MEEN SIT Jae Lee HWH

- 1 2. Forward Kinematics: it is to find the position and orientation of the end effector in terms of the joint variables.
  - Inverse Kinematics: to find joint variables when the end effector's position and orientations are defined.
  - Trajectory planning: instead of just one point for the end effector to go, assign a specific path to get to that point.
  - Workspace: all possible points that robot can reach.
  - Accuracy: the error between desired point and actual point of the end effector.
  - Repeatability: the variance of the end effector's position given the same joint command.
  - Resolution: the smallest increment of motion that the controller can sense.
  - Joint variables: variables to joints.  $\theta$  for resolute joint, d for prismatic joint.
  - Spherical wrist: wrists whose three joint axes intersect at a common point.
  - End effector: a functional effector that is attached at the end of manipulator.
- 1 8. Manipulator to grab a fragile object, Handshaking robot, Painting robot,
- 1 12. When a robot manipulator has to work in a limited space, it is useful to go to a point of interest with many different configurations.
- 1 14. 180/256=0.7031degree
- 1 16. Because sensor biases on joints are usually greater than sensor noises.
- 1 20. There are only two solutions for each point except for the case that the manipulator is fully stretched.
- 1 21. So the power to operate the manipulator is less. Also to make the manipulator more agile. Use lighter material. Place power source at the base.

$$2-10.$$
  $R = R_{7,\phi}R_{x,\phi}R_{z,\theta}$ 

2-14. 
$$R_0 = R_{yx} R_{xx} = \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & -1 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & -1 \end{bmatrix}$$

2-15. 
$$R_{1} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \frac{1}{2} & -\frac{\sqrt{3}}{2} \\ 0 & \frac{\sqrt{3}}{2} & \frac{1}{2} \end{bmatrix}$$

$$R_3^1 = \begin{bmatrix} 0 & 0 & -1 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \end{bmatrix}$$

$$R_{3}^{1} = R_{1}^{1}R_{3} = \begin{bmatrix} 1 & 0 & 0 \\ 6 & 1 & \frac{13}{2} \\ 6 & -\frac{15}{2} & 1 \end{bmatrix} \begin{bmatrix} 0 & 0 & -1 \\ 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 0 & 0 & -1 \\ \frac{5}{1} & \frac{1}{4} & 0 \\ \frac{1}{4} & -\frac{1}{4} & 0 \end{bmatrix}$$

2-12. 
$$R_{2,0} R_{2,0} R_{2,0} R_{2,0} R_{2,0}$$

$$\begin{bmatrix}
0 & 0 & 18 \\
0 & 0 & 19 \\
0 & 0 & 0
\end{bmatrix} & & 0 &$$