

Chapter 2	Configuration Space
Chapter 3	Rigid-Body Motions
Chapter 4	Forward Kinematics
Chapter 5	Velocity Kinematics and Statics
Chapter 6	Inverse Kinematics
Chapter 7	Kinematics of Closed Chains
Chapter 8	Dynamics of Open Chains
Chapter 9	Trajectory Generation
Chapter 10	Motion Planning
Chapter 11	Robot Control
	11.1 Control System Overview
	11.2 Error Dynamics
	11.3 Motion Control with Velocity Inputs
Chapter 12	Grasping and Manipulation
Chapter 13	Wheeled Mobile Robots

## Important concepts, symbols, and equations

For a single joint with the joint velocity as the control:

- **Open-loop (feedforward) control:**  $\dot{\theta}(t) = \dot{\theta}_d(t)$

- **Closed-loop (feedback) control:**  $\dot{\theta}(t) = f(\theta_d(t), \theta(t))$

- **FF + Proportional-Integral (PI) FB control:**  $\Theta_e = \Theta_d - \Theta$

$$\dot{\theta}(t) = \dot{\theta}_d(t) + K_p \theta_e(t) + K_i \int_0^t \theta_e(t) dt, \quad K_p, K_i \geq 0$$

*FF*      *P*      *I*

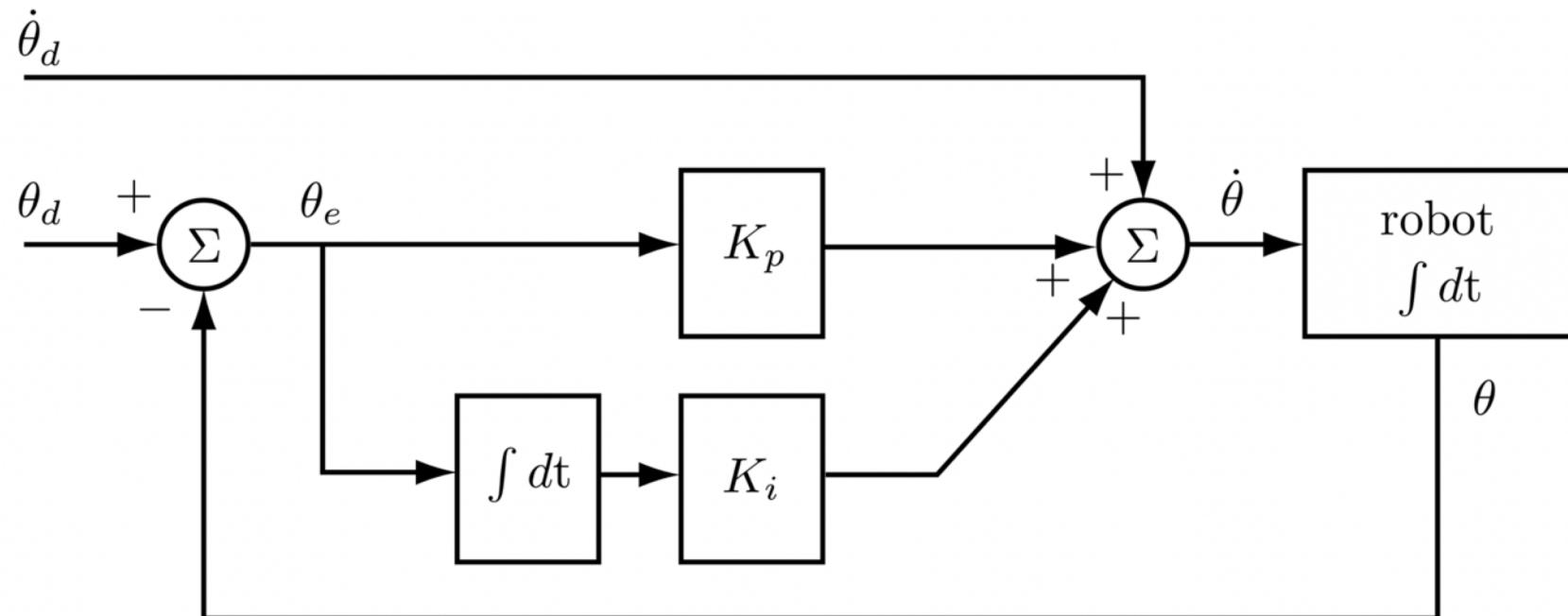
- reduces to FF control if  $K_p, K_i = 0$
- if no FF term: **P control when  $K_i = 0$ , I control when  $K_p = 0$**

What is the point  
of FF control in  
this control law?

Don't wait for error  
to start control.  
Better tracking.

## Important concepts, symbols, and equations (cont.)

Block diagram



$$\dot{\theta}(t) = \dot{\theta}_d(t) + K_p \theta_e(t) + K_i \int_0^t \theta_e(t) dt$$

## Important concepts, symbols, and equations (cont.)

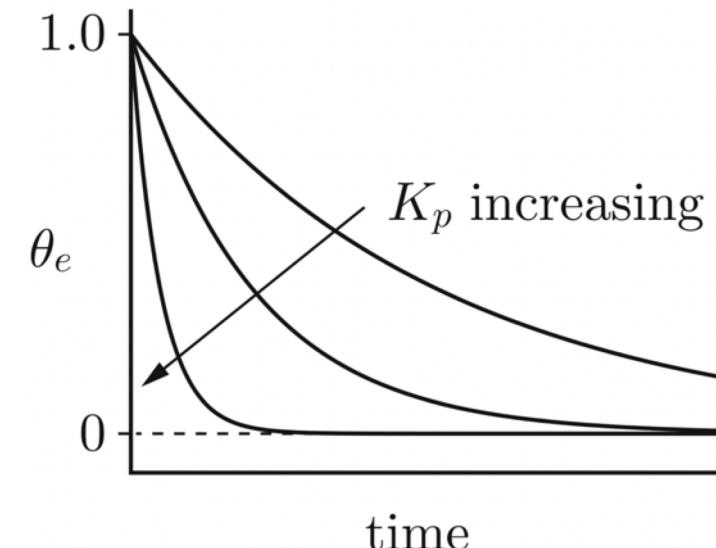
**Setpoint control**,  $\theta_d(t) = c$ , with a P controller

$$\dot{\theta}_e(t) = \overset{0}{\cancel{\dot{\theta}_d(t)}} - \dot{\theta}(t)$$

$$\dot{\theta}_e(t) = -K_p \theta_e(t) \rightarrow \dot{\theta}_e(t) + K_p \theta_e(t) = 0$$

$$t = 1/K_p$$

$$\theta_e(t) = e^{-t/t} \theta_e(0)$$



## Important concepts, symbols, and equations (cont.)

Constant velocity control,  $\theta_d(t) = ct + a$

P control

$$\dot{\theta}_e(t) = \dot{\theta}_d(t) - \dot{\theta}(t) = c - K_p \theta_e(t)$$

$$\dot{\theta}_e(t) + K_p \theta_e(t) = c$$

$$\theta_e(t) = \left[ \frac{c}{K_p} \right] + \left( \theta_e(0) - \frac{c}{K_p} \right) e^{-K_p t}$$

*ess*

$\rightarrow 0$  as  $t \rightarrow \infty$

PI control

$$\dot{\theta}(t) = K_p \theta_e(t) + K_i \int_0^t \theta_e(t) dt$$

$$\dot{\theta}_e(t) + K_p \theta_e(t) + K_i \int_0^t \theta_e(t) dt = c$$

$$\ddot{\theta}_e(t) + K_p \dot{\theta}_e(t) + K_i \theta_e(t) = 0$$

$$\zeta = K_p / (2\sqrt{K_i})$$

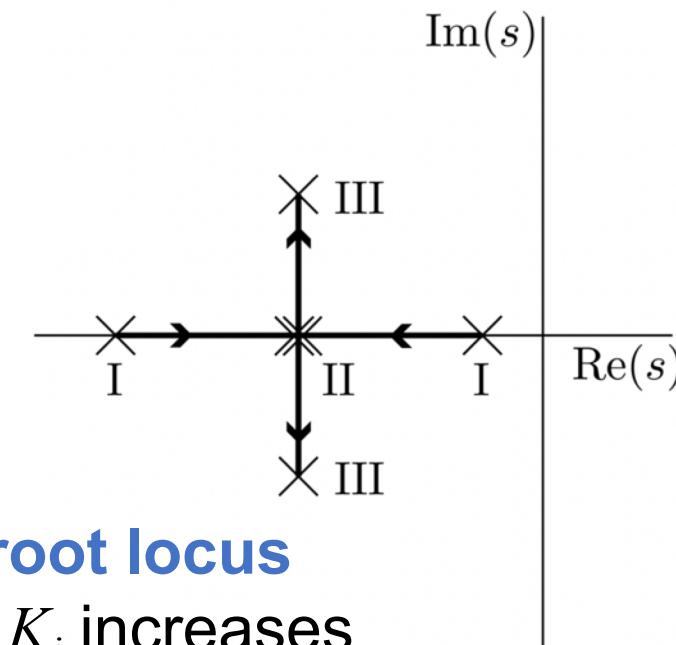
$$\omega_n = \sqrt{K_i}$$

## Important concepts, symbols, and equations (cont.)

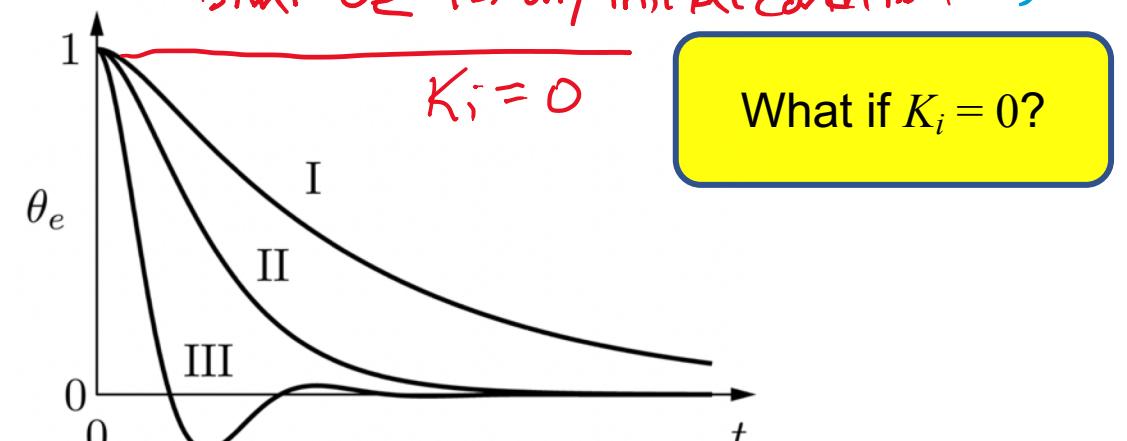
characteristic equation of PI error dynamics:

$$s^2 + K_p s + K_i = 0$$

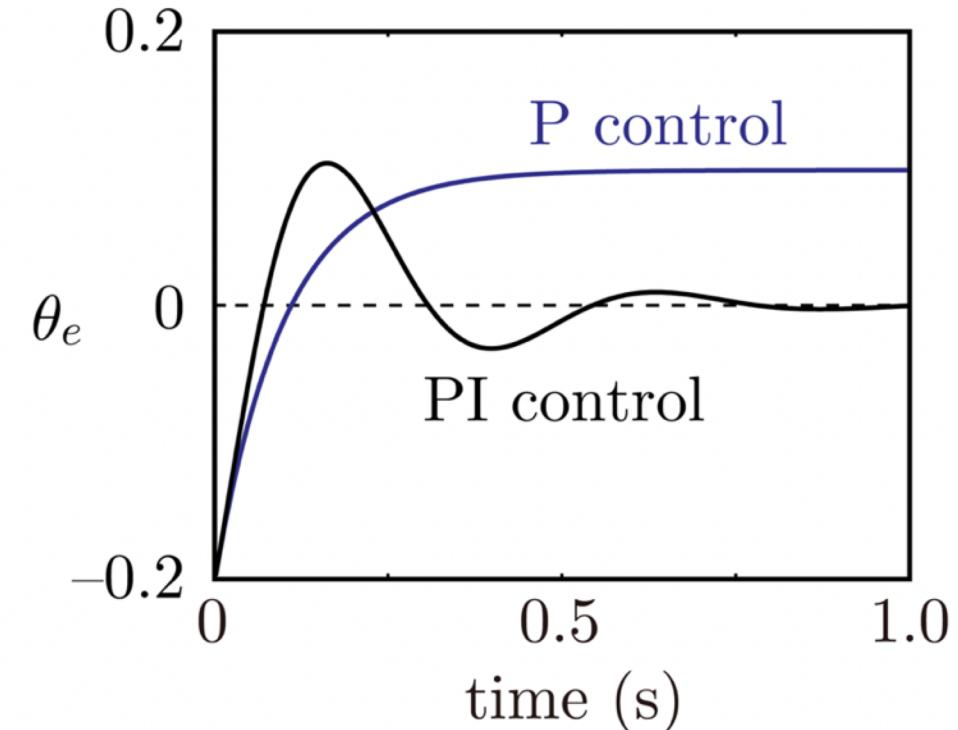
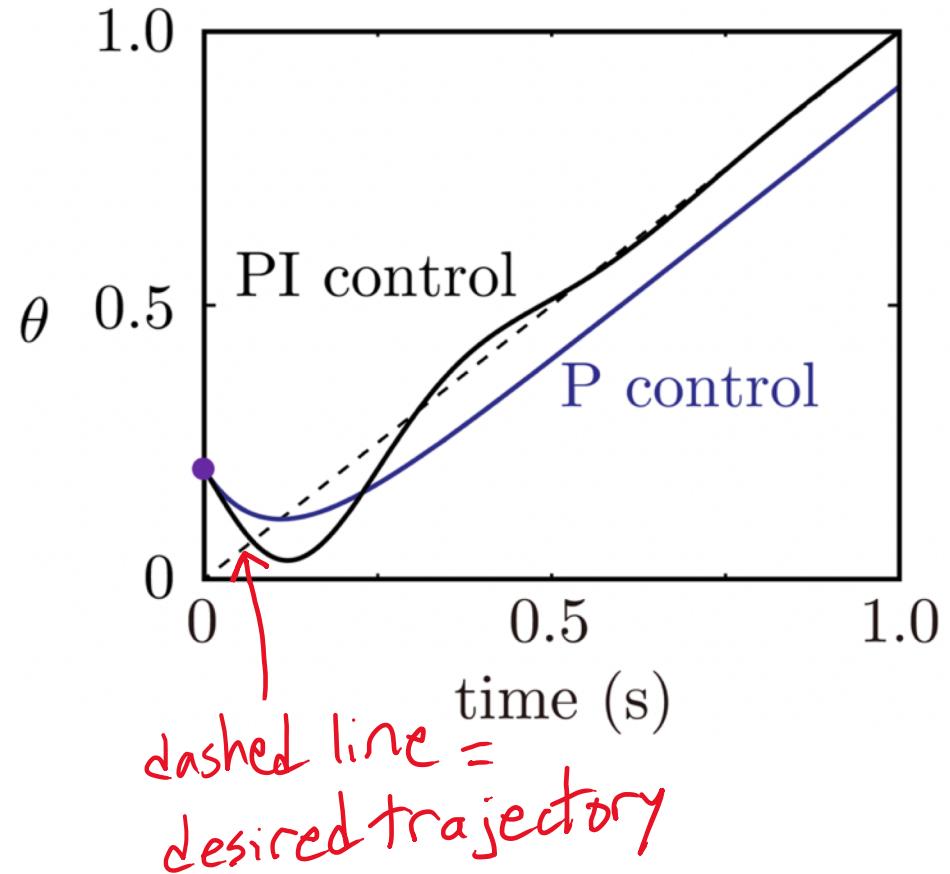
$$s_{1,2} = -\frac{K_p}{2} \pm \sqrt{\frac{K_p^2}{4} - K_i}$$



in the mbk analogy,  
where  $\theta_e$  = position,  
there is no spring to pull  $\theta_e$  to 0,  
and the damper eventually gives  
constant  $\theta_e$  for any initial condition

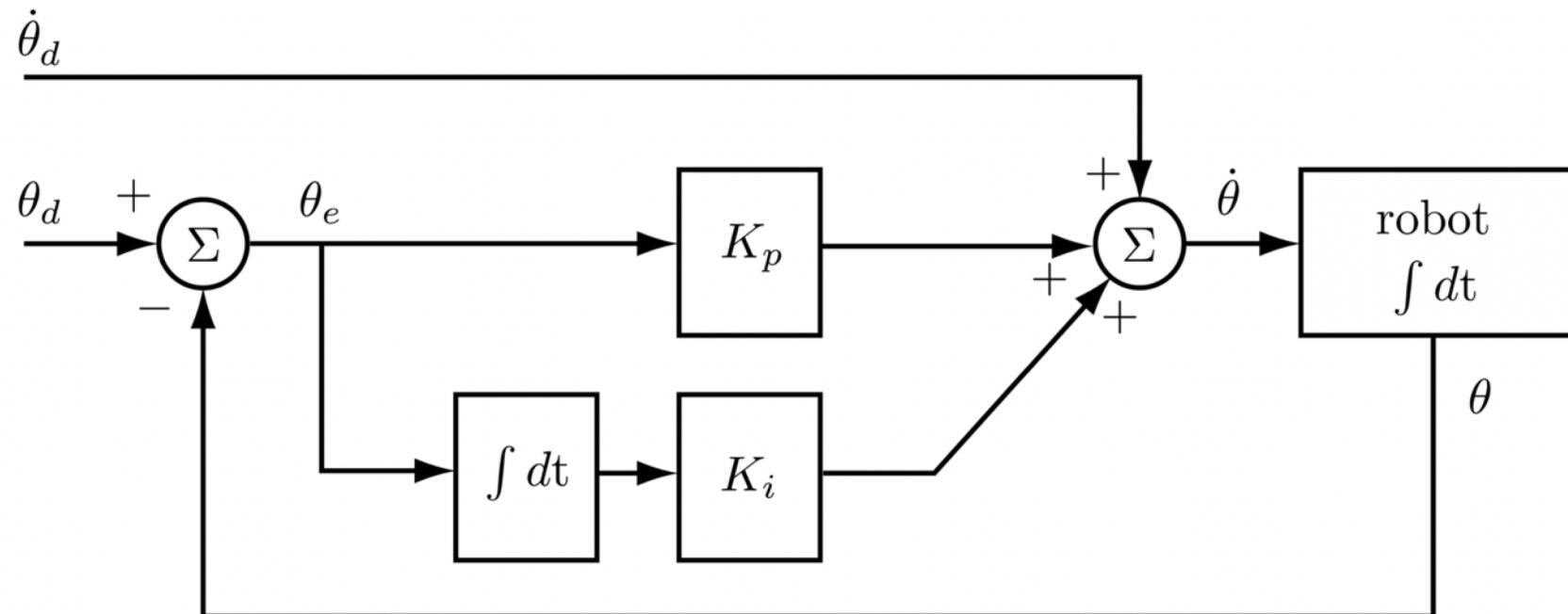


## Important concepts, symbols, and equations (cont.)



## Important concepts, symbols, and equations (cont.)

**Multi-joint control:**  $\theta$ ,  $\theta_d$ , and  $\theta_e$  are vectors and  $K_p = k_p I$ ,  $K_i = k_i I$



$$\dot{\theta}(t) = \dot{\theta}_d(t) + K_p \theta_e(t) + K_i \int_0^t \theta_e(t) dt$$

## Important concepts, symbols, and equations (cont.)

$$\dot{\theta}(t) = \dot{\theta}_d(t) + K_p \theta_e(t) + K_i \int_0^t \theta_e(t) dt$$

### Task-space motion control

desired  $X_d \in SE(3)$

motion  $\frac{[\mathcal{V}_d] = X_d^{-1} \dot{X}_d}{X \in SE(3)}$

actual  $[\mathcal{V}_b] = X^{-1} \dot{X}$

error:  $[X_e] = \log X_{bd} = \log(X^{-1} X_d)$

$X_{sb}^{-1} X_{sd}$   
 $X_{bg} X_{gd}$

recall  
 $\mathcal{V}_b = J_b \dot{\theta}$

$$\begin{aligned}\mathcal{V}_b(t) &= [\text{Ad}_{X_{bd}}] \mathcal{V}_d(t) + K_p X_e(t) + K_i \int_0^t X_e(t) dt \\ \dot{\theta} &= J_b^\dagger(\theta) \mathcal{V}_b\end{aligned}$$

## Important concepts, symbols, and equations (cont.)

### Decoupled task-space motion control

$$X_e(t) = \begin{bmatrix} \omega_e(t) \\ p_d(t) - p(t) \end{bmatrix} \quad [\omega_e] = \log(R^T R_d)$$

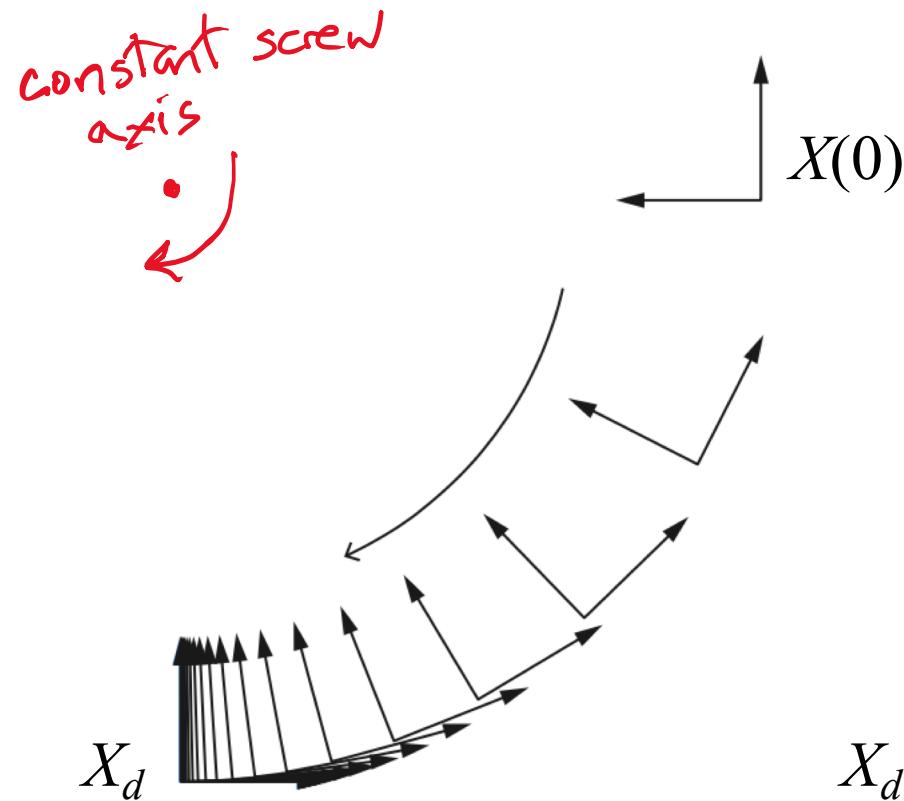
$$\begin{bmatrix} \omega_b(t) \\ \dot{p}(t) \end{bmatrix} = \begin{bmatrix} R^T(t)R_d(t) & 0 \\ 0 & I \end{bmatrix} \begin{bmatrix} \omega_d(t) \\ \dot{p}_d(t) \end{bmatrix} + K_p X_e(t) + K_i \int_0^t X_e(t) dt$$

$$\dot{\theta} = J^\dagger(\theta) \begin{bmatrix} \omega_b(t) \\ \dot{p}(t) \end{bmatrix}$$

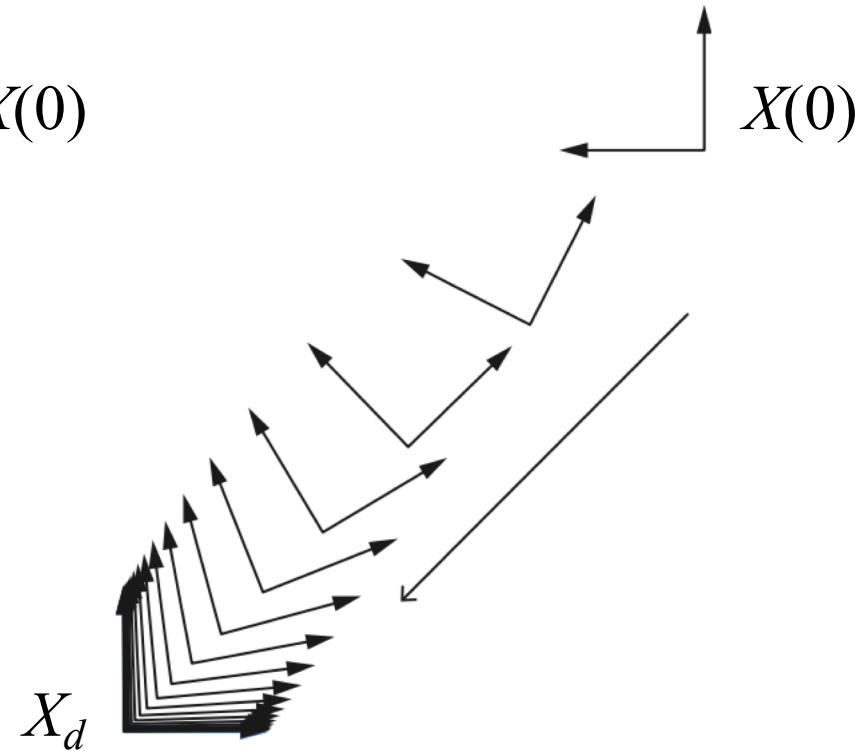
What is this Jacobian?

top three rows are same as  $J_b$   
bottom three rows are neither from  $J_b$  nor  $J_s$

## Important concepts, symbols, and equations (cont.)



task-space P controller



decoupled task-space P controller

You are designing a P controller to track a joint reference trajectory that is moving at a constant rate of 3 radians/s. What is the smallest gain  $K_p$  that ensures a steady-state position error of no more than 0.1 radians? Give units.

$$0.1 \text{ rad} = \frac{\xi}{K_p} = \frac{3 \text{ rad/s}}{K_p} \rightarrow K_p = 30 \text{ s}^{-1}$$

To eliminate steady-state error, you decide to use a PI controller. What gains  $K_p$  and  $K_i$  should you choose to achieve critical damping and a settling time of 0.1 s? Give units.

$$\text{crit. damp: } \xi = 1 \quad 0.1 \text{ s} = \frac{4}{\xi \omega_n} = \frac{4}{\omega_n} \rightarrow \omega_n = 40 \text{ s}^{-1} \quad K_i = \omega_n^2 = 1600 \text{ s}^{-2}$$

$$\xi = 1 = K_p / 2\sqrt{K_i} = K_p / 2\sqrt{1600} \rightarrow K_p = 80 \text{ s}^{-1}$$

Explain how to estimate the error integral if the controller's frequency is  $1/T$ .

$$e_{int}(k+1) = e_{int}(k) + e(k)T$$

Why not choose arbitrarily large  $K_p$  and  $K_i$  to achieve arbitrarily fast settling?

instability due to large gains and delays; chattering/saturation; nonlinear behavior

How well would a PI controller track a quadratic joint trajectory? (Not a ramp.)

It would have a constant steady-state error, just like a P controller  
for a ramp desired trajectory