

## Cuspidal robots switch IK solutions without crossing singularities

### Classical path planners may fail

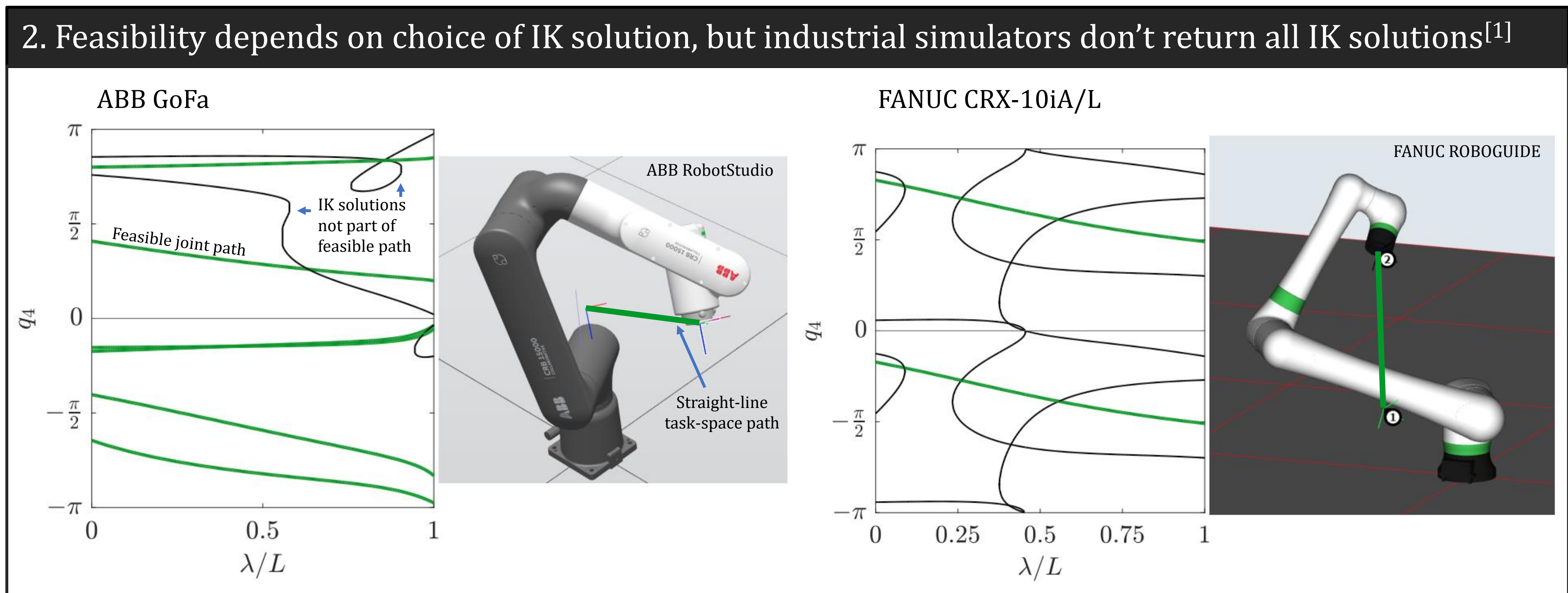
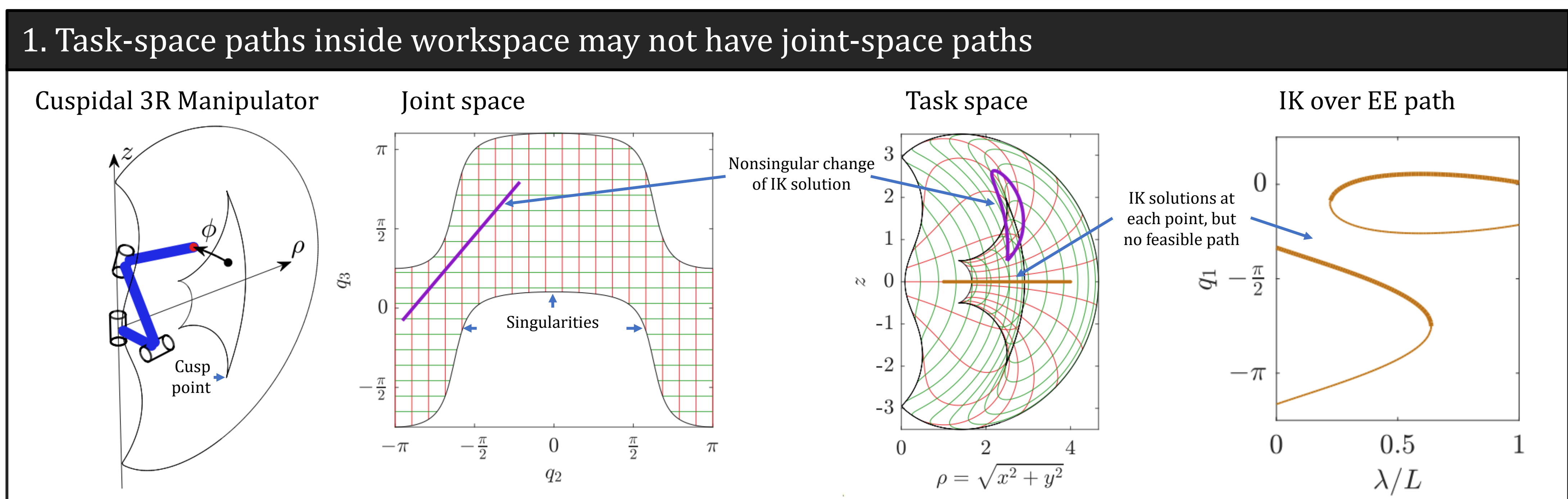
IK Solution #1



IK Solution #2



Nonsingular path



### 3. IK-Geo: Highly efficient solver finds all IK solutions for any robot using subproblem decomposition<sup>[2]</sup>

**Fastest solver** in our testing

- >40x faster IK for UR5 than IKFast
- Independently verified performance

**Robust** to singularities

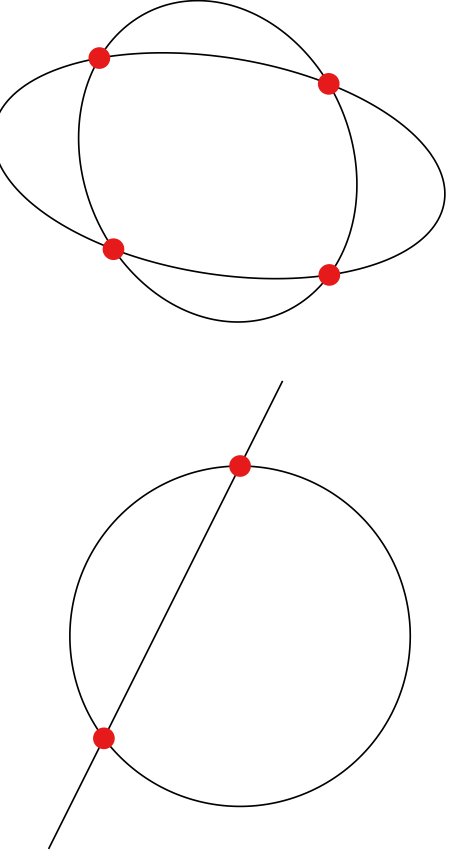
**All solutions** returned

- Continuous approximate solutions
- Sometimes least-squares solutions

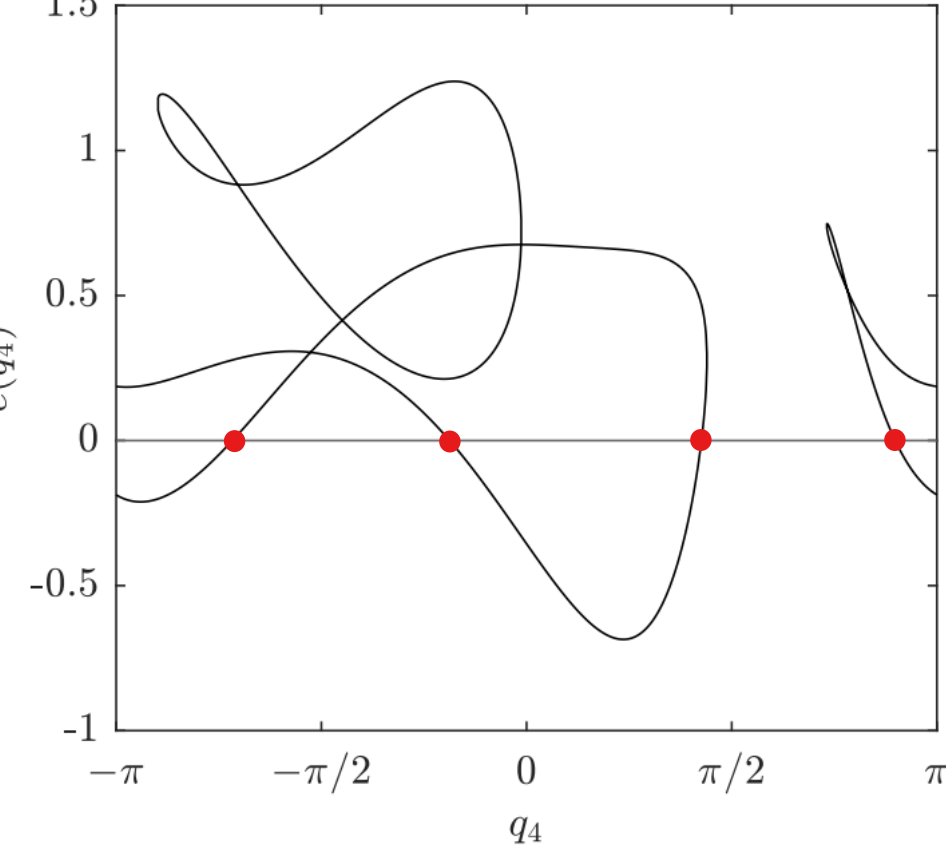
**All 6R robots** compatible

- Also 7R robots<sup>[3]</sup> and parallel robots

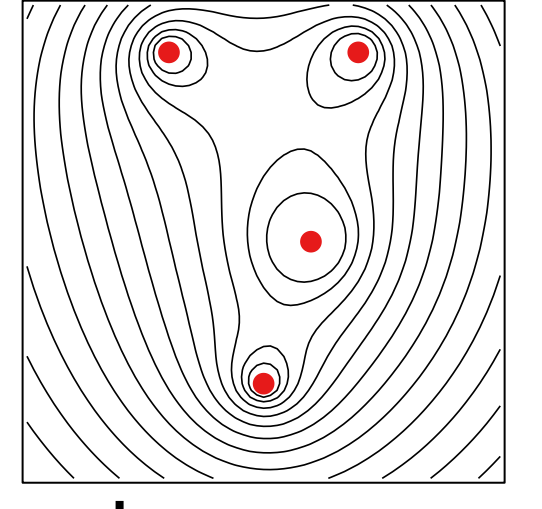
Closed form (~3  $\mu$ s)  
3 intersecting / parallel axes



1D search  
2 intersecting / parallel axes



2D search  
General case

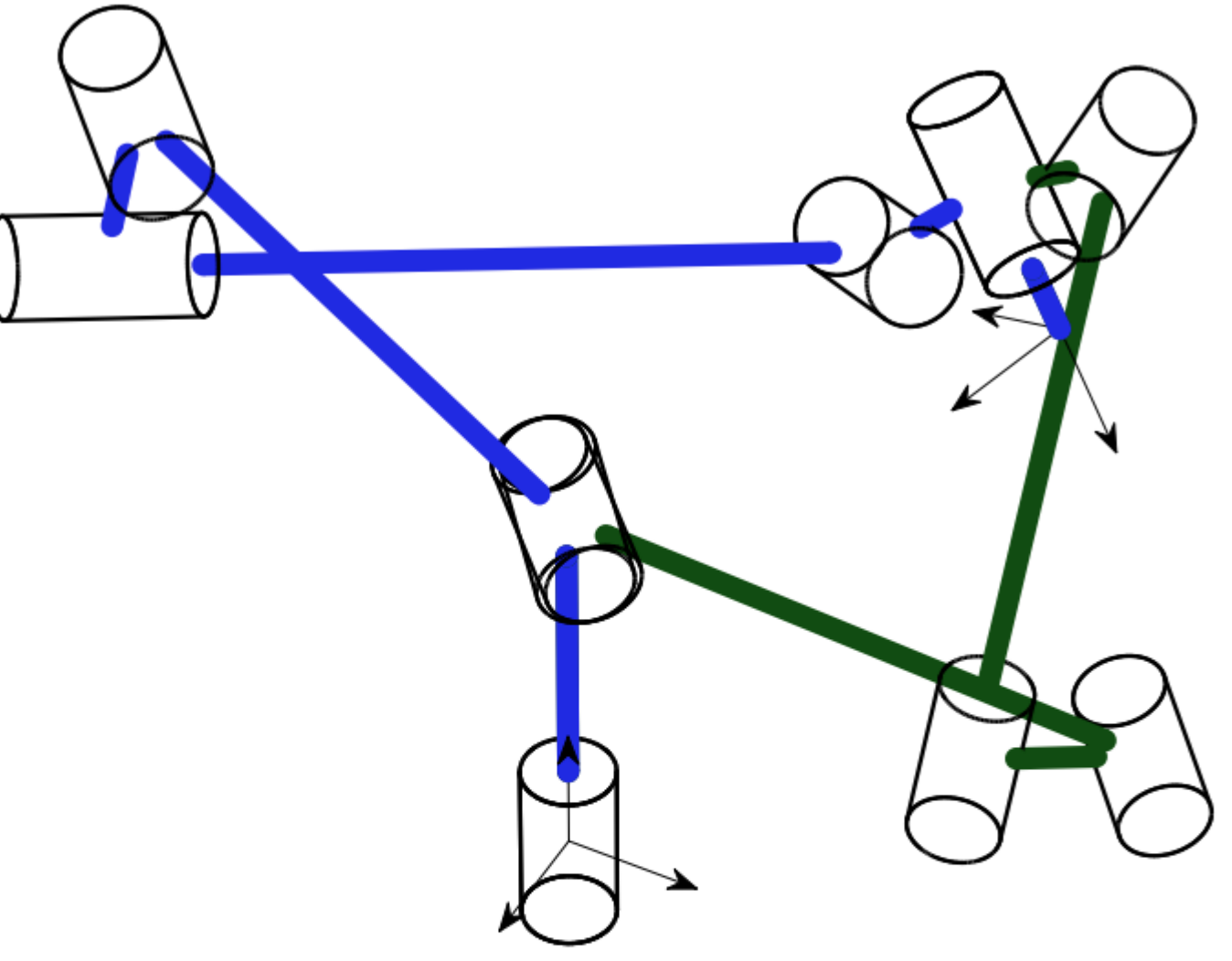


$x_i = \tan(q_i/2)$   
 $a_{16}x^{16} + a_{15}x^{15} + \dots + a_0 = 0$   
Option for polynomial method

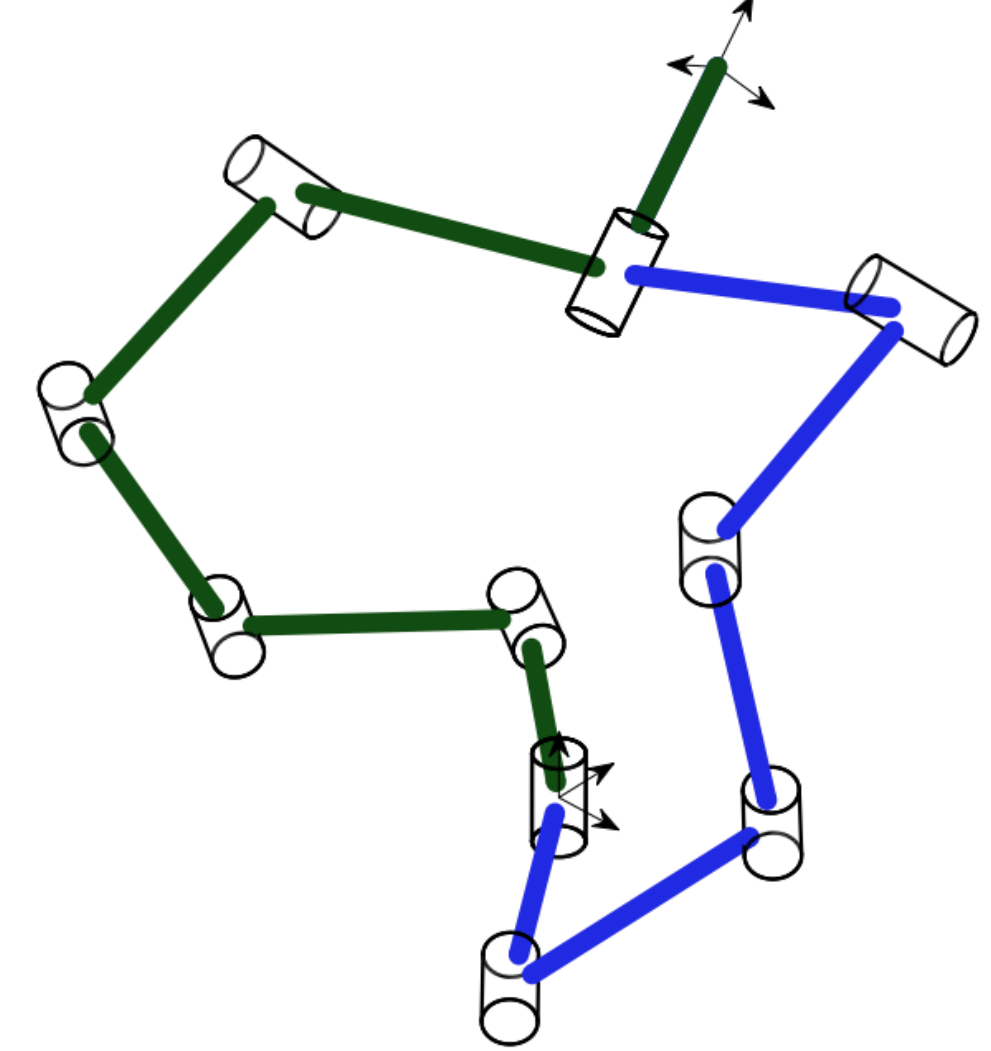
All industrial manipulators

### 4. Found new cuspidal robots with efficient identification method<sup>[1]</sup>

ABB GoFa is cuspidal



Robots with 3 parallel axes are cuspidal



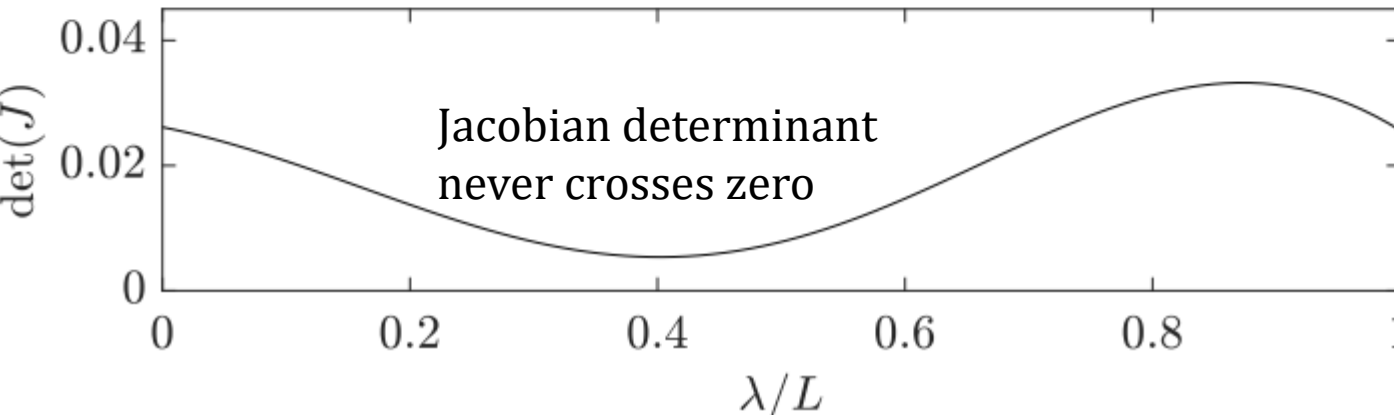
Robot cuspidal if algorithm terminates

While nonsingular path not found:

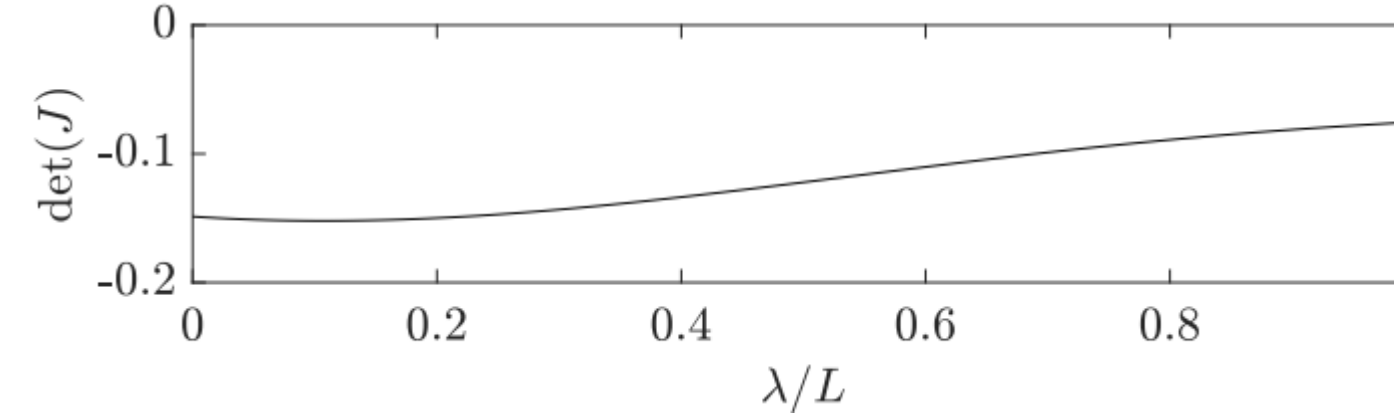
- Pick a random EE pose
- Find all IK solutions with IK-Geo
- Check linear paths among solutions

Compared to previous methods:

- Simpler (no path optimization)
- Faster (using IK-Geo)



Jacobian determinant never crosses zero



### 5. Graph-based planner finds optimal feasible joint path for a given task path<sup>[1]</sup>

Reduce to shortest path problem in directed acyclic graph (DAG):

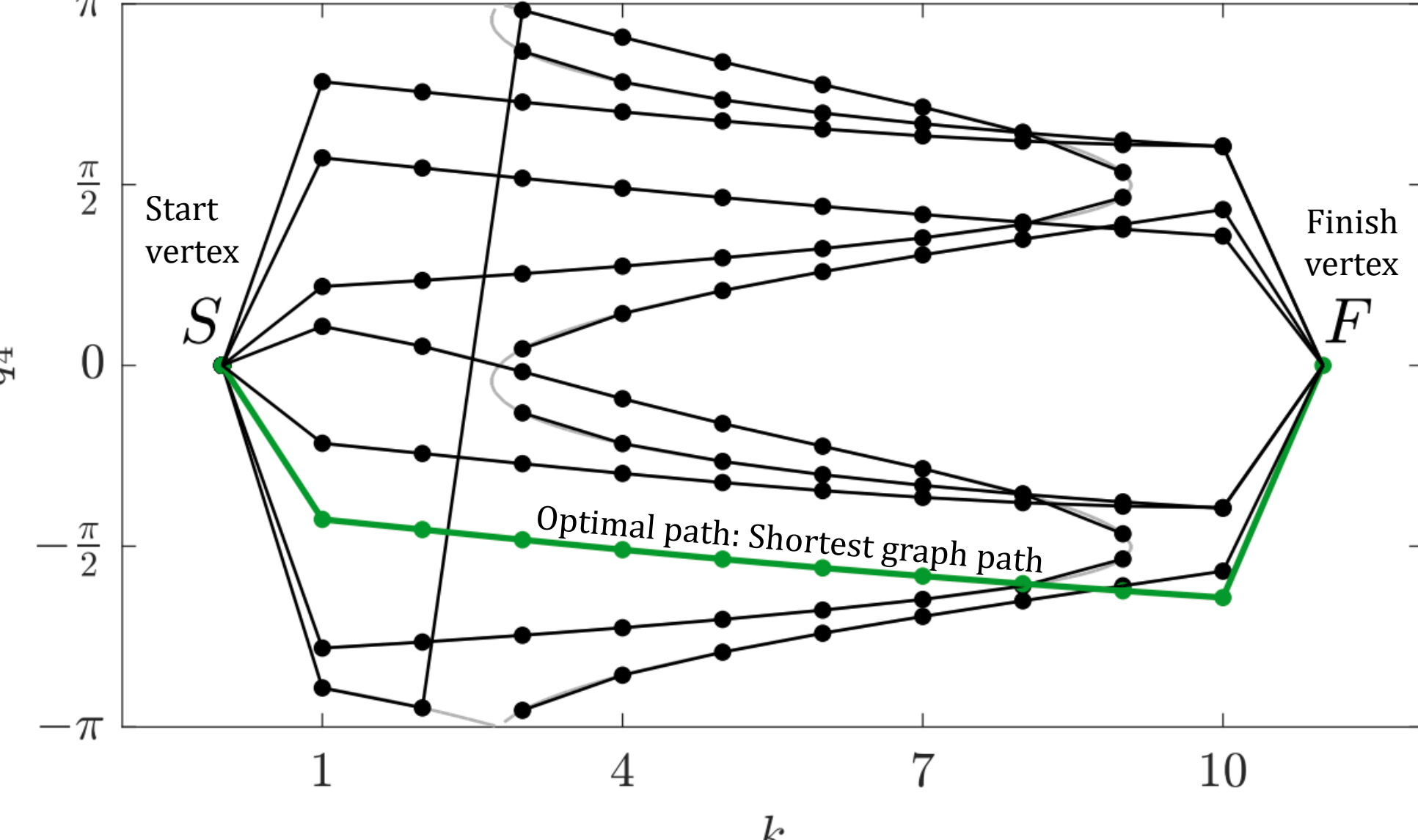
- Find all IK solutions for each sample with IK-Geo
- Connect vertices based on threshold
- Weigh edges based on incremental cost
- Find shortest path

Simplest metric: Minimize joint velocity

$$C(\underline{q}(\lambda)) = \left\| \underline{q}'(\lambda) \right\|_2^2 = \int_0^L \left\| \frac{d\underline{q}(\lambda)}{d\lambda} \right\|_2^2 d\lambda$$

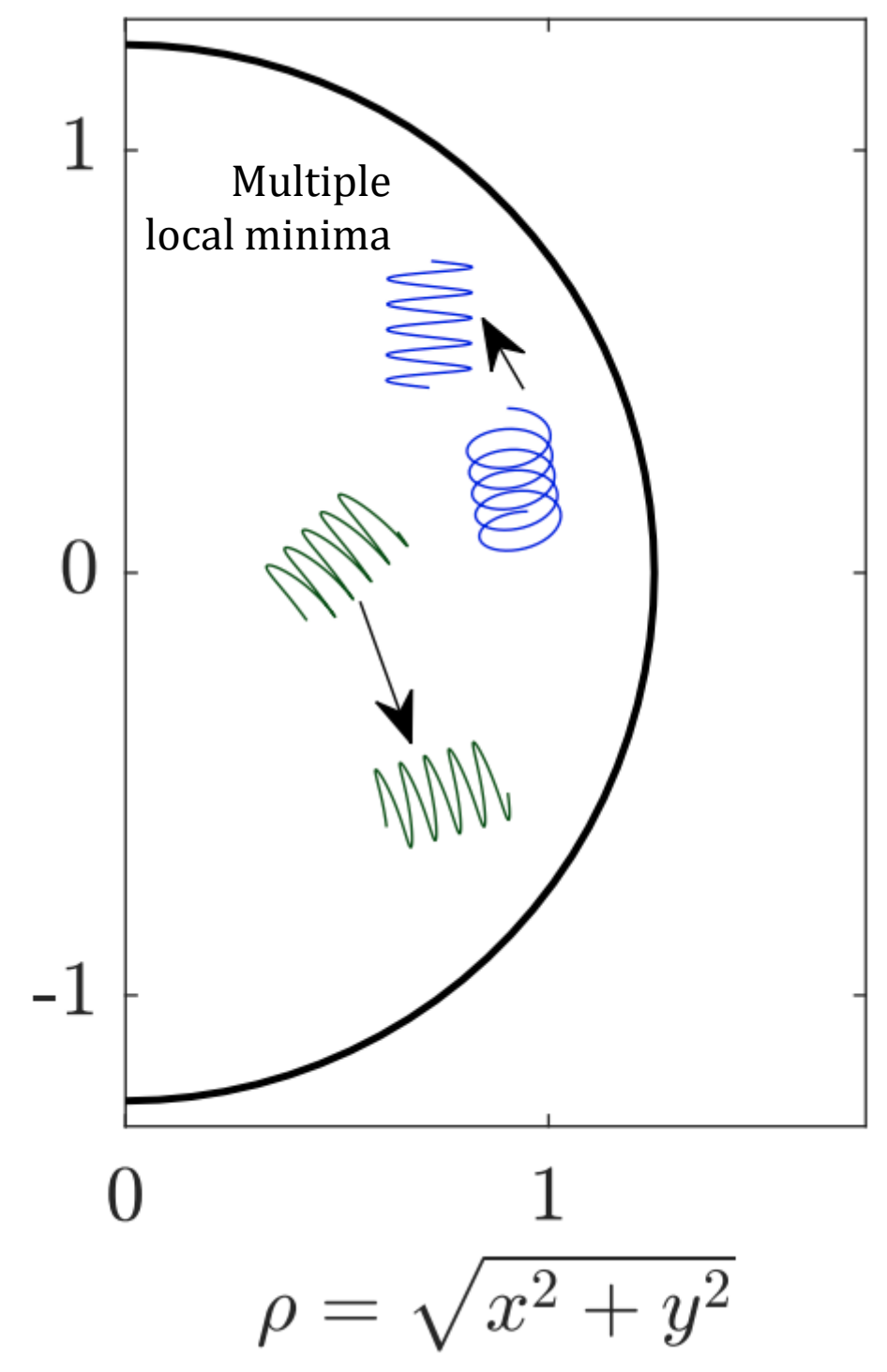
Other options:

- Joint limit avoidance
- Singularity avoidance
- Repeatability (closed paths)

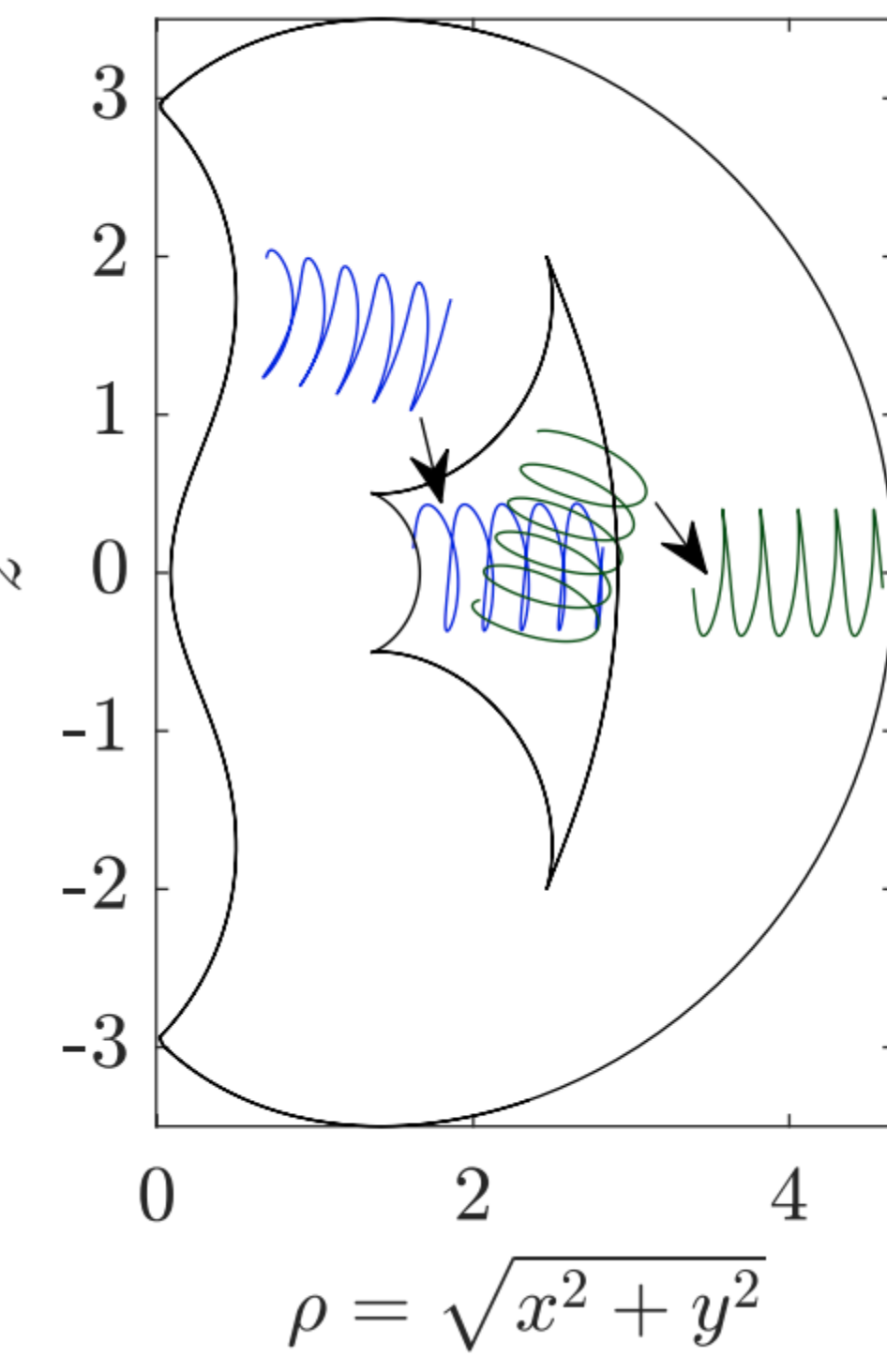


### 6. Path optimization finds best rigid-body offset of end effector path<sup>[1]</sup>

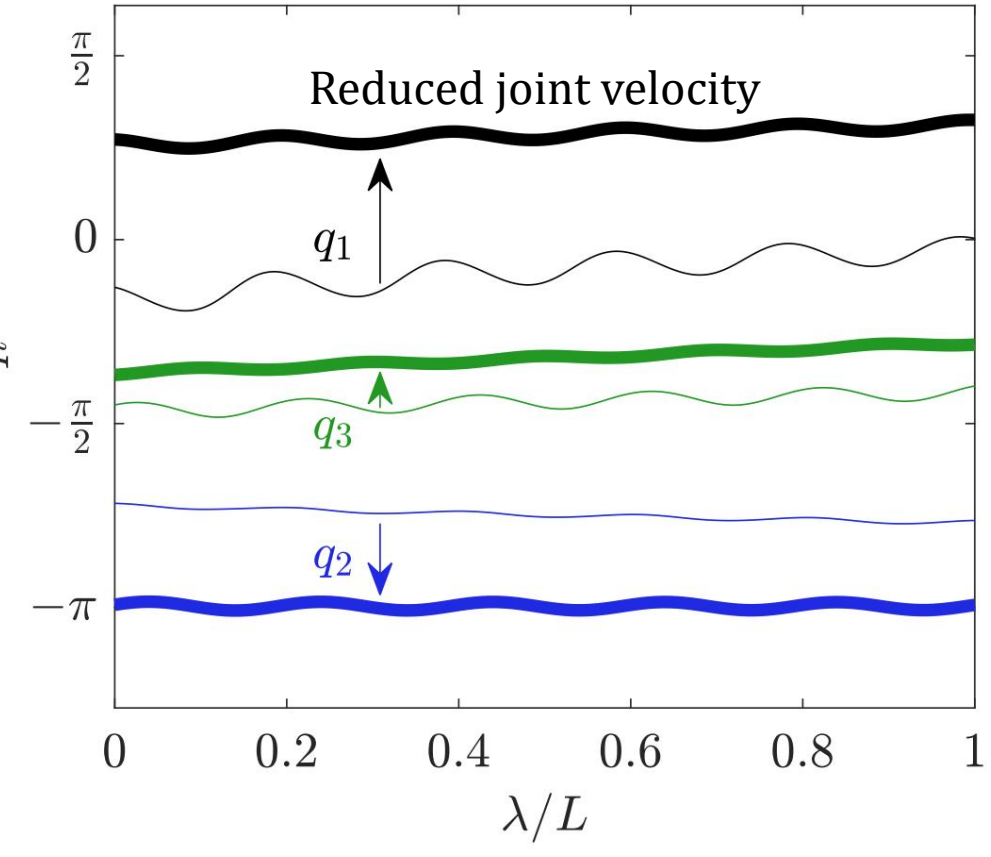
FANUC CRX-10iA/L



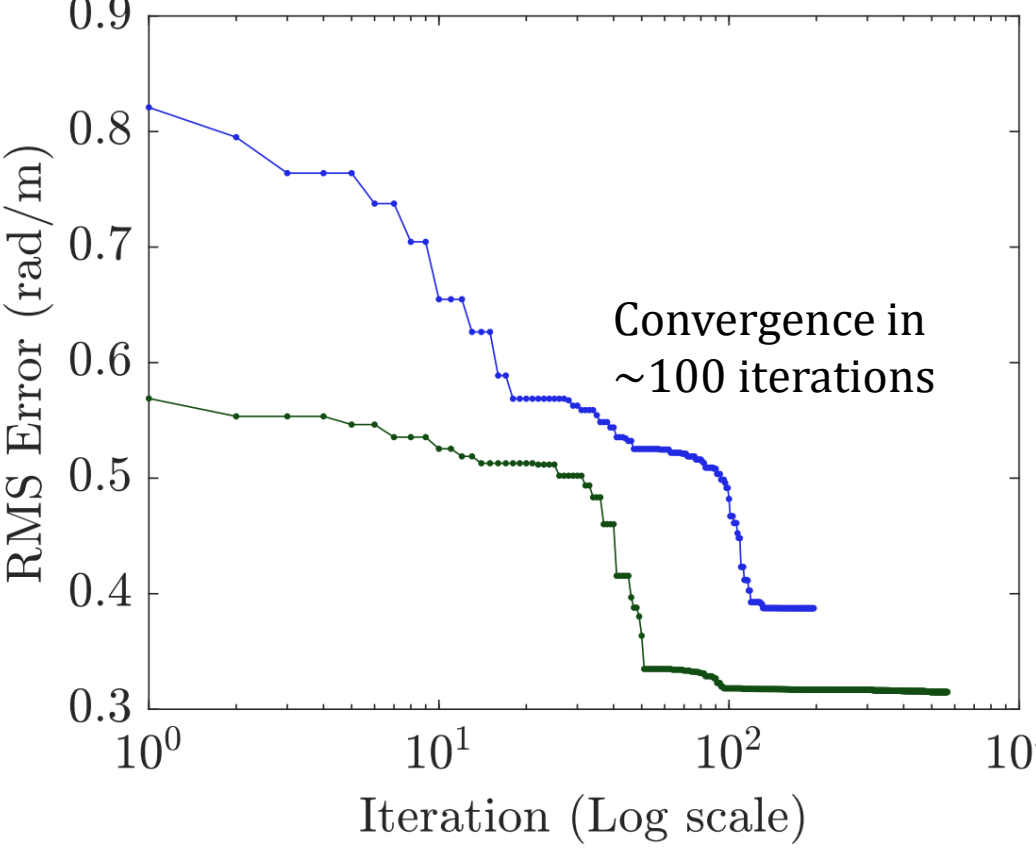
Cuspidal 3R Manipulator



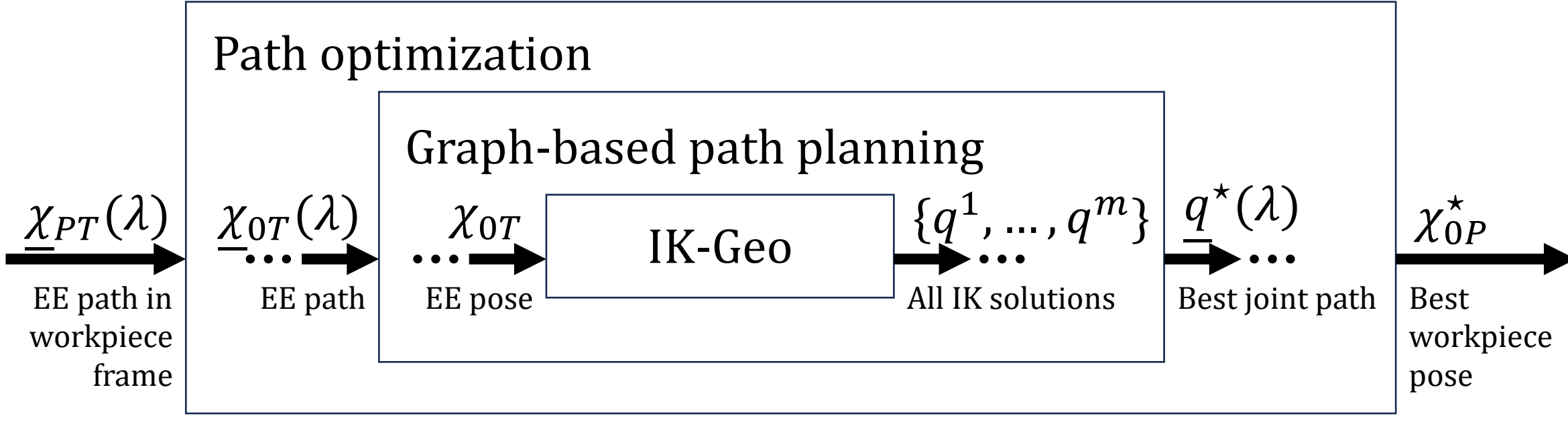
Joint path before/after (3R)



Optimization history (3R)



Path optimization



[1] A. J. Elias and J. T. Wen, "Path planning and optimization for cuspidal 6R manipulators," *arXiv preprint arXiv:2501.18505*, 2025.  
[2] A. J. Elias and J. T. Wen, "IK-Geo: Unified robot inverse kinematics using subproblem decomposition," *Mech. Mach. Theory*, vol. 209, p. 105971, 2025.  
[3] A. J. Elias and J. T. Wen, "Redundancy parameterization and inverse kinematics of 7-DOF revolute manipulators," *Mech. Mach. Theory*, vol. 204, p. 105824, 2024.