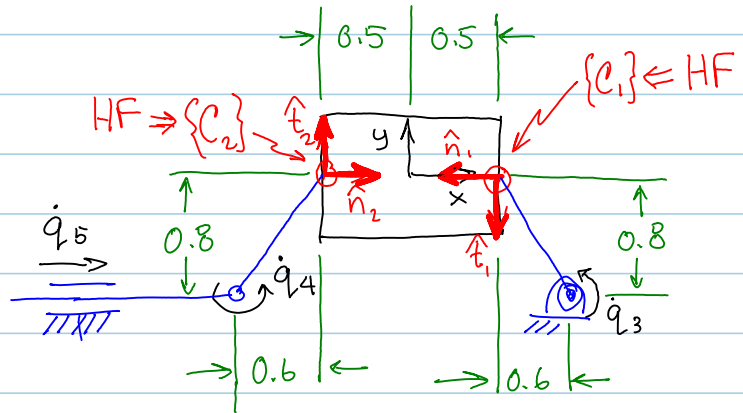


0. 2D Problem!

21 pts



a. Construct G & J assuming HF contacts.

$$G = \begin{bmatrix} -1 & 0 & 1 & 0 \\ 0 & -1 & 0 & 1 \\ 0 & -\frac{1}{2} & 0 & -\frac{1}{2} \end{bmatrix} \quad J = \begin{bmatrix} 0.8 & 0 & 0 \\ 0.6 & 0 & 0 \\ 0 & -0.8 & 1 \\ 0 & 0.6 & 0 \end{bmatrix}$$

b.) With the correct G & J , Matlab gives:

$$\text{Rank}(G) = 3$$

$$\text{Rank}(GJ) = 3$$

$$\text{null}(G) = \begin{bmatrix} 1 \\ 0 \\ 1 \\ 0 \end{bmatrix}$$

$$\text{null}(J^T) = \begin{bmatrix} 0.6 \\ -0.8 \\ 0 \\ 0 \end{bmatrix}$$

b.i.) Do the contacts provide enough constraint to move the object with a full 3 degrees of freedom? Why or why not?

Yes. $\text{Rank}(G) = 3 = n_v$

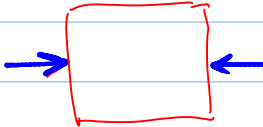
b.ii.) Can the fingers control all 3 degrees of freedom of the object? Why or why not?

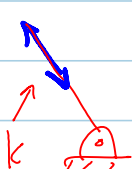
Yes. $\text{Rank}(GJ) = 3 = n_v$

b.iii.) Can the fingers control all internal forces? Why or why not?

Yes. Because $\mathcal{N}(G) \cap \mathcal{N}(J^T) = \{0\}$ as seen by the fact that both $\mathcal{N}(G) \neq \mathcal{N}(J^T) = \mathbb{R}^1$, but the basis vectors are not the same.

b.iv.) $\text{null}(G) \neq \text{null}(J^T)$ represent unachievable contact twists on the hand and object respectively. Give a physical interpretation of these unachievable twists.

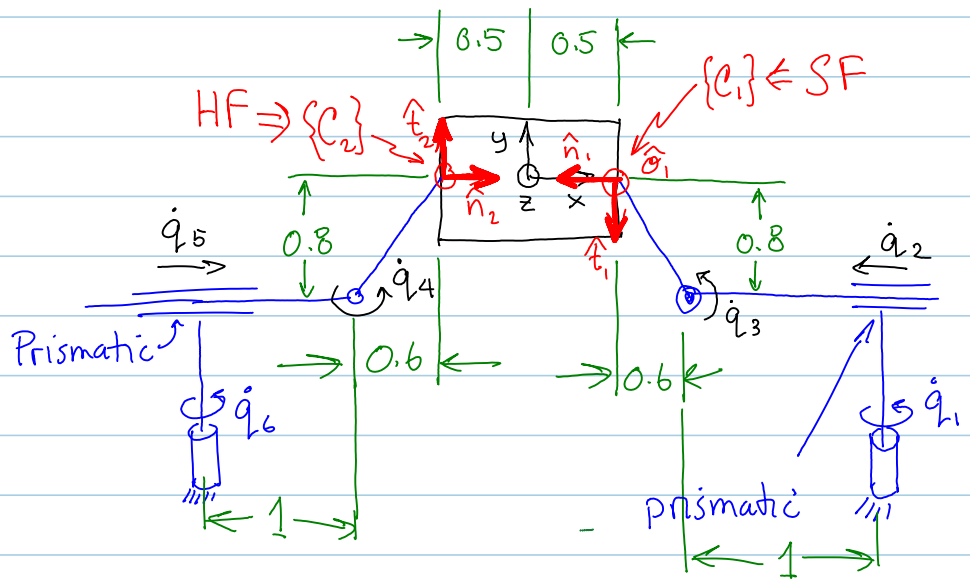
$\mathcal{N}(G) \Rightarrow$ 
can't compress or stretch object

$\mathcal{N}(J^T) \Rightarrow$ 
can't stretch or compress link



1. 3D Problem!

25 pts



a.) Construct G & J .

$$G = \begin{array}{c} \begin{array}{cccc|cccc} -1 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & -1 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & -1 & 0 & 0 & 0 \\ 0 & 0 & -\frac{1}{2} & 0 & 0 & 0 & \frac{1}{2} \\ 0 & -\frac{1}{2} & 0 & 0 & 0 & -\frac{1}{2} & 0 \end{array} \\ \underbrace{\hspace{10em}}_{SF} \quad \underbrace{\hspace{10em}}_{HF} \end{array} \quad (6 \times 7)$$

$$J = \begin{array}{c} \begin{array}{ccc|ccc} 0 & 1 & 0.8 & & & \\ 0 & 0 & 0.6 & & & \\ 1.6 & 0 & 0 & & & \\ 0 & 0 & 0 & & & \\ \hline & & & & -0.8 & 1 & 0 \\ & & & & 0.6 & 0 & 0 \\ & & & & 0 & 0 & -1.6 \end{array} \\ \underbrace{\hspace{10em}}_{\text{finger 1}} \quad \underbrace{\hspace{10em}}_{\text{finger 2}} \end{array} \quad (7 \times 6)$$

b.) With the correct G & J , Matlab gives:

$$\text{Rank}(G) = 6$$

$$\text{Rank}(GJ) = 5$$

$$\text{null}(G) = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix} \left. \begin{array}{l} \text{SF} \\ \text{HF} \end{array} \right\}$$

$$\text{null}(J^T) = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 1 \\ 0 \\ 0 \end{bmatrix} \left. \begin{array}{l} \text{SF} \\ \text{HF} \end{array} \right\}$$

b.i.) Do the contacts provide enough constraint to move the object with a full 6 degrees of freedom? Why or why not?

Yes. $\text{rank}(G) = 6 = n_v$

b.ii.) Can the fingers control all 6 degrees of freedom of the object? Why or why not?

No. $\text{rank}(GJ) = 5 \neq n_v$

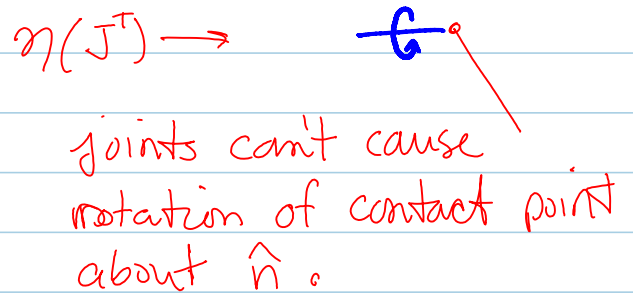
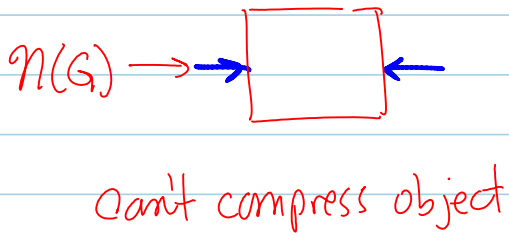
(SEE ADDITIONAL EXPLANATION AFTER SOLN b.iv.)

b.iii.) Can the fingers control all internal forces? Why or why not?

Yes! $\mathcal{N}(G) \cap \mathcal{N}(J^T) = \emptyset$, since both are \mathbb{R}^1 , but basis vectors don't align.

b.iv.) $\text{null}(G)$ and $\text{null}(J^T)$ represent unachievable contact twists on the object and hand respectively. Give a physical interpretation of these unachievable twists.

$n/T^T \rightarrow f$



Also note that $J\dot{q} = v_{cc} \neq G^T v = v_{cc}$. Control means that we can generate any v by choice of \dot{q}

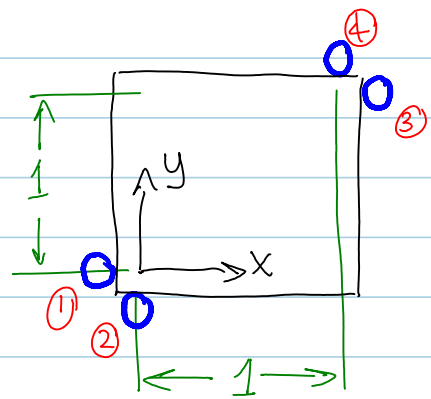
$$J\dot{q} = G^T v \Rightarrow v = (G^T)^+ J \dot{q} + N(G) \alpha$$

\uparrow arbitrary

Control is thru the mapping $(G^T)^+ J$, which has a row of zeros corresponding to ω_x . This means that no choice of \dot{q} can affect/control v 's ω_x component!

2. 2D Problem!

25 pts



Determine analytically if the grasp has form closure.

$$G_n^T \begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{\theta} \end{bmatrix} \geq 0 \Rightarrow ? \Rightarrow \begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{\theta} \end{bmatrix} = 0$$

Form closure.

$$G_n = \begin{bmatrix} 1 & 0 & -1 & 0 \\ 0 & 1 & 0 & -1 \\ 0 & 0 & 1 & -1 \end{bmatrix}$$

$$\begin{bmatrix} \dot{y} \\ \dot{\theta} \end{bmatrix} \geq 0 \quad \begin{bmatrix} \dot{y} \\ \dot{\theta} \end{bmatrix} \leq 0$$

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ -1 & 0 & 1 \\ 0 & -1 & -1 \end{bmatrix} \begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{\theta} \end{bmatrix} \geq 0 \quad \begin{array}{l} \dot{x} \geq 0 \\ \dot{y} \geq 0 \Rightarrow -\dot{y} \leq 0 \\ -\dot{x} + \dot{\theta} \geq 0 \Rightarrow \dot{\theta} \geq \dot{x} \geq 0 \Rightarrow \dot{\theta} \geq 0 \\ -\dot{y} - \dot{\theta} \geq 0 \quad \dot{\theta} \leq -\dot{y} \leq 0 \Rightarrow \dot{\theta} \leq 0 \end{array}$$

$\Rightarrow \Rightarrow \dot{\theta} = 0$

Substitute $\dot{\theta} = 0$ back in to get

$\dot{x} \geq 0, -\dot{x} \geq 0 \Rightarrow \dot{x} = 0$

$\dot{y} \geq 0, -\dot{y} \geq 0 \Rightarrow \dot{y} = 0$

q.e.d.

3. Given the following LCP:

25 pts

$$0 \leq \begin{bmatrix} p_1 \\ p_2 \end{bmatrix} \perp \begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} p_1 \\ p_2 \end{bmatrix} + \begin{bmatrix} b_1 \\ b_2 \end{bmatrix} \geq 0$$

a.) Determine the set of $\begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$ consistent with

each of the 4 LCP solution cases $\begin{bmatrix} + & 0 & | & + & 0 & | & 0 & + & | & 0 & + \\ + & 0 & | & 0 & + & | & + & 0 & | & 0 & + \end{bmatrix}$

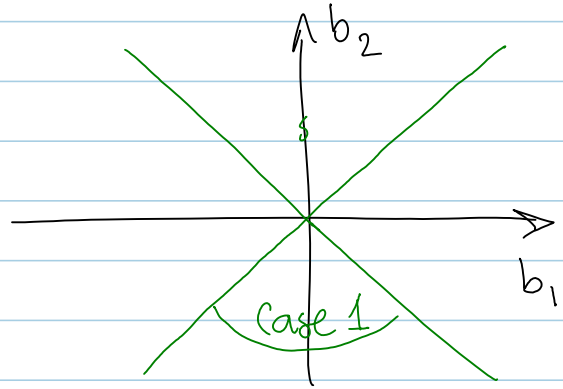
and sketch the sets on the axes below

and sketch the sets on the axes below

Case 1:

$$\begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} p_1 \\ p_2 \end{bmatrix} + \begin{bmatrix} b_1 \\ b_2 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$\begin{bmatrix} p_1 \\ p_2 \end{bmatrix} = \frac{1}{2} \begin{bmatrix} -1 & -1 \\ +1 & -1 \end{bmatrix} \begin{bmatrix} +b_1 \\ +b_2 \end{bmatrix} \geq \begin{bmatrix} 0 \\ 0 \end{bmatrix} \Rightarrow \begin{aligned} -b_1 - b_2 \geq 0 &\Rightarrow \underline{b_2 \leq -b_1} \\ b_1 - b_2 \geq 0 &\Rightarrow \underline{b_2 \leq b_1} \end{aligned}$$



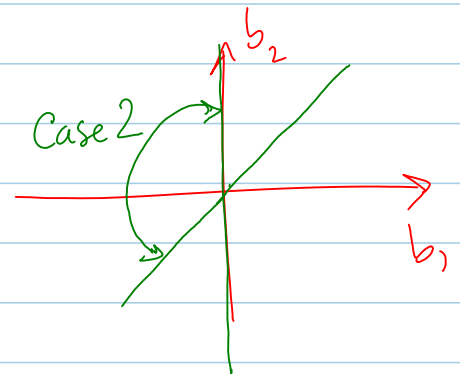
Case 2:

$$p_1 - p_2 + b_1 = 0 \Rightarrow p_1 = -b_1$$

$$p_2 = 0$$

$$p_1 \geq 0 \Rightarrow -b_1 \geq 0 \Rightarrow \underline{b_1 \leq 0}$$

$$p_1 + p_2 + b_2 \geq 0 \Rightarrow -b_1 + b_2 \geq 0 \Rightarrow \underline{b_2 \geq b_1}$$



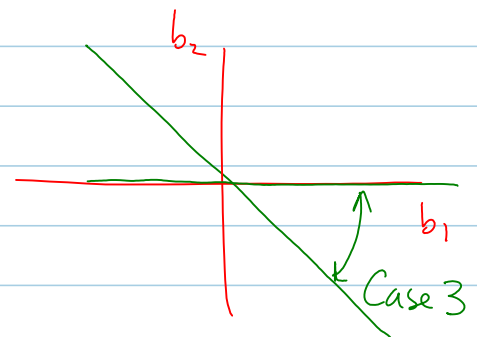
Case 3:

$$p_1 = 0$$

$$p_1 + p_2 + b_2 = 0 \Rightarrow p_2 = -b_2$$

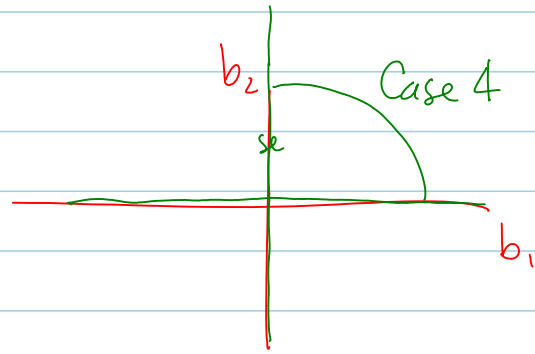
$$p_2 \geq 0 \Rightarrow b_2 \leq 0$$

$$p_1 - p_2 + b_1 \geq 0 \Rightarrow b_2 + b_1 \geq 0 \Rightarrow \underline{b_2 \geq -b_1}$$



Case 4:

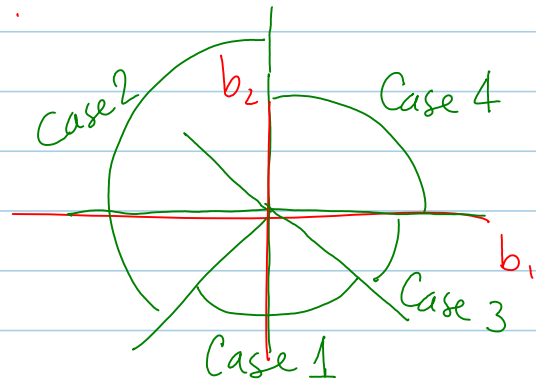
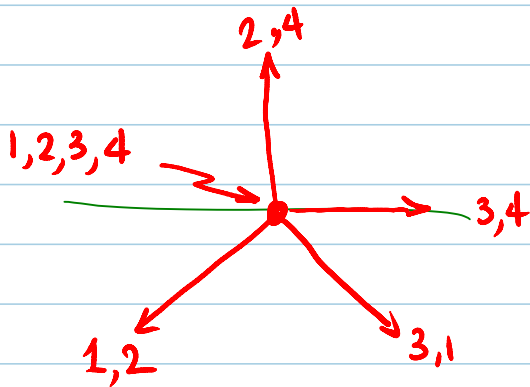
$$\left. \begin{array}{l} p_1 = 0 \\ p_2 = 0 \end{array} \right\} \Rightarrow \begin{array}{l} b_1 \geq 0 \\ b_2 \geq 0 \end{array}$$



b. Is there at least one consistent case for each $\begin{bmatrix} b_1 \\ b_2 \end{bmatrix} \in \mathbb{R}^2$?

Yes.

c. Show all $\begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$ on the sketch that are consistent with more than one case.



4. 2D Problem!

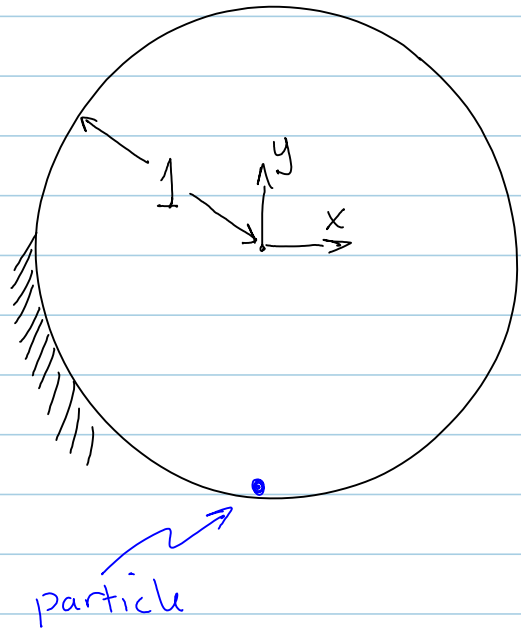
25 pts

25 pts

A particle is moving inside a circular cavity in the plane.

Find the position of the particle at $t=2$.

Using LCP time stepping, determine the positions of the particle at times $t=1$ and $t=2$.



Assume: $h = m = 1$, $\mu = 0$

$$v^0 = \begin{bmatrix} 1 \\ -1 \end{bmatrix} \quad u^0 = \begin{bmatrix} 0 \\ -1 \end{bmatrix} \quad p_{ext} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

If particle isn't touching surface of circle
use \hat{n} at point on circle closest to particle

$$I \downarrow \cancel{M} v^{l+1} = G_n p_n^{l+1} + \cancel{I} \downarrow \cancel{M} v^l + \cancel{p_{ext}} \uparrow \quad G_n = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

$$0 \equiv p_n^{l+1} \perp G_n^T v^{l+1} + \psi_n^l / \cancel{h} \uparrow + \frac{\partial \psi_n^0}{\partial t} \uparrow \geq 0$$

$$0 \leq p_n^{l+1} \perp G_n^T G_n p_n^{l+1} + G_n^T v^l + \psi_n^l \geq 0$$

$$0 \leq p_n^{l+1} \perp p_n^{l+1} + y^l + \psi_n^l \geq 0 \quad [0 \ 1] \begin{bmatrix} 0 \\ 1 \end{bmatrix} = 1$$

$$\psi_n^l = 1 - \sqrt{x^2 + y^2} \quad [0 \ 1] \begin{bmatrix} \dot{x} \\ \dot{y} \end{bmatrix} = \dot{y}$$

At time $t=1$, we get:

$$0 \leq p_n^{l+1} \perp p_n^{l+1} - 1 \geq 0 \implies p_n^{l+1} = 1$$

substituting back into v^{l+1} , we get:

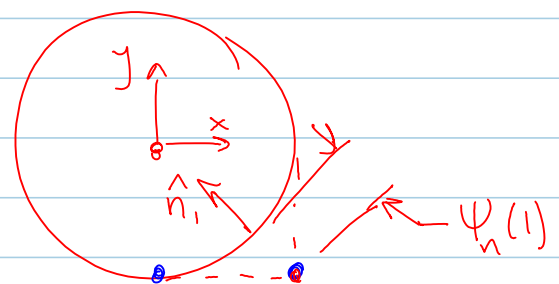
$$v^{l+1} = \begin{bmatrix} 0 \\ 1 \end{bmatrix} \cdot 1 + \begin{bmatrix} 1 \\ -1 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \end{bmatrix} = v^{l+1} = v(1)$$

Update position

$$u(1) = u(0) + h v(1) = \begin{bmatrix} 0 \\ -1 \end{bmatrix} + \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

Next time step.

$$G_n = \begin{bmatrix} -\sqrt{2}/2 \\ \sqrt{2}/2 \end{bmatrix}$$



$$\begin{aligned} \psi_n(1) &= 1.414 \\ &\quad - 1 \\ &= 0.414 \end{aligned}$$

Substitute into:

$$0 \leq p_n^{l+1} \perp G_n^T G_n p_n^{l+1} + G_n^T v^l + \psi_n^l \geq 0$$

$$= 0.414$$

$$0 \leq p_n^{l+1} \perp G_n^T G_n p_n^{l+1} + G_n^T v^l + \psi_n^l \geq 0$$

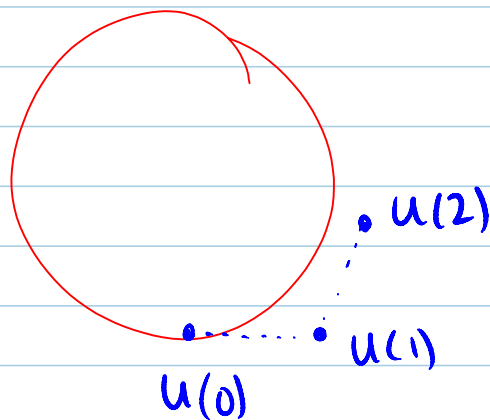
$$0 \leq p_n^{l+1} \perp p_n^{l+1} + \begin{bmatrix} -\sqrt{2}/2 & \sqrt{2}/2 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix} - 0.414 \geq 0$$

$$\therefore p_n = 0.707 + 0.414 \approx \boxed{1.121 = p_n}$$

$$v^2 = G_n p^2 + v^1 = \begin{bmatrix} -\sqrt{2}/2 \\ \sqrt{2}/2 \end{bmatrix} 1.121 + \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

$$v^2 \approx \begin{bmatrix} 1 - 0.8 \\ 0.8 \end{bmatrix} = \begin{bmatrix} 0.2 \\ 0.8 \end{bmatrix}$$

$$u^2 = u^1 + v^2 = \begin{bmatrix} 1 \\ -1 \end{bmatrix} = \begin{bmatrix} 1.2 \\ -0.2 \end{bmatrix}$$



$u(1)$ & $u(2)$
are penetrating
the boundary.