

# TMMS30 Lab 3

Eric Moringe (erimo668, 000228-5435, 43),  
David Wiman (davwi279, 000120-8495, 67)

March 9, 2023

## Task 1

- (a) When we put  $\theta_1 = \theta_2 = \theta_4 = 0$  and  $b_3 = 0.3$  m and compute the location of the end effector  $\mathcal{P}$  expressed in the fixed  $x_0y_0z_0$ -system, we get the answer

$$[\bar{r}_p]_0 = \begin{bmatrix} 1.04 \\ 0 \\ 0.27 \end{bmatrix} \quad (1)$$

- (b) When we redo the calculation from task 1a but with the parameters  $\theta_1 = 70^\circ, \theta_2 = -50^\circ, \theta_4 = 80^\circ$  and  $b_3 = 0.4$ , we get

$$[\bar{r}_p]_0 = \begin{bmatrix} 0.8105 \\ 0.3157 \\ 0.17 \end{bmatrix} \quad (2)$$

- (c) When we computed the velocity of the end effector and the angular velocity of body 4 for task 1b, with the additional parameters  $\dot{\theta}_1 = -30^\circ/s, \dot{\theta}_2 = 65^\circ/s, \dot{\theta}_4 = 15^\circ/s$  and  $\dot{b}_3 = 0.2$  m/s, we got

$$[\dot{\bar{r}}_p]_0 = \begin{bmatrix} 0.1179 \\ 0.0681 \\ -0.2 \end{bmatrix} \quad (3)$$

and

$$[\bar{\omega}_4]_0 = \begin{bmatrix} 0 \\ 0 \\ 0.3491 \end{bmatrix} \quad (4)$$

respectively.

## Matlab code

```
1  % Constants
2  l1 = 0.3;
3  l2 = 0.2;
4  l3 = 0.08;
5  s = 0.5;
6  H = 0.7;
7  R = 0.04;
8  h = 0.05;
9  s_p_h = [R, 0, h, 1]';
10 theta0 = 0;
11 alfa0 = 0;
12
13 % Variables, change for task 1a or 1b
14 task = 'b';
15
16 if task == 'a'
17     theta1 = 0;
18     theta2 = 0;
19     b3 = 0.3;
20     theta4 = 0;
21 elseif task == 'b'
22     theta1 = 70*pi/180;
23     theta2 = -50*pi/180;
24     b3 = 0.4;
25     theta4 = 80*pi/180;
26 end
27
28 % DH-parameters
29 a = [l1, l2, 0, 0];
30 b = [0, 0, b3, l3];
31 alfa = [0, pi, 0, 0];
32 theta = [theta1, theta2, 0, theta4];
33
34 % r-vectors
35 r = zeros(3,4); % Init
36 r_0 = [s, 0, H]';
37 r(:,1) = [l1*cos(theta(1)), l1*sin(theta(1)), 0]';
38 r(:,2) = [l2*cos(theta(2)), l2*sin(theta(2)), 0]';
39 r(:,3) = [0, 0, b3]';
40 r(:,4) = [0, 0, l3]';
41
42 % First rotation matrix
43 rotation_matrix_0 = [ cos(theta0), -sin(theta0)*cos(alfa0), sin(theta0)*sin(
    alfa0) ;
44                      sin(theta0), cos(theta0)*cos(alfa0), -cos(theta0)*sin(
    alfa0) ;
45                      0, sin(alfa0), cos(alfa0) ];
46
47 % All other rotation matrixes
48 rotation_matrix = zeros(3,3,4); % Init
49 for i = 1:4
50     rotation_matrix(:, :, i) = [ cos(theta(i)), -sin(theta(i))*cos(alfa(i)), sin
```

```

        (theta(i))*sin(alfa(i)) ;
51         sin(theta(i)), cos(theta(i))*cos(alfa(i)), -
            cos(theta(i))*sin(alfa(i)) ;
52         0, sin(alfa(i)), cos
            (alfa(i)) ];
53 end
54
55 % First T-matrix
56 T_0 = [ rotation_matrix_0 , r_0 ;
57         0, 0, 0, 1 ];
58
59 % All other rotation matrixes
60 T = zeros(4,4,4); % Init
61 for i = 1:4
62     T(:, :, i) = [ rotation_matrix(:, :, i), r(:, i) ;
63                   0, 0, 0, 1 ];
64 end
65
66 r_p_h = T_0*T(:, :, 1)*T(:, :, 2)*T(:, :, 3)*T(:, :, 4)*s_p_h;
67
68 P_position = r_p_h(1:3);
69
70 %%
71
72 % Additional variables
73 theta1_dot = -pi/6;
74 theta2_dot = 65*pi/180;
75 b3_dot = 0.2;
76 theta4_dot = pi/12;
77
78 % eta_dot-vector
79 eta_dot = [theta1_dot , theta2_dot , b3_dot , theta4_dot]';
80
81 % Partial T-matrixes
82 T_1_0 = T_0;
83 T_2_0 = T_1_0*T(:, :, 1);
84 T_3_0 = T_2_0*T(:, :, 2);
85 T_4_0 = T_3_0*T(:, :, 3);
86
87 % z-vectors
88 z_1 = T_1_0(1:3, 3);
89 z_2 = T_2_0(1:3, 3);
90 z_3 = T_3_0(1:3, 3);
91 z_4 = T_4_0(1:3, 3);
92
93 % rho-vectors
94 rho_1 = P_position(1:3) - T_1_0(1:3, 4);
95 rho_2 = P_position(1:3) - T_2_0(1:3, 4);
96 rho_3 = P_position(1:3) - T_3_0(1:3, 4);
97 rho_4 = P_position(1:3) - T_4_0(1:3, 4);
98
99 % J-matrixes , r , r , p , r
100 J_1 = [ cross(z_1 , rho_1) ; z_1 ];
101 J_2 = [ cross(z_2 , rho_2) ; z_2 ];

```

```

102 J_3 = [ z_3 ; zeros(3,1) ];
103 J_4 = [ cross(z_4, rho_4) ; z_4 ];
104
105 % Full J-matrix
106 J = [J_1, J_2, J_3, J_4];
107
108 combined_velocity_ang_velocity = J*eta_dot;
109
110 P_velocity = combined_velocity_ang_velocity(1:3);
111 angular_velocity_body_4 = combined_velocity_ang_velocity(4:6);

```