

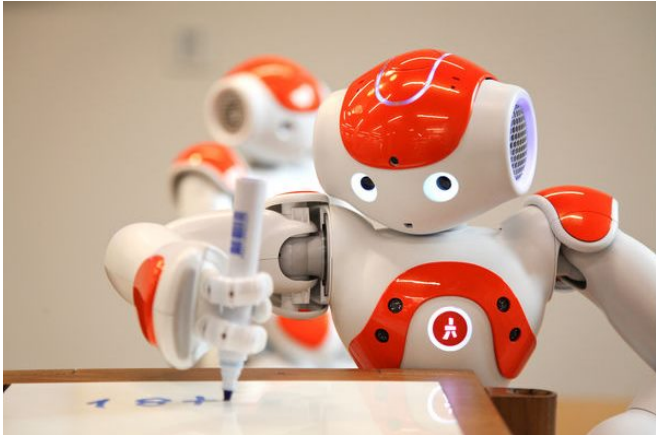
# Writing with NAO

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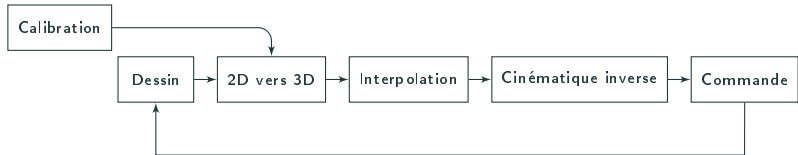
# Goal of our project

- We want to make our robot NAO write!



[1]

# Methodology

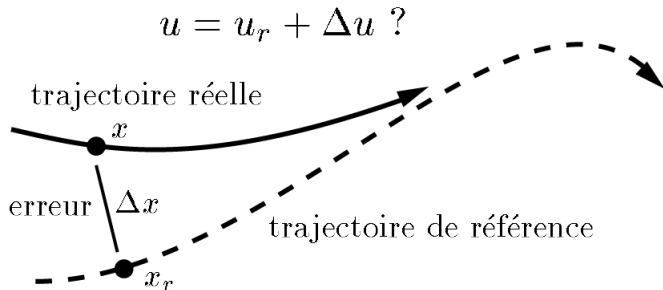


# Inverse kinematics

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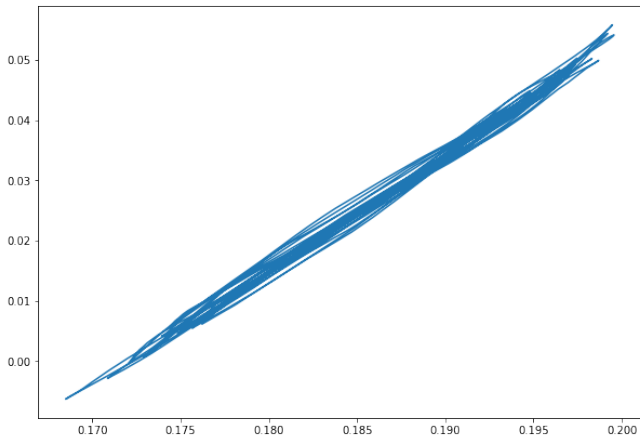
## Approaching the goal trajectory

We approach this goal trajectory by solving a sequence of optimization problems: minimizing the errors between the goal trajectory and the real trajectory.

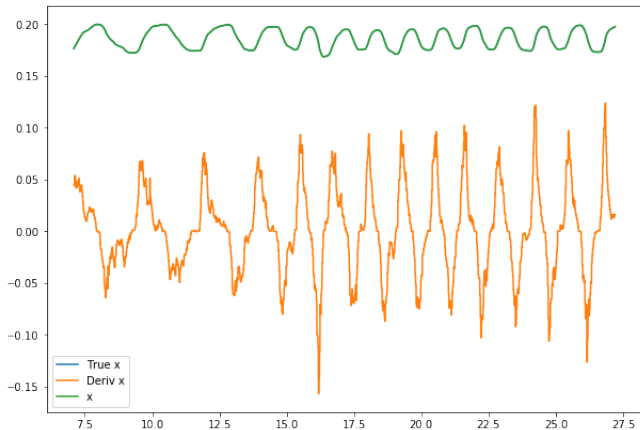


[2]

# An example of trajectory



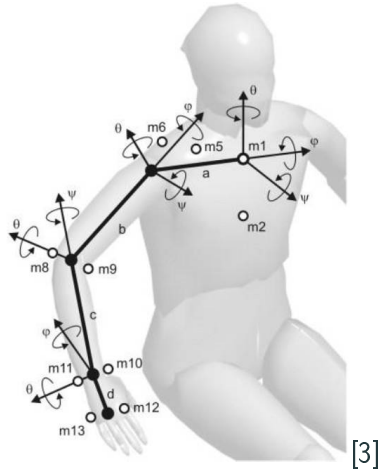
## and its interpolation



# Modeling the coordinate system i

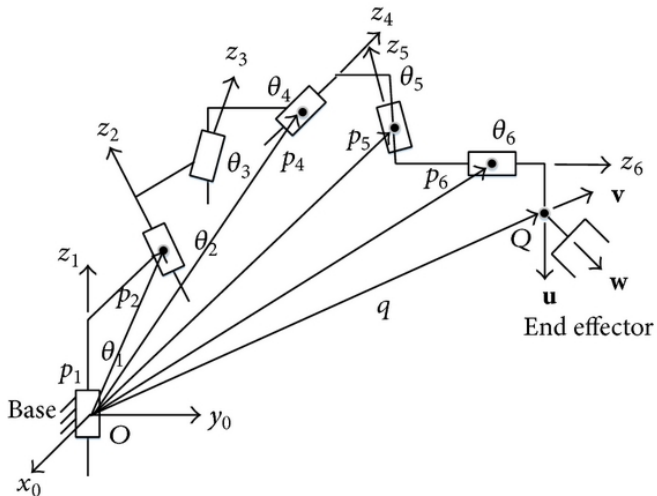
The robot's arm is a 6-joint system.

We find the position of end-effector (the pen) by composing a sequence of *change of coordinates* matrix.





## Modeling the coordinate system ii



[4]

# Finding the next “angles step” by computing Jacobian i

## Inverse Kinematics - Jacobian

$$\dot{Y} = \frac{\partial F}{\partial X} \dot{X}$$

$$V = J(\theta)\dot{\theta}$$

Desired motion of end effector

Unknown change in articulation variables

The *Jacobian* is the matrix relating the two: describing how each coordinate changes with respect to each joint angle in our system

# Finding the next “angles step” by computing the jacobian ii

## Inverse Kinematics - Jacobian

$$V = J(\theta)\dot{\theta}$$

$V = [v_x, v_y, v_z, \omega_x, \omega_y, \omega_z]$

Change in position

Change in orientation

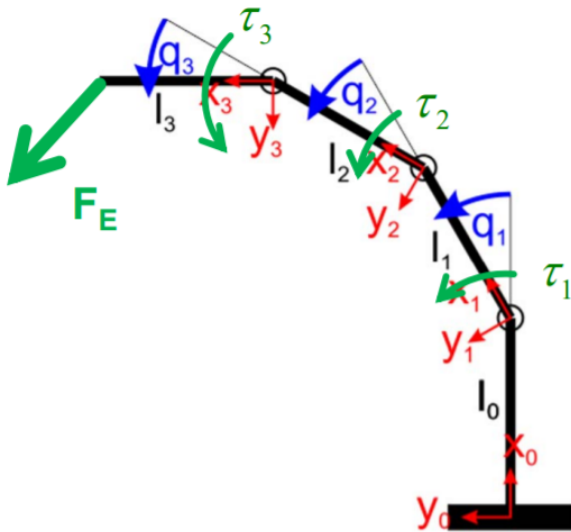
$J = \begin{bmatrix} \frac{\partial p_x}{\partial \theta_1} & \frac{\partial p_x}{\partial \theta_2} & \cdots & \frac{\partial p_x}{\partial \theta_6} \\ \frac{\partial p_y}{\partial \theta_1} & \cdots & & \\ \cdots & & & \\ \frac{\partial \alpha_z}{\partial \theta_1} & & & \frac{\partial \alpha_z}{\partial \theta_6} \end{bmatrix}$

Jacobian

$\dot{\theta} = [\dot{\theta}_1, \dot{\theta}_2, \dot{\theta}_3, \dot{\theta}_4, \dot{\theta}_5, \dot{\theta}_6]$

Change in articulation variables

## Finding the next “angles step” by computing the jacobian iii



[6]

# Finding the next “angles step” by computing the jacobian iv

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**Algorithm 1** Numerical Inverse Kinematics

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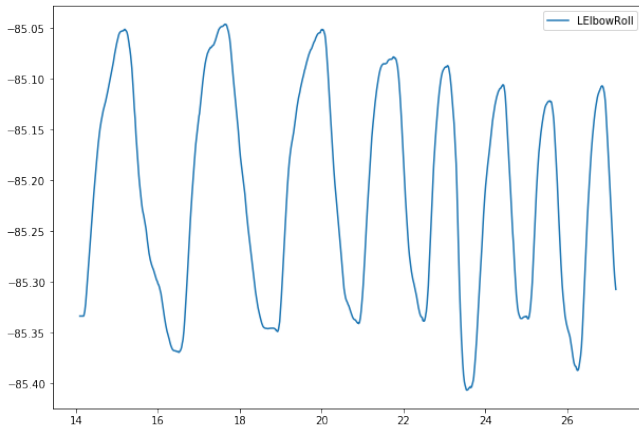
```
1:  $\mathbf{q} \leftarrow \mathbf{q}^0$  ▷ Start configuration
2: while  $\|\chi_e^* - \chi_e(\mathbf{q})\| > tol$  do ▷ While the solution is not reached
3:    $\mathbf{J}_{eA} \leftarrow \mathbf{J}_{eA}(\mathbf{q}) = \frac{\partial \chi_e}{\partial \mathbf{q}}(\mathbf{q})$  ▷ Evaluate Jacobian for  $\mathbf{q}$ 
4:    $\mathbf{J}_{eA}^+ \leftarrow (\mathbf{J}_{eA})^+$  ▷ Calculate the pseudo inverse
5:    $\Delta \chi_e \leftarrow \chi_e^* - \chi_e(\mathbf{q})$  ▷ Find the end-effector configuration error vector
6:    $\mathbf{q} \leftarrow \mathbf{q} + \mathbf{J}_{eA}^+ \Delta \chi_e$  ▷ Update the generalized coordinates
7: end while
```

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[6]

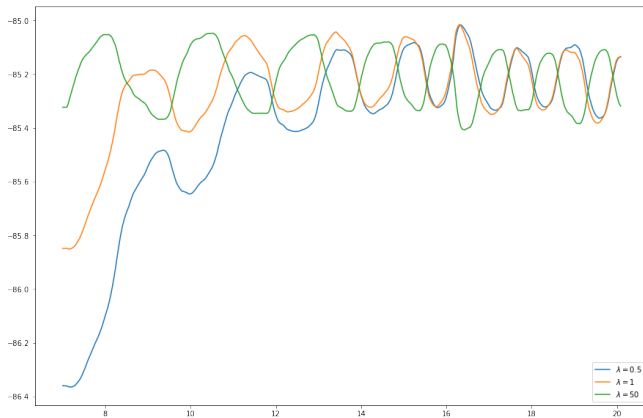
# Our results

- With the previous trajectory.



# Influence of $\lambda$

- With the previous trajectory.





NAO robot illustrating a TechCrunch article.

[https://www.robotlab.com/blog/  
nao-robot-illustrating-a-techcrunch-article](https://www.robotlab.com/blog/nao-robot-illustrating-a-techcrunch-article)



Planification et suivi de trajectoires.

<http://cas.ensmp.fr/~petit/smai/>



*Interfacing of Kinect Motion Sensor and NAO Humanoid Robot for Imitation Learning.*

[https://www.youngscientistjournal.org/article/  
interfacing-of-kinect-motion-sensor-and-nao-humanoid-ro](https://www.youngscientistjournal.org/article/interfacing-of-kinect-motion-sensor-and-nao-humanoid-ro)



*Formal Kinematic Analysis of a General 6R Manipulator Using the Screw Theory*





Matt Boggus. *Character Animation Forward and Inverse Kinematics*. <https://slideplayer.com/slide/12902351/>



Marco Hutter, Roland Siegwart, and Thomas Stastny. *Lecture «Robot Dynamics»: Summary*. <https://www.ethz.ch/content/dam/ethz/special-interest/mavt/robotics-n-intelligent-systems/rsl-dam/documents/RobotDynamics2017/14-summary.pdf>