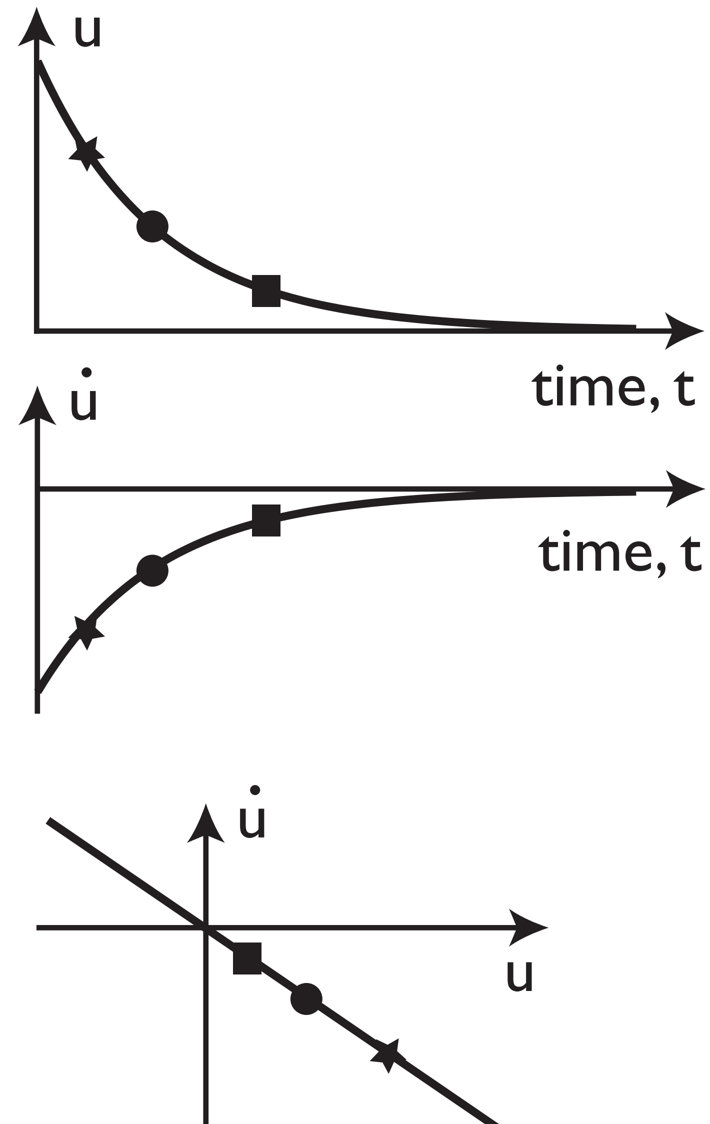
Summary: main conceptual points

Gregor Schöner, INI, RUB

Dynamical systems

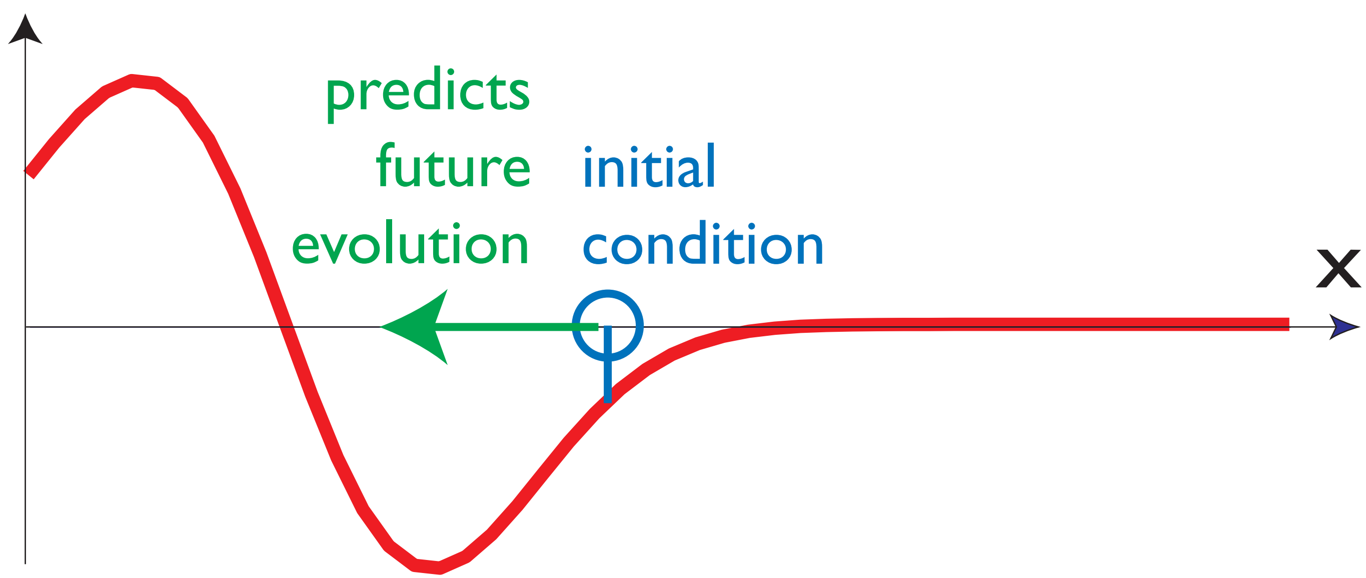
- functional link between state and its rate of change



Dynamical system

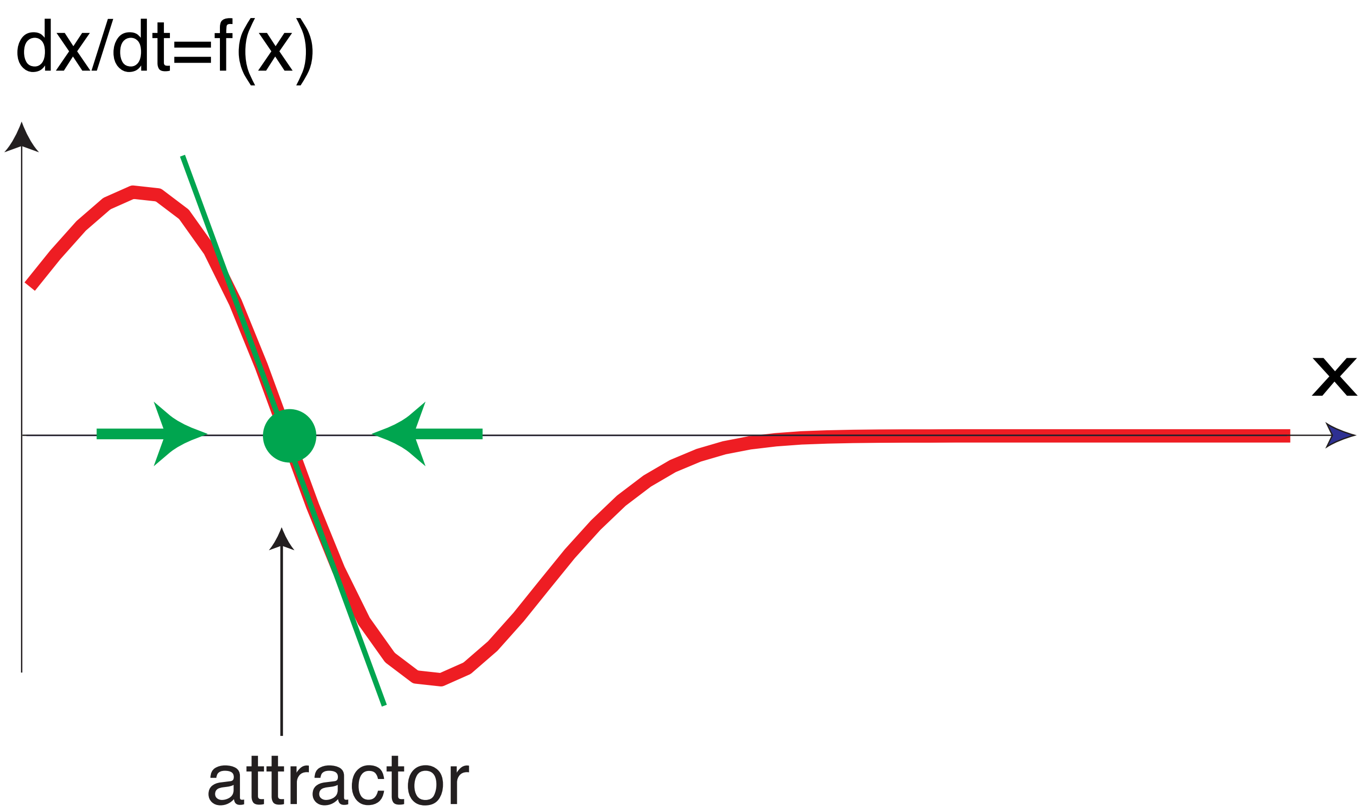
- present determines the future

dx/dt=f(x)



Dynamical systems

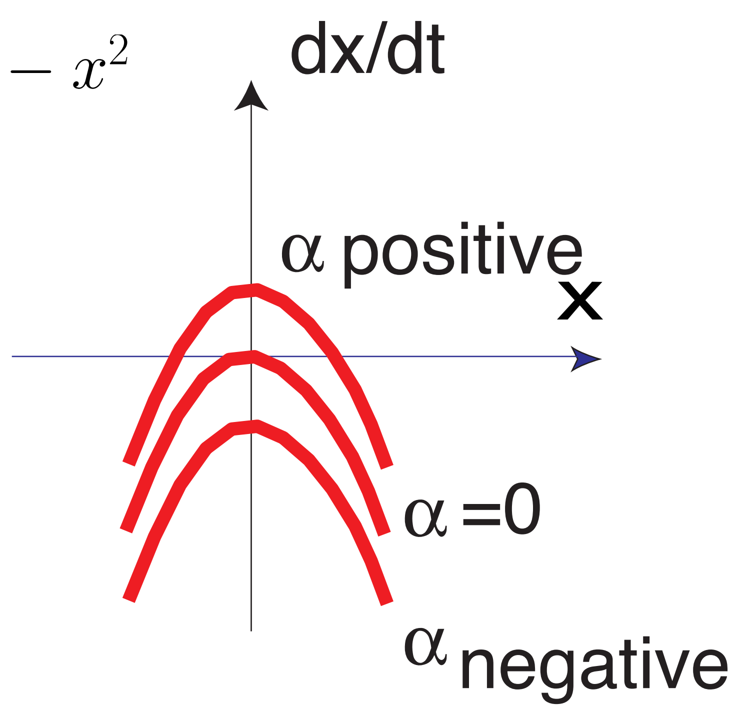
- fixed point = constant solution
- neighboring initial conditions converge = attractor

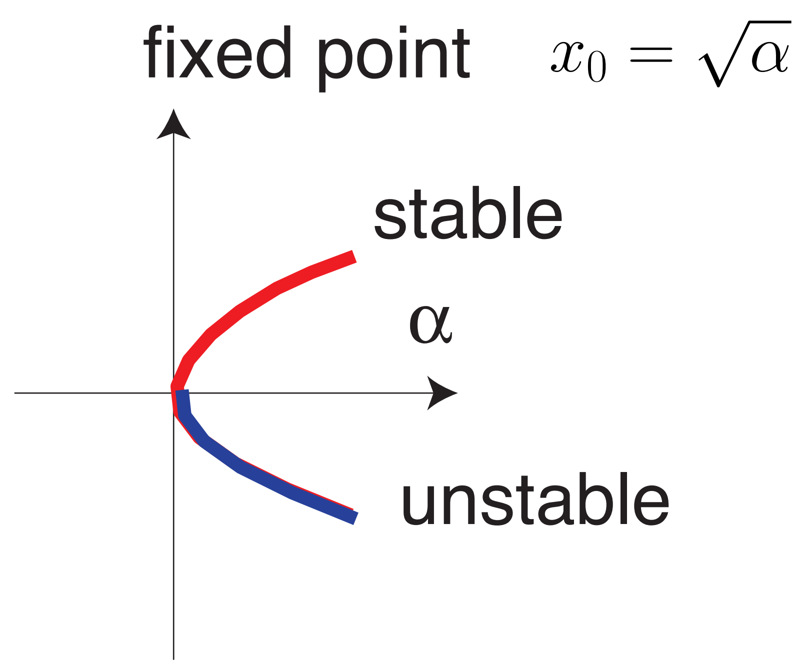


Bifurcations are instabilities

- In families of dynamical systems, which depend (smoothly) on parameters, the solutions change qualitatively at bifurcations
- at which fixed points change stability

$$\dot{x} = \alpha - x^2$$



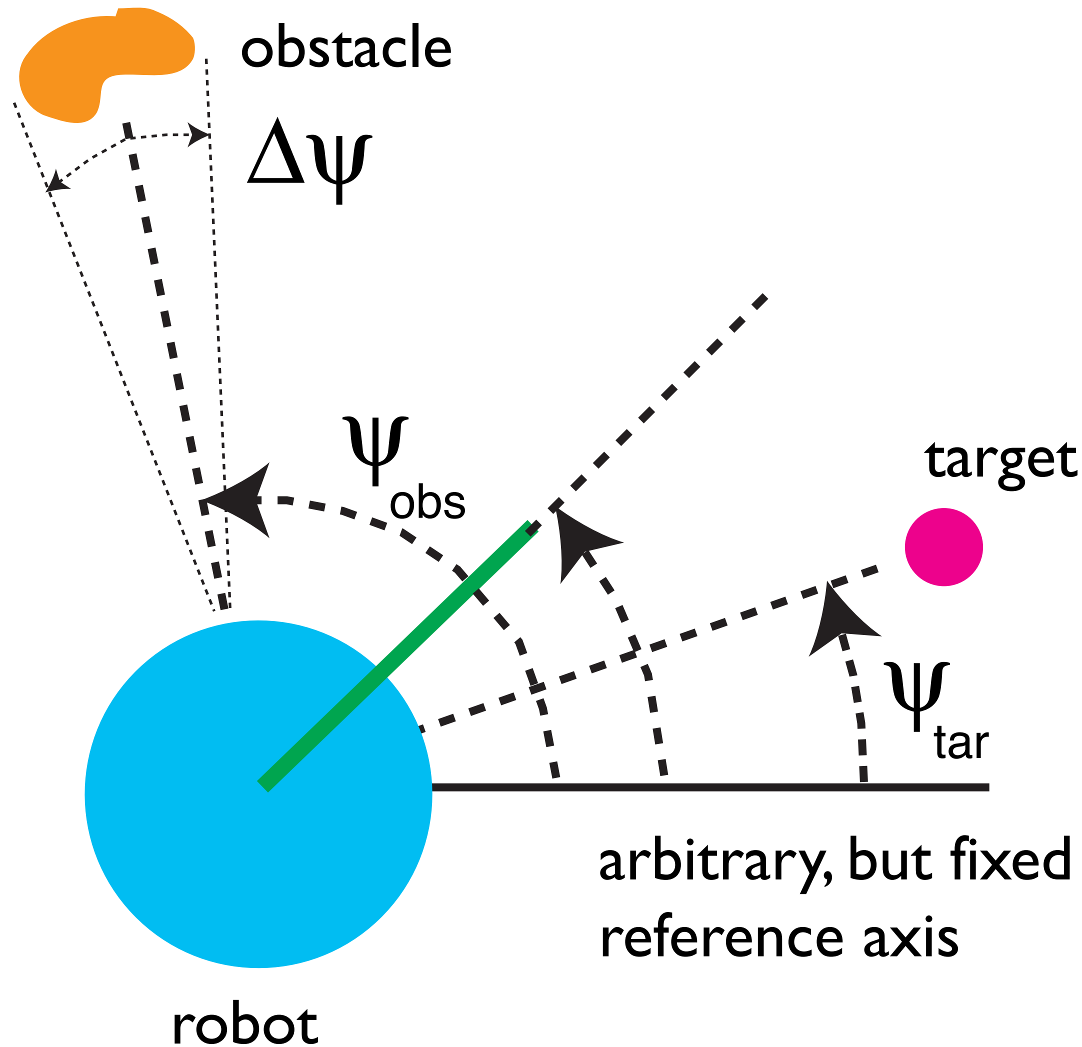


Basic ideas of attractor dynamics approach

- behavioral variables
- time courses from dynamical system: attractors
- tracking attractors
- bifurcations for flexibility

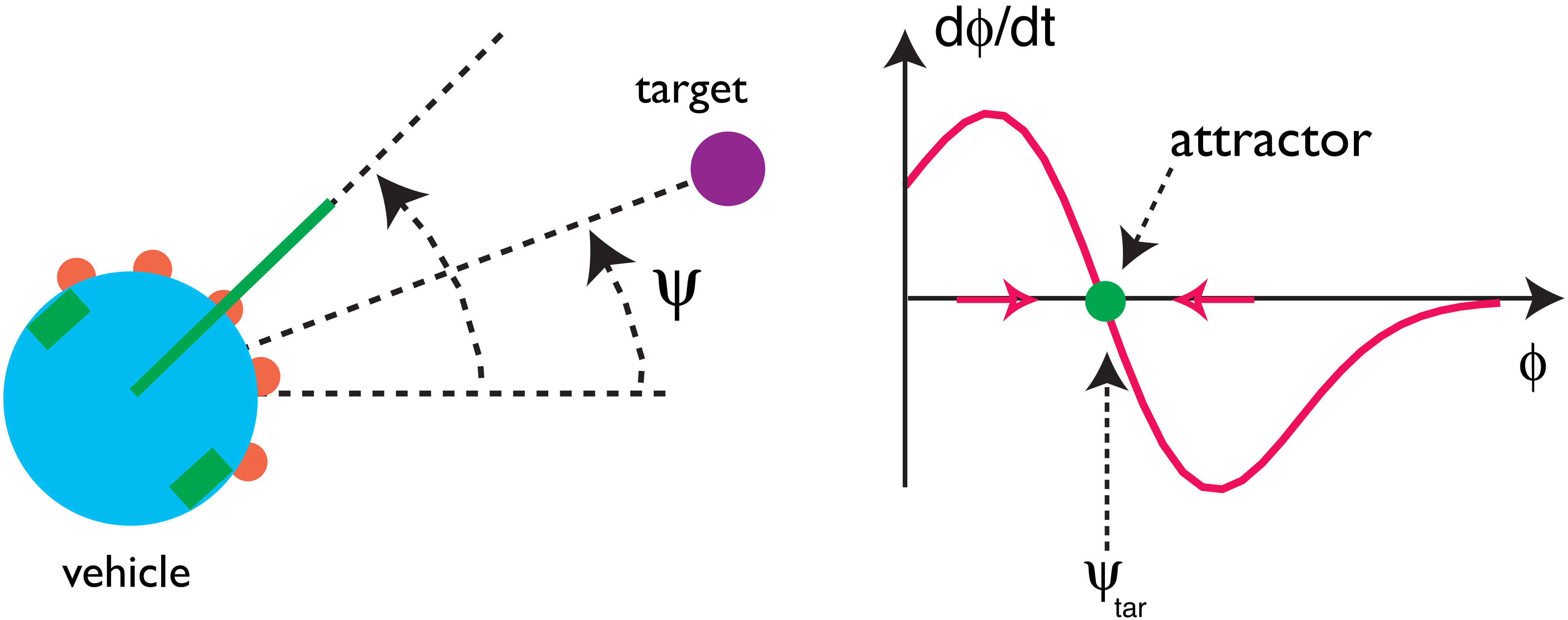
Behavioral variables: example

- vehicle moving in 2D: heading direction
- constraints: obstacle avoidance and target acquisition



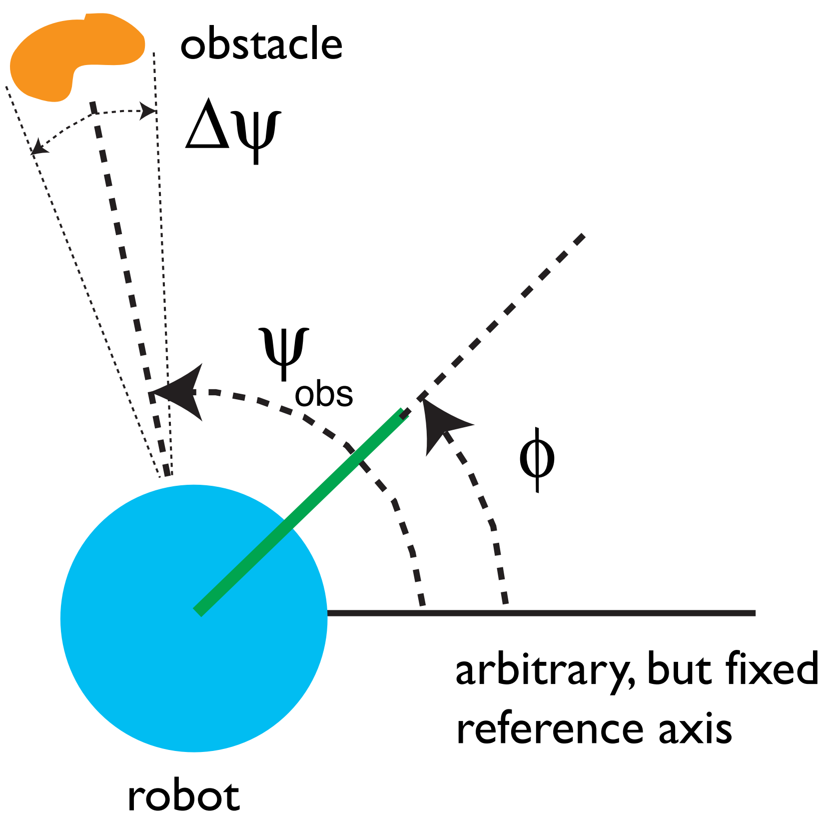
Behavioral dynamics: example

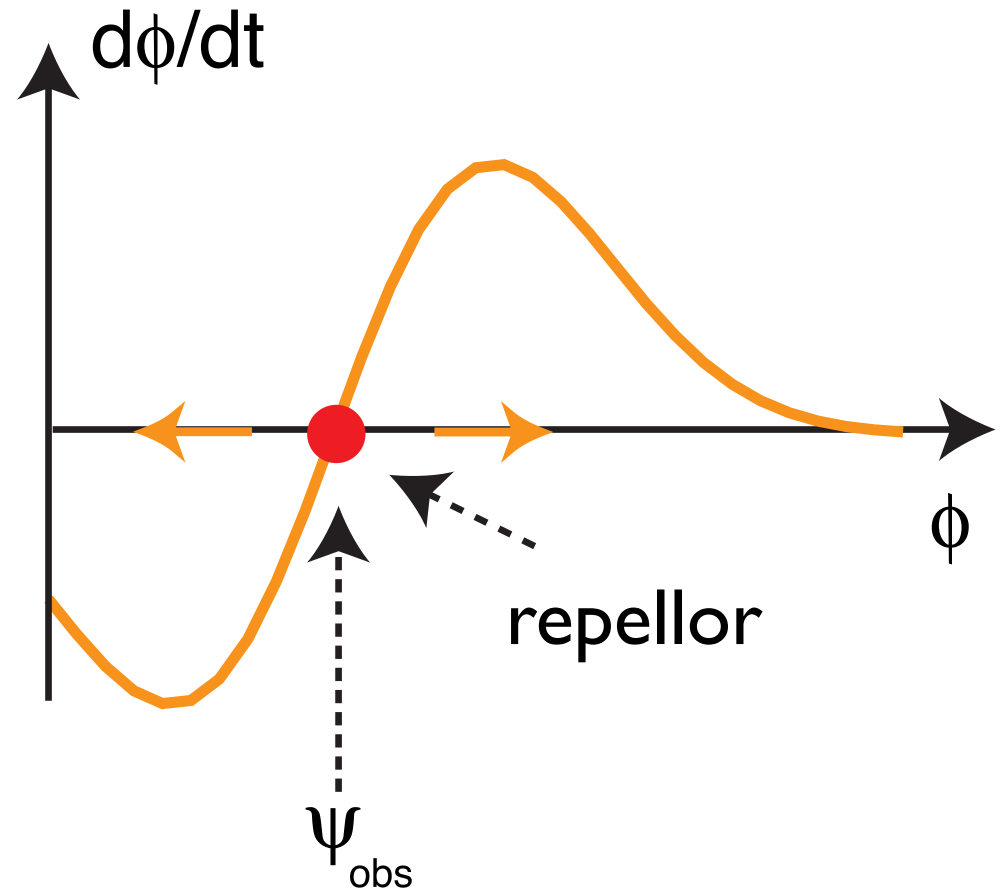
- behavioral constraint: target acquisition



Behavioral dynamics: example

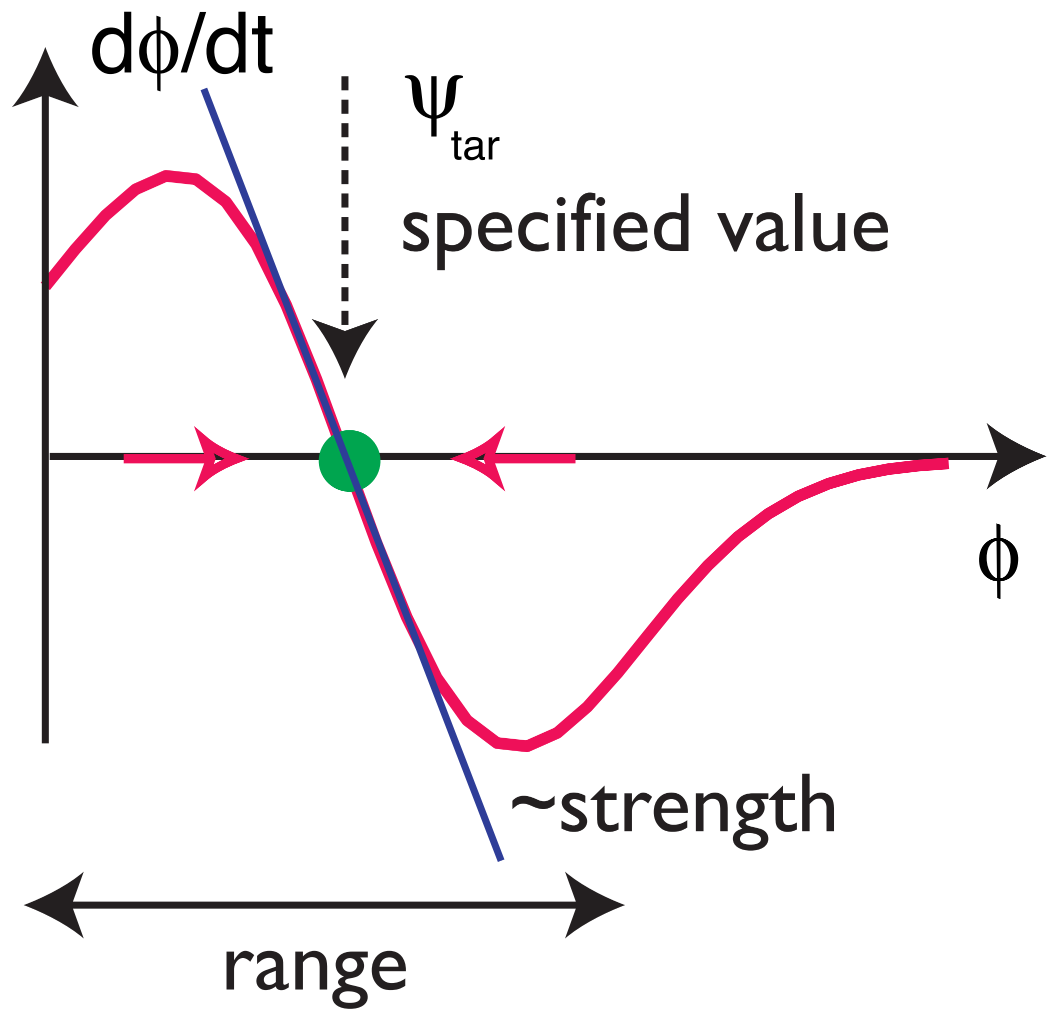
- behavioral constraint: obstacle avoidance





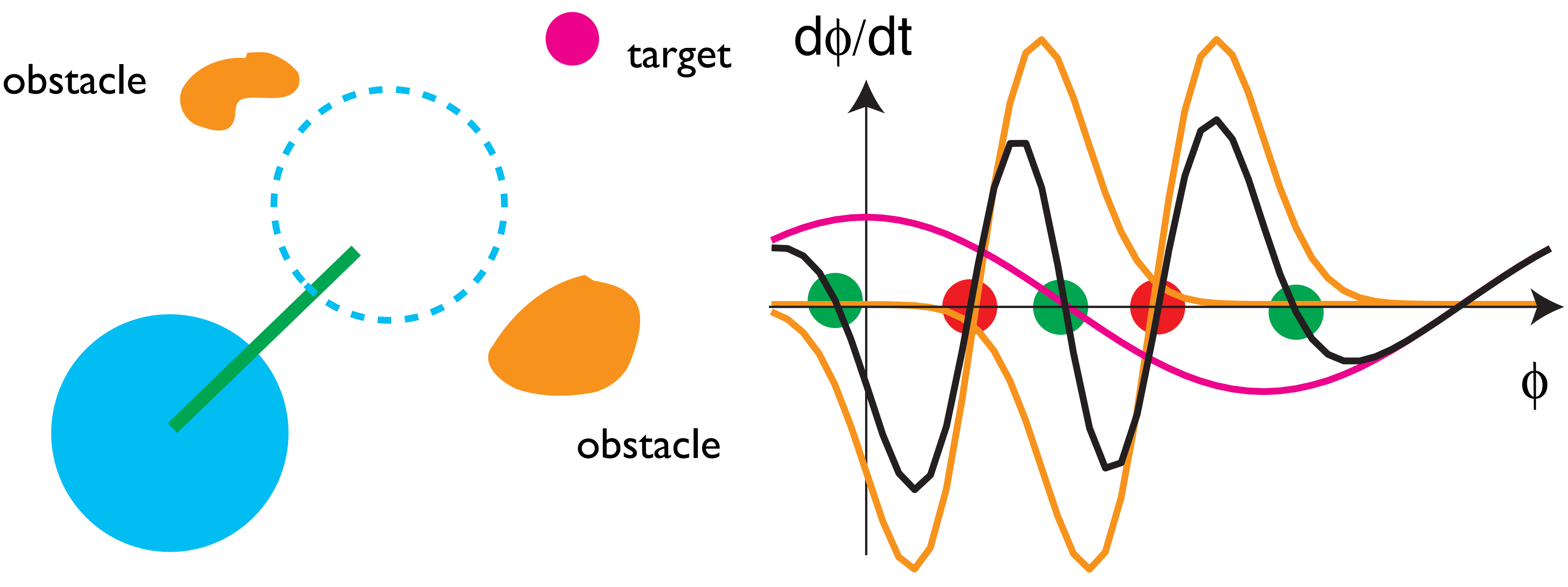
Behavioral dynamics

- each contribution is a “force-let” with
  - specified value
  - strength
  - range



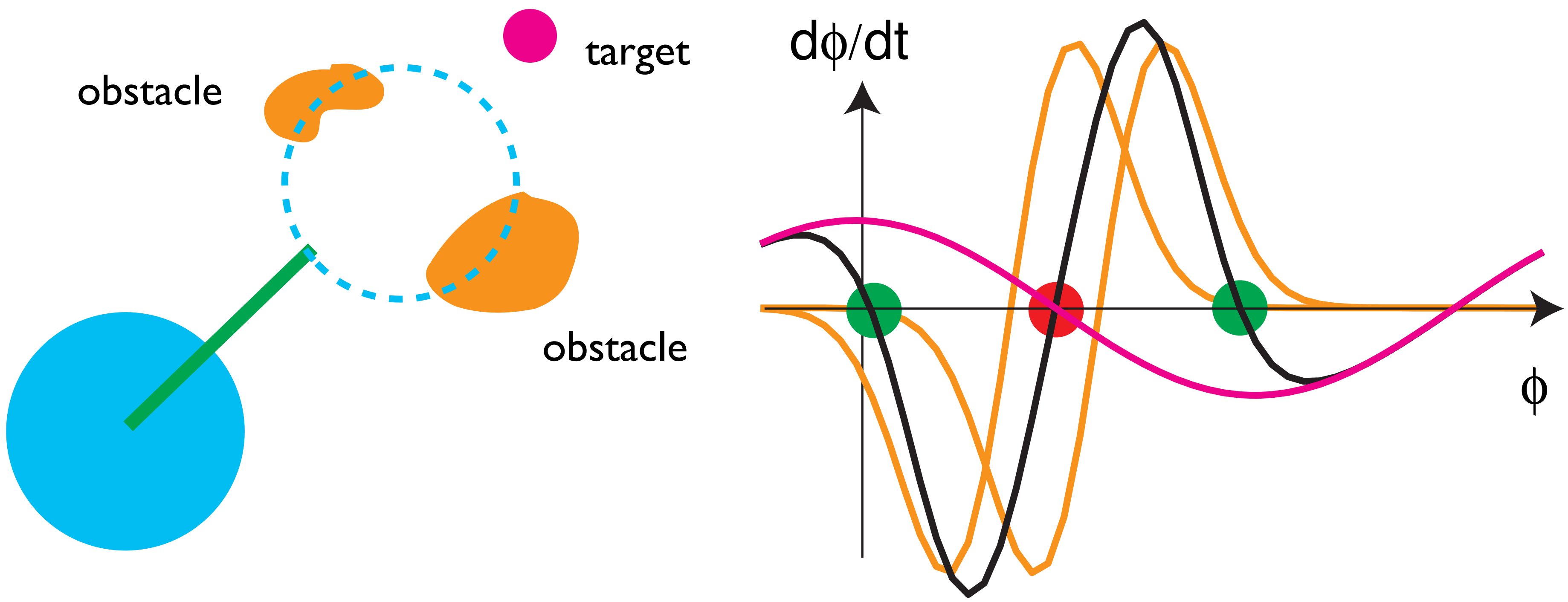
Behavioral dynamics: bifurcations 3

- constraints not in conflict



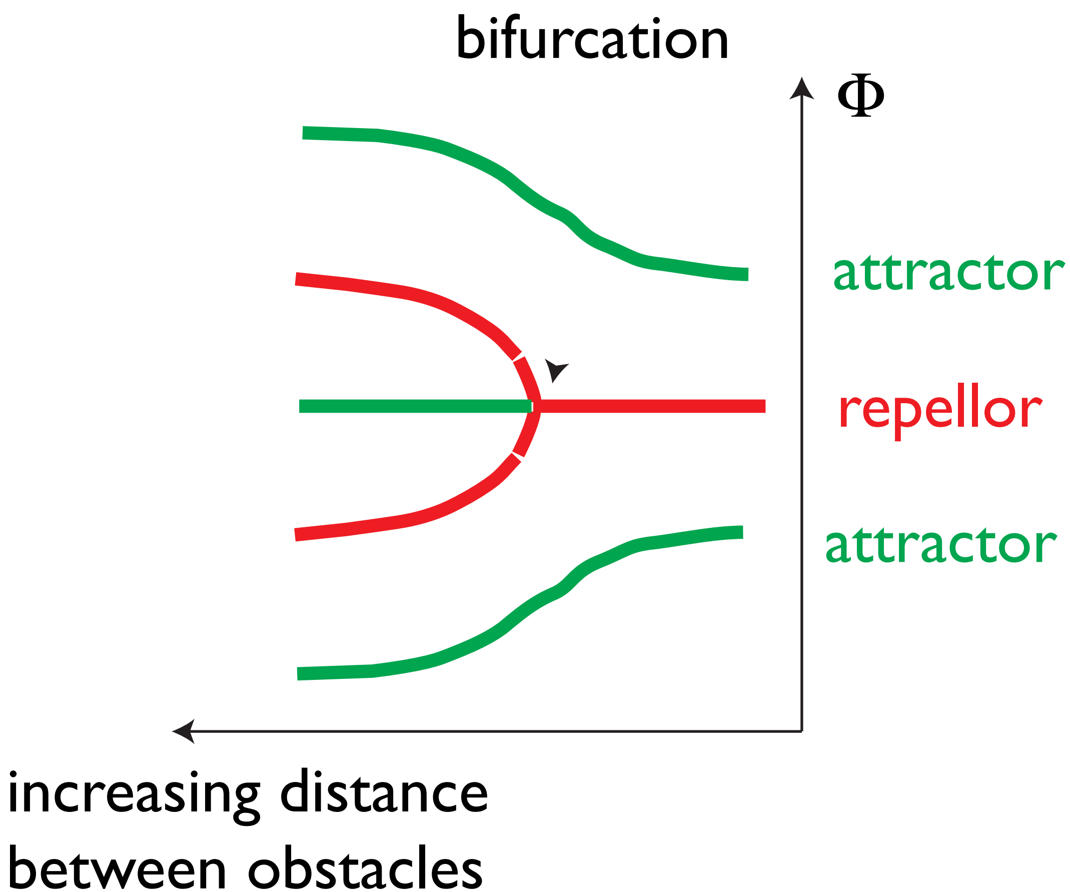
Behavioral dynamics

- constraints in conflict

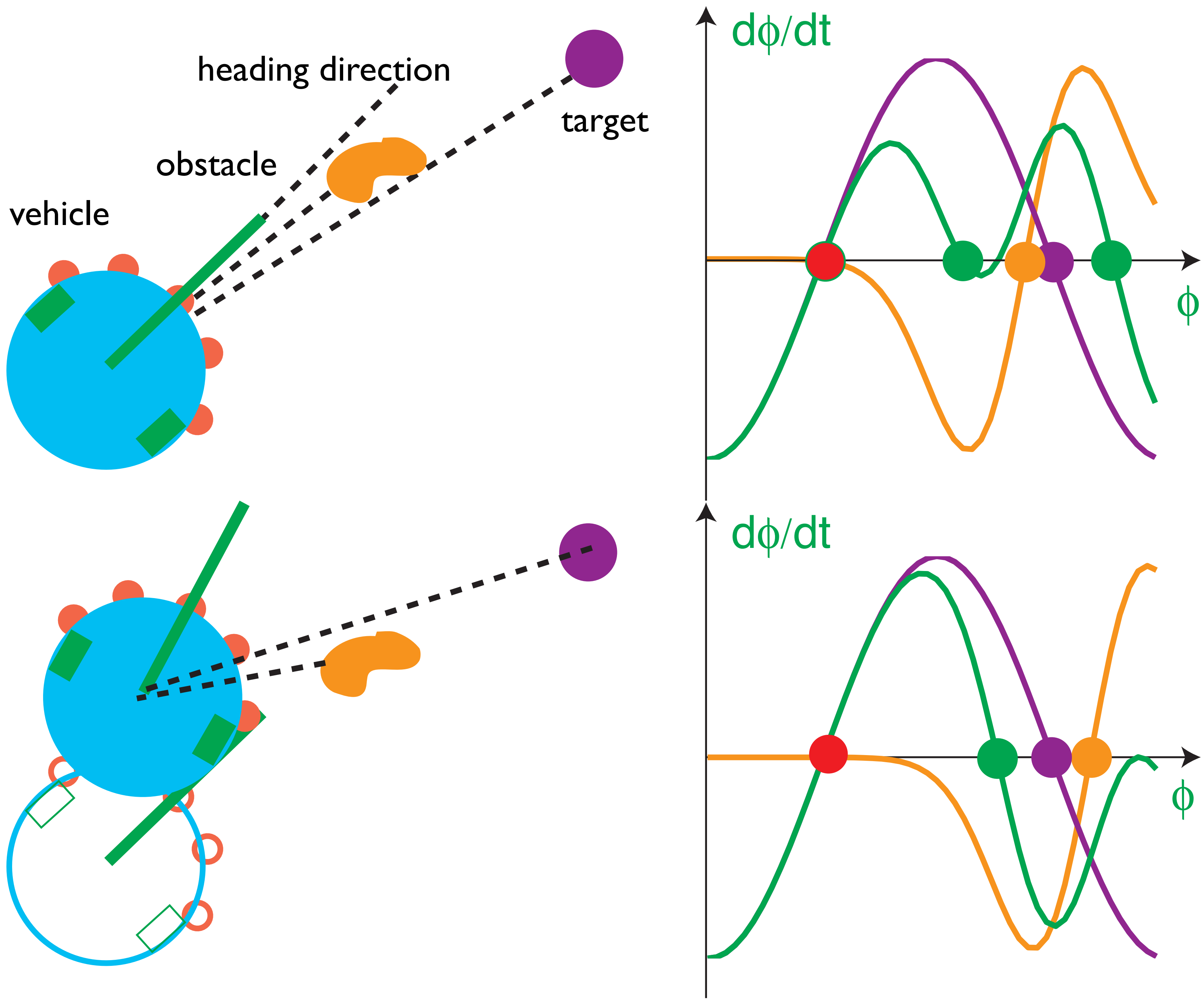


Behavioral dynamics

- transition from "constraints not in conflict" to "constraints in conflict" is a bifurcation



In a stable state at all times



2nd order attractor dynamics to explain human navigation

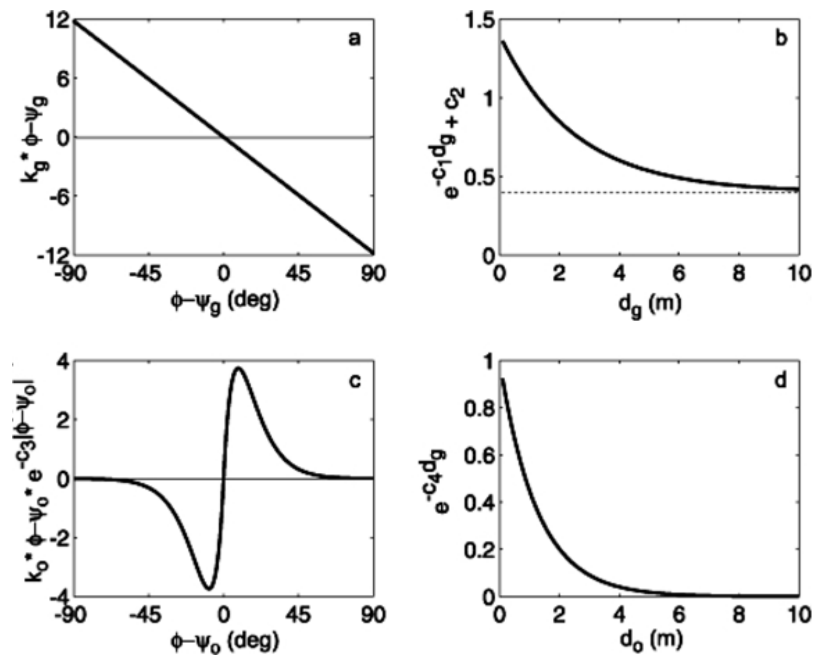
inertial term

damping term

attractor goal heading

$$\ddot{\phi} = -b\dot{\phi} - k_g(\phi - \psi_g)(e^{-c_1 d_g} + c_2)$$
$$+ k_o(\phi - \psi_o)\left(e^{-c_3|\phi - \psi_o|}\right)(e^{-c_4 d_o})$$

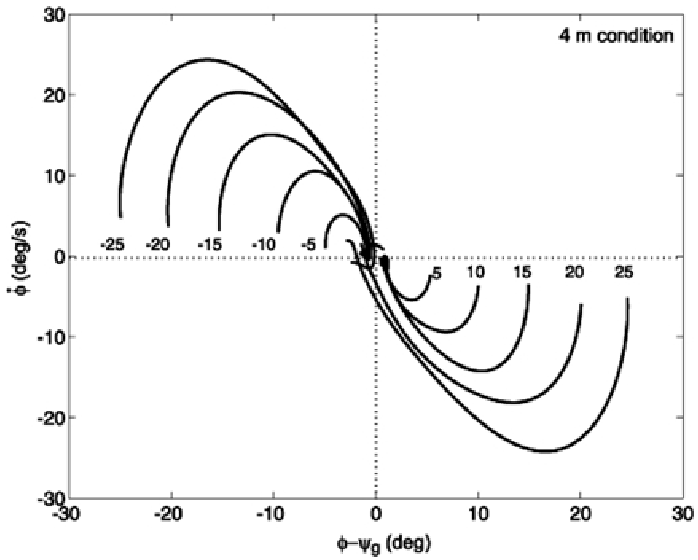
repellor obstacle heading



[Fajen Warren…]

model-experiment match: goal

experiment



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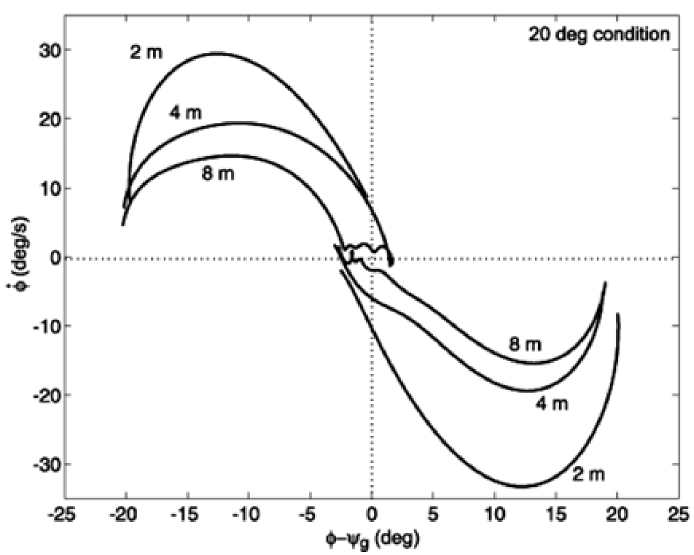
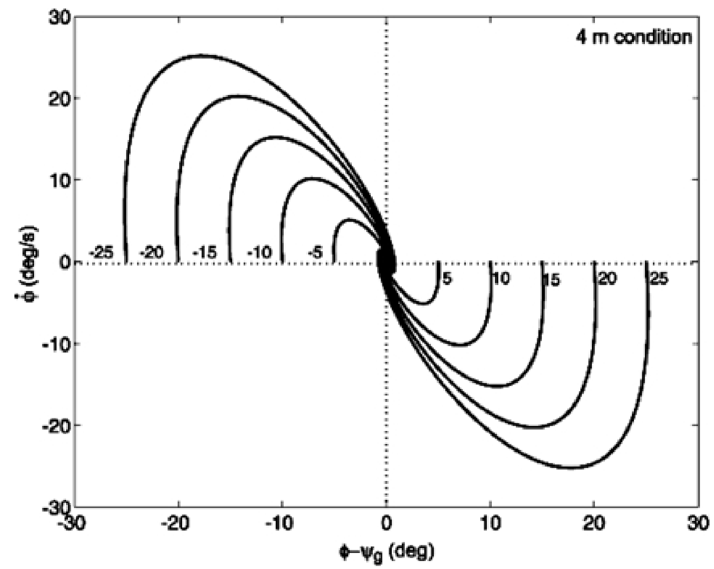
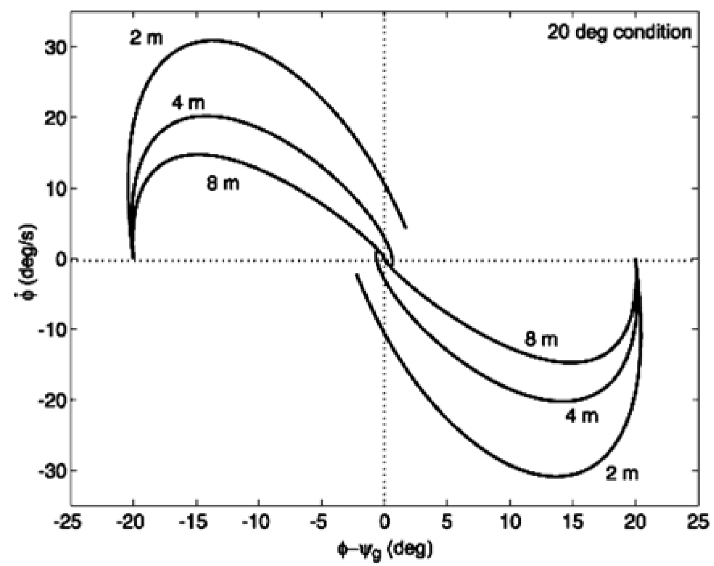


(b)

model



(a)

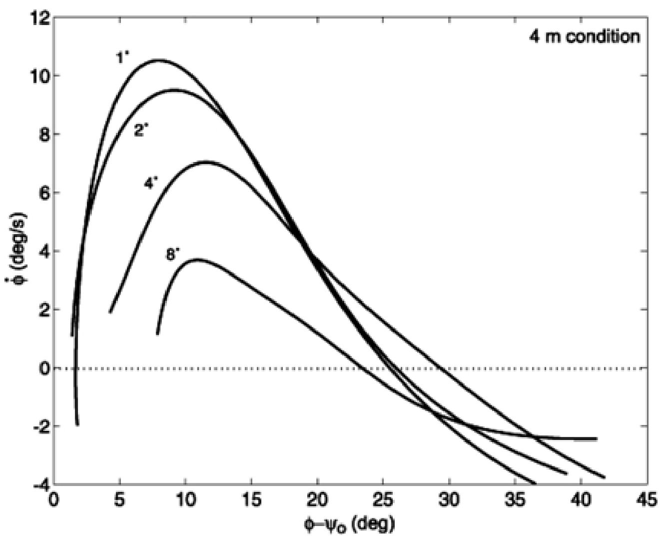


(b)

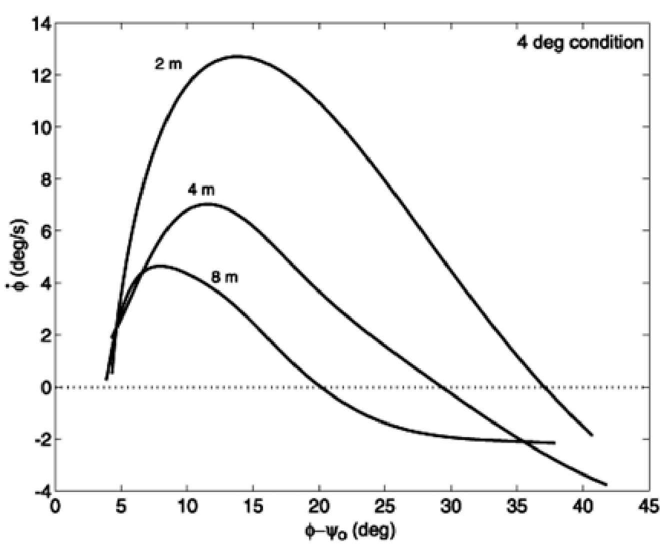
model-experiment match: obstacle

3

experiment

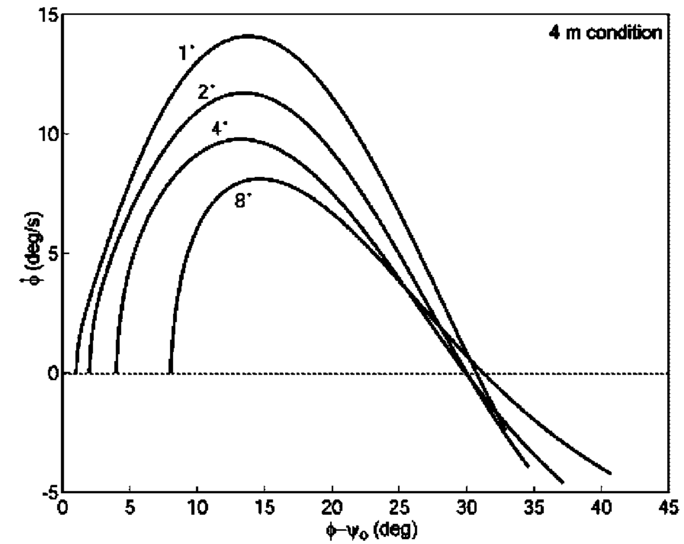


(a)

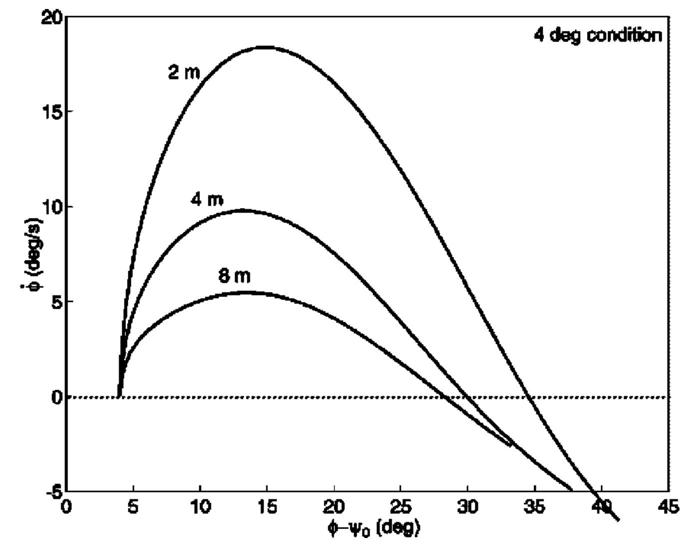


(b)

model



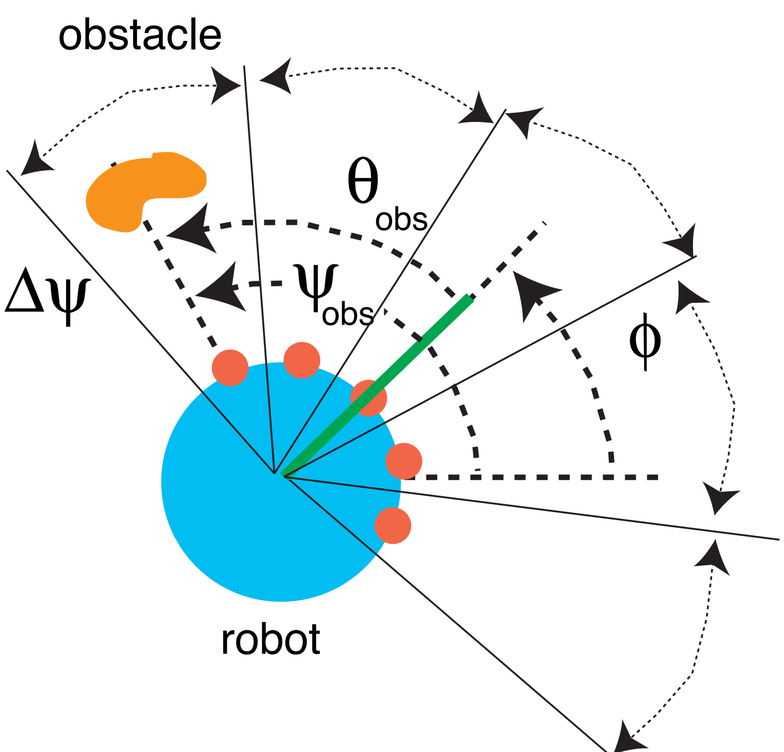
(a)

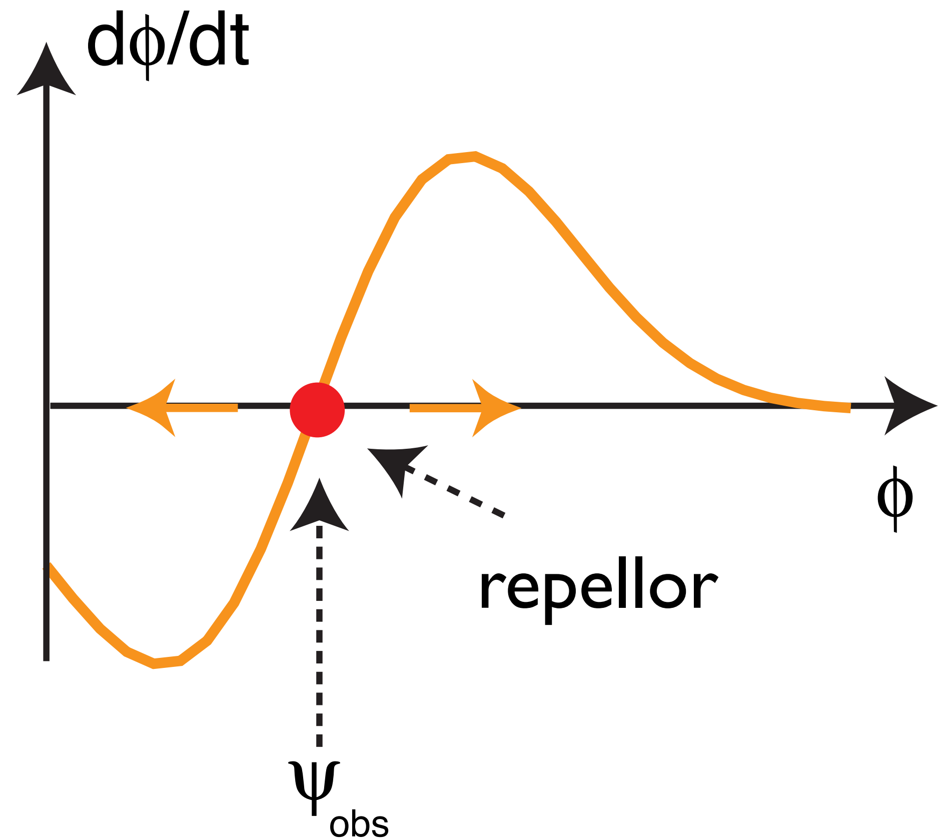


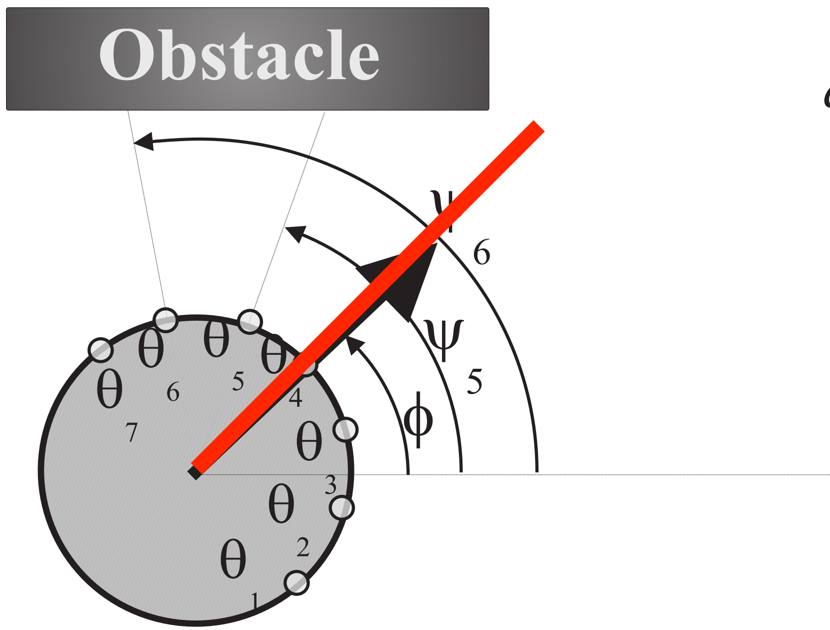
(b)

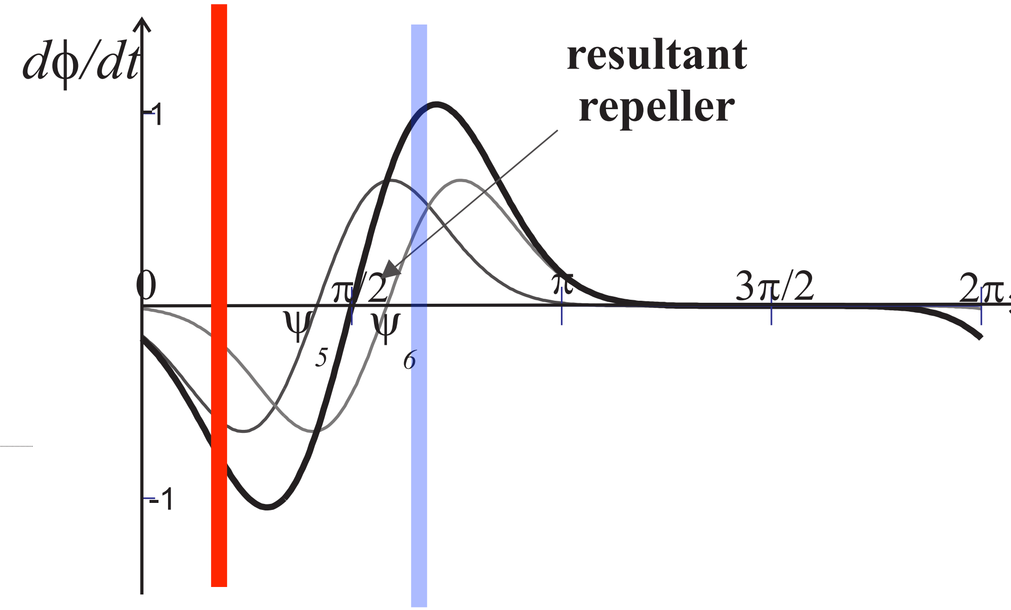
Obstacle avoidance: sub-symbolic 4

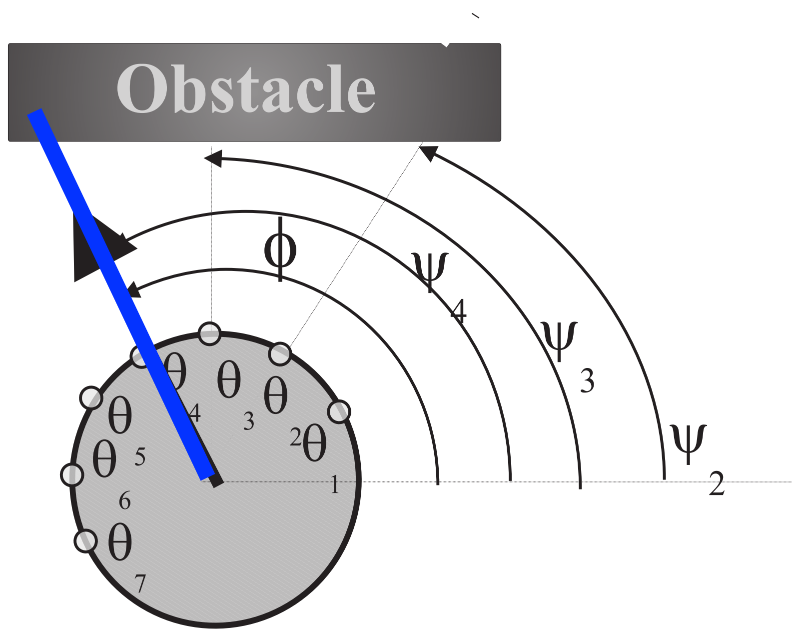
- obstacles need not be segmented
- do not care if obstacles are one or multiple: avoid them anyway…

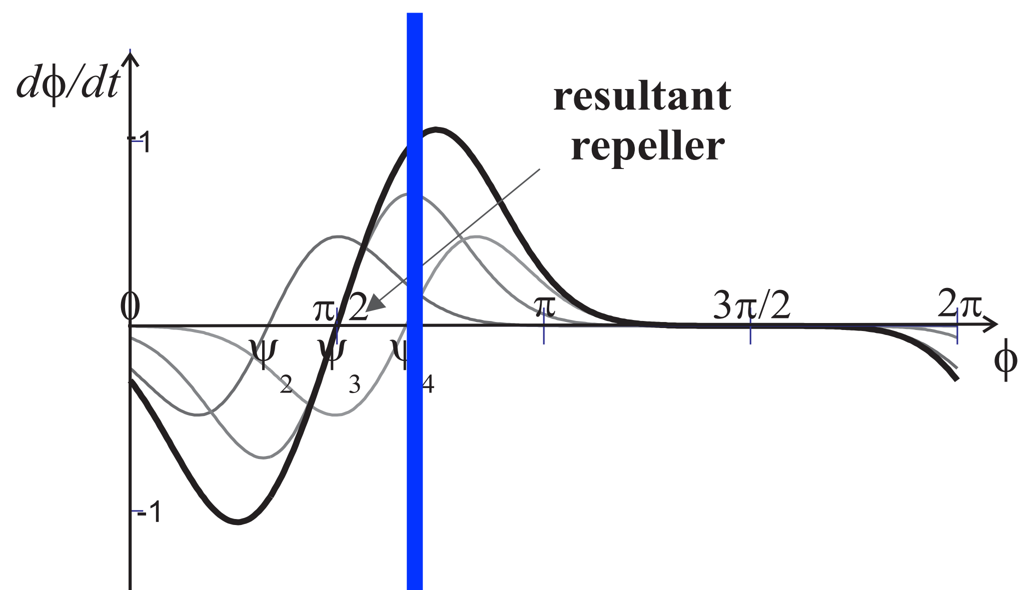










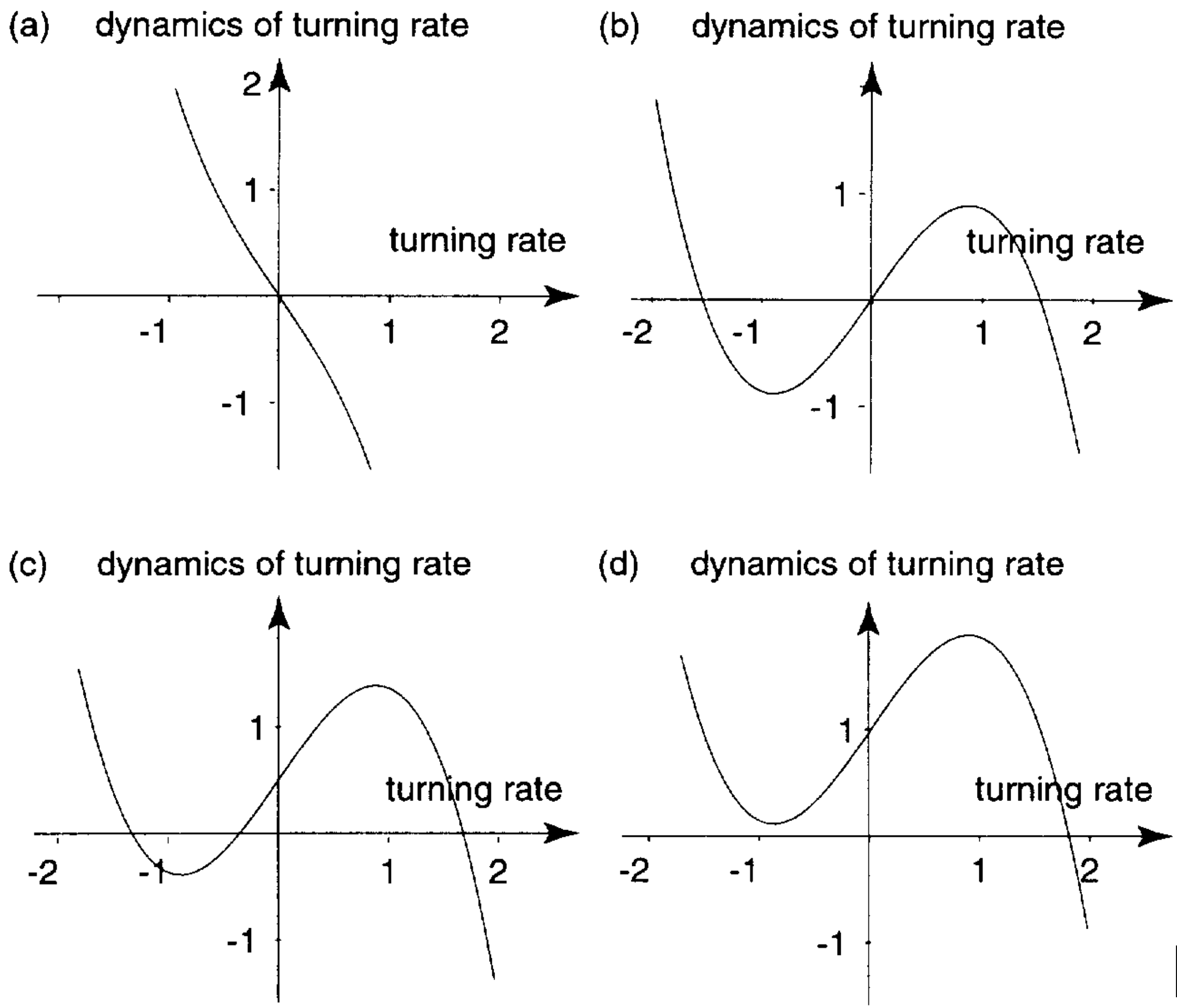


=> dynamics invariant!

[from: Bicho, Jokeit, Schöner]

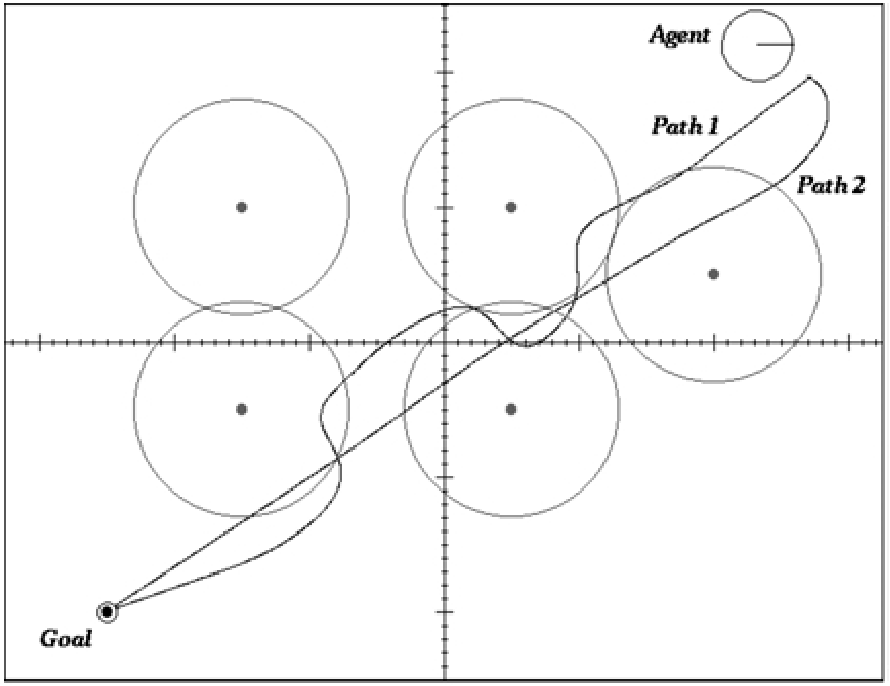
Alternative 2nd oder approach

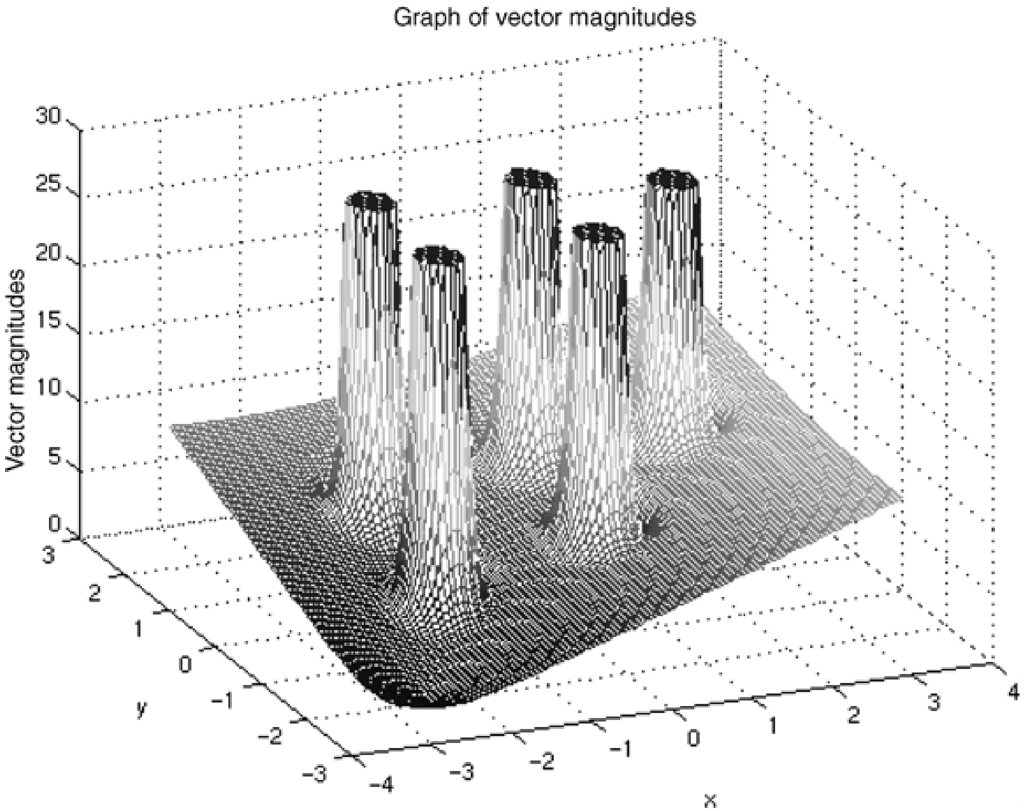
$$\dot{\omega} = (\alpha + \tfrac{1}{2}\pi) c_{\text{obs}} F_{\text{obs}} + \alpha\omega - \gamma\omega^3$$



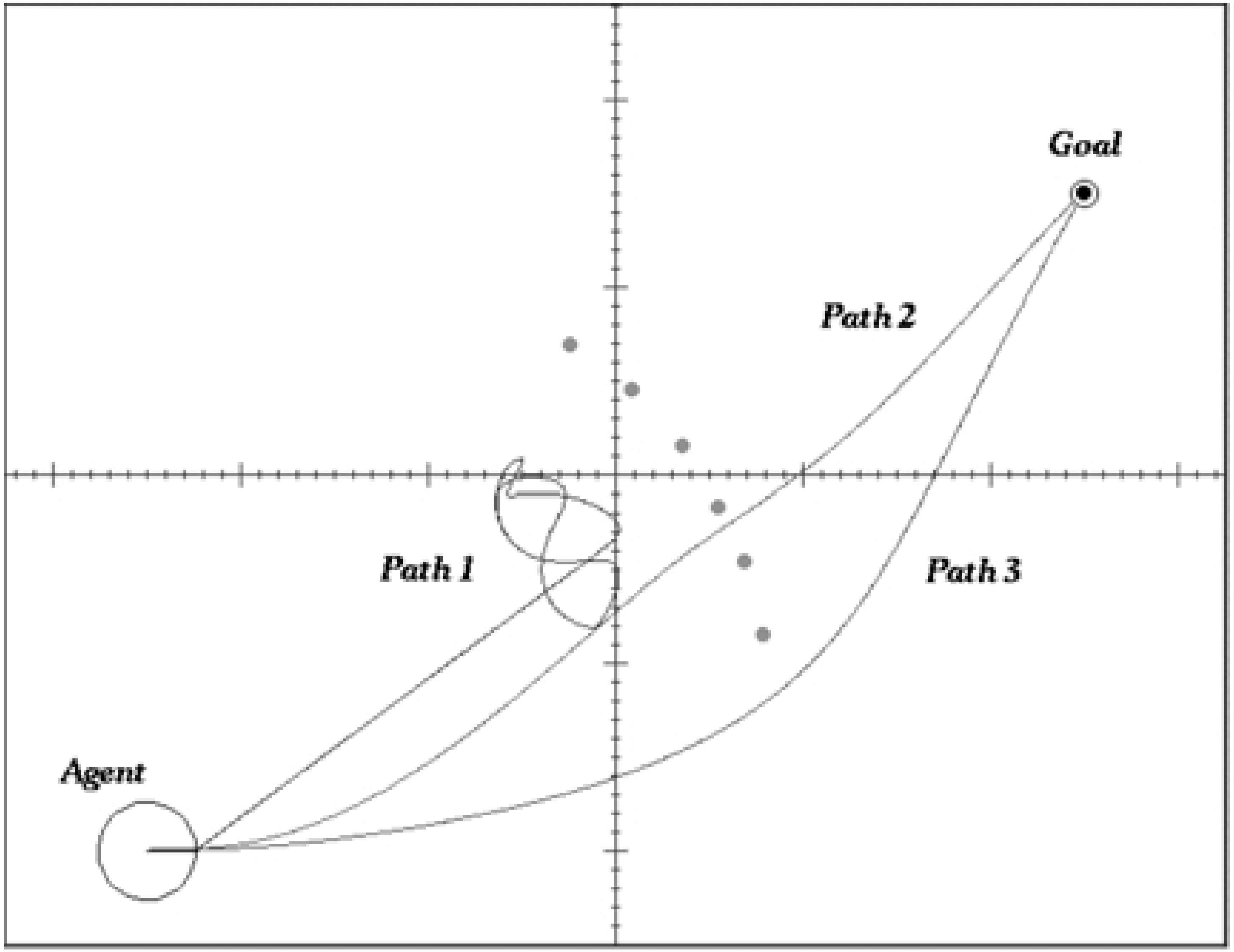
[Bicho, Schöner, 97]

Potential field approach





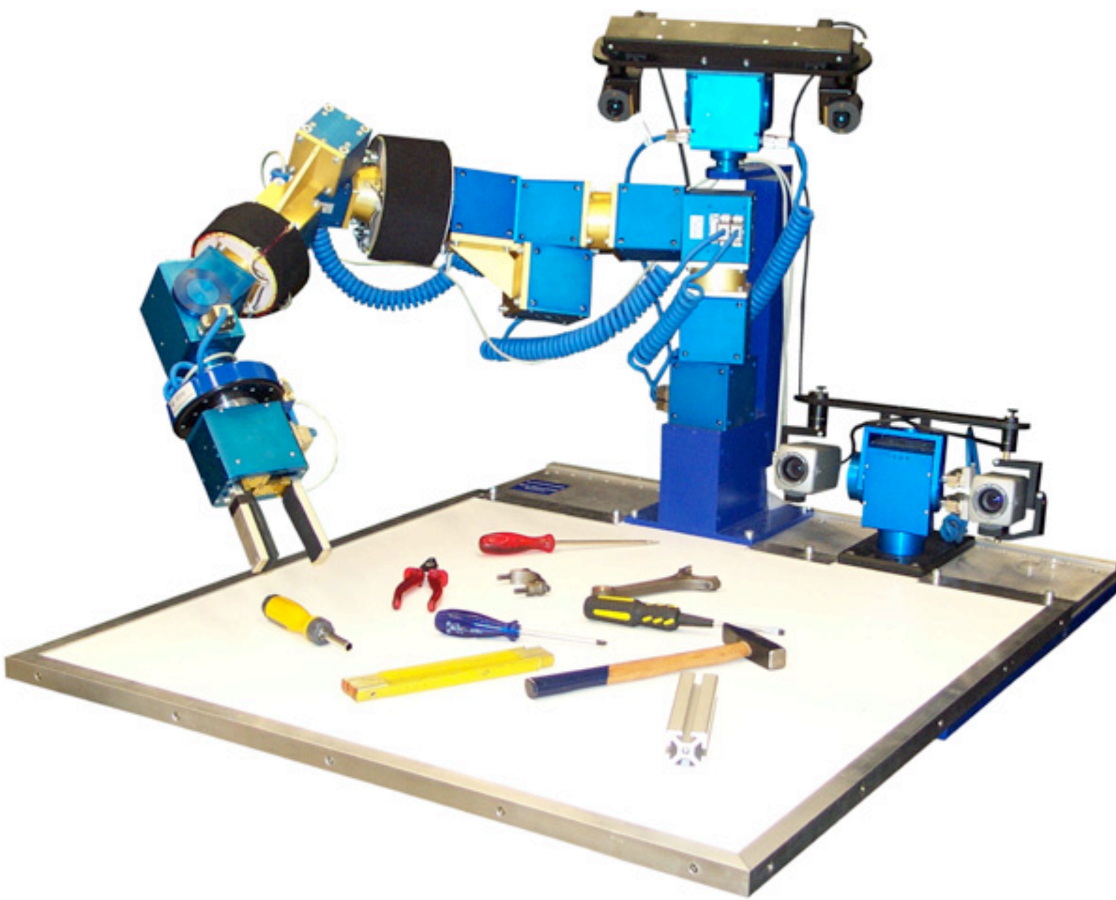
spurious attractors in potential field approach



Spaces for robotic motion planning

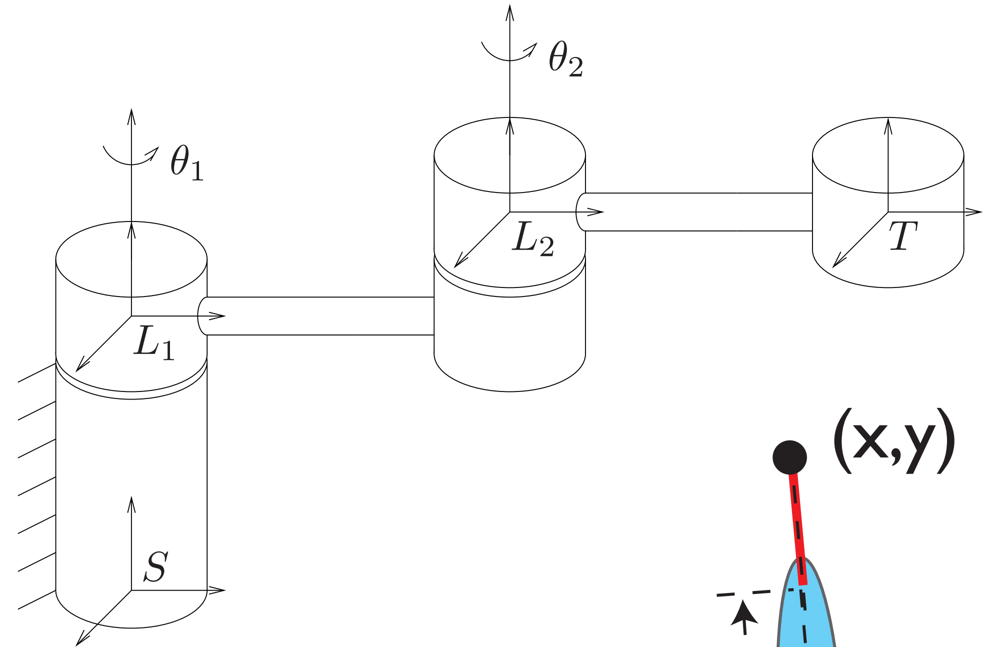
kinematic model	$\mathbf{x} = \mathbf{f}(\theta)$	$\dot{\mathbf{x}} = \mathbf{J}(\theta)\dot{\theta}$
inverse kinematic model	$\theta = \mathbf{f}^{-1}(\mathbf{x})$	$\dot{\theta} = \mathbf{J}^{-1}(\theta)\dot{\mathbf{x}}$

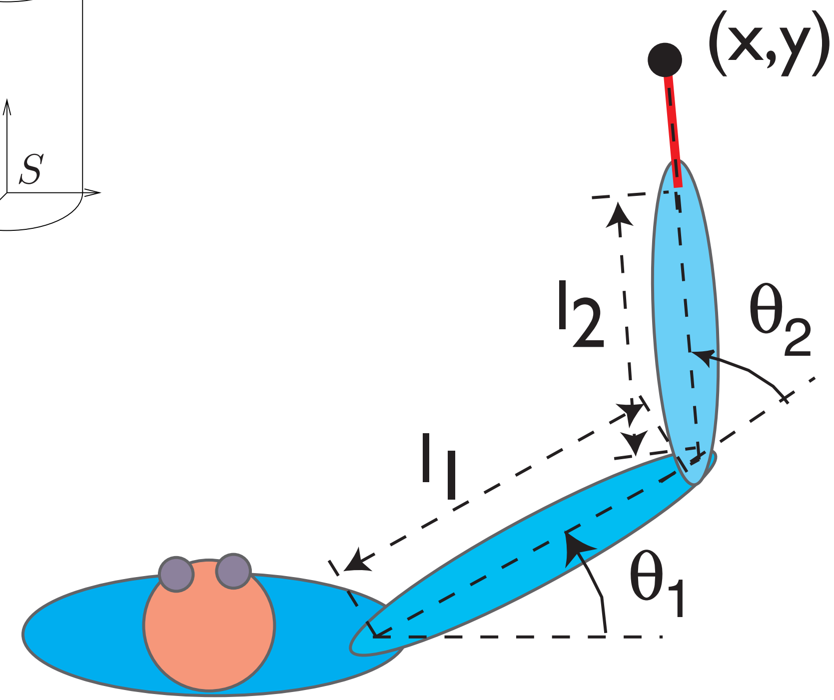
- transform end-effector to configuration space through inverse kinematics
- problems of singularities and multiple "leafs" of inverse…



Forward kinematics

[Murray, Li, Sastry1994]





- where is the hand, given the joint angles..

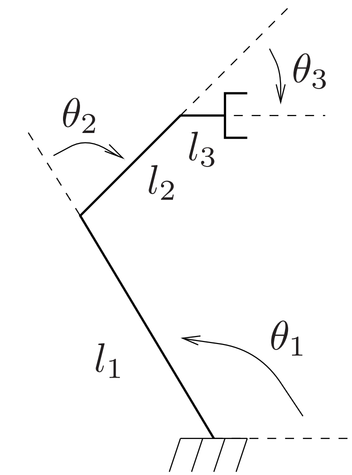
$$\mathbf{x} = \mathbf{f}(\theta)$$

$$x = l_1 \cos(\theta_1) + l_2 \cos(\theta_1 + \theta_2)$$

$$y = l_1 \sin(\theta_1) + l_2 \sin(\theta_1 + \theta_2)$$

Workspace / Singularities

- where the Eigenvalue of the Jacobian becomes zero (real part)…
- so that movement in a particular direction is not possible…
- typically at extended postures or inverted postures
- at limits of workspace



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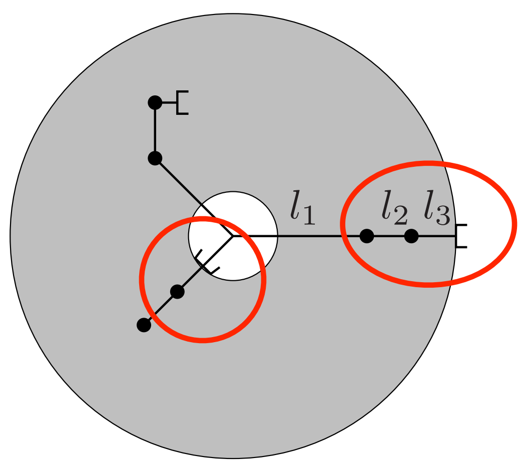
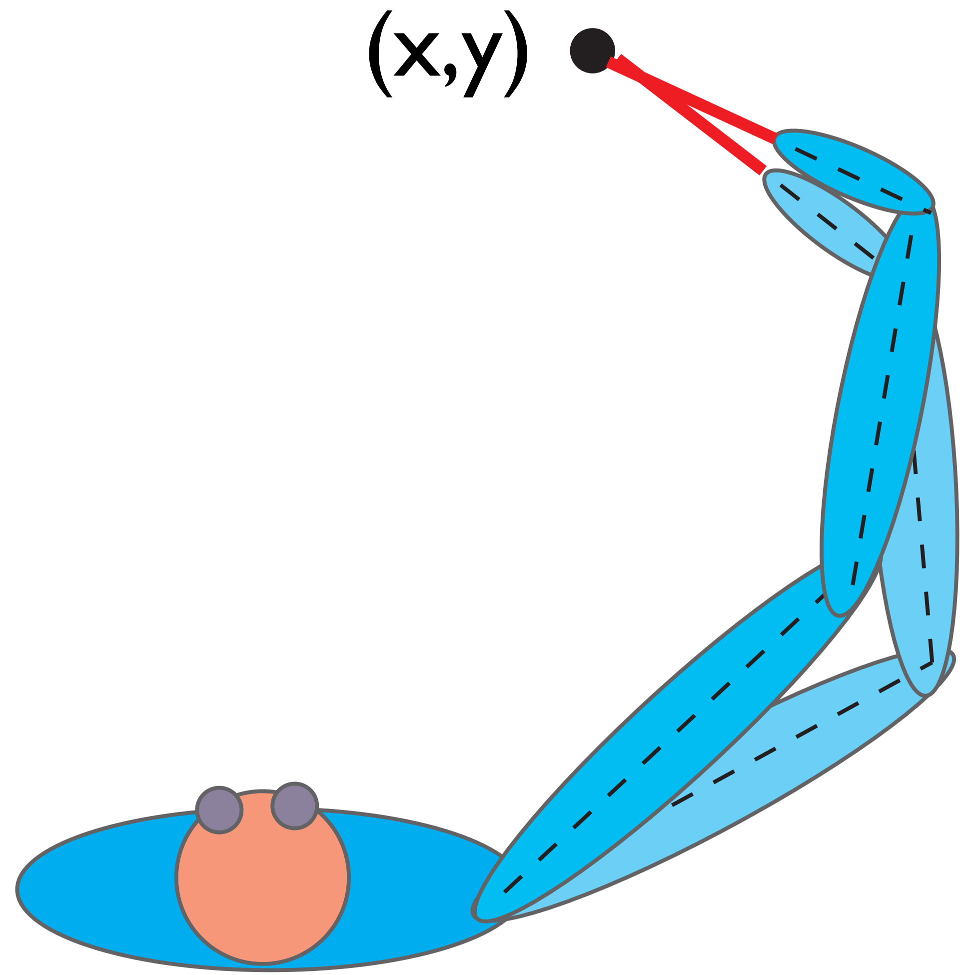


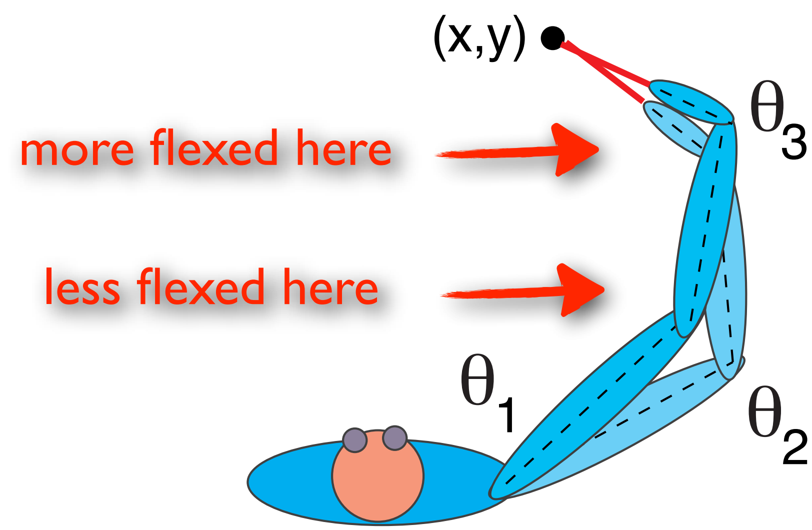
(c)

Redundant kinematics

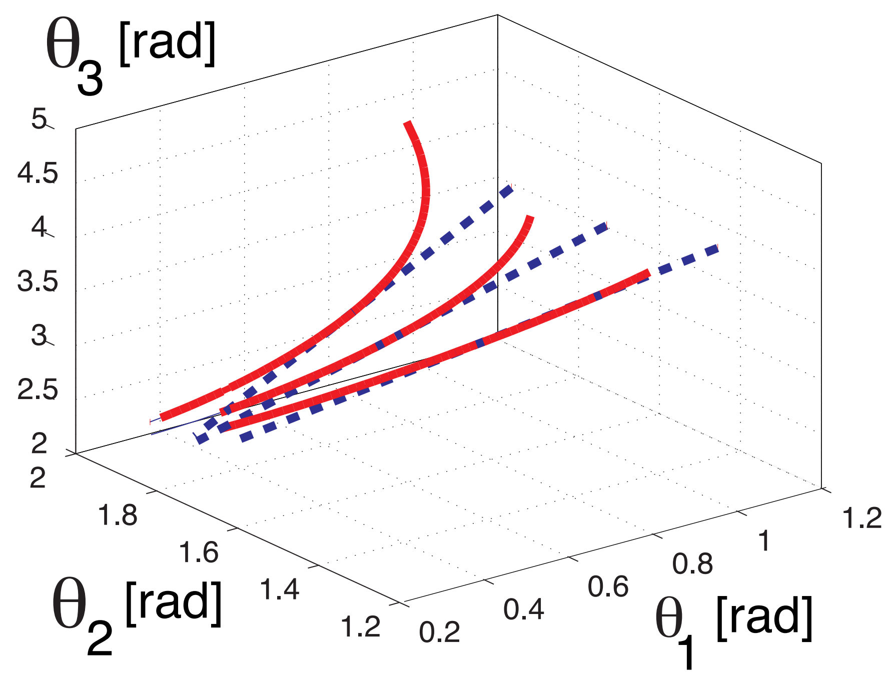
- redundant arms/tasks: more joints than task-level degrees of freedom
- => (continuously) many inverse solutions…



Concept of the UnControlled Manifold 9

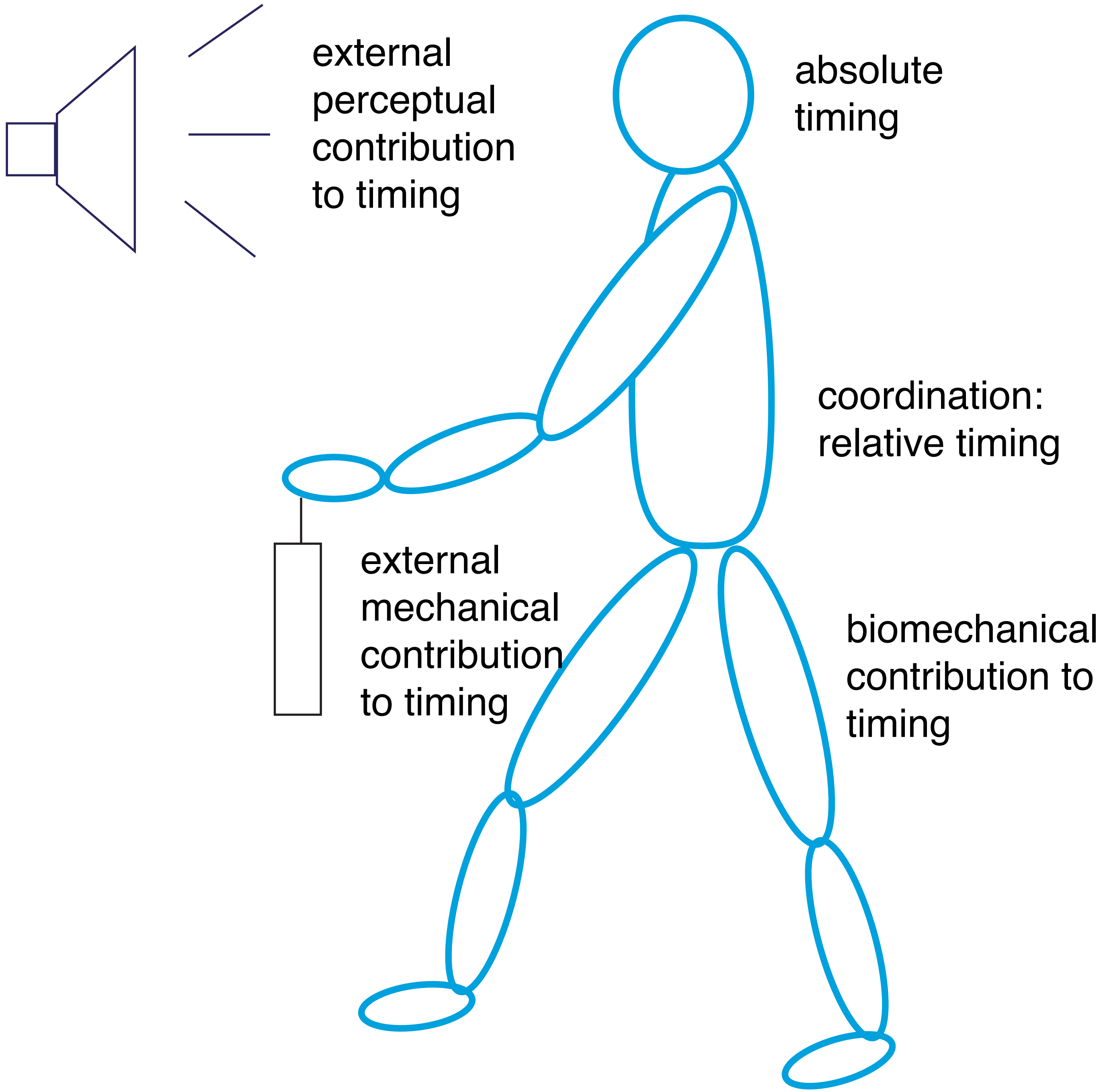


- the many DoF are coordinated such that hand in space is stabilized by compensatory coupling

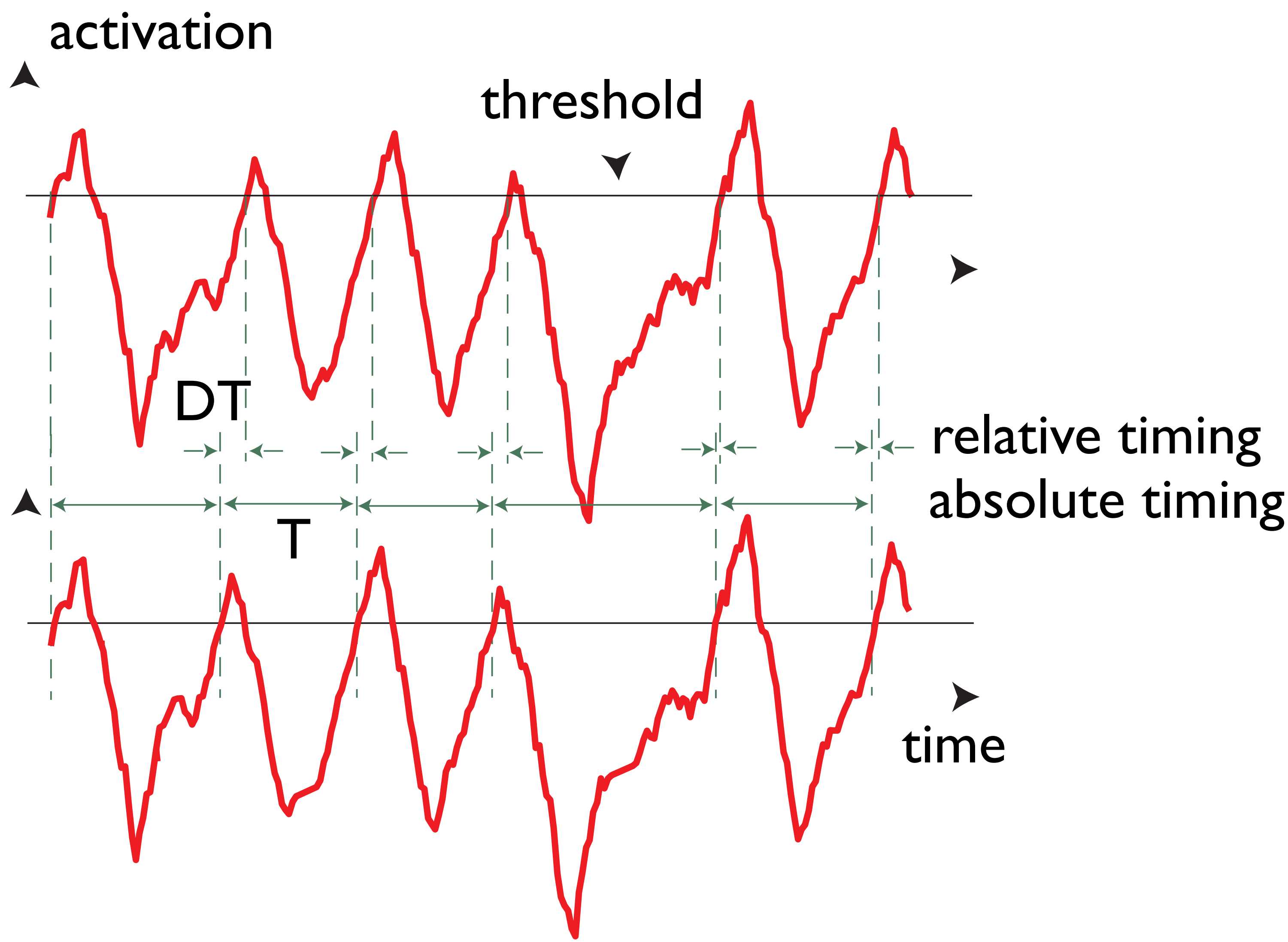


[Scholz, Schöner, EBR 126:289 (99)]

Timing in nervous systems



Relative vs. absolute timing

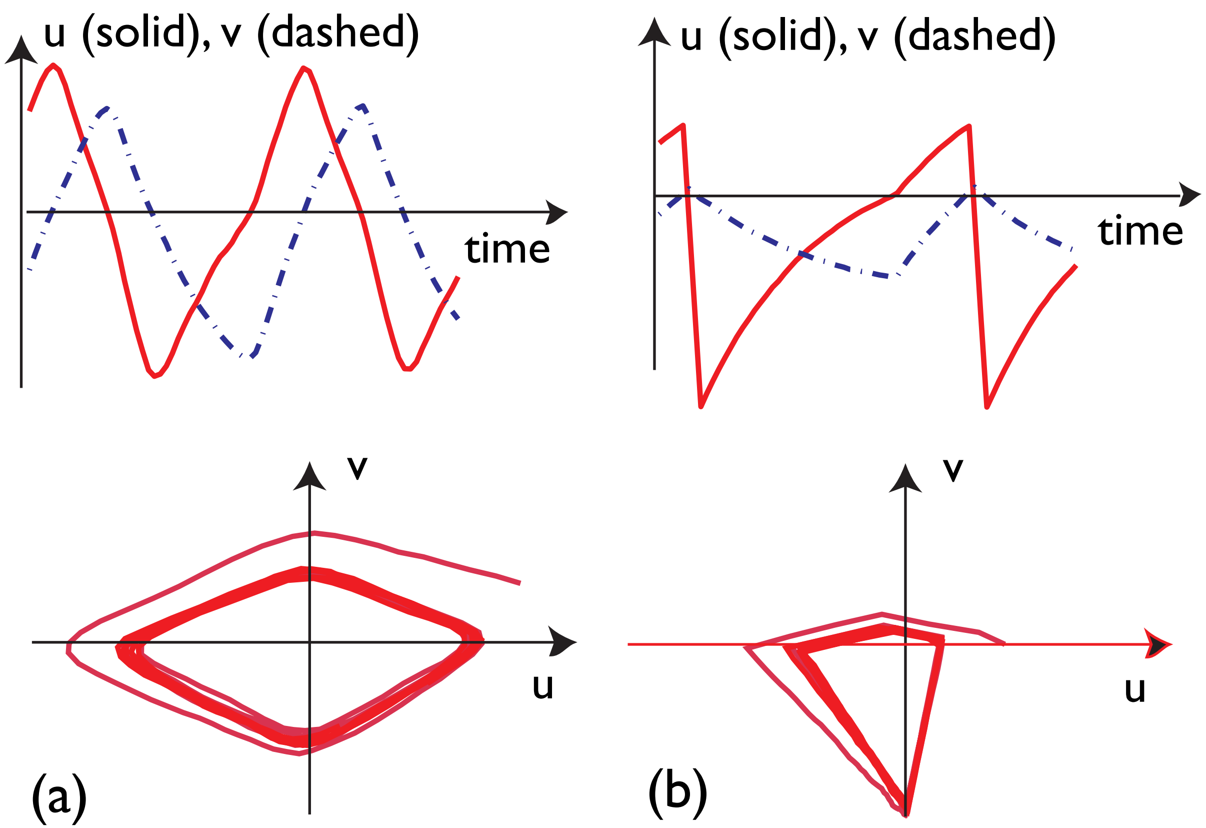


relative phase=DT/T

Neural oscillator

- relaxation oscillator

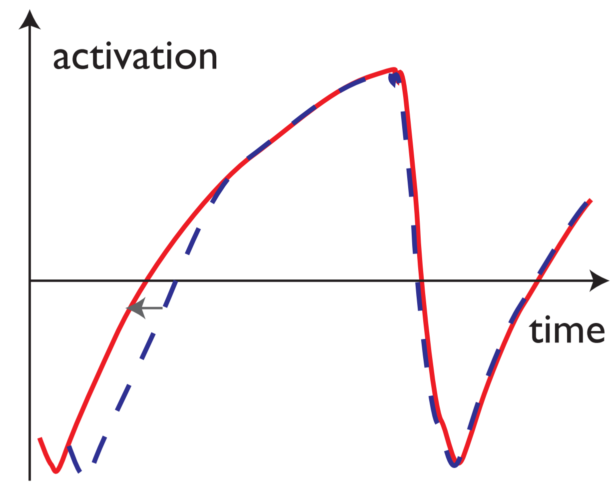
$$\tau \dot{u} = -u + h_u + w_{uu} f(u) - w_{uv} f(v)$$
$$\tau \dot{v} = -v + h_v + w_{vu} f(u),$$

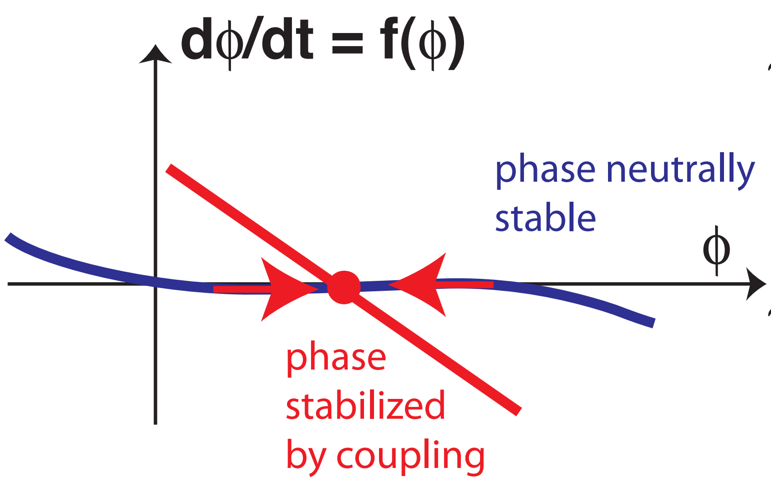


[Amari 77]

Coordination from coupling

- coordination=stable relative timing emerges from coupling of neural oscillators





$$\tau \dot{u}_1 = -u_1 + h_u + w_{uu} f(u_1) - w_{uv} f(v_1)$$

$$\tau \dot{v}_1 = -v_1 + h_v + w_{vu} f(u_1) \boxed{+ c f(u_2)}$$

$$\tau \dot{u}_2 = -u_2 + h_u + w_{uu} f(u_2) - w_{uv} f(v_2)$$

$$\tau \dot{v}_2 = -v_2 + h_v + w_{vu} f(u_2) \boxed{+ c f(u_1)}$$

[Schöner: Timing, Clocks, and Dynamical Systems. *Brain and Cognition* 48:31-51 (2002)]

Open-chain manipulator

$$\boxed{M(\theta)\ddot{\theta} + C(\theta, \dot{\theta})\dot{\theta} + N(\theta, \dot{\theta}) = \tau}$$

inertial | centrifugal/ coriolis | gravitational | active torques

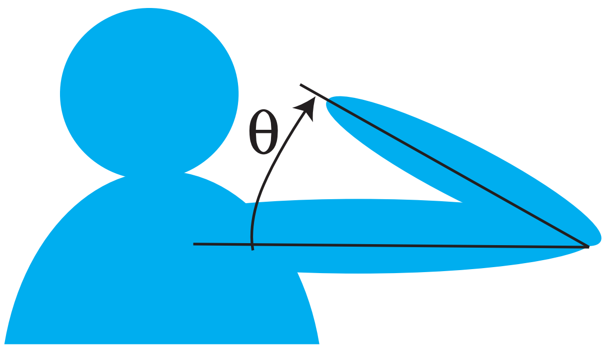
Control of multi-joint arm

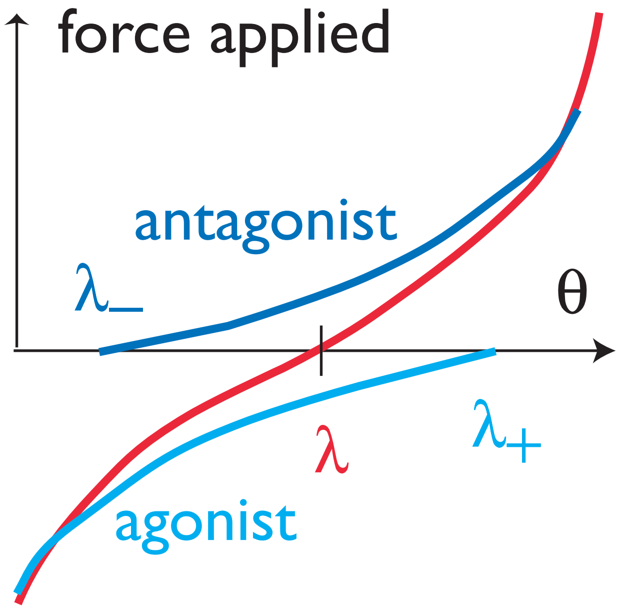
- generate joint torques that produce a desired motion… θ_d
- error $\theta_e = \theta - \theta_d$
- PD control $\tau = K_p \theta_e + K_e \dot{\theta}_d + K_i \int \theta_e(t')dt'$
- => controlling joints independently

$$\boxed{M(\theta)\ddot{\theta} + C(\theta, \dot{\theta})\dot{\theta} + N(\theta, \dot{\theta}) = \tau}$$

Human motor control

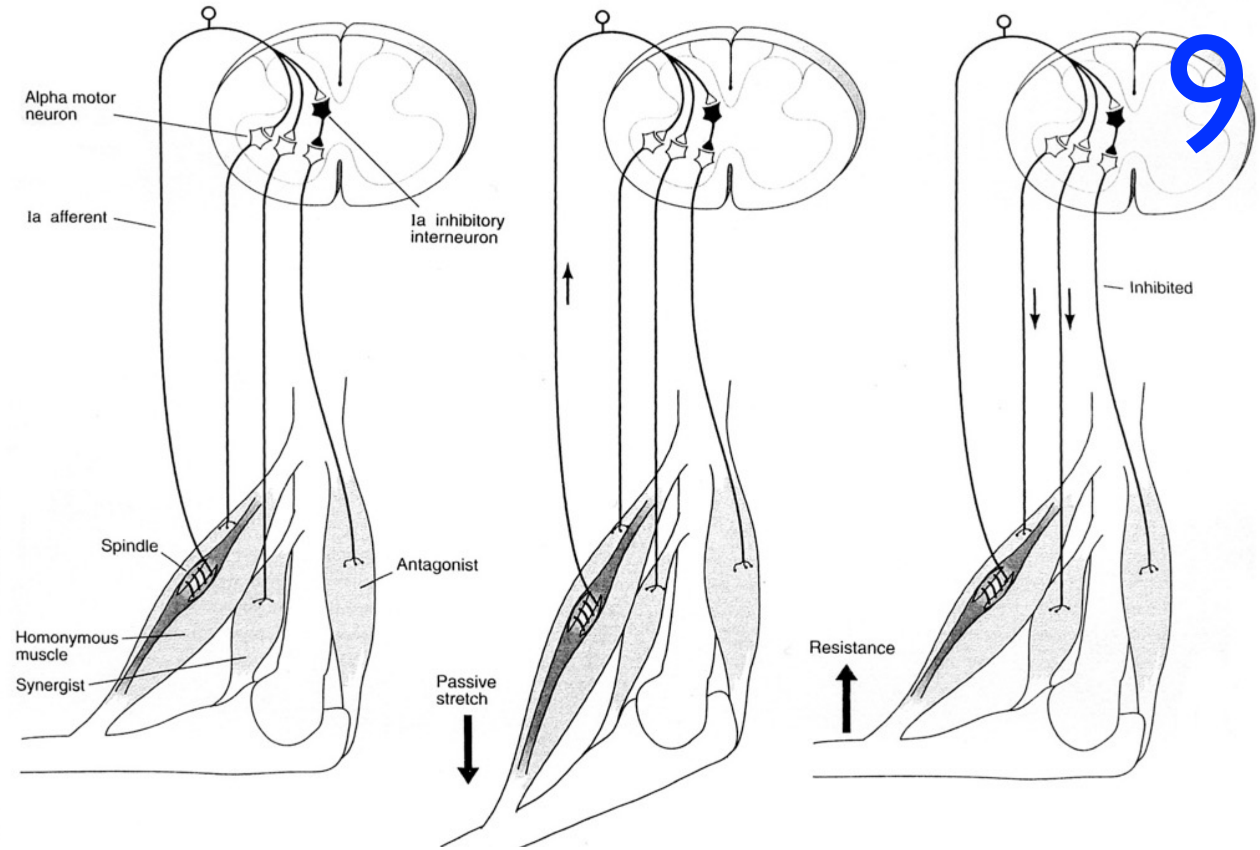
- posture resists when pushed => is actively controlled = stabilized by feedback
- invariant characteristic
  - one lambda per muscle
  - co-contraction controls stiffness

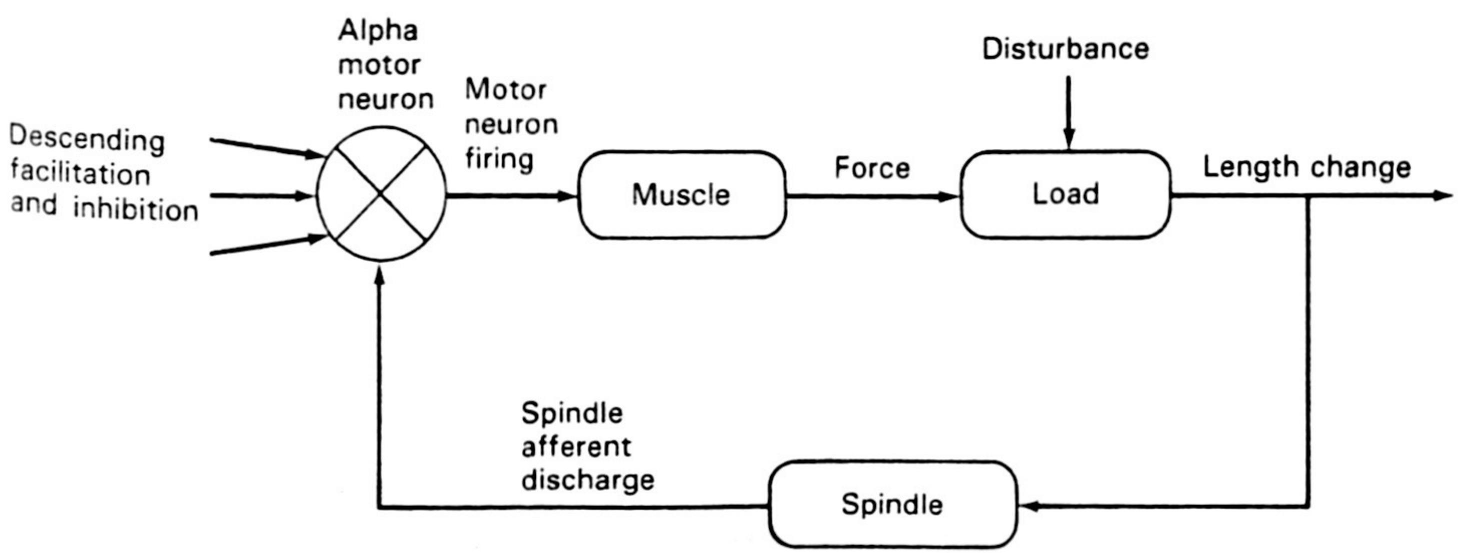




based on spinal reflexes

- stretch reflex





[Kandel, Schartz, Jessell, Fig. 37-11]