



DNLR

Robotics and Computer Vision Master Program

Dynamics of Non-Linear Systems

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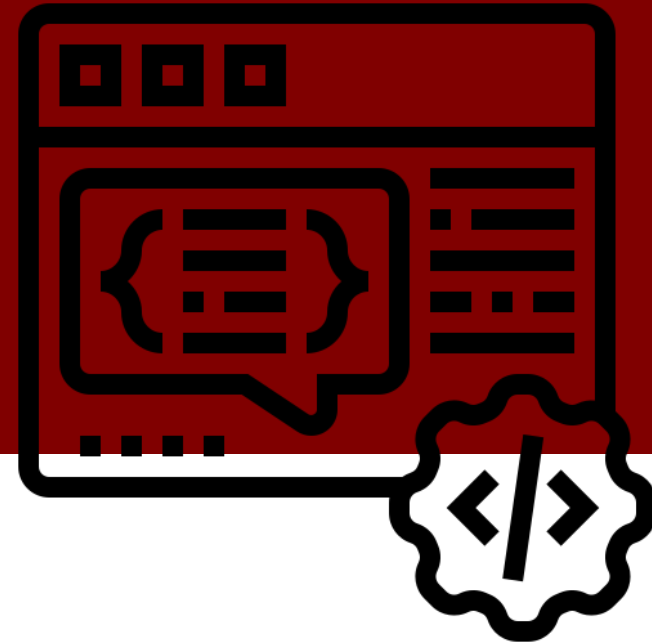
Supervised by:
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Outline

- **Forward and Inverse Kinematics**
- **Differential Kinematics**
- **Trajectory Planning**
- **Dynamics**

Part 1: Forward & Inverse kinematics

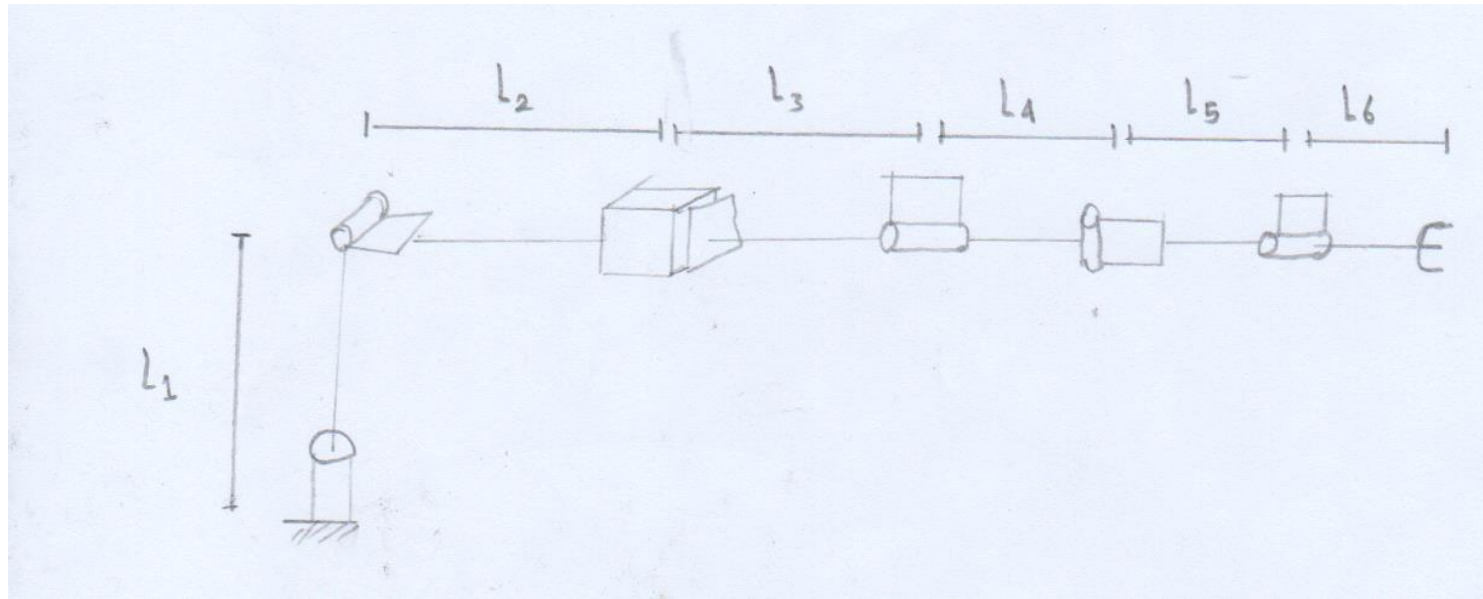




Robot Model

Spherical Robot

- Robot Model is Spherical Robot with spherical wrist.
- Robot Configuration is RRPRRR



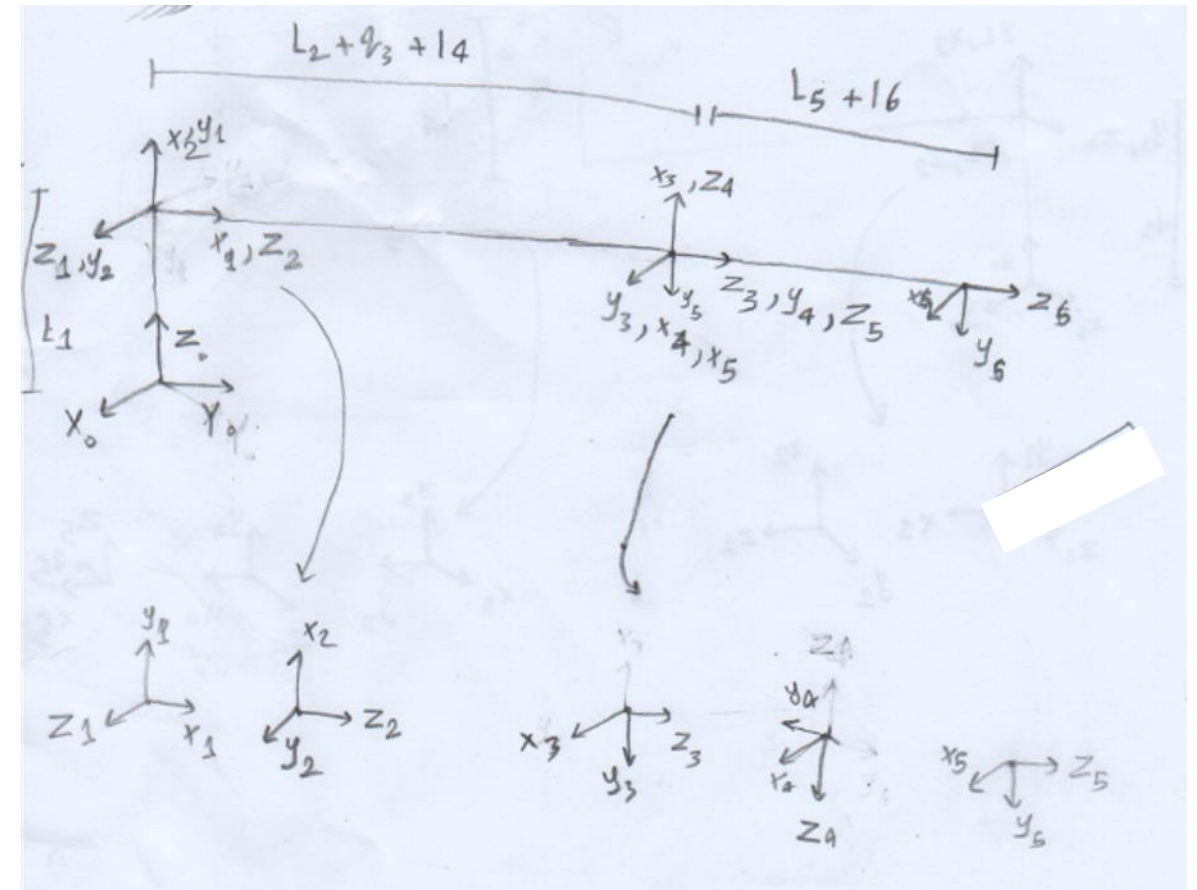
Hand Sketch drawing for the robot joints



Frames Assignment

Frames rules:

- All frames follow right hand rule
- All revolute and prismatic joint actuate around/along z axis
- Each x_i is perpendicular on z_{i-1}



Hand sketch for Frames Assignment



DH Parameters

FK Equations:

```
a1 = rot_z1*rotm2tform(rotz(90))*trans_z1*rotm2tform(rotx(90));  
a2 = rot_z2*rotm2tform(rotz(90))*rotm2tform(rotx(90));  
a3 = rotm2tform(rotz(90))*trans_z3;  
a4 = rot_z4*rotm2tform(rotx(-90));  
a5 = rot_z5*rotm2tform(rotx(90));  
a6 = rot_z6*trans_z6;
```

Link	θ	d	a	α
1	$\theta_1^* + 90^\circ$	d_1	0	90°
2	$\theta_2^* + 90^\circ$	0	0	90°
3	90	D_3^*	0	0
4	θ_4^*	0	0	-90°
5	θ_5^*	0	0	90°
6	θ_6^*	D_6	0	0



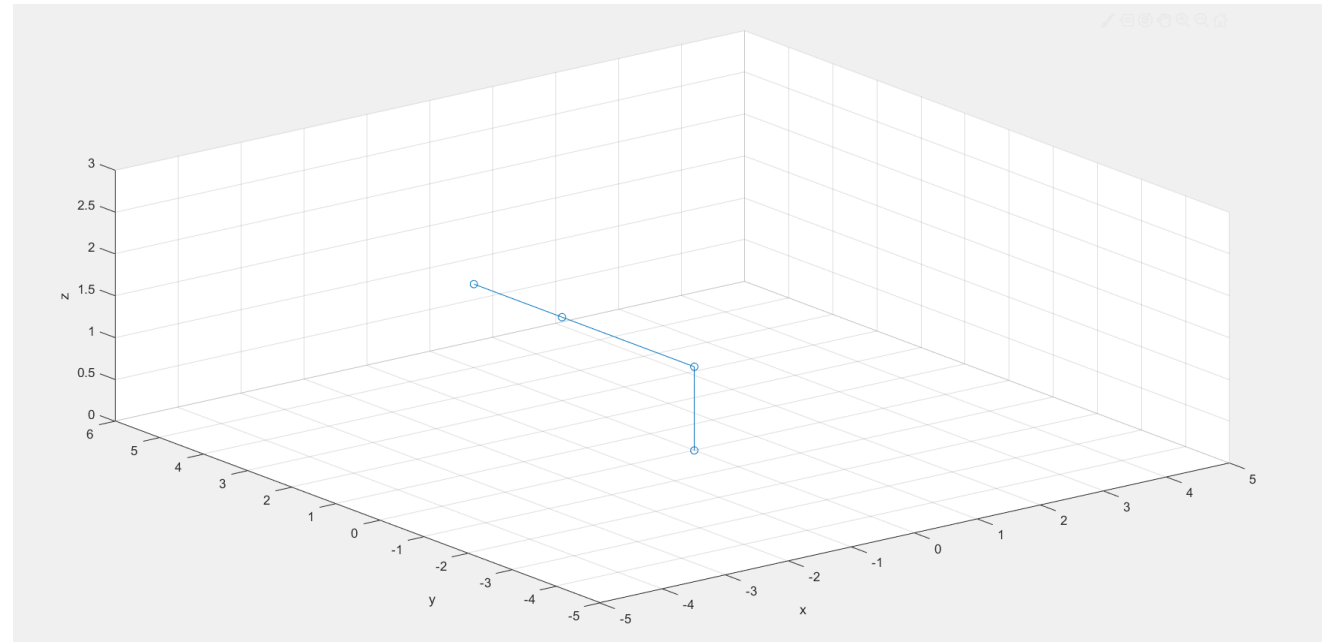
FK Results

DH Parameters=[0 0 1 0 0 0]

End Effector pose:

`fk_val =`

1	0	0	0
0	0	1	5
0	-1	0	1
0	0	0	1



Robot at initial pose



IK STEPS (Pieper's Solution)

$$T_{06} = \begin{bmatrix} nx & sx & ax & x; \\ ny & sy & ay & y; \\ nz & sz & az & z; \\ 0 & 0 & 0 & 1 \end{bmatrix};$$

1) Tool Pose Assumption:

2) Solve FK to obtain A_0^3 and A_3^6 .

3) Solve for first three joint parameters.

4) Solve for last three joint parameters.



IK Results

IK Equations:

```
% IK Equations as derived in the report
q_1=atan2(-x_c,y_c);
q_2=atan2(cos(q_1)*(z_c-d_1),y_c);
q_3=(y_c/(cos(q_1)*cos(q_2)))-d_3;
q_4=atan2(ay*cos(q_1)*sin(q_2) - az*cos(q_2) - ax*sin(q_1)*sin(q_2), ax*cos(q_1) + ay*sin(q_1));
q_6=atan2(-sz*sin(q_2) + sy*cos(q_1)*cos(q_2) - sx*cos(q_2)*sin(q_1),nz*sin(q_2) + ny*cos(q_1)*cos(q_2) - nx*cos(q_2)*sin(q_1));
q_5=atan2(((ay*cos(q_1)*sin(q_2) - az*cos(q_2) - ax*sin(q_1)*sin(q_2))/sin(q_4)),az*sin(q_2) + ay*cos(q_1)*cos(q_2) - ax*cos(q_2)*sin(q_1));
```



IK Results

Tool Pose input:

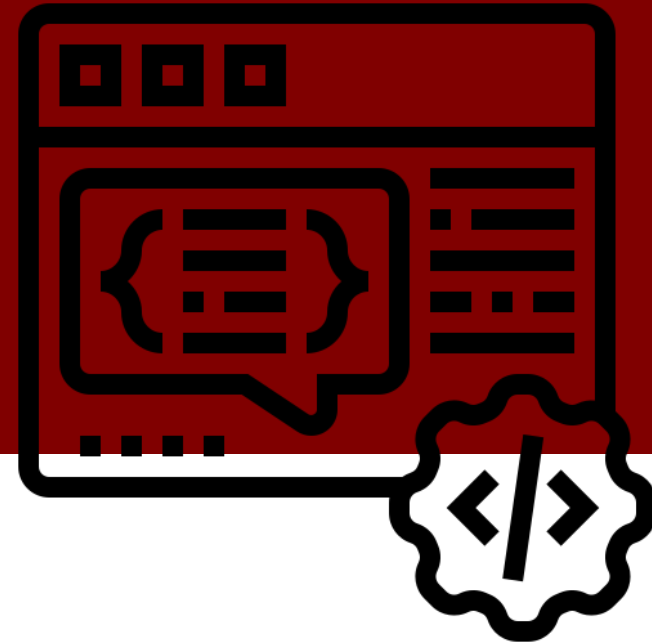
`fk_val =`

1	0	0	0
0	0	1	5
0	-1	0	1
0	0	0	1

Joint Parameters output:

q_1	0
q_2	0
q_3	1
q_4	0
q_5	NaN
q_6	0

Part 2: Differential Kinematics





Jacobian Matrix

- Jacobian of end effector was obtained with respect to each joint
- Third joint is different since it is prismatic

$$j_1 = \begin{pmatrix} Z_0 \times (O_6 - O_0) \\ Z_0 \end{pmatrix}$$

$$j_2 = \begin{pmatrix} Z_1 \times (O_6 - O_1) \\ Z_1 \end{pmatrix}$$

$$j_3 = \begin{pmatrix} Z_2 \\ 0 \end{pmatrix}$$

$$j_4 = \begin{pmatrix} Z_3 \times (O_6 - O_3) \\ Z_3 \end{pmatrix}$$

$$j_5 = \begin{pmatrix} Z_4 \times (O_6 - O_4) \\ Z_4 \end{pmatrix}$$

$$j_6 = \begin{pmatrix} Z_5 \times (O_6 - O_5) \\ Z_5 \end{pmatrix}$$



Jacobin Code

- This matlab code calculates the jacobian for each joint
- The jacobian matrix for DH=[45
0 1 20 0 0] was as follow:

```
j =  
-2.7858    0.2418   -0.7071    0.2418    0.7071    0.2418  
-2.7858   -0.2418    0.7071    0.2418    0.7071   -0.2418  
     0     3.9397         0         0         0     0.9397  
     0     0.7071         0   -0.7071   -0.2418    0.7071  
     0     0.7071         0    0.7071    0.2418    0.7071  
 1.0000         0         0         0   -0.9397         0
```

```
for i=1:6  
    frame= frames(:, :, i);  
    pi_1 = frame(1:3,4);  
    zi_1 = frame(1:3,3);  
  
    if i==3      %jacobian for prismatic joint  
        j(1:3,i)=zi_1;  
        j(4:6,i)=[0 ;0 ;0];  
    else        %jacobian for revolute joint  
        jp =cross(zi_1,pe-pi_1);  
  
        j(1:3,i)=jp;  
        j(4:6,i)=zi_1;  
    end  
end
```



Jacobian Singularities

- Singularity occur when determinant of Jacobian matrix is zero
- This happens in three cases:
 1. Robot is fully extended
 2. End effector on first joint axis
 3. Axis 4,6 are collinear

```
%This condition checks if there is singularity on a given configuration  
if det(newj(1:3,1:3))*det(newj(4:6,4:6))==0  
    fprintf('This is a singularity!')
```

Matlab condition to check for singularity

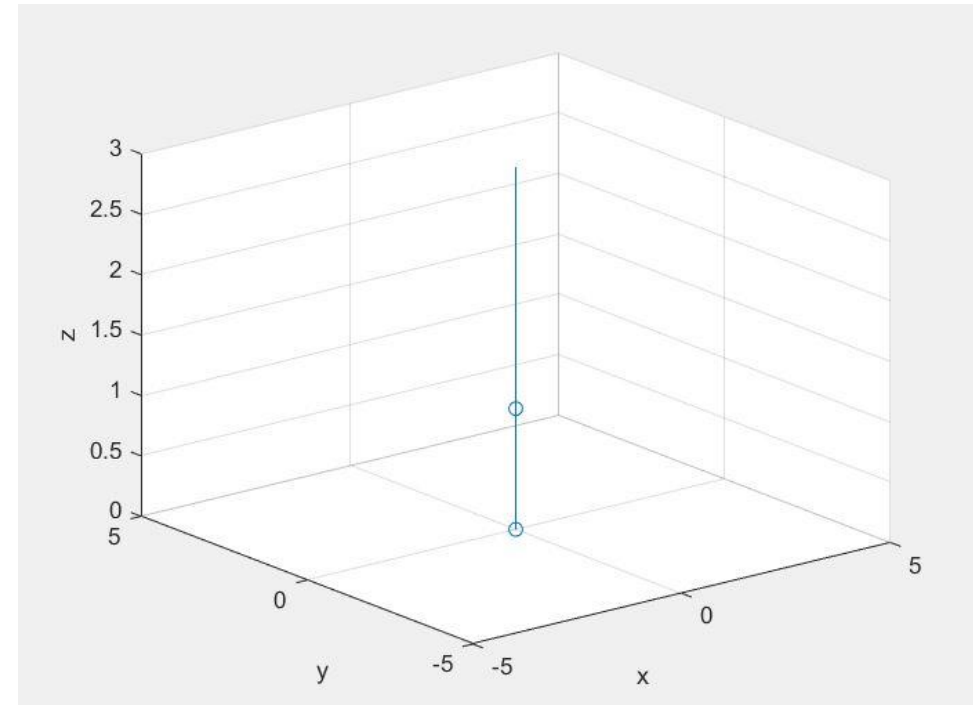


Jacobian Singularities

- In this robot model, Singularity occur when $\theta_2 = 90$ degrees which makes robot fully extended.

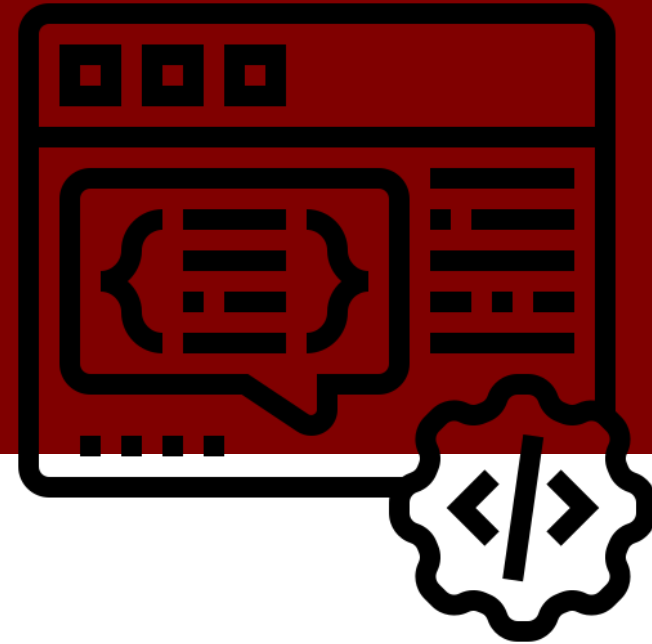
```
>> FK_with_Jacobian  
This is a singularity!>> det(j)  
  
ans =  
  
0
```

Code successfully detect the singularity with determinant = 0



Robot is fully extended (Case 1)

Part 3: Trajectory Planning





Joints Trajectories

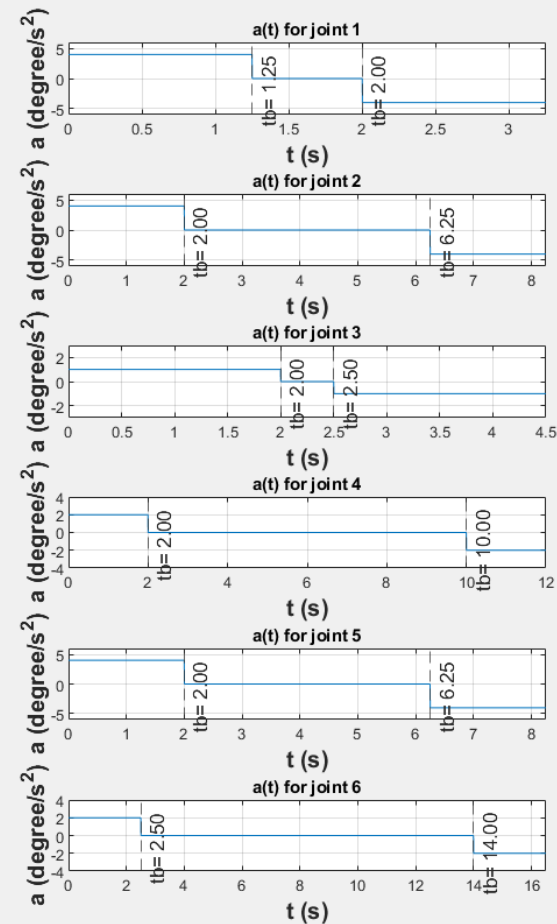
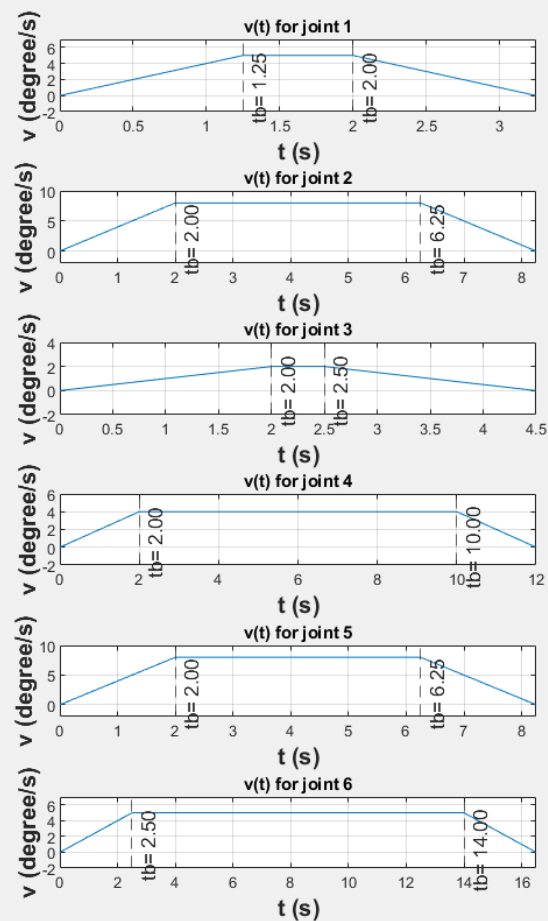
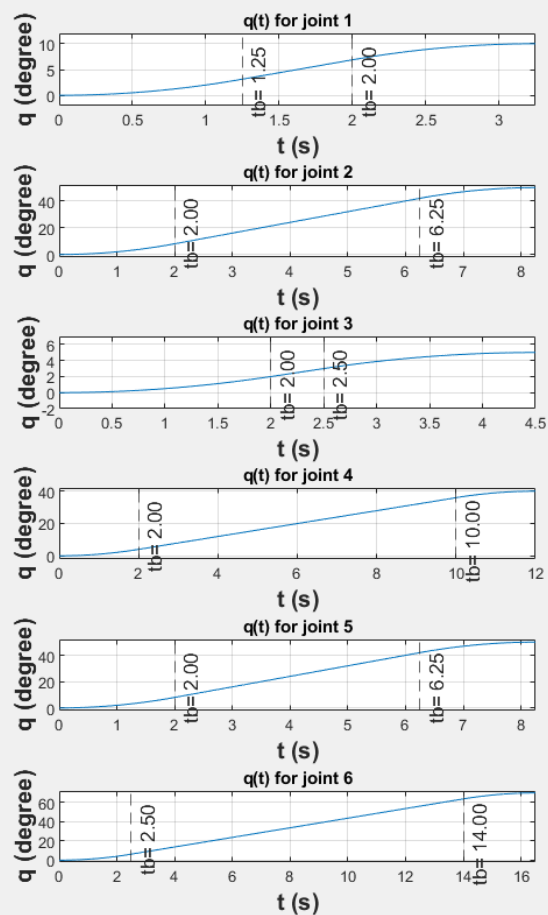
- Position, velocity, and acceleration trajectories are plotted for each joint.
- The joint parameters are shown

```
%%Enter joint parameters as [q0,qf,dq_m, ddq_m,]  
j1 =[0,10,5,4];  
j2=[0,50,8,4];  
j3 =[0,5,2,1]; %prismatic joint  
j4=[0,40,4,2];  
j5 =[0,50,8,4];  
j6=[0,70,5,2];
```



Joints Trajectories

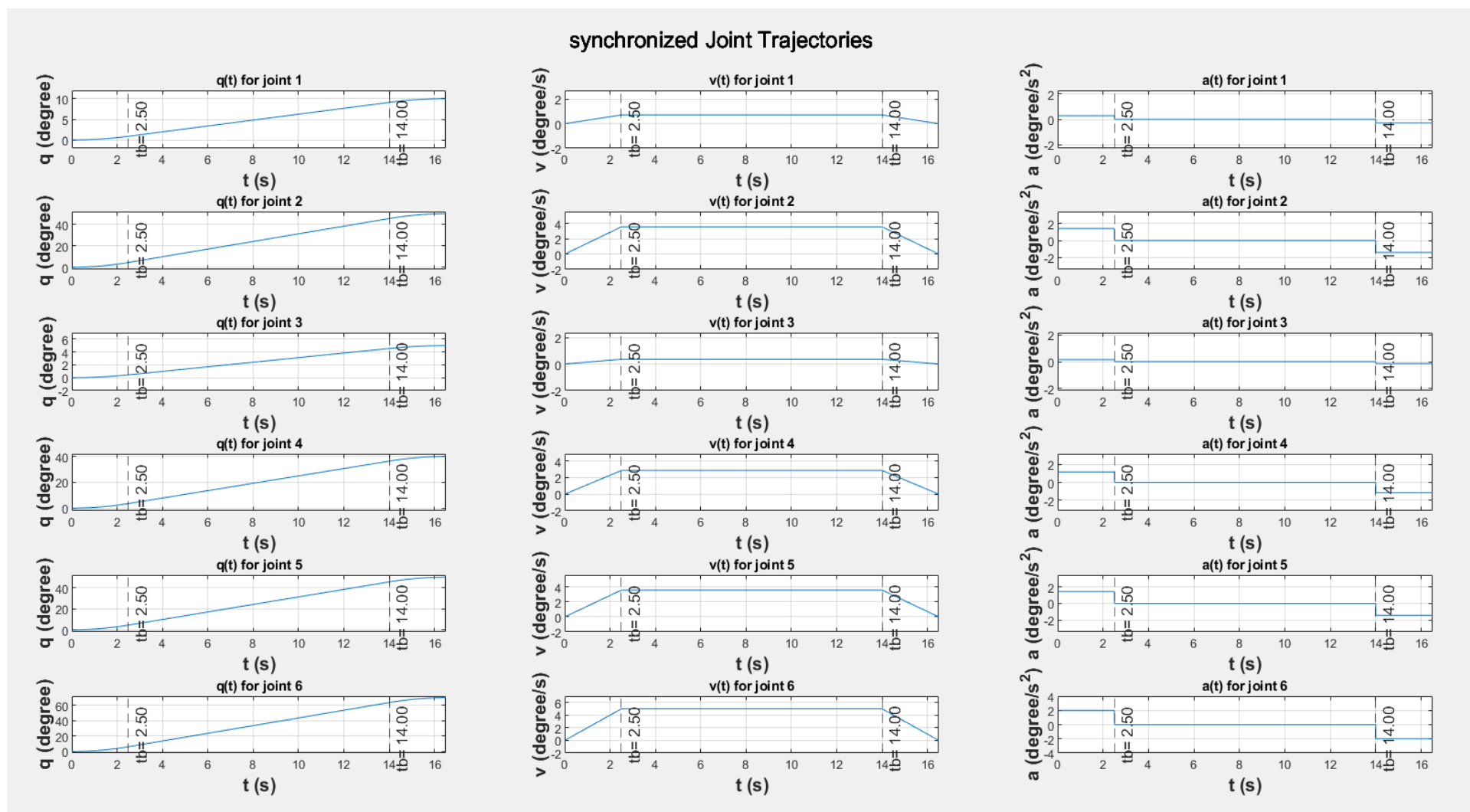
Joint Trajectories





Synchronized Joints Trajectories

Remark: All joints have now a maximum velocity and acceleration less than before due to the prolongation of execution time.





Numerical Joints Trajectories

- Numerical control is needed because the robot controller acts at certain frequency
- The new numerical time can be calculated as

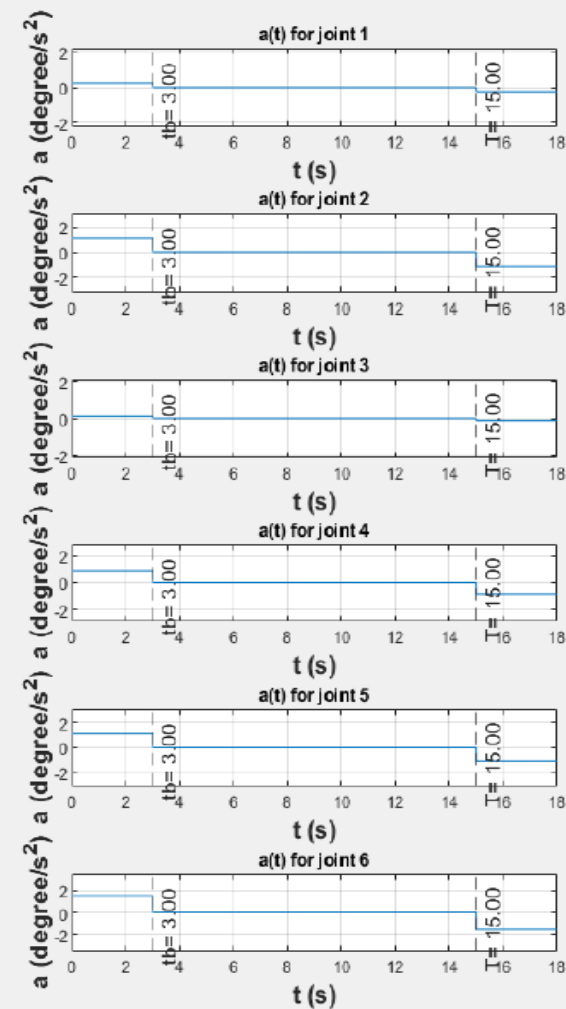
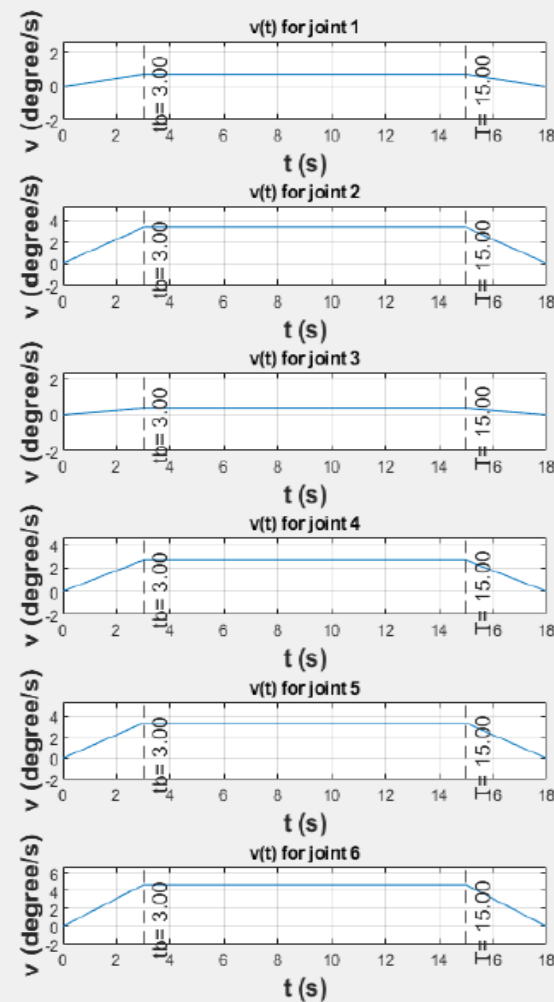
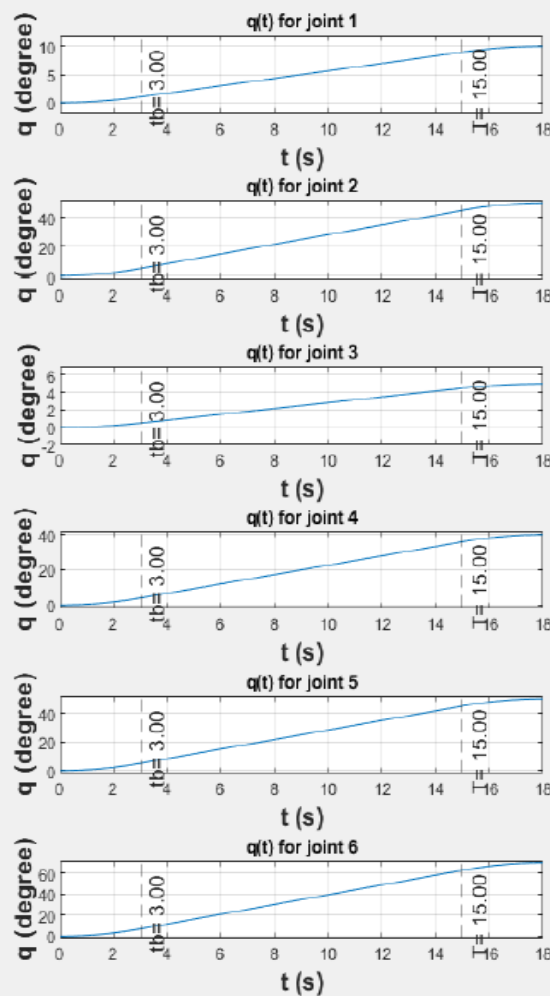
$$t_b = \left(\frac{t_b}{\Delta t} + 1 \right) \Delta t$$

- The same goes for T



Numerical Joints Trajectories

Synchronised Joint Trajectories with numerical control





Propagated Error

- The error is calculated between the end effector before and after numerical control
- Based on the arbitrary values entered, the error was 0

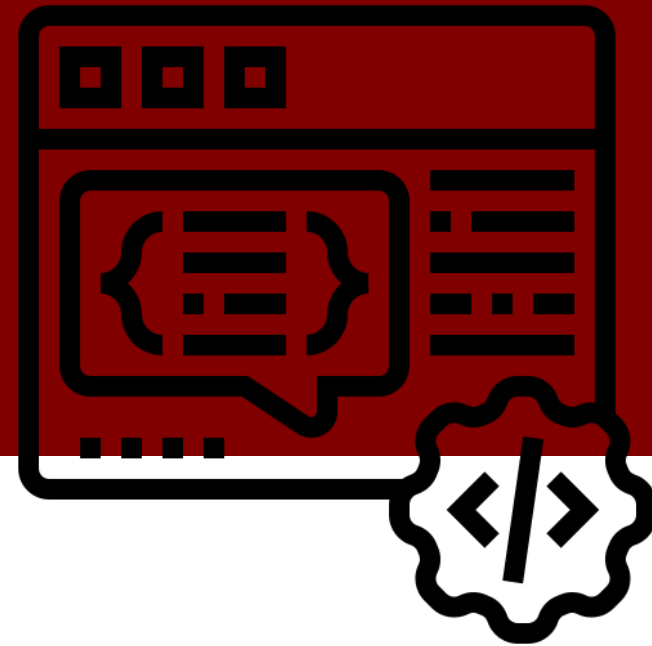
```
%Calculate the difference between x,y,z postion
x_error=Actual_FK(1:4)-Numerical_FK(1:4);
y_error=Actual_FK(2:4)-Numerical_FK(2:4);
z_error=Actual_FK(3:4)-Numerical_FK(3:4);

fprintf("\nError for end effector position is : %.2f in x and %.2f in y and %.2f in z\n",x_error,y_error,z_error)
```



```
Error for end effector position is : 0.00 in x and 0.00 in y and 0.00 in z
```

Part 4: Dynamics





Euler Lagrange

- 1) Center of mass equations
- 2) Mass matrix $M(q)$
- 3) Coriolis matrix $C(q, dq)$
- 4) Gravity Matrix g

- **Dynamics Equation:**

$$\begin{matrix} \ddot{q}_1 \\ \ddot{q}_2 \\ \ddot{q}_3 \\ M(q)\ddot{q}_4 \\ \ddot{q}_5 \\ \ddot{q}_6 \end{matrix} + \begin{matrix} \\ \\ \\ C(q, dq) \\ \\ \end{matrix} \begin{matrix} \dot{q}_1 \\ \dot{q}_2 \\ \dot{q}_3 \\ \dot{q}_4 \\ \dot{q}_5 \\ \dot{q}_6 \end{matrix} + g(q) = \tau$$



Euler Lagrange

- 1) Center of mass equations:
 - It was obtained using DH parameters
 - Equation for x,y,z were obtained

```
%This represents tranformation needed for each COM. first CoM is easy so it  
%written directly in the next step  
COM_02 = a1*rot_z2*trans_c2;  
COM_03 = a1*a2*trans_c3;  
COM_04 = a1*a2*a3*rot_z4*trans_c4;  
COM_05 = a1*a2*a3*a4*rot_z5*trans_c5;  
COM_06 = a1*a2*a3*a4*a5*rot_z6*trans_c6;
```



Euler Lagrange

- 2) Mass matrix $M(q)$:
 - Linear Jacobian
 - Angular Jacobian

$$M(q) = \sum_{i=1}^n m_i * (J_v^i)^T * J_v^i + (J_w^i)^T * R_i * I * (R_i)^T * J_w^i$$

```
syms m1 m2 m3 m4 m5 m6
M_q_lin = m1*transpose(jac_lin_1)*jac_lin_1+m2*transpose(jac_lin_2)*jac_lin_2+m3*transpose
M_q_ang = transpose(jac_ang_1)* rot_z1(1:3,1:3) *I* transpose(rot_z1(1:3,1:3))...
    *jac_ang_1+transpose(jac_ang_2)* rot_z2(1:3,1:3) *I* transpose(rot_z2(1:3,1:3))...
    *jac_ang_2+transpose(jac_ang_3)* rot_z3(1:3,1:3)*I * transpose(rot_z3(1:3,1:3))...
    *jac_ang_3+transpose(jac_ang_4)* rot_z4(1:3,1:3) *I* transpose(rot_z4(1:3,1:3))...
    *jac_ang_4+transpose(jac_ang_5)* rot_z5(1:3,1:3)*I* transpose(rot_z5(1:3,1:3))...
    *jac_ang_5+transpose(jac_ang_6)* rot_z6(1:3,1:3) *I* transpose(rot_z6(1:3,1:3))...
    *jac_ang_6;
M_q= M_q_lin + M_q_ang;
```



Euler Lagrange

- **3) Coriolis C:**

$$c_{ij} = \sum_{k=1}^n c_{ijk} * \dot{q}_k$$

- **4) gravity g:**

$$g = - \sum_{k=1}^n (J_{v_i}^k)^T * m_k * g_0$$



Euler Lagrange Code

For the following parameters:

```
DH=[0 0 1 0 0 0]; %Enter the values for each joint parameter RRPRRR
L=[1 1 0 1 1 1]; %Robot lengthes
C=[.1 .1 .1 .1 .1]; %Location of each COM relative to the local origin
m = [10 10 10 10 10 10]; %mass of each link
dq=[2 ;2; 4 ;3; 1; 5];%joint velocity
ddq=[1 ;.5 ;1 ;.1 ;.5 ;.6];%joint acceleration
izz=1; %izz valie
g_0=9.81; % gravity
```

The torques were obtained:

```
T =
-735.4400
198.2900
40.0000
74.4400
-58.6200
5.0200
```



Thank You