

Jacobian

- Differential Motion
- Lineal & Angular Motion
- Velocity Propagation
- Kinematic Singularity
- Statics Forces

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Jacobians

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Differential Motion

Forward Kinematics

$$\theta^i s_{\text{Given}} \rightarrow x_{\text{Pose}}$$

Instantaneous Kinematics

$$\theta + \delta\theta \rightarrow x + \delta x$$

What are the relationship: $\delta\theta \leftrightarrow \delta x$

$$\boxed{\dot{\theta} \leftrightarrow \dot{x}} \begin{cases} \text{Lineal Velocity} \\ \text{Angular velocity} \end{cases}$$

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Differential Motion

Small angles

$$\text{Rot}(X, \delta_x) = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & -\delta_x & 0 \\ 0 & \delta_x & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}; \text{Rot}(Y, \delta_y) = \begin{bmatrix} 1 & 0 & \delta_y & 0 \\ 0 & 1 & 0 & 0 \\ -\delta_y & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}; \text{Rot}(Z, \delta_z) = \begin{bmatrix} 1 & -\delta_z & 0 & 0 \\ \delta_z & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}; \text{Trans}(dx, dy, dz) = \begin{bmatrix} 1 & 0 & 0 & dx \\ 0 & 1 & 0 & dy \\ 0 & 0 & 1 & dz \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Motion due to a robot's joints moving during Δt

$$T + \Delta T = R_K(\theta) \text{transl}(d_x, d_y, d_z) T; T \text{ original frame}$$

$$T + \Delta T \approx \begin{bmatrix} 1 & -\delta_z & \delta_y & d_x \\ \delta_z & 1 & -\delta_x & d_y \\ -\delta_y & \delta_x & 1 & d_z \\ 0 & 0 & 0 & 1 \end{bmatrix} T$$

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Angular differential Motion

$$\dot{R} = \lim_{\Delta t \rightarrow 0} \frac{R(t + \Delta t) - R(t)}{\Delta t} \quad \text{Differentiation of a rotation matrix}$$

$$R(t + \Delta t) = R_K(\Delta\theta) R(t)$$

$$\text{Considering } \text{Rot}(\hat{k}, \theta)_{\Delta\theta \rightarrow \text{Small}} = \begin{bmatrix} k_x k_y \theta + c\theta & k_x k_y \theta - k_z s\theta & k_x k_z \theta + k_y s\theta & 0 \\ k_x k_y \theta + k_z s\theta & k_x k_y \theta + c\theta & k_x k_z \theta - k_y s\theta & 0 \\ k_x k_z \theta - k_y s\theta & k_x k_z \theta + k_y s\theta & k_x k_z \theta + c\theta & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}_{\Delta\theta \rightarrow \text{Small}}$$

$$S = \dot{R}R^{-1} = \begin{bmatrix} 0 & -k_z \dot{\theta} & k_y \dot{\theta} \\ k_z \dot{\theta} & 0 & -k_x \dot{\theta} \\ -k_y \dot{\theta} & k_x \dot{\theta} & 0 \end{bmatrix} \rightarrow \text{Skew symmetric Matrix}; \Omega = \begin{bmatrix} \Omega_x \\ \Omega_y \\ \Omega_z \end{bmatrix} = \begin{bmatrix} k_z \dot{\theta} \\ k_x \dot{\theta} \\ k_y \dot{\theta} \end{bmatrix} = \dot{\theta} \hat{K}$$

The change in orientation of a rotating frame occurs about some axis \hat{K} at rate $\dot{\theta}$

Deduction of S

For any orthogonal Matrix: $RR^T = I$

Differentiating: $\dot{R}R^T + R\dot{R}^T = 0 \rightarrow S + S^T = 0 \rightarrow S \text{ must be a Skew Symetric Matrix}$

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Velocity of a point if the RF is rotating

$${}^A P = {}^A R {}^B P \rightarrow {}^A \dot{P} = {}^A \dot{R} {}^B P$$

So

$${}^A V_P = {}^A \dot{R} {}^B P = {}^A \dot{R} {}^A R^T {}^A P = {}^A S {}^A P = \Omega \times {}^A P = \hat{\Omega} {}^A P$$

Cross Product

$${}^A V_P = \begin{bmatrix} 0 & -\Omega_z & \Omega_y \\ \Omega_z & 0 & -\Omega_x \\ -\Omega_y & \Omega_x & 0 \end{bmatrix} \begin{bmatrix} {}^A P_x \\ {}^A P_y \\ {}^A P_z \end{bmatrix}$$

$\Omega \otimes \hat{\Omega}$ Matrix form

$${}^A V_P = \begin{bmatrix} \Omega_z {}^A P_y - \Omega_y {}^A P_z \\ \Omega_z {}^A P_x - \Omega_x {}^A P_z \\ \Omega_x {}^A P_y - \Omega_y {}^A P_x \end{bmatrix} = \begin{bmatrix} \vec{i} & \vec{j} & \vec{k} \\ \Omega_x & \Omega_y & \Omega_z \\ {}^A P_x & {}^A P_y & {}^A P_z \end{bmatrix}$$

Cross product

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Velocity of a point if the RF is rotating

$${}^A V_P = {}^A \dot{R} {}^B P = {}^A \dot{R} {}^A R^T {}^A P = {}^A S {}^A P = \Omega \times {}^A P = \hat{\Omega} {}^A P$$

Cross Product

$${}^A V_P = \begin{bmatrix} 0 & -\Omega_z & \Omega_y \\ \Omega_z & 0 & -\Omega_x \\ -\Omega_y & \Omega_x & 0 \end{bmatrix} \begin{bmatrix} {}^A P_x \\ {}^A P_y \\ {}^A P_z \end{bmatrix} = \begin{bmatrix} \Omega_y {}^A P_z - \Omega_z {}^A P_y \\ \Omega_z {}^A P_x - \Omega_x {}^A P_z \\ \Omega_x {}^A P_y - \Omega_y {}^A P_x \end{bmatrix}$$

$\Omega \otimes \hat{\Omega}$ Matrix form

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Differential Motion

Joint Coordinates

$$\text{coordinate } i: \begin{cases} \theta_i & \text{revolute} \\ d_i & \text{prismatic} \end{cases}$$

$$\text{Joint coordinate } i: \boxed{q_i = \bar{\varepsilon}_i \theta_i + \varepsilon_i d_i}$$

$$\text{with } \varepsilon_i = \begin{cases} 0 & \text{revolute} \\ 1 & \text{prismatic} \end{cases}$$

$$\text{and } \bar{\varepsilon}_i = 1 - \varepsilon_i$$

$$\text{Joint Coordinate Vector: } \boxed{q = (q_1 q_2 \dots q_n)^T}$$

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Jacobians: Direct Differentiation

$$x = f(q); \quad \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_m \end{pmatrix} = \begin{pmatrix} f_1(q) \\ f_2(q) \\ \vdots \\ f_m(q) \end{pmatrix}$$

$$\begin{aligned} \delta x_1 &= \frac{\partial f_1}{\partial q_1} \delta q_1 + \dots + \frac{\partial f_1}{\partial q_n} \delta q_n \\ \vdots \\ \delta x_m &= \frac{\partial f_m}{\partial q_1} \delta q_1 + \dots + \frac{\partial f_m}{\partial q_n} \delta q_n \end{aligned} \quad \delta x = \begin{bmatrix} \frac{\partial f_1}{\partial q_1} & \dots & \frac{\partial f_1}{\partial q_n} \\ \vdots & & \vdots \\ \frac{\partial f_m}{\partial q_1} & \dots & \frac{\partial f_m}{\partial q_n} \end{bmatrix} \delta q$$

$$\boxed{\delta x_{(m \times 1)} = J_{(m \times n)}(q) \delta q_{(n \times 1)}}$$

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$$\delta x_{(m \times 1)} = J_{(m \times n)}(q) \delta q_{(n \times 1)}$$

$$\dot{x}_{(m \times 1)} = J_{(m \times n)}(q) \dot{q}_{(n \times 1)}$$

where

$$J_{ij}(q) = \frac{\partial}{\partial q_j} f_i(q)$$

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Example

$$\begin{aligned} x &= l_1 c_1 + l_2 c_{12} \\ y &= l_1 s_1 + l_2 s_{12} \\ \delta x &= -(l_1 s_1 + l_2 s_{12}) \delta \theta_1 - l_2 s_{12} \delta \theta_2 \\ \delta y &= (l_1 c_1 + l_2 c_{12}) \delta \theta_1 + l_2 c_{12} \delta \theta_2 \end{aligned}$$

$$\delta X = \begin{bmatrix} \delta x \\ \delta y \end{bmatrix} = \begin{bmatrix} -y & -l_2 s_{12} \\ x & l_2 c_{12} \end{bmatrix} \begin{bmatrix} \delta \theta_1 \\ \delta \theta_2 \end{bmatrix}$$

$$\boxed{\delta x = J(\theta) \delta \theta} \quad J = \begin{bmatrix} \frac{\partial x}{\partial \theta_1} & \frac{\partial x}{\partial \theta_2} \\ \frac{\partial y}{\partial \theta_1} & \frac{\partial y}{\partial \theta_2} \end{bmatrix} = \begin{bmatrix} -y & -l_2 s_{12} \\ x & l_2 c_{12} \end{bmatrix}$$

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Jacobian representations

$$X = \begin{bmatrix} x_P \\ x_R \end{bmatrix}$$

- Cartesian
- Spherical
- Cylindrical
-
- Euler Angles
- Direction Cosines
- Euler Parameters

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Jacobian

Jacobian for X

$$\begin{aligned} \dot{x}_P &= J_{x_P}(q) \dot{q} \\ \dot{x}_R &= J_{x_R}(q) \dot{q} \end{aligned} \quad \begin{pmatrix} \dot{x}_P \\ \dot{x}_R \end{pmatrix} = \begin{pmatrix} J_{x_P}(q) \\ J_{x_R}(q) \end{pmatrix} \dot{q}$$

Cartesian & Direction Cosines

$$\dot{X}_{(12 \times 1)} = J_X(q)_{(12 \times 6)} \dot{q}_{(6 \times 1)}$$

The Jacobian is dependent on the representation

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Jacobian

Lineal and angular velocities

X : End effector pose
 v : Lineal velocity
 w : Angular velocity
 O_{EE} : Operational point

$$\dot{X} = \begin{pmatrix} v \\ w \end{pmatrix}_{6 \times 1} = J(q)_{6 \times n} \dot{q}_{n \times 1}$$

$$v = \begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \end{bmatrix}; w = \begin{bmatrix} \omega_x \\ \omega_y \\ \omega_z \end{bmatrix}; \dot{q}_{n \times 1} = \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \\ \vdots \\ \dot{q}_n \end{bmatrix}$$

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Lineal and angular velocities

Pure Translation

$$v_{P/B} = v_{A/B} + v_{P/A}$$

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Lineal and angular velocities

Rotational Motion

Ω Angular Velocity

v_P is proportional to:

- $\|\Omega\|$
- $\|P \sin \phi\|$

and

- $v_P \perp \Omega$
- $v_P \perp P$

fixed point

$$v_P = \Omega \times P$$

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Lineal and angular velocities

Simultaneous linear and angular motion

$$v_{P/A} = v_{B/A} + v_{P/B} + \Omega \times P$$

$${}^A v_{P/A} = {}^A v_{B/A} + {}^B R^A v_{P/B} + {}^A \Omega_B \times {}^B R^A P_B$$

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Velocity propagation

Spatial Mechanisms

Propagation of velocities

$\dot{x} \begin{cases} v : \text{linear velocity} \\ \omega : \text{angular velocity} \end{cases}$

$$\dot{x} = J(\theta) \cdot \dot{\theta}$$

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Velocity propagation

We can compute the velocity of each link in order, starting from the base. The velocity of link $i + 1$ will be that of link i , plus whatever new velocity components were added by joint $i + 1$

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Velocity propagation

Lineal velocities

$${}^i v_{i+1} = {}^i v_i + {}^i w_i \times {}^i P_{i+1}$$

$${}^{i+1} R {}^i v_{i+1} = {}^{i+1} R ({}^i v_i + {}^i w_i \times {}^i P_{i+1})$$

$${}^{i+1} v_{i+1} = {}^{i+1} R ({}^i v_i + {}^i w_i \times {}^i P_{i+1})$$

Angular velocities

$${}^i w_{i+1} = {}^i w_i + {}^{i+1} R \dot{\theta}_{i+1} \hat{z}_{i+1}$$

$${}^{i+1} R {}^i w_{i+1} = {}^{i+1} R ({}^i w_i + {}^{i+1} R \dot{\theta}_{i+1} \hat{z}_{i+1})$$

$${}^{i+1} w_{i+1} = {}^{i+1} R {}^i w_i + \dot{\theta}_{i+1} \hat{z}_{i+1}$$

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Velocity propagation

Lineal velocities

$${}^{i+1} v_{i+1} = {}^{i+1} R ({}^i v_i + {}^i w_i \times {}^i P_{i+1})$$

$$\begin{bmatrix} {}^B v_B \\ {}^B w_B \end{bmatrix} = \begin{bmatrix} {}^B R & -{}^B R {}^A P_{BORG} \times \\ 0 & {}^B R \end{bmatrix} \begin{bmatrix} {}^A v_A \\ {}^A w_A \end{bmatrix}$$

Angular velocities

$${}^{i+1} w_{i+1} = {}^{i+1} R {}^i w_i + \dot{\theta}_{i+1} \hat{z}_{i+1}$$

$$\begin{bmatrix} {}^B v_B \\ {}^B w_B \end{bmatrix} = \begin{bmatrix} {}^B R & {}^A P_{BORG} \times {}^B R^A \\ 0 & {}^B R \end{bmatrix} \begin{bmatrix} {}^A v_A \\ {}^A w_A \end{bmatrix}$$

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Velocity propagation: Example 1

${}^1 w_1 = \begin{bmatrix} 0 \\ 0 \\ \dot{\theta}_1 \end{bmatrix}$ Use: ${}^1 v_1 = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$ ${}^1 w_1 = \begin{bmatrix} 0 \\ 0 \\ \dot{\theta}_1 \end{bmatrix}$ ${}^2 w_2 = \begin{bmatrix} 0 \\ 0 \\ \dot{\theta}_2 \end{bmatrix}$ ${}^2 v_2 = \begin{bmatrix} c_2 \dot{\theta}_1 - s_2 \dot{\theta}_2 \\ s_2 \dot{\theta}_1 + c_2 \dot{\theta}_2 \\ 0 \end{bmatrix}$ ${}^3 w_3 = {}^2 w_2$ ${}^3 v_3 = \begin{bmatrix} l_1 c_1 \dot{\theta}_1 + l_2 c_2 (\dot{\theta}_1 + \dot{\theta}_2) \\ l_1 s_1 \dot{\theta}_1 + l_2 s_2 (\dot{\theta}_1 + \dot{\theta}_2) \\ 0 \end{bmatrix}$ ${}^0 v_3 = \begin{bmatrix} -l_1 s_1 \dot{\theta}_1 - l_2 s_{12} (\dot{\theta}_1 + \dot{\theta}_2) \\ l_1 c_1 \dot{\theta}_1 + l_2 c_{12} (\dot{\theta}_1 + \dot{\theta}_2) \\ 0 \end{bmatrix}$ ${}^0 J(\theta) = \begin{bmatrix} l_1 s_2 & 0 \\ l_1 c_2 + l_2 & l_2 \\ 0 & 1 \end{bmatrix}$ ${}^0 J(\theta) = \begin{bmatrix} -l_1 s_1 - l_2 s_{12} & -l_2 s_{12} \\ l_1 c_1 + l_2 c_{12} & l_2 c_{12} \\ 0 & 1 \end{bmatrix}$

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Velocity propagation: Example 2

$v_{i+1} = v_i + \omega_i \times P_{i+1}$

- $v_A = 0$
- $v_B = v_A + \omega_A \times P_B$
- $v_B = v_B + \omega_B \times P_B$

${}^0 v_B = 0 + \begin{bmatrix} 0 & -\dot{\theta}_1 & 0 \\ \dot{\theta}_1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} l_1 c_1 \\ l_1 s_1 \\ 0 \end{bmatrix} = \begin{bmatrix} -l_1 \dot{\theta}_1 s_1 \\ l_1 \dot{\theta}_1 c_1 \\ 0 \end{bmatrix}$

${}^0 v_B = \begin{bmatrix} -l_1 \dot{\theta}_1 s_1 \\ l_1 \dot{\theta}_1 c_1 \\ 0 \end{bmatrix}$ ${}^0 \omega_B = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \\ \dot{\theta}_3 \end{bmatrix}$ ${}^0 \omega_B = \begin{bmatrix} -l_1 \dot{\theta}_1 s_1 - l_2 \dot{\theta}_2 s_{12} \\ l_1 \dot{\theta}_1 c_1 + l_2 \dot{\theta}_2 c_{12} \\ 0 \end{bmatrix}$ ${}^0 \omega_B = \begin{bmatrix} -l_1 \dot{\theta}_1 s_1 - l_2 \dot{\theta}_2 s_{12} \\ l_1 \dot{\theta}_1 c_1 + l_2 \dot{\theta}_2 c_{12} \\ 0 \end{bmatrix}$ ${}^0 \omega_B = \begin{bmatrix} -l_1 \dot{\theta}_1 s_1 - l_2 \dot{\theta}_2 s_{12} \\ l_1 \dot{\theta}_1 c_1 + l_2 \dot{\theta}_2 c_{12} \\ 0 \end{bmatrix}$ ${}^0 \omega_B = \begin{bmatrix} -l_1 \dot{\theta}_1 s_1 - l_2 \dot{\theta}_2 s_{12} \\ l_1 \dot{\theta}_1 c_1 + l_2 \dot{\theta}_2 c_{12} \\ 0 \end{bmatrix}$

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Changing Jacobian's Reference Frames

${}^0 v = \begin{bmatrix} {}^0 v \\ {}^0 w \end{bmatrix} = {}^0 J(\theta) \dot{\theta}$; the resulting Cartesian velocity will be in $\{0\}$

${}^B v = \begin{bmatrix} {}^B v \\ {}^B w \end{bmatrix} = {}^B J(\theta) \dot{\theta}$; the resulting Cartesian velocity will be in $\{B\}$

In general:

$$\begin{bmatrix} {}^A v \\ {}^A w \end{bmatrix} = {}^A J(\theta) \dot{\theta} = \begin{bmatrix} {}^A R & 0_{3 \times 3} \\ 0_{3 \times 3} & {}^A R \end{bmatrix} \begin{bmatrix} {}^B v \\ {}^B w \end{bmatrix} = \begin{bmatrix} {}^A R & 0_{3 \times 3} \\ 0_{3 \times 3} & {}^A R \end{bmatrix} {}^B J(\theta) \dot{\theta}$$

${}^A J(\theta) = \begin{bmatrix} {}^A R & 0_{3 \times 3} \\ 0_{3 \times 3} & {}^A R \end{bmatrix} {}^B J(\theta)$

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Changing Jacobian's Reference Frames

From previous exercises

$${}^3 J_v = \begin{bmatrix} l_1 s_2 & 0 \\ l_1 c_2 + l_2 & l_2 \\ c_{12} & -s_{12} \\ s_{12} & c_{12} \end{bmatrix}$$

${}^0 J_v = {}^0 R {}^3 J_v = \begin{bmatrix} c_{12} & -s_{12} \\ s_{12} & c_{12} \end{bmatrix} \begin{bmatrix} l_1 s_2 & 0 \\ l_1 c_2 + l_2 & l_2 \end{bmatrix} = \begin{bmatrix} -l_1 s_1 - l_2 s_{12} & -l_2 s_{12} \\ l_1 c_1 + l_2 c_{12} & l_2 c_{12} \end{bmatrix}$

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Extending the Jacobians

Wrist Point
 $x = l_1 c_1 + l_2 c_{12}$
 $y = l_1 s_1 + l_2 s_{12}$
 End-Effector Point
 $x = l_1 c_1 + l_2 c_{12} + l_3 c_{123}$
 $y = l_1 s_1 + l_2 s_{12} + l_3 s_{123}$

$$J_F = \begin{bmatrix} -l_1 s_1 - l_2 s_{12} & -l_2 s_{12} & 0 \\ l_1 c_1 + l_2 c_{12} & l_2 c_{12} & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 1 & 0 & 0 \end{bmatrix}$$

$${}^0P_{FE} = \begin{bmatrix} l_1 c_1 & l_1 s_1 & 0 \\ l_2 c_{12} & l_2 s_{12} & 0 \\ -l_2 s_{12} & l_2 c_{12} & 0 \end{bmatrix}$$

Wrist Point
 $x = l_1 c_1 + l_2 c_{12}$
 $y = l_1 s_1 + l_2 s_{12}$
 End-Effector Point
 $x = l_1 c_1 + l_2 c_{12} + l_3 c_{123}$
 $y = l_1 s_1 + l_2 s_{12} + l_3 s_{123}$

$$J_F = \begin{bmatrix} -l_1 s_1 - l_2 s_{12} & -l_2 s_{12} & 0 \\ l_1 c_1 + l_2 c_{12} & l_2 c_{12} & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 1 & 0 & 0 \end{bmatrix}$$

$$J_E = \begin{bmatrix} -l_1 s_1 - l_2 s_{12} - l_3 s_{123} & -l_2 s_{12} - l_3 s_{123} & l_3 s_{123} \\ l_1 c_1 + l_2 c_{12} + l_3 c_{123} & l_2 c_{12} + l_3 c_{123} & l_3 c_{123} \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 1 & 0 & 0 \end{bmatrix}$$

The Forward Kinematics for 3R Manipulator

$$\begin{pmatrix} x_E \\ y_E \end{pmatrix} = \begin{pmatrix} l_1 c_1 + l_2 c_{12} + l_3 c_{123} \\ l_1 s_1 + l_2 s_{12} + l_3 s_{123} \end{pmatrix}$$

$${}^0J_E = \begin{pmatrix} -l_1 s_1 - l_2 s_{12} - l_3 s_{123} & -l_2 s_{12} - l_3 s_{123} & l_3 s_{123} \\ l_1 c_1 + l_2 c_{12} + l_3 c_{123} & l_2 c_{12} + l_3 c_{123} & l_3 c_{123} \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 1 & 0 & 0 \end{pmatrix}$$

Kinematic Singularity

The Effector Locality loses the ability to move in a direction or to rotate about a direction - **singular direction**

$$\delta x = J(\theta) \delta \theta$$

$$\dot{x} = J(\theta) \dot{\theta}$$

$$J = \begin{pmatrix} \frac{\partial x}{\partial \theta_1} & \frac{\partial x}{\partial \theta_2} \\ \frac{\partial y}{\partial \theta_1} & \frac{\partial y}{\partial \theta_2} \end{pmatrix} = \begin{bmatrix} -y & -l_2 s_{12} \\ x & l_2 c_{12} \end{bmatrix}$$

$\dot{\theta} = J^{-1}(\theta) \dot{x}$; a problem occurs if $\det(J(\theta)) = 0$

Singularities occur when one or more axes become aligned resulting in the loss of degrees of freedom - the gimbal lock problem again

Kinematic Singularity

Example (Kinematic Singularities)

$$x = l_1 c_1 + l_2 c_{12}$$

$$y = l_1 s_1 + l_2 s_{12}$$

$$J = \begin{pmatrix} -l_1 s_1 - l_2 s_{12} & -l_2 s_{12} \\ l_1 c_1 + l_2 c_{12} & l_2 c_{12} \end{pmatrix}$$

$$\det(J) = l_1 l_2 s_{12}$$

Singularity at $q_2 = k\pi$

Small Displacements $\Delta q, \Delta X$

$$\Delta X = J^{-1} \Delta q$$

$$J^{-1} \approx \begin{pmatrix} \frac{1}{l_1 \theta_2} & \frac{1}{l_1} \\ -\frac{l_1 + l_2}{l_1 l_2 \theta_2} & -\frac{1}{l_1} \end{pmatrix}$$

Example (Kinematic Singularities)

$${}^1J = {}^0R {}^0J$$

$${}^1J = \begin{pmatrix} c_1 & -s_1 \\ s_1 & c_1 \end{pmatrix} \begin{pmatrix} -l_2 s_2 & -l_2 s_2 \\ l_1 + l_2 c_2 & l_2 c_2 \end{pmatrix}$$

At Singularity ${}^1J = \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$

$$\dot{\alpha} = 0$$

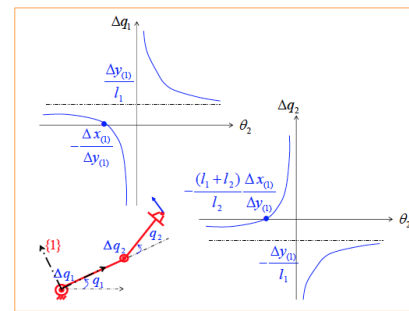
$$\dot{\beta} = (l_1 + l_2) \delta \theta_1 + l_2 \delta \theta_2$$

Small Displacements $\Delta q, \Delta X$

$$\Delta q_1 = \frac{\Delta x_{(0)}}{l_1} \frac{1}{\theta_2} + \frac{\Delta y_{(0)}}{l_1}$$

$$\Delta q_2 = \frac{(l_1 + l_2) \Delta x_{(0)}}{l_1 l_2} \frac{1}{\theta_2} + \frac{\Delta y_{(0)}}{l_1}$$

Kinematic Singularity



Robot configuration with Singularity

Wrist Singularity

Alignment Singularity

Jacobian: Scara Robot

	θ	d	a	α		θ	d	a	α
1	θ_1	L_1	L_2	0	1	θ_1	0.7	0.5	0
2	θ_2	0	L_1	π	2	θ_2	0	0.6	π
3	0	L	0	0	3	0	L	0	0
4	θ_4	0	0	0	4	θ_4	0	0	0

Jacobian: Scara Robot

Involved equations

$${}^0T = \begin{bmatrix} c_{12} & s_{12} & 0 & L_3c_{12} + L_2c_1 \\ s_{12} & -c_{12} & 0 & L_3s_{12} + L_2s_1 \\ 0 & 0 & -1 & L_3 - L_2 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} L_3c_{12} + L_2c_1 \\ L_3s_{12} + L_2s_1 \\ L_3 - L_2 \end{bmatrix}$$

$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \end{bmatrix} = \begin{bmatrix} \frac{\partial x}{\partial \theta_1} & \frac{\partial x}{\partial \theta_2} & \frac{\partial x}{\partial L} \\ \frac{\partial y}{\partial \theta_1} & \frac{\partial y}{\partial \theta_2} & \frac{\partial y}{\partial L} \\ \frac{\partial z}{\partial \theta_1} & \frac{\partial z}{\partial \theta_2} & \frac{\partial z}{\partial L} \end{bmatrix} \begin{bmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \\ \dot{L} \end{bmatrix} \rightarrow \dot{X} = J\dot{\theta}$$

$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \end{bmatrix} = \begin{bmatrix} -L_3s_{12} - L_2s_1 & -L_3s_{12} & 0 \\ L_3c_{12} + L_2c_1 & L_3c_{12} & 0 \\ 0 & 0 & -1 \end{bmatrix} \begin{bmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \\ \dot{L} \end{bmatrix} \rightarrow J = \begin{bmatrix} -L_3s_{12} - L_2s_1 & -L_3s_{12} & 0 \\ L_3c_{12} + L_2c_1 & L_3c_{12} & 0 \\ 0 & 0 & -1 \end{bmatrix}$$

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Jacobian: Scara Robot

Pseudo-inversa

$$\dot{X} = J\dot{\theta}$$

if $J_{N \times M}; M > N$

$$J^T \dot{X} = J^T J \dot{\theta} \rightarrow \dot{\theta} = (J^T J)^{-1} J^T \dot{X}$$

$$(J^T J)_{N \times N}^{-1} \approx \text{Pseudo-inverse} \rightarrow \text{is square}$$

Jacobian singularities

$$J = \begin{bmatrix} -L_3s_{12} - L_2s_1 & -L_3s_{12} & 0 \\ L_3c_{12} + L_2c_1 & L_3c_{12} & 0 \\ 0 & 0 & -1 \end{bmatrix}$$

$$\det(J) = L_3c_{12} [L_3s_{12} + L_2s_1] - L_3s_{12} [L_3c_{12} + L_2c_1] = 0$$

$$c_{12}s_{12} - s_{12}c_{12} = 0 \rightarrow s_2 = 0 \rightarrow \theta_2 = 0$$

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Jacobians

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Static Forces

Angular/Linear – Velocities/Forces

$$\begin{aligned} \omega & \rightarrow v = \omega \times p \\ v & = -\hat{p} \omega \\ \begin{pmatrix} v_x \\ v_y \end{pmatrix} & = \begin{pmatrix} -p_y \\ p_x \end{pmatrix} \dot{\theta} \\ v & = J \dot{\theta} \end{aligned} \quad \begin{aligned} \tau & = p \times F \\ \tau & = \hat{p} F \\ \tau & = (-\hat{p})^T F \\ \tau & = \begin{pmatrix} -p_y & p_x \end{pmatrix} \begin{pmatrix} F_x \\ F_y \end{pmatrix} \\ \tau & = J^T F \end{aligned}$$

Velocity / Force duality

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Jacobians

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Static Forces

Angular/Linear – Velocities/Forces

$$\begin{aligned} \omega & \rightarrow v = \omega \times p \\ v & = -\hat{p} \omega \\ \tau & = p \times F \\ \tau & = \hat{p} F \\ \tau & = (-\hat{p})^T F \end{aligned}$$

Jacobians in Force Domain

Assuming Virtual Work at static $\rightarrow \delta x \approx \text{Infinitesimal}$

$\Sigma F's = \Sigma \tau's$; Force & Torque balance

$F_{6 \times 1} \delta x = \tau_{6 \times 1} \delta \theta$; F : force – moments vector

$F^T \delta x = \tau^T \delta \theta$; by definition: $\delta x = J \delta \theta$

$$F^T J \delta \theta = \tau^T \delta \theta \rightarrow \tau = J^T F$$

Jacobians

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Cartesian transformation

$$\begin{bmatrix} {}^A F_A \\ {}^A N_A \\ {}^A F_A \end{bmatrix} = \begin{bmatrix} {}^A R & 0 \\ P_{BORG} \times {}^A R & {}^A R \end{bmatrix} \begin{bmatrix} {}^B F_B \\ {}^B N_B \\ {}^B F_B \end{bmatrix}$$

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Static Force-moment: Example

Example (Static Forces)

$$J = \begin{bmatrix} -(l_1 s_1 + l_2 s_{12}) & -l_2 s_{12} \\ l_1 c_1 + l_2 c_{12} & l_2 c_{12} \end{bmatrix}$$

$$J^T = \begin{bmatrix} -(l_1 s_1 + l_2 s_{12}) & -l_2 s_{12} \\ l_1 c_1 + l_2 c_{12} & l_2 c_{12} \end{bmatrix}$$

$$\tau = J^T F$$

$$l_1 = l_2 = 1; \theta_1 = 0; \theta_2 = 60^\circ$$

$$\tau = \begin{bmatrix} -(l_1 s_1 + l_2 s_{12}) & l_1 c_1 + l_2 c_{12} \\ -l_2 s_{12} & l_2 c_{12} \end{bmatrix} \begin{bmatrix} 0 \\ 1000 \end{bmatrix} = \begin{bmatrix} l_1 c_1 + l_2 c_{12} \\ l_2 c_{12} \end{bmatrix} \begin{bmatrix} 1000 \\ -1000 \end{bmatrix}$$

Example (Static Forces)

$$J = \begin{bmatrix} -(l_1 s_1 + l_2 s_{12}) & -l_2 s_{12} \\ l_1 c_1 + l_2 c_{12} & l_2 c_{12} \end{bmatrix}$$

$$J^T = \begin{bmatrix} -(l_1 s_1 + l_2 s_{12}) & -l_2 s_{12} \\ l_1 c_1 + l_2 c_{12} & l_2 c_{12} \end{bmatrix}$$

$$\tau = J^T F$$

$$l_1 = l_2 = 1; \theta_1 = 90; \theta_2 = 0^\circ$$

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Jacobians

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