

19110179Aryan ShahAssignment 02Q1 To show  $R_S(a)R^T = S(Ra)$ since  $R$  is a general rotational matrixwe can assume it to be for  $z$  axis therefore

$$\text{let } R_{z,\theta} = R = \begin{bmatrix} \cos\theta & -\sin\theta & 0 \\ \sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{bmatrix},$$

$$a = \begin{bmatrix} a_x \\ a_y \\ a_z \end{bmatrix}$$

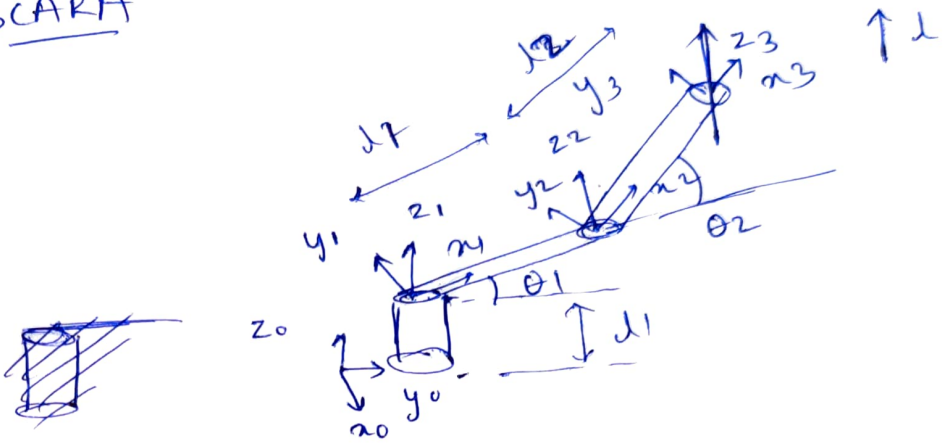
$$\begin{aligned} \text{LHS } R_S(a)R^T &= \begin{bmatrix} \cos\theta & -\sin\theta & 0 \\ \sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 & -a_z & a_y \\ a_z & 0 & -a_x \\ -a_y & a_x & 0 \end{bmatrix} \begin{bmatrix} \cos\theta & \sin\theta & 0 \\ -\sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \\ &= \begin{bmatrix} -\sin\theta a_z & -\cos\theta a_z & \cos\theta a_y + \sin\theta a_x \\ \cos\theta a_z & -\sin\theta a_z & \sin\theta a_y - \cos\theta a_x \\ -a_y & a_x & 0 \end{bmatrix} \begin{bmatrix} \cos\theta & \sin\theta & 0 \\ -\sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \\ &= \begin{bmatrix} 0 & -a_z & \cos\theta a_y + \sin\theta a_x \\ a_z & 0 & \sin\theta a_y - \cos\theta a_x \\ -a_y \cos\theta - a_x \sin\theta & -a_y \sin\theta + a_x \cos\theta & 0 \end{bmatrix} \end{aligned}$$

$$\begin{aligned} \text{RHS } S(Ra) &\Rightarrow Ra = \begin{bmatrix} \cos\theta & -\sin\theta & 0 \\ \sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} a_x \\ a_y \\ a_z \end{bmatrix} \\ &= \begin{bmatrix} a_x \cos\theta - a_y \sin\theta \\ a_x \sin\theta + a_y \cos\theta \\ a_z \end{bmatrix} \end{aligned}$$

$$S(Ra) = \begin{bmatrix} 0 & -az & axs\theta + ay\cos\theta \\ az & 0 & ays\theta - ax\cos\theta \\ -ay\cos\theta & ax\cos\theta & 0 \\ -axs\theta & -ays\theta & 0 \end{bmatrix}$$

LHS = RHS

Hence proved.

Q2SCARA

going from 0 to 1

$$R_0^1 = R_{z, \theta_1} = \begin{bmatrix} \cos \theta_1 & -\sin \theta_1 & 0 \\ \sin \theta_1 & \cos \theta_1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$R_1^2 = R_{z, \theta_2} = \begin{bmatrix} \cos \theta_2 & -\sin \theta_2 & 0 \\ \sin \theta_2 & \cos \theta_2 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$R_2^3 = \text{No Rotation} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Also,

$$d_0^1 = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$d_1^2 = \begin{bmatrix} l_1 \\ 0 \\ 0 \end{bmatrix}$$

$$d_2^3 = \begin{bmatrix} l_2 \\ 0 \\ 0 \end{bmatrix}$$

$$H = \begin{bmatrix} R & d \\ 0 & 1 \end{bmatrix}$$

$$H_0^1 = \begin{bmatrix} \cos \theta_1 & -\sin \theta_1 & 0 & 0 \\ \sin \theta_1 & \cos \theta_1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$H_1^2 = \begin{bmatrix} \cos \theta_2 & -\sin \theta_2 & 0 & 0 \\ \sin \theta_2 & \cos \theta_2 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$H_2^3 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$p_0 = H_0^1 H_1^2 H_2^3 p_3$$

$$\text{let } p_3 = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 1 \end{bmatrix}$$

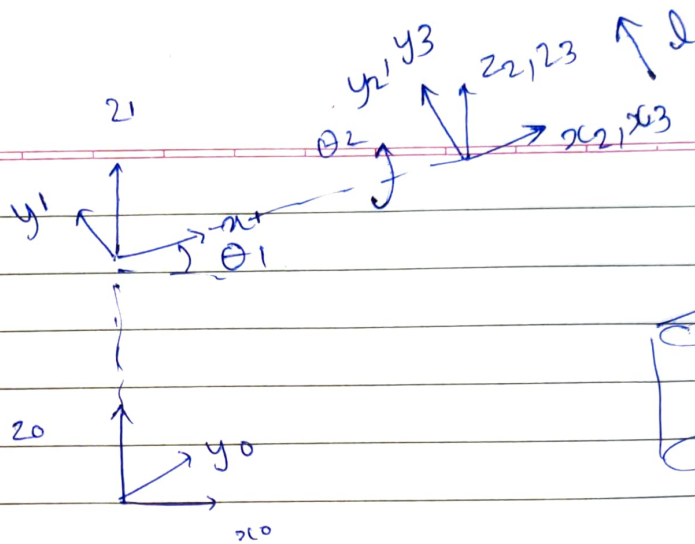
$$p_0 = \begin{bmatrix} x_0 \\ y_0 \\ z_0 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} x_0 \\ y_0 \\ z_0 \\ 1 \end{bmatrix} = \begin{bmatrix} \cos \theta_1 & -\sin \theta_1 & 0 & 0 \\ \sin \theta_1 & \cos \theta_1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \cos \theta_2 & -\sin \theta_2 & 0 & 0 \\ \sin \theta_2 & \cos \theta_2 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 1 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} x_0 \\ y_0 \\ z_0 \end{bmatrix} = \begin{bmatrix} \cos(\theta_1 + \theta_2) & -\sin(\theta_1 + \theta_2) & 0 \\ \sin(\theta_1 + \theta_2) & \cos(\theta_1 + \theta_2) & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} \cos(\theta_1 + \theta_2) \\ \sin(\theta_1 + \theta_2) \\ 1 \end{bmatrix}$$

Q4



$$R_0^1 = R_{z, \theta_1} = \begin{bmatrix} \cos \theta_1 & -\sin \theta_1 & 0 \\ \sin \theta_1 & \cos \theta_1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$d_0^1 = \begin{bmatrix} 0 \\ 0 \\ d_1 \end{bmatrix}$$

$$M_0^1 = \begin{bmatrix} \cos \theta_1 & -\sin \theta_1 & 0 & 0 \\ \sin \theta_1 & \cos \theta_1 & 0 & 0 \\ 0 & 0 & 1 & d_1 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$R_1^2 = R_{x, \theta_2}$$

$$= \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \theta_2 & -\sin \theta_2 \\ 0 & \sin \theta_2 & \cos \theta_2 \end{bmatrix}$$

$$d_1^2 = \begin{bmatrix} d_2 \\ 0 \\ 0 \end{bmatrix}$$

$$M_1^2 = \begin{bmatrix} 1 & 0 & 0 & d_2 \\ 0 & \cos \theta_2 & -\sin \theta_2 & 0 \\ 0 & \sin \theta_2 & \cos \theta_2 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$R_2^3 = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$d_2^3 = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

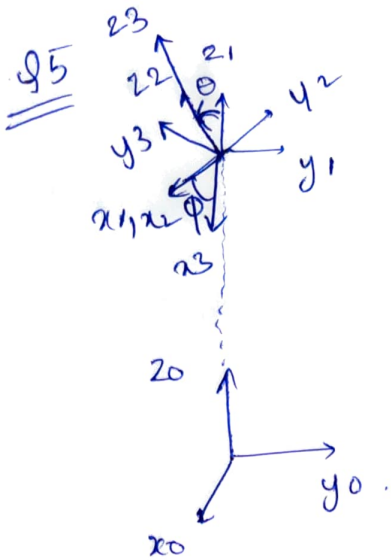
$$H_2^3 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$P_3 = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$$

$$\begin{bmatrix} P_0 \\ 1 \end{bmatrix} = \begin{bmatrix} H_0^1 & H_1^2 & H_2^3 \end{bmatrix} \begin{bmatrix} P_3 \\ 1 \end{bmatrix}$$

$$P_0 = \begin{bmatrix} d_2 \cos \theta_1 - d \cos \theta_1 \sin \theta_1 \\ d \cos^2 \theta_1 + d_2 \sin \theta_1 \\ d_1 + d \sin \theta_2 \end{bmatrix}$$





$$R_0' = \text{no rotation} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \quad d_0' = \begin{bmatrix} 0 \\ 0 \\ 10 \end{bmatrix}$$

$$R_1^2 = R_x, 30^\circ = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos 30 & -\sin 30 \\ 0 & \sin 30 & \cos 30 \end{bmatrix} \quad d_1^2 = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$R_2^3 = R_z, 60^\circ = \begin{bmatrix} \cancel{1} & \cancel{0} & \cancel{0} \\ \cancel{0} & \cancel{\cos 60} & \cancel{-\sin 60} \\ \cancel{0} & \cancel{\sin 60} & \cancel{\cos 60} \end{bmatrix} \quad d_2^3 = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$P_3 = \begin{bmatrix} 0 \\ 0 \\ 3 \end{bmatrix}$$

$$H = \begin{bmatrix} R & d \\ 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} P_0 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 10 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \sqrt{3}/2 & -1/2 & 0 \\ 0 & 1/2 & \sqrt{3}/2 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \cancel{1} & \cancel{0} & \cancel{0} & \cancel{0} \\ \cancel{0} & \cancel{1/2} & \cancel{-\sqrt{3}/2} & \cancel{0} \\ \cancel{0} & \cancel{\sqrt{3}/2} & \cancel{1/2} & \cancel{0} \\ \cancel{0} & \cancel{0} & \cancel{1} & \cancel{1} \end{bmatrix}$$

$$\begin{bmatrix} 1/2 & -\sqrt{3}/2 & 0 & 0 \\ \sqrt{3}/2 & 1/2 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} P_0 \\ 1 \end{bmatrix} = \begin{bmatrix} \cancel{0} \\ \cancel{-1.5} \\ \cancel{15.6} \\ \cancel{0} \end{bmatrix} \begin{bmatrix} 0 \\ -1.5 \\ 12.6 \\ 0.1 \end{bmatrix} \Rightarrow P_0 = \begin{bmatrix} 0 \\ -1.5 \\ 12.6 \end{bmatrix}$$

$$\begin{bmatrix} 0 \\ 0 \\ 3 \\ 1 \end{bmatrix}$$

Q6

There are basic three types of geared motors

① Right angle geared motor use (bevel, worm or hypoid gears)

→ These are angular geared motors with output shaft rotated 90 degrees to motor shaft. used in cranes, packaging, conveyors

② Parallel shafted geared motor (helical)

↳ It uses gears to achieve speed reduction. Motor shaft and speed reducer shaft are parallel to each other. Greater power, are silent, enduring. used in agitators, carriage drivers

③ Inline geared motor (spur or helical or planetary sets)

↳ The gear output shaft is in line with motor shaft. used for low speed high torque applications.

Each of these types can use any gearsets like Helical set has more torque capacity than spur set and usually emit less noise. worm set perform well in cases of low torque angles and are suitable for speed reduction scenarios

Drones have brushless motors which are meant for high speed cases and <sup>Drones</sup> ~~these~~ also does not require torques. on the other hand geared motors are used for <sup>high</sup> torques ~~cases~~ and low speed cases. Thus drone motors does not require geared motors.



q7 SCARA Jacobian

using matrices from q3 as well  
assuming same fig as q3

we know

$$J = \begin{bmatrix} J_v \\ J_w \end{bmatrix}$$

$$J_{v_i} = \begin{bmatrix} z_{i-1} \times (\theta_i - \theta_{i-1}) \\ z_{i-1} \end{bmatrix} \quad \begin{matrix} \text{revolute } i \\ \text{prismatic } i \end{matrix}$$

$$J_{w_i} = \begin{bmatrix} z_{i-1} \\ 0 \end{bmatrix} \quad \begin{matrix} \text{revolute } i \\ \text{prismatic } i \end{matrix} \quad \begin{matrix} i=1,2,3 \\ \text{here} \end{matrix}$$

$$z_{i-1} = R_0^{i-1} K_{i-1}$$

so,

$$O_0 = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}, \quad \begin{bmatrix} 0 \\ 1 \end{bmatrix} = H_0' \begin{bmatrix} J_1 \\ 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} J_1 \cos \theta_1 \\ J_1 \sin \theta_1 \\ 0 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} 0_2 \\ 1 \end{bmatrix} = H_0' \begin{bmatrix} J_2 \\ 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} J_2 \cos(\theta_1 + \theta_2) + J_1 \cos \theta_1 \\ J_2 \sin(\theta_1 + \theta_2) + J_1 \sin \theta_1 \\ J_1 \\ 1 \end{bmatrix} \begin{bmatrix} J_2 \cos \theta_1 \\ J_2 \sin \theta_1 \\ J_1 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} 0_3 \\ 1 \end{bmatrix} = \text{derived} = \begin{bmatrix} J_2 \cos(\theta_1 + \theta_2) + J_1 \cos \theta_1 \\ J_2 \sin(\theta_1 + \theta_2) + J_1 \sin \theta_1 \\ J_1 \\ 1 \end{bmatrix}$$

$i = 1, 2$  revolute  $3 = \text{prismatic}$

$$J = \begin{bmatrix} z_0 \times (\theta_3 - \theta_0) & z_1 \times (\theta_3 - \theta_1) & z_2 \\ z_0 & z_1 & 0 \end{bmatrix}$$

$$z_{i-1} = R_0^{i-1} K_{i-1}$$

$$z_0 = R_0^0 \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

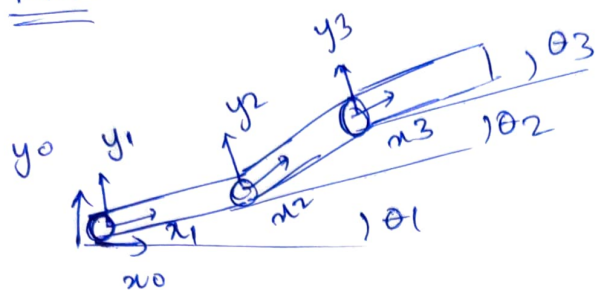
$$Z_1 = R_0^1 k_1 = \begin{bmatrix} \cos \theta_1 & -\sin \theta_1 & 0 \\ \sin \theta_1 & \cos \theta_1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$Z_2 = R_0^2 k_2 = \begin{bmatrix} \cos \theta_1 & -\sin \theta_1 & 0 \\ \sin \theta_1 & \cos \theta_1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \cos \theta_2 & -\sin \theta_2 & 0 \\ \sin \theta_2 & \cos \theta_2 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$J = \begin{bmatrix} -J_2 \sin(\theta_1 + \theta_2) - J_1 \sin \theta_1 & -J_2 \sin(\theta_1 + \theta_2) & 0 \\ J_2 \cos(\theta_1 + \theta_2) + J_1 \cos \theta_1 & J_2 \cos(\theta_1 + \theta_2) & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 1 & 1 & 0 \end{bmatrix}$$

Q9

RRR



All z axes  
out of plane

$$J = \begin{bmatrix} J_v \\ J_w \end{bmatrix}$$

$$Jv_i = \begin{cases} z_{i-1} \times (O_n - O_{i-1}) & \text{revolute } i \\ z_{i-1} & \text{prismatic } i \end{cases}$$

$$z_{i-1} = R_0^{i-1} z_{i-1}$$

$$Jw_i = \begin{cases} z_{i-1} & \text{revolute } i \\ 0 & \text{prismatic } i \end{cases}$$

$$O_0 = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} \quad \begin{bmatrix} 0 \\ 1 \end{bmatrix} = H_0^1 \begin{bmatrix} J_1 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} c\theta_1 & -s\theta_1 & 0 & 0 \\ s\theta_1 & c\theta_1 & 0 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} J_1 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

$$= \begin{bmatrix} J_1 c\theta_1 \\ J_1 s\theta_1 \\ 0 \\ 1 \end{bmatrix}$$

$$\cancel{O_2} = \cancel{R_0^1} \cancel{R_1^2} \begin{bmatrix} J_2 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

$$\begin{bmatrix} 0 \\ 1 \end{bmatrix} = H_0^1 H_1^2 \begin{bmatrix} J_2 \\ 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} c\theta_1 & -s\theta_1 & 0 & 0 \\ s\theta_1 & c\theta_1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} c\theta_2 & -s\theta_2 & 0 & J_1 \\ s\theta_2 & c\theta_2 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} J_2 \\ 0 \\ 0 \\ 1 \end{bmatrix}$$

$$= \begin{bmatrix} J_2 c(\theta_1 + \theta_2) + J_1 c\theta_1 \\ J_2 s(\theta_1 + \theta_2) + J_1 s\theta_1 \\ 0 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} 0 \\ 1 \end{bmatrix} = H_0^1 H_1^2 H_2^3 \begin{bmatrix} J_3 \\ 0 \\ 0 \end{bmatrix} \quad \text{following symmetry and also i/y as above}$$

$$= \begin{bmatrix} J_3 c(\theta_1 + \theta_2 + \theta_3) + J_2 c(\theta_1 + \theta_2) + J_1 c\theta_1 \\ J_3 s(\theta_1 + \theta_2 + \theta_3) + J_2 s(\theta_1 + \theta_2) + J_1 s\theta_1 \\ 0 \\ 1 \end{bmatrix}$$

$i = 1, 2, 3$  revolute

$$J = \begin{bmatrix} z_0 \times (03 - 00) & z_1 \times (03 - 01) & z_2 \times (03 - 02) \\ z_0 & z_1 & z_2 \end{bmatrix}$$

$$z_0 = R_0^0 k_0 = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

By all  $z_1, z_2 = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$

Note let  $0n - 0i - 1 = \begin{bmatrix} x \\ y \\ z \end{bmatrix}$   $z_i = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$

$$z_i \times (03 - 00) \quad z_i \times (0n - 0i - 1) = \begin{bmatrix} -y \\ x \\ 0 \end{bmatrix}$$

00

$$J = \begin{bmatrix} -J_3 \sin(\theta_1 + \theta_2 + \theta_3) - J_2 \sin(\theta_1 + \theta_2) - J_1 \sin(\theta_1) & -J_3 \sin(\theta_1 + \theta_2 + \theta_3) - J_2 \sin(\theta_1 + \theta_2) & -J_3 \sin(\theta_1 + \theta_2 + \theta_3) \\ J_3 \cos(\theta_1 + \theta_2 + \theta_3) + J_2 \cos(\theta_1 + \theta_2) + J_1 \cos(\theta_1) & J_3 \cos(\theta_1 + \theta_2 + \theta_3) + J_2 \cos(\theta_1 + \theta_2) & J_3 \cos(\theta_1 + \theta_2 + \theta_3) \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \\ 1 & 1 & 1 \end{bmatrix}$$