

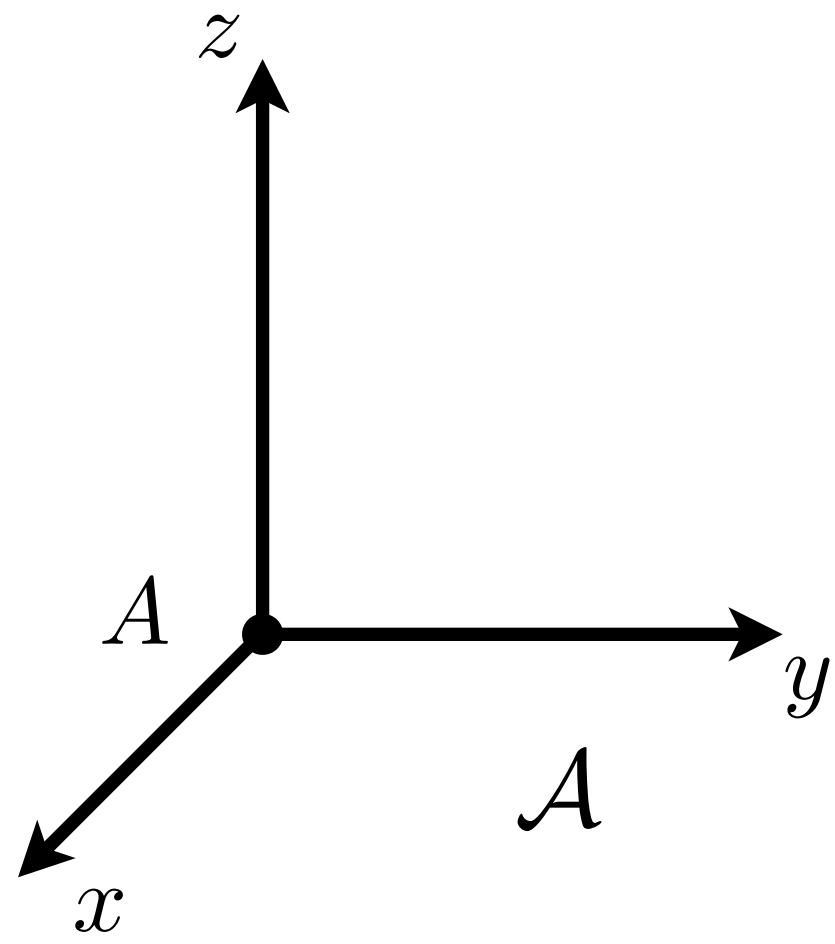
Robot Dynamics Exercise Session 01

Robot Dynamics Exercise Session 01

position vectors

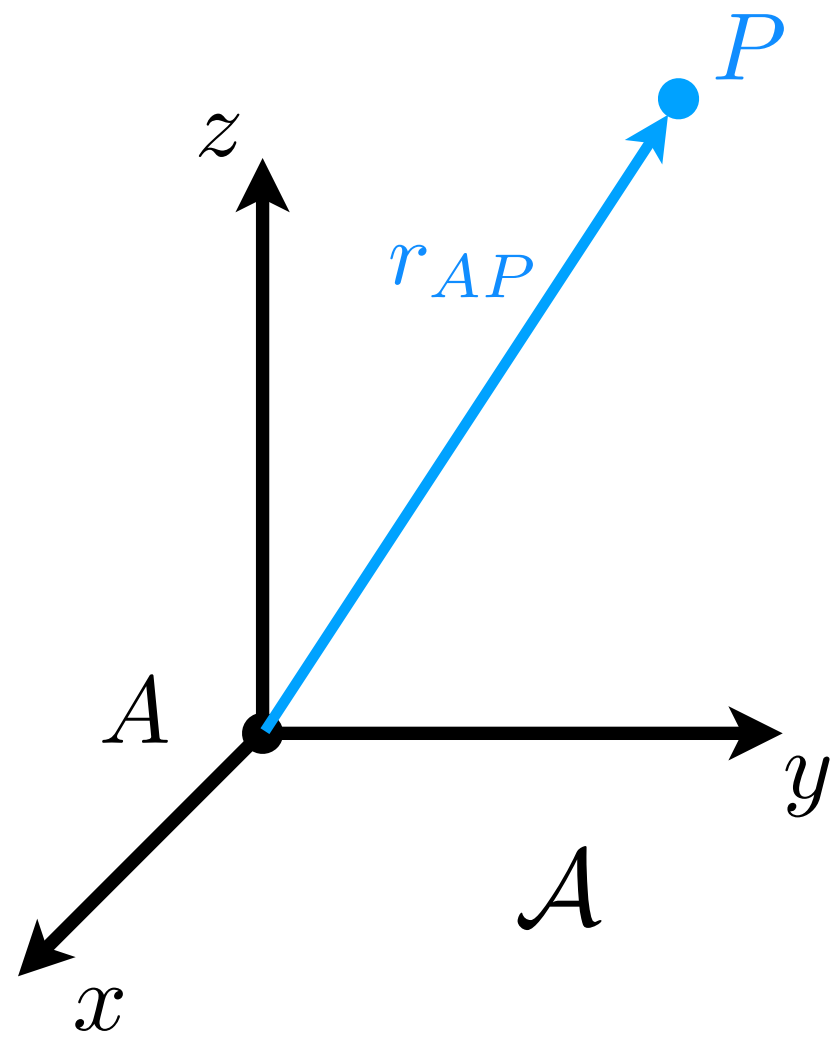
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position vectors



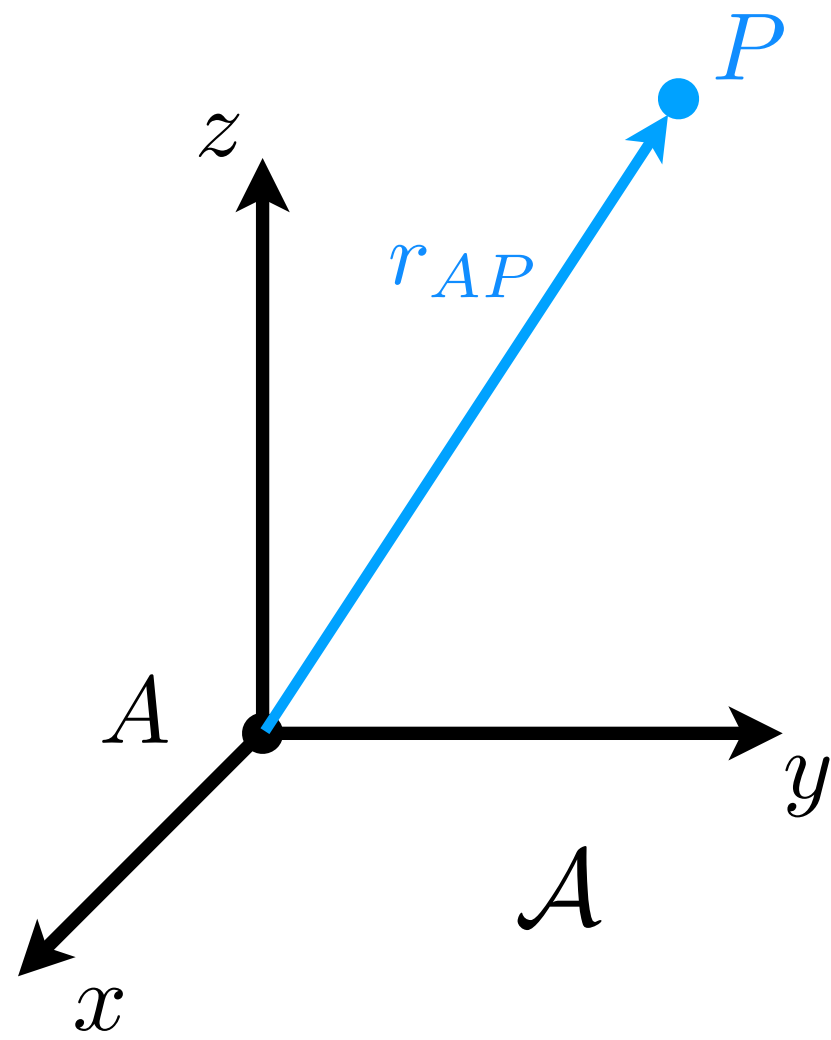
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position vectors



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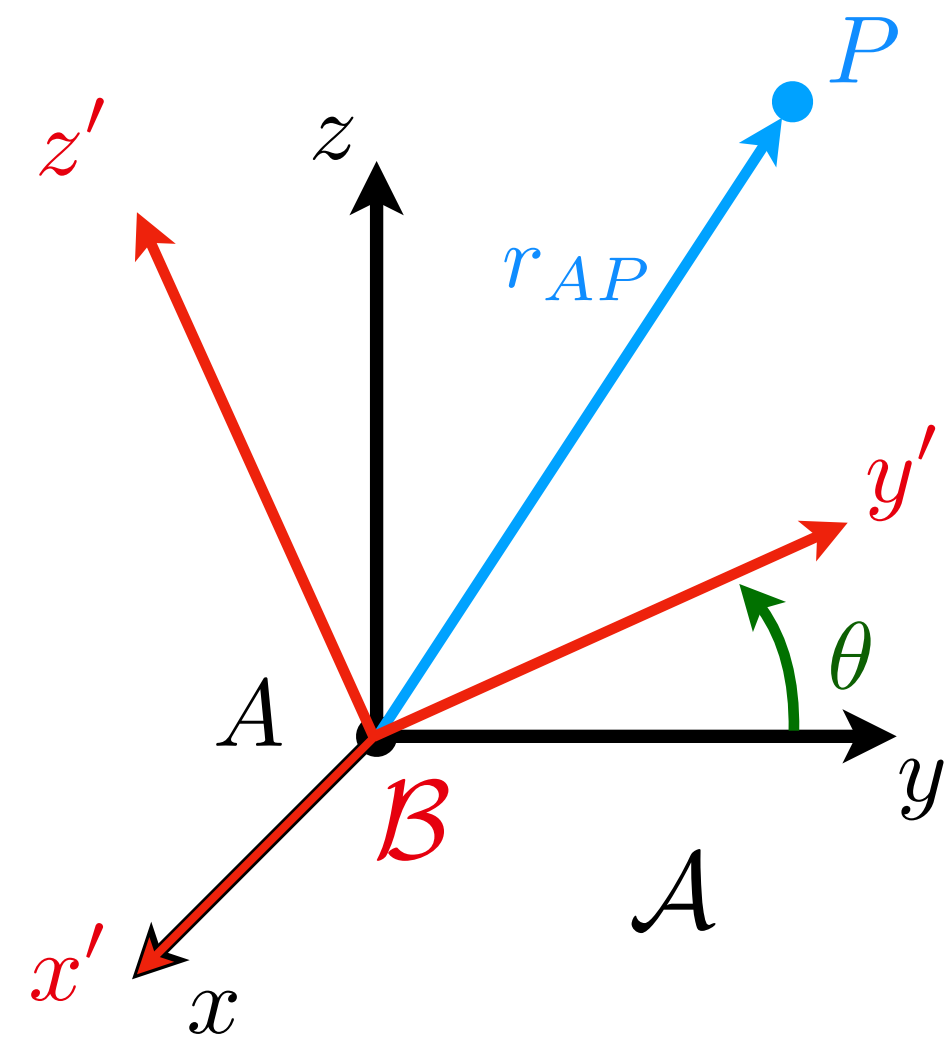
position vectors



$${}^{\mathcal{A}}\vec{r}_{AP} = \begin{bmatrix} {}^{\mathcal{A}}r_{AP,x} \\ {}^{\mathcal{A}}r_{AP,y} \\ {}^{\mathcal{A}}r_{AP,z} \end{bmatrix}$$

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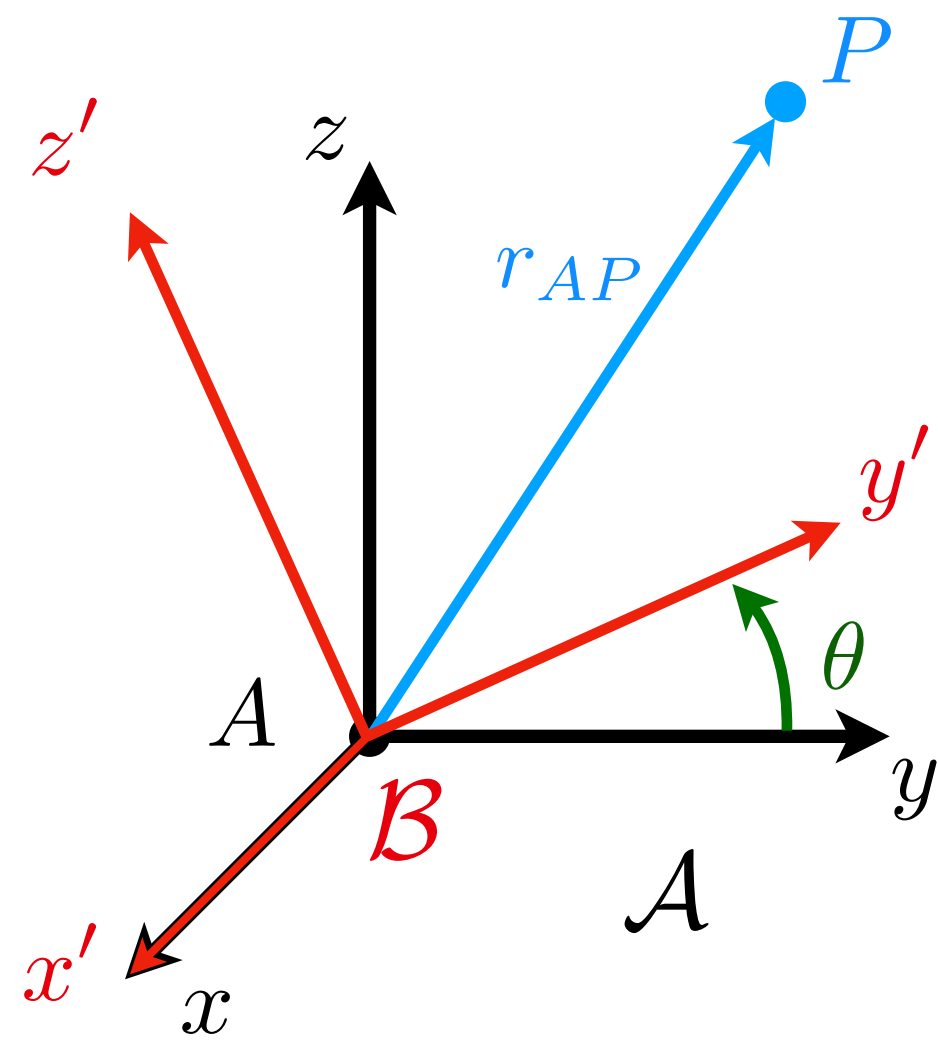
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position vectors

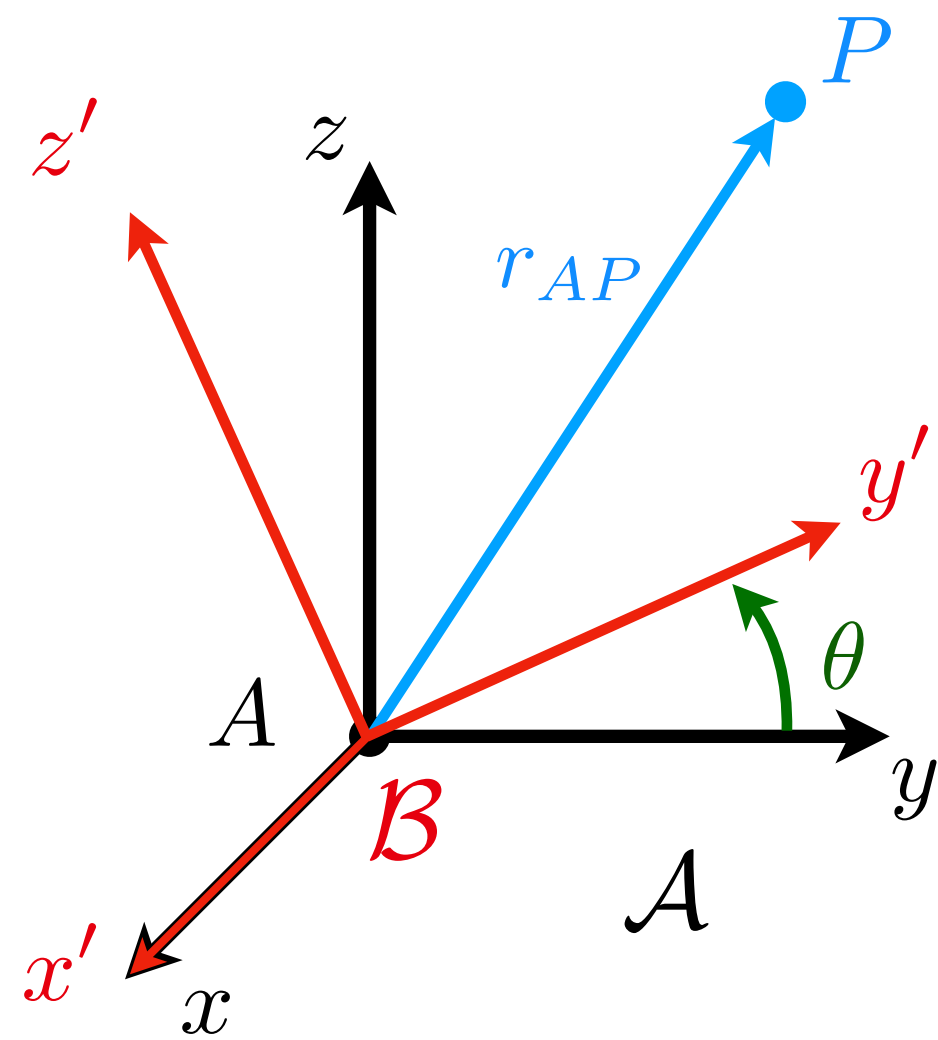


$${}^{\mathcal{A}}\vec{r}_{AP} = \begin{bmatrix} {}^{\mathcal{A}}r_{AP,x} \\ {}^{\mathcal{A}}r_{AP,y} \\ {}^{\mathcal{A}}r_{AP,z} \end{bmatrix}$$

$${}^{\mathcal{B}}\vec{r}_{AP} = C_{\mathcal{B}\mathcal{A}} {}^{\mathcal{A}}\vec{r}_{AP}$$

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position vectors

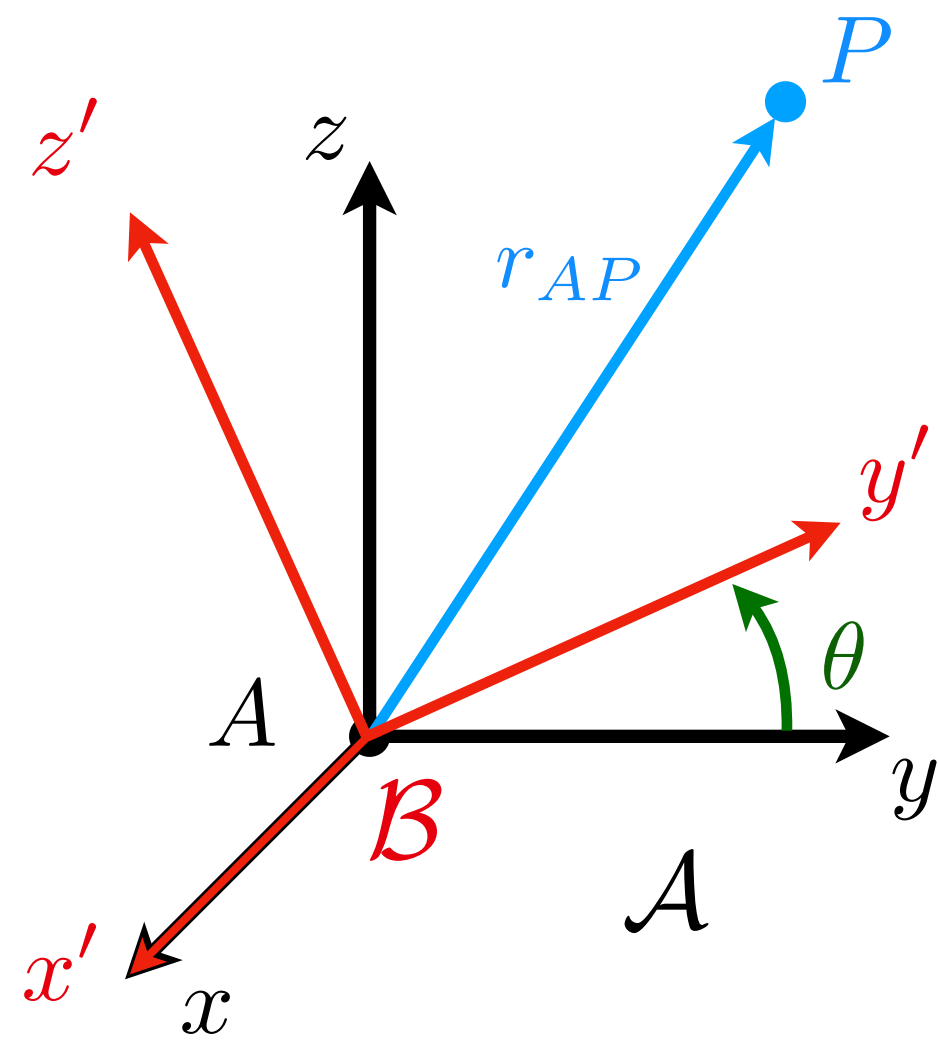


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position vectors



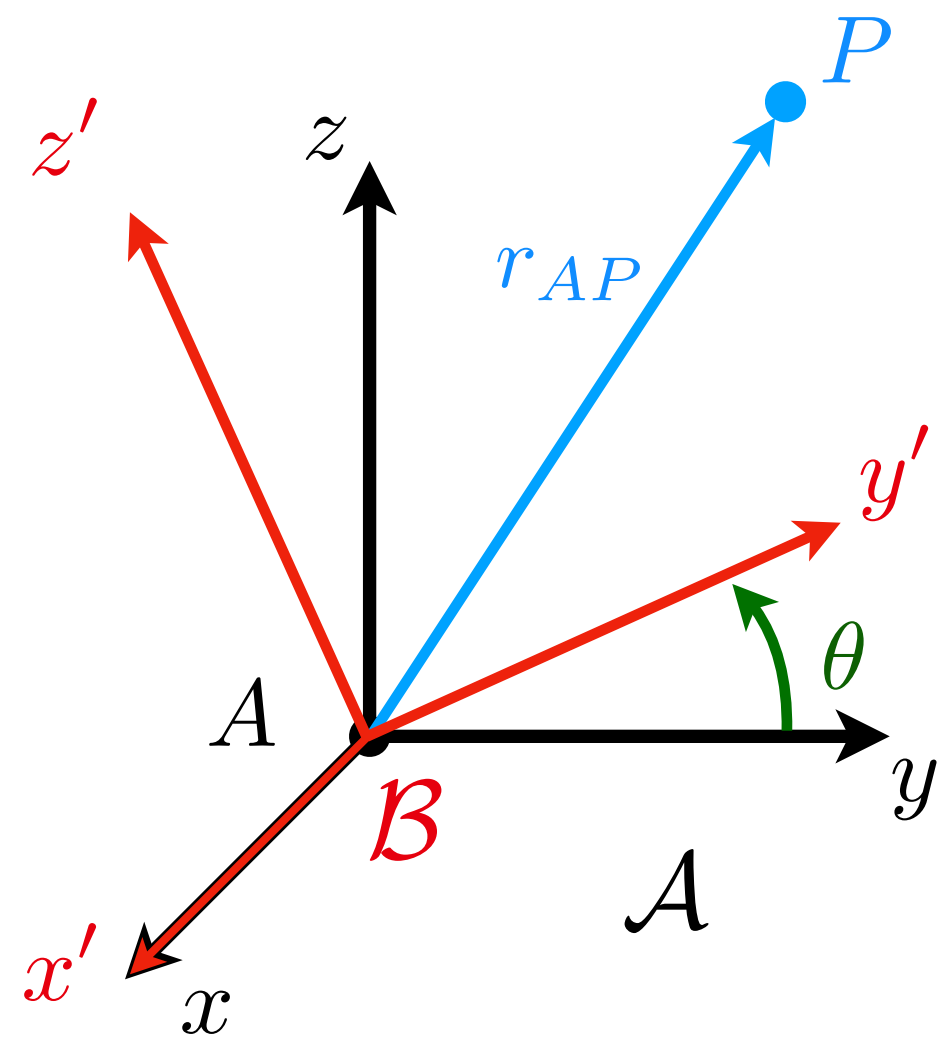
$${}^{\mathcal{A}}\vec{r}_{AP} = \begin{bmatrix} {}^{\mathcal{A}}r_{AP,x} \\ {}^{\mathcal{A}}r_{AP,y} \\ {}^{\mathcal{A}}r_{AP,z} \end{bmatrix}$$

$${}^{\mathcal{B}}\vec{r}_{AP} = C_{\mathcal{B}\mathcal{A}} {}^{\mathcal{A}}\vec{r}_{AP}$$

$C_{\mathcal{A}\mathcal{B}}$ is a change of representation (or basis)

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position vectors



$${}^{\mathcal{A}}\vec{r}_{AP} = \begin{bmatrix} {}^{\mathcal{A}}r_{AP,x} \\ {}^{\mathcal{A}}r_{AP,y} \\ {}^{\mathcal{A}}r_{AP,z} \end{bmatrix}$$

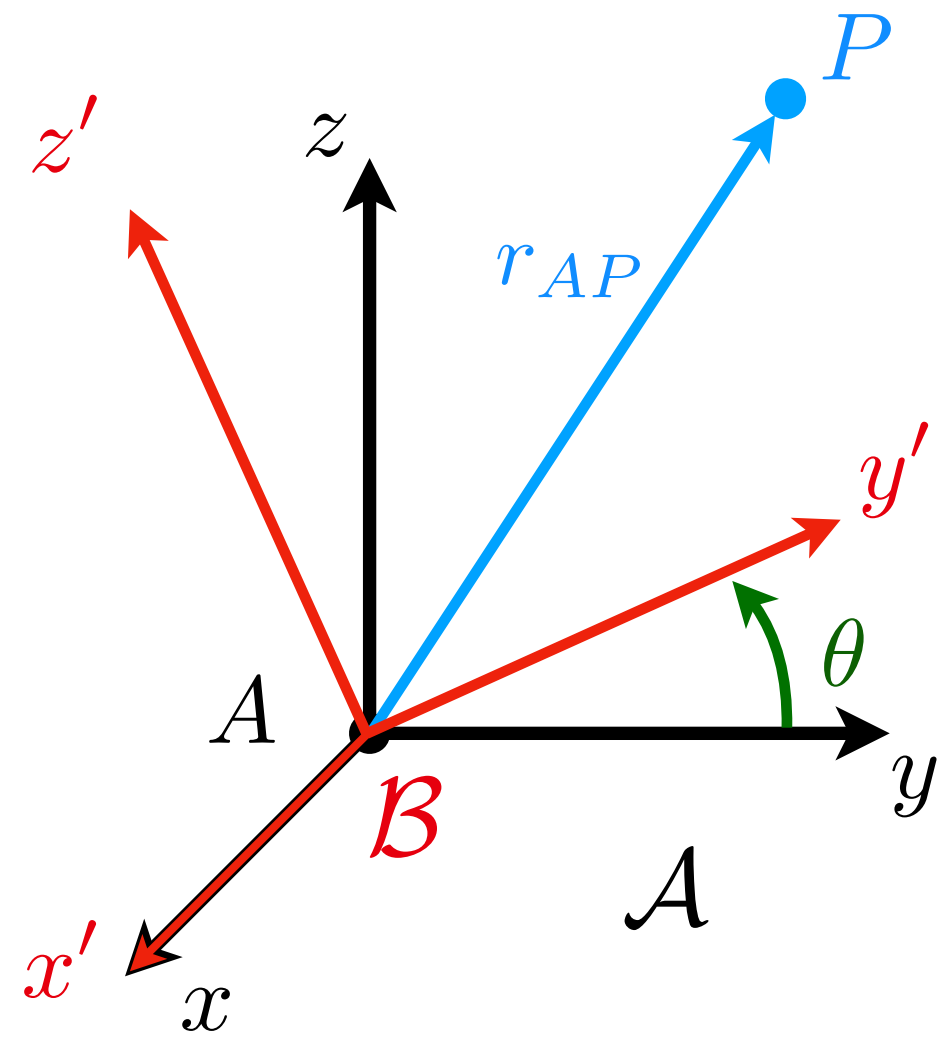
$$C_{\mathcal{AB}} = [{}^{\mathcal{A}}\vec{e}_x^{\mathcal{B}} \quad {}^{\mathcal{A}}\vec{e}_y^{\mathcal{B}} \quad {}^{\mathcal{A}}\vec{e}_z^{\mathcal{B}}]$$

$${}^{\mathcal{B}}\vec{r}_{AP} = C_{\mathcal{BA}} \boxed{{}^{\mathcal{A}}\vec{r}_{AP}}$$

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position vectors



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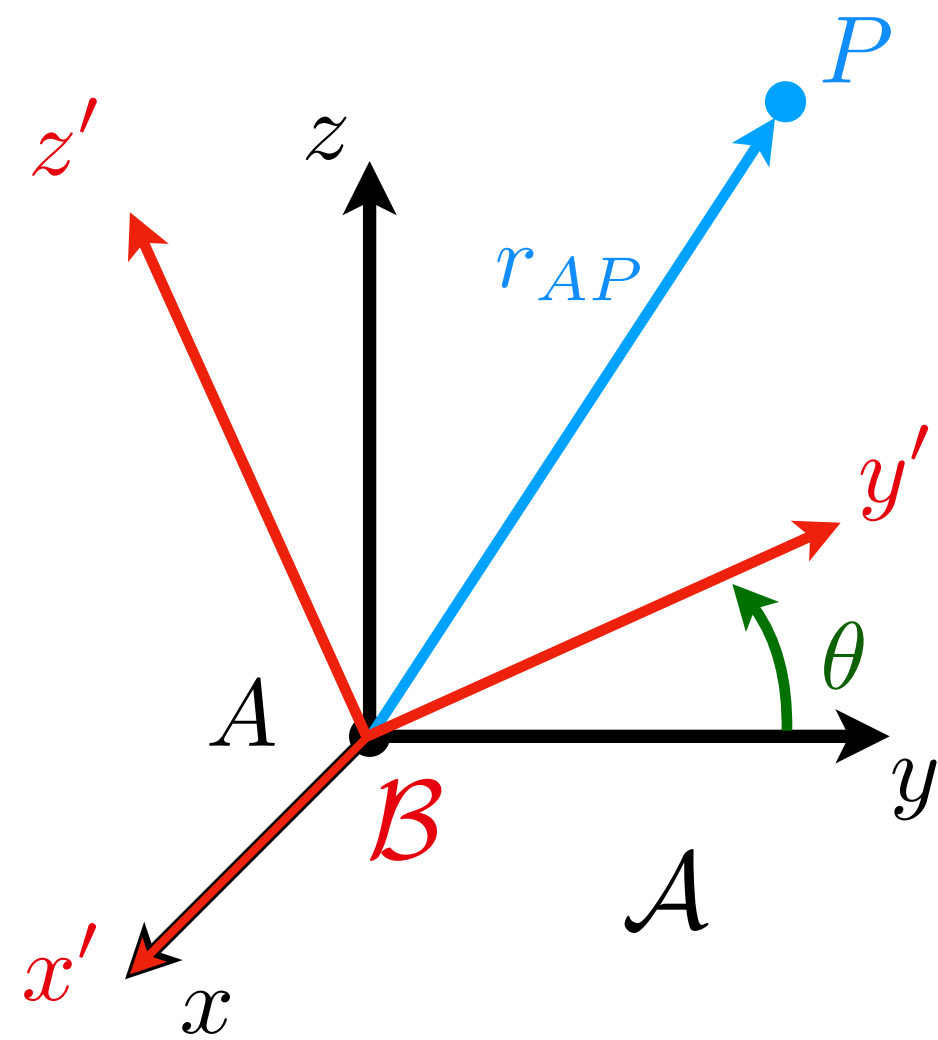
$${}^{\mathcal{B}}\vec{r}_{AP} = C_{\mathcal{BA}} {}^{\mathcal{A}}\vec{r}_{AP}$$

$C_{\mathcal{AB}}$ is a change of representation (or basis)

$$C_x(\theta) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos(\theta) & -\sin(\theta) \\ 0 & \sin(\theta) & \cos(\theta) \end{bmatrix}$$

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position vectors



$${}^A\vec{r}_{AP} = \begin{bmatrix} {}^A r_{AP,x} \\ {}^A r_{AP,y} \\ {}^A r_{AP,z} \end{bmatrix}$$

$$C_{AB} = [{}^A\vec{e}_x^B \quad {}^A\vec{e}_y^B \quad {}^A\vec{e}_z^B]$$

inverse: $C_{BA} = C_{AB}^{-1} = C_{AB}^\top \Leftrightarrow C_{AB} \underbrace{C_{AB}^\top}_{C_{BA}} = \mathbb{I}_{3 \times 3}$

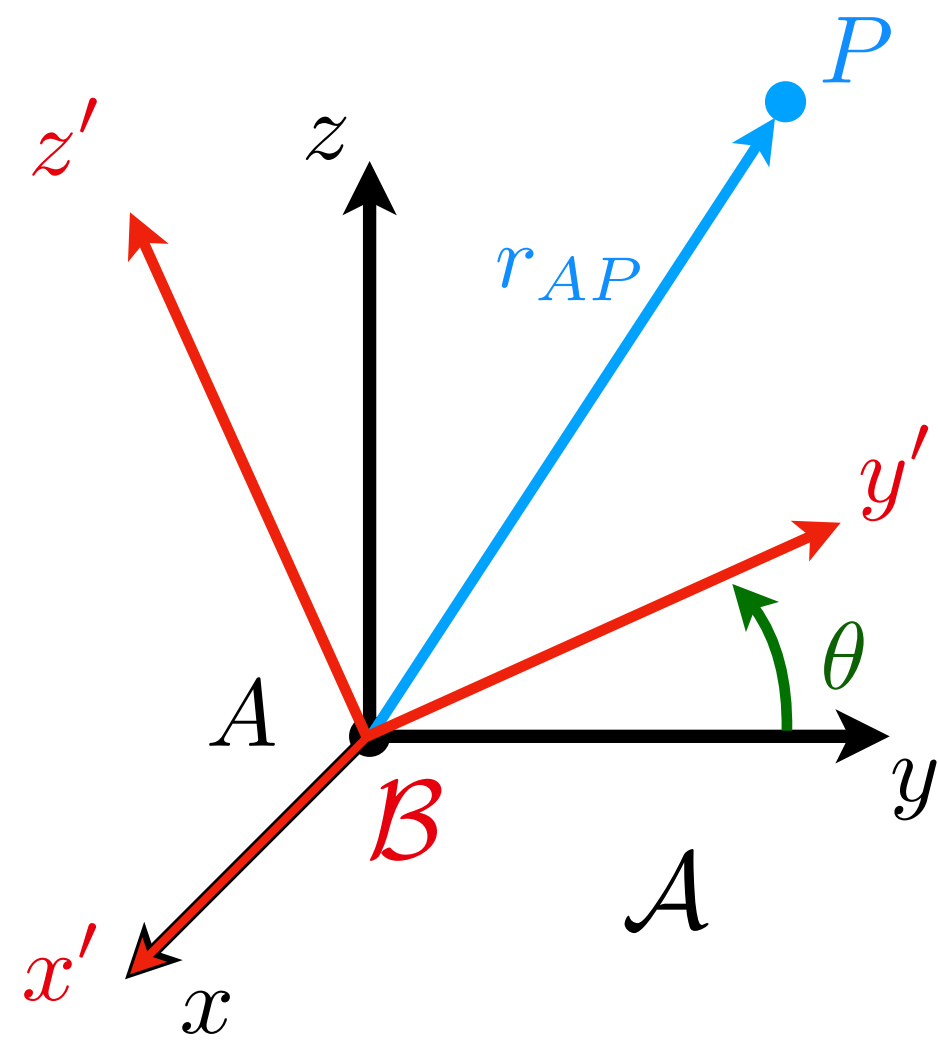
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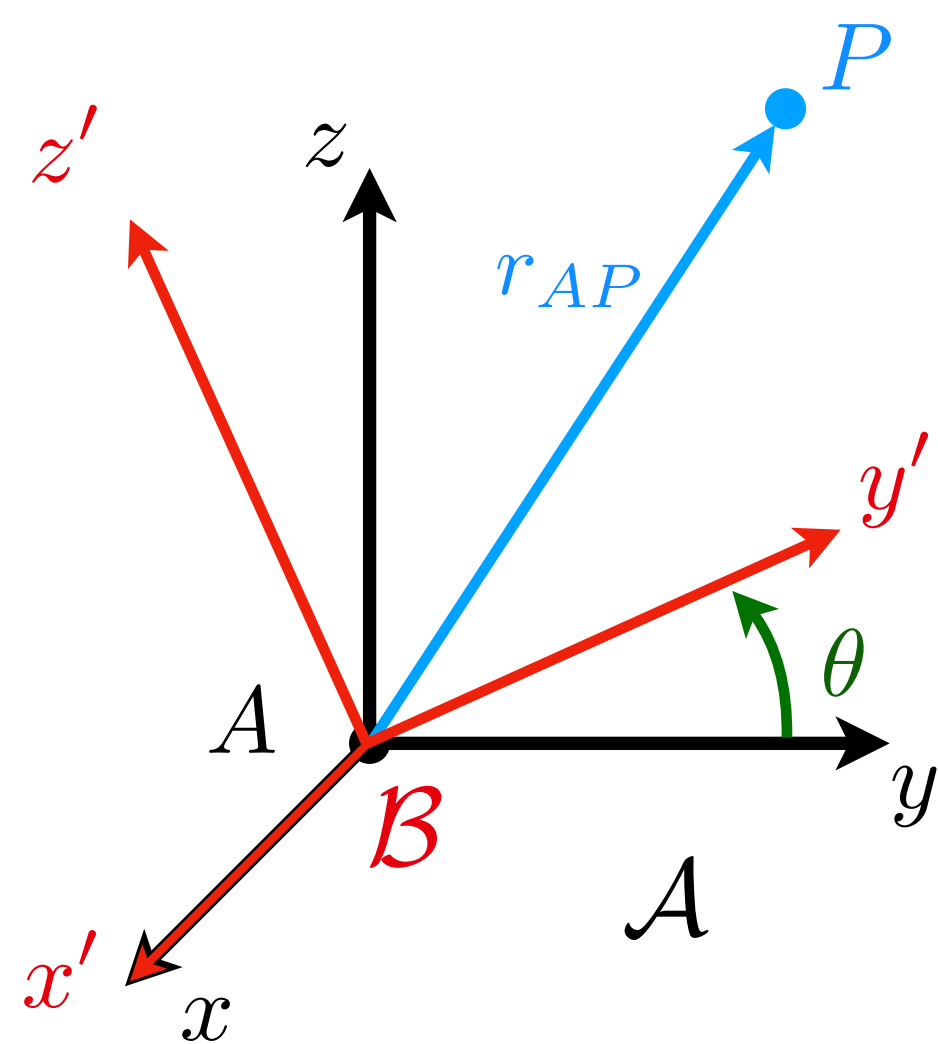
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C_{AB} is an orthogonal matrix: $\det(C_{BA}) = 1$ (length preserving)

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position vectors



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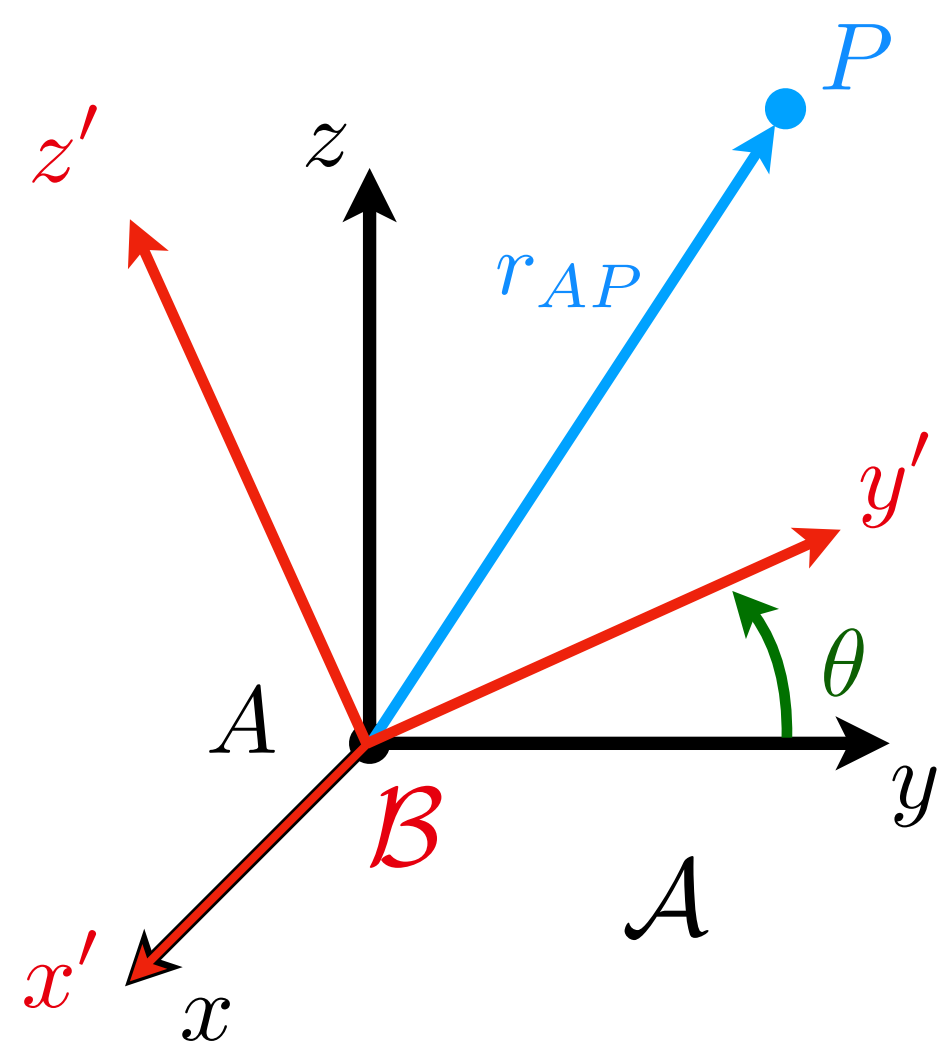
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composition: $C_{AC} = C_{AB} C_{BC}$

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position vectors



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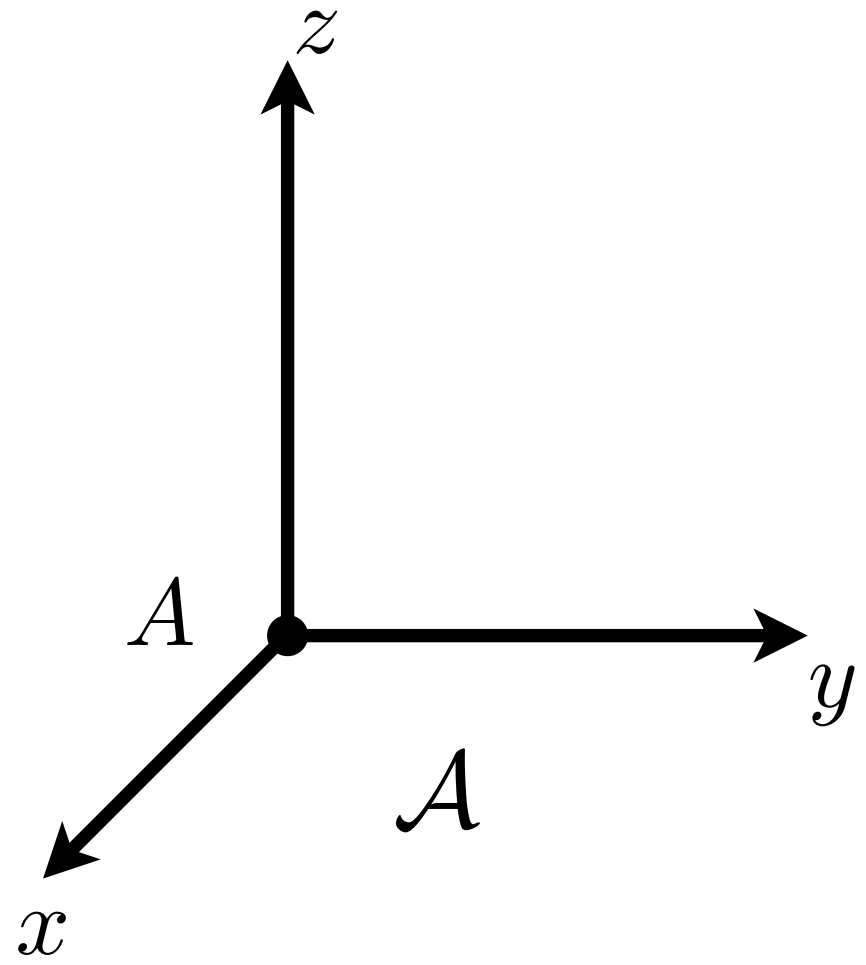
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homogeneous transformations

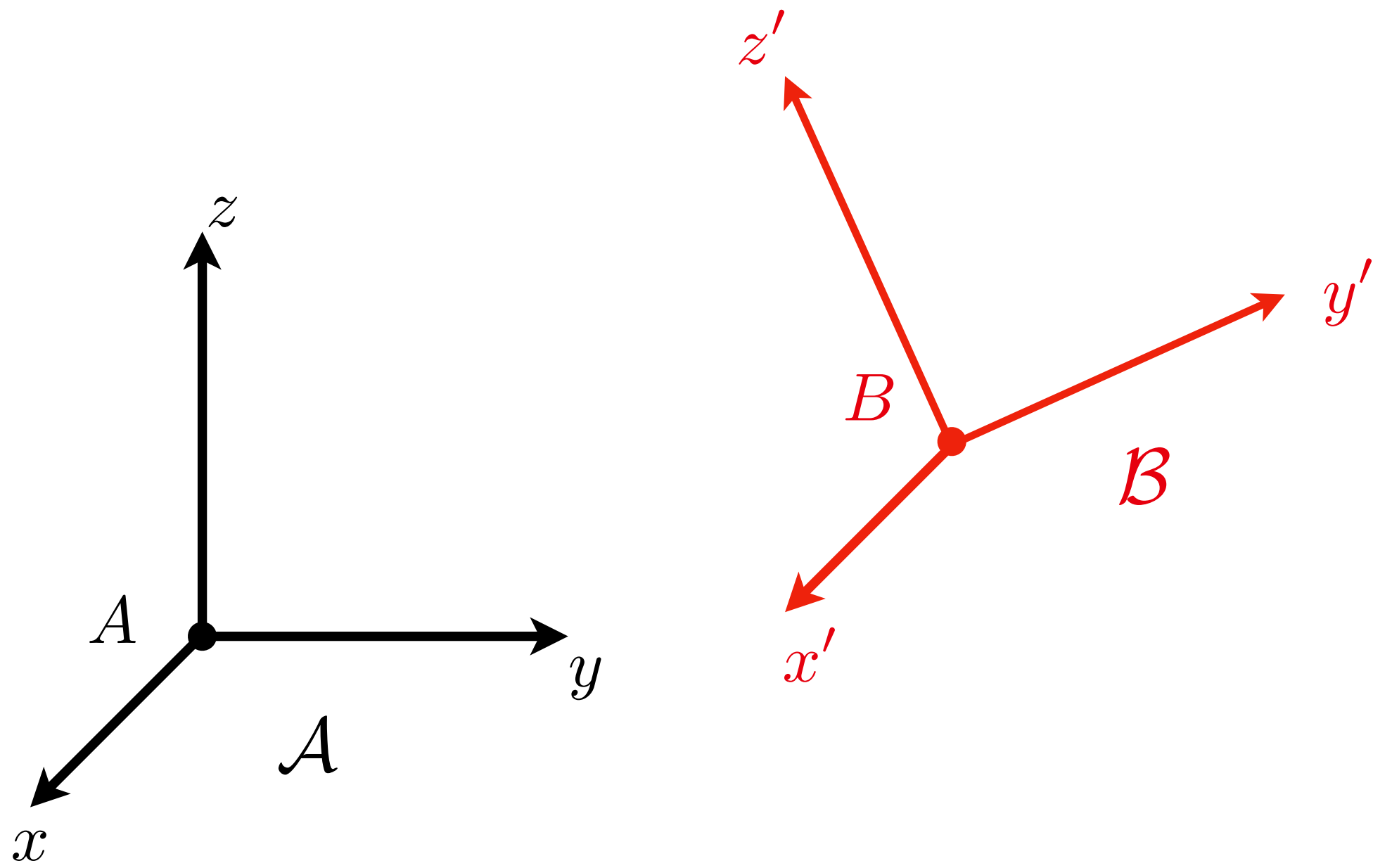
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homogeneous transformations



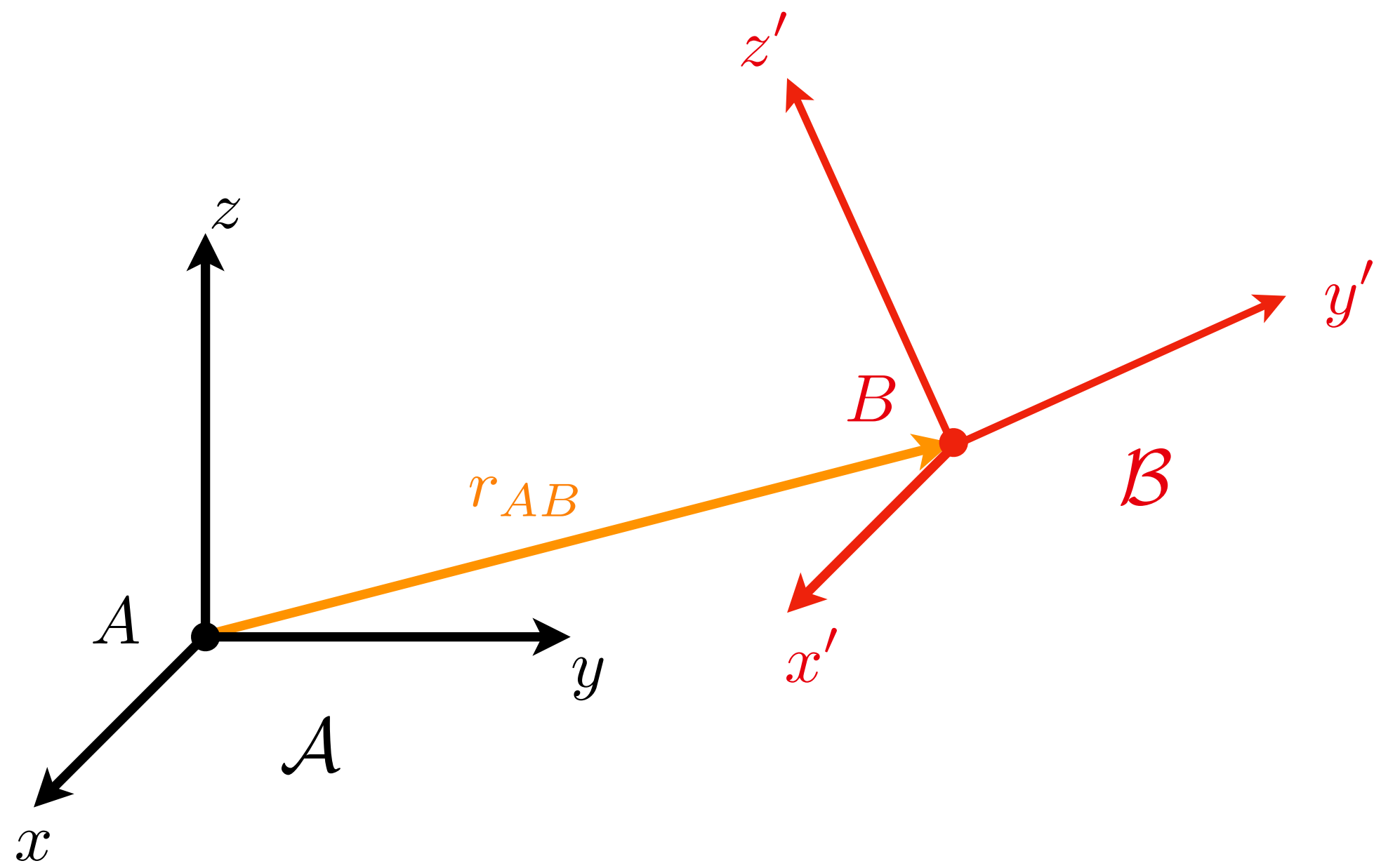
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homogeneous transformations



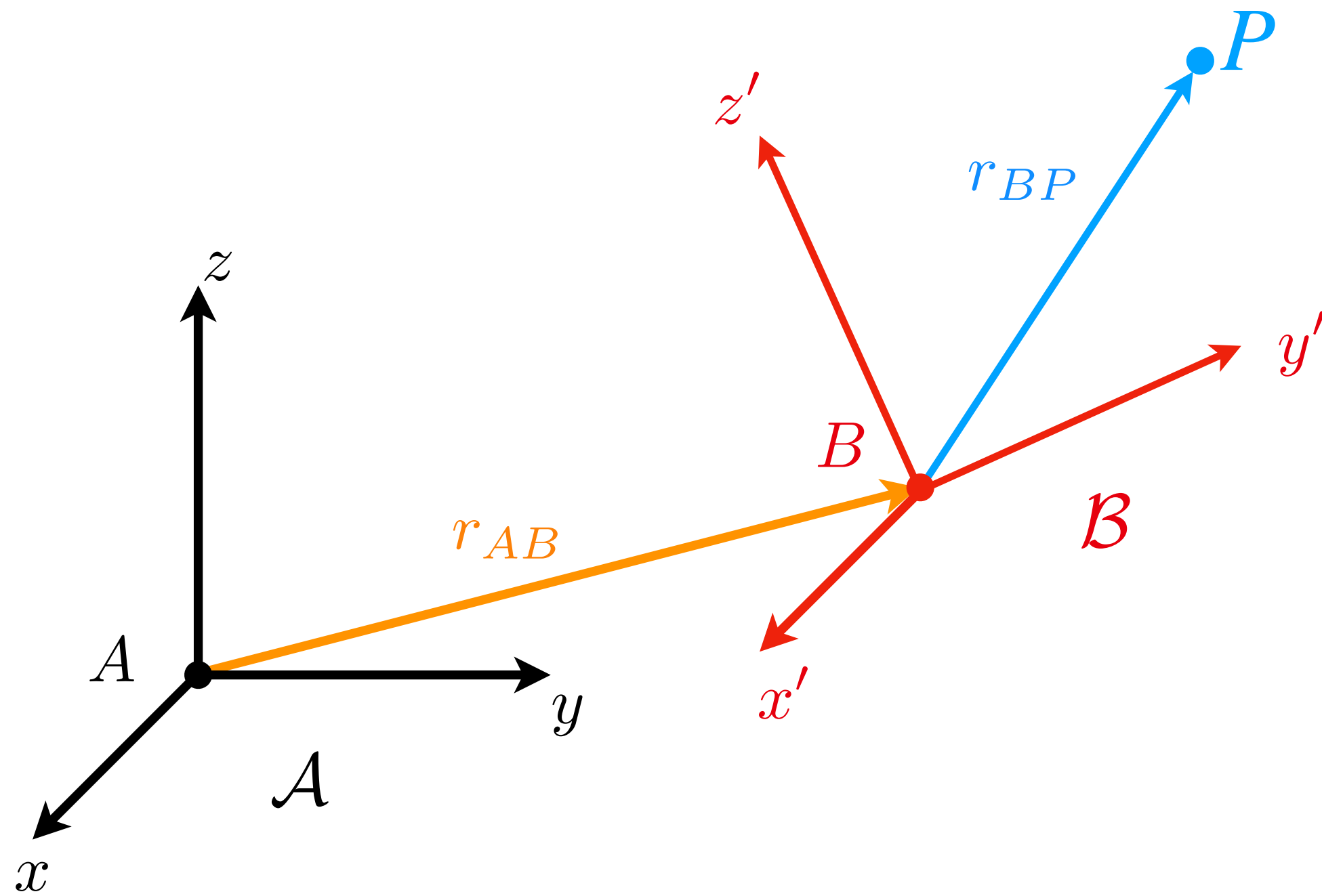
Robot Dynamics Exercise Session 01

homogeneous transformations



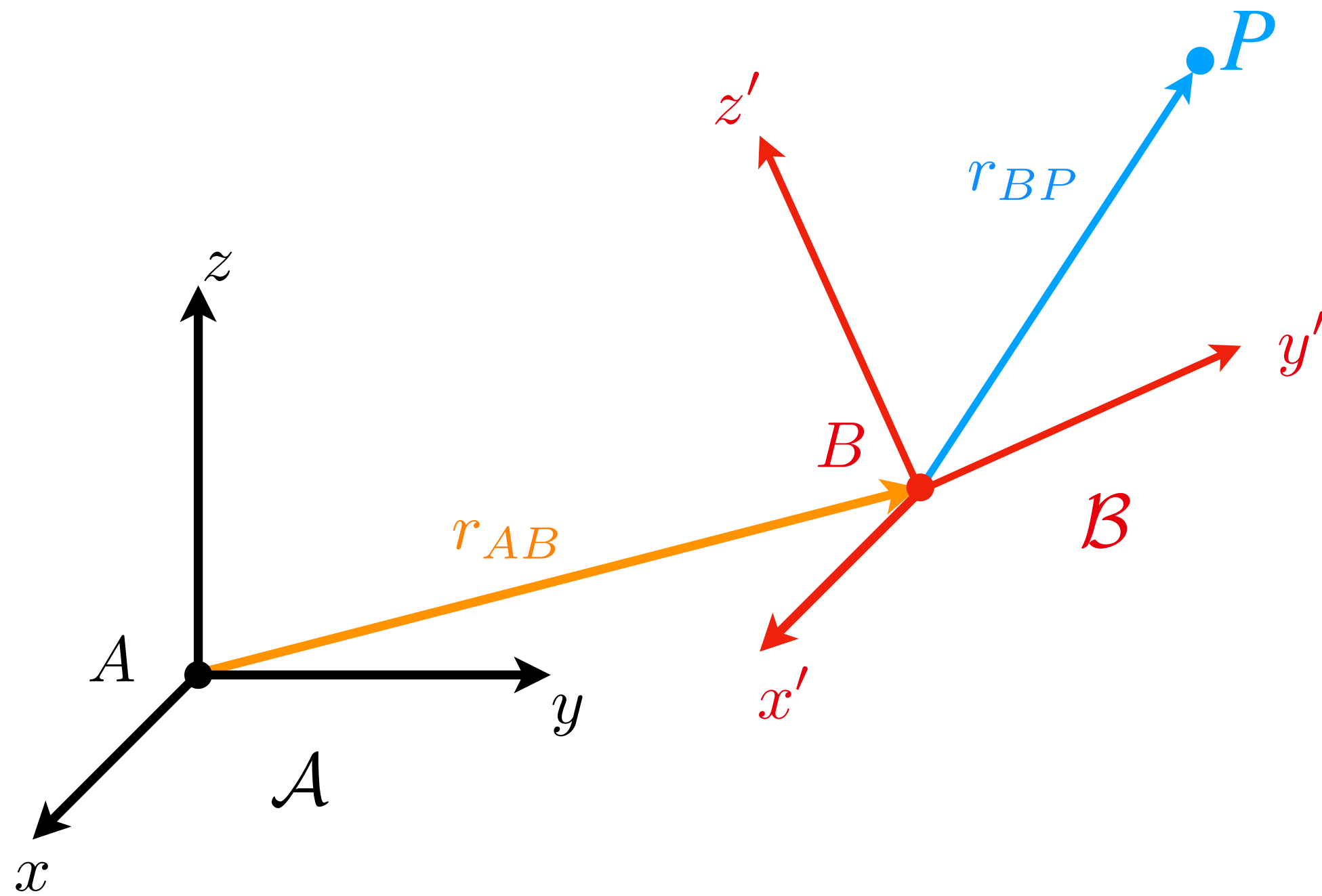
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homogeneous transformations



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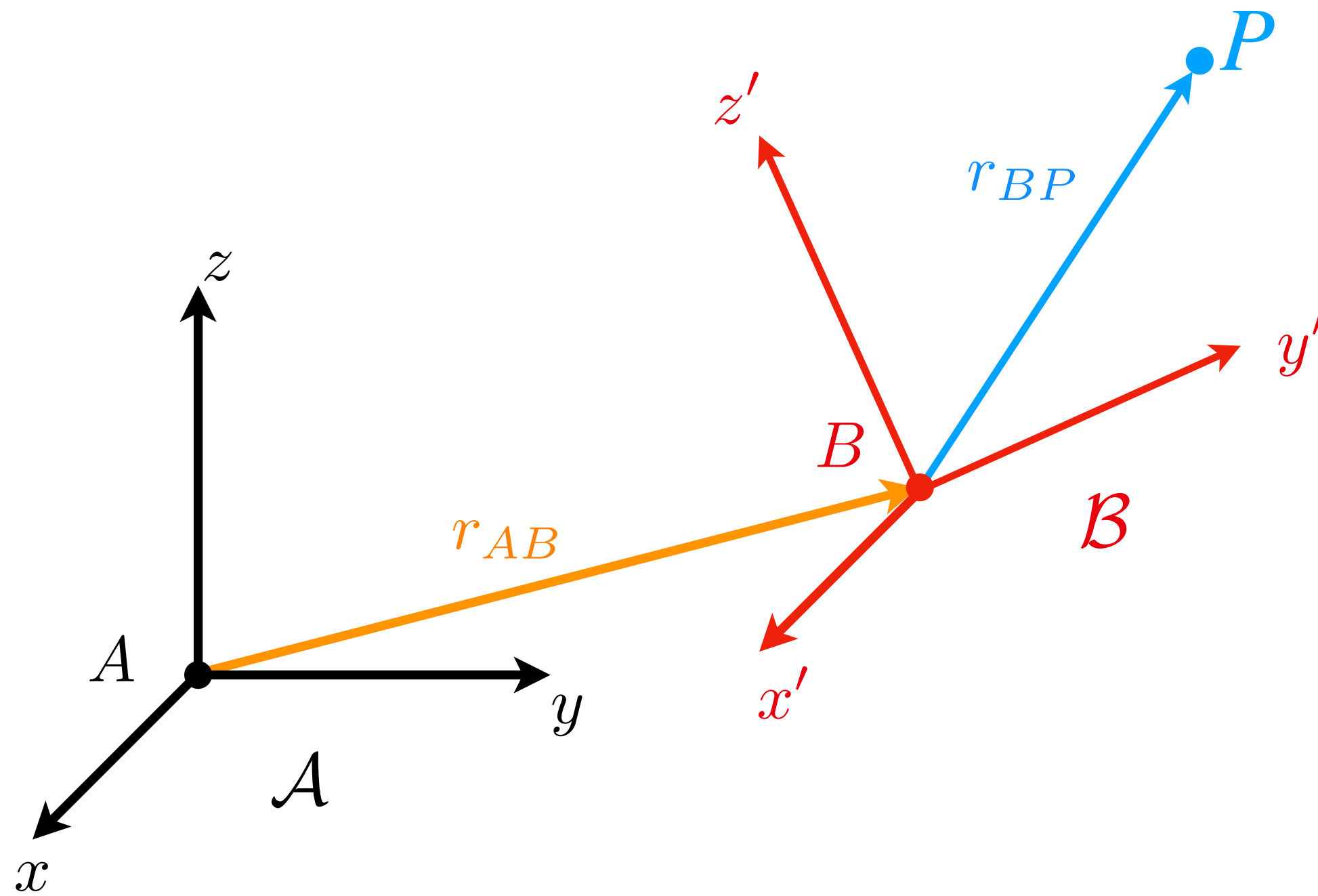
homogeneous transformations



given: ${}_{\mathcal{A}}\vec{r}_{AB}$, C_{AB} , ${}_{\mathcal{B}}\vec{r}_{BP}$

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homogeneous transformations

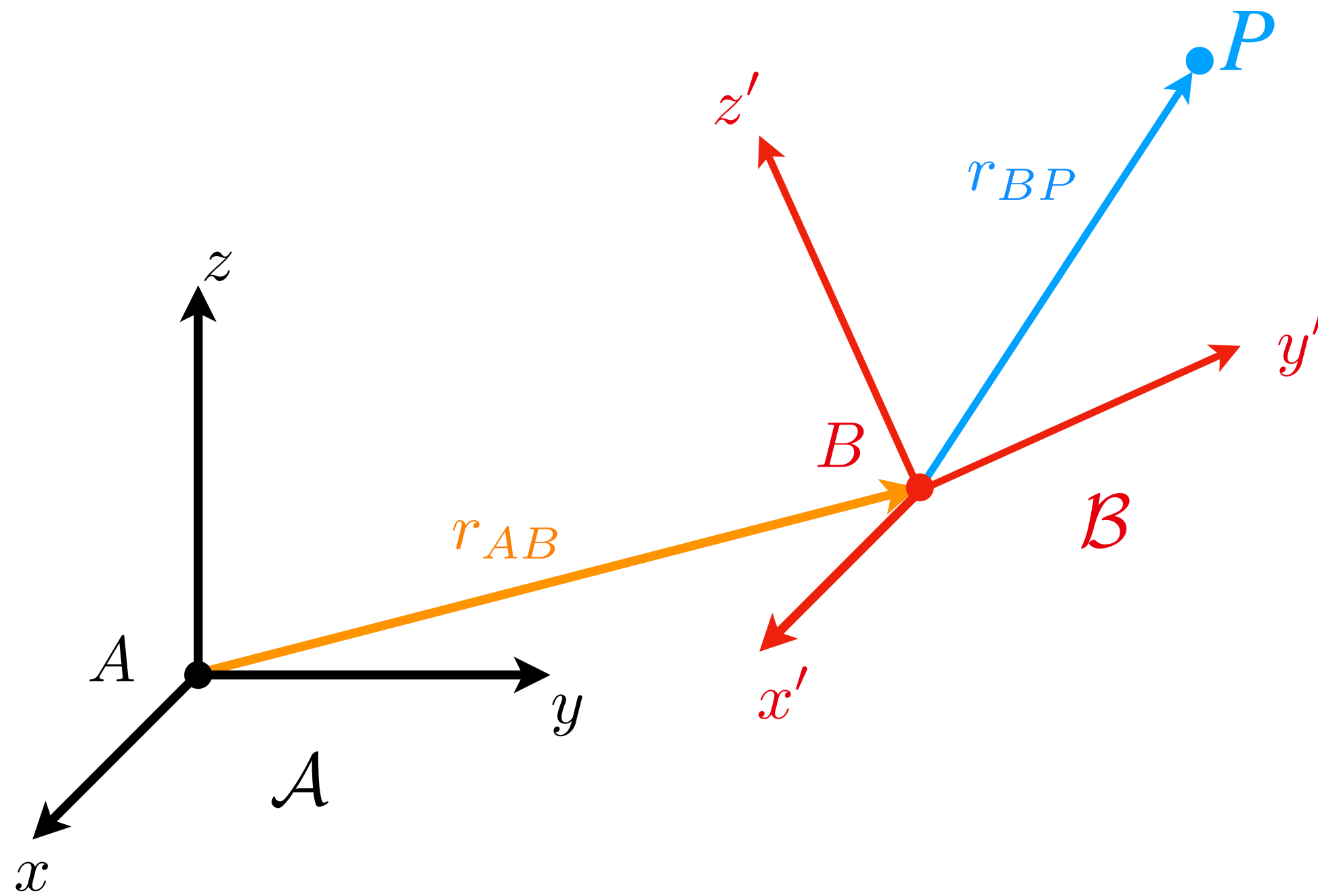


given: ${}_{\mathcal{A}}\vec{r}_{AB}$, C_{AB} , ${}_{\mathcal{B}}\vec{r}_{BP}$

find: ${}_{\mathcal{A}}\vec{r}_{AP}$

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homogeneous transformations



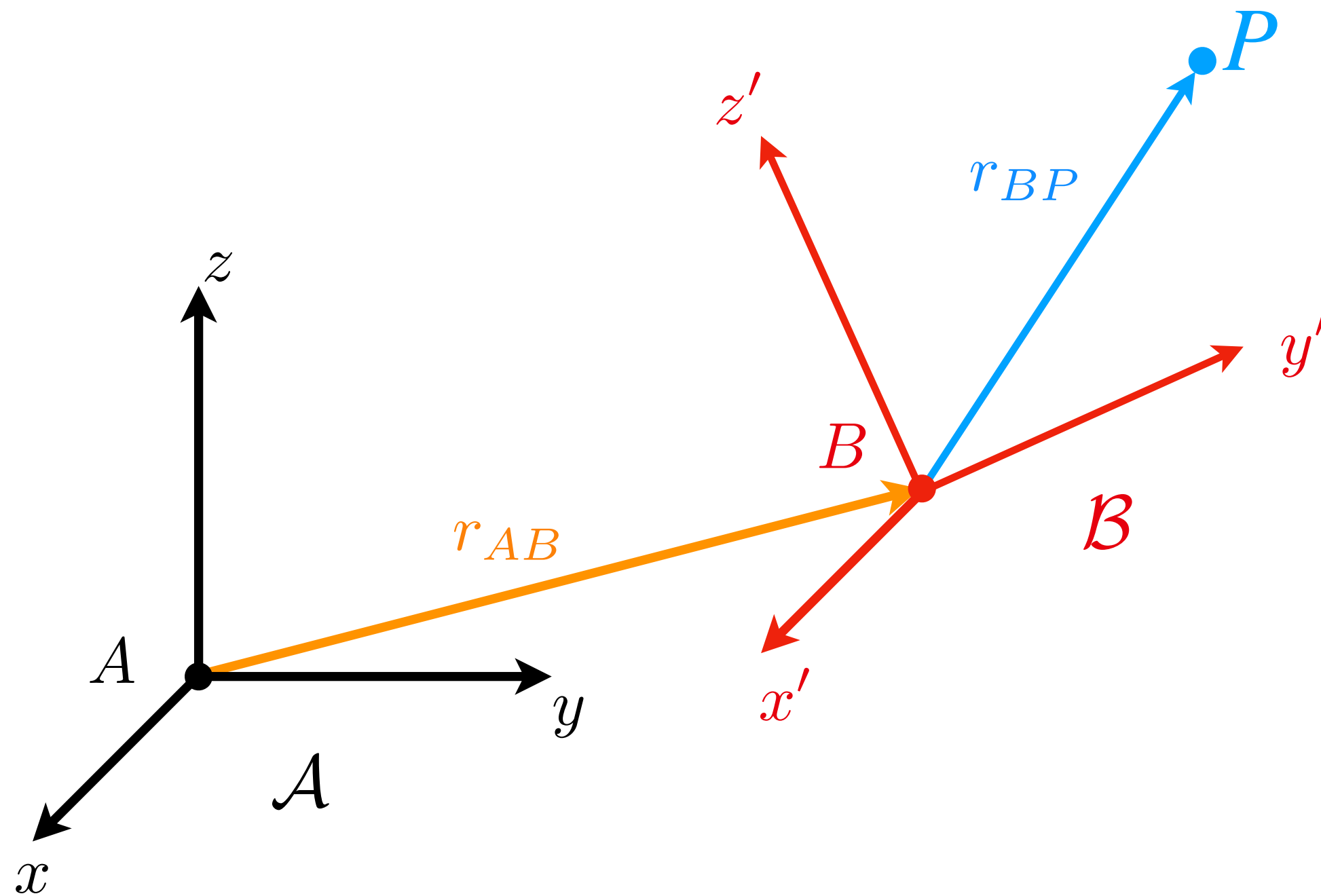
given: ${}^A\vec{r}_{AB}$, C_{AB} , ${}^B\vec{r}_{BP}$

find: ${}^A\vec{r}_{AP}$

$$\begin{aligned}\vec{r}_{AP} &= \vec{r}_{AB} + \vec{r}_{BP} \\ {}^A\vec{r}_{AP} &= {}^A\vec{r}_{AB} + {}^A\vec{r}_{BP} \\ {}^A\vec{r}_{AP} &= {}^A\vec{r}_{AB} + C_{AB} {}^B\vec{r}_{BP}\end{aligned}$$

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homogeneous transformations



given: ${}^A\vec{r}_{AB}$, C_{AB} , ${}^B\vec{r}_{BP}$

find: ${}^A\vec{r}_{AP}$

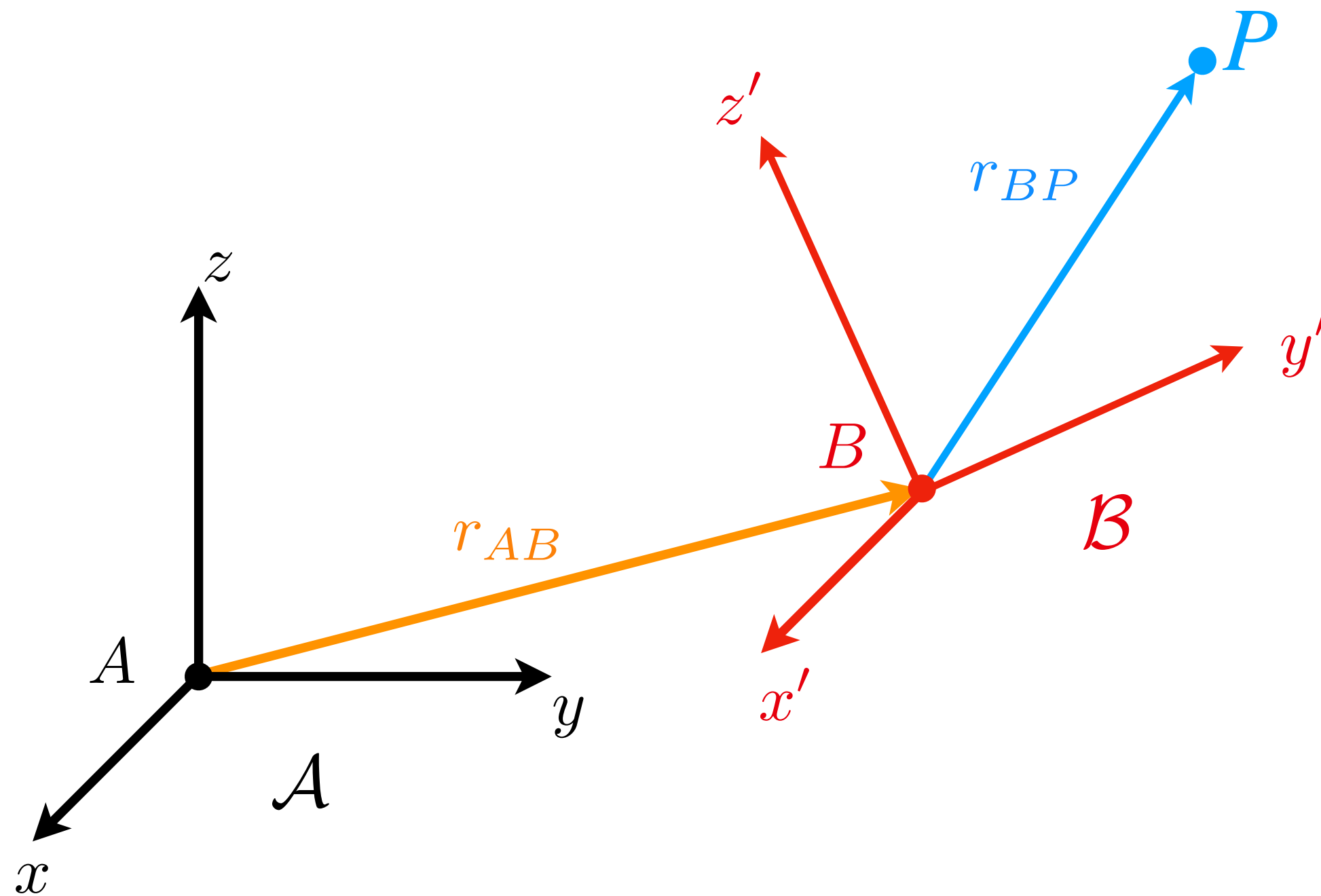
$$\begin{aligned}\vec{r}_{AP} &= \vec{r}_{AB} + \vec{r}_{BP} \\ {}^A\vec{r}_{AP} &= {}^A\vec{r}_{AB} + {}^A\vec{r}_{BP} \\ {}^A\vec{r}_{AP} &= {}^A\vec{r}_{AB} + C_{AB} {}^B\vec{r}_{BP}\end{aligned}$$

homogeneous coordinates:

$$\begin{bmatrix} {}^A\vec{r}_{AP} \\ 1 \end{bmatrix} = \underbrace{\begin{bmatrix} C_{AB} & {}^A\vec{r}_{AB} \\ 0_{1 \times 3} & 1 \end{bmatrix}}_{T_{AB} \ (4 \times 4)} \begin{bmatrix} {}^B\vec{r}_{BP} \\ 1 \end{bmatrix}$$

Robot Dynamics Exercise Session 01

homogeneous transformations



given: ${}^A\vec{r}_{AB}$, C_{AB} , ${}^B\vec{r}_{BP}$

find: ${}^A\vec{r}_{AP}$

$$\vec{r}_{AP} = \vec{r}_{AB} + \vec{r}_{BP}$$

$${}^A\vec{r}_{AP} = {}^A\vec{r}_{AB} + {}^A\vec{r}_{BP}$$

$${}^A\vec{r}_{AP} = {}^A\vec{r}_{AB} + C_{AB} {}^B\vec{r}_{BP}$$

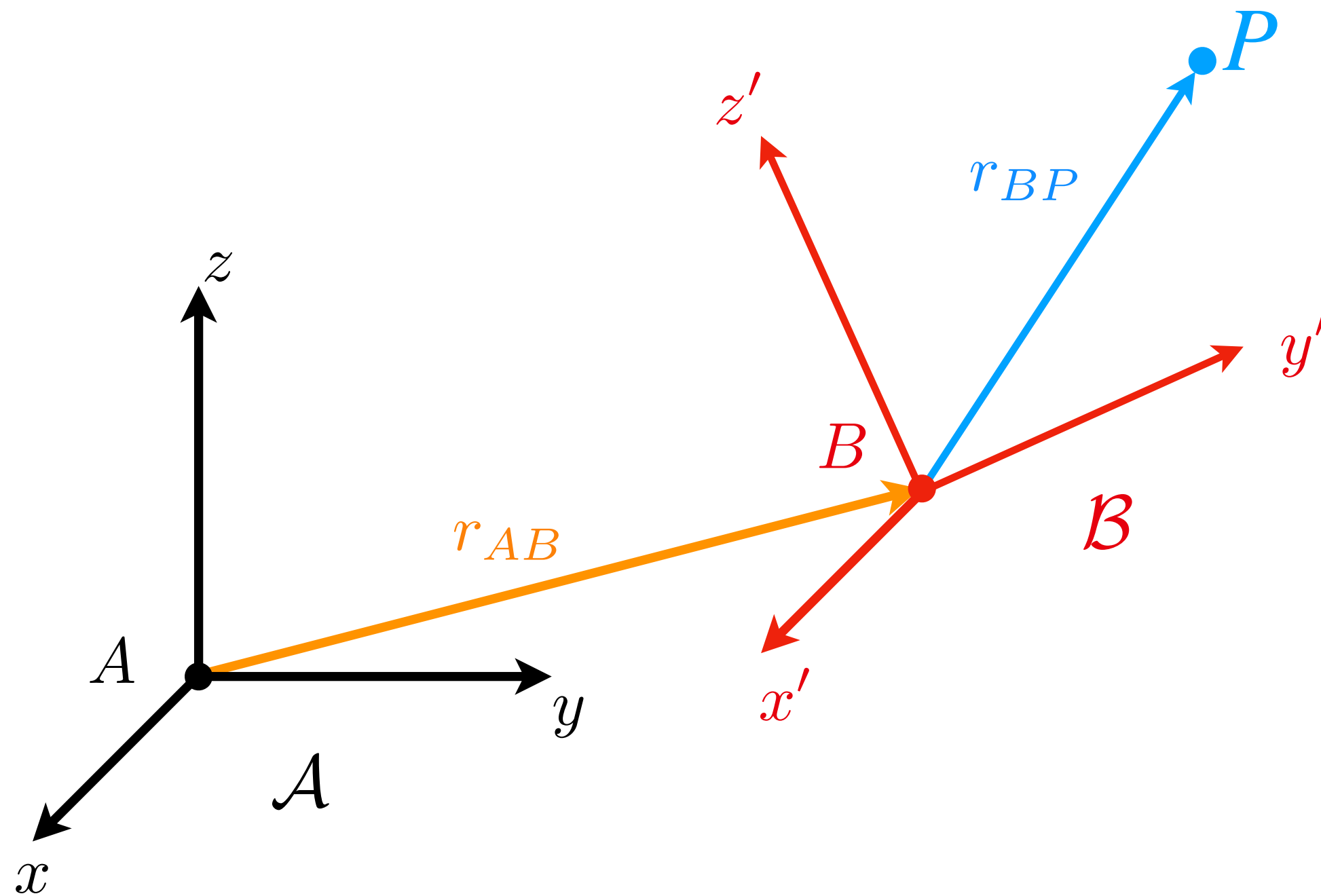
homogeneous coordinates:

$$\begin{bmatrix} {}^A\vec{r}_{AP} \\ 1 \end{bmatrix} = \underbrace{\begin{bmatrix} C_{AB} & {}^A\vec{r}_{AB} \\ 0_{1 \times 3} & 1 \end{bmatrix}}_{T_{AB} (4 \times 4)} \begin{bmatrix} {}^B\vec{r}_{BP} \\ 1 \end{bmatrix}$$

change of representation and origin

Robot Dynamics Exercise Session 01

homogeneous transformations



given: ${}^A\vec{r}_{AB}$, C_{AB} , ${}^B\vec{r}_{BP}$

find: ${}^A\vec{r}_{AP}$

$$\vec{r}_{AP} = \vec{r}_{AB} + \vec{r}_{BP}$$

$${}^A\vec{r}_{AP} = {}^A\vec{r}_{AB} + {}^A\vec{r}_{BP}$$

$${}^A\vec{r}_{AP} = {}^A\vec{r}_{AB} + C_{AB} {}^B\vec{r}_{BP}$$

homogeneous coordinates:

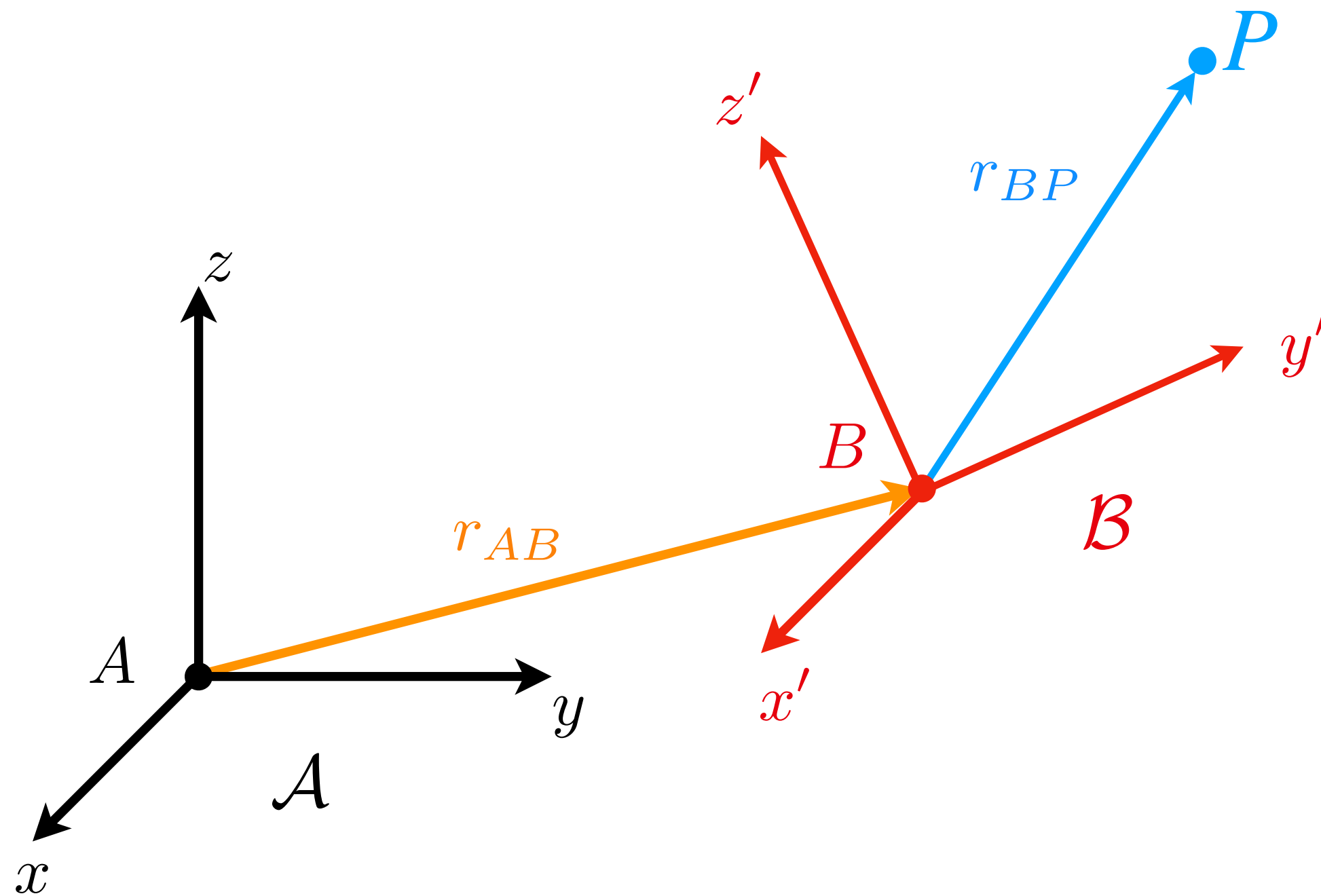
$$\begin{bmatrix} {}^A\vec{r}_{AP} \\ 1 \end{bmatrix} = \underbrace{\begin{bmatrix} C_{AB} & {}^A\vec{r}_{AB} \\ 0_{1 \times 3} & 1 \end{bmatrix}}_{T_{AB} (4 \times 4)} \begin{bmatrix} {}^B\vec{r}_{BP} \\ 1 \end{bmatrix}$$

change of representation and origin

$$\begin{aligned} \text{inverse: } T_{AB}^{-1} = T_{BA} &= \begin{bmatrix} C_{BA} & {}^B\vec{r}_{BA} \\ 0_{1 \times 3} & 1 \end{bmatrix} \\ &= \begin{bmatrix} C_{AB}^T & C_{BA} {}^A\vec{r}_{BA} \\ 0_{1 \times 3} & 1 \end{bmatrix} \\ &= \begin{bmatrix} C_{AB}^T & -C_{AB}^T {}^A\vec{r}_{AB} \\ 0_{1 \times 3} & 1 \end{bmatrix} \end{aligned}$$

Robot Dynamics Exercise Session 01

homogeneous transformations



given: ${}^A\vec{r}_{AB}$, C_{AB} , ${}^B\vec{r}_{BP}$

find: ${}^A\vec{r}_{AP}$

homogeneous coordinates:

$$\begin{aligned}\vec{r}_{AP} &= \vec{r}_{AB} + \vec{r}_{BP} \\ {}^A\vec{r}_{AP} &= {}^A\vec{r}_{AB} + {}^A\vec{r}_{BP} \\ {}^A\vec{r}_{AP} &= {}^A\vec{r}_{AB} + C_{AB} {}^B\vec{r}_{BP}\end{aligned}$$

$$\begin{bmatrix} {}^A\vec{r}_{AP} \\ 1 \end{bmatrix} = \underbrace{\begin{bmatrix} C_{AB} & {}^A\vec{r}_{AB} \\ 0_{1 \times 3} & 1 \end{bmatrix}}_{T_{AB} \ (4 \times 4)} \begin{bmatrix} {}^B\vec{r}_{BP} \\ 1 \end{bmatrix}$$

change of representation and origin

inverse: $T_{AB}^{-1} = T_{BA} = \begin{bmatrix} C_{BA} & {}^B\vec{r}_{BA} \\ 0_{1 \times 3} & 1 \end{bmatrix}$

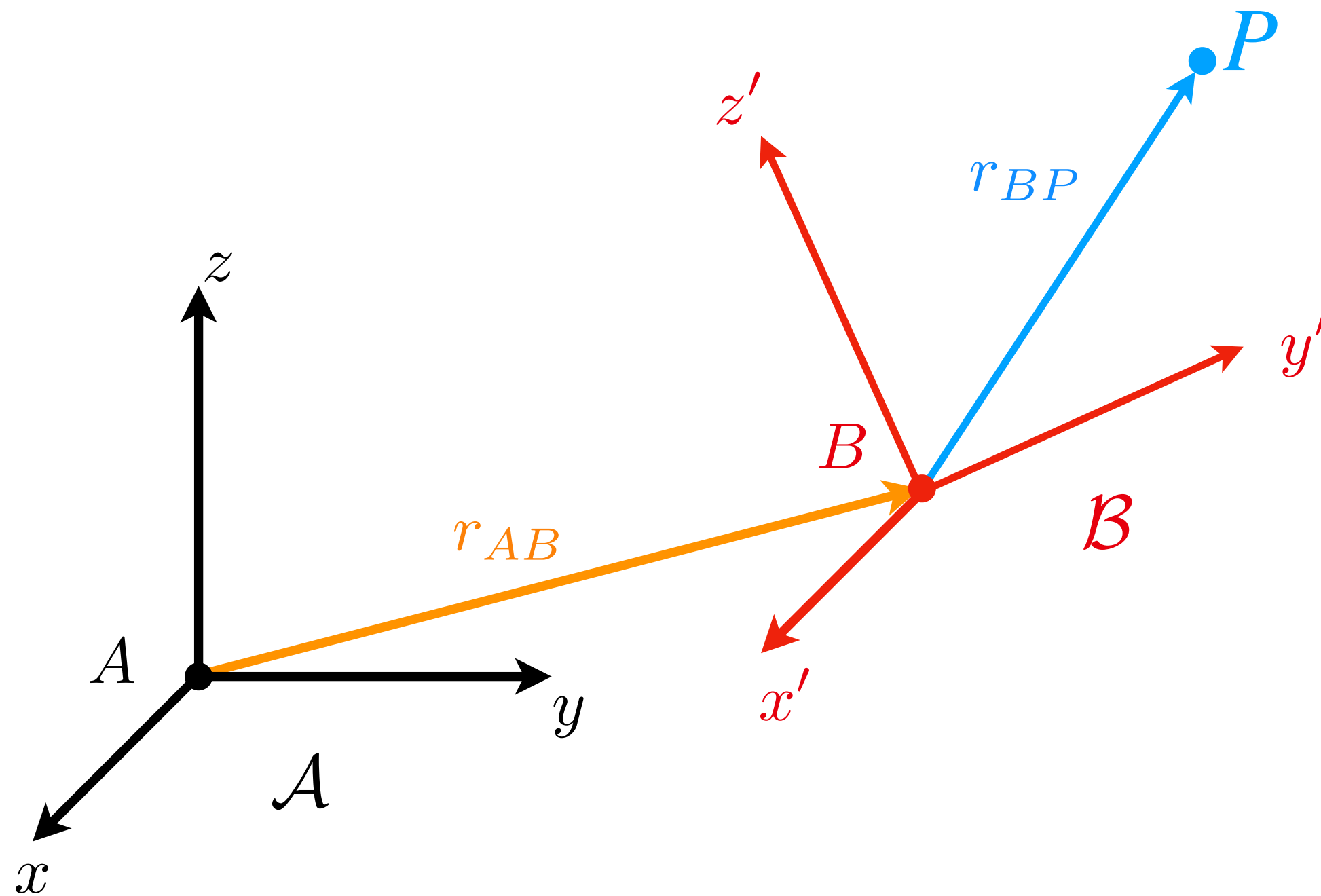
$$= \begin{bmatrix} C_{AB}^T & C_{BA} {}^A\vec{r}_{BA} \\ 0_{1 \times 3} & 1 \end{bmatrix}$$

$$= \begin{bmatrix} C_{AB}^T & -C_{AB}^T {}^A\vec{r}_{AB} \\ 0_{1 \times 3} & 1 \end{bmatrix}$$

$$\vec{r}_{AB} = -\vec{r}_{BA}$$

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homogeneous transformations



given: ${}^A\vec{r}_{AB}$, C_{AB} , ${}^B\vec{r}_{BP}$

find: ${}^A\vec{r}_{AP}$

$$\vec{r}_{AP} = \vec{r}_{AB} + \vec{r}_{BP}$$

$${}^A\vec{r}_{AP} = {}^A\vec{r}_{AB} + {}^A\vec{r}_{BP}$$

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$$\begin{bmatrix} {}^A\vec{r}_{AP} \\ 1 \end{bmatrix} = \underbrace{\begin{bmatrix} C_{AB} & {}^A\vec{r}_{AB} \\ 0_{1 \times 3} & 1 \end{bmatrix}}_{T_{AB} \ (4 \times 4)} \begin{bmatrix} {}^B\vec{r}_{BP} \\ 1 \end{bmatrix}$$

change of representation and origin

inverse: $T_{AB}^{-1} = T_{BA} = \begin{bmatrix} C_{BA} & {}^B\vec{r}_{BA} \\ 0_{1 \times 3} & 1 \end{bmatrix}$

$$= \begin{bmatrix} C_{AB}^\top & C_{BA} {}^A\vec{r}_{BA} \\ 0_{1 \times 3} & 1 \end{bmatrix}$$

$$= \begin{bmatrix} C_{AB}^\top & -C_{AB}^\top {}^A\vec{r}_{AB} \\ 0_{1 \times 3} & 1 \end{bmatrix}$$

$$\vec{r}_{AB} = -\vec{r}_{BA}$$

composition:

$$T_{AC} = T_{AB} T_{BC}$$

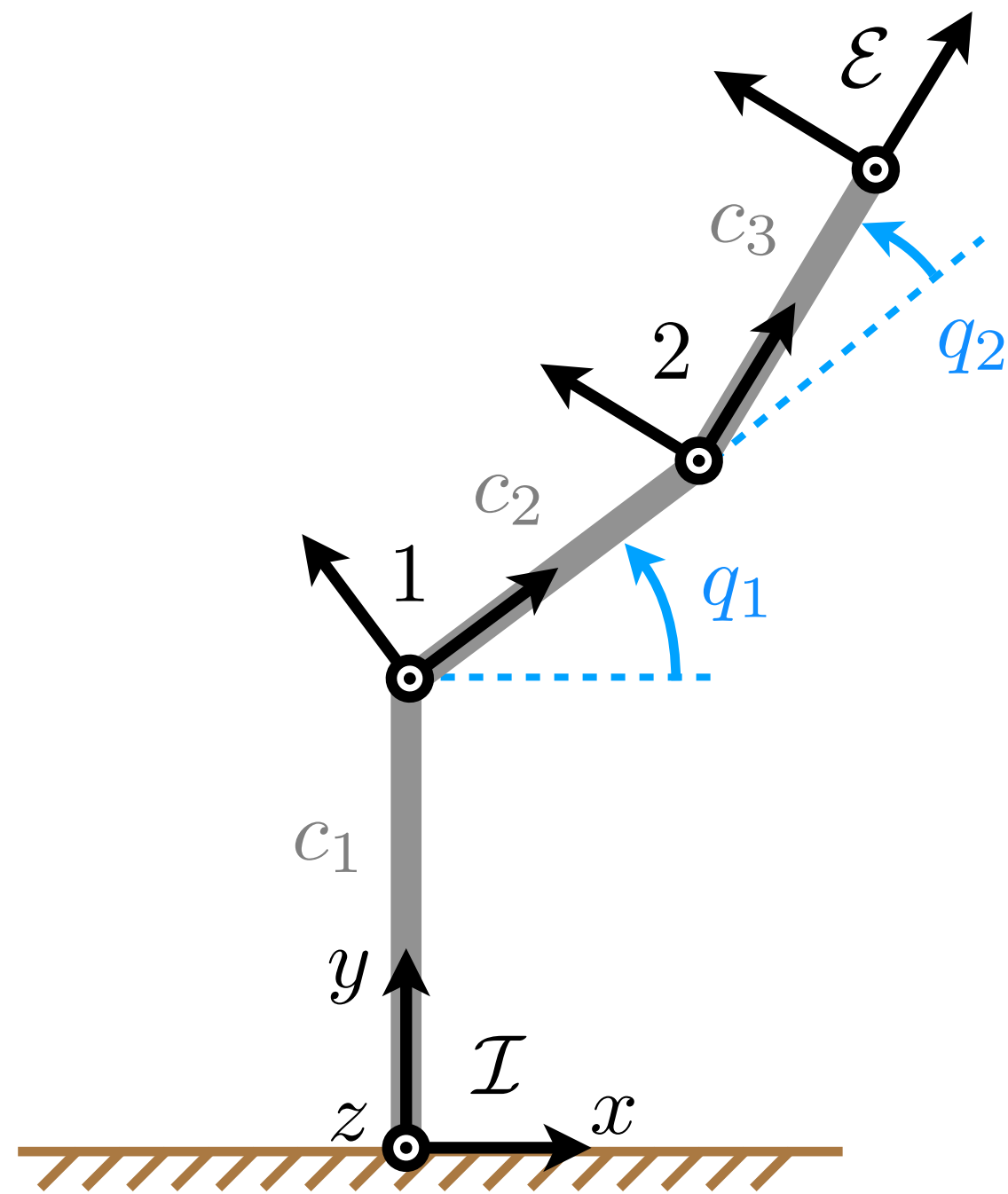
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example: kinematics of a planar manipulator

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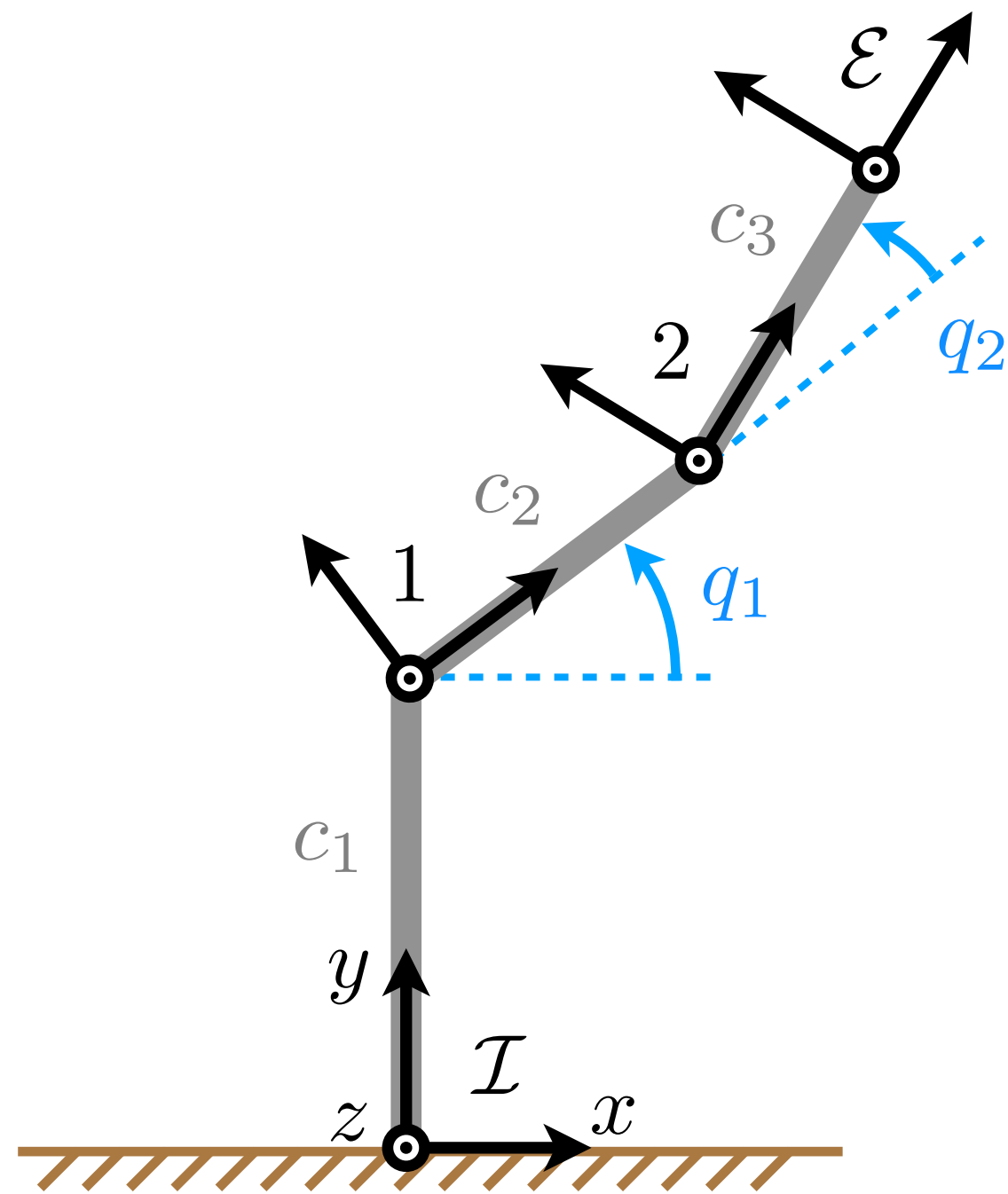
example: kinematics of a planar manipulator



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example: kinematics of a planar manipulator

find: $C_{\mathcal{I}\mathcal{E}}, {}^{\mathcal{I}}\vec{r}_{\mathcal{I}\mathcal{E}}$

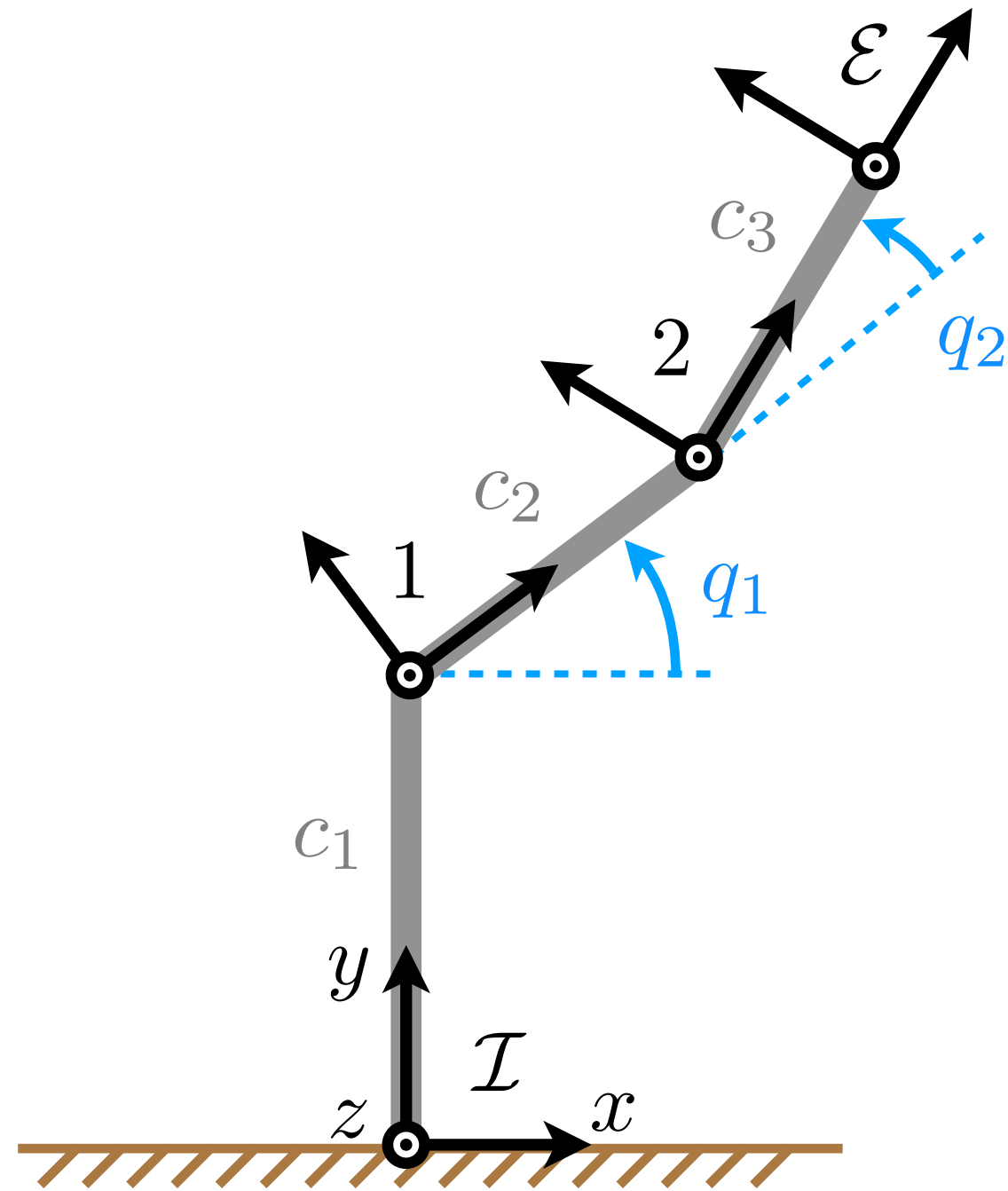


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example: kinematics of a planar manipulator

find: $C_{\mathcal{I}\mathcal{E}}, {}^{\mathcal{I}}\vec{r}_{\mathcal{I}\mathcal{E}}$

Step 1: find $T_{\mathcal{I}1}, T_{12}, T_{2\mathcal{E}}$

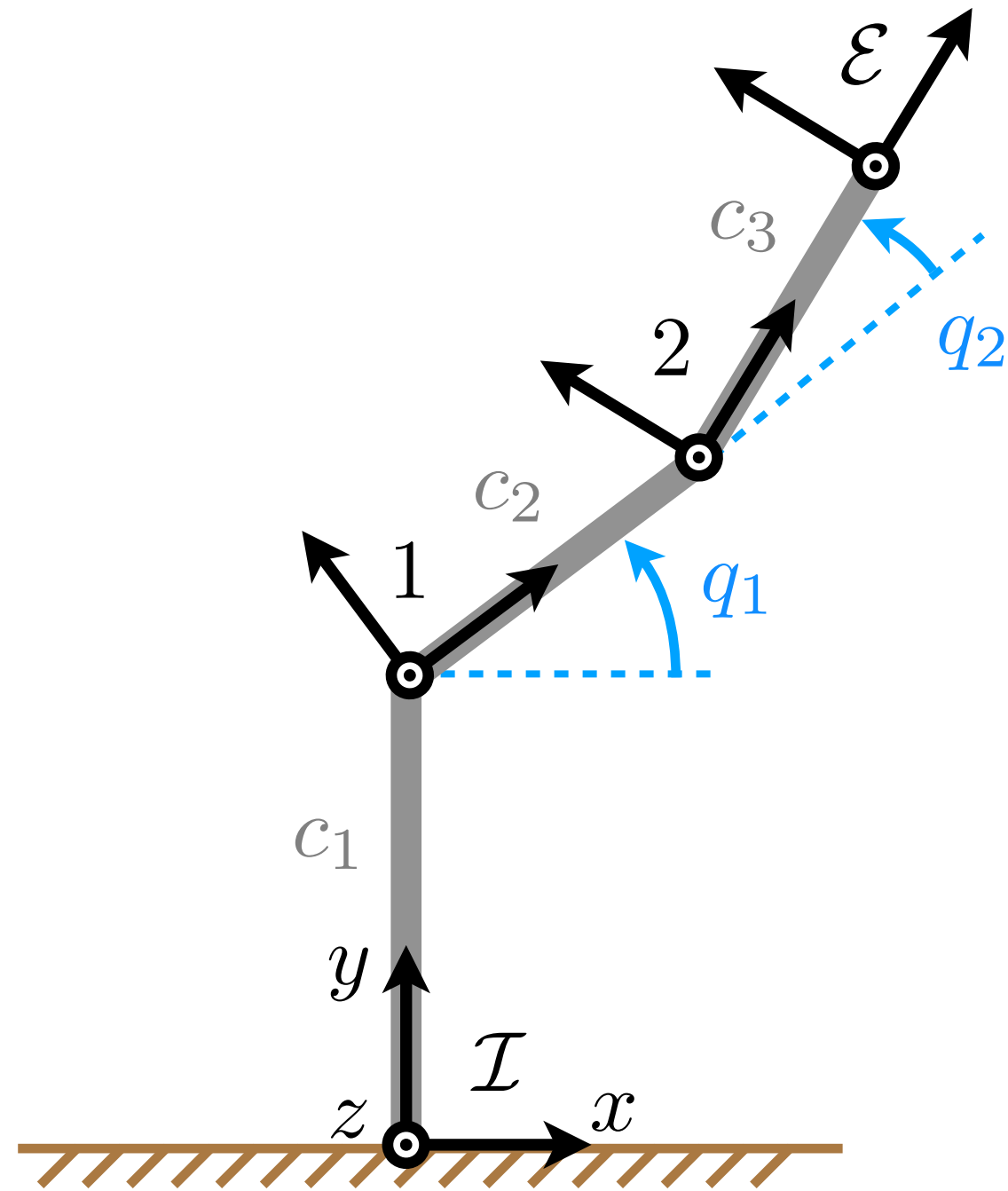


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example: kinematics of a planar manipulator

find: $C_{\mathcal{I}\mathcal{E}}, {}_{\mathcal{I}}\vec{r}_{IE}$

Step 1: find $T_{\mathcal{I}1}, T_{12}, T_{2\mathcal{E}}$



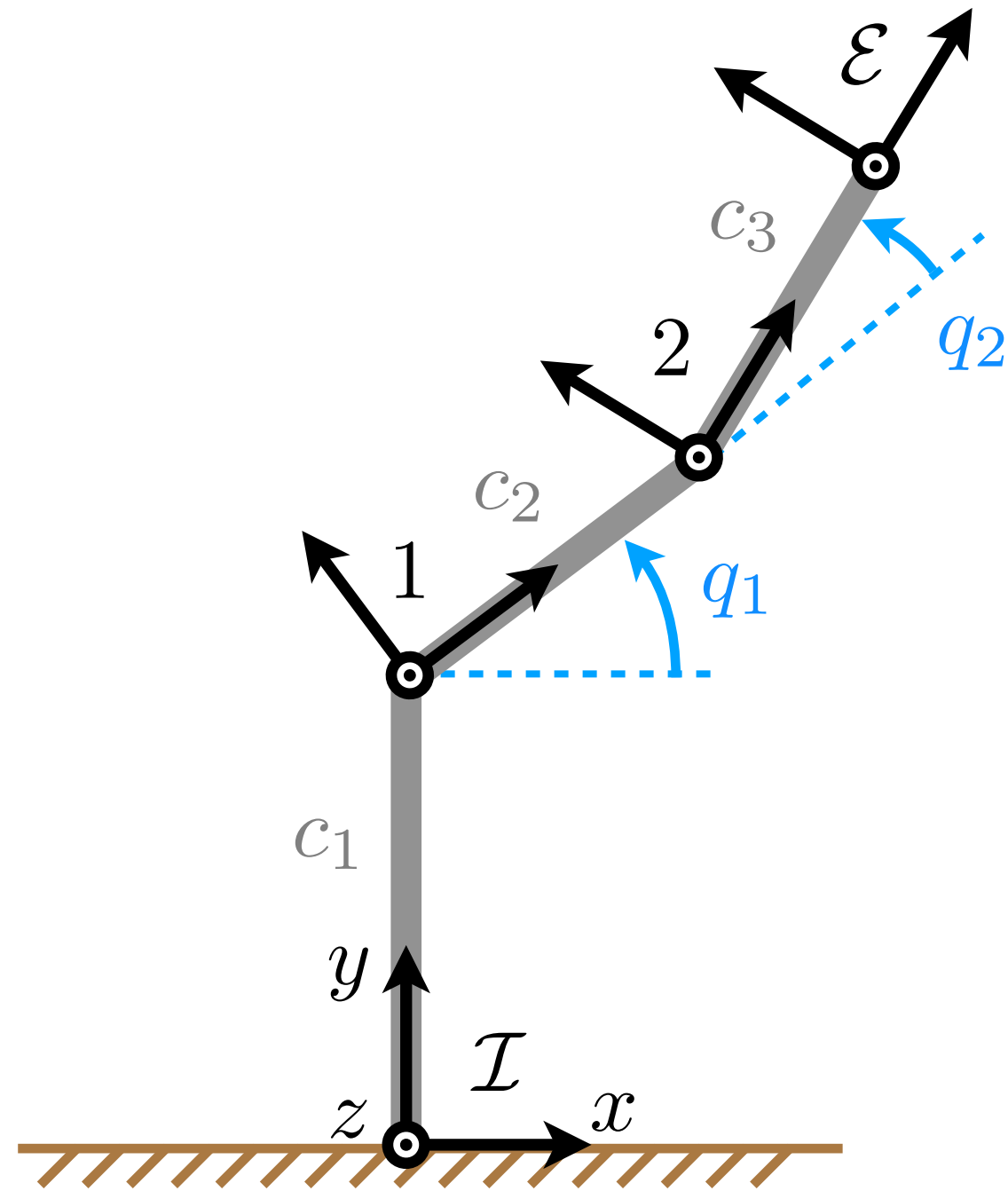
$$T_{\mathcal{I}1} = \begin{bmatrix} C_z(q_1) & \begin{pmatrix} 0 \\ c_1 \\ 0 \\ 1 \end{pmatrix} \\ 0_{1 \times 3} & \end{bmatrix}$$

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example: kinematics of a planar manipulator

find: $C_{\mathcal{I}\mathcal{E}}, {}^{\mathcal{I}}\vec{r}_{IE}$

Step 1: find $T_{\mathcal{I}1}, T_{12}, T_{2\mathcal{E}}$



$$T_{\mathcal{I}1} = \begin{bmatrix} C_z(q_1) & \begin{pmatrix} 0 \\ c_1 \\ 0 \\ 1 \end{pmatrix} \\ 0_{1 \times 3} & \end{bmatrix}$$

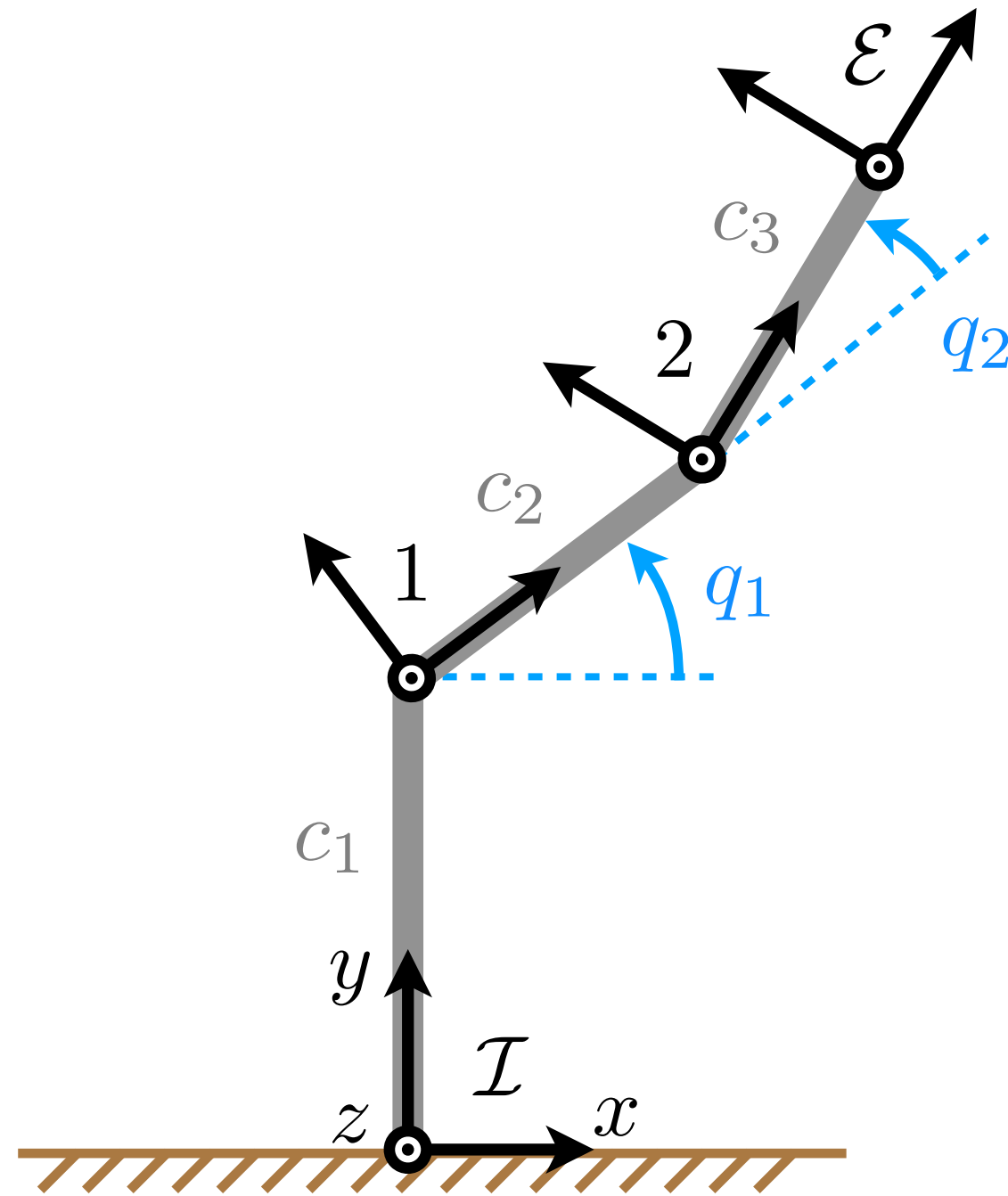
Annotations: $C_{\mathcal{I}1}$ points to $C_z(q_1)$. ${}^{\mathcal{I}}\vec{r}_{I1}$ points to the vector $\begin{pmatrix} 0 \\ c_1 \\ 0 \\ 1 \end{pmatrix}$.

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example: kinematics of a planar manipulator

find: $C_{\mathcal{I}\mathcal{E}}, \mathcal{I}\vec{r}_{IE}$

Step 1: find $T_{\mathcal{I}1}, T_{12}, T_{2\mathcal{E}}$



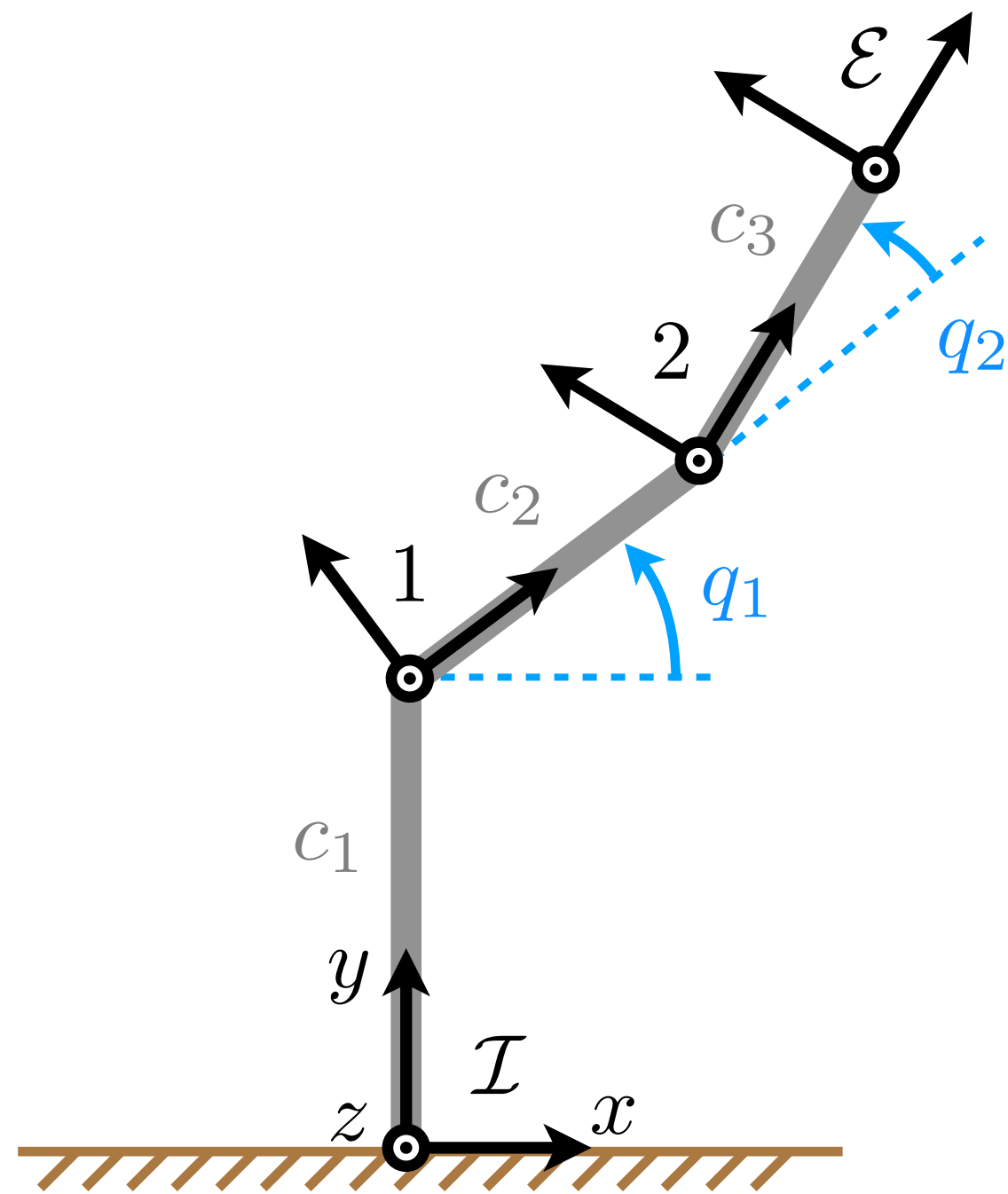
$$T_{\mathcal{I}1} = \begin{matrix} C_{\mathcal{I}1} \swarrow \\ \begin{bmatrix} C_z(q_1) & \begin{matrix} \mathcal{I}\vec{r}_{I1} \swarrow \\ \begin{pmatrix} 0 \\ c_1 \\ 0 \\ 1 \end{pmatrix} \end{matrix} \\ 0_{1 \times 3} \end{bmatrix} \end{matrix} \quad T_{12} = \begin{bmatrix} C_z(q_2) & \begin{pmatrix} c_2 \\ 0 \\ 0 \\ 1 \end{pmatrix} \\ 0_{1 \times 3} \end{bmatrix} \quad T_{2\mathcal{E}} = \begin{bmatrix} \mathbb{I}_{3 \times 3} & \begin{pmatrix} c_3 \\ 0 \\ 0 \\ 1 \end{pmatrix} \\ 0_{1 \times 3} \end{bmatrix}$$

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example: kinematics of a planar manipulator

find: $C_{\mathcal{I}\mathcal{E}}, \mathcal{I}\vec{r}_{IE}$

Step 1: find $T_{\mathcal{I}1}, T_{12}, T_{2\mathcal{E}}$



$$T_{\mathcal{I}1} = \begin{bmatrix} C_z(q_1) & \begin{pmatrix} 0 \\ c_1 \\ 0 \\ 1 \end{pmatrix} \\ 0_{1 \times 3} & 1 \end{bmatrix} \quad T_{12} = \begin{bmatrix} C_z(q_2) & \begin{pmatrix} c_2 \\ 0 \\ 0 \\ 1 \end{pmatrix} \\ 0_{1 \times 3} & 1 \end{bmatrix} \quad T_{2\mathcal{E}} = \begin{bmatrix} \mathbb{I}_{3 \times 3} & \begin{pmatrix} c_3 \\ 0 \\ 0 \\ 1 \end{pmatrix} \\ 0_{1 \times 3} & 1 \end{bmatrix}$$

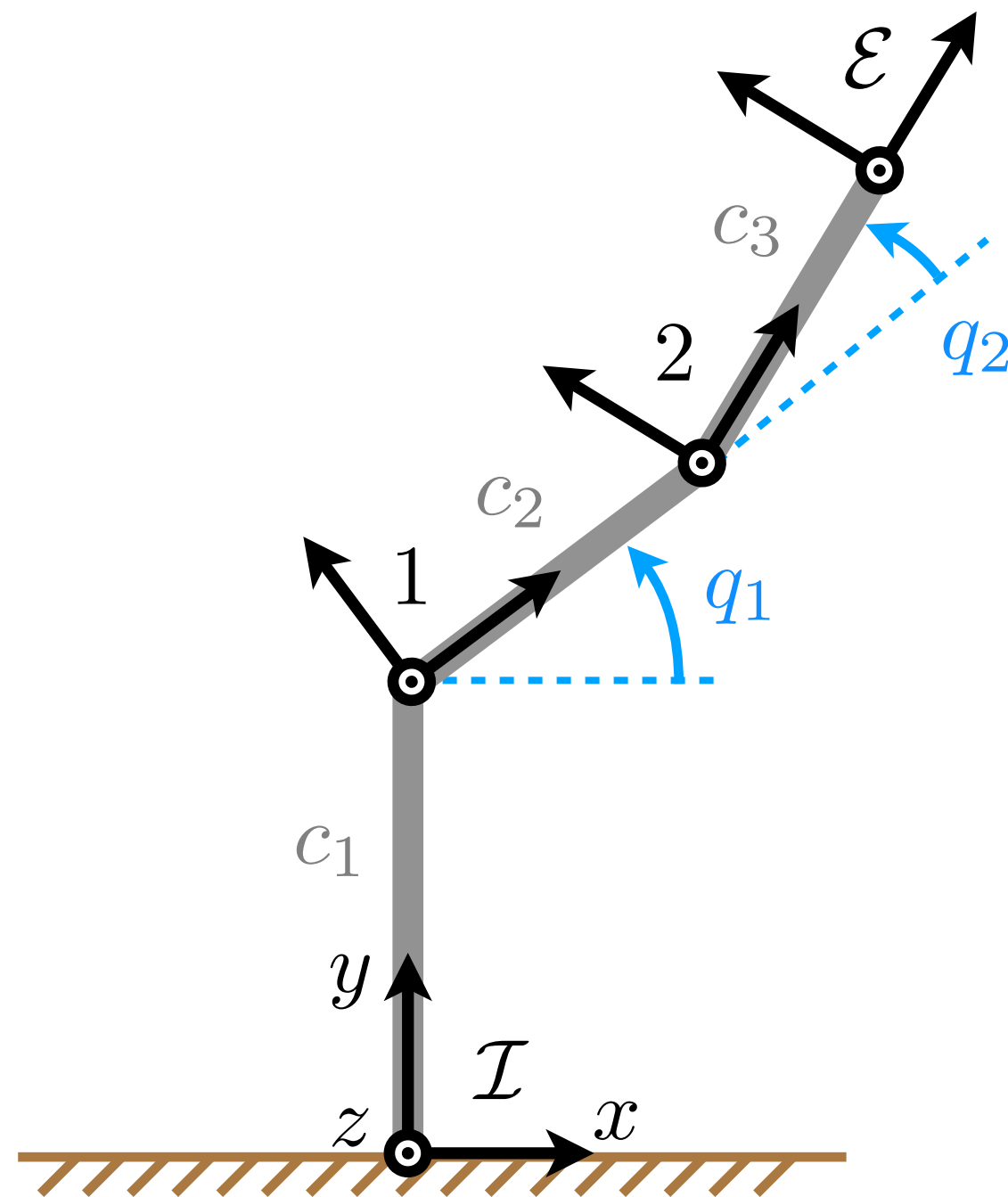
Step 2: composition $T_{\mathcal{I}\mathcal{E}} = T_{\mathcal{I}1} T_{12} T_{2\mathcal{E}}$

Robot Dynamics Exercise Session 01

example: kinematics of a planar manipulator

find: $C_{\mathcal{I}\mathcal{E}}, \mathcal{I}\vec{r}_{IE}$

Step 1: find $T_{\mathcal{I}1}, T_{12}, T_{2\mathcal{E}}$



$$T_{\mathcal{I}1} = \begin{bmatrix} C_z(q_1) & \begin{pmatrix} 0 \\ c_1 \\ 0 \\ 1 \end{pmatrix} \\ 0_{1 \times 3} & 1 \end{bmatrix} \quad T_{12} = \begin{bmatrix} C_z(q_2) & \begin{pmatrix} c_2 \\ 0 \\ 0 \\ 1 \end{pmatrix} \\ 0_{1 \times 3} & 1 \end{bmatrix} \quad T_{2\mathcal{E}} = \begin{bmatrix} \mathbb{I}_{3 \times 3} & \begin{pmatrix} c_3 \\ 0 \\ 0 \\ 1 \end{pmatrix} \\ 0_{1 \times 3} & 1 \end{bmatrix}$$

Step 2: composition $T_{\mathcal{I}\mathcal{E}} = T_{\mathcal{I}1} T_{12} T_{2\mathcal{E}}$

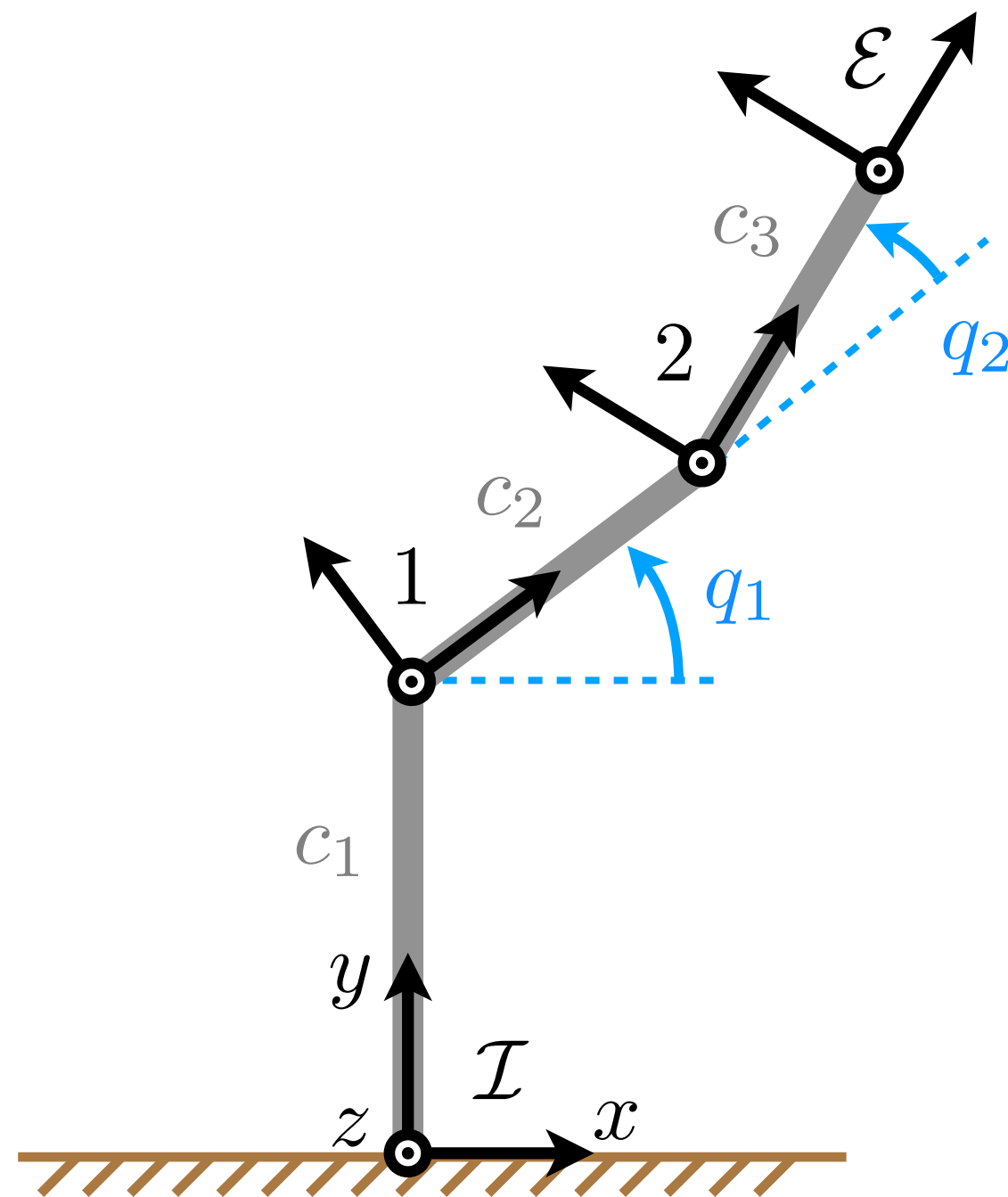
Step 3: get $C_{\mathcal{I}\mathcal{E}}, \mathcal{I}\vec{r}_{IE}$ from $T_{\mathcal{I}\mathcal{E}} = \begin{bmatrix} C_{\mathcal{I}\mathcal{E}} & \mathcal{I}\vec{r}_{IE} \\ 0_{1 \times 3} & 1 \end{bmatrix}$

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