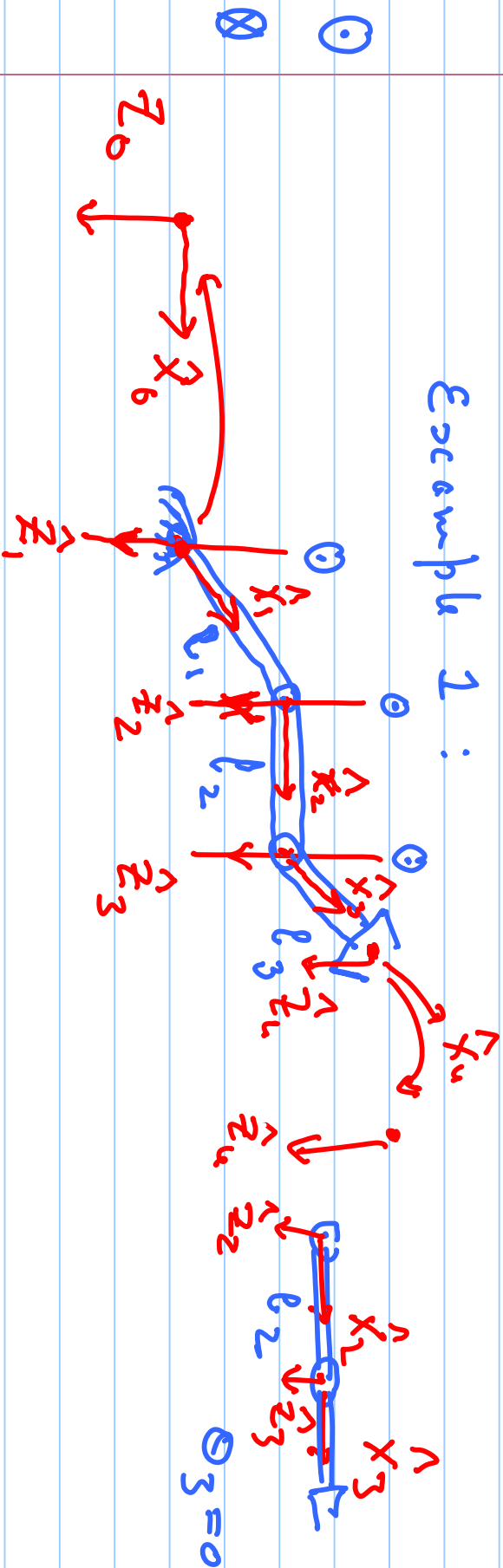


Lecture - 10

1) D-H frame assignment

Example 1:



1) assign Z_i to joint-axis i .

2) assign X_i to common \perp bet. $Z_i + Z_{i+1}$.

$$\Rightarrow a_1 = b_1, \quad d_1 = 0 \quad (\text{since } \hat{z}_1 \perp \hat{z}_2)$$

3) origin of $\{1\}$: since $\hat{z}_1 \perp \hat{z}_2 \Rightarrow$ common \perp is not unique. choice in orig. of $\{1\}$.

We choose origin of $\{1\}$ to be in the plane of the arm.

4) origin x_2 to common \perp let $\hat{z}_2^R + \hat{z}_3^R$.

$$\hat{z}_2^R \perp \hat{z}_3^R \Rightarrow d_2 = 0, \quad a_2 = b_2$$

\Downarrow common \perp not unique.

Choose origin of $\{2\}$ to make $d_2 = 0$

\Rightarrow origin of $\{2\}$ also lies in the plane of the arm.

5) $\{z\}$: last frame. No next z_i to def. common L .

origin $x_3^A \parallel x_2^A$

when $\theta_3 = 0$.

origin origin of $\{z\}$ to make $d_3 = 0$
 \Rightarrow it lies in the plane of the arm.

6) $\{o\}$: choose $z_0^A \parallel z_1^A \Rightarrow \alpha_o = 0 \rightarrow$ coincident

$x_0^A : \perp$ bet. $z_0^A + z_1^A$

x_0^A aligns with origin: choose $d_1 = 0$
 x_1^A when $\theta_1 = 0 \Rightarrow$ in the same plane as the arm.

7) if we were to assign a tool frames (end-effector) at the end-effector?

Choose it to maximize the # of D-H para with

parameters: $a_{i-1}, \alpha_{i-1}, \theta_i, d_i$ zero value.

In this case $\hat{z}_4 \parallel \hat{z}_3, \hat{x}_4 \parallel \hat{x}_3 \Rightarrow \theta_4 = 0, \text{ arm. D-H para.}$

$\alpha_3 = 0$ \leftarrow $d_4 = 0$ table

fn. of $i-1$
 $i-1 = [k_{i-1}, a_{i-1}, \theta_i, d_i]$

i	α_{i-1}	a_{i-1}	d_i	θ_i
1	0	0	0	θ_1
2	0	a_1	0	θ_2
3	0	a_2	0	θ_3
4	0	a_3	0	0

for planar 3-joint arm

$${}^0 T_3 = {}^0 T_1 {}^1 T_2 {}^2 T_3 = \begin{pmatrix} 0 & R & 0 \\ 3 & 0 & 1 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 0 & P \\ 3 & 0 \\ 0 & 1 \end{pmatrix} G$$

$${}^0_3 R = \begin{pmatrix} C_{123} & -S_{123} & 0 \\ S_{123} & C_{123} & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

$$C_{ijn} = C_n(\theta_i + \theta_j + \theta_n)$$

← forw. kin

for planner
awm.

$${}^0 P_{3ORC} = \begin{pmatrix} l_1 C_1 + l_2 C_{12} \\ l_1 S_1 + l_2 S_{12} \\ 0 \end{pmatrix}$$

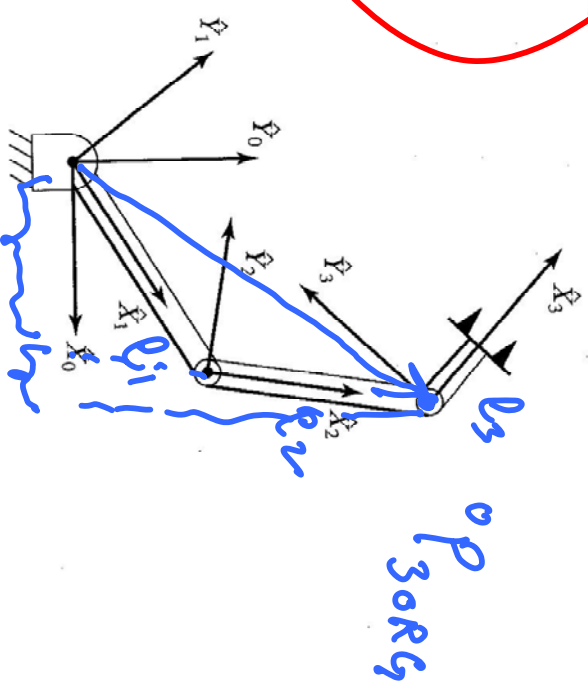


FIGURE 3.7: Link-frame assignments.

2nd Example : PUMA 560 arm (6-dof)
or 6R

$$\textcircled{1} z_1^A + z_2^A$$

intersect.

$$\Rightarrow \boxed{a_1 = 0}$$

choice of dir for x_1^A .

we chose

$$x_1^A = -(z_1^A \times z_2^A)$$

$$\therefore \boxed{\alpha_1 = -90^\circ}$$

origin of fig:

at int. of $z_1^A + z_2^A$

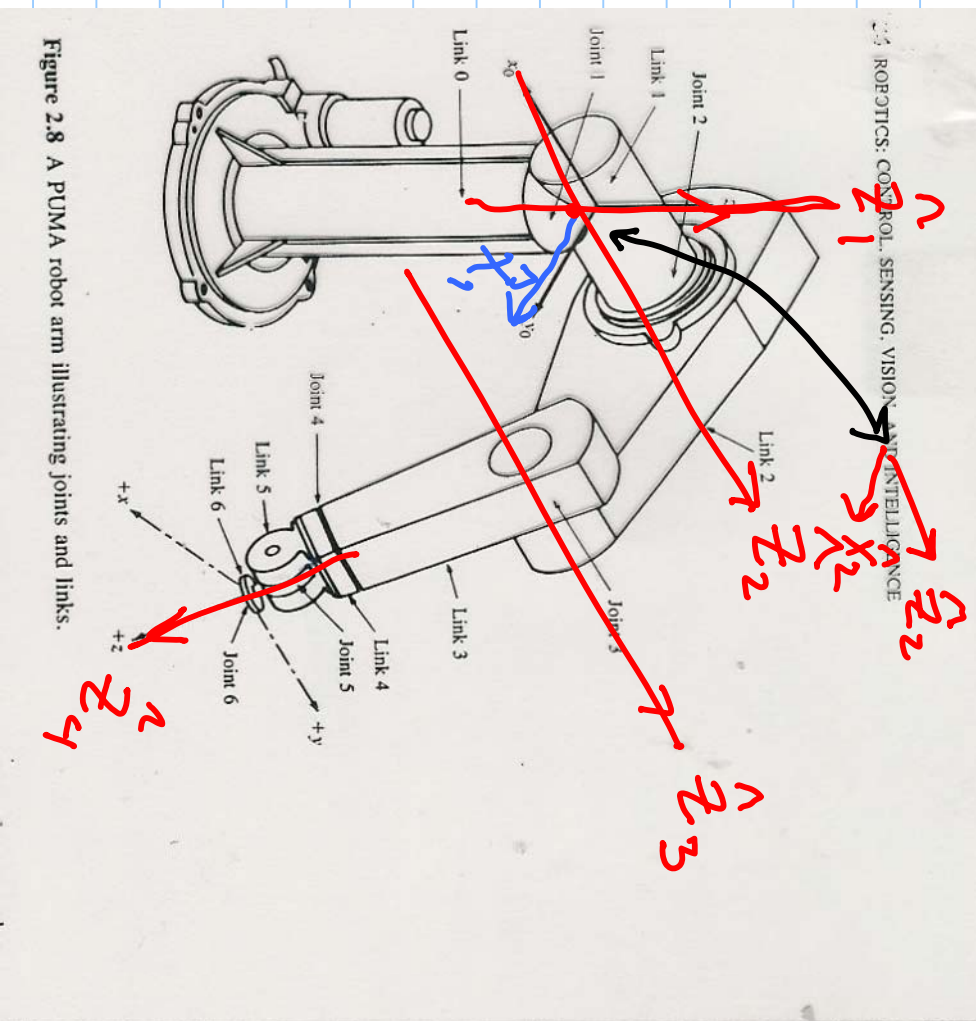


Figure 2.8 A PUMA robot arm illustrating joints and links.

$$\textcircled{2} \alpha_2 = 0$$

$$z_2^A + z_3^A$$

are ||.

x_2^A : common
 $z_2^A + z_3^A$

origin of

$\{2\}$ is

coinc. with

that fig to

of make $d_2 = 0$

$d_2 = \text{none}$
 zero

3) origin of

$\{z\}$: Common z

bet. $z_3 + z_4$

intersects z_3 .

$d_3 \neq 0$.

$d_3 \neq 0$.

$\alpha_3 = -90^\circ$

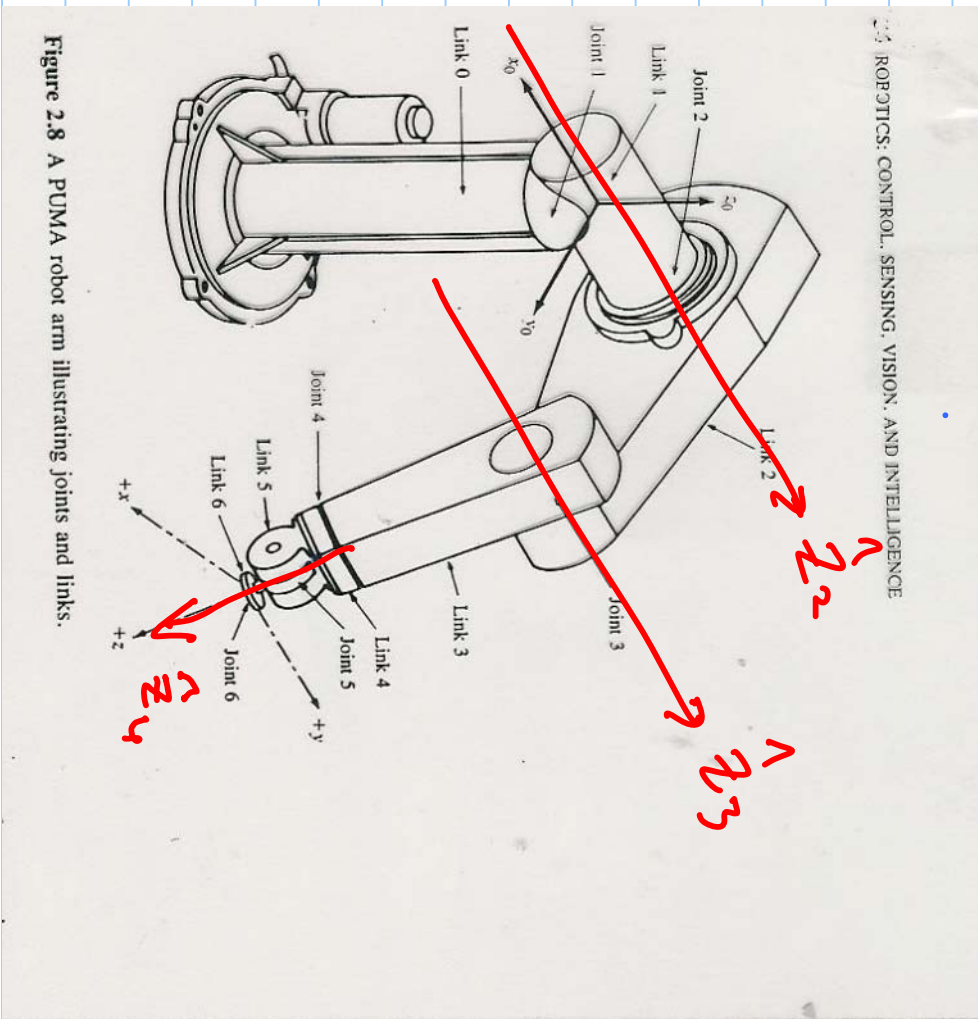


Figure 2.8 A PUMA robot arm illustrating joints and links.

4) $z_4 \times z_5 = x_4$, $\alpha_4 = 90^\circ$, $\alpha_5 = 0$, $d_4 \neq 0$ joint axis 4+5 intersect

5) joint axes 5, 6 intersect. $\alpha_5 = 0$, $d_5 = 0$
 $x_5 = -(z_5 \times z_6)$ $\alpha_5 = -90^\circ$

$z_4 = x_4$
 $y_4 = -z_5 = x_6$

6) $d_6 = 0$, α_6
 $x_6 = x_5$
 when $\theta_6 = 0$

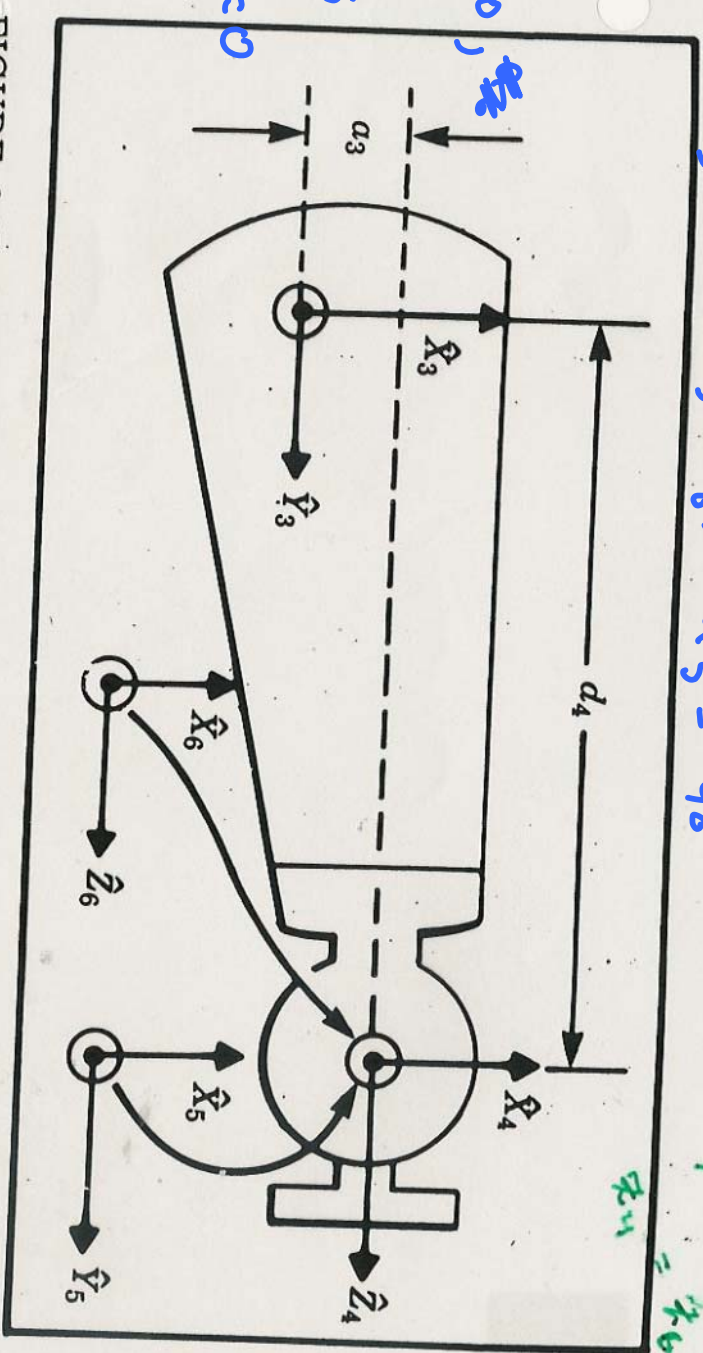


FIGURE 3.19 Kinematic parameters and frame assignments for the forearm of the PUMA 560 manipulator.

for coincides with \hat{z}_3 when $\theta_1 = 0$

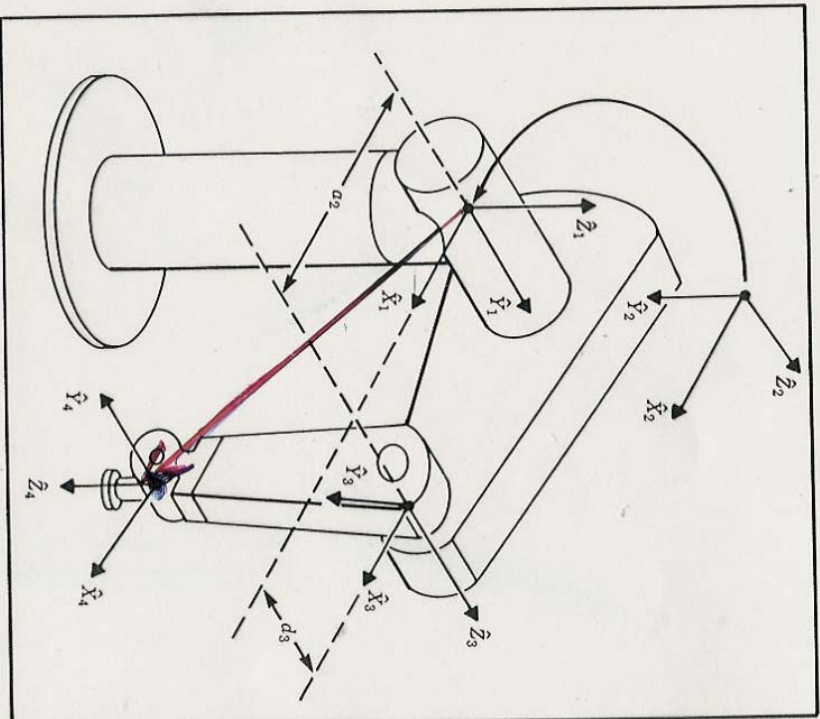


FIGURE 3.18 Some kinematic parameters and frame assignments for the PUMA 560 manipulator.

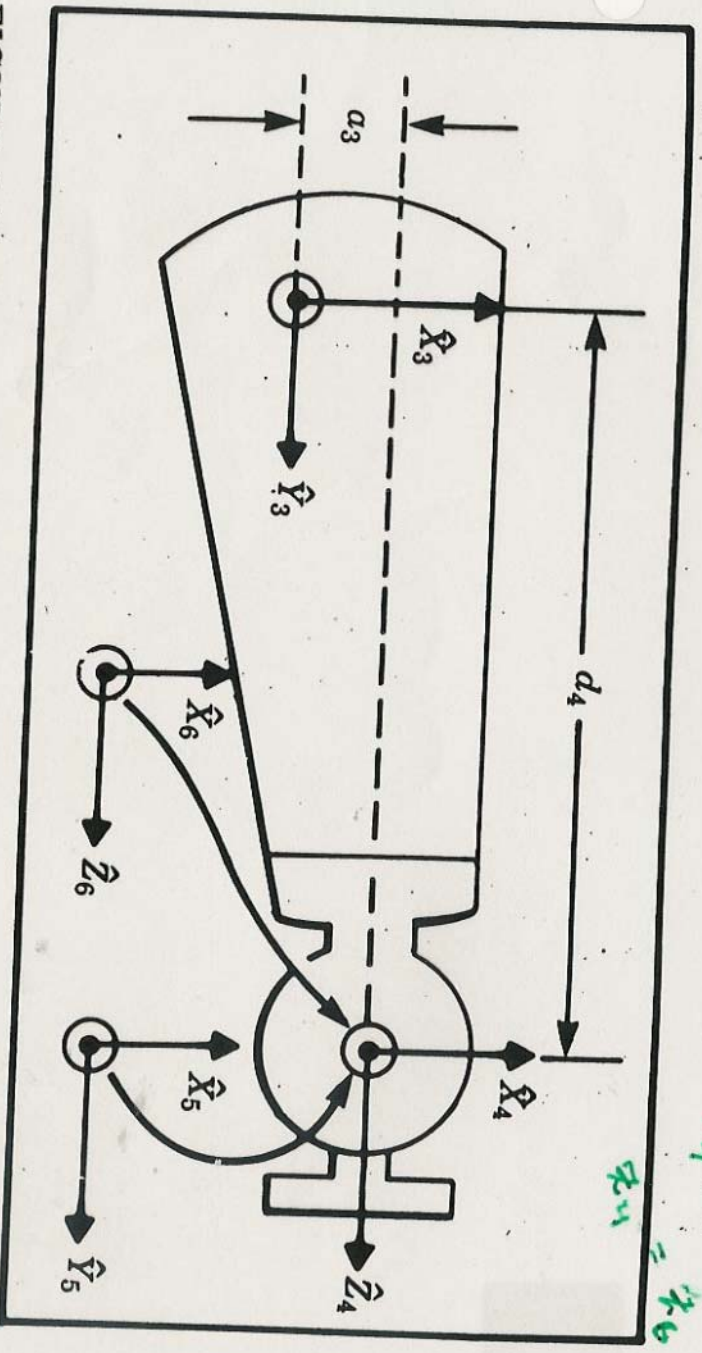


FIGURE 3.19 Kinematic parameters and frame assignments for the forearm of the PUMA 560 manipulator.

$${}^0T_6 = {}^0T_1 {}^1T_2 \dots {}^5T_6$$

This matrix can be easily computed in closed form.

see below for

the iT_j matrices

i	α_{i-1}	a_{i-1}	d_i	θ_i
1	0	0	0	θ_1
2	-90°	0	0	θ_2
3	0	a_2	d_3	θ_3
4	-90°	a_3	d_4	θ_4
5	90°	0	0	θ_5
6	-90°	0	0	θ_6

FIGURE 3.21 Link parameters of the PUMA 560.

← variable parameters

$${}^0T_6 = \begin{pmatrix} 0 & R & 0 \\ 0 & 0 & P \\ 0 & 0 & 1 \end{pmatrix}$$

$\begin{pmatrix} p_x \\ p_y \\ p_z \end{pmatrix}$
 (n_{ij})

see E.g. 3.14 in text for iT_j matrix

Two salient prs: re 0_T matrix

① p_x, p_y, p_z dup. only on $\theta_1, \theta_2, \theta_3$

↳ because last 3 joints first 3 joints intersect (wrist structure)

② orient. matrix: only C_{23} & S_{23} entries since joint 2 + 3 are parallel.

Using (3.6), we compute each of the link transformations:

$$\begin{aligned}
 {}^0T &= \begin{bmatrix} c\theta_1 & -s\theta_1 & 0 & 0 \\ s\theta_1 & c\theta_1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}, \\
 {}^1T &= \begin{bmatrix} c\theta_2 & -s\theta_2 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ -s\theta_2 & -c\theta_2 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}, \\
 {}^2T &= \begin{bmatrix} c\theta_3 & -s\theta_3 & 0 & a_2 \\ s\theta_3 & c\theta_3 & 0 & 0 \\ 0 & 0 & 1 & d_3 \\ 0 & 0 & 0 & 1 \end{bmatrix}, \\
 {}^3T &= \begin{bmatrix} c\theta_4 & -s\theta_4 & 0 & a_3 \\ 0 & 0 & 1 & d_4 \\ -s\theta_4 & -c\theta_4 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}, \\
 {}^4T &= \begin{bmatrix} c\theta_5 & -s\theta_5 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ s\theta_5 & c\theta_5 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}, \\
 {}^5T &= \begin{bmatrix} c\theta_6 & -s\theta_6 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ -s\theta_6 & -c\theta_6 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}. \tag{3.9}
 \end{aligned}$$

We now form 0T by matrix multiplication of the individual link matrices. While forming this product, we will derive some subresults that will be useful when solving the inverse kinematic problem in Chapter 4. We start by multiplying 4T and 5T ; that is,

$${}^4T = {}^4T {}^5T = \begin{bmatrix} c_5c_6 & -c_5s_6 & -s_5 & 0 \\ s_5c_6 & c_5s_6 & 0 & 0 \\ s_5c_6 & -s_5s_6 & c_5 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}, \tag{3.10}$$

where c_5 is shorthand for $\cos \theta_5$, s_5 for $\sin \theta_5$, and so on.⁶ Then we have

$${}^3T = {}^3T {}^4T = \begin{bmatrix} c_4c_5c_6 & -s_4s_6 & -c_4s_5c_6 & -c_4s_5 \\ s_4c_5c_6 & c_4s_6 & -s_4s_5c_6 & -s_4s_5 \\ -s_4c_5c_6 & -c_4s_6 & s_4c_5c_6 & s_4s_5 \\ 0 & 0 & 0 & 1 \end{bmatrix}. \tag{3.11}$$

⁶Depending on the amount of space available to show expressions, we use any of the following three forms: $\cos \theta_5$, c_5 , or c_5 .

IN GENERAL: . given a robot with
N joint (N-dof)

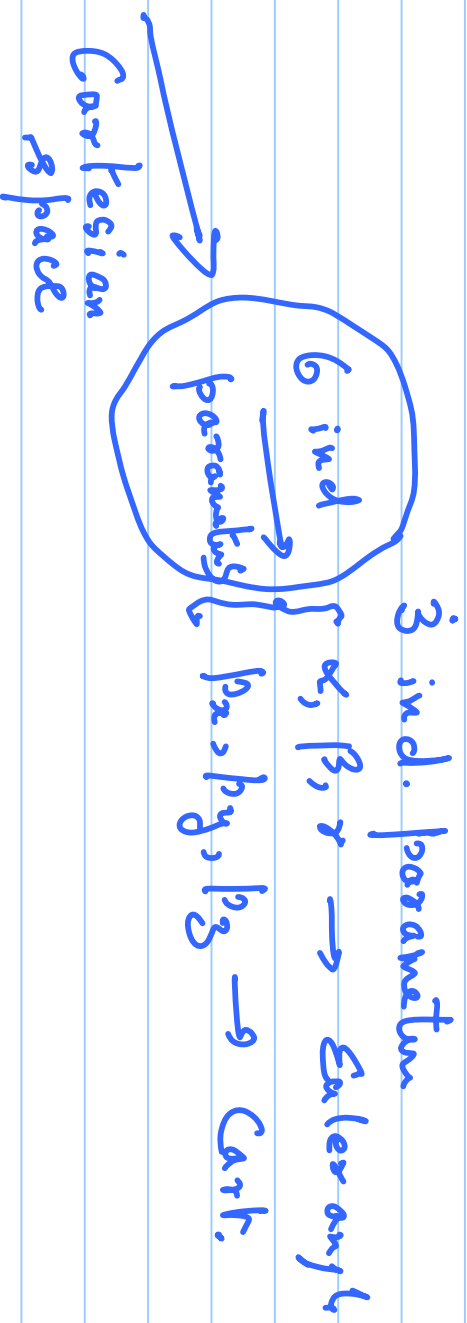
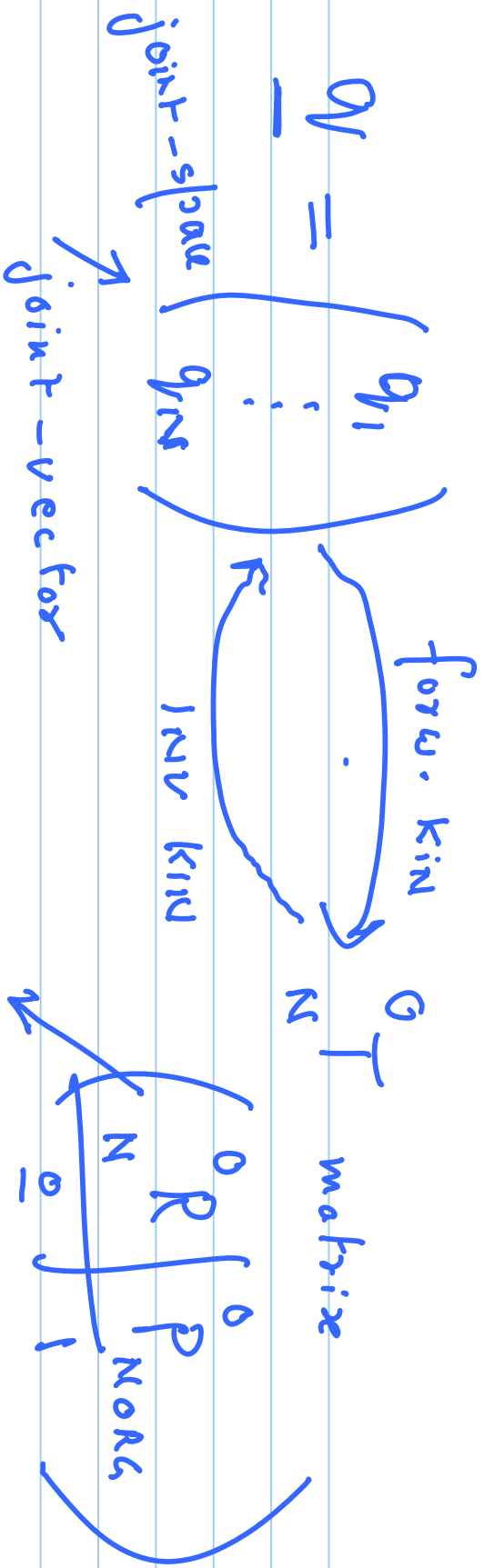
we need know how to
assign θ_i at each joint, and

then compute ${}^0_T = \begin{pmatrix} {}^0_R & {}^0P \\ N & N \end{pmatrix}$

joint - parameters: θ_i - revolute

d_i - prismatic

q_i = joint-var.



Note: D-H Notation: variations exist

$z_1 \leftrightarrow i^{\text{th}}$ joint axis

$z_{i-1} \leftrightarrow i^{\text{th}}$ " "

Generalization of forw. kin.:

determine "where" is the Tool

w. r. t. Station frame?

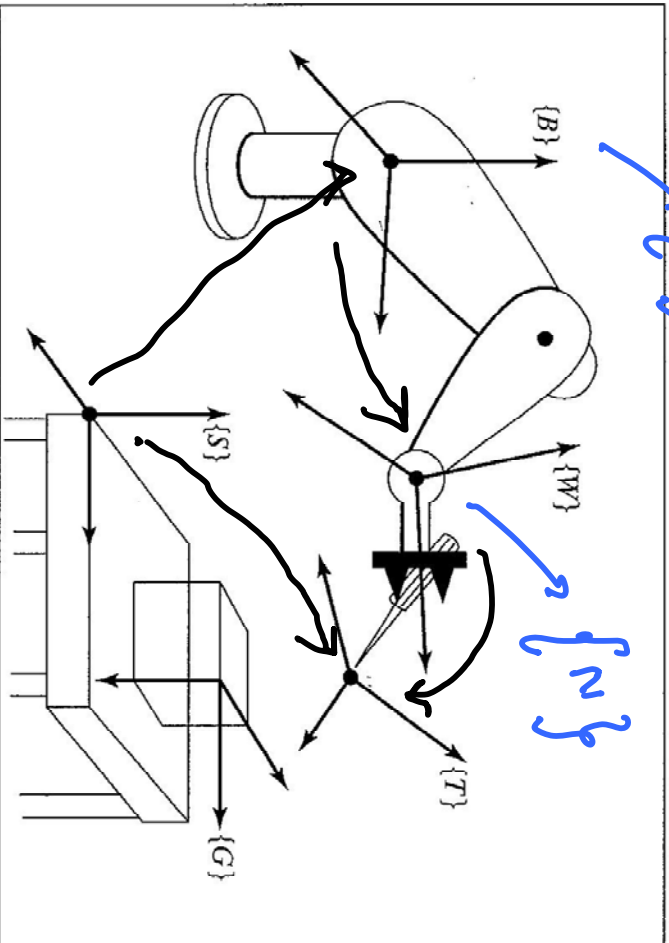


FIGURE 3.27: The standard frames.

given (q_1, \dots, q_n)

and,

Assume ${}^W T_B$, ${}^T T_W$, ${}^S T_T$ is known

Determine ${}^S T_T$

WHERE (Q, S_T, W_T) : returns S_T

$$\underline{Q} = \begin{pmatrix} q_1 \\ \vdots \\ q_n \end{pmatrix}$$

Using Xform arithmetic:

$$\begin{bmatrix} S_T \\ T \end{bmatrix} = \begin{bmatrix} B_T \\ S_T \end{bmatrix}^{-1} \begin{bmatrix} B_T \\ W_T \end{bmatrix}$$

follow "upper" set
of arrows.

for. kin.