



TECHNISCHE  
UNIVERSITÄT  
DARMSTADT

# NEURONALE MOTORSTEUERUNG

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3M-Seminar

24.05.2014

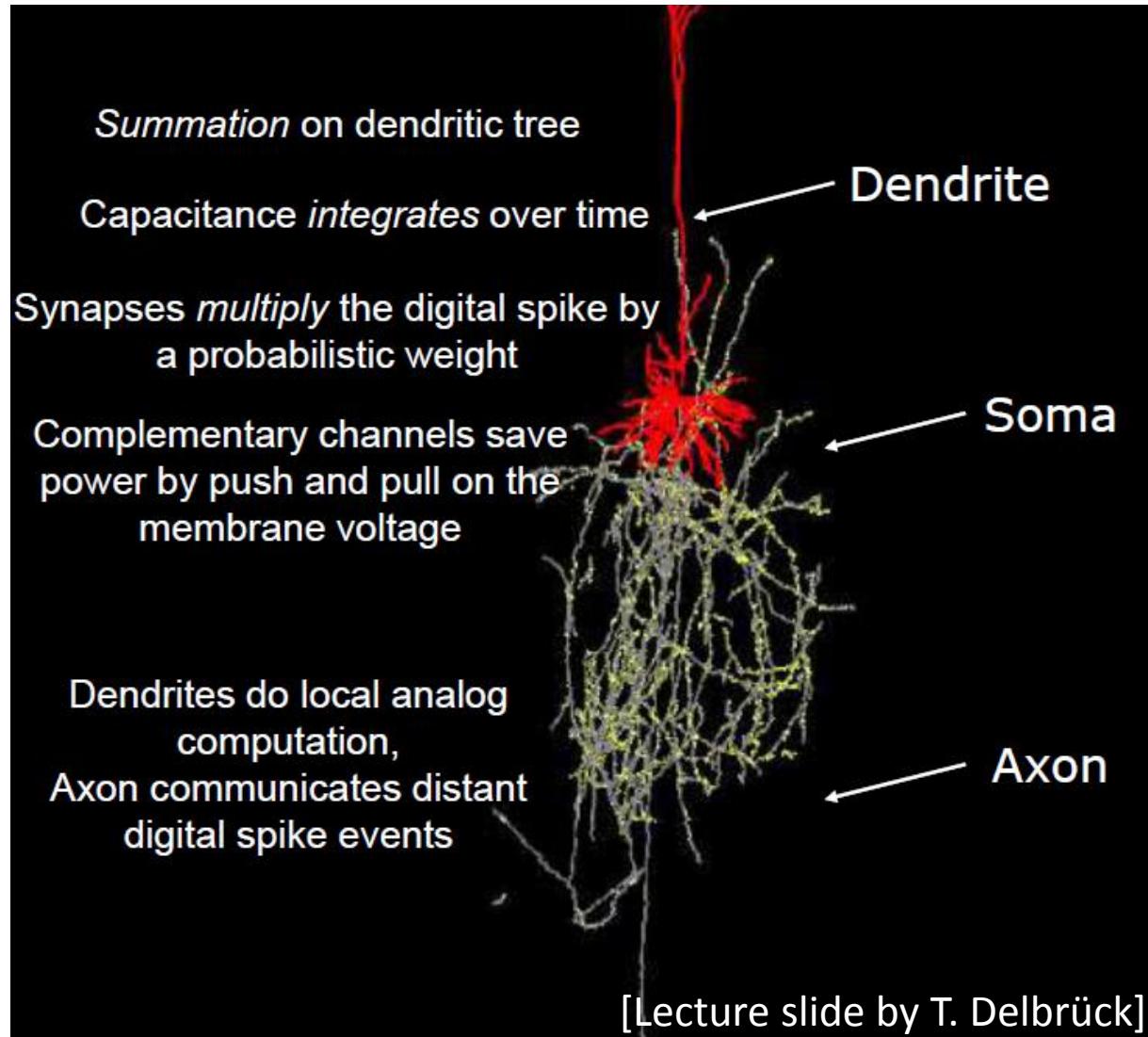
# Overview

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- Grundlagen der neuronalen Informationsverarbeitung (zur Motorsteuerung)
- Steuerung mit Zentralen Mustergeneratoren
- Mögliche Gruppenaufgaben – CPG-Netzwerke in Simulink

# **GRUNDLAGEN DER NEURONALEN INFORMATIONSVERARBEITUNG (ZUR MOTORSTEUERUNG)**

# Neural computation



Neuronale Datenverarbeitung ist fundamental anders als in künstlich hergestellten Prozessoren

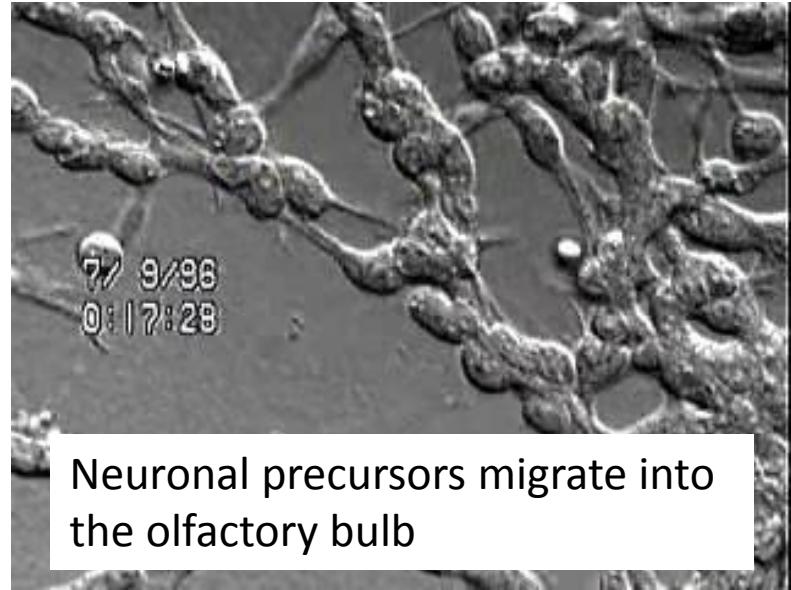
- Analoge Datenverarbeitung
- Keine Taktrate
- Verteilte Datenverarbeitung
- Zufallsverteilte Kommunikation
- Rechner und Speicher lokal im Neuron
- Physische Struktur des Prozessors ändert sich über den Zeitverlauf

**Intelligenz im Gehirn ist eingebettet in die biologischen Strukturen**



Granule cell migrate along radial glial

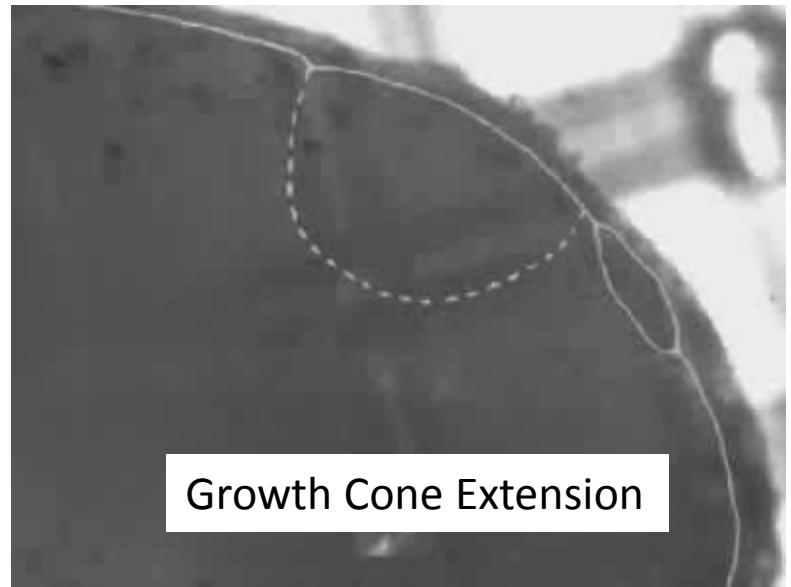
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Neuronal precursors migrate into the olfactory bulb



Granule cell migrate along radial glial



Growth Cone Extension

# **STEUERUNG MIT ZENTRALEN MUSTERGENERATOREN**

Work at  
EPFL Biorobotics Laboratories,  
headed by Professor Auke Jan Ijspeert

# The BIOROB modular robotics team



Stéphane  
Bonardi



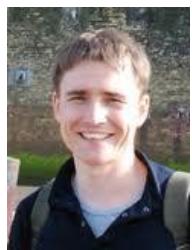
Massimo  
Vespignani



Soha  
Pouya



Jesse van  
den Kieboom



Alexander  
Spröwitz



Rico  
Möckel



Professor  
Auke Jan Ijspeert



Yura  
Perov



Nguyen  
The Anh



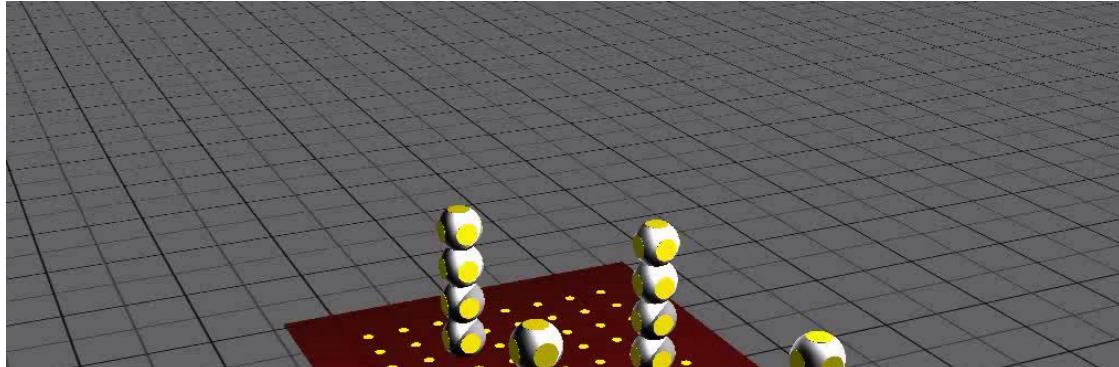
Frédéric  
Wilhelm

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- The Swiss National Science Foundation financing the National Centre of Competence in Research Robotics
- The European Community's Seventh Framework Programme financing the project LOCOMORPH ([www.locomorph.eu](http://www.locomorph.eu))

# Project goals: Study self-reconfiguration and locomotion with modular robots

- Create cellular robots that can organize themselves into bigger structures and learn autonomously



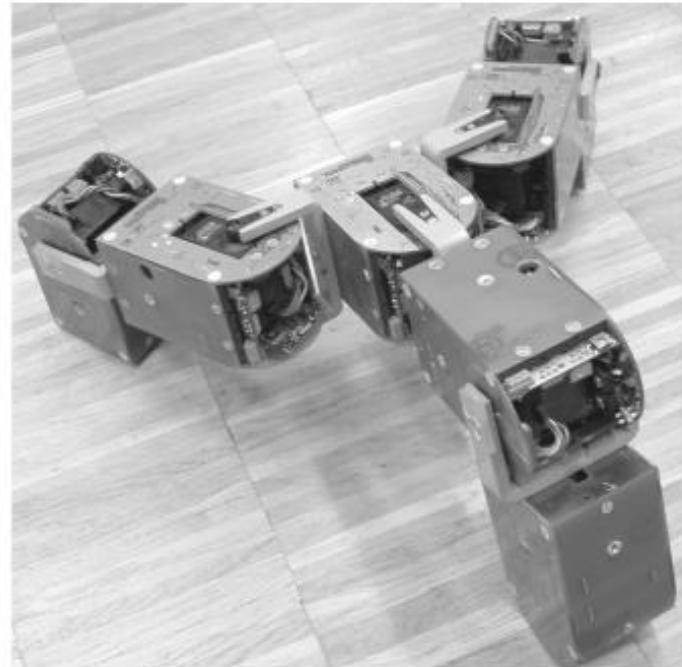
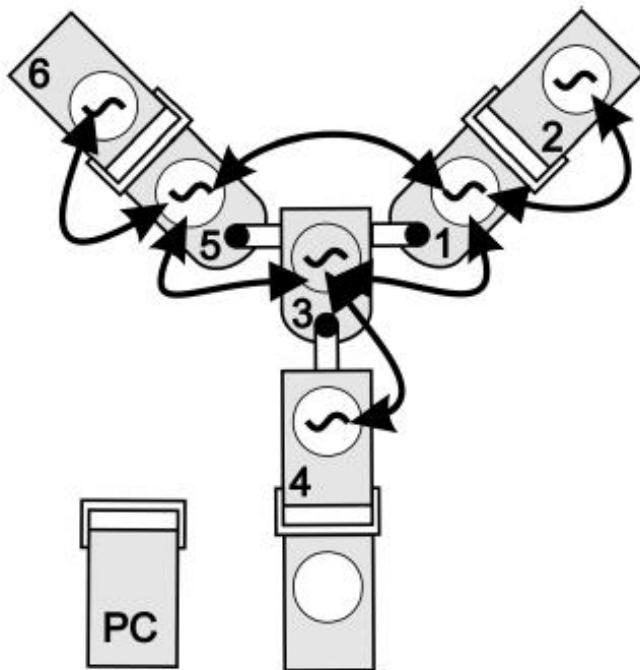
**We want to be able to throw a bunch of robot modules into some unknown environment and they should be able to structure themselves and perform locomotion autonomously**



[Spröwitz, Moeckel et al., IEEE Computational Intelligence Magazine 2010]

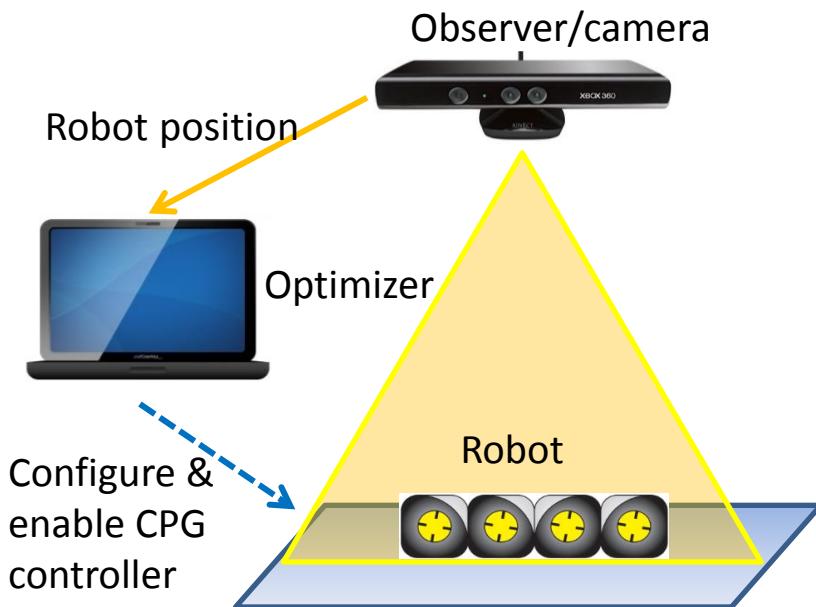
# Robot control with central pattern generators

Central Pattern Generators (CPG): networks of coupled nonlinear oscillators found in spinal cord of vertebrates



[Sproewitz, Moeckel, et al., IJRR 2008.]

# Optimization of locomotion in hardware and software



Experimental setup for optimization



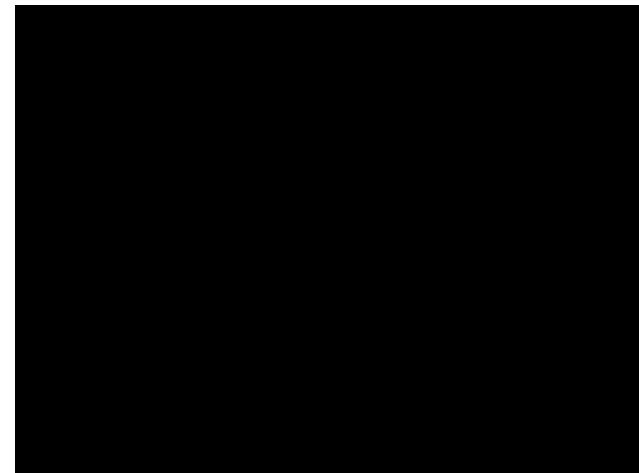
Learning optimal gaits in simulation

[Movie by Soha Pouya and Jesse van den Kieboom]

# Locomotion control with YaMoR

## - Yet another Modular Robot

- Locomotion gaits found with online optimization



### Single YaMoR module

Fully distributed control: each module is running own controller, coupling through Bluetooth

# Central Pattern Generators

$$\dot{\Phi}_i = 2\pi f \sum_i w_{ij} r_i \sin(\Phi_j - \Phi_i - \psi_{ij})$$

$$\dot{r}_i = a_i(R_i - r_i)$$

$$\Theta_i = r_i \cdot \sin(\Phi_i) + X_i$$

Variables  
 $\Phi_i$  Phase

$\Theta_i$  Output  
driving a DOF  
 $r_i$  Amplitude

Controls  
 $X_i$  Offset  
 $\psi_{ij}$  Phase bias  
 $R_i$  Target  
amplitude  
 $f$  Frequency

## Advantages of Central Pattern Generators (CPG)

- Synchronization behavior between different DOFs
- Well suited for tight coupling (entrainment) and distributed control
- Smooth trajectory modulation
- A few high-level parameters for control and optimization

[A. J. Ijspeert, “Central pattern generators for locomotion control in animals and robots: A review,” Neural Networks, vol. 21, no. 4, pp. 642–653, 2008.]

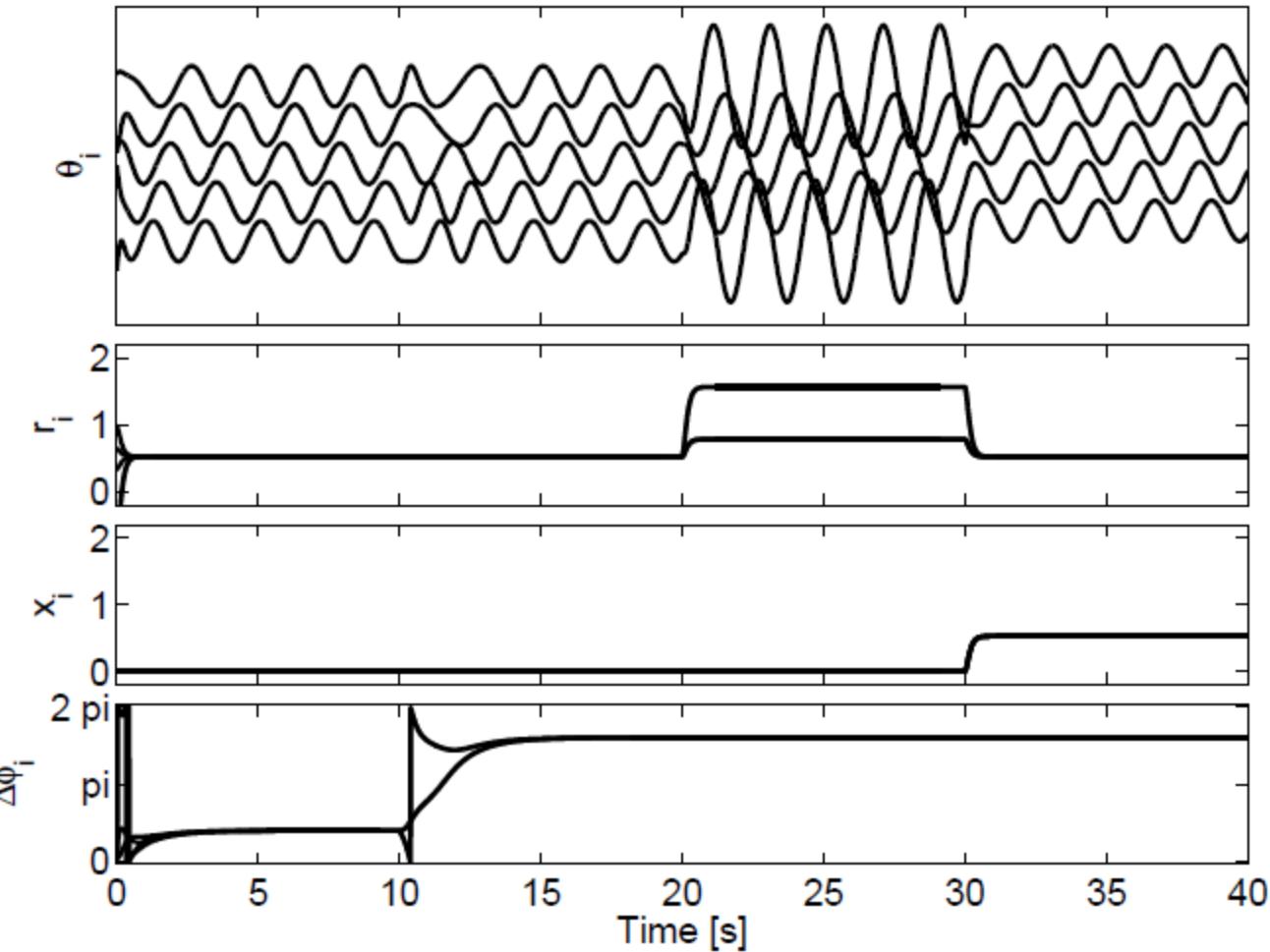
# Smooth control with central pattern generators

Motor output  
driving a DOF

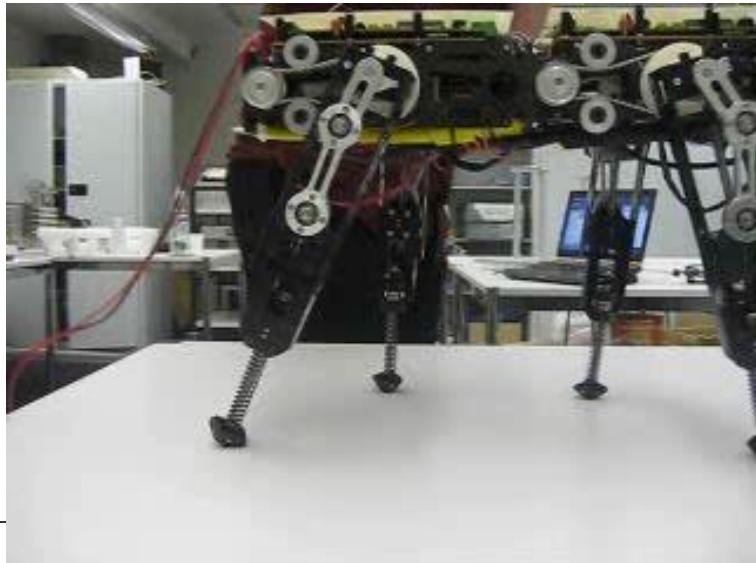
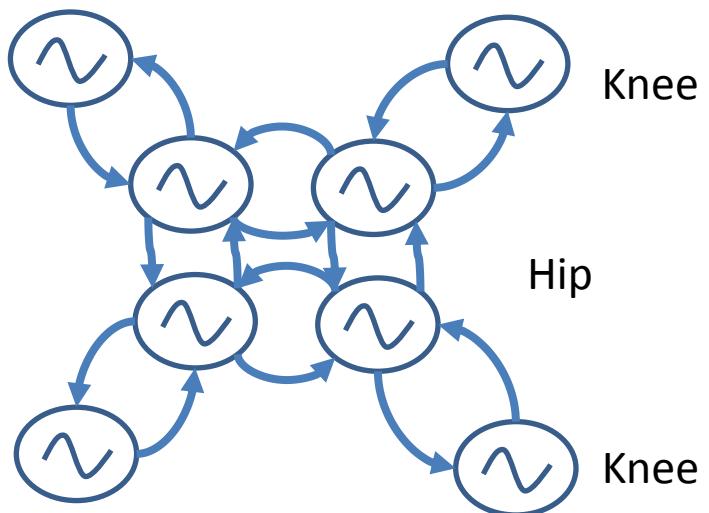
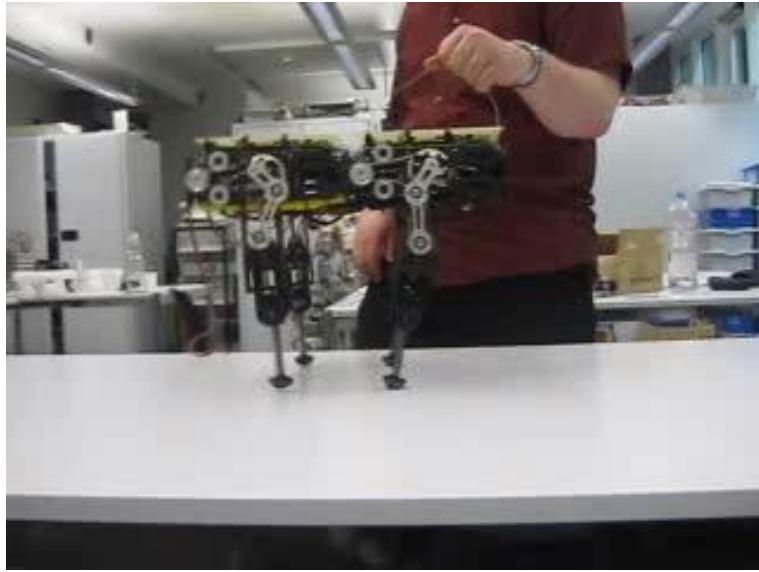
Amplitude

Offset

Coupling  
phase



# Locomorph modular robotic toolkit for dynamic locomotion



# **MÖGLICHE GRUPPENAUFGABE: CPG-NETZWERKE IN SIMULINK**

# CPG-Netzwerke in Simulink

- 3 Paper über CPG und CPG-Kontrolle von Robotern lesen
- Differentialgleichung in Simulink implementieren
- Simulationsexperimente mit CPG-Netzwerken (Phase, Amplitude ändern, verschiedene Netzwerke ausprobieren, Zweibeiner oder Vierbeiner, Gaittransition from Trot to Bound)
- Mögliche Erweiterungen:
  - Einfache Animation eines Zweibeiners
  - Verbindung mit biomechanischem Model
  - Ansteuerung von MYOROBOTICS

