

## CHAPTER 7

### INVERSE KINEMATICS MODEL

#### 7.1 STAGE IV: GENERATION OF INVERSE KINEMATICS MODEL EQUATIONS

##### 7.1.1 Introduction

The iterative inverse kinematics in the stage V is done in two different approaches. In this stage the inverse kinematics formulae is generated using the inverse matrices and a model is developed using the LabVIEW software. Also, it is validated and verified using RoboCell and AutoCAD. This chapter explains how the inverse kinematics equations are utilised successfully in the LabVIEW model.

##### 7.1.2 IK Model Equations Generation

Using the Inverse kinematics approach, the joint parameters are obtained. The following section elaborates the same. From Chapter 4 (Stage I), the transformation matrix and the inverse of the matrices obtained are as follows:

$$[{}^0T_1]^{-1} = \begin{bmatrix} c_1 & s_1 & 0 & -a_1 \\ 0 & 0 & -1 & d_1 \\ -s_1 & c_1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$[{}^1T_2]^{-1} = \begin{bmatrix} c_2 & s_2 & 0 & -a_2 \\ -s_2 & c_2 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$[{}^2T_3]^{-1} = \begin{bmatrix} c_3 & s_3 & 0 & -a_3 \\ -s_3 & c_3 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$[{}^3T_4]^{-1} = \begin{bmatrix} -s_4 & c_4 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ c_4 & s_4 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$[{}^4T_5]^{-1} = \begin{bmatrix} c_5 & s_5 & 0 & 0 \\ -s_5 & c_5 & 0 & 0 \\ 0 & 0 & 1 & d_5 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Using matrix equality, the inverse kinematics equations are obtained as explained in the following steps.

### 7.1.2.1 Base Joint Angle

The overall complex homogeneous matrix of transformation is taken from the Stage I in Chapter 4, as said below.

$$T_e = {}^oT_5 = {}^oT_1 {}^1T_2 {}^2T_3 {}^3T_4 {}^4T_5$$

$${}^oT_1 {}^1T_2 {}^2T_3 {}^3T_4 {}^4T_5 = {}^oT_5$$

LHS: =

$$\begin{bmatrix} -s_1 s_5 - c_1 s_{234} c_5 & -s_1 c_5 + c_1 s_{234} s_5 & c_1 c_{234} & c_1 (a_1 + a_2 c_2 + a_3 c_{23} + c_{234} d_5) \\ c_1 s_5 - s_1 s_{234} c_5 & c_1 c_5 + s_1 s_{234} s_5 & s_1 c_{234} & s_1 (a_1 + a_2 c_2 + a_3 c_{23} + c_{234} d_5) \\ -c_{234} c_5 & c_{234} s_5 & -s_{234} & d_1 - a_2 s_2 - a_3 s_{23} - s_{234} d_5 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Where  $c_i = \cos \theta_i$  and  $s_i = \sin \theta_i$ ,  $c_{ijk} = \cos (\theta_i + \theta_j + \theta_k)$  and  $s_{ijk} = \sin \theta_i$ .

$$\text{RHS:} = \begin{bmatrix} n_x & o_x & a_x & p_x \\ n_y & o_y & a_y & p_y \\ n_z & o_z & a_z & p_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$\theta_1$  can be isolated by dividing the second and first elements of fourth column and found out.

$$s_1 (a_1 + a_2 c_2 + a_3 c_{23} + c_{234} d_5) = p_y$$

$$c_1 (a_1 + a_2 c_2 + a_3 c_{23} + c_{234} d_5) = p_x$$

$$s_1 / c_1 = t_1 = p_y / p_x$$

$$\theta_1 = \text{atan2}(p_y, p_x) \quad (7.1)$$

alternatively

$\theta_1$  can be isolated by dividing the second element and first element of third column and found out.

$$c_1 c_{234} = a_x$$

$$s_1 c_{234} = a_y$$

$$s_1 / c_1 = t_1 = a_y / a_x$$

$$\theta_1 = \text{atan2}(a_y, a_x) \quad (7.2)$$

### 7.1.2.2 Wrist Roll Joint Angle

The overall complex homogeneous matrix of transformation is modified to find the wrist roll joint  $\theta_5$ .

$${}^0T_1 {}^1T_2 {}^2T_3 {}^3T_4 {}^4T_5 = {}^0T_5$$

$${}^1T_2 \times {}^2T_3 \times {}^3T_4 \times {}^4T_5 = {}^1T_5 = [{}^0T_1]^{-1} \times {}^0T_5$$

$$[{}^0T_1]^{-1} \times {}^0T_5 = {}^1T_5$$

$$\text{LHS:} = \begin{bmatrix} c_1 n_x + s_1 n_y & c_1 o_x + s_1 o_y & c_1 a_x + s_1 a_y & c_1 p_x + s_1 p_y - a_1 \\ -n_z & -o_z & -a_z & -p_z + d_1 \\ -s_1 n_x + c_1 n_y & -s_1 o_x + c_1 o_y & -s_1 a_x + c_1 a_y & -s_1 p_x + c_1 p_y \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\text{RHS:} = \begin{bmatrix} -s_{234} c_5 & s_{234} s_5 & c_{234} & c_{234} d_5 + a_3 c_{23} + a_2 c_2 \\ c_{234} c_5 & -c_{234} s_5 & s_{234} & s_{234} d_5 + a_3 s_{23} + a_2 s_2 \\ s_5 & c_5 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$\theta_5$  can be isolated by dividing the first and second elements of third row and found out.

$$s_5 = -s_1 n_x + c_1 n_y$$

$$c_5 = -s_1 o_x + c_1 o_y$$

$$t_5 = s_5 / c_5 = (-s_1 n_x + c_1 n_y) / (-s_1 o_x + c_1 o_y)$$

$$\theta_5 = \text{atan2}(-s_1 n_x + c_1 n_y, -s_1 o_x + c_1 o_y) \quad (7.3)$$

### 7.1.2.3 Sum of Shoulder, Elbow and Wrist Pitch Joint Angles

From the same matrix equality the sum of shoulder, elbow and wrist pitch joint angles can be found in the following steps.

$$[{}^0T_1]^{-1} {}^0T_5 = {}^1T_5$$

$$\text{LHS:} = \begin{bmatrix} c_1 n_x + s_1 n_y & c_1 o_x + s_1 o_y & \mathbf{c_1 a_x + s_1 a_y} & c_1 p_x + s_1 p_y - a_1 \\ -n_z & -o_z & \mathbf{-a_z} & -p_z + d_1 \\ -s_1 n_x + c_1 n_y & -s_1 o_x + c_1 o_y & -s_1 a_x + c_1 a_y & -s_1 p_x + c_1 p_y \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\text{RHS:} = \begin{bmatrix} -s_{234} c_5 & s_{234} s_5 & \mathbf{c_{234}} & c_{234} d_5 + a_3 c_{23} + a_2 c_2 \\ c_{234} c_5 & -c_{234} s_5 & \mathbf{s_{234}} & s_{234} d_5 + a_3 s_{23} + a_2 s_2 \\ s_5 & c_5 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$(\theta_2 + \theta_3 + \theta_4)$  can be isolated by dividing the second and first elements of third column and found out.

$$s_{234} = -a_z$$

$$c_{234} = c_1 a_x + s_1 a_y$$

$$t_{234} = s_{234} / c_{234} = -a_z / (c_1 a_x + s_1 a_y)$$

$$(\theta_2 + \theta_3 + \theta_4) = \text{atan2}(-a_z, c_1 a_x + s_1 a_y) \quad (7.4)$$

### 7.1.2.4 Elbow Joint Angle

Elbow joint angle  $\theta_3$  can be found as follows.

$$[{}^0T_1]^{-1} {}^0T_5 = {}^1T_5$$

$$\text{LHS:} = \begin{bmatrix} c_1 n_x + s_1 n_y & c_1 o_x + s_1 o_y & c_1 a_x + s_1 a_y & c_1 p_x + s_1 p_y - a_1 \\ -n_z & -o_z & -a_z & -p_z + d_1 \\ -s_1 n_x + c_1 n_y & -s_1 o_x + c_1 o_y & -s_1 a_x + c_1 a_y & -s_1 p_x + c_1 p_y \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\text{RHS:} = \begin{bmatrix} -s_{234} c_5 & s_{234} s_5 & c_{234} & c_{234} d_5 + a_3 c_{23} + a_2 c_2 \\ c_{234} c_5 & -c_{234} s_5 & s_{234} & s_{234} d_5 + a_3 s_{23} + a_2 s_2 \\ s_5 & c_5 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$\theta_{23}$  and  $\theta_2$  are separated from the first and second elements of fourth column for convenience.

$$c_{234} d_5 + a_3 c_{23} + a_2 c_2 = c_1 p_x + s_1 p_y - a_1$$

$$s_{234} d_5 + a_3 s_{23} + a_2 s_2 = -p_z + d_1$$

We know that in this case  $a_2 = a_3$

$$c_{234} d_5 + a_3 (c_{23} + c_2) = c_1 p_x + s_1 p_y - a_1$$

$$s_{234} d_5 + a_3 (s_{23} + s_2) = -p_z + d_1$$

Rearranging the equations in the following steps,

$$a_3 (c_{23} + c_2) = c_1 p_x + s_1 p_y - a_1 - c_{234} d_5$$

$$a_3 (s_{23} + s_2) = -p_z + d_1 - s_{234} d_5$$

$$c_{23} + c_2 = (c_1 p_x + s_1 p_y - a_1 - c_{234} d_5) / a_3 \quad (7.5)$$

$$s_{23} + s_2 = (-p_z + d_1 - s_{234} d_5) / a_3 \quad (7.6)$$

To eliminate  $c_3$ , squaring and adding equation (7.5) and equation (7.6) we get,

$$(s_{23} + s_2)^2 + (c_{23} + c_2)^2 = ((c_1 p_x + s_1 p_y - a_1 - c_{234} d_5) / a_3)^2 + ((-p_z + d_1 - s_{234} d_5) / a_3)^2$$

$$s_{23}^2 + s_2^2 + 2s_{23}s_2 + c_{23}^2 + c_2^2 + 2c_{23} c_2 = ((c_1 p_x + s_1 p_y - a_1 - c_{234} d_5) / a_3)^2 + ((-p_z + d_1 - s_{234} d_5) / a_3)^2$$

$$s_{23}^2 + c_{23}^2 + s_2^2 + c_2^2 + 2(s_{23} s_2 + c_{23} c_2) = ((c_1 p_x + s_1 p_y - a_1 - c_{234} d_5) / a_3)^2 + ((-p_z + d_1 - s_{234} d_5) / a_3)^2$$

$$2 + 2(s_{23} s_2 + c_{23} c_2) = ((c_1 p_x + s_1 p_y - a_1 - c_{234} d_5) / a_3)^2 + ((-p_z + d_1 - s_{234} d_5) / a_3)^2$$

$$s_{23} s_2 + c_{23} c_2 = \{((c_1 p_x + s_1 p_y - a_1 - c_{234} d_5) / a_3)^2 + ((-p_z + d_1 - s_{234} d_5) / a_3)^2 - 2\} / 2$$

We know that,

$$\cos (A-B) = \cos A \cos B + \sin A \sin B$$

Let us consider  $A = \theta_2 + \theta_3$ ,  $B = \theta_2$

$$\cos (\theta_2 + \theta_3 - \theta_2) = \cos (\theta_2 + \theta_3) \cos \theta_2 + \sin (\theta_2 + \theta_3) \sin \theta_2$$

$$c_3 = \{((c_1 p_x + s_1 p_y - a_1 - c_{234} d_5) / a_3)^2 + ((-p_z + d_1 - s_{234} d_5) / a_3)^2 - 2\} / 2$$

$$\theta_3 = \arccos(\{((c_1 p_x + s_1 p_y - a_1 - c_{234} d_5) / a_3)^2 + ((-p_z + d_1 - s_{234} d_5) / a_3)^2 - 2\} / 2) \quad (7.7)$$

### 7.1.2.5 Shoulder Joint Angle

Shoulder joint angle  $\theta_2$

We know that,

$$\cos (A+B) = \cos A \cos B - \sin A \sin B$$

$$\sin (A+B) = \sin A \cos B + \cos A \sin B$$

Let us consider  $A = \theta_2$ ,  $B = \theta_3$

$$c_{23} = c_2c_3 - s_2s_3$$

$$s_{23} = s_2c_3 + c_2s_3$$

From equations (7.5) and (7.6) we get,

$$c_2c_3 - s_2s_3 + c_2 = (c_1p_x + s_1p_y - a_1 - c_{234}d_5) / a_3$$

$$s_2c_3 + c_2s_3 + s_2 = (-p_z + d_1 - s_{234}d_5) / a_3$$

$$(c_3 + 1)c_2 - s_3s_2 = (c_1p_x + s_1p_y - a_1 - c_{234}d_5) / a_3 \quad (7.8)$$

$$s_3c_2 + (c_3 + 1)s_2 = (-p_z + d_1 - s_{234}d_5) / a_3 \quad (7.9)$$

Reduce equations (7.8) and (7.9) to find  $s_2$ ,

(7.8) x  $a_3s_3$ :

$$a_3s_3(c_3 + 1)c_2 - a_3s_3^2s_2 = s_3(c_1p_x + s_1p_y - a_1 - c_{234}d_5) \quad (7.10)$$

(7.9) x  $a_3(c_3 + 1)$ :

$$a_3s_3(c_3 + 1)c_2 + a_3(c_3 + 1)^2s_2 = (c_3 + 1)(-p_z + d_1 - s_{234}d_5) \quad (7.11)$$



To eliminate  $s_2$ , subtract equation (7.10) from equation (7.11)

$$((c_3+1)^2+s_3^2) a_3 s_2 = (c_3+1) (-p_z+d_1-s_{234}d_5) - s_3 (c_1 p_x + s_1 p_y - a_1 - c_{234}d_5)$$

$$s_2 = (c_3+1) (-p_z+d_1-s_{234}d_5) - s_3 (c_1 p_x + s_1 p_y - a_1 - c_{234}d_5) / a_3 ((c_3+1)^2+s_3^2)$$

again reduce equations (7.8) and (7.9) to find  $c_2$

$$(7.8) \times a_3 (c_3+1):$$

$$a_3 (c_3+1)^2 c_2 - a_3 (c_3+1) s_3 s_2 = (c_3+1) (c_1 p_x + s_1 p_y - a_1 - c_{234}d_5) \quad (7.12)$$

$$(7.9) \times a_3 s_3:$$

$$a_3 s_3^2 c_2 + a_3 (c_3+1) s_2 s_3 = s_3 (-p_z+d_1-s_{234}d_5) \quad (7.13)$$

To eliminate  $c_2$ , add equation (7.12) and equation (7.13)

$$a_3 c_2 ((c_3+1)^2 + s_3^2) = (c_3+1) (c_1 p_x + s_1 p_y - a_1 - c_{234}d_5) + s_3 (-p_z+d_1-s_{234}d_5)$$

$$c_2 = ((c_3+1) (c_1 p_x + s_1 p_y - a_1 - c_{234}d_5) + (s_3 (-p_z+d_1-s_{234}d_5))) / a_3 ((c_3+1)^2 + s_3^2)$$

$$t_2 = s_2 / c_2 = (c_3+1) (-p_z+d_1-s_{234}d_5) - s_3 (c_1 p_x + s_1 p_y - a_1 - c_{234}d_5) /$$

$$((c_3+1) (c_1 p_x + s_1 p_y - a_1 - c_{234}d_5) + (s_3 (-p_z+d_1-s_{234}d_5)))$$

$$\theta_2 = \text{atan2}([(c_3+1) (-p_z+d_1-s_{234}d_5) / a_3] - (s_3 (c_1 p_x + s_1 p_y - a_1 - c_{234}d_5) / a_3) /$$

$$((c_3+1)^2 + s_3^2)], [(c_3+1) (c_1 p_x + s_1 p_y - a_1 - c_{234}d_5) / a_3 + (s_3 (-p_z+d_1-s_{234}d_5) / a_3) /$$

$$((c_3+1)^2 + s_3^2)]) \quad (7.14)$$

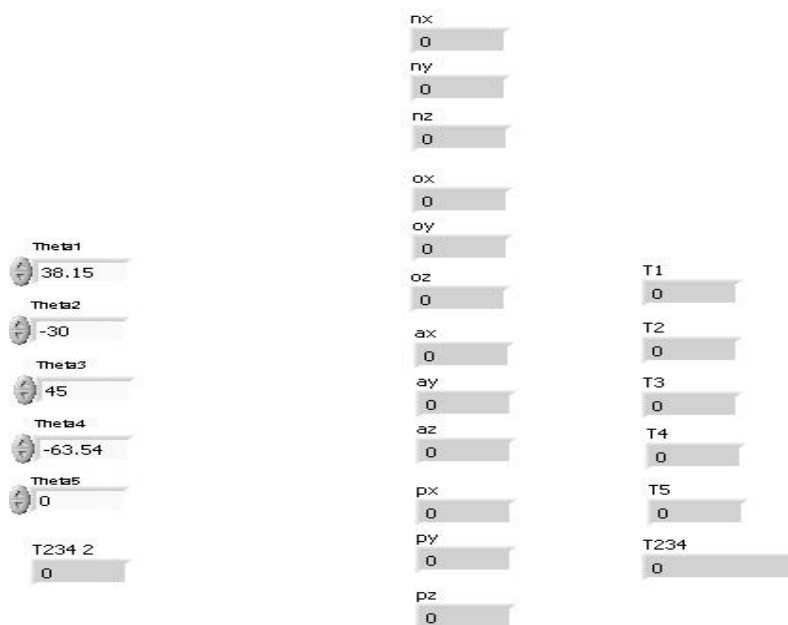
### 7.1.2.6 Wrist Pitch Joint Angle

Wrist pitch joint angle is calculated as follows:

$$\theta_4 = \theta_{234} - \theta_2 - \theta_3$$

## 7.2 DEVELOPING INVERSE KINEMATICS MODEL

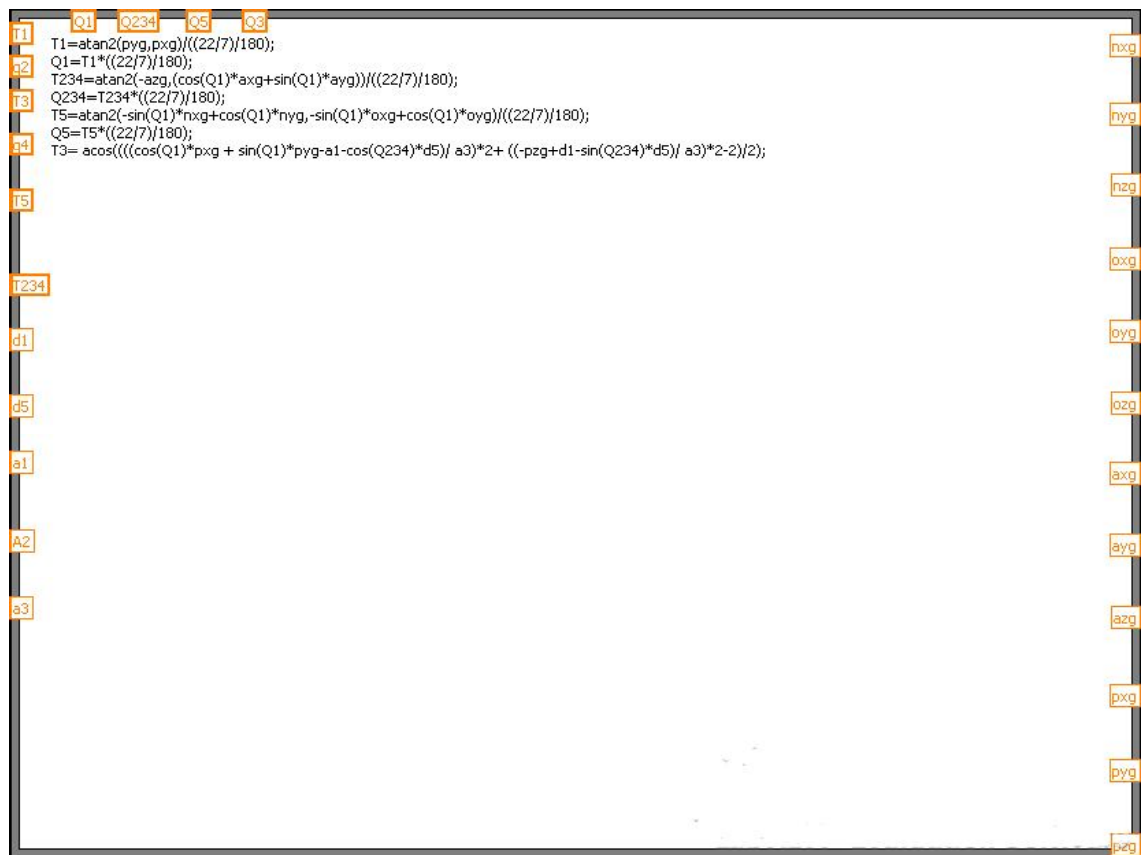
The solution to the inverse kinematics problem consists of finding the value of the joint parameters from the goal position of the object. This solution is a function of the position and orientation vectors. The known position and orientation of object is given as input and using the inverse kinematics equations, the joint parameters are calculated by developing a LabVIEW model (Refer Figure 7.1). It includes two formula nodes. The first one is used to find the assumed virtual goal position from the assumed joint position (Figure 7.2) and the second node to find the joint parameters from the results of the first node (Figure 7.3). Complete view of the IKM in the block diagram is shown in Figure 7.4.



**Figure 7.1 Front Panel of the IKM**



**Figure 7.2 First Formula Node**



**Figure 7.3 Second Formula Node**

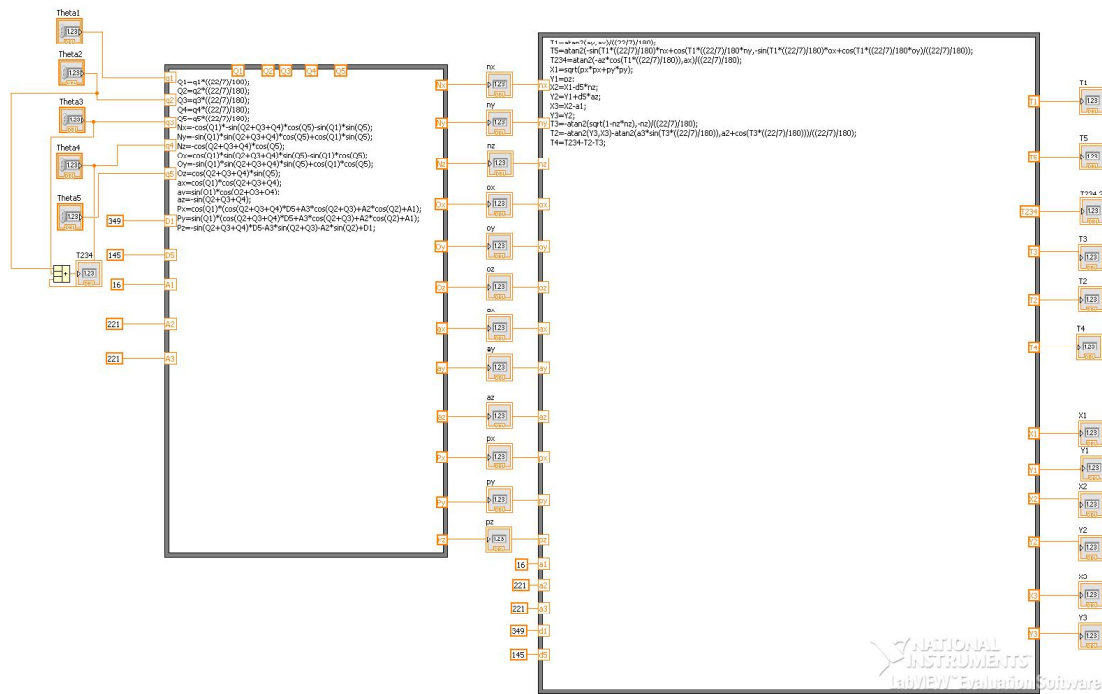


Figure 7.4 Complete View of the IKM in the Block Diagram

### 7.3 VIRTUAL GOAL POSITION AND ORIENTATION

The 12 parameters are considered as the goal position and orientation for analysis purpose. But in online programming, the position and orientation of the goal position are taken from image processing and similar methods. For analysis purpose, the joint parameters of the SCORBOT ER V Plus Present position is assumed as  $\theta_1=10$ ,  $\theta_2=10$ ,  $\theta_3=10$ ,  $\theta_4=10$  and  $\theta_5 = 10$ .

The homogeneous matrix which specifies the location of the fifth coordinate frame with respect to the base coordinate system is  $T_e = {}^0T_5 = {}^0T_1 {}^1T_2 {}^2T_3 {}^3T_4 {}^4T_5$  and is obtained from the FKM as output.

$${}^0T_5 = \begin{bmatrix} 0.45491 & -0.0855068 & 0.852754 & 558.241 \\ 0.0855068 & 0.954728 & 0.150425 & 98.4734 \\ -0.852754 & 0.150425 & -0.500183 & 162.466 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Normal vector components:

$$n_{xg} = 0.45491$$

$$n_{yg} = 0.0855068$$

$$n_{zg} = -0.852754$$

Orientation vector components:

$$o_{xg} = -0.0855068$$

$$o_{yg} = 0.954728$$

$$o_{zg} = 0.150425$$

Approach vector components:

$$a_{xg} = 0.852754$$

$$a_{yg} = 0.150425$$

$$a_{zg} = -0.500183$$

Position vector components:

$$p_{xg} = 558.241$$

$$p_{yg} = 98.4734$$

$$p_{zg} = 162.466$$

Results obtained after running the programme.

$$T1=10$$

$$T2=9.86$$

$$T3=9.58$$

$$T4=10.56$$

$$T5=10$$

$$T234=30$$

#### **7.4 RESULTS AND DISCUSSION**

The results show that the inverse kinematics equations work successfully for base joint, wrist roll joint and addition of shoulder, elbow and wrist pitch angle. However, other joint values could not be calculated correctly for all the ranges of the position and orientation due to the complexity of the equation and its cosine nature. To address this issue, the iterative method is used in Stage V.