

Grammatical Evolution for Gait Retargeting

Problem: Gathering motion data for physics-based animal models is expensive

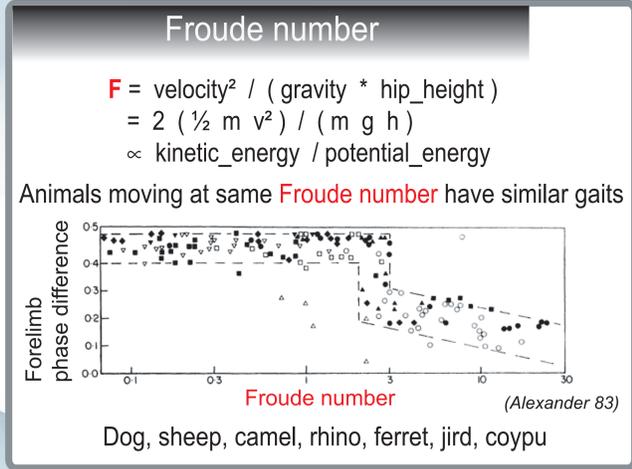
Solution: Evolutionary based inter-species gait retargeting
- Retarget motion data from one animal to another

Combine quadruped animation, evolutionary algorithms and biomechanical research

Simulation Grammatical Evolution



James Murphy
james.murphy@ucd.ie
School of Computer Science and Informatics
University College Dublin
Co-funded by IRCSET and IBM

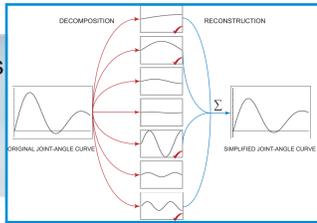


Simulation application



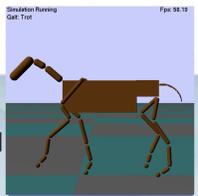
- Quadruped simulation
- Constructs any quadruped model
 - Applies torques for movement
 - Torques from motion data

Gait cycle representation



- Gait cycle as sum of sinusoidal functions
- Muscles as terms in a Fourier analysis
 - Fourier analysis decomposes data
 - Simplification reduces parameters

Simulation/evaluation



- Fitness function
- Energy efficiency based
 - Most efficient gait optimal
 - Constraints enforced

Genotype



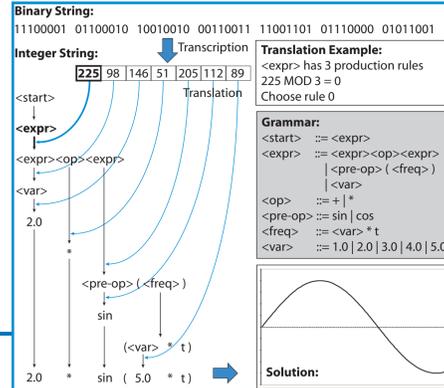
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Phenotype

Protein Gait cycle

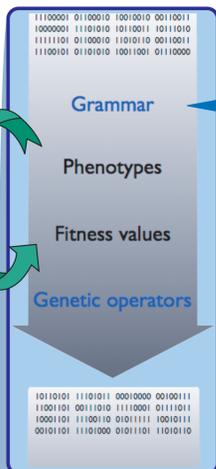
- New evolutionary algorithm
- Principles from molecular biology
 - Binary string describes solutions
 - Analogous to DNA

Derivation of sinusoidal function from grammar



- Genotype to phenotype through grammar
- Grammar adds layer of indirection
 - Genetic operators applied to genotype
 - Search and solution space separation

GE process



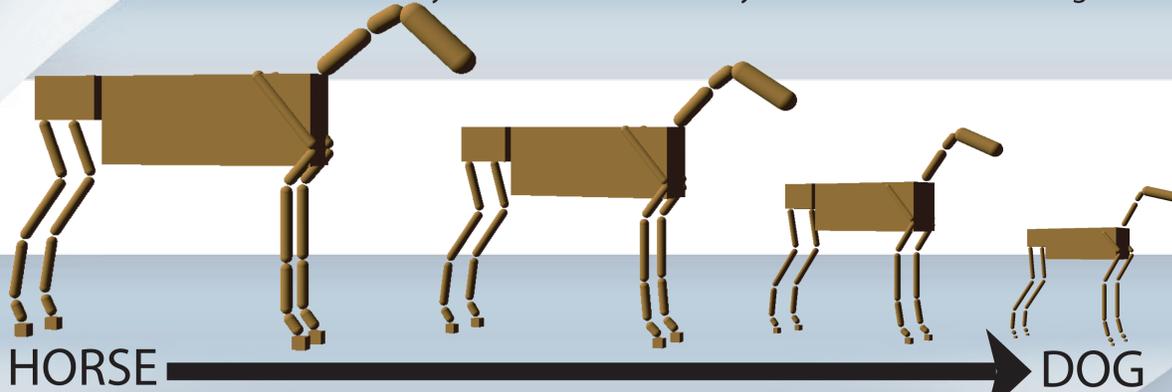
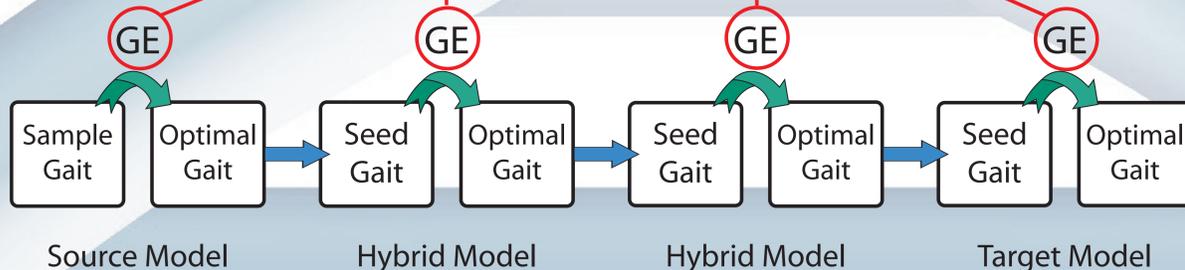
Grammatical Evolution (GE) Process

- Start with initial population of binary strings
- Expand each string to phenotype (gait cycle) through grammar
- Evaluate each phenotype in simulation and return fitness
- Apply genetic operators to create next generation

Optimal gait generation



Retargeting process



Dynamic similarity constraints

Dynamic similarity principles based on **Froude number**

For animals travelling at the same **Froude number**:

- Legs move in same phase relationship
- Relative stride lengths are equal
- Duty factors are equal

Motion controllers enforce seed data phase differences

Fitness function rejects solutions which do not exhibit...

- relative stride lengths
- duty factors

...equal to those of the seed data

Retargeting theory

- Natural evolution for gait generation
- Skeleton and gaits evolved for efficiency

Retarget through series of hybrid models

- Hybrids are source/target interpolation
- Optimisation close to global minimum

Retargeting process

- Start with measured data
- Generate optimal gait
- Gait becomes seed for first hybrid
- Generate optimal gait
- Gait becomes seed for next hybrid
- Process continues until target reached