

Fall 2004 SDM5008 Advanced Control for Robotics

Lecture Note 8: Mujoco Tutorial

Prof. Wei Zhang

Southern University of Science and Technology

zhangw3@sustech.edu.cn
<https://www.wzhanglab.site/>

Outline

- **Short introduction to Simulation**
- Introduction to Mujoco
- Python Example

■ What is Simulation?

- Real-world physics are often described by functions, ODE or PDE



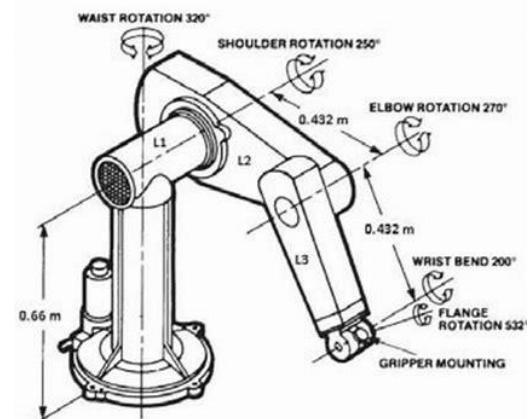
- All simulators essentially solve the ODEs and/or PDEs corresponding to a physical process of interest

■ Three pillars of a simulator:

1. Constructing the differential equations/models

2. Solving differential equations

3. Visualization of the simulation results



Dynamics equations of Puma 560 Arm

$$\begin{aligned}
I_2 &= I_{z,2} + m_2 * (r_{x2}^2 + r_{y2}^2) + (m_5 + m_4 + m_3 + m_6) * a_2^2; \\
I_3 &= -I_{z,2} * I_{y,2} + (m_5 + m_4 + m_3 + m_6) * a_2^2 \\
&\quad + m_2 * r_{x2}^2 + r_{y2}^2; \\
I_4 &= m_2 * r_{x2} * (d_2 + r_{x2}) + m_5 * a_2 * r_{x3} \\
&\quad + (m_5 + m_4 + m_3 + m_6) * a_2 * (d_2); \\
I_5 &= -m_2 * a_2 * r_{y3} + (m_5 + m_3 + m_6) * a_2 * d_4 + m_4 * a_2 * r_{x4}; \\
I_6 &= I_{z,2} + m_3 * r_{x3}^2 + m_4 * r_{y3}^2 + m_1 * (d_3 + r_{x3})^2 + I_{y,2} \\
&\quad + m_3 * a_3^2 + m_3 * d_3^2 + I_{z,3} + m_6 * a_3^2 + m_6 * d_3^2 \\
&\quad + m_6 * r_{x3} * I_{x,3}; \\
I_7 &= m_1 * r_{x3}^2 + I_{x,3} - I_{y,3} + m_4 * r_{x4}^2 + 2 * m_4 * d_4 * r_{x4} \\
&\quad + (m_4 + m_5 + m_6) * (d_4 - a_3^2) + I_{y,4} - I_{z,4} - m_6 * r_{x4}^2 - I_{x,4} + I_{z,5}; \\
I_8 &= -m_1 * (d_2 + d_3) * (d_4 + r_{x4}) - (m_5 + m_6) * (d_2 + d_3) * d_4 \\
&\quad + m_3 * r_{x3} * r_{x4} + m_3 * (d_2 + d_3) * r_{y3}; \\
I_9 &= m_3 * r_{x3} * (d_2 + r_{x3}); \\
I_{10} &= 2 * m_4 * a_3 * r_{x4} + 2 * (m_4 + m_5 + m_6) * a_3 * d_4; \\
I_{11} &= -2 * m_2 * r_{x2} * r_{y2}; \\
I_{12} &= (m_4 + m_5 + m_6) * a_3 * a_5; \\
I_{13} &= (m_4 + m_5 + m_6) * a_3 * (d_2 + d_3); \\
I_{14} &= I_{x,4} + I_{y,2} + I_{z,2}; \\
I_{15} &= m_6 * d_4 * r_{x6}; \\
I_{16} &= m_6 * a_2 * r_{x6}; \\
I_{17} &= I_{z,5} + I_{x,4} + m_6 * r_{x5}^2; \\
I_{18} &= m_6 * (d_2 + d_3) * r_{x6}; \\
I_{19} &= I_{y,4} - I_{z,5} + I_{z,5} - I_{y,5} + m_6 * r_{x6}^2 + I_{x,6} - I_{z,6}; \\
I_{20} &= I_{y,5} - I_{x,5} + m_6 * r_{x5}^2 + I_{x,6} - I_{z,6}; \\
I_{21} &= I_{x,4} - I_{y,4} + I_{z,5} - I_{z,5}; \\
I_{22} &= m_6 * a_5 * r_{x6}; \\
I_{23} &= I_{x,6}; \\
\end{aligned}$$

Part II. Gravitational Constants

$$\begin{aligned}
g_1 &= -g * ((m_3 + m_4 + m_5 + m_6) * a_2 + m_2 * r_{x4}); \\
g_2 &= g * (m_3 * r_{x3} - (m_5 + m_6) * d_4 - m_4 * r_{x4}); \\
g_3 &= g * m_2 * r_{y2}; \\
g_4 &= -g * (m_4 + m_5 + m_6) * a_3; \\
g_5 &= -g * m_6 * r_{x6}; \\
\end{aligned}$$

Table A3. Computed Values for the Constants Appearing in the Equations of Forces of Motion.
(Inertial constants have units of kilogram meters-squared)

$$\begin{aligned}
I_1 &= 1.43 \pm 0.05 & I_2 &= 1.75 \pm 0.07 \\
I_3 &= 1.38 & I_4 &= 6.90 \times 10^{-1} \pm 0.20 \times 10^{-1} \\
I_5 &= 3.72 \times 10^{-1} \pm 0.31 \times 10^{-1} & I_6 &= 3.33 \times 10^{-1} \pm 0.16 \times 10^{-1} \\
I_7 &= 2.98 \times 10^{-1} \pm 0.29 \times 10^{-1} & I_8 &= -1.34 \times 10^{-1} \pm 0.14 \times 10^{-1} \\
I_9 &= 2.38 \times 10^{-1} \pm 1.20 \times 10^{-1} & I_{10} &= -2.13 \times 10^{-1} \pm 0.22 \times 10^{-2} \\
I_{11} &= -1.49 \times 10^{-1} \pm 0.70 \times 10^{-2} & I_{12} &= -1.10 \times 10^{-1} \pm 0.11 \times 10^{-2} \\
I_{13} &= -1.79 \times 10^{-1} \pm 0.90 \times 10^{-2} & I_{14} &= 1.64 \times 10^{-1} \pm 0.07 \times 10^{-3} \\
I_{15} &= 1.25 \times 10^{-1} \pm 0.30 \times 10^{-3} & I_{16} &= 1.24 \times 10^{-1} \pm 0.30 \times 10^{-3} \\
I_{17} &= 6.42 \times 10^{-1} \pm 0.30 \times 10^{-4} & I_{18} &= 4.31 \times 10^{-1} \pm 1.30 \times 10^{-4} \\
I_{19} &= 3.00 \times 10^{-1} \pm 14.0 \times 10^{-5} & I_{20} &= -2.02 \times 10^{-1} \pm 8.00 \times 10^{-4} \\
I_{21} &= -1.00 \times 10^{-1} \pm 6.00 \times 10^{-5} & I_{22} &= -5.80 \times 10^{-3} \pm 1.50 \times 10^{-5} \\
I_{23} &= 4.00 \times 10^{-1} \pm 2.00 \times 10^{-5} & & \\
I_{24} &= 1.14 \pm 0.27 & I_{25} &= 4.71 \pm 0.54 \\
I_{26} &= 8.27 \times 10^{-1} \pm 0.95 \times 10^{-1} & I_{27} &= 2.00 \times 10^{-1} \pm 0.16 \times 10^{-1} \\
I_{28} &= 1.79 \times 10^{-1} \pm 0.14 \times 10^{-1} & I_{29} &= 1.93 \times 10^{-1} \pm 0.16 \times 10^{-1} \\
\end{aligned}$$

(Gravitational constants have units of newton meters)

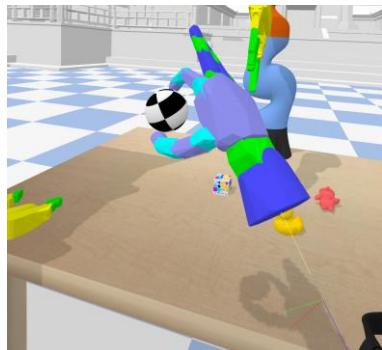
$$\begin{aligned}
g_1 &= -37.2 \pm 0.05 & g_2 &= -8.44 \pm 0.20 \\
g_3 &= 1.02 \pm 0.50 & g_4 &= 2.49 \times 10^{-1} \pm 0.25 \times 10^{-1} \\
g_5 &= -2.82 \times 10^{-2} \pm 0.56 \times 10^{-2} & &
\end{aligned}$$

$$\begin{aligned}
b_{224} &= 2 * \{-I_{16} * C3 * S4 * S5 + I_{20} * SC4 * S5S \\
&\quad + I_{11} * SC4 - I_{22} * S4 * S5\}; \\
&\approx -2.48 \times 10^{-5} * C3 * S4 * S5. \\
b_{225} &= 2 * \{-I_{15} * S5 + I_{16} * (C3 * C4 * C5 - S3 * S5) \\
&\quad + I_{20} * SS4 * SC5 + I_{21} * C4 * CS\}; \\
&\approx -2.50 \times 10^{-5} * S5 + 2.45 \times 10^{-5} * (C3 * C4 * C5 - S3 * S5). \\
b_{226} &= 0. & b_{227} &= b_{224}. \\
b_{228} &= b_{225}. & b_{229} &= 0. \\
b_{244} &= 2 * \{-I_{15} * S4 * C5 - I_{16} * S3 * S4 * C5\} \\
&\quad - I_{17} * S4 + I_{20} * S4 * (1 - 2 * S5S); \\
&\approx 0. \\
b_{246} &= I_{23} * S4 * C5; \\
&\approx 0. \\
b_{252} &= 0. & b_{253} &= 0. \\
b_{254} &= 2 * (-I_{15} * C23 * C4 * S5 - I_{16} * C2 * S4 * S5 \\
&\quad + I_{18} * S23 * C4 * S5 + I_{19} * C2 * S23 * I_{21} * C2 * C23 \\
&\quad + I_{15} * (S23 * C5 + S23 * C4 * S5) \\
&\quad + I_{18} * S4 * S5 + I_{21} * (S23 * C5 + C23 * C4 * S5)); \\
&\approx 2.57 + 1.38 * CC2 + 0.30 * SS23 + 7.44 \times 10^{-1} * C2 * S23. \\
b_{256} &= I_{1} * S2 + I_{8} * C23 + I_{9} * C2 - I_{10} * S23 - I_{11} * C23 * S4 * S5 \\
&\quad + I_{16} * S2 * S4 + S5 + I_{13} * (S23 * C4 * S5 + C23 * C5) \\
&\quad + I_{19} * S23 * C4 + I_{20} * S4 * (S23 * C4 * C5 + C23 * S5) \\
&\quad + I_{21} * C23 * S4 * S5; \\
&\approx 6.90 \times 10^{-1} * C2 + 1.34 \times 10^{-1} * S23 - 2.38 \times 10^{-2} * S2. \\
c_{11} &= 0. \\
c_{12} &= +I_4 * C2 - I_8 * S23 - I_9 * S2 + I_{13} * C23 \\
&\quad + I_{15} * S23 * S4 + I_{16} * C2 * S4 * S5 \\
&\quad + I_{18} * C2 * (S23 * C5 + C23 * C4 * S5) \\
&\quad + I_{20} * S4 * (C23 * C4 * C5 - S23 * S5); \\
&\approx 0. \\
c_{13} &= m_1 * r_{x3}^2 + I_{x,3} - I_{y,3} + m_4 * r_{x4}^2 + 2 * m_4 * d_4 * r_{x4} \\
&\quad + (m_4 + m_5 + m_6) * (d_4 - a_3^2) + I_{y,4} - I_{z,4} - m_6 * r_{x4}^2 - I_{x,4} + I_{z,5}; \\
c_{14} &= -m_1 * (d_2 + d_3) * (d_4 + r_{x4}) - (m_5 + m_6) * (d_2 + d_3) * d_4 \\
&\quad + m_3 * r_{x3} * r_{x4} + m_3 * (d_2 + d_3) * r_{y3}; \\
c_{15} &= 0. \\
b_{231} &= 2 * (-I_{15} * C23 * C4 * S5 + I_{22} * S23 * C4 * S5 \\
&\quad + I_{19} * S23 * C4 * S5 + I_{20} * S23 * C4 * S5 \\
&\quad + I_{11} * (S23 * C4 * 0.5 - C23 * C4 * S5)) \\
&\approx -2.50 \times 10^{-3} * C23 * C4 * S5 + 1.64 \times 10^{-3} * S23 \\
&\quad + 0.30 \times 10^{-3} * S23 * (1 - 2 * S4). \\
b_{232} &= 2 * (-I_{15} * C23 * S4 * C5 + I_{22} * S23 * S4 * C5) \\
&\quad - I_{17} * C23 * S4 * S5; \\
&\approx 0. \\
b_{233} &= 2 * (-I_{15} * C23 * C4 * S5 + I_{22} * S23 * C4 * S5) \\
&\quad - I_{17} * C23 * S4 * S5; \\
&\approx 0. \\
b_{235} &= 2 * (-I_{15} * S4 * C5 + I_{22} * S4 * C5) \\
&\quad - I_{17} * S4 * S5 - I_{21} * (C23 * C4 * C5 + C23 * S5); \\
&\approx -2.50 \times 10^{-3} * C23 * C4 * S5 - 2 * S23 * C4 * S5. \\
b_{236} &= -b_{236}. & b_{237} &= 0. \\
b_{238} &= 2 * (I_{20} * SC4 * SSS + I_{21} * SC4 - I_{22} * S4 * S5); \\
&\approx 0. \\
b_{239} &= 2 * (-I_{15} * S5 + I_{20} * SS4 * SC5 + I_{22} * C4 * S5); \\
&\approx -2.50 \times 10^{-3} * S5. \\
b_{240} &= 0. & b_{241} &= b_{234}. \\
b_{242} &= 0. & b_{243} &= b_{235}. \\
b_{243} &= 2 * (-I_{15} * S5 + I_{20} * SS4 * SC5 + I_{22} * C4 * S5); \\
&\approx 0. \\
b_{245} &= -b_{245}. & b_{246} &= -b_{234}. \\
b_{246} &= b_{241}. & b_{247} &= -b_{236}. \\
b_{247} &= b_{240}. \\
b_{248} &= -I_{20} * (S23 * C4 * (1 - 2 * S5S) + 2 * C23 * SC5) \\
&\quad - I_{11} * S23 * C4; \\
&\approx -6.42 \times 10^{-4} * S23 * C4. \\
b_{249} &= -b_{246}. & b_{250} &= -b_{234}. \\
b_{250} &= I_{17} * S4 + I_{20} * S4 * (1 - 2 * S5S); \\
&\approx 0.42 \times 10^{-4} * S4. \\
b_{251} &= -b_{246}. & b_{252} &= 0. \\
b_{252} &= b_{241}. & b_{253} &= 0. \\
b_{253} &= -b_{245}. & b_{254} &= -b_{236}. \\
b_{254} &= b_{240}. \\
b_{255} &= -I_{20} * S2 * SC5; \\
&\approx 0. \\
b_{256} &= -I_{23} * S5 + S5; \\
&\approx 0. \\
b_{257} &= -b_{215}. & b_{258} &= -b_{213}. \\
b_{258} &= 0. & b_{259} &= 0. \\
b_{259} &= -b_{255}. & b_{260} &= -b_{256}. \\
b_{260} &= -b_{245}. & b_{261} &= 0. \\
b_{261} &= b_{255}. & b_{262} &= -b_{256}. \\
b_{262} &= 0. & b_{263} &= -b_{256}. \\
b_{263} &= b_{244}. & b_{264} &= -b_{246}. \\
b_{264} &= b_{245}. & b_{265} &= 0. \\
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b_{437} &= 0. & b_{438} &= 0. \\
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b_{470} &= -b_{215}. & b_{471} &= 0. \\
b_{471} &= 0. & b_{472} &= 0. \\
b_{472} &= -b_{215}. & b_{473} &= 0. \\
b_{473} &= 0. & b_{474} &= 0. \\
b_{474} &= -b_{215}. & b_{4$$

■ Popular simulators in robotics



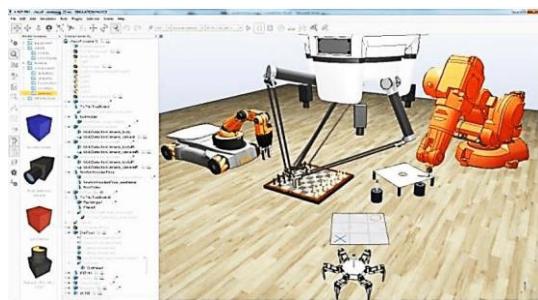
Mujoco (Roboti LLC)



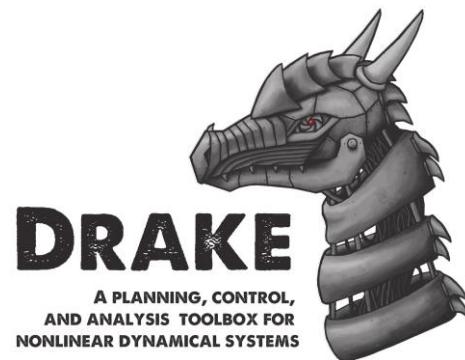
PyBullet (open source)



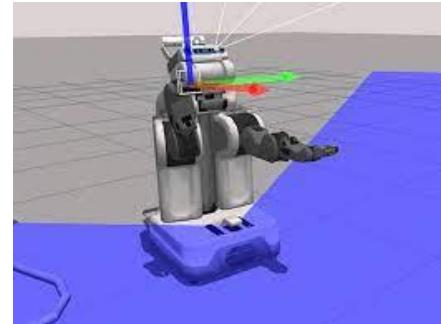
Isaac Sim (NVIDIA)



V-REP (CoppeliaSim)

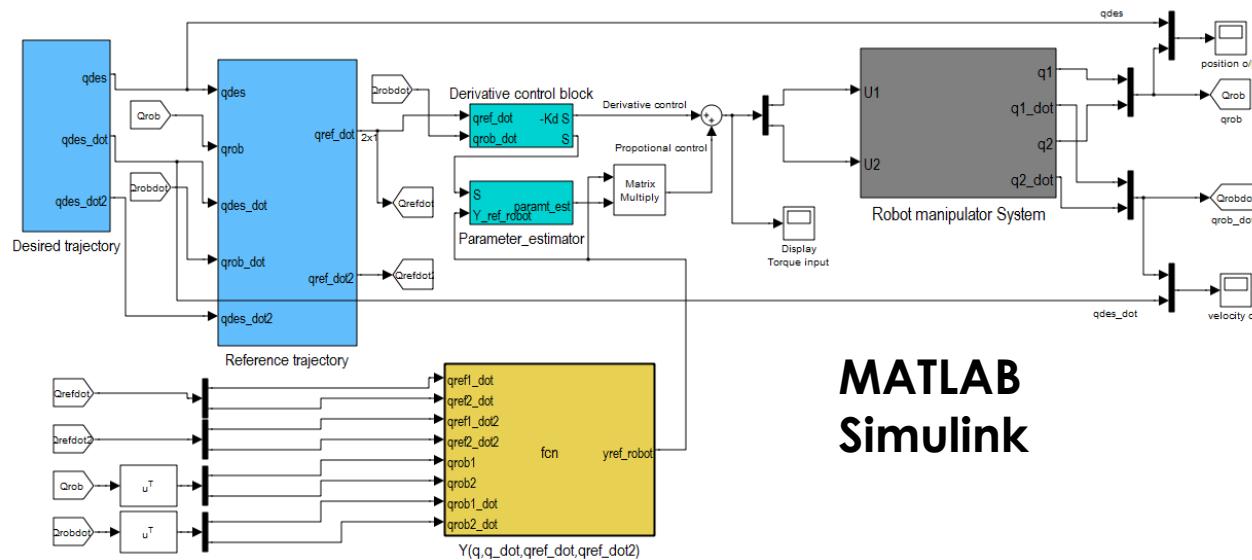


Drake(Open source)

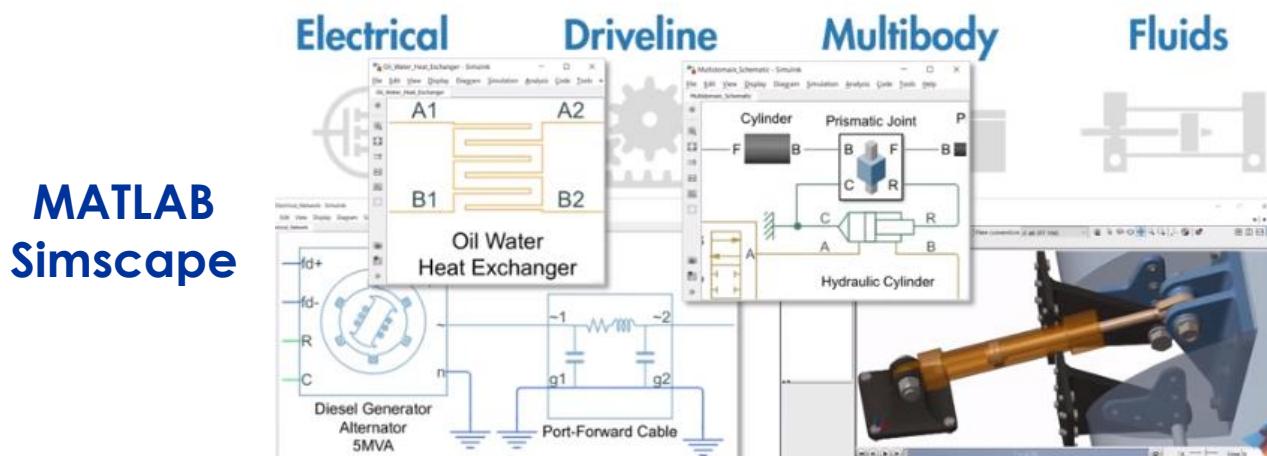


Gazebo

■ Popular simulators for control systems



**MATLAB
Simulink**



Outline

- Short introduction to Simulation
- **Introduction to Mujoco**
- Python Example

■ Mujoco

- **High-Performance Physics Engine:** MuJoCo offers highly accurate simulations of complex physical interactions, ideal for robotics research
- **Fast Real-Time Simulations:** Its optimization allows for real-time performance, making it suitable for reinforcement learning applications
- **Advanced Contact Dynamics:** MuJoCo handles contact and friction with soft constraints, providing realistic interactions in dynamic environments.
- **Drawbacks:**
 - Lacks of detailed sensor models
 - Struggle with large or highly diverse environments

■ How to define a robot control system?

```
xml4="""<mujoco model="3R_robot">
    <compiler angle="degree"/>
    <asset>
        <texture name="grid" type="2d" builtin="checker" rgb1=".1 .2 .3"
            rgb2=".2 .3 .4" width="300" height="300" mark="none"/>
        <material name="grid" texture="grid" texrepeat="6 6" texuniform="true" reflectance=".2"/>
    </asset>
    <default>
        <joint type="hinge" axis="0 0 1" limited="true"/>
        <geom type="cylinder" size=".025 .1" />
    </default>

    <worldbody>
        <light diffuse=".5 .5 .5" pos="0 0 3" dir="0 0 -1"/>
        <geom type="plane" size="1 1 0.1" material="grid"/>

        <body name="BaseLink" pos="0 0 0.1">
            <geom type="cylinder" pos="0 0 0" size=".025 .1" />
            <body name="link1" pos="0 0.1 0.125" euler="-90 0 0">
                <joint name="joint1" pos="0 0 -0.1" range="-90 90" axis ="0 1 0"/>
                <geom pos="0 0 0" rgba=".6 .2 .2 1"/>
                <site name="torque_site" pos="0 0.2 0"/>
                <body name="link2" pos="0 0 0.2">
                    <joint name="joint2" pos="0 0 -0.1" range="-90 90" axis="0 1 0"/>
                    <geom rgba=".2 .6 1 1"/>
                    <site name="end_effector" pos="0 0 0.1" size="0.01"/>
                </body>
            </body>
        </body>
    </worldbody>
</mujoco>"""
```

```
import mujoco
m = mujoco.MjModel.from_xml_string(xml4)
m = mujoco.MjModel.from_xml_path('***.xml')
d = mujoco.MjData(m)
```

■ How to define a robot control system?

- We focus on **rigid body** system: Multiple rigid bodies interconnected through joints.

How to define a **rigid body**?

1. Where is it?
2. How does it look?
3. How does it connect to others?
4. Its physical properties?

▪ How to define a rigid body?

1. Where is it?

- body element:
 - <name>: optional
 - <pos>:
 - <euler>, or <quat> or <axisangle>: specify frame orientation relative to parent frame, optional (default orientation matrix is identity)

```
<worldbody>
    <body name="BaseLink" pos="0 0 0.1">
        <body name="link1" pos="0 0.1 0.125" euler="-90 0 0">
            <body name="link2" pos="0 0 0.2">
                </body>
            </body>
        </body>
    </worldbody>
```

▪ How to define a rigid body?

2. How does it look?

geom: sub-element of body

- <name> (optional), position <pos>, orientation
- <type>: sphere (default), plane, capsule, ellipsoid, cylinder, box, mesh, sdf

Type	Number	Description
plane	3	X half-size; Y half-size; spacing between square grid lines for rendering. If either the X or Y half-size is 0, the plane is rendered as infinite in the dimension(s) with 0 size.
hfield	0	The geom sizes are ignored and the height field sizes are used instead.
sphere	1	Radius of the sphere.
capsule	1 or 2	Radius of the capsule; half-length of the cylinder part when not using the <code>fromto</code> specification.
ellipsoid	3	X radius; Y radius; Z radius.
cylinder	1 or 2	Radius of the cylinder; half-length of the cylinder when not using the <code>fromto</code> specification.
box	3	X half-size; Y half-size; Z half-size.
mesh	0	The geom sizes are ignored and the mesh sizes are used instead.

- <fromto>:
- <material>:
- <rgba>:
- <mass>: optional
- <density>: default “1000”: density of water in SI unit

- **How to define a rigid body?**

3. How does it connect to others?

- joint: sub-element of body

▪ How to define a rigid body?

4. Its physical properties?

Type 1 (default): infer from geom attached to the body

Type 2: inertia sub-element

- <pos>: position of inertial frame.
- <orientation>: of the inertial frame
- <mass>: positive number required
- <diaginertia> (real(3)): diagonal entries of the inertial matrix;
- <fullinertia>: real(6): Full inertia matrix M: M(1,1), M(2,2), M(3,3), M(1,2), M(1,3), M(2,3).

```
<mujoco>
  <worldbody>
    <body name="arm" pos="0 0 0">
      <!-- Define the mass and inertia of this body -->
      <inertial pos="0 0 0" mass="1.0" diaginertia="0.01 0.01 0.01"/>

      <!-- Additional parts of the body, Like joints or geometric shapes
      <geom type="capsule" size="0.05 0.2" rgba="0.8 0.3 0.3 1" />
      <joint type="hinge" axis="0 1 0" />
    </body>
  </worldbody>
</mujoco>
```

■ Assets

Assets are not in themselves model elements. Model elements can reference them. One asset can be referenced by multiple model elements.

- **asset/mesh:** MuJoCo works with triangulated meshes. They can be loaded from binary STL files, OBJ files or MSH files.
- **asset/material:** It can be referenced from skins, geoms, sites and tendons to set their appearance. Materials are useful for adjusting appearance properties beyond color.

```
<mujoco>
  <asset>
    <texture name="grid" type="2d" builtin="checker" rgb1=".1 .2 .3"
      | rgb2=".2 .3 .4" width="300" height="300" mark="none"/>
    <material name="grid" texture="grid" texrepeat="6 6"
      | texuniform="true" reflectance=".2"/>
    <material name="wall" rgba=".5 .5 .5 1"/>
  </asset>
  <default>
    <geom type="box" size=".05 .05 .05" />
    <joint type="free"/>
  </default>

  <worldbody>
    <light name="light" pos="-.2 0 1"/>
    <geom name="ground" type="plane" size="10 10 10" material="grid"
      | zaxis="-.3 0 1" friction=".5"/>
    <camera name="y" pos="-.1 -.6 .3" xyaxes="1 0 0 0 1 2"/>
    <body pos="0 1 .3">
      <joint/>
      <geom friction="0.3"/>
    </body>
    <body pos="0 0 .3">
      <joint/>
      <geom friction="1"/>
    </body>
  </worldbody>
```

Outline

- Short introduction to Simulation
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- **Python Example**

■ Summary