

# Rehabilitation Robot Software Documentation

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# 1 Real Time Linux

## 1.1 Background

Real time systems are those requiring that computations be made by fixed deadlines - in other words, systems which must be deterministic. Missing deadlines may result in damage to the system or to its environment. This category can be further subdivided into soft real-time and hard real-time. Hard real-time systems usually mathematically verify that deadlines will not be missed. For example, QNX and VxWork are both hard RTOS's. Soft real-time relaxes this condition, but still contains many of the features of a real-time system. Realtime Linux, for example.

Typical real time procedures include memory-locking, multi-threading, setting priorities and schedulers, and testing latencies. Memory-locking ensures that no pagefaults occur during execution, which can cause significant delays. Multi-threading is a form of parallel computing, allowing for multiple threads of computation to be run simultaneously. a scheduler will determine how many resources to delegate to each thread, based on user-set priority levels. The type of scheduler can also be changed (First-in-first-out FIFO, or Roundrobin RR).

This software runs on a real-time enabled version of Linux which uses the PREEMPT\_RT patch to add the functionalities mentioned above. This is a soft RTOS since it is not fully deterministic, which should be adequate for this project as missed time-steps should not cause serious harm or damage.

## 1.2 Installation

The following is an outline of the installation process for a PREEMPT\_RT patched linux kernel with Ubuntu. Other linux flavours may also be used. More detailed instruction can be found at the Linux Foundation Website.

1. Download the linux kernel and the patch. The latest stable release of the patch is 4.14 (as of 11/10/2018)
2. Patch the kernel through the command line
3. Configure the kernel. Make sure to select "Fully Preemptible Kernel"
4. Install the kernel on a machine running Ubuntu ....

## 1.3 Libraries

# 2 Controller

## 2.1 Outline

## 2.2 Initialization

Initialization can be found in the first few hundred lines on `imp_main.c`, which calls functions found in `imp_init.c`.

1. TCP Socket Initialization: E.g. this tutorial.
2. Connecting to the DAQ: Instructions found here.
3. Creating a data log text file
4. Initializing Mutexes:
5. Setting Thread Parameters and Locking Memory : Example here.

## 2.3 Getting Control Parameters

Parameters like controller gains, desired maximum velocity, etc can be set either using variables defined in `imp_variables.h`, or by connecting to the UI and receiving custom parameters. Setting the macro `CONNECT_TO_UI = 1` will allow the robot to connect to the UI server, and then setting `GET_PARAMS_FROM_UI = 1` will set control parameters based on a message from the UI.

If getting parameters from the UI, the process will wait for a message from the UI containing the parameters. This message will begin with a capital 'S'. After the system receives the message, it uses regular expression to extract parameter values. It then waits again for start message from the UI. It will then break the loop and continue executing.

The message encodes parameter values by starting with a letter representing the parameter (e.g. the proportion gain is 'P'), followed by the value for the parameter (potentially containing a decimal point). Each parameter is separated by an underscore. For example, if the user sets the P gain to 5.1, the message will read '\_P5.1\_'.

## 2.4 Discretization

Control parameters can be used to construct the admittance control continuous system matrices A and B:

$$\dot{X} = AX + Bf \quad (1)$$

$$A = \begin{bmatrix} 0 & 1 \\ -\frac{K}{m} & -\frac{B}{m} \end{bmatrix}$$

$$B = \begin{bmatrix} 0 \\ \frac{1}{m} \end{bmatrix}$$

The equivalent discrete system can be derived from the continuous matrices:

The equivalent discrete system is:

$$X_{k+1} = A_d X_k + B_d f \quad (2)$$

$$A_d = e^{A t_s} \quad (3)$$

$$B_d = A^{-1}(A_d - I)B \quad (4)$$

Where  $t_s$  is the sampling time (time in seconds of a single iteration). The matrix exponential can be approximated by calculating the first  $m$  terms of the series:

$$A_d = \sum_{n=0}^m \frac{A^n t_s^n}{n!} = I + \frac{A t_s}{1} + \frac{A^2 t_s^2}{2} \dots \quad (5)$$

Calculation of the discrete system matrices is handled in the file `RehabRobot/controller/imp_math.c`, which contains the following functions relevant to discretization:

- **matrix\_square**: squares a given matrix and stores in another location
- **factorial**: calculates the factorial of a given number
- **matrix\_exp**: calculates the exponential of a matrix ( $e^A$ ) using the series approximation in Eqn. 5.
- **invert\_matrix**: inverts a given 2x2 matrix ( $A^{-1}$ )
- **calc\_Bd**: calculates the discrete matrix  $B_d$  using Eqn. 4

## 2.5 Zeroing the Force Sensor & Homing

The motor encoder is not absolute, and so it the controller needs to determine the actuators position before continuing. This is done by homing the device, whereby it is slowly brought forward until triggering the front limit switch. This is considered position 0. At this point, the encoder is zeroed.

The homing process is comprised of a while loop, which is continually checks for contact from the front limit switch. A slow forward motor command is set constantly until the limit is triggered, which stops the motor and breaks the loop.

Next, the force sensor is zeroed. A series of readings are taken. It is important that no force be applied to the sensor during this process. The average of these readings is saved as the variable `FT_OFFSET`, which is used to calibrate all raw sensor readings throughout the robots operation.

## 2.6 Controller

## 2.7 Communication

# 3 UI Application

## 3.1 Background

A variety of user interface technologies exist. An emerging trend within UI development is the use of web tools, which take advantage of already established programs like Chrome or other browsers. Frameworks like Angular, React, and Ionic can be used to build reusable UI components using familiar web utilities like HTML, Javascript, and css.

This software using React for its UI (site). The UI is essentially a website which can be served and loaded in a browser like any other local site. The upside of this method is that users do not need to install anything on their device, only requiring that they know the IP address. In the future, it may be beneficial to build a native application that can be installed on a Windows machine or on a tablet. Fortunately, it is fairly easy to convert a React website to a native app, using either Electron (site) for the windows app or React Native(site) for the android/iPad app.

In addition to React, the UI uses the following tools or frameworks:

- **Node.js** as the base JS runtime environment site
- **Redux** for state management site
- **Express** for the server framework site
- **Next** for server-side rendering site
- **Material-UI**, a UI component library based on Google's Material Design philosophy site
- **Socket.io** for websocket communication site
- **three.js** as the 3D graphics library site

## 3.2 Installation

First, Node.js must be installed on your system, along with the package manager npm. All other tools are then installed using npm, which can be done by either running the following command in the server folder, or by running ... in the git repository.

```
sudo npm install react react-dom redux react-redux next
@material-ui/core @material-ui/icons react-websocket three express
```

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