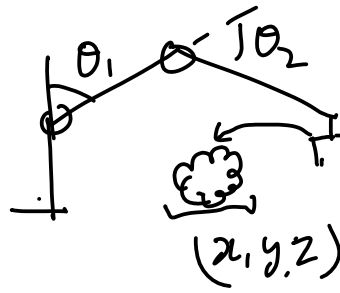


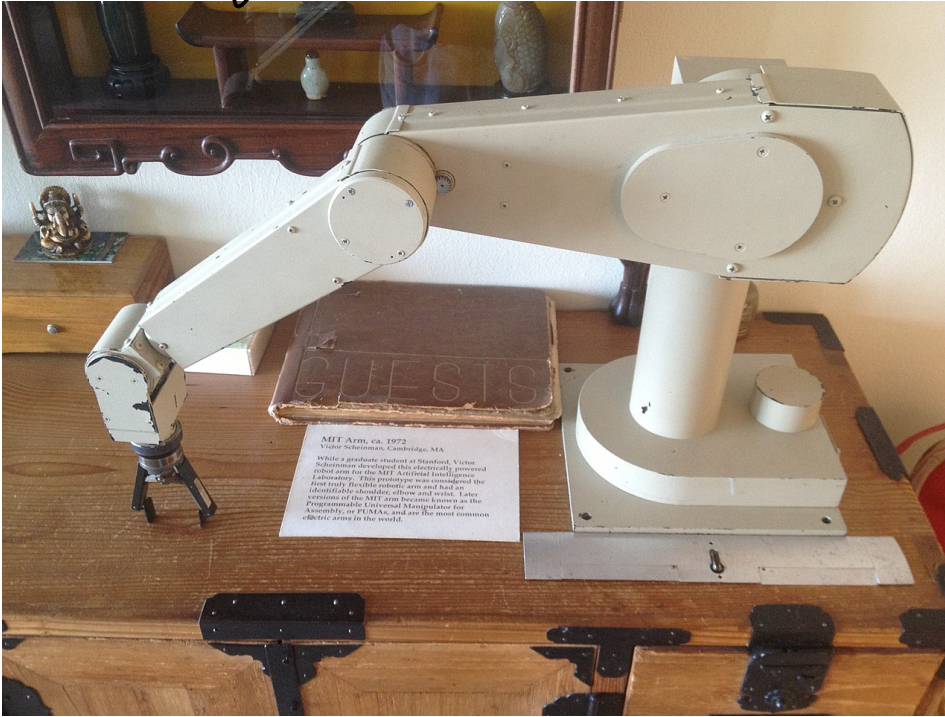
Forward and inverse kinematics

What should the joint ~~angles~~ ^{state/conf.} of the robot be so that the end-effector

reaches a desired pose?



How to move the end-effector to a desired pose (position + orientation)
gripper or suction cup



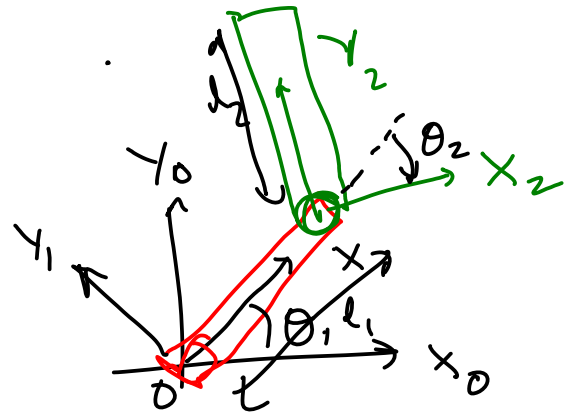
Forward kine.

If my joint ~~angles~~ ^{state/conf.} are given what would the pose of end-effector be?

Forward kinematics

$${}^0T_2 = {}^0T_1(\theta_1, l_1) T_2(\theta_2, l_2)$$

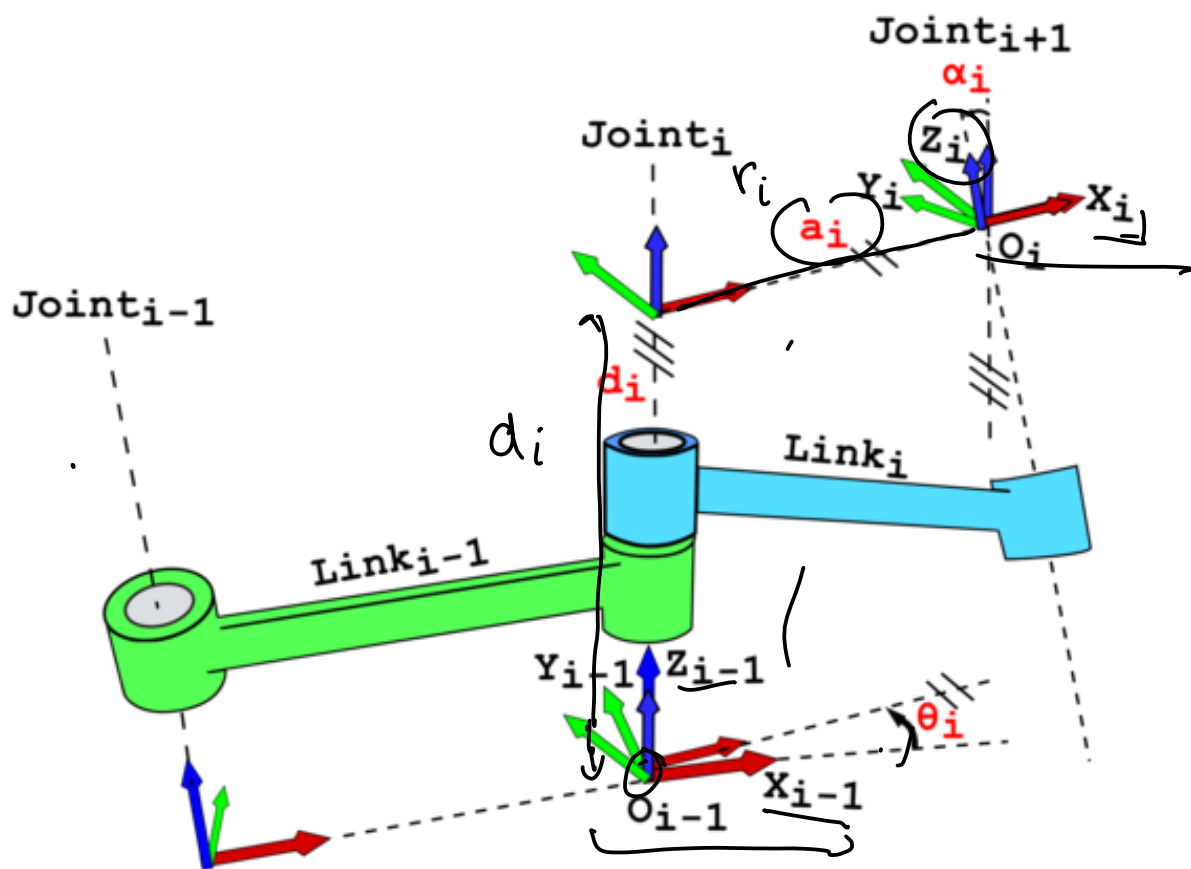
in terms of θ_1 and θ_2
Given



(Denavit Hartenberg)
Parameters/convention

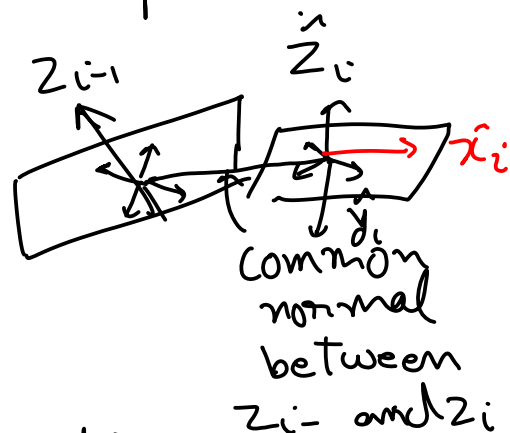
Denavit Hartenberg parameters

<https://www.youtube.com/watch?v=rA9tm0gTln8>



① \hat{Z}_{i-1}, \hat{Z}_i aligned along the axis of rotation

② Choose \hat{x}_i along the common normal between \hat{Z}_{i-1}, \hat{Z}_i



③ $\hat{y}_i = \hat{Z}_i \times \hat{x}_i$

- a) $\theta_i =$ Rotation along Z_{i-1} (to align x_{i-1} with x_i)
- b) $d_i =$ translation along Z_{i-1} (to align the origins)
- c) $\alpha_i =$ Rotation along x_i (to align Z_{i-1} with Z_i)
- d) $r_i/a_i =$ translation along x_i (to align the origins)

(a) and (b) can be swapped
(c) and (d)

Bwt Transformation along z goes first
followed by " " " "

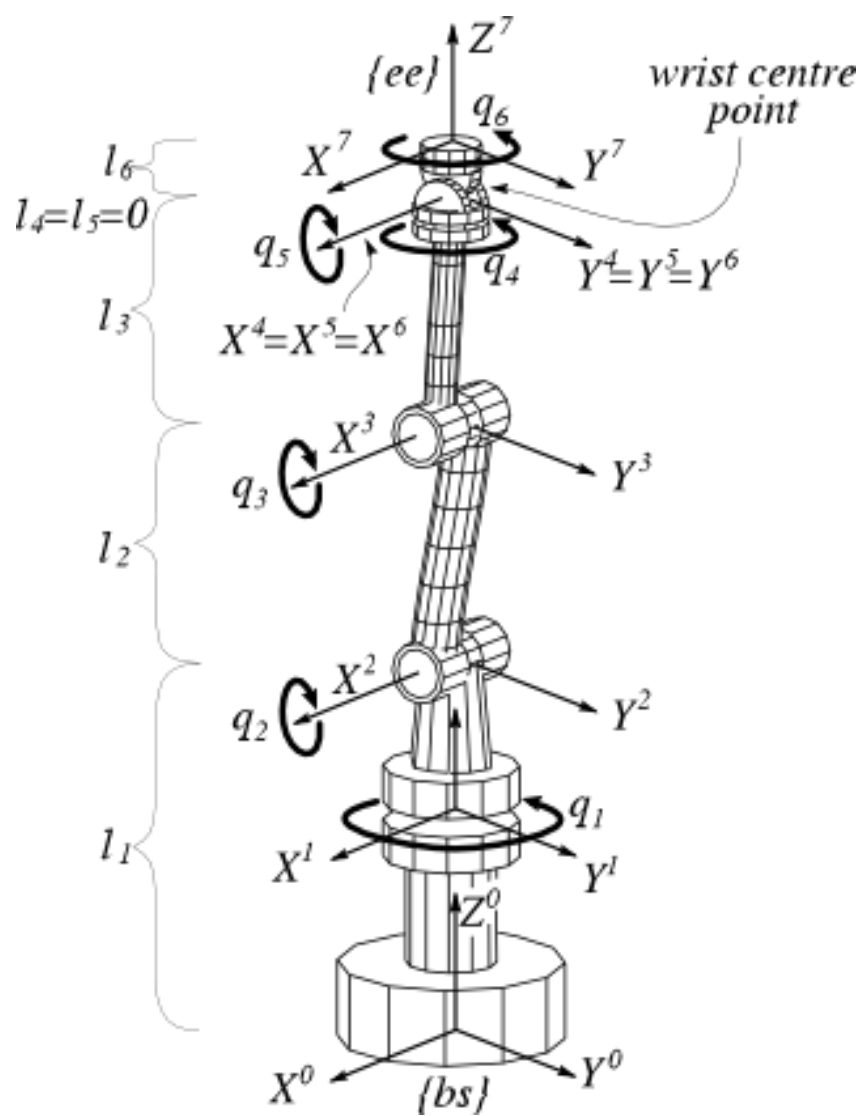
$${}^{i-1}T_i = {}^{i-1}T_{z_i} {}^{i-1}T_{x_i}$$
 target \uparrow source \uparrow
 Transformations are applied right to left

$${}^{i-1}T_{x_i} = \left[\begin{array}{ccc|c} 1 & 0 & 0 & r_i \\ 0 & \cos \alpha_i & -\sin \alpha_i & 0 \\ 0 & \sin \alpha_i & \cos \alpha_i & 0 \\ \hline 0 & 0 & 0 & 1 \end{array} \right]_{4 \times 1}$$

$\begin{matrix} 3 \times 3 & 3 \times 1 \end{matrix}$

$${}^{i-1}T_{z_i} = \left[\begin{array}{ccc|c} \cos \theta_i & -\sin \theta_i & 0 & 0 \\ \sin \theta_i & \cos \theta_i & 0 & 0 \\ 0 & 0 & 1 & d_i \\ \hline 0 & 0 & 0 & 1 \end{array} \right]_{4 \times 1}$$

θ_i, d_i



Numerical solutions to IK problems: Jacobian inverse technique

Inverse kinematics

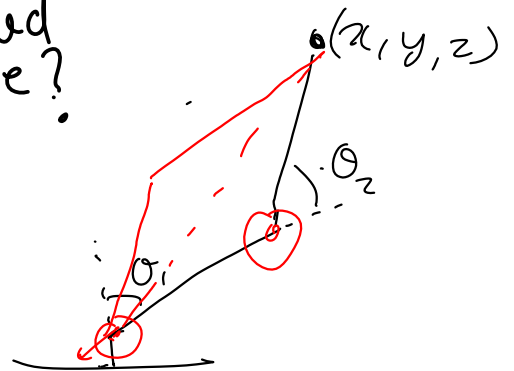
- ↳ closed form solution
- ↳ Numerical/Iterative Solutions

only polynomials
of degree ≤ 5
have closed form
solutions

$$\theta_1 = \arccos\left(\frac{x_1^2 + y_1^2 - z_1^2}{2x_1^2}\right)$$

Forward and inverse kinematics

What should the
joint ~~angles~~ ^{state / conf.} of the
robot be so
that the end-effector
reaches
a
desired
pose?



$$\cos(\theta_1) = \frac{x_1}{\sqrt{1-x_1^2}}$$

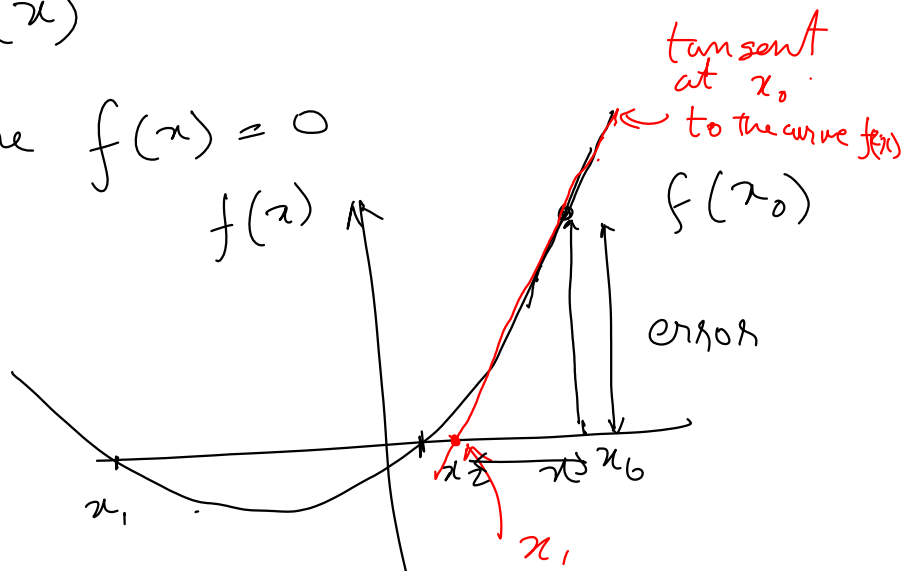
$$\sin(\theta_1) = x_1$$

Newton-Raphson method (Gradient descent)
(optimization solution)

Suppose a function $y = f(x)$
to find

we want ~~all~~ ^{any} x where $f(x) = 0$

① Initial guess
 x_0
iteration

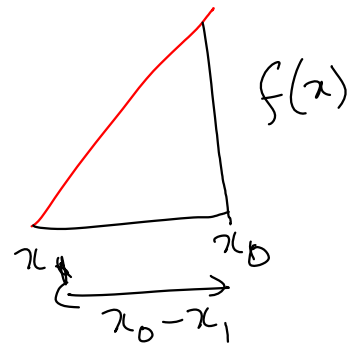


② Improve the initial guess

$$f'(x)|_{x_0} = \frac{f(x_0)}{x_0 - x_1}$$

$$\Rightarrow x_0 - x_1 = \left[f'(x_0) \right]^{-1} f(x_0)$$

$$x_1 = x_0 - \left[f'(x_0) \right]^{-1} f(x_0)$$



② Repeat

$$x_2 = x_1 - \left[f'(x_1) \right]^{-1} f(x_1)$$

$$x_n = x_{n-1} - \left[f'(x_{n-1}) \right]^{-1} f(x_{n-1})$$

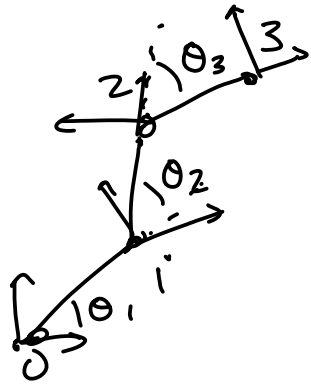
find the square root of 2

$$f(z) = z^2 - 2 = 0$$

$$z_n = z_{n-1} - \frac{(z_{n-1}^2 - 2)}{2z_{n-1}}$$

Forward Kinematics

$$\underbrace{{}^0T_3}_{\text{Given}} = \underbrace{{}^0T_1(\theta_1) {}^1T_2(\theta_2) {}^2T_3(\theta_3)}_{\text{Find}}$$



$$\underbrace{({}^0T_3)^{-1} {}^0T_1(\theta_1) {}^1T_2(\theta_2) {}^2T_3(\theta_3) - I}_{4 \times 4} = 0_{4 \times 4}$$

$$\underbrace{F(\theta_1, \theta_2, \theta_3)}_{4 \times 4} = 0_{4 \times 4}$$

$$\underbrace{f}_{16 \times 1} \left(\underbrace{\begin{bmatrix} \theta_1 \\ \theta_2 \\ \theta_3 \end{bmatrix}}_{3 \times 1 \text{ vector}} \right) = \underbrace{\begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}}_{16 \times 1}$$

$f(\underline{\theta})$ is a vector function

$$\underbrace{f}_{16 \times 1}(\underline{\theta}) = \left\{ \begin{bmatrix} f_1(\underline{\theta}) \\ f_2(\underline{\theta}) \\ \vdots \\ f_{16}(\underline{\theta}) \end{bmatrix} \right\} \text{ vector-valued vector function}$$

What's a Jacobian matrix

is derivative of vector-valued
many vector function
inputs

$$J \left[\underline{f}_{16 \times 1}(\underline{\theta}_{3 \times 1}) \right] = \begin{matrix} \text{outputs} \end{matrix} \begin{bmatrix} \frac{\partial f_1}{\partial \theta_1} & \frac{\partial f_1}{\partial \theta_2} & \dots & \frac{\partial f_1}{\partial \theta_3} \\ \frac{\partial f_2}{\partial \theta_1} & & & \\ \vdots & & & \\ \frac{\partial f_{16}}{\partial \theta_1} & & & \end{bmatrix}$$

Hand-waviness

scalar Newton Raphson

generalizes to (vector Newton
x - Raphson)

Gauss Newton
method

(1) Initial guess $\underline{\theta}_0$

(2) $\underline{\theta}_1 = \underline{\theta}_0 - J \left[\underline{f}_{16 \times 1}(\underline{\theta}_{3 \times 1}) \right] \overset{\text{Pseudo-inverse dagger}}{\#} \underline{f}_{16 \times 1}(\underline{\theta}_{3 \times 1})$

$$x_1 = x_0 - [f'(x_0)]^{-1} f(x_0)$$

$$\textcircled{3} \underline{\theta}_n = \underline{\theta}_{n-1} - J(\underline{f}(\underline{\theta}_{n-1}))^+ \underline{f}(\underline{\theta}_{n-1})$$

① What is a Pseudo inverse?

→ ② How can we compute the Jacobian?

③ What is the relationship (similarities and differences) b/w Newton-Raphson, Gauss-Newton, Gradient descent

Problem 4 of Midterm helps in computing derivative of rotation matrices

$$K^3 = -K$$

$$R(\theta, \hat{k}) = I_{3 \times 3} + \sin \theta K + (1 - \cos \theta) K^2$$

$$\begin{aligned} \frac{\partial}{\partial \theta} R(\theta, \hat{k}) &= 0 + \cos \theta K + (0 + \sin \theta) K^2 \\ &= -\cos \theta K^3 + \sin \theta K^2 \end{aligned}$$

$$\begin{aligned} &= K(-\cos \theta K^2 + \sin \theta K) \\ &= K(I - I - \cos \theta K^2 + \sin \theta K) \end{aligned}$$

$$\begin{aligned}
&= K (I - \cos \theta K^2 + \sin \theta K) - K \\
&= K (I + K^2 - K^2 - \cos \theta K^2 + \sin \theta K) - K \\
&= K (I + (1 - \cos \theta) K^2 + \sin \theta K) - K - K^3 \\
&= K R(\theta, \hat{K}) - \cancel{K} + \cancel{K}
\end{aligned}$$

$$\boxed{\frac{\partial}{\partial \theta} R(\theta, \hat{K}) = K R(\theta, \hat{K})}$$

$$\boxed{\frac{d}{dx} f(x) = a f(x)}$$

$$R(\theta, \hat{K}) = \exp(\theta K) = \frac{I}{1!} + \frac{\theta K}{1!} + \frac{\theta^2 K^2}{2!} + \frac{\theta^3 K^3}{3!} + \dots$$

\uparrow Matrix exponentiation \nwarrow scalar \nearrow matrix

$$\begin{aligned}
\frac{\partial}{\partial \theta} R(\theta, \hat{K}) &= 0 + \frac{K'}{1!} + \frac{2\theta K^2}{2!} + \frac{3\theta^2 K^3}{3!} + \dots \\
&= K \left(\frac{I}{1!} + \theta \frac{K}{1!} + \frac{\theta^2 K^2}{2!} + \dots \right)
\end{aligned}$$