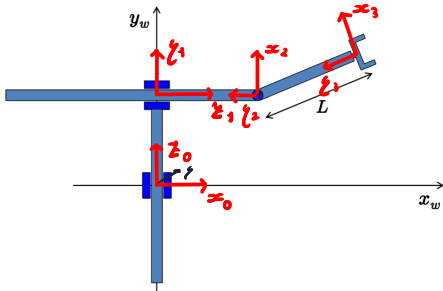


Since I have already taken the midterm, I will only be completing the exercises related to the second part of the course (from differential kinematics onwards).

### Exercise 3

With reference to the DH assignment in Exercise 1, determine the  $6 \times 3$  geometric Jacobian  ${}^w J(q)$  relating the joint velocity  $\dot{q} \in \mathbb{R}^3$  to the end-effector velocities  ${}^w v_e$  and  ${}^w \omega_e$ , all expressed in the world frame. Find then all possible configurations for which this matrix loses rank. Next, with the robot in the configuration  $q = (1, 1, 0)$  [m, rad] and with  $L = 0.5$  m:

- compute the joint velocity  $\dot{q}_a$  producing the end-effector velocity  ${}^w v_e = (-2, 1, 0)$  [m/s];
- compute the joint velocity  $\dot{q}_b$  producing the angular velocity  ${}^w \omega_e = (0, 0, -3)$  [rad/s] of the end-effector frame;
- determine whether the end-effector (twist) velocity  $({}^w v_e^T \ {}^w \omega_e^T)^T = (1 \ 0 \ 0 \ 0 \ 0 \ 1)^T$  is admissible for this robot and, if so, compute the joint velocity  $\dot{q}_c$  that realizes it.



Joint	$\alpha_i$	$a_i$	$d_i$	$\theta_i$
1	$\pi/2$	0	$q_1$	$\pi/2$
2	$-\pi/2$	0	$q_2$	$\pi/2$
3	0	L	0	$q_3$

$${}^w T_0 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & -1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad {}^w T_1 = {}^w T_0 T_1 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & -1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 & 0 & 1 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & q_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & q_1 \\ -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^w T_2 = {}^w T_1 T_2 = \begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & q_1 \\ -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 & 0 & -1 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & q_2 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 & q_2 \\ 1 & 0 & 0 & q_1 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^w T_3 = {}^w T_2 T_3 = \begin{bmatrix} 0 & 1 & 0 & q_2 \\ 1 & 0 & 0 & q_1 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \cos q_3 & -\sin q_3 & 0 & L \cos q_3 \\ \sin q_3 & \cos q_3 & 0 & L \sin q_3 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} \sin q_3 & \cos q_3 & 0 & L \sin q_3 + q_2 \\ \cos q_3 & -\sin q_3 & 0 & L \cos q_3 + q_1 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\Rightarrow \begin{matrix} z_0 = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} & z_1 = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} & z_2 = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} \\ p_0 = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} & p_1 = \begin{pmatrix} 0 \\ q_1 \\ 0 \end{pmatrix} & p_2 = \begin{pmatrix} q_2 \\ q_1 \\ 0 \end{pmatrix} \end{matrix} \quad p_e - p_2 = \begin{pmatrix} L \sin q_3 \\ L \cos q_3 \\ 0 \end{pmatrix} \Rightarrow J = \begin{bmatrix} 0 & 1 & -L \cos q_3 \\ 1 & 0 & L \sin q_3 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

J can always realize any ee-velocity (planar)

$\Rightarrow$  to realize  ${}^w v_e$  i consider and invert the linear part of J

$$J(\tilde{q}) = \begin{pmatrix} 0 & 1 & -L \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix} \dot{\tilde{q}} = \begin{pmatrix} -2 \\ 1 \\ 0 \end{pmatrix} \Rightarrow \begin{cases} \dot{q}_2 - L \dot{q}_3 = -2 \\ \dot{q}_1 = 1 \end{cases} \Rightarrow \begin{cases} \dot{q}_2 = L \dot{q}_3 - 2 \\ \dot{q}_1 = 1 \end{cases} \xrightarrow{\text{one sol is}} \begin{cases} \dot{q}_1 = 1 \\ \dot{q}_2 = L - 2 \\ \dot{q}_3 = 1 \end{cases}$$

to realize  ${}^w \omega_e$  i consider and invert the angular part of J

$$\begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{pmatrix} \dot{q} = \begin{pmatrix} 0 \\ 0 \\ -3 \end{pmatrix} \Rightarrow \dot{q}_3 = -3 \quad \text{and} \quad \dot{q}_1, \dot{q}_2 \in \mathbb{R}$$

Now i study when the twist  $(1 \ 0 \ 0 \ 0 \ 1)^T$  is possible.

$$\begin{bmatrix} 0 & 1 & -Lc_3 \\ 1 & 0 & Ls_3 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix} \dot{q} = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \\ 1 \end{bmatrix} \Rightarrow \begin{cases} \dot{q}_2 - \dot{q}_3 Lc_3 = 1 \\ \dot{q}_1 + \dot{q}_3 Ls_3 = 0 \\ \dot{q}_3 = 1 \end{cases} \Rightarrow \begin{cases} \dot{q}_2 - L \cos q_3 = 1 \\ \dot{q}_1 + L \sin q_3 = 0 \end{cases} \Rightarrow \begin{cases} \cos q_3 = -\frac{1}{L}(1 - \dot{q}_2) \\ \sin q_3 = -\frac{1}{L}\dot{q}_1 \end{cases}$$

$\Rightarrow$  the twist is realizable if  $q_3 = \arctan 2 \left\{ -\frac{1}{L}\dot{q}_1, -\frac{1}{L}(1 - \dot{q}_2) \right\}$

#### Exercise 4

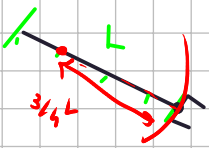
For the given PPR robot, with a generic length  $L$  of the third link, consider the joint variables as in Exercise 1 and the task variables as in Exercise 2. Plan a path  $r_d(s)$ , parametrized by  $s \in [0, 1]$ , made by a circle of radius  $R = 3L/4$  traced counterclockwise, with the gripper always oriented along the path normal and pointing outside the circle. At the start ( $s = 0$ ), the path should be matched with the initial robot configuration  $q_0 = (1, 2, -\pi/4)$  [m,m,rad].

The DK of the robot gives the following initial pose:

$$\begin{cases} 2 + L \cos(-\pi/4) \\ 1 + L \sin(-\pi/4) \\ -\pi/4 \end{cases} \Rightarrow \begin{matrix} \text{the dist. from} \\ \text{the origin} \\ \text{is} \end{matrix} \left( (2 + L \cos(-\pi/4))^2 + (1 + L \sin(-\pi/4))^2 \right)^{1/2} \text{ i denote this } N$$

I have to find the center of the circle.

$$\text{Is at } \begin{pmatrix} 2 + L \cos(-\pi/4) \\ 1 + L \sin(-\pi/4) \end{pmatrix} - \begin{pmatrix} \cos(-\pi/2) \\ \sin(-\pi/2) \end{pmatrix} \frac{3}{4}L \Rightarrow \begin{cases} 2 + L \cos(-\pi/4) - \frac{3}{4}L \cos(-\pi/4) \\ 1 + L \sin(-\pi/4) - \frac{3}{4}L \sin(-\pi/4) \end{cases} = \begin{cases} L \cos(-\pi/4) \frac{1}{4} + 2 \\ L \sin(-\pi/4) \frac{1}{4} + 1 \end{cases}$$



$$\Rightarrow \begin{cases} \frac{L\sqrt{2}}{8} + 2 \\ -\frac{L\sqrt{2}}{8} + 1 \end{cases} \text{ center of the circle}$$

$$\Rightarrow r_d(s) = \begin{cases} L\frac{3}{4} \cos(2\pi s - \frac{\pi}{4}) + \frac{\sqrt{2}}{8}L + 2 \\ L\frac{3}{4} \sin(2\pi s - \frac{\pi}{4}) - \frac{\sqrt{2}}{8}L + 1 \\ -\frac{\pi}{4} + 2\pi s \end{cases}$$