



MISR UNIVERSITY FOR SCIENCE AND TECHNOLOGY
COLLEGE OF ENGINEERING
MECHATRONICS ENGINEERING DEPARTMENT
MTE 408 ROBOTICS

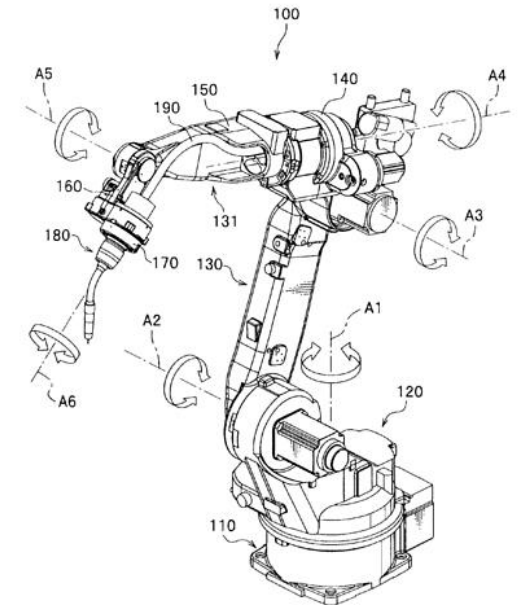


SESSION 8

INTRODUCTION TO ROBOTICS LAB

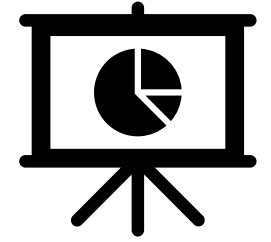
WALEED ELBADRY

MARCH 2022



JACOBIAN

What is the Jacobian Matrix (J)



\dot{X} ... The end effector velocity ($m \times 1$)
 \dot{q} ... The joints variables angular velocity ($n \times 1$)
 J ... The jacobian matrix ($m \times n$)
 n ... The number of robot joints
 m ... Robot location and orientation

$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \\ \omega_x \\ \omega_y \\ \omega_z \end{bmatrix}_{6 \times 1} = \begin{bmatrix} J_{11} & \cdots & J_{1n} \\ J_{21} & \cdots & J_{2n} \\ \vdots & \ddots & \vdots \\ \vdots & \ddots & \vdots \\ J_{61} & \cdots & J_{6n} \end{bmatrix}_{m \times n} \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \\ \dot{q}_3 \\ \vdots \\ \dot{q}_n \end{bmatrix}_{n \times 1}$$

Jacobian is a matrix provides the relationship between the **end effector velocity** \dot{X} and the **joints angular velocities** \dot{q}

The **number of rows** is always 6 but the **number of columns** depends on the **number of joints**



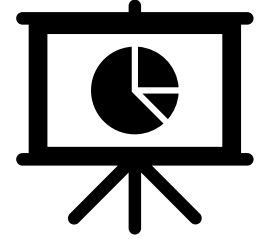
JACOBIAN

What is the Jacobian Matrix (J)

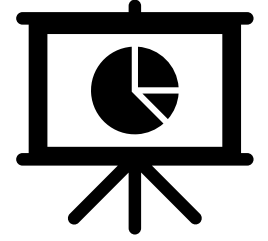
$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \\ \omega_x \\ \omega_y \\ \omega_z \end{bmatrix}_{6 \times 1} = \begin{bmatrix} \frac{\partial x}{\partial q_1} & \cdots & \frac{\partial x}{\partial q_n} \\ \frac{\partial y}{\partial q_1} & \cdots & \frac{\partial y}{\partial q_n} \\ \frac{\partial z}{\partial q_1} & \cdots & \frac{\partial z}{\partial q_n} \\ \vdots & \ddots & \vdots \\ \vdots & \ddots & \vdots \\ \frac{\partial \theta_z}{\partial q_1} & \cdots & \frac{\partial \theta_z}{\partial q_n} \end{bmatrix}_{m \times n} \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \\ \dot{q}_3 \\ \vdots \\ \dot{q}_n \end{bmatrix}_{n \times 1}$$

***Jacobian** is also the first derivative of the position and orientation*

$$\text{Recall that } \mathbf{v} = \frac{dx}{dt} = \frac{x_{t+\Delta t} - x_t}{(t + \Delta t) - t}$$



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What is the Jacobian Matrix (J)

*We learned from the **kinematics sections**, to transform from a frame to another we need to derive:*

*The **rotation** transformation*

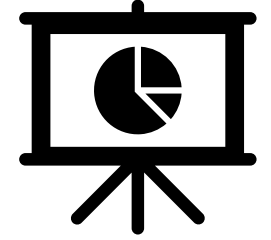
*The **displacement** transformation*

$${}^0_{i-1}T = \begin{bmatrix} \textcolor{red}{R}^{3 \times 3} & \textcolor{blue}{d}^{3 \times 1} \\ 0 & 1 \end{bmatrix}$$



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Jacobian transformation table



| | <i>Prismatic</i> | <i>Revolute</i> |
|-------------------|---|---|
| <i>Linear</i> | ${}_{i-1}^0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$ | ${}_{i-1}^0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} ({}^0_n d - {}_{i-1}^0 d)$ |
| <i>Rotational</i> | $\begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$ | ${}_{i-1}^0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$ |

$$J_{Rev} = \begin{bmatrix} J_v \\ J_\omega \end{bmatrix} = \begin{bmatrix} {}_{i-1}^0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \\ \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} \end{bmatrix}$$

$$J_{Pri} = \begin{bmatrix} J_v \\ J_\omega \end{bmatrix} = \begin{bmatrix} {}_{i-1}^0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} ({}^0_n d - {}_{i-1}^0 d) \\ {}_{i-1}^0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \end{bmatrix}$$

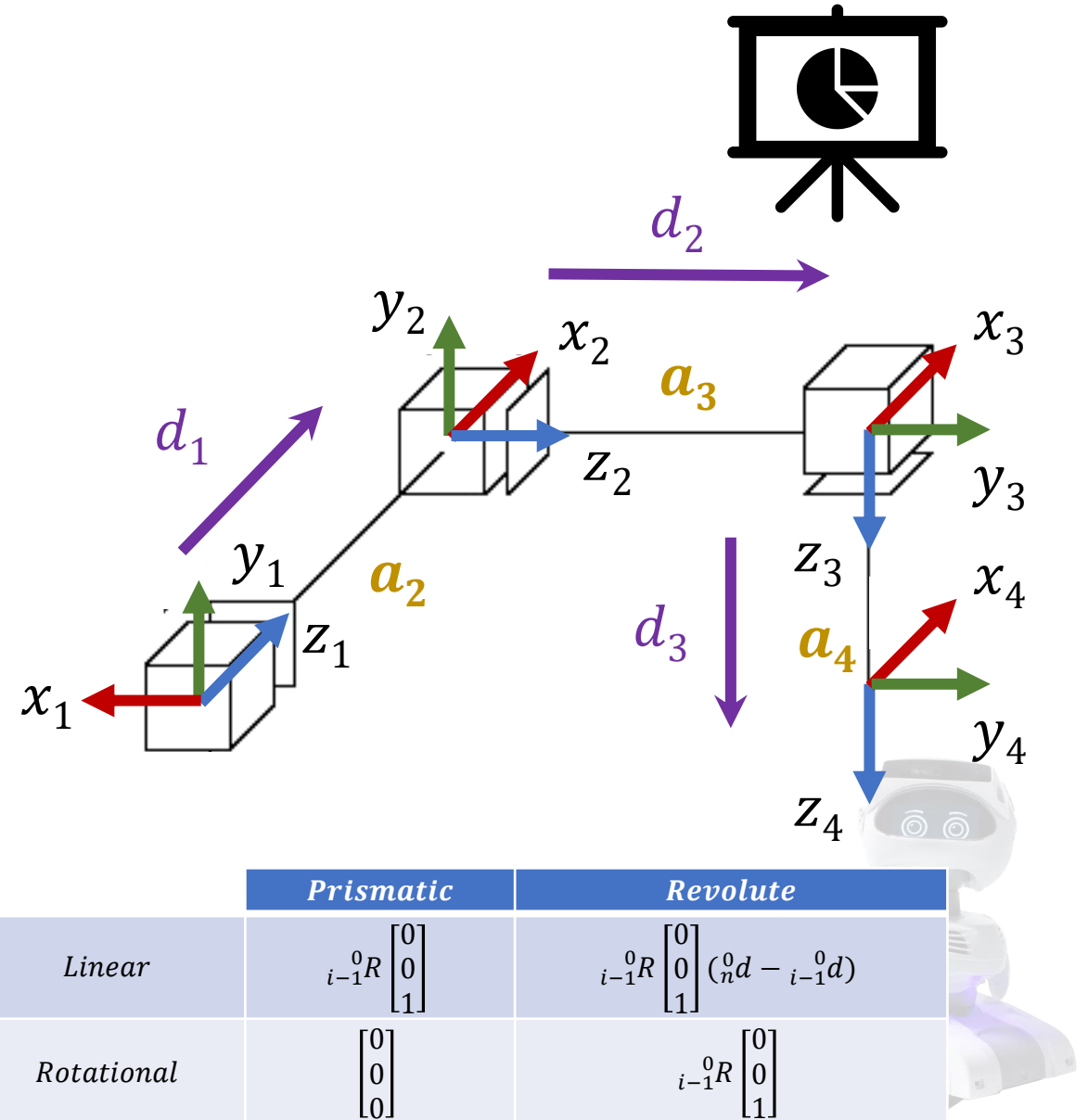


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Cartesian robot

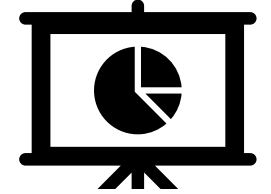
$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \\ \omega_x \\ \omega_y \\ \omega_z \end{bmatrix}_{6 \times 1} = \underbrace{\begin{bmatrix} \phantom{\dot{x}} \\ \phantom{\dot{y}} \\ \phantom{\dot{z}} \\ \\ \\ \end{bmatrix}}_{6 \times 3}$$

3 JOINTS JACOBIAN



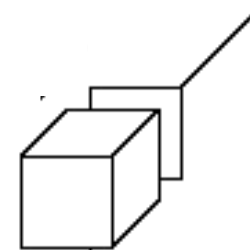
JACOBIAN

Cartesian robot



$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \\ \omega_x \\ \omega_y \\ \omega_z \end{bmatrix}_{6 \times 1} = \begin{bmatrix} {}^0_0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \\ 0 \\ 0 \\ 0 \end{bmatrix}_{6 \times 3} \begin{bmatrix} \dot{d}_1 \\ \dot{d}_2 \\ \dot{d}_3 \end{bmatrix}_{3 \times 1}$$

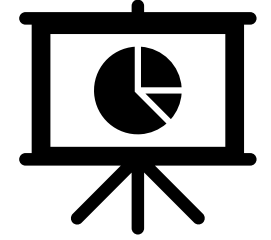
Base joint *No rotational axis*



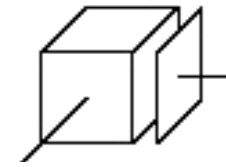
| | Prismatic | Revolute |
|------------|---|---|
| Linear | ${}_{i-1}^0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$ | ${}_{i-1}^0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} ({}_n^0d - {}_{i-1}^0d)$ |
| Rotational | $\begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$ | ${}_{i-1}^0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$ |

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Cartesian robot



$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \\ \omega_x \\ \omega_y \\ \omega_z \end{bmatrix}_{6 \times 1} = \begin{bmatrix} {}^0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \\ 0 \\ 0 \\ 0 \end{bmatrix}_{6 \times 3} \begin{bmatrix} {}^0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \\ 0 \\ 0 \\ 0 \end{bmatrix}_{3 \times 1}$$



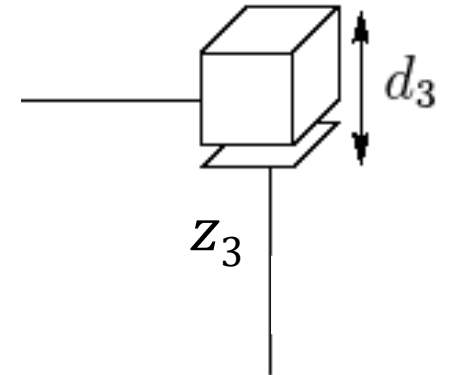
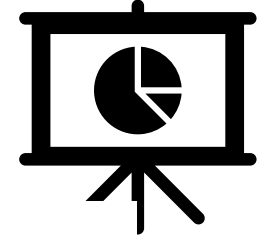
| | Prismatic | Revolute |
|------------|---|---|
| Linear | ${}_{i-1}^0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$ | ${}_{i-1}^0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} ({}_n^0d - {}_{i-1}^0d)$ |
| Rotational | $\begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$ | ${}_{i-1}^0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$ |



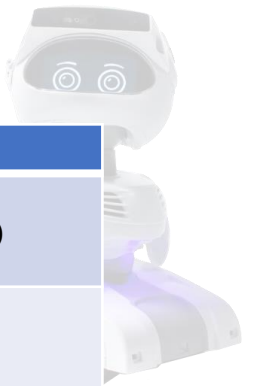
JACOBIAN

Cartesian robot

$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \\ \omega_x \\ \omega_y \\ \omega_z \end{bmatrix}_{6 \times 1} = \begin{bmatrix} {}^0_0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \\ 0 \\ 0 \\ 0 \end{bmatrix} \begin{bmatrix} {}^0_1R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \\ 0 \\ 0 \\ 0 \end{bmatrix} \boxed{\begin{bmatrix} {}^0_2R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \\ 0 \\ 0 \\ 0 \end{bmatrix}}_{6 \times 3} \begin{bmatrix} \dot{d}_1 \\ \dot{d}_2 \\ \dot{d}_3 \end{bmatrix}_{3 \times 1}$$



| | Prismatic | Revolute |
|------------|---|---|
| Linear | ${}^{i-1}_iR \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$ | ${}^{i-1}_iR \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} ({}_n^0d - {}_{i-1}^0d)$ |
| Rotational | $\begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$ | ${}^{i-1}_iR \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$ |

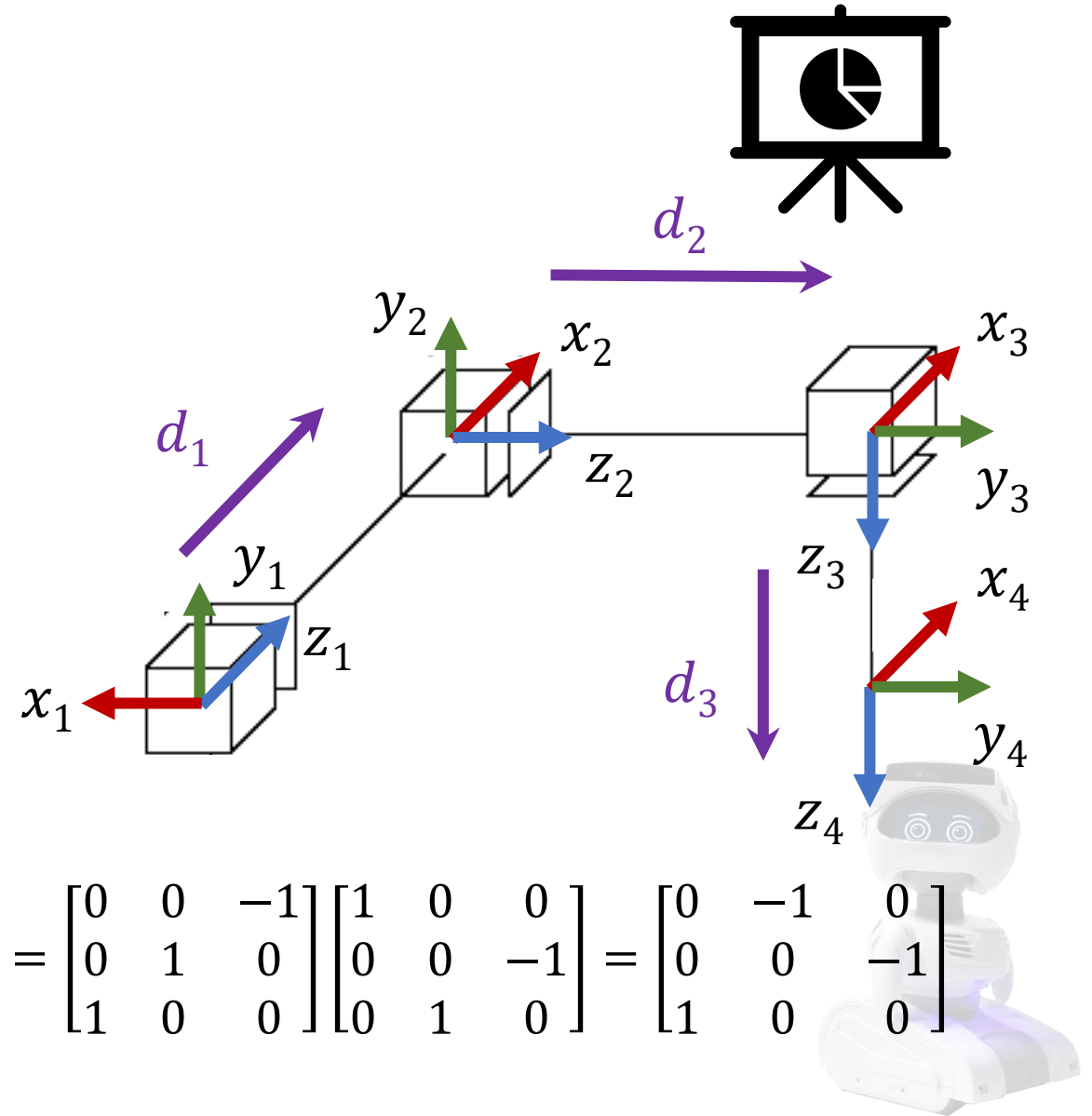


JACOBIAN

Cartesian robot

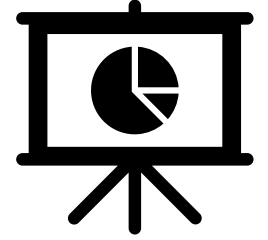
$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \\ \omega_x \\ \omega_y \\ \omega_z \end{bmatrix}_{6 \times 1} = \begin{bmatrix} {}^0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} & {}^0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} & {}^0R \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}_{6 \times 3} \begin{bmatrix} \dot{d}_1 \\ \dot{d}_2 \\ \dot{d}_3 \end{bmatrix}_{3 \times 1}$$

$${}^0R = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \quad {}^0R = \begin{bmatrix} 0 & 0 & -1 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \end{bmatrix} \quad {}^0R = {}^0R {}^1R {}^2R = \begin{bmatrix} 0 & 0 & -1 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & -1 & 0 \\ 0 & 0 & -1 \\ 1 & 0 & 0 \end{bmatrix}$$



JACOBIAN

Cartesian robot



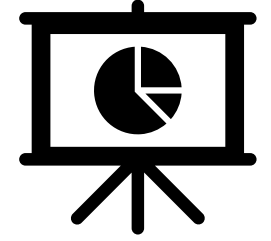
$${}^0_0\mathbf{R} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \quad {}^0_1\mathbf{R} = \begin{bmatrix} 0 & 0 & -1 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \end{bmatrix} \quad {}^0_2\mathbf{R} = {}^0_1\mathbf{R} {}^1_2\mathbf{R} = \begin{bmatrix} 0 & 0 & -1 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & -1 & 0 \\ 0 & 0 & -1 \\ 1 & 0 & 0 \end{bmatrix}$$

$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \\ \omega_x \\ \omega_y \\ \omega_z \end{bmatrix}_{6 \times 1} = \begin{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} & \begin{bmatrix} 0 & 0 & -1 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} & \begin{bmatrix} 0 & -1 & 0 \\ 0 & 0 & -1 \\ 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}_{6 \times 3} \begin{bmatrix} \dot{d}_1 \\ \dot{d}_2 \\ \dot{d}_3 \end{bmatrix}_{3 \times 1}$$



JACOBIAN

Cartesian robot



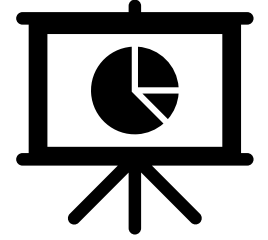
$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \\ \omega_x \\ \omega_y \\ \omega_z \end{bmatrix}_{6 \times 1} = \begin{bmatrix} \begin{bmatrix} 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} & \begin{bmatrix} 0 & 0 & -1 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} & \begin{bmatrix} 0 & -1 & 0 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}_{6 \times 3} \begin{bmatrix} \dot{d}_1 \\ \dot{d}_2 \\ \dot{d}_3 \end{bmatrix}_{3 \times 1}$$

$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \\ \omega_x \\ \omega_y \\ \omega_z \end{bmatrix} = \begin{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} & \begin{bmatrix} -1 \\ 0 \\ 0 \end{bmatrix} & \begin{bmatrix} 0 \\ -1 \\ 0 \end{bmatrix} \end{bmatrix} \begin{bmatrix} \dot{d}_1 \\ \dot{d}_2 \\ \dot{d}_3 \end{bmatrix} = \begin{bmatrix} 0 & -1 & 0 \\ 0 & 0 & -1 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} \dot{d}_1 \\ \dot{d}_2 \\ \dot{d}_3 \end{bmatrix}$$



JACOBIAN

Cartesian robot



$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \\ \omega_x \\ \omega_y \\ \omega_z \end{bmatrix} = \begin{bmatrix} \begin{bmatrix} \mathbf{0} \\ \mathbf{0} \\ \mathbf{1} \end{bmatrix} & \begin{bmatrix} -\mathbf{1} \\ \mathbf{0} \\ \mathbf{0} \end{bmatrix} & \begin{bmatrix} \mathbf{0} \\ -\mathbf{1} \\ \mathbf{0} \end{bmatrix} \end{bmatrix} \begin{bmatrix} \dot{d}_1 \\ \dot{d}_2 \\ \dot{d}_3 \end{bmatrix} = \begin{bmatrix} 0 & -1 & 0 \\ 0 & 0 & -1 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} \dot{d}_1 \\ \dot{d}_2 \\ \dot{d}_3 \end{bmatrix}$$

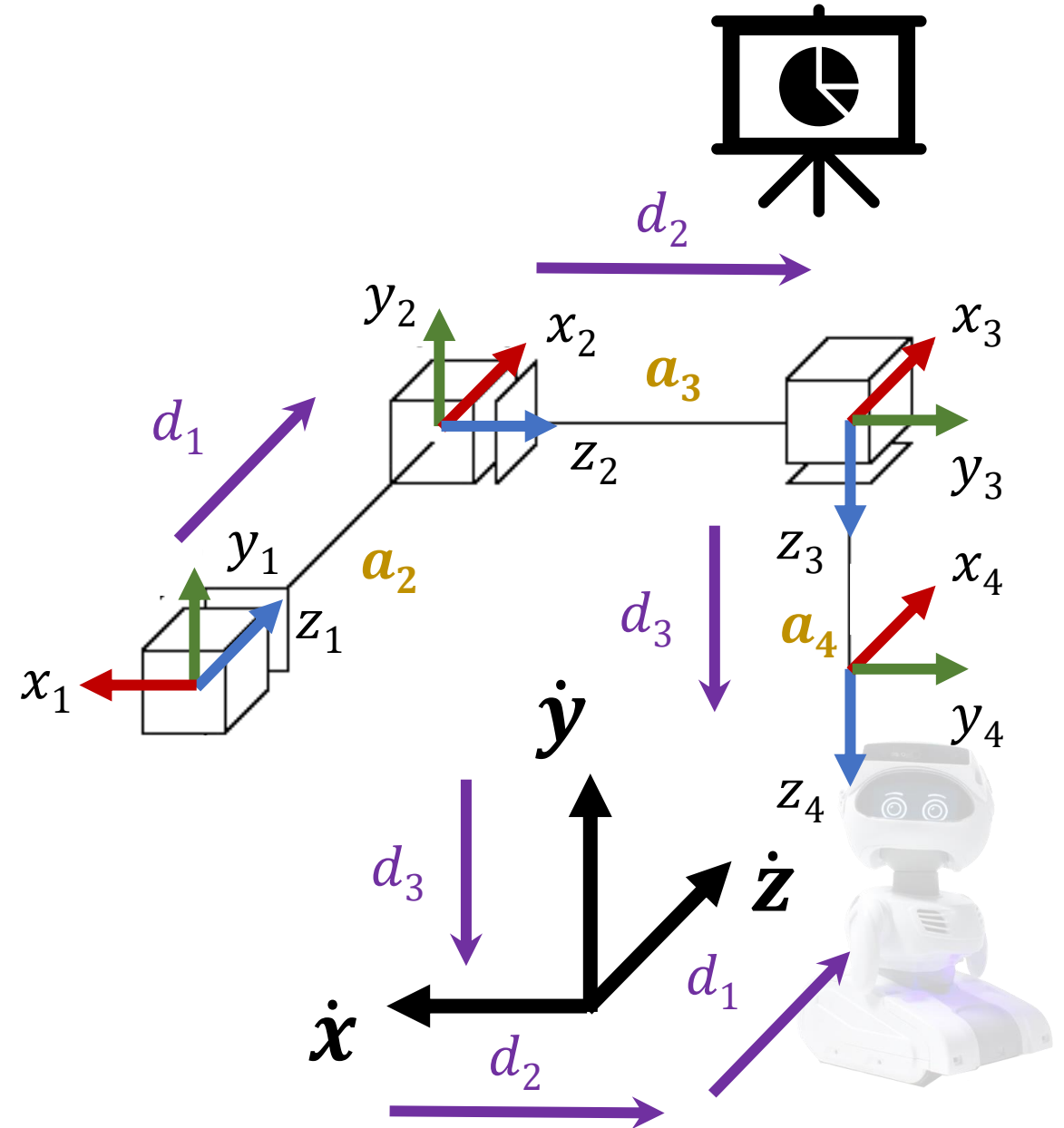
$$\begin{aligned} \dot{x} &= -\dot{d}_2 & \omega_x &= 0 \\ \dot{y} &= -\dot{d}_3 & \omega_y &= 0 \\ \dot{z} &= \dot{d}_1 & \omega_z &= 0 \end{aligned}$$



JACOBIAN

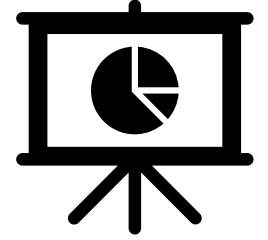
Cartesian robot

$$\begin{aligned}\dot{x} &= -\dot{d}_2 & \omega_x &= 0 \\ \dot{y} &= -\dot{d}_3 & \omega_y &= 0 \\ \dot{z} &= \dot{d}_1 & \omega_z &= 0\end{aligned}$$



INVERSE JACOBIAN

Cartesian robot



$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \\ \omega_x \\ \omega_y \\ \omega_z \end{bmatrix} = J \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \\ \dot{q}_3 \\ \vdots \\ \dot{q}_n \end{bmatrix} \rightarrow J^{-1} \begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \\ \omega_x \\ \omega_y \\ \omega_z \end{bmatrix} = J^{-1} J \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \\ \dot{q}_3 \\ \vdots \\ \dot{q}_n \end{bmatrix} \rightarrow J^{-1} \begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \\ \omega_x \\ \omega_y \\ \omega_z \end{bmatrix} = I \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \\ \dot{q}_3 \\ \vdots \\ \dot{q}_n \end{bmatrix}$$

$$\begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \\ \dot{q}_3 \\ \vdots \\ \dot{q}_n \end{bmatrix} = J^{-1} \begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \\ \omega_x \\ \omega_y \\ \omega_z \end{bmatrix}$$



INVERSE JACOBIAN

Assignment

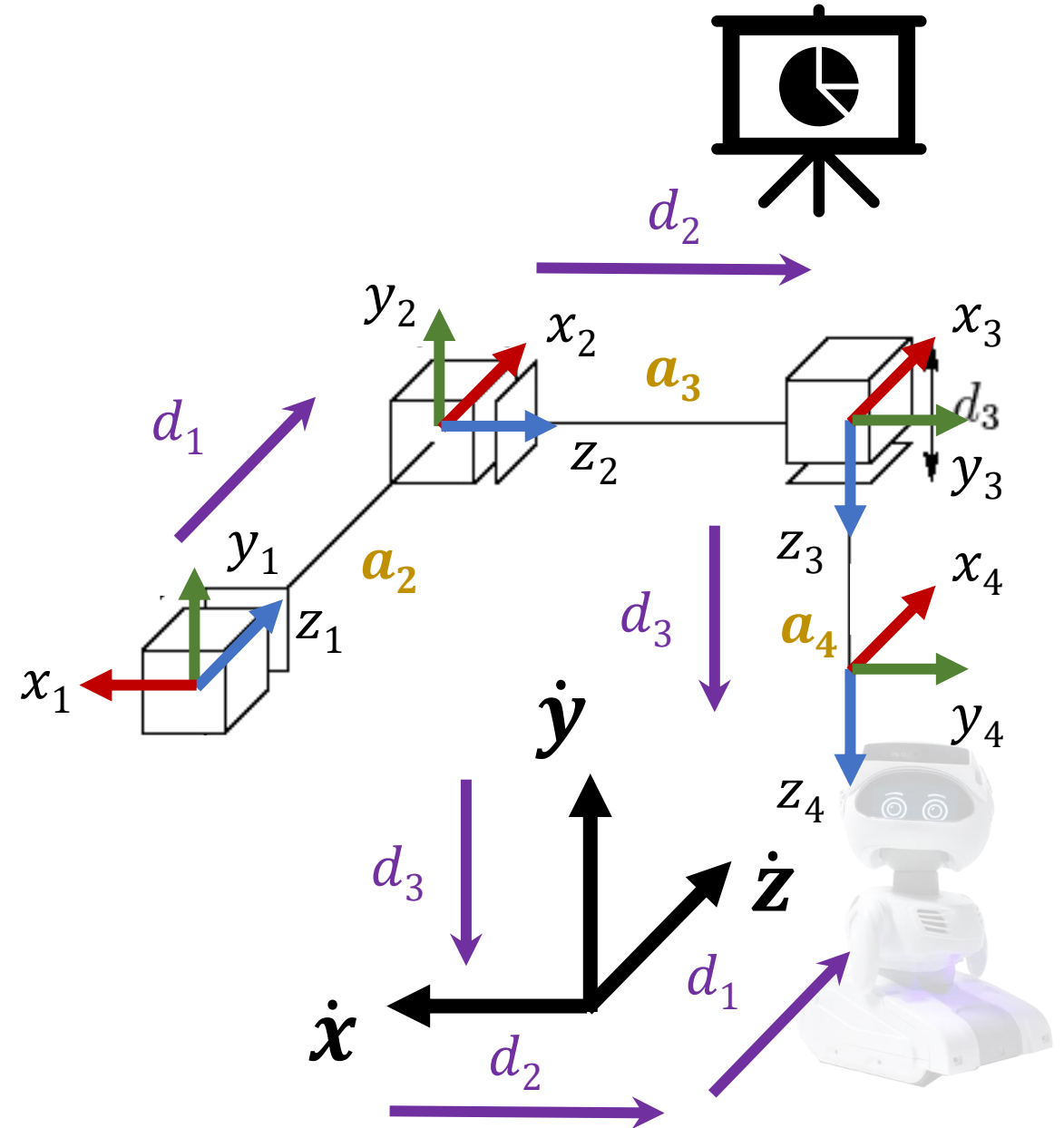
Find using *the Jacobian inverse*:

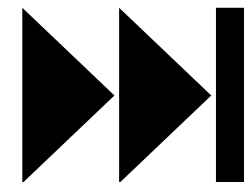
$$\dot{d}_1 = f(\dot{x}, \dot{y}, \dot{z})$$

$$\dot{d}_2 = f(\dot{x}, \dot{y}, \dot{z})$$

$$\dot{d}_3 = f(\dot{x}, \dot{y}, \dot{z})$$

$$\begin{aligned}\dot{d}_1 &= \dot{z} \\ \dot{d}_2 &= -\dot{x} \\ \dot{d}_3 &= -\dot{y}\end{aligned}$$





NEXT SECTION : Jacobian of RRR robot

