20.11.2023

Due date: 30.11.2023

Project 3

The focus of this project is on robot velocity kinematics and differential movements. Consider the serial RRR robot given in Project 2.

- (a) Derive the velocity kinematic map $J(\theta_1, \theta_2, \theta_3)$ for tip of the robot. Show your calculations.
- (b) Now consider the following tasks. Pls refer to the code as given in Project 2 and also given on the Moodle page.
 - In your code, consider first the robot holds the configuration: $\theta_1 = \theta_2 = \theta_3 = 0$ Consider moving your robot differentially between $0 < t \le 6$ seconds with $\delta t = 0.01$ with revolute joint speed $\dot{\theta}_i$ (rad/sec), i = 1, 2, 3 having the following forms - namely acceleration, constant speed and deceleration:

$$\dot{\theta}_1 = \dot{\theta}_3 = \begin{cases} 0.1t & 0 \le t \le 1\\ 0.3 & 1 < t < 5 & \text{and } \dot{\theta}_2 = \\ 0.3 - 0.1(t - 5) & 5 < t < 6 \end{cases} \quad \text{and } \dot{\theta}_2 = \begin{cases} 0.01t & 0 \le t \le 1\\ 0.1 & 1 < t < 5\\ 0.1 - 0.01(t - 5) & 5 < t < 6 \end{cases}$$
 (1)

Now simulate this robot for $t = k\delta t$ for each $k = 1, \dots, 600$ as follows:

- 1. First compute the Jacobian matrix J(q(t)), v(t) and $\omega(t)$ and print them on the screen. Save these values for later use in part (c).
- 2. Use the linear and angular velocities to determine the resulting change in position $\delta o(t) \in R^3$ and orientation $\delta \phi(t) \in SO(3)$. Again print them on the screen.
- 3. Move your robot accordingly.
- 4. Use $\delta o(t)$ and $\delta \phi(t)$ to incrementally update the kinematic map A(q(t)).
- (c) Now consider applying inverse velocity kinematics. Using v(t) and $\omega(t)$ values found with J(q(t)) for $t = k\delta t$ for each $k = 1, \ldots, 600$, try to find $\dot{\theta}_1, \dot{\theta}_2, \dot{\theta}_3$. Compare the results with those of Eq. 1 through generating a plot for each joint speed.

Pls submit 1) the written part of the project as a PDF file and 2) your workspace C++ code along with a readme file that explains how to run your code.