Example: Inverse Kinematics - 5R.2P manipulator

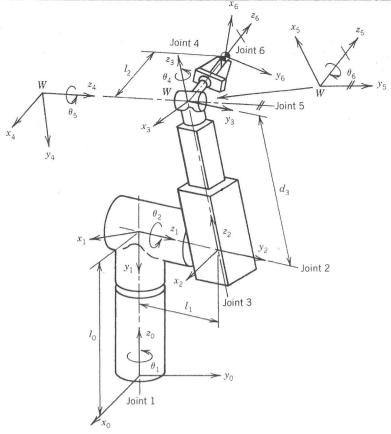


Figure 2-14: 5-R-1-P manipulator.

5-R-1-P (5 revolute j'ints and I prismatic joint) has 6 DOFs.

A manipulator arm must have at least 6 DOFs to locate its end effector at an arbitrary point is an arbitrary orientation in space.

Redundant manyulator = manyulator aum w more than 6 DOFs

(I an infinite number of solutions to the kinematic equation).

Postmultiplying both sides by (A&) -1:

Further premultiplying both sides by (A?) -1:

$$(A_1^2)^{-1}T(A_6^5)^{-1} = A_2^1 A_3^2 A_4^3 A_5^4$$
 3

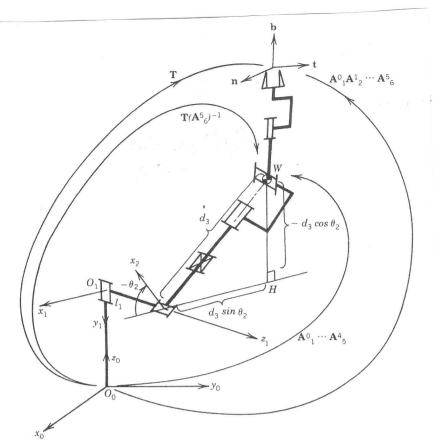


Figure 2-15: Skeleton structure of the 5-R-1-P manipulator.

Both sides of equ (2) represent the postum and orientation of the traine attached to link 5 with reference to the base frame through two different paths reach is the same frame.

Ponit W is the origin of coordinate frame 5

== 4th column of the 4x 4 matrix in eqn (2).

= = 4 th column of the 4x4 matrix in eqn (3):

$$2\omega = \begin{pmatrix} d_3 S_2 \\ -d_3 C_2 \\ l_1 \end{pmatrix}$$
 (as observed from Figure 2-15).

The descred end-effector position and orientation,  $T = \begin{cases} n_x & t_z & b_x & Pz \\ n_y & t_y & b_y & Py \\ n_z & t_z & b_z & Pz \\ 0 & 0 & 0 & 1 \end{cases}$ 

substituting into LHS of egn (3), we obtain

where Px, Py, Pz represent the coordinates of point W, and
Px = Px - lzbx; Py = Py - lzby; Pz = Pz - lzbz.

Equating (4) and (5), To solve fast equ, let  $t = \tan\left(\frac{\Theta_1}{2}\right)$  $C_1 = \cos \theta_1 = \frac{1-t^2}{1+t^2}$  and  $S_1 = \sin \theta_1 = \frac{2t}{1+t^2}$ Substitute. 9 into (8),

( l, + Py +) t2 + 2px + + l, - Py = 0.

Solving the above eqn for t,  $\theta_1 = 2 \tan^{-1} \left[ \frac{-P_x^* \pm \int P_z^{*2} + P_y^{*2} - l_z^2}{l_1 + P_y^*} \right]$ 

Note the quantity under square not must be the stherwise there solution => the end-effector position is out of reach. Eqn (10) can have two solutions due to I ) two configurations of shoulder juints Pividing both sides of 6 by 7.

 $G_2 = t_{can}^{-1} \left[ \frac{P_{x}^{x} c_i + P_{y}^{x} s_i}{P_{z}^{x} - l_0} \right]$  (11)

of can be obtained by taking the sum of the squences of egus @ and ?:

Note &3 is always tre.

After the first 3 just displacements are determined, we solve the kinematric equation on the last 3 just displacements.

$$[A_{3}^{\circ}(0,)A_{2}^{\prime}(0_{2})A_{3}^{\prime}(0_{3})]^{-1}T = A_{4}^{3}(0_{4})A_{5}^{4}(0_{5})A_{6}^{5}(0_{6})$$

Both sides of equ represent posti and orientator of end-telector viewed from third frame.

O, , O, and do have been determined.

Premultyplying equ (3) by [A3(E4)]

$$(A_{4}^{3})^{-1}T' = \begin{cases} + & b_{2} \cdot c_{4} + b_{y} \cdot s_{4} \\ -n_{2} \cdot -t_{2} \cdot -b_{2}' & * \\ -n_{2} \cdot s_{4} + n_{y}' \cdot c_{4} & -t_{x} \cdot s_{4} + t_{y} \cdot c_{4} - b_{x} \cdot s_{4} + b_{y} \cdot c_{4} \\ 0 & 0 & 1 \end{cases}$$

$$A_{4}^{4}A_{5} = \begin{cases} c_{5}c_{6} & -c_{5}s_{6} \\ s_{5} & * \end{cases}$$

$$A_{5}^{4} A_{6}^{5} = \begin{bmatrix} c_{5}c_{6} & -c_{5}s_{6} & s_{5} & * \\ s_{5}c_{6} & -s_{5}s_{6} & -c_{5} & * \\ s_{6} & c_{6} & o & * \\ o & o & o & 1 \end{bmatrix}$$

#: irreluant in present calculation.

Compare [3,3] elements:

From [1,3] and [2,3) elements,

$$\theta_s = \tan^{-1}\left(\frac{b_x'C_4 + b_{y'}S_4}{b_{z'}}\right)$$

where Cy and Sy are evaluated by eq. 19

From [3,1] and [3,2] elements, similarly,
$$\theta_6 = \tan^{-1} \left( \frac{-\Lambda_{K'} S_{5} + \Lambda_{5}' C_{5}}{-t_{X'} S_{5} + t_{5}' C_{5}} \right)$$

=) A4 6 joint diplacements are obtained.

Source: "Robot Analysis and Central" by Haruhiko Asada and Jean-Jacques E. Slotine (1986)

Pg (4)