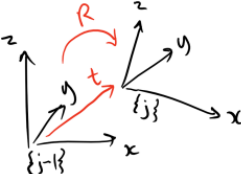
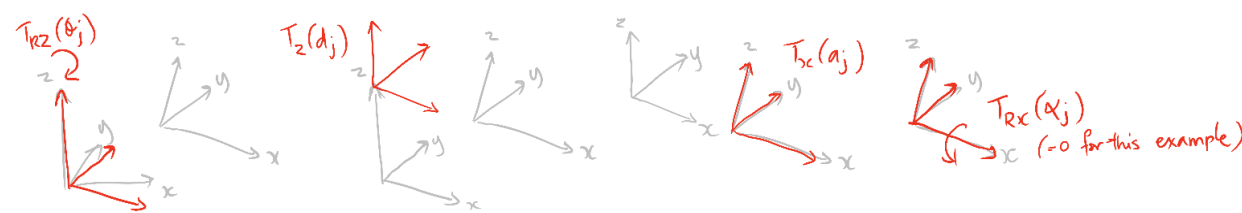


DH Parameters Quick Reference Guide

Detailed explanations of DH Parameters are in the textbook and the online lecture. This reference guide is just a brief reminder.

DH Parameters are an efficient way of calculating the forward transformation matrix between joints on a robotic manipulator. From these, we can express the relative position and orientation between the joint reference frames. DH Parameters also provide a concise description of the manipulator geometry that is universally understood.

 <p>The transformation matrix between two consecutive reference frames $j-1 \rightarrow j$ is given by:</p>	$\mathbf{T}_{j-1}^j = \begin{bmatrix} \mathbf{R}_{j-1}^j & \mathbf{t}_{j-1}^j \\ \mathbf{0}_{1 \times 3} & 1 \end{bmatrix}$		
<p>Where \mathbf{R}_{j-1}^j is the relative rotation matrix from $j-1$ to j, and \mathbf{t}_{j-1}^j is the translation vector in Euclidean space from $j-1$ to j. This can be partitioned in to functions of the 4 DH Parameters:</p>	$\mathbf{T}_{j-1}^j = \mathbf{T}_{Rz}(\theta_j) \mathbf{T}_z(d_j) \mathbf{T}_x(a_j) \mathbf{T}_{Rx}(\alpha_j)$		
			
<p>We can then concatenate multiple consecutive joints to express the end-effector relative to the base of the manipulator as a product of all transformations:</p>	$\mathbf{T}_0^n = \prod_{j=1}^n \mathbf{T}_{Rz}(\theta_j) \mathbf{T}_z(d_j) \mathbf{T}_x(a_j) \mathbf{T}_{Rx}(\alpha_j)$		
<p>Where \mathbf{I}_3 is the 3×3 identity matrix, each of the individual transformations is given by:</p>			
$\mathbf{T}_{Rz}(\theta_j) = \begin{bmatrix} \cos(\theta_j) & -\sin(\theta_j) & 0 \\ \sin(\theta_j) & \cos(\theta_j) & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{matrix} \mathbf{0}_{3 \times 1} \\ 1 \end{matrix}$	$\mathbf{T}_z(d_j) = \begin{bmatrix} \mathbf{I}_3 & 0 \\ \mathbf{0}_{1 \times 3} & d_j \end{bmatrix}$	$\mathbf{T}_x(a_j) = \begin{bmatrix} \mathbf{I}_3 & a_j \\ \mathbf{0}_{1 \times 3} & 1 \end{bmatrix}$	$\mathbf{T}_{Rx}(\alpha_j) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos(\alpha_j) & -\sin(\alpha_j) \\ 0 & \sin(\alpha_j) & \cos(\alpha_j) \end{bmatrix} \begin{matrix} \mathbf{0}_{3 \times 1} \\ 1 \end{matrix}$