

Robot Dynamics Exercise Session 03

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previous weeks: Ex. 1 a – forward kinematics

$$\{\vec{r}_{IE}, C_{\mathcal{IE}}\} = \text{FK}(\vec{q})$$

unique mapping

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Ex. 1 b – differential forward kinematics

$$\{\vec{v}_{IE}, \vec{\omega}_{\mathcal{IE}}\} = \text{DFK}(\vec{q}, \dot{\vec{q}}) = J(\vec{q}) \dot{\vec{q}}$$

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today: Ex. 1 c – inverse kinematics

$$\vec{q} = \text{IK}(\vec{r}_{IE}, C_{\mathcal{IE}})$$

non-unique mapping

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issue: Difficult to solve analytically

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today:	Ex. 1 c – inverse kinematics	$\vec{q} = \text{IK}(\vec{r}_{IE}, C_{\mathcal{IE}})$	non-unique mapping
issue:	Difficult to solve analytically		
solution:	Resort to numerical solutions based on solving the differential inverse kinematics		

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issue: Difficult to solve analytically

solution: Resort to numerical solutions based on solving the differential inverse kinematics

1) IK & DIK

Let $\vec{q} \in \mathbb{R}^n$ be the joint variables, e.g., q_1, q_2, \dots

Let $\vec{\chi} \in \mathbb{R}^m$ be the task variables, e.g., $\vec{r}_{IE}, C_{\mathcal{IE}}, \dots$

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IK problem: find \vec{q} s.t. $\vec{\chi}_d = \vec{f}(\vec{q})$

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IK problem: find \vec{q} s.t. $\vec{\chi}_d = \vec{f}(\vec{q})$

DIK problem: find $\dot{\vec{q}}$ s.t. $\dot{\vec{\chi}}_d = J(\vec{q}) \dot{\vec{q}}$

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IK problem: find \vec{q} s.t. $\vec{\chi}_d = \vec{f}(\vec{q})$

DIK problem: find $\dot{\vec{q}}$ s.t. $\dot{\vec{\chi}}_d = J(\vec{q}) \dot{\vec{q}} \longrightarrow \dot{\vec{q}} = J^+(\vec{q}) \dot{\vec{\chi}}_d$

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Assuming no kinematic singularities, we define the following three cases:

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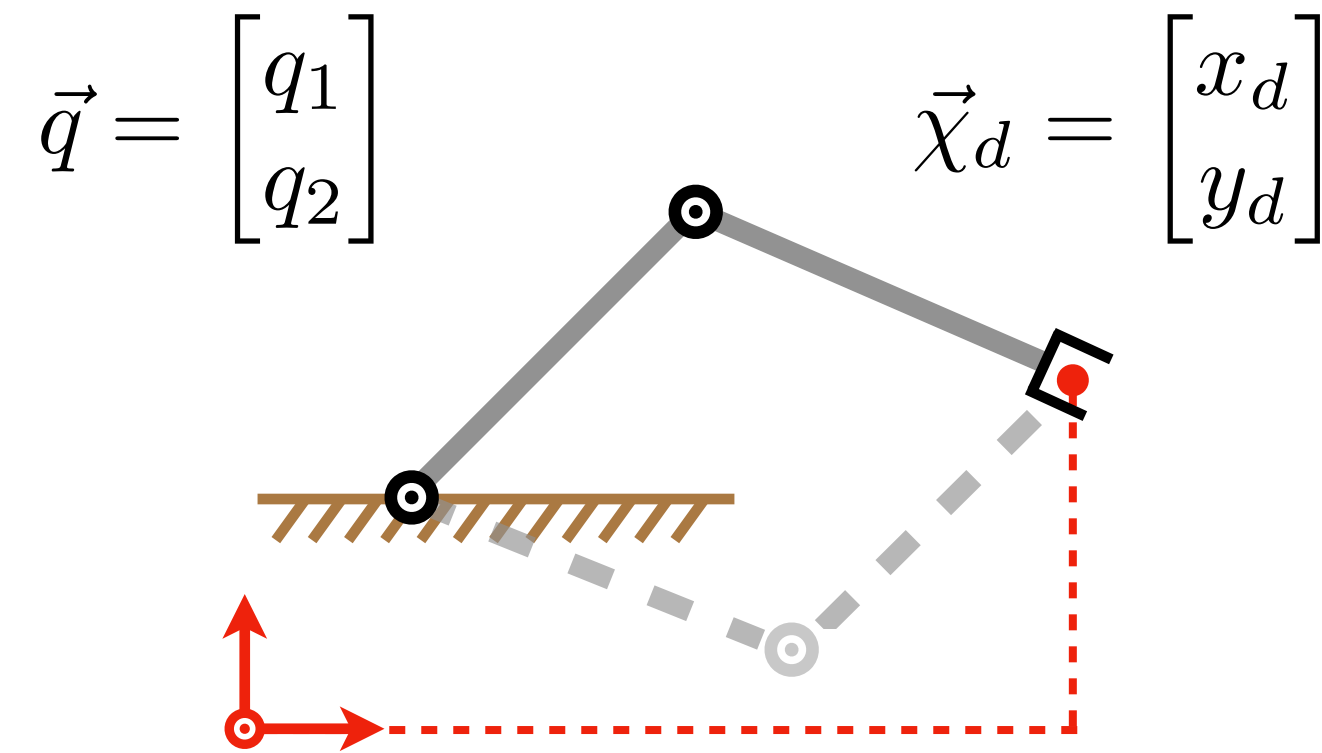
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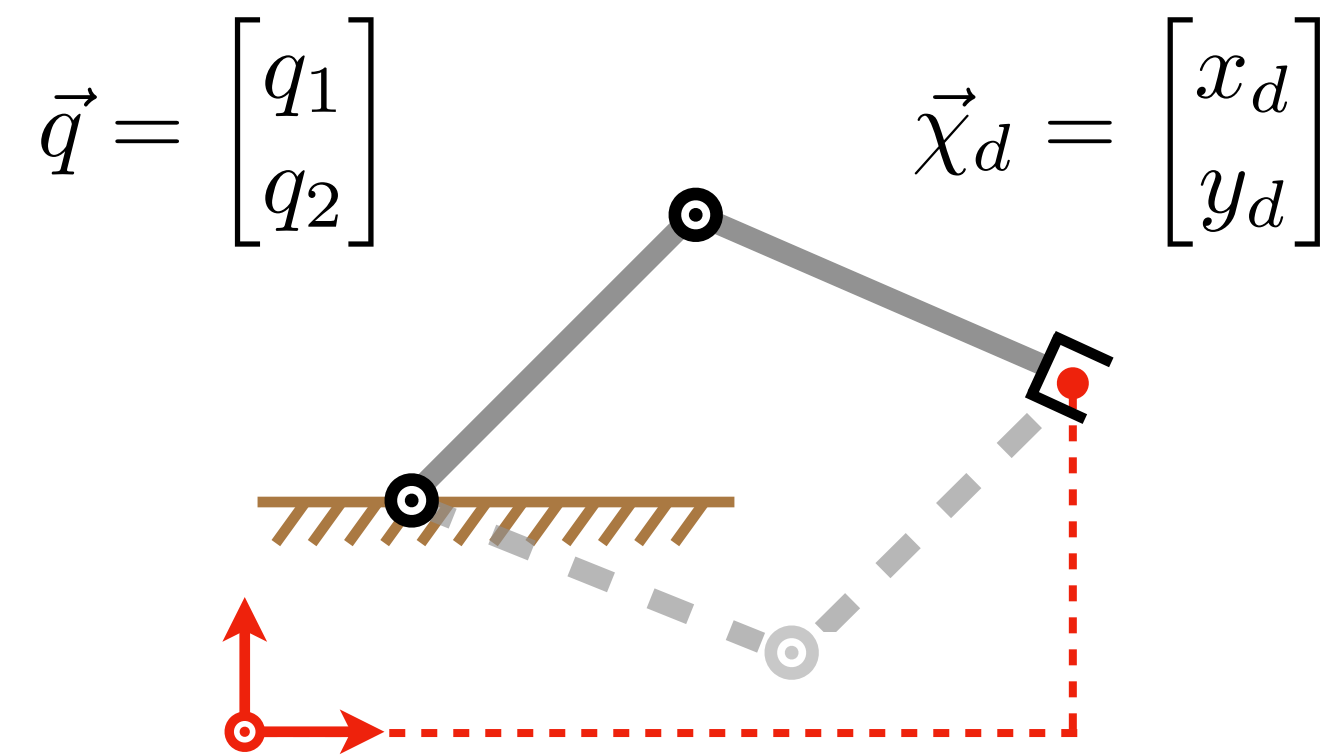
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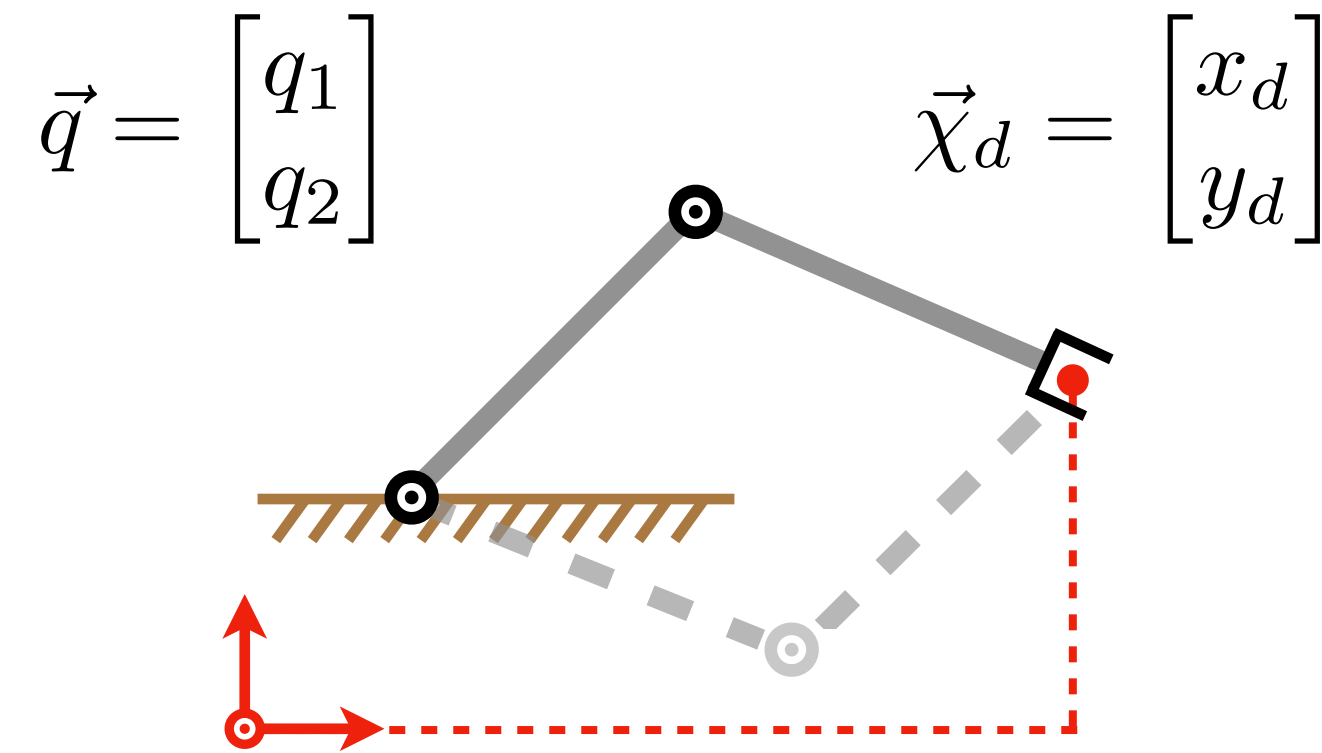


non unique but finitely many
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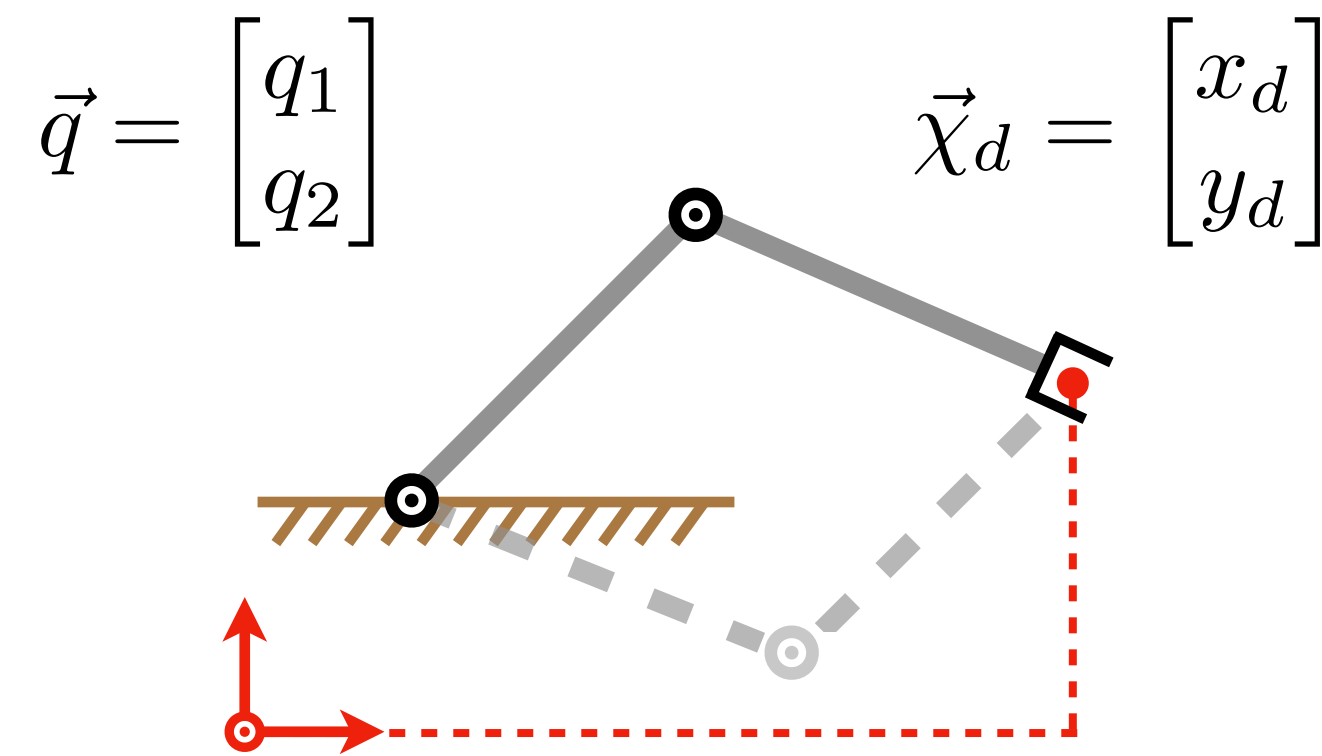
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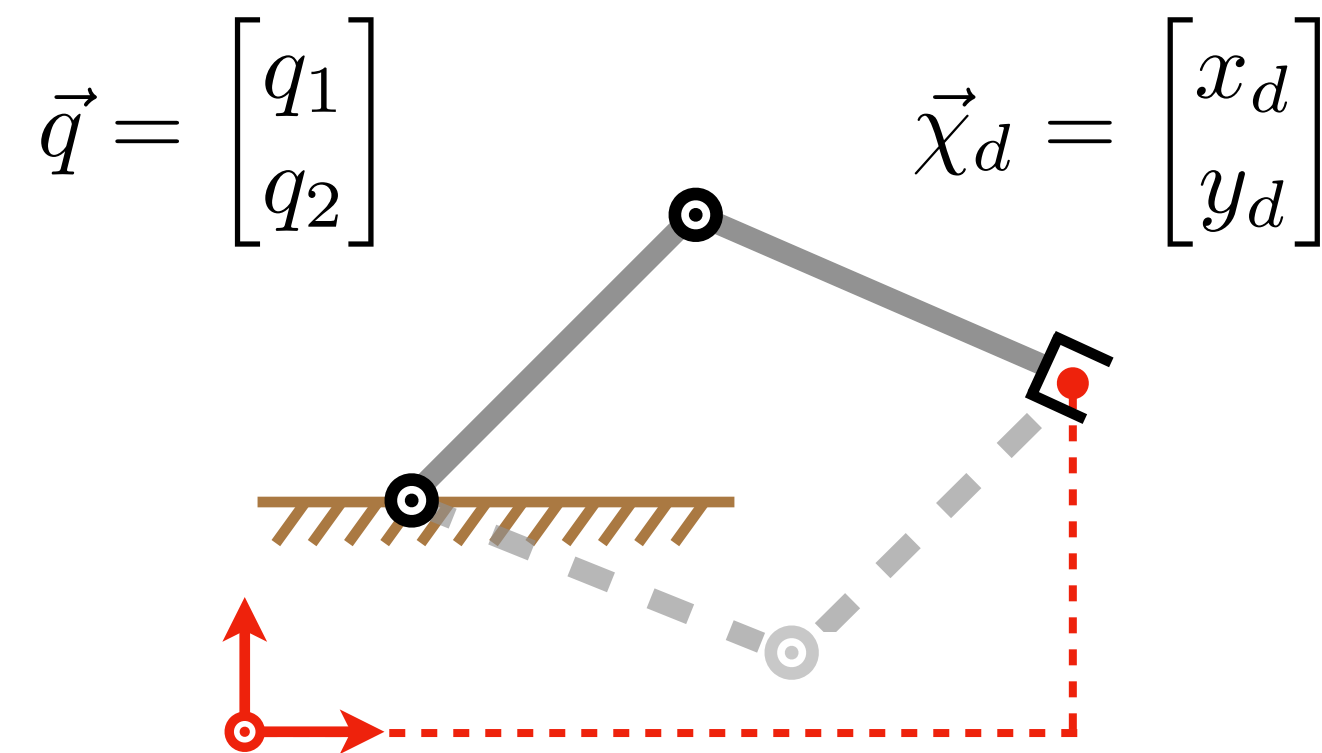
J^+ is just J^{-1} as it is square

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Assuming no kinematic singularities, we define the following three cases:

Case 1: $m = n$

Case 2: $m < n$ (redundant)



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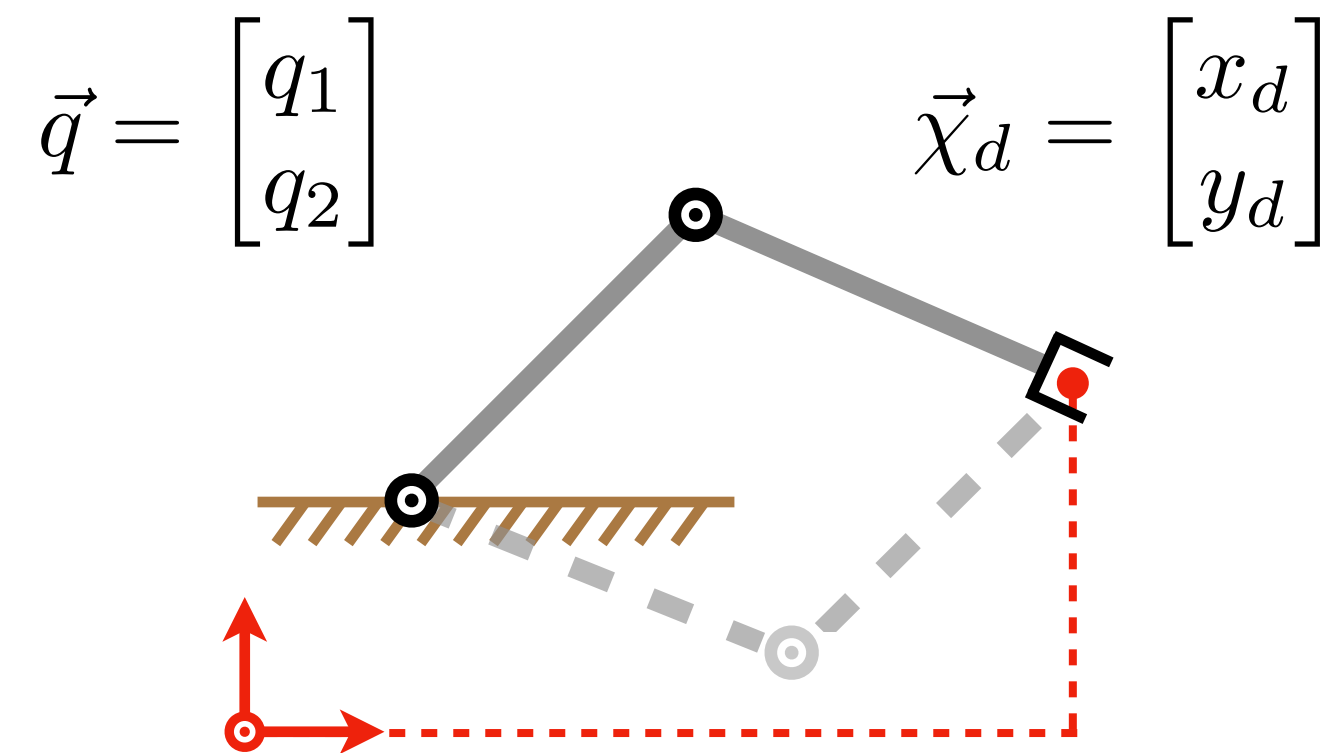
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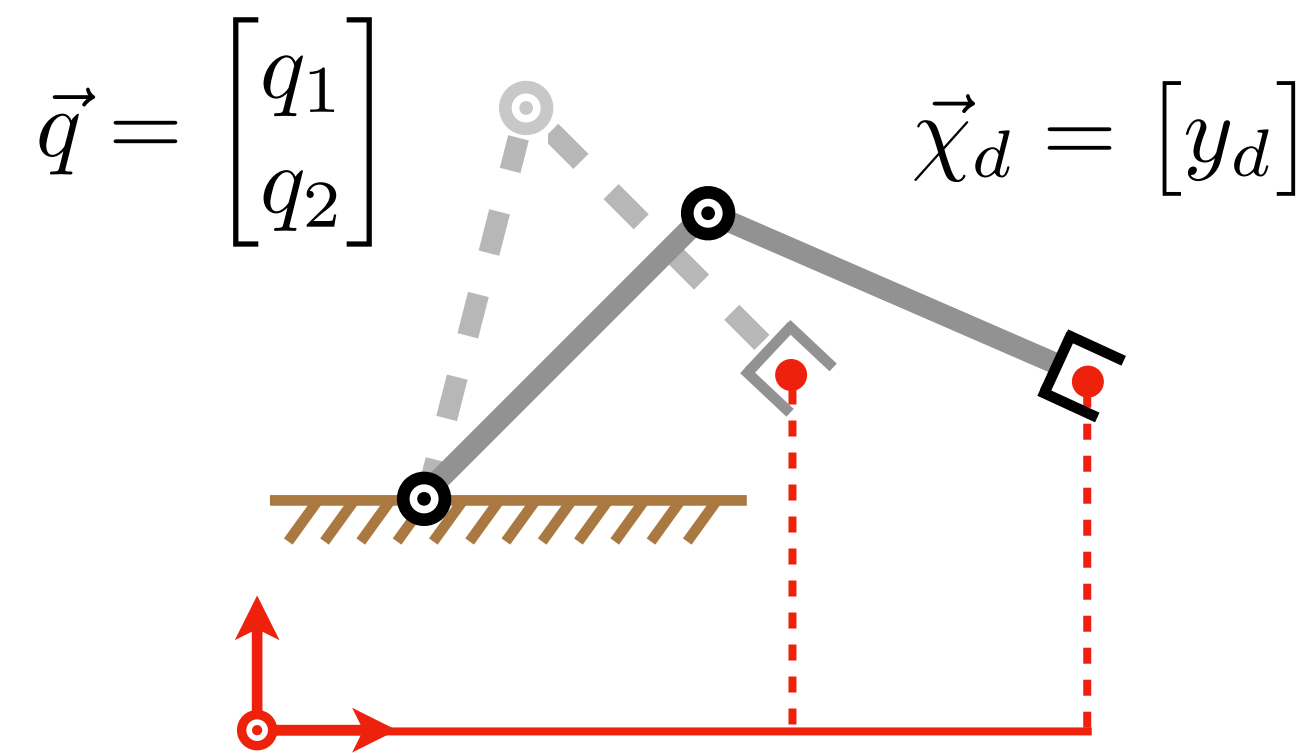


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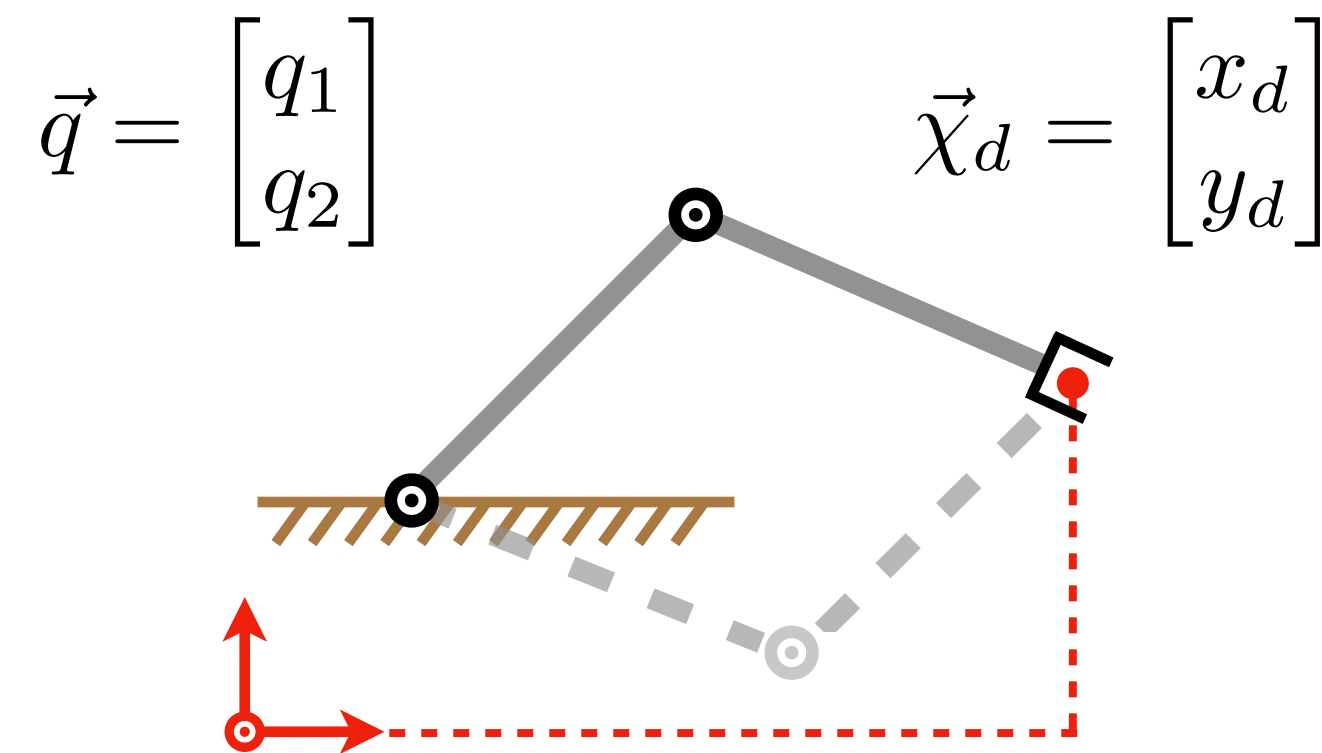
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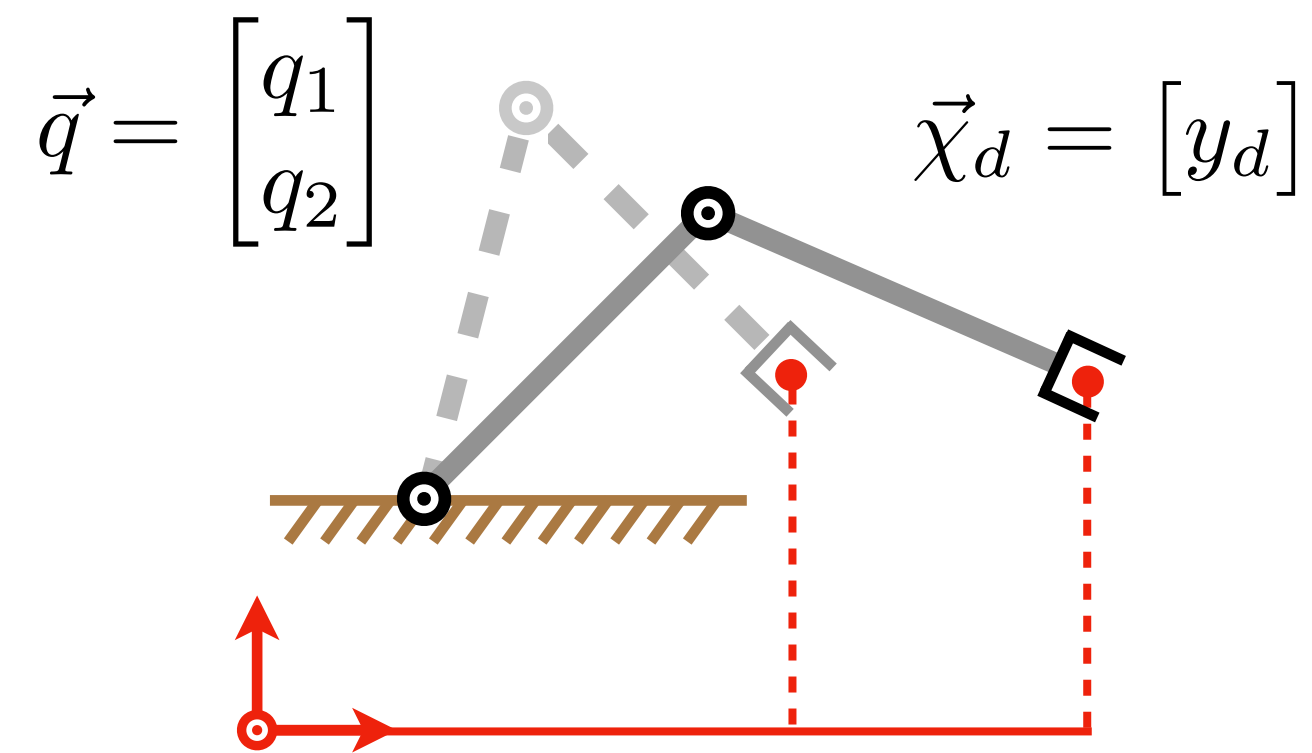


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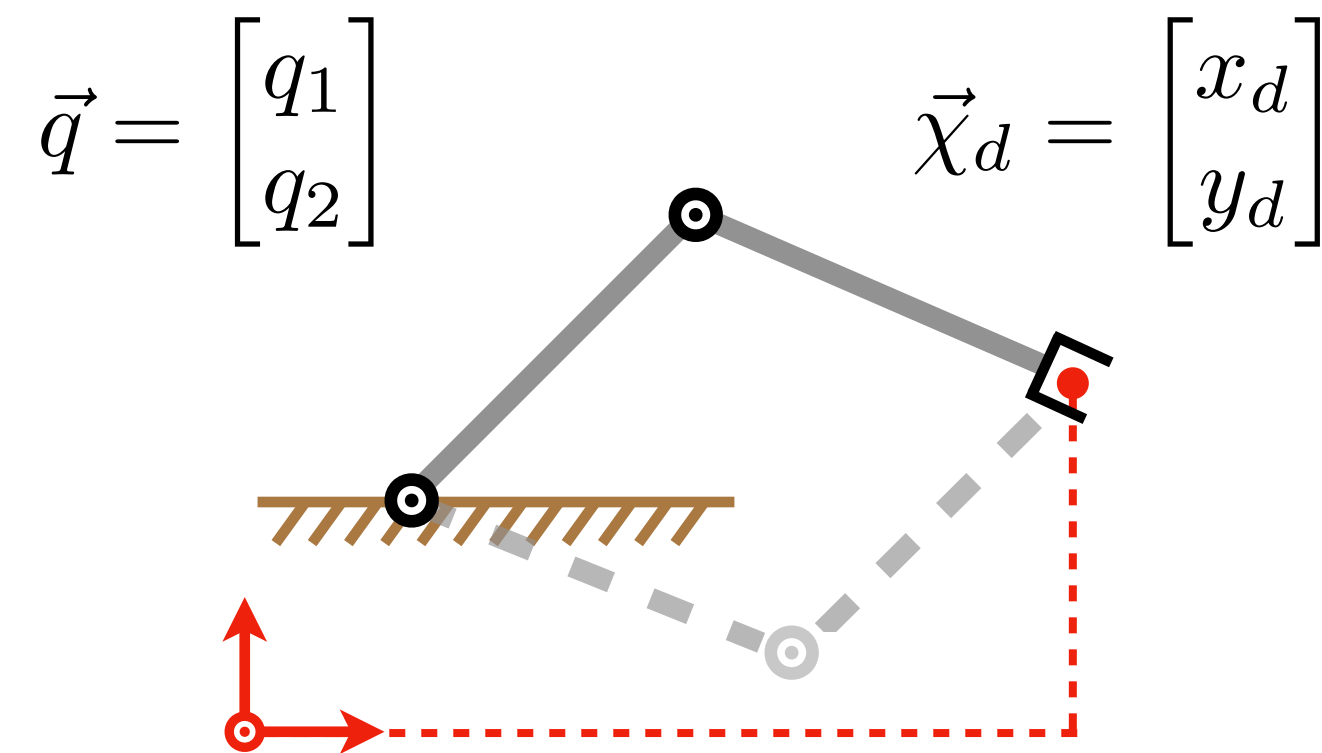


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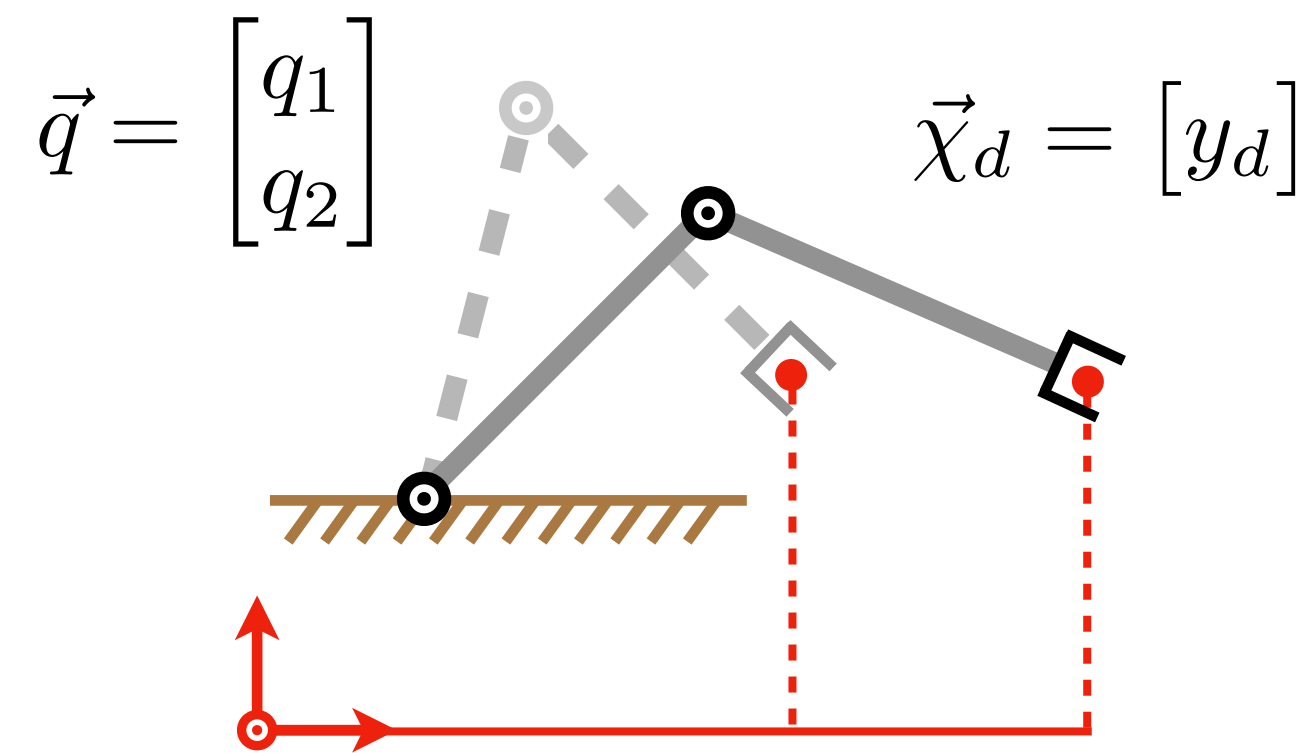


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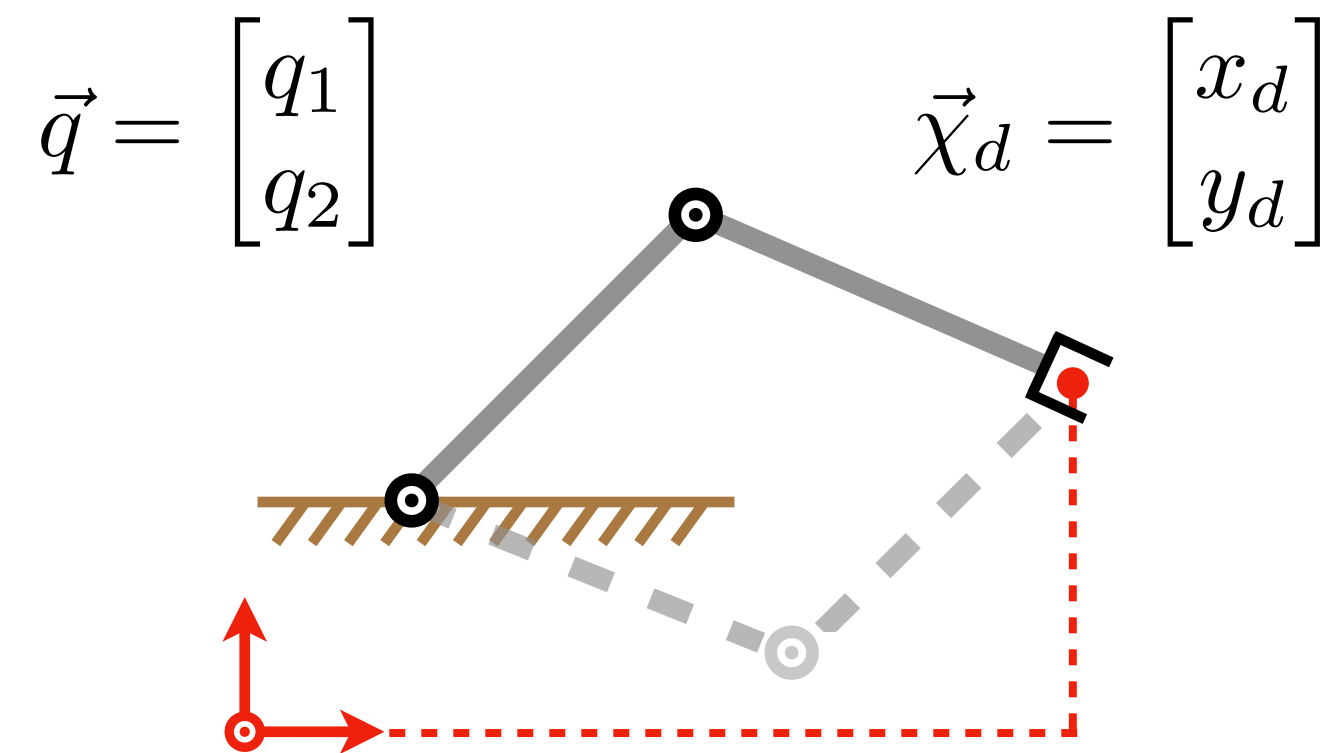
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$$J^+ = J^T (J J^T)^{-1} \quad \text{right pseudo-inverse}$$

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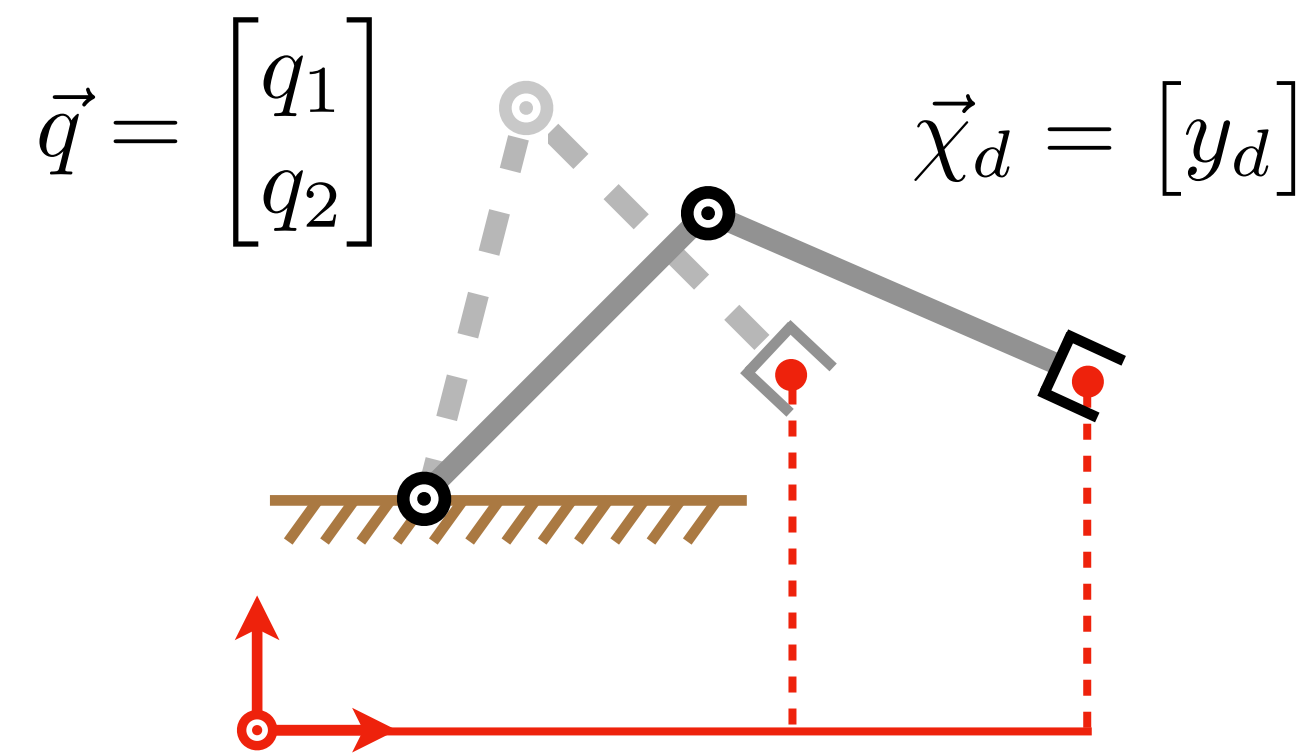


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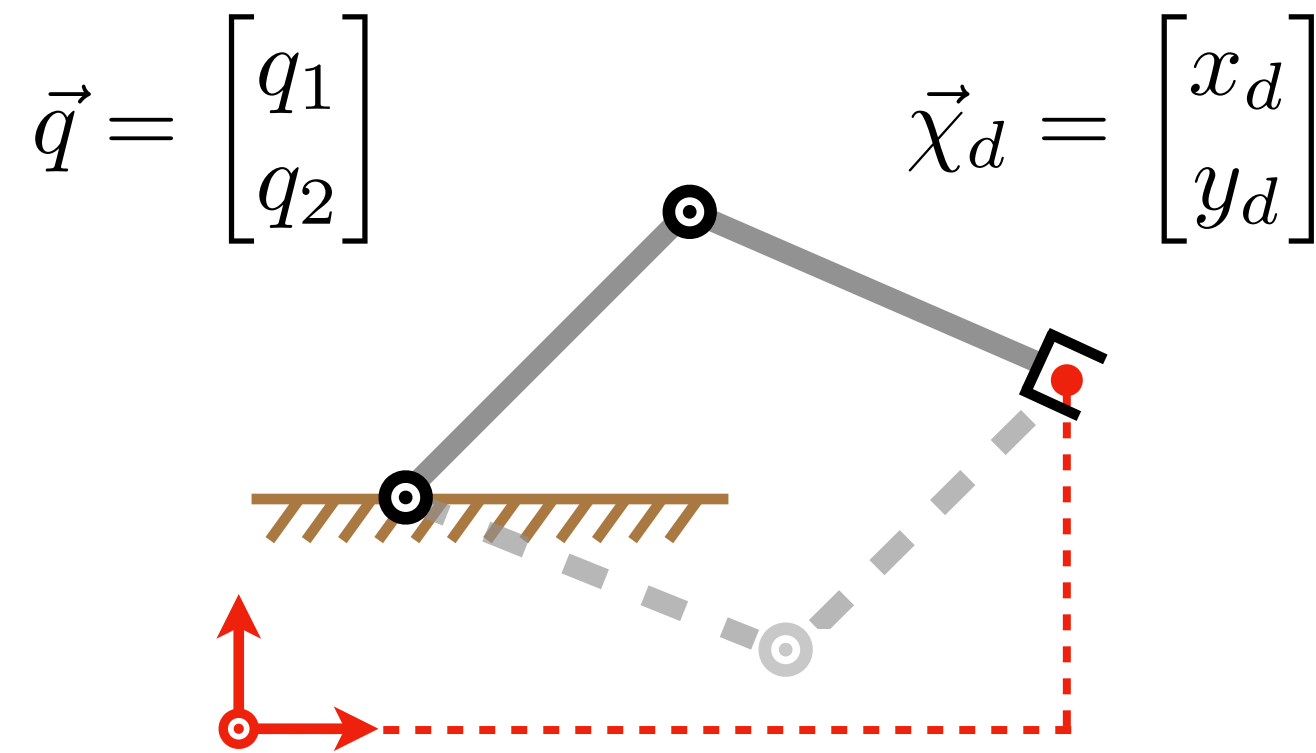
is constructed s.t.

$$\dot{\vec{q}}^* = \begin{cases} \underset{\dot{\vec{q}}}{\operatorname{argmin}} \frac{1}{2} \|\dot{\vec{q}}\|_2^2 \\ \text{s.t. } \dot{\vec{\chi}}_d = J(\vec{q}) \dot{\vec{q}} \end{cases}$$

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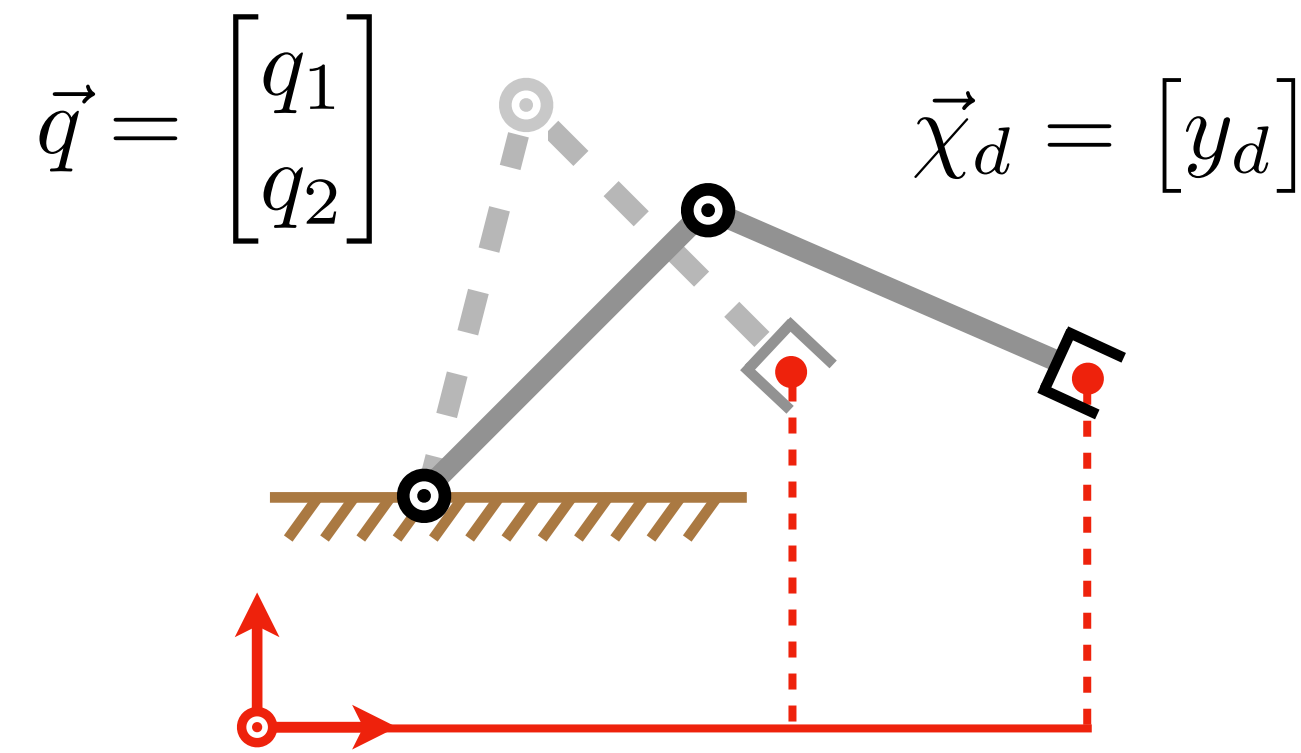


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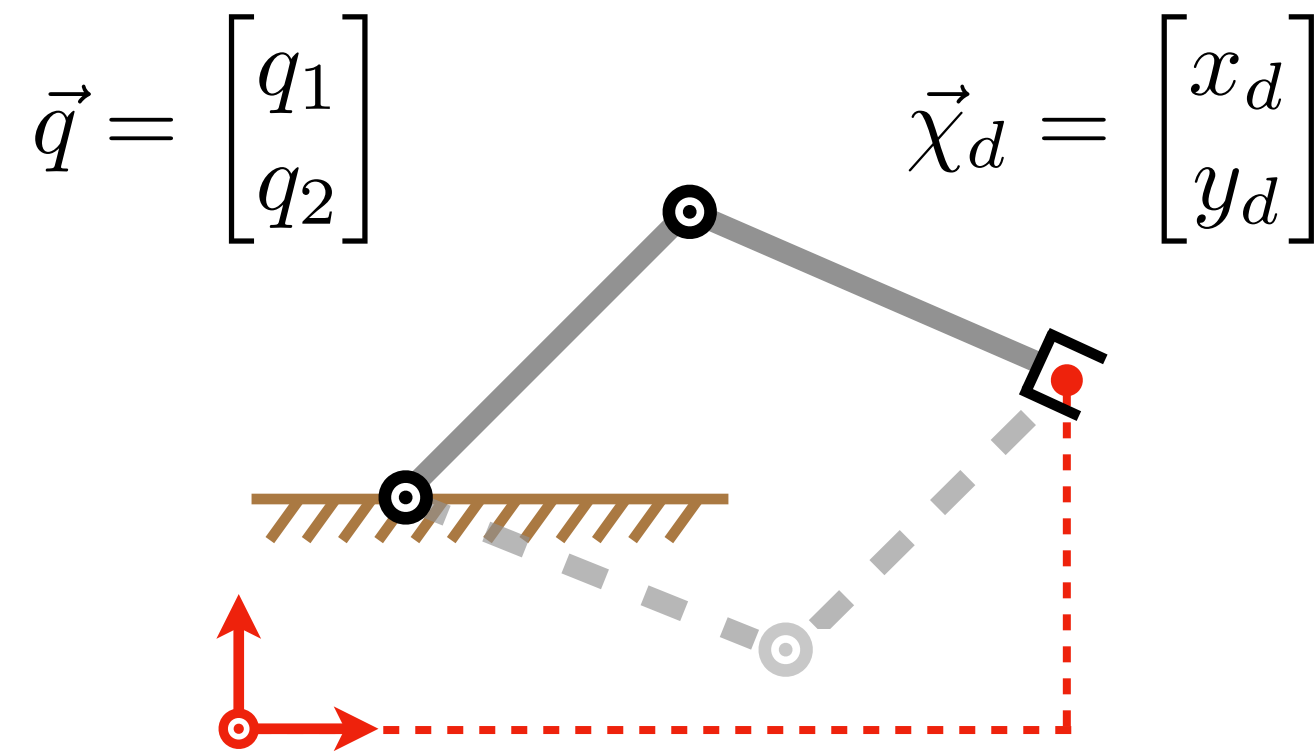
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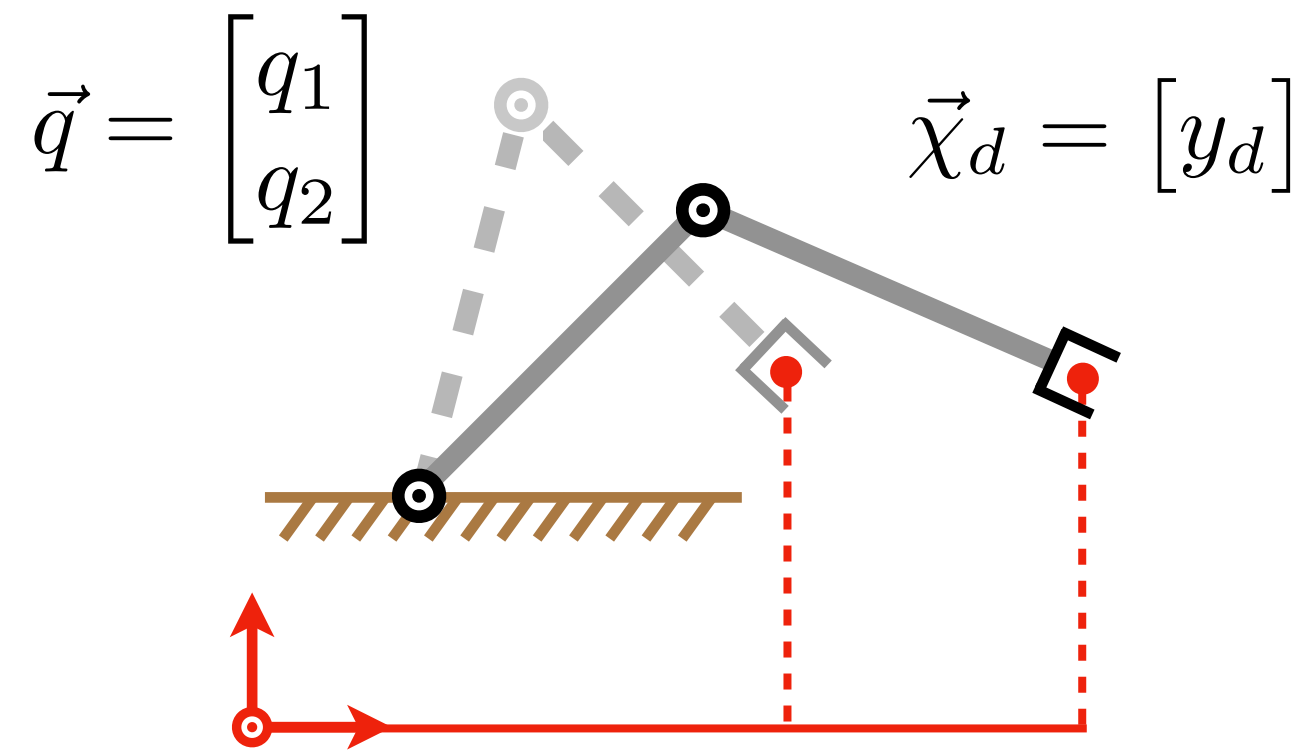


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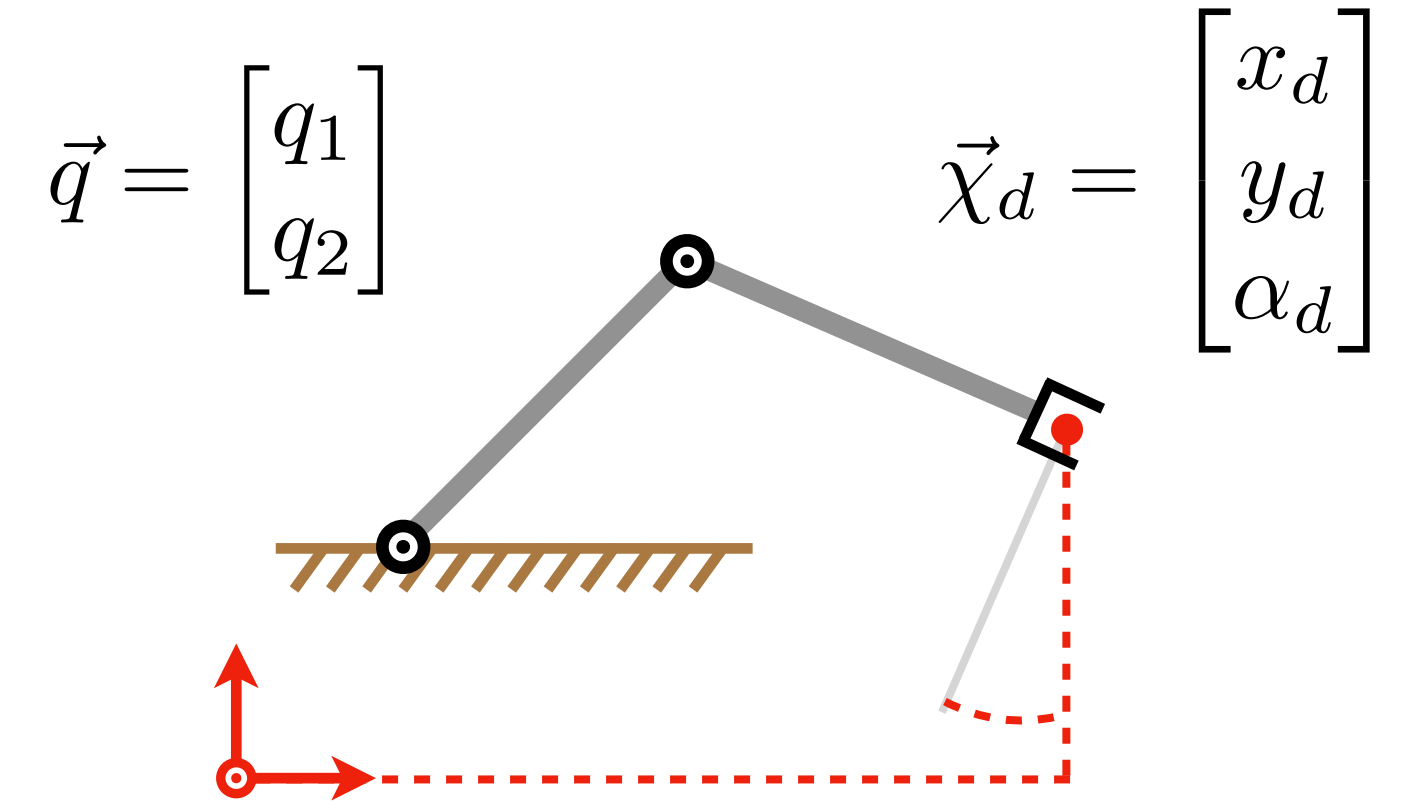
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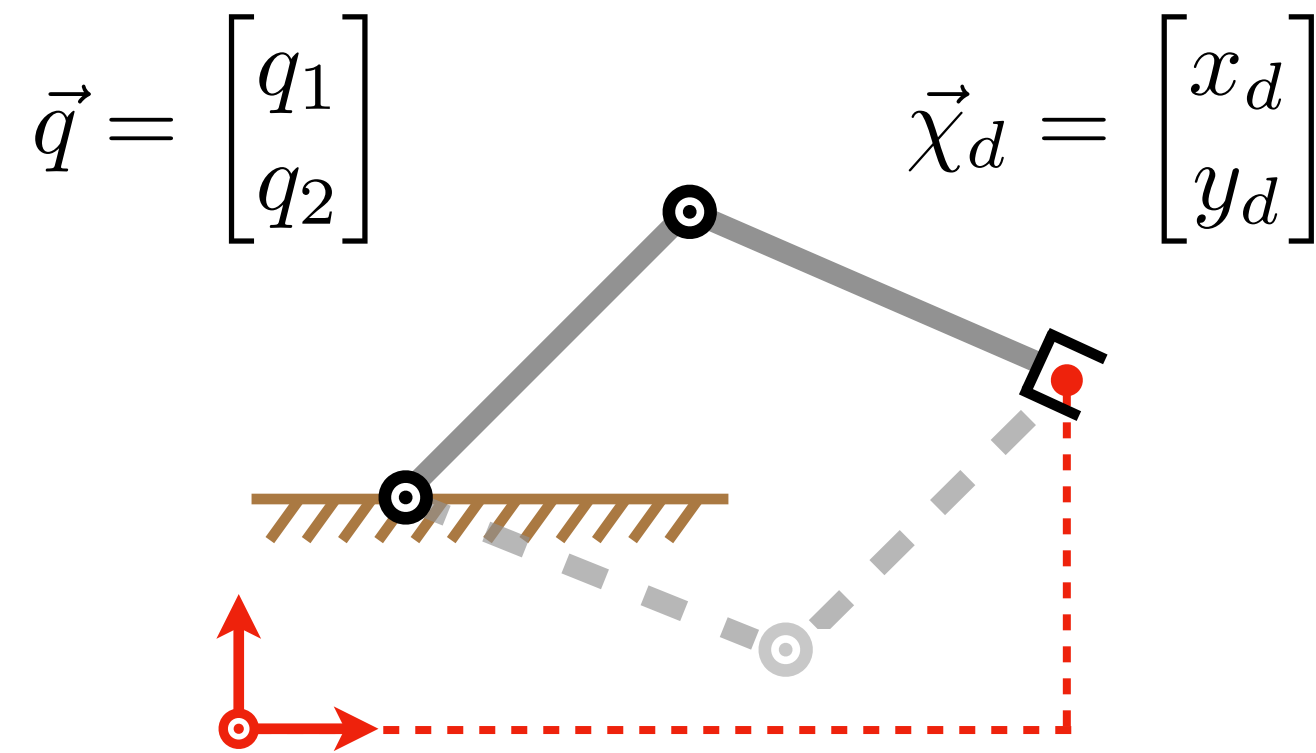
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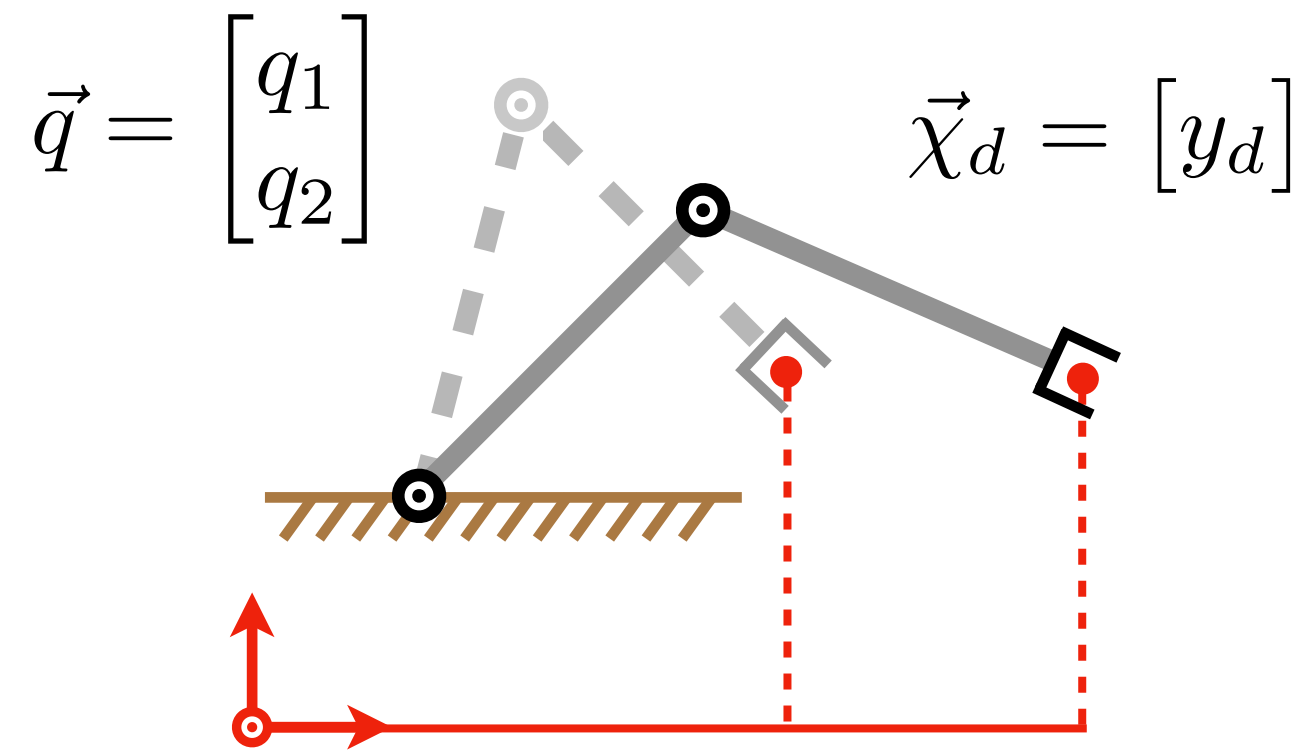


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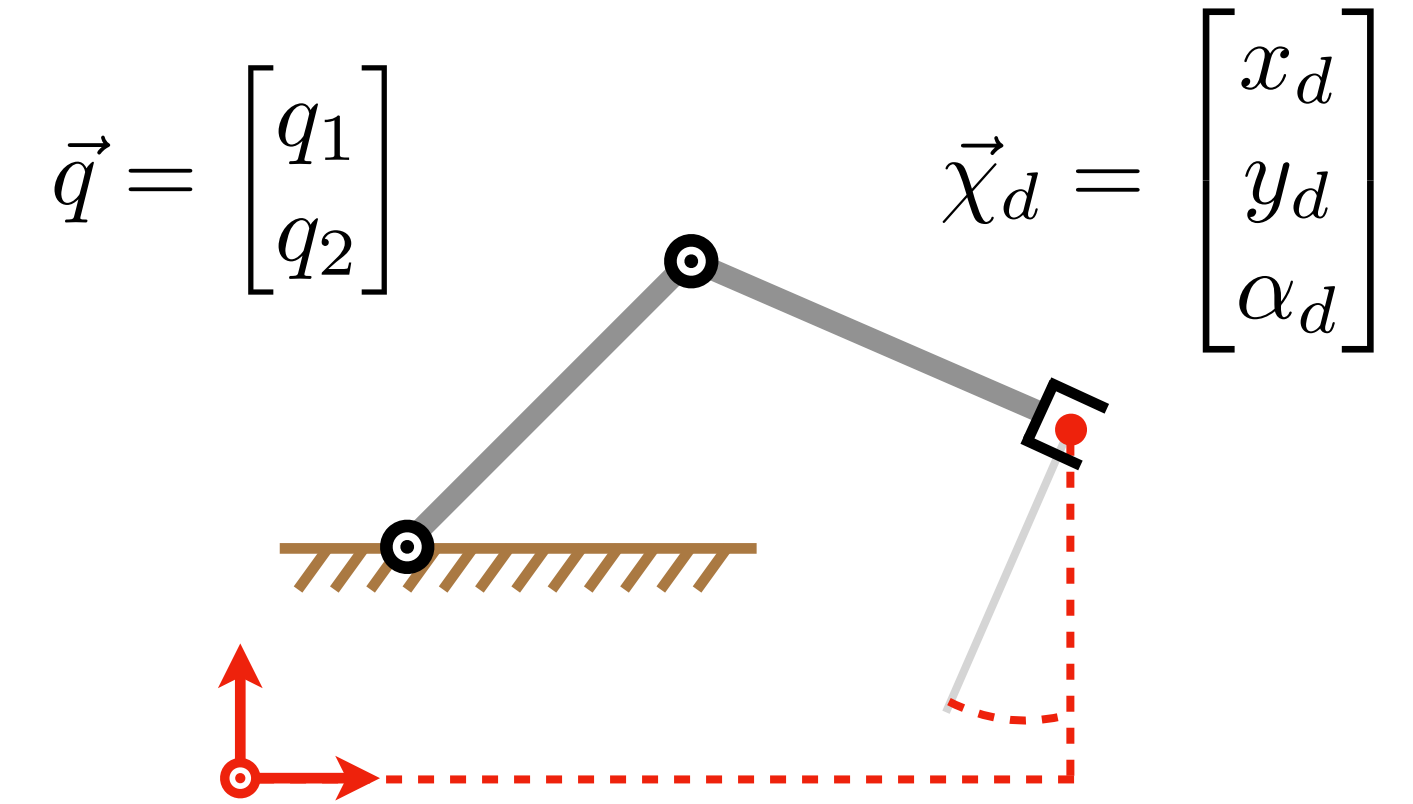
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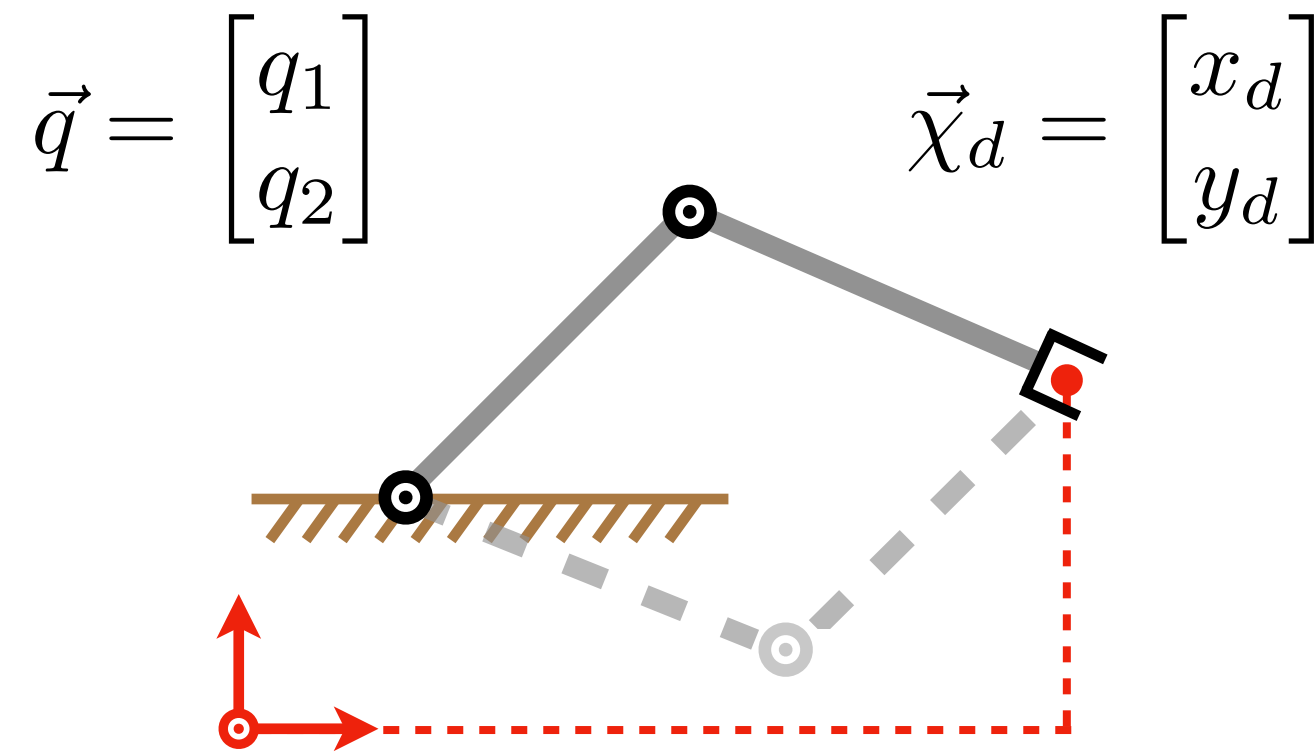


no exact solution for IK

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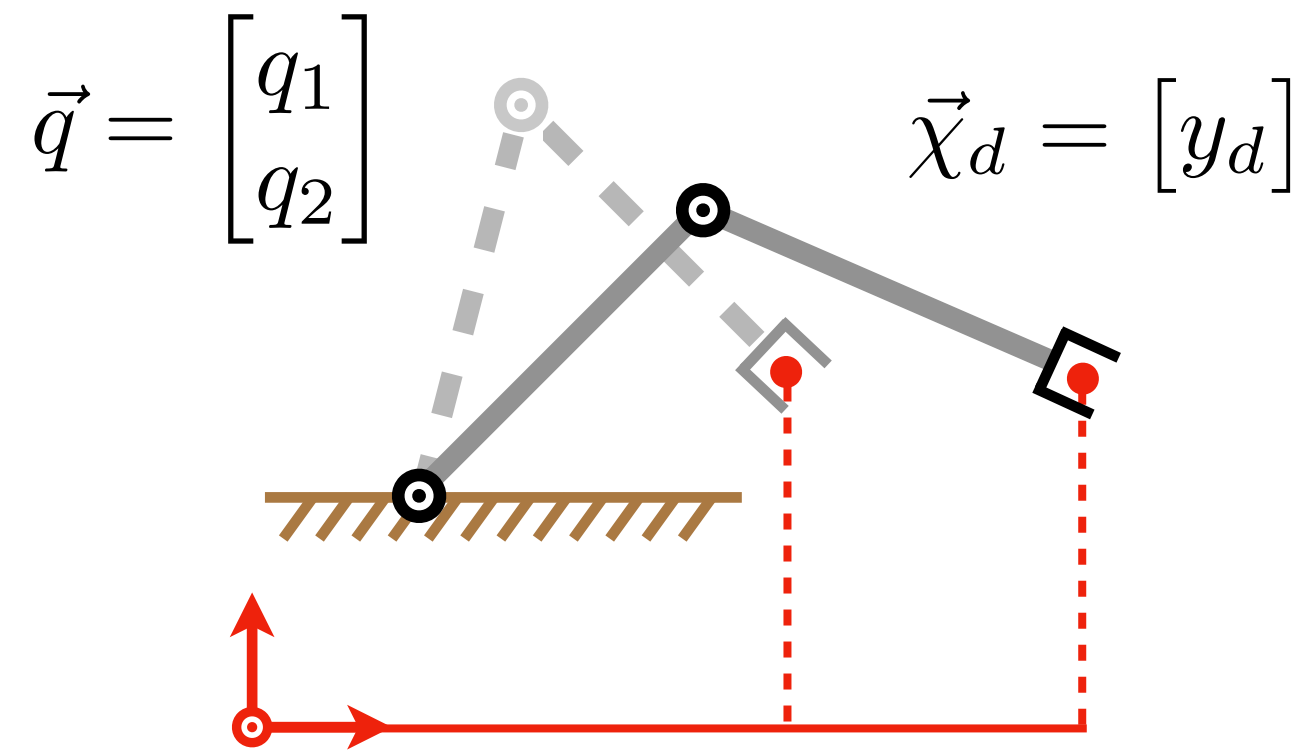


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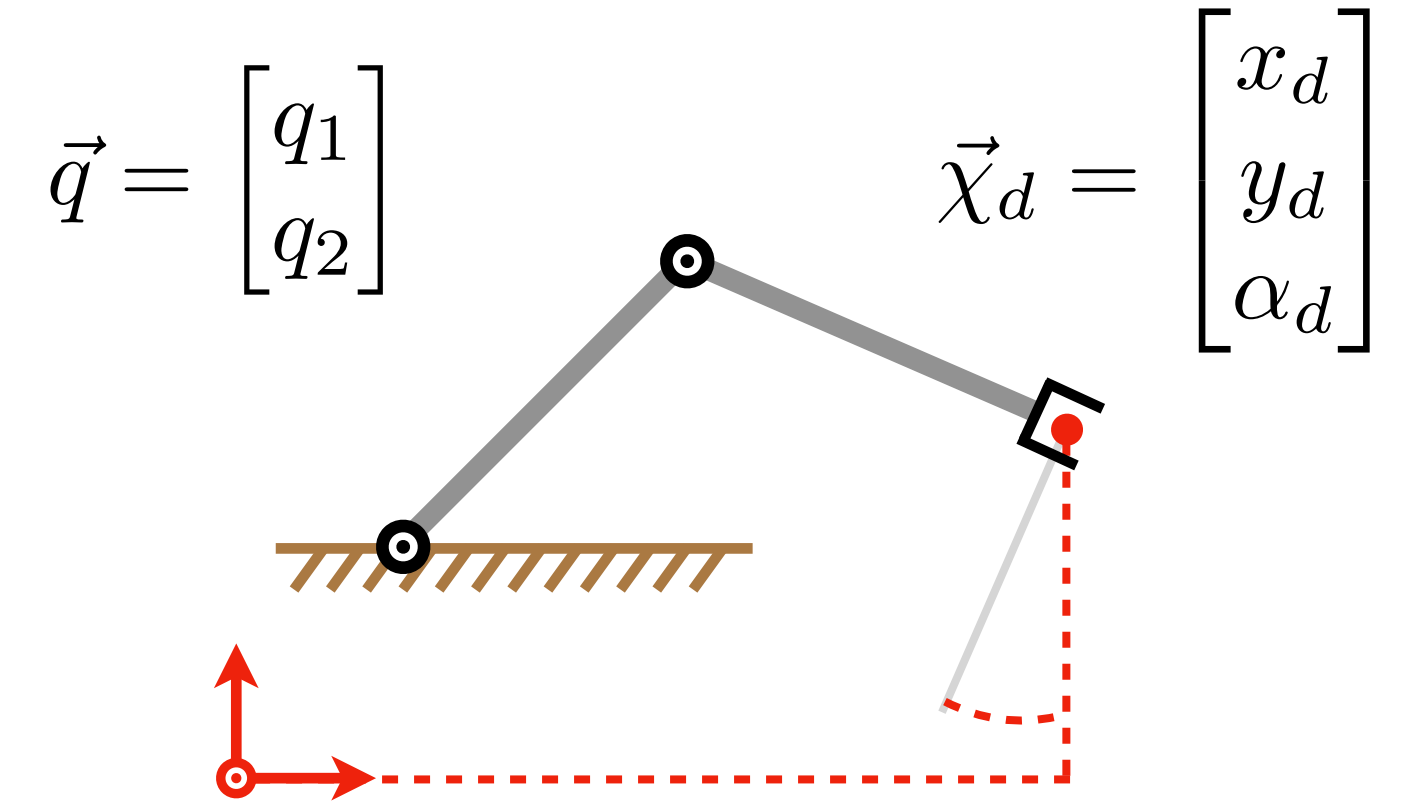
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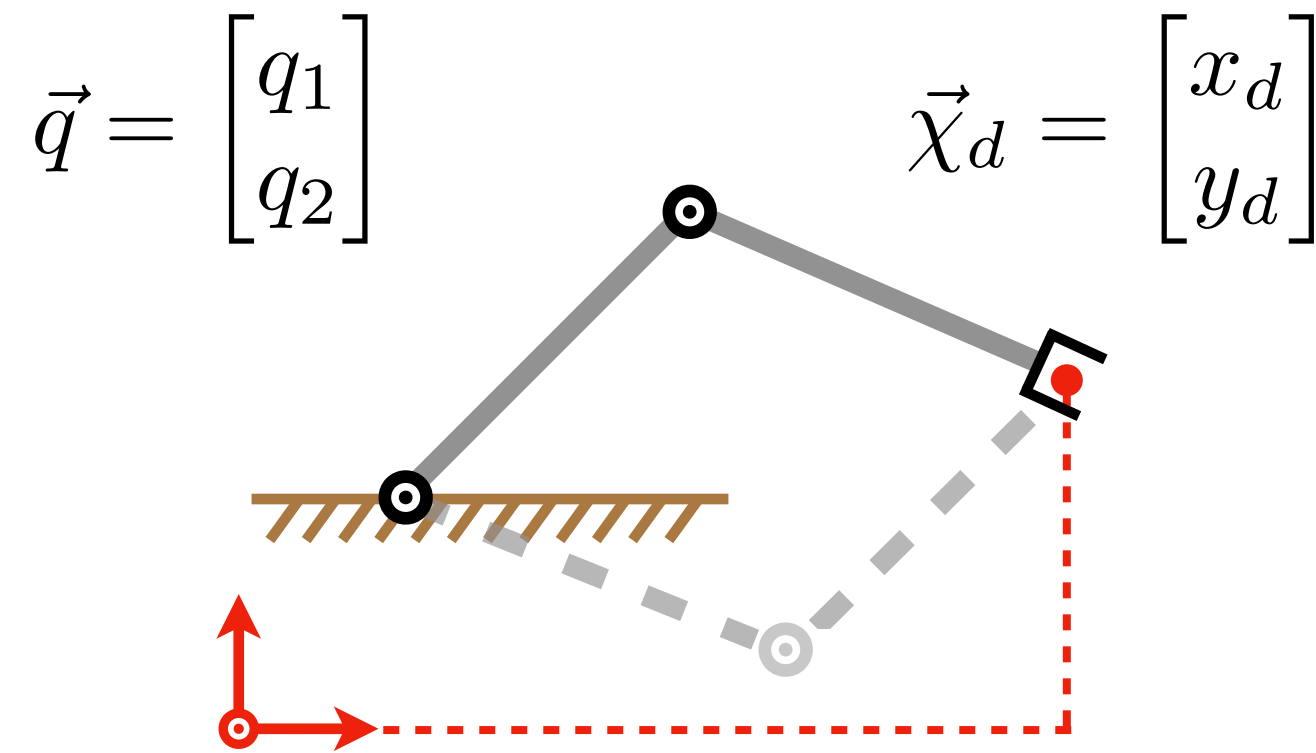
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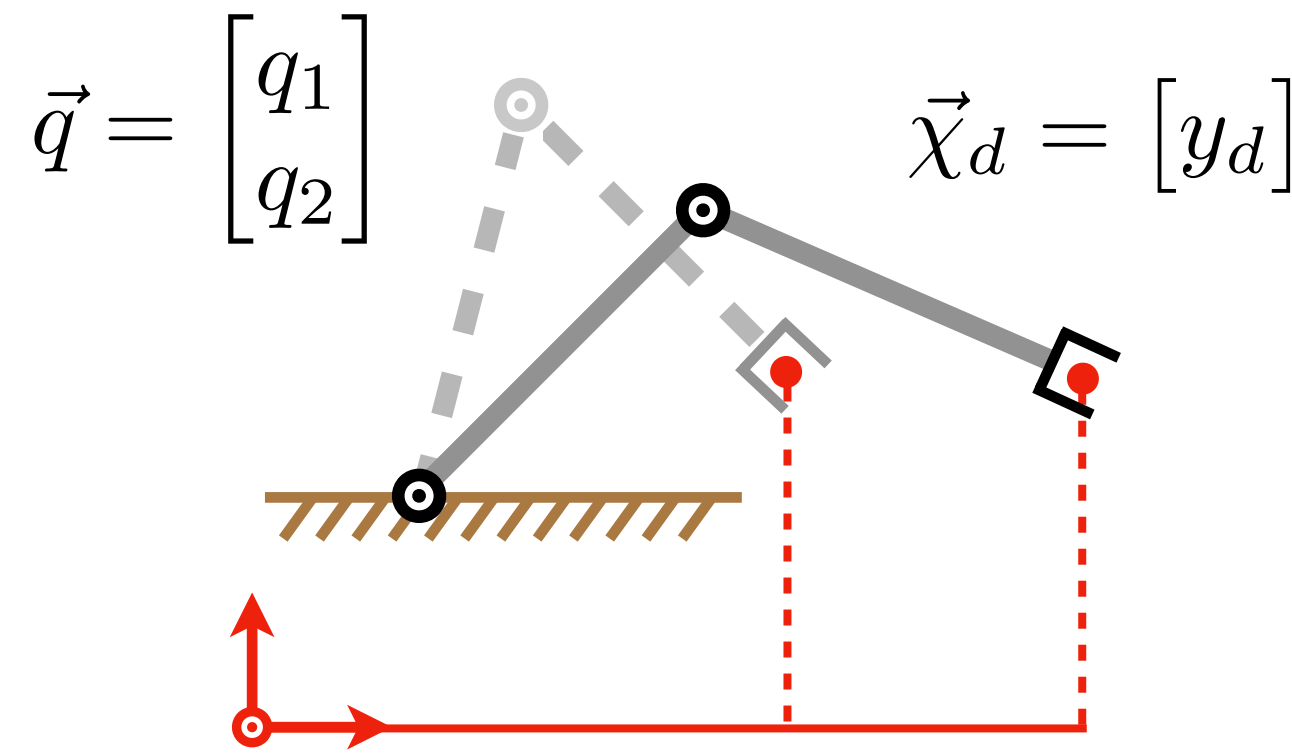


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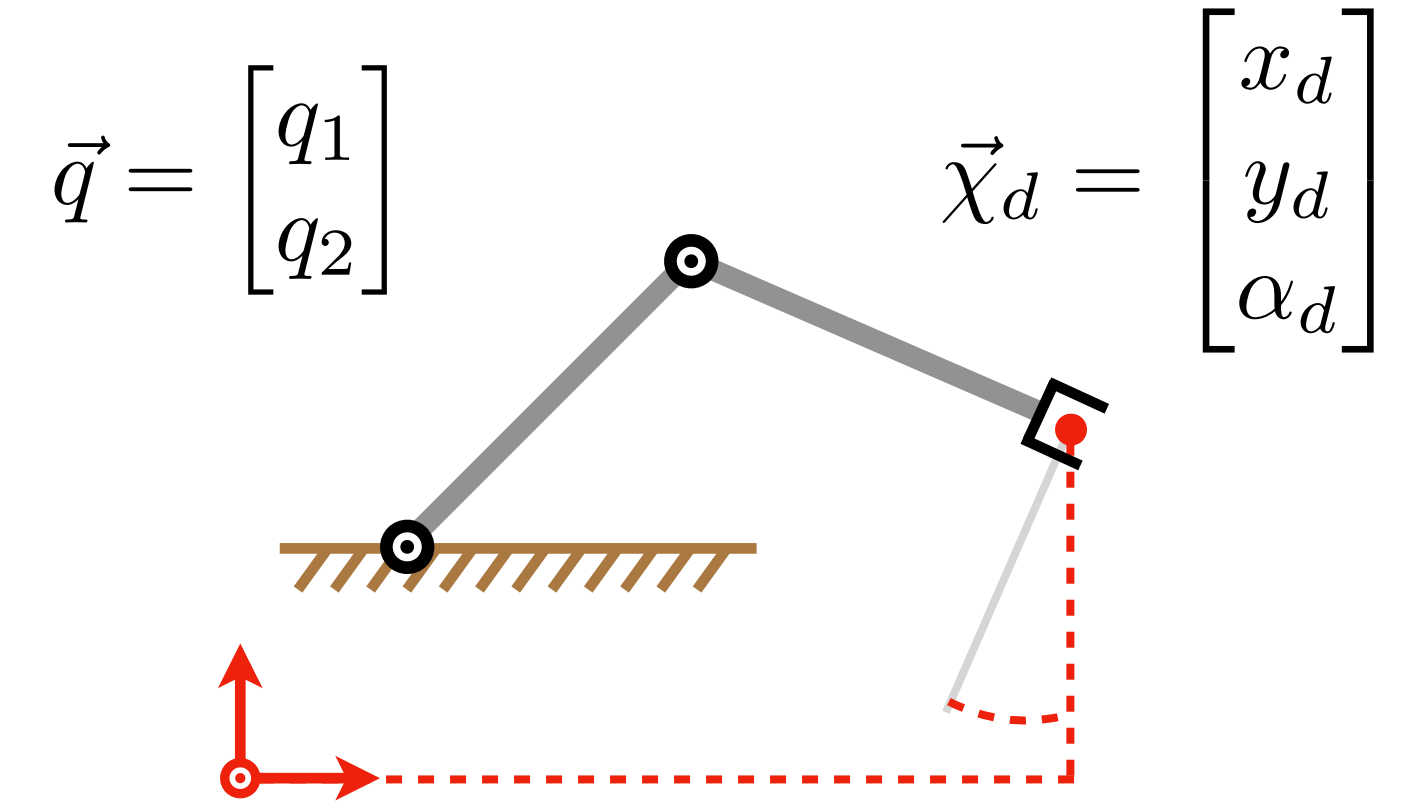
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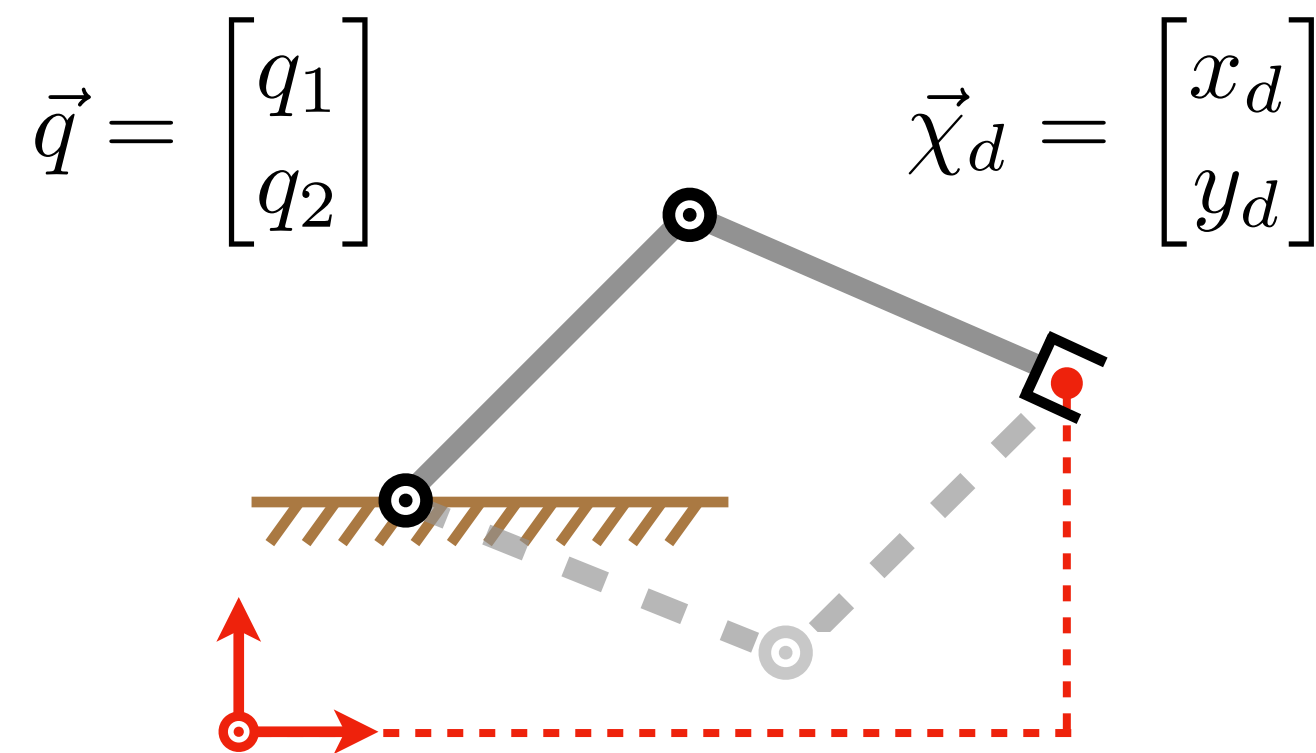
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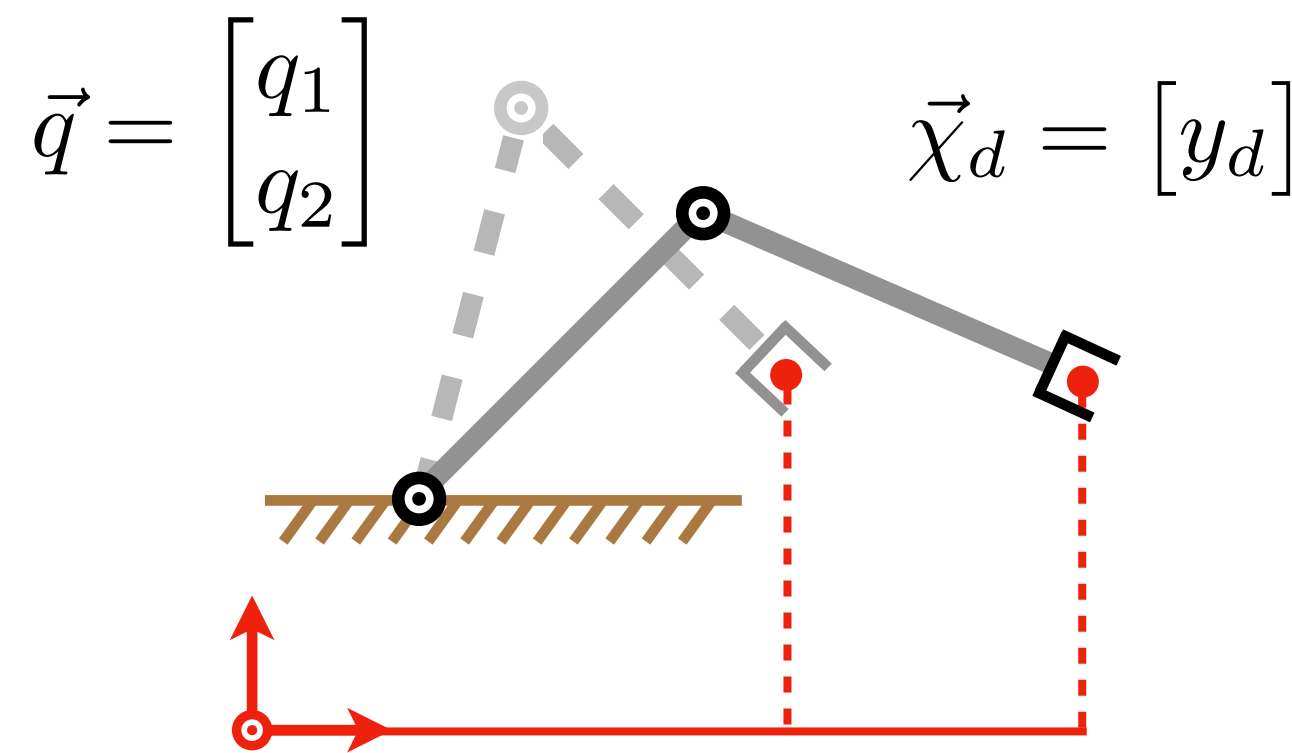


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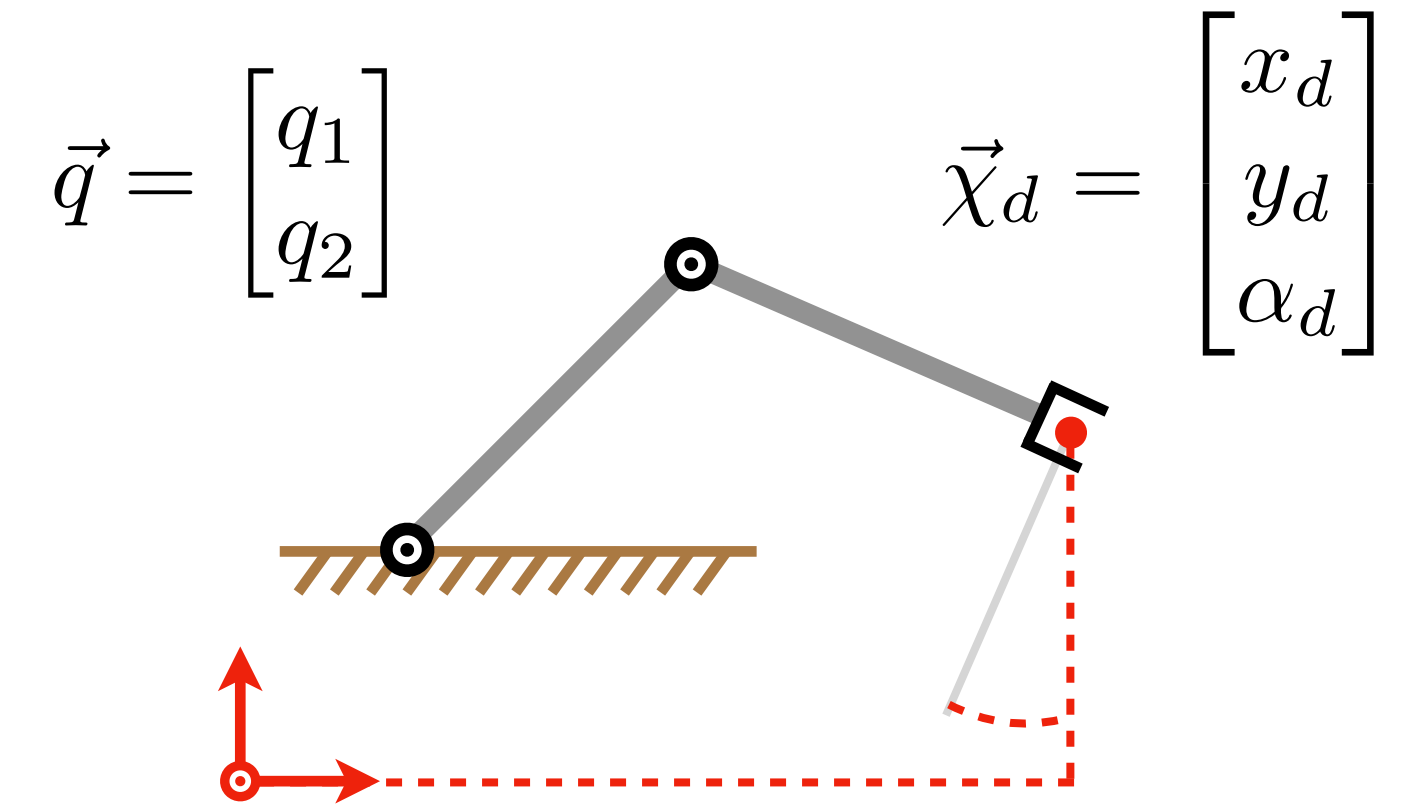
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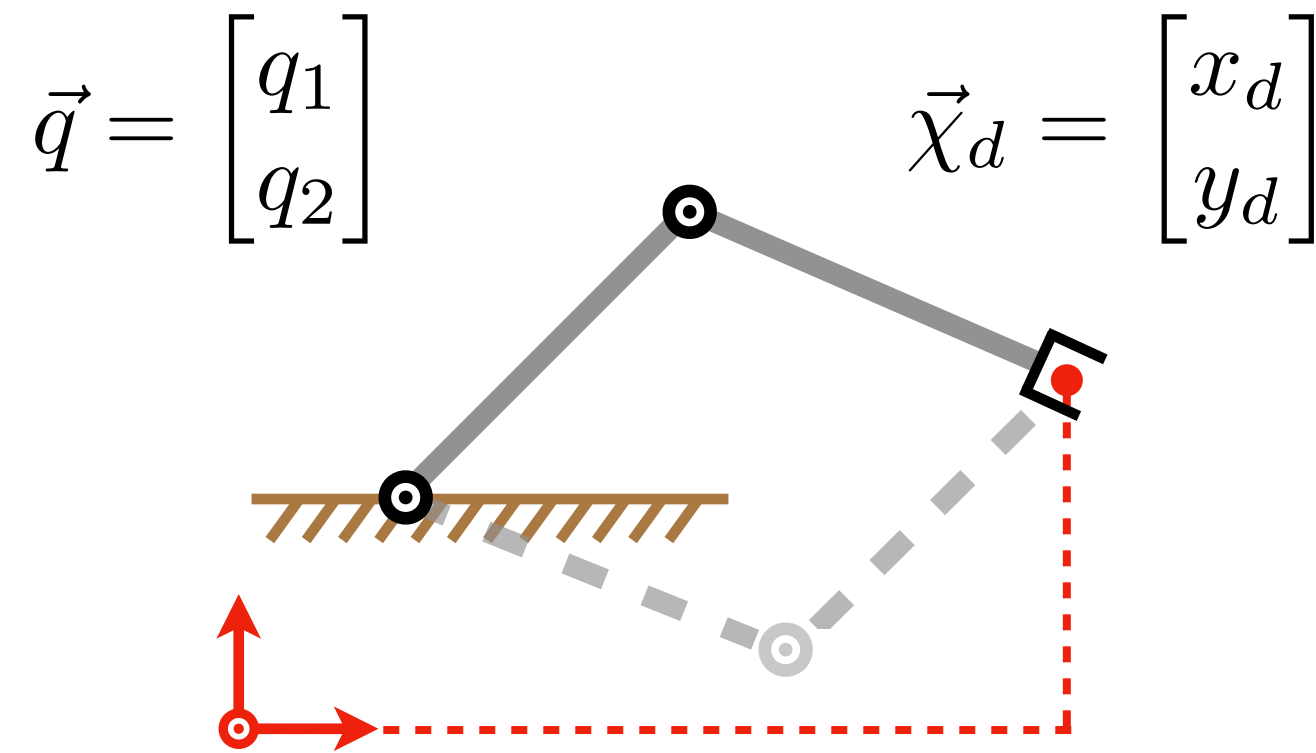
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For kinematics singularities: Add $\lambda^2 \mathbb{I}$ before taking the inverse (i.e. damping)

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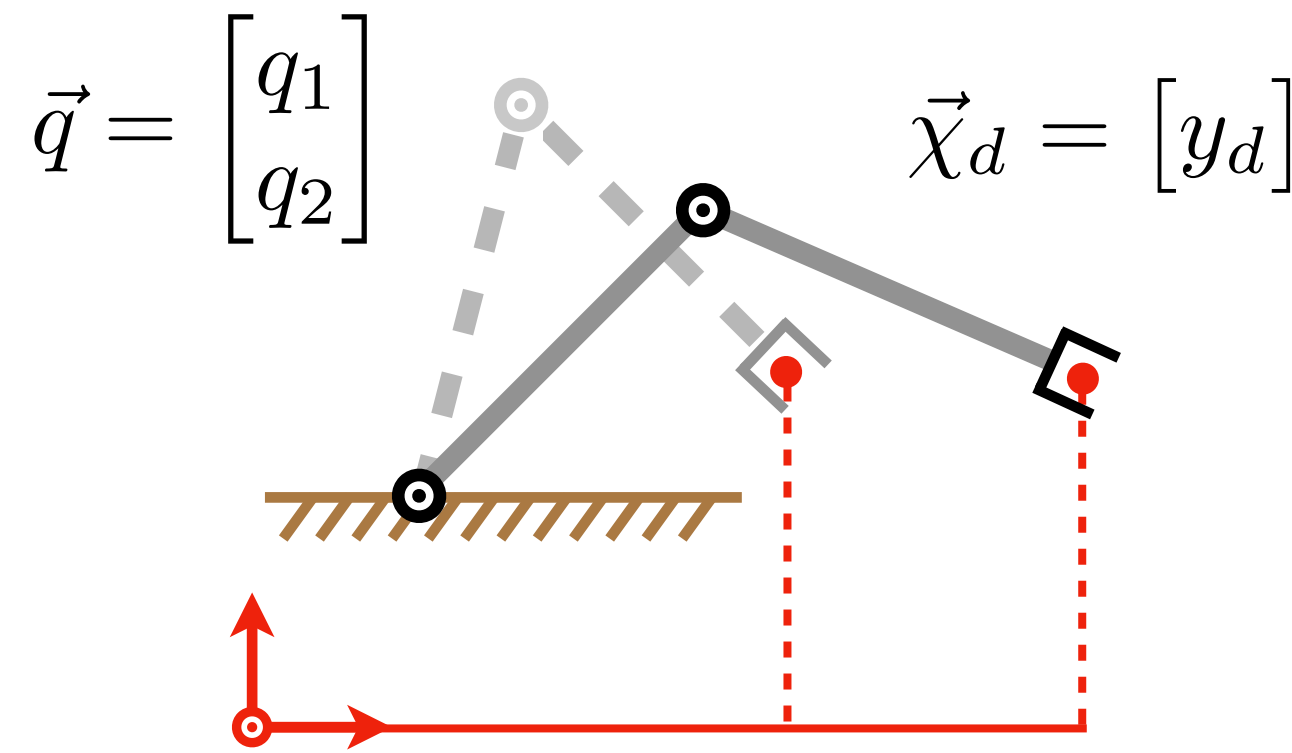


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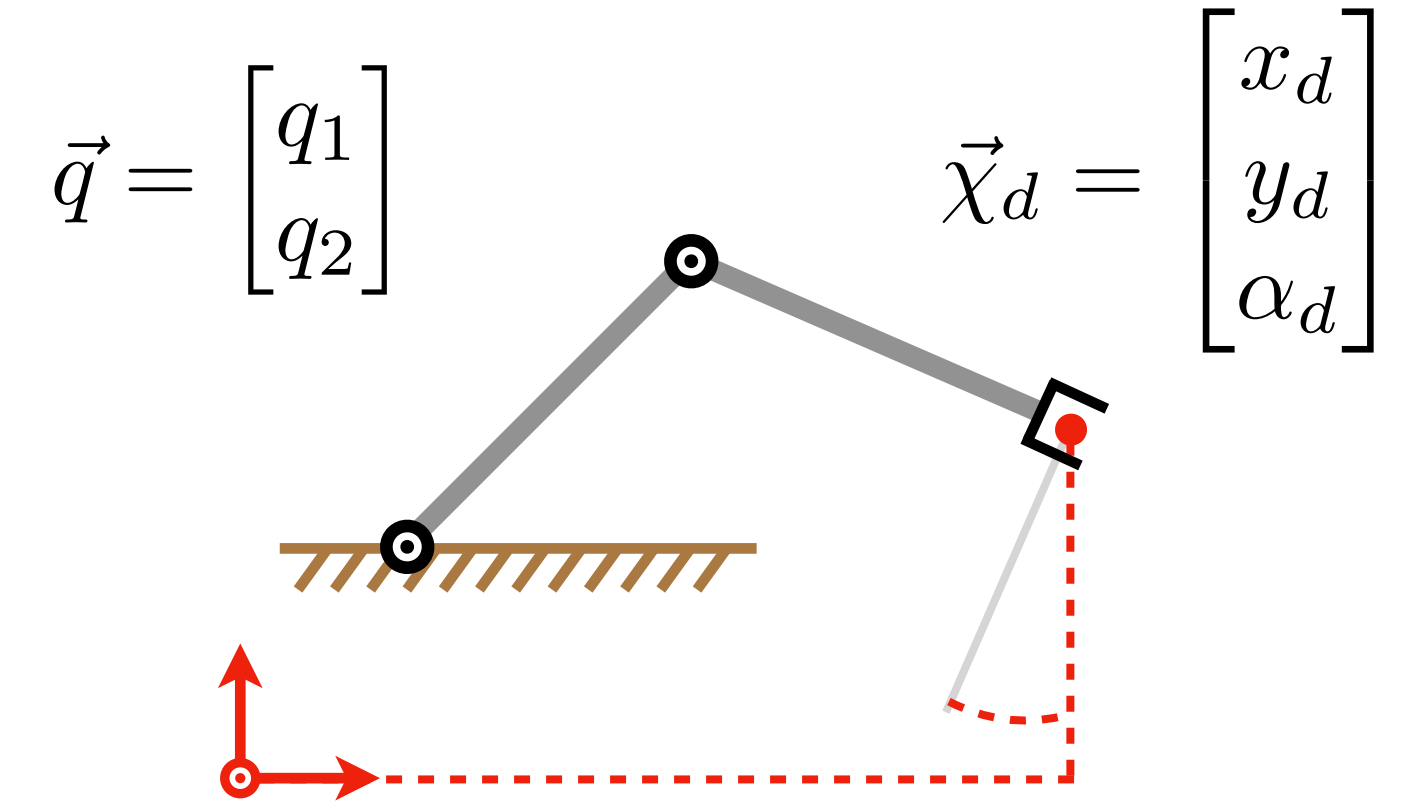
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→ (Jacobian will have linearly dependent columns in case of singularity)

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2) Iterative Inverse Kinematics

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Solving IK is equivalent to finding the roots of $\vec{g}(\vec{q}) = \vec{x}_d - \vec{f}(\vec{q}) = \vec{0}$

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Use of numerical technique analogous to Newton's method:

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Use of numerical technique analogous to Newton's method:

$$\vec{q}_{k+1} = \vec{q}_k - \left(\frac{\partial \vec{g}}{\partial \vec{q}} \bigg|_{\vec{q}_k} \right)^+ \vec{g}(\vec{q}_k)$$

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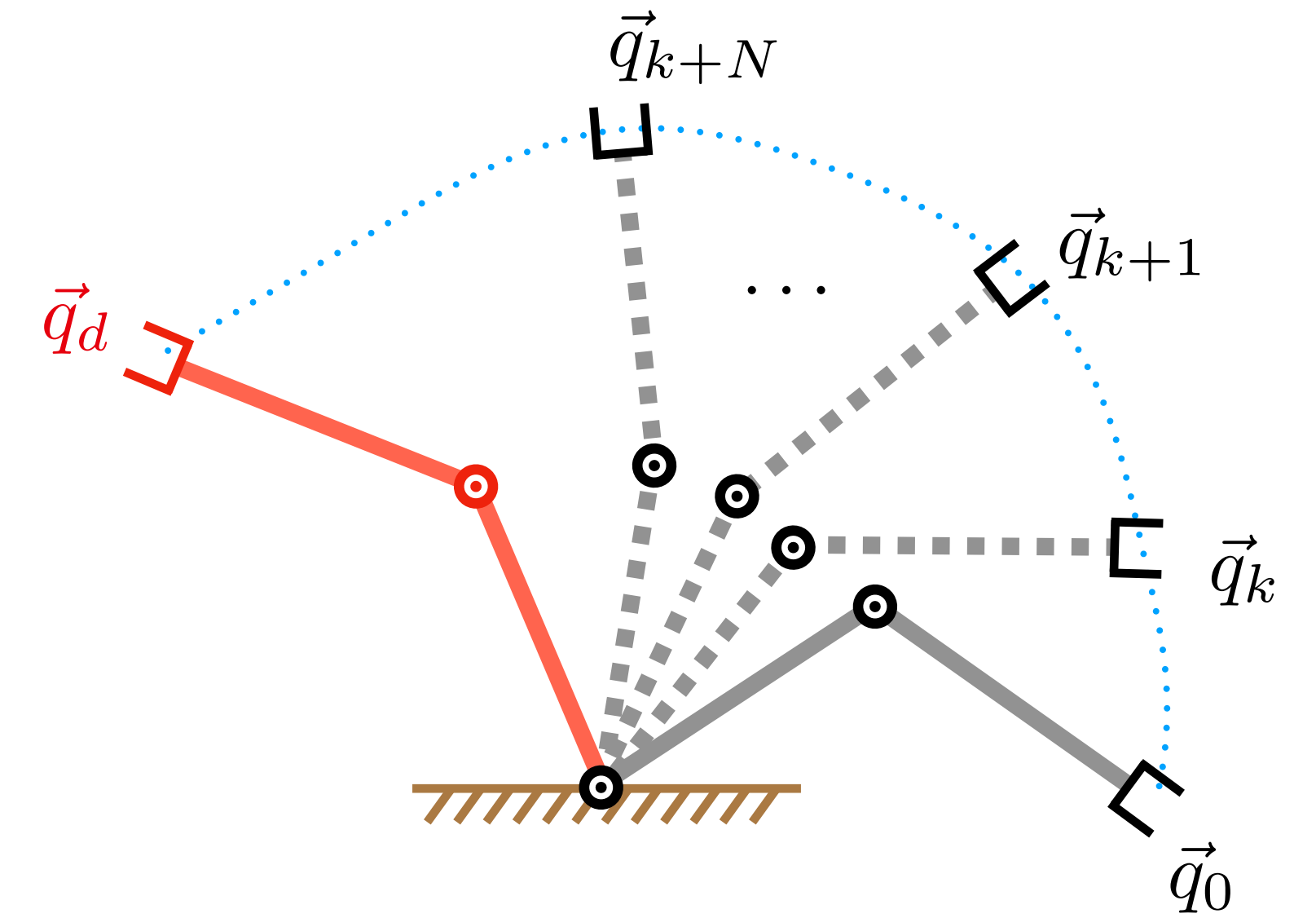
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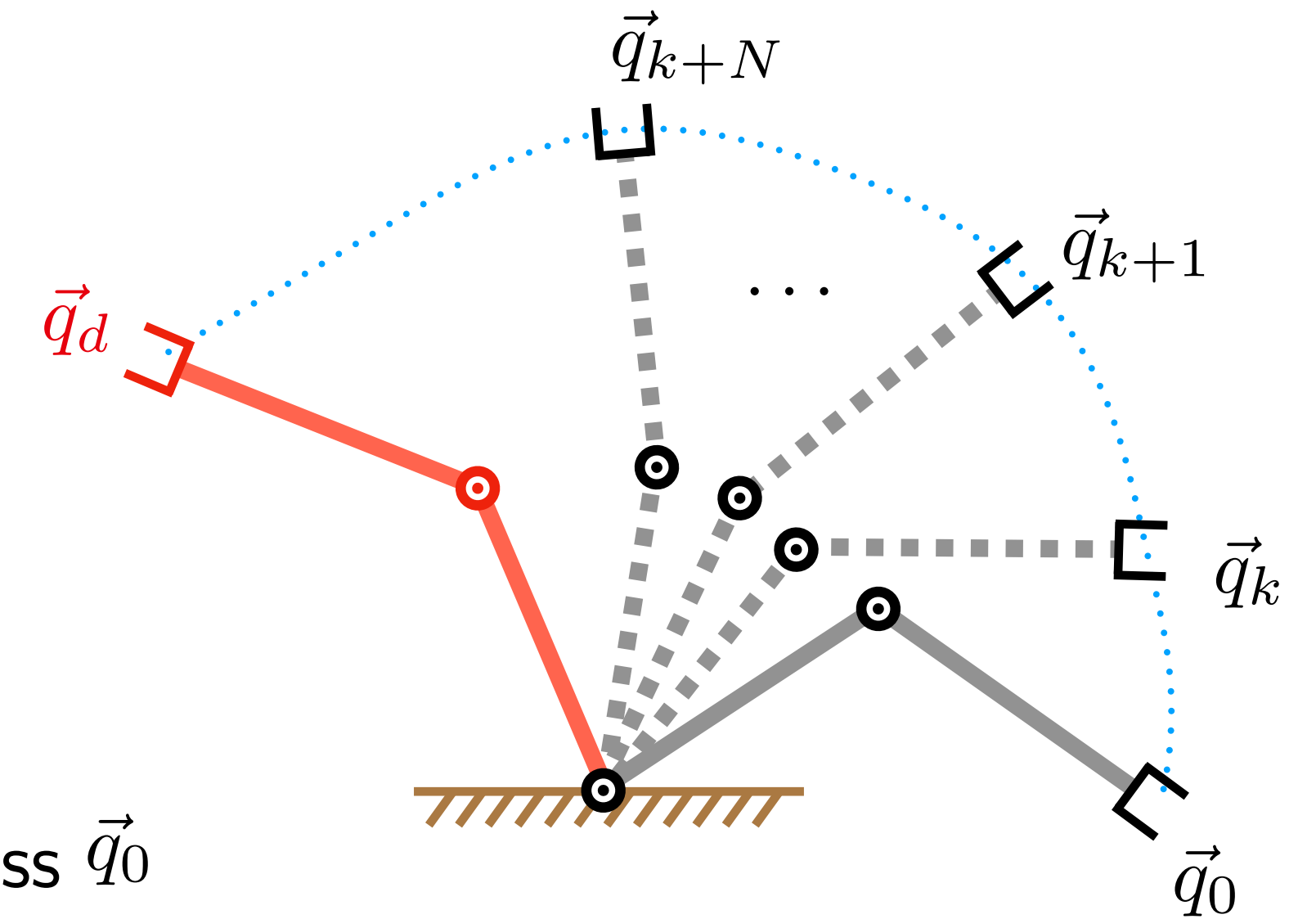
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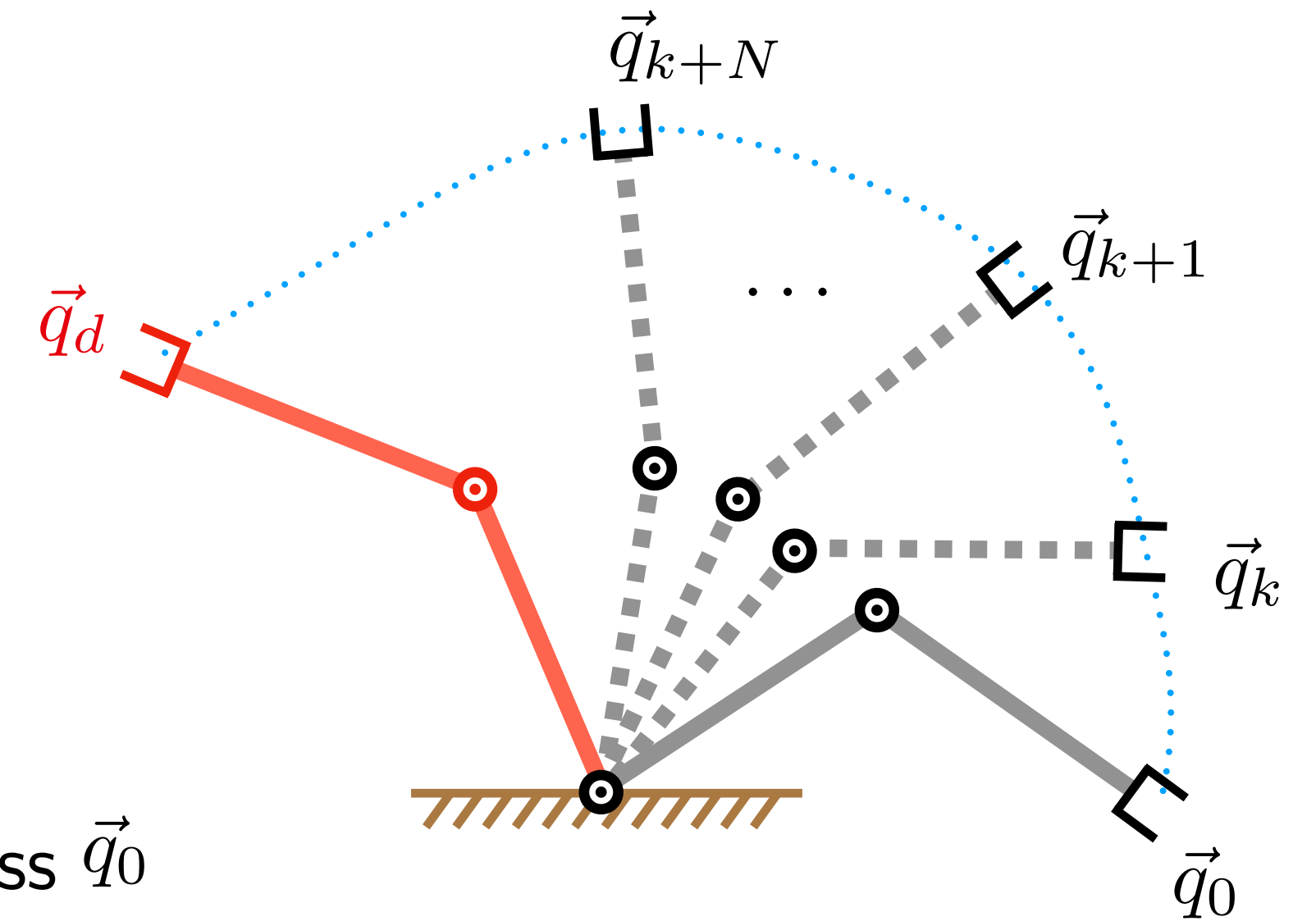
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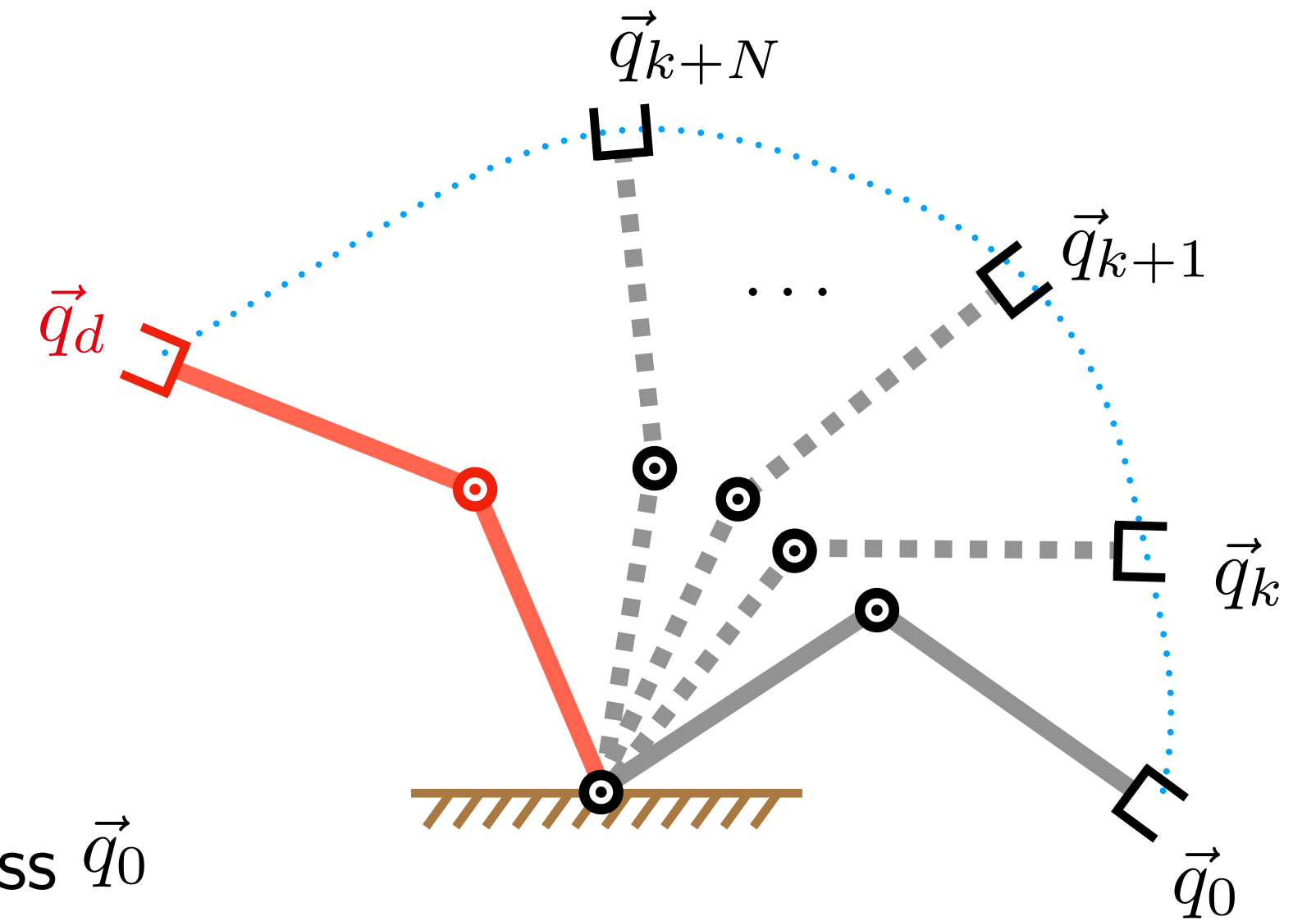
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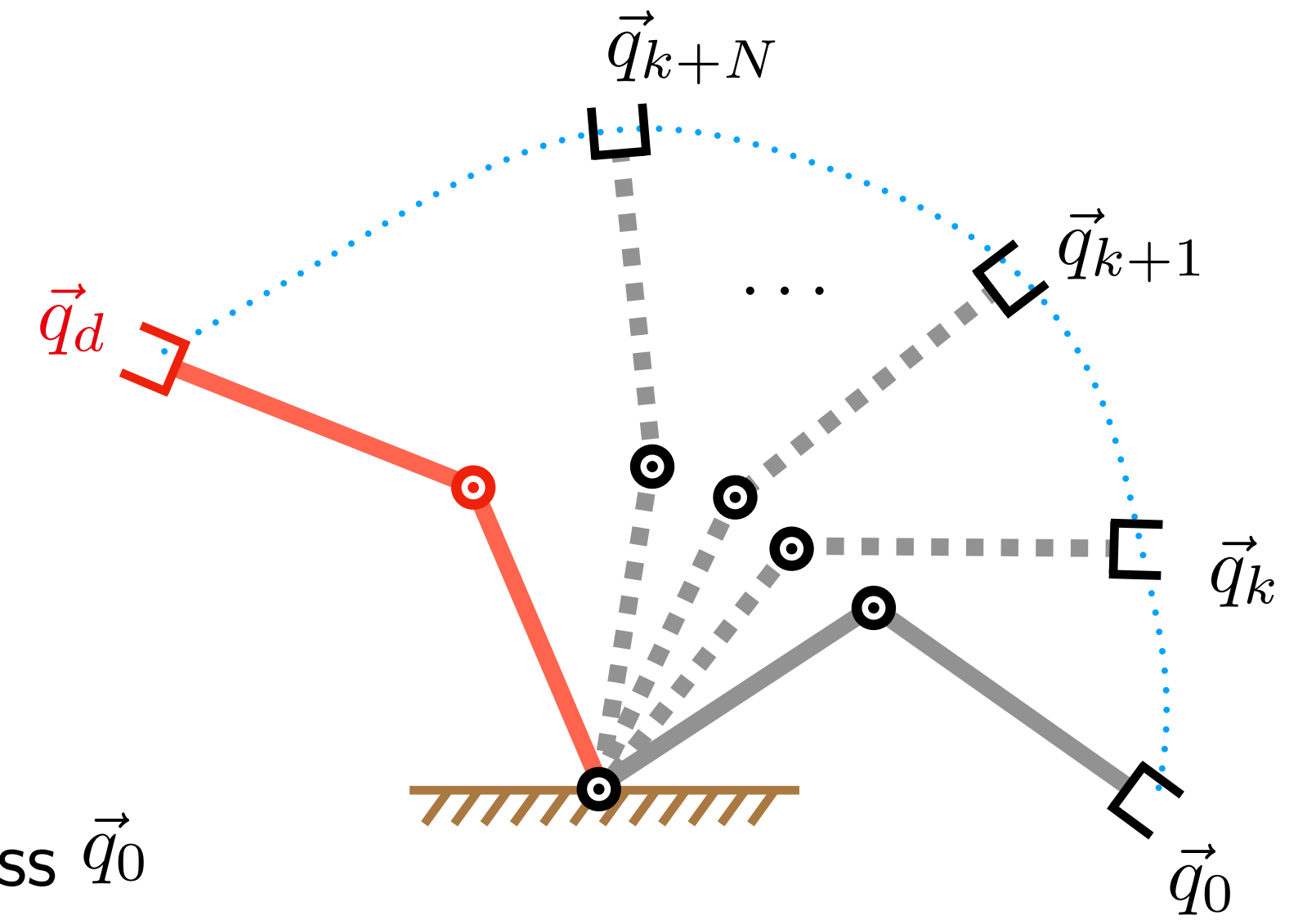
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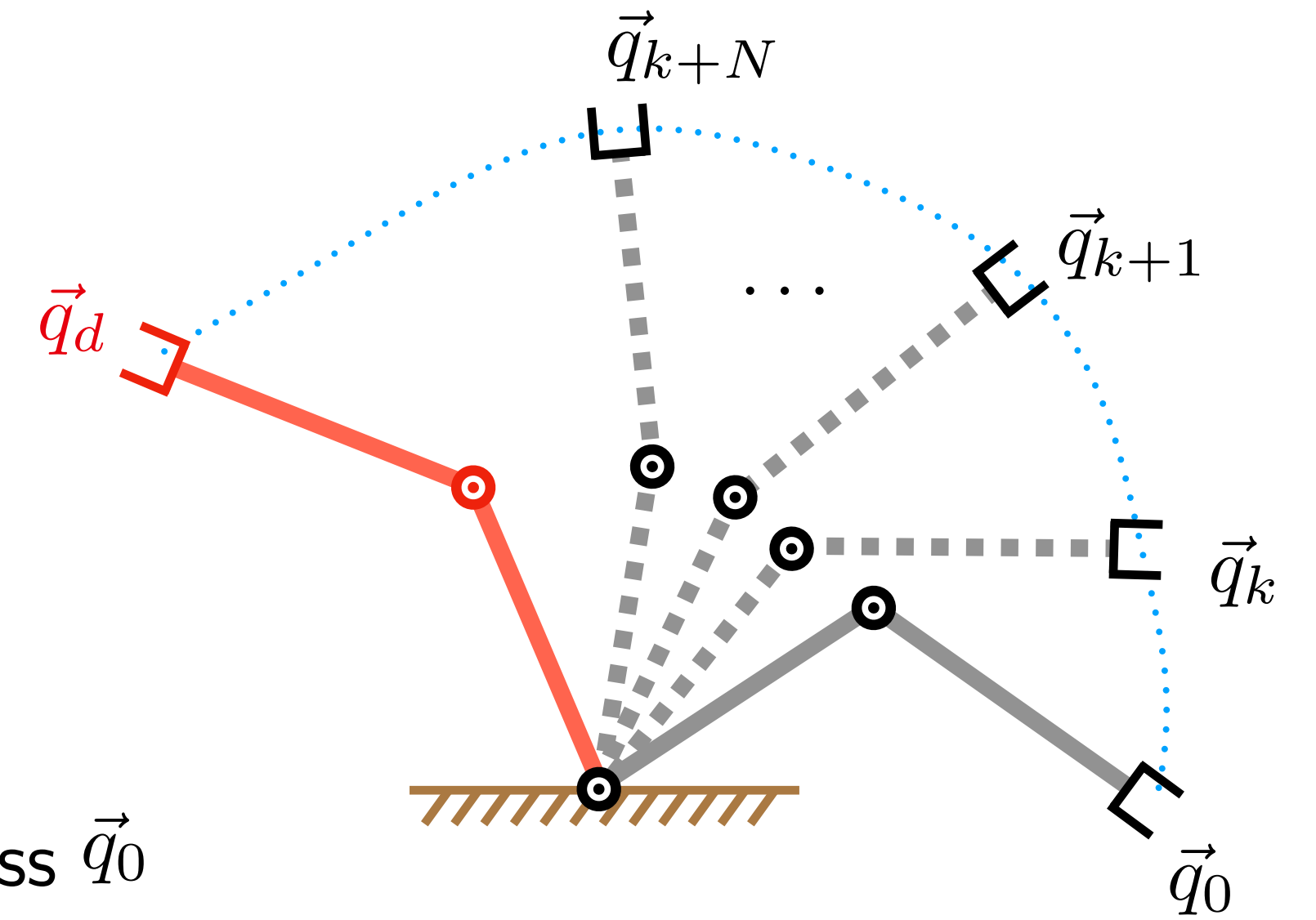
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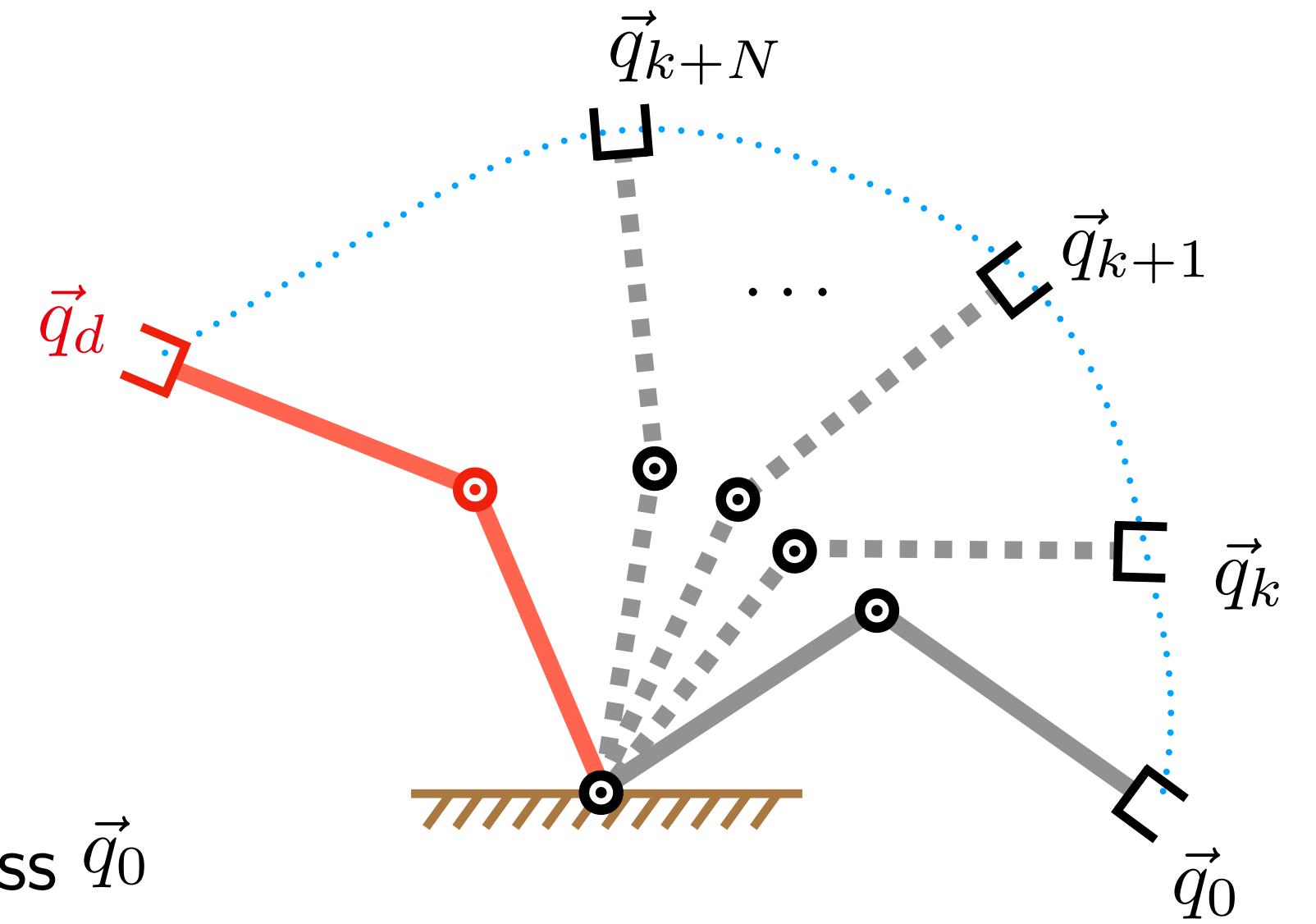
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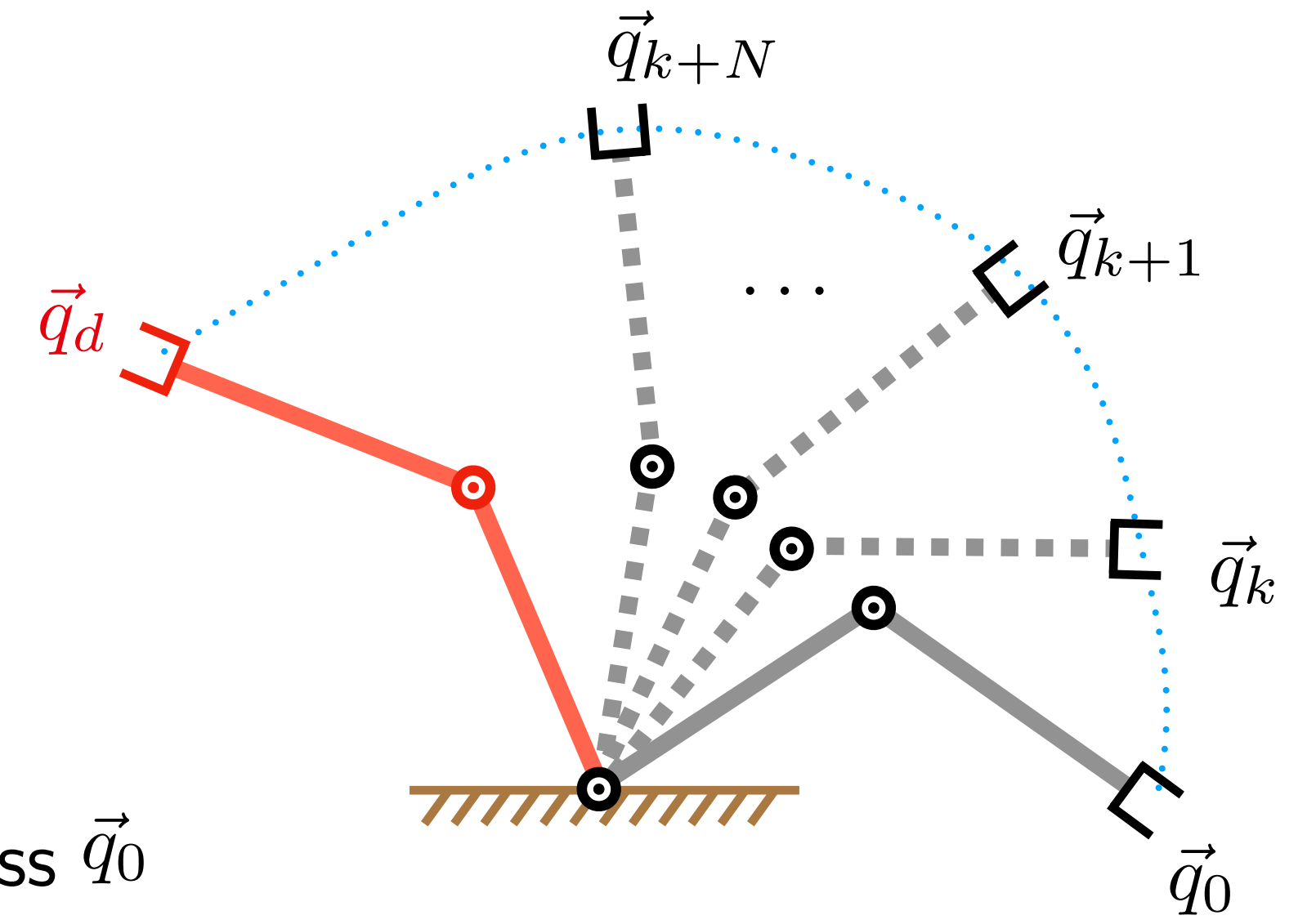
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Given C_{IE}, C_{IE^*} :

$$\begin{aligned} \varepsilon \vec{\varphi}_{EE^*} &= \text{RotMat2RotVec}(C_{EE^*}) \\ I\vec{\varphi}_{EE^*} &= C_{IE} \varepsilon \vec{\varphi}_{EE^*} = \text{RotMat2RotVec}(C_{IE^*} C_{IE}^\top(\vec{q})) \end{aligned}$$



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