

# Tavole applicative

Corso di Controllo dei Robot

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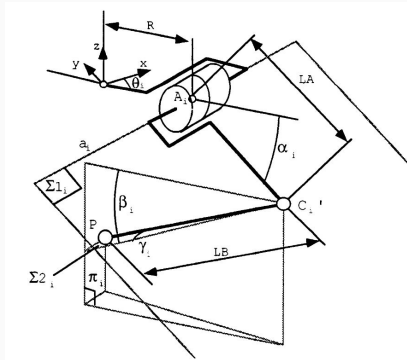
Jacobian

# Delta robot

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# Delta robot - Direct kinematic



## Delta robot - Direct kinematic

$C_i$  coordinates are given by the intersection of three circles of radius  $L_A$  belonging to the plane  $\pi_i$  and the sphere centered in  $P$  having radius  $L_B$ .

$$C_i = \begin{pmatrix} (R + L_A \cos \alpha_i) \cos \theta_i \\ (R + L_A \cos \alpha_i) \sin \theta_i \\ -L_A \sin \alpha_i \end{pmatrix}$$

Equation of the sphere centered in  $P$ :

$$(x - p_x)^2 + (y - p_y)^2 + (z - p_z)^2 = L_B^2 \quad (1)$$

$$((R + L_A \cos \alpha_i) \cos \theta_i - x)^2 + ((R + L_A \cos \alpha_i) \sin \theta_i - y)^2 + (L_A \sin \alpha_i - z)^2 = L_B^2 \quad (2)$$

## Delta robot - Direct kinematic

$$D_i = R^2 + 2 \cos q_i R l_A + l_A^2 - l_B^2 \quad (3)$$

$$E_i = \cos \theta_i (2 R + 2 l_A \cos q_i) \quad (4)$$

$$F_i = \sin \theta_i (2 R + 2 l_A \cos q_i) \quad (5)$$

$$G_i = -2 l_A \sin (q_i) \quad (6)$$

$$H_1 = E_1 G_2 - E_2 G_1 - E_1 G_3 + E_3 G_1 + E_2 G_3 - E_3 G_2 \quad (7)$$

$$H_2 = E_2 F_1 - E_1 F_2 + E_1 F_3 - E_3 F_1 - E_2 F_3 + E_3 G_2 \quad (8)$$

$$H_3 = D_1 E_2 - D_1 E_1 - D_1 E_3 + D_3 E_1 + D_2 E_3 - D_3 E_2 \quad (9)$$

$$H_4 = D_2 F_1 - D_1 F_2 + D_1 F_3 - D_3 F_1 - D_2 F_3 + D_3 F_2 \quad (10)$$

$$H_5 = F_2 G_1 - F_1 G_2 + F_1 G_3 - F_3 G_1 - F_2 G_3 + F_3 G_2 \quad (11)$$

## Delta robot - Direct kinematic

$$L = \frac{H_1^2 + H_5^2}{H_2^2} + 1 \quad (12)$$

$$M = G_1 - \frac{E_1 H_5 + F_1 H_1}{H_2} + \frac{2 H_1 H_3 + 2 H_4 H_5}{H_2^2} \quad (13)$$

$$N = D_1 - \frac{E_1 H_4 + F_1 H_3}{H_2} + \frac{2 H_3^2 + 2 H_4^2}{H_2^2} \quad (14)$$



## Delta robot - Direct kinematic

End effector coordinates computation:

$$z_{1,2} = -\frac{M \pm \sqrt{M^2 - 4 L N}}{2 L} \quad (15)$$

Among the two solutions we pick the one with lower height that belongs to the Delta robot workspace.

$$x = \frac{H_4}{H_2} - \frac{H_5 (M - \sqrt{M^2 - 4 L N})}{2 H_2 L} \quad (16)$$

$$y = \frac{H_3}{H_2} - \frac{H_1 (M - \sqrt{M^2 - 4 L N})}{2 H_2 L} \quad (17)$$

## Delta robot - Inverse kinematic

$$A = L_A^2 - L_B^2 - R^2 + x_i^2 + y_i^2 + z_i^2 \quad (18)$$

$$B = 2x_i - 2R \quad (19)$$

$$z = \frac{A - Bx}{2z_i} \quad (20)$$

where:

$$x = \frac{b + \sqrt{b^2 - ac}}{a} \quad (21)$$

with:

$$a = (2R - 2x_i)^2 + 4z_i^2 \quad (22)$$

$$b = 4Rz_i^2 + AB \quad (23)$$

$$c = A^2 - 4L_A^2z_i^2 + 4R^2z_i^2 \quad (24)$$

$$a_i = -a \sin\left(\frac{z}{\dots}\right) \quad (25)$$

## Delta robot - Jacobian computation

$$\begin{pmatrix} p - R_b (\bar{R} - L_A \cos(\bar{q}_i)) \\ p \\ p + L_A R_b \sin(\bar{q}_i) \end{pmatrix} \quad (26)$$