Forward and Inverse Kinematics Applied to the Parallel Robot's Structure

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Abstract—The optimization in Robotics are applied to increase the 3D space precision, reduce the vibrations, choose the optimal applied base point of the robots to minimize the time of work, reduce electricity consumption, reduce the vibration and finally optimize the dynamic behavior. In the work was developed some proper algorithms to obtain, iteratively the extreme performances to the 3D space trajectory without vibration in the desirable field of the Fourier spectrum for serial and parallel robots. The research show haw can be increased the accuracy of the internal coordinate by solving the inverse kinematics with proper method with the goal to touch the extreme precision with less than 0.001mm. In the assisted researching of the dynamic behavior in mechatronics the important roles play modeling, simulation and optimization with virtual LabVIEWTM instrumentation. The paper proposes one assisted method solving the forward and inverse kinematics with the goal to minimize the final end-effecters trajectory errors, by optimizing the distance between the final position of the end-effecter and the proposed target. The proper virtual LabVIEW instrumentation used in the assisted research open the way to some other applications like: programming the collaborative robots, exoscheletons, parallel robots and multirobots applications. The proposed method was applied to many types of the robot's structures. Virtual instrumentation easily provides comparison between theoretical and experimental results and establishes the conditions to adjust and validate the proposed mathematical models. The paper shows numerous virtual instruments and some case study to optimize the motion of parallel robots end-effecters by the assisted simulation and animation after solving the inverse kinematics.

Index Terms—Assisted method, animation, forward kinematics, inverse kinematics, LabVIEW instrumentation, modeling, simulation.

I. INTRODUCTION

For the purpose of modeling, searching, animation and validating the mathematical model of the complex robotic structure, in the laboratory of the Dynamic Behavior of Industrial Robots of the faculty I.M.S.T.-U.P.B., there was designed and realized one arm type robot with five degrees of freedom. In a research stand, as it is presented in figure 1, can distinguish the following elements: robot with DC motors and encoders; stabilized source of continuous voltage; accelerometer; GekoDrive with PWM and H bridge;

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N. C. Mihai is with TechnoAccord Private Company on CNC Machines Tools and Robotics, CA 4170, Canada (e-mail: mniculae@yahoo.com). amplifying block; screen; computer; multimeter; connectors and the acquisition board. This stand with acquisition board is used to determinate exactly the characteristics of relative angular velocity and acceleration, the acceleration time and verify the precision of the relative displacement in the joints. Was tested some proper method for command files to control, by using the forward and inverse kinematics together with the Bipolar Sigmoid Hyperbolic Tangent Neural Network with Time Delay and Recurrent Links (BSHTNN-TDRL), the movement of the end-effecter, to touch the proposed space target with the precision better than 0.001mm. For the parallel structure was used one platform in the triangle form with three legs of the similar robot like this.



Fig. 1. The didactical arm type robot used in the assisted research of the robot's kinematics.

The paper shown one other way for assisted analyze of the kinematics positions in the parallel robot's structure by using the complex matrix method for the forward and inverse kinematics and the iterative proper method Iterative Pseudo Inverse Jacobian Matrix- Method coupled with Bipolar Sigmoid Hyperbolic Tangent Neural Network with Time Delay and Recurrent Links (IPIJMM- BSHTNN- TDRL).

Inverse Kinematics (IK) is a more important problem to solve in robotics more over if the number of degree of freedom (DOF) of the studied robot is bigger than 3. In the literature have been proposed many methods to solve it including: Gradient Method (GM), Jacobian Matrix Method (JMM), Pseudo-Inverse Jacobian Matrix Method (PIJMM), Gradient Projection Method (GPM), Inverse Jacobian Inertia Matrix Method (IJIMM), Neural Network Coupled Methods with some other numerical methods (NNCM) and other compound methods [1]-[12]. To develop the complex coupled method were researched the design of the neural network and the influences of his parameters to the convergence process [13]-[17]. In [18] the Iterative Pseudo Inverse Jacobian Matrix Method was combined with a Sigmoid Bipolar Hyperbolic Tangent Neural Network with

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Time Delay and Recurrent Links Method (IPIJMM-SBHTNN-TDRL) for controlling only one robot movement with extreme precision better than 0.001mm.

II. FORWARD AND INVERSE KINEMATICS

A. Criteria Index for Manipulability of Robots

In the related literatures [19-27] were introduced some different indices. One of them was the dexterity of the robot. Other one is called kinematic manipulability, Δ that is proposed in [24] as the square root of the determinant of JJ^{T} . Since Jacobian (J) is configuration dependent, kinematic manipulability is a measure of the local performance, which also gives an indication of how close the end- effecter to the singularity. For instance, means a singularity configuration, and therefore we wish to maximize the manipulability index to avoid singularities. Another usually used index is the condition number k of Jacobian matrix, recommended in [25].

Global Dexterity Index (GDI) are given in [24] by:

$$GDI = \frac{\int_{V} (1/\kappa) \, \mathrm{d}V}{V},\tag{1}$$

where: V is the total volume of workspace and k denotes the condition number of Jacobian.

Jacobian condition number can be defined as [25]:

$$\kappa = \|\mathbf{J}\| \|\mathbf{J}^{-1}\|,\tag{2}$$

The manipulability Δ of one robot was defined as follows [26]:

$$\Delta = \sqrt{\det(\mathbf{J}\mathbf{J}^{\mathrm{T}})}.$$
 (3)

For example the manipulability Δ it is normalized by the workspace size and therefore gives a measure of kinematic performance, independent of the differing workspace volume of design candidates. The condition number *k* is bounded between 0 and 1 and tends to infinity at singularities; hence, during numerical integration, the number of sample points near singularities has a reduced impact on the result since *k* approaches zero at those points [27].

B. Forward Kinematics in Robotics

The forward kinematics we have used the matrix method presented in (4) and a versatile VI that can be very easily set.

$$(r_i^0) = (r_{i-1}^0) + [D_{i-1}^0](r_i^{i-1})$$
(4)

where (r_i^0) is the column matrix of the current position vector, (r_{i-1}^0) is the column matrix of the position vector of the previous point, $[D_{i-1}^0]$ is the 3x3 transformation matrix from i-1 to the base plane 0, and (r_i^{i-1}) is the column matrix of relative position between the points i and i-1.

$$(\overline{w}_{i,0}^{i}) = [T_{i,i-1}] \cdot (\overline{w}_{i-1,0}^{i-1}) + (\overline{w}_{i,i-1}^{i})$$
(5)

where: $(w_{i,0}^{(i)})$ is dual column matrix vector for absolute velocity *i* joint reduced to plane (*i*); $(w_{i-I,0}^{(i-1)})$ - dual column

matrix vector for absolute velocity *i*-1 joint reduced to plane (i-1); $[T_{i,i-1}]$ - quadratic matrix 6x6 for transfer velocity vector from plane *i*-1 to *i*; $(w_{i,i-1}^{(i)})$ is dual column matrix for relative velocity vector between *i* joint and *i*-1. Dual velocity vector have the angular and linear velocity, scalar have six rows.

Iterative vector matrix equation for dual acceleration are given by:

$$(\overline{A}_{i,0}^{(i)}) = [T_{i,i-1}] \cdot (\overline{A}_{i-1,0}^{(i-1)}) + (\overline{A}_{i,i-1}^{(i)})$$
(6)

where: $(A_{i,0}^{(i)})$ is dual column matrix vector for absolute acceleration joint *i* reduced to plane (*i*); $(A_{i-1,0}^{(i-1)})$ - is dual column matrix vector for relative acceleration between joint *i* and *i*-1, reduced to plane (*i*). Dual acceleration vector have as angular and linear acceleration vector of joints. Scalar column matrix expression for relative dual acceleration vector are given by:

$$(A_{i,i-1}^{(i)}) = \left| \frac{(\varepsilon_{i,i-1}^{i}) + [\hat{\omega}_{i-1,0}^{i}] \cdot (\omega_{i,i-1}^{i})}{(a_{i,i-1}^{i}) + [\hat{\omega}_{i-1,0}^{i}]^{2} \cdot (r_{i}^{0}) + 2[\hat{\omega}_{i-1,0}^{i}] \cdot (v_{i,i-1}^{i})} \right|$$
(7)

absolute acceleration joint *i*-1 reduced to plane *i*-1; $(A_{i,i-1}^{(i)})$ -is dual relative acceleration matrix vector.

For multiple robots application with different base point of robot the equation is given by:

$$R_{\psi,\theta,\varphi} = \begin{vmatrix} C_2 C_3 & -C_2 S_3 & S_2 \\ C_1 S_3 + S_1 S_2 C_3 & C_1 C_3 - S_1 S_2 S_3 & -S_1 C_2 \\ S_1 S_3 - C_1 S_2 C_3 & S_1 C_3 + C_1 S_2 S_3 & C_1 C_2 \end{vmatrix}$$
(8)

$$\begin{pmatrix} 1\\ r_{n11}^{0} \\ GWC \end{bmatrix} = \begin{bmatrix} 1 & (0)\\ (T_{X,Y,Z}) & [R_{\psi,\theta,\phi}] \end{bmatrix}_{LWC1}^{GWC} \begin{bmatrix} 1 & (0)\\ (T_{X,Y,Z}) & [R_{\psi,\theta,\phi}] \end{bmatrix}_{R11}^{LWC1} \begin{pmatrix} 1\\ r_{i}^{0} \\ r_{i11} \end{pmatrix}$$
(9)

where is introduced the global and local world coordinates are denoted by GWC and LWC, respectively; $[R_{\psi, \theta, \phi}]$ is the Euler rotation angles matrix versus the robot's Cartesian system or of the LWC Cartesian system; (T_{xyz}) is the column translation matrix versus the robot's base Cartesian system or to the LWC Cartesian system.

C. Inverse Kinematics in Robotics

The Inverse Kinematics (IK) algorithm content the relations of the IPIJMM (10) and relations (11) of the neural network BSHTNN-TDRL.

$$(dq_i) = \alpha[(T_i) - (FK(q_i))][J(q_i)]^T \{ [J(q_i)][J(q_i)]^T \}^{-1}$$

$$(q_i) = (q_i) + (dq_i)$$
(10)

$$(n)_{1} = [\underbrace{[w]_{p_{1}}^{1}}_{p_{1}} + \underbrace{(tcg_{1})}_{p_{2}} \cdot (\varepsilon_{1})]((p) - (a_{2})((t) - (p_{3}) + 1)) + ((b_{1}) + (\varepsilon_{1}));$$

$$(a_{1}) = \frac{(p_{4})(1 - e^{-n_{1}})}{1 + e^{-n_{1}}}; (\varepsilon_{1}) = (t_{1}) - (a_{1})$$

$$n_{2} = [w^{2} + \underbrace{tcg_{2}}_{p_{5}} \cdot \varepsilon_{2}](a_{1}(t - p_{6} + 1)) + (b_{2} + \varepsilon_{2});$$

$$a_{2} = \frac{p_{7}(1 - e^{-n_{2}})}{1 + e^{-n_{2}}}; (\varepsilon_{2}) = (t_{2}) - (a_{2})$$

$$(q_{i}) = (p_{8})((a_{2}) - (\varepsilon_{f})); (\varepsilon_{pos}) = (t_{3}) - (r_{i});$$

$$(n_{3}) = [[w^{3}] + \underbrace{(tcg_{2})}_{p_{5}} \cdot (\varepsilon_{pos})](q_{i}) + ((b_{3}) + (\varepsilon_{pos}));$$

$$(a_{3}) = \frac{(p_{9})(1 - e^{-n_{3}})}{1 + e^{-n_{3}}}; (\varepsilon_{f}) = (t_{2}) - (a_{3}).$$
(11)

where: (q_i) – internal relative coordinates matrix; dq_i –

increment of the internal robot's joints coordinates; (FK)column matrix of the forward kinematics results; $[J(q_i)]^T \{ [J(q_i)] [J(q_i)]^T \}^{-1}$ - pseudo inverse Jacobian matrix; α - convergence step of the iteration (teaching gain); (t_i) column matrix of the target data of each layer; (a_i) - matrix of output data of the sensitive sigmoid function; (n_i) - matrix of input of the sensitive sigmoid function; (ε_i) - matrix error after each layer; t -step delay; (p_i) - parameter of the neural network what can be changed for optimizing the results; $[w^i]$ - weight matrix what can be on-line changed; (b_i) biases matrix what can be on-line changed.

III. MODELING, SIMULATION AND ANIMATION

This stage of the research contents the FK model what was transformed to be animate the movement. For that each position of the joints was incremented by the length to be possible change the position by moving the angular relative value from each joint.



Fig. 2. Part of the LabVIEW block schema of the calculus of all incremental positions of the robots joints.



Fig. 3. The block schema of the algorithm to calculate the iterative position of the end-effecter and establish the better solution of the IK.

The algorithm work iteratively. Firstly compare the current

position that was defined with the target position. After that adjust the current position of all joints, by using the IK relations (10) and (11). After one new comparison with the target will be established one new increment dq_i what will adjust again the end-effecter position. The incremental process will continue before the target will be touch with imposed extreme precision, better than 0.001mm. The neural network ensures a fine adjustment of the increment near the target.

IV. STUDY CASE- PARALLEL ROBOT'S STRUCTURE

The proposed algorithm (Fig. 4) contains the following modules: the module of the transformation of the platform points about imposed rotations and translations about ox, oy and oz axes; the module to solve the IK with complex algorithm BSHTNN-TDRL with IPIJMM with constraints of the errors for all three robots better than 0.001mm; if the errors become larger than some imposed amounts, the obtained internal coordinates are exported to the neural network module to reduce them; this process works iteratively and stops when the errors are less than their imposed amounts and the values of the internal coordinates will be written on the external file together with the required transformations values; animation module that animate the movements in the space of the closed robot's structure by reading the file with transformation in the space of the platform and internal coordinates; the process can be resumed if a new position is required. By using this program can be written the file for the movement in the space of the platform in one closed structure.



Fig. 4. Block schema of the complex program for the parallel robot's structure with triangle platform.

Applying this algorithm will be possible to designed all robot's parallel structure and check off-line the space application of end-effecter to determine the manipulability, the singular points or GDI.



Fig. 5. The front panel of the complex algorithm for the parallel robot's structure.

V. CONCLUSION

After analyzing the obtained results of the assisted simulation and experiments, we can make the following remarks: (i) was established and validated one complex matrix method to solve the Forward kinematics (FK) and also the Inverse Kinematics (IK); (ii) has been achieved the assisted experimental research by using data acquisition board and didactical arm type robot and has been checked the proposed matrix model for the robot's kinematics; (iii) has been achieved some virtual LabVIEWTM instrumentations for the data acquisition, simulation and animation and for the iterative assisted research of the inverse kinematics. All these steps open the way to the smart control of the parallel robot's structure; (iv) also has been designed one complex VI-s that contains many other LabVIEWTM instruments that assure very easily to program one parallel robot structure with extreme precision better than 0.001mm; (v) the method of the simulation and experimental scenario of the robots' TCP movements along a known target curve Γ via LabVIEWTM in the space, enabled us to analyze and optimize the off-line control of the motors' movement; (vi) the designed method and the proposed and validated program can be used off-line in many other parallel robot application; (vii) by applying the new defined indexes criteria like GDI, k, and Δ will be possible to control better the manipulability and singularity of all three used robots in the complex closed structure; (viii) the animation program confirm the results of the applied algorithm and also the assisted applied method; (ix) this work open the way to the construction and optimizing the space movements of the parallel robot's structure and the design of the closed robot's structure with platform with three legs robots; (x) all created LabVIEW VI-s are generally and they can be used in many other application when it is necessary to obtain the extreme precision and accuracy, see figs. 7-9; (xi) the proposed method, the algorithm and the LabVIEWTM VI-s can be applied in many other application of the complex open and closed robot's structures and also in collaborative applications when will be appeared workers and the security systems for workers.



Fig. 6. Some examples with the parallel robot's structure with the rotations and translations about ox, oy and oz axes.



Fig. 7. Animation of the parallel robot structure with only one common point.



Fig. 8. Simulation of the parallel robot structure with one common point.



Fig. 9. Simulation of the parallel robot structure with one common line.

As for future work, based on the presented results, we plan to develop more complex LabVIEW *VI*-s to apply this method to different parallel robot applications in collaborative manner and for different conventional and unconventional space curves.

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