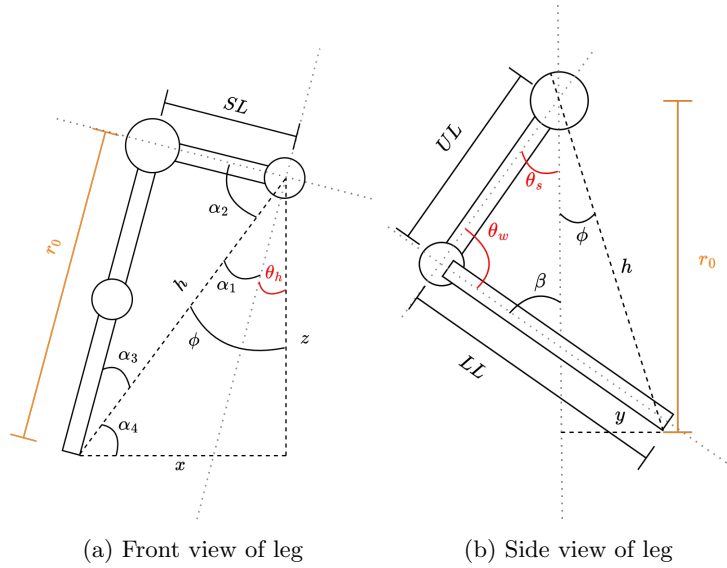


# computer architecture robot

Mathieu Groenen

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## 1 Introduction



Calculation for  $\theta_h$ . We know  $x, z$  (starting positions) and  $SL$ , the shoulder length. First we calculate  $r_0$ .

$$h = \sqrt{x^2 + z^2} \Rightarrow r_0 = \sqrt{h^2 - SL^2} = \sqrt{x^2 + z^2 - SL^2}$$

The different angles are then given as

$$\alpha_2 = \arcsin\left(\frac{r_0}{h}\right)$$

$$\alpha_1 = \frac{\pi}{2} - \alpha_2$$

$$\phi = \arctan\left(\frac{z}{x}\right)$$

Which then gives

$$\begin{aligned}
\Rightarrow \theta_h &= \phi - \alpha_1 \\
&= \arctan\left(\frac{z}{x}\right) - \frac{\pi}{2} + \arcsin\left(\frac{r_0}{h}\right) \\
&= \arctan\left(\frac{z}{x}\right) - \frac{\pi}{2} + \arcsin\left(\frac{x^2 + z^2 - SL^2}{x^2 + z^2}\right) \\
&= \arctan\left(\frac{z}{x}\right) - \frac{\pi}{2} + \arcsin\left(1 - \frac{SL^2}{x^2 + z^2}\right)
\end{aligned}$$

Now for the different side view we have

$$\begin{aligned}
\phi &= \arctan\left(\frac{x}{r_0}\right) \\
h &= \sqrt{r_0^2 + y^2}
\end{aligned}$$

For  $\theta_s$  using the cosine law we get

$$\begin{aligned}
\cos(\theta_s + \phi) &= \frac{UL^2 + h^2 - LL^2}{2UL \cdot h} \Leftrightarrow \theta_s = \arccos\left(\frac{UL^2 + h^2 - LL^2}{2UL \cdot h}\right) - \phi \\
&= \arccos\left(\frac{UL^2 + h^2 - LL^2}{2UL \cdot \sqrt{x^2 + y^2 + z^2 - SL^2}}\right) - \arctan\left(\frac{x}{\sqrt{x^2 + z^2 - SL^2}}\right)
\end{aligned}$$

For  $\theta_w$  using then again the cosine law

$$\begin{aligned}
\cos(\theta_w) &= \frac{UL^2 + LL^2 - h^2}{2UL \cdot LL} \Leftrightarrow \theta_w = \arccos\left(\frac{UL^2 + LL^2 - h^2}{2UL \cdot LL}\right) \\
&= \arccos\left(\frac{UL^2 + LL^2 - (x^2 + y^2 + z^2 - SL^2)}{2UL \cdot LL}\right)
\end{aligned}$$

## 2 Movement

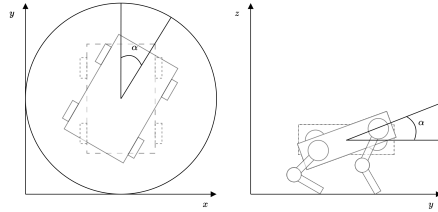


Figure 2: Above and side view of movement of the robot

To move the robot at an angle  $\alpha$  in the side view (second image) we need to calculate the wanted of  $x, y, z$  values and then the changes to the angles of

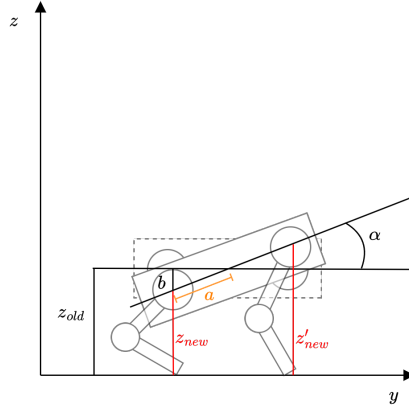


Figure 3: Side view of body rotation

the different joints. The only coordinate that changes in this movement is the  $z$  coordinate.

$$\begin{aligned}
 b &= a \sin(\alpha) \\
 \Rightarrow z_{new} &= z_{old} - b \\
 \Rightarrow z'_{new} &= z_{old} + b
 \end{aligned}$$

We can then calculate the angle change  $\psi_{change}$  by calculating the difference between the two configurations

$$\psi_{change} = \theta_{new} - \theta_{old}$$