

# FK kinematics of 2 and 3 link finger

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## 1 Forward Kinematics of 1 Finger

As 2 link manipulator

DH table:

$i$	$\theta$	$d$	$a$	$\alpha$
1	$\theta_1$	0	$L_1$	0
2	$\theta_2$	0	$L_2$	0

$${}^0T_1 = \begin{bmatrix} c_1 & -s_1 & 0 & 0 \\ s_1 & c_1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & 0 & L_1 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (1)$$

$${}^1T_2 = \begin{bmatrix} c_2 & -s_2 & 0 & 0 \\ s_2 & c_2 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & 0 & L_2 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (2)$$

$$ForwardKinematics : {}^0T_2 = \begin{bmatrix} c_{12} & -s_{12} & 0 & L_1c_1 + L_2c_{12} \\ s_{12} & c_{12} & 0 & L_1s_1 + L_2s_{12} \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (3)$$

As 3 link manipulator

DH table:

$i$	$\theta$	$d$	$a$	$\alpha$
1	$\theta_1$	0	$L_1$	0
2	$\theta_2$	0	$L_2$	0
3	$\theta_3$	0	$L_3$	0

$${}^2T_3 = \begin{bmatrix} c_3 & -s_3 & 0 & 0 \\ s_3 & c_3 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & 0 & L_3 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (4)$$

$$\text{ForwardKinematics} : {}^0T_3 = \begin{bmatrix} c_{123} & -c_{123} & 0 & L_1c_1 + L_2c_{12} + L_3c_{123} \\ s_{123} & -s_{123} & 0 & L_1s_1 + L_2s_{12} + L_3s_{123} \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (5)$$

## 2 Images

