



# Introduction to Robot Intelligence

## [Spring 2023]

# Inverse Kinematics

March 2, 2023

Lerrel Pinto

# Recap of Forward Kinematics

- Forward kinematics: The use of the kinematic equations of a robot to compute the position of the end-effector from specified values for the joint parameters.



# Today's class – Inverse of the problem

Image credits: Matlab Simulink, Najam Syed.

# Today's class – Inverse of the problem

- Inverse kinematics: The use of the kinematic equations of a robot to compute the joint parameters from specified values of position of the end-effector.

# Today's class – Inverse of the problem

- Inverse kinematics: The use of the kinematic equations of a robot to compute the joint parameters from specified values of position of the end-effector.

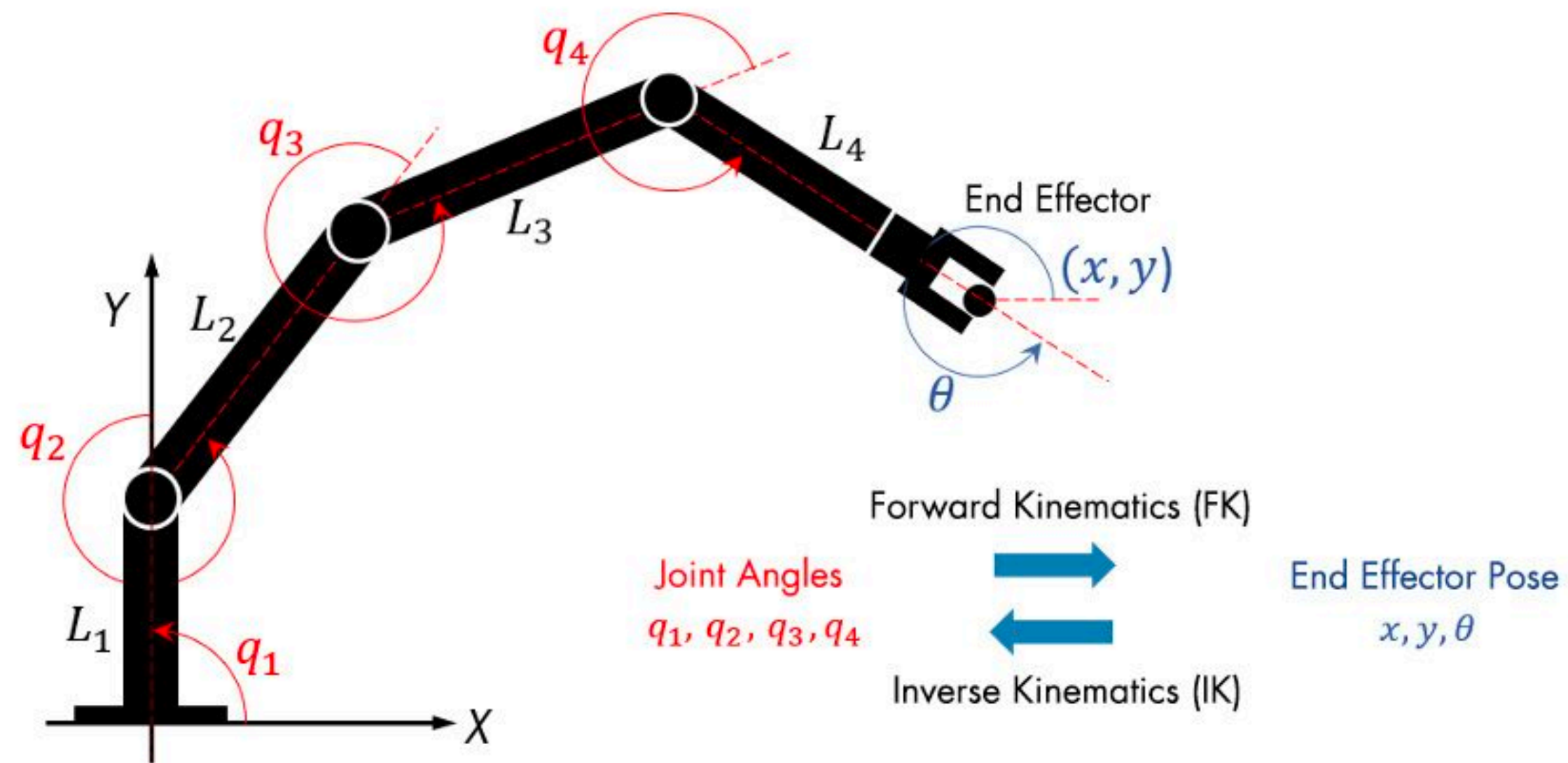


Image credits: Matlab Simulink, Najam Syed.

# Today's class – Inverse of the problem

- Inverse kinematics: The use of the kinematic equations of a robot to compute the joint parameters from specified values of position of the end-effector.

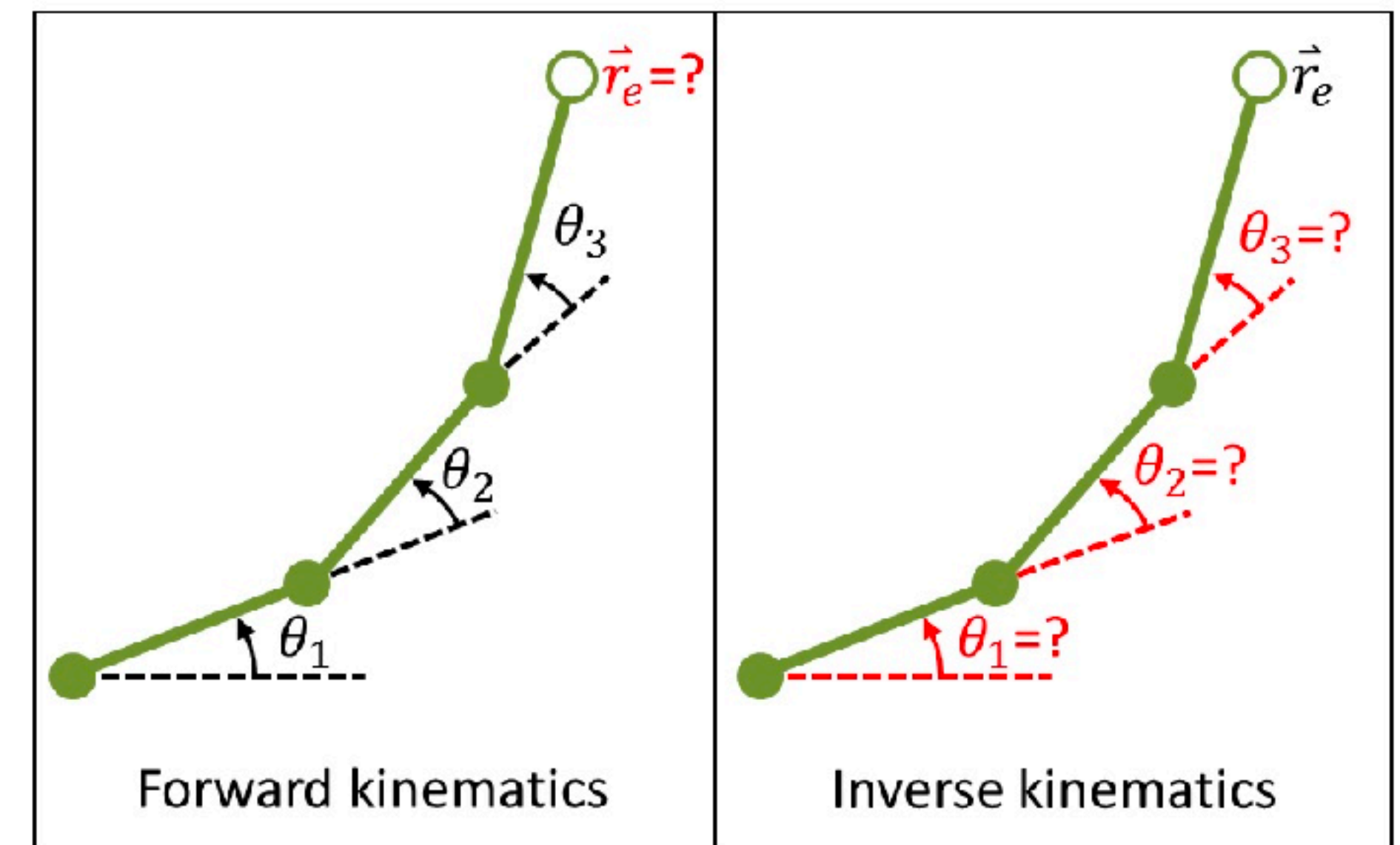
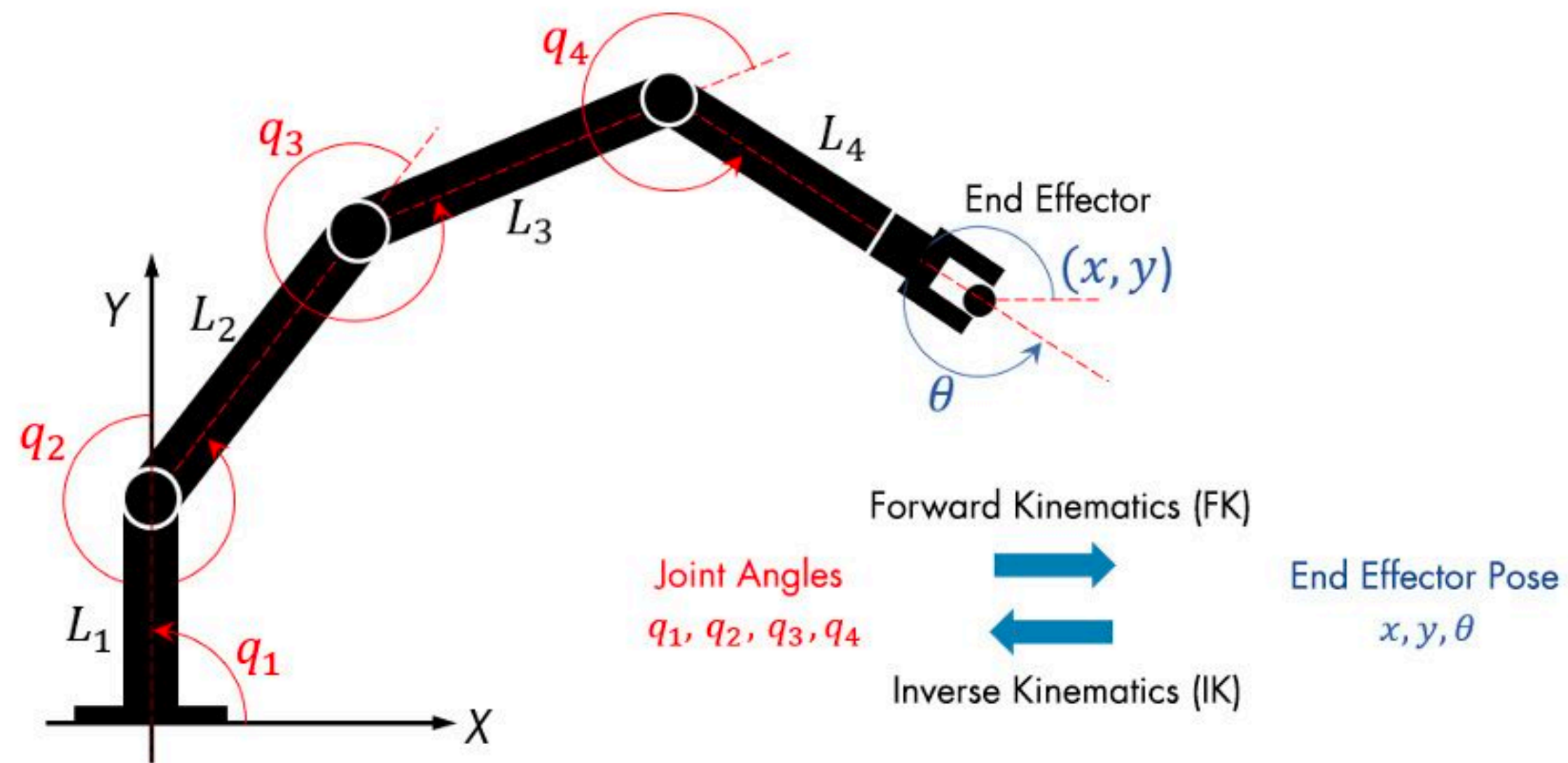
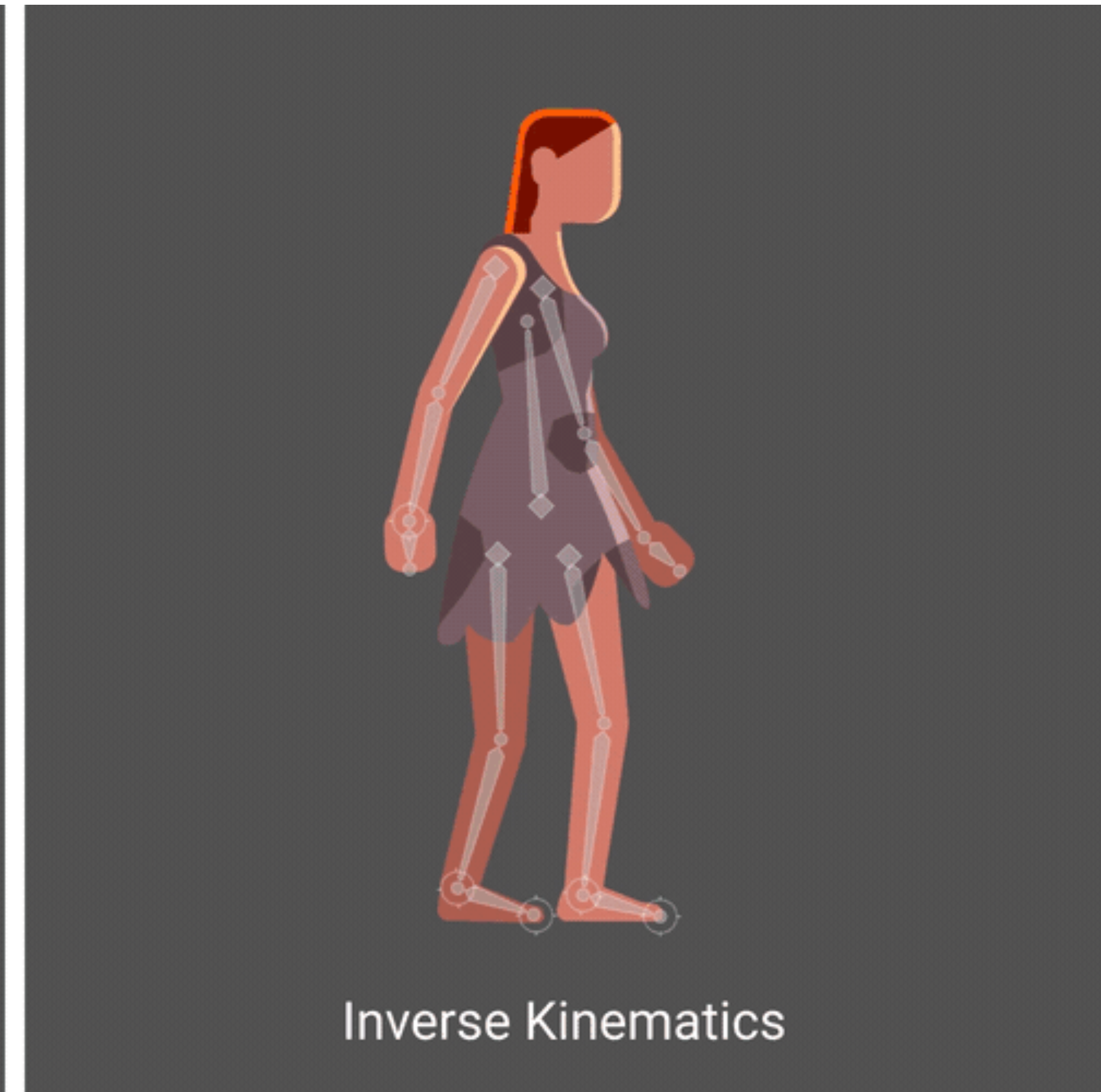
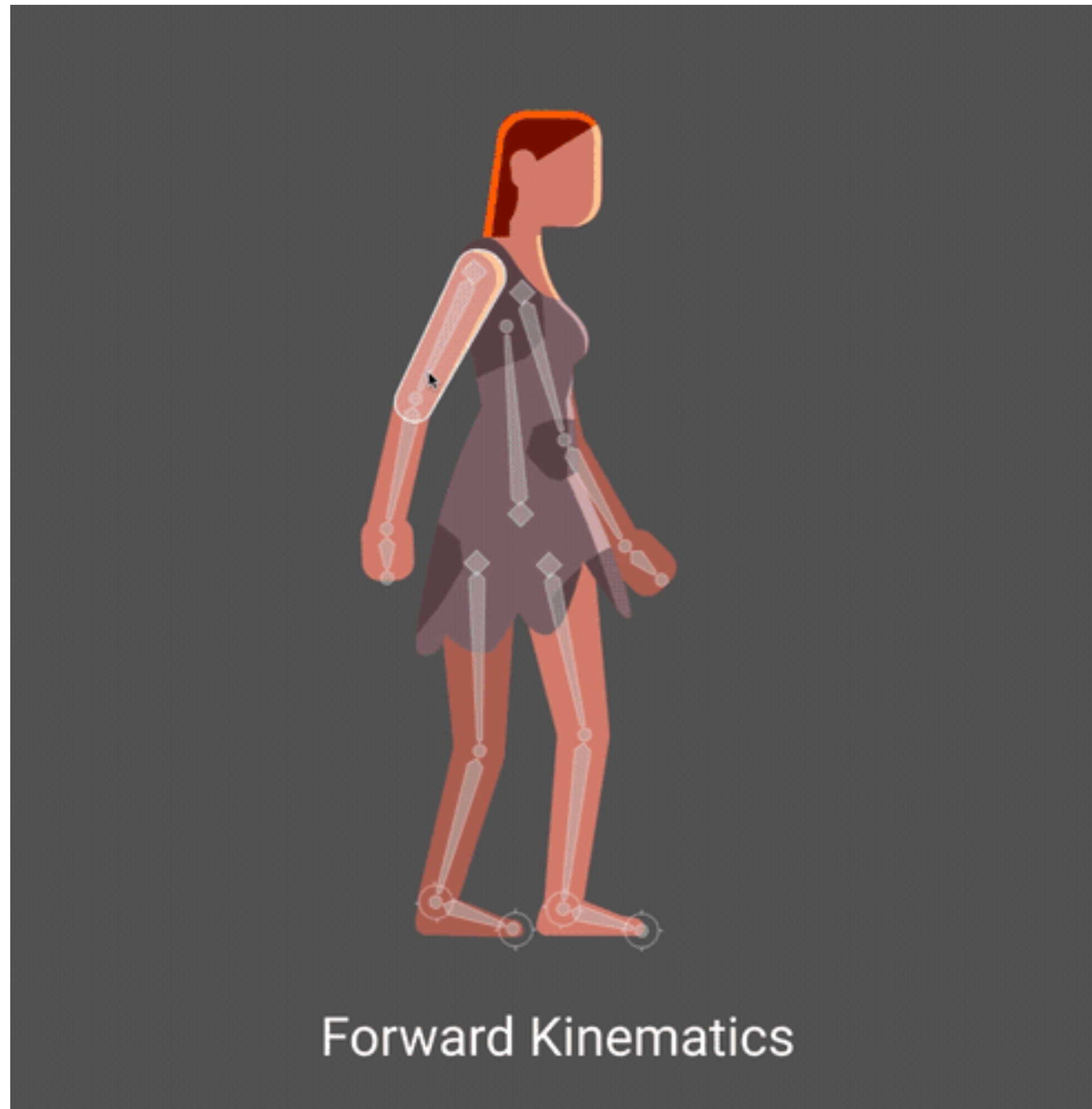


Image credits: Matlab Simulink, Najam Syed.



# Today's class – Inverse of the problem

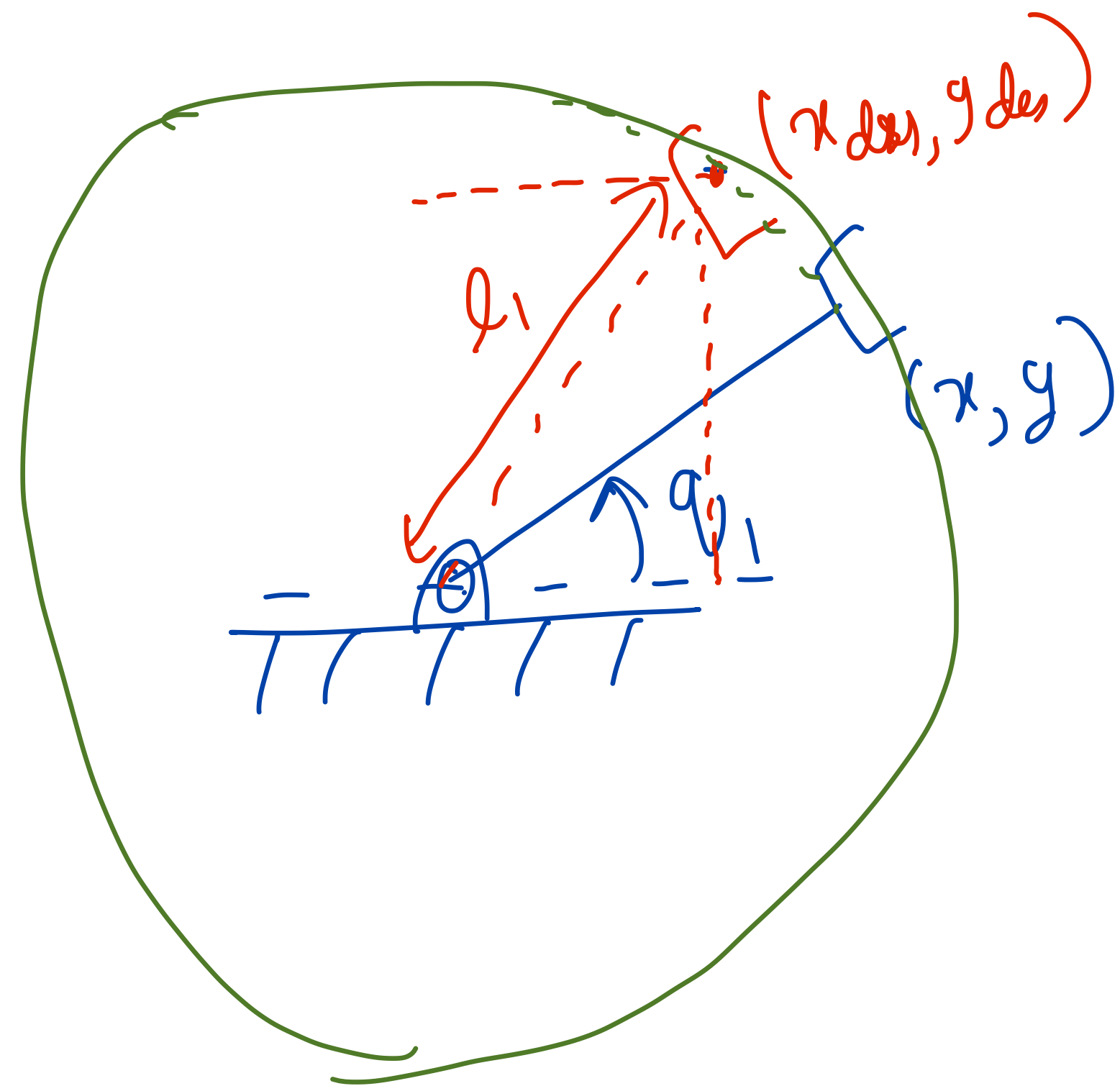


# Challenges with IK

- While FK is easy to compute, IK is not.
- There may be several solutions for IK.
- There may be no solution for IK.
- If there is a solution, it may require expensive computations to find.



# Solution 1: Analytic Methods



# Single joint robot

$(x_{des}, y_{des})$

what is the best  $q_1$  value

$$l_1 \cos q_1 = x_{des}$$

$$l_1 \sin q_1 = y_{des}$$

$\Rightarrow$

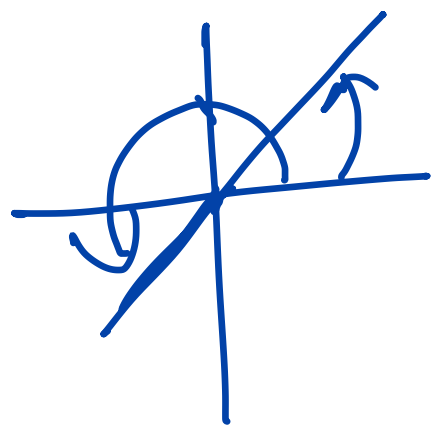
$\Rightarrow$

$$\begin{cases} \cos q_1 = \frac{x_{des}}{l_1} \\ \sin q_1 = \frac{y_{des}}{l_1} \end{cases}$$

$\begin{pmatrix} - \\ - \end{pmatrix}$

$\oplus$

$\oplus$



$$(i) \quad \sqrt{x_{des}^2 + y_{des}^2} = l_1$$

$$(ii) \quad q_1 = \text{atan2} \left( \frac{y_{des}}{l_1}, \frac{x_{des}}{l_1} \right)$$

$$q_1 = \tan^{-1} \left( \frac{y_{des}}{x_{des}}, \frac{y_{des}}{l_1} \right)$$

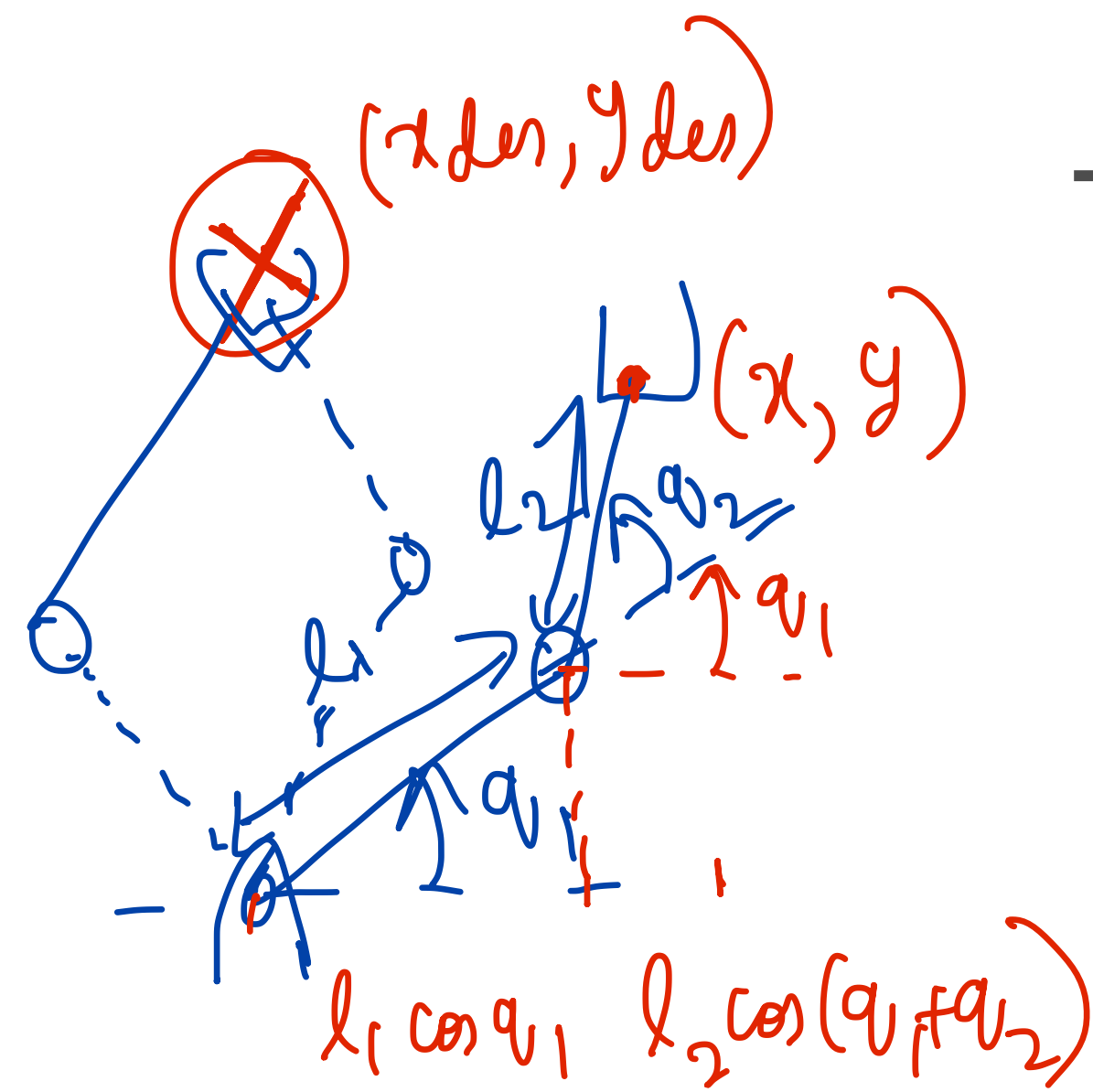
$$q_1 = \text{atan2} \left( \frac{y_{des}}{l_1}, \frac{x_{des}}{l_1} \right)$$

$$(a+b)^2 = a^2 + b^2 + 2ab$$

$$\begin{aligned} \cos q_1 &\rightarrow C_1 \\ \sin q_1 &\rightarrow S_1 \\ \cos(q_1+q_2) &\rightarrow C_{12} \\ \sin(q_1+q_2) &\rightarrow S_{12} \end{aligned}$$

$$\begin{aligned} \cos(A+B) &= \cos A \cos B - \sin A \sin B \\ \sin(A+B) &= \sin A \cos B + \sin B \cos A \end{aligned}$$

## Two linked planar robot



$$\begin{cases} x_{des} = l_1 \cos q_1 + l_2 \cos(q_1 + q_2) - (1) \\ y_{des} = l_1 \sin q_1 + l_2 \sin(q_1 + q_2) - (2) \end{cases}$$

(1)<sup>2</sup> + (2)<sup>2</sup>

$$x_{des}^2 + y_{des}^2 = l_1^2 \underbrace{(S_1^2 + C_1^2)}_{=1} + l_2^2 \underbrace{(C_{12}^2 + S_{12}^2)}_{=1} + 2l_1l_2C_1C_{12} + 2l_1l_2S_1S_{12}$$

$$= l_1^2 + l_2^2 + 2l_1l_2(C_1C_{12} + S_1S_{12})$$

$$\cos q_1 \cos(q_1 + q_2) + \sin q_1 \sin(q_1 + q_2)$$

$$x_{des}^2 + y_{des}^2 = l_1^2 + l_2^2 + 2l_1l_2C_2$$

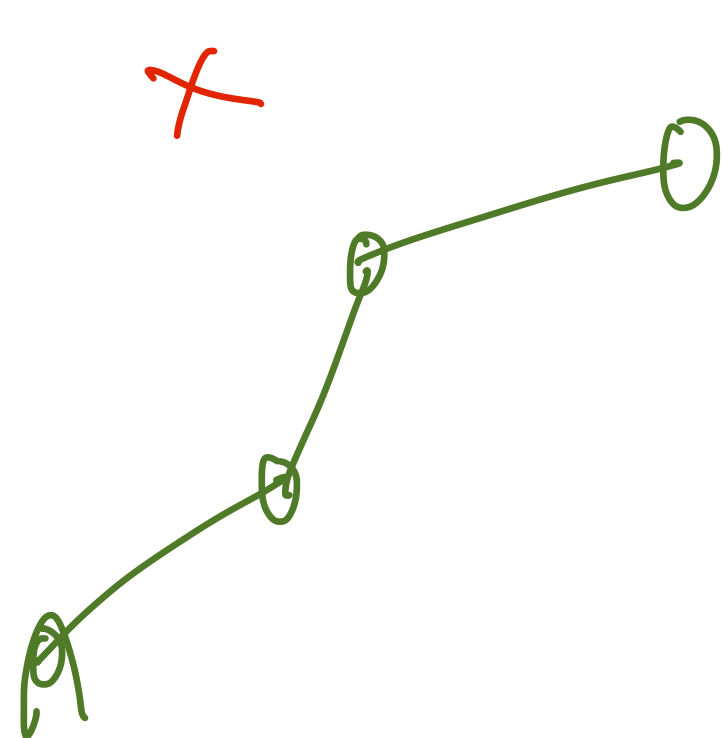
$$\Rightarrow \cos q_2 = \frac{x^2 + y^2 - l_1^2 - l_2^2}{2l_1l_2}$$

$$\sin q_2 = \pm \sqrt{1 - \cos^2 q_2}$$

$$q_2 = \text{atan2}(\sin q_2, \cos q_2)$$

2 solutions for  $q_2$

# Two linked planar robot



$q_2$

$q_1^2$

$$\cos(A+B) = \cos A \cos B - \sin A \sin B$$

$$\sin(A+B) = \sin A \cos B + \sin B \cos A$$

$$q_1 = \text{atan2}(C_1, S_1)$$

$$x_{des} = l_1 C_1 + l_2 C_{12}$$

$$y_{des} = l_1 S_1 + l_2 S_{12}$$

$$\check{x}_{des} = \check{l}_1 C_1 + \check{l}_2 C_1 \check{C}_2 - \check{l}_2 S_1 \check{S}_2$$

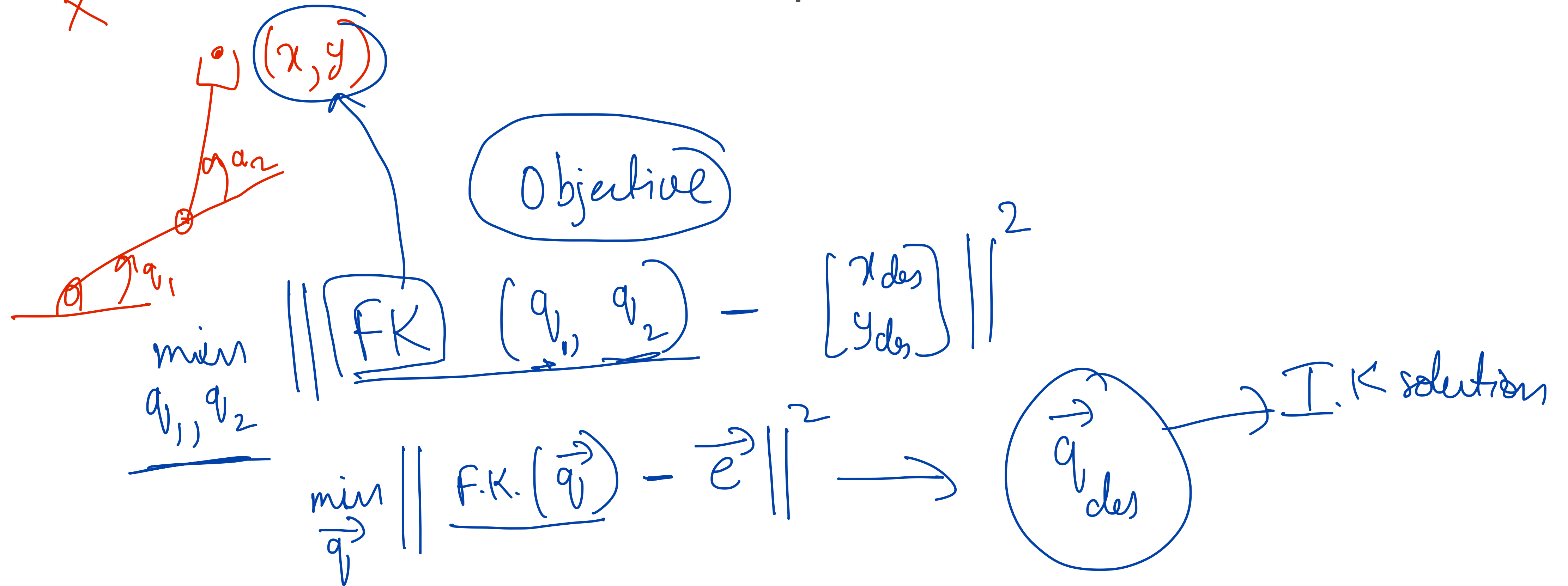
$$x_{des} = (l_1 + l_2 C_2) C_1 - l_2 S_2 S_1 \quad \text{--- (3)}$$

$$\check{y}_{des} = \check{l}_1 S_1 + \check{l}_2 S_1 \check{C}_2 + \check{l}_2 S_2 \check{C}_1$$

$$y_{des} = (l_1 + l_2 C_2) S_1 + l_2 S_2 C_1 \quad \text{--- (4)}$$

$$A \begin{bmatrix} l_1 + l_2 C_2 & -l_2 S_2 \\ l_2 S_2 & l_1 + l_2 C_2 \end{bmatrix} \begin{bmatrix} C_1 \\ S_1 \end{bmatrix} = \begin{bmatrix} x_{des} \\ y_{des} \end{bmatrix} \Rightarrow \begin{bmatrix} C_1 \\ S_1 \end{bmatrix} = A^{-1} \begin{bmatrix} x_{des} \\ y_{des} \end{bmatrix}$$

# $x_{des} (x_{des}, y_{des})$ Connection to Optimization





# Solution 2a: Black box optimization

1. Python — <https://github.com/facebookresearch/nevergrad>

2. Matlab — <https://www.mathworks.com/help/optim/ug/fmincon.html>

# Solution 2b: Numerical Methods (Gradient Descent)

# Gradient Descent for IK

Vanilla Gradient Descent

# How do I do this practically?

- Step 1: Figure out the Forward Kinematics

# How do I do this practically?

- Step 1: Figure out the Forward Kinematics
- Step 2: Differentiate it!
  - Option 1: Do it by hand.
  - Option 2: Do it numerically.



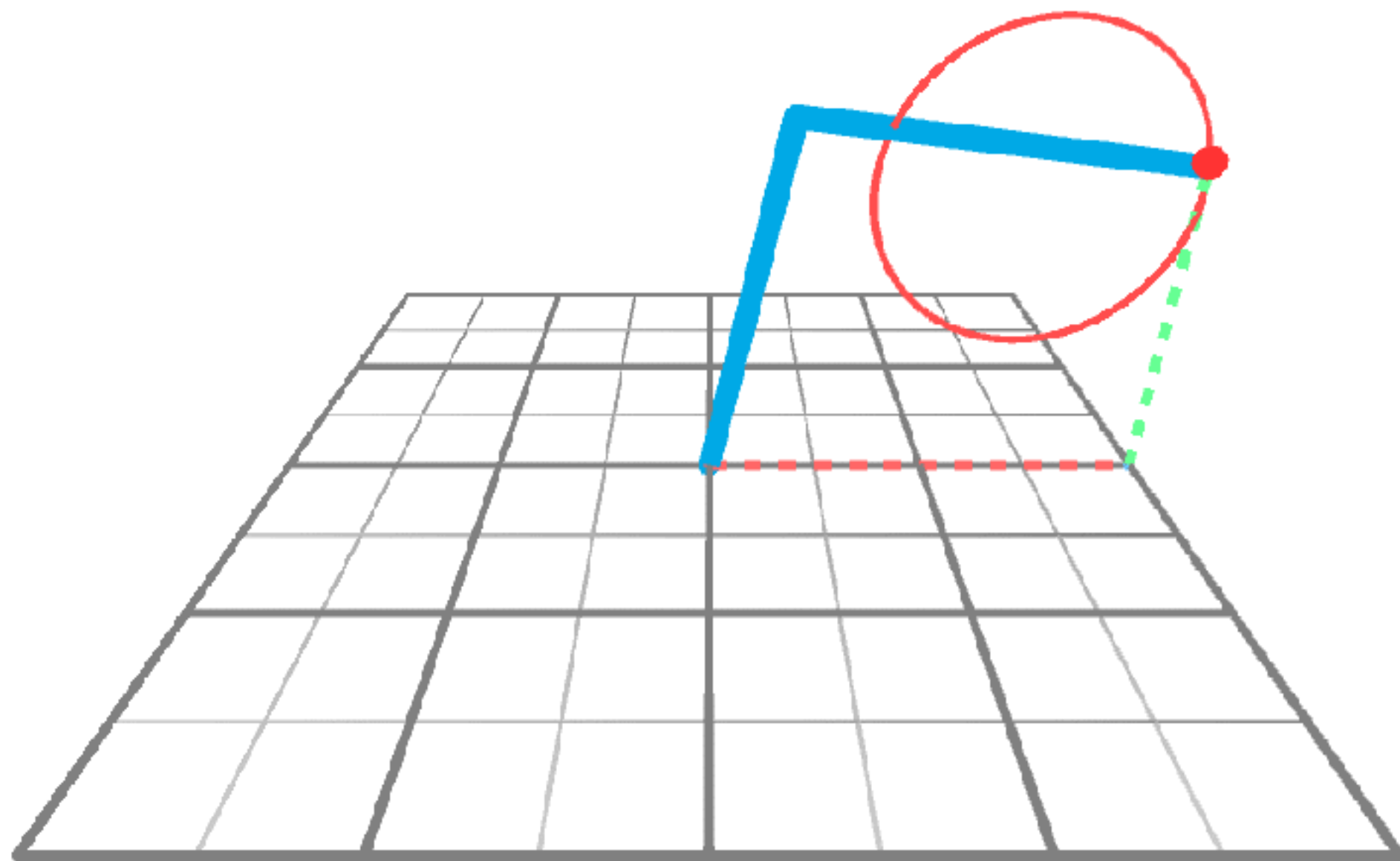
# How do I do this practically?

- Step 1: Figure out the Forward Kinematics
- Step 2: Differentiate it!
  - Option 1: Do it by hand.
  - Option 2: Do it numerically.
- Step 3: Choose learning rate.

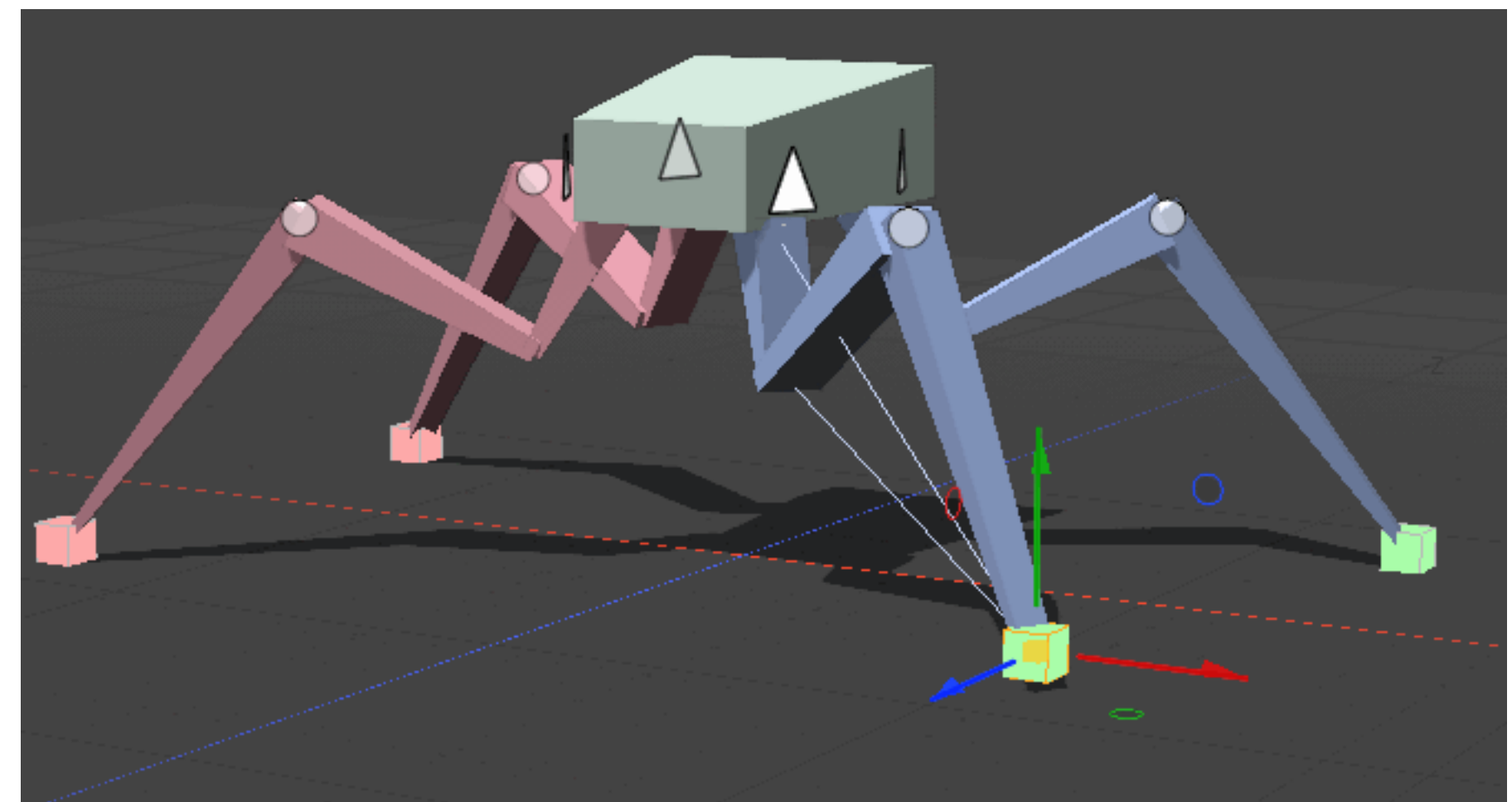
# How do I do this practically?

- Step 1: Figure out the Forward Kinematics
- Step 2: Differentiate it!
  - Option 1: Do it by hand.
  - Option 2: Do it numerically.
- Step 3: Choose learning rate.
- Step 4: Run optimizer.

# Examples

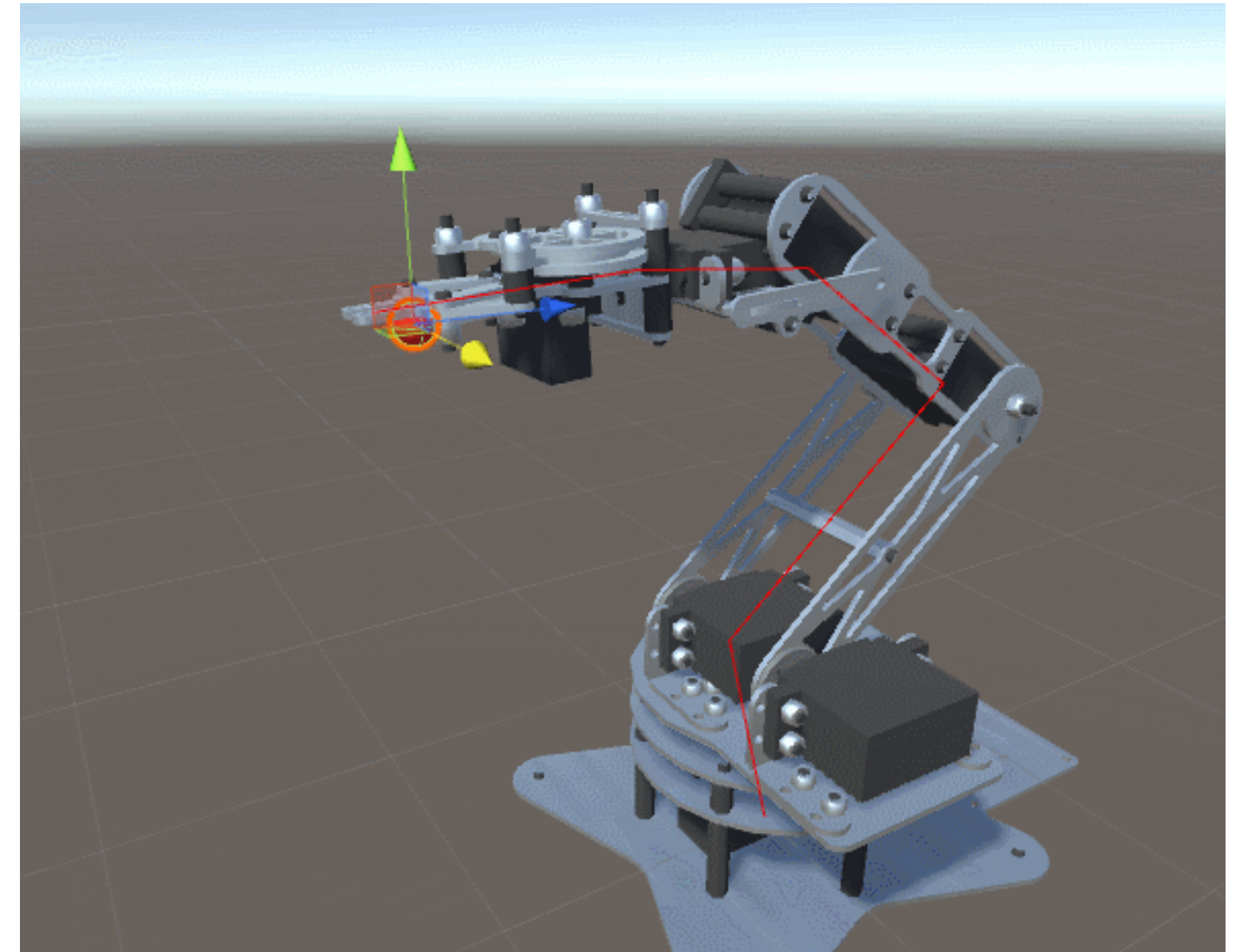
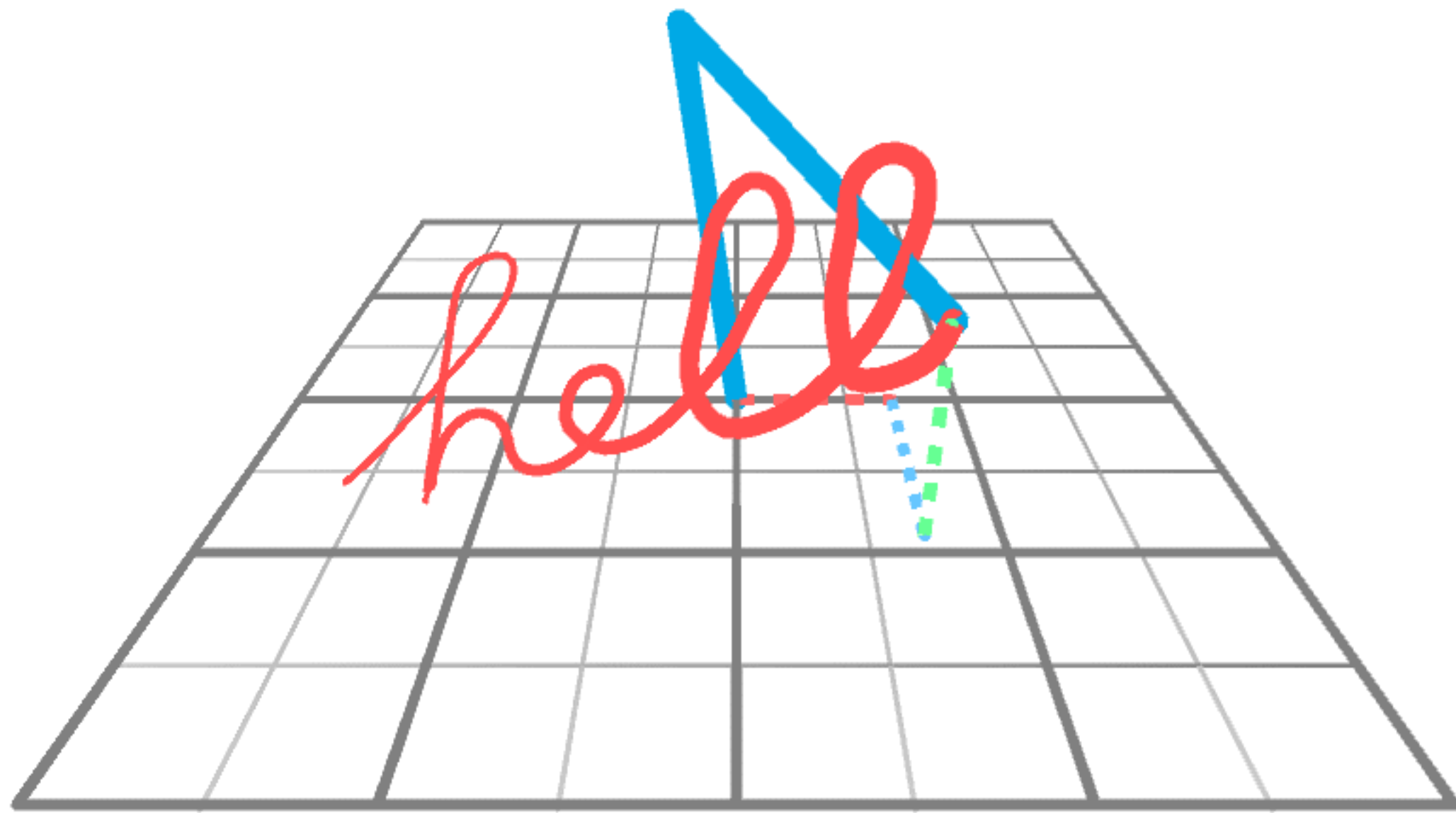


<https://www.alanzucconi.com/>



<https://learn.foundry.com/>

# Examples



<https://www.alanzucconi.com/>

# Additional Reading

- <http://motion.cs.illinois.edu/RoboticSystems/Kinematics.html>
- Textbook: <http://hades.mech.northwestern.edu/images/2/2a/Park-lynch.pdf>