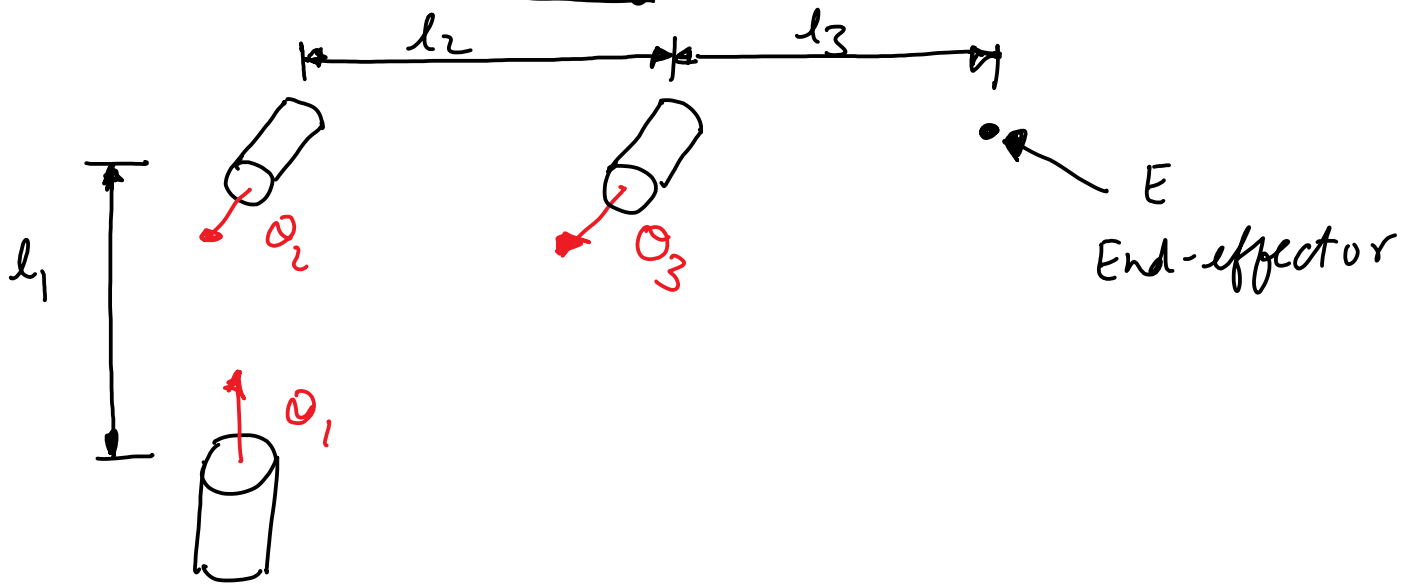
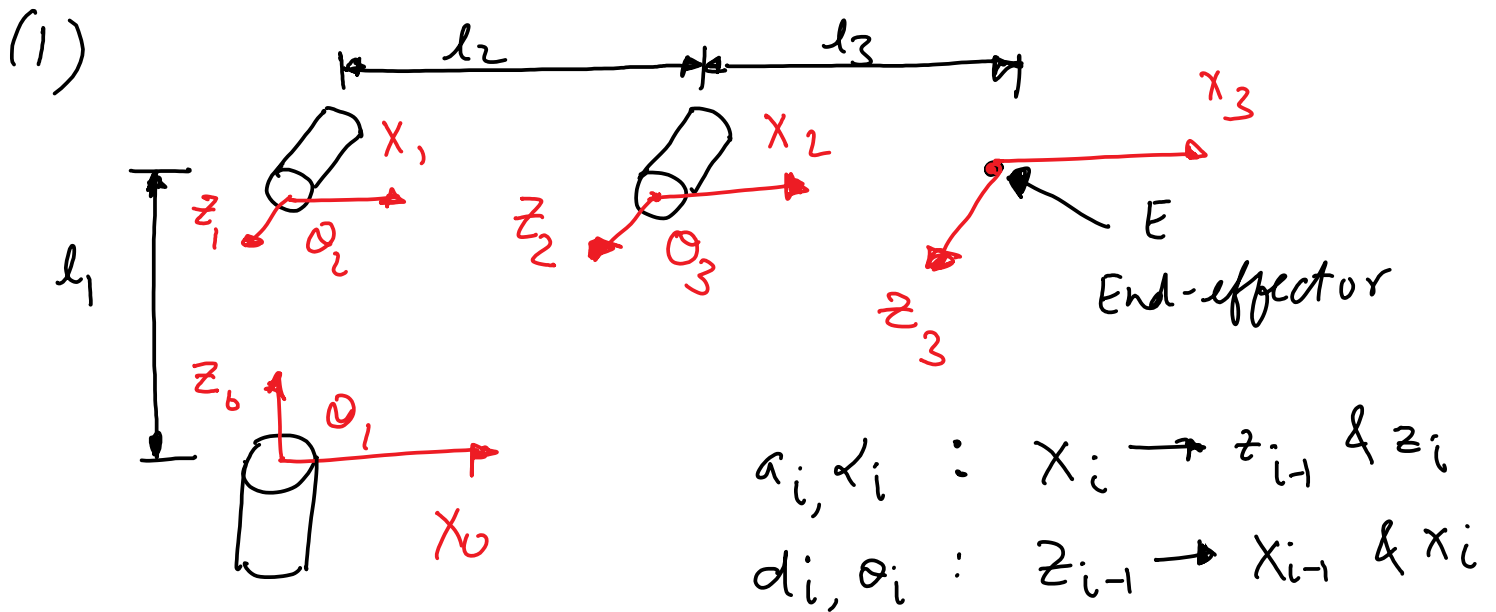


Denavit Hartenberg (continued)



Q. Find the position and orientation of the end-effector E .



(2)

Link i	a_i	α_i	d_i	θ_i
1	0	$\pi/2$	l_1	θ_1
2	l_2	0	0	θ_2
3	l_3	0	0	θ_3

Use MATLAB symbolics to find these.

(3)

$$A_1^0 = \begin{bmatrix} c_1 & 0 & s_1 & 0 \\ s_1 & 0 & -c_1 & 0 \\ 0 & 1 & 0 & l_1 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$A_2^1 = \begin{bmatrix} c_2 & -s_2 & 0 & l_2 c_2 \\ s_2 & c_2 & 0 & l_2 s_2 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$A_3^2 = \begin{bmatrix} c_3 & -s_3 & 0 & l_3 c_3 \\ s_3 & c_3 & 0 & l_3 s_3 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$A_3^0 = A_1^0 A_2^1 A_3^2 = \begin{bmatrix} R_3^0 & d_3^0 \\ 0 & 1 \end{bmatrix}$$

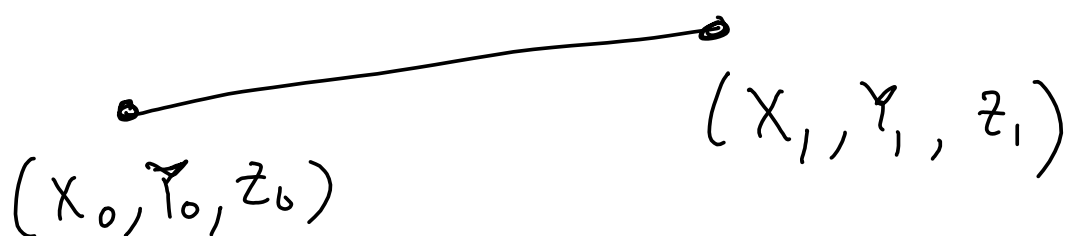
$c_i = \cos \theta_i$
 $s_i = \sin \theta_i$ and so on

E position d_3^0
 E orientation R_3^0

Drawing the manipulator using MATLAB

We will use MATLAB command LINE

line ($[X_0 \ X_1]$, $[Y_0 \ Y_1]$, $[Z_0 \ Z_1]$)



Recipe

① Attach co-ordinate frames

② Find D-H table

③ Compute $A_1^0, A_2^0, A_3^0, \dots$

④ Find the co-ordinates of the joints

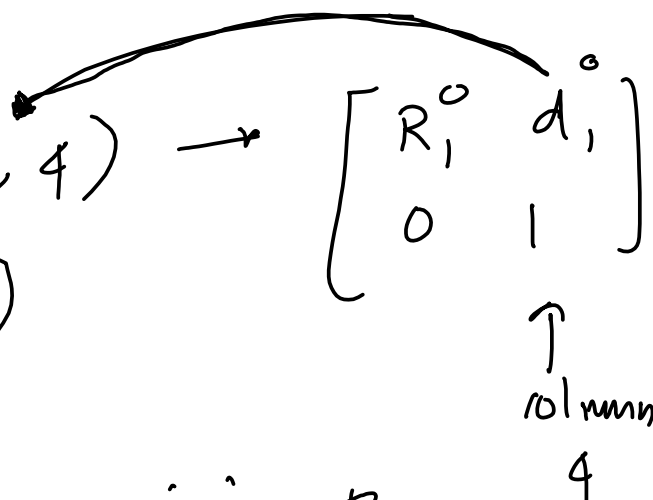
joint 0 : $[0; 0; 0]$

joint 1 : $A_1^0(1:3, 4)$

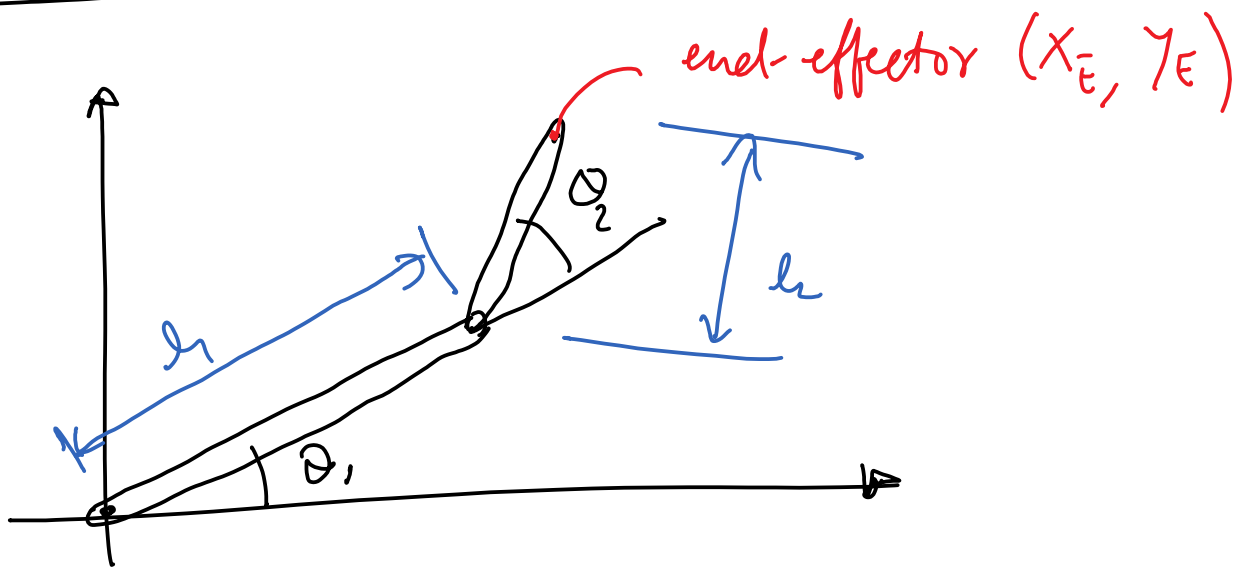
joint 2 : $A_2^0(1:3, 4)$

⋮

⑤ Use line command to join the joints together.



Inverse kinematics



We have derived the formula for E

$$\left. \begin{aligned} x_E &= l_1 \cos \theta_1 + l_2 \cos (\theta_1 + \theta_2) \\ y_E &= l_1 \sin \theta_1 + l_2 \sin (\theta_1 + \theta_2) \end{aligned} \right\} \text{--- (I)}$$

Forward kinematics

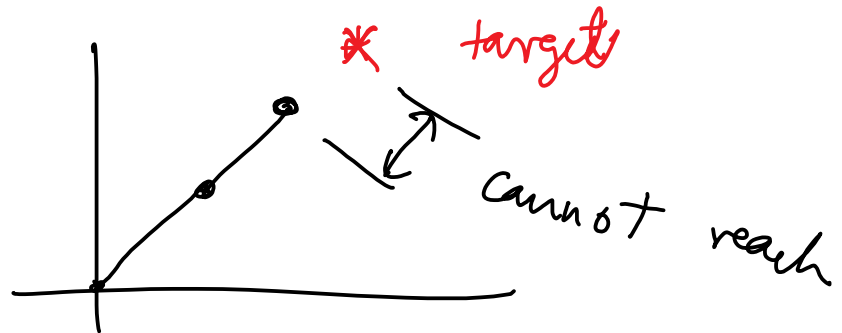
Given θ_1 and θ_2 and we find x_E, y_E using (I)

Inverse kinematics

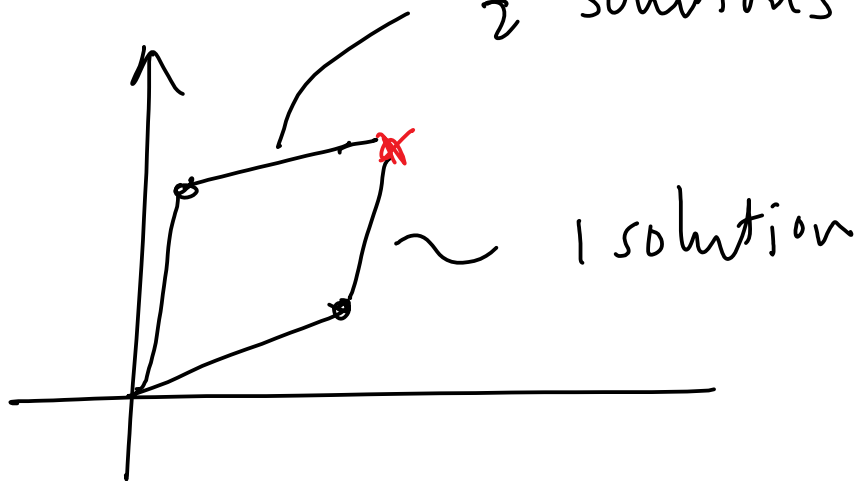
Given x_E, y_E , we need to find θ_1 and θ_2

Issues with IK

- no solution (e.g. out of bounds)



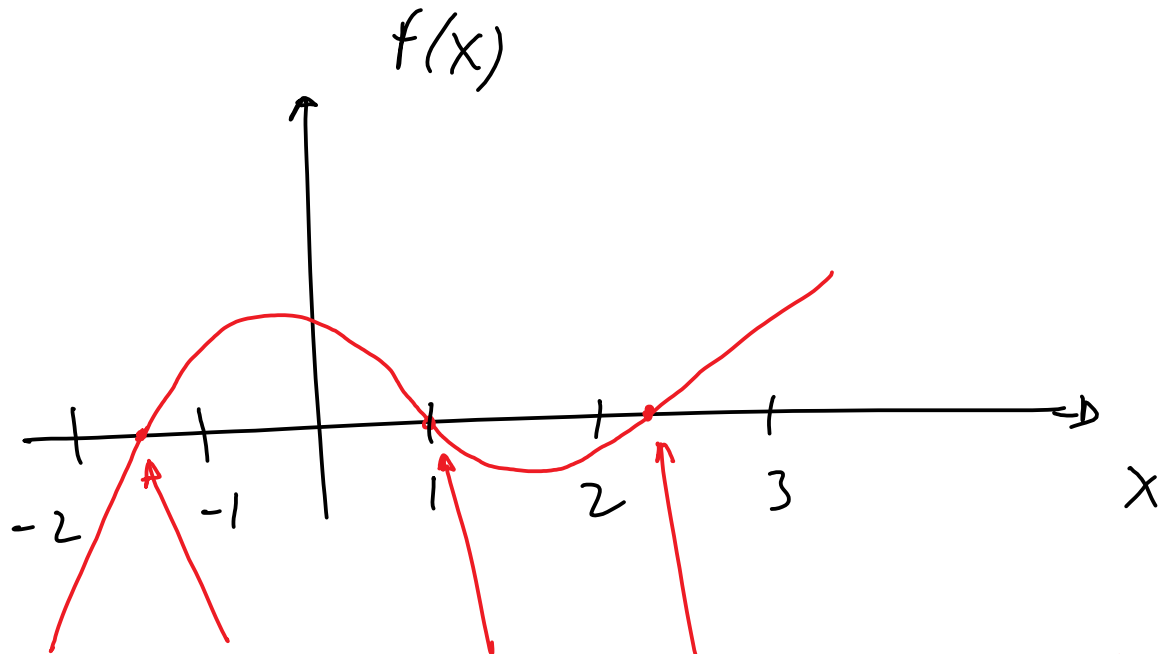
- multiple solutions



Solving non linear equations in MATLAB

e.g. $f(x) = x^3 - 2x^2 - 2x + 3 = 0$

Find x .



3 roots of the equation

`fsolve` to solve for the roots

$$[x_f, fval, exitflag] = fsolve('f', x_0)$$

→
solution

→
value at
 x_f

→
converged
or not

→
 $f(x)=0$

→
initial guess