



# Chapter 3

## Differential Motions and Velocities

### 3.1 INTRODUCTION

◆ **Definition of Differential Motion** : A small movements of mechanism that can be used to derive velocity relationships between different parts of the mechanism.

◆ **In this chapters.....**

- Differential Motions of frames relative to a fixed frame
- Jacobians and robot velocity relationships

## 3.2 DIFFERENTIAL RELATIONSHIPS

### ◆ Concept of the differential relationships :

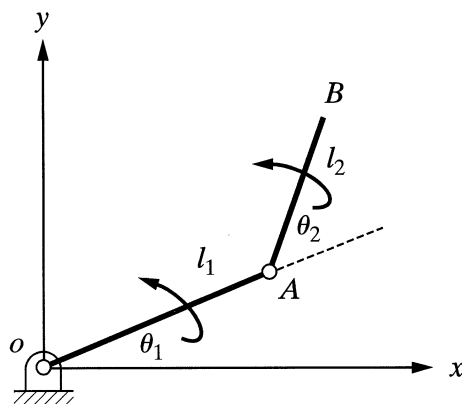
The velocity of point **B** :

$$\bar{V}_B = \bar{V}_A + \bar{V}_{B/A} = \frac{d}{d\theta_1} \left( l_1 \cos \theta_1 \hat{i} + l_1 \sin \theta_1 \hat{j} \right) \frac{d\theta_1}{dt} +$$

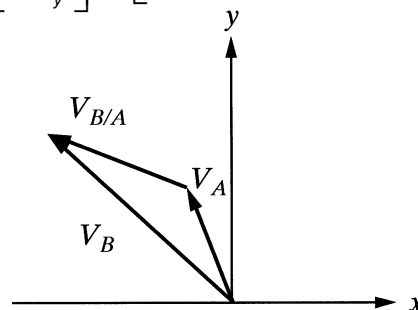
$$\frac{d}{d(\theta_1 + \theta_2)} \left( l_2 \cos(\theta_1 + \theta_2) \hat{i} + l_2 \sin(\theta_1 + \theta_2) \hat{j} \right) \frac{d(\theta_1 + \theta_2)}{dt}$$

$$= -l_1 \dot{\theta}_1 \sin \theta_1 \hat{i} + l_1 \dot{\theta}_1 \cos \theta_1 \hat{j} - l_2 (\dot{\theta}_1 + \dot{\theta}_2) \sin(\theta_1 + \theta_2) \hat{i} + l_2 (\dot{\theta}_1 + \dot{\theta}_2) \cos(\theta_1 + \theta_2) \hat{j}$$

$$\begin{bmatrix} \bar{V}_{B_x} \\ \bar{V}_{B_y} \end{bmatrix} = \begin{bmatrix} -l_1 \sin \theta_1 - l_2 \sin(\theta_1 + \theta_2) & -l_2 \sin(\theta_1 + \theta_2) \\ l_1 \cos \theta_1 + l_2 \cos(\theta_1 + \theta_2) & l_2 \cos(\theta_1 + \theta_2) \end{bmatrix} \begin{bmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \end{bmatrix}$$



(a)



(b)

Fig. 3.1 (a) A two-degree-of-freedom planar mechanism and (b) a Velocity diagram



## 3.2 DIFFERENTIAL RELATIONSHIPS

Velocity relationship of point  $B$  :

$$\begin{cases} x_B = l_1 \cos \theta_1 + l_2 \cos(\theta_1 + \theta_2) \\ y_B = l_1 \sin \theta_1 + l_2 \sin(\theta_1 + \theta_2) \end{cases}$$

$$\begin{cases} dx_B = -l_1 \sin \theta_1 d\theta_1 - l_2 \sin(\theta_1 + \theta_2)(d\theta_1 + d\theta_2) \\ dy_B = l_1 \cos \theta_1 d\theta_1 + l_2 \cos(\theta_1 + \theta_2)(d\theta_1 + d\theta_2) \end{cases}$$

$$\begin{bmatrix} dx_B \\ dy_B \end{bmatrix} = \begin{bmatrix} -l_1 \sin \theta_1 - l_2 \sin(\theta_1 + \theta_2) & -l_2 \sin(\theta_1 + \theta_2) \\ l_1 \cos \theta_1 + l_2 \cos(\theta_1 + \theta_2) & l_2 \cos(\theta_1 + \theta_2) \end{bmatrix} \begin{bmatrix} d\theta_1 \\ d\theta_2 \end{bmatrix}$$

Differential  
Motion of  $B$

Jacobian

Differential  
Motion of Joint

$$dX = Jd\Theta$$

The joint differential motions can be related to the differential motion of the hand .



### 3.3 JACOBIAN

- ♦ **Definition** : **Jacobian** is a representation of the geometry of the elements of a mechanism in time.
- ♦ **Formation** : **Jacobian** is formed from the elements of the position equations that were differentiated with respect to  $\theta_1$  and  $\theta_2$ .
- ♦ **Assumption** : A set of equations  $Y_i$  in terms of a set of variables  $x_j$ :

$$Y_i = f_i(x_1, x_2, x_3, \mathbf{L}, x_j)$$

$$\left\{ \begin{array}{l} \delta Y_1 = \frac{\partial f_1}{\partial x_1} \delta x_1 + \frac{\partial f_1}{\partial x_2} \delta x_2 + \mathbf{L} + \frac{\partial f_1}{\partial x_j} \delta x_j \\ \delta Y_2 = \frac{\partial f_2}{\partial x_1} \delta x_1 + \frac{\partial f_2}{\partial x_2} \delta x_2 + \mathbf{L} + \frac{\partial f_2}{\partial x_j} \delta x_j \\ \delta Y_i = \frac{\partial f_i}{\partial x_1} \delta x_1 + \frac{\partial f_i}{\partial x_2} \delta x_2 + \mathbf{L} + \frac{\partial f_i}{\partial x_j} \delta x_j \end{array} \right.$$

**M**



### 3.3 JACOBIAN

$$\begin{bmatrix} \delta Y_1 \\ \delta Y_2 \\ \vdots \\ \delta Y_i \\ \vdots \\ \delta Y_M \end{bmatrix} = \begin{bmatrix} \frac{\partial f_1}{\partial x_1} & \frac{\partial f_1}{\partial x_2} & \cdots & \frac{\partial f_1}{\partial x_j} \\ \frac{\partial f_2}{\partial x_1} & \vdots & \vdots & \vdots \\ \vdots & \vdots & \vdots & \vdots \\ \frac{\partial f_i}{\partial x_1} & \vdots & \vdots & \frac{\partial f_i}{\partial x_j} \\ \vdots & \vdots & \vdots & \vdots \\ \frac{\partial f_M}{\partial x_1} & \vdots & \vdots & \frac{\partial f_M}{\partial x_j} \end{bmatrix} \begin{bmatrix} \delta x_1 \\ \delta x_2 \\ \vdots \\ \delta x_j \\ \vdots \\ \delta x_M \end{bmatrix}$$

Matrix Representation

$$[\partial Y_i] = \left[ \frac{\partial f_i}{\partial x_i} \right] [\partial x_j]$$

$$\begin{bmatrix} dx \\ dy \\ dz \\ \delta x \\ \delta y \\ \delta z \end{bmatrix} = \begin{bmatrix} \text{Robot} \\ \text{Jacobian} \end{bmatrix} \begin{bmatrix} d\theta_1 \\ d\theta_2 \\ d\theta_3 \\ d\theta_4 \\ d\theta_5 \\ d\theta_6 \end{bmatrix}$$

Differentiating the position equations of a robot

$$[D] = [J][D_\theta]$$

### 3.4 DIFFERENTIAL MOTIONS OF A FRAME

- ◆ The differential motion of a hand frame of the robot are caused by the differential motions in each of the joints of the robot.
- ◆ The differential motion of a frame:
  - Differential translations,
  - Differential rotations,
  - Differential transformations(translations and rotations).

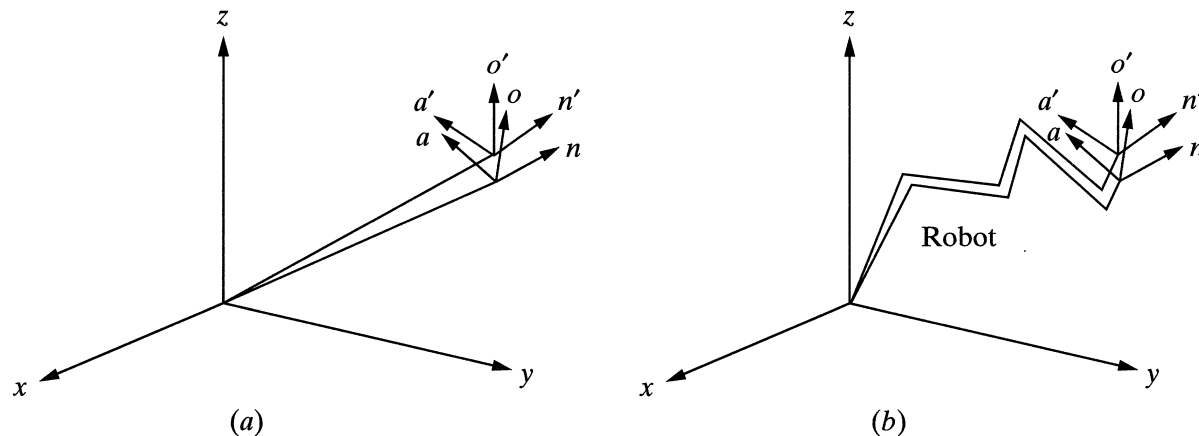


Fig. 3.2 (a) Differential motions of a frame and (b) differential motions of a frame as related to the differential motions of a robot. (b) a Velocity diagram



### 3.4.1 Differential Translations

- ◆ **Definition** : A translation of a frame at differential values.
- ◆ **Representation** :  $\text{Trans}(dx, dy, dz)$

≈ The frame has moved a differential amount along the 3 axes.



### 3.4.2 Differential rotations

- ◆ **Definition** : A small rotation of a frame at differential values.
- ◆ **Representation** :  $\text{Rot}(k, d\theta)$  ,  $\sin \delta x = \delta x, \cos \delta x = 1$ 
  - ≈ The frame has rotated an angle of  $d\theta$  about an axis  $\hat{k}$
  - ≈ Differential rotation about the  $x, y, z$ -axis is  $\delta x, \delta y, \delta z$ , respectively.

$$\text{Rot}(x, \delta x) = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & -\delta x & 0 \\ 0 & \delta x & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad \text{Rot}(y, \delta y) = \begin{bmatrix} 1 & 0 & -\delta y & 0 \\ 0 & 1 & 0 & 0 \\ \delta y & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad \text{Rot}(z, \delta z) = \begin{bmatrix} 1 & -\delta z & 0 & 0 \\ \delta z & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\text{Rot}(x, \delta x)\text{Rot}(y, \delta y) = \text{Rot}(y, \delta y)\text{Rot}(x, \delta x)$$





$$Rot(x, \delta x)Rot(y, \delta y) = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & -\delta x & 0 \\ 0 & \delta x & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & \delta y & 0 \\ 0 & 1 & 0 & 0 \\ -\delta y & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & \delta y & 0 \\ \delta x \delta y & 1 & -\delta x & 0 \\ -\delta y & \delta x & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$Rot(y, \delta y)Rot(x, \delta x) = \begin{bmatrix} 1 & 0 & \delta y & 0 \\ 0 & 1 & 0 & 0 \\ -\delta y & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & -\delta x & 0 \\ 0 & \delta x & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & \delta x \delta y & \delta y & 0 \\ 0 & 1 & -\delta x & 0 \\ -\delta y & \delta x & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$\sin \delta x = \delta x$ ,  $\cos \delta x = 1$ ,  $\delta x \delta y \approx 0$  로 둘 수 있으므로

$$Rot(x, \delta x)Rot(y, \delta y) = Rot(y, \delta y)Rot(x, \delta x)$$



### 3.4.3 Differential Rotation about a General Axis $\hat{k}$

♦ A differential motion about a general axis  $\hat{k}$  is composed of 3 differential motions about the 3 axes, in any order.

$$Rot(k, d\theta) = Rot(x, \delta x) Rot(y, \delta y) Rot(z, \delta z)$$

$$= \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & -\delta x & 0 \\ 0 & \delta x & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & -\delta y & 0 \\ 0 & 1 & 0 & 0 \\ \delta y & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & -\delta z & 0 & 0 \\ \delta z & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 1 & -\delta z & \delta y & 0 \\ \delta x \delta y + \delta z & -\delta x \delta y \delta z + 1 & -\delta x & 0 \\ -\delta y + \delta x \delta z & \delta x + \delta y \delta z & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & -\delta z & \delta y & 0 \\ \delta z & 1 & -\delta x & 0 \\ -\delta y & \delta x & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

⇐ Neglect the higher order differential motion  
( $\delta x \delta y$ ,  $-\delta x \delta y \delta z$ ,  $\delta x \delta z$ ,  $\delta y \delta z$ )



### 3.4.4 Differential Transformations of a Frame

♦ **Definition** : A combination of differential translations and rotations.

$$[T + dT] = [Trans(dx, dy, dz) \times Rot(k, d\theta)][T]$$

$$[dT] = [Trans(dx, dy, dz) \times Rot(k, d\theta) - I][T]$$

$$[dT] = [\Delta][T]$$

♦  **$\Delta$  : Differential Operator**

$$\Delta = Trans(dx, dy, dz) \times Rot(k, d\theta) - I$$

$$= \begin{bmatrix} 1 & 0 & 0 & dx \\ 0 & 1 & 0 & dy \\ 0 & 0 & 1 & dz \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & -\delta z & \delta y & 0 \\ \delta z & 1 & -\delta x & 0 \\ -\delta y & \delta x & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} - \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 & -\delta z & \delta y & dx \\ \delta z & 0 & -\delta x & dy \\ -\delta y & \delta x & 0 & dz \\ 0 & 0 & 0 & 0 \end{bmatrix}$$



### 3.5 INTERPRETATION OF THE DIFFERENTIAL CHANGE

- ♦ Matrix  $dT$  represents the changes in a frame as a result of differential motions.
- ♦ Each element of the matrix represents the change in the corresponding element of the frame.

$$dT = \begin{bmatrix} dn_x & do_x & da_x & dp_x \\ dn_y & do_y & da_y & dp_y \\ dn_z & do_z & da_z & dp_z \\ 0 & 0 & 0 & 0 \end{bmatrix}$$



## 3.6 DIFFERENTIAL CHANGES BETWEEN FRAMES

$$[dT] = [\Delta][T] = [T][{}^T\Delta] \quad \longrightarrow \quad [T]^{-1}[\Delta][T] = [T]^{-1}[T][{}^T\Delta]$$

Fixed Frame      Current Frame

$$[{}^T\Delta] = [T]^{-1}[\Delta][T]$$

$$T^{-1} = \begin{bmatrix} n_x & n_y & n_z & -p \cdot n \\ o_x & o_y & o_z & -p \cdot o \\ a_x & a_y & a_z & -p \cdot a \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad \Delta = \begin{bmatrix} 0 & -\delta z & \delta y & dx \\ \delta z & 0 & -\delta x & dy \\ -\delta y & \delta x & 0 & dz \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

$$[T^{-1}][\Delta][T] = {}^T\Delta = \begin{bmatrix} 0 & -{}^T\delta z & {}^T\delta y & {}^Tdx \\ {}^T\delta z & 0 & -{}^T\delta x & {}^Tdy \\ -{}^T\delta y & {}^T\delta x & 0 & {}^Tdz \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

$$\begin{cases} {}^T\delta_x = \bar{\delta} \cdot \bar{n} \\ {}^T\delta_y = \bar{\delta} \cdot \bar{o} \\ {}^T\delta_z = \bar{\delta} \cdot \bar{a} \\ {}^Td_x = \bar{n} \cdot [(\bar{\delta} \cdot \bar{p}) + \bar{d}] \\ {}^Td_y = \bar{o} \cdot [(\bar{\delta} \cdot \bar{p}) + \bar{d}] \\ {}^Td_z = \bar{a} \cdot [(\bar{\delta} \cdot \bar{p}) + \bar{d}] \end{cases}$$



### 3.7 DIFFERENTIAL MOTIONS OF A ROBOT AND ITS HAND FRAME

- ◆ Relation between the differential motions of the joint of the robot and the differential motions of the hand frame and  $dT$ .
- ◆ It is a function of the robot's configuration and design and its instantaneous location and orientation.

$$\begin{bmatrix} dx \\ dy \\ dz \\ \partial x \\ \partial y \\ \partial z \end{bmatrix} = \begin{bmatrix} \text{Robot} \\ \text{Jacobian} \end{bmatrix} \begin{bmatrix} d\theta_1 \\ d\theta_2 \\ d\theta_3 \\ d\theta_4 \\ d\theta_5 \\ d\theta_6 \end{bmatrix} \quad \text{OR} \quad [D] = [J][D_\theta]$$



## 3.8 CALCULATION OF THE JACOBIAN

- ♦ Key point : Each element in the jacobian is the derivative of a corresponding kinematic equation with respect to one of the variables.

Consult Example 2.19 and below....

$$\begin{bmatrix} p_x \\ p_y \\ p_z \\ 1 \end{bmatrix} = \begin{bmatrix} C_1(C_{234}a_4 + C_{23}a_3 + C_2a_2) \\ S_1(C_{234}a_4 + C_{23}a_3 + C_2a_2) \\ S_{234}a_4 + S_{23}a_3 + S_2a_2 \\ 1 \end{bmatrix}$$

The last column of the forward kinematic equation of the robot



Taking the derivative of  $p_x$

$$\begin{cases} \frac{\partial p_x}{\partial \theta_1} = J_{11} = -S_1(C_{234}a_4 + C_{23}a_3 + C_2a_2) \\ \frac{\partial p_x}{\partial \theta_2} = J_{12} = C_1(-S_{234}a_4 - S_{23}a_3 - S_2a_2) \\ \frac{\partial p_x}{\partial \theta_3} = J_{13} = C_1(-S_{234}a_4 - S_{23}a_3) \\ \frac{\partial p_x}{\partial \theta_4} = J_{14} = C_1(-S_{234}a_4) \\ \frac{\partial p_x}{\partial \theta_5} = J_{15} = 0 \\ \frac{\partial p_x}{\partial \theta_6} = J_{16} = 0 \end{cases}$$

The first row of the Jacobian



### 3.8 CALCULATION OF THE JACOBIAN

- ◆ The velocity equation relative to the last frame

$$[{}^{T_6}D] = [{}^{T_6}J][D_\theta]$$

- ◆ The differential motion relationship of Equation

$$\begin{bmatrix} {}^{T_6}d_x \\ {}^{T_6}d_y \\ {}^{T_6}d_z \\ {}^{T_6}\delta_x \\ {}^{T_6}\delta_y \\ {}^{T_6}\delta_z \end{bmatrix} = \begin{bmatrix} {}^{T_6}J_{11} & {}^{T_6}J_{12} & \text{L} & {}^{T_6}J_{16} \\ {}^{T_6}J_{21} & {}^{T_6}J_{22} & \text{L} & {}^{T_6}J_{26} \\ {}^{T_6}J_{31} & \cdot & \text{L} & {}^{T_6}J_{36} \\ {}^{T_6}J_{41} & \cdot & \text{L} & {}^{T_6}J_{46} \\ {}^{T_6}J_{51} & \cdot & \text{L} & {}^{T_6}J_{56} \\ {}^{T_6}J_{61} & \cdot & \text{L} & {}^{T_6}J_{66} \end{bmatrix} \begin{bmatrix} d\theta_1 \\ d\theta_2 \\ d\theta_3 \\ d\theta_4 \\ d\theta_5 \\ d\theta_6 \end{bmatrix}$$

R.P Paul은 1 번째 관절이 회전관절일 경우 다음의 관계식을 유도

$${}^{T_6}J_{1i} = (-n_x p_y + n_y p_x), \quad {}^{T_6}J_{2i} = (-o_x p_y + o_y p_x), \quad {}^{T_6}J_{3i} = (-a_x p_y + a_y p_x)$$

$${}^{T_6}J_{4i} = n_z, \quad {}^{T_6}J_{5i} = o_z, \quad {}^{T_6}J_{6i} = a_z$$





### 3.9 HOW TO RELATE THE JACOBIAN AND THE DIFFERENTIAL OPERATOR

- ♦ The differential motions of the robot's joints are ultimately related to the hand frame of the robot.

#### Method 1

- ♦ Equ. 3.10 and Jacobian calculate  $[D]$  matrix
- ♦  $[D]$  contains differential motions of the hand,  $dx, dy, dz, \delta x, \delta y, \delta z$ .
- ♦ Equ. 3.15 used to calculate  $dT$

#### Method 2

- ♦ Equ. 3.24 and Jacobian calculate  $[{}^T_6D]$  matrix
- ♦  $[D]$  contains differential motions of the hand,  ${}^T_6dx, {}^T_6dy, {}^T_6dz, {}^T_6\delta x, {}^T_6\delta y, {}^T_6\delta z$ .
- ♦ Equ. 3.19 used to calculate  $dT$



### 3.10 INVERSE JACOBIAN

- ◆ Inverse Jacobian used to calculate the differential motions needed at the joints of the robot for a desired hand differential motion.
- ◆ Inverse Jacobian calculates how fast each joint must move so that the robot's hand will yield a desired differential motion or velocity.
- ◆ To make sure the robot follows a desired path, the joint velocities must be calculated continuously in order to ensure that the robot's hand maintains a desired velocity.

$$[D] = [J][D_\theta]$$

$$[J^{-1}][D] = [J^{-1}][J][D_\theta] \rightarrow [D_\theta] = [J^{-1}][D]$$

$$[{}^{T_6}J^{-1}][{}^{T_6}D] = [{}^{T_6}J^{-1}][{}^{T_6}J][D_\theta] \rightarrow D_\theta = [{}^{T_6}J^{-1}][{}^{T_6}D]$$