

# 《机器人学导论》 实验(二)报告

专业: 自动化

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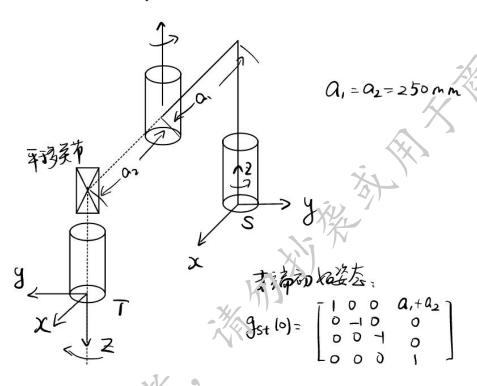
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### 首先说明:

- 1. 所选机器人为 SCARA 机器人,接下来的分析均基于该机器人进行。
- 2. 我一开始对"门形轨迹"理解有误,误以为是要在 xOy 平面上呈现出一个门字形轨迹, 所以采了 8 个点。解算出的轨迹和这 8 个点是吻合的。

### 一、 绘制简图

图中 S 为世界坐标系(或称 spatial frame), T 为工具坐标系(Tool Frame)。



# 二、 推导机器人正运动学

由指数积公式, $g = e^{\xi_1 \theta_1} e^{\xi_2 \theta_2} e^{\xi_3 \theta_3} e^{\xi_4 \theta_4} g(0)$ 

其中
$$g(0) = \begin{bmatrix} 1 & 0 & 0 & a_1 + a_2 \\ 0 & -1 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$
 (式中 $a_1 = a_2 = 250 \text{mm}$ )

$$\xi_{1} = \begin{bmatrix} -\omega \times q \\ \omega \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}^{T}$$

$$eta_2 = egin{bmatrix} -\omega_2 imes q_2 \ \omega_2 \end{bmatrix}$$
, $\omega_2 = egin{bmatrix} 0 \ 0 \ 1 \end{bmatrix}$ ,因此 $\xi_2 = egin{bmatrix} a_1 \ 0 \ 0 \end{bmatrix}$ ,因此 $\xi_2 = egin{bmatrix} 0 & -a_1 & 0 & 0 & 0 \end{bmatrix}^T$ 

第 3 轴为沿着-z 轴的平移关节,因此  $\xi_3 = \begin{bmatrix} 0 & 0 & -1 & 0 & 0 \end{bmatrix}^T$ 

$$\boldsymbol{\xi}_{4} = \begin{bmatrix} -\boldsymbol{\omega}_{4} \times \boldsymbol{q}_{4} \\ \boldsymbol{\omega}_{4} \end{bmatrix}, \quad \boldsymbol{\omega}_{4} = \begin{bmatrix} \boldsymbol{0} \\ \boldsymbol{0} \\ -1 \end{bmatrix}, \boldsymbol{q}_{4} = \begin{bmatrix} \boldsymbol{a}_{1} + \boldsymbol{a}_{2} \\ \boldsymbol{0} \\ \boldsymbol{0} \end{bmatrix}, \quad \boldsymbol{\Xi} \not \boldsymbol{\Xi} \boldsymbol{\xi}_{4} = \begin{bmatrix} \boldsymbol{0} & \boldsymbol{a}_{1} + \boldsymbol{a}_{2} & \boldsymbol{0} & \boldsymbol{0} & \boldsymbol{0} & -1 \end{bmatrix}^{T}$$

计算出上述 $e^{\xi_1\theta_1}, e^{\xi_2\theta_2}, e^{\xi_3\theta_3}, e^{\xi_4\theta_4}$ ,再代入指数积公式即可得解。计算过程用 MATLAB 实现如下:

```
syms theta1 theta2 theta3 theta4 a1 a2 real
q1 = [0;0;0];
q2 = [a1;0;0];
q4 = [a1+a2;0;0]; % 轴交点
w1 = [0;0;1];
w2 = [0;0;1];
w4 = [0;0;-1]; % 轴向向量
xi1 = [-cross(w1,q1); w1];
xi2 = [-cross(w2,q2); w2];
xi3 = [0;0;-1; 0;0;0]; % 平移关节
xi4 = [-cross(w4,q4); w4]; % 各关节旋量坐标
xi = [xi1 xi2 xi3 xi4];
g_{init} = [1,0,0,a1+a2;
          0,-1,0,0;
          0,0,-1,0;
          0,0,0,1]; % 初始位形
% forward
g_temp = Transformationsym(xi..,theta1) * Transformationsym(xi2,theta2) *
Transformationsym(xi3,theta3) *Transformationsym(xi4,theta4) * g_init;
g_st = simplify(g_temp, 'Steps', 100);
% this method helps to get more simplified form
disp(g_st)
这个函数中调用了 Transformationsym 函数,其定义为:
function g = Transformationsym(xi, theta)
   .:i_wedge = mywedge(xi).*theta;
    \exp xi = \exp m(xi \text{ wedge});
    g = simplify(exp_xi, 'Criterion', 'preferReal', 'Steps', 30)
```

其中又调用了函数 mywedge, 其定义为 (兼有 6 维向量的 wedge 功能和 3 维向量的 hat 功能)

```
function b=mywedge(a)
if size(a) == [6,1]
    b = subs(zeros(4,4));
```

```
b(1,2) = -a(6,1);
    b(1,3) = a(5,1);
    b(2,1) = a(6,1);
    b(2,3) = -a(4,1);
    b(3,1) = -a(5,1);
    b(3,2) = a(4,1);
    b(1,4) = a(1,1);
    b(2,4) = a(2,1);
    b(3,4) = a(3,1);
elseif size(a) == [3,1]
    b = subs(zeros(3,3));
    b(1,2) = -a(3,1);
    b(1,3) = a(2,1);
    b(2,1) = a(3,1);
    b(2,3) = -a(1,1);
    b(3,1) = -a(2,1);
    b(3,2) = a(1,1);
end
```

计算得:

$$e^{\xi_1\theta_1} = \begin{bmatrix} c_1 & -s_1 & 0 & 0 \\ s_1 & c_1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}, e^{\xi_2\theta_2} = \begin{bmatrix} c_2 & -s_2 & 0 & -a_1(c_2-1) \\ s_2 & c_2 & 0 & -a_1s_2 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}, e^{\xi_3\theta_3} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & -\theta_3 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$e^{\xi_4\theta_4} = \begin{bmatrix} c_4 & s_4 & 0 & -(a_1+a_2)(c_4-1) \\ -s_4 & c_4 & 0 & (a_1+a_2)s_4 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}, \quad \text{最终的姿态矩阵}$$

$$g_{st} = \begin{bmatrix} \cos(\theta_1 + \theta_2 - \theta_4) & \sin(\theta_1 + \theta_2 - \theta_4) & 0 & a_2c_{12} + a_1c_1 \\ \sin(\theta_1 + \theta_2 - \theta_4) & -\cos(\theta_1 + \theta_2 - \theta_4) & 0 & a_2s_{12} + a_1s_1 \\ 0 & 0 & -1 & -\theta_3 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

# 用正运动学解算轨迹并绘制

利用下面的代码解算轨迹并绘制:

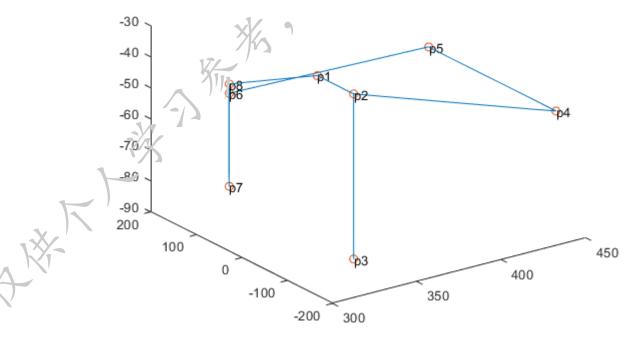
```
91 = 250;
32 = 250;
q1 = [0;0;0];
q2 = [a1;0;0];
q4 = [a1+a2;0;0]; % 轴交点
w1 = [0;0;1];
w2 = [0;0;1];
```

```
w4 = [0;0;-1]; % 轴向向量
xi1 = [-cross(w1,q1); w1];
                                                           xi2 = [-cross(w2,q2); w2];
xi3 = [0;0;-1; 0;0;0]; % 平移关节
xi4 = [-cross(w4,q4); w4]; % 各关节旋量坐标
xi = [xi1 xi2 xi3 xi4];
g_{init} = [1,0,0,a1+a2;
         0,-1,0,0;
         0,0,-1,0;
         0,0,0,1]; % 初始位形
theta = zeros(4,1);
last loc = zeros(3,1);
cnt = 0;
step = 1;
ind = 1;
actural points = [329.008, -59.002, -31.059;
   329.008, -139.002, -31.059;
   329.008, -139.003, -84.259;
   449.008, -139.003, -53.559;
   449.008,140.997,-53.559;
   335.008,156.997,-53.559;
   335.008,156.997,-83.559;
   335.008,156.997,-50.559]; % 实际规定的位置点
while ind<=size(loggeddata2,1)
   cnt =cnt+1;
   theta = loggeddata2(ind 5:8);
   gd = Fkine(xi,theta, g_init);
   location_all(cnt, i:3) = gd(1:3,4);
   step = min(round(6/ norm(gd(1:3,4) - last loc)),100); % 此步骤为根据前后两点距离改变步
长,大致为每6mm 绘制一个点
   last_loc = gd(1:3,4);
   ind = ind + step;
end
ρ!ot3(location_all(:,1),location_all(:,2),location_all(:,3)); % 画出三维线图来表示运动轨迹
hold on;
scatter3(actural_points(:,1),actural_points(:,2),actural_points(:,3)); % 三维散点图表示路
径点
for k=1:1:8
   text_str = sprintf('p%d',k); % 添加各路径点标签,以 p1-p8 表示
   text(actural_points(k,1),actural_points(k,2),actural_points(k,3),text_str);
```

其中的正运动学函数:

```
function g_st = Fkine(Xi,theta,g0)
    n = size(Xi, 2);
    g_st = g0;
    for i = n:-1:1 % exp prod, multiply on the left, inverse sequence
        g_st = Transformation(Xi(:,i),theta(i))*g_st;
    end
end
   其调用的 Transformation 函数:
function g = Transformation(xi, theta)
    v = xi(1:3);
    w = xi(4:6);
    if W==[0;0;0]
        g = [eye(3) v.*theta; 0 0 0 1];
    else
        theta = theta * pi / 180;
        w_hat = mywedge(w);
        R = eye(3) + sin(theta)*w_hat + (1-cos(theta))*v_hat^2; % Rodrigue's formula
        p = (eye(3) - R)*cross(w,v) + w *
                                                 * theta;
        g = [R p; 0001];
    end
end
```

其中又调用了函数 mywedge, 其定义如上一部分。 绘制结果是:



可见和预先设定的路径点 p1-p8(见第四部分)相吻合。

## 四、 写出能够实现机器人码垛功能的宏指令集

宏指令集如下。简单介绍:①设置系统速度;②定义8个路径点;③给出8个路径点的坐标;④首先移动到一个较高点p8,然后运行至起点;在运行至p3时启动吸嘴,吸起待放置物体,然后上移至p2,依次移动至p7[终点],最后放下物体,从终点抬起至p8。

```
System.Speed 10
Location p1
Location p2
Location p3
Location p4
Location p5
Location p6
Location p7
Location p8
p1=329.008,-59.002,-31.059,0.000,180.000,-43.575
p2=329.008,-139.002,-31.059,0.000,180.000,-43.575
p3=329.008,-139.003,-84.259,0.000,180.000,-43.575
p4=449.008,-139.003,-53.559,0.000,180.000,-43.576
p5=449.008,140.997,-53.559,0.000,180.000,-43.575
p6=335.008,156.997,-53.559,0.000,180.000,-43.575
p7=335.008,156.997,-83.559,0.000,180.090,-43.575
p8=335.008,156.997,-50.559,0.000,180.006,-43.575
Move.Line p8
Move.Line p1
Move.Line p2
Move.Line p3
Move.WaitForEOM
IO.Set DOUT(20103),1
Move.Line p2 -
Move.Line p4
Move.Line p5
Move.Line 06
Move.Line p7
Move.WaitForEOM
IO.Set DOUT(20103),0
WaitTime 250
Move.Line p8
```