

Task Space Inverse Dynamics

We have a 6-DOF Robot

$$\text{let } p = \begin{bmatrix} \text{position} \\ \text{orientation} \end{bmatrix} = \begin{bmatrix} P_{os} \\ R \end{bmatrix} \quad \dot{p} = \begin{bmatrix} v \\ \omega \end{bmatrix} = \begin{bmatrix} \dot{P}_{os} \\ \dot{R} \end{bmatrix}$$

$$\tilde{p} = p - p_d \quad \dot{\tilde{p}} = \dot{p} - \dot{p}_d = J\dot{q} - \dot{p}_d$$

$$\ddot{\tilde{p}} = \ddot{p} - \ddot{p}_d = J\ddot{q} + \dot{J}\dot{q}$$

$$\ddot{\tilde{p}} + K_d \dot{\tilde{p}} + K_p \tilde{p} = 0 \quad (1)$$

from sponge: $a_q = J^{-1} \left\{ \begin{bmatrix} a_x \\ a_w \end{bmatrix} - \begin{bmatrix} \dot{J} \\ \dot{J} \end{bmatrix} \dot{q} \right\}$ - outer-loop control

where $\begin{cases} a_x = \ddot{X} = \ddot{p}_{os} \\ a_w = \ddot{\omega} \\ \dot{R} = S(\omega) \cdot R \end{cases}$

$$\tilde{S} = \log(R_d \cdot R^T) - \text{orientation error}$$

$$\ddot{X} = a_x \Rightarrow \text{equation 1}$$

$$\ddot{\tilde{X}} + K_1 \dot{\tilde{X}} + K_0 \tilde{X} = 0 \quad \begin{array}{l} \text{task space tracking} \\ \text{error satisfies this equation} \end{array}$$

$$a_q = J^{-1} \left\{ \begin{bmatrix} a_x \\ a_w \end{bmatrix} - \begin{bmatrix} \dot{J} \\ \dot{J} \end{bmatrix} \dot{q} \right\} \quad \text{- for joints control.}$$

\nwarrow ~~obtained from trajectory~~

$$a_q = J^{-1} \{ a_x - J \dot{q} \}$$

$$a_x = \ddot{X}^d - K_v (\dot{X} - \dot{X}^d) - K_p (\dot{X} - \dot{X}^d) \quad (2)$$

and we can track error: $E_{err} = \ddot{\tilde{X}} + K_v \dot{\tilde{X}} + K_p \tilde{X}$

$X \in \mathbb{R}^6$ it means $X - X^d$ is not a simple subtraction!

$$X = \begin{bmatrix} x \\ y \\ z \\ \psi_{3x1} \\ \alpha \\ R \end{bmatrix} \rightarrow X - X^d = \begin{bmatrix} x - x_d \\ y - y_d \\ z - z_d \\ \tilde{S} \text{ to vector} \end{bmatrix} \quad \text{where } \tilde{S} = \log(R_d R^T)$$

$$\dot{X} - \dot{X}^d = \begin{bmatrix} \dot{x} - \dot{x}_d \\ \dot{y} - \dot{y}_d \\ \dot{z} - \dot{z}_d \\ \dot{\tilde{S}} \end{bmatrix}$$

$$\text{where } \dot{\tilde{S}} = \log(\dot{R}_d R^T)$$

$$\dot{R}_d = S(\omega_d) \cdot R_d$$

$$\dot{R} = S(\omega) \cdot R$$

$$u = M a_q + C \dot{q} + g - \text{substitute to code}$$

I generated a straight line with direction as $q = [1000]$, $\dot{X}_d = \vec{0}$; $\ddot{X}_d = \vec{0}$ (zero vectors for simplicity)

Everything done!

See the code and logs!