

```

%MDL_HW_4
clear all
close all
clc

%Run Robotics Toolbox
%run ~/Desktop/rvctools/startup_rvc.m

%%%%%%%%%%%%%% theta, d, a, alpha, revolute or prismatic, offset
L(1) = Link([ 0    0.3    0    -pi/2    0    0], 'standard');
L(2) = Link([ 0    0.    0.3    0    0    0], 'standard');
L(3) = Link([ 0    0.    0    pi/2    0    pi/2], 'standard');
L(4) = Link([ 0    0.2    0    -pi/2    0    pi/2], 'standard');
L(5) = Link([ 0    0.0    0    pi/2    0    0], 'standard');
L(6) = Link([ 0    0.2    0    0    0    0], 'standard');

%% defining the robot now
bot = SerialLink(L, 'name', 'HW 4', ...
    'manufacturer', 'Killpack Inc.');
```

%% Generate 10 random reachable positions using forward kinematics

%%position of the origin of the end effector in the end effector frame

```

end_eff_pos = [0;0;0;1];
a = -pi/2;
b = pi/2;
pos_fk = [];
q_fk = [];
for i = 1:10,
    r = a + (b-a).*rand(5,1);
    H = bot.fkine([r', 0]);
    pos_fk(:,end+1) = H*end_eff_pos;
    q_fk(:,end+1) = ([r', 0]');
    %bot.plot([r',0])
    %pause(0.05)
end
pos_fk = pos_fk(1:3,:);
```

%% Calculate Joint Angles using Inverse Kinematics Methods 2 & 3

%%Initial Starting Point

```

q1 = [0 0 0 0 0 0];
q2 = [pi/2 pi/2 pi/2 pi/2 pi/2 pi/2];
q = [q1; q2];
```

%%Tuning Parameters

```

k = 1;
K = eye(3);
q_ik = [];
pos_ik = [];
```

%%Inverse Kinematics

```

for method = 2:3,
    for j = 1:2,
        qk = q(j,:);
        Ja = bot.jacob0(qk);
        Ja = Ja(1:3,:);
        H = bot.fkine(qk);
        x = H*end_eff_pos;
```

```

x = x(1:3);
for i = 1:10,
    xdes = pos_fk(:,i);
    while sum((x-xdes).^2) > 1e-6,
        if method == 2,
            qdot = Ja.'*inv(Ja*Ja.' + k^2*eye(3))*(K*(xdes - x));
        elseif method == 3,
            qdot = Ja.'*K*(xdes-x);
        end

        q_k_pl_1 = qk + qdot.';
        H = bot.fkine(q_k_pl_1);
        x = H*end_eff_pos;
        x = x(1:3);
        Ja = bot.jacob0(q_k_pl_1);
        Ja = Ja(1:3,:);
        qk = q_k_pl_1;
    end
    q_ik(:,end+1) = qk.';
    pos_ik(:,end+1) = x;
end
if j == 1,
    if method == 2,
        q_ik_m2_q1 = q_ik;
        pos_ik_m2_q1 = pos_ik;
        q_ik = [];
        pos_ik = [];
    else
        q_ik_m3_q1 = q_ik;
        pos_ik_m3_q1 = pos_ik;
        q_ik = [];
        pos_ik = [];
    end
else
    if method == 2,
        q_ik_m2_q2 = q_ik;
        pos_ik_m2_q2 = pos_ik;
        q_ik = [];
        pos_ik = [];
    else
        q_ik_m3_q2 = q_ik;
        pos_ik_m3_q2 = pos_ik;
        q_ik = [];
        pos_ik = [];
    end
end
end
end
end
% Method 2 Error
end_eff_error_q1_m2 = pos_fk - pos_ik_m2_q1;
joint_ang_error_q1_m2 = q_fk - q_ik_m2_q1;

end_eff_error_q2_m2 = pos_fk - pos_ik_m2_q2;
joint_ang_error_q2_m2 = q_fk - q_ik_m2_q2;

% Method 3 Error
end_eff_error_q1_m3 = pos_fk - pos_ik_m3_q1;
joint_ang_error_q1_m3 = q_fk - q_ik_m3_q1;

```

```
end_eff_error_q2_m3 = pos_fk - pos_ik_m3_q2;
joint_ang_error_q2_m3 = q_fk - q_ik_m3_q2;
```

```
% Make Figures
```

```
figure(1)
plot3(pos_fk(1,:),pos_fk(2,:),pos_fk(3,:), 'b*')
hold on
plot3(pos_ik_m2_q1(1,:),pos_ik_m2_q1(2,:),pos_ik_m2_q1(3,:), 'go')
plot3(pos_ik_m3_q1(1,:),pos_ik_m3_q1(2,:),pos_ik_m3_q1(3,:), 'kd')
xlabel('X')
ylabel('Y')
zlabel('Z')
legend('Xdes', 'IK Method 2', 'IK Method 3')
title('Comparison of End Effector Location with IK Method')
```

```
figure(2)
for i = 1:10,
    subplot(5,2,i)
    hold on
    plot(q_fk(:,i), 'LineWidth', 1)
    plot(q_ik_m2_q1(:,i), 'LineWidth', 1)
    plot(q_ik_m3_q1(:,i), 'LineWidth', 1)
    xlabel('Joint Number')
    ylabel('Angle (Rad)')
    title(strcat('Pos ', num2str(i)))
    legend('Orig.', 'IK M2', 'IK M3')
end
```

```
figure(3)
for i = 1:10,
    subplot(5,2,i)
    hold on
    plot(q_fk(:,i), 'LineWidth', 1)
    plot(q_ik_m2_q1(:,i), 'LineWidth', 1)
    plot(q_ik_m2_q2(:,i), 'LineWidth', 1)
    xlabel('Joint Number')
    ylabel('Angle (Rad)')
    title(strcat('Pos ', num2str(i)))
    legend('Orig.', 'IK q1', 'IK q2')
end
```

```
%% Answers to question 1.-(a)-iii.
```

```
%Both IK algorithms produce end effector positions that are essentially the
%same as my original end effector positions (my convergence criteria
%ensured this fact). I only generated positions that were reachable in the
%workspace, so neither algorithm ever failed to find the final end effector
%position. The joint angles found varied slightly with IK algorithm (though
%not too much), but greatly varied with the initial starting point.
```

Comparison of End Effector Location with IK Method



