

Arm notes

Wednesday, December 29, 2021 7:48 PM

ARM

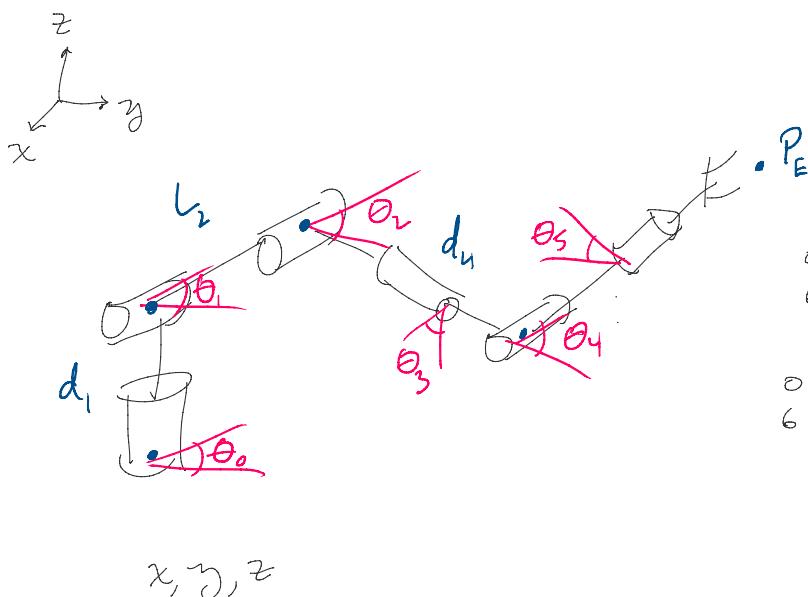
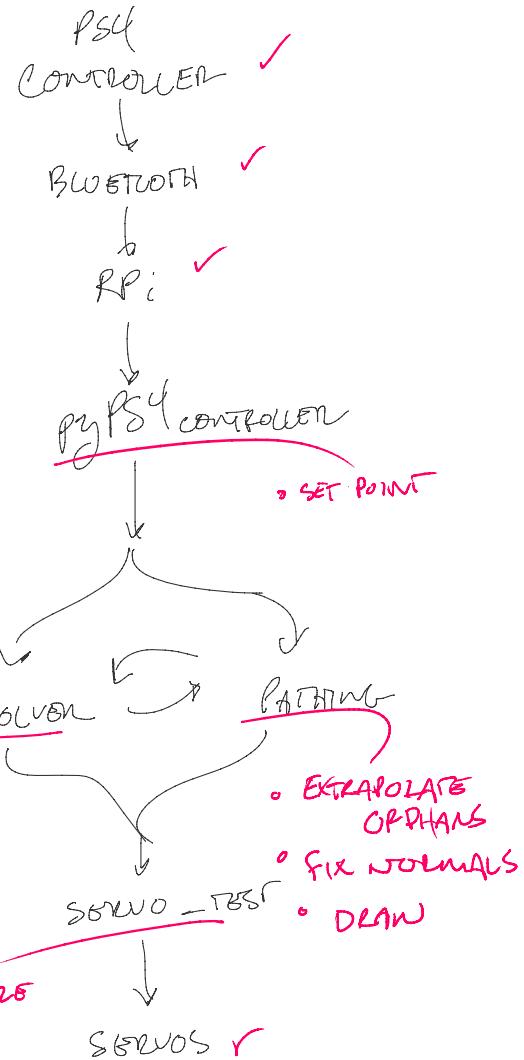
SERVOS → SERVO-TEST

CONTROLLER → pyPS4CONTROLLER

RPI → BLUETOOTH ↗

Inverses Kinematics → ikSolver

PATHING → PATHING



$${}^0 T = \begin{bmatrix} R & P_E \\ 0 & 1 \end{bmatrix}$$

$${}^0 T = {}^1 T \cdot {}^2 T \cdot {}^3 T \cdot {}^4 T \cdot {}^5 T \cdot {}^6 T$$

ACTUALLY T SHOULD BE ${}^6 T$

x, y, z

$$P_0 = 0, 0, 0$$

$${}^0 H^2 = {}^0 H^1 \cdot {}^1 H^2$$

$$P_1 = d_1, 0$$

$$= [R_1' \ P_1^1] [R_1^2 \ P_1^2]$$

$$P_1 = 0, d_1, 0$$

$$P_2 = \sim$$

$$P_3 = x_3, y_3, z_3$$

$$P_4 = \sim$$

$$= \begin{bmatrix} R_0^1 & P_0^1 \\ 000 & 1 \end{bmatrix} \begin{bmatrix} R_1^2 & P_1^2 \\ 000 & 1 \end{bmatrix}$$

$$\begin{array}{ccccccccc} a & b & c & x & a & b & c \\ d & e & f & y & d & e & f \\ g & h & i & z & g & h & i \\ 0 & 0 & 0 & 1 & 0 & 0 & 1 \end{array}$$

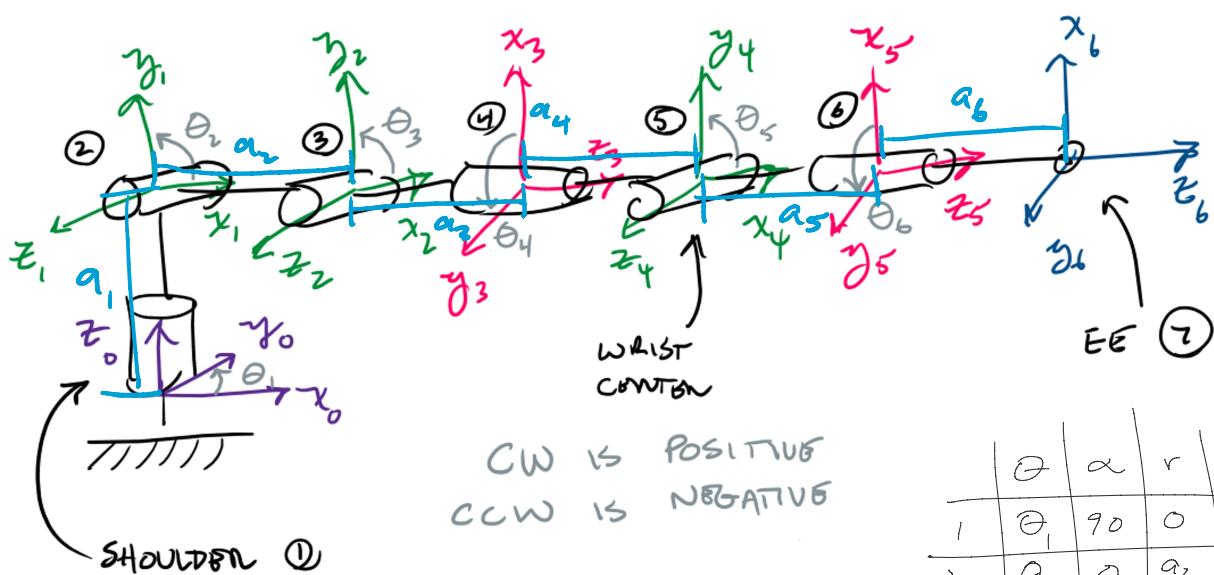
$$P_{EE} = \text{GIVEN}$$

$$P_0^2 = \begin{bmatrix} x_0 + a_0 x_1 + b_0 y_1 + c_0 z_1 \\ y_0 + d_0 x_1 + e_0 y_1 + f_0 z_1 \\ z_0 + g_0 x_1 + h_0 y_1 + i_0 z_1 \end{bmatrix}$$

$$R_{i-1}^0 \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \times (d_n^0 - d_{i-1}^0)$$

$$n = \underset{\text{FRAMES}}{\text{MAX}}$$

$$R_i^0 \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \times (d_i^0 - d_{i-1}^0)$$



$$H_n^{n-1} = \begin{bmatrix} R_n^{n-1} & r_n \cos \theta_n \\ r_n \sin \theta_n & d_n \end{bmatrix}$$

	θ	α	r	d
1	θ_1	90	0	a_1
2	θ_2	0	a_2	0
3	θ_3	90	a_3	0
4	θ_4	90	0	a_4
5	θ_5	90	a_5	0
6	θ_6	0	0	a_6

$$\mathcal{H}_n^{n-1} = \begin{bmatrix} K_n^{n-1} & \begin{matrix} r_n \\ s_n \\ d_n \end{matrix} \\ \begin{matrix} 0 & 0 & 0 \end{matrix} & 1 \end{bmatrix}$$

$$\begin{array}{c|cc|cc|c} 5 & \theta_5 & 90 & a_5 & 0 \\ \hline 6 & \theta_6 & 0 & 0 & a_6 \end{array}$$

$$\mathcal{H}_1^0 = \begin{bmatrix} & & 0 \\ & \ddots & 0 \\ & & a_1 \\ & & 1 \end{bmatrix}$$

$$\mathcal{H}_4^3 = \begin{bmatrix} & & 0 \\ & \ddots & 0 \\ & & a_4 \\ & & 1 \end{bmatrix}$$

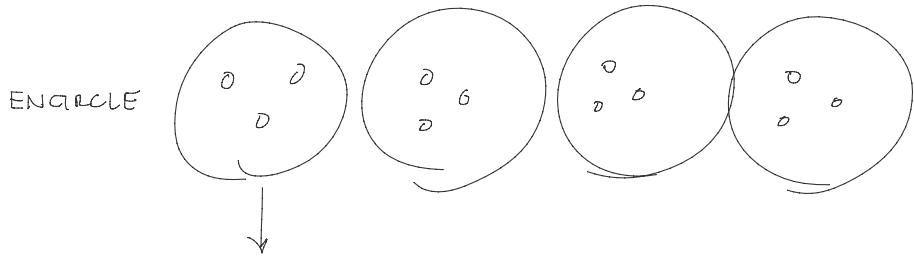
$$\mathcal{H}_2^1 = \begin{bmatrix} & & a_2 c \theta_2 \\ & \ddots & a_2 s \theta_2 \\ & & 0 \\ & & 1 \end{bmatrix}$$

$$\mathcal{H}_5^4 = \begin{bmatrix} & & a_5 c \theta_5 \\ & \ddots & a_5 s \theta_5 \\ & & 0 \\ & & 1 \end{bmatrix}$$

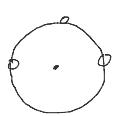
$$\mathcal{H}_3^2 = \begin{bmatrix} & & a_3 c \theta_3 \\ & \ddots & a_3 s \theta_3 \\ & & 0 \\ & & 1 \end{bmatrix}$$

$$\mathcal{H}_6^5 = \begin{bmatrix} & & 0 \\ & \ddots & 0 \\ & & a_6 \\ & & 1 \end{bmatrix}$$

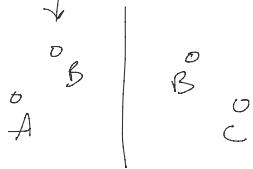
$$J = \left[\begin{array}{cc} R_0^0 \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \times (d_2^0 - d_0^0) & R_1^0 \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \times (d_2^0 - d_1^0) \\ \\ R_0^0 \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} & R_1^0 \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \end{array} \right]$$



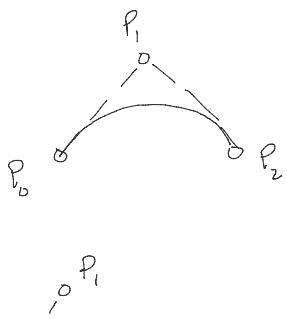
FIND CENTER



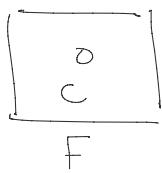
INTERPOLATE



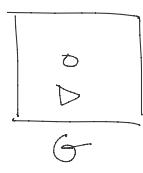
QUADRATIC



EXTRA-POLATE

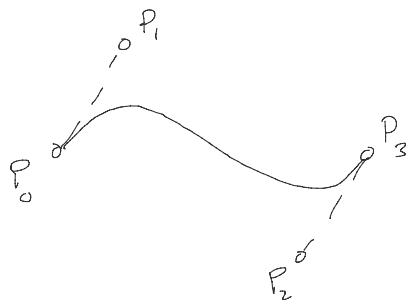


F

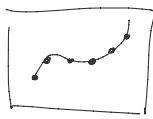
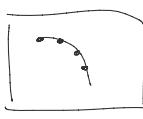
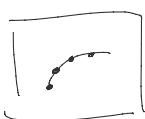


G

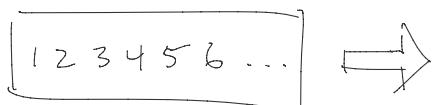
CUBIC



SAMPLE



PATH



A

$$\det(\mathcal{J}(\vec{\theta})) = \begin{vmatrix} p_i^0 \begin{bmatrix} 0 \\ 1 \end{bmatrix} \times (d_n^0 - d_i^0) & \dots \\ p_i^1 \begin{bmatrix} 0 \\ 1 \end{bmatrix} & \dots \\ \vdots & \vdots \end{vmatrix}, \quad i \in [0, n], \quad n=5$$

ANGOLA
SODENMANN

$$\mathcal{J}(\vec{\theta}) \in \mathbb{R}^{n \times n}$$

$$\vec{\theta} \in \mathbb{R}^n$$

B

$$\det(\mathcal{J}(\vec{\theta})) = \begin{vmatrix} \frac{\partial}{\partial \theta_0} p_0^0 & \dots & \frac{\partial}{\partial \theta_n} p_n^0 \end{vmatrix}$$

PSEUDO INVERSE A^+ , $A \in \mathbb{R}^{m \times n}$

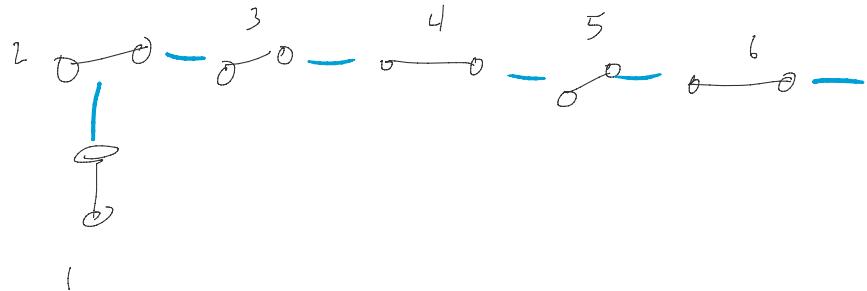
$$A^+ = (A^\top A)^{-1} A^\top$$

$A = U S V^\top$ SINGULAR VALUE DECOMPOSITION

U & $V \in \mathbb{R}^{n \times n}$, ORTHOGONAL

$S \in \mathbb{R}^{m \times n}$, DIAGONAL w/ REAL, NONNEG. SINGULAR VALUES

$$\rightarrow A^+ = V(S^T S)^{-1} S^T U^T$$



$$J = \begin{bmatrix} R_0^{\circ} \begin{bmatrix} 0 \\ 1 \end{bmatrix} \times (\vec{p}_n - \vec{p}_0) & \dots & R_{n-1}^{\circ} \begin{bmatrix} 0 \\ 1 \end{bmatrix} \times (\vec{p}_n - \vec{p}_{n-1}) \\ R_0^{\circ} \begin{bmatrix} 0 \\ 1 \end{bmatrix} & \dots & R_{n-1}^{\circ} \begin{bmatrix} 0 \\ 1 \end{bmatrix} \end{bmatrix} = \begin{bmatrix} J_V \\ J_W \end{bmatrix}$$