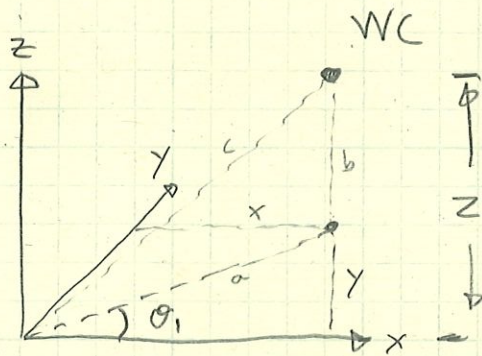


Theta 1

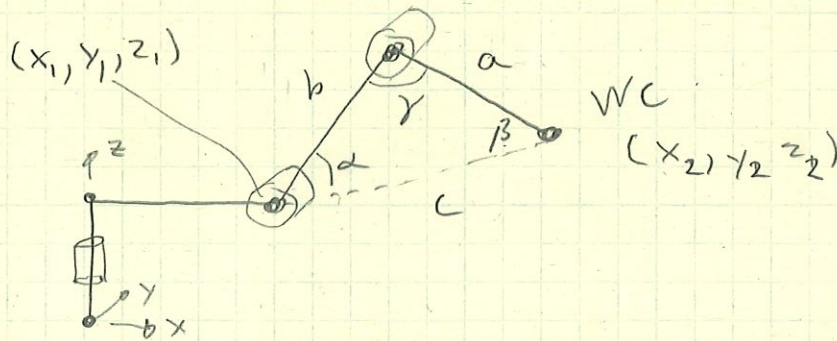


$$\tan(\theta_1) = y/x$$

$$\theta_1 = \arctan(y/x)$$

$$c^2 = a^2 + b^2 \quad a = \sqrt{c^2 - b^2}$$

Theta 2, 3



$$c^2 = a^2 + b^2 - 2ab \cos(\gamma)$$

Length $a + b$ are known

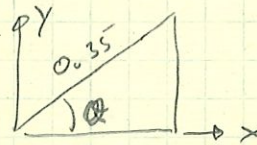
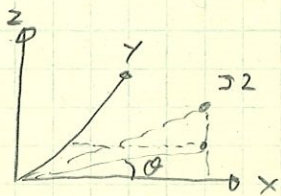
$$a = 1.501$$

$$b = 1.25$$

c is determined by calculating the distance between two points

$$c = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$$

where x_2 is the wrist center
and x_1 is the location of joint 2



Machine dimensions and theta 1 determine the x_1, y_1, z_1 positions

$$\sin \theta_1 = y_1 / 0.35$$

$$y_1 = 0.35 \sin \theta_1$$

$$\cos \theta_1 = x_1 / 0.35$$

$$x_1 = 0.35 \cos \theta_1$$

$$z_1 = 0.75$$

Note: Use positive solution as negative would not physically make sense

The arm would have a drastically reduced reach.

Theta 2, 3

Rearrange Law of Cosines

$$c^2 = a^2 + b^2 - 2ab \cos(\gamma)$$

$$2ab \cos(\gamma) = a^2 + b^2 - c^2$$

$$\cos(\gamma) = \frac{a^2 + b^2 - c^2}{2ab}$$

$$\gamma = \arccos\left(\frac{a^2 + b^2 - c^2}{2ab}\right) \quad (1)$$

$$a^2 = b^2 + c^2 - 2bc \cos(\alpha)$$

$$\alpha = \arccos\left(\frac{b^2 + c^2 - a^2}{2bc}\right) \quad (2)$$

$$b^2 = a^2 + c^2 - 2ac \cos(\beta)$$

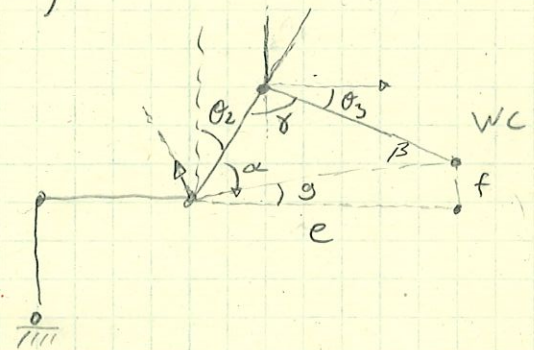
$$\beta = \arccos\left(\frac{a^2 + c^2 - b^2}{2ac}\right) \quad (3)$$

$$\text{Theta 2} = \pi/2 - \alpha - \gamma$$

$$\text{Theta 3} = \pi/2 - \gamma$$

Note: Kuka arm initial conditions

$$\text{Theta 3} = \pi/2 - (\gamma + 0.036)$$



$$f = (z_2 - z_1)$$

$$e = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

$$\tan(g) = \frac{f}{e}$$

$$g = \arctan(f/e)$$

Theta 4, 5, 6

Derivation recreated following Mike Day

$$R_x(\theta_1) \cdot R_y(\theta_2) \cdot R_z(\theta_3) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & c_1 & s_1 \\ 0 & -s_1 & c_1 \end{bmatrix} \begin{bmatrix} c_2 & 0 & -s_2 \\ 0 & 1 & 0 \\ s_2 & 0 & c_2 \end{bmatrix} \begin{bmatrix} c_3 & s_3 & 0 \\ -s_3 & c_3 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Notation $s_1 = \sin \theta_1$

$c_1 = \cos \theta_1$

multiply out



$$R_x(\theta_1) R_y(\theta_2) R_z(\theta_3) = \begin{bmatrix} c_2 c_3 & c_2 s_3 & -s_2 \\ s_1 s_2 c_3 - c_1 s_3 & s_1 s_2 s_3 + c_1 c_3 & s_1 c_2 \\ c_1 s_2 c_3 + s_1 s_3 & c_1 s_2 s_3 - s_1 c_3 & c_1 c_2 \end{bmatrix}$$

$$\theta_1 = \text{atan} \left(\frac{s_1 c_2}{c_1 c_2} \right) = \text{atan} \left(\frac{s_1}{c_1} \right)$$

$$c_2 = \pm \sqrt{c_2^2 c_3^2 + c_2^2 s_3^2}$$

this step likely follows some annoying trig identity like $\sin^2 + \cos^2 = 1$

$$\theta_2 = \text{atan} \left(\frac{-s_2}{c_2} \right)$$

solution discarded on next page

$$\theta_3 = \text{atan} \left(\frac{c_2 s_3}{c_2 c_3} \right)$$

Alternate solution on next page

Note: arcsin not used in code due to multiple solutions (quadrant)

These 4, 5, 6

$$R_x = \begin{bmatrix} 1 & 0 & 0 \\ 0 & c_1 & -s_1 \\ 0 & s_1 & c_1 \end{bmatrix}$$

$$s_1 = \sin(x)$$

$$s_2 = \sin(y)$$

$$s_3 = \sin(z)$$

$$R_y = \begin{bmatrix} c_2 & 0 & s_2 \\ 0 & 1 & 0 \\ -s_2 & 0 & c_2 \end{bmatrix}$$

$$R_z = \begin{bmatrix} c_3 & -s_3 & 0 \\ s_3 & c_3 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$R_x R_y R_z = \begin{bmatrix} c_2 c_3 & s_1 s_2 c_3 - c_1 s_3 & c_1 s_2 c_3 + s_1 s_3 \\ c_2 s_3 & c_1 c_3 + s_1 s_2 s_3 & c_1 s_2 s_3 - s_1 c_3 \\ -s_2 & s_1 c_2 & c_1 c_2 \end{bmatrix}$$

$$\begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix}$$

$$g = -s_2 = -\sin(y) \Rightarrow -g = \sin(y) \Rightarrow y = \arcsin(g)$$

$$\tan(x) = \frac{h}{i} = \frac{s_1 c_2}{c_1 c_2} = \frac{s_1}{c_1} = \frac{\sin(x)}{\cos(x)} \Rightarrow x = \arctan\left(\frac{h}{i}\right)$$

$$\tan(z) = \frac{d}{a} = \frac{c_2 s_3}{c_2 c_3} = \frac{s_3}{c_3} = \frac{\sin(z)}{\cos(z)} \Rightarrow z = \arctan\left(\frac{d}{a}\right)$$

Alternate Solution

$$c_2 = \pm \sqrt{h^2 + i^2} = \pm \sqrt{s_1^2 c_2^2 + c_1^2 c_2^2} \\ = \pm \sqrt{(s_1^2 + c_1^2) c_2^2} \\ = \pm \sqrt{1} \cdot c_2$$

$$y = \arctan\left(\frac{g}{\pm \sqrt{h^2 + i^2}}\right)$$

Note: report discusses $\pm \sqrt{\text{impact}}$