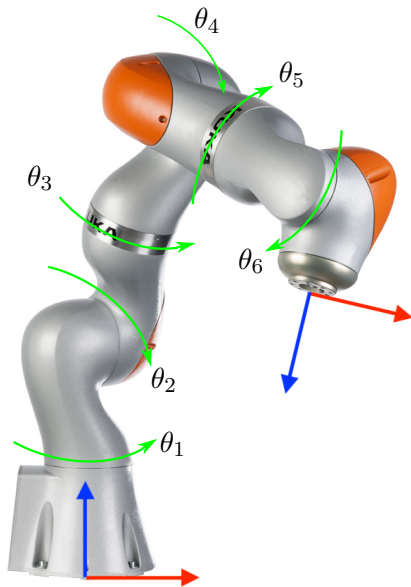


Inverse Kinematic Task (IKT)



Mathematical formulation of IKT

$$\mathbf{M}_e = \mathbf{M}_1^0 \mathbf{M}_2^1 \mathbf{M}_3^2 \mathbf{M}_4^3 \mathbf{M}_5^4 \mathbf{M}_6^5$$

$$\underbrace{\begin{bmatrix} \mathbf{R}_e & \mathbf{t}_e \\ \mathbf{0}^\top & 1 \end{bmatrix}}_{\text{pose of the end effector}} = \prod_{i=1}^6 \mathbf{M}_i^{i-1}(\theta_i + \underbrace{\theta_{i\text{offset}}, d_i, a_i, \alpha_i}_{\text{DH parameters}})$$

$$\underbrace{\prod_{i=1}^6 \mathbf{M}_i^{i-1}(\theta_i + \theta_{i\text{offset}}, d_i, a_i, \alpha_i) - \begin{bmatrix} \mathbf{R}_e & \mathbf{t}_e \\ \mathbf{0}^\top & 1 \end{bmatrix}}_{\text{12 nonzero functions } \mathbf{f}(\boldsymbol{\theta})} = \mathbf{0}$$

We can solve 12 equations $\mathbf{f}(\theta_1, \dots, \theta_6) = \mathbf{f}(\boldsymbol{\theta}) = \mathbf{0}$ either **numerically** or **symbolically**.

Newton's method (numerical method)

Denote by $\boldsymbol{\theta}^*$ one of the solutions to $\mathbf{f}(\boldsymbol{\theta}) = \mathbf{0}$ and by \mathbf{J} the Jacobian matrix $\frac{\partial \mathbf{f}(\boldsymbol{\theta})}{\partial \boldsymbol{\theta}} \in C(\boldsymbol{\theta}, \mathbb{R})^{12 \times 6}$.

Two basic operations of the Newton's method are:

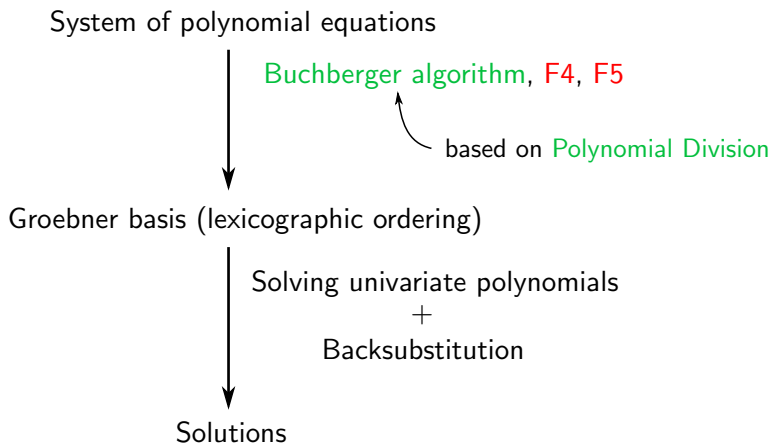
$$\boldsymbol{\theta}_0 = \text{something close to } \boldsymbol{\theta}^* \quad (\text{initialization})$$

$$\boldsymbol{\theta}_{k+1} = \boldsymbol{\theta}_k - \mathbf{J}^+(\boldsymbol{\theta}_k)\mathbf{f}(\boldsymbol{\theta}_k) \quad (\text{improve the previous guess})$$

- Equations $\mathbf{f}(\boldsymbol{\theta})$ are polynomial in $\cos \theta_i$ and $\sin \theta_i$
- New variables: $c_i = \cos \theta_i$, $s_i = \sin \theta_i$
- New **polynomial** equations:

$$\begin{array}{l} 18 \text{ equations} \\ 12 \text{ variables} \end{array} \left\{ \begin{array}{l} \mathbf{f}(c_1, s_1, \dots, c_6, s_6) = \mathbf{0} \\ c_i^2 + s_i^2 = 1 \quad \forall i = 1, \dots, 6 \end{array} \right.$$

Groebner bases (symbolic method)



Monomials and terms

- ① **Monomial** is a product of variables, e.g., x^3y^5 or the constant 1
- ② **Term** is a product of a nonzero constant with a monomial, e.g., $3x^2yzw^4$
- ③ Consider 3 variables x, y, z and order them, e.g.,

$$x > y > z$$

Every monomial can be written now as \mathbf{x}^α with $\mathbf{x} = (x, y, z)$ and $\alpha \in \mathbb{Z}_{\geq 0}^3$, e.g.,

$$y^2x^3z = \mathbf{x}^\alpha \quad \text{with} \quad \alpha = (3, 2, 1)$$

- ④ We say that term $a\mathbf{x}^\alpha$ **divides** term $b\mathbf{x}^\beta$ if

$$\beta_i - \alpha_i \geq 0 \quad \forall i = 1, \dots, n$$

Lexicographic monomial ordering

- ① We define the relation

$$\mathbf{x}^\alpha \geq_{\text{lex}} \mathbf{x}^\beta$$

if the left-most nonzero element of $\alpha - \beta$ is positive or $\alpha = \beta$.

- ② For example,

$$\mathbf{x}^\alpha = x^3 y^3 z \geq_{\text{lex}} x^3 y^2 z^{10} = \mathbf{x}^\beta$$

since

$$\alpha - \beta = (3, 3, 1) - (3, 2, 10) = (0, \mathbf{1}, -9)$$

- ③ We can extend this relation to terms by saying that

$$a \mathbf{x}^\alpha \geq_{\text{lex}} b \mathbf{x}^\beta \iff \mathbf{x}^\alpha \geq_{\text{lex}} \mathbf{x}^\beta$$

Multivariate Polynomial Division Algorithm

Algorithm 1: Multivariate Polynomial Division Algorithm

Input: $f, F = (f_1, \dots, f_s), \geq$ (monomial ordering)

Output: $(q_1, \dots, q_s), r$ such that $f = \sum_{i=1}^s q_i f_i + r$, $\text{LT}_{\geq}(r)$ is not divisible by any of $\text{LT}_{\geq}(f_i)$ or $r = 0$

```
1  $q_1 \leftarrow \dots \leftarrow q_s \leftarrow r \leftarrow 0$ 
2  $p \leftarrow f$ 
3 while  $p \neq 0$  do
4    $i \leftarrow 1$ 
5    $\text{divisionoccured} \leftarrow \text{FALSE}$ 
6   while  $i \leq s$  and  $\text{divisionoccured} = \text{FALSE}$  do
7     if  $\text{LT}_{\geq}(f_i)$  divides  $\text{LT}_{\geq}(p)$  then
8        $q_i \leftarrow q_i + \frac{\text{LT}_{\geq}(p)}{\text{LT}_{\geq}(f_i)}$ 
9        $p \leftarrow p - \frac{\text{LT}_{\geq}(p)}{\text{LT}_{\geq}(f_i)} f_i$ 
10       $\text{divisionoccured} \leftarrow \text{TRUE}$ 
11     else
12        $i \leftarrow i + 1$ 
13   if  $\text{divisionoccured} = \text{FALSE}$  then
14      $r \leftarrow r + \text{LT}_{\geq}(p)$ 
15      $p \leftarrow p - \text{LT}_{\geq}(p)$ 
16 return  $(q_1, \dots, q_s), r$ 
```