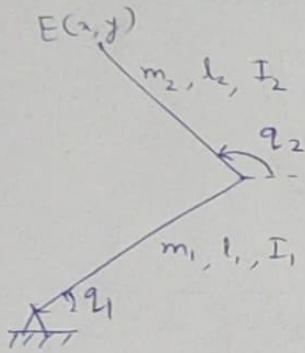


ME - 639
Mini project

Task - 0)



Consider the 2R manipulator with m_i, l_i and I_i as the mass, length and moment of inertia of the respective links. Also, let the co-ordinates of end effector be (x, y) .

$$\therefore \left. \begin{aligned} x &= l_1 \cos(q_1) + l_2 \cos(q_2) \\ y &= l_1 \sin(q_1) + l_2 \sin(q_2) \end{aligned} \right\} \quad \text{--- (1)}$$

Differentiate w.r.t. time, we get

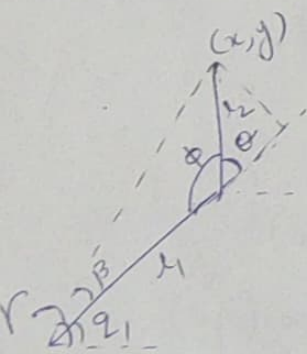
$$\dot{x} = -l_1 \sin(q_1) \dot{q}_1 - l_2 \sin(q_2) \dot{q}_2$$

$$\dot{y} = l_1 \cos(q_1) \dot{q}_1 + l_2 \cos(q_2) \dot{q}_2$$

~~Given~~ Above equations can be represented in matrix form as

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

Also for the relation between (x, y) and q_1, q_2 we can use inverse kinematics as,



Here, $q_2 = q_1 + \theta$

Using cosine rule we get

$$\cos(\phi) = \frac{l_1^2 + l_2^2 - x^2 - y^2}{2l_1 l_2} = \cos(\pi - \theta)$$

$$\Rightarrow -\cos(\theta) = \frac{l_1^2 + l_2^2 - x^2 - y^2}{2l_1 l_2}$$

$$\Rightarrow \cos \left[\theta = \cos^{-1} \left(\frac{x^2 + y^2 - l_1^2 - l_2^2}{2l_1 l_2} \right) \right]$$

Also, $q_1 = \gamma - \beta$

$\therefore \tan \gamma = \frac{y}{x} \Rightarrow \gamma = \tan^{-1}\left(\frac{y}{x}\right)$

and, $\tan \beta = \frac{l_2 \sin \theta}{l_1 + l_2 \cos \theta} \Rightarrow \beta = \tan^{-1}\left(\frac{l_2 \sin \theta}{l_1 + l_2 \cos \theta}\right)$

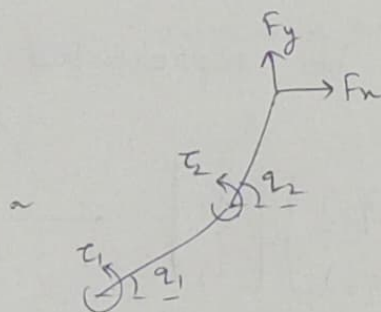
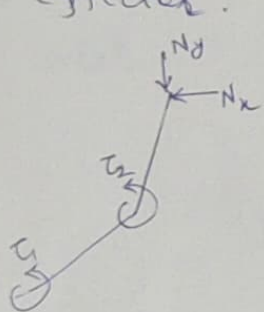
$\therefore q_1 = \tan^{-1}\left(\frac{y}{x}\right) - \tan^{-1}\left(\frac{l_2 \sin \theta}{l_1 + l_2 \cos \theta}\right)$

And, $q_2 = q_1 + \theta$

$q_2 = \tan^{-1}\left(\frac{y}{x}\right) - \tan^{-1}\left(\frac{l_2 \sin \theta}{l_1 + l_2 \cos \theta}\right) + \cos^{-1}\left(\frac{x^2 + y^2 - l_1^2 - l_2^2}{2l_1 l_2}\right)$

Combining all the bones we get equation (3).

For finding forces we need a relation between torques provided by motors and force applied by end effector.



Under static equilibrium, assuming no gravity we have

FBD of link - 1 = $\therefore T_1 = -F_x l_1 \sin(q_1) + F_y l_1 \cos(q_1)$

FBD of link - 2 = $T_2 = -F_x l_2 \sin(q_2) + F_y l_2 \cos(q_2)$

Representing in matrix form, we get

$$\begin{bmatrix} \tau_1 \\ \tau_2 \end{bmatrix} = \begin{bmatrix} -l_1 \sin(q_1) & l_1 \cos(q_1) \\ -l_2 \sin(q_2) & l_2 \cos(q_2) \end{bmatrix} \begin{bmatrix} F_x \\ F_y \end{bmatrix} \quad \text{--- (4)}$$

Now for the robotic arm to show a virtual spring effect about a given point, we have

Let the given point be (x_0, y_0) .

$$\therefore \left. \begin{aligned} F_x &= k(x - x_0) \\ F_y &= k(y - y_0) \end{aligned} \right\} \text{--- (5)} \quad \text{Here } k \text{ is the user defined spring stiffness}$$

The equations derived above did not take into account any dynamics of robotic arm. For considering dynamics we need to use Lagrangian equation, where

$$L = K - V \quad \text{and} \quad \frac{d}{dt} \left(\frac{\partial L}{\partial \dot{q}_i} \right) - \frac{\partial L}{\partial q_i} = Q_i'$$

where $i = 1, 2, \dots$

Q_i' = generalised force

The kinetic energy of links will be,

$$K = \frac{1}{2} \left\{ \left(\frac{1}{3} m_1 l_1^2 + m_2 l_1^2 \right) \dot{q}_1^2 + \left(\frac{1}{3} m_2 l_2^2 \right) \dot{q}_2^2 + (m_2 l_1 l_2 \cos(q_2 - q_1)) \dot{q}_1 \dot{q}_2 \right\}$$

and Potential Energy, $V = m_1 g \frac{l_1}{2} \sin(q_1) + m_2 g (l_1 \sin(q_1) + \frac{l_2}{2} \sin(q_2))$

$$\textcircled{6} \quad \begin{cases} \tau_1 = \frac{1}{3} m_1 l_1^2 \ddot{q}_1 + m_2 l_1^2 \ddot{q}_1 + m_2 l_1 l_2 \ddot{q}_2 \cos(q_2 - q_1) / 2 - m_1 l_1 l_2 \dot{q}_2 (\dot{q}_2 - \dot{q}_1) / 2 \sin(q_2 - q_1) / 2 \\ \quad - m_1 g l_1 \cos(q_1) / 2 + m_2 g l_1 \cos(q_1) \\ \tau_2 = \frac{1}{3} m_2 l_2^2 \ddot{q}_2 + m_2 l_2^2 \ddot{q}_2 / 4 + m_2 l_1 l_2 \ddot{q}_1 \cos(q_2 - q_1) / 2 + m_2 g l_2 \sin(q_2) / 2 \\ \quad - m_2 l_1 l_2 \dot{q}_1 (\dot{q}_2 - \dot{q}_1) \sin(q_2 - q_1) / 2 \end{cases}$$