

### **Trajectory Generation (2/2)**





### **Task Space Versus Joint Space - Interpolations**



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#### **Trajectory Generation – Roadmap Diagram**



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## **Joint Space Schemes**

Multiple Time Intervals Via Point



#### **Trajectory Generation – Roadmap Diagram**



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#### Joint Space Schemes – Multiple Time Intervals – Via Points

- Define multiple functions for each joint such that
  - The value at  $t_0$  is the initial position of the joint and whose value at  $t_f$  is the desire goal position of the joint  $\theta(t)$  at the end of the time interval
  - In between the beginning/ending points the user define via points that each joint must pass trough.
  - Note that all the joints reach the via point at the same time to guarantee a specific position and orientation of the end effector
- There are many smooth functions that may be used to interpolate the joint value.







### Joint Space Schemes – Multiple Time Intervals – Via Points – Velocity Definition

- Specify the desired velocities at each segment:
  - User Definition Desired Cartesian linear and angular velocity of the tool frame at each via point.
  - 2. System Definition The system automatically chooses the velocities (Cartesian or angular) automatically using a suitable heuristic method.
  - **3. System Definition** The system automatically chooses the velocities (Cartesian or angular) to cause the acceleration at the via point to be continuous.





## **Joint Space Schemes**

Multiple Time Intervals Via Point User Defined Function



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### Joint Space Schemes – Multiple Time Intervals – Via Points – Velocity Definition

- User Definition Desired Cartesian linear and angular velocity of the tool frame at each via point.
- Mapping (Cartesian Space to Joint Space) Cartesian velocities at the via point are "mapped" to desired joint rates by using the inverse Jacobian

$$\dot{\theta}_f = J^{-1} \dot{X}_f$$

- Singularity If the manipulator is at a singular point at a particular via point then the user is not free to choose an arbitrarily velocity at this point.
- Difficult





### **Joint Space Schemes**

Multiple Time Intervals Via Point System Defined Function – Heuristic



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### Joint Space Schemes – Multiple Time Intervals – Via Points – Velocity Definition

2. System Definition – The system automatically chooses the velocities (Cartesian or angular) using a suitable heuristic method given a trajectory .

#### **Heuristic method**

- Consider a path defined by via points
- Connect the via points with straight lines
- If the slope change sign
  - Set the velocity at the via point to be zero
- M = If the slope have the same sign
  - Calculate the average between the to velocities at the via point.



SLOPE HAVE THE SAME SIGN

$$V_c = \frac{V_{inc} + V_{ovt}c}{2}$$



### Joint Space Schemes – Multiple Time Intervals – Via Points – Velocity Definition

- **3. System Definition** The system automatically chooses the velocities (Cartesian or angular) to cause the acceleration at the via point to be continuous.
- Spline Enforcing the velocity and the acceleration to be continuous at the via point



### **Joint Space Schemes**

#### Multiple Time Intervals Via Point System Defined Function – Cubic Polynomials



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• Solve for the coefficients of two cubic functions that are connected in a two segment spline with a continuous acceleration at the intermediate via point.







• The joint angle velocity and acceleration for each segment (8 unknowns)

$$\begin{aligned} \theta(t) &= a_{10} + a_{11}t + a_{12}t^2 + a_{13}t^3\\ \theta(t) &= a_{20} + a_{21}t + a_{22}t^2 + a_{23}t^3\\ \dot{\theta}(t) &= a_{11} + 2a_{12}t + 3a_{13}t^2\\ \dot{\theta}(t) &= a_{21} + 2a_{22}t + 3a_{23}t^2\\ \ddot{\theta}(t) &= 2a_{12} + 6a_{13}t\\ \ddot{\theta}(t) &= 2a_{22} + 6a_{23}t \end{aligned}$$



- Position at the beginning and end of each segment
- Segment 1

$$\theta_{0}(t=0) = a_{10} \quad eq 1$$
  
$$\theta_{via}(t=t_{f_{1}}) = a_{10} + a_{11}t_{f_{1}} + a_{12}t_{f_{1}}^{2} + a_{13}t_{f_{1}}^{3} \quad eq 2$$

• Segment 2

$$\theta_{via}(t=0) = a_{20} + a_{21}t_{f_2} + a_{22}t_{f_2}^{2} + a_{23}t_{f_2}^{3} = a_{20} + a_{21}t_{f_2} + a_{22}t_{f_2}^{2} + a_{23}t_{f_2}^{3} = a_{20} + a_{21}t_{f_2} + a_{23}t_{f_2}^{3} = a_{2$$



• Velocity at the beginning of the interval

$$\dot{\theta}(t=0) = a_{11}$$
 eq 5

• Velocity at the end of the interval

$$\dot{\theta}(t=t_{f_2}) = a_{21} + 2a_{22}t_{f_2} + 3a_{23}t_{f_2}^2$$
 eq 6

• Velocity at the mid point between the intervals

$$\dot{\theta} \left[ Function1(t = t_{f_1}) \right] = \dot{\theta} \left[ Function2(t = 0) \right]$$

$$a_{11} + 2a_{12}t_{f_1} + 3a_{13}t_{f_1}^2 = a_{21}$$
 eq 7





• Acceleration at the mid point between the intervals

$$\ddot{\theta} \left[ Function1(t = t_{f_1}) \right] = \ddot{\theta} \left[ Function2(t = 0) \right]$$

$$2a_{12} + 6a_{13}t_{f_1} = 2a_{22}$$
 eq. 8

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• Solve 8 equations with 8 unknown



• Solution for the 8 equations

$$a_{10} = \theta_0$$

$$a_{11} = 0$$

$$a_{12} = \frac{12\theta_v - 3\theta_g - 9\theta_0}{4t_f^2}$$

$$a_{13} = \frac{-8\theta_v + 3\theta_g + 5\theta_0}{4t_f^3}$$

$$a_{10} = \theta_v$$

$$a_{21} = \frac{3\theta_g - 3\theta_0}{4t_f}$$

$$a_{22} = \frac{-12\theta_v + 6\theta_g + 6\theta_0}{4t_f^2}$$

$$a_{23} = \frac{8\theta_v - 5\theta_g - 3\theta_0}{4t_f^3}$$



### **Joint Space Schemes**

#### Multiple Time Intervals Via Point System Defined Function – Linear Function With Parabolic Blend



#### **Trajectory Generation – Roadmap Diagram**



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### Joint Space Schemes – Multiple Time Intervals – Via Points – Linear Function With Parabolic Blend

- The Need
  - Linear path with parabolic blends is used in cases where there are <u>arbitrary number of via points specified</u>
- Method Anatomy
  - Linear Functions Connecting the via points
  - Parabolic Blend Connecting the linear functions around the via points



#### Joint Space Schemes – Multiple Time Intervals – Via Points – Linear Function With Parabolic Blend



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### **Joint Space Schemes**

#### Multiple Time Intervals Via Point System Defined Function – Linear Function With Parabolic Blend Time Interval Analysis





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- Acceleration

> (+) Acceleration A = SGN ( AKL --> E Deceleration ÅKL - ÅJK tjk = tojk - iti - itk

41 8 slope JKL SLope

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- Note: First and Last Segments The first and the last segments must be handled slightly differently because the entire bland regeion at one end of the segment must be counted in the total segment's time duration.
- Note the difference between
  - Mid Points  $t_{djk}$

 $I_{djk}$ 

- First Point  $t_{d12}$
- Last Point  $t_{d(n-1)n}$









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2 FIRST SEGMENT  
Velocity 
$$\rightarrow \frac{4z-4_1}{td_{12}-\frac{1}{2}t_1} = \ddot{\Theta}_1 t_1$$
  
Arederation  $\ddot{\Theta}_1 = SGN(\theta_2 - \theta_1) | \dot{\Theta}_1 |$   
 $4_2 - 4_1 = \ddot{\Theta}_1 t_1 (td_{22} - \frac{1}{2} t_1)$   
 $(+ \ddot{\Theta}_1 \frac{1}{2}) t_1^2 - (\ddot{\Theta}_1 td_{22}) t_1 + (\theta_2 - \theta_1) = 0$   
 $t_1 = \frac{\ddot{\Theta}_1 td_{22} t_1}{\ddot{\Theta}_1 td_{22} t_1} = \frac{\ddot{\Theta}_1 td_{22} t_1}{\ddot{\Theta}_1 td_{22} t_1}$ 

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$$t_{i} = t_{d_{12}} = \frac{4_{2} - \theta_{1}}{t_{d_{12}} - \frac{1}{2}t_{1}} \qquad t_{i} \geq \frac{2(\theta_{i} - \theta_{2})}{\theta_{i}}$$

$$\theta_{12} = \frac{4_{2} - \theta_{1}}{t_{d_{12}} - \frac{1}{2}t_{1}} \qquad t_{i} \leq t_{d_{12}} \qquad \theta_{i} \leq \frac{1}{2}$$

$$t_{i} \geq t_{d_{12}} - \frac{1}{2}t_{2} \qquad t_{i} \leq t_{d_{12}} \qquad \theta_{i} \leq \frac{1}{2}$$

$$t_{i} \geq t_{d_{12}} - \frac{1}{2}t_{2} \qquad t_{i} \geq \frac{1}{2}t_{2}$$

$$t_{i} \geq t_{d_{12}} - \frac{1}{2}t_{2}$$

$$t_{i} \geq t_{d_{12}} - \frac{1}{2}t_{2}$$






#### Joint Space Schemes – Multiple Time Intervals – Via Points – Linear Function With Parabolic Blend – Time Interval Analysis

LAST SEGMENT  $\frac{\forall e \mid b \mid cit_{f} \rightarrow \frac{f_{h-1} - f_{h}}{t_{d(h-1)h} - \frac{1}{2}t_{h}} = Anth$ Jun-1 Acceleration -> Jn = SGH (An-1-An) | An |  $+\left(\ddot{4}_{n}\frac{1}{2}\right)t_{n}^{2}-\left(\ddot{\theta}_{n}t_{dh-i}\right)t_{n}+\left(\dot{4}_{n-i}-\dot{4}_{n}\right)=0$   $\ddot{4}_{n}t_{dh-i}t_{n}+\sqrt{3n}t_{dh-i}t_{n}-4\ddot{4}_{n}\frac{1}{2}\left(\dot{4}_{n-i}-\dot{4}_{n}\right)$   $\dot{t}_{n}=\frac{\ddot{4}_{n}t_{dh-i}t_{n}}{\dot{4}_{n}}t_{dh-i}t_$ 

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#### Joint Space Schemes – Multiple Time Intervals – Via Points – Linear Function With Parabolic Blend – Time Interval Analysis

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$$t_{n} = t_{dn-n} \bigoplus \sqrt{t_{dn-n}^{2}} - \frac{2(\theta_{n,n} - \theta_{n})}{\theta_{n}}$$

$$Taking only the (-) sign since
$$t_{n} < t_{dn-n}$$

$$\theta_{n} - \theta_{n-n}$$

$$\theta_{n-1} = \frac{\theta_{n-1}}{t_{dn-n}} - \frac{1}{2}t_{n}$$

$$t_{(n-1)}(n) = t_{d(n-1)} - t_{n} - \frac{1}{2}t_{n-1}$$$$

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#### **Joint Space Schemes**

#### Multiple Time Intervals Via Point System Defined Function – Linear Function With Parabolic Blend Linear & Parabolic Spline Analysis



#### Joint Space Schemes – Multiple Time Intervals – Via Points – Linear Function With Parabolic Blend – Linear & Parabolic Spline Analysis

• Middle Segment







• First Segment



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## Joint Space Schemes – Multiple Time Intervals – Via Points – Linear Function With Parabolic Blend – Linear & Parabolic Spline Analysis

$$\begin{cases} \vartheta = a_0 + a_1 t + a_2 t^2 \\ \vartheta = a_1 + 2a_2 t \\ \vartheta = 2a_2 \\ \vartheta(t_{n0}) = \vartheta = a_0 + a_1 0 + a_2 0 = T > a_0 = \vartheta_0 \\ \vartheta(t_{n0}) = 0 = a_1 + 2a_2 0 = T > a_1 = 0 \\ \vartheta(t_{n0}) = 0 = a_1 + 2a_2 0 = T > a_1 = 0 \\ \vartheta(t_{n0}) = 0 = a_1 + 2a_2 0 = T > a_2 = \frac{1}{2} \frac{\vartheta_{n2}}{t_1} \\ \vartheta = \frac{\vartheta}{t_1} \frac{\vartheta_{n2}}{t_1} + \frac{\vartheta}{t_1} \frac{\vartheta}{t_1} + \frac{\vartheta}{t_1} \\ \vartheta = \frac{\vartheta_{n2}}{t_1} t \\ \vartheta = \frac{\vartheta_{n2}}{t_1} t \\ \vartheta = \frac{\vartheta_{n2}}{t_1} t \end{cases}$$



Last Segment





= 
$$\frac{1}{td(n-1)n} - \frac{1}{2}t$$

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Joint Space Schemes – Multiple Time Intervals – Via Points – Linear Function With Parabolic Blend – Linear & Parabolic Spline Analysis

$$\begin{cases} 4 = a_0 + a_1 t + a_2 t^2 \\ \dot{\vartheta} = a_1 + 2a_2 t \\ \dot{\vartheta} = 2a_2 \end{cases}$$

$$\begin{cases} 4 (t_{inb} = 0) = 4_{inb} = a_0 + a_1 0 + a_2 0 = b a_0 = \theta_{inb} \\ \dot{\vartheta} (t_{inb} = 0) = \dot{\vartheta}_{(n-1)n} = a_1 + 2a_2 0 = b a_1 = \dot{\vartheta}_{(n-1)n} .$$

$$\dot{\vartheta} (t = t_{inb}) = 0 = \dot{\vartheta}_{(n-1)n} + 2a_2 t_{inb} = b a_2 = -\frac{1}{2} \frac{\dot{\vartheta}_{(n-1)n}}{t_{inb}} .$$

$$\dot{\vartheta} = \vartheta_{inb} + \vartheta_{(n-1)n} t_{inb} - \frac{1}{2} \frac{\dot{\vartheta}_{(n-1)n}}{t_{inb}} t^2$$

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Joint Space Schemes – Multiple Time Intervals – Via Points – Linear Function With Parabolic Blend – Calculation Approaches

- Calculation Approach No. 1
  - User Defines
    - Via Points
    - Desired time duration of segments
  - System Defines
    - Use default value of acceleration for each joint
- Calculation Approach No. 2
  - System calculate time durations based on default velocities
- Note for both Approaches At all the blends, sufficiently large acceleration
  must be used so that the system has sufficient time to get into the linear portion
  of the segment before the next blend region starts











• Solution Step 1 – Time Interval Analysis

First Segment (t:  $0 \rightarrow 2$ )





#### Second Segment (t: $2 \rightarrow 3$ )



$$t_{12} = t_{d_{12}} - t_1 - \frac{1}{2}t_2 = 2 - 0.27 - \frac{1}{2}(0.47) = 1.5$$



• Third Segment (t:  $3 \rightarrow 6$ )

$$\begin{aligned} \ddot{d}_{n} &= SGN\left(\dot{d}_{n-1} - \dot{d}_{n}\right) \left[\ddot{d}_{n}\right] = SIG\left(\dot{d}_{3} - \dot{d}_{4}\right) \left[\ddot{d}_{u}\right] = (25 - 40) \left[50\right] = + 50^{\frac{2}{52}} \\ \dot{d}_{u} &= 50^{\frac{2}{52}} \\ \dot{d$$



• Third Segment (t:  $3\rightarrow 6$ ) Cont.





• Third Segment (t:  $3\rightarrow 6$ ) Cont.

$$t_{jk} = t_{d_{jk}} - \frac{1}{2} t_{j} - \frac{1}{2} t_{k} = t_{23} = t_{d_{23}} - \frac{1}{2} t_{z} - \frac{1}{2} t_{z} = 1 - \frac{1}{2} (\theta_{1}.47) - \frac{1}{2} (\theta_{1}.97) -$$









Linear / parabolic Splines – Summary Reminder







Linear Polynomial



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Parabolic Blend



#### **Joint Space Schemes**

Multiple Time Intervals **Pseudo Via Point** 



#### Joint Space Schemes – Multiple Time Intervals – Pseudo Via Points

- Problem:
  - In the linear parabolic blend spline, note that the via points are not actually reached unless the manipulator come to a stop
  - Often when the acceleration is sufficiently high the path will come quite close to the desire via point





#### Joint Space Schemes – Multiple Time Intervals – Pseudo Via Points

- Solution
  - Define Pseudo via Points The system automatically replace the via point through which we wish the manipulator to pass through with two pseudo via points one on each side of the original.
  - The original via point will now lie in the linear region of the path connecting the two pseudo via points
  - Define Velocity at the original Via Points In addition to requesting that the manipulator pass exactly through the via point, the user can also request that it pass through with a certain velocity. If the user does not specify this velocity the system chooses it by means of suitable heuristic
  - Define Through Point Through Point rather than via point is used to specify a path through which we force the manipulator to pass exactly through





## **Task Space Schemes**

**General Discussion** 



#### **Task Space Versus Joint Space - Interpolations**



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#### Join Space Versus Task Space – Comparison

Parameter	Joint Space	Task Space
Interpolation Space intermediate points along the trajectory	Joint Space	Task Space
Tool Trajectory Type / Length	Curved Line / Long	Straight Lines / Short
Invers Kinematics (IK) Usage	Low	High
Computation Expense (IK)	Low (IK for Start/Finish & Via Points)	High (IK for every single point / time steo on the trajectory)
Passing through Via Points	No (Correction by establishing Pseudo Points)	Yes
Via Points Defined in the Task Space	Νο	Yes
Path Dependency on a Specific Manipulator	Yes	No





#### **Trajectory Generation – Roadmap Diagram**



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 $(\mathbf{t}^{+\Delta^{\perp}})$ 

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#### Task Space Scheme – Problem Definition Position / Orientation Problem

• General Approach (continue)

- Every point along the path is defined by position and orientation of the end effector

- ${}^{S}_{A}T = \underbrace{{}^{S}_{A}R}_{0 \ 0 \ 0 \ 1} \underbrace{{}^{S}_{AORG}}_{0 \ 0 \ 0 \ 1} \underbrace{{}^{S}_{2}}_{(z)}$  End Effector Position Vector Easy interpolation
  - End Effector Ordination Matrix Impossible to interpolate (interpolating the individual elements of the matrix violate the requirements that all column of the matrix must be orthogonal)





#### Task Space Scheme – Problem Definition Orientation Problem





#### Task Space Scheme – Problem Definition Position / Orientation Problem – Trapezoid Velocity





#### Task Space Scheme – Problem Definition Position Problem

- **General Approach** Define the path (in the Cartesian space) as
  - straight lines (linear functions)
  - Velocity Trapezoid method
  - Parabolic lines (blends)







#### Task Space Scheme – Problem Definition Orientation Problem - Equivalent Angle – Axis Representation

- Start with the frame coincident with a know frame {A}; then rotate frame {B} about a vector  ${}^{A}\hat{K}$  by an angle  $\theta$  according to the right hand rule.
- Equivalent Angle Axis Representation

 $^{A}_{B}R(\hat{K},\theta)$  or  $R_{K}(\theta)$ 

- Vector  ${}^{A}\hat{K}$  is called the equivalent axis of a finite rotation.
- The specification of  ${}^{A}\hat{K}$  requires two parameters since it length is always 1.
- The angle specify the third parameter







#### Task Space Scheme – Problem Definition Orientation Problem - Equivalent Angle – Axis Representation

• **Conversion 1** - Conversion for single angle axis representation to rotation matrix representation

$$R_{K}(\theta) = \begin{bmatrix} k_{x}k_{x}\nu\theta + c\theta & k_{x}k_{y}\nu\theta - k_{z}s\theta & k_{x}k_{z}\nu\theta + k_{y}s\theta \\ k_{x}k_{y}\nu\theta + k_{z}s\theta & k_{y}k_{y}\nu\theta + c\theta & k_{y}k_{z}\nu\theta - k_{x}s\theta \\ k_{x}k_{z}\nu\theta - k_{y}s\theta & k_{y}k_{z}\nu\theta - k_{x}s\theta & k_{z}k_{z}\nu\theta + c\theta \end{bmatrix} \qquad c\theta = \cos\theta$$

$$s\theta = \sin\theta$$

$$v\theta = 1 - \cos\theta$$

• **Conversion 2** – Compute  ${}^{A}\hat{K}$  and  $\theta$  given a rotation a matrix

$$R_{K}(\theta) = \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix} \qquad \qquad \theta = \cos^{-1} \left( \frac{r_{11} + r_{22} + r_{33} - 1}{2} \right)$$
$$\hat{K} = \frac{1}{2\sin\theta} \begin{bmatrix} r_{32} - r_{23} \\ r_{13} - r_{31} \\ r_{21} - r_{12} \end{bmatrix}$$





## Task Space Scheme – Problem Definition Position / Orientation Problem - Equivalent Angle – Axis Representation

- Combining the angle-axis representation of orientation with the 3x1 Cartesian position representation we have a 6x1 representation of Cartesian position and orientation.
- Consider a via point specified relative to a station point frame as  ${}^{S}_{A}T$

$$\operatorname{Pot}\left(\begin{array}{c} S_{A}, \theta_{SA}\end{array}\right) \qquad \begin{array}{c} S_{A}T = \begin{bmatrix} S_{A}R & S_{A}P_{AORG} & S_{AORG} & S_$$

- Frame {A} specifies a via point
  - Position of the end effector given by  ${}^{S}P_{AORG}$
  - Orientation of the end effector given by  $\int_{A}^{S} R$



.

## Task Space Scheme – Problem Definition Position / Orientation Problem - Equivalent Angle – Axis Representation

• Convert the rotation matrix into an angle axis representation

rotation  $\theta_{SA}^{-A}$ 



• Process - For a given trajectory we describe a spline function that smoothly vary these six quantities from path point to path point as a function of time.

$${}^{s}\chi_{A} = \begin{bmatrix} {}^{s}P_{AORG} \\ {}^{s}K_{A} \end{bmatrix}$$

- Linear Spline with parabolic bland
  - Path shape between via points will be linear
  - When via points are passed, the linear and angular velocity of the end effector are changed smoothly




## **Task Space Scheme – Cartesian Straight Line**

Complication – The angle representation is not unique

> $({}^{S}\hat{K}_{B},\theta_{SB}) = ({}^{S}\hat{K}_{B},\theta_{SB} \pm n$ .... (-2)

In going from via point {A} ٠ point {B}, the total amount should be minimized

• Choose 
$${}^{S}\hat{K}_{B}$$
 such that

ication – The angle-axis  
entation is not unique  
$$(\theta_{SB}) = ({}^{S}\hat{K}_{B}, \theta_{SB} \pm n360)$$
  
 $(-2)$   $(-2)$ 



## Task Space Scheme – Cartesian Straight Line

- The splines are composed of linear and parabolic blend section
- Constrain
  - The transition between the linear segment and the parabolic segment for all the DOF must take place at the same time.







# **Task Space Schemes**

Geometric Problems with Paths in Task Space



### **Geometric Problems – Cartesian Paths**

- Problem Type 1 Unreachable Intermediate Points
- The initial and the final point are in the reachable workspace however some point along the path may be out of the workspace.

#### Solution

- Joint space path unreachable
- Cartesian straight Path reachable







## **Geometric Problems – Cartesian Paths**

- Problem Type 2 High Joint Rate Near Singularity.
- In singularity the velocity of one or more joint approach infinity.
- The velocity of the mechanism are upper bounded, approaching singularity results in the manipulator's deviation form the desired path.
- Solution
  - Slow down the velocity such that all the joint velocities will remain in their bounded velocities





## **Geometric Problems – Cartesian Paths**

- Problem Type 3 Start and Goal reachable in different solutions
- Joint limits may restrict the number of solutions that the manipulator may use given a goal point.
- Solution
  - Switch between joint space (default) and Cartesian space trajectories (used only if needed)





# Path Generation & Run Time – Summary

Joint Space









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# Path Generation & Run Time – Summary

Task Space

























Mapping 
$$\vec{X}, \vec{X}, \vec{X}$$
 from the task space to the joint space  
Option 1 - Time derivative one done at the task space  
 $\vec{A} = \vec{J}^{-1} \vec{X} = \vec{J}^{-1} \vec{X}$   
 $\vec{A} = \vec{J}^{-1} \vec{X}$   
 $\vec{A} = \vec{J}^{-1} \vec{X}$   
 $\vec{A} = \vec{J}^{-1} \vec{X}$   
 $\vec{A} = \vec{J}^{-1} \vec{X}$ 





# Task Generation at Run Time – Task/Joint Space Mapping

Option 2 - Time derivative of 
$$\dot{\theta}, \ddot{\theta}$$
 are done at the  
Joint space  
 $\dot{\theta} = \frac{d\dot{\theta}}{dt}$   
 $\ddot{\theta} = \frac{\dot{\theta}(t) - \dot{\theta}(t - \delta t)}{\delta t}$   
 $\ddot{\theta} = \frac{\dot{\theta}(t) - \dot{\theta}(t - \delta t)}{\delta t}$   
 $\ddot{\theta} = \frac{\dot{\theta}(t) - \dot{\theta}(t - \delta t)}{\delta t}$   
Note \* This differentiation can be done off-line resulting in better quality of  $\dot{\theta}, \ddot{\theta}$   
- Note \* This differentiation can be done off-line resulting in better quality of  $\dot{\theta}, \ddot{\theta}$ 

