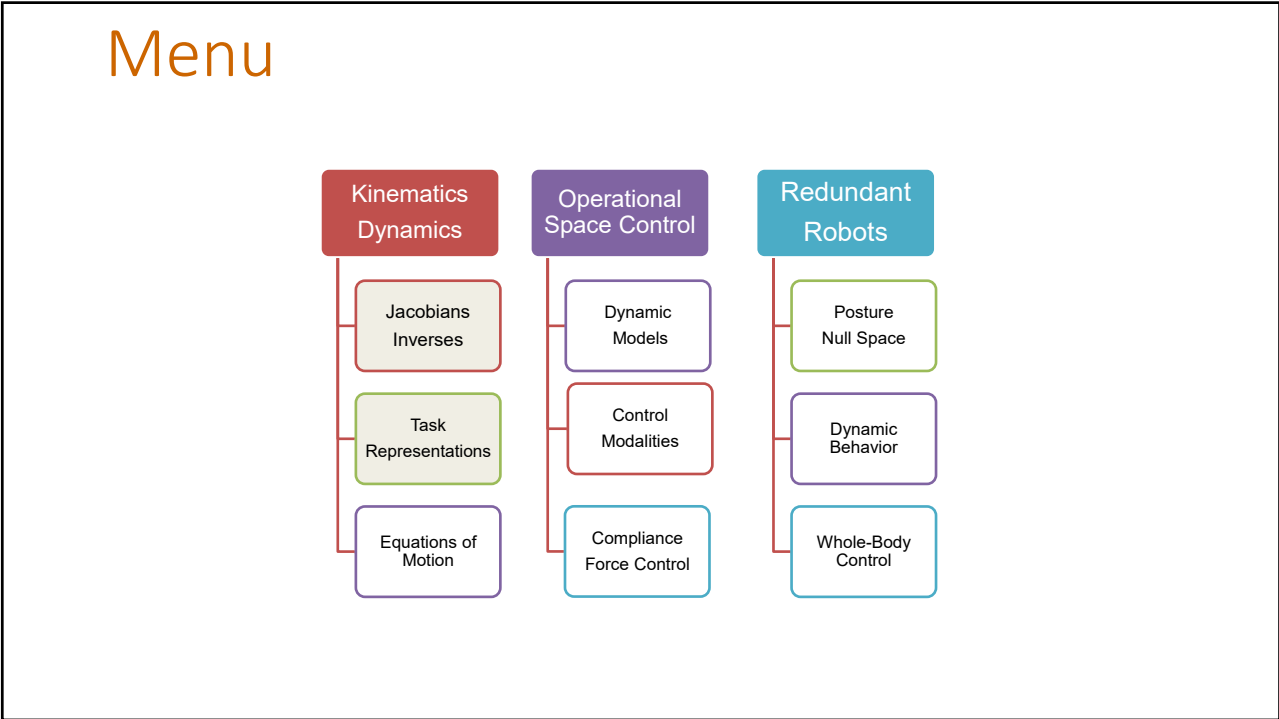


# Experimental Robotics

CS225A

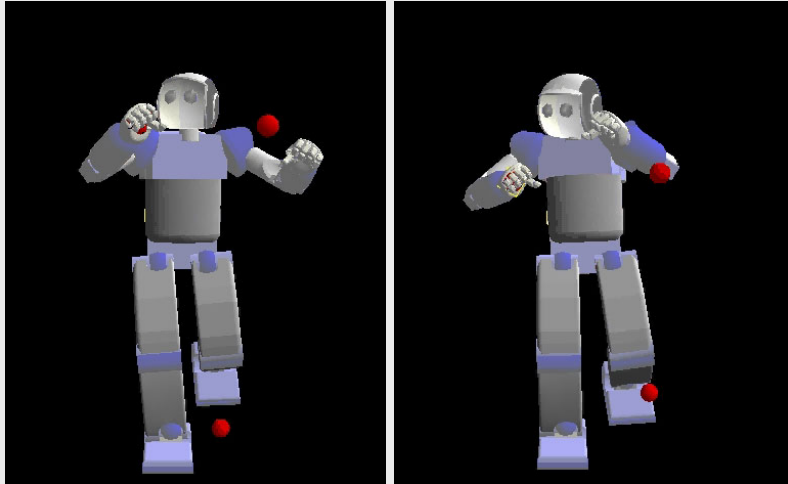
Oussama Khatib

1



2

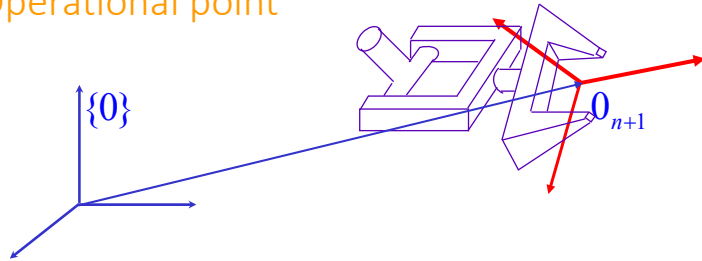
ASIMO



3

## Operational Coordinates

$O_{n+1}$  : Operational point

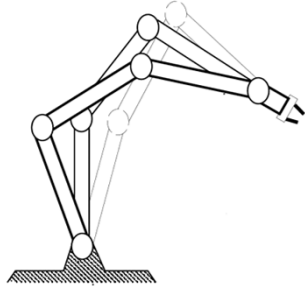


A set  $x_1, x_2, \dots, x_{m_0}$   
of  $m_0$  independent configuration parameters

$m_0$  : number of degrees of freedom  
of the end-effector.

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# Redundancy



A robot is said to be redundant if

$$n > m_0$$

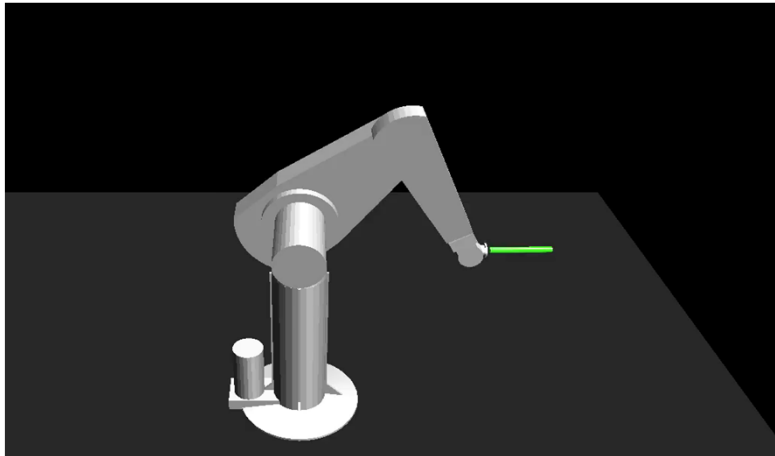
Degrees of redundancy:

$$n - m_0$$

5



Redundancy



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## Task Redundancy



$$n > m_{task}$$

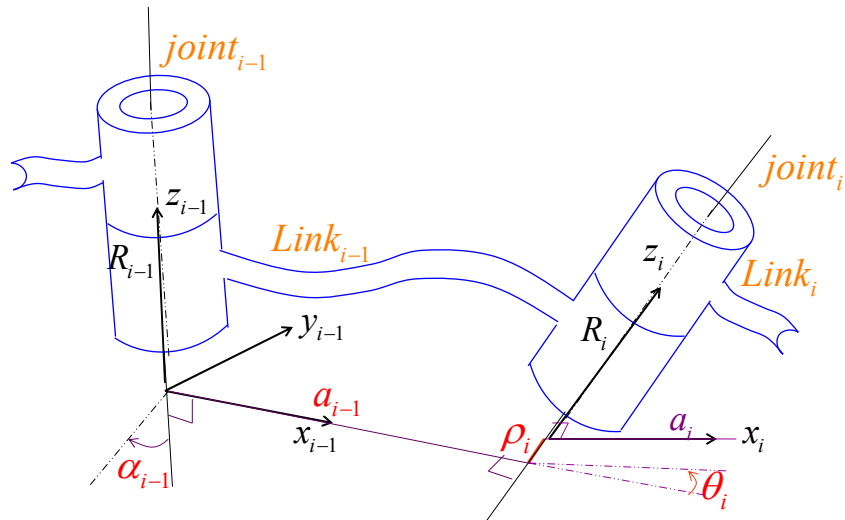
$n - m_{task}$  : degrees of redundancy/task

7

- Forward Kinematics
- Inverse Kinematics

8

## Denavit-Hartenberg (DH) Parameters



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## Homogeneous Transformation

$$p_{(i-1)} = T_{(i-1)i} p_i$$

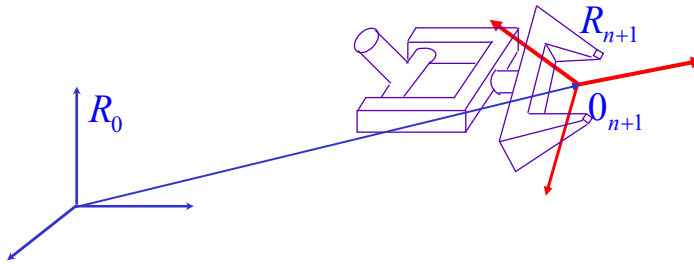
$$T_{(i-1)i} = T_{(i-1)i}(\alpha_{i-1}, a_{i-1}, \theta_i, \rho_i)$$

$$T_{(i-1)i} = \begin{pmatrix} \cos \theta_i & -\sin \theta_i & 0 & a_{(i-1)} \\ \sin \theta_i \cos \alpha_{(i-1)} & \cos \theta_i \cos \alpha_{(i-1)} & -\sin \alpha_{(i-1)} & -\rho_i \sin \alpha_{(i-1)} \\ \sin \theta_i \sin \alpha_{(i-1)} & \cos \theta_i \sin \alpha_{(i-1)} & \cos \alpha_{(i-1)} & \rho_i \cos \alpha_{(i-1)} \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

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## Geometric Model Forward Kinematics

$$T_{0(n+1)}(q) = T_{01}(q_1)T_{12}(q_2)\dots T_{(n-1)n}(q_n)T_{n(n+1)}$$



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## Geometric Model Forward Kinematics

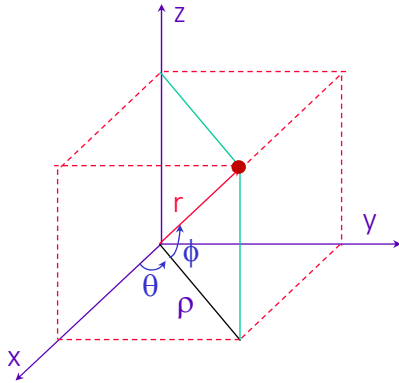
$$T_{0(n+1)}(q) = \begin{pmatrix} R_{o(n+1)}(q) & \rho_{o(n+1)}(q) \\ \mathbf{0} & 1 \end{pmatrix}$$

m equations

$$x = G(q) \quad x = \begin{pmatrix} x_p(q) \\ x_r(q) \end{pmatrix}$$

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## Position Representations



Cartesian:  $(x, y, z)$

Cylindrical:  $(\rho, \theta, z)$

Spherical:  $(r, \theta, \phi)$

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## Rotation Representations

Rotation Matrix

$$R = \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix} = [\mathbf{r}_1 \quad \mathbf{r}_2 \quad \mathbf{r}_3]$$

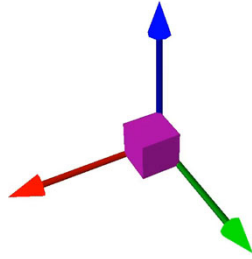
Direction Cosines

$$x_r = \begin{bmatrix} \mathbf{r}_1 \\ \mathbf{r}_2 \\ \mathbf{r}_3 \end{bmatrix}_{(9 \times 1)}$$

14

## Three-Angles

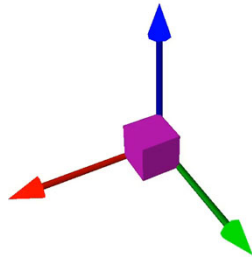
Z-Y-X Euler



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## Three-Angles

X-Y-Z Fixed

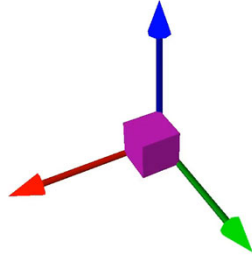


16

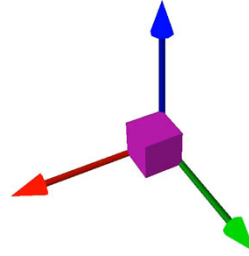


## Three-Angles

Z-Y-X Euler



X-Y-Z Fixed



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## Euler Parameters

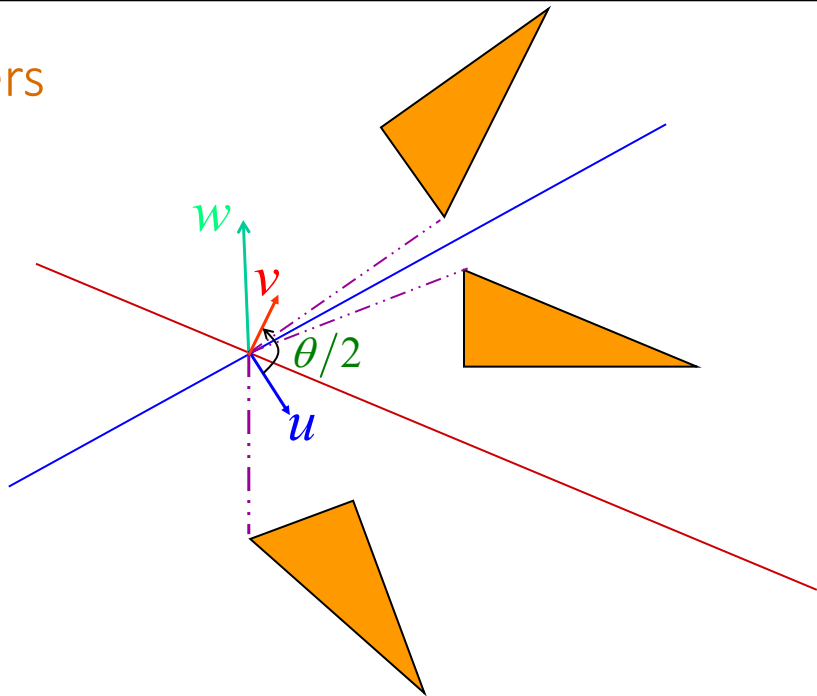
Quaternion

Rotations are  
*Product of two plane symmetries*

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## Euler Parameters

$$u \cdot v = \cos \theta/2$$
$$u \times v = w \sin \theta/2$$



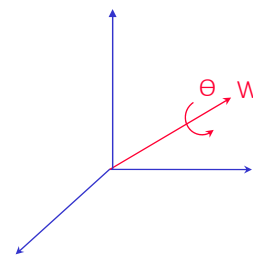
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## Euler Parameters

$$\lambda_0 = \cos \theta/2 ;$$
$$\lambda_1 = w_1 \sin \theta/2 ;$$
$$\lambda_2 = w_2 \sin \theta/2 ;$$
$$\lambda_3 = w_3 \sin \theta/2 ;$$

Normality condition

$$\lambda_0^2 + \lambda_1^2 + \lambda_2^2 + \lambda_3^2 = 1$$



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## Rotation Matrix

$$R(q) = \begin{pmatrix} 2(\lambda_0^2 + \lambda_1^2) - 1 & 2(\lambda_1\lambda_2 - \lambda_0\lambda_3) & 2(\lambda_1\lambda_3 + \lambda_0\lambda_2) \\ 2(\lambda_1\lambda_2 + \lambda_0\lambda_3) & 2(\lambda_0^2 + \lambda_2^2) - 1 & 2(\lambda_2\lambda_3 - \lambda_0\lambda_1) \\ 2(\lambda_1\lambda_3 - \lambda_0\lambda_2) & 2(\lambda_2\lambda_3 + \lambda_0\lambda_1) & 2(\lambda_0^2 + \lambda_3^2) - 1 \end{pmatrix}$$

$$R = \begin{pmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{pmatrix}$$

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## Euler Parameters

**Lemma:** For all rotations, at least one of the Euler Parameters has a magnitude larger than or equal to 1/2.

### Algorithm

	$ \lambda_0(t_{i-1}) $
$\lambda_0(t_i)$	$\Delta_0/4$
$\lambda_1(t_i)$	$(s_{32} - s_{23})/\Delta_0$
$\lambda_2(t_i)$	$(s_{13} - s_{31})/\Delta_0$
$\lambda_3(t_i)$	$(s_{21} - s_{12})/\Delta_0$

with  $\Delta_0 = 2\text{sgn}(\lambda_0(t_{i-1}))\sqrt{s_{11} + s_{22} + s_{33} + 1}$ ;

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## Jacobian for X

Given a representation  $x = \begin{bmatrix} x_P \\ x_R \end{bmatrix}$

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


$$J_x(q) = E(x) J_0(q)$$

Basic Jacobian  $\begin{pmatrix} v \\ \omega \end{pmatrix} = J_0(q) \dot{q}$

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## Jacobian and Basic Jacobian

$$J = \begin{pmatrix} J_{XP} \\ J_{XR} \end{pmatrix} = \begin{pmatrix} E_P & | & 0 \\ 0 & | & E_R \end{pmatrix} \begin{pmatrix} J_v \\ J_w \end{pmatrix}$$



---


$$J(q) = E(X) J_0(q)$$


---


$$\begin{pmatrix} v \\ \omega \end{pmatrix} = J_0(q) \dot{q}$$


---

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## Position Representations: $E_P(x)$

Cartesian Coordinates  $(x, y, z)$

$$E_P(x_p) = I_3$$

Cylindrical Coordinates  $(\rho, \theta, z)$

Using  $(x \ y \ z)^T = (\rho \cos \theta \ \rho \sin \theta \ z)^T$

$$E_P(x_p) = \begin{pmatrix} \cos \theta & \sin \theta & 0 \\ -\sin \theta / \rho & \cos \theta / \rho & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

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## Position Representations: $E_P(x)$

Spherical Coordinates  $(\rho, \theta, \phi)$

Using

$(x \ y \ z)^T = (\rho \cos \theta \sin \phi \ \rho \sin \theta \sin \phi \ \rho \cos \theta)^T$

$$E_P(x_p) = \begin{pmatrix} \cos \theta \sin \phi & \sin \theta \sin \phi & \cos \theta \\ -\sin \theta / (\rho \sin \phi) & \cos \theta / (\rho \sin \phi) & 0 \\ \cos \theta \cos \phi / \rho & \sin \theta \cos \phi / \rho & -\sin \phi / \rho \end{pmatrix}$$

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## Rotation Representations: $E_R(x)$

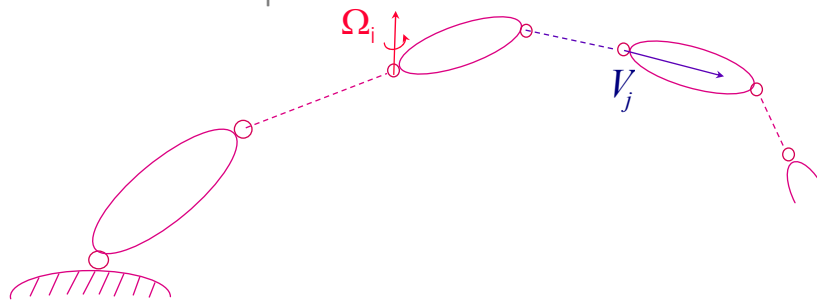
Euler Angles

$$x_R = \begin{pmatrix} \alpha \\ \beta \\ \gamma \end{pmatrix}; E_R(x_R) = \begin{pmatrix} -\frac{s\alpha.c\beta}{s\beta} & \frac{c\alpha.c\beta}{s\beta} & 1 \\ c\alpha & s\alpha & 0 \\ \frac{s\alpha}{s\beta} & -\frac{c\alpha}{s\beta} & 0 \end{pmatrix}$$

Singularity of the representation  
for  $\beta = k\pi$

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## The Jacobian: Explicit Form

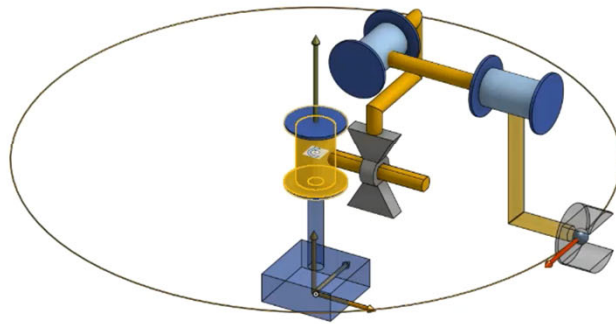


Revolute Joint  $\Omega_i = Z_i \dot{q}_i$

Prismatic Joint  $V_i = Z_i \dot{q}_i$

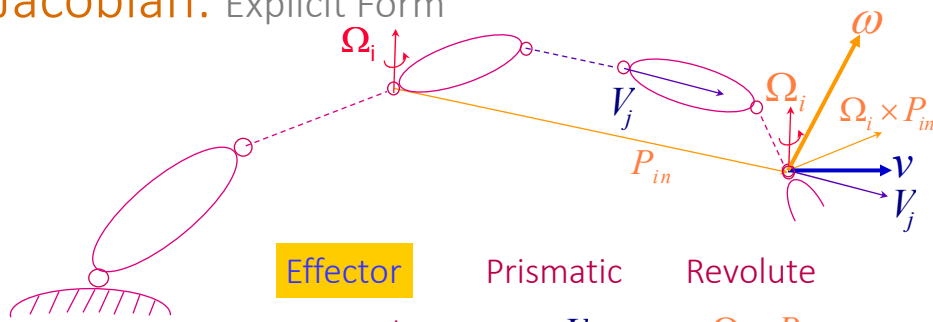
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# Example



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## The Jacobian: Explicit Form



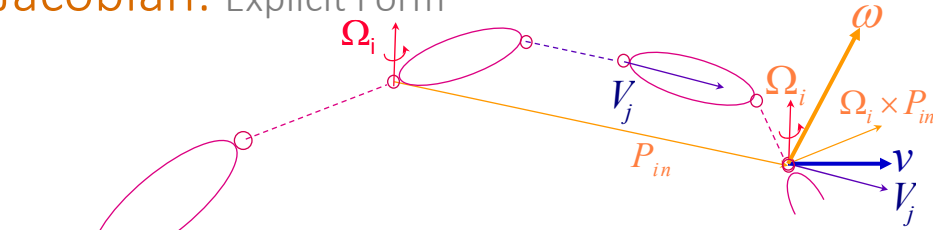
Effector	Prismatic	Revolute
Linear Vel:	$V_j$	$\Omega_i \times P_{in}$
Angular Vel:	none	$\Omega_i$

Effector Linear Velocity  $v = \sum_{i=1}^n [\bar{e}_i V_i + \bar{e}_i (\Omega_i \times P_{in})]$   $\iff V_i = Z_i \dot{q}_i$

Effector Angular Velocity  $\omega = \sum_{i=1}^n \bar{e}_i \Omega_i$   $\iff \Omega_i = Z_i \dot{q}_i$

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## The Jacobian: Explicit Form



**Effector**

Prismatic

Revolute

Linear Vel:

$V_j$

$\Omega_i \times P_{in}$

Angular Vel:

none

$\Omega_i$

Effector Linear Velocity

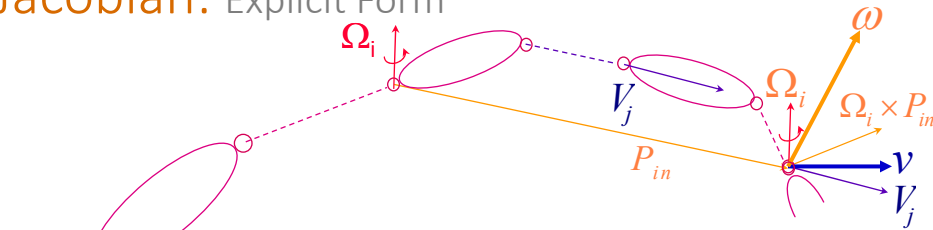
$$v = \sum_{i=1}^n [\epsilon_i Z_i + \bar{\epsilon}_i (Z_i \times P_{in})] \dot{q}_i \iff V_i = Z_i \dot{q}_i$$

Effector Angular Velocity

$$\omega = \sum_{i=1}^n (\bar{\epsilon}_i Z_i) \dot{q}_i \iff \Omega_i = Z_i \dot{q}_i$$

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## The Jacobian: Explicit Form



**Effector**

Prismatic

Revolute

Linear Vel:

$V_j$

$\Omega_i \times P_{in}$

Angular Vel:

none

$\Omega_i$

Effector Linear Velocity

$$v = \sum_{i=1}^n (\epsilon_i Z_i + \bar{\epsilon}_i \hat{Z}_i P_{in}) \dot{q}_i \iff V_i = Z_i \dot{q}_i$$

Effector Angular Velocity

$$\omega = \sum_{i=1}^n (\bar{\epsilon}_i Z_i) \dot{q}_i \iff \Omega_i = Z_i \dot{q}_i$$

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## The Jacobian: Explicit Form

$$v = \left[ \epsilon_1 Z_1 + \bar{\epsilon}_1 (Z_1 \times P_{1n}) \quad \epsilon_2 Z_2 + \bar{\epsilon}_2 (Z_2 \times P_{2n}) \quad \dots \right] \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \\ \vdots \\ \dot{q}_n \end{bmatrix}$$

$$v = J_v \dot{q}$$

$$\omega = \left[ \bar{\epsilon}_1 Z_1 \quad \bar{\epsilon}_2 Z_2 \quad \dots \quad \bar{\epsilon}_n Z_n \right] \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \\ \vdots \\ \dot{q}_n \end{bmatrix}$$

$$\omega = J_\omega \dot{q}$$

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## The Jacobian: Explicit Form

$$v = \left[ \epsilon_1 Z_1 + \bar{\epsilon}_1 \hat{Z}_1 P_{1n} \quad \epsilon_2 Z_2 + \bar{\epsilon}_2 \hat{Z}_2 P_{2n} \quad \dots \right] \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \\ \vdots \\ \dot{q}_n \end{bmatrix}$$

$$v = J_v \dot{q}$$

$$\omega = \left[ \bar{\epsilon}_1 Z_1 \quad \bar{\epsilon}_2 Z_2 \quad \dots \quad \bar{\epsilon}_n Z_n \right] \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \\ \vdots \\ \dot{q}_n \end{bmatrix}$$

$$\omega = J_\omega \dot{q}$$

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## The Jacobian: Explicit Form

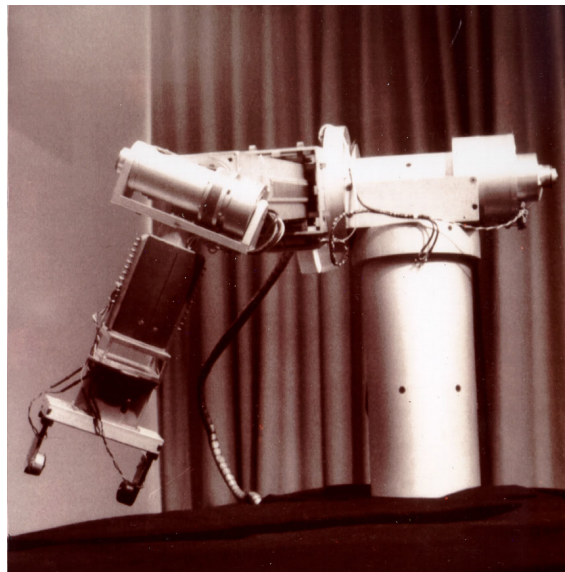
$$J = \begin{pmatrix} J_v \\ J_w \end{pmatrix}$$

Matrix  $J_v$  (direct differentiation)

$$v = \begin{pmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \end{pmatrix} = \dot{x}_p = \frac{\partial x_p}{\partial q_1} \cdot \dot{q}_1 + \frac{\partial x_p}{\partial q_2} \cdot \dot{q}_2 + \dots + \frac{\partial x_p}{\partial q_n} \cdot \dot{q}_n$$

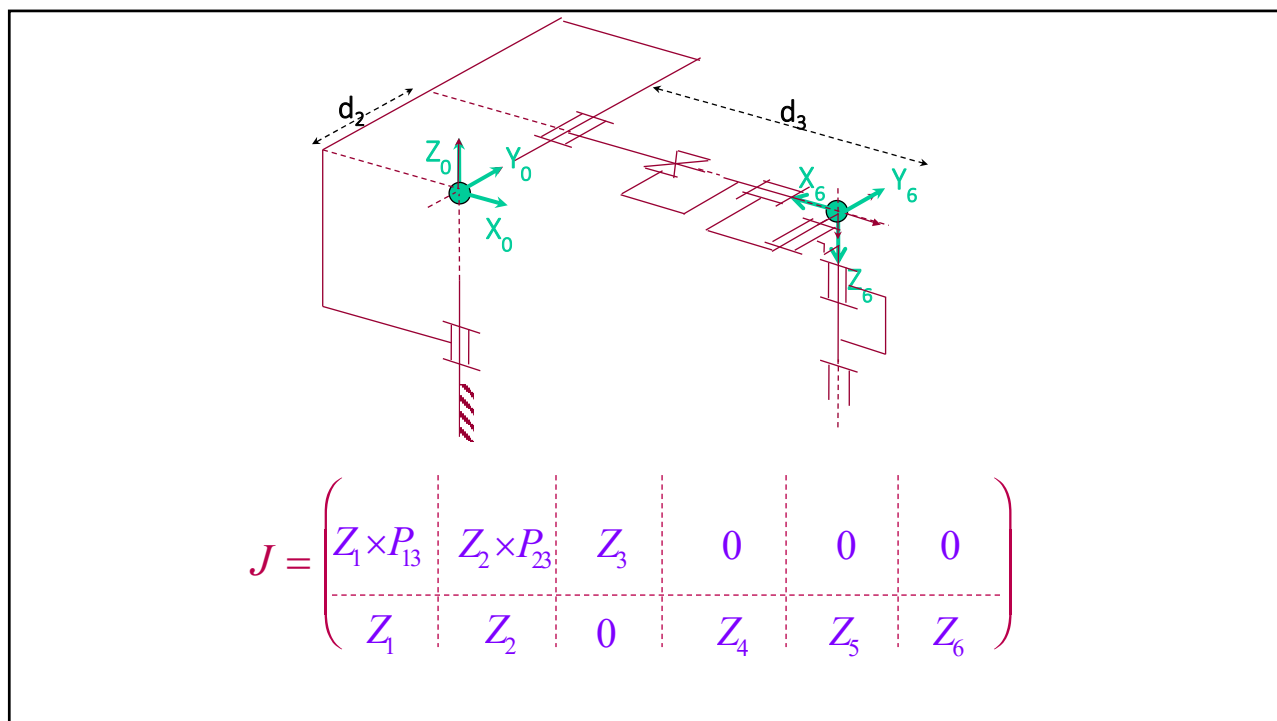
$$J_v = \begin{pmatrix} \frac{\partial x_p}{\partial q_1} & \frac{\partial x_p}{\partial q_2} & \dots & \frac{\partial x_p}{\partial q_n} \end{pmatrix}$$

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Stanford Scheinman Arm

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### Stanford Scheinman Arm Jacobian

$$J = \begin{bmatrix} -c_1 d_2 - s_1 s_2 d_3 & c_1 c_2 d_3 & c_1 s_2 & 0 & 0 & 0 \\ -s_1 d_2 + c_1 s_2 d_3 & s_1 c_2 d_3 & s_1 s_2 & 0 & 0 & 0 \\ 0 & -s_2 d_3 & c_2 & 0 & 0 & 0 \\ 0 & -s_1 & 0 & c_1 s_2 & -c_1 c_2 s_4 - s_1 c_4 & c_1 c_2 c_4 s_5 - s_1 s_4 s_5 + c_1 s_2 c_5 \\ 0 & c_1 & 0 & s_1 s_2 & -s_1 c_2 s_4 + c_1 c_4 & s_1 c_2 c_4 s_5 + c_1 s_4 s_5 + s_1 s_2 c_5 \\ 1 & 0 & 0 & c_2 & s_2 s_4 & -s_2 c_4 s_5 + c_5 c_2 \end{bmatrix}$$

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## Velocity/Force Duality

$$\dot{x} = J \dot{\theta}$$

$$\tau = J^T F$$

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Instantaneous  
Inverse Kinematics



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## Linearized Kinematic Model

$$\delta x = J(q) \delta q$$

Resolved Motion-Rate (Whitney 1972)

$$\delta q = J^{-1}(q) \delta x$$

$$q^+ = q + J^{-1}(q) \delta x$$

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## Inverse of the Jacobian

$$\begin{pmatrix} \Delta x \\ \Delta y \end{pmatrix} = J_{2 \times 2} \begin{pmatrix} \Delta q_1 \\ \Delta q_2 \end{pmatrix}$$

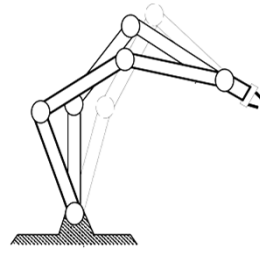
Inverse Jacobian

$$\begin{pmatrix} \Delta q_1 \\ \Delta q_2 \end{pmatrix} = J_{2 \times 2}^{-1} \begin{pmatrix} \Delta x \\ \Delta y \end{pmatrix}$$

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## Redundancy

$$\begin{pmatrix} \Delta x \\ \Delta y \end{pmatrix} = J_{2 \times 3} \begin{pmatrix} \Delta q_1 \\ \Delta q_2 \\ \Delta q_3 \end{pmatrix}$$



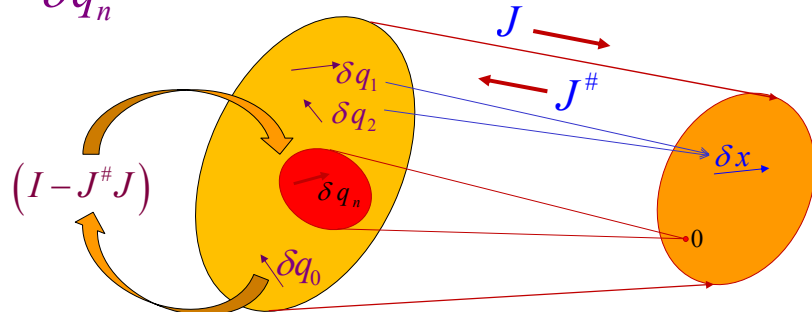
## Generalized Inverse

$$\begin{pmatrix} \Delta q_1 \\ \Delta q_2 \\ \Delta q_3 \end{pmatrix} = J_{3 \times 2}^{\#} \begin{pmatrix} \Delta x_1 \\ \Delta x_2 \end{pmatrix} + [I - J_{3 \times 2}^{\#} J]_{3 \times 3} \begin{bmatrix} \Delta q_1 \\ \Delta q_2 \\ \Delta q_3 \end{bmatrix}$$

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## General Solution

$$\delta q = J^{\#} \delta x + \underbrace{[I - J^{\#} J] \delta q_0}_{\delta q_n}$$



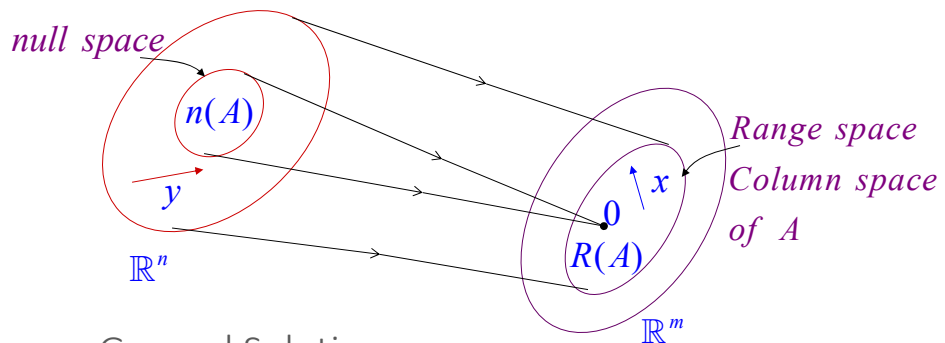
44



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## General Form

$$A_{(m \times n)} y_{(n \times 1)} = x_{(m \times 1)}$$



General Solution

$$y = A^\# x + [I_n - A^\# A] y_0$$

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## Generalized Inverse

$$A_{(n \times m)}^{\#} : AA^{\#}A = A$$

$$A_{(m \times n)} ; \text{rank}(A) = r$$

Example  $A = (2 \quad -1)$

$$A^{\#} = \begin{pmatrix} \frac{1}{2} + \frac{a}{2} \\ a \end{pmatrix} \quad \text{For arbitrary } a$$

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Example

$Ay = x$  with  $A = (2 \quad -1)$  and  $A^{\#} = \begin{pmatrix} \frac{1}{2} + \frac{a}{2} \\ a \end{pmatrix}$

$$y = \begin{pmatrix} y_1 \\ y_2 \end{pmatrix} = A^{\#}x = \begin{pmatrix} \frac{1}{2} + \frac{a}{2} \\ a \end{pmatrix} x = \begin{pmatrix} \frac{1}{2}(1+a)x \\ ax \end{pmatrix}$$

$$Ay = AA^{\#} = (2 \quad -1) \begin{pmatrix} \frac{1}{2}(1+a)x \\ ax \end{pmatrix} = x$$

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## Generalized Inverse

$$\begin{matrix} n > m \\ (r = m) \end{matrix}$$

$$A_{(m \times n)} y_{(n \times 1)} = x_{(m \times 1)}$$

→ Less equations than unknowns

→ Free variables

→  $\infty$  solutions

Example

$$\begin{pmatrix} 2 & 0 & 1 \\ 1 & 1 & 0 \end{pmatrix} \begin{pmatrix} y_1 \\ y_2 \\ y_3 \end{pmatrix} = \begin{pmatrix} x_1 \\ x_2 \end{pmatrix}$$

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## Generalized Inverse

$$\begin{matrix} n < m \\ (r = n) \end{matrix}$$

→ More equations than unknowns

→ At most one solution

Example

$$\begin{pmatrix} 1 & 0 \\ 2 & 4 \\ 3 & 4 \end{pmatrix} \begin{pmatrix} y_1 \\ y_2 \end{pmatrix} = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix}$$

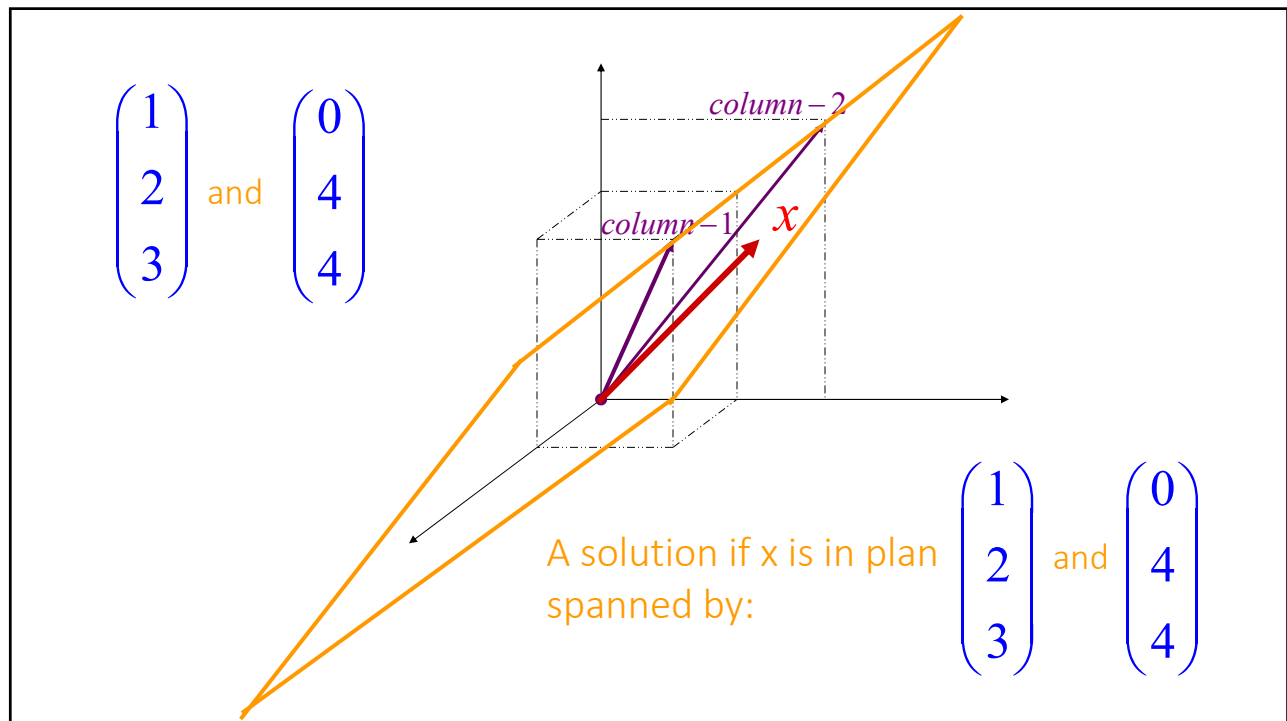
50

Example 
$$\begin{pmatrix} 1 & 0 \\ 2 & 4 \\ 3 & 4 \end{pmatrix} \begin{pmatrix} y_1 \\ y_2 \end{pmatrix} = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix}$$

$$y_1 \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} + y_2 \begin{pmatrix} 0 \\ 4 \\ 4 \end{pmatrix} = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix}$$

solution if  $x$  is in plan spanned by  $\begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix}$  and  $\begin{pmatrix} 0 \\ 4 \\ 4 \end{pmatrix}$

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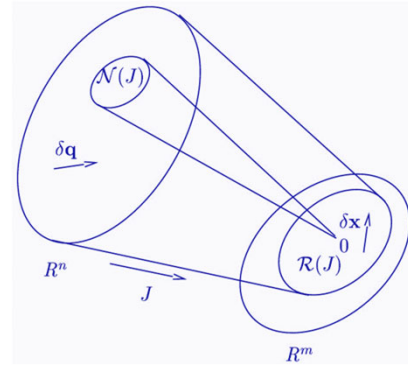
## Jacobian Generalized Inverse

Generalized Inverse

$$J^\# : J J^\# J = J$$

General Solution

$$\delta q = J^\# \delta x + N(J^\#) \delta q_0 \quad \text{with} \quad N(J^\#) = [I - J^\# J]$$



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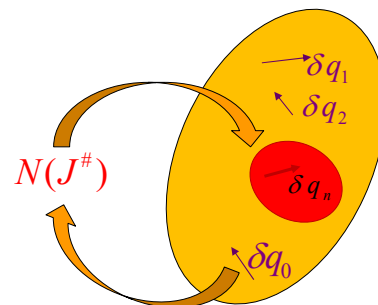
## General Solution

$$\delta q = J^\# \delta x + [I - J^\# J] \delta q_0$$

Null Space (Kernel)

$$N(J^\#) = (I - J^\# J)$$

$$\delta q = J^\# \delta x + N(J^\#) \delta q_0$$



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Check

$$\delta q_n = (I - J^\# J) \delta q_0$$

$$0 = J \delta q_n$$

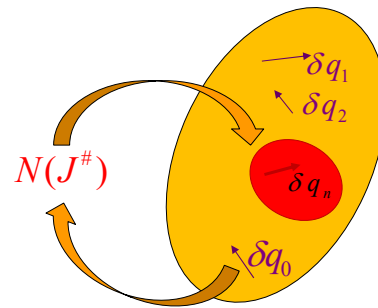
$$0 = J (I - J^\# J) \delta q_0$$

$\Rightarrow$

$$0 = J - J J^\# J$$

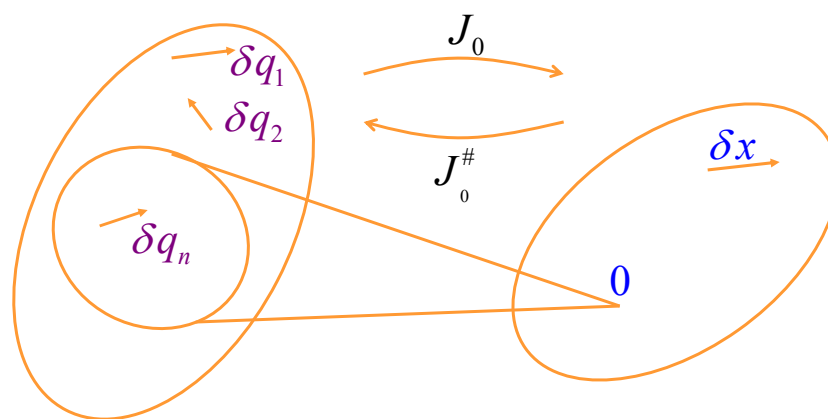
$\Rightarrow$

$$J^\# : J \triangleq J J^\# J$$



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General Solution



$$J^\# : J = J J^\# J$$

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## Pseudo Inverse

$$A A^+ A = A$$

$$A^+ A A^+ = A^+$$

$$(A^+ A)^T = A^+ A$$

$$(A A^+)^T = A A^+$$

$A^+$  : *unique*

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## Pseudo Inverse

Left Inverse

$$\begin{array}{l} m > n \\ (r = n) \end{array}$$

$$A^+ = (A^T A)^{-1} A^T$$
$$A^+ A = I$$

$$m = n = r$$

$$A^+ = A^{-1}$$
$$A^+ A = A A^+ = I$$

Right Inverse

$$\begin{array}{l} m < n \\ (r = m) \end{array}$$

$$A^+ = A^T (A A^T)^{-1}$$
$$A A^+ = I$$

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## Generalized Inverse

Left Inverse

$$\begin{array}{l} m < n \\ (r = m) \end{array} \quad A^\# = \left( A^T W^{-1} A \right)^{-1} A^T W^{-1}$$
$$A^\# A = I$$

$$m = n = r \quad A^\# = A^{-1} \quad A^\# A = A A^\# = I$$

Right Inverse

$$\begin{array}{l} m < n \\ (r = m) \end{array} \quad A^\# = W^{-1} A^T \left( A W^{-1} A^T \right)^{-1}$$
$$A A^\# = I$$

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## Reduction to the Basic Kinematic Model

Initial Problem ( $m$  equations)

$$J \delta q = \delta x$$

Reduced Problem ( $m_0$  equations)

$$J = E J_0$$

$$\delta x = E(x) \delta x_0$$

$$J_0(q) \delta q = \delta x_0$$

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Solving  $\delta x = E(x) \delta x_0$

$E(x)$ :  $m \times m_0$  matrix ( $m \geq m_0$ )

$$- \text{rank}(E(x)) \leq m_0$$

$$- \text{rank}(E(x)) < m_0$$

At Singular configuration  
of the presentation

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## Left Inverse

If  $\text{rank}(E(x)) = m_0$  the system has  
a unique solution:

$$\delta x_0 = E_{(m_0 \times m)}^+(x) \delta x$$

$E^+$ : is such that  $E^+ E = I_{m_0}$

$$E^+ = (E^T E)^{-1} E^T$$

and

$$E^+(X) = \begin{pmatrix} E_p^+(x_P) & 0 \\ 0 & E_r^+(x_R) \end{pmatrix}$$

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## System

$$\begin{aligned}\delta x_{m \times 1} &= E_{m \times m_0} \delta x_{0 m_0 \times 1} \\ E_{m_0 \times m}^T \delta x_{m \times 1} &= (E^T E)_{m_0 \times m_0} \delta x_{0 m_0 \times 1} \\ (E^T E)^{-1} E^T \delta x &= \delta x_0 \\ \delta x_0 &= E^+ \delta x \\ E^+ &= (E^T E)^{-1} E^T \\ E^+ E &= \underbrace{(E^T E)^{-1} E^T E}_{\text{Left Inverse}} = I\end{aligned}$$

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## Position Representations

Cartesian Coordinates  $(x, y, z)$

$$E_P(x_P) = I_3$$

Cylindrical Coordinates  $(\rho, \theta, z)$

Using  $(x \ y \ z)^T = (\rho \cos \theta \ \rho \sin \theta \ z)^T$

$$E_P(x_P) = \begin{pmatrix} \cos \theta & \sin \theta & 0 \\ -\sin \theta / \rho & \cos \theta / \rho & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

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## Position Representations

Cartesian Coordinates  $(x, y, z)$

$$E_P^+(x_P) = E_P^{-1}(x_P) = I_3$$

Cylindrical Coordinates  $(\rho, \theta, z)$

$$E_P^{-1}(x_P) = \begin{pmatrix} \cos \theta & -\rho \sin \theta & 0 \\ -\sin \theta & \rho \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

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Spherical Coordinates  $(\rho, \theta, \phi)$

Using

$$(x \ y \ z)^T = (\rho \cos \theta \sin \phi \ \rho \sin \theta \sin \phi \ \rho \cos \theta)^T$$

$$E_P(x_P) = \begin{pmatrix} \cos \theta \sin \phi & \sin \theta \sin \phi & \cos \theta \\ -\sin \theta / (\rho \sin \phi) & \cos \theta / (\rho \sin \phi) & 0 \\ \cos \theta \cos \phi / \rho & \sin \theta \cos \phi / \rho & -\sin \phi / \rho \end{pmatrix}$$

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## Spherical Coordinates $(\rho, \theta, \phi)$

$$E_p^{-1}(x_p) = \begin{pmatrix} \cos \theta \sin \phi & \rho \sin \theta \sin \phi & \rho \cos \theta \cos \phi \\ -\sin \theta \sin \phi & \rho \cos \theta \sin \phi & \rho \sin \theta \cos \phi \\ \cos \phi & 0 & -\rho \sin \phi \end{pmatrix}$$

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## Rotation Representations

### Direction Cosines

$$x_r = \begin{bmatrix} r_1 \\ r_2 \\ r_3 \end{bmatrix}; E_r(x_r) = \begin{pmatrix} -\hat{r}_1 \\ -\hat{r}_2 \\ -\hat{r}_3 \end{pmatrix}$$

$$E_r^+ = (E_r^T E_r)^{-1} E_r^T$$

$$(E_r^T E_r)^{-1} = (\hat{r}_1^T \hat{r}_1 + \hat{r}_2^T \hat{r}_2 + \hat{r}_3^T \hat{r}_3)^{-1}$$

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$$E^T E = \sum \hat{r}_i^T \hat{r}_i = \begin{bmatrix} 2 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 2 \end{bmatrix} = 2I_3$$

$$\forall x_r = \begin{pmatrix} r_1 \\ r_2 \\ r_3 \end{pmatrix} \Rightarrow E^T E = \sum \hat{r}_i^T \hat{r}_i = 2I_3$$

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$$\left(E_r^T E_r\right)^{-1} = \begin{pmatrix} 2 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 2 \end{pmatrix}^{-1} = \frac{1}{2} I_3$$

$$E_r^+ = \left(E_r^T E_r\right)^{-1} E_r^T$$

$$E_r^+ = \frac{1}{2} E_r^T$$

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## Angular Velocity

$$x_r = \begin{bmatrix} r_1 \\ r_2 \\ r_3 \end{bmatrix}; E_r(x_r) = \begin{pmatrix} -\hat{r}_1 \\ -\hat{r}_2 \\ -\hat{r}_3 \end{pmatrix}$$

$$\dot{x}_r = E_r \omega$$

Solution  $\omega = \frac{1}{2} E_r^T \dot{x}_r$

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## Direction Cosines – Rotation Error

Instantaneous Angular Error

$$x_r = \begin{bmatrix} r_1 \\ r_2 \\ r_3 \end{bmatrix}; x_{rd} = \begin{bmatrix} r_{1d} \\ r_{2d} \\ r_{3d} \end{bmatrix}$$

$$\delta x_r = \begin{bmatrix} r_1 \\ r_2 \\ r_3 \end{bmatrix} - \begin{bmatrix} r_{1d} \\ r_{2d} \\ r_{3d} \end{bmatrix}$$

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$$\omega = \frac{1}{2} E_r^T \dot{x}_r$$

$$\delta\phi = \frac{1}{2} E_r^T \delta x_r$$

$$\delta x_r = \begin{bmatrix} r_1 \\ r_2 \\ r_3 \end{bmatrix} - \begin{bmatrix} r_{1d} \\ r_{2d} \\ r_{3d} \end{bmatrix}$$

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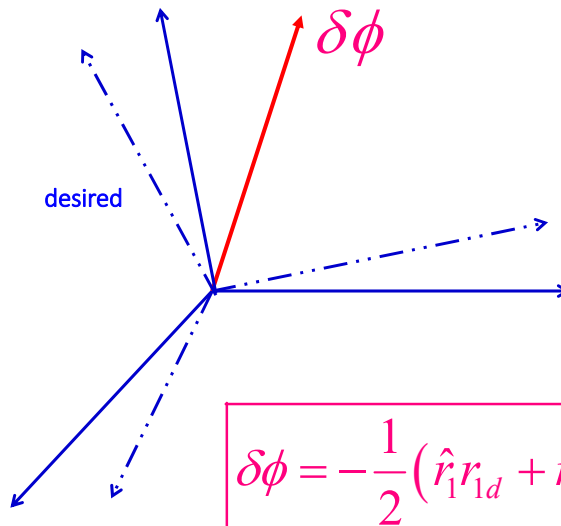
$$\delta x_r = \begin{bmatrix} r_1 \\ r_2 \\ r_3 \end{bmatrix} - \begin{bmatrix} r_{1d} \\ r_{2d} \\ r_{3d} \end{bmatrix}$$

$$E_r^+ = \frac{1}{2} E_r^T$$

$$E_r^+ \begin{pmatrix} r_1 \\ r_2 \\ r_3 \end{pmatrix} = \frac{1}{2} (\hat{r}_1 r_1 + \hat{r}_2 r_2 + \hat{r}_3 r_3) \equiv 0$$

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## Instantaneous Angular Error



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## Euler Angles

$$E_r(x_r) = \begin{pmatrix} -S\phi C\theta/S\theta & C\phi C\theta/S\theta & 1 \\ C\phi & S\phi & 0 \\ S\phi/S\theta & -C\phi/S\theta & 0 \end{pmatrix}$$

$$E_r^{-1}(x_r) = \begin{pmatrix} 0 & \cos\psi & \sin\psi \sin\theta \\ 0 & \sin\psi & -\cos\psi \sin\theta \\ 1 & 0 & \cos\theta \end{pmatrix}$$

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## Euler Parameters

$$x_r = \lambda = (\lambda_0 \lambda_1 \lambda_2 \lambda_3)^T \quad \check{\lambda} = \begin{pmatrix} -\lambda_1 & -\lambda_2 & -\lambda_3 \\ \lambda_0 & \lambda_3 & -\lambda_2 \\ -\lambda_3 & \lambda_0 & \lambda_1 \\ \lambda_2 & -\lambda_1 & \lambda_0 \end{pmatrix}$$
$$\dot{\lambda} = \frac{1}{2} \check{\lambda} \omega$$

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## Euler Parameters

Observing

$$\check{\lambda}^T \check{\lambda} = I_3$$

$$E_r^+(x_r) = 2 \begin{pmatrix} -\lambda_1 & \lambda_0 & -\lambda_3 & \lambda_2 \\ -\lambda_2 & \lambda_3 & \lambda_0 & -\lambda_1 \\ -\lambda_3 & -\lambda_2 & \lambda_1 & \lambda_0 \end{pmatrix}$$

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## Redundancy: Inverse of the Basic Kinematic Model

System

$$\delta x_{0(m_0 \times 1)} = J_0(q)_{(m_0 \times n)} \delta q_{(n \times 1)}$$

General Solution

$$\delta q = J_0^\# \delta x_0 + \underbrace{\left[ I_n - J_0^\# J_0 \right]}_{\delta q_n} \delta q_0$$

