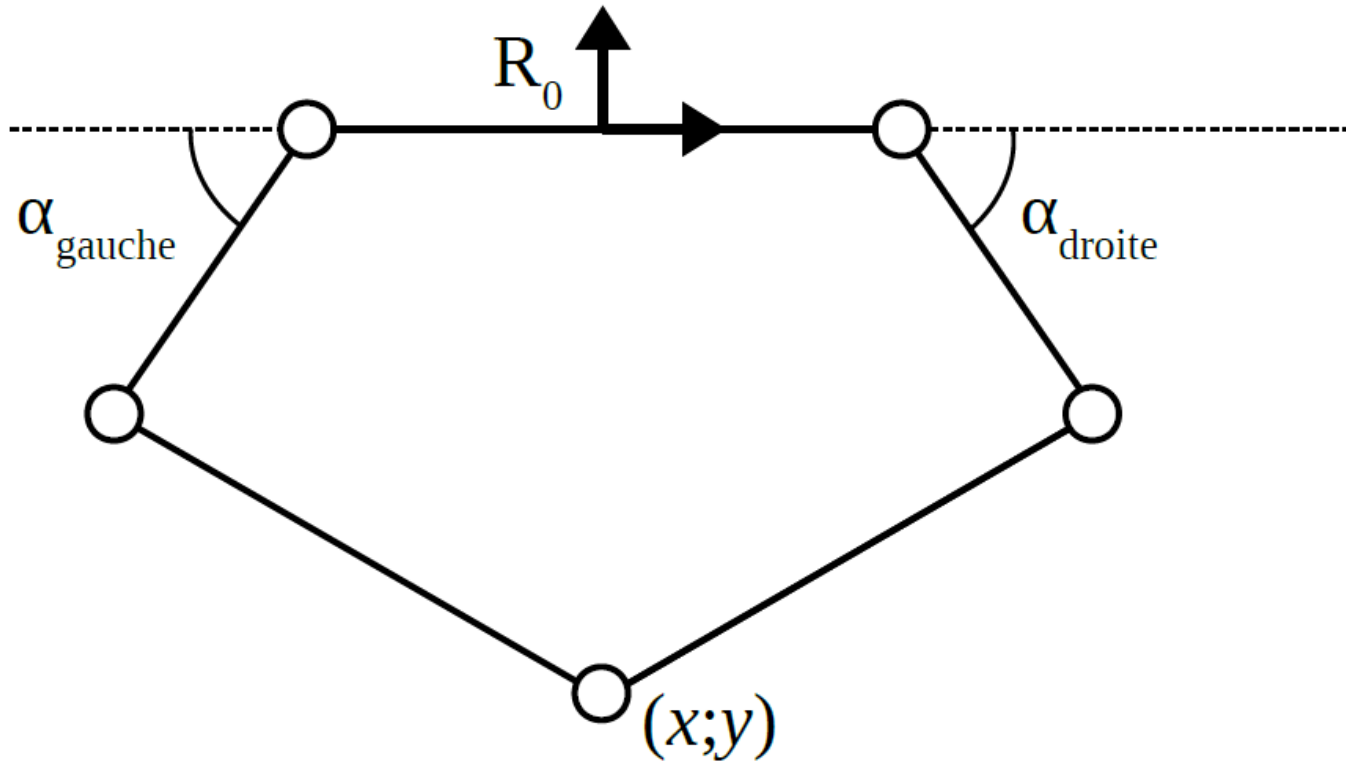
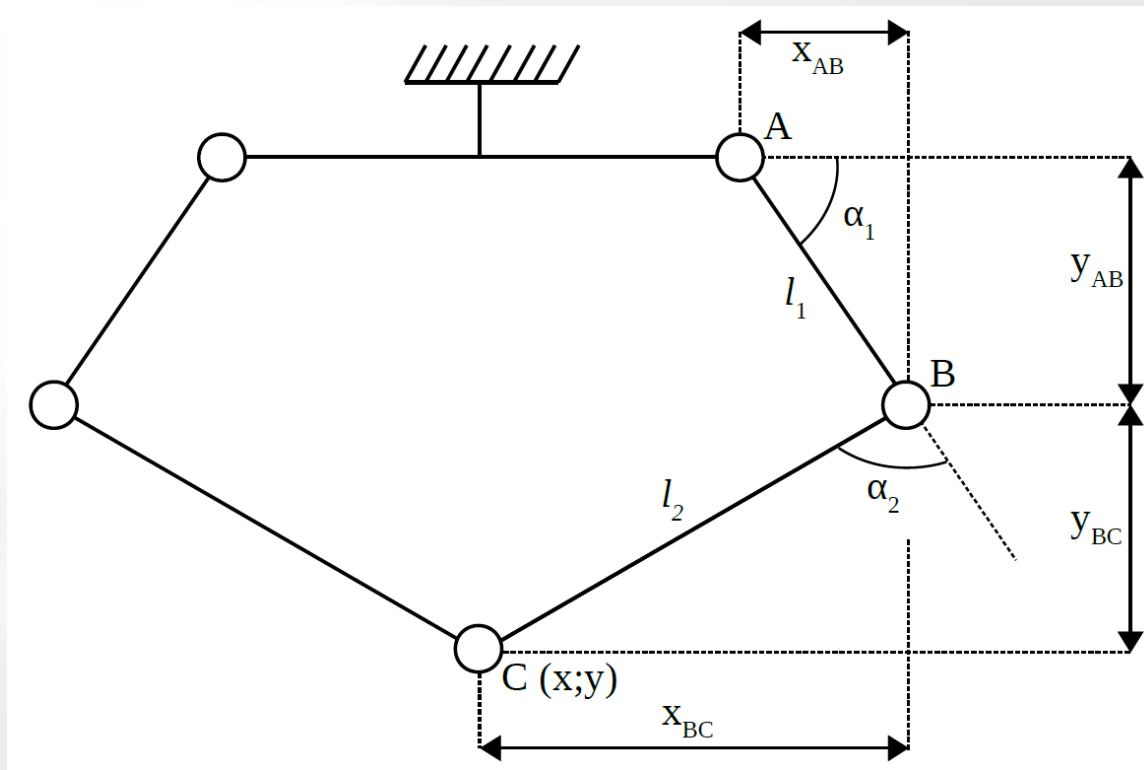


Robot DELTA 2D









$$\alpha_1; \alpha_2 = f(x; y)$$

$$x; y = f(\alpha_1; \alpha_2)$$

$$\begin{cases} x = l_1 \cos \alpha_1 + l_2 \cos(\alpha_1 + \alpha_2) \\ y = l_1 \sin \alpha_1 + l_2 \sin(\alpha_1 + \alpha_2) \end{cases}$$

$$\begin{cases} x = l_1 \cos \alpha_1 + l_2 \cos (\alpha_1 + \alpha_2) \\ y = l_1 \sin \alpha_1 + l_2 \sin (\alpha_1 + \alpha_2) \end{cases}$$

$$\begin{cases} x = a \cos \alpha + b \cos (\beta) \\ y = a \sin \alpha + b \sin (\beta) \end{cases}$$

$$\begin{cases} a^2 \cos^2 \alpha = (x - b \cos \beta)^2 \\ a^2 \sin^2 \alpha = (y - b \sin \beta)^2 \end{cases}$$

$$a^2 (\cos^2 \alpha + \sin^2 \alpha) = x^2 + y^2 + b^2 (\cos^2 \beta + \sin^2 \beta) - 2b(x \cos \beta + y \sin \beta)$$

$$a^2 = x^2 + y^2 + b^2 - 2b(x \cos \beta + y \sin \beta)$$

$$2b(x \cos \beta + y \sin \beta) = x^2 + y^2 + b^2 - a^2$$

$$x \cos \beta + y \sin \beta = \frac{x^2 + y^2 + b^2 - a^2}{2b} = K$$

$$t = \tan \frac{\beta}{2}$$

$$\cos \beta = \frac{1-t^2}{1+t^2}$$

$$\sin \beta = \frac{2t}{1+t^2}$$

$$\cos \beta \, x + \sin \beta \, y = \frac{x(1-t^2)}{1+t^2} + \frac{y2t}{1+t^2} = \frac{x(1-t^2) + y2t}{1+t^2} = K$$

$$\frac{x(1-t^2) + y2t}{1+t^2} = K$$

$$x(1-t^2) + y2t = Kt^2 + K$$

$$(K+x)t^2 - 2yt + K - x = 0$$

$$(K+x)t^2 - 2yt + K - x = 0$$

$$\Delta = b^2 - 4ac$$

$$= (-2y)^2 - 4(K+x)(K-x)$$

$$= 4y^2 - 4(K^2 - x^2) = 4(x^2 + y^2 - K^2)$$

$$t_1 = \frac{-b - \sqrt{\Delta}}{2a} = \frac{-(-2y) - \sqrt{4(x^2 + y^2 - K^2)}}{2(K+x)} = \frac{2y - \sqrt{4(x^2 + y^2 - K^2)}}{2(K+x)} = \frac{y - \sqrt{x^2 + y^2 - K^2}}{(K+x)}$$

$$t_2 = \frac{-b + \sqrt{\Delta}}{2a} = \frac{y + \sqrt{x^2 + y^2 - K^2}}{(K+x)}$$

$$\begin{cases} x = a \cos \alpha + b \cos(\beta) \\ y = a \sin \alpha + b \sin(\beta) \end{cases}$$

$$\begin{cases} a \cos \alpha = x - b \cos(\beta) \\ a \sin \alpha = y - b \sin(\beta) \end{cases}$$

$$\begin{cases} \alpha = \arccos\left(\frac{x - b \cos(\beta)}{a}\right) \\ \alpha = \arcsin\left(\frac{y - b \sin(\beta)}{a}\right) \end{cases}$$

Rappel :

$$t = \tan \frac{\beta}{2}$$

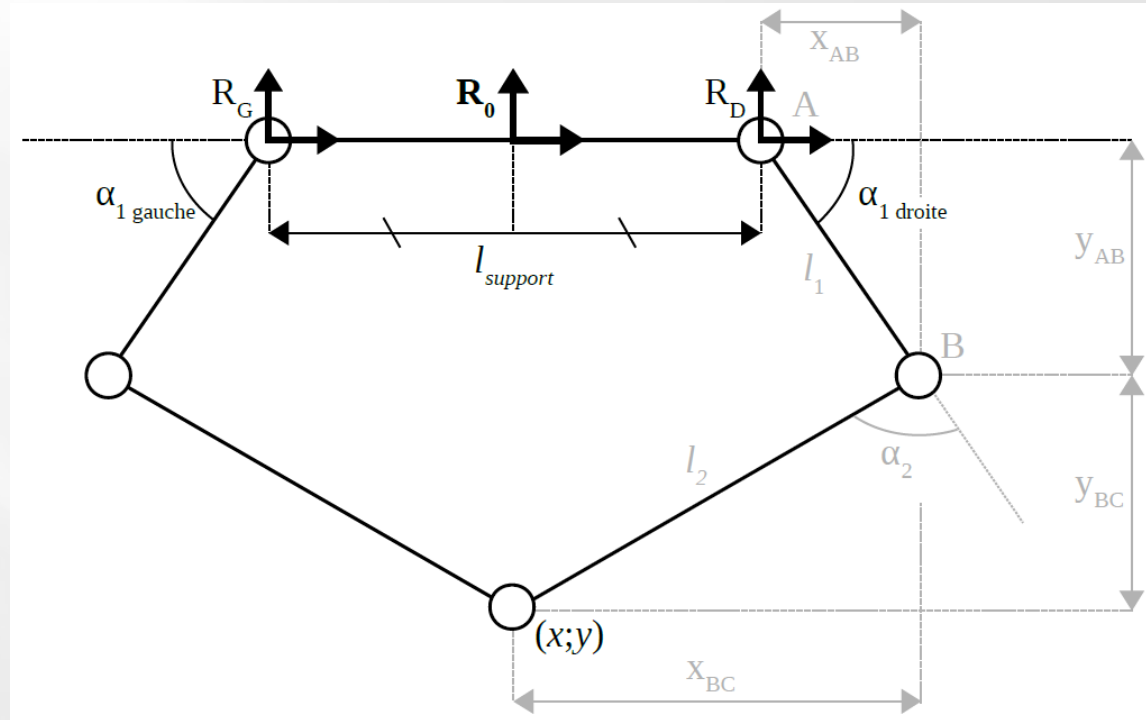
$$\cos \beta = \frac{1-t^2}{1+t^2}$$

$$\alpha = \arccos\left(\frac{x - b \frac{1-t^2}{1+t^2}}{a}\right)$$

$$\alpha = \arcsin\left(\frac{y - b \frac{2t}{1+t^2}}{a}\right)$$

$$x_{gauche} = x + l_{demi-support}$$

$$x_{droite} = x - l_{demi-support}$$





Robot DELTA 2D

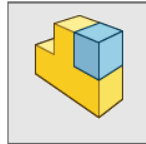


x: 85	Gauche						Droite				
y: -200	x=	210					x=	-40			
	K=	245,572193					K=	131,935829			
demi-support=	t1=	-0,7776023	?				t1=	-3,8672713	?		
bras 1=	t2=	-0,1004144			*180-angle	?	t2=	-0,4835896			*180-angle
bras 2=	angle arccos() (t1)=	0,11396724	6,52984209	173,470158	angle arccos() (t1)=	0,72447137	41,5091519	138,490848			
	angle arccos() (t2)=	1,40805826	80,6757959	99,3242041	angle arccos() (t2)=	2,8119124	161,110713	18,889287			
	angle arcsin() (t1)=	-0,1139672	-6,5298421	186,529842	angle arcsin() (t1)=	-0,7244714	-41,509152	221,509152			
	angle arcsin() (t2)=	-1,4080583	-80,675796	260,675796	angle arcsin() (t2)=	-0,3296803	-18,889287	198,889287			



Pièce

Une représentation 3D d'un simple
composant de conception



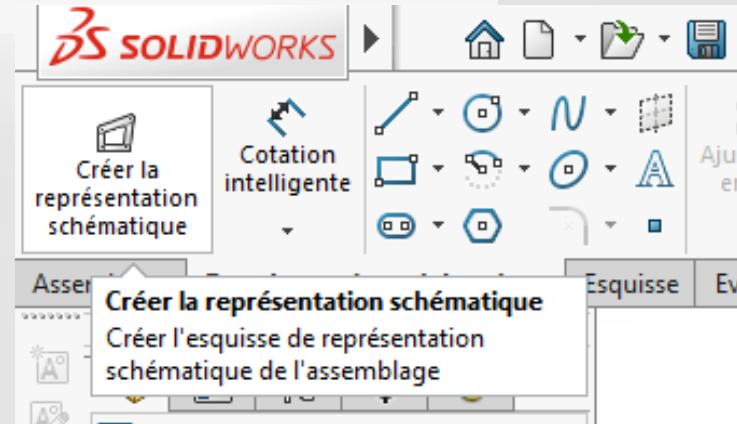
Assemblage

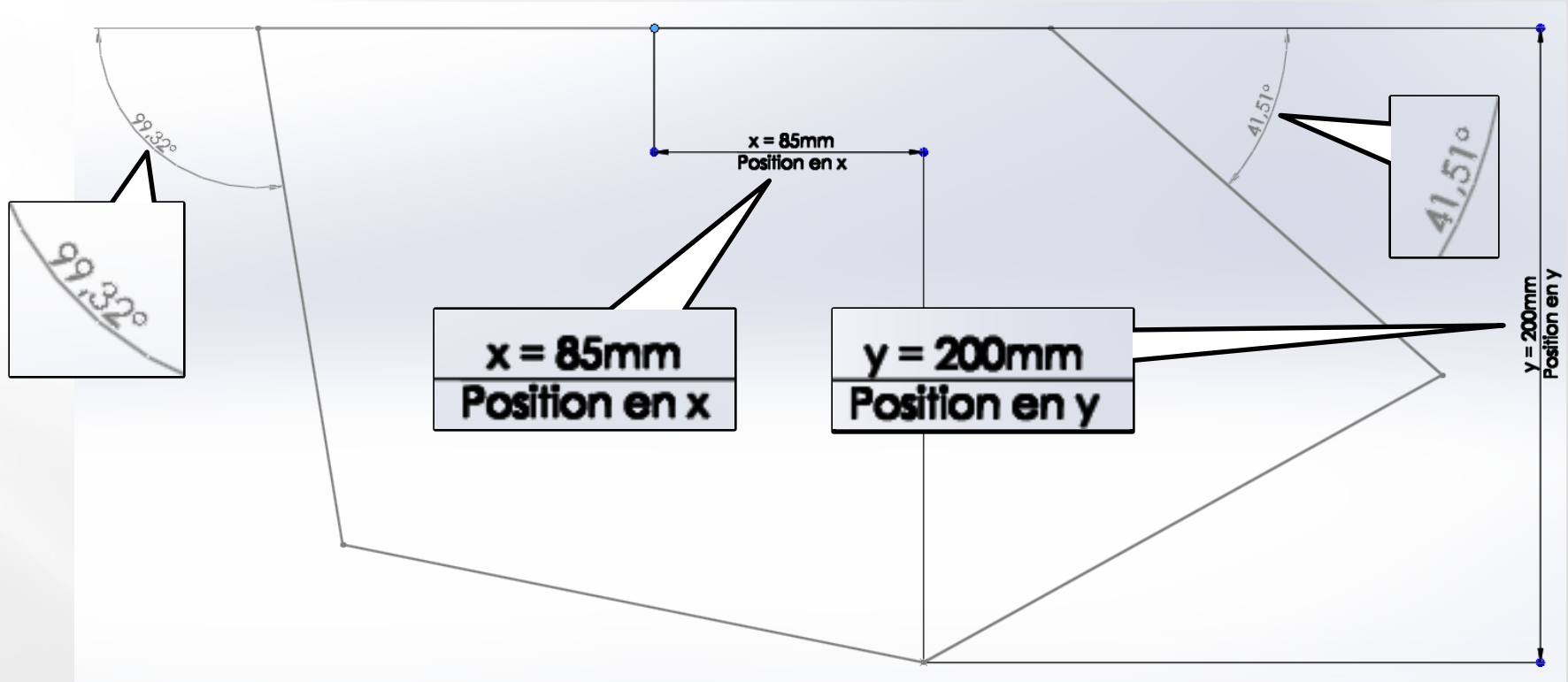
Une composition 3D de pièces et/ou
d'autres assemblages

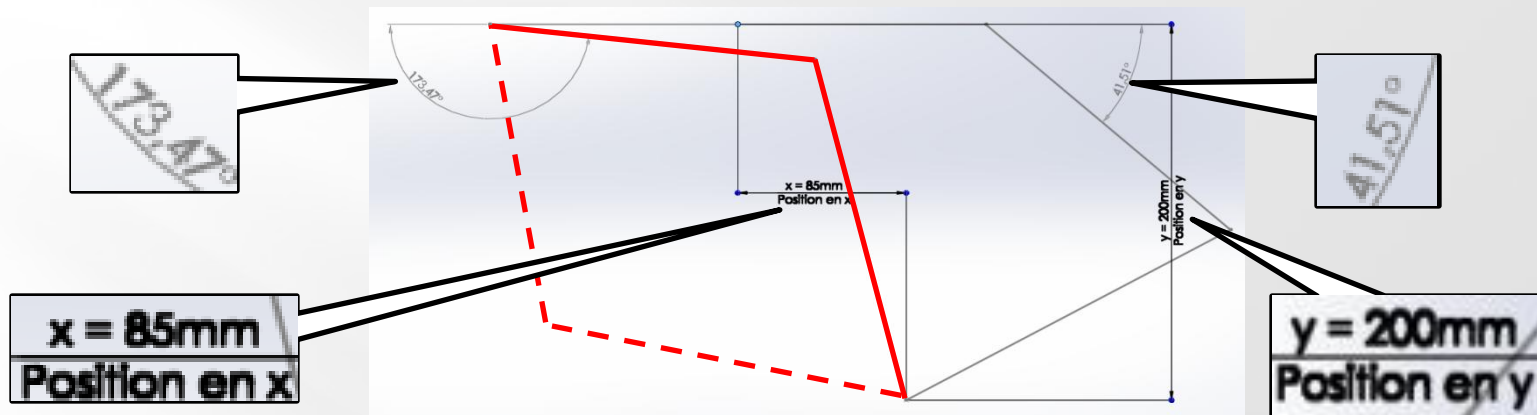


Mise en plan

Une mise en plan d'étude 2D,
généralement une pièce ou un
assemblage





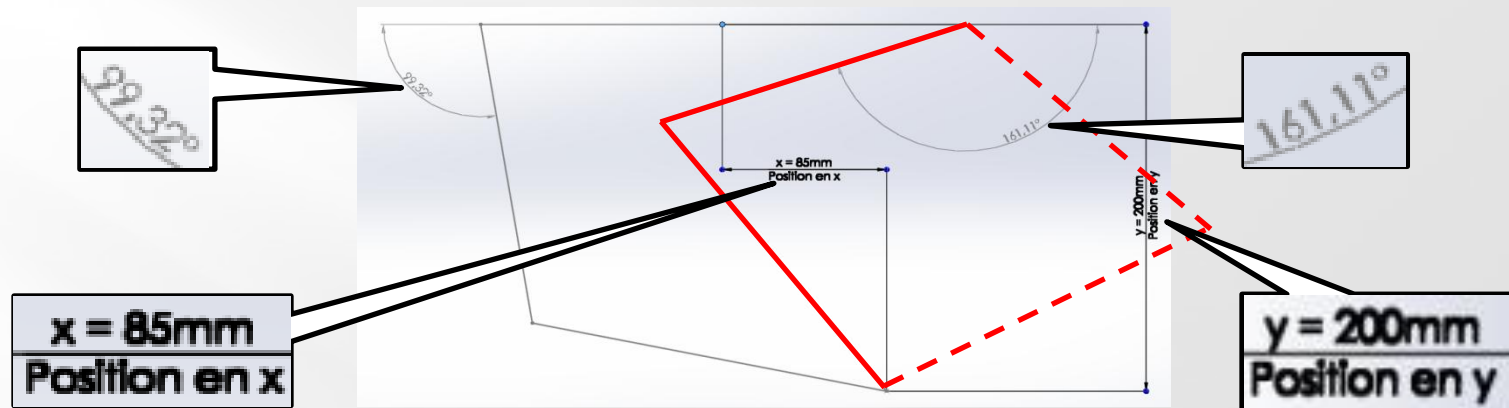


x:	85	Gauche			
y:	-200	x=	210		
		K=	245,572193		
demi-support=	125	t1=	-0,7776023		
bras 1=	165	t2=	-0,1004144		
bras 2=	187	angle arccos() (t1)=	0,11396724	6,52984209	
		angle arccos() (t2)=	1,40805826	80,6757959	99,3242041
		angle arcsin() (t1)=	-0,1139672	-6,5298421	186,529842
		angle arcsin() (t2)=	-1,4080583	-80,675796	260,675796

173,470158

*180-angle

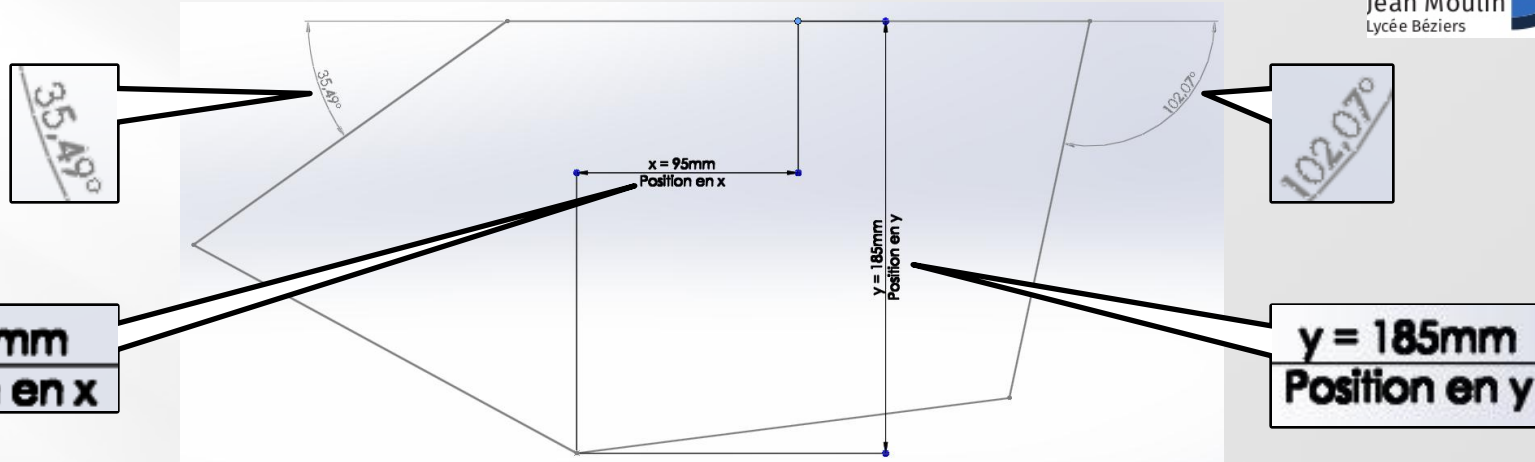
173,470158



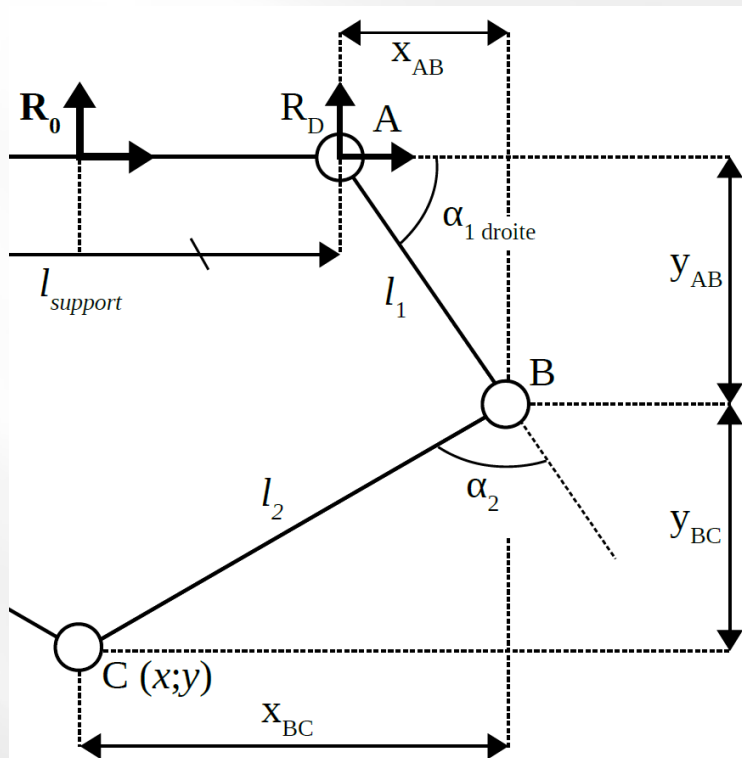
x:	85	Droite			
y:	-200	x=	-40		
		K=	131,935829		
demi-support=	125	t1=	-3,8672713		
bras 1=	165	t2=	-0,4835896		*180-α
bras 2=	187	angle arccos() (t1)=	0,72447137	41,5091519	158,490848
		angle arccos() (t2)=	2,8119124	161,110713	18,889287
		angle arcsin() (t1)=	-0,7244714	-41,509152	221,509152
		angle arcsin() (t2)=	-0,3296803	-18,889287	198,889287

161,110713

Robot DELTA 2D



x: -95	Gauche					Droite				
y: -185	x= 30					x= -220				
	K= 114,622995					K= 241,628342				
demi-support= 125	t1= -2,3044654					t1= -15,752219				
bras 1= 165	t2= -0,2539106					t2= -1,3549631				
bras 2= 187	angle arccos() (t1)= 0,29786494					angle arccos() (t1)= 1,78144905				
	angle arccos() (t2)= 2,52220223	144,511543				angle arccos() (t2)= 3,10335108				
	angle arcsin() (t1)= -0,2978649	*ABS(angle)				angle arcsin() (t1)= -1,3601436				
	angle arcsin() (t2)= -0,6193904	35,488457	OU	144,511543		angle arcsin() (t2)= -0,0382416				



$$x_{droite} = x - l_{demi-support}$$

$$K_{droite} = \frac{x_{droite}^2 + y^2 + b^2 - a^2}{2b}$$

$$t_{droite} = \frac{y - \sqrt{x_{droite}^2 + y^2 - K_{droite}^2}}{(K_{droite} + x_{droite})}$$

$$\alpha_{droite} = \arccos \left(\frac{x_{droite} - b \frac{1 - t_{droite}^2}{1 + t_{droite}^2}}{a} \right)$$

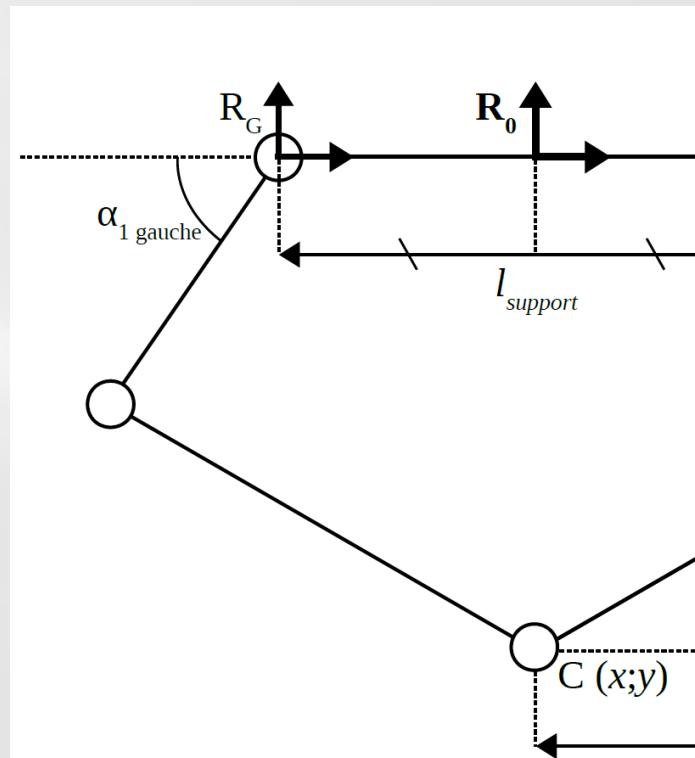


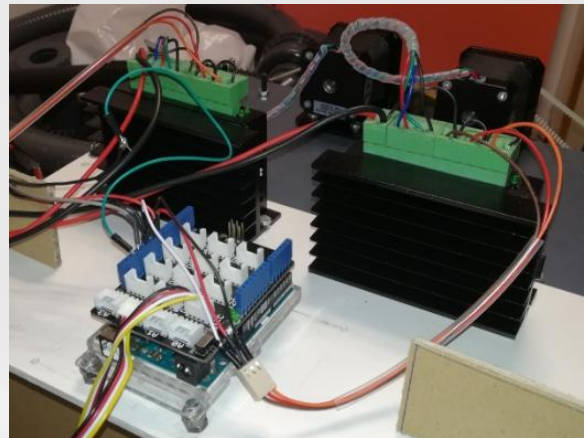
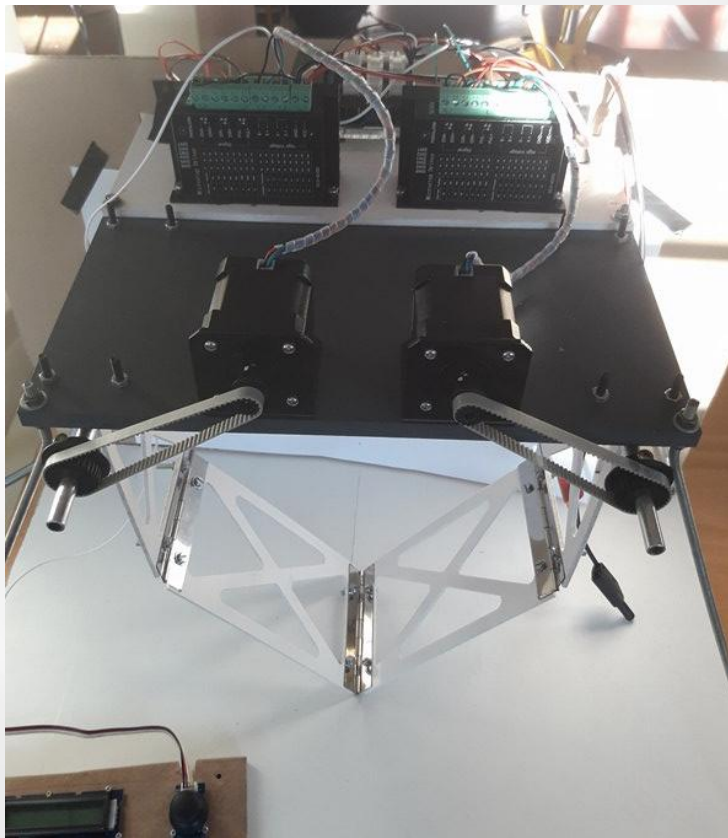
$$x_{gauche} = x + l_{demi-support}$$

$$K_{gauche} = \frac{x_{gauche}^2 + y^2 + b^2 - a^2}{2b}$$

$$t_{gauche} = \frac{y + \sqrt{x_{gauche}^2 + y^2 - K_{gauche}^2}}{(K_{gauche} + x_{gauche})}$$

$$\alpha_{gauche} = 180 - \arccos \left(\frac{x_{gauche} - b \frac{1 - t_{gauche}^2}{1 + t_{gauche}^2}}{a} \right)$$





30/05/2018

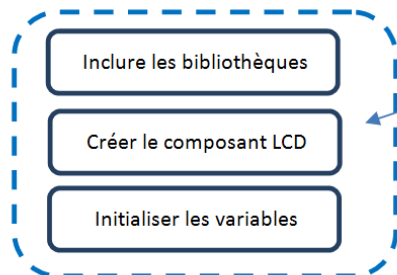
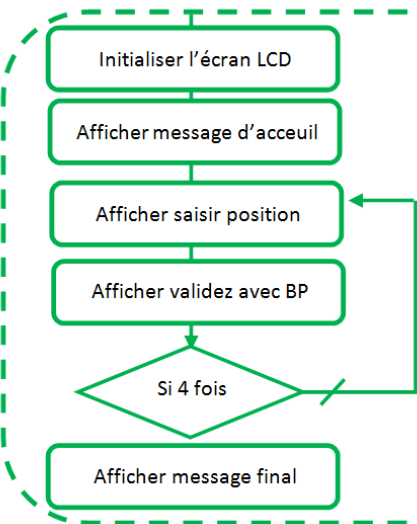
GARCIA Florian TS3

Réal

24



Initialisation

Programme
configuration
setup

		B	o	n	j	o	u	r	,			
t	o	u	t		l	e		m	o	n	d	e

S	a	i	s	i	r		p	o	s	i	t	i	o	n
	e	n		X		e	t		e	n		Y		

		U	t	i	l	i	s	e	z			
	l	e		J	o	y	s	t	i	c	k	

		V	a	l	i	d	e	z		a	v	e	c
		l	e		B	P							

A	p	p	u	y	e	z		s	u	r		B	P
p	o	u	r		c	o	n	t	i	n	u	e	r



```

//***** Bibliothèques. *****/
#include <Wire.h>
#include "rgb_lcd.h"
#include "Math.h"

//***** Variables globales du lcd. *****/
rgb_lcd lcd; // Création du composant LCD
const int colorR = 255; // Configuration de la couleur
const int colorG = 255; // A modifier éventuellement
const int colorB = 255;

//***** Variables globales de gestion_page(). *****/
int fenetre = 0; // Variable de verrouillage fenetre.
int counter = 0; // Variable counter utilisée avec le joystick et gestion_page
int valeur_X = 0; // Variable de recuperation de la valeur en X
int valeur_Y = 0; // Variable de recuperation de la valeur en Y
float Angle_G; // Variable de recuperation de l'angle moteur1 ou gauche
float Angle_D; // Variable de recuperation de l'angle moteur2 ou droit
int position_en_cours = 0;
int position_initiale = 0;
int rac = 0;
int rac2 = 0;

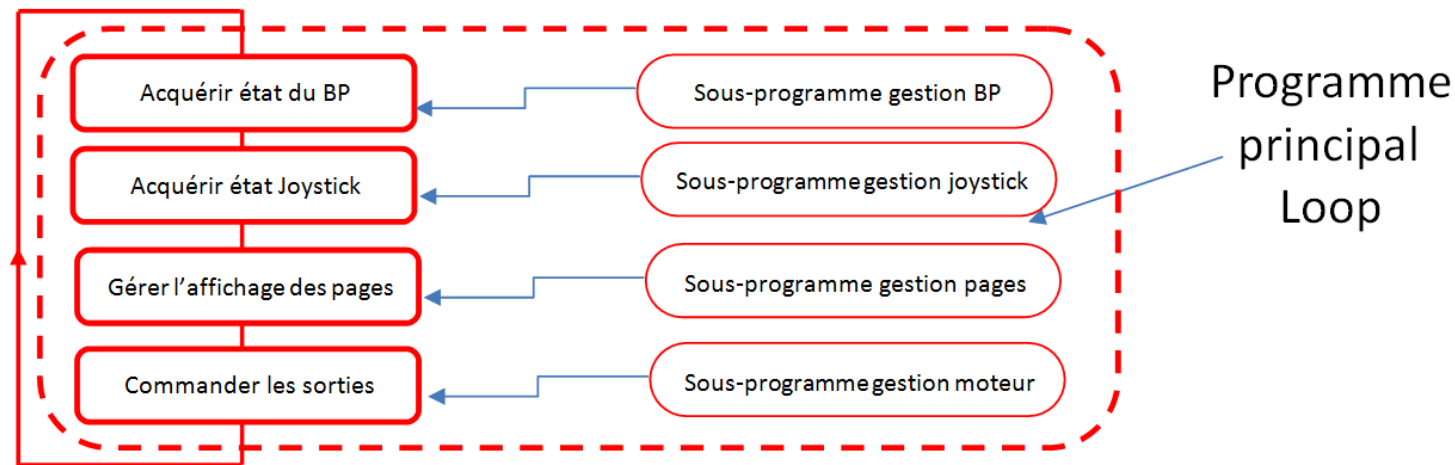
//***** Variable globale de gestion_BP(). *****/
int valide = 0;

//***** Variable globale de recup_joystick(). *****/
int acmin = 0;
int acmax = 0;

//***** Variable globale de calcul_angle(). *****/
float Ang_G;
float Ang_D;
int dir1;
int dir2;

#include <AccelStepper.h>
#include <MultiStepper.h>
#define STEPPER1_DIR_PIN 9
#define STEPPER1_PUL_PIN 10
#define STEPPER2_DIR_PIN 12
#define STEPPER2_PUL_PIN 13
AccelStepper stepper1 (AccelStepper::DRIVER, STEPPER1_PUL_PIN, STEPPER1_DIR_PIN);
AccelStepper stepper2 (AccelStepper::DRIVER, STEPPER2_PUL_PIN, STEPPER2_DIR_PIN);
MultiStepper steppers;

void setup() {
  Serial.begin(9600);
  lcd.begin(16, 2); // Initialisation du LCD en 16 sur 2 lignes
  lcd.setRGB(colorR, colorG, colorB); // Positionnement du curseur à remplir
  lcd.setCursor(4,0); // Ecriture d'un message sur le LCD
  lcd.setCursor(1,1); // Positionnement du curseur à remplir
  lcd.print("Tout le monde!");
  stepper1.setMaxSpeed(400);
  stepper2.setMaxSpeed(400);
  steppers.addStepper(stepper1);
  steppers.addStepper(stepper2);
}
  
```



Robot_Delta_FIINAL\$

calcul_angle\$

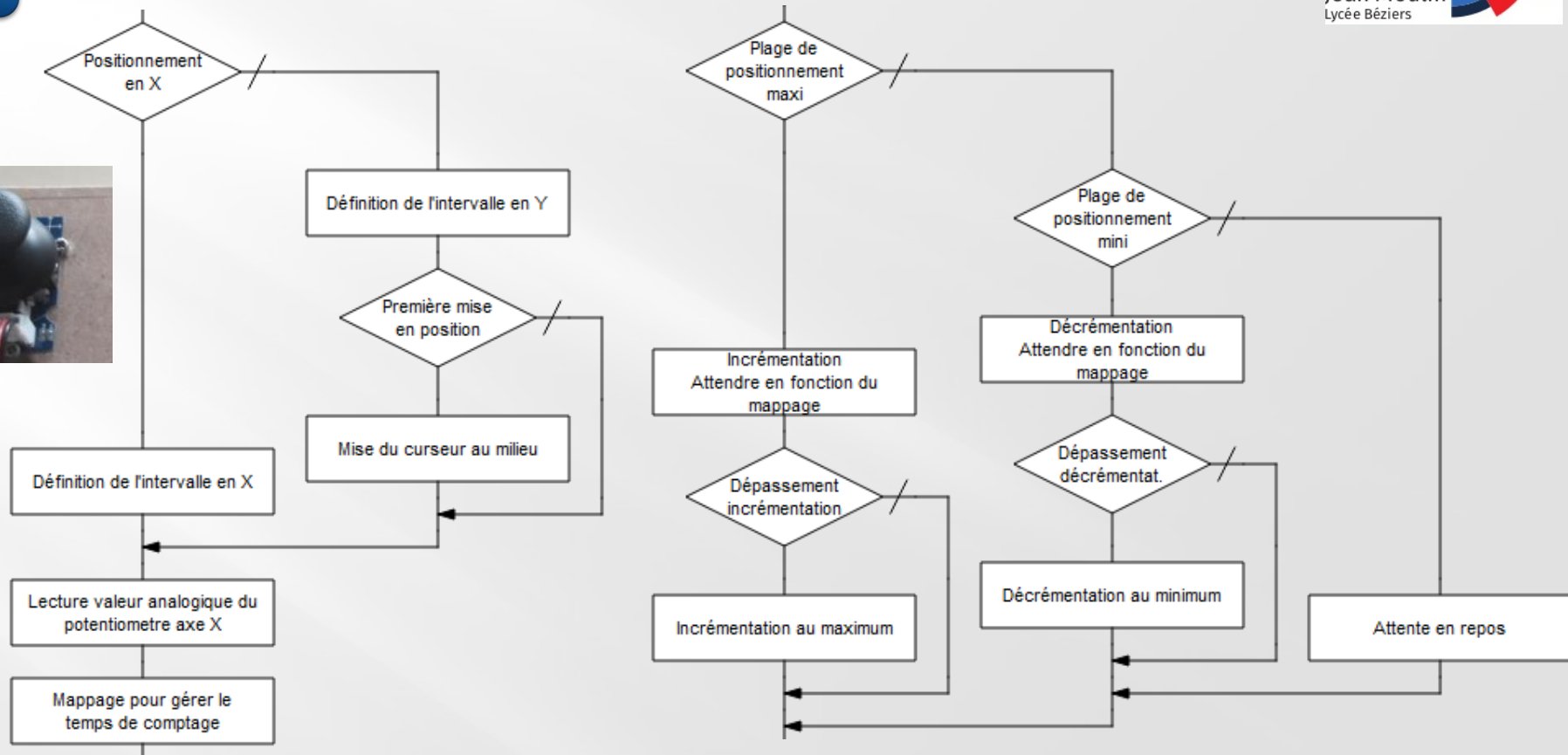
gestion_bp

gestion_mouvement

gestion_pages

recup_joystick

```
void loop() {  
    recup_joystick(); // Appel de la fonction pour récupérer les données du joystick  
    gestion_BP() ; // Appel de la fonction ou sous-programme gestion_BP  
    gestion_pages() ; // Appel de la fonction gérant l'affichage des pages  
    calcul_angle() ; // Appel de la fonction ou sous-programme de calcul des angles  
    gestion_mouvement() ; // Appel de la fonction gérant le positionnement  
}
```

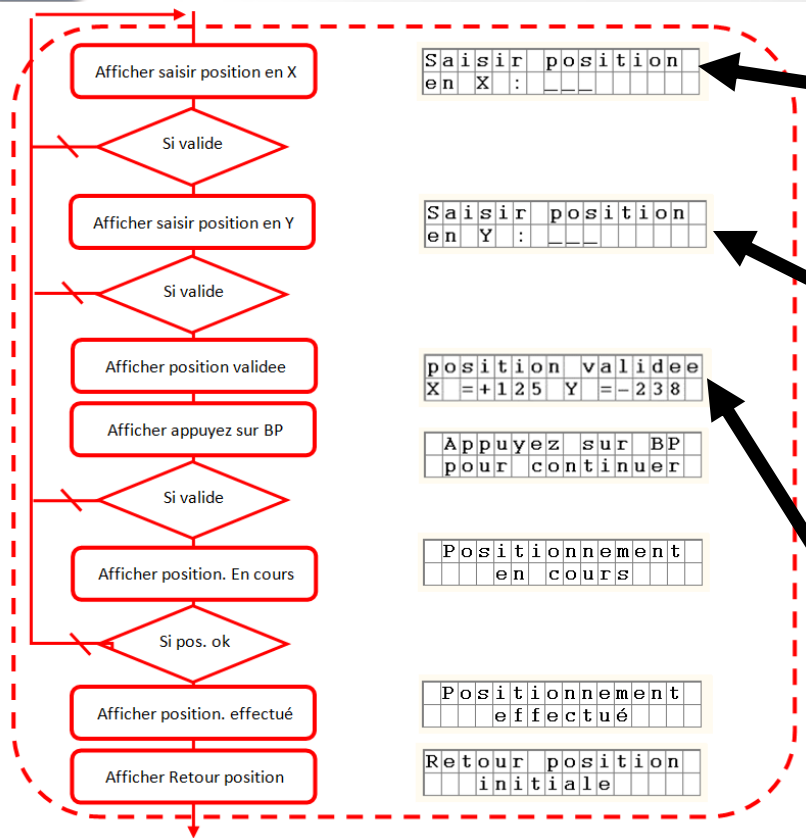



```
int x = map(val, 525, 800, 300, 10)  
int y = map(val, 240, 505, 10, 300)
```

```
counter++;  
delay(x);
```

```
counter--;  
delay(y);
```

```
ystick() {  
    if (val == 1) {scmin = -100; scmax = 100;}  
    if (val == 2) {scmin = -270; scmax = -180;}  
    if (val == 2 && rsc == 0) {counter = -225; rsc = 1;}  
    int val = analogRead(A3); // lecture valeur analogique du potentiometre axe X  
    int x = map(val, 525, 800, 300, 10); // mappage pour gérer le temps de comptage  
    int y = map(val, 240, 505, 10, 300);  
    if (val > 525 && val <=800) { // plage de positionnement maxi  
        counter++;  
        delay(x);  
        if (counter >= scmax) { // si dépassement de l'incréméntation  
            counter = scmax; }  
    }  
    if (val >240 && val <=505) { // plage de positionnement mini  
        counter--;  
        delay(y);  
        if (counter <= scmin) { // si dépassement de la décrémentation  
            counter = scmin; }  
    }  
    if (val >505 && val <=525) { // plage de positionnement repos  
        delay(100); }  
}
```



```

if (valide == 2) { // Si appui 2ième fois sur BP de "VALIDATION"
    fenetre = 1; // gestion des fenetres
    lcd.setCursor(0,0); lcd.print("Saisir position");
    lcd.setCursor(0,1); lcd.print("en X :");
    lcd.setCursor(7,1); lcd.print(counter);
}

```

```

if (fenetre == 1 && valide == 3) // Si appui 3ième fois sur BP de "VALIDATION"
{
    valeur_X = counter; // Mémorisation de la valeur en X
    fenetre = 2; // autorisation affichage fenetre 2
    counter = 0; // Mise à 0 variable counter
}

```

```

if (fenetre == 2) {
    lcd.setCursor(0,0); lcd.print("Saisir position");
    lcd.setCursor(0,1); lcd.print("en Y :");
    lcd.setCursor(7,1); lcd.print(counter);
}

```

```

if (fenetre == 2 && valide == 4) // Si appui 4ième fois sur BP de "VALIDATION"
{
    valeur_Y = counter; // Mémorisation de la valeur en Y
    fenetre = 3; // autorisation affichage fenetre 3
    counter = -225; // Mise à 0 variable counter
}

```

```

if (fenetre == 3){
    if (valide == 5){fenetre = 4;}
    lcd.setCursor(0,0); lcd.print("Position validee.");
    lcd.setCursor(0,1); lcd.print("X = ");
    lcd.setCursor(4,1); lcd.print(valeur_X);
    lcd.setCursor(8,1); lcd.print("Y =");
    lcd.setCursor(12,1); lcd.print(valeur_Y);
}

```





```
int a = 165;
int b = 187;
```

$$x_{droite} = x - l_{demi-support}$$

```
float x_d = (float) (x - 125);
```

$$\alpha_{droite} = \arccos \left(\frac{x_{droite} - b \frac{1-t_{droite}^2}{1+t_{droite}^2}}{a} \right)$$

```
float Alpha_D = (float) acos((x_d - (b*cos(Betta_D))) / a);
float Angle_D = (float) (abs((Alpha_D * 180) / PI));
```

$$x_{gauche} = x + l_{demi-support}$$

```
float x_g = (float) (x + 125);
```

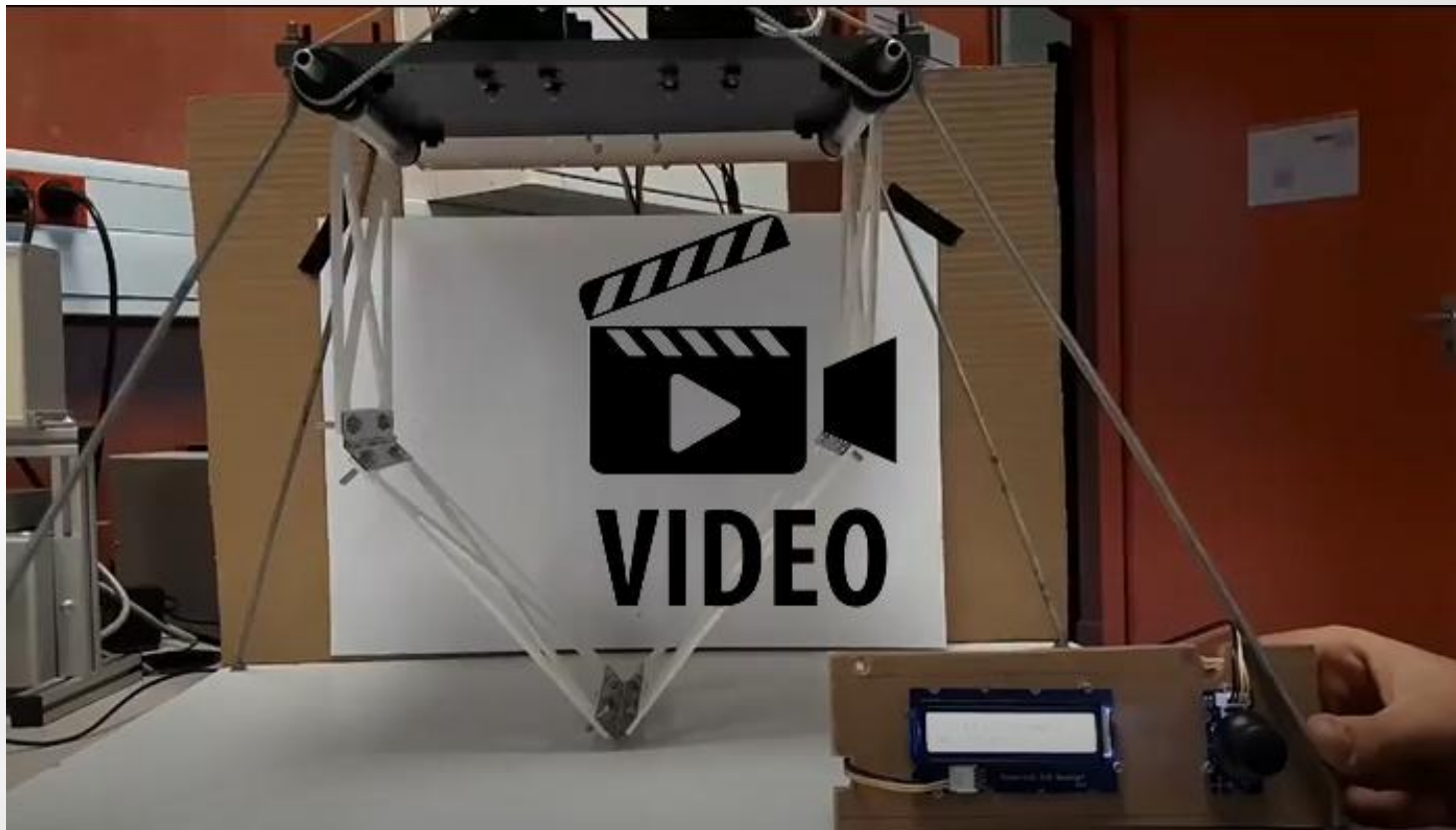
$$\alpha_{gauche} = 180 - \arccos \left(\frac{x_{gauche} - b \frac{1-t_{gauche}^2}{1+t_{gauche}^2}}{a} \right)$$

```
float Alpha_G = (float) acos((x_g - (b*cos(Betta_G))) / a);
float Angle_G = (float) (180 - (abs((Alpha_G * 180) / PI)));
```

```
int a = 165;
int b = 187;
int aa = 27225;
int bb = 34969;

float x_d = (float) (x - 125);
float y_d = (float) (y);
float xx_d = (float) (x_d * x_d);
float yy_d = (float) (y_d * y_d);
float K_D = (float) ((xx_d) + (yy_d) + (34969) - (aa))/(2*b);
float a_Delta_D = (float) (K_D) + (x_d);
float b_Delta_D = (float) (-2) * (y_d);
float c_Delta_D = (float) (K_D) - (x_d);
float bb_Delta_D = (float) (b_Delta_D) * (b_Delta_D);
float Delta_D = (float) (bb_Delta_D - (4*(a_Delta_D)) * (c_Delta_D));
float T_D = (float) ((-b_Delta_D - sqrt(Delta_D))/(2* a_Delta_D));
float Betta_D = (float) (2 * atan(T_D));
float Alpha_D = (float) acos((x_d - (b*cos(Betta_D))) / a);
float Angle_D = (float) (abs((Alpha_D * 180) / PI));

float x_g = (float) (x + 125);
float y_g = (float) (y);
float xx_g = (float) (x_g * x_g);
float yy_g = (float) (y_g * y_g);
float K_G = (float) ((xx_g) + (yy_g) + (34969) - (aa))/(2*b);
float a_Delta_G = (float) (K_G) + (x_g);
float b_Delta_G = (float) (-2) * (y_g);
float c_Delta_G = (float) (K_G) - (x_g);
float bb_Delta_G = (float) (b_Delta_G) * (b_Delta_G);
float Delta_G = (float) (bb_Delta_G - (4*(a_Delta_G)) * (c_Delta_G));
float T_G = (float) ((-b_Delta_G + sqrt(Delta_G))/(2* a_Delta_G));
float Betta_G = (float) (2 * atan(T_G));
float Alpha_G = (float) acos((x_g - (b*cos(Betta_G))) / a);
float Angle_G = (float) (180 - (abs((Alpha_G * 180) / PI)));
```



Ce que j'ai appris

Manipulation des outils mathématiques et informatiques

Mise en équation des problèmes identifiés

Apport de solutions

Résolution des problèmes expérimentaux

Travail de groupe