# Dynamic model in task space coordinates

This live script obtains a closed formula for the inverse dynamics of the Otbot by using a tricky elimination of the Lagrange multipliers. It then obtains the equation of motion in task-space coordinates, which can be used to design a computed-torque controller for trajectory tracking.

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#### 1 - Initializations

```
% Clear all variables, close all figures, and clear the command window
clearvars
close all
c1c
% Start stopwatch
tic;
% Display the matrices with rectangular brackets
sympref('MatrixWithSquareBrackets',true);
% Avoid Matlab's own substitution of long expressions
sympref('AbbreviateOutput',false);
% Symbolic variables to be used (see the figures and explanations below)
                     % Absolute coords of the pivot joint
syms x y
                    % Absolute velocity components of the pivot joint
syms x dot y dot
                     % Absolute angle of the platform
syms alpha
                    % Absolute angular velocity of the platform
syms alpha_dot
                     % Angle of right wheel
syms varphi r
                    % Angle of left wheel
syms varphi 1
                    % Pivot joint angle
syms varphi_p
syms varphi_dot_1
                    % Angular velocity of left wheel
syms varphi_dot_r
                    % Angular velocity of right wheel
syms varphi_dot_p
                    % Angular velocity of the pivot motor
syms l_1
                    % Pivot offset relative to the wheels axis
syms 1 2
                    % One half of the wheels separation
                    % Mass of the chassis including the wheels
syms m_c
                    % Mass of the platform
syms m p
                    % Coords of the c.o.m. of the chassis in chassis frame
syms x_B y_B
                    % Coords of the c.o.m. of the platform in platform frame
syms x_F y_F
```

## 2 - Multiplier-free inverse dynamics

Our goal is to obtain an equation of motion that describes the time evolution of the p coordinates alone, and at the same time does not contain the annoying Lagrange multipliers  $\lambda$ . In this way we will obtain a one-to-one relationship between platform accelerations and the torques u applied to the robot. This relationship can later be used to design a computed-torque control law.

Consider the following parametrizations of the feasible q

```
\dot{\mathbf{q}} = \mathbf{\Lambda} \cdot \dot{\mathbf{p}},
\dot{\mathbf{q}} = \mathbf{\Delta} \cdot \dot{\mathbf{p}},
```

where

$$\Lambda = \begin{bmatrix} \mathbf{I}_3 \\ \mathbf{M}_{\text{IIK}} \end{bmatrix}$$

$$\Delta = \begin{bmatrix} \mathbf{M}_{\mathrm{FIK}} \\ \mathbf{I}_{3} \end{bmatrix}$$

```
Lambda = [eye(3); MIIK]
Delta = [MFIK; eye(3)]
```

For later use, also consider the time derivative of the first parameterization

$$\ddot{\mathbf{q}} = \mathbf{\Lambda}\ddot{\mathbf{p}} + \dot{\mathbf{\Lambda}}\dot{\mathbf{p}}$$

and let us compute  $\hat{\Lambda}$  with Matlab:

```
% Substitute its variables by functions of t
syms f1(t) f2(t)
Lambda2 = subs(Lambda,[alpha varphi_p],[f1(t) f2(t)]);
% Take the time derivative
dLambdadt = diff(Lambda2,t);
% Substitute d/dt of f1 and f2 by the original variables using dot notation
```

```
Lambda_dot = subs(dLambdadt,...
  [f1(t) f2(t) diff(f1,t) diff(f2,t)], ...
  [alpha varphi_p alpha_dot varphi_dot_p])

clearvars f1(t) f2(t)
```

Recall that the equation of motion of the Otbot takes the form

$$\mathbf{M}\ddot{\mathbf{q}} + \mathbf{C}\dot{\mathbf{q}} + \mathbf{J}^{\mathsf{T}}\boldsymbol{\lambda} = \mathbf{E} \mathbf{u}$$

Let us multiply this equation by  $\Delta^{\top}$ :

$$\mathbf{\Delta}^{\mathsf{T}}\mathbf{M}\ddot{\mathbf{q}} + \mathbf{\Delta}^{\mathsf{T}}\mathbf{C}\dot{\mathbf{q}} + \mathbf{\Delta}^{\mathsf{T}}\mathbf{J}^{\mathsf{T}}\boldsymbol{\lambda} = \mathbf{\Delta}^{\mathsf{T}}\mathbf{E}\mathbf{u}$$

Note that  $\Delta^{\mathsf{T}} J^{\mathsf{T}} \lambda = 0$ , as the columns of  $\Delta$  form a basis of the kernel of J, and  $J^{\mathsf{T}} \lambda$  is a vector orthogonal to this kernel. Also note that

$$\mathbf{\Delta}^{\mathsf{T}}\mathbf{E} = \begin{bmatrix} \mathbf{M}_{\mathrm{FIK}}^{\mathsf{T}} & \mathbf{I}_{3} \end{bmatrix} \begin{bmatrix} \mathbf{0} \\ \mathbf{I}_{3} \end{bmatrix} = \mathbf{I}_{3},$$

so the equation of motion reduces to

$$\Delta^{\mathsf{T}} \mathbf{M} \ddot{\mathbf{q}} + \Delta^{\mathsf{T}} \mathbf{C} \dot{\mathbf{q}} = \mathbf{u}$$

This formula gives us an explicit solution for the inverse dynamics of the Otbot.

## 3 - Equation of motion in task-space coordinates

If we now substitute  $\dot{\mathbf{q}} = \Lambda \dot{\mathbf{p}}$  and  $\ddot{\mathbf{q}} = \Lambda \ddot{\mathbf{p}} + \dot{\Lambda} \dot{\mathbf{p}}$  into the earlier equation we obtain:

$$\boldsymbol{\Delta}^{\top} \mathbf{M} \boldsymbol{\Lambda} \ddot{\mathbf{p}} + \boldsymbol{\Delta}^{\top} \big( \mathbf{M} \dot{\boldsymbol{\Lambda}} + \mathbf{C} \boldsymbol{\Lambda} \big) \dot{\mathbf{p}} = \mathbf{u}$$

Let us compute

$$\overline{\mathbf{M}} = \mathbf{\Delta}^{\mathsf{T}} \mathbf{M} \mathbf{\Lambda}$$

$$\overline{\mathbf{C}} = \mathbf{\Delta}^{\mathsf{T}} (\mathbf{M} \dot{\mathbf{\Lambda}} + \mathbf{C} \mathbf{\Lambda})$$

```
M_bar = simplify(Delta.' * M * Lambda)
C_bar = simplify(Delta.' * (M * Lambda_dot + C * Lambda) )
```

We call these matrices the task-space mass matrix, and the task-space Coriolis matrix respectively. Using them, the equation of motion can be written in the compact form

$$\overline{\mathbf{M}}\ddot{\mathbf{p}} + \overline{\mathbf{C}}\dot{\mathbf{p}} = \mathbf{u}$$

This is called the equation of motion in task-space coordinates, and can be used to design a computed-torque controller to track arbitrary trajectories in task space.

### 4 - Save main matrices

```
save('Lambda.mat',"Lambda")
save('Lambda_dot.mat',"Lambda_dot")
save('Delta.mat',"Lambda")
save('M_bar.mat',"M_bar")
save('C_bar.mat',"C_bar")
```

## 5 - Print ellapsed time

toc