
$$\mathbf{X} = [\mathbf{p}_1 \dots \mathbf{p}_m]$$

s.t. $\mathbf{X} \in \mathcal{F}$
 $\mathbf{X} \in \mathcal{I} \cap \mathcal{G}$
 $\forall i:$

$$\mathbf{p}_i \in \mathcal{S}_1 \vee \dots \vee \mathbf{p}_i \in \mathcal{S}_n$$
find $\mathbf{X} = [\mathbf{p}_1 \dots \mathbf{p}_m]$
 $\mathbf{C} = [\mathbf{c}_1 \dots \mathbf{c}_n]$
 \mathbf{min} $\sum_{i=1}^m card(\mathbf{c}_i)$
s.t. $\mathbf{S}_j \mathbf{p}_i - \mathbf{1} c_{i,j} \leq \mathbf{s}_j \forall i, \forall j$
 $\mathbf{X} \in \mathcal{F}$
 $\mathbf{X} \in \mathcal{F}$

CONVEX RELAXATION WITH A SPARSITY INDUCING NORM

[Bach et al. II]

find
$$\mathbf{X} = [\mathbf{p}_1 \dots \mathbf{p}_m]$$

 $\mathbf{C} = [\mathbf{c}_1 \dots \mathbf{c}_n]$

$$\sum_{i=1}^{m} card(\mathbf{c}_i)$$

min

s.t.
$$\mathbf{S}_{j}\mathbf{p}_{i} - \mathbf{1}c_{i,j} \leq \mathbf{s}_{j} \forall i, \forall j$$

 $\mathbf{X} \in \mathcal{F}$

$$\mathbf{X} \in \mathcal{I} \cap \mathcal{G}$$

find
$$\mathbf{X} = [\mathbf{p}_1 \dots \mathbf{p}_m]$$

$$\mathbf{C} = [\mathbf{c}_1 \dots \mathbf{c}_n]$$

$$\min \quad \sum_{i=1}^{m} ||\mathbf{c}_i||_1$$

s.t.
$$\mathbf{S}_{j}\mathbf{p}_{i} - \mathbf{1}c_{i,j} \leq \mathbf{s}_{j} \forall i, \forall j$$

$$\mathbf{X} \in \mathcal{F}$$

$$\mathbf{X} \in \mathcal{I} \cap \mathcal{G}$$



RELAXATION GIVES MUCH FASTER RESULTS... WHEN IT CONVERGES

L1 up to 100x faster than Branch and Bound...

5 steps \leq 0.7 ms

What to do when relaxed problem does not converge to a sparse solution?



FEASIBILITY VS OPTIMALITY

SL1M essentially solves a feasibility problem

Optimality of the motion not guaranteed

Does it really matter?



THAT'S ALL FOR NOW!



https://stevetonneau.fr for paper, video, source code

