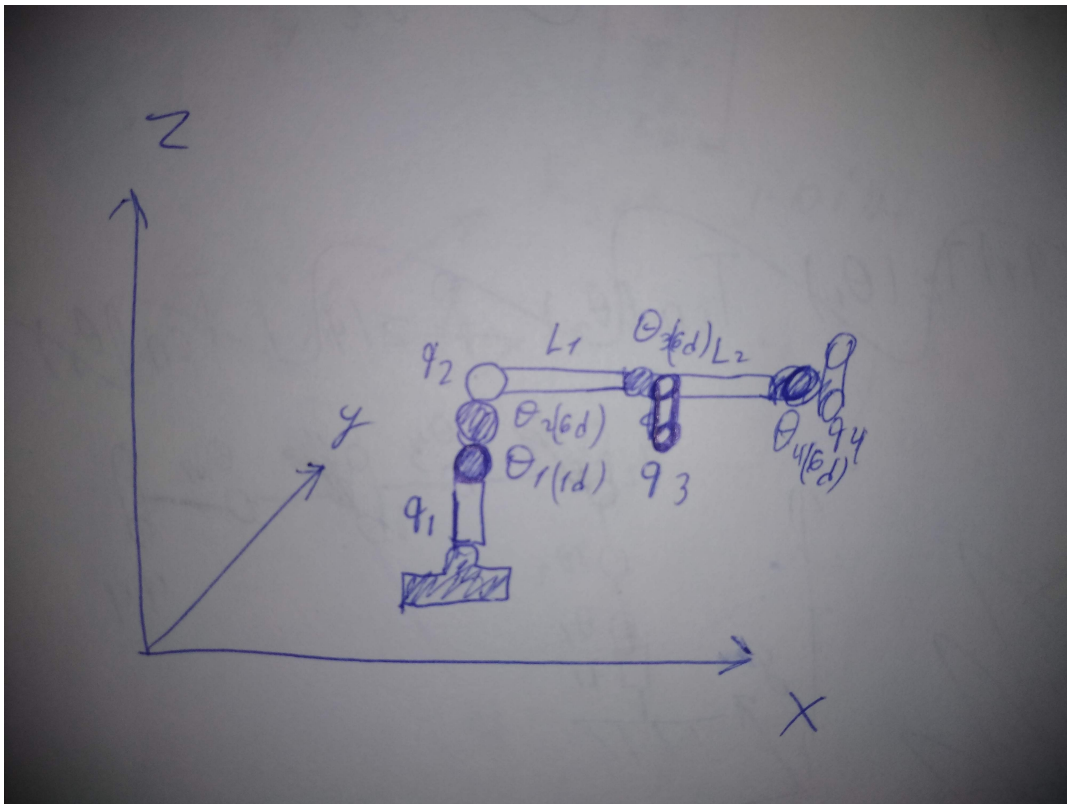


# Stiffness model for Tripteron robot

## 1 Virtual Joints model

- Consider each of three legs separately. The model for them are same the only difference is axis of rotations and translations of links and joints.

Model scheme:

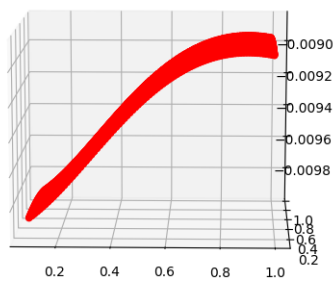
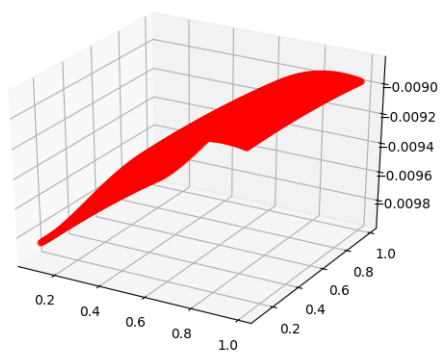


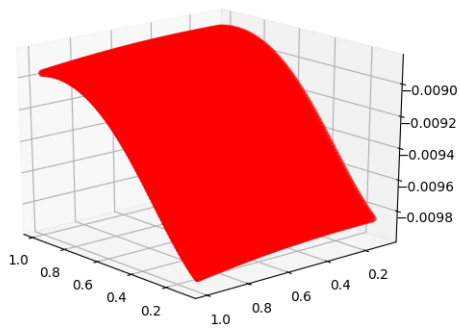
- Inverse kinematics for one leg:
  - $z$  coordinate defined by a prismatic joint position  $q_1 = z$
  - $q_2$  and  $q_3$  can be found as inverse kinematics for planar 2d manipulator:

$$q_3 = \arccos\left(\frac{x^2+y^2-L_1^2-L_2^2}{2L_1L_2}\right)$$

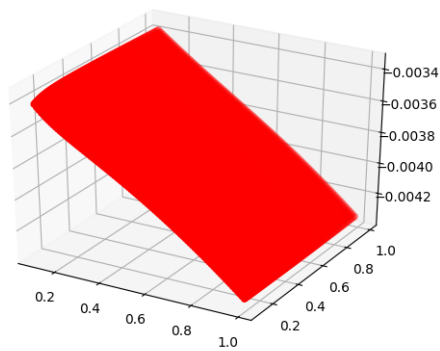
$$q_2 = \arctan\left(\frac{y}{x}\right) - \arctan\left(\frac{L_2 \sin(q_3)}{L_1 + L_2 \cos(q_3)}\right)$$

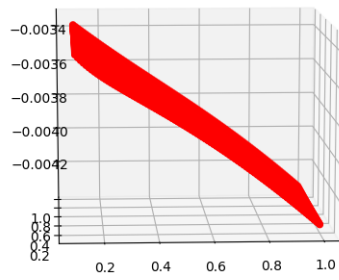
- For every leg there are 4 virtual joints. One is 1d (after active prismatic joint) and 3 6d (after each link).
- So the direct kinematics for this robot can be written as follows:  
 $T = T_z(q_1)T_z(\theta_1)T_{6d}(\theta_2)R_z(q_2)T_x(L_1)T_{6d}(\theta_3)R_z(q_3)T_x(L_2)T_{6d}(\theta_4)R_z(q_4)$
- After that we construct  $K_\theta$  matrix base on arbitrarily chosen values of stiffness properties of links and active joints
- Then build deflection map for the robot by measurement end-effector displacement in some set of points x, y (z chose as constant since end-effector move on one plane). X and Y were taken in range from 0.1 to 1 with step 0.01:
  1. For each point compute inverse kinematics of each leg assuming that virtual joints positions are 0 (since they are small)
  2. Compute Jacobians by virtual joints positions  $J_\theta$  and passive joints  $J_q$  for each leg
  3. Compute stiffness matrix  $K$  for each leg
  4. Compute stiffness matrix  $K_C$  of whole robot by taking sum of stiffness of all three legs
  5. Compute end-effector displacement:  $\Delta t = K_C^{-1}W$
- Deflection map on x axis plot when force applied on x (dependent on x, y position of end-effector):



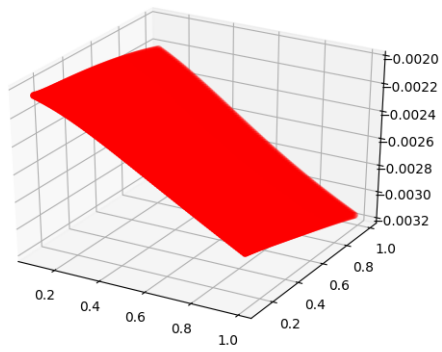


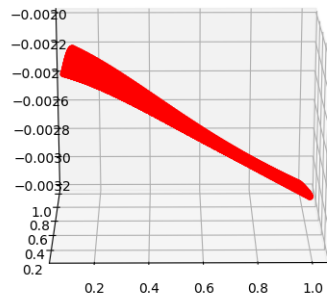
- Deflection map by y axis plot when force applied on y (dependent on x, y position of end-effector):





- Deflection map by z axis plot when force applied on z (dependent on x, y position of end-effector):





## 2 Github link:

<https://github.com/jenamax/Roboticsystems/tree/master/Homework1>