

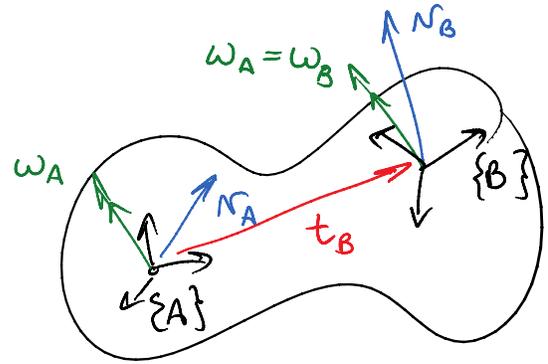
### 8.3\_ForceMappings

Saturday, June 30, 2012  
2:56 AM

We desire the analog to:

$$\underline{{}^B v_B = J_V({}^A T_B) {}^A v_A}$$

in the force domain.

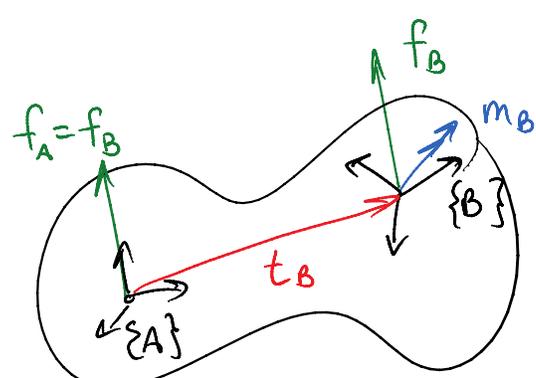


$$N_B = N_A + \omega_A \times t_B$$

$$\omega_B = \omega_A$$

$${}^A g_A = (J_V({}^A T_B))^T {}^B g_B$$

$$g = \begin{bmatrix} f \\ m \end{bmatrix}_{6 \times 1}$$



$$f_A = f_B$$

$$m_A = m_B + t_B \times f_B$$

Proof: via basic relationships between force & moment.

matrix form

$$g_A = \begin{bmatrix} f_A \\ m_A \end{bmatrix} = \begin{bmatrix} I & 0 \\ S(t_B) & I \end{bmatrix} \begin{bmatrix} f_B \\ m_B \end{bmatrix} = g_B$$

We must be very clear about the frame of representation of  $t_B$ . Assume  $\{A\}$ , i.e. we have  ${}^A t_B$

Now consider frames of representation, choosing to represent  $f_A, m_A$  in  $\{A\}$  and  $f_B, m_B$  in  $\{B\}$

$$\begin{bmatrix} \mathbf{I} & \mathbf{0} \\ S^{(t_B)} & \mathbf{I} \end{bmatrix} \begin{bmatrix} {}^B f_B \\ {}^B m_B \end{bmatrix} = \begin{bmatrix} {}^B f_A \\ {}^B m_A \end{bmatrix}$$

↖ quantity in  $\{A\}$       ↙ quantity in  $\{B\}$ .

Express  ${}^B v_B$  in  $\{A\}$  so matrix multiply is valid!

$$\underbrace{\begin{bmatrix} \mathbf{I} & \mathbf{0} \\ S^{(t_B)} & \mathbf{I} \end{bmatrix}}_{\bar{S}} \underbrace{\begin{bmatrix} {}^A R_B & \mathbf{0} \\ \mathbf{0} & {}^A R_B \end{bmatrix}}_{\bar{R}} \begin{bmatrix} {}^B f_B \\ {}^B m_B \end{bmatrix} = \begin{bmatrix} {}^A f_A \\ {}^A m_A \end{bmatrix}$$

$\bar{S} \bar{R} {}^B g_B = {}^A g_A$

Compare to velocity transform.

$${}^A v_B = {}^A v_A + {}^A \omega_A \times {}^A t_B = {}^A v_A - {}^A t_B \times {}^A \omega_A = {}^A v_A - S^{(t_B)} {}^A \omega_A$$

$${}^A \omega_B = {}^A \omega_A$$

$$\begin{bmatrix} {}^A v_B \\ {}^A \omega_B \end{bmatrix} = \begin{bmatrix} \mathbf{I} & -S^{(t_B)} \\ \mathbf{0} & \mathbf{I} \end{bmatrix} \begin{bmatrix} {}^A v_A \\ {}^A \omega_A \end{bmatrix}$$

$$\begin{bmatrix} {}^B N_B \\ {}^B \omega_B \end{bmatrix} = \underbrace{\begin{bmatrix} {}^B R_A & 0 \\ 0 & {}^B R_A \end{bmatrix}}_{\bar{R}^T} \underbrace{\begin{bmatrix} I & -S({}^A t_B) \\ 0 & I \end{bmatrix}}_{\bar{S}^T} \begin{bmatrix} {}^A N_A \\ {}^A \omega_A \end{bmatrix}$$

Recall that  $S^T = -S$ .

$${}^B v_B = \bar{R}^T \bar{S}^T {}^A v_A$$

$$\boxed{{}^B v_B = (\bar{S} \bar{R})^T {}^A v_A = J_v({}^A T_B) {}^A v_A}$$

where  $\bar{S} \bar{R} = {}^B J_A = J_v({}^A T_B)$  Cork's text eq. (8.4).

Now the easy way!

Virtual Work or Conservation of Energy

$$\delta W = f^T \delta v + m^T \delta \omega = g^T \delta v$$

$\delta W$  is the same regardless of the frame in which it is measured.

$${}^A g_A^T {}^A v_A = {}^B g_B^T {}^B v_B = {}^B g_B^T J_v({}^A T_B) {}^A v_A$$

$$\Rightarrow {}^B g_B^T J_v({}^A T_B) = {}^A g_A^T$$

$$\therefore \boxed{J_V^T ({}^A T_B)^B g_B = {}^A g_A}$$


---

What about mapping wrenches from  $\{E\}$  to the robot's joints?

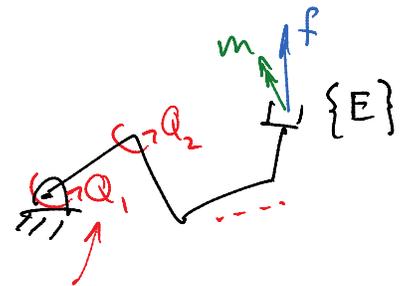
$$\begin{aligned} \delta W &= {}^E g_E^T \delta v_E = Q^T \dot{q} \\ &= {}^E g_E^T J_E \dot{q} \end{aligned}$$

$$\Rightarrow {}^E g_E^T J_E = Q^T$$

$$\therefore \boxed{Q = J_E^T {}^E g_E}$$

$= Q$  required to exert  $g$  onto environment

when robot is not moving!

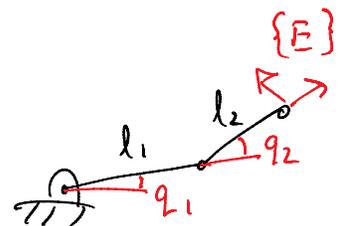


$Q_i =$  actuator force at joint  $i$ .

Example: 2R-Planar Manipulator.

$$p_x = l_1 c_1 + l_2 c_{12}$$

$$p_y = l_1 s_1 + l_2 s_{12}$$

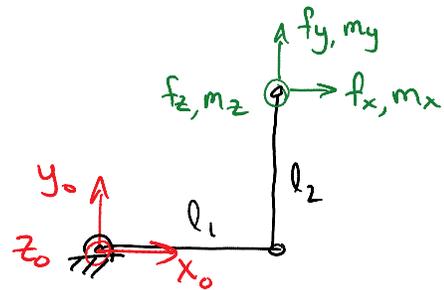


$$\phi = q_1 + q_2$$

$$\begin{bmatrix} \dot{p}_x \\ \dot{p}_y \\ \dot{\phi} \end{bmatrix} = \underbrace{\begin{bmatrix} -l_1 s_1 - l_2 s_{12} & -l_2 s_{12} \\ l_1 c_1 + l_2 c_{12} & l_2 c_{12} \\ 1 & 1 \end{bmatrix}}_{{}^0 J_E (3 \times 2)} \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \end{bmatrix}$$

Let the robot apply a wrench  $g$  onto the environment

Assume  $q_1 = 0$ ,  $q_2 = \pi/2$ .  
 $l_1 = l_2 = 1$ .



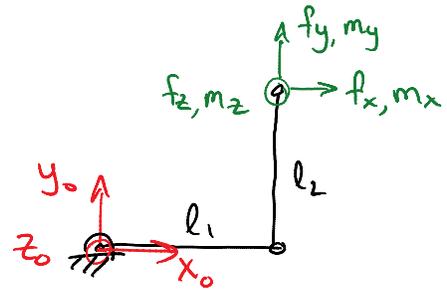
$${}^0 J_E = \begin{bmatrix} -l_2 & -l_2 \\ l_1 & 0 \\ 0 & 0 \\ 0 & 0 \\ 0 & 0 \\ 1 & 1 \end{bmatrix}$$

$$Q = {}^0 J_E^T g_E = \begin{bmatrix} -l_2 & l_1 & 0 & 0 & 0 & 1 \\ -l_2 & 0 & 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} {}^0 f_x \\ {}^0 f_y \\ {}^0 f_z \\ {}^0 m_x \\ {}^0 m_y \\ {}^0 m_z \end{bmatrix}$$

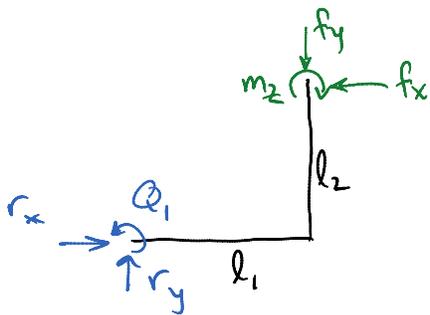
$$Q = \begin{bmatrix} -l_2 {}^0 f_x + l_1 {}^0 f_y + {}^0 m_z \\ -l_2 {}^0 f_x + {}^0 m_z \end{bmatrix}$$

Physical interpretation  $\Rightarrow$

Use free-body diagrams



Negative wrench is applied by env. onto robot.

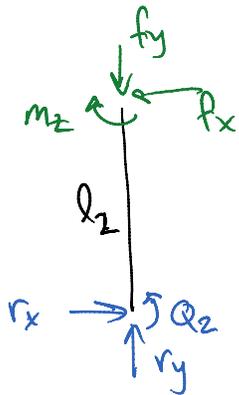


Equilibrium Equations

$$\begin{aligned} -f_x + r_x &= 0 \Rightarrow r_x = f_x \\ -f_y + r_y &= 0 \Rightarrow r_y = f_y \end{aligned} \quad \left. \vphantom{\begin{aligned} -f_x + r_x \\ -f_y + r_y \end{aligned}} \right\} \begin{array}{l} \text{reaction forces} \\ \text{by unactuated} \\ \text{structure} \end{array}$$

$$-m_z + Q_1 + f_x l_2 - f_y l_1 = 0$$

$$\Rightarrow Q_1 = m_z + f_y l_1 - f_x l_2 \quad \left. \vphantom{\Rightarrow Q_1} \right\} \text{reaction by actuator.}$$



Similarly, we see that

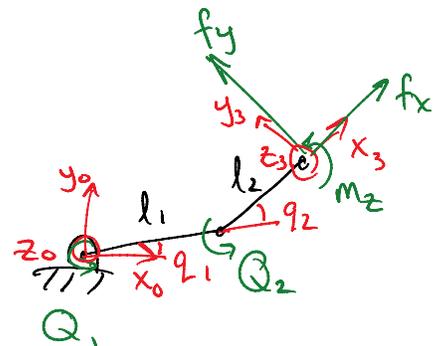
$$r_x = f_x$$

$$r_y = f_y$$

$$Q_2 = m_z - l_2 f_x$$

How would this work if we had  ${}^E J_E$  and  ${}^E J_F$ ?

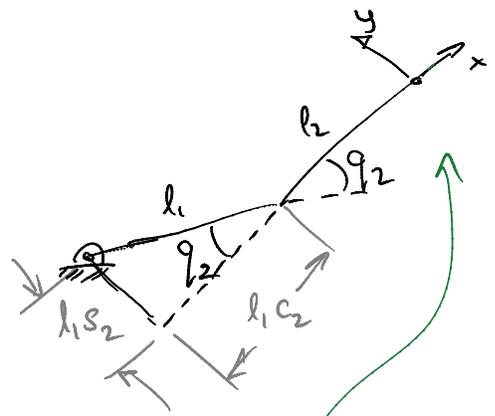
$${}^E J_E = \begin{bmatrix} 0 & l_1 s_1 \\ l_2 & l_2 + l_1 c_2 \\ 1 & 1 \end{bmatrix}$$



$$\begin{bmatrix} Q_1 \\ Q_2 \end{bmatrix} = \begin{bmatrix} 0 & l_1 s_2 & 1 \\ l_1 s_2 & l_2 + l_1 c_2 & 1 \end{bmatrix} \begin{bmatrix} {}^E f_x \\ {}^E f_y \\ {}^E m_z \end{bmatrix}$$

$$Q_1 = l_1 s_2 {}^E f_y + {}^E m_z$$

$$Q_2 = l_1 s_2 {}^E f_x + (l_2 + l_1 c_2) {}^E f_y + {}^E m_z$$



wrench applied  
to environment.