

Pybullet Simulator Manual

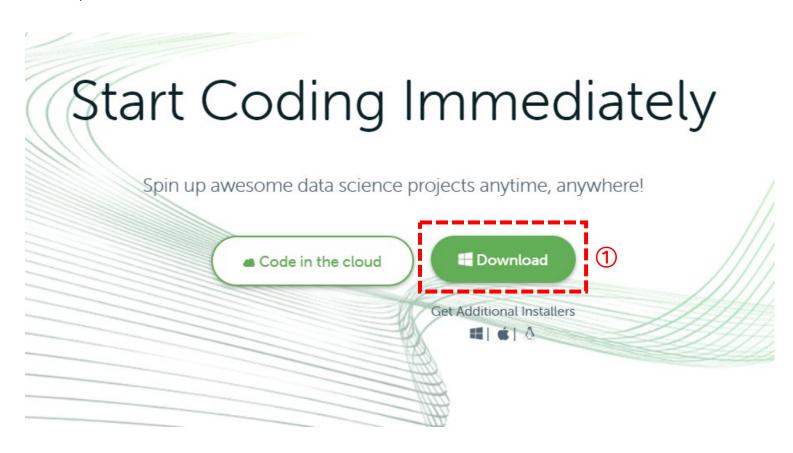
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1) Anaconda

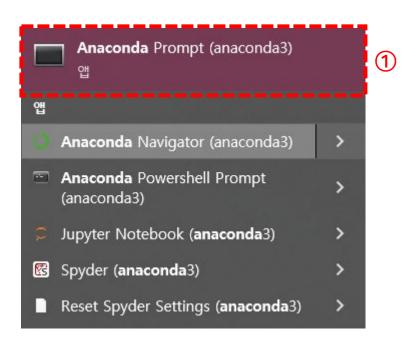
① Install anaconda from https://www.anaconda.com/

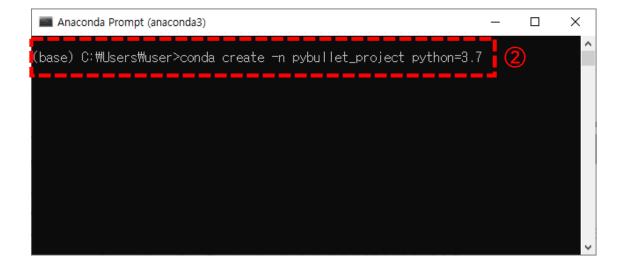




1) Anaconda

② Open anaconda prompt, and create new environment





>conda create -n [env name] python=[python version]



1) Anaconda

② Activate new environment, and install libraries

```
Anaconda Prompt (anaconda3)

# To deactivate an active environment, use
# $ conda deactivate

(base) C:\Users\user>conda activate pybullet_project_
```

>conda create activate [env name]

```
# To deactivate an active environment, use
# $ conda deactivate

(base) C:#Users#user>conda activate pybullet_project

(pybullet_project) C:#Users#user>pip install numpy

2
```

>pip install numpy matplotlib jupyter pybullet



2) Pycharm (or any python IDE)

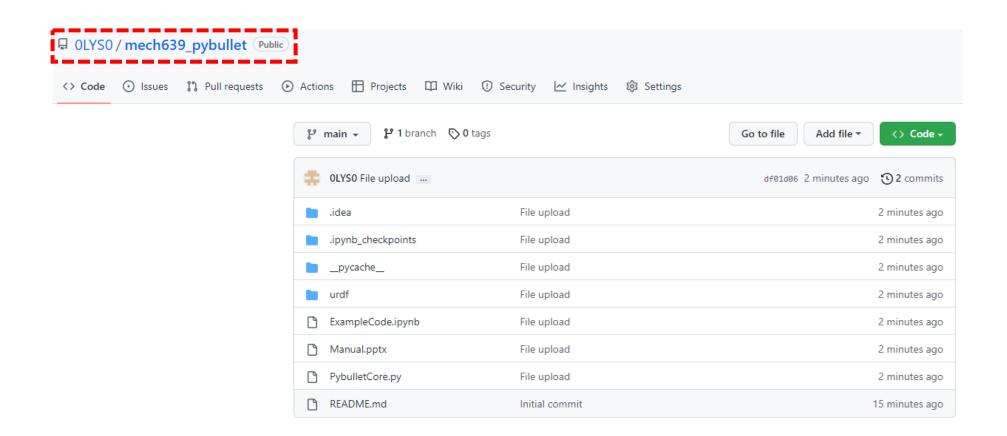
① Install pycharm from https://www.jetbrains.com/ko-kr/pycharm/





2) Pycharm

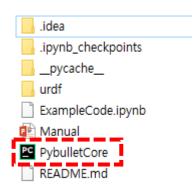
② Download source code from https://github.com/0LYS0/mech639_pybullet

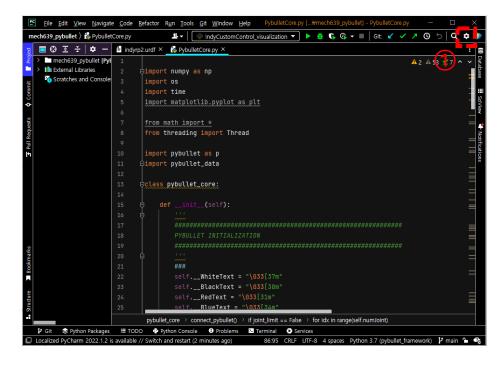


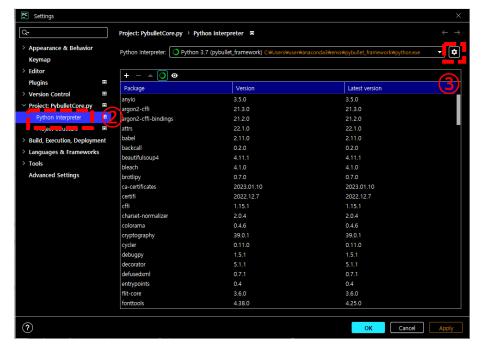


2) Pycharm

③ Open PybulletCore.py with Pycharm and set Python Interpreter









2) Pycharm

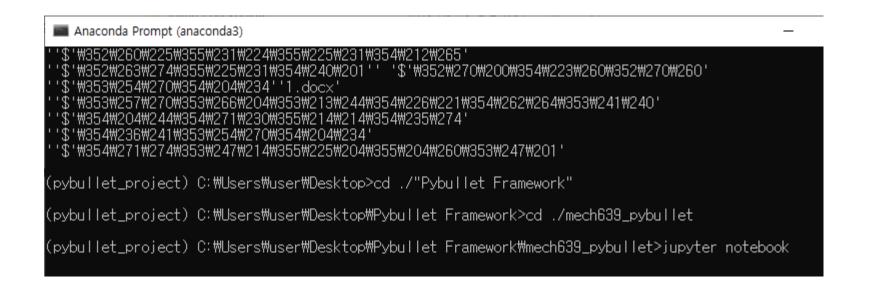
③ Open PybulletCore.py with Pycharm, and set Python Interpreter

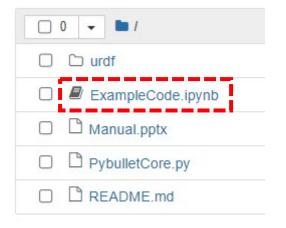




1) Jupyter notebook

① Open jupyter notebook in project directory, and open *ExampleCode.ipynb*







1) Jupyter notebook

```
In []:

import numpy as np

from PybulletCore import pybullet_core

*load_ext autoreload

*autoreload 2
```

1. Open Pybullet GUI

```
In [ ]:     pb = pybullet_core()
# pb.connect_pybullet(robot_name = "Indy7", joint_limit=False)
pb.connect_pybullet(robot_name = "IndyRP2", joint_limit=False)
Create pybullet instance and start simulation
pb.connect_pybullet(robot_name = "IndyRP2", joint_limit=False)
```

2. Move robot

```
In []: pb.MoveRobot(2*(1-2*np.random.rand(7)), verbose=True) Move robot with random joint states
```

3. Close Pybullet GUI

<pre>In []: pb.disconnect_pybullet()</pre>	Close pybullet	
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2) Pycharm

Some base codes are defined in PybulletCore.py.

def connect_pybullet(self, robot_name = 'IndyRP2', joint_limit = True)

- Open pybullet GUI and load robot.
- Run simulation thread

def disconnect_pybullet(self)

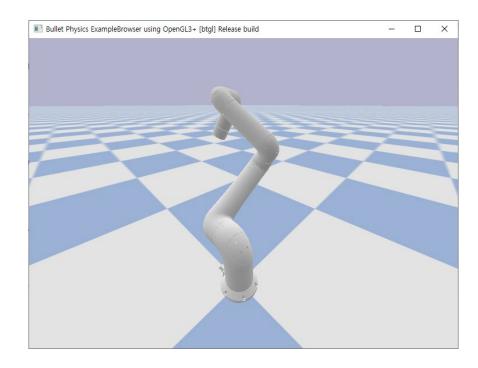
Close pybullet GUI

def _SetRobotJoint(self)

- This function is run in thread.
- The position controller makes the robot the desired joint angle.

def MoveRobot(self, angle, verbose=False)

Change the desired joint angle.





3) To do list

For a term project, you need to implement a basic robotics tools such as [Adjoint], [Jacobian], [Forward Kinematics] and etc. Maybe this material will help you to implement them.

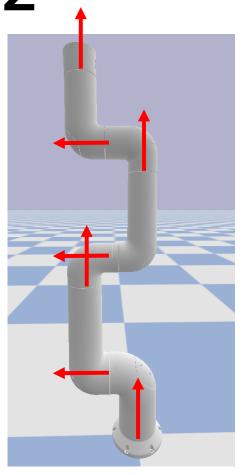
https://github.com/NxRLab/ModernRobotics

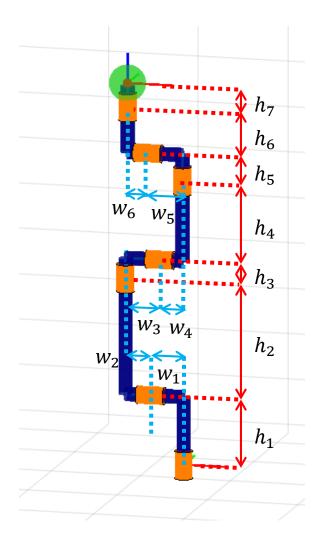
Additionally, the following manual provides example code and functions for simulating Pybullet.

https://docs.google.com/document/d/10sXEhzFRSnvFcl3XxNGhnD4N2SedqwdAvK3dsihxVUA/edit# https://github.com/bulletphysics/bullet3/tree/master/examples/pybullet/examples



3. IndyRP2





To define screw of each joints, the robot's parameters are needed. This information can be obtained using p.getLinkStates() function.