

Module 5.

Path Planning & Trajectory Planning

- * How the end effector would pick/drop at a given point based on the given location.
- * The path through which the end effector is moving or positioning itself is important.

Path Planning \Rightarrow points in space where the end effector passes through

Trajectory Planning \Rightarrow The velocity or acceleration at which the robotic arm or end effector moves

assume, joint variable as

$Q_1(t_1) \xrightarrow{\text{with}} v_1$ velocity

$Q_2(t_2) \rightarrow v_2$ velocity.

Tasks \rightarrow Task planning. (going from one position to another).

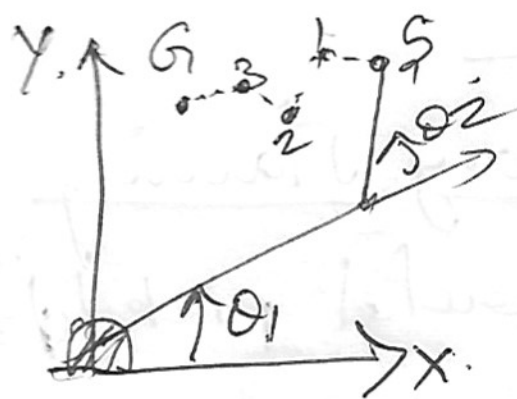
Final op.

Path planning.

Low level

Cont.

Trajectory planning.



S \rightarrow starting point.
G \rightarrow end point.

| Point | Task space | Joint space |
|----------|--------------|----------------------------|
| S | (x_s, y_s) | (θ_1^s, θ_2^s) |
| 1 | (x_1, y_1) | (θ_1^1, θ_2^1) |
| 2 | (x_2, y_2) | (θ_1^2, θ_2^2) |
| \vdots | | |
| G | (x_g, y_g) | (θ_1^g, θ_2^g) |

Path is S to G

* Path planning is
S \rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow

* Trajectory plan
is ~~looking~~ Ho
the path look
(Zig Zag, Lin...

* 2 ways of calculation

\rightarrow in Task pla
(Cartesian)

\searrow in Revolute
(Joint)

* Calc. under task space
(Cartesian)
is always difficult. because it involv
inverse kinematics.

* It is a computation challenge in r
time.

* So, Joint space is preferred for pa
planning.