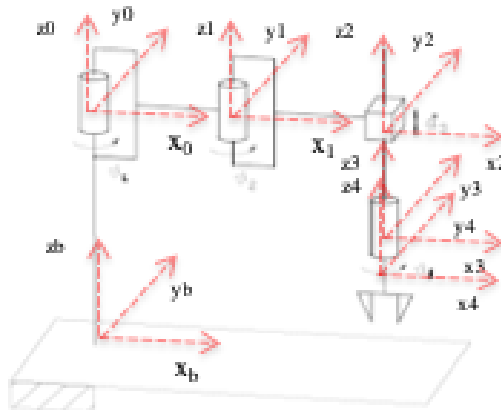


1 Direct and Inverse Kinematics

Consider the SCARA manipulator depicted below. For this project only the kinematic parameters are needed. You have received a trajectory for the the manipulator end effector. The trajectory is provided in a file named kinematic_traj.mat and can be read using init.m.



The manipulator parameters are

$$d_0 = 1 \text{ m}, a_1 = a_2 = 0.5 \text{ m}$$

$$\theta_{1_{min}} = -\pi/2 \text{ rad}, \theta_{1_{max}} = \pi/2 \text{ rad}, \theta_{2_{min}} = -\pi/2 \text{ rad}, \theta_{2_{max}} = \pi/4 \text{ rad}$$

$$d_{3_{min}} = 0.25 \text{ m}, d_{3_{max}} = 1 \text{ m}, \theta_{4_{min}} = -2\pi \text{ rad}, \theta_{4_{max}} = 2\pi \text{ rad}$$

The frames are depicted into the figure and the DH parameters are

	d_i	α_i	θ_i	a_i
Link 1	0	0	θ_1	a_1
Link 2	0	0	θ_2	a_2
Link 3	d_3	0	0	0
Link 4	0	0	θ_4	0

Table 1: Table with DH parameters.

Please note that the 0 frame is not coincident with the b frame. There is a translation from the ground plane denoted with $d_0 = 1$. The frame 4 is coincident with the frame 3 at the starting. Be careful on the d_3 component. The range of values is always positive. When the arm is fully extended (down towards the floor) the value is 1m whereas 0.25 when retracted (away from the floor). However, when you build your matrix note that d_3 moves along $-z_2$ axis and for this reason your translation in A_3^2 should be negative as $-d_3$.

Questions:

1. Implement in Matlab/Simulink a second order algorithm for kinematic inversion with jacobian inverse along the given trajectory. Adopt the Euler integration rule with integration time 1 ms. Implement a final function visualize_results.m for each part including for all the 2d-plots (joint value and operational space errors). A sample function called plot_outputs.m is provided for the joint errors.

2. Suppose to relax one component in the operational space (relax the z component), implement in Matlab/Simulink the second order algorithm for kinematic inversion with Jacobian pseudo-inverse along the given trajectory maximizing the distance from an obstacle along the path. Suppose that the obstacle is a sphere centered in $p = [0.4 \quad -0.7 \quad 0.5]^\top$ with radius 0.2 m.

Instructions:

- Make your code as a combination of matlab and simulink. The structure is already provided in the folders. You should call your initialization in a function named `init.m`. This function should load the trajectory and all the manipulator variables that have been previously listed. You will then define your Jacobians in another function named `Jacobian.m`, which will be loaded in simulink as shown during the class. The derivative of the Jacobian is `Jacobian_dot.m`. The file `init.m` contains as well a call to a 3D visualization of the manipulator behavior in case you want to use it. The file `direct_kin.m` can be used if you like to write the direct kinematics in matlab in case you do not want to write that using simulink blocks.
- Make a different folder of each question. Once `init.m` runs in each folder, we should be able to automatically play the simulink environment and obtain results. Show the joint trajectories in the joint space and the errors operational space.

2 Report

You need to summarize your results in a report submitted in pdf format and generated with latex or word. Please add on top of your manuscript your name and NYU ID. The report should not be more than 8 pages including plots. In addition to the results, please include your models and any explanation you think is appropriate. Do not just write equation, but try to add your logic process and explain why and how you used the equations or models you have in your code.

3 Grade Policy and Submission

The overall score will be 100 and will be subdivided in the following way, part 1 (50 points), part 2 (40 points), and report quality and readability (10 points). Do not modify any part of the code as specified above. Any other type of modification will result in 0 points. All the files, including code and report, should be submitted in an unique zip file.