

Assignment 4

Inverse Dynamics

Due Oct 19

In this assignment, you will implement an inverse dynamics controller with redundancy resolution. You will plan the end-effector positions for the robot using from potential field. The final output is the joint torques of the robot.

1 Steps

1.1 Pull the latest packages for Kortex

Once you pull the latest packages, you should be able to run
> `roslaunch kortex_gazebo gen3_dynamics.launch`

1.2 Read the URDF filename with ROS parameter

Use ROS parameter to read the URDF filename, which is stored in `/gen3/urdf_file_name`.

1.3 Potential Field Planner

Plan your trajectory for the robot end-effector positions using potential field. You can ignore the orientations in this assignment.

- Write a ROS service so the user can enter the target position $\dot{\mathbf{x}}^{tar}$
- Desired task-space velocity: choose your own \mathbf{K}_{attr}

$$\dot{\mathbf{x}}^{ref} \in \mathbb{R}^3 = \mathbf{K}_{attr}(\mathbf{x}^{tar} - \mathbf{x}^{fbk})$$

Scale this vector down if the norm exceeds the velocity limit

- Desired task-space position

$$\mathbf{x}^{ref} \in \mathbb{R}^3 = \mathbf{x}^{fbk} + \dot{\mathbf{x}}^{ref} \Delta t$$

- Desired task-space accelerations

$$\ddot{\mathbf{x}}^{ref} \in \mathbb{R}^3 = \frac{\dot{\mathbf{x}}^{ref} - \dot{\mathbf{x}}^{fbk}}{\Delta t}, \text{ or set it to } 0$$

1.4 Task-space Controller

- Step 1: Read the reference task-space motion $\dot{\mathbf{x}}^{ref}, \ddot{\mathbf{x}}^{ref}$ from potential field
- Step 2: Compute the feedback task-space positions and velocities
 - Get the joint feedback by subscribing to the topic `/gen3/joint_states` (same as A3)
 - Compute the task-space position \mathbf{x}^{fbk} (same as A3)
 - Compute the task-space velocity $\dot{\mathbf{x}}^{fbk} = \mathbf{J}\dot{\mathbf{q}}^{fbk}$
- Step 3: Compute $\mathbf{J}, \dot{\mathbf{J}}, \mathbf{M}, \mathbf{h}$ from Pinocchio. You can find examples in `test/test-pinocchio.cpp` in `robot_model` package. We will control the translation only and leave the orientation. The dimensionality of those quantities should be

$$\mathbf{J}^{tra} \in \mathbb{R}^{3 \times 7}, \dot{\mathbf{J}}^{tra} \in \mathbb{R}^{3 \times 7}, \mathbf{M} \in \mathbb{R}^{7 \times 7}, \mathbf{h} \in \mathbb{R}^{7 \times 1}$$

- Step 4: Implement the task-space inverse dynamics controller

$$\begin{aligned}
\ddot{\mathbf{x}}^{cmd} &= \ddot{\mathbf{x}}^{ref} + \mathbf{D}_{task}(\dot{\mathbf{x}}^{ref} - \dot{\mathbf{x}}^{fbk}) + \mathbf{K}_{task}(\mathbf{x}^{ref} - \mathbf{x}^{fbk}) && \in \mathbb{R}^{3 \times 1} \\
\mathbf{\Lambda} &= (\mathbf{J}^\top)^\dagger \mathbf{M} \mathbf{J}^\dagger && \in \mathbb{R}^{3 \times 3} \\
\boldsymbol{\eta} &= (\mathbf{J}^\top)^\dagger \mathbf{h} - \mathbf{\Lambda} \dot{\mathbf{q}} && \in \mathbb{R}^{3 \times 1} \\
\mathcal{F}^{cmd} &= \mathbf{\Lambda} \ddot{\mathbf{x}}^{cmd} + \boldsymbol{\eta} && \in \mathbb{R}^{3 \times 1} \\
\boldsymbol{\tau}_{task} &= \mathbf{J}^\top \mathcal{F}^{cmd} && \in \mathbb{R}^{7 \times 1}
\end{aligned}$$

- Step 5: Tune the stiffness \mathbf{K}_{task} and damping \mathbf{D}_{task}
 - start with small \mathbf{K}_{task} slowly increase it
 - visually check the effects on the robot

1.5 Null-space Controller

- Step 1: Get the feedback joint-space positions and velocities $\mathbf{q}^{fbk}, \dot{\mathbf{q}}^{fbk}$
- Step 2: Choose a null-space target for the first 7 joints. Here is one that works, but may not be the best one.

$$\mathbf{q}^{tar} = [0.0, 0.0, 0.0, -1.57, 0.0, 0.75, 1.57]$$

- Step 3: Get the reference joint-space motion $\mathbf{q}^{ref}, \dot{\mathbf{q}}^{ref}, \ddot{\mathbf{q}}^{ref}$, which can be another potential field planner

$$\begin{aligned}
\dot{\mathbf{q}}^{ref} &\in \mathbb{R}^7 = \mathbf{K}_{attr}(\mathbf{q}^{tar} - \mathbf{q}^{fbk}) \\
\mathbf{q}^{ref} &\in \mathbb{R}^7 = \mathbf{q}^{fbk} + \dot{\mathbf{q}}^{ref} \Delta t \\
\ddot{\mathbf{q}}^{ref} &\in \mathbb{R}^7 = \frac{\dot{\mathbf{q}}^{ref} - \dot{\mathbf{q}}^{fbk}}{\Delta t} \text{ or set it to } 0
\end{aligned}$$

- Step 4: Get \mathbf{M}, \mathbf{h} from Pinocchio
- Step 5: Implement Joint-space Inverse Dynamics Controller

$$\begin{aligned}
\ddot{\mathbf{q}}^{cmd} &= \ddot{\mathbf{q}}^{ref} + \mathbf{D}_{joint}(\dot{\mathbf{q}}^{ref} - \dot{\mathbf{q}}^{fbk}) + \mathbf{K}_{joint}(\mathbf{q}^{ref} - \mathbf{q}^{fbk}) \\
\boldsymbol{\tau}_{joint} &= \mathbf{M} \ddot{\mathbf{q}}^{cmd} + \mathbf{h}
\end{aligned}$$

- Step 6: Tune the stiffness \mathbf{K}_{joint} and damping \mathbf{D}_{joint}

1.6 Putting together

- Putting together

$$\begin{aligned}
\mathbf{P} &= \mathbf{I} - \mathbf{J}^\top (\mathbf{J} \mathbf{M}^{-1} \mathbf{J}^\top)^{-1} \mathbf{J} \mathbf{M}^{-1} \\
\boldsymbol{\tau}_{null} &= \mathbf{P} \boldsymbol{\tau}_{joint} \\
\boldsymbol{\tau}_{total} &= \boldsymbol{\tau}_{task} + \boldsymbol{\tau}_{null}
\end{aligned}$$

- Publish the first 7 joints to `/gen3/joint_group_effort_controller/command`

2 Useful Tips

For implementations

- On the ROS side, start by designing your packages, publishers, subscribers, before implementations
- Use classes whenever possible

- Compile often
- Avoid hard-coding anything and use ROS parameters instead

For A4

- Start by modifying your working code, (e.g., test potential field with your inverse kinematic controller)
- Joint space controller is easier to start
- Use ROS services or ROS parameters for tuning \mathbf{K} and \mathbf{D}

3 Evaluation

3.1 How to submit

Push your change to `robotic-coursework-f2022`. Do not create a new repository.

3.2 Test

We will test your implementations as follow:

1. Open a terminal and run
`> roslaunch kortex_gazebo gen3_dynamics.launch`
2. Open another terminal and run
`> roslaunch inverse_dynamics_controller a4.launch`
3. Open another terminal and run
`> rosservice call /planner/move_to 0.5 0.0 0.3`

The end-effector should move to position (0.5 0.0 0.3). We will try a few different combinations of inputs.

3.3 Marking Scheme (10 points total)

- (2 points) Use ROS parameters to read the URDF file name
- (2 points) Use potential field to plan the end-effector trajectory
- (2 points) Use task-space inverse dynamics controller and the hand reaches the target
- (2 points) Use joint-space inverse dynamics controller for redundancy resolution
- (2 points) End-effector reaches the target