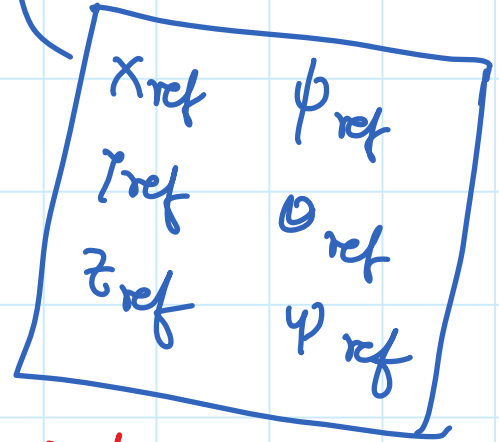
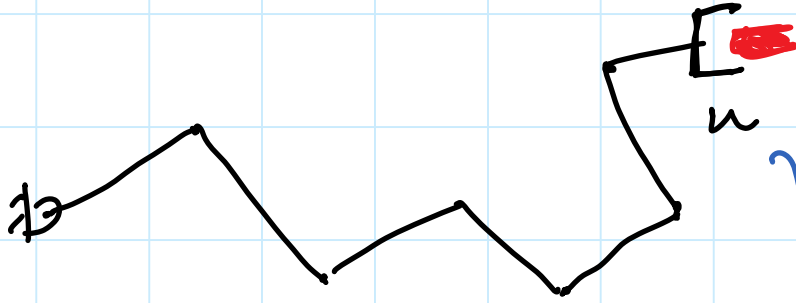


Inverse kinematics of 3D manipulators



Need at least 6 degrees of freedom / 6 controlled joints.

reference
end-effector
position / orientation

Given DH, we can compute end-effector position & orientation

$$H_n^0 = H_1^0 H_2^1 \dots H_n^{n-1} = \begin{bmatrix} R_n^0 & d_n^0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x_{ref} \\ y_{ref} \\ z_{ref} \end{bmatrix}$$

3x3
(IV)
(V)
(VI)

\hat{V} \hat{V}

3-21

$$R = R_z(\psi)R_y(\theta)R_x(\phi)$$

$$= \begin{bmatrix} \cos(\psi)\cos(\theta) & \cos(\psi)\sin(\phi)\sin(\theta) - \cos(\phi)\sin(\psi) & \sin(\phi)\sin(\psi) + \cos(\phi)\cos(\psi)\sin(\theta) \\ \cos(\theta)\sin(\psi) & \cos(\phi)\cos(\psi) + \sin(\phi)\sin(\psi)\sin(\theta) & \cos(\phi)\sin(\psi)\sin(\theta) - \cos(\psi)\sin(\phi) \\ -\sin(\theta) & \cos(\theta)\sin(\phi) & \cos(\phi)\cos(\theta) \end{bmatrix}$$

3x3

$$= R_n^0$$

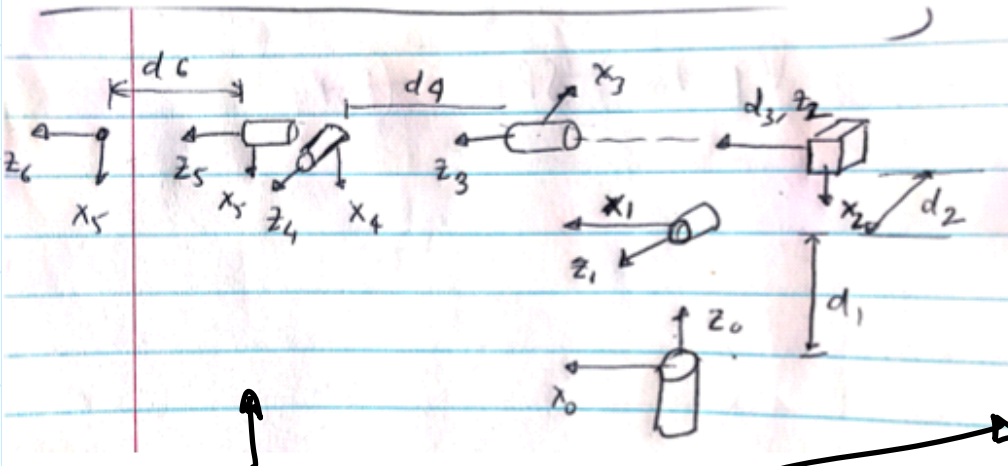
$$= \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix}$$

$$-\sin \theta_{ref} = r_{31} \Rightarrow \theta_{ref} = \sin^{-1}(-r_{31}) \quad \text{--- (I)}$$

$$\cos \theta_{ref} \sin \phi_{ref} = r_{32} \Rightarrow \phi_{ref} = \sin^{-1}\left(\frac{r_{32}}{\cos \theta_{ref}}\right) \quad \text{--- (II)}$$

$$\cos \theta_{ref} \sin \psi_{ref} = r_{21} \Rightarrow \psi_{ref} = \sin^{-1}\left(\frac{r_{21}}{\cos \theta_{ref}}\right) \quad \text{--- (III)}$$

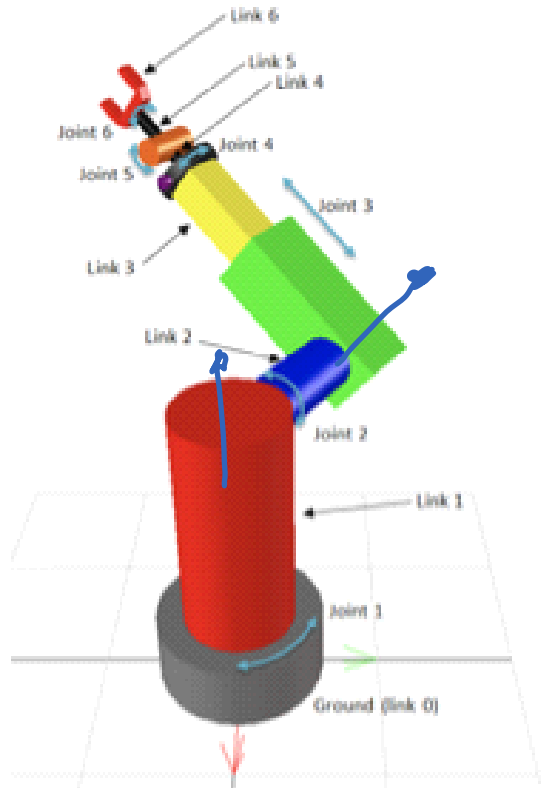
(I), (II), (III) gives $\phi_{ref}, \theta_{ref}, \psi_{ref}$



Joint \$i\$	\$\alpha_i\$	\$a_i\$	\$d_i\$	\$\theta_i\$
1	\$-\pi/2\$	0	\$d_1\$	\$\theta_1\$
2	\$\pi/2\$	0	\$d_2\$	\$\theta_2\$
3	0	0	\$d_3\$	\$-\pi/2\$
4	\$-\pi/2\$	0	\$d_4\$	\$\theta_4\$
5	\$\pi/2\$	0	0	\$\theta_5\$
6	0	0	\$d_6\$	\$\theta_6\$

D-H table

Stanford manipulator



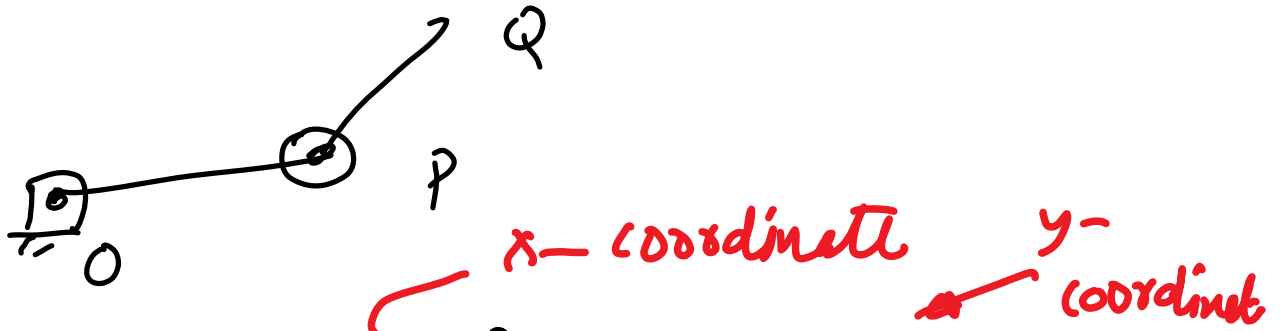
- ① Compute position / orientation of the end-effector
- ② Animation for given joint angles.
- ③ Inverse kinematics.

Given, the position / orientation of end-effector, compute the necessary joint angles.

$$\begin{aligned}
 \text{① } H_6^0 &= H_1^0 H_2^1 H_3^2 H_4^3 H_5^4 H_6^5 \\
 &= =
 \end{aligned}$$

Animation

2-D



$$\text{line } ([O(1) \ P(1)], [O(2) \ P(2)])$$

$$\text{line } (P(1) \ Q(1)), [P(2) \ Q(2)]$$

3-D

$$\text{line } ([O(1) \ P(1)], [O(2) \ P(2)], [O(3) \ P(3)])$$

$H_1^0 = \checkmark$
 $H_2^0 = H_1^0 H_2^1$
 $H_3^0 = H_1^0 H_2^1 H_3^2 = \begin{bmatrix} R_1^0 & 0 & 0 \\ 0 & R_2^0 & 0 \\ 0 & 0 & R_3^0 \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$

$O_1^0 = (\underline{x} \ \underline{y} \ \underline{z})$
 and so on

position of end-of link 1
 end-of link 2
 end of link 3