



Robot Arm Kinematics (ロボットアームの運動学)

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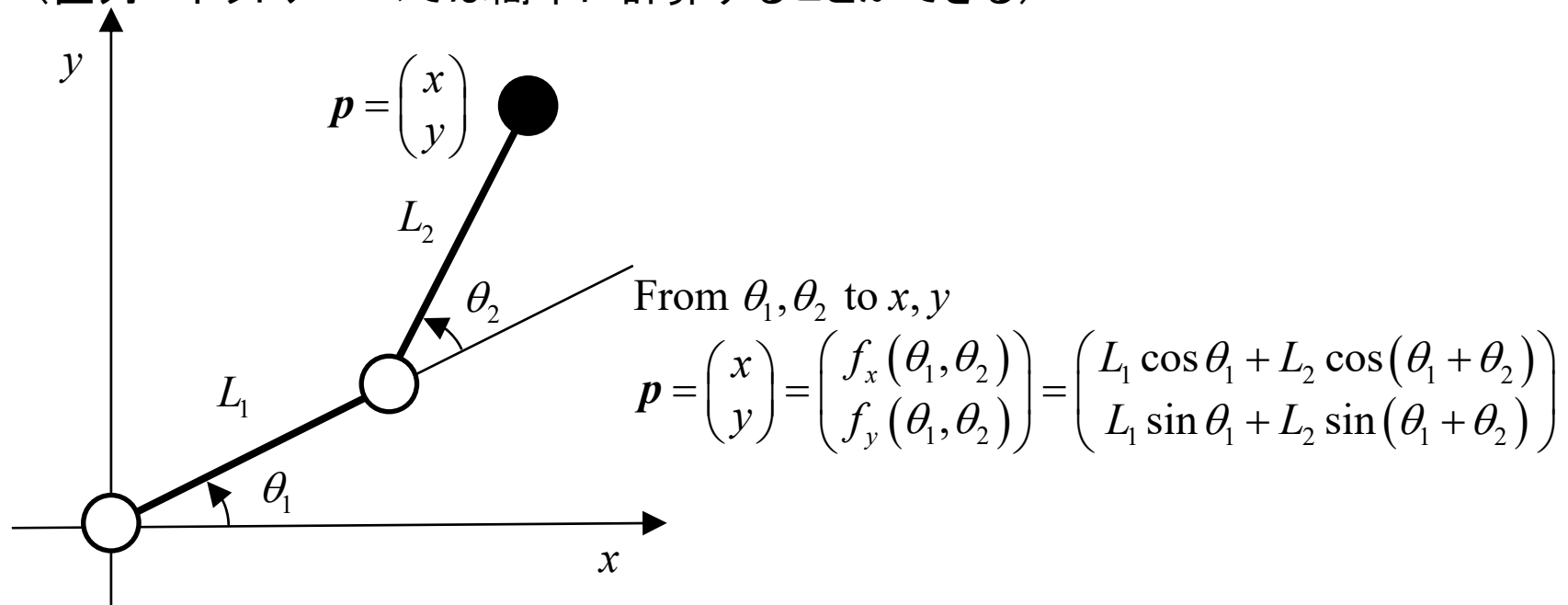
Forward Kinematics (順運動学)

Forward kinematics problem (順運動学問題)

Given: Controllable variables (制御値), e.g. joint angles (関節角度)

Find: Controlled states (状態値), e.g. a hand position (手先位置)

We can find a series robot arm forward kinematics solution easily (直列ロボットアームでは簡単に計算することができる)



Inverse Kinematics (逆運動学)

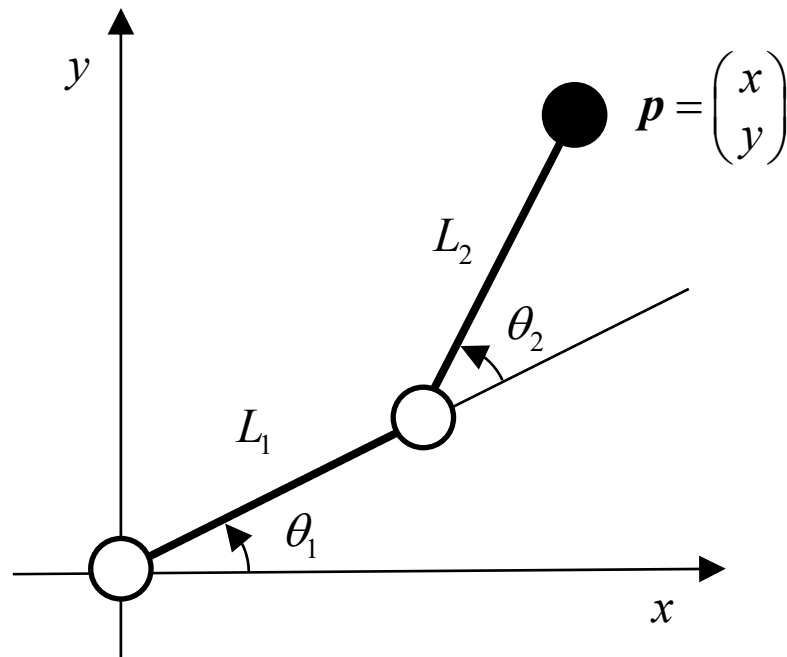
Inverse kinematics problem (逆運動学問題)

Given: Controlled states (状態値), e.g. a hand position (手先位置)

Find: Controllable variables (制御値), e.g. joint angles (関節角度)

We cannot find a direct solution in general case

(逆運動学の解法は一般的に困難)



From x, y to θ_1, θ_2

$$\theta_1 = \pm \cos^{-1} \left(\frac{x^2 + y^2 + L_1^2 - L_2^2}{2L_1 \sqrt{x^2 + y^2}} \right)$$

$$\theta_2 = \tan^{-1} \left(\frac{y - L_1 \sin(\theta_1)}{x - L_1 \cos(\theta_1)} \right) - \theta_1$$

Consider Angular and Translational Velocity (回転速度の並進速度を考えると)

Consider a time derivative of x and y, i.e, velocity
(xとyの時間微分, すなわち速度を考える)

We can have a relation between angular velocity of joint angles and translational velocity of a hand
(関節角速度と手先の並進速度の関係が得られる)

$$\dot{\mathbf{p}} = \begin{pmatrix} \dot{x} \\ \dot{y} \end{pmatrix} = \begin{pmatrix} \frac{dx}{dt} \\ \frac{dy}{dt} \end{pmatrix} = \begin{pmatrix} (-L_1 \sin \theta_1) \dot{\theta}_1 + (-L_2 \sin(\theta_1 + \theta_2))(\dot{\theta}_1 + \dot{\theta}_2) \\ (L_1 \cos \theta_1) \dot{\theta}_1 + (L_2 \cos(\theta_1 + \theta_2))(\dot{\theta}_1 + \dot{\theta}_2) \end{pmatrix}$$

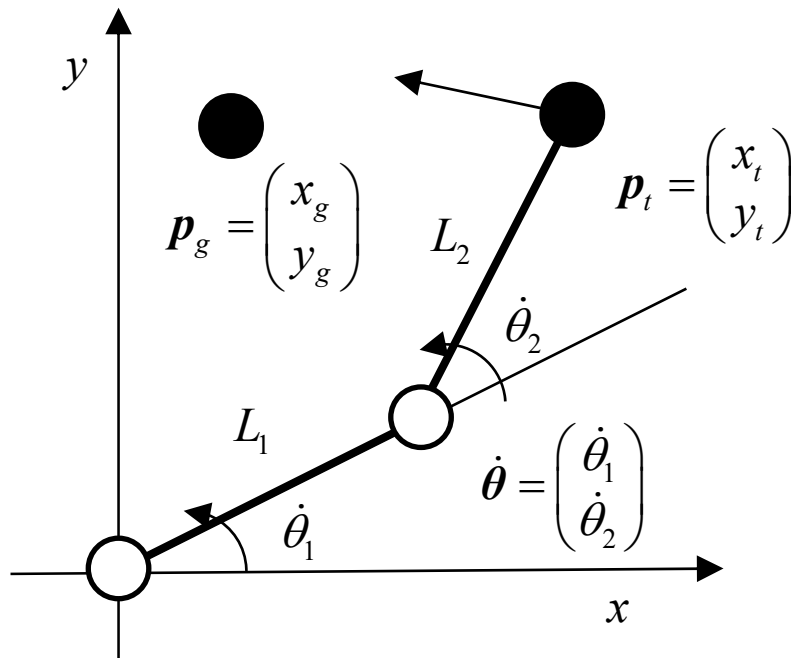
$$= \begin{pmatrix} -L_1 \sin \theta_1 - L_2 \sin(\theta_1 + \theta_2) & -L_2 \sin(\theta_1 + \theta_2) \\ L_1 \cos \theta_1 + L_2 \cos(\theta_1 + \theta_2) & L_2 \cos(\theta_1 + \theta_2) \end{pmatrix} \begin{pmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \end{pmatrix}$$

$$= \mathbf{J} \dot{\boldsymbol{\theta}}$$

$$\boldsymbol{\theta} = \begin{pmatrix} \theta_1 \\ \theta_2 \end{pmatrix}, \dot{\boldsymbol{\theta}} = \begin{pmatrix} \dot{\theta}_1 \\ \dot{\theta}_2 \end{pmatrix}$$

Numerical Inverse Kinematics Solution (数値的な逆運動学解法)

Consider a time derivative of x and y , i.e, velocity
(x と y の時間微分, すなわち速度を考える)



$$\dot{\theta} = J^{-1} \dot{p}$$

Repeat until $p_g \approx p_t$

$$\theta_{t+1} = \theta_t + k J^{-1} (p_g - p_t)$$

$$p_{t+1} = \begin{pmatrix} x_{t+1} \\ y_{t+1} \end{pmatrix} = \begin{pmatrix} f_x(\theta_{t+1}) \\ f_y(\theta_{t+1}) \end{pmatrix}$$

Two methods to Find Jacobian (ヤコビアンを求める二つの方法)

Differential Jacobian (微分的ヤコビアン)

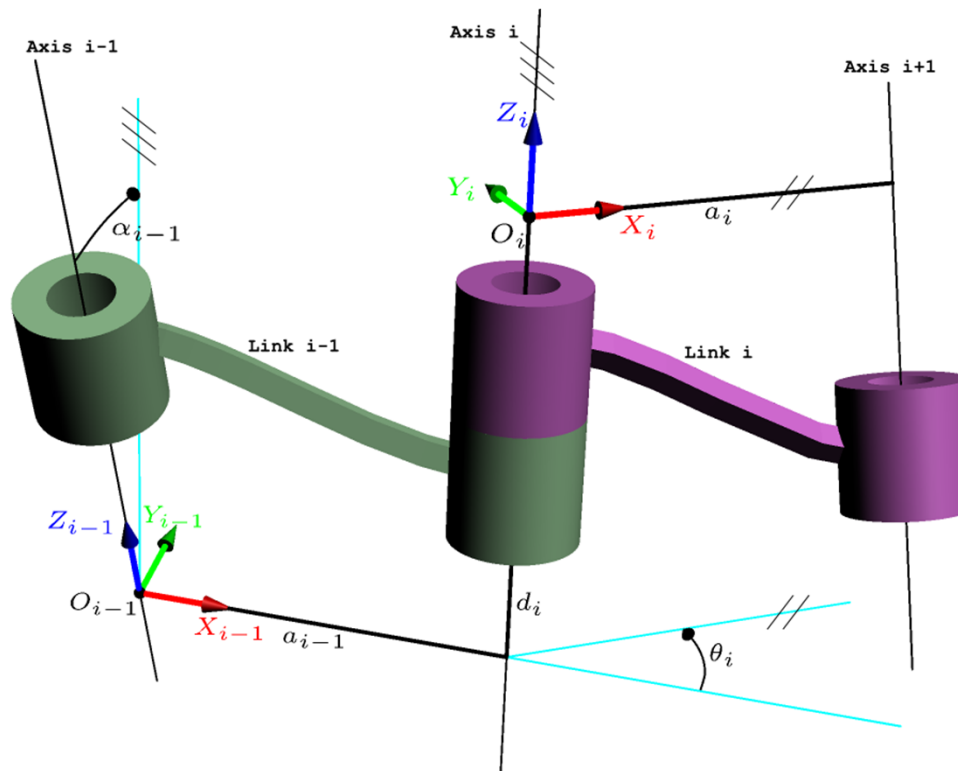
Can be found by taking partial derivative of forward kinematics function by angles
(順運動学関数を関節角度で偏微分することによって求められる)

$$J = \begin{pmatrix} \frac{\partial f_x}{\partial \theta_1} & \frac{\partial f_x}{\partial \theta_2} \\ \frac{\partial f_y}{\partial \theta_1} & \frac{\partial f_y}{\partial \theta_2} \end{pmatrix}$$
$$J = \begin{pmatrix} \frac{f_x(\theta_1 + \Delta\theta_1, \theta_2) - f_x(\theta_1, \theta_2)}{(\theta_1 + \Delta\theta_1) - \theta_1} & \frac{f_x(\theta_1, \theta_2 + \Delta\theta_2) - f_x(\theta_1, \theta_2)}{(\theta_2 + \Delta\theta_2) - \theta_2} \\ \frac{f_y(\theta_1 + \Delta\theta_1, \theta_2) - f_y(\theta_1, \theta_2)}{(\theta_1 + \Delta\theta_1) - \theta_1} & \frac{f_y(\theta_1, \theta_2 + \Delta\theta_2) - f_y(\theta_1, \theta_2)}{(\theta_2 + \Delta\theta_2) - \theta_2} \end{pmatrix}$$

Numerical Jacobian (数值的ヤコビアン)

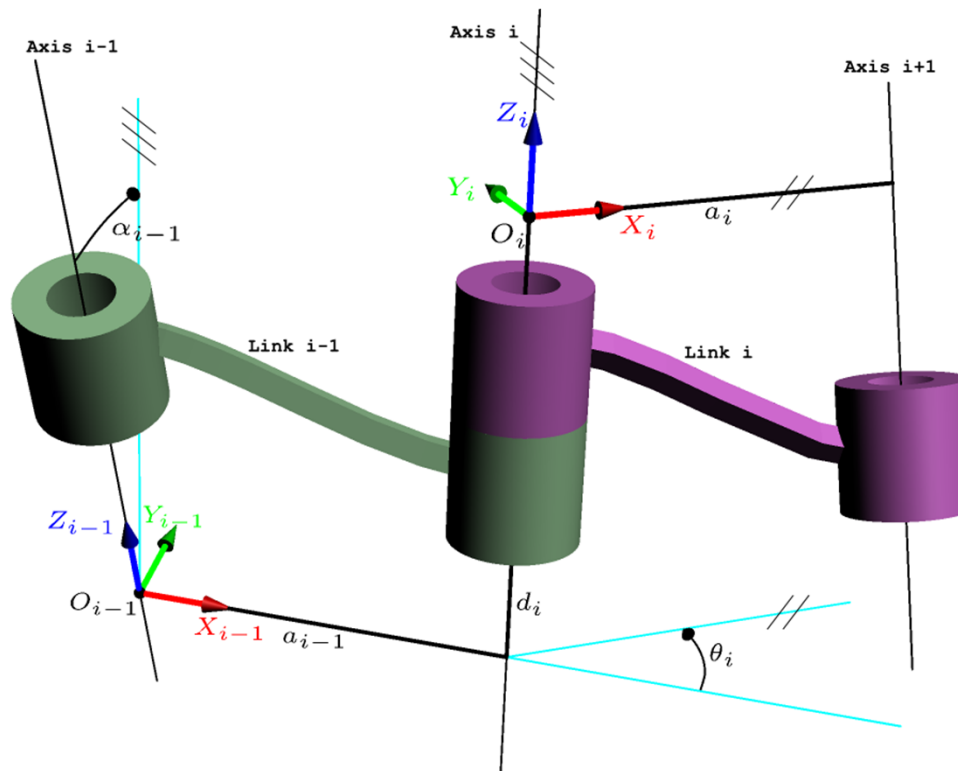
Can be found from forward kinematics function numerically
(順運動学関数から数值的に求める)

Modified Denavit–Hartenberg Convention (修正DH法)



- Method for finding a forward kinematics function (順運動学関数を求める方法)
- Describe link parameters in the way of DH method (DH法によりリンクパラメータを記述する)
- Forward kinematics function is found as a homogeneous transformation matrix (順運動学関数が同次変換行列として求められる)

Modified Denavit–Hartenberg Parameters (修正DHパラメータ)



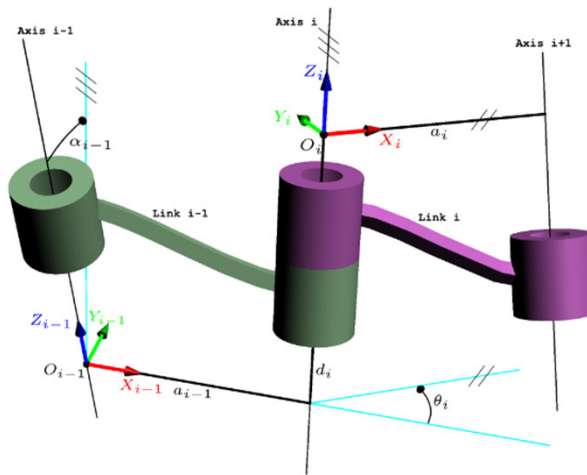
Define a local frame to each of joint
(各関節に局所フレームを定義)

- Z-axis is set to a joint axis (関節軸はz軸)
- X-axis is set to a link direction (リンクはx軸)
- Y-axis is set to perpendicular to X and Z (Y軸はXとZに垂直になるように設定)

Describe mechanical link parameter by the following four (4つのリンクパラメータ)

- Length (リンク長): a
- Offset (オフセット): d
- Twist angle (ねじれ角): α
- Joint angle (関節角): θ

Homogeneous Transformation Matrix (同次変換行列)



Frame transformation matrix from n to $n-1$ frame
(n から $n-1$ フレームへの座標変換行列)

$${}^{n-1}\mathbf{p} = {}^{n-1}\mathbf{T}_n {}^n\mathbf{p}$$

${}^n\mathbf{p}$: point(coordinates) represented in n -th frame

${}^{n-1}\mathbf{p}$: one in $n-1$ -th frame

$${}^n\mathbf{p} = \begin{pmatrix} {}^nx \\ {}^ny \\ {}^nz \\ -1 \end{pmatrix}, \quad {}^{n-1}\mathbf{p} = \begin{pmatrix} {}^{n-1}x \\ {}^{n-1}y \\ {}^{n-1}z \\ -1 \end{pmatrix},$$

$$\begin{aligned} {}^{n-1}\mathbf{T}_n &= \text{RotX}_{n-1}(\alpha_{n-1}) \text{TransX}(a_{n-1}) \text{RotZ}_n(\theta_n) \text{TransZ}_n(d_n) \\ &= \begin{pmatrix} \cos(\theta_n) & -\sin(\theta_n) & 0 & a_{n-1} \\ \sin(\theta_n)\cos(\alpha_{n-1}) & \cos(\theta_n)\cos(\alpha_{n-1}) & -\sin(\alpha_{n-1}) & -d_n\sin(\alpha_{n-1}) \\ \sin(\theta_n)\sin(\alpha_{n-1}) & \cos(\theta_n)\sin(\alpha_{n-1}) & \cos(\alpha_{n-1}) & d_n\cos(\alpha_{n-1}) \\ 0 & 0 & 0 & 1 \end{pmatrix} \end{aligned}$$

Frame Transformation (座標変換)

Translation transformation
(並進変換)

$$\begin{pmatrix} X \\ Y \\ Z \end{pmatrix} = \begin{pmatrix} x \\ y \\ z \end{pmatrix} + \begin{pmatrix} \Delta x \\ \Delta y \\ \Delta z \end{pmatrix}$$

$$\begin{pmatrix} X \\ Y \\ Z \\ 1 \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 & \Delta x \\ 0 & 1 & 0 & \Delta y \\ 0 & 0 & 1 & \Delta z \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} \mathbf{p}' \\ 1 \end{pmatrix} = \begin{pmatrix} I & \Delta \mathbf{p} \\ \mathbf{o}^T & 1 \end{pmatrix} \begin{pmatrix} \mathbf{p} \\ 1 \end{pmatrix}$$

Rotational transformation
(回転変換)

$$\begin{pmatrix} X \\ Y \\ Z \end{pmatrix} = \begin{pmatrix} a_x^X & a_x^Y & a_x^Z \\ a_y^X & a_y^Y & a_y^Z \\ a_z^X & a_z^Y & a_z^Z \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$

$$\begin{pmatrix} X \\ Y \\ Z \\ 1 \end{pmatrix} = \begin{pmatrix} a_x^X & a_x^Y & a_x^Z & 0 \\ a_y^X & a_y^Y & a_y^Z & 0 \\ a_z^X & a_z^Y & a_z^Z & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} \mathbf{p}' \\ 1 \end{pmatrix} = \begin{pmatrix} R & \mathbf{o} \\ \mathbf{o}^T & 1 \end{pmatrix} \begin{pmatrix} \mathbf{p} \\ 1 \end{pmatrix}$$

Homogeneous Transformation Matrix (同次変換行列)

Translation and rotational transformation in a single step
(並進と回転変換を1ステップで)

$$\begin{pmatrix} X \\ Y \\ Z \\ 1 \end{pmatrix} = \begin{pmatrix} a_x^X & a_x^Y & a_x^Z & \Delta x \\ a_y^X & a_y^Y & a_y^Z & \Delta y \\ a_z^X & a_z^Y & a_z^Z & \Delta z \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix}$$
$$\begin{pmatrix} \mathbf{p}' \\ 1 \end{pmatrix} = \begin{pmatrix} R & \Delta \mathbf{p} \\ \mathbf{o}^T & 1 \end{pmatrix} \begin{pmatrix} \mathbf{p} \\ 1 \end{pmatrix} = T \begin{pmatrix} \mathbf{p} \\ 1 \end{pmatrix} = \begin{pmatrix} R\mathbf{p} + \Delta \mathbf{p} \\ 1 \end{pmatrix}$$

Figure in Craig, Introduction to Robotics

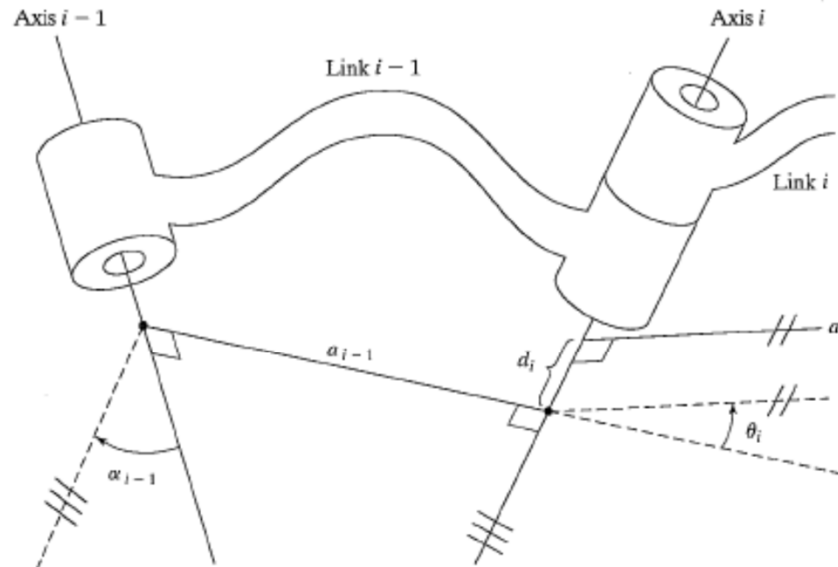


FIGURE 3.4: The link offset, d , and the joint angle, θ , are two parameters that may be used to describe the nature of the connection between neighboring links.

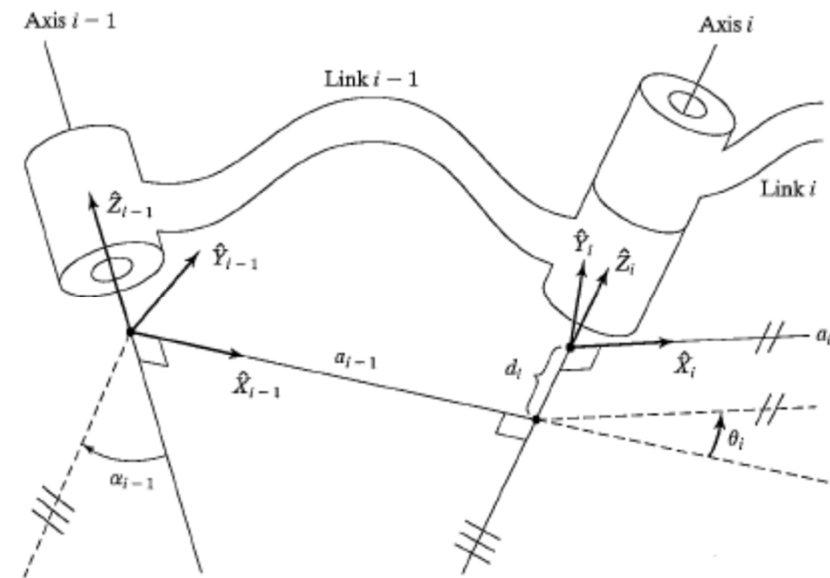


FIGURE 3.5: Link frames are attached so that frame $\{i\}$ is attached rigidly to link i .

Figure in Craig, Introduction to Robotics

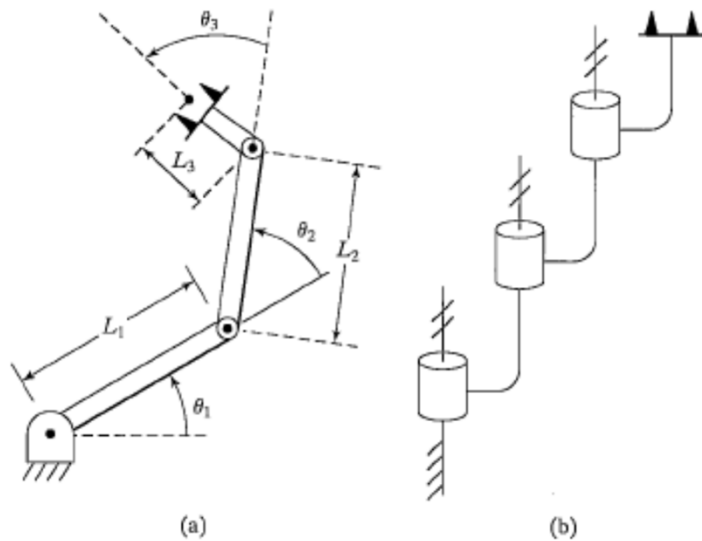


FIGURE 3.6: A three-link planar arm. On the right, we show the same manipulator by means of a simple schematic notation. Hash marks on the axes indicate that they are mutually parallel.

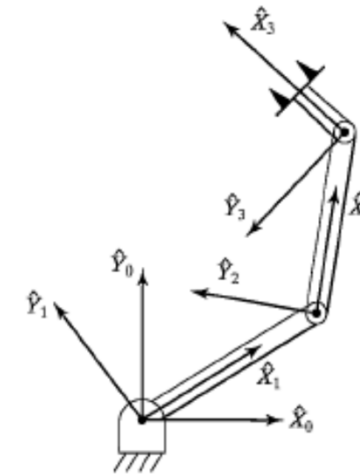


FIGURE 3.7: Link-frame assignments.

i	α_{i-1}	a_{i-1}	d_i	θ_i
1	0	0	0	θ_1
2	0	L_1	0	θ_2
3	0	L_2	0	θ_3

FIGURE 3.8: Link parameters of the three-link planar manipulator.

Fiberscope Camera (内視鏡カメラのDH表)

	α	a	d	θ
1	0	0	0	θ_1
2	90[deg]	L1	0	θ_2
3	0	L2	0	θ_3
4	0	L3	0	θ_4
5	0	L4	0	θ_5
6	0	L5	0	0