# EEL 4930/5934: <u>Autonomous Robots</u> HH2: Hands-on Homework #2 (Spring 2023)

### Tasks Overview:

- A. Euler angles and axis of rotation
- B. Transformation interpolation in quaternion space
  - i. Find quaternion from rotation matrix
  - ii. Find rotation matrix from quaternion
  - iii. Quaternion SLERP interpolation
- C. Forward kinematic functions for PUMA-560 manipulator

### Grading Breakdown (Both Sections)

- Part A: 25% (15% + 10%)
- Part B: 50% (15% + 15% + 20%)
- Part C: 20% (5% + 10% + 10%)

#### Instructions

- Download the HH2\_Blank folder from canvas
- Complete the functions asked for (see below)
- Test your code: tests\_partA/B/C.py
- Generate the outputs and write in report (PDF)

**References:** Lecture 3-5 and Chapter 2-3 contents

# Submission: [Through Canvas only; Due: March 10, 2023 by 11.59pm]

- A single zip file with a folder (code) and PDF (report)
  - Your completed code: do not add any more python files, just complete the functions
  - A PDF report: the generated outputs only (things that are asked in **blue color**; see below)
- Assignments more than 10 MB file size will get negative penalty (-10% to -50%)

## Part A: Euler Angles and Axis Of Rotation

Refer to the Chapter 2 (2.8) contents for Fixed-angle rotation and Euler-angle rotation formulations. In this part, we will complete the formulations of finding:

- Euler rotation matrix (R XYZ) for a given order and angles
- Finding Euler angles and axis of rotation given R XYZ
- Relevant library file: Euler.py
  - Complete the function: Euler\_Angle (alpha, beta, gamma, order='xyz')
  - Complete the function: Euler Angles from R (matrix, order='xyz')
  - Test your code by tests\_partA.py
- In your report, show results for the case of R\_XYZ = Euler\_Angle(60, 30, 60, 'yxz')
  - **Compute** R\_XYZ
  - Find the axis of rotation for R XYZ

#### Part B: Transformation interpolation in quaternion space

Refer to Lecture-3 and Lecture-5 contents on quaternion notation for rotation and transformation interpolation. Given two transformations T1 and T2, we will interpolate intermediate transformations, which is important for smooth robot/joint motion)



∨ 🚞 libs_hh2	
📄initpy	
Euler.py	
PUMA.py	
Transforms.py	
🖹 utils.py	
🛅 tests_partA.py	
🖺 tests_partB.py	
🛅 tests_partC.py	

Check the code in tests\_partB.py

- Two poses are given with respect to the origin T{0} { {I<sub>3x3</sub>, 0<sub>1x3</sub>}
  - $T{1} \equiv {R1 = 60^{\circ} \text{ rotation around } Z_0; t1 = [-5, -5, -5]^{T}}$
  - $T{2} \equiv {R2 = 45^{-} \text{ rotation around } k=[0, 1, 1]^{T}; t2 = [-15, -15, -15]^{T}}$
- Suppose we want to move a robot/joint from T{1} to T{2}. We want to find 10/25/50 intermediate poses by quaternion interpolation - so that the output looks like the following:



The drive code (tests\_partB.py) is implemented for you! You need to do the following three functions defined in the Transforms.py; some other utility functions are implemented for your convenience).

- Complete the function: quaternion\_from\_R (matrix)
- Complete the function: R\_from\_quaternion (quaternion)
- Complete the function: quaternion\_slerp(quat0, quat1, levels=5)

Test your code well, generate these four figures and show them in your report.

# Part C: Forward kinematic functions for PUMA-560 manipulator

For PUMA-560 manipulator (see Chapter 3: 3.7), consider the following link parameters based on DH notation.



Check tests\_partC.py; for the given scenario and measurements,

Find the following and show the values in your report

- Find <sup>4</sup>T<sub>6</sub>
- Find  ${}^{0}T_{6}$  and  ${}^{6}T_{0}$
- Find <sup>0</sup>P = [5 5 5]<sup>T</sup>, then what is <sup>6</sup>P?

To do this, you will need check the code outline in  ${\tt PUMA.py}$  and

- Complete the function: get\_Ti(self, i=1, theta\_i=0)
- The remaining implementations are completed for your reference

Remember, the assignment is due: March 10, 2023 by 11.59pm

Your zipped submission folder (**HH2\_ID.zip**) should contain the completed code folder and report PDF. When unzipped, the folder structure should look like the following:

