

Industry4.0@HEPTech 2018  
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# Modelling of locomotion robotic mechanisms using geometric mechanics methods

ING. ERIK PRADA, PHD.

[erik.prada@ztsvvu.eu](mailto:erik.prada@ztsvvu.eu)



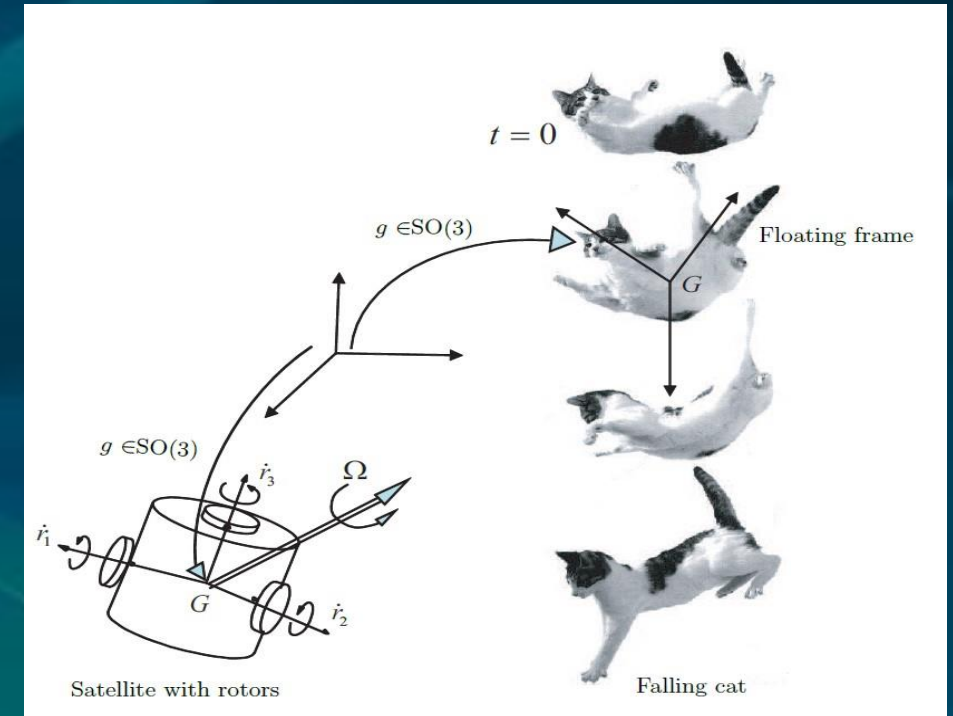
ZTS VVÚ KOŠICE a.s.  
Južná trieda 95  
041 24 Košice

Tel.: +421 / 55 / 6834 111  
Fax: +421 / 55 / 6834 217  
E-mail: [market@ztsvvu.eu](mailto:market@ztsvvu.eu)  
GPS pozícia: N: 48° 42' 10,746" (48,702985)  
E: 21° 15' 40,5324" (21,92554)



# WHAT IS GEOMETRIC MECHANICS ?

- Geometric mechanics is a branch of mathematics applying particular geometric methods to many areas of mechanics, from mechanics of particles and rigid bodies to fluid mechanics to control theory.
- Geometric mechanics applies principally to systems for which the configuration space is a Lie group, or a group of diffeomorphisms, or more generally where some aspect of the configuration space has this group structure.
- For example, the configuration space of a rigid body such as a satellite is the group of Euclidean motions (translations and rotations in space).

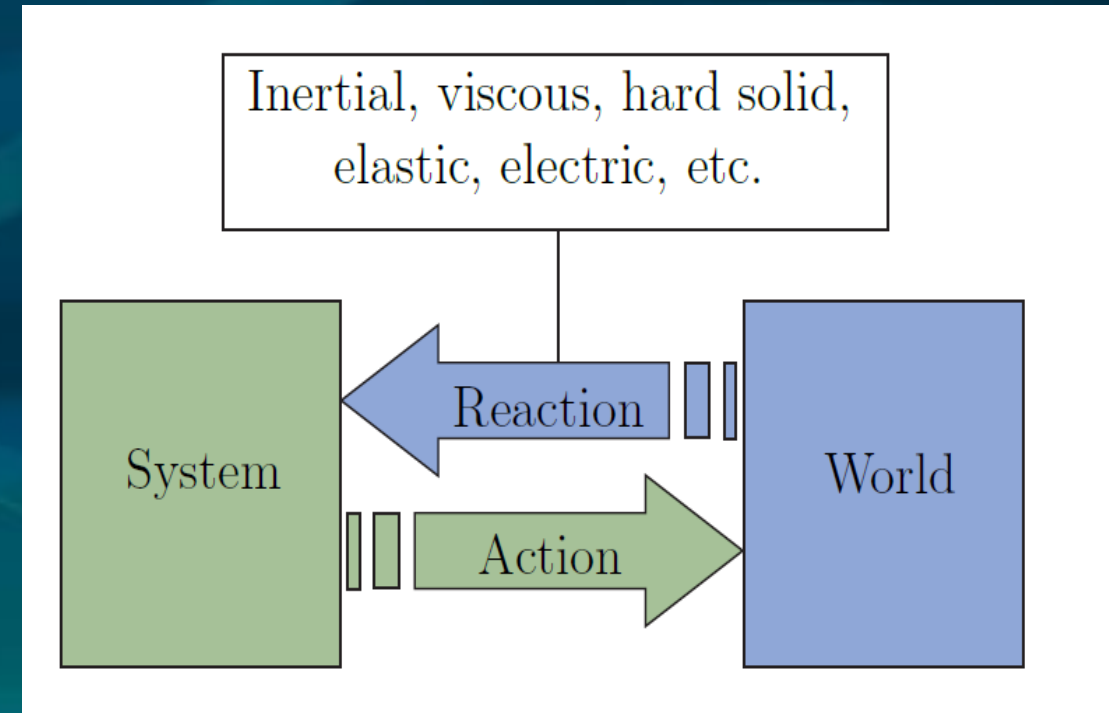


# WHAT IS LOCOMOTION ?

- Animal locomotion is the study of how animals move in the world
- Locomotion is the ability to move from place to place in 3D space

For a system, either natural or artificial, the locomotion can be defined more precisely as follows:

- **"The process of producing net (overall) displacement (motion) of a system through internal shape changes (deformations) and interaction with the external world."**





# PRINCIPLES OF BIOMIMETIC LOCOMOTION

NON-HOLONOMIC  
CONSTRAINTS



FLUID MECHANICAL  
CONSTRAINTS



VISCOUS  
CONSTRAINTS



PIECEWISE HOLONOMIC  
CONSTRAINTS



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# (CONVENTIONAL) LAGRANGIAN MECHANICS

$L(q, \dot{q})$  = System Lagrangian (kinetic – potential energy)

$$\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{q}^i} \right) - \frac{\partial L}{\partial q^i} + \lambda_j \omega_i^j = \tau_i$$

$$\omega_j^i(q) \dot{q}^j = 0 \quad i = 1, \dots, k$$

velocity constraints

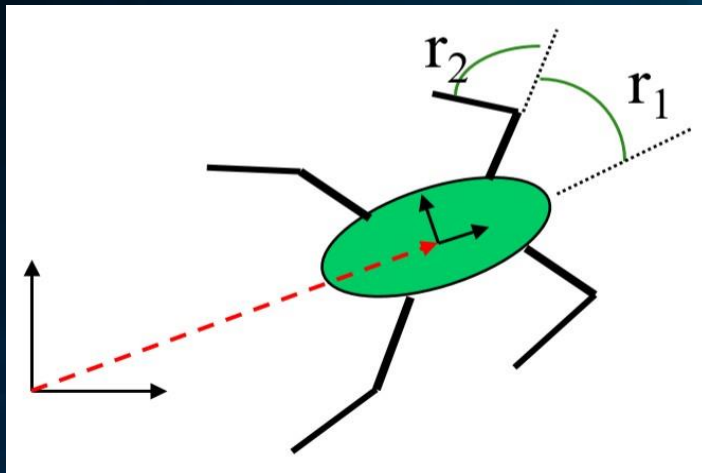
In analytical mechanics, these constraints was input into motion equations using Lagrange multipliers.

- This system contains  $\mathbf{n}$  differential equations of the 2nd order and  $\mathbf{k}$  first order differential equations,  $\mathbf{n}$  is the dimension of the configuration space (number of degrees of freedom) and  $\mathbf{k}$  is the number of non-holonomic conditions.
- Often, physical intuition is lost and that mean we do not see suitable pattern the structure of differential equations inside.



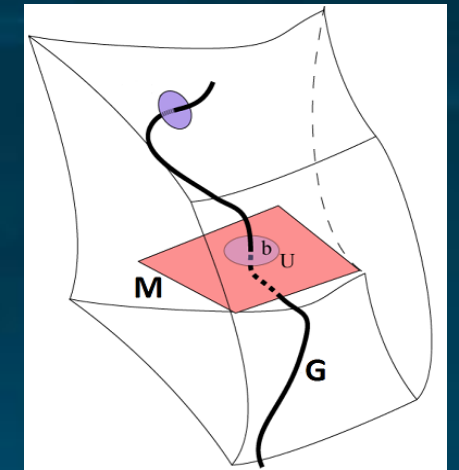
# BASIC GEOMETRIC PRINCIPLES

It is the interaction between shape change and constraints that generates motion



$$q = (\underbrace{x, y, \theta}_{\text{position}}, \underbrace{r_1, r_2, \dots, r_m}_{\text{shape}}) = (g, r)$$
$$Q = G \times M \leftarrow \text{Shape Space}$$

Lie Group



The Configuration Space of **all** biomimetic locomotors is a (trivial) principal fiber bundle.





# BASIC GEOMETRIC PRINCIPLES

- (Due to trivial fiber bundle structure) Configuration space, can be represented as:

$$Q = G \times M$$

- Constraints (if any) are assumed to be non-holonomic and can be written in Pfaffian form:

$$\omega(q) \cdot \dot{q} = 0.$$

- (Due to triviality of the fiber bundle structure) Constraints can be written as

$$\omega_g(q) \cdot \dot{g} + \omega_r(q) \cdot \dot{r} = 0.$$

- “Triviality” lets us split  $q \in Q = (g, r)$  and  $\dot{q} \in T_q Q = (\dot{g}, \dot{r})$



# HOW DOES THE FIBER BUNDLE RELATE TO THE BASE SPACE?

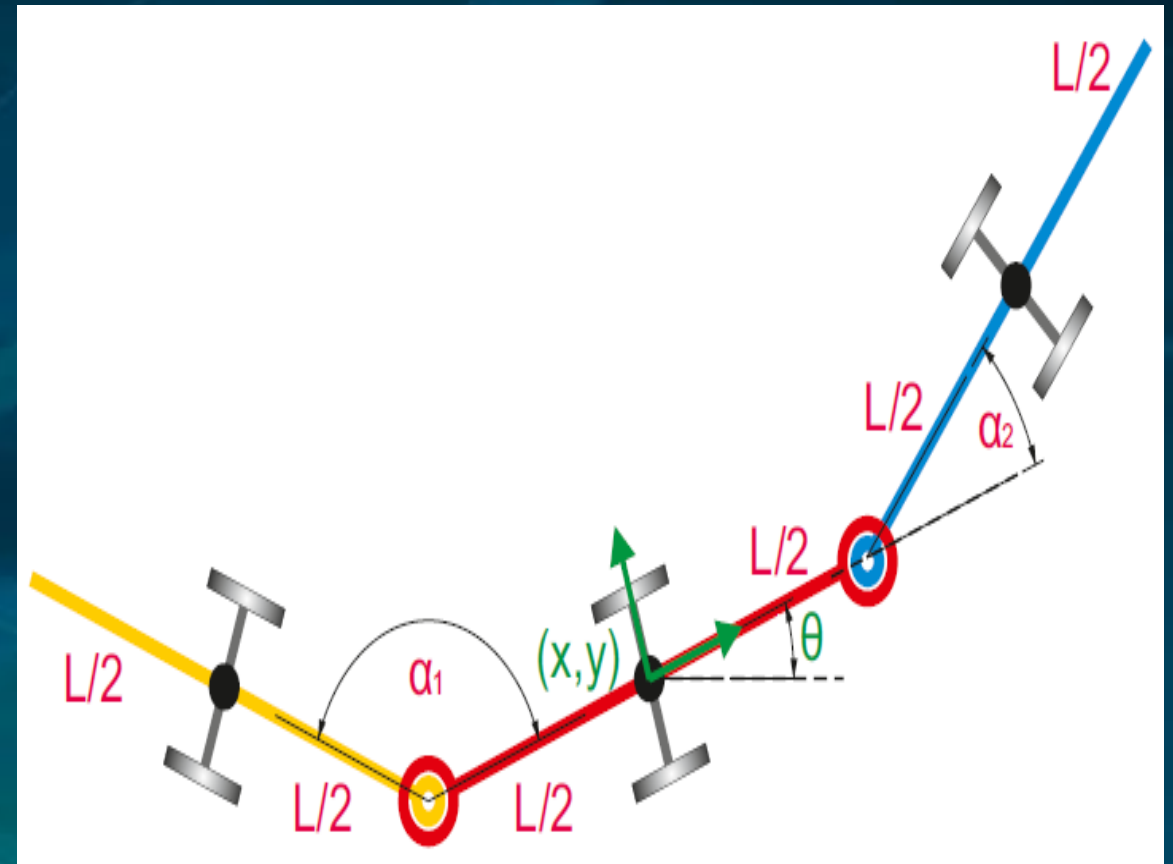
- Reconstruction Equation:  $\xi = T_g L_{g^{-1}} \dot{g} = -A(r)\dot{r} + I^{-1}(r)p^T$
- Connections:  $\mathcal{A}(q) : T_q Q \rightarrow \mathfrak{g}$
- Equivalence under left actions:  $\mathcal{A}(\Phi_g q) T_q \Phi_g \dot{q} = \text{Ad}_g \mathcal{A}(q) \dot{q}$
- Relation between inertia, momentum and connection:  $\mathcal{A}(q) = \mathbb{I}^{-1}(q) J$





# MODEL OF NONHOLONOMIC 3 - LINK SNAKE ROBOT

- The three-link kinematic snake has three degrees of freedom given by variables  $(x, y, \theta)$  and two shape variables  $(\alpha_1, \alpha_2)$
- Under-actuated nonholonomic mechanical systems first order
- Principally kinematic systems



• Local velocities  $\xi_{g_1}$ ,  $\xi_{g_2}$  and  $\xi_{g_3}$

$$\xi_{g_1} = \overbrace{\begin{bmatrix} \cos \alpha_1 & -\sin \alpha_1 & L/2 \sin \alpha_1 & 0 & 0 \\ \sin \alpha_1 & \cos \alpha_1 & -L/2(1 + \cos \alpha_1) & L/2 & 0 \\ 0 & 0 & 1 & -1 & 0 \end{bmatrix}}^{J_{g_1}^b} \begin{bmatrix} \xi^x \\ \xi^y \\ \xi^\theta \\ \dot{\alpha}_1 \\ \dot{\alpha}_2 \end{bmatrix}$$

$$\xi_{g_2} = \overbrace{\begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \end{bmatrix}}^{J_{g_2}^b} \begin{bmatrix} \xi^x \\ \xi^y \\ \xi^\theta \\ \dot{\alpha}_1 \\ \dot{\alpha}_2 \end{bmatrix}$$

$$\xi_{g_3} = \overbrace{\begin{bmatrix} \cos \alpha_2 & \sin \alpha_2 & L/2 \sin \alpha_2 & 0 & 0 \\ -\sin \alpha_2 & \cos \alpha_2 & L/2(1 + \cos \alpha_2) & 0 & L/2 \\ 0 & 0 & 1 & 0 & 1 \end{bmatrix}}^{J_{g_3}^b} \begin{bmatrix} \xi^x \\ \xi^y \\ \xi^\theta \\ \dot{\alpha}_1 \\ \dot{\alpha}_2 \end{bmatrix}$$



- y-variables of Jacobians  $J_{g_i}^y = 0$  we will show in Pfaffian form :

$$\begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} -\sin \alpha_1 & \cos \alpha_1 & \frac{L}{2}(1 + \cos \alpha_1) & \frac{L}{2} & 0 \\ 0 & 1 & 0 & 0 & 0 \\ \sin \alpha_2 & \cos \alpha_2 & -\frac{L}{2}(1 + \cos \alpha_2) & 0 & \frac{L}{2} \end{bmatrix} \begin{bmatrix} \xi^x \\ \xi^y \\ \xi^\theta \\ \dot{\alpha}_1 \\ \dot{\alpha}_2 \end{bmatrix}$$

- Reconstruction equation of movement :

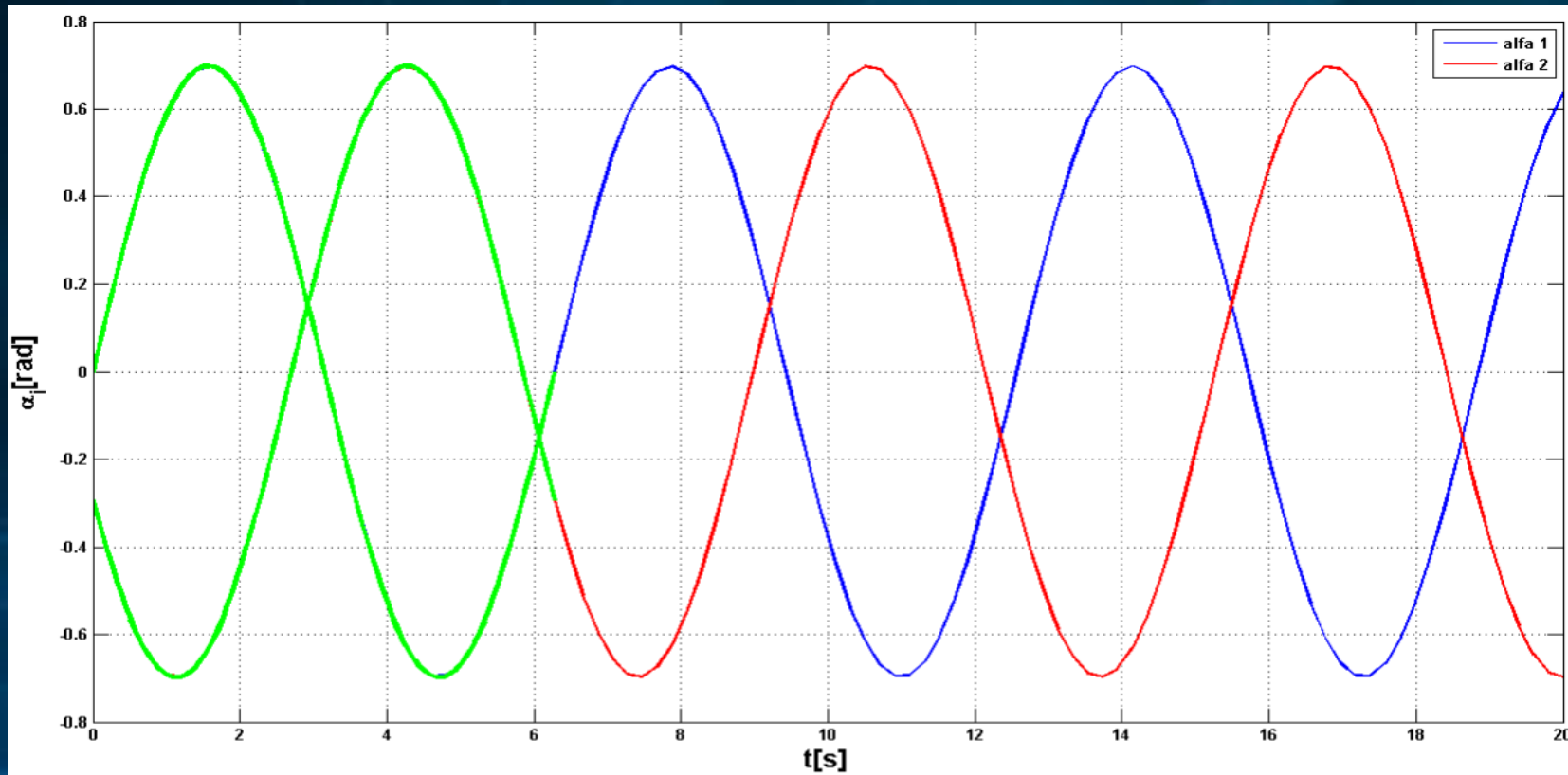
$$\xi = \frac{1}{D} \underbrace{\begin{bmatrix} \frac{L}{2}(\cos \alpha_2 + 1) & \frac{L}{2}(\cos \alpha_1 + 1) \\ 0 & 0 \\ \sin \alpha_2 & \sin \alpha_1 \end{bmatrix}}_{\bar{A}} \dot{r}$$

$$D = \sin \alpha_1 - \sin \alpha_2 + \sin(\alpha_1 - \alpha_2)$$



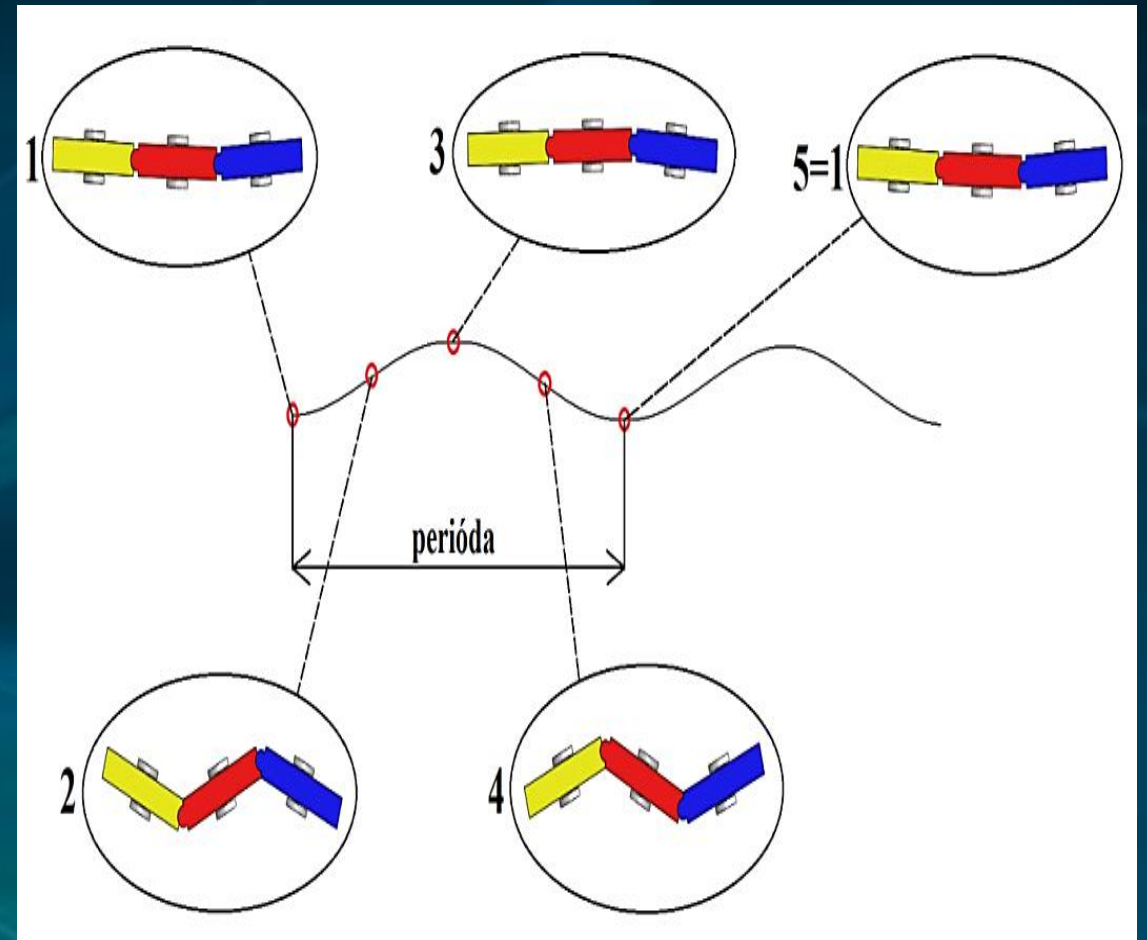
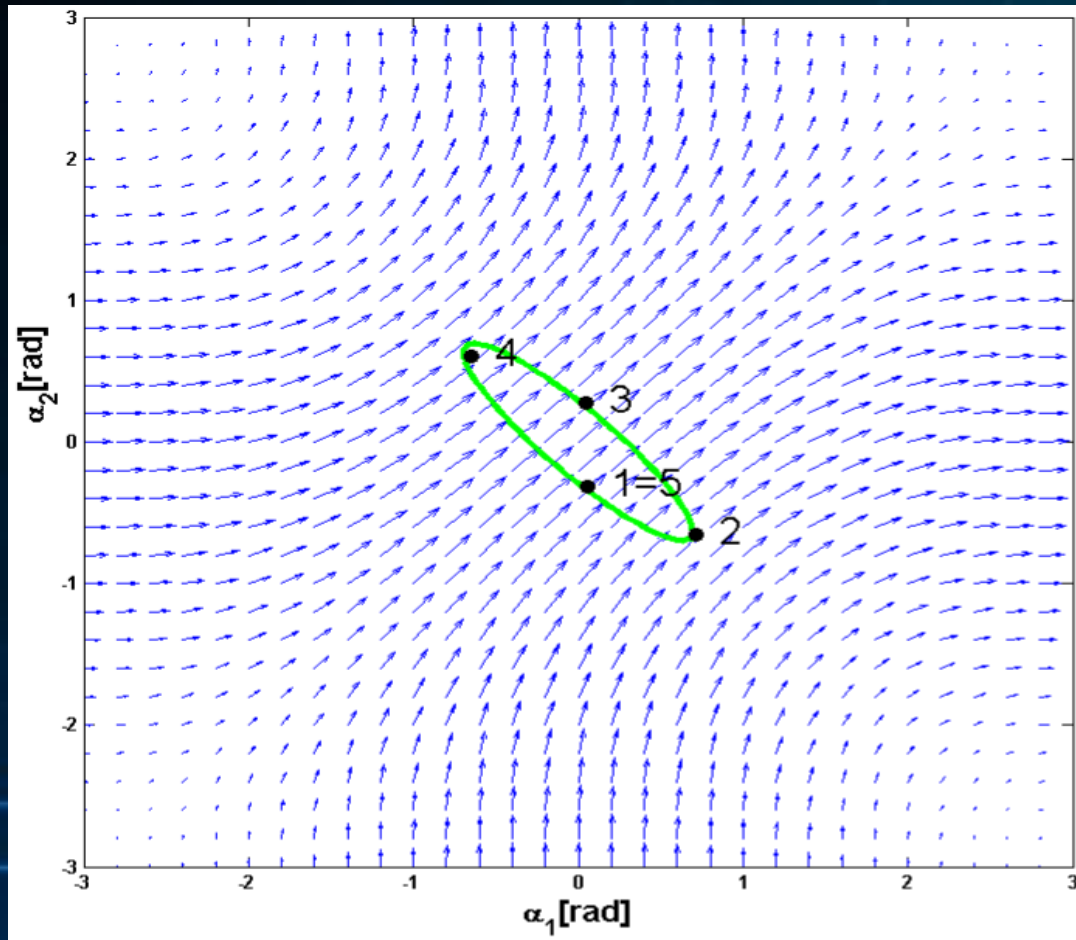
- Lateral movement of principally kinematic systems

$$\alpha_1 = 40 \sin t, \quad \alpha_2 = -40 \sin(t + 25)$$

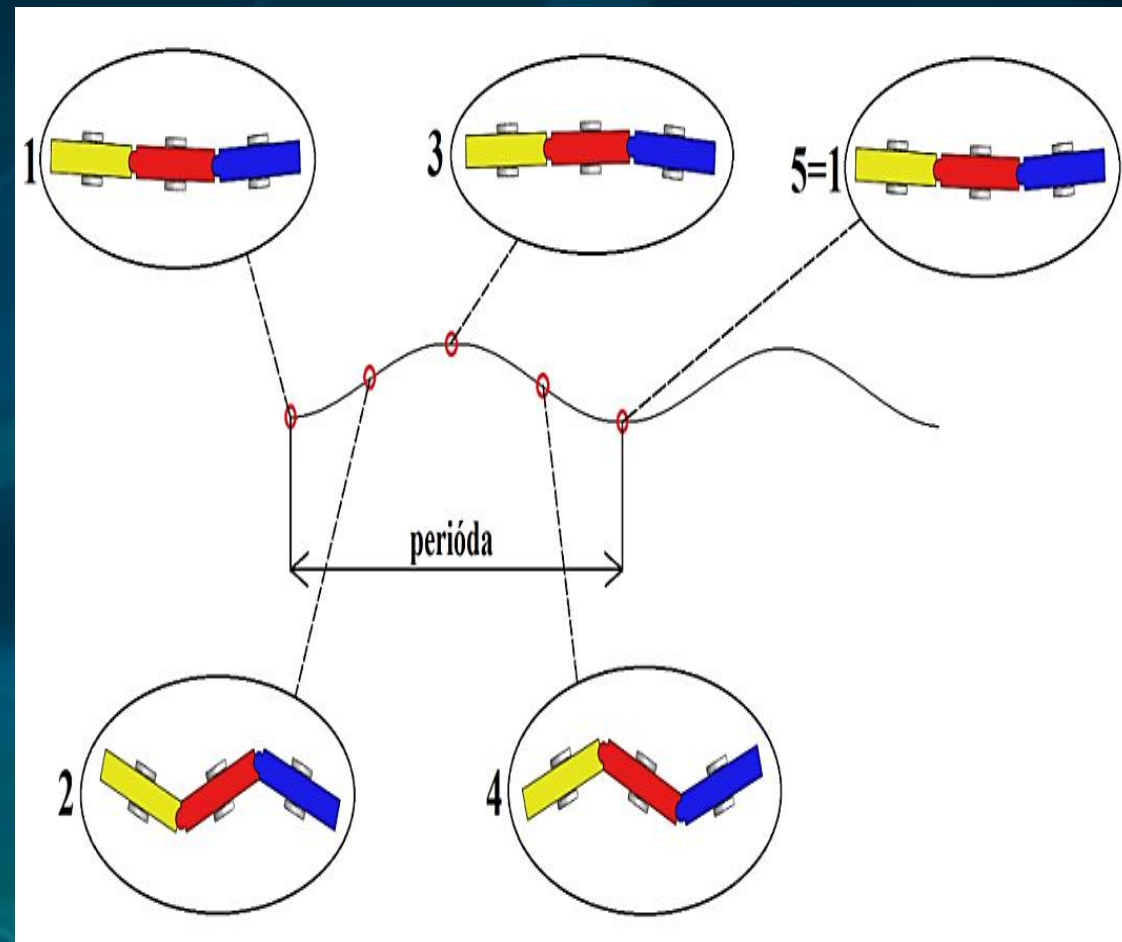
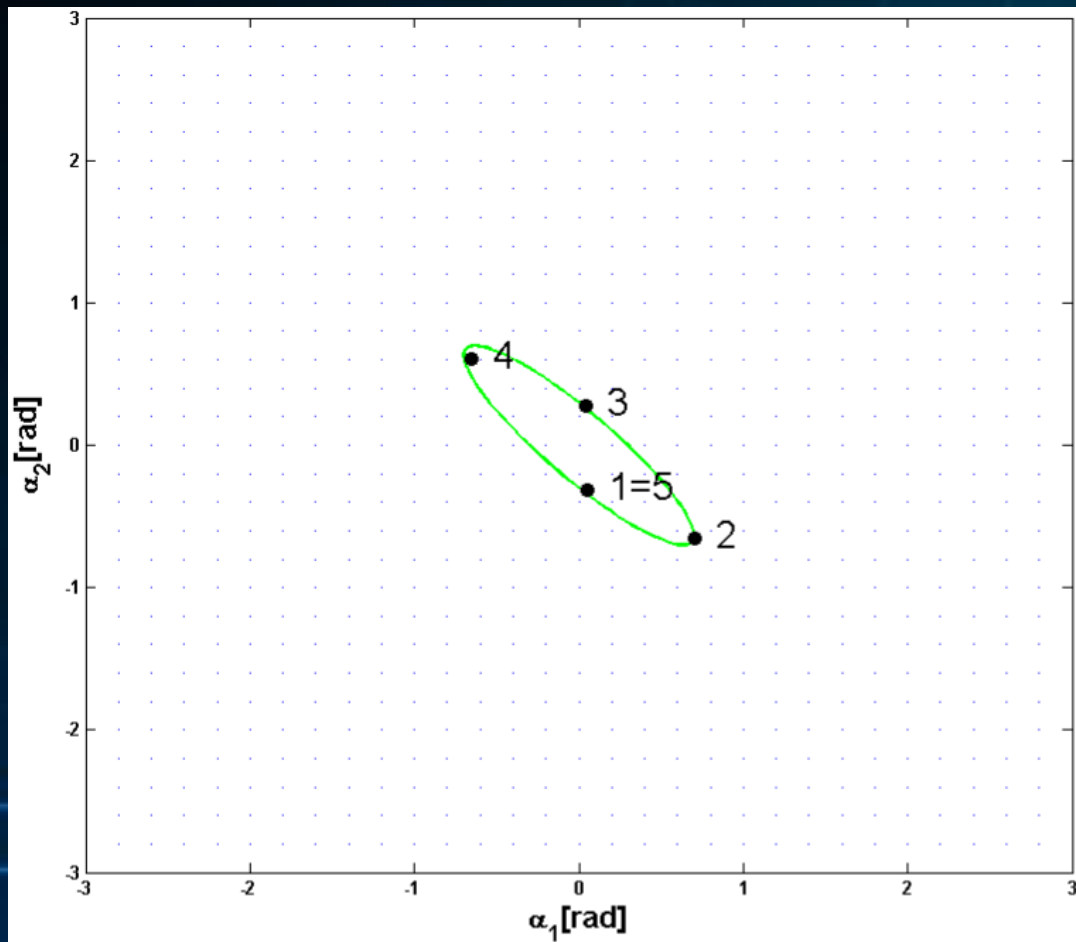




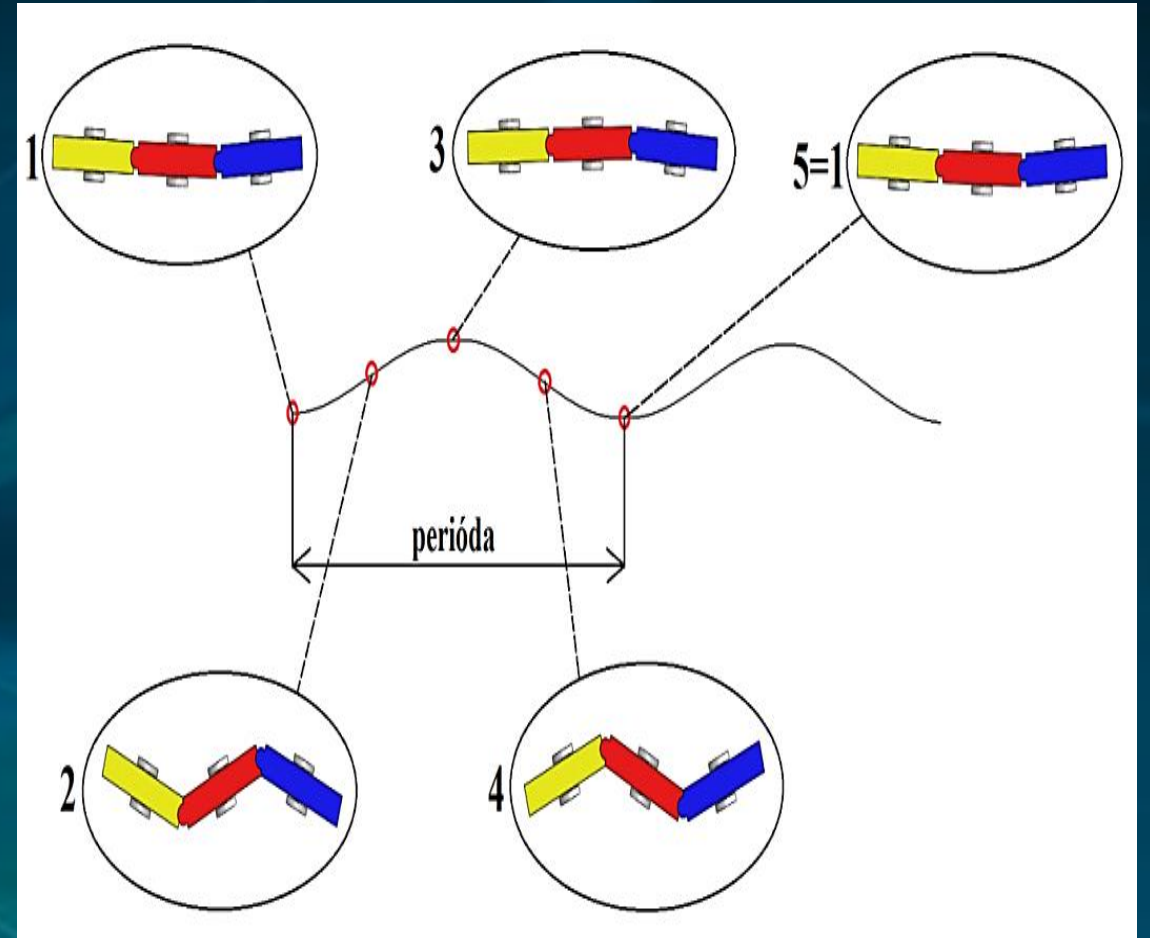
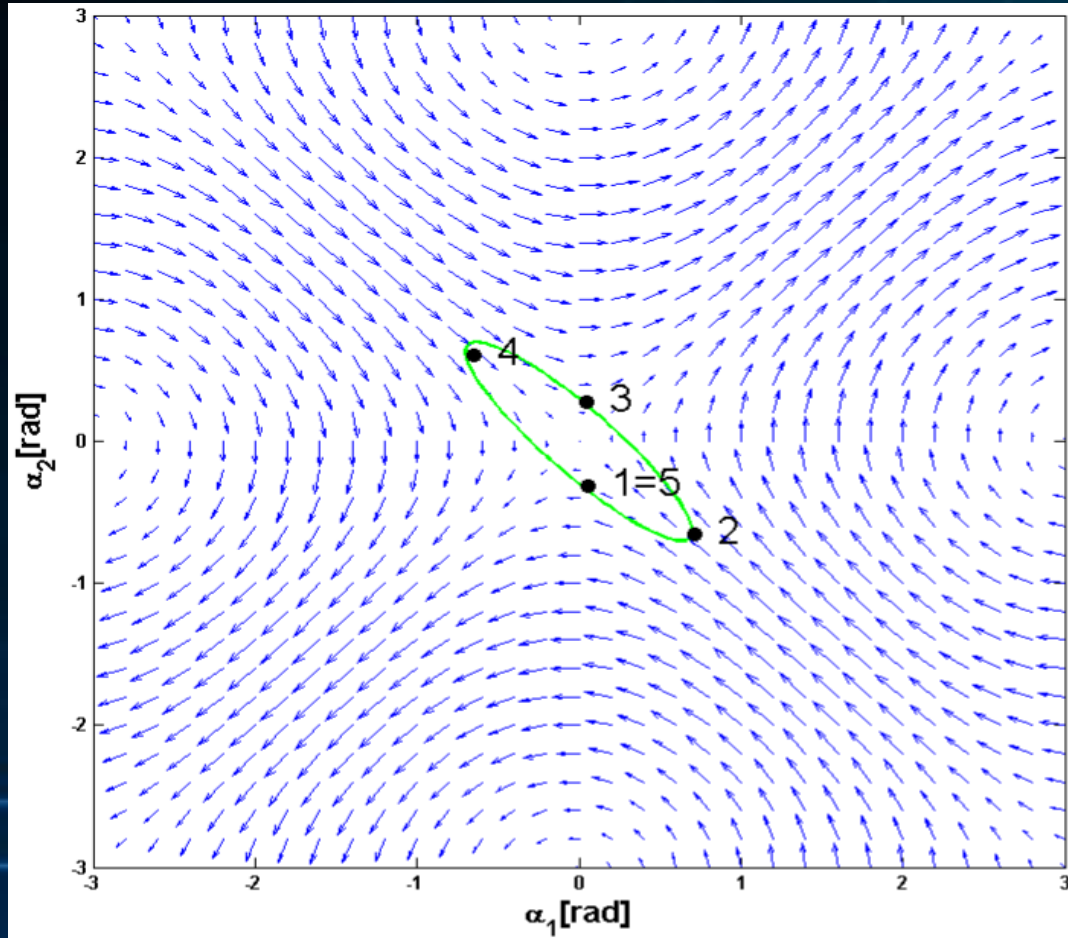
- Vector field of local connexion  $\vec{A}^{\xi_x}$ :



- Vector field of local connexion  $\vec{A}^{\xi y}$ :



- Vector field of local connexion  $\vec{A}^{\xi\theta}$ :



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**Thank you for attention !**



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