

# Homework 1

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1. TCP, known as the tool center point, is the location on the end effector or tool of a robot manipulator whose position and orientation define the coordinates of the controlled object. [1].
2. MoveL Ptgoal, v2000, fine, tool1\Wobj:=wobj1 [2];
3. The cylinder diagram with red markers are added to the original figure.

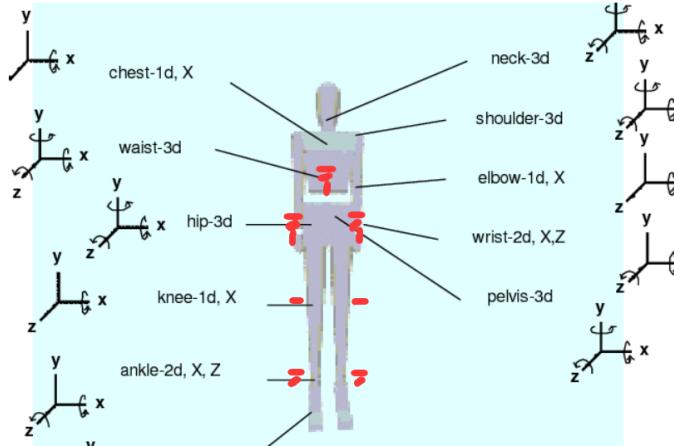


Figure 1: The controlled degrees of freedom of the human model. There are 18 body segments and a total of 36 controlled degrees of freedom [3]

- (a) 3 at the waist
- (b) 3 at the hip
- (c) 1 at the knee
- (d) 2 at the ankle, to be consistent with cited source. There are also some sources with different model considering the ankle as Ball-and-socket joint (3 DOF).

$$\text{total} = 3 + 2 \cdot (3 + 1 + 2) = 15$$

#### 4. Operating System: Windows10

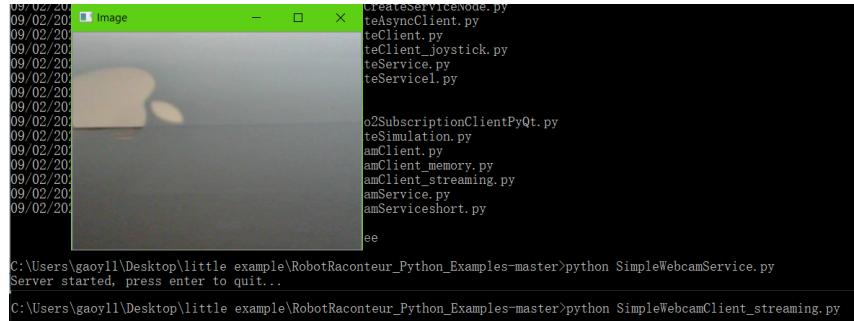


Figure 2: Robot Raconteur webcam streaming verification from Windows 10

Listing 1: Webcam Service example code [4]

```
#Simple example Robot Raconteur webcam service

#Note: This example is intended to demonstrate Robot
      ↪ Raconteur
#and is designed to be simple rather than optimal.

import time
import RobotRaconteur as RR
#Convenience shorthand to the default node.
#RRN is equivalent to RR.RobotRaconteurNode.s
RRN=RR.RobotRaconteurNode.s

import threading
import numpy
import traceback
import cv2
import platform
import sys
import argparse

#Class that implements a single webcam
class Webcam_impl(object):
    #Init the camera being passed the camera number and the
    ↪ camera name
    def __init__(self,cameraid,cameraname):
        self._lock=threading.RLock()
        self._framestream=None
        self._framestream_endpoints=dict()
        self._framestream_endpoints_lock=threading.RLock()
        self._streaming=False
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        self._cameraname=cameraname

    #Create buffers for memory members
    self._buffer=numpy.array([],dtype="u1")
    self._multidimbuffer=numpy.array([],dtype="u1")

    #Initialize the camera
    with self._lock:
        if platform.system() == "Windows":
            self._capture=cv2.VideoCapture(cameraid + cv2.
                ↪ CAP_DSHOW)
        else:
            self._capture=cv2.VideoCapture(cameraid)
            self._capture.set(3,320)
            self._capture.set(4,240)

    #Return the camera name
    @property
    def Name(self):
        return self._cameraname

    #Capture a frame and return a WebcamImage structure to
    ↪ the client
    def CaptureFrame(self):
        with self._lock:
            image=RRN.NewStructure("experimental.createwebcam2
                ↪ .WebcamImage")
            ret, frame=self._capture.read()
            if not ret:
                raise Exception("Could not read from webcam")
            image.width=frame.shape[1]
            image.height=frame.shape[0]
            image.step=frame.shape[1]*3
            image.data=frame.reshape(frame.size, order='C')

        return image

    #Start the thread that captures images and sends them
    ↪ through connected
    #FrameStream pipes
    def StartStreaming(self):
        if (self._streaming):
            raise Exception("Already streaming")
        self._streaming=True
        t=threading.Thread(target=self.frame_threadfunc)
        t.start()

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#Stop the streaming thread
def StopStreaming(self):
    if (not self._streaming):
        raise Exception("NotStreaming")
    self._streaming=False

#FrameStream pipe member property getter and setter
@property
def FrameStream(self):
    return self._framestream
@FrameStream.setter
def FrameStream(self,value):
    self._framestream=value
#Create the PipeBroadcaster and set backlog to 3 so
→ packets
#will be dropped if the transport is overloaded
self._framestream_broadcaster=RR.PipeBroadcaster(
    → value,3)

#Function that will send a frame at ideally 4 fps,
→ although in reality it
#will be lower because Python is quite slow. This is for
#demonstration only...
def frame_threadfunc(self):
    #Loop as long as we are streaming
    while(self._streaming):
        #Capture a frame
        try:
            frame=self.CaptureFrame()
        except:
            #TODO: notify the client that streaming has
            → failed
            self._streaming=False
            return
        #Send the new frame to the broadcaster. Use
        → AsyncSendPacket
#and a blank handler. We really don't care when
→ the send finishes
#since we are using the "backlog" flow control in
→ the broadcaster.
        self._framestream_broadcaster.AsyncSendPacket(
            → frame,lambda: None)

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#Put in a 100 ms delay
time.sleep(.1)

#Captures a frame and places the data in the memory
    ↪ buffers
def CaptureFrameToBuffer(self):
    with self._lock:
        #Capture and image and place it into the buffer
        image=self.CaptureFrame()

        self._buffer=image.data
        self._multidimbuffer=numpy.concatenate((image.data
            ↪ [2::3].reshape((image.height,image.width,1)
            ↪ ),image.data[1::3].reshape((image.height,
            ↪ image.width,1)),image.data[0::3].reshape((
            ↪ image.height,image.width,1))),axis=2)

        #Create and populate the size structure and return
            ↪ it
        size=RRN.NewStructure("experimental.createwebcam2.
            ↪ WebcamImage_size")
        size.height=image.height
        size.width=image.width
        size.step=image.step
        return size

#Return the memories. It would be better to reuse the
    ↪ memory objects,
#but for simplicity return new instances when called
@property
def buffer(self):
    return RR.ArrayMemory(self._buffer)

@property
def multidimbuffer(self):
    return RR.MultiDimArrayMemory(self._multidimbuffer)

#Shutdown the Webcam
def Shutdown(self):
    self._streaming=False
    del(self._capture)

#A root class that provides access to multiple cameras
class WebcamHost_impl(object):

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def __init__(self,camera_names):
    cams=dict()
    for i in camera_names:
        ind,name=i
        cam=WebcamImpl(ind,name)
        cams[ind]=cam

    self._cams=cams

#Returns a map (dict in Python) of the camera names
@property
def WebcamNames(self):
    o=dict()
    for ind in self._cams.keys():
        name=self._cams[ind].Name
        o[ind]=name
    return o

#objref function to return Webcam objects
def get_Webcams(self,ind):
    #The index for the object may come as a string, so
        → convert to int
    #before using. This is only necessary in Python
    int_ind=int(ind)

    #Return the object and the Robot Raconteur type of
        → the object
    return self._cams[int_ind], "experimental."
        → createwebscam2.Webcam"

#Shutdown all the webcams
def Shutdown(self):
    for cam in self._cams.values():
        cam.Shutdown()

def main():

    #Accept the names of the webcams and the nodename from
        → command line

    parser = argparse.ArgumentParser(description="Example"
                                        → Robot_Raconteur_webcam_service")
    parser.add_argument("--camera-names",type=str,help="List"

```

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    ↵ of camera names separated with commas")
parser.add_argument("--nodename", type=str, default="
    ↵ experimental.create webcam2.WebcamHost", help="The "
    ↵ NodeName to use")
parser.add_argument("--tcp-port", type=int, default=2355,
    ↵ help="The listen TCP port")
parser.add_argument("--wait-signal", action='store_const',
    ↵ const=True, default=False)
args, _ = parser.parse_known_args()

#Initialize the webcam host root object
camera_names=[(0,"Left"),(1,"Right")]
if args.camera_names is not None:
    camera_names_split=list(filter(None,args.camera_names
        ↵ .split(',')))
    assert(len(camera_names_split) > 0)
    camera_names = [(i,camera_names_split[i]) for i in
        ↵ range(len(camera_names_split))]

obj=WebcamHost_impl(camera_names)

with RR.ServerNodeSetup(args.nodename,args.tcp_port,argv=
    ↵ sys.argv):

    RRN.RegisterServiceTypeFromFile("experimental.
        ↵ createwebcam2")
    RRN.RegisterService("Webcam","experimental.
        ↵ createwebcam2.WebcamHost",obj)

    c1=obj.get_Webcams(0)[0]
    c1.CaptureFrameToBuffer()

    if args.wait_signal:
        #Wait for shutdown signal if running in service
        ↵ mode
        print("Press Ctrl-C to quit...")
        import signal
        signal.sigwait([signal.SIGTERM,signal.SIGINT])
    else:
        #Wait for the user to shutdown the service
        if (sys.version_info > (3, 0)):
            input("Server started, press enter to quit..."
                ↵ )
        else:
            raw_input("Server started, press enter to quit"

```

```

    ↪ ...")

#Shutdown
obj.Shutdown()

if __name__ == '__main__':
    main()

```

Listing 2: Webcam Client Streaming code [4]

```

#Simple example Robot Raconteur webcam client
#This program will show a live streamed image from
#the webcams. Because Python is a slow language
#the framerate is low...

from RobotRaconteur.Client import *

import time
import numpy
import cv2
import sys

#Function to take the data structure returned from the
    ↪ Webcam service
#and convert it to an OpenCV array
def WebcamImageToMat(image):
    frame2=image.data.reshape([image.height, image.width, 3],
        ↪ order='C')
    return frame2

current_frame=None

def main():

    url='rr+tcp://localhost:2355?service=Webcam'
    if (len(sys.argv)>=2):
        url=sys.argv[1]

    #Startup, connect, and pull out the camera from the
    ↪ objref
    c_host=RRN.ConnectService(url)

    c=c_host.get_Webcams(0)

```

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#Connect the pipe FrameStream to get the PipeEndpoint p
p=c.FrameStream.Connect(-1)

#Set the callback for when a new pipe packet is received
    ↪ to the
#new_frame function
p.PacketReceivedEvent+=new_frame
try:
    c.StartStreaming()
except: pass

cv2.namedWindow("Image")

while True:
    #Just loop resetting the frame
    #This is not ideal but good enough for demonstration

    if (not current_frame is None):
        cv2.imshow("Image",current_frame)
    if cv2.waitKey(50)!=-1:
        break
    cv2.destroyAllWindows()

p.Close()
c.StopStreaming()

#This function is called when a new pipe packet arrives
def new_frame(pipe_ep):
    global current_frame

    #Loop to get the newest frame
    while (pipe_ep.Available > 0):
        #Receive the packet
        image=pipe_ep.ReceivePacket()
        #Convert the packet to an image and set the global
            ↪ variable
        current_frame=WebcamImageToMat(image)

if __name__ == '__main__':
    main()

```

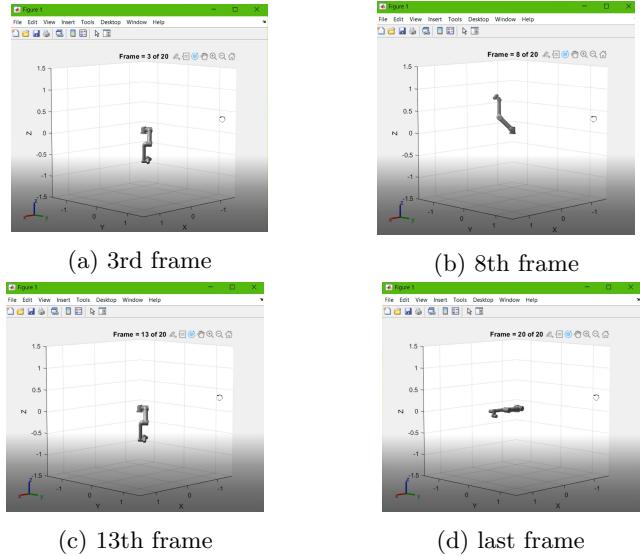


Figure 3: plots of simulation at different points of the movement

5. See Figure 3 for simulation results, and matlab code in Listing 3

Listing 3: matlab code

```

close all;

%%% Example animation of jogging robot joints
robotname="universalUR5";
robot = loadrobot(robotname,"DataFormat","column","Gravity",[0 0
    ↪ -9.81]);

%get current configuration
homeJointPosition=robot.homeConfiguration;
%set joint configuration
targetJointPosition = [1 1 1 1 1 1]';

%joint state sinc interpolation
t = linspace(0,2,20);
v = pi/4*sin(2*pi*t);

yPD = v.*targetJointPosition+homeJointPosition

%display animation
exampleHelperRigidBodyTreeAnimation(robot,yPD',1)

```

## References

- [1] E. McGraw-Hill Dictionary of Scientific Technical Terms, “tool-center point.” <https://encyclopedia2.thefreedictionary.com/tool-center+point>.
- [2] A. Robotics, “Technical reference manual: Rapid instructions, functions and data types,” 2014.
- [3] Shih-Kai Chung and J. K. Hahn, “Animation of human walking in virtual environments,” in *Proceedings Computer Animation 1999*, May 1999, pp. 4–15.
- [4] J. Wason, “Robotraconteur<sub>python</sub>examples,” <https://github.com/robotraconteur/RobotRaconteurPythonExamples.git>.