

ECE 447: Robotics Engineering

Lecture 7: Inverse Kinematics of Robot Manipulators

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Lecture Outline:

- 1 IK Problem Formulation.
- 2 Geometrical Approach.
- 3 Algebraic Approach.

Table of Contents

1 IK Problem Formulation.

2 Geometrical Approach.

3 Algebraic Approach.

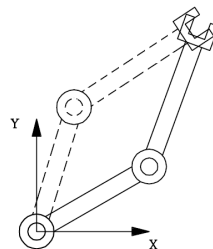
IK Problem Formulation:

Given: Desired position and orientation of end-effector, \mathbf{p} .

Required: Joint Variables \mathbf{q} (θ or d) to get \mathbf{p}

$$\mathbf{q} = f(\mathbf{p})$$

Inverse Kinematics



IK Problem Formulation:

Given: Desired position and orientation of end-effector, \mathbf{p} .

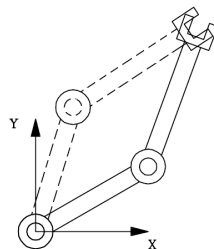
Required: Joint Variables \mathbf{q} (θ or d) to get \mathbf{p}

$$\mathbf{q} = f(\mathbf{p})$$

Given the desired 4×4 homogeneous transformation H

$$H = \begin{bmatrix} R_n^0 & o_n^0 \\ 0 & 1 \end{bmatrix}$$

Inverse Kinematics



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Given: Desired position and orientation of end-effector, \mathbf{p} .

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Given the desired 4×4 homogeneous transformation H

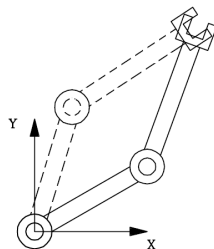
$$H = \begin{bmatrix} R_n^0 & o_n^0 \\ 0 & 1 \end{bmatrix}$$

The task is to find a solution (possibly one of many) of the equation:

$$T_n^0(q_1, \dots, q_n) = A_1(q_1) A_2(q_2) \dots A_n(q_n) = H$$

It is 12 equations with respect to n variables q_1, \dots, q_n

Inverse Kinematics



IK Problem Formulation:

Given: Desired position and orientation of end-effector, \mathbf{p} .

Required: Joint Variables \mathbf{q} (θ or d) to get \mathbf{p}

$$\mathbf{q} = f(\mathbf{p})$$

It is often advantageous to find q_1, \dots, q_n in a **closed rather than numerical** form:

$$q_k = f_k(h_{11}, h_{12}, \dots, h_{34}), \quad k = 1, \dots, n$$

This will allow **fast and deterministic computation** of the joints variables instead of searching for a possible solution.

Inverse Kinematics

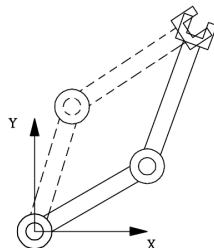


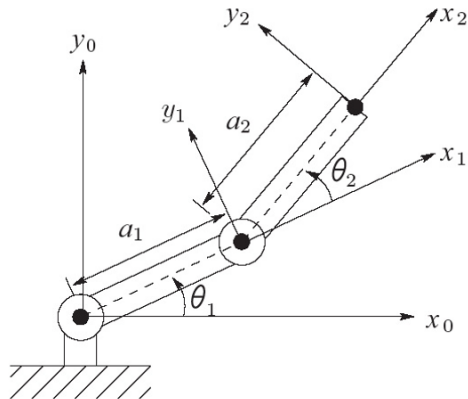
Table of Contents

- 1 IK Problem Formulation.
- 2 Geometrical Approach.**
- 3 Algebraic Approach.

Geometrical Approach:

Example: Two link manipulator

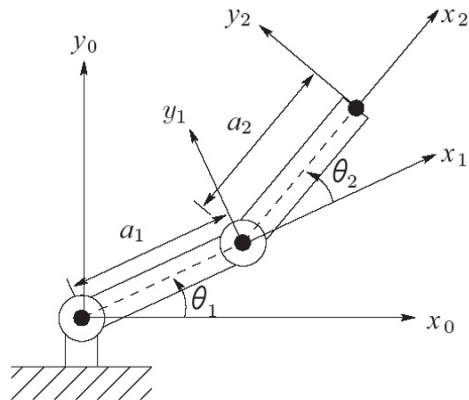
link	a_i	α_i	d_i	θ_i
1	a_1	0	0	θ_1
2	a_2	0	0	θ_2



Geometrical Approach:

Example: Two link manipulator

$$A_1 = \begin{bmatrix} c_1 & -s_1 & 0 & a_1 c_1 \\ s_1 & c_1 & 0 & a_1 s_1 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}, A_2 = \begin{bmatrix} c_2 & -s_2 & 0 & a_2 c_2 \\ s_2 & c_2 & 0 & a_2 s_2 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$



Geometrical Approach:

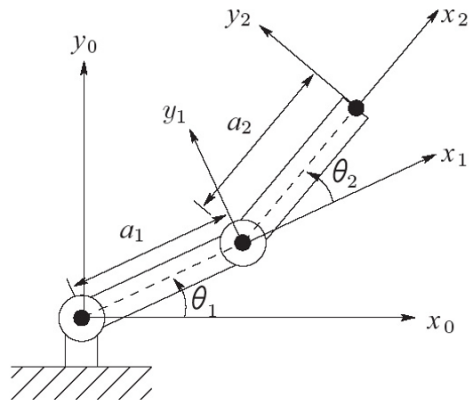
Example: Two link manipulator

$$T_2^0 = A_1 A_2 = \begin{bmatrix} c_{12} & -s_{12} & 0 & a_1 c_1 + a_2 c_{12} \\ s_{12} & c_{12} & 0 & a_1 s_1 + a_2 s_{12} \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Forward Kinematics:

$$x = a_1 \cos(\theta_1) + a_2 \cos(\theta_1 + \theta_2)$$

$$y = a_1 \sin(\theta_1) + a_2 \sin(\theta_1 + \theta_2)$$



Geometrical Approach:

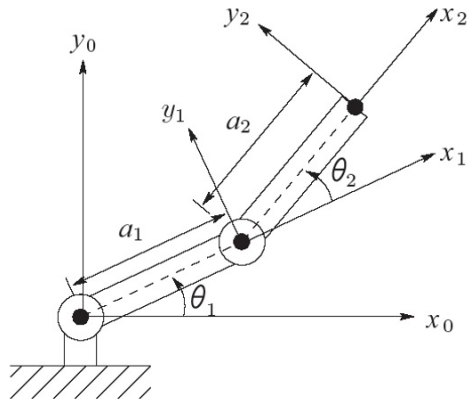
Example: Two link manipulator

$$x = a_1 \cos(\theta_1) + a_2 \cos(\theta_1 + \theta_2)$$

$$y = a_1 \sin(\theta_1) + a_2 \sin(\theta_1 + \theta_2)$$

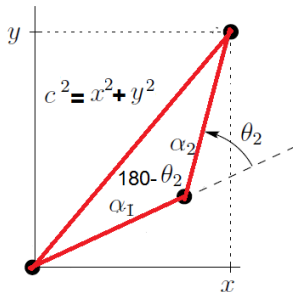
In Inverse Kinematics, we need the joint variables θ_1 , θ_2 in terms of the given x and y .

- The Forward Kinematic equation are **non-linear** of sine and cosine terms.
- It is not easy to find a solution or a unique solution in general.



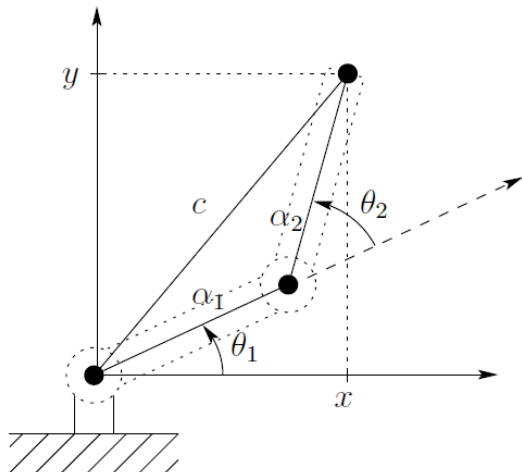
Geometrical Approach:

Example: Two link manipulator



$$c^2 = a_1^2 + a_2^2 - 2a_1a_2 \cos(180 - \theta_2)$$

$$\cos(\theta_2) = \frac{x^2 + y^2 - a_1^2 - a_2^2}{2a_1a_2} := D$$



Geometrical Approach:

Example: Two link manipulator

If $\cos\theta_2$ is known,

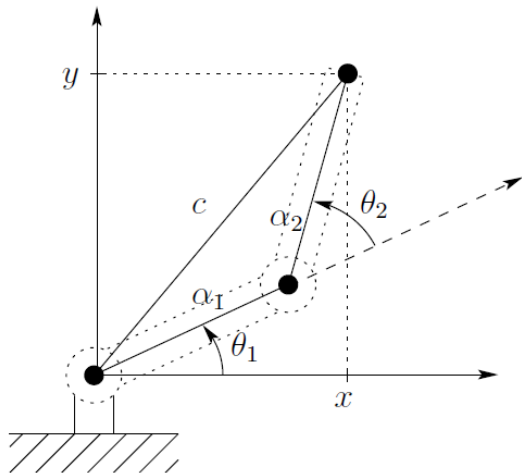
$$\sin(\theta_2) = \pm\sqrt{1 - D^2}$$

So,

$$\theta_2 = \tan^{-1} \frac{\pm\sqrt{1 - D^2}}{D} \quad \text{Two Solutions}$$

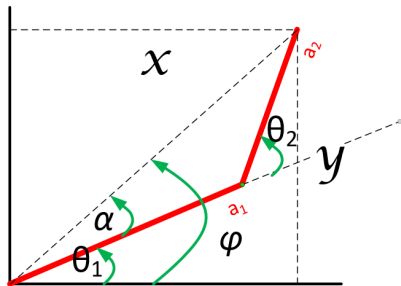
where,

$$D = \frac{x^2 + y^2 - a_1^2 - a_2^2}{2a_1a_2}$$



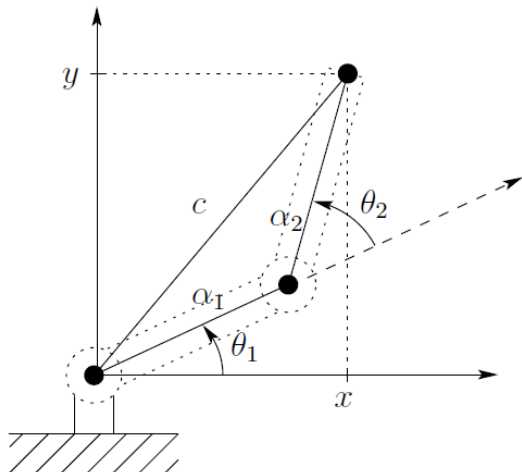
Geometrical Approach:

Example: Two link manipulator



$$\theta_1 = \phi - \alpha$$

$$\theta_1 = \tan^{-1} \frac{y}{x} - \tan^{-1} \frac{a_2 \sin \theta_2}{a_1 + a_2 \cos \theta_2}$$



Geometrical Approach:

Example: Two link manipulator

$$\theta_2 = \tan^{-1} \frac{\pm \sqrt{1 - D^2}}{D}; \quad D = \frac{x^2 + y^2 - a_1^2 - a_2^2}{2a_1a_2}$$

$$\theta_1 = \tan^{-1} \frac{y}{x} - \tan^{-1} \frac{a_2 \sin \theta_2}{a_1 + a_2 \cos \theta_2}$$

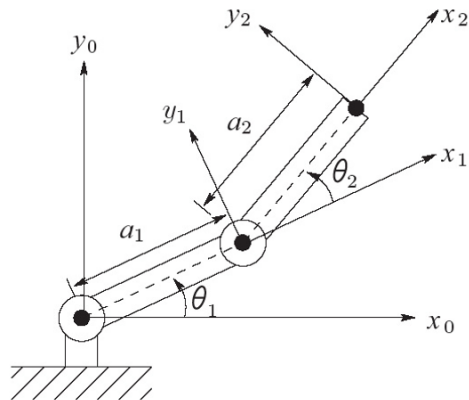
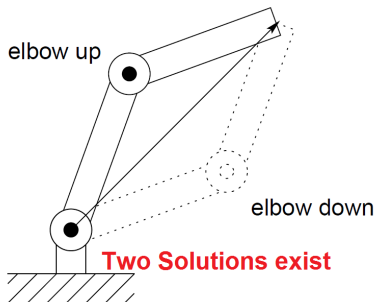


Table of Contents

- 1 IK Problem Formulation.
- 2 Geometrical Approach.
- 3 Algebraic Approach.**

Algebraic Approach:

Example: RPP Robot

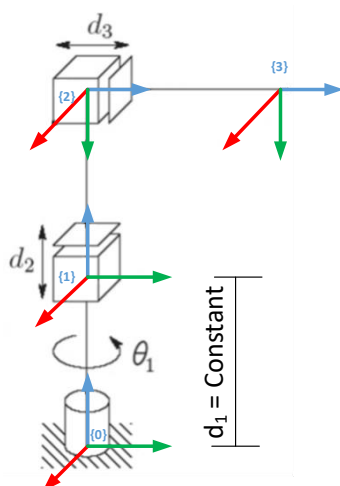
$$T_3^0 = A_1 A_2 A_3 = \begin{bmatrix} c_1 & 0 & -s_1 & -s_1 d_3 \\ s_1 & 0 & c_1 & c_1 d_3 \\ 0 & -1 & 0 & d_1 + d_2 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Forward Kinematics:

$$x = -d_3 \sin \theta_1$$

$$y = d_3 \cos \theta_1$$

$$z = d_1 + d_2$$



Algebraic Approach:

Example: RPP Robot

$$x = -d_3 \sin \theta_1$$

$$y = d_3 \cos \theta_1$$

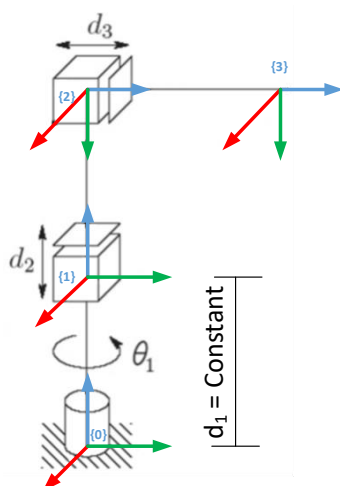
$$z = d_1 + d_2$$

Inverse Kinematics:

$$\theta_1 = \tan^{-1} \frac{-x}{y}$$

$$d_2 = z - d_1$$

$$d_3 = \sqrt{x^2 + y^2}$$



Algebraic Approach:

Example: RP Robot

$$A_2^0 = A_1^0 * A_2^1$$

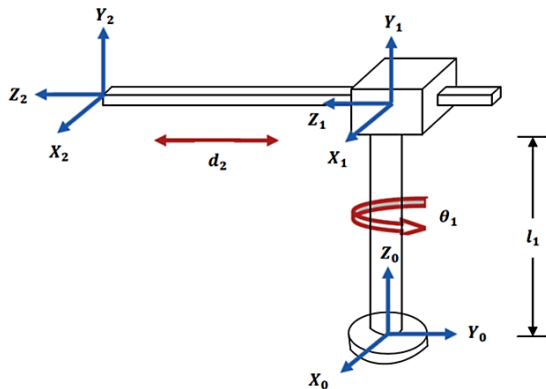
$$A_1^0 = \begin{bmatrix} C\theta_1 & 0 & S\theta_1 & 0 \\ S\theta_1 & 0 & -C\theta_1 & 0 \\ 0 & 1 & 0 & l_1 \\ 0 & 0 & 0 & 1 \end{bmatrix}, \quad A_2^1 = \begin{bmatrix} 1 & 0 & S\theta_1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & d_2 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$A_2^0 = \begin{bmatrix} C\theta_1 & 0 & S\theta_1 & d_2 S\theta_1 \\ S\theta_1 & 0 & -C\theta_1 & -d_2 C\theta_1 \\ 0 & 1 & 0 & l_1 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$x = d_2 \sin \theta_1$$

$$y = -d_2 \cos \theta_1$$

$$z = l_1$$



Algebraic Approach:

Example: RP Robot

$$x = d_2 \sin \theta_1$$

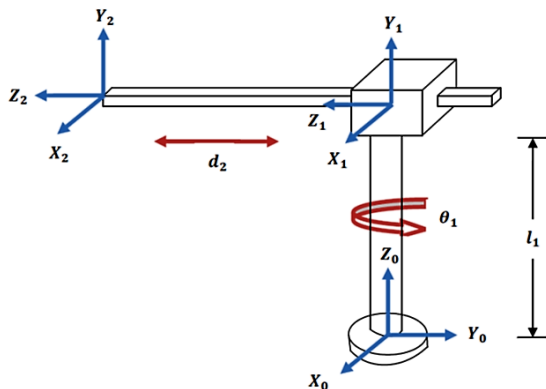
$$y = -d_2 \cos \theta_1$$

$$z = l_1$$

Inverse Kinematics:

$$\theta_1 = \tan^{-1} \frac{-x}{y}$$

$$d_2 = \sqrt{x^2 + y^2}$$

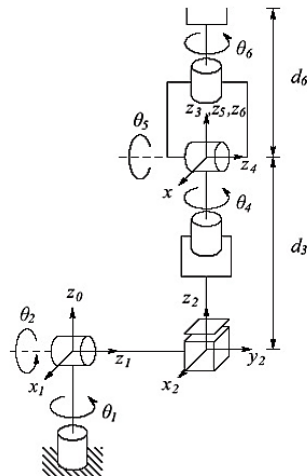


Algebraic Approach:

Example: Stanford Manipulator

$$T_6^0 = A_1 \cdots A_6$$

$$= \begin{bmatrix} r_{11} & r_{12} & r_{13} & d_x \\ r_{21} & r_{22} & r_{23} & d_y \\ r_{31} & r_{32} & r_{33} & d_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$



Algebraic Approach:

Example: Stanford Manipulator

$$T_6^0 = A_1 \cdots A_6$$

$$= \begin{bmatrix} r_{11} & r_{12} & r_{13} & d_x \\ r_{21} & r_{22} & r_{23} & d_y \\ r_{31} & r_{32} & r_{33} & d_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Not easy to find the IK in direct form!

$$r_{11} = c_1 [c_2 (c_4 c_5 c_6 - s_4 s_6) - s_2 s_5 c_6] - d_2 (s_4 c_5 c_6 + c_4 s_6)$$

$$r_{21} = s_1 [c_2 (c_4 c_5 c_6 - s_4 s_6) - s_2 s_5 c_6] + c_1 (s_4 c_5 c_6 + c_4 s_6)$$

$$r_{31} = -s_2 (c_4 c_5 c_6 - s_4 s_6) - c_2 s_5 c_6$$

$$r_{12} = c_1 [-c_2 (c_4 c_5 s_6 + s_4 c_6) + s_2 s_5 s_6] - s_1 (-s_4 c_5 s_6 + c_4 c_6)$$

$$r_{22} = -s_1 [-c_2 (c_4 c_5 s_6 + s_4 c_6) + s_2 s_5 s_6] + c_1 (-s_4 c_5 s_6 + c_4 c_6)$$

$$r_{32} = s_2 (c_4 c_5 s_6 + s_4 c_6) + c_2 s_5 s_6$$

$$r_{13} = c_1 (c_2 c_4 s_5 + s_2 c_5) - s_1 s_4 s_5$$

$$r_{23} = s_1 (c_2 c_4 s_5 + s_2 c_5) + c_1 s_4 s_5$$

$$r_{33} = -s_2 c_4 s_5 + c_2 c_5$$

$$d_x = c_1 s_2 d_3 - s_1 d_2 + d_6 (c_1 c_2 c_4 s_5 + c_1 c_5 s_2 - s_1 s_4 s_5)$$

$$d_y = s_1 s_2 d_3 + c_1 d_2 + d_6 (c_1 s_4 s_5 + c_2 c_4 s_1 s_5 + c_5 s_1 s_2)$$

$$d_z = c_2 d_3 + d_6 (c_2 c_5 - c_4 s_2 s_5)$$

Questions?

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