

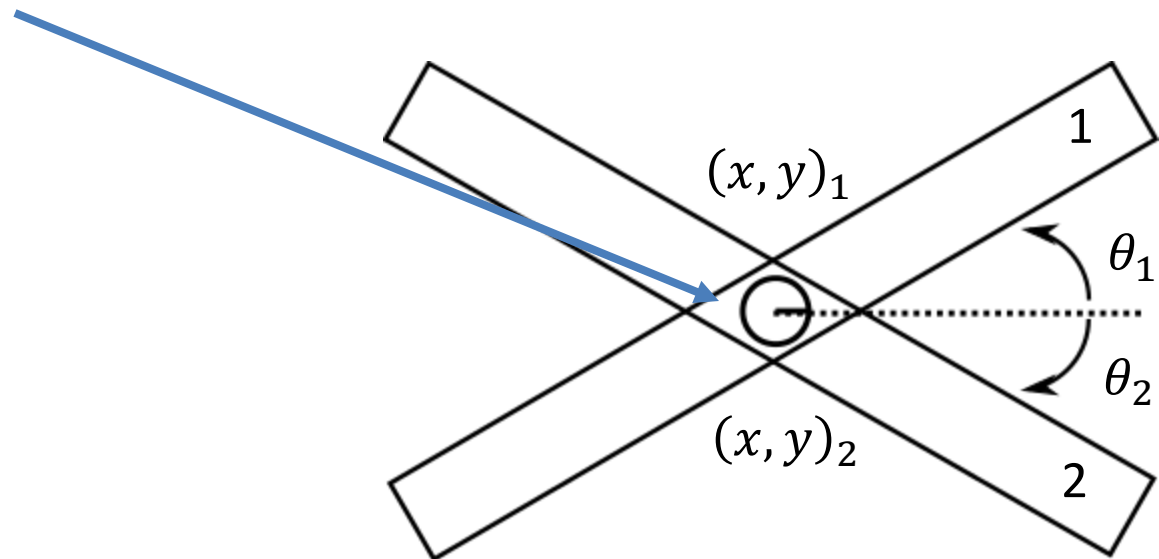
# Geometry of Locomotion

## Chapter 3 Forward Kinematics

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# Constraints on a System

- 1 rigid body  $SE(2)$
- N rigid bodies  $SE(2) \times \cdots \times SE(2) = SE(2)^n$
- 2 bodies pinned at a joint  $SE(2) \times S^1$
- Holonomic constraint:  $(x, y)_1 = (x, y)_2$



# Forward Kinematics Defined

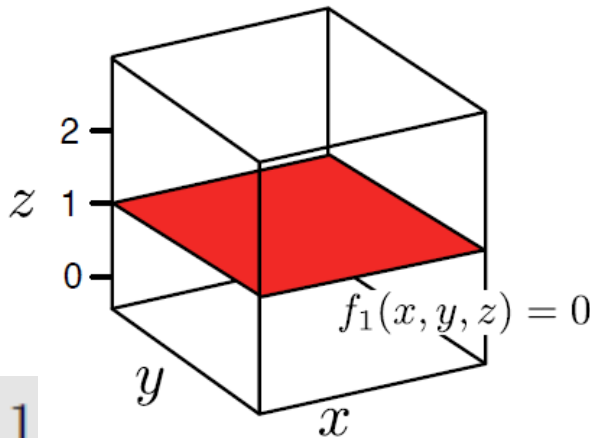
Often, dynamics are not specified in terms of all of the points but rather the positions of the component bodies and/or end-effector position

Forward kinematics describe the relationship between the physical positions of all points on the system and the system's generalized coordinates.

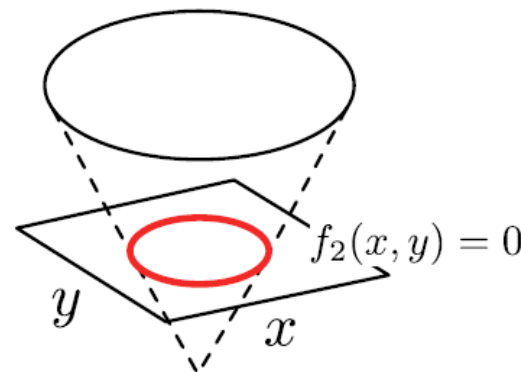
# Holonomic Constraints

- Remove a dimension of configuration space
- Constraint is  $f(q_0, t) = 0$  where  $T_{\{q_0\}} f \neq 0$
- Pre-image Theorem
- Multiple constraints act together

Set of points in three dimensions constrained to stay on a circle in plane at  $z = 1$



$$f_1(p, t) = z - 1$$

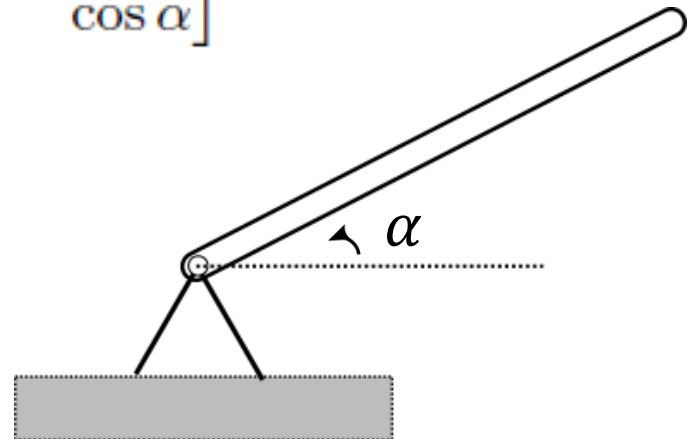


$$f_2(p_1, t) = \sqrt{(x^2 + y^2)} - 1.$$

# Single DOF system

- Configuration space:  $\alpha \in S^1$
- Configuration space:  $SE(2)$  with two holonomic constraints  $x = 0$  and  $y = 0$

$$g = \overbrace{\begin{bmatrix} \cos \alpha & -\sin \alpha & 0 \\ \sin \alpha & \cos \alpha & 0 \\ 0 & 0 & 1 \end{bmatrix}}^{SE(2), x,y=0} \equiv \overbrace{\begin{bmatrix} \cos \alpha & -\sin \alpha \\ \sin \alpha & \cos \alpha \end{bmatrix}}^{SO(2)} \equiv \underbrace{S^1}_{\alpha}$$



# More frames (for more bodies)

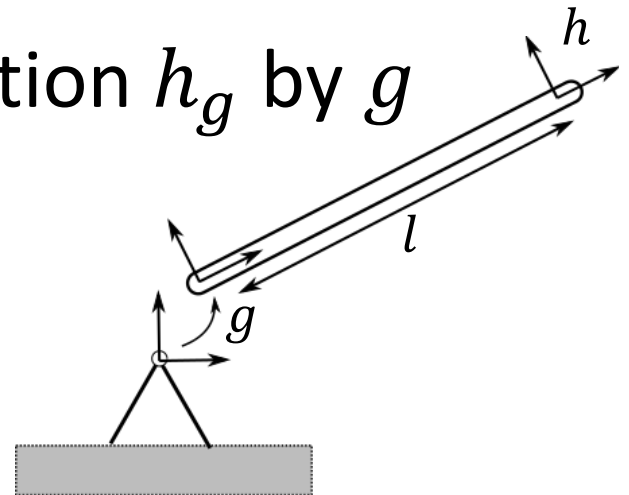
- Want an  $h$  frame at other end of body
- Let  $h_g = (l, 0, 0)$  with respect to  $g$

$$h = g h_g = \begin{bmatrix} \cos \alpha & -\sin \alpha & l \cos \alpha \\ \sin \alpha & \cos \alpha & l \sin \alpha \\ 0 & 0 & 1 \end{bmatrix}$$

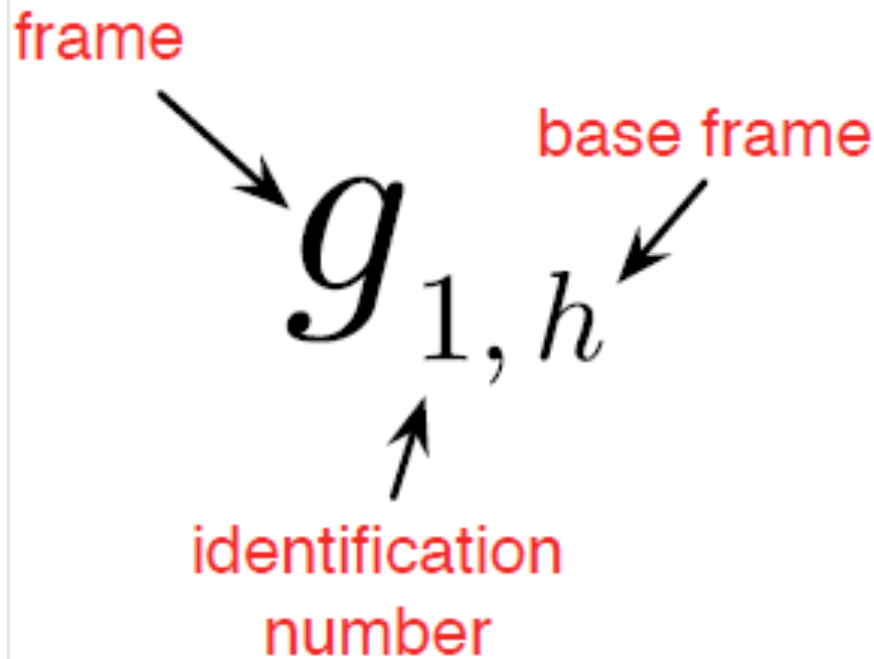
$L_g h_g$ : transform the frame position  $h_g$  by  $g$

$R_{h_g} g$ : placing  $h_g$  into  $g$

(later is used to help derivation of velocities)



# A Note on Notation



$$g_{1,h} = h^{-1}g_1$$

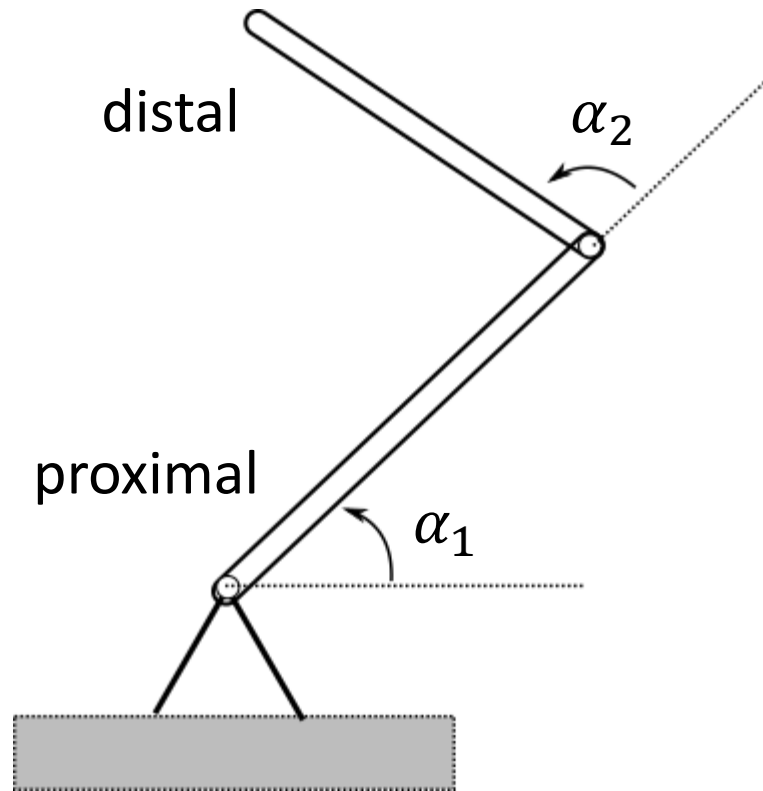
Frames on the left cancel with subscripted frames on the right,

$$gh_g = gg^{-1}h = h$$

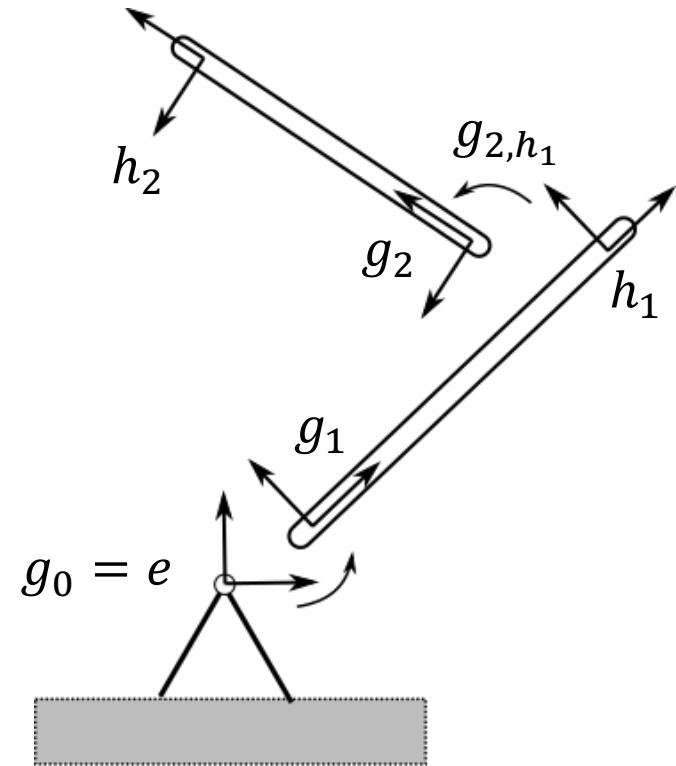
During this cancellation, base-frame subscripts on the left are transferred to the right

$$g_{1,g_0}h_{g_1} = g_0^{-1}(g_1g_1^{-1})h = g_0^{-1}h = h_{g_0}$$

# Second Link



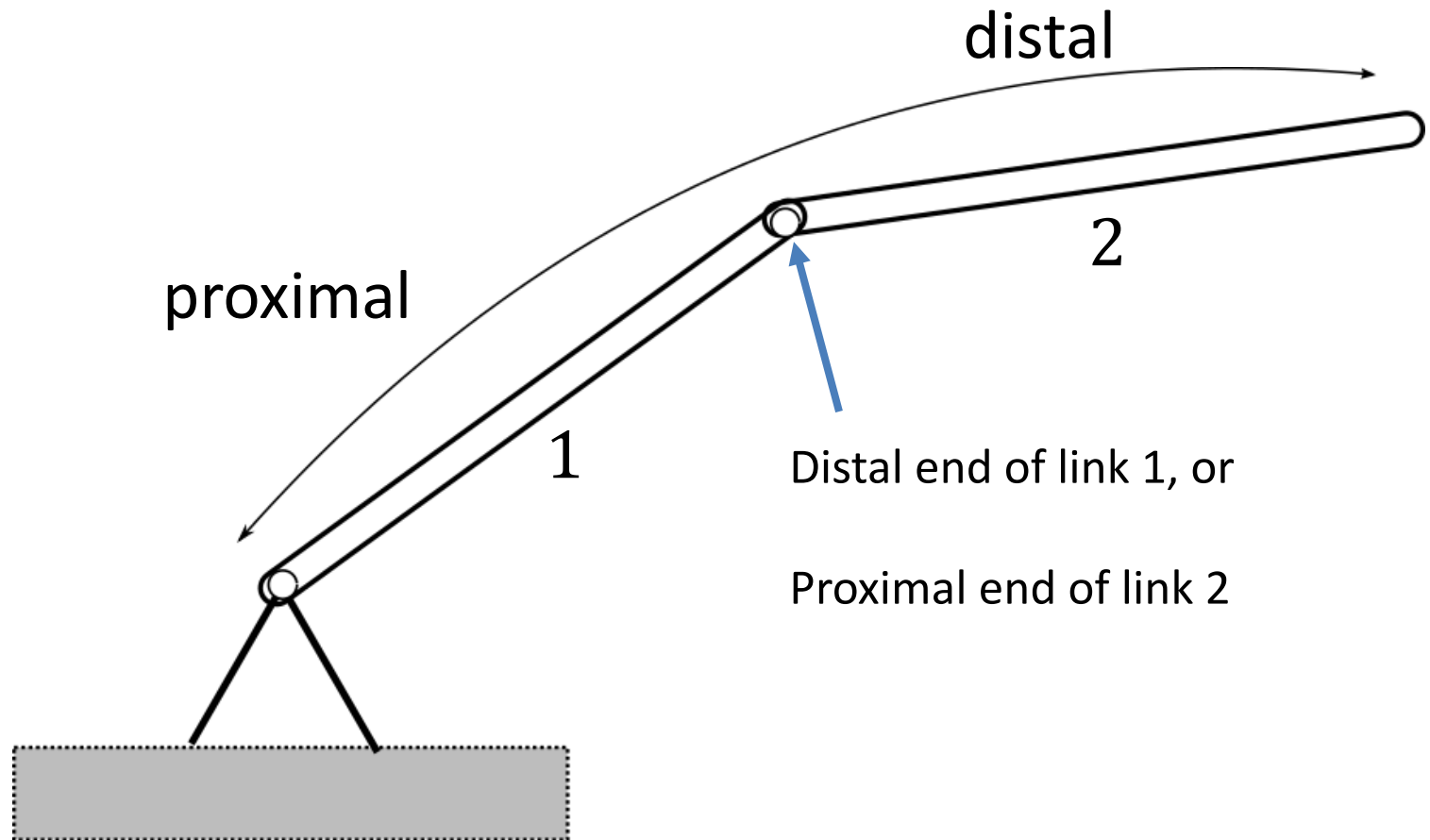
$$g_{2,h_1} = (x_{2,h_1}, y_{2,h_1}, \theta_{2,h_1})$$



$$\theta_{2,h_1} = \alpha_2$$

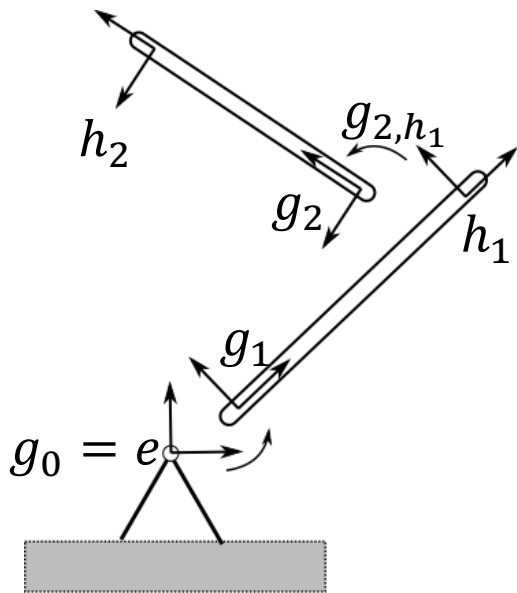


# Proximal, medial, distal



(“link 1 is proximal to link 2”)   (“link 2 is the distal link”)   (“the distal end of link 1”)

# Second Link



$$g_{2,h_1} = (x_{2,h_1}, y_{2,h_1}, \theta_{2,h_1})$$

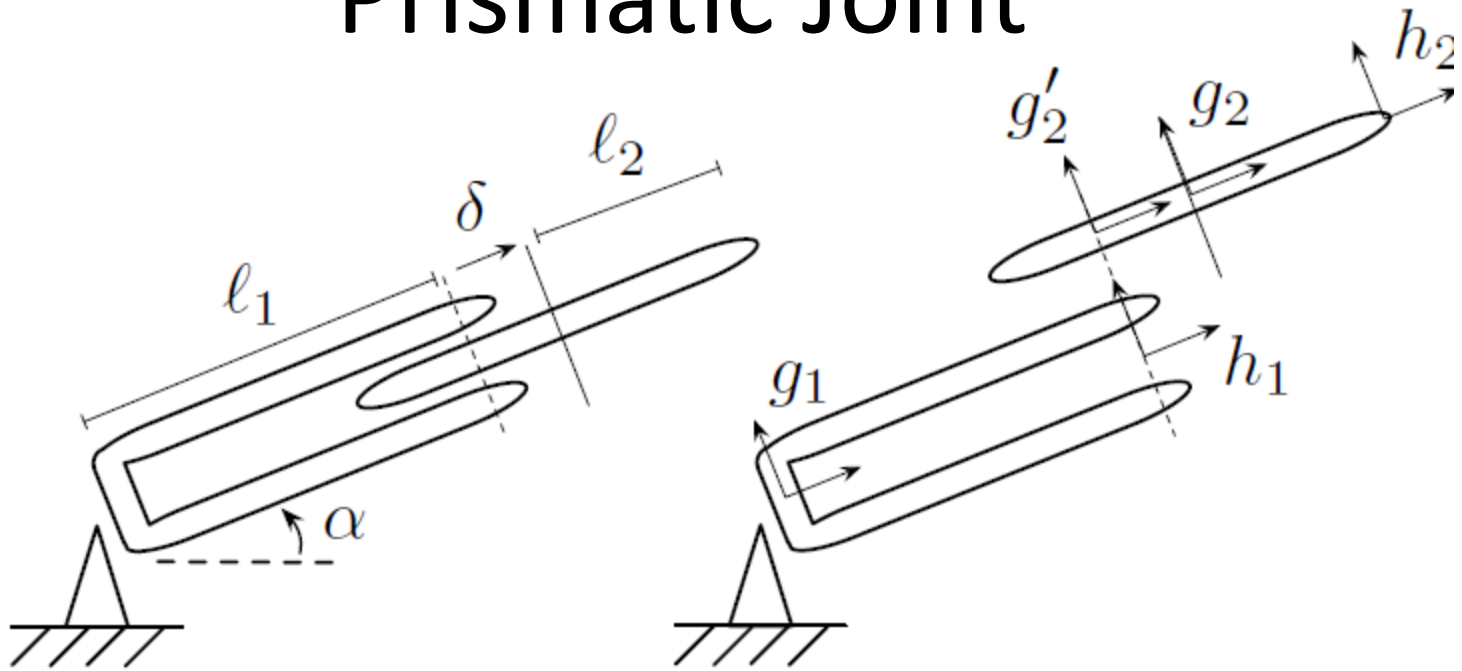
$$\theta_{2,h_1} = \alpha_2$$

$$g_2 = \overbrace{(g_1 h_{1,g_1})}^{h_1} g_{2,h_1} = \begin{bmatrix} \cos(\alpha_1 + \alpha_2) & -\sin(\alpha_1 + \alpha_2) & \ell_1 \cos \alpha_1 \\ \sin(\alpha_1 + \alpha_2) & \cos(\alpha_1 + \alpha_2) & \ell_1 \sin \alpha_1 \\ 0 & 0 & 1 \end{bmatrix}$$

$$h_2 = g_2 h_{2,g_2}$$

$$= \begin{bmatrix} \cos(\alpha_1 + \alpha_2) & -\sin(\alpha_1 + \alpha_2) & \ell_1 \cos \alpha_1 + \ell_2 \cos(\alpha_1 + \alpha_2) \\ \sin(\alpha_1 + \alpha_2) & \cos(\alpha_1 + \alpha_2) & \ell_1 \sin \alpha_1 + \ell_2 \sin(\alpha_1 + \alpha_2) \\ 0 & 0 & 1 \end{bmatrix}$$

# Prismatic Joint



$$g = \overbrace{\begin{bmatrix} 1 & 0 & \delta \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}}^{SE(2), y, \theta=0} \equiv \overbrace{\begin{bmatrix} \delta \\ 0 \end{bmatrix}}^{\mathbb{R}^2, y=0} \equiv \overbrace{\delta}^{\mathbb{R}^1}.$$

$$g_2 = \begin{bmatrix} \cos \alpha & -\sin \alpha & (\ell_1 + \delta) \cos \alpha \\ \sin \alpha & \cos \alpha & (\ell_1 + \delta) \sin \alpha \\ 0 & 0 & 1 \end{bmatrix}$$

$$h_2 = \begin{bmatrix} \cos \alpha & -\sin \alpha & (\ell_1 + \delta + \ell_2) \cos \alpha \\ \sin \alpha & \cos \alpha & (\ell_1 + \delta + \ell_2) \sin \alpha \\ 0 & 0 & 1 \end{bmatrix}$$

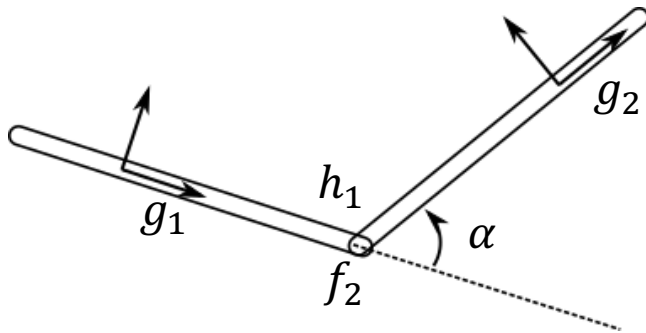
# Body Frame

- Position of a system is the position and orientation of its body frame
- All points on system are with respect to body frame
- Placements of rigid bodies are described by shape variables

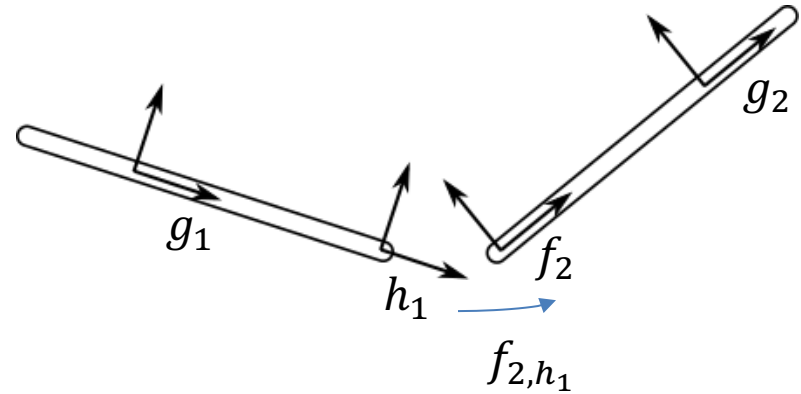
$$Q = G \times M$$

$$q \in Q, \quad g \in G, \quad r \in M$$

# Frame Assignments



$$Q = SE(2) \times S^1$$



Choose a base link, assign the base frame and then go from there  
 $g \in SE(2)$  be the position and orientation of the base link

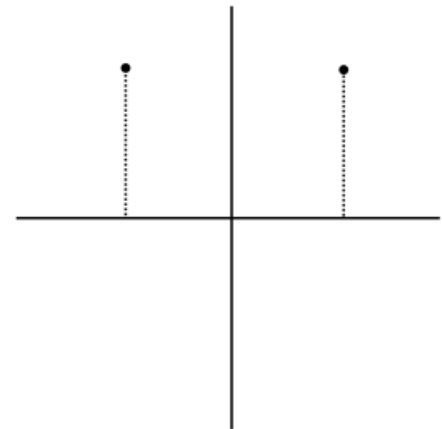
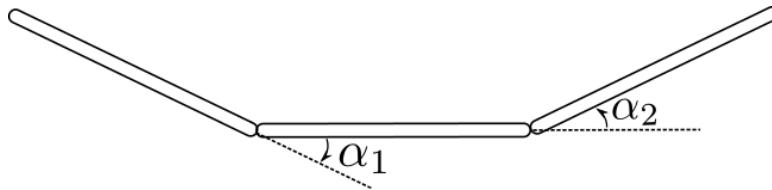
$$\begin{aligned}
 g_2 &= \overbrace{g_1 \circ h_{1,g_1}}^{\text{link 1}} \circ \overbrace{f_{2,h_1} \circ g_{2,f_2}}^{\text{link 2}} \\
 &= g_1 \begin{bmatrix} \cos \alpha & -\sin \alpha & (\ell_1/2) + (\ell_2/2) \cos \alpha \\ \sin \alpha & \cos \alpha & (\ell_1/2) + (\ell_2/2) \sin \alpha \\ 0 & 0 & 1 \end{bmatrix}
 \end{aligned}$$

# Even and Odd

Even

$$\alpha_1 > 0$$

$$\alpha_2 > 0$$



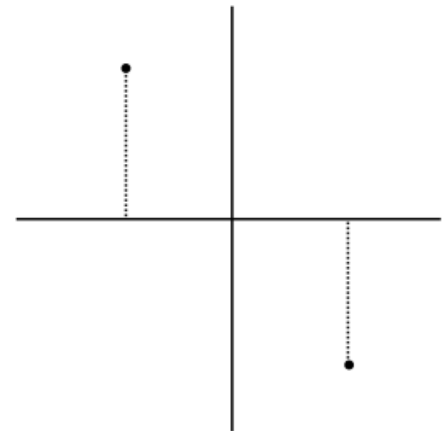
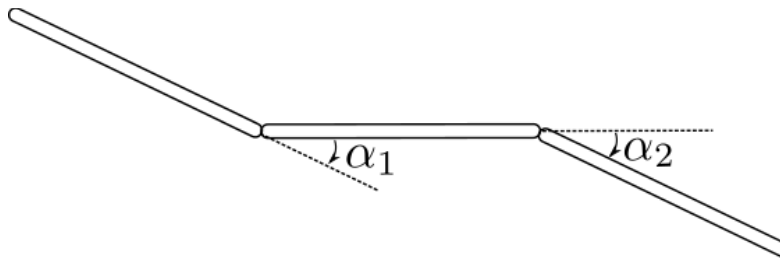
Joint angle

Position along chain

Odd

$$\alpha_1 > 0$$

$$\alpha_2 < 0$$



Joint angle

# Put that frame anywhere

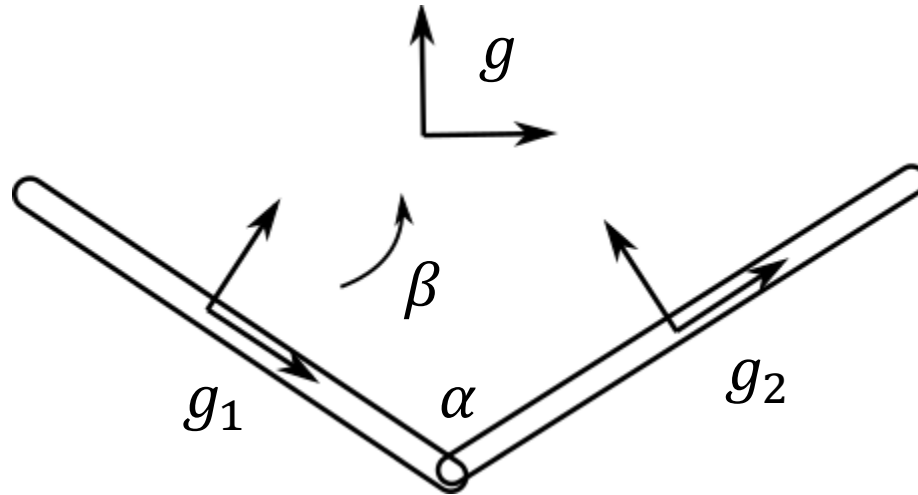
Consider a frame at

$$g \in SE(2)$$

Which is

$$\beta \in SE(2)$$

Away from the base link



$$g_{1,g} = \beta^{-1}$$

$$g_{2,g} = \beta^{-1} g_{2,g_1}(\alpha)$$

If (and only if) we can express  $\beta$  as a function of  $\alpha$ , then  $g_{1,g}$  and  $g_{2,g}$  are both functions of the system shape  $\alpha$ , meeting the necessary and sufficient conditions for  $g$  to serve as the system body frame.