SDM5008 Advanced Control for Robotics Lecture 5: Product of Exponential and Kinematics of Open Chain

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Outline

• Motivating Example

• Product of Exponential Formula Derivations

• Practice Example

Kinematics

Kinematics is a branch of classical mechanics that describes the motion of points, bodies (objects), and systems of bodies (groups of objects) without considering the mass of each or the forces that caused the motion



- Forward Kinematics: calculation of the configuration T = (R, p) of the end-effector frame from joint variables $\theta = (\theta_1, \dots, \theta_n)$
- Velocity Kinematics (Next Lecture): Deriving the Jacobian matrix: linearized map from the joint velocities $\dot{\theta}$ to the spatial velocity \mathcal{V} of the end-effector

Illustration Example (1/3)

Consider a 2R robot

- Three links and two joints θ_1, θ_2
- Link/body frame attached to link *i* at joint *i* (one of possible choices)
- Fixed/world frame {s} frame , end-effector frame {b}
- Goal: compute ${}^{s}T_{b}(\theta_{1},\theta_{2})$: function of θ_{1},θ_{2}
- Initial pose: $M \triangleq {}^{s}T_{b}(0,0)$

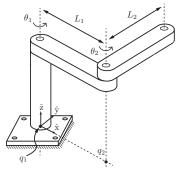


Illustration Example (2/3)

• Fix joint 1 at $\theta_1 = 0$, rotate joint 2 by θ_2 , we have ${}^sT_b(0, \theta_2)$

Illustration Example (3/3)

• Fix joint 2 at θ_2 , and rotate joint 1 by $\theta_1 \Rightarrow {}^sT_b(\theta_1, \theta_2)$



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Notation Setup (1/2)

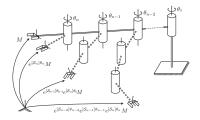
- Suppose that the robot has n joints and n links. Each joint has one degree of freedom represented by joint variable θ_i , i = 1, ..., n
 - θ_i : the joint angle (Revolute joint) or joint displacement (Primatic joint)
- Specify a fixed frame $\{s\}$: also referred to as frame $\{0\}$
- Attach frame $\{i\}$ to link i at joint i, for i = 1, ..., n
- Attach frame $\{b\}$ at the end-effector: sometimes referred to as frame $\{n{+}1\}$
- ${}^{i}S_{i}$: screw axis of joint *i* expressed in frame {i}
- ${}^{0}S_{i}$: screw axis of joint *i* expressed in fixed frame {0} (i.e. frame {s})

Notation Setup (2/2)

- For simplicity, we write configuration as $T_{sb},$ which is the same as ${}^sT_b.$ Similarly, $T_{ij}={}^iT_j$
- Note: ${}^{i}S_{i}$ does not change when the robot moves (i.e. when θ changes), but ${}^{0}S_{i}$ depends on $\theta_{1}, \ldots, \theta_{i}$. Sometimes, we write out the dependency explicitly, i.e. ${}^{0}S_{i}(\theta_{1}, \ldots, \theta_{i})$
- Define home position: $\theta_1 = 0, \dots, \theta_n = 0$. This is the configuration when all the joint angles are zero. One can also choose other *fixed* angles as the home position
- Define ${}^{0}\bar{S}_{i} = {}^{0}S_{i}(0, ..., 0)$: the screw axis of joint *i* expressed in frame {0}, when the robot is at the home position.

Product of Exponential: Main Idea

- Goal: Derive $T_{sb}(\theta_1, \ldots, \theta_n)$
- Compute $M \triangleq T_{sb}(0, \dots, 0)$: the configuration of end-effector when the robot is at home position



- Apply screw motion to joint n: $T_{sb}(0, \ldots, 0, \theta_n) = e^{[0\bar{S}_n]\theta_n}M$
- Apply screw motion to joint n-1 to obtain:

$$T_{sb}(0,\ldots,0,\theta_{n-1},\theta_n) = e^{[0\bar{S}_{n-1}]\theta_{n-1}}e^{[0\bar{S}_n]\theta_n}M$$

• After n screw motions, the overall forward kinematics:

$$T_{sb}(\theta_1,\ldots,\theta_n) = e^{[0\bar{\mathcal{S}}_1]\theta_1} e^{[0\bar{\mathcal{S}}_2]\theta_2} \cdots e^{[0\bar{\mathcal{S}}_n]\theta_n} M$$

PoE: Screw Motions in Different Order (1/2)

PoE was obtained by applying screw motions along screw axes \$\vec{\mathcal{S}}_{n}\$, \$\vec{\mathcal{S}}_{n-1}\$, What happens if the order is changed?

- For simplicity, assume that n = 2, and let us apply screw motion along ${}^{_0}\!\bar{S}_1$ first:
 - $T_{sb}(\theta_1, 0) = e^{[0\bar{S}_1]\theta_1} M$
 - Now screw axis for joint 2 has been changed. The new axis ${}^{_{0}}\mathcal{S}_{2} = {}^{_{0}}\mathcal{S}_{2}(\theta_{1},0) \neq {}^{_{0}}\bar{\mathcal{S}}_{2}.$

PoE: Screw Motions in Different Order (2/2)

- $T_{sb}(\theta_1, \theta_2) = e^{[{}^0\!\mathcal{S}_2]\theta_2} T_{sb}(\theta_1, 0)$

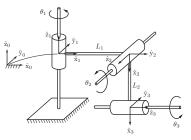
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PoE Example: 3R Spatial Open Chain



More Discussions

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