

NPTEL Course

Robotics and Control: Theory and Practice

Assignment 1

1. Degree of freedom for a rigid body in space is:
 - a. Three
 - b. One
 - c. Six
 - d. Four
2. Which of the following quantities not taken into account for Kinematics of a rigid body?
 - a. Position
 - b. Velocity
 - c. Acceleration
 - d. Torque
3. Two vectors are orthonormal if:
 - a. Their cross product is zero.
 - b. Their dot product is zero.
 - c. Their cross product is one.
 - d. Their dot product is one.
4. Select True or False:
Statement: While performing successive translations and rotation, we can change the sequence of Homogeneous transformations.
 - a. True
 - b. False
5. Consider following differential coordinate transformation Matrix represented by Vectors n , o , a and p . Which of the following is not true?

$$T = \begin{bmatrix} n_x & o_x & a_x & p_x \\ n_y & o_y & a_y & p_y \\ n_z & o_z & a_z & p_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

- a. $n \times o = a$
 - b. $a \times n = o$
 - c. $o \times a = n$
 - d. $a \times o = n$
6. In case of Inverse Kinematics:
 - a. Base frame position and orientation known; find end-effector position and orientation
 - b. Joint Variables values known; find end-effector position and orientation.
 - c. End -Effector position and orientation known; find values of joint variables.

- d. End-Effector position and orientation known; find base frame position and orientation.
7. A triangle with coordinates A(0,0), B(4,0) and C(2,2) rotated about z-axis by 90° anticlockwise, now triangle will be described by:
- A(0,0),B(2,-2),C(0,4)
 - A(0,0),B(-2,2),C(0,4)
 - A(0,0),B(0,4),C(-2,2)
 - A(0,0),B(0,-4),C(2,-2)
8. Let F be the coordinate frame with $\vec{i}, \vec{j}, \vec{k}$ as the coordinate axes and M be the coordinate frame with $\vec{k}, \vec{j}, -\vec{i}$ as its coordinate axes. Suppose the coordinates of point p with respect to frame M are $^M[p] = [2 \ 1 \ 3]^T$. What are the coordinates of p with respect to fixed frame F.
- $[-3 \ 1 \ 2]^T$
 - $[3 \ 1 \ 2]^T$
 - $[2 \ 1 \ 3]^T$
 - $[-2 \ 1 \ 3]^T$
9. If the work space of a 3 dof manipulator is a cylinder, then its configuration is given by:
- PPP
 - RRP
 - RPP
 - RRR
10. If the matrix for a general rotation about a unit vector angle θ is given by

$$\begin{bmatrix} \frac{1}{\sqrt{3}} & -\frac{1}{\sqrt{2}} & \frac{1}{\sqrt{6}} \\ \frac{1}{\sqrt{3}} & \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{6}} \\ \frac{1}{\sqrt{3}} & 0 & -\frac{2}{\sqrt{6}} \end{bmatrix}$$

Then approximate value of $1+2\cos\theta$ will be:

- 0.467
- 0.934
- 0
- 0.783