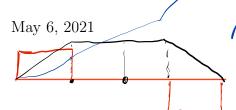
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MP(s)=5452 SE[0, \$7 S SE(\$,\$) -415-13+1 SE[\$,1]

Motion profiles (2 points) 1

Construct a motion profile that accelerates constantly in the first quarter of the trajectory, then moves with constant velocity, then decelerates constantly in the last quarter. Write down the equation $MP(s): [0,1] \mapsto [0,1]$.

2 Verify some things from the lecture (6 points)

- a) On slides 12 + 13 we derived the basic inverse kinematics law. Verify that (assuming linearity of ϕ , i.e., $J\delta q = \delta y$) for $C \to \infty$ the desired task is fulfilled exactly, i.e., $\phi(q^*) = y^*$. By writing $C \to \infty$ we mean that C is a matrix of the form $C = \varrho C_0$, $\varrho \in \mathbb{R}$, and we take the limit $\varrho \to \infty$. (2P)
- b) On slide 20 there is a term $(\mathbf{I} J^{\#}J)$ called nullspace projection. Verify that for $\varrho \to \infty$ (and $C = \varrho \mathbf{I}$) and any choice of $\delta a \in \mathbb{R}^n$

$$\delta q = (\mathbf{I} - J^{\#}J)\delta a \Rightarrow \delta y = 0$$

(assuming linearity of ϕ , i.e., $J\delta q = \delta y$). Note: this means that any choice of δa , the motion $(\mathbf{I} - J^{\#}J)\delta a$ will not change the "endeffector position" y. (2P) (b) $y = \phi(q)$ with linearity $\delta y = \int \delta q$

c) On slides 31 + 32 it says that

argmin
$$\|q - q_0\|_W^2 + \|\Phi(q)\|^2$$
 $\begin{cases} \delta J = J(I - J^{\#}J)\delta a = (J - JW^{\dagger}J^{\dagger}(JW^{\dagger}J + C^{\dagger})^{\dagger}J \\ \delta J = J(I - J^{\#}J)\delta a = (J - JW^{\dagger}J^{\dagger}(JW^{\dagger}J + C^{\dagger})^{\dagger}J \\ \delta J = J(I - J^{\#}J)\delta a = (J - JW^{\dagger}J^{\dagger}(JW^{\dagger}J + C^{\dagger})^{\dagger}J \\ \delta J = J(I - J^{\#}J)\delta a = (J - JW^{\dagger}J^{\dagger}(JW^{\dagger}J + C^{\dagger})^{\dagger}J \\ \delta J = J(I - J^{\#}J)\delta a = (J - JW^{\dagger}J^{\dagger}(JW^{\dagger}J + C^{\dagger})^{\dagger}J \\ \delta J = J(I - J^{\#}J)\delta a = (J - JW^{\dagger}J^{\dagger}(JW^{\dagger}J + C^{\dagger})^{\dagger}J \\ \delta J = J(I - J^{\#}J)\delta a = (J - JW^{\dagger}J^{\dagger}(JW^{\dagger}J + C^{\dagger})^{\dagger}J \\ \delta J = J(I - J^{\#}J)\delta a = (J - JW^{\dagger}J^{\dagger}(JW^{\dagger}J + C^{\dagger})^{\dagger}J \\ \delta J = J(I - J^{\#}J)\delta a = (J - JW^{\dagger}J^{\dagger}(JW^{\dagger}J + C^{\dagger})^{\dagger}J \\ \delta J = J(I - J^{\#}J)\delta a = (J - JW^{\dagger}J^{\dagger}(JW^{\dagger}J + C^{\dagger})^{\dagger}J \\ \delta J = J(I - J^{\#}J)\delta a = (J - JW^{\dagger}J^{\dagger}(JW^{\dagger}J + C^{\dagger})^{\dagger}J \\ \delta J = J(I - J^{\#}J)\delta a = (J - JW^{\dagger}J^{\dagger}(JW^{\dagger}J + C^{\dagger})^{\dagger}J \\ \delta J = J(I - J^{\#}J)\delta a = (J - JW^{\dagger}J^{\dagger}(JW^{\dagger}J + C^{\dagger})^{\dagger}J \\ \delta J = J(I - J^{\#}J)\delta a = (J - JW^{\dagger}J^{\dagger}(JW^{\dagger}J + C^{\dagger})^{\dagger}J \\ \delta J = J(I - J^{\#}J)\delta J \\ \delta J = J(J - J^{\#}J)\delta J \\ \delta J = J(J - J^{\#}J)\delta J \\ \delta J = J(J$

where the approximation \approx means that we use the local linearization $\Phi(q) = \Phi(q_0) + J(q - q_0)$. Verify this. (2P) Dls. See below

IK in the simulator (6 points) 3

Installation instructions:

- 1. On github https://github.com/humans-to-robots-motion/robotics-course you can find the course repository and an instruction on how to install it.
- 2. To make sure you have an updated version of the repository, run 'qit pull' and 'qit submodule update'
- 3. You can find the exercises in the directory course1-Lectures. From there, you can run:
 - For python: 'jupyter-notebook 01-kinematics/kinematics.ipynb'
 - For C++: 'cd 01-kinematics', 'make', './x.exe -mode 2'

The goal of this task is to reach the coordinates $y^* = (-0.2, -0.4, 1.1)$ with the right hand of the robot. Assume $W = \mathbf{I}$ and $\sigma = .01$.

- a) The provided code already generates a motion using inverse kinematics $\Delta q = J^{\sharp} \Delta y$ with $J^{\sharp} = (J^{\top}J + \sigma^2W)^{-1}J^{\top}$. Record the task error, that is, the deviation of hand position from y^* after each step. You can plot the error using plt.plot(err) and plt.show() in python or plt.show() in C++ (err is the array of errors). Why is it initially large? (1P)
- b) Try to do 100 smaller steps $\delta q = \alpha J^{\sharp} \delta y$ with $\alpha = .1$ (each step starting with the outcome of the previous step). How does the task error evolve over time? (1P)
- c) Generate a nice trajectory composed of T = 100 time steps. Interpolate the target linearly $\hat{y} \leftarrow y_0 + (t/T)(y^* y_0)$ in each time step. How does the task error evolve over time? (2P)
- d) Generate a trajectory that moves the right hand in a circle centered at (-0.2, -0.4, 1.1), aligned with the xz-plane, with radius 0.2. (2P)

2. c) Let
$$\phi(2) = \phi(2) + J \cdot (2-2)$$

$$f(2) = \| 2 - 2 x \|_{W}^{2} + \| \phi(2) \|_{L^{2}}^{2} = (2-2)^{T} W (2-2x) + \phi(2x) \phi(2x) + (2-2x)^{T} J^{T} J (2-2x) + 2 \phi J^{T} J^{T} J (2-2x)$$

$$f(2) = 2(2-2x)^{T} W + 2(2-2x)^{T} J^{T} J + 2 \phi J^{T} J \stackrel{!}{=} 0$$

$$f(2-2x)^{T} J^{T} J + 2 \phi J^{T} J$$