### **KIN**

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Calcula a cinemática do robô planar RRR tendo como entrada os valores dos ângulos de junta e dos comprimentos dos ligamentos, ou seja, a matriz de transformação homogênea do punho em relação a base a partir de theta (ângulos de junta) e de L (comprimentos dos ligamentos).

## **Calling Syntax**

wrelb = kin(theta, L)

#### I/O Variables

```
    IN Double Array theta: [theta1 theta2 theta3] [degrees degrees degrees]
    IN Double Array L: [11 12] [meters meters]
    OU Double Matrix wrelb: Homogeneous Transformation Matrix 4x4
```

### **Example**

# **Hypothesis**

RRR planar robot.

### Limitations

#### **Version Control**

1.0; Leonardo da Cunha Menegon, Michel Kagan, Vinícius Nardelli; 01/05/2023; First issue.

#### **Function**

```
function [wrelb] = kin(theta, L)
```

## **Validity**

```
arguments
    theta (1,3) {mustBeNumeric, mustBeReal, mustBeFinite}
    L (1,2) {mustBeNumeric, mustBeReal, mustBeFinite} = [0.5, 0.3]
end
```

#### **Main Calculations**

```
t1 = theta(1) * pi / 180;

t2 = theta(2) * pi / 180;

t3 = theta(3) * pi / 180;

L1 = L(1);

L2 = L(2);
```

#### **Output Data**

```
 \begin{aligned} \text{wrelb} &= \left[\cos(\text{t1}+\text{t2}+\text{t3}), -\sin(\text{t1}+\text{t2}+\text{t3}), 0, \right. \\ \text{L1*}\cos(\text{t1}) + \text{L2*}\cos(\text{t1}+\text{t2}); \\ & \sin(\text{t1}+\text{t2}+\text{t3}), \cos(\text{t1}+\text{t2}+\text{t3}), 0, \\ \text{L1*}\sin(\text{t1}) + \text{L2*}\sin(\text{t1}+\text{t2}); \\ & 0, 0, 1, 0; \\ & 0, 0, 0, 1\right]; \end{aligned}
```

end

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