

Safe Motion Control in physical Human-Robot Interaction

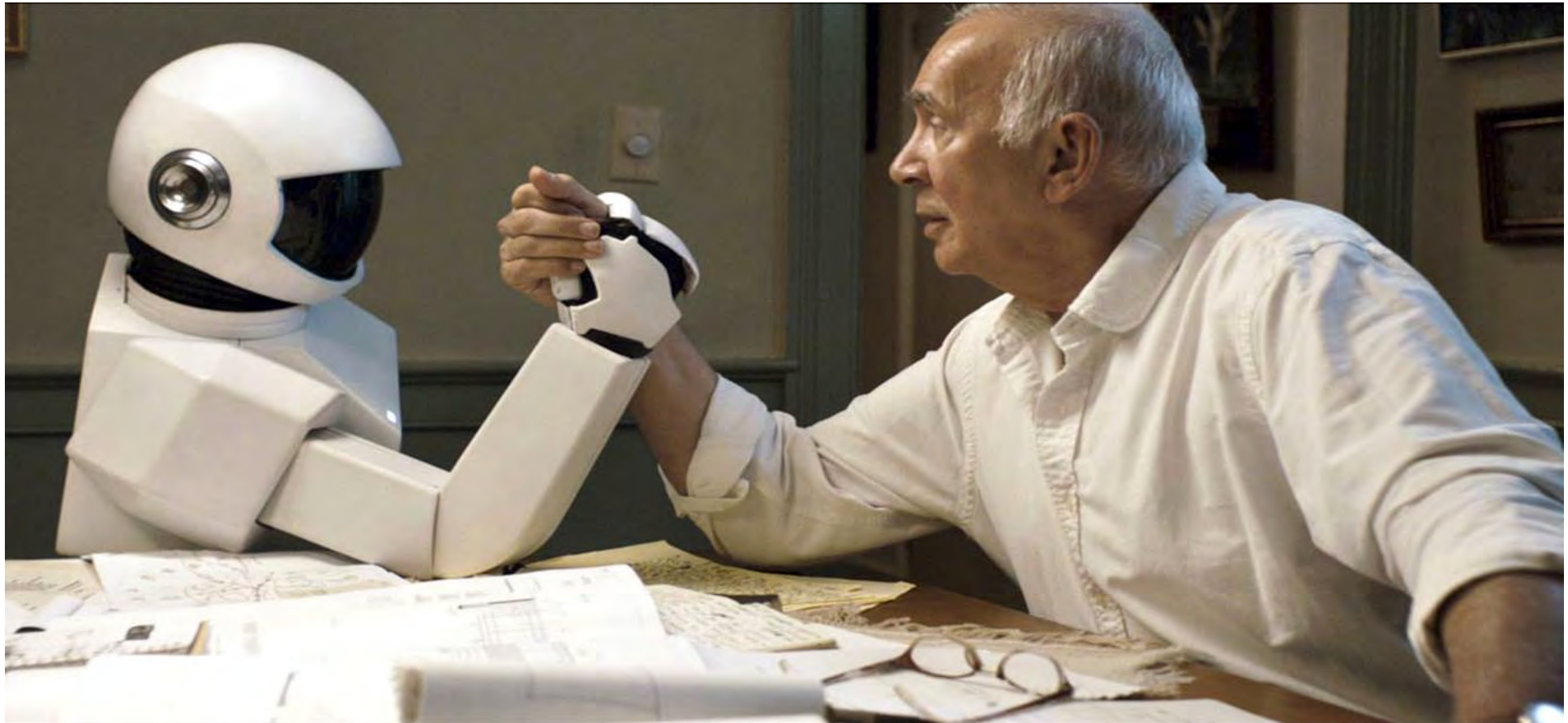
Workshop Safety for Human-Robot Interaction in Industrial Settings
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Sami Haddadin



INSTITUT FÜR REGELUNGSTECHNIK
Leibniz Universität Hannover

Institut für Regelungstechnik
Leibniz Universität Hannover
Appelstraße 11
30167 Hannover
www.irt.uni-hannover.de
haddadin@irt.uni-hannover.de

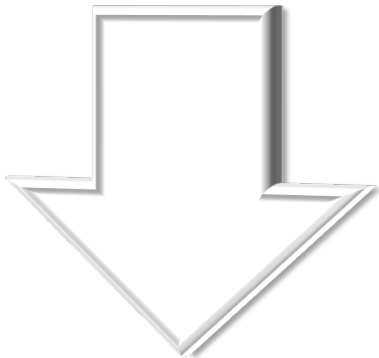


Source: Robot & Frank

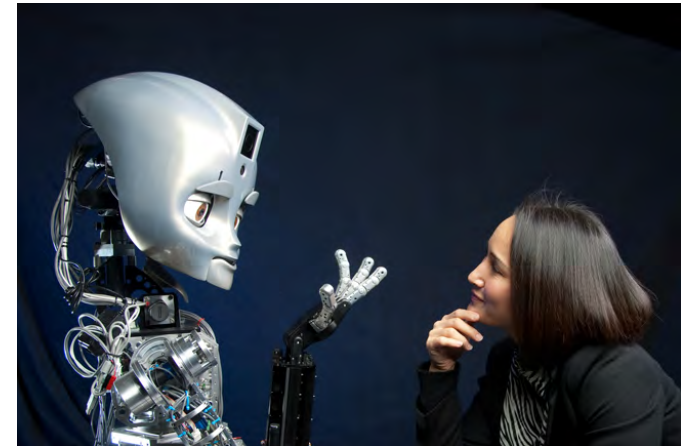
Interaction



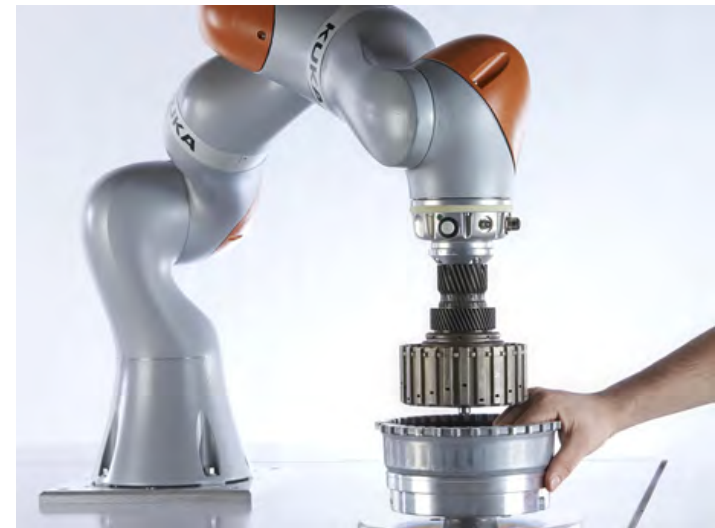
Cognitive
HRI



Physical
HRI

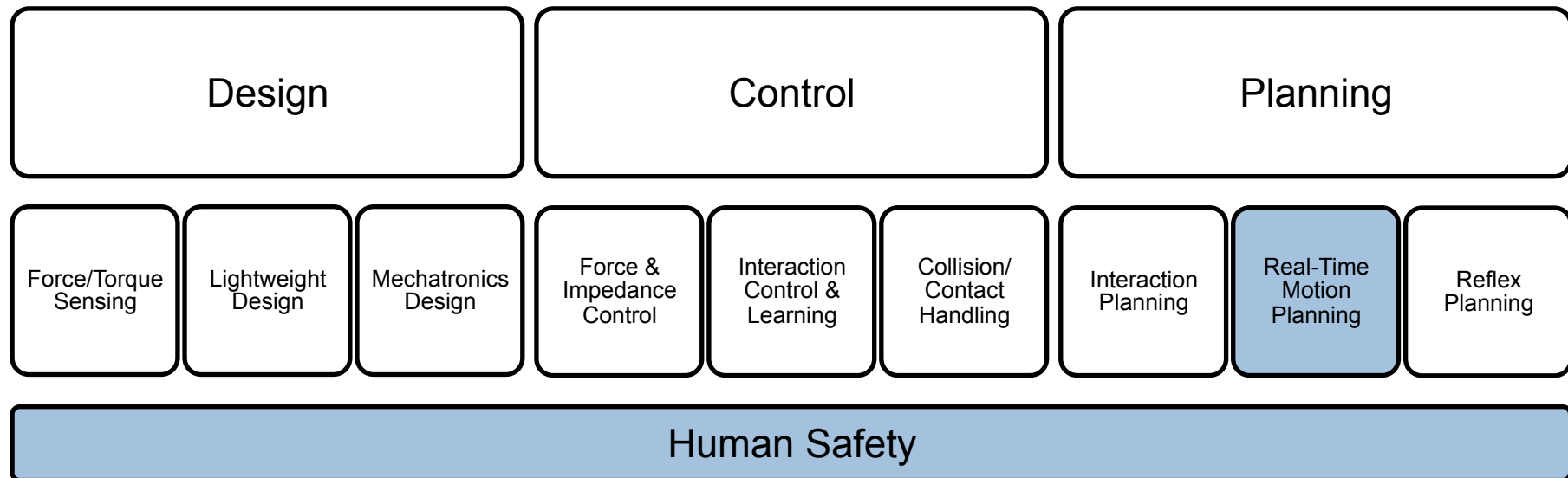


Source: MIT Media Lab



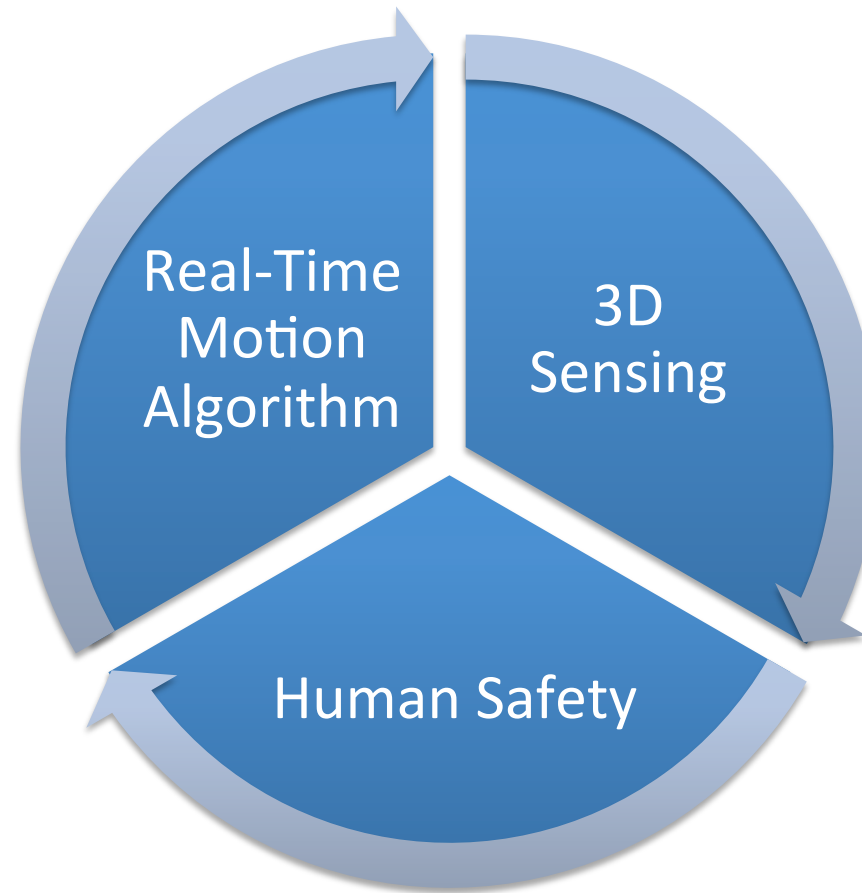
Source: KUKA

Physical Interaction



- 1. Act compliant**
- 2. Feel and understand contacts**
- 3. Move safely**

Safe Real-Time Motion Planning



Depth Sensors: From Stereo Vision to Kinect

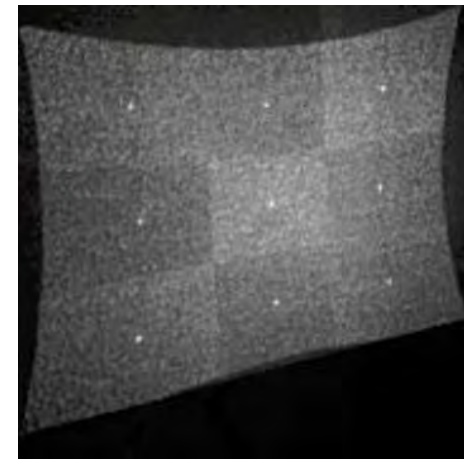
Stereo Vision



Time of Flight

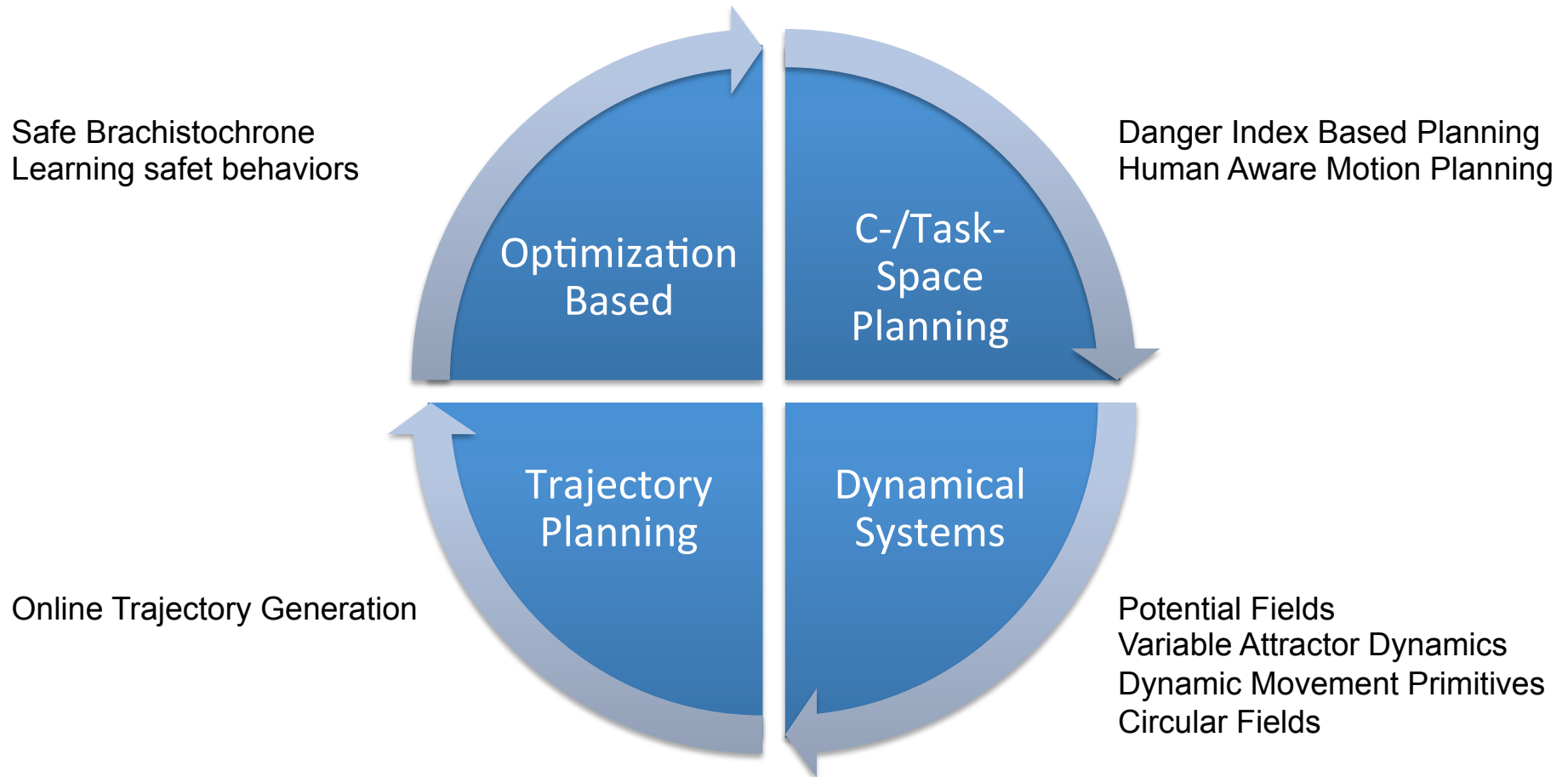


Structured Light



→ More later on...

Algorithm Classes



Work of Andrea Maria Zanchettin and Paolo Rocco in Safe Motion Planning!

C-Space Planning: Kulić & Croft 2006-2006

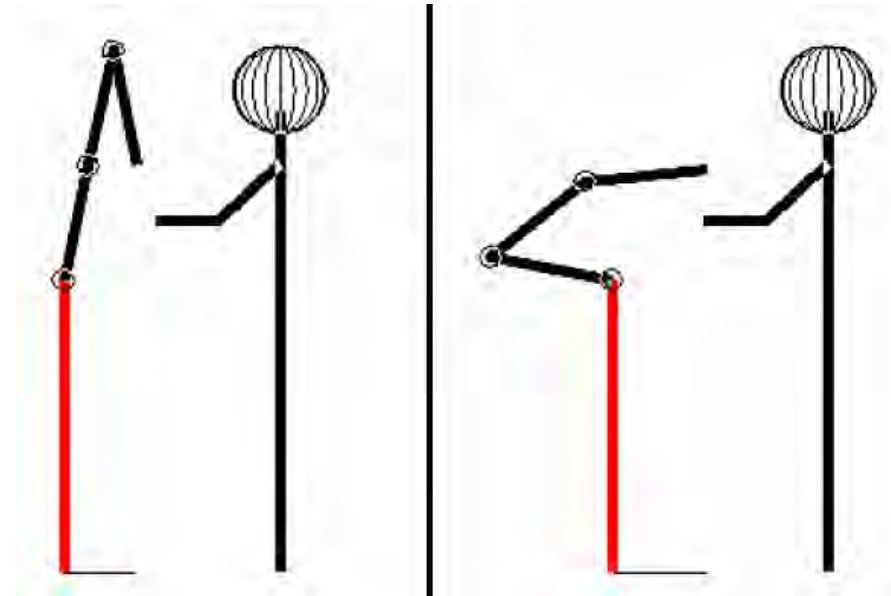
$$J = w_G f_G(d_G) + w_0 f_0(d_0) + w_D K \cdot DC$$

- „Extension“ of (Nokata, Ikuta et al., 2002)
- C-space planner based on *best-first planning approach*, meaning following steepest decent of cost function (Latombe, 1991)

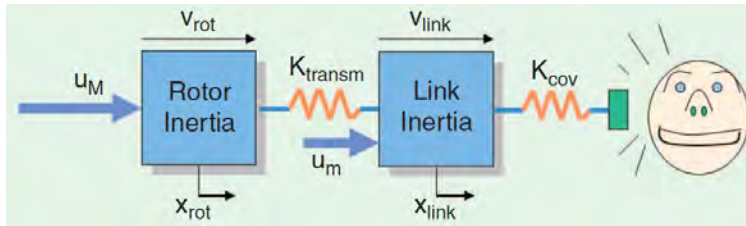
- Danger Criterion:

$$DC = \frac{I_s}{I_{\max}} f_{CoM}(D_{CoM})$$

- *Reflected inertia* based safety coefficient
- *Distance based* safety coefficient



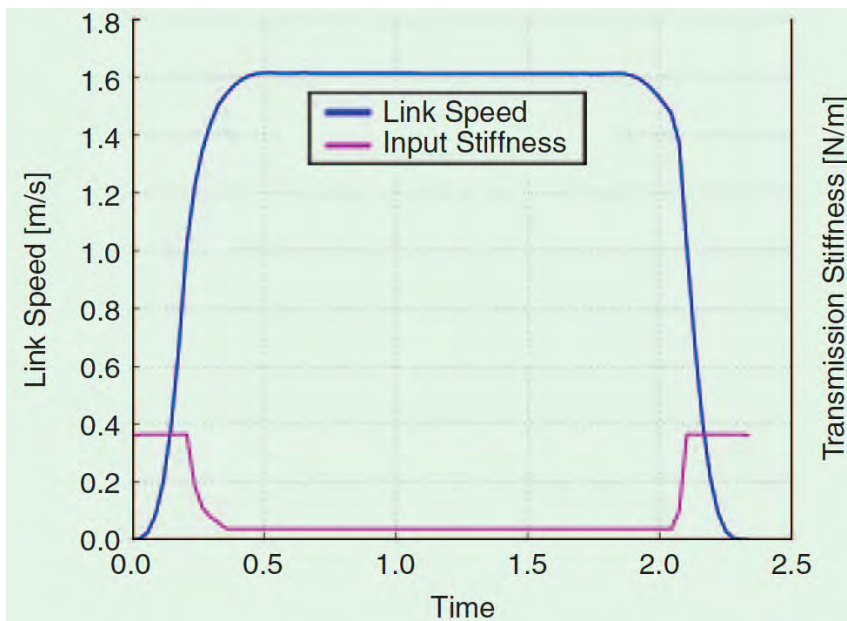
Optimization: Bicchi et. al. 2003-2005



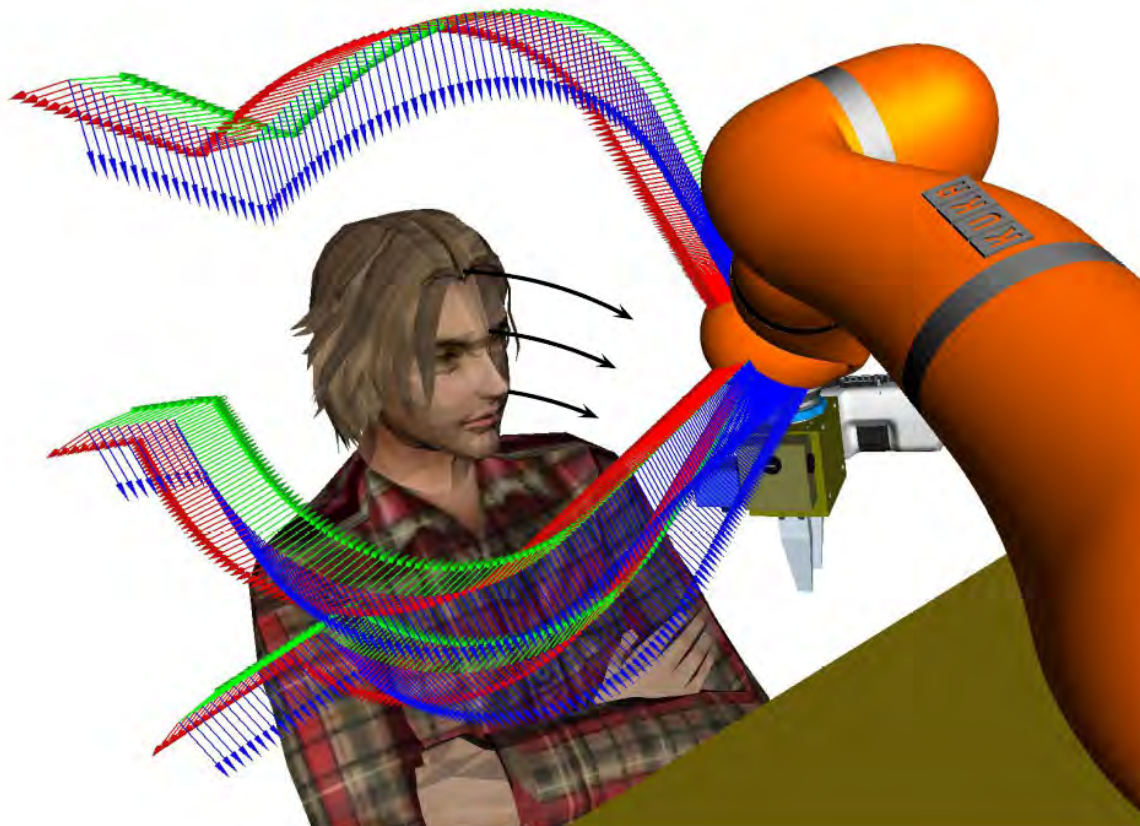
$$\begin{cases} \min_T \int_0^T 1 \, dt \\ M_{\text{rot}} \ddot{x}_{\text{rot}} + K_{\text{transm}}(x_{\text{rot}} - x_{\text{link}}) = u \\ M_{\text{link}} \ddot{x}_{\text{link}} + K_{\text{transm}}(x_{\text{link}} - x_{\text{rot}}) = 0 \\ |\dot{x}_{\text{link}}| \leq v_{\text{safe}}(K_{\text{transm}}) \\ |u| \leq U_{\text{max}}, \end{cases}$$

with initial and terminal conditions:

$$\begin{cases} x_{\text{rot}}(0) = 1, \dot{x}_{\text{rot}}(0) = 0 \\ x_{\text{link}}(0) = 1, \dot{x}_{\text{link}}(0) = 0 \\ x_{\text{rot}}(T) = 0, \dot{x}_{\text{rot}}(T) = 0 \\ x_{\text{link}}(T) = 0, \dot{x}_{\text{link}}(T) = 0, \end{cases}$$

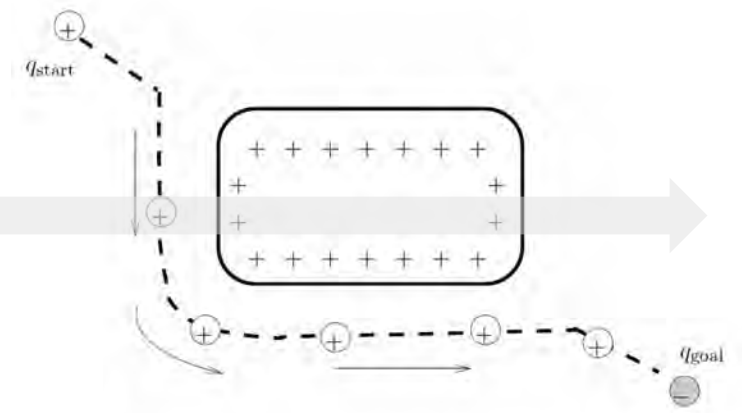
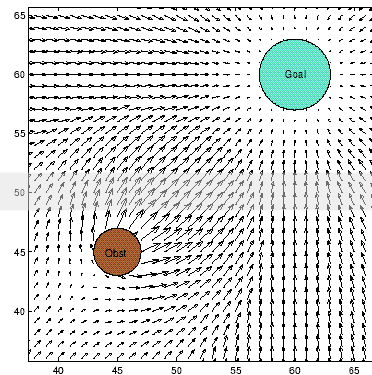
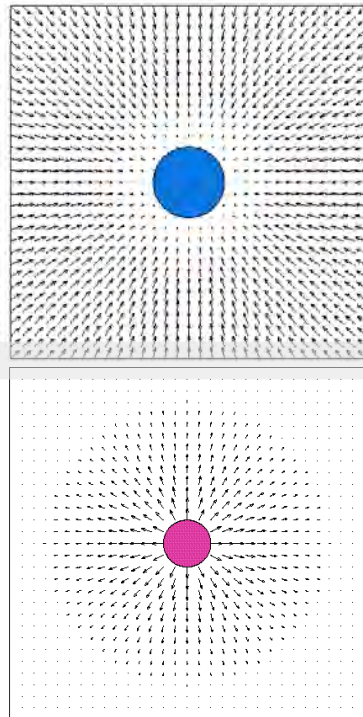


Real-Time Motion Planning



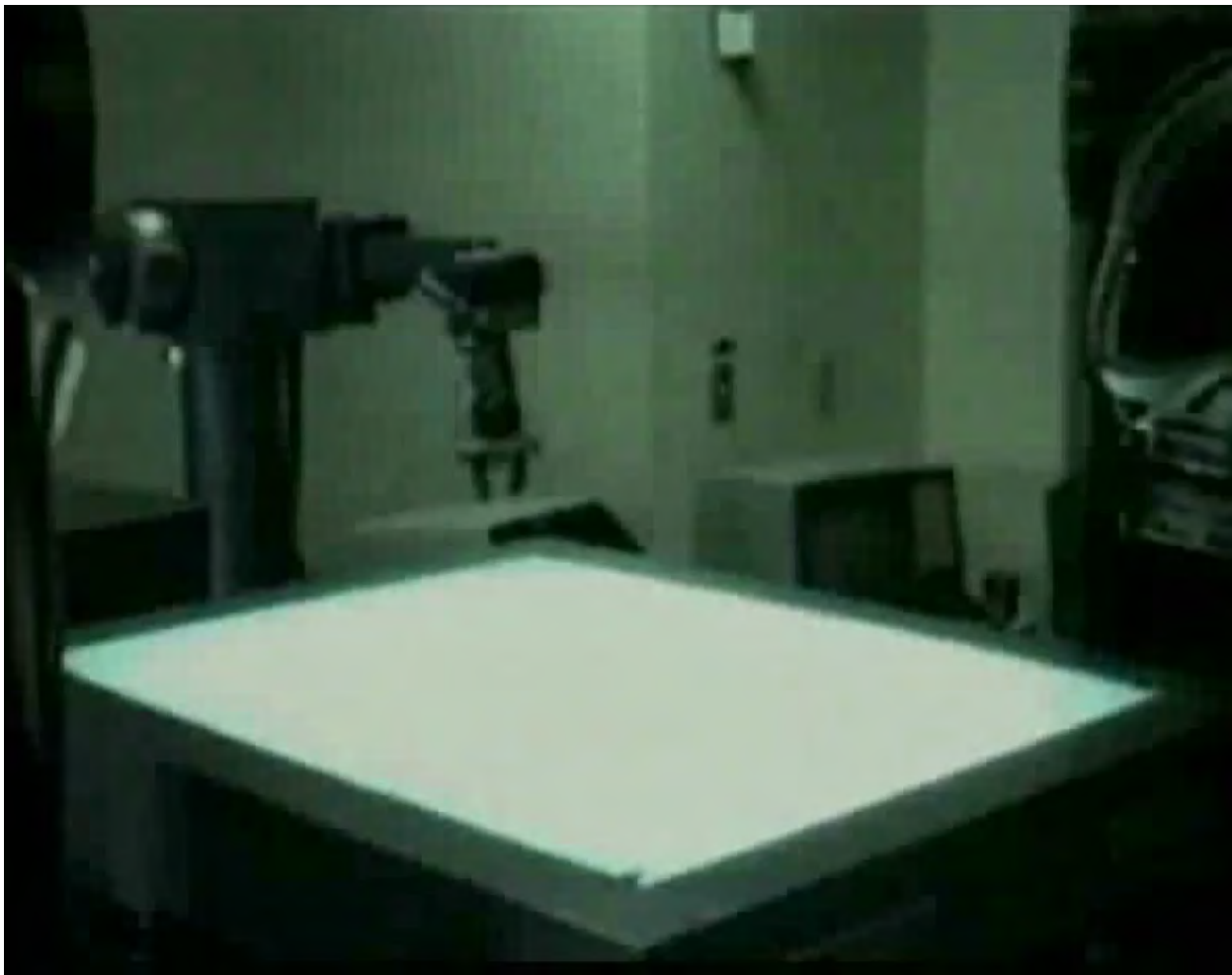
Potential Fields: Khatib 1986

*The manipulator moves in a field of forces.
The position to be reached is an attractive pole for the end effector and
obstacles are repulsive surfaces for the manipulator parts.*



„Borrowed slide“ from Howie Choset

Potential Fields: Khatib 1986



Dynamical Systems for Collision Avoidance

2nd order dynamical system: $M\ddot{x}_d + K(x_d - x_g) + D\dot{x}_d = 0$

Potential Fields $M\ddot{x}_d + K(x_d - x_g) + D\dot{x}_d = \sum F_i(x_{o,i}, x_d, \dots)$

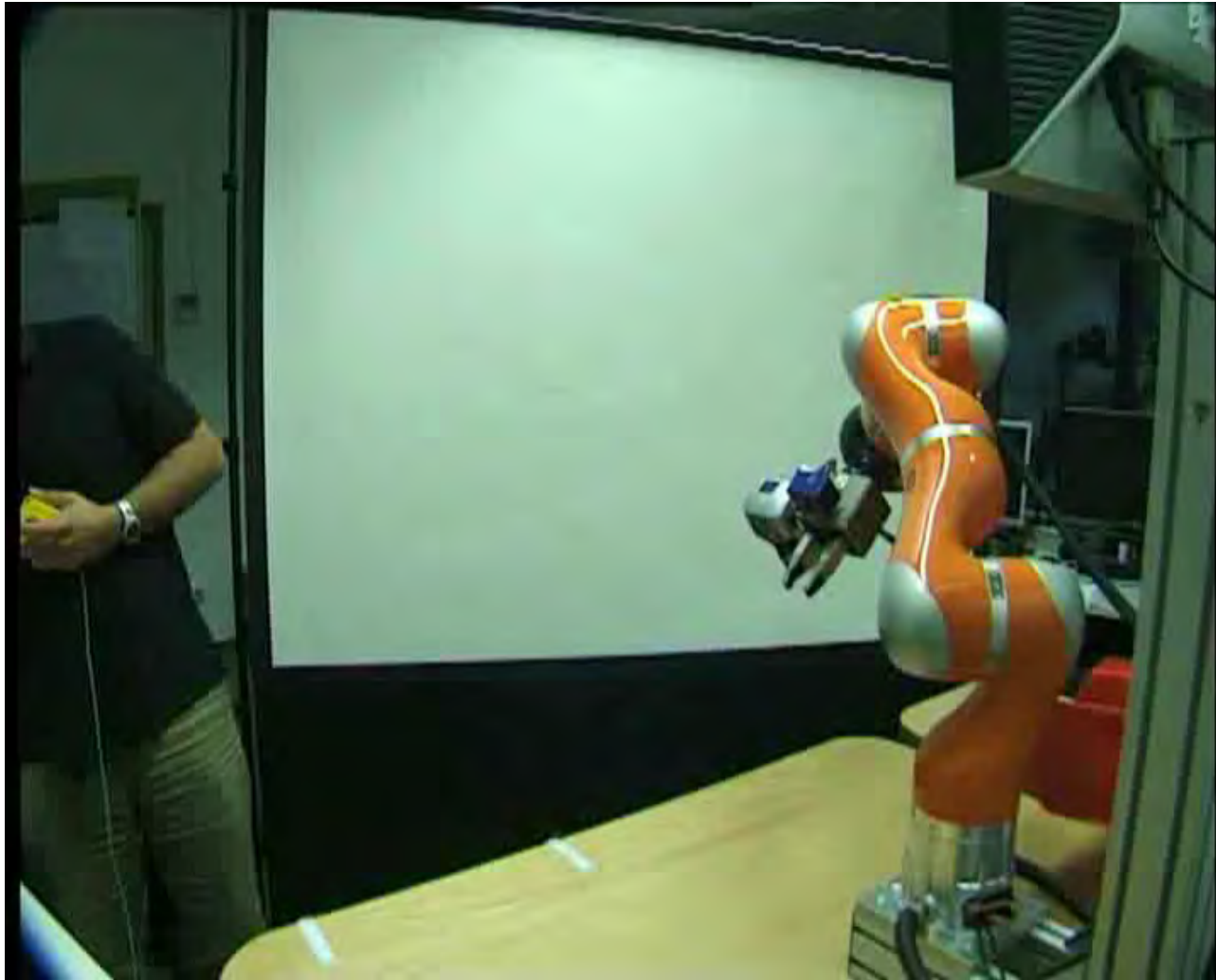
Task knowledge

Potential Fields+Task feed-forward, like DMP $M\ddot{x}_d + K(x_d - x_g) + D\dot{x}_d = \sum F_i(x_{o,i}, x_d, \dots) + F_{task}$

Variable Attractor Dynamics $\cancel{M}\ddot{x}_d + \cancel{K}(x_d - x_g) + \cancel{D}\dot{x}_d = \sum F_i(x_{o,i}, x_d, \dots)$

Variable Attractor Dynamics + Velocity scaling $\cancel{M}\ddot{x}_d + \cancel{K}(x_d - x_g) + \cancel{D}\dot{x}_d = \sum F_i(x_{o,i}, x_d, \dots)$

Variable Attractor Dynamics: Haddadin et al. 2009





Variable Attractor Dynamics: Haddadin et al. 2009



Dynamic Movement Primitives: Park et al. 2008

$$\begin{aligned}\tau \dot{\mathbf{v}} &= \mathbf{K}(\mathbf{g} - \mathbf{x}) - \mathbf{D}\mathbf{v} - \mathbf{K}(\mathbf{g} - \mathbf{x}_0)\theta + \mathbf{K}\mathbf{f}(\theta) \\ &\quad + \varphi(\mathbf{x}, \mathbf{v}) \\ \tau \dot{\mathbf{x}} &= \mathbf{v} .\end{aligned}$$

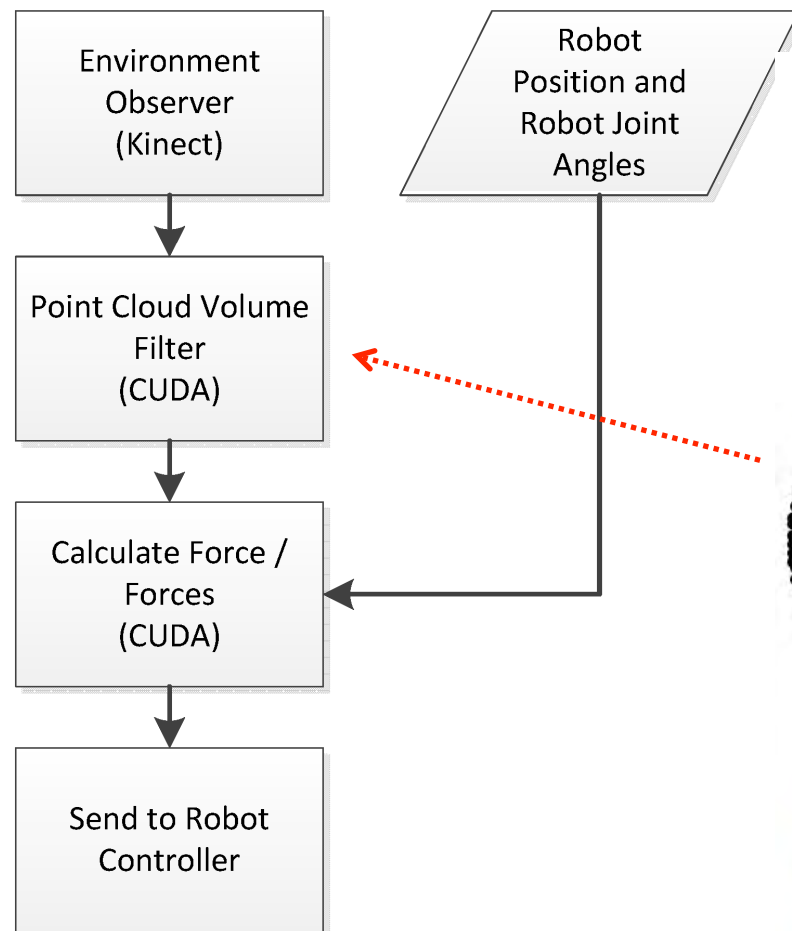
$$\begin{aligned}\varphi(\mathbf{x}, \mathbf{v}) &= -\nabla_x U_{\text{dyn}}(\mathbf{x}, \mathbf{v}) \\ &= \lambda(-\cos \theta)^{\beta-1} \frac{\|\mathbf{v}\|}{p} \left(\beta \nabla_x \cos \theta - \frac{\cos \theta}{p} \nabla_x p \right)\end{aligned}$$

$$U_{\text{static}}(\mathbf{x}) = \left\{ \begin{array}{ll} \frac{\eta}{2} \left(\frac{1}{p(\mathbf{x})} - \frac{1}{p_0} \right)^2 & : p(\mathbf{x}) \leq p_0 \\ 0 & : p(\mathbf{x}) > p_0 \end{array} \right\} \quad U_{\text{dyn}}(\mathbf{x}, \mathbf{v}) = \left\{ \begin{array}{ll} \lambda(-\cos \theta)^{\beta} \frac{\|\mathbf{v}\|}{p(\mathbf{x})} & : \frac{\pi}{2} < \theta \leq \pi \\ 0 & : 0 \leq \theta \leq \frac{\pi}{2} \end{array} \right\}$$

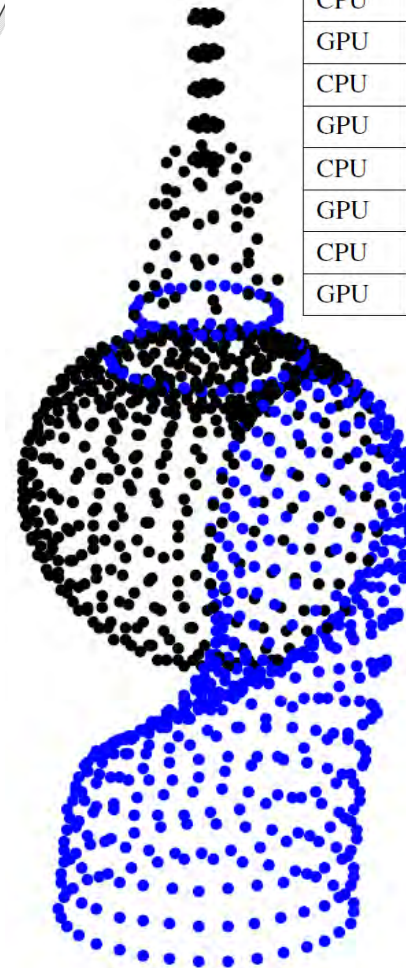
Dynamic Movement Primitives: Park et al. 2008



GPU-Enhanced Variable Attractor Dynamics: Kaldestadt et al. 2014



Architecture	Voxel map resolution	Robot vertices	Algorithm calculation time	Performance factor
CPU	10 mm	4701	1.426 s	129.63x
GPU	10 mm	4701	0.011 s	
CPU	5 mm	4701	5.692 s	402.07x
GPU	5 mm	4701	0.014 s	
CPU	10 mm	2468	0.755 s	68.63x
GPU	10 mm	2468	0.011 s	
CPU	5 mm	2468	3.009 s	273.54x
GPU	5 mm	2468	0.011 s	

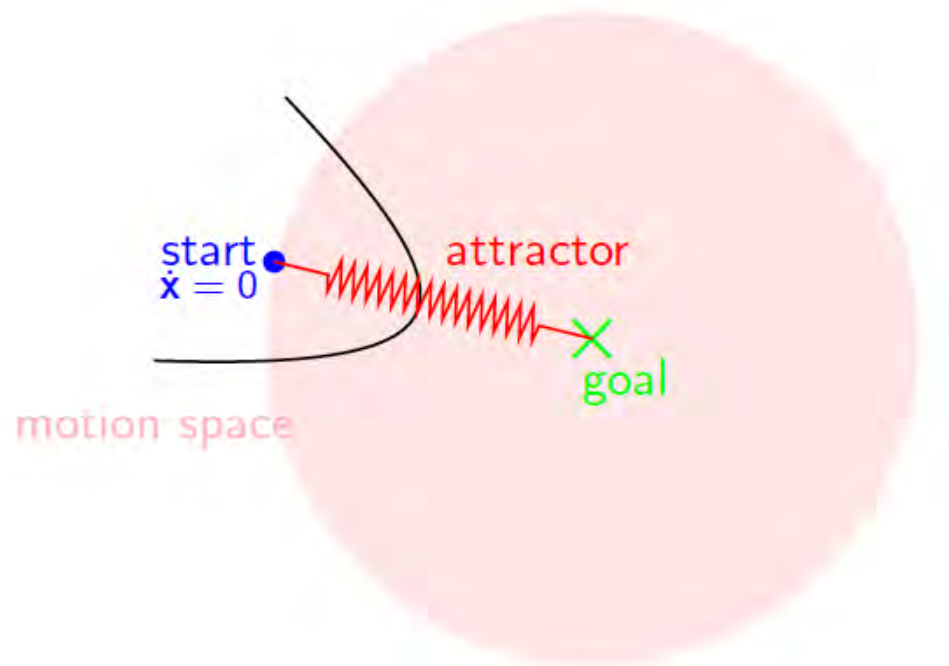


GPU-Enhanced Variable Attractor Dynamics: Kaldestadt et al. 2014

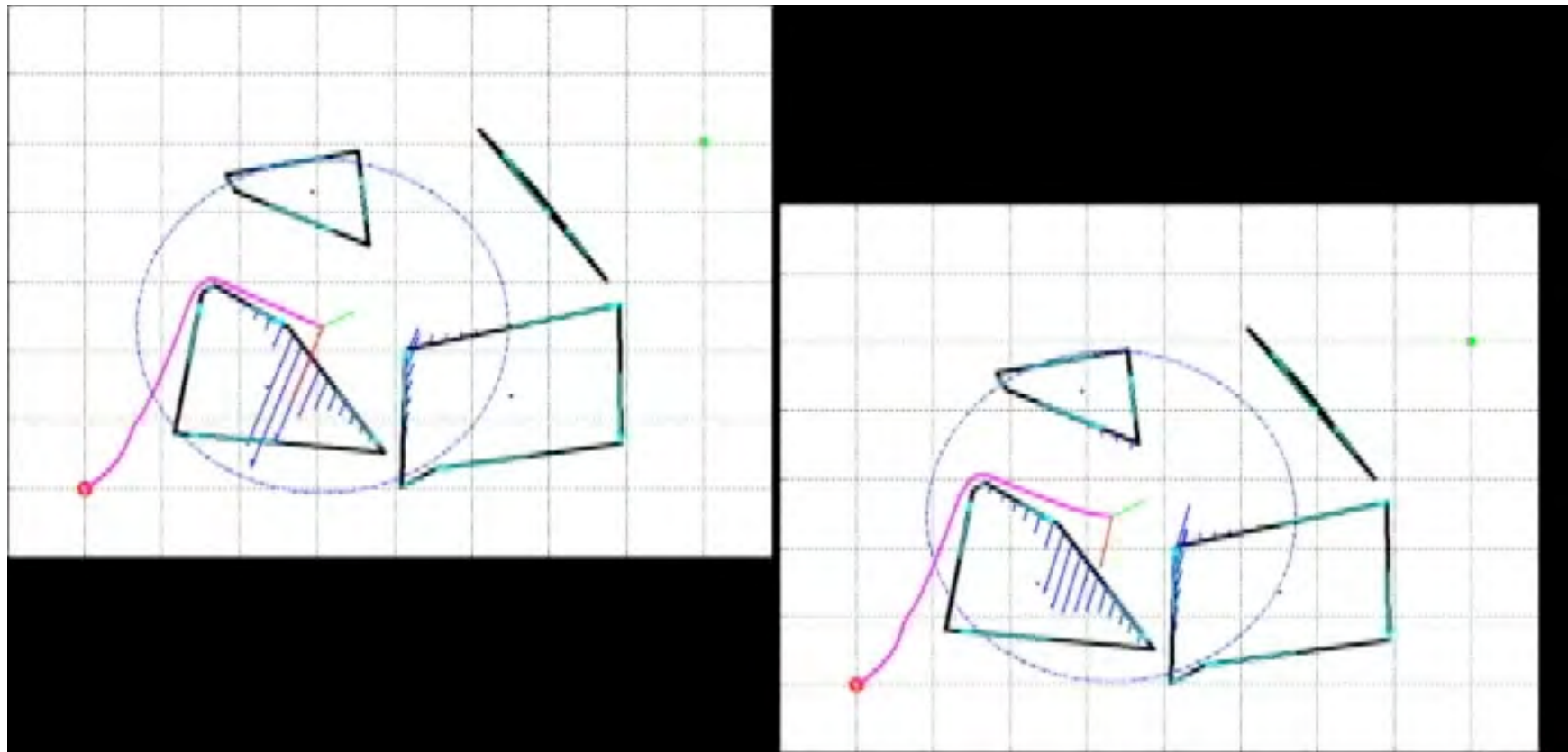


Circular Fields: Haddadin et. al. 2011

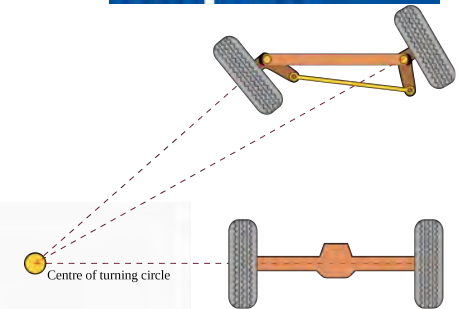
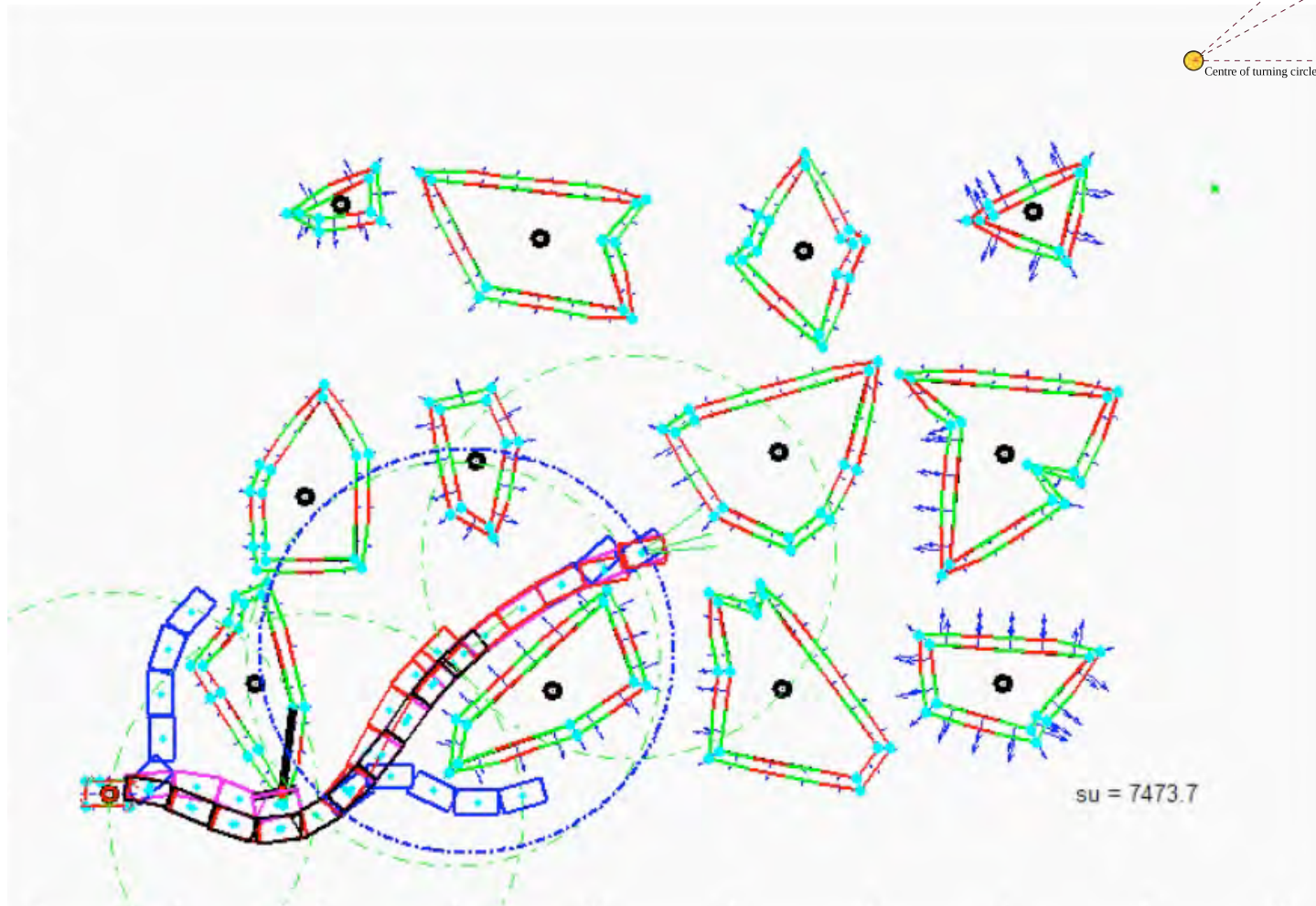
$$F = \dot{x}_r \times B = \dot{x}_r \times \sum_i I \frac{c_i \times \frac{\dot{x}_r}{\|\dot{x}_r\|}}{l_i^2} da_i$$



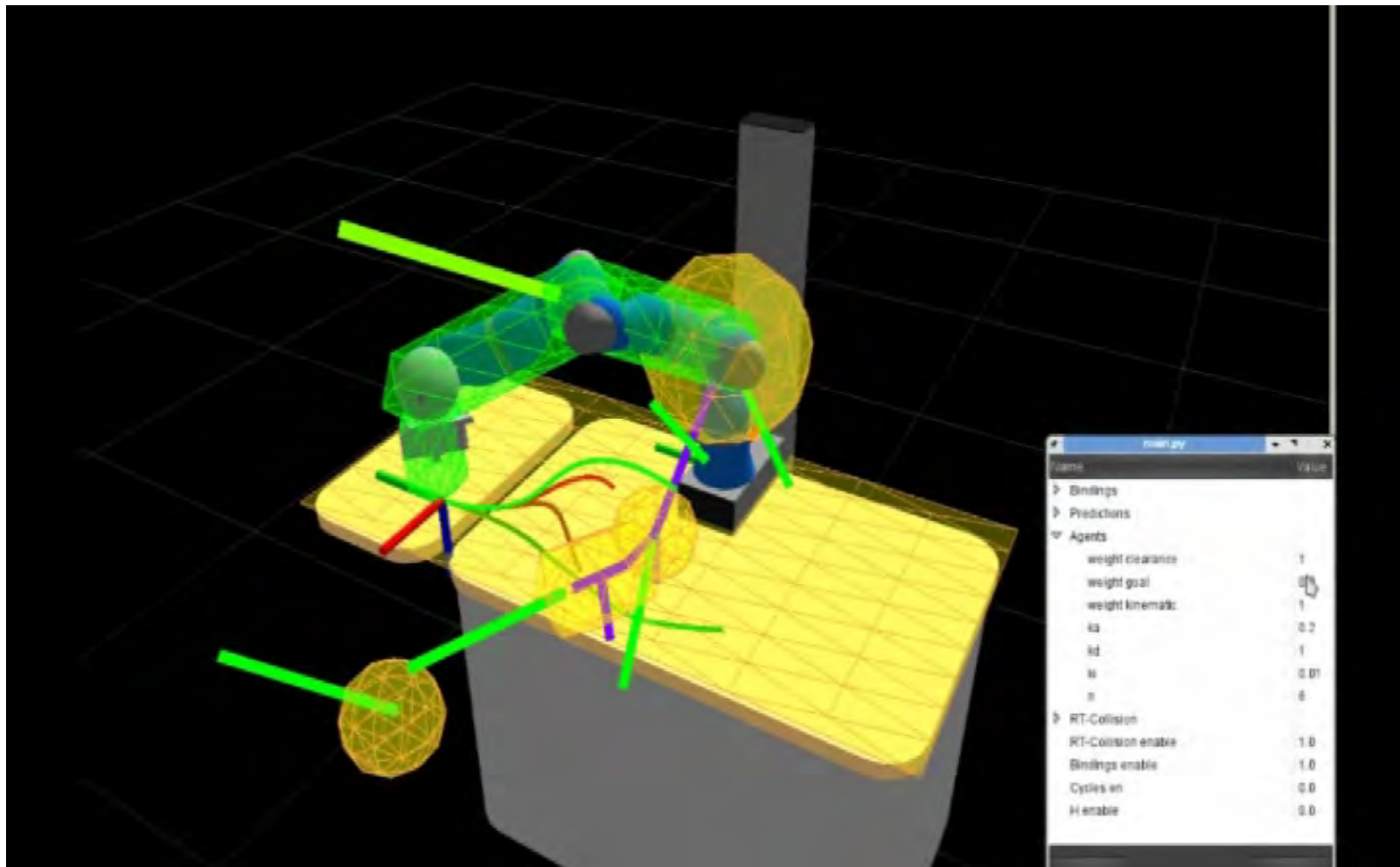
Circular Fields: Haddadin et. al. 2011



Multi-Agent Based Prediction: Haddadin et al. 2013

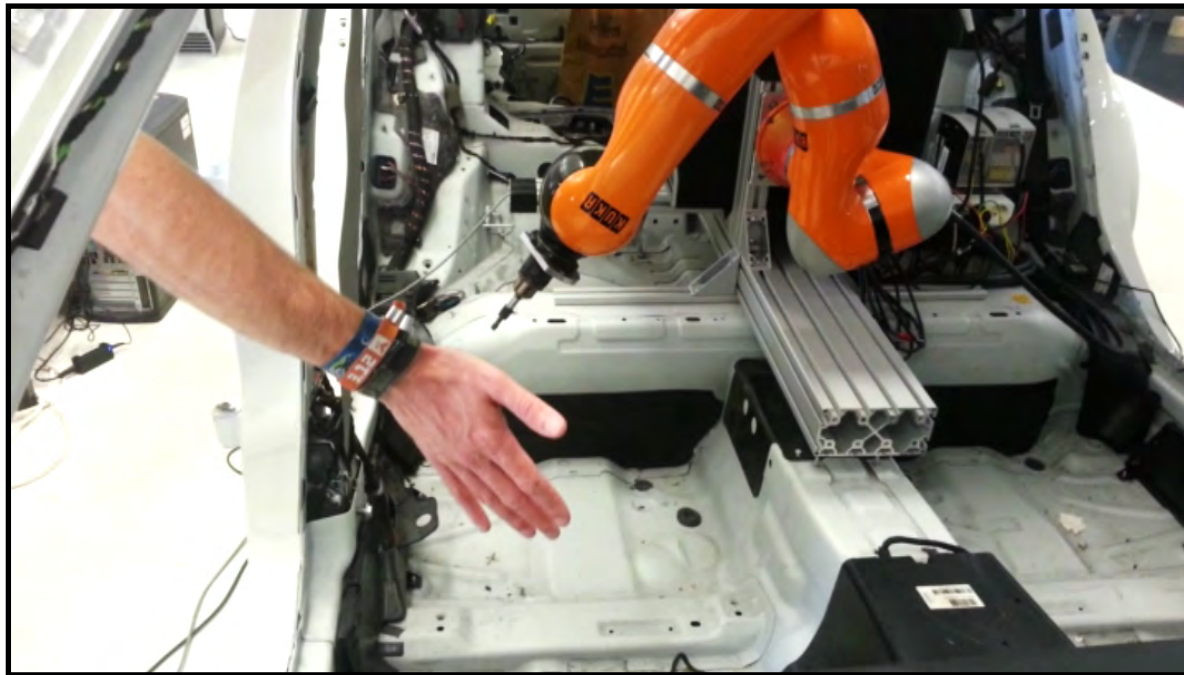


Cost Based Multi-Agents + Dynamical Systems



How can we ensure that a motion is **safe for a human**?

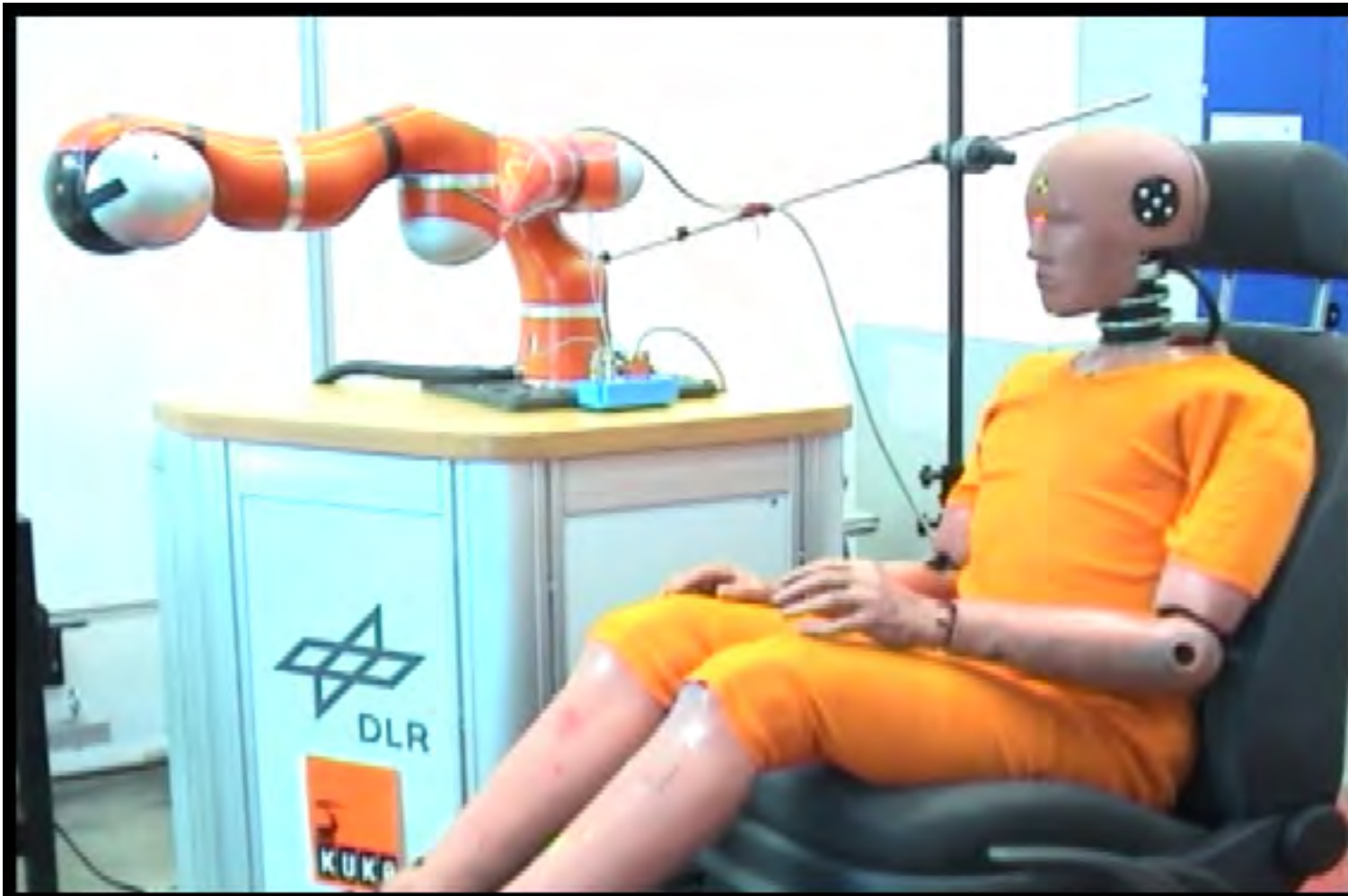
Concretely: Safety Analysis of Human Injury & Pain



Is this safe?



Crash-Testing in Robotics



Haddadin et. al. RSS 2007

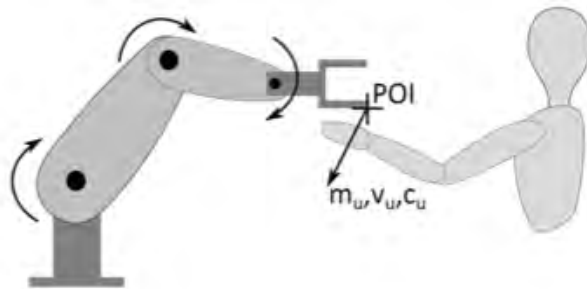


Haddadin et. al. RSS 2007

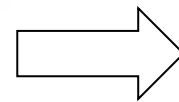
How to Connect Injury Data with Robot Motion?



Embedding Injury Knowledge into Control: Haddadin et al. 2010-2012



$$M(\mathbf{q})\ddot{\mathbf{q}} + C(\mathbf{q}, \dot{\mathbf{q}})\dot{\mathbf{q}} + \mathbf{g}(\mathbf{q}) = \boldsymbol{\tau}_J + \boldsymbol{\tau}_{\text{ext}}$$



$$m_u = [\mathbf{u}^T \Lambda_v(\mathbf{q})^{-1} \mathbf{u}]^{-1}$$

$$\text{with } \Lambda(\mathbf{q}) = (J(\mathbf{q})M(\mathbf{q})^{-1}J(\mathbf{q})^T)^{-1}$$

Cannot change m_u anyways.

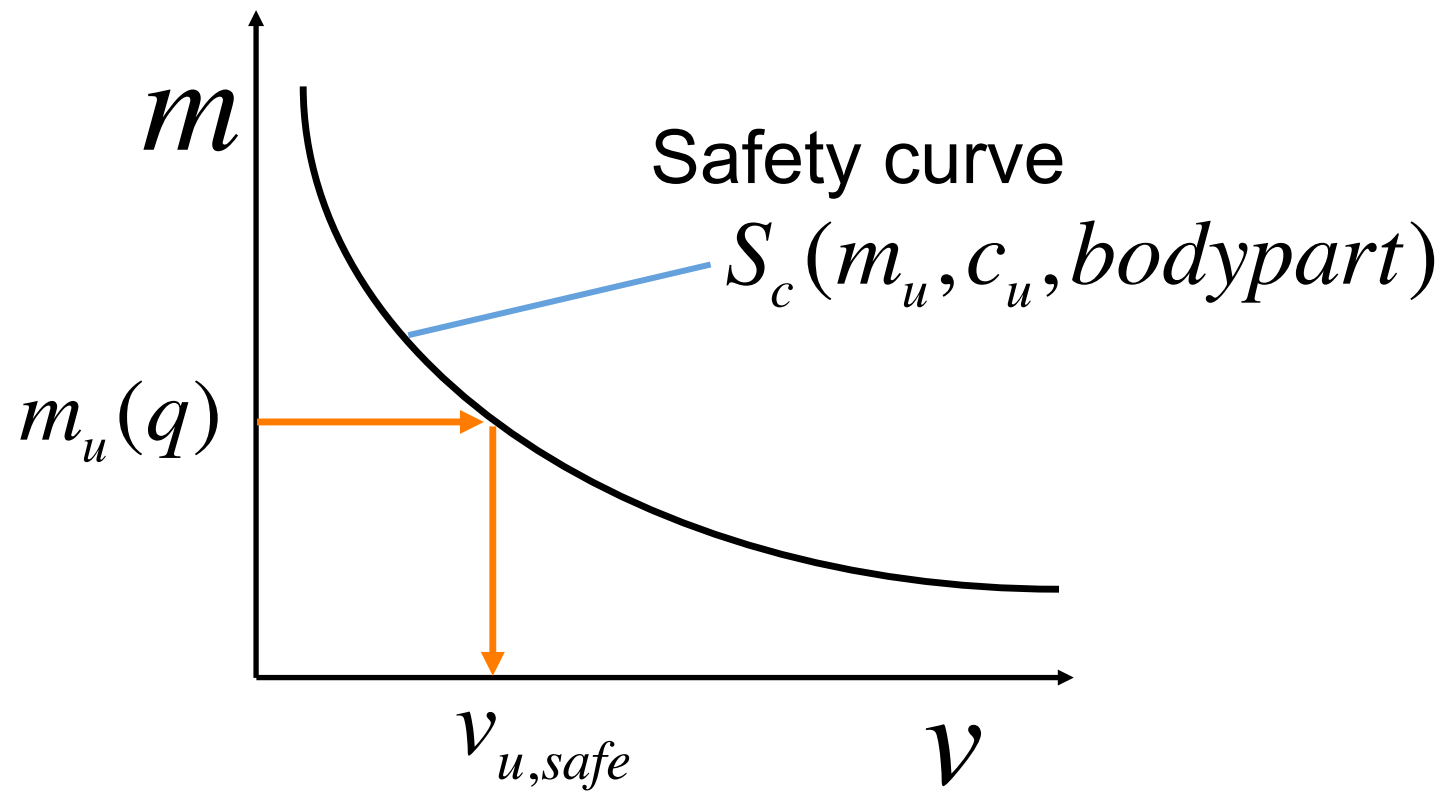


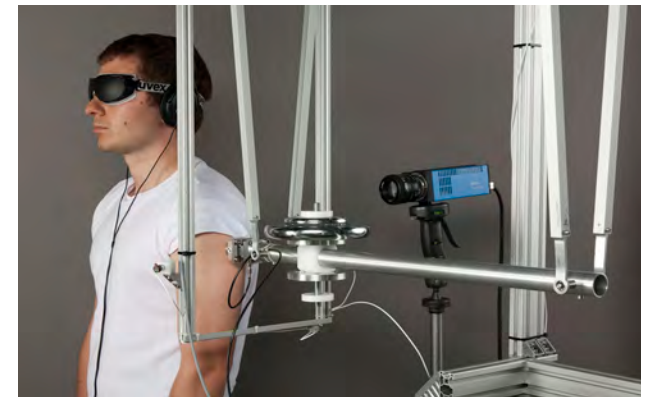
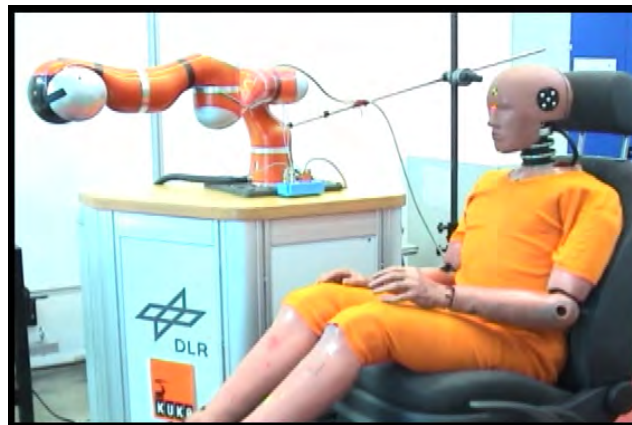
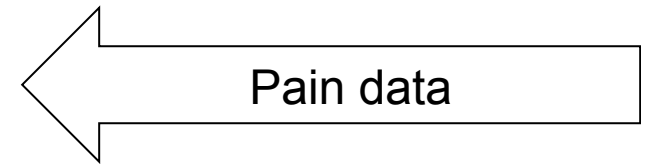
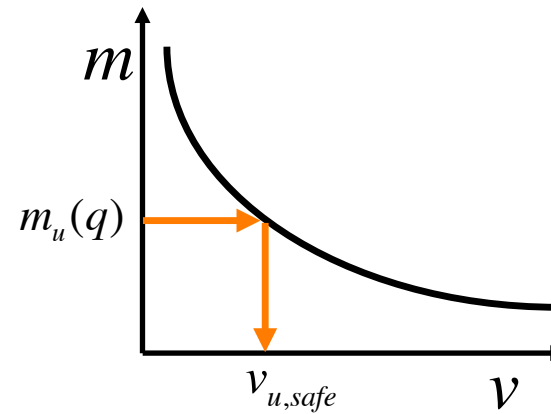
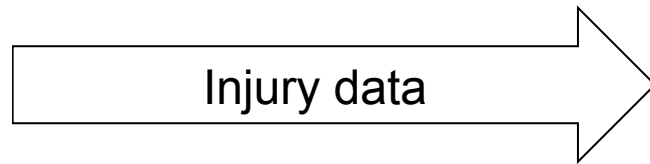
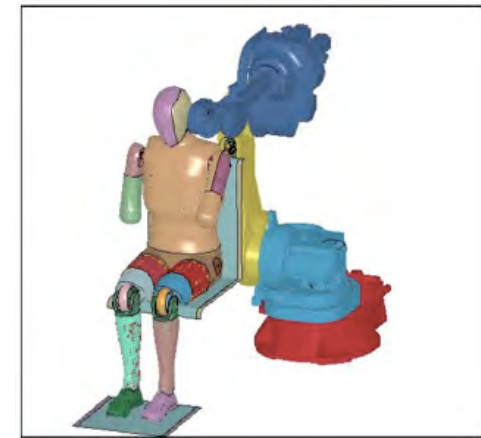
v_u in impact direction $\mathbf{u}$ governs the impact.



Determine $v_{u,\text{safe}}$ of point of interest given m_u and c_u .

Embedding Injury Knowledge into Control: Haddadin et al. 2010-2012

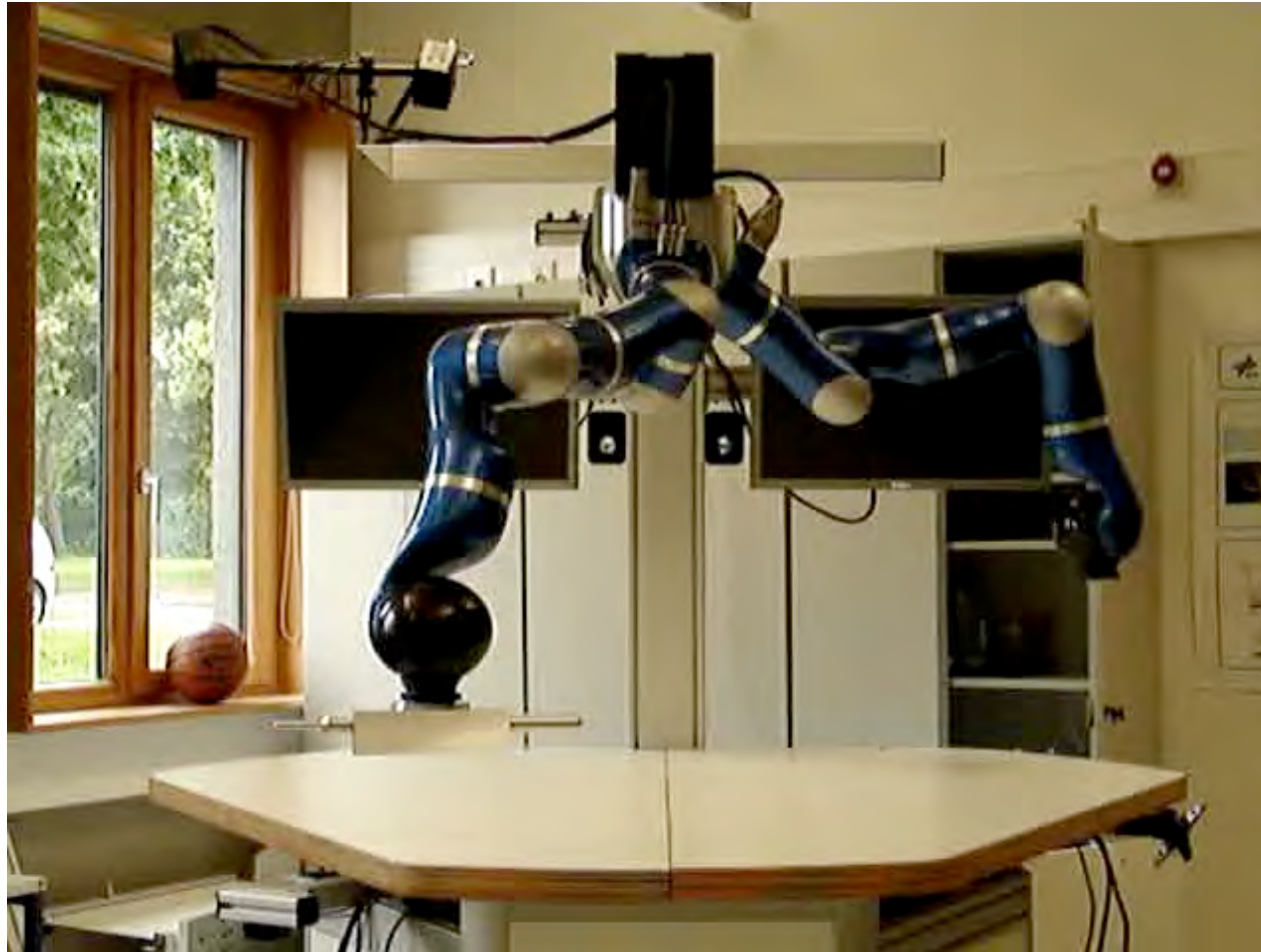




(mass, velocity, geometry, bodypart) → observed injury / pain

Embedding Injury Knowledge into Control: Haddadin et al. 2010-2012

with



together with Antonio Bicchi, University of Pisa

with



Example Usecase: Safe Motion Unit



Human Safety Guaranteed by **Safe Motion Unit**



Haddadin et. al. IJRR2012, Haddadin et. al. at 2014,
Haddadin et. al. IROS2012, Haddadin & Haddadin Biomechanica Hungaria 2012



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Embedding Injury Knowledge into Control: Haddadin et al. 2010-2012

with

1. Assume biomechanical injury/pain data required your application
2. Need to know your robot dynamics.
 - Solutions:
 1. Ask your robot manufacturer for the data.
 2. Do it yourself (e.g. Oussama's PUMA paper, Alessandro's LWR paper).
 3. Build your own robot.
3. Attach to the safety relevant surface locations of your robot (Points of Interest, POIs) surface primitives that can be associated to your basic injury/pain data
4. Run through the set of POIs and calculate their respectively safe velocity.
5. Scale the commanded velocity to the most conservative POI.

Result:

$v_{\max}$ s.t. safety!!

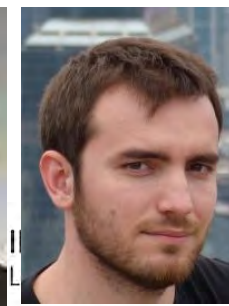
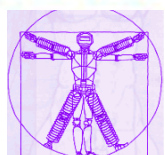
Thanks to ...
and many others!



KUKA

HELMHOLTZ
ASSOCIATION

TEAM
VIGIR



Thanks!