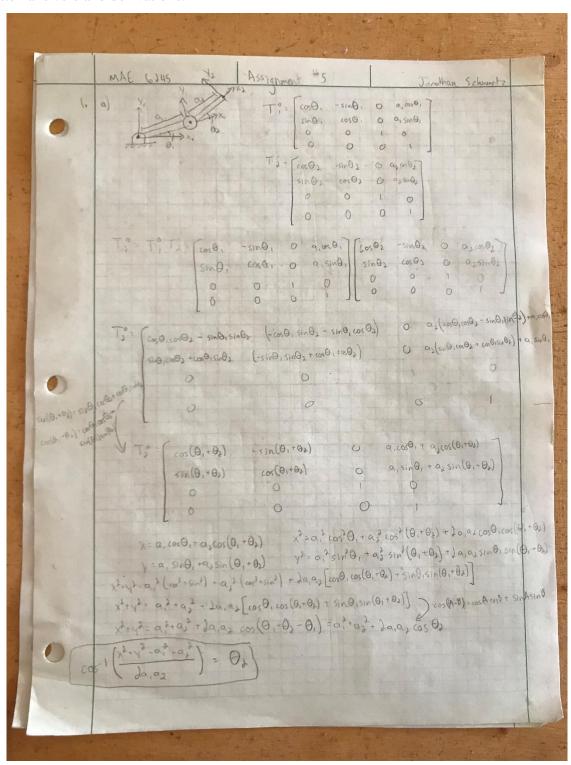
## Assignment #5

## Written answers and derivations:



X = a, cos 0, +a, [cos 0, cos 0, -sin 0, sin 0,] 2 cod(A+B) = cos A cos B - sin A sin B X 2 cos 0, (a,+ a2 cos 02) = a2 sindisino, 0 = (0(θ, (α, +a, (0)ς θ)) - sinθ, a, sinθ, -x Since for: a cost + b sind - c=0 we know: + = atond (b, a) = atond (1) = atand (-azsin 02, a, +az cos 02) + atand (1(a,+azcos 02)2+(azsin 02)2, (1) g) Inverse Kinematics: 0.003189 . Sec & Without Plotting & 0.094386 sec Optimization: 0.053358 Brute Force: Sec All seem valid for this application. Would be intensted to see how their times compare from a system with a large number of joint variables. I'd expent the brute force approach to quickly become slow, as well as the optimization approach to a lesson degree Inverse kinanatics is clearly the most efficient approach. The functions seem to operate similarly, with finincon() is ability to add asstraints on the answer allowing for more pointed solutions. I naticed this most when I had entered other desired positions, particularly when x andlor y were negative

# MATLAB Main Script

```
clear all;
close all;
% NOTE: for parts 1f and 1q, it is easier to see the output of the
% plotLinks() function by commenting it out in 2 of the 3 loops at a time
theta1_init = 0.0;
theta2 init = 0.0;
xDes = -10;
yDes = -10;
% 1a) Inverse Kinematics Approach
[invKinTheta1, invKinTheta2] = findAnglesInverseKin(xDes, yDes)
% 1b) Optimization Approach (the global variables are for part 1f, where
% several desired positions are passed to the optimization function)
global xDesired;
global yDesired;
xDesired = xDes;
yDesired = yDes;
opt answer = fminsearch(@findAnglesOptimization,[theta1 init,theta2 init])
% 1c) Brute Force Approch
[bForceTheta1, bForceTheta2] = findAnglesBruteForce(xDes,yDes)
% 1d) Circle of Points
xVals = [];
yVals = [];
radius = 15;
for i = 0:pi/8:2*pi
   xVals = [xVals radius*cos(i)];
    yVals = [yVals radius*sin(i)];
end
% 1e) Plotting Links Function
plotLinks(-pi/2, -pi/2);
title("Proof that link plotting function works");
```

```
\ensuremath{\$} 1f) Plotting links for each point on the circle using inverse kinematics
tic
for i = 1:length(xVals)
    [angle1, angle2] = findAnglesInverseKin(xVals(i), yVals(i));
    plotLinks(angle1, angle2);
end
toc
% 1g) Plotting links for each point on the circle using optimization
for i = 1:length(xVals)
   xDesired = xVals(i);
   yDesired = yVals(i);
    opt answer = fminsearch(@findAnglesOptimization,[theta1 init,theta2 init]);
    plotLinks(opt answer(1), opt answer(2));
end
toc
% 1g) Plotting links for each point on the circle using brute force (guess
% and check) approach
% NOTE: Joint angles limited to [0,90 deg] and [-90,90 deg] for theta1
   and theta2, respectively.
tic
for i = 1:length(xVals)
    [bForceTheta1, bForceTheta2] = findAnglesBruteForce(xVals(i), yVals(i));
    plotLinks(bForceTheta1, bForceTheta2);
end
toc
% 2) Using fmincon function to solve inverse kinematic equation
fun2 = @inverseEqn2;
thetal init = 0.6;
z = fminunc(fun2,theta1 init)
z = fmincon(fun2,theta1 init,[1;-1],[pi;pi])
```

#### Script Output:

```
-3.1416

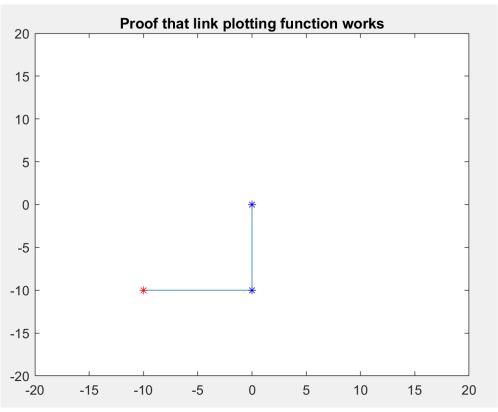
invKinTheta2 = 1.5708

opt_answer = -3.1416 1.5708

bForceTheta1 = 0

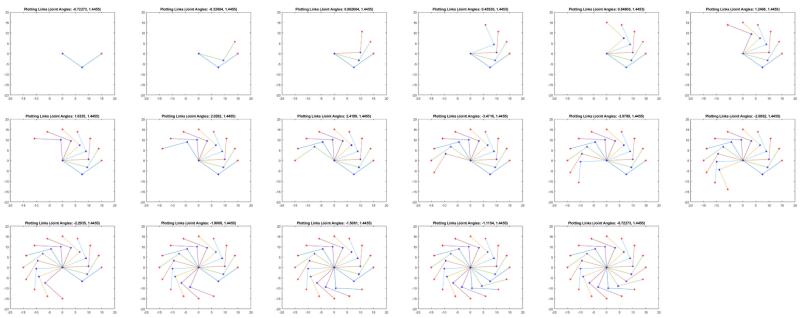
bForceTheta2 = -1.5708
```

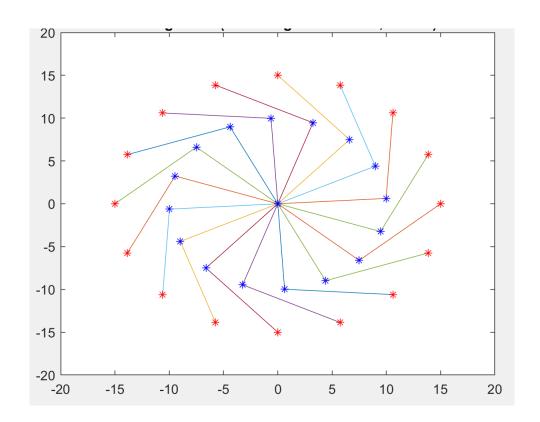
invKinTheta1 =



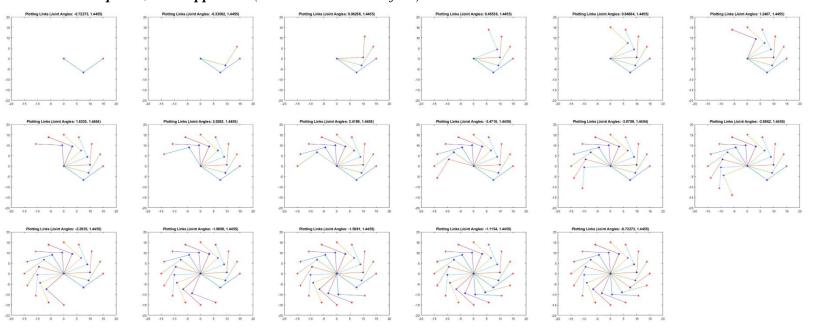
**Note:** Joint angles for this test were  $(\frac{-\pi}{2}, \frac{-\pi}{2})$ 

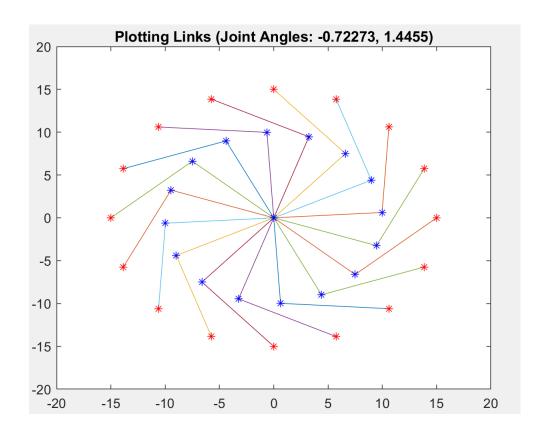
# Inverse Kinematic Approach (Circle with Radius of 15)



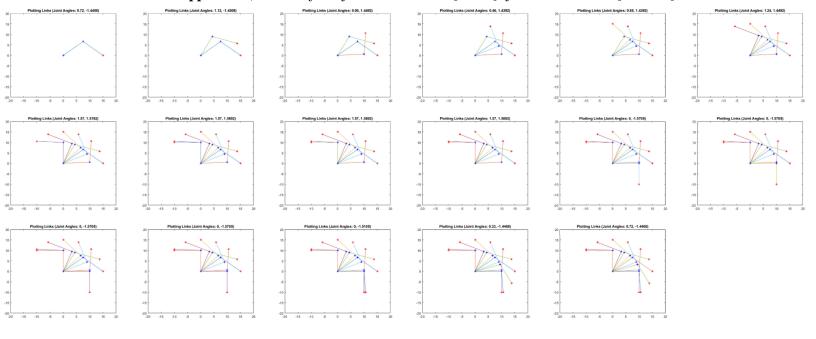


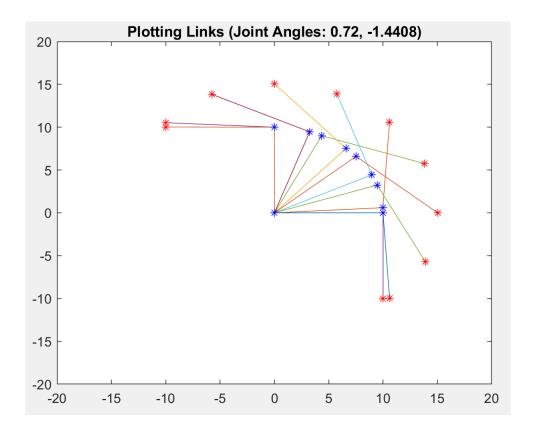
# Optimization Approach (Circle with Radius of 15)





Brute Force Approach (Radius of 15, joint 1 limited to [0,90°], joint 2 limited to [-90,90°]





Elapsed time is 0.003633 seconds. Elapsed time is 0.091100 seconds. Elapsed time is 0.039136 seconds.

Local minimum found.

Optimization completed because the size of the gradient is less than the value of the optimality tolerance.

z =

0.7854

Local minimum found that satisfies the constraints.

Optimization completed because the objective function is non-decreasing in feasible directions, to within the value of the optimality tolerance, and constraints are satisfied to within the value of the constraint tolerance.

z =