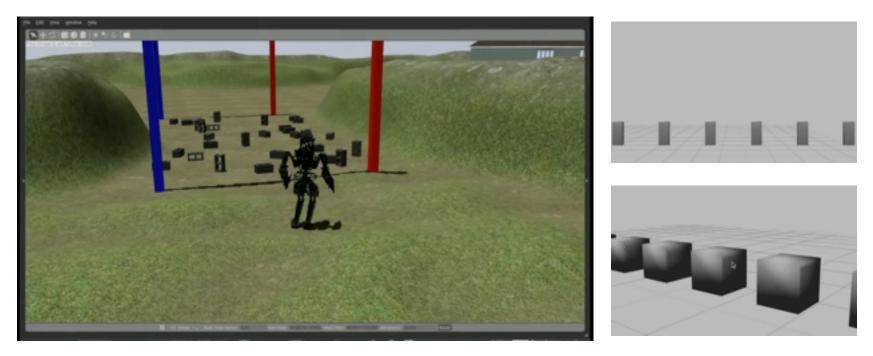
Simple benchmarks for speed and accuracy of rigid body dynamic simulators

Steven Peters (scpeters), John Hsu (hsu)





ECCOMAS Multibody 2015

Outline

Overview of the Open Source Gazebo Simulator

Robot walking simulation speed

Components of a benchmark

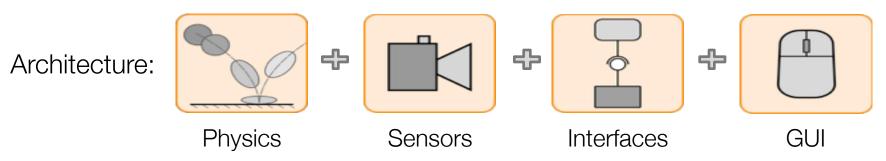
Analysis of simple benchmark

Software details

Future work



Gazebo Simulator: Overview and Purpose Goal: Best possible substitute for physical robot



Use cases:

Design and testing of robot components and control Software testing and verification Competitions

gazebosim.org



Open Source Physics Engines in Gazebo

Open Dynamics Engine (ODE) bitbucket.org/odedevs/ode Robotics, gaming

> Bullet github.com/bulletphysics/bullet3 Gaming, animation, Sony, AMD, Google

Simbody github.com/simbody/simbody Biomechanics, Stanford

DART

<u>github.com/dartsim/dart</u>
 Robotics, animation, Georgia Tech



Open Source Physics Engines in Gazebo

Easy to switch between physics engines (gazebo 3.0+)

```
Command line option:
```

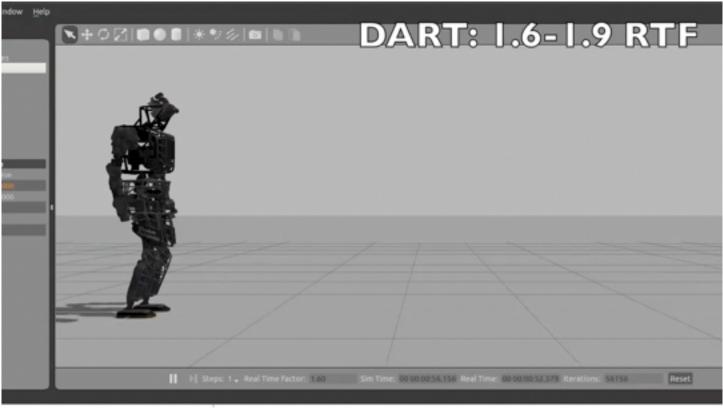
```
gazebo -e {bullet|dart|ode|simbody}
```

```
Attribute in sdf world file:
```

```
<world><physics type="simbody" />...
```

```
gazebo5+ include support for Bullet, ODE, and Simbody
(Dart requires building from source)
from packages.ros.org:
sudo apt-get install ros-jade-gazebo-ros-pkgs
```

Robotic walking task: speed comparison

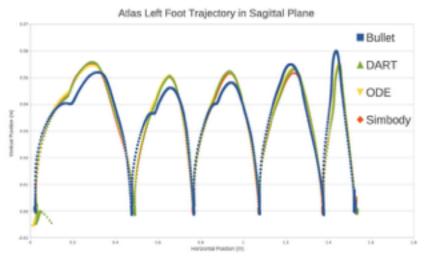


Open Source Robotics Foundation

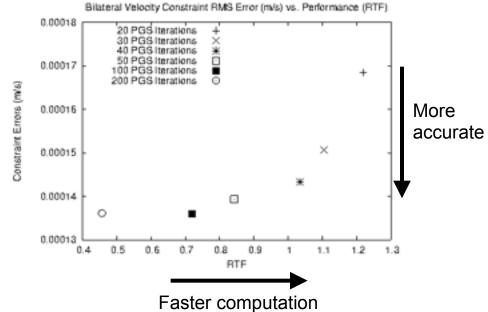
https://vimeo.com/105584932

Robotic walking task: analysis

Trajectories look similar Hard to say more without validation



Open Dynamics Engine parameter study Iterations vs error vs speed



Open Source Robotics Foundation

Components of a benchmark

Scenario

Model: Initial conditions: Expected behavior: dx/dt = f(x, t)x(t0) y = h(x,t) for t in [t0,tf]

Parameters

May be different for each physics engine Time step size, number of objects, solver iterations

Performance metrics

- Accuracy
- Computational speed

Open Source Robotics Foundation

Reasons to use simple benchmarks



Make it easier to define accuracy metrics analytical solutions, conservation laws

Isolate effects of solver parameters simplifies parameters sensitivity analysis



Boxes: free-floating rigid bodies

Model: boxes 1x4x9

Free-floating Constant gravity field

Initial conditions:

Largest angular velocity about axis of size 4 (leads to tumbling)

Expected behavior:

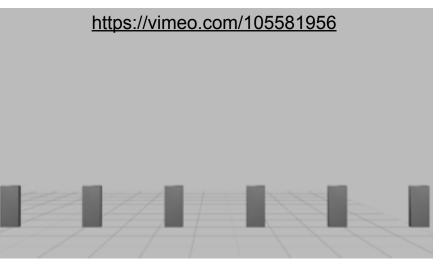
Parabolic trajectory of center of mass (*c.m.*) Angular momentum conserved in world frame

о *с.т*.

4

1

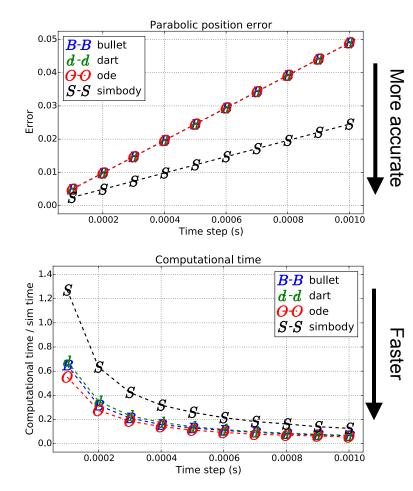
Parameters: Solver time step size Number of boxes



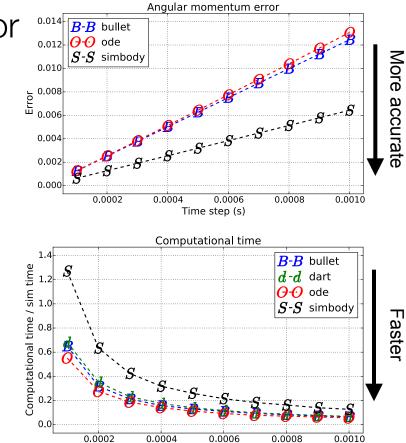
Analysis: parabolic position error All using semi-explicit Euler (1st order) Simbody takes extra half-step to estimate error Error proportional to time step size:

Accuracy vs. computational time is comparable

Parabolic position error 0.05 **B-B** bullet d-d dart 0.04 ᢙ᠊ᢙ ode S-S simbody More 0.03 Error accurate 0.02 0.01 -91 \mathbf{S} 0.00 0.0 0.2 0.4 0.6 0.8 1.0 1.2 1.4 Time ratio (real / sim) Source Robotics Foundation Faster computation



Angular momentum error 0.014 **B-B** bullet Q Q 00 ode 0.012 S-S simbody CO CO CO 0.010 More 0.008 0.006 accurate 0.004 0.002 S0.000 0.2 0.0 0.4 0.6 0.8 1.0 1.2 1.4 Time ratio (real / sim) Source Robotics Foundation Faster computation



Time step (s)

Analysis: angular momentum error

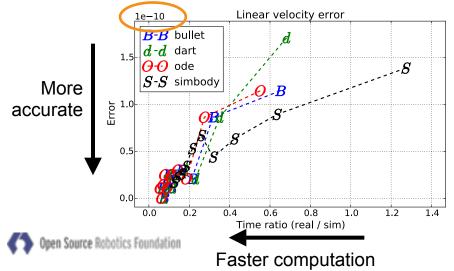
Results are similar to parabolic position error

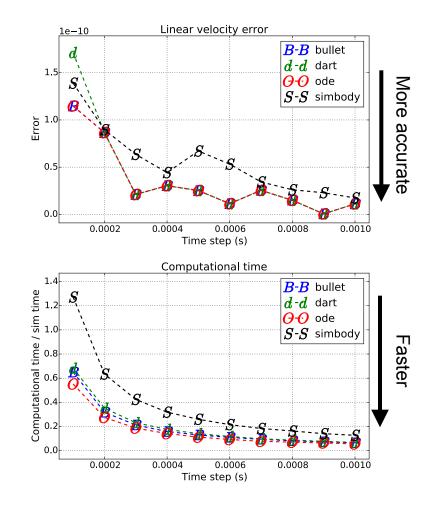
DART not shown since it currently has a bug I found while running this benchmark https://github.com/dartsim/dart/issues/424

Analysis: linear velocity error

Integration scheme should not contribute error Error is due to floating point rounding errors Smaller time-step means more floating point calculations

Usually not dominant source of error





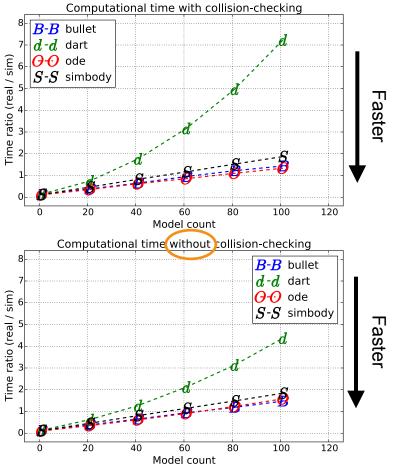
Analysis: computational time

Scaling of computational time with multiple boxes (1 - 101)

Timestep chosen to give equal accuracy (larger timestep for simbody)

DART appears to have more super-linear sensitivity to number of boxes

Disabling collision checker helps since it doesn't use a broadphase, but only partially



Software components

"Boxes" benchmark written in C++

Model creation (geometry, inertias, initial conditions)

Time-stepping

- Computation of performance metrics (full logs not saved by default)
- **Cmake** find_package(gazebo 6) to link against gazebo version 6
- **GoogleTest** runs each parameter option as a separate test case
 - Full factorial combination of up to 9 parameters at once (that's too many)
 - Exports data as junit XML and time-stamped CSV
- Documentation (with LaTeX) and plots in iPython notebook

Hosted on Github: helps with collaboration

http://github.com/scpeters/benchmark

Food for thought

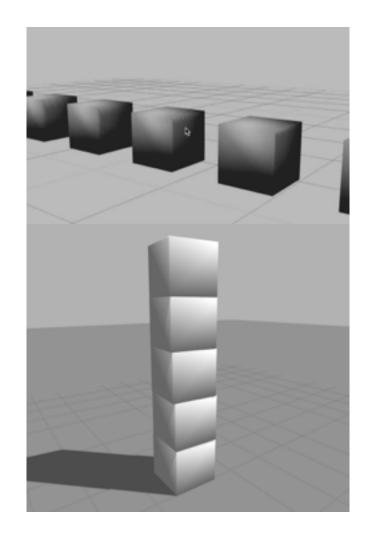
Run timing benchmarks on same hardware Making it easy to reproduce results (compile, configure, etc)

Online collaboration like github?

Future work

More scenarios with articulation and contact Software improvements Ease adding parameters to Gazebo API Logging and debugging of single test cases

Generic physics API for Gazebo



OSRF Sponsors











