

LOST 928

Wednesday, September 28, 2022 5:09 PM

LOST SECTION 9/28

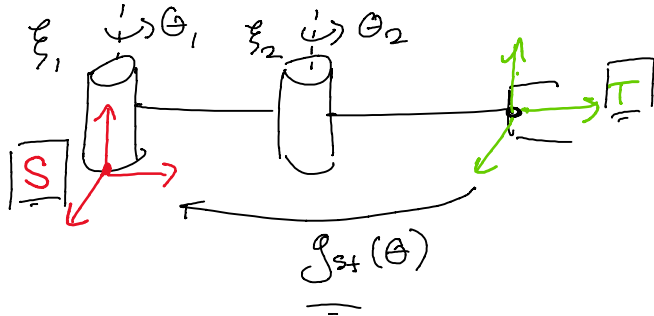
Agenda:

0. Manipulator Workspace? (or save extra time for MT)

1. PU Subproblems

2. Inverse Kinematics

PU SUBPROBLEMS + IK:



FORWARD KIN:

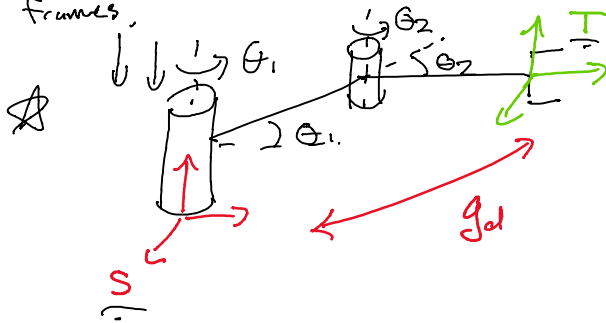
$$g_{st}(\theta) = e^{\xi_1 \theta_1} e^{\xi_2 \theta_2} g_{st}(0)$$

$\theta = \begin{bmatrix} \theta_1 \\ \theta_2 \end{bmatrix}$

rotate 1st joint      rotate 2nd joint      Convert btwn. T & S in ref. config.

- Do this in REVERSE!

- let  $g_d$  be the transf. we want between frames.



WANT between our S + T

$$e^{\xi_1 \theta_1} e^{\xi_2 \theta_2} g_{st}(0) = g_d$$

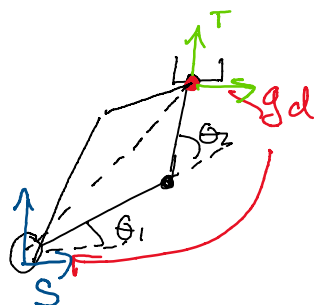
"INVERSE KIN."

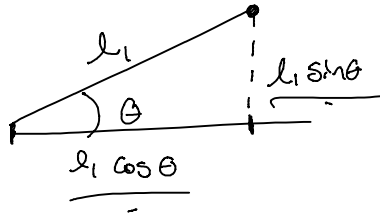
⇒ Solve this eqn. for  $\theta_1$  &  $\theta_2$ .

Problems:

- Soln. for  $\theta_1 + \theta_2$  not unique!  
 ⇒ MANY diff. solns!

- VERY nonlinear, HARD TO SOLVE!



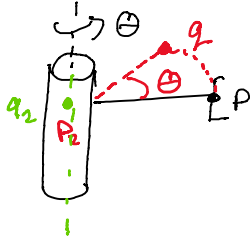


- Split up OVERALL problem into a set of simpler ones that we KNOW how to solve!

- Break down LARGE robots into simpler ones!
- "PADEN-KAHAN SUBPROBLEMS": "PK"
- Prismatic / Screw: find ACTUAL formula!
- For REVOLUTE: leave in terms of PK solns.
- 2 prismatic joints  $\parallel \Rightarrow \infty$  number of solns.

### SUBPROBLEM 1: (PK1)

- Simplest possible robot:



Ignore  $\theta \pm 2\pi \pm 4\pi \dots$

$\Rightarrow$  Can find a twist,  $\xi_1$ , for this simple revolute joint!

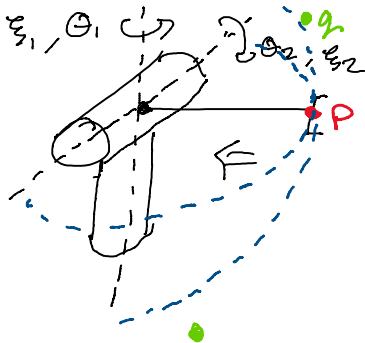
$$\begin{bmatrix} e^{\xi_1 \theta} \\ P = q \end{bmatrix} \quad \} \quad \underline{\text{PK1}}$$

$\Rightarrow$  we KNOW how to solve this for  $\theta$ .

transf. of rotating a single revolute joint!

★ - MAX. of 1 soln! ★

### SUBPROBLEM 2: (PK2)



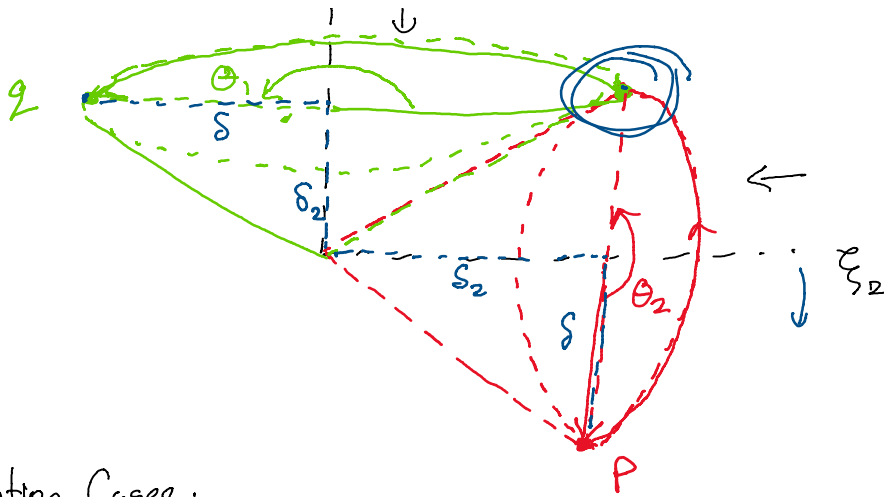
$\Rightarrow$  Two revolute joints whose AXES intersect!

$$\begin{bmatrix} e^{\xi_1 \theta_1} e^{\xi_2 \theta_2} \\ P = q \end{bmatrix} \quad \} \quad \underline{\text{PK2}}$$

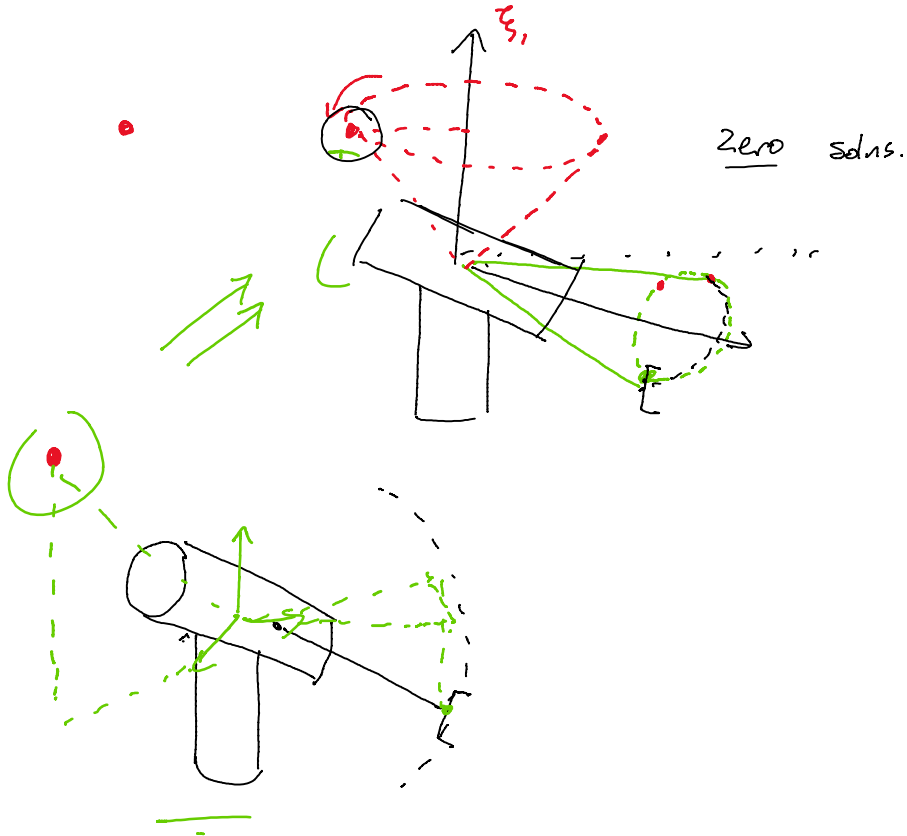
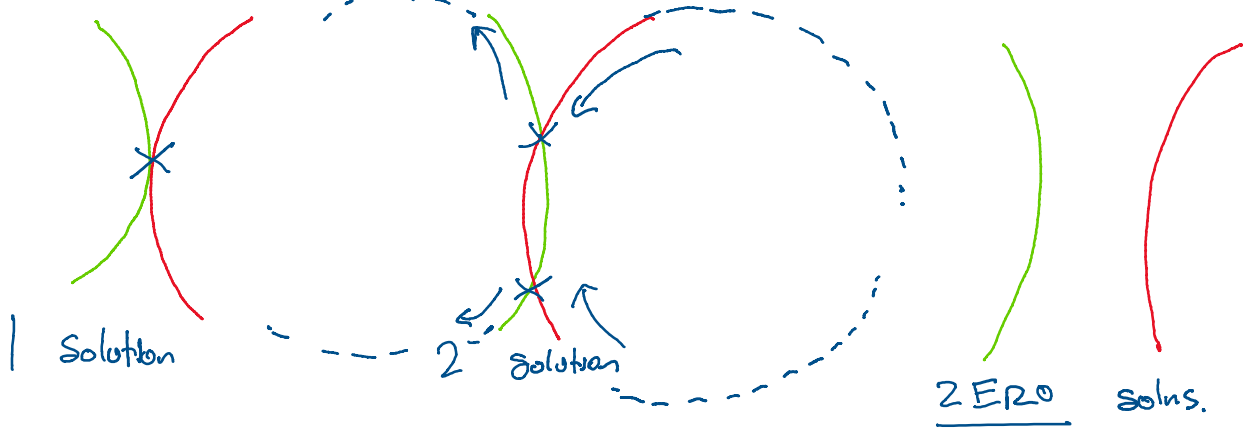
$\Rightarrow$  PK2 solves this prob. for  $\theta_1$  AND  $\theta_2$ .

$$\xi_1$$

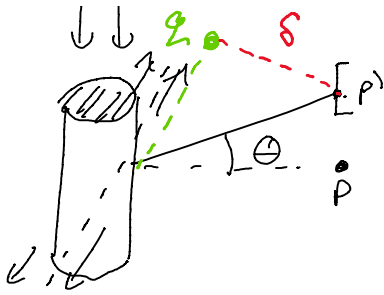
$$\begin{bmatrix} e^{\xi_1 \theta_1} e^{\xi_2 \theta_2} \\ P = q \end{bmatrix}$$



Solution Cases:



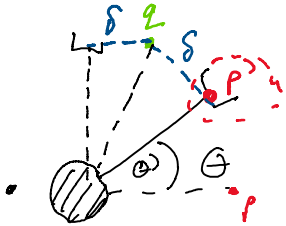
SUBPROBLEM 3: (PU3) ~~NOT~~ FOR PRISMATIC/ SCREW JOINTS ~~\*~~



$$\|e^{\hat{\theta}} \underline{p} - \underline{q}\| = \delta \quad \text{PU 3}$$

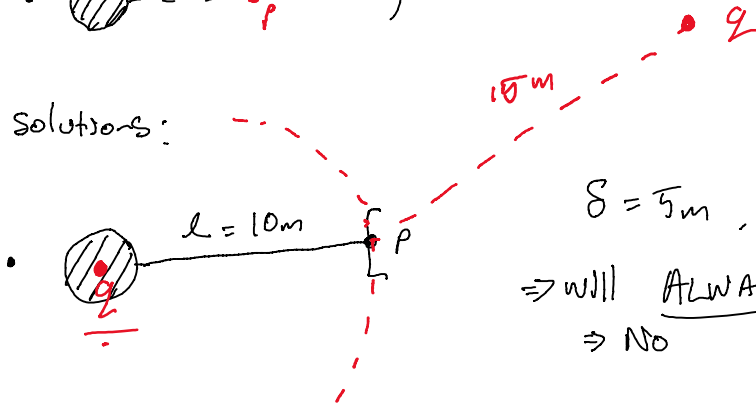
⇒ How do we get  $\theta$  s.t.  $p$  is distance  $\delta$  away from  $q$ ?

- How many solns??



Symmetry gives a MAX of 2 solutions!!

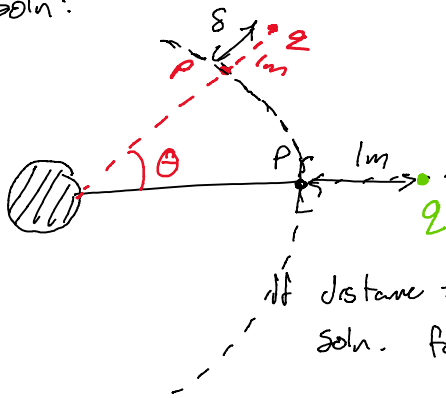
NO solutions:



$\delta = 5m$ ,  $\delta = 10 \Rightarrow \infty$  solns.

⇒ will ALWAYS be 0m away!  
⇒ NO solution!!

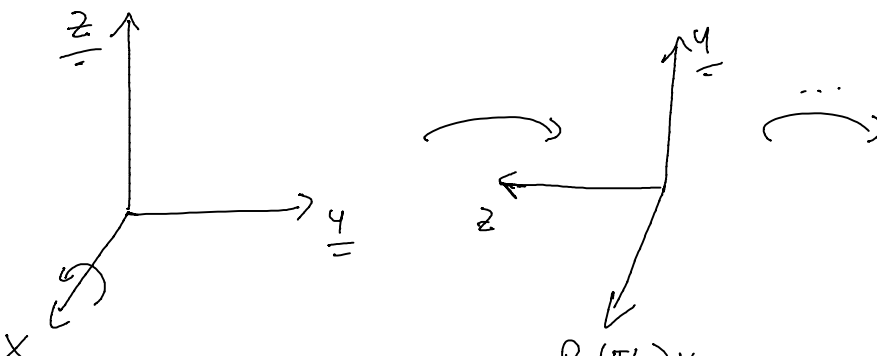
ONE soln:



⇒ If  $q$  is BEYOND maximum reach of  $\delta$  is appr. chosen to be the distance to the circle, we have 1 soln.

if distance = 1, &  $\delta = 1$ , we have a single soln. for  $\theta$ .

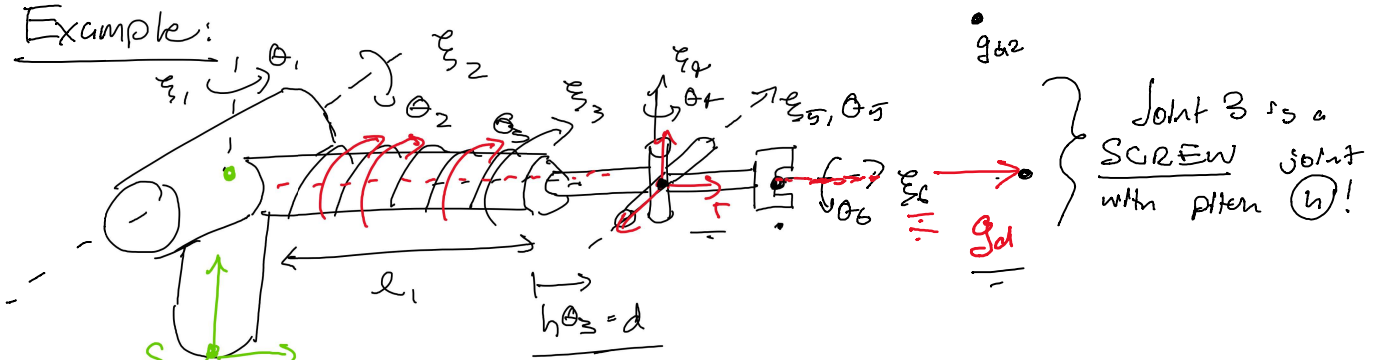
$R_z(\pi)$   $R_x(\pi/2)$



$$R_{x(\pi/2)}$$

⇒ When we apply  $R_x(\pi/2)$  to something in our initial frame, it ROTATES the vels. by  $\pi/2$  in that frame.

Example:



Solution: Idea: treat screw joint like it's prismatic!

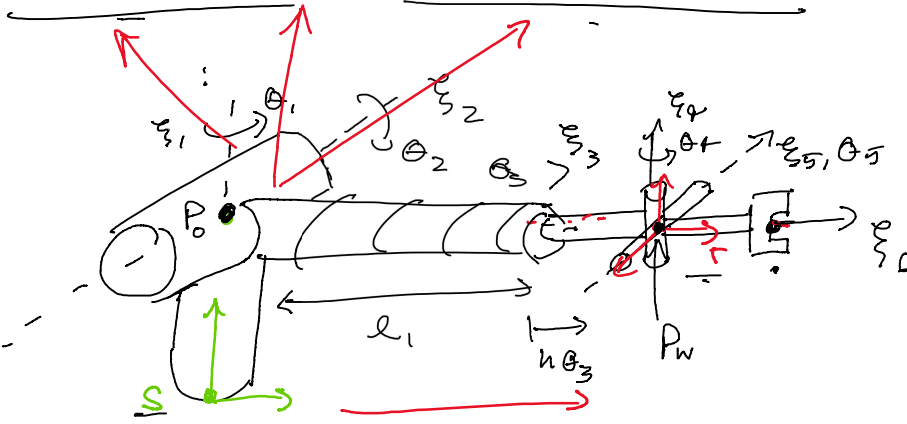
Step 1: P.O.E:

$$e_1 \theta_1 \quad e_2 \theta_2 \quad e_3 \theta_3 \quad e_4 \theta_4 \quad e_5 \theta_5 \quad e_6 \theta_6$$

$$e_1 \theta_1 \quad e_2 \theta_2 \quad e_3 \theta_3 \quad e_4 \theta_4 \quad e_5 \theta_5 \quad e_6 \theta_6 = g_{st}(0) = g$$

take inverse!

Screw/Prismatic: SOLVE FOR THESE FIRST!



UNOW the matrix!

⇒ If we rotate a point ALREADY on the axis, nothing happens!!

$$e_1 \theta_1 \quad e_2 \theta_2 \quad e_3 \theta_3 \quad e_4 \theta_4 \quad e_5 \theta_5 \quad e_6 \theta_6 = g P_w = g P_w$$

Can't yet invert, don't know what they are!!

$$e_1 \theta_1 \quad e_2 \theta_2 \quad e_3 \theta_3 = g P_w = g P_w \quad \text{"g"}$$

"Subtract a point, take the norm"

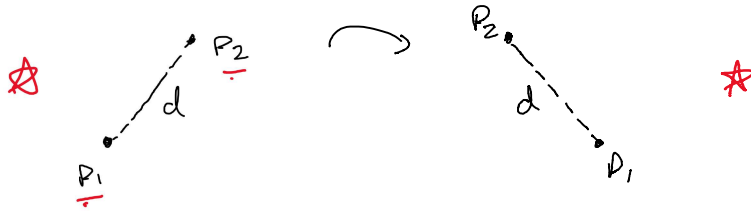
$$e_1 \theta_1 \quad e_2 \theta_2 \quad e_3 \theta_3$$

$$\frac{e \quad e \quad e}{e \quad e \quad e} p_w - p_0 = g p_w - p_0$$

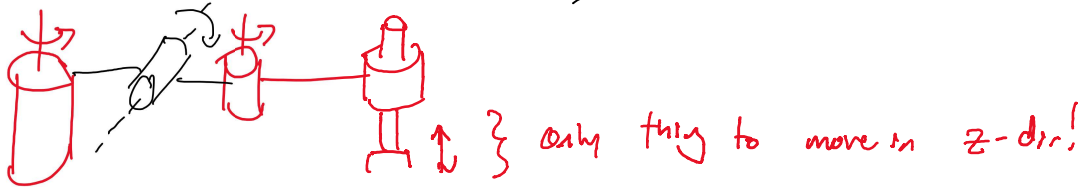
$$\star \frac{\begin{matrix} \hat{\xi}_1 \theta_1 & \hat{\xi}_2 \theta_2 & \hat{\xi}_3 \theta_3 \\ e & e & e \end{matrix} p_w - p_0}{e \quad e \quad e} = g p_w - p_0$$

$$\| \frac{\begin{matrix} \hat{\xi}_1 \theta_1 & \hat{\xi}_2 \theta_2 \\ e & e \end{matrix} (e p_w - p_0) \| = \| g p_w - p_0 \|$$

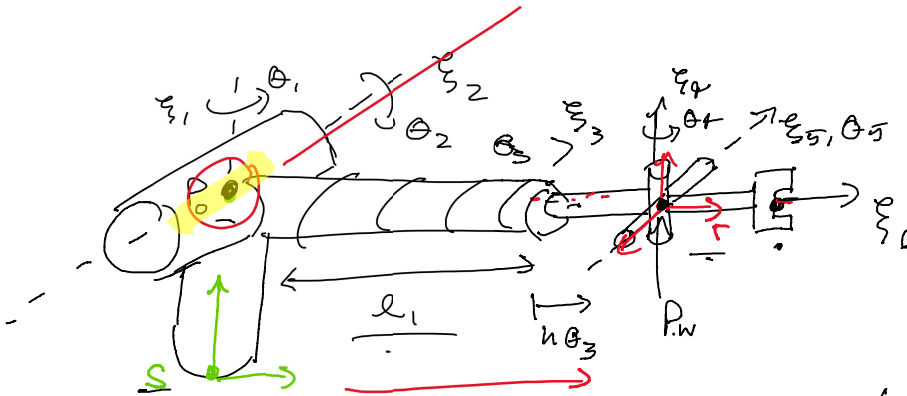
"Rigid motion preserve distance between points"



$$\star \| \frac{\hat{\xi}_3 \theta_3}{e} p_w - p_0 \| = \| g p_w - p_0 \| \star \left. \begin{matrix} \hat{\xi}_1 \theta_1 & \hat{\xi}_2 \theta_2 \\ e & e \end{matrix} \right\} \text{is a rigid, length-pres. trans.}$$



★ This is NOT SP3!! ★

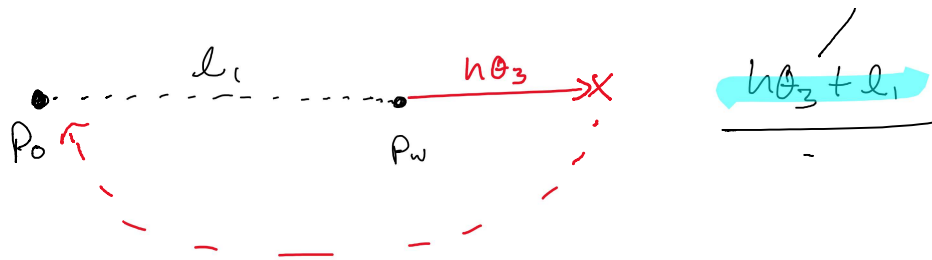


We know this!

$$\| \frac{\hat{\xi}_3 \theta_3}{e} p_w - p_0 \| = \| g p_w - p_0 \|$$

What pos. after moving along  $\hat{\xi}_3$  by  $h\theta_3$

$p_0 = \text{point on } \hat{\xi}_1 \text{ \& } \hat{\xi}_2.$



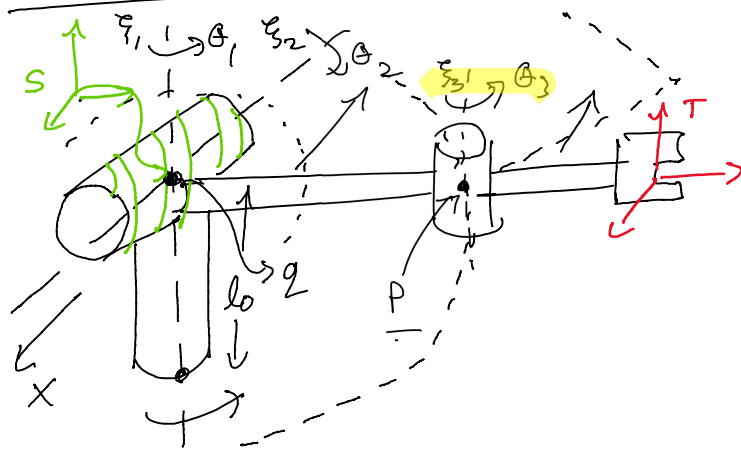
$$\frac{h\theta_3 + l_1}{-}$$

$$h\theta_3 + l_1 = \|g_{P_w - P_o}\|$$

$$\theta_3 = \frac{\|g_{P_w - P_o}\| - l_1}{h}$$

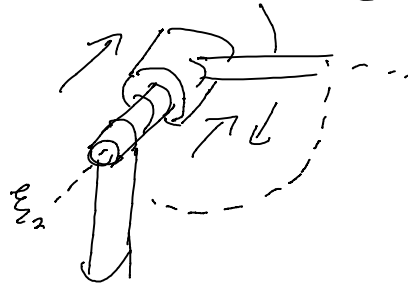
SINGLE value  
for  $\theta_3$ .  
| soln.

### Screw Joint Problem 2:



Screw Joint: Joint 2

⇒ Diten (h)



### SCREW MOTION FIRST!!

P.O.E. 
$$e^{\hat{\xi}_1 \theta_1} e^{\hat{\xi}_2 \theta_2} e^{\hat{\xi}_3 q} = g_d g_{st}(h) = g$$

$$e^{\hat{\xi}_1 \theta_1} e^{\hat{\xi}_2 \theta_2} P = gP$$

$$e^{\hat{\xi}_1 \theta_1} e^{\hat{\xi}_2 \theta_2} P - e^{\hat{\xi}_1 \theta_1} q = gP - q$$

$$\|e^{\hat{\xi}_2 \theta_2} (e^{\hat{\xi}_1 \theta_1} P - q)\| = \|gP - q\|$$

$$\|e^{\hat{\xi}_2 \theta_2} P - q\| = \|gP - q\|$$

⇒ Unlocked down to ONE norm w/ (1) transf!

"Pattern 1"

⇒ transf. on the front ⇒ Subst. a pt, take the norm

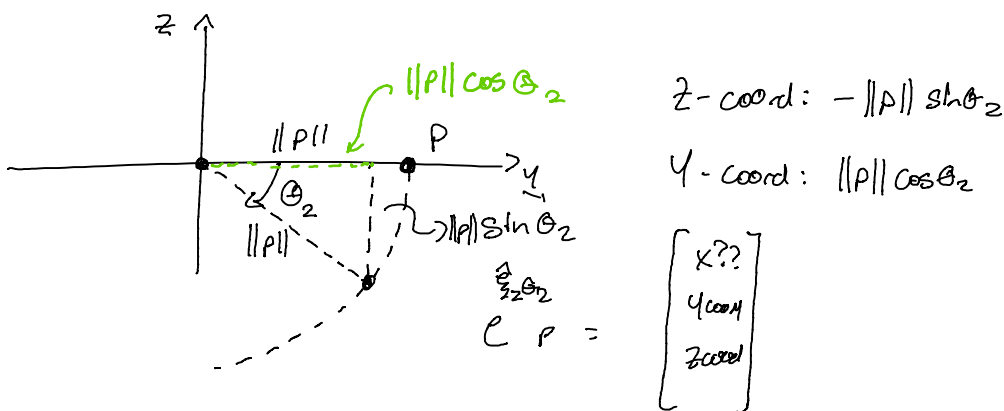
"Pattern 2"

⇒ transf. towards the ball ⇒ Apply a pt. on axis to  $w_0$

$e^{\hat{\xi}_2 \theta_2} p \Rightarrow$  What will this do to  $p$ ?  
 $\Rightarrow$  Rotates + translates point  $p$  in space!

$$\| e^{\hat{\xi}_2 \theta_2} p - \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} \| = \| gp - q \|$$

$$\| e^{\hat{\xi}_2 \theta_2} p \| = \| gp \|$$



Amount of transl:  $h \theta_2$  (Down into page)

$$\| e^{\hat{\xi}_2 \theta_2} p \| = \left\| \begin{bmatrix} -h \theta_2 \\ ||P|| \cos \theta_2 \\ -||P|| \sin \theta_2 \end{bmatrix} \right\|$$

$$\| e^{\hat{\xi}_2 \theta_2} p \|^2 = \| gp \|^2$$

$$(h \theta_2)^2 + (||P|| \cos \theta_2)^2 + (-||P|| \sin \theta_2)^2 = \| gp \|^2$$

$$h^2 \theta_2^2 + ||P||^2 \cos^2 \theta_2 + ||P||^2 \sin^2 \theta_2 = \| gp \|^2$$

$$h^2 \theta_2^2 + ||P||^2 (\cos^2 \theta_2 + \sin^2 \theta_2) = \| gp \|^2$$

$$h^2 \theta_2^2 + ||P||^2 = \| gp \|^2$$

$$\theta_2 = \pm \sqrt{\frac{\| gp \|^2 - ||P||^2}{h^2}}$$

