

Rotate, move, move, rotate

Tahle mezi linkami mohou být.

Podle vlastností mohou být
nížeji ze čtyřech první třetí.

(například move může být
buď stejný, pokud jsou
linky od sebe první
a třetí)

Typical system composition:

chain composed of rotational and translational
joint only.

joint k spojuje link k_{i-1} a k_i

link k spojuje jointy k_i a k_{i+1}

Křeh mezi LCS_{i-1} a LSS_i je tvořen:

- 1) rotační x_{i-1} osy okolo z_{i-1} o úhel γ_i
- 2) posun x_{i-1} osy směrem k z_{i-1} o vzdálenost d_i
- 3) posun LCS_{i-1} po ose x_i o vzdálenost a_i
- 4) rotační z_{i-1} osy okolo osy x_i o úhel α_i

$$1) \begin{pmatrix} \cos(\gamma_i) & -\sin(\gamma_i) & 0 & 0 \\ \sin(\gamma_i) & \cos(\gamma_i) & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$$2) \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & d_i \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$$3) \begin{pmatrix} 1 & 0 & 0 & a_i \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

$$4) \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos(\alpha_i) & -\sin(\alpha_i) & 0 \\ 0 & \sin(\alpha_i) & \cos(\alpha_i) & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

→ úhly jsou tam jen čtyři parametry:
 $\gamma_i, d_i, a_i, \alpha_i$

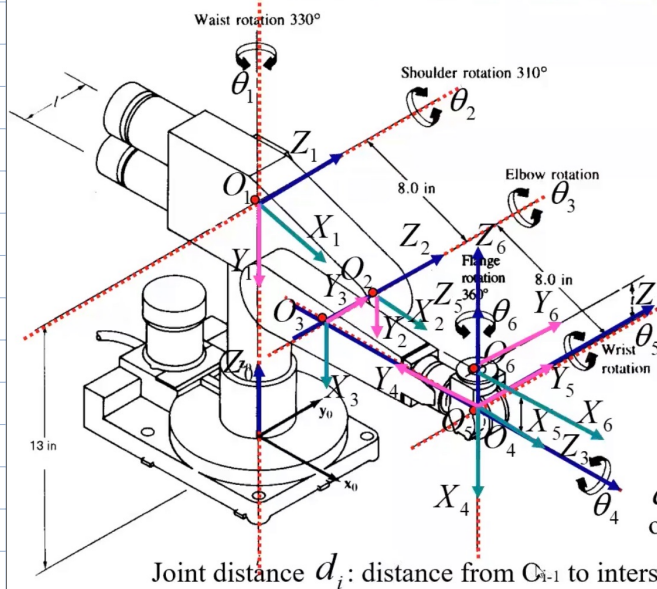
Všechny úhly jsou první tři d_i :

$$A_{i-1}^i = \begin{pmatrix} \cos(\gamma_i) & -\sin(\gamma_i)\cos(\alpha_i) & \sin(\gamma_i)\sin(\alpha_i) & a_i\cos(\gamma_i) \\ \sin(\gamma_i) & \cos(\gamma_i)\cos(\alpha_i) & -\cos(\gamma_i)\sin(\alpha_i) & a_i\sin(\gamma_i) \\ 0 & \sin(\alpha_i) & \cos(\alpha_i) & d_i \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

DH system construction

- Joints numbered 0..n (0 is the first, fixed, 1..n are the rest, moving)
- Links numbered 1..n (link i connects joints $i-1$ and i)
- Right-handed orthonormal coordinate system
- Let axis z_{i-1} be the axis of joint i movement, positive direction towards positive quadrant of the basic system
- Let axis x_i be perpendicular to z_{i-1} and z_i :
 - z_{i-1} and z_i identical – endpoint of joint i , parallel to x_{i-1}
 - skew – x_i share the normal z_{i-1} a z_i , positive direction from z_{i-1} towards z_i .
 - intersecting – x_i perpendicular to z_{i-1} and z_i , in the intersection, positive direction so that it moves along x_i from z_{i-1} to z_i in positive sense
- Set y_i axis to complete the right-handed orthonormal LCS_i
- Set LCS_i origin at intersection of z_{i-1} and z_i or (if they do not intersect) at intersection of their common normal and z_i
- Determine the four parameters:
 - θ_i ... angle of rotation from x_{i-1} to x_i about z_{i-1}
 - d_i ... distance from LCS_i origin to b_i along z_{i-1} , b_i is the intersection of x_i and z_{i-1} (or x_i and their common normal)
 - a_i ... distance from b_i to LCS_i origin along x_i
 - α_i ... angle of rotation from z_{i-1} to z_i about x_i
- z_n from the endpoint of last link either parallel to z_{n-1} or to some significant direction (e.g. supply cable)
- x_n from the endpoint of the last link so that it intersects z_{n-1} , positive direction towards the workspace.

Link Parameters



J	θ_i	α_i	a_i	d_i
1	θ_1	-90	0	13
2	θ_2	0	8	0
3	θ_3	90	0	-L
4	θ_4	-90	0	8
5	θ_5	90	0	0
6	θ_6	0	0	t

θ_i : angle from X_{i-1} to X_i about Z_{i-1}

α_i : angle from Z_{i-1} to Z_i about X_i

a_i : distance from intersection of Z_{i-1} & X_i to O_i along X_i

Joint distance d_i : distance from O_{i-1} to intersection of Z_{i-1} & X_i along Z_{i-1}

(courtesy EMU, Mustafa K. Uyguroğlu)

+ po směru rotační
? - parti

Na externí
havlík ve směru
osy x!

Inverse kinematics:

Jak nastavit klouby, abyh se dostal do polohy?

Jednoduchý výpočet s kosinami.

Cosinus věty:

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

$L^2 = L_1^2 + L_2^2 - 2 L_1 L_2 \cos \beta$

$L^2 = E_x^2 + E_y^2 \rightarrow$ známé $[x, y]$

$\beta + q_2 = \frac{\pi}{2} \rightarrow \cos q_2 = -\cos \beta$

$q_2 = \arccos \frac{E_x^2 + E_y^2 - L_1^2 - L_2^2}{2 L_1 L_2}$

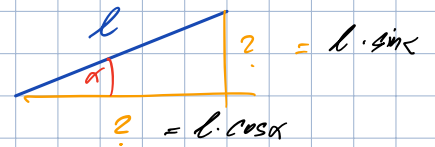
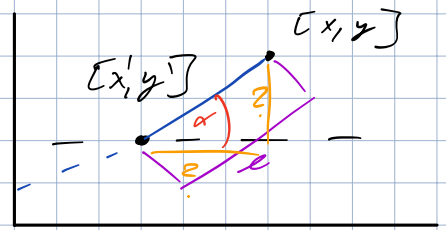
$q_1 = \arctg \frac{E_y}{E_x} + \arctg \frac{L_2 \sin q_2}{L_1 + L_2 \cos q_2}$

$\rightarrow$ známé

$\rightarrow$ známé $[x, y]$

tedy i L

Tohle lze zjednodušit, jelikož
pokud nám právě zachováme úhel mezi
osami, tak musíme určit přechodní jazyk:



$$\begin{cases} x' = x - l \cdot \cos \alpha \\ y' = y - l \cdot \sin \alpha \end{cases}$$