

Kinematic, Dynamic Modeling and Simulation of Biped Robot

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Abstract—The idea of having a biped robot walking like a human is found to interesting in many aspects. Biped is a multi-jointed mechanism that performs a human's motions. It seems more difficult to analyze the behavioral character of walking robot due to the complexity of mathematical description involved. This work is focused on developing a methodology for deriving mathematical modeling of a biped robot. The work is aimed to build the lower side, the locomotion part of a biped robot. The model used consists of 5-links which are connected through revolute joints. The identical legs have hip joint, knee joints and ankle joint. The Kinematical model is obtained using D - H Technique. It couples a design considerations and simplicity of design to provide inverse kinematics analysis of 11 degree-of-freedom (DOF) biped robot. Lagrangian formulation is applied to obtain dynamic model of robot. MAPLE software is used for mathematical modeling. The trajectory planning is done in Matlab for kinematic analysis and robot's motions. By applying it, the user specific walking parameters, joint trajectories of the robot are computed. The parameters for these motions are found in simulation, under a criterion of stability of walking. Simulations are done in Matlab software to test the behavior of the humanoid. The results show that the proposed motions give an efficient and stable walking of the robot. This method presents a simple and efficient procedure for finding the joint solution of bipeds.

Index Terms—Degree of freedom (DOF), Denavit-Hartenberg (D-H) parameters, Jacobian, Lagrangian.

I. INTRODUCTION

From ancient times, man has tried to create the mechanism that resembles the human body. Bipedal locomotion involves a large number of degrees of freedom. In the last decades we have seen a rapid growth in use of Humanoid Robotics, which leads to an autonomous research field. Humanoid robots are used in all situations of human's everyday life, cooperating with us. They will work in services, in homes and hospitals, and they are even expected to get involved in sports. Another important fact about today's and especially tomorrow's humanoid robots resembles human-like in their shape and behavior. The research on humanoid biped robot includes various areas such as mechanical design, mathematical modeling. Besides this, there are many problems that involve kinematics analysis, dynamic analysis. All this makes the study of bipedal robot a complex subject. The design for range of motion of each joint is same as standard human so that a humanoid robot performs human tasks.

In this paper, we proposed a models by viewing the kinematic chain of a leg of a biped in forward order. This paper is organized as follows: An outline of the mechanical design of the developed biped robot is given in Section 2. The

kinematics for the proposed humanoid robot is obtained using

the Denavit-Hartenberg convention in Section 3. The jacobian matrix which is prerequisite for dynamics is described in Section 4. The discussion about the dynamic model in the Sagittal and Frontal planes using Lagrange equations is in Section 5. Section 6 presents validation of kinematic and dynamic model by simulation. Finally, Section 7 presents some important conclusions for biped robot.

II. MECHANICAL DESIGN

The design of biped is based on human body in terms of ratios, body proportions, and range of motion. This paper propose to have sufficient DOF to imitate human motion. The model used consists of 5-links which are connected through revolute joints, 2-links for each leg and 1-link for torso. It is considered as a robot with waist or torso, linking two legs which are linked together through hip joints to emulate a human's activities. The identical legs have hip joint between torso and thigh, knee joints between the thigh and shank, ankle joint between shank and foot, and a rigid body forms the torso. The joint structure of the biped has eleven degrees of freedom, 5 DOF for each leg and 1 DOF for waist or torso. DOF for waist is shared between legs. The Hip joint has 2-DOF, which allows it motion in the sagittal and the lateral plane. The range of motion in the sagittal plane is between $+70^\circ$ to -50° and $+50^\circ$ and -60° in the lateral plane. The Knee joint has 1-DOF, which allows it motion in the sagittal and the lateral plane. The mobility for the knee joint is $+140^\circ$ in the sagittal plane. The ankle joint has 2-DOF, which allows it motion in the sagittal and the lateral plane. The range of motion in the sagittal plane is between $+70^\circ$ to -50° and $+50^\circ$ and -60° in the lateral plane.

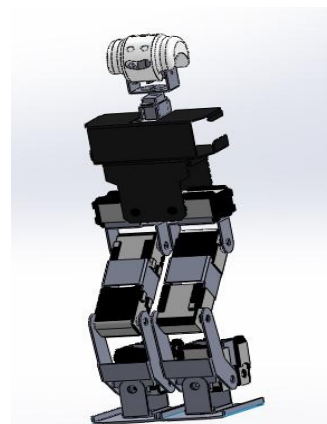


Fig.1: CAD model of biped

Servos are mounted on the biped robot serves as actuators for the system. One servo is attached to torso. On each leg, two servos are attached to the hip, one servo is attached to the knee and two servos are attached to the ankle. The mechanical design of the bipedal robot is modular, making it easy to change and replace parts. The frameworks of biped will be fabricated from acrylic in order to obtain light weight, and a wide range of motion.

III. KINEMATIC MODEL

Kinematic model depending upon above planned movements, can be formulated. Kinematic analysis is based on the basic equation of the geometric model that aids in determining the position and orientation of a foot with a reference to torso for known values of the joint variables of kinematic chain that compose the robot. Denavit-hartenberg formulation is used to model biped. Each part is considered as a link represented by a line along its joint axis and common normal to next joint axis. Coordinate system is attached to each link illustrating relative position amongst various links. A 4x4 transformation matrix relating i+1 frame to i frame is given by,

$${}^{i-1}H_i = \begin{bmatrix} \cos\theta_i & -\sin\theta_i \cos\alpha_{i-1} & \sin\theta_i \sin\alpha_{i-1} & a_{i-1}\cos\theta_i \\ \sin\theta_i & \cos\theta_i \cos\alpha_{i-1} & -\cos\theta_i \sin\alpha_{i-1} & a_{i-1}\sin\theta_i \\ 0 & \sin\alpha_{i-1} & \cos\alpha_{i-1} & d_i \\ 0 & 0 & 0 & 1 \end{bmatrix} \dots\dots\dots (1)$$

Where,
 θ_i = Rotation angle is angle between X_{i-1} and X_i measured about Z_i .

- α_{i-1} = Twist angle is angle between lines along joints i-1 and i measured about common perpendicular X_{i-1} .
- a_{i-1} = link length is the distance between the lines along joints i-1 and i along common perpendicular.
- d_i = link offset is distance along Z_i from line parallel to X_{i-1} to the line parallel to X_i and are called as Denavit-hartenberg (D-H) parameters.

Equation 1 is homogeneous transformation matrix indicating position and orientation of each joint. An origin(X_0, Z_0) is established at the torso and each joint has a coordinate frames are attached following D-H definition. For the biped robot with all revolute joints, we have formulated $\theta_i, \alpha_{i-1}, a_{i-1}, d_i$. Table 1 and Table 2 lists D-H parameter used to solve transformation matrix. Transformation matrix of each joint can be obtained by substituting D-H parameters into Equation 1.

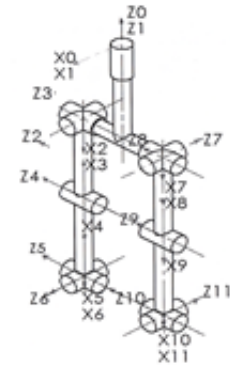


Fig. 2: Frame assignment

Table1: Denavit-Hatemberg parameters for left leg

i	α_{i-1}	a_{i-1}	d_i	θ_i
1	0	0	0	Θ_1
2	90	l_2	0	Θ_2+90
3	90	0	0	Θ_3
4	0	l_4	0	Θ_4
5	0	l_5	0	Θ_5
6	-90	0	0	Θ_6

Table2: Denavit-Hatemberg parameters for right leg

i	α_{i-1}	a_{i-1}	d_i	θ_i
1	0	0	0	Θ_1
7	-90	l_7	0	Θ_7+90
8	-90	0	0	Θ_8
9	0	l_9	0	Θ_9
10	0	l_{10}	0	Θ_{10}
11	90	0	0	Θ_{11}

The continuous homogeneous transformation from 0H_1 to 5H_6 transform ankle coordinate to base torso coordinate, shown in equation 2. Pose of ankle with respect to torso is given by,

$${}^0H_6 = {}^0H_1 \cdot {}^1H_2 \cdot {}^2H_3 \cdot {}^3H_4 \cdot {}^4H_5 \cdot {}^5H_6 \dots\dots\dots (2)$$

$$P = {}^0H_6 = \begin{bmatrix} r_{11} & r_{12} & r_{13} & P_x \\ r_{21} & r_{22} & r_{23} & P_y \\ r_{31} & r_{32} & r_{33} & P_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \dots\dots\dots (3)$$

Equation 3 provides solution of forward kinematics with matrix P being result. The translation vector{ P_x, P_y, P_z } gives position of foot and orientation

matrix $\begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix}$ shows direction of foot.

IV. JACOBIAN MATRIX

In this we are interested to derive the velocity relationships that relate the linear and angular velocities of the end-effector to the joint velocities. We will find the angular velocity of the end-effector frame which gives the rate of rotation of the frame and the linear velocity of the origin. Then we relate these velocities to the joint velocities. Jacobian matrix forms the basic elements in building a dynamic model of biped walking. On the basis of motion i.e rectilinear or rotary, the

Jacobian matrixes are divided as linear or revolute. In this design, all joints are revolute, so general form of matrix can be written as,

$$J_i = \begin{bmatrix} Jv_i \\ J\omega_i \end{bmatrix} = \begin{bmatrix} Z_{i-1} \times (O_n - O_{i-1}) \\ Z_{i-1} \end{bmatrix} \dots \dots \dots (4)$$

Masses are considered as two concentrated material points such as thigh, shin or leg. We can define the dynamic system as figure 3.

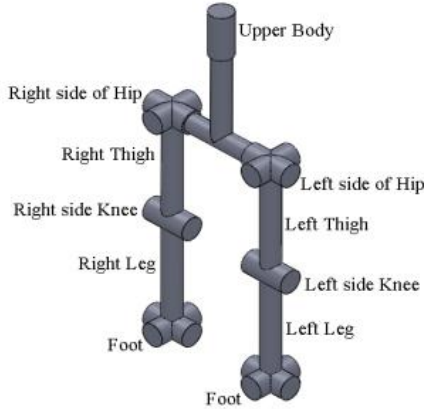


Fig 3: Masses and joints for thigh and shin or legs.

Each mass needs a jacobian matrix J_4 and J_6 means jacobian of thigh and shin. By separating this jacobian matrix into rectilinear and rotary elements, jacobian matrix can be written as shown below. Linear and rotary components of jacobian of thigh are given by,

$$Jv_4 = \begin{bmatrix} Z_0 \times (O_4c - O_0) & Z_1 \times (O_4c - O_1) & Z_2 \times (O_4c - O_2) & Z_3 \times (O_4c - O_3) & 0 & 0 \end{bmatrix} \dots \dots \dots (5)$$

$$J\omega_4 = \begin{bmatrix} -l_4 c(\theta_3) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1)), & -l_4 c(\theta_3) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1)), & -l_4 s(\theta_3) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2)), & 0, & 0, & [l_4 c(\theta_3) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2)), l_4 c(\theta_3) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2)), l_4 c(\theta_3) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2)), -l_4 s(\theta_3) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1)), 0, 0], \\ 0, 0, 0, & -l_4 c(\theta_3) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1))^2 - l_4 c(\theta_3) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2))^2, & 0, & 0 \end{bmatrix}$$

$$J\omega_4 = [Z_0 \quad Z_1 \quad Z_2 \quad Z_3 \quad 0 \quad 0] \dots \dots \dots (6)$$

$$J\omega_4 = \begin{bmatrix} 0, 0, 0, -c(\theta_1) s(\theta_2) - c(\theta_2) s(\theta_1), 0, 0, 0, 0, c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2), 0, 0, [1, 1, 1, 0, 0, 0] \end{bmatrix}$$

Similarly, Linear and rotary components of jacobian of shin can be calculated as,

$$Jv_6 = \begin{bmatrix} Z \times (O_6c - O_0) & Z_1 \times (O_6c - O_1) & Z_2 \times (O_6c - O_2) & Z_3 \times (O_6c - O_3) & Z_4 \times (O_6c - O_4) & 0 \end{bmatrix}$$

$$J\omega_6 = [Z_0 \quad Z_1 \quad Z_2 \quad Z_3 \quad Z_4 \quad 0]$$

Where,

$$Z_0 = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$Z_1 = \begin{bmatrix} {}^0H_1(1,3) \\ {}^0H_1(2,3) \\ {}^0H_1(3,3) \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$Z_2 = \begin{bmatrix} {}^0H_2(1,3) \\ {}^0H_2(2,3) \\ {}^0H_2(3,3) \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$Z_3 = \begin{bmatrix} {}^0H_3(1,3) \\ {}^0H_3(2,3) \\ {}^0H_3(3,3) \end{bmatrix} = \begin{bmatrix} -c(\theta_1)s(\theta_2) - c(\theta_2)s(\theta_1) \\ c(\theta_1)c(\theta_2) - s(\theta_1)s(\theta_2) \\ 0 \end{bmatrix}$$

$$Z_4 = \begin{bmatrix} {}^0H_4(1,3) \\ {}^0H_4(2,3) \\ {}^0H_4(3,3) \end{bmatrix} = \begin{bmatrix} -c(\theta_1) s(\theta_2) - c(\theta_2) s(\theta_1) \\ c(\theta_1)c(\theta_2) - s(\theta_1)s(\theta_2) \\ 0 \end{bmatrix}$$

$$O_0 = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$O_1 = \begin{bmatrix} {}^0H_1(1,4) \\ {}^0H_1(2,4) \\ {}^0H_1(3,4) \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$O_2 = \begin{bmatrix} {}^0H_2(1,4) \\ {}^0H_2(2,4) \\ {}^0H_2(3,4) \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$O_3 = \begin{bmatrix} {}^0H_3(1,4) \\ {}^0H_3(2,4) \\ {}^0H_3(3,4) \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$O_4 = O_4c =$$

$$\begin{bmatrix} {}^0H_4(1,4) \\ {}^0H_4(2,4) \\ {}^0H_4(3,4) \end{bmatrix} = \begin{bmatrix} l_4 c(\theta_3) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2)) \\ l_4 c(\theta_3) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1)) \\ -l_4 s(\theta_3) \end{bmatrix}$$

$$O_6c = \begin{bmatrix} {}^0H_6(1,4) \\ {}^0H_6(2,4) \\ {}^0H_6(3,4) \end{bmatrix}$$

$$= \{ [15 (c(\theta_3) c(\theta_4) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2)) s(\theta_3) s(\theta_4) (c(\theta_1) c(\theta_2) s(\theta_1) s(\theta_2))) + l_4 c(\theta_3) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2))], \{ 15 (c(\theta_3) c(\theta_4) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1)) s(\theta_3) s(\theta_4) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1))) + l_4 c(\theta_3) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1)) \}, \{- 15 (c(\theta_3) s(\theta_4) + c(\theta_4) s(\theta_3)) - l_4 s(\theta_3) \} \}$$

V. LAGRANGE FORMULATION

The aim to solve dynamics is to obtain equation of motion of system. Because of multiple degree of freedom system, it is difficult to obtain equation of motion. In this paper, principles of Lagrangian dynamics is used for determining the gait locomotion equations for obtaining the torque in each joint of the biped. By representing variables of system as generalized coordinate, we can write equation of motion for an n-DOF system using Euler-Lagrange Equation as,

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{q}_i} - \frac{\partial L}{\partial q_i} = \tau_i \dots \dots \dots (7)$$

$$L = K - P \dots \dots \dots (8)$$

Where L is Lagrangian, K is kinetic energy and P is potential energy.

The kinetic energy of a rigid body is sum of two terms.

$$K = \frac{1}{2} m v^T v + \frac{1}{2} \omega^T I \omega \dots\dots\dots (9)$$

The inertia tensor is required to be transferred into global coordinate, so equation 6 should be multiplied by rotational transfer matrix R.

$$K = \frac{1}{2} m v^T v + \frac{1}{2} \omega^T R^T I R \omega \dots\dots\dots (10)$$

Total kinetic energy is sum of each links.

$$K = \sum_{i=1}^n \left\{ \frac{1}{2} m_i v_i^T v_i + \frac{1}{2} \omega_i^T R_i I_i R_i^T \omega_i \right\} \dots\dots\dots (11)$$

By using the Jacobian matrix, the kinetic energy can be written as the function of the joint variables like Equation 12.

$$K = \frac{1}{2} \dot{q}^T \left[\sum_{i=1}^n \{ m_i J_{v_i}(q)^T J_{v_i}(q) + J_{\omega_i}(q)^T R_i(q) I_i R_i(q)^T J_{\omega_i}(q) \} \right] \dot{q} \dots\dots\dots (12)$$

$$K = \frac{1}{2} \dot{q}^T \{ m_4 J_{v_4}(q)^T J_{v_4}(q) + m_6 J_{v_6}(q)^T J_{v_6}(q) + J_{\omega_4}(q)^T R_4(q) I_4 R_4(q)^T J_{\omega_4}(q) + J_{\omega_6}(q)^T R_6(q) I_6 R_6(q)^T J_{\omega_6}(q) \} \dot{q} \dots\dots\dots (13)$$

Inertia matrix D(q) can be given by equation 11

$$D(q) = m_4 J_{v_4}(q)^T J_{v_4}(q) + m_6 J_{v_6}(q)^T J_{v_6}(q) + J_{\omega_4}(q)^T R_4(q) I_4 R_4(q)^T J_{\omega_4}(q) + J_{\omega_6}(q)^T R_6(q) I_6 R_6(q)^T J_{\omega_6}(q) \dots\dots\dots (14)$$

Kinetic energy can be written as,

$$K = \frac{1}{2} \dot{q}^T D(q) \dot{q} = \frac{1}{2} \sum_{j=1}^n d_{ij}(q) \dot{q}_i \dot{q}_j \dots\dots\dots (15)$$

Where D(q) is 6x6 symmetric matrix. Equation 16 shows its elements.

$$D(q) = \begin{bmatrix} d_{11} & d_{12} & d_{13} & d_{14} & d_{15} & d_{16} \\ * & d_{22} & d_{23} & d_{24} & d_{25} & d_{26} \\ * & * & d_{33} & d_{34} & d_{35} & d_{36} \\ * & * & * & d_{44} & d_{45} & d_{46} \\ * & * & * & * & d_{55} & d_{56} \\ * & * & * & * & * & d_{66} \end{bmatrix} \dots\dots\dots (16)$$

Potential Energy of leg is,

$$P = m g h = \sum_{i=1}^n m_i g h_{ci} \dots\dots\dots (17)$$

Lagrangian L is the function of the joint variables given by Equation 18.

$$L = K - P = \frac{1}{2} \dot{q}^T D(q) \dot{q} - P(q) = \frac{1}{2} \sum_{j=1}^n \sum_{i=1}^n d_{ij}(q) \dot{q}_i \dot{q}_j - \sum_{i=1}^n m_i g h_{ci}(q) \dots\dots\dots (18)$$

The partial derivatives of the Lagrangian with respect to the velocity is,

$$\frac{\partial L}{\partial \dot{q}_k} = \frac{\partial}{\partial \dot{q}_k} \left(\frac{1}{2} \sum_{j=1}^n \sum_{i=1}^n d_{ij}(q) \dot{q}_i \dot{q}_j \right) - \frac{\partial}{\partial \dot{q}_k} P(q) = \sum_{j=1}^n dkj(q) \dot{q}_j \dots\dots\dots (19)$$

Differential of equation 19 is,

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{q}_k} = \sum_{j=1}^n dkj \ddot{q}_j + \sum_{j=1}^n \frac{d}{dt} dkj \dot{q}_j = \sum_{j=1}^n dkj \ddot{q}_j + \sum_{j=1}^n \sum_{i=1}^n \frac{\partial dkj}{\partial q_i} \dot{q}_i \dot{q}_j \dots\dots\dots (20)$$

The partial derivatives of the Lagrangian with respect to the position is

$$\frac{\partial L}{\partial q_k} = \frac{1}{2} \sum_{j=1}^n \sum_{i=1}^n \frac{\partial d_{ij}}{\partial q_k} \dot{q}_i \dot{q}_j - \frac{\partial P}{\partial q_k} \dots\dots\dots (21)$$

Euler-Lagrangian equation can be obtained by subtraction of equation 21 from equation 20.

$$\sum_{j=1}^n dkj \ddot{q}_j + \sum_{j=1}^n \sum_{i=1}^n \left\{ \frac{\partial dkj}{\partial q_i} - \frac{1}{2} \frac{\partial d_{ij}}{\partial q_k} \right\} \dot{q}_i \dot{q}_j + \frac{\partial P}{\partial q_k} = \tau_k \dots\dots\dots (22)$$

If we define the Christoffel symbols C_{ijk} and gravity force g_k(q) as in Equation and

$$C_{ijk} = \frac{1}{2} \left(\frac{\partial dkj}{\partial q_i} + \frac{\partial dki}{\partial q_j} - \frac{\partial d_{ij}}{\partial q_k} \right) \dots\dots\dots (23)$$

$$g_k(q) = \frac{\partial P(q)}{\partial q_k} \dots\dots\dots (24)$$

Equations of motion are given by equation 25,

$$\sum_{j=1}^6 dkj(q) \ddot{q}_j + \sum_{j=1}^6 \sum_{i=1}^6 C_{ijk}(q) \dot{q}_i \dot{q}_j + g_k(q) = \tau_k \dots\dots\dots (25)$$

The second term of equation 25, $\sum_{j=1}^6 \sum_{i=1}^6 C_{ijk}(q) \dot{q}_i \dot{q}_j$ has two meanings. When i=j, term indicates centrifugal force. When i≠j, term indicates Coriolis Effect. Since the product of inertia is much smaller than moment of inertia, Coriolis effect can be disregarded. So the equations of motion can be written as equation 26.

$$\tau_1 = d_{11} \ddot{\theta}_1 + d_{12} \ddot{\theta}_2 + d_{13} \ddot{\theta}_3 + d_{14} \ddot{\theta}_4 + d_{15} \ddot{\theta}_5 + d_{16} \ddot{\theta}_6 + C_{111} \dot{\theta}_1^2 + C_{221} \dot{\theta}_2^2 + C_{331} \dot{\theta}_3^2 + C_{441} \dot{\theta}_4^2 + C_{551} \dot{\theta}_5^2 + C_{661} \dot{\theta}_6^2 + g_1$$

$$\tau_2 = d_{21} \ddot{\theta}_1 + d_{22} \ddot{\theta}_2 + d_{23} \ddot{\theta}_3 + d_{24} \ddot{\theta}_4 + d_{25} \ddot{\theta}_5 + d_{26} \ddot{\theta}_6 + C_{112} \dot{\theta}_1^2 + C_{222} \dot{\theta}_2^2 + C_{332} \dot{\theta}_3^2 + C_{442} \dot{\theta}_4^2 + C_{552} \dot{\theta}_5^2 + C_{662} \dot{\theta}_6^2 + g_2$$

$$\tau_3 = d_{31} \ddot{\theta}_1 + d_{32} \ddot{\theta}_2 + d_{33} \ddot{\theta}_3 + d_{34} \ddot{\theta}_4 + d_{35} \ddot{\theta}_5 + d_{36} \ddot{\theta}_6 + C_{113} \dot{\theta}_1^2 + C_{223} \dot{\theta}_2^2 + C_{333} \dot{\theta}_3^2 + C_{443} \dot{\theta}_4^2 + C_{553} \dot{\theta}_5^2 + C_{663} \dot{\theta}_6^2 + g_3$$

$$\tau_4 = d_{41} \ddot{\theta}_1 + d_{42} \ddot{\theta}_2 + d_{43} \ddot{\theta}_3 + d_{44} \ddot{\theta}_4 + d_{45} \ddot{\theta}_5 + d_{46} \ddot{\theta}_6 + C_{114} \dot{\theta}_1^2 + C_{224} \dot{\theta}_2^2 + C_{334} \dot{\theta}_3^2 + C_{444} \dot{\theta}_4^2 + C_{554} \dot{\theta}_5^2 + C_{664} \dot{\theta}_6^2 + g_4$$

$$\tau_5 = d_{51} \ddot{\theta}_1 + d_{52} \ddot{\theta}_2 + d_{53} \ddot{\theta}_3 + d_{54} \ddot{\theta}_4 + d_{55} \ddot{\theta}_5 + d_{56} \ddot{\theta}_6 + C_{115} \dot{\theta}_1^2 + C_{225} \dot{\theta}_2^2 + C_{335} \dot{\theta}_3^2 + C_{445} \dot{\theta}_4^2 + C_{555} \dot{\theta}_5^2 + C_{665} \dot{\theta}_6^2 + g_5$$

$$\tau_6 = d_{61} \ddot{\theta}_1 + d_{62} \ddot{\theta}_2 + d_{63} \ddot{\theta}_3 + d_{64} \ddot{\theta}_4 + d_{65} \ddot{\theta}_5 + d_{66} \ddot{\theta}_6 + C_{116} \dot{\theta}_1^2 + C_{226} \dot{\theta}_2^2 + C_{336} \dot{\theta}_3^2 + C_{446} \dot{\theta}_4^2 + C_{556} \dot{\theta}_5^2 + C_{666} \dot{\theta}_6^2 + g_6 \dots\dots\dots (26)$$

Element of inertia matrix is,

$$d_{11} = (I_{xx4} (c(\theta_3) (1 - l_4^2 l_5^2 ((l_5 (c(\theta_3) c(\theta_4) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1)) - s(\theta_3) s(\theta_4) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1))) + l_4 c(\theta_3) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1)))^2 / 2 + (l_5 (c(\theta_3) c(\theta_4) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2)) - s(\theta_3) s(\theta_4) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2))) + l_4 c(\theta_3) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2)))^2 / 2 - l_4^2 / 2 - l_5^2 / 2 + (l_5 (c(\theta_3) s(\theta_4) + c(\theta_4) s(\theta_3)) + l_4 s(\theta_3))^2 / 2)^2 / 2 + l_4 l_5 s(\theta_3) ((l_5 (c(\theta_3) c(\theta_4) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1)) - s(\theta_3) s(\theta_4) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1))) + l_4 c(\theta_3) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1)))^2 / 2 + (l_5 (c(\theta_3) c(\theta_4) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2)) - s(\theta_3) s(\theta_4) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2))) + l_4 c(\theta_3) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2)))^2 / 2 - l_4^2 / 2 - l_5^2 / 2 + (l_5 (c(\theta_3) s(\theta_4) + c(\theta_4) s(\theta_3)) + l_4 s(\theta_3))^2 / 2)) - I_{yx4} (s(\theta_3) (1 - l_4^2 l_5^2 ((l_5 (c(\theta_3) c(\theta_4) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1)) - s(\theta_3) s(\theta_4) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1))) + l_4 c(\theta_3) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1)))^2 / 2 + (l_5 (c(\theta_3) c(\theta_4) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2)) - s(\theta_3) s(\theta_4) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2))) + l_4 c(\theta_3) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2)))^2 / 2 - l_4^2 / 2 - l_5^2 / 2 + (l_5 (c(\theta_3) s(\theta_4) + c(\theta_4) s(\theta_3)) + l_4 s(\theta_3))^2 / 2)) - I_{yx4} (s(\theta_3) (1 - l_4^2 l_5^2 ((l_5 (c(\theta_3) c(\theta_4) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1)) - s(\theta_3) s(\theta_4) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1))) + l_4 c(\theta_3) (c(\theta_1) s(\theta_2) + c(\theta_2) s(\theta_1)))^2 / 2 + (l_5 (c(\theta_3) c(\theta_4) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2)) - s(\theta_3) s(\theta_4) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2))) + l_4 c(\theta_3) (c(\theta_1) c(\theta_2) - s(\theta_1) s(\theta_2)))^2 / 2 - l_4^2 / 2 - l_5^2 / 2 + (l_5 (c(\theta_3) s(\theta_4) + c(\theta_4) s(\theta_3)) + l_4 s(\theta_3))^2 / 2))$$

provided in the form of graphs with joint angles against time giving the trajectory.

B. Simulation and Results for Biped Walking

The biped model discussed in this work is simulated using MATLAB, due to the simplicity of its use and good quality graphics. A program 'walking_slope, walking_ground' created for simulation and various other functions double_stance, heelstrike_ds, heelstrike_ss, single_stance that support the main program are created. The lengths and the radii of the links of the humanoid robot in meters are obtained by measuring a human subject. Initial joint angles are defined for vertical position where legs of the humanoid hands are aligned to each other.

C. Simulation of biped walking on sloped ground

The trajectory of the joint angles obtained from the work is converted into a set of equations defining the relationship between the joint angles and time for various links of the humanoid during a walk cycle. In this function, the equations are given for various links at different time periods. For each link the times and the joint angles are collected as arrays in steps of time which is same as the time increment for every iteration of the simulation. Plotting the coordinates of the joints obtained by this function would result in stick figure. To obtain better graphics, the links of the humanoid robot can be represented as cylinder. The parameters that will be used are listed as $M = 1000$, $m = 1$, $l = 0$, $L = 1$, $w = 0$, $c = 1$, $r = 0$, $d = 0$, $g = 1$, $gam = 0.009$.

Foot has a radius of zero, so we have to set two of the angles to be constant. We have set q_2 and q_4 at π . Swing leg is allowed to pass for near vertical stance leg angles. A step be viewed as a stride function takes a vector of the angles and angles rates at a particular point in the motion. It returns the angles and rates at the next occurrence of that point. The result of the stride function are found by integrating the equations of motion over one step.

If for a given set of initial conditions if stride function returns the same conditions then one gait cycle exists. If the stride function returns the initial conditions after two steps then two gait cycle exists. The zeroes of $g(\theta_0)$ is defined as, $g(\theta_0) = f(\theta_0) - \theta_0$.

The gait cycles are periodic walking solutions. The initial conditions for which a gait cycle exists are called fixed points. We have used MATLAB to find fixed points and create periodic walking simulations. Stability of the cycles is checked by finding the eigenvalues of the Jacobian of the stride function. J is constructed by evaluating the stride function with small perturbations to the components of the particular fixed point that is being evaluated. Small perturbations, θ , to the state vector, θ_0 , at the start of a step will either grow or decay to the step by $\theta^{k+1} = J \theta^k$.

If the eigenvalues of the Jacobian are within the unit circle, then sufficiently small perturbations will decay to zero and the system will return to the gait cycle. If any eigenvalues are outside the unit circle, perturbations along the corresponding eigenvector will grow and drive the gait cycle unstable. If any eigenvalues lie on the unit circle, the cycle is neutrally stable for small perturbations along the corresponding eigenvector and these perturbations will remain constant. We have used MATLAB to find the Jacobian and its eigenvalues.

As q_2 and q_4 are locked, we eliminate the angular momentum balance equations about points A_1 and A_2 . M_{11} , M_{13} , M_{31} , M_{33} , RHS_1 , and RHS_3 are required to find the necessary angles. A collision detection function takes in the current time, positions, and parameters and determines whether a collision has occurred. This function is used with the integrator.

The main driver are needed to be set up. Initially, the initial conditions vector and parameters are setup. The initial conditions vector only needs q_1 , u_1, q_3, u_3 since q_2 and q_4 are constant. We have used the fsolve function to calculate the fixed point, $0 = f(\theta_0) - \theta_0$. fsolve will iterate upon the provided initial conditions until it finds the fixed points within the tolerance provided. The fixed point function calls the onestep function which integrates the equations of motion and uses the heelstrike equations over the number of steps specified. The fixed point function calls onestep for one step. We have found out the stability of the found fixed points.

We have defined a function partialder which calculate the Jacobian of the stride function. The Jacobian is estimated using central difference method of approximating derivatives. Central difference is accurate to the perturbation size squared as opposed to the perturbation size for forward difference but requires a little less than twice the number of evaluations. We will use perturbations of size 1×10^{-5} . onestep function is created which will integrate the equations of motion over the specified number of steps. The function takes in the initial conditions, the parameters and the number of steps.

We have set up the function for calculating the fixed points. If no number of steps is specified, it is assume that we are trying to find the fixed points and we only want to return the final state of the robot. The motion can be integrated and an event will be set in the options. This event will call collision function to detect for collisions while the equations of motion are being integrated. When a collision is detected, the integrator is stopped and the heelstrike equations will be called using the final conditions from the integration of the single stance equations. The resulting state vector and time is then set to the initial conditions for integration of the next step. At the end of the steps, if flag is one, all of the positions and times are returned. If not, only the last positions are returned. Lastly, we animate the robot over the steps and create plots of the stance leg and swing leg angles. The simulation results are as listed below.



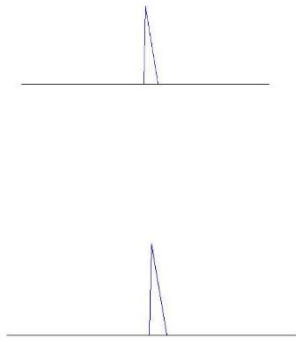


Fig 4: Walking pattern of biped on sloped ground

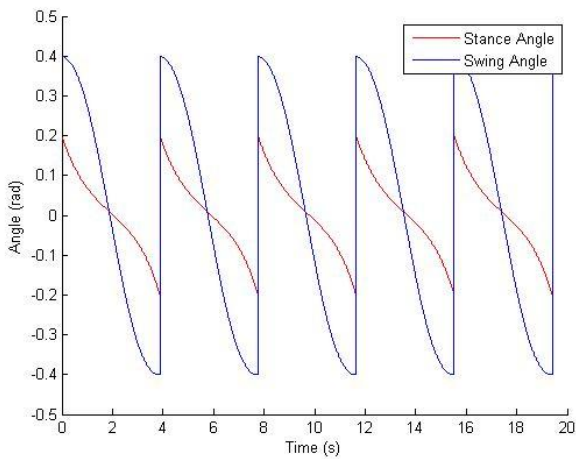


Fig 5: Stance and Swing angle plot against time for sloped ground

D.Simulation of biped walking on flat surface

The final step in creating walking robot simulations is adding control. The simple biped can walk only when the ground is sloped. We have designed a biped that also walk on flat ground. This includes simple biped with motor at each joint for actuation. The parameters that are used are as $M = 1$, $m = 0.5$, $I = 0.02$, $l = 1$, $w = 0$, $c = 0.5$, $r = 0.2$, $d = 0.00$, $g = 1$, $\text{gam} = 0.00$. Then add a global variable for the hip state and define the two possible states. The initial state will be Hipswing.

It is required to set up a controller function that will take in the state variables, time, and parameters. The controller return the torque at that instance. Then define the proportional and derivative gains as well as the reference angle for the hip swing. State the robot is determined by controller. After leg reaches the reference angle, the robot transform to free swing. If Hipstate is Hipswing, the controller calculates the torque that will be applied based on the control law, $T_h = -P(q_3 - q_{3REF}) - D\dot{u}_1$. If Hipstate is Hipfree, the controller applies zero torque.

Finally we have the controller act in the single stance function. We set to be equal to the result of the controller function. The simulation results are as listed below.

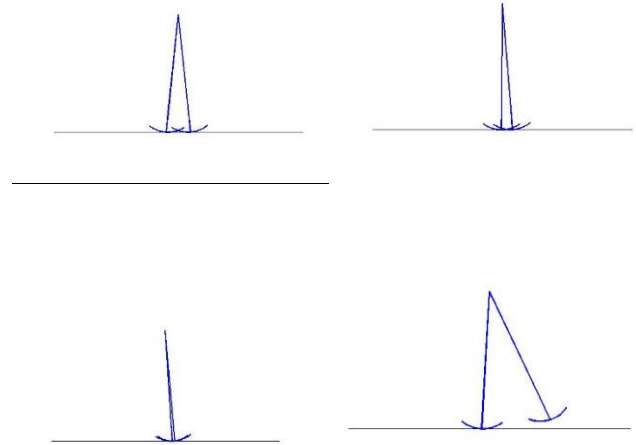


Fig 6: Walking pattern of biped on flat ground

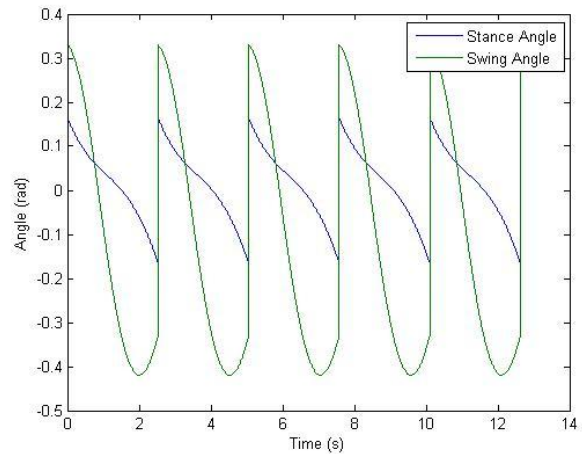


Fig 7: Stand and Swing angle plot against time for flat ground

VII. CONCLUSION

Biped which had been previously modelled have less number of DOF, which restrict the motion of biped in working environment. Also the mathematical model which had been used, take into account either kinematic or dynamic approach. Both approaches were not considered. This paper presented an easy way to visualize movement of a 5-link, 11-DOF biped considering kinematic and dynamic aspects. This is the first step for deriving dynamic model of biped. Lagrangian formulation is applied to obtain dynamic model of robot. There are two sets of the humanoid 3D CAD drawing. One set is detailed includes resembling the reality pieces for mechanical analysis. Second is a less detailed one with precise real measurements is used in animation. The process of modeling the multi-body structure of a biped robot for generating a stable walking motion is a very complex. It deal with the formulation and solution of highly complex dynamics equations of a very large size. Complexity of mathematical models is due to geometry of biped. This work can be seen responsible for the creation of the strong foundations for future developments in humanoid robots. During this project, the following topics have been successfully achieved:

- i. The external physical parameter identification of the

humanoid structure, such as the mass, inertia tensor and centers of gravity of its main parts.

- ii. The dynamic analysis and identification of the behavior of the servo-actuators.
- iii. The development of a simulator for the biped using Matlab as animation.

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