

- wrist decoupled is the same as kinematically decoupled manipulators

$$\cdot \quad T = \begin{bmatrix} R & P \\ 0 & 1 \end{bmatrix}$$

$$v = \frac{dP}{dt} \quad (\text{differentiate } P \text{ wrt time})$$

## VELOCITY KINEMATICS

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

- $J(\theta)$  : Jacobian matrix maps joint  $R^n \rightarrow R^m$   
 $\dot{p} \in R^m, \dot{\theta} \in R^n$

For a 2R manipulator,

$$\text{Pos}^n : \begin{bmatrix} c\theta_1 l_1 + s(\theta_1 + \theta_2) l_2 \\ c\theta_2 l_2 + s(\theta_1 + \theta_2) l_2 \end{bmatrix}$$

$$\text{Orientation} : \theta_1 + \theta_2$$

$$\begin{bmatrix} n \\ y \end{bmatrix} = \begin{bmatrix} f_1(\theta) \\ f_2(\theta) \end{bmatrix}$$

$$\ddot{n} = \frac{\partial}{\partial \theta_1} f_1(\theta) \dot{\theta}_1 + \frac{\partial}{\partial \theta_2} f_1(\theta) \dot{\theta}_2$$

$$\text{now, } \dot{\mathbf{T}}_0 = \begin{bmatrix} \frac{\partial}{\partial \theta_1} f(\theta) & \frac{\partial}{\partial \theta_2} f_1(\theta) \\ \frac{\partial}{\partial \theta_2} f_1(\theta) & \frac{\partial}{\partial \theta_2} f_2(\theta) \end{bmatrix}$$

linear velocity Jacobian

Angular velocity Jacobian :

Combining both Jacobians,

$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{\theta} \end{bmatrix} = \begin{bmatrix} -s\theta_1 l_1 - s\theta_{12} l_2 \\ c\theta_1 l_1 + c\theta_{12} l_2 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \end{bmatrix}$$

Full Jacobian Matrix  
but this is dimensionally  
non-homogeneous matrix

- condition number  $\rightarrow$  ratio of maximum eigen value to minimum eigen value
- $\rightarrow$  it is a measure of how close a matrix is to being singular

(NOTE: singular value is root of eigen value)

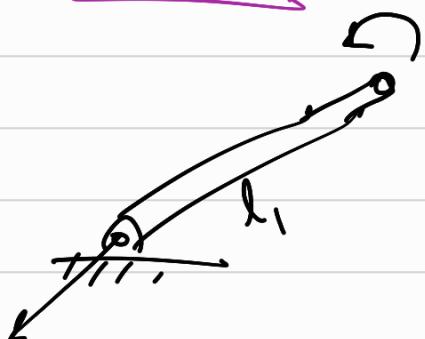
⇒ if condition value is small : we say the matrix is well defined. (or well conditioned)

$$g: \begin{bmatrix} 1000 & 0 \\ 0 & 1 \end{bmatrix} \quad \text{condition no} = \frac{1000}{1} = \underline{\underline{1000}}$$

Taking only  $J_0$ ,

$$J_0 = \begin{pmatrix} J_1(\theta) & J_2(\theta) \end{pmatrix}$$
$$v_{\text{tip}} = \begin{pmatrix} J_1(\theta) \\ J_2(\theta) \end{pmatrix} \begin{pmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \end{pmatrix}$$

I-R robot



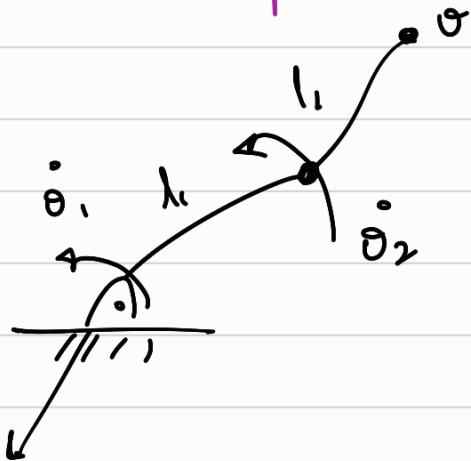
$$v = \omega \times r$$

$$\text{here, } \omega = \dot{\theta} \hat{k}$$

$$r = l_1$$

$$\therefore v = \begin{bmatrix} 0 \\ 0 \\ \dot{\theta} \end{bmatrix} \begin{bmatrix} l_1 \cos \theta \\ l_1 \sin \theta \\ 0 \end{bmatrix}$$
$$= \begin{bmatrix} -l_1 (\sin \theta) \dot{\theta} \\ -l_1 (\cos \theta) \dot{\theta} \\ 0 \end{bmatrix}$$

## 2 - R manipulator



$$\theta_2 = \begin{bmatrix} 0 \\ 0 \\ \dot{\theta}_2 \end{bmatrix} \begin{bmatrix} l_2 c\theta_{12} \\ l_2 s\theta_{12} \\ 0 \end{bmatrix}$$

$$= \begin{bmatrix} -l_2 s\theta_{12} \\ l_2 c\theta_{12} \\ 0 \end{bmatrix} \dot{\theta}_2$$

Considering first joint,

$$v_1 = \begin{bmatrix} 0 \\ 0 \\ \dot{\theta}_1 \end{bmatrix} \begin{bmatrix} l_1 c\theta_1 + l_2 c\theta_{12} \\ l_1 s\theta_1 + l_2 s\theta_{12} \\ 0 \end{bmatrix}$$

$$= \begin{bmatrix} -l_1 s\theta_1 - l_2 s\theta_{12} \\ l_1 c\theta_1 + l_2 c\theta_{12} \\ 0 \end{bmatrix} \dot{\theta}_1$$

$$\Rightarrow v_{tip} = \vec{v}_1 + \vec{v}_2 \\ = J_1 \dot{\theta}_1 + J_2 \dot{\theta}_2$$

- $\vec{v}_2$  is perpendicular to second link

- $\vec{v}_1$  is perpendicular to line joining joint 1 and tip.

Thus, tool tip velocity is linear combination of joint velocities.

i) When  $\lambda_1 = \lambda_2 = 1$  and  $\theta_2 = 0$

$$\bar{J}_0 = \begin{bmatrix} -d\sin(\theta_1) & -d\sin(\theta_1) \\ d\cos(\theta_1) & d\cos(\theta_1) \end{bmatrix}$$

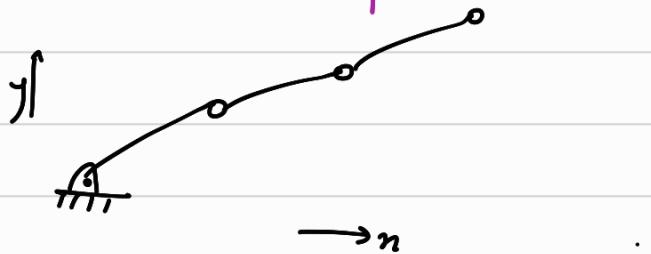
- this is a singular matrix  $[\det = 0]$
- so inverse not possible.

iii) When  $\lambda_1 = \lambda_2 = 1$  and  $\theta_2 = \pi$

$$\Rightarrow \begin{pmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \end{pmatrix} = \bar{J}_0^{-1} \begin{pmatrix} \dot{x} \\ \dot{y} \end{pmatrix}$$

- if the eigen value of your Jacobian approaches zero then your manipulator is singular.

### Redundant Manipulator



$$n = f(\theta_{1,2,3})$$

$$y = f(\theta_{2,3})$$

- dimension of n-joint planes manipulator :  $2 \times n$

- Rank of Jacobian = 2

$$\dot{\vec{P}}_{(2 \times 1)} = \bar{J}_{(2 \times 3)} \dot{\vec{\theta}}_{(3 \times 1)}$$

↳ 3R manipulator .

• if  $\text{DoF} \rightarrow \text{rank}(J) \Rightarrow$  redundant manipulator

if  $\text{DoF} > 6$  (for spatial)  $\rightarrow$  redundant manipulator

$\text{DoF} > 3$  (for planar)  $\rightarrow$  redundant ..

L

[3 because full Jacobian - x, y, θ]

class end when?

me wants class to end now

SAME



$$\cdot \ddot{\mathbf{p}} = J(\theta) \dot{\boldsymbol{\theta}}$$

$$\cdot \dot{\boldsymbol{\theta}} = J^{-1}(\theta) \ddot{\mathbf{p}}$$

To take inverse of rectangular matrix :-  
we have either full row rank or full column rank  
→ Then we use pseudoinverse

• if we don't have low or column rank →  
SVD (singular value decomposition)

SVD :  $A = S \Lambda S^{-1}$  } EVD

L ↴ eigen vectors of A

$\therefore A$  is symmetric.  $A = Q \Lambda Q^T$   
because its eigen vectors will be orthogonal.

→ now for SVD:  $A = U \Sigma V^T$   
where,  $U = AA^T$  (symmetric) (orthogonal)  
 $\Sigma = \text{diagonal matrix}$

$$\therefore \dot{\theta} = \bar{J}^{-1} \dot{p}$$

$$= (U \Sigma V^T)^{-1} \dot{p}$$

$$\boxed{V^T \dot{\theta} = \Sigma^{-1} U^T \dot{p}}$$

$$\dot{\theta}^* = \Sigma^{-1} \dot{p}^*$$

$\dot{\theta}^*$  → rotated version of  $\dot{\theta}$   
 $\dot{p}^*$  → rotated version of  $p$   
 because  $U$  and  $V$  are orthogonal matrices.

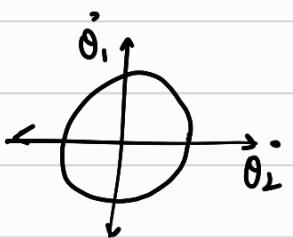
$$\dot{\theta}^* = \Sigma^{-1} \dot{p}^*$$

$$\dot{\theta}^* = \frac{1}{\sigma_i} \dot{p}^*$$

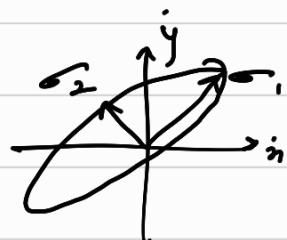
Manipability ellipsoid  
constraint  $\|\dot{\theta}^*\| \leq 1$

$$\frac{\dot{p}_1^{*2}}{\sigma_1^2} + \frac{\dot{p}_2^{*2}}{\sigma_2^2} + \dots \leq 1$$

(this takes the form of an ellipsoid)



$\leftarrow J \rightarrow$



maps circle in joint space to ellipse in cartesian space

- n-dimensional unit sphere  $\xleftarrow{J} m$ -dimensional hyperellipsoid.
- if singularity  $\rightarrow$  ellipsoid becomes a line.
- if volume is smaller  $\Rightarrow$  closer to singularity.



Through this we notice that we need to choose  $l_1$  &  $l_2$  such that volume is maximum.

isotropy: if  $l_1 = \sqrt{2} l_2$

- ellipse becomes circles
- move in any direction with equal effort.