

## 第3讲 机器人运动学

谢 斌

**xiebin@csu.edu.cn**





中南大学人工智能与机器人实验室

**<http://airl.csu.edu.cn>**



# Review

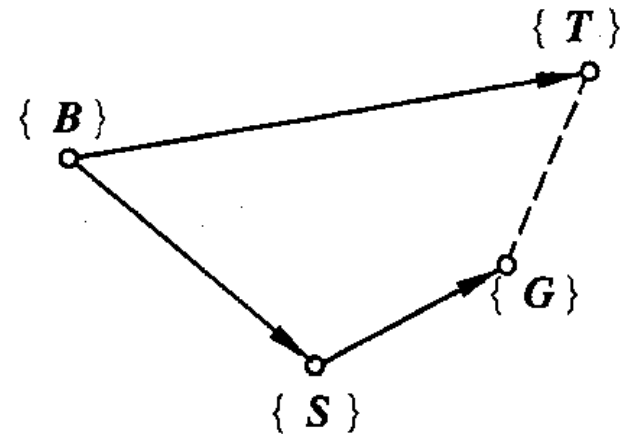
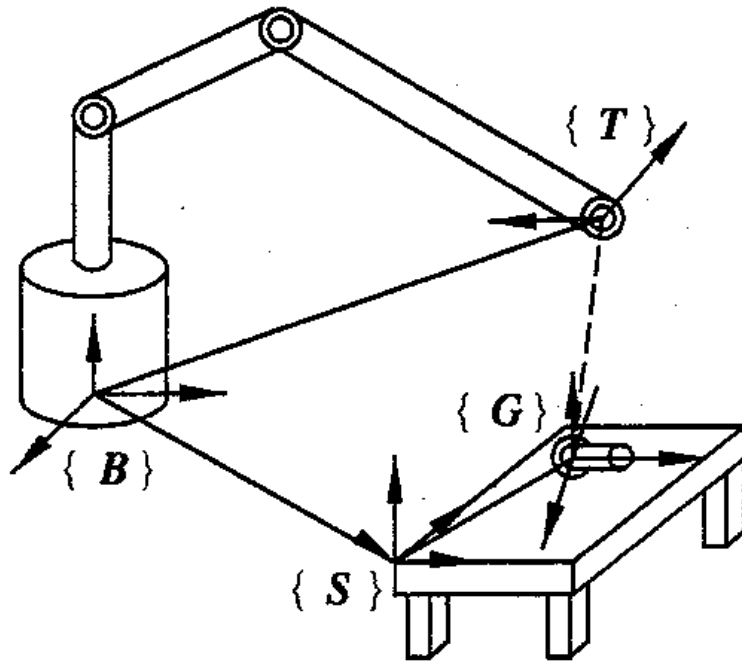


-  **Positions, Orientations, and Frames**
-  **Mappings**
-  **Operators**
-  **Transform Equations**

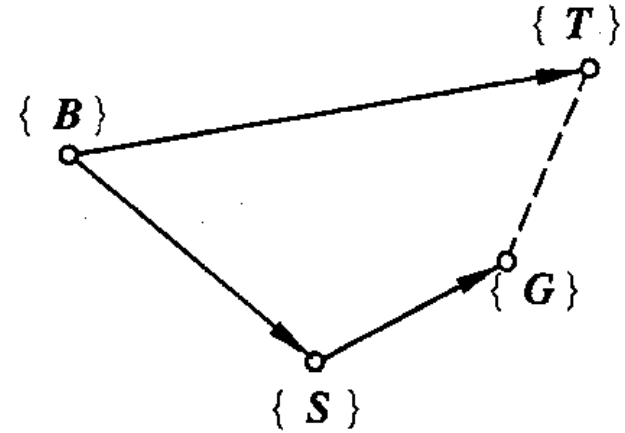
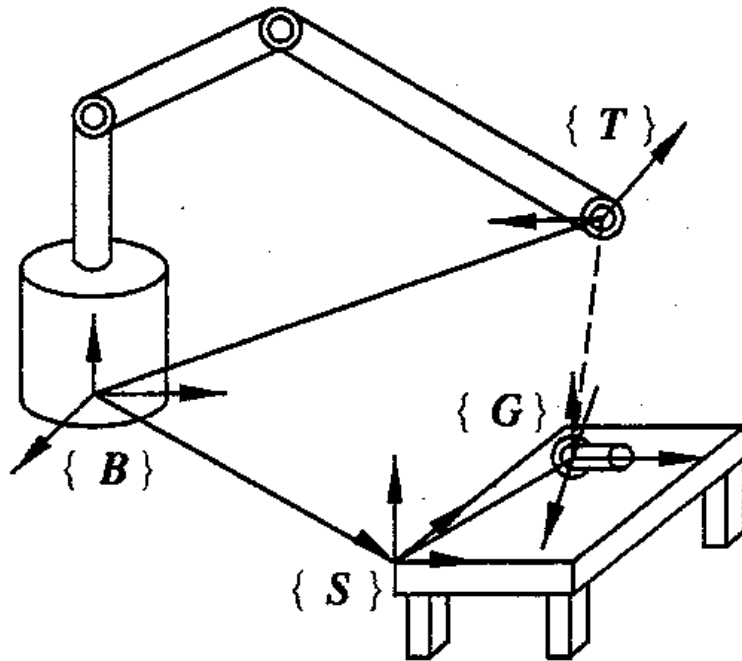
## Example 2.8



- Assume that we know the transform  ${}^B_T T$ ,  ${}^S_T T$ , and  ${}^S_G T$ . Calculate the position and orientation of the bolt relative to the manipulator's hand,  ${}^T_G T$ .



## Example 2.8



Solution:

$${}^G_S T {}^S_B T {}^B_T T {}^T_G T = I$$

$$\Rightarrow {}^S_G T^{-1} {}^B_S T^{-1} {}^B_T T {}^T_G T = I$$

$$\Rightarrow {}^T_G T = {}^B_T T^{-1} {}^B_S T {}^S_G T$$



1. 如何描述机器人的连杆参数？
2. 已知机器人的连杆参数，如何求取末端执行器的姿态？
3. 想要机器人的末端执行器到达指定的位置和朝向，如何求解所有可能的连杆配置？

# Contents



## **Introduction to Kinematics of Robotics**



## **Link Description**



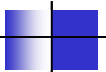
## **Frame Attachment**



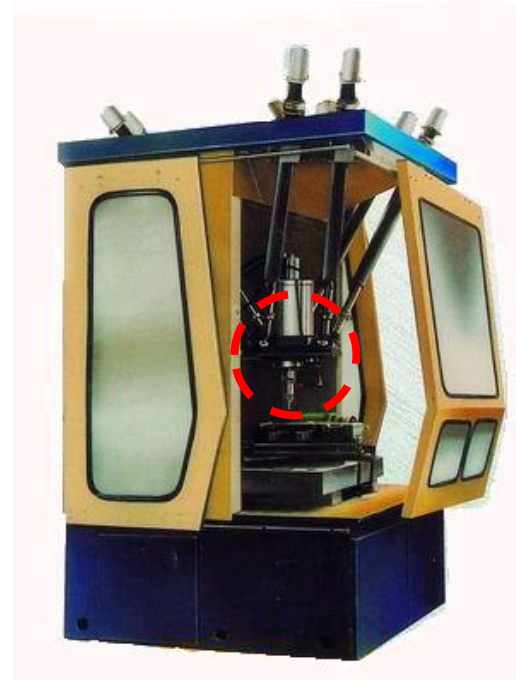
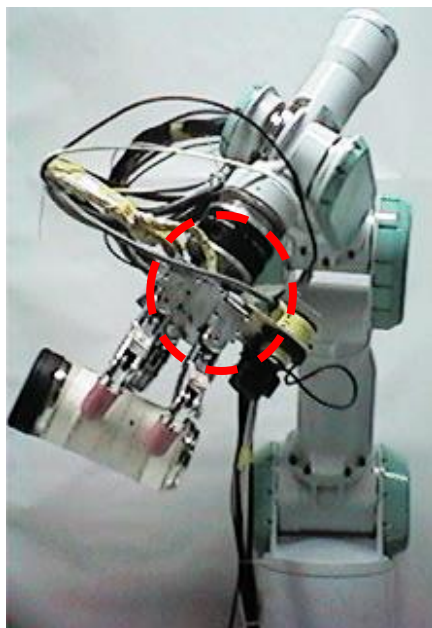
## **Forward Kinematics**



## **Inverse Kinematics**



# Introduction to Robot Kinematics

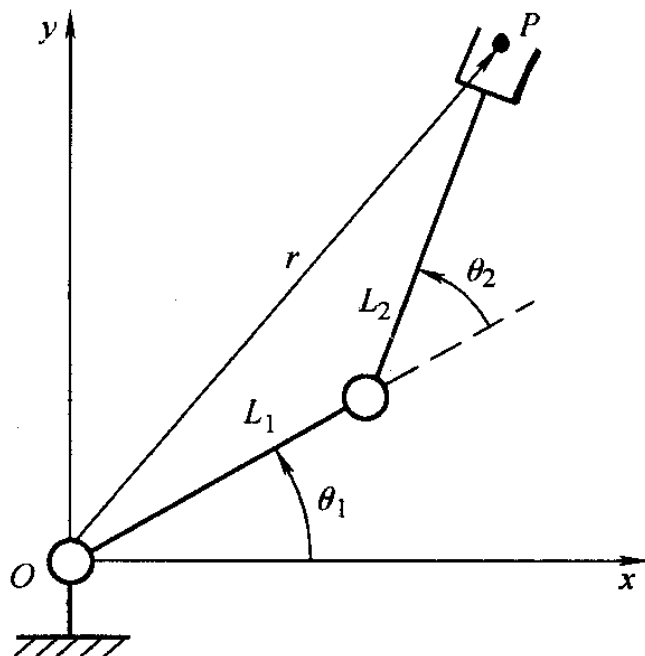


机器人运动学研究的是机器人的工作空间与关节空间之间的影射关系或机器人的运动学模型（Model），包括正（Forward）运动学和逆（Inverse）运动学两部分内容。

# Introduction to Robot Kinematics



- **Kinematics** treats motion **without regard to the forces** that cause it. Within the science of kinematics one studies the **position, velocity, acceleration**, and all higher order derivatives of the position variables (with respect to time or any other variable).



从**几何学**的观点来处理**手指位置** $P$ 与**关节变量** $L_1, L_2, \theta_1$  和  $\theta_2$ 的关系称为**运动学**(Kinematics)。





## ■ Direct (also forward) kinematics

- **Given** are joint relations (rotations, translations) for the robot arm.
- **Task:** What is the orientation and position of the end-effector?

## ■ Inverse kinematics

- **Given** is desired end-effector position and orientation.
- **Task:** What are the joint rotations and translations to achieve this?

# Example of Direct Kinematics



- Define position of end-effector and the joint variable,

$$r = \begin{bmatrix} x \\ y \end{bmatrix} \quad \theta = \begin{bmatrix} \theta_1 \\ \theta_2 \end{bmatrix}$$

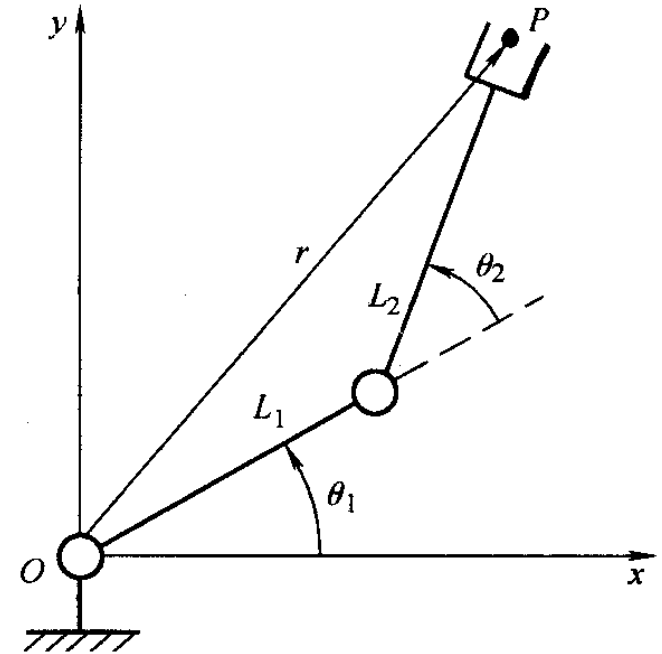
- According to geometry:

$$x = L_1 \cos \theta_1 + L_2 \cos(\theta_1 + \theta_2)$$

$$y = L_1 \sin \theta_1 + L_2 \sin(\theta_1 + \theta_2)$$

The general vector form

$$r = f(\theta)$$



# Example of Inverse Kinematics

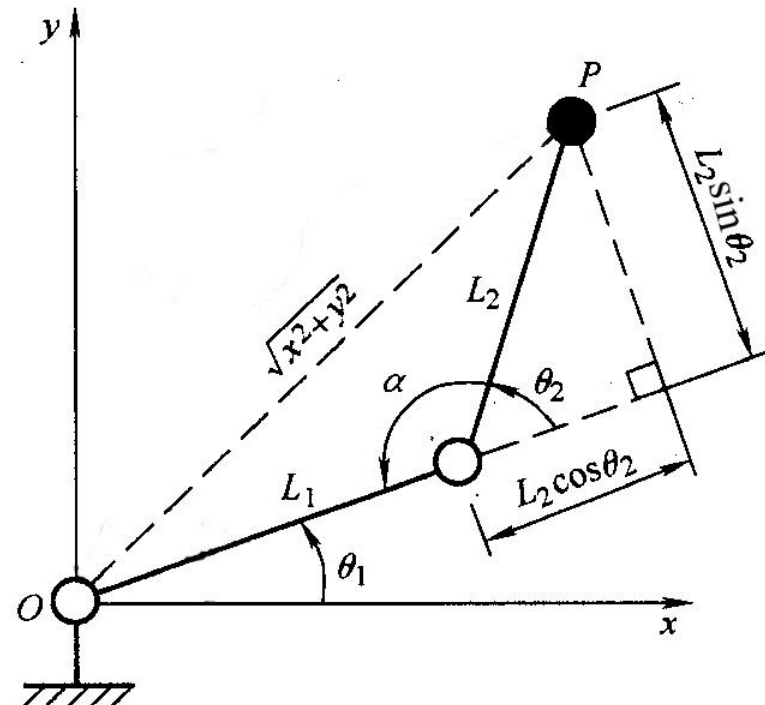


$$\theta_2 = \pi - \alpha$$

$$\theta_1 = \arctan\left(\frac{y}{x}\right) - \arctan\left(\frac{L_2 \sin \theta_2}{L_1 + L_2 \cos \theta_2}\right)$$

where

$$\alpha = \arccos\left[\frac{-(x^2 + y^2) + L_1^2 + L_2^2}{2L_1L_2}\right]$$



The general vector form

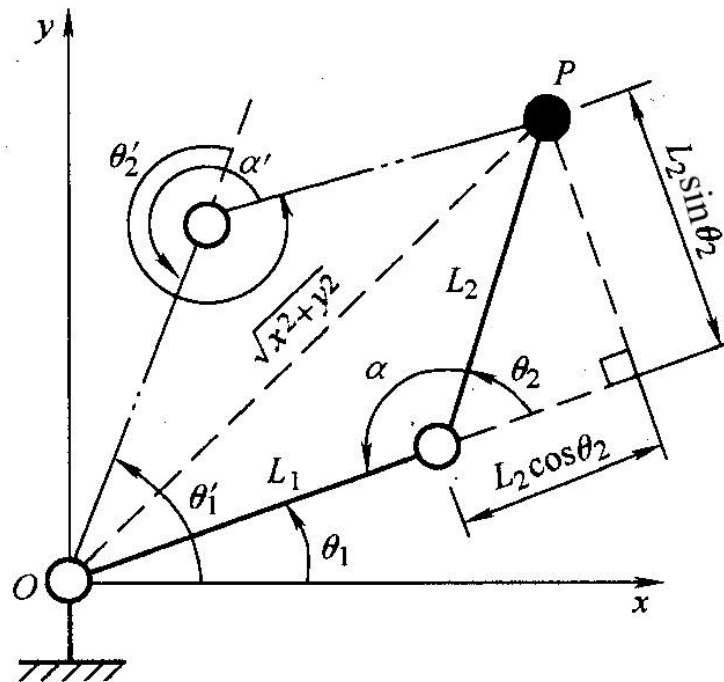
$$\theta = f^{-1}(r)$$

# Example of Inverse Kinematics



## Multiple solutions of inverse kinematics

$$\alpha' = -\alpha$$



# Contents



 **Introduction to Kinematics of Robotics**

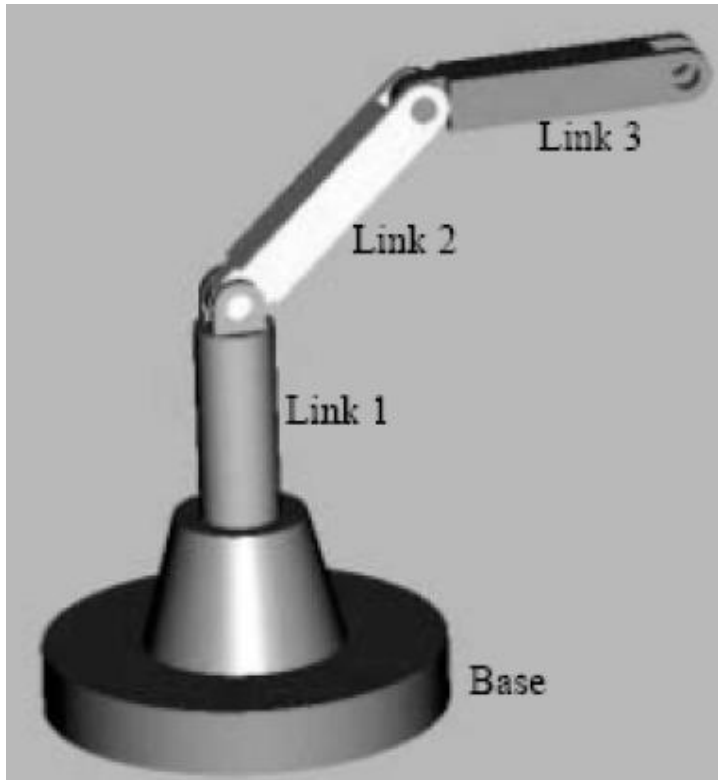
 **Link Description**

 **Frame Attachment**

 **Forward Kinematics**

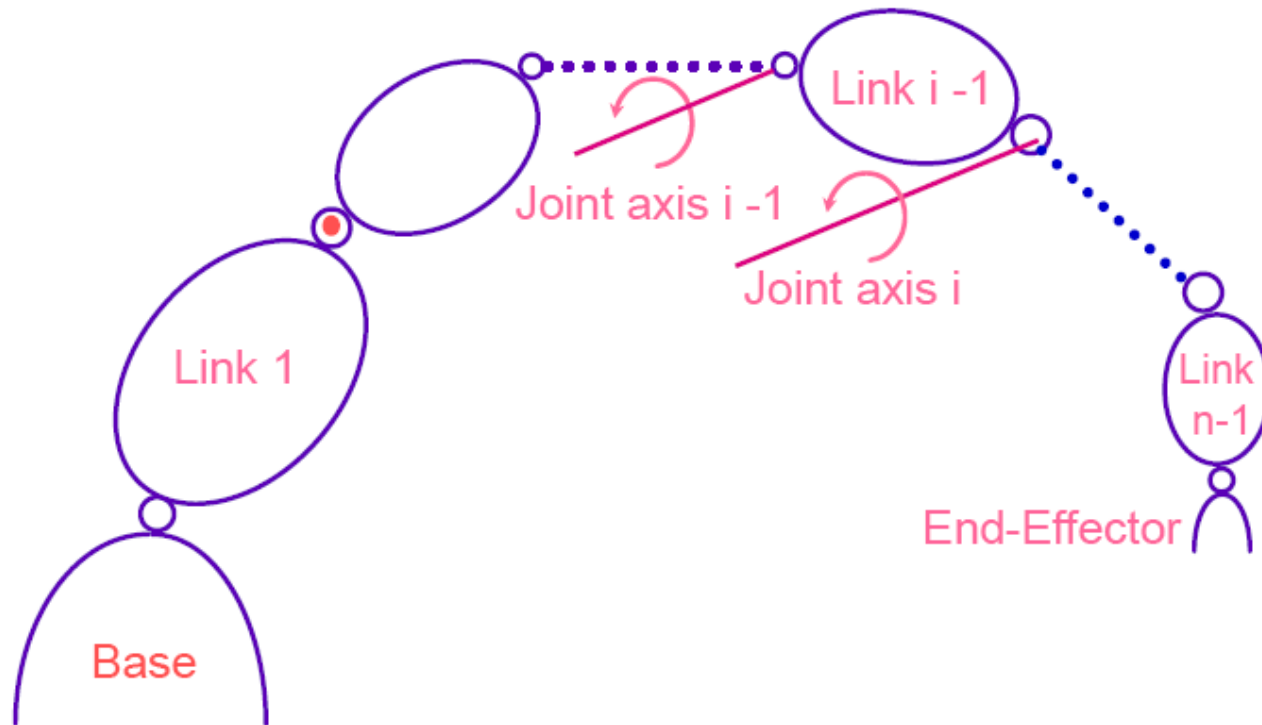
 **Inverse Kinematics**

# Link Description

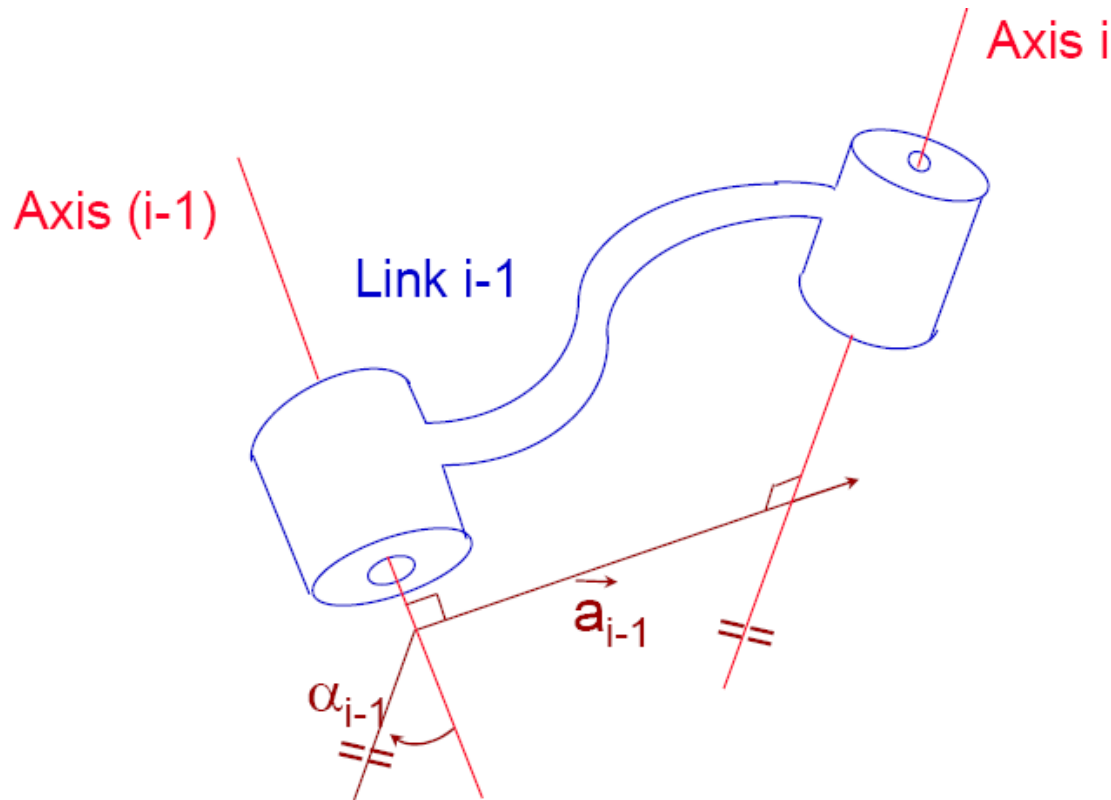


- Mechanics of a manipulator can be represented as a kinematics chain of rigid bodies (links) connected by **revolute** or **prismatic** joints.
- One end of the chain is constrained to a base, while an end-effector is mounted to the other end of the chain.
- The resulting motion is obtained by composition of the elementary motions of each link with respect to the previous one.

## Manipulator



# Link Description



$a_{i-1}$ : Link Length - mutual perpendicular  
unique except for parallel axis

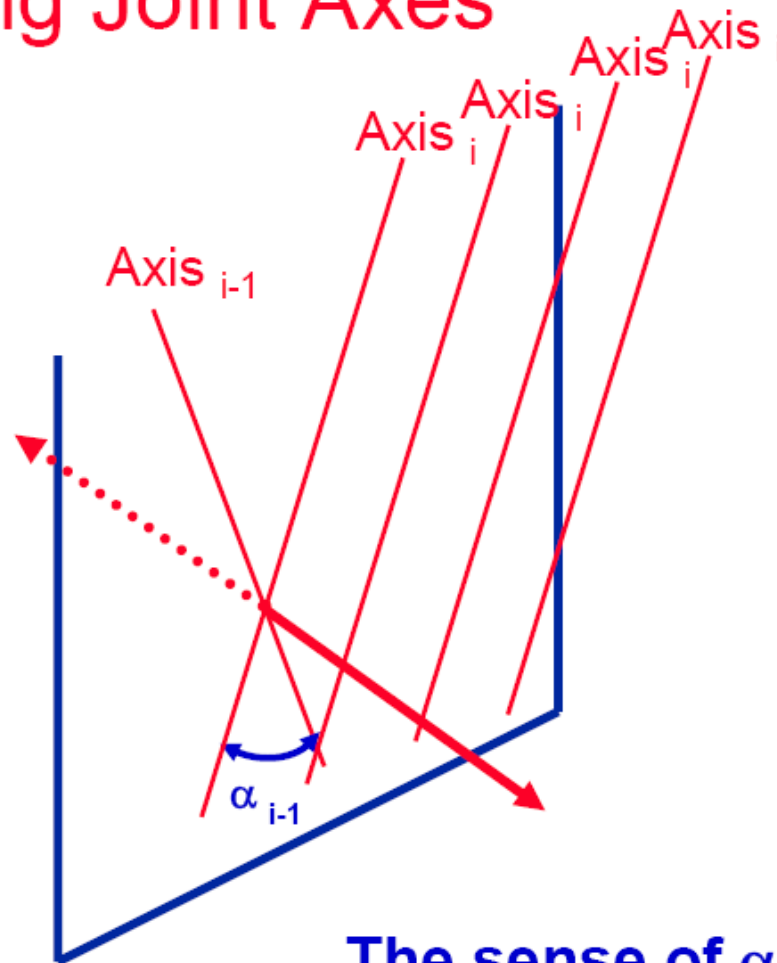
$\alpha_{i-1}$ : Link Twist - measured in the right-hand sense about  $\vec{a}_{i-1}$   
(连杆扭角)



# Link Description



## Intersecting Joint Axes

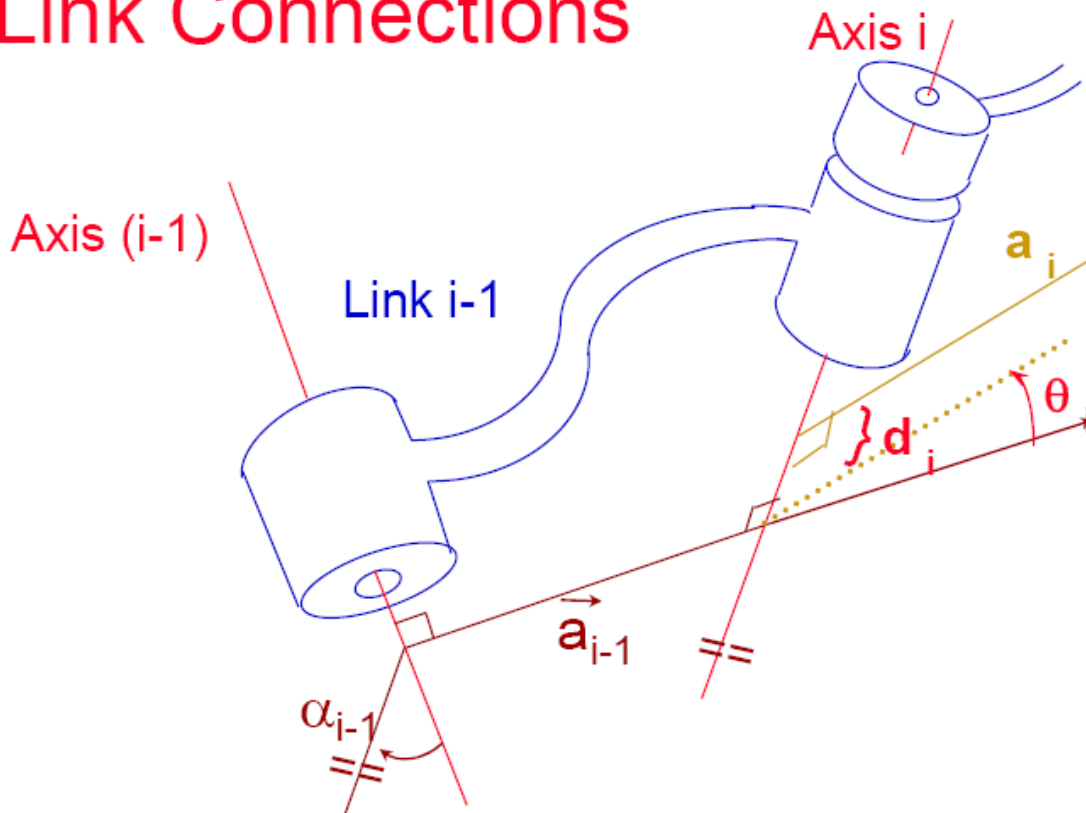


The sense of  $\alpha_{i-1}$  is free

# Link Description



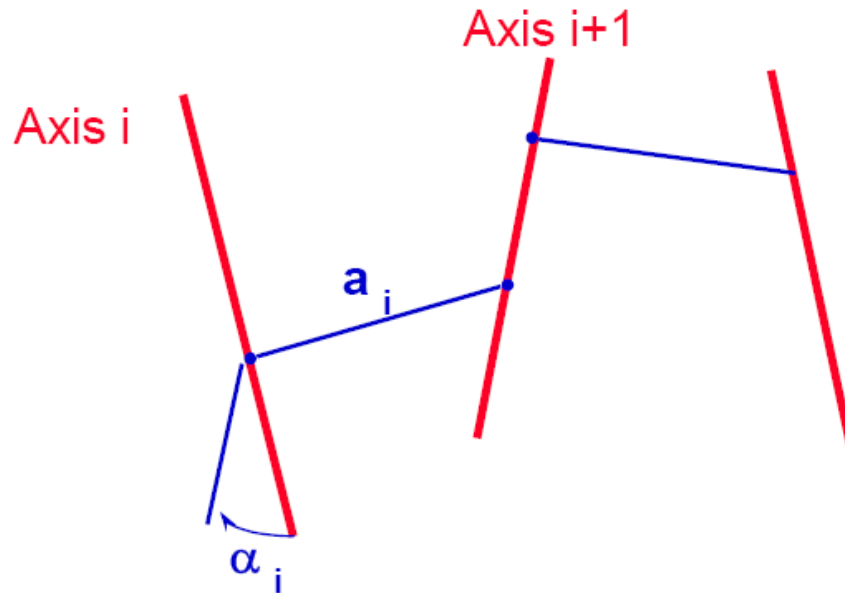
## Link Connections



$d_i$ : Link Offset -- variable if joint i is *prismatic* (平动关节)

$\theta_i$ : Joint Angle -- variable if joint i is *revolute* (转动关节)

# First & Last Links



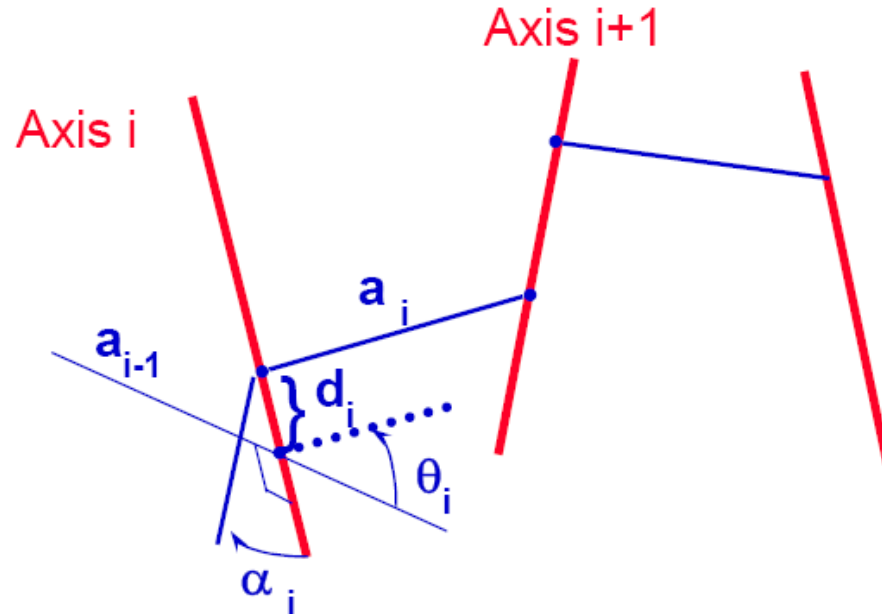
$a_i$  and  $\alpha_i$  depend on joint axes  $i$  and  $i+1$

Axes 1 to  $n$ : determined

➔  $a_1, a_2 \dots a_{n-1}$  and  $\alpha_1, \alpha_2 \dots \alpha_{n-1}$

Convention:  $a_0 = a_n = 0$  and  $\alpha_0 = \alpha_n = 0$

# First & Last Links



$\theta_i$  and  $d_i$  depend on links  $i-1$  and  $i$

**→**  $\theta_2, \theta_3, \dots, \theta_{n-1}$  and  $d_2, d_3, \dots, d_{n-1}$

**Convention:** set the constant parameters to zero

Following joint type:  $d_1$  or  $\theta_1 = 0$  and  $d_n$  or  $\theta_n = 0$

# Denavit-Hartenberg Parameters



4 D-H parameters  $(\alpha_i, a_i, d_i, \theta_i)$

3 fixed link parameters

1 joint variable  $\begin{cases} \theta_i & \text{revolute joint} \\ d_i & \text{prismatic joint} \end{cases}$

$\alpha_i$  and  $a_i$  : describe the Link i

$d_i$  and  $\theta_i$  : describe the Link's connection

# Contents



 **Introduction to Kinematics of Robotics**

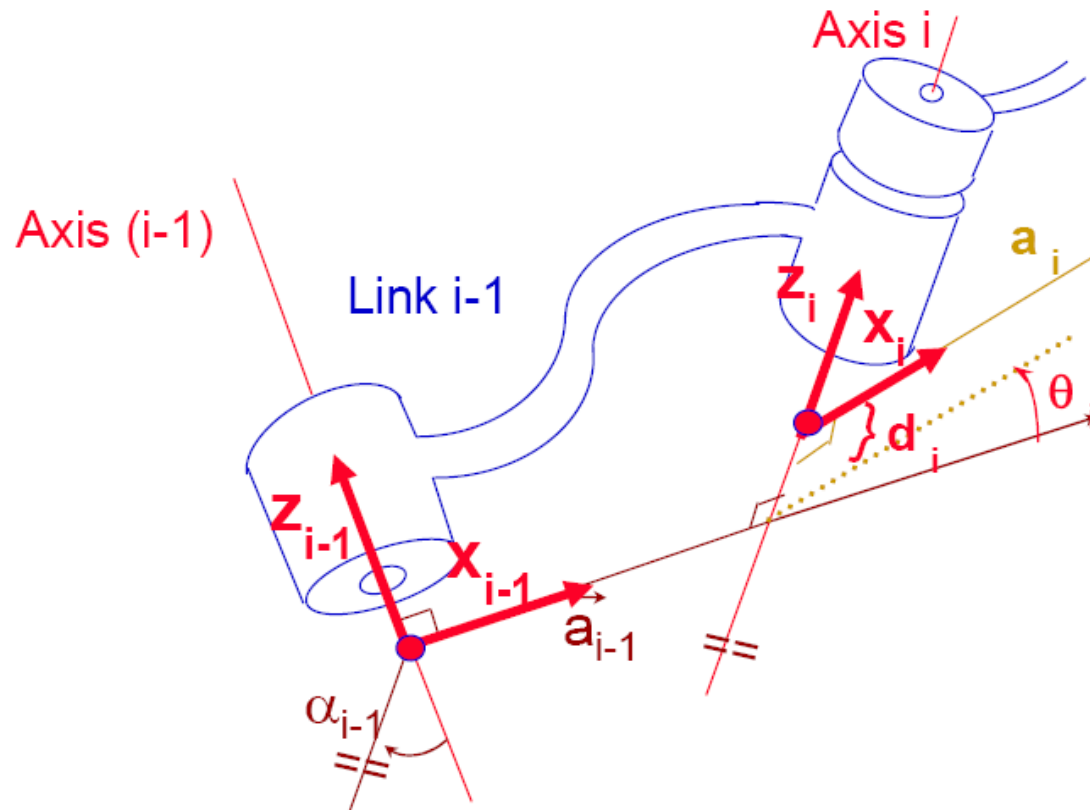
 **Link Description**

 **Frame Attachment**

 **Forward Kinematics**

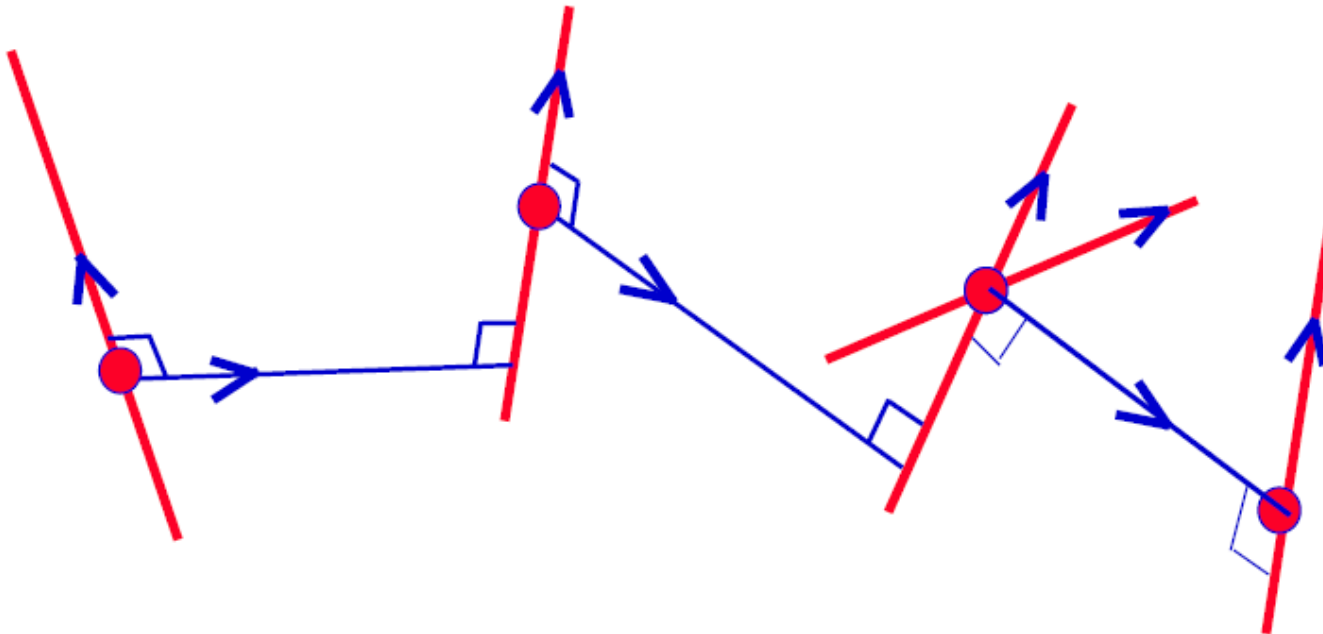
 **Inverse Kinematics**

# Frame Attachment



y-vectors: complete right-hand frames

## Summary – Frame Attachment

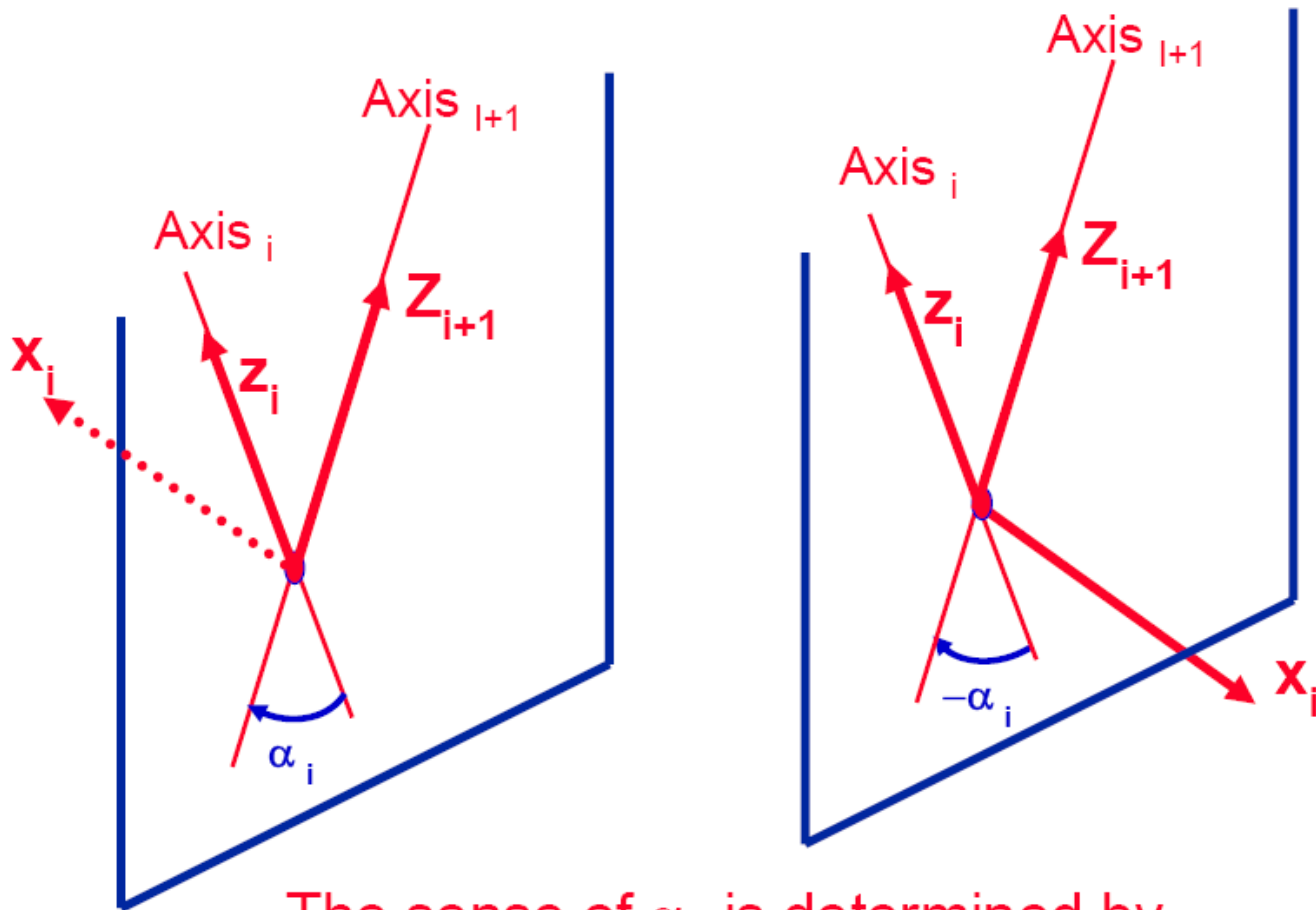


1. Normals  
2. Origins

3. Z-axes  
4. X-axes



# Intersecting Joint Axes

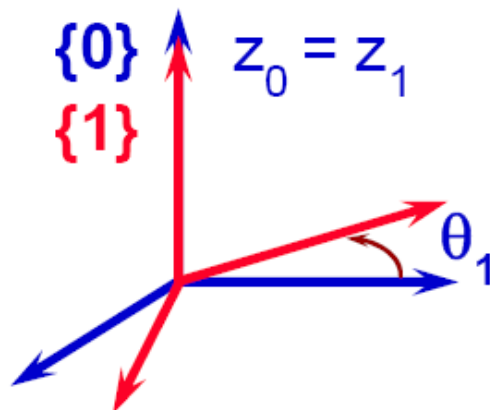


The sense of  $\alpha_i$  is determined by the direction of  $x$

# First Link



Revolute



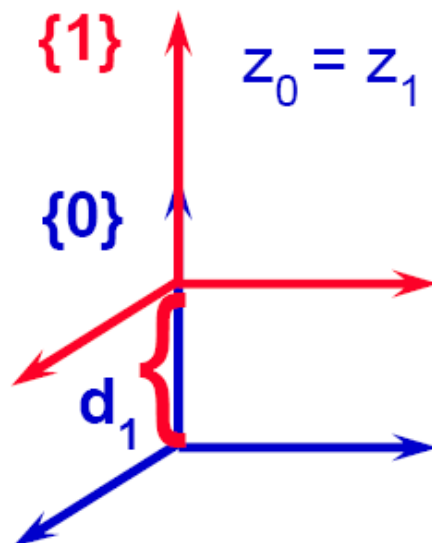
$$a_0 = 0$$

$$\alpha_0 = 0$$

$$d_1 = 0$$

$$\theta_1 = 0 \rightarrow \{0\} \equiv \{1\}$$

Prismatic



$$a_0 = 0$$

$$\alpha_0 = 0$$

$$\theta_1 = 0$$

$$d_1 = 0 \rightarrow \{0\} \equiv \{1\}$$

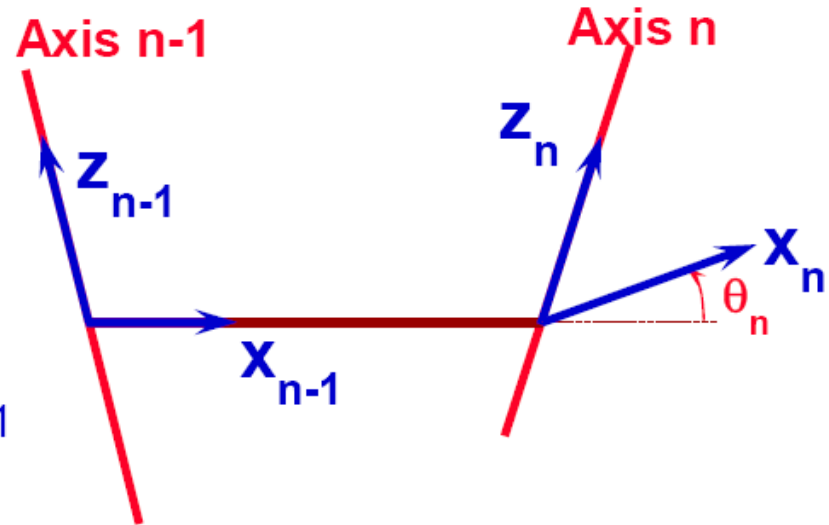
# Last Link



Revolute

$$d_n = 0$$

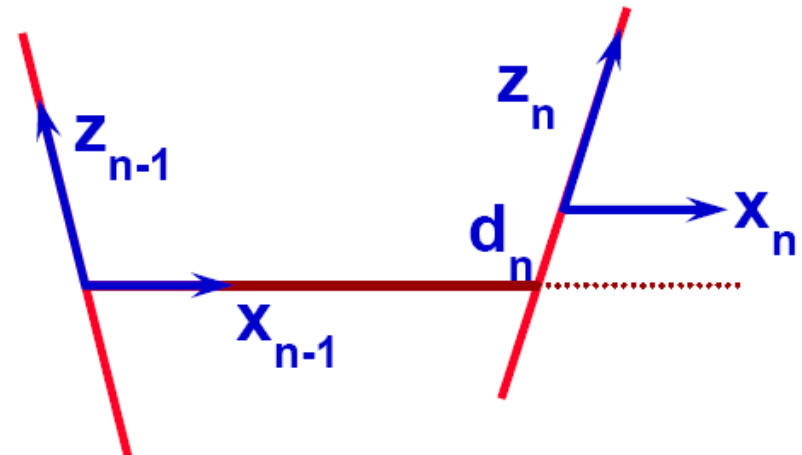
$$\theta_n = 0 \rightarrow x_n = x_{n-1}$$



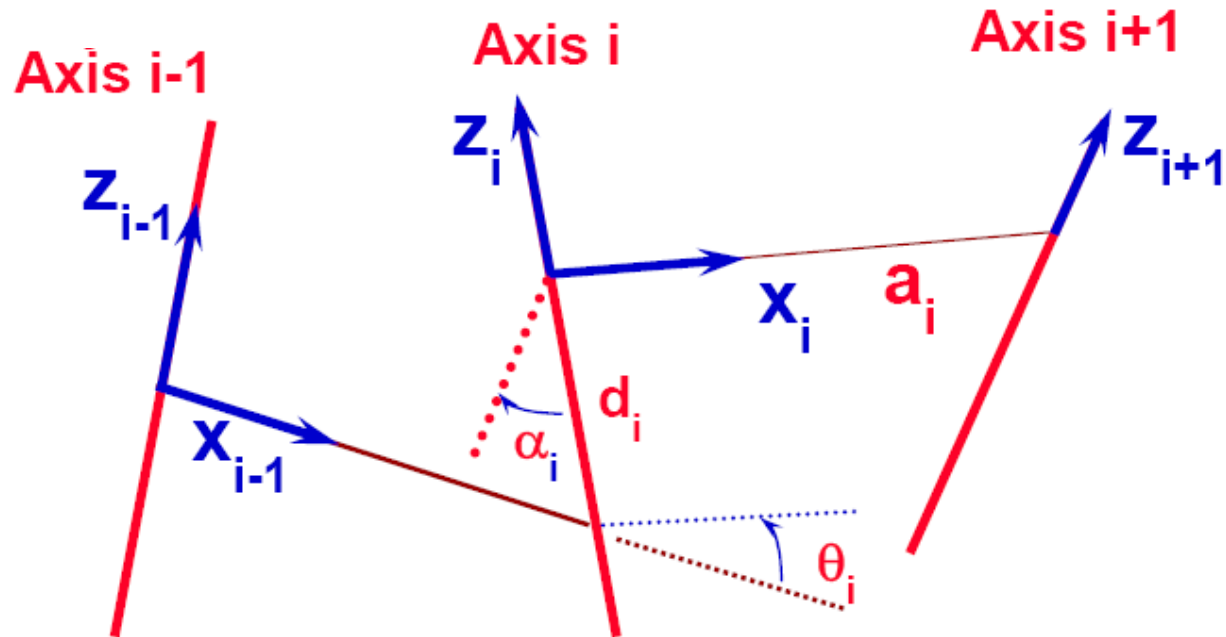
Prismatic

$$\theta_n = 0$$

$$d_n = 0 \rightarrow x_n = x_{n-1}$$



# Summary of the link parameters



$a_i$  : distance  $(z_i, z_{i+1})$  along  $x_i$

$\alpha_i$  : angle  $(z_i, z_{i+1})$  about  $x_i$

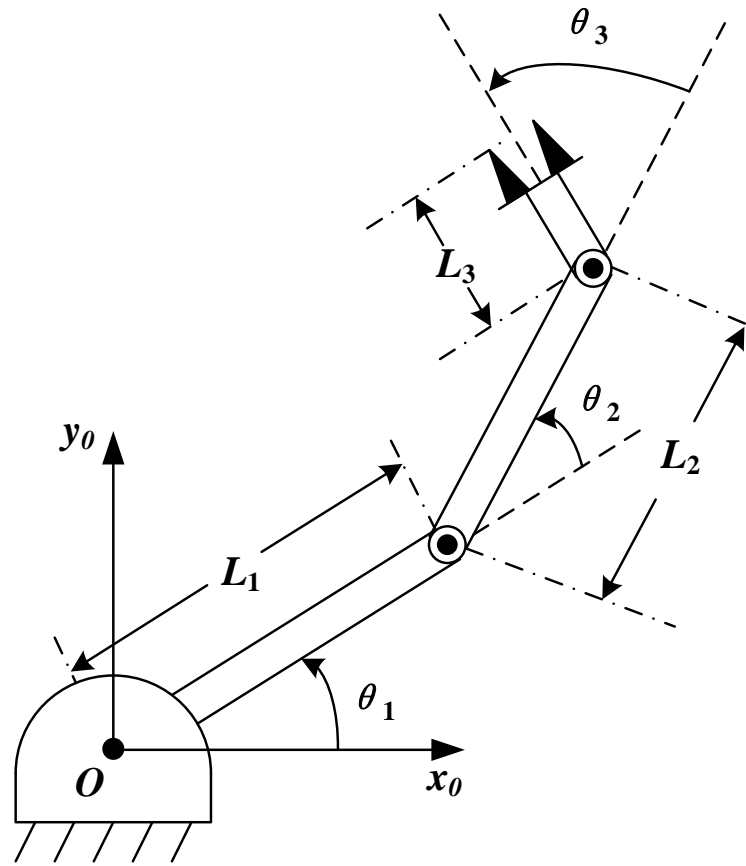
$d_i$  : distance  $(x_{i-1}, x_i)$  along  $z_i$

$\theta_i$  : angle  $(x_{i-1}, x_i)$  about  $z_i$

# Denavit-Hartenberg Parameters



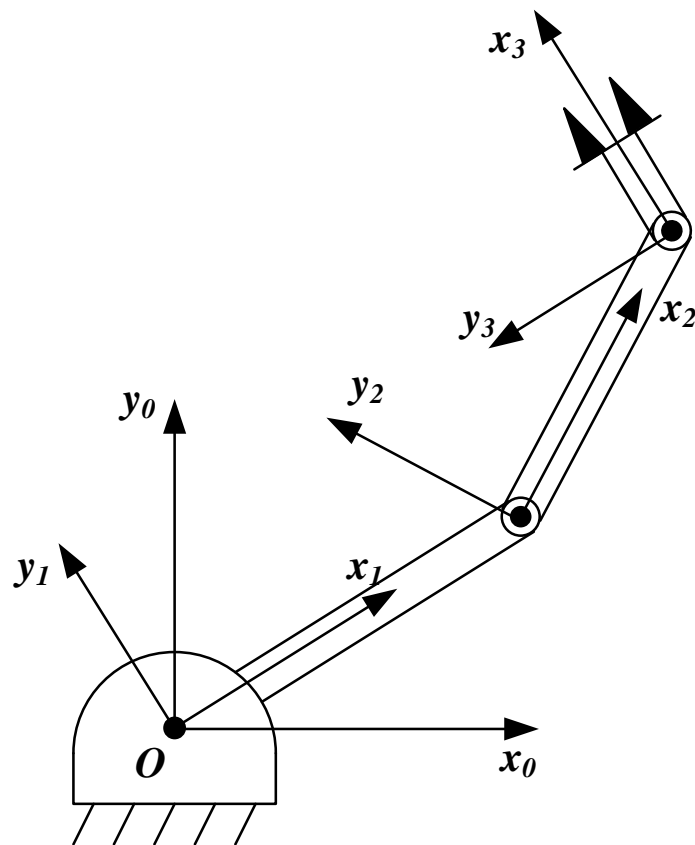
## Example-RRR Arm



# Denavit-Hartenberg Parameters



## Example-RRR Arm



$a_i$  = distance from  $z_i$  to  $z_{i+1}$  along  $x_i$

$\alpha_i$  = angle from  $z_i$  to  $z_{i+1}$  about  $x_i$

$d_i$  = distance from  $x_{i-1}$  to  $x_i$  along  $z_i$

$\theta_i$  = angle from  $x_{i-1}$  to  $x_i$  about  $z_i$

link	$\alpha_{i-1}$	$a_{i-1}$	$d_i$	$\theta_i$
1	0	0	0	$\theta_1$
2	0	$L_1$	0	$\theta_2$
3	0	$L_2$	0	$\theta_3$

# Contents



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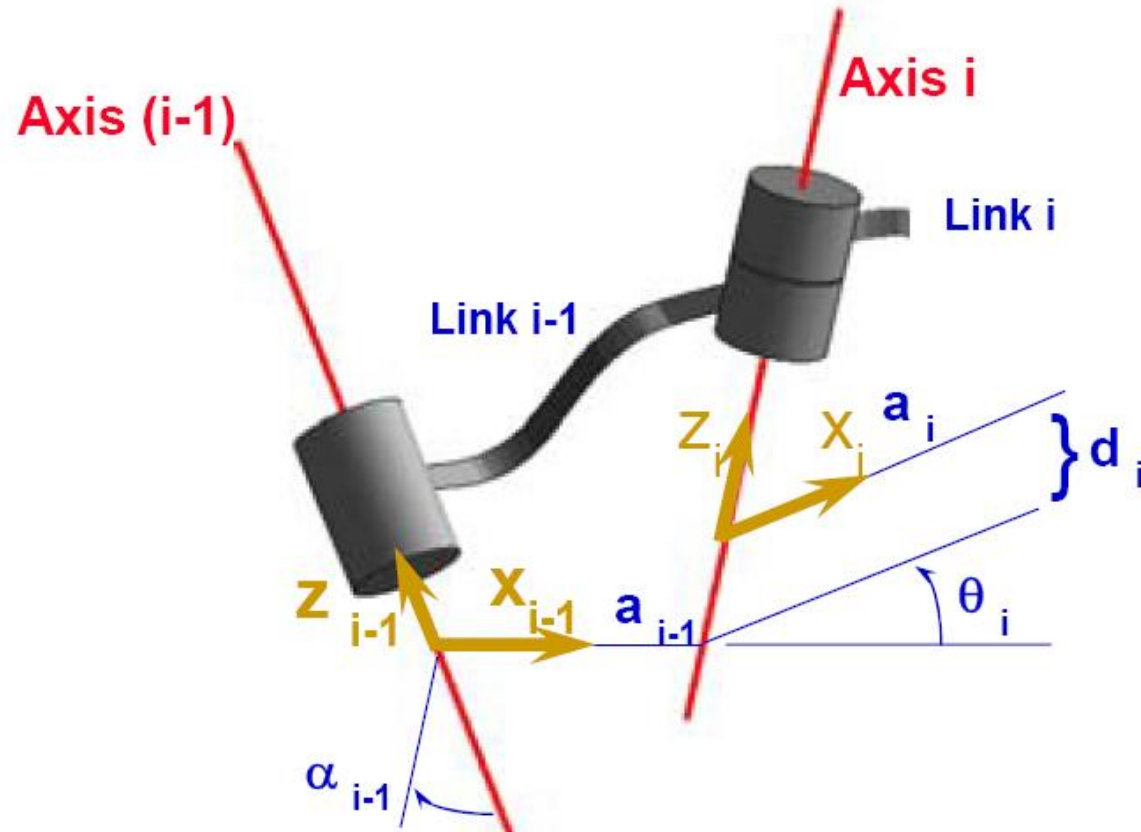
 **Link Description**

 **Frame Attachment**

 **Forward Kinematics**

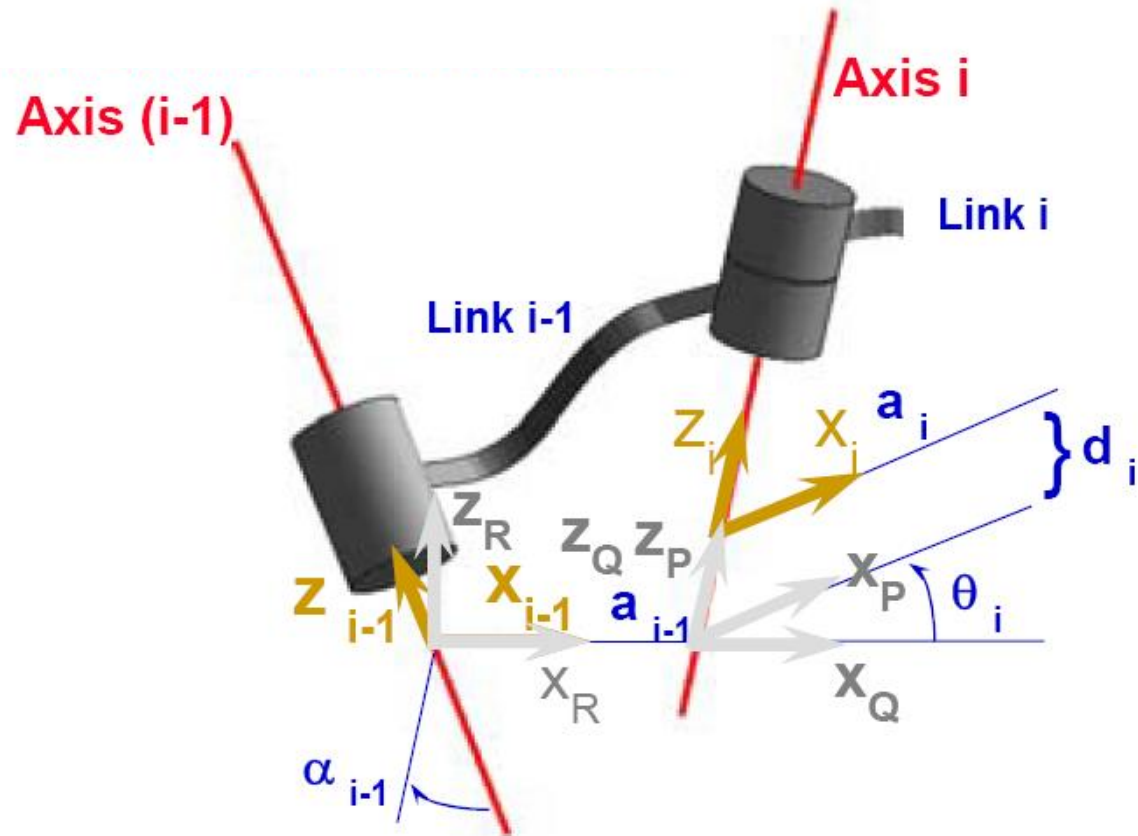
 **Inverse Kinematics**

# Forward Kinematics

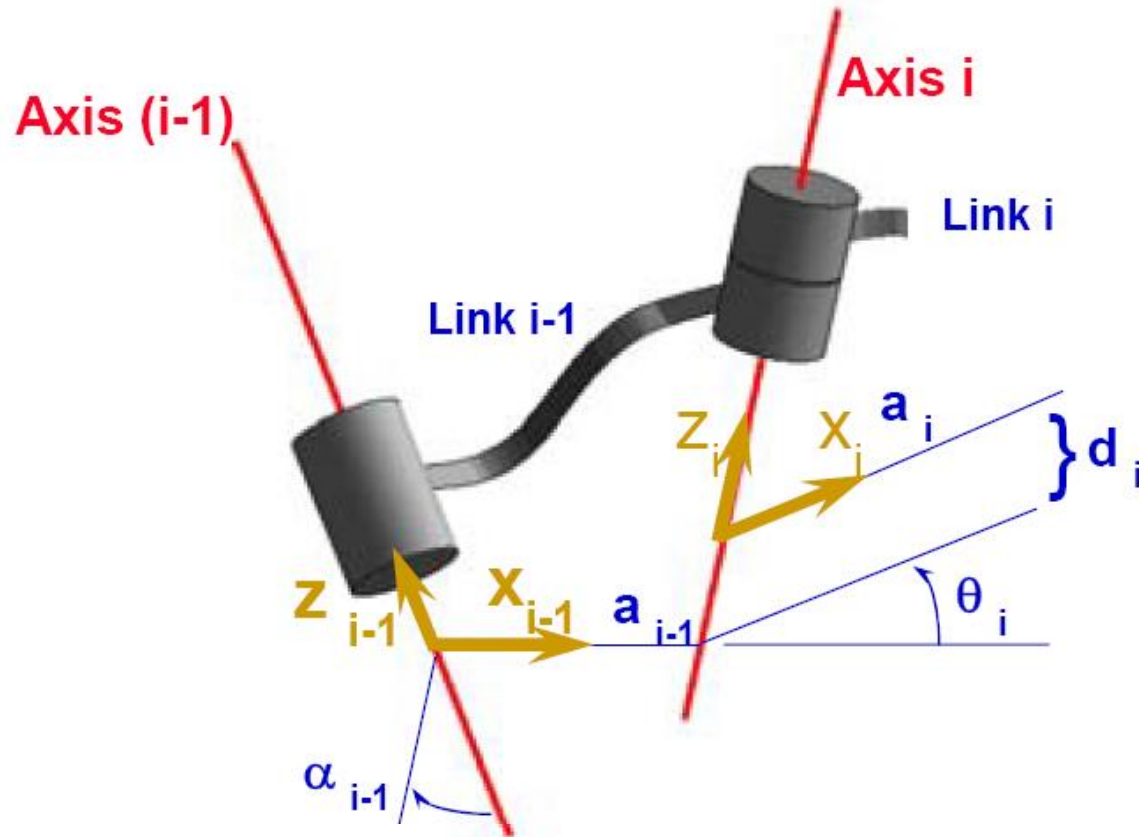




# Forward Kinematics

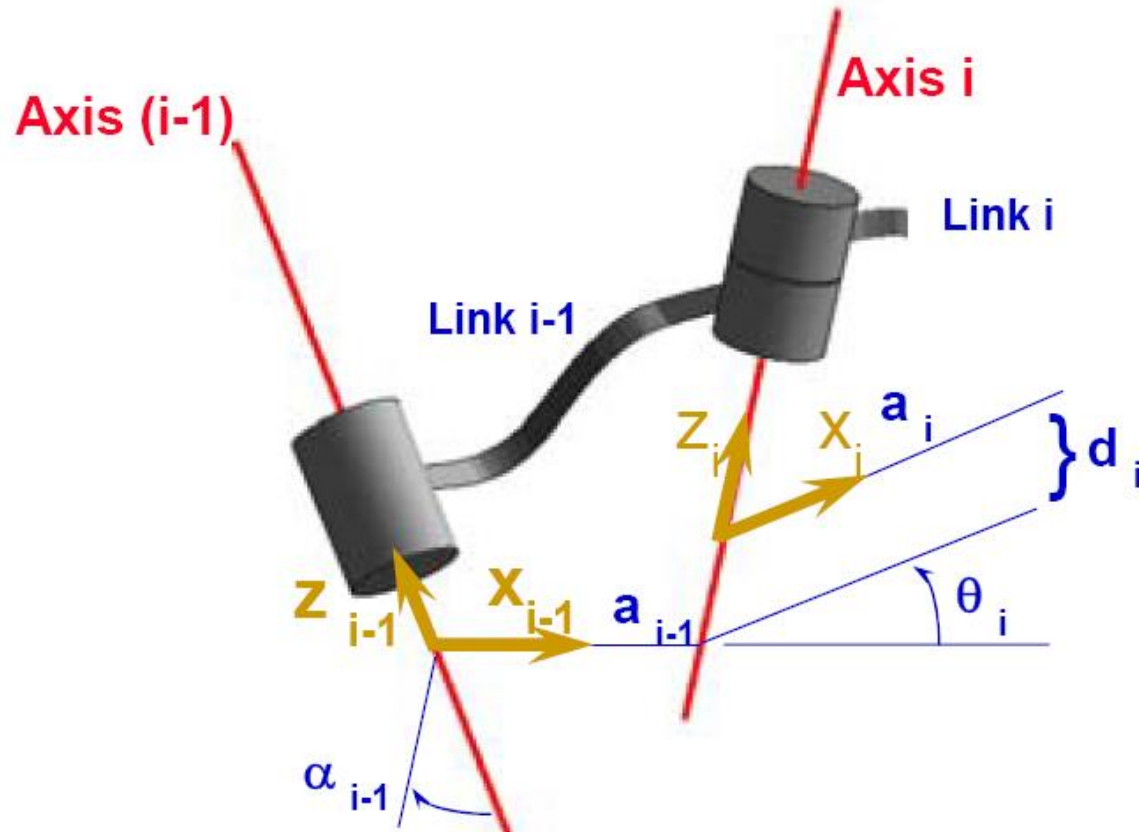


# Forward Kinematics



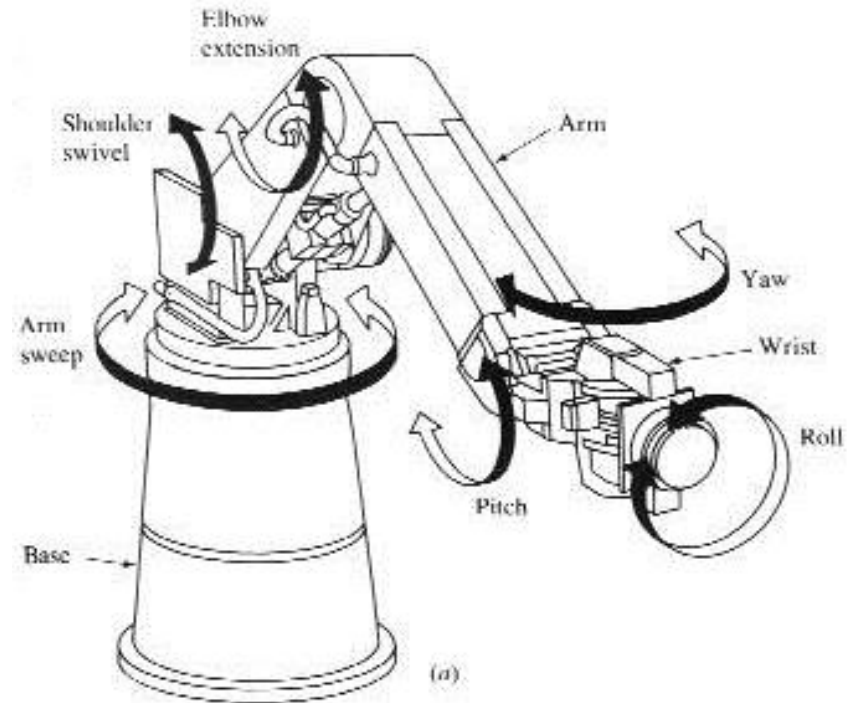
$${}^{i-1}_i T = \begin{bmatrix} c\theta_i & -s\theta_i & 0 & a_{i-1} \\ s\theta_i c\alpha_{i-1} & c\theta_i c\alpha_{i-1} & -s\alpha_{i-1} & -s\alpha_{i-1} d_i \\ s\theta_i s\alpha_{i-1} & c\theta_i s\alpha_{i-1} & c\alpha_{i-1} & c\alpha_{i-1} d_i \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

# Forward Kinematics

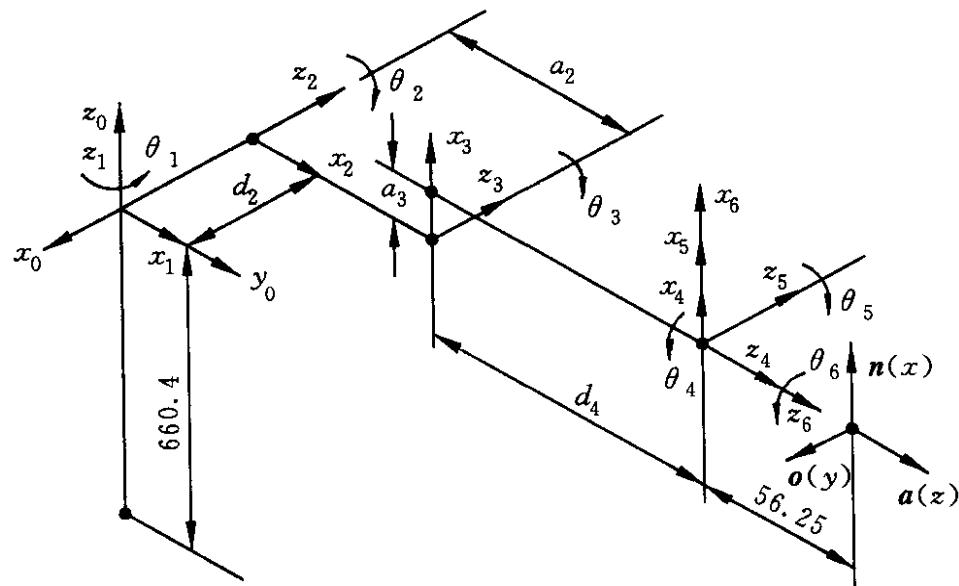
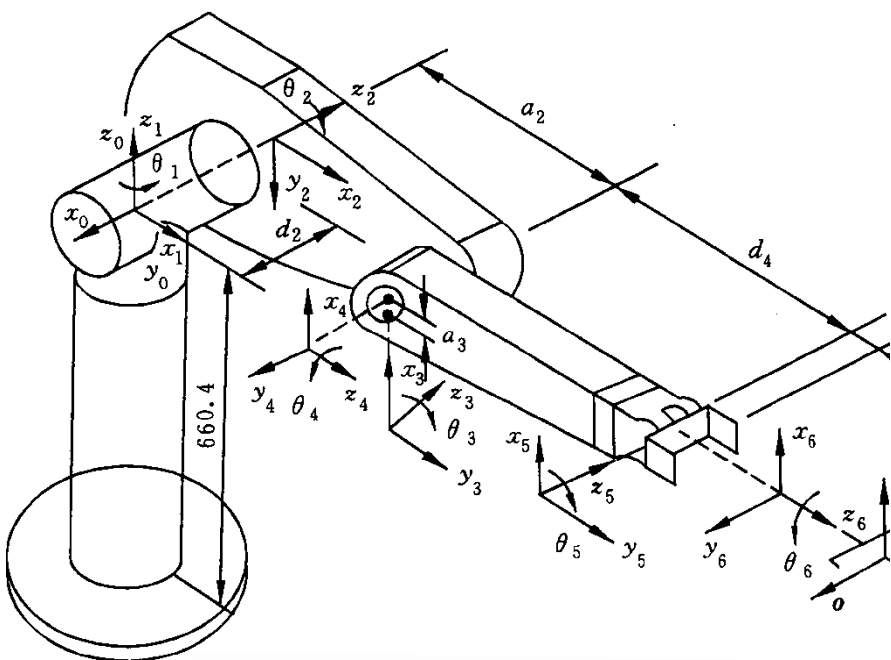


**Forward Kinematics:** 
$${}^0_N T = {}^0_1 T {}^1_2 T \dots {}^{N-1}_N T$$

# Forward Kinematics of PUMA 560

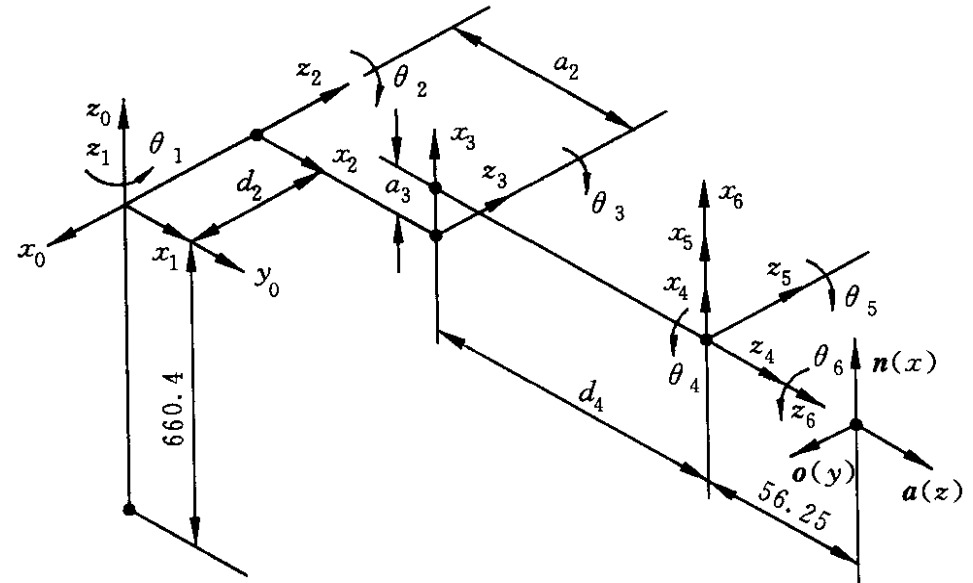
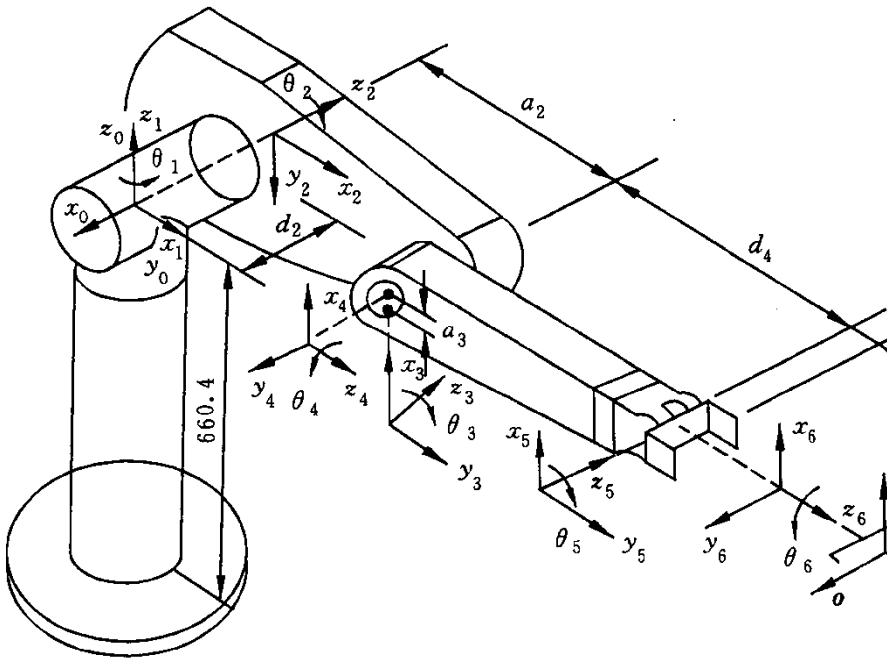


# Forward Kinematics of PUMA 560



连杆 $i$	变量 $\theta_i$	$\alpha_{i-1}$	$a_{i-1}$	$d_i$	变量范围
1	$\theta_1(90^\circ)$	$0^\circ$	0	0	$-160^\circ \sim 160^\circ$
2	$\theta_2(0^\circ)$	$-90^\circ$	0	$d_2$	$-225^\circ \sim 45^\circ$
3	$\theta_3(-90^\circ)$	$0^\circ$	$a_2$	0	$-45^\circ \sim 225^\circ$
4	$\theta_4(0^\circ)$	$-90^\circ$	$a_3$	$d_4$	$-110^\circ \sim 170^\circ$
5	$\theta_5(0^\circ)$	$90^\circ$	0	0	$-100^\circ \sim 100^\circ$
6	$\theta_6(0^\circ)$	$-90^\circ$	0	0	$-266^\circ \sim 266^\circ$

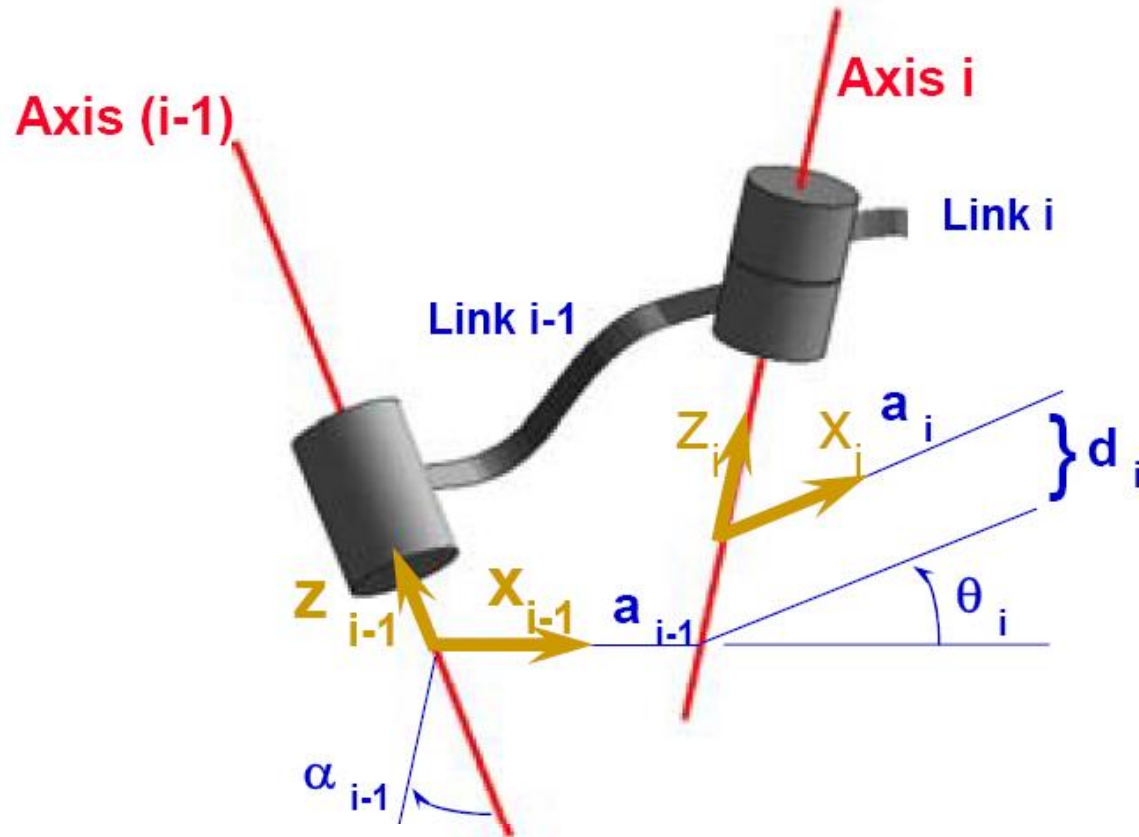
# Forward Kinematics of PUMA 560



$${}^0T_6 = {}^0T_1(\theta_1) {}^1T_2(\theta_2) {}^2T_3(\theta_3) {}^3T_4(\theta_4) {}^4T_5(\theta_5) {}^5T_6(\theta_6)$$



# Forward Kinematics



$${}^{i-1}_i T = \begin{bmatrix} c\theta_i & -s\theta_i & 0 & a_{i-1} \\ s\theta_i c\alpha_{i-1} & c\theta_i c\alpha_{i-1} & -s\alpha_{i-1} & -s\alpha_{i-1} d_i \\ s\theta_i s\alpha_{i-1} & c\theta_i s\alpha_{i-1} & c\alpha_{i-1} & c\alpha_{i-1} d_i \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

# Forward Kinematics of PUMA 560



$${}^0T_1 = \begin{bmatrix} c\theta_1 & -s\theta_1 & 0 & 0 \\ s\theta_1 & c\theta_1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^1T_2 = \begin{bmatrix} c\theta_2 & -s\theta_2 & 0 & 0 \\ 0 & 0 & 1 & d_2 \\ -s\theta_2 & -c\theta_2 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

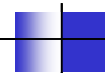
$${}^2T_3 = \begin{bmatrix} c\theta_3 & -s\theta_3 & 0 & a_2 \\ s\theta_3 & c\theta_3 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^3T_4 = \begin{bmatrix} c\theta_4 & -s\theta_4 & 0 & a_3 \\ 0 & 0 & 1 & d_4 \\ -s\theta_4 & -c\theta_4 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^4T_5 = \begin{bmatrix} c\theta_5 & -s\theta_5 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ s\theta_5 & c\theta_5 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^5T_6 = \begin{bmatrix} c\theta_6 & -s\theta_6 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ -s\theta_6 & -c\theta_6 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^0T_6 = {}^0T_1(\theta_1) {}^1T_2(\theta_2) {}^2T_3(\theta_3) {}^3T_4(\theta_4) {}^4T_5(\theta_5) {}^5T_6(\theta_6)$$










# Forward Kinematics of PUMA 560



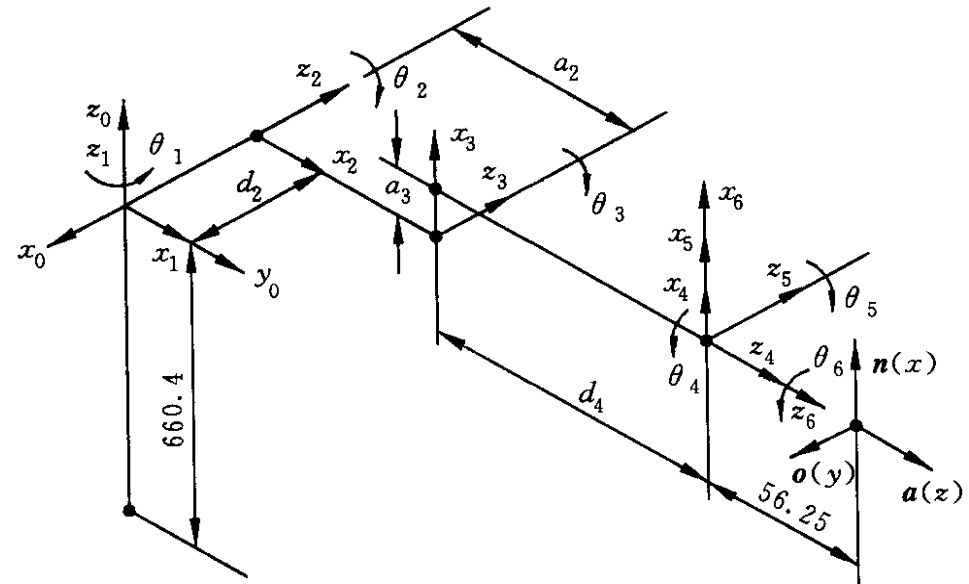
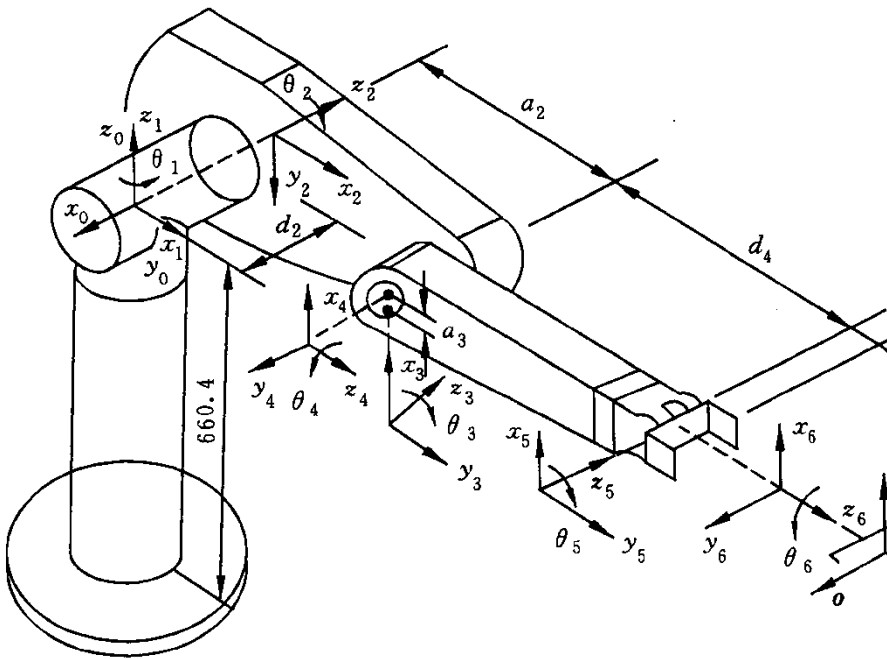
$${}^0T_6 = \begin{bmatrix} n_x & o_x & a_x & p_x \\ n_y & o_y & a_y & p_y \\ n_z & o_z & a_z & p_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \left\{ \begin{array}{l} n_x = c_1[c_{23}(c_4c_5c_6 - s_4s_6) - s_{23}s_5c_6] + s_1(s_4c_5c_6 + c_4s_6), \\ n_y = s_1[c_{23}(c_4c_5c_6 - s_4s_6) - s_{23}s_5c_6] - c_1(s_4c_5c_6 + c_4s_6), \\ n_z = -s_{23}(c_4c_5c_6 - s_4s_6) - c_{23}s_5c_6; \\ o_x = c_1[c_{23}(-c_4c_5s_6 - s_4c_6) + s_{23}s_5s_6] + s_1(c_4c_6 - s_4c_5s_6), \\ o_y = s_1[c_{23}(-c_4c_5s_6 - s_4c_6) + s_{23}s_5s_6] - c_1(c_4c_6 - s_4c_5s_6), \\ o_z = -s_{23}(-c_4c_5s_6 - s_4c_6) + c_{23}s_5s_6, \\ a_x = -c_1(c_{23}c_4s_5 + s_{23}c_5) - s_1s_4s_5, \\ a_y = -s_1(c_{23}c_4s_5 + s_{23}c_5) + c_1s_4s_5, \\ a_z = s_{23}c_4s_5 - c_{23}c_5; \\ p_x = c_1[a_2c_2 + a_3c_{23} - d_4s_{23}] - d_2s_1, \\ p_y = s_1[a_2c_2 + a_3c_{23} - d_4s_{23}] + d_2c_1 \\ p_z = -a_3s_{23} - a_2s_2 - d_4c_{23}. \end{array} \right.$$

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-  **Link Description**
-  **Frame Attachment**
-  **Forward Kinematics**
-  **Inverse Kinematics**

# Definition of Inverse Kinematics



$${}^0T_6 = {}^0T_1(\theta_1) {}^1T_2(\theta_2) {}^2T_3(\theta_3) {}^3T_4(\theta_4) {}^4T_5(\theta_5) {}^5T_6(\theta_6)$$

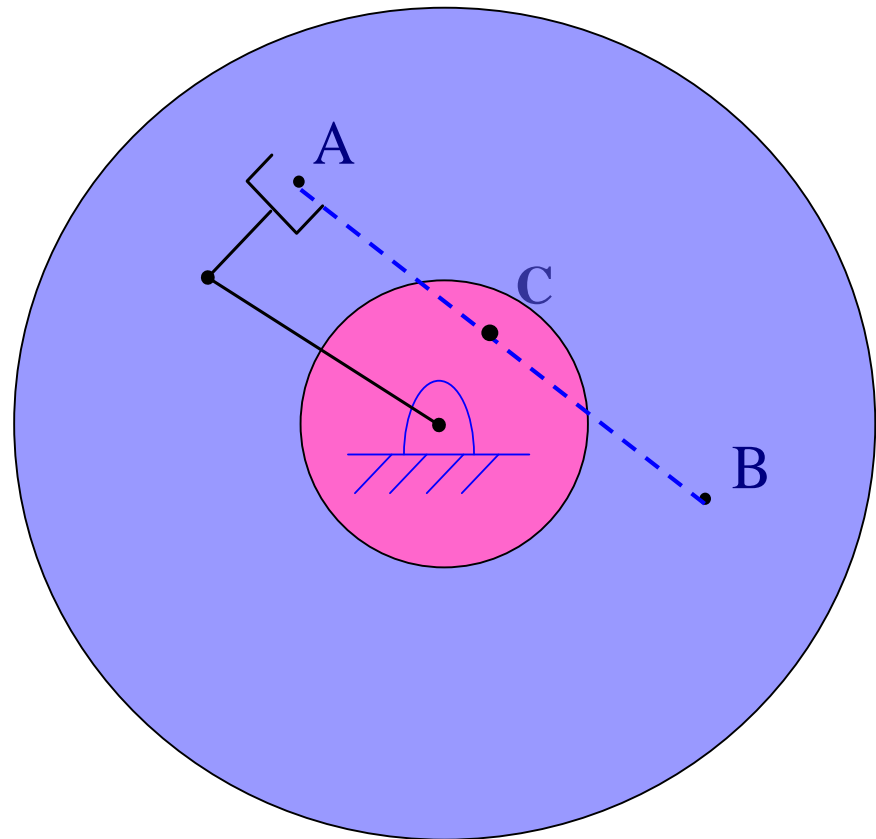
Given  ${}^0_N T$  find  $\theta_1, \theta_2, \dots, \theta_n$

# Existence of Solutions



## ■ Reachable workspace of a two-link manipulator.

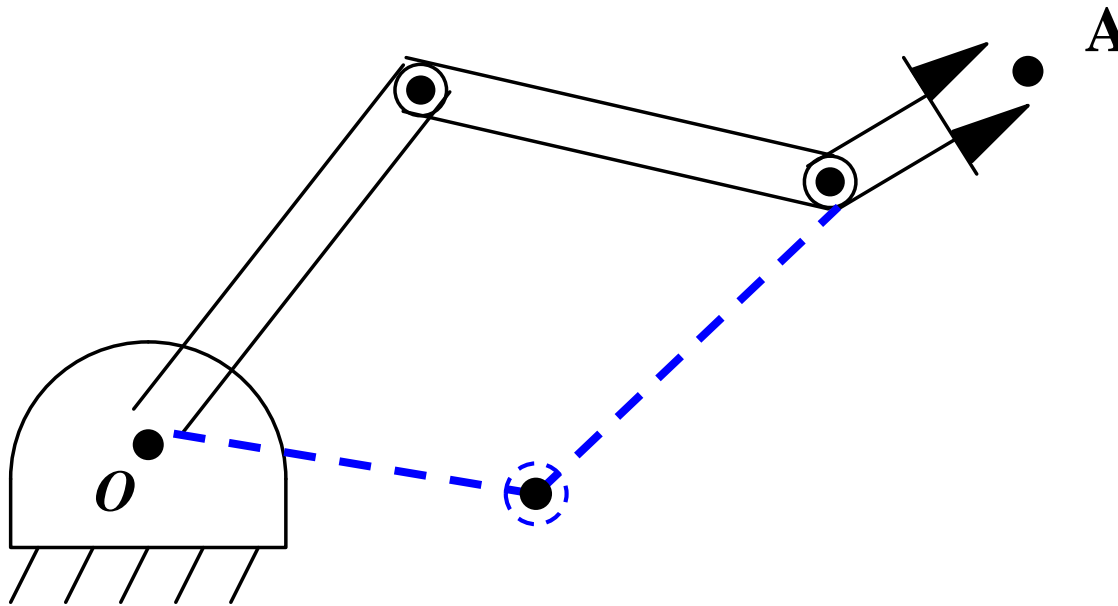
For a solution to exist,  
the specified goal point  
**must lie within the**  
workspace.



# Multiple Solutions



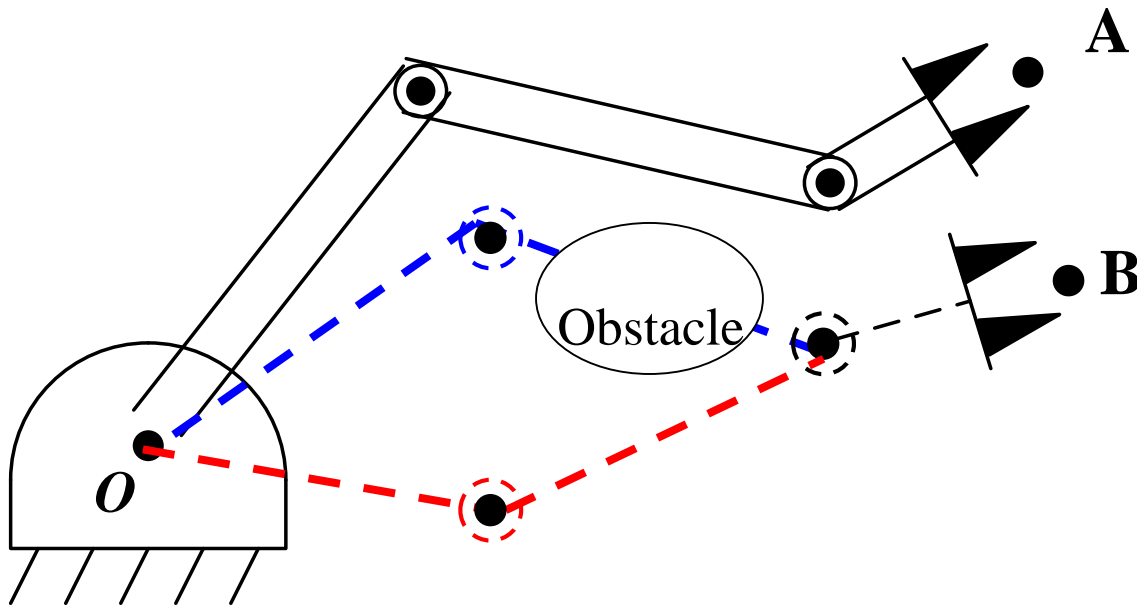
- Three-link manipulator have multiple solutions.



# Multiple Solutions



- Choose the *closest possible* solution.



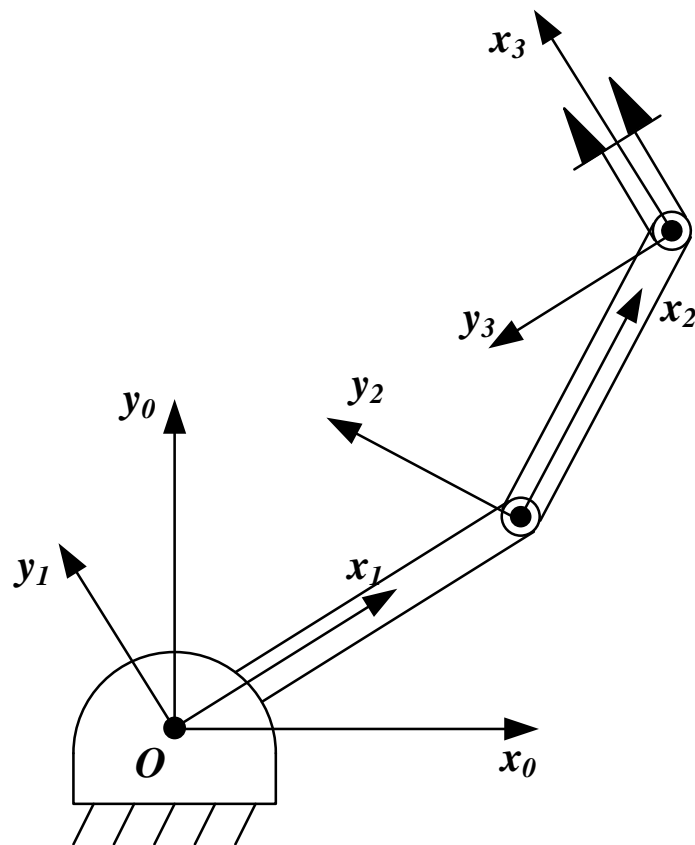


- Closed form solutions.
  - algebraic
  - geometric
- Numerical solutions.
  - much slower due to iterative nature.
  - can't guarantee to find all possible solutions.

# Algebraic Solution



## Example-RRR Arm



$a_i$  = distance from  $z_i$  to  $z_{i+1}$  along  $x_i$

$\alpha_i$  = angle from  $z_i$  to  $z_{i+1}$  about  $x_i$

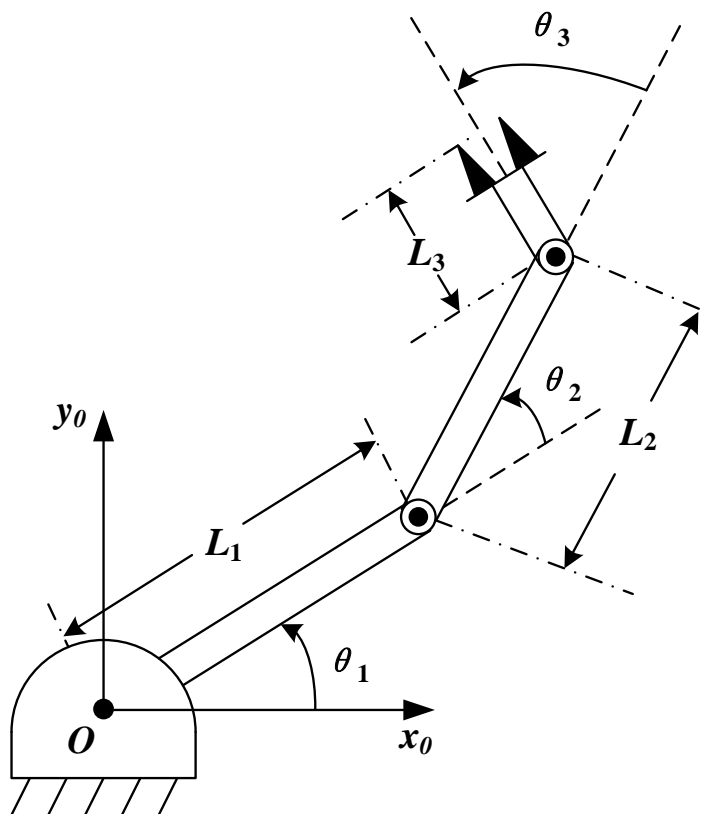
$d_i$  = distance from  $x_{i-1}$  to  $x_i$  along  $z_i$

$\theta_i$  = angle from  $x_{i-1}$  to  $x_i$  about  $z_i$

link	$\alpha_{i-1}$	$a_{i-1}$	$d_i$	$\theta_i$
1	0	0	0	$\theta_1$
2	0	$L_1$	0	$\theta_2$
3	0	$L_2$	0	$\theta_3$



# Algebraic Solution



$${}^B_W T = {}^0_3 T = \begin{bmatrix} c_{123} & -s_{123} & 0 & l_1 c_1 + l_2 c_{12} \\ s_{123} & c_{123} & 0 & l_1 s_1 + l_2 s_{12} \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^B_W T = \begin{bmatrix} c_\phi & -s_\phi & 0 & x \\ s_\phi & c_\phi & 0 & y \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

# Algebraic Solution



$$\begin{bmatrix} c_{123} & -s_{123} & 0 & l_1 c_1 + l_2 c_{12} \\ s_{123} & c_{123} & 0 & l_1 s_1 + l_2 s_{12} \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = {}^B_W T = \begin{bmatrix} c_\phi & -s_\phi & 0 & x \\ s_\phi & c_\phi & 0 & y \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\Rightarrow \begin{cases} x = l_1 c_1 + l_2 c_{12} \\ y = l_1 s_1 + l_2 s_{12} \end{cases}$$

$$\Rightarrow x^2 + y^2 = l_1^2 + l_2^2 + 2l_1 l_2 c_2$$

$$\Rightarrow c_2 = \frac{x^2 + y^2 - l_1^2 - l_2^2}{2l_1 l_2}$$



# Algebraic Solution



$$c_2 = \frac{x^2 + y^2 - l_1^2 - l_2^2}{2l_1l_2}$$

$$\Rightarrow s_2 = \pm\sqrt{1-c_2^2}$$

$$\Rightarrow \theta_2 = \text{Atan2}(s_2, c_2) \quad (\text{two-argument arctangent routine})$$

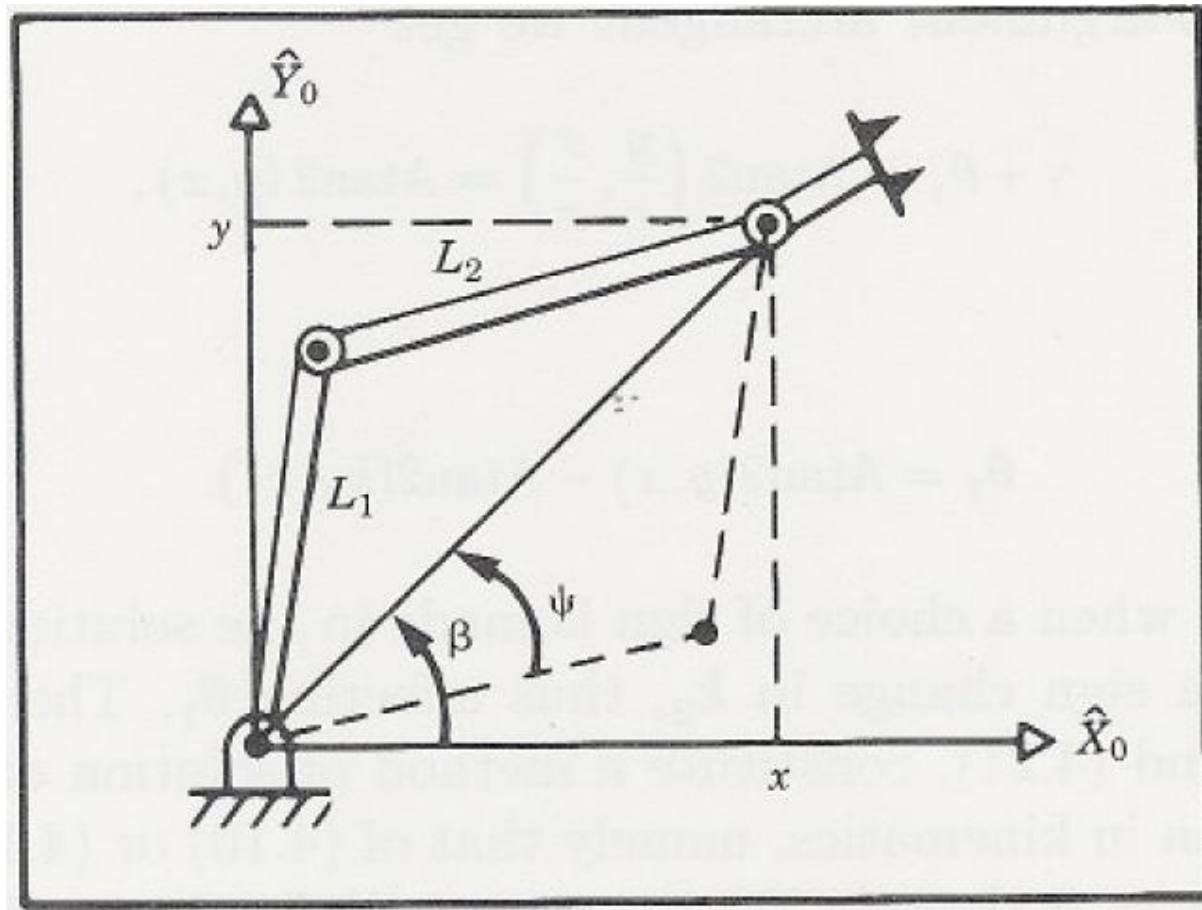
$$\theta_1 = \text{Atan2}(y, x) - \text{Atan2}(k_2, k_1)$$

where  $k_1 = l_1 + l_2c_2$

$$k_2 = l_2s_2$$

finally  $\theta_1 + \theta_2 + \theta_3 = \text{Atan2}(s_\phi, c_\phi) = \phi$

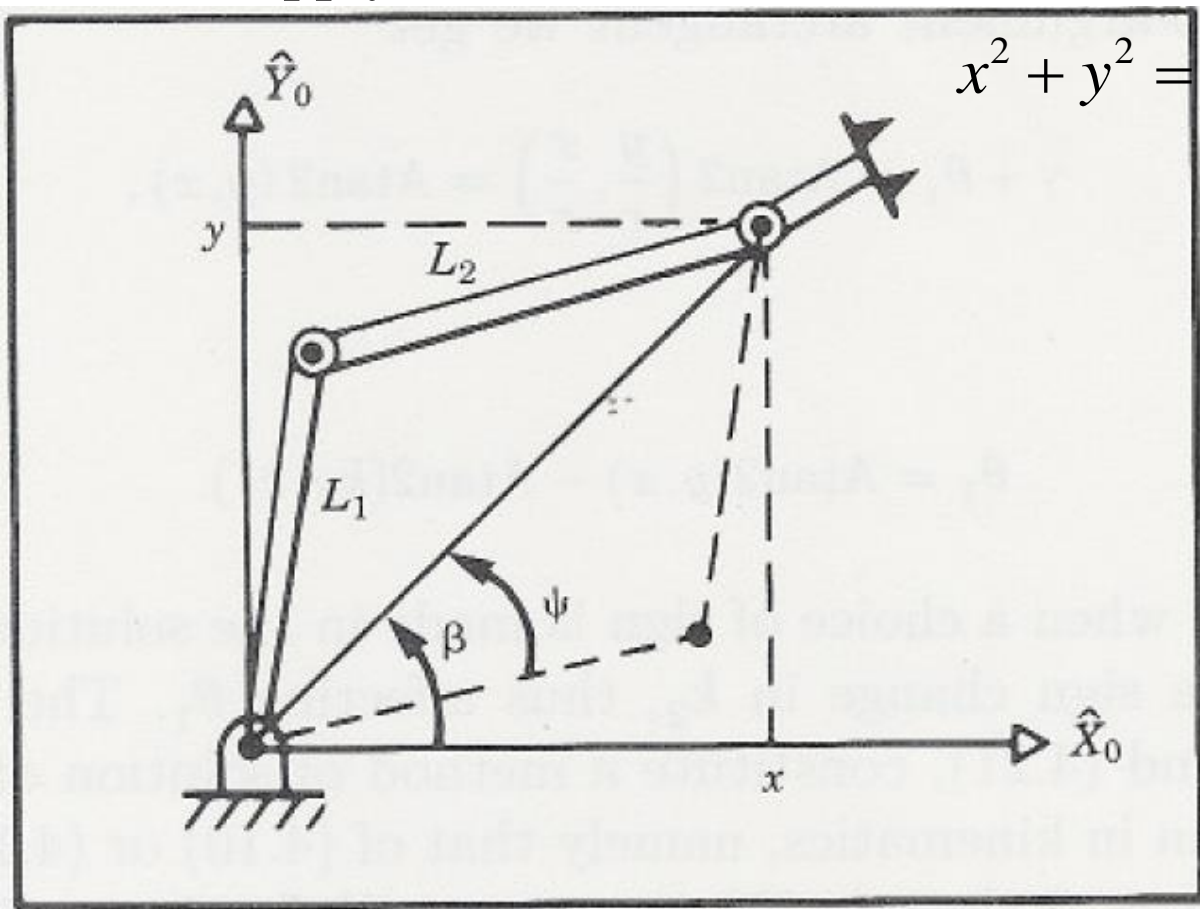
# Geometric Solution



# Geometric Solution



apply the "law of cosines" to solve for  $\theta_2$  :



$$x^2 + y^2 = l_1^2 + l_2^2 - 2l_1l_2 \cos(180 + \theta_2)$$

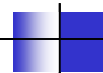
$$\Rightarrow c_2 = \frac{x^2 + y^2 - l_1^2 - l_2^2}{2l_1l_2}$$

$$\beta = \text{Atan2}(y, x)$$

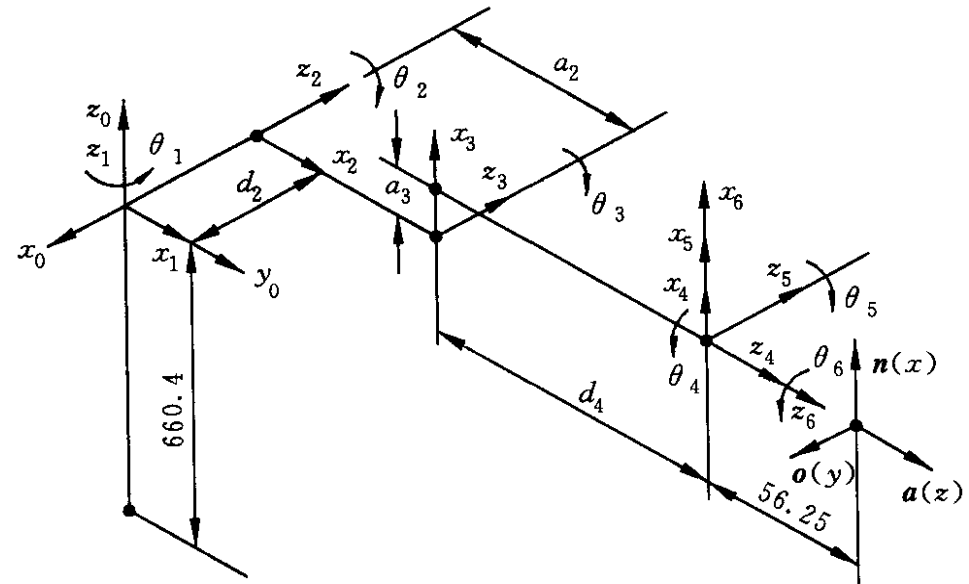
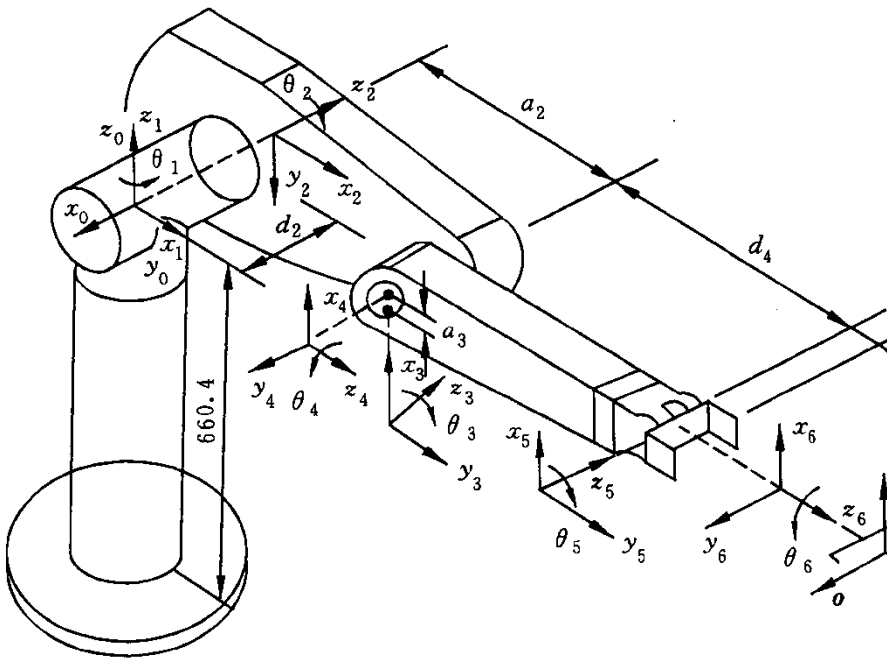
$$\cos \psi = \frac{x^2 + y^2 + l_1^2 - l_2^2}{2l_1\sqrt{x^2 + y^2}}$$

$$\Rightarrow \theta_1 = \beta \pm \psi$$

$$\theta_1 + \theta_2 + \theta_3 = \phi$$



# Inverse Kinematics of PUMA 560



$${}^0T_6 = {}^0T_1(\theta_1) {}^1T_2(\theta_2) {}^2T_3(\theta_3) {}^3T_4(\theta_4) {}^4T_5(\theta_5) {}^5T_6(\theta_6)$$

Given  ${}^0T_6$  find  $\theta_1, \theta_2, \dots, \theta_6$

# Inverse Kinematics of PUMA 560



$${}^0T_6 = \begin{bmatrix} n_x & o_x & a_x & p_x \\ n_y & o_y & a_y & p_y \\ n_z & o_z & a_z & p_z \\ 0 & 0 & 0 & 1 \end{bmatrix} = {}^0T_1(\theta_1) {}^1T_2(\theta_2) {}^2T_3(\theta_3) {}^3T_4(\theta_4) {}^4T_5(\theta_5) {}^5T_6(\theta_6)$$

■ 1.solve  $\theta_1$

Left multiply  ${}^0T_1^{-1}(\theta_1)$  on both sides

$${}^0T_1^{-1}(\theta_1) {}^0T_6 = {}^1T_2(\theta_2) {}^2T_3(\theta_3) {}^3T_4(\theta_4) {}^4T_5(\theta_5) {}^5T_6(\theta_6)$$

$$\begin{bmatrix} c_1 & s_1 & 0 & 0 \\ -s_1 & c_1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} n_x & o_x & a_x & p_x \\ n_y & o_y & a_y & p_y \\ n_z & o_z & a_z & p_z \\ 0 & 0 & 0 & 1 \end{bmatrix} = {}^1T_6 = \begin{bmatrix} {}^1n_x & {}^1o_x & {}^1a_x & {}^1p_x \\ {}^1n_y & {}^1o_y & {}^1a_y & {}^1p_y \\ {}^1n_z & {}^1o_z & {}^1a_z & {}^1p_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

# Inverse Kinematics of PUMA 560



- 1. solve  $\theta_1$

$${}^0T_1^{-1}(\theta_1) {}^0T_6 = {}^1T_2(\theta_2) {}^2T_3(\theta_3) {}^3T_4(\theta_4) {}^4T_5(\theta_5) {}^5T_6(\theta_6)$$

$$\begin{bmatrix} c_1 & s_1 & 0 & 0 \\ -s_1 & c_1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} n_x & o_x & a_x & p_x \\ n_y & o_y & a_y & p_y \\ n_z & o_z & a_z & p_z \\ 0 & 0 & 0 & 1 \end{bmatrix} = {}^1T_6 = \begin{bmatrix} {}^1n_x & {}^1o_x & {}^1a_x & {}^1p_x \\ {}^1n_y & {}^1o_y & {}^1a_y & {}^1p_y \\ {}^1n_z & {}^1o_z & {}^1a_z & {}^1p_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Equating (2,4) elements from both sides

$$\Rightarrow -s_1 p_x + c_1 p_y = {}^1p_y = d_2$$

Using trigonometric substitution:

$$p_x = \rho \cos \phi; \quad p_y = \rho \sin \phi$$

where

$$\rho = \sqrt{p_x^2 + p_y^2}; \quad \phi = \text{atan2}(p_y, p_x)$$



# Inverse Kinematics of PUMA 560



$$-s_1 p_x + c_1 p_y = {}^1 p_y = d_2$$

■ solve  $\theta_1$

$$p_x = \rho \cos \phi; \quad p_y = \rho \sin \phi$$

$$\rho = \sqrt{p_x^2 + p_y^2}; \quad \phi = \text{atan2}(p_y, p_x)$$

$$\Rightarrow \begin{cases} \sin(\phi - \theta_1) = d_2 / \rho; & \cos(\phi - \theta_1) = \pm \sqrt{1 - (d_2 / \rho)^2} \\ \phi - \theta_1 = \text{atan2} \left[ \frac{d_2}{\rho}, \pm \sqrt{1 - \left( \frac{d_2}{\rho} \right)^2} \right] \\ \theta_1 = \text{atan2}(p_y, p_x) - \text{atan2}(d_2, \pm \sqrt{p_x^2 + p_y^2 - d_2^2}) \end{cases}$$

Where **plus-or-minus sign** leads to **two possible solutions** of  $\theta_1$

# Inverse Kinematics of PUMA 560



- 2. solve  $\theta_3$

$$\begin{bmatrix} c_1 & s_1 & 0 & 0 \\ -s_1 & c_1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} n_x & o_x & a_x & p_x \\ n_y & o_y & a_y & p_y \\ n_z & o_z & a_z & p_z \\ 0 & 0 & 0 & 1 \end{bmatrix} = {}^1T_6 = \begin{bmatrix} {}^1n_x & {}^1o_x & {}^1a_x & {}^1p_x \\ {}^1n_y & {}^1o_y & {}^1a_y & {}^1p_y \\ {}^1n_z & {}^1o_z & {}^1a_z & {}^1p_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Equating (1,4) and (3,4) elements from both sides

$$\Rightarrow \begin{cases} c_1 p_x + s_1 p_y = {}^1p_x = a_3 c_{23} - d_4 s_{23} + a_2 c_2 \\ p_z = {}^1p_z = -a_3 s_{23} - d_4 c_{23} - a_2 s_2 \end{cases}$$

$$\Rightarrow a_3 c_3 - d_4 s_3 = k$$

where

$$k = \frac{p_x^2 + p_y^2 + p_z^2 - a_2^2 - a_3^2 - d_2^2 - d_4^2}{2a_2}$$

# Inverse Kinematics of PUMA 560

- solve  $\theta_1$

$$-s_1 p_x + c_1 p_y = {}^1 p_y = d_2$$

$$\Rightarrow \theta_1 = \text{atan2}(p_y, p_x) - \text{atan2}(d_2, \pm \sqrt{p_x^2 + p_y^2 - d_2^2})$$

- solve  $\theta_3$

$$a_3 c_3 - d_4 s_3 = k$$

$$\theta_3 = \text{atan2}(a_3, d_4) - \text{atan2}(k, \pm \sqrt{a_3^2 + d_4^2 - k^2})$$

where

$$k = \frac{p_x^2 + p_y^2 + p_z^2 - a_2^2 - a_3^2 - d_2^2 - d_4^2}{2a_2}$$

plus-or-minus sign leads to two possible solutions of  $\theta_3$

# Inverse Kinematics of PUMA 560



- 3.solve  $\theta_2$

$${}^0T_3^{-1}(\theta_1, \theta_2, \theta_3) {}^0T_6 = {}^3T_4(\theta_4) {}^4T_5(\theta_5) {}^5T_6(\theta_6)$$

$$\begin{bmatrix} c_1 c_{23} & s_1 c_{23} & -s_{23} & -a_2 c_3 \\ -c_1 s_{23} & -s_1 s_{23} & -c_{23} & a_2 s_3 \\ -s_1 & c_1 & 0 & -d_2 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} n_x & o_x & a_x & p_x \\ n_y & o_y & a_y & p_y \\ n_z & o_z & a_z & p_z \\ 0 & 0 & 0 & 1 \end{bmatrix} = {}^3T_6$$

Equating (1,4) and (2,4) elements from both sides

$$\Rightarrow \begin{cases} c_1 c_{23} p_x + s_1 c_{23} p_y - s_{23} p_z - a_2 c_3 = a_3 \\ -c_1 s_{23} p_x - s_1 s_{23} p_y - c_{23} p_z + a_2 s_3 = d_4 \end{cases}$$

# Inverse Kinematics of PUMA 560



$$\Rightarrow \begin{cases} s_{23} = \frac{(-a_3 - a_2 c_3) p_z + (c_1 p_x + s_1 p_y)(a_2 s_3 - d_4)}{p_z^2 + (c_1 p_x + s_1 p_y)^2} \\ c_{23} = \frac{(-d_4 + a_2 c_3) p_z - (c_1 p_x + s_1 p_y)(-a_2 c_3 - a_3)}{p_z^2 + (c_1 p_x + s_1 p_y)^2} \end{cases}$$

$$\Rightarrow \theta_{23} = \theta_2 + \theta_3 = \text{atan2} \left[ \begin{aligned} &(-a_3 - a_2 c_3) p_z + (c_1 p_x + s_1 p_y)(a_2 s_3 - d_4), \\ &(-d_4 + a_2 c_3) p_z - (c_1 p_x + s_1 p_y)(-a_2 c_3 - a_3) \end{aligned} \right]$$

- solve  $\theta_2$

There are four values of  $\theta_{23}$  according to the **four possible combinations** of solutions for  $\theta_1$  and  $\theta_3$ .

Then, **four possible solutions** for  $\theta_2$  are computed as

$$\theta_2 = \theta_{23} - \theta_3$$

# Inverse Kinematics of PUMA 560



- 4.solve  $\theta_4$

$${}^0T_3^{-1}(\theta_1, \theta_2, \theta_3) {}^0T_6 = {}^3T_4(\theta_4) {}^4T_5(\theta_5) {}^5T_6(\theta_6)$$

$$\begin{bmatrix} c_1 c_{23} & s_1 c_{23} & -s_{23} & -a_2 c_3 \\ -c_1 s_{23} & -s_1 s_{23} & -c_{23} & a_2 s_3 \\ -s_1 & c_1 & 0 & -d_2 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} n_x & o_x & a_x & p_x \\ n_y & o_y & a_y & p_y \\ n_z & o_z & a_z & p_z \\ 0 & 0 & 0 & 1 \end{bmatrix} = {}^3T_6$$

Equating (1,3) and (2,3) elements from both sides

$$\Rightarrow \begin{cases} c_1 c_{23} a_x + s_1 c_{23} a_y - s_{23} a_z = -c_4 s_5 \\ -s_1 a_x + c_1 a_y = s_4 s_5 \end{cases}$$

$$\Rightarrow \theta_4 = \text{atan2}(-a_x s_1 + a_y c_1, -a_x c_1 c_{23} - a_y s_1 c_{23} + a_z s_{23})$$

# Inverse Kinematics of PUMA 560



- 5.solve  $\theta_5$

$${}^0T_4^{-1}(\theta_1, \theta_2, \theta_3, \theta_4) {}^0T_6 = {}^4T_5(\theta_5) {}^5T_6(\theta_6)$$

$${}^0T_4^{-1}(\theta_1, \theta_2, \theta_3, \theta_4) = \begin{bmatrix} c_1 c_{23} c_4 + s_1 s_4 & s_1 c_{23} c_4 - c_1 s_4 & -s_{23} c_4 & -a_2 c_3 c_4 + d_2 s_4 - a_3 c_4 \\ -c_1 c_{23} s_4 + s_1 c_4 & -s_1 c_{23} s_4 - c_1 c_4 & s_{23} s_4 & a_2 c_3 s_4 + d_2 c_4 + a_3 s_4 \\ -c_1 s_{23} & -s_1 s_{23} & -c_{23} & a_2 s_3 - d_4 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Equating (1,3) and (3,3) elements from both sides

$$\Rightarrow \begin{cases} a_x (c_1 c_{23} c_4 + s_1 s_4) + a_y (s_1 c_{23} c_4 - c_1 s_4) - a_z (s_{23} c_4) = -s_5 \\ a_x (-c_1 s_{23}) + a_y (-s_1 s_{23}) + a_z (-c_{23}) = c_5 \end{cases}$$

$$\Rightarrow \theta_5 = \text{atan2}(s_5, c_5)$$

# Inverse Kinematics of PUMA 560



- 6.solve  $\theta_6$

$${}^0T_5^{-1}(\theta_1, \theta_2, \theta_3, \theta_4, \theta_5) {}^0T_6 = {}^5T_6(\theta_6)$$

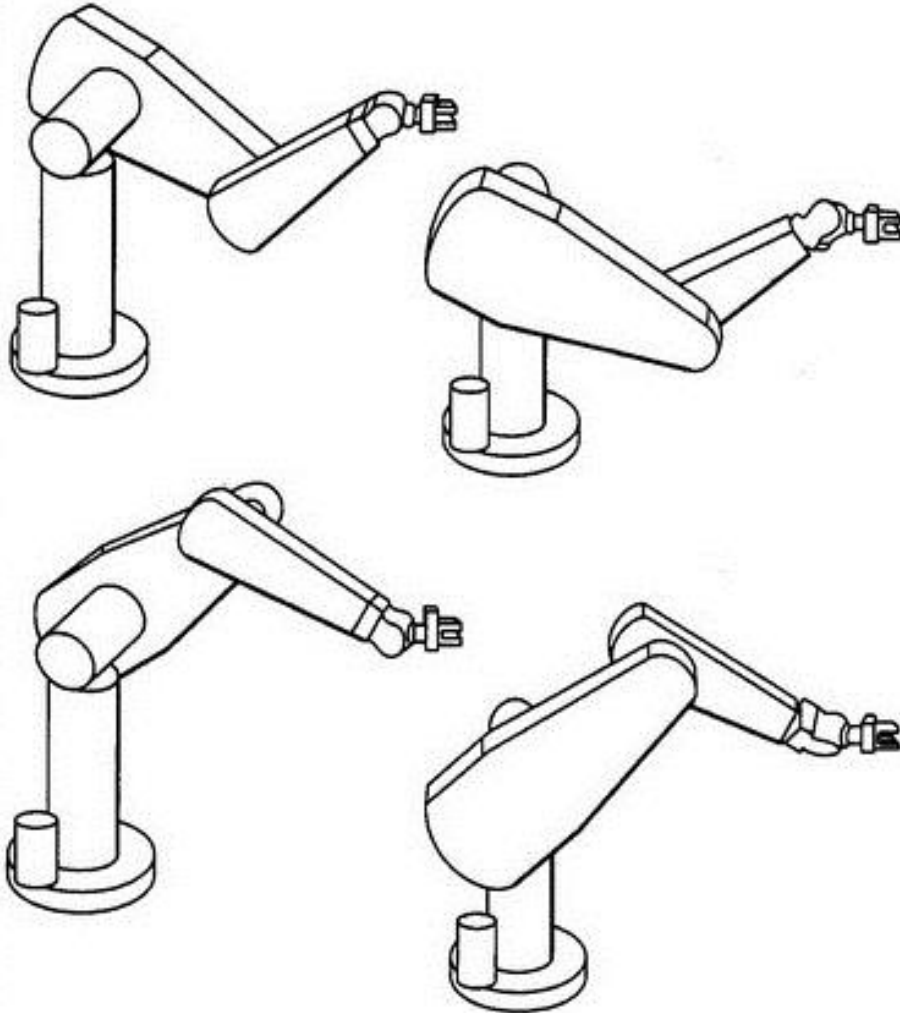
Equating (3,1) and (1,1) elements from both sides

$$\Rightarrow \begin{cases} -n_x (c_1 c_{23} s_4 - s_1 c_4) - n_y (s_1 c_{23} s_4 + c_1 c_4) + n_z (s_{23} s_4) = s_6 \\ n_x [(c_1 c_{23} c_4 + s_1 s_4) c_5 - c_1 s_{23} s_5] + n_y [(s_1 c_{23} c_4 - c_1 s_4) c_5 - s_1 s_{23} s_5] \\ \quad - n_z (s_{23} c_4 c_5 + c_{23} s_5) = c_6 \end{cases}$$

$$\Rightarrow \theta_6 = \text{atan2}(s_6, c_6)$$



# Inverse Kinematics of PUMA 560



For each solution pictured, there is another solution in which the last three joints "flip" to an alternate configuration according to the formulas:

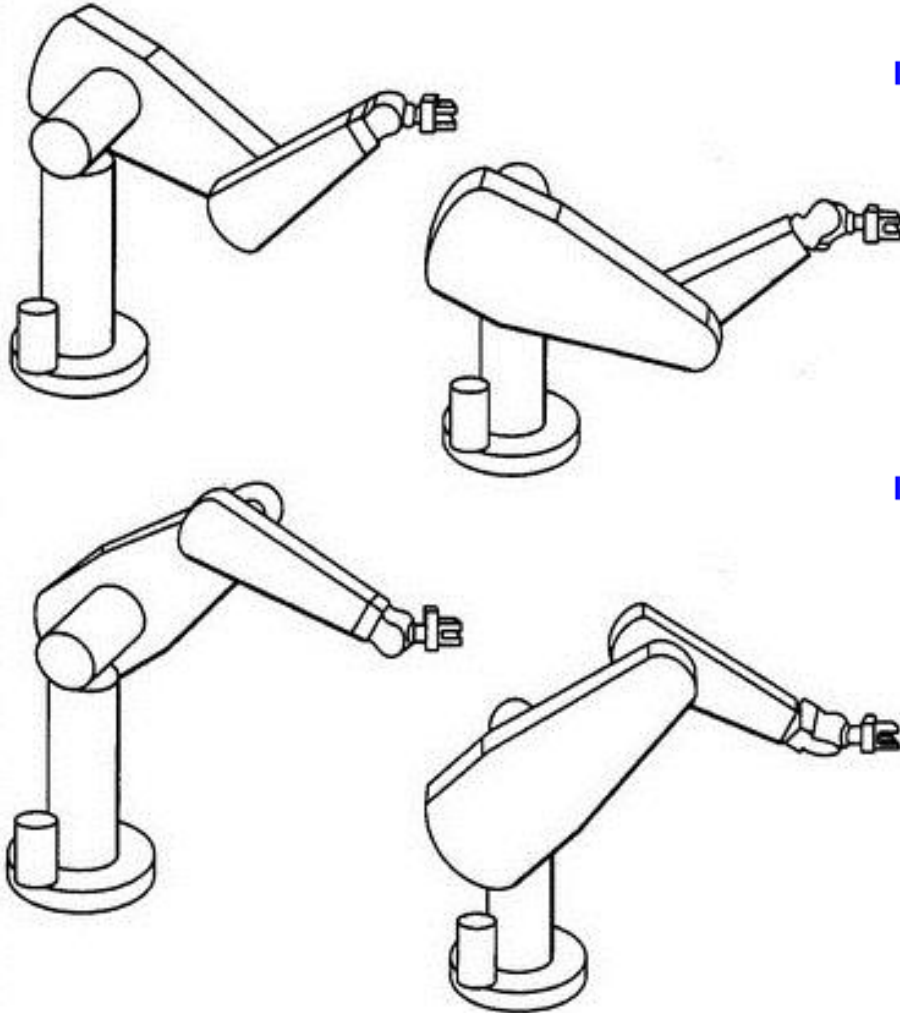
$$\theta'_4 = \theta_4 + 180^\circ$$

$$\theta'_5 = -\theta_5$$

$$\theta'_6 = \theta_6 + 180^\circ$$

Possible solutions of the PUMA560

# Inverse Kinematics of PUMA 560



- After all eight solutions have been computed, some or all of them may have to be **discarded** because of joint limit violations.
- Of the remaining valid solutions, usually the one **closest** to the present manipulator configuration is chosen.

Possible solutions of the PUMA560

# Summary



- Introduction of Kinematics
  - Forward / Inverse Kinematics
- Link Description
  - Denavit-Hartenberg Parameters
  - Frame Attachment
- Forward Kinematics
  - Transform Equations
  - Example – forward kinematics of PUMA560
- Inverse Kinematics
  - Algebraic / Geometric
  - Example – inverse kinematics of PUMA560

