

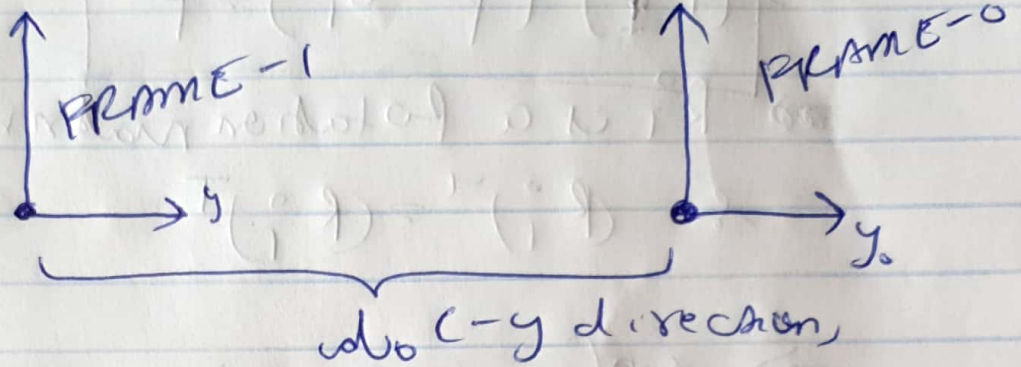
October 8th 19

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ENPM-662

HW-4

①



$$\theta_1^*(t) = (t - 2) \frac{\pi}{4} = \left[\frac{\pi t}{4} - \frac{\pi}{2} \right]$$

$$Z_0 = [0 \ 0 \ 1]^T = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$P^0(t) = [t \ 2t^2 \ 3t^3 + 1]^T \rightarrow \text{position of particle in fixed '0' frame.}$$

② $P^0 = R_1 P^1 + O_1$

Here the Rotation is about the Z axis

Hence the general form of the rotation matrix is given as:

$$\begin{bmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix} = R_1$$

We want to find p'

$$\Rightarrow (R_i^0)^{-1} (p^0 - o_i) = p'$$

R_i^0 is a rotation matrix,
so $(R_i^0)^{-1} = (R_i^0)^T$

$$\Rightarrow \begin{bmatrix} \cos\left(\frac{\pi t}{4} - \frac{\pi}{2}\right) & -\sin\left(\frac{\pi t}{4} - \frac{\pi}{2}\right) & 0 \\ \sin\left(\frac{\pi t}{4} - \frac{\pi}{2}\right) & \cos\left(\frac{\pi t}{4} - \frac{\pi}{2}\right) & 0 \\ 0 & 0 & 1 \end{bmatrix}^T = (R_i^0)^{-1}$$

Writing $\cos \theta$ as $(\theta \rightarrow$

$$\Rightarrow \begin{bmatrix} \cos\left(\frac{\pi t}{4} - \frac{\pi}{2}\right) & +\sin\left(\frac{\pi t}{4} - \frac{\pi}{2}\right) & 0 \\ -\sin\left(\frac{\pi t}{4} - \frac{\pi}{2}\right) & \cos\left(\frac{\pi t}{4} - \frac{\pi}{2}\right) & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} t \\ 2t^2 \\ 3t^3 + 1 \end{bmatrix} - \begin{bmatrix} 0 \\ -d \\ 0 \end{bmatrix} = p'$$

$$\Rightarrow \begin{bmatrix} +\sin\left(\frac{\pi t}{4}\right) & -\cos\left(\frac{\pi t}{4}\right) & 0 \\ +\cos\left(\frac{\pi t}{4}\right) & \sin\left(\frac{\pi t}{4}\right) & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} t \\ 2t^2 + d \\ 3t^3 + 1 \end{bmatrix} = p'$$

$$\begin{bmatrix} t \cdot \sin\left(\frac{\pi t}{4}\right) + \cos\left(\frac{\pi t}{4}\right) \cdot (2t^2 + d) \\ + t \cdot \cos\left(\frac{\pi t}{4}\right) + \sin\left(\frac{\pi t}{4}\right) \cdot (2t^2 + d) \\ 3t^3 + 1 \end{bmatrix} = p'$$

This is the position as a function of time w.r.t frame

(ii)

From (i), we know that

$$p' = \begin{bmatrix} \cos\theta_1 & \sin\theta_1 & 0 \\ -\sin\theta_1 & \cos\theta_1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} t \\ 2t^2 \\ 3t^3 + 1 \end{bmatrix}$$

$$\text{where } \theta_1 = \frac{\pi}{4} t - \frac{\pi}{2}$$

Velocity is the differential of p'

$$\therefore (p')' = \text{velocity}$$

$$\therefore (p')' = \text{derivative of } \begin{bmatrix} t \cos\theta_1 + 2t^2 \sin\theta_1 & t \sin\theta_1 + 2t^2 \cos\theta_1 & 0 \text{ or } 3t^3 + 1 \end{bmatrix}$$

$$\therefore (p')' = \begin{bmatrix} t \cos \theta_1 + 2t^2 \sin \theta_1 \\ -t \sin \theta_1 + 2t^2 \cos \theta_1 \\ 3t^3 \end{bmatrix} = \text{velocity of the particle.}$$

Let $\cos \theta_1 = c\theta_1$, Let $\sin \theta_1 = s\theta_1$
 $\theta_1 = \frac{\pi}{4} t - \frac{\pi}{2}$

$$\text{Velocity} = \begin{bmatrix} -t s\theta\left[\frac{\pi}{4}\right] + c\theta + 4t s\theta + 2t^2 c\theta\left[\frac{\pi}{4}\right] + d c\theta\left[\frac{\pi}{4}\right] \\ -t c\theta\left[\frac{\pi}{4}\right] + (-s\theta) + 4t c\theta + 2t^2 (-s\theta)\left[\frac{\pi}{4}\right] + d(-s\theta)\left[\frac{\pi}{4}\right] \\ 9t^2 + 0 \end{bmatrix}$$

$$\Rightarrow \text{velocity} = \begin{bmatrix} -\frac{t\pi}{4} s\theta + c\theta + 4t s\theta + \frac{t^2\pi}{2} c\theta + \frac{\pi d}{4} c\theta \\ -\frac{\pi t}{4} c\theta - s\theta + 4t c\theta - \frac{\pi t^2}{2} s\theta - \frac{\pi d}{4} s\theta \\ 9t^2 \end{bmatrix}$$

$$\Rightarrow \text{velocity} = \begin{bmatrix} \left[\frac{t^2 \pi}{2} + \frac{\pi d}{4} + 1 \right] \cos \theta + \left[4t - \frac{\pi t}{4} \right] \sin \theta \\ \left[4t - \frac{\pi t}{4} \right] \cos \theta + \left[-1 - \frac{\pi t^2}{4} \right] \sin \theta \\ q t^2 \quad \frac{-\pi d^2}{4} \end{bmatrix}$$

Now, we know that $\theta = \frac{\pi t}{4} - \frac{\pi}{2}$

$$\Rightarrow \cos \theta = \cos \left(\frac{\pi t}{4} - \frac{\pi}{2} \right) = \sin \left(\frac{\pi t}{4} \right) \quad \sin \theta = \sin \left(\frac{\pi t}{4} - \frac{\pi}{2} \right) = -\cos \left(\frac{\pi t}{4} \right)$$

Velocity =

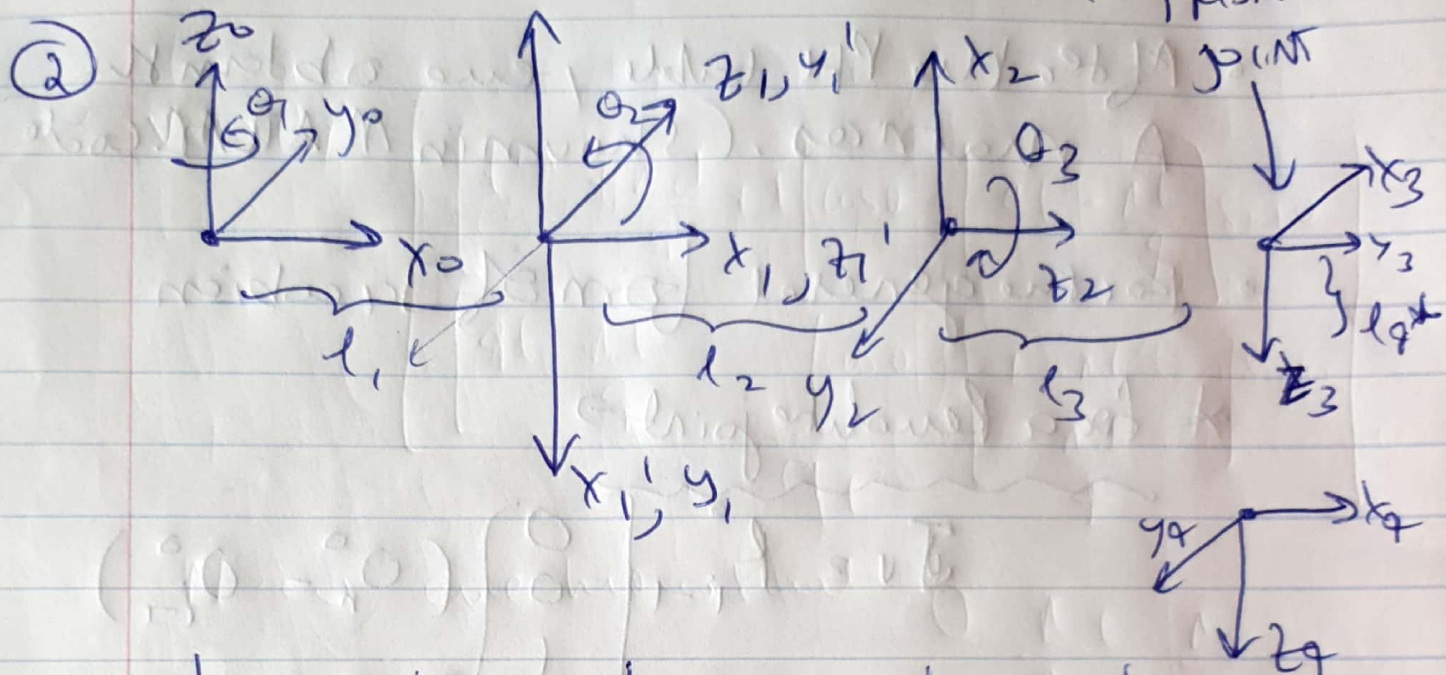
$$\begin{bmatrix} \left[\frac{t^2 \pi}{2} + \frac{\pi d}{4} + 1 \right] \sin \left(\frac{\pi t}{4} \right) + \left(4t - \frac{\pi t}{4} \right) (-\cos \frac{\pi t}{4}) \\ \left(4t - \frac{\pi t}{4} \right) \sin \left(\frac{\pi t}{4} \right) + \left[-1 - \frac{\pi t^2}{4} \right] (-\cos \frac{\pi t}{4}) \\ q t^2 \quad \frac{-\pi d^2}{4} \end{bmatrix}$$



Final velocity of particle in frame E_1 .

REVOLUTE JOINTS

PRISMATIC JOINT



	z_{n-1}	z_{n-1}	x_n	x_n
	θ	d	a	α
$0 \rightarrow 1$	θ_1^*	0	l_1	-90
$1 \rightarrow 1'$	$\theta_2^* + 90$	0	0	90
$1' \rightarrow 2$	0	l_2	0	0
$2 \rightarrow 3$	$\theta_3^* + 90$	l_3	0	90
$3 \rightarrow 4$	90	l_4^*	0	0

This gives the forward kinematics of the manipulator.

• After the PH table, we obtain the A matrices. (shown in MATLAB code)

• For the general form of Jacobian

* for a Revolute joint \rightarrow

$$J_v = R_{i-1}^0 \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} (0_n^0 - 0_{i-1}^0) \quad \leftarrow \text{along } z\text{-axis}$$

$$J_w = R_{i-1}^0 \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

* for Prismatic joint \rightarrow

$$J_v = R_{i-1}^0 \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$J_w = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

We also know

\rightarrow Ans. (a)

$$J = \begin{bmatrix} z_0(0_1 - 0_0) & z_1(0_1 - 0_0) & z_2(0_1 - 0_0) & z_3 \\ z_0 & z_1 & z_2 & 0 \end{bmatrix}$$

$\theta_1, \theta_2, \theta_3$ are depicted in MATLAB code

Ans: (b)

(c) $l_1 = 3, l_2 = 2, l_3 = 1$

$q = [0, 45, 30, 0.5]$

here $\theta_1 = 0^\circ$

$\theta_2 = 45^\circ$

$\theta_3 = 30^\circ$

$\dot{\theta}_4 = 20.5$

Jacobian =

$$\begin{bmatrix} 0.71 -2.42 & 0.176 & -0.612 \\ 4.815 & 0 & 0.433 & 0.5 \\ 0 & -1.817 & 0.176 & -0.612 \\ 0 & 0 & 0.3071 & 0 \\ 0 & 1.00 & 0 & 0 \\ 1.00 & 0 & -0.3071 & 0 \end{bmatrix}$$

Answers on MATLAB Code

Final velocity vector: $\begin{bmatrix} -9.8823 \\ 16.8605 \\ -6.6828 \\ 3.5355 \\ 4.000 \\ -0.5215 \end{bmatrix}$

Z matrices are obtained by multiplying the Rotational matrices with $[0 \ 0 \ 1]^T$. This is because, the rotation is about the Z-axis.

Rotation matrices are obtained from the 3×3 matrix part of the homogeneous matrix.

The origin is the first 3 elements of the last column of the homogeneous matrix.

All are depicted clearly in the MATLAB code.

But taking the values of z_0, z_1, z_2, z_3 from the output of MATLAB code, we get

Ans. (b)

$$\begin{aligned} z_0 &= [0 \ 0 \ 1]^T \\ z_1 &= [-\sin \theta_1 \ 0 \ 0]^T \\ z_2 &= [(\cos \theta_1 \sin(\theta_2 + 90)) \ (\sin \theta_1 \sin(\theta_2 + 90)) \ (\cos(\theta_2 + 90))]^T \\ z_3 &= \begin{bmatrix} (\sin \theta_1 (\cos(\theta_3 + 90)) + (\cos \theta_1 (\theta_2 + 90) \cdot \sin(\theta_3 + 90)) \\ (\sin \theta_1 (\cos(\theta_2 + 90) \sin(\theta_3 + 90)) - (\cos \theta_1 \sin(\theta_3 + 90)) \\ -\sin(\theta_2 + 90) \times \sin(\theta_3 + 90) \end{bmatrix} \end{aligned}$$

→ Expanded in MATLAB publication (attached)