

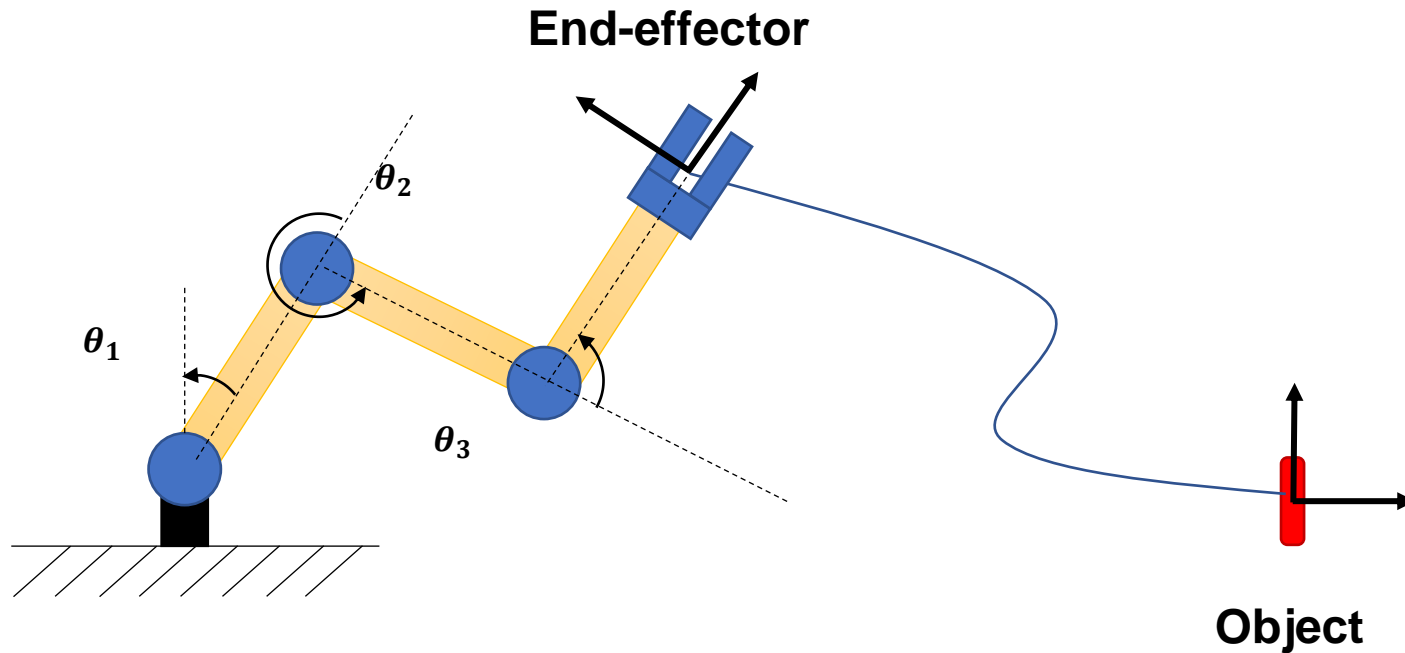
Velocities and the Robot Jacobians

Topics

- Velocities in Cartesian space
- Jacobian matrices

Complementary Reading: J.J. Craig, Introduction to Robotics, Chapter 5,9.

Motivating Example



High-level goal: move robot to grasp the object

- Trajectory could be straight line
- Trajectory could be curved line (avoid obstacles, satisfy constraints, etc.)
- In both situations, often better to define the trajectory in Cartesian Space
 - How then do we determine $\{\dot{p}(t), \dot{R}(t)\} \rightarrow \dot{\theta}(t)$?

First, need to better define position and angular velocities.

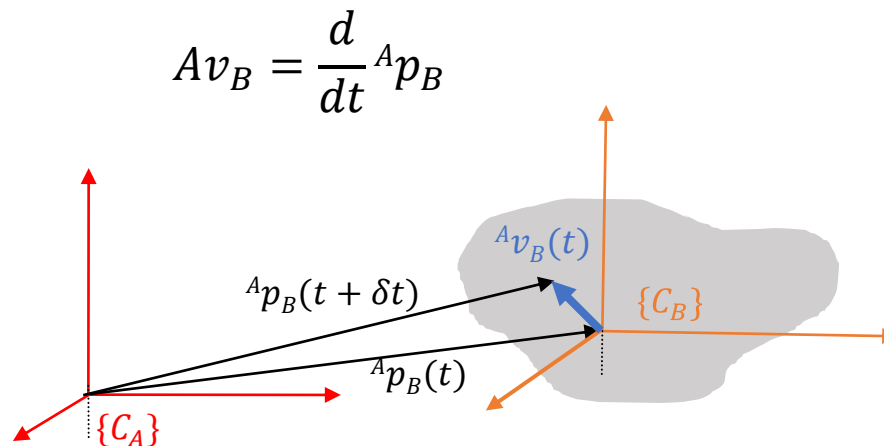
Translational and Rotational Velocities

Velocities are vectors, which means they are expressed w.r.t. coordinate frames.

- Velocity vectors are *free vectors*, i.e., they do not have an “origin”
- Are described simply by the basis vectors of the coordinate frame
- Two types of velocities, **rotational** *and* **translational**.

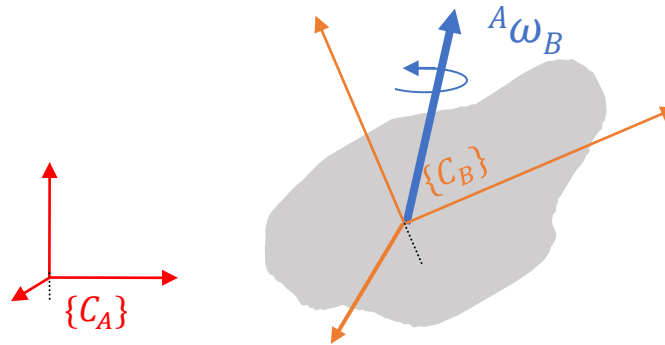
Translation Velocities

- Describe how objects/frames move *without rotation* in space.



Rotational Velocities

- The angular velocity, or change in the orientation, \dot{R} , has a special form.
 - Cannot simply take $\frac{d}{dt}$ of the elements of R



- Frame B has an orientation ${}^A_R B$ and its rotational motion may be represented by the rotational (angular) velocity vector ${}^A\omega_B \in \mathbb{R}^3$
 - $\|{}^A\omega_B\|$ defines speed of rotation
 - ${}^A\omega_B / \|{}^A\omega_B\|$: defines axis of rotation (defined in $\{A\}$)

Definitions of angular velocity with \dot{R}

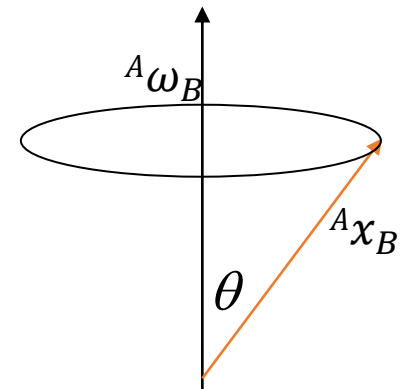
- The angular velocity described in orientation is defined by the **change in basis vectors**

$$\dot{R} = [{}^A\dot{u}_x, {}^A\dot{u}_y, {}^A\dot{u}_z]$$

- Consider coordinate $\{C_B\}$ and its basis vector about x . If it processes about ${}^A\omega_B$, then the change in ${}^A u_{x,b}$ has...
 - Magnitude: $\|{}^A\omega_B\| \|{}^A u_{x,B}\| \sin \theta = \|{}^A\omega_B\| \sin \theta$
 - Direction: perpendicular to plane spanned by ${}^A\omega_B, {}^A u_{x,B}$

- Thus, it is exactly the cross product

$${}^A\dot{x}_B = {}^A\omega_B \times {}^A u_{x,B}$$

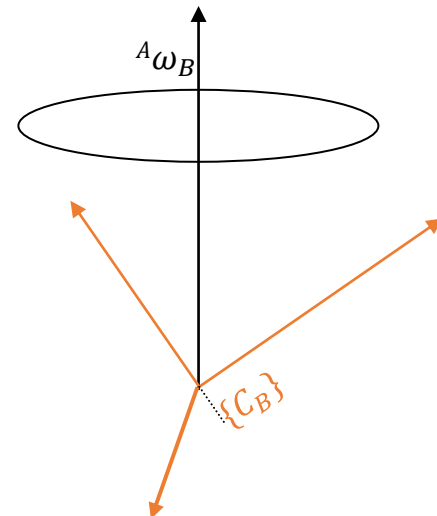


- Therefore, for each basis vector,

$${}^A\dot{u}_{x,B} = {}^A\omega_B \times {}^A u_{x,B} = {}^A\hat{\omega}_B {}^A u_{x,B}$$

$${}^A\dot{u}_{y,B} = {}^A\omega_B \times {}^A u_{y,B} = {}^A\hat{\omega}_B {}^A u_{y,B}$$

$${}^A\dot{u}_{z,B} = {}^A\omega_B \times {}^A u_{z,B} = {}^A\hat{\omega}_B {}^A u_{z,B}$$



Can be written in matrix form, i.e. \dot{R}

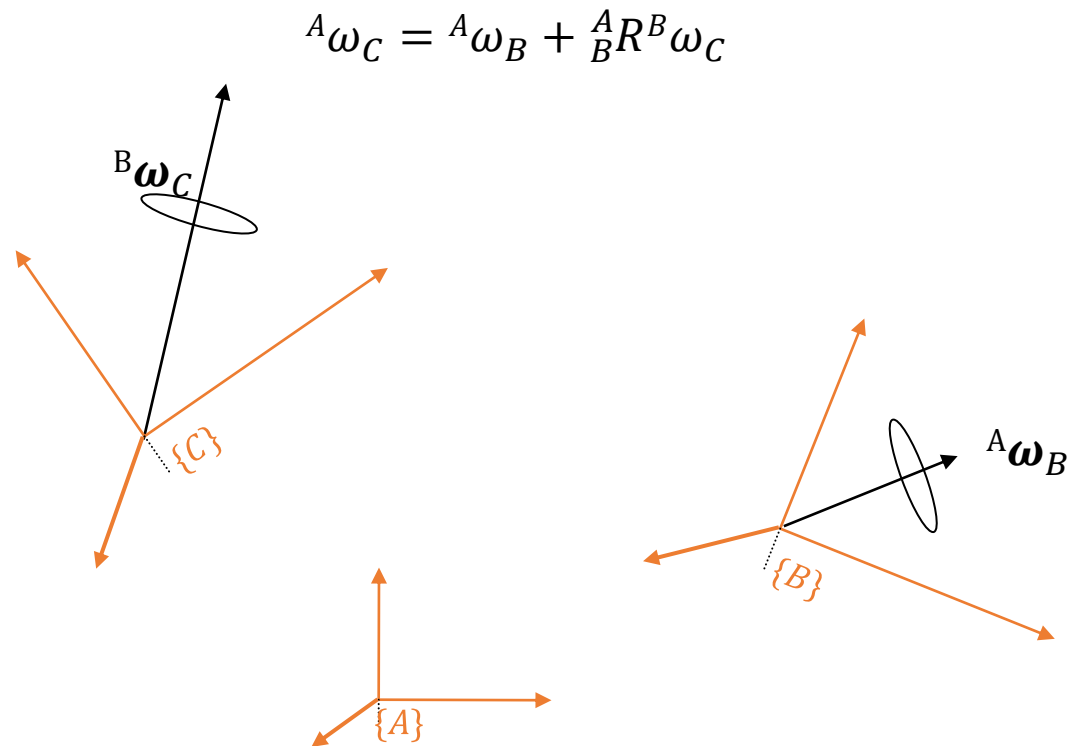
Let $\hat{\omega}$ be

$$\hat{\omega} = \begin{bmatrix} 0 & -\omega_z & \omega_y \\ \omega_z & 0 & -\omega_x \\ -\omega_y & \omega_x & 0 \end{bmatrix}$$

Given $\dot{R} = [{}^A\dot{u}_x, {}^A\dot{u}_y, {}^A\dot{u}_z]$ and ${}^A_B R = [{}^A u_{x,B}, {}^A u_{y,B}, {}^A u_{z,B}]$, Then

$${}^A\dot{R}_B = {}^A\hat{\omega}_B {}^A_B R$$

- Describing angular velocities in different coordinate frames is quite straightforward:



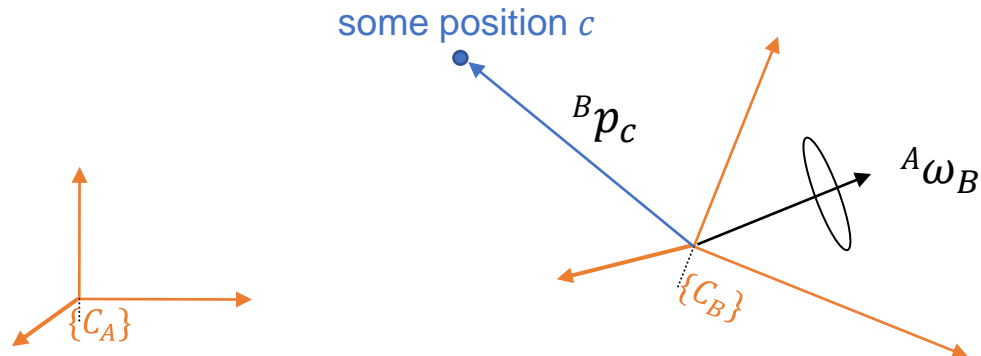
- Describing angular velocities using $\omega \in \mathbb{R}^3$ is useful for control.

Describing Translational Velocity in Different Frames

- More complicated since rotating coordinate frames play a role.
- Find by differentiating position:

$${}^A p_C = {}^A p_B + {}^A R^B {}^B p_C$$

$$\begin{aligned} {}^A v_C &= {}^A \dot{p}_C = {}^A \dot{p}_B + \frac{d}{dt} ({}^A R^B {}^B p_C) \\ &= {}^A v_B + {}^A \dot{R}^B {}^B p_C + {}^A R^B \dot{{}^B p}_C \\ &= {}^A v_B + {}^A R^B v_C + {}^A \hat{\omega}_B {}^A R^B p_C \end{aligned}$$



Translational and Angular Accelerations

For equations of acceleration, simply differentiate the former velocity equations.

Rotational Acceleration:

$${}^A\omega_C = {}^A\omega_B + {}^A_R{}^B\omega_C$$

$$\begin{aligned} {}^A\alpha_C = {}^A\dot{\omega}_C &= {}^A\dot{\omega}_B + \frac{d}{dt}({}^A_R{}^B\omega_C) \\ &= {}^A\alpha_B + {}^A\dot{R}^B\omega_C + {}^A_R{}^B\dot{\omega}_C \\ &= {}^A\alpha_B + {}^A\hat{\omega}_B {}^A_R{}^B\omega_C + {}^A_R{}^B\alpha_C \end{aligned}$$

Translational Acceleration:

$${}^A v_C = {}^A v_B + {}^A_R{}^B v_C + {}^A\hat{\omega}_B {}^A_R{}^B p_C$$

$$\begin{aligned} {}^A a_C = {}^A \dot{v}_C &= {}^A \dot{v}_B + {}^A \dot{R}^B v_C + {}^A_R{}^B \dot{v}_C + {}^A \dot{\hat{\omega}}_B {}^A_R{}^B p_C + {}^A \hat{\omega}_B {}^A \dot{R}^B p_C + {}^A \hat{\omega}_B {}^A_R{}^B \dot{p}_C \\ &= {}^A a_B + {}^A \hat{\omega}_B {}^A_R{}^B v_C + {}^A_R{}^B a_C + {}^A \dot{\hat{\omega}}_B {}^A_R{}^B p_C + {}^A \hat{\omega}_B {}^A \dot{R}^B p_C + {}^A \hat{\omega}_B {}^A_R{}^B \dot{p}_C \\ &= {}^A a_B + 2 {}^A \hat{\omega}_B {}^A_R{}^B v_C + {}^A_R{}^B a_C + {}^A \hat{\alpha}_B {}^A_R{}^B p_C + {}^A \hat{\omega}_B {}^A \hat{\omega}_B {}^A_R{}^B p_C \end{aligned}$$

Notes:

- Consider always apply the general form
- *Very easy* to make a mistake if you forgot some terms if doing differentiation on a robot kinematics
 - e.g. coordinate frame orientations line up and ${}^A_B R = I$ and you omit R during differentiation
 - e.g. coordinate frame origins line up and ${}^A p_B = 0$ and you omit ${}^A p_B$ during differentiation

The Jacobian Matrix

- Now we are ready to describe the relationship between the joint velocities and the end effector velocities (both translational and angular), using the *Jacobian matrix*.

Deriving the Jacobian Matrix from Forward Kinematics:

$$[x, y, z, r, p, \gamma] \stackrel{\text{def}}{=} \chi = f(\theta) \stackrel{\text{def}}{=} \begin{bmatrix} f_1(\theta_1 \dots \theta_n) \\ \vdots \\ f_6(\theta_1 \dots \theta_n) \end{bmatrix}$$

Expand using Taylor series:

$$x = f_1(\theta + \delta\theta) \approx f_1(\theta) + \left[\frac{\partial f_1(\theta)}{\partial \theta_1} \dots \frac{\partial f_1(\theta)}{\partial \theta_n} \right] [\delta\theta_1 \dots \delta\theta_n]^\top + O(\theta^2)$$

$$f_1(\theta + \delta\theta) - f_1(\theta) = \left[\frac{\partial f_1(\theta)}{\partial \theta_1} \dots \frac{\partial f_1(\theta)}{\partial \theta_n} \right] [\delta\theta_1 \dots \delta\theta_n]^\top + O(\theta^2)$$

$$\dot{x} \approx \left[\frac{\partial f_1(\theta)}{\partial \theta_1} \dots \frac{\partial f_1(\theta)}{\partial \theta_n} \right] \dot{\theta} + O(\theta^2)$$

$$\approx J_1(\theta) \dot{\theta}$$

- Assume that we have an n-link robot with joint variables $\theta = \theta_1, \theta_2, \dots, \theta_N$

$${}^0\chi_N = {}^0[x, y, z, r, p, \gamma]_N = f(\theta)$$

- If we differentiate ${}^0\chi_N = f(\theta)$ over time,

$${}^0\dot{\chi}_N = [{}^0\dot{p}_N, {}^0\omega_N]^\top = \dot{f}(\theta)$$

and

$${}^0\dot{\chi}_N = [{}^0\dot{p}_N, {}^0\omega_N]^\top \approx J(\theta)\dot{\theta}$$

where

$$J(q) = \begin{bmatrix} \frac{\partial f_1(\theta)}{\partial \theta_1} & \dots & \frac{\partial f_1(\theta)}{\partial \theta_N} \\ \vdots & \ddots & \vdots \\ \frac{\partial f_6(\theta)}{\partial \theta_1} & \dots & \frac{\partial f_6(\theta)}{\partial \theta_N} \end{bmatrix} \quad \text{is the Jacobian matrix}$$

What does this Jacobian mapping mean?

$$J(q) = \begin{bmatrix} \frac{\partial f_1(\theta)}{\partial \theta_1} & \dots & \frac{\partial f_1(\theta)}{\partial \theta_N} \\ \vdots & \ddots & \vdots \\ \frac{\partial f_6(\theta)}{\partial \theta_1} & \dots & \frac{\partial f_6(\theta)}{\partial \theta_N} \end{bmatrix}$$

- **Each row describes** the *weighted effect of every joint's velocities* on one axis of velocity (x, y, z, r, p , or γ) of the end effector
- **Each column describes** the *effect of one joint's velocities* on every axis of velocity (x, y, z, r, p , and γ) of the end effector

Most importantly, through the *Jacobian matrix inverse* J^{-1} , one can determine how to the joint angles should change to produce a change in output pose:

$$\begin{bmatrix} \dot{\theta}_1 \\ \vdots \\ \dot{\theta}_N \end{bmatrix} = J^{-1}(\theta) \begin{bmatrix} {}^0\dot{p}_N \\ {}^0\omega_N \end{bmatrix}$$

Using the Jacobian Matrix for Control

The Jacobian matrix is a *linear approximation of the manipulator*

- i.e. valid in a close proximity $\theta \pm \delta$.
- Linear control can be used:

Forward Kinematics:

$$x = f(\theta)$$

$$x + \pm \delta x = f(\theta + \delta \theta)$$

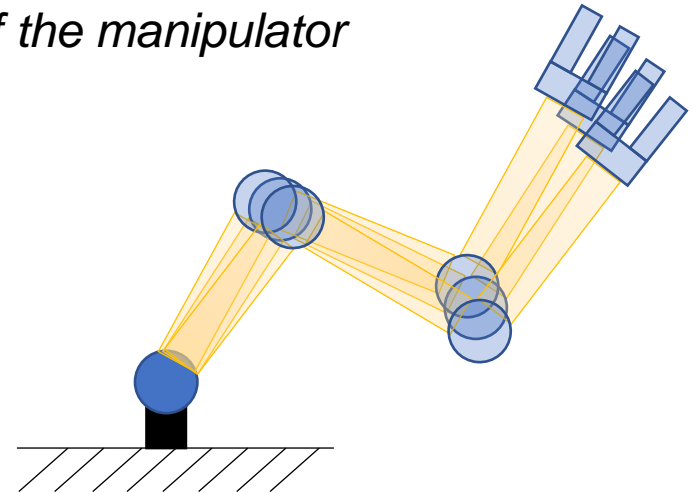
Approximation used for linear control:

$$x \pm \delta x \approx f(\theta) + J(\theta)\delta\theta$$

$$\delta x \approx J(\theta)\delta\theta$$

Given a desired incremental desired δx , apply

$$\delta\theta = J(\theta)^{-1}\delta x$$



Key insights

$$\begin{bmatrix} {}^0\dot{p}_N \\ {}^0\omega_N \end{bmatrix} = \begin{bmatrix} \frac{\partial f_1(\theta)}{\partial \theta_1} & \dots & \frac{\partial f_1(\theta)}{\partial \theta_N} \\ \vdots & \ddots & \vdots \\ \frac{\partial f_6(\theta)}{\partial \theta_1} & \dots & \frac{\partial f_6(\theta)}{\partial \theta_N} \end{bmatrix} \begin{bmatrix} \dot{\theta}_1 \\ \vdots \\ \dot{\theta}_N \end{bmatrix}$$

- This linear controller $\delta\theta = J(\theta)^{-1}\delta x$ involves solving the matrix inverse problem
 - If $n > 6$, fat matrix J , typically an underconstrained problem.
 - If $n < 6$, skinny matrix J , typically an overconstrained problem.
 - If $n = 6$, exact solution.
 - (the above assumes full rank J)

Pseudoinverse of Matrices

Pseudoinverse is used in practice for matrix inverses (not only for Jacobians), to avoid rank-deficient matrix inversion.

- **Standard pseudo-inverse** (not advised)

$$J^\dagger = J^\top (J^\top J)^{-1} \quad \text{or} \quad J^\dagger = J^\top (JJ^\top)^{-1}$$

- Depends on fat or thin J

- **Robust pseudo-inverse method 1: Damped Least Squares**

$$J^\dagger = J^\top (J^\top J + \lambda^2 I)^{-1} \quad \text{or} \quad J^\dagger = J^\top (JJ^\top + \lambda^2 I)^{-1}$$

- **Robust pseudo inverse method 2: Singular Value Decomposition**

$$J = U\Sigma V^\top \rightarrow J^\dagger = V\Sigma^{-1}U^\top$$

- where $\Sigma^{-1} = \text{diag}(\sigma_{\max}, \dots, \sigma_i, \dots, \sigma_{\min})$
- where if $\frac{\sigma_{\max}}{\sigma_i} > \text{max_ratio}$ then $\sigma_{i\dots\min} = 0$.