

SCE 594: Special Topics in Intelligent Automation & Robotics

Lecture 9: Rigid Body Kinematics I



Outline

- Recap Last Lectures
- Kinematic Modeling
- Lie group structure of $SO(3)$



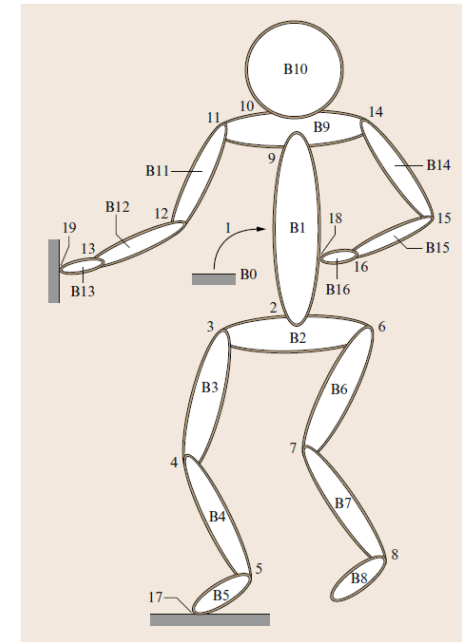
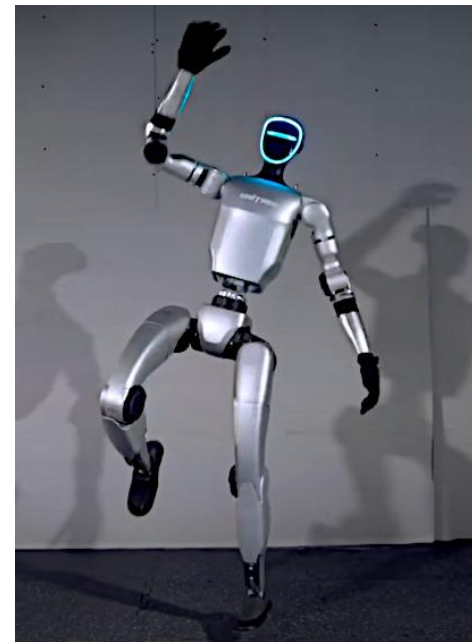
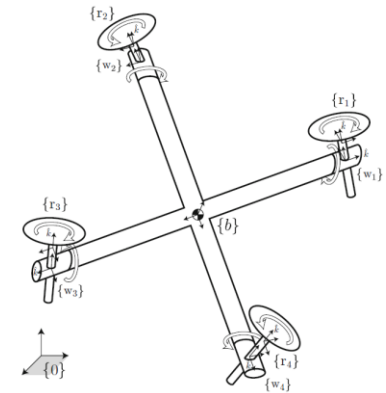
Outline

- Recap Last Lectures
- Kinematic Modeling
- Lie group structure of $SO(3)$



Recap: Rigid Body Modeling

- Most robotic mechanisms are systems of **rigid bodies** connected by **joints**.
- Understanding how to **model** and **interconnect** rigid bodies is fundamental !



Recap: Special Euclidean Group

- The special Euclidean group $(SE(n), \blacksquare)$ is defined as

$$SE(n) := \{h = (R, \xi) \mid R \in SO(n), \xi \in \mathbb{R}^n\}$$

- Group operation $\blacksquare: SE(n) \times SE(n) \rightarrow SE(n)$ defined as

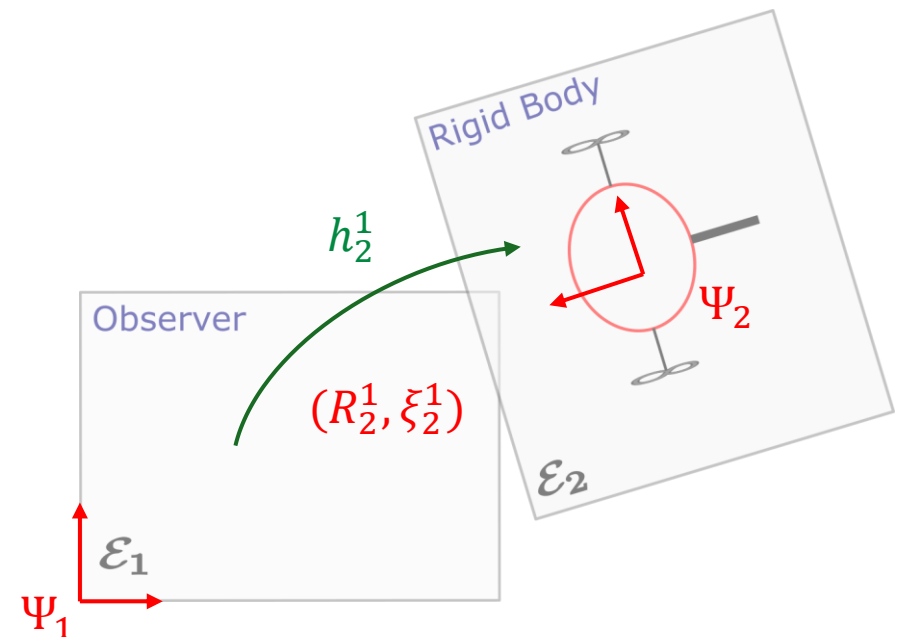
$$h_2 \blacksquare h_1 := (R_2 \cdot R_1, R_2 \cdot \xi_1 + \xi_2)$$

- Identity element $e \in SE(n)$:

$$e = (I_n, 0)$$

- Inverse element of any $h \in SE(n)$:

$$h^{-1} = (R^T, -R^T \cdot \xi)$$



Recap: Homogeneous transformations

- Using concepts from projective geometry, we can represent $SE(n) = SO(n) \ltimes \mathbb{R}^n$ using matrices in dimension $n + 1$.

$$SE(n) \rightarrow HM(n + 1) \subset GL(n + 1)$$

$$h = (R, \xi) \mapsto \begin{pmatrix} R & \xi \\ \mathbf{0} & 1 \end{pmatrix} =: H.$$

$$H_2 H_1 = \begin{pmatrix} R_2 & \xi_2 \\ \mathbf{0} & 1 \end{pmatrix} \begin{pmatrix} R_1 & \xi_1 \\ \mathbf{0} & 1 \end{pmatrix} = \begin{pmatrix} R_2 R_1 & R_2 \xi_1 + \xi_2 \\ \mathbf{0} & 1 \end{pmatrix},$$

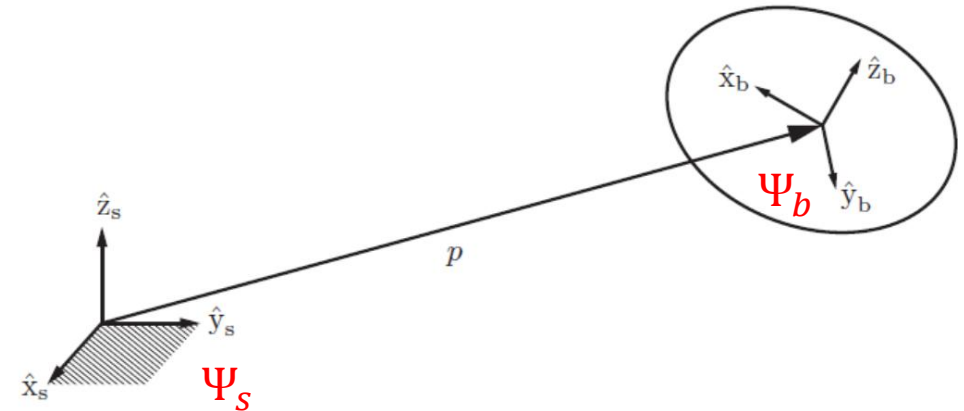
$$H^{-1} = \begin{pmatrix} R & \xi \\ \mathbf{0} & 1 \end{pmatrix}^{-1} = \begin{pmatrix} R^\top & -R^\top \xi \\ \mathbf{0} & 1 \end{pmatrix}.$$



Recap: Lie group $SE(n)$

- $SE(n)$ has the structure of a **Lie group**.
- $SO(n)$ itself is a **Lie sub-group**.

$$SE(n) = SO(n) \ltimes \mathbb{R}^n$$



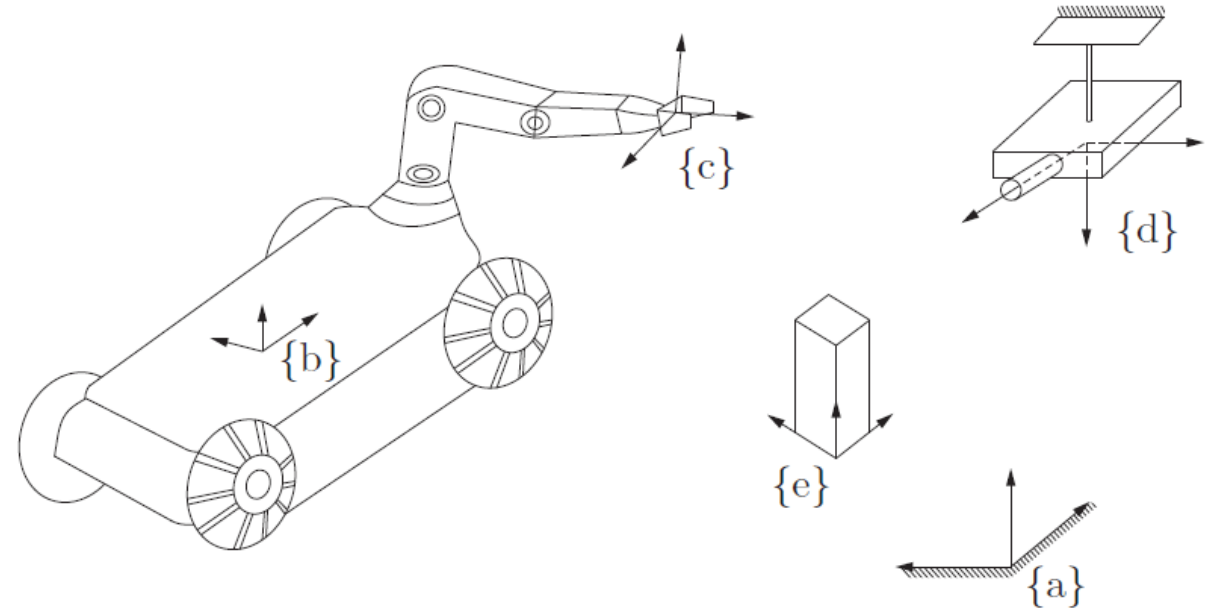
Outline

- Recap Last Lectures
- **Kinematic Modeling**
- Lie group structure of $SO(3)$



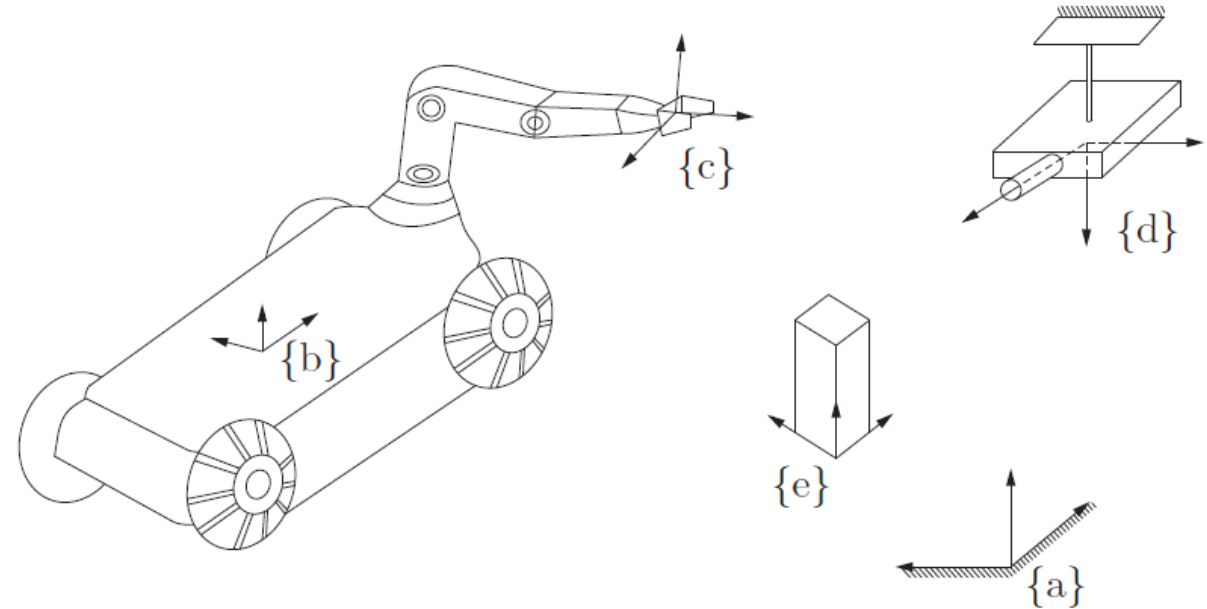
Kinematic Modeling

- A **kinematic model** describes the motion of bodies in a robotic mechanism without regard to the forces/torques that cause the motion.
- It focuses purely on **geometric** and **temporal** relationships between position, velocity, and acceleration.



Kinematic Modeling: Notation

- A frame will be denoted by Ψ_i or $\{i\}$.
- A frame can be stationary or moving (body-fixed).
- All frames are right-handed, and its axes are orthonormal.
- A body-fixed frame can be arbitrarily specified.



Kinematic Modeling: Notation

- The orientation of $\{i\}$ with respect to $\{k\}$ is described by

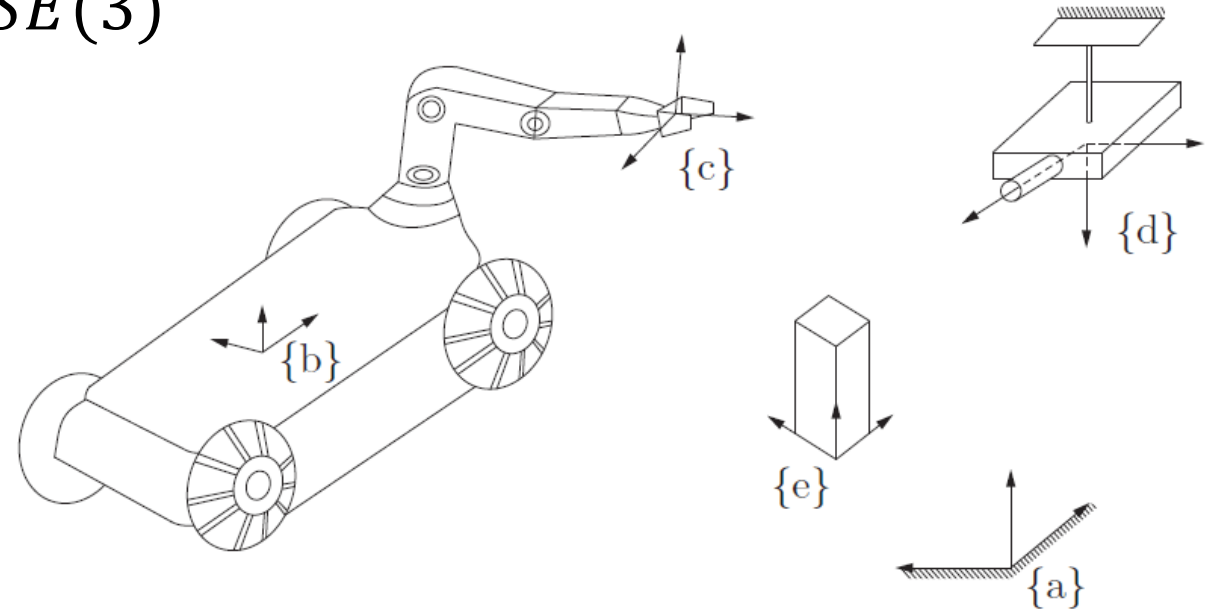
$$R_i^k \in SO(3)$$

- The displacement of the origin of $\{i\}$ expressed in $\{k\}$ is described by

$$\xi_i^k \in \mathbb{R}^3$$

- The relative pose of $\{i\}$ with respect to $\{k\}$ is described by

$$H_i^k \in SE(3)$$



Kinematic Modeling: Notation

- The orientation of $\{i\}$ with respect to $\{k\}$ is described by

$$R_i^k \in SO(3)$$

- The displacement of the origin of $\{i\}$ expressed in $\{k\}$ is described by

$$\xi_i^k \in \mathbb{R}^3$$

- The relative pose of $\{i\}$ with respect to $\{k\}$ is described by

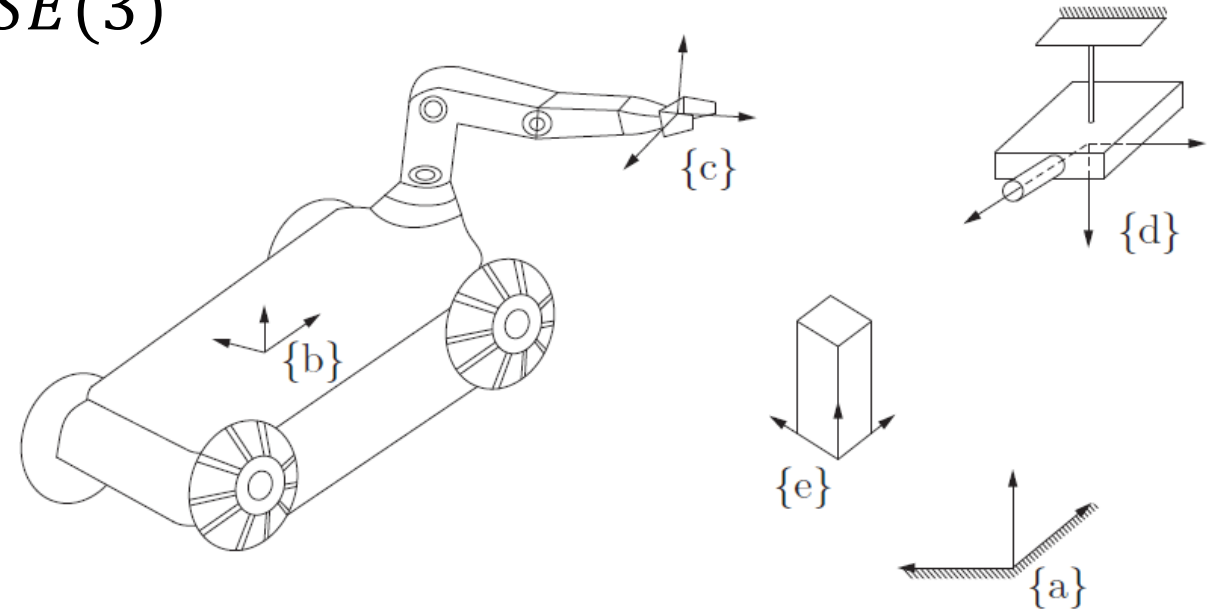
$$H_i^k \in SE(3)$$

The relative pose of $\{k\}$ with respect to $\{i\}$ is described by

$$H_k^i = (H_i^k)^{-1} \in SE(3)$$

with

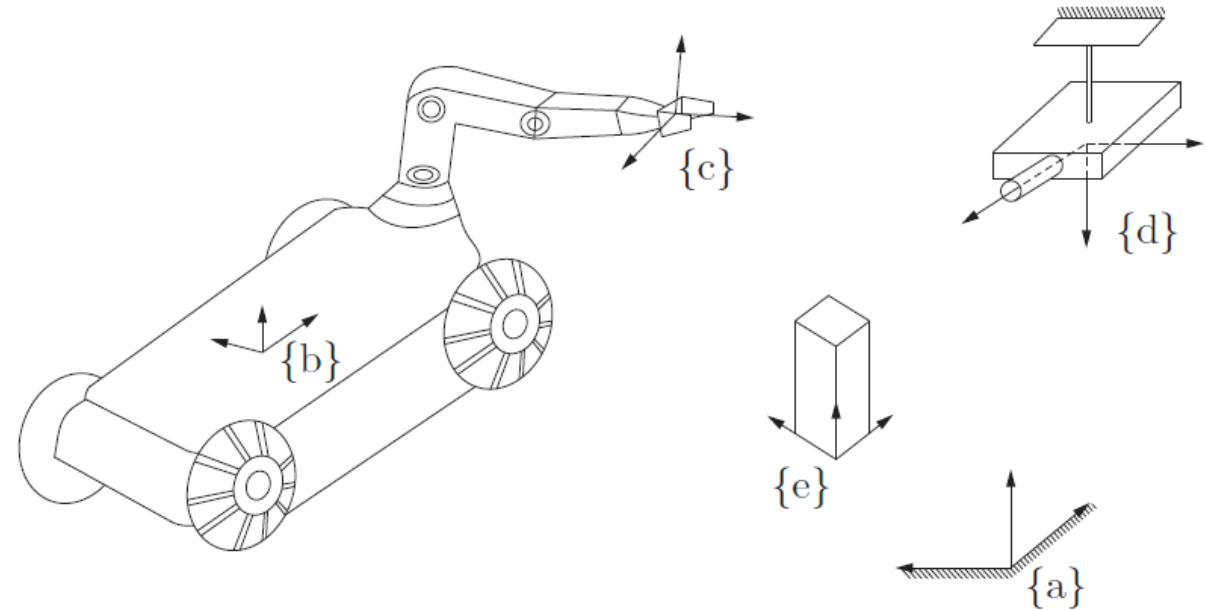
$$R_k^i = (R_i^k)^T \in SO(3), \quad \xi_k^i = -R_k^i \xi_i^k \in \mathbb{R}^3$$



Kinematic Modeling: Notation

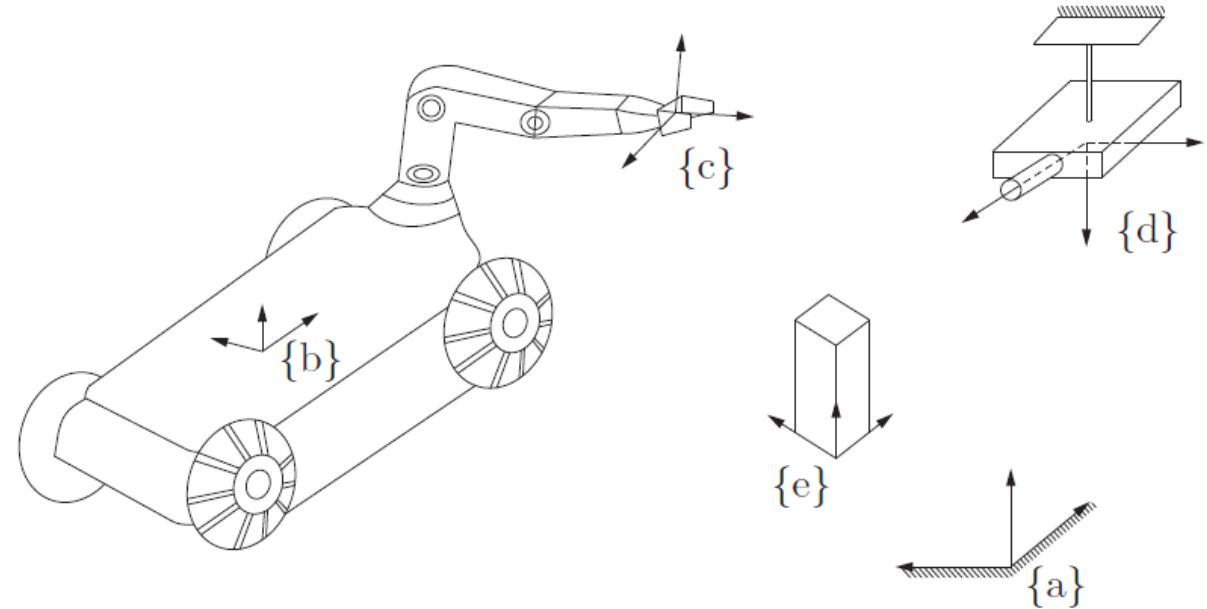
- Given the relative pose of $\{i\}$ with respect to $\{j\}$ and the relative pose of $\{j\}$ with respect to $\{k\}$, we have that

$$H_i^k = H_j^k H_i^j \in SE(3)$$



Kinematic Modeling: Notation

- We will introduce later several velocity variables denoted by:
 - $\omega_i^{k,j}$: angular velocity of body attached to $\{i\}$ w.r.t. $\{j\}$ expressed in $\{k\}$
 - $v_i^{k,j}$: linear velocity of body attached to $\{i\}$ w.r.t. $\{j\}$ expressed in $\{k\}$
 - $\mathcal{V}_i^{k,j}$: Twist (Combined velocity) of body attached to $\{i\}$ w.r.t. $\{j\}$ expressed in $\{k\}$



Note:
Velocity always has three indices !!



Outline

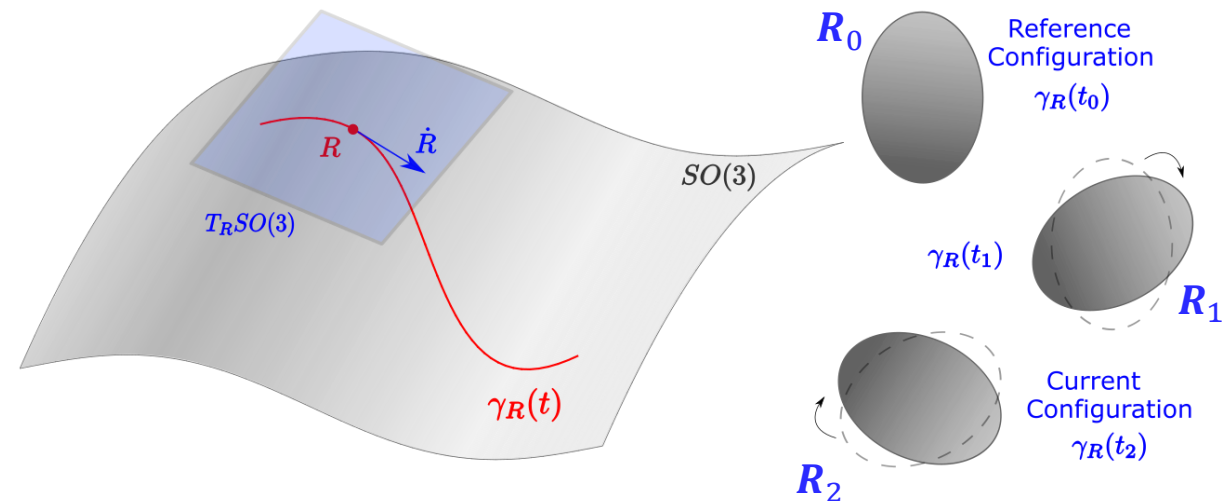
- Recap Last Lectures
- Kinematic Modeling
- Lie group structure of $SO(3)$



Rigid body rotations

- In what follows, we focus on the Lie group structure of $SO(3)$.
- A rigid body rotational motion is represented mathematically by a curve

$$\begin{aligned}\gamma_R: I \subset \mathbb{R} &\rightarrow SO(3) \\ t &\mapsto \gamma_R(t) =: \mathbf{R}_t\end{aligned}$$



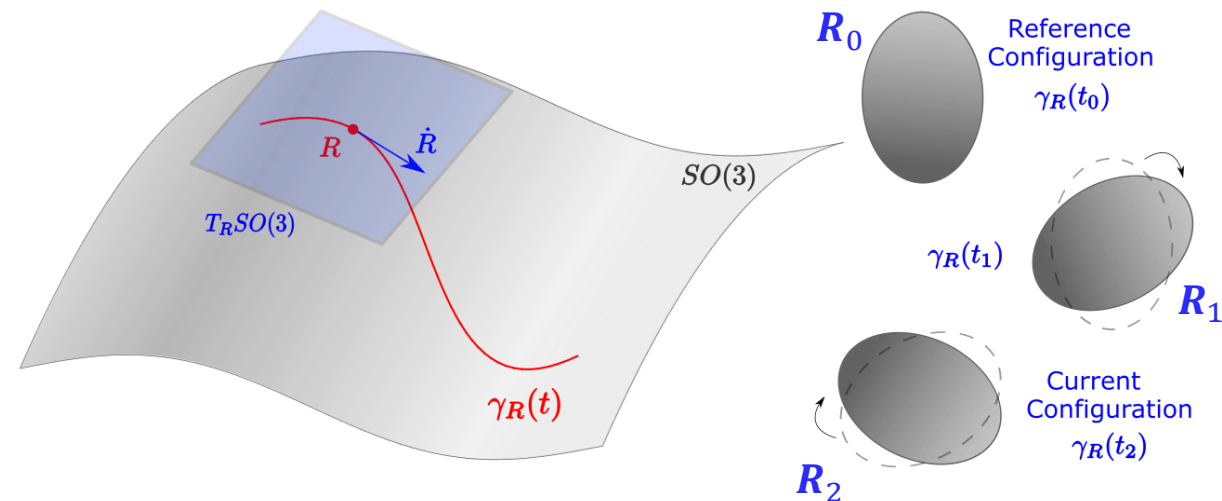
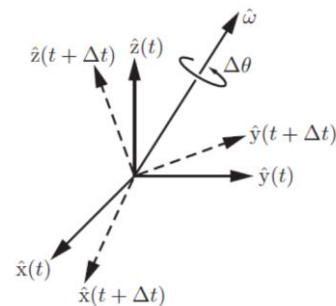
Rigid body rotations

- In what follows, we focus on the Lie group structure of $SO(3)$.
- A rigid body rotational motion is represented mathematically by a curve

$$\begin{aligned}\gamma_R: I \subset \mathbb{R} &\rightarrow SO(3) \\ t &\mapsto \gamma_R(t) =: \mathbf{R}_t\end{aligned}$$

Next Up!

How do we represent the relation between rate-of-change of orientation $\dot{\mathbf{R}}_t$ and angular velocity $\boldsymbol{\omega}$?



Kinematic Relations

1. Point mass translation :

- Configuration:

$$\xi_b^s \in \mathbb{R}^3$$

- Rate-of-change of configuration:

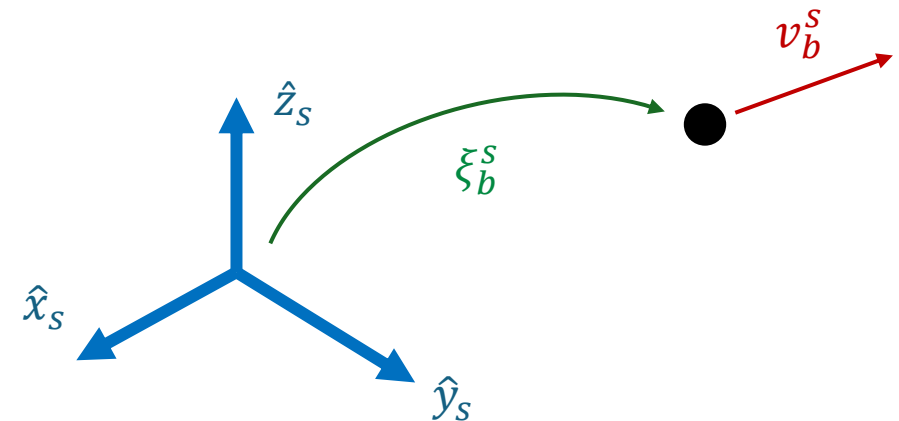
$$\dot{\xi}_b^s \in \mathbb{R}^3$$

- Velocity expressed in $\{s\}$:

$$v_b^{s,s} \in \mathbb{R}^3$$

- Kinematic relation:

$$\dot{\xi}_b^s = v_b^{s,s}$$



Kinematic Relations

2. Rigid body rotation :

- Configuration:

$$R_b^S \in SO(3)$$

- Rate-of-change of configuration:

$$\dot{R}_b^S \in T_{R_b^S} SO(3)$$

- Angular velocity expressed in $\{*\}$:

$$\tilde{\omega}_b^{*,S} \in T_I SO(3) =: so(3)$$

Lie algebra $so(3)$ of the Lie group $SO(3)$

- Kinematic relation:

$$\dot{R}_b^S = R_b^S \tilde{\omega}_b^{b,S}$$

Left Lie algebra

$$\dot{R}_b^S = \tilde{\omega}_b^{s,S} R_b^S$$

Right Lie algebra

