Assignment 1

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## Question 1

## A robot on a chessboard Description automatically generated

A robot on a chessboard

Description automatically generated

A white robot on a chess board

Description automatically generated

A robot on a chess board

Description automatically generated

## Question 2

### Pictures

A robot arm on a table

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A robot on a table

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### Code

Build\_tower.py

import sys

import os

import time

import threading

from kortex\_api.autogen.client\_stubs.BaseClientRpc import BaseClient

from kortex\_api.autogen.client\_stubs.BaseCyclicClientRpc import BaseCyclicClient

from kortex\_api.autogen.messages import Base\_pb2, BaseCyclic\_pb2, Common\_pb2

# Maximum allowed waiting time during actions (in seconds)

TIMEOUT\_DURATION = 20

# Create closure to set an event after an END or an ABORT

def check\_for\_end\_or\_abort(e):

    """Return a closure checking for END or ABORT notifications

    Arguments:

    e -- event to signal when the action is completed

        (will be set when an END or ABORT occurs)

    """

    def check(notification, e = e):

        print("EVENT : " + \

              Base\_pb2.ActionEvent.Name(notification.action\_event))

        if notification.action\_event == Base\_pb2.ACTION\_END \

        or notification.action\_event == Base\_pb2.ACTION\_ABORT:

            e.set()

    return check

def set\_gripper(base, position):

    gripper\_command = Base\_pb2.GripperCommand()

    finger = gripper\_command.gripper.finger.add()

    # Close the gripper with position increments

    print("Performing gripper test in position...")

    gripper\_command.mode = Base\_pb2.GRIPPER\_POSITION

    finger.value = position

    print(f"Going to position {position}")

    base.SendGripperCommand(gripper\_command)

def get\_gripper(base):

    gripper\_request = Base\_pb2.GripperRequest()

    gripper\_request.mode = Base\_pb2.GRIPPER\_POSITION

    gripper\_measure = base.GetMeasuredGripperMovement(gripper\_request)

    if len (gripper\_measure.finger):

        print(f"Current position is : {gripper\_measure.finger[0].value}")

        return gripper\_measure.finger[0].value

    return None

def example\_move\_to\_home\_position(base):

    # Make sure the arm is in Single Level Servoing mode

    base\_servo\_mode = Base\_pb2.ServoingModeInformation()

    base\_servo\_mode.servoing\_mode = Base\_pb2.SINGLE\_LEVEL\_SERVOING

    base.SetServoingMode(base\_servo\_mode)

    # Move arm to ready position

    print("Moving the arm to a safe position")

    action\_type = Base\_pb2.RequestedActionType()

    action\_type.action\_type = Base\_pb2.REACH\_JOINT\_ANGLES

    action\_list = base.ReadAllActions(action\_type)

    action\_handle = None

    for action in action\_list.action\_list:

        if action.name == "Home":

            action\_handle = action.handle

    if action\_handle == None:

        print("Can't reach safe position. Exiting")

        return False

    e = threading.Event()

    notification\_handle = base.OnNotificationActionTopic(

        check\_for\_end\_or\_abort(e),

        Base\_pb2.NotificationOptions()

    )

    base.ExecuteActionFromReference(action\_handle)

    finished = e.wait(TIMEOUT\_DURATION)

    base.Unsubscribe(notification\_handle)

    if finished:

        print("Safe position reached")

    else:

        print("Timeout on action notification wait")

    return finished

def example\_angular\_action\_movement(base, angles=[0.0, 0.0, 0.0, 0.0, 0.0, 0.0]):

    print("Starting angular action movement ...")

    action = Base\_pb2.Action()

    action.name = "Example angular action movement"

    action.application\_data = ""

    actuator\_count = base.GetActuatorCount()

    # Place arm straight up

    print(actuator\_count.count)

    if actuator\_count.count != len(angles):

        print(f"bad lengths {actuator\_count.count} {len(angles)}")

    for joint\_id in range(actuator\_count.count):

        joint\_angle = action.reach\_joint\_angles.joint\_angles.joint\_angles.add()

        joint\_angle.joint\_identifier = joint\_id

        joint\_angle.value = angles[joint\_id]

    e = threading.Event()

    notification\_handle = base.OnNotificationActionTopic(

        check\_for\_end\_or\_abort(e),

        Base\_pb2.NotificationOptions()

    )

    print("Executing action")

    base.ExecuteAction(action)

    print("Waiting for movement to finish ...")

    finished = e.wait(TIMEOUT\_DURATION)

    base.Unsubscribe(notification\_handle)

    if finished:

        print("Angular movement completed")

    else:

        print("Timeout on action notification wait")

    return finished

def example\_cartesian\_action\_movement(base, base\_cyclic):

    print("Starting Cartesian action movement ...")

    action = Base\_pb2.Action()

    action.name = "Example Cartesian action movement"

    action.application\_data = ""

    feedback = base\_cyclic.RefreshFeedback()

    cartesian\_pose = action.reach\_pose.target\_pose

    cartesian\_pose.x = feedback.base.tool\_pose\_x          # (meters)

    cartesian\_pose.y = feedback.base.tool\_pose\_y - 0.1    # (meters)

    cartesian\_pose.z = feedback.base.tool\_pose\_z - 0.2    # (meters)

    cartesian\_pose.theta\_x = feedback.base.tool\_pose\_theta\_x # (degrees)

    cartesian\_pose.theta\_y = feedback.base.tool\_pose\_theta\_y # (degrees)

    cartesian\_pose.theta\_z = feedback.base.tool\_pose\_theta\_z # (degrees)

    e = threading.Event()

    notification\_handle = base.OnNotificationActionTopic(

        check\_for\_end\_or\_abort(e),

        Base\_pb2.NotificationOptions()

    )

    print("Executing action")

    base.ExecuteAction(action)

    print("Waiting for movement to finish ...")

    finished = e.wait(TIMEOUT\_DURATION)

    base.Unsubscribe(notification\_handle)

    if finished:

        print("Cartesian movement completed")

    else:

        print("Timeout on action notification wait")

    return finished

def main():

    sys.path.insert(0, os.path.join(os.path.dirname(\_\_file\_\_), ".."))

    import utilities

    # Parse arguments

    args = utilities.parseConnectionArguments()

    # Create connection to the device and get the router

    with utilities.DeviceConnection.createTcpConnection(args) as router:

        # Create required services

        base = BaseClient(router)

        base\_cyclic = BaseCyclicClient(router)

        success = True

        set\_gripper(base, 0.0)

        time.sleep(2)

        success &= example\_move\_to\_home\_position(base)

        #First Block

        success &= example\_angular\_action\_movement(base, [48,-58,78,0,0,0])

        set\_gripper(base, 1.0)

        time.sleep(2)

        success &= example\_angular\_action\_movement(base, [0,0,78,0,0,0])

        # Stack Spot

        success &= example\_angular\_action\_movement(base, [0,-58,78,0,0,0])

        set\_gripper(base, 0.0)

        time.sleep(2)

        # No hit

        success &= example\_angular\_action\_movement(base, [0,0,60,0,0,0])

        # 2 Block

        success &= example\_angular\_action\_movement(base, [-4,-37,126,0,0,0])

        set\_gripper(base, 1.0)

        time.sleep(2)

        success &= example\_angular\_action\_movement(base, [0,0,126,0,0,0])

        # Stack Spot

        success &= example\_angular\_action\_movement(base, [0,-52,83,0,0,0])

        set\_gripper(base, 0.0)

        time.sleep(2)

        # Reset For next

        success &= example\_angular\_action\_movement(base, [0,-40,80,0,0,0])

        # 3 Block

        success &= example\_angular\_action\_movement(base, [-9,-47,98,0,0,30])

        set\_gripper(base, 1.0)

        time.sleep(2)

        # Reset and setup

        success &= example\_angular\_action\_movement(base, [0,-40,80,0,0,0])

        # Last Drop

        success &= example\_angular\_action\_movement(base, [0,-47,84,0,0,0])

        set\_gripper(base, 0.0)

        time.sleep(2)

        return 0 if success else 1

if \_\_name\_\_ == "\_\_main\_\_":

    exit(main())

### How successful were you in this task?

I would say 70% successful as although it does work, it could be better. The tower itself was stable enough but if I had adjusted the arm more, it would have been better.

## Question 3

### Pictures

A screenshot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generated

### Code

import math

import numpy as np

import rclpy

from rclpy.node import Node

from rclpy.parameter import Parameter

from rcl\_interfaces.msg import SetParametersResult

from nav\_msgs.msg import Odometry

from geometry\_msgs.msg import Twist, Pose, Point, Quaternion

from nav\_msgs.msg import Odometry

def euler\_from\_quaternion(quaternion):

    """

    Converts quaternion (w in last place) to euler roll, pitch, yaw

    quaternion = [x, y, z, w]

    """

    x = quaternion.x

    y = quaternion.y

    z = quaternion.z

    w = quaternion.w

    sinr\_cosp = 2 \* (w \* x + y \* z)

    cosr\_cosp = 1 - 2 \* (x \* x + y \* y)

    roll = np.arctan2(sinr\_cosp, cosr\_cosp)

    sinp = 2 \* (w \* y - z \* x)

    pitch = np.arcsin(sinp)

    siny\_cosp = 2 \* (w \* z + x \* y)

    cosy\_cosp = 1 - 2 \* (y \* y + z \* z)

    yaw = np.arctan2(siny\_cosp, cosy\_cosp)

    return roll, pitch, yaw

class MoveToGoal(Node):

    def \_\_init\_\_(self):

        super().\_\_init\_\_('move\_robot\_to\_goal')

        self.get\_logger().info(f'{self.get\_name()} created')

        self.declare\_parameter('goal\_x', 0.0)

        self.\_goal\_x = self.get\_parameter('goal\_x').get\_parameter\_value().double\_value

        self.declare\_parameter('goal\_y', 0.0)

        self.\_goal\_y = self.get\_parameter('goal\_y').get\_parameter\_value().double\_value

        self.declare\_parameter('goal\_t', 0.0)

        self.\_goal\_t = self.get\_parameter('goal\_t').get\_parameter\_value().double\_value

        self.declare\_parameter('max\_vel', 0.4)

        self.\_max\_vel = self.get\_parameter('max\_vel').get\_parameter\_value().double\_value

        self.declare\_parameter('cmd\_gain', 5.0)

        self.\_cmd\_gain = self.get\_parameter('cmd\_gain').get\_parameter\_value().double\_value

        self.add\_on\_set\_parameters\_callback(self.parameter\_callback)

        self.get\_logger().info(f"initial goal {self.\_goal\_x} {self.\_goal\_y} {self.\_goal\_t}")

        self.get\_logger().info(f"maximum velocity {self.\_max\_vel}")

        self.\_subscriber = self.create\_subscription(Odometry, "/odom", self.\_listener\_callback, 1)

        self.\_publisher = self.create\_publisher(Twist, "/cmd\_vel", 1)

    def \_listener\_callback(self, msg, vel\_gain=5.0, max\_vel=0.2, max\_pos\_err=0.05):

        pose = msg.pose.pose

        max\_vel = self.\_max\_vel

        vel\_gain = self.\_cmd\_gain

        cur\_x = pose.position.x

        cur\_y = pose.position.y

        o = pose.orientation

        roll, pitchc, yaw = euler\_from\_quaternion(o)

        cur\_t = yaw

        x\_diff = self.\_goal\_x - cur\_x

        y\_diff = self.\_goal\_y - cur\_y

        dist = math.sqrt(x\_diff \* x\_diff + y\_diff \* y\_diff)

        twist = Twist()

        if dist > max\_pos\_err:

            x = max(min(x\_diff \* vel\_gain, max\_vel), -max\_vel)

            y = max(min(y\_diff \* vel\_gain, max\_vel), -max\_vel)

            twist.linear.x = x \* math.cos(cur\_t) + y \* math.sin(cur\_t)

            twist.linear.y = -x \* math.sin(cur\_t) + y \* math.cos(cur\_t)

        angle\_diff = math.atan2(math.sin(self.\_goal\_t - cur\_t), math.cos(self.\_goal\_t - cur\_t))

        if abs(angle\_diff) > max\_pos\_err:

            self.get\_logger().info(f"Twist {angle\_diff}")

            twist.angular.z = max(min(angle\_diff \* vel\_gain\*4, max\_vel\*5), -max\_vel\*5)

            self.get\_logger().info(f"Twist ang {twist.angular.z}")

        self.get\_logger().info(f"at ({cur\_x},{cur\_y},{cur\_t}) goal ({self.\_goal\_x},{self.\_goal\_y},{self.\_goal\_t})")

        self.\_publisher.publish(twist)

    def parameter\_callback(self, params):

        self.get\_logger().info(f'move\_robot\_to\_goal parameter callback {params}')

        for param in params:

            self.get\_logger().info(f'move\_robot\_to\_goal processing {param.name}')

            if param.name == 'goal\_x' and param.type\_ == Parameter.Type.DOUBLE:

                self.\_goal\_x = param.value

            elif param.name == 'goal\_y' and param.type\_ == Parameter.Type.DOUBLE:

                self.\_goal\_y = param.value

            elif param.name == 'goal\_t' and param.type\_ == Parameter.Type.DOUBLE:

                self.\_goal\_t = param.value

            else:

                self.get\_logger().warn(f'{self.get\_name()} Invalid parameter {param.name}')

                return SetParametersResult(successful=False)

            self.get\_logger().warn(f"Changing goal {self.\_goal\_x} {self.\_goal\_y} {self.\_goal\_t}")

        return SetParametersResult(successful=True)

def main(args=None):

    rclpy.init(args=args)

    node = MoveToGoal()

    try:

        rclpy.spin(node)

    except KeyboardInterrupt:

        pass

    rclpy.shutdown()

if \_\_name\_\_ == '\_\_main\_\_':

    main()

## Question 4

### Layout

If not at goal(if dist > max\_pos\_err)

Drive towards goal

For object in object list

If an object in the way of the robot within a range

Follow the obstacle boundary moving to the left or right.

### Explanation

Using \_listener\_callback, if the robot has not reached its goal, move towards the goal until an object is in its way. It checks the list when it moves to simulate it discovering the object by sensors or hitting it. It then follows the object boundary until it can move towards the goal.