

# Upslope Walking with Transfemoral Prosthesis using Optimization based Spline Generation

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# Introduction

## - Statistics of Amputation in U.S.A

- There are approximately 185,000 new amputations each year in the United States.
- One out of every five people living with limb loss in the United States has a transfemoral amputation (above the knee)
- Transfemoral amputees behave in a less active life style compared to people with below the knee amputation.

# Introduction

## - Motivation from the Environment



Fig.1 There are lots of ramps around us

# Problem Statement

- Different trajectories needed for different scenarios  
ex) flat ground walking, upslope walking, etc.
- The possibility of misdetection existed when the prosthesis changes the mode for different scenario
- Additional tuning needed for each users

# Objective

## - Desired Characteristics of the Controller

- Perform flat ground and upslope walking with a transfemoral prosthesis
  - Automatically generate walking gaits for different terrain
  - Fast switching algorithms for terrain transitions
  - Avoid tuning processes

# Methods

## - Hardware

- AMPRO2 (A&M Prosthesis2)

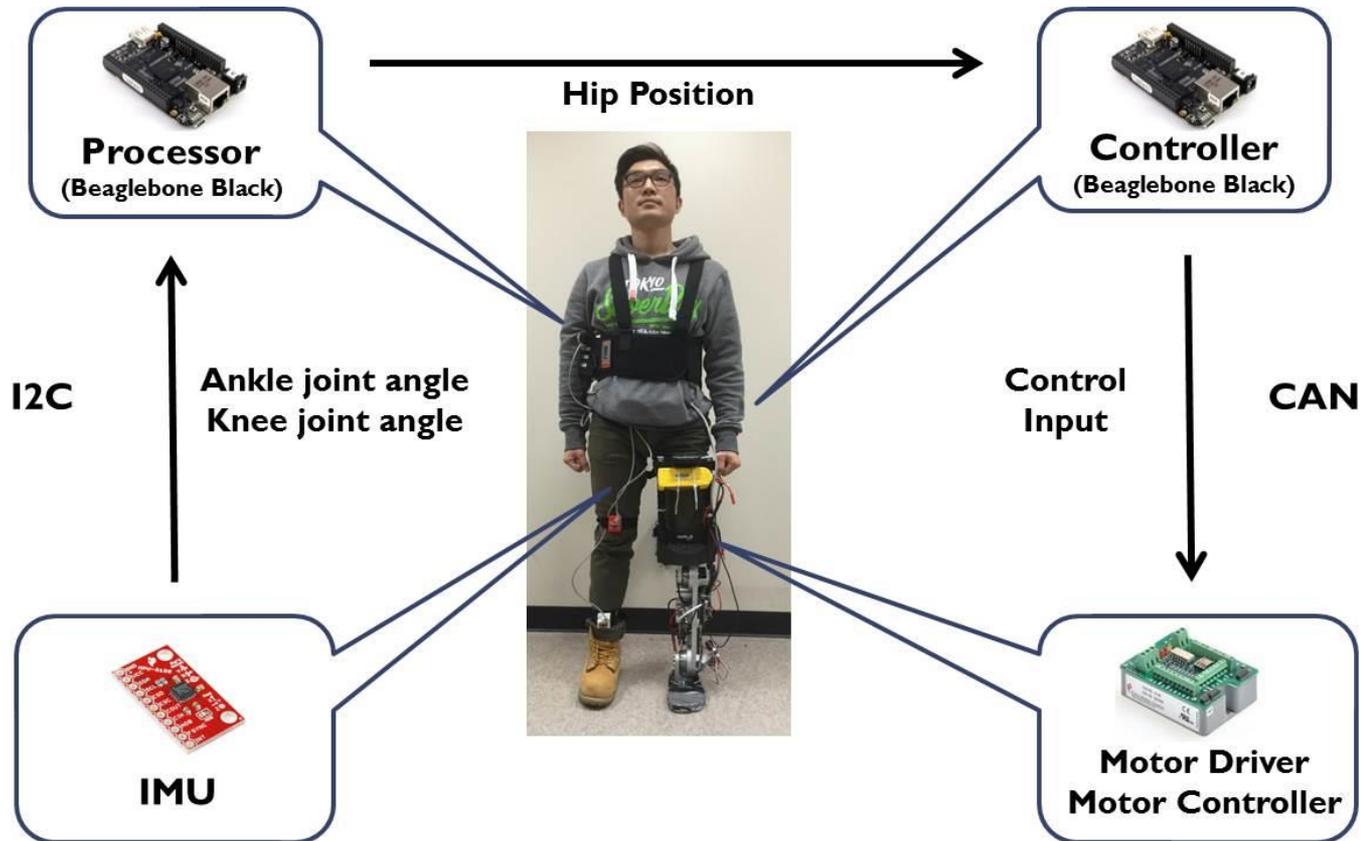


Fig. 2 The entire system flow of AMPRO2

# Methods

## - Human Walking Data for Upslope Walking

- As slope increases → Initial & final phase of angles increases
- The upslope trajectories converge to flat ground walking trajectories between 45% and 80% of the gait cycle.

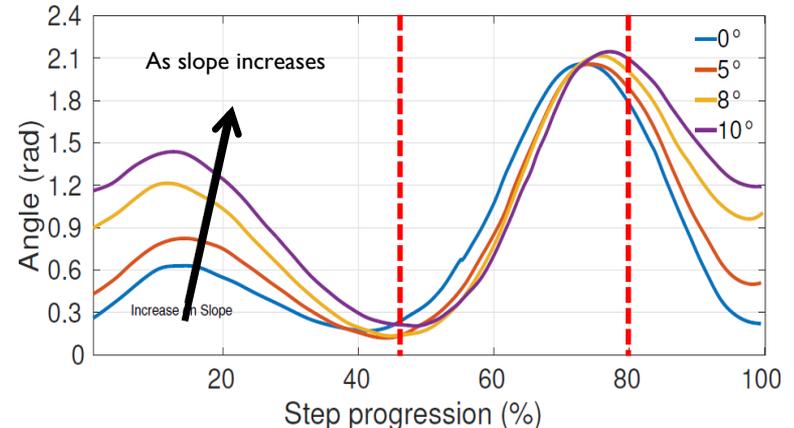
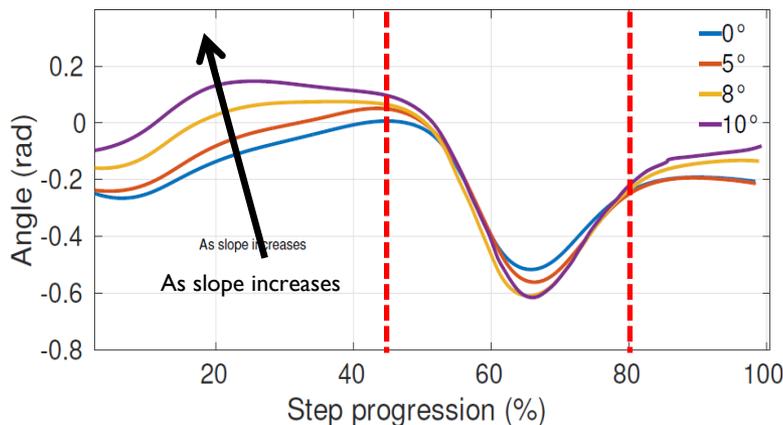


Fig. 3 Joint angle data from motion capture system for different slopes ( $0^\circ$ ,  $5^\circ$ ,  $8^\circ$  and  $10^\circ$ ) (a) Ankle Joint Angle, (b) Knee Joint Angle

# Methods

## - Control Strategies

- Proposed solution
  - Use low gain PD control for terrain adaptation
  - Use splines to blend upslope trajectory into flat ground trajectory
  - Use human-inspired control for flat ground gait generation

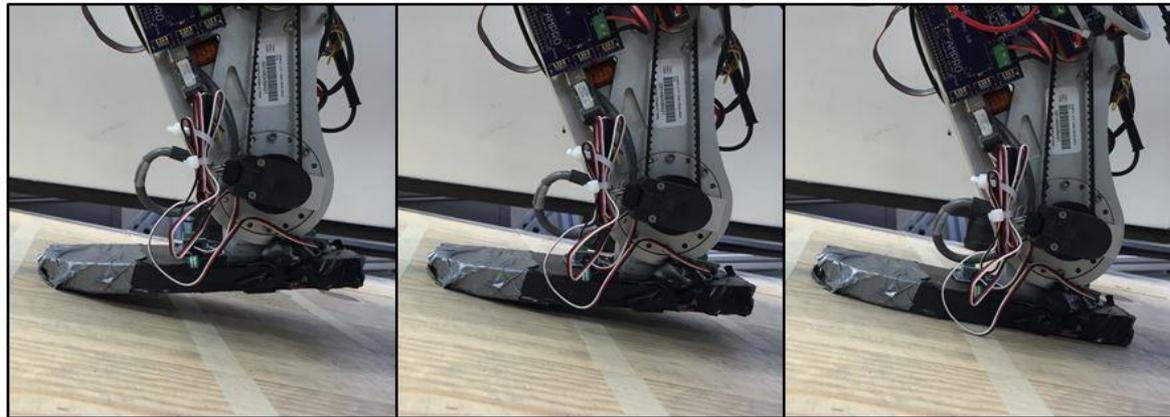


Fig. 4 Transition from flat ground to upslope surface

# Methods

## - Low Gain PD Control

- Low gain PD control (Blue Region)
  - For the unexpected terrain adaptation
- Heel contact (0 and 100 %)
- Spline generation (Red Region)
  - Starts to blend into the flat ground trajectory

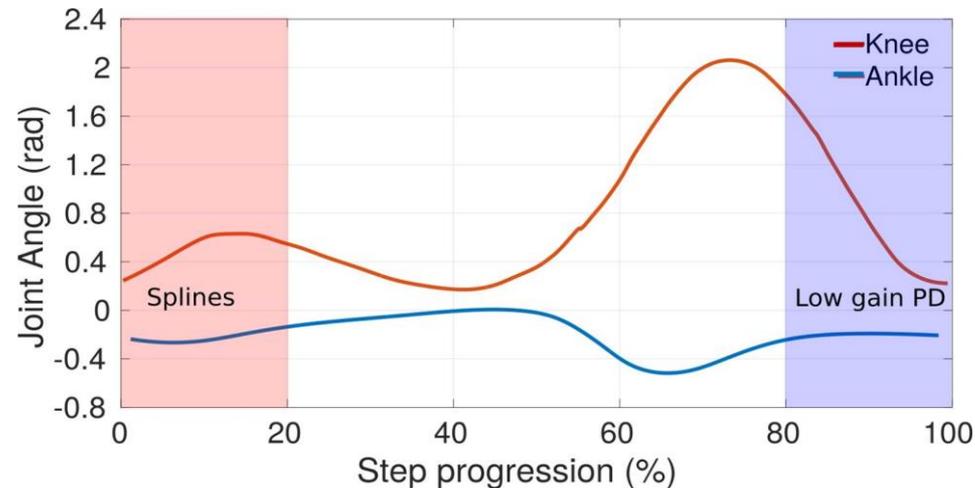


Fig. 5 Ankle, Knee joint angle for one gait cycle of abled subject

# Methods

## - Spline Generation

- Cubic-splines based convex optimization
  - The end point of C1 = The start point of the generated trajectory
  - Guaranteed continuity in position
  - Guaranteed smoothness in velocity and acceleration

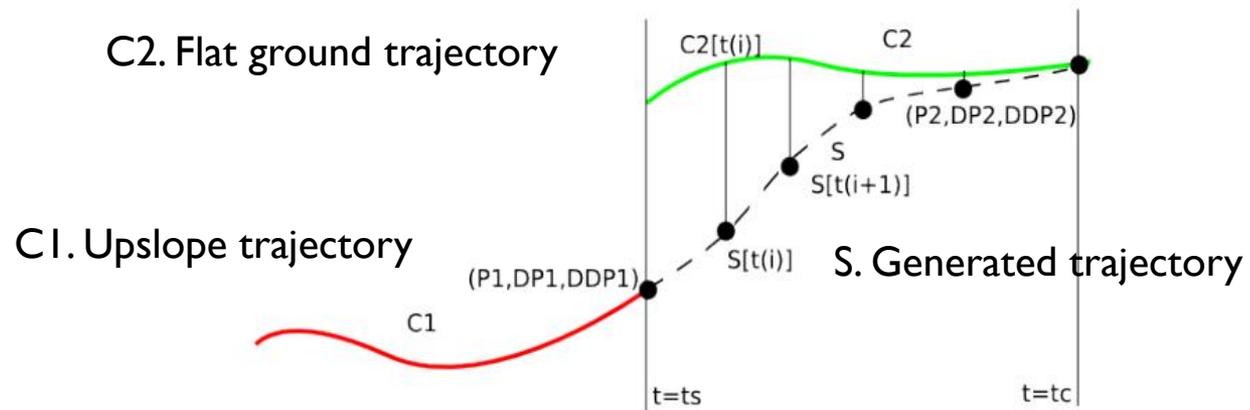
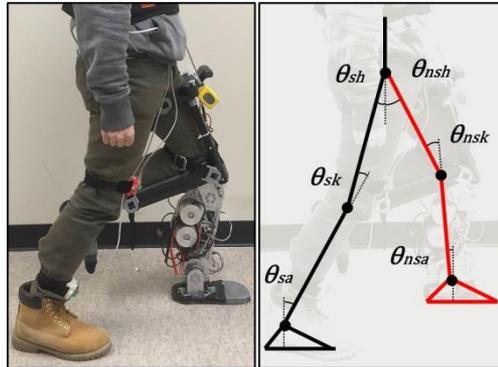


Fig. 6 Two disconnected trajectories C1 and C2 can be connected through a trajectory S.

# Methods

## - Controller Strategy for Flat Ground Walking



$$q = (\theta_{sa}, \theta_{sk}, \theta_{sh}, \theta_{nsh}, \theta_{nsk}, \theta_{nsa})^T$$

### Robot Walking Trajectory

Robot  
Walking  
Trajectory

### Human Inspired Optimization

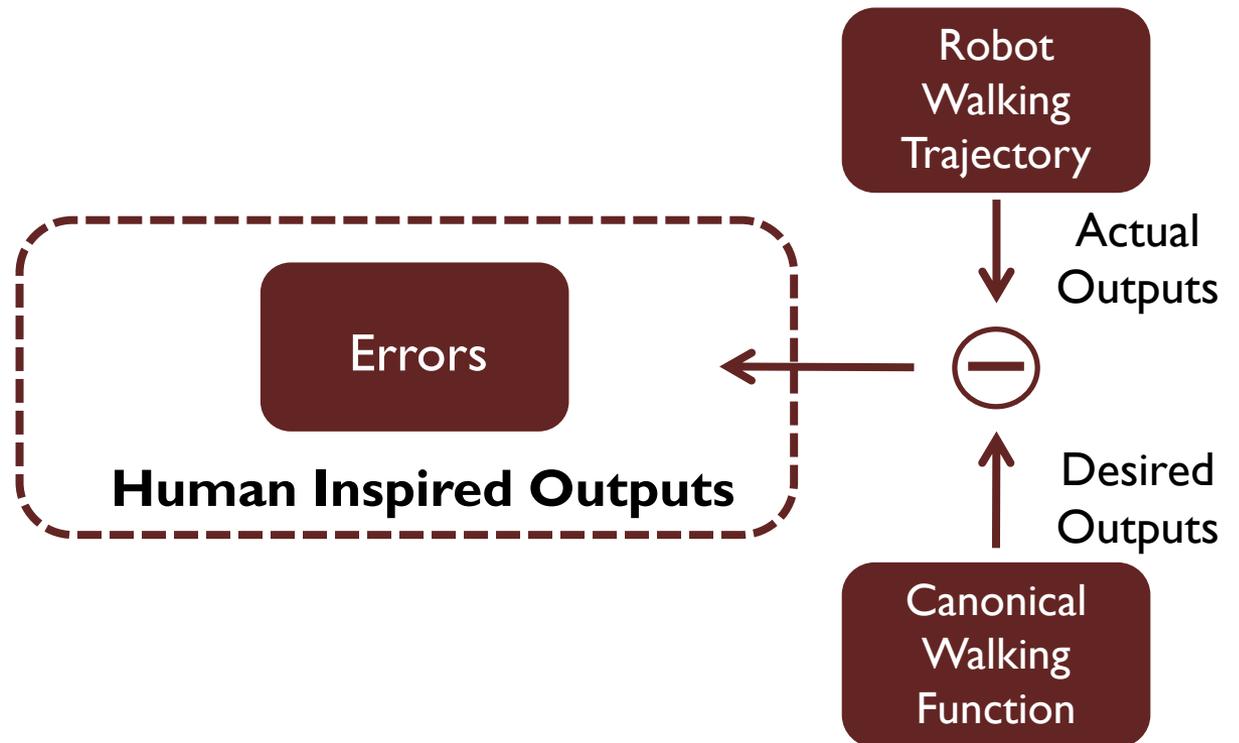
- Human data
- Partial Hybrid Zero Dynamics (PHZD)
- Time parameterization

Canonical  
Walking  
Function

### Human-like Walking Trajectory

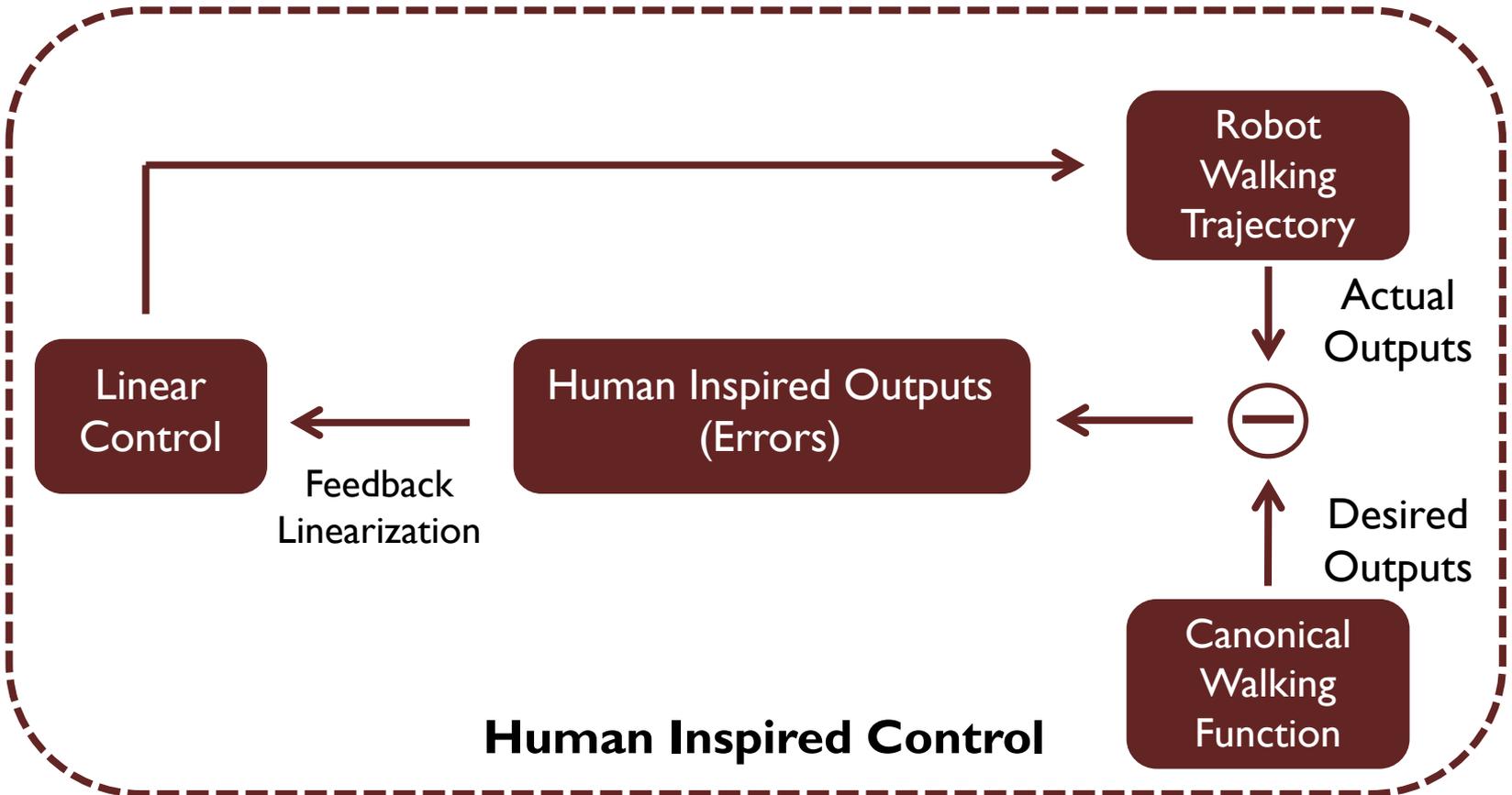
# Methods

## - Controller Strategy for Flat Ground Walking



# Methods

## - Controller Strategy for Flat Ground Walking



# Results

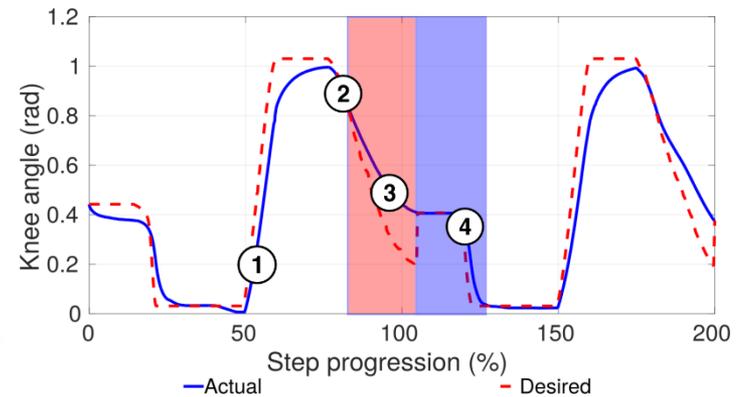
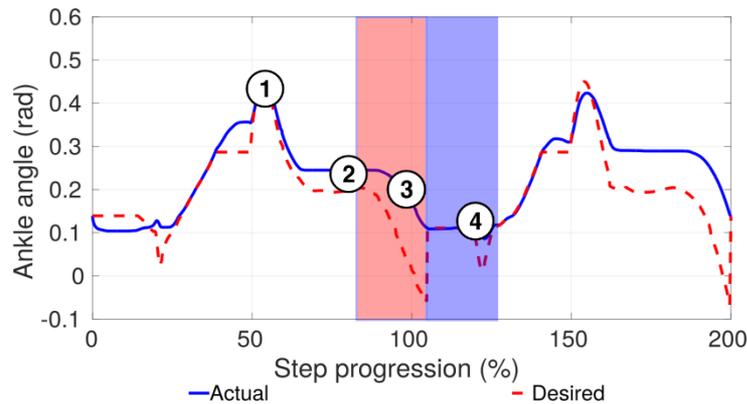
## - The Abled Subject Trial

- Test at the indoor & outdoor environments
  - Flat ground & upslope walking with the proposed solution



# Results

## - The Abled Subject Trial



# Conclusion

## Problem Statement (Revisit)

- Different trajectories needed for different scenarios
- The possibility of misdetection existed when the prosthesis changes the mode for different scenario
- Additional tuning needed for each users

## Using spline generation and low gain PD control

- Unifying the controller for flat ground & upslope walking
- Fast transition from flat ground to upslope surface
- Eliminating the additional tuning process
- Adapting to the unexpected terrain

# Acknowledgement

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Thank you !



# Q & A

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# Back-up slides

# Methods

## - Robotic Model Trajectories Generation

- Robotic Model

- Anthropomorphic dimensions of the human in the robotic model

- Choose a co-ordinates

$$q = (\theta_{sa}, \theta_{sk}, \theta_{sh}, \theta_{nsh}, \theta_{nsk}, \theta_{nsa})^T$$

- Equations of motion

$$D(\theta) \ddot{\theta} + C(\theta, \dot{\theta}) \dot{\theta} + G(\theta) = Bu$$

$$(\dot{x} = f(x) + g(x) * u)$$

$$(\text{state vector } x = (q, \dot{q})^T)$$

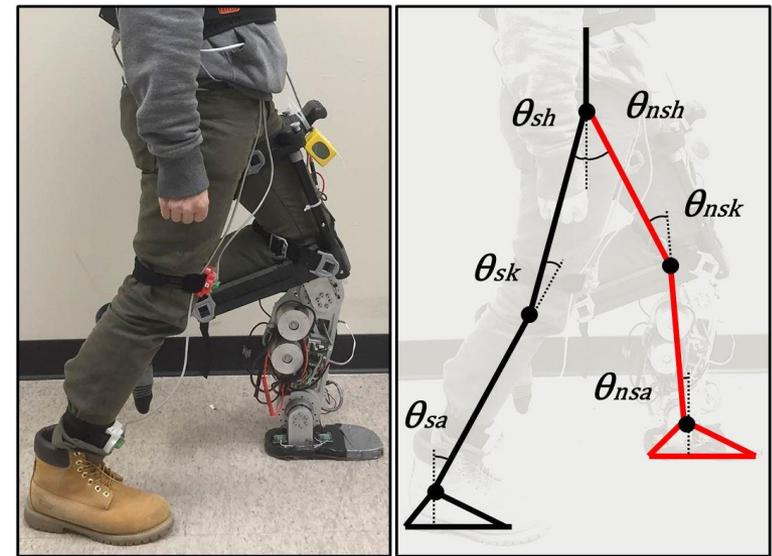


Fig.8 7-links Robotic Model

# Methods

## - Human Walking Trajectories Generation

- Human Model

- Human inspired optimization

$$y_1^d(t, \alpha) = v_{hip}$$

$$y_2^d(t, \alpha) = e^{-\alpha_1 t} (\alpha_2 \cos(\alpha_3 t) + \alpha_4 \sin(\alpha_3 t)) + \alpha_5$$

- To generate human-like gait functions for flat ground walking
- Solve the optimization problem between gait function & human data

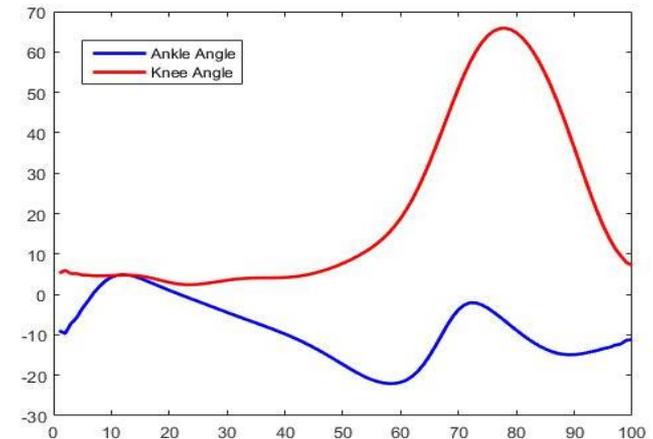


Fig.9 Joint angle of the ankle & knee

# Methods

## - Human Inspired Control

- Hybrid Zero Dynamics (HZD)

$$Z_\alpha = \{(\theta, \dot{\theta}) : y_1(\theta, \dot{\theta}, \alpha) = 0, y_2(\theta, \alpha) = 0, Lfy_2(\theta, \alpha) = 0\}$$

- Stay at an exponentially stable periodic orbit

- Partial Hybrid Zero Dynamics (PHZD)

$$PZ_\alpha = \{(\theta, \dot{\theta}) : y_2(\theta, \alpha) = 0, Lfy_2(\theta, \alpha) = 0\}$$

$$\Delta_R(S_R \cap PZ_\alpha) \subset PZ_\alpha$$

- Relax the invariance of the hip velocity under the heel impact
- Obtain parameter  $\alpha^*$  satisfy hybrid invariance of  $PZ_\alpha$

# Methods

## - Human Inspired Control

- Phase Variable

- Eliminate dependence of time (state based)

$$\tau(\theta) = \frac{\delta p_{hip}(\theta) - \delta^+ p_{hip}}{v_{hip}}$$

where,  $\delta p_{hip}(\theta)$  is the linearized hip position,  $\delta^+ p_{hip}$  the initial hip position and  $v_{hip}$  the desired hip velocity

- Human Inspired Outputs

$$y(\theta, \dot{\theta}, \alpha) = \begin{bmatrix} y_1(\theta, \dot{\theta}, \alpha) \\ y_2(\theta, \alpha) \end{bmatrix} = \begin{bmatrix} y_1^a(\theta, \dot{\theta}) - v_{hip} \\ y_2^a(\theta) - y_2^d(\tau(\theta), \alpha) \end{bmatrix}$$

- Design a controller to drive  $y(\theta, \dot{\theta}, \alpha)$  to zero

# Methods

- Control Implementation

- Feedback Linearization

- Applying the feedback linearization control to the human inspired outputs, the resulting control law is

$$\begin{bmatrix} \dot{y}_1 \\ \ddot{y}_2 \end{bmatrix} = \begin{bmatrix} L_f y_1(\theta, \dot{\theta}) \\ L_f^2 y_2(\theta, \dot{\theta}, \alpha) \end{bmatrix} + \begin{bmatrix} L_g y_1(\theta, \dot{\theta}) \\ L_g L_f y_2(\theta, \dot{\theta}, \alpha) \end{bmatrix} u$$

$$u = \begin{bmatrix} L_g y_1(\theta, \dot{\theta}) \\ L_g L_f y_2(\theta, \dot{\theta}, \alpha) \end{bmatrix}^{-1} \left( - \begin{bmatrix} L_f y_1(\theta, \dot{\theta}) \\ L_f^2 y_2(\theta, \dot{\theta}, \alpha) \end{bmatrix} + v \right)$$

$$\begin{bmatrix} \dot{y}_1 \\ \ddot{y}_2 \end{bmatrix} = v$$

# Future Works

## - Lower Limb Prosthesis

- Find more stable and robust phase variable
- Consider the walking with foot rolling motion which makes more human-like
- Extend to the downslope walking
- Design a new version of lower limb prosthesis with springs

# References

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- [4] Aaron D. Ames. Human-inspired control of bipedal walking robots. *IEEE Transactions on Automatic Control*., 59(5), 2014.