

**Fall 2004 SDM5008 Advanced Control for Robotics**

**Lecture Note 8: Mujoco Tutorial**

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# Outline

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

# What is Simulation?

· real world  
· virtual

gravity

· too expensive to do experiment

static relation

differential equation

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

· simulation: modeling physical world to prediction

· circuit simulation

· Electromagnetic simulation

· Finite-element / mechanics

· control system simu

world model

robotic sys simulation

all models are wrong, some are useful



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

· IMU. static model. sensor :

sensor :

$$y_{meas} = \begin{bmatrix} a_x \\ a_y \\ a_z \\ \alpha \\ \beta \\ r_i \end{bmatrix} = f(x) + \underline{v}$$

lidar

$$y = f(x, env)$$

· Arm: (kinematics)

end-effector  $y = Fk(\theta) \Leftarrow$  static

· dynamic: ODE/PDE

## ■ Three pillars of a simulator:

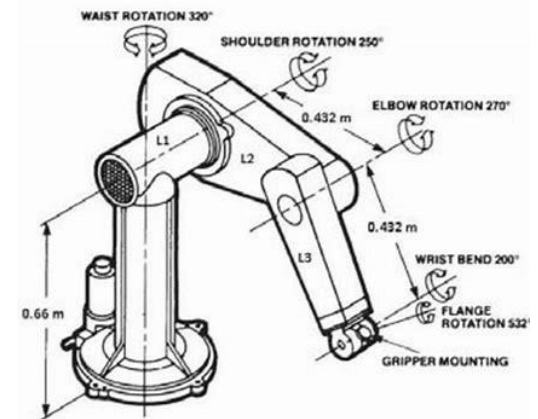
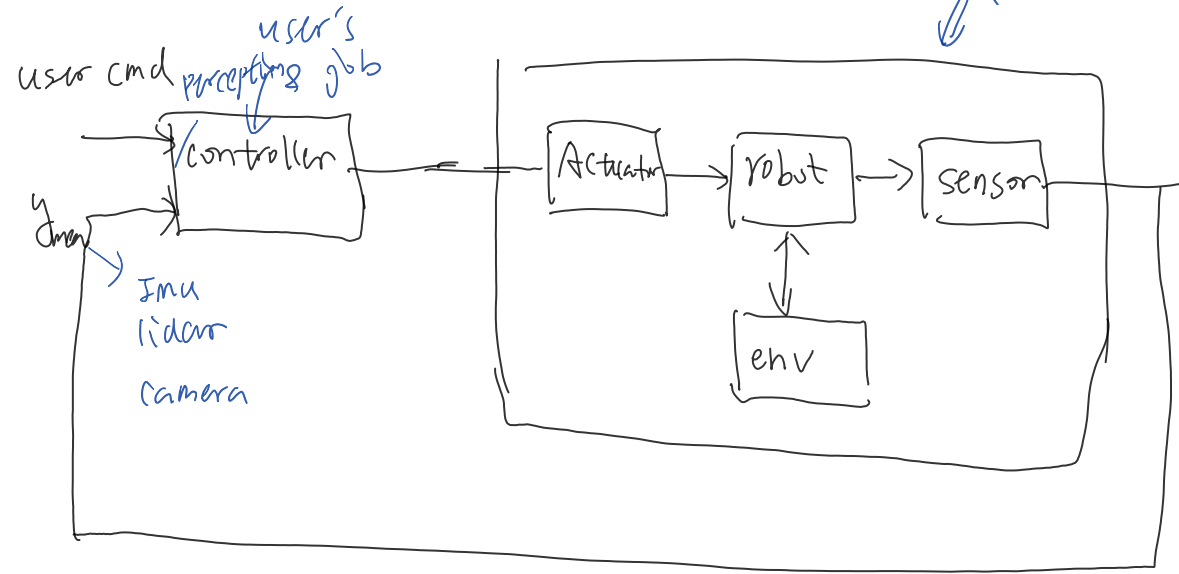
1. Constructing the differential equations/models  $\in$

ease of use  
diversity of env + robot  
+ sensor

2. Solving differential equations  
solver / engine (algo) (accuracy + speed)

3. Visualization of the simulation results

Interface: { urdf  
xml

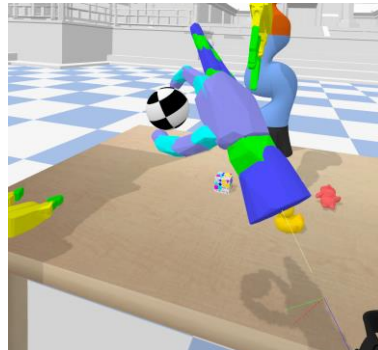




## ■ Popular simulators in robotics



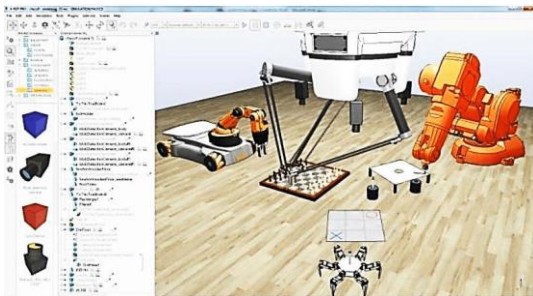
Mujoco (Roboti LLC)



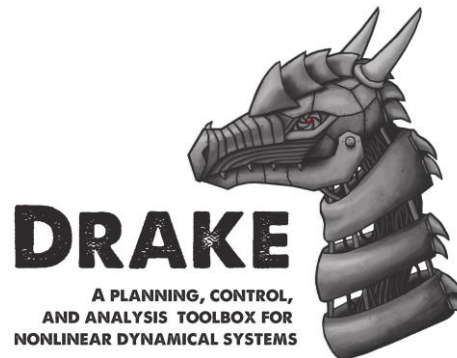
PyBullet (open source)



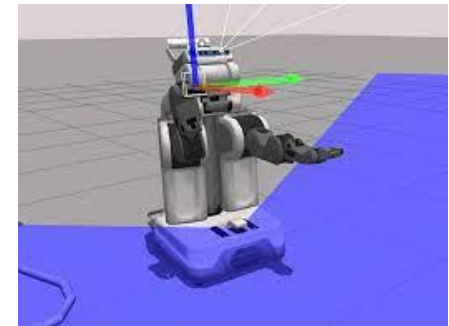
Isaac Sim (NVIDIA)



V-REP (CoppeliaSim)

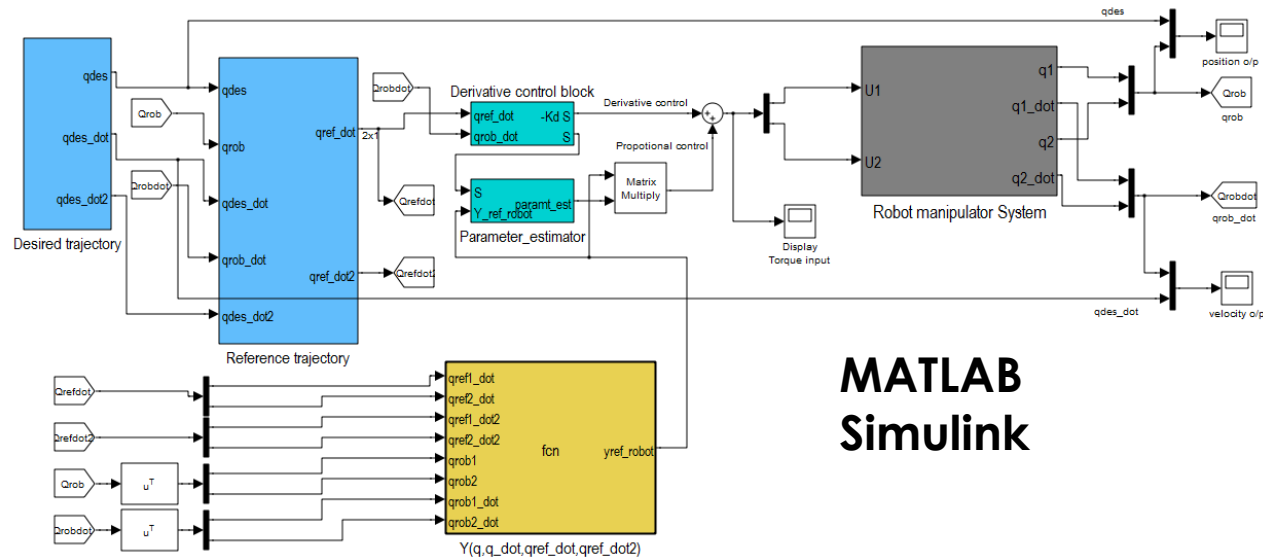


Drake(Open source)



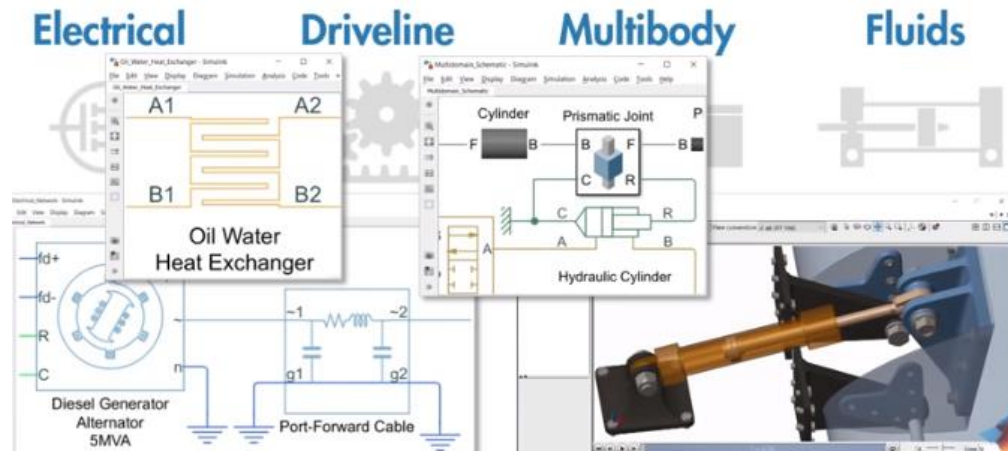
Gazebo

# ■ Popular simulators for control systems



**MATLAB  
Simulink**

**MATLAB  
Simscape**



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- 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? (pos/orientation)

$\langle \text{body} \rangle$   $\rightarrow$  body frame

2. How does it look?

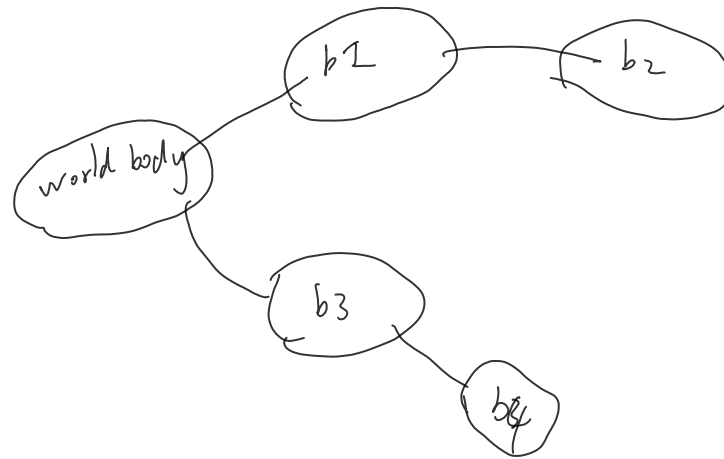
$\langle \text{geom} \rangle$

3. How does it connect to others?

$\langle \text{joint} \rangle$

4. Its physical properties?

$\langle \text{Inertia} \rangle$   $A_I$   $B_I$   
 $\rightarrow$  Inertia frame



$\langle \text{opt-ion} \rangle$

# How to define a rigid body?

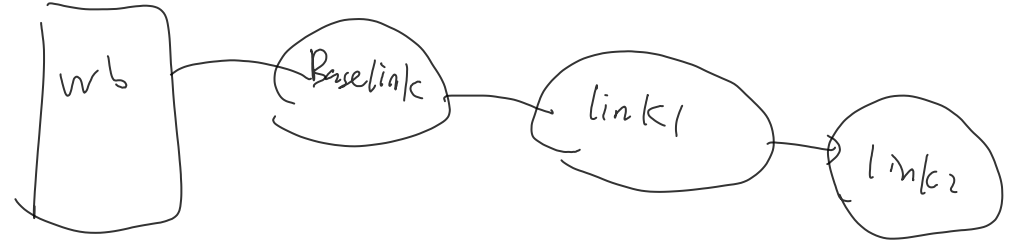


## 1. Where is it?

- body element:

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

body frame



```
<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>
  </body>
</worldbody>
```

`<body name= . , pos="0 0 a2"`

# ▪ How to define a rigid body?

## 2. How does it look?

geom: sub-element of body

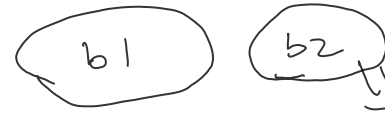
→ body frame

- <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 <i>fromto</i> 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 <i>fromto</i> 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

- <name>

- type: {  
  "free" : 6 dof  
  "slide" : linear  
  "hinge" : rotation.

- pos

- axis: rotation axis for "hinge", direction of translation for "slide"

{ if no joint, then b2 is welded to b1 )  
world body no joint

## ▪ 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 1 2"/>
    <body pos="0 1 .3">
      <joint/>
      <geom friction="0.3"/>
    </body>
    <body pos="0 0 .3">
      <joint/>
      <geom friction="1"/>
    </body>
  </worldbody>
</mujoco>
```

# <default>

<geom type="box" >

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- Summary