

Marker: Ja hazels
AT 4016
8062

Continuing from last day...

$$J = \begin{bmatrix} -a_1 S_1 - a_2 S_{12} & -a_2 S_{12} \\ a_1 C_1 + a_2 C_{12} & a_2 C_{12} \\ 0 & 0 \\ 0 & 0 \\ 0 & 0 \\ 1 & 1 \end{bmatrix}$$

$$\begin{bmatrix} \dot{x} \\ \dot{y} \end{bmatrix} = \underbrace{\begin{bmatrix} -a_1 S_1 - a_2 S_{12} & -a_2 S_{12} \\ a_1 C_1 + a_2 C_{12} & a_2 C_{12} \end{bmatrix}}_{J_{xy}} \begin{bmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \end{bmatrix}$$

If \dot{x} and \dot{y} are given, then we can find

$$\begin{bmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \end{bmatrix} = [J^{-1}] \begin{bmatrix} \dot{x} \\ \dot{y} \end{bmatrix}$$

When J_{xy} is non-singular. $\det(J_{xy}) \neq 0$

$$\det(J_{xy}) = a_1 a_2 \sin \theta_2$$

\therefore there is a singular solution when

$$\sin \theta_2 = 0$$

$$\theta_2 = 0, \frac{\pi}{2}k \quad k \in \mathbb{Z}$$

Note: This occurs when the planar robot's arm is fully extended, hence it shows that it is very important to study the jacobian, and how it works.

Singularity Decoupling.

Here we use the spherical wrist to help with decoupling.

For manipulators having spherical wrist it is possible to split the problem of singularities into 2 separate problems.

- * Computation of arm singularities resulting from the first 3 or more links.
- * Computation of the wrist singularities resulting from the motion of the wrist joints.

EX: Consider a 6 DOF manipulator (3 DOF arm, 3 DOF wrist)

The jacobian is:

$$J = \begin{bmatrix} J_{11} & J_{12} \\ J_{21} & J_{22} \end{bmatrix}$$

3x3 matrices.

Since the spherical wrist joints are all revolute!

$$\begin{bmatrix} J_{12} \\ J_{22} \end{bmatrix} = \begin{bmatrix} \hat{z}_3 \times (O_6 - O_3) & \hat{z}_4 \times (O_6 - O_4) & \hat{z}_5 \times (O_5 - O_6) \\ \hat{z}_3 & \hat{z}_4 & \hat{z}_5 \end{bmatrix}$$

Since $\hat{z}_3, \hat{z}_4, \hat{z}_5, \hat{z}_6$ intersect at the wrist center

$$O_6 = O_5 = O_4 = O_3$$

Then

$$J_{12} = \begin{bmatrix} 0 & 0 & 0 \end{bmatrix}$$

And the overall jacobian

$$J = \begin{bmatrix} J_{11} & 0 \\ J_{21} & J_{22} \end{bmatrix}$$

Then

arm singularities

$$\det(J) = \det(J_{11}) \cdot \det(J_{22})$$

wrist singularities

Note: The singularities of the spherical wrist are standardised, so most of the time it is not necessary.

Wrist Singularities.

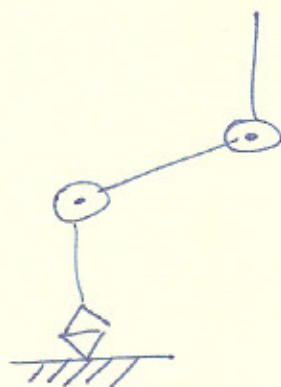
$$\det(J_{22}) = 0$$

$$\begin{array}{l} \theta_5 = 0 \\ \theta_5 = \pi \end{array}$$

full extension

Arm Singularities.

EX:



$$J_{11} = ?$$

J_{21} ... who comes.

$$J_{11} = \begin{bmatrix} -S_1(a_2 C_2 + a_3 C_{23}) & -C_1(a_2 S_2 + a_3 S_{23}) \\ C_1(a_2 C_2 + a_3 C_{23}) & -S_1(a_2 S_2 + a_3 S_{23}) \\ 0 & a_2 C_2 + a_3 C_{23} \end{bmatrix}$$

$$\begin{bmatrix} -a_3 C_1 S_{23} \\ -a_3 S_1 S_{23} \\ a_3 C_{23} \end{bmatrix}$$

$$\det(J_{11}) = 0$$

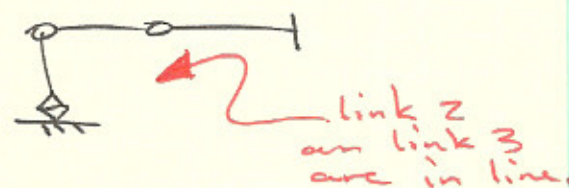
$$-a_2 a_3 S_3 (a_2 C_2 + a_3 C_{23}) = 0$$

$$S_3 = 0$$

$$a_2 C_2 + a_3 C_{23} = 0$$

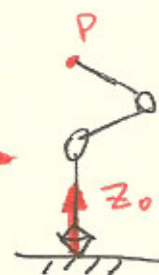
Hence there are singularities when.

$$\Theta_3 = 0, \pi k \quad k \in \mathbb{Z}$$



$$a_2 C_2 + a_3 C_{23} = 0$$

there is a singularity
when P intersects
 z_0



If the jacobian is not square then a solution for \dot{x}

$$\dot{x} = J(q) \dot{q}$$

$n \times 1$

6×1 $6 \times n$

exists if
the rank of
the augmented
matrix is equal to
the rank of $J(q)$

$$\text{rank}(J(q)) = \text{rank}([J(q), \dot{x}])$$

augmented matrix.

Note: Rank is equal to the largest non-zero square in the matrix.

?

Redundant Manipulators

(more than 6 DOF)

$$\dot{x} = \begin{bmatrix} v \\ w \end{bmatrix} = J \dot{q}$$

Diagram showing dimensions: 6×1 for v , $6 \times n$ for J , and $n \times 1$ for \dot{q} .

So the problem here is quite simple, find \dot{q} satisfying the preceding equation.

A variable solution is to formulate the problem given v and w find \dot{q} satisfying the preceding equation and minimise the quadratic cost function of the joint velocities.

$$g(\dot{q}) = \frac{1}{2} \dot{q}^T W \dot{q}$$

Where $W = W^T$ is a positive definite matrix.

This in turn minimises the overall kinetic energy.

EX:

$$\dot{q} = \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \end{bmatrix} \quad W = \begin{bmatrix} 100 & 0 \\ 0 & -1 \end{bmatrix}$$

$$\dot{q}^T W \dot{q} = 100 \dot{q}_1^2 + \dot{q}_2^2$$

there it is clear that q_1 is weighted much more, it will be much smaller, there will be much less velocity.