Recall
$$\widehat{[fV^{B}]}_{I} = \frac{\overline{d}}{dt} (\overline{g}^{2}) (\overline{g}^{B})^{-1}$$

$$\widehat{[fV^{B}]}_{S} = (\overline{g}^{2})^{-1} \overline{d} (\overline{g}^{B})$$

What if we want to convert between these two? From the two formulas,

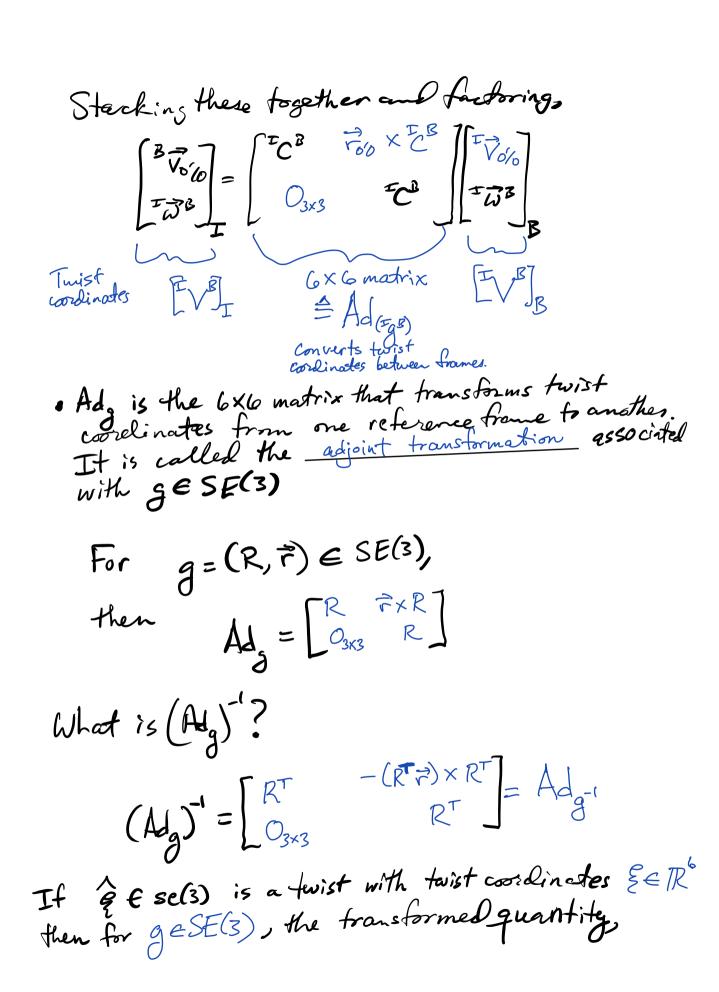
If you would rather work with twist coordinates instead of twist matrices, another way to transform twists is using am adjoint transformation

From the traditional Kinematics

$$\begin{bmatrix} \vec{v}_{0} \end{bmatrix}_{\mathbf{I}} = \begin{bmatrix} \vec{v}_{0} \end{bmatrix}_{\mathbf{I}} \begin{bmatrix} \vec{v}_{0} \end{bmatrix}_{\mathbf{I}}$$

$$\begin{bmatrix} \vec{v}_{0} \end{bmatrix}_{\mathbf{I}} = \begin{bmatrix} -\vec{v}_{0} \times \vec{v}_{0} & +\vec{v}_{0} \\ -\vec{v}_{0} \end{bmatrix}_{\mathbf{I}} \times \begin{bmatrix} \vec{v}_{0} \end{bmatrix}_{\mathbf{I}} + \begin{bmatrix} \vec{v}_{0} \end{bmatrix}_{\mathbf{I}}$$

$$= \begin{bmatrix} \vec{v}_{0} \end{bmatrix}_{\mathbf{I}} \times \begin{bmatrix} \vec{v}_{0} \end{bmatrix}_{\mathbf{I}} \times \begin{bmatrix} \vec{v}_{0} \end{bmatrix}_{\mathbf{I}} + \begin{bmatrix} \vec{v}_{0} \end{bmatrix}_{\mathbf{I}}$$



(IgB) \(\hat{\xi} (IgB)^{-1} \) \(\hat{\xi} \)

is a twist with twist coordinates Adg & ER6

Lagrangian for an open-chain robot (Section 4.3.1)
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Configuration of link i: $g^{Li}(\underline{\theta}) = e^{\widehat{\xi}_i \underline{\theta}_i} \cdots e^{\widehat{\xi}_i \underline{\theta}_i} \underline{\tau}_{Li}(\underline{\sigma})$

What is the body relouty of Link Li?

$$\begin{bmatrix} \mathbf{I} \\ \mathbf{J} \\ \mathbf{L} \end{bmatrix} = \begin{bmatrix} \mathbf{I} \\ \mathbf{J} \\ \mathbf{L} \end{bmatrix} = \begin{bmatrix} \mathbf{I} \\ \mathbf{J} \\ \mathbf{L} \end{bmatrix}$$

Note that Ighi is a function of the g. joint angles for j=1,...,i

$$\frac{T}{dt} \left(T_{g} L_{i} \right) = \sum_{j=1}^{L} \frac{\partial T_{g} L_{i}}{\partial \theta_{i}} \frac{\partial T_{g} L_{i}}{\partial \theta_{i}}$$
 (chain rule)

$$\begin{bmatrix} \mathbf{x} \\ \mathbf{y} \\ \mathbf{z} \end{bmatrix}_{\mathbf{k}_{i}} = \sum_{\mathbf{j}=1}^{i} \begin{pmatrix} \mathbf{x} \\ \mathbf{y} \\ \mathbf{y} \end{pmatrix} \begin{pmatrix} \mathbf{x} \\ \mathbf{y} \end{pmatrix} \begin{pmatrix} \mathbf{y} \\ \mathbf{y} \mathbf$$

Body Tacobian

Then we can write

\[\begin{align*}
& \

Kinetic energy:

$$T_{i} = \frac{1}{2} \left[V^{i} \right]_{i}^{T} M_{i} \left[V^{i} \right]_{L_{i}}$$

$$= \frac{1}{2} \underbrace{A^{T} \left(\underbrace{J^{L_{i}}} \right)^{T} M_{i} \left(\underbrace{J^{L_{i}}} \right)^{2}}_{A_{i}}$$

Potential: $V_i = m_i g h_i(\underline{\theta})$

Lagrangian, $L = \sum_{i=1}^{N} (T_i - V_i)$