

# Physics-Based Animation

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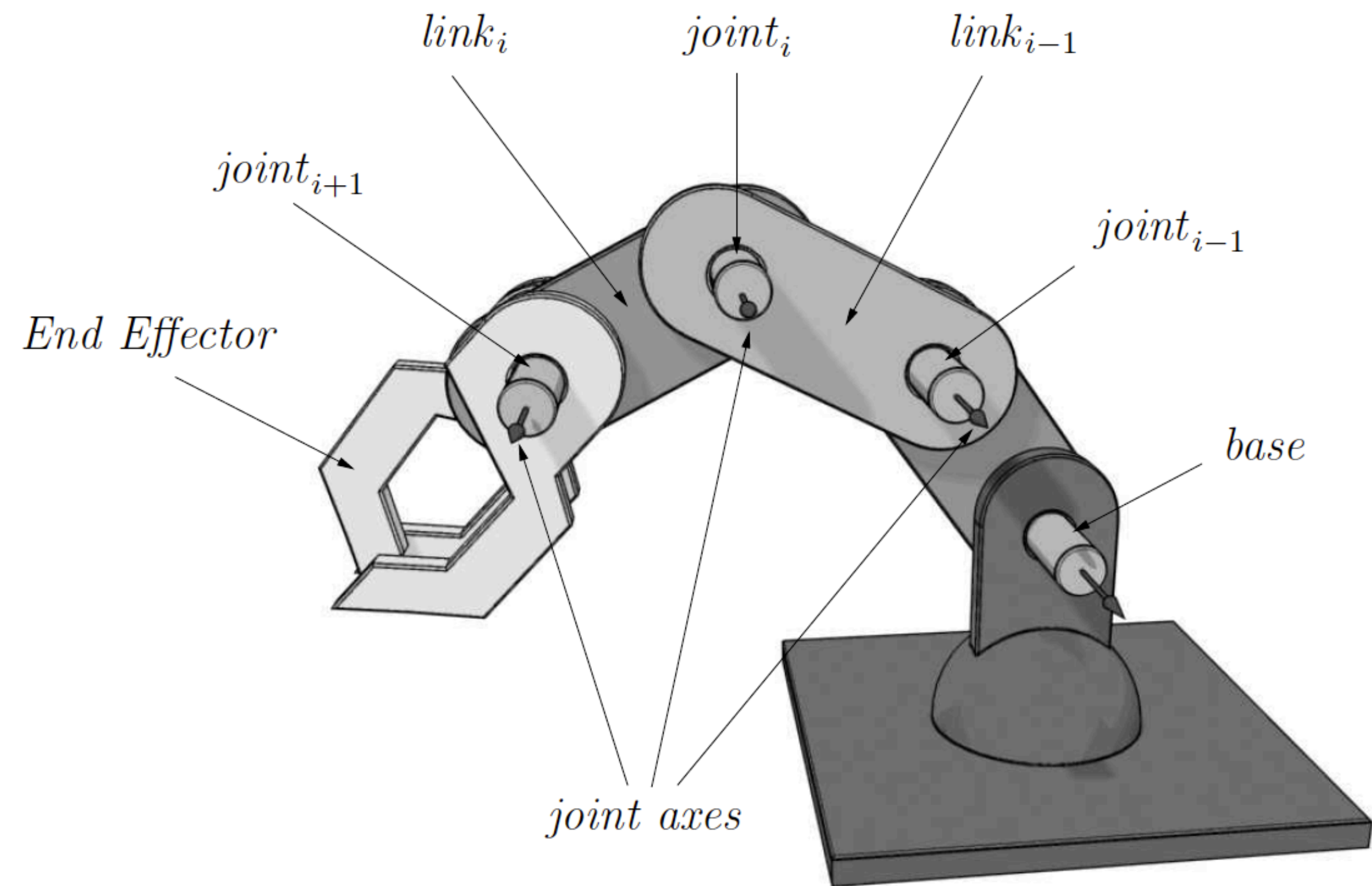
## Chapter 2 - Articulated Figures

Vittorio La Barbera

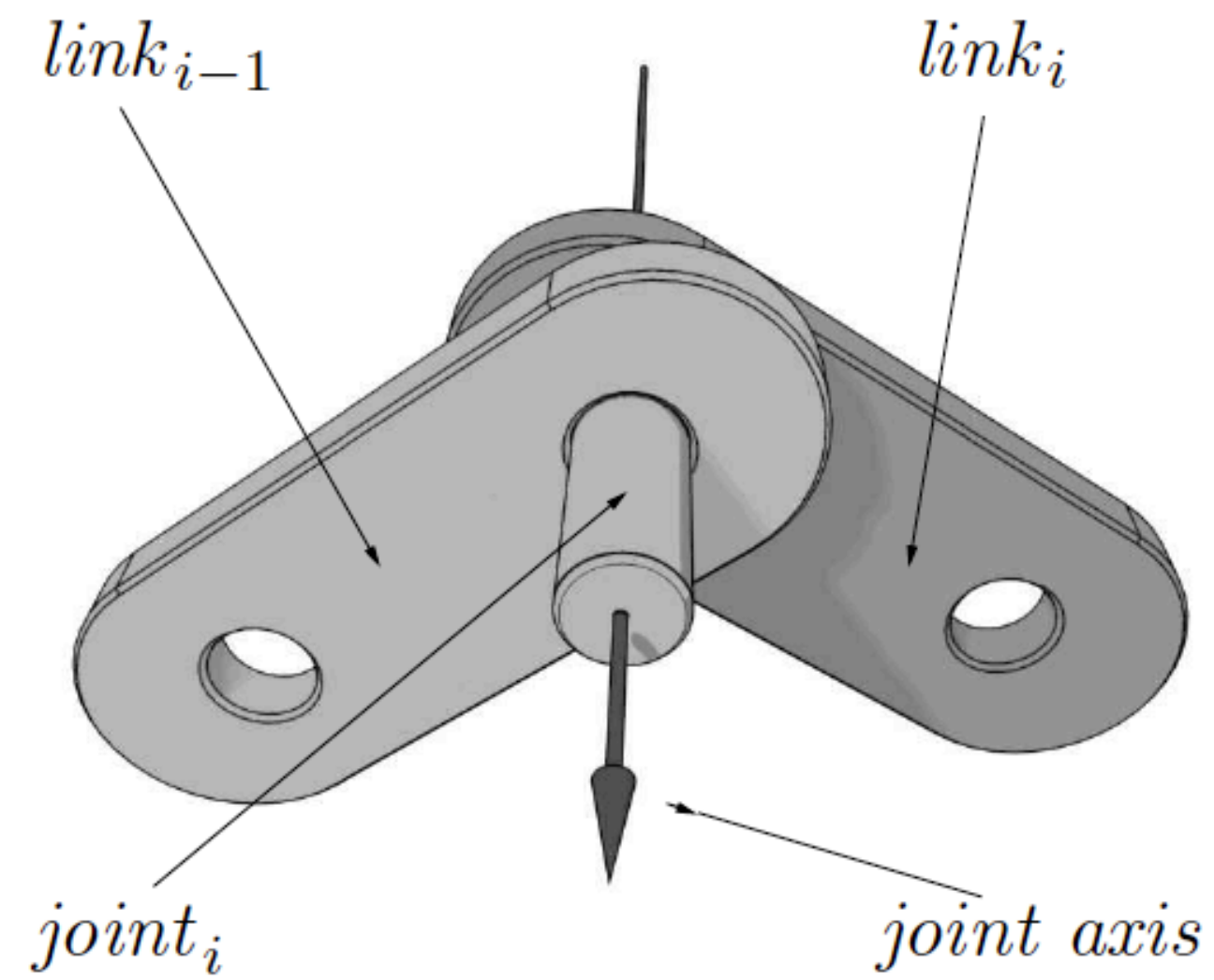


# What's an articulated figure & when it's used

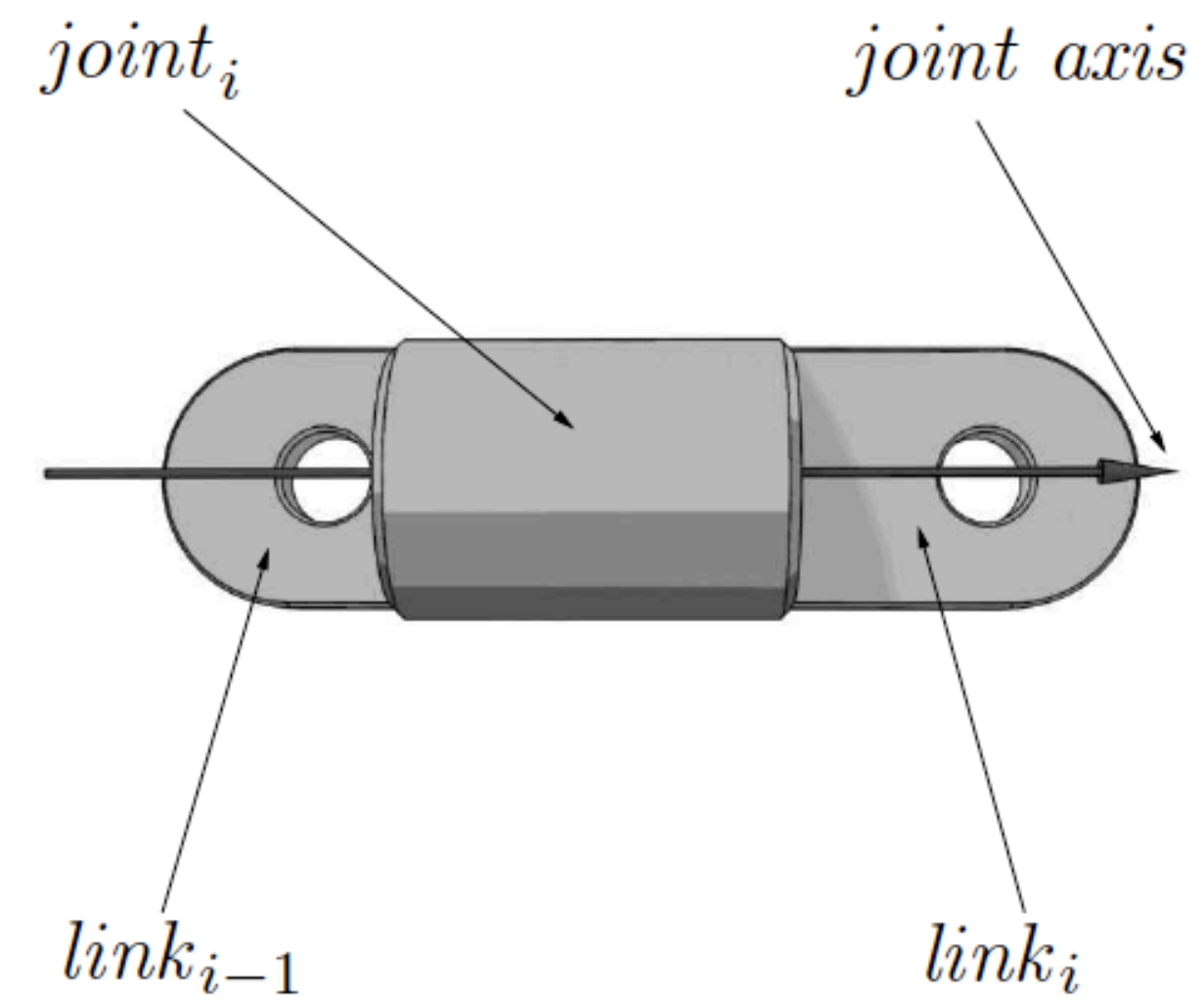
- An articulated figure is a construction made of links and joints.
- Articulated figures are at the core of Forward and Inverse kinematics.



# Joint types



**Revolute (or Hinge) joint**



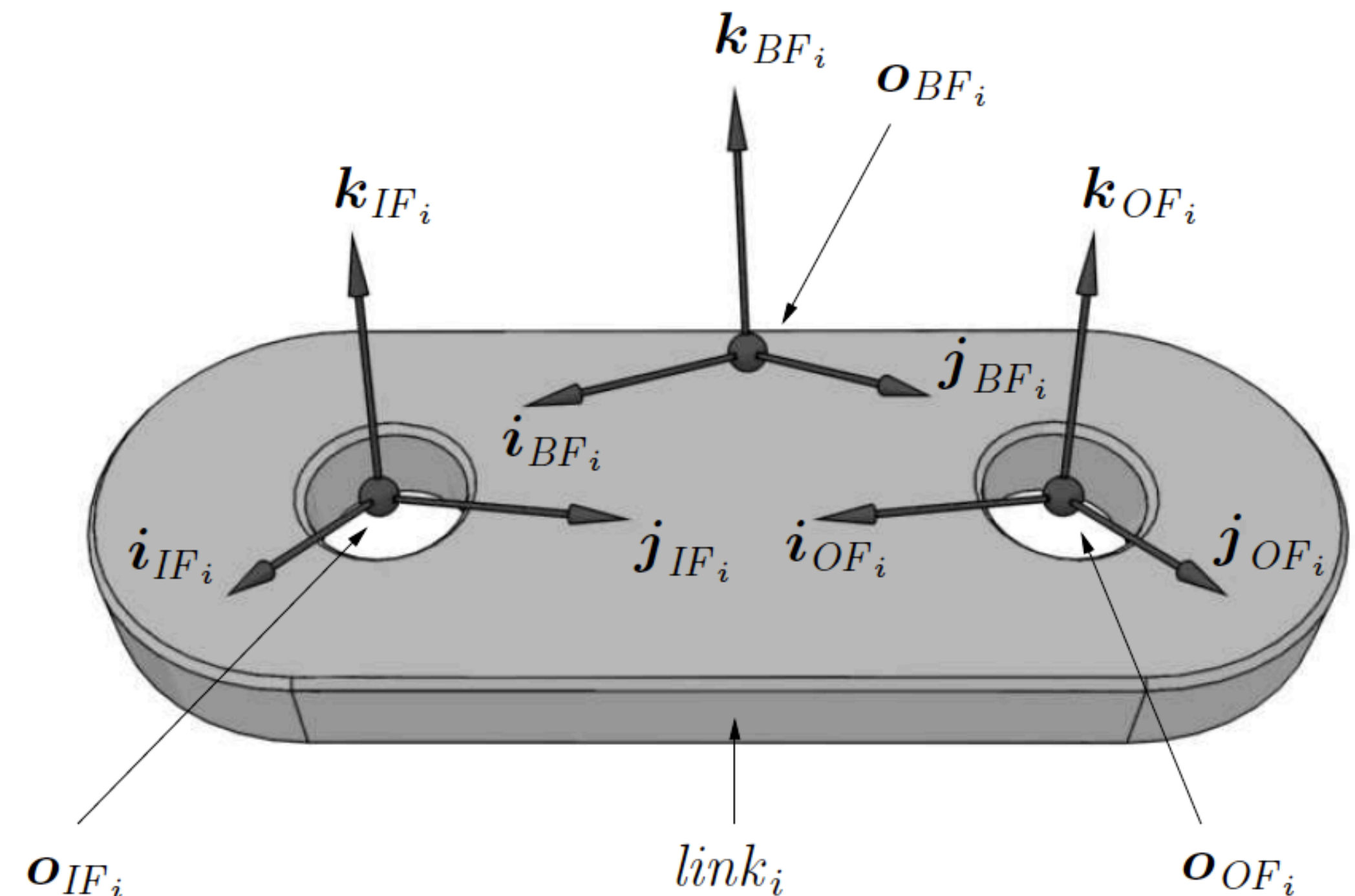
**Prismatic (or Slide) joint**

# How do we describe articulated figures?

- Paired joint coordinates
- Denavit-Hartenberg
- *The idea for both notations is to have a way to express points on links with respect to any link or joint frame.*

# Paired joint coordinates

- This notation uses 3 frames per link: body frame, inner frame and outer frame.
- Body Frame (BF): associated with link  $i$ , usually the origin is set at the center of mass of the link.
- Inner frame (IF): associated with joint  $i$ , the origin is set somewhere on the joint axis.
- Outer Frame (OF): associated with joint  $i$ , the origin is set somewhere on the joint axis.
- For IF and OF the origin and axis are specified in the BF.





# Now that we have these frames what?

- We can start expressing points in different coordinate systems using some transformations.

$${}^TO\mathbf{T}_{FROM}$$

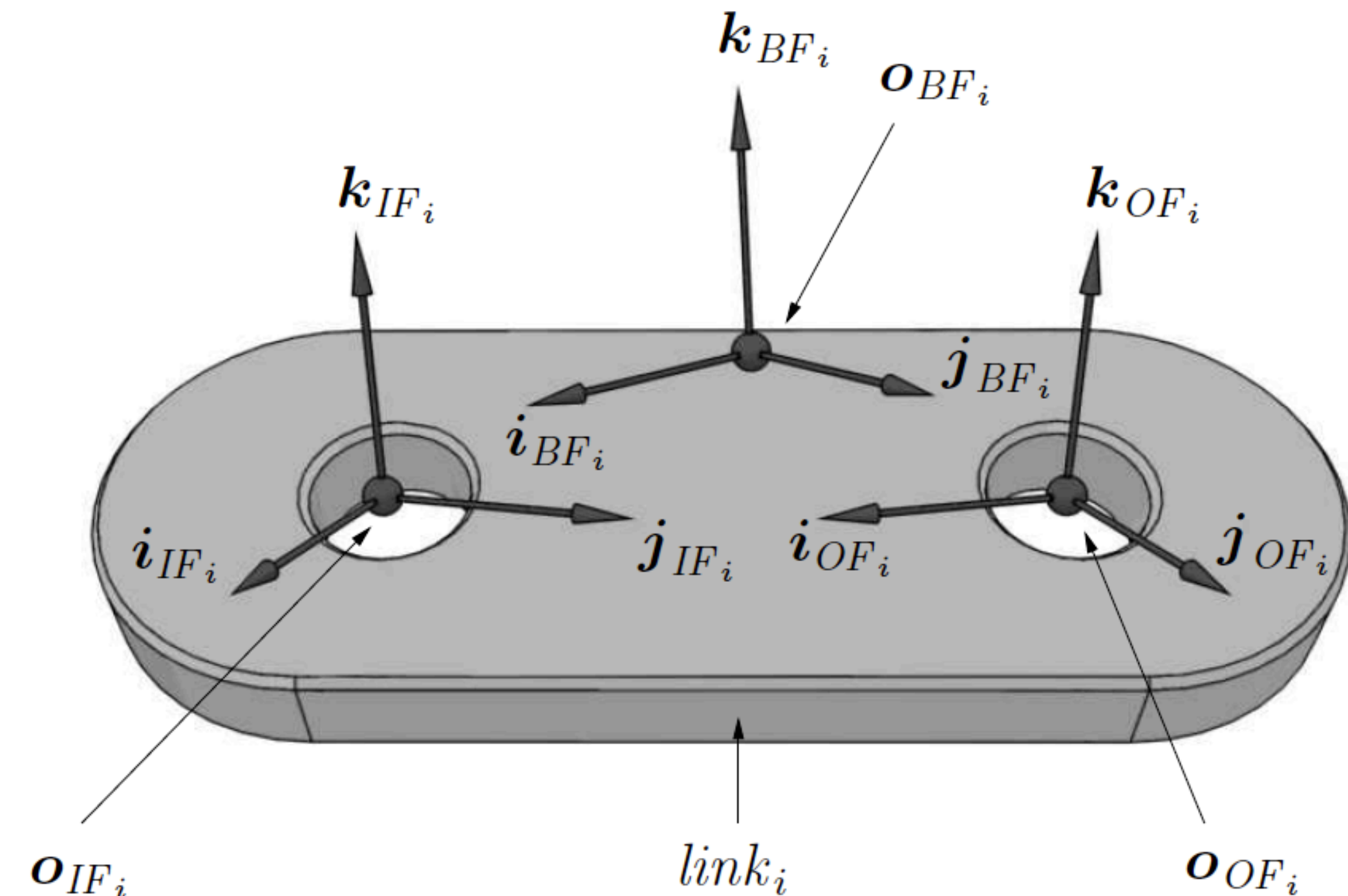
- We're gonna need 4 transforms:

$${}^{BF_i}\mathbf{T}_{IF_i} = \mathbf{T}_{IF_i}(\mathbf{r}_{IF_i})\mathbf{R}_{IF_i}(\varphi_{IF_i}, \mathbf{u}_{IF_i})$$

$$\mathbf{T}_{IF_i}(\mathbf{r}_{IF_i}) = \begin{bmatrix} \mathbf{1} & \mathbf{r}_{IF_i} \\ \mathbf{0}^T & 1 \end{bmatrix}$$

$$\mathbf{R}_{IF_i}(\varphi_{IF_i}, \mathbf{u}_{IF_i}) = \begin{bmatrix} \mathbf{i}_{IF_i} & \mathbf{j}_{IF_i} & \mathbf{k}_{IF_i} & \mathbf{0} \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

- For  ${}^{BF_i}\mathbf{T}_{OF_i}$  is exactly the same but using the OF to compute the matrices.



# Now that we have these frames what?

- The remaining 2 transforms:

$${}^{OF_{i-1}}T_{IF_i}(d_i, \varphi_i, u_i) = T_i(d_i)R_i(\varphi_i, u_i)$$

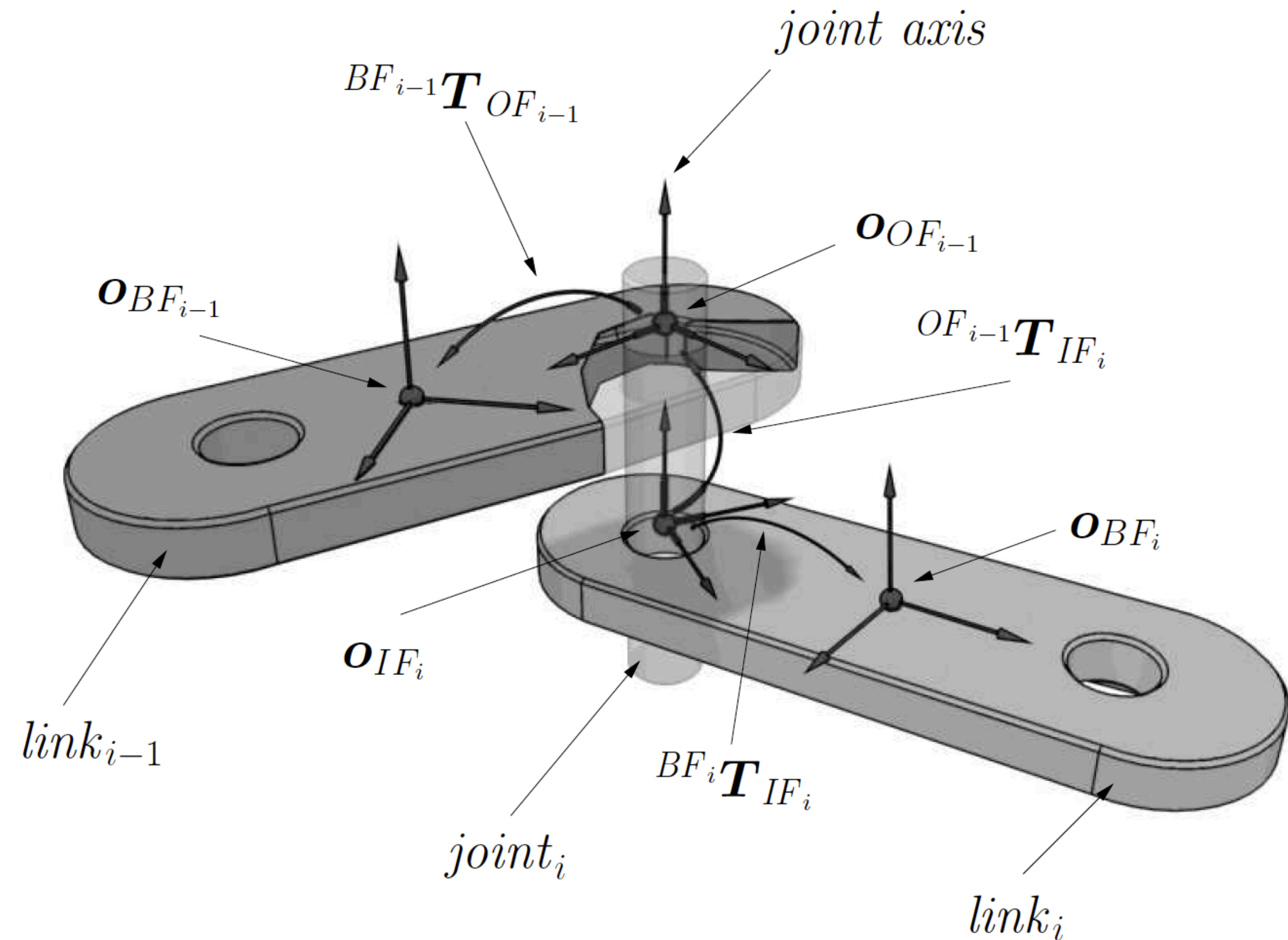
$$T(d_i) = \begin{bmatrix} 1 & 0 & 0 & d_x \\ 0 & 1 & 0 & d_y \\ 0 & 0 & 1 & d_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$R(\varphi_i, u_i) = \begin{bmatrix} u_x^2 + (1 - u_x^1)c\varphi & u_z u_y(1 - c\varphi) - u_z s\varphi & u_x u_z(1 - c\varphi) + u_y s\varphi & 0 \\ u_x u_y(1 - c\varphi) + u_z s\varphi & u_y^2 + (1 - u_y^2)c\varphi & u_y u_z(1 - c\varphi) - u_x s\varphi & 0 \\ u_x u_z(1 - c\varphi) - u_y s\varphi & u_y u_z(1 - c\varphi) + u_x s\varphi & u_z^2 + (1 - u_z^2)c\varphi & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^{(i-1)}T_i(d_i, \varphi_i, u_i)$$

- For the last one we just cook everything together:

$$\left({}^{BF_{i-1}}T_{OF_{i-1}}\right)\left({}^{OF_{i-1}}T_{IF_i}(d_i, \varphi_i, u_i)\right)\left({}^{BF_i}T_{IF_i}\right)^{-1}$$





# Denavit-Hartenberg notation

- 4 parameters:

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link length	$a_i$	The perpendicular distance between the axes of $joint_i$ and $joint_{i+1}$ .
link twist	$\alpha_i$	The angle between the axes of $joint_i$ and $joint_{i+1}$ . The angle $\alpha_i$ is measured around the $x_i$ -axis. Positive angles are measured counterclockwise when looking from the tip of vector $x_i$ toward its foot.
link offset	$d_i$	The distance between the origins of the coordinate frames attached to joint $joint_{i-1}$ and $joint_i$ measured along the axis of $joint_i$ . For a prismatic joint this is a joint parameter.
joint angle	$\varphi_i$	The angle between the link lengths $a_{i-1}$ and $a_i$ . The angle $\varphi_i$ is measured around the $z_i$ -axis. Positive angles are measured counterclockwise when looking from the tip of vector $z_i$ toward its foot. For a revolute joint this is a joint parameter.

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- A bit redundant since every joint has max 1 DOF, if we want more we need to stack joints and connect them with links of length 0.



# Link length

- 3 methods to compute it: pseudo-naive, geometric and analytic.

Parametrise

$$l_i(s) = p_i + su_i$$

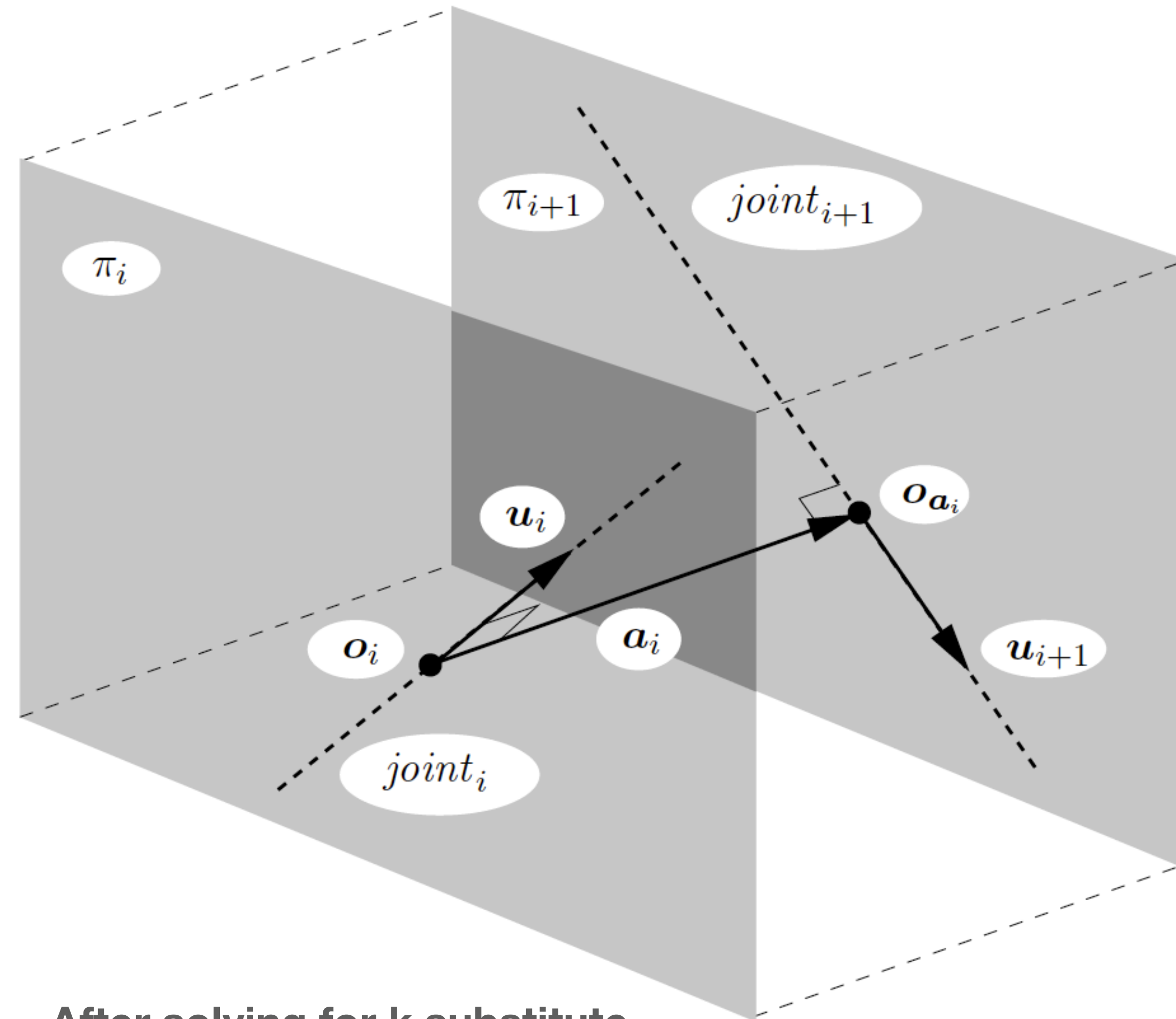
$$l_{i+1}(t) = p_{i+1} + tu_{i+1}$$

$$p_i + su_i + ku_i \times u_{i+1} = p_{i+1} + tu_{i+1} \quad \text{Solve for s, k, t}$$

$$a_i = \frac{(p_{i+1} - p_i) \cdot (u_i \times u_{i+1})}{\|u_i \times u_{i+1}\|_2} \quad \text{NOTE: k is what we're looking for}$$

$$o_i = l_i(s) = p_i + \frac{(p_{i+1} - p_i) \cdot (u_i \|u_{i+1}\|_2^2 - u_{i+1}(u_i \cdot u_{i+1}))}{\|u_i\|_2^2 \|u_{i+1}\|_2^2 - (u_i \cdot u_{i+1})^2} u_i$$

$$o_{a_i} = l_{i+1}(t) = p_{i+1} + \frac{(p_{i+1} - p_i) \cdot (u_i(u_i \cdot u_{i+1}) - u_{i+1} \|u_i\|_2^2)}{\|u_i\|_2^2 \|u_{i+1}\|_2^2 - (u_i \cdot u_{i+1})^2} u_{i+1}$$



After solving for k substitute

# Link length - analytic approach

Parametrise

$$l_i(s) = p_i + su_i$$

$$l_{i+1}(t) = p_{i+1} + tu_{i+1}$$

Treats the problem  
like an optimisation problem

$$a_i = \min d(s, t) = \min \sqrt{(l_{i+1}(t) - l_i(s)) \cdot (l_{i+1}(t) - l_i(s))}$$

$$= \min \sqrt{(p_{i+1} + tu_{i+1} - p_i - su_i) \cdot (p_{i+1} + tu_{i+1} - p_i - su_i)}$$

The trick is to  
find the stationary points.  
For this to be true we can set just  
just the numerator = 0 and solve  
for s and t finding the two origin points.

$$\frac{\partial d(s, t)}{\partial s} = \frac{(p_{i+1} + tu_{i+1} - p_i - su_i) \cdot u_i}{\sqrt{(p_{i+1} + tu_{i+1} - p_i - su_i) \cdot (p_{i+1} + tu_{i+1} - p_i - su_i)}} = 0$$

$$\frac{\partial d(s, t)}{\partial t} = \frac{(p_{i+1} + tu_{i+1} - p_i - su_i) \cdot u_{i+1}}{\sqrt{(p_{i+1} + tu_{i+1} - p_i - su_i) \cdot (p_{i+1} + tu_{i+1} - p_i - su_i)}} = 0$$

$$a_i = o_{a_i} - o_i$$

$$a_i = \|a_i\|_2 = \|o_{a_i} - o_i\|_2$$

It can be shown that the vector is perpendicular to both joint axes

# Special cases to consider when computing link length

- The joint axes intersect

$$\mathbf{a}_i = \frac{\mathbf{u}_i \times \mathbf{u}_{i+1}}{\|\mathbf{u}_i \times \mathbf{u}_{i+1}\|_2}$$
$$a_i = 0$$

- The joint axes are parallel 
$$\mathbf{a}_i = (\mathbf{p}_{i+1} - \mathbf{p}_i) - \left( (\mathbf{p}_{i+1} - \mathbf{p}_i) \cdot \frac{\mathbf{u}_i}{\|\mathbf{u}_i\|_2} \right) \frac{\mathbf{u}_i}{\|\mathbf{u}_i\|_2}$$
$$a_i = \|\mathbf{a}_i\|_2$$

- The first joint: we can choose the coordinate frame arbitrarily, but we can be clever and choose it to be the exact same frame as link 1.
- The last joint: we only need to specify the axis of the last joint. So we can choose the remaining parameters so that the others are 0.

# Coordinate frame attachment

1. **The Origin:** Let the origin of the  $i^{th}$  link frame be at the point  $\mathbf{o}_i$  on the axis of  $joint_i$ .
2. **The  $z_i$ -axis:** Let the  $z_i$ -axis be along the  $i^{th}$  joint axis. That is, let the  $z_i$  be parallel to vector  $\mathbf{u}_i$  from (2.41)

$$\mathbf{z}_i = \frac{\mathbf{u}_i}{\|\mathbf{u}_i\|_2} \quad (2.42)$$

3. **The  $x_i$ -axis:** Let the  $x_i$ -axis be along the link vector  $\mathbf{a}_i$  from (2.32a)

$$\mathbf{x}_i = \frac{\mathbf{a}_i}{\|\mathbf{a}_i\|_2} \quad (2.43)$$

4. **The  $y_i$ -axis:** Let the  $x_i$ -axis be such that the vectors  $\mathbf{x}_i, \mathbf{y}_i, \mathbf{z}_i$  form a right-handed orthogonal coordinate system. That is, let  $\mathbf{y}_i$  be given as

$$\mathbf{y}_i = \frac{\mathbf{z}_i \times \mathbf{x}_i}{\|\mathbf{z}_i \times \mathbf{x}_i\|_2} \quad (2.44)$$



# The link twist

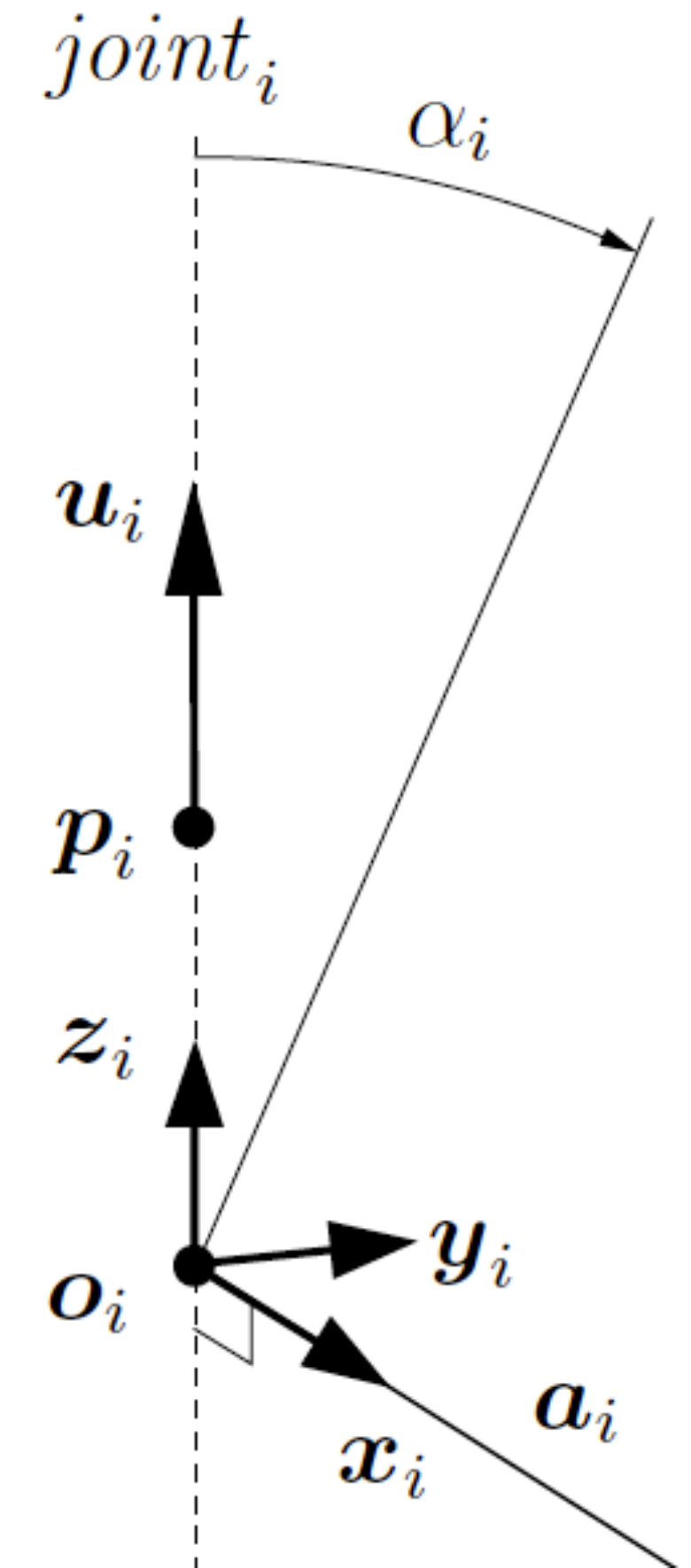
Done	link length	$a_i$	The perpendicular distance between the axes of $joint_i$ and $joint_{i+1}$ .
— —>	link twist	$\alpha_i$	The angle between the axes of $joint_i$ and $joint_{i+1}$ . The angle $\alpha_i$ is measured around the $x_i$ -axis. Positive angles are measured counterclockwise when looking from the tip of vector $x_i$ toward its foot.
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	joint angle	$\varphi_i$	The angle between the link lengths $a_{i-1}$ and $a_i$ . The angle $\varphi_i$ is measured around the $z_i$ -axis. Positive angles are measured counterclockwise when looking from the tip of vector $z_i$ toward its foot. For a revolute joint this is a joint parameter.

# The link twist

$$\arctan2(n, d) = \begin{cases} \arctan\left(\frac{n}{d}\right) & \text{if } n > 0 \wedge d > 0 \\ \arctan\left(\frac{n}{d}\right) & \text{if } n < 0 \wedge d > 0 \\ \arctan\left(\frac{n}{d}\right) + \pi & \text{if } n > 0 \wedge d < 0 \\ \arctan\left(\frac{n}{d}\right) - \pi & \text{if } n < 0 \wedge d < 0 \end{cases}$$

- If we just do  $\arctan2(\cos(\alpha), \sin(\alpha))$  isn't gonna work because of the range of  $\sin$ .

$$\alpha_i = \begin{cases} +\arctan2\left(\frac{\|\mathbf{u}_i \times \mathbf{u}_{i+1}\|_2}{\|\mathbf{u}_i\|_2 \|\mathbf{u}_{i+1}\|_2}, \frac{\mathbf{u}_i \cdot \mathbf{u}_{i+1}}{\|\mathbf{u}_i\|_2 \|\mathbf{u}_{i+1}\|_2}\right) & \text{if } (\mathbf{u}_i \times \mathbf{u}_{i+1}) \cdot \mathbf{a}_i \geq 0 \\ -\arctan2\left(\frac{\|\mathbf{u}_i \times \mathbf{u}_{i+1}\|_2}{\|\mathbf{u}_i\|_2 \|\mathbf{u}_{i+1}\|_2}, \frac{\mathbf{u}_i \cdot \mathbf{u}_{i+1}}{\|\mathbf{u}_i\|_2 \|\mathbf{u}_{i+1}\|_2}\right) & \text{if } (\mathbf{u}_i \times \mathbf{u}_{i+1}) \cdot \mathbf{a}_i < 0 \end{cases}$$



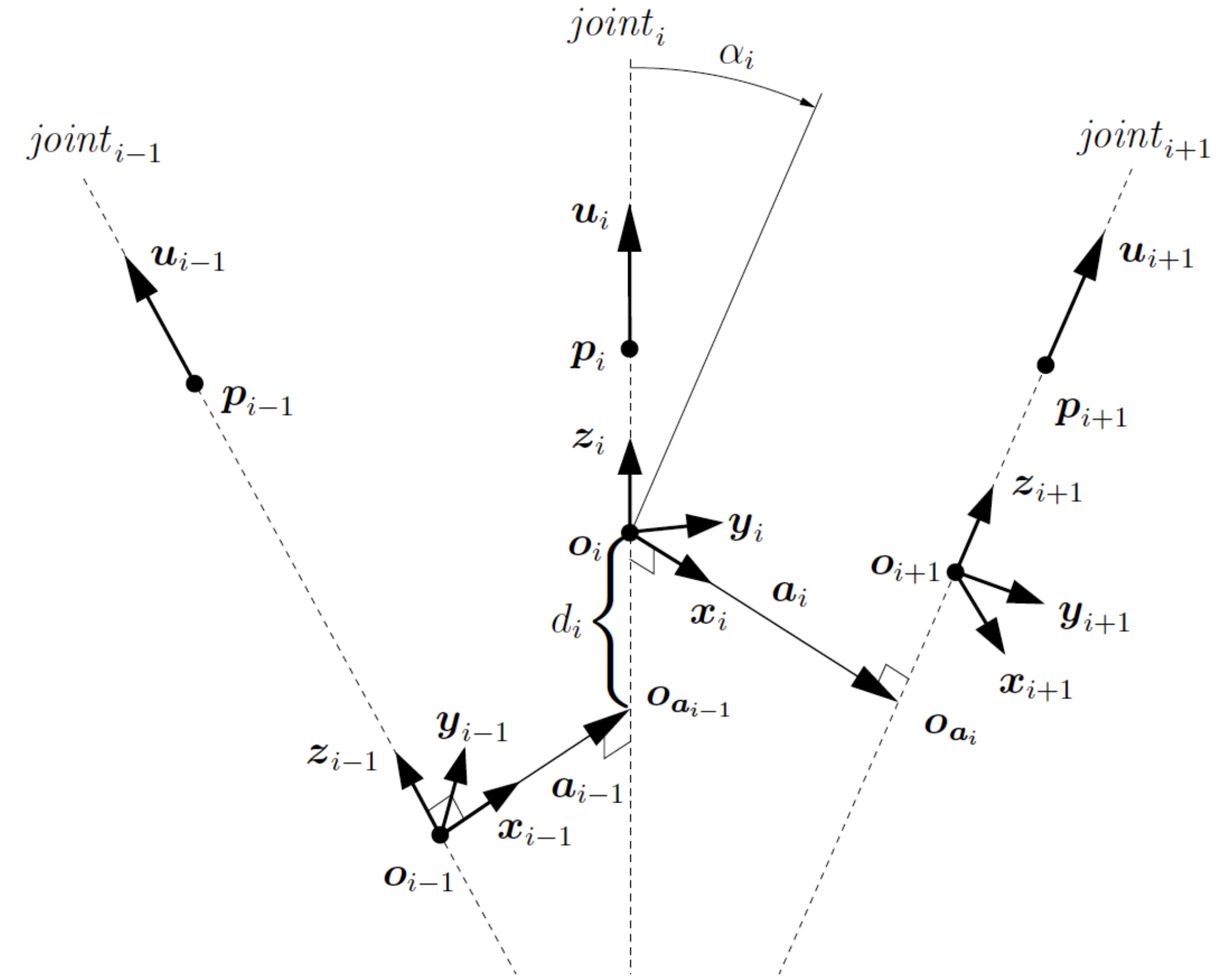
# The link offset

Done	link length	$a_i$	The perpendicular distance between the axes of $joint_i$ and $joint_{i+1}$ .
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# The link offset

$$d_i = \begin{cases} + \left\| \mathbf{o}_i - \mathbf{o}_{\mathbf{a}_{i-1}} \right\|_2 & \text{if } (\mathbf{o}_i - \mathbf{o}_{\mathbf{a}_{i-1}}) \cdot \mathbf{u}_i \geq 0 \\ - \left\| \mathbf{o}_i - \mathbf{o}_{\mathbf{a}_{i-1}} \right\|_2 & \text{if } (\mathbf{o}_i - \mathbf{o}_{\mathbf{a}_{i-1}}) \cdot \mathbf{u}_i < 0 \end{cases}$$





# The joint angle

Done	link length	$a_i$	The perpendicular distance between the axes of $joint_i$ and $joint_{i+1}$ .
Done	link twist	$\alpha_i$	The angle between the axes of $joint_i$ and $joint_{i+1}$ . The angle $\alpha_i$ is measured around the $x_i$ -axis. Positive angles are measured counterclockwise when looking from the tip of vector $x_i$ toward its foot.
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# The joint angle

- Very similar to link twist but with different axes. Recall:

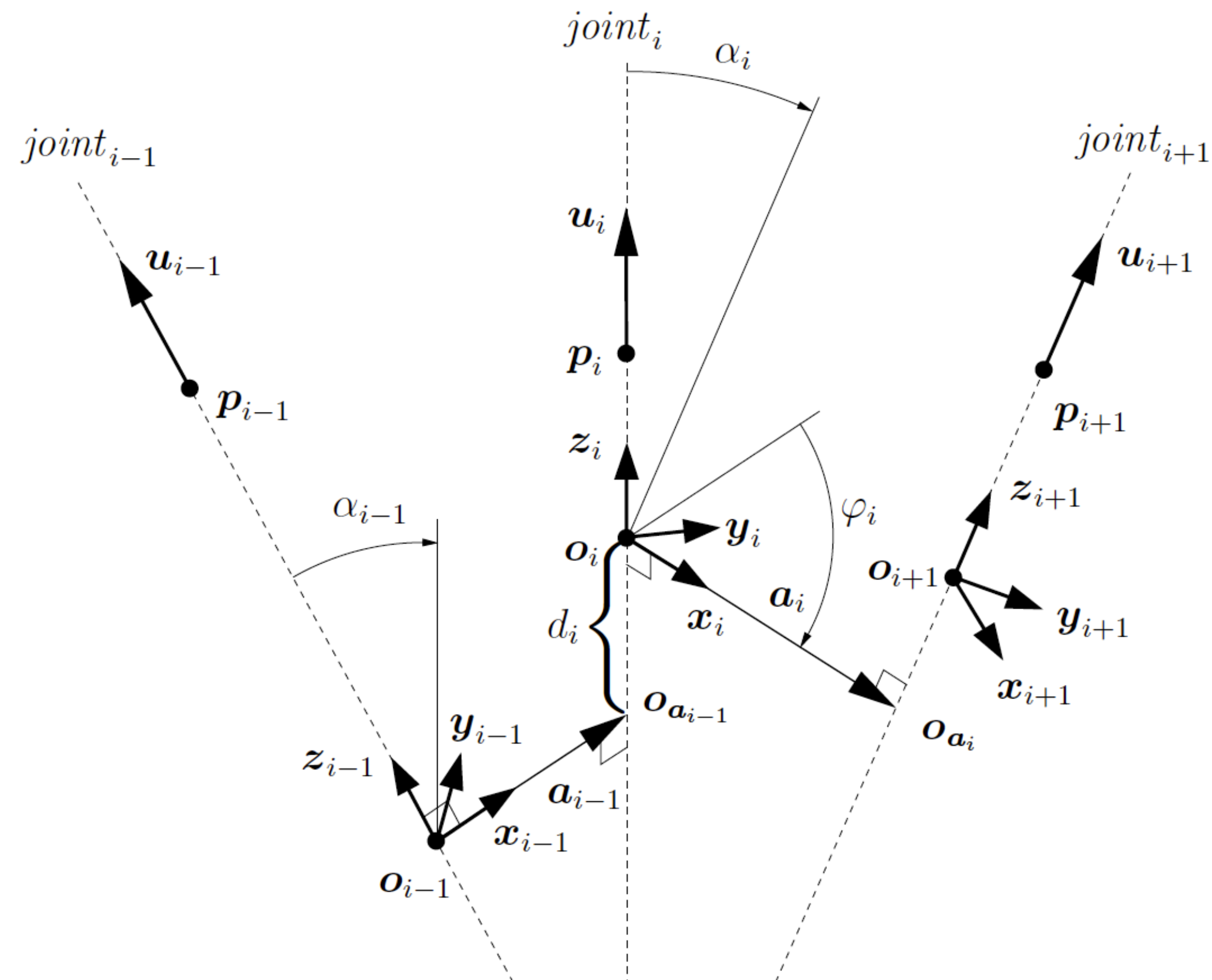
$$\alpha_i = \begin{cases} +\arctan2\left(\frac{\|\mathbf{u}_i \times \mathbf{u}_{i+1}\|_2}{\|\mathbf{u}_i\|_2 \|\mathbf{u}_{i+1}\|_2}, \frac{\mathbf{u}_i \cdot \mathbf{u}_{i+1}}{\|\mathbf{u}_i\|_2 \|\mathbf{u}_{i+1}\|_2}\right) & \text{if } (\mathbf{u}_i \times \mathbf{u}_{i+1}) \cdot \mathbf{a}_i \geq 0 \\ -\arctan2\left(\frac{\|\mathbf{u}_i \times \mathbf{u}_{i+1}\|_2}{\|\mathbf{u}_i\|_2 \|\mathbf{u}_{i+1}\|_2}, \frac{\mathbf{u}_i \cdot \mathbf{u}_{i+1}}{\|\mathbf{u}_i\|_2 \|\mathbf{u}_{i+1}\|_2}\right) & \text{if } (\mathbf{u}_i \times \mathbf{u}_{i+1}) \cdot \mathbf{a}_i < 0 \end{cases}$$

- In this case:

$$\varphi_i = \begin{cases} +\arctan2\left(\frac{\|\mathbf{a}_{i-1} \times \mathbf{a}_i\|_2}{\|\mathbf{a}_{i-1}\|_2 \|\mathbf{a}_i\|_2}, \frac{\mathbf{a}_{i-1} \cdot \mathbf{a}_i}{\|\mathbf{a}_{i-1}\|_2 \|\mathbf{a}_i\|_2}\right) & \text{if } (\mathbf{a}_{i-1} \times \mathbf{a}_i) \cdot \mathbf{z}_i \geq 0 \\ -\arctan2\left(\frac{\|\mathbf{a}_{i-1} \times \mathbf{a}_i\|_2}{\|\mathbf{a}_{i-1}\|_2 \|\mathbf{a}_i\|_2}, \frac{\mathbf{a}_{i-1} \cdot \mathbf{a}_i}{\|\mathbf{a}_{i-1}\|_2 \|\mathbf{a}_i\|_2}\right) & \text{if } (\mathbf{a}_{i-1} \times \mathbf{a}_i) \cdot \mathbf{z}_i < 0 \end{cases}$$

# One last thing!

$${}^{(i-1)}T_i(d_i, \varphi_i, a_{i-1}, \alpha_{i-1}) = R_{\mathbf{x}_i}(\alpha_{i-1})T_{\mathbf{x}_i}(a_{i-1})T_{\mathbf{z}_i}(d_i)R_{\mathbf{z}_i}(\varphi_i) \quad \text{OR} \quad {}^{(i-1)}T_i(d_i, \varphi_i)$$



**Thank you!**