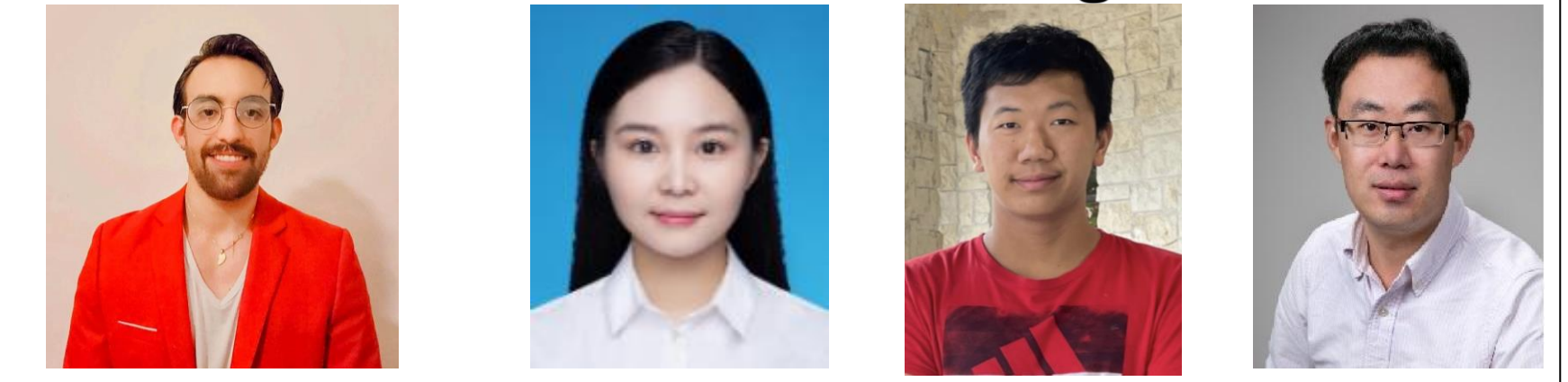


# Reinforcement Learning through Physics-based and Data-driven Approaches for Exoskeleton Control in the Real World

Israel Dominguez<sup>1</sup>, Susan Luo<sup>1</sup>, Ruiyang Wu<sup>1</sup>, and Hao Su<sup>1,2</sup>

<sup>1</sup>Biomechanics and Intelligent Robotics lab, Department of Mechanical and Aerospace Engineering, North Carolina State University, Raleigh, NC 27695, USA

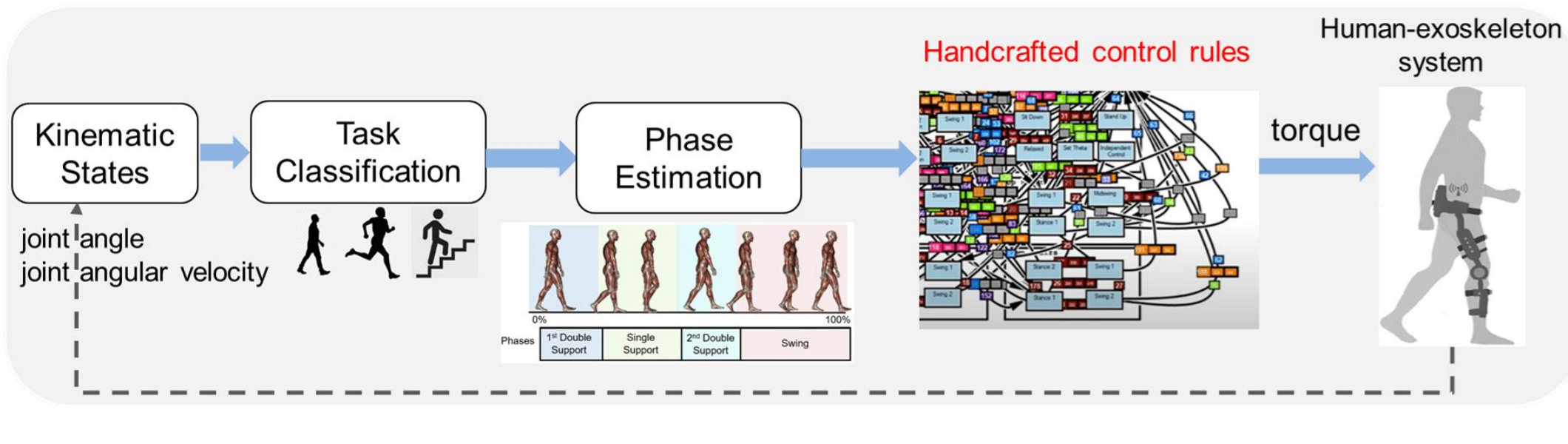
<sup>2</sup>Joint NCSU/UNC Department of Biomedical Engineering, North Carolina State University, Raleigh, NC, 27695; University of North Carolina at Chapel Hill, Chapel Hill, NC 27599, USA.



Israel Dominguez Shuzhen Luo Ruiyang Wu Hao Su

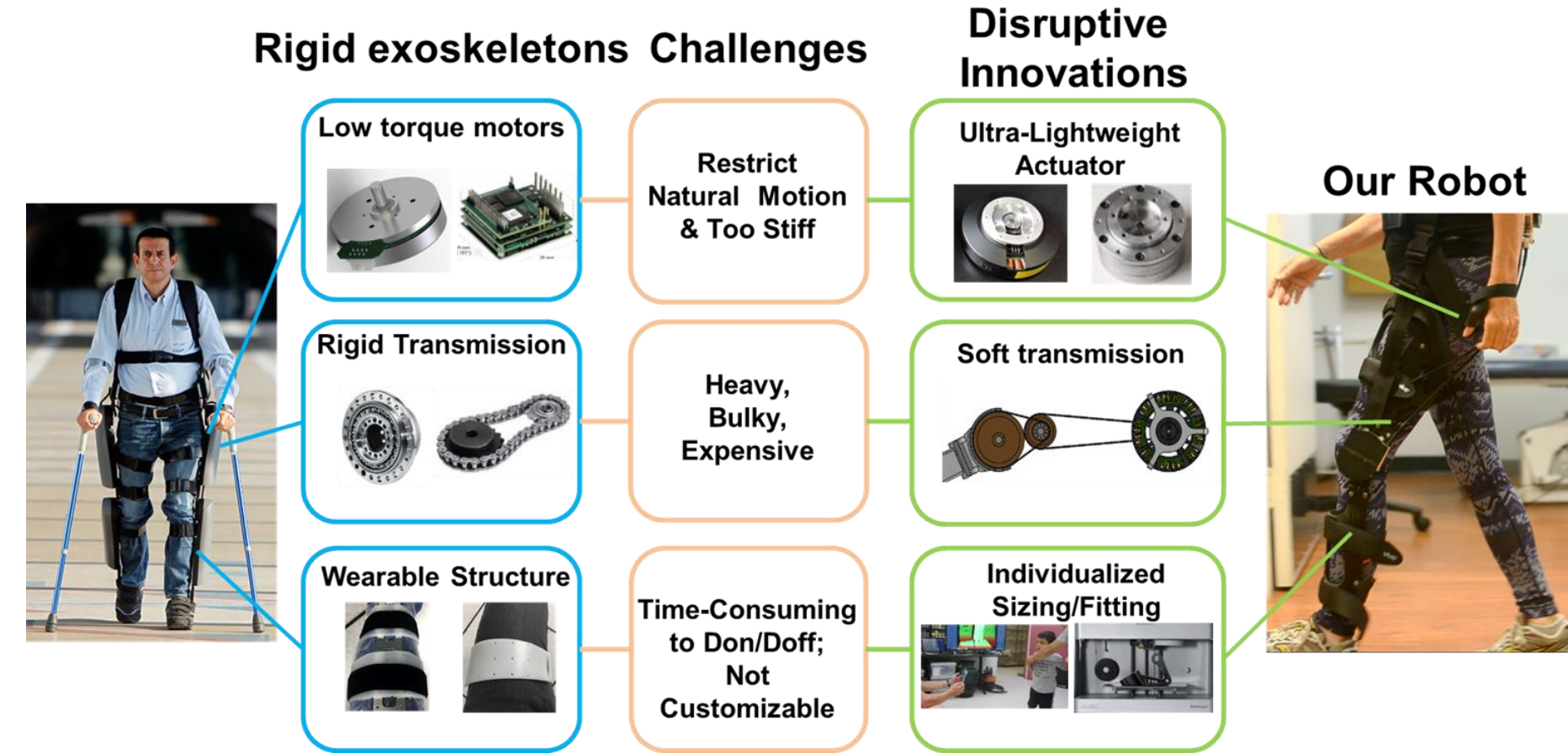
## Objectives and Challenges

- Wearable robots like lower-limb exoskeletons have great potential for mobility restoration and human augmentation
- Challenge 1:** Intensive human testing
- Challenge 2:** Handcrafted control laws



## Our Lightweight and High Torque Soft Exoskeleton

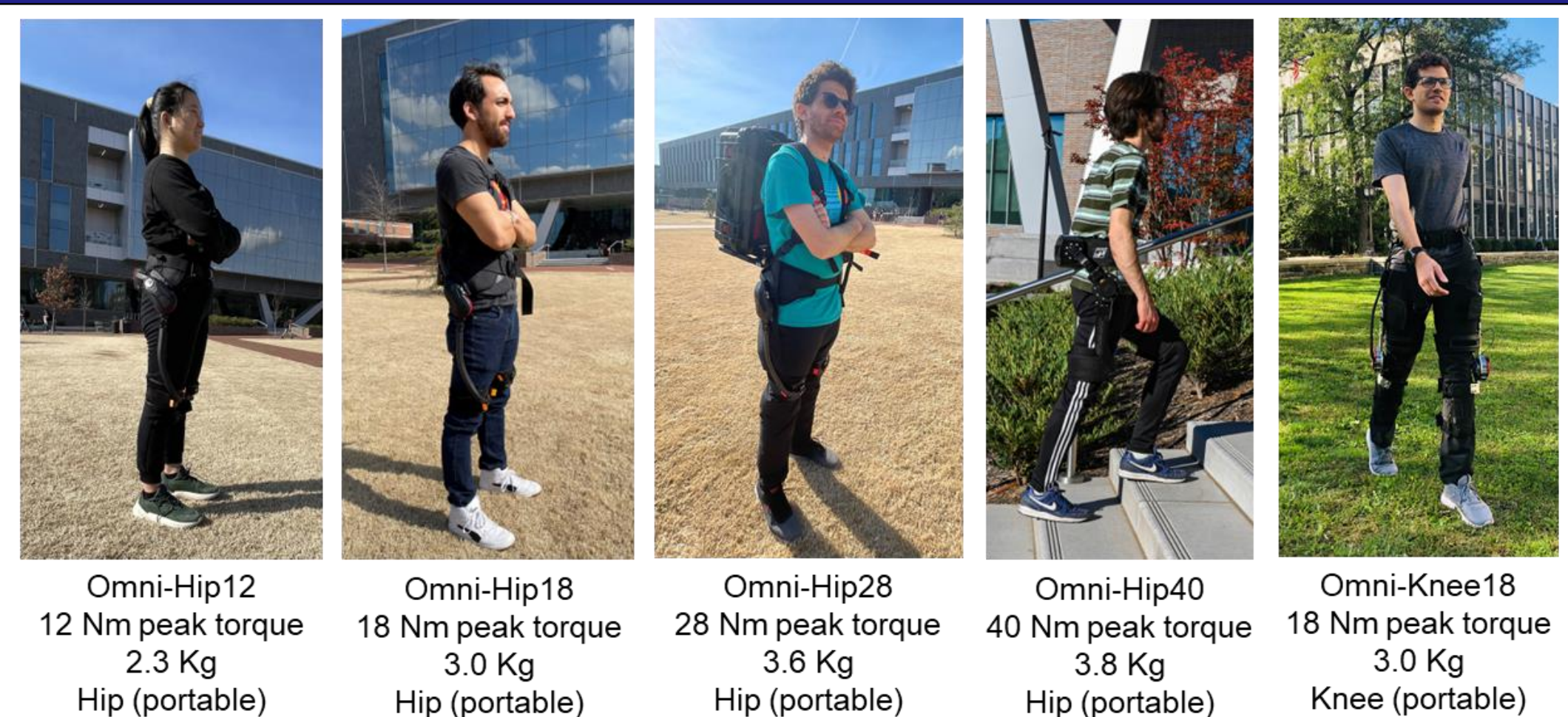
### Paradigm Shift of Wearable Robots



### Advantages of Our Soft Exoskeleton



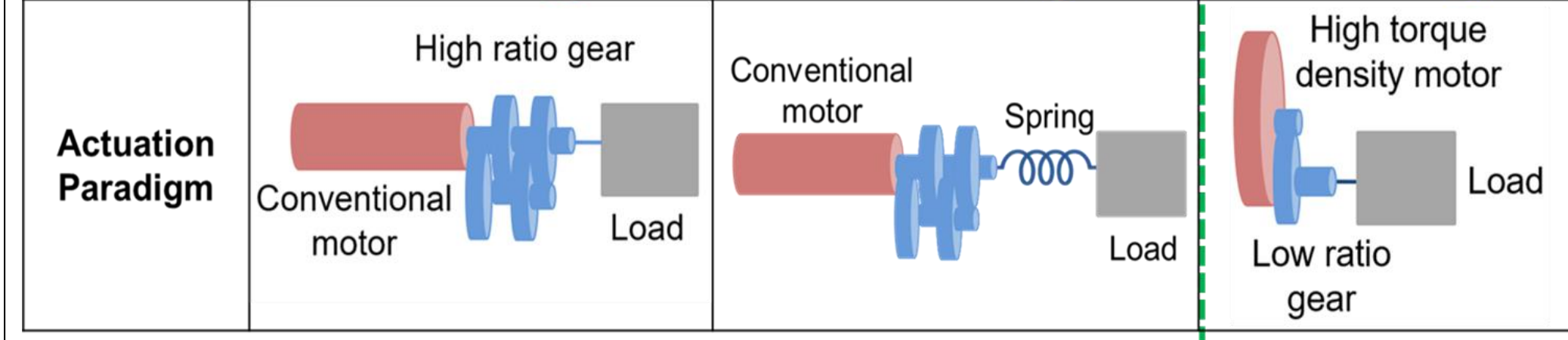
## Our Portable and Tethered Soft Exoskeleton Systems



## QDD Actuation Paradigm for Exoskeleton

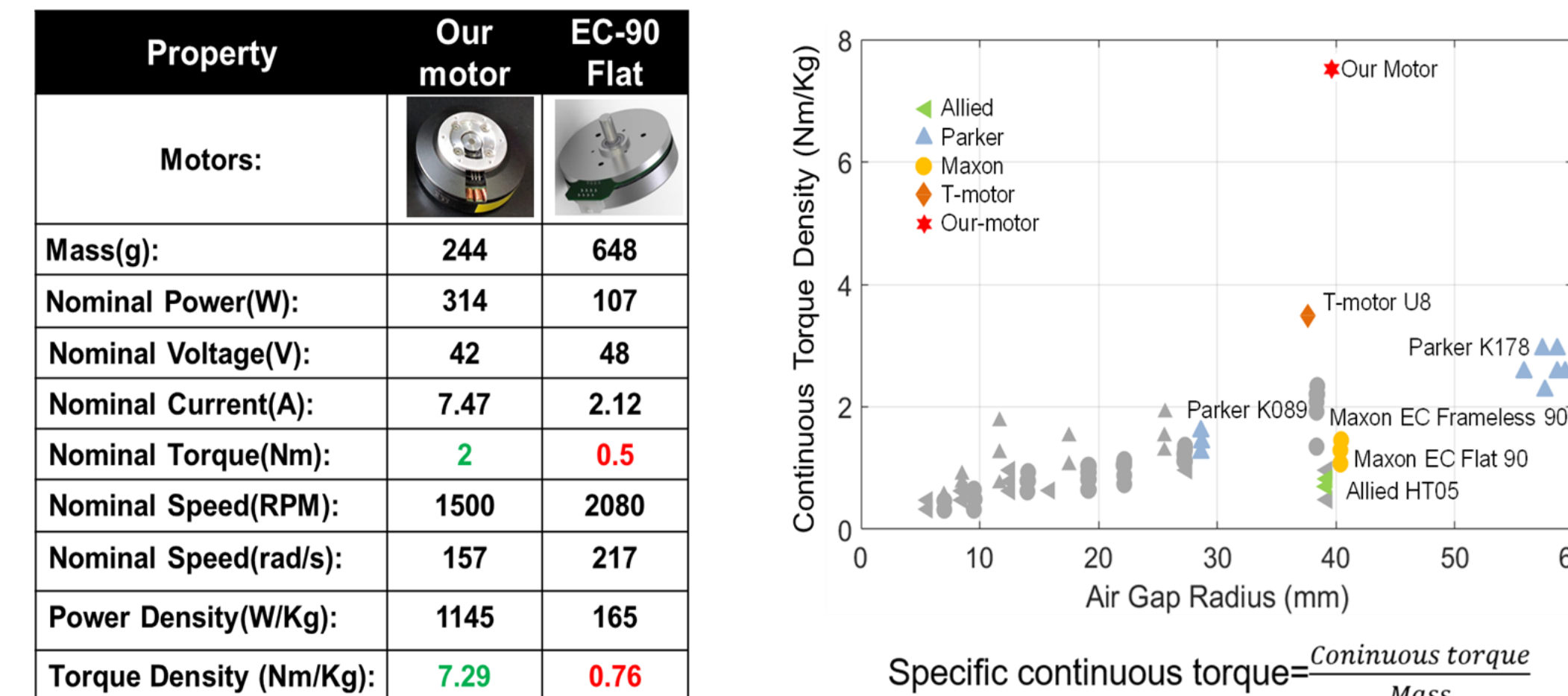
### New Actuation Paradigm for Co-Robots

	Geared Motor with Force/Torque Sensor	Series Elastic Actuator	Quasi Direct Drive Actuator [Ours]
Compliance	Low (X)	Medium (O)	High (O)
Bandwidth	High (O)	Low (X)	High (O)
Efficiency	Low (X)	Medium (O)	High (O)

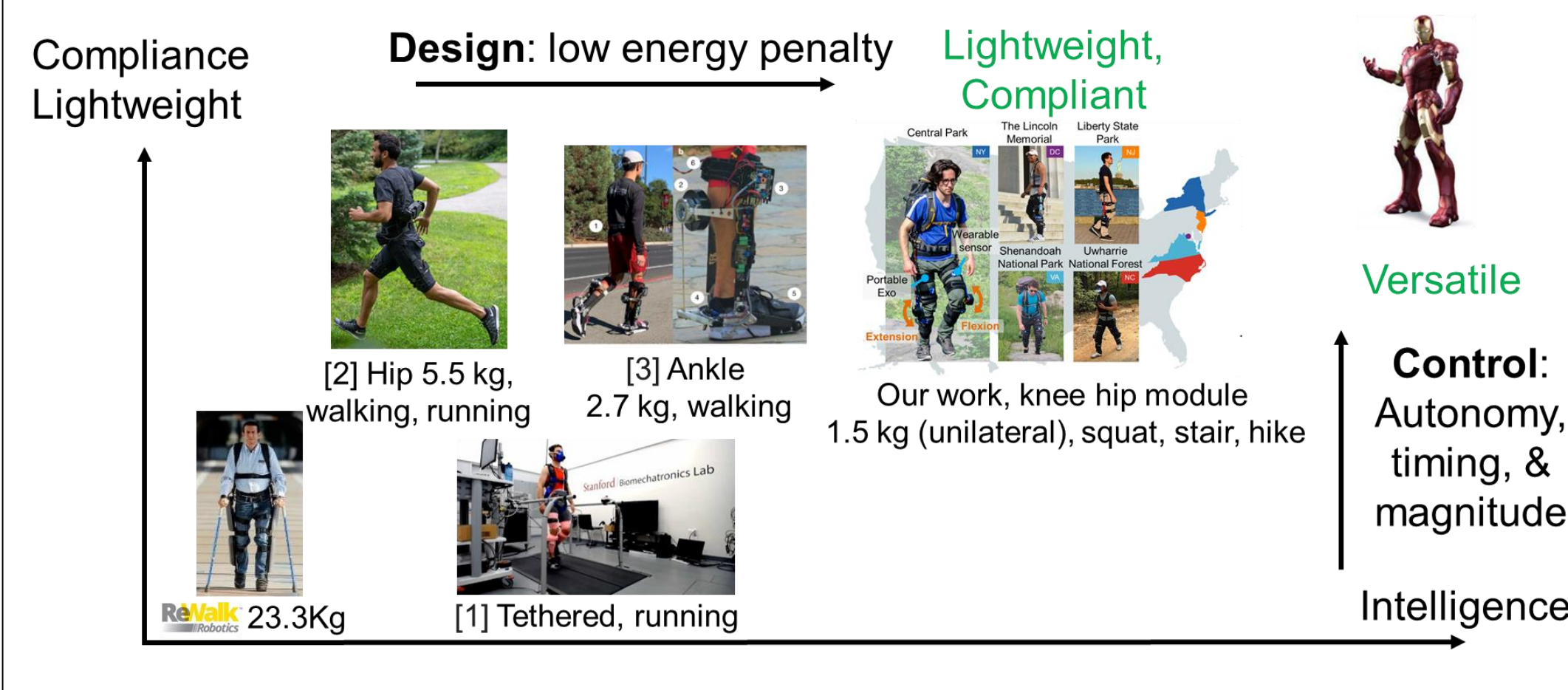


### Motor Torque Density Comparison

Our custom-designed motors have **high torque density**



## Lightweight, Compliant, and Smart Exoskeletons

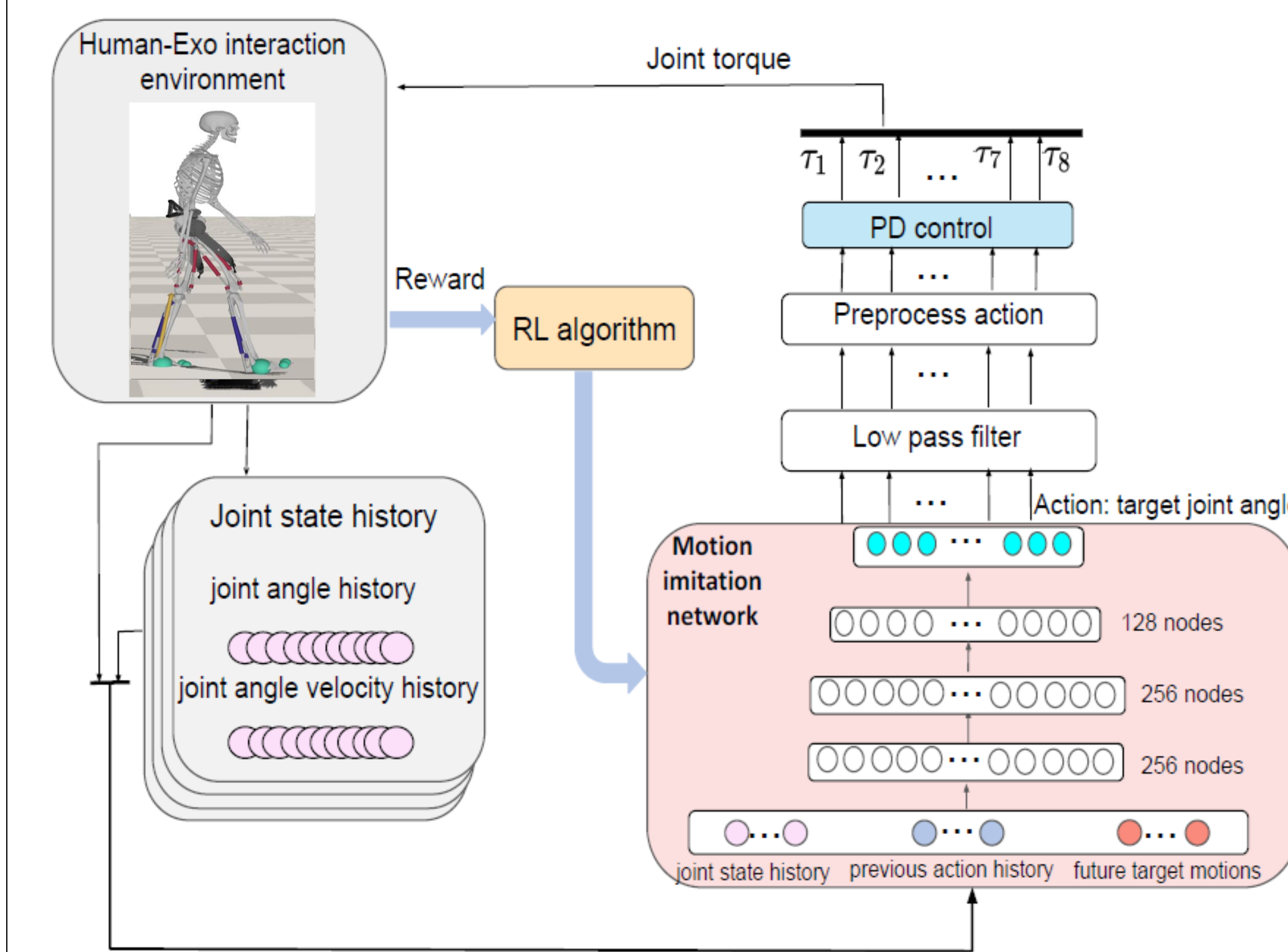


## Physics-informed and data-driven Musculoskeletal Modeling

- Learning controllers entirely in simulation is still unavailable for researchers working in wearable robotics.
- The key challenges include the difficulty in accurate modeling of human musculoskeletal system and the inextricable coupling between the human and robots
- Our Solution:** We modeled musculoskeletal movements and human-robot interaction, while imitating versatile activities via motion imitation network to simulate human response to an exoskeleton during these activities.
- 2 Neural Networks are trained using reinforcement learning paradigm.
  - Motion Imitation Network
  - Muscle Co-ordination Network

## Exoskeleton Controller

- Solution 1:** Physics-informed and data-driven reinforcement learning
- Solution 2:** Simultaneous training of multiple neural networks via closed-loop control

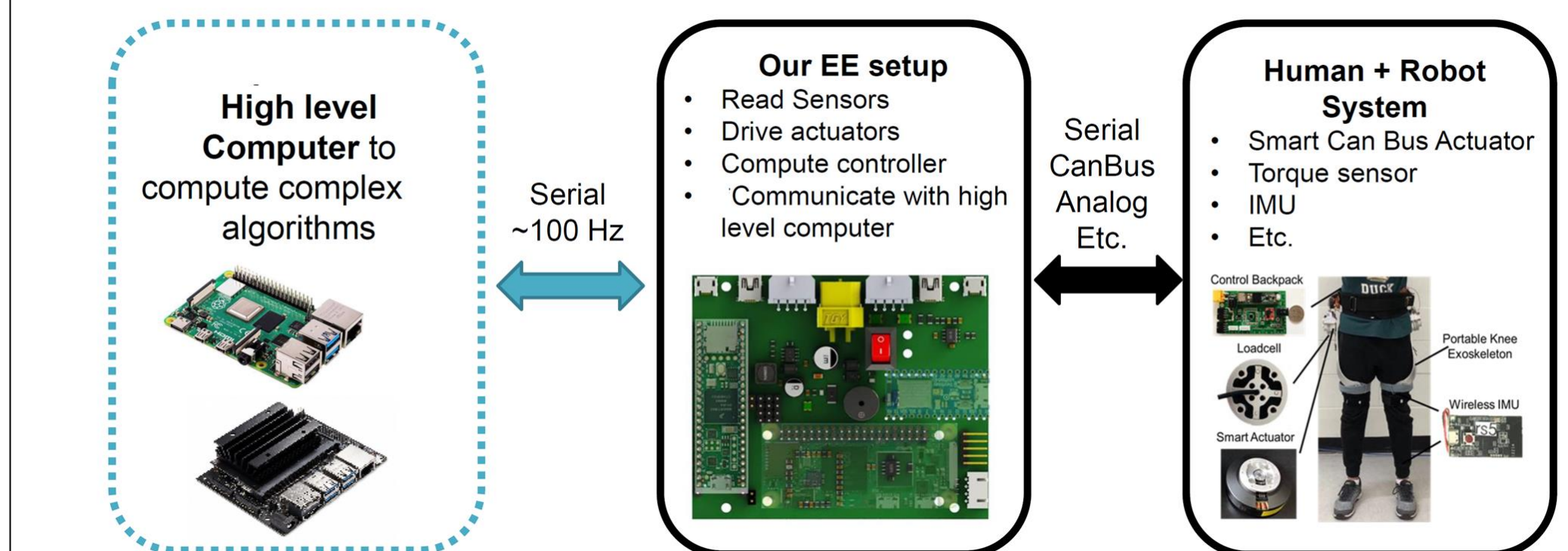


- Proximal Policy Optimization** was used to optimize the control policy.
- Dynamics Randomization** was used to facilitate Sim-to-Real transfer of the trained control policy.

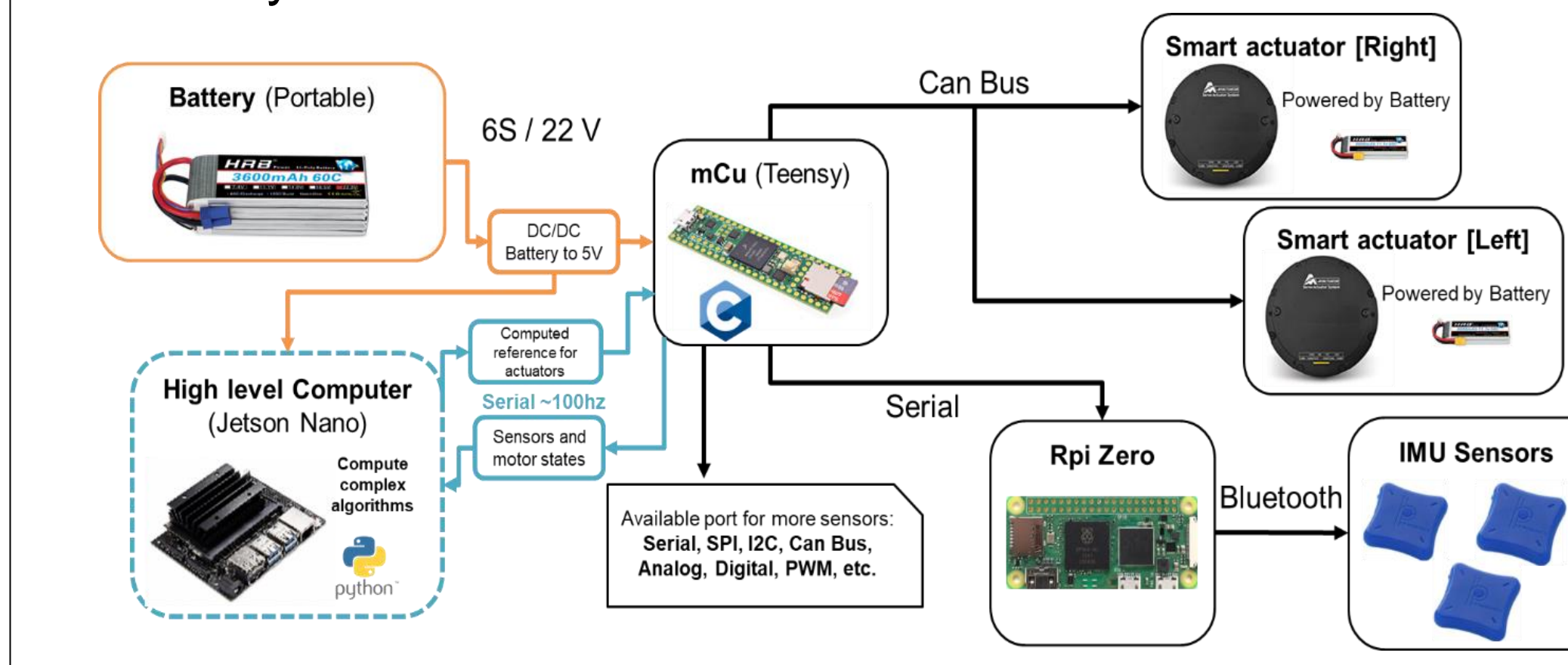
## Portable Mechatronics Architecture

- We proposed a powerful electronics architecture using a hierarchical structure with a high-level computer and a low-level microcontroller.

### System Control Architecture

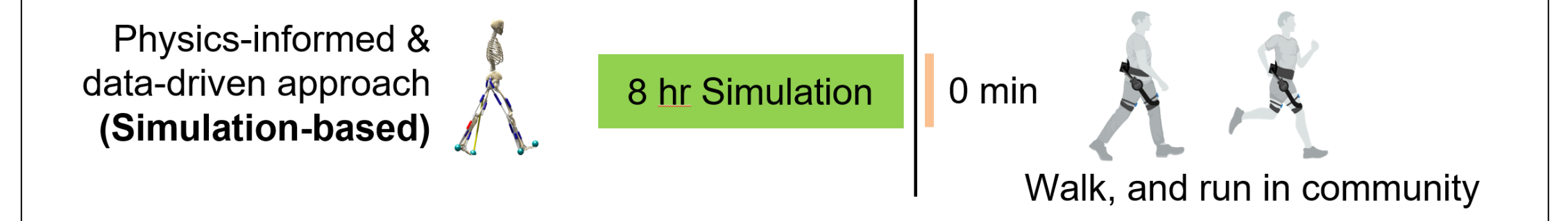


- It computes complex algorithms and improves the accuracy, speed, and efficiency of the exoskeleton's control system,
- leading to better performance, user experience, and safety.

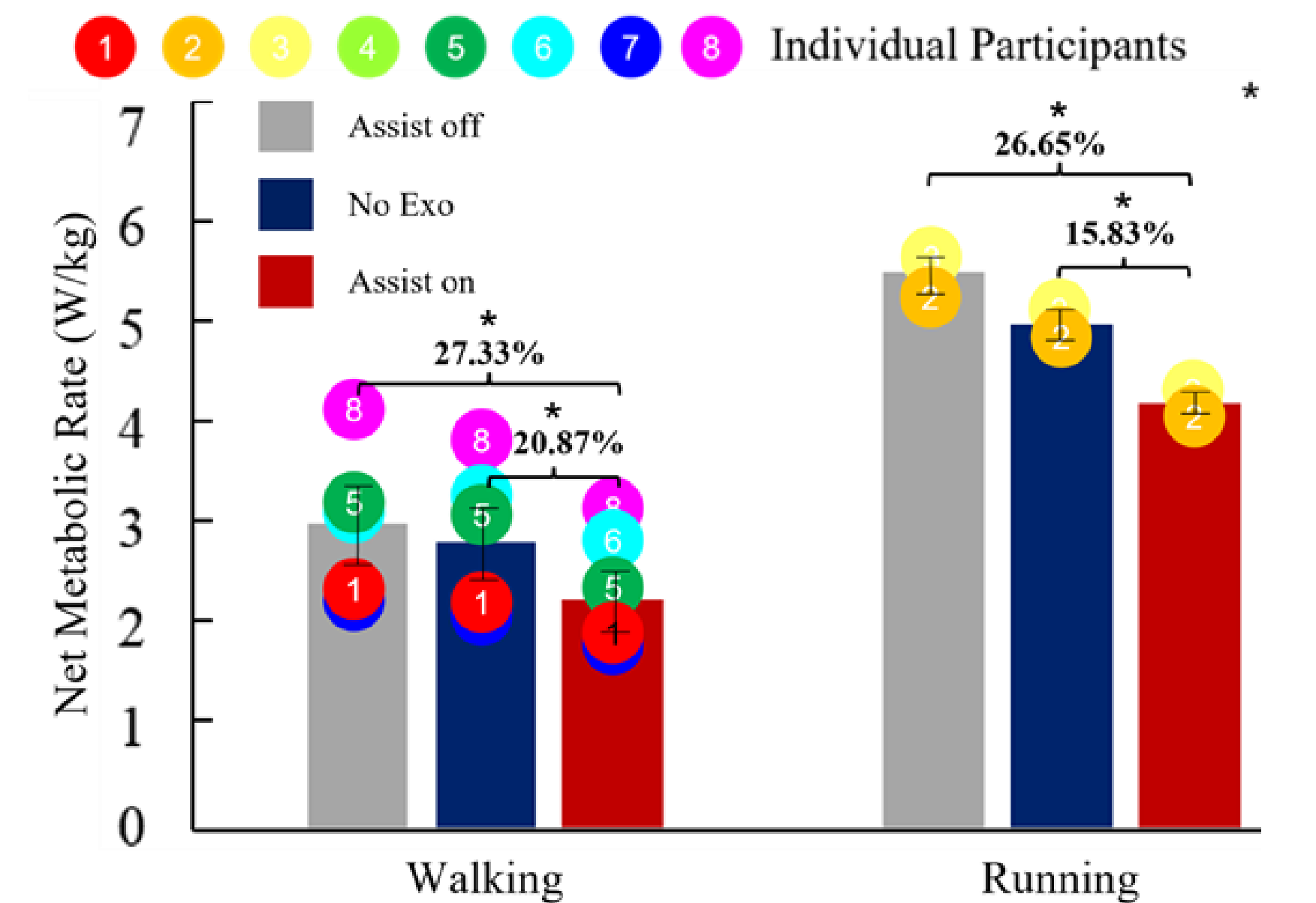


## Successful Sim-2-Real Transfer

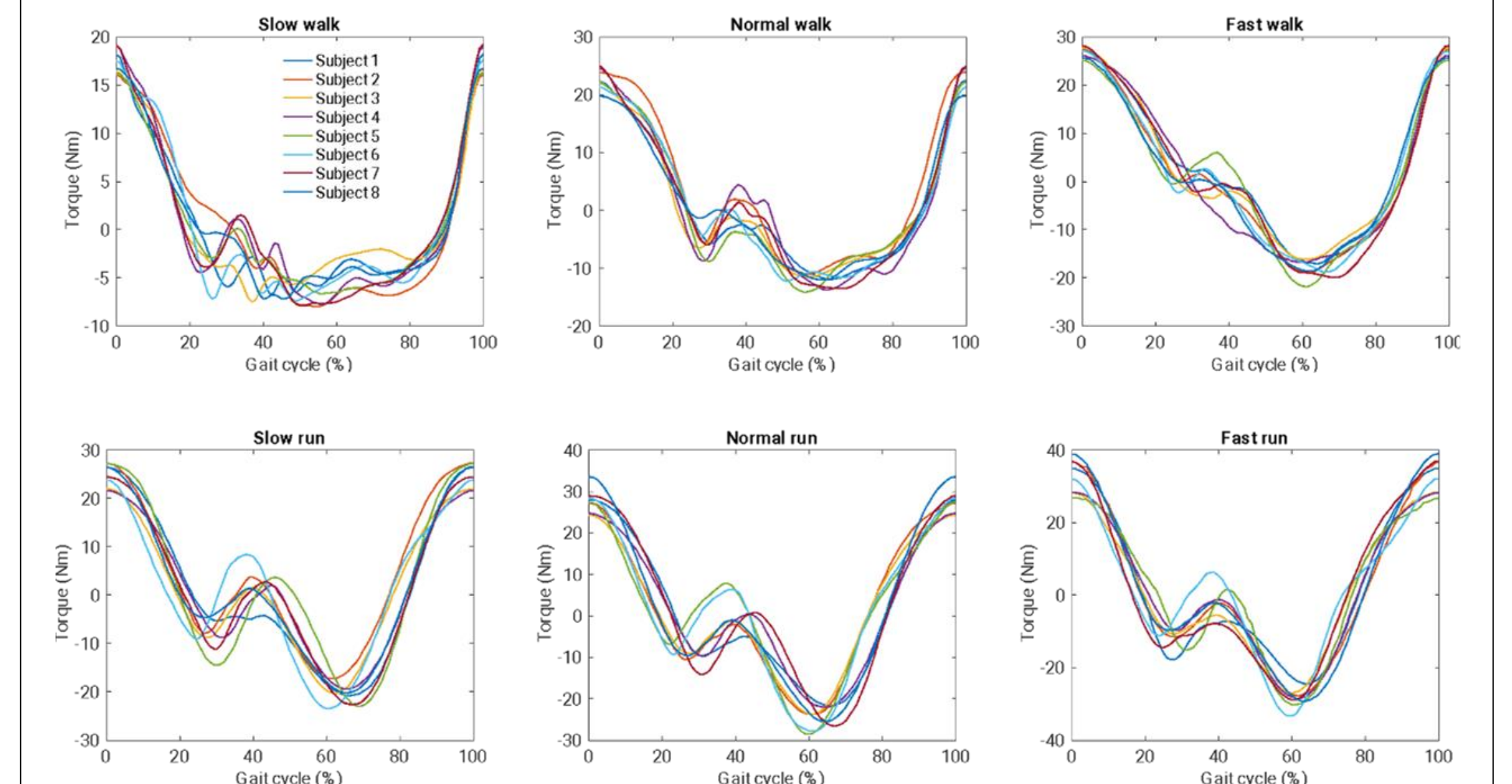
- 8 human subject (5 males, 3 females) experiments utilizing a lightweight, untethered and compliant hip exoskeleton.
- Following figures highlight successful sim-2-real transfer on physical hardware to assist during versatile activities such as walking and running.



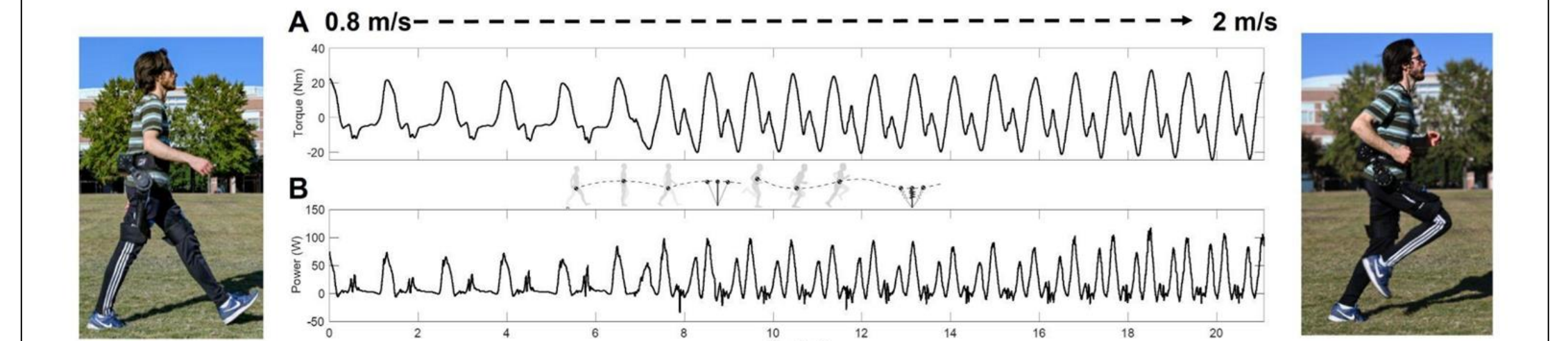
### Effective real-time assistance via significant reduction in energy expenditure during versatile activities



### Automatically learning effective torque profile for versatile walking and running assistance



### Autonomous assistive control for multiple activities



## Publications

[1] Luo, Shuzhen, et al. "Robust Walking Control of a Lower Limb Rehabilitation Exoskeleton Coupled with a Musculoskeletal Model via Deep Reinforcement Learning." *Journal of neuroengineering and rehabilitation* (2023).

[2] Luo S, Androwis G, Adamovich S, Su H, Nunez E, Zhou X. Reinforcement Learning and Control of a Lower Extremity Exoskeleton for Squat Assistance. *Front Robot AI*. 2021;8:702845. Published 2021 Jul 19.

[3] Yang, Huang, Hu, Yu, Zhang, Carriero, Yue, Su. Spine-Inspired Continuum Soft Exoskeleton for Stoop Lifting Assistance. *IEEE Robotics and Automation Letters*, 2019

[4] Yu, Huang, Lynn, Sayd, Silvanov, Park, Tian, Su. Design and Control of a High-Torque and Highly-Backdrivable Hybrid Soft Exoskeleton for Knee Injury Prevention during Squatting. *IEEE Robotics and Automation Letters*, 2019

[5] Yu, Huang, Yang, Jiao, Yang, Chen, Yi, Su. Quasi-direct drive actuation for a lightweight hip exoskeleton with high backdrivability and high bandwidth. *IEEE Transactions on Mechatronics*, 2020. (Best student paper award)

[6] Huang, Zhang, Yu, MacLean, Zhu, Di Lallo, Jiao, Bulea, Zheng, & Su, Modeling and Stiffness-based Continuous Torque Control of Lightweight Quasi-Direct-Drive Knee Exoskeletons for Versatile Walking Assistance. *IEEE Transactions on Robotics*, 2022