7)

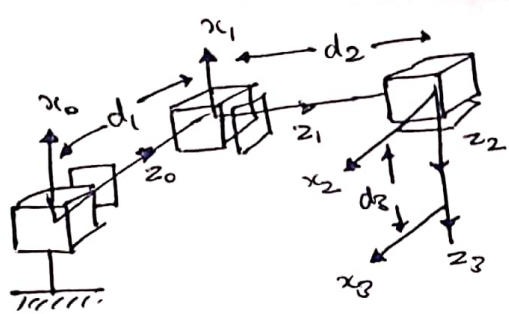| link	a_i	α_i	d_i	θ_i
1	0	$-90°$	d_1	0
2	0	$90°$	d_2	$90°$
3	0	0	d_3	0

+ve: anticlockwise
-ve: clockwise

↑
D-H
parameters

$\Rightarrow$ $A_1 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & -1 & 0 & d_1 \\ 0 & 0 & 0 & 1 \end{bmatrix}$; $A_2 = \begin{bmatrix} 0 & 0 & 1 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & d_2 \\ 0 & 0 & 0 & 1 \end{bmatrix}$; $A_3 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & d_3 \\ 0 & 0 & 0 & 1 \end{bmatrix}$

$A_1 A_2 A_3 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & -1 & 0 & d_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 & 0 & 1 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & d_2 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & d_3 \\ 0 & 0 & 0 & 1 \end{bmatrix}$
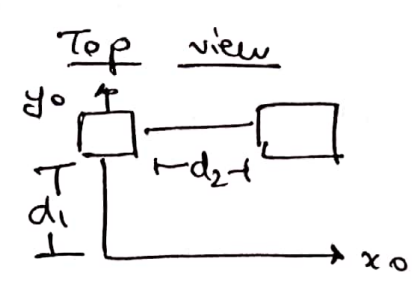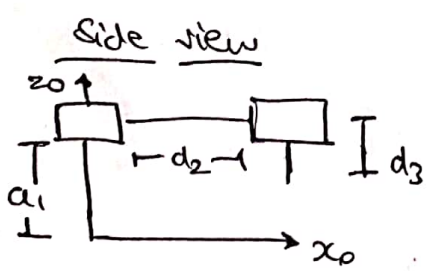
$A_1 A_2 A_3 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & -1 & 0 & d_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 & 0 & 1 & d_3 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & d_2 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 1 & d_3 \\ 0 & 1 & 0 & d_2 \\ -1 & 0 & 0 & d_1 \\ 0 & 0 & 0 & 1 \end{bmatrix}$

The _further_ Kinematics would be carried _through_ the code

8)
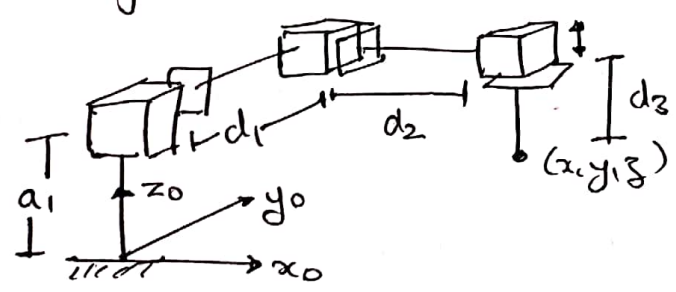
In the base frame, (x_0, y_0, z_0) the end-effector position is given as (x, y, z)

↳ Known!

Side view

Top view

$\Rightarrow$ $z = a_1 - d_3$ ⎫
$\quad y = d_1$ ⎬ in base
$\quad x = d_2$ ⎭ frame

$\Rightarrow$ $\boxed{\begin{aligned} d_1 &= y \\ d_2 &= x \\ d_3 &= a_1 - z \end{aligned}}$ $\longrightarrow$ Inverse Kinematics