

# Exercise Sheet 2

**Spatial position and orientation (part 2)**

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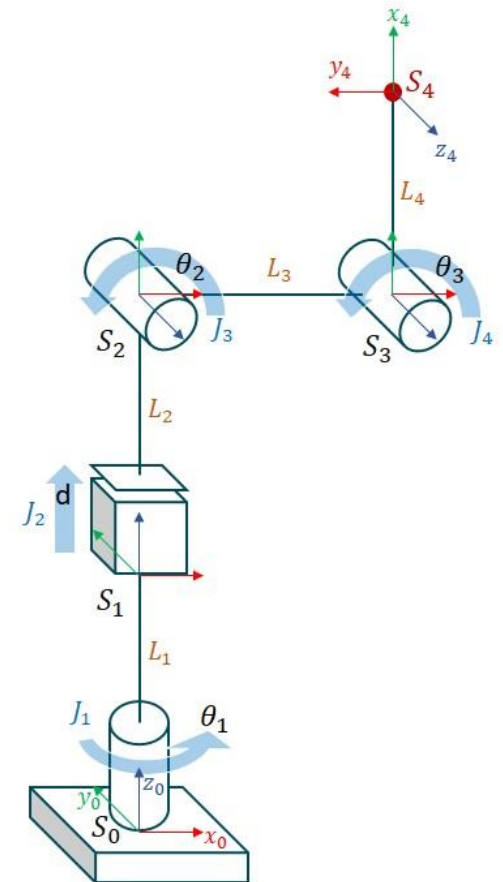
# 1 Spatial position, orientation and forward kinematics

$${}^0M_1 = \begin{pmatrix} c_{\theta_1} & -s_{\theta_1} & 0 & 0 \\ s_{\theta_1} & c_{\theta_1} & 0 & 0 \\ 0 & 0 & 1 & l_1 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$${}^1M_2 = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 1 & 0 & l_2 + d \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$${}^2M_3 = \begin{pmatrix} c_{\theta_2} & -s_{\theta_2} & 0 & l_3 * \cos(\theta_2) \\ s_{\theta_2} & c_{\theta_2} & 0 & l_3 * \sin(\theta_2) \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

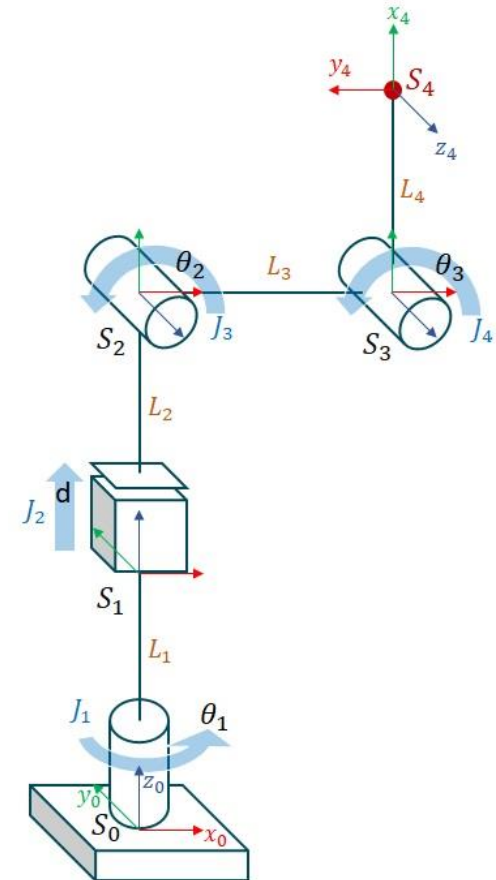
$${}^3M_4 = \begin{pmatrix} c_{\theta_3} & -s_{\theta_3} & 0 & l_4 * \cos(\theta_3) \\ s_{\theta_3} & c_{\theta_3} & 0 & l_4 * \sin(\theta_3) \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$



# 1.1 Forward kinematics

- Derive a transformation (one homogeneous matrix) between the base coordinate system  $S_0$  and the robot's end-effector  $S_4$ .

$${}^0M_4 = {}^0M_1 \times {}^1M_2 \times {}^2M_3 \times {}^3M_4$$



# 1.1 Forward kinematics

$${}^0M_4 =$$

$$\begin{pmatrix} c_1c_2c_3 - c_1s_2s_3 & -c_1c_2s_3 - c_1c_3s_2 & s_1 & l_3c_1c_2 + l_4c_1c_2c_3 - l_4c_1s_2s_3 \\ s_1c_2c_3 - s_1s_2s_3 & -s_1c_2s_3 - s_1c_3s_2 & -c_1 & l_3c_2s_1 + l_4c_2c_3s_1 - l_4s_1s_2s_3 \\ s_3c_2 + s_2c_3 & c_3c_2 - s_2s_3 & 0 & d + l_1 + l_2 + l_3s_2 + l_4c_2s_3 + l_4c_3s_2 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

# 1.1 Forward kinematics

- b. Calculate the end-effector coordinates in respect to the robot's base given:

$$l_1 = l_2 = 10 \text{ mm}$$

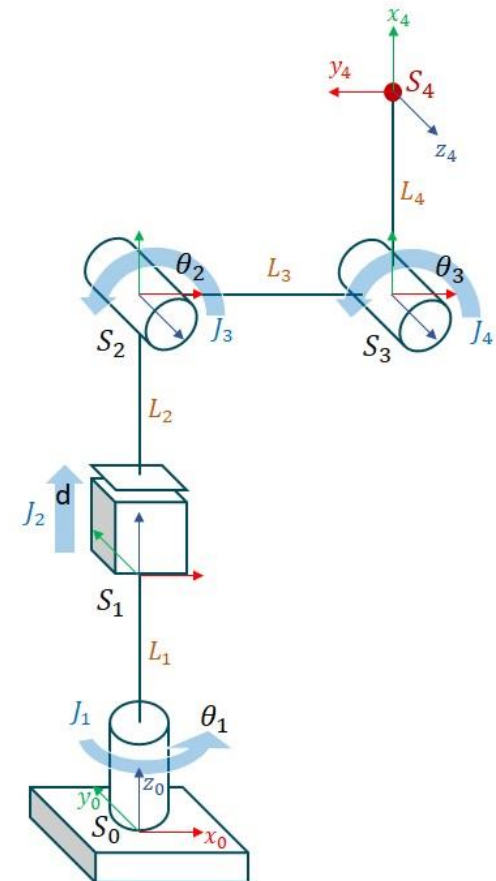
$$l_3 = l_4 = 50 \text{ mm}$$

$$\theta_1 = -60^\circ$$

$$\theta_2 = 30^\circ$$

$$\theta_3 = 60^\circ$$

$$d = 20 \text{ mm}$$

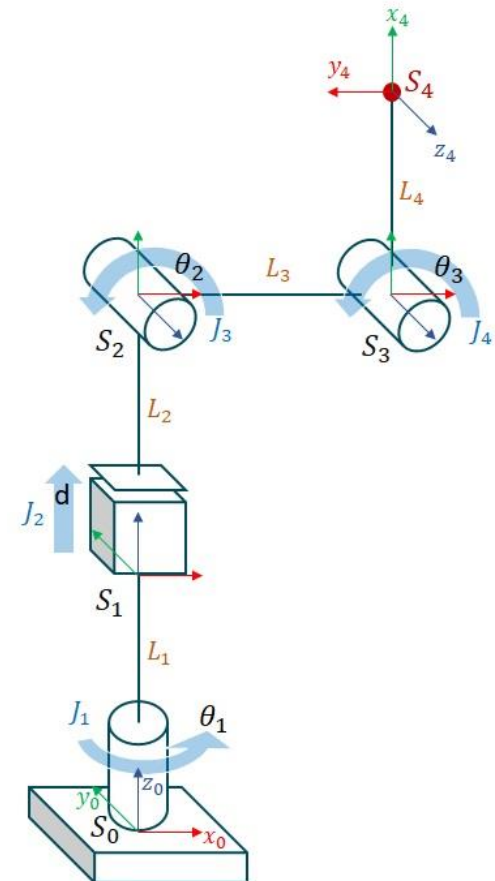


# 1.1 Forward kinematics

- a. Calculate the end-effector coordinates in respect to the robot's base given:

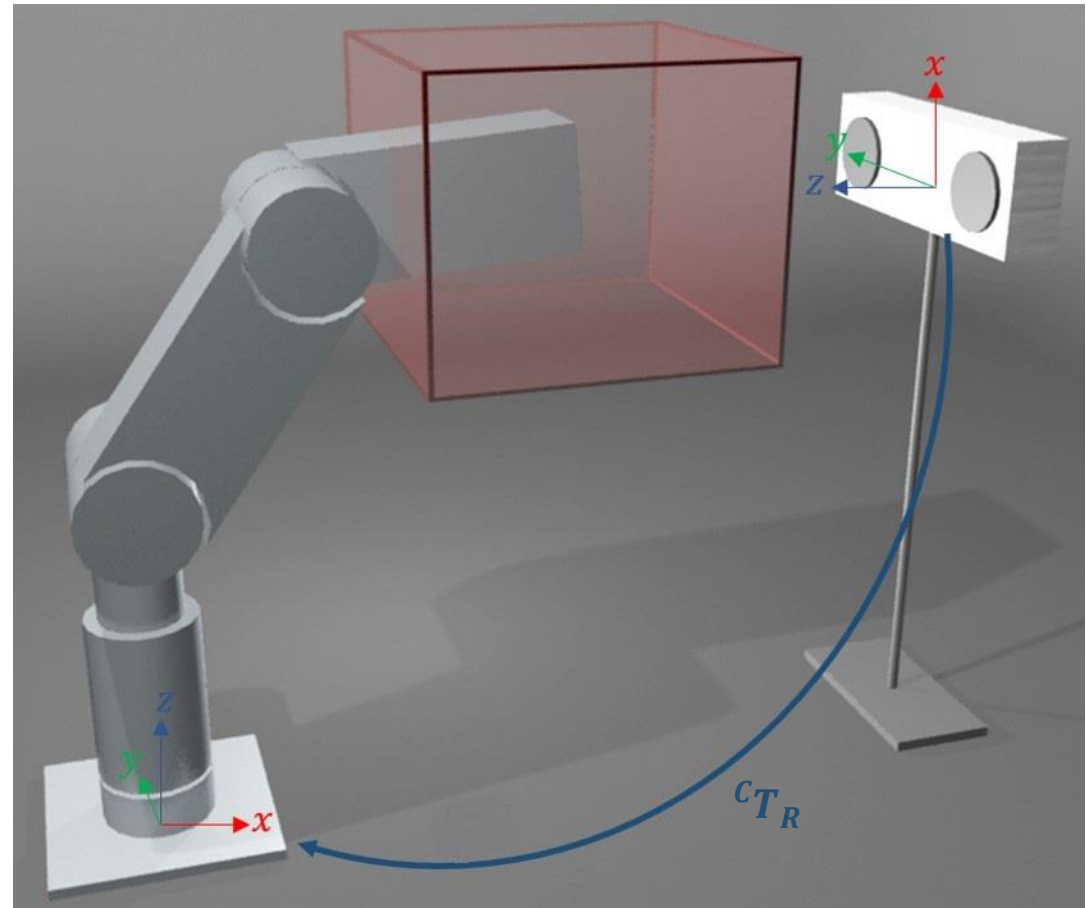
$${}^0P = {}^0M_4 \times {}^4P$$

$${}^0P = \begin{pmatrix} 0 & -0.5 & -0.866 & 21.65 \\ 0 & 0.866 & -0.5 & -37.5 \\ 1 & 0 & 0 & 115 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$



## 1.2 Transformations between coordinate systems

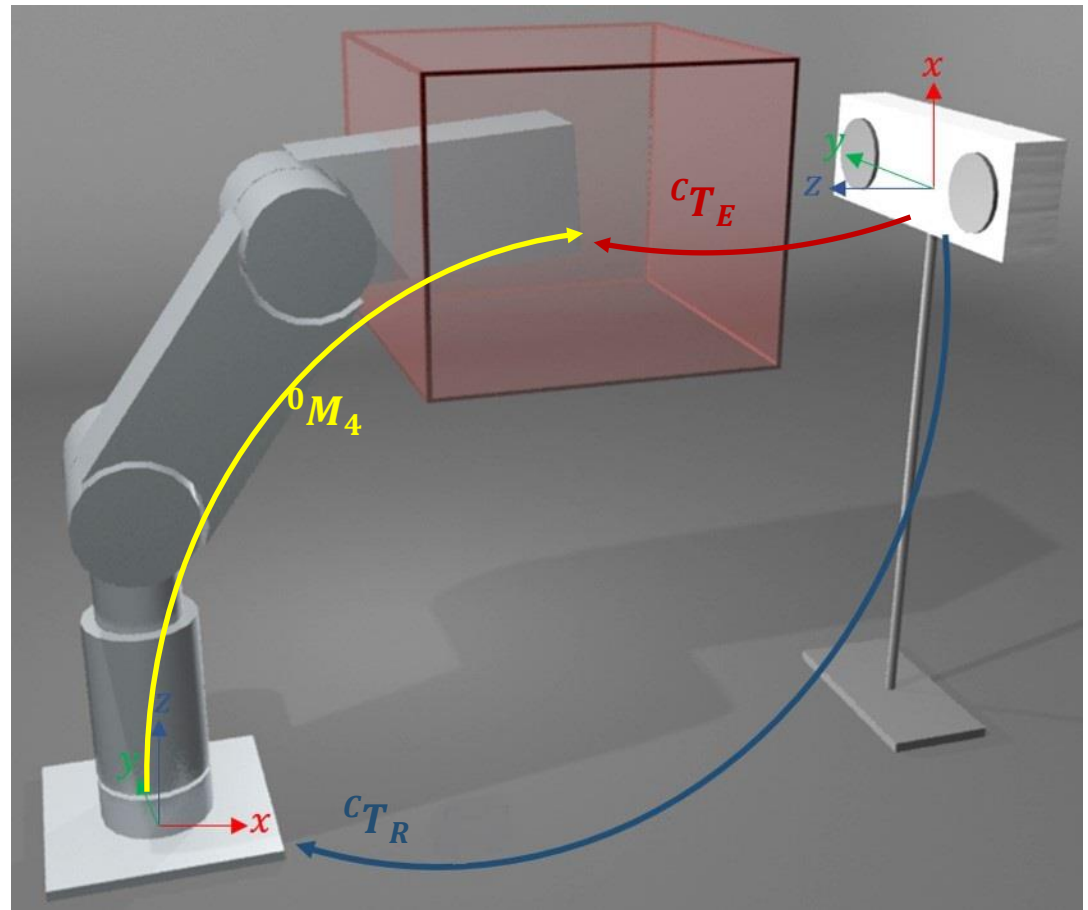
$${}^C T_R = \begin{pmatrix} 0 & 0 & 1 & -100 \\ 0 & 1 & 0 & -20 \\ -1 & 0 & 0 & 120 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$



## 1.2 Transformations between coordinate systems

- a. Derive and sketch a transformation  ${}^C T_E$  between the end-effector and the camera system.

$${}^C T_E = {}^C T_R \times {}^0 M_4$$





## 1.2 Transformations between coordinate systems

$${}^C T_E = \begin{pmatrix} s_3 c_2 + s_2 c_3 & c_3 c_2 - s_2 s_3 & 0 & d + l_1 + l_2 + l_3 s_2 + l_4 c_2 s_3 + l_4 c_3 s_2 - 100 \\ s_1 c_2 c_3 - s_1 s_2 s_3 & -s_1 c_2 s_3 - s_1 c_3 s_2 & -c_1 & l_3 s_1 c_2 + l_4 s_1 c_2 c_3 - l_4 s_1 s_2 s_3 - 20 \\ c_1 s_2 s_3 - c_1 c_2 c_3 & c_1 c_2 s_3 + c_1 c_3 s_2 & -s_1 & -l_4 c_1 c_2 c_3 + l_4 c_1 s_2 s_3 - l_3 c_1 c_2 + 120 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

## 1.2 Transformations between coordinate systems

b. Check whether the robot is within a safe pose or not, given:

$$l_1 = l_2 = 10 \text{ mm}$$

$$l_3 = l_4 = 50 \text{ mm}$$

$$\theta_1 = -60^\circ$$

$$\theta_2 = 30^\circ$$

$$\theta_3 = 60$$

$$d = 20 \text{ mm}$$

## 1.2 Transformations between coordinate systems

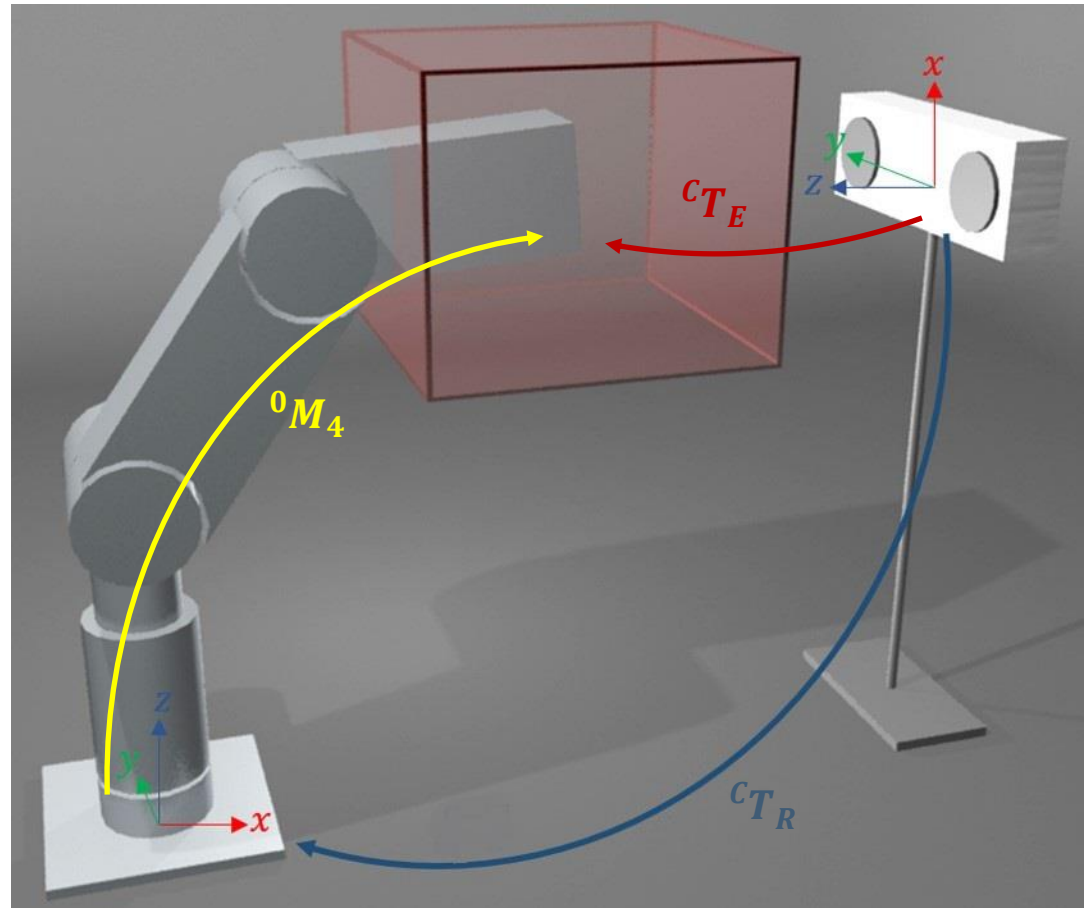
We already have

$${}^0P = \begin{pmatrix} 0 & -0.5 & -0.866 & 21.65 \\ 0 & 0.866 & -0.5 & -37.5 \\ 1 & 0 & 0 & 115 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

SO

$${}^cP = {}^cT_R \times {}^0P$$

$${}^cP = \begin{pmatrix} 1 & 0 & 0 & 15 \\ 0 & 0.866 & -0.5 & -57.5 \\ 0 & 0.5 & 0.866 & 98.35 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$



## 1.2 Transformations between coordinate systems

- c. Derive the end-effector coordinates with respect to the robot base, given its position according to camera:

$$v = \begin{pmatrix} 0 \\ 0 \\ 50 \text{ mm} \end{pmatrix}$$

## 1.2 Transformations between coordinate systems

$${}^RQ = {}^RT_C \times {}^CQ$$

Whereas

$${}^RT_C = {}^CT_R^{-1}$$

Therefore

$${}^RQ = {}^CT_R^{-1} \times \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 50 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$${}^RQ = \begin{pmatrix} 0 & 0 & -1 & 70 \\ 0 & 1 & 0 & 20 \\ 1 & 0 & 0 & 100 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

