

Discussion 4: Inverse Kinematics

Recall our problem set up. We are given a desired end effector configuration $\underline{g_d \in SE(3)}$, and we need to find $(\theta_1, \dots, \theta_n)$ such that

$$\begin{aligned} & \text{output} \quad \text{known} \quad \text{known} \quad \text{input} \\ & e^{\hat{\xi}_1 \theta_1} \cdots e^{\hat{\xi}_n \theta_n} g_{st}(0) = g_d \quad \text{--- (1)} \\ & \text{solve for } g_{st}(\theta) \\ & e^{\hat{\xi}_1 \theta_1} \cdots e^{\hat{\xi}_n \theta_n} = g_d g_{st}^{-1}(0) := g \quad \leftarrow \text{known} \end{aligned}$$

Paden-Kahan Subproblems

Can be used to simplify inverse kinematics for revolute joints when $n \leq 6$.

Need to specify:

Subproblem 1: $e^{\hat{\xi}\theta} p = q$

rotate one point onto another

(p, q)

Subproblem 2: $e^{\hat{\xi}_1 \theta_1} e^{\hat{\xi}_2 \theta_2} p = q$

rotate about two intersecting axes

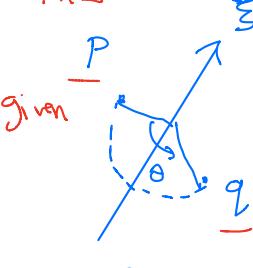
(p, q)

Subproblem 3: $\|e^{\hat{\xi}\theta} p - q\| = \delta$

move one point to a specified distance from another

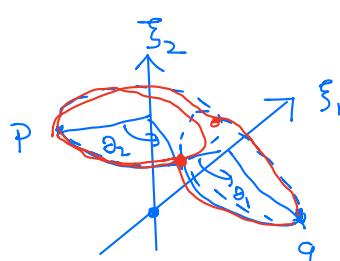
(p, q, δ)

Pk1



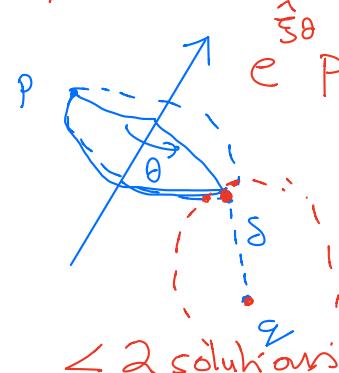
≤ 1 solution

Pk2



≤ 2 solutions

Pk3



≤ 2 solutions

$$e^{\hat{\xi}_1 \theta_1} e^{\hat{\xi}_2 \theta_2} e^{\hat{\xi}_3 \theta_3} \cdots e^{\hat{\xi}_6 \theta_6} = g$$

Trick 1: to eliminate variables from the Right hand side of PoE

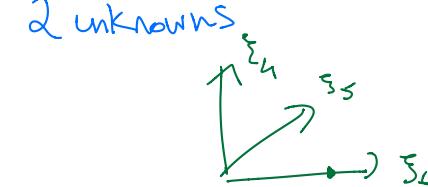
eg: $e^{\hat{\xi}_1 \theta_1} e^{\hat{\xi}_2 \theta_2} e^{\hat{\xi}_3 \theta_3} e^{\hat{\xi}_4 \theta_4} p = gP$

$$e^{\hat{\xi}_3 \theta_3} p = p$$

\rightarrow pick a point p on axis of joint 3: $e^{\hat{\xi}_3 \theta_3} p = p$

$$e^{\hat{\xi}_1 \theta_1} e^{\hat{\xi}_2 \theta_2} p = gP$$

pk2 with $q = gP$.



only 2 unknowns

Trick 2: Eliminate variables from left hand side:

e.g. $e^{\hat{s}_2 \theta_2} e^{\hat{s}_3 \theta_3} = g$

pick a point q on axis of joint 2.

also pick p not on the axis of joint 3

$$e^{\hat{s}_2 \theta_2} e^{\hat{s}_3 \theta_3} p - q = gp - q \leftarrow \|gp\| = \|p\|$$

$\boxed{e^{\hat{s}_2 \theta_2} \left(e^{\hat{s}_3 \theta_3} p - q \right) \| = \|gp - q\|}$

$\boxed{\|e^{\hat{s}_3 \theta_3} p - q\| = \|gp - q\|}$

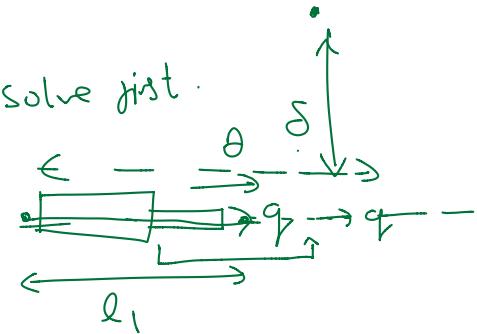
$\delta = \|gp - q\|$

Deal with prismatic joints?

$\delta \leftarrow$ prismatic joint

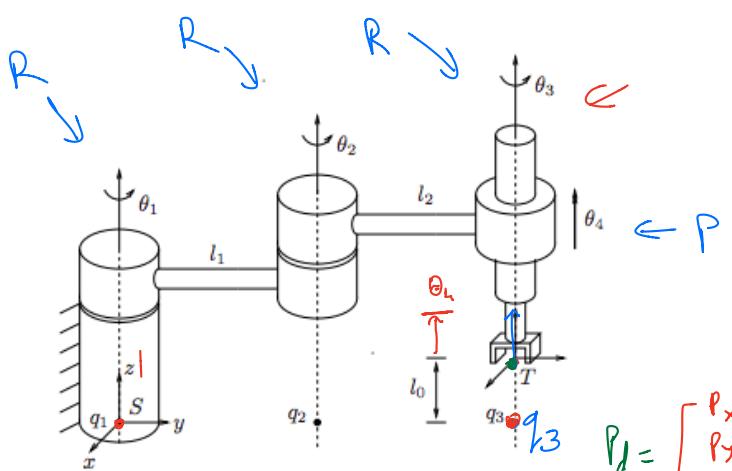
try to solve first.

$$\|e^{\hat{s}\theta} p - q\| = \delta$$



unique solution by physics.

$$\begin{aligned}l_1 + \theta &= \delta \\ \Rightarrow \theta &= \delta - l_1\end{aligned}$$



$$u^T v = \|v\| \|u\| \cos \theta$$

$$\|u \times v\| = \|v\| \|u\| \sin \theta$$

$$\frac{\sin \theta}{\cos \theta} = \frac{\|u \times v\|}{u^T v}$$

$$e^{\hat{s}_1 \theta_1} e^{\hat{s}_2 \theta_2} e^{\hat{s}_3 \theta_3} e^{\hat{s}_4 \theta_4} = \underbrace{g_d g_{S1}^{-1}(o)}_{:= g} := g$$

① start with θ_4 : $P_z = l_0 + \theta_4 \Rightarrow \theta_4 = P_z - l_0$ ✓

θ_4 uniquely determines Z component

How many θ_4 ?

$$g_4 = e^{\hat{s}_4 \theta_4} \leftarrow \text{known}$$

$\times 1$ sol.

$$\underbrace{e^{\hat{s}_1 \theta_1} e^{\hat{s}_2 \theta_2} e^{\hat{s}_3 \theta_3}}_{= g g_4^{-1} := g'} = g' g_4^{-1} := g'$$

② pick q_3

$$e^{\hat{s}_1 \theta_1} e^{\hat{s}_2 \theta_2} q_3 = g' q_3$$

Trick 2: pick q_1

$$e^{\hat{s}_1 \theta_1} e^{\hat{s}_2 \theta_2} q_3 - q_1 = g' q_3 - q_1$$

$$\rightarrow e^{\hat{s}_1 \theta_1} \left(e^{\hat{s}_2 \theta_2} q_3 - q_1 \right) = g' q_3 - q_1$$

$$\rightarrow \|e^{\hat{s}_2 \theta_2} q_3 - q_1\| = \|g' q_3 - q_1\|$$

PK3 with $\delta = \|gq_3 - q\|$

$$p = q_3$$

$$q = q_1$$

found θ_2 using PK3 ✓ $\times 2$ sol.

We know $g_2 = e^{\hat{\xi}_2 \theta_2}$

$$e^{\hat{\xi}_1 \theta_1} g_2 e^{\hat{\xi}_3 \theta_3} = g'$$

③ pick q_3 again

$$e^{\hat{\xi}_1 \theta_1} (g_2 q_3) = (g' q_3)$$

PK1 $p = g_2 q_3$

$$q = g' q_3$$

$\times 1$ sol

use PK1 to find θ_1

Now, $g_1 = e^{\hat{\xi}_1 \theta_1}$ is known.

$$g_1 g_2 e^{\hat{\xi}_3 \theta_3} = g'$$

$$e^{\hat{\xi}_3 \theta_3} = g_2^{-1} g_1^{-1} g' := g''$$

$$e^{\hat{\xi}_3 \theta_3} = g''$$

④ Let P be any point not on joint 3.

$$e^{\hat{\xi}_3 \theta_3} \underbrace{P}_{\text{Ls}} = \underbrace{g'' P}_{\text{R}} \quad \times 1 \text{ sol.}$$

PK 1. use to solve θ_3

DONE: $\theta_1 \theta_2 \theta_3 \theta_4$

$$1 \times 2 \times 1 \times 1 = 2 \text{ solutions}$$

at most: