

# EEE 187 Robotics

## Velocity Kinematics and Jacobian

(Textbook Chapter 4)

Time to understand the Jacobian matrix.

Columns of the Jacobian matrix are associated with joints of the robot. Each column in the Jacobian matrix represents the effect on end effector velocities due to variation in each joint velocity.

Which means, the first column represents the effect of joint1 velocity ( ) on end-effector velocities ( ), second column is associated with joint2 velocity ( ) and similarly nth column is effect of nth joint velocity ( ) on end-effector velocities .

Hence the number of columns in the Jacobian matrix is equal to the number of joints in the manipulator.

If we closely observe the x matrix, it has two parts. The first three elements of the end-effector velocity matrix are linear velocities [rate of change of position] and the last three elements are the angular velocities [rate of change of orientation] in (x,y,z) direction respectively.

Similarly, rows of the Jacobian matrix can also be split into two part. The first three rows are associated with linear velocities of endeffector and the last three rows are associated with the angular velocities of end-effector due to change in velocities of all the joints combined

## EEE 187 Robotics Velocity Kinematics and Jacobian

$$\dot{X} = \begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \\ \omega_x \\ \omega_y \\ \omega_z \end{bmatrix} = \begin{bmatrix} V \\ \Omega \end{bmatrix}$$

Linear velocity      Angular velocity

$$V = \begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \end{bmatrix} \quad \Omega = \begin{bmatrix} \omega_x = \dot{\phi} \\ \omega_y = \dot{\theta} \\ \omega_z = \dot{\psi} \end{bmatrix} \quad \dot{q}_{n \times 1} = \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \\ \vdots \\ \dot{q}_n \end{bmatrix}_{n \times 1}$$

$$J_v = \begin{bmatrix} \frac{\partial x}{\partial q_1} & \frac{\partial x}{\partial q_2} & \frac{\partial x}{\partial q_3} & \dots & \dots & \dots & \frac{\partial x}{\partial q_n} \\ \frac{\partial y}{\partial q_1} & \frac{\partial y}{\partial q_2} & \frac{\partial y}{\partial q_3} & \dots & \dots & \dots & \frac{\partial y}{\partial q_n} \\ \frac{\partial z}{\partial q_1} & \frac{\partial z}{\partial q_2} & \frac{\partial z}{\partial q_3} & \dots & \dots & \dots & \frac{\partial z}{\partial q_n} \end{bmatrix}_{3 \times n}$$

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## Velocity Kinematics and Jacobian

In general, it is possible to write

$$\begin{bmatrix} v_x \\ v_y \end{bmatrix} = \begin{bmatrix} \dot{p}_x \\ \dot{p}_y \end{bmatrix} = J \begin{bmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \end{bmatrix}$$

### JACOBIAN OF THE TWO LINK MANIPULATOR

For the two link planar manipulator of figure 1, the coordinates of the end effector are

$$p_x = a_1 \cos \theta_1 + a_2 \cos(\theta_1 + \theta_2)$$

$$p_y = a_1 \sin \theta_1 + a_2 \sin(\theta_1 + \theta_2)$$

By taking the time derivative, we get

$$\dot{p}_x = -\dot{\theta}_1 a_1 \sin \theta_1 - \dot{\theta}_1 a_2 \sin(\theta_1 + \theta_2) - \dot{\theta}_2 a_2 \sin(\theta_1 + \theta_2)$$

$$\dot{p}_y = \dot{\theta}_1 a_1 \cos \theta_1 + \dot{\theta}_1 a_2 \cos(\theta_1 + \theta_2) + \dot{\theta}_2 a_2 \cos(\theta_1 + \theta_2)$$

which can be re-arranged under matrix form:

$$\begin{bmatrix} \dot{p}_x \\ \dot{p}_y \end{bmatrix} = \begin{bmatrix} -a_1 \sin \theta_1 - a_2 \sin(\theta_1 + \theta_2) & -a_2 \sin(\theta_1 + \theta_2) \\ a_1 \cos \theta_1 + a_2 \cos(\theta_1 + \theta_2) & a_2 \cos(\theta_1 + \theta_2) \end{bmatrix} \begin{bmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \end{bmatrix}$$

**JACOBIAN MATRIX**

$$J = \begin{bmatrix} \frac{\partial p_x}{\partial \theta_1} & \frac{\partial p_x}{\partial \theta_2} \\ \frac{\partial p_y}{\partial \theta_1} & \frac{\partial p_y}{\partial \theta_2} \end{bmatrix}$$

**JACOBIAN MATRIX**

This is the standard format for the Jacobian. If there were a z component there would be a third row to the matrix

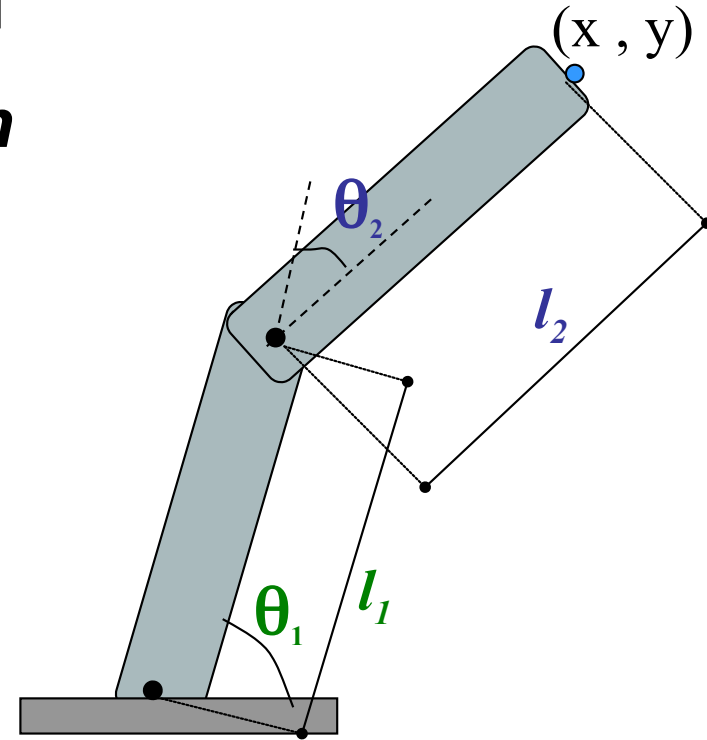
# Example

- 2-DOF planar robot arm
  - Given  $l_1$ ,  $l_2$ , **Find: Jacobian**

$$\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} l_1 \cos \theta_1 + l_2 \cos(\theta_1 + \theta_2) \\ l_1 \sin \theta_1 + l_2 \sin(\theta_1 + \theta_2) \end{bmatrix} = \begin{bmatrix} h_1(\theta_1, \theta_2) \\ h_2(\theta_1, \theta_2) \end{bmatrix}$$

$$\dot{X} = \begin{bmatrix} \dot{x} \\ \dot{y} \end{bmatrix} = J \begin{bmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \end{bmatrix}$$

$$J = \begin{bmatrix} \frac{\partial h_1}{\partial \theta_1} & \frac{\partial h_1}{\partial \theta_2} \\ \frac{\partial h_2}{\partial \theta_1} & \frac{\partial h_2}{\partial \theta_2} \end{bmatrix} = \begin{bmatrix} -l_1 \sin \theta_1 - l_2 \sin(\theta_1 + \theta_2) & -l_2 \sin(\theta_1 + \theta_2) \\ l_1 \cos \theta_1 + l_2 \cos(\theta_1 + \theta_2) & l_2 \cos(\theta_1 + \theta_2) \end{bmatrix}$$



# EEE 187 Robotics

## Velocity Kinematics and Jacobian

- Find the singularity configuration of the 2-DOF planar robot arm

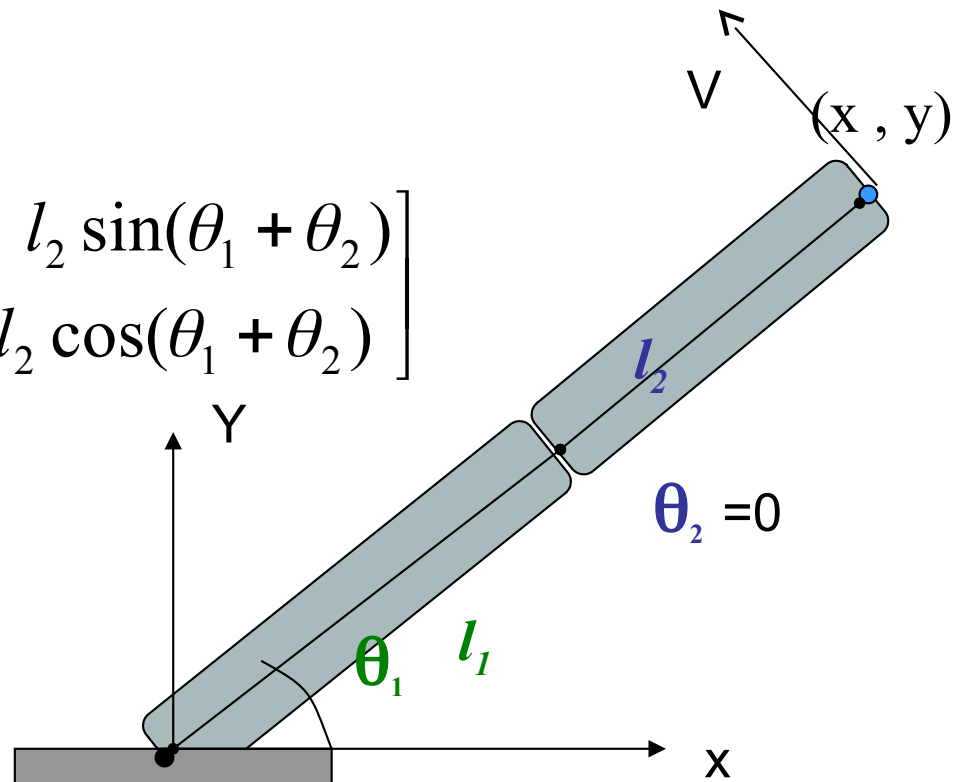
determinant(J)=0  $\longrightarrow$  Not full rank

$$\dot{X} = \begin{bmatrix} \dot{x} \\ \dot{y} \end{bmatrix} = J \begin{bmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \end{bmatrix}$$

$$J = \begin{bmatrix} -l_1 \sin \theta_1 - l_2 \sin(\theta_1 + \theta_2) & -l_2 \sin(\theta_1 + \theta_2) \\ l_1 \cos \theta_1 + l_2 \cos(\theta_1 + \theta_2) & l_2 \cos(\theta_1 + \theta_2) \end{bmatrix}$$

$$\text{Det}(J)=0$$

$$\theta_2 = 0$$



# EEE 187 Robotics

## Velocity Kinematics and Jacobian

Link	$a_i$	$\alpha_i$	$d_i$	$\theta_i$
1	$a_1$	0	0	$\theta_1^*$
2	$a_2$	0	0	$\theta_2^*$

\* variable

$$A_1 = \begin{bmatrix} c_1 & -s_1 & 0 & a_1 c_1 \\ s_1 & c_1 & 0 & a_1 s_1 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}.$$

$$A_2 = \begin{bmatrix} c_2 & -s_2 & 0 & a_2 c_2 \\ s_2 & c_2 & 0 & a_2 s_2 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}.$$

$$T_1^0 = A_1.$$

$$T_2^0 = A_1 A_2 = \begin{bmatrix} c_{12} & -s_{12} & 0 & a_1 c_1 + a_2 c_{12} \\ s_{12} & c_{12} & 0 & a_1 s_1 + a_2 s_{12} \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$O_0 = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}, O_1 = \begin{bmatrix} a_1 \cos \theta_1 \\ a_1 \sin \theta_1 \\ 0 \end{bmatrix}, O_2 = \begin{bmatrix} a_1 \cos \theta_1 + a_2 \cos(\theta_1 + \theta_2) \\ a_1 \sin \theta_1 + a_2 \sin(\theta_1 + \theta_2) \\ 0 \end{bmatrix}$$

Where  $(\theta_1 + \theta_2)$  denoted by  $\theta_{12}$  and  $\cos(\theta_1 + \theta_2)$  by  $c_{12}$

$$Z_0 = Z_1 = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

# EEE 187 Robotics

## Velocity Kinematics and Jacobian

cross product

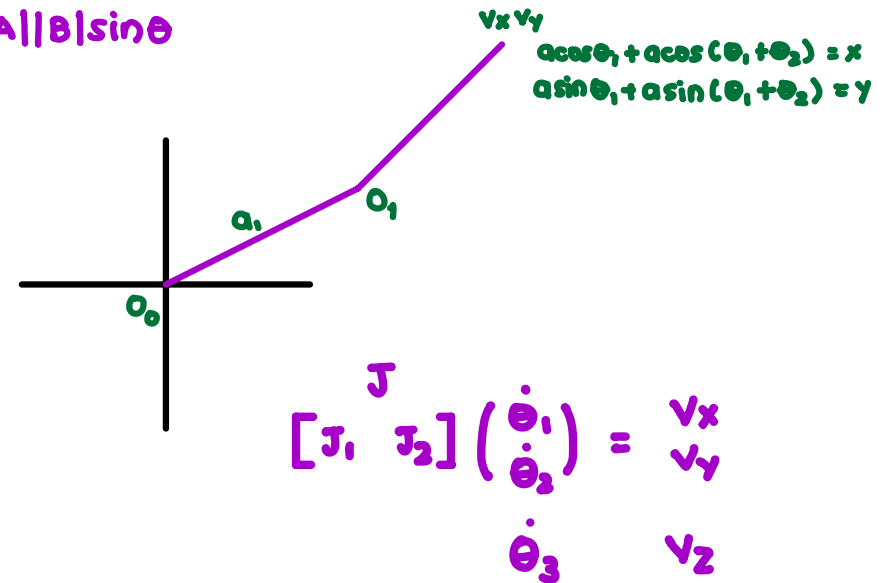
$$|A \times B| = |A||B|\sin\theta$$

$$\text{Velocity} = \omega \times r$$

$$v_i = \omega_i \times r_i$$

$$r_i = o_{\text{end-effector}} - o_{i-1}$$

$$\omega_i = \dot{\theta}_i z_{i-1}$$



The actual velocity of the end effector is the vector sum of all of the  $v_i$  components

# Jacobian Matrix

2-DOF planar robot arm

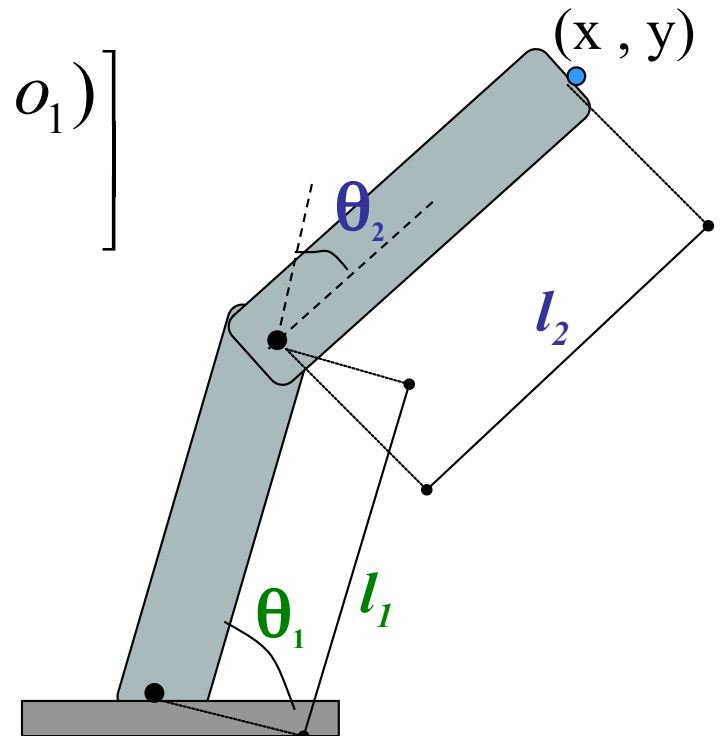
Given ***l*<sub>1</sub>**, ***l*<sub>2</sub>**, **Find: Jacobian**

Link	$a_i$	$\alpha_i$	$d_i$	$\theta_i$
1	$a_1$	0	0	$\theta_1^*$
2	$a_2$	0	0	$\theta_2^*$

\* variable

$$J_1 = \begin{bmatrix} z_0 \times (o_2 - o_0) \\ z_0 \end{bmatrix}, J_2 = \begin{bmatrix} z_1 \times (o_2 - o_1) \\ z_1 \end{bmatrix}$$

$$J = \begin{bmatrix} J_1 & J_2 \end{bmatrix}$$





# Jacobian Matrix

$$J_1 = \begin{bmatrix} z_0 \times (o_2 - o_0) \\ z_0 \end{bmatrix}$$

$$Z_0 \times (o_2 - o_0) = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \times \begin{bmatrix} a_1 \cos \theta_1 + a_2 \cos(\theta_1 + \theta_2) \\ a_1 \sin \theta_1 + a_2 \sin(\theta_1 + \theta_2) \\ 0 \end{bmatrix}$$

$$= \begin{bmatrix} i & j & k \\ 0 & 0 & 1 \\ a_1 \cos \theta_1 + a_2 \cos(\theta_1 + \theta_2) & a_1 \sin \theta_1 + a_2 \sin(\theta_1 + \theta_2) & 0 \end{bmatrix}$$

$$= \begin{bmatrix} -a_1 \sin \theta_1 - a_2 \sin(\theta_1 + \theta_2) \\ a_1 \cos \theta_1 + a_2 \cos(\theta_1 + \theta_2) \\ 0 \end{bmatrix}$$

# Jacobian Matrix

$$J_2 = \begin{bmatrix} z_1 \times (o_2 - o_1) \\ z_1 \end{bmatrix}$$

$$Z_1 \times (o_2 - o_1) = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \times \begin{bmatrix} a_2 \cos(\theta_1 + \theta_2) \\ a_2 \sin(\theta_1 + \theta_2) \\ 0 \end{bmatrix}$$

$$= \begin{bmatrix} i & j & k \\ 0 & 0 & 1 \\ a_2 \cos(\theta_1 + \theta_2) & a_2 \sin(\theta_1 + \theta_2) & 0 \end{bmatrix}$$

$$= \begin{bmatrix} -a_2 \sin(\theta_1 + \theta_2) \\ a_2 \cos(\theta_1 + \theta_2) \\ 0 \end{bmatrix}$$

# Jacobian Matrix

$$J_1 = \begin{bmatrix} -a_1 \sin \theta_1 - a_2 \sin(\theta_1 + \theta_2) \\ a_1 \cos \theta_1 + a_2 \cos(\theta_1 + \theta_2) \\ 0 \\ 0 \\ 0 \\ 1 \end{bmatrix} \quad J_2 = \begin{bmatrix} -a_2 \sin(\theta_1 + \theta_2) \\ a_2 \cos(\theta_1 + \theta_2) \\ 0 \\ 0 \\ 0 \\ 1 \end{bmatrix}$$

The required Jacobian matrix **J**

$$J = [J_1 \quad J_2] = \begin{bmatrix} -a_1 \sin \theta_1 - a_2 \sin(\theta_1 + \theta_2) & -a_2 \sin(\theta_1 + \theta_2) \\ a_1 \cos \theta_1 + a_2 \cos(\theta_1 + \theta_2) & a_2 \cos(\theta_1 + \theta_2) \\ 0 & 0 \\ 0 & 0 \\ 0 & 0 \\ 1 & 1 \end{bmatrix}$$

# Jacobian Matrix

$$\dot{X} = \begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \\ \omega_x \\ \omega_y \\ \omega_z \end{bmatrix} = \begin{bmatrix} V \\ \Omega \end{bmatrix}$$

Linear velocity      Angular velocity

$$V = \begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \end{bmatrix} \quad \Omega = \begin{bmatrix} \omega_x = \dot{\phi} \\ \omega_y = \dot{\theta} \\ \omega_z = \dot{\psi} \end{bmatrix} \quad \dot{q}_{n \times 1} = \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \\ \vdots \\ \dot{q}_n \end{bmatrix}_{n \times 1}$$

## The Jacobian Equation

$$\dot{X} = J_{6 \times n} \dot{q}_{n \times 1}$$

# Jacobian Matrix

## (Three ways to form the Jacobian)

- 1) Differentiate the link equations for X (or  $P_x$ ) and Y (or  $P_y$ ) (Lecture 8)
- 2) Create a Jacobian by doing partial differentials of X and Y (slides 2,3,4)
- 3) Use Cross Products to create the Jacobian (slides 7,8,9,10)

Regardless of the method used to create the Jacobian;

$$\begin{bmatrix} \dot{x} \\ \dot{y} \end{bmatrix} = J \begin{bmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \end{bmatrix}$$

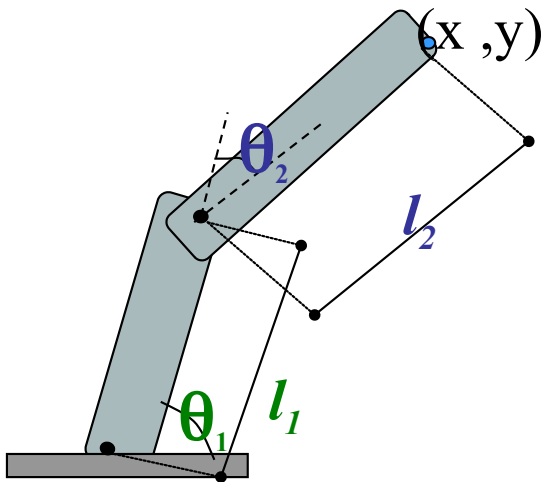
Where:

$\dot{x}$  is the x-component of the velocity of the end effector

$\dot{y}$  is the y-component of the velocity of the end effector

$\dot{\theta}_1$  Is the angular velocity of the first joint

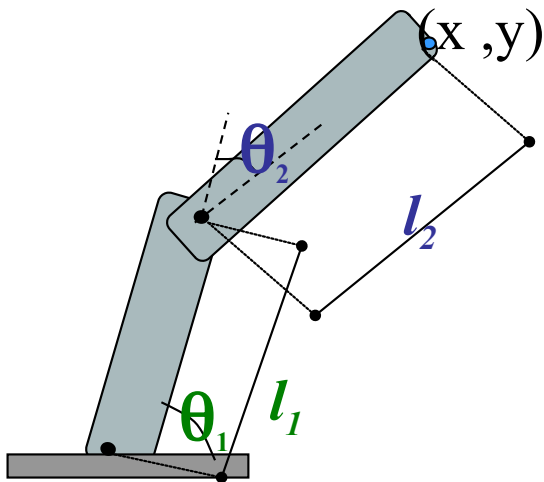
$\dot{\theta}_2$  Is the angular velocity of the second joint



# Jacobian Matrix

(Two ways to travel from  $X_0, Y_0$  to  $X_f, Y_f$ )

$$\begin{bmatrix} \dot{x} \\ \dot{y} \end{bmatrix} = J \begin{bmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \end{bmatrix}$$



## Method #1

1. Calculate velocity vector from  $X_0, Y_0$  to  $X_f, Y_f$ 
  1.  $V_x = (X_f - X_0)/T$ ,  $V_y = (Y_f - Y_0)/T$  where  $T$  = travel time
2. Multiply Inverse Jacobian times velocity vector to calculate angular velocities  $\dot{\theta}_1, \dot{\theta}_2$
3. Multiply angular velocities times small percentage of travel time to calculate small angular change to  $\theta_1, \theta_2$  and new  $X_1, Y_1$
4. Calculate velocity vector from  $X_1, Y_1$  to  $X_f, Y_f$  and repeat the 4 steps

## Method #2

1. Use Inverse Kinematics to calculate  $\theta_1, \theta_2$  for both initial position  $(\theta_{1\text{initial}}, \theta_{2\text{initial}})$  and the final position  $(\theta_{1\text{final}}, \theta_{2\text{final}})$
2. Calculate  $\Delta\theta_1$  and  $\Delta\theta_2$  so that  $(\theta_{1\text{initial}}, \theta_{2\text{initial}})$  rotates into  $(\theta_{1\text{final}}, \theta_{2\text{final}})$  in the same time interval

# Introduction to ROBOTICS

## Velocity Analysis Jacobian

University of Bridgeport

# BOSTON DYNAMICS DANCING ROBOT

<https://fb.watch/gDAU6B9JBG/>