

Lecture 09

IK cont ... & Manipulation New Frontiers

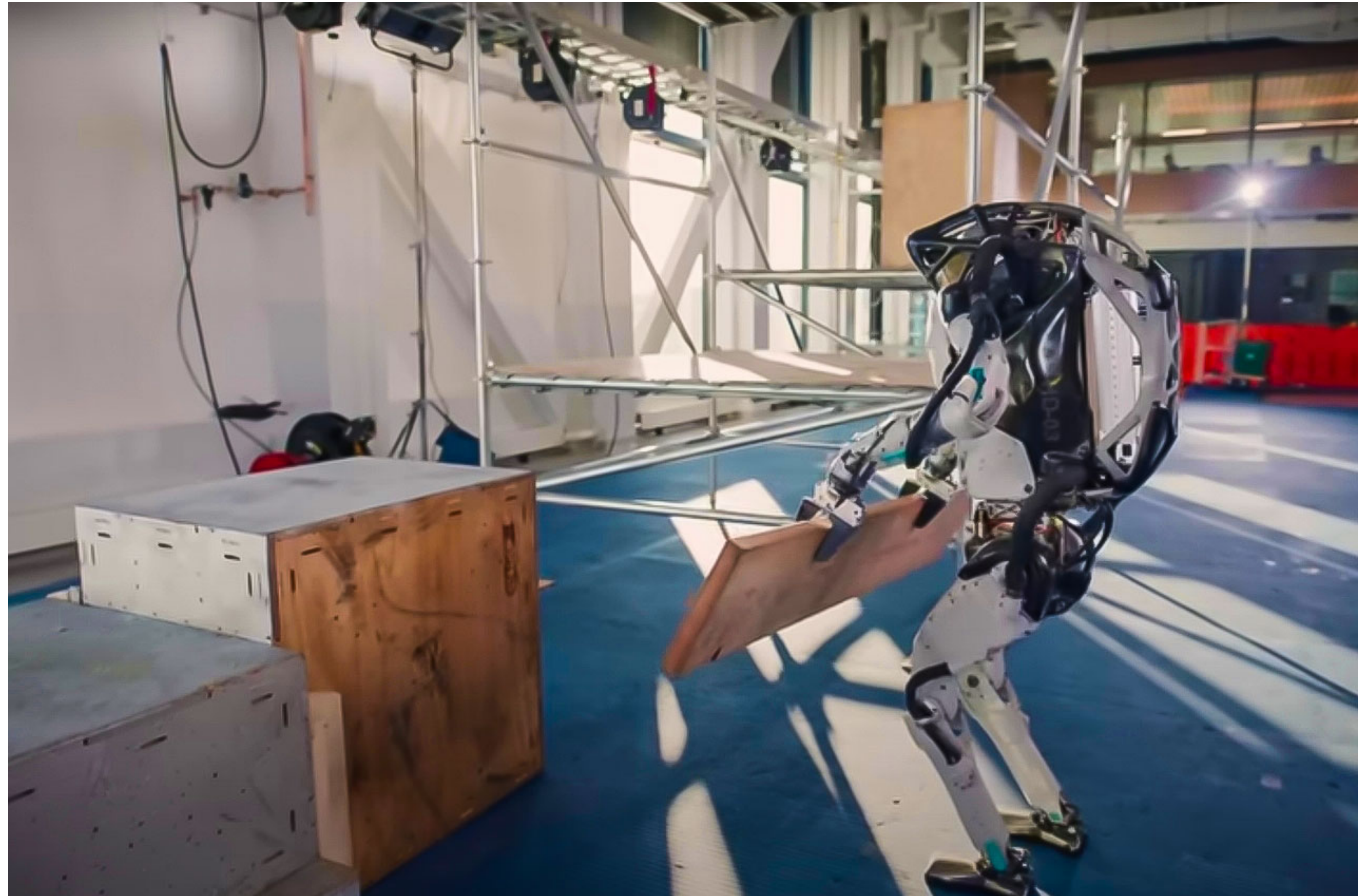


Image Credit - Boston Dynamics



Course Logistics

- **Quiz 4 was posted yesterday and was due at noon today.**
- Project 3 was posted on 02/12 and will be due 02/19 (today).
- Project 4 will be posted 02/19 (today) and will be due on 03/05.

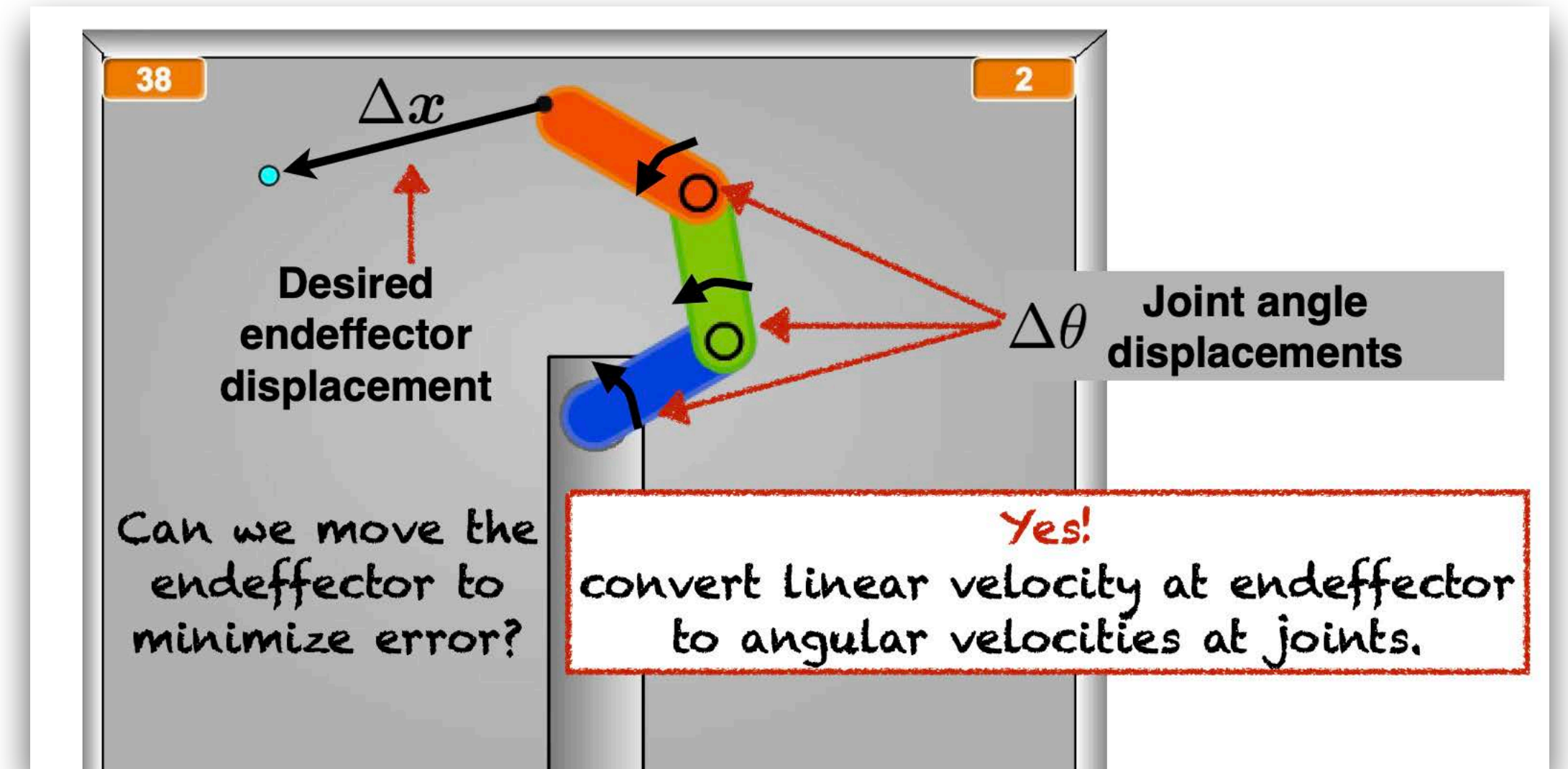


Previously

Inverse kinematics: how to solve for $q = \{\theta_1, \dots, \theta_N\}$ from T^0_N ?

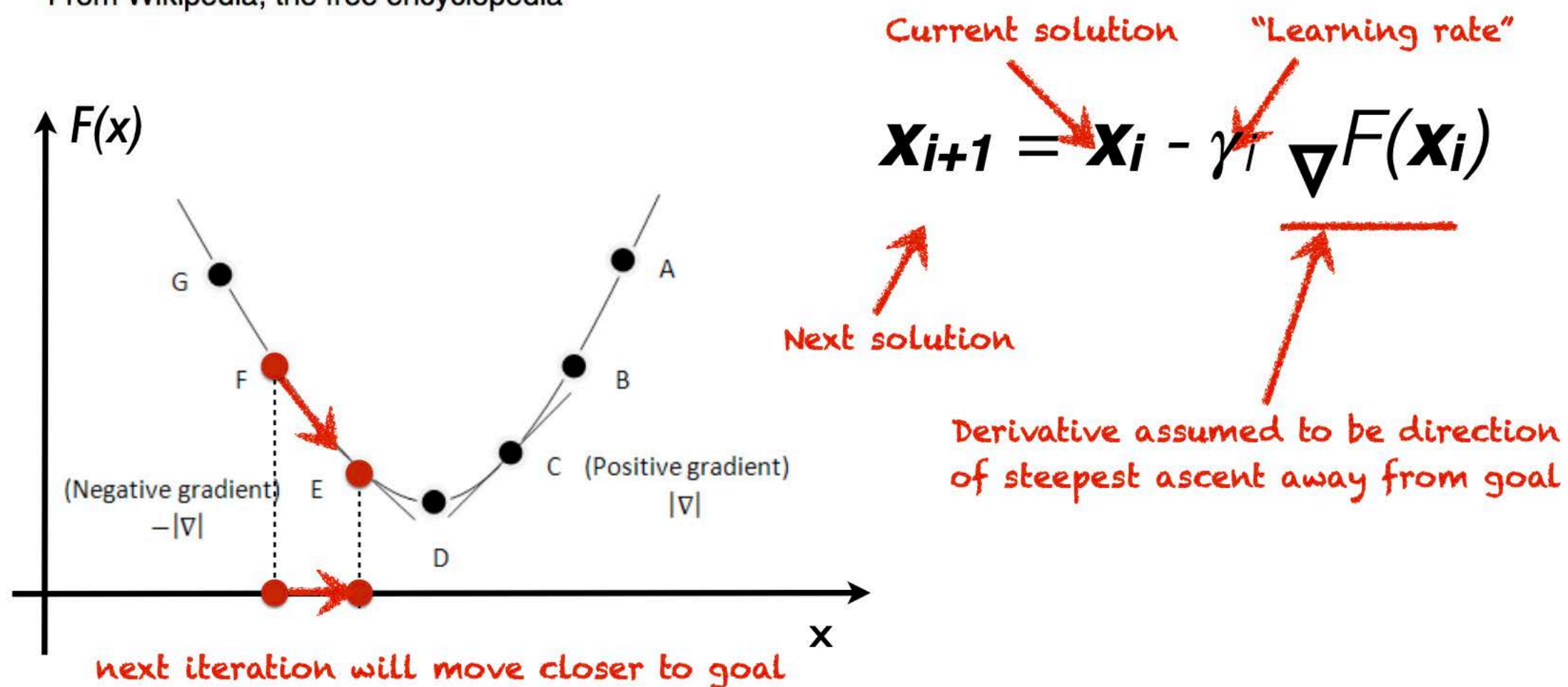
Inverse Kinematics: 2 possibilities

- **Closed-form solution:** geometrically infer satisfying configuration
 - *Speed:* solution often computed in constant time
 - *Predictability:* solution is selected in a consistent manner
- **Solve by optimization:** minimize error of endeffector to desired pose
 - often some form of Gradient Descent (a la Jacobian Transpose)
 - *Generality:* same solver can be used for many different robots



Gradient descent

From Wikipedia, the free encyclopedia



compute endpoint error \rightarrow **IK Procedure restated:**

compute step direction $\rightarrow \Delta \mathbf{x}_n = \mathbf{x}_d - \mathbf{x}_n$

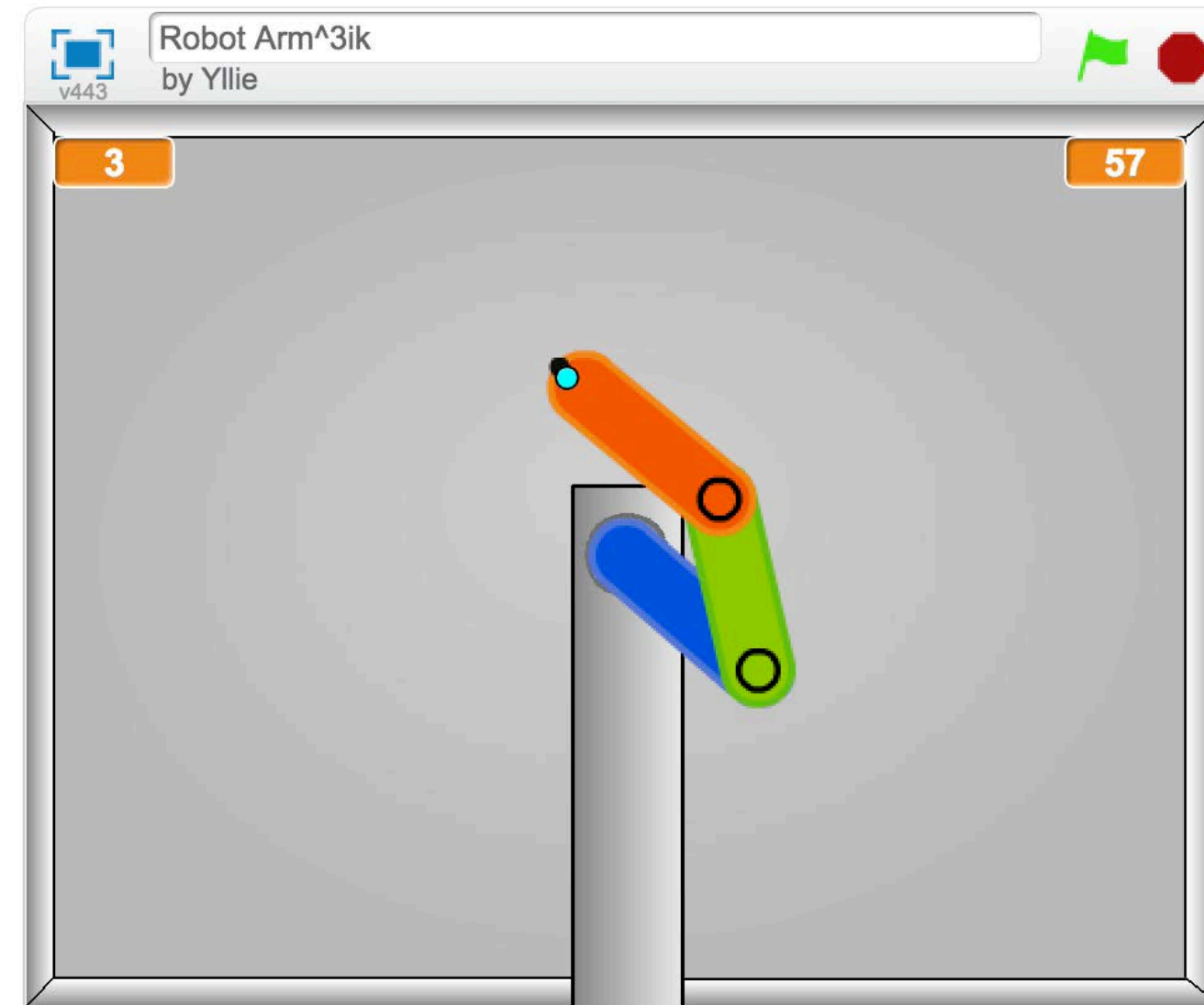
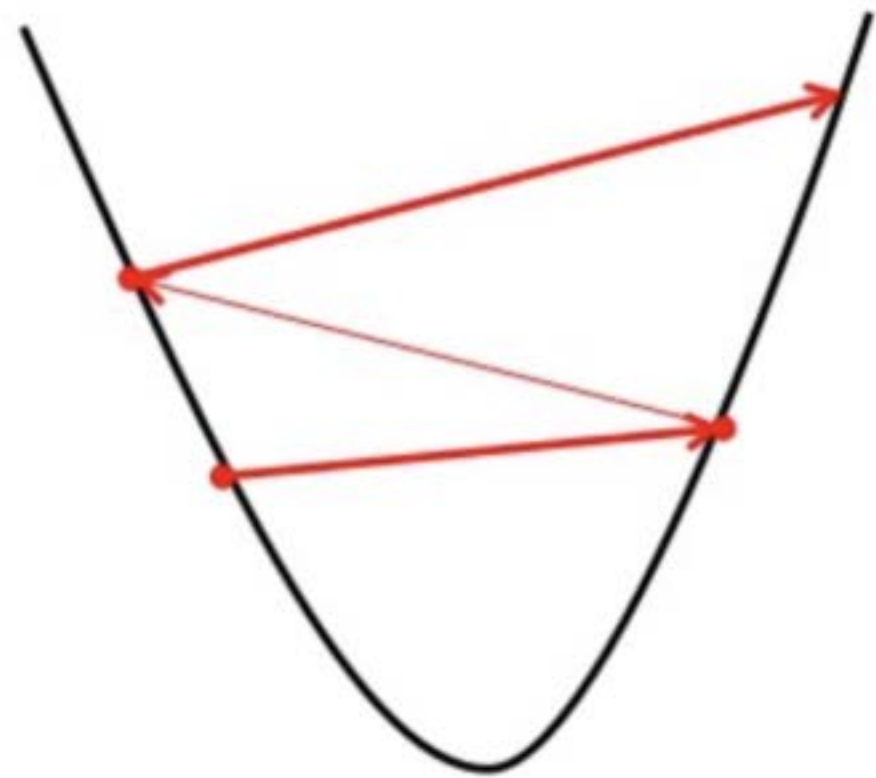
perform step direction $\rightarrow \Delta \mathbf{q}_n = J(\mathbf{q}_n)^{-1} \Delta \mathbf{x}_n$ *repeat*

$$\mathbf{q}_{n+1} = \mathbf{q}_n + \gamma \Delta \mathbf{q}_n$$

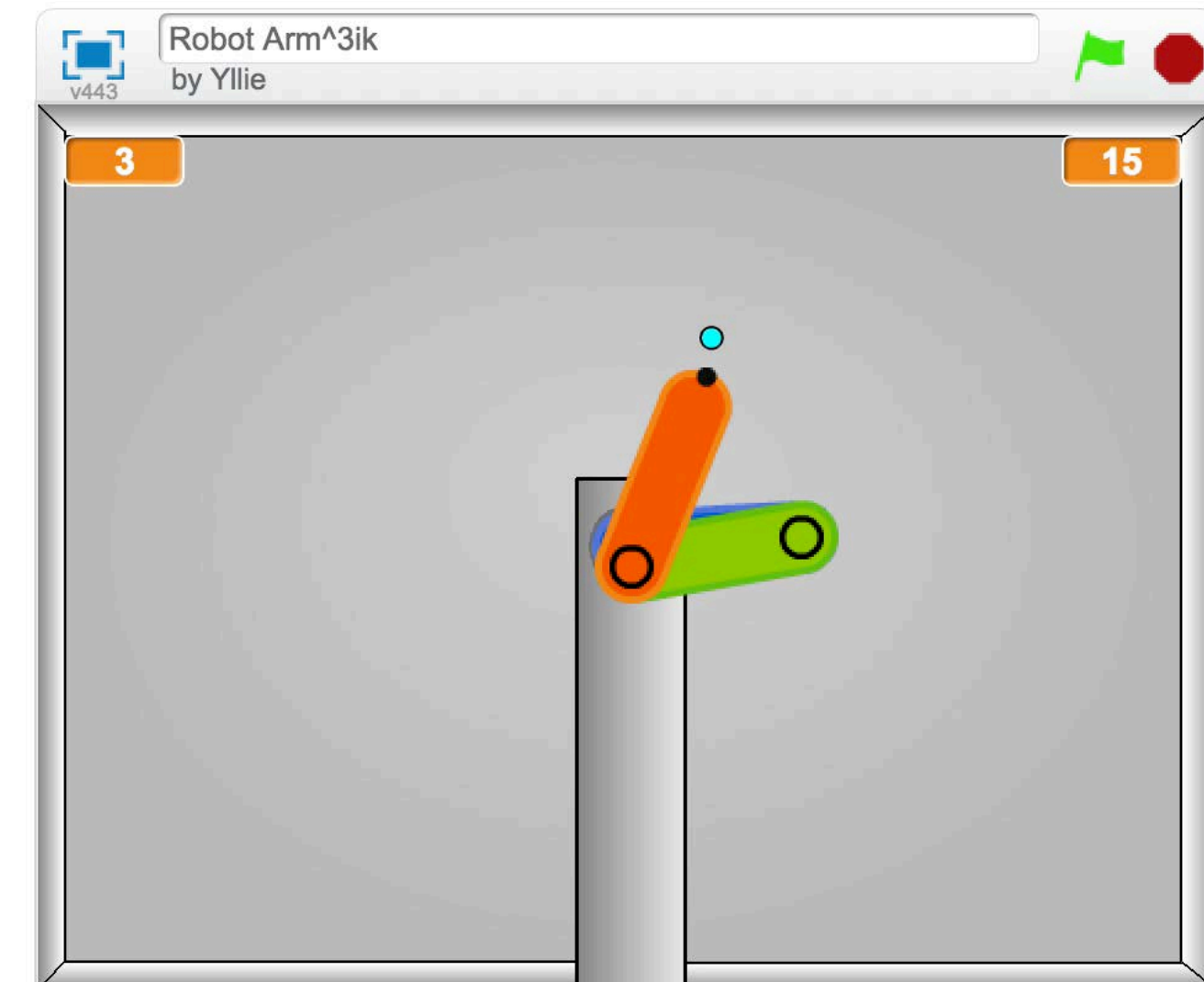
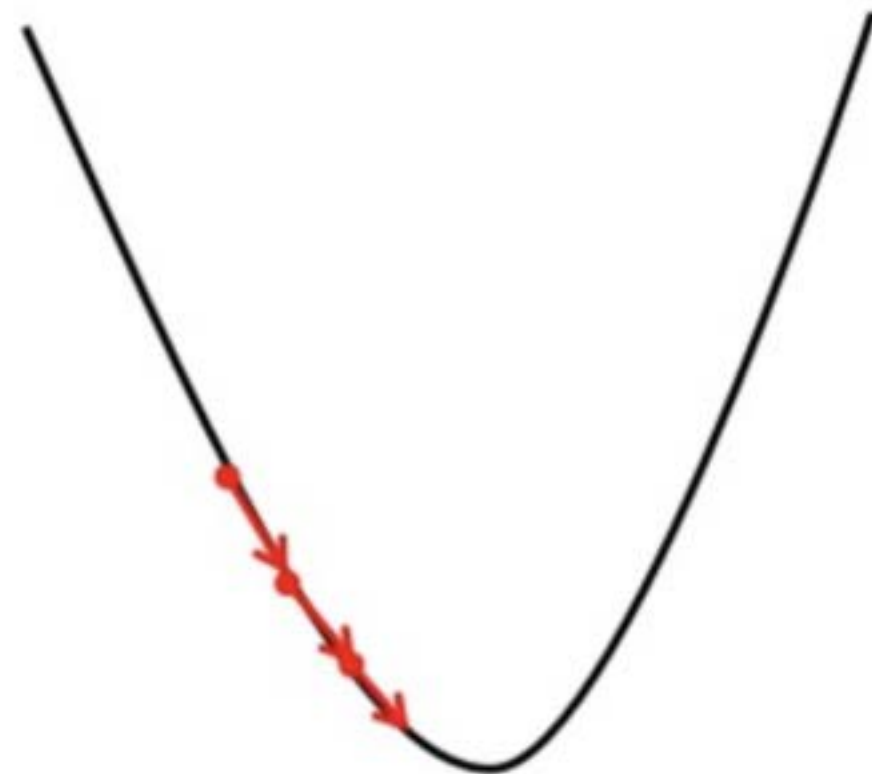
IK by optimization

Inverse kinematics: how to solve for $q = \{\theta_1, \dots, \theta_N\}$ from T^0_N ?

Big steps -> Aggressive



Small steps -> Conservative



Wait IK should give only the final robot configuration, isn't it?

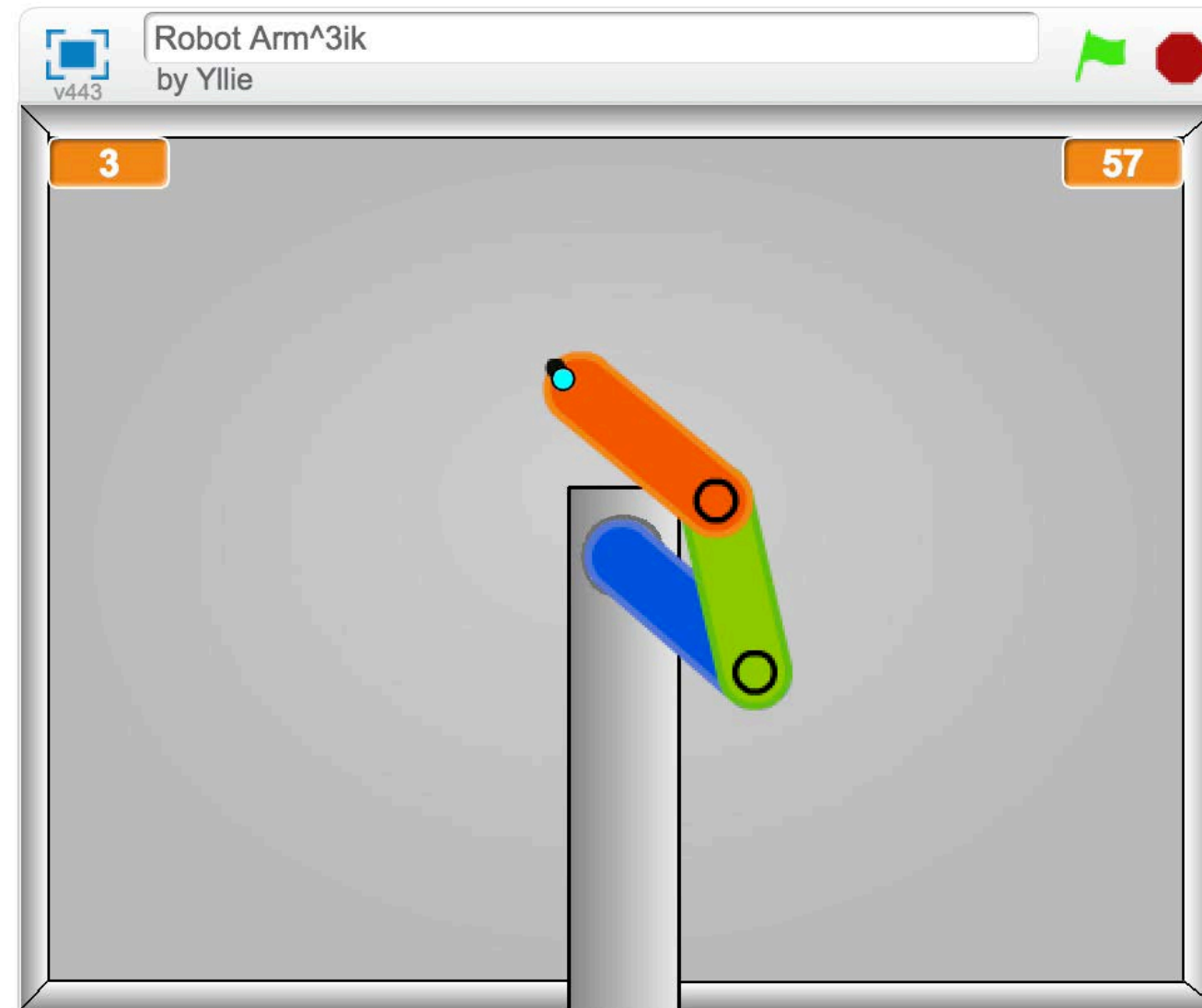
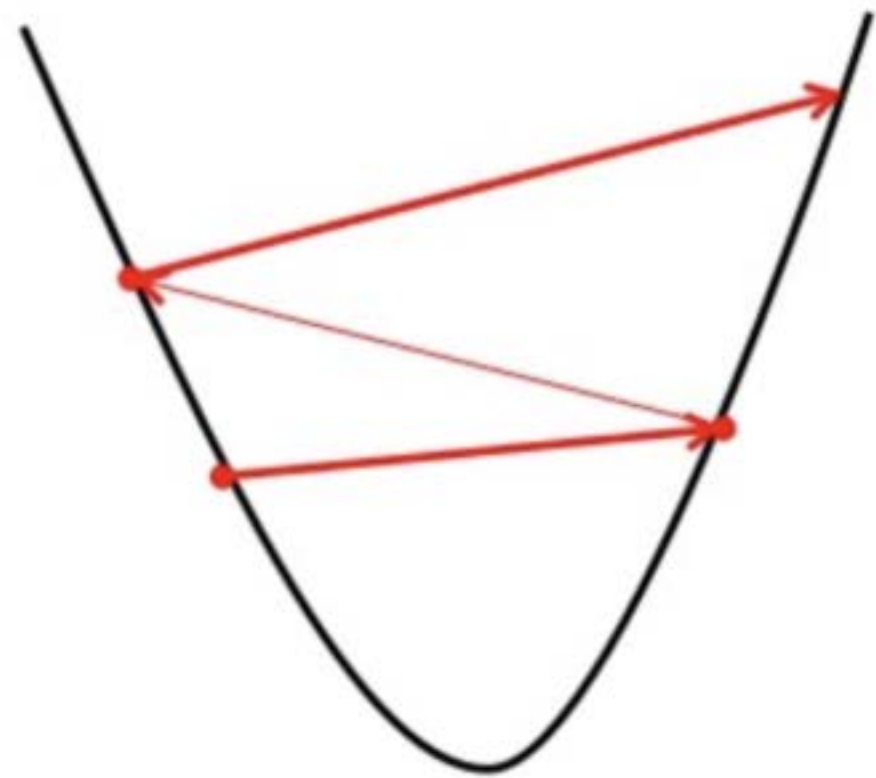
In these videos, we see the entire path from the initial configuration. What's going on?

These videos are *illustrating* the optimization steps

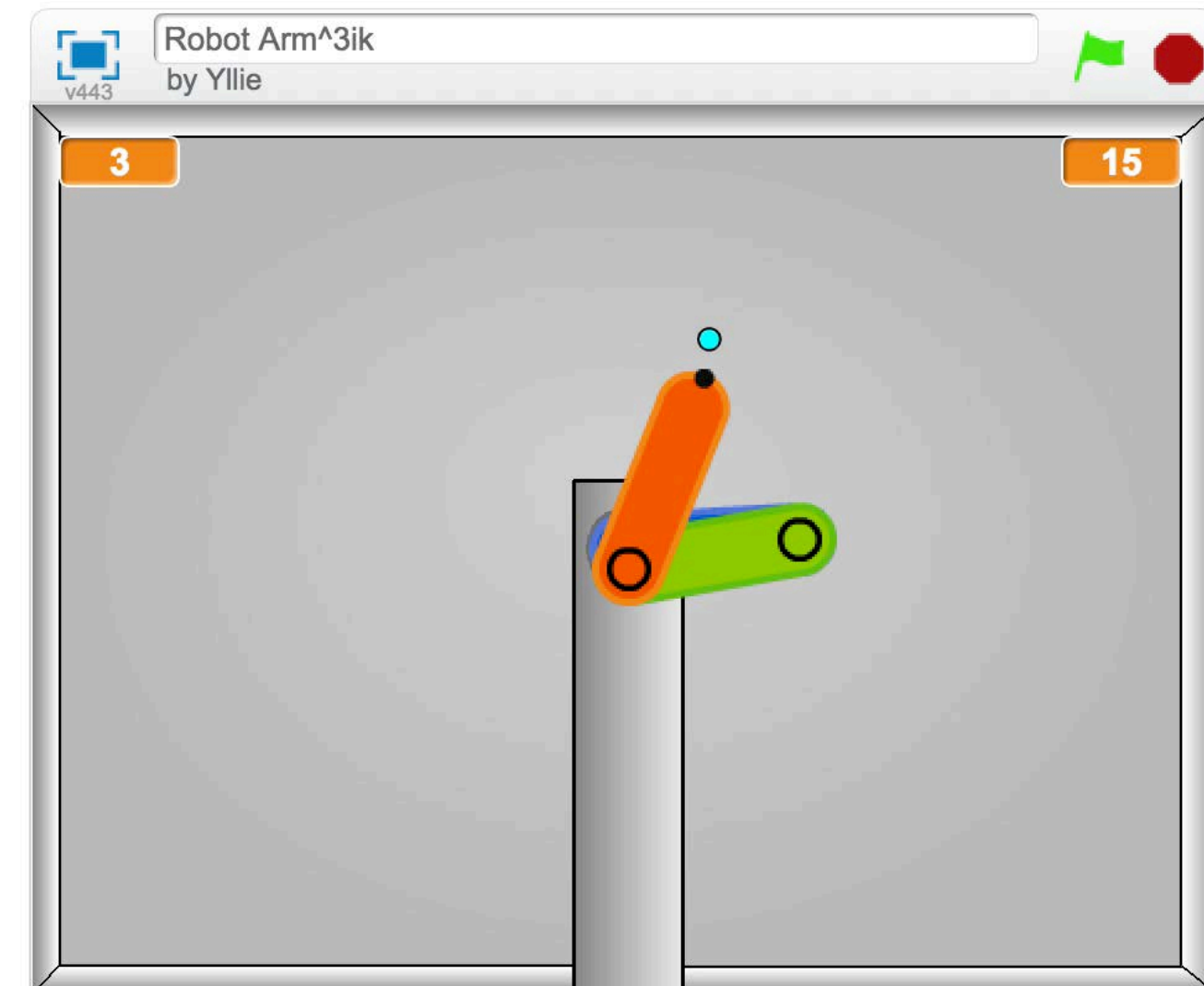
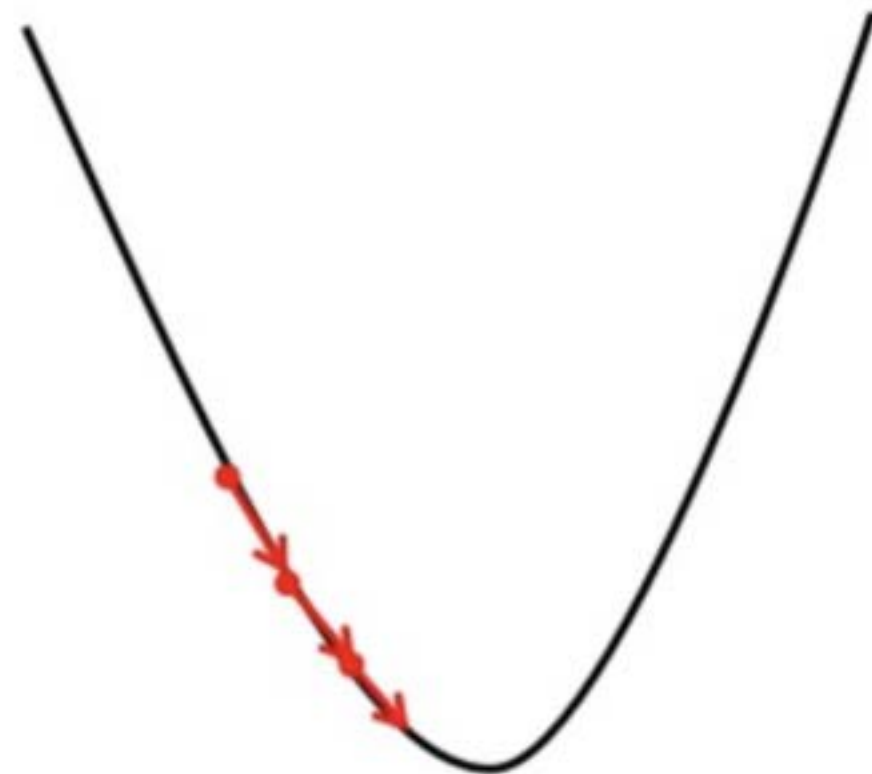
In practice, you will use the solution (q_{desired}) from the IK solver and invoke a motion planner that will plan a collision free trajectory/path to your solution

IK by optimization

Big steps -> Aggressive



Small steps -> Conservative



Inverse kinematics: how to solve for $q = \{\theta_1, \dots, \theta_N\}$ from T^0_N ?

Wait IK should give only the final robot configuration, isn't it?

In these videos, we see the entire path from the initial configuration. What's going on?

These videos are *illustrating* the optimization steps

$$q_{\text{desired}} = \text{IKSolver}(x_{\text{desired}})$$

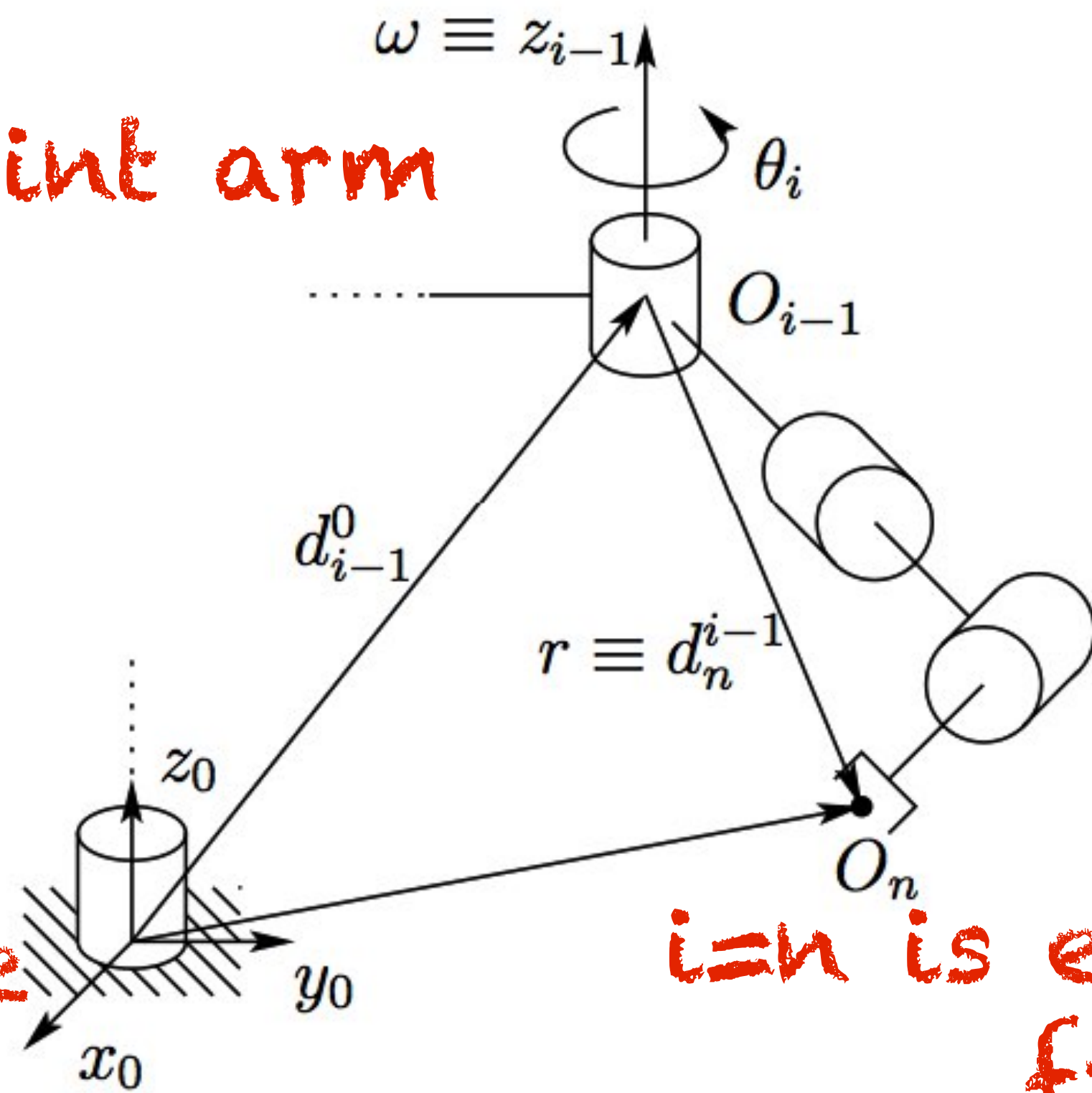
$$\text{Trajectory} = \text{MotionPlanner}(q_{\text{current}}, q_{\text{desired}})$$

We will talk about this in the future classes



Robot arm and its Jacobian

3D N-joint arm



$i=0$ is base frame

$i=n$ is endeffector frame

$i-1^{\text{th}}$ frame maps to i^{th} column (joint) in

The Jacobian

A $6 \times N$ matrix

$$J = [J_1 J_2 \cdots J_n]$$

Figure 5.1: Motion of the end-effector due to link i .

Robot arm and its Jacobian

Lets focus on $i-1^{\text{th}}$ frame

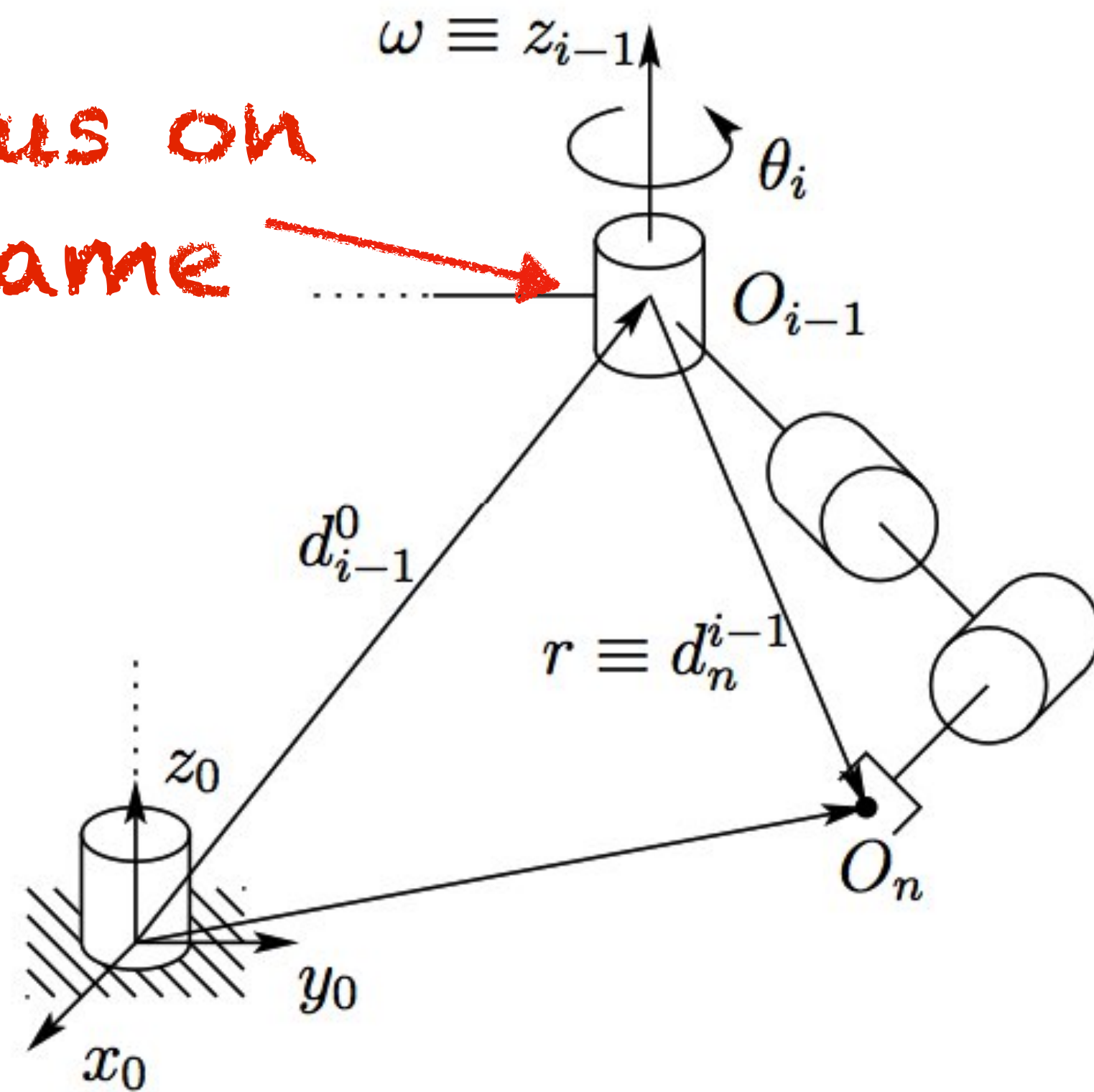


Figure 5.1: Motion of the end-effector due to link i .

$i-1^{\text{th}}$ frame maps to i^{th} column (joint) in

The Jacobian

A $6 \times N$ matrix

$$J = [J_1 J_2 \cdots J_n]$$

This will correspond to i^{th} column

Robot arm and its Jacobian

Lets focus on $i-1^{\text{th}}$ frame

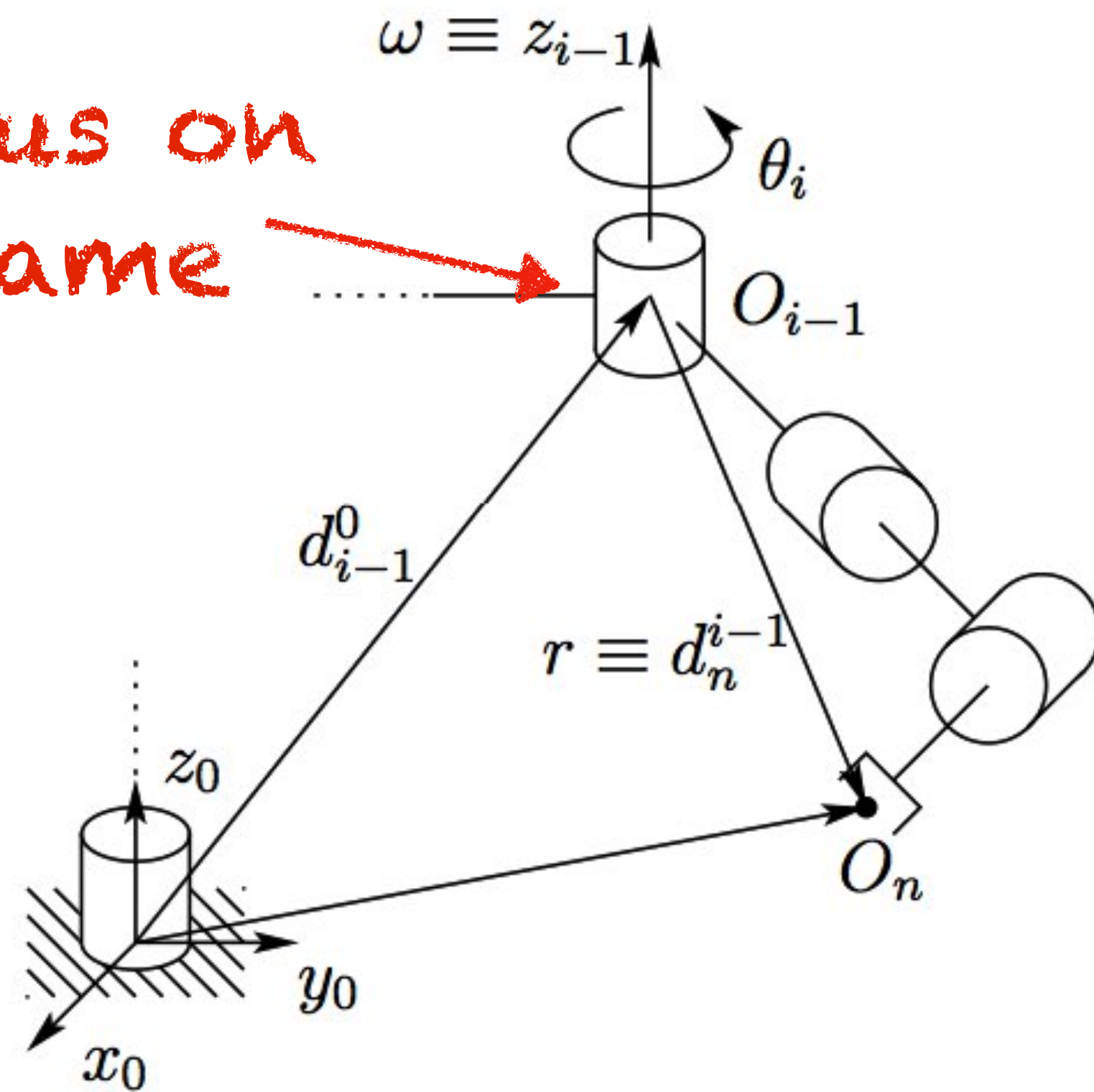


Figure 5.1: Motion of the end-effector due to link i .

J_i for a prismatic joint

$$J_i = \begin{bmatrix} z_{i-1} \\ 0 \end{bmatrix}$$

J_i for a rotational joint

$$J_i = \begin{bmatrix} z_{i-1} \times (o_n - o_{i-1}) \\ z_{i-1} \end{bmatrix}$$

$i-1^{\text{th}}$ frame maps to i^{th} column (joint) in

The Jacobian

A $6 \times N$ matrix

$$J = [J_1 J_2 \cdots J_n]$$

consisting of two $3 \times N$ matrices

$$J = \begin{bmatrix} J_v \\ J_\omega \end{bmatrix}$$

Robot arm and its Jacobian

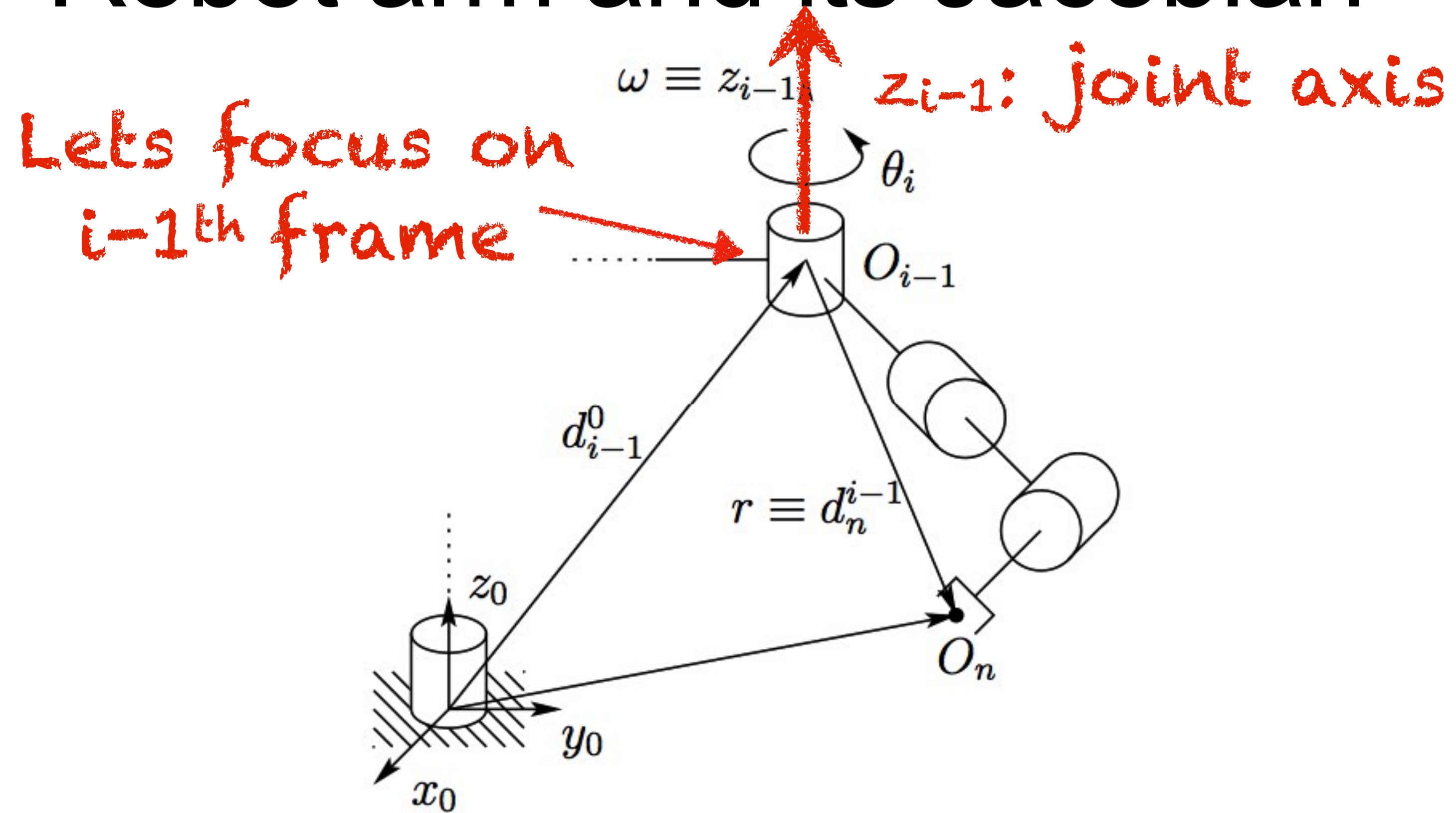


Figure 5.1: Motion of the end-effector due to link i .

If the i th joint is prismatic

J_i for a prismatic joint

$$J_i = \begin{bmatrix} z_{i-1} \\ 0 \end{bmatrix}$$

What is z_{i-1} capturing?

z_{i-1} is a 3x1 vector capturing the influence of this joint on the end-effector pose.

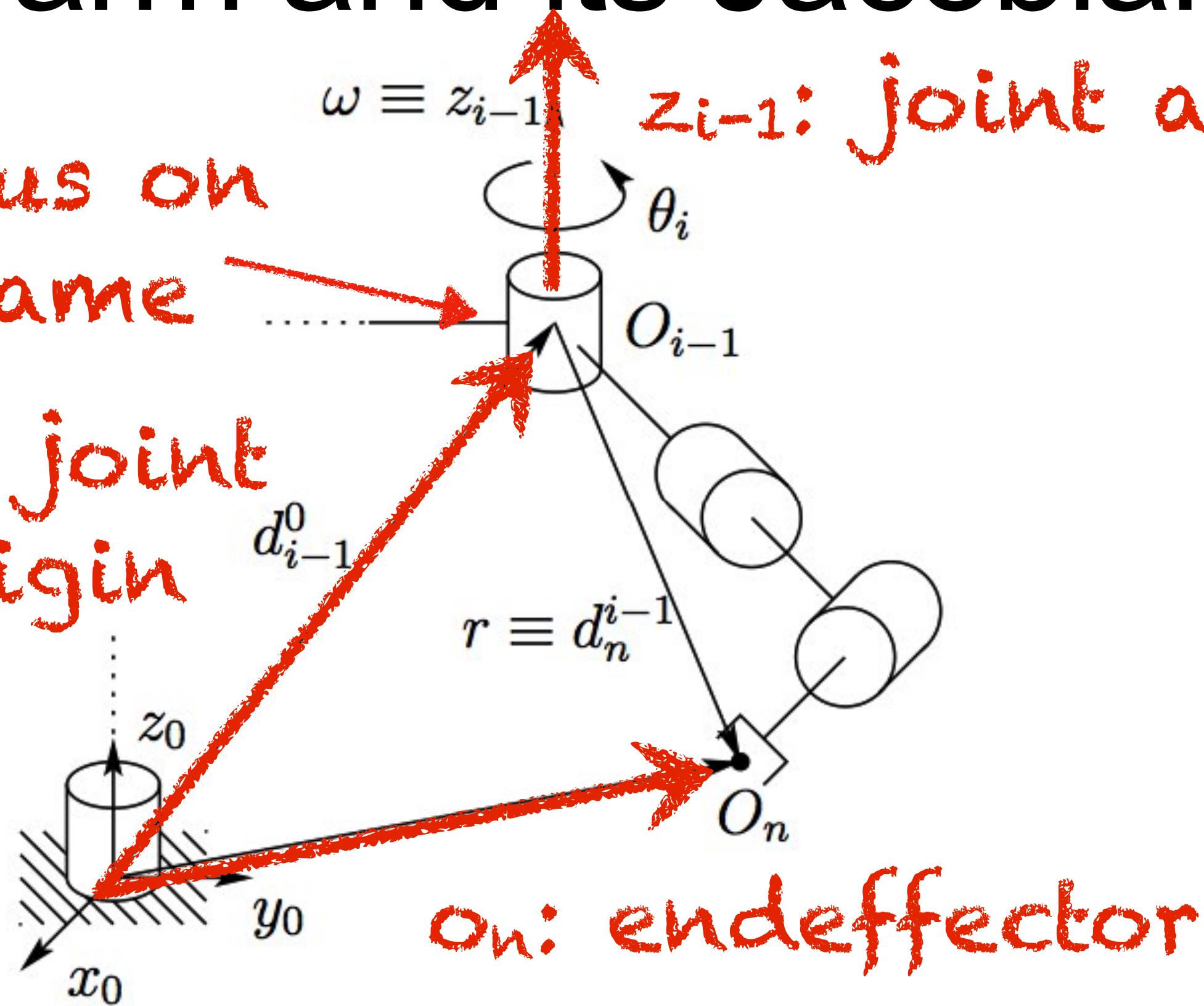
Only influences the translational (linear) component

Robot arm and its Jacobian

Lets focus on $i-1$ th frame

O_{i-1} : joint origin

$\omega \equiv z_{i-1}$ z_{i-1} : joint axis



O_n : endeffector

If the i th joint is prismatic

J_i for a rotational joint

$$J_i = \begin{bmatrix} z_{i-1} \times (O_n - O_{i-1}) \\ z_{i-1} \end{bmatrix}$$

What is $z_{i-1} \times (O_n - O_{i-1})$ capturing?

Figure 5.1: Motion of the end-effector due to link i .

vectors in base frame

Robot arm and its Jacobian

Lets focus on $i-1$ th frame

O_{i-1} : joint origin

$\omega \equiv z_{i-1}$ z_{i-1} : joint axis

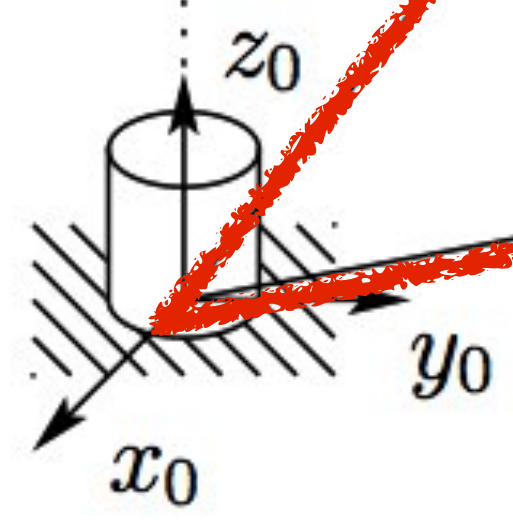
θ_i

O_{i-1}

d_{i-1}^0

$r \equiv d_n^{i-1}$

O_n : endeffector



vectors in base frame

If the i th joint is prismatic

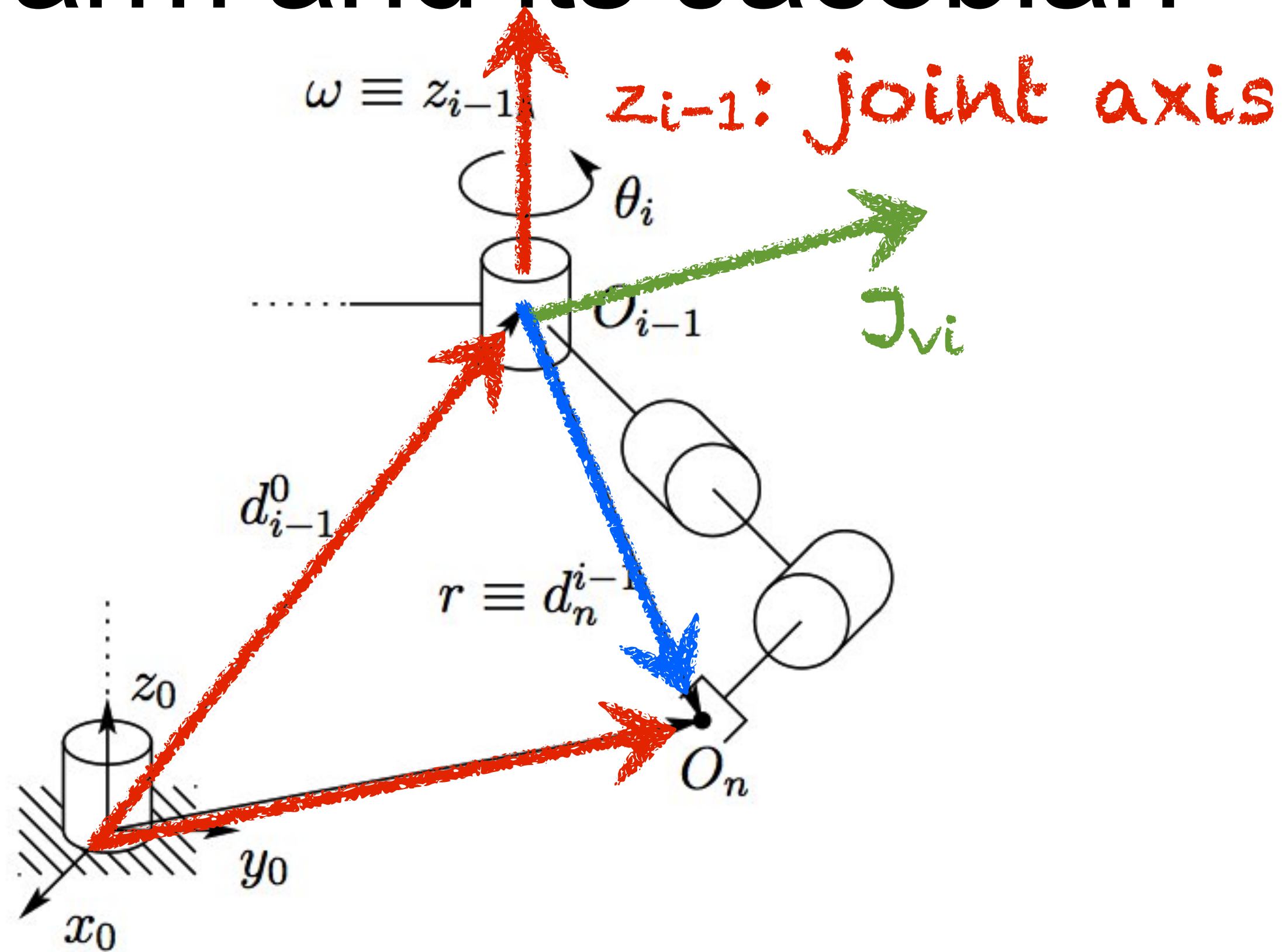
J_i for a rotational joint

$$J_i = \begin{bmatrix} z_{i-1} \times (O_n - O_{i-1}) \\ z_{i-1} \end{bmatrix}$$

What is $z_{i-1} \times (O_n - O_{i-1})$ capturing?

Figure 5.1: Motion of the end-effector due to link i .

Robot arm and its Jacobian



vectors in base frame

Figure 5.1: Motion of the end-effector due to link i .

If the i th joint is prismatic

J_i for a rotational joint

$$J_i = \begin{bmatrix} z_{i-1} \times (O_n - O_{i-1}) \\ z_{i-1} \end{bmatrix}$$

What is $z_{i-1} \times (O_n - O_{i-1})$ capturing?

The influence of this joint on the end-effector's translational component.

What is z_{i-1} capturing?

The influence of this joint on the end-effector's rotational component.

How to use this Jacobian for IK as optimization?

compute
endpoint
error

IK Procedure restated:

compute step
direction

$$\Delta \mathbf{x}_n = \mathbf{x}_d - \mathbf{x}_n$$

perform step
direction

$$\Delta \mathbf{q}_n = J(\mathbf{q}_n)^{-1} \Delta \mathbf{x}_n$$

repeat

$$\mathbf{q}_{n+1} = \mathbf{q}_n + \gamma \Delta \mathbf{q}_n$$

Check point:

How will you get \mathbf{x}_{n+1} given \mathbf{q}_{n+1} ?

How to use this Jacobian for IK as optimization?

compute
endpoint
error

IK Procedure restated:

compute step
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$$\Delta \mathbf{x}_n = \mathbf{x}_d - \mathbf{x}_n$$

perform step
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$$\Delta \mathbf{q}_n = J(\mathbf{q}_n)^{-1} \Delta \mathbf{x}_n$$

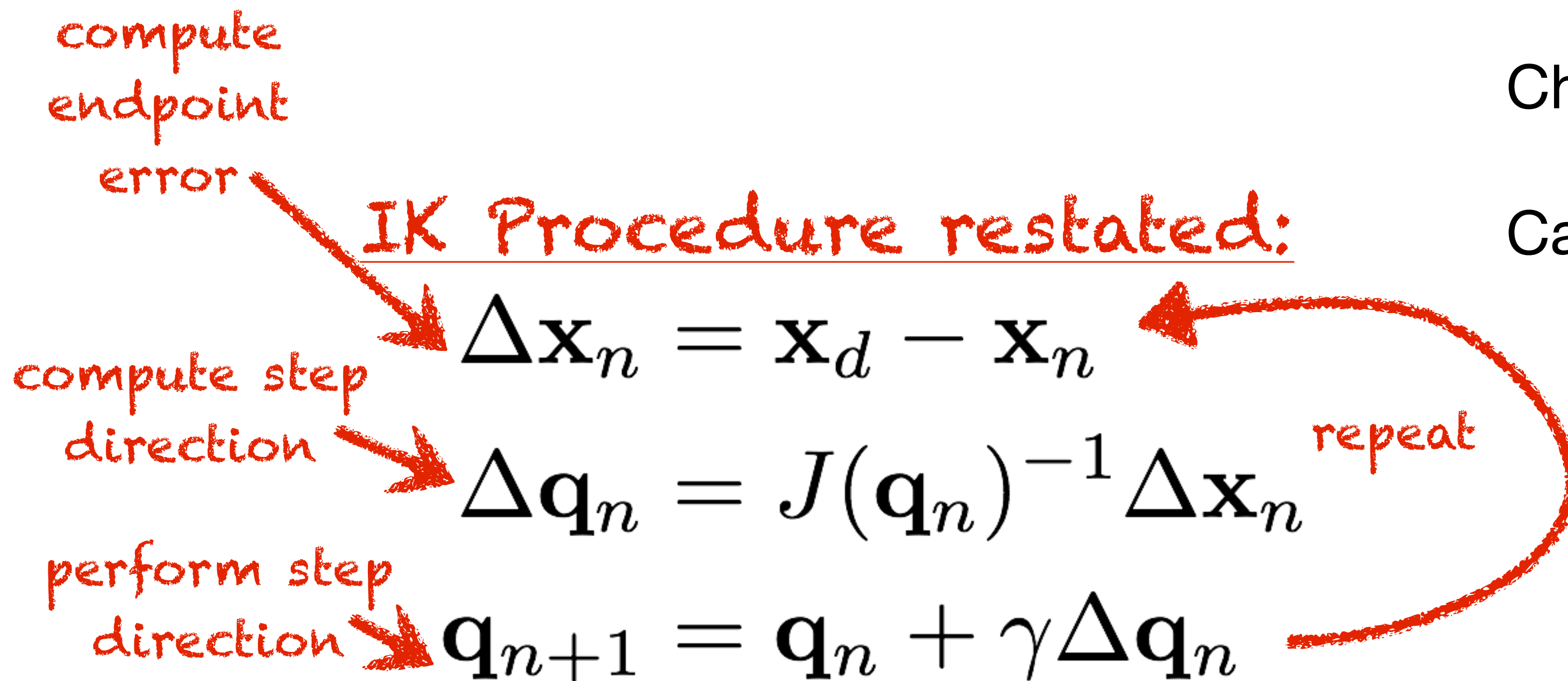
$$\mathbf{q}_{n+1} = \mathbf{q}_n + \gamma \Delta \mathbf{q}_n$$

repeat

Check point:

Can we compute the J^{-1} all the time?

How to use this Jacobian for IK as optimization?



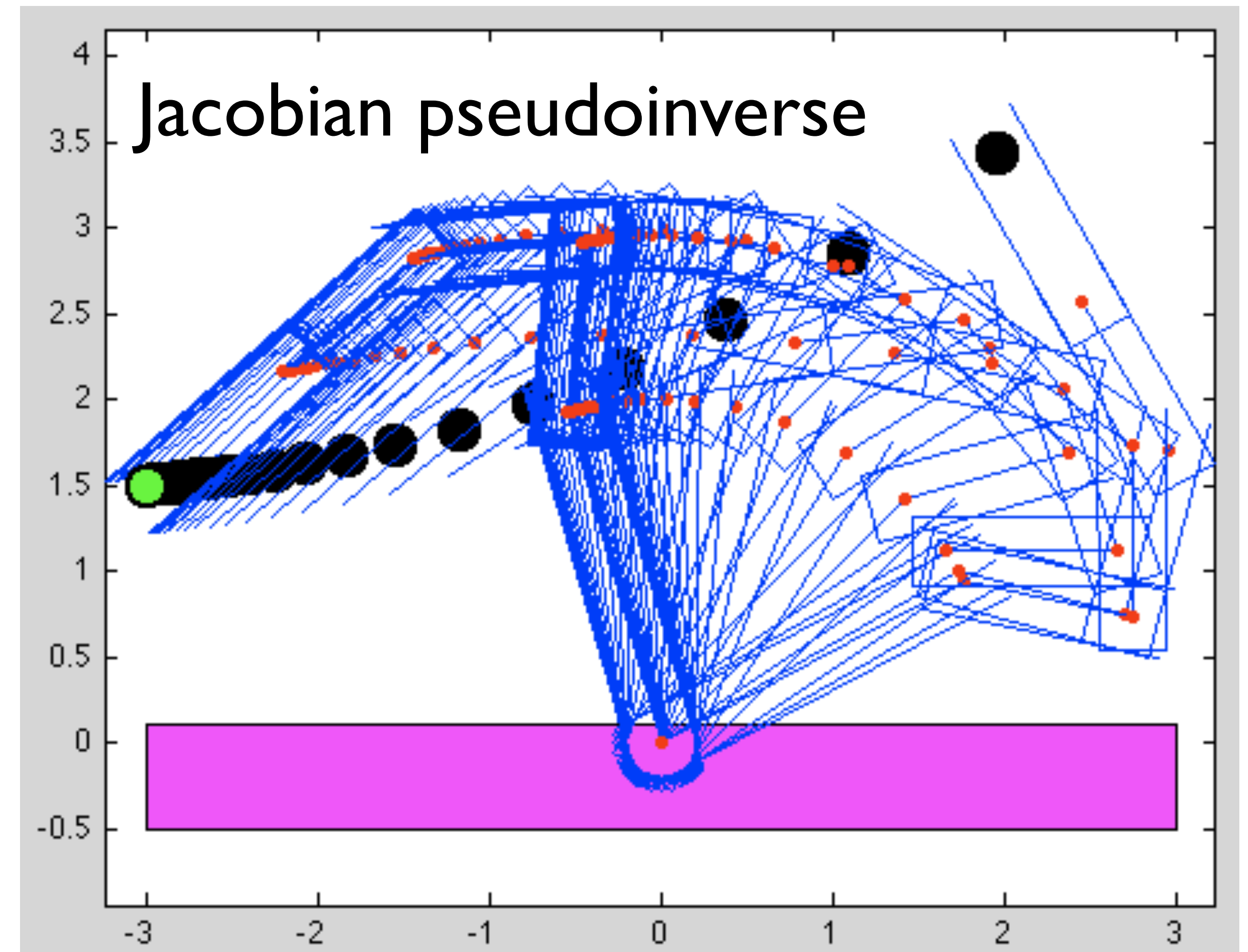
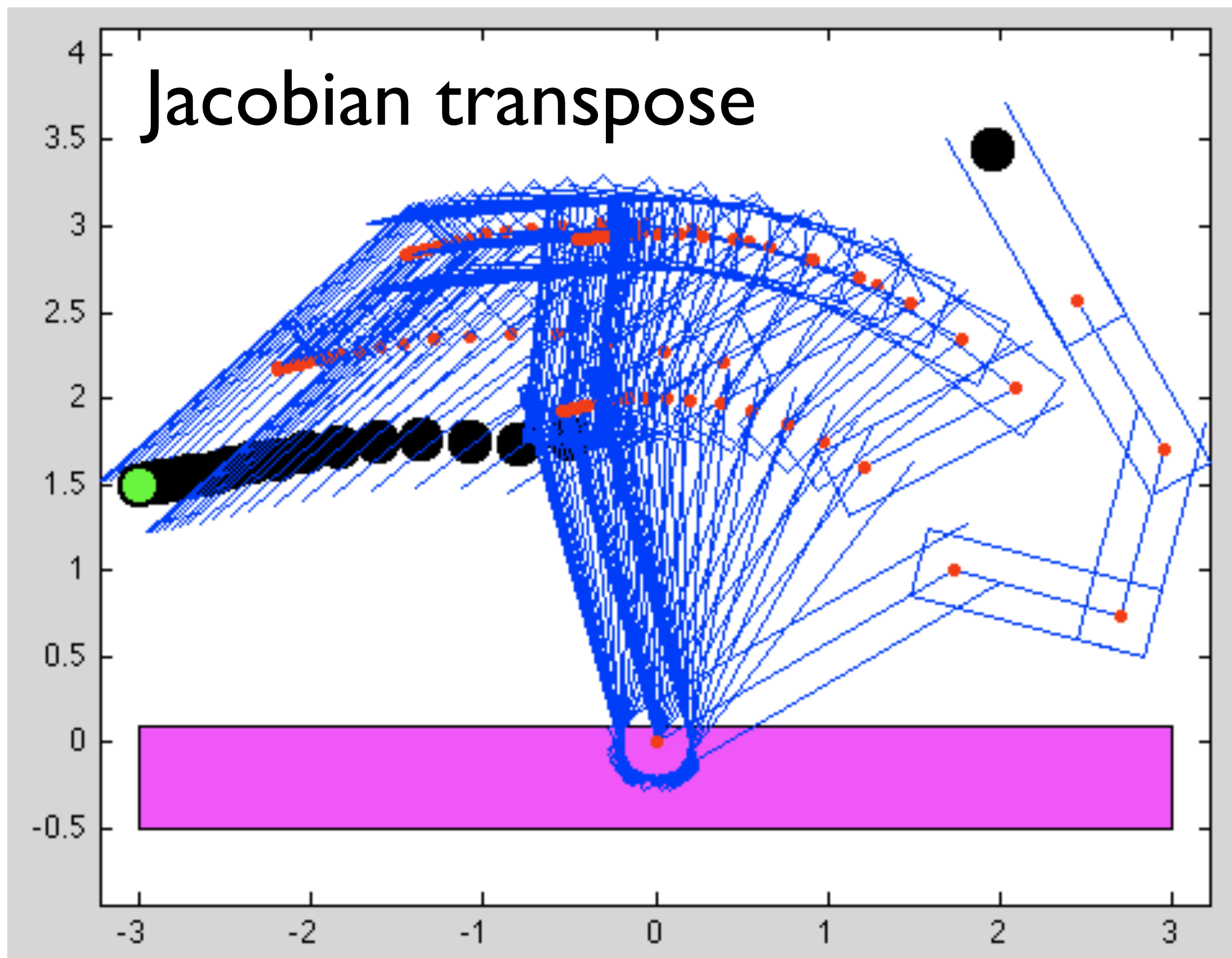
Check point:

Can we compute the J^{-1} all the time?

No

We can use
Jacobian pseudoinverse
or
Jacobian Transpose

Matlab 5-link arm example: Jacobian transpose



Manipulation New Frontiers

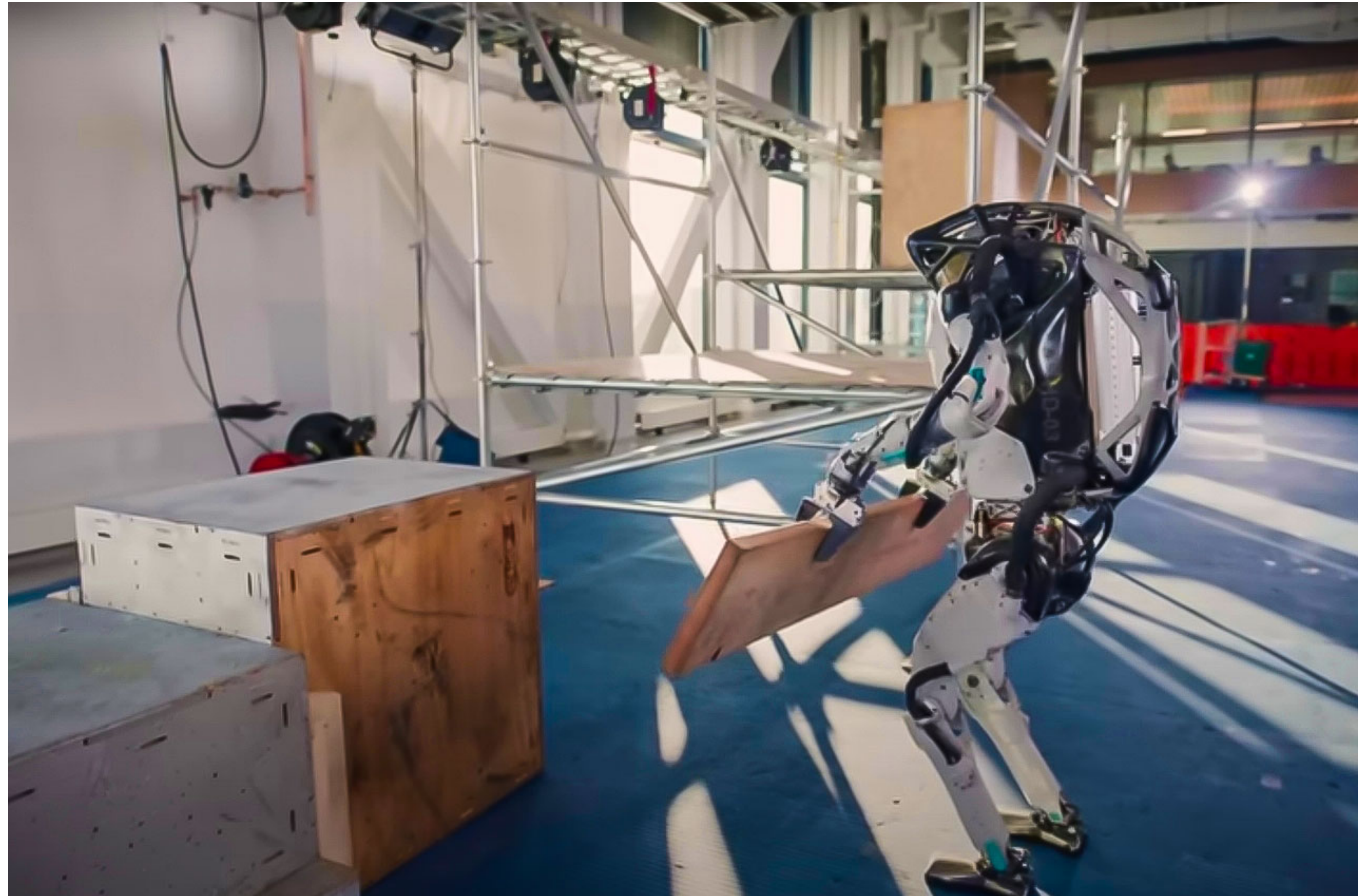


Image Credit - Boston Dynamics




Definition of Manipulation

Mason, Matthew T. "Toward robotic manipulation."
Annual Review of Control, Robotics, and Autonomous Systems 1 (2018): 1-28.

Carnegie Mellon University
Robotics Institute

ABOUT PEOPLE RESEARCH EDUCATION NEWS EVENTS NREC Q


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Statement	Research	Publications	Students/Affiliates
<p>I am formally retired at CMU, although still supervising students as they finish and graduate. Most of my activity has shifted to my position as Chief Scientist at Berkshire Grey.</p> <p>I work in robotics.</p> <p>The primary venue for my work is the Manipulation Lab (MLab).</p>			

AS01CH19_Mason ARI 19 February 2018 14:24



Annual Review of Control, Robotics, and Autonomous Systems

Toward Robotic Manipulation

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Annu. Rev. Control Robot. Auton. Syst. 2018. 1:19.1–19.28

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<https://doi.org/10.1146/annurev-control-060117-104848>

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Keywords
robot, manipulation, evolution, engineering

Abstract
This article surveys manipulation, including both biological and robotic manipulation. Biology inspires robotics and demonstrates aspects of manipulation that are far in the future of robotics. Robotics develops concepts and principles that become evident only in the creative process. Robotics also provides a test of our understanding. As Richard Feynman put it: "What I cannot create, I do not understand."

19.1

This lecture uses the structure and material from this review paper!



Definition of Manipulation

Very few definitions of manipulation appear in the robotics literature. A European research road map defined manipulation as “the function of utilising the characteristics of a grasped object to achieve a task” (1, p. 38). A NASA road-mapping effort yields the following: “Manipulation pertains to making an intentional change in the environment or to objects that are being manipulated” (2, p. 13). My own earlier attempt at defining manipulation was “using one’s hands to rearrange one’s environment” (3, p. 1). Rather than sorting the pros and cons of those definitions, let us apply the shotgun method and identify every approach that we can.



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Definition of Manipulation

Definition 1 (etymological). Manipulation refers to the activities performed by hands.

Definition 2 (genus/differentia, ends only). Manipulation is when an agent moves things other than itself.

Definition 3 (genus/differentia, ends and means). Manipulation is when an agent moves things other than itself through selective contact.

Definition 4 (bottom up). Manipulation is pick-and-place manipulation plus in-hand manipulation plus mechanical assembly plus. . . .

Definition 5. Manipulation refers to an agent's control of its environment through selective contact.

Mason, Matthew T. "Toward robotic manipulation." Annual Review of Control, Robotics, and Autonomous Systems 1 (2018): 1-28.



Animal Manipulation



Animal Manipulation



Smaller-scale manipulation exhibited by flagella and cilia
starting billion years ago

<https://makeagif.com/gif/flagella-cilia-VjpqAa>

Animal Manipulation

“The brain of an ant is one of the most marvellous atoms of matter in the world, perhaps more marvellous than the brain of man.” - Darwin



Intermediate-scale Manipulation Weaver ants ~20 million years ago

https://www.youtube.com/watch?v=1pkjpC4O_TM

Animal Manipulation

Intermediate-scale Manipulation Dung Beetle

Mobile Manipulation???



**Locomotion is a form of manipulation??
Duality Principle**

<https://cdn2.vectorstock.com/i/1000x1000/53/51/big-dung-beetle-that-pushes-dirty-ball-vector-19965351.jpg>
https://t3.ftcdn.net/jpg/01/62/59/04/360_F_162590489_5lcesYmIOK0RC4T4r5lydft8aQmpCwI7.jpg
<https://youtu.be/xNjytm6oCcQ>

Animal Manipulation



<https://www.youtube.com/watch?v=inFkERO30oM>

Animal Manipulation



<https://www.youtube.com/watch?v=YePKbjODrto>

Animal Manipulation



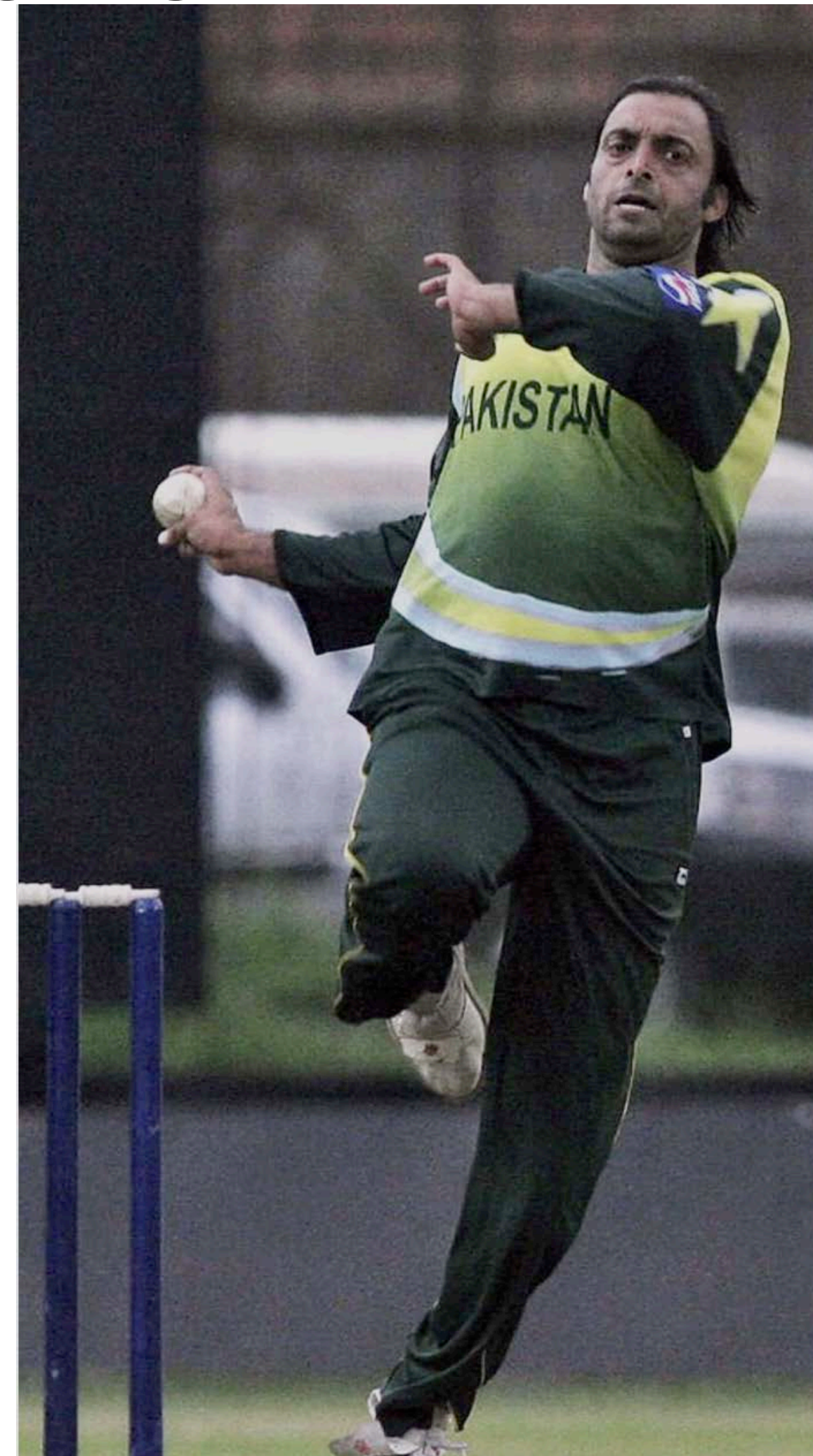
<https://www.youtube.com/watch?v=BXi3xJriGZY>

Animal Manipulation



<https://gifdb.com/images/high/insect-fly-rubbing-hands-tnpegh6d412vjafu.gif>

Human Manipulation



https://media.cnn.com/api/v1/images/stellar/prod/210807101343-restricted-01-neeraj-chopra-olympics-08-07-2021.jpg?q=w_2953,h_1984,x_0,y_0,c_fill

<https://www.espn.com/photo/shoab-akhtar-in-action-against-bangladesh-309353?objectId=306979>

https://media.gq.com/photos/5e30a0329d87db000817865a/master/w_1600%2Cc_limit/03-how-kobe-bryant-changed-sneaker-history-gq-january-2020.jpg



Human Manipulation



https://live.staticflickr.com/6086/6098540957_6bfd63d5d1_b.jpg



<https://qph.cf2.quoracdn.net/main-qimg-3252de8ffb3474dd57f5a534d343a7c3-lq>

Human Manipulation



Figure 2

Examples of human manipulation. (a) Throwing a baseball. (b) Knapping a stone tool. (c) Folding origami. (d) Cutting a potato. (e) Bimanual manipulation of a potato while the knife is parked in an ulnar grasp. (f) Pushing potato slices with a knife and spread fingers. Panel a from video (<https://youtu.be/jZKvJY6gDfg>) by Power Drive Performance (<http://www.pitcherspowerdrive.com>), reproduced with permission. Panel b by Helen Beare (<https://australianmuseum.net.au/image/stone-tools-initial-reduction-flaking>), reproduced with permission from the Australian Museum. Panel c from video by YouTube user kiwiwhispers ASMR (<https://youtu.be/SNfLEnnP6Nc>), reproduced with permission. Panels d-f adapted from frames of *The French Chef* (28).

Figure from - Mason, Matthew T. "Toward robotic manipulation." *Annual Review of Control, Robotics, and Autonomous Systems* 1 (2018): 1-28.

Elements of Robotic Manipulation

- Programmed Motion
- Compliant Motion
- Structured pick-and-place manipulation
- Unstructured pick-and-place manipulation
 - Path planning
 - General-purpose grippers
 - Grasp and placement pose planning
- Assembly and task mechanics
- In-hand Manipulation
- Nonprehensile Manipulation
- Whole-X Manipulation



Programmed Motion

- Rests on the developments in motors, transmissions, encoders, kinematics, mechanism design, dynamic modeling and control

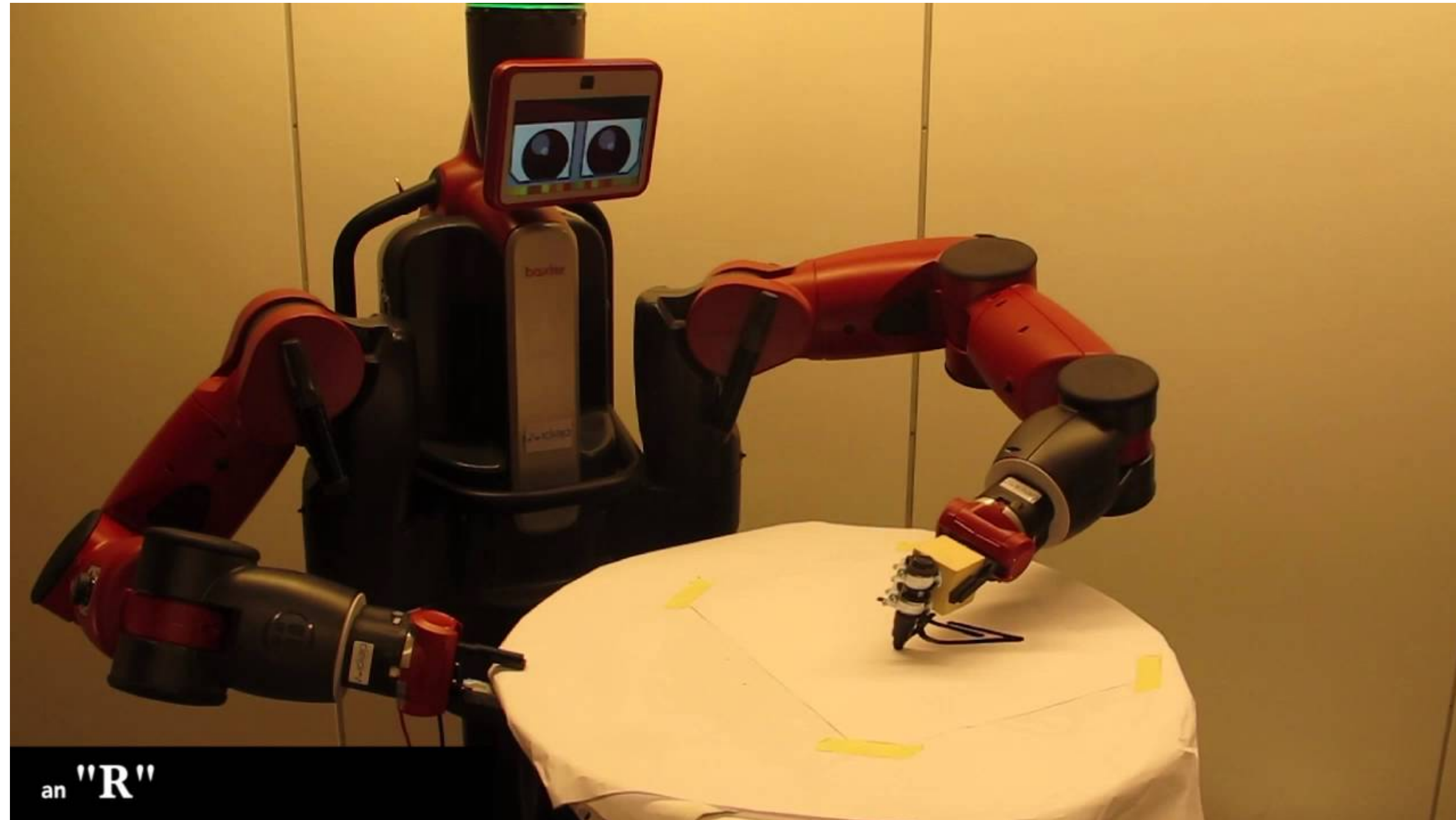


<https://www.therobotreport.com/wp-content/uploads/2023/03/kuka-robots-cars.jpg>



Compliant Motion

- Context of teleoperation
- Hybrid-position/force control
- Impedance control



<https://www.youtube.com/watch?app=desktop&v=KU--TOMDDFU>

Structured pick-and-place manipulation

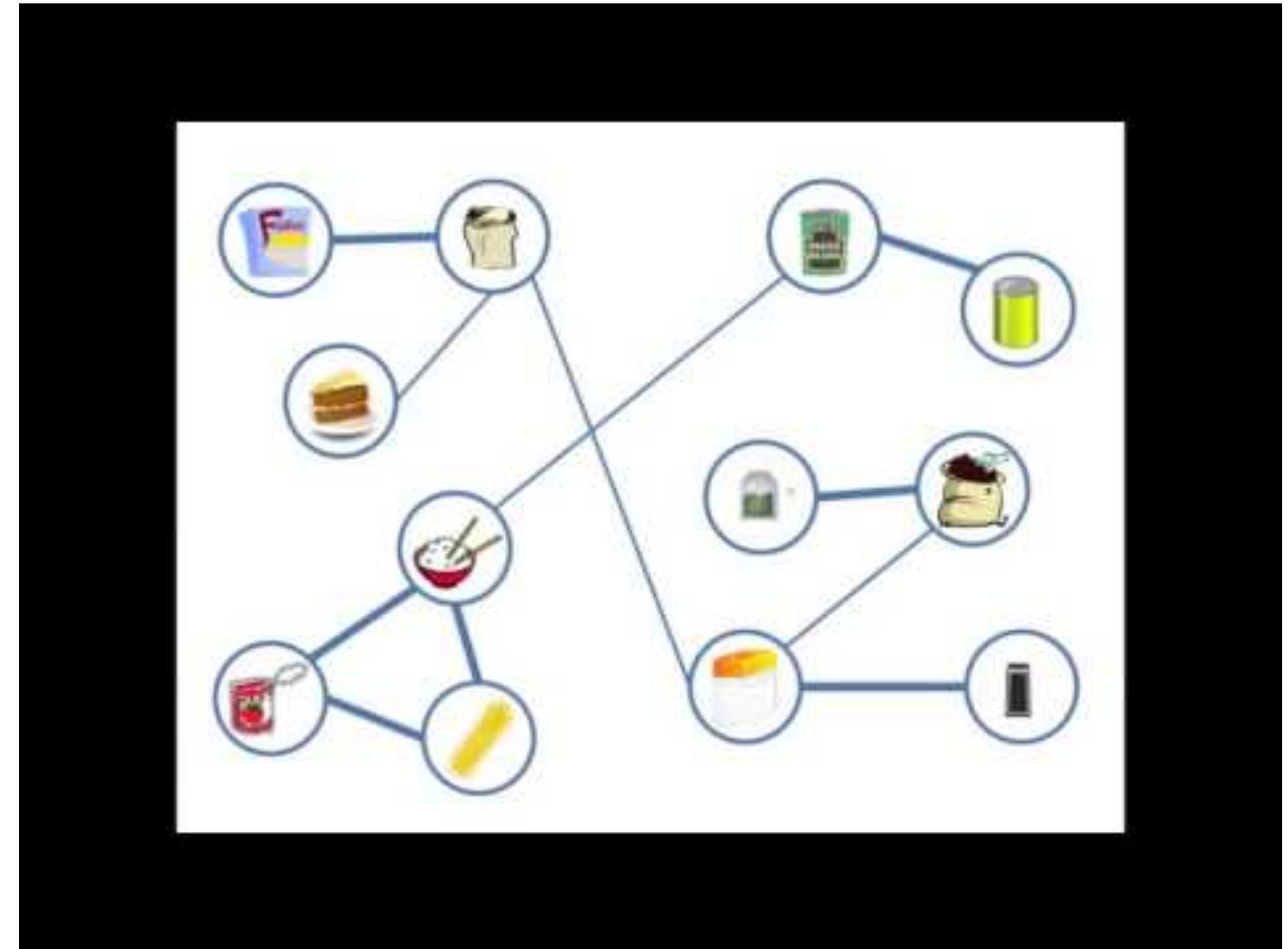
- Moving a sequence of objects one at a time from one place to another.
- Structured environment and scenario
 - Objects are identical
 - Motion is repetitive
 - Gripper design and motion programming is done offline.



<https://youtu.be/wg8YYuLLoM0?feature=shared&t=80>

Unstructured pick-and-place manipulation

- Planning software to produce arm motions
- Grippers that can handle a broad range of objects
- Grasp pose planning
- Stable placement pose planning

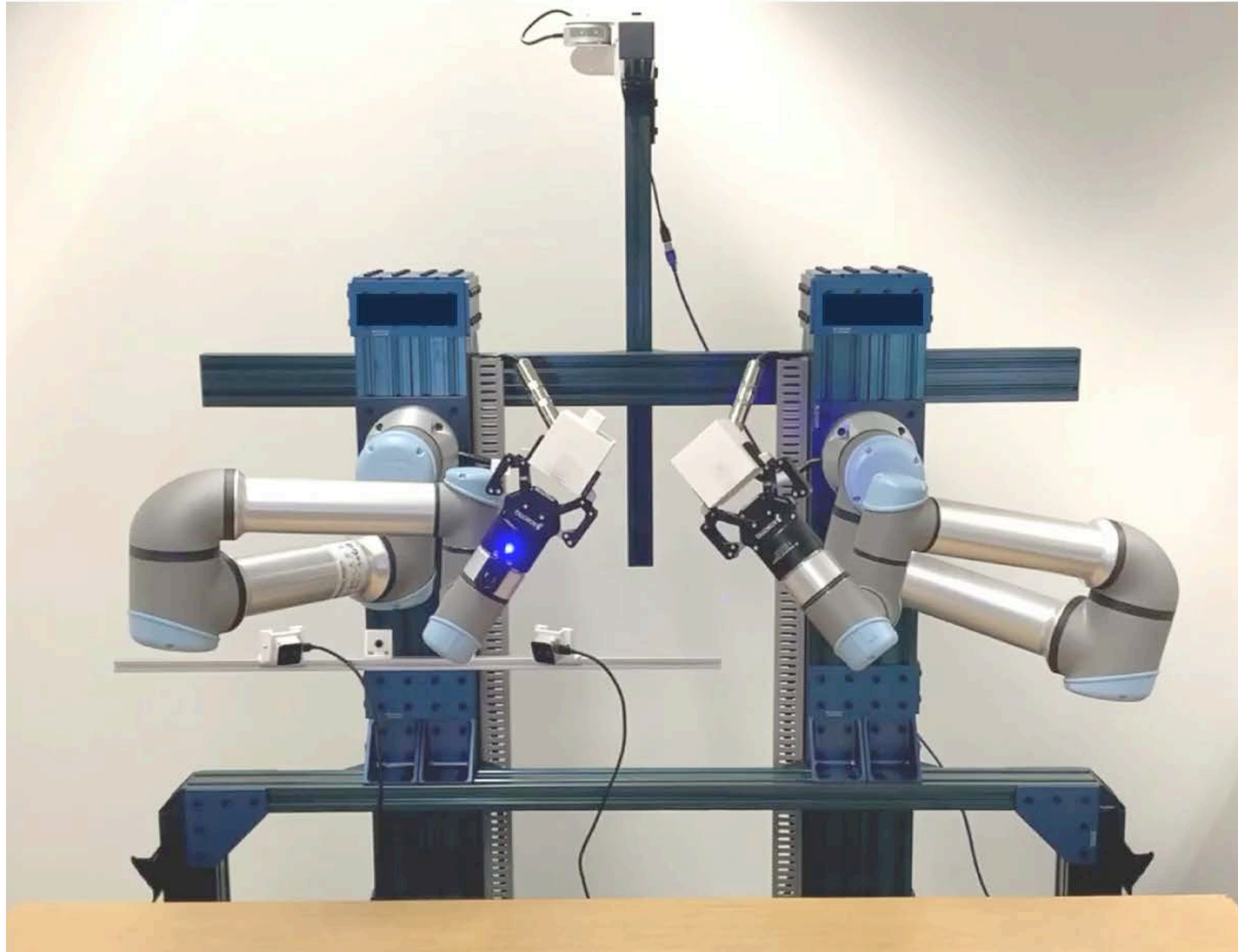


Abdo, Nichola, Cyrill Stachniss, Luciano Spinello, and Wolfram Burgard. "Organizing objects by predicting user preferences through collaborative filtering." *The International Journal of Robotics Research* 35, no. 13 (2016): 1587-1608.

https://www.youtube.com/watch?app=desktop&v=_icB8QcycMM

Robotic Assembly Task

Task: Geometry Informed Object Assembly

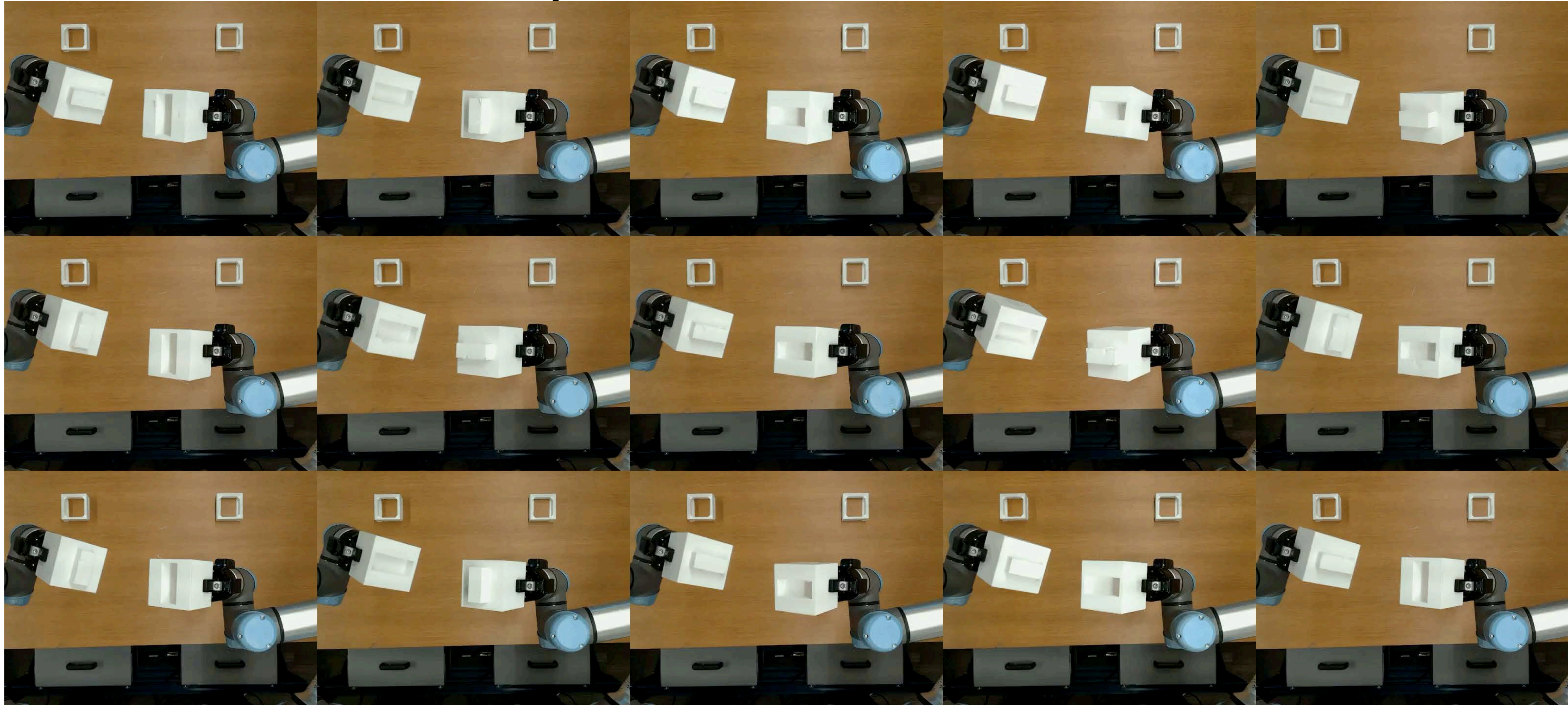


Chahyon Ku, Carl Winge, Ryan Diaz, Wentao Yuan, Karthik Desingh

"Evaluating Robustness of Visual Representations for Object Assembly Task Requiring Spatio-Geometrical Reasoning," ICRA 2024.



Robotic Assembly Task



Chahyon Ku, Carl Winge, Ryan Diaz, Wentao Yuan, Karthik Desingh

"Evaluating Robustness of Visual Representations for Object Assembly Task Requiring Spatio-Geometrical Reasoning," ICRA 2024.



In-hand Manipulation



Chen, Tao, Jie Xu, and Pulkit Agrawal. "A system for general in-hand object re-orientation." In *Conference on Robot Learning*, pp. 297-307. PMLR, 2022.

Whole-body manipulation



Kindle, Julien, Fadri Furrer, Tonci Novkovic, Jen Jen Chung, Roland Siegwart, and Juan Nieto. "Whole-body control of a mobile manipulator using end-to-end reinforcement learning." *arXiv preprint arXiv:2003.02637* (2020).
<https://www.youtube.com/watch?v=3qobNCMUMV4>

Grasping for Mobile Manipulation



Xun Tu, Karthik Desingh, "SuperQ-GRASP: Superquadrics-based Grasp Pose Estimation on Larger Objects for Mobile-Manipulation," Accepted ICRA 2025
Video: https://youtu.be/CL_qik_k8c?feature=shared and **Project page:** <https://rpm-lab-umn.github.io/superq-grasp-webpage/>

Taxonomy of Grasps

Opp: VF:	Power					Intermediate			Precision					
	Palm		Pad			Side			Pad			Side		
	3-5	2-5	2	2-3	2-4	2-5	2	3	3-4	2	2-3	2-4	2-5	3
Thumb Abducted		1: Large Diameter 2: Small Diameter 3: Medium Wrap 10: Power Disk 11: Power Sphere 	31: Ring 	28: Sphere 3 Finger 	18: Extension Type 26: Sphere 4-Finger 	19: Distal Type 	23: Adduction Grip 		21: Tripod Variation 	9: Palmar Pinch 24: Tip Pinch 33: Inferior Pincer 	8: Prismatic 2 Finger 14: Tripod 	7: Prismatic 3 Finger 27: Quadpod 	6: Prismatic 4 Finger 12: Precision Disk 13: Precision Sphere 	20: Writing Tripod
Thumb Adducted	17: Index Finger Extension 	4: Adducted Thumb 5: Light Tool 15: Fixed Hook 30: Palmar 					16: Lateral 29: Stick 32: Ventral 	25: Lateral Tripod 					22: Parallel Extension 	

Fig. 4. GRASP taxonomy that incorporates all previous grasp classifications. The grasps are classified in the columns according to their assignment into power, intermediate and precision grasp, the opposition type, and the VF assignment. The assignment of the rows is done by the position of the thumb that can be in an abducted or adducted position.

Why is robot manipulation challenging?

- Mechanism
- Perception
- Modeling and Control
- Planning
- Uncertainty

Future research challenges

1. Is there a fundamental and precise metric for comparing manipulative behaviors, or for comparing tasks, that would provide a basis for measuring progress in the field?
2. How can we best take advantage of advances in machine learning to advance our understanding and improve our technology?
3. How do we develop the adaptability, robustness, and breadth of behaviors exhibited by animals and humans?

Last couple of years!

**FIGURE 01 + OPENAI
SPEECH-TO-SPEECH REASONING**



Last couple of years!



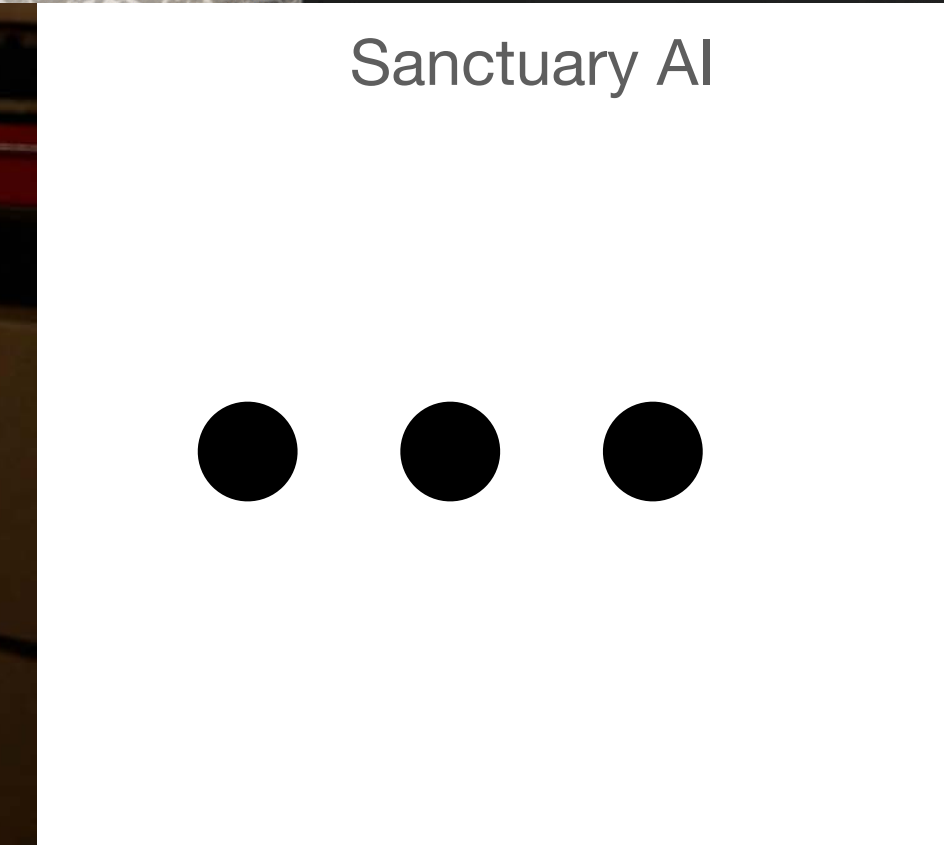
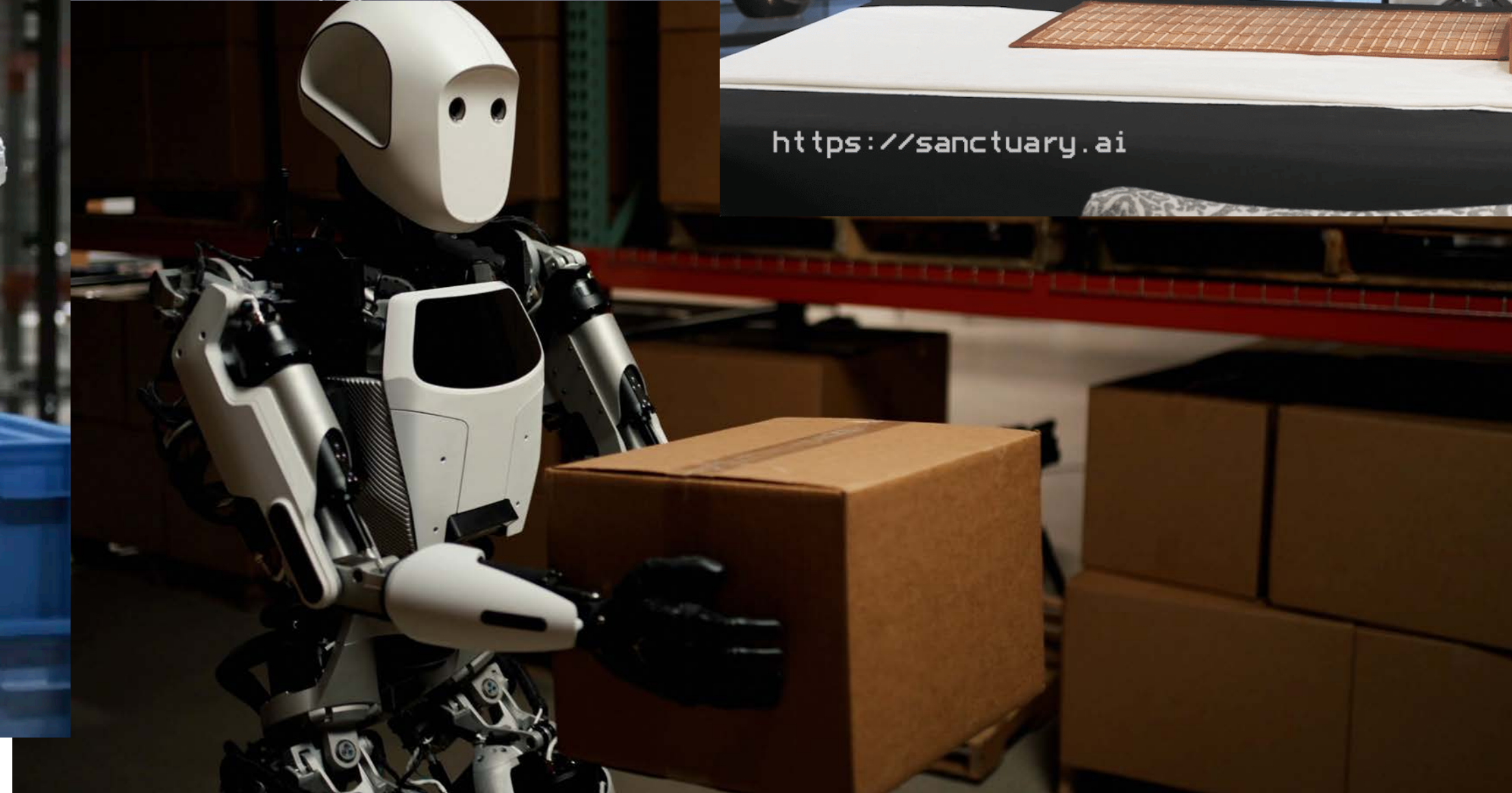
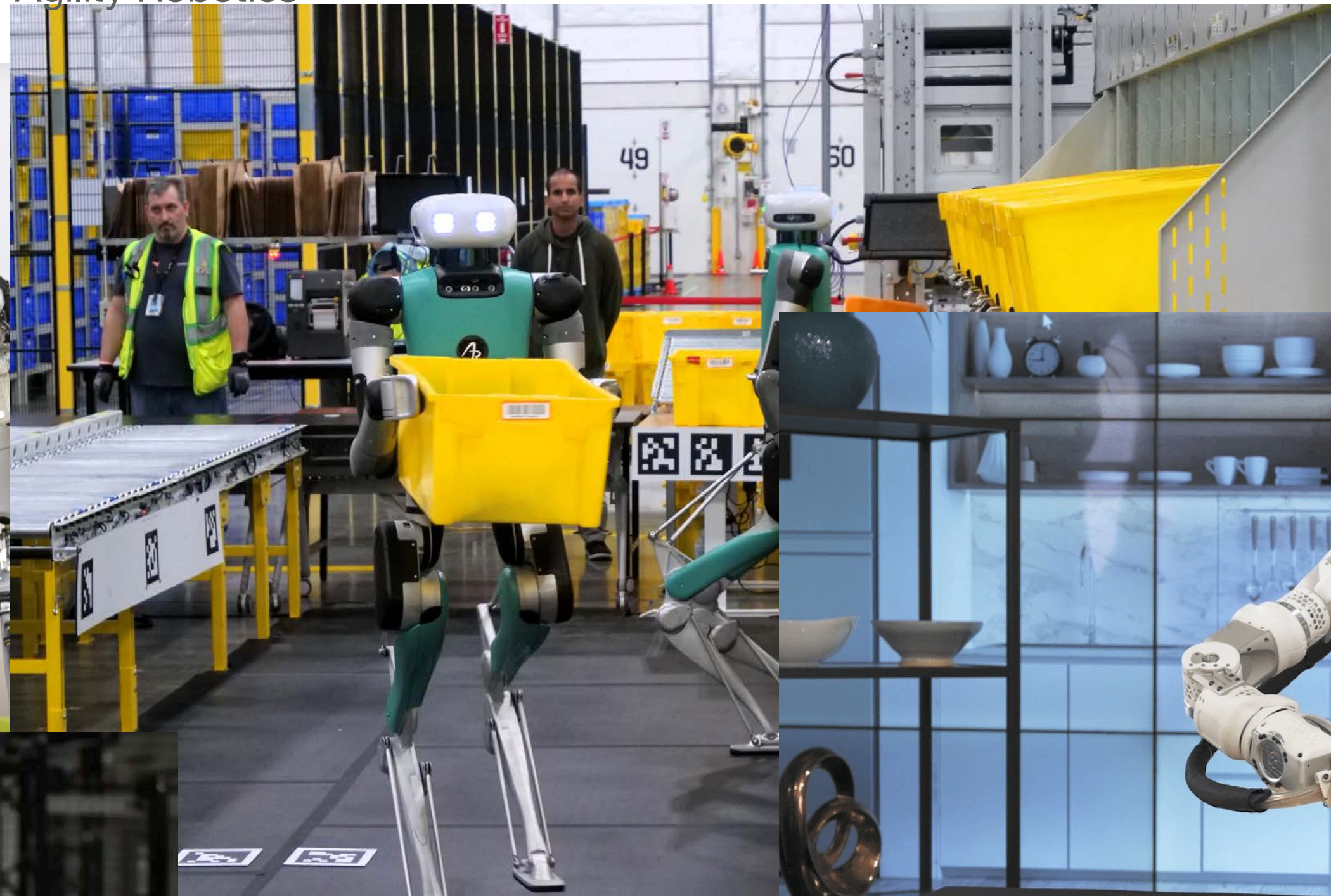


Figure 01

Apronik



Next lecture: Planning

