

# My Karples Sduff for ze ropodica armz brocheet

Reuben Stick

Email : Reuben@5t1x.Tech

Web : 5t1x.Tech

July 21, 2022

## 1 Raw Python

### 1.1 The Torques Applied onto the Wrist Joint

```
Tr_W = (M_W * 9.81) * L_W
```

### 1.2 The Torques Applied onto the Elbow Joint

```
Tr_E = ((M_W * 9.81) * (math.sqrt(L_W^2 + L_E^2 - (((2) * (L_W) *  
(L_E)) * (math.cos(A_W)))))) + ((M_E * 9.81) * L_E)
```

### 1.3 The Torques Applied onto the Shoulder Joint

```
Tr_S = (M_W * 9.81) * (math.sqrt((math.sqrt(L_W^2 + L_E^2 - (((2)  
* (L_W) * (L_E)) * (math.cos(A_W))))^2 + L_S^2 - (((2) * ((math.  
sqrt(L_W^2 + L_E^2 - (((2) * (L_W) * (L_E)) * (math.cos(A_W))))  
* (L_S)) * (math.cos((A_E - (math.acos(((math.sqrt(L_W^2 + L_E^2 -  
(((2) * (L_W) * (L_E)) * (math.cos(A_W))))^2 + L_E^2 - L_W^2) / ((2)  
)((math.sqrt(L_W^2 + L_E^2 - (((2) * (L_W) * (L_E)) * (math.cos(A_W  
)))))) * (L_E)))))))))) + ((M_E * 9.81) * (math.sqrt(L_E^2 + L_S^2 - (((  
2) * (L_E) * (L_S)) * (math.cos(A_E)))))) + ((M_S * 9.81) * L_S)
```

## 2 Formulae

### 2.1 The Torques Applied onto the Wrist Joint

$$Tr_W = (9.81 \times M_W) \times L_W \quad (1)$$

### 2.2 The Torques Applied onto the Elbow Joint

$$Tr_E = ((9.81 \times M_W) \times \sqrt{L_W^2 + L_E^2 - (2 \times L_W \times L_E \times \cos(A_W))}) + (9.81 \times M_E \times L_E) \quad (2)$$

### 2.3 The Torques Applied onto the Shoulder Joint

$$Tr_S = ((9.81 \times M_W) \times R_{WS}) + ((9.81 \times M_E) \times R_{WE}) + ((9.81 \times M_S) \times R_S) \quad (3)$$

$$R_{WS} = \sqrt{R_{WE}^2 + L_S^2 - (2 \times R_{WE} \times L_S \times \cos(A_{E2}))} \quad (4)$$

$$R_{WE} = \sqrt{L_W^2 + L_E^2 - (2 \times L_W \times L_E \times \cos(A_W))} \quad (5)$$

$$A_{E1} = \arccos\left(\frac{R_{WE}^2 + L_E^2 - L_W^2}{2 \times R_{WE} \times L_E}\right) \quad (6)$$

$$A_{E2} = A_E - A_{E1} \quad (7)$$

### 2.4 zo zad

yez Im sorry, no I didn't chust wite this, I Hacdually coted/brogrammed it in LaTeX

## 3 Inverse Kinematics for Robotic Arm

### 3.1 Inverse Kinematics Modelling in Octave

$L1 = 10$  Length Of First Arm

$L2 = 7$  Length of Second arm

$L3 = 4$  Length of Third arm

```

θ1 = 0 : 0.1 : π all possible theta1 values
θ2 = 0 : 0.1 : 1.5 * π all possible theta2 values
θ3 = 0 : 0.1 : π/2 all possible theta3 values

[θ1, θ2, θ3] = meshgrid (θ1,θ2, θ3) generate grid of angle values
X = l1 * cos(θ1) + l2 * cos(θ1 + θ2) + l3 * cos(θ1 + θ2 + θ3) compute x coordinates
Y = l1 * sin(θ1) + l2 * sin(θ1 + θ2) + l3 * sin(θ1 + θ2 + θ3) compute y coordinates

data 1 = [X(:)Y(:)θ1(:)] create x-y-θ1 dataset
data 2 = [X(:)Y(:)θ2(:)] create x-y-θ2 dataset
data 3 = [X(:)Y(:)θ3(:)] create x-y-θ3 dataset

plot(X(:), Y(:), 'r.')

```

Figure 1:  $X - Y$  coordinates for all  $\theta_1$ ,  $\theta_2$ , and  $\theta_3$  combinations

