

MEE5114 Advanced Control for Robotics

# Lecture 5: Instantaneous Velocity of Moving Frames

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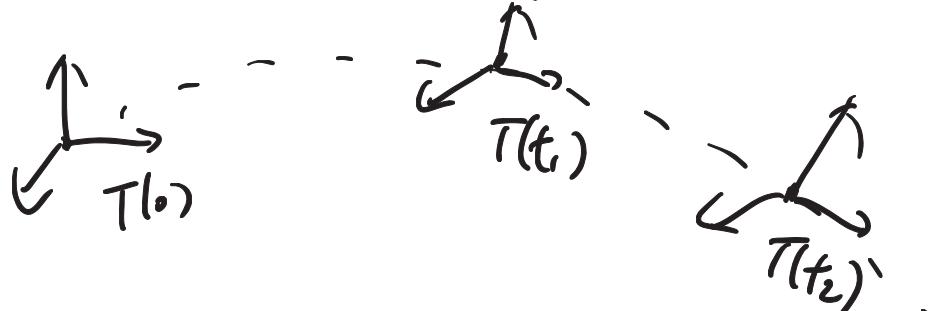
# Outline

- Instantaneous Velocity of Rotating Frames

- Instantaneous Velocity of Moving Frames

Given

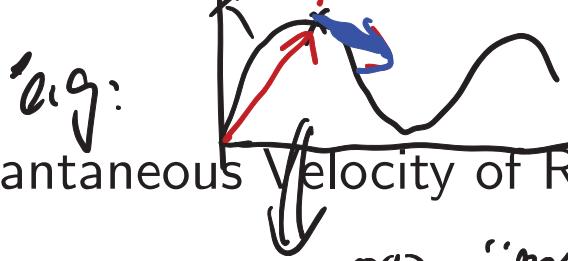
- Frame trajectory  $\cdot T(t) = (\underline{R}(t), \underline{p}(t))$  (wrt  $\{\circ\}$ )



- Question: What is the velocity of frame at time  $t$   
twist / spatial velocity  $EIR^6$

Outline -  $T(t) \in \mathbb{R}^{4 \times 4}$  :  $4 \times 4$  matrix  $\in SE(3)$

-  $-\log(T(t)) \rightarrow \text{SO}$  : is  $S$  the velocity of  $T(t)$ ?  
     $\nwarrow$  twist      no



• Instantaneous Velocity of Rotating Frames :  $SE(3)$

$p(t)$ : "position" vector  $\longleftrightarrow$   $SO \hookrightarrow T(t)$ : "position" coordinate

$\dot{p}(t)$ : "velocity" vector  
    ? what velocity ?

• Instantaneous Velocity of Moving Frames

$T(t)$  : velocity of  $T(t)$ ?  
     $4 \times 4$  matrix

How about  $\log(\dot{T}(t))$  ?

$\dot{T}(t) \notin SE(3)$

# Instantaneous Velocity of Rotating Frame (1/2)

- {A} frame is rotating with orientation  $\underline{R_A(t)}$  and velocity  $\omega_A(t)$  at time  $t$   
(Note: everything is wrt  $\underline{\{O\}}$ -frame)  
*orientation of A relative to {O} at time t*  
 ${}^0R_A(t)$
- Let  $\hat{\omega}\theta = \log(R_A(t))$  be its exp. coordinate. : 'position' coordinate
  - Note:  $\hat{\omega}\theta$  means  $R_A(t)$  can be obtained from the reference frame (say  $\{O\}$ -frame) by rotating about  $\hat{\omega}$  by  $\theta$  degree.
  - $\hat{\omega}\theta$  only describes the current orientation of {A} relative to {O}, it does not contain info about how the frame is rotating at time t.

# Instantaneous Velocity of Rotating Frame (2/2)

- What is the relation between  $\omega_A(t)$  and  $R_A(t)$ ?

$$\frac{d}{dt} R_A(t) = [\omega_A(t)] R_A(t) \Rightarrow [\omega_A(t)] = \dot{R}_A(t) R_A^{-1}(t)$$

$${}^0\dot{R}_A(t) = [{}^0\dot{x}_A(t) \ {}^0\dot{y}_A(t) \ {}^0\dot{z}_A(t)] \quad \dot{R}_A = [\dot{x}_A \ \dot{y}_A \ \dot{z}_A]$$



$$\dot{x}_A = \underline{\omega_A} \times \hat{x}_A = [\omega_A] \hat{x}_A, \quad \dot{y}_A = [\omega_A] \hat{y}_A, \quad \dot{z}_A = [\omega_A] \hat{z}_A$$

$$\dot{R}_A = [\omega_A] R_A \Rightarrow [\omega_A] = \dot{R}_A R_A^{-1}$$

more precise:  $[{}^0\omega_A] = {}^0\dot{R}_A {}^0R_A^{-1}$

What is  ${}^A\omega_A$ ?

$$\underbrace{{}^A\omega_A}_{{}^A\dot{R}_D {}^0\omega_A} \Rightarrow [{}^A\omega_A] = [{}^A\dot{R}_D {}^0\omega_A] = {}^A\dot{R}_D [{}^0\omega_A] {}^A\dot{R}_D^T$$

${}^A\omega_A$ : velocity of A relative to S, expressed in f/A

$$[{}^A\omega_A] = {}^0R_A^{-1} {}^0\dot{R}_A$$

$$= {}^0R_D^{-1} {}^0\dot{R}_A$$

$$= {}^0R_D^{-1} {}^0\dot{R}_A$$

# Outline

- Instantaneous Velocity of Rotating Frames
- Instantaneous Velocity of Moving Frames

# Instantaneous Velocity of Moving Frame (1/2)

- $\{A\}$  moving frame with configuration  $\underline{T}_A(t)$  at time  $t$  undergoes a rigid body motion with velocity  $\underline{\mathcal{V}}_A(t) = (\omega, v)$  (Note: everything is wrt  $\underline{\{O\}}$ -frame)

$$\overset{0}{\overline{T}}_A(t) \xrightarrow{\hat{S}(t), \theta(t)}$$

- The exponential coordinate  $\hat{S}\theta = \log(\underline{T}_A(t))$  only indicates the current configuration of  $\{A\}$ , and does not tell us about how the frame is moving at time  $t$ .

# Instantaneous Velocity of Moving Frame (2/2)

- What is the relation between  $\mathcal{V}_A(t)$  and  $T_A(t)$ ?

$$\frac{d}{dt} T_A(t) = [\mathcal{V}_A(t)] T_A(t) \Rightarrow [\mathcal{V}_A(t)] = \dot{T}_A(t) T_A^{-1}(t)$$

- a frame can be determined by direction vector of axes, and the origin

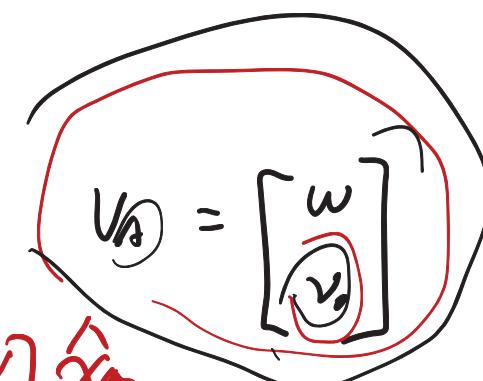


$$T_A = \begin{bmatrix} \hat{x}_A & \hat{y}_A & \hat{z}_A & \hat{o}_A \end{bmatrix}$$

we want to show

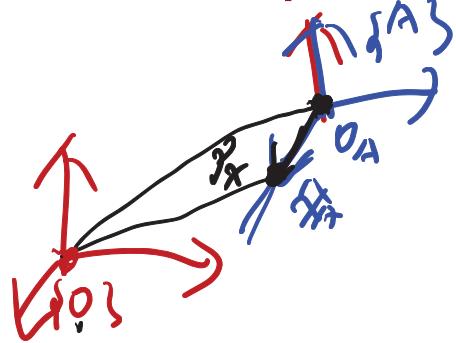
$$\dot{T}_A = \begin{bmatrix} \dot{\hat{x}}_A & \cdot & \cdot & \cdot \end{bmatrix} = [\mathcal{V}_A] T_A$$

$$\textcircled{1} \quad \dot{\hat{x}}_A = \begin{bmatrix} \dot{\hat{x}}_A \\ 0 \end{bmatrix}, \quad \dot{\hat{x}}_A = \underline{\omega} \times \hat{x}_A = [\omega] \hat{x}_A$$



$$\tilde{T}_A = \begin{bmatrix} \hat{x}_A \\ 0 \end{bmatrix}, \quad \tilde{o}_A = \begin{bmatrix} \hat{o}_A \\ 1 \end{bmatrix}$$

## More Space



- Draw it:  $\dot{\vec{r}}_A = \vec{\omega}_A \vec{r}_A = v_A - \omega_A$

$$\dot{\vec{r}}_A = \vec{v}_A - \vec{\omega}_A = \cancel{v_0 + \omega \times (\vec{r}_A)} - (\cancel{v_0 + \omega \times \vec{\omega}_A})$$

$$\boxed{\dot{\vec{r}}_A = \omega \times \vec{r}_A} \Rightarrow \dot{\vec{r}}_A = \begin{bmatrix} [w] & v_0 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} \vec{r}_A \\ 0 \end{bmatrix}$$

$$\dot{\vec{g}}_A = \omega \times \dot{\vec{r}}_A \quad \dots \quad \dot{\vec{z}}_A = \omega \times \dot{\vec{z}}_A$$

- $\dot{\vec{\omega}}_A = \begin{bmatrix} \dot{\omega}_A \\ 0 \end{bmatrix} = \begin{bmatrix} v_0 + \underline{\omega \times \omega_A} \\ 0 \end{bmatrix} = \begin{bmatrix} [w] & v_0 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} \omega_A \\ 1 \end{bmatrix}$

$$\Rightarrow \dot{T}_A = [v_A] T_A \Rightarrow [v_A] = \dot{T}_A T_A^{-1} \Rightarrow [v_A] = T_A^{-1} \dot{T}_A$$