

Robotics 1

Differential kinematics

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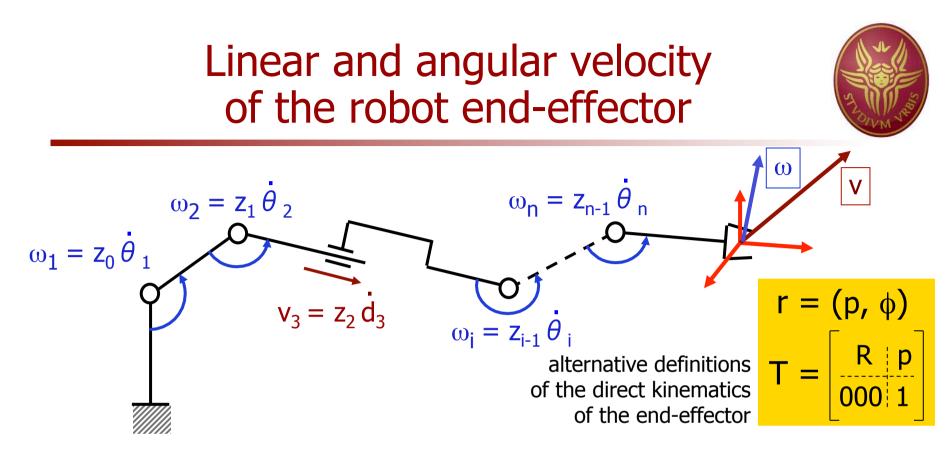
- "relations between motion (velocity) in joint space and motion (linear/angular velocity) in task space (e.g., Cartesian space)"
- instantaneous velocity mappings can be obtained through time derivation of the direct kinematics or in a geometric way, directly at the differential level
 - different treatments arise for rotational quantities
 - establish the link between angular velocity and
 - time derivative of a rotation matrix
 - time derivative of the angles in a minimal representation of orientation

Angular velocity of a rigid body



"rigidity" constraint on distances among points: $\|\mathbf{r}_{ii}\| = \text{constant}$ V_{P1} **V_{P2}`** v_{Pi} - v_{Pi} orthogonal to r_{ii} V_{P1} 17 $v_{P2} - v_{P1} = \omega_1 \times r_{12}$ V_{P2} 2 $v_{P3} - v_{P1} = \omega_1 \times r_{13}$ V_{P3} 3 $v_{P3} - v_{P2} = \omega_2 \times r_{23}$ ۶q۷ $\forall P_1, P_2, P_3$ **2-1=3** $\implies \omega_1 = \omega_2 = \omega$ $v_{Pj} = v_{Pi} + \omega \times r_{ij} = v_{Pi} + S(\omega) r_{ij} \iff r_{ij} = \omega \times r_{ij}$

- the angular velocity $\boldsymbol{\omega}$ is associated to the whole body (**not** to a point)
- if $\exists P_1, P_2$ with $v_{P1} = v_{P2} = 0$: pure rotation (circular motion of all $P_1 \notin I = P_1 P_2$)
- $\omega = 0$: pure translation (**all** points have the same velocity v_P)



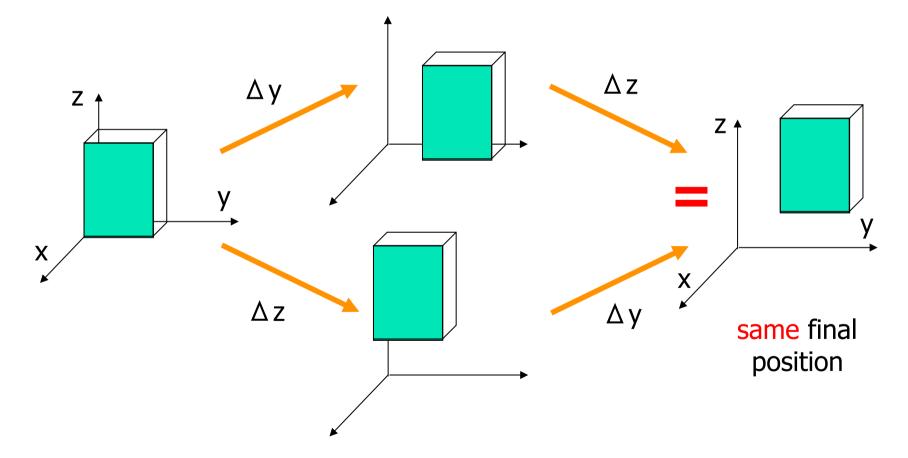
- v and ω are "vectors", namely are elements of vector spaces
 - they can be obtained as the sum of single contributions (in any order)
 - these contributions will be those of the single the joint velocities
- on the other hand, ϕ (and $d\phi/dt$) is not an element of a vector space
 - a minimal representation of a sequence of two rotations is not obtained summing the corresponding minimal representations (accordingly, for their time derivatives)

in general, $\omega \neq d\phi/dt$

Finite and infinitesimal translations

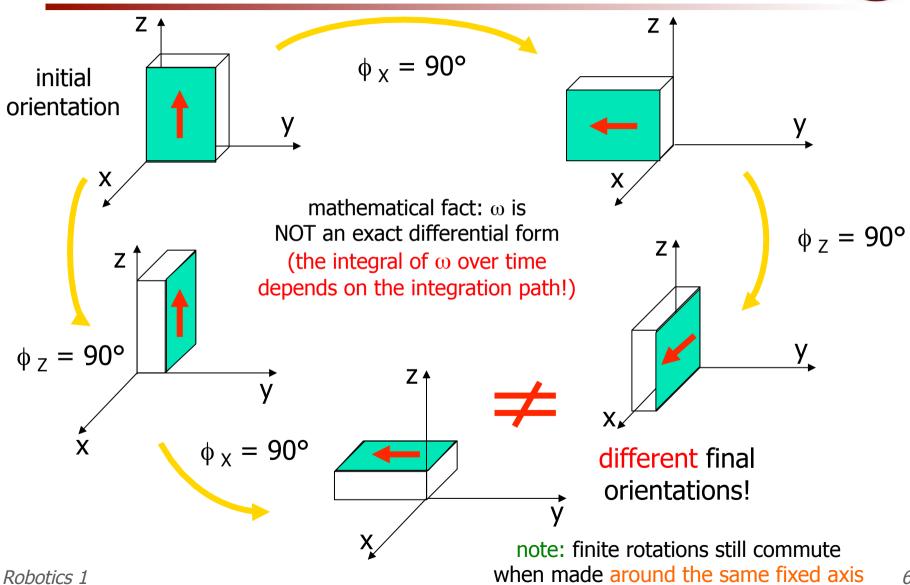


• finite Δx , Δy , Δz or infinitesimal dx, dy, dz translations (linear displacements) always commute



Finite rotations do not commute example







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Infinitesimal rotations commute!

• infinitesimal rotations $d\phi_X, d\phi_Y, d\phi_Z$ around x, y, z axes

$$R_{X}(\phi_{X}) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \phi_{X} & -\sin \phi_{X} \\ 0 & \sin \phi_{X} & \cos \phi_{X} \end{bmatrix} \implies R_{X}(d\phi_{X}) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & -d\phi_{X} \\ 0 & d\phi_{X} & 1 \end{bmatrix}$$

$$R_{Y}(\phi_{Y}) = \begin{bmatrix} \cos \phi_{Y} & 0 & \sin \phi_{Y} \\ 0 & 1 & 0 \\ -\sin \phi_{Y} & 0 & \cos \phi_{Y} \end{bmatrix} \implies R_{Y}(d\phi_{Y}) = \begin{bmatrix} 1 & 0 & d\phi_{Y} \\ 0 & 1 & 0 \\ -d\phi_{Y} & 0 & 1 \end{bmatrix}$$

$$R_{Z}(\phi_{Z}) = \begin{bmatrix} \cos \phi_{Z} & -\sin \phi_{Z} & 0 \\ \sin \phi_{Z} & \cos \phi_{Z} & 0 \\ 0 & 0 & 1 \end{bmatrix} \implies R_{Z}(d\phi_{Z}) = \begin{bmatrix} 1 & -d\phi_{Z} & 0 \\ d\phi_{Z} & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$R(d\phi) = R(d\phi_{X}, d\phi_{Y}, d\phi_{Z}) = \begin{bmatrix} 1 & -d\phi_{Z} & d\phi_{Y} \\ d\phi_{Z} & 1 & -d\phi_{X} \\ -d\phi_{Y} & d\phi_{X} & 1 \end{bmatrix} \longleftarrow \qquad \begin{array}{c} \begin{array}{c} \text{neglecting} \\ \text{second- and} \\ \text{third-order} \\ (\text{infinitesimal}) \\ \text{terms} \end{array}$$



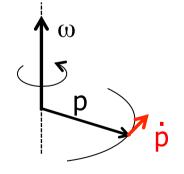


- let R = R(t) be a rotation matrix, given as a function of time
- since I = R(t)R^T(t), taking the time derivative of both sides yields
 0 = d[R(t)R^T(t)]/dt = dR(t)/dt R^T(t) + R(t) dR^T(t)/dt = dR(t)/dt R^T(t) + [dR(t)/dt R^T(t)]^T thus dR(t)/dt R^T(t) = S(t) is a skew-symmetric matrix
- let p(t) = R(t)p' a vector (with constant norm) rotated over time
- comparing

dp(t)/dt = dR(t)/dt p' = S(t)R(t) p' = S(t) p(t) $dp(t)/dt = \omega(t) \times p(t) = S(\omega(t)) p(t)$

we get $S = S(\omega)$

$$\dot{R} = S(\omega) R$$
 \longleftrightarrow $S(\omega) = \dot{R} R^{T}$



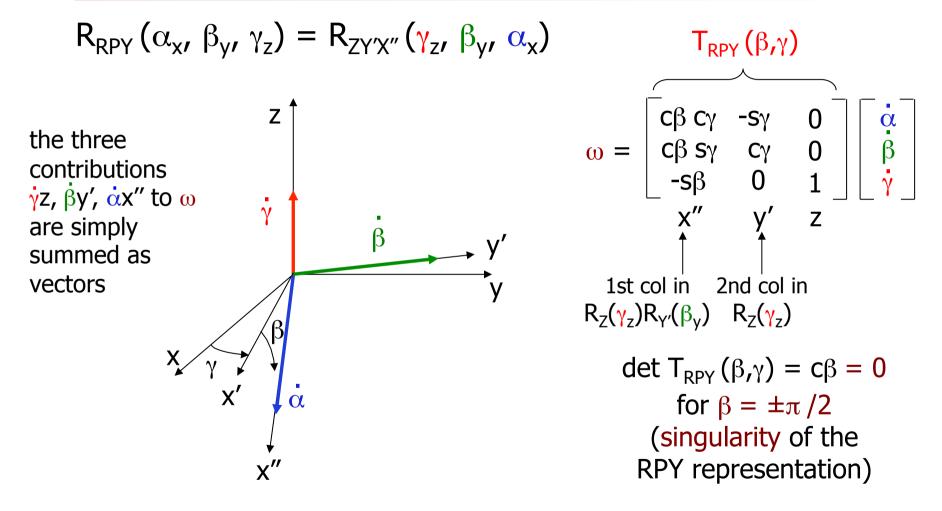
Example



Time derivative of an elementary rotation matrix



Time derivative of RPY angles and $\boldsymbol{\omega}$



similar treatment for the other 11 minimal representations...



analytical Jacobian (obtained by time differentiation)

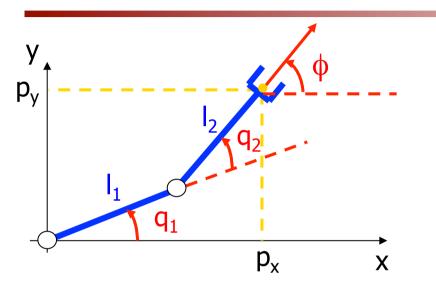
geometric Jacobian (no derivatives)

$$\begin{pmatrix} \mathbf{v} \\ \mathbf{\omega} \end{pmatrix} = \begin{pmatrix} \dot{\mathbf{p}} \\ \mathbf{\omega} \end{pmatrix} = \begin{pmatrix} J_L(q) \\ J_A(q) \end{pmatrix} \dot{\mathbf{q}} = J(q) \dot{\mathbf{q}}$$



Analytical Jacobian of planar 2R arm

r



direct kinematics $p_x = l_1 c_1 + l_2 c_{12}$ $p_y = l_1 s_1 + l_2 s_{12}$ $\phi = q_1 + q_2$

$$\dot{p}_{x} = -l_{1} s_{1} \dot{q}_{1} - l_{2} s_{12} (\dot{q}_{1} + \dot{q}_{2})$$

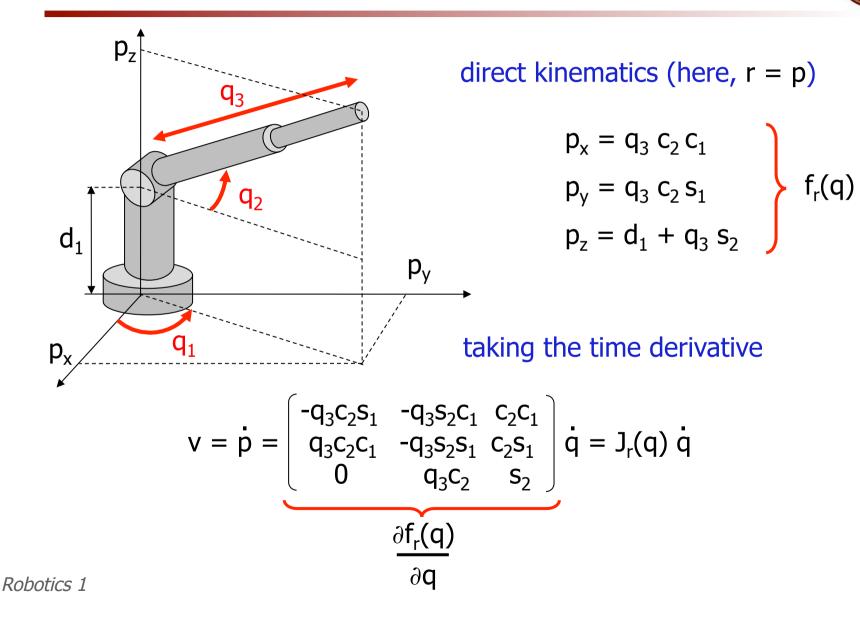
$$\dot{p}_{y} = l_{1} c_{1} \dot{q}_{1} + l_{2} c_{12} (\dot{q}_{1} + \dot{q}_{2})$$

$$\phi = \omega_{z} = \dot{q}_{1} + \dot{q}_{2}$$

$$\int_{r}(q) = \begin{bmatrix} -l_{1} s_{1} - l_{2} s_{12} & -l_{2} s_{12} \\ l_{1} c_{1} + l_{2} c_{12} & l_{2} c_{12} \\ 1 & 1 \end{bmatrix}$$
here, all rotations occur around the same fixed axis z (normal to the plane of motion)
$$\int_{r}(q) = \begin{bmatrix} -l_{1} s_{1} - l_{2} s_{12} & -l_{2} s_{12} \\ l_{1} c_{1} + l_{2} c_{12} & l_{2} c_{12} \\ 1 & 1 \end{bmatrix}$$



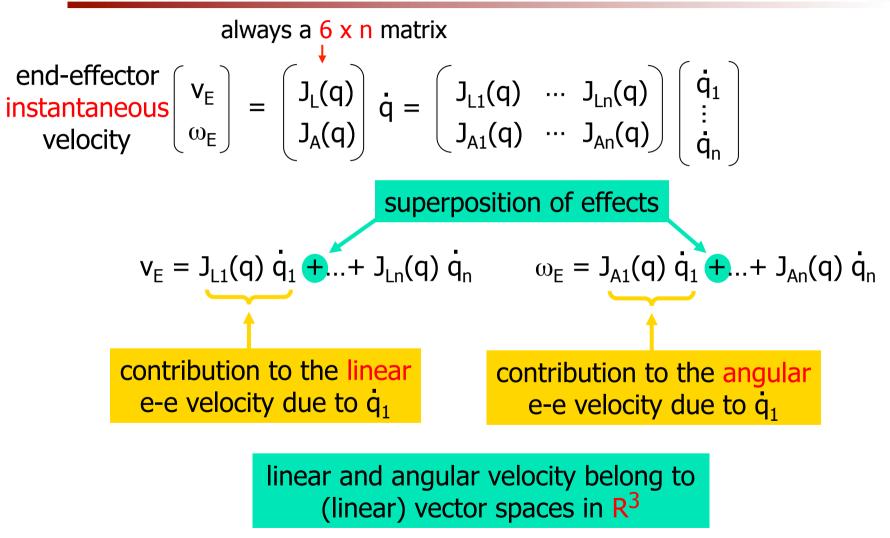
Analytical Jacobian of polar robot



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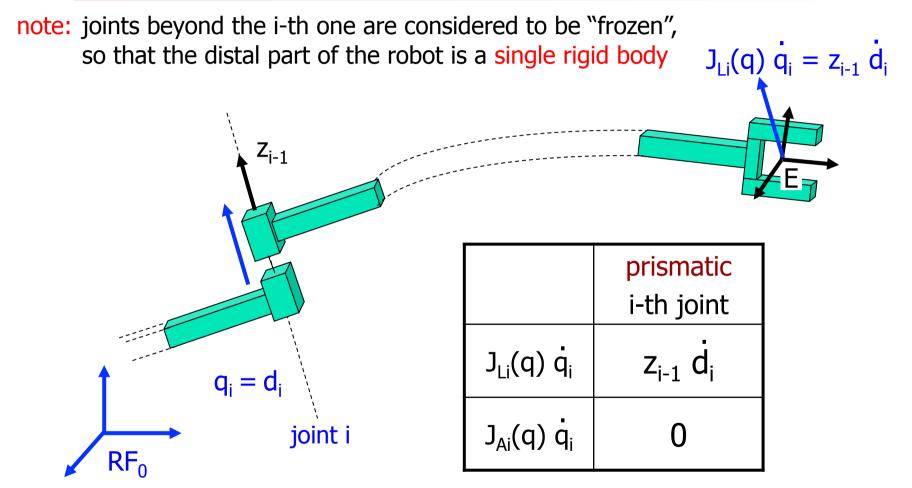
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Geometric Jacobian



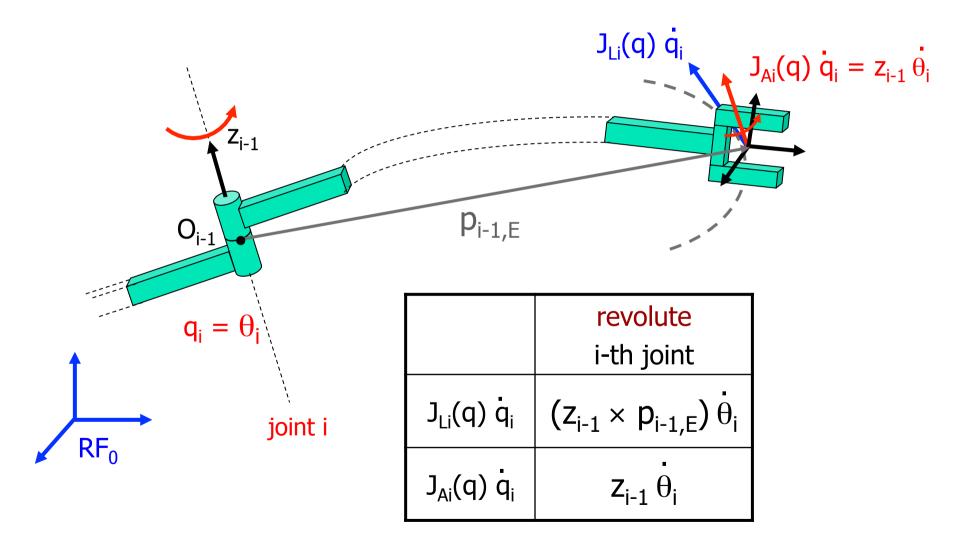


Contribution of a prismatic joint





Contribution of a revolute joint





Expression of geometric Jacobian

$$\begin{pmatrix} \mathbf{\dot{p}}_{0,E} \\ \omega_E \end{pmatrix} = \mathbf{\dot{p}}_{0,E} \begin{bmatrix} \mathbf{v}_E \\ \omega_E \end{bmatrix} = \begin{pmatrix} \mathbf{J}_L(q) \\ \mathbf{J}_A(q) \end{pmatrix} \mathbf{\dot{q}} = \begin{pmatrix} \mathbf{J}_{L1}(q) & \cdots & \mathbf{J}_{Ln}(q) \\ \mathbf{J}_{A1}(q) & \cdots & \mathbf{J}_{An}(q) \end{pmatrix} \begin{bmatrix} \mathbf{\dot{q}}_1 \\ \vdots \\ \mathbf{\dot{q}}_n \end{bmatrix}$$

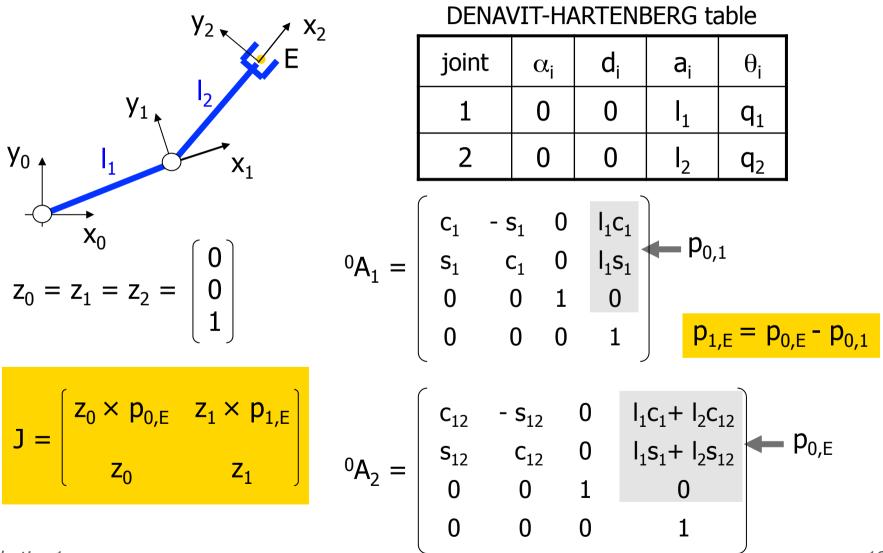
	prismatic i-th joint	revolute i-th joint	this can be also computed as
J _{Li} (q)	Z _{i-1}	$z_{i-1} \times p_{i-1,E}$	$=\frac{\partial \mathbf{p}_{0,E}}{\partial \mathbf{q}_{i}}$
J _{Ai} (q)	0	Z _{i-1}	

$$z_{i-1} = {}^{0}R_{1}(q_{1})...{}^{i-2}R_{i-1}(q_{i-1})\begin{bmatrix} 0\\0\\1 \end{bmatrix}$$
$$p_{i-1,E} = p_{0,E}(q_{1},...,q_{n}) - p_{0,i-1}(q_{1},...,q_{i-1})$$

all vectors should be expressed in the same reference frame (here, the base frame RF₀)

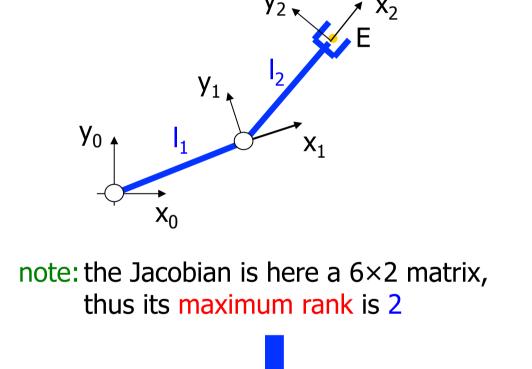


Example: planar 2R arm





Geometric Jacobian of planar 2R arm

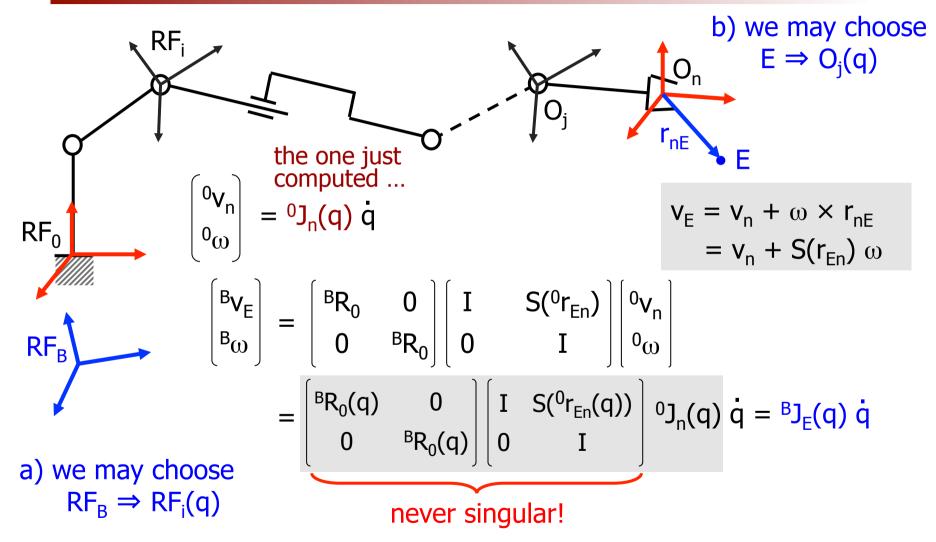


 $J = \begin{bmatrix} z_0 \times p_{0,E} & z_1 \times p_{1,E} \\ z_0 & z_1 \end{bmatrix}$ $= \begin{bmatrix} -l_1 s_1 - l_2 s_{12} & -l_2 s_{12} \\ l_1 c_1 + l_2 c_{12} & l_2 c_{12} \\ 0 & 0 \\ 0 & 0 \\ 1 & 1 \end{bmatrix}$

at most 2 components of the linear/angular end-effector velocity can be independently assigned

compare rows 1, 2, and 6 with the analytical Jacobian in slide #12!







Example: Dexter robot

- 8R robot manipulator with transmissions by pulleys and steel cables (joints 3 to 8)
 - lightweight: only 15 kg in motion
 - motors located in second link
 - incremental encoders (homing)
 - redundancy degree for e-e pose task: n-m=2
 - compliant in the interaction with environment



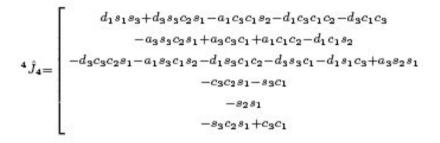


i	a(mm)	d (mm)	α (rad)	range θ (deg)
0	0	0	$-\pi/2$	[-12.56, 179.89]
1	144	450	$-\pi/2$	[-83, 84]
2	0	0	$\pi/2$	[7, 173]
3	100	350	$\pi/2$	[65, 295]
4	0	0	$-\pi/2$	[-174, -3]
5	24	250	$-\pi/2$	[57, 265]
6	0	0	$-\pi/2$	[-129.99, -45]
7	100	0	π	[-55.05, 30]



Mid-frame Jacobian of Dexter robot

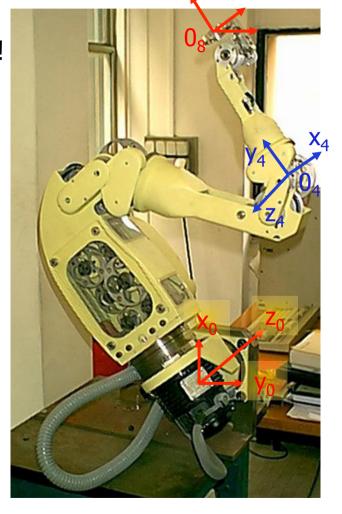
- geometric Jacobian ⁰J₈(q) is very complex
- "mid-frame" Jacobian ⁴J₄(q) is relatively simple!



$a_1s_3 + d_3s_3s_2$	$d_{3}c_{3}$	0	0	0
-a38382	$-a_{3}c_{3}$	0	0	0
$-a_1c_3-d_3c_3s_2-a_3c_2$	$d_{3}s_{3}$	$-a_3$	0	0
- c382	83	0	0	$-s_{4}$
C2	0	1	0	C4
-8382	-C3	0	1	0

$-a_5s_4 - d_5c_5c_4$	-a5\$5c4c6+d5\$586c4
$-d_5c_5s_4+a_5c_4$	$d_5s_5s_6s_4 - a_5s_5s_4c_6$
$d_{5}s_{5}$	$-a_5c_6c_5+d_5c_5s_6$
$-c_{4}s_{5}$	$-c_4c_5s_6+s_4c_6$
-8485	-84C586-C4C6
- C5	8586

	6	r	ows,
8	С	0	lumns





$$\dot{p} \rightleftharpoons v \qquad \dot{p} = v$$

$$\dot{\phi} \rightleftharpoons \omega = \omega_{\dot{\phi}_1} + \omega_{\dot{\phi}_2} + \omega_{\dot{\phi}_3} = a_1 \dot{\phi}_1 + a_2(\phi_1) \dot{\phi}_2 + a_3(\phi_1, \phi_2) \dot{\phi}_3 = T(\phi) \dot{\phi}$$
(moving) axes of definition for the sequence of rotations ϕ_i

$$r = \begin{pmatrix} p \\ \phi \end{pmatrix} \implies J(q) = \begin{pmatrix} I & 0 \\ 0 & T(\phi) \end{pmatrix} J_r(q) \qquad J_r(q) = \begin{pmatrix} I & 0 \\ 0 & T^{-1}(\phi) \end{pmatrix} J(q)$$

$$T(\phi) \text{ has always } \Leftrightarrow \text{ singularity of the specific}$$

$$a \text{ singularity} \iff \text{ singularity of the specific}$$

$$r = S(\omega) R \iff \text{ for each column } r_i \text{ of } R \text{ (unit vector of a frame)}, we have$$

$$\dot{r}_i = \omega \times r_i$$

Acceleration relations (and beyond...)

Higher-order differential kinematics

- differential relations between motion in the joint space and motion in the task space can be established at the second order, third order, ...
- the analytical Jacobian always "weights" the highest-order derivative

velocity $\dot{r} = J_r(q) \dot{q}$
matrix function $N_2(q, \dot{q})$ acceleration $\ddot{r} = J_r(q) \ddot{q} + J_r(q) \dot{q}$ jerk $\ddot{r} = J_r(q) \ddot{q} + 2 J_r(q) \ddot{q} + J_r(q) \dot{q}$ snap $\ddot{r} = J_r(q) \ddot{q} + ...$

the same holds true also for the geometric Jacobian J(q)

Primer on linear algebra



given a matrix J: m × n (m rows, n columns)

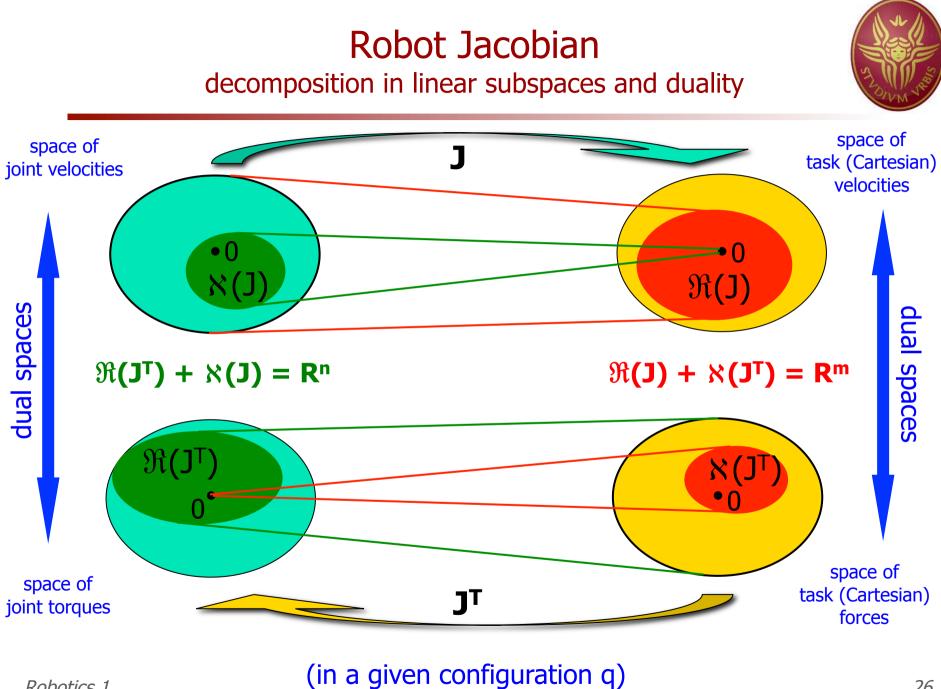
- rank $\rho(J) = \max \#$ of rows or columns that are linearly independent
 - $\rho(J) \leq \min(m,n)$ (if equality holds, J has "full rank")
 - if m = n and J has full rank, J is "non singular" and the inverse J⁻¹ exists
 - $\rho(J) =$ dimension of the largest non singular square submatrix of J
- range ℜ(J) = vector subspace generated by all possible linear combinations of the columns of J ← also called "image" of J

 $\Re(J)=\{v\in \mathsf{R}^{\mathsf{m}}: \exists \, \xi\in \mathsf{R}^{\mathsf{n}}, \, v=J\, \xi\}$

- dim $(\Re(J)) = \rho(J)$
- kernel $\aleph(J)$ = vector subspace of all vectors $\xi \in \mathbb{R}^n$ such that $J \cdot \xi = 0$
 - dim(𝔅(J)) = n ρ(J)

also called "null space" of J

- $\Re(J) + \aleph(J^T) = R^m e \Re(J^T) + \aleph(J) = R^n$
 - sum of vector subspaces V₁ + V₂ = vector space where any element v can be written as v = v₁ + v₂, with v₁ ∈ V₁, v₂ ∈ V₂
- all the above quantities/subspaces can be computed using, e.g., Matlab *Robotics 1*





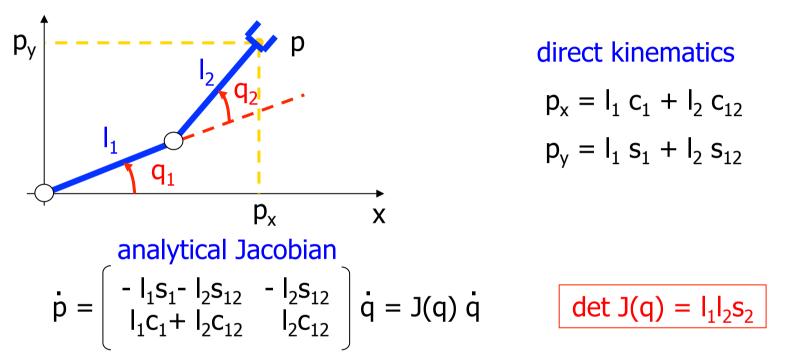
- $\rho(J) = \rho(J(q)), \Re(J) = \Re(J(q)), \varkappa(J^T) = \varkappa(J^T(q))$ are locally defined, i.e., they depend on the current configuration q
- ℜ(J(q)) = subspace of all "generalized" velocities (with linear and/or angular components) that can be instantaneously realized by the robot end-effector when varying the joint velocities at the configuration q
- if J(q) has max rank (typically = m) in the configuration q, the robot end-effector can be moved in any direction of the task space R^m
- if ρ(J(q)) < m, there exist directions in R^m along which the robot endeffector cannot move (instantaneously!)
 - these directions lie in χ(J^T(q)), namely the complement of ℜ(J(q)) to the task space R^m, which is of dimension m ρ(J(q))
- when ℵ(J(q)) ≠ {0}, there exist non-zero joint velocities that produce zero end-effector velocity ("self motions")
 - this always happens for m<n, i.e., when the robot is redundant for the task



- configurations where the Jacobian loses rank ↔ loss of instantaneous mobility of the robot end-effector
- for m = n, they correspond to Cartesian poses at which the number of solutions of the inverse kinematics problem differs from the "generic" case
- "in" a singular configuration, we cannot find a joint velocity that realizes a desired end-effector velocity in an arbitrary direction of the task space
- "close" to a singularity, large joint velocities may be needed to realize some (even small) velocity of the end-effector
- finding and analyzing in advance all singularities of a robot helps in avoiding them during trajectory planning and motion control
 - when m = n: find the configurations q such that det J(q) = 0
 - when m < n: find the configurations q such that all m×m minors of J are singular (or, equivalently, such that det $[J(q) J^{T}(q)] = 0$)
- finding all singular configurations of a robot with a large number of joints, or the actual "distance" from a singularity, is a hard computational task Robotics 1



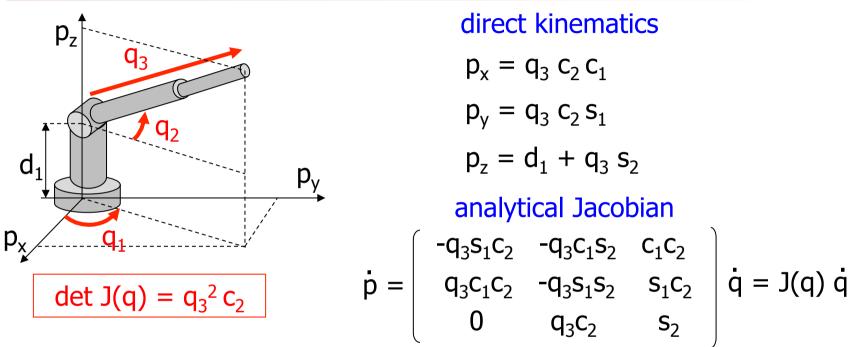
Singularities of planar 2R arm



- singularities: arm is stretched $(q_2 = 0)$ or folded $(q_2 = \pi)$
- singular configurations correspond here to Cartesian points on the boundary of the workspace
- in general, these singularities separate regions in the joint space with distinct inverse kinematic solutions (e.g., "elbow up" or "down")



Singularities of polar (RRP) arm



- singularities
 - E-E is along the z axis ($q_2 = \pm \pi/2$): simple singularity \Rightarrow rank J = 2
 - third link is fully retracted ($q_3 = 0$): double singularity \Rightarrow rank J drops to 1
- all singular configurations correspond here to Cartesian points internal to the workspace (supposing no limits for the prismatic joint)

Singularities of robots with spherical wrist



- n = 6, last three joints are revolute and their axes intersect at a point
- without loss of generality, we set O₆ = W = center of spherical wrist (i.e., choose d₆ = 0 in the DH table)

$$\mathbf{J}(\mathbf{q}) = \begin{bmatrix} \mathbf{J}_{11} & \mathbf{0} \\ \mathbf{J}_{21} & \mathbf{J}_{22} \end{bmatrix}$$

- since det $J(q_1,...,q_5) = \det J_{11} \cdot \det J_{22}$, there is a decoupling property
 - det $J_{11}(q_1,...,q_3) = 0$ provides the arm singularities
 - det $J_{22}(q_4, q_5) = 0$ provides the wrist singularities
- being J₂₂ = [z₃ z₄ z₅] (in the geometric Jacobian), wrist singularities correspond to when z₃, z₄ and z₅ become linearly dependent vectors
 ⇒ when either q₅ = 0 or q₅ = ±π/2
- inversion of J is simpler (block triangular structure)
- the determinant of J will never depend on q₁: why?