



SIMULATION OF A ROBOT ARM  
DRAWING THE WORDS "21ECE"

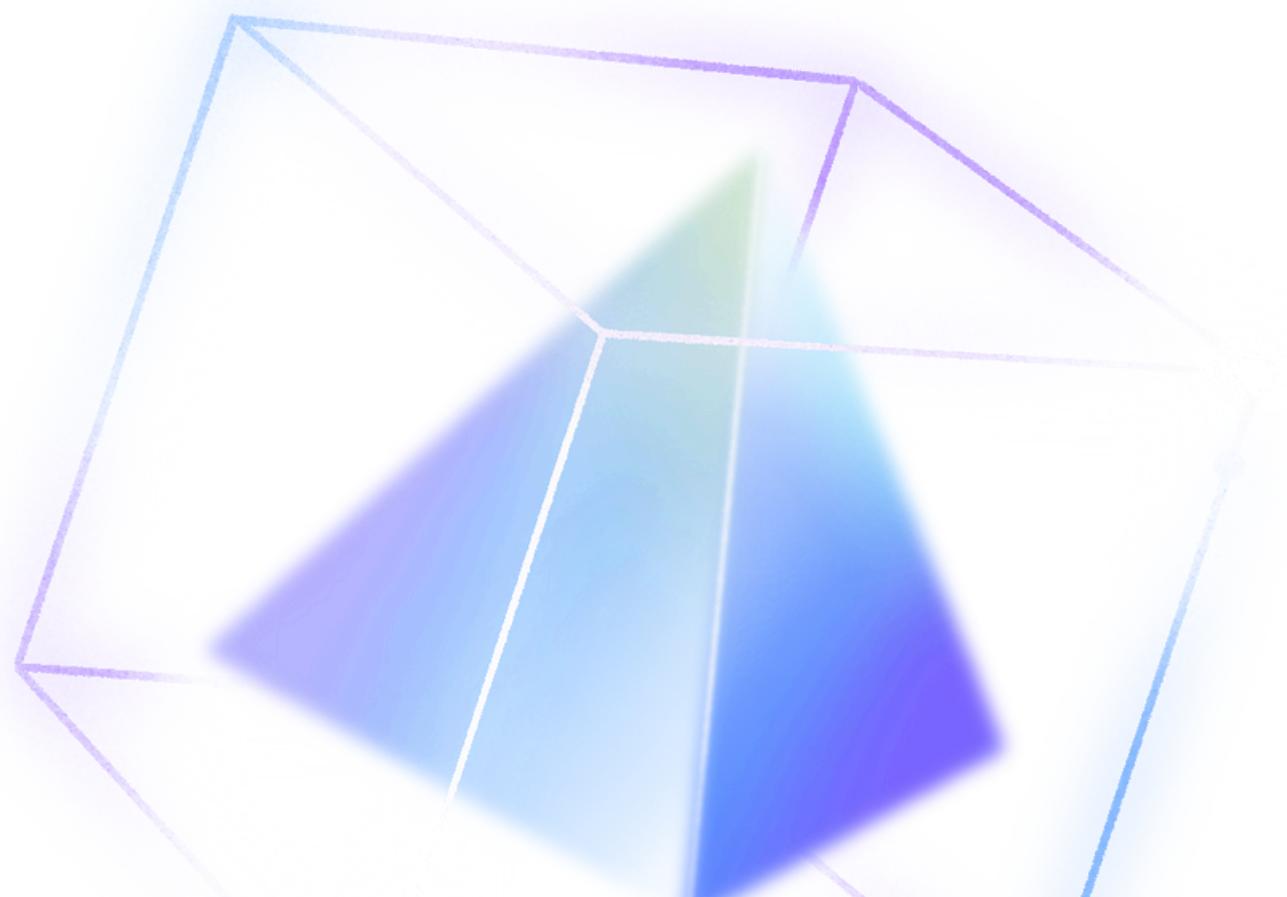
# PROJECT





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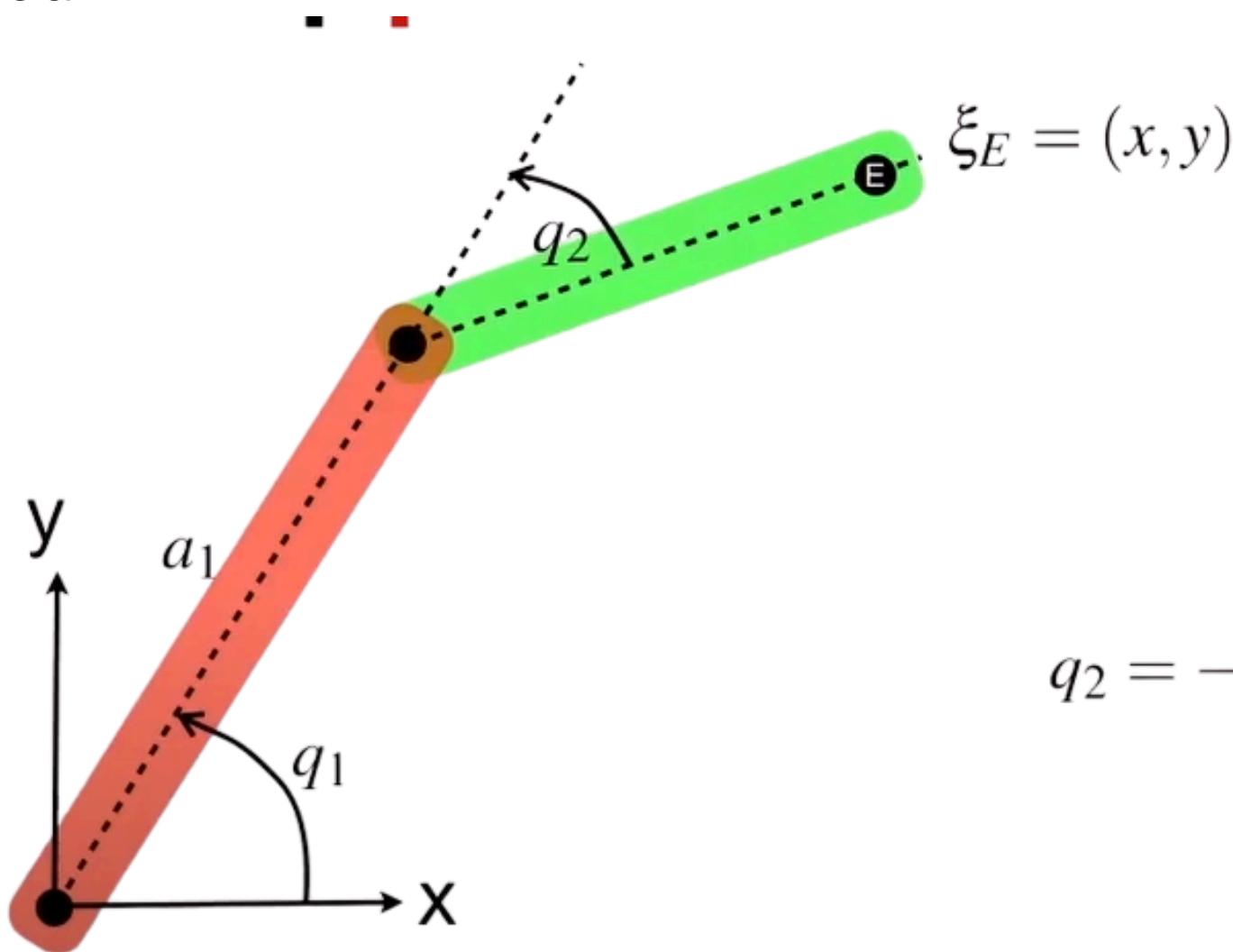
- 2DoF robot model
- Inverse Kinematics
- The process of drawing the letters "21ECE"
- Simulink MATLAB



# 2DOF ROBOT MODEL

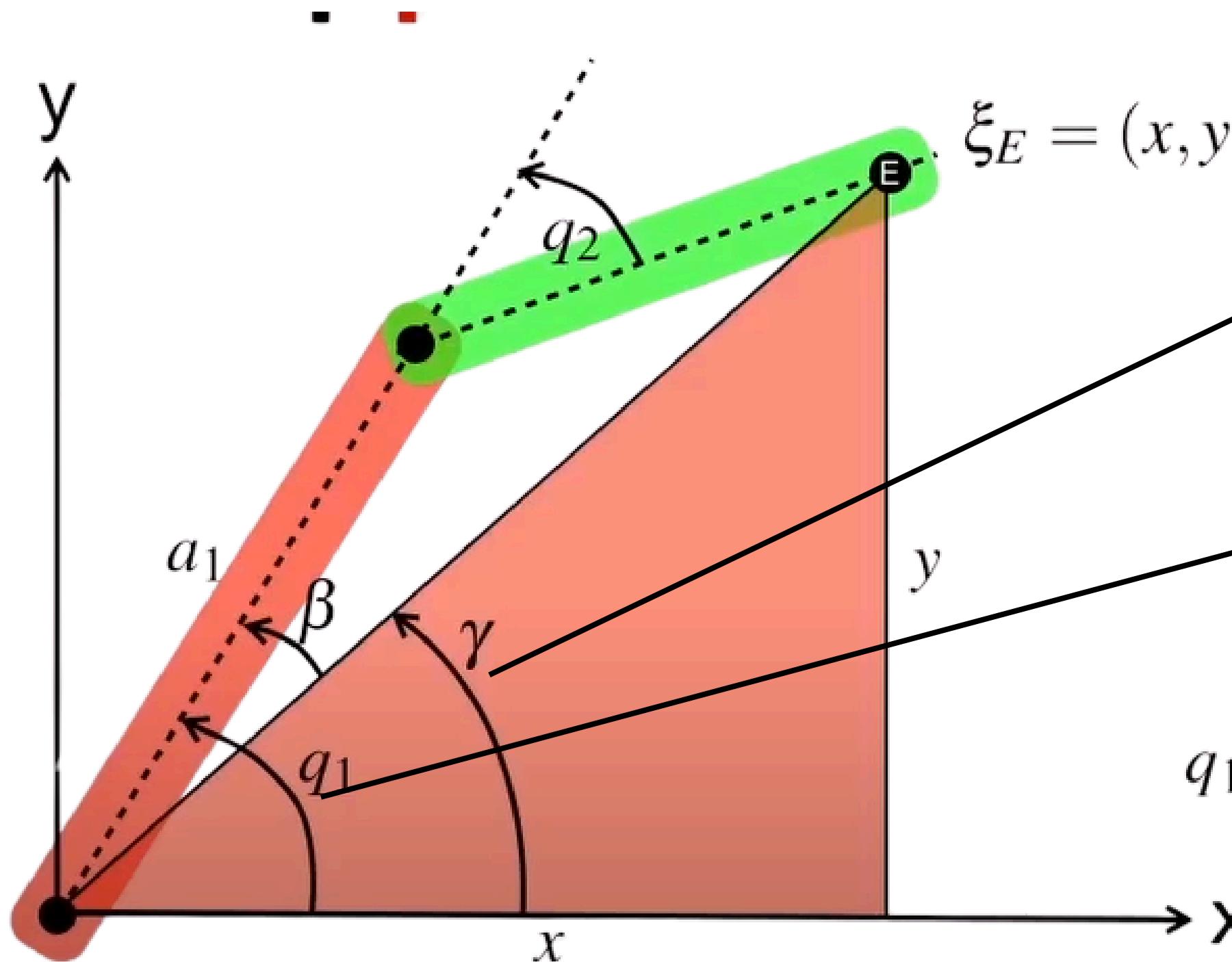
The pose of this robot is described simply by two numbers, the coordinates  $x$  and  $y$  with respect to the world coordinate frame. So, the problem here is that given  $x$  and  $y$ , we want to determine the joined angles,  $Q_1$  and  $Q_2$ .

2DOF Model is Elbow up



$$q_2 = -\cos^{-1} \frac{x^2 + y^2 - a_1^2 - a_2^2}{2a_1a_2}$$

# INVERSE KINEMATICS



$$\gamma = \tan^{-1} \frac{y}{x}$$

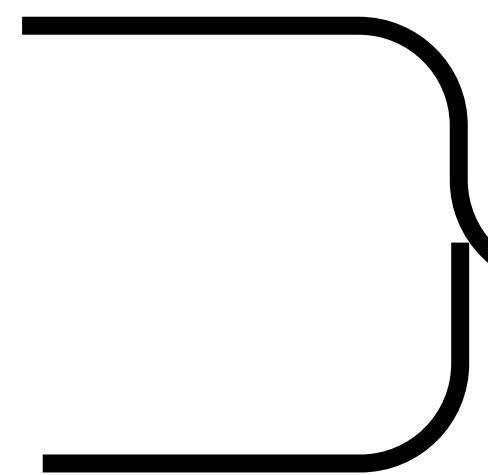
$$q_1 = \gamma + \beta$$

$$q_1 = \tan^{-1} \frac{y}{x} + \tan^{-1} \frac{a_2 \sin q_2}{a_1 + a_2 \cos q_2}$$

$$\beta = \tan^{-1} \frac{a_2 \sin q_2}{a_1 + a_2 \cos q_2}$$

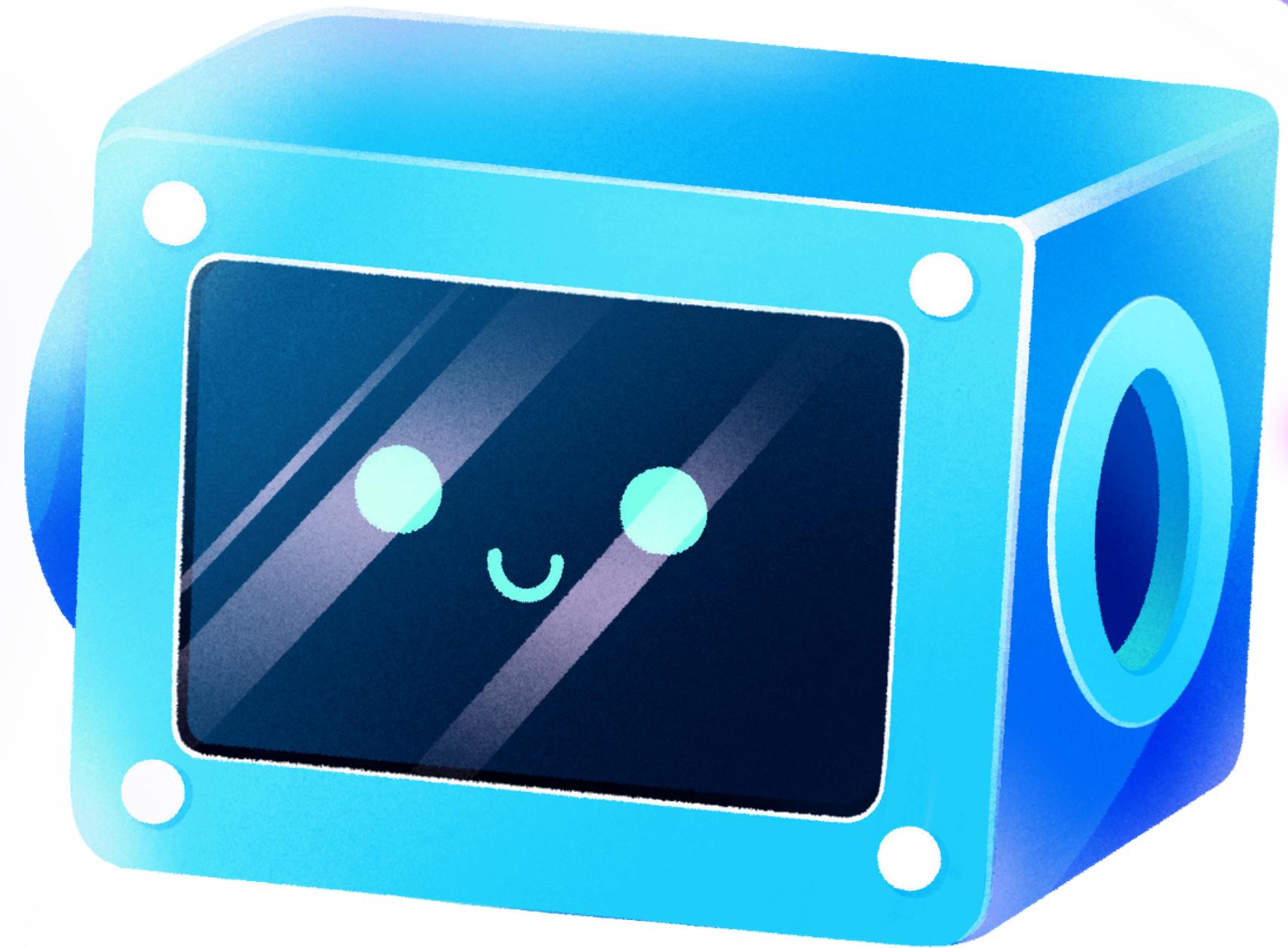
$$q_2 = \cos^{-1} \frac{x^2 + y^2 - a_1^2 - a_2^2}{2a_1a_2}$$

$$q_1 = \tan^{-1} \frac{y}{x} - \tan^{-1} \frac{a_2 \sin q_2}{a_1 + a_2 \cos q_2}$$



INVERSE KINEMATICS

# PROJECT SCOPE



### Quỹ đạo đa thức bậc 3

$$q(t) = a_3 t^3 + a_2 t^2 + a_1 t + a_0,$$

$$q(t_0) = q_i, \quad q(t_f) = q_f, \quad \dot{q}(t_0) = \dot{q}_i, \quad \dot{q}(t_f) = \dot{q}_f$$

Phương trình xác định các hệ số:

$$\mathbf{M}\mathbf{a} = \mathbf{b}$$

$$q(t_0) = a_3 t_0^3 + a_2 t_0^2 + a_1 t_0 + a_0 = q_i$$

$$\dot{q}(t_0) = 3a_3 t_0^2 + 2a_2 t_0 + a_1 = \dot{q}_i$$

$$q(t_f) = a_3 t_f^3 + a_2 t_f^2 + a_1 t_f + a_0 = q_f$$

$$\dot{q}(t_f) = 3a_3 t_f^2 + 2a_2 t_f + a_1 = \dot{q}_f,$$

$$\mathbf{a} = \mathbf{M}^{-1}\mathbf{b}$$

hay

$$\begin{bmatrix} 1 & t_0 & t_0^2 & t_0^3 \\ 0 & 1 & 2t_0 & 3t_0^2 \\ 1 & t_f & t_f^2 & t_f^3 \\ 0 & 1 & 2t_f & 3t_f^2 \end{bmatrix} \begin{bmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{bmatrix} = \begin{bmatrix} q_i \\ \dot{q}_i \\ q_f \\ \dot{q}_f \end{bmatrix}$$

Trường hợp thời điểm đầu  $t_0 = 0$ , ta có

$$a_0 = q_i,$$
$$a_2 = \frac{3(q_f - q_i) - (2\dot{q}_i + \dot{q}_f)t_f}{t_f^2},$$

$$a_1 = \dot{q}_i,$$
$$a_3 = \frac{-2(q_f - q_i) + (\dot{q}_i + \dot{q}_f)t_f}{t_f^3}.$$

Ví dụ:

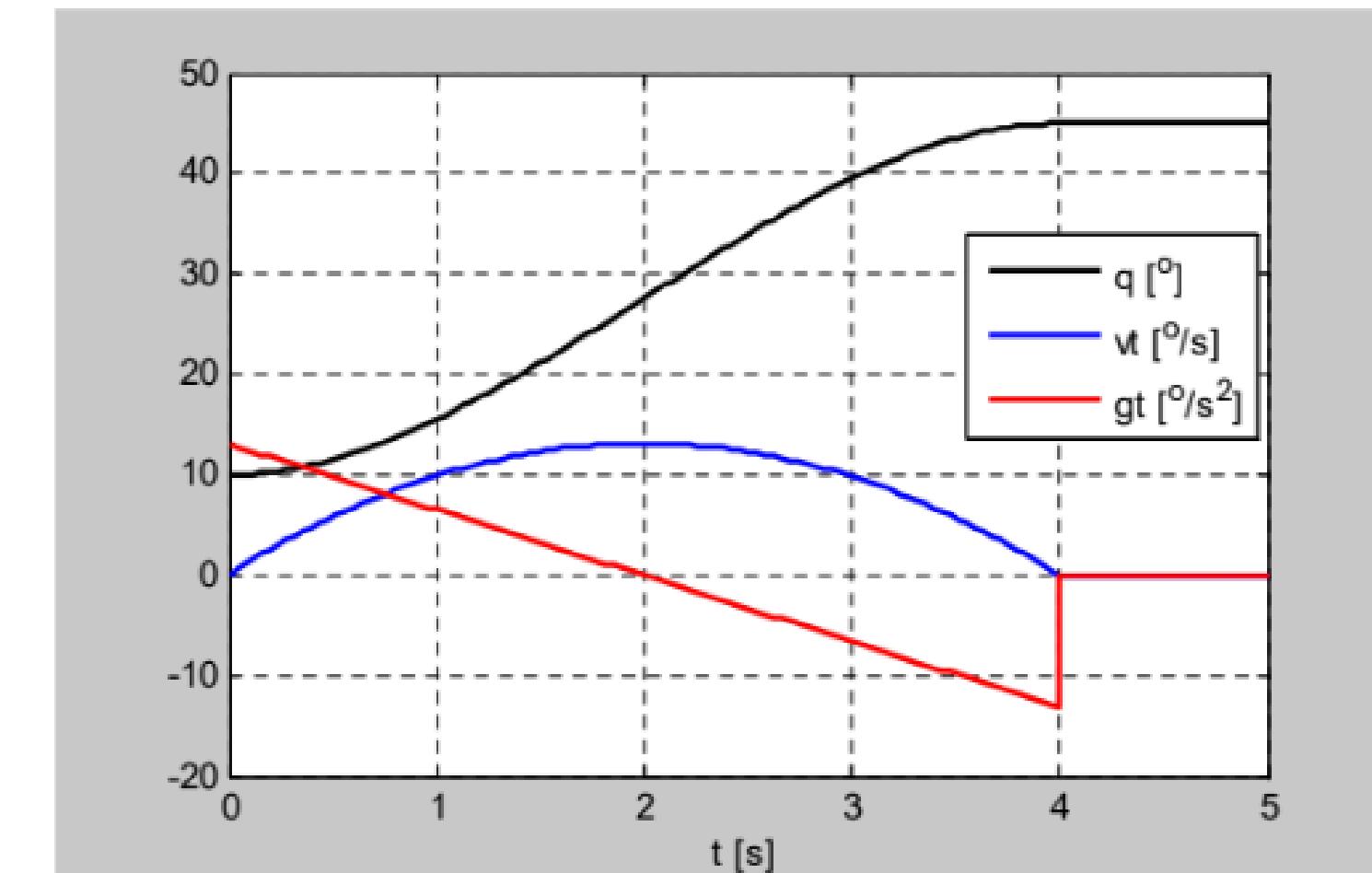
$$\begin{array}{ll} t_i = 0, & t_f = 4, \\ q(0) = 10, & q(t_f) = 45, \\ \dot{q}(0) = 0, & \dot{q}(t_f) = 0 \end{array}$$

Kết quả

$$\mathbf{a} = [10.00, \ 0, \ 6.5625, \ -1.0938]^T$$



$$q(t) = 10 + 6.5625t^2 - 1.0938t^3$$



Obviously:

Editor - D:\download\Robot\Arm\_analyser-main\TinhQuyDao.m

TinhQuyDao.m +

```
1 % Define the variables
2 t0 = 0; % Replace with actual value of t_0
3 tf = 4; % Replace with actual value of t_f
4 qi = 10;
5 qf = 45;
6 qi_dot = 0;
7 qf_dot = 0;
8
9 % Construct the matrix M
10 M = [1 t0 t0^2 t0^3;
11      0 1 2*t0 3*t0^2;
12      1 tf tf^2 tf^3;
13      0 1 2*tf 3*tf^2];
14
15 % Define the vector b
16 b = [qi; qi_dot ; qf; qf_dot];
17
18 a = inv(M)*b
```

>> TinhQuyDao

a =

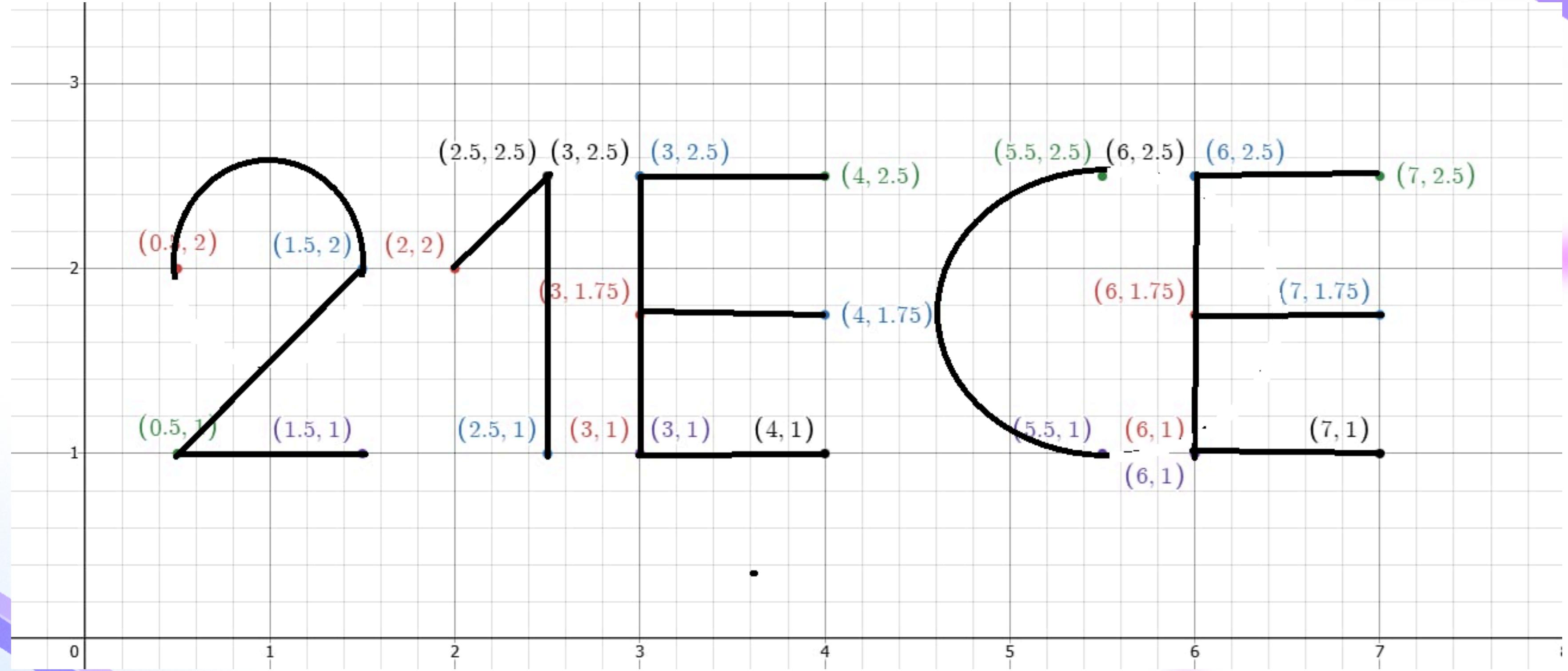
10.0000

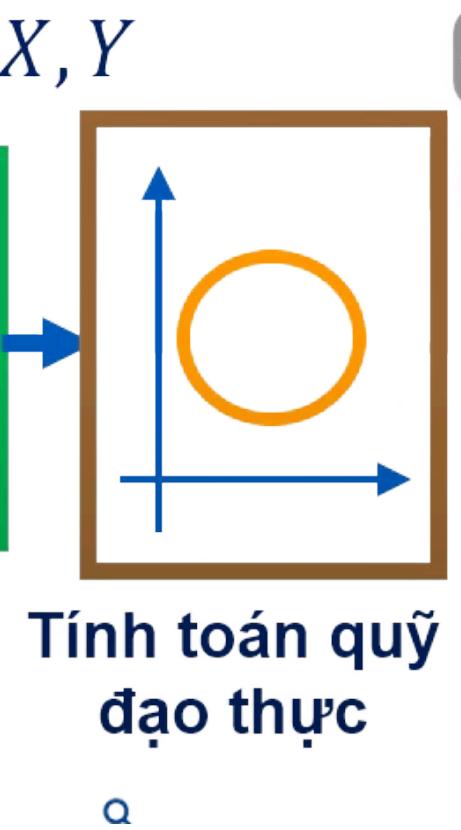
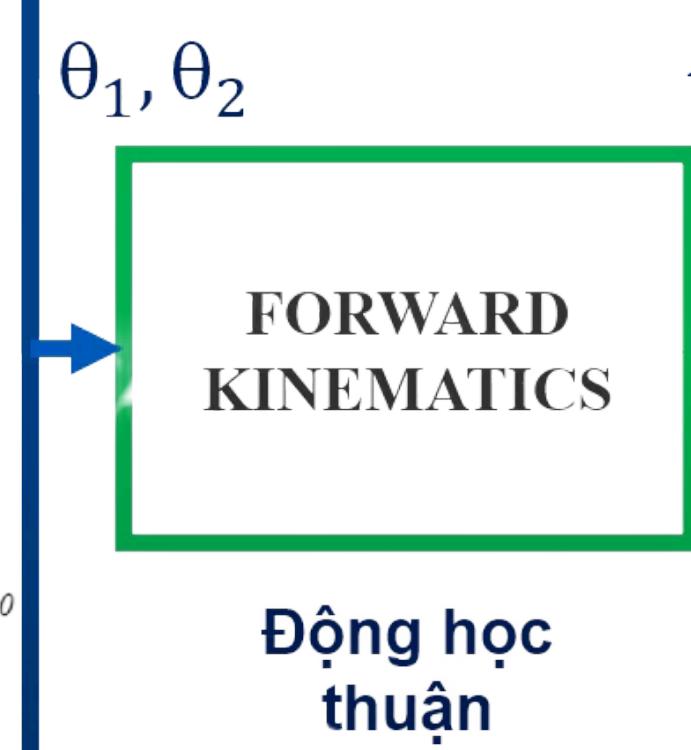
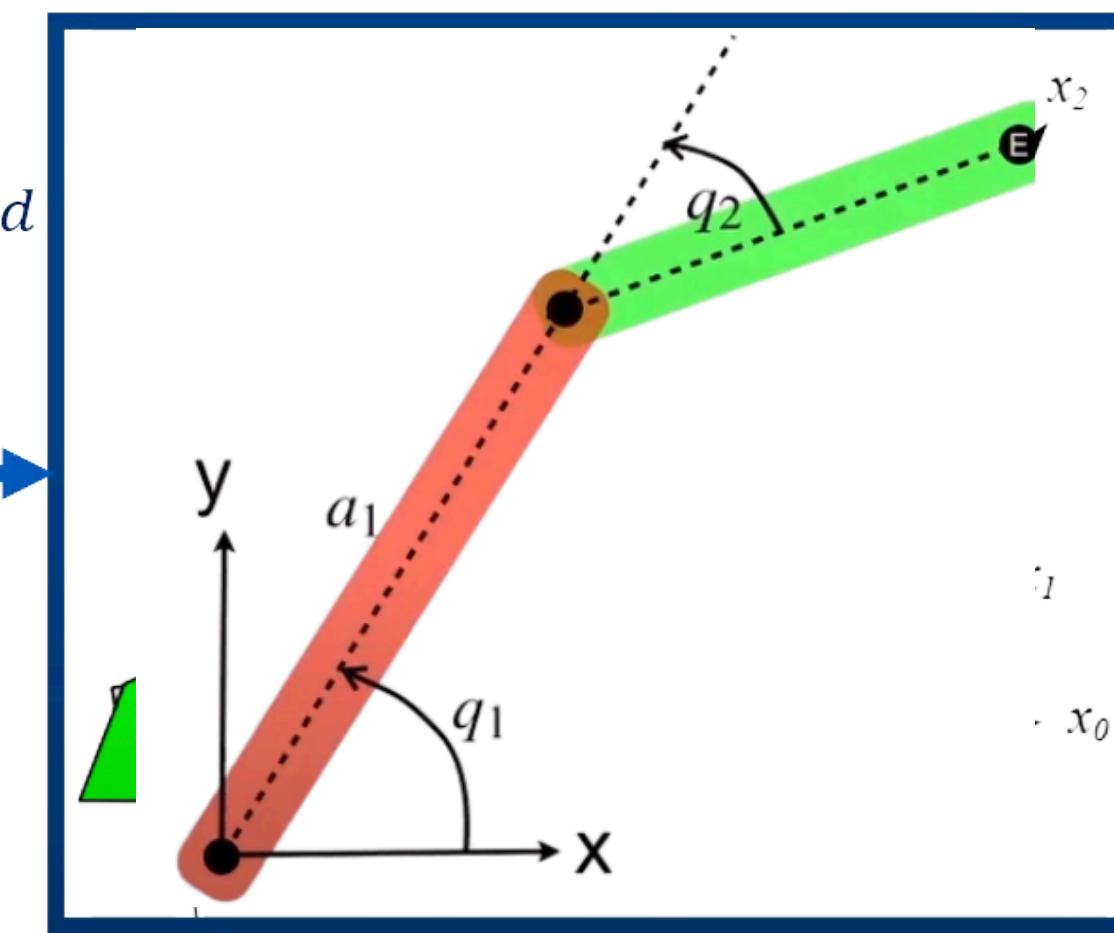
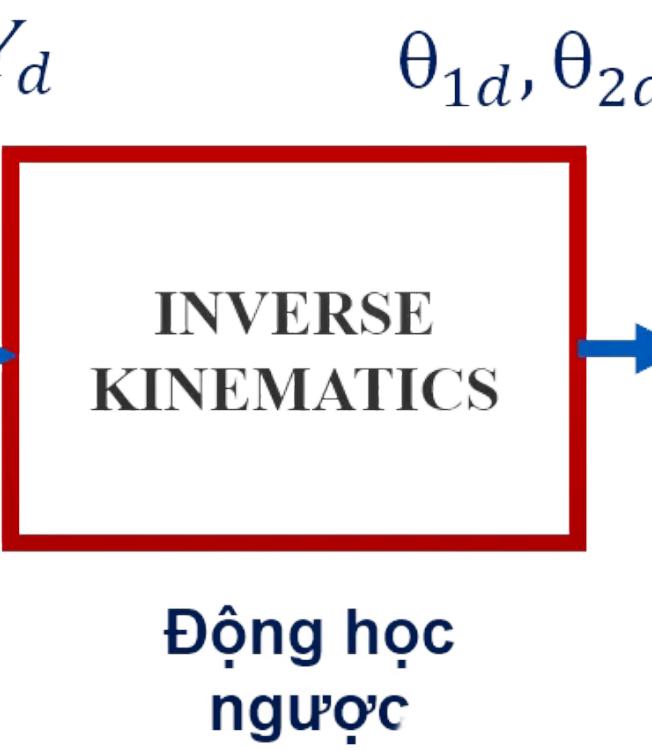
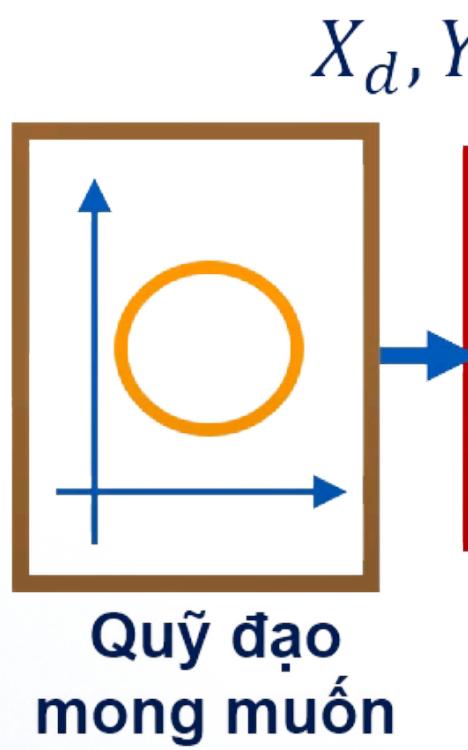
0

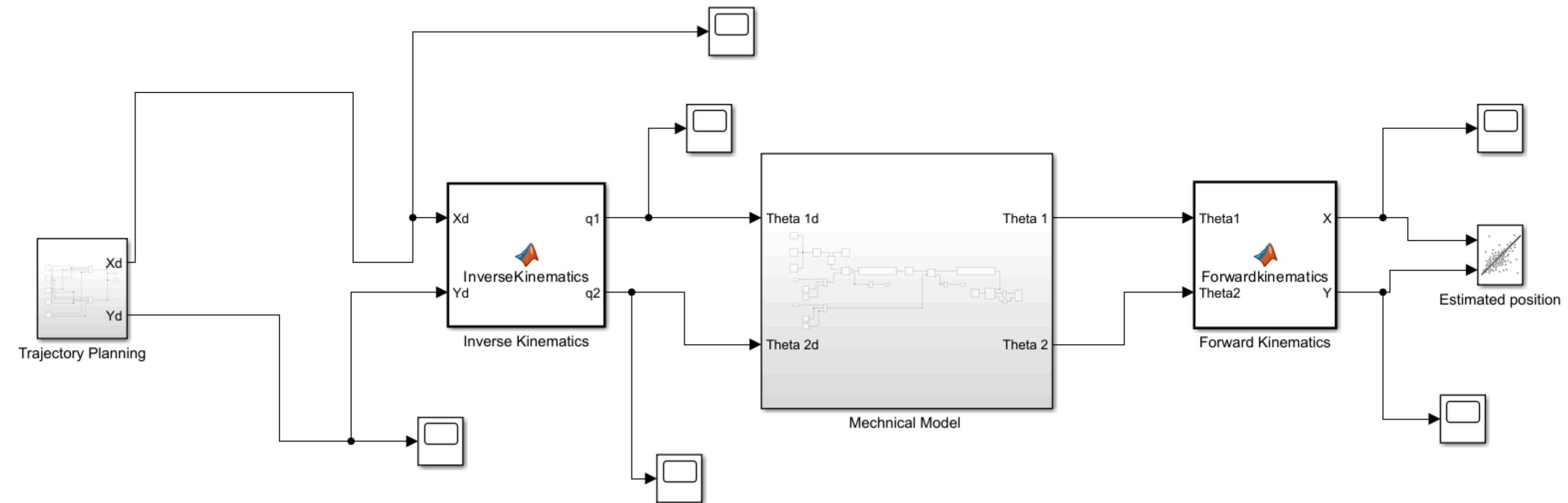
6.5625

-1.0938

fx >>







RR ► Inverse Kinematics

```
1      function [q1,q2] = InverseKinematics(Xd,Yd)
2
3          l1 = 4;
4          l2 = 4;
5
6          q2 = -real(acos(complex((Xd^2+Yd^2 - l1^2 - l2^2)/(2*l1*l2))));
7
8          s_q2 = sin(q2);
9          c_q2 = cos(q2);
10
11         q1 = atan2(Yd,Xd) - atan2(real(l2*s_q2), real((l1+l2*c_q2)));
12
```

