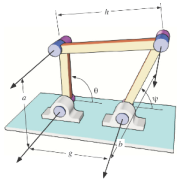


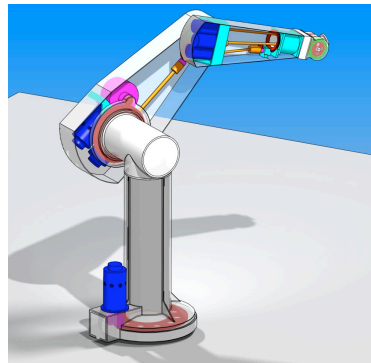
# Elementary Robotics

**J. Michael McCarthy**

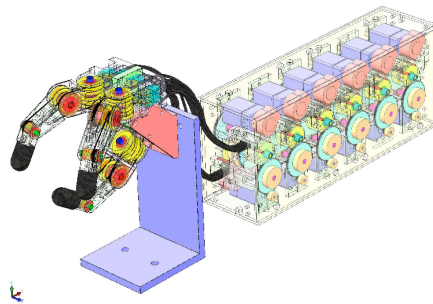
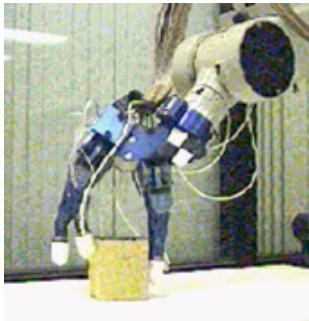
July 15, 2009



# Examples of Robots

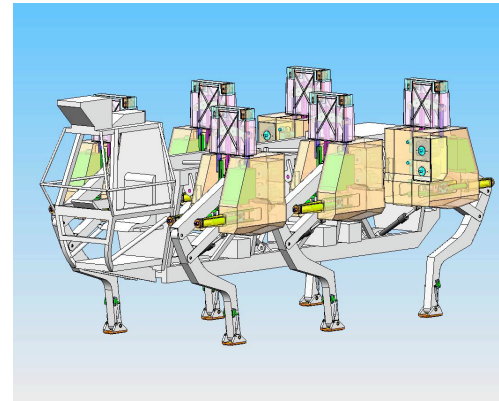


The PUMA robot developed Vic Scheinman in the late '70s was the first robot with an elbow.

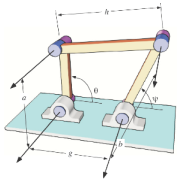


The Stanford-MIT hand designed by Ken Salisbury in the early '80s was the first robotic hand with articulated fingers.

**2 MAE 145: Machine Theory**



The Ohio State Adaptive Suspension Vehicle PUMA robot developed Ken Waldron was the first walking machine designed to carry a driver.



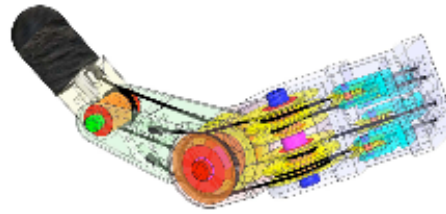
# Serial Chains of Links



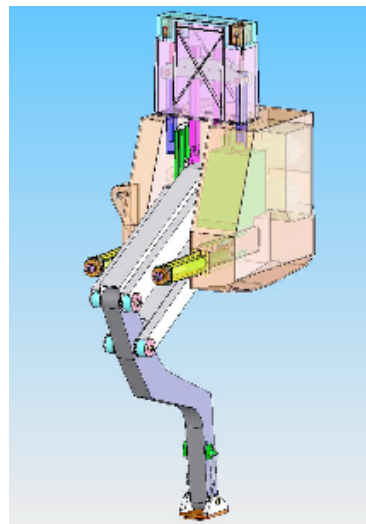
The Adept, Inc. SCARA robot



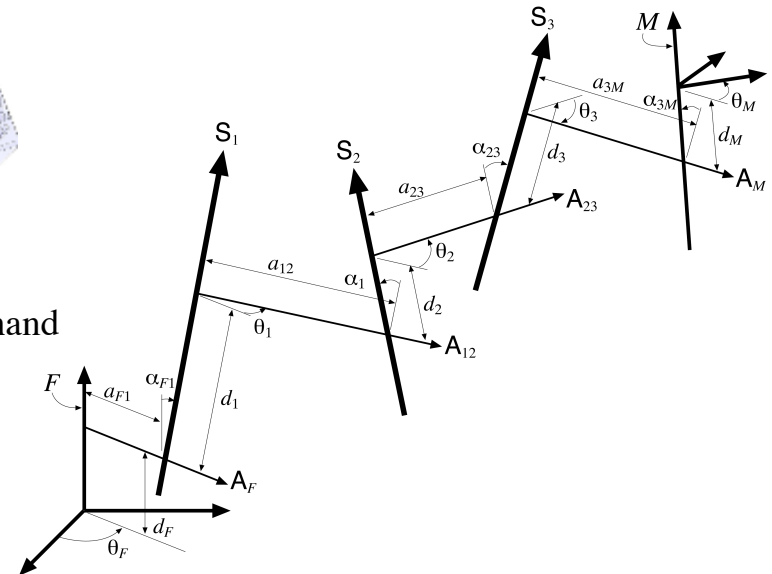
The Canadarm on the Space Shuttle



One finger of the Salisbury hand



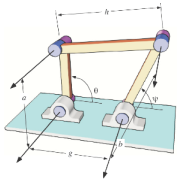
One leg of the ASV



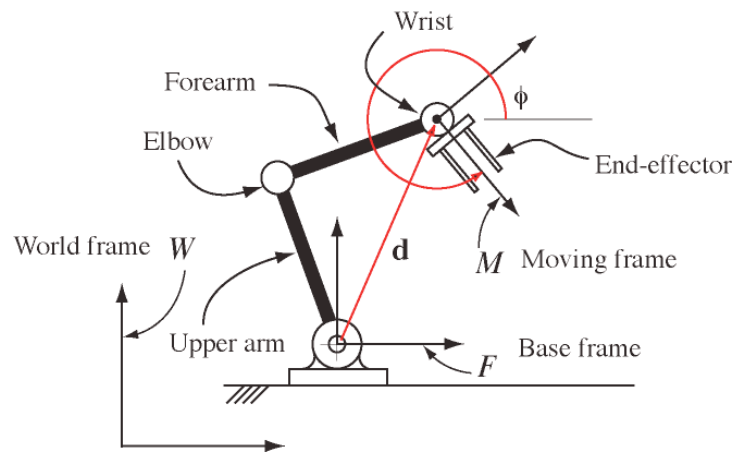
A **robot** is modeled as a sequence links connected by joints.

The joint axes are represented by lines in space denoted  $S_1, S_2, \dots, S_6$ .

The common normal line  $A_{ij}$  between the two axes  $S_i$  and  $S_j$  define the  $i$ th link.

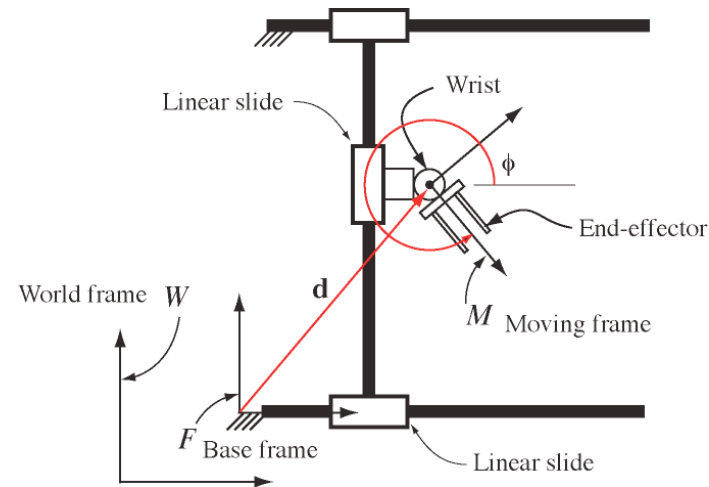
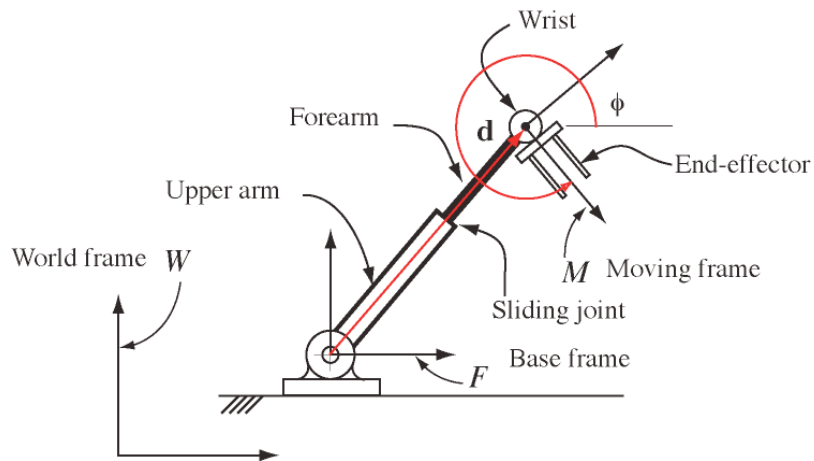


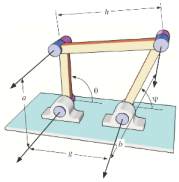
# Planar Serial Chain Robots



**Planar robots** come in three basic forms the RRR, RPR and PPR robots. In each case the purpose of the robot is to reliably position its moving frame  $M$  relative to its base frame  $F$ . This is how it positions the end-effector in the world frame.

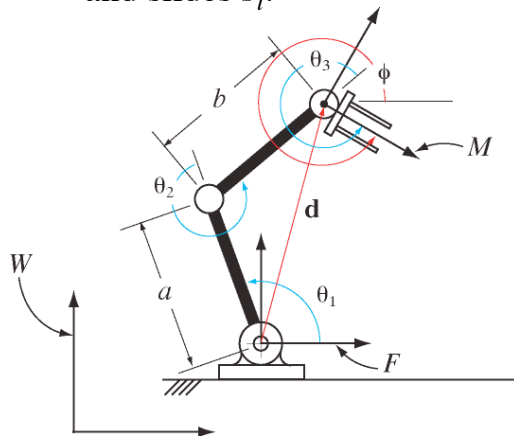
This means the robot must precisely control the three parameters  $\mathbf{d}=(x,y)$  and  $\phi$ . The vector  $\mathbf{d}=(x, y)$  defines the origin of  $M$  measured in  $F$ , and  $\phi$  defines the angle measured from the  $x$ -axis of  $F$  to the  $x$ -axis of  $M$ .





# Forward Kinematics

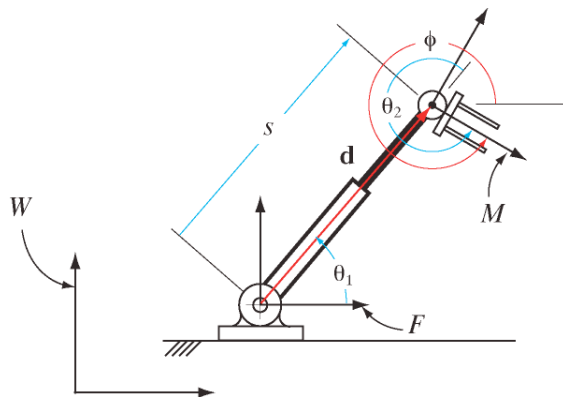
The **forward kinematics equations** of serial chain define the location of the end-effector in terms of its joint parameters. In particular, they define the parameters  $\mathbf{d} = (x, y)$  and  $\phi$  in terms of the joint angles  $\theta_i$  and slides  $s_i$ .



**RRR:**

$$\mathbf{d} = \begin{Bmatrix} x \\ y \end{Bmatrix} = \begin{Bmatrix} a \cos \theta_1 \\ a \sin \theta_1 \end{Bmatrix} + \begin{Bmatrix} b \cos(\theta_1 + \theta_2) \\ b \sin(\theta_1 + \theta_2) \end{Bmatrix},$$

$$\phi = \theta_1 + \theta_2 + \theta_3.$$



**RPR:**

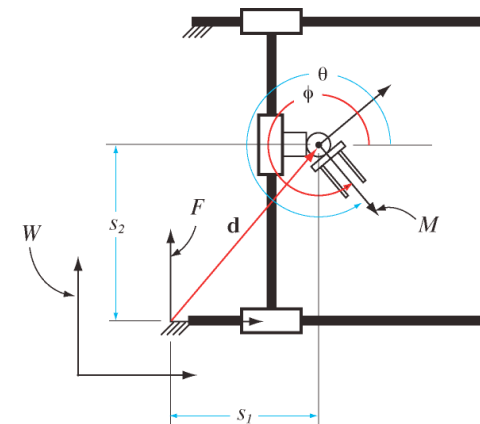
$$\mathbf{d} = \begin{Bmatrix} x \\ y \end{Bmatrix} = \begin{Bmatrix} s \cos \theta_1 \\ s \sin \theta_1 \end{Bmatrix},$$

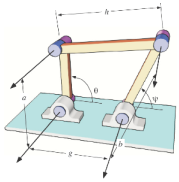
$$\phi = \theta_1 + \theta_2.$$

**PPR:**

$$\mathbf{d} = \begin{Bmatrix} x \\ y \end{Bmatrix} = \begin{Bmatrix} s_1 \\ s_2 \end{Bmatrix},$$

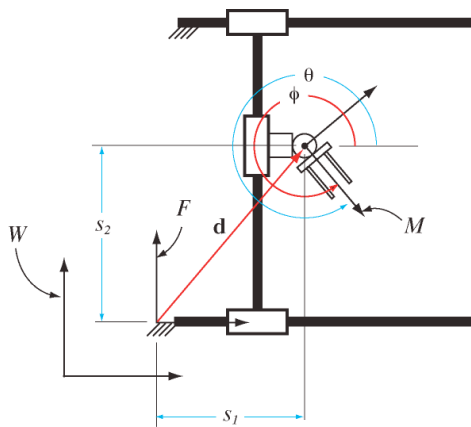
$$\phi = \theta.$$





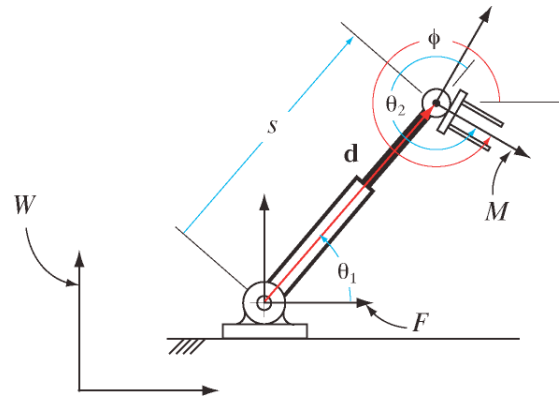
# Inverse Kinematics

**Inverse kinematics** are the equations that compute the joint parameters of a serial chain that are needed to position the end-effector at a given location. This means the parameters  $\mathbf{d} = (x, y)$  and  $\phi$  are specified, and the equations define joint angles  $\theta_i$  and slides  $s_i$ .



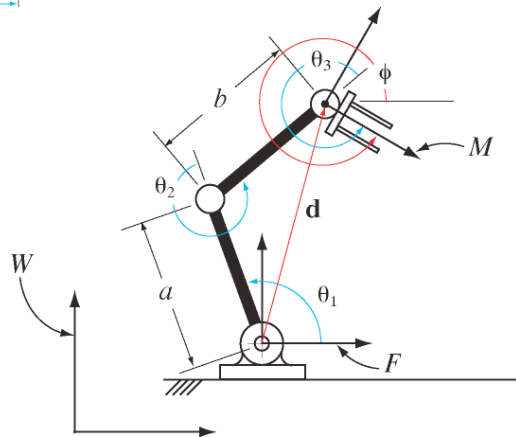
**PPR:**

$$\begin{aligned} s_1 &= x, \\ s_2 &= y, \\ \theta &= \phi. \end{aligned}$$



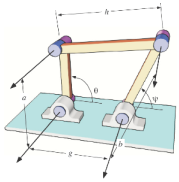
**RPR:**

$$\begin{aligned} s &= \sqrt{x^2 + y^2}, \\ \theta_1 &= \arctan\left(\frac{y}{x}\right), \\ \theta_2 &= \phi - \theta_1. \end{aligned}$$



**RRR:**

$$\begin{aligned} d &= \sqrt{x^2 + y^2}, \quad \eta = \arctan\left(\frac{y}{x}\right), \\ d^2 &= a^2 + b^2 + 2ab \cos \theta_2, \\ \text{therefore, } \theta_2 &= \arccos\left(\frac{d^2 - a^2 - b^2}{2ab}\right), \\ \theta_1 &= \eta - \arctan\left(\frac{b \sin \theta_2}{a + b \cos \theta_2}\right), \\ \theta_3 &= \phi - \theta_1 - \theta_2. \end{aligned}$$



# Coordinate Transformations

The movement of one body relative to another is described mathematically by introducing ground frame  $F$  and a moving frame  $M$  attached to the body.

A point  $\mathbf{p} = (p_x, p_y)$  in  $M$  coincides with a point  $\mathbf{P} = (P_x, P_y)$  in  $F$  defined by the *coordinate transformation*:

$$\begin{Bmatrix} P_x \\ P_y \end{Bmatrix} = \begin{bmatrix} \cos \phi & -\sin \phi \\ \sin \phi & \cos \phi \end{bmatrix} \begin{Bmatrix} p_x \\ p_y \end{Bmatrix} + \begin{Bmatrix} x \\ y \end{Bmatrix},$$

or  $\mathbf{P} = [A(\phi)]\mathbf{p} + \mathbf{d}.$

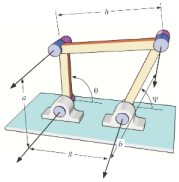
The 2x2 rotation matrix  $[A(\phi)]$  and the 2x1 translation vector  $\mathbf{d}$  define the position of the moving frame  $M$  relative to  $F$ .

As the body moves the parameters  $\mathbf{d}(t)$  and  $\phi(t)$  vary with time defining the trajectory  $\mathbf{P}(t)$  of the point  $\mathbf{p}$  moving in  $F$ .

$$\mathbf{P}(t) = [A(\phi(t))]\mathbf{p} + \mathbf{d}(t).$$

Notice that in this equation the coordinates  $\mathbf{p}$  in  $M$  are constant. This is the point in the moving body that traces the trajectory  $\mathbf{P}(t)$  in  $F$ .

**A robot can be viewed as a device that is designed to control the parameters  $\mathbf{d}$  and  $\phi$  in order to position an end-effector frame  $M$  relative to the base frame  $F$ .**



# Summary

Robots are designed to position an end-effector within its workspace. *Position* means to locate the origin of the moving frame  $M$  at a specific point  $\mathbf{d}$  in the base frame  $F$ , and to orient the moving frame at a specific angle  $\phi$  relative to the base frame.

Planar robots have the form of RRR, RPR and PPR serial chains. The planar RRR is often called a *SCARA robot* for Selective Compliant Articulated Robot for Assembly. The RPR is called a *cylindrical robot*, and the PPR is called a *Cartesian robot*.

The *forward* and *inverse kinematics equations* of the robot are the primary mathematical tools that are used to program its movement..