

Problem 4

System parameters and initial state:

$$l_1 = 15 \text{ cm}$$

$$l_2 = 15 \text{ cm}$$

$$l_3 = 2 \text{ cm}$$

$$\theta_1 = 0.93 \text{ radians (based on 3/4/5 right triangle)}$$

$$\theta_2 = -1.86 \text{ radians}$$

$$\theta_3 = 0.93 \text{ radians}$$

End effector traces a circle of $r = 20 \text{ cm}$ in 30 seconds

Link 3 is always horizontal

X, Y, and θ of end effector:

$$X = l_1 \cos(\theta_1) + l_2 \cos(\theta_1 + \theta_2) + l_3 \cos(\theta_1 + \theta_2 + \theta_3)$$

$$Y = l_1 \sin(\theta_1) + l_2 \sin(\theta_1 + \theta_2) + l_3 \sin(\theta_1 + \theta_2 + \theta_3)$$

$$\theta = \theta_1 + \theta_2 + \theta_3$$

Create end effector position vector and link angles vector

X vector =

$$\begin{bmatrix} l_1 \cos(\theta_1) + l_2 \cos(\theta_1 + \theta_2) + l_3 \cos(\theta_1 + \theta_2 + \theta_3) \\ l_1 \sin(\theta_1) + l_2 \sin(\theta_1 + \theta_2) + l_3 \sin(\theta_1 + \theta_2 + \theta_3) \\ \theta_1 + \theta_2 + \theta_3 \end{bmatrix}$$

θ vector =

$$\begin{bmatrix} \theta_1 \\ \theta_2 \\ \theta_3 \end{bmatrix}$$

Create jacobian matrix from X and θ vectors:

$J =$

$$\begin{bmatrix} -l_1 \sin(\theta_1) - l_2 \sin(\theta_1 + \theta_2) - l_3 \sin(\theta_1 + \theta_2 + \theta_3) & -l_2 \sin(\theta_1 + \theta_2) - l_3 \sin(\theta_1 + \theta_2 + \theta_3) & -l_3 \sin(\theta_1 + \theta_2 + \theta_3) \\ l_1 \cos(\theta_1) + l_2 \cos(\theta_1 + \theta_2) + l_3 \cos(\theta_1 + \theta_2 + \theta_3) & l_2 \cos(\theta_1 + \theta_2) + l_3 \cos(\theta_1 + \theta_2 + \theta_3) & l_3 \cos(\theta_1 + \theta_2 + \theta_3) \\ 1 & 1 & 1 \end{bmatrix}$$

Take inverse of Jacobian:

$J^{-1} =$

$$\begin{bmatrix} \frac{\cos(\theta_1 + \theta_2)}{-l_1 \sin(\theta_1) \cos(\theta_1 + \theta_2) + l_1 \sin(\theta_1 + \theta_2) \cos(\theta_1)} & \frac{\sin(\theta_1 + \theta_2)}{-l_1 \sin(\theta_1) \cos(\theta_1 + \theta_2) + l_1 \sin(\theta_1 + \theta_2) \cos(\theta_1)} & \frac{-l_3 \sin(\theta_1 + \theta_2) \cos(\theta_1 + \theta_2 + \theta_3) + l_3 \sin(\theta_1 + \theta_2 + \theta_3) \cos(\theta_1 + \theta_2)}{-l_1 \sin(\theta_1) \cos(\theta_1 + \theta_2) + l_1 \sin(\theta_1 + \theta_2) \cos(\theta_1)} \\ \frac{-l_1 \cos(\theta_1) - l_2 \cos(\theta_1 + \theta_2)}{-l_1 l_2 \sin(\theta_1) \cos(\theta_1 + \theta_2) + l_1 l_2 \sin(\theta_1 + \theta_2) \cos(\theta_1)} & \frac{-l_1 \sin(\theta_1) - l_2 \sin(\theta_1 + \theta_2)}{-l_1 l_2 \sin(\theta_1) \cos(\theta_1 + \theta_2) + l_1 l_2 \sin(\theta_1 + \theta_2) \cos(\theta_1)} & \frac{l_1 l_3 \sin(\theta_1) \cos(\theta_1 + \theta_2 + \theta_3) - l_1 l_3 \sin(\theta_1 + \theta_2 + \theta_3) \cos(\theta_1) + l_2 l_3 \sin(\theta_1 + \theta_2) \cos(\theta_1 + \theta_2 + \theta_3) - l_2 l_3 \sin(\theta_1 + \theta_2 + \theta_3) \cos(\theta_1 + \theta_2)}{-l_1 l_2 \sin(\theta_1) \cos(\theta_1 + \theta_2) + l_1 l_2 \sin(\theta_1 + \theta_2) \cos(\theta_1)} \\ -\frac{\cos(\theta_1)}{l_2 \sin(\theta_1) \cos(\theta_1 + \theta_2) - l_2 \sin(\theta_1 + \theta_2) \cos(\theta_1)} & -\frac{\sin(\theta_1)}{l_2 \sin(\theta_1) \cos(\theta_1 + \theta_2) - l_2 \sin(\theta_1 + \theta_2) \cos(\theta_1)} & \frac{l_2 \sin(\theta_1) \cos(\theta_1 + \theta_2) - l_2 \sin(\theta_1 + \theta_2) \cos(\theta_1) + l_3 \sin(\theta_1) \cos(\theta_1 + \theta_2 + \theta_3) - l_3 \sin(\theta_1 + \theta_2 + \theta_3) \cos(\theta_1)}{l_2 \sin(\theta_1) \cos(\theta_1 + \theta_2) - l_2 \sin(\theta_1 + \theta_2) \cos(\theta_1)} \end{bmatrix}$$

Determine x and y input

Polar coordinates:

Circle of radius 20, therefore $r = 20$

Circle completes revolution of 2π radians in 30 seconds, therefore $\phi = (\pi t/15)$ where t is time in seconds

Convert polar coordinates to cartesian:

$$x = r \cos(\phi) = 20 \cos(\pi t/15)$$

$$y = r \sin(\phi) = 20 \sin(\pi t/15)$$

Take derivative to get \dot{x} and \dot{y}

$$\dot{x} = -\frac{4\pi \sin\left(\frac{\pi t}{15}\right)}{3} \quad \dot{y} = \frac{4\pi \cos\left(\frac{\pi t}{15}\right)}{3}$$

Create velocity vector \dot{x} , \dot{y} , and $\dot{\theta}$ ($\dot{\theta} = 0$ because link 3 is always horizontal, thus end effector angle to initial reference frame is always zero)

Velocity vector $\dot{\mathbf{x}} = \begin{bmatrix} -\frac{4\pi \sin(\frac{\pi t}{15})}{3} \\ \frac{4\pi \cos(\frac{\pi t}{15})}{3} \\ 0 \end{bmatrix}$

Multiply inverse jacobian by velocity vector to get angle velocities vector

Angle velocities vector $\dot{\boldsymbol{\theta}} =$

$$\begin{bmatrix} -\frac{4\pi \sin(\frac{\pi t}{15}) \cos(\theta_1 + \theta_2)}{3(-l_1 \sin(\theta_1) \cos(\theta_1 + \theta_2) + l_1 \sin(\theta_1 + \theta_2) \cos(\theta_1))} + \frac{4\pi \sin(\theta_1 + \theta_2) \cos(\frac{\pi t}{15})}{3(-l_1 \sin(\theta_1) \cos(\theta_1 + \theta_2) + l_1 \sin(\theta_1 + \theta_2) \cos(\theta_1))} \\ \frac{4\pi(-l_1 \sin(\theta_1) - l_2 \sin(\theta_1 + \theta_2)) \cos(\frac{\pi t}{15})}{3(-l_1 l_2 \sin(\theta_1) \cos(\theta_1 + \theta_2) + l_1 l_2 \sin(\theta_1 + \theta_2) \cos(\theta_1))} - \frac{4\pi(-l_1 \cos(\theta_1) - l_2 \cos(\theta_1 + \theta_2)) \sin(\frac{\pi t}{15})}{3(-l_1 l_2 \sin(\theta_1) \cos(\theta_1 + \theta_2) + l_1 l_2 \sin(\theta_1 + \theta_2) \cos(\theta_1))} \\ -\frac{4\pi \sin(\theta_1) \cos(\frac{\pi t}{15})}{3(l_2 \sin(\theta_1) \cos(\theta_1 + \theta_2) - l_2 \sin(\theta_1 + \theta_2) \cos(\theta_1))} + \frac{4\pi \sin(\frac{\pi t}{15}) \cos(\theta_1)}{3(l_2 \sin(\theta_1) \cos(\theta_1 + \theta_2) - l_2 \sin(\theta_1 + \theta_2) \cos(\theta_1))} \end{bmatrix}$$

Where the elements correspond to $\dot{\theta}_1$, $\dot{\theta}_2$, and $\dot{\theta}_3$, respectively.

Initial angle velocity values can be calculated from initial link angles, link lengths, and $t = 0$.

Angle values over time can be calculated from

$\theta[i] = \theta[i - 1] + \dot{\theta}[i - 1](\Delta t)$ where Δt is the chosen time increment.

Angle velocities over time can be calculated by substituting time[i], $\theta_1[i]$, and $\theta_2[i]$ into the $\dot{\theta}$ equations.