

Lecture 19 - Static Force Analysis & Numeric IK

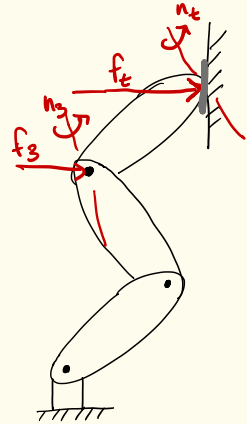
From Last time:

Rigid Transformation of Velocities

$$\begin{bmatrix} {}^t\omega_t \\ {}^t\dot{N}_t \end{bmatrix} = {}^tX_3 \begin{bmatrix} {}^3\omega_3 \\ {}^3\dot{N}_3 \end{bmatrix}$$

Rigid Transformation of Forces

$$\begin{bmatrix} {}^3n_3 \\ {}^3f_3 \end{bmatrix} = {}^tX_3^T \begin{bmatrix} {}^tn_t \\ {}^tf_t \end{bmatrix}$$



Today:

- Finish up Static Force Analysis
- Intro to numerical IK

Static Force Propagation:

Force balance for body 3

$${}^3f_3 = {}^3R_t {}^t f_t$$

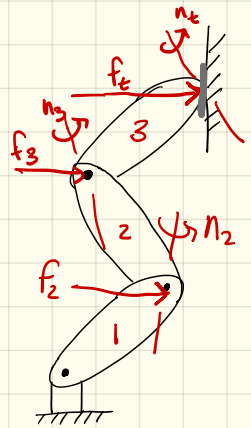
Moment Balance For Body 3

$${}^3n_3 = {}^3R_t {}^t n_t + {}^3p_t \times {}^3R_t {}^t f_t$$

$$\begin{bmatrix} {}^3n_3 \\ {}^3f_3 \end{bmatrix} = \begin{bmatrix} {}^3R_t & \mathcal{L}({}^3p_t) {}^3R_t \\ 0 & {}^3R_t \end{bmatrix} \begin{bmatrix} {}^t n_t \\ {}^t f_t \end{bmatrix}$$

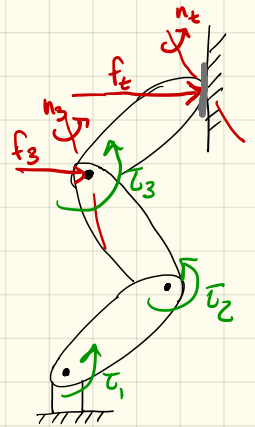
$$= \begin{bmatrix} {}^tR_3 & 0 \\ -{}^tR_3 \mathcal{S}({}^3p_t) & {}^tR_3 \end{bmatrix}^T \begin{bmatrix} {}^t n_t \\ {}^t f_t \end{bmatrix} = {}^tX_3^T \begin{bmatrix} {}^t n_t \\ {}^t f_t \end{bmatrix}$$

$$\begin{bmatrix} {}^2n_2 \\ {}^2f_2 \end{bmatrix} = {}^3X_2^T \begin{bmatrix} {}^3n_3 \\ {}^3f_3 \end{bmatrix} = {}^tX_2^T \begin{bmatrix} {}^t n_t \\ {}^t f_t \end{bmatrix}$$



Static Joint Torque analysis

$$\begin{aligned}\bar{\tau}_3 &= [0 \ 0 \ 1]^T n_3 = [0 \ 0 \ 1; 0 \ 0 \ 0] \begin{bmatrix} n_3 \\ \vdots \\ f_3 \end{bmatrix} \\ &= [0 \ 0 \ 1; 0 \ 0 \ 0]^T \cancel{X}_3^T \begin{bmatrix} t_{n_t} \\ t_{f_t} \end{bmatrix} = \underbrace{\left(\cancel{X}_3 \begin{bmatrix} 0 \\ \vdots \\ 0 \end{bmatrix} \right)^T}_{\text{3rd column of } {}^tJ_t} \begin{bmatrix} t_{n_t} \\ t_{f_t} \end{bmatrix}\end{aligned}$$



$$\begin{bmatrix} \bar{\tau}_1 \\ \bar{\tau}_2 \\ \bar{\tau}_3 \end{bmatrix} = \begin{bmatrix} \text{--- 1st column of } {}^tJ_t \text{ ---} \\ \text{--- 2nd column of } {}^tJ_t \text{ ---} \\ \text{--- 3rd column of } {}^tJ_t \text{ ---} \end{bmatrix} \begin{bmatrix} t_{n_t} \\ t_{f_t} \end{bmatrix} = \begin{bmatrix} t \\ J_t^T \end{bmatrix} \begin{bmatrix} t_{n_t} \\ t_{f_t} \end{bmatrix} = \begin{bmatrix} 0 \\ J_t^T \end{bmatrix} \begin{bmatrix} 0 \\ n_t \\ 0 \\ f_t \end{bmatrix}$$

Uses For The Jacobian

- ① Task-space (tool) velocity kinematics

$$\begin{bmatrix} {}^t\omega_t \\ {}^t\dot{x}_t \end{bmatrix} = {}^tJ_t \dot{\Theta}$$

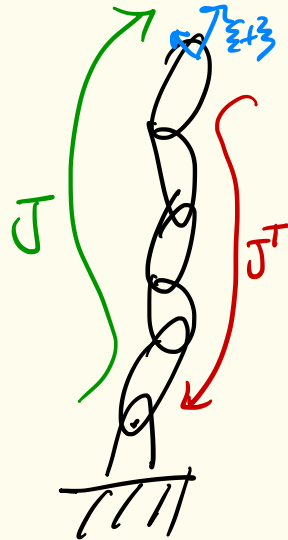
(Forward problem)

- ② Static force analysis

$$\tau = {}^tJ_t^T \begin{bmatrix} {}^t n_t \\ {}^t f_t \end{bmatrix}$$

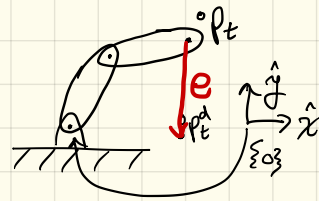
- ③ Numerical Inverse Kinematics

J^{-1} plays a role



Numerical IK:

$${}^0p_t = \begin{bmatrix} l_1 c_1 + l_2 c_{12} \\ l_1 s_1 + l_2 s_{12} \end{bmatrix} \quad {}^0J_t = \begin{bmatrix} -l_1 s_1 - l_2 s_{12} & -l_2 s_{12} \\ l_1 c_1 + l_2 c_{12} & l_2 c_{12} \end{bmatrix}$$



$$l_1 = l_2 = 1m \quad {}^0p_t^d = \begin{bmatrix} 1.5m \\ 0m \end{bmatrix}$$

- ${}^0p_t(\theta) = {}^0p_t^d$ Solve for θ

- $0 = {}^0p_t^d - {}^0p_t(\theta)$ Solve for θ

Workings of numerical IK:

Sequence of $\theta^{(0)}, \dots, \theta^{(i)}, \dots$ $e^{(i)} = {}^0p_t^d - {}^0p_t(\theta^{(i)})$

with $\|e^{(0)}\| > \|e^{(1)}\| > \dots > \|e^{(i)}\|$

Goal: $\|e^{(i)}\| \rightarrow 0$ as $i \rightarrow \infty$

In practice, stop when $\|e^{(i)}\| < \text{tolerance}$

Newton's Method: Vanilla IK

infinitesimal $\rightarrow d^o p_t = {}^o J_t^{\mathcal{N}} d\theta$

non infinitesimal $\rightarrow \Delta p \approx {}^o J_t^{\mathcal{N}} \Delta \theta$

Newton's Step:

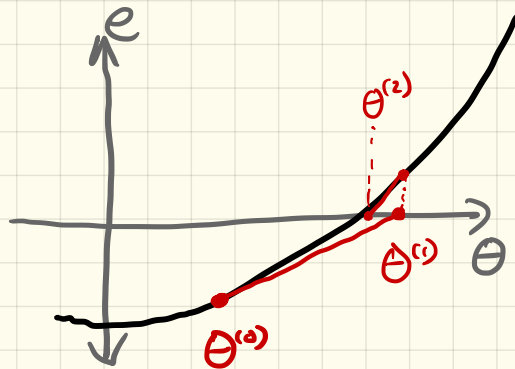
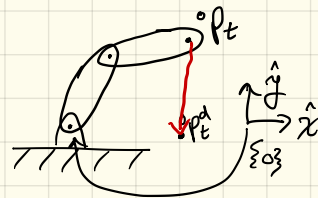
$$e^{(i)} = {}^o J_t^{\mathcal{N}} \Delta \theta$$

$$\Rightarrow \theta^{(i+1)} = \theta^{(i)} + ({}^o J_t^{\mathcal{N}})^{-1} e^{(i)}$$

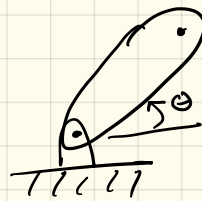
• When $\|e^{(i)}\|$ is small

$$\|e^{(i+1)}\| \approx \|e^{(i)}\|^2$$

Jacobian provides
a linearization of Forward Kin

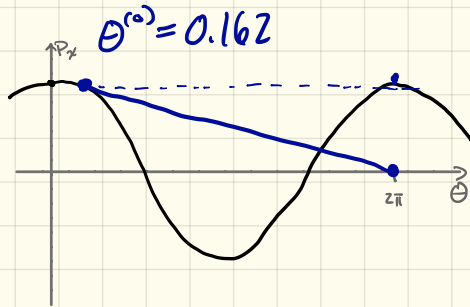


Issues with the Vanilla Newton:

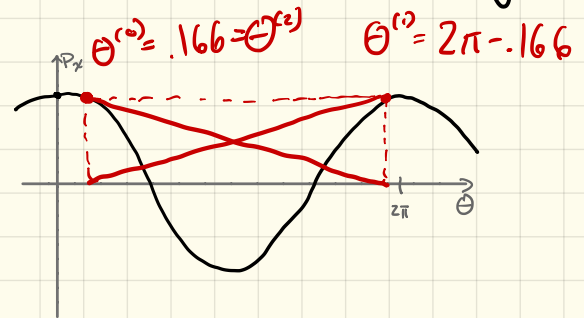


$$P_x = \cos \theta = 0$$

- ① You can get stuck @ points of zero slope



- ② You can get stuck in cycles



- We can avoid both issues by $\|e^{(i)}\|$ decreases with each iteration.
- We can accomplish this by moving in the direction of the Newton Step but take a smaller step size.