

# CHAPTER 3

## Robot Trajectory Planning & Kinematic Robot Control

**After this chapter, the students are expected to learn the following:**

1. Plan point to point trajectories in joint space and task space
2. Plan trajectories with via points
3. Plan trajectories with velocity and acceleration constraints
4. Kinematic control algorithm using resolved motion rate control

# Trajectory Generation

- Polynomial Trajectory
  - subject to constraints
  - boundary conditions
- Initial & Final Positions  $\left. \begin{array}{l} \theta(0) = \theta_0 \\ \theta(t_f) = \theta_f \end{array} \right\}$
- Initial & Final Velocities  $\left. \begin{array}{l} \dot{\theta}(0) = 0 \\ \dot{\theta}(t_f) = 0 \end{array} \right\}$  4 constraints

# Trajectory Generation

## Cubic Polynomial

$$\theta(t) = a_0 + a_1t + a_2t^2 + a_3t^3$$

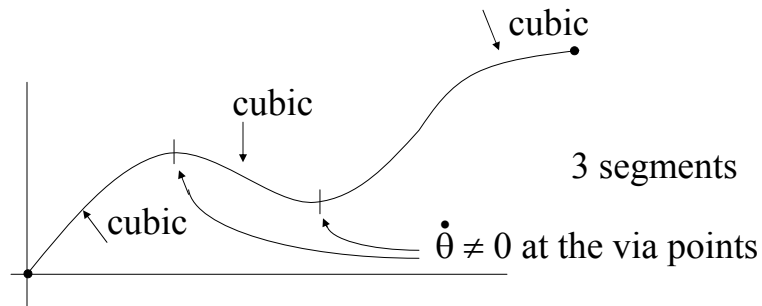
Four Equations (constraints) in Four Unknowns ( $a_0, \dots, a_3$ )

$$a_0 = \theta_0 \quad a_2 = \frac{3}{t_f^2} (\theta_f - \theta_0)$$

$$a_1 = 0 \quad a_3 = \frac{-2}{t_f^3} (\theta_f - \theta_0)$$

# Trajectory Generation

- Cubic Polynomials with Via Points



- Choose velocities at via points
  - kinetics
  - continuity in acceleration
  - others

# Trajectory Generation

- Initial & final positions
  - " " " velocities
  - " " " acceleration
- } 6 constants

Quintic Polynomial

$$\theta(t) = a_0 + a_1t + a_2t^2 + a_3t^3 + a_4t^4 + a_5t^5$$

6 Equations in 6 unknowns:

$$a_0 = \theta_0$$

$$a_1 = \dot{\theta}_0$$

$$a_2 = \frac{\ddot{\theta}_0}{2}$$

# Trajectory Generation

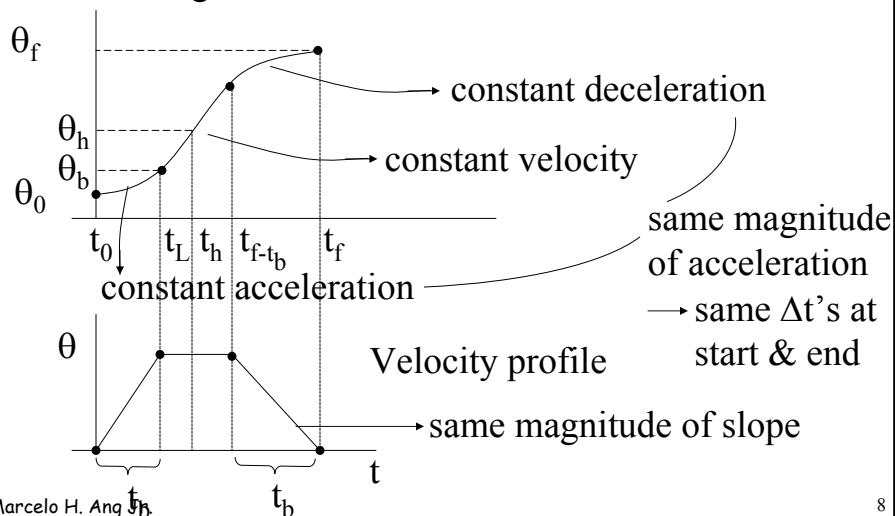
$$a_3 = \frac{20\theta_f - 20\theta_0 - (\delta \dot{\theta}_f + 12\dot{\theta}_0)t_f - (3\ddot{\theta}_0 - \ddot{\theta}_f)t_f^2}{2t_f^3}$$

$$a_4 = \frac{30\theta_0 - 30\theta_f + (14\dot{\theta}_f + 16\dot{\theta}_0)t_f + (3\ddot{\theta}_0 - 2\ddot{\theta}_f)t_f^2}{2t_f^4}$$

$$a_5 = \frac{12\theta_f - 12\theta_0 - (6\dot{\theta}_f + 6\dot{\theta}_0)t_f - (\ddot{\theta}_0 - \ddot{\theta}_f)t_f^2}{2t_f^5}$$

# Trajectory Generation

- Linear Segment with Parabolic Blend



## Trajectory Generation

- There are many possible solutions, given

$$\begin{aligned}\theta(0) &= \theta_0 & \dot{\theta}(0) &= 0 \\ \theta(t_f) &= \theta_f & \dot{\theta}(t_f) &= 0\end{aligned}$$

$$\theta_b = \theta_0 + \frac{1}{2} \ddot{\theta} t_b^2 \quad \text{--- (1)}$$

$$\dot{\theta}_b = \dot{\theta}_0 + \ddot{\theta} t_b = \frac{\theta_h - \theta_b}{t_h - t_b} \quad \text{--- (2)}$$

$$\text{where } \theta_h = \frac{1}{2} \left( \frac{\theta_f + \theta_0}{2} \right)$$

## Trajectory Generation

Given  $\theta_0$ ,  $\theta_f$  and  $t_f =$  (move time)

Can choose  $\ddot{\theta}$  and  $t_b$  to satisfy (1) & (2)

Combining (1) & (2) and since  $t_f = 2t_b$ , we get

$$\ddot{\theta} t_b^2 - \ddot{\theta} t_f t_b + (\theta_f - \theta_0) = 0$$

$$t_b = \frac{t_f}{2} - \frac{\sqrt{\ddot{\theta}^2 t_f^2 - 4\ddot{\theta}(\theta_f - \theta_0)}}{2\ddot{\theta}}$$

# Trajectory Generation

For  $t_b$  to exist,

$$\ddot{\theta} \geq \frac{4(\theta_f - \theta_0)}{t_f^2} \quad (\text{acceleration must be sufficiently high})$$

When equality holds:

$$t_b = \frac{t_f}{2} = t_h \quad (\text{no constant velocity})$$

# Trajectory Generation

- Linear Segments with Parabolic Blends & with Via Points

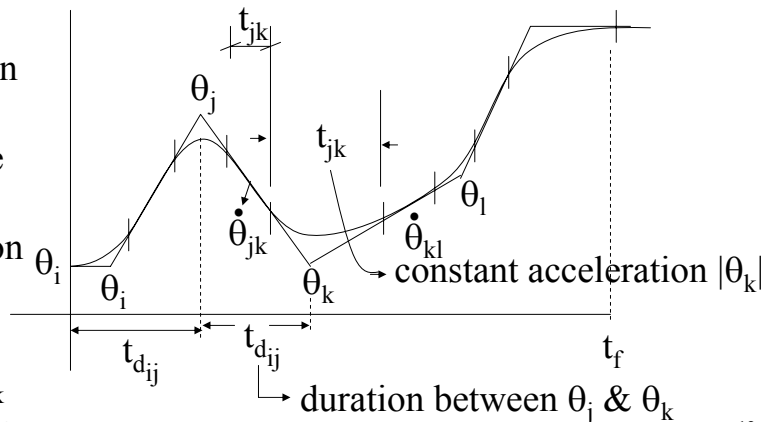
given: - all

points  $\theta_k$   
- all duration

$t_{d_{jk}}$   
- magnitude  
of  
acceleration  
 $|\theta_k|$

compute:

bold times  $t_k$



# Trajectory Generation

Interior Paths:

$$\dot{\theta}_{jk} = \frac{\theta_k - \theta_j}{t_{djk}} \quad \dot{\theta}_{kl} = \frac{\theta_l - \theta_k}{t_{dkl}}$$

$$\ddot{\theta}_k = \text{SGN}(\dot{\theta}_{kl} - \dot{\theta}_{jk}) |\ddot{\theta}_k|$$

$$t_k = \frac{\dot{\theta}_{kl} - \dot{\theta}_{jk}}{\ddot{\theta}_k}$$

$$t_{jk} = t_{djk} - \frac{1}{2} t_j - \frac{1}{2} t_k$$

# Trajectory Generation

First Segment (difficult because entire blod region crowded in duration)

$$\frac{\theta_2 - \theta_1}{t_{d12} - \frac{1}{2} t_1} = \ddot{\theta}_1 t_1 = \text{velocity at 1st line segment} = \dot{\theta}_{12}$$

where  $\ddot{\theta}_1 = \text{SGN}(\theta_2 - \theta_1) |\ddot{\theta}_1|$

$$\therefore t_1 = t_{d12} - \sqrt{t_{d12}^2 - \frac{2(\theta_2 - \theta_1)}{\ddot{\theta}_1}}$$

$$\dot{\theta}_{12} = \frac{\theta_2 - \theta_1}{t_{d12} - \frac{1}{2} t_1}$$

$$t_{12} = t_{d12} - t_1 - \frac{1}{2} t_2$$

# Trajectory Generation

Last segment connecting  $\theta_{n-1}$  &  $\theta_n$

$$\frac{\theta_n - \theta_{n-1}}{t_{d(n-1)n} - \frac{1}{2}t_n} = -\ddot{\theta}_n t_n \quad \text{where } \ddot{\theta}_n = \text{SGN}(\theta_n - \theta_{n-1}) |\ddot{\theta}_n|$$

$$t_n = t_{d(n-1)n} - \sqrt{t_{d(n-1)n}^2 + \frac{2(\theta_n - \theta_{n-1})}{\ddot{\theta}_n}}$$

$$\dot{\theta}_{(n-1)n} = \frac{\theta_n - \theta_{n-1}}{t_{d(n-1)n} - \frac{1}{2}t_n}$$

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

© Marcelo H. Ang Jr.

15

# Resolved Motion Rate Control

- Kinematic Control without the need for solving the inverse Kinematics of Position
- Need Joint level control which is available in robot controllers

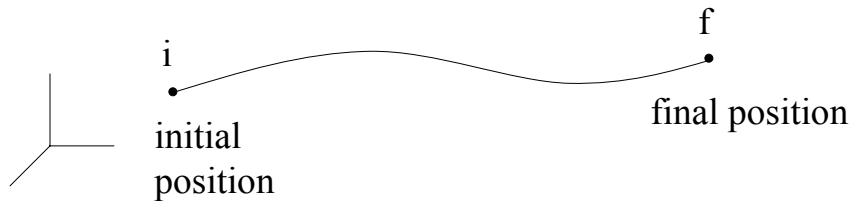
- Command joint motion such that desired e-e motion is achieved

© Marcelo H. Ang Jr.

16

# Resolved Motion Rate Control

- 1) Given a Trajectory  $x(t) \in \mathbb{R}^m$  in task space



- 2) Divide Trajectory into small segments according to sample time on reference Trajectory update rate
- 3) At  $x_k$ , compute  $E(x_k)$ , compute  $J_0(q_k)$

# Resolved Motion Rate Control

- 4) Compute  $\Delta x_k = x_{k+1} - x_k$
- 5) Compute  $\delta x_{0, k} = E(x_k)^+ \Delta x_k$
- 6) Compute  $\delta q = J_0^\#(q_k) \delta x_{0, k} + [In - J_0^\#(q^k) J_0(q_k)] \delta q_0$
- 7) Command  $\delta q$  to robot controller  
(Robot moves from  $q_k$  to  $q_{k+1}$ ) ( $\delta q = q_{k+1} - q_k$ )
- 8) Go to step 3 until  $x_k$  reaches  $x_f$