

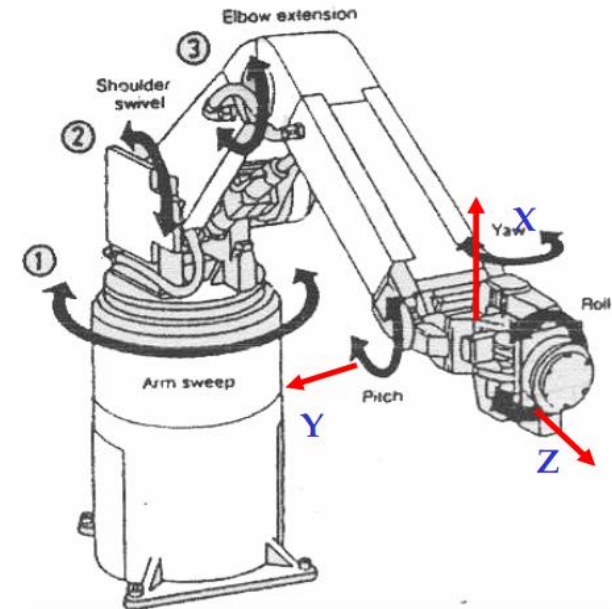
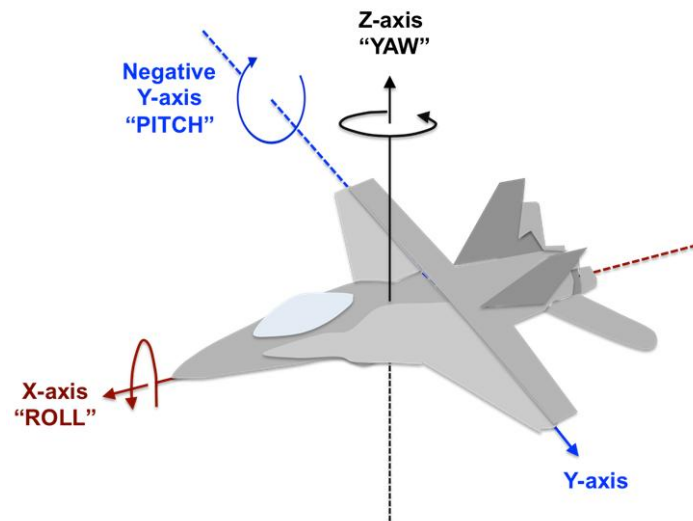
# Wrist orientation

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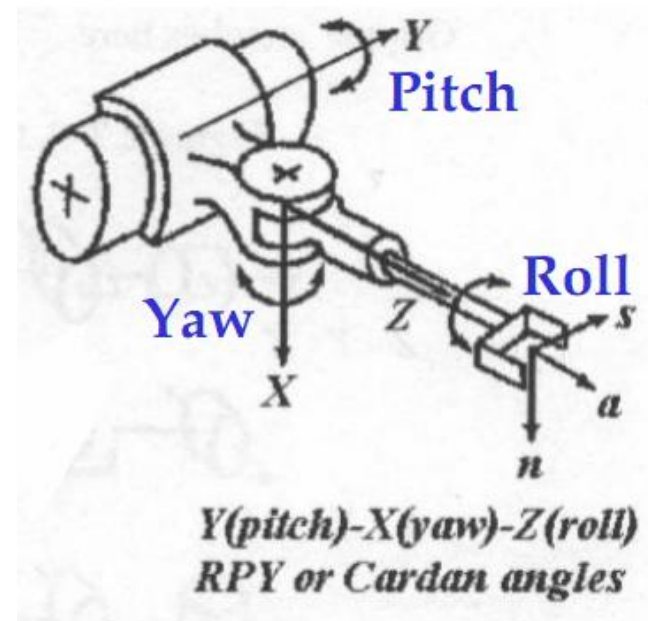
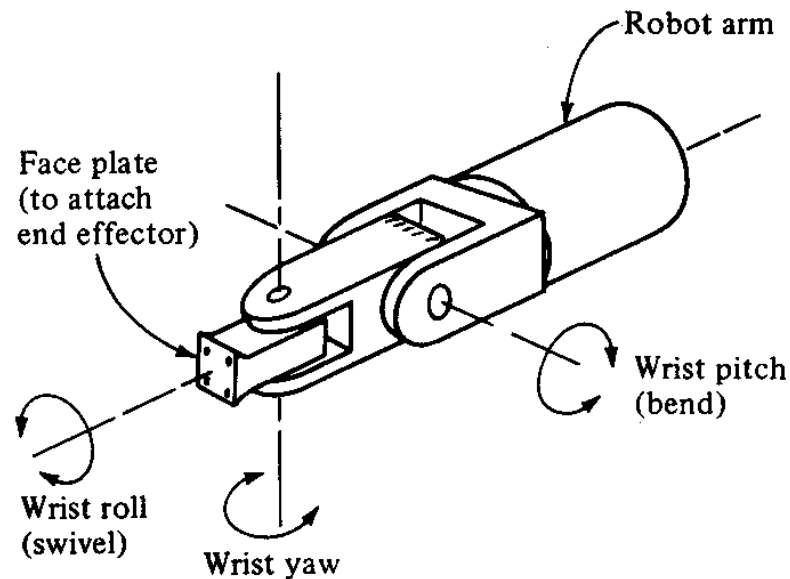
**Sebastian Stellmacher**

1. Introduction of robot wrist kinematics for orientation
2. RPY - Roll Pitch Yaw
3. Euler angles
4. Difference between RPY and Euler angles
5. Computing the wrist angles



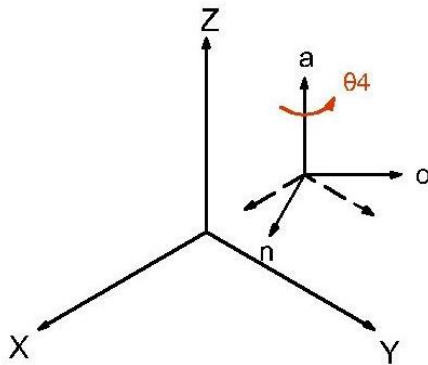
## Wrist orientation

- Roll Pitch Yaw

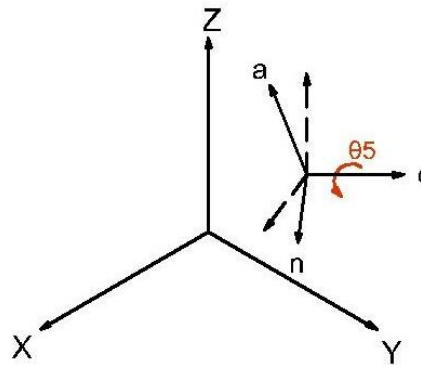


- Kinematics of RPY wrist

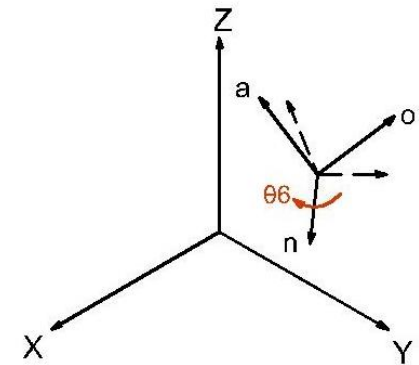
Roll



Pitch

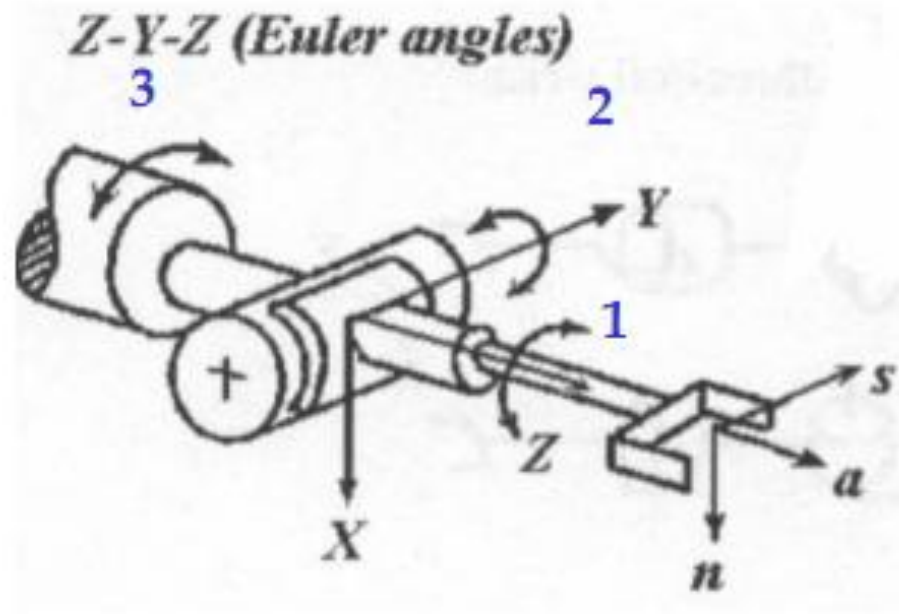


Yaw

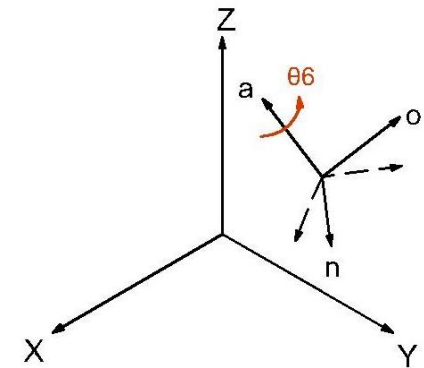
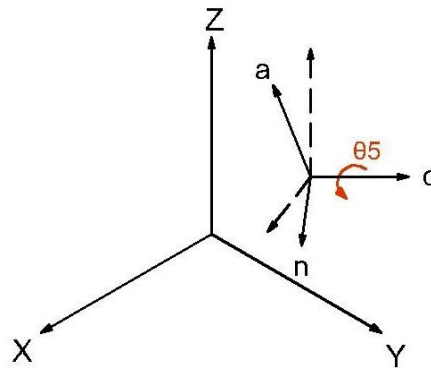
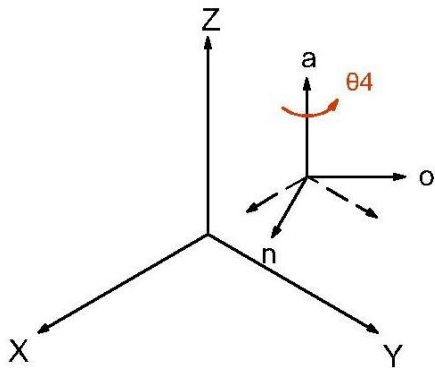


$$\text{RPY}(\theta_4, \theta_5, \theta_6) = \text{Rot}(a, \theta_4) \text{Rot}(o, \theta_5) \text{Rot}(n, \theta_6)$$

- Euler angles
- The most common angles for robotic wrists are the ZY'Z'' angles

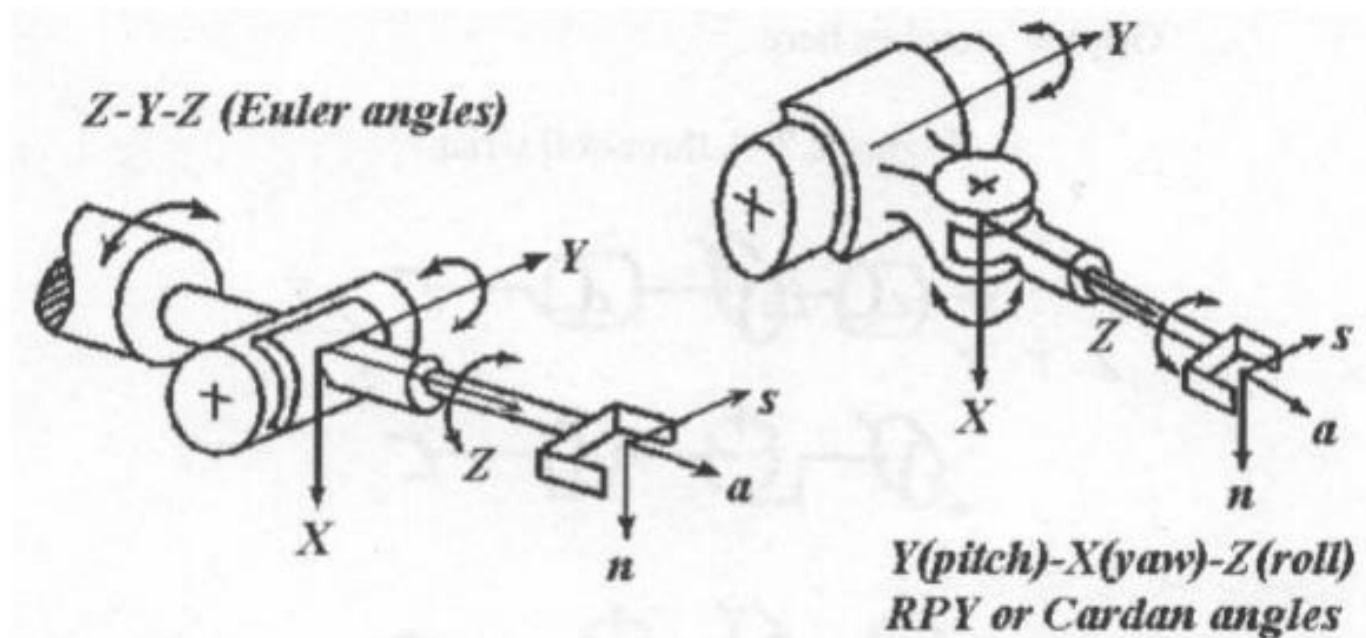


- Kinematics of Euler angles



$$\text{Euler}(\theta_4, \theta_5, \theta_6) = \text{Rot}(a, \theta_4) \text{Rot}(o, \theta_5) \text{Rot}(a, \theta_6)$$

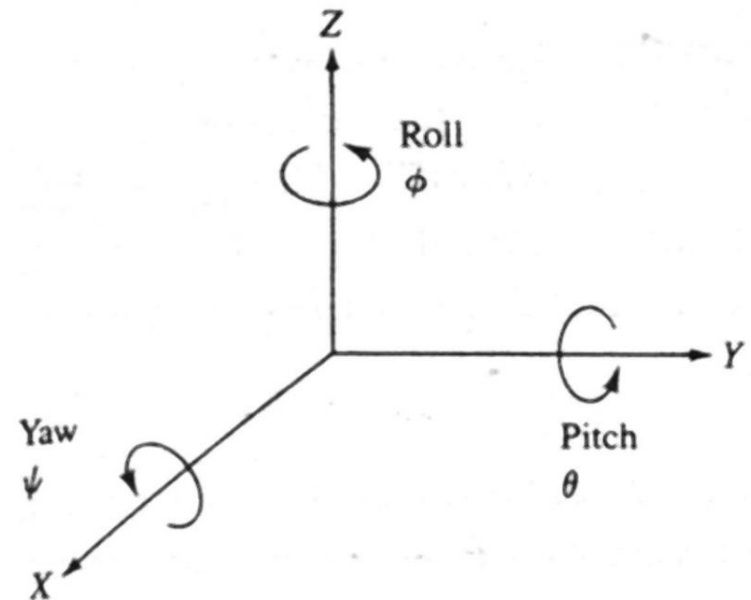
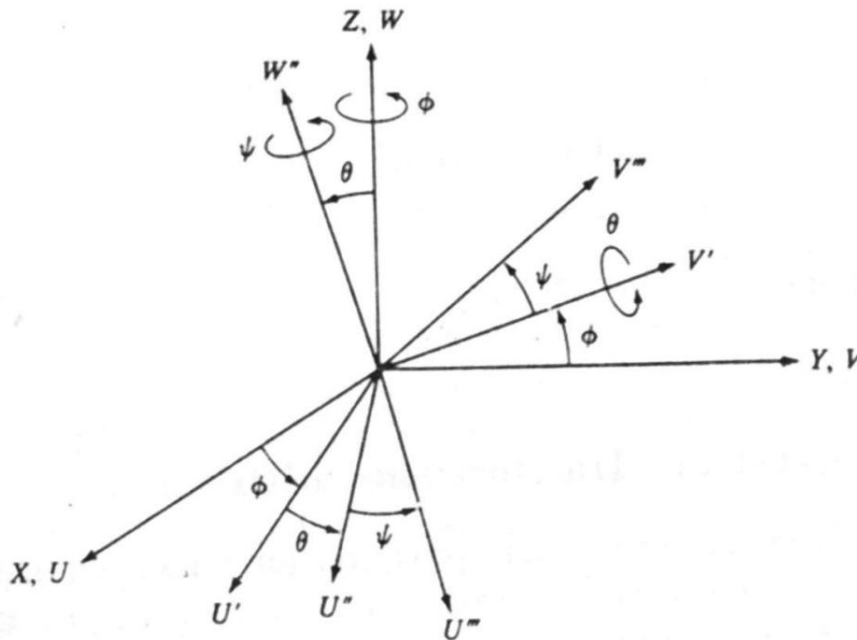
- What is the difference between RPY angles and Euler angles?





$$\underline{EU}(\Phi, \Theta, \Psi) = \underline{Rot}(z, \Phi) \underline{Rot}(v, \Theta) \underline{Rot}(w, \Psi)$$

$$\underline{RPY}(\phi, \theta, \psi) = \underline{Rot}(z, \phi) \underline{Rot}(y, \theta) \underline{Rot}(x, \psi)$$



- Rotate the reference frame by the angle  $\theta_4$  about axis z

$$\triangleright R_z = A_4 = \begin{pmatrix} \cos \theta_4 & \sin \theta_4 & 0 \\ -\sin \theta_4 & \cos \theta_4 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

- Rotate the reference frame by the angle  $\theta_5$  about axis y'

$$\triangleright R_{y'} = A_5 = \begin{pmatrix} \cos \theta_5 & 0 & -\sin \theta_5 \\ 0 & 1 & 0 \\ \sin \theta_5 & 0 & \cos \theta_5 \end{pmatrix}$$

- Rotate the reference frame by the angle  $\theta_6$  about axis z''

$$\triangleright R_{z''} = A_6 = \begin{pmatrix} \cos \theta_6 & \sin \theta_6 & 0 \\ -\sin \theta_6 & \cos \theta_6 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

Postmultiplication of the matrices

$$T_3^6 = A_4(\theta_4) \cdot A_5(\theta_5) \cdot A_6(\theta_6)$$

$$T_3^6 = \begin{pmatrix} c\theta_4 \cdot c\theta_5 \cdot c\theta_6 - s\theta_4 \cdot s\theta_6 & -c\theta_4 \cdot c\theta_5 \cdot s\theta_6 - s\theta_4 \cdot c\theta_6 & c\theta_4 \cdot s\theta_5 \\ s\theta_4 \cdot c\theta_5 \cdot c\theta_6 + c\theta_4 \cdot s\theta_6 & -s\theta_4 \cdot c\theta_5 \cdot s\theta_6 + c\theta_4 \cdot c\theta_6 & s\theta_4 \cdot s\theta_5 \\ -s\theta_5 \cdot c\theta_6 & s\theta_5 \cdot s\theta_6 & c\theta_5 \end{pmatrix}$$

(The notations  $c\theta$  and  $s\theta$  are the abbreviations for  $\cos\theta$  and  $\sin\theta$ )

- We already know:
  1. The position of the wrist (Group 2)
    - $T_0^3 = A_1(\theta_1) \cdot A_2(\theta_2) \cdot A_3(\theta_3)$
  2. The position and orientation of the tool center point
    - $A_{TCP}$  (Matrix with fixed values depending on the tool)
  3. The desired position and orientation of the end-effector
    - $A_{intended}$  (Input)

- We are looking for the orientation of the wrist ( $T_3^6$ )

- Basically, we have this equation

$$A_{intended} = A_1(\theta_1) \cdot A_2(\theta_2) \cdot A_3(\theta_3) \cdot A_4(\theta_4) \cdot A_5(\theta_5) \cdot A_6(\theta_6) \cdot A_{TCP}$$

- As shown before, we can simplify the equation

$$A_{intended} = T_0^3 \cdot T_3^6 \cdot A_{TCP}$$

- Solving the equation for  $T_3^6$

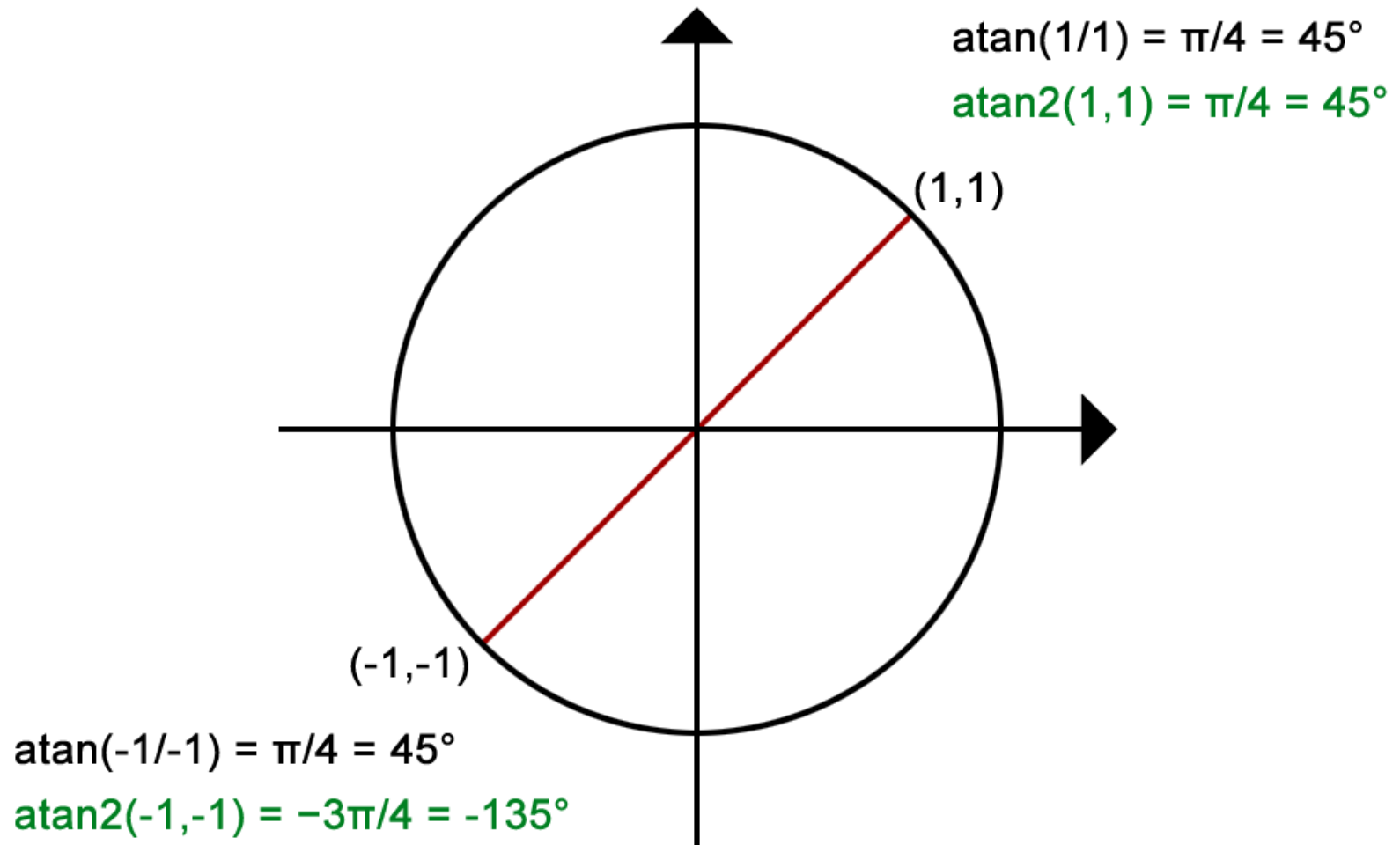
$$T_3^6 = T_0^3{}^{-1} \cdot A_{intended} \cdot A_{TCP}{}^{-1}$$

- Now we have  $T_3^6 = \begin{pmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{pmatrix}$
- $T_3^6$  contains real values from  $r_{11}$  to  $r_{33}$
- Remember that our rotation is based on the matrix below

$$\begin{pmatrix} c\theta_4 \cdot c\theta_5 \cdot c\theta_6 - s\theta_4 \cdot s\theta_6 & -c\theta_4 \cdot c\theta_5 \cdot s\theta_6 - s\theta_4 \cdot c\theta_6 & c\theta_4 \cdot s\theta_5 \\ s\theta_4 \cdot c\theta_5 \cdot c\theta_6 + c\theta_4 \cdot s\theta_6 & -s\theta_4 \cdot c\theta_5 \cdot s\theta_6 + c\theta_4 \cdot c\theta_6 & s\theta_4 \cdot s\theta_5 \\ -s\theta_5 \cdot c\theta_6 & s\theta_5 \cdot s\theta_6 & c\theta_5 \end{pmatrix}$$

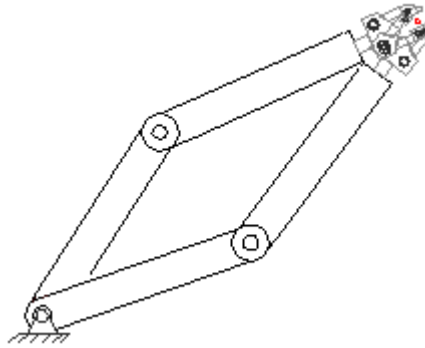
- With this information we can compute the angles using inverse trigonometric functions

- For the computation of the angles we need the inverse trigonometric tangent function
- It is used to get the angle in Radian for a given angle function value
- The one-argument arctangent function can not distinguish between diametrically opposite directions
- To achieve full accuracy for all angles,  $\text{Atan2}$  should be used





- Computing the angles there are two possible solutions depending on  $\theta_5$



- $\theta_5$  can range from  $(0, \pi)$  or from  $(-\pi, 0)$

- Getting the first solution for  $\theta_5$  from  $(0, \pi)$
- Computing the first wrist angle

$$\theta_4 = \text{Atan2}(r_{23}, r_{13})$$

- Computing the second wrist angle

$$\theta_5 = \text{Atan2}\left(\sqrt{r_{13}^2 + r_{23}^2}, r_{33}\right)$$

- Computing the third wrist angle

$$\theta_6 = \text{Atan2}(r_{32}, -r_{31})$$

- In order to get the second solution with  $\theta_5$  from  $(-\pi, 0)$  we use following equations

$$\theta_4 = \text{Atan2}(-r_{23}, -r_{13})$$

$$\theta_5 = \text{Atan2}\left(-\sqrt{r_{13}^2 + r_{23}^2}, r_{33}\right)$$

$$\theta_6 = \text{Atan2}(-r_{32}, r_{31})$$

Thank you for your attention!

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