ロボットアームの順運動学: Matlabによるコーディング
Robot Arm Forward Kinematics: Matlab Coding

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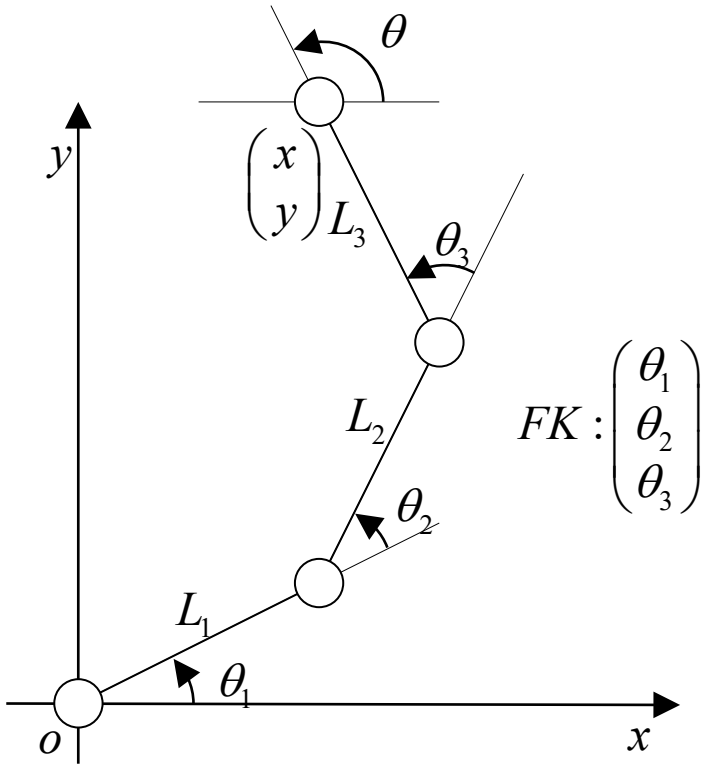


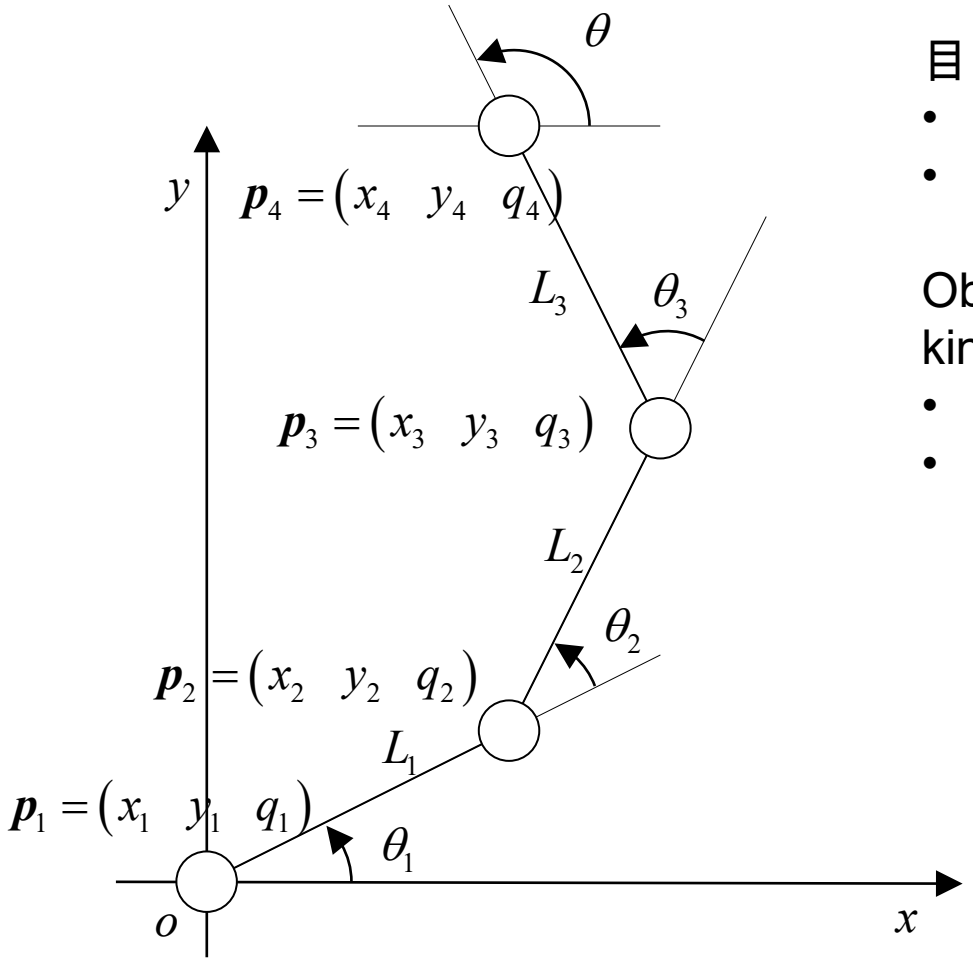
$$FK: \begin{pmatrix} \theta_1 \\ \theta_2 \\ \theta_3 \end{pmatrix} \rightarrow \begin{pmatrix} x \\ y \\ \theta \end{pmatrix}$$

まとめ
- Matlabによる順運動学関数のコーディング

Summary
- Matlab coding of a forward kinematics function

ロボットアームの順運動学関数のMatlab コーディング

Matlab Coding of Forward Kinematics Function of Robot Arm



目的：ロボットアームの順運動学をMatlabの関数として実装する

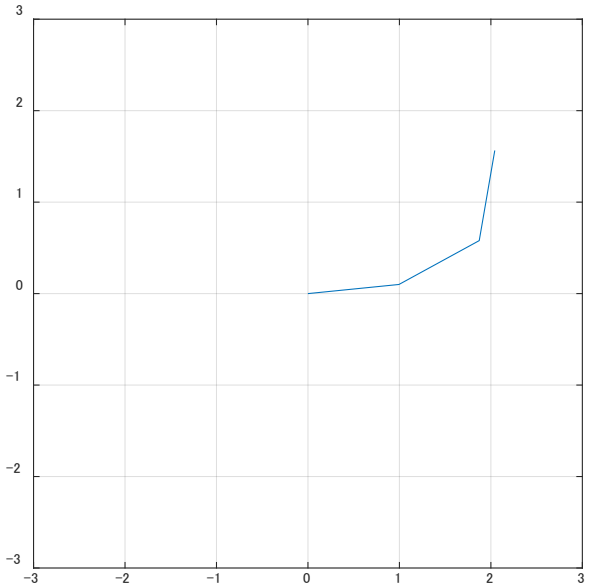
- 引数：関節角度ベクトル
- 戻り値：姿勢行列（行が各関節の姿勢を表す）

Objective: To implement a matlab function to solve forward kinematics of a robot arm

- Argument: A joint angle vector
- Return: A pose matrix, in which a row represents a pose of each of the joints

$$\boldsymbol{q} = (q_1, q_2, q_3) \xrightarrow[\text{p = fk(q)}]{} \boldsymbol{p} = \begin{pmatrix} \boldsymbol{p}_1 \\ \boldsymbol{p}_2 \\ \boldsymbol{p}_3 \\ \boldsymbol{p}_4 \end{pmatrix} = \begin{pmatrix} x_1 & y_1 & q_1 \\ x_2 & y_2 & q_2 \\ x_3 & y_3 & q_3 \\ x_4 & y_4 & q_4 \end{pmatrix}$$

Matlabによる順運動学関数の実装：呼び出しとプロット
Matlab Implementation of Forward Kinematics Function: Call and Plot



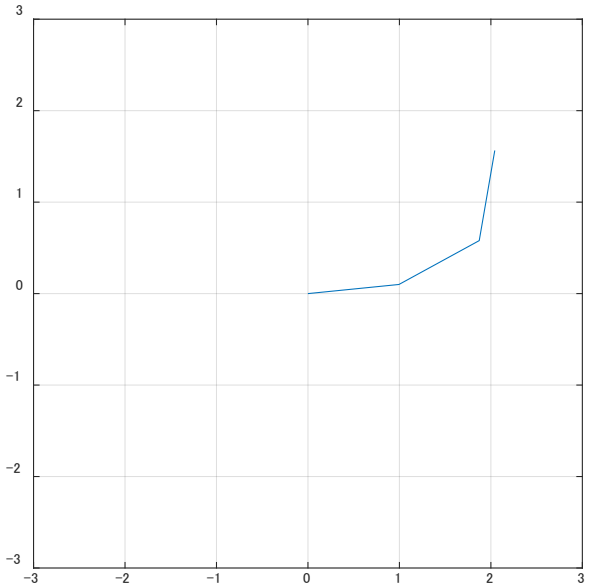
fk_3Link_planar.m

```
% Joint angles
q = [0.1, 0.4, 0.9];

% Forward kinematics calculation
p = fk(q);

% Plot poses
% Open a new plot window named Figure 1
figure(1);
% p(:,1): A vector of X positions
% p(:,2): A vector of Y positions
plot(p(:,1), p(:,2));
% Set plot range
xlim([-3, 3]); ylim([-3, 3]);
% Set aspect ratio between x, y, and z
pbaspect([1, 1, 1]);
% Set grid on plot
grid on;
```

$$\boldsymbol{q} = (q_1, q_2, q_3) \xrightarrow{\text{p = fk(q)}} \boldsymbol{p} = \begin{pmatrix} \boldsymbol{p}_1 \\ \boldsymbol{p}_2 \\ \boldsymbol{p}_3 \\ \boldsymbol{p}_4 \end{pmatrix} = \begin{pmatrix} x_1 & y_1 & q_1 \\ x_2 & y_2 & q_2 \\ x_3 & y_3 & q_3 \\ x_4 & y_4 & q_4 \end{pmatrix}$$

Code is available at https://github.com/keitaronaruse/Naruse-robotics-tutorial/blob/main/src/matlab/fk_3Link_planar.m

Matlabによる順運動学関数の実装
Matlab Implementation of Forward Kinematics Function



fk_3Link_planar.m

```
function p = fk(q)
% Robot arm parameters
L1 = 1.0; L2 = 1.0; L3 = 1.0;

% Pose calculation
% pi = [xi, yi, qi]
p1 = [0,0,0];
p2 = p1 + [L1 * cos(q(1)), L1* sin(q(1)), q(1)];
p3 = p2 + [L2 * cos(q(1)+q(2)), L2* sin(q(1)+q(2)), q(2)];
p4 = p3 + [L3 * cos(q(1)+q(2)+q(3)), L3* sin(q(1)+q(2)+q(3)), q(3)];

% Set the four poses in a pose vector p
p = [p1; p2; p3; p4];
end
```

$$\boldsymbol{q} = (q_1, q_2, q_3) \xrightarrow{\text{p = fk(q)}} \boldsymbol{p} = \begin{pmatrix} \boldsymbol{p}_1 \\ \boldsymbol{p}_2 \\ \boldsymbol{p}_3 \\ \boldsymbol{p}_4 \end{pmatrix} = \begin{pmatrix} x_1 & y_1 & q_1 \\ x_2 & y_2 & q_2 \\ x_3 & y_3 & q_3 \\ x_4 & y_4 & q_4 \end{pmatrix}$$

Code is available at https://github.com/keitaronaruse/Naruse-robotics-tutorial/blob/main/src/matlab/fk_3Link_Planar.m

Matlabの順運動学コードのデモンストレーション
Demonstration of Matlab Forward Kinematics Code