



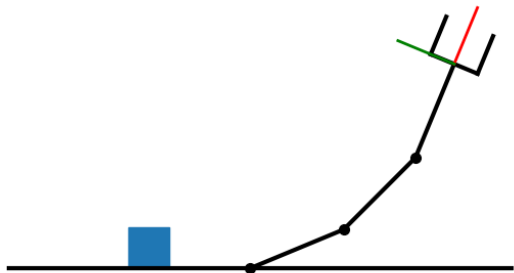
Robotics: Path and trajectory generation

Vladimír Petřík

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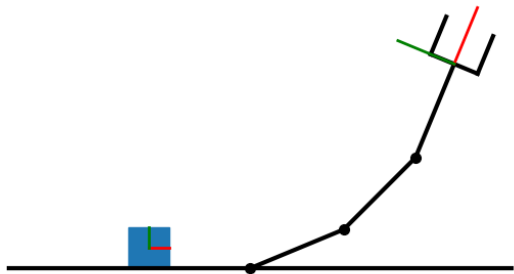
10.11.2024

Motivation: pick a cube



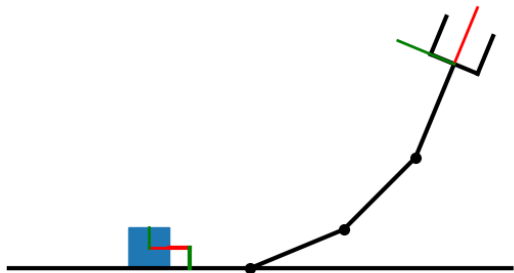
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- Detect where the cube is in $SE(2)$, $SE(3)$



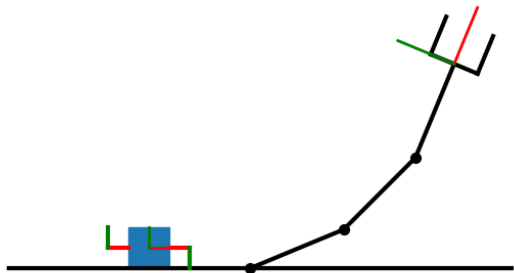
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- ▶ Detect where the cube is in $SE(2)$, $SE(3)$
- ▶ Define handle(s) w.r.t. cube
- ▶ Compute gripper pose



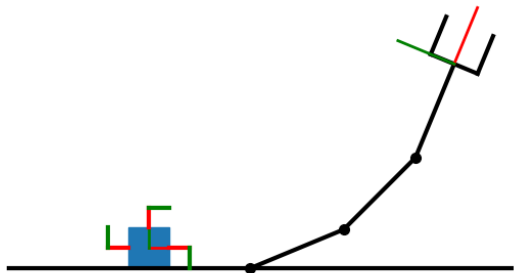
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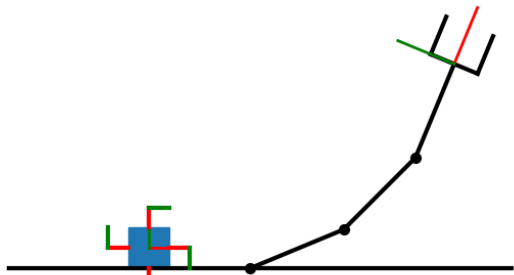
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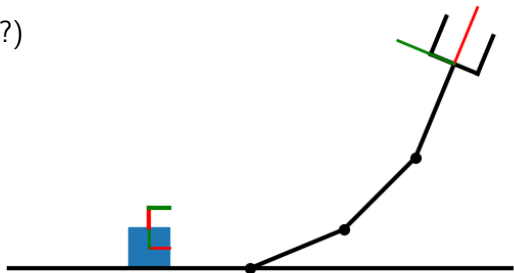
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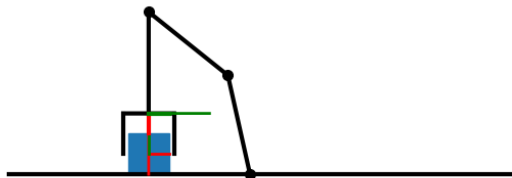
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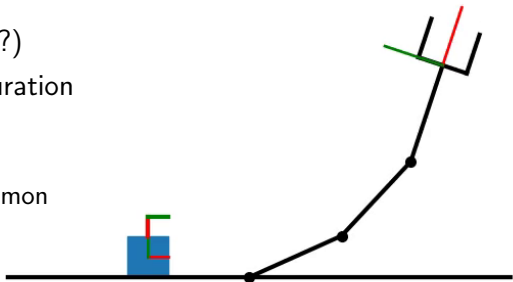
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- ▶ Send robot to selected joint-space configuration
- ▶ What motion will robot follow?



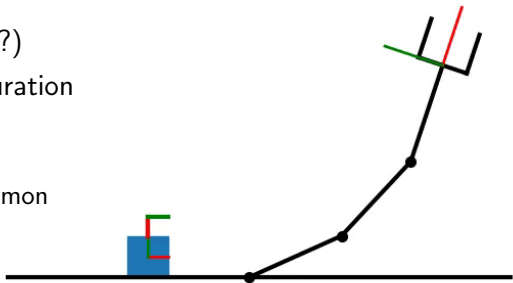
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 - ▶ linear interpolation in joint space is common
 - ▶ what is motion?



Motion

► Path

- Geometrical description (sequence of configurations)
- No timestamps, dynamics, or control restrictions
- $\mathbf{q}(s) \in \mathcal{C}_{\text{free}}, s \in [0, 1]$
- Main assumption is that trajectory can be computed by postprocessing



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- ▶ Trajectory
 - ▶ Robot configuration in time
 - ▶ $\mathbf{q}(t) \in \mathcal{C}_{\text{free}}, t \in [0, T]$



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► Trajectory

- Robot configuration in time
- $\mathbf{q}(t) \in \mathcal{C}_{\text{free}}, t \in [0, T]$



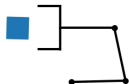
Grasping path

- ▶ Let us focus on **path** first
- ▶ Is grasping path safe? Depends on the start configuration.



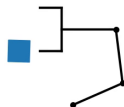
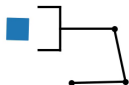
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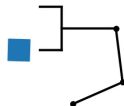
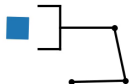
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Pre-grasp pose

- ▶ We can define pre-grasp pose
 - ▶ e.g. 5 cm away from the object, w.r.t. handle
 - ▶ how to define 5 cm away? By design of handle.
 - ▶ fix handle orientation to have x -axis pointing towards the object
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 - ▶ if gripper T_{RG} equals T_{RH} , object is grasped
 - ▶ pre-grasp pose $T_{RP} = T_{RH}T_x(-\delta_{\text{pre_grasp}})$



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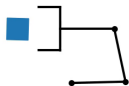


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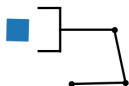
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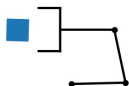
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Pre-grasp pose



Interpolation in joint space

- ▶ Also called straight-line path, point-to-point path
- ▶ Start $\mathbf{q}_{\text{start}}$
- ▶ Goal $\mathbf{q}_{\text{goal}}$
- ▶ $\mathbf{q}(s) = \mathbf{q}_{\text{start}} + s(\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}}), \quad s \in [0, 1]$
- ▶ Easy to compute, well defined

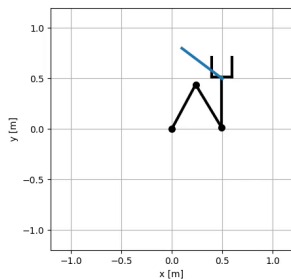


Interpolation in joint space

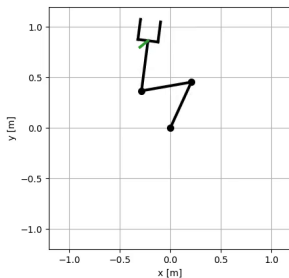
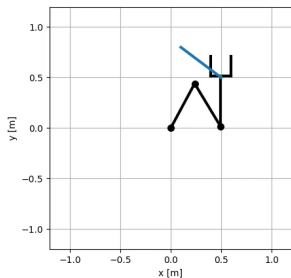
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- ▶ Easy to compute, well defined
- ▶ What is the motion of the gripper?
 - ▶ likely not straight-line (for revolute joints)
 - ▶ combinations of circular paths (for revolute joints)



Interpolation in joint space



Interpolation in joint space



Interpolation in $SE(2)$ and $SE(3)$

- ▶ Straight-line path in task space
 - ▶ position $\mathbf{t}(s) = \mathbf{t}_{\text{start}} + s(\mathbf{t}_{\text{goal}} - \mathbf{t}_{\text{start}})$, $s \in [0, 1]$



Interpolation in $SE(2)$ and $SE(3)$

- ▶ Straight-line path in task space

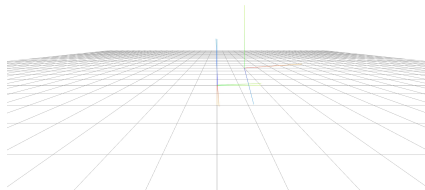
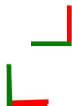
- ▶ position $\mathbf{t}(s) = \mathbf{t}_{\text{start}} + s(\mathbf{t}_{\text{goal}} - \mathbf{t}_{\text{start}})$, $s \in [0, 1]$
- ▶ rotation $R(s) = R_{\text{start}} \exp(s \log(R_{\text{start}}^{-1} R_{\text{goal}}))$, $s \in [0, 1]$



Interpolation in $SE(2)$ and $SE(3)$

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Joint-space path from task-space path

- ▶ Compute $\mathbf{q}(s)$ from $T_{RG}(s)$
- ▶ Solve IK for each s and pick the first solution of IK?



Joint-space path from task-space path

- ▶ Compute $\mathbf{q}(s)$ from $T_{RG}(s)$
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 - ▶ we did not define what is *first* solution of IK
 - ▶ let us use the closest solution of IK
 - ▶ can it happen that closest solution is not *close enough*?



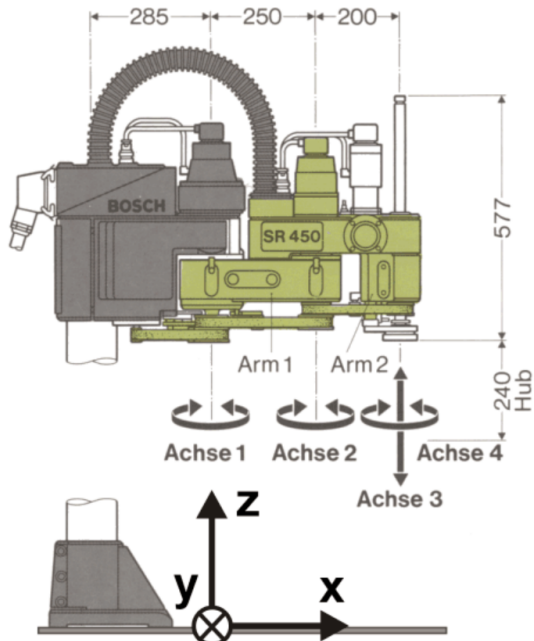
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 - ▶ can it happen that closest solution is not *close enough*? **yes**, let us see an example

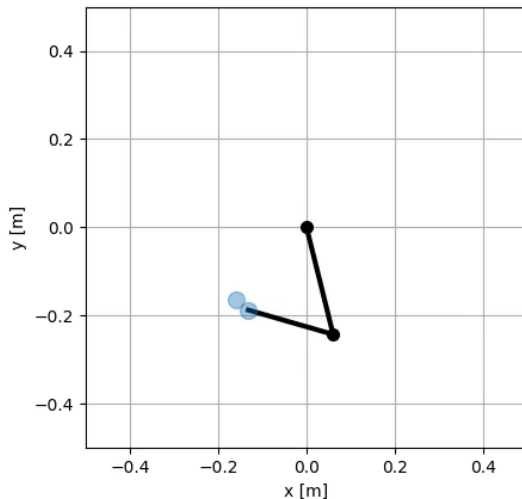


SCARA robot

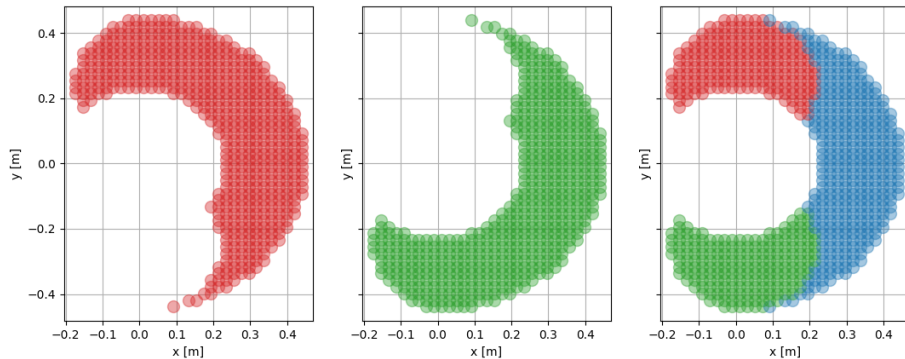
- ▶
- ▶ Analyze kinematics of SCARA
- ▶ Structure RRPR
- ▶ Self-collisions avoided by joint limits
 - ▶ $\pm 85^\circ$
 - ▶ $\pm 120^\circ$
 - ▶ $(-330 \text{ mm}, 5 \text{ mm})$
 - ▶ $(-20^\circ, 1080^\circ)$
- ▶ Compute FK and IK in xy -plane



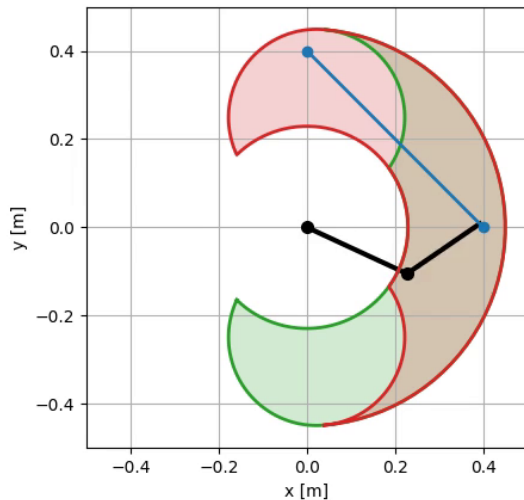
SCARA robot workspace



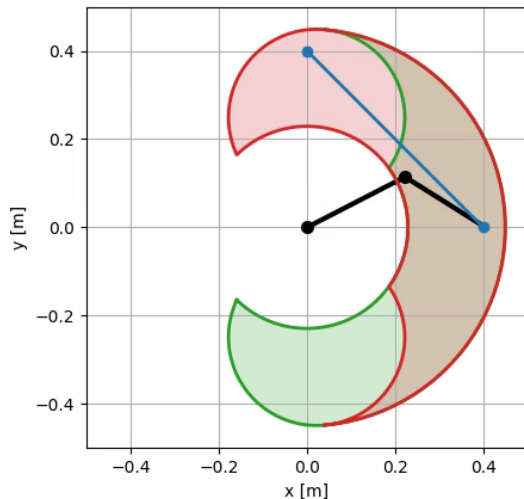
SCARA robot IK



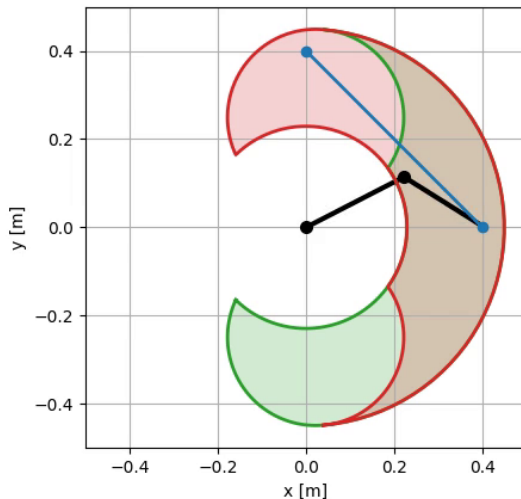
Task-space interpolation



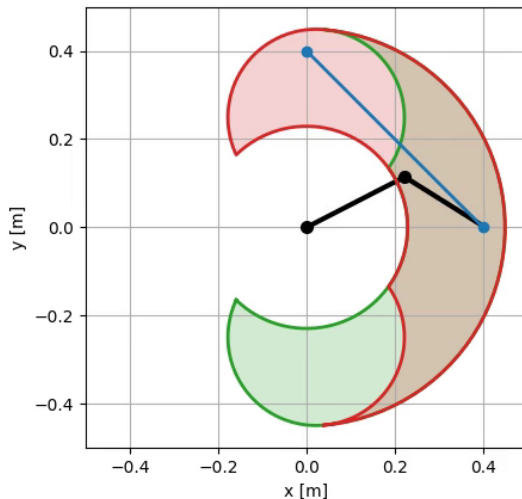
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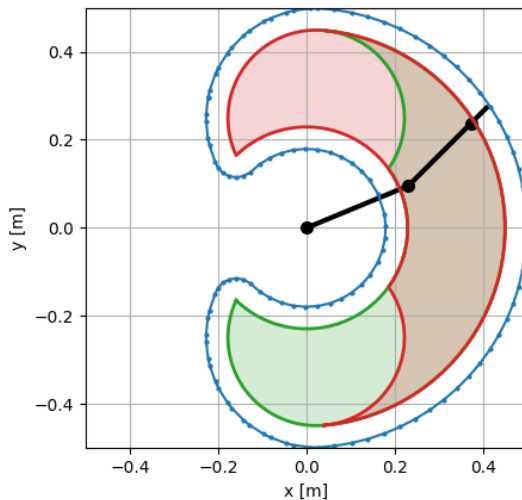


Task space interpolation

- ▶ Not all solutions of IK are available everywhere
- ▶ We need to resolve jumps in configuration space
- ▶ To change the configuration we need to pass via singularity
- ▶ The task-space interpolation can be used for pre-grasp to grasp path



SCARA effect of the last link



Trajectory from path

- ▶ Time scaling $s(t)$, $t \in [0, T]$, $s : [0, T] \rightarrow [0, 1]$
- ▶ A path and time scaling defines trajectory $\mathbf{q}(s(t))$
- ▶ Derivations:
 - ▶ velocity: $\dot{\mathbf{q}} = \frac{d\mathbf{q}}{ds} \dot{s}$
 - ▶ acceleration: $\ddot{\mathbf{q}} = \frac{d\mathbf{q}}{ds} \ddot{s} + \frac{d^2\mathbf{q}}{ds^2} \dot{s}$



Straight-line path time scaling

► Path

- position: $\mathbf{q}(s) = \mathbf{q}_{\text{start}} + s(\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}}), \quad s \in [0, 1]$
- velocity: $\dot{\mathbf{q}} = \dot{s}(\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}})$



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- ▶ 3rd order polynomial time scaling

- ▶ $s(t) = a_0 + a_1t + a_2t^2 + a_3t^3$



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- ▶ 3rd order polynomial time scaling

- ▶ $s(t) = a_0 + a_1t + a_2t^2 + a_3t^3$

- ▶ $\dot{s}(t) = a_1 + 2a_2t + 3a_3t^2$



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► Trajectory

- $\mathbf{q}(t) = \mathbf{q}_{\text{start}} + \left(\frac{3t^2}{T^2} - \frac{2t^3}{T^3} \right) (\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}})$
- $\dot{\mathbf{q}}(t) = \left(\frac{6t}{T^2} - \frac{2t^2}{T^3} \right) (\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}})$



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- $\dot{\mathbf{q}}(t) = \left(\frac{6t}{T^2} - \frac{2t^2}{T^3} \right) (\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}})$
- $\ddot{\mathbf{q}}(t) = \left(\frac{6}{T^2} - \frac{12t}{T^3} \right) (\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}})$



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- position: $\mathbf{q}(s) = \mathbf{q}_{\text{start}} + s(\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}})$, $s \in [0, 1]$
- velocity: $\dot{\mathbf{q}} = \dot{s}(\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}})$
- acceleration: $\ddot{\mathbf{q}} = \ddot{s}(\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}})$

► 3rd order polynomial time scaling

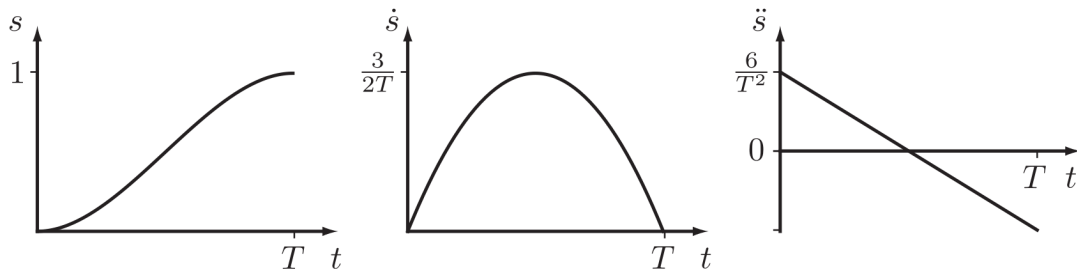
- $s(t) = a_0 + a_1t + a_2t^2 + a_3t^3$
- $\dot{s}(t) = a_1 + 2a_2t + 3a_3t^2$
- constraints: $s(0) = \dot{s}(0) = 0$, $s(T) = 1$, $\dot{s}(T) = 0$
- solution that satisfies constraints: $a_0 = 0$, $a_1 = 0$, $a_2 = 3/T^2$, $a_3 = -2/T^3$

► Trajectory

- $\mathbf{q}(t) = \mathbf{q}_{\text{start}} + \left(\frac{3t^2}{T^2} - \frac{2t^3}{T^3} \right) (\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}})$
- $\dot{\mathbf{q}}(t) = \left(\frac{6t}{T^2} - \frac{2t^2}{T^3} \right) (\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}})$
- $\ddot{\mathbf{q}}(t) = \left(\frac{6}{T^2} - \frac{12t}{T^3} \right) (\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}})$



3rd order polynomial time scaling



Straight-line path time scaling

- ▶ Maximum joint velocities:
 - ▶ $t = T/2$
 - ▶ $\dot{\mathbf{q}}_{\max} = \frac{3}{2T}(\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}})$
- ▶ Maximum joint acceleration:
 - ▶ $t = 0$ and $t = T$
 - ▶ $\ddot{\mathbf{q}}_{\max} = \left\| \frac{6}{T^2}(\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}}) \right\|$
 - ▶ $\ddot{\mathbf{q}}_{\min} = - \left\| \frac{6}{T^2}(\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}}) \right\|$
- ▶ How to use this information?



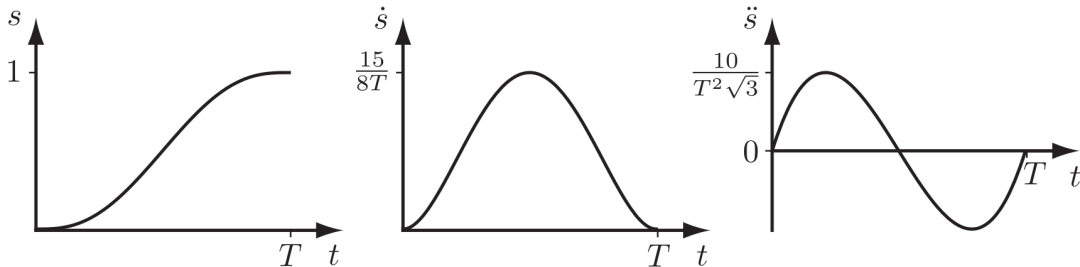
Straight-line path time scaling

- ▶ Maximum joint velocities:
 - ▶ $t = T/2$
 - ▶ $\dot{\mathbf{q}}_{\max} = \frac{3}{2T}(\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}})$
- ▶ Maximum joint acceleration:
 - ▶ $t = 0$ and $t = T$
 - ▶ $\ddot{\mathbf{q}}_{\max} = \left\| \frac{6}{T^2}(\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}}) \right\|$
 - ▶ $\ddot{\mathbf{q}}_{\min} = - \left\| \frac{6}{T^2}(\mathbf{q}_{\text{goal}} - \mathbf{q}_{\text{start}}) \right\|$
- ▶ How to use this information?
 - ▶ check if requested motion T is feasible given the velocity/acceleration limits
 - ▶ find minimum T such that velocity and acceleration constraints are satisfied



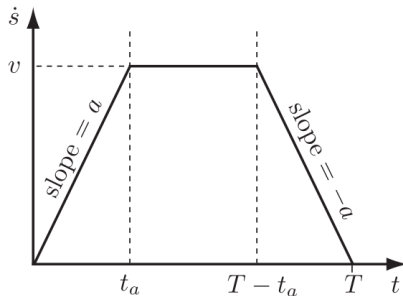
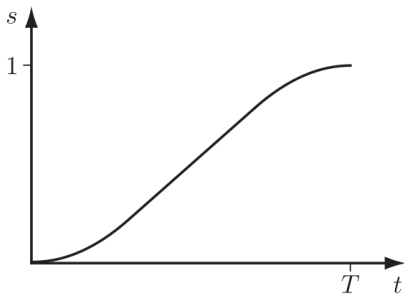
5th order polynomial

- ▶ 3rd order polynomial does not enforce zero acceleration at the beginning and end
 - ▶ infinite jerk (derivative of acceleration)
 - ▶ can cause vibrations
- ▶ We can use 5th order polynomial



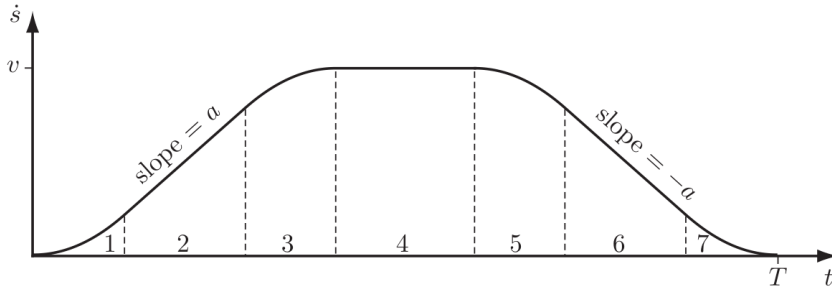
Trapezoidal time scaling

- ▶ Constant acceleration phase
- ▶ Constant velocity phase
- ▶ Constant deceleration phase
- ▶ Not smooth but it is the fastest straight-line motion possible



S-Curve time scaling

- ▶ Trapezoidal motions cause discontinuous jumps in acceleration
- ▶ S-curve smooths it to avoid vibrations
 - ▶ constant jerk, constant acceleration, constant jerk, constant velocity, constant jerk, constant deceleration, constant jerk



Summary

- ▶ Path/Trajectory
- ▶ Grasping path generation
- ▶ Interpolation in joint space and task space
- ▶ Time scaling parameterization



Laboratory (KN)

- ▶ Poslední oraganizované cvičení
- ▶ Implementace PRM
- ▶ Domácí úkol: implementace RRT a Random shortcut [dobrovolné]

