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AN ALTERNATIVE METHOD TO SOLVING THE KINEMATICS OF A REDUNDANT ROBOT*

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An Alternative Method to Solving the Kinematics of a Redundant Robot

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1 Introduction

The state occupied by an m degrees of freedom robot is determined by an articular joint position-vector q of R^m , but usually the specification of a task by its task-vector X takes place in the operational space R^n . Controlling the kinematics of a robot requires to find q as a function of X . In most of the cases, it is impossible to obtain this relationship analytically and globally. The problem is solved by linearization of the geometric model of the robot $X = F(q)$ in the neighborhood of the point q , introducing the $(n \times m)$ Jacobian matrix:

$$\Delta X = J(q)\Delta q; \Delta q \in R^m; \Delta X \in R^n \quad (1)$$

where ΔX is the variation of task-vector, Δq is the corresponding small variation of the articular position. For a fixed q and for a specified ΔX , the

set of solutions for vector Δq is an affine space of dimension $m - n$, which we shall denote by \mathcal{E} .

In the case of redundant arms ($m > n$), the Jacobian matrix is not square and cannot be inverted. One method for determining the Δq of least norm that satisfies equation(1) ¹⁾ leads to the computation of the Moore-Penrose pseudo-inverse of J ²⁾, namely $J^T(JJ^T)^{-1}$.

Nevertheless, the numerical computation of the pseudo-inverse is often very ill conditioned (small determinants, large differences between various elements, etc) ³⁾. Furthermore, the Singular Value Decomposition technique is too slow for a real-time implementation and raises difficulties in numeric computation ⁴⁾.

Some other algorithms avoid the computation of the Moore-Penrose pseudo-inverse and lead to well-behaved computations (e.g. Gradient Projection Method to a 7-d.o.f. arm ⁵⁾, combinatorial approach ⁶⁾). However, the solution obtained is not necessarily the least norm one.

2 The Proposed Algorithm

We suggest an algorithm which exploits the linear properties of the coordinate transformation in the neighborhood of the point q expressed by the Jacobian matrix J and its $s = C_m^n$ sub-matrices $J_1, J_2, \dots, J_k, \dots, J_s$ of dimension $n \times n$. Specifically, a submatrix J_k is formed by blocking columns i_1, i_2, \dots, i_{m-n} in J . For each invertible J_k , we compute the n -dimensional vector Δq_k such that:

$$\Delta q_k = J_k^{-1} \Delta X, (\Delta q_k \in R^n, k \in \{1, \dots, s\}). \quad (2)$$

Without changing its name, we can rewrite this vector Δq_k as an m -dimensional vector in the articular space, setting the $(m - n)$ complementary components of positions i_1, i_2, \dots, i_{m-n} to 0 in the corresponding m -dimensional vector Δq_k .

We then consider a maximal set of p independent vectors $\Delta q_k, k = 1, \dots, p$ and introduce E , the affine space of dimension $\dim(E) = p - 1$ spanned by this family of vectors:

$$E = \left\{ \Delta Q \in R^m \mid \Delta Q(t_1, \dots, t_p) = t_1 \Delta q_1 + \dots + t_p \Delta q_p; \sum_{k=1}^p t_k = 1 \right\}. \quad (3)$$

E is a subspace of the affine space \mathcal{E} (of dimension $m - n$). We show that, if $p - 1 = m - n$, the algorithm gives the least norm vector according to the parameterization (3)

$$\Delta Q = \sum_{k=1}^p t_k^* \Delta q_k. \quad (4)$$

where:

$$t^* = (t_1, \dots, t_p)^T = \frac{G^{-1}e}{e^T G^{-1}e} \quad (5)$$

and where G is the Gramian $p \times p$ symmetric and invertible matrix such as $g(i, j) = \langle \Delta q_i, \Delta q_j \rangle$ and e is the p -dimensional vector $(1, 1, \dots, 1, 1)^T$.

In conclusion, $(m - n + 1)$ independent solutions of (1) suffice to compute the least norm ΔQ . Moreover, the advantage of this algorithm over the Pseudo-Inverse Algorithm is that the square submatrices can be tested for ill-conditioning or singularity.

3 Simulation and Conclusion

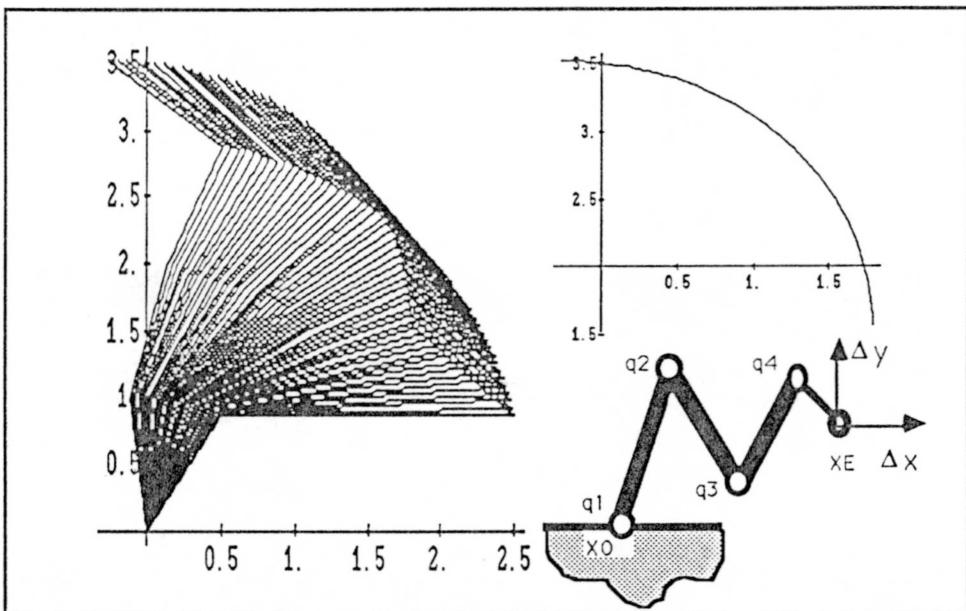


Figure 1: Arm and the end effector positions obtained by simulation.

We have applied the algorithm to the planar arm illustrated in the Fig.1, using the symbolic manipulation environment Mathematica⁷⁾ on Macintosh II. More detail of the simulation can be found in⁸⁾. We specify $\Delta X = (\Delta x, \Delta y)$ the translational position of the robot tip at point X_E . Since we have 4 degrees of freedom and the task space is 2-dimensional, we need $(4 - 2 + 1) = 3$

solutions Δq_k . Fig.1 illustrates the motion of the arm when the end-effector follows a circular trajectory containing fifty elementary displacements ΔX .

This scheme can be efficiently parallelized and contains well-behaved matrices for numerical processing with a computer. The future work that we envision is the generalization of the algorithm to other criteria.

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