

# Timing, coordination

Gregor Schöner

# In vehicle motion planning

- movement is generated through a “behavioral dynamics” that is in closed loop with the environment
- taking into account (possibly time varying) constraints from the perceived environment
- time to reach the target was not a constraint.. and not controlled/stabilized

# Reaching movements of an arm

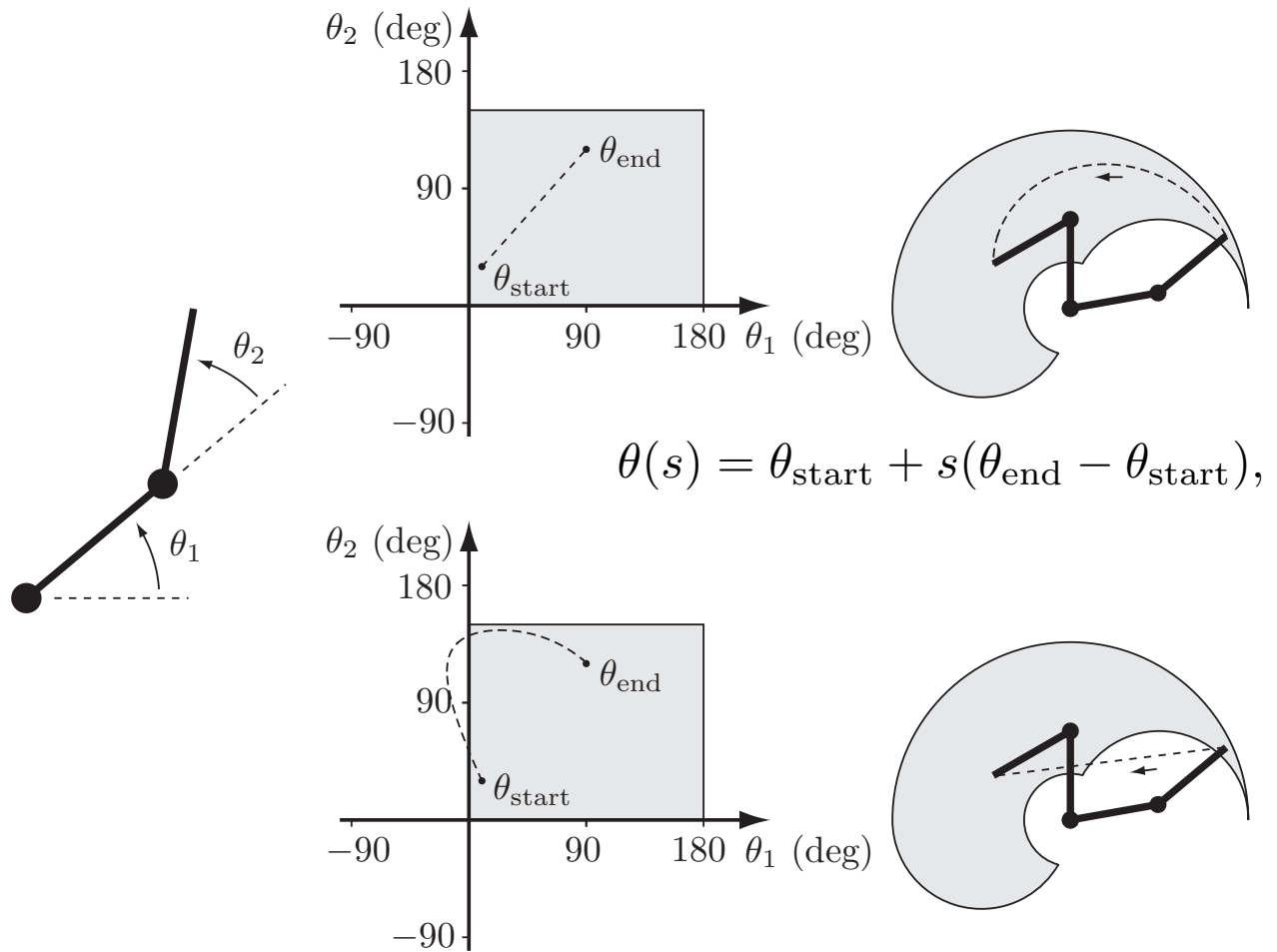
- reaching movements may be generated in open loop.. by an internal “neural” dynamics
- generate movements that are “timed”, that is,
  - they arrive “on time”
  - they are coordinated across different effectors
  - they are coordinated with moving objects (e.g., catching)
- timing implies some form of anticipation...

# How is timing done in conventional robotics?

- conventional motion planning:
  - compute/design the movement plan, parameterized by a path variable
  - then rescale that path variable to generate a desired timing profile
  - which the robotic controller must track

# Conventional robotic timing

- paths may be planned in joint or end-effector space

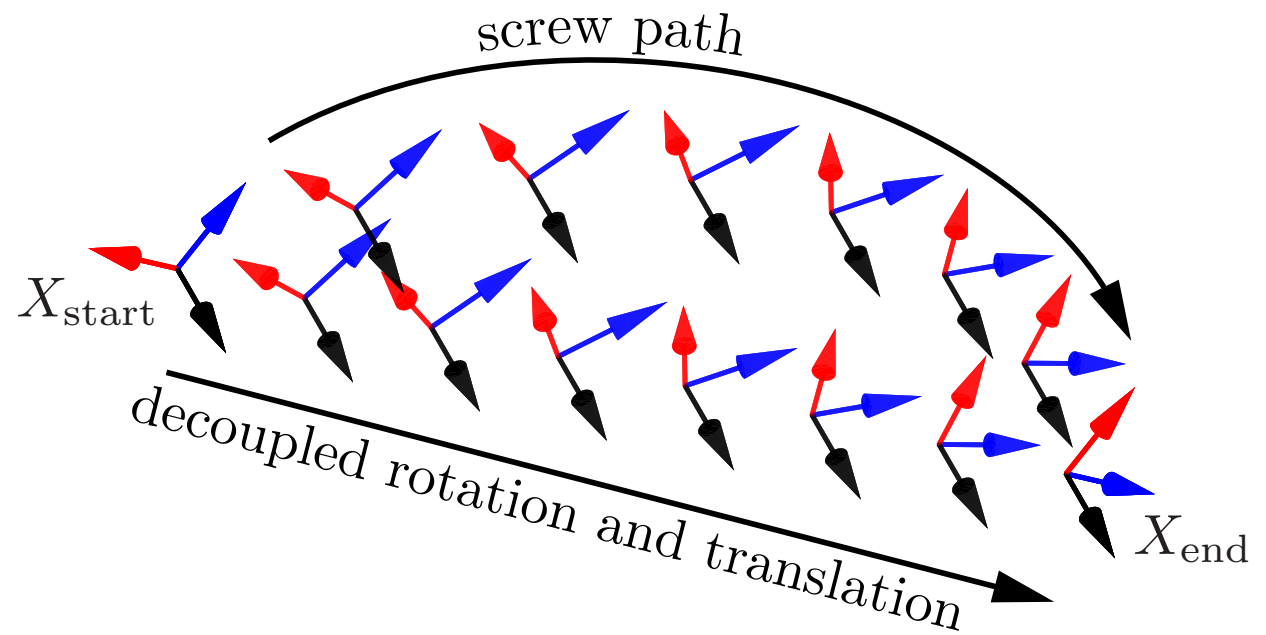


$$\theta(s) = \theta_{start} + s(\theta_{end} - \theta_{start}),$$

$$X(s) = X_{start} + s(X_{end} - X_{start}), s \in [0, 1].$$

# Conventional robotic timing

- paths are more generally planned in the space of robot arm reconfigurations “screws”



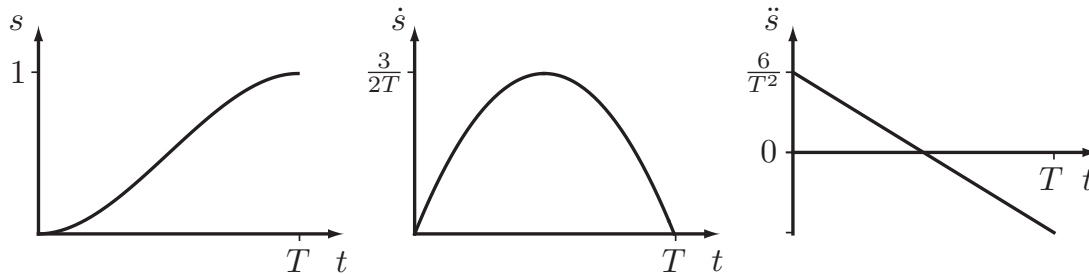
# Conventional robotic timing

## ■ time scaling

$$s(t) = a_0 + a_1t + a_2t^2 + a_3t^3.$$

$$X(s) = X_{\text{start}} + s(X_{\text{end}} - X_{\text{start}}), s \in [0, 1].$$

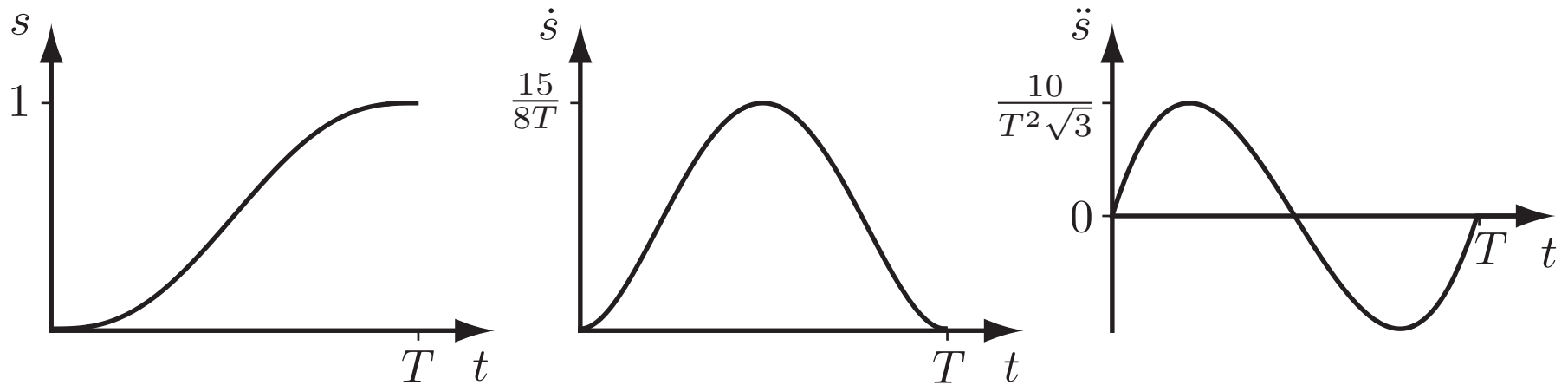
$$\theta(s) = \theta_{\text{start}} + s(\theta_{\text{end}} - \theta_{\text{start}}),$$



- compute parameters to achieve a particular movement time  $T$ , with zero velocity at target

# Conventional robotic timing

- time scaling: 5th order polynomial



- compute parameters to achieve a particular movement time  $T$ , with zero velocity and zero acceleration at target



# Conventional robotic timing

## ■ time scaling: ramps

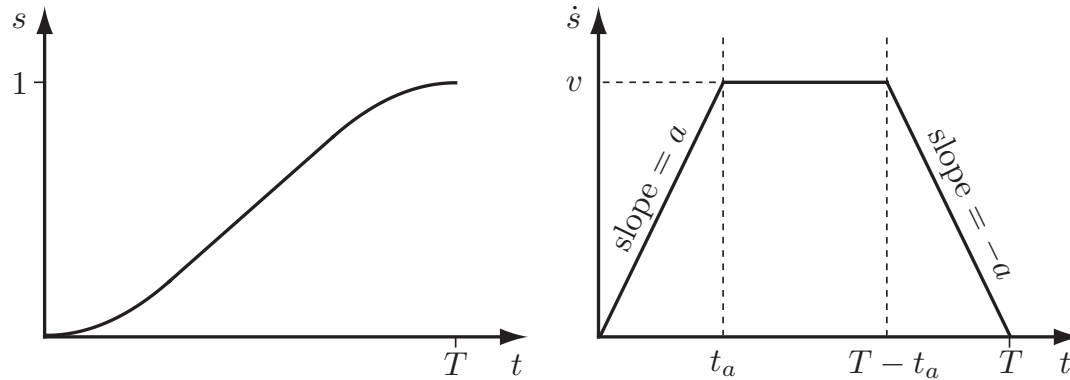
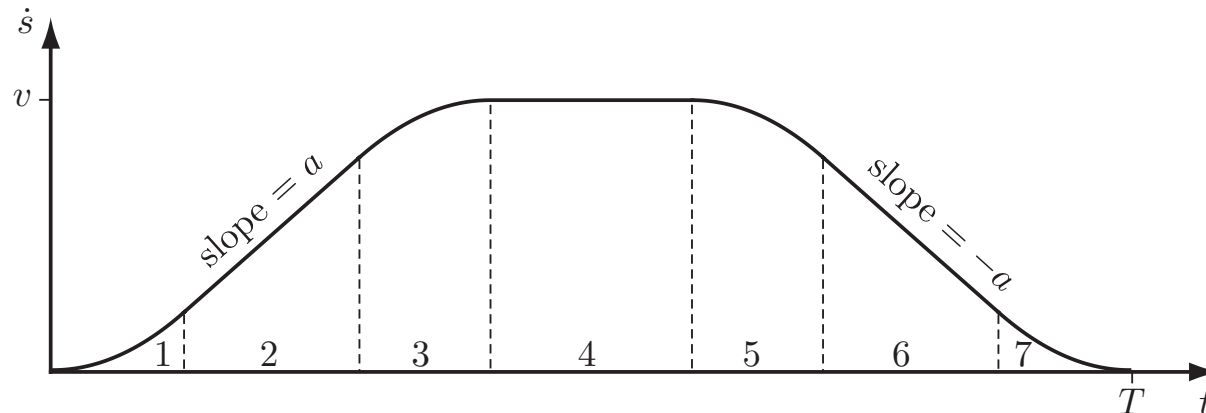


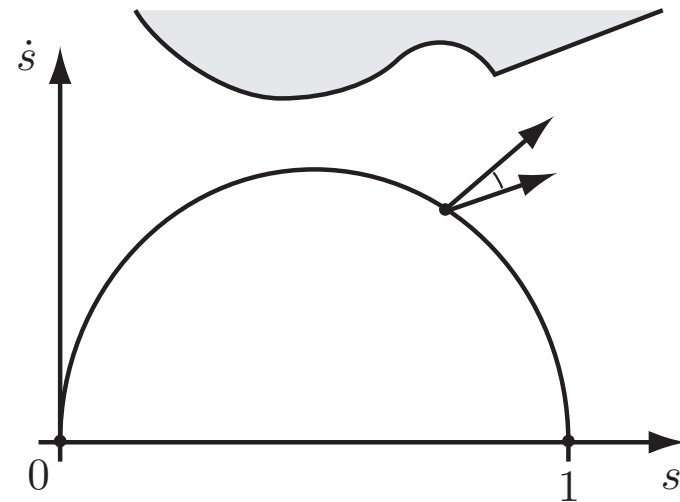
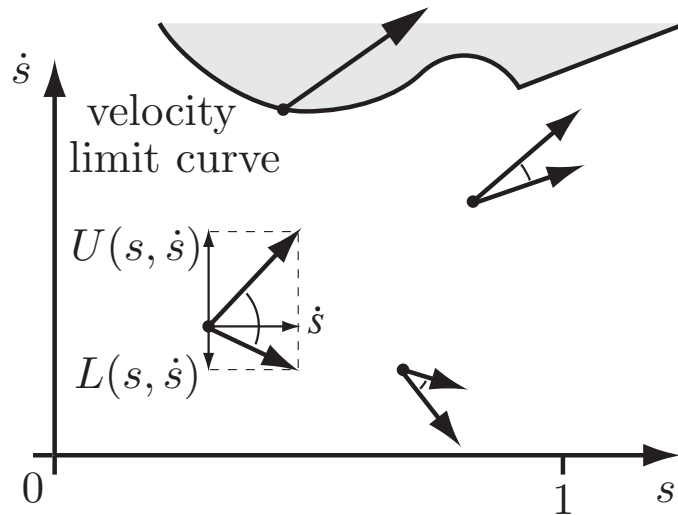
Figure 9.5: Plots of  $s(t)$  and  $\dot{s}(t)$  for a trapezoidal motion profile.

## ■ time scaling: smoothed ramps



# Conventional robotic timing

- time scaling: taking limits on acceleration into account



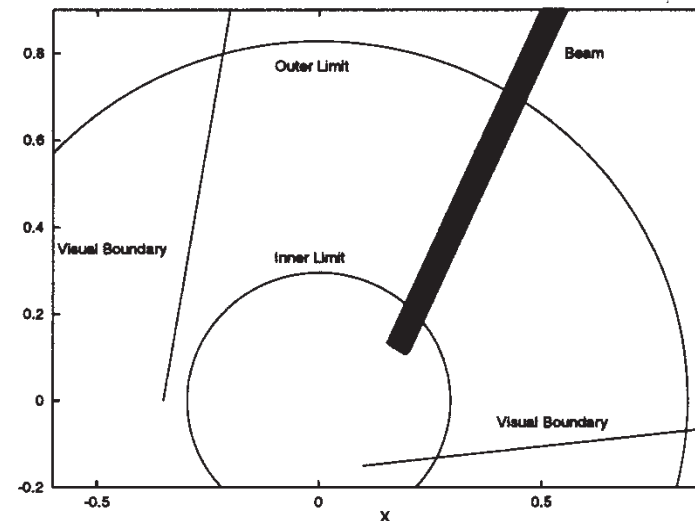
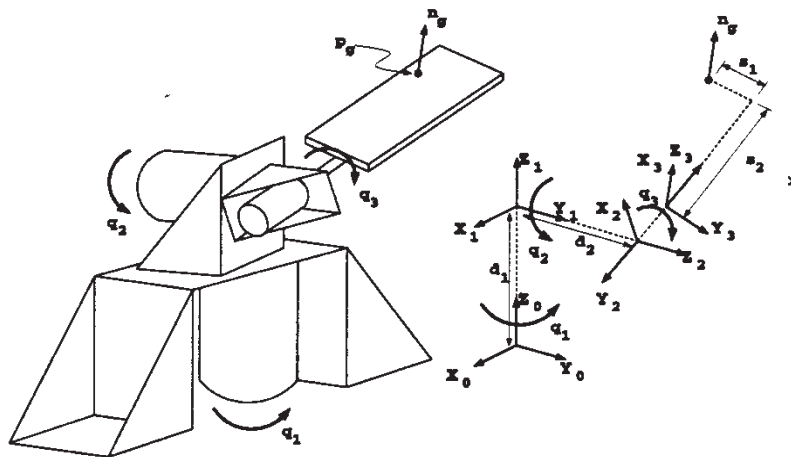
# How is timing done in autonomous robotics?

- all of these methods require detailed models of the task and make demands on the control system... to guarantee soft arrival....
- in autonomous robotics: use more robust heuristics

# Timing in autonomous robotics

## ■ Koditschek's juggling robot:

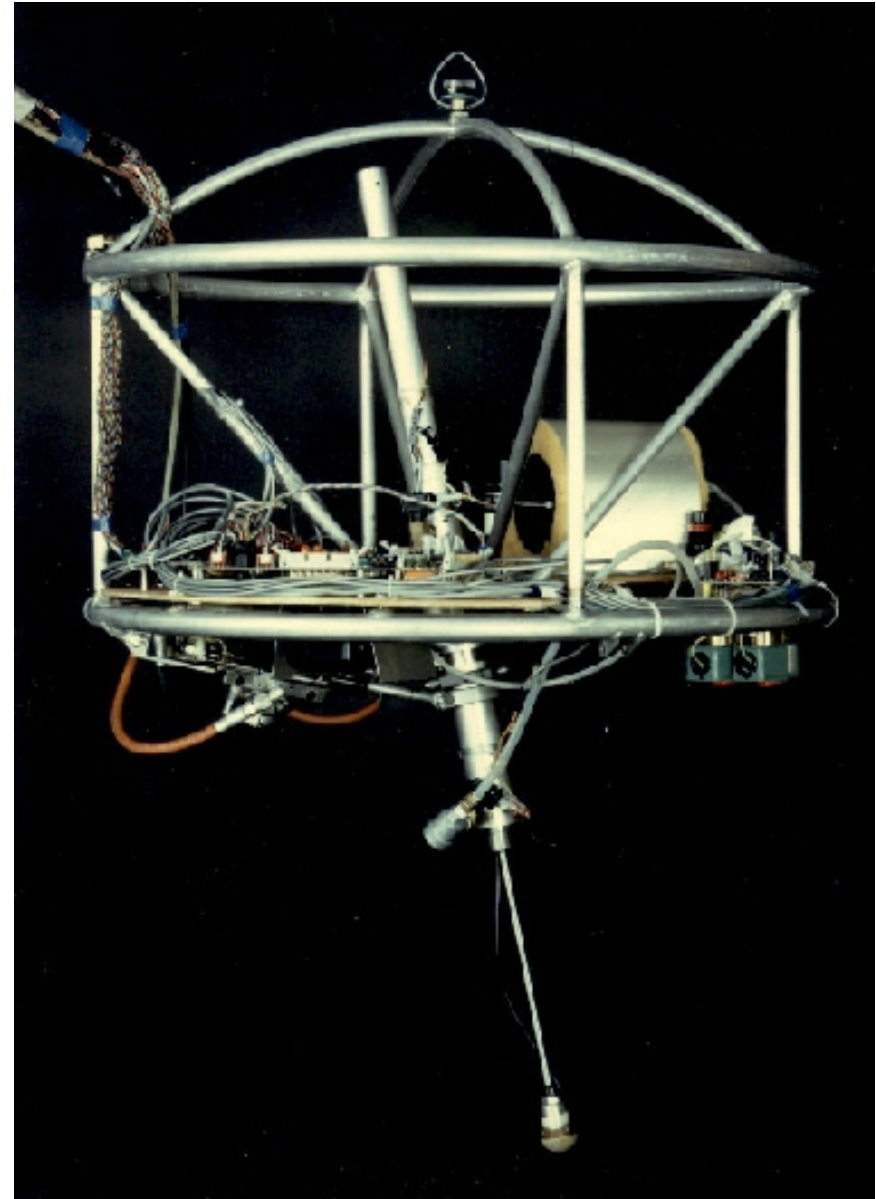
- physical dynamics of bouncing ball modeled... state estimated based on vision, actuator inserts a perturbation so that a periodic solution (limit cycle) results
- ball is kept within reach by conventional P control from contact



# Timing in autonomous robotics

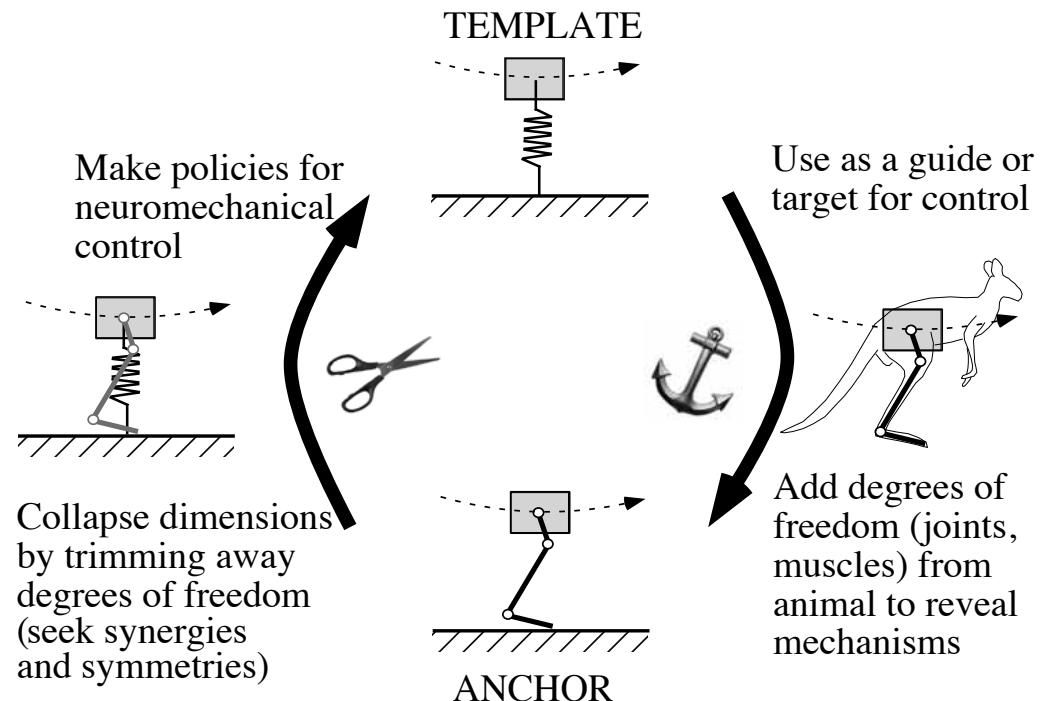
## ■ Raibert's hopping robots

- dynamics bouncing robot modeled... actuator inserts a term into that dynamics so that a periodic solution (limit cycle) results
- robot is kept upright by controlling leg angle to achieve particular horizontal position for Center of Mass



# Generalization to bipedal/ quadrupedal locomotion

- template...oscillator at macro-level..
- anchor... kinematics at joint/actuator level



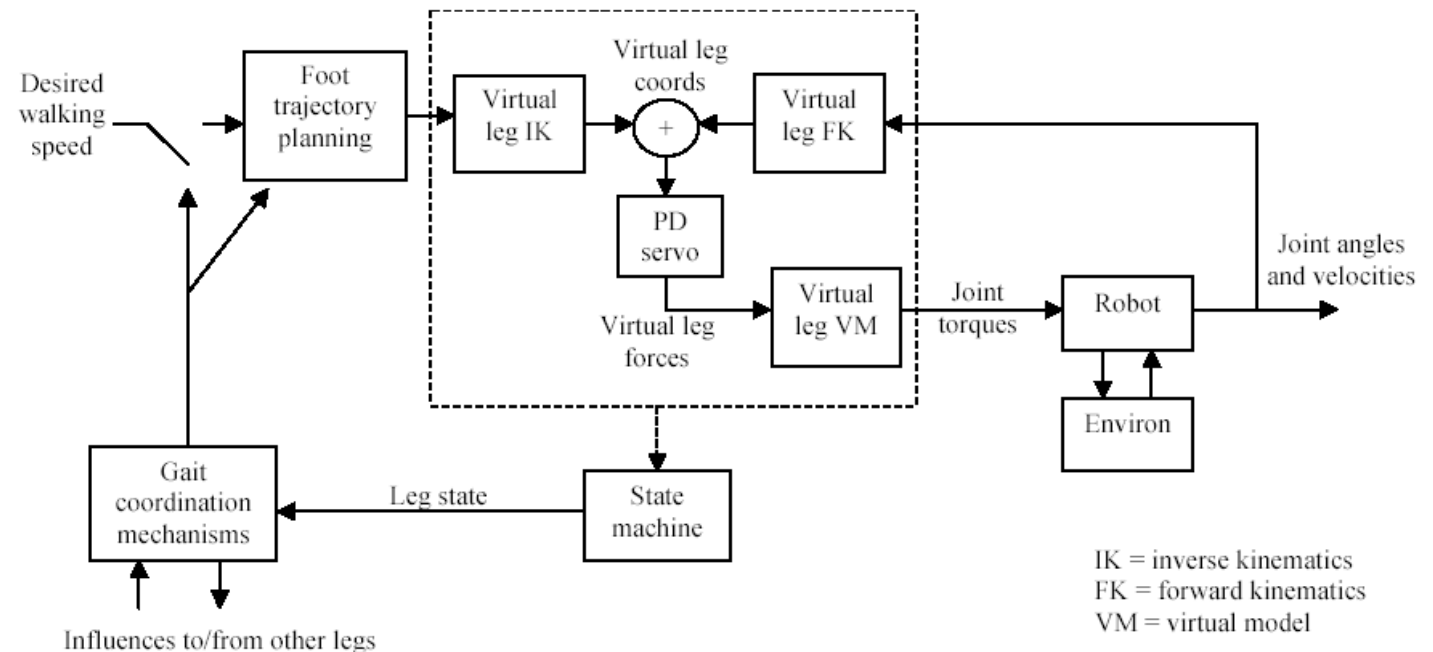
[Full Koditschek 99]

# Timing in autonomous robotics

## ■ Raibert's bio-dog

■ expand that idea to coordination among limbs

■ => technical variant



# Timing in autonomous robotics

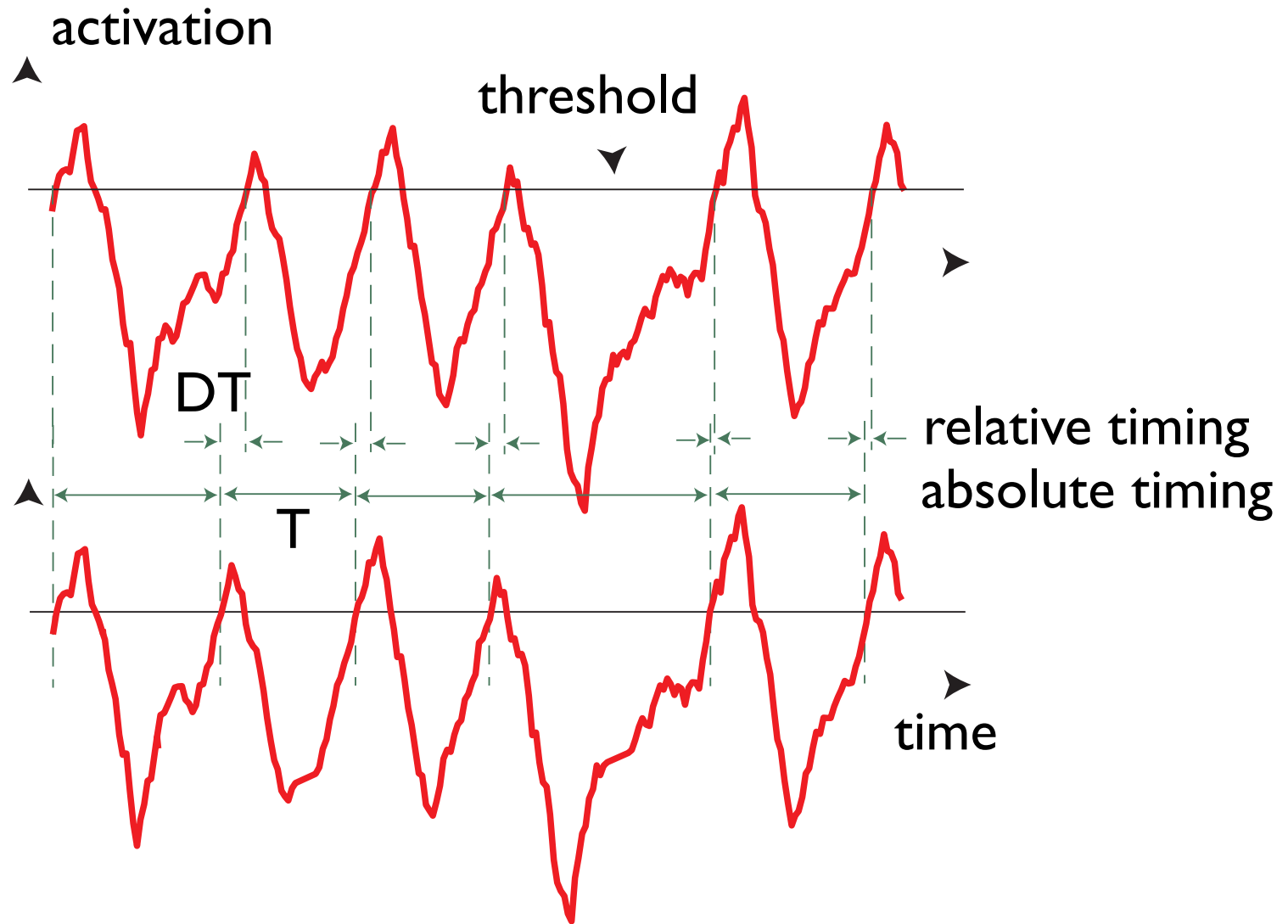
[https://www.youtube.com/  
watch?v=M8YjvHYbZ9w](https://www.youtube.com/watch?v=M8YjvHYbZ9w)



# Some ideas from human movement

- timing
- absolute vs relative timing
- coordination
- coupled oscillators

# Relative vs. absolute timing



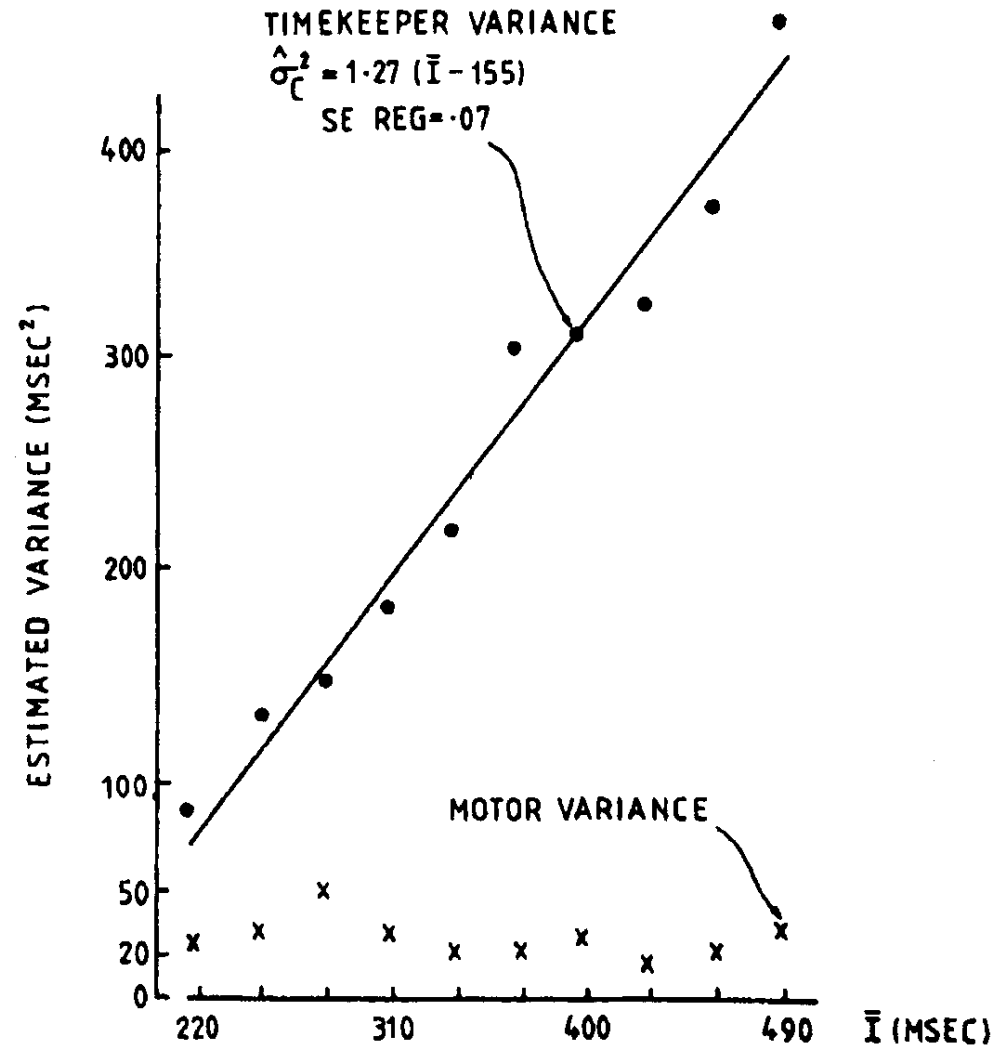
relative phase= $DT/T$

# Absolute timing

- examples: music, prediction, estimating time
- typical task: tapping
- self-paced vs. externally paced

# Human performance

- on absolute timing is impressive
- smaller variance than 5% of cycle time in continuation paradigm



[Wing, 1980]

# Theoretical account for absolute timing

- (neural) oscillator autonomously generates timing signal, from which timing events emerge
- => limit cycle oscillators
- = clocks

# Limit cycle oscillator: Hopf

■ normal form

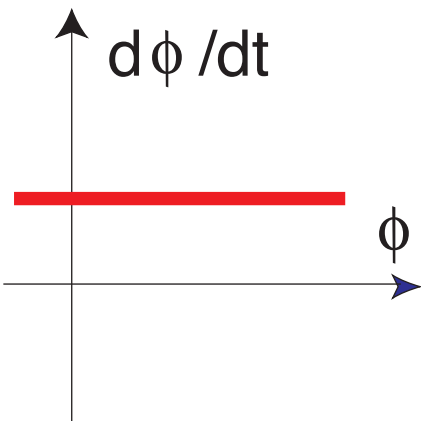
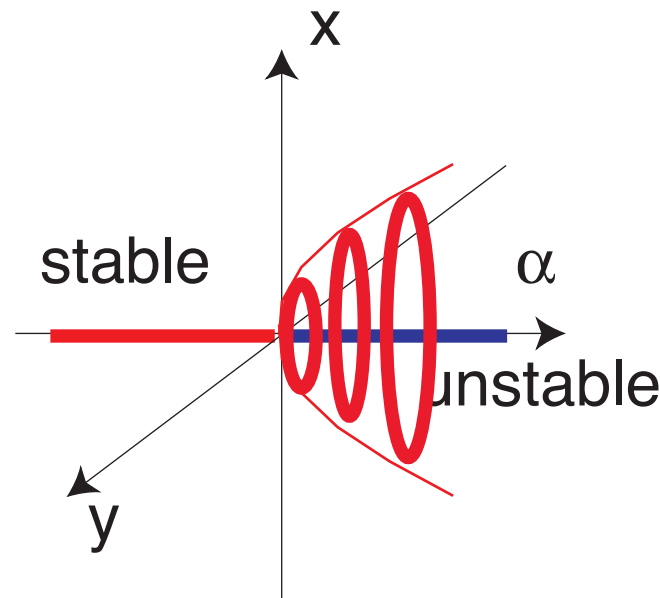
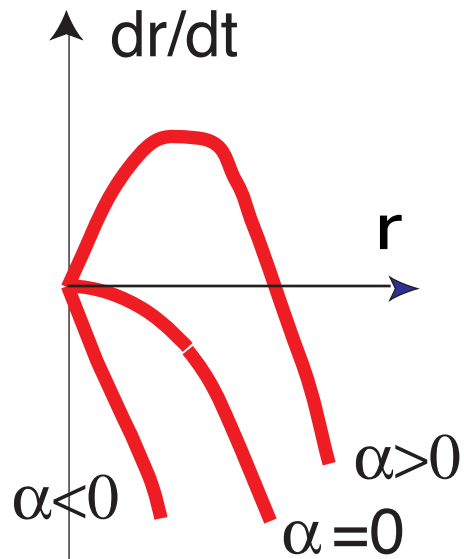
$$\begin{pmatrix} \dot{x} \\ \dot{y} \end{pmatrix} = \begin{pmatrix} \alpha & -\omega \\ \omega & \alpha \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} - (x^2 + y^2) \begin{pmatrix} x \\ y \end{pmatrix}$$

$$x = r \cos(\phi)$$

$$\dot{r} = \alpha r - r^3$$

$$y = r \sin(\phi)$$

$$\dot{\phi} = \omega$$



$$x(t) = \sqrt{\alpha} \sin(\omega t)$$

amplitude  $A = \sqrt{\alpha}$

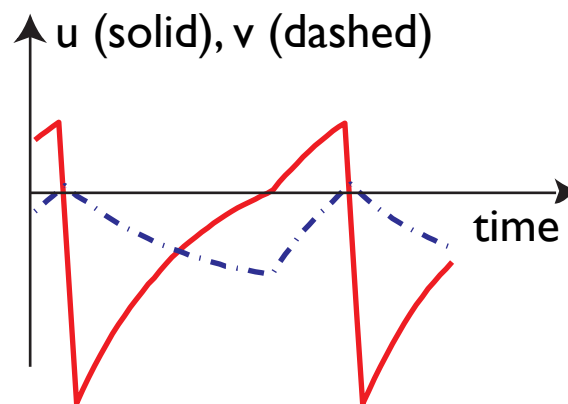
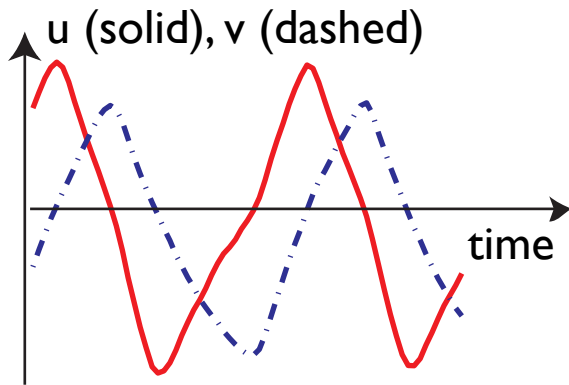
cycle time  $T = 2\pi/\omega$ ,

# Neural oscillator

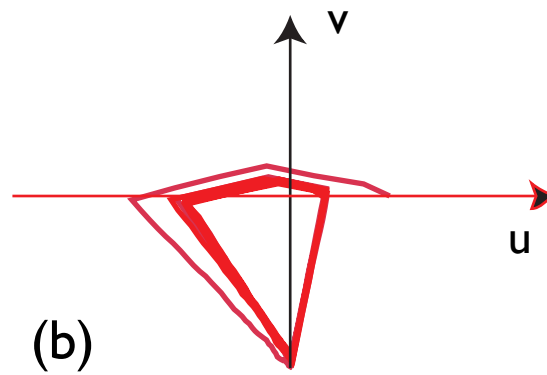
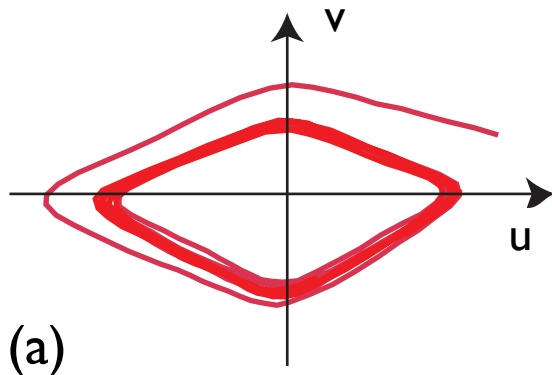
■ relaxation oscillator

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

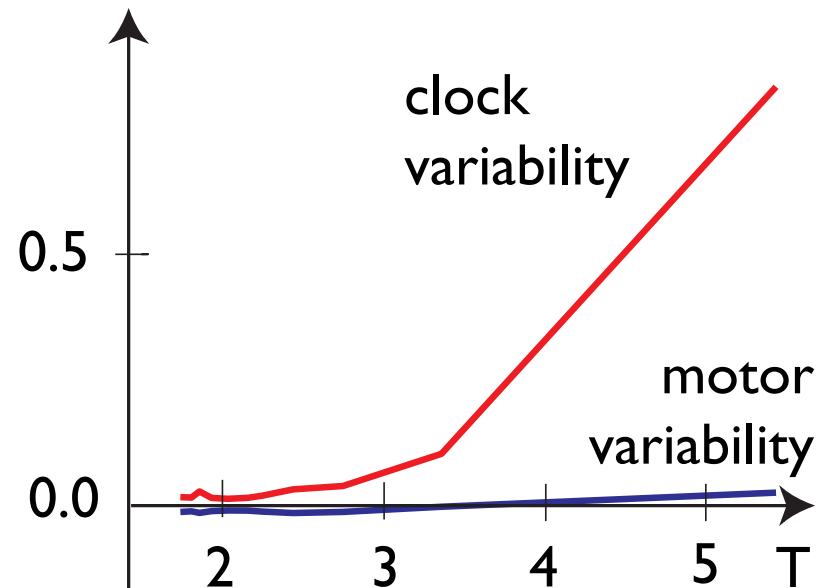
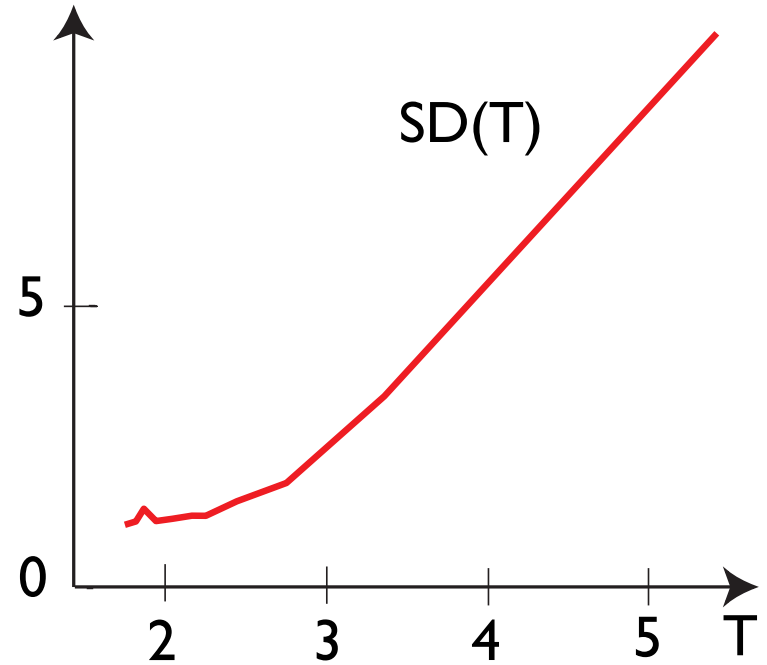
$$\tau \dot{v} = -v + h_v + w_{vu}f(u),$$



[Amari 77]



# Neural oscillator accounts for variance of absolute timing



[Schöner 2002]



# Relative timing: movement coordination

- locomotion, interlimb and intralimb
- speaking
- mastication
- music production
- ... approximately rhythmic

# Examples of coordination of temporally discrete acts:

- reaching and grasping
- bimanual manipulation
- coordination among fingers during grasp
- catching, intercepting

# Definition of coordination

- Coordination is the maintenance of stable timing relationships between components of voluntary movement.
- Operationalization: recovery of coordination after perturbations
- Example: speech articulatory work (Gracco, Abbs, 84; Kelso et al, 84)
- Example: action-perception patterns

# Is movement always timed/ coordinated?

- No, for example:
- locomotion: whole body displacement in the plane
  - in the presence of obstacles takes longer
  - delay does not lead to compensatory acceleration
- but coordination is pervasive...
  - e.g., coordinating grasp with reach

# Two basic patterns of coordination

## ■ in-phase

- synchronization, moving through like phases simultaneously

- e.g., gallop (approximately)

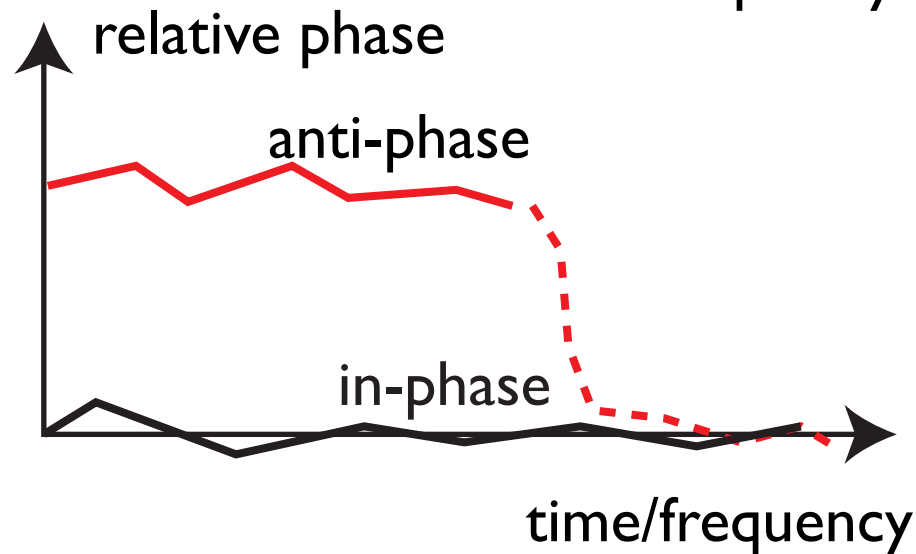
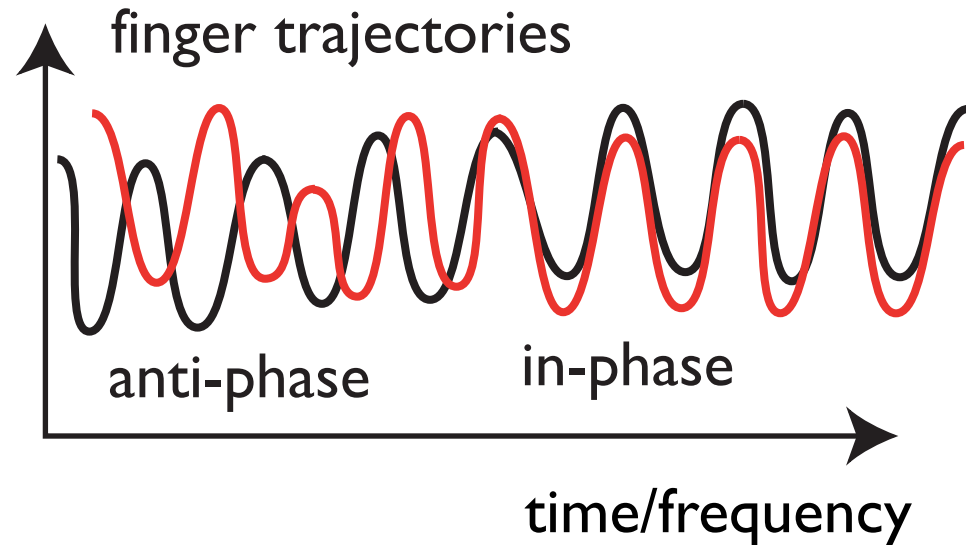
## ■ anti-phase or phase alternation

- syncopation

- e.g., trot

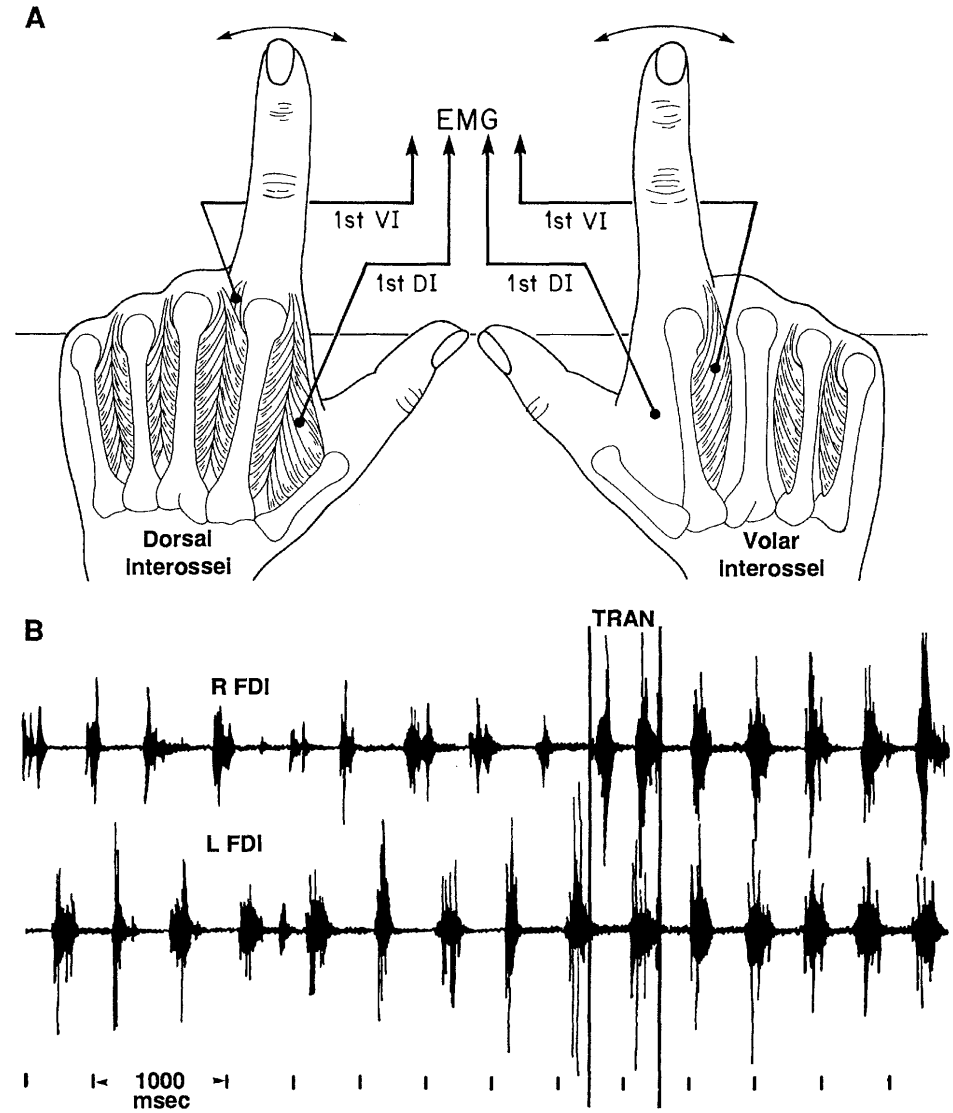
# An instability in rhythmic movement coordination

- switch from anti-phase to in-phase as rhythm gets faster



# Instability

- experiment involves finger movement
- no mechanical coupling
- constraint of maximal frequency irrelevant
- => pure neurally based coordination



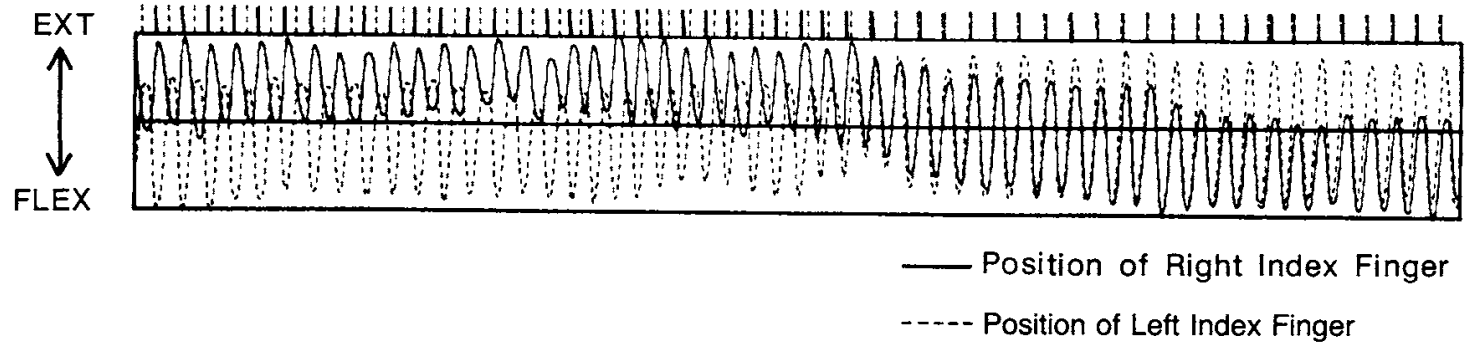
Schöner, Kelso (Science, 1988)

# Instability

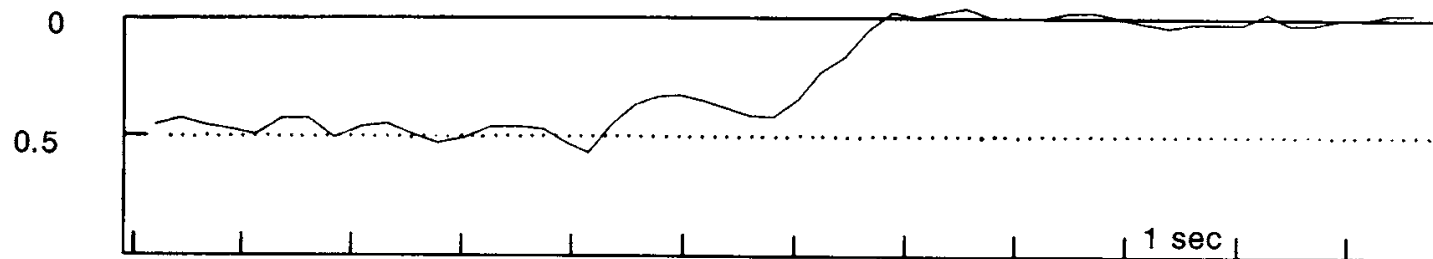
- frequency imposed by metronomes and varied in steps
- either start out in-phase or anti-phase



### A. TIME SERIES



### B. CYCLE ESTIMATE OF RELATIVE PHASE



### C. INDIVIDUAL SAMPLE ESTIMATE OF RELATIVE PHASE



data example (Scholz, 1990)

# Measures of stability

- variance: fluctuations in time are an index of degree of stability
- stochastic perturbations drive system away from the coordinated movement
- the less resistance to such perturbations, the larger the variance

# Measures of stability

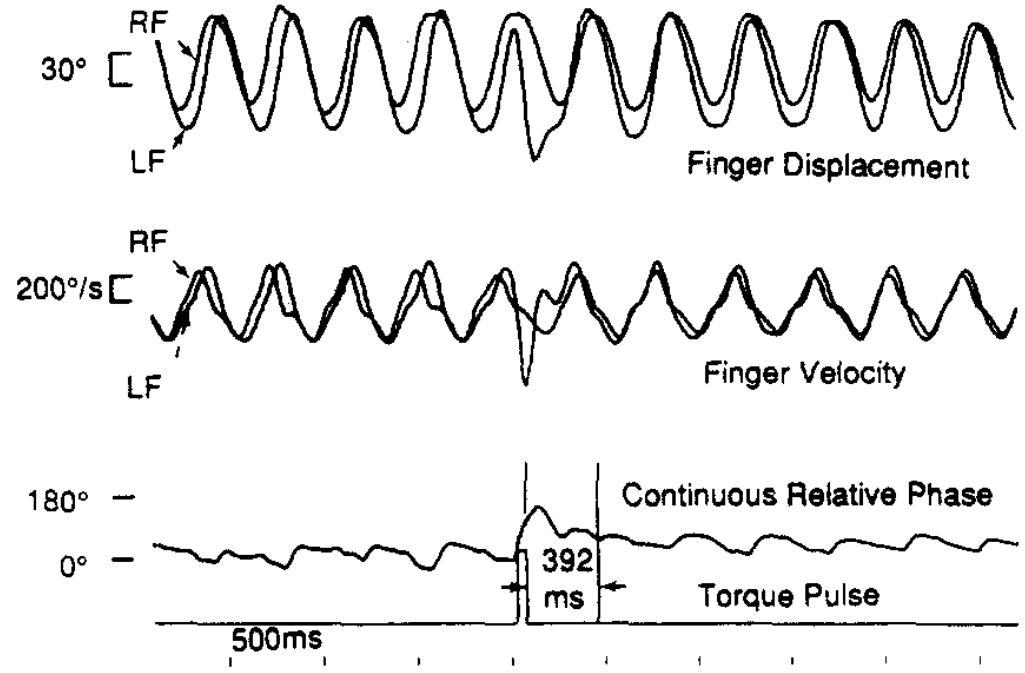
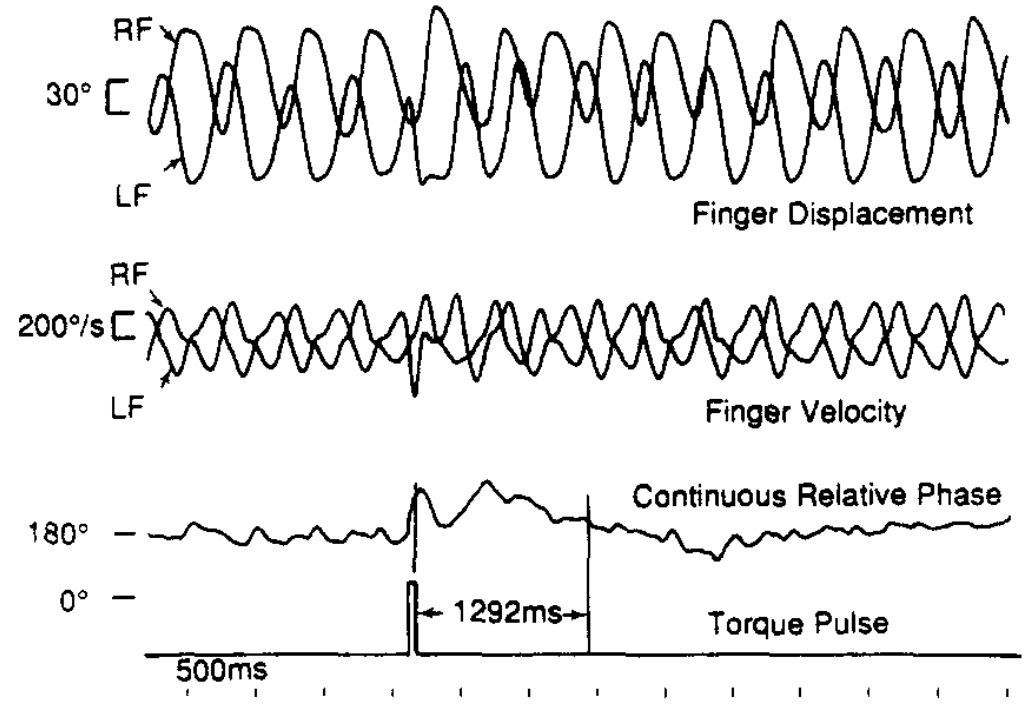
## ■ relaxation time

- time need to recover from an outside perturbation

- e.g., mechanically perturb one of the limbs, so that relative phase moves away from the mean value, then look how long it takes to go back to the mean pattern

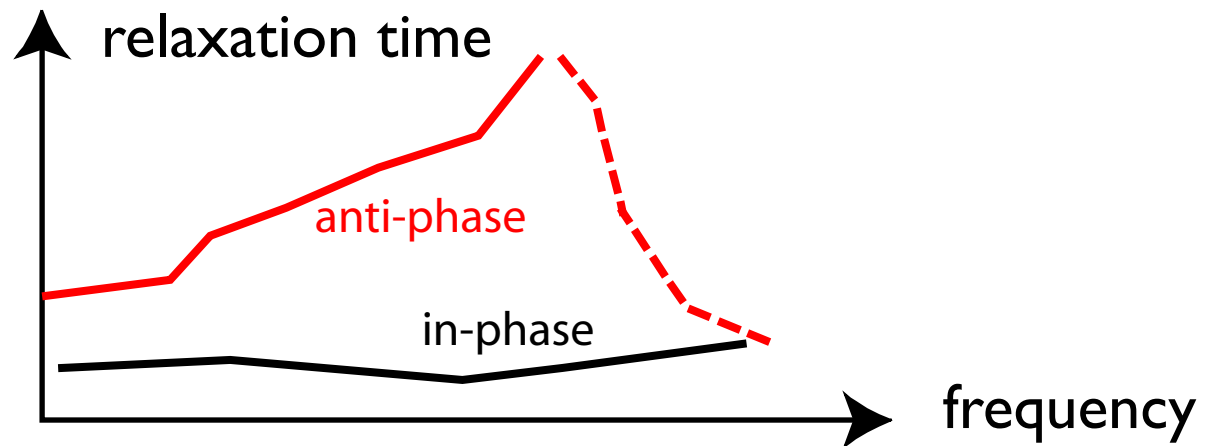
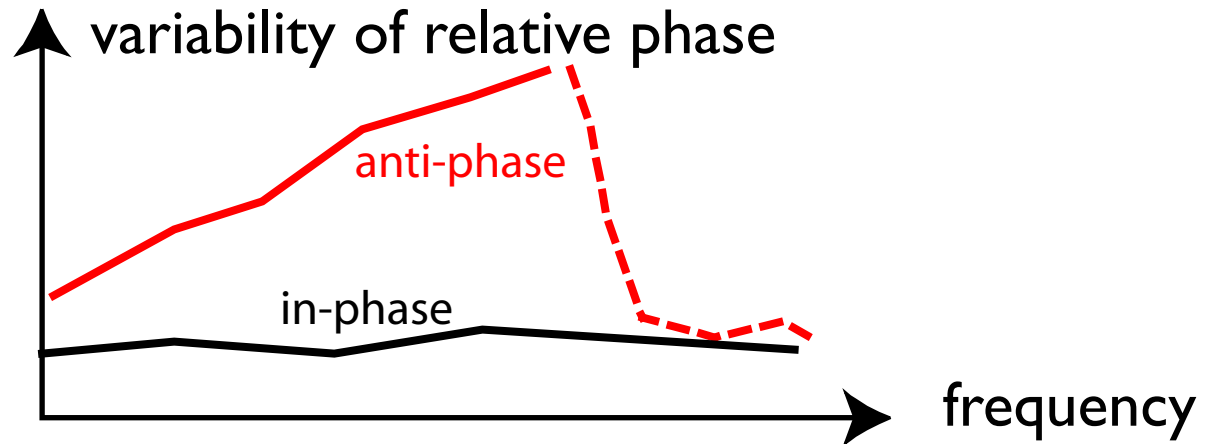
- the less stable, the longer relaxation time

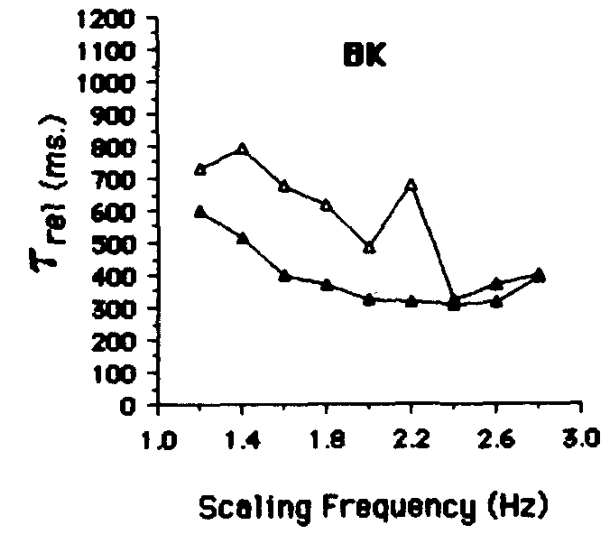
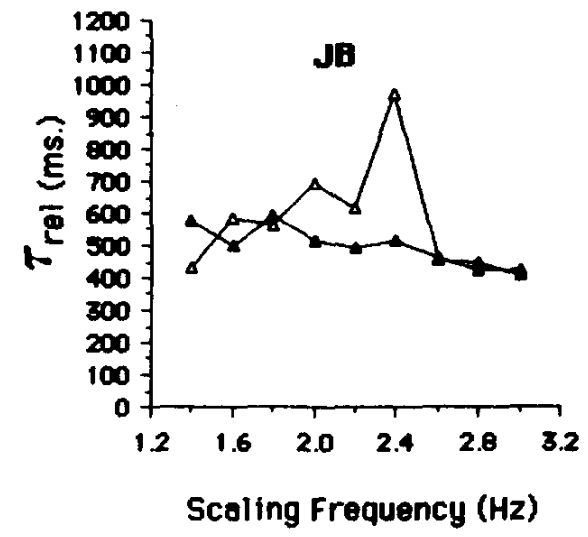
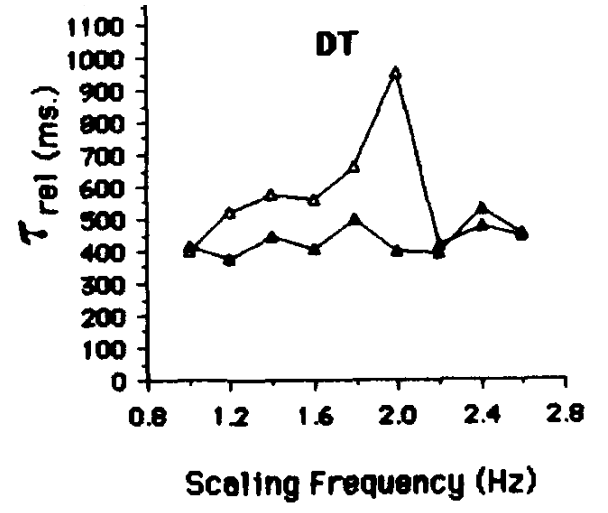
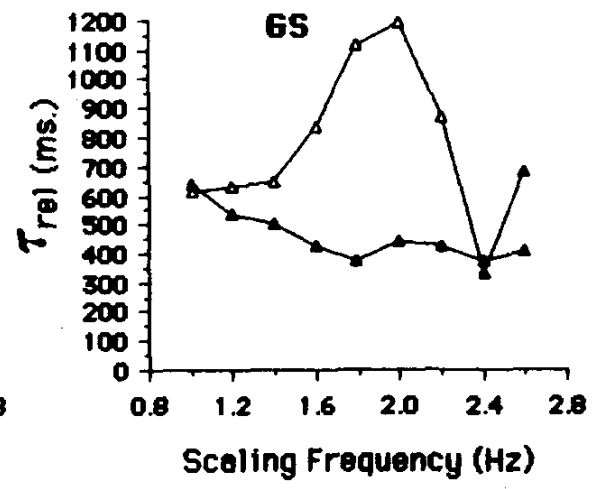
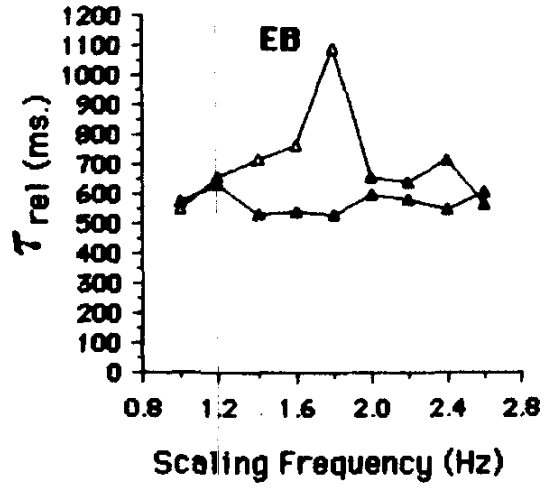
data example  
perturbation of  
fingers and  
relative phase



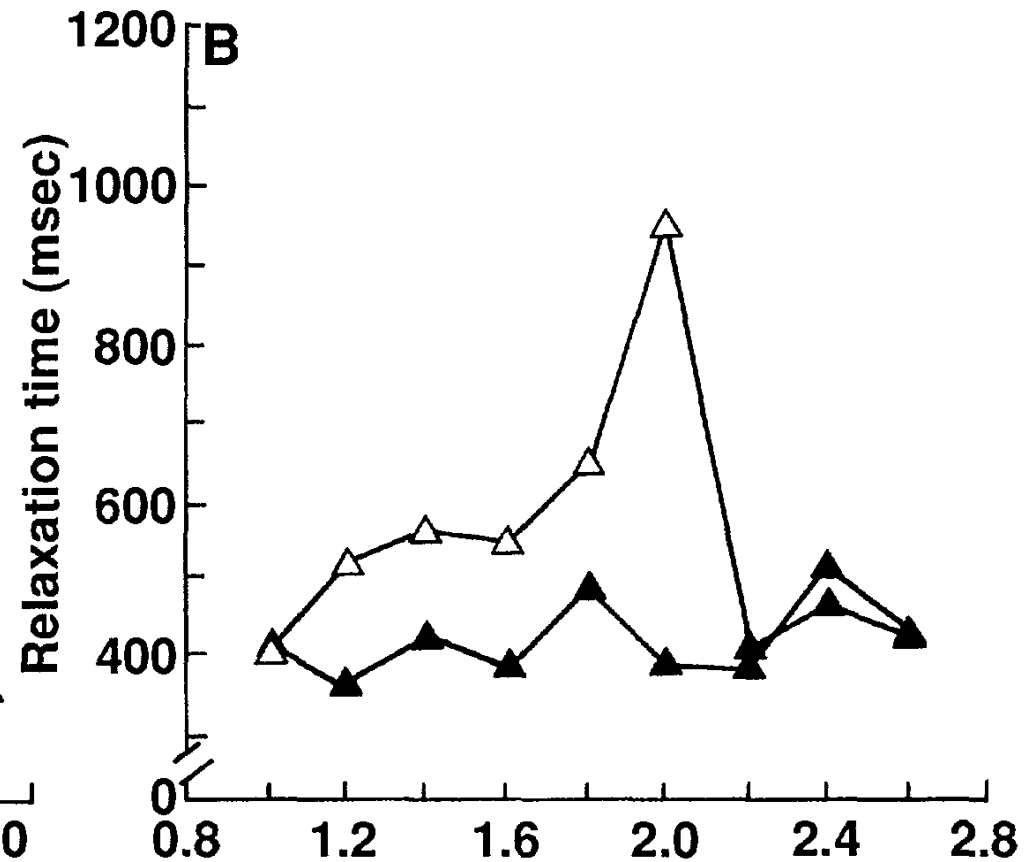
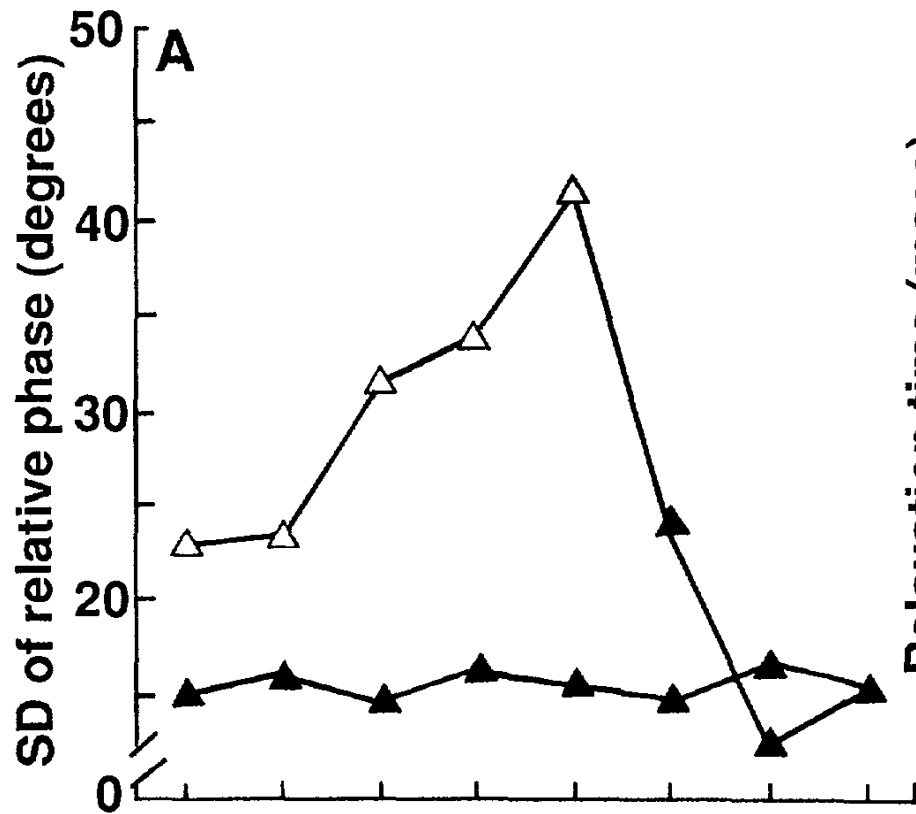
# Signatures of instability

- loss of stability indexed by measures of stability





relaxation times, individual data



Frequency (Hz)

data (averaged across subjects)

Schöner, Kelso (Science, 1988)

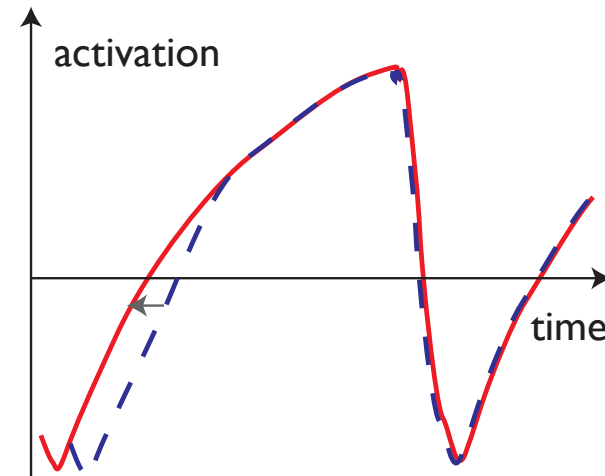
# Neuronal process for coordination

- each component is driven by a neuronal oscillator
- their excitatory coupling leads to in-phase
- their inhibitory coupling leads to anti-phase



# Coordination from coupling

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



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

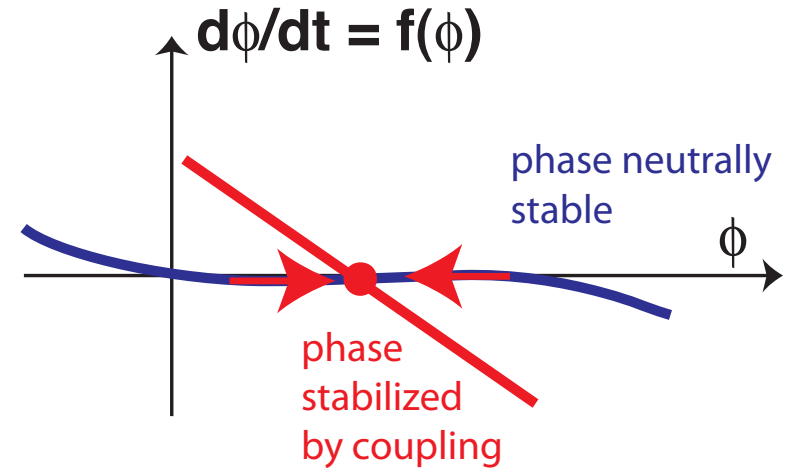
$$\tau \dot{v}_1 = -v_1 + h_v + w_{vu}f(u_1) + cf(u_2)$$

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

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

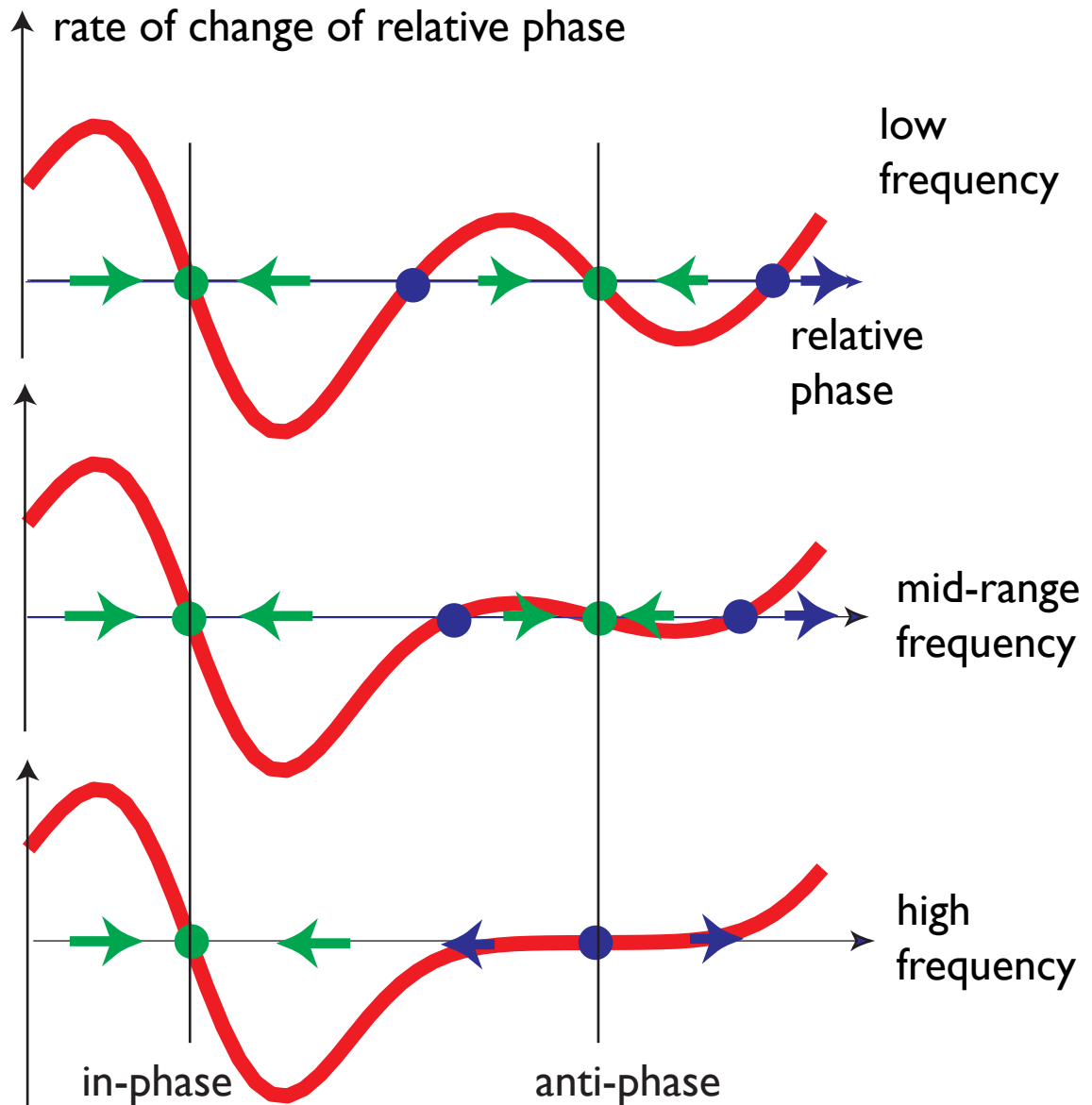
# Movement timing

- marginal stability of phase enables stabilizing relative timing while keeping trajectory unaffected

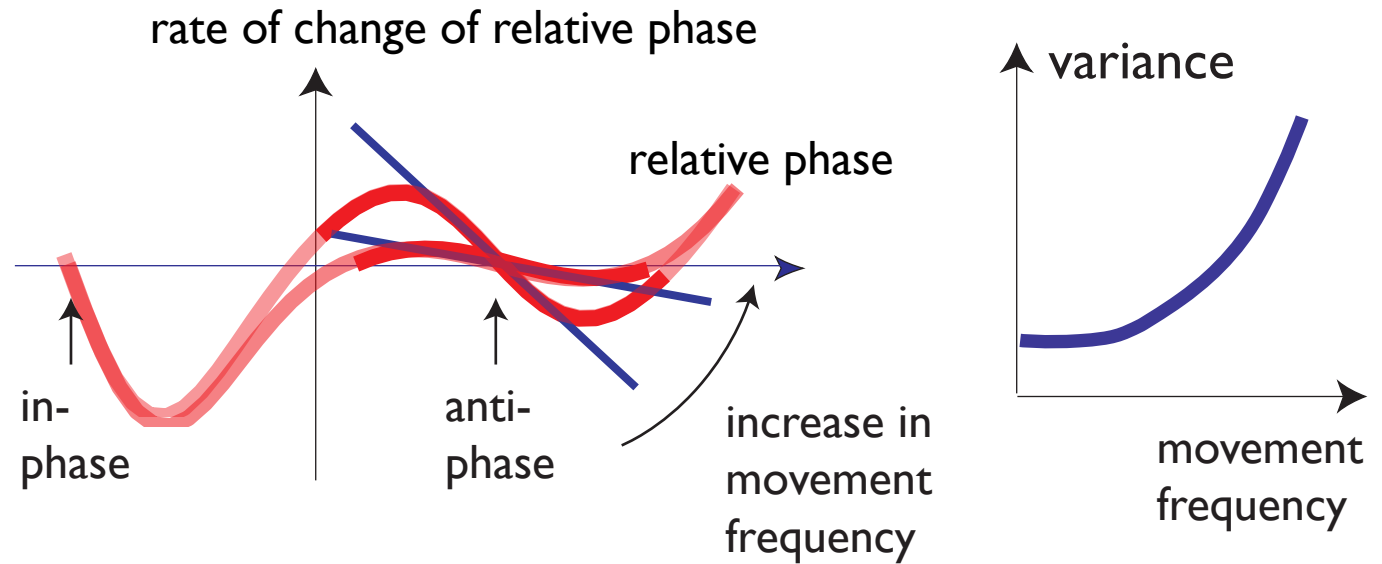


# Dynamical systems account of instability

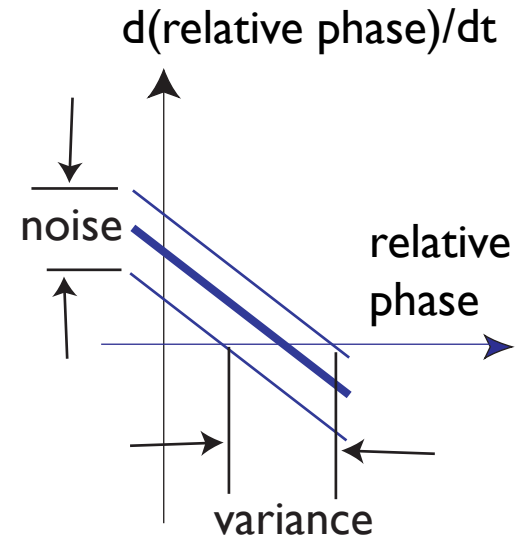
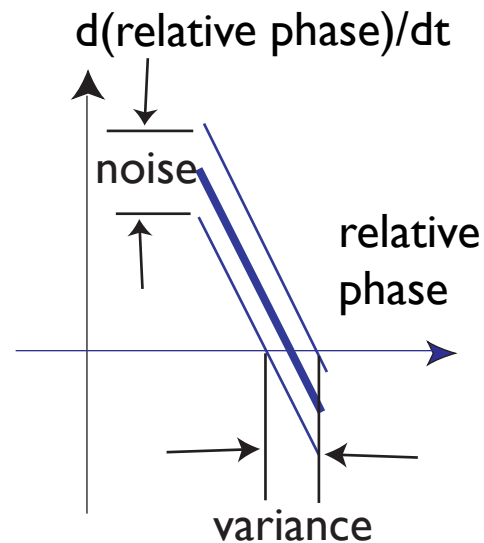
■ at increasing frequency stability of anti-phase is lost



# Predicts increase in variance

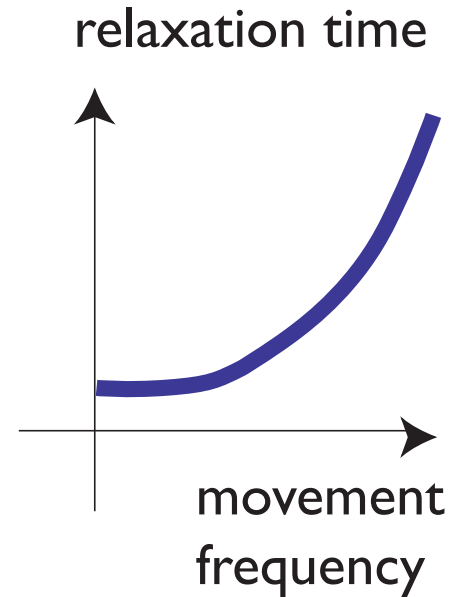
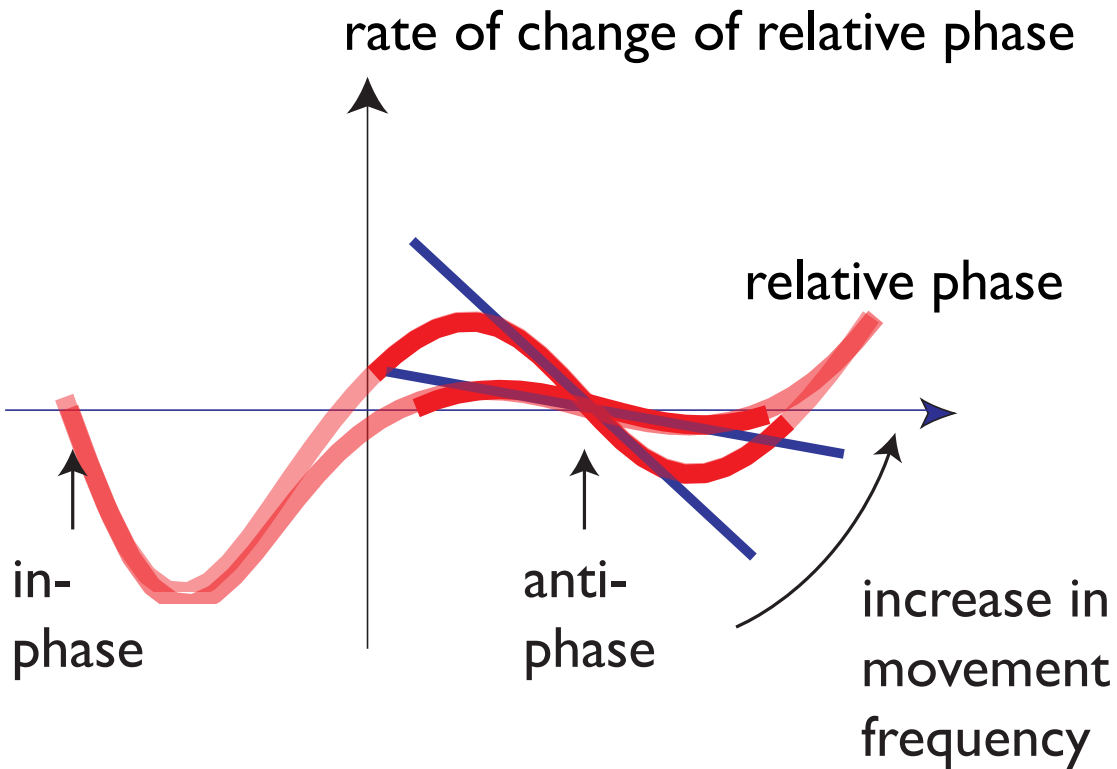


■ “critical fluctuations”



# Predicts increase in relaxation time

“critical slowing down”



# => coordination from coupled oscillators

- observation of the predicted signatures of instability are a major source of evidence for the notion that coupled oscillators are the basis of coordination...

# Learn from these ideas for robotics?

- timed reaching that stabilizes timing in response to perturbations

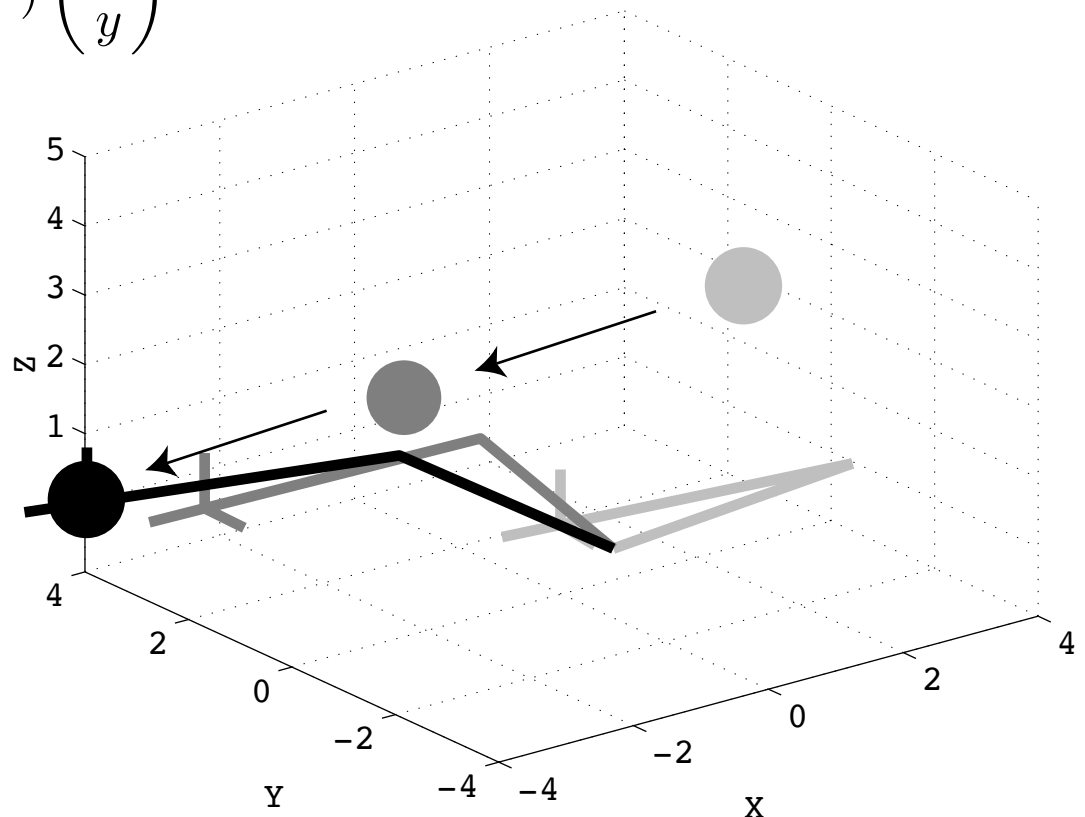
# Timed movement to intercept ball

## ■ timing from an oscillator

$$\begin{pmatrix} \dot{x} \\ \dot{y} \end{pmatrix} = -5 |u_{\text{init}}| \begin{pmatrix} x - x_{\text{init}} \\ y \end{pmatrix} + |u_{\text{hopf}}| \mathbf{f}_{\text{hopf}} - 5 |u_{\text{final}}| \begin{pmatrix} x - x_{\text{final}} \\ y \end{pmatrix} + \text{gwn}$$

$$\mathbf{f}_{\text{hopf}} = \begin{pmatrix} 2.5 & -\omega \\ \omega & 2.5 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} - 2.5 (x^2 + y^2) \begin{pmatrix} x \\ y \end{pmatrix}$$

$$x(t) = \sin(\omega t)$$



[Schöner, Santos, 2001]



■ the oscillator is turned on and off for a single cycle

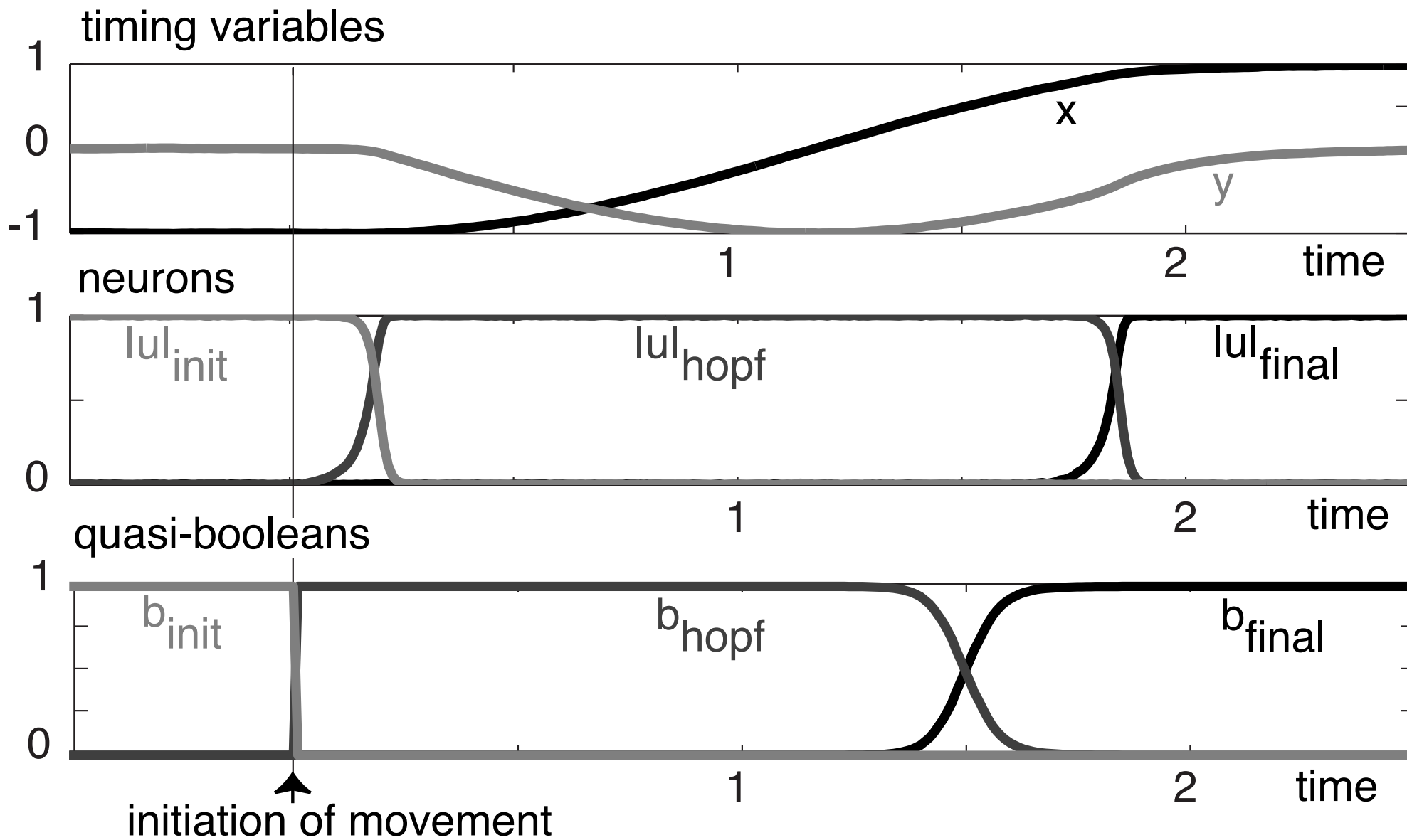
$$\begin{pmatrix} \dot{x} \\ \dot{y} \end{pmatrix} = -5 |u_{\text{init}}| \begin{pmatrix} x - x_{\text{init}} \\ y \end{pmatrix} + |u_{\text{hopf}}| \mathbf{f}_{\text{hopf}} - 5 |u_{\text{final}}| \begin{pmatrix} x - x_{\text{final}} \\ y \end{pmatrix} + \text{gwn}$$

$$\alpha \dot{u}_{\text{init}} = \mu_{\text{init}} u_{\text{init}} - |\mu_{\text{init}}| u_{\text{init}}^3 - 2.1 (u_{\text{final}}^2 + u_{\text{hopf}}^2) u_{\text{init}} + \text{gwn}$$

$$\alpha \dot{u}_{\text{hopf}} = \mu_{\text{hopf}} u_{\text{hopf}} - |\mu_{\text{hopf}}| u_{\text{hopf}}^3 - 2.1 (u_{\text{init}}^2 + u_{\text{final}}^2) u_{\text{hopf}} + \text{gwn}$$

$$\alpha \dot{u}_{\text{final}} = \mu_{\text{final}} u_{\text{final}} - |\mu_{\text{final}}| u_{\text{final}}^3 - 2.1 (u_{\text{init}}^2 + u_{\text{hopf}}^2) u_{\text{final}} + \text{gwn}$$

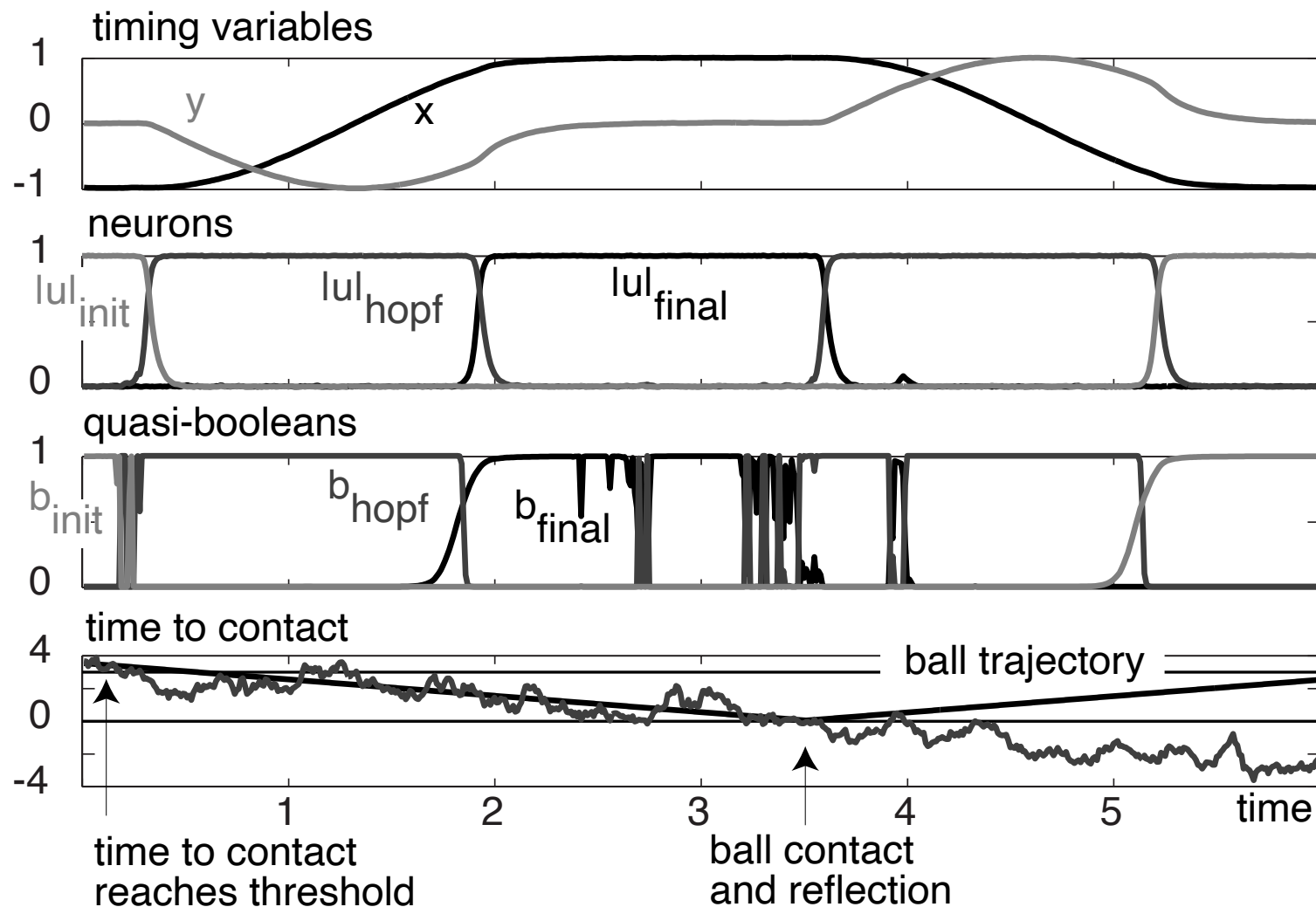
[Schöner, Santos, 2001]



[Schöner, Santos, 2001]

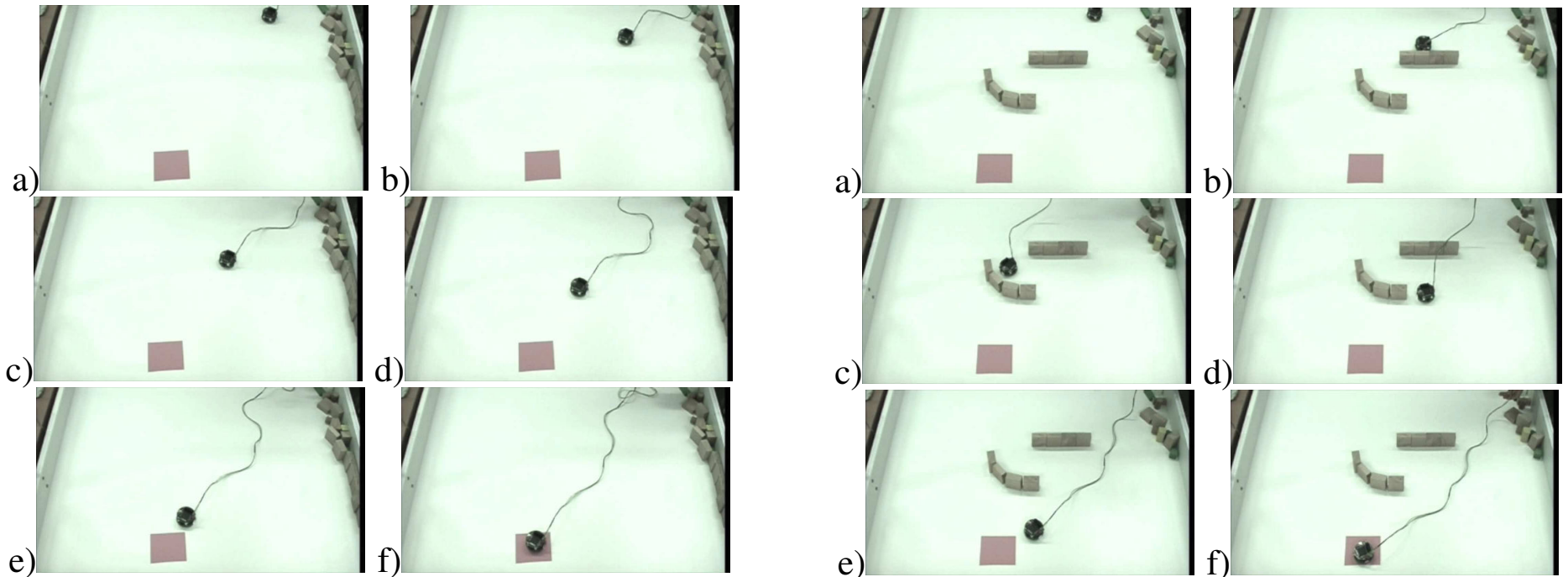
# Timed movement to intercept ball

- turn oscillator on in response to detected ball at right time to contact



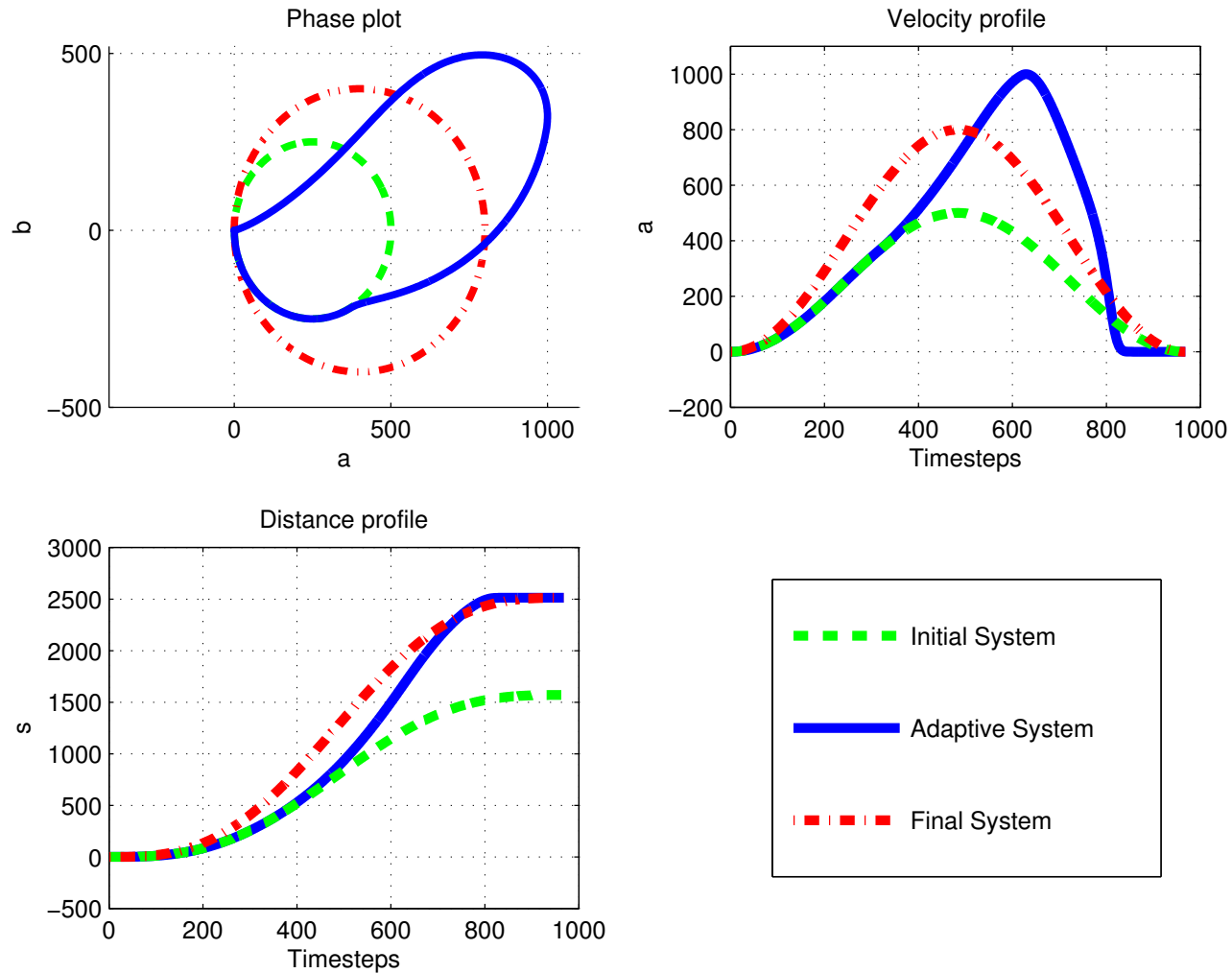
# Compensating for lost time

- plan to reach target at fixed time
- recover time as obstacle forces longer path



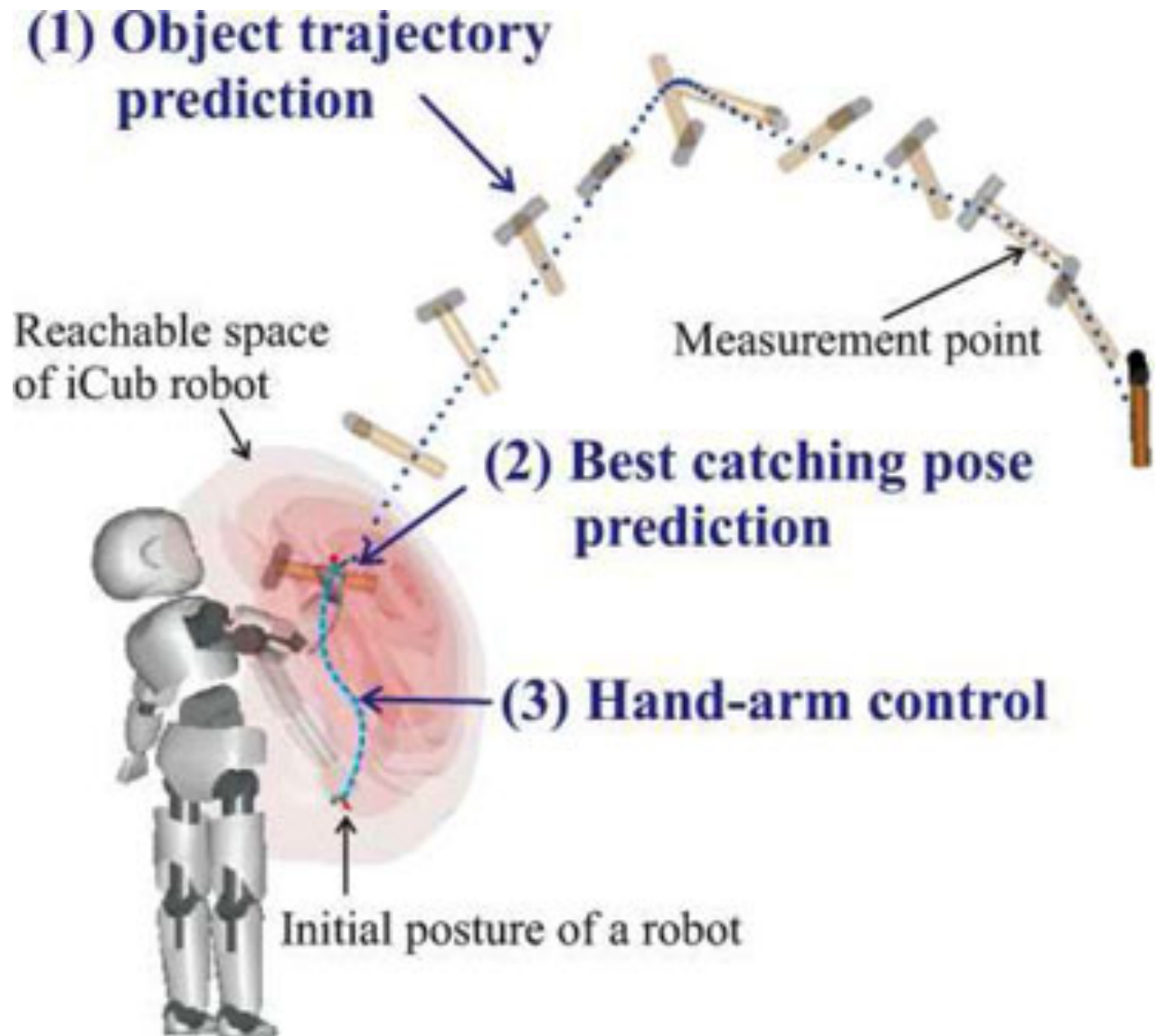
[Tuma, Iossifidis, Schöner, ICRA 2009]

# Compensating for lost time



[Tuma, Iossifidis, Schöner, ICRA 2009]

# Catching



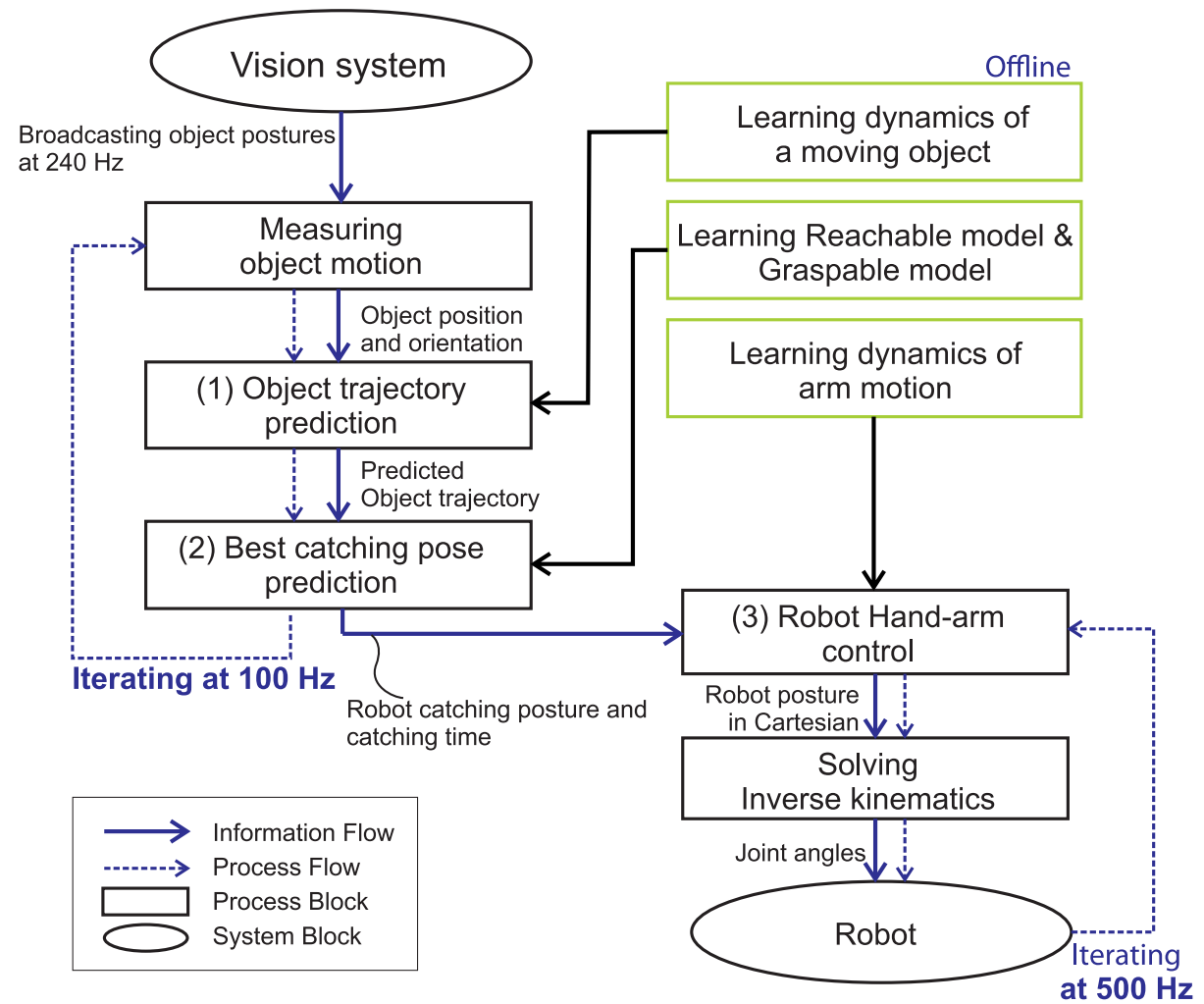
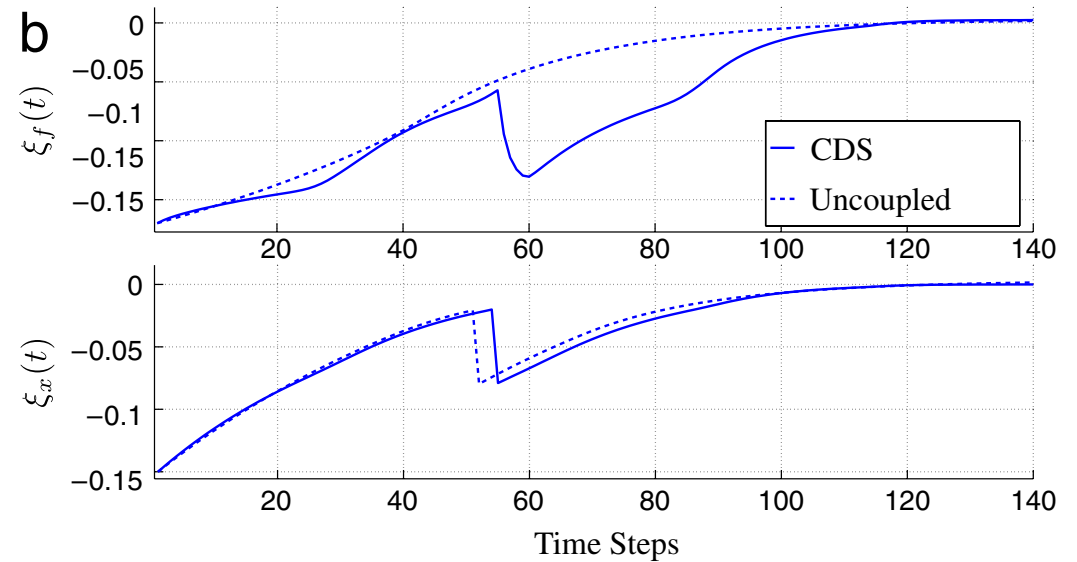
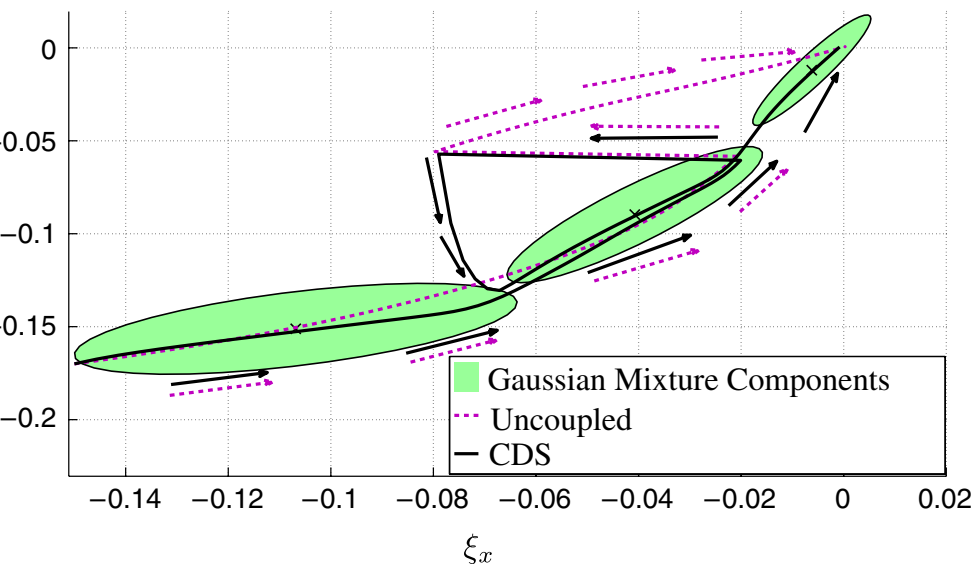


Fig. 2. Block diagram for robotic catching.

# ■ coupled dynamical systems approach



[Shukla, Billard, 2012]

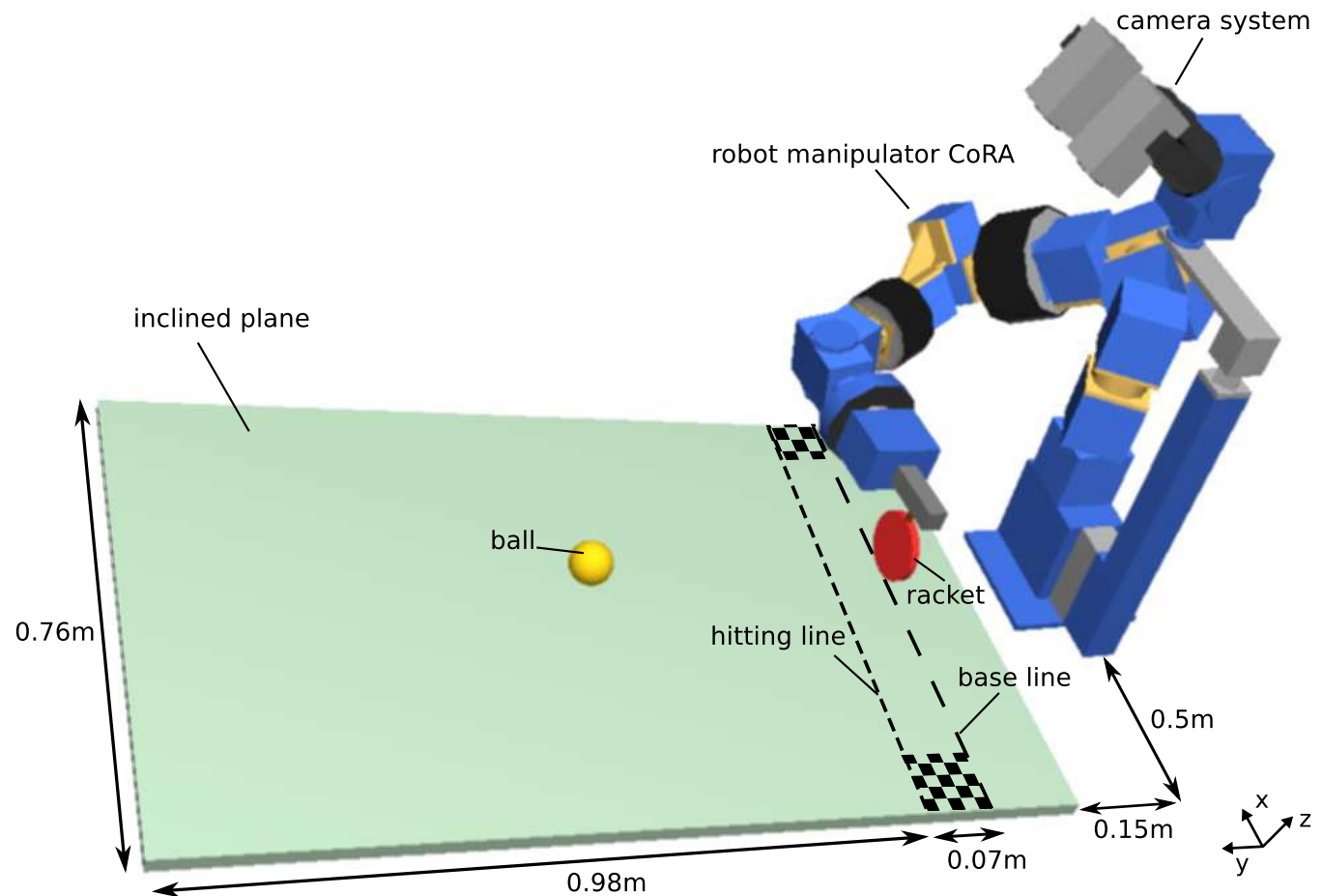


# video

■ <https://youtu.be/M4I3ILWvrbl?t=3>

# Timing and behavioral organization

- sequences of timed actions to intercept ball



# Timing and behavioral organization

- timing from oscillator, whose cycle time is adjusted to perceived time to contact

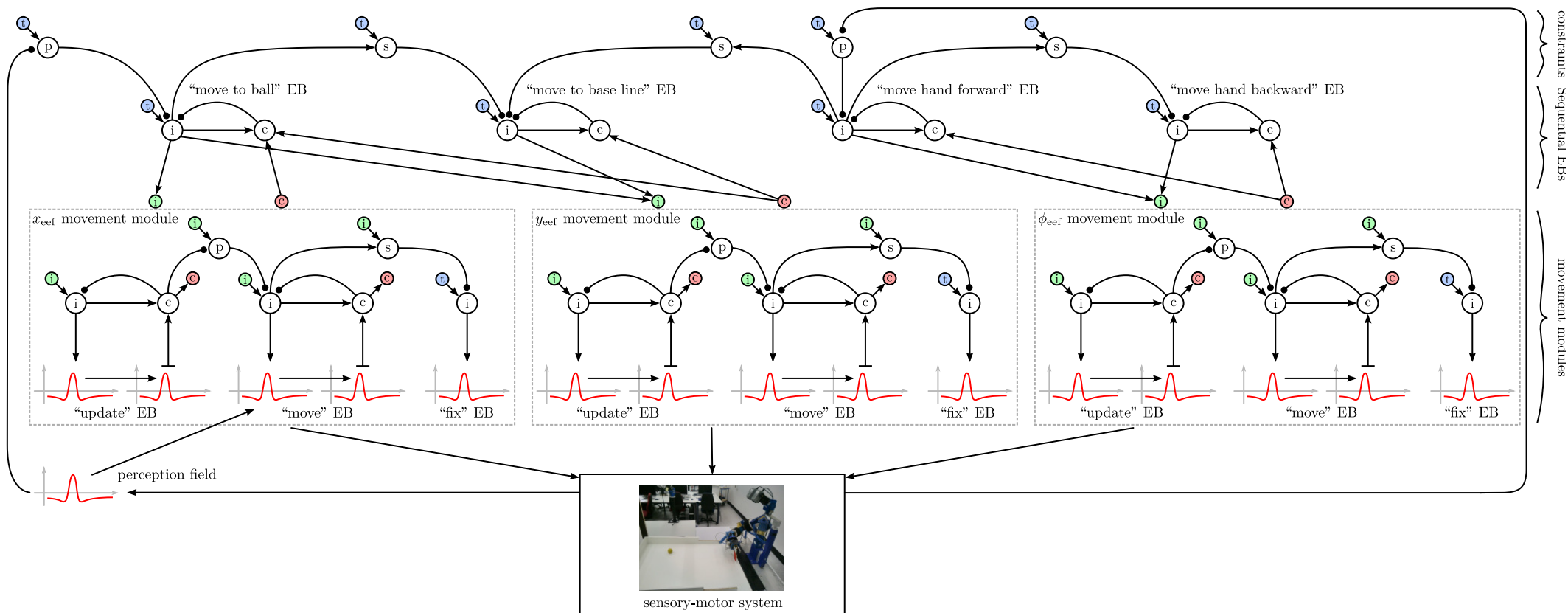
$$\tau \begin{pmatrix} \dot{x} \\ \dot{y} \end{pmatrix} = -c_{\text{post}} a \begin{pmatrix} x - x_{\text{post}} \\ y \end{pmatrix} + c_{\text{hopf}} H(x, y) + \eta,$$

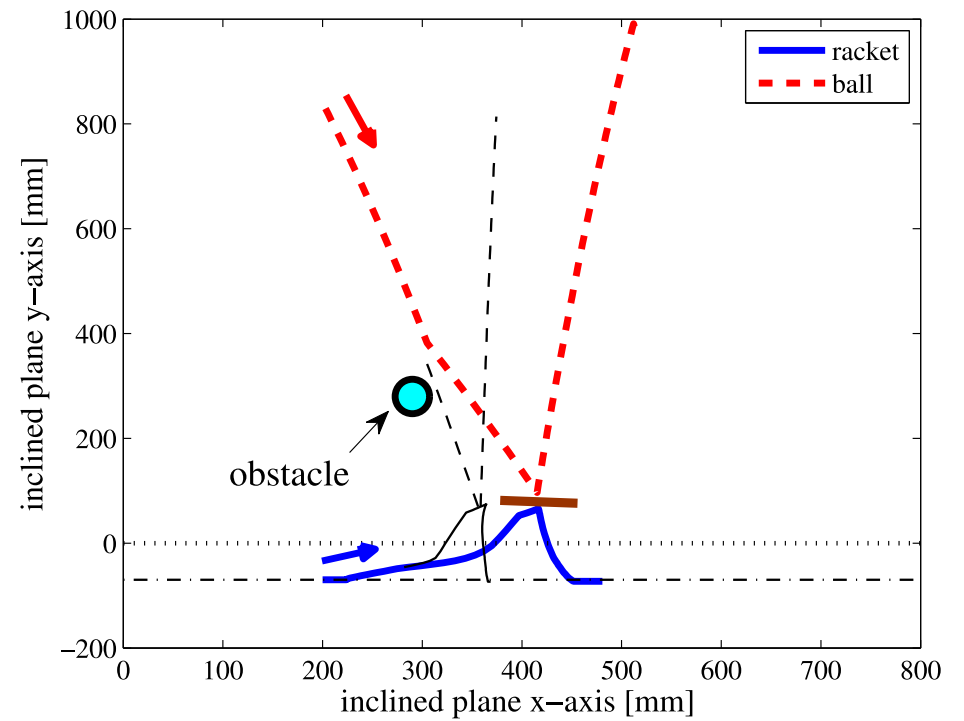
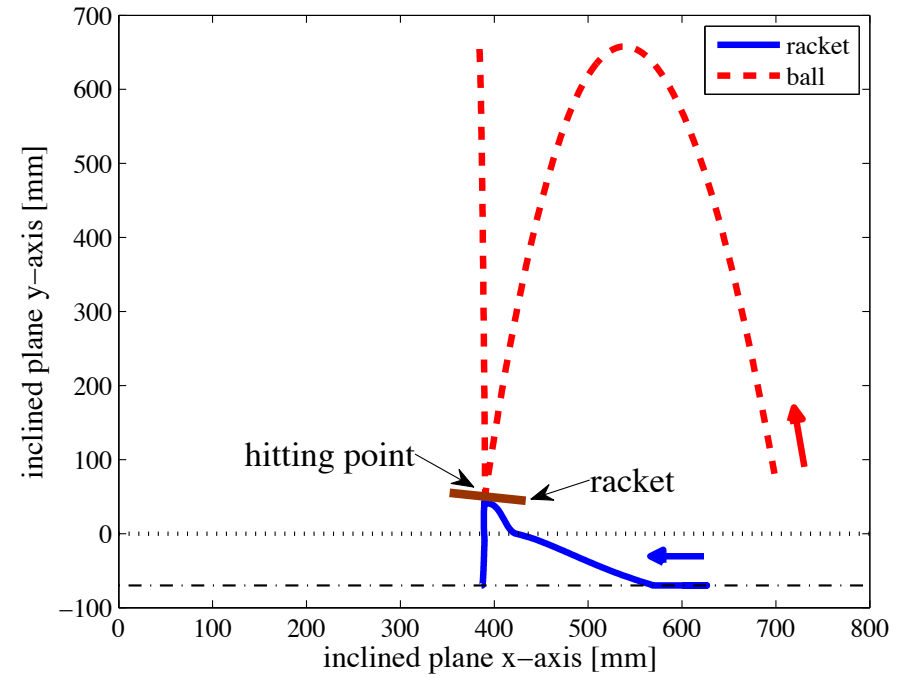
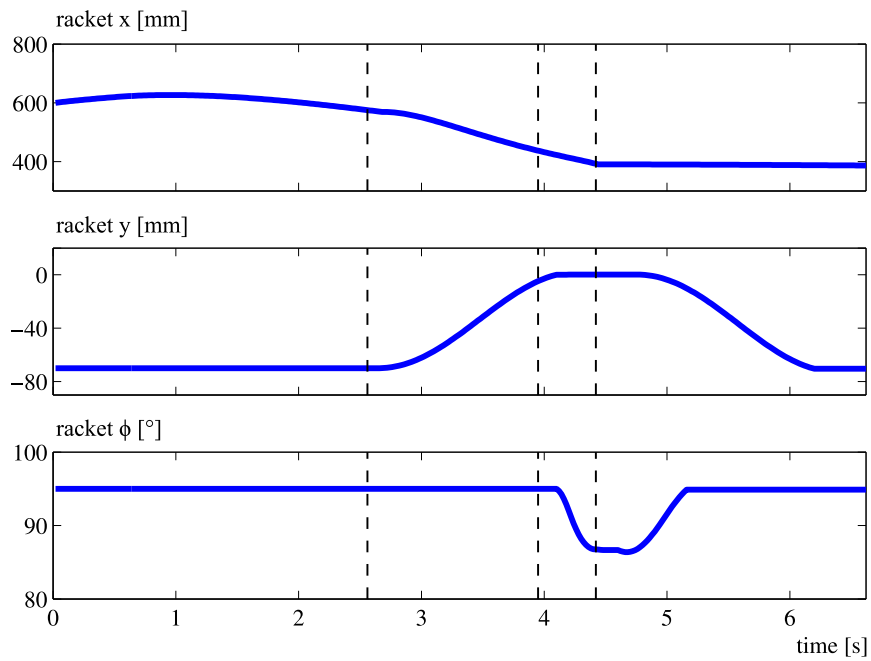
$$H(x, y) = \begin{pmatrix} \lambda & -\omega \\ \omega & \lambda \end{pmatrix} \begin{pmatrix} x - r - x_{\text{init}} \\ y \end{pmatrix} - ((x - r - x_{\text{init}})^2 + y^2) \begin{pmatrix} x - r - x_{\text{init}} \\ y \end{pmatrix}$$

$$\frac{T}{2d_{\text{init}}} = \frac{t_{\text{tim}}}{d(t)}.$$

# Timing and behavioral organization

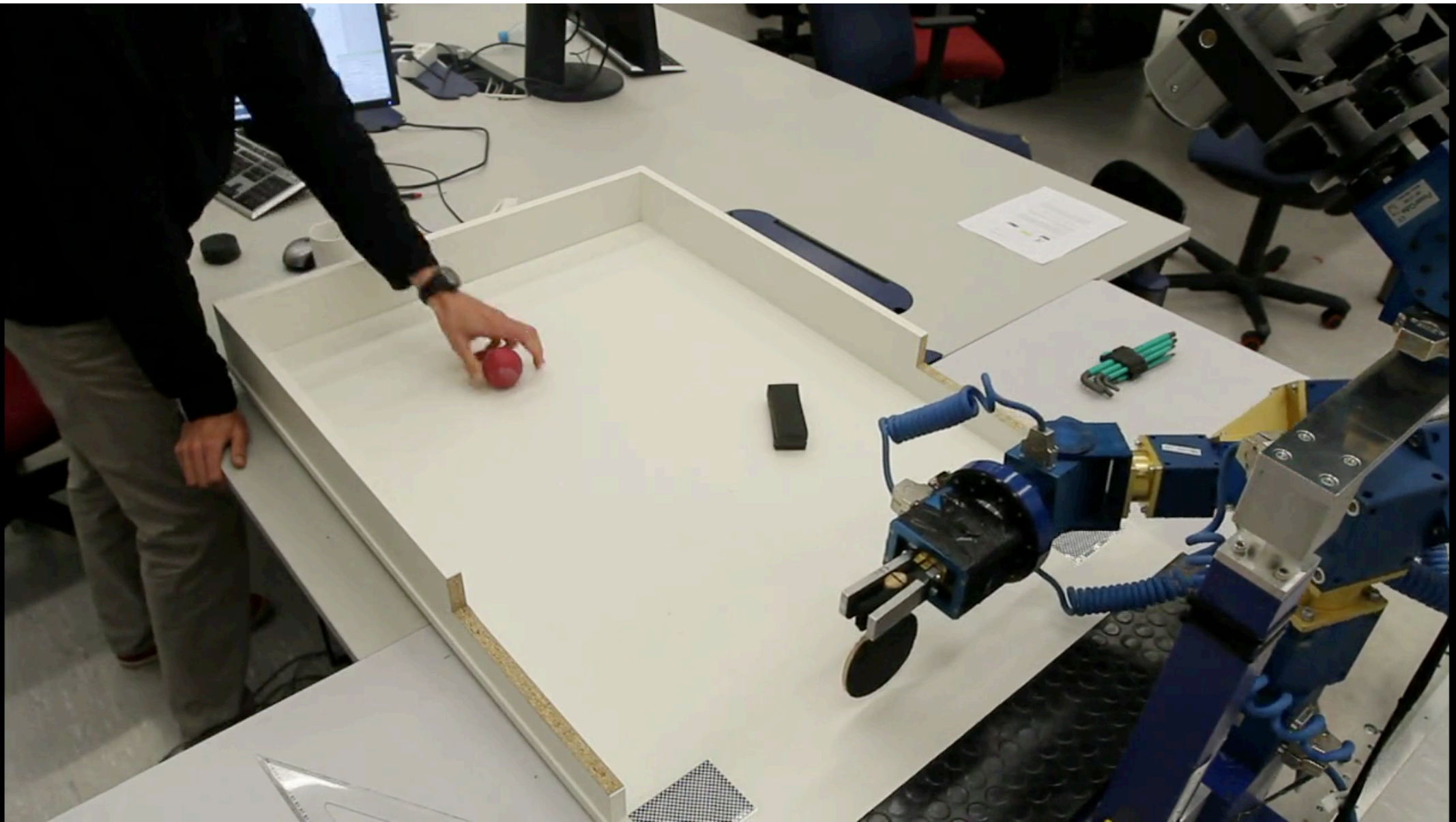
- coupled neural dynamics to organize the sequence

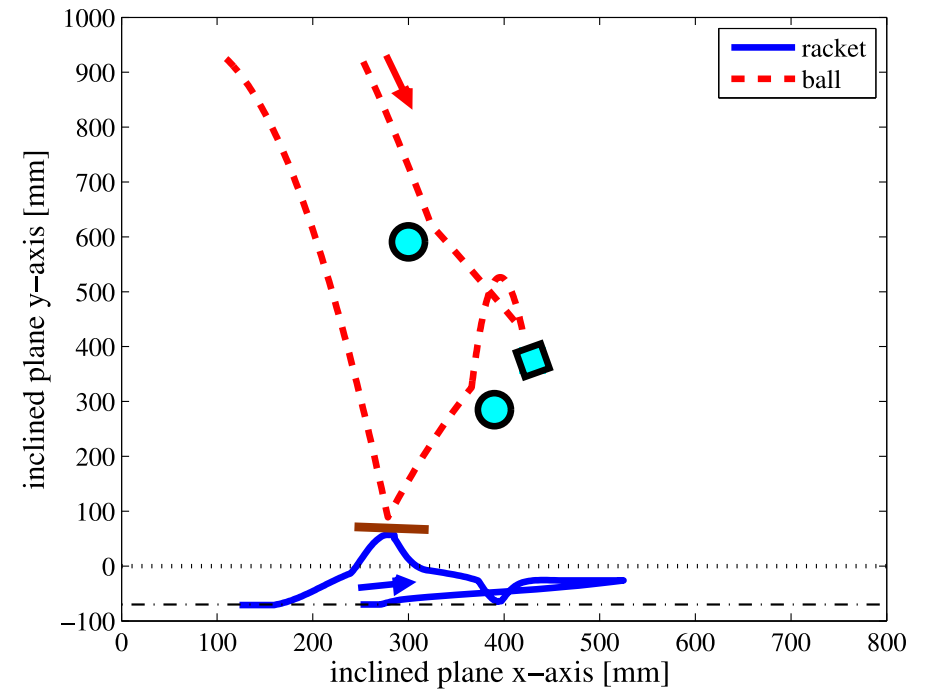
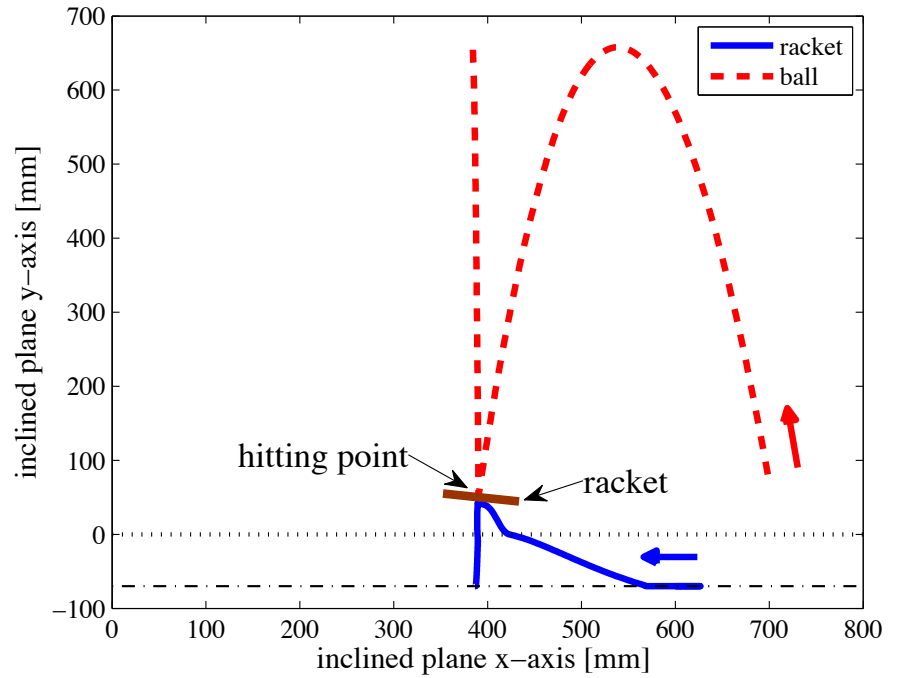
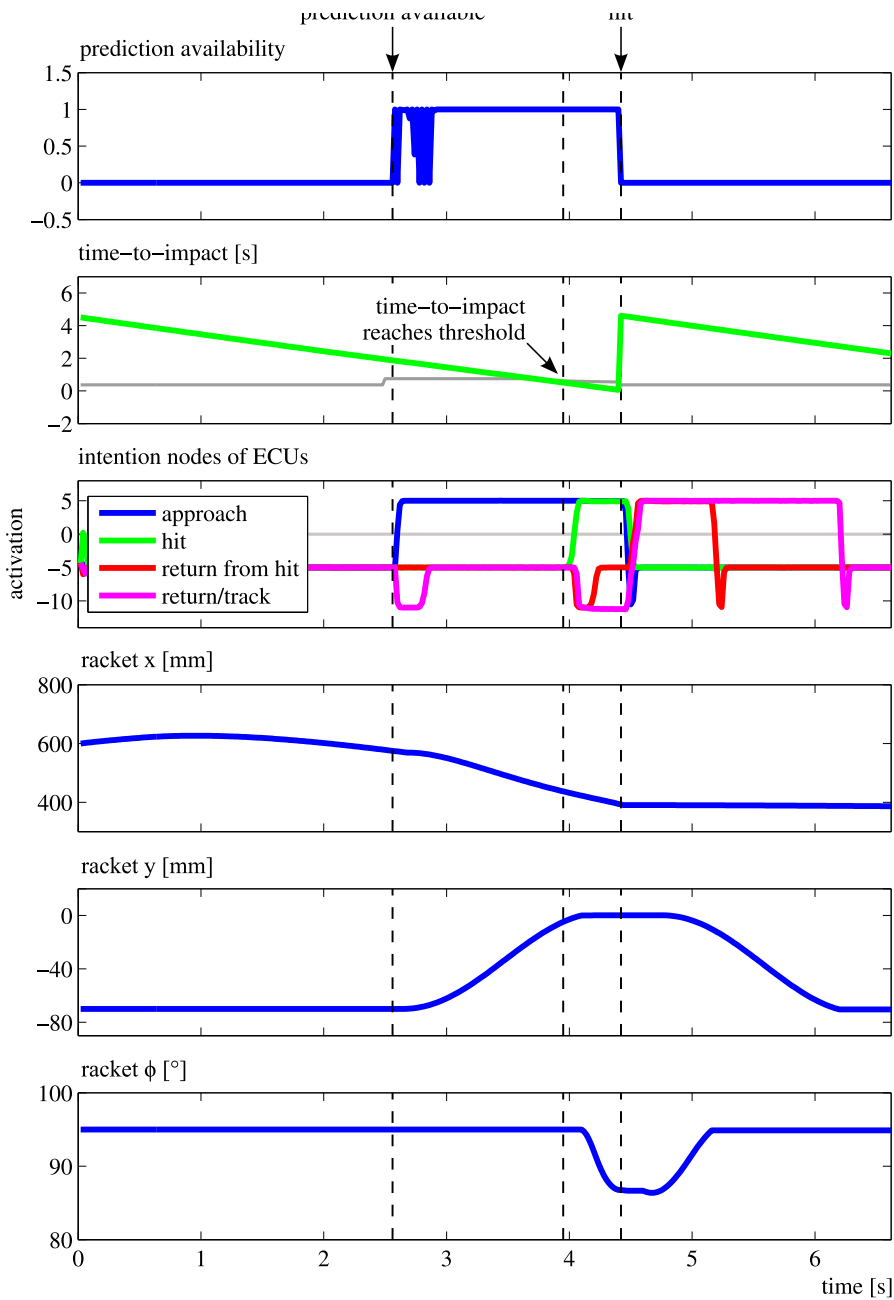




[Oubbati, Richter, Schöner, 2013]

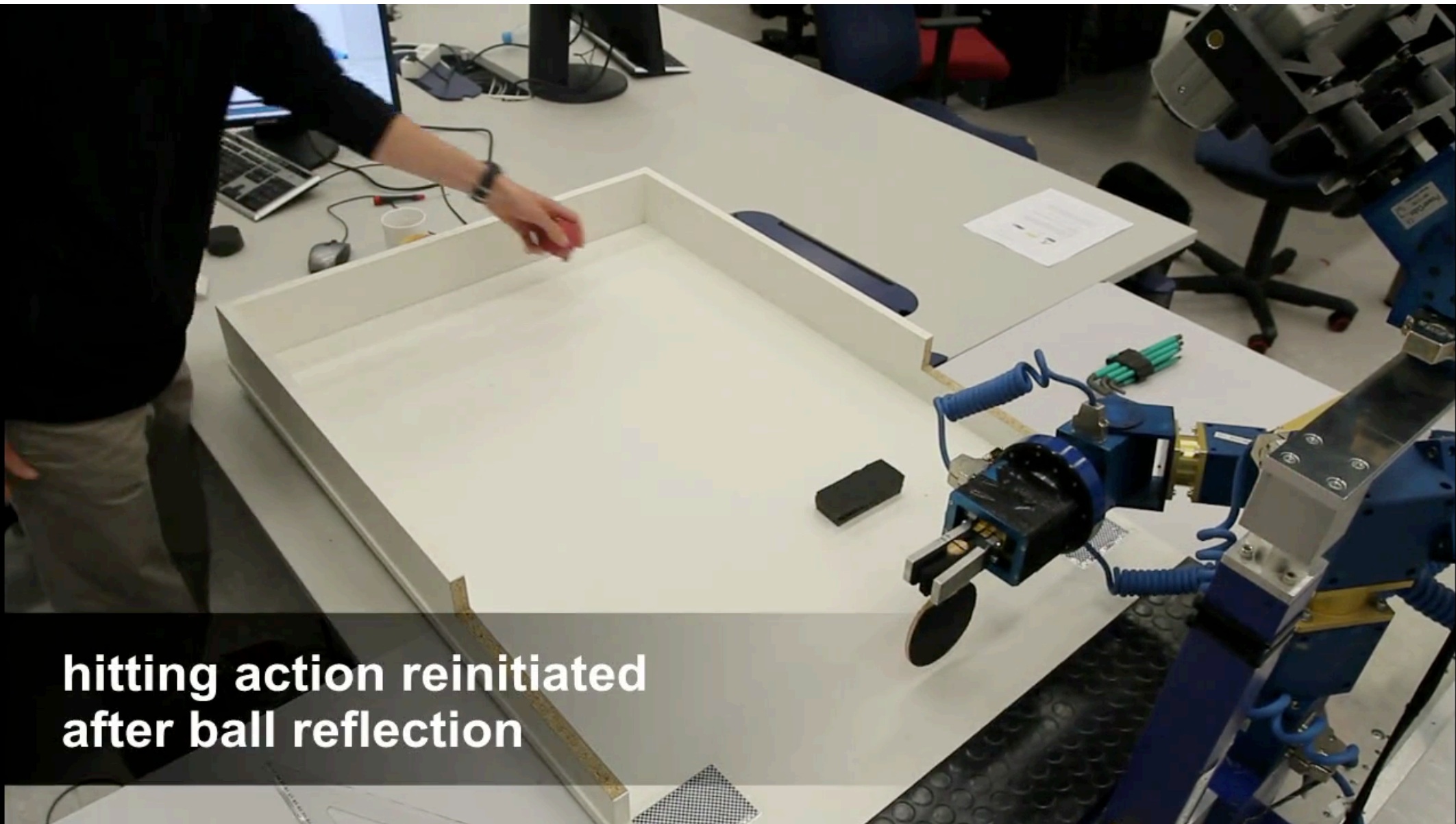
# Timed movement with online updating [Faroud Oubatti]





[Oubbati, Richter, Schöner, 2013]

# Timing and reorganization of movement



**hitting action reinitiated  
after ball reflection**



# Conclusion

- timing in autonomous robotics is best framed as a problem of stable oscillators and their coupling

# Conclusion

- timing is linked to many problems
- arriving “just in time”, estimating time to contact
- on line updating: planning and timing tightly connected
- timed movement sequences: behavioral organization
- coordinating timing across movements, coarticulation
- timing and control

