

The Secret Life of the \mathcal{N} -Matrix
Gradient Decent Inverse Kinematics Revisited

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RoHOW - Hamburg, 2015

- ▶ Robots should move!
- ▶ But describing robot motions in terms of joints is cumbersome

There are quite a lot of different IK approaches. But most real-world robots use geometric IKs.

So did we. . .

What do we want?

- ▶ Tell the robot where to move (not how)
 - ▶ Move left foot to position p_{left_foot}
 - ▶ Move right foot to position p_{right_foot}
 - ▶ While having the feet in a "natural" orientation
- ▶ Tell the robot how to move (constraints)
 - ▶ Keep the COM somewhere "safe"

We build tasks for all this

- ▶ **Joint:**
Pretty self-explanatory (something elementary that moves)
- ▶ **Value:**
The angle of a rotation-**joint** or the stroke of a piston-**joint**, etc.
- ▶ **Configuration/Pose/Posture:**
A vector containing all **joint-values**
- ▶ **Task:**
Something the robot shall accomplish, eg:
 - ▶ Move a body part to a certain **target**
 - ▶ Orient a body part in a **direction**
 - ▶ Have a certain **value** at a joint

Tasks generate Jacobians and errors
- ▶ **Target/Method:**
The representation of the solution space for a task eg:
 - ▶ Point - move a bodypart to a position $\rightarrow \dim(taskspace) = 0$
 - ▶ Line - move a bodypart onto a line $\rightarrow \dim(taskspace) = 1$
 - ▶ Plane - move a bodypart onto a plane $\rightarrow \dim(taskspace) = 2$
 - ▶ Space - for highdimensional robots you could solve for n-dim spaces!

Demo

| python eins.py

Here comes the math!

Yey!

Define a loss function:

$$\mathcal{L}(\Delta q) = \|\phi(q + \Delta q) - y^*\|_C^2 + \|\Delta q\|_W^2 \quad (1)$$

W and C are weighting metrics. We really care about the solution of our Task $\phi(q + \Delta q) - y^* \rightarrow 0$ so we set $C \rightarrow \infty$

W scales the joint-changes. Since we treat every joint equally we choose $W = I$

with $\phi(q + \Delta q) = \phi(q) + J * \Delta q$ (local linearization) we get:

$$\mathcal{L}(\Delta q) = \underbrace{\|\phi(q) + J * \Delta q - y^*\|_C^2}_{\text{move to target}} + \underbrace{\|\Delta q\|_W^2}_{\text{be lazy}}$$

You know what time it is!

Its **derive and set zero**-time!

$$\begin{aligned}
 \frac{\delta}{\delta \Delta q} \mathcal{L}(\Delta q) &= 0^T = \|\phi(q) + J * \Delta q - y^*\|_C^2 + \|\Delta q\|_W^2 \\
 0^T &= 2(\phi(q) - y^* + J\Delta q)^T C J + 2\Delta q^T W \\
 0^T &= (J\Delta q - \tilde{e})^T C J + \Delta q^T W \\
 0 &= J^T C^T (J\Delta q - \tilde{e}) + W^T \Delta q \\
 0 &= -J^T C^T \tilde{e} + J^T C^T J \Delta q + W^T \Delta q \\
 J^T C^T \tilde{e} &= (J^T C^T J + W^T) \Delta q \\
 (J^T C^T J + W^T)^{-1} J^T C^T \tilde{e} &= \Delta q
 \end{aligned} \tag{2}$$

use the Woodbury identity:

$$\Delta q = W^{T-1} J^T (J W^{T-1} J^T + C^{T-1})^{-1} \tilde{e} \tag{3}$$

with

$$\lim_{C \rightarrow \infty} \Delta q = W^{T^{-1}} J^T (J W^{T^{-1}} J^T + C^{T^{-1}})^{-1}$$

and $W = I$ we get :

$$J^\# = J^T (J J^T + \epsilon I)^{-1} \quad (4)$$

that's the Moore-Penrose-inverse a.k.a. **pseudo-inverse!!!!**

Sweet!

Where are we?

- ▶ We can calculate a change in configuration for a task!

What do we need?

- ▶ Jacobians and error vectors?

- ▶ **Errors** are the difference of the current value in **target space** to the target in **target space**
eg:
Where do I want to put the finger minus where is my finger now.
- ▶ Jacobians are **local linearization** of the **task space** given infinitesimal changes in **configuration space**.
eg:
How does my finger move if I change the value of my elbow (and my wrist)

A Jacobian(-matrix) is the derivative of the **local linearization** of the forward kinematics of a **task**. eg:
How does my finger (**end-effector**) move if I change the value of my elbow (and my wrist).
Jacobians are dependant on the robots posture.

A Jacobian(-matrix) is the derivative of the **local linearization** of the forward kinematics of a **task**.

$$J = \frac{\delta}{\delta q} \phi(q) = \begin{pmatrix} \underbrace{\frac{\delta}{\delta q_1} \phi(q)_1}_{*1} & \underbrace{\frac{\delta}{\delta q_2} \phi(q)_1}_{*2} & \dots & \underbrace{\frac{\delta}{\delta q_n} \phi(q)_1}_{*3} \\ \frac{\delta}{\delta q_1} \phi(q)_2 & \frac{\delta}{\delta q_2} \phi(q)_2 & \dots & \frac{\delta}{\delta q_n} \phi(q)_2 \\ \vdots & \vdots & \ddots & \vdots \\ \frac{\delta}{\delta q_1} \phi(q)_d & \frac{\delta}{\delta q_2} \phi(q)_d & \dots & \frac{\delta}{\delta q_n} \phi(q)_d \end{pmatrix} \quad (5)$$

- *1 : Where goes the endeffector when we change the first joint
- *2 : Where goes the endeffector when we change the second joint
- *3 : Where goes the endeffector when we change the n-th joint

- ▶ Jacobians are $n \times d$ -matrixes
 - ▶ one **column** for each **joint**
 - ▶ one **row** for each **target-space** dimension


```
class RotationJoint:
    def getLocationDerivative(self, location):
        return np.matrix([[−location[1, 0]], [location[0, 0]])

    def getOrientationDerivative(self, orientation):
        return np.matrix([[−orientation[1, 0]], [orientation[0, 0]])

class PistonJoint:
    def getLocationDerivative(self, location):
        return np.matrix([[1],[0]])

    def getOrientationDerivative(self, orientation):
        return np.matrix([[0],[0]])
```

```
class LocationTask(PathedTask):
    def __init__(self, robot, path):
        PathedTask.__init__(self, robot, path)

    def getJacobian_(self):
        transform = np.matrix(np.eye(3, 3))
        jacobian = np.matrix(np.zeros((2, self.dof)))
        for node, direction in self.path.path:
            subtransform = np.matrix(np.eye(2, 2))
            if node.numDOF != 0:
                idx = self.robot.getIndexOfActiveNode(node.name)
                if direction == Direction.FROM_CHILD:
                    jacobian[:,idx] = node.getLocationDerivative(transform[0:2,2])
                elif direction == Direction.FROM_PARENT:
                    jacobian[:,idx] = -node.getLocationDerivative(transform[0:2,2])
            if direction == Direction.FROM_CHILD:
                subtransform = node.getTransform()[0:2,0:2]
                transform = node.getTransform() * transform
            elif direction == Direction.FROM_PARENT or direction == Direction.LINK:
                subtransform = node.getBackTransform()[0:2,0:2]
                transform = transform * node.getBackTransform()
            jacobian = subtransform * jacobian
        return jacobian

    def getError(self):
        return self.method.getTarget() - self.method.transform(self.getCurrentValue())
```

Demo

| python linearIK1.py

```
def solve_simple(robot, task, epsilon=0):  
    helper = J * J.transpose()  
    J_pinv = J.transpose() * inv(helper * epsilon * np.matrix(np.eye(helper.shape[0])))  
    dq = J_pinv * task.getError()  
    return dq
```

But wait there is more!

- ▶ what if we want to do several things simultaneously?

Simultaneous tasks:

- ▶ "stack" the jacobians and the error vectors into a **big**-jacobian and a **big**-error

Demo

| python linearIK2.py

```
def solve_simple(robot, tasks, epsilon=0):  
    numCols = robot.getDOF()  
    bigJacobian = np.matrix(np.zeros((0, numCols)))  
    bigError = np.matrix(np.zeros((0, 1)))  
    for task in tasks:  
        bigJacobian = np.concatenate((bigJacobian, task.getJacobian()))  
        bigError = np.concatenate((bigError, task.getError()))  
    helper = bigJacobian * bigJacobian.transpose()  
    J_pinv = bigJacobian.transpose() * inv(helper * epsilon * np.matrix(np.eye(helper.shape[0])))  
    dq = J_pinv * bigError  
    return dq
```


But wait there is even more!!!

- ▶ Tasks might not fully define the robot
 - ▶ For the remaining degrees of freedom we want to solve other tasks
 - ▶ Those other tasks must not interfere with the primary tasks!

- ▶ when $\text{rank}(J) \neq \text{numDOF}$:
 J does not fully utilize the robot

$$J^\# J \tag{6}$$

is the (orthogonal) range-projector of J

$$I - J^\# J = \mathcal{N} \tag{7}$$

is the (orthogonal) **nullspace-projector** of J

- ▶ any vector we multiply with \mathcal{N} will be within the **nullspace** of J

This is what we are looking for: $\mathbf{0} = J\mathcal{N}\vec{v}$

Utilizing the \mathcal{N} -matrix:

$$\begin{aligned}\Delta q &= \Delta q_1 + \Delta q_2 \\ \Delta q_1 &= J_1^\# \tilde{e}_1 \\ \Delta q_2 &= \mathcal{N}_1 J_2^\# \tilde{e}_2\end{aligned}\tag{8}$$

This is pretty much exactly what you'll find in textbooks

Slightly Better Simple Solver

```
def solve_simple(robot, tasks, epsilon=0):
    numCols = robot.getDOF()
    dq = np.matrix(np.zeros((numCols, 1)))
    Ny = np.matrix(np.eye(numCols, numCols))
    reallyBigJacobian = np.matrix(np.zeros((0, numCols)))
    for taskGroup in taskGroups:
        bigJacobian = np.matrix(np.zeros((0, numCols)))
        bigError = np.matrix(np.zeros((0, 1)))
        for task in taskGroup:
            bigJacobian = np.concatenate((bigJacobian, task.getJacobian()))
            bigError = np.concatenate((bigError, task.getError()))
        jacobian_pinv = pinv(bigJacobian, epsilon)
        dq += Ny * jacobian_pinv * bigError
        reallyBigJacobian = np.concatenate((reallyBigJacobian, bigJacobian))
        Ny = np.matrix(np.eye(numCols, numCols)) - pinv(reallyBigJacobian, nullspaceEpsilon) *
            reallyBigJacobian
    return dq
```

Demo

```
| python linearIK3.py  
| python linearIK3_bad.py
```

What happened?

- The calculation for Δq_2 does not yield optimal solutions!

$$J_1 = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{pmatrix}$$

$$J_1^\# = J_1 \tag{9}$$

$$\mathcal{N}_1 = I - J_1^\# J_1 = \begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

What happened?

- ▶ The calculation for Δq_2 does not yield optimal solutions!
- ▶ Looks like we're utilizing the \mathcal{N} -matrix incorrectly!

$$\begin{aligned}\Delta q_2 &= \mathcal{N}_2^\# \vec{e}_2 \\ &= \underbrace{\begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}}_{\text{this eats } \Delta q_{2_1} \text{ and } \Delta q_{2_2}} \begin{pmatrix} .5 & 0 \\ 0 & .5 \\ .5 & 0 \\ 0 & .5 \end{pmatrix} \vec{e}_2\end{aligned}\tag{10}$$

Lets look again at:

$$\mathcal{L}(\Delta q) = \|\phi(q + \Delta q) - y^*\|_C^2 + \|\Delta q\|_W^2 \quad (11)$$

$$\Delta q = W^{T^{-1}} J^T (J W^{T^{-1}} J^T + C^{T^{-1}})^{-1} \tilde{e} \quad (12)$$

- ▶ C weights the error in task-space (which is important)
- ▶ W weights the error in joint-space
 - ▶ we need a matrix that punishes usage of joints that are already utilized
 - ▶ $W = \mathcal{N}^{-1}$ does exactly what we need!

$$\Delta \mathbf{q}_i = \mathcal{N}_i \mathbf{J}_i^T (\mathbf{J}_i \mathcal{N}_i \mathbf{J}_i^T + \epsilon \mathbf{I})^{-1} \vec{\mathbf{e}}_i \quad (13)$$

with:

$$\hat{\mathbf{J}}_{0,i-1} = \left(\begin{array}{c} \left. \begin{array}{c} J_{0,0} \\ \vdots \\ J_{0,0n} \end{array} \right\} \\ \left. \begin{array}{c} J_{1,0} \\ \vdots \\ J_{1,0n} \end{array} \right\} \\ \vdots \\ \left. \begin{array}{c} J_{i-1,0} \\ \vdots \\ J_{i-1,i-1n} \end{array} \right\} \end{array} \right\} \begin{array}{l} \text{jacobians from task-group 0} \\ \text{jacobians from task-group 1} \\ \\ \text{jacobians from task-group i-1} \end{array} \quad (14)$$

$$\mathcal{N}_i = \mathbf{I} - \hat{\mathbf{J}}_{0,i-1}^{\#} \hat{\mathbf{J}}_{0,i-1}$$

With \mathcal{N} as W^{-1} we get:

$$\begin{aligned}\Delta q_2 &= \mathcal{N} j_{2, \mathcal{N}_1}^{\#} \vec{e}_2 \\ &= \begin{pmatrix} 0 & 0 \\ 0 & 0 \\ 1 & 0 \\ 0 & 1 \end{pmatrix} \vec{e}_2\end{aligned}\tag{15}$$

Demo

```
| python linearIK4.py  
| python linearIK4_better.py
```

But wait there is even more again!!!!

- ▶ The robot still converges weirdly
 - ▶ We calculate Δq as

$$\Delta q = \sum_i^N \Delta q_i \quad (16)$$

- ▶ But we could already know q when we calculate Δq_i !

$$q_i = q_{i-1} + \Delta q_i \quad (17)$$

read this as:



- ▶ q_i is the robots posture after applying Δq_i

Demo

```
| python linearIK5.py  
| python nice_robot.py
```

This presentation and the code can be found here:



-  **Marc Toussaint**
Robotics Course
online
-  **Michael Gienger and Marc Toussaint and Christian Goerick**
Whole-body Motion Planning – Building Blocks for Intelligent Motion Planning for Humanoid Robots
online
-  **Gunüter Schreiber, Christian Ott, Gerd Hirzinger**
Interactive Redundant Robotics: Control of the Inverted Pendulum with Nullspace Motion