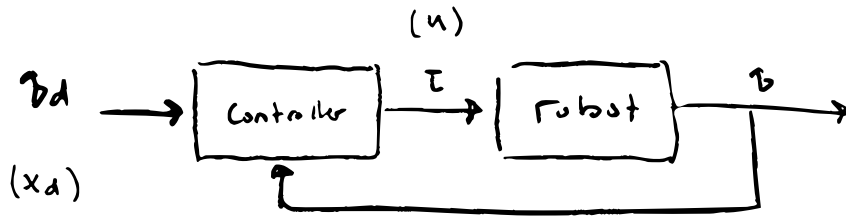


Last time: PID-controller

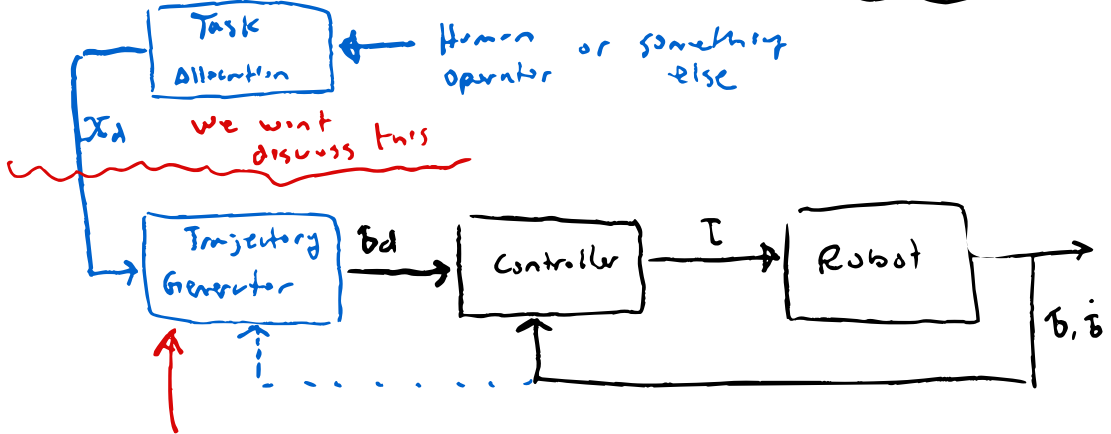


$$\tau = k_p \cdot e + k_I \cdot \int_0^t e(\tau) d\tau + k_d \dot{e}$$

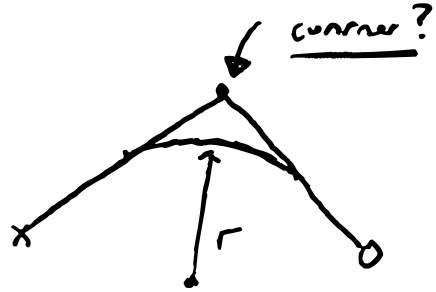
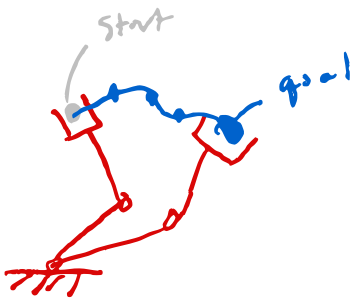
$$e = x_d - b.$$

Trajectory Generation

Big Picture

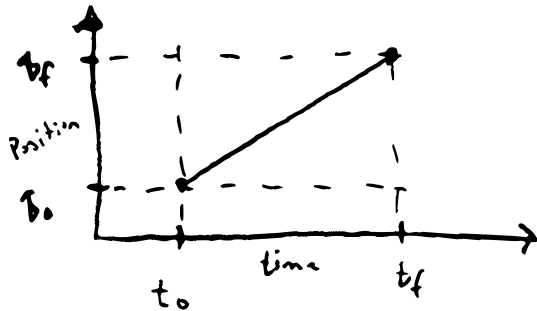


How to plan trajectories, given end-points?



How to design smooth trajectories?

let's look at a single joint:



first order polynomial

$$y(t) = a_0 + a_1 t$$

How would we choose a_0, a_1 ?

Known
(b_0, t_0)
(b_f, t_f)

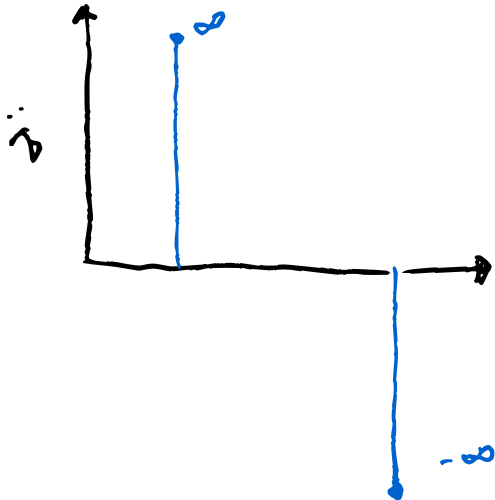
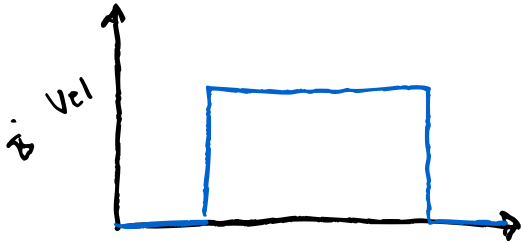
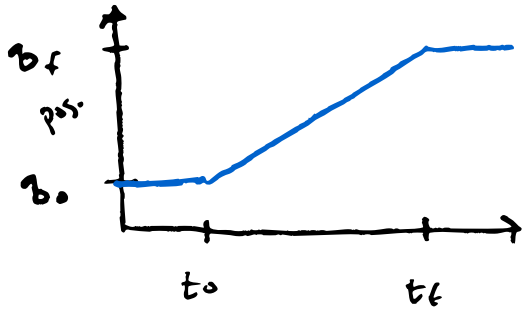
\Rightarrow

$$\underbrace{\begin{bmatrix} b_0 \\ b_f \end{bmatrix}}_{\text{Known}} = \underbrace{\begin{bmatrix} 1 & t_0 \\ 1 & t_f \end{bmatrix}}_{\text{Known}} \begin{bmatrix} a_0 \\ a_1 \end{bmatrix}$$

$$b = Ax$$

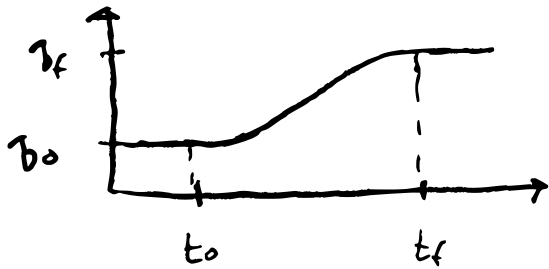
\Rightarrow

$$\boxed{x = A^{-1}b}$$



Moral: first order

polynomial \rightarrow infinite
acceleration = no good!



cubic polynomial

$$b(t) = a_0 + a_1 t + a_2 t^2 + a_3 t^3$$

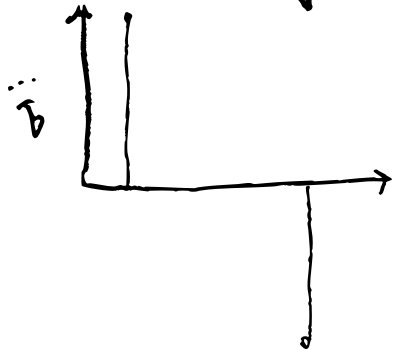
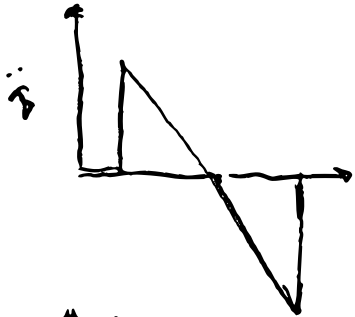
$$\dot{b}(t) = a_1 + 2a_2 t + 3a_3 t^2$$

Know

b_0, t_0
 b_f, t_f
 \dot{b}_0, t_0
 \dot{b}_f, t_f

provided
by
you!

$$\underbrace{\begin{pmatrix} b_0 \\ \dot{b}_0 \\ b_f \\ \dot{b}_f \end{pmatrix}}_{\text{Known}} = \underbrace{\begin{pmatrix} 1 & t_0 & t_0^2 & t_0^3 \\ 0 & 1 & 2t_0 & 3t_0^2 \\ 1 & t_f & t_f^2 & t_f^3 \\ 0 & 1 & 2t_f & 3t_f^2 \end{pmatrix}}_{\text{Known}} \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{pmatrix}$$



jerk has
infinites !!

Example: Quintic polynomial

$$b(t) = a_0 + a_1 t + a_2 t^2 + a_3 t^3 + a_4 t^4 + a_5 t^5$$

$$b(t_0) = b_0$$

$$\dot{b}(t_0) = \dot{b}_0$$

$$\ddot{b}(t_0) = \ddot{b}_0$$

$$b(t_f) = b_f$$

$$\dot{b}(t_f) = \dot{b}_f$$

$$\ddot{b}(t_f) = \ddot{b}_f$$

} Known
by
you!

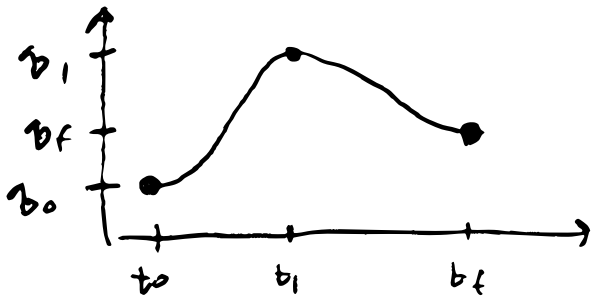
→ Solve for
these coefficients

$$\begin{bmatrix} b_0 \\ \dot{b}_0 \\ \ddot{b}_0 \\ b_f \\ \dot{b}_f \\ \ddot{b}_f \end{bmatrix} = A \begin{bmatrix} a_0 \\ \vdots \\ \vdots \\ \vdots \\ a_5 \end{bmatrix}$$

• the number of required conditions determines the degree of the polynomial

• types of conditions

• positions along the desired trajectory
(waypoints or vias)



we want zero velocity at end-points

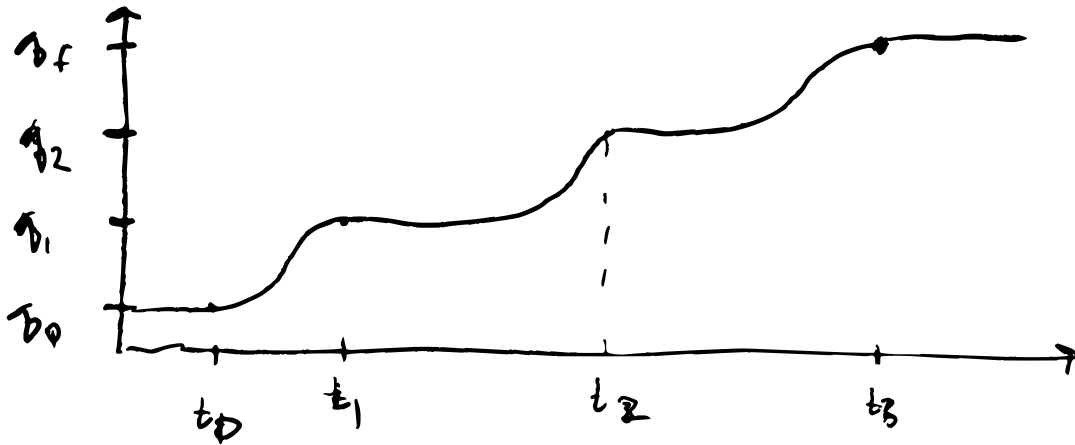
$$\hat{b}(t_0) = b_0 \quad \dot{\hat{b}}(t_0) = \dot{b}_0$$

$$\hat{b}(t_1) = b_1 \quad \dot{\hat{b}}(t_f) = \dot{b}_f$$

$$\hat{b}(t_f) = b_f$$

5 constraints \rightarrow 4th polynomial.

Example: double polynomial.



$$q(t_0) = b_0$$

$$\dot{q}(t_0) = 0$$

$$q(t_1) = b_1$$

$$\dot{q}(t_1) = \dot{b}_1$$

3-order
poly.

$$q(t_1) = b_1$$

$$\dot{q}(t_1) = \dot{b}_1$$

$$q(t_2) = b_2$$

$$\dot{q}(t_2) = 0$$

3-order

} Same
thing

Time Scaling in Task space

- separate $\underbrace{x, y, z}_d$, R

$$X(s) = X_0 + s \cdot (X_f - X_0) \quad s \in [0, 1]$$

↑
let s be a polynomial *
so we can use the same
tools!

$$* s = a_0 + a_1 t + a_2 t^2, \dots$$

$$\dot{X}(s) = \frac{dx}{ds} \dot{s}$$

$$\ddot{X}(s) = \frac{dx}{ds} \ddot{s} + \frac{d^2x}{ds^2} \dot{s}^2$$

$$R(s) = R_0 e^{\underbrace{\log(R_0^T R_f)}_{\Delta R} s}$$

time scale the orientation.

