

Lesson 11:

I. Inverse Kinematics Example

II. Velocity of a Rigid Body (MLS 2.4)

A. Rotational Velocity

B. General Velocity (rotation + translation)

I. IK Example

Ex: Elbow Manipulator (MLS Fig. 3.11)

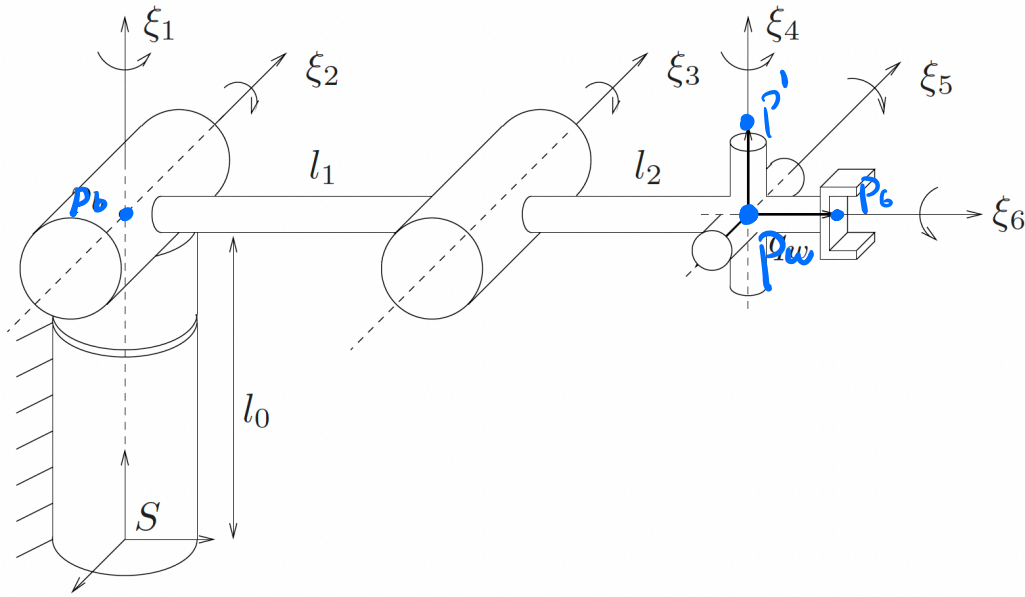


Figure 3.11: Elbow manipulator.

shorthand for
 $c_{\frac{1}{6}06}$

$$g_{st}(0) = \underbrace{e^1 e^2 e^3 e^4 e^5 e^6}_{\text{unknown}} g_{st}(0) = g_d \quad \begin{matrix} \uparrow \\ \text{known} \end{matrix} \quad \leftarrow \text{given}$$

$$\underbrace{e^1 e^2 e^3 e^4 e^5 e^6}_{\text{unknown}} = \underbrace{g_{\lambda} g_{st}^{-1}(0)}_{g_i \text{ (known)}}$$

Strategy: Solve for the first 3 angles, then solve wrist angles.

Step 1: Solve for elbow angle θ_3

Apply both sides of equation to known point $p_w \in \mathbb{R}^3$, the common point of intersection for all 3 wrist axes. $\Rightarrow e^4 e^5 e^6 \bar{p}_w = \bar{p}_w$

$$\Rightarrow e^1 e^2 e^3 \underbrace{e^4 e^5 e^6}_{=I} \bar{p}_w = g_1 \bar{p}_w$$

$$\Rightarrow e^1 e^2 e^3 \bar{p}_w = g_1 \bar{p}_w$$

Subtract a known point p_b at the intersection ξ_1 and $\xi_2 \Rightarrow e^1 e^2 \bar{p}_b = \bar{p}_b$

$$e^1 e^2 e^3 \bar{p}_w - \bar{p}_b = g_1 \bar{p}_w - \bar{p}_b$$

$$e^1 e^2 e^3 \bar{p}_w - e^1 e^2 \bar{p}_b = g_1 \bar{p}_w - \bar{p}_b$$

$$e^1 e^2 (e^3 \bar{p}_w - \bar{p}_b) = "$$

Distance preserved by RBT

$$\| e^1 e^2 (e^3 \bar{p}_w - \bar{p}_b) \| = \| g_1 \bar{p}_w - \bar{p}_b \|$$

$$\| e^3 \bar{p}_w - \bar{p}_b \| = \| \underbrace{g_1 \bar{p}_w - \bar{p}_b}_{:= d} \|$$

\Rightarrow Solve for θ_3 via SP3 ✓

Step 2: Solve for base joint angles θ_1, θ_2 :

$$e^1 e^2 (\underbrace{e^3 \bar{p}_w}_{\bar{p}}) = \underbrace{g_1 \bar{p}_w}_{\bar{g}} \Rightarrow \text{Solve using SP2 for } \theta_1 \text{ and } \theta_2 \quad \checkmark$$

Step 3: Solve for 2 of 3 wrist angles (I think I should be able to use SP2)

Isolate remaining unknown terms

$$e^4 e^5 e^6 = \underbrace{e^{-3} e^{-2} e^{-1} g_2 g_{st}^{-1}(c)}_{g_2 \text{ (known)}}$$

Apply both sides to a point p_6 on axis ξ_6 but not on $\xi_4, \xi_5 \Rightarrow e^6 \bar{p}_6 = \bar{p}_6$

$$\Rightarrow e^4 e^5 (\underbrace{e^6 \bar{p}_6}_{\bar{p}_6}) = g_2 \bar{p}_6$$

$$\Rightarrow e^4 e^5 \bar{p}_6 = \underbrace{g_2 \bar{p}_6}_{\text{known}} \Rightarrow \text{SP2 to find } \theta_4, \theta_5$$

Step 4: Solve for θ_6

$$e^6 = \underbrace{e^{-5} e^{-4} e^{-3} e^{-2} e^{-1} g_2 g_{st}^{-1}(c)}_{g_3}$$

Apply point p' not ξ_6

$$\underbrace{e^6 \bar{p}'}_{\text{known}} = \underbrace{g_3 \bar{p}'}_{\text{known}} \Rightarrow \text{SP1 to find } \theta_6$$

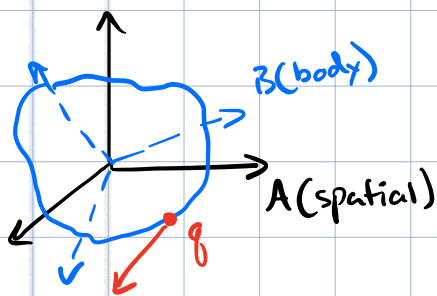
Note: Obtain up to 8 solutions ($2 \times 2 \times 2 \times 1$)

Note: Sometimes no applicable P-K subproblems, but can still use geometry.

→ See MLS Fig. 3.12

II. Velocity of a Rigid Body

A. Rotational Velocity



$$R_{ab}(t) \in SO(3)$$

describes rotational path

$$q_a(t) = R_{ab}(t) \cdot q_b$$

where q_b is constant because attached to frame B.

$$v_{q_a}(t) := \frac{d}{dt} q_a(t) = \dot{R}_{ab}(t) q_b \in \mathbb{R}^3$$

so \dot{R}_{ab} maps body coords of a point to spatial velocity

Note:
$$v_{q_a}(t) = \left(\dot{R}_{ab}(t) \underbrace{R_{ab}^{-1}(t)}_I \right) \left(R_{ab}(t) q_b \right) = \underbrace{\left(\dot{R}_{ab}(t) R_{ab}^{-1}(t) \right)}_{\text{skew-symmetric}} q_a$$

Lemma 2.12: Given $R(t) \in SO(3)$,

$$\dot{R}(t) R^{-1}(t) \in \mathfrak{so}(3) \quad \text{and} \quad R^{-1}(t) \dot{R}(t) \in \mathfrak{so}(3)$$

i.e. they are skew-symmetric matrices.

Proof: $R R^{-1} = R R^T = I$

$$R^T R = I$$

$$\frac{d}{dt} \Rightarrow \dot{R} R^T + R \dot{R}^T = \mathbf{0}_{3 \times 3}$$

$$\Rightarrow \dot{R} R^T = -R \dot{R}^T = -(\dot{R} R^T)^T$$

$$\Rightarrow \dot{R} R^T \text{ is skew-symmetric} \checkmark$$

same steps
✓

□

* Lemma 2.12 allows us to represent velocity of rotating body using elements of \mathbb{R}^3 ("coordinates") rather than $\mathbb{R}^{3 \times 3}$.

Def: Angular Velocities

• $\hat{\omega}_{ab}^s := \dot{R}_{ab} R_{ab}^{-1} \in \mathfrak{so}(3)$ is instantaneous spatial angular velocity
(as seen from A)

\Rightarrow coords $\omega_{ab}^s = (\hat{\omega}_{ab}^s)^v \in \mathbb{R}^3$ (spatial angular velocity, coords)

• $\hat{\omega}_{ab}^b := R_{ab}^{-1} \dot{R}_{ab}$ is inst. body angular velocity
(as seen from B)

\Rightarrow coords $\omega_{ab}^b = (\hat{\omega}_{ab}^b)^v \in \mathbb{R}^3$ (body ang. velocity coords)

Note: $\hat{\omega}_{ab}^b = R_{ab}^{-1} \hat{\omega}_{ab}^s R_{ab}$ or $\omega_{ab}^b = R_{ab}^{-1} \omega_{ab}^s$

* How to use to compute velocity of a point?

$$V_{q_a}(t) = \underbrace{\dot{R}_{ab} R_{ab}^{-1}}_{\hat{\omega}_{ab}^s} \underbrace{R_{ab} q_b}_{q_a} = \omega_{ab}^s(t) \times q_a(t)$$

$$\begin{aligned} V_{q_b}(t) &= R_{ab}^{-1}(t) V_{q_a}(t) = R_{ab}^{-1}(t) (\omega_{ab}^s(t) \times q_a(t)) \\ &= R_{ab}^{-1}(t) \omega_{ab}^s(t) \times R_{ab}^{-1} q_a(t) \\ &= \omega_{ab}^b(t) \times q_b \end{aligned}$$

• Can express velocity of any point of rigid body.