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Group Coursework

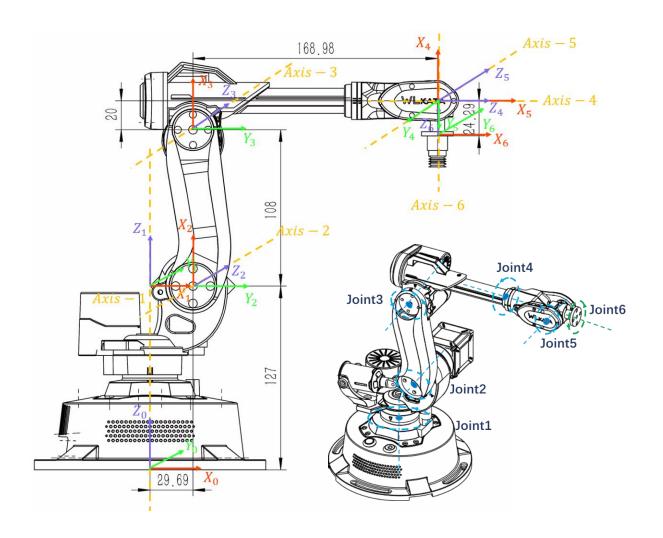
Medical Robotics and Instrumentation

Task I Robot Modeling



Task I – Robot Modeling

01. Modified Denavit-Hartenberg Tables (without End-effector)



- Identify the Joints, Z-axis and Direction
- $R0 \mid\mid R1 \mapsto R2 \mid\mid R3 \mapsto R4 \perp R5 \mapsto R6$
- Identify X-axis and Y-axis
- Identify other variables: a, α , d and θ

	а	α	d	θ
Joint 1	0	0	0.12700	0
Joint 2	0.02969	- Pi / 2	0	- Pi / 2
Joint 3	0.10800	0	0	0
Joint 4	0.02000	- Pi / 2	0.16898	0
Joint 5	0	Pi / 2	0	Pi / 2
Joint 6	0	Pi / 2	- 0.02429	0

MDH Table (without End-effector)

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Task I – Robot Modeling

02. Modified Denavit-Hartenberg Tables (with End-effector)



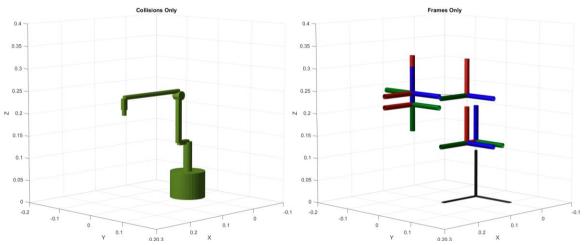
Two-Finger Gripper

	а	α	d	θ
Joint 1	0	0	0.12700	0
Joint 2	0.02969	- Pi / 2	0	- Pi / 2
Joint 3	0.10800	0	0	0
Joint 4	0.02000	- Pi / 2	0.16898	0
Joint 5	0	Pi / 2	0	Pi / 2
Joint 6	0	Pi / 2	- 0.02429	0
End- effector	0	0	-0.07200	0

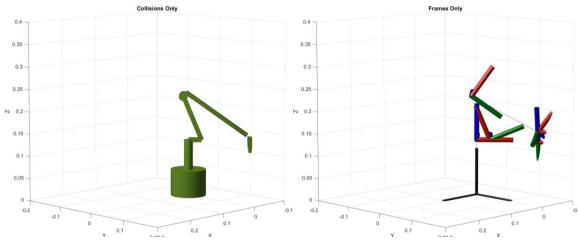
Task I – Robot Modeling

03. Visualization via MATLAB

- Visualization contains 2 parts:
 - Collision View ⇒ For Link Boundaries
 - Frame View ⇒ For Coordinate Frame Alignment
- Confirmed correctness of robot kinematics and physical modeling
- Ready for motion planning and control tasks.



Home Configuration



A Random Generated Joint Angle Set within the Limits

01. Quintic Polynomial Interpolation with Dynamic Time Adjustment

Plan the trajectory

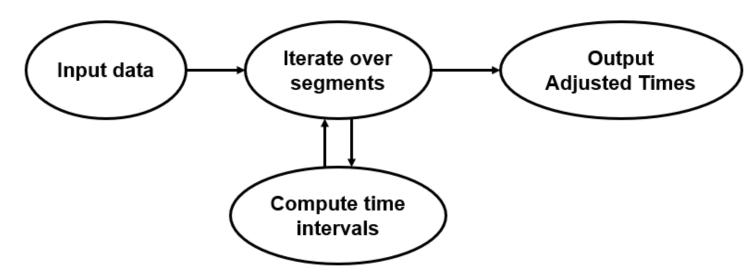
Generate a smooth quintic polynomial trajectory based on the robot's key joint positions

Adjust time dynamically

To meet joint velocity constraints, the angular differences between key points are calculated, and the time intervals are dynamically adjusted, ensuring the motion is both smooth and safe.

Safety Coefficient (Scaling Factor)

Introduced in the calculation of optimal time intervals to ensure joint velocities remain well within limits.



02. Quintic Polynomial joint-space method

Quintic polynomial interpolation

Configuration

Joint Space

 $Q_{Home}(\theta)$

 $\overline{Q_{Inter}}(\theta)$

Forward kinematics

Cartesian Space

 $Q_{Home}(\theta)$

 $Q_{Inter}(\theta)$

Boundary Conditions

$$\theta(t_0) = \theta_0; \dot{\theta}(t_0) = 0; \ddot{\theta}(t_0) = 0$$

$$\theta(t_f) = \theta_f; \dot{\theta}(t_f) = 0; \ddot{\theta}(t_f) = 0$$

Polynomial Coefficient Matrix

$$A \cdot \text{coeffs} = b$$

Substituting Polynomial

$$\theta(t) = a_0 + a_1t + a_2t^2 + a_3t^3 + a_4t^4 + a_5t^5$$

$$\dot{\theta}(t) = a_1 + 2a_2t + 3a_3t^2 + 4a_4t^3 + 5a_5t^4$$

$$\ddot{\theta}(t) = 2a_2 + 6a_3t + 12a_4t^2 + 20a_5t^3$$

 $Q_{Final}(heta)$

General DH transformation

Overall transformation matrix

$${}^{0}T_{6} = \begin{bmatrix} & & & & & \\ & & & & & \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Translation vector

$$Q_t =$$

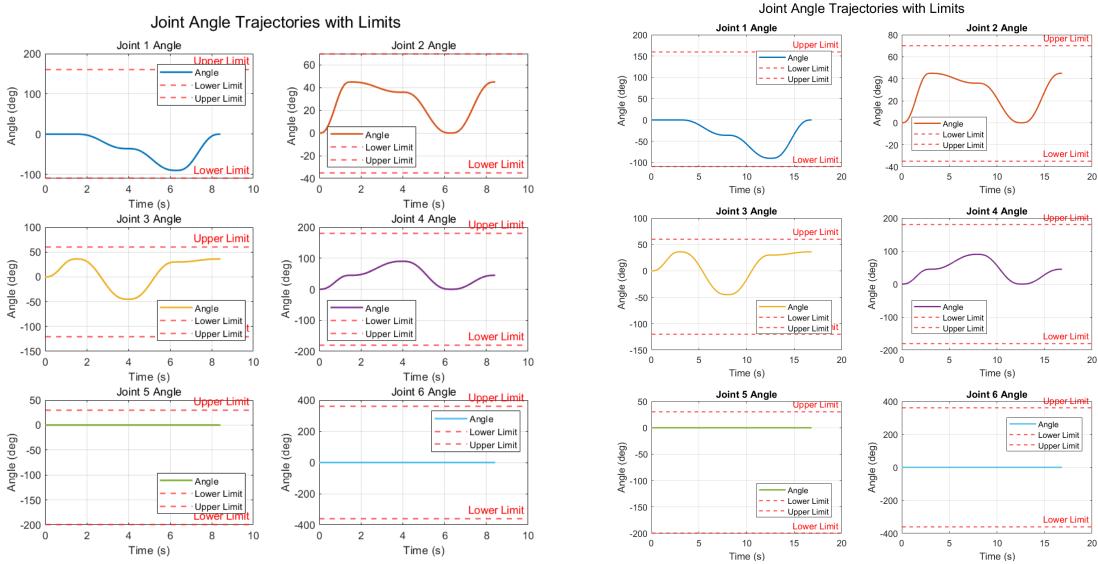
 P_{Home}

 P_{Inter}

 P_{Final}

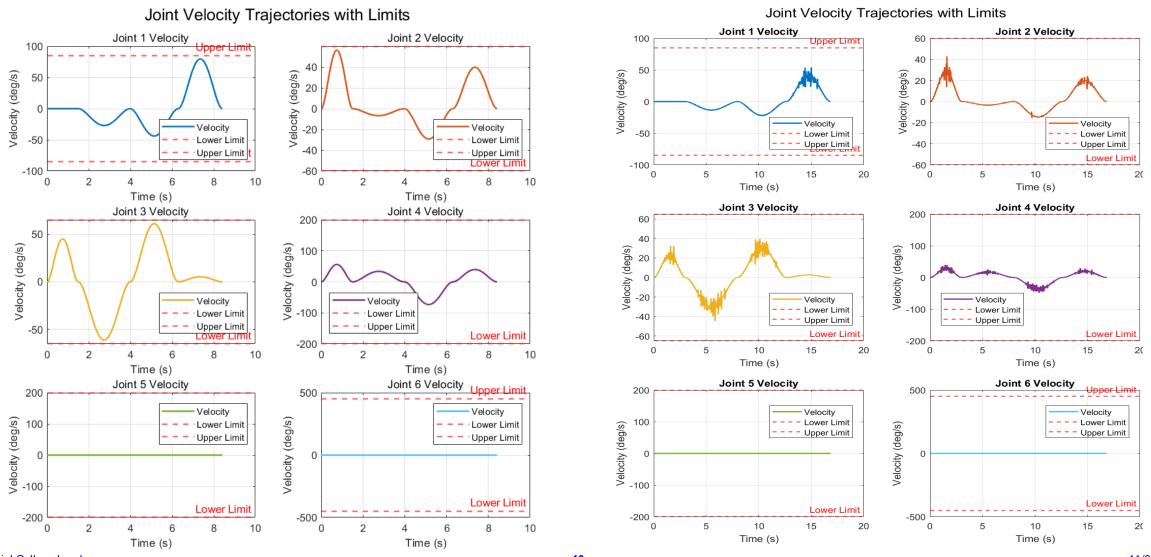
$Q_{Final}(\theta)$

03. Result– Joint position for each joint (L.MATLAB R.CoppeliaSim)



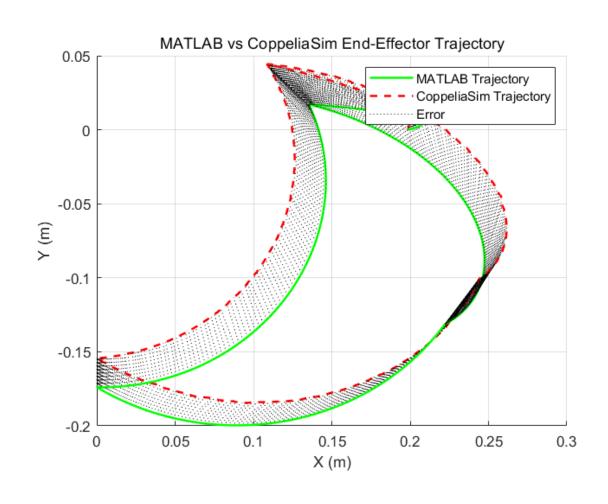
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04. Result– Joint velocity for each joint (L.MATLAB R.CoppeliaSim)

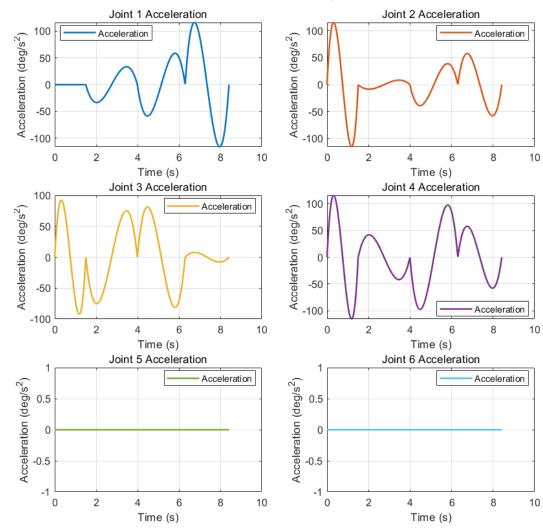


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05. Result – Joint acceleration and trajectory of the robot tip



Joint Acceleration Trajectories



06. Videos on Mirobot (real) and CoppeliaSim (simulation)





Task III

Cartesian Space Control

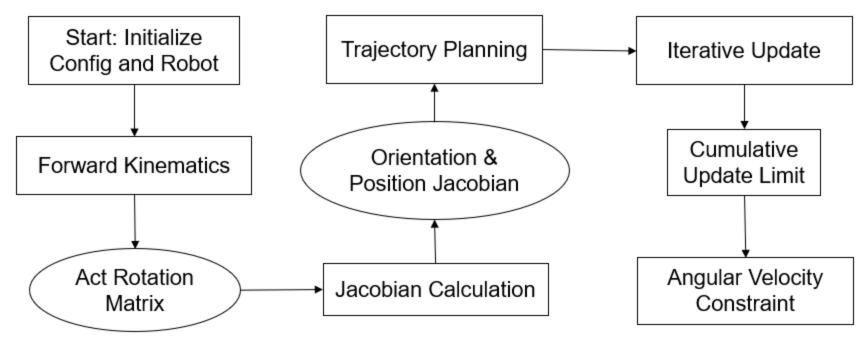
01. Jacobian matrix method

Extraction of Z-Axis Direction Vector

The third column of the rotation matrix (i.e., the Z-axis direction vector) is extracted, and the sensitivity of directional changes to joint angle variations (Jacobian matrix) is calculated.

Angular velocity limitation

The cumulative update amount is set, and the joint velocity at each step is limited to ensure that the angular velocity does not exceed the maximum velocity constraints.



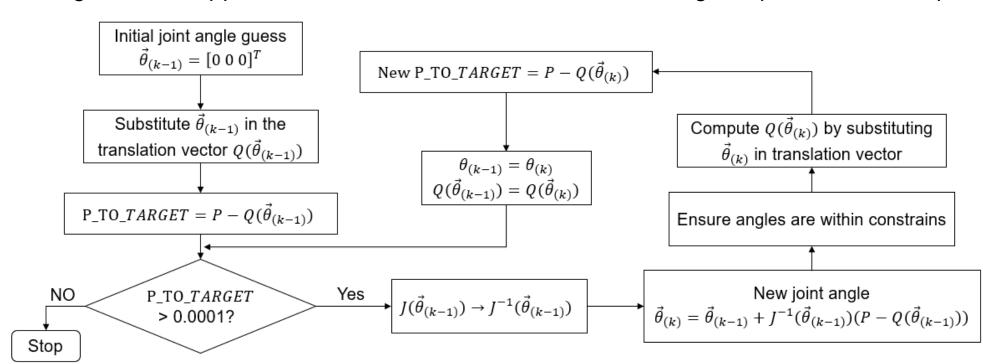
02. Newton-Raphson method

Iterative Process

The core idea is to update joint angles iteratively using the Jacobian pseudo-inverse and the current error, reducing the error until convergence or the maximum iterations are reached.

Iterative Optimization

Refines initial guesses to approach accurate solutions, suitable for solving complex nonlinear equations.



03. Cartesian Space Control method

Cartesian Space

Inverse Kinematics

Joint Space

Forward kinematics

Cartesian Space

 P_{Home}

 P_{Hime}

Jacobian matrix

$$\mathbf{J}(\vec{\theta}) = \frac{\partial \mathbf{Q}(\vec{\theta})}{\partial \vec{\theta}} = \begin{bmatrix} \partial q_1(\vec{\theta})/\partial \theta_1 & \partial q_1(\vec{\theta})/\partial \theta_2 & \cdots & \partial q_1(\vec{\theta})/\partial \theta_n \\ \partial q_2(\vec{\theta})/\partial \theta_1 & \partial q_2(\vec{\theta})/\partial \theta_2 & \cdots & \partial q_2(\vec{\theta})/\partial \theta_n \\ \cdots & \cdots & \cdots \\ \partial q_N(\vec{\theta})/\partial \theta_1 & \partial q_N(\vec{\theta})/\partial \theta_2 & \cdots & \partial q_N(\vec{\theta})/\partial \theta_n \end{bmatrix}$$

 $Q_{Home}(\theta)$

General DH transformation

$$T_{i} = \begin{bmatrix} c\theta_{i} & -s\theta_{i} & 0 & \mathbf{a}_{i-1} \\ s\theta_{i}c\alpha_{i-1} & c\theta_{i}c\alpha_{i-1} & -s\alpha_{i-1} & -s\alpha_{i-1}d_{i} \\ s\theta_{i}s\alpha_{i-1} & c\theta_{i}s\alpha_{i-1} & c\alpha_{i-1} & c\alpha_{i-1}d_{i} \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

 P_{Inter}

Algebraic equation

$$\vec{\boldsymbol{\theta}}_{(k)} = \vec{\boldsymbol{\theta}}_{(k-1)} + \mathbf{J}^{-1} \left(\vec{\boldsymbol{\theta}}_{(k-1)} \right) \left(\mathbf{P} - \mathbf{Q} \left(\vec{\boldsymbol{\theta}}_{(k-1)} \right) \right)$$

 $Q_{Inter}(\theta)$

 P_{Inter}

$$^{0}T_{6} = \begin{bmatrix} & & & & & \\ & & & & & \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Overall transformation matrix

Newton-Raphson method

$$k = 0, \theta_0 \text{ is a guess} \qquad k = 1 \qquad k = 2$$

$$\theta_{(0)} \to p(\theta_{(0)}) \to p'(\theta_{(0)}) \to \theta_{(1)} \to p(\theta_{(1)}) \to p'(\theta_{(1)}) \to \theta_{(2)} \to p(\theta_{(2)}), \dots$$

 $Q_{Final}(heta)$

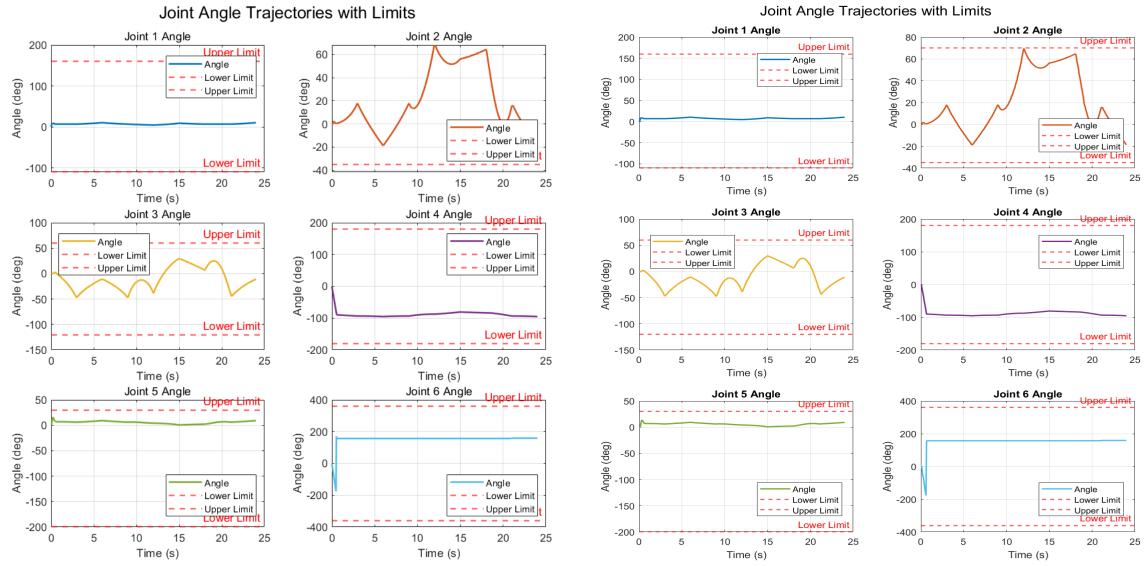
Translation vector

$$Q_t =$$

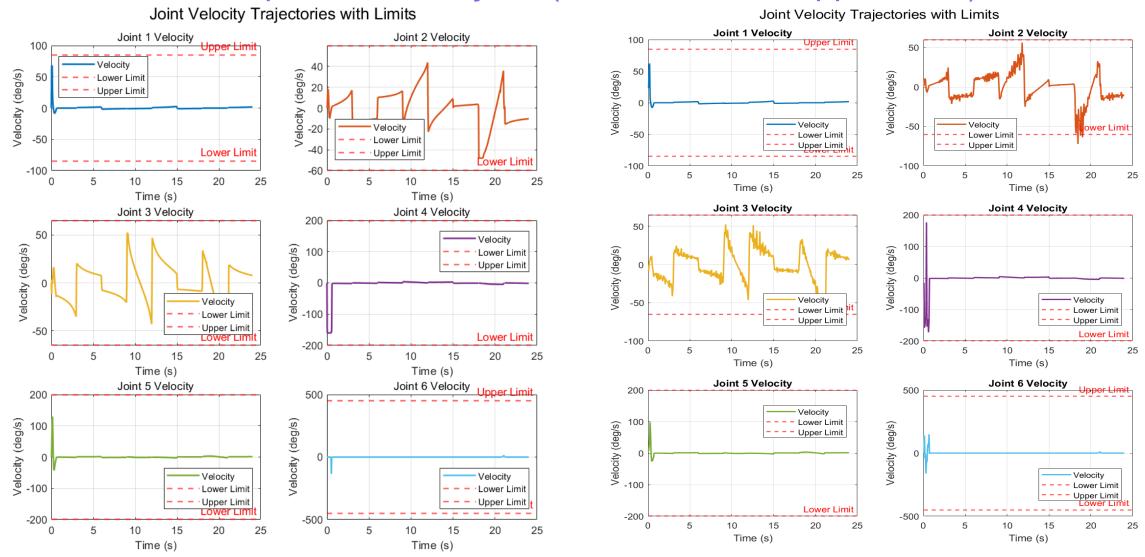
 P_{Final}

 P_{Final}

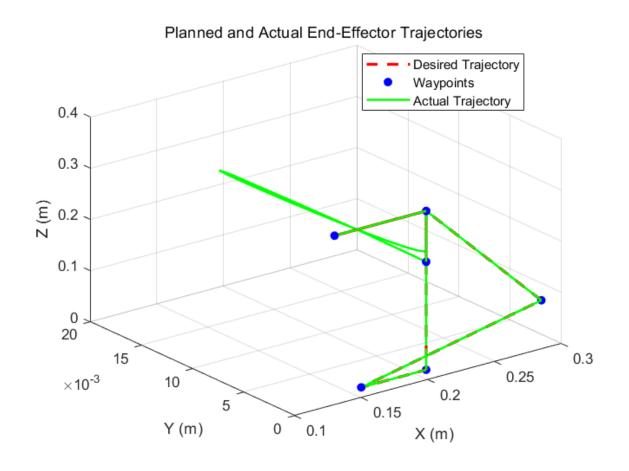
04. Result – Joint position of each joint (L.MATLAB R.CoppeliaSim)

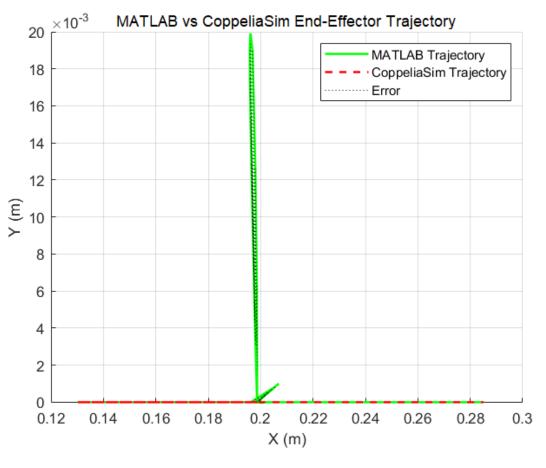


05. Result – Joint speed of each joint (L.MATLAB R.CoppeliaSim)



06. Result – Planned and actual robot tip trajectories





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06. Videos on Mirobot (real) and CoppeliaSim (simulation)





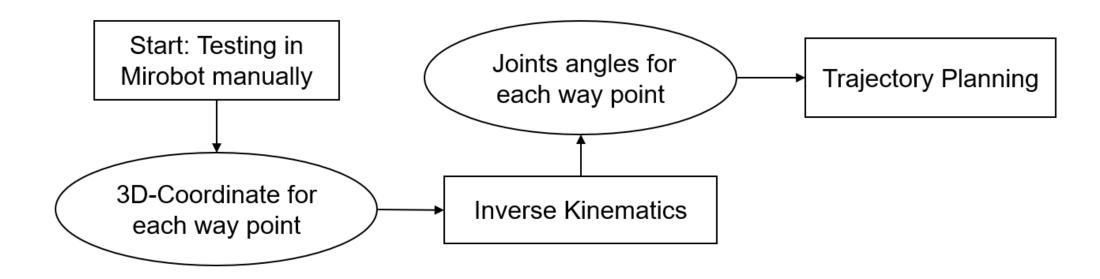
Task IV

Preparation of Christmas Tree Gifts

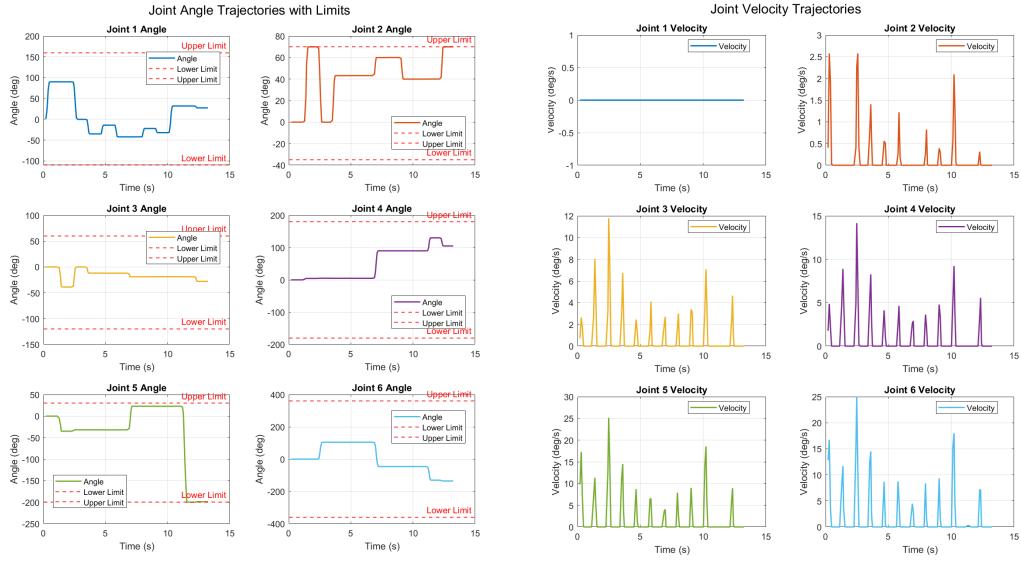
01. Numerical Iterative Methods

Inverse Kinematics (IK)

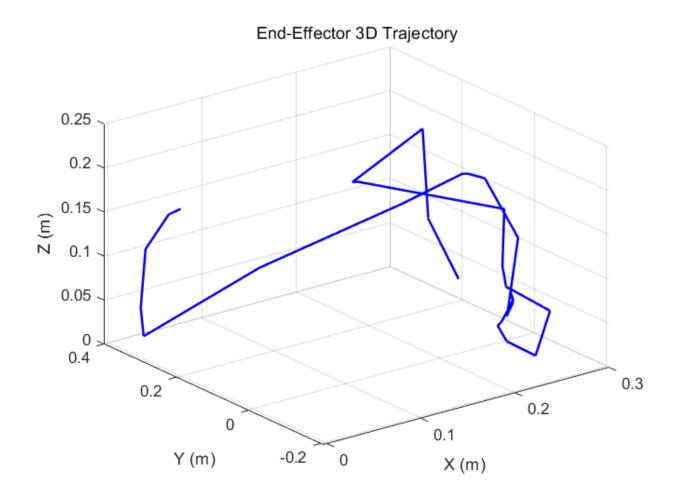
Inverse kinematics (IK) calculates the joint configurations (angles or positions) of a robotic manipulator to reach a specific target point defined by its position and orientation.



02. Result – Joint position and speed of each joint



03. Result – Trajectory of the robot tip in 3D space



04. Videos on Mirobot (real) and CoppeliaSim (simulation)





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Thank you

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