

## AER525 MIDTERM SOLUTIONS (2013 FALL)

### #1) (a) Manipulator Redundancy:

When the manipulator has more no. of d.o.f. (joint space dimension) than independent variables considered for the end-effector pose (task space dimension), the manipulator is said to be redundant.

### (b) Degeneracy of Manipulator's spherical wrist:

When two joint axis of the spherical wrist become colinear, degeneracy occurs and the manipulator loses a degree of freedom.

Example: pitch angle = 0 in Roll/Pitch/Yaw Wrist

### (c) Dextrous Workspace:

It is the loci of end-effector points which can be reached at any arbitrary end-effector orientation.

### (d) Coriolis theorem:

The theorem says that the difference between the differentiation of a vector quantity ~~is~~ with respect to two different frames is equal to the cross product of their relative angular velocity and the vector itself.

#2) Approach: Find # of links  $l$ , &  $D$ , the # of limiting d.o.f by joints

$$\begin{aligned}
 l &= \text{no of links} \\
 &= 2(\text{hands}) \times [4(\text{fingers}) \times 3 + 1(\text{thumb}) \times 3 + 1(\text{palm})] \\
 &\quad + 2(\text{arms}) \times [1(\text{forearm}) + 1(\text{upper arm})] \\
 &\quad + 1(\text{upper torso}) \\
 &\quad + 1(\text{lower torso}) \\
 &\quad + 1(\text{waist}) \\
 &\quad + 2(\text{legs}) \times [1(\text{thigh}) + 1(\text{lower leg})] \\
 &\quad + 1(\text{foot}) \\
 &= \underline{\underline{44}} \text{ links}
 \end{aligned}$$

Note:  
 1) The thumb's base link is embedded in the palm.  
 2) Based on the definition of a joint, there must be a link between the waist and hips.

$$\begin{aligned}
 D &= \text{no. of limiting d.o.f by joints} \\
 &= [2 \text{ wrists} + 2 \text{ shoulders} + 2 \text{ hips} + 2 \text{ ankles} + 1 \text{ waist}] \times (6-3) \\
 &\quad + [2 \times 8(\text{fingers}) + 2 \times 2(\text{thumb}) + 2(\text{elbows}) \\
 &\quad \quad + 2(\text{knees}) + 1(\text{torso})] \times (6-1) \\
 &\quad + [2 \times 1(\text{thumb}) + 4 \times 2(\text{fingers})] \times (6-2) \\
 &= (9 \times 3) + (25 \times 5) + (10 \times 4) \\
 &= 27 + 125 + 40 = \underline{\underline{192}}
 \end{aligned}$$

$$\Rightarrow \underline{\underline{\text{d.o.f}}} = 6(l-1) - D = 6(44-1) - 192 = \underline{\underline{66}}$$

without fingers and thumbs,  
 $l = 14, D = 52 \Rightarrow \text{d.o.f} = \underline{\underline{26}}$

so, fingers and thumbs add 40 d.o.f to the human manipulator.

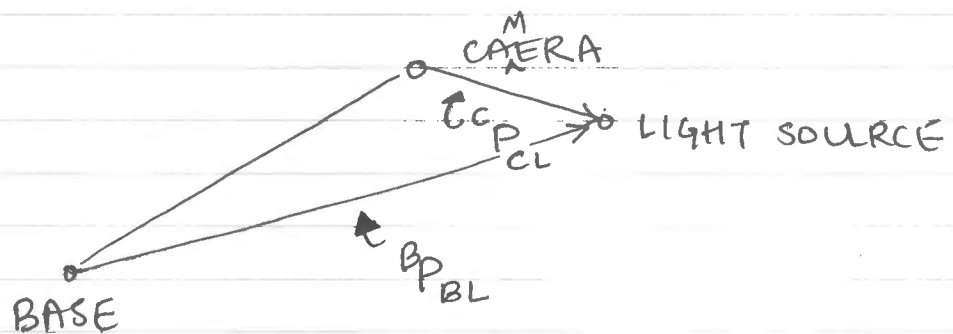
#3) Base frame : B  
 Camera frame : C  
 Light Source : L

$$c_{60} = \frac{\sqrt{3}}{2} \quad s_{60} = \frac{\sqrt{3}}{2}$$

$$c_{30} = \frac{\sqrt{3}}{2} \quad s_{30} = \frac{1}{2}$$

$$B_{RC} = \begin{bmatrix} c_{60}c_{30} & -s_{60} & c_{60}s_{30} \\ s_{60}c_{30} & c_{60} & s_{60}s_{30} \\ -s_{30} & 0 & c_{30} \end{bmatrix}$$

$$B_{TC} = \begin{bmatrix} \sqrt{3}/4 & -\sqrt{3}/2 & 1/4 & 3 \\ 3/4 & 1/2 & \sqrt{3}/4 & 4 \\ -1/2 & 0 & \sqrt{3}/2 & 2 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

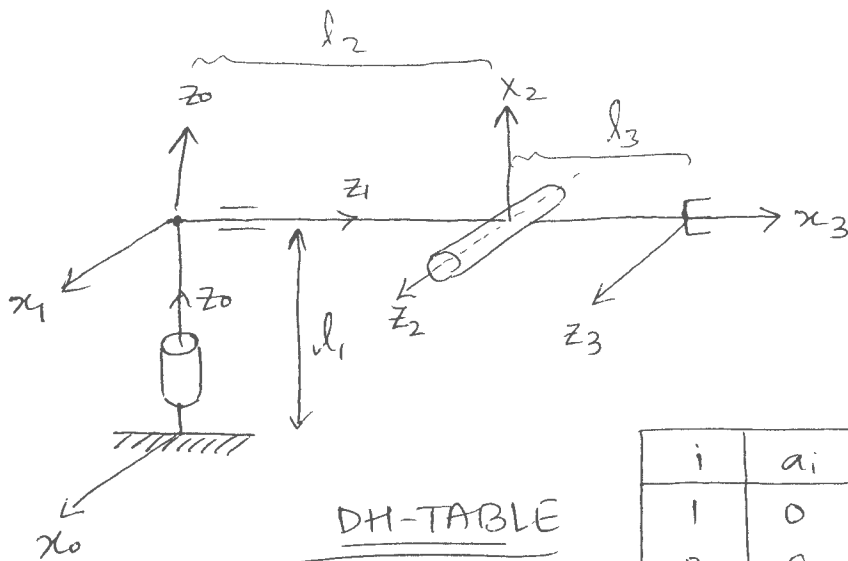


Given  ${}^C P_{CL} = [1 \ 0 \ 0.5]^T$

$$\begin{bmatrix} B_{P_{BL}} \\ 1 \end{bmatrix} = B_{TC} \begin{bmatrix} {}^C P_{CL} \\ 1 \end{bmatrix} = B_{TC} \begin{bmatrix} 1 \\ 0 \\ 0.5 \\ 1 \end{bmatrix} = \begin{bmatrix} \sqrt{3}/4 + 1/4 + 3 \\ 3/4 + \sqrt{3}/8 + 4 \\ -1/2 + \sqrt{3}/4 + 2 \\ 1 \end{bmatrix}$$

$$\text{or } B_{P_{BL}} = \left[ \frac{25+2\sqrt{3}}{8}, \frac{38+\sqrt{3}}{8}, \frac{12+2\sqrt{3}}{8} \right]^T$$

#4) (a)



DH-TABLE

i	$a_i$	$\alpha_i$	$d_i$	$\theta_i$
1	0	$-90^\circ$	$l_1$	$\theta_1(0^\circ)$
2	0	$-90^\circ$	$d_2(l_2)$	$-90^\circ$
3	$l_3$	0	0	$\theta_3(270^\circ)$

$${}^0T_1 = \begin{bmatrix} c\theta_1 & 0 & -s\theta_1 & 0 \\ s\theta_1 & 0 & c\theta_1 & 0 \\ 0 & -1 & 0 & l_1 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^0T_2 = \begin{bmatrix} 0 & s\theta_1 & c\theta_1 & -d_2s\theta_1 \\ 0 & -c\theta_1 & s\theta_1 & d_2c\theta_1 \\ 1 & 0 & 0 & l_1 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

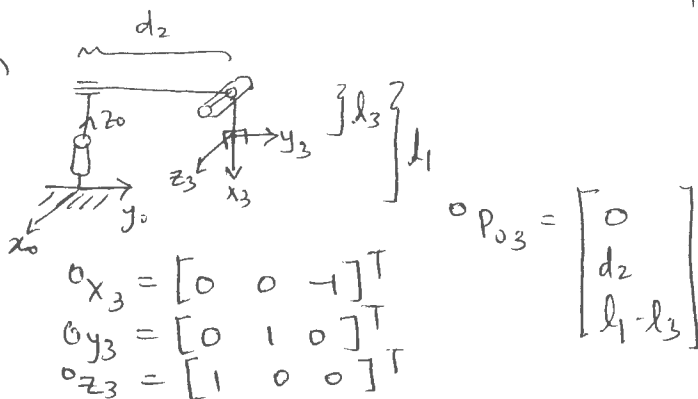
$${}^1T_2 = \begin{bmatrix} 0 & 0 & 1 & 0 \\ -1 & 0 & 0 & 0 \\ 0 & -1 & 0 & d_2 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^0T_3 = \begin{bmatrix} s\theta_1s\theta_3 & s\theta_1c\theta_3 & c\theta_1 & {}^0P_{03a} \\ -c\theta_1s\theta_3 & -c\theta_1c\theta_3 & s\theta_1 & {}^0P_{03b} \\ c\theta_3 & -s\theta_3 & 0 & {}^0P_{03c} \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^2T_3 = \begin{bmatrix} c\theta_3 & -s\theta_3 & 0 & l_3c\theta_3 \\ s\theta_3 & c\theta_3 & 0 & l_3s\theta_3 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

where,  $\begin{bmatrix} {}^0P_{03a} \\ {}^0P_{03b} \\ {}^0P_{03c} \end{bmatrix} = \begin{bmatrix} l_3s\theta_1s\theta_3 - d_2s\theta_1 \\ -l_3s\theta_1c\theta_3 + d_2c\theta_1 \\ l_3c\theta_3 + l_1 \end{bmatrix}$

Inspection



$$\begin{aligned} {}^0x_3 &= [0 \ 0 \ -1]^T \\ {}^0y_3 &= [0 \ 1 \ 0]^T \\ {}^0z_3 &= [1 \ 0 \ 0]^T \end{aligned}$$

$${}^0P_{03} = \begin{bmatrix} 0 \\ d_2 \\ l_1 - l_3 \end{bmatrix}$$

$${}^0T_3 = \begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & d_2 \\ -1 & 0 & 0 & l_1 - l_3 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

as predicted.

$$\begin{aligned}
 (b) \quad P_x &= l_3 \sin \theta_1 \sin \theta_3 - d_2 \sin \theta_1 & \text{--- (1)} \\
 P_y &= -l_3 \cos \theta_1 \sin \theta_3 + d_2 \cos \theta_1 & \text{--- (2)} \\
 P_z &= l_3 \cos \theta_3 + l_1 & \text{--- (3)}
 \end{aligned}$$

→ Solving equation 3,

$$\cos \theta_3 = \frac{P_z - l_1}{l_3}$$

$$\sin \theta_3 = \pm \sqrt{1 - \cos^2 \theta_3}$$

$$\theta_3 = \text{Atan2} \left( \frac{\sin \theta_3}{\cos \theta_3} \right) \Rightarrow 2 \text{ answers}$$

→ Knowing  $\theta_3$ ,

$$P_x = (l_3 \sin \theta_3 - d_2) \sin \theta_1$$

$$P_y = -(l_3 \sin \theta_3 - d_2) \cos \theta_1$$

Square and add,

$$P_x^2 + P_y^2 = (l_3 \sin \theta_3 - d_2)^2$$

$$d_2 = l_3 \sin \theta_3 \pm \sqrt{P_x^2 + P_y^2}$$

$\theta_3$  has full range  $[0, 360)$

∴ for  $\sin \theta_3 < 0 \Rightarrow$   <sup>$d_2 \geq 0$</sup>   $d_2$  has one answer

i.e.  $d_2 = l_3 \sin \theta_3 + \sqrt{P_x^2 + P_y^2}$

for  $\sin \theta_3 \geq 0 \Rightarrow$  if  $|l_3 \sin \theta_3| \geq \sqrt{P_x^2 + P_y^2}$

then  $d_2$  has two answers  
otherwise it has only one.

→ Knowing  $\theta_3$  &  $d_2$ ,

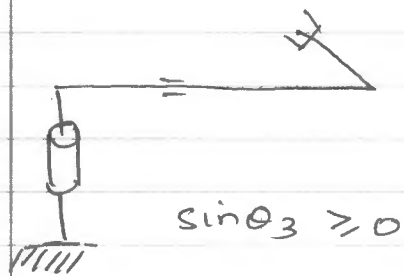
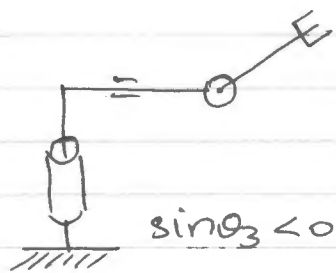
$$\sin \theta_1 = \frac{P_x}{l_3 \sin \theta_3 - d_2}$$

$$\cos \theta_1 = \frac{P_y}{d_2 - l_3 \sin \theta_3}$$

$$\theta_1 = \text{Atan2}(\sin \theta_1, \cos \theta_1)$$

⇒ 1 answer.

⇒



if  $|l_3 \sin \theta_3| \geq \sqrt{p_x^2 + p_y^2}$  then there exists one more configuration,

