

# ME 639: Introduction to Robotics

## IIT Gandhinagar

### Assignment 2

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Fall 2021

## 1 Solution to Task 1

Rotation matrix  $R_0^1$  is given by:

$$R_0^1 = \begin{bmatrix} \cos\theta & -\sin\theta & 0 \\ \sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \quad (1)$$

Let us denote the three columns of the  $R_0^1$  matrix by  $C_1, C_2, C_3$  respectively. For showing orthogonality, we need to prove that the dot product of any two column vectors of  $R_0^1$  is equal to 0 (scalar).

$$C_1.C_2 = \begin{bmatrix} \cos\theta \\ \sin\theta \\ 0 \end{bmatrix} \cdot \begin{bmatrix} -\sin\theta \\ \cos\theta \\ 0 \end{bmatrix} = -\sin\theta\cos\theta + \sin\theta\cos\theta + 0 = 0 \quad (2)$$

$$C_2.C_3 = \begin{bmatrix} -\sin\theta \\ \cos\theta \\ 0 \end{bmatrix} \cdot \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = 0 + 0 + 0 = 0 \quad (3)$$

$$C_1.C_3 = \begin{bmatrix} \cos\theta \\ \sin\theta \\ 0 \end{bmatrix} \cdot \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = 0 + 0 + 0 = 0 \quad (4)$$

## 2 Solution to Task 2

Determinant of  $R_0^1$  is given by

$$R_0^1 = \begin{vmatrix} \cos\theta & -\sin\theta & 0 \\ \sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{vmatrix} = (\cos^2\theta + \sin^2\theta).1 = 1 \quad (1)$$

### 3 Task 3

Done

### 4 Task 4

Done

### 5 Task 5

About skew symmetric matrices  $S(a)$ , we know the following interesting properties:

- Linearity: For any pair of vectors  $\vec{p}, \vec{q} \in \mathbb{R}^3$  and any pair of scalars  $\alpha, \beta \in \mathbb{R}$ ,

$$S(\alpha\vec{p} + \beta\vec{q}) = \alpha S(\vec{p}) + \beta S(\vec{q}). \quad (1)$$

- Cross product property: For any pair of vectors  $\vec{p}, \vec{q} \in \mathbb{R}^3$ ,

$$S(\vec{p})\vec{q} = \vec{p} \times \vec{q}. \quad (2)$$

For  $R \in SO(3)$ ,  $\vec{m}, \vec{n} \in \mathbb{R}^3$ ,

$$R(\vec{m} \times \vec{n}) = R(\vec{m}) \times R(\vec{n}), \quad (3)$$

only true as  $R$  is orthogonal. So, for  $R \in SO(3)$ ,  $\vec{a}, \vec{b} \in \mathbb{R}^3$

$$RS(\vec{a})R^T\vec{b} = R(\vec{a} \times R^T\vec{b}) = (R\vec{a}) \times (RR^T\vec{b}) = (R\vec{a} \times \vec{b}) = S(R\vec{a})\vec{b} \quad (4)$$

Thus, we have,  $RS(a)R^T = S(Ra)$ .

## 6 Task 6

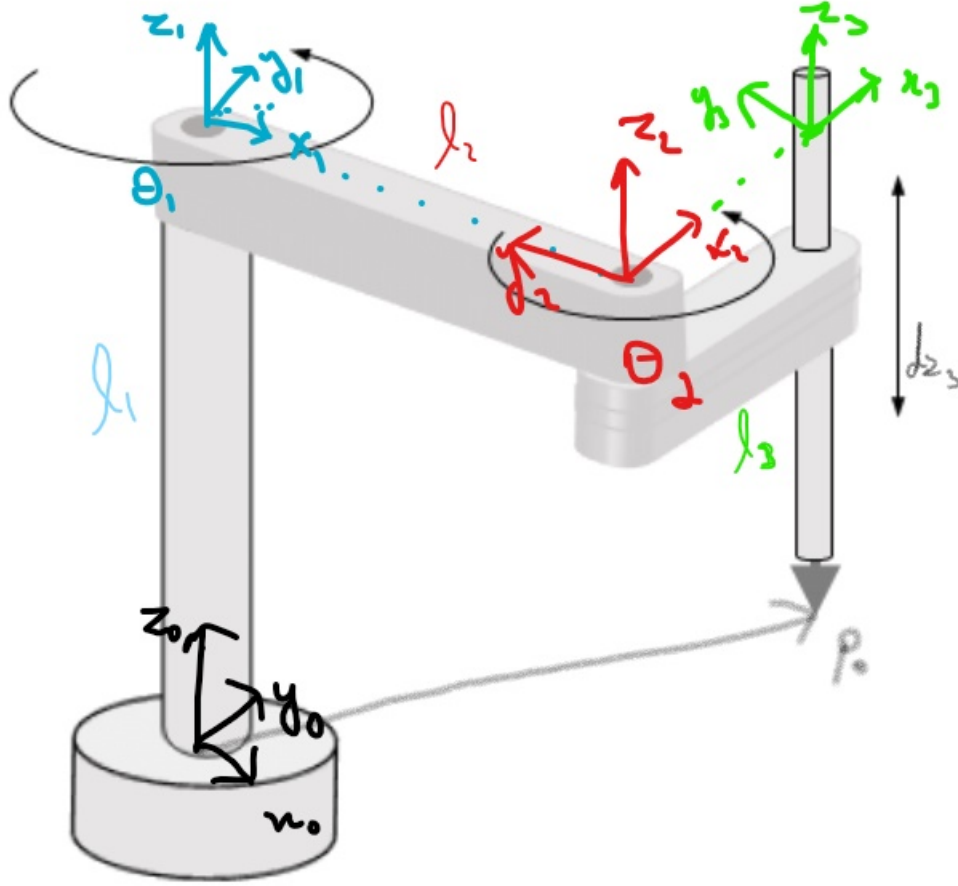


Figure 1: RRP SCARA Configuration

In the RRP SCARA manipulator configuration shown in Figure 1, we have:

$$\begin{bmatrix} P_0 \\ 1 \end{bmatrix} = \begin{bmatrix} R_0^1 & d_0^1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} R_1^2 & d_1^2 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} R_2^3 & d_2^3 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} P_3 \\ 1 \end{bmatrix} \quad (1)$$

$R_0^1$  involves positive i.e. anticlockwise rotation by angle  $\theta_1$  about the  $z_0$  axis while  $d_0^1$  involves positive translation of  $l_1$  along the  $z_0$  axis.

$$\begin{bmatrix} R_0^1 & d_0^1 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} \cos\theta_1 & -\sin\theta_1 & 0 & 0 \\ \sin\theta_1 & \cos\theta_1 & 0 & 0 \\ 0 & 0 & 1 & l_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (2)$$

$R_1^2$  involves positive i.e. anticlockwise rotation by angle  $\pi/2$  about the  $z_1$  axis while  $d_1^2$  involves positive translation of  $l_2$  along the  $x_1$  axis.

$$\begin{bmatrix} R_1^2 & d_1^2 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} \cos\pi/2 & -\sin\pi/2 & 0 & l_2 \\ \sin\pi/2 & \cos\pi/2 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 & -1 & 0 & l_2 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (3)$$

$R_2^3$  involves positive i.e. anticlockwise rotation by angle  $\theta_2$  about the  $z_2$  axis while  $d_2^3$  involves positive translation of  $l_3$  along the  $x_2$  axis.

$$\begin{bmatrix} R_2^3 & d_2^3 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} \cos\theta_2 & -\sin\theta_2 & 0 & l_3 \\ \sin\theta_2 & \cos\theta_2 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (4)$$

$P_3$  is located at the coordinates of  $(0, 0, -dz_3)$  in the  $(x_3, y_3, z_3)$  domain.

$$\begin{bmatrix} P_3 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ -dz_3 \\ 1 \end{bmatrix} \quad (5)$$

Now calculating the product, we obtain,

$$\begin{bmatrix} P_0 \\ 1 \end{bmatrix} = \begin{bmatrix} -\sin(\theta_1 + \theta_2) & -\cos(\theta_1 + \theta_2) & 0 & l_2\cos(\theta_1) - l_3\sin(\theta_1) \\ \cos(\theta_1 + \theta_2) & -\sin(\theta_1 + \theta_2) & 0 & l_3\cos(\theta_1) + l_2\sin(\theta_1) \\ 0 & 0 & 1 & l_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ -dz_3 \\ 1 \end{bmatrix} \quad (6)$$

Hence we have  $P_0$

$$P_0 = (l_2\cos(\theta_1) - l_3\sin(\theta_1), l_3\cos(\theta_1) + l_2\sin(\theta_1), l_1 - dz_3) \quad (7)$$

## 7 Task 7

Please refer to [Colab file, RRP SCARA Manipulator Tab](#) for python code implementation.

## 8 Task 8

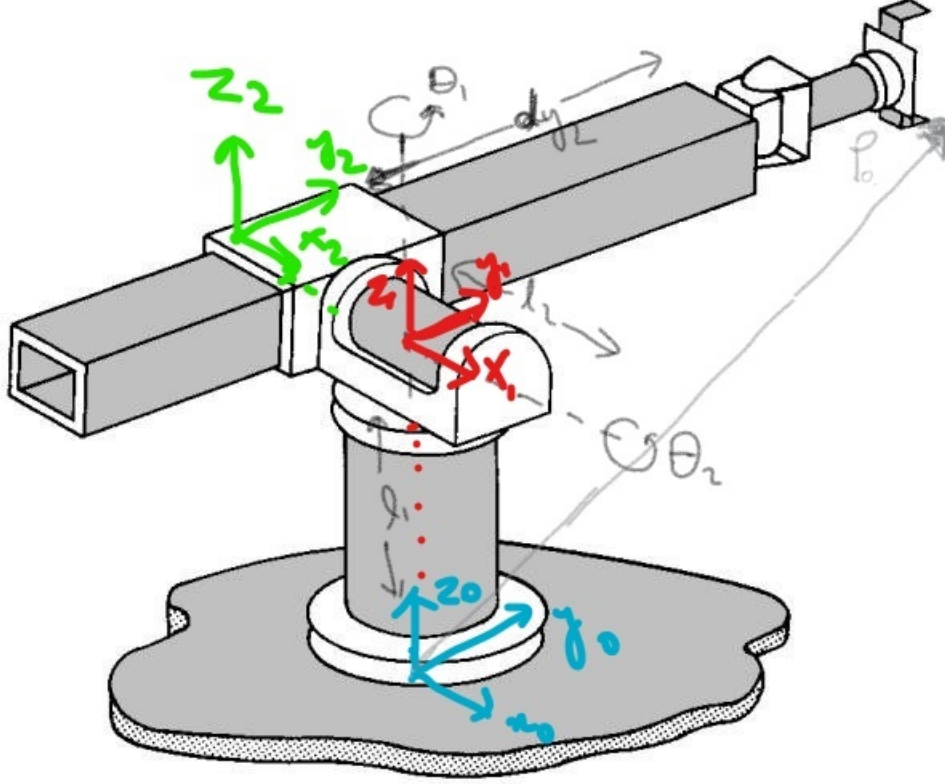


Figure 2: RRP Stanford Configuration

In the RRP Stanford manipulator configuration shown in Figure 2, we have:

$$\begin{bmatrix} P_0 \\ 1 \end{bmatrix} = \begin{bmatrix} R_0^1 & d_0^1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} R_1^2 & d_1^2 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} P_2 \\ 1 \end{bmatrix} \quad (1)$$

$R_0^1$  involves positive i.e. anticlockwise rotation by angle  $\theta_1$  about the  $z_0$  axis while  $d_0^1$  involves positive translation of  $l_1$  along the  $z_0$  axis.

$$\begin{bmatrix} R_0^1 & d_0^1 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} \cos\theta_1 & -\sin\theta_1 & 0 & 0 \\ \sin\theta_1 & \cos\theta_1 & 0 & 0 \\ 0 & 0 & 1 & l_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (2)$$

$R_1^2$  involves positive i.e. anticlockwise rotation by angle  $\theta_2$  about the  $x_1$  axis while  $d_1^2$  involves

negative translation of  $l_2$  along the  $x_1$  axis.

$$\begin{bmatrix} R_1^2 & d_1^2 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & -l_2 \\ 0 & \cos\theta_2 & -\sin\theta_2 & 0 \\ 0 & \sin\theta_2 & \cos\theta_2 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (3)$$

$P_2$  is located at the coordinates of  $(0, dy_2, 0)$  in the  $(x_2, y_2, z_2)$  domain.

$$\begin{bmatrix} P_2 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ dy_2 \\ 0 \\ 1 \end{bmatrix} \quad (4)$$

Now calculating the product, we obtain,

$$\begin{bmatrix} P_0 \\ 1 \end{bmatrix} = \begin{bmatrix} \cos(\theta_1) & -\cos(\theta_2)\sin(\theta_1) & \sin(\theta_1)\sin(\theta_2) & -l_2\cos(\theta_1) \\ \sin(\theta_1) & \cos(\theta_1)\cos(\theta_2) & -\cos(\theta_1)\sin(\theta_2) & -l_2\sin(\theta_1) \\ 0 & \sin(\theta_2) & \cos(\theta_2) & l_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ dy_2 \\ 0 \\ 1 \end{bmatrix} \quad (5)$$

Hence we have  $P_0$

$$P_0 = (-l_2\cos(\theta_1) - dy_2\cos(\theta_2)\sin(\theta_1), dy_2\cos(\theta_1)\cos(\theta_2) - l_2\sin(\theta_1), l_1 + dy_2\sin(\theta_2)) \quad (6)$$

Please refer to [Colab file](#), [RRP Stanford Manipulator Tab](#) for python code implementation.

## 9 Task 9

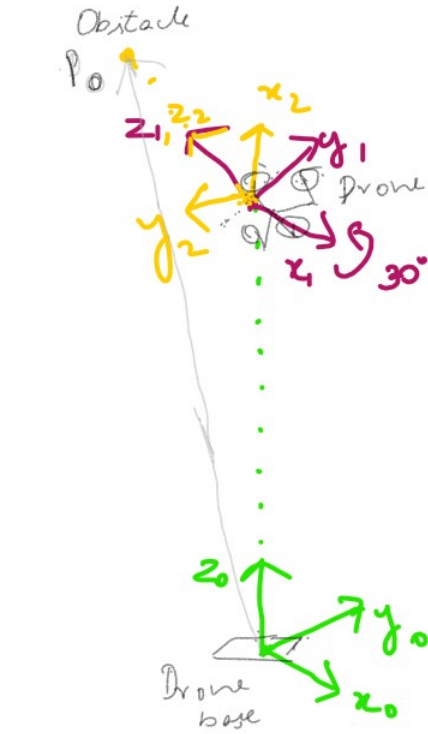


Figure 3: Drone obstacle tracking

In the Drone obstacle tracking diagram shown in Figure 3, we have:

$$\begin{bmatrix} P_0 \\ 1 \end{bmatrix} = \begin{bmatrix} R_0^1 & d_0^1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} R_1^2 & d_1^2 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} R_2^3 & d_2^3 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} P_3 \\ 1 \end{bmatrix} \quad (1)$$

$R_0^1$  involves positive translation of  $10m$  along the  $z_0$  axis.

$$\begin{bmatrix} R_0^1 & d_0^1 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 10 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (2)$$

$R_1^2$  involves positive i.e. anticlockwise rotation by angle  $30^\circ$  about the  $x_1$  axis..

$$\begin{bmatrix} R_1^2 & d_1^2 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos 30^\circ & -\sin 30^\circ & 0 \\ 0 & \sin 30^\circ & \cos 30^\circ & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0.866 & -0.5 & 0 \\ 0 & 0.5 & 0.866 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (3)$$

$R_2^3$  involves positive i.e. anticlockwise rotation by angle  $60^\circ$  about the  $z_2$  axis.

$$\begin{bmatrix} R_2^3 & d_2^3 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} \cos 60^\circ & -\sin 60^\circ & 0 & 0 \\ \sin 60^\circ & \cos 60^\circ & 0 & 0 \\ 0 & 0 & 1 & 3 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 0.5 & -0.866 & 0 & 0 \\ 0.866 & 0.5 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (4)$$

$P_3$  is located at the coordinates of  $(0, 0, 3m)$  in the  $(x_3, y_3, z_3)$  domain.

$$\begin{bmatrix} P_3 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 3m \\ 1 \end{bmatrix} \quad (5)$$

Now calculating the product, we obtain,

$$\begin{bmatrix} P_0 \\ 1 \end{bmatrix} = \begin{bmatrix} 1.2500 & -0.4330 & -0.5000 & 0 \\ 0.7500 & 0.4330 & -0.5000 & 0 \\ 0.4330 & 0.2500 & 0.8660 & 10.0000 \\ 0 & 0 & 0 & 1.0000 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 3m \\ 1 \end{bmatrix} \quad (6)$$

Hence we have  $P_0$

$$P_0 = (-1.5m, -1.5m, 12.598m) \quad (7)$$

## 10 Task 10

### 10.1 Gearboxes used in robotics applications

#### 10.1.1 Planetary Gear Trains

Planetary gear trains have a high power density and a coaxial configuration. They are either used in a bulky staged-gearhead configuration for greater reliability and adaptability in heavy industrial lifting applications for effective torque transmission and or used as a single compact gearhead with high ratios for compact transmission for applications involving speed transmission.

#### 10.1.2 Cycloid drive

Used primarily in high torsion and robust applications like CNC machines. An eccentric input motion causes a cycloidal motion of a large planet wheel which is again reconverted to a smaller circular motion using a bearing.



### 10.1.3 Harmonic drive

Mainly used in zero backlash applications, it is a strain wave gear with a deforming thin cylindrical cup with teeth that serves as output, which engages with fixed solid circular ring with internal gear teeth, while it is deformed by a rotating elliptical plug.

## 10.2 Gearboxes in drone applications

: It is highly unlikely to see gearboxes used in drone applications as the gearboxes add to the bulk of the drone and the motors can directly rotate the propellers with sufficient speed control for regular flight applications.

## 11 Task 11

In the RRP SCARA configuration in Figure 1, joints 1,2 are revolute and joint 3 is prismatic. Hence we will have a  $6 \times 4$  Jacobian matrix given by,

$$J = \begin{bmatrix} z_0 \times (o_3 - o_0) & z_1 \times (o_3 - o_1) & z_2 & 0 \\ z_0 & z_1 & 0 & z_3 \end{bmatrix} \quad (1)$$

On evaluating, we obtain, ( $J_v$  is obtained by differentiating the last column of the transformation and  $J_w$  is obtained from the rotary column in each transformation).

$$J = \begin{bmatrix} -l_2 \sin \theta_1 - l_3 \cos(\theta_1) & 0 & 0 & 0 \\ -l_3 \sin \theta_1 - l_2 \cos(\theta_1) & 0 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 1 & 1 & 0 & -1 \end{bmatrix} \quad (2)$$

## 12 Task 12

Please refer to [Colab file, RRP SCARA Manipulator Jacobian Tab](#) for python code implementation.

## 13 Task 13

Consider 3-link RRR manipulator, with link angles  $\theta_1, \theta_2, \theta_3$ , respectively, between base, link 1, link 2 and link 3. Consider link lengths  $l_1, l_2, l_3$ , respectively. The three joints are all revolute. Hence we have a  $6 \times 4$  Jacobian matrix given by,

$$J = \begin{bmatrix} z_0 \times (o_4 - o_0) & z_1 \times (o_4 - o_1) & z_2 \times (o_4 - o_2) & 0 \\ z_0 & z_1 & z_2 & z_3 \end{bmatrix} \quad (1)$$

On evaluating, we obtain,

$$J = \begin{bmatrix} -l_1 s\theta_1 - l_2 s(\theta_1 + \theta_2) - l_3 s(\theta_1 + \theta_2 + \theta_3) & -l_2 s(\theta_1 + \theta_2) - l_3 s(\theta_1 + \theta_2 + \theta_3) & -l_3 s(\theta_1 + \theta_2 + \theta_3) \\ l_1 s\theta_1 + l_2 s(\theta_1 + \theta_2) + l_3 s(\theta_1 + \theta_2 + \theta_3) & l_2 s(\theta_1 + \theta_2) + l_3 s(\theta_1 + \theta_2 + \theta_3) & l_3 s(\theta_1 + \theta_2 + \theta_3) \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 1 & 1 & 1 \end{bmatrix} \quad (2)$$

## 14 Task 14

Please refer to [Colab file, RRR Jacobian Tab](#) for python code implementation.