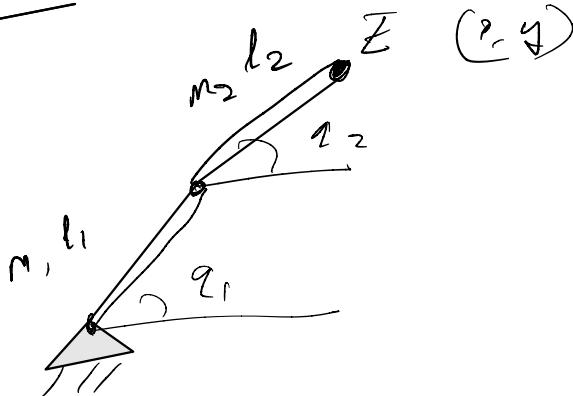


7-8-23



## 2D Manipulators

T<sub>1</sub> - trajectory followingT<sub>2</sub> - apply a force on a wallT<sub>3</sub> - act like a springT<sub>1</sub>

$$x = l_1 \cos q_1 + l_2 \cos q_2 \quad (1)$$

$$y = l_1 \sin q_1 + l_2 \sin q_2$$

$$x = l_1 c q_1 + l_2 c q_2$$

$$y = l_1 s q_1 + l_2 s q_2$$

differentiating

$$v_x = \dot{x} = -l_1 s q_1 \dot{q}_1 - l_2 s q_2 \dot{q}_2$$

$$v_y = \dot{y} = l_1 c q_1 \dot{q}_1 + l_2 c q_2 \dot{q}_2$$

[Transformation from  
joints  $\rightarrow$  end effectors]

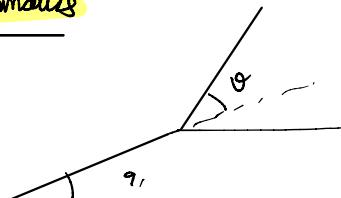
$$\begin{bmatrix} \dot{x} \\ \dot{y} \end{bmatrix} = \begin{bmatrix} -l_1 s q_1 & -l_2 s q_2 \\ l_1 c q_1 & l_2 c q_2 \end{bmatrix} \begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \end{bmatrix} \quad (2)$$

**Forward kinematics**

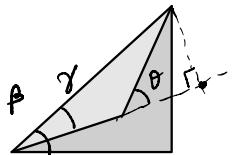
We need the reverse relationship  
i.e. we need to find values of  $q_1, q_2$  given  $x, y$

option -1 solve numerically

option -2 - derive a closed form expression  
(substitut knowns, we get unknown)  
- easier to handle but hard to derive  
- multiple solutions

**Inverse kinematics**

$$\begin{aligned} x^2 + y^2 &= l_1^2 + l_2^2 + 2l_1 l_2 \cos \theta \\ \theta &= \arccos \left( \frac{x^2 + y^2 - l_1^2 - l_2^2}{2l_1 l_2} \right) \end{aligned}$$



$$\begin{aligned} q_1 &= \beta - \gamma \\ &= \tan^{-1} \frac{y}{z} - \tan^{-1} \left( \frac{l_2 \sin \theta}{l_2 \cos \theta} \right) \end{aligned}$$

(3)

1st level ans for task 1

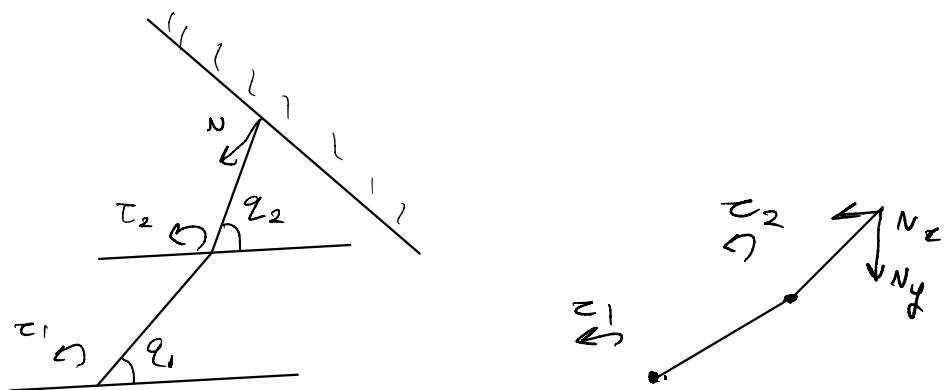
$$x \rightarrow x_d \quad (d \rightarrow \text{desired})$$

$$y \rightarrow y_d$$

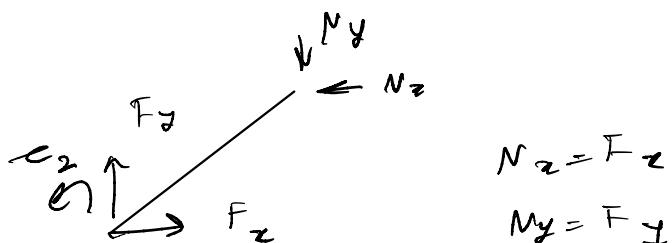
$$q_1 \rightarrow q_1 d$$

$$q_2 \rightarrow q_2 d$$

Task - 2



[Static equilibrium]

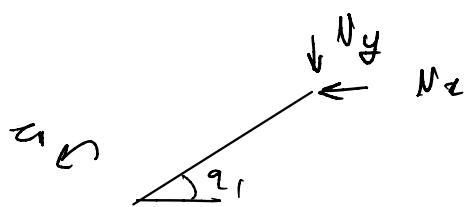


$$N_x = F_x$$

$$N_y = F_y$$

$$\sum M = 0 \Rightarrow c_2 - l_2 \cos q_2 N_y + l_2 \sin q_2 N_x = 0$$

$$c_2 = N_y l_2 \cos q_2 - N_x l_2 \sin q_2$$



(No  $c_2$  because  $c_2$  is applied relative to ground)

$$\sum M_{O_1} = 0$$

$$c_1 = N_y l_1 \cos q_1 - N_x l_1 \sin q_1$$

$$\begin{bmatrix} \ddot{q}_1 \\ \ddot{q}_2 \end{bmatrix} = \begin{bmatrix} -l_1 \sin q_1 & l_2 \cos q_1 \\ -l_2 \sin q_2 & l_2 \cos q_2 \end{bmatrix} \begin{bmatrix} N_1 \\ N_2 \end{bmatrix} - \textcircled{5}$$

eq (3) & (4) solves  $T_2$

Task - 3

Lagrange's Equation.

$$L = T - V$$

Kinetic energy                  Potential energy

$$\frac{d}{dt} \left( \frac{\delta L}{\delta \dot{q}_i} \right) - \frac{\delta L}{\delta q_i} = Q_i$$

$\left( Q_i \rightarrow \text{are generalized forces derived by principle of virtual work} \right)$

$$T = \frac{1}{2} \left( \frac{1}{3} m_1 l_1^2 \right) \dot{q}_1^2 + \frac{1}{2} \left( \frac{1}{12} m_2 l_2^2 \right) \dot{q}_2^2 + \frac{1}{2} m_2 V_{C_2}$$

$$V_{C_2} = \left( l_1 \dot{q}_1 \right)^2 + \left( \frac{l_2}{2} \dot{q}_2 \right)^2 + 2l_1 \dot{q}_1 \frac{l_2}{2} \dot{q}_2 \cos(\dot{q}_2 - \dot{q}_1)$$

$$V = m_1 g \frac{l_1}{2} \sin q_1 + m_2 g \left( l_1 \sin q_1 + \frac{l_2}{2} \sin q_2 \right)$$

$$\frac{1}{3} m_1 l_1^2 \ddot{q}_1 + m_2 l_1^2 \ddot{q}_1 + m_2 l_1 \frac{l_2}{2} \ddot{q}_2 \cos(\dot{q}_2 - \dot{q}_1) - m_2 l_1 \frac{l_2}{2} \ddot{q}_1 \cos(\dot{q}_2 - \dot{q}_1)$$

$$+ m_1 g \frac{l_1}{2} \dot{q}_1 + m_2 g l_1 \dot{q}_1 = c_1 - (1)$$

$$\frac{1}{3} m_2 l_2^2 \ddot{q}_2 + m_2 \frac{l_2^2}{6} \ddot{q}_2 + m_2 l_1 \frac{l_2}{2} \dot{q}_1 \cos(\dot{q}_2 - \dot{q}_1) - m_2 l_1 \frac{l_2}{2} \dot{q}_1 \cos(\dot{q}_2 - \dot{q}_1)$$

$$+ m_2 g \frac{l_2}{2} \sin q_2 = c_2$$

We want

$$F_x = kx$$

more generally

$$F_x = -kx(x - x_0)$$

$$F_y = ky$$

$$F_y = -k_y (y - y_0)$$

from (1)

$$F_x = k(l_1 c q_1 + l_2 c q_2)$$

$$F_y = k(l_1 s q_1 + l_2 s q_2)$$

from (4)

$$k(l_1 s q_1 + l_2 s q_2) l_2 c q_2 - k(l_1 c q_1 + l_2 c q_2) l_2 s q_2 = \tau_{2s}$$

$$k(l_1 s q_1 + l_2 s q_2) l_2 c q_2 - k(l_1 c q_1 + l_2 c q_2) l_2 s q_2 = \tau_b$$

Set motor torques to be

$$\tau_s + \tau_{1s} \quad \& \quad \tau_2 + \tau_{2s} \quad (\text{Ans to } T_3)$$