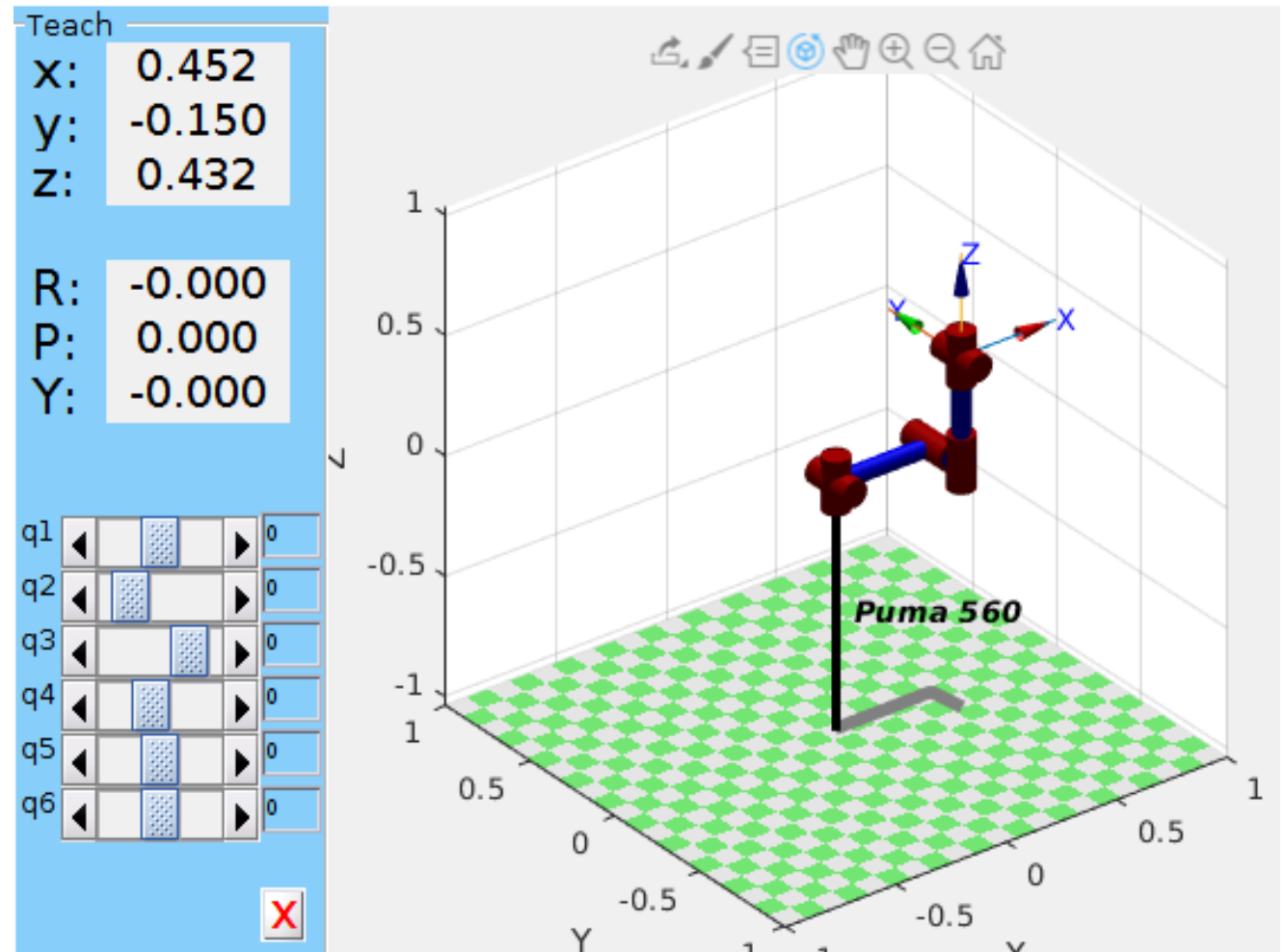


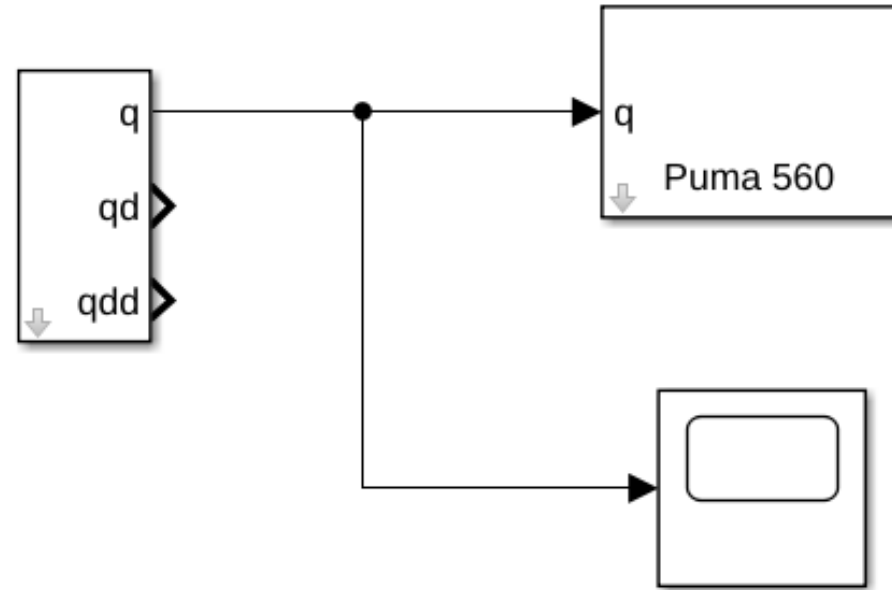
MATLAB EXERCISES

SARIM MEHDI



JOINT SPACE TRAJECTORY FOR A PUMA 560

LINE TRAJECTORY



`%LINE`

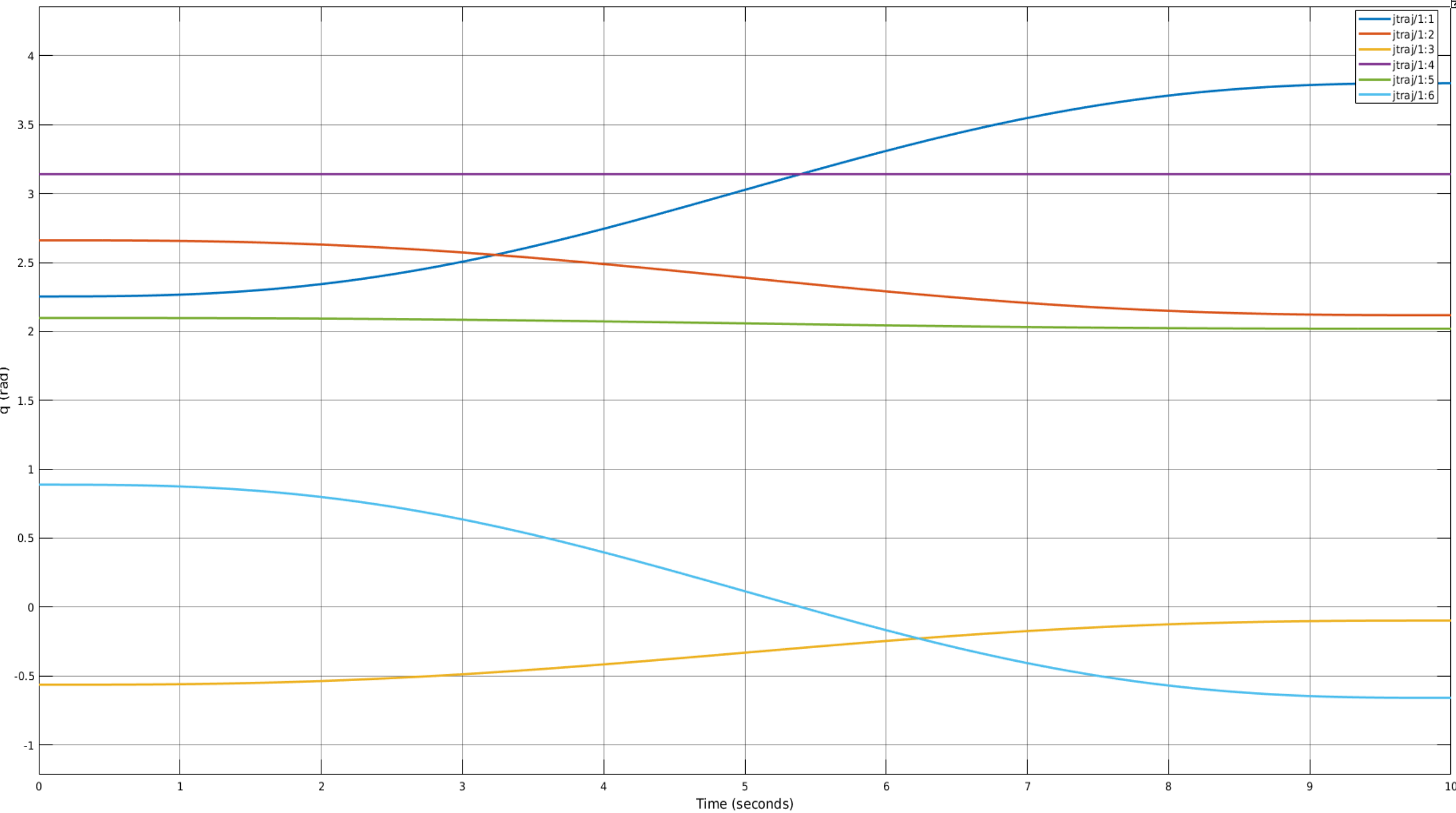
`T1 = transl(0.6, -0.5, 0.0); % START`

`T2 = transl(0.4, 0.5, 0.2); % DESTINATION`

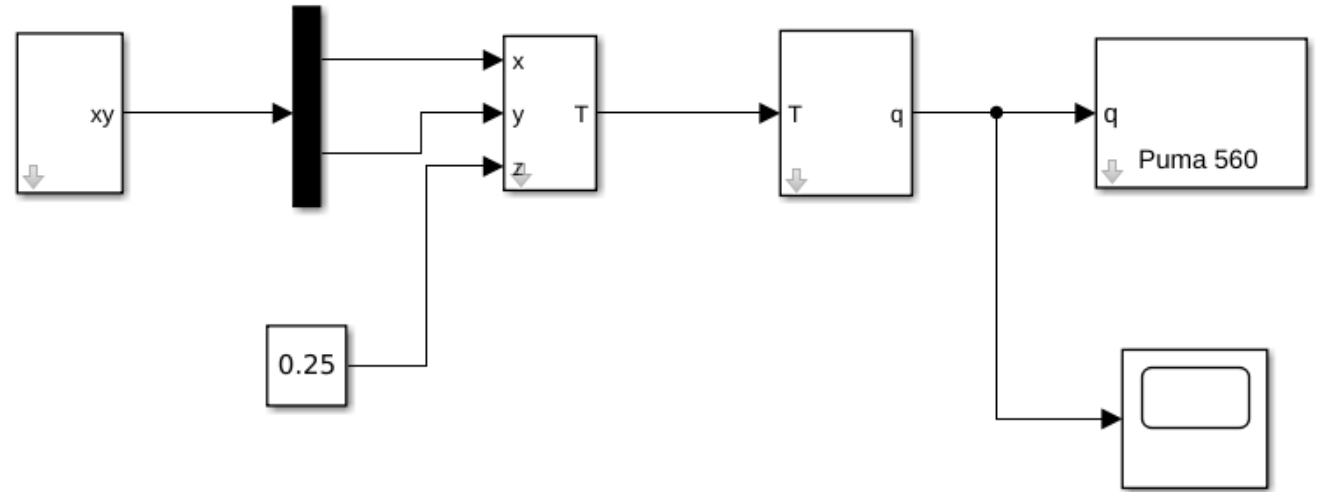
`res=20;`

`Ttl=ctrjaj(T1,T2,res);`

`qq=ikine6s(p560,Ttl);`



JOINT SPACE TRAJECTORY FOR A PUMA 560



Block Parameters: Circle

Subsystem (mask) (link)

Generate circular trajectory

Parameters

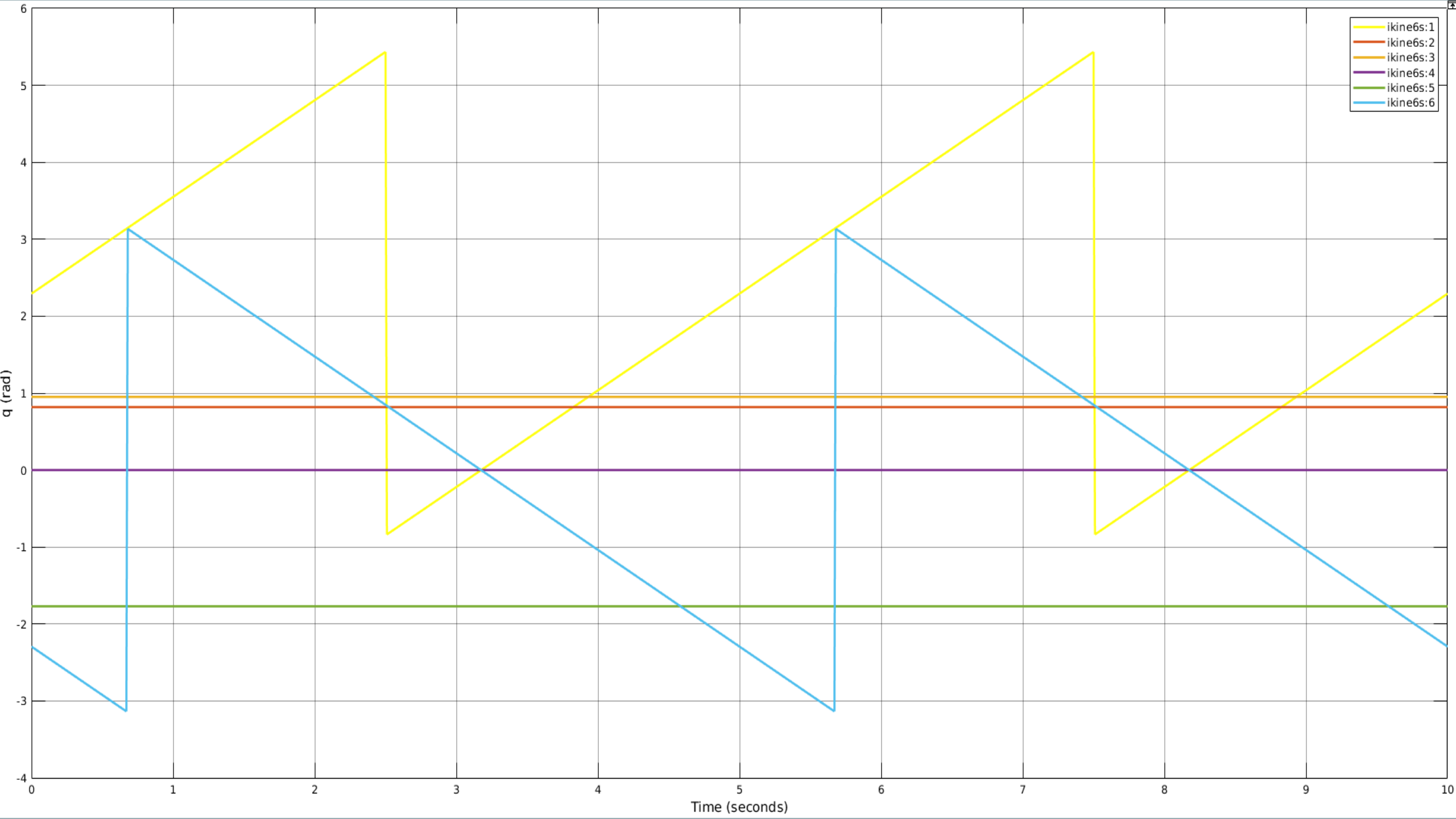
Radius

0.2

Frequency (rev/s)

0.2

OK Cancel Help Apply

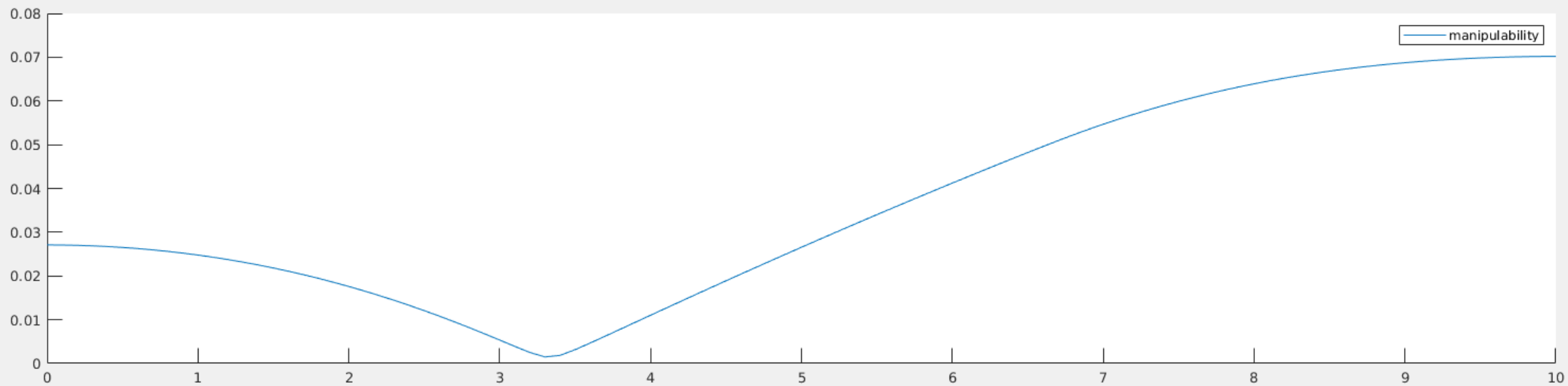
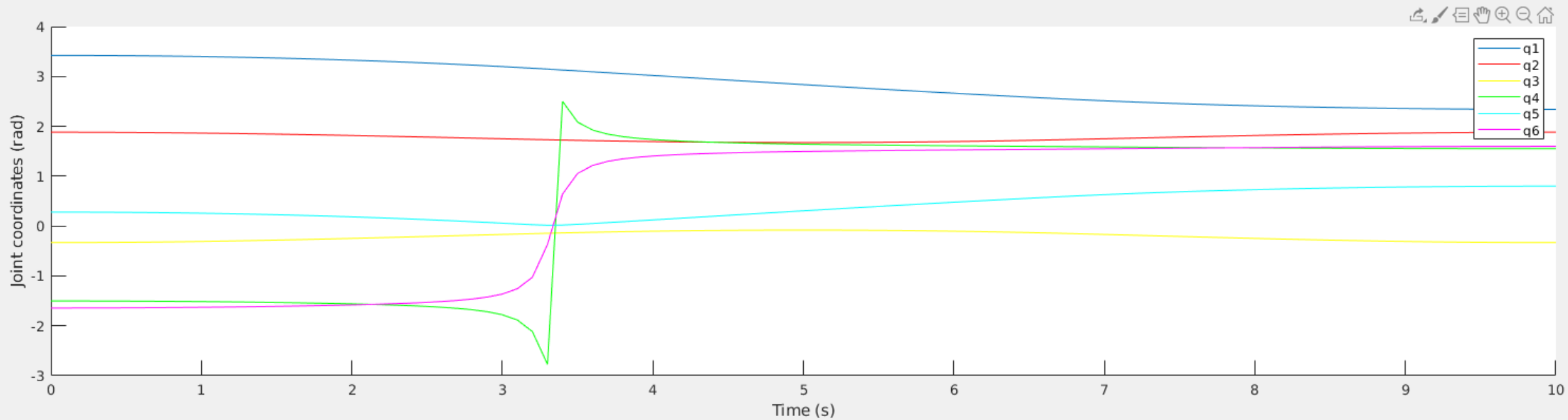


SINGULARITY

```
t = [0:t_res:10];
Ts = ctraj(T1, T2, length(t));
q = p560.ikine6s(Ts);
m = p560.maniplty(q);
[rows, cols] = size(q);
colors = ['b', 'r', 'y', 'g', 'c', 'm'];
figure;
subplot(2,1,1);
xlabel('Time (s)');
ylabel('Joint coordinates (rad)');
hold on
plot(t, q(:,1))
for i=2:cols
    hold on; plot(t, q(:,i), colors(i))
end
legend('q1', 'q2', 'q3', 'q4', 'q5', 'q6')
xlabel('Time (s)');
ylabel('Joint coordinates (rad)');
subplot(2,1,2);
hold on; plot(t, m)
legend('manipulability')
```

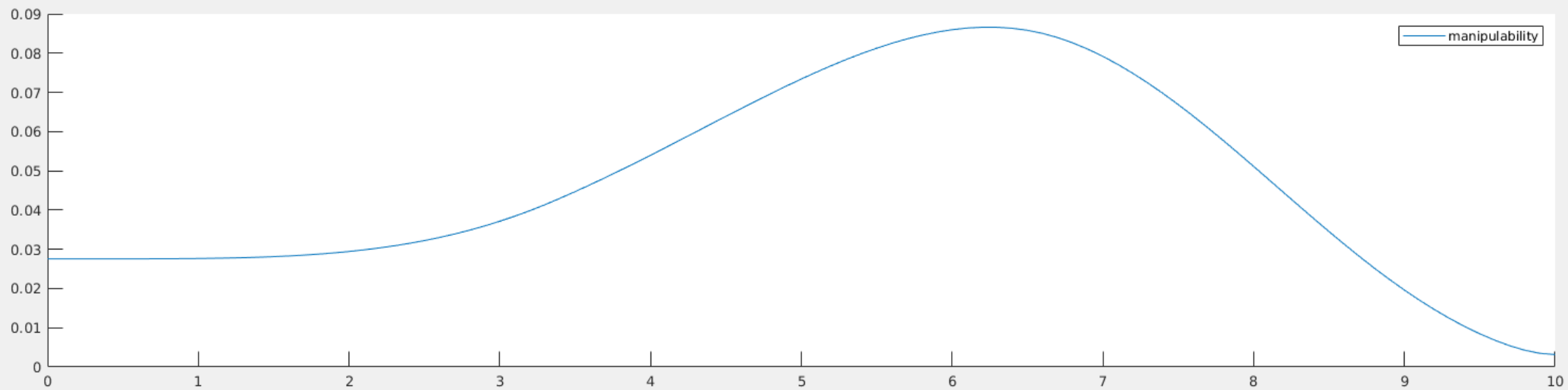
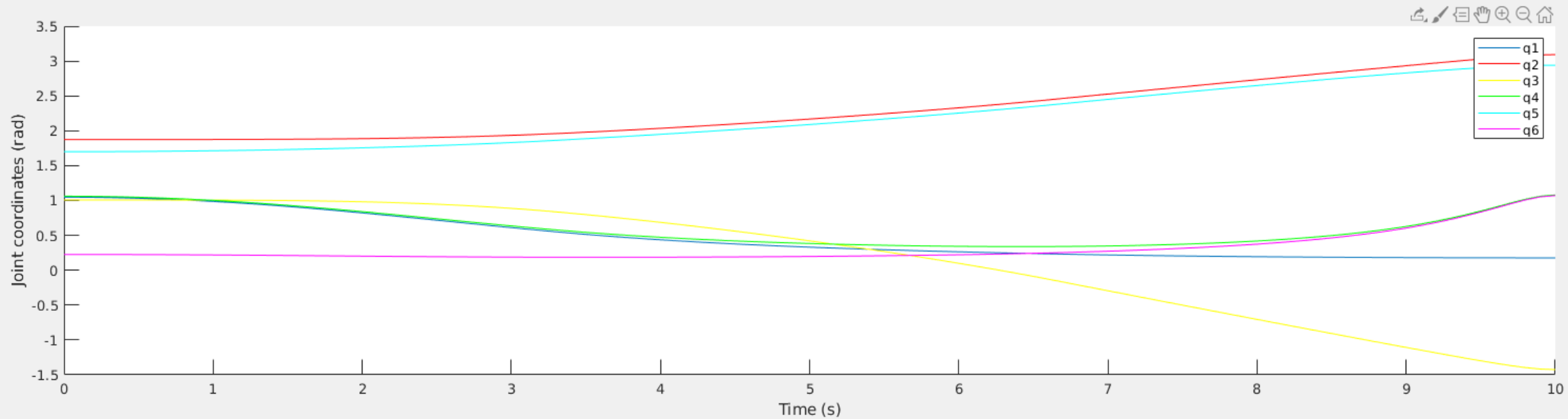
WRIST SINGULARITY

- $T1 = SE3(0.5, 0.3, 0.44) * SE3.Ry(pi/2);$
- $T2 = SE3(0.5, -0.3, 0.44) * SE3.Ry(pi/2);$
- At time 3.4s, $q5$ is almost zero and $q4$ and $q6$ have a sudden increase.
- This is also at the exact time when the manipulability drops to a very low value. Axes of joints 4 and 6 become coincident. Robot cannot move in the direction of axis of joint 5 In order for the endpoint to follow a line through the singularity, joints 4 and 6 must simultaneously rotate 90 degrees.



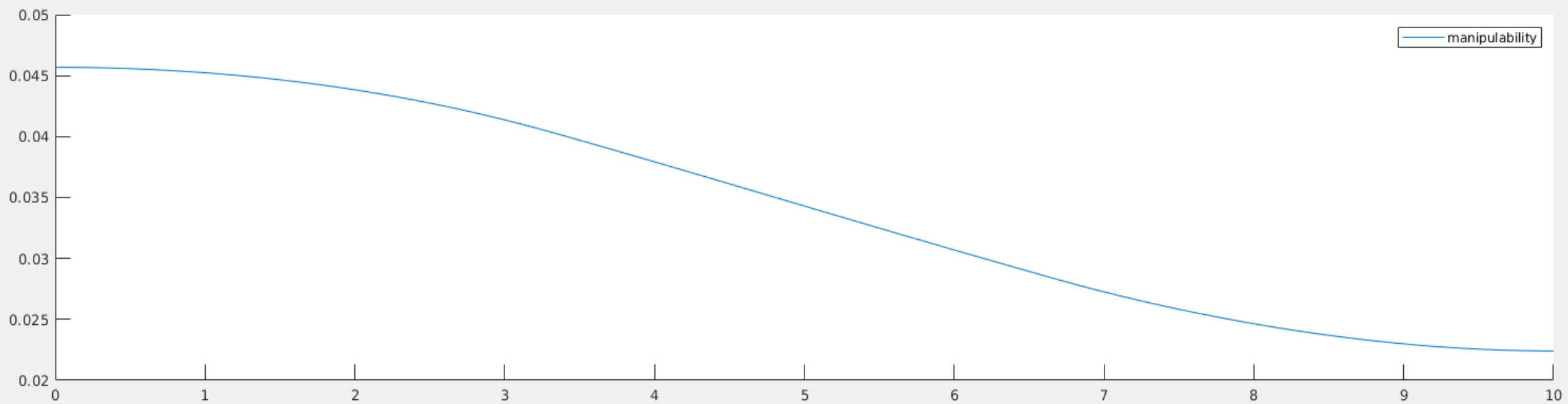
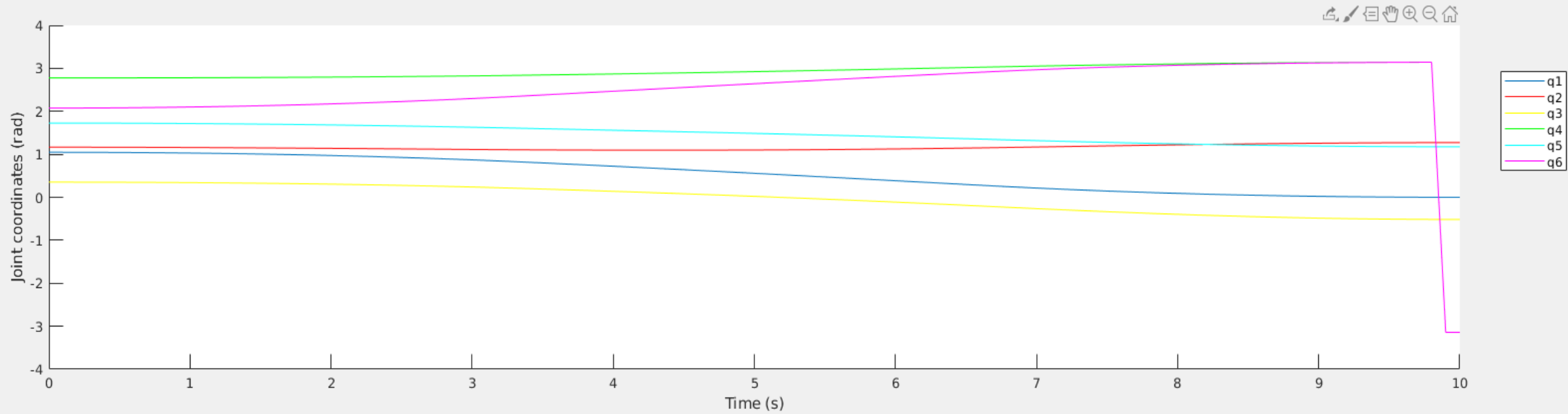
ELBOW SINGULARITY

- $T1 = SE3(0, -0.3, 0) * SE3.Ry(\pi/2);$
- $T2 = SE3(-0.823, -0.3, 0) * SE3.Ry(\pi/2); \% \text{elbow singularity}$
- It occurs when the arm is fully stretched. It is determined by $q3$. We can see the manipulability drop as $q3$ drops to a value close to -1 .



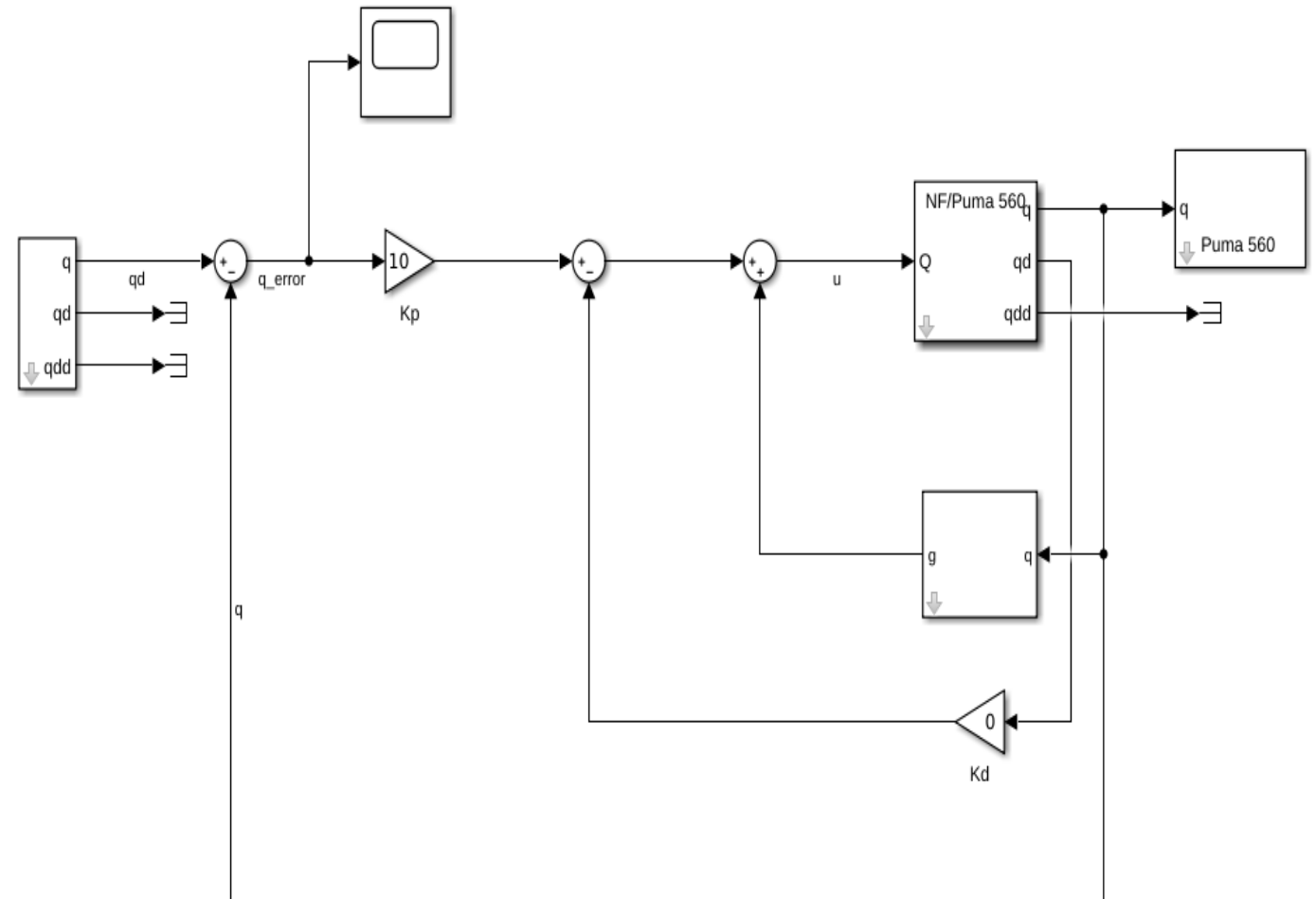
SHOULDER SINGULARITY

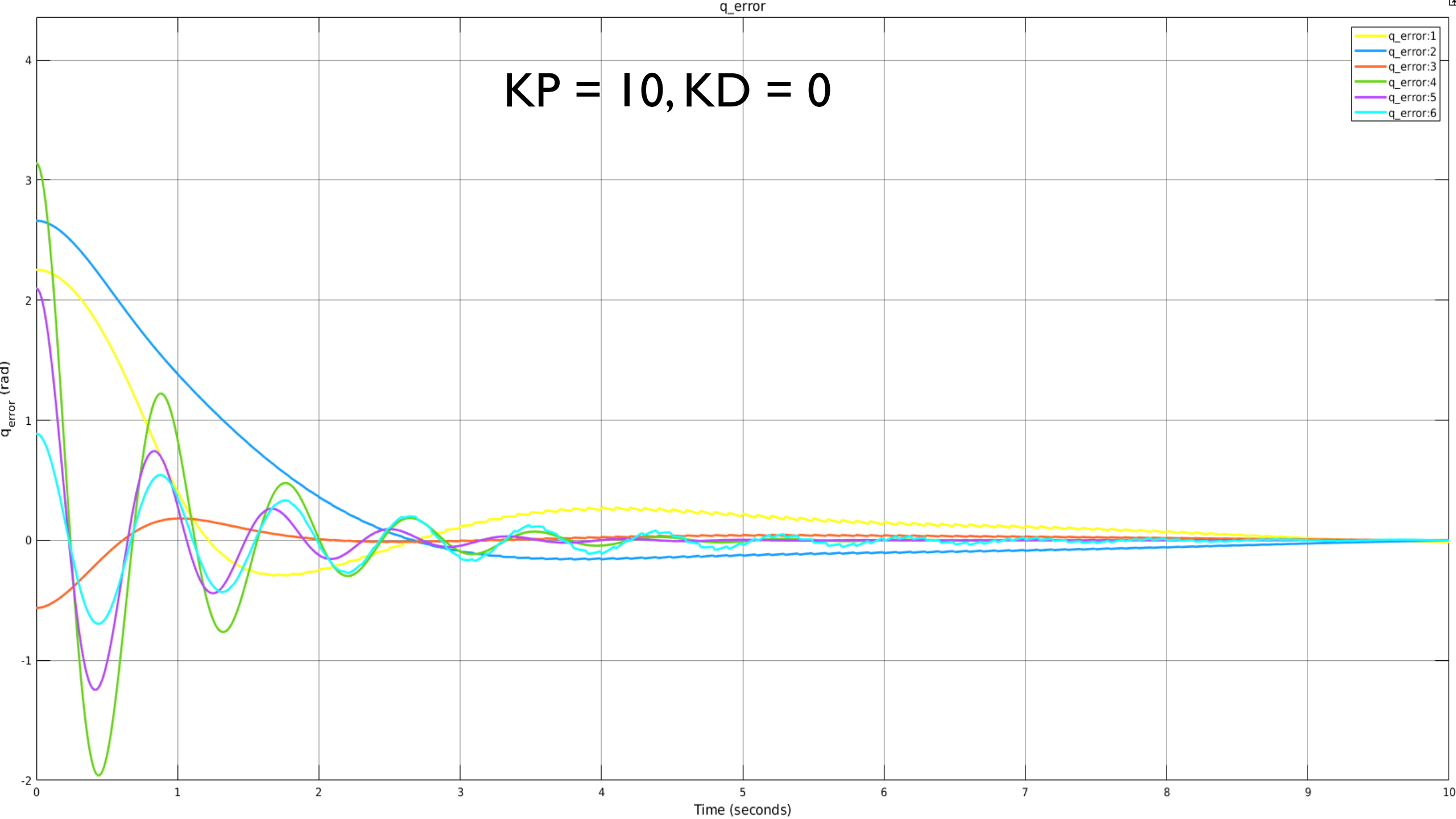
- $T1 = SE3(0, -0.3, 0.44) * SE3.Ry(0.42);$
- $T2 = SE3(-0.154, -0.15, 0.741) * SE3.Ry(0.42);$
- 1 and 4 must rotate in opposite direction. Both joints 4 and 6 drop from 3.14 to -3.14 at singularity.

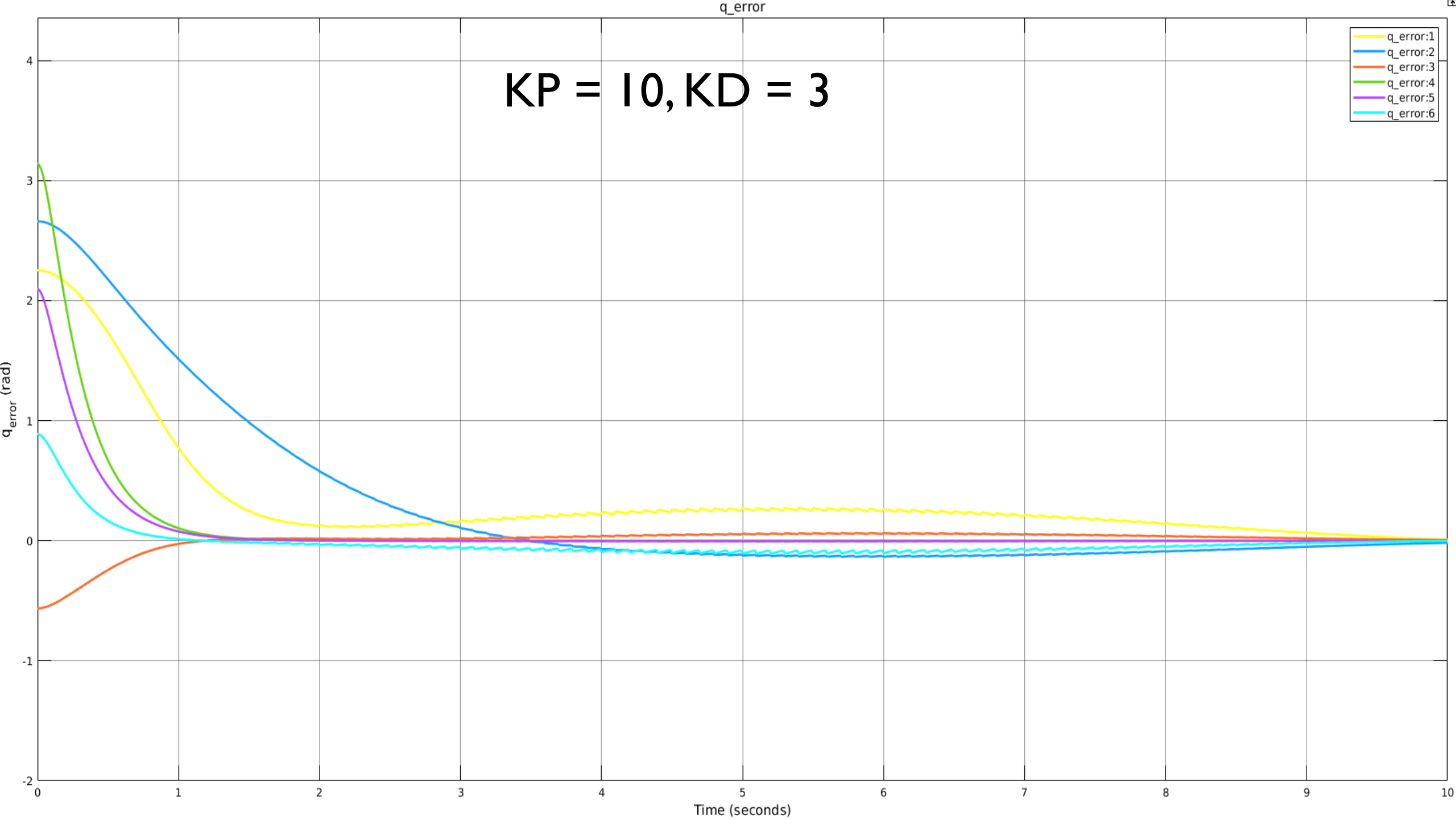


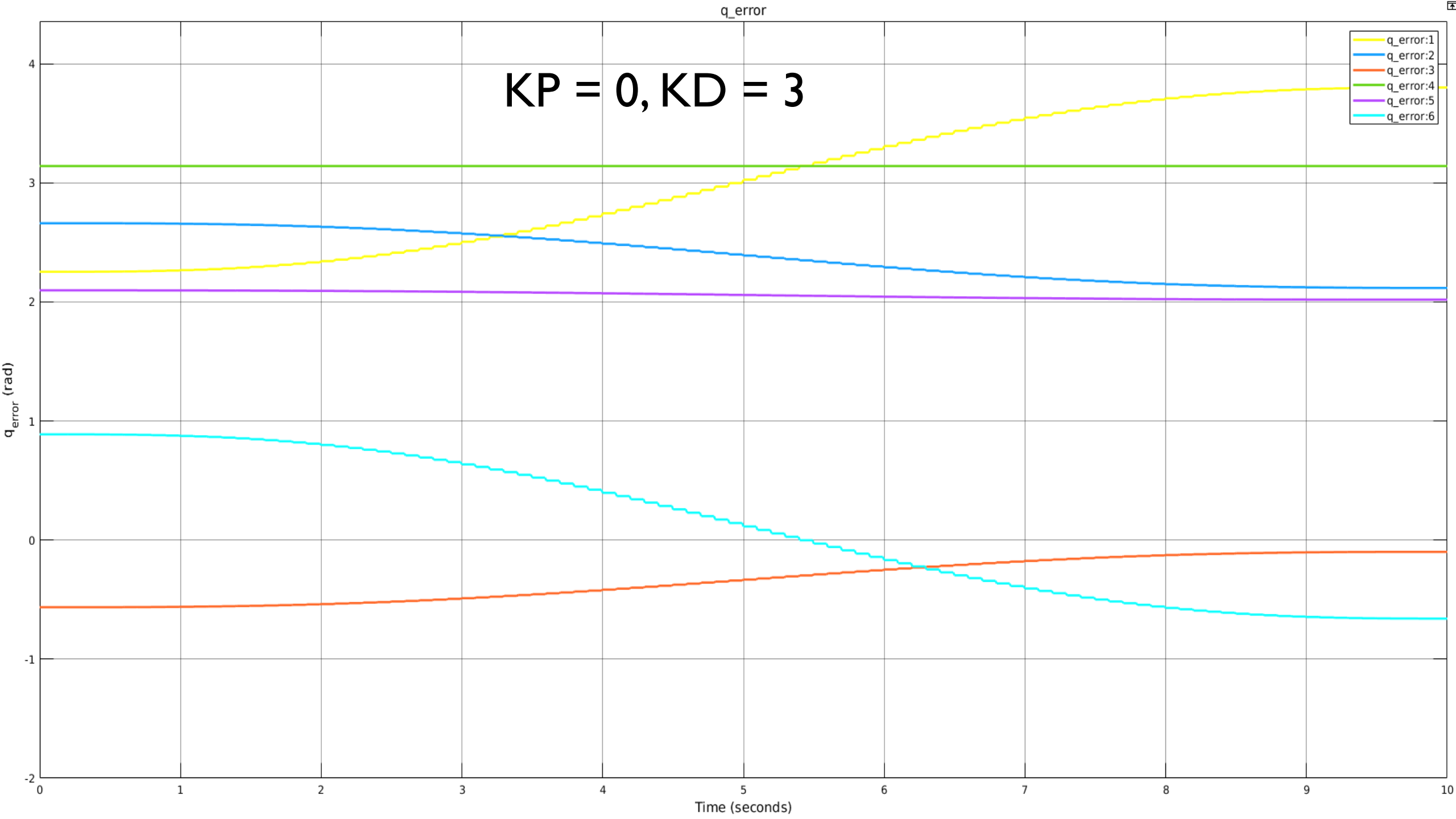
PD CONTROL + GRAVITY COMPENSATION

PD + GRAVITY COMPENSATION



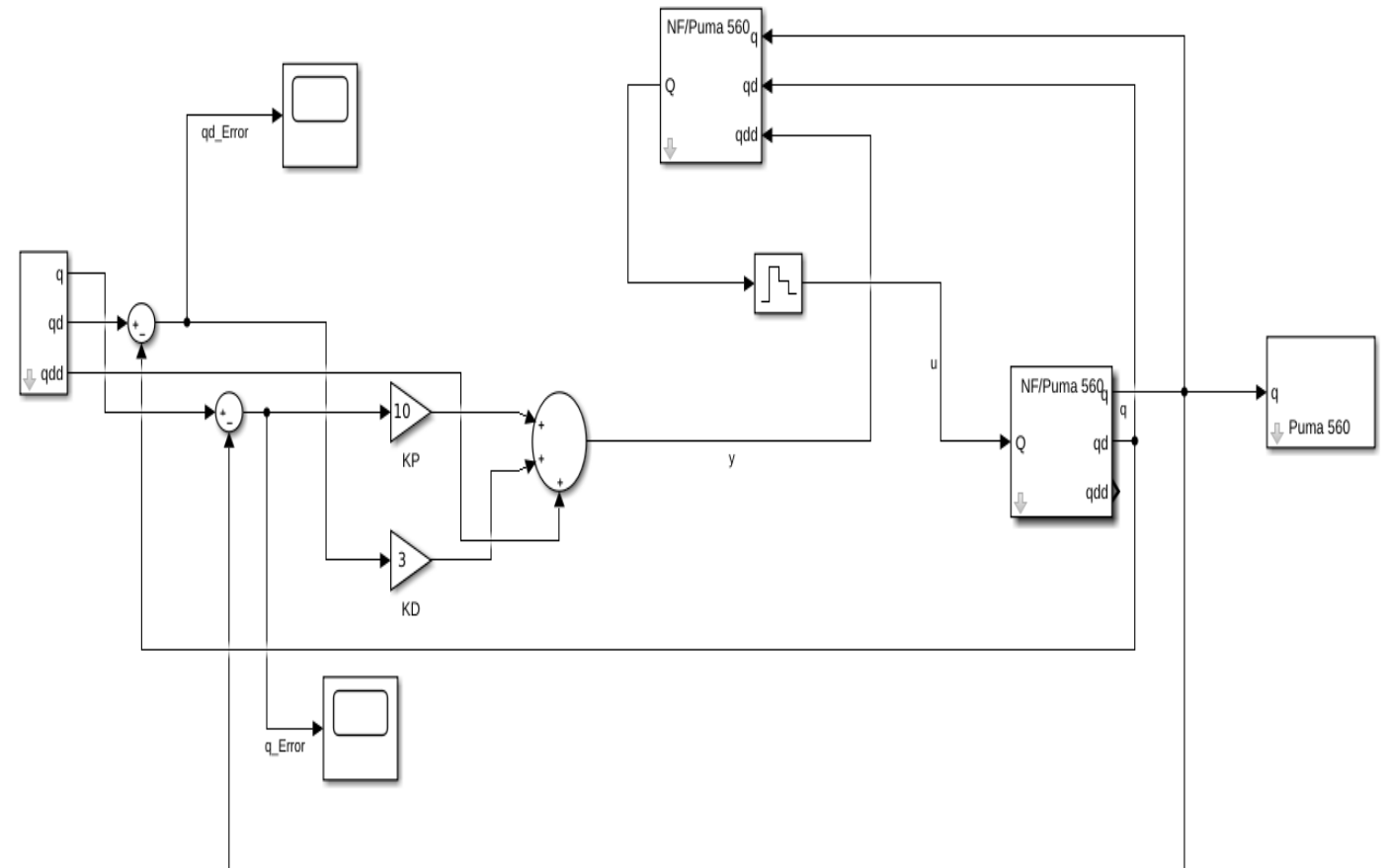




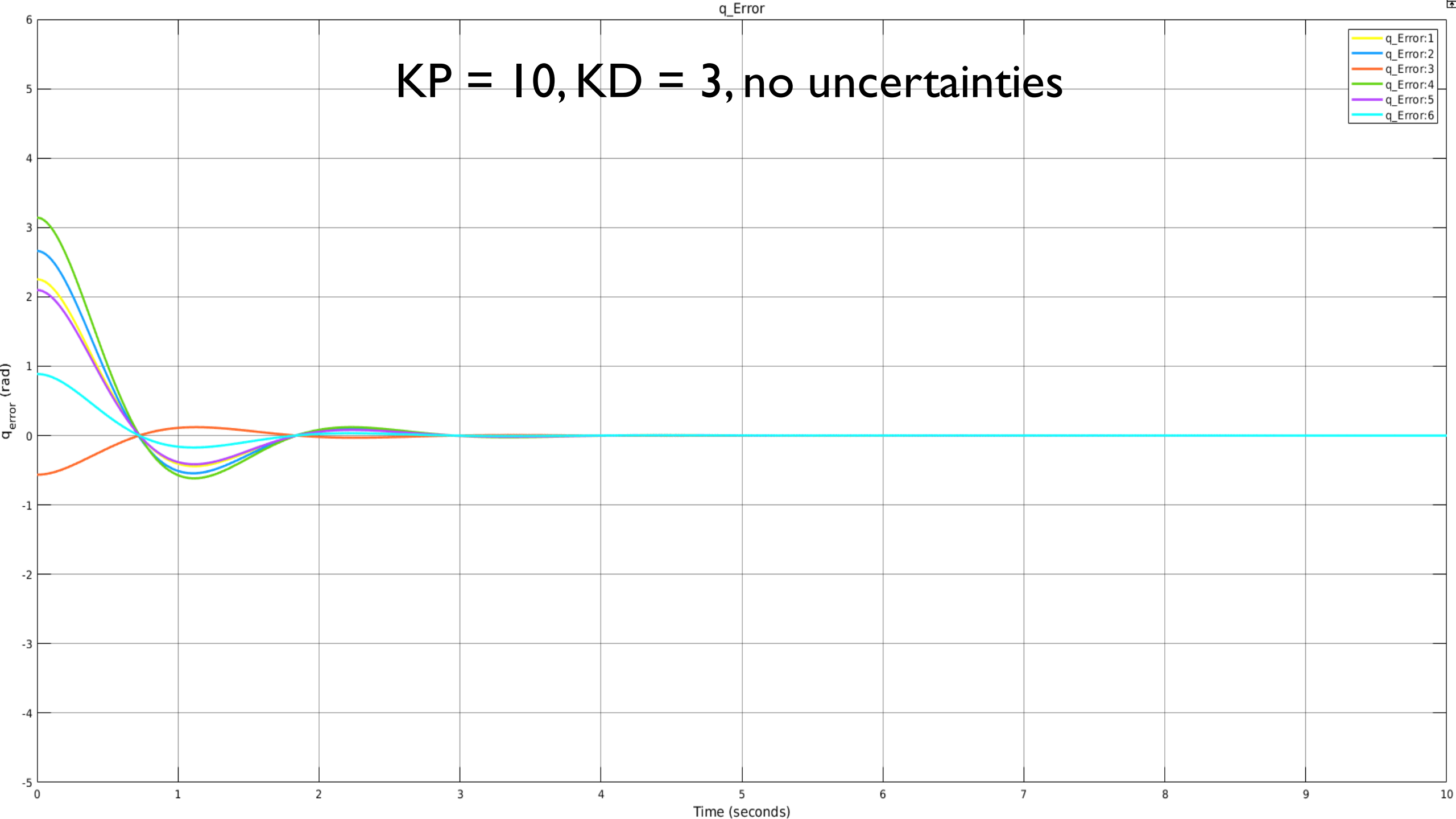


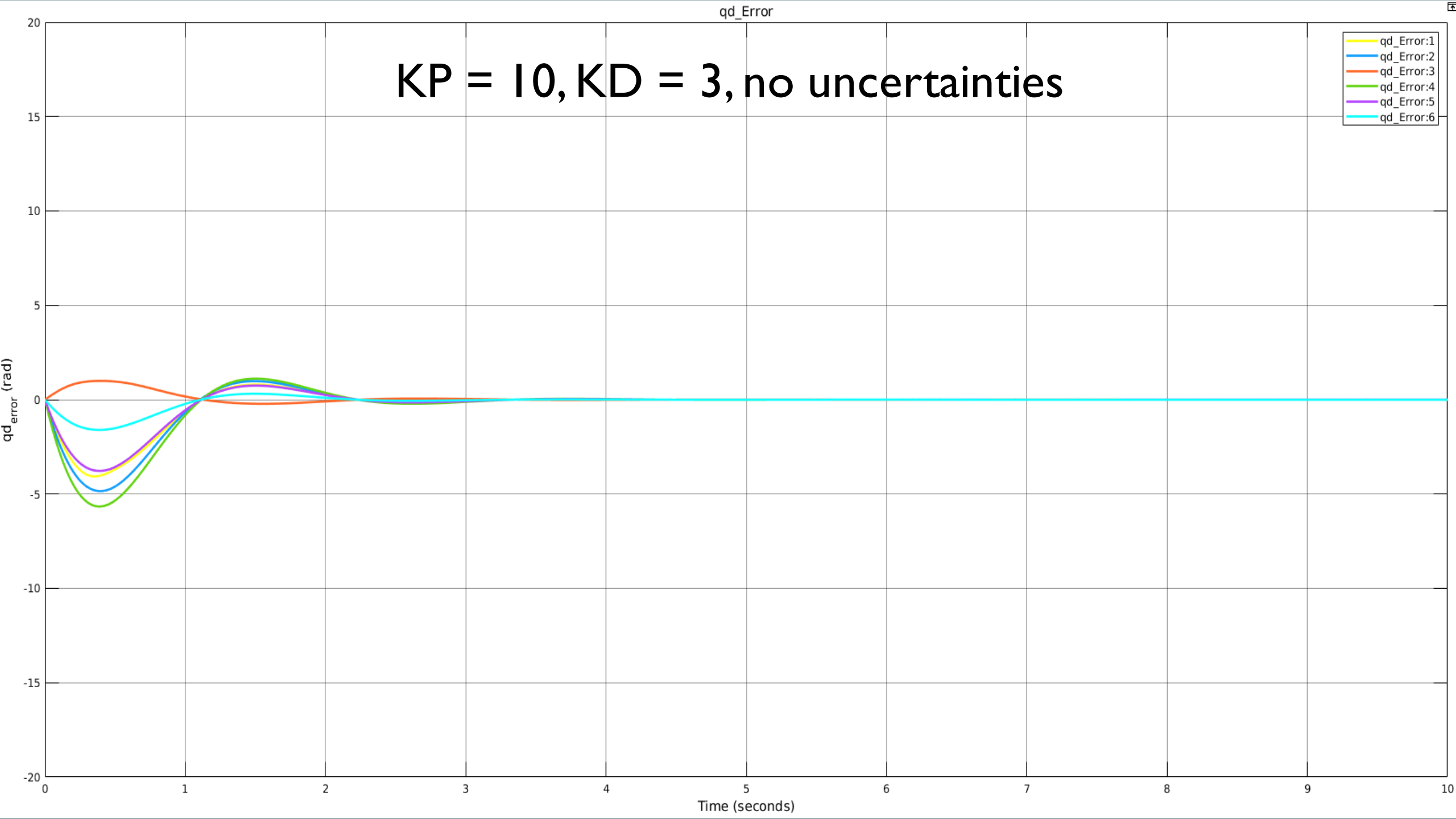
INVERSE DYNAMICS CONTROL

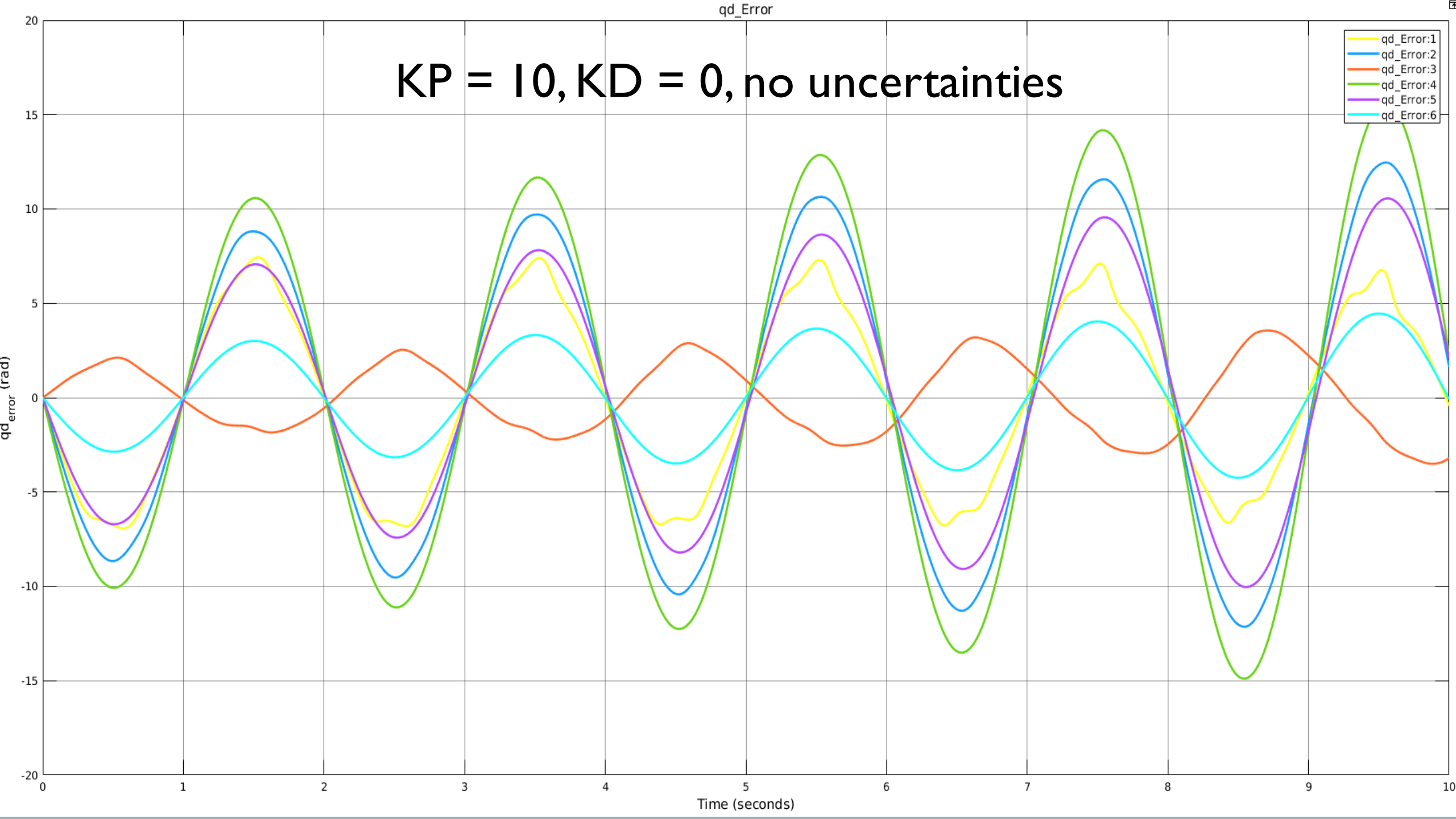
INVERSE DYNAMICS CONTROL



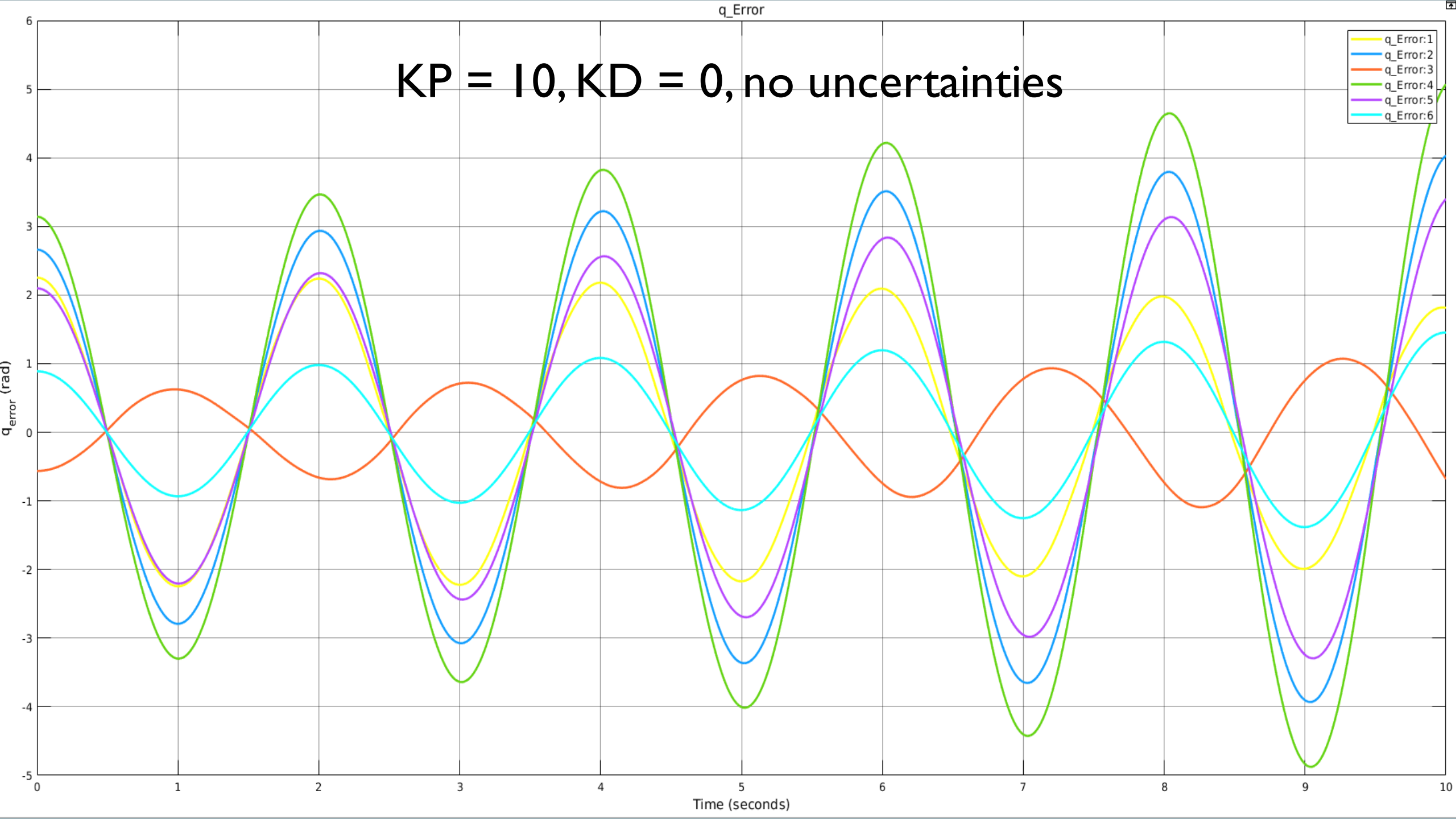
KP = 10, KD = 3, no uncertainties



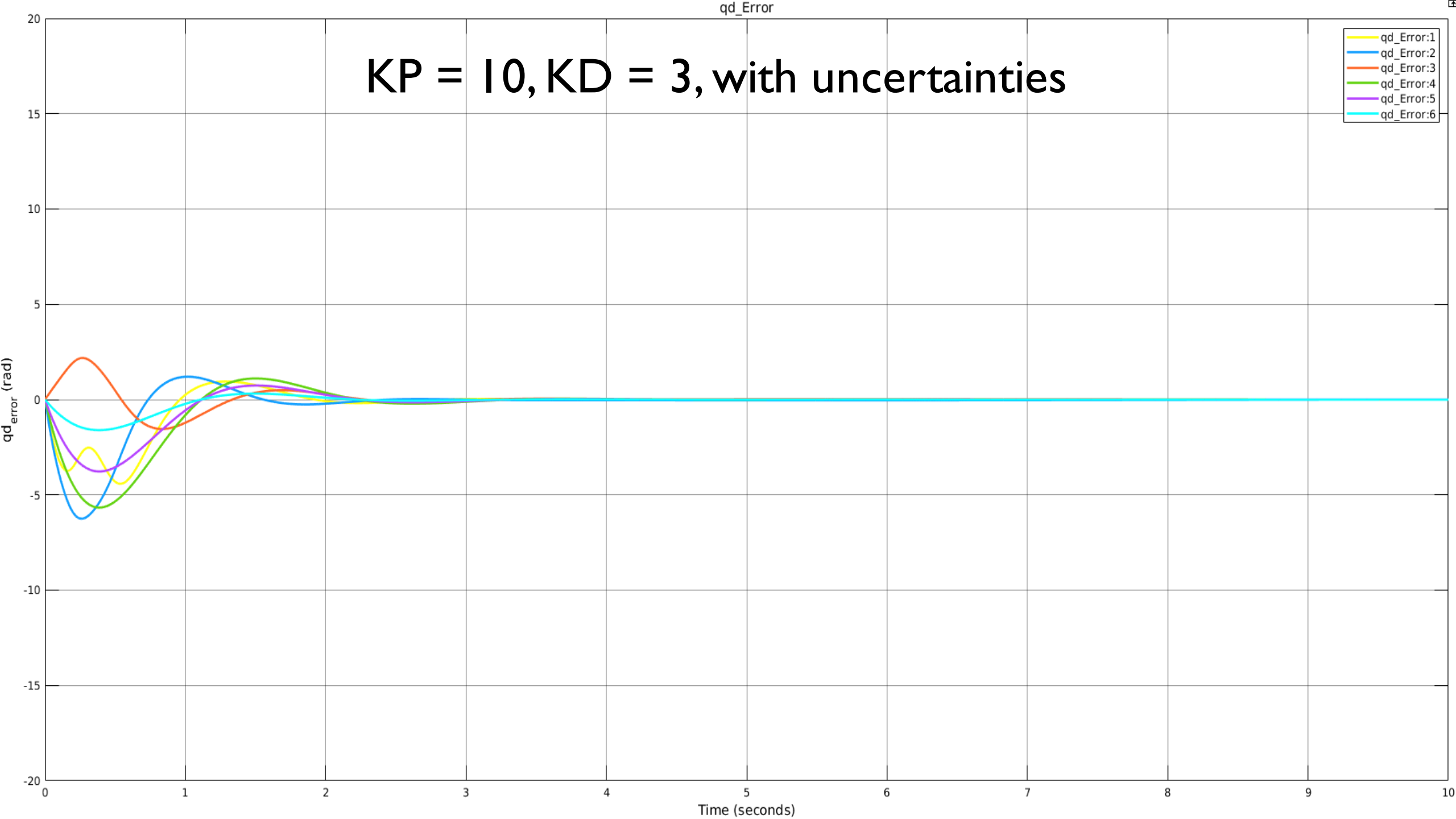


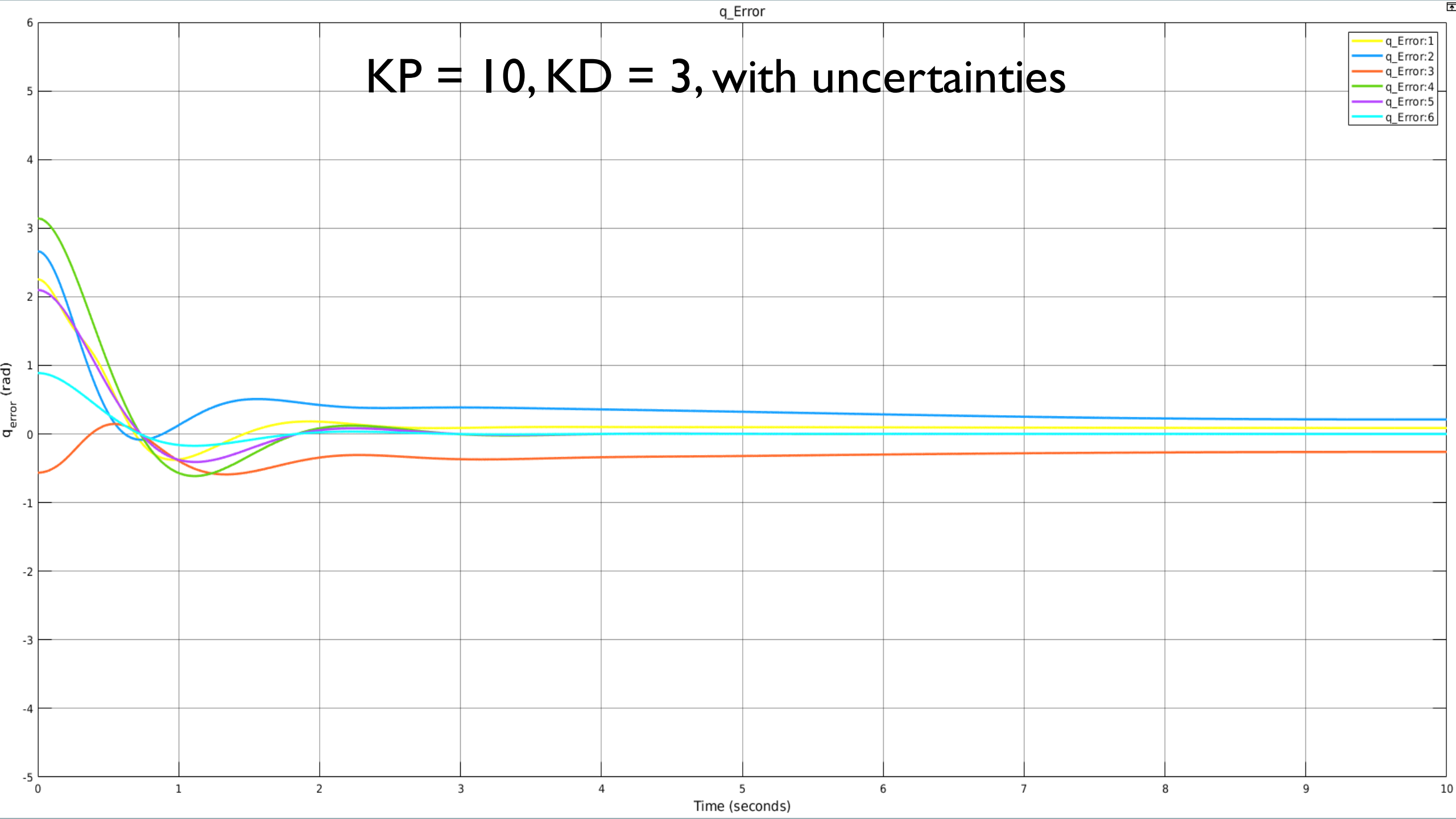


KP = 10, KD = 0, no uncertainties

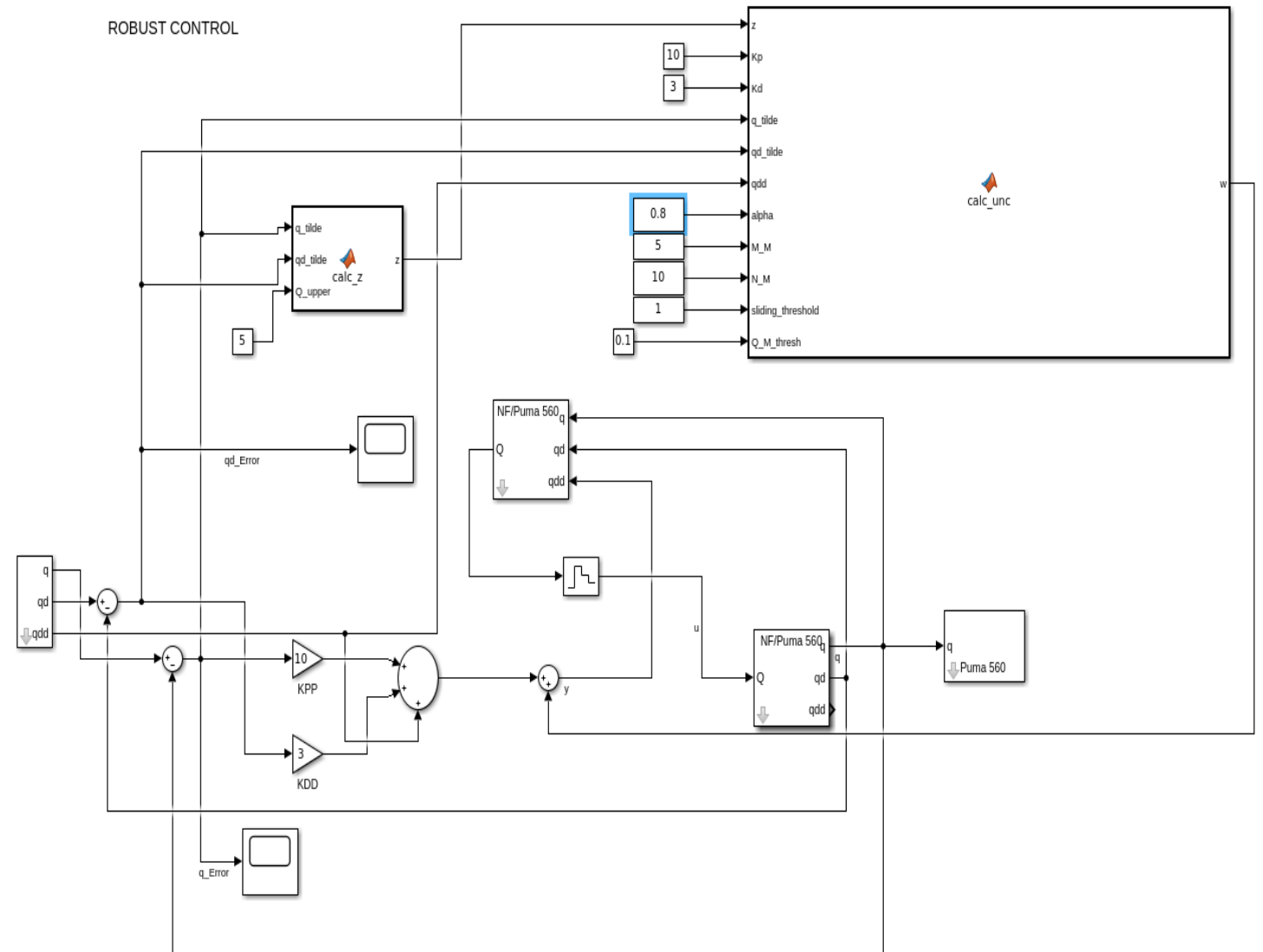


KP = 10, KD = 3, with uncertainties





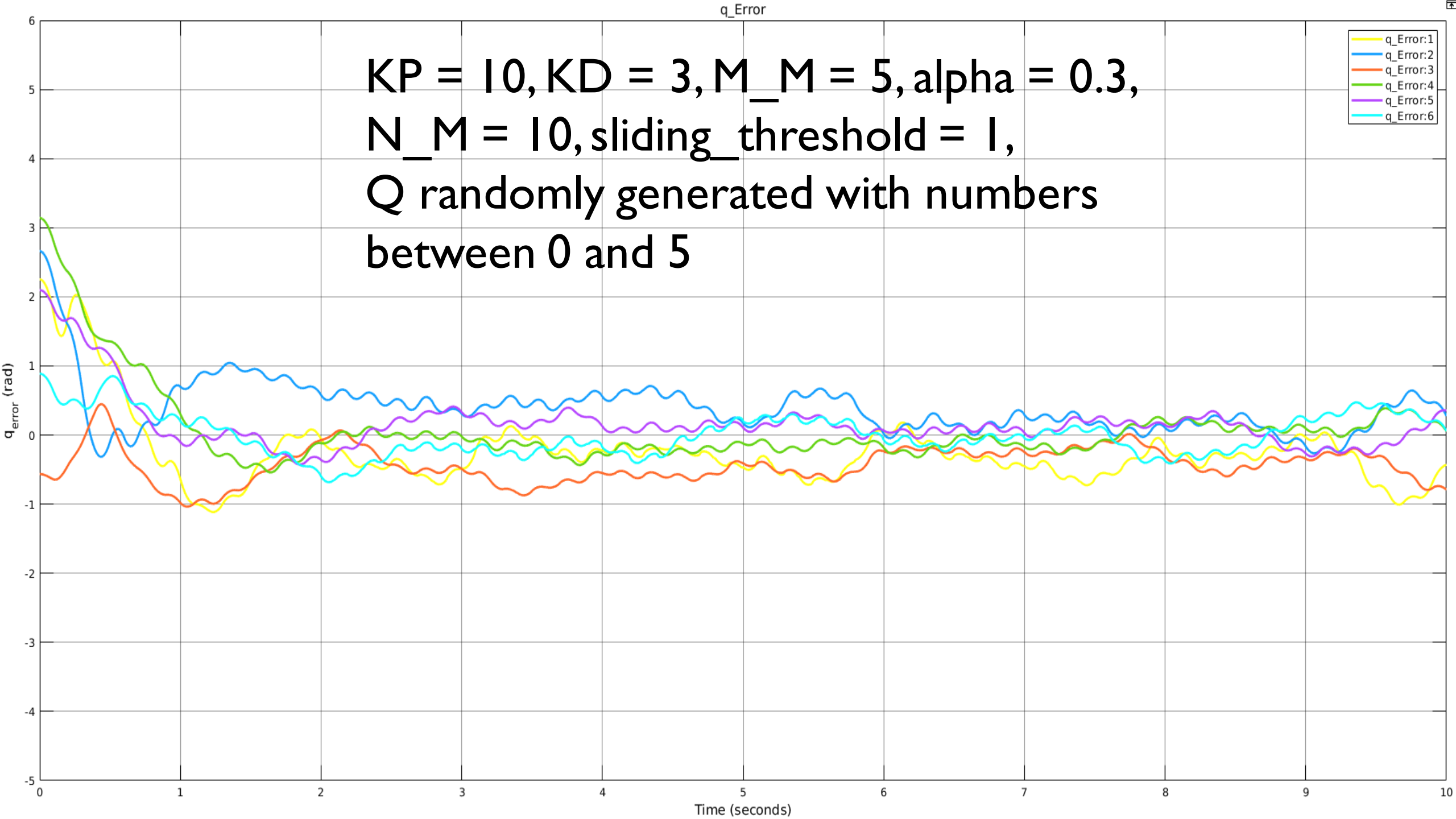
ROBUST SLIDING MODE CONTROL

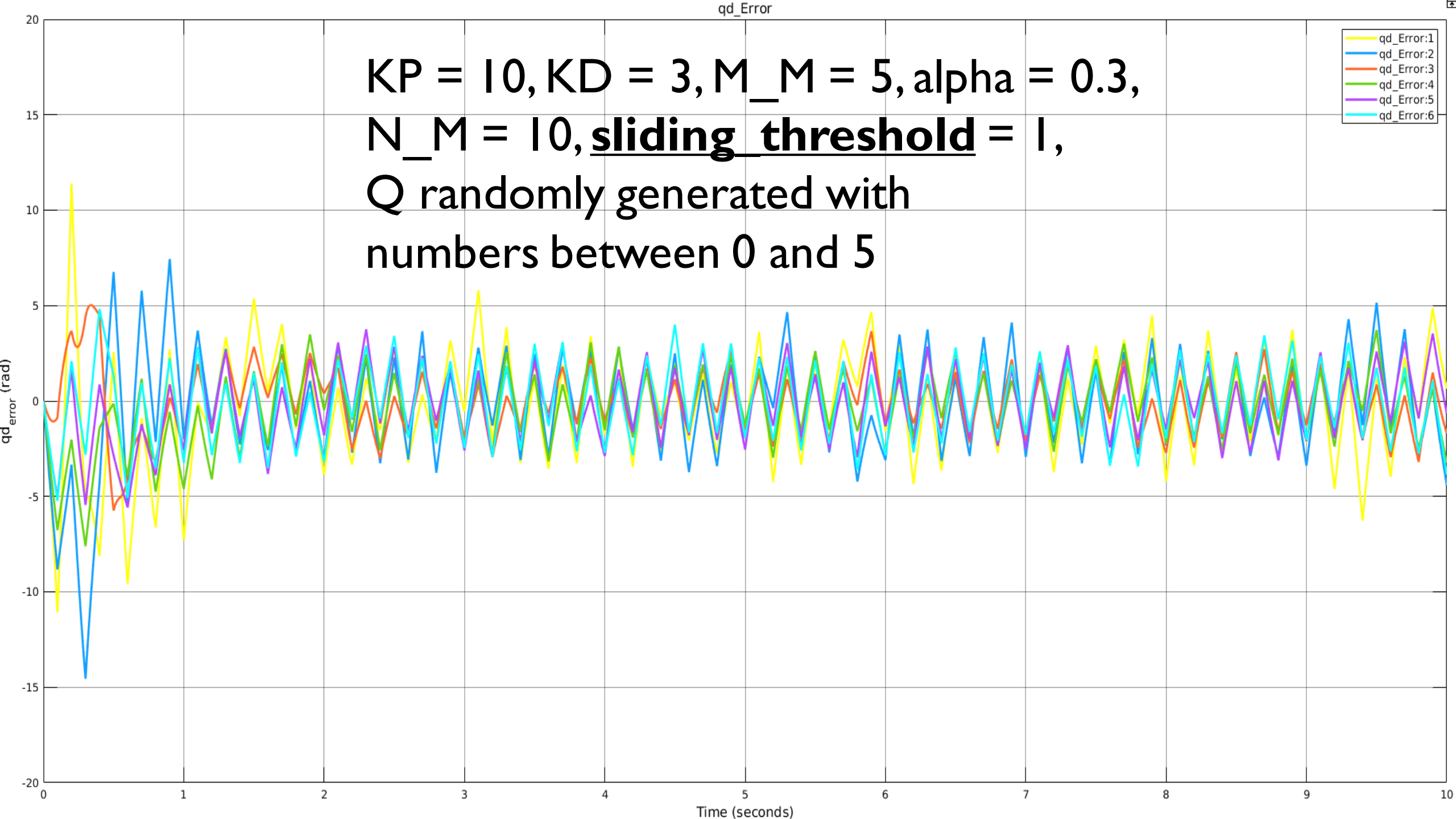


ROBUST SLIDING MODE CONTROL

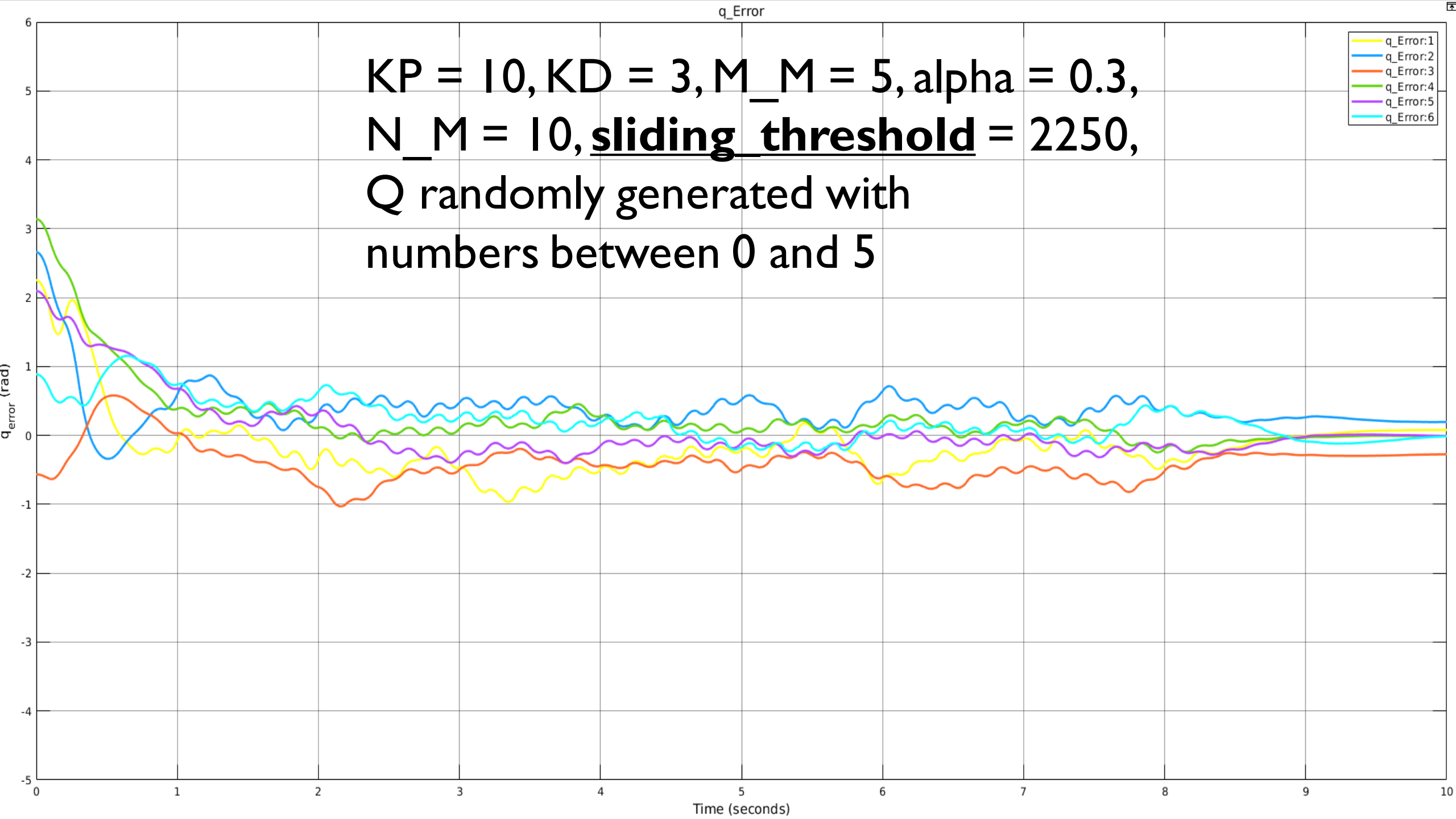
```
function w = calc_unc(z, Kp, Kd, q_tilde, qd_tilde, qdd, alpha, M_M, N_M,...  
    sliding_threshold, Q_M_thresh)  
    K = [eye(6)*Kp eye(6)*Kd];  
    epsilon = [q_tilde; qd_tilde];  
    Q_M = max(abs(qdd)) + Q_M_thresh;  
    rho = (1/(1-alpha))*(alpha*Q_M + alpha*norm(K)*norm(epsilon) + M_M*N_M);  
    z_unit_vector = z/norm(z);  
    if norm(z) >= sliding_threshold  
        w = rho * z_unit_vector;  
    else  
        w = rho * z * (1/sliding_threshold);  
    end  
end
```

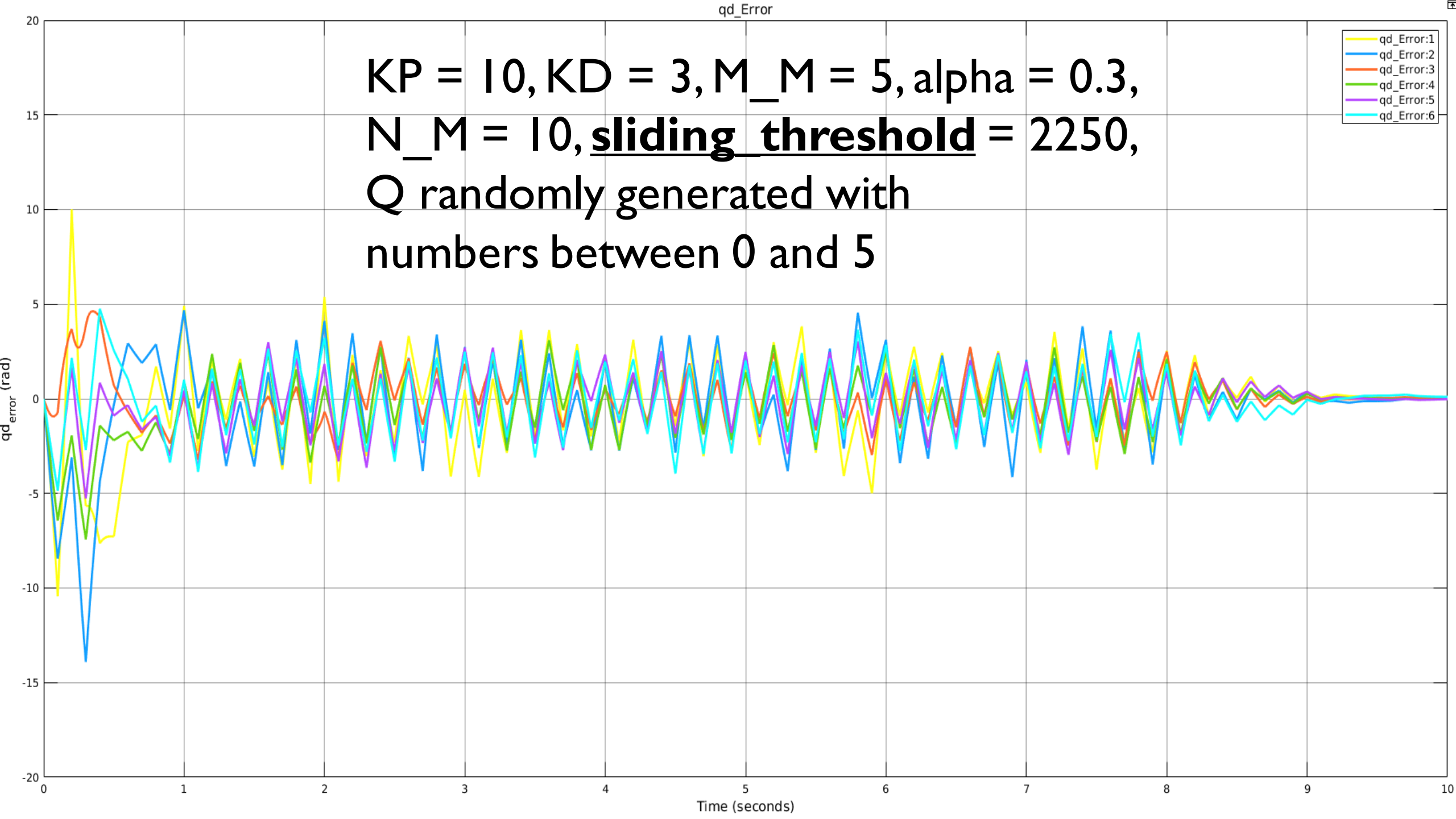
```
function z = calc_z(q_tilde, qd_tilde, Q_upper)  
    D = [eye(6)*0; eye(6)];  
    A = 0 + (0+Q_upper) * rand(12);  
    Q = A*A.';  
    epsilon = [q_tilde; qd_tilde];  
    z = transpose(D) * Q * epsilon;  
end
```

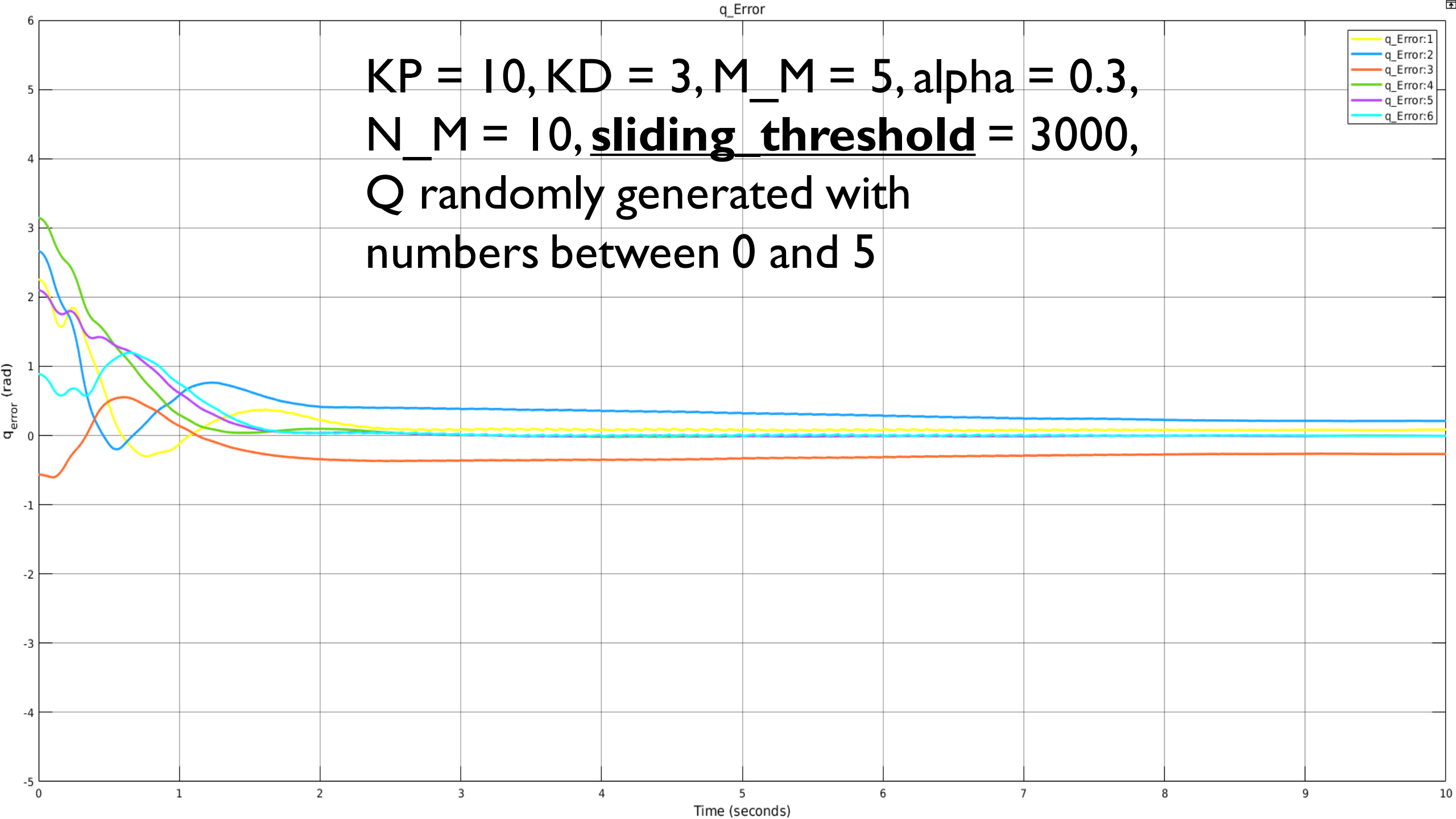


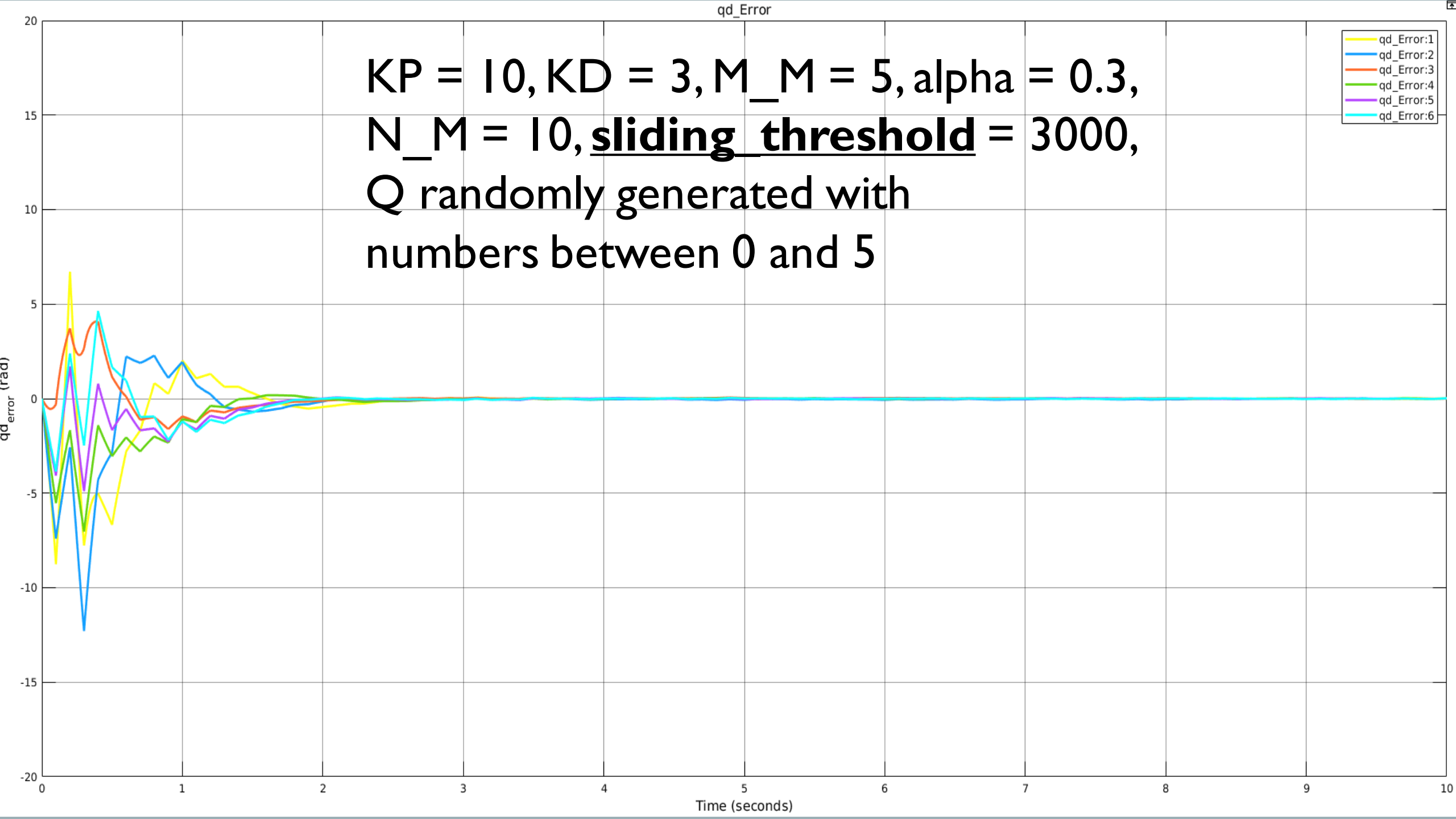


$K_P = 10, K_D = 3, M_M = 5, \alpha = 0.3,$
 $N_M = 10, \text{sliding_threshold} = 2250,$
 Q randomly generated with
numbers between 0 and 5

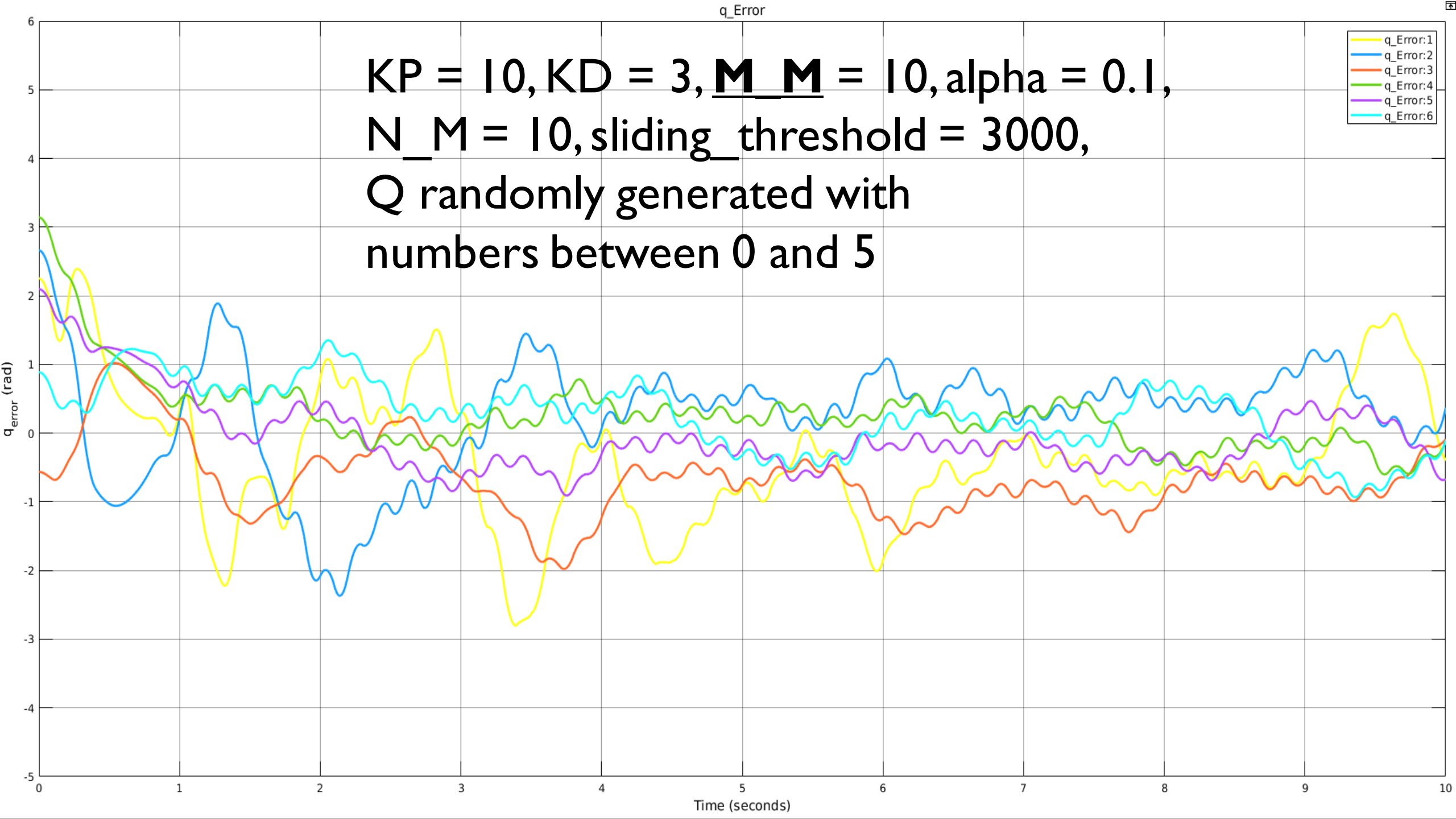


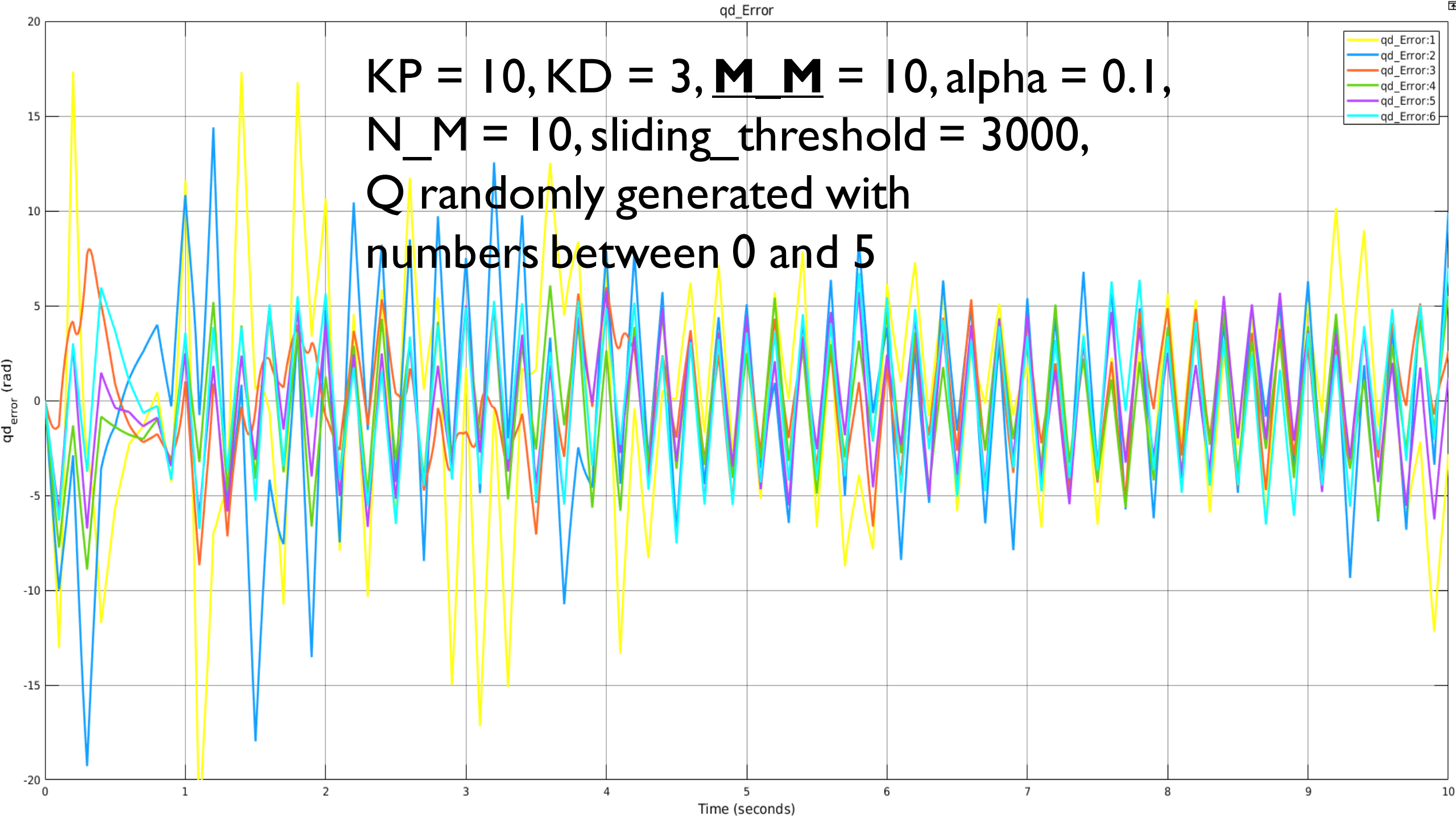




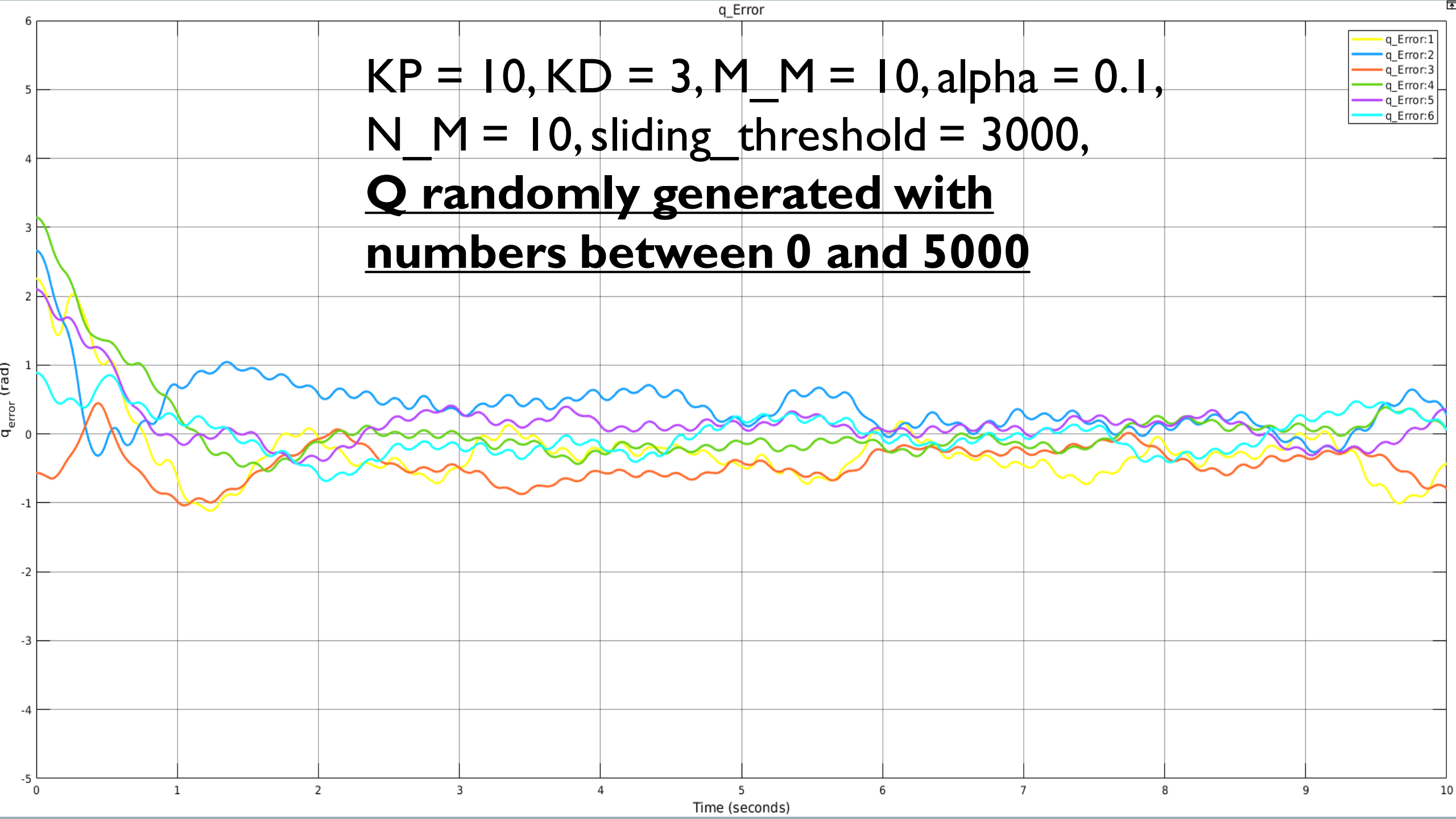


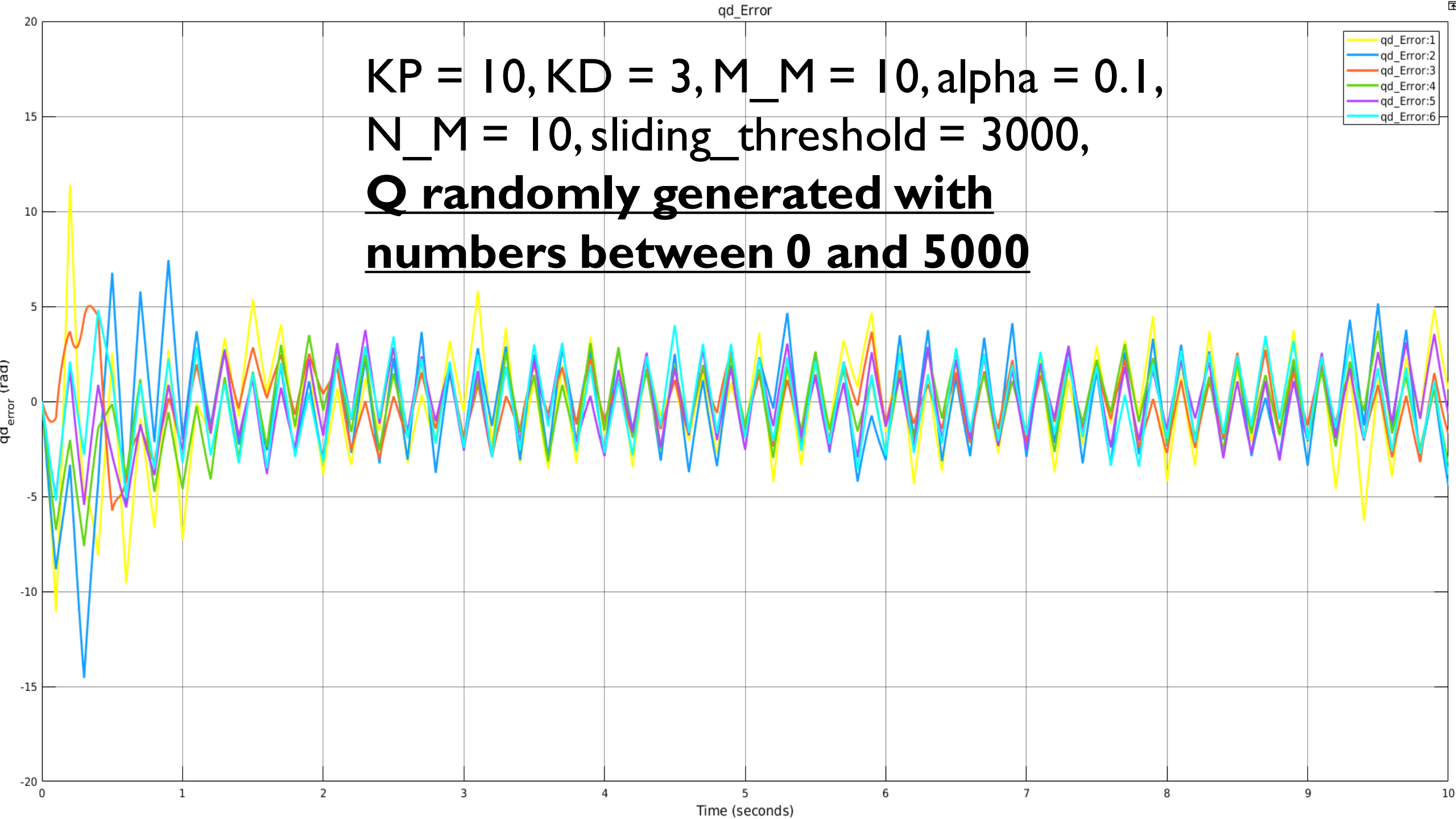
KP = 10, KD = 3, M M = 10, alpha = 0.1,
N_M = 10, sliding_threshold = 3000,
Q randomly generated with
numbers between 0 and 5



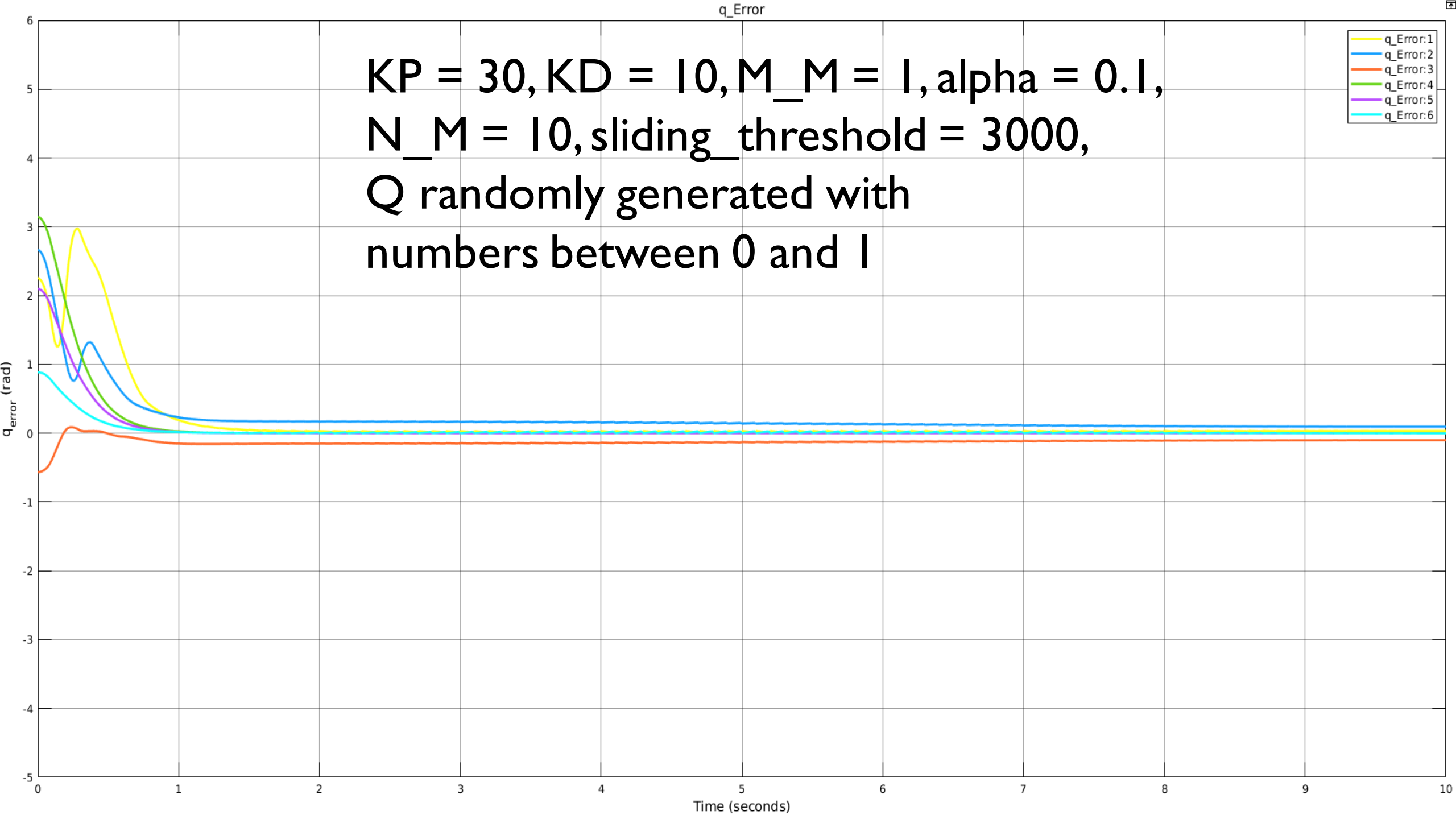


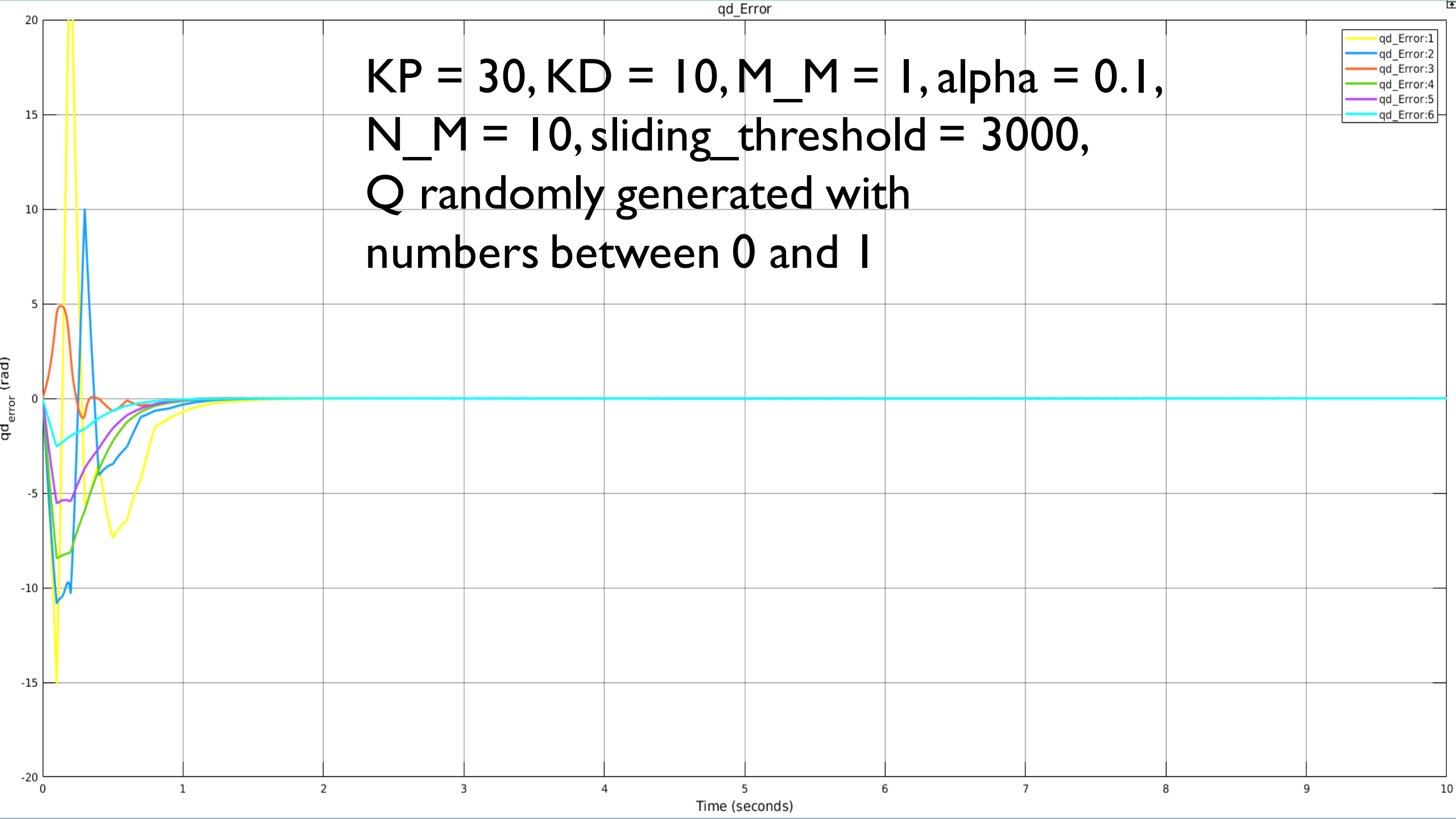
KP = 10, KD = 3, M_M = 10, alpha = 0.1,
N_M = 10, sliding_threshold = 3000,
Q randomly generated with
numbers between 0 and 5000





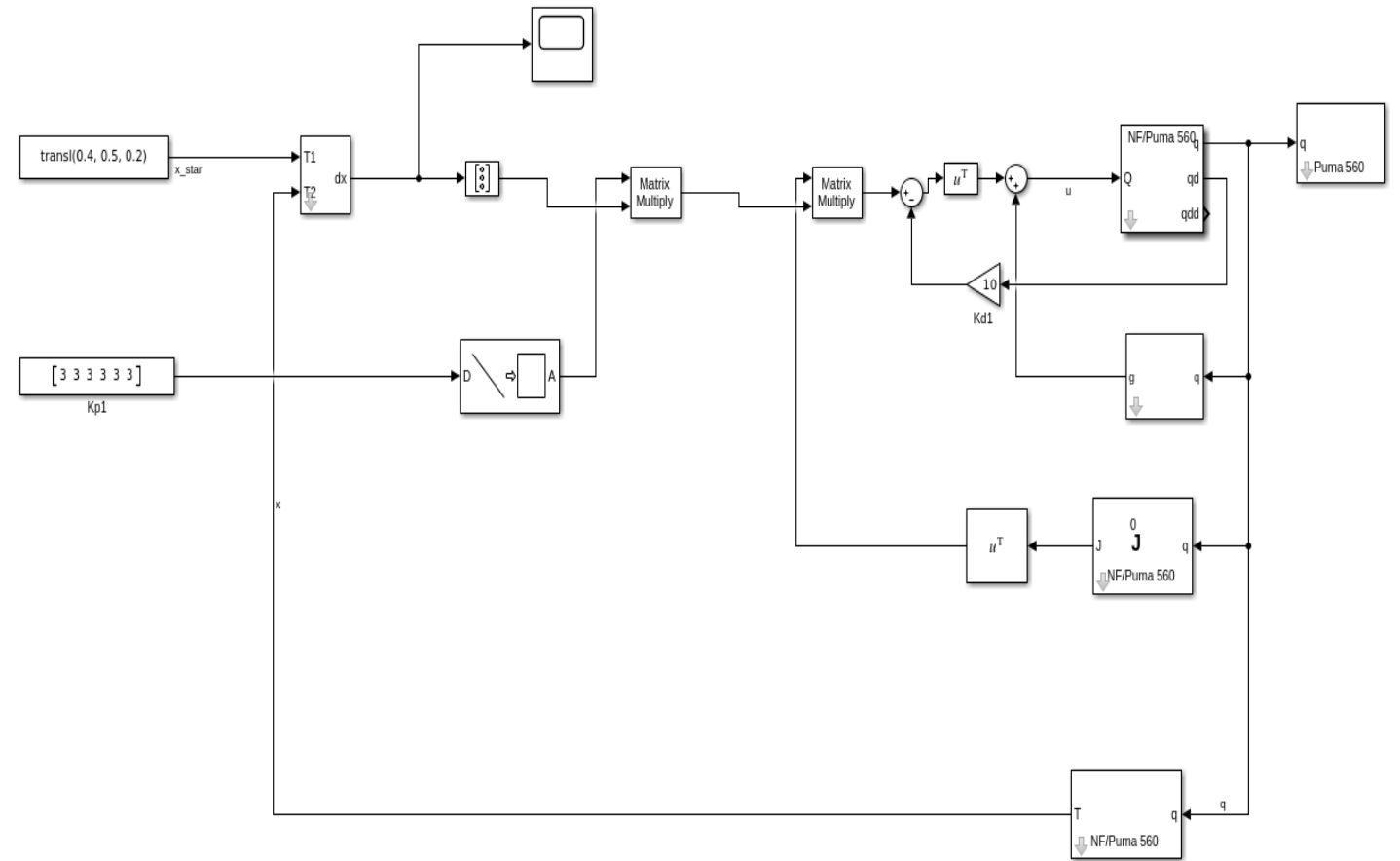
KP = 30, KD = 10, M_M = 1, alpha = 0.1,
N_M = 10, sliding_threshold = 3000,
Q randomly generated with
numbers between 0 and 1





PD CONTROL + GRAVITY COMPENSATION IN WORKSPACE

PD+GRAVITY COMPENSATION IN WORKSPACE



PD CONTROL +
GRAVITY
COMPENSATION
IN WORKSPACE

$$V(x) = \frac{1}{2} \dot{q}^T M(q) \dot{q} + \frac{1}{2} \tilde{x}^T K_p \tilde{x}$$

$$\dot{V}(x) = \frac{1}{2} \dot{q}^T \dot{M} \dot{q} + \dot{q}^T M \ddot{q} + \dot{\tilde{x}}^T K_p \tilde{x}$$

$$\dot{V}(x) = \frac{1}{2} \dot{q}^T \dot{M} \dot{q} + \dot{q}^T (u - C\dot{q} - D\dot{q} - g) - \dot{x}^T K_p \tilde{x}$$

$$\dot{V}(x) = \frac{1}{2} \dot{q}^T \dot{M} \dot{q} - \dot{q}^T C \dot{q} + \dot{q}^T (u - D\dot{q} - g) - \dot{x}^T K_p \tilde{x}$$

$$\dot{V}(x) = \dot{q}^T (u - D\dot{q} - g) - \dot{x}^T K_p \tilde{x}$$

$$\left(\frac{1}{2} \dot{q}^T \dot{M} \dot{q} - \dot{q}^T C \dot{q} = 0 \quad \text{due to Christoffel Symbols} \right)$$

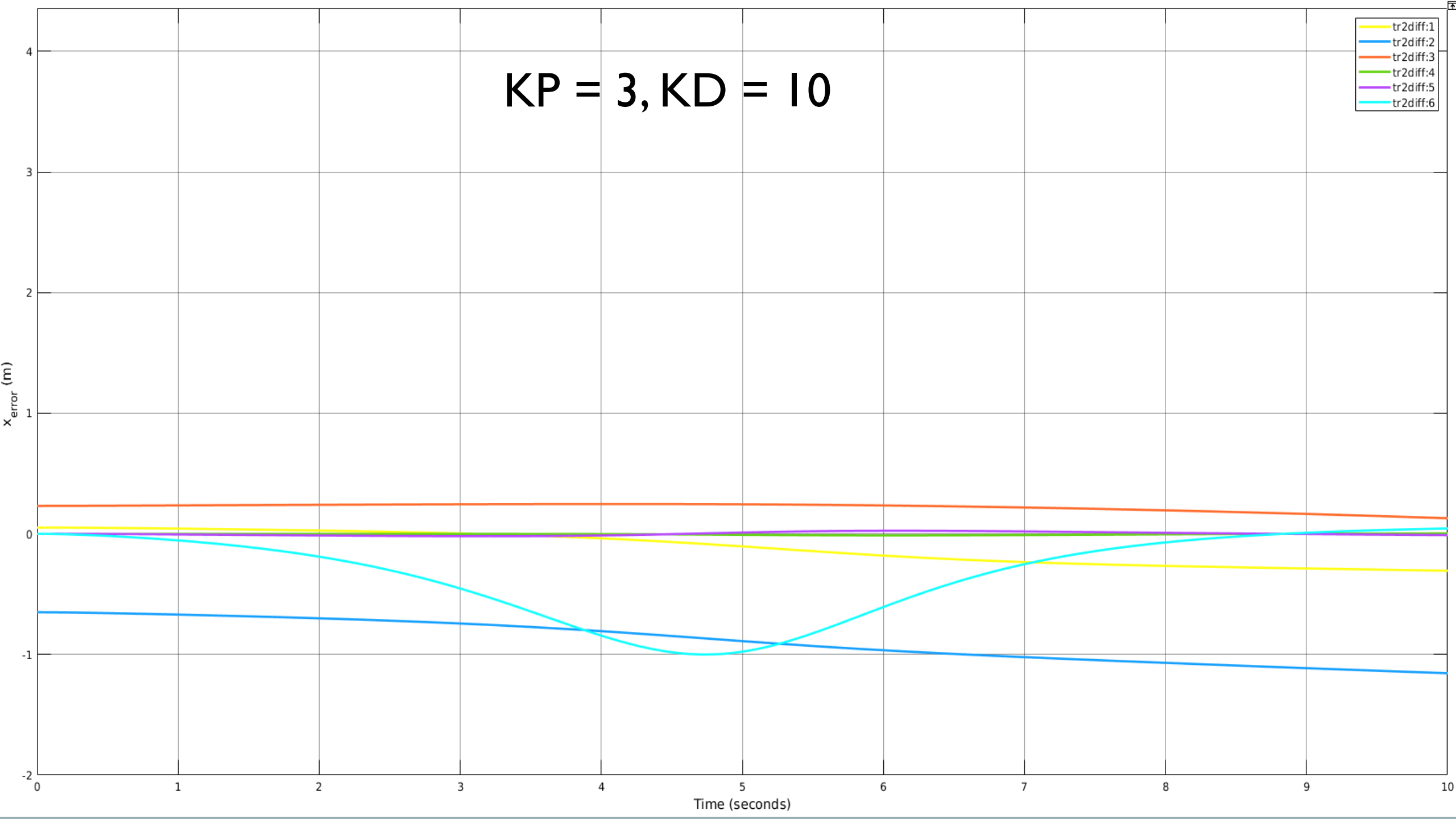
$$\dot{x} = J \dot{q}$$

$$u = J^T (K_p \tilde{x}) - K_d \dot{q} + g$$

$$\dot{V}(x) = -\dot{q}^T D \dot{q} - \dot{q}^T K_d \dot{q} \leq 0$$

$$\forall \dot{q} \text{ not equal to } 0$$

KP = 3, KD = 10



$KP = 10, KD = 3$

