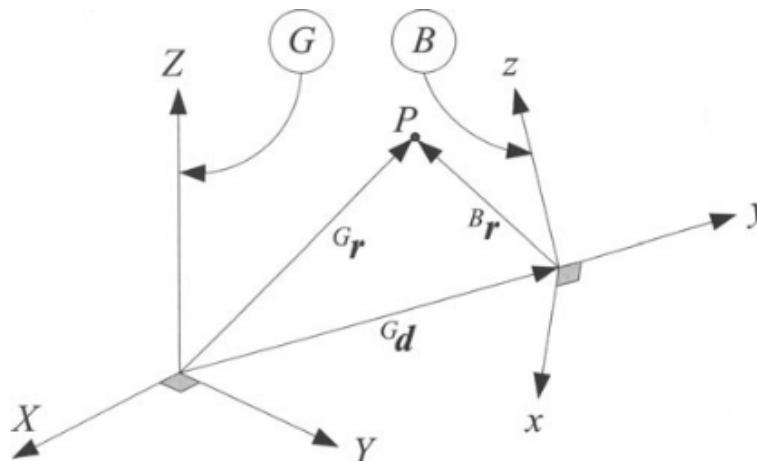


Last Time

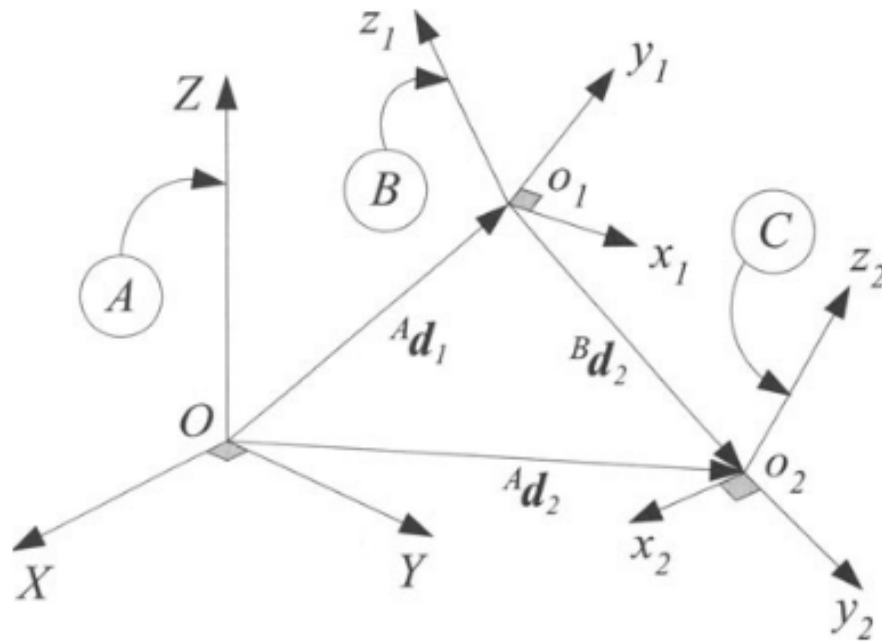
$${}^G T_B = \begin{bmatrix} {}^G R_B & G\mathbf{d} \\ 0 & 1 \end{bmatrix}, \quad {}^G T_B^{-1} = {}^B T_G = \begin{bmatrix} {}^G R_B^T & -{}^G R_B^T \mathbf{d} \\ 0 & 1 \end{bmatrix}$$

$${}^G \mathbf{r}_p = {}^G T_B {}^B \mathbf{r}_p$$



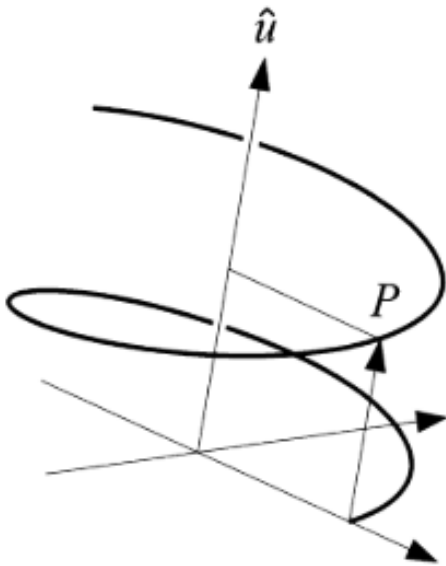
Homogenous Transformations combines Rotation and Translation into matrix operation

Last Time



$${}^A T_C = {}^A T_B {}^B T_C$$

There is another method for generalized displacement (Ch 4.5-4.10)

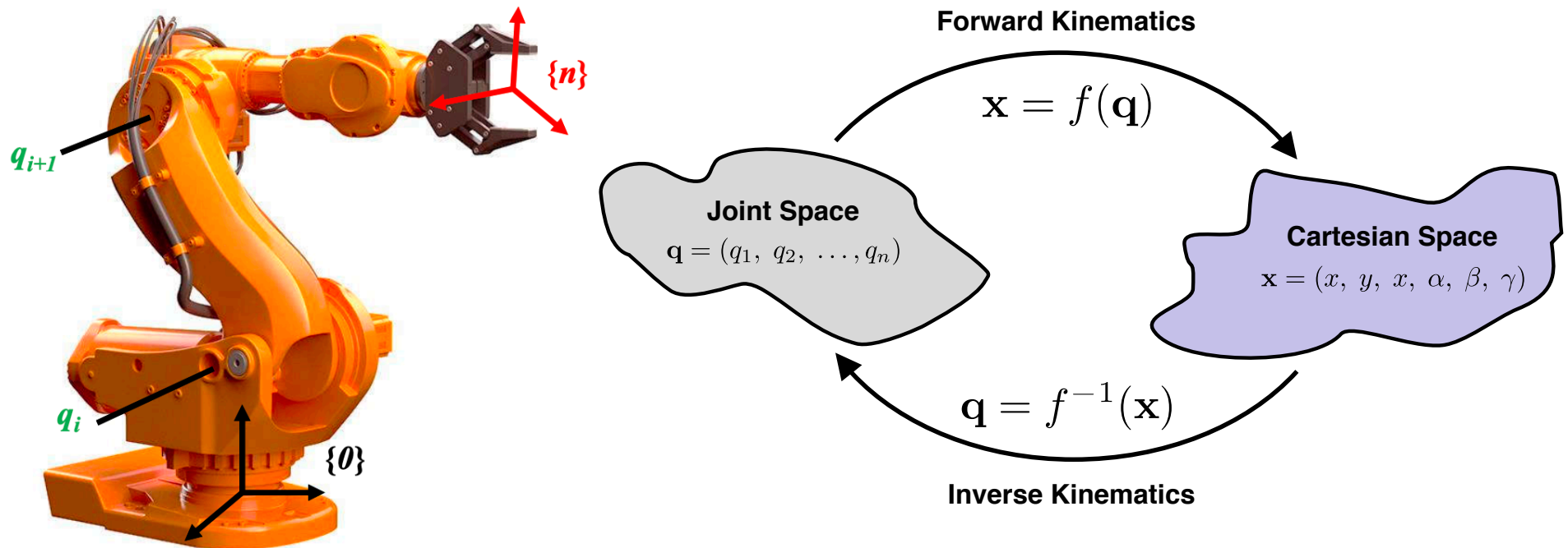


Screw Coordinates—essentially a generalization of Euler's Theorem.

Chasles Theorem: Any rigid body displacement can be produced by a translation along an axis combined with a unique rotation about that axis

We will discuss next lecture.

Today: Forward Kinematics



Agenda

1. Denavit-Hartenberg notation
2. Transformation between adjacent frames
3. Forward kinematics
4. Universal Robot Description Format (URDF)

DH Method Overview

- Basic Idea: use four parameters that encode reference frame orientation for each joint
- Use these parameters to generate the homogenous transformation between consecutive joints:

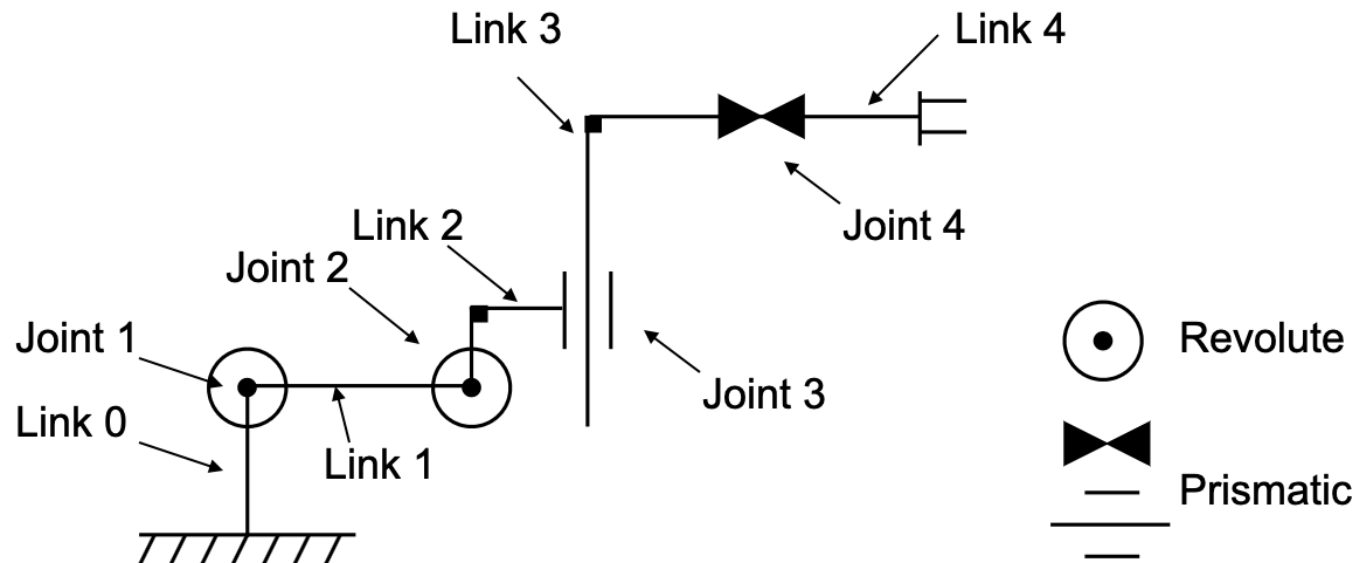
$${}^{i-1}T_i$$

- Combine all transformation matrices:

$${}^B T_e = {}^B T_1 {}^1 T_2 {}^2 T_3 \dots {}^{n-1} T_n {}^n T_e$$

Step 0: Identify joints and links

- Joints: 1, ..., n
- Links: 0, ..., n

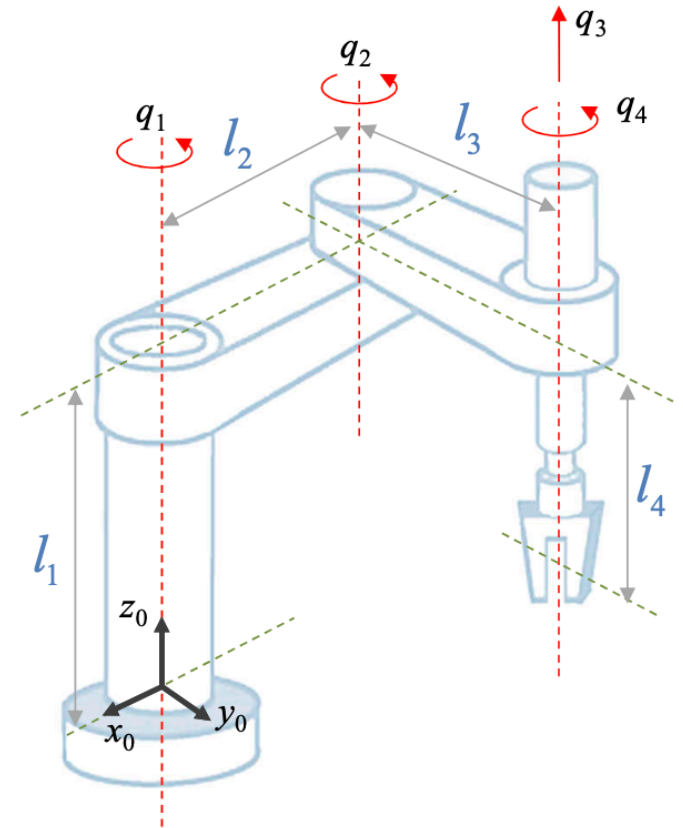


Step 1: assign all z-axes

Assign axis z_0 to z_{n-1} to joints 1 through n

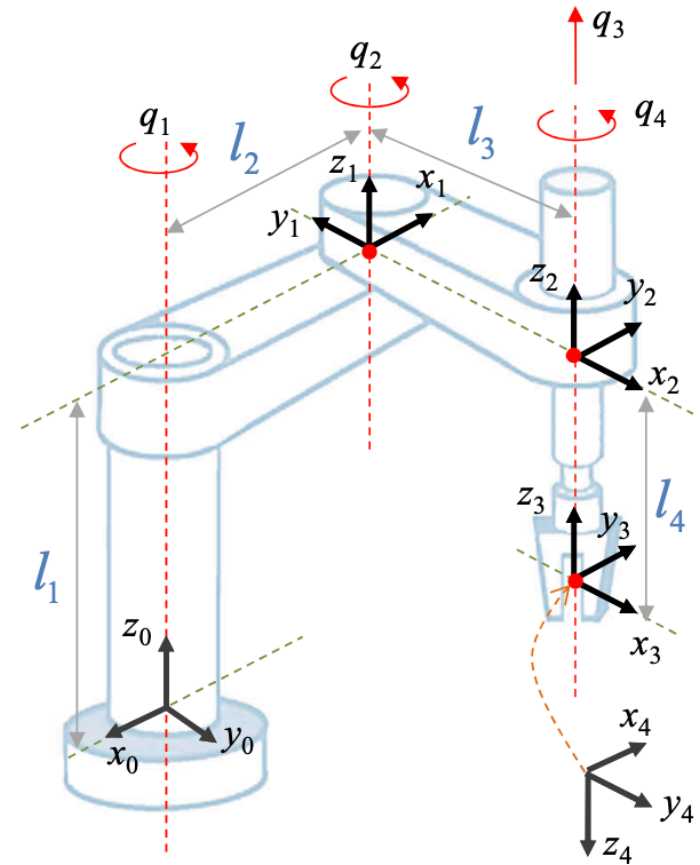
Joint i	Axis z_{i-1}	Positive Direction
Revolute	axis of rotation	positive angle RH-rule
prismatic	axis of translation	positive displacement

- z-axis represent the degree of freedom of each joint!
- base frame can be located anywhere along z_0 -axis

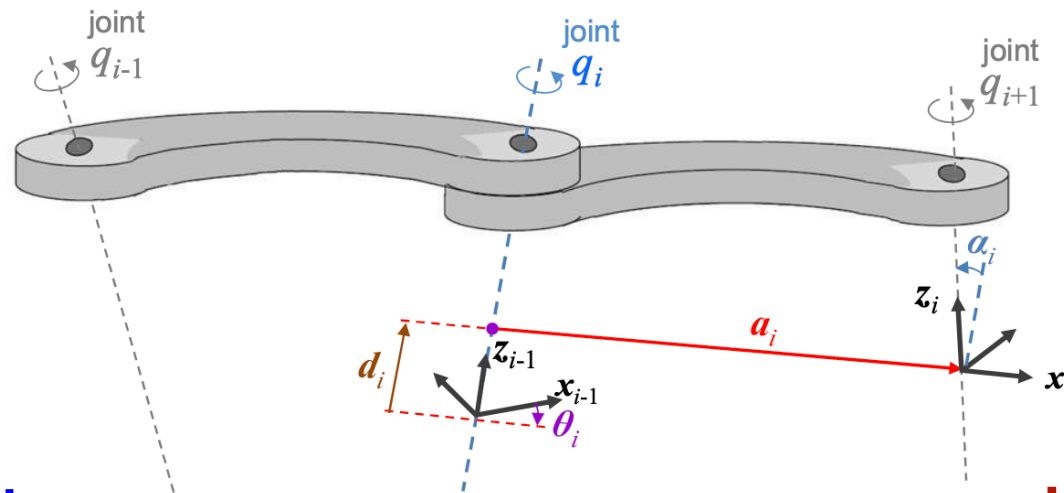


Step 2: frame origin

- assign axis x_i in the direction of $z_{i-1} \times z_i$.
If they are parallel assign along common normal between z_{i-1} & z_i
- assign axis y_i to complete the frame following right hand rule
- tool frame (end effector frame)
 - x_n orthogonal to z_{n-1}
 - z_n pointing outwards



Step 3: DH parameters



Joint Parameters

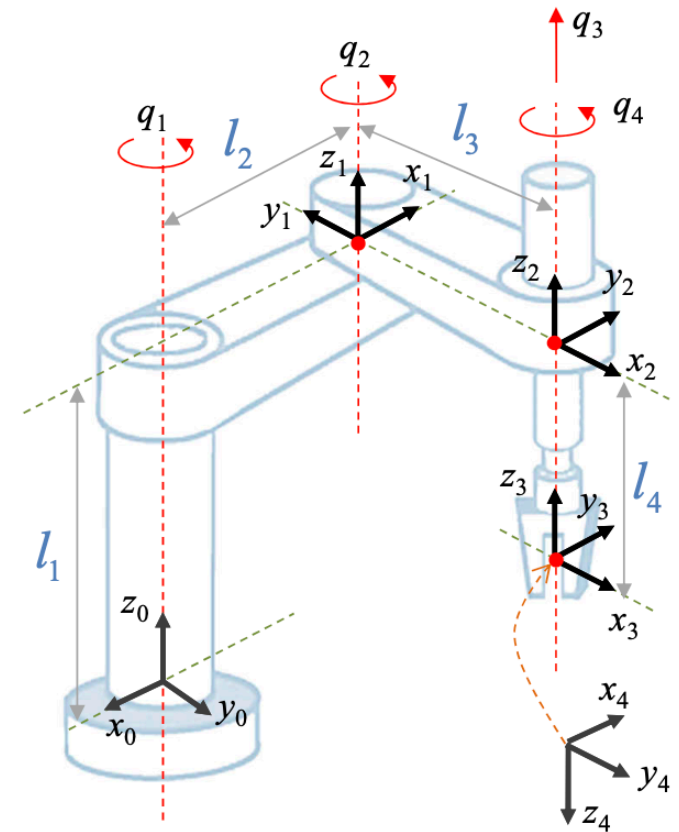
Link Parameters

- d_i : distance from the origin of $\{i-1\}$ to the intersection of z_{i-1} with x_i along z_{i-1}
- θ_i : rotation angle from x_{i-1} with x_i about z_{i-1}
- a_i : distance from the intersection of z_{i-1} with x_i along x_i
- α_i : angle from z_{i-1} with z_i about x_i

Step 3: DH parameters

Joint i	d_i	θ_i	a_i	α_i
1				
2				
3				
4				

- d_i : distance from the origin of $\{i-1\}$ to the intersection of z_{i-1} with x_i along z_{i-1}
- θ_i : rotation angle from x_{i-1} with x_i about z_{i-1}
- a_i : distance from the intersection of z_{i-1} with x_i along x_i
- α_i : angle from z_{i-1} with z_i about x_i



Step 4: generate transformations

$${}^{i-1}T_i = D_{z_{i-1}, d_i} R_{z-1, \theta_i} D_{x_{i-1}, a_i} R_{x_{i-1}, \alpha_i}$$

$$R_{x_{i-1}, \alpha_i} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos \alpha_i & -\sin \alpha_i & 0 \\ 0 & \sin \alpha_i & \cos \alpha_i & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad D_{x_{i-1}, a_i} = \begin{bmatrix} 1 & 0 & 0 & a_i \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$R_{z_{i-1}, \theta_i} = \begin{bmatrix} \cos \theta_i & -\sin \theta_i & 0 & 0 \\ \sin \theta_i & \cos \theta_i & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad D_{z_{i-1}, d_i} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & d_i \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Each ${}^{i-1}T_i$ must be a function of either θ_i or d_i

Forward Kinematics

$${}^B T_n(\mathbf{q}) = {}^B T_1(q_1) {}^1 T_2(q_2) {}^2 T_3(q_3) \dots {}^{n-1} T_n(q_n)$$

Transformation from
base to end-effector is a
function of the joint all
parameters

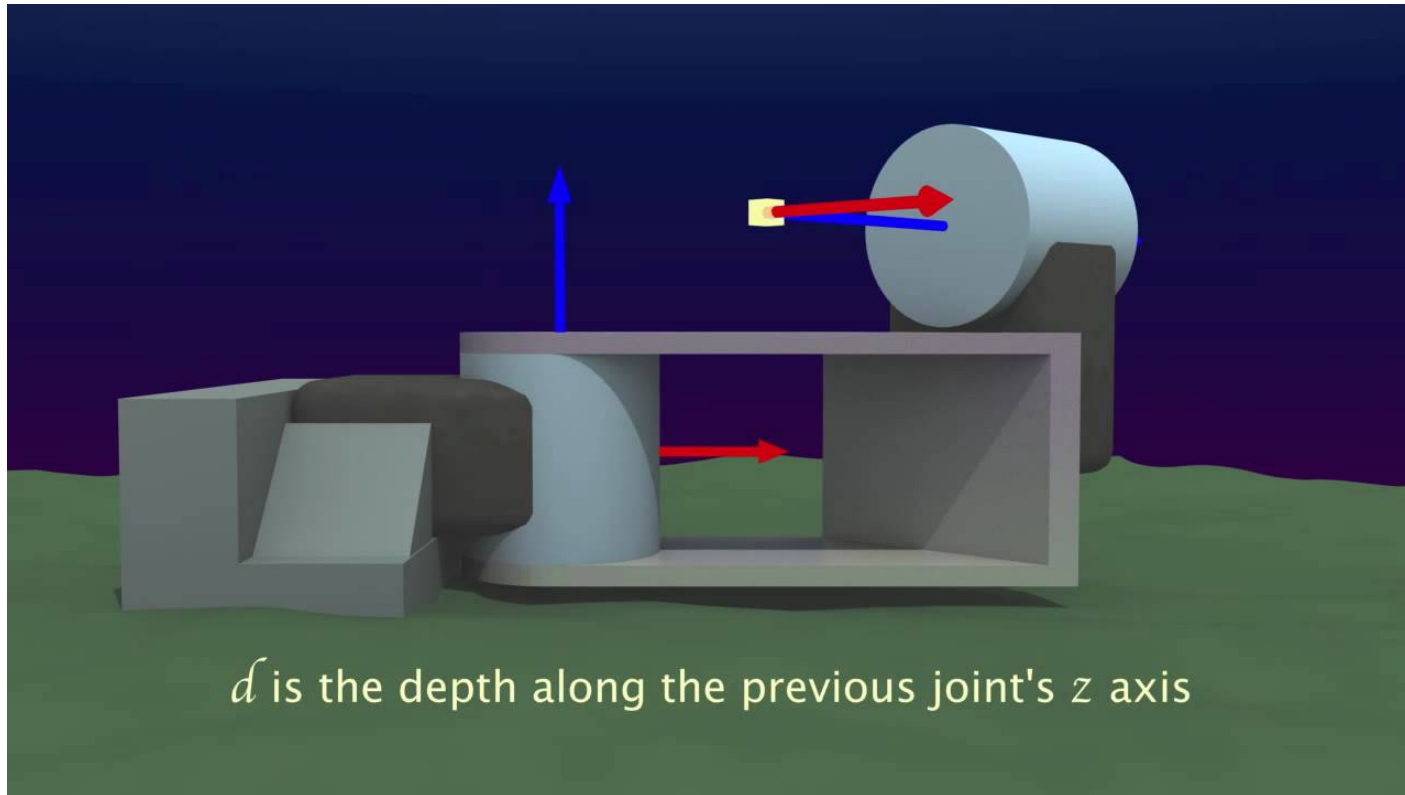
Consecutive
transformations are a
function of respective
joint parameter

$$q_i = \theta_i \quad \text{or} \quad d_i$$

$${}^G \mathbf{r}_{e,o} = {}^B T_n(\mathbf{q}) \begin{bmatrix} 0 & 0 & 0 & 1 \end{bmatrix}^T$$

The origin of the end-effector in the base frame

Very nice illustration



<https://www.youtube.com/watch?v=rA9tm0gTln8>