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Robotics II

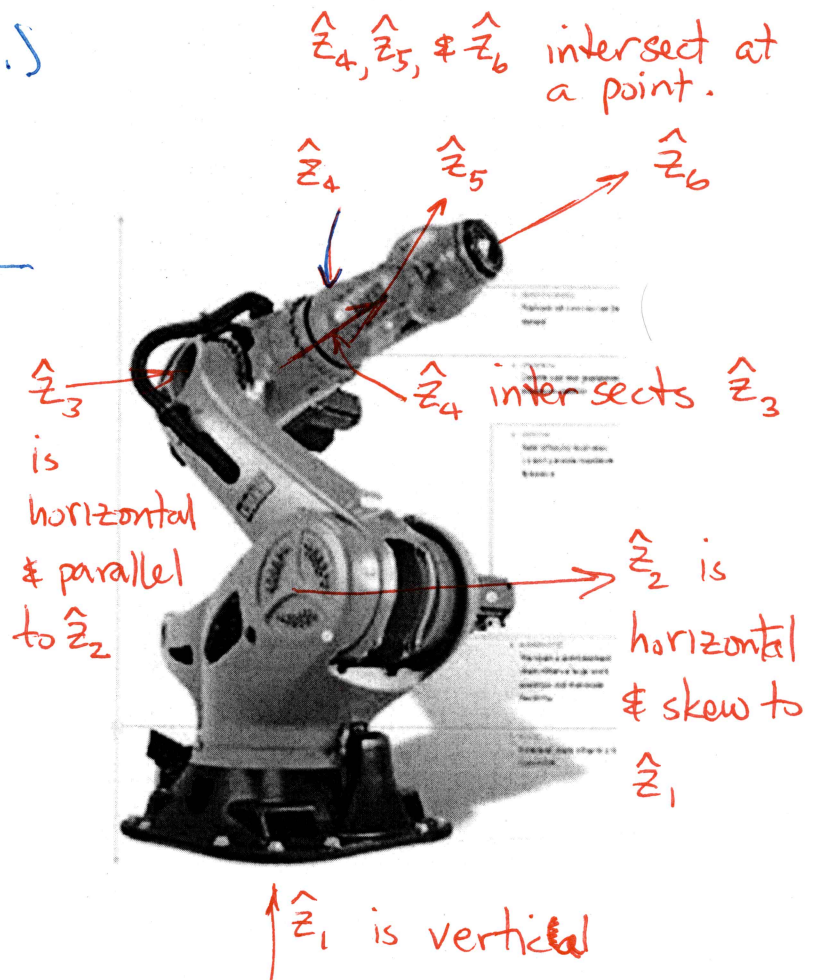
HW1

Due midnight 2/15/2018

1. Find the DH parameters following the definitions given in class (and LaValle's text).

(The wrist is spherical.)

i	α_{i-1}	a_{i-1}	d_i	θ_i
1				
2				
3				
4				
5				
6				



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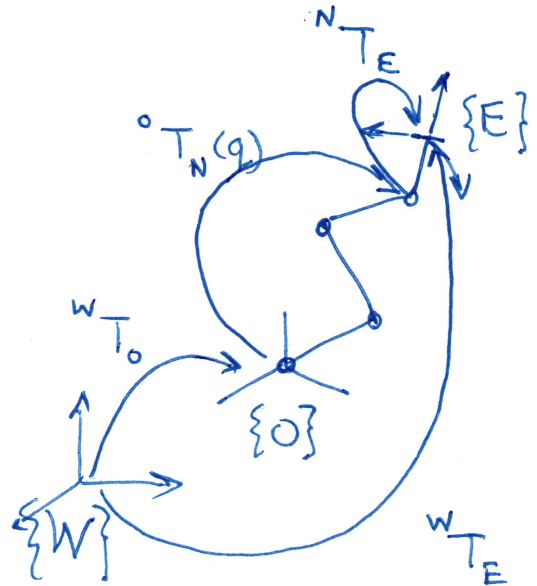
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2. Write a function that accepts as input a DH table of params,

${}^W T_0$, and ${}^N T_E$ and

outputs ${}^W T_E$.

(You may find it useful to create some kind of visualization of the robot and $\{E\}$.)



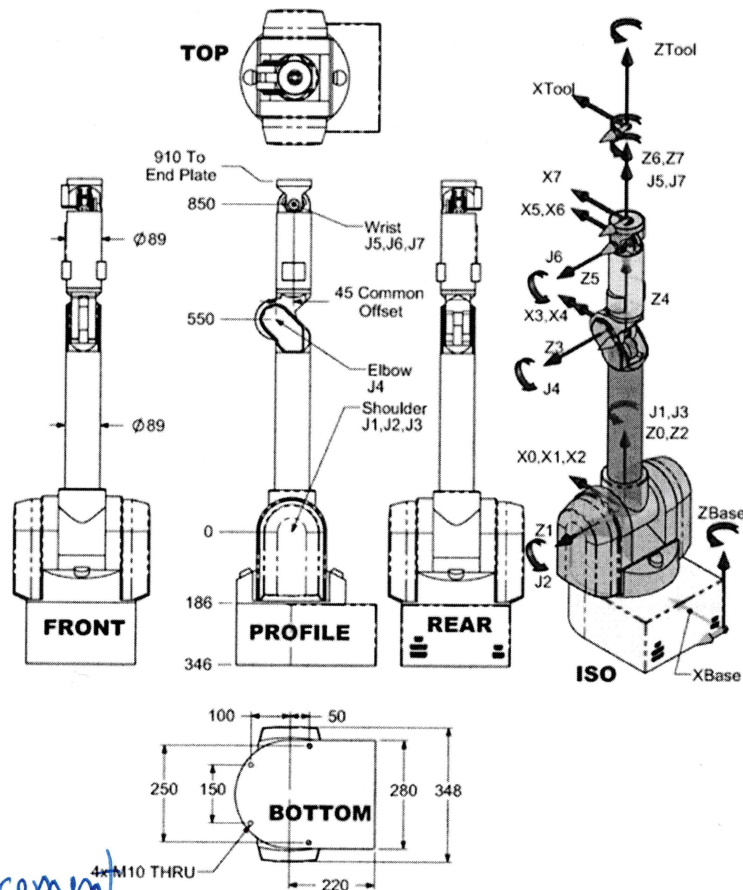
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(3)

3. WAM IK.

3.a) Given the WAM

DH params
given below,
solve the
generic IK
problem
analytically.



(Hint: Treat
joint 3's displacement
as known, then
the IK can be solved
as done in class.)

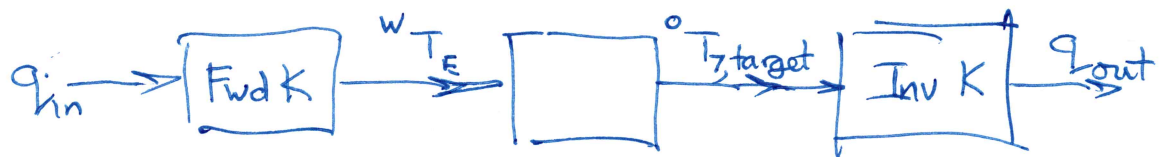
i	α_{i-1}	a_{i-1}	d_i	θ_i
1	0	0	0	var
2	$-\pi/2$	0	0	var
3	$\pi/2$	0	0.55	var
4	$-\pi/2$	0.045	0	var
5	$\pi/2$	-0.045	0.3	var
6	$-\pi/2$	0	0	var
7	$\pi/2$	0	0.06	var

3 WAM IK (continued)

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3.b) Code you solution to 3.a.) and test by inputting random joint angles to the code from question 2).



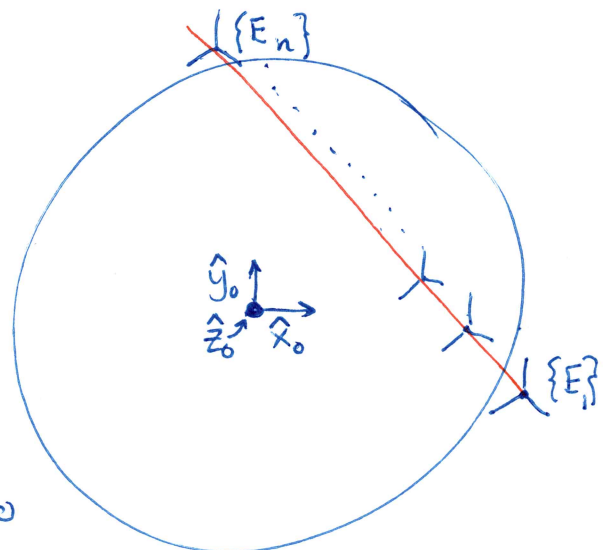
Compare q_{in} and q_{out}

3.c.) Generate a trajectory for the end effector that crosses the WAM's workspace as shown below.

3.c.i) Plot the joint angles holding θ_3 to a fixed value.

3.c.ii) Plot the joint angles again when allowing θ_3 to vary so

as to smooth the joint angle trajectories.



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4. Collision detection.

Write a function that accepts a list of joint angle vectors,

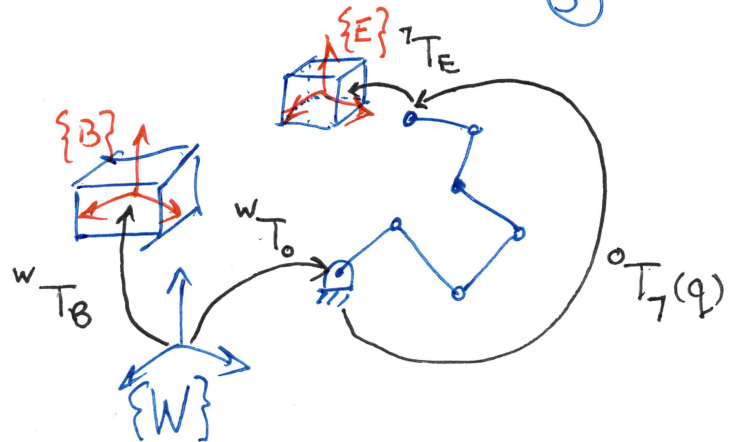
$\bar{q}_1, \bar{q}_2, \dots, \bar{q}_{1000}$, where

$\bar{q}_i = [\theta_{i,1}, \theta_{i,2}, \dots, \theta_{i,7}]$, and outputs a file with one character per line. "0" means collision free.

"1" means collision.

The geometric data and the t'forms ${}^W T_B$ and ${}^7 T_E$ are available on the class web page.

Only check box-box collisions.



output file

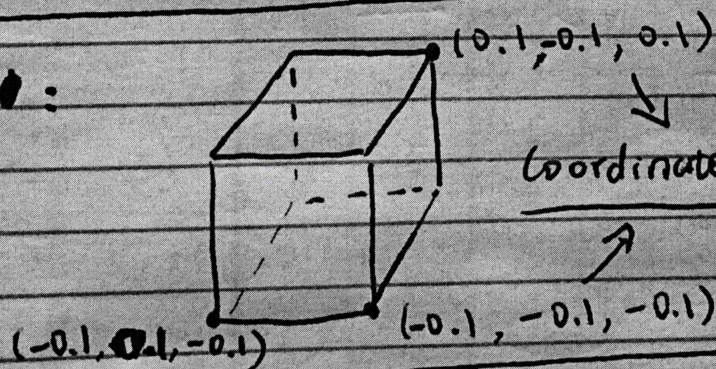
0
0
1
0
1
1
0
1
...

i	α_{i-1}	α_{i-1}	d_i	θ_i
1	0	0	0	Var
2	$-\pi/2$	0	0	Var
3	$\pi/2$	0	0.55	Var
4	$-\pi/2$	0.045	0	Var
5	$\pi/2$	-0.045	0.3	Var
6	$-\pi/2$	0	0	Var
7	$\pi/2$	0	0.06	Var

$${}^W T_{\text{Base}} = \begin{bmatrix} 1 & 0 & 0 & 0.22 \\ 0 & 1 & 0 & 0.14 \\ 0 & 0 & 1 & 0.346 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad {}^W T_{\text{Table}} = \begin{bmatrix} 1 & 0 & 0 & 0.8 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0.1 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

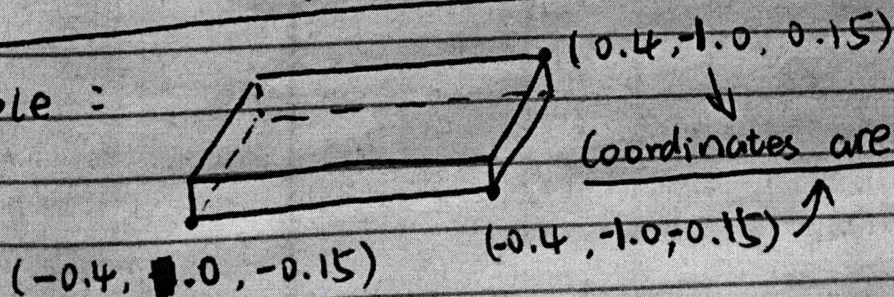
$${}^T T_{\text{Box}} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0.21 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Box :



Coordinates are in Box frame

Table :



Coordinates are in Table frame