

ECE 111 - Homework #3

Math 105: Trigonometry.

Polar to Rectangular Conversions

1) Determine the final position of A: (x,y)

$$A = (22\angle 77^\circ) + (17\angle -38^\circ) + (12\angle 19^\circ)$$

In Matlab

```
>> A1x = 22 * cos(77*pi/180);  
>> A1y = 22 * sin(77*pi/180);  
>> A2x = 17 * cos(-38*pi/180);  
>> A2y = 17 * sin(-38*pi/180);  
>> A3x = 12 * cos(19*pi/180);  
>> A3y = 12 * sin(19*pi/180);  
>> Ax = A1x + A2x + A3x
```

```
Ax = 29.691328914071104
```

```
>> Ay = A1y + A2y + A3y
```

```
Ay = 14.876714198224864
```

On an HP42 calculator

```
modes  
polar  
22  
enter  
77  
complex  
17  
enter  
-38  
complex  
+  
12  
enter  
19  
complex  
+  
modes  
rect
```



2) Determine final position of B: (x,y)

$$B = (5\angle 2^0) + (22\angle 28^0) + (20\angle 55^0)$$

In Matlab

```
>> B1x = 5 * cos(2*pi/180);  
>> B1y = 5 * sin(2*pi/180);  
>> B2x = 22 * cos(28*pi/180);  
>> B2y = 22 * sin(28*pi/180);  
>> B3x = 20 * cos(55*pi/180);  
>> B3y = 20 * sin(55*pi/180);  
>> Bx = B1x + B2x + B3x
```

```
Bx = 35.893329905012791
```

```
>> By = B1y + B2y + B3y
```

```
By = 26.885912750581937
```

With a HP42

```
modes  
polar  
5  
enter  
2  
complex  
22  
enter  
28  
complex  
+  
20  
enter  
55  
complex  
+  
modes  
rect
```



3) Where is B relative to A

- In (x,y) coordinates
- In polar coordinates

i.e. What is B - A?

In Matlab

```
>> Cx = Bx - Ax
```

```
Cx = 6.202000990941688
```

```
>> Cy = By - Ay
```

```
Cy = 12.009198552357073
```

Point B relative to A is

- 6.202 meters away in the x direction, and
- 12.009 meters away in the y direction

On an HP42

```
x <> y
-
mode
polar
```

Point B is

- 13.516 meters away (distance), and
- At an angle of 62.68 degrees



Plotting Polar Functions

4) Plot the following functions in Matlab for $0 < \theta < 6\pi$

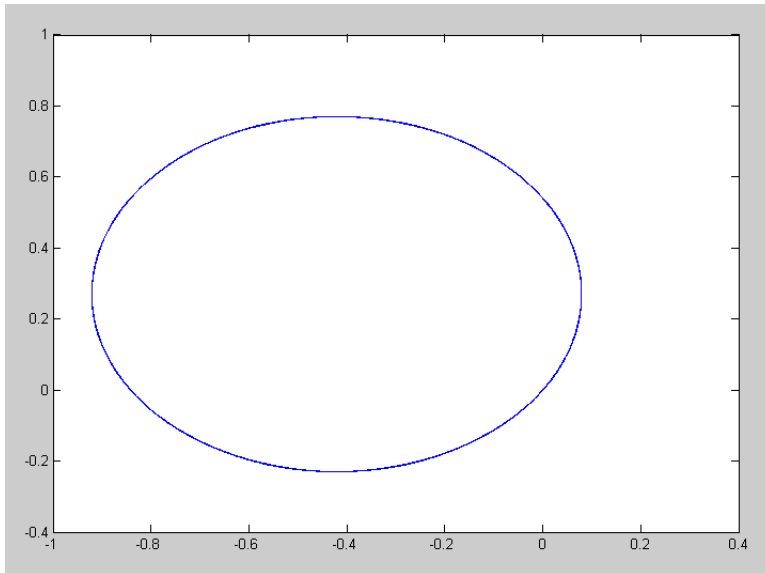
- Note: `plot()` plots in cartesian coordinates. Each function needs to be converted from polar to rectangular.

a) $r = \sin(\theta - 1)$

```
>> q = [0:0.01:6*pi]';  
>> r = sin(q - 1);  
>> x = r .* cos(q);  
>> y = r .* sin(q);  
>> plot(x,y)  
>>
```

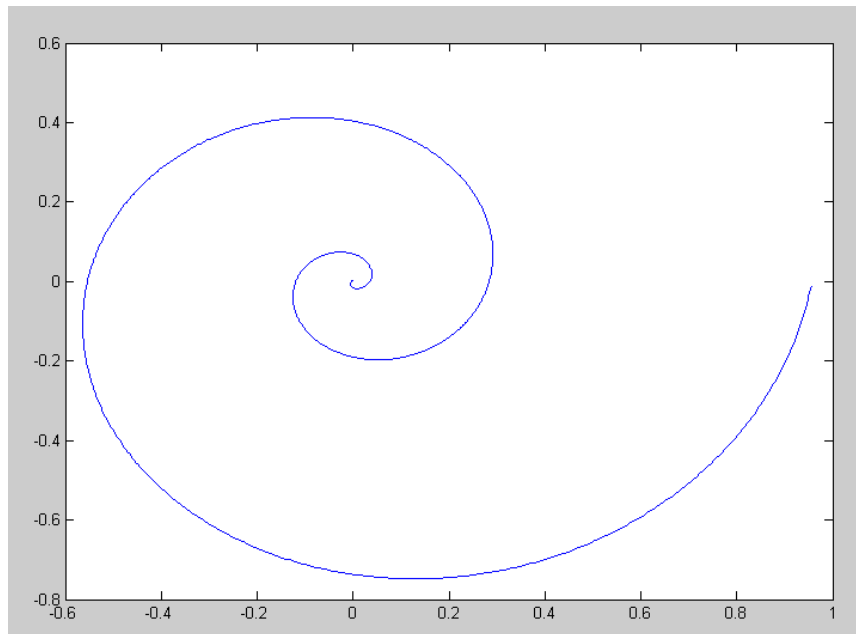
Big surprise - you get a circle. Trig functions are all about circles.

Note: Matlab's `plot()` function only works in rectangular coordinates (x, y). You likewise have to convert your polar function to rectangular form to plot it in Matlab.



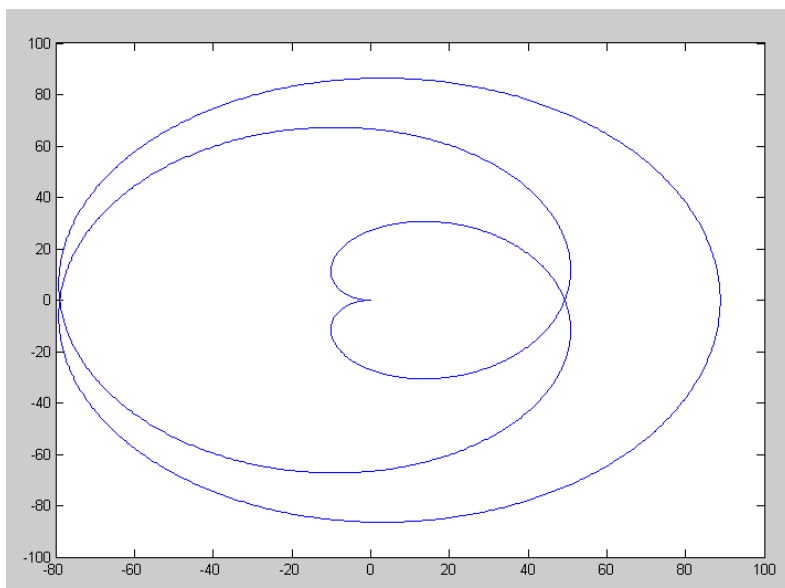
b) $r = \theta^3/7000$

```
>> q = [0:0.01:6*pi]';  
>> r = q.^3 / 7000;  
>> x = r .* cos(q);  
>> y = r .* sin(q);  
>> plot(x,y)
```



c) $r = \theta(\theta - 6\pi)$

```
>> q = [0:0.01:6*pi]';  
>> r = q .* (q - 6*pi);  
>> x = r .* cos(q);  
>> y = r .* sin(q);  
>> plot(x,y)
```



Robot Tip Position (Forward Kinematics)

A 2D robot has three arms with lengths of {0.5, 0.6, 0.7} meters. The final tip position is

$$x_1 = 0.5 \cos(\theta_1)$$

$$y_1 = 0.5 \sin(\theta_1)$$

$$x_2 = x_1 + 0.6 \cos(\theta_1 + \theta_2)$$

$$y_2 = y_1 + 0.6 \sin(\theta_1 + \theta_2)$$

$$x_3 = x_2 + 0.7 \cos(\theta_1 + \theta_2 + \theta_3)$$

$$y_3 = y_2 + 0.7 \sin(\theta_1 + \theta_2 + \theta_3)$$

Start with a Matlab function which

- Is passed the angles in degrees
- Computes the joint positions
- Plots the robot position, and
- Returns the tip position: (x3, y3)

```
function [x3,y3] = RRR(Z)
    q1 = Z(1) * pi/180;
    q2 = Z(2) * pi/180;
    q3 = Z(3) * pi/180;

    x1 = 0.5 * cos(q1);
    y1 = 0.5 * sin(q1);

    x2 = x1 + 0.6 * cos(q1 + q2);
    y2 = y1 + 0.6 * sin(q1 + q2);

    x3 = x2 + 0.7 * cos(q1 + q2 + q3);
    y3 = y2 + 0.7 * sin(q1 + q2 + q3);

    plot([0,x1,x2,x3],[0,y1,y2,y3],'b.-');

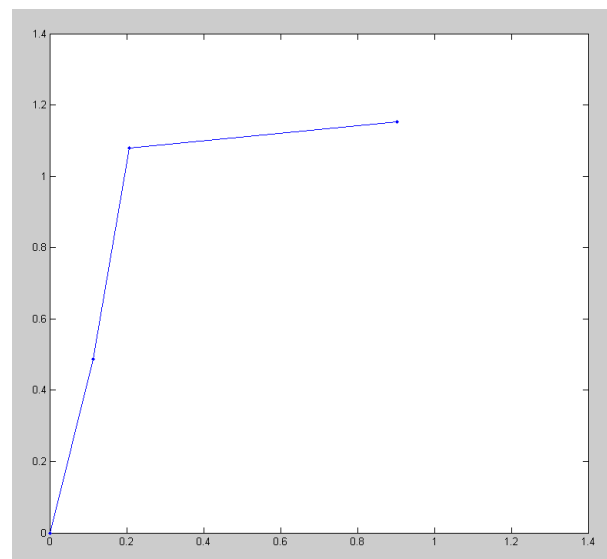
end
```

5) Plot the tip position (x3, y3) for

$$\theta_1 = 77^\circ \quad \theta_2 = 4^\circ \quad \theta_3 = -75^\circ$$

```
>> [x3,y3] = RRR([77,4,-75])
>> [x3,y3] = RRR([77,4,-75])

x3 =    0.9025
y3 =    1.1530
```



Call this with

6) Plot the tip position (x3, y3) for

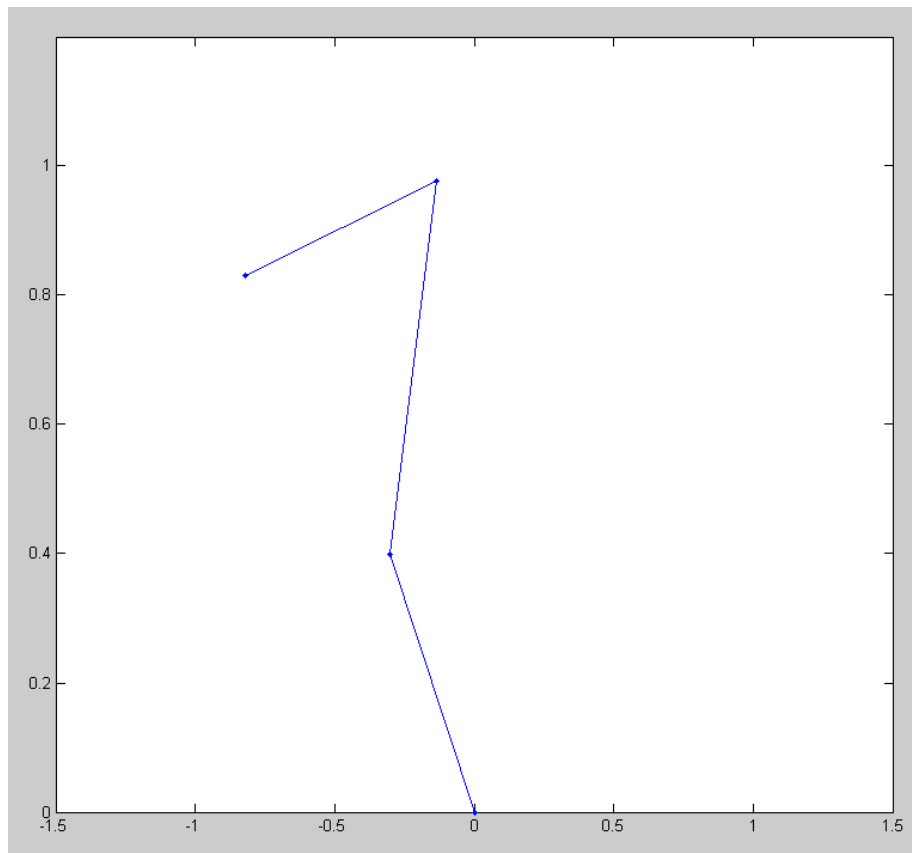
$$\theta_1 = 127^\circ \quad \theta_2 = -53^\circ \quad \theta_3 = 118^\circ$$

```
>> [x3,y3] = RRR([127,-53,118])
```

```
x3 =    -0.8202
```

```
y3 =     0.8305
```

```
>>
```



Robot Tip Position (Inverse Kinematics & fminsearch())

7) Write a Matlab function which

- Is passed the angles ($\theta_1, \theta_2, \theta_3$),
- Computes the tip position, and
- Returns the distance from the tip position and point ($x = 1.2, y = 1.2$)

```
function [e] = Prob7(Z);  
  
[x3, y3] = RRR(Z);  
  
e = (x3 - 1.2)^2 + (y3 - 1.2)^2;  
pause(0.1);  
end
```

8) Use the fminsearch() to determine the joint angles which place the robot at ($x_3 = 1.2, y_3 = 1.2$)

```
>> [Z,e] = fminsearch('Prob7',[40,50,60])
```

```
      Q1      Q2      Q3  
Z =    14.3928    35.1188    12.7213
```

```
e = 7.5455e-014
```

Checking the answer: the tip is at (1.2000, 1.2000) as desired (note: there are multiple solutions)

```
>> [x3,y3] = RRR(Z)
```

```
x3 = 1.2000
```

```
y3 = 1.2000
```

