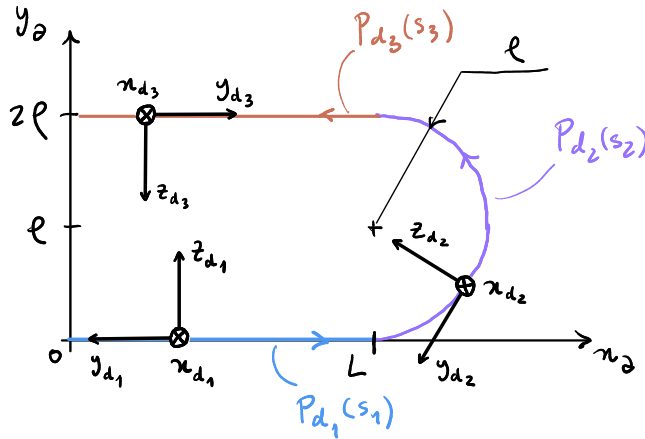


L7 - Task-Space Trajectories

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Task-space trajectory defined in an arbitrary frame



The trajectory in "frame a" has been partitioned into sub-paths, $P_{d1}(s_1)$, $P_{d2}(s_2)$ and $P_{d3}(s_3)$, where s_i is the length along sub-path i . The sub-paths are parametrized as follows.

$$\begin{cases} r_{a,d1}^a(s_1) = \begin{pmatrix} s_1 \\ 0 \\ 0 \end{pmatrix}, & 0 \leq s_1 \leq L \\ r_{a,d2}^a(s_2) = \begin{pmatrix} L + e \sin(\frac{s_2}{e}) \\ e - e \cos(\frac{s_2}{e}) \\ 0 \end{pmatrix}, & 0 \leq s_2 \leq e\pi \\ r_{a,d3}^a(s_3) = \begin{pmatrix} L - s_3 \\ 2e \\ 0 \end{pmatrix}, & 0 \leq s_3 \leq L \end{cases}$$

$$r_{a,d2}^a(\theta_2) = \begin{pmatrix} L + e \sin(\theta_2) \\ e - e \cos(\theta_2) \\ 0 \end{pmatrix}, \quad 0 \leq \theta_2 \leq \pi$$

$s_2 = e\theta_2 \Rightarrow \theta_2 = \frac{s_2}{e}$

The length along the trajectory is s , which is related to s_i through

$$s_i = s - \sum_{k=1}^{i-1} l_k,$$

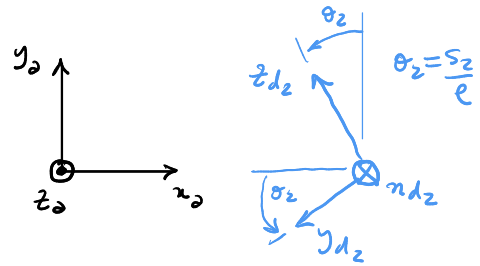
where n is the number of sub-paths and l_k the total length of sub-path k .

Thus, $\{s_1 = s, s_2 = s - L, s_3 = s - L - e\pi\}$. Replacing, we have

$$r_{a,d}^a = \begin{cases} \begin{pmatrix} s \\ 0 \\ 0 \end{pmatrix}, & 0 \leq s < L \\ \begin{pmatrix} L + e \sin(\frac{s-L}{e}) \\ e - e \cos(\frac{s-L}{e}) \\ 0 \end{pmatrix}, & L \leq s < L + e\pi \\ \begin{pmatrix} 2L + e\pi - s \\ 2e \\ 0 \end{pmatrix}, & L + e\pi \leq s \leq 2L + e\pi \end{cases} \quad (1)$$

For the orientation we can calculate the orientation along sub-path 2 and then compute the orientation at $s_2=0$ and $s_2=\ell\pi$ for the remaining sub-paths.

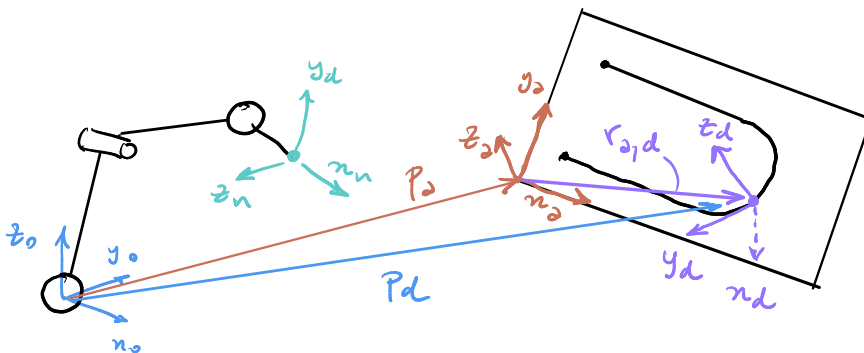
$$R_{d_2}^a(s_2) = \begin{pmatrix} 0 & -\cos(\frac{s_2}{\ell}) & -\sin(\frac{s_2}{\ell}) \\ 0 & -\sin(\frac{s_2}{\ell}) & \cos(\frac{s_2}{\ell}) \\ -1 & 0 & 0 \end{pmatrix}, \quad 0 \leq s_2 \leq \ell\pi.$$



$$R_{d_1}^a = R_{d_2}^a(0) = \begin{pmatrix} 0 & -1 & 0 \\ 0 & 0 & 1 \\ -1 & 0 & 0 \end{pmatrix}, \quad R_{d_3}^a = R_{d_2}^a(\ell\pi) = \begin{pmatrix} 0 & 1 & 0 \\ 0 & 0 & -1 \\ -1 & 0 & 0 \end{pmatrix}.$$

$$R_d^a(s) = \begin{cases} \begin{pmatrix} 0 & -1 & 0 \\ 0 & 0 & 1 \\ -1 & 0 & 0 \end{pmatrix} & , \quad 0 \leq s < L \\ \begin{pmatrix} 0 & -\cos(\frac{s-L}{\ell}) & -\sin(\frac{s-L}{\ell}) \\ 0 & -\sin(\frac{s-L}{\ell}) & \cos(\frac{s-L}{\ell}) \\ -1 & 0 & 0 \end{pmatrix} & , \quad L \leq s < L + \ell\pi \\ \begin{pmatrix} 0 & 1 & 0 \\ 0 & 0 & -1 \\ -1 & 0 & 0 \end{pmatrix} & , \quad L + \ell\pi \leq s \leq 2L + \ell\pi \end{cases} \quad (2)$$

Arbitrary placement of the trajectory



The trajectory has been defined in frame 2. We are now free to displace and orient the frame however we want, through R_d and p_d .

$$R_d^o(s) = R_o^o R_d^a(s), \quad p_d^o(s) = p_o^o + R_o^o r_{a,d}^a(s) \quad (3)$$

Task-space velocity

The desired linear and angular velocities are a function of displacement, s , and the speed, \dot{s} . They are determined from the total time derivative of (3), as

$$\dot{p}_d(s, \dot{s}) = R_d \dot{r}_{2,d}^a(s) = R_d \frac{\partial}{\partial s} [r_{2,d}^a(s)] \cdot \dot{s} \quad (4)$$

$$\omega_d(s, \dot{s}) = \text{vect}(\dot{R}_d(s) R_d^T(s)) = \text{vect}\left(R_d \frac{\partial R_d^a(s)}{\partial s} R_d^a(s)^T R_d^T\right) \cdot \dot{s} \quad (5)$$

where $\dot{R}_2 = 0$ and $\dot{p}_2 = 0$ have been employed. The partial derivatives evaluate as follows,

$$\frac{\partial}{\partial s} [r_{2,d}^a(s)] = \begin{cases} \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} & , 0 \leq s < L \\ \begin{pmatrix} \cos\left(\frac{s-L}{\ell}\right) \\ \sin\left(\frac{s-L}{\ell}\right) \\ 0 \end{pmatrix} & , L \leq s < L + \ell\pi \\ \begin{pmatrix} -1 \\ 0 \\ 0 \end{pmatrix} & , L + \ell\pi \leq s \leq 2L + \ell\pi \end{cases} \quad (6)$$

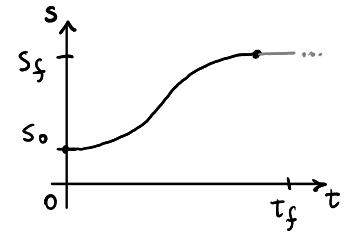
$$\frac{\partial}{\partial s} [R_d^a(s)] = \begin{cases} 0_{3 \times 3} & , 0 \leq s < L \\ \begin{pmatrix} 0 & \frac{1}{\ell} \sin\left(\frac{s-L}{\ell}\right) & -\frac{1}{\ell} \cos\left(\frac{s-L}{\ell}\right) \\ 0 & -\frac{1}{\ell} \cos\left(\frac{s-L}{\ell}\right) & -\frac{1}{\ell} \sin\left(\frac{s-L}{\ell}\right) \\ 0 & 0 & 0 \end{pmatrix} & , L \leq s < L + \ell\pi \\ 0_{3 \times 3} & , L + \ell\pi \leq s \leq 2L + \ell\pi \end{cases} \quad (7)$$

$$\text{Recall that } S(b) = \begin{pmatrix} 0 & -b_3 & b_2 \\ b_3 & 0 & -b_1 \\ -b_2 & b_1 & 0 \end{pmatrix}, \quad b = \text{vect}(S(b)).$$

Implementation through CLIK

To span the length as a function of time, we may use

$$s(t) = \begin{cases} s_0 + \frac{3}{t_f^2} (s_f - s_0) t^2 - \frac{2}{t_f^3} (s_f - s_0) t^3, & 0 \leq t \leq t_f \\ s_f & , \text{ otherwise} \end{cases} \quad (8)$$



$$\dot{s}(t) = \begin{cases} \frac{6}{t_f^2} (s_f - s_0) t - \frac{6}{t_f^3} (s_f - s_0) t^2, & 0 \leq t \leq t_f \\ 0 & , \text{ otherwise} \end{cases} \quad (9)$$

