

ID6040: Introduction to Robotics

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1 Introduction to Assignment 1

The assignment aims to let the learner implement a basic **Forward Kinematics** solution to an arm with two revolute joints to get the end-effector coordinates. Furthermore, the assignment scripts together are an introduction to interfacing **CoppeliaSim (Edu)** with Python3.

2 The Assignment

2.1 The Problem

The module `fw_kin.py` implements the forward kinematics function `fw_kin()`. It takes one argument - `joint_angles` - a Python list with angles of the two arms, in degrees. The function returns the x and y coordinates of the end-effector in a list. In the programming assignment, I write code for this function. Everything else - connecting to CoppeliaSim, the design, simulation interface and the testbench - is already implemented.

2.2 Forward Kinematics

The given system is represented in Figure 1. Let l_1 be the length of the arm from the origin and l_2 the length of the next one. It is easy to see that the x and y coordinates of the endpoint are given by -

$$x = l_1 \cos(\theta_1) + l_2 \cos(\theta_1 + \theta_2)$$

$$y = l_1 \sin(\theta_1) + l_2 \sin(\theta_1 + \theta_2)$$

2.3 A Python Function

The above equations are implemented in the Python module `fw_kin.py` as follows.

```
def fw_kin(joint_angles):  
    # Compute end effector position [in meters] for the given pair of joint angles [in degrees]  
  
    # convert angles to radians (Note that 3.14 is used instead of math.pi)  
    joint_angles_rad = [angle * (3.14 / 180) for angle in joint_angles]
```

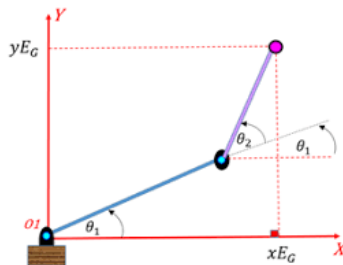


Figure 1: A graphical representation of the system.

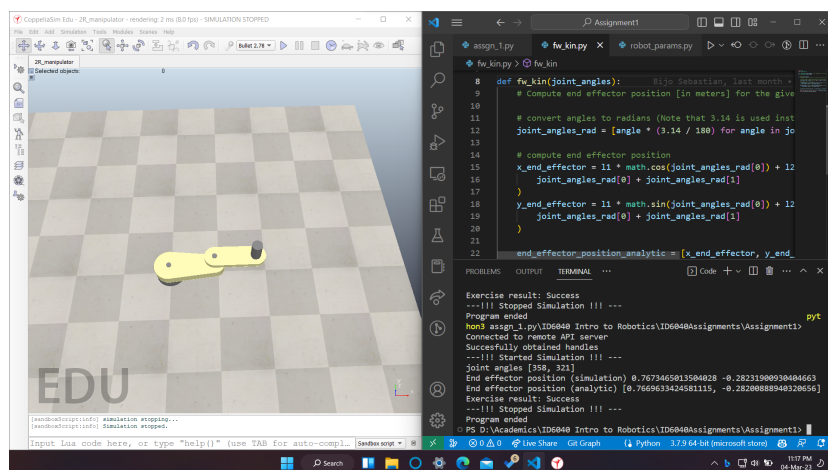


Figure 2: Run-1

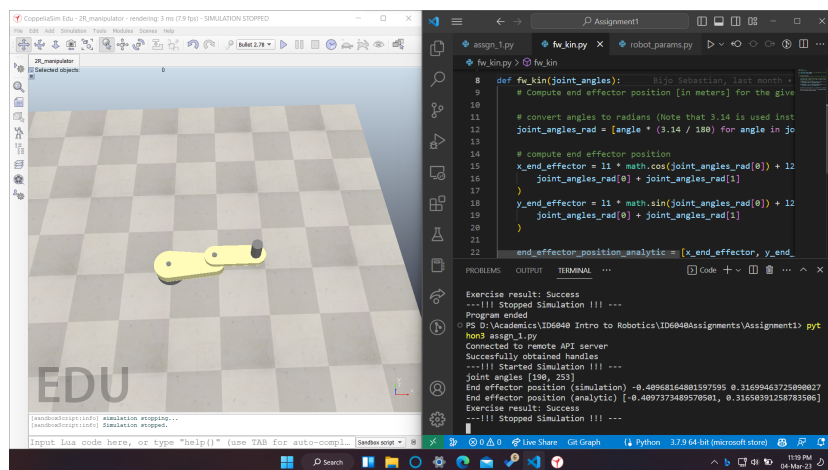


Figure 3: Run-2

```
# compute end effector position
x_end_effector = 11 * math.cos(joint_angles_rad[0]) + 12 * math.cos(
    joint_angles_rad[0] + joint_angles_rad[1]
)
y_end_effector = 11 * math.sin(joint_angles_rad[0]) + 12 * math.sin(
    joint_angles_rad[0] + joint_angles_rad[1]
)

end_effector_position_analytic = [x_end_effector, y_end_effector]

return end_effector_position_analytic
```

The comments describe the action of every line. Please note that due to an inconsistency in the value of π in the given assignment folder, 3.14 is used instead.

2.4 Simulation Results

Figures 2, 3 and 4 are three successful runs of the simulation with random joint angles. Please note that the screenshot was taken after the run due to which the scene object has returned to its default state and not the joint angles the sim started with. The points are printed out in the terminal.

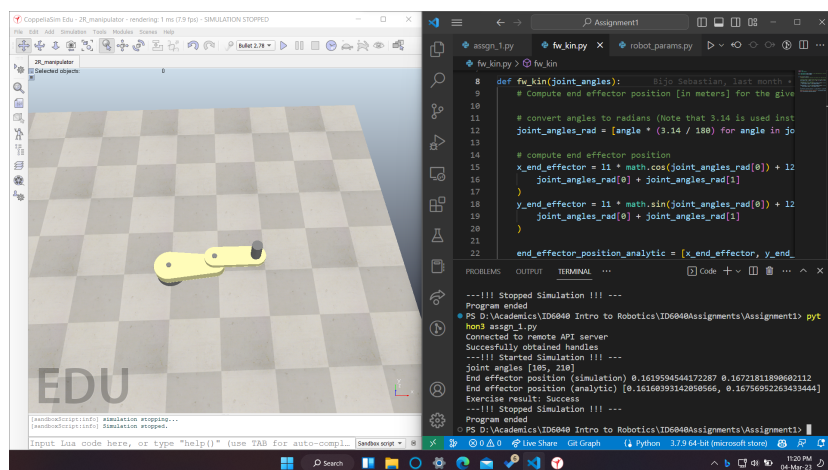


Figure 4: Run-3

2.5 Conclusion

More than implementing a simple forward kinematics equation, the assignment has been about an introduction to Coppeliasim. I got a brief overview of the three rudimentary blocks of the software - scene objects, calculation modes, and control mechanisms. This simulation was performed on the Bullet 2.78 physics engine.