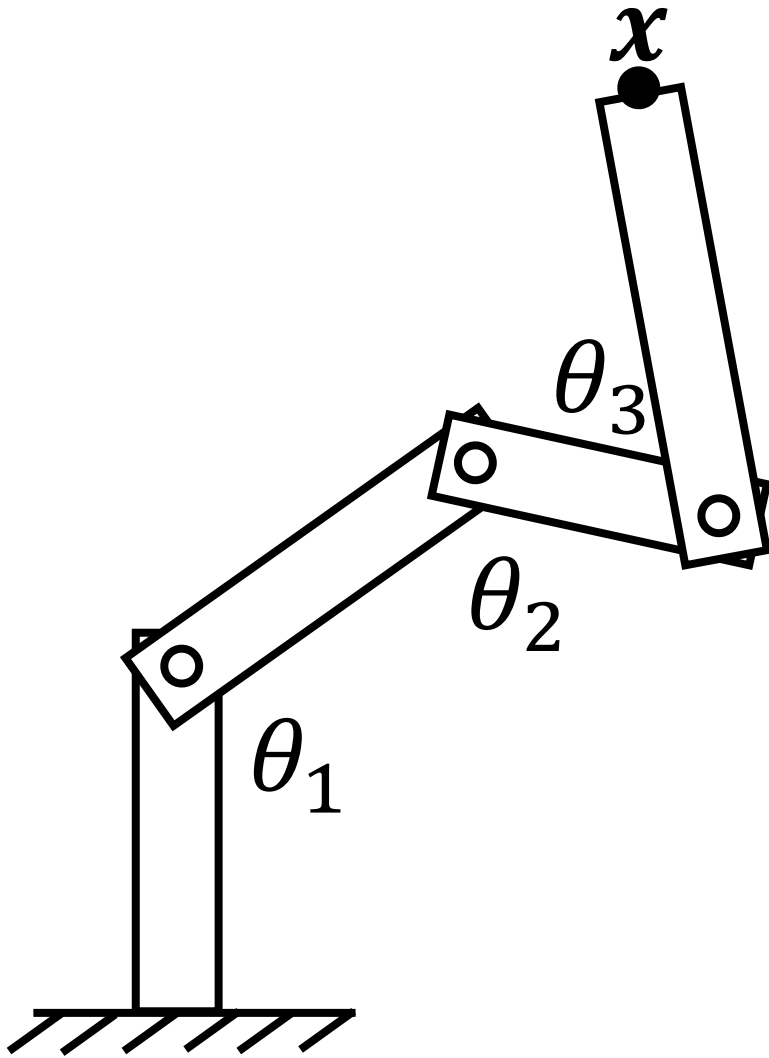


derivatives for design and control

with Jim and Simon

review: serial manipulator



end effector position $x \in \mathbb{R}^2$

motor angles $\theta = \begin{bmatrix} \theta_1 \\ \vdots \\ \theta_K \end{bmatrix}$

forward kinematics (FK)

what is $\mathbf{x}(\boldsymbol{\theta})$?

i.e., given joint angles $\boldsymbol{\theta}$, what is the corresponding tip position \mathbf{x} ?

→ something like $\mathbf{x}(\boldsymbol{\theta}) = \mathbf{T}_K \mathbf{R}_K \cdots \mathbf{T}_1 \mathbf{R}_1 \mathbf{O}$ // some big analytic
// expression with a bunch
// of $\sin(\theta_i)$'s and $\cos(\theta_j)$'s

inverse kinematics (IK)

what is $\theta^*(\tilde{\mathbf{x}})$?

i.e., given joint target tip position $\tilde{\mathbf{x}}$, what is an optimal choice of joint angles θ^* ?

option 0: solve analytically

option 1: use optimization

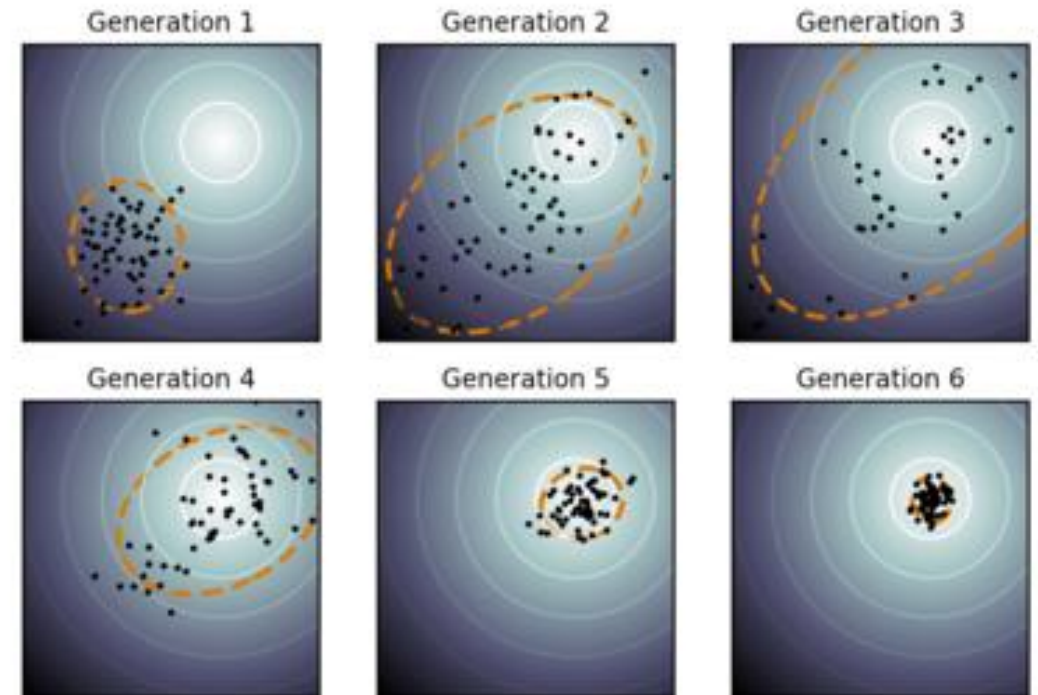
minimize a suitable objective

$$f_0(\boldsymbol{\theta}) = \frac{1}{2} (\mathbf{x}(\boldsymbol{\theta}) - \tilde{\mathbf{x}})^T (\mathbf{x}(\boldsymbol{\theta}) - \tilde{\mathbf{x}})$$

option 1a: derivative-free optimization

requires no derivatives

- when in doubt just use CMA-ES



option 1b: derivative-based optimization

may require 1 derivative (gradient)...

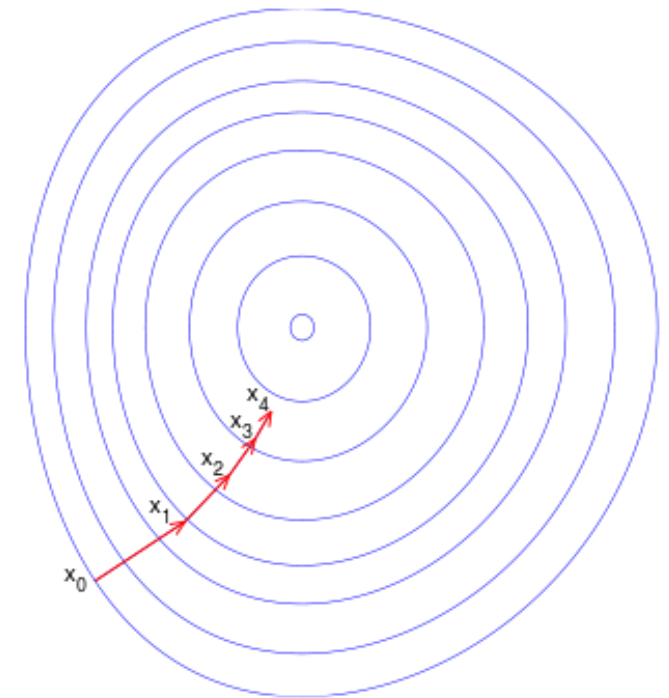
gradient descent

may require 2 derivatives (gradient and Hessian)...

Newton's method

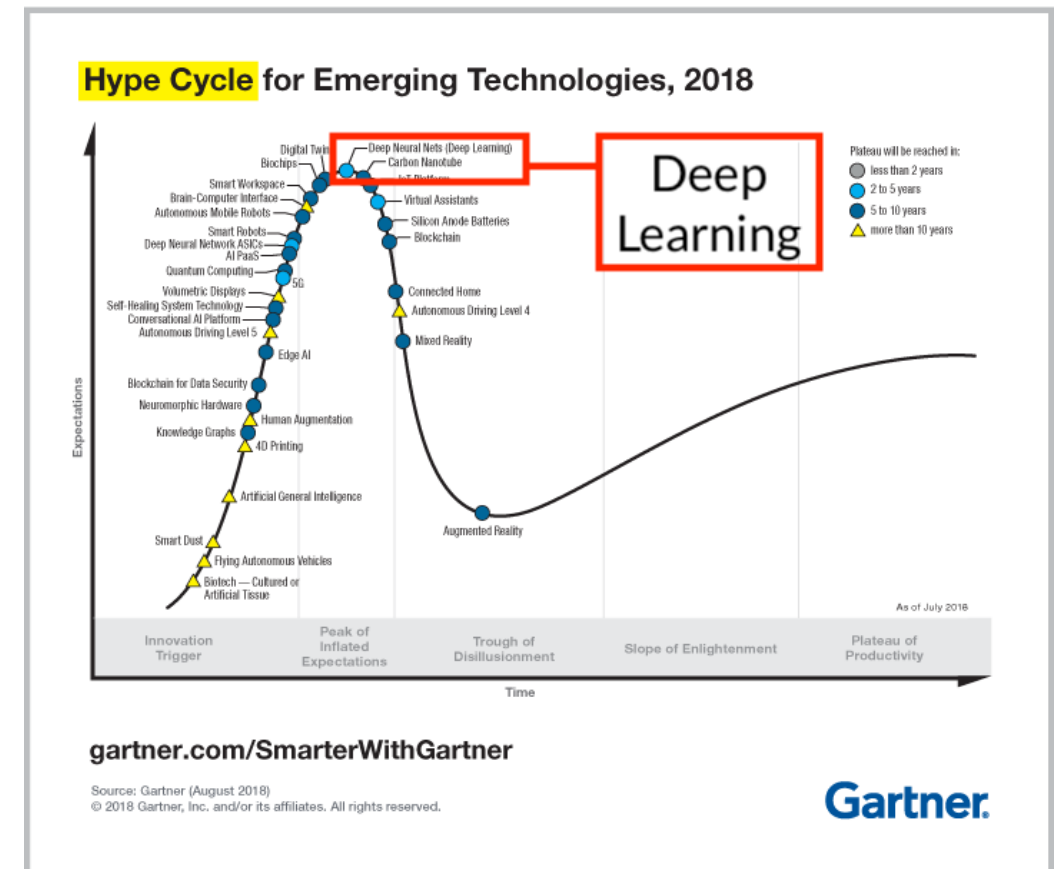
or be somewhere in the middle...

Gauss-Newton, L-BFGS

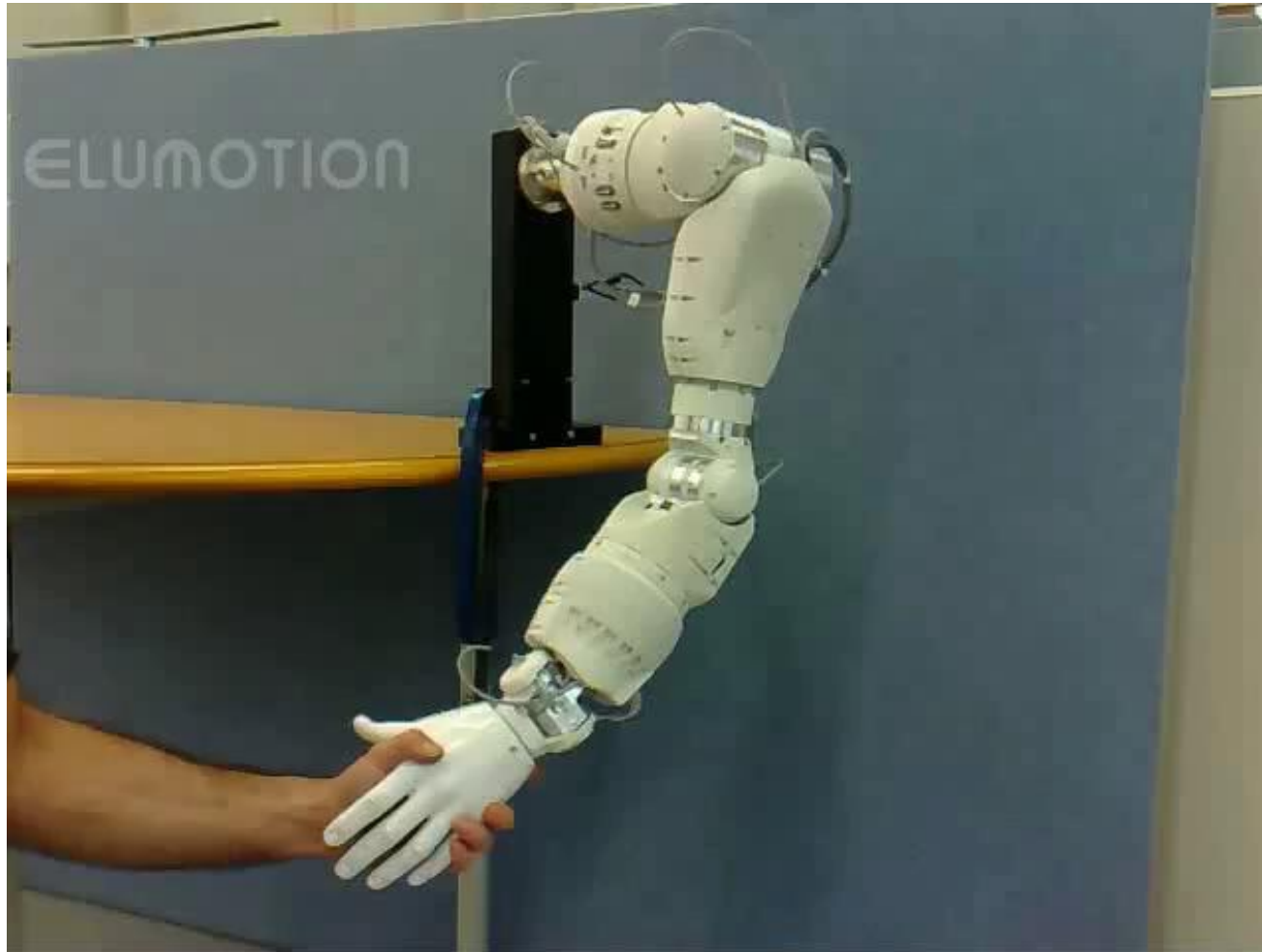


option 2: learn it

build a large set of training data $\{(\theta_i, \mathbf{x}_i)\}_{i=1}^N$ using forward kinematics, then train a deep net using tensor flow, and evaluate the deep net at θ



option 3: invert kinematics using the *real world*



option 1b: derivative-based optimization

Say the objective is $f(\mathbf{x}(\mathbf{p})) = \frac{1}{2} (\mathbf{x}(\mathbf{p}) - \tilde{\mathbf{x}})^T (\mathbf{x}(\mathbf{p}) - \tilde{\mathbf{x}})$

gradient is $\frac{df}{d\mathbf{p}} = \frac{\partial f}{\partial \mathbf{x}} \frac{d\mathbf{x}}{d\mathbf{p}}$ // chain rule

$\frac{\partial f}{\partial \mathbf{x}} = (\mathbf{x}(\mathbf{p}) - \tilde{\mathbf{x}})$ is trivial to compute

and for a serial manipulator, $\frac{d\mathbf{x}}{d\mathbf{p}}$ can be computed analytically

But what if $x(\boldsymbol{p})$ does not have an analytic expression?

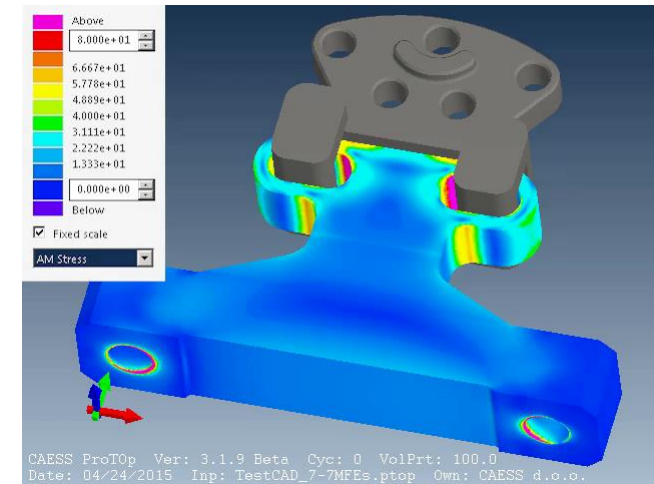
For example, static equilibrium of a finite element mesh:

$$\boldsymbol{x}(\boldsymbol{p}) = \underset{\boldsymbol{x}}{\operatorname{arg\,min}} E(\boldsymbol{x}, \boldsymbol{p})$$

Still want to solve optimization problems of this form:

$$\min_{\boldsymbol{p}} f(\boldsymbol{x}(\boldsymbol{p}))$$

An example: topology optimization



Modeling continuous Relation between Parameters and State

- **Observation:** when we set parameters \mathbf{p} , we observe the state \mathbf{x} as the result of simulation.
- Although \mathbf{x} are problem variables, they are not real DOFs – they are functions of the parameters, i.e.,

$$\mathbf{x} = \mathbf{x}(\mathbf{p})$$

- Map from parameters to state is

$$\mathbf{x} = \text{simulate}(\mathbf{p})$$

- For design, we need derivatives of $\mathbf{x}(\mathbf{p})$,

$$\frac{\partial f}{\partial \mathbf{p}} = \frac{\partial f}{\partial \mathbf{x}} \frac{d\mathbf{x}}{d\mathbf{p}}$$

- But how to compute these derivatives,

$$\frac{d\mathbf{x}}{d\mathbf{p}} = \frac{d\text{simulation}}{d\mathbf{p}} ?$$

- The derivative of an **argmin**...?

Differentiating the Map

- Although we can evaluate the map $x \rightarrow x(\mathbf{p})$, this map is not available in closed-form (i.e., *analytically*)
- $x \rightarrow x(\mathbf{p})$ requires minimizing a function, i.e., solving a system of nonlinear equations.
- In general, it is impractical to compute derivatives of the minimization process.
- But even though $x \rightarrow x(\mathbf{p})$ is not given *explicitly*, the gradient of the objective

$$\mathbf{g}(\mathbf{x}, \mathbf{p}) = \nabla_{\mathbf{x}} E = \frac{dE}{dx} = \mathbf{0}$$

provides this map *implicitly*.

Differentiating the Map

- Suppose that (\mathbf{x}, \mathbf{p}) is a feasible pair, i.e., $\mathbf{g}(\mathbf{x}, \mathbf{p}) = \mathbf{0}$. In other words, \mathbf{x} is an equilibrium configuration for \mathbf{p} .
- If we apply a parameter perturbation $\Delta \mathbf{p}$, the system will undergo displacements $\Delta \mathbf{x}$ such that it is again in equilibrium,

$$\mathbf{g}(\mathbf{x} + \Delta \mathbf{x}, \mathbf{p} + \Delta \mathbf{p}) = \mathbf{0}$$

- Since this has to hold for arbitrary parameter variations, we have

$$\frac{d\mathbf{g}}{d\mathbf{p}} = \frac{\partial \mathbf{g}}{\partial \mathbf{x}} \frac{d\mathbf{x}}{d\mathbf{p}} + \frac{\partial \mathbf{g}}{\partial \mathbf{p}} = \mathbf{0} \quad // \text{ total derivative}$$

- If the Jacobian $\nabla_{\mathbf{x}} \mathbf{g}$ is non-singular, we have

$$\frac{d\mathbf{x}}{d\mathbf{p}} = - \frac{\partial \mathbf{g}^{-1}}{\partial \mathbf{x}} \frac{\partial \mathbf{g}}{\partial \mathbf{p}}$$

Sensitivity Analysis

We could in principle *approximate* the sensitivity...

$$D_{\Delta p} f(p) \sim \frac{f(p+h\Delta p) - f(p)}{h} \quad // \text{“finite difference”}$$

...but this approach is typically real slow

option 1b: derivative-based optimization

Say the objective is $f(\mathbf{x}(\mathbf{p})) = \frac{1}{2} (\mathbf{x}(\mathbf{p}) - \tilde{\mathbf{x}})^T (\mathbf{x}(\mathbf{p}) - \tilde{\mathbf{x}})$

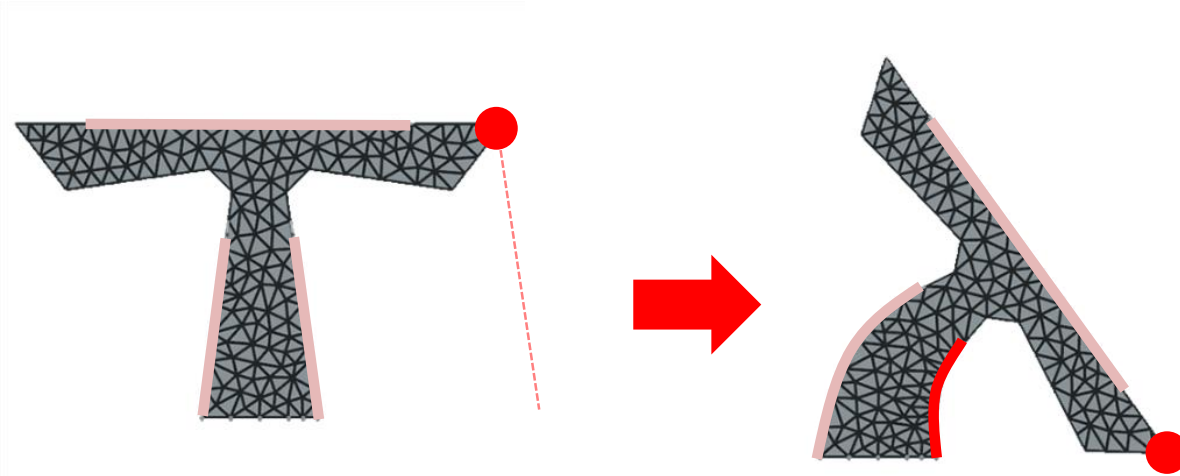
gradient is $\frac{df}{d\mathbf{p}} = \frac{\partial f}{\partial \mathbf{x}} \frac{d\mathbf{x}}{d\mathbf{p}}$ // chain rule

$\frac{\partial f}{\partial \mathbf{x}} = (\mathbf{x}(\mathbf{p}) - \tilde{\mathbf{x}})$ is trivial to compute

and for statically stable FEM (and for many, many other systems),

$\frac{d\mathbf{x}}{d\mathbf{p}}$ can be computed using sensitivity analysis

application: soft IK



say the control input \mathbf{p} are the contacted lengths of cables in a soft robot...
given a target pose $\tilde{\mathbf{x}}$, what is the optimal control \mathbf{p}^* ?

$$f(\mathbf{x}(\mathbf{p})) = \frac{1}{2} (\mathbf{x}(\mathbf{p}) - \tilde{\mathbf{x}})^T \mathbf{Q} (\mathbf{x}(\mathbf{p}) - \tilde{\mathbf{x}})$$

real-world robot

optimal control signals p^*

user-specified target pose \tilde{x}

