## ENSC488: Introduction to Robotics Simon Fraser University, Fall 2016 Demo 3 (Final Demo)

Group #:
Member 1:
Member 2:
Member 3:

## **Lab Project Final Demo Instructions**

## Materials to be submitted:

- This page with the name and student no. of your group members written at the top;
- Dynamic equations of motion for your manipulator with all the terms clearly expressed.
- Block diagram of the project with all the sampling time values clearly indicated.
- Final project report; See section 4 of project description for details on what to include in the report.

## **Demonstrations:**

Your program should demonstrate the following:

- **Fix bugs from Demo 1 and 2**: Make sure you have fixed earlier problems such as joint limits, multiple inverse kinematics solutions, etc. If you do not, it will hamper your demo 3 as well.
- **Dynamic Simulator Only**: Using the emulator, show the behavior of your robot dynamic simulator under constant torques/forces applied to the joints. For instance, you could apply a toque of (1,0,0,0)^T and show how the robot responds. You should be able to predict the qualitative behavior.
- **Trajectory Execution**: Execute a planned trajectory (e.g., similar to the one you generated in Demo 2) using your controller and simulator and display it using the emulator.
- **Plotting**: Plot the planned trajectories (position, velocity and accelerations), and the controller output (torques) and the simulator outputs (actual joint positions/velocities/accelerations, respectively) that result from executing the planned trajectory on the same time scale; Note that the trajectory planner, controller and simulator have different sampling periods. Please make sure that your "plotting" is automatic, ie a single command/keyboard input should generate the plots for the executed trajectory; you should not be editing code for each run as new files are generated.

 Please note that since the demo is on the emulator only, you can demo on your laptop. If you would like to use the 488-lab computers, make sure you have compiled and tested your code on those machines well in advance of the demo date to avoid last minute compilation/version issues.