Lie groupoids for space robots

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Anecdotes from an interesting collaboration

with Robin Chhabra and Reza Emami

A UNIFIED GEOMETRIC FRAMEWORK FOR KINEMATICS, DYNAMICS AND CONCURRENT CONTROL OF FRIE-BASE, OPEN-CHAIN MULTI-BODY SYSTEMS WITH HOLDWORK AND NONRIDONOMIC CONSTRAINTS

by

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V.I. Arnold

Mathematical Methods of Classical Mechanics

Second Edition



MONOGRAPHS IN COMPUTER SCIENCE

GEOMETRIC FUNDAMENTALS OF ROBOTICS

J.M. Selig

Second Edition



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Robot arm with six joints

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Euclidean motions:

$$\mathsf{SE}(3) = \{q \colon x \mapsto Ax + b\}$$

 $x \in \mathbb{R}^3$, $A \in SO(3)$, $b \in \mathbb{R}^3$.

$$1 \longrightarrow \mathbb{R}^{3} \hookrightarrow SE(3) \xrightarrow{\pi} SO(3) \longrightarrow 1$$
$$q \cap \mathbb{R}^{3}_{affine} \xrightarrow{\pi} \pi(q) \cap \mathbb{R}^{3}_{linear}$$

"macro": $\pi(q)$ is "q viewed from far away".

"micro": $\forall x \ T_x \mathbb{R}^3_{affine} = \mathbb{R}^3_{linear}; \ \pi(q) = dq|_x.$



Lower Reuleaux pairs: spherical, planar, cylindrical, revolute, prismatic, screw

Connected subgroups G of SE(3):



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Table 2.1: Categories of displacement subgroups [38, 71]							
Dim.	Subgro	oups of $SE(3)/display$	acement subgroups				
6	$\begin{array}{l} SE(3) = SO(3) \ltimes \mathbb{R}^3 \\ \mathrm{free}^a \end{array}$						
4	$SE(2) \times \mathbb{R}$ planar+prismatic ^b						
3	$SE(2) = SO(2) \ltimes \mathbb{R}^2$	SO(3)	\mathbb{R}^{3}	$H_p \ltimes \mathbb{R}^2$			
	planar	ball (spherical)	3-d.o.f. prismatic	helical + 2-d.o.f.	$\operatorname{prismatic}^{c}$		
2	$SO(2) \times \mathbb{R}$	\mathbb{R}^2					
	cylindrical ^d	2-d.o.f. prismatic					
1	SO(2)	R	H_p				
	revolute	prismatic	helical				
0	$\{e\}$	-					
	$fixed^a$						

^{*a*} These two subgroups are the trivial subgroups of SE(3).

^b The axis of the prismatic joint is always perpendicular to the plane of the planar joint.

^c The axis of the helical joint is always perpendicular to the plane of the 2-d.o.f. prismatic joint.

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^d The axis of the revolute and prismatic joints are always aligned.

One parameter subgroups

$$(\mathbb{R},+) \longrightarrow \mathsf{SE}(3)$$

THEORY OF SCREWS:

A STUDY IN THE DYNAMICS OF A RIGID BODY.

BY

ROBERT STAWELL BALL, LL.D., F.R.S., ANDREWS' PROFESSOR OF ASTRONOMY IN THE UNIVERSITY OF DUBLIN, AND ROYAL ASTRONOMORY OF IRELAND.



DUBLIN: HODGES, FOSTER, AND CO., GRAFTON-STREET. BOOKSELLERS TO THE UNIVERSITY.

1876.

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$$\left\{\begin{matrix} \mathsf{one-parameter \ subgroups} \\ (\mathbb{R},+) \to \mathsf{SE}(3) \end{matrix}\right\} = \left\{\mathsf{screws}\right\}$$

$$\mathfrak{se}(3) = \{ \mathsf{twists} \}$$

 $\mathfrak{se}(3)^* = \{ \mathsf{wrenches} \}$

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Chasles's Theorem:

Every Euclidean motion in 3-d is a screw motion.

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Proof of Chasles's theorem.

$$q \in \mathsf{SE}(3) \qquad \mapsto \qquad \pi(q) \in \mathsf{SO}(3).$$

 $\begin{aligned} \pi(q) &= \mathsf{Id} \quad \Rightarrow \quad q \text{ is a translation.} \\ \pi(q) &\neq \mathsf{Id} \quad \stackrel{\mathsf{Euler}}{\Rightarrow} \quad \pi(q) \text{ is a rotation about line } \ell \subset \mathbb{R}^3_{\mathsf{linear}} \\ &\Rightarrow \quad q \text{ descends to } \left(\overline{q} \subset \mathbb{R}^3_{\mathsf{affine}} / \ell \right) \in \mathsf{SO}(2); \\ \overline{q} \text{ is a rotation about } \overline{x} = x + \ell \in \mathbb{R}^3_{\mathsf{affine}} / \ell \\ &\Rightarrow q \text{ is a screw motion about } x + \ell \subset \mathbb{R}^3_{\mathsf{affine}}. \end{aligned}$

Dynamics.



Configuration space: $Q = \{q\}$. Velocity phase space: $TQ = \{(q, \dot{q})\}, \quad \dot{q} \in T_qQ$.

Lagrangian: $TQ \rightarrow \mathbb{R}$.

Time evolution:
$$\{q_t\}_{a \le t \le b}$$
, path in Q .
 $\xrightarrow{}_{\text{prolongation}} \{(q_t, \dot{q}_t)\}_{a \le t \le b}$, path in TQ .

Principle of stationary action: $\delta \int_a^b L(q, \dot{q}) dt = 0$

 $\Rightarrow \mathsf{Euler}\mathsf{-}\mathsf{Lagrange} \ \mathsf{equations}$

$$\frac{\partial L}{\partial q} = \frac{d}{dt} \frac{\partial L}{\partial \dot{q}}$$

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Rigid body.

Configuration space: $Q \cong SE(3)$

infinitesimal motion: $\dot{q} \in T_eSE(3) = \mathfrak{se}(3)$, a vector field on \mathbb{R}^3 :

$$\dot{q}|_{x} = \dot{x}.$$

Kinetic energy
$$= \frac{1}{2} \int_{x \in body} |\dot{x}|^2 \underbrace{d\rho(x)}_{\text{mass density}} \left(= "\sum_{\text{particles}} \frac{mv^2}{2}"\right)$$
$$= K(\dot{q}, \dot{q})$$

where
$$\mathcal{K}(\dot{q}_1,\dot{q}_2)=\int_{x\in\mathsf{body}}\langle\dot{q}_1ert_x,\dot{q}_2ert_x
angle d
ho(x)$$

 $Q \cong SE(3)$; Kinetic energy = $K(\dot{q}, \dot{q})$;

 $K(\cdot, \cdot)$ an inner product on $\mathfrak{se}(3)$ \longrightarrow 6×6 "generalized inertia matrix";

Lagrangian = norm-squared: $TQ \rightarrow \mathbb{R}$

for left invariant Riemannian metric.

Lie groupoid.

 G_0 objects G_1 arrows manifolds

 $s: G_1
ightarrow G_0$ source map $t: G_1
ightarrow G_0$ target map $\left.
ight.
ight.$ submersions

 $h, g \mapsto h \cdot g$ multiplication on G_1 defined when t(g) = s(h) associative

units: $G_0 \to G_1$, $a \mapsto 1_a$ inverses: $G_1 \to G_1$, $g \mapsto g^{-1}$ } smooth

Multibody system

Objects: the bodies B_1, \ldots, B_N .

 A_i an affine space "attached to B_i ".

Arrows from *i* to *j*:
$$\{r_i^j: A_i \xrightarrow{\text{Euclidean}} A_j\}$$

= { relative poses of B_i with respect to B_j }
 $\stackrel{\text{"homing"}}{\cong}$ SE(3)

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