Hexapod kinematics

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The coordinates of the platform joints at home position are called Po_i.

Note that $P0z_i = 0$ and i = motor index = 0..5.

$$P0_i = \{P0x_i, P0y_i, 0, 1\}$$

The platform has six degrees of freedom, three rotations and three translations with the following transformation matrices:

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$$Rx = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos(A) & \sin(A) & 0 \\ 0 & -\sin(A) & \cos(A) & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$$Rz = \begin{pmatrix} \cos(C) & \sin(C) & 0 & 0 \\ -\sin(C) & \cos(C) & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$$Ry = \begin{pmatrix} \cos(B) & 0 & -\sin(B) & 0 \\ 0 & 1 & 0 & 0 \\ \sin(B) & 0 & \cos(B) & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$$Txyz = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ Tx & Ty & Tz & 1 \end{pmatrix}$$

The coordinates of the platform joints after movement are called $P1_i$ and can be found by calculating the following dot product:

$$(P1_i = (P0_i \cdot Rx \cdot Ry \cdot Rz \cdot Txyz) =$$

$$\$$
 (\begin{array}{c} i\ i\ i\ 1 \end{array})^T =

$$(\begin{array}{c} \left(A B C - A C \right) + P0x_i B C + P0y_i (A B C - A C) + P0x_i B C + P0y_i (A C + A B C) + P0x_i B + A B y + 1 \right) \\ \end{array}$$

We can now calculate the distances between the servo pivots B_i and the platform joints $P1_i$:

$$dPB_i = (P1_i - B_i) = (P1_i - \{Bx_i, By_i, -Z_{home}, 1\}) =$$

$$\$$
 (\begin{array} {c} i\ i\ i\ i\ 1\ lend{array})^T = (\begin{array} {c} P0x_i B C + P0y_i (A B C-A C) + - {i} \ P0x_i B C + P0y_i (A C + A B C) + - {i} \ P0x_i B C + P0y_i (A C + A B C) + - {i} \ P0x_i B C + P0y_i (A C + A B C) + - {i} \ P0x_i B C + P0y_i (A C + A B C) + - {i} \ P0x_i B C + P0y_i (A C + A B C) + - {i} \ P0x_i B C + P0y_i (A C + A B C) + - {i} \ P0x_i B C + P0y_i (A B C-A C) + - {i}

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And the squares of the length of the vectors are:

$$d_i^2 = dDPx_i^2 + dDPy_i^2 + dDPz_i^2 \quad (eq 2)$$

For a platform using linear motors, the calculation can be done with eq 1 and eq 2. In our case we have rotational motors so we need to continue. Note that it is not a good idea to compute the square root of d_i^2 because it is a computer intensive operation and we don't need the value of d.

Now, we need to check if the arm of length a and the rod of length s are long enoug to actualy go to the target position:

$$d_i^2 \le (a+s)^2 \pmod{3}$$