



IIT ROORKEE



NPTEL ONLINE
CERTIFICATION COURSE

Manipulator Jacobian

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Manipulator Jacobian

For a robot manipulator with n Degrees of Freedom (DoF), the manipulator Jacobian matrix is a $6 \times n$ matrix which relates the end effector velocity and joints velocity in the following way:

$$\begin{bmatrix} {}^T d_x \\ {}^T d_y \\ {}^T d_z \\ {}^T \delta_x \\ {}^T \delta_y \\ {}^T \delta_z \end{bmatrix} = J_{6 \times n} \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \\ \vdots \\ \vdots \\ \dot{q}_n \end{bmatrix}$$

where the LHS denotes the linear and angular velocity of the end –effector w.r.t. end-effector coordinate frame and \dot{q}_i denotes the angular velocity (in case of revolute joint) or linear velocity (in case of prismatic joint) of the actuator at the i^{th} joint.

Manipulator Jacobian

Let

$$T = {}^0T_n = {}^0T_1 \cdot {}^1T_2 \dots \dots \dots {}^{n-1}T_n$$

be the arm matrix of the manipulator.

where

$${}^{i-1}T_i = \begin{bmatrix} \cos \theta_i & -\sin \theta_i \cos \alpha_i & \sin \theta_i \sin \alpha_i & a_i \cos \theta_i \\ \sin \theta_i & \cos \theta_i \cos \alpha_i & -\cos \theta_i \sin \alpha_i & a_i \sin \theta_i \\ 0 & \sin \alpha_i & \cos \alpha_i & d_i \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Manipulator Jacobian

We know that, the velocity

$$\frac{dT}{dt} = D.T = T.^TD$$

where

$${}^TD = \begin{bmatrix} 0 & -{}^T\delta_z & {}^T\delta_y & {}^Td_x \\ {}^T\delta_z & 0 & -{}^T\delta_x & {}^Td_y \\ -{}^T\delta_y & {}^T\delta_x & 0 & {}^Td_z \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

represents the Differential operator containing velocity components w.r.t. the current frame (end-effector)

Let

$$T = {}^0T_n = {}^0T_1(q_1).{}^1T_2(q_2) \dots \dots \dots {}^{n-1}T_n(q_n)$$

$$\frac{dT}{dt} = (D^0T_1)({}^1T_n) + {}^0T_1(D^1T_2)({}^2T_n) + \dots \dots \dots + {}^0T_{n-1}(D^{n-1}T_n)$$

Manipulator Jacobian

$$\frac{dT}{dt} = \frac{\partial T}{\partial q_1} \cdot \dot{q}_1 + \frac{\partial T}{\partial q_2} \cdot \dot{q}_2 + \dots \dots \dots + \frac{\partial T}{\partial q_n} \cdot \dot{q}_n$$

$$\frac{\partial T}{\partial q_i} = {}^0T_1 \cdot {}^1T_2 \dots \dots {}^{i-1}T_{i-1} \cdot \frac{d}{dq_i} ({}^{i-1}T_i) {}^iT_n$$

$$= {}^0T_{i-1} \begin{bmatrix} 0 & -1 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} ({}^{i-1}T_i) {}^iT_n \dots (\text{in case of revolute } q_i)$$

$$= {}^0T_{i-1} \begin{bmatrix} 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix} ({}^{i-1}T_i) {}^iT_n \dots (\text{in case } q_i \text{ is prismatic})$$

Manipulator Jacobian

$$\begin{aligned} &= ({}^0T_{i-1}) \cdot D_i \cdot ({}^{i-1}T_n) \\ &= {}^0T_{i-1} \cdot {}^{i-1}T_n \cdot ({}^{i-1}T_n)^{-1} \cdot D_i \cdot {}^{i-1}T_n \\ &= T \cdot ({}^{i-1}T_n)^{-1} \cdot D_i \cdot {}^{i-1}T_n \\ &= T \cdot {}^T D_i \end{aligned}$$

For revolute joint:

$$\vec{\delta} = \vec{k} \text{ and } \vec{d} = 0$$

For prismatic joint:

$$\vec{\delta} = 0 \text{ and } \vec{d} = \vec{k}$$



Manipulator Jacobian

Therefore

$${}^T D = \begin{bmatrix} 0 & -{}^i\delta_z & {}^i\delta_y & {}^i d_x \\ {}^i\delta_z & 0 & -{}^i\delta_x & {}^i d_y \\ -{}^i\delta_y & {}^i\delta_x & 0 & {}^i d_z \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

Is obtained by:

$$\begin{aligned} {}^i d_x &= {}^i n. ((\delta \times {}^i p) + d) \\ &= {}^i n. (-p_y \hat{i} + p_x \hat{j}) \\ {}^i d_x &= -n_x p_y + n_y p_x \end{aligned}$$

Similarly:

$$\begin{aligned} {}^i d_y &= -o_x p_y + o_y p_x \\ {}^i d_z &= -a_x p_y + a_y p_x \\ {}^i \delta_x &= \delta. n = n_z \\ {}^i \delta_y &= \delta. o = o_z \\ {}^i \delta_z &= \delta. a = a_z \end{aligned}$$

(Here ${}^i n, {}^i o, {}^i a$ and ${}^i p$ are columns of ${}^{i-1}T_n$)

Manipulator Jacobian

$$\begin{aligned}\frac{dT}{dt} &= T[^TD_1 \cdot \dot{q}_1 + ^TD_2 \cdot \dot{q}_2 + \dots \dots \dots + ^TD_n \cdot \dot{q}_n] \\ &= T[^TD]\end{aligned}$$

$$\Rightarrow ^TD = ^TD_1 \cdot \dot{q}_1 + ^TD_2 \cdot \dot{q}_2 + \dots \dots \dots + ^TD_n \cdot \dot{q}_n$$

Summing the RHS and writing in the linear and angular velocity components in the matrix TD in vector form, we get:

$$\begin{bmatrix} ^Td_x \\ ^Td_y \\ ^Td_z \\ ^T\delta_x \\ ^T\delta_y \\ ^T\delta_z \end{bmatrix} = \begin{bmatrix} ^1d_x & ^2d_x & \dots & \dots & ^nd_x \\ ^1d_y & ^2d_y & \dots & \dots & ^nd_y \\ ^1d_z & ^2d_z & \dots & \dots & ^nd_z \\ ^1\delta_x & ^2\delta_x & \dots & \dots & ^n\delta_x \\ ^1\delta_y & ^2\delta_y & \dots & \dots & ^n\delta_y \\ ^1\delta_z & ^2\delta_z & \dots & \dots & ^n\delta_z \end{bmatrix} \cdot \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \\ \vdots \\ \vdots \\ \dot{q}_n \end{bmatrix}$$

Thanks!

