

Last time: Trajectory Generation

$$\theta(t) = a_0 + a_1 t + a_2 t^2 \dots$$

Given (you control)

$$\theta(t_0) = \theta_0$$

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

$$\theta(t_f) = \theta_f$$

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

$$\vdots$$

$$\vdots$$

constraints



We solve the trajectory problem
with polynomials:

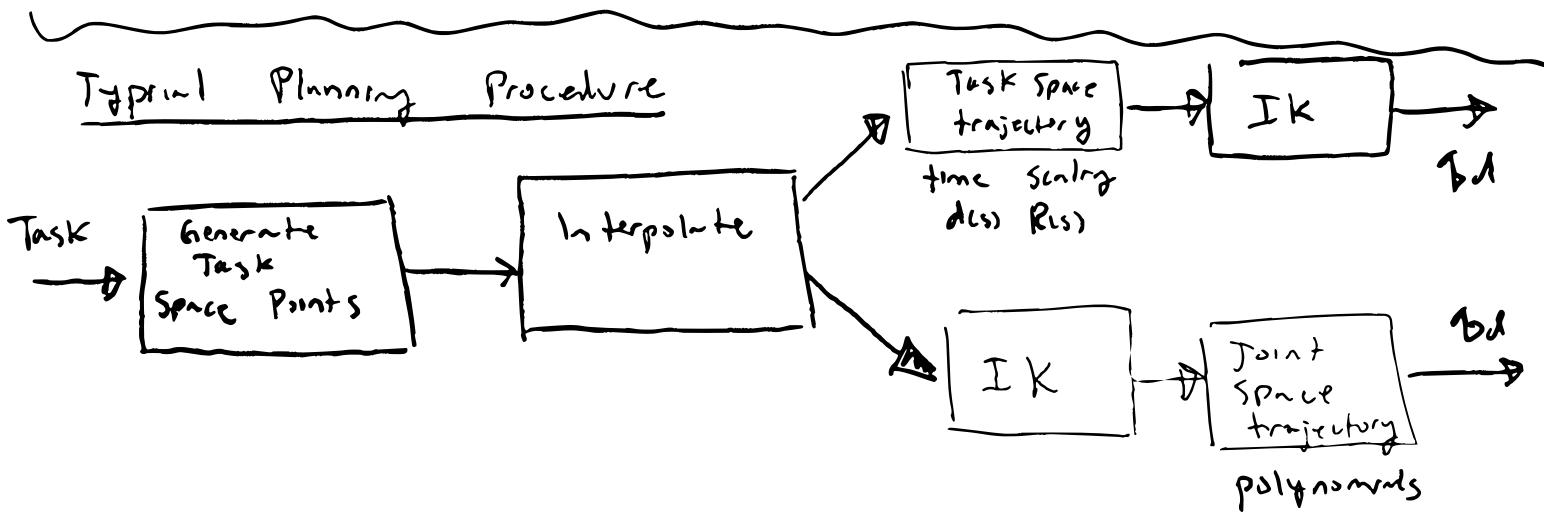
parameters

$$\left[\begin{array}{c} \theta_0 \\ \dot{\theta}_0 \\ \vdots \\ \vdots \end{array} \right] = \left[\begin{array}{cccc} 1 & t & t^2 & \dots \\ 0 & 1 & 2t & \dots \\ \vdots & \vdots & \ddots & \ddots \\ \vdots & \vdots & \ddots & \ddots \end{array} \right] \left[\begin{array}{c} a_0 \\ a_1 \\ \vdots \\ a_n \end{array} \right]$$

Today :

- outline basic trajectory Planning
- Control Architecture

Lynch's Park (N. II)
Spring handbook
on
Robotics (ch. 8)



Feedforward Control

Q: If you have a perfect model of the robot, how can you use this info to help in control?

let's use "tilde" to denote our model:

$$\tau = \tilde{M}(\mathbf{q}) \ddot{\mathbf{q}} + \tilde{C}(\mathbf{q}, \dot{\mathbf{q}}) \dot{\mathbf{q}} + \tilde{f}(\mathbf{q})$$

our model!

$\tilde{M} \neq M$ (unless model is perfect!)

Why not use model to generate τ ?

$$\tau_d = \tilde{M}(q_{d\cdot}) \ddot{q}_{d\cdot} + \tilde{C}(q_{d\cdot}, \dot{q}_{d\cdot}) \dot{q}_{d\cdot} + \tilde{f}(q_{d\cdot})$$

Inverse Dynamics!

$$T_d = \tilde{M}(q_d) \ddot{q}_d + \tilde{C}(q_d, \dot{q}_d) \dot{q}_d + f(q_d)$$

$\uparrow T_d$: the torque required to drive $\begin{cases} q \rightarrow q_d \\ \dot{q} \rightarrow \dot{q}_d \\ \ddot{q} \rightarrow \ddot{q}_d \end{cases}$



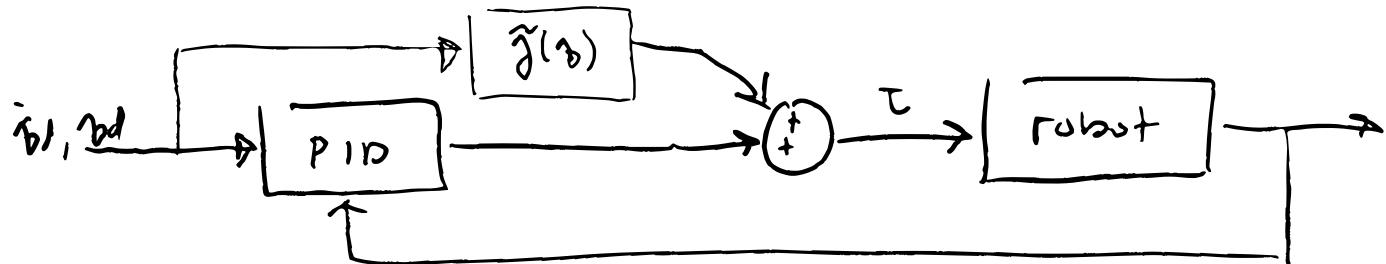
Comments

- ① a perfect model would result in perfect tracking of q_d
- ② impossible to have a perfect model
- ③ Inverse Dynamics can be computationally expensive.

We don't have to "feed forward" all the dynamics. For example, gravity compensation is very common as a feedforward signal:

$$\tau_g = \tilde{g}(q)$$

$$\tau_{\text{pid}} = k_p e + k_v \dot{e} + k_i \int e dt$$



The computed Torque Controller (Feedback linearization)

idea: use model to *cancel* the dynamics of the robot to make it easier to control.

Model: $\tau = \tilde{m}(\theta)\ddot{\theta} + \tilde{C}(\theta, \dot{\theta})\dot{\theta} + \tilde{f}(\theta)$

PID Error Dynamics: $\ddot{e} + k_d \dot{e} + k_p e + k_f \int e dt = 0$
we want $e \rightarrow 0$, as $t \rightarrow \infty$

$$\ddot{\theta} = \ddot{\theta}_d - \ddot{\theta}$$

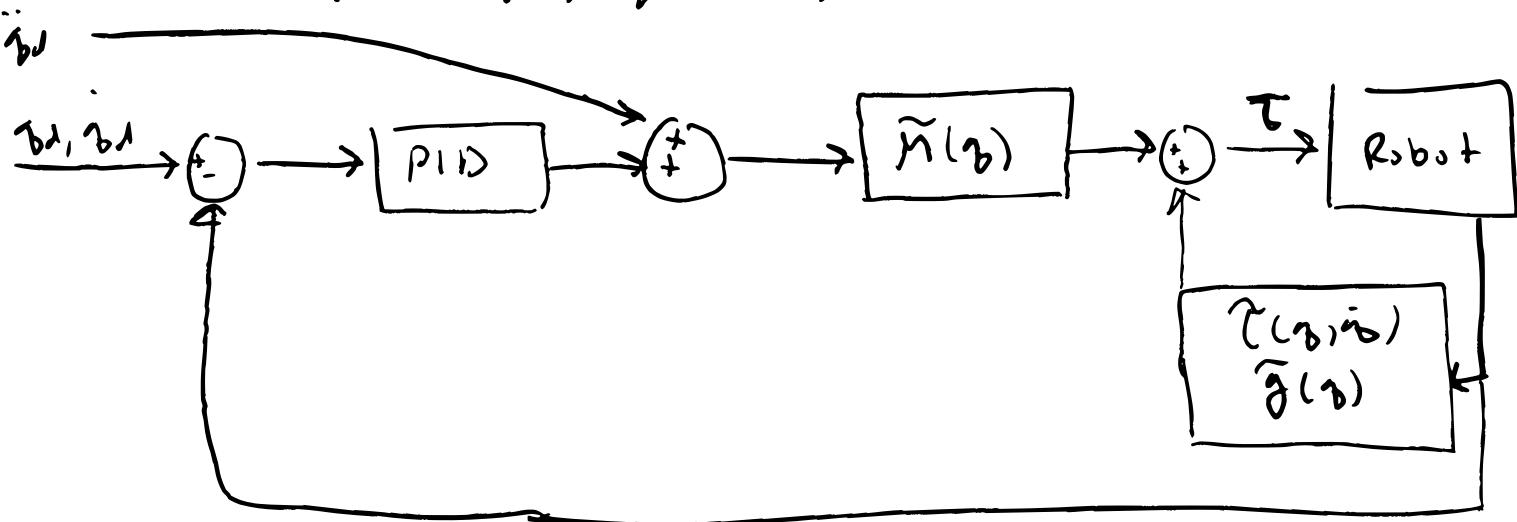
$$\ddot{\theta}_d - \ddot{\theta} + k_d \dot{e} + k_p e + k_f \int e dt = 0$$

*
$$\boxed{\ddot{\theta} = \ddot{\theta}_d + k_d \dot{e} + k_p e + k_f \int e dt}$$

↑ use this signal to generate torque without our model!!

$$\ddot{\theta} = \ddot{\theta}_d + k_d \dot{\theta} + k_p e + k_f \int e dt$$

$$\begin{aligned}\tau = & \tilde{M}(\theta) \left[\ddot{\theta}_d + k_p e + k_I \int e dt + k_s \dot{\theta} \right] \\ & + \tilde{C}(\theta, \dot{\theta}) \dot{\theta} + g(\theta)\end{aligned}$$



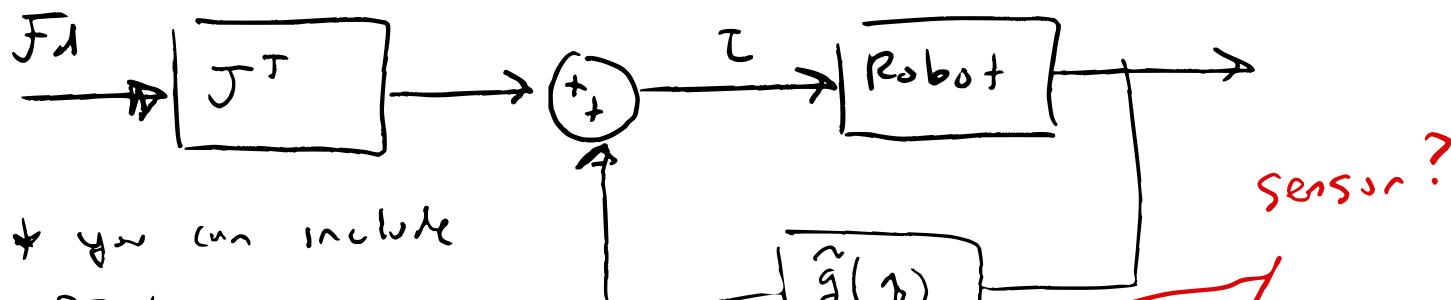
One of the most used controllers in
applications

Force Control

$$M(\boldsymbol{\gamma}) \ddot{\boldsymbol{\gamma}} + ((\boldsymbol{\gamma}, \dot{\boldsymbol{\gamma}}) \dot{\boldsymbol{\gamma}} + \boldsymbol{g}(\boldsymbol{\gamma})) = \boldsymbol{\tau}$$

\boldsymbol{F}_d : desired end-effector twist $\boldsymbol{F}_d = \begin{Bmatrix} F_x \\ F_y \\ F_z \\ T_x \\ T_y \\ T_z \end{Bmatrix}$

$$\boldsymbol{\tau} = \tilde{\boldsymbol{g}}(\boldsymbol{\gamma}) + \underbrace{\boldsymbol{J}^T(\boldsymbol{\gamma}) \boldsymbol{F}_d}_{\boldsymbol{\tau}_{\text{need}} \text{ to get } \boldsymbol{F}_d}$$



$$\boldsymbol{\tau} = \tilde{\boldsymbol{g}}(\boldsymbol{\gamma}) + \boldsymbol{J}^T(\boldsymbol{\gamma}) \left[K_p (\boldsymbol{F}_d - \boldsymbol{F}_{\text{ext}}) + K_I \int (\boldsymbol{F}_d - \boldsymbol{F}_{\text{ext}}) dt \right]$$

Task Space Control

(PI)-controller

$$M(\boldsymbol{\gamma})\ddot{\boldsymbol{\gamma}} + C(\boldsymbol{\gamma}, \dot{\boldsymbol{\gamma}})\dot{\boldsymbol{\gamma}} + g(\boldsymbol{\gamma}) = \boldsymbol{\tau}$$

Let's start by define error signal:

$$e = x_d - x$$

↑
desired
end-effector
position



$$e = x_d - f(\boldsymbol{\gamma})$$

↑
actual
end-effector
position.

$$\dot{e} = \dot{x}_d - J(\boldsymbol{\gamma})\dot{\boldsymbol{\gamma}}$$

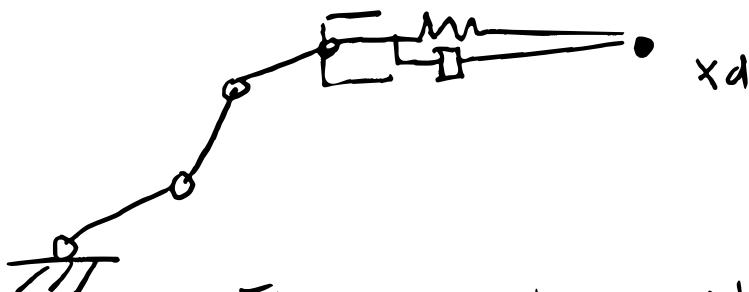
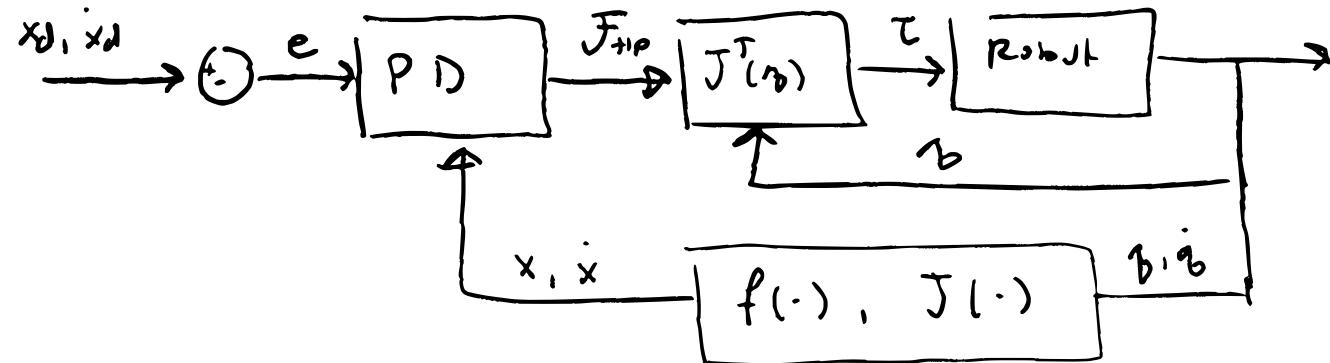
forward
kinematics

then: Let's generate a tip force proportional to the error

$$F_{tip} = K_p(x_d - f(\boldsymbol{\gamma})) + K_d(\dot{x}_d - J(\boldsymbol{\gamma})\dot{\boldsymbol{\gamma}})$$

PD-controller based on end-effector
error.

$$\tau = J_{(B)}^T \left[k_p (x_d - f(q)) + k_d (\dot{x}_d - J(q)\dot{q}) \right]$$



This can be used as an Impedance Controller.

Task Space Dynamics

$$M(\dot{y}) \ddot{y} + C(y, \dot{y}) \dot{y} + g(y) = \tau$$

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

$$\ddot{x} = J \ddot{y} + \dot{J} \dot{y} \Rightarrow \ddot{y} = J^{-1} \ddot{x} - J^{-1} \dot{J} \dot{y}$$

$$\begin{cases} \ddot{y} = J^{-1} \ddot{x} - J^{-1} \dot{J} J^{-1} \dot{x} \\ \dot{y} = J^{-1} \dot{x} \end{cases}$$

$$M(J^{-1} \ddot{x} - J^{-1} \dot{J} J^{-1} \dot{x}) + C(J^{-1} \dot{x}) + g = \tau$$
$$x \quad J^{-T}$$

$$(J^T M J^{-1}) \ddot{x} - (J^T M J^{-1} \dot{J} J^{-1}) \dot{x} + (J^T C J^{-1}) \dot{x} + J^T g = J^T \tau$$

$$\mathcal{L}(g) \ddot{x} + \mathcal{F}(g, \dot{g}) \dot{x} + \eta(g) = f$$

You can use any methods previously discussed
for task space control.

