Outline

- Theory: Cartesian Control
- Theory: Gaze Controller
- Introduction to Interfaces for Operational Control
- Tutorials (together)
- Test code (on your own)

Prerequisites

- YARP Ports
- iCub_SIM
- Acquiring and processing YARP Images
- **YARP Motor Interfaces** (IPositionControl, IEncoders …)

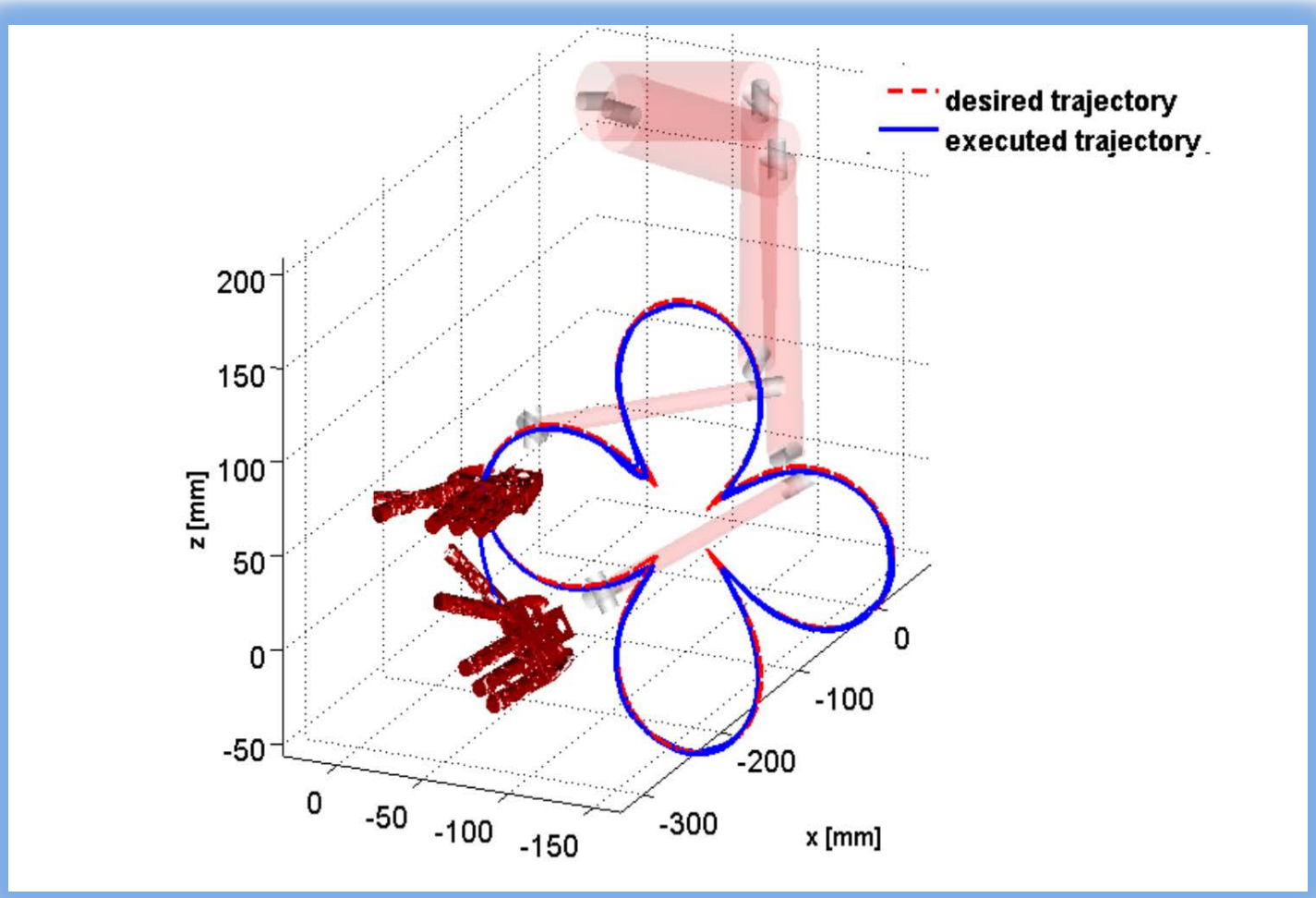
Configuration Space Control

You know **q** (joints set-points), you can control directly the motors

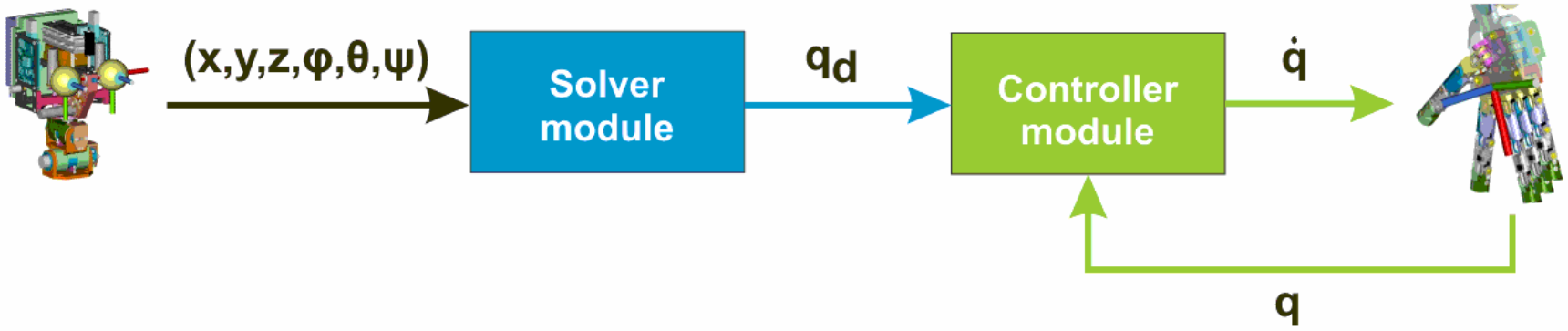
Operational (Cartesian) Space Control

You know **x** (3D/6D points), you cannot control directly the motors, you have to solve the **Inverse Kinematics (IK) problem** beforehand.

The Problem


desired trajectory
executed trajectory
z [mm]
200
150
100
50
0
-50
0
-50
-100
-150
-300
-200
-100
0
x [mm]

The Cartesian Controller (1/5)



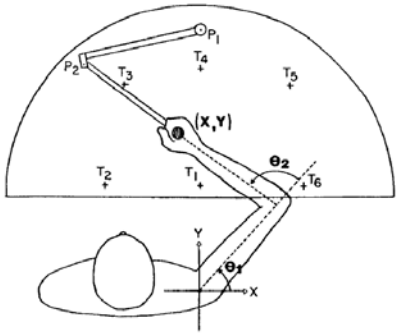
The Cartesian Controller (2/5)

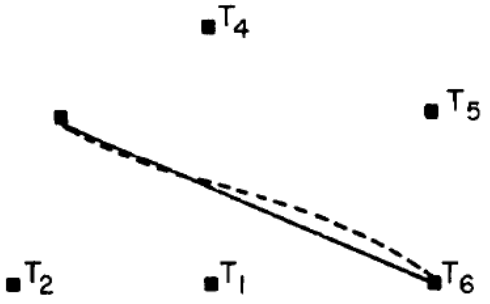
$$\tilde{q}_d = \arg\min_{q \in \mathbb{R}^n} \left(\left\| \alpha_d - K_\alpha(q) \right\|^2 + \lambda \cdot (q_{\text{rest}} - q)^T W (q_{\text{rest}} - q) \right)$$

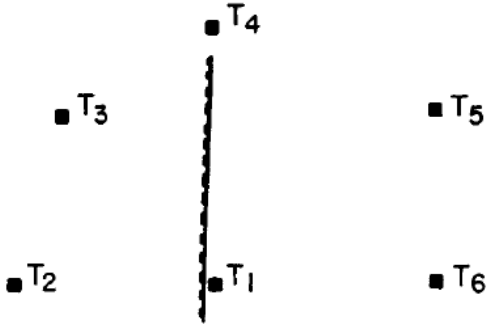
$$\text{s.t.} \begin{cases} \left\| x_d - K_x(q) \right\|^2 < \varepsilon \\ q_L < q < q_U \\ \text{other obstacles ...} \end{cases}$$

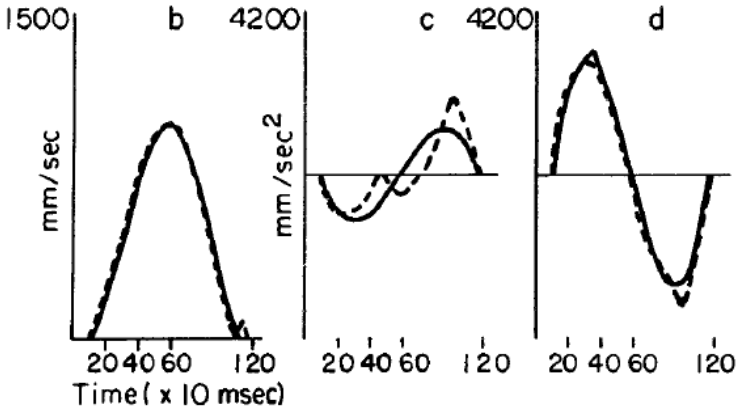
- Quick convergence (real-time compliant: < **20 ms**)
- Scalability
- Singularities and joints bound handling
- Tasks hierarchy
- Complex constraints

The Cartesian Controller (3/5)

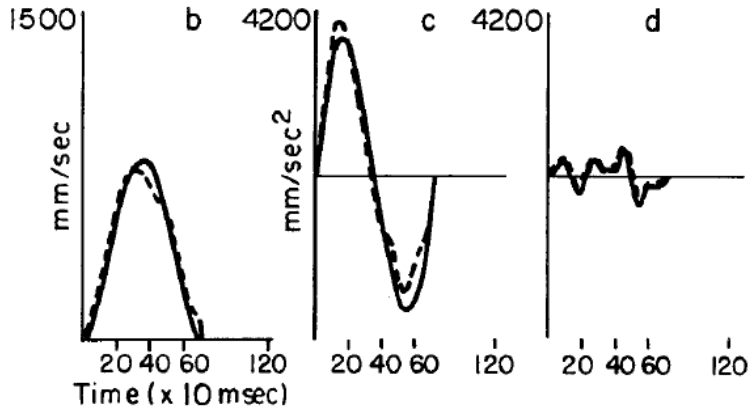






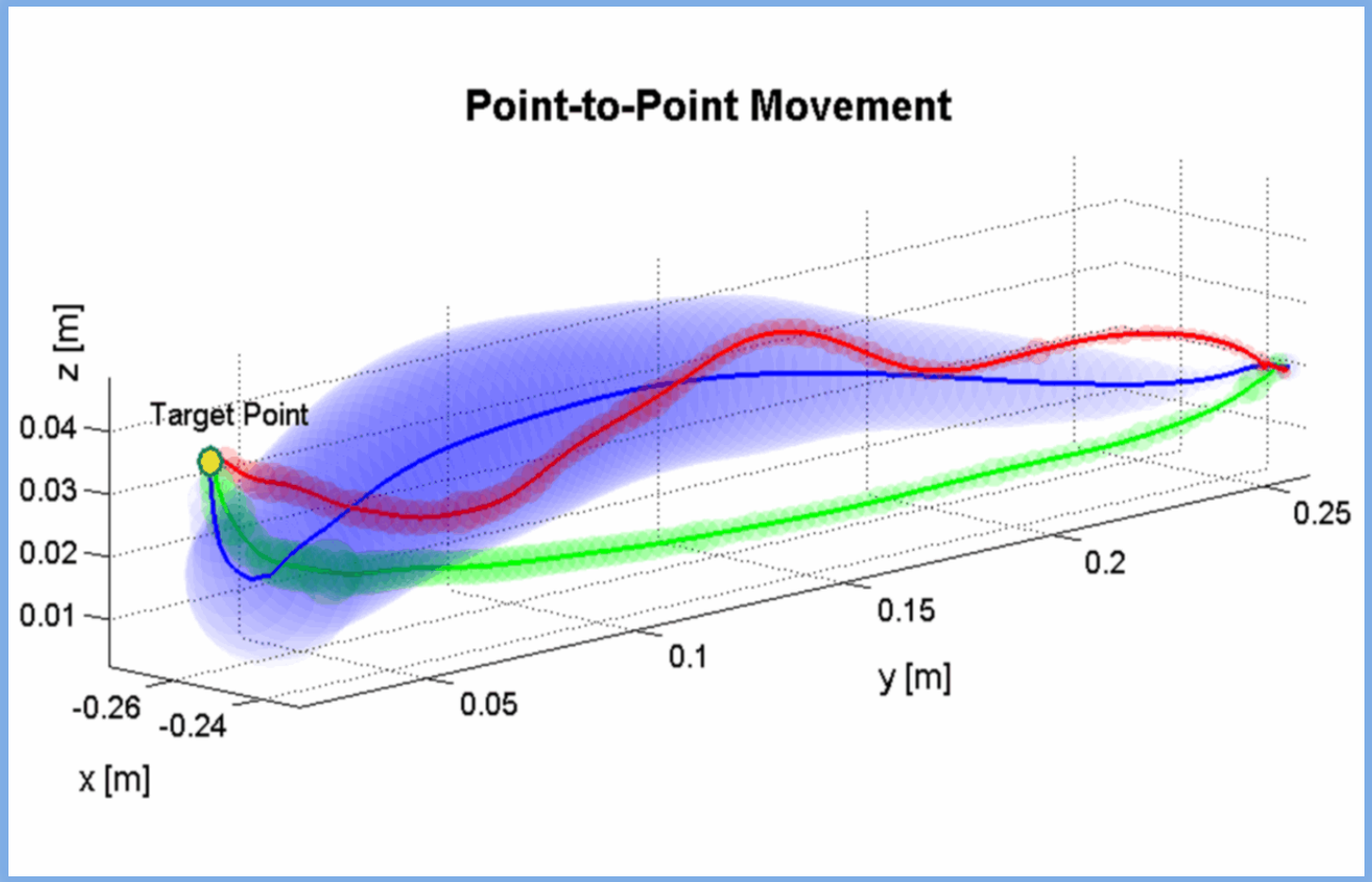


A



B

The Cartesian Controller (4/5)

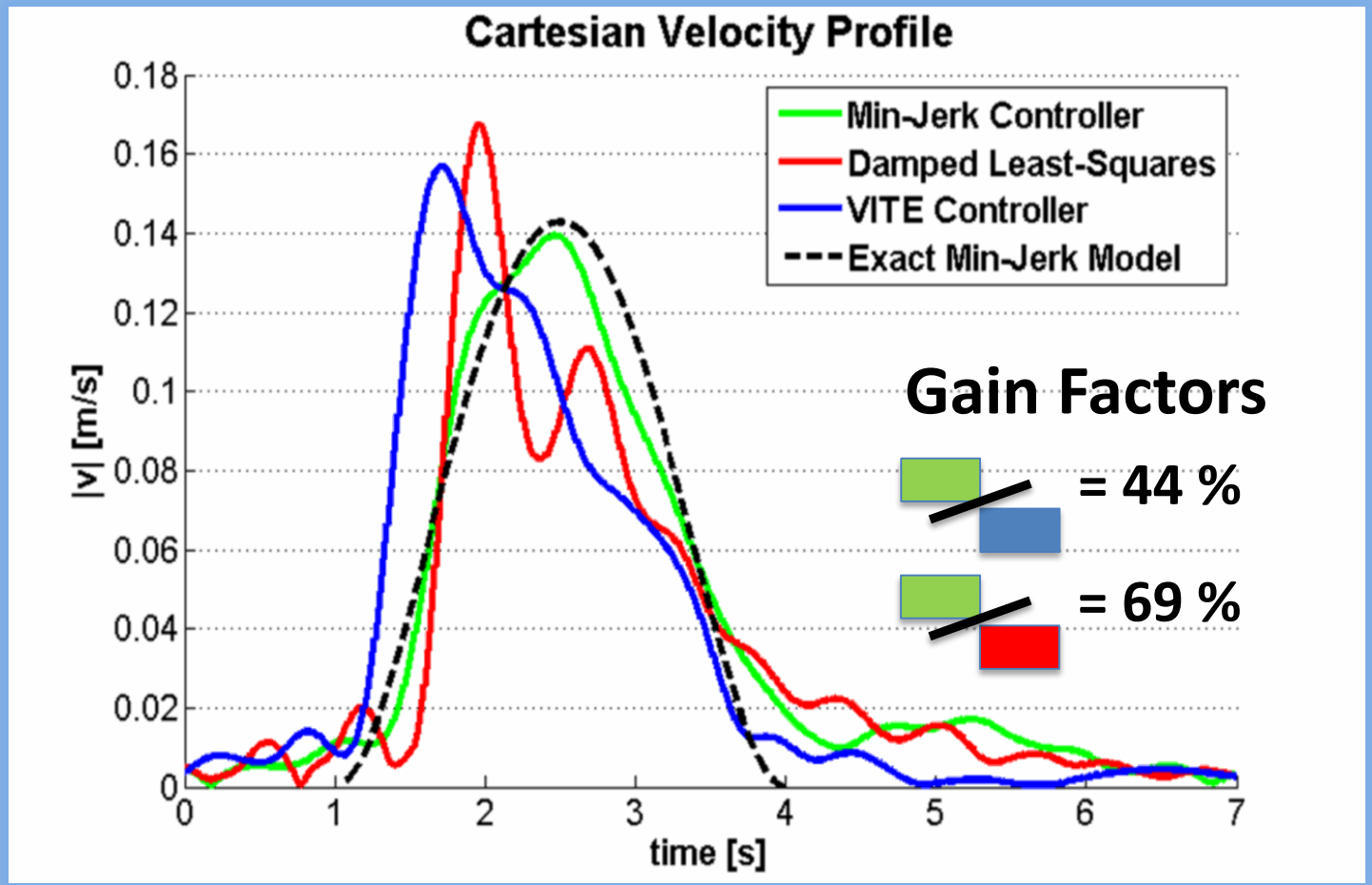


Min-Jerk

DLS

VITE

The Cartesian Controller (5/5)

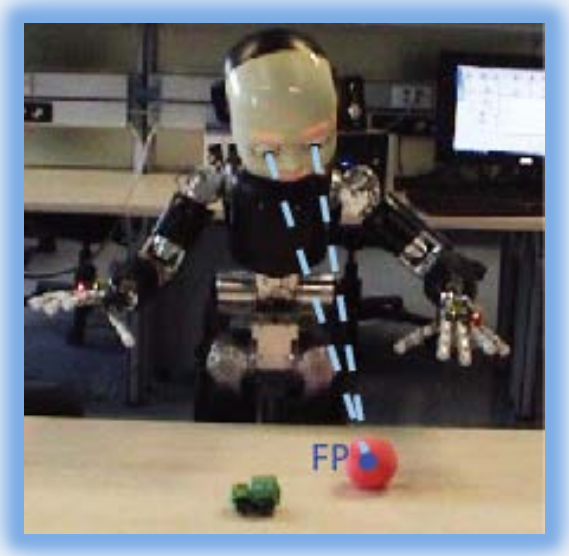


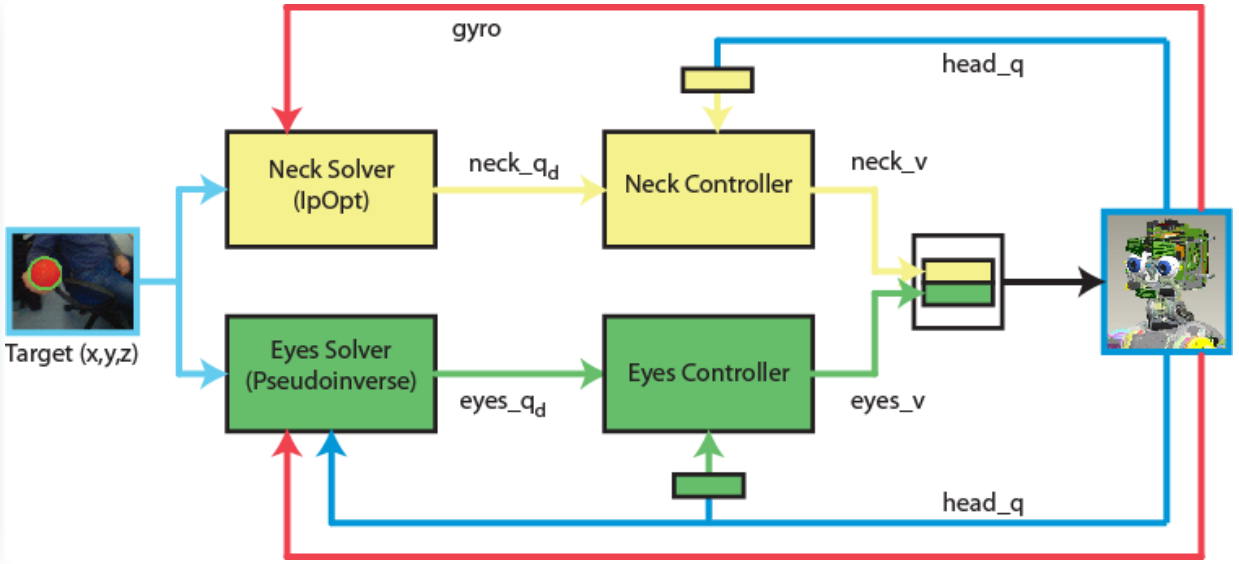
Min-Jerk

DLS

VITE

The Gaze Controller (1/3)

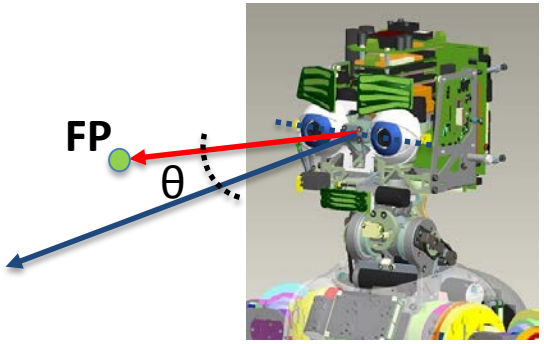




Yet another Cartesian Controller: **reuse ideas** …

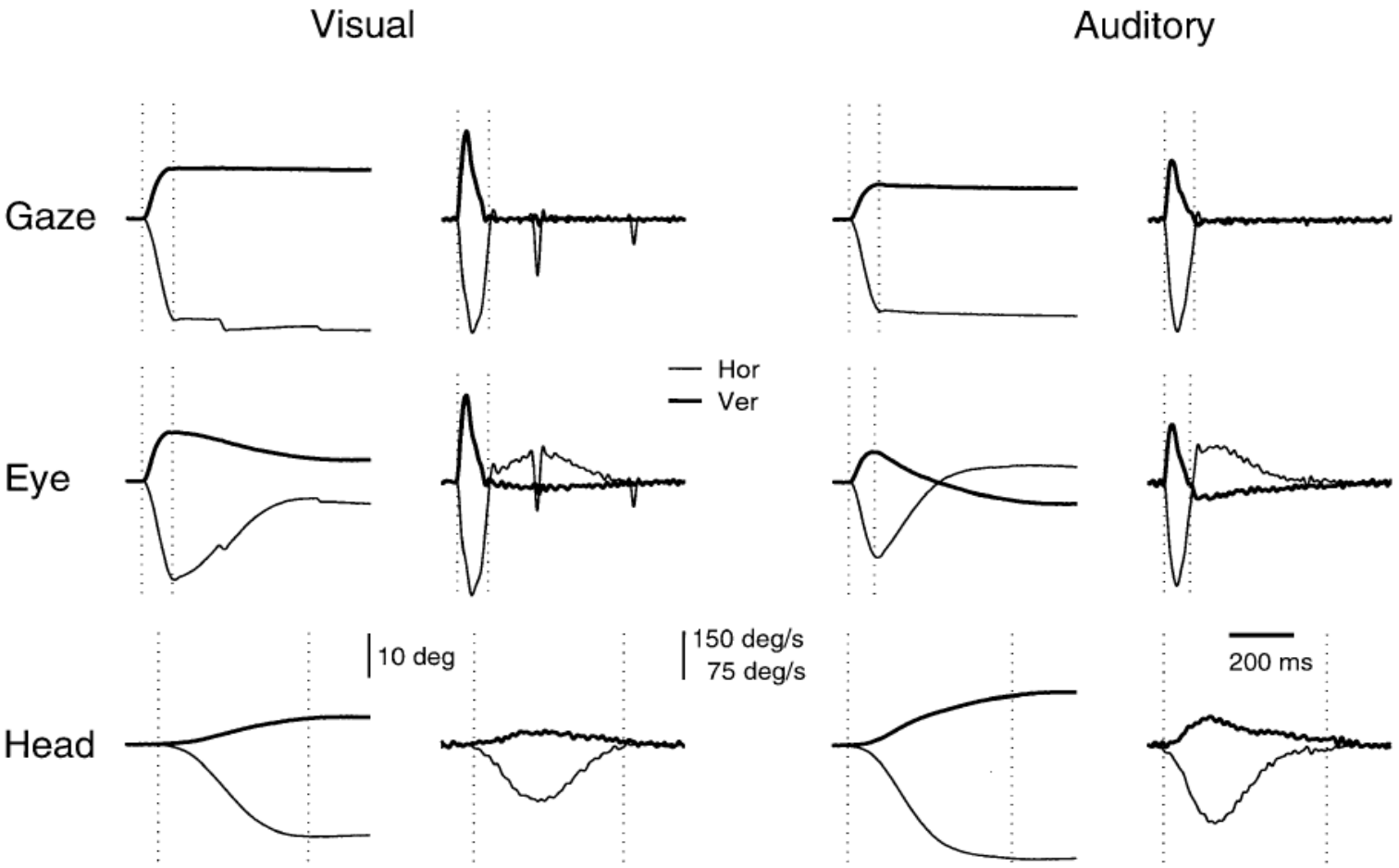
Then, apply easy transformations from Cartesian to …

1. Egocentric angular space
2. Image planes (mono and stereo)



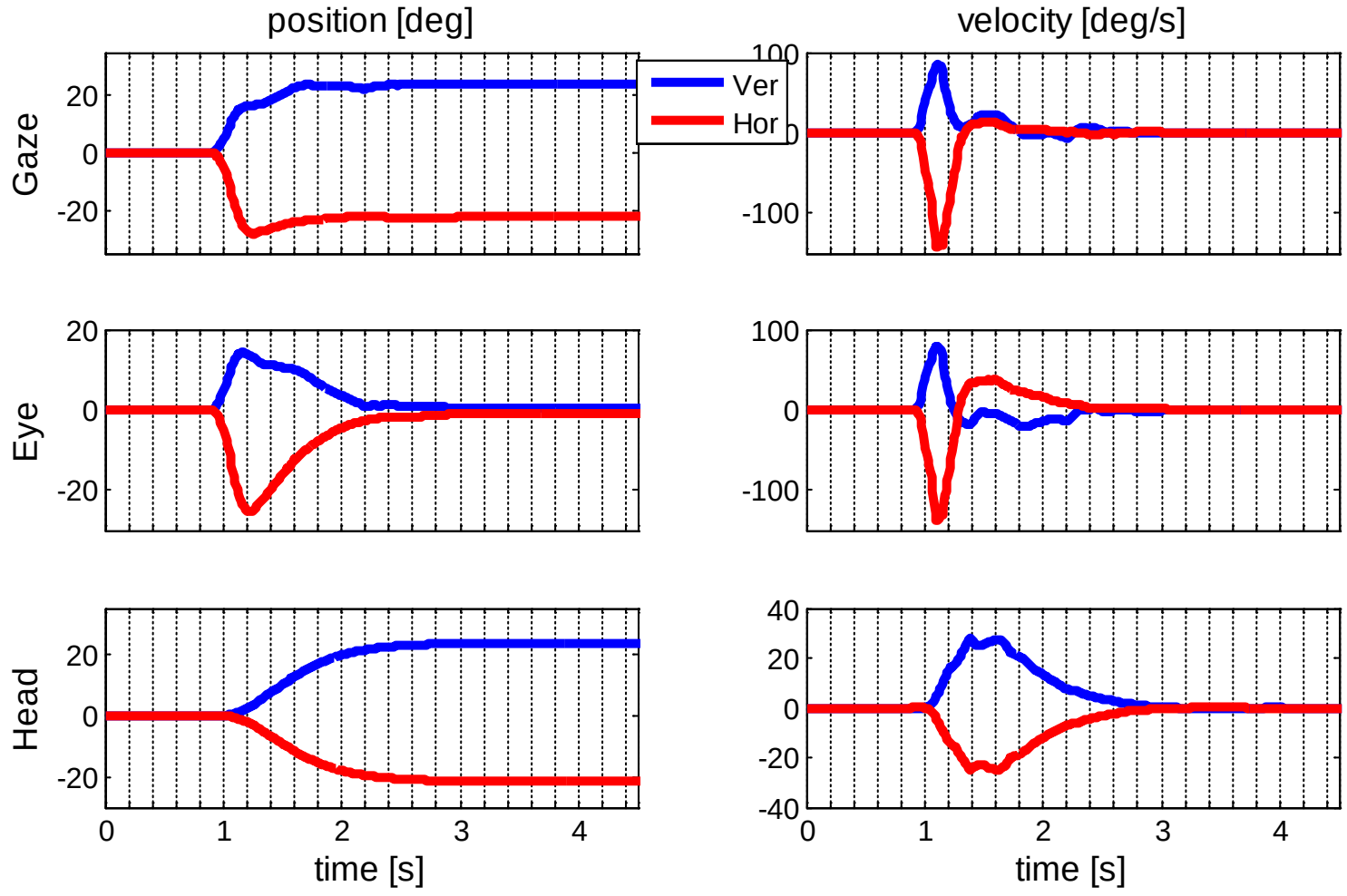
The Gaze Controller (2/3)

Studies on humans …



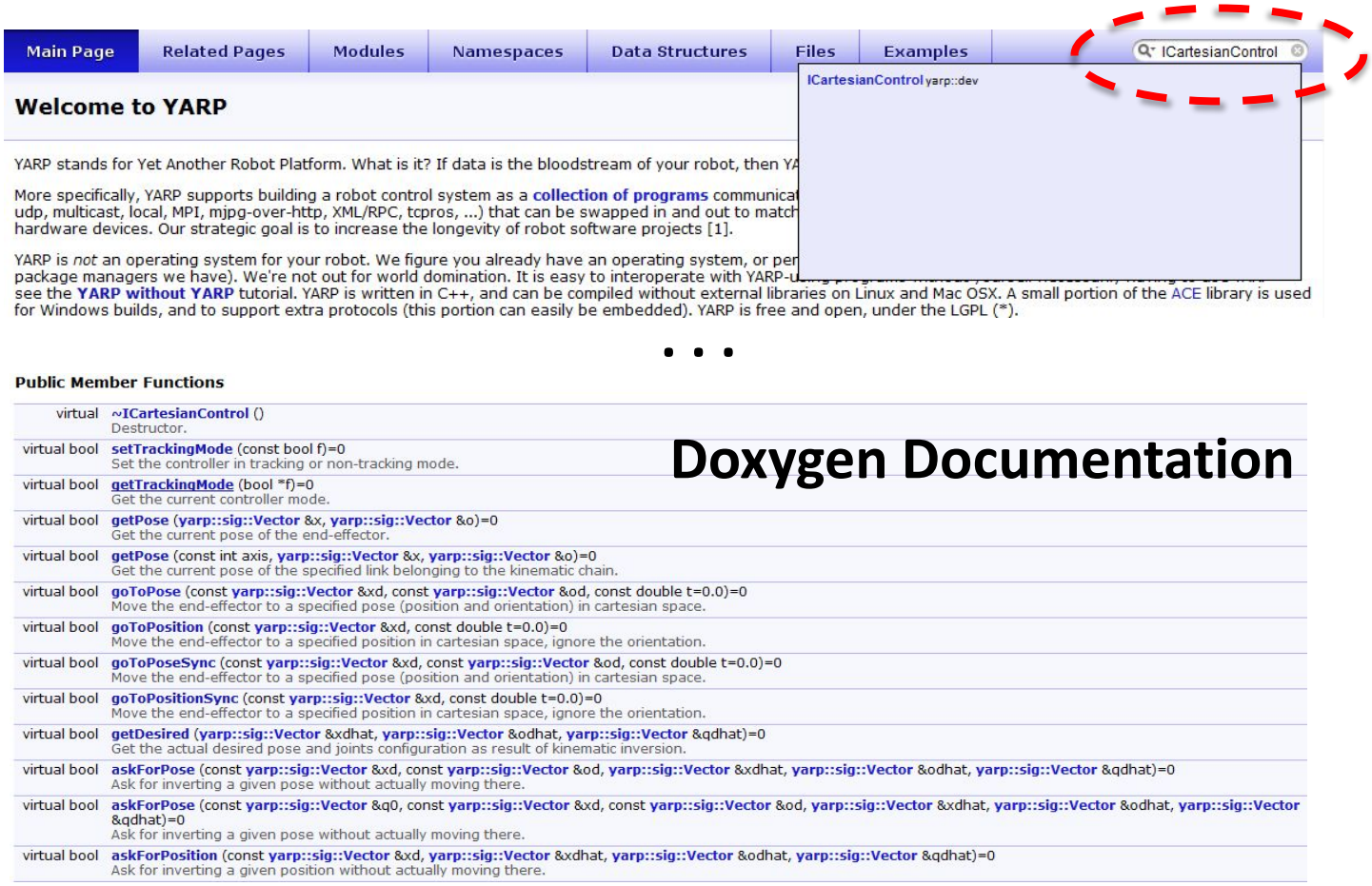
The Gaze Controller (3/3)

Results on iCub …



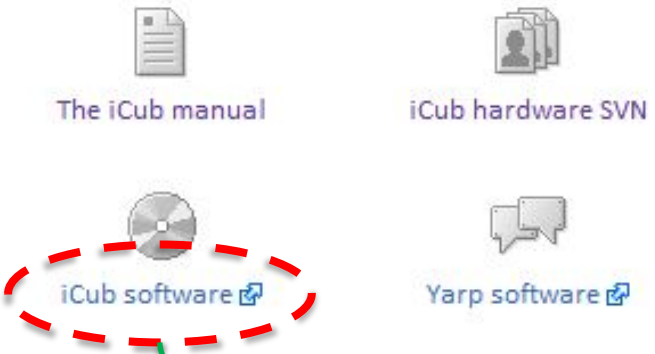
Interfaces Documentation

In the search field: type **ICartesianControl/IGazeControl**



Doxygen Documentation

Interfaces Tutorials



- **Software** - most of the software (including **iCub modules**)
- **Applications** - a list of documented applications (collections of modules)
- **Tutorials** - a set of tutorials to learn how to use the software
- The documentation for contributed software is here: Contrib documentation
- Programmer's checklist:
  - **Compile status** - check if your code is compiling on a test server
  - Licensing - have you declared your authorship, and rights granted?
  - Coding guidelines - some tips on how to write your code
  - Modules and CMake - some tips on how to make your code compilable
  - Committing to the repository - things to check before committing files to the repository
- Reference material:
  - The The iCub manual
  - The RobotCub Website.
  - Getting the software.
  - Our software architecture, YARP.

- **The classic hello world** - how to write the very first program
- **Getting accustomed with motor interfaces** - a tutorial on how to use the motor interfaces
- **Getting accustomed with torque/impedance interfaces** - a tutorial on how to use the joint level torque/impedance interface
- **Basic Image Processing** - a tutorial on a basic image processing
- **The ResourceFinder Class (basic)** - a tutorial on how to organize the command line parameters of your modules
- **The ResourceFinder Class (advanced)** - organizing parameters: advanced tutorial
- **The RFModule Class** - a tutorial on how to use the module helper class to write a program
- **The RateThread Class** - a tutorial on how to write a control loop using threads
- **The Cartesian Interface** - a tutorial on how to control a robot's limb in the operational space
- **The Gaze Interface** - a tutorial on how to control the robot gaze through a Yarp interface
- **A short introduction to iDyn** - a short introduction to the iDyn library
  - **Computation of torques in a single chain, using iDyn** - how to compute torques in a single chain, using iDyn library

Interfaces Communalities (1/3)

OPENING THE CARTESIAN INTERFACE

```
#include <yarp/dev/all.h>
Property option;

option.put("device","cartesiancontrollerclient");
option.put("remote","/icub/cartesianController/right_arm");
option.put("local","/client/right_arm");

PolyDriver clientCartCtrl(option);

ICartesianControl *icart=NULL;
if (clientCartCtrl.isValid()) {
   clientCartCtrl.view(icart);
}
```

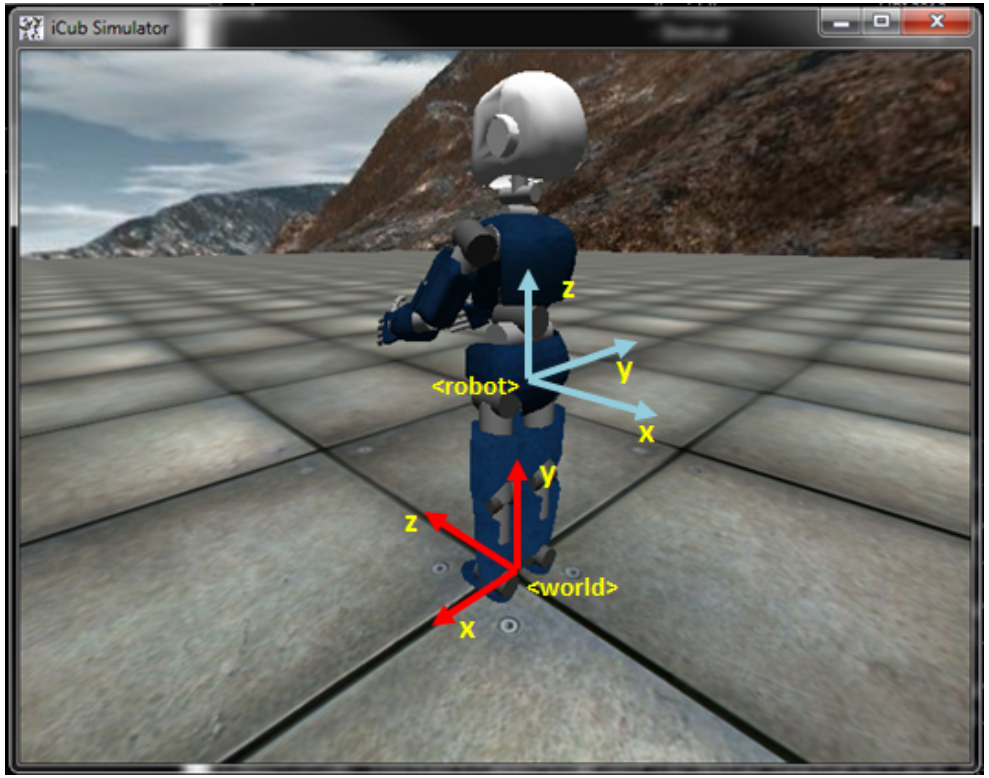
Interfaces Communalities (2/3)

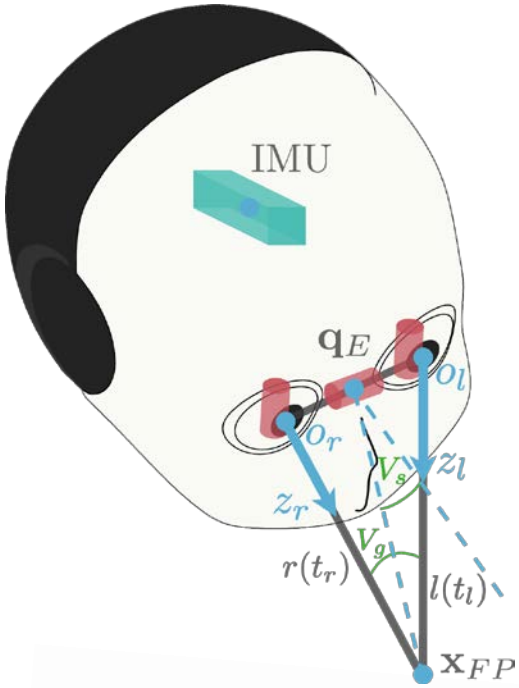
OPENING THE GAZE INTERFACE

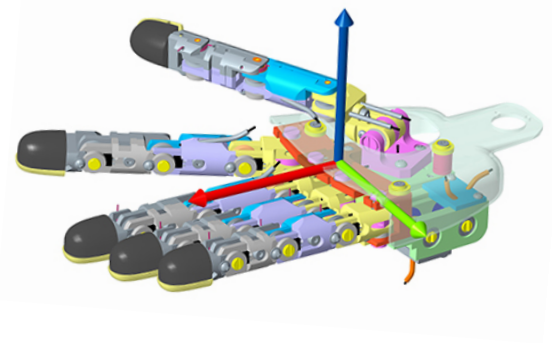
```
#include <yarp/dev/all.h>
Property option;

option.put("device",“gazecontrollerclient");
option.put("remote","/iKinGazeCtrl");
option.put("local","/client/gaze”);

PolyDriver clientGazeCtrl(option);

IGazeControl *igaze=NULL;
if (clientGazeCtrl.isValid()) {
   clientGazeCtrl.view(igaze);
}
```

Interfaces Communalities (3/3)

Coordinate Systems



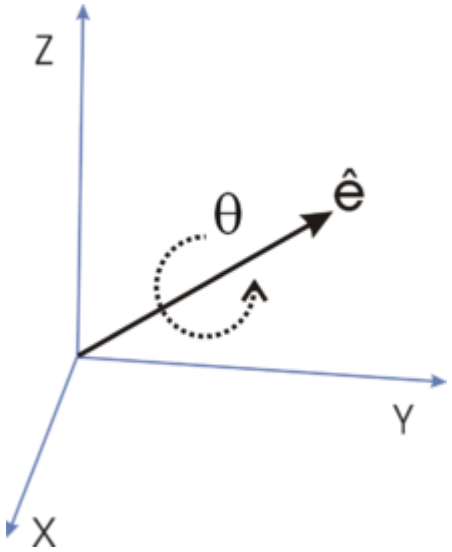




Cartesian Interface (1/7)

Orientation: Axis-Angle

$$r = [\underbrace{e_x\ e_y\ e_z}_{\|e\| = 1}\ \theta] \rightarrow rad$$



TARGET ORIENTATION through DIRECTION COSINE MATRIX

```
Matrix R(3,3);
// pose x-axis    y-axis          z-axis
   R(0,0)= 0.0;  R(0,1)= 1.0;  R(0,2)= 0.0;  // x-coordinate
   R(1,0)= 0.0;  R(1,1)= 0.0;  R(1,2)=-1.0;  // y-coordinate
   R(2,0)=-1.0;  R(2,1)= 0.0;  R(2,2)= 0.0;  // z-coordinate

Vector o=ctrl::dcm2axis(R);
```

Cartesian Interface (2/7)

RETRIEVE CURRENT POSE

```
Vector x,o;
icart->getPose(x,o);
```

REACH FOR A TARGET POSE (SEND-AND-FORGET)

```
icart->goToPose(xd,od);
icart->goToPosition(xd);
```

REACH FOR A TARGET POSE (WAIT-FOR-REPLY)

```
icart->goToPoseSync(xd,od);
icart->goToPositionSync(xd);
```

REACH AND WAIT

```
icart->goToPoseSync(xd,od);
icart->waitMotionDone();
```

Cartesian Interface (3/7)

ASK FOR A POSE (without moving)

```
Vector xdhat,odhat,qdhat;
icart->askForPose(xd,xdhat,odhat,qdhat);
```

MOVE FASTER/SLOWER

```
icart->setTrajTime(1.5);  // point-to-point trajectory time
```

REACH WITH GIVEN PRECISION

```
icart->setInTargetTol(0.001);
```

KEEP THE POSE ONCE DONE

```
icart->setTrackingMode(true);
```

Cartesian Interface (4/7)

ENABLE/DISABLE DOF

```
Vector curDof;
icart->getDOF(curDof); // [0 0 0 1 1 1 1 1 1 1]

Vector newDof(3);
newDof[0]=1; // torso pitch: 1 => enable
newDof[1]=2; // torso roll: 2 => skip
newDof[2]=1; // torso yaw: 1 => enable
icart->setDOF(newDof,curDof);
```

GIVE PRIORITY TO REACHING IN POSITION/ORIENTATION

```
icart->setPosePriority("position"); // default
icart->setPosePriority("orientation");
```

Cartesian Interface (5/7)

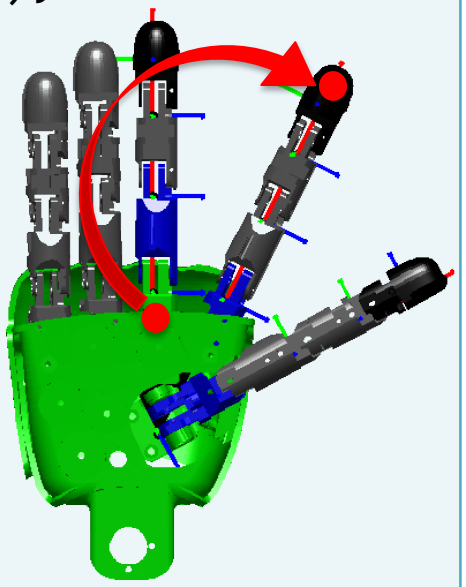
CONTEXT SWITCH

```
icart->setDOF(newDof1,curDof1);    // prepare the context
icart->setTrackingMode(true);

int context_0;
icart->storeContext(&context_0);   // latch the context

icart->setDOF(newDof2,curDof2);    // perform some actions
icart->goToPose(x,o);

icart->restoreContext(context_0); // retrieve context_0
icart->goToPose(x,o);             // perform with context_0
```

Cartesian Interface (6/7)

DEFINING A DIFFERENT EFFECTOR

```
iCubFinger finger("right_index");
Vector encs; iencs->getEncoders(encs.data());
Vector joints; finger.getChainJoints(encs,joints);
Matrix tipFrame=finger.getH((M_PI/180.0)*joints);

Vector tip_x=tipFrame.getCol(3);
Vector tip_o=ctrl::dcm2axis(tipFrame);

icart->attachTipFrame(tip_x,tip_o);

icart->getPose(x,o);
icart->goToPose(xd,od);

icart->removeTipFrame();
```



Cartesian Interface (7/7)

Find out more (e.g. **Events Callbacks** …):
http://wiki.icub.org/iCub/main/dox/html/icub_cartesian_interface.html

USING THE INTERFACE ALONG WITH THE SIMULATOR

```
1> iCub_SIM
2> simCartesianControl
3> iKinCartesianSolver --context simCartesianControl --part left_arm


option.put("device","cartesiancontrollerclient");
option.put("remote","/icubSim/cartesianController/left_arm");
option.put("local","/client/right_arm");
```

Gaze Interface (1/4)

GET CURRENT FIXATION POINT IN CARTESIAN DOMAIN

```
Vector x;
igaze->getFixationPoint(x);
```

GET CURRENT FIXATION POINT IN ANGULAR DOMAIN

```
Vector ang;
igaze->getAngles(ang);
// ang[0] => azimuth [deg]
// ang[1] => elevation [deg]
// ang[2] => vergence [deg]
```

LOOK AT 3D POINT

```
igaze->lookAtFixationPoint(xd);
```

… IN ANGULAR DOMAIN

```
igaze->lookAtAbsAngles(ang);
igaze->lookAtRelAngles(ang);
```

Gaze Interface (2/4)

LOOK AT POINT IN IMAGE DOMAIN

```
int camSel=0;  // 0 => left, 1 => right
Vector px(2);
px[0]=100;
px[1]=50;
double z=1.0;

igaze->lookAtMonoPixel(camSel,px,z);
```

… EQUIVALENT TO

```
Vector x;
igaze->get3DPoint(camSel,px,z,x);
igaze->lookAtFixationPoint(x);
```

Gaze Interface (3/4)

GEOMETRY OF PIXELS

```
Vector x;
igaze->get3DPointOnPlane(camSel,px,plane,x);
igaze->get3DPointFromAngles(mode,ang,x);
igaze->triangulate3DPoint(pxl,pxr,x);
```

LOOK AT POINT WITH STEREO APPROACH => LOOPING!

```
Vector c(2); c[0]=160.0; c[1]=120.0;
bool converged=false;

while (!converged) {
    Vector pxl(2),pxr(2);
    pxl[0]=...; pxl[1]=...;  // retrieve data from vision
    pxr[0]=...; pxr[1]=...;

    igaze->lookAtStereoPixels(pxl,pxr);
    converged=(0.5*(norm(c-pxl)+norm(c-pxr))<5);
}
```

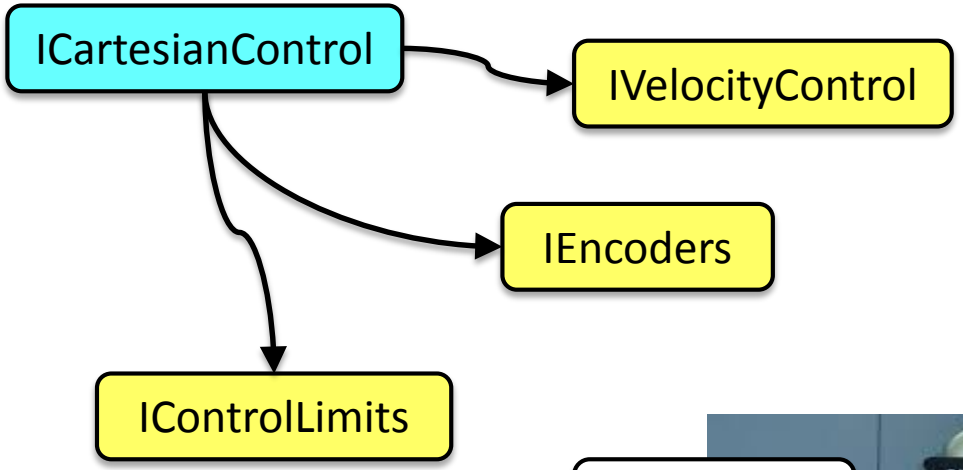
Gaze Interface (4/4)

Find out more (e.g. **Events Callbacks, Fast Saccadic Mode** …):
http://wiki.icub.org/iCub/main/dox/html/icub_gaze_interface.html

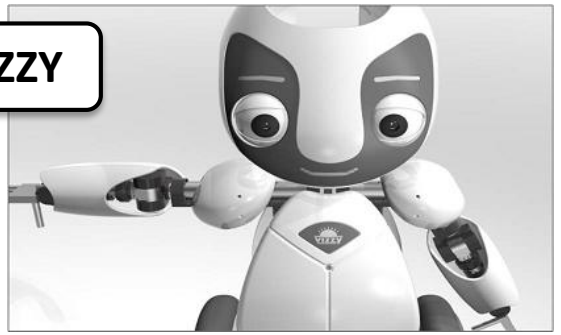
USING THE INTERFACE ALONG WITH THE SIMULATOR

```
1> iCub_SIM
2> iKinGazeCtrl --from configSim.ini

option.put("device",“gazecontrollerclient");
option.put("remote","/iKinGazeCtrl”);
option.put("local","/client/right_arm");
```

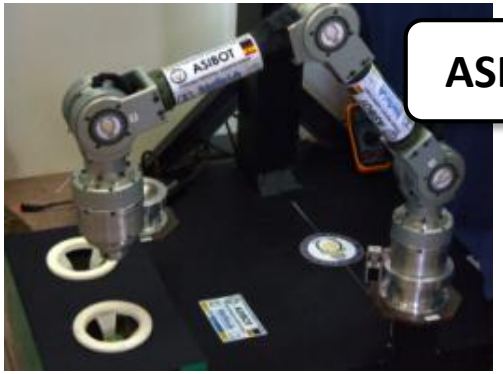
Interfaces Customization



VIZZY



ARMAR III



ASIBOT