
Cinemática Directa, Cinemática
Inversa - Brazo - Robot 7 Grados de
Libertad

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MÉXICO 2012

Cinemática Directa, Cinemática Inversa

TAFARI

August 27, 2012

Condiciones Cinemática Directa

| Art | a | d | α | θ |
|-----|--------|--------|------------------|------------------|
| 1 | 0.0603 | 0 | $\frac{\pi}{2}$ | 0 |
| 2 | 0 | 0 | $\frac{\pi}{2}$ | $\frac{\pi}{2}$ |
| 3 | 0 | 0.285 | $-\frac{\pi}{2}$ | $-\frac{\pi}{2}$ |
| 4 | 0 | 0 | $\frac{\pi}{2}$ | 0 |
| 5 | 0 | 0.2126 | $-\frac{\pi}{2}$ | 0 |
| 6 | 0 | 0 | $\frac{\pi}{2}$ | 0 |
| 7 | 0 | 0.12 | 0 | 0 |

Cinemática Inversa

$$r = \sqrt{x^2 + y^2 + (z - D_1)^2}$$

$$\alpha = \text{Atan2}((z - D_1), \sqrt{x^2 + y^2})$$

$$\gamma = \arccos \frac{-D_2^2 - D_3^2 + r^2}{-2 * D_2 * D_3}$$

$$\beta = \frac{\arcsin D_3 * \sin \gamma}{r}$$

$$\text{tunningRadiusElbow} = D_2 * \sin \beta$$

$$\text{Pelbow}[0, 0] = \text{Pw}[0, 0] = 0$$

$$\text{Pelbow}[1, 0] = \text{Pw}[1, 0] = -\text{tunningRadiusElbow} * \cos \text{elbowAngle} = D_2 * \sin \beta * \cos \text{elbowAngle}$$

$$\text{Pelbow}[2, 0] = \text{Pw}[2, 0] = -\text{tunningRadiusElbow} * \sin \text{elbowAngle} = D_2 * \sin \beta * \sin \text{elbowAngle}$$

$$\text{Pelbow}[3, 0] = \text{Pw}[3, 0] = 1$$

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WristPosition[0, 0] = WP[0,0] = x;
WristPosition[1, 0] = WP[1,0] = y;
WristPosition[2, 0] = WP[2,0] = z;
WristPosition[3, 0] = WP[3,0] = 1;

result[0] = Atan2(Pw[1, 0] + DHa[0] * sin result[0], Pw[0, 0] + DHa[0] *
cos result[0])
result[1] = Atan2(Pw2, 0) - D1,  $\sqrt{Pelbow[0, 0] * Pelbow[0, 0] + Pw[1, 0] * Pw[1, 0]}$ 
result[2] = Atan2(WP[1, 0], WP[0, 0])
result[3] =  $\frac{\pi}{2}$  - Atan2(WP[2, 0],  $\sqrt{WP[0, 0] * WP[0, 0] + WP[1, 0] * WP[1, 0]}$ 

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Condiciones

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if R47[0,0] == 0
result[4] = 0
result[5] = 0
result[6] = Atan2(R47[1,1], R47[1,2])

else
result[5] = Atan2( $\sqrt{1 - (R47[2, 0])^2}$ , R47[2, 0])
result[4] = Atan2(R47[1,0], R47[0,0])
result[6] = Atan2(R47[2,2], -R47[2,1])

    if result[4] > 2.4
result[4] +=  $\pi$ 
result[5] *= -1
if result[6] > 0
result[6] -=  $\pi$ 
else result[6] +=  $\pi$ 

    if result[4] < -2.4
result[4] +=  $\pi$ 
result[5] *= -1
if result[6] > 0
result[6] -=  $\pi$ 
else result[6] +=  $\pi$ 

```

La cinemática directa y la inversa son las mismas para cada brazo, el único cambio es el sentido de giro de algunas articulaciones. La configuración de los brazos es la misma, un brazo está desplazado respecto del otro.

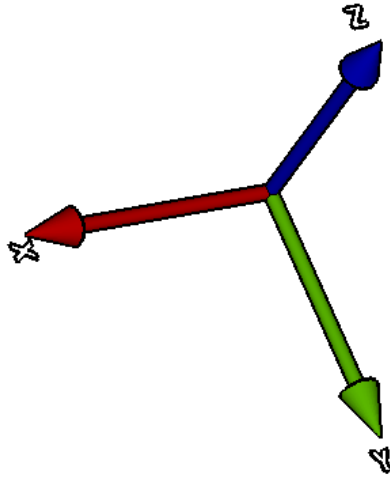


Figure 1: Eje X,Y,Z

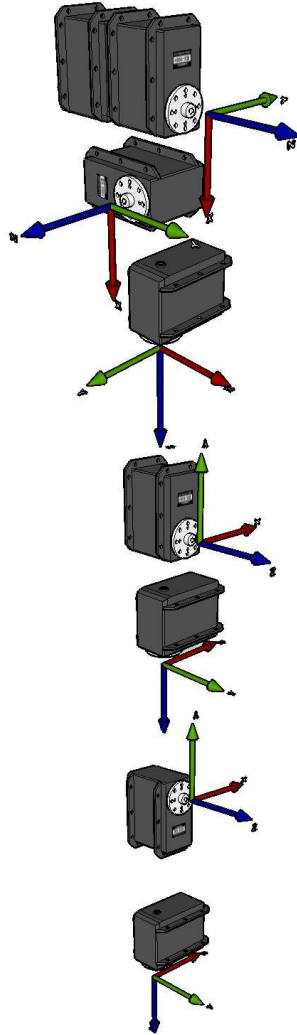


Figure 2: Brazo Izquierdo

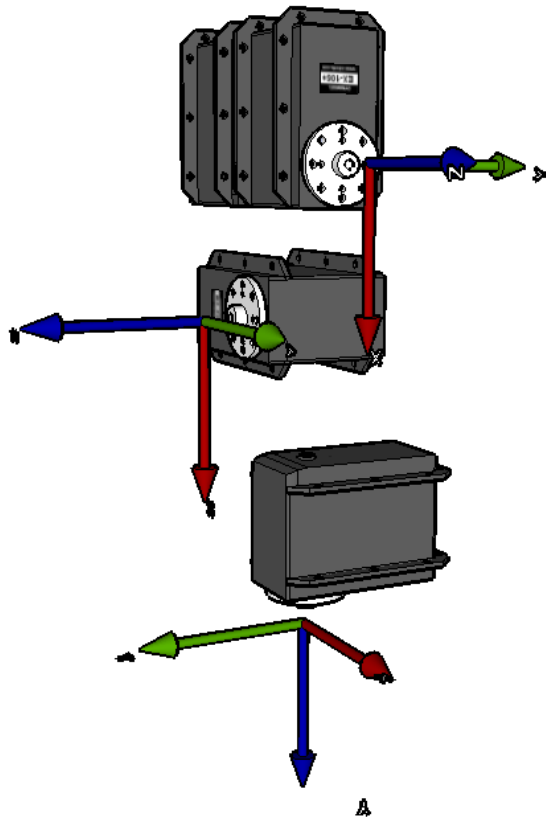


Figure 3: Articulaciones 1,2,3

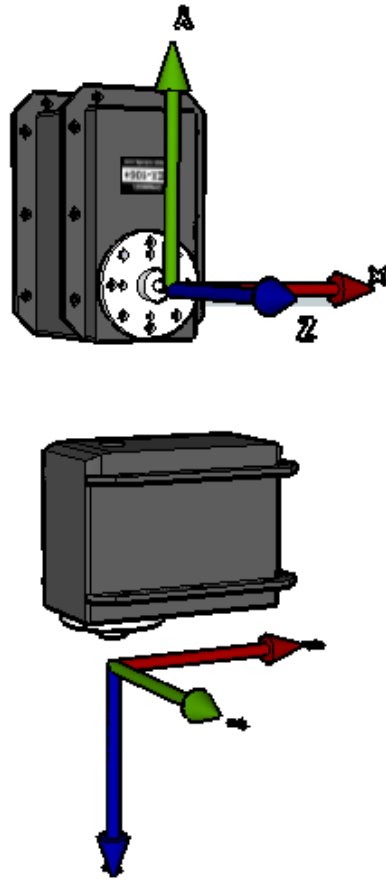


Figure 4: Articulaciones 4,5

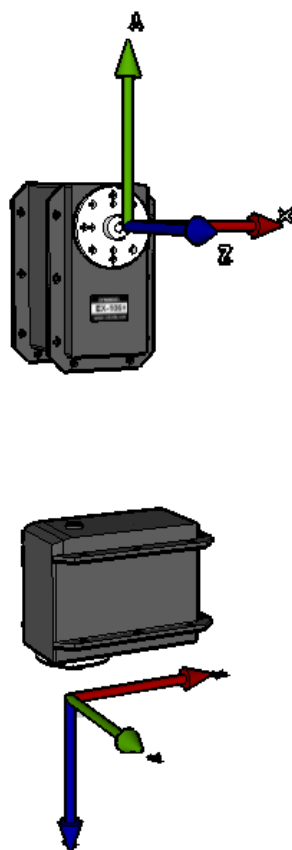


Figure 5: Articulaciones 6,7

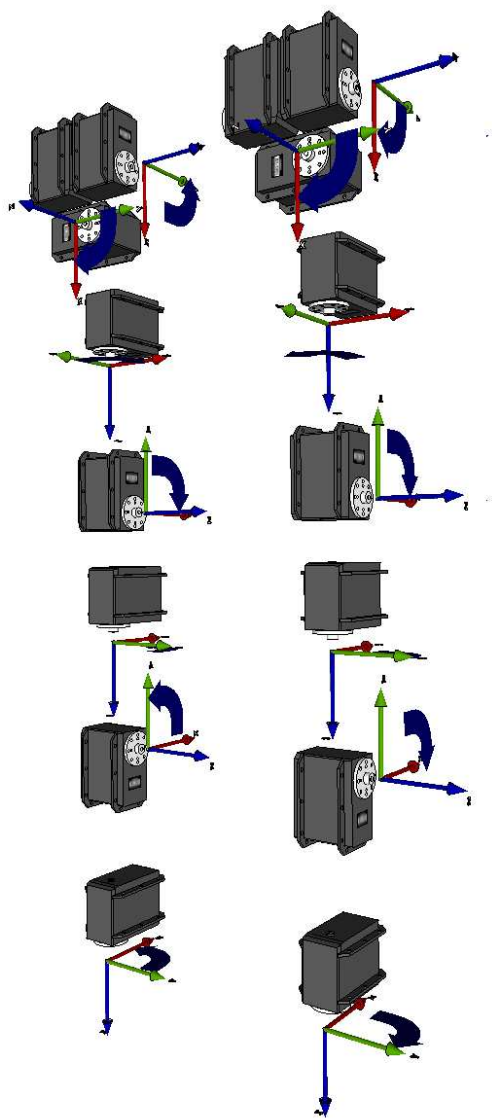


Figure 6: Sentido de giro brazo derecho-izquierdo

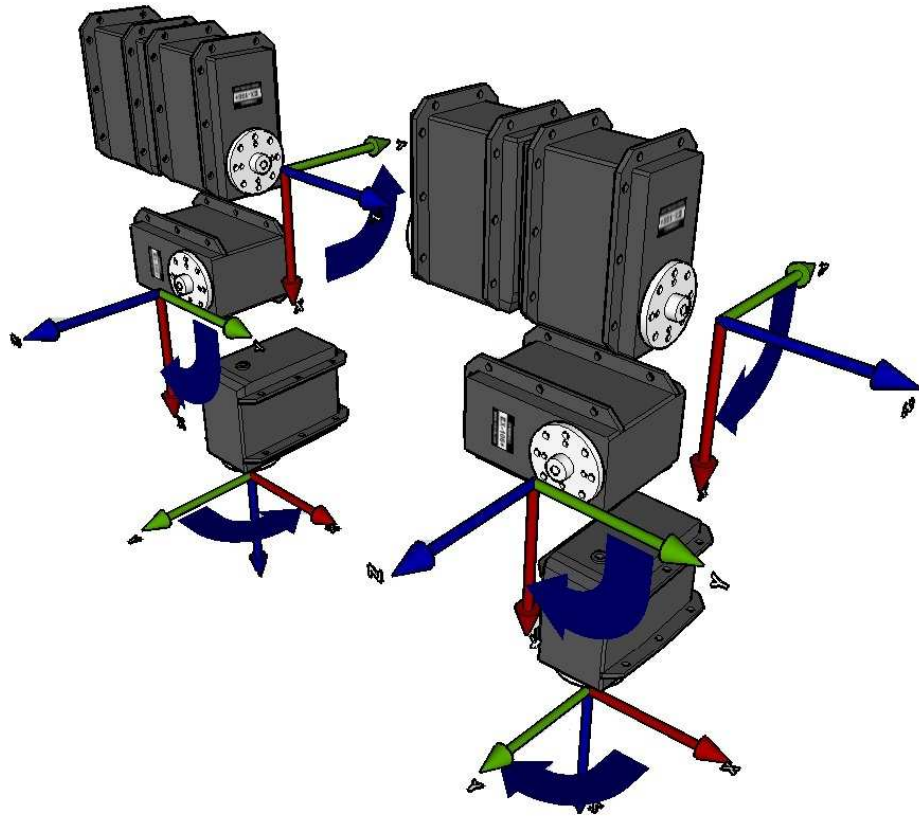


Figure 7: Giro de Articulaciones 1,2,3

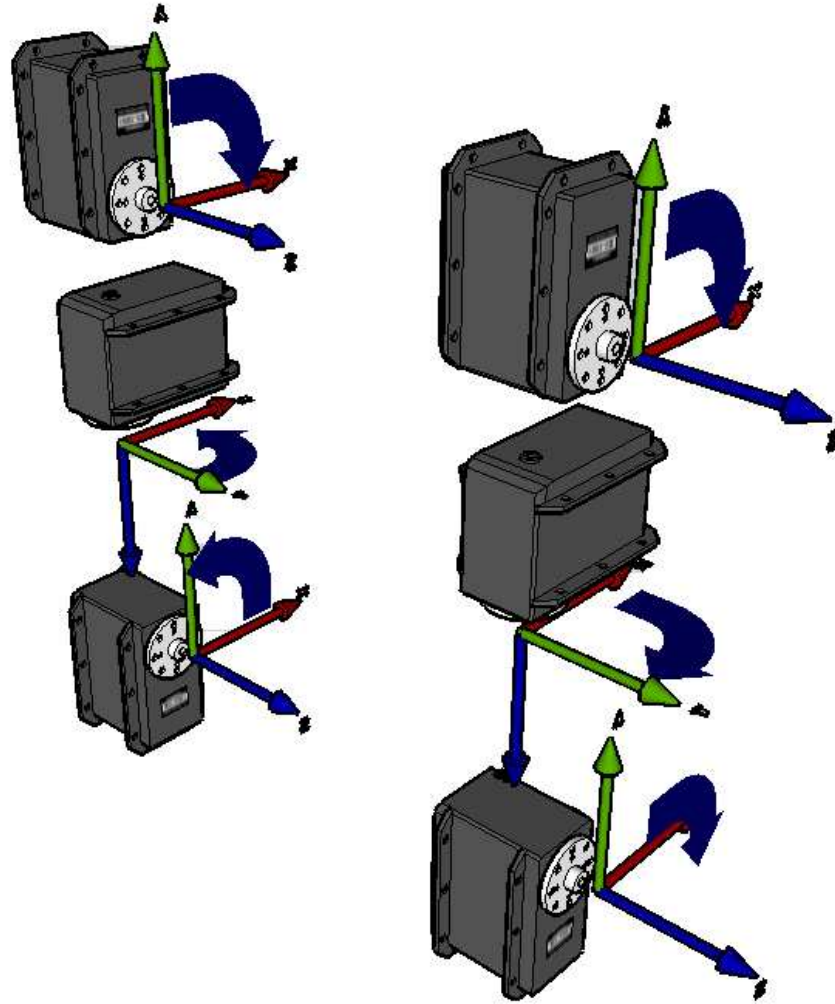


Figure 8: Giro de Articulaciones 4,5,6

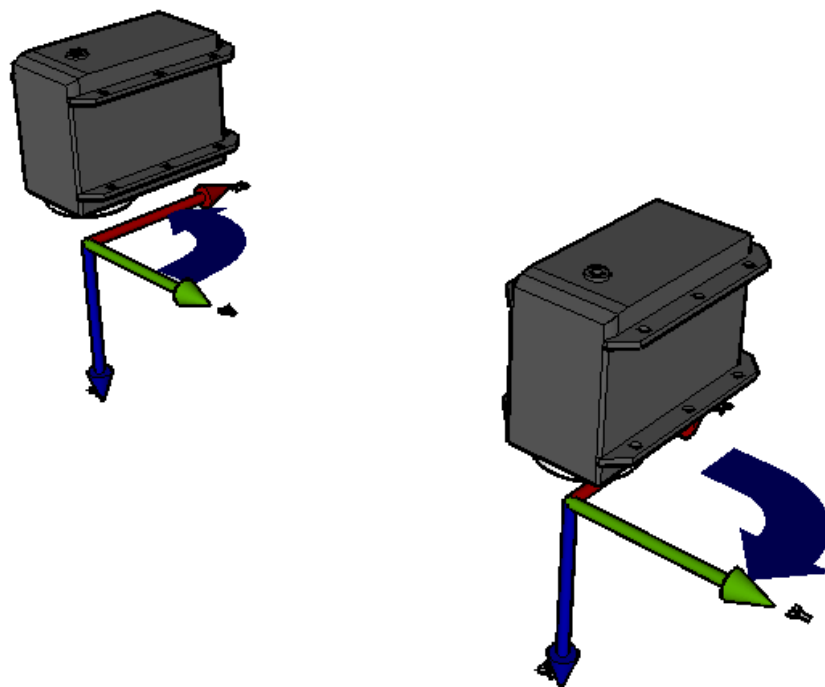


Figure 9: Giro de Articulación 7