

Lecture 16

Note Title

10/10/2005

INVERSE KIN:

Given ${}^0_T N$, compute

$$\begin{pmatrix} \theta_1 \\ \vdots \\ \theta_n \end{pmatrix}$$

$$\text{or } B_T$$

Last lecture: Pieper's method

6-dof revolute joints

with 3 consecutive intersecting axes

INV KIN PDUR A arm: \rightarrow apply Pieper's method

exercise

→ 2) alternative method
This lecture

We wish to solve

$i-1$ ← known
 i ← known

$${}^0T_6 \equiv \begin{bmatrix} r_{11} & r_{12} & r_{13} & p_x \\ r_{21} & r_{22} & r_{23} & p_y \\ r_{31} & r_{32} & r_{33} & p_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

← known

$$= {}^0T_1(\theta_1) {}^1T_2(\theta_2) {}^2T_3(\theta_3) {}^3T_4(\theta_4) {}^4T_5(\theta_5) {}^5T_6(\theta_6)$$

general strategy: separate variables by "taking" each matrix

← one by one to left side
← one by one to right side

at least one

$$\begin{aligned}
 \begin{bmatrix} \theta_1 \\ \vdots \\ \theta_n \end{bmatrix}^{-1} \begin{bmatrix} 0 \\ \vdots \\ 0 \end{bmatrix} &= \begin{bmatrix} 1 \\ 2 \\ \vdots \\ \vdots \\ 5 \\ \vdots \\ \vdots \end{bmatrix} \quad \leftarrow \text{has a constant element + nT} \\
 &= \begin{bmatrix} 1 \\ 2 \\ \vdots \\ \vdots \\ 5 \\ \vdots \\ \vdots \end{bmatrix}^T (\theta_2 \dots \theta_n)
 \end{aligned}$$

Look for a constant element in R.H.S. and compare it to the corresponding element in LHS (func. of θ_1)

We see that element (2,4) on R.H.S., i.e.,

in $\begin{bmatrix} 1 \\ 2 \\ \vdots \\ \vdots \\ 5 \\ \vdots \\ \vdots \end{bmatrix}^T$ is d_3 [see eqn. 3.13 on page 82 in text]

$$\begin{bmatrix} c_1 & s_1 & 0 & 0 \\ -s_1 & c_1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} r_{11} & r_{12} & r_{13} & p_x \\ r_{21} & r_{22} & r_{23} & p_y \\ r_{31} & r_{32} & r_{33} & p_z \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix} \quad (4.56)$$

Downloaded in Chapter 3. This simple

$$\begin{bmatrix} 0 \\ 1 \end{bmatrix}^{-1} \rightarrow -R_1 p_x + c_1 p_y = d_3 \quad \text{--- (1)}$$

Use Trig. eqns # 5 in our list to solve for θ_1 . + also solve for θ_1 .

Now, Comparing elem. $(1, u)$ & $(3, u)$ on both sides : (L.H.S. is known since θ_1 is already solved for)

$$\textcircled{2} \quad c_1 p_x + s_1 p_y = a_2 c_2 + a_3 c_{23} - d_4 r_{23}$$

$$\textcircled{3} \quad p_3 = -(a_3 r_{23} + a_2 r_2 + d_4 c_{23})$$

Square & add $\textcircled{1}, \textcircled{2}, \textcircled{3}$

we get

$$\textcircled{4} \rightarrow a_3 c_3 - d_4 \beta_3 = \frac{b_x^2 + b_y^2 + b_z^2 - a_2^2 - a_3^2 - d_3^2 - d_4^2}{2a_2}$$

$$\Leftrightarrow a_3 c_3 - d_4 \beta_3 = K$$

Trig eqn. #5 in our list.
2 unknowns for θ_3 ,

Having solved for θ_3 , you could now sub for θ_1, θ_3 in eqn. 2+3, and solve for θ_2 . Alternatively go to next step and look at:

$$\begin{bmatrix} 0 & 1 \\ 3 & 0 \end{bmatrix}^{-1} \begin{bmatrix} 0 & 1 \\ 6 & 0 \end{bmatrix} = \begin{pmatrix} 3 & 1 \\ 6 & 0 \end{pmatrix} \leftarrow \text{elem (1,4)} = a_3$$

$$\text{elem (2,4)} = d_4$$

or

$$\begin{bmatrix} c_1 c_{23} & s_1 c_{23} & -s_{23} & -a_2 c_3 \\ -c_1 s_{23} & -s_1 s_{23} & -c_{23} & a_2 s_3 \\ -s_1 & c_1 & 0 & -d_3 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} r_{11} & r_{12} & r_{13} & p_x \\ r_{21} & r_{22} & r_{23} & p_y \\ r_{31} & r_{32} & r_{33} & p_z \\ 0 & 0 & 0 & 1 \end{bmatrix} = {}^6 T, \quad (4.70)$$

where ${}^6 T$ is given by equation (3.11) developed in Chapter 3. Equating the (1, 4) elements from both sides of (4.70), as well as the (2, 4) elements, we get

$$\begin{aligned} (1,4) \text{ on LHS} & \rightarrow c_1 c_{23} p_x + s_1 c_{23} p_y - s_{23} p_z - a_2 c_3 = a_3, \\ (3,4) \text{ on LHS} & \rightarrow -c_1 s_{23} p_x - s_1 s_{23} p_y - c_{23} p_z + a_2 s_3 = d_4, \end{aligned} \quad (4.71)$$

These equations may be solved simultaneously for s_{23} and c_{23} , resulting in

$$\begin{aligned} s_{23} &= \frac{(-a_3 - a_2 c_3) p_z + (c_1 p_x + s_1 p_y)(a_2 s_3 - d_4)}{p_z^2 + (c_1 p_x + s_1 p_y)^2}, \\ c_{23} &= \frac{(a_2 s_3 - d_4) p_z - (-a_3 - a_2 c_3)(c_1 p_x + s_1 p_y)}{p_z^2 + (c_1 p_x + s_1 p_y)^2}. \end{aligned} \quad (4.72)$$

Since the denominators are equal and positive, we solve for the sum of θ_2 and θ_3 as

$$\theta_{23} = \text{Atan2} [(-a_3 - a_2 c_3) p_z - (c_1 p_x + s_1 p_y)(d_4 - a_2 s_3),$$

(4.73)

eqn. # 3
in Trig. eqns

(see eqn.

3.11 on

page 81)

↳ gives one soln. for $\theta_2 + \theta_3$, given (θ_1, θ_3) soln.

$$\text{get } \theta_2 = (\theta_2 + \theta_3) - (\theta_3)$$

we will get four solns. $(\theta_1, \theta_2, \theta_3)$
proceed like this further as
in text, and solve for $\theta_4, \theta_5, \theta_6$ also.

[NOT CARRIED OUT IN LECTURE]
READ IT

Note: flipped soln: for wrist, i.e. $\theta_4, \theta_5, \theta_6$
two sets of soln. was illustrated
with "Timber Toy"

$$\begin{aligned}
 \theta = & \left\{ \begin{array}{l} \theta_4^* \\ \theta_5^* \end{array} \right. \left\{ \begin{array}{l} \theta_6^* + 180^\circ = 180^\circ \\ -\theta_5^* = -45^\circ \end{array} \right. \\
 45^\circ = & \\
 q_0^\circ = & \left\{ \begin{array}{l} \theta_6^* \\ \theta_6^* + 180^\circ = 270^\circ \end{array} \right.
 \end{aligned}$$

Similarly to forward kin, one would like to

generalize the INVKIN to SOLVE

\downarrow Wrist Frame
 Given B_T
 \downarrow Tool Frame
 Given S_T

Solve

→ INVKIN

$$B_T \rightarrow \begin{pmatrix} \theta_1 \\ \vdots \\ \theta_n \end{pmatrix} \quad S_T \rightarrow \begin{pmatrix} \theta_1 \\ \vdots \\ \theta_6 \end{pmatrix}$$

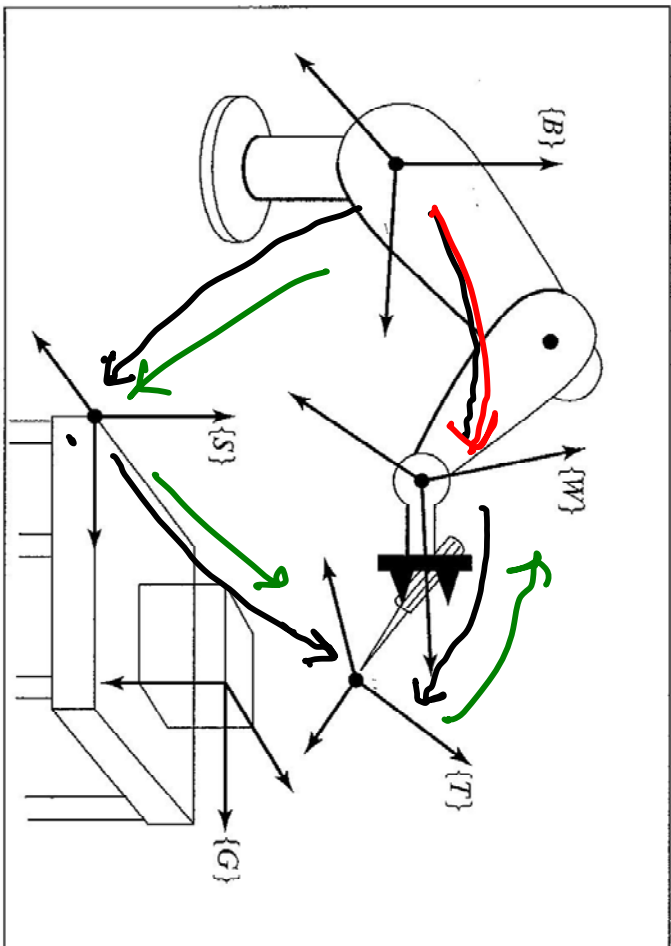


FIGURE 3.27: The standard frames.

$$B_T^T \omega_T = S_T^T S_T$$

$$B_T \omega = S_T^T S_T \left[\omega_T \right]^{-1}$$

KNOWN

SOLVE : ① Compute B_T

Given S_T ② Use INVERTION to get

$$\begin{pmatrix} \theta_1 \\ \vdots \\ \theta_n \end{pmatrix}$$

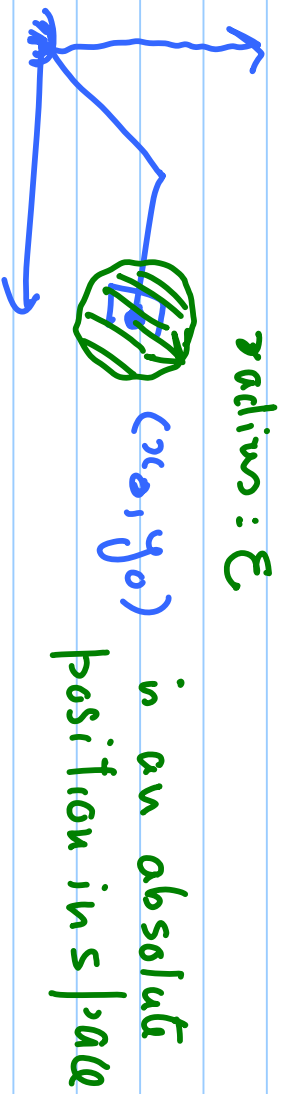
Repeatability and Accuracy:

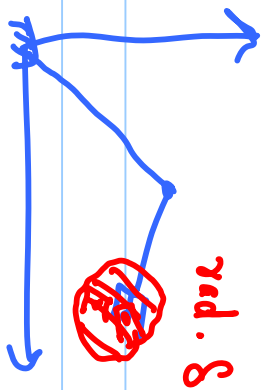
For any "positioning device":

ϵ : accuracy: w. r. t. an **absolute** measurement

δ : repeatability: w. r. t. one attempt to another

Normally $\delta \ll \epsilon$





on repeated attempts,
how close are diff.

positions, within
a circle of rad. 8

"No absolute position"
only relative to other attempts.

In Robotics:

Repeatability { taught points: robot is physically (manually)
in joint space moved to desired joint values,
(θ_1 , θ_2) And then played again & again.

Computed points : in Cartesian space
move to (x, y)

Accuracy

Capability. robot controller has to compute
 (θ_1)
 (θ_2) corr. to (x, y) . This will be affected
by accuracy of knowledge of D-H param.