

# ME 599/699 Robot Modeling & Control

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### Dynamics

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# Introduction

Two related problems for robotics:

- ▶ Forward Dynamics: given  $\tau$ , calculate  $\ddot{q}$  (simulation)
- ▶ Inverse Dynamics: given  $\ddot{q}$ , what  $\tau$  produces it? (control)

# Introduction

- ▶ Since our robot is a powered mechanism, we will obtain models for the motion that are generalizations of the Newton's Second Law  $F = ma$
- ▶  $a$  can be joint acceleration  $\ddot{q}$  or task-variable accelerations  $\ddot{x}$
- ▶ There are largely two approaches :
  - ▶ Apply Newton's law to every rigid body (need to know contact forces)
  - ▶ Use an energy-based formation, which can ignore contact forces

# Recursive Newton-Euler Methods

- ▶ Apply Newton-Euler equations to a link in the frame attached to its center of mass (easy to encode)
- ▶ Forward pass: Since the frames are not inertial, propagate the coriolis accelerations from the base to the end-effector
- ▶ Backward pass: propagate the torques that achieve the accelerations, and contact forces they imply, from end-effector frame to the base

# Recursive Newton-Euler Methods

- ▶ Most simulators implement the RNE algorithm also for simulation
- ▶  $\mathcal{O}(n)$  complexity, which is fast
- ▶ Method generalizes to all kinematic trees
- ▶ Closed chains / parallel mechanisms can be handled by additional steps
- ▶ Screw-theory-based approaches may be better for parallel mechanisms

# Euler-Lagrangian Models

- ▶ Derive's equations from the total energy of the system
- ▶ Avoids needing to account for internal joint forces
- ▶ Difficult to automate, at least so far
- ▶ Deep structural insights into robot dynamics

# Euler-Lagrangian Models

- ▶ Define the coordinates  $q$  of the system
- ▶ Define the Lagrangian  $\mathcal{L}(q, \dot{q}) = \text{Kinetic Energy} - \text{Potential Energy}$
- ▶ For each DoF  $q_i$ :

$$\frac{d}{dt} \left( \frac{\partial \mathcal{L}}{\partial \dot{q}_i} \right) - \frac{\partial \mathcal{L}}{\partial q_i} = \sum \text{Generalized Forces}$$

- ▶ The robot equations are

$$D(q)\ddot{q} + C(q, \dot{q})\dot{q} + G(q) = \tau + \tau_{friction} + \tau_e,$$

# Properties

- ▶ The matrix  $\dot{D}(Q) - 2C$  is skew symmetric.
- ▶ Bounded Inertia: For a system with revolute joints, there exist  $\lambda_m$  and  $\lambda_M$  such that

$$\lambda_m I_{n \times n} \leq D(q) \leq \lambda_M I_{n \times n} < \infty \quad (1)$$

- ▶ Linearity in Parameters: We can derive a function  $Y(q, \dot{q}, \ddot{q})$  and parameter set  $\theta$  such that

$$D(q)\ddot{q} + C(q, \dot{q})\dot{q} + G(q) = Y(q, \dot{q}, \ddot{q})\theta \quad (2)$$



# Dynamics Including Actuators

- ▶ For torque-controlled robots, use

$$D(q)\ddot{q} + C(q, \dot{q})\dot{q} + G(q) = \tau + \tau_{friction} + \tau_e,$$

- ▶ When torque is created by voltage-controlled geared motors, we often use

$$\underbrace{M(q)}_{+ \text{motor inertia}} \ddot{q} + C(q, \dot{q})\dot{q} + \underbrace{B\dot{q}}_{+ \text{motor friction}} + G(q) = u + \tau_e,$$