



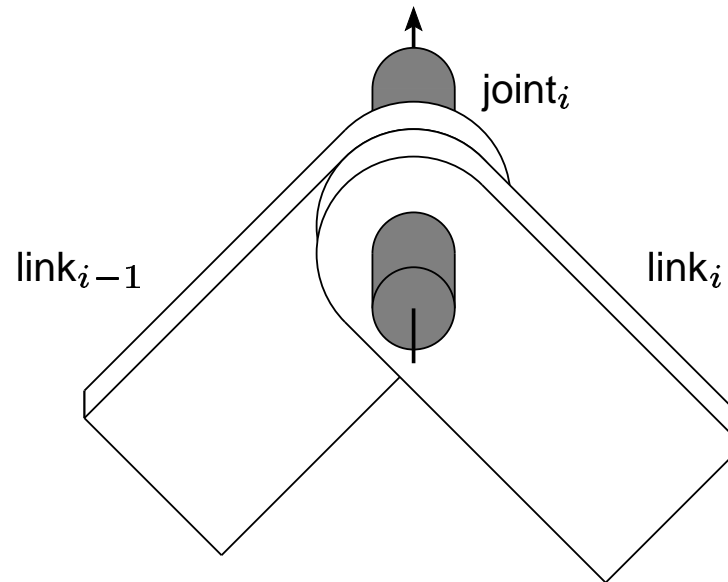
Articulated Figures

*Paired Joint Coordinates, Denavit-Hartenberg
Forward Kinematics, Key-Frames*

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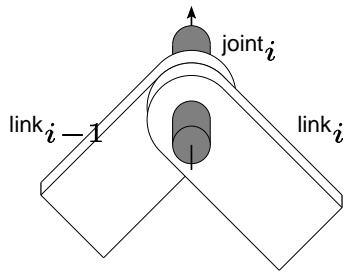
Articulated Figures



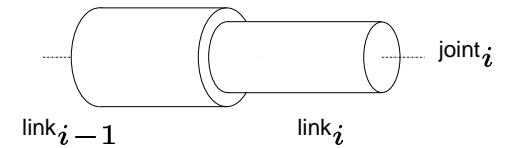
An *articulated figure* is a construction made of *links* and *joints*.

The different *links* are connected by *joints* which have some number of degrees of freedom.

Joint Types



(a) revolute joint

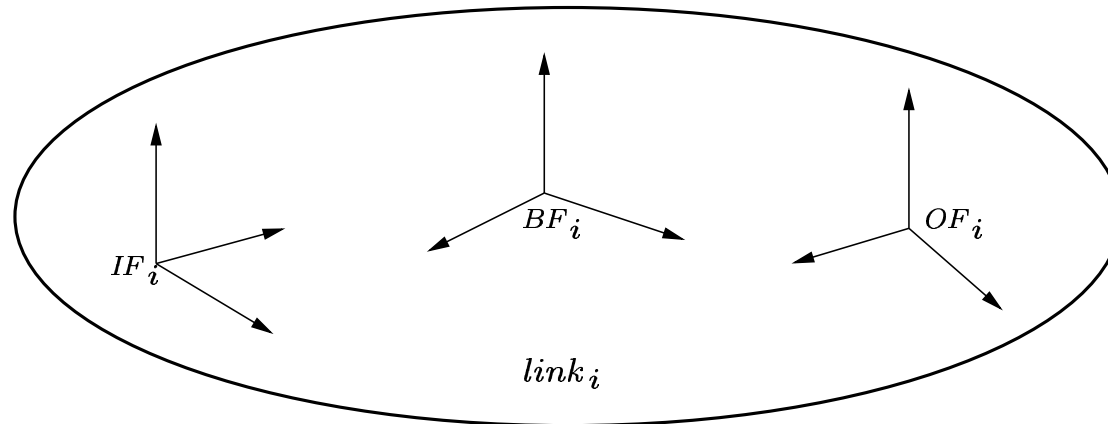


(b) prismatic joint

revolute joint: rotates around *one* axis.

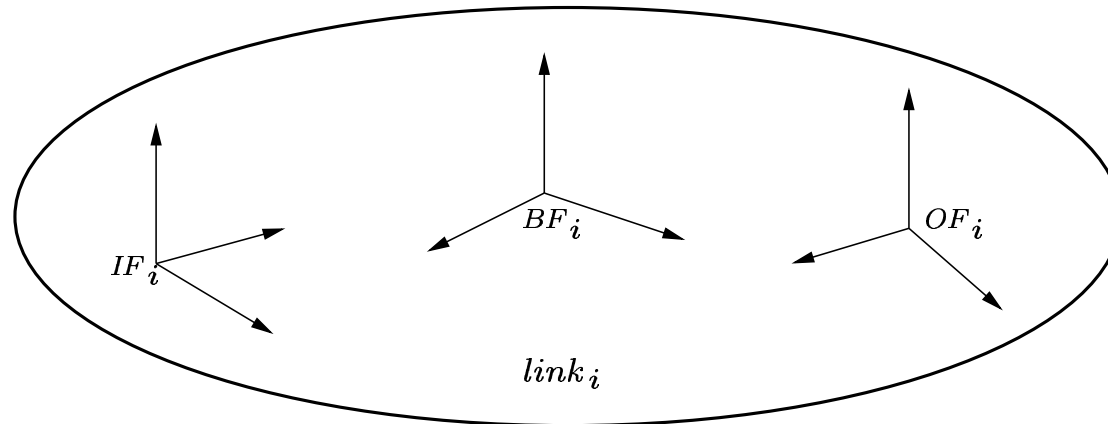
prismatic joint: translates along *one* axis.

Paired Joint Coordinates



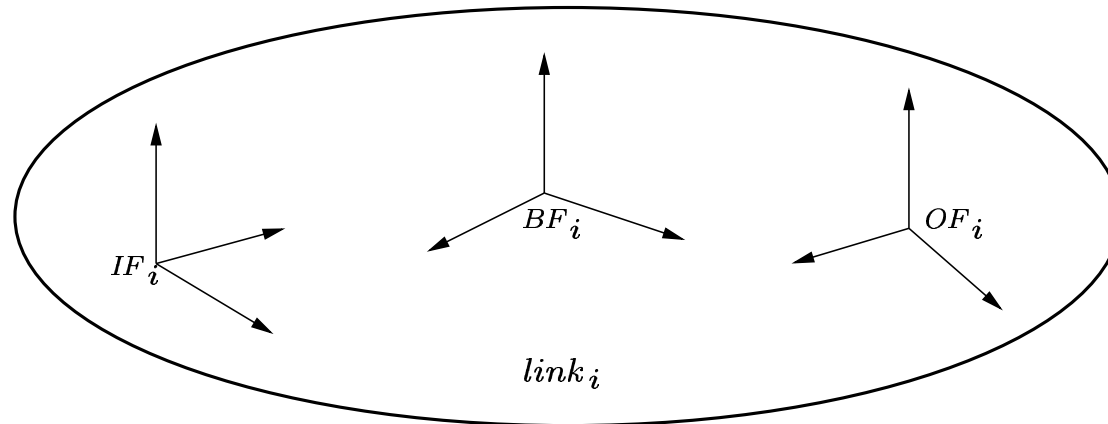
The Body Frame (BF_i): *local* coordinate system associated with $link_i$. The geometry of $link_i$ is described in this local coordinate system. Generally, the origin of BF_i is chosen to be the *center of mass* of $link_i$.

Paired Joint Coordinates



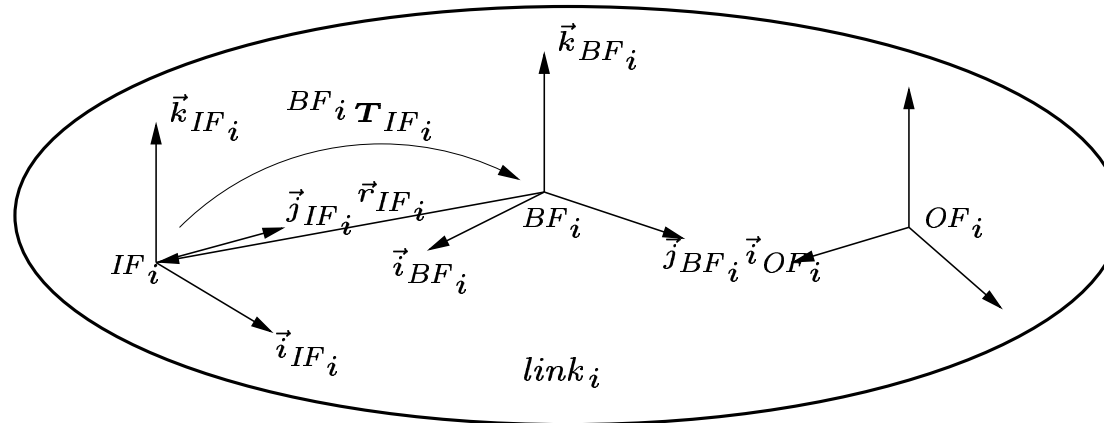
The Inner-Frame (IF_i): *local* coordinate system associated with $link_i$. Usually, its origin is located at $joint_i$ and has one axis parallel to the direction of motion of the joint. **Notice:** the origin and the axes are specified in the body frame (BF_i)

Paired Joint Coordinates



The Outer-Frame (OF_i): *local* coordinate system associated with $link_i$. Usually, its origin is located at $joint_{i+1}$ and has one axis parallel to the direction of motion of the joint. **Notice:** the origin and the axes are specified in the body frame (BF_i)

The Transformation ${}^{BF_i}\mathbf{T}_{IF_i}$

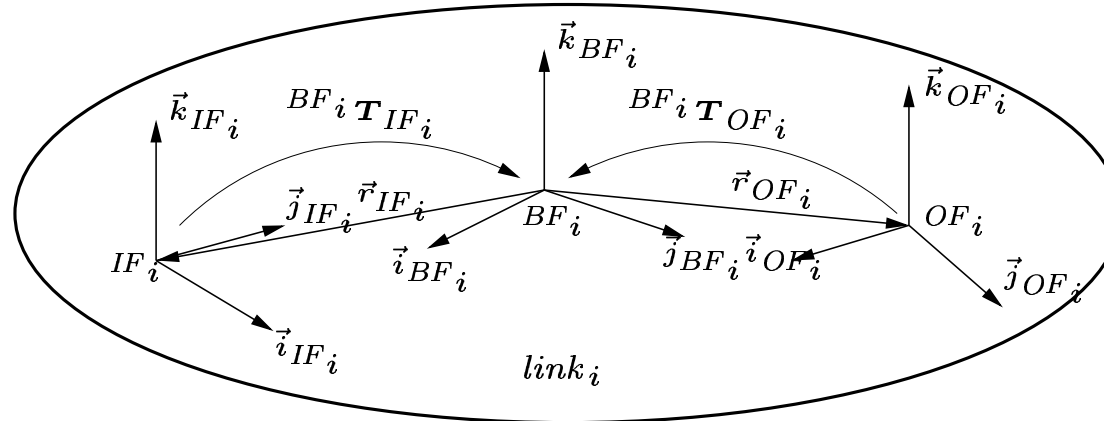


$${}^{BF_i}\mathbf{T}_{IF_i} = \mathbf{T}_{IF_i}(\vec{r}_{IF_i})\mathbf{R}_{IF_i}(\varphi, \vec{u})$$

$$\mathbf{T}_{IF_i}(\vec{r}_{IF_i}) = \begin{bmatrix} \mathbf{I} & \vec{r}_{IF_i} \\ \vec{0}^T & 1 \end{bmatrix}$$

$$\mathbf{R}_{IF_i}(\varphi, \vec{u}) = \begin{bmatrix} \vec{i}_{IF_i} & \vec{j}_{IF_i} & \vec{k}_{IF_i} & \vec{0} \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

The Transformation ${}^{BF_i}T_{OF_i}$

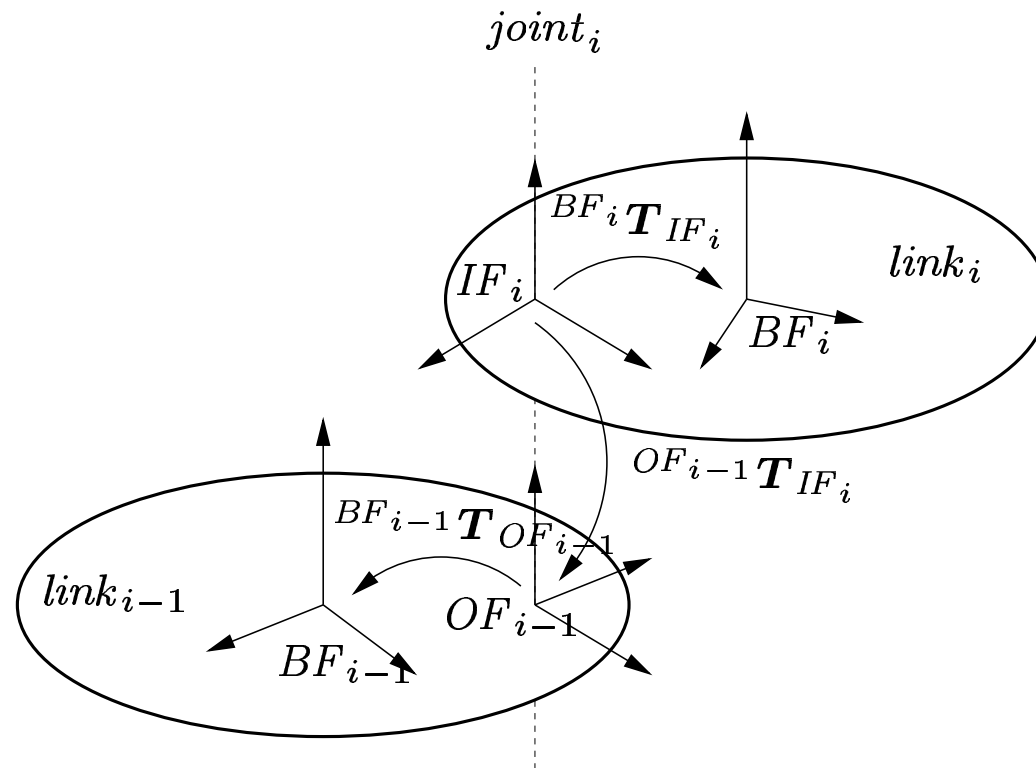


$${}^{BF_i}T_{OF_i} = T_{OF_i}(\vec{r}_{OF_i})R_{OF_i}(\varphi, \vec{b})$$

$$T_{OF_i}(\vec{r}_{OF_i}) = \begin{bmatrix} \mathbf{I} & \vec{r}_{OF_i} \\ \vec{0}^T & 1 \end{bmatrix}$$

$$R_{OF_i}(\varphi, \vec{c}) = \begin{bmatrix} \vec{i}_{OF_i} & \vec{j}_{OF_i} & \vec{k}_{OF_i} & \vec{0} \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

The Transformation ${}^{OF_{i-1}}\mathbf{T}_{IF_i}$



$${}^{OF_{i-1}}\mathbf{T}_{IF_i} = \mathbf{T}_i(\vec{d}_i)\mathbf{R}_i(\varphi_i, \vec{u}_i)$$

The Transformation ${}^{(i-1)}\mathbf{T}_i$ and ${}^0\mathbf{T}_N$

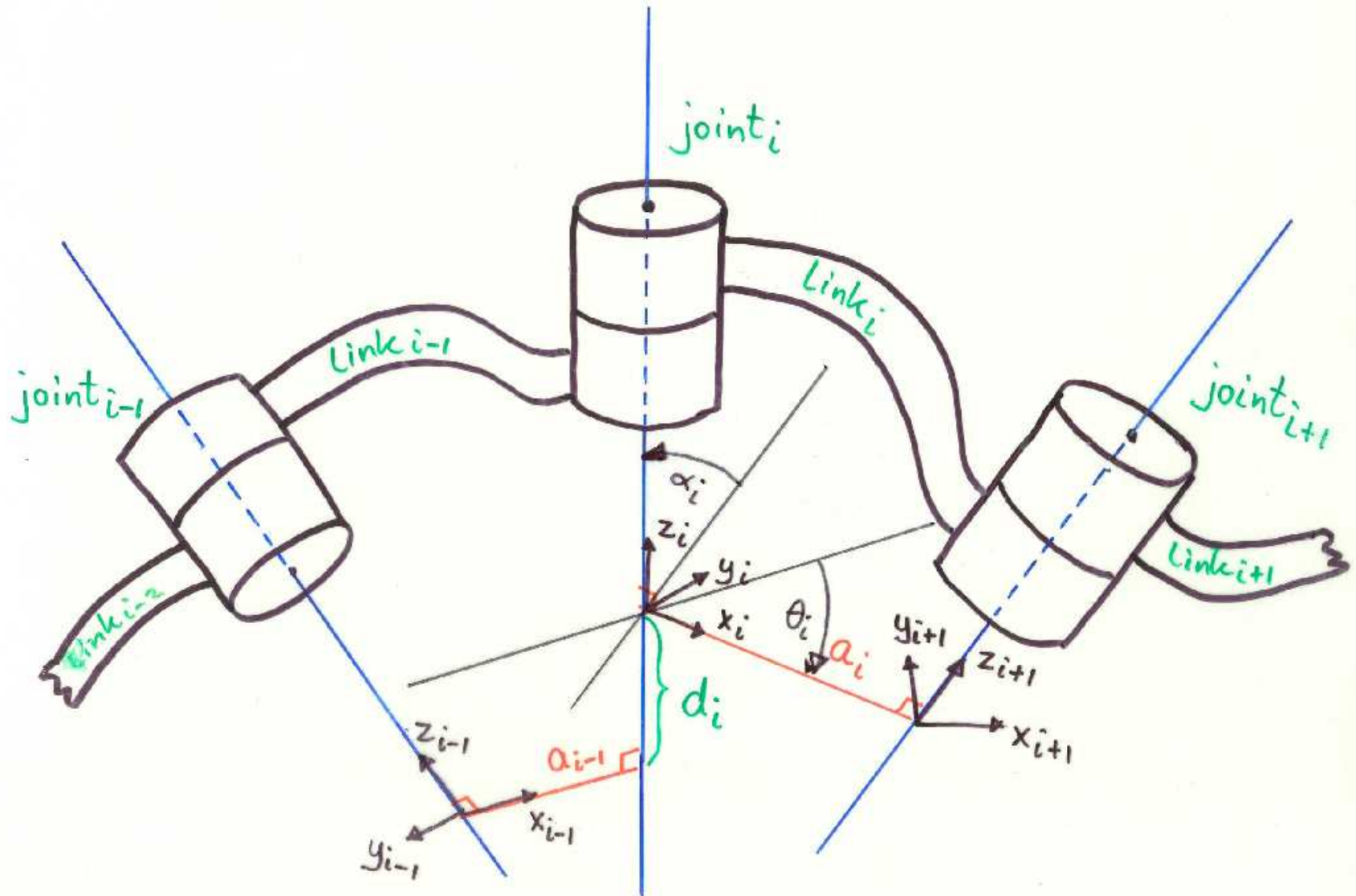
$${}^{(i-1)}\mathbf{T}_i(\vec{d}_i, \varphi_i, \vec{u}_i) = \left({}^{BF_{i-1}}\mathbf{T}_{OF_{i-1}} \right) \left({}^{OF_{i-1}}\mathbf{T}_{IF_i}(\vec{d}_i, \varphi_i, \vec{u}_i) \right) \left({}^{BF_i}\mathbf{T}_{IF_i} \right)^{-1}$$

Generalized joint parameters $\vec{\theta}_i = (\vec{d}_i, \varphi_i, \vec{u}_i)$

$${}^{(i-1)}\mathbf{T}_i(\vec{\theta}_i) = \left({}^{BF_{i-1}}\mathbf{T}_{OF_{i-1}} \right) \left({}^{OF_{i-1}}\mathbf{T}_{IF_i}(\vec{\theta}_i) \right) \left({}^{BF_i}\mathbf{T}_{IF_i} \right)^{-1}$$

$$\begin{aligned} {}^0\mathbf{T}_N &= {}^0\mathbf{T}_N(\vec{\theta}_1, \dots, \vec{\theta}_N) \\ &= {}^0\mathbf{T}_1(\vec{\theta}_1) {}^1\mathbf{T}_2(\vec{\theta}_2) \dots {}^{(N-1)}\mathbf{T}_N(\vec{\theta}_N) \end{aligned}$$

Denavit-Hartenberg



Denavit-Hartenberg

link length a_i The perpendicular distance between axes of $joint_i$ and $joint_{i+1}$.

Denavit-Hartenberg

link twist α_i The angle between axes of $joint_i$ and $joint_{i+1}$. The angle α_i is measured around the \vec{x}_i axis. Positive angles are measured counter clock wise when looking from the tip of vector \vec{x}_i towards its foot.

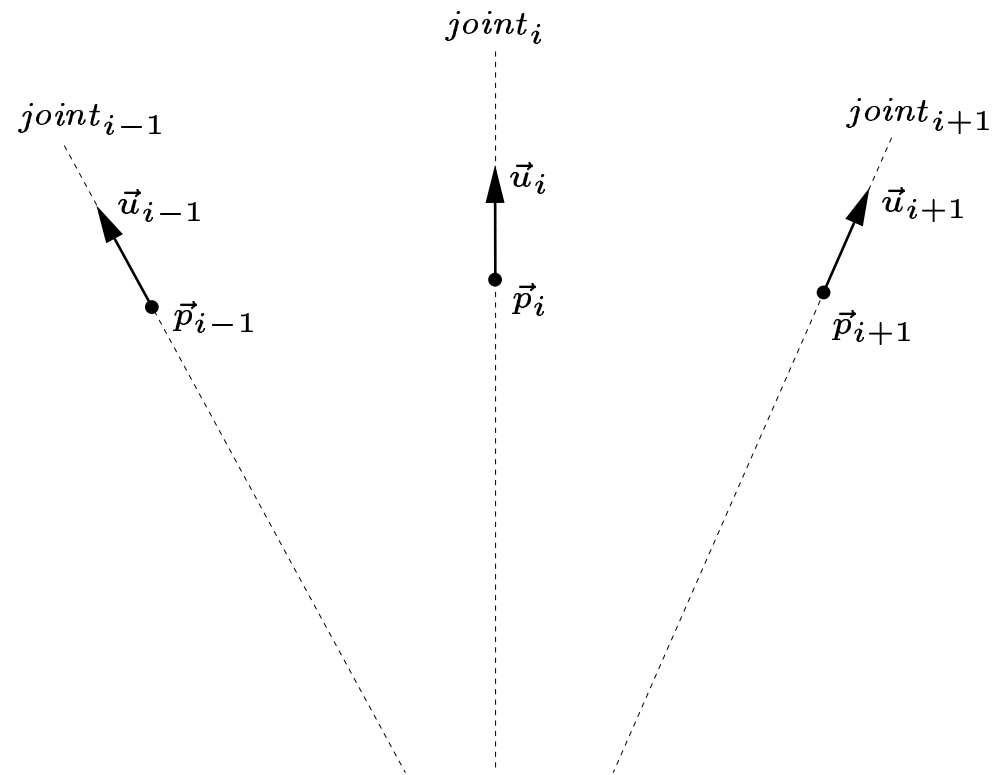
Denavit-Hartenberg

link offset d_i The distance between the origins of the coordinate frames attached to joint $joint_{i-1}$ and $joint_i$ measured along the axis of $joint_i$. For a prismatic joint this is a joint parameter.

Denavit-Hartenberg

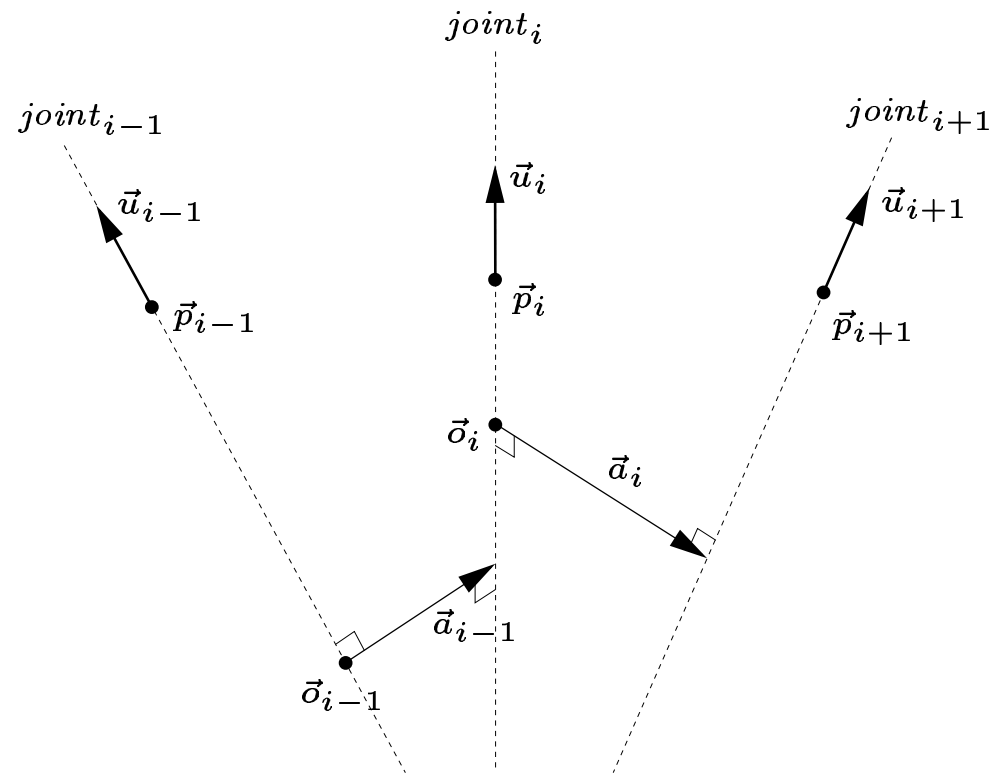
joint angle φ_i The angle between the link lengths \vec{a}_{i-1} and \vec{a}_i . The angle φ_i is measured around the \vec{z}_i axis. Positive angles are measured counter clock wise when looking from the tip of vector \vec{z}_i towards its foot. For a revolute joint this is a joint parameter.

Joint Axes



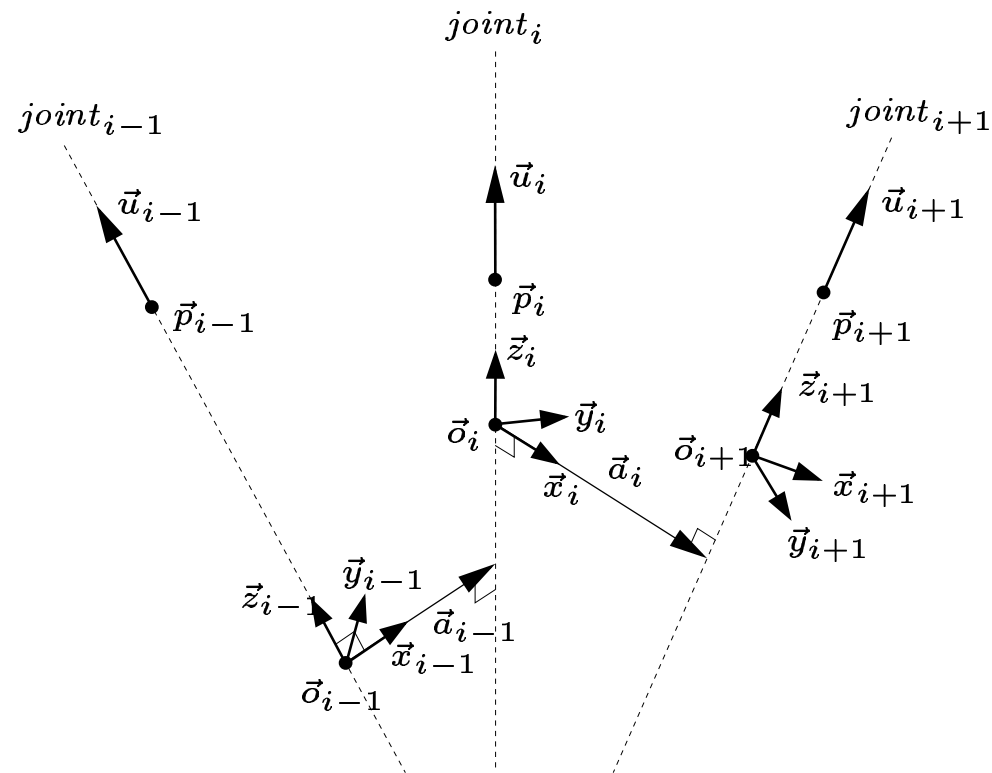
Joint axes $\vec{l}_i(s) = \vec{p}_i + s\vec{u}_i$.

Common Perpendiculars



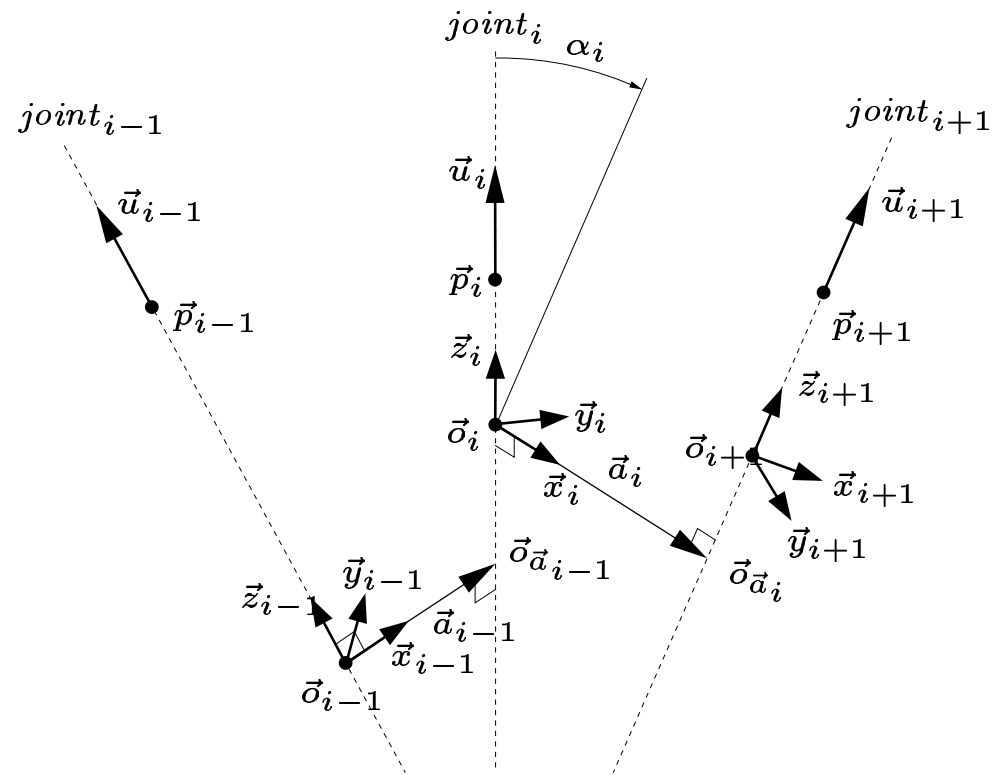
Link vectors \vec{a}_i and the origins \vec{o}_i .

Coordinate-Frame Attachment



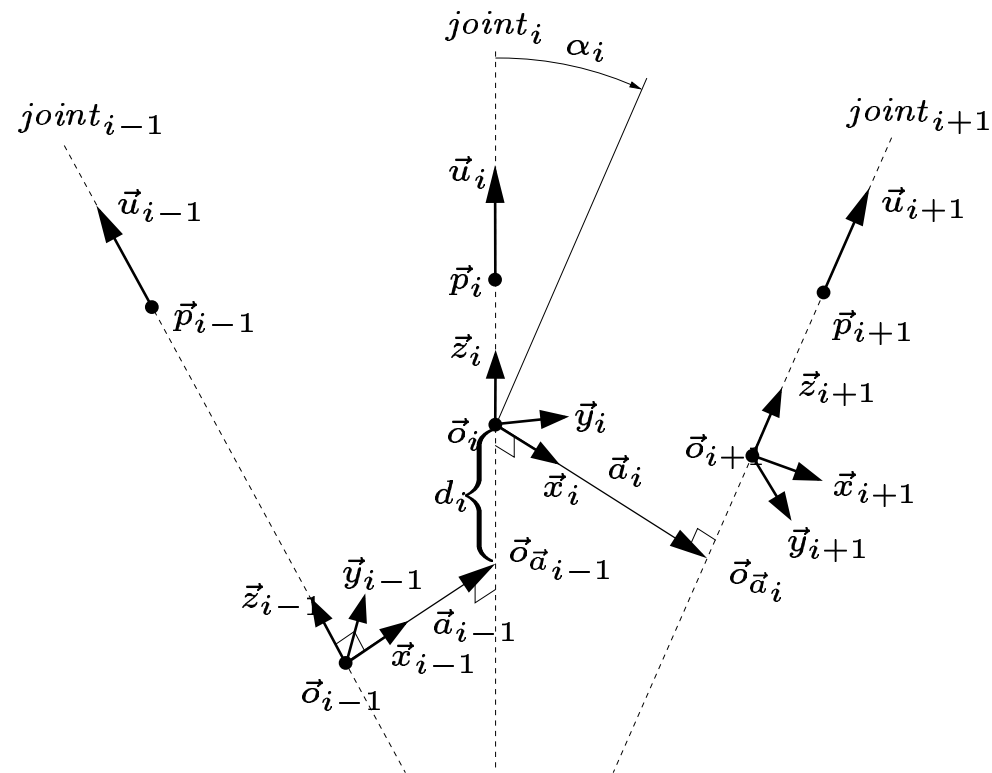
Link-frames $\vec{o}_i, \vec{x}_i, \vec{y}_i, \vec{z}_i$.

Link Twist



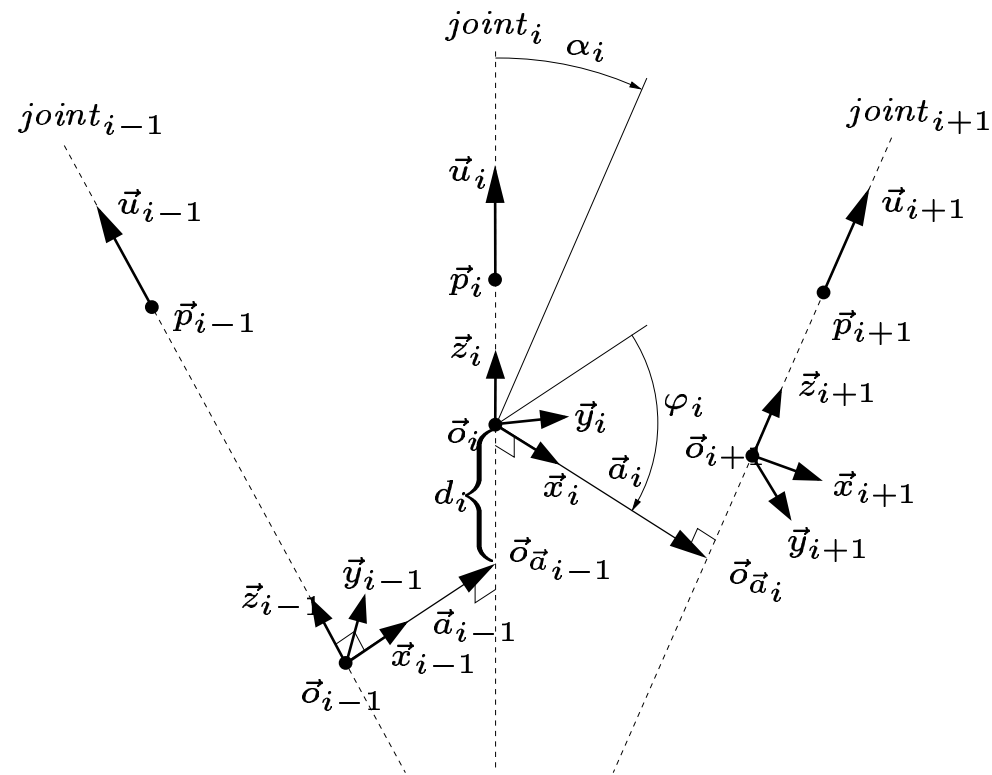
Link frames and link twist α_i . The link twist α_i is negative.

Link Offset



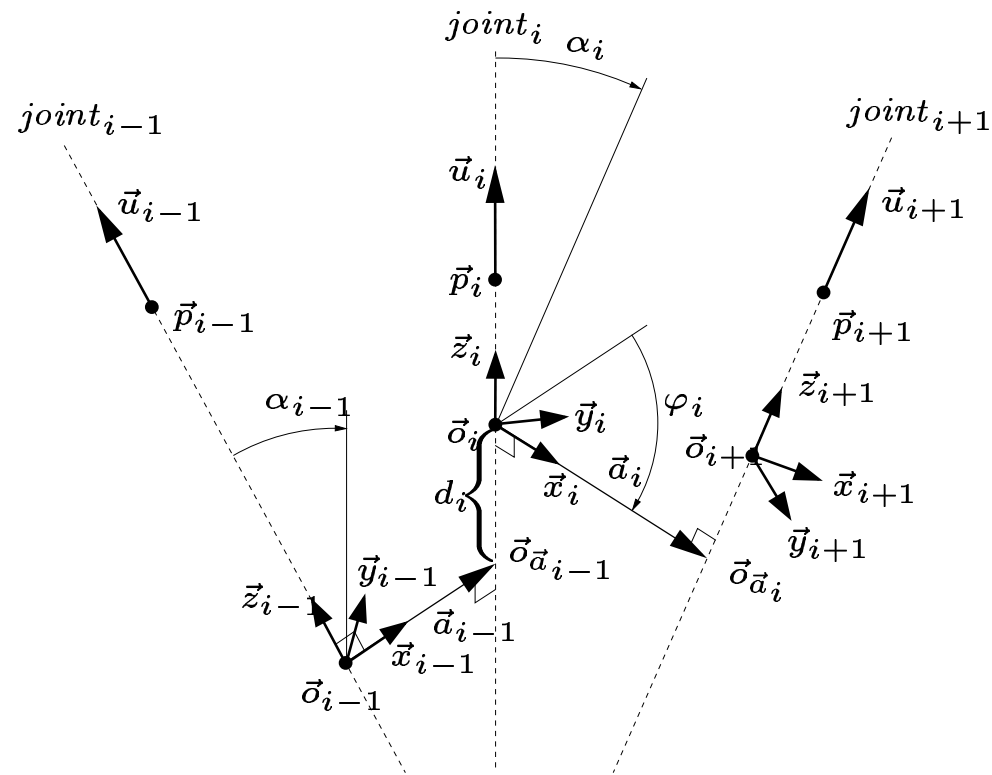
The link offset is the distance between the origins of joint $joint_{i-1}$ and $joint_i$.

Joint Angle



The coordinate frames of the links and the joint angle. In the figure, the joint angle φ_i is negative.

The Transformation ${}^{(i-1)}T_i$



The coordinate frames of the links and the joint angle.

The Transformation ${}^{(i-1)}\mathbf{T}_i$

1. Rotate the angle φ_i around the axis \vec{z}_i .
2. Translate the distance d_i along the axis \vec{z}_i .
3. Translate the distance a_{i-1} along the axis \vec{x}_i .
4. Rotate the angle α_{i-1} around the axis \vec{x}_i .

$${}^{(i-1)}\mathbf{T}_i(\varphi_i, d_i, a_{i-1}, \alpha_{i-1}) = \mathbf{R}_{\vec{x}_i}(\alpha_{i-1})\mathbf{T}_{\vec{x}_i}(a_{i-1})\mathbf{T}_{\vec{z}_i}(d_i)\mathbf{R}_{\vec{z}_i}(\varphi_i)$$

The Transformation ${}^{(i-1)}T_i$

$${}^{(i-1)}T_i(d_i, \varphi_i) =$$

$$\begin{bmatrix} \cos \varphi_i & -\sin \varphi_i & 0 & a_{i-1} \\ \cos \alpha_{i-1} \sin \varphi_i & \cos \alpha_{i-1} \cos \varphi_i & -\sin \alpha_{i-1} & -d_i \sin \alpha_{i-1} \\ \sin \alpha_{i-1} \sin \varphi_i & \sin \alpha_{i-1} \cos \varphi_i & \cos \alpha_{i-1} & d_i \cos \alpha_{i-1} \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

The Transformation ${}^{(i-1)}\mathbf{T}_i$

$$\begin{aligned} {}^0\mathbf{T}_N &= {}^0\mathbf{T}_N(d_1, \varphi_1, \dots, d_N, \varphi_N) \\ &= {}^0\mathbf{T}_1(d_1, \varphi_1) {}^1\mathbf{T}_2(d_2, \varphi_2) \cdots {}^{N-1}\mathbf{T}_N(d_N, \varphi_N) \end{aligned}$$

generalized joint-parameters $\vec{\theta}_i = (d_i, \varphi_i)$.

$$\begin{aligned} {}^0\mathbf{T}_N &= {}^0\mathbf{T}_N(\vec{\theta}_1, \dots, \vec{\theta}_N) \\ &= {}^0\mathbf{T}_1(\vec{\theta}_1) {}^1\mathbf{T}_2(\vec{\theta}_2) \cdots {}^{(N-1)}\mathbf{T}_N(\vec{\theta}_N) \end{aligned}$$

The End Effector

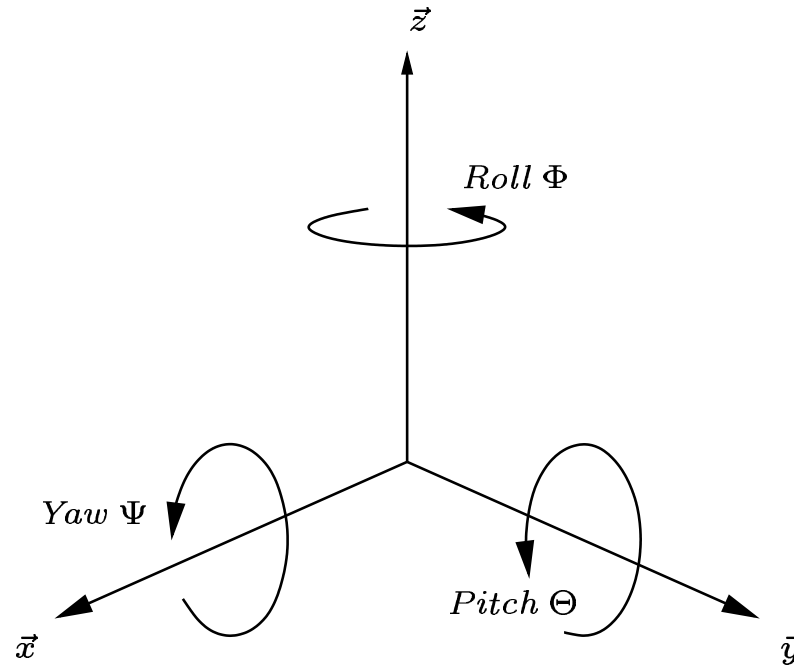
$$\begin{aligned} {}^0\mathbf{T}_N &= {}^0\mathbf{T}_N(\vec{\theta}_1, \dots, \vec{\theta}_N) = {}^0\mathbf{T}_1(\vec{\theta}_1) {}^1\mathbf{T}_2(\vec{\theta}_2) \dots {}^{(N-1)}\mathbf{T}_N(\vec{\theta}_N) \\ &= \begin{bmatrix} m_{11}(\vec{\theta}_1, \dots, \vec{\theta}_N) & m_{12}(\vec{\theta}_1, \dots, \vec{\theta}_N) & m_{13}(\vec{\theta}_1, \dots, \vec{\theta}_N) & m_{14}(\vec{\theta}_1, \dots, \vec{\theta}_N) \\ m_{21}(\vec{\theta}_1, \dots, \vec{\theta}_N) & m_{22}(\vec{\theta}_1, \dots, \vec{\theta}_N) & m_{23}(\vec{\theta}_1, \dots, \vec{\theta}_N) & m_{24}(\vec{\theta}_1, \dots, \vec{\theta}_N) \\ m_{31}(\vec{\theta}_1, \dots, \vec{\theta}_N) & m_{32}(\vec{\theta}_1, \dots, \vec{\theta}_N) & m_{33}(\vec{\theta}_1, \dots, \vec{\theta}_N) & m_{34}(\vec{\theta}_1, \dots, \vec{\theta}_N) \\ 0 & 0 & 0 & 1 \end{bmatrix} \end{aligned}$$

$$\begin{aligned} {}^0\mathbf{T}_N &= {}^0\mathbf{T}_N(\vec{\theta}_1, \dots, \vec{\theta}_N) = {}^0\mathbf{T}_1(\vec{\theta}_1) {}^1\mathbf{T}_2(\vec{\theta}_2) \dots {}^{(N-1)}\mathbf{T}_N(\vec{\theta}_N) \\ &= \mathbf{T}(\vec{p}) \mathbf{R}_z(\Phi) \mathbf{R}_y(\Theta) \mathbf{R}_x(\Psi) \end{aligned}$$

Location of the End Effector

$$T(\vec{p}) = \begin{bmatrix} 1 & 0 & 0 & p_x \\ 0 & 1 & 0 & p_y \\ 0 & 0 & 1 & p_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Orientation of the End Effector



Any orientation can be specified by three rotations, the *Roll*, *Pitch*, and *Yaw* around the \vec{x} , \vec{y} and \vec{z} axes respectively.

Orientation of the End Effector

1. Yaw Ψ Rotate the angle Ψ around the \vec{x} axis.
2. Pitch Θ Rotate the angle Θ around the \vec{y} axis.
3. Roll Φ Rotate the angle Φ around the \vec{z} axis.

Yaw Transformation $Y(\Psi) = R_{\vec{x}}(\Psi)$

$$Y(\Psi) = R_x(\Psi) = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos \Psi & -\sin \Psi & 0 \\ 0 & \sin \Psi & \cos \Psi & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Pitch transformation $P(\Theta) = R_{\vec{y}}(\Theta)$

$$Y(\Psi) = R_x(\Psi) = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos \Psi & -\sin \Psi & 0 \\ 0 & \sin \Psi & \cos \Psi & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Roll transformation $R(\Phi) = R_{\vec{z}}(\Phi)$

$$R(\Phi) = R_z(\Phi) = \begin{bmatrix} \cos \Phi & -\sin \Phi & 0 & 0 \\ \sin \Phi & \cos \Phi & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Roll, Pitch, Yaw Transformation

$$T_{RPY}(\Phi, \Theta, \Psi) = R_z(\Phi)R_y(\Theta)R_x(\Psi)$$

$$= \begin{bmatrix} c\Phi & -s\Phi & 0 & 0 \\ s\Phi & c\Phi & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} c\Theta & 0 & s\Theta & 0 \\ 0 & 1 & 0 & 0 \\ -s\Theta & 0 & c\Theta & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & c\Psi & -s\Psi & 0 \\ 0 & s\Psi & c\Psi & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} c\Phi c\Theta & c\Phi s\Theta s\Psi - s\Phi c\Psi & c\Phi s\Theta c\Psi + s\Phi s\Psi & 0 \\ s\Phi c\Theta & s\Phi s\Theta s\Psi + c\Phi c\Psi & s\Phi s\Theta c\Psi - c\Phi s\Psi & 0 \\ -s\Theta & c\Theta s\Psi & c\Theta c\Psi & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

The End Effector ${}^0T_N(\vec{p}, \Phi, \Theta, \Psi)$

$${}^0T_N = {}^0T_N(\vec{p}, \Phi, \Theta, \Psi) = T(\vec{p})T_{RPY}(\Phi, \Theta, \Psi)$$

$$= T(\vec{p})R(\Phi)P(\Theta)Y(\Psi) = T(\vec{p})R_z(\Phi)R_y(\Theta)R_x(\Psi)$$

$$= \begin{bmatrix} 1 & 0 & 0 & p_x \\ 0 & 1 & 0 & p_y \\ 0 & 0 & 1 & p_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} c\Phi & -s\Phi & 0 & 0 \\ s\Phi & c\Phi & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} c\Theta & 0 & s\Theta & 0 \\ 0 & 1 & 0 & 0 \\ -s\Theta & 0 & c\Theta & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & c\Psi & -s\Psi & 0 \\ 0 & s\Psi & c\Psi & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} c\Phi c\Theta & c\Phi s\Theta s\Psi - s\Phi c\Psi & c\Phi s\Theta c\Psi + s\Phi s\Psi & p_x \\ s\Phi c\Theta & s\Phi s\Theta s\Psi + c\Phi c\Psi & s\Phi s\Theta c\Psi - c\Phi s\Psi & p_y \\ -s\Theta & c\Theta s\Psi & c\Theta c\Psi & p_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Computation of \vec{p} , Φ , Θ , Ψ

$${}^0\mathbf{T}_N = \begin{bmatrix} m_{11} & m_{12} & m_{13} & m_{14} \\ m_{21} & m_{22} & m_{23} & m_{24} \\ m_{31} & m_{32} & m_{33} & m_{34} \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} m_{11} & m_{12} & m_{13} & m_{14} \\ m_{21} & m_{22} & m_{23} & m_{24} \\ m_{31} & m_{32} & m_{33} & m_{34} \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} c\Phi c\Theta & c\Phi s\Theta s\Psi - s\Phi c\Psi & c\Phi s\Theta c\Psi + s\Phi s\Psi & p_x \\ s\Phi c\Theta & s\Phi s\Theta s\Psi + c\Phi c\Psi & s\Phi s\Theta c\Psi - c\Phi s\Psi & p_y \\ -s\Theta & c\Theta s\Psi & c\Theta c\Psi & p_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Computation of \vec{p}

$$\vec{p} = \begin{bmatrix} p_x \\ p_y \\ p_z \end{bmatrix} = \begin{bmatrix} m_{14} \\ m_{24} \\ m_{34} \end{bmatrix}$$

Computation of Ψ

$$\Psi = \arctan\left(\frac{m_{32}}{m_{33}}\right)$$

That is because the following relations hold

$$\begin{aligned}\Psi &= \arctan\left(\frac{m_{32}}{m_{33}}\right) \\ &= \arctan\left(\frac{\cos \Theta \sin \Psi}{\cos \Theta \cos \Psi}\right) = \arctan\left(\frac{\sin \Psi}{\cos \Psi}\right)\end{aligned}$$

Computation of Θ

$$\Theta = \arctan \left(\frac{-m_{31}}{m_{32} \sin \Psi + m_{33} \cos \Psi} \right)$$

This can be seen because the following relations hold

$$\begin{aligned} \Theta &= \arctan \left(\frac{-m_{31}}{m_{32} \sin \Psi + m_{33} \cos \Psi} \right) \\ &= \arctan \left(\frac{\sin \Theta}{\cos \Theta \sin^2 \Psi + \cos \Theta \cos^2 \Psi} \right) \\ &= \arctan \left(\frac{\sin \Theta}{\cos \Theta (\sin^2 \Psi + \cos^2 \Psi)} \right) = \arctan \left(\frac{\sin \Theta}{\cos \Theta} \right) \end{aligned}$$

Computation of Φ

$$\Phi = \arctan\left(\frac{m_{21}}{m_{11}}\right)$$

That is because the following relations hold

$$\begin{aligned}\Phi &= \arctan\left(\frac{m_{21}}{m_{11}}\right) = \arctan\left(\frac{\sin \Phi \cos \Theta}{\cos \Phi \cos \Theta}\right) \\ &= \arctan\left(\frac{\sin \Phi}{\cos \Phi}\right)\end{aligned}$$

The State Vector

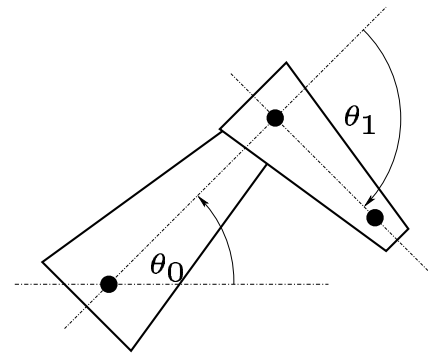
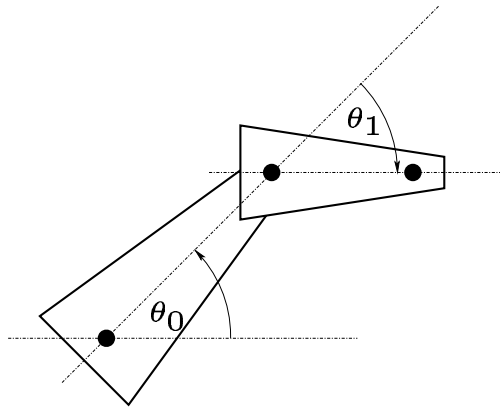
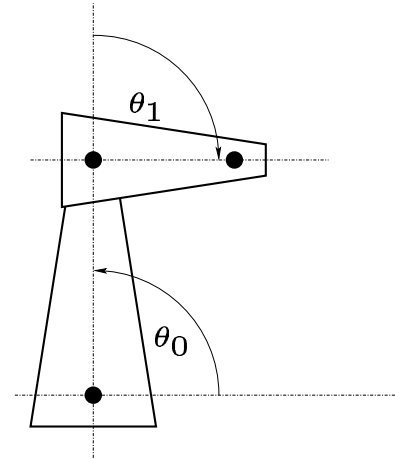
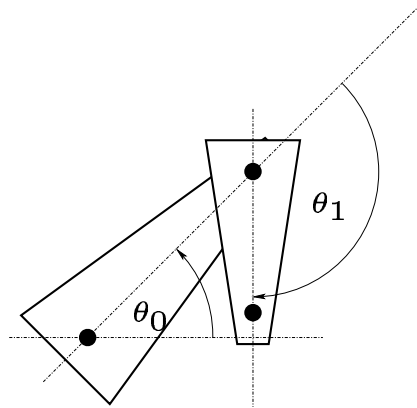
$$\vec{s}(\vec{\theta}_1, \dots, \vec{\theta}_N) = \begin{bmatrix} p_x(\vec{\theta}_1, \dots, \vec{\theta}_N) \\ p_y(\vec{\theta}_1, \dots, \vec{\theta}_N) \\ p_z(\vec{\theta}_1, \dots, \vec{\theta}_N) \\ \Psi(\vec{\theta}_1, \dots, \vec{\theta}_N) \\ \Theta(\vec{\theta}_1, \dots, \vec{\theta}_N) \\ \Phi(\vec{\theta}_1, \dots, \vec{\theta}_N) \end{bmatrix}$$

Direct Forward Kinematics

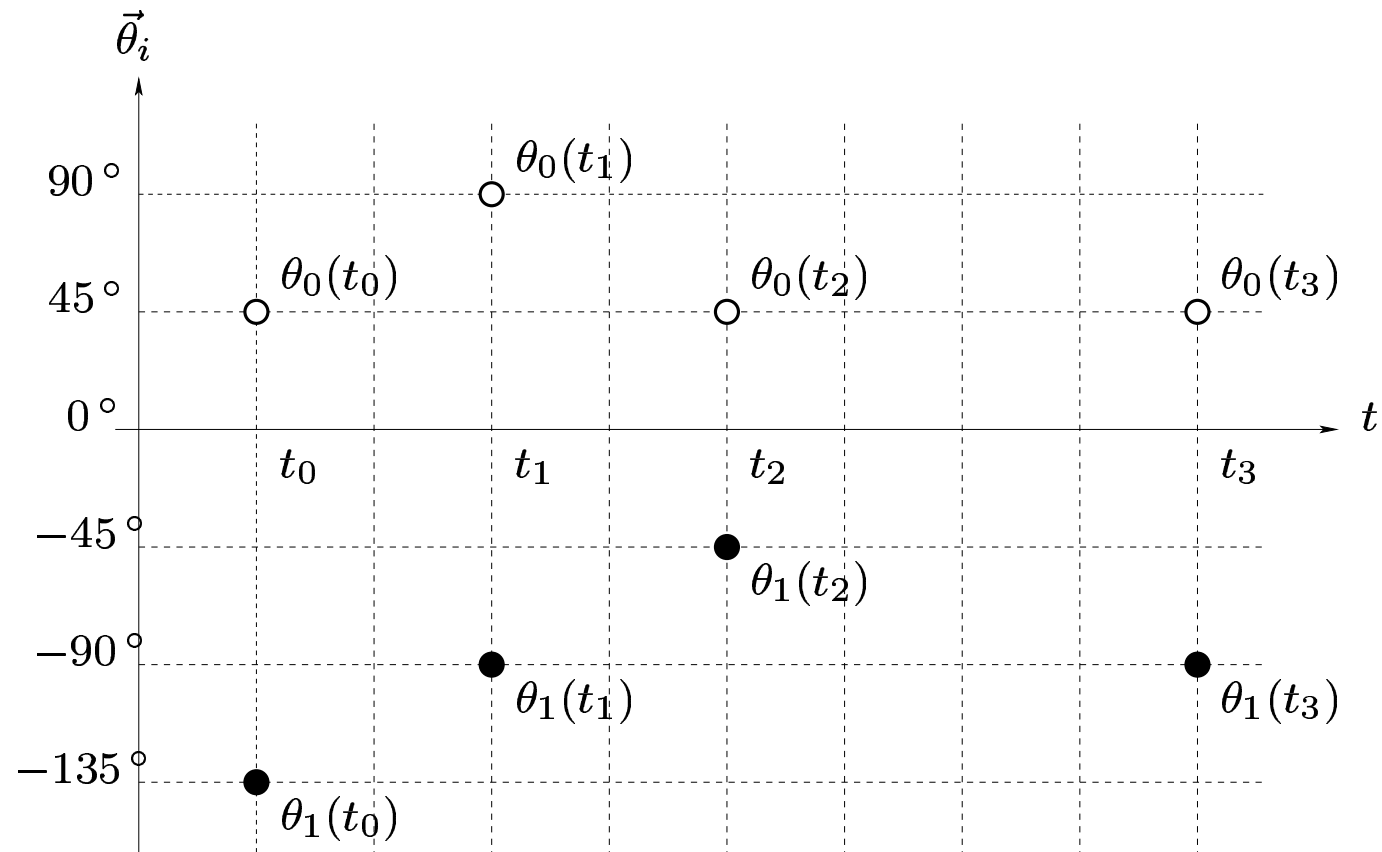
$${}^0\mathbf{T}_N(\vec{\theta}_1, \dots, \vec{\theta}_N) = {}^0\mathbf{T}_1(\vec{\theta}_1) \dots {}^{(i-1)}\mathbf{T}_i(\vec{\theta}_i) \dots {}^{(N-1)}\mathbf{T}_N(\vec{\theta}_N) =$$
$$\begin{bmatrix} m_{11}(\vec{\theta}_1, \dots, \vec{\theta}_N) & m_{12}(\vec{\theta}_1, \dots, \vec{\theta}_N) & m_{13}(\vec{\theta}_1, \dots, \vec{\theta}_N) & m_{14}(\vec{\theta}_1, \dots, \vec{\theta}_N) \\ m_{21}(\vec{\theta}_1, \dots, \vec{\theta}_N) & m_{22}(\vec{\theta}_1, \dots, \vec{\theta}_N) & m_{23}(\vec{\theta}_1, \dots, \vec{\theta}_N) & m_{24}(\vec{\theta}_1, \dots, \vec{\theta}_N) \\ m_{31}(\vec{\theta}_1, \dots, \vec{\theta}_N) & m_{32}(\vec{\theta}_1, \dots, \vec{\theta}_N) & m_{33}(\vec{\theta}_1, \dots, \vec{\theta}_N) & m_{34}(\vec{\theta}_1, \dots, \vec{\theta}_N) \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\vec{s}(\vec{\theta}_1, \dots, \vec{\theta}_N) = \begin{bmatrix} p_x(\vec{\theta}_1, \dots, \vec{\theta}_N) \\ p_y(\vec{\theta}_1, \dots, \vec{\theta}_N) \\ p_z(\vec{\theta}_1, \dots, \vec{\theta}_N) \\ \Psi(\vec{\theta}_1, \dots, \vec{\theta}_N) \\ \Theta(\vec{\theta}_1, \dots, \vec{\theta}_N) \\ \Phi(\vec{\theta}_1, \dots, \vec{\theta}_N) \end{bmatrix}$$

Key-Framing

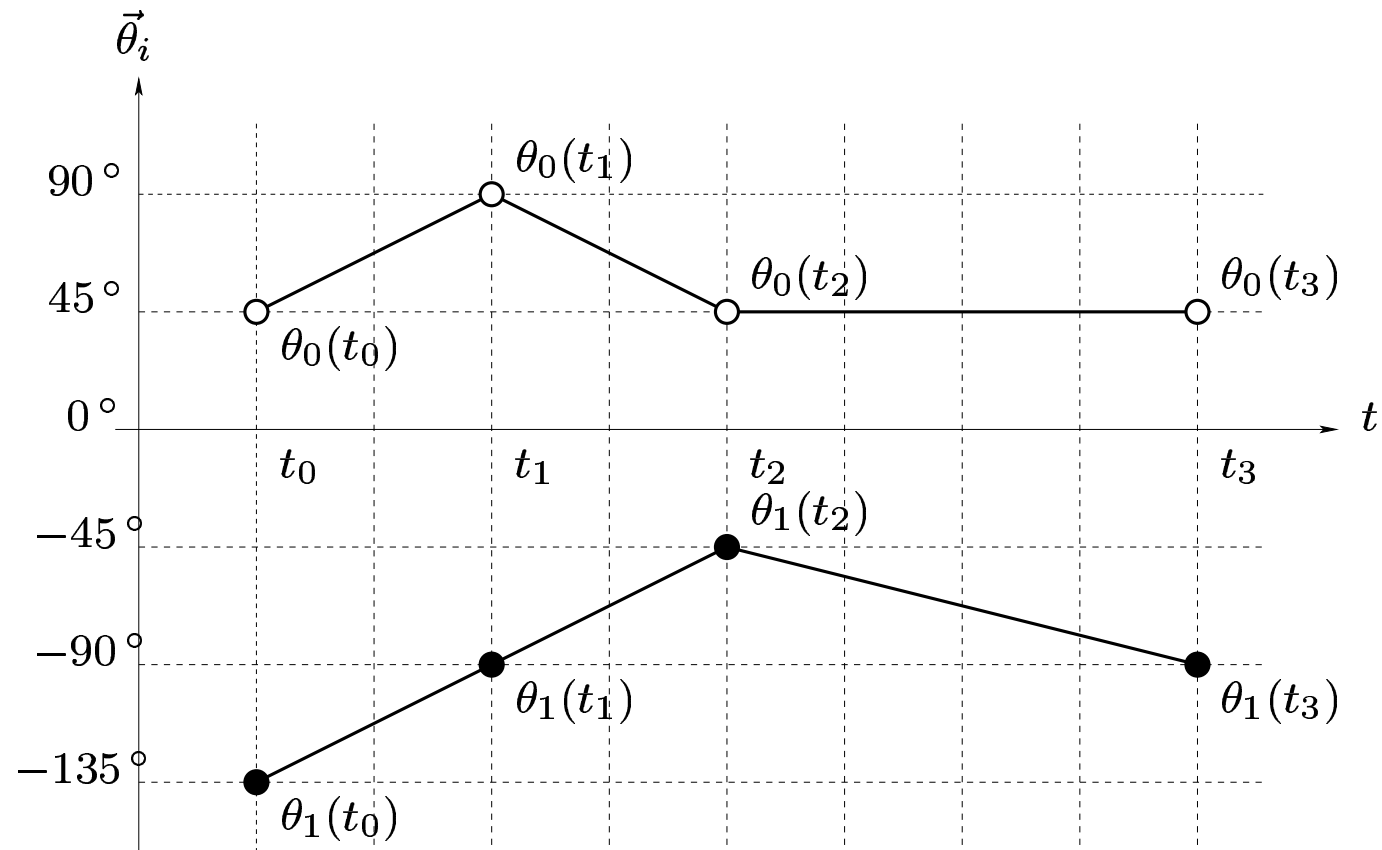


Key-Framing



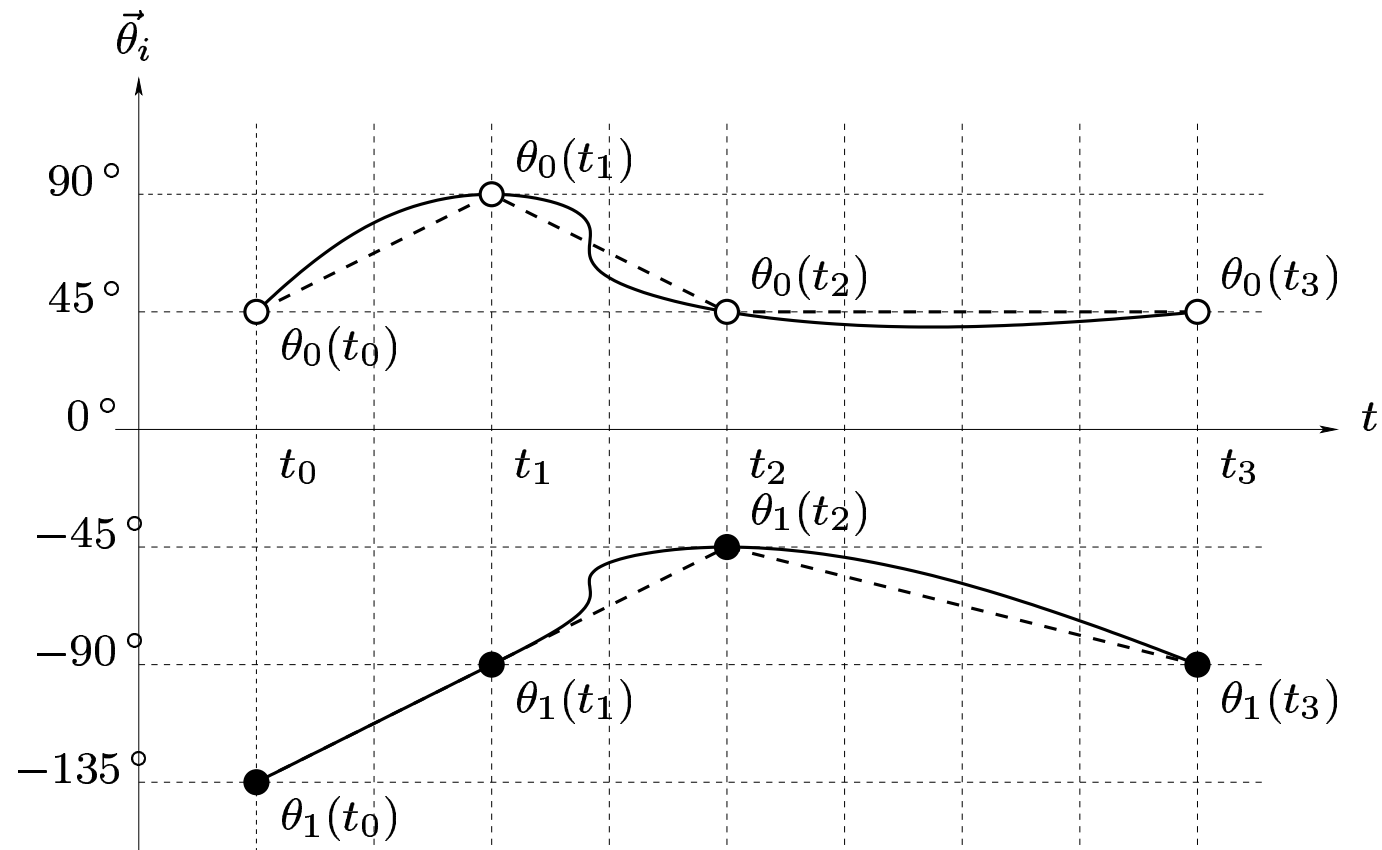
The joint parameters of the key-frames plotted against time.

Key-Framing



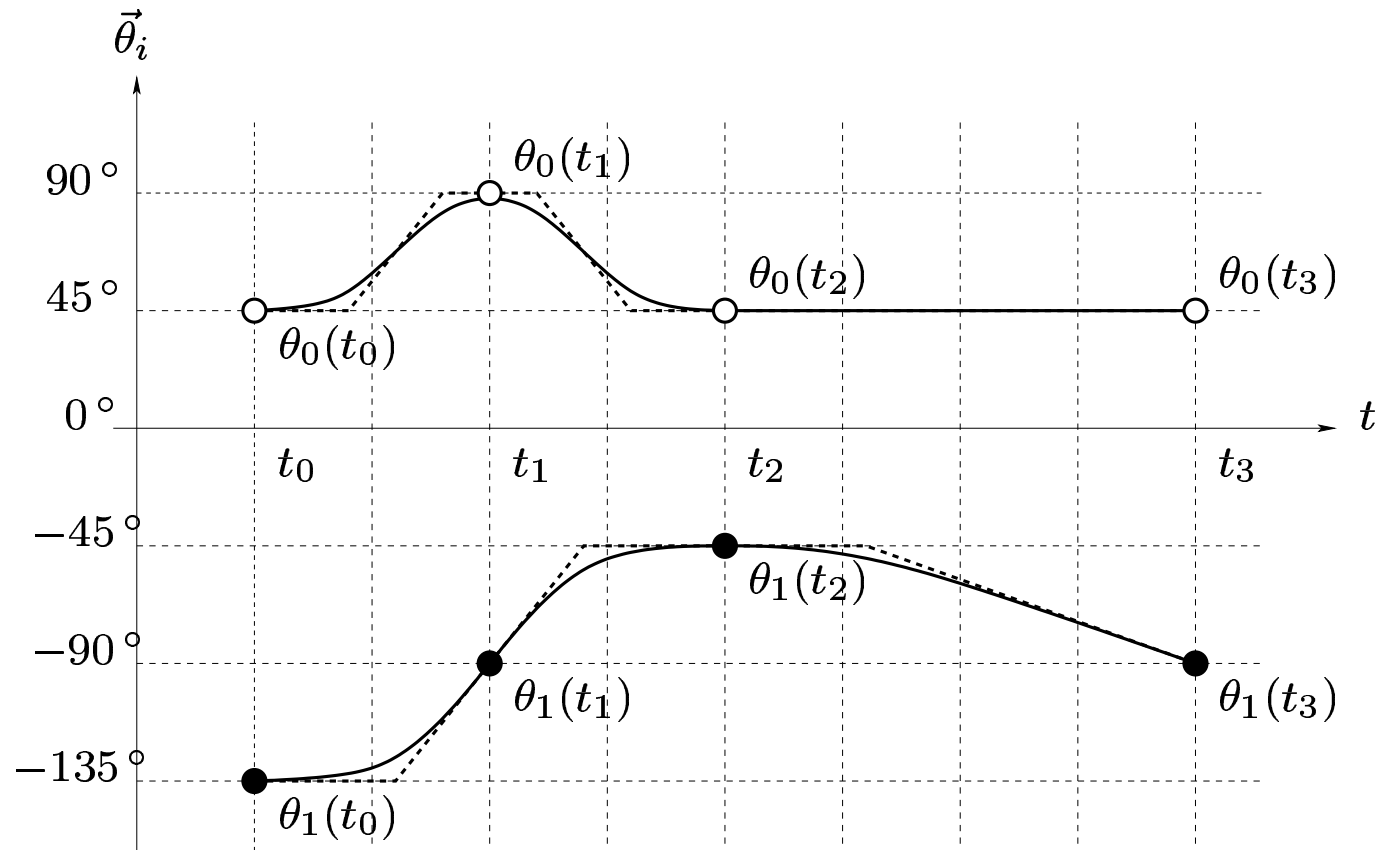
The joint parameters are interpolated linearly between the key-frames.

Key-Framing



The joint parameters are interpolated between the key-frames by a smooth interpolating spline.

Key-Framing



Interpolating spline with extra control points.