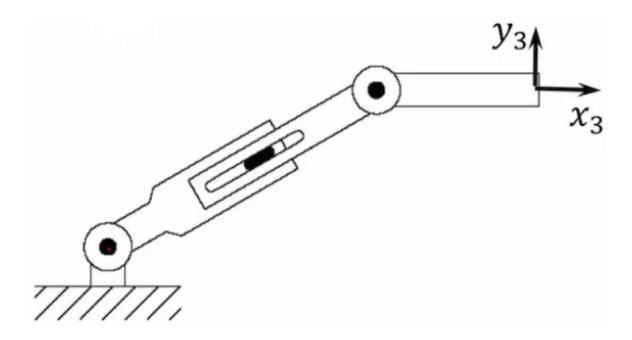
## Kinematic DH Parameters for 3-link RPR arm

imshow(imread("./figures/RPR.png"))



## **Robot Description**

•  $\{r, p, r\}$ : r for revolute, p for prismatic

•  $\{0, 0, L_1\}$ : radius lenghts

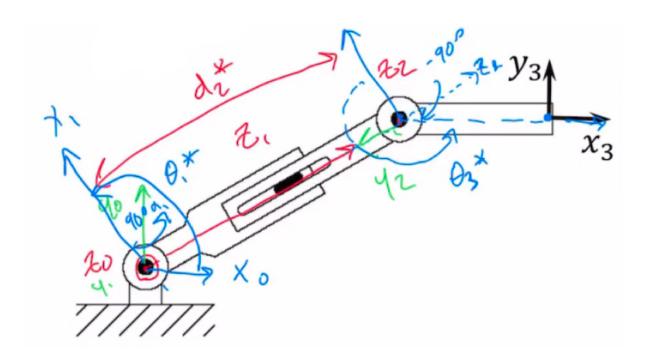
• {Pi/2, -Pi/2, 0} : link twists

•  $\{0, q_2, 0\}$ : link offset rotation

• {q1, 0, q3} : joint rotation

imshow(imread("./figures/DH.png"))

Joint	Type	r	α	d	θ
1	revolute	0	<u>π</u> 2	0	$\theta_1^{\star}$
2	prismatic	0	$-\frac{\pi}{2}$	d <sub>2</sub> *	0
3	revolute	r <sub>3</sub>	0	0	⊖*



 $A_i = \text{Rot}_{z,\theta_i} \text{Trans}_{z,d_i} \text{Trans}_{x,\alpha_i} \text{Rot}_{x,\alpha_i}$ 

$$A_{i} = \begin{bmatrix} c_{\theta_{i}} & -s_{\theta_{i}} & 0 & 0 \\ s_{\theta_{i}} & c_{\theta_{i}} & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & d_{i} \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & \alpha_{i} \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & \sqrt{\phantom{0}} & 0 & 1 & 0 \\ 0 & c_{\alpha_{i}} & -s_{\alpha_{i}} & 0 \\ 0 & s_{\alpha_{i}} & c_{\alpha_{i}} & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$A_{i} = \begin{bmatrix} c_{\theta_{i}} & -s_{\theta_{i}} c_{\alpha_{i}} & s_{\theta_{i}} c_{\alpha_{i}} & a_{i} c_{\theta_{i}} \\ s_{\theta_{i}} & c_{\theta_{i}} c_{\alpha_{i}} & -c_{\theta_{i}} s_{\alpha_{i}} & a_{i} s_{\theta_{i}} \\ 0 & s_{\alpha_{i}} & c_{\alpha_{i}} & d_{i} \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

imshow(imread("./figures/annotated\_RPR.png"))

The DH parameters define the geometry of how each rigid body attaches to its parent via a joint. The parameters follow a four transformation convention:

- A Length of the common normal line between the two z-axes, which is perpendicular to both axes
- $\alpha$  Angle of rotation for the common normal
- *d* Offset along the *z*-axis in the normal direction, from parent to child
- $\theta$  Angle of rotation for the x-axis along the previous z-axis

Specify the parameters for the system as a matrix. Values come from .

```
clc
clear
close all
```

```
syms a b c alpha beta theta;
fcn = b^2 == a^2 + c^2 - 2*a*c*cos(beta);
S = solve(fcn, c);
S = simplify(S(2))
```

```
S = a\cos(\beta) + \sqrt{a^2\cos(\beta)^2 - a^2 + b^2}
```

```
%%
fcn2 = c == b/sin(beta)*sin(pi-beta-(asin(sin(beta)*a/b)));
S2 = solve(fcn2,c);
S2 = simplify(S2)
```

S2 =

$$b \sqrt{-\frac{a^2 \sin(\beta)^2 - b^2}{b^2}} + a \cos(\beta)$$

```
syms t1 d2 Xe Ye ;
dhparams = [0]
                         pi/2
                                      0 t1;
                                       d2
                         -pi/2
              10
                                                       pi-t1 ];
H0_1 = DH(dhparams(1,1), dhparams(1,2), dhparams(1,3), dhparams(1,4))
H0_1 =
\cos(t_1) = 0 \sin(t_1)
 \sin(t_1) \quad 0 \quad -\cos(t_1) \quad 0
   ()
H1_2 = DH(dhparams(2,1), dhparams(2,2), dhparams(2,3), dhparams(2,4))
H1_2 =
H2_3 = DH(dhparams(3,1), dhparams(3,2), dhparams(3,3), dhparams(3,4))
H2_3 =
\left(-\cos(t_1) - \sin(t_1) \quad 0 \quad -10\cos(t_1)\right)
  \sin(t_1) -\cos(t_1) 0 10\sin(t_1)
    0
             0
    0
             0
H0_2 = H0_1*H1_2
H0_2 =
(\cos(t_1) - \sin(t_1) \quad 0 \quad d_2 \sin(t_1))
 \sin(t_1) \cos(t_1) 0 -d_2\cos(t_1)
   0
   0
```

H0\_3 = H0\_1\*H1\_2\*H2\_3

H0\_3 =

```
\begin{pmatrix} -\cos(t_1)^2 - \sin(t_1)^2 & 0 & 0 & -10\cos(t_1)^2 - 10\sin(t_1)^2 + d_2\sin(t_1) \\ 0 & -\cos(t_1)^2 - \sin(t_1)^2 & 0 & -d_2\cos(t_1) \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}
```

 $01_x = simplify(H0_1(1,4))$ 

 $01_x = 0$ 

 $O1_y = simplify(H0_1(2,4))$ 

 $01_y = 0$ 

 $02_x = simplify(H0_2(1,4))$ 

 $02_x = d_2 \sin(t_1)$ 

 $02_y = simplify(H0_2(2,4))$ 

 $02_y = -d_2 \cos(t_1)$ 

 $03_x = simplify(H0_3(1,4))$ 

 $03_x = d_2 \sin(t_1) - 10$ 

 $03_y = simplify(H0_3(2,4))$ 

 $03_y = -d_2 \cos(t_1)$ 

 $xeq = Xe == 03_x$ 

 $xeq = Xe = d_2 \sin(t_1) - 10$ 

yeq = Ye == 03\_y

 $yeq = Ye = -d_2 \cos(t_1)$ 

S = solve([xeq yeq],[t1 d2])

S = struct with fields: t1: [2×1 sym]

d2: [2×1 sym]

```
simplify(S.t1)
ans =
 2 \arctan\left(\frac{\text{Ye} - \sqrt{\text{Xe}^2 + 20 \text{ Xe} + \text{Ye}^2 + 100}}{\text{Xe} + 10}\right)
2 \arctan\left(\frac{\text{Ye} + \sqrt{\text{Xe}^2 + 20 \text{ Xe} + \text{Ye}^2 + 100}}{\text{Xe} + 10}\right)
simplify(S.d2)
ans =
 % these set the relation of x play and the height, to reduce the equation
% to single input
Xe = 0;
% Xe = main*sin(deg2rad(sigma));
% Xe = 10 ;
% 38.2743
% -10
% 10
% -33.282
% S=subs(S,Ye,sqrt((sqrt((main*cos(deg2rad(sigma))+10)^2+(main*sin(deg2rad(sigma)))^2))^2-Xe^2
S=subs(S,Ye,-1/175*Xe^2+42)
S = struct with fields:
    t1: [2×1 sym]
    d2: [2×1 sym]
% Ye = 48.47;
t_1 = simplify(S.t1);
d_2 = simplify(S.d2);
t_{1}(2)
ans =
         \frac{\sqrt{Xe^2 + 20 Xe + 1864 + 42}}{Xe + 10}
2 atan
```

 $d_{2}(2)$ 

```
ans = \sqrt{Xe^2 + 20 Xe + 1864}
t_1 = eval(t_1)
t_1 = 2 \times 1
  -0.2337
   2.9078
d_2 = eval(d_2)
d_2 = 2 \times 1
 -43.1741
  43.1741
t_3 = -pi + t_1
t_3 = 2 \times 1
  -3.3753
  -0.2337
01_x = simplify(H0_1(1,4));
01_y = simplify(H0_1(2,4));
02_x = simplify(H0_2(1,4));
02_y = simplify(H0_2(2,4));
03_x = simplify(H0_3(1,4));
03_y = simplify(H0_3(2,4));
% t1 = deg2rad(180-104.511+90)
% t3 = deg2rad(90-(180-104.511))
% d2 = sqrt(20^2+30^2)
t1 = t_1(2)
t1 = 2.9078
d2 = d_2(2)
d2 = 43.1741
d1 = triIneq(arms(1),arms(2),(t1-pi/2))
d1 = 23.6718
```

d2 = 43.1741

d2

```
d3 = triIneq(arms(3),arms(4),pi-t1-pi/2)
```

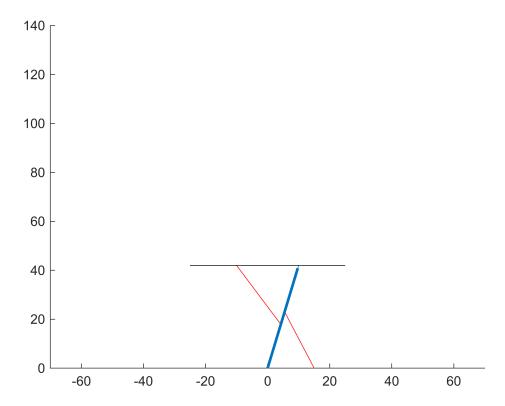
d3 = 24.7684

```
02_x = eval(02_x);
02_y = eval(02_y);

03_x = eval(03_x);
03_y = eval(03_y);

clf
link1 = line([0,01_x],[0,01_y]);
link2 = line([01_x, 02_x],[01_y, 02_y]);
link3 = line([02_x, 03_x],[02_y, 03_y]);
arm1 = line([arms(1),d1*cos(t1-pi/2)],[0,d1*sin(t1-pi/2)], 'color','red');
arm2 = line([02_x-(arms(3)),02_x-a3*cos(pi-t1-pi/2)],[02_y,02_y+d3*sin(pi-t1-pi/2)], 'color', top = line([02_x,02_x+15],[02_y,02_y], 'color','black');
top2 = line([02_x,02_x-(tops(1)-(arms(3)))/2-(arms(3))],[02_y,02_y], 'color','black');
middle = line([0, main*cos(t1-pi/2)],[0, main*sin(t1-pi/2)], 'LineWidth', 2);

xlim([-70_70])
ylim([0_140])
```



```
d1 = d1
d1 = 23.6718
d3 = d2-d3
d3 = 18.4056
d2 = d2-main
```

d2 = 1.1741

```
function [c] = triIneq(a,b,beta)
c = b*(-(a^2*sin(beta)^2 - b^2)/b^2)^(1/2) + a*cos(beta);
end
```