

# Robotics 1

## Exercise Solver

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# 1 DC motors

## 1.1 Electrical and mechanical balance

$$V_a(t) = R_a i_a(t) + L_a \frac{di_a(t)}{dt} + v_{emf}(t) \quad (1)$$

$$v_{emf}(t) = k_v \omega(t) \quad (2)$$

in control domain:

$$V_a = (R_a + sL_a)I_a + V_{emf} \quad (3)$$

$$V_{emf} = k_v \omega \quad (4)$$

where  $V_a$  is the voltage applied to the motor,  $R_a$  is the armature resistance,  $L_a$  is the armature inductance,  $i_a$  is the armature current,  $v_{emf}$  is the back emf,  $k_v$  is the back emf constant and  $\omega$  is the angular velocity of the motor.

$$\tau_m(t) = I_m(t) \frac{d\omega(t)}{dt} + F_m \omega(t) + \tau_{load}(t) \quad (5)$$

$$\tau_m(t) = k_t i_a(t) \quad (6)$$

in control domain:

$$T_m = (sI_m + F_m)\omega + T_{load} \quad (7)$$

$$T_m = k_t I_a \quad (8)$$

where  $\tau_m$  is the motor torque,  $I_m$  is the motor inertia,  $F_m$  is the motor friction,  $\tau_{load}$  is the load torque and  $k_t$  is the torque constant. **Note:**  $k_v = k_t$  numerically!

## 1.2 Reduction ratio

The reduction ratio of a the ransmission chain is the product of the reduction ratios of the single elements of the chain:

$$\eta = \sum_{i=1}^n \eta_i \quad (9)$$

### 1.2.1 Harmonic drives

$$\eta = \frac{\#theet_{FS}}{\#theet_{CS} - \#theet_{FS}} = \frac{\#theet_{FS}}{2} \quad (10)$$

$$\#theet_{FS} = \#theet_{CS} - 2 \quad (11)$$

### 1.2.2 Standard gears

Given two gears of radius  $r_1$  and  $r_2$  the reduction ratio is:

$$\eta = \frac{r_2}{r_1} \quad (12)$$

### 1.3 Optimal reduction ratio

$$\eta_{opt} = \sqrt{\frac{J_{load}}{J_{motor}}} \quad (13)$$

### 1.4 Optimal torque

We impose the relation between the angular acceleration of the load and the motor:

$$\ddot{\theta}_m = \eta \ddot{\theta}_l \quad (14)$$

$$\tau_m = J_m * \ddot{\theta}_m + \frac{1}{\eta} (J_l * \ddot{\theta}_l) \quad (15)$$

## 2 Encoders

### 2.1 Absolute encoders

The resolution of an absolute encoder is given by:

$$res = \frac{2\pi}{2^{N_t}} \quad (16)$$

where  $N_t$  is the number of bits of the encoder. **Note: the resolution changes from base to link end!**

$$res_{base} = res_{link}/L \quad (17)$$

where L is the length of the link.

### 2.2 Incremental encoders

The resolution of an incremental encoder is given by:

$$rse = \frac{2\pi}{2^{N_t}} \quad (18)$$

The number of bit of the encoder is given by:

$$N_t = \log_2(N_p) \quad (19)$$

where  $N_p$  is the number of pulses per turn of the encoder.

### 2.3 Multi-turn encoders

The number of bits to count the turns in a multi-turn encoder is given by:

$$N_t = \log_2(N_{turns}) \quad (20)$$

where  $N_{turns}$  is the number of turns of the encoder. The number of turns of the encoder is given by:

$$N_{turns} = \frac{\Delta\theta_{max} * n_r}{2\pi} \quad (21)$$

where  $\delta\theta_{max}$  is the maximum angle of the encoder and  $n_r$  is the reduction ratio.

## 3 Rotation Matrices

### 3.1 Check if R is a rotation matrix

To check if R is a rotation matrix we have to check:

- $\det(R) = 1$
- Orthogonality:  $R^T R = I$
- Normality: for each column  $R_i$  of R,  $\|R_i\| = 1$

### 3.2 General Rotation

$${}^A R_B = \begin{bmatrix} x_A x_B & y_A x_B & z_A x_B \\ x_A y_B & y_A y_B & z_A y_B \\ x_A z_B & y_A z_B & z_A z_B \end{bmatrix} \quad (22)$$

### 3.3 Rotation direct problem

To find R from  $\theta$  and  $\mathbf{r}$  we use the Rodrigues' rotation formula:

$$R(\theta, r) = rr^T + (I - rr^T) \cos(\theta) + (S(r)) \sin(\theta) \quad (23)$$

where  $S(r)$  is the skew-symmetric matrix of  $\mathbf{r}$ :

$$S(r) = \begin{bmatrix} 0 & -r_3 & r_2 \\ r_3 & 0 & -r_1 \\ -r_2 & r_1 & 0 \end{bmatrix} \quad (24)$$

### 3.4 Rotation inverse problem

To find  $\theta$  and  $\mathbf{r}$  from  $\mathbf{R}$  we first check if there is a singularity:

$$\sin(\theta) = \frac{1}{2} \left( \sqrt{(R_{23} - R_{32})^2 + (R_{13} - R_{31})^2 + (R_{12} - R_{21})^2} \right) \quad (25)$$

#### 3.4.1 singularity (hence $\sin(\theta) = 0$ )

If it is a singularity we can find  $\mathbf{r}$  and  $\theta$ : if  $\theta$  is 0: there is no solution for  $\mathbf{r}$ .  
if  $\theta$  is  $\pm\pi$ :

we set  $\sin(\theta) = 0$ ,  $\cos(\theta) = -1$  and we find  $\mathbf{r}$ :

$$\mathbf{r} = \begin{bmatrix} \pm \sqrt{\frac{R_{11}+1}{2}} \\ \pm \sqrt{\frac{R_{22}+1}{2}} \\ \pm \sqrt{\frac{R_{33}+1}{2}} \end{bmatrix} \quad (26)$$

To decide the signs of the elements of  $\mathbf{r}$  we can use the following criteria:

- $r_x r_y = R_{12}/2$
- $r_x r_z = R_{13}/2$
- $r_y r_z = R_{23}/2$

#### 3.4.2 not singularity

If the singularity is not present we can find  $\theta$  and  $\mathbf{r}$ :

**Note: we obtain two solutions for  $\theta$  and consequently  $\mathbf{r}$**

$$\cos(\theta) = (R_{11} + R_{22} + R_{33} - 1) \quad (27)$$

$$\sin(\theta) = \pm \sqrt{(R_{32} - R_{23})^2 + (R_{13} - R_{31})^2 + (R_{21} - R_{12})^2} \quad (28)$$

$$\theta = \text{atan2}(\sin \theta, \cos \theta) \in (-\pi, \pi] \quad (29)$$

$$\mathbf{r} = \frac{1}{2 \sin(\theta)} \begin{bmatrix} R_{32} - R_{23} \\ R_{13} - R_{31} \\ R_{21} - R_{12} \end{bmatrix} \quad (30)$$

## 4 Euler

### 4.1 Euler direct problem

To find  $\mathbf{R}$  from  $\phi$ ,  $\theta$  and  $\psi$  around axis X,Y,Z we use the following formula:

$$\mathbf{R}(\phi, \theta, \psi) = \mathbf{R}_x(\phi) \mathbf{R}_y(\theta) \mathbf{R}_z(\psi) \quad (31)$$

## 4.2 Inverse Problem

Given a rotation matrix  $R$  we can find  $\phi$ ,  $\theta$  and  $\psi$ : First check if there is a singularity (if  $\theta = 0$  or  $\pm\pi$ ).

### 4.2.1 singularity (hence $R_{13}^2 + R_{23}^2 = 0$ )

If it is a singularity we can find  $\phi + \psi$  and  $\phi - \psi$

### 4.3 not singularity

If it is not a singularity we can find  $\phi$ ,  $\theta$  and  $\psi$ :

$$\theta = \text{atan2} \left( \pm \sqrt{R_{13}^2 + R_{23}^2}, R_{33} \right) \quad (32)$$

$$\phi = \text{atan2} (R_{13} / \sin(\theta), -R_{23} / \sin(\theta)) \quad (33)$$

$$\psi = \text{atan2} (R_{31} / \sin(\theta), R_{32} / \sin(\theta)) \quad (34)$$

## 5 Roll Pitch Yawn

### 5.1 RPY direct problem

To find  $R$  from  $\psi$ ,  $\theta$  and  $\phi$  we use the following formula:

$$R(\psi, \theta, \phi) = R_z(\phi)R_y(\theta)R_x(\psi) \quad (35)$$

**Note: the order of the angle is reversed!**

### 5.2 Inverse Problem

Given a rotation matrix  $R$  we can find angles of rotation  $\psi$ ,  $\theta$  and  $\phi$ : First we check if there is a singularity (if  $R_{32}^2 + R_{33}^2 = 0$ ), we then have two cases:

- **No Singularity** — We can find all three parameters of the rotational matrix  $R$

$$\theta = \text{atan2} \left( -R_{31}, \pm \sqrt{R_{32}^2 + R_{33}^2} \right) \quad (36)$$

$$\phi = \text{atan2} (R_{21} / \cos(\theta), R_{11} / \cos(\theta)) \quad (37)$$

$$\psi = \text{atan2} (R_{32} / \cos(\theta), R_{33} / \cos(\theta)) \quad (38)$$

- **Singularity** — We cannot find all three angles, only  $\theta$  and a combination of  $\phi$  and  $\psi$ , the formula for these combinations is:

$$\begin{cases} \phi - \psi = \text{atan2}\{R_{2,3}, R_{1,3}\} & \text{if } \theta = \frac{\pi}{2} \\ \phi + \psi = \text{atan2}\{-R_{2,3}, R_{2,2}\} & \text{if } \theta = -\frac{\pi}{2} \end{cases} \quad (39)$$

## 6 DH frames

### 6.1 Assign axis

- $z_i$  along the direction of joint  $i+1$ .
- $x_i$  along the common normal between  $z_i$  and  $z_{i-1}$ .
- $y_i$  completes the right-handed coordinate system.

### 6.2 DH table

- $\theta_i$  angle between  $x_{i-1}$  and  $x_i$  measured about  $z_{i-1}$ .
- $d_i$  distance between  $x_{i-1}$  and  $x_i$  measured along  $z_{i-1}$ .
- $a_i$  distance between  $z_{i-1}$  and  $z_i$  measured along  $x_i$ .
- $\alpha_i$  angle between  $z_{i-1}$  and  $z_i$  measured about  $x_i$ .

### 6.3 Transformation matrix from DH parameters

$${}^{i-1}A_i = \begin{bmatrix} \cos(\theta_i) & -\sin(\theta_i)\cos(\alpha_i) & \sin(\theta_i)\sin(\alpha_i) & a_i\cos(\theta_i) \\ \sin(\theta_i) & \cos(\theta_i)\cos(\alpha_i) & -\cos(\theta_i)\sin(\alpha_i) & a_i\sin(\theta_i) \\ 0 & \sin(\alpha_i) & \cos(\alpha_i) & d_i \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (40)$$

### 6.4 DH parameters from transformation matrix

First we have to check that the first three by three submatrix is a rotation matrix (see section 3.1).

Then we can find the parameters:

$$\theta_i = \text{atan2}(R_{12}, R_{11}) \quad (41)$$

$$\alpha_i = \text{atan2}(R_{32}, R_{33}) \quad (42)$$

$$d_i = R_{34} \quad (43)$$

$$a_i = R_{14}\cos(\theta_i) + R_{24}\sin(\theta_i) \quad (44)$$



## 7 Workspace

### 7.1 2-DOF robot

The primary workspace is defined by two concentric circles of radius  $r_1$  and  $r_2$  where:

$$r_1 = |l_1 - l_2| \quad (45)$$

$$r_2 = l_1 + l_2 \quad (46)$$

### 7.2 3-DOF robot

The primary workspace is defined by two concentric spheres of radius  $r_{in}$  and  $r_{out}$  where:

$$r_{out} = l_{min} + l_{med} + l_{max} \quad (47)$$

$$r_{in} = \max(0, l_{max} - l_{med} - l_{min}) \quad (48)$$

where:

- $l_{min}$  is the length of the shortest link
- $l_{med}$  is the length of the medium link
- $l_{max}$  is the length of the longest link

## 8 Inverse Kinematic

### 8.1 Trigonometry

$$\cos(\theta + \phi) = \cos(\theta) \cos(\phi) - \sin(\theta) \sin(\phi) \quad (49)$$

$$\sin(\theta + \phi) = \sin(\theta) \cos(\phi) + \cos(\theta) \sin(\phi) \quad (50)$$

### 8.2 algebraic transformation

if we have a system of the form:

$$a \cos(\theta) + b \sin(\theta) = c \quad (51)$$

we can transform it in a system of the form:

$$u_{12} = \frac{a \pm \sqrt{a^2 + b^2 - c^2}}{b + c} \quad (52)$$

$$\theta_{12} = \text{atan2}(u_{12}) \quad (53)$$

**Note:** we have to check that  $a^2 + b^2 - c^2 \geq 0$

### 8.3 algebraic solution

Rewrite a system of equations in the form:

$$\begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix} \begin{bmatrix} c_1 \\ s_1 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \end{bmatrix} \quad (54)$$

and obtain the solution:

$$\det = (a_{11}a_{22} - a_{12}a_{21}) \quad (55)$$

$$c_1 = \frac{a_{11}b_1 + a_{21}b_2}{\det} \quad (56)$$

$$s_1 = \frac{a_{12}b_1 + a_{22}b_2}{\det} \quad (57)$$

**Note:** we have to check that  $\det \neq 0$