

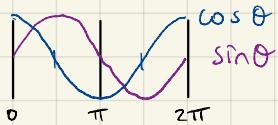
Forward Kinematics for EEzyBot Arm

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Method: Denavit Hartenberg | Proximal Method

Useful graphs \rightarrow



Notation \rightarrow

c_1, c_2 means $\cos \theta_1, \cos \theta_2$
 c_{23} means $\cos(\theta_2 + \theta_3)$

N.B. The calculations presented here use the labelled parameters given in the GitHub repo easyEEZYbot-ARM

Useful trigonometric identities

$$\sin^2 \theta + \cos^2 \theta = 1$$

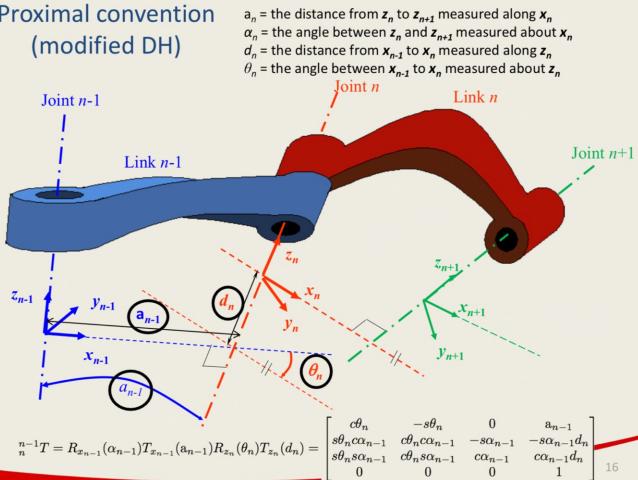
$$\sin(\alpha \pm \beta) = \sin \alpha \cos \beta \pm \cos \alpha \sin \beta$$

$$\cos(\alpha \pm \beta) = \cos \alpha \cos \beta \mp \sin \alpha \sin \beta$$

$$\tan \theta = \frac{\sin \theta}{\cos \theta}$$

i A quick recap of how the Denavit Hartenberg method works

Proximal convention (modified DH)



Proximal (modified)

Z_n axis of n^{th} joint

X_n along perpendicular from Z_n to Z_{n+1} axis
 If $a_n=0$: X_n is normal to both Z_n and Z_{n+1} .

1. a_n : distance along x_n , $z_n \rightarrow z_{n+1}$
2. α_n : rotation about x_n , $z_n \rightarrow z_{n+1}$
3. d_n : distance along z_n , $x_{n-1} \rightarrow x_n$
4. θ_n : rotation about z_n , $x_{n-1} \rightarrow x_n$

n	a_{n-1}	a_{n-1}	d_n	θ_n
1				

$${}_{n-1}^n T = R_{x_{n-1}}(\alpha_{n-1}) T_{x_{n-1}}(a_{n-1}) R_{z_n}(\theta_n) T_{z_n}(d_n) = \begin{bmatrix} c\theta_n & -s\theta_n & 0 & a_{n-1} \\ s\theta_n c\alpha_{n-1} & c\theta_n c\alpha_{n-1} & -s\alpha_{n-1} & -s\alpha_{n-1} d_n \\ s\theta_n s\alpha_{n-1} & c\theta_n s\alpha_{n-1} & c\alpha_{n-1} & c\alpha_{n-1} d_n \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

I find it helpful when analysing arm to remember that:

$${}_{n-1}^n T = R_{x_{n-1}}(\alpha_{n-1}) T_{x_{n-1}}(a_{n-1}) R_{z_n}(\theta_n) T_{z_n}(d_n) = \begin{bmatrix} c\theta_n & -s\theta_n & 0 & a_{n-1} \\ s\theta_n c\alpha_{n-1} & c\theta_n c\alpha_{n-1} & -s\alpha_{n-1} & -s\alpha_{n-1} d_n \\ s\theta_n s\alpha_{n-1} & c\theta_n s\alpha_{n-1} & c\alpha_{n-1} & c\alpha_{n-1} d_n \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

where $s\theta_n c\alpha_{n-1}$ means $(\sin(\theta_n))(\cos(\alpha_{n-1}))$

the geometry of the robot

And so I proceed with analysis from the base frame of the robot arm by imagining the coordinate frame moving through cartesian space in the following order

- (1) Rotation about the x -axis
- (2) Translation along the x -axis
- (3) Rotation about the z -axis
- (4) Translation along the z -axis

$$\Rightarrow \{ R(x) T(x) R(z) T(z) \}$$

Applying this afore described method we arrive at these Denavit-Hartenberg (DH) parameters in the proximal table form



n	a_{n-1}	α_{n-1}	d_n	θ_n
1	0	0	L_1	θ_1
2	0	$\pi/2$	0	θ_2
3	L_2	0	0	θ_3
4	L_3	0	0	θ_4

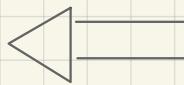
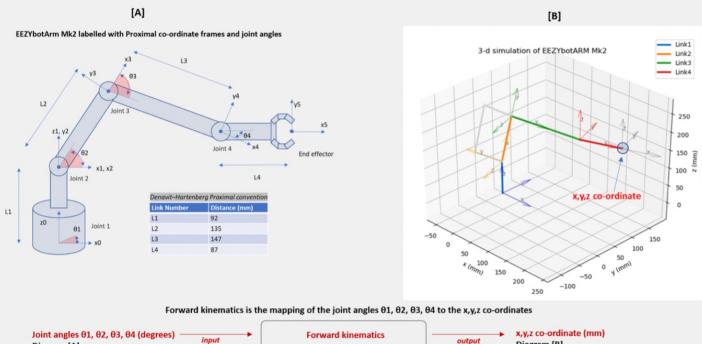


Diagram: Forward Kinematics



And we can use this table to create the following Homogeneous Transformation Matrices



$$\begin{aligned}
 {}^0T_1 &= \begin{bmatrix} c_1 & -s_1 & 0 & 0 \\ s_1 & c_1 & 0 & 0 \\ 0 & 0 & 1 & L_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} & {}^1T_2 &= \begin{bmatrix} c_2 & -s_2 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ s_2 & c_2 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} & {}^2T_3 &= \begin{bmatrix} c_3 & -s_3 & 0 & L_2 \\ s_3 & c_3 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} & {}^3T_4 &= \begin{bmatrix} c_4 & -s_4 & 0 & L_3 \\ s_4 & c_4 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \\
 {}^0T_2 &= \begin{bmatrix} c_1c_2 & -c_1s_2 & s_1 & 0 \\ s_1c_2 & -s_1s_2 & -c_1 & 0 \\ s_2 & c_2 & 0 & L_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} & {}^0T_3 &= {}^0T_2 {}^2T_3 = \begin{bmatrix} c_1c_2c_3 - c_1s_2s_3 & -c_1c_2s_3 - c_1s_2c_3 & s_1 & c_1c_2L_2 \\ s_1c_2c_3 - s_1s_2s_3 & -s_1c_2s_3 - s_1s_2c_3 & -c_1 & s_1c_2L_2 \\ s_2c_3 + c_2s_3 & -s_2s_3 + c_2c_3 & 0 & s_2L_2 + L_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} & & & = \begin{bmatrix} c_1c_2c_3 & -c_1s_2s_3 & s_1 & c_1c_2L_2 \\ s_1c_2c_3 & -s_1s_2s_3 & -c_1 & s_1c_2L_2 \\ s_2c_3 & c_2s_3 & 0 & s_2L_2 + L_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} \\
 {}^0T_4 &= {}^0T_3 {}^3T_4 = \begin{bmatrix} c_1c_2c_3L_4 - c_1s_2s_3s_4 & -c_1c_2s_4 - c_1c_3s_4 & s_1 & c_1c_2c_3L_3 + c_1c_2L_2 \\ s_1c_2c_3L_4 - s_1s_2s_3s_4 & -s_1c_2s_4 - s_1s_2c_4 & -c_1 & s_1c_2c_3L_3 + s_1c_2L_2 \\ s_2c_3L_4 + c_2s_3s_4 & -s_2s_4 + c_2c_3c_4 & 0 & s_2c_3L_3 + s_2L_2 + L_1 \\ 0 & 0 & 0 & 1 \end{bmatrix} & & & &
 \end{aligned}$$

$${}^0T_4 = \begin{bmatrix} c_1c_2s_4 & -c_1s_2s_4 & s_1 \\ s_1c_2s_4 & -s_1s_2s_4 & -c_1 \\ s_2s_4 & c_2s_4 & 0 \\ 0 & 0 & 0 \end{bmatrix} \quad \begin{bmatrix} c_1(c_2s_3 + c_2L_2) \\ s_1(c_2s_3 + c_2L_2) \\ L_1 + s_2L_2 + s_2s_3L_3 \\ 0 \end{bmatrix}$$



Where

$$\begin{bmatrix} \text{Rotation Matrix} & \text{Translation} \\ {}^0T_4 & \\ \hline 0 & 0 & 0 & 1 \end{bmatrix}$$

Homogeneous Transformation Matrices take this form

This is the result. It allows us to calculate the rotation and translation of the end effector, given the joint angles.

$$x_{ee} = \cos(\theta_1) (\cos(\theta_2 + \theta_3)L_3 + \cos(\theta_2)L_2)$$

x co-ordinate
at the end
effector

$$y_{ee} = \sin(\theta_1)(\cos(\theta_2 + \theta_3)L_3 + \cos(\theta_2)L_2)$$

$$z_{ee} = L_1 + \sin(\theta_2)L_2 + \sin(\theta_2 + \theta_3)L_3$$