

Some topics in Kinematics

EE366/CE366/CS380: Introduction to Robotics

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Table of Contents

- 1 Numerical Inverse Kinematics
- 2 Statics
- 3 Kinematic Redundancy
- 4 Inverse Differential Kinematics
- 5 References



Table of Contents

- 1 Numerical Inverse Kinematics
- 2 Statics
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Solution Strategies: Numerical vs Closed-form

■ Numerical Approach

- Computing numerical solutions is slow.
- Numerical strategies are universal.

■ Closed-form solution

- Closed-form expression allow us to set rules for selecting one solution out of multiple.
- No single strategy applicable to every manipulator for finding closed-form expression.
- Closed-form solutions don't always exist.



Numerical Inverse Kinematics [2, Section 5.5]

- Say we're given $x^d \in \mathbb{R}^m$, the desired position ($m=3$) or the desired position and orientation of end-effector in minimal representation ($m=6$).



Numerical Inverse Kinematics [2, Section 5.5]

- Say we're given $x^d \in \mathbb{R}^m$, the desired position ($m=3$) or the desired position and orientation of end-effector in minimal representation ($m=6$).
- If $f : \mathbb{R}^n \rightarrow \mathbb{R}^m$ is a function describing the forward kinematics, then we want to find q^d such that

$$x^d = f(q^d).$$



Numerical Inverse Kinematics: Jacobian Inverse Method





- Expanding f as a Taylor series about q^d ,

$$f(q) = f(q^d) + J(q^d)(q - q^d) + h.o.t.$$

where J is analytic Jacobian.



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- Neglecting higher order terms

$$q^d - q = J^{-1}(q) [f(q^d) - f(q)] = J^{-1}(q) [x^d - f(q)] .$$



Numerical Inverse Kinematics: Jacobian Inverse Method





- **Algorithm:** Start with initial guess q_0 . For successive estimates,

$$q_k = q_{k-1} + \alpha_k J^{-1}(q_{k-1}) [x^d - f(q_{k-1})]$$



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- If J^{-1} doesn't exist, use pseudoinverse.



Numerical Inverse Kinematics: Jacobian Transpose Method





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$$\min_q F(q) = \min_q \frac{1}{2} [f(q) - x^d]^T [f(q) - x^d]$$



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- **Gradient Descent Algorithm:**

$$\begin{aligned} q_k &= q_{k-1} - \alpha_k \nabla F(q_{k-1}) \\ &= q_{k-1} - \alpha_k J^T(q_{k-1}) [f(q_{k-1}) - x^d] \end{aligned}$$



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- Computing J^T is convenient than J^{-1} , but slower convergence than previous.



Table of Contents

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- 2 Statics**
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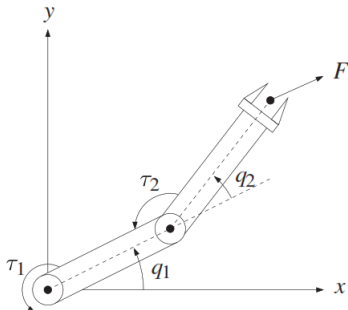


Figure: Forces at end-effector and torques at joints

- $F = (F_x, F_y, F_z, n_x, n_y, n_z)$ is vector of forces and torques at end-effector.
- τ is vector of joint torques.

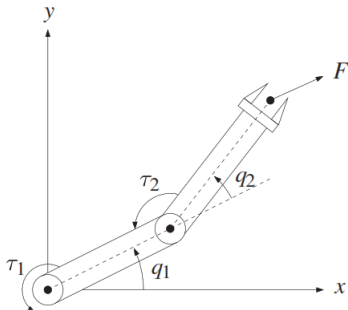


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$$\tau = J^T(q) F$$

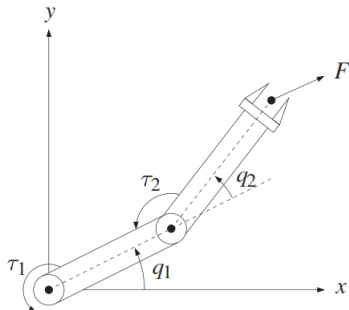


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- At static equilibrium,

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- Simple proof based on principle of virtual work.



Table of Contents

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- 2 Statics
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Kinematic Redundancy [1, Section 2.10]

A manipulator is **kinematically redundant** when it has a number of DOFs that is greater than number of variables necessary to describe a given task.



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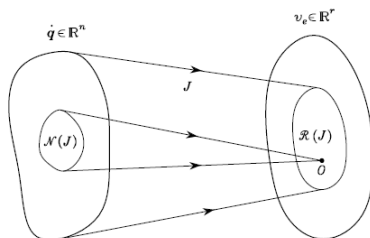
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- Why do we care about redundancy?

Decomposition into Jacobian subspaces at configuration q

Space of Joint Velocities

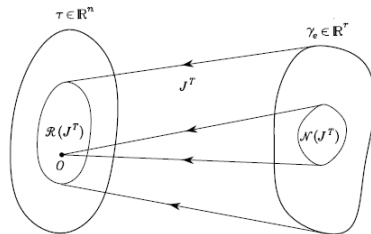


Space of Task Velocities

$$\mathcal{N}(J) + \mathcal{R}(J^T) = \mathbb{R}^n$$

$$\mathcal{N}(J^T) + \mathcal{R}(J) = \mathbb{R}^r$$

Space of Joint Torques



Space of Task Forces



Table of Contents

- 1 Numerical Inverse Kinematics
- 2 Statics
- 3 Kinematic Redundancy
- 4 Inverse Differential Kinematics**
- 5 References



Inverse Velocity and Acceleration [2]

$$\xi = J \dot{q}$$



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- Find joint velocities given end-effector velocities

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- When would J^{-1} not exist?



Case: $n < 6$ [2]





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- A solution may not exist.

- Vector $\xi \in \text{range}(J)$ iff

$$\text{rank } J(q) = \text{rank } [J(q) \mid \xi]$$

- In this case, use Gaussian elimination to find \dot{q} .



Case: $n > 6$ [1]



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- Infinite solutions



Case: $n > 6$ [1]

- Infinite solutions
- If \dot{q} satisfies $\xi = J\dot{q}$, then $\dot{q} + P\dot{q}_0$ also satisfies it.
 - \dot{q}_0 is an arbitrary $n \times 1$ vector
 - P is an $n \times n$ matrix such that $\mathcal{R}(P) = \mathcal{N}(J)$



Least norm solution for $n > 6$ case [1]





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Least norm solution for $n > 6$ case [1]

- Minimize speed
- Set it up as optimization problem

$$\min_{\dot{q}} g(\dot{q}) = \min_{\dot{q}} \frac{1}{2} \dot{q}^T \dot{q}$$

$$\dot{q} = J^+ \xi,$$

where J^+ is right pseudo-inverse of J .



Least norm solution for $n > 6$ case [1]

$$\begin{aligned}\xi &= J\dot{q} \\ &= JJ^T \lambda \\ \Rightarrow \lambda &= (JJ^T)^{-1} \xi\end{aligned}$$

$$\begin{aligned}\min_{\dot{q}} g(\dot{q}) &= \min_{\dot{q}} \frac{1}{2} \dot{q}^T \dot{q} + \lambda^T (\xi - J\dot{q}) \\ \Rightarrow \left(\frac{\partial g}{\partial \dot{q}} \right)^T &= 0 \\ \left(\frac{\partial g}{\partial \lambda} \right)^T &= 0 \\ \Rightarrow \dot{q} - J^T \lambda &= 0 \\ \dot{q} &= J^T (JJ^T)^{-1} \xi \\ &= J^+ \xi\end{aligned}$$



Another objective for $n > 6$ case [1]



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- Leverage infinite solutions to add a secondary objective



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- Say \dot{q}_0 is chosen to achieve this secondary objective.
Then, we can minimize

$$\min_{\dot{q}} g'(\dot{q}) = \min_{\dot{q}} \frac{1}{2} (\dot{q} - \dot{q}_0)^T (\dot{q} - \dot{q}_0)$$



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- Find a solution that gets as close as possible to \dot{q}_0 and satisfies $\xi = J\dot{q}$.



Another objective for $n > 6$ case [1]

$$\dot{q} = J^+ \xi + (I - J^+ J) \dot{q}_0$$



Another objective for $n > 6$ case [1]

- Choose $\dot{q}_0 = k_0 \left(\frac{\partial w(q)}{\partial q} \right)^T$, or in direction of gradient of w , so that it is maximized.

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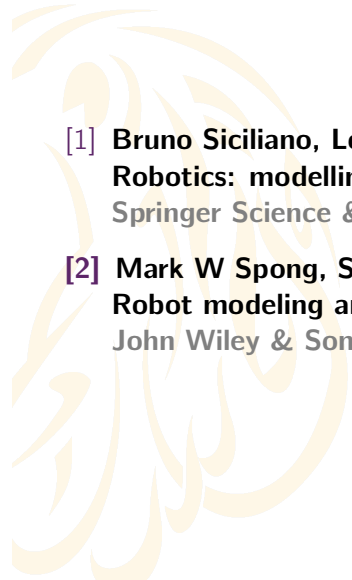
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- Choose $\dot{q}_0 = k_0 \left(\frac{\partial w(q)}{\partial q} \right)^T$, or in direction of gradient of w , so that it is maximized.
- What could be w ?
- $w(q) = \sqrt{\det(JJ^T)}$ keeps manipulator away from singularities.



Table of Contents

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- 4 Inverse Differential Kinematics
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- [1] Bruno Siciliano, Lorenzo Sciavicco, Luigi Villani, and Giuseppe Oriolo.**
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