Motion Planning for Recycling Robotics

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MRF sorting video

Introduction

We are implementing a robotic arm algorithm to efficiently grab items on a conveyor belt.



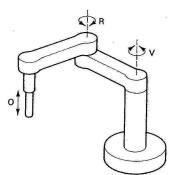


FIGURE 11.8 SCARA body-and-arm assembly (VRO).

Motivation

- Inspiration from improved recycling efficiency.
- WM Houston's Material Recycling Facility (MRF) hires full time employees
- We aim to control a robotic arm to efficiently sort the most recyclable materials

Overview

Our project considers

- Minimal-time arm motion
 - Robotic Dynamics
 - Optimization Formation
 - Implementation
 - Results
- Optimal grab strategies
- Robot hardware

Lagrangian Physics

We can calculate the kinetic energy of a simpler revolute system as

$$E = \frac{1}{2}\dot{\theta}_1^2(I_4 + 2I_5\cos\theta_2) + \frac{1}{2}\dot{\theta}_2^2I_6 + \dot{\theta}_1\dot{\theta}_2(I_3 + I_5\cos\theta_2) \tag{1}$$

We ignore gravity and thus potential energy. By the Euler-Lagrange equation, the system dynamics are constrained by

$$\frac{\partial E}{\partial \theta_j} - \frac{d}{dt} \frac{\partial E}{\partial \dot{\theta}_j} = 0 \tag{2}$$

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Equations of Motion

We desire to solve for the acceleration terms so we can predict future state:

$$\ddot{\theta} = H^{-1}(h - u) \tag{3}$$

where H is the inertial matrix, h represents the centripetal and Coriolis forces, and u is the control torque. We take derivatives with respect to position, velocity, and time to obtain

$$H = \begin{bmatrix} I_4 + 2I_5 \cos \theta_2 & I_3 + I_5 \cos \theta_2 \\ I_3 + I_5 \cos \theta_2 & I_6 \end{bmatrix}$$
 (4)

$$h = \begin{bmatrix} -2I_5\dot{\theta}_2\dot{\theta}_1\sin\theta_2 - I_5\dot{\theta}_2^2\sin\theta_2\\ I_5\dot{\theta}_1^2\sin\theta_2 \end{bmatrix}$$
 (5)

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Optimization Problem

min
$$T$$

s.t.
$$\frac{dx(t)}{dt} = f(x(t), u(t))$$

$$x(0) = x_0$$

$$x(T) = x_T$$

 $t \in [0, T]$

where

- \bullet T = total time taken by path
- t = time
- x(t) = state at time t
- u(t) = control at time t
- x_0 = initial state
- $x_T = \text{end state}$

Transformation

$$\begin{split} \tau &= \frac{t}{T} & \tau \in [0,1] \\ \tilde{u}(\tau) &= u(t) \\ \tilde{x}(\tau) &= x(t) \\ \tilde{x}(0) &= x_0 \\ \tilde{x}(1) &= x_T \\ \frac{d\tilde{x}(\tau)}{d\tau} &= Tf(\tilde{x}(\tau), \tilde{u}(\tau)) \text{ (because } \frac{d\tilde{x}(\tau)}{d\tau} = \frac{dx(t)}{d\tau} = \frac{dx(T\tau)}{d\tau} = Tf(\tilde{x}(\tau), \tilde{u}(\tau))) \end{split}$$

Transformed Optimization Problem

min
$$T$$

s.t. $\frac{d\tilde{x}(\tau)}{d\tau} = Tf(\tilde{x}(\tau), \tilde{u}(\tau))$ $\tau \in [0, 1]$
 $\tilde{x}(0) = x_0$
 $\tilde{x}(1) = x_T$

where

- \bullet T = total time taken by path
- $\tau = \text{time}/(\text{total time})$
- $\tilde{x}(\tau) = \text{state at time } \tau = \frac{t}{T}$
- $\tilde{u}(\tau) = \text{control at } \tau$
- x_0 = initial state
- $x_T = \text{end state}$

Algorithm

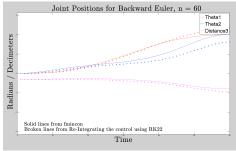
Forward Euler:

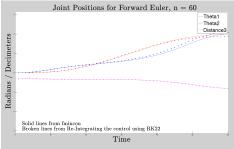
$$\begin{split} \frac{\tilde{x}(\tau_{k+1}) - \tilde{x}(\tau_{k})}{d\tau} &\approx \frac{d\tilde{x}(\tau_{k})}{d\tau} \\ \frac{\tilde{x}(\tau_{k+1}) - \tilde{x}(\tau_{k})}{d\tau} &- Tf(\tilde{x}(\tau_{k}), \tilde{u}(\tau_{k})) \approx 0 \end{split}$$

Backward Euler:

$$\begin{split} &\frac{\tilde{x}(\tau_{k+1}) - \tilde{x}(\tau_k)}{d\tau} - \textit{Tf}(\tilde{x}(\tau_{k+1}), \tilde{u}(\tau_{k+1})) \approx 0 \\ &\text{for } \tau_k = k d\tau, \ k = 1..\textit{N}, \ d\tau = \frac{1}{\textit{N}+1} \end{split}$$

Results





Optimal Grabbing Strategy

Some example grab strategies:

First-in First-out

$$p(k) = t_j(k), \quad j = min(i:t_i(k) \in P(k))$$

• Shortest Processing Time (SPT)

$$\min_{1 \leq j \leq n} t_j$$

Entry-biased SPT

$$\min_{1 \le j \le n} \lambda d_j + t_j$$

Hardware Demonstration

We hope to demonstrate our solution with real hardware, which would consist of:

- A moving conveyor belt, possibly a treadmill
- Objects with QR codes
- Robotic arm for gripping
 - Adept Cobra SCARA
- Extra Controllers?

Future Work

- Finalize minimum path finding algorithm
 - Hook into optimal control
 - Test options
- Improve Optimal Motion Planning
 - More algorithms
 - Increase efficiency, ex: Jacobian
- Hardware Demonstration
- Complexify with Temporal Goals