

# SOLUTION Trajectory Generation

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## Manipulations

## Part 1: Generating joint space trajectories

In this section, we will define a trajectory between two angular poses. First, we will do it using polynomial interpolation and then using trapezoidal velocity profiles.

1.1

$$\begin{split} a_0 &= q_0 \\ a_1 &= \mathtt{v}_0 \\ a_2 &= \frac{1}{2}\mathtt{a}_0 \\ a_3 &= \frac{1}{2T^3}[20h - (8\mathtt{v}_{\scriptscriptstyle \mathrm{f}} + 12\mathtt{v}_0)T - (3\mathtt{a}_0 - \mathtt{a}_{\scriptscriptstyle \mathrm{f}})T^2] \\ a_4 &= \frac{1}{2T^4}[-30h + (14\mathtt{v}_{\scriptscriptstyle \mathrm{f}} + 16\mathtt{v}_0)T + (3\mathtt{a}_0 - 2\mathtt{a}_{\scriptscriptstyle \mathrm{f}})T^2] \\ a_5 &= \frac{1}{2T^5}[12h - 6(\mathtt{v}_{\scriptscriptstyle \mathrm{f}} + \mathtt{v}_0)T + (\mathtt{a}_{\scriptscriptstyle \mathrm{f}} - \mathtt{a}_0)T^2] \end{split}$$

Where h is the displacement  $(q_1 - q_0)$ 

#### 1.2

See associated .m file.

1.3

$$v_{max} = \frac{1}{2a_{max}} (a_{max}T \pm \sqrt{(a_{max}T)^2 - 4a_{max}(q_f - q_i)})$$

$$t_a = v_{max}/a_{max}$$

#### 1.4

See associated .m fie.



## Part 2: Generating cartesian space trajectories

#### 2.1

See associated .m file.

#### Part 3: Validation with the robot

#### 3.1

The validations are also performed by the robot. If the trajectories do not run, then the validation done by the students failed.

#### 3.2

Notable points student could mention in the comparison include:

- Trapezoidal velocity profiles have discontinuous accelerations which can cause vibrations
- 5th order polynomials yield trajectories that are hard to intuitively predict for the whole robot.
- The cartesian method is sensitive to singularities which can cause failures.
- The cartesian method takes longer to process
- Only Newton's method will try to reach an unreachable point the rest will fail the computation before the trajectory even starts.

#### 3.3

See above.

### 3.4 (Optional)

As of firmware version 2.1.1, Gen3 lite uses Trapezoidal velocity profiles.



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