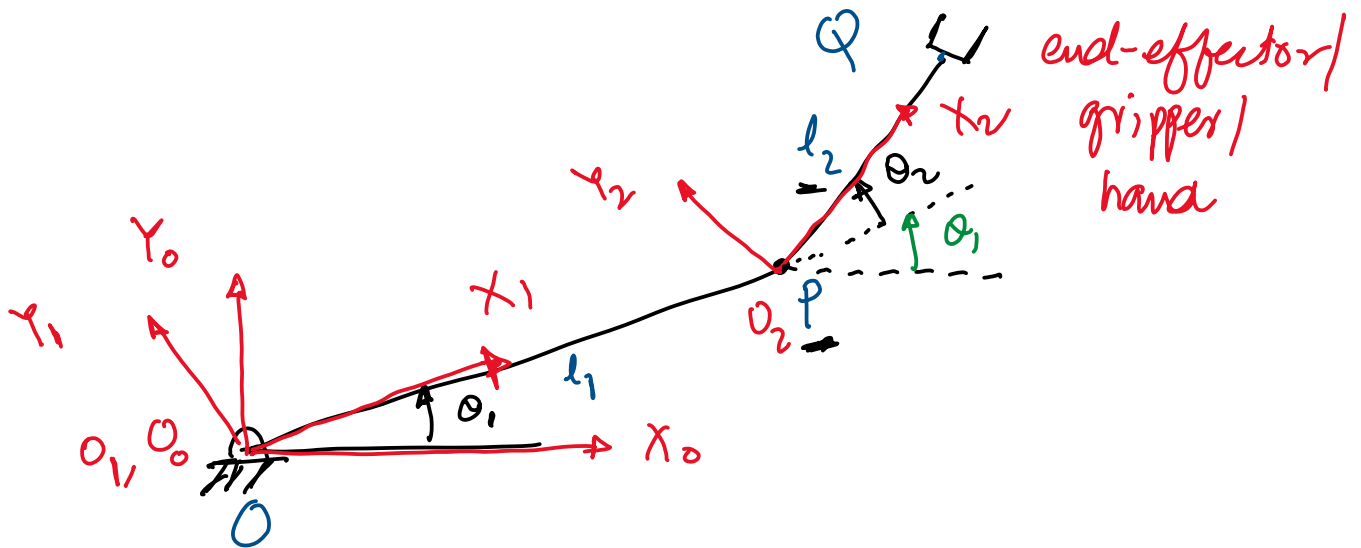


# Manipulator Forward Kinematics

given the joint angles;  
determine the position / orientation  
of the end-effector  
hand.

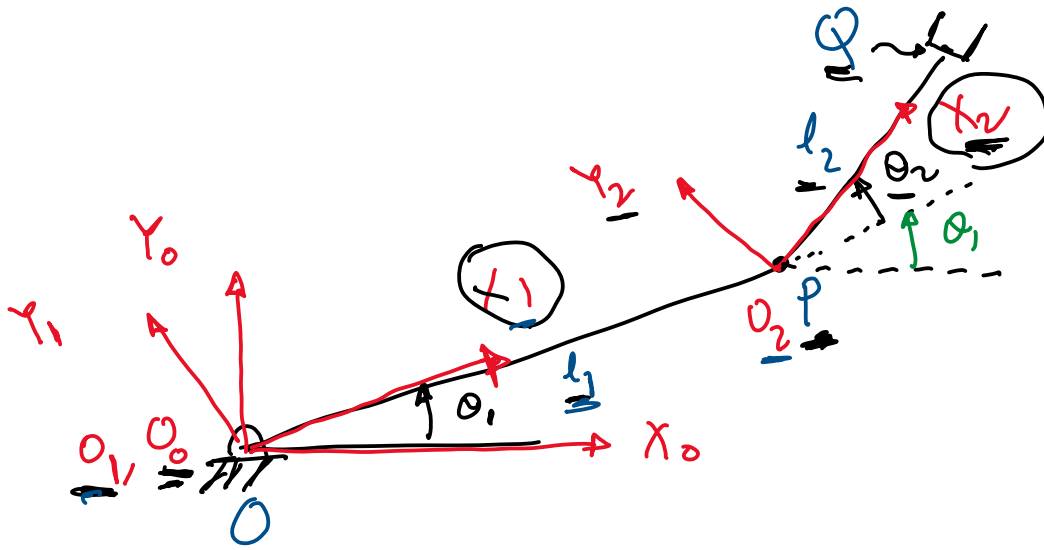


Compute position of P and Q as a function of  $\theta_1, \theta_2, l_1, l_2$

Method 1: Trigonometry

$$P^0 = \begin{bmatrix} l_1 \cos \theta_1 \\ l_1 \sin \theta_1 \end{bmatrix}$$

$$Q^0 = \begin{bmatrix} l_1 \cos \theta_1 + l_2 \cos (\theta_1 + \theta_2) \\ l_1 \sin \theta_1 + l_2 \sin (\theta_1 + \theta_2) \end{bmatrix}$$



$$P^{i-1} = H_i^{i-1} P^i$$

$$\left. \begin{array}{l} ? \quad P^0 = H_1^0 P^1 \\ ? \quad Q^0 = H_1^0 H_2^1 Q^2 \end{array} \right\} H_i^{i-1} = \begin{bmatrix} R_i^{i-1} & O_i^{i-1} \\ 0 & 1 \end{bmatrix}_{3 \times 3}$$

$$P^1 = \begin{bmatrix} l_1 \\ 0 \\ 1 \end{bmatrix} \quad Q^2 = \begin{bmatrix} l_2 \\ 0 \\ 1 \end{bmatrix}$$

$$H_1^0 = \begin{bmatrix} R_1^0 & O_1^0 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} \cos \theta_1 & -\sin \theta_1 & 0 \\ \sin \theta_1 & \cos \theta_1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$H_2^1 = \begin{bmatrix} R_2^1 & O_2^1 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} \cos \theta_2 & -\sin \theta_2 & l_1 \\ \sin \theta_2 & \cos \theta_2 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$P^0 = H_1^0 P^1$$
$$= \begin{bmatrix} l_1 \cos \theta_1 \\ l_1 \sin \theta_1 \\ 1 \end{bmatrix}$$

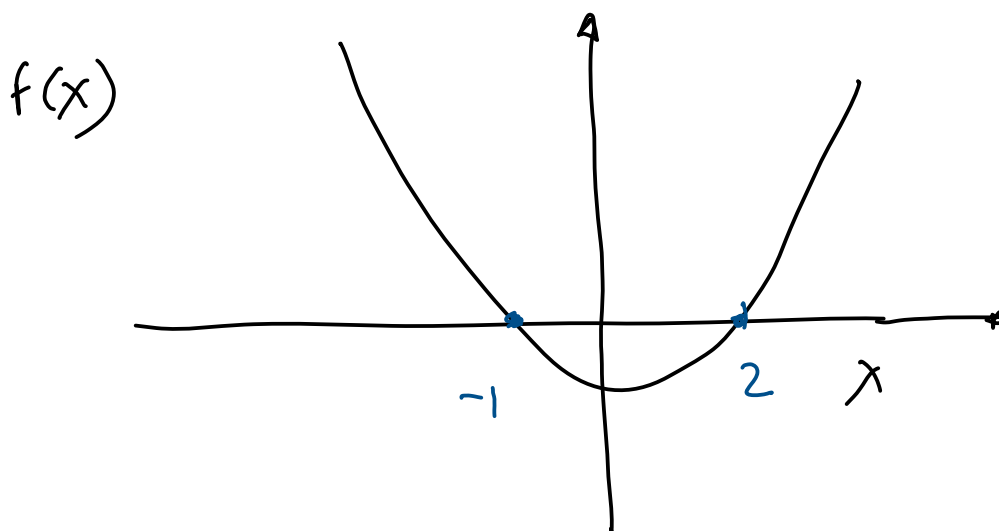
$$Q^0 = H_1^0 H_2^1 Q^2$$
$$= \begin{bmatrix} l_1 \cos \theta_1 + l_2 \cos(\theta_1 + \theta_2) \\ l_1 \sin \theta_1 + l_2 \sin(\theta_1 + \theta_2) \\ 1 \end{bmatrix}$$

# Root finding - precursor to inverse kinematics

↳ given  $Q^o$  (end-effector)  
compute  $\theta_1, \theta_2$

$$f(x) = x^2 - x - 2$$

Roots : If  $f(x) = 0$ , compute  $x$ .

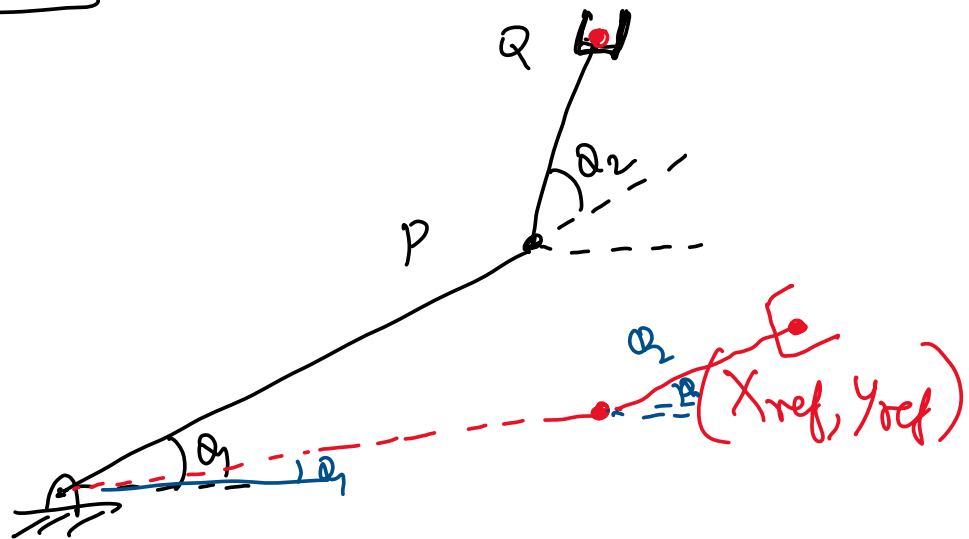


We will use `fsolve` to compute the roots of  $f(x)$

# Inverse kinematics of a 2-link manipulator

IK

IK



Compute  $\theta_1, \theta_2$  such that the end-effector,  $Q$ , is at  $X_{ref}, Y_{ref}$

Given:  $X_{ref}, Y_{ref}, l_1, l_2$  } IK problem  
Unknown:  $\theta_1, \theta_2$

$$Q^o = \begin{bmatrix} l_1 \cos \theta_1 + l_2 \cos(\theta_1 + \theta_2) \\ l_1 \sin \theta_1 + l_2 \sin(\theta_1 + \theta_2) \end{bmatrix} = \begin{bmatrix} X_{ref} \\ Y_{ref} \end{bmatrix}$$

$f(\theta_1, \theta_2) = \begin{bmatrix} l_1 \cos \theta_1 + l_2 \cos(\theta_1 + \theta_2) - X_{ref} \\ l_1 \sin \theta_1 + l_2 \sin(\theta_1 + \theta_2) - Y_{ref} \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$

Use solve