



**UNIVERSITI KUALA LUMPUR**  
**MALAYSIA FRANCE INSTITUTE**

---

**FINAL EXAMINATION**  
**SEPTEMBER 2014 SESSION**

---

**SUBJECT CODE** : FAB 20703 / FAB 30703  
**SUBJECT TITLE** : ROBOTICS  
**LEVEL** : BACHELOR  
**DURATION** : 9.00 AM – 12.00 PM  
( 3 HOURS )  
**DATE / TIME** : 9 JANUARY 2015

---

**INSTRUCTIONS TO CANDIDATES**

---

1. Please read the instructions given in the question paper CAREFULLY.
  2. This question paper is printed on both sides of the paper.
  3. Please write your answers on the answer booklet provided.
  4. Answer should be written in blue or black ink except for sketching, graphic and illustration.
  5. This question paper consists of TWO (2) sections. Section A and B. Answer all questions in Section A. For Section B, answer three (3) questions only.
  6. Answer all questions in English.
  7. Fomulais appended.
- 

**THERE ARE 8PRINTED PAGES OF QUESTIONS, AND 5 PAGES OF FOMULA EXCLUDING THIS PAGE.**

---

**SECTION A (Total:40 marks)****INSTRUCTION: Answer ALL questions.****Please use the answer booklet provided.****Question 1**

- a) Most simple grippers are \_\_\_\_\_ of freedom devices. (2 marks)
- b) A spherical manipulator arm consists of \_\_\_\_\_ revolute pairs. (3 marks)
- c) The maximum horizontal distance from the center of the robot base to the end of its wrist is known as \_\_\_\_\_. (2 marks)
- d) State **five** (5) technical criteria commonly used in selecting a suitable robot for an industrial application. (7 marks)
- e) Define the difference between forward kinematics and inverse kinematics of a robot. (2 marks)
- f) Define the difference between the Roll-Pitch-Yaw rotation and the Euler Angle rotation. (4 marks)

**Question 2**

- a) A frame represented by the matrix  $\begin{bmatrix} 0.527 & -0.574 & 0.628 & 6 \\ 0.369 & 0.819 & 0.439 & 4 \\ -0.766 & 0 & 0.643 & 6 \\ 0 & 0 & 0 & 1 \end{bmatrix}$  has been moved 6 units

along the x-axis and 4 units along the z-axis. Find the representation of the new frame after the two movements. (10 marks)

- b) A point  $P = \begin{bmatrix} 2 & 3 & 4 \end{bmatrix}^T$  is attached to a rotating frame. The frame rotates  $90^\circ$  about the X-axis of the reference frame. Find the coordinates of the point relative to the reference frame after the rotation. (10 marks)

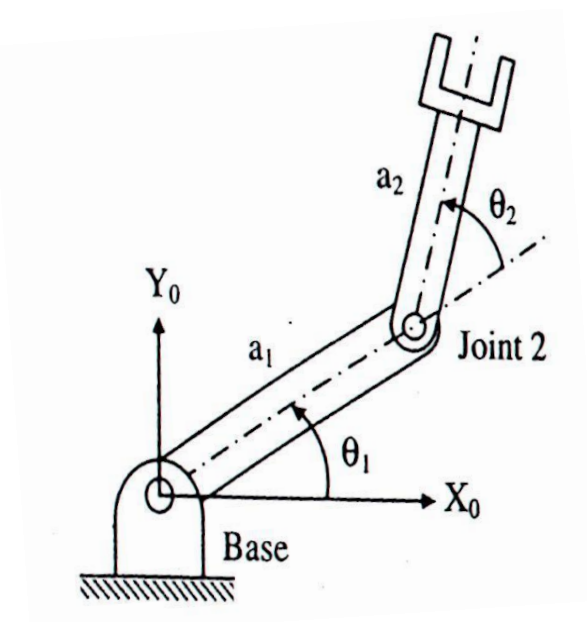
**SECTION B (Total: 60 marks)****INSTRUCTION: Answer THREE (3) questions only.****Please use the answer booklet provided.****Question 3**

- a) The **Figure 1** shows a 2-DOF planar elbow-arm robot, sometimes called as the R-R manipulator. The non-zero link and joint parameters are :

$$a_1 = 6, a_2 = 9, \theta_1 = 60^\circ, \theta_2 = 45^\circ.$$

Obtain the transformation matrices and find the solution for the forward kinematics problem.

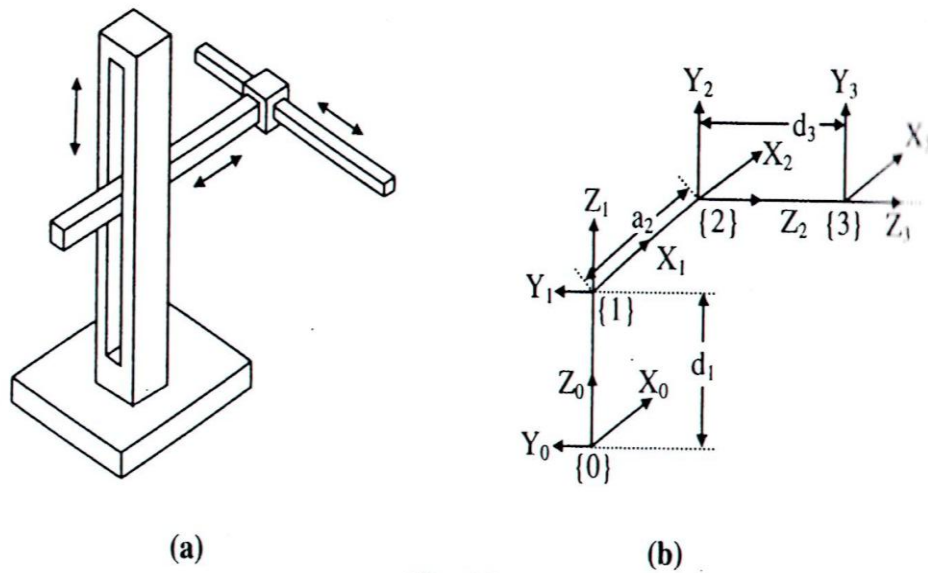
(10 marks)



**Figure 1:** Two-Link Planar R-R Manipulator

- b) Compute the manipulator transformation matrix for the 3-DOF-manipulator arm with Cartesian (PPP) configuration. Three-prismatic joints are perpendicular to each other and a possible frame assignment is given in **Figure 2 (a) and (b)**.

(10 marks)



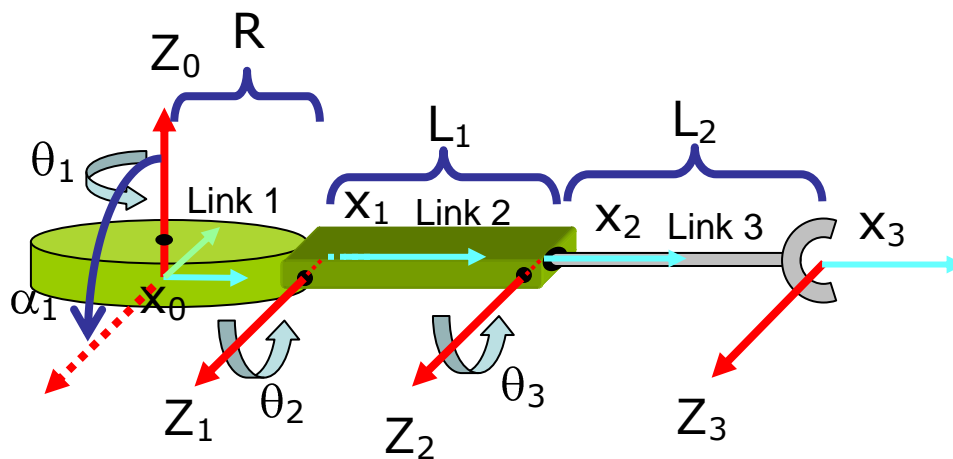
**Figure 2** : Cartesian (PPP) manipulator

**Question 4**

a) When a robot arm is moving with a certain velocity, there will be velocity effects at the end of the robot arm and joints of the robot. What are the different types of velocities experienced at the end of the robot arm and joints.

(4 marks)

b) The **Figure 3** below shows a spherical RRR robot,



**Figure 3: RRR Robot**

With the DH parameter as shown in **Table 1** below:

**Table 1: DH Parameter for RRR Robot**

Link	Var	$\theta$	$d$	$\alpha$	$a$
1	$\theta_1$	$\theta_1$	0	$90^\circ$	R
2	$\theta_2$	$\theta_2$	0	0	$L_1$
3	$\theta_3$	$\theta_3$	0	0	$L_2$

The forward kinematics of the robot is as follows:

$$H_0^1 = \begin{bmatrix} c_1 & 0 & s_1 & Rc_1 \\ s_1 & 0 & -c_1 & Rs_1 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$H_0^2 = \begin{bmatrix} c_1c_2 & -c_1s_2 & s_1 & L_1c_1c_2 + Rc_1 \\ s_1c_2 & s_1s_2 & -c_1 & L_1s_1c_2 + Rs_1 \\ 0 & c_2 & 0 & L_1s_2 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

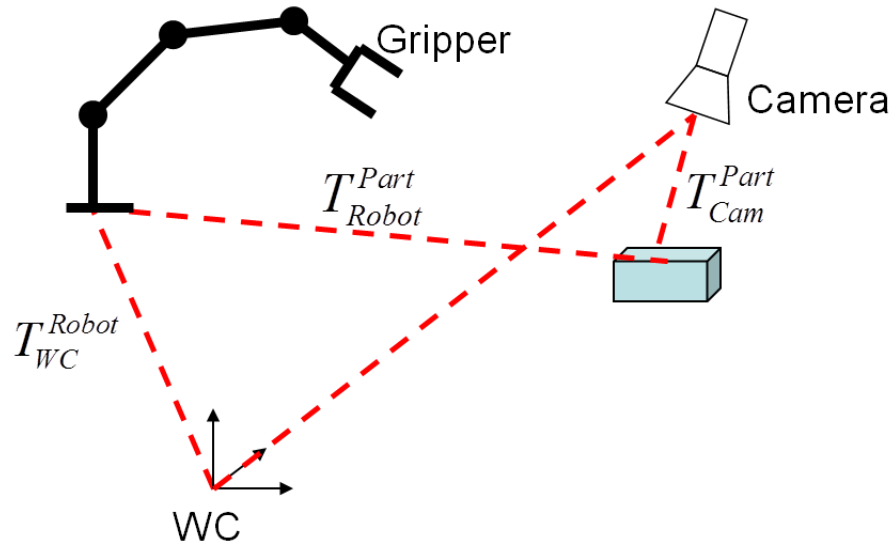
$$H_0^3 = \begin{bmatrix} c_1c_{23} & -c_1s_{23} & s_1 & c_1(L_2c_{23} + L_1c_2 + R) \\ s_1c_{23} & -s_1s_{23} & -c_1 & s_1(L_2c_{23} + L_1c_2 + R) \\ s_{23} & c_{23} & 0 & L_2s_{23} + L_1c_2 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

i) Find the linear velocity for the tool frame of the robot. (6 marks)

ii) Find the Jacobian matrix for the RRR robot. (10 marks)

**Question 5**

The **Figure 4** below shows a relationship between 3 coordinate systems operating in the world coordinate frame, WC. In this robotics workcell the Robot Gripper is trying to track the Object Part as seen by the Camera.



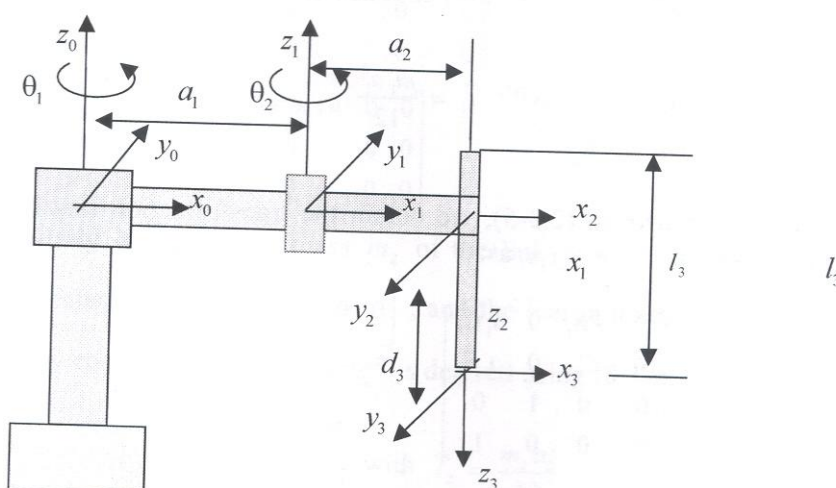
**Figure 4:** Coordinate Frame relationship between robot gripper, camera and object part operating in the world coordinate space.

- a) Draw the “Motion Mapping” for the transformation of the Gripper frame to the Part frame. (5 marks)
  
- b) Derive the Del Operator equation matrix for  $\mathbf{Robot} \nabla$ , the motion of the gripper about its own space. (15 marks)



**Question 6**

- a) Describe the function of ‘Jacobian Matrix’ in the study of ‘Motion Kinematics’ of Robotics ? (5 marks)
- b) Consider the SCARA robot arm with two revolute joints and a prismatic joint in **Figure 5**. Derive the expression of the inertia matrix  $D(q)$  given the following variables and parameters. (15 marks)



**Figure 5 : SCARA Robot (RRP)**

The arm parameters of the three-joint SCARA robot arm are given as **Table 2** below:

**Table 2:** Arm parameter for the three-joint SCARA robot.

Link	$\theta_i$	$d_i$	$a_i$	$\alpha_i$
1	$\theta_1$	0	$a_1$	$0^0$
2	$\theta_2$	0	$a_2$	$180^0$
3	$0^0$	$l_3$	0	$0^0$

**END OF QUESTION**

## APPENDIX

## Matrix Functions

Rotation transformation:

$$R_x(\theta) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos\theta & -\sin\theta \\ 0 & \sin\theta & \cos\theta \end{bmatrix} ; R_y(\theta) = \begin{bmatrix} \cos\theta & 0 & \sin\theta \\ 0 & 1 & 0 \\ -\sin\theta & 0 & \cos\theta \end{bmatrix} ; R_z(\theta) = \begin{bmatrix} \cos\theta & -\sin\theta & 0 \\ \sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{bmatrix} .$$

The D-H transformation matrix from the frame  $x_{i-1}y_{i-1}z_{i-1}$  to the frame  $x_iy_iz_i$  is:

$$H_{i-1}^i = H \theta_i \text{ Tran } d_i \text{ Tran } a_i H \alpha_i$$

$$= \begin{bmatrix} C\theta_i & -C\alpha_i S\theta_i & S\alpha_i S\theta_i & a_i C\theta_i \\ S\theta_i & C\alpha_i C\theta_i & -S\alpha_i C\theta_i & a_i S\theta_i \\ 0 & S\alpha_i & C\alpha_i & d_i \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

The forward kinematics solution for an n-linked robot can be expressed as:

$$H_0^n = \begin{bmatrix} \mathbf{n} & \mathbf{o} & \mathbf{a} & \mathbf{P} \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} n_x & o_x & a_x & P_x \\ n_y & o_y & a_y & P_y \\ n_z & o_z & a_z & P_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

The inverse of a homogeneous transformation matrix H can be expressed as:

$$H^{-1} = \begin{bmatrix} R^T & -R^T P \\ 000 & 1 \end{bmatrix} = \begin{bmatrix} n_x & n_y & n_z & -n^T P \\ o_x & o_y & o_z & -o^T P \\ a_x & a_y & a_z & -a^T P \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

## Trigonometry Functions

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

$$\cos(A \pm B) = \cos A \cos B \mp \sin A \sin B$$

$$\frac{\partial}{\partial \theta_A} \cos(A + B) = -\sin(A + B)$$

$$\frac{\partial}{\partial \theta_B} \cos(A + B) = -\sin(A + B)$$

$$\frac{\partial}{\partial \theta_A} \sin(A + B) = \cos(A + B)$$

$$\frac{\partial}{\partial \theta_B} \sin(A + B) = \cos(A + B)$$

Equation	Solution
(a) $\sin \theta = a$	$\theta = \text{Atan2 } a, \pm\sqrt{1-a^2}$
(b) $\cos \theta = b$	$\theta = \text{Atan2 } \pm\sqrt{1-b^2}, b$
(c) $\begin{cases} \sin \theta = a \\ \cos \theta = b \end{cases}$	$\theta = \text{Atan2}(a,b)$
(d) $a \cos \theta - b \sin \theta = 0$	$\theta^{(1)} = \text{Atan2 } a, b$ $\theta^{(2)} = \text{Atan2 } -a, -b = \pi + \theta^{(1)}$
(e) $a \cos \theta + b \sin \theta = c$	$\theta^{(1)} = \text{Atan2 } c, \sqrt{a^2 + b^2 - c^2} - \text{Atan2 } a, b$ $\theta^{(2)} = \text{Atan2 } c, -\sqrt{a^2 + b^2 - c^2} - \text{Atan2 } a, b$
(f) $\begin{cases} a \cos \theta - b \sin \theta = c \\ a \sin \theta + b \cos \theta = d \end{cases}$	$\theta = \text{Atan2 } ad - bc, ac + bd$
(g) $\begin{cases} \sin \alpha \sin \beta = a \\ \cos \alpha \sin \beta = b \\ \cos \beta = c \end{cases}$	$\begin{cases} \alpha^{(1)} = \text{Atan2 } a, b \\ \beta^{(1)} = \text{Atan2 } \sqrt{a^2 + b^2}, c \\ \alpha^{(2)} = \text{Atan2 } -a, -b = \pi + \alpha^{(1)} \\ \beta^{(2)} = \text{Atan2 } -\sqrt{a^2 + b^2}, c \end{cases}$

The Atan2 function can be defined as follows:

$$\text{Atan2}(p_x, p_y) = \begin{cases} \arctan\left(\frac{p_y}{p_x}\right) & p_x > 0 \\ \arctan\left(\frac{p_y}{p_x}\right) + \pi & p_x < 0 \\ \frac{\pi}{2} & p_x = 0 \text{ \& } p_y > 0 \\ -\frac{\pi}{2} & p_x = 0 \text{ \& } p_y < 0 \end{cases}$$

**Jacobian Function.**

The Del Operator  $\nabla$  for small motion about a fixed world coordinate frame can be given as follows:-

$$\Delta T \approx \begin{bmatrix} 0 & -\delta_z & \delta_y & dx \\ \delta_z & 0 & -\delta_x & dy \\ -\delta_y & \delta_x & 0 & dz \\ 0 & 0 & 0 & 1 \end{bmatrix} \bullet T \approx \nabla \bullet T$$

where,

$$\nabla \approx \begin{bmatrix} 0 & -\delta_z & \delta_y & dx \\ \delta_z & 0 & -\delta_x & dy \\ -\delta_y & \delta_x & 0 & dz \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

The Del Operator for small motion with respect to its own frame  ${}^T\nabla$  can be defined as follows:

$${}^T\nabla = \begin{bmatrix} 0 & -{}^T\delta_z & {}^T\delta_y & {}^Tdx \\ {}^T\delta_z & 0 & -{}^T\delta_x & {}^Tdy \\ -{}^T\delta_y & {}^T\delta_x & 0 & {}^Tdz \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

where,

$$\begin{aligned} {}^Tdx &= \delta \bullet (\overrightarrow{d \times n}) + \vec{d}_p \bullet \vec{n} & {}^T\delta x &= \delta \bullet \vec{n} \\ {}^Tdy &= \delta \bullet (\overrightarrow{d \times o}) + \vec{d}_p \bullet \vec{o} & {}^T\delta y &= \delta \bullet \vec{o} \\ {}^Tdz &= \delta \bullet (\overrightarrow{d \times a}) + \vec{d}_p \bullet \vec{a} & {}^T\delta z &= \delta \bullet \vec{a} \end{aligned}$$

Note:

**d, n, o & a** vectors are extracts from the *T* Matrix

**d<sub>p</sub>** is the translation vector in  $\nabla$

**δ** is the rotational effects in  $\nabla$

The Jacobian matrix for an n-linked robot with position vector **P** at the end of the robot arm and joint variables **q** where  $P = \begin{bmatrix} p_x & p_y & p_z \end{bmatrix}^T$  and  $\mathbf{q} = [q_1 \quad q_2 \quad \dots \quad q_n]^T$ , can be defined as follows:

$$p_x = f_1(q_1, q_2, \dots, q_n)$$

$$p_y = f_2(q_1, q_2, \dots, q_n)$$

$$p_z = f_3(q_1, q_2, \dots, q_n)$$

$$v_x = \frac{dp_x}{dt} = \frac{\partial f_1}{\partial q_1} \frac{dq_1}{dt} + \frac{\partial f_1}{\partial q_2} \frac{dq_2}{dt} + \dots + \frac{\partial f_1}{\partial q_n} \frac{dq_n}{dt}$$

$$v_y = \frac{dp_y}{dt} = \frac{\partial f_2}{\partial q_1} \frac{dq_1}{dt} + \frac{\partial f_2}{\partial q_2} \frac{dq_2}{dt} + \dots + \frac{\partial f_2}{\partial q_n} \frac{dq_n}{dt}$$

$$v_z = \frac{dp_z}{dt} = \frac{\partial f_3}{\partial q_1} \frac{dq_1}{dt} + \frac{\partial f_3}{\partial q_2} \frac{dq_2}{dt} + \dots + \frac{\partial f_3}{\partial q_n} \frac{dq_n}{dt}$$

where,

$$\frac{dq_i}{dt} = \dot{q}_i$$

$$J = \begin{bmatrix} J_v \\ J_\omega \end{bmatrix} = \begin{bmatrix} \frac{\partial f_1}{\partial q_1} & \frac{\partial f_1}{\partial q_2} & \dots & \frac{\partial f_1}{\partial q_n} \\ \frac{\partial f_2}{\partial q_1} & \frac{\partial f_2}{\partial q_2} & \dots & \frac{\partial f_2}{\partial q_n} \\ \frac{\partial f_3}{\partial q_1} & \frac{\partial f_3}{\partial q_2} & \dots & \frac{\partial f_3}{\partial q_n} \\ \eta_1 R_{0(3col)}^0 & \eta_2 R_{0(3col)}^1 & \dots & \eta_n R_{0(3col)}^{n-1} \end{bmatrix}$$

where,

$\eta_1 = 1$  for revolute joint

$\eta_1 = 0$  for prismatic joint

In vector form, the Jacobian matrix can also be defined as follows:

i) For Revolute Joint:

$$J = \begin{bmatrix} J_v \\ J_\omega \end{bmatrix} = \begin{bmatrix} \overrightarrow{Z_{i-1}} \times \overrightarrow{O_n - O_{i-1}} \\ \overrightarrow{Z_{i-1}} \end{bmatrix}$$

ii) For Prismatic Joint:

$$J = \begin{bmatrix} J_v \\ J_\omega \end{bmatrix} = \begin{bmatrix} \overrightarrow{Z_{i-1}} \\ \vec{0} \end{bmatrix}$$

where,  $Z_{i-1}$ 's and  $O_{i-1}$ 's are the frame coordinates for the  $i-1^{th}$  robot joint given by:

- $Z_{i-1}$  is the 3<sup>rd</sup> column of the  $T_0^{i-1}$  ( $=A_1 * \dots * A_{i-1}$ )
- $O_{i-1}$  is 4<sup>th</sup> column of the  $T_0^{i-1}$  ( $=A_1 * \dots * A_{i-1}$ )
- $O_n$  is 4<sup>th</sup> column of  $T_0^n$  (the FKS!)
- NOTE: when we extract the columns we only need the first 3 rows !!!.

**Vector Function.**

Cross Product of two vectors **A** and **B**. The end product is a vector **C**.

$$\begin{aligned} \mathbf{C} = \mathbf{A} \times \mathbf{B} &= \begin{vmatrix} i & j & k \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} i + \begin{vmatrix} a_3 & a_1 \\ b_3 & b_1 \end{vmatrix} j + \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} k \\ &= \begin{bmatrix} c_1 \\ c_2 \\ c_3 \end{bmatrix} = \begin{bmatrix} a_2 b_3 - a_3 b_2 \\ a_3 b_1 - a_1 b_3 \\ a_1 b_2 - a_2 b_1 \end{bmatrix} = (a_2 b_3 - a_3 b_2) i + (a_3 b_1 - a_1 b_3) j + (a_1 b_2 - a_2 b_1) k \end{aligned}$$

Dot Product of two vectors A and B. The end product is a scalar c.

$$c = \mathbf{A} \bullet \mathbf{B} = \begin{bmatrix} a_1 \\ a_2 \\ a_3 \end{bmatrix} \bullet \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} = (a_1 b_1 + a_2 b_2 + a_3 b_3)$$