

This should give some insight on how the kinematics for 'xyzab-drt.comp' where derived following the separate document "5-Axis Machine Tools: Kinematics and Vismach Implementation in LinuxCNC" by Rudy du Preez.

Forward transformation

The transformation can be defined by the sequential multiplication of the matrices:

$${}^w A_t = {}^w A_B \cdot {}^B A_A \cdot {}^A A_P \cdot {}^P A_t \quad (18)$$

with the matrices built up as follows:

$${}^w A_B = \begin{bmatrix} 1 & 0 & 0 & L_x \\ 0 & 1 & 0 & L_y \\ 0 & 0 & 1 & L_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad {}^B A_A = \begin{bmatrix} C_B & 0 & S_B & 0 \\ 0 & 1 & 0 & 0 \\ -S_B & 0 & C_B & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (19)$$

$${}^A A_P = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & C_A & -S_A & 0 \\ 0 & S_A & C_A & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad {}^P A_T = \begin{bmatrix} 1 & 0 & 0 & P_x \\ 0 & 1 & 0 & P_y \\ 0 & 0 & 1 & P_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (20)$$

Executing the matrix multiplications starting from the left:

$${}^w A_A = {}^w A_B \cdot {}^B A_A$$

$${}^w A_A = \begin{bmatrix} 1 & 0 & 0 & L_x \\ 0 & 1 & 0 & L_y \\ 0 & 0 & 1 & L_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} C_B & 0 & S_B & 0 \\ 0 & 1 & 0 & 0 \\ -S_B & 0 & C_B & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} C_B & 0 & S_B & L_x \\ 0 & 1 & 0 & L_y \\ -S_B & 0 & C_B & L_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^w A_P = {}^w A_A \cdot {}^A A_P$$

$${}^w A_P = \begin{bmatrix} C_B & 0 & S_B & L_x \\ 0 & 1 & 0 & L_y \\ -S_B & 0 & C_B & L_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & C_A & -S_A & 0 \\ 0 & S_A & C_A & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} C_B & S_A S_B & S_B C_A & L_x \\ 0 & C_A & -S_A & L_y \\ -S_B & S_A C_B & C_A C_B & L_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^w A_t = {}^w A_P \cdot {}^P A_t$$

$${}^w A_t = \begin{bmatrix} C_B & S_A S_B & S_B C_A & L_x \\ 0 & C_A & -S_A & L_y \\ -S_B & S_A C_B & C_A C_B & L_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & 0 & P_x \\ 0 & 1 & 0 & P_y \\ 0 & 0 & 1 & P_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$${}^w A_t = \begin{bmatrix} C_B & S_A S_B & S_B C_A & C_B P_x + S_A S_B P_y + S_B C_A P_z + L_x \\ 0 & C_A & -S_A & C_A P_y - S_A P_z + L_y \\ -S_B & S_A C_B & C_A C_B & -S_B P_x + S_A C_B P_y + C_A C_B P_z + L_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \quad (21)$$

$$Q = \begin{bmatrix} Q_x \\ Q_y \\ Q_z \\ 1 \end{bmatrix} = \begin{bmatrix} C_B P_x + S_A S_B P_y + S_B C_A P_z + L_x \\ C_A P_y - S_A P_z + L_y \\ -S_B P_x + S_A C_B P_y + C_A C_B P_z + L_z \\ 1 \end{bmatrix} \quad (25)$$

This represents the Forward Kinematic :

$$\begin{aligned} Q_x &= C_B P_x + S_A S_B P_y + C_A S_B P_z + L_x \\ Q_y &= C_A P_y - S_A P_z + L_y \\ Q_z &= -S_B P_x + S_A C_B P_y + C_A C_B P_z + L_z \end{aligned}$$

$$Q = \begin{bmatrix} Q_x \\ Q_y \\ Q_z \\ 1 \end{bmatrix} = \begin{bmatrix} C_B & S_A S_B & S_B C_A & L_x \\ 0 & C_A & -S_A & L_y \\ -S_B & S_A C_B & C_A C_B & L_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} P_x \\ P_y \\ P_z \\ 1 \end{bmatrix} = {}^Q A_P \cdot P \quad (26)$$

Inverse transformation

$$\text{Using } {}^q A_p = \begin{bmatrix} R & q \\ 0 & 1 \end{bmatrix}$$

and (26)

We extract the rotation matrix R and the translation vector q :

$$R = \begin{bmatrix} C_B & S_A S_B & S_B C_A \\ 0 & C_A & -S_A \\ -S_B & S_A C_B & C_A C_B \end{bmatrix} \quad q = \begin{bmatrix} L_x \\ L_y \\ L_z \end{bmatrix}$$

$$\text{Using } ({}^q A_p)^{-1} = \begin{bmatrix} R^T & -R^T q \\ 0 & 1 \end{bmatrix}$$

$$-R^T = \begin{bmatrix} -C_B & 0 & S_B \\ -S_A S_B & -C_A & -S_A C_B \\ -S_B C_A & S_A & -C_A C_B \end{bmatrix}$$

$$-R^T q = \begin{bmatrix} -C_B & 0 & S_B \\ -S_A S_B & -C_A & -S_A C_B \\ -S_B C_A & S_A & -C_A C_B \end{bmatrix} \cdot \begin{bmatrix} L_x \\ L_y \\ L_z \end{bmatrix} = \begin{bmatrix} 0 \\ -S_A S_B L_x - C_A L_y - S_A C_B L_z \\ -S_B C_A L_x + S_A L_y - C_A C_B L_z \end{bmatrix}$$

$$P = ({}^Q A_p)^{-1} \cdot Q = \begin{bmatrix} R^T & -R^T q \\ 0 & 1 \end{bmatrix} \cdot Q$$

$$P = \begin{bmatrix} P_x \\ P_y \\ P_z \\ 1 \end{bmatrix} = \begin{bmatrix} C_B & 0 & -S_B & 0 \\ S_A S_B & C_A & S_A C_B & -S_A S_B L_x - C_A L_y - S_A C_B L_z \\ S_B C_A & -S_A & C_A C_B & -S_B C_A L_x + S_A L_y - C_A C_B L_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} Q_x \\ Q_y \\ Q_z \\ 1 \end{bmatrix} \quad (27)$$

$$\begin{aligned} P_x &= C_B(Q_x - L_x) - S_B(Q_z - L_z) \\ P_y &= S_A S_B(Q_x - L_x) + C_A(Q_y - L_y) + S_A C_B(Q_z - L_z) \\ P_z &= S_B C_A(Q_x - L_x) - S_A(Q_y - L_y) + C_A C_B(Q_z - L_z) \end{aligned} \quad (28)$$