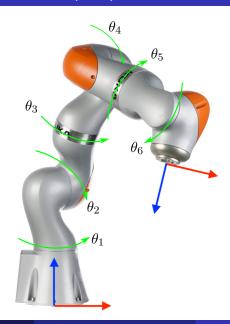
# Inverse Kinematic Task (IKT)



#### Mathematical formulation of IKT

$$\mathbf{M}_e = \mathbf{M}_1^0 \mathbf{M}_2^1 \mathbf{M}_3^2 \mathbf{M}_4^3 \mathbf{M}_5^4 \mathbf{M}_6^5$$
 
$$\underbrace{\begin{bmatrix} \mathbf{R}_e & \mathbf{t}_e \\ \mathbf{0}^\top & 1 \end{bmatrix}}_{\text{pose of the end effector}} = \prod_{i=1}^6 \mathbf{M}_i^{i-1} (\boldsymbol{\theta_i} + \underbrace{\boldsymbol{\theta_{i_{\text{offset}}}}, d_i, a_i, \alpha_i}_{\text{DH parameters}})$$
 
$$\underbrace{\prod_{i=1}^6 \mathbf{M}_i^{i-1} (\boldsymbol{\theta_i} + \boldsymbol{\theta_{i_{\text{offset}}}}, d_i, a_i, \alpha_i) - \begin{bmatrix} \mathbf{R}_e & \mathbf{t}_e \\ \mathbf{0}^\top & 1 \end{bmatrix}}_{12 \text{ nonzero functions } \mathbf{f}(\boldsymbol{\theta})} = \mathbf{O}$$

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

# Newthon'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 Newthon's method are:

$$oldsymbol{ heta}_0 = \mathsf{something} \ \mathsf{close} \ \mathsf{to} \ oldsymbol{ heta}^* \quad (\mathsf{initialization})$$

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

# Symbolic method

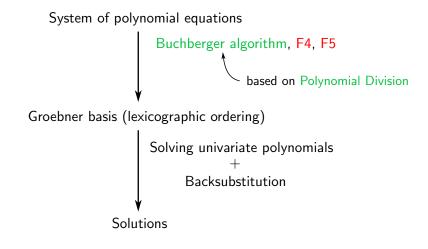
• Equations  $\mathbf{f}(\boldsymbol{\theta})$  are polynomial in  $\cos \theta_i$  and  $\sin \theta_i$ 

• New variables:  $c_i = \cos \theta_i$ ,  $s_i = \sin \theta_i$ 

• New polynomial equations:

18 equations 
$$\begin{cases} \mathbf{f}(c_1, s_1, \dots, c_6, s_6) = \mathbf{0} \\ c_i^2 + s_i^2 = 1 \quad \forall i = 1, \dots, 6 \end{cases}$$

## 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.,

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

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

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

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

## Lexicographic monomial ordering

We define the relation

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

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

For example,

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

since

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

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, \ldots, f_s), \geq \text{(monomial ordering)}
    Output: (q_1, \ldots, q_s), r such that f = \sum_{i=1}^s q_i f_i + r, LT_{>}(r) is not
                    divisible by any of LT_{>}(f_i) or r=0
 1 q_1 \leftarrow \cdots \leftarrow q_s \leftarrow r \leftarrow 0
 p \leftarrow f
 3 while p \neq 0 do
          i \leftarrow 1
          divisionoccured \leftarrow False
          while i \le s and not divisionoccured do
                if LT_{>}(f_i) divides LT_{>}(p) then
                    q_i \leftarrow q_i + \frac{\text{LT}_{\geq}(p)}{\text{LT}_{\leq}(f_i)}
                   p \leftarrow p - \frac{\text{LT}_{\geq}(p)}{\text{LT}_{\geq}(f_i)} \cdot f_i
                     division occurred \leftarrow \mathbf{True}
10
               else
11
                 i \leftarrow i+1
12
          if not divisionoccured then
13
              r \leftarrow r + \mathrm{LT}_{>}(p)
14
             p \leftarrow p - \mathrm{LT}_{\geq}(p)
15
16 return (q_1, \ldots, q_s), r
```