

with Arms

3 Servo RC
1 Stepper Motor
1 DC Motor

1 Rack and Pinion

screw and stand off
m3 screws
screw driver
board

* link to join servo.

(link will be attached to servo horn)

* Servo bracket (with m3 nut and washer) (servo will be mounted on it)

Homogeneous Transformation Matrix

$$H_n^0 = \begin{bmatrix} R_n^0 & d_n^0 \\ 0 & 1 \end{bmatrix}$$

Steps :-

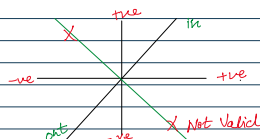
1. Assign frames according to the 4 DH rules
2. Create DH parameter table
3. Plug the table values into the HTM
4. Multiply the matrices together

Kinematic Diagram

Diagram that shows how the links and joints are connected together when all of the joint variables have a value of 0.

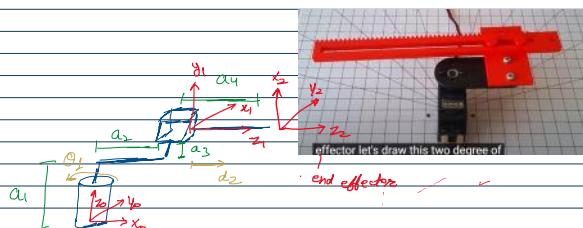


Right hand Rule - the direction (CW)

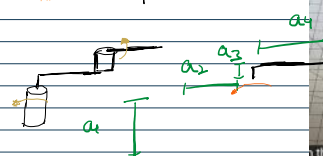


so 3rd axis is valid only when both signs of axis are same.

"Workspace" = The area or volume the end effector can reach



Another Example:-



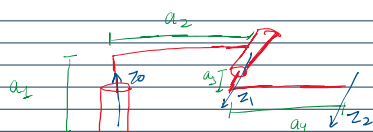
Frames:-

- One frame for each joint
- One base/world frame
- One frame for end effector

4 Rules to follow while assigning frames:-

Rule #1:

The Z axis must be the axis of rotation for a revolute joint, or the direction of motion for a prismatic joint.

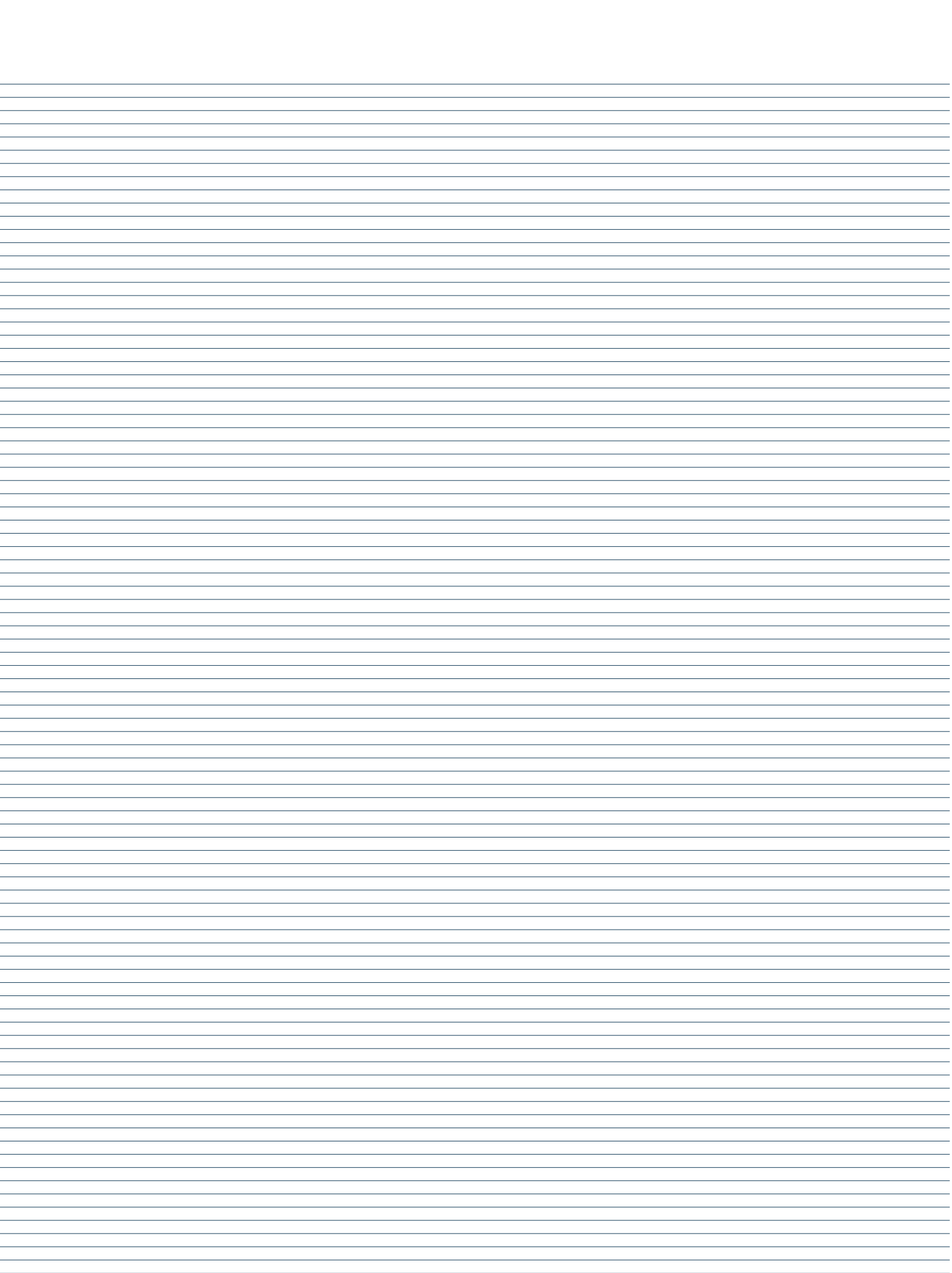


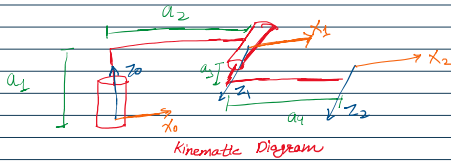
- o - serve the purpose of base frame and frame of joint 1
- * End effector is no joint. How we decide joint axis 2?
- Try to place same as previous joint.

Rule #2:

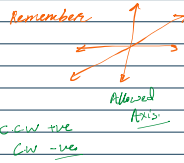
The X axis must be perpendicular both to its own Z axis, and the Z axis of the frame before it.

Try to place along link.





Rule #3:
All frames must follow the right-hand rule.



Rule #4:

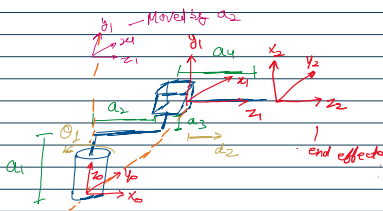
Each X axis must intersect the Z axis of the frame before it.

Does not apply to frame zero.

⊗ If it is possible to place next axis in same direction as previous do it. As it makes mathematics easier.

Revision Rules:

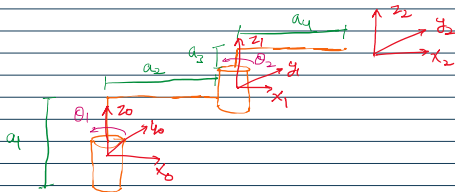
1. Z axis axis of motion
2. X axis must be perpendicular to constant z and previous z
3. Right hand rule must be followed.
4. Current x-axis must coincide with previous z.



See here - 1st rule is not followed. z_0 and x_1 are not coinciding. They are parallel to.

⇒ So need to shift center of 1st frame of reference.

Another example -



Check if rules are satisfied.

- z-axis of motion ✓
- x-axis per to prev z and current z ✓
- Right hand rule followed ✓
- x_1 must coincide z_0 ✓

⊗ 4 DH parameters

2 Link Parameters

About x_i

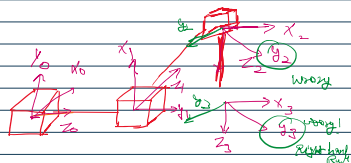
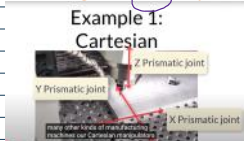
Angle, distance
betⁿ z_i and z_{i+1}

2 Joint Parameters

About z_i

Angle, distance
betⁿ x_i and x_{i+1}

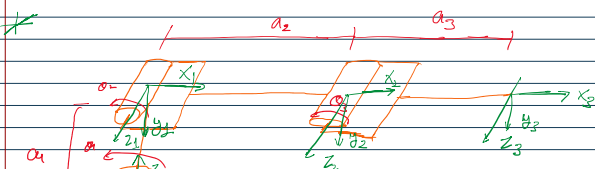
Kinematic Diagrams for 3 Dof Manipulator

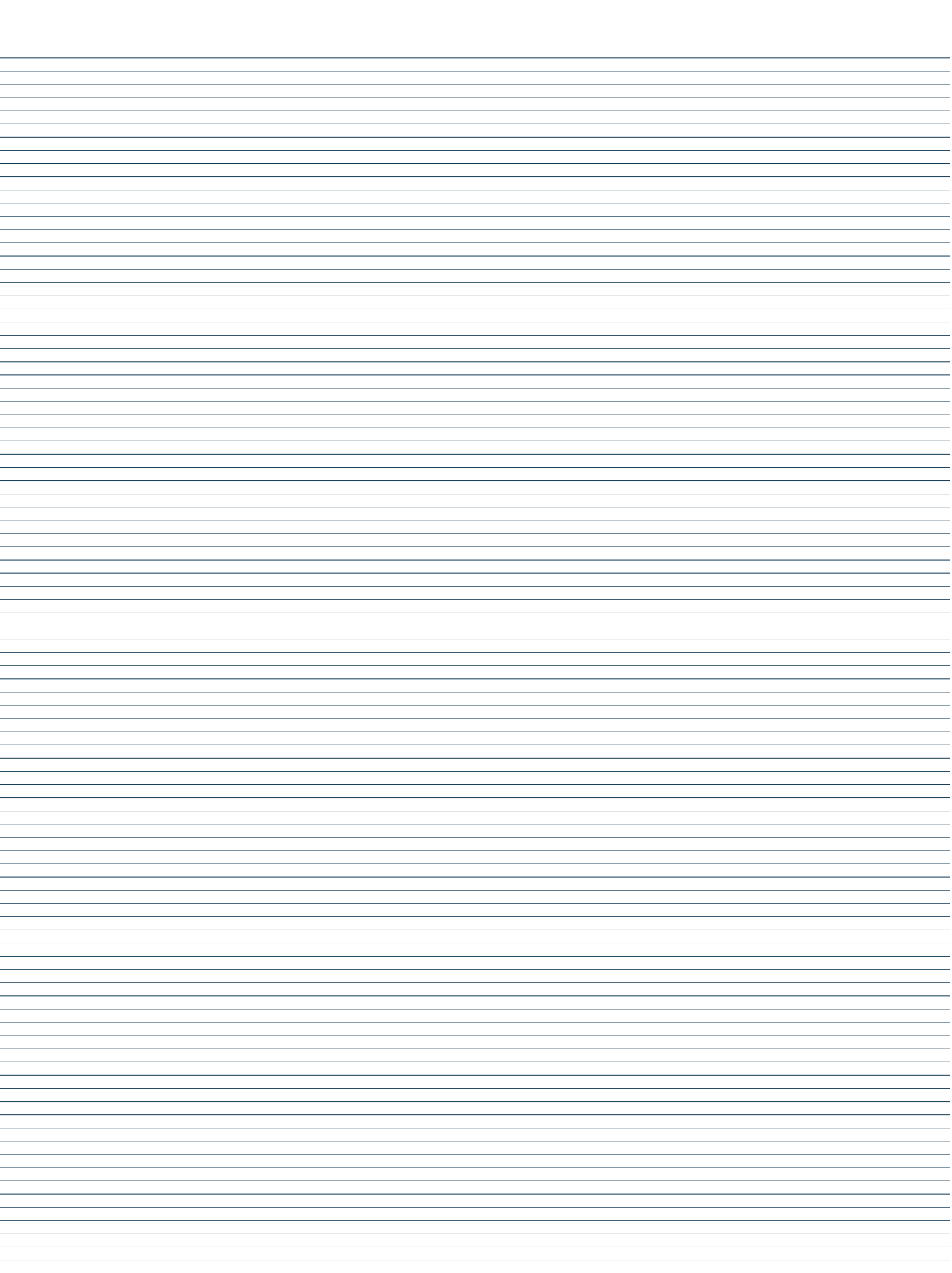


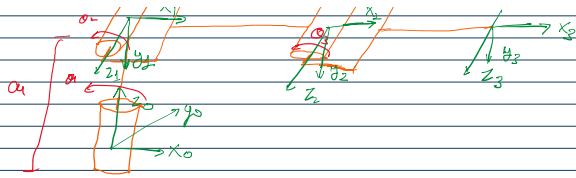
⊗ We can make up down also.

⊗ ARTICULATED

like APM.

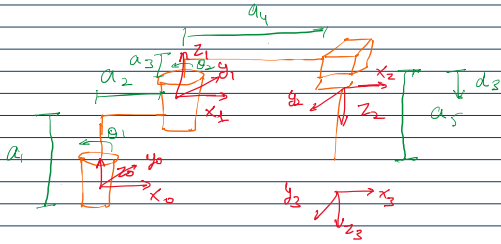






③ SCARA

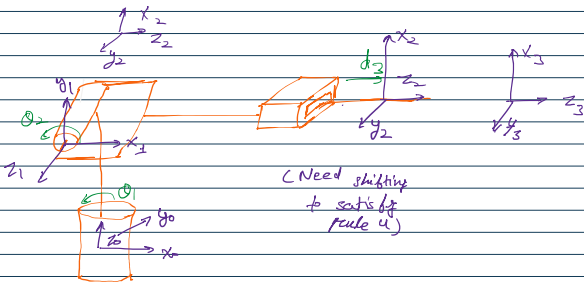
mostly used for pick and place.



④ SPHERICAL

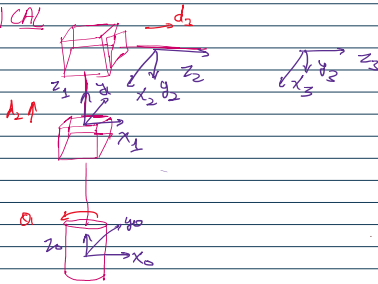
* Spherical co-ordinates.

(Any point in space as combination of two angles and a position)



⑤ CYLINDRICAL

(Cylindrical coordinates)

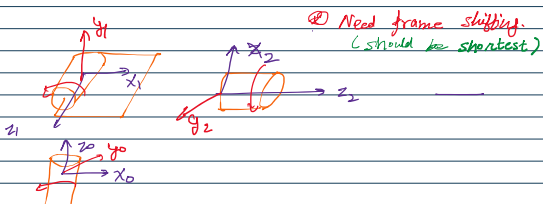
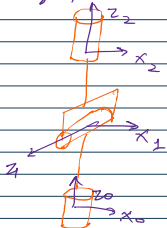


⑥ Six degree of Freedom Manipulators:-

spherical wrist 3DOF

Combine standard with spherical wrist to get 6DOF.

Kinematic diagram of spherical wrist





③ Kinematic Redundant:- Like when two joints have same axis of motion such that only one joint was enough to bring that forward motion

Homogeneous Transformation Matrix

$$H_n^0 = \begin{bmatrix} R_n^0 & d_n^0 \\ 0 & 1 \end{bmatrix}$$

Denavit - Hartenberg (DH) Parameter Table:-

→ It records all the rotational and displacement relⁿ betⁿ frame.

* Where we can apply D-H Parameters:-

- prismatic - spherical joints
- serial chain

Alternative:-

- screw theory representations
- Hayati - Roberts Method

One Row for each Pair of frames.

Four Parameters.

θ (Joint Parameter):- Rotation about Z_{n-1} such that X_{n-1} become parallel to X_n + (plus)
Joint Rotational Revolute joint = R, Prismatic = 0

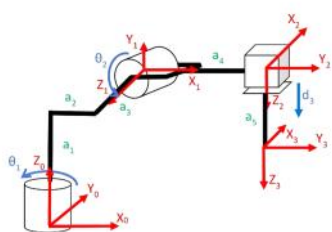
d (Link Parameter):- Rotation about X_n such that Z_{n-1} become parallel to Z_n .

r_n (Link Parameter):- distance betⁿ center $n-1$ to center n along X_n .

d (Joint Parameter):- distance betⁿ center $n-1$ to center n along Z_{n-1} .
(plus joint variable)
(prismatic = d, revolute = 0)

$$H_n^{n-1} = \begin{bmatrix} C(\theta_n) & -S(\theta_n)C(d_n) & S(\theta_n)S(d_n) & r_n C(\theta_n) \\ S(\theta_n) & C(\theta_n)C(d_n) & -C(\theta_n)S(d_n) & r_n S(\theta_n) \\ 0 & S(d_n) & C(d_n) & d_n \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

PRACTICE PROBLEM:-

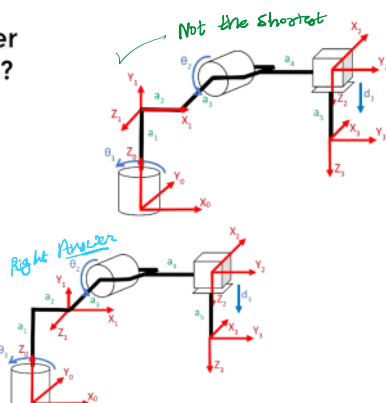
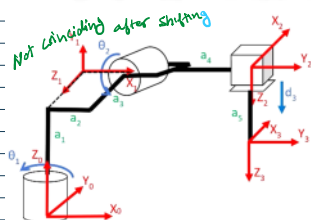


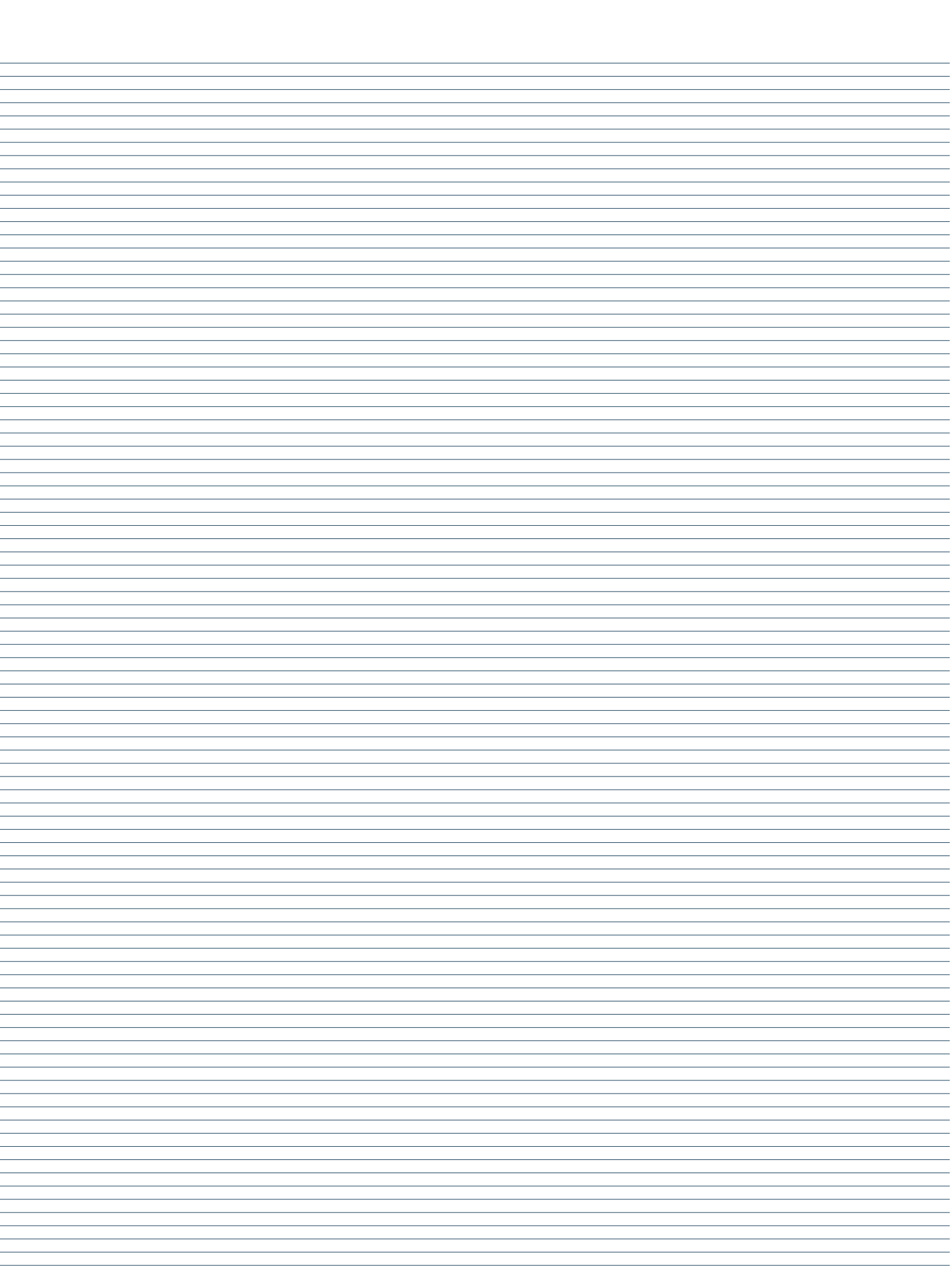
Frames 0 and 1 are correct

The directions of the axes of frame 1 should be changed

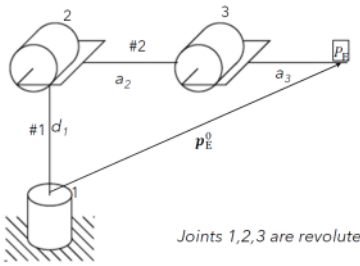
The center of frame 1 should be moved
⊗ (Z_0 and X_1 are not coinciding)

Where should the center of frame 1 be moved to?





Exercise 2



Task

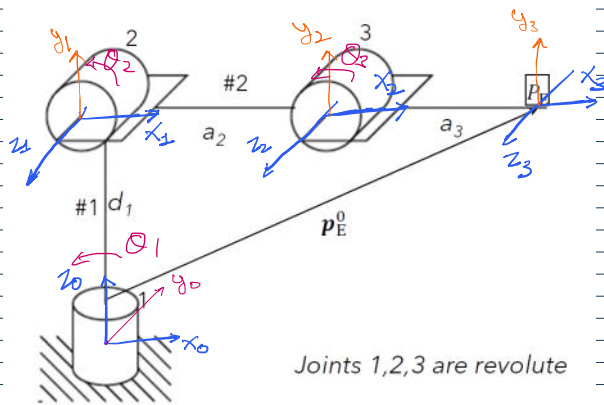
1. Assign frames as per DH convention
2. Tabulate DH parameters
3. Find T_1^0, T_2^1, T_3^2
4. Find T_3^0
5. Find R_E^0, p_E^0

19-08-2023

IIT Jodhpur

F1: Robot Modelling

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DH-TABLE

	θ_n	a_n	α_n	d_n
1	θ_1	$\pi/2$	0	d_1
2	θ_2	0	α_2	0
3	θ_3	0	α_3	0

For Global frame w.r.t Joint 1 i.e. frame #1 so find T_2^0

frame w.r.t frame zero

$$T_2^0 = T_1^0 T_2^1$$

$$T = \begin{bmatrix} C\theta_1 & -S\theta_1 & 0 & \pi \\ S\theta_1 C\theta_2 & C\theta_1 C\theta_2 & -S\theta_1 & -d_1 S\theta_1 \\ S\theta_1 S\theta_2 & C\theta_1 S\theta_2 & C\theta_1 & d_1 C\theta_1 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$T_1^0 = \begin{bmatrix} C\theta_1 & -S\theta_1 & 0 & 0 \\ S\theta_1 C(\pi/2) & C\theta_1 C(\pi/2) & -S(\pi/2) & -d_1 S(\pi/2) \\ S\theta_1 S(\pi/2) & C\theta_1 S(\pi/2) & C(\pi/2) & d_1 C(\pi/2) \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} C\theta_1 & -S\theta_1 & 0 & 0 \\ 0 & 0 & -1 & -d_1 \\ S\theta_1 & C\theta_1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$T_2^1 = \begin{bmatrix} C\theta_2 & -S\theta_2 & 0 & 0 \\ S\theta_2 S\theta_1 & C\theta_2 S\theta_1 & -S\theta_1 & 0 \\ S\theta_2 C\theta_1 & C\theta_2 C\theta_1 & C\theta_1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} C\theta_2 & -S\theta_2 & 0 & 0 \\ 0 & C\theta_2 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

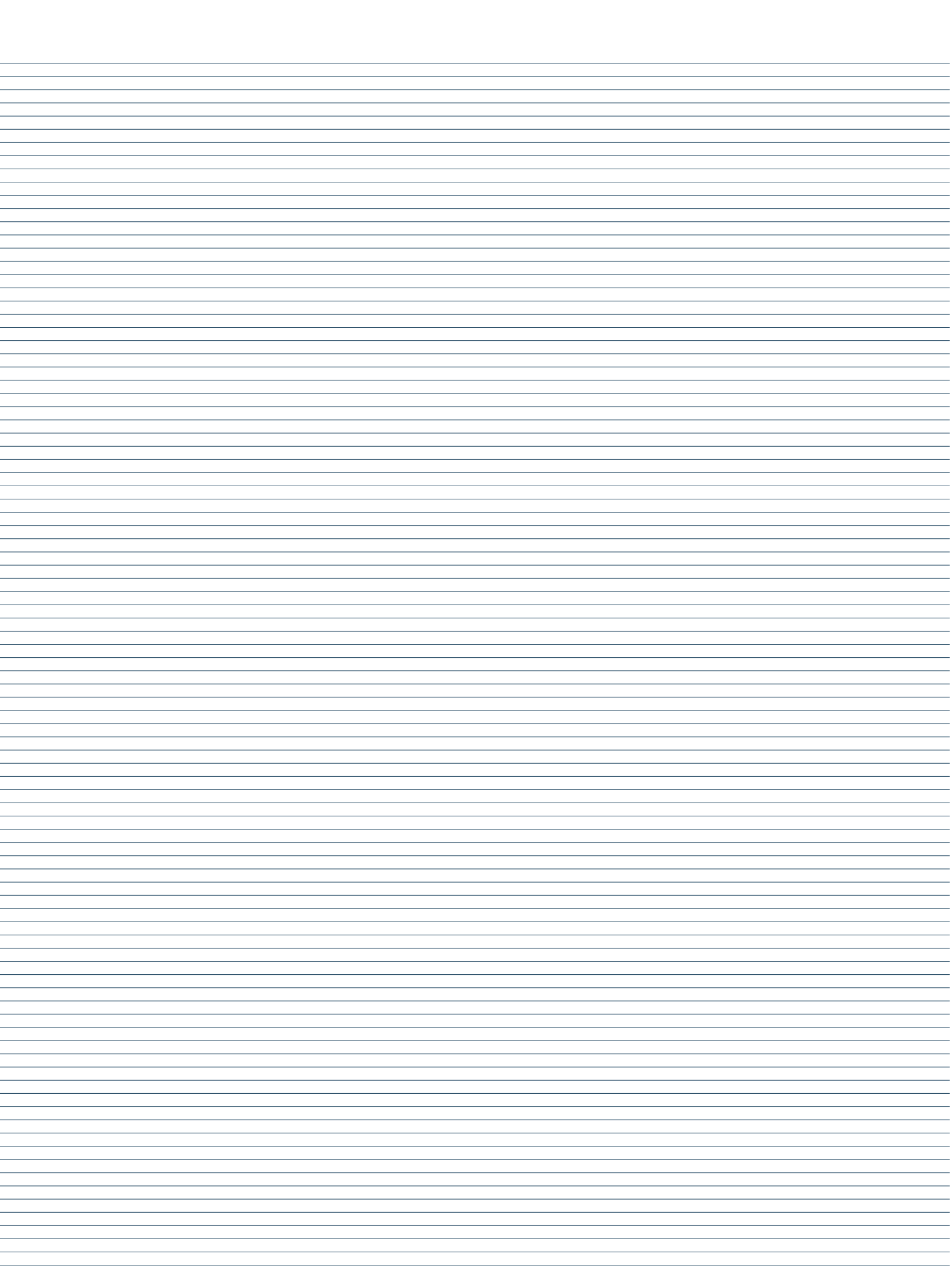
$$\begin{bmatrix} C\theta_1 & -S\theta_1 & 0 & 0 \\ 0 & 0 & -1 & -d_1 \\ S\theta_1 & C\theta_1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} C\theta_2 & -S\theta_2 & 0 & 0 \\ 0 & C\theta_2 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} C\theta_1 C\theta_2 & -C\theta_1 S\theta_2 - S\theta_1 C\theta_2 & 0 & 0 \\ 0 & -1 & -1 & -d_1 \\ S\theta_1 C\theta_2 & -S\theta_1 S\theta_2 + C\theta_1 C\theta_2 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Taking Joint Variable $\theta_1 = \theta_2 = 0$

$$\begin{bmatrix} 1 & 0 & 0 & a_2 \\ 0 & -1 & -1 & -d_1 \end{bmatrix}$$

* Used traditional Transformation Matrix



Taking joint variable $\theta_1 = \theta_2 = 0$

$$\begin{bmatrix} 1 & 0 & 0 & a_2 \\ 0 & -1 & -1 & -d_1 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

* Used traditional transformation Matrix with Denavit DH Parameter

Q

$${}^{n-1}H_n = \begin{bmatrix} C(\theta_n) & -S(\theta_n)C(d_n) & S(\theta_n)S(d_n) & r_n C(\theta_n) \\ S(\theta_n) & C(\theta_n)C(d_n) & -C(\theta_n)S(d_n) & r_n S(\theta_n) \\ 0 & S(d_n) & C(d_n) & d_n \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

DH-TABLE

a	α	d	δ
θ_n	α_n	r_n	d_n
θ_1	$\pi/2$	0	d_1
θ_2	0	α_2	0
θ_3	0	α_3	0

$$T_1^0 = \begin{bmatrix} C\theta_1 & -S\theta_1 C(\pi/2) & S\theta_1 S(\pi/2) & 0 \\ S\theta_1 & C\theta_1 C(\pi/2) & -C\theta_1 S(\pi/2) & 0 \\ 0 & S(\pi/2) & C(\pi/2) & d_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} C\theta_1 & 0 & S\theta_1 & 0 \\ S\theta_1 & 0 & -C\theta_1 & 0 \\ 0 & 1 & 0 & d_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 1 & 0 & d_1 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$T_2^1 = \begin{bmatrix} C\theta_2 & -S\theta_2 C(\alpha) & S\theta_2 S(\alpha) & a_2 C\theta_2 \\ S\theta_2 & C\theta_2 C(\alpha) & -C\theta_2 S(\alpha) & a_2 S\theta_2 \\ 0 & S(\alpha) & C(\alpha) & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} C\theta_2 & -S\theta_2 & 0 & a_2 C\theta_2 \\ S\theta_2 & C\theta_2 & 0 & a_2 S\theta_2 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & a_2 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Taking $\theta_1 = \theta_2 = 0$

$$T_2^0 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 1 & 0 & d_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & a_2 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & a_2 \\ 0 & 0 & -1 & 0 \\ 0 & 1 & 0 & d_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} \text{ correct}$$

$\theta_3 = 0$

$$T_3^2 = \begin{bmatrix} C\theta_3 & -S\theta_3 C(\alpha) & S\theta_3 S(\alpha) & a_3 C\theta_3 \\ S\theta_3 & C\theta_3 C(\alpha) & -C\theta_3 S(\alpha) & a_3 S\theta_3 \\ 0 & S(\alpha) & C(\alpha) & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} C\theta_3 & -S\theta_3 & 0 & a_3 C\theta_3 \\ S\theta_3 & C\theta_3 & 0 & a_3 S\theta_3 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$T_3^0 = \begin{bmatrix} 1 & 0 & 0 & a_2 \\ 0 & 0 & -1 & 0 \\ 0 & 1 & 0 & d_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & a_3 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & a_3 + a_2 \\ 0 & 0 & -1 & 0 \\ 0 & 1 & 0 & d_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} \checkmark$$

$$\begin{bmatrix} 0 & a_3 \\ 0 & 0 \\ 1 & 0 \\ 0 & 1 \end{bmatrix}$$