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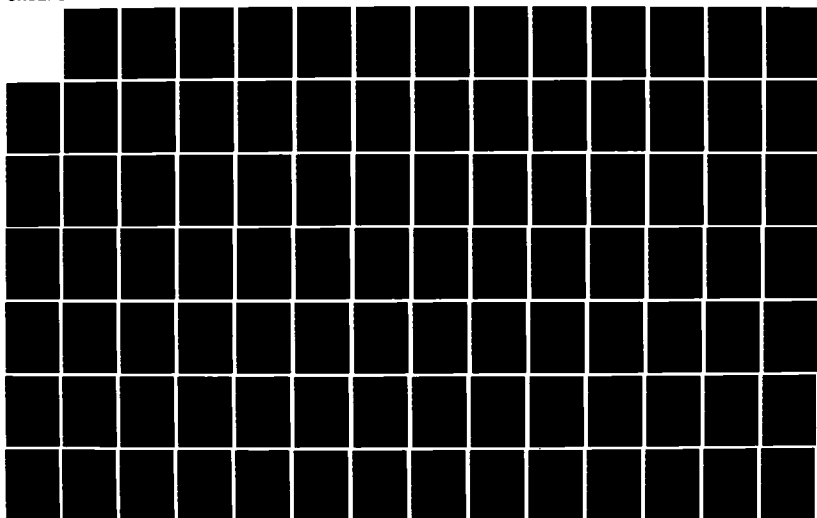
SUPERVISORY CONTROL OF THE RIGHT ARM OF THE BEAM
ASSEMBLY TELEOPERATOR(U) ARMY MILITARY PERSONNEL CENTER
ALEXANDRIA VA A J MANGANIello 10 MAY 85

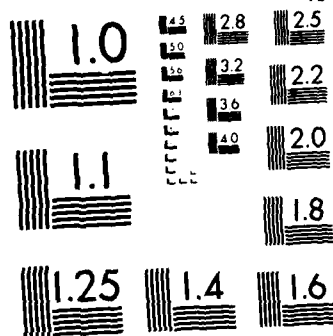
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The method of moving the end effector in a straight line is implemented in two ways. The first implementation uses an unknown starting position and moves to a known finish point. Here the previously developed BAT software is used to input the starting position of the arm. Then the straight line path method uses this starting point and drives the arm to the known finish point. In the second implementation, a method is developed in which a set of points is remembered by the BAT and the straight line path method is used to drive the arm from any start point, through all the stored points and return to the original point. Further extensions using this method are discussed.

An appendix contains a block diagram description of the Beam Assembly Teleoperator and the source code for the software developed and implemented.

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SUPERVISORY CONTROL OF THE RIGHT ARM OF THE BEAM ASSEMBLY
TELEOPERATOR

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A thesis submitted to MIT, Cambridge, MA in partial fulfillment
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A1

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by

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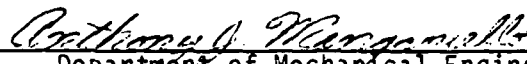
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Department of Mechanical Engineering
May 10, 1985

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SUPERVISORY CONTROL OF THE RIGHT ARM
OF THE BEAM ASSEMBLY TELEOPERATOR

by

Anthony J. Manganiello

Submitted to the Department of Mechanical Engineering
on May 10, 1985 in partial fulfillment of the
requirements for the Degree of Master of Science in
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ABSTRACT

This thesis develops a method of supervisory control of the five-degree-of-freedom dexterous right arm of the Beam Assembly Teleoperator (BAT).

The thesis imposes a constraint that the end effector of the right arm must move in a straight line. The joint angles are used to transform the position of the end effector into cylindrical coordinates. With the initial and final position known, an equation for a straight line is obtained and the cylindrical coordinates of the end effector for each point on the straight line are found. The cylindrical coordinates are then transformed back into joint angles for each point and the joint angles are used to control the BAT'S right arm.

The method of moving the end effector in a straight line is implemented in two ways. The first implementation uses an unknown starting position and moves to a known finish point. Here the previously developed BAT software is used to input the starting position of the arm. Then the straight line path method uses this starting point and drives the arm to the known finish point. In the second implementation, a method is developed in which a set of points is remembered by the BAT and the straight line path method is used to drive the arm from any start point, through all the stored points and return to the original point. Further extensions using this method are discussed.

An appendix contains a block diagram description of the Beam Assembly Teleoperator and the source code for the software developed and implemented.

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As stated previously, the concern in this chapter is to develop a method of generating a straight line path for point A. In this chapter the values of $\theta_1, \theta_2, \theta_3, \theta_4, \theta_5$ (shoulder yaw, shoulder pitch, elbow, wrist motor A, wrist motor B) are given as part of the problem. ψ_4 and ψ_5 will be tucked away until Section 2.8 (since the motor angles do not affect the position of point A).

At this time, the starting position of point A is represented in terms of $\theta_1, \theta_2, \theta_3$ (shoulder yaw, shoulder pitch, elbow) and the length of the two links (L_1 and L_2). It would be easier to compute a straight line path if the joint coordinates ($\theta_1, \theta_2, \theta_3, L_1, L_2$) were changed to another coordinate system.

2.4 Joint Angles to Cylindrical Coordinates

Cylindrical coordinates θ, R, Z (Figure 2.6) were chosen because of both the design of the manipulator and the ease of transformation. Shoulder

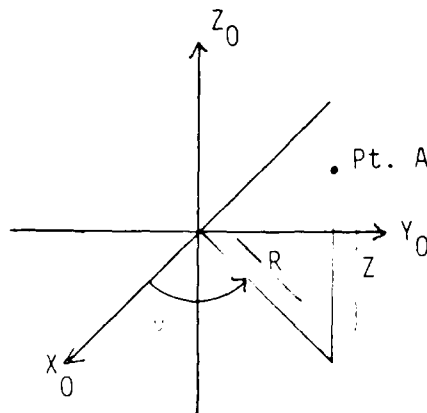


FIGURE 2.6 Cylindrical Coordinate Reference Frame

formation is wrist roll, θ_5 . θ_5 rotates about the Y" axis from $\theta_{5\text{MIN}} = -1.745$ radians to $\theta_{5\text{MAX}} = 1.745$ radians. There is one other consideration concerning the wrist angles. When the wrist was developed by the Space Systems Laboratory, a differential mechanism and two motors (motor A and motor B) were used inside the wrist to enable it to have yaw and roll. A detailed description of the mechanism is described in reference [3]. The angles which are used in the control system are the angles from the wrist motors; these motors are labelled A and B. In this thesis ψ_4 will be used as the angle for motor A and ψ_5 will be used as the angle for motor B. Reference [3] develops the following transformation used to convert between ψ_4, ψ_5 and θ_4, θ_5 (the two motor angles and the two wrist angles).

$$\theta_4 = -\frac{1}{2} \psi_4 + \frac{1}{2} \psi_5$$

$$\theta_5 = -\frac{1}{2a} \theta_4 - \frac{1}{2a} \theta_5$$

where $a = \frac{27}{29}$, and is based on the gear ratios of the differential drive.

Also,

$$\psi_4 = -\theta_4 - a \theta_5$$

$$\psi_5 = \theta_4 - a \theta_5$$

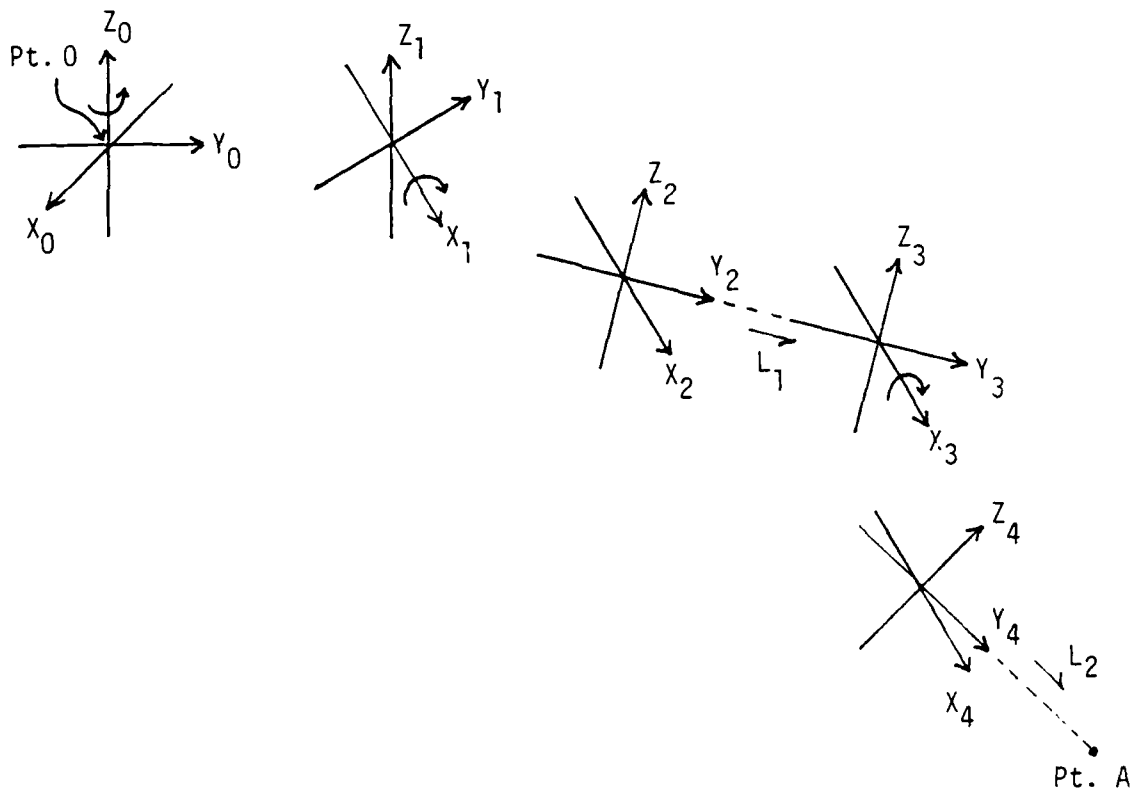


FIGURE 2.4 Coordinate Frames for the Right Arm

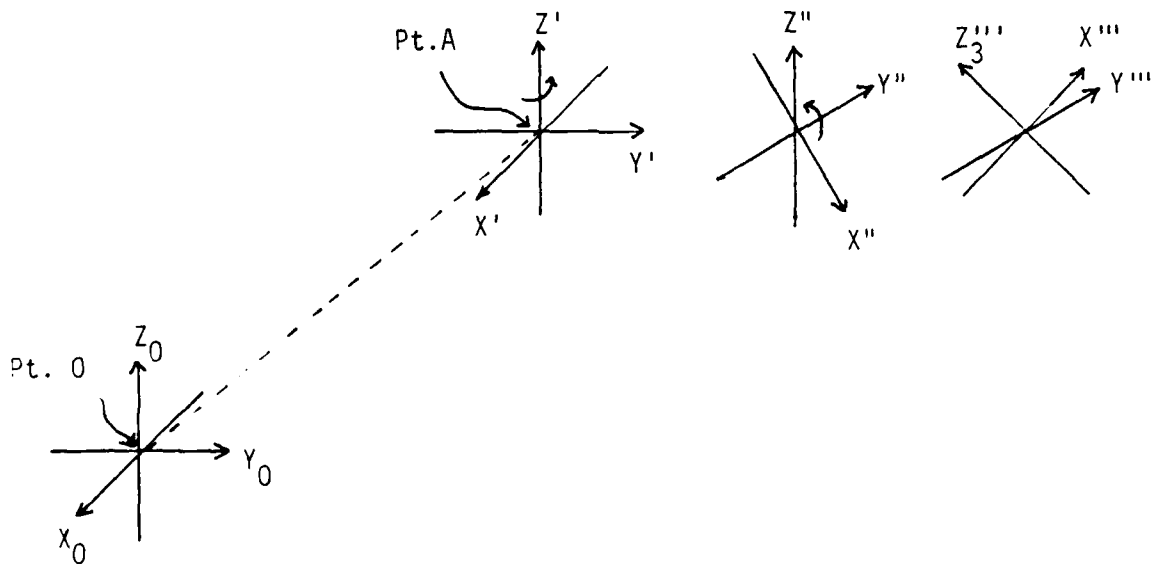


FIGURE 2.5 Coordinate Frames for the Wrist

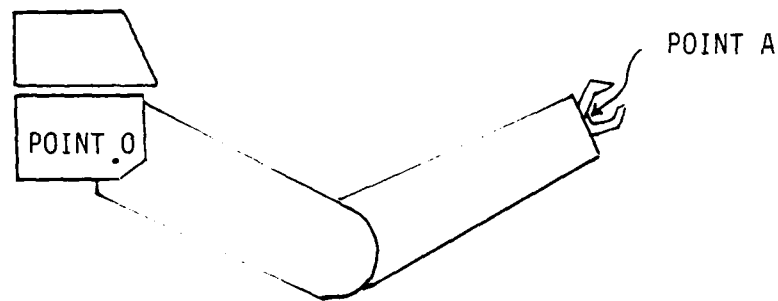


FIGURE 2.3 Point A on the Right Arm

arrow in each frame in Figure 2.4 signifies the 0 radian point.) The second rotation transformation is about the X_1 axis. The shoulder pitch or θ_2 can rotate from $\theta_2 = 1.31$ radians to 2.62 radians. The coordinate frame is then translated along the Y_2 axis by the length of the first link ($L_1 = .41$ meters). The elbow rotation, θ_3 , is the next transformation. It rotates about X_3 from $\theta_{3\text{MIN}} = .52$ radians to $\theta_{3\text{MAX}} = 3.75$ radians. The last transformation is a translation along the Y_4 axis the length of the second link ($L_2 = .36$ meters). This is point A.

The generation of a straight line path for point A is the main concern. However, the orientation angles (wrist yaw and wrist roll, θ_4 and θ_5) can also be changed while the arm is moving. The reference frame of the wrist is fixed to point A and shown in Figure 2.5. The first transformation is wrist yaw, θ_4 , which rotates about the Z' axis and varies from $\theta_{4\text{MIN}} = 0$ radians to $\theta_{4\text{MAX}} = 3.14$ radians. The next trans-

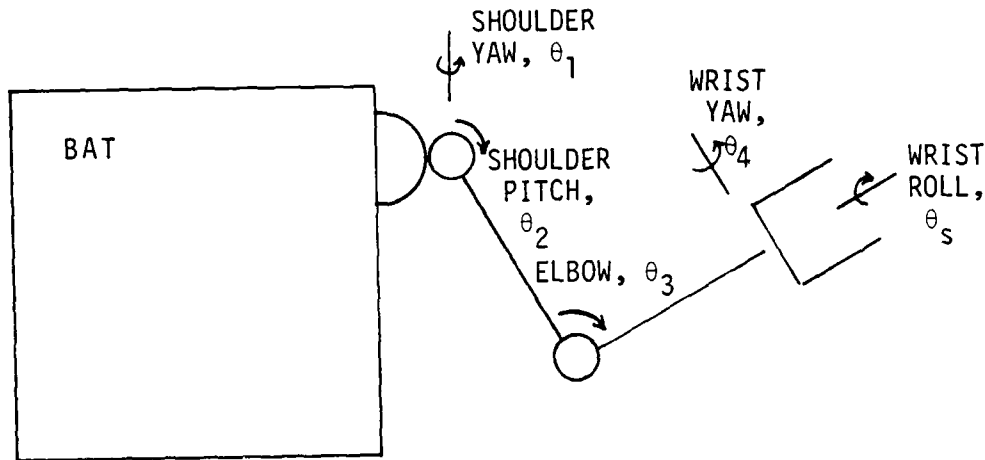


FIGURE 2.2 JOINT ANGLES

2.3 Problem Set-Up

The position of the end effector is the main concern. This is the point that must follow a straight line path (Point, A, Figure 2.3). This gives the arm three degrees of freedom (shoulder yaw, shoulder pitch and elbow). The restriction of point A to follow a straight line path from the start point to the finish point is a two-link problem. The reference frame (X_0 , Y_0 , Z_0) is positioned at the base of the first link (Point 0 in Figure 2.3). The first rotation transformation is about the Z_0 axis (Figure 2.4). This is shoulder yaw or θ_1 . It can rotate from $\theta_{1_MIN} = 0.0$ radians to $\theta_{1_MAX} = 2.44$ radians. (Note: the base of the

From this the central controller computes the initial position of the end effector. The procedure for converting the voltage inputs to joint angles will be covered in the next chapter. The final position is predetermined in advance and stored in the central controller. The problem is to find a trajectory for the end effector of the arm, compute the joint angles, and send them to the control system. The procedure for sending the joint angles to the control system will also be covered in the next chapter. Additionally, the position of the end effector is restricted to following a straight line path. This restriction is added to make it easier to concatenate paths (path concatenation is developed in Chapter 4).

The problem is now in the following format.

ASSUMPTIONS:

The reference frame is fixed to the BAT and stationary.

GIVEN:

- 1) Joint angles for the original arm configuration.
(Shoulder Yaw (θ_1), Shoulder Pitch (θ_2), Elbow (θ_3),
Wrist Yaw (θ_4) and Wrist Roll (θ_5), Figure 2.2).
- 2) The final position of the arm.
- 3) The physical dimensions of the arm.

FIND:

- 1) A straight line path for the position of the end effector from the start point to the finish point.
- 2) The joint angles for each position on the path.

determine what configuration the arm is in, and start generating inputs to the control system for a specific task. These inputs would mimic the inputs that would have come from the master arm if the master were controlling the task. An important task in an assembly operation is for the arm to move from a point (x,y,z) (in a three-dimensional space with a reference frame stationary and fixed to the BAT) to another point (x,y,z) . This thesis develops a method for the central controller to control the right arm moving from any point to a specified point. Using this method, it develops a way to concatenate specified points and move the arm through these points. This will enable the BAT to learn many trajectories which can be combined to perform assembly tasks. This will be the basis for the extensions to other types of tasks.

2.2 Overview of the Procedure

In this chapter, the task is to develop a method in which the arm moves to a specified location; for example, the operator has just grasped a beam with the right arm, and would like to move to a location next to the left arm. The central controller must:

- 1) know the starting configuration of the arm;
- 2) know the final configuration of the arm;
- 3) compute a trajectory;
- 4) transmit the appropriate command to the joint/actuator control system.

The operator starts this procedure by entering a keyboard option on the control panel at the ICS. This would let the central controller know that the supervisory control option has been selected. The original configuration is then read from the inputs of each joint of the master arm.

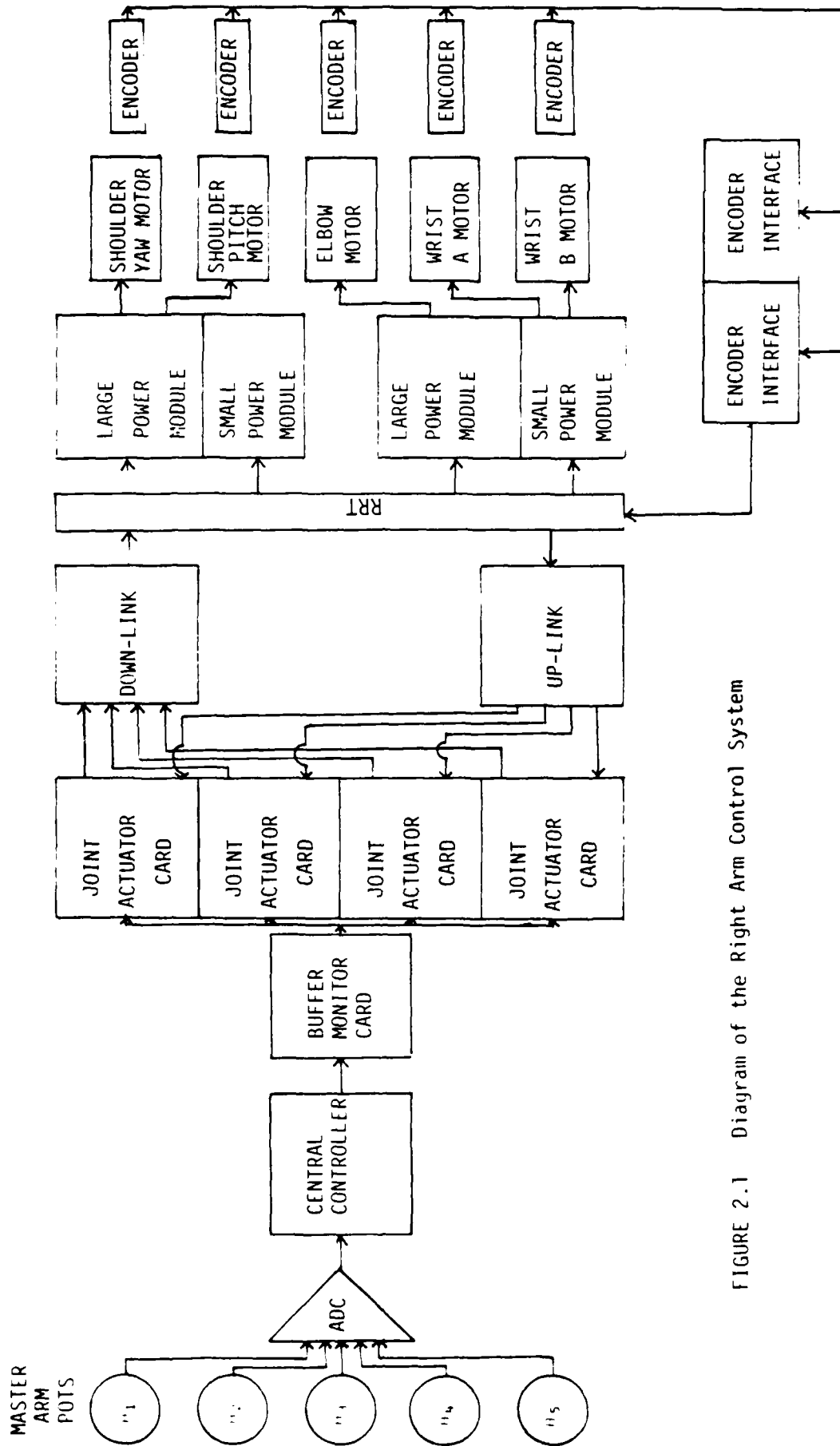


FIGURE 2.1 Diagram of the Right Arm Control System

CHAPTER 2

SUPERVISORY CONTROL OF THE RIGHT ARM

2.1 Objective

Using the two joysticks to control the BAT's position and the master arm to control the BAT's right arm, it is easy to imagine times where controlling the operation of the BAT can become a very hard task with only two hands. The operator might also need to enter an option in the BAT's software. The control system of the right arm can be improved, so that the master arm is not needed to perform most tasks. There are some cases in an assembly operation where the master-slave relationship would be easier to use. (For example, if two beams do not fit just right and have to be jiggled to make the connection.) However, in most cases it would be much easier to simply enter a command and let the central controller move the right arm to a preprogrammed position.

Figure 2.1 depicts the entire control system of the BAT's right arm. The position of the right arm is fed back only to the joint/actuator cards and not to the central controller. Therefore, the central controller must receive the positions of the right arm from the master arm at the ICS. The assumption is made that the master arm's joint angles are equal to the right arm's joint angles, or at least the relationship is a known linear one (recall the master arm is kinematically similar to the right arm). In the supervisory mode, the commands from the master arm are halted at the central controller. The central controller can then

with a specified start and finish point, the BAT system will then be taught to not only remember the trajectory, but also to play it back at the operator's command. This will give the BAT system the capability of performing any task over and over again without the use of the master arm. There are many tasks that are repetitive during an assembly operation. It would not be an efficient use of the BAT system if the operator were to perform these tasks again and again using the master arm at the ICS. By upgrading the control system, the BAT's capabilities will be greatly enhanced. Freeing the operator's hands will further increase the man-machine productivity.

degrees of freedom. It is also equipped with two cameras providing the operator with two different perspectives of the work area.

The BAT is controlled by the ICS. The ICS has two three degree-of-freedom joysticks to control the BAT's six maneuvering degrees of freedom. There is a master arm which is kinematically similar to the BAT's dexterous right arm. The operator uses this master arm to control the BAT's right arm in a master-slave control relationship. On the ICS there is also a helmet gimbal system used to control the tilt and pan unit of the BAT's main camera. The BAT and the ICS are described in further detail in Appendix A.

To perform an assembly task with the system, the operator uses the two joysticks to position the BAT at the work area. The operator then straps his/her right arm to the ICS's master arm and positions it to where he/she would like the BAT's right arm to be. The left arm is used to hold the workpiece in place. This can be quite challenging especially while the operator is trying to control the BAT's position with the joystick controls. A method of freeing the operator from the master-slave control relationship would help the man-machine to be more productive.

In this thesis, the operator is released from certain tasks by implementing supervisory control of the right arm. Two different trajectories will be used to demonstrate the control. The first trajectory will have an unknown starting point and a specified finishing point. By selecting a keyboard option, the operator will be able to move the BAT's right arm to this specified finish point. By defining a second trajectory

a more efficient and effective system. This thesis will continue along this trend to upgrade the interface between man and machine.

The teleoperator system is made up of two major structures:

- 1) the Beam Assembly Teleoperator (BAT)
- 2) the Integrated Control Station (ICS)

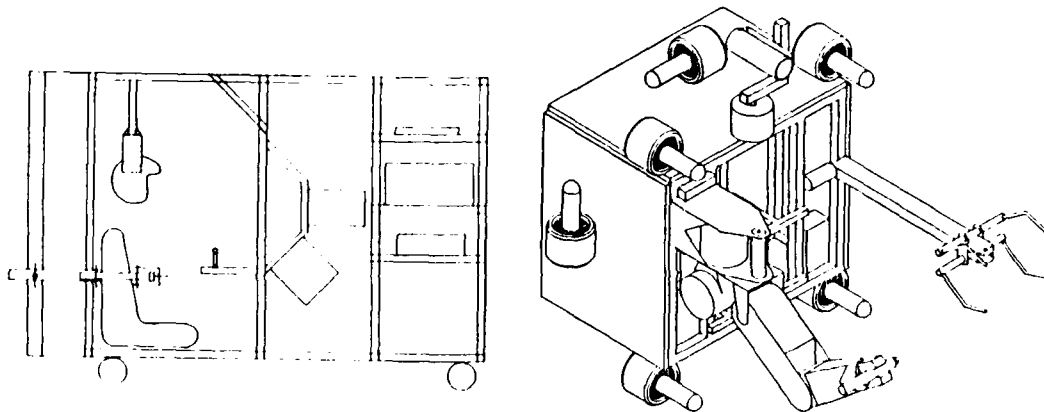


FIGURE 1.1 Sketch of the ICS and the BAT

The BAT has a fixed left arm and a dexterous right arm. The left arm has a gripper end effector used for grasping a beam, and a motor-driven roller used for moving the beam laterally. The right arm is a five degree-of-freedom manipulator with a two-jaw grip end effector. The BAT frame has eight trolling motors which are used to give the unit six

CHAPTER 1

INTRODUCTION

One of the most important parameters affecting the industrialization of space is the capability to assemble structures in orbit. Much larger structures can be built in space than on earth. Since there is a limit to payload capacity, the need to assemble structures in space is imperative. Experimentation with assembly tasks on earth will help in the development of the most efficient assembly method, which will increase productivity on an actual mission. Tests have already been conducted, in a simulated environment, evaluating the ability of humans to assemble objects in space. The next step is to see how a machine can help man in accomplishing these tasks. The Space Systems Laboratory at M.I.T. has already conducted tests involving assembly by humans in a simulated environment. Neutral buoyancy was used as the simulation medium. A teleoperated system was also developed which will simulate the man-machine interface in space. This device is called the Beam Assembly Teleoperator (BAT). The BAT operates in the neutral buoyancy environment.

The Space Systems Laboratory began development of the BAT in mid 1981, and has been using this device in experiments with man-machine assembly tasks. The software for master-slave control of the BAT manipulator was previously developed in the Space Systems Lab. Both the hardware and the software are being continuously improved to provide

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A.14	Communication Link	130
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yaw (θ_1) transforms into ϕ identically. The transformation of shoulder pitch and elbow (θ_2 and θ_3) to R, Z is just a planar problem. The plane is defined by the location of A . For a particular value of θ the arm can only be in these positions.

- i) Elbow angle (θ_3) $< \pi$ (Elbow down position)
- ii) Elbow angle (θ_3) $> \pi$ (Elbow up position)
- iii) Elbow angle (θ_3) $= \pi$ (Fully extended)

Position i) Elbow angle (θ_3) $< \pi$ (Figure 2.7)

Note: There can never be a negative R so the arm is only in Quadrant I and IV of the (R, Z) plane.

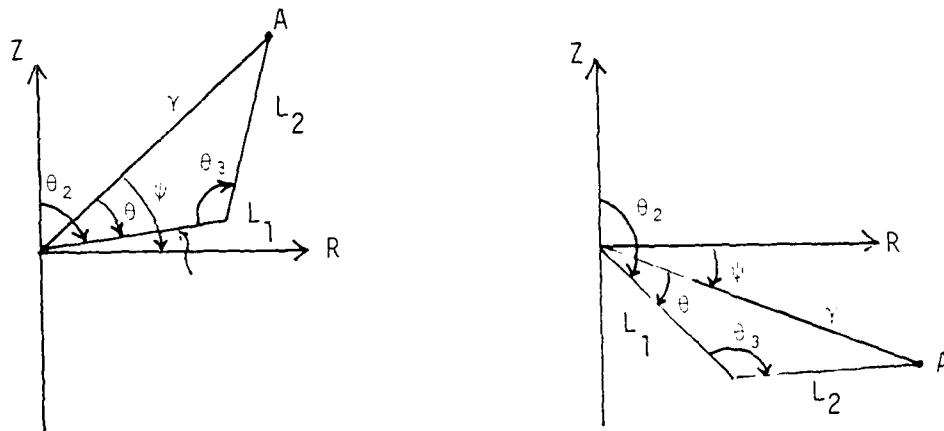


FIGURE 2.7 Joint Angle to Cylindrical Coordinates - Position i)

To find Z,R for either of the two diagrams in Figure 2.7 the following procedure is used:

- 1) find γ (the distance from the origin to point A) using the law of cosines,

$$\gamma = \sqrt{L_1^2 + L_2^2 - 2 \times L_1 \times L_2 \times \cos \theta_3}$$

- 2) find ϕ (the angle of the triangle formed by L_1 and L_2 at the origin) using the law of sines,

$$\phi = \sin^{-1} \left(\frac{L_2 \sin \theta_3}{\gamma} \right)$$

(NOTE: ϕ can only be between 0 and $\pi/2$ radians, therefore, there is no ambiguity in the arcsin.)

- 3) find ψ (the angle between γ and the R axis)

$$\gamma = \frac{\pi}{2} - (\theta_2 - \phi)$$

- 4) find Z,R using polar coordinate transformations

$$Z = \gamma \sin \psi$$

$$R = \sqrt{\gamma^2 - Z^2}$$

Position ii) Elbow angle (θ_3) $> \pi$ (Figure 2.8).

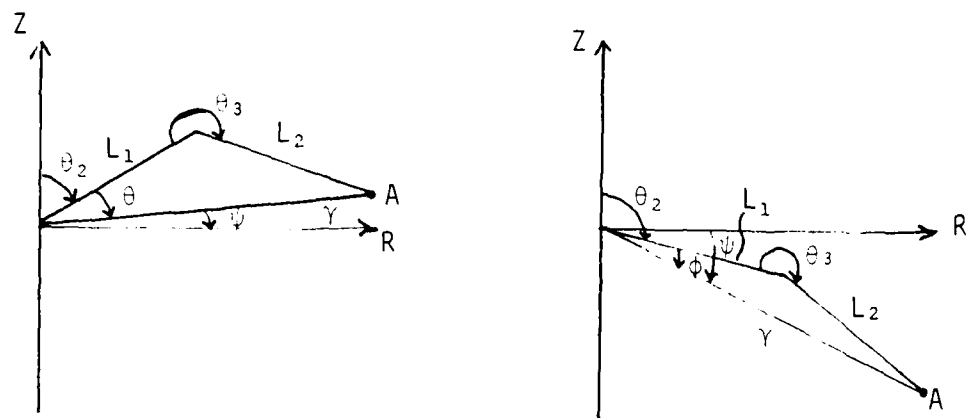


FIGURE 2.8 Joint Angle to Cylindrical Coordinates - Position ii

This configuration of the master arm is not possible given the current design of both the master arm of ICS and the dexterous arm of BAT. It is included in this thesis to ensure that this method can handle all types of inputs to the control system. (The algorithm for finding R and Z is similar to Position i).

- 1) Find γ (the distance from the origin to point A)
using the law of cosines

$$\gamma = \sqrt{L_1^2 + L_2^2 - 2 \times L_1 \times L_2 \times \cos(2\pi - \theta_3)}$$

(NOTE: The angle of the triangle is now $2\pi - \theta_3$ instead of θ_3 .)

- 2) find ϕ (the angle of the triangle formed by γ , L_2
at the origin) using the law of sines

$$\phi = \sin^{-1} \left(\frac{L_2 \sin(2\pi - \theta_3)}{\gamma} \right)$$

(NOTE: can only be between 0 and $\pi/2$.)

- 3) find ψ (the angle between γ and the R axis)

$$\psi = \frac{\pi}{2} - (\theta_2 - \phi)$$

- 4) find Z, R

$$Z = \gamma \sin \psi$$

$$R = \sqrt{\gamma^2 - Z^2}$$

Position iii) Elbow angle (θ_3) = π (Figure 2.9)

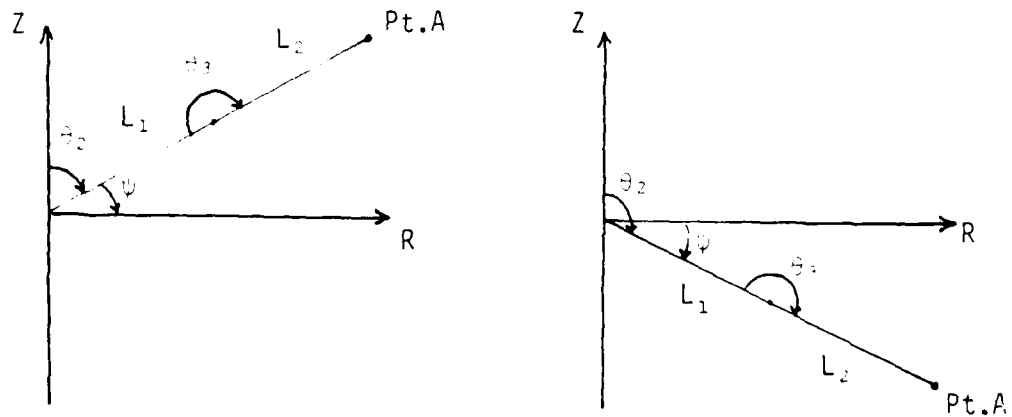


FIGURE 2.9 Joint Angles to Cylindrical Coordinates - Position iii

- 1) find γ (the distance from the origin to point A)

$$\gamma = L_1 + L_2$$

- 2) find ψ (the angle between γ and the R axis)

$$\psi = \frac{\pi}{2} - \theta_2$$

- 3) find Z, R

$$Z = \gamma \sin \psi$$

$$R = \gamma \cos \psi$$

Upon receiving the joint angles (shoulder yaw, θ_1 , shoulder pitch, θ_2 , and elbow, θ_3) the controller checks θ_3 and finds θ, R, Z of the initial position of point A from one of these three algorithms.

In this chapter the final position of point A is known and has been stored in the controller. The final position is stored in cylindrical coordinates. The final orientation angles θ_4, θ_5 (wrist yaw and wrist roll) are also stored and are in radians. The controller knows it must move point A from θ, R, Z (initial) to θ, R, Z (final) in a straight line.

2.5 Straight Line Path Generation

If a path is a straight line in X_0, Y_0, Z_0 space, it can be projected down to a straight line in the X, Y plane (Fig. 2.10). Due to the maximum and minimum values of shoulder yaw (θ_1) only the first and second quadrants of the (X_0, Y_0) plane are involved. Having θ, R initial and θ, R final, measured as shown in Figure 2.11, the values for X, Y initial and X, Y final are easily computed.

Initial

$$Y_i = R_i \times \sin \theta_i$$

$$X_i = R_i \times \cos \theta_i$$

Final

$$Y_f = R_f \times \sin \theta_f$$

$$X_f = R_f \times \sin \theta_f$$

From here the equation for a straight line is then computed in terms of X and Y .

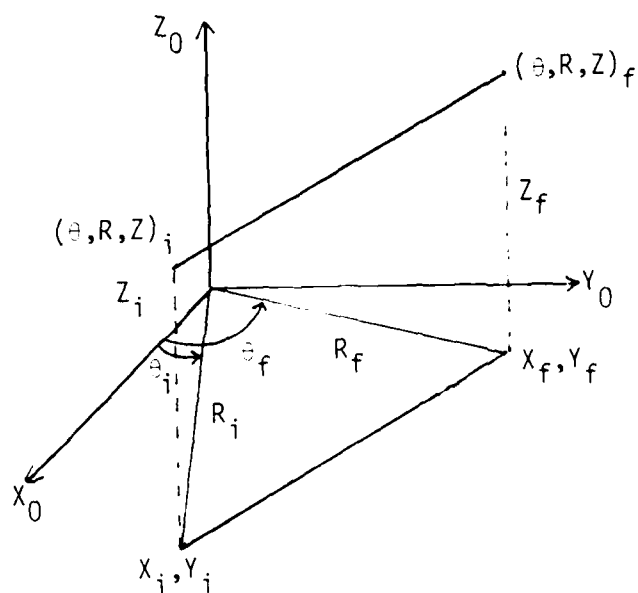


FIGURE 2.10 Straight Line Path in Reference Frame (X_0, Y_0, Z_0)

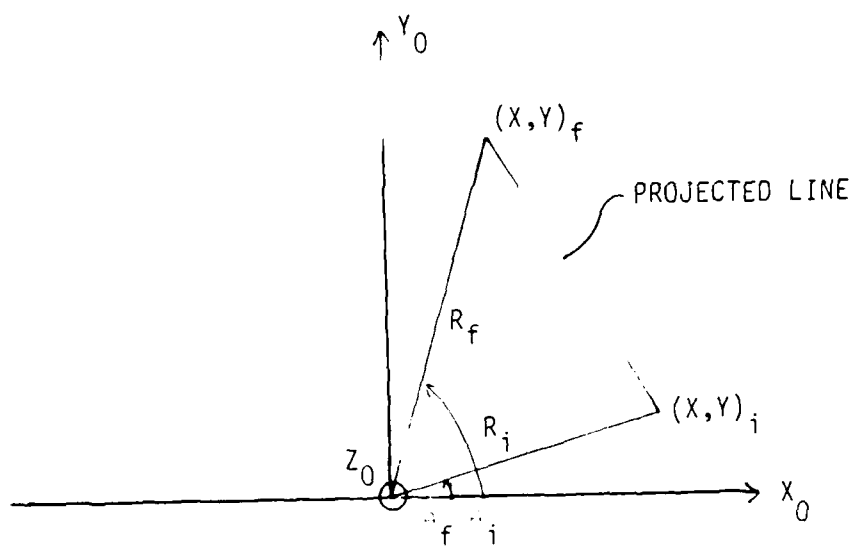


FIGURE 2.11 Projected Line in $X_0 Y_0$ Plane

$$Y = m(X - X_i) + Y_i \quad (2.1)$$

where

$$m = \frac{Y_f - Y_i}{X_f - X_i} \quad .$$

[The case when $\Delta X = 0$ sets the flag.] The value for θ changes every time step. The method for changing θ (also shoulder yaw, θ_1) will be discussed in Section 2.7. Assume for now that the value of θ at each time step is given. Then R and Z are computed using the X and Y computed from the straight line restriction (2.1). (See Figure 2.12.)

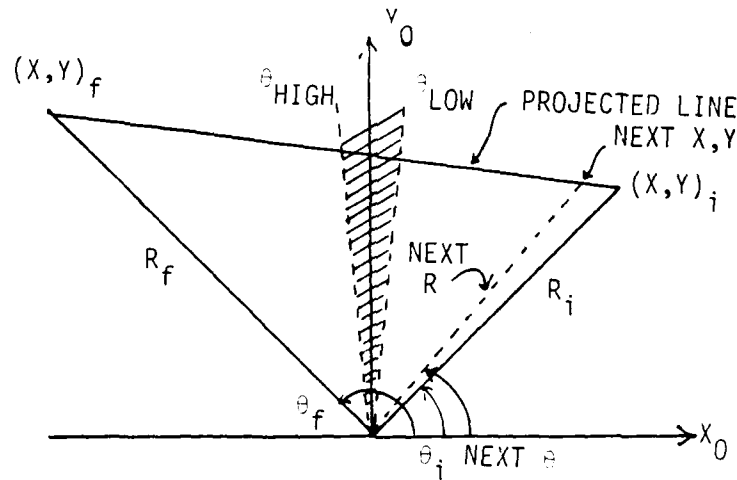


FIGURE 2.12 Travelling Across the Projected Line

To review what has been done until now, first the joint angles $(\theta_1, \theta_2, \theta_3)$ were obtained from the arm. The joint angles were then converted to cylindrical coordinates of point A. With the initial and final cylindrical coordinates of point A, a straight line path in the X_0, Y_0, Z_0 plane was found for point A. As θ (which is also the shoulder yaw angle, θ_1) sweeps across the straight line, the value of R and Z must be found for each θ . This will give the cylindrical coordinates of point A on the straight line. Knowing the value of θ , R and Z of point A, this will be used to convert back to joint angles (this part will be covered in Section 2.6). To find the values of R and Z for each θ , four special cases may be examined.

Case 1) $\Delta\theta, \Delta Z = 0$

Here, θ and Z retain the value of θ_i and Z_i . Depending on whether R_i is less than or greater than R_f , the appropriate driving function is used to determine R at each time step (this driving function is the same one used to determine θ when $\Delta\theta \neq 0$ and will be covered in Section 2.7).

Case 2) $\Delta\theta, \Delta R = 0$

This is done exactly as above except that R is set equal to R_i and Z is used in the driving function.

Case 3) $\Delta\theta = 0$

For this condition, R is used in the driving function. X and Y are found using simple conversions.

$$X = R \times \cos \theta$$

$$Y = R \times \sin \theta .$$

Dependent upon the value of ΔX and ΔY the appropriate side of the equation for a straight line (shown below) is used to compute Z .

$$\frac{X - X_i}{X_f - X_i} = \frac{Z - Z_i}{Z_f - Z_i} = \frac{Y - Y_i}{Y_f - Y_i} .$$

Case 4) If $\Delta R, \Delta Z = 0$

or $\Delta R = 0$

or $\Delta Z = 0$

or $\Delta\theta, \Delta R, \Delta Z \neq 0$

the following procedure is used.

The value of each θ , given by the driving function, is used to compute the next X and Y along the straight line. From these two values, R is computed as shown below.

General case:

using

$$X = \frac{Y}{\tan \theta}$$

substitute this into the equation for a straight line (2.1)

$$Y = m \left(\frac{Y}{\tan \theta} - X_i \right) + Y_i \quad .$$

Then, solving for Y

$$Y = \frac{(Y_i - m X_i)}{\left(1 - \frac{m}{\tan \theta}\right)} \quad .$$

Now with Y and θ , find X

$$X = \frac{Y}{\tan \theta} \quad .$$

R is then found by

$$R = \sqrt{X^2 + Y^2} \quad .$$

Flagged cases:

θ is checked as it changes, so that when the next θ reaches a value of θ_{low} , (Figure 2.12, in this case $\theta_{low} = 1.53$ radians) θ retains this value until it passes $\theta = \pi/2$. At $\theta = \pi/2$, θ is then set to θ_{high} which is 1.60 radians. This is to account for the singularity at $\theta = \pi/2$. There are four more cases which are flagged.

Case 1) If $\Delta x = 0$ (Figure 2.13)

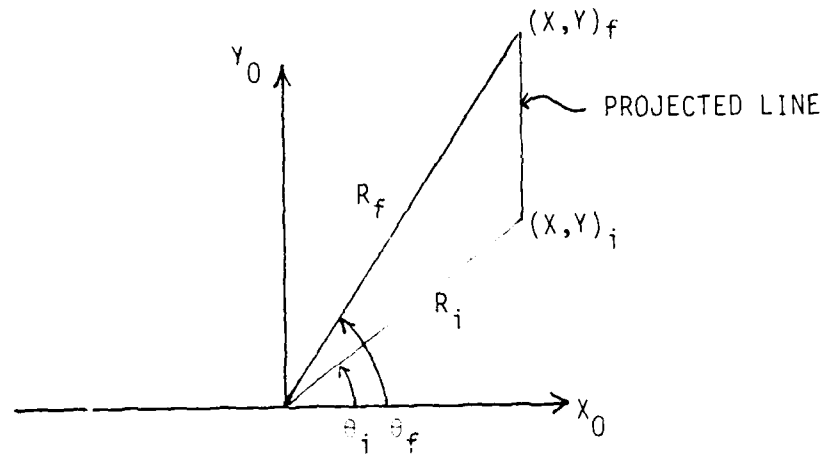


FIGURE 2.13 Slope of the Projected Line Equal to 1

Then,

$$Y = X_i \tan \theta$$

$$X = X_i$$

Case 2) If $m = 0$

Then

$$X = \frac{Y_i}{\tan \theta}$$

$$Y = Y_i$$

Case 3) If $\theta = 0$

Then

$$Y = 0 \quad X = X_i - \frac{Y_i}{m} \quad (\text{except when } m = 0)$$

Case 4) If $\theta = \frac{\pi}{2}$ (possibly as a starting point)

Then

$$X = 0$$

$$Y = Y_i - m X_i \quad .$$

Once X and Y are known, using the general or flagged cases, R is then found using

$$R = \sqrt{X^2 + Y^2} \quad .$$

To find Z , the equation for a straight line in three-dimensional space is

$$\frac{X - X_i}{X_f - X_i} = \frac{Z - Z_i}{Z_f - Z_i} = \frac{Y - Y_i}{Y_f - Y_i} \quad .$$

The values of Z_i and Z_f are known and depending on whether ΔX or ΔY is zero the right or left side of the equation is used.

$$Z = \left(\frac{X - X_i}{X_f - X_i} \right) (Z_f - Z_i) + Z_i \quad Z = \left(\frac{Y - Y_i}{Y_f - Y_i} \right) (Z_f - Z_i) + Z_i$$

2.6 Cylindrical Coordinates to Joint Angles

At this point, the values of θ, R, Z which keep point A on a straight line path are known. Therefore for a particular value of θ ,

finding θ_2 (shoulder pitch) and θ_3 (elbow) is a planar problem. Recall that θ in cylindrical coordinates is equal to θ_1 (shoulder yaw). The algorithm to find the joint angles is simply the reverse of going from $(\theta_1, \theta_2, \theta_3)$ joint angles to (θ, R, Z) cylindrical coordinates. Only three positions can occur here also.

Position i) Elbow angle $(\theta_3) < \pi$ (Figure 2.14)

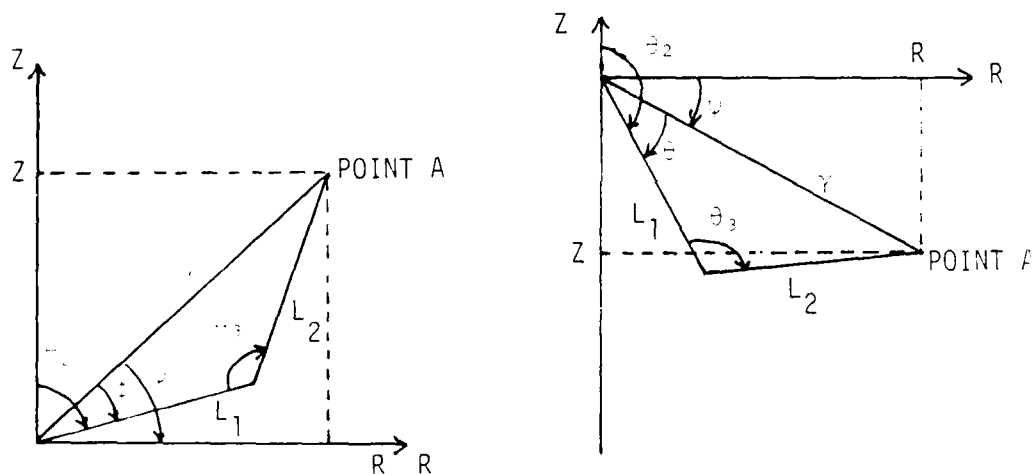


FIGURE 2.14 Cylindrical Coordinates to Joint Angles - Case i

1) find r

$$r = \sqrt{R^2 + Z^2}$$

If the case arises where $\Delta\theta, \Delta R = 0$ (case 2, Section 2.5), T is again computed using the maximum $\Delta\theta = \pi$. The driving function will now be $Z(t)$.

$$Z_f = Z_i$$

$$Z(t) = Z_i + (\Delta Z \left(\frac{t}{T} - \frac{1}{2\pi} \sin(2\pi \frac{t}{T}) \right))$$

$$Z_f = Z_i$$

$$Z(t) = Z_f - (\Delta Z \left(1 - \frac{t}{T} + \frac{1}{2\pi} \sin(2\pi \frac{t}{T}) \right))$$

2.8 Determining the Orientation Angles

The values of the orientation angles θ_4, θ_5 (wrist yaw and wrist roll) do not affect the straight line path of point A. Therefore, wrist yaw, θ_4 , and wrist roll, θ_5 , can be changed slowly as the arm moves point A along its straight line path. Recall from the end of Section 2.3, θ_{4i} and θ_{5i} (initial) are obtained by transforming the values of ϕ_4 (wrist motor A) and ϕ_5 (wrist motor B). The values of the final orientation angles, θ_{4f} and θ_{5f} , are stored along with the final position of point A. In order to have all of the joints of the arm finish at the same time, the time it takes to go from θ_{4i}, θ_{5i} (initial) to θ_{4f}, θ_{5f} (final) will be T (the total time to traverse the straight line path, Section 2.7). To account for gradual acceleration and braking of the two

increment, will be the sampling time of the arm's control system ($\Delta t \approx .05$ seconds). It is obvious, by looking at Figure 2.19, that gradual acceleration and gradual braking will be applied to the shoulder yaw. At each time increment the values for t, T and $\Delta\theta$, are used in the driving function to compute the value of $\theta_1(t)$. This value of θ_1 is then used to determine R and Z of point A on a straight line path as shown in Section 2.5.

For case 3, when $\theta_{1i} = \theta_{1f}$, the driving function, $\theta_1(t)$ cannot be used. In this case T is computed using the maximum change, $\Delta\theta_1 = \pi$. The driving function will then be determined by the change in radius, ΔR . The same type of driving function is used for $R(t)$ as was used for $\theta_1(t)$ in case 1 or 2. This will also provide gradual acceleration and braking of the arm.

$$R_f > R_i$$

$$R(t) = R_i + (\Delta R \left(\frac{t}{T} - \frac{1}{2\pi} \sin(2\pi \frac{t}{T}) \right))$$

$$R_f < R_i$$

$$R(t) = R_f - (\Delta R \left(1 - \frac{t}{T} + \frac{1}{2\pi} \sin(2\pi \frac{t}{T}) \right))$$

The values of X, Y and Z are then computed as in case 3, Section 2.5 (also for case 1).

small. Too small a time might cause the controller to generate a command that could saturate the actuator. Therefore, during experimentation with this method on the BAT, the value of FS is approximately 3.5. It starts out this high for equipment safety and can be decreased if the arm moves too slowly. Once the value of $\Delta\theta$ (the change in shoulder yaw) is computed from the initial and final position of point A, it is used to compute T , the total time to traverse the straight line path.

The value of T along with the value of $\Delta\theta$ (the shoulder yaw change) is used in the driving function, $\theta(t)$ (Figure 2.17). By letting t start from 0 and slowly increasing t until $t = T$, the driving function, $\theta(t)$, will be sampled [1]. This is shown in Figure 2.19 for the case when θ_{1f} is greater than θ_{1i} . The value of Δt , the time

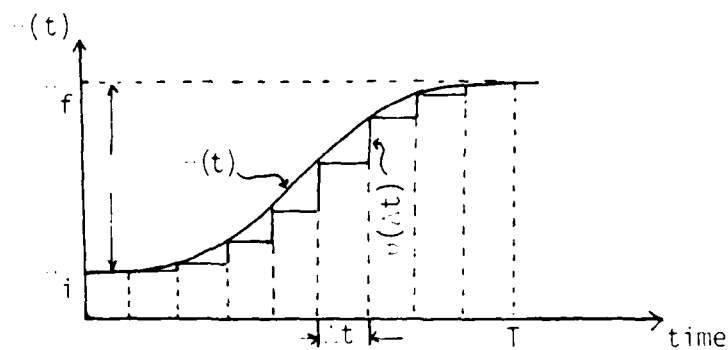


FIGURE 2.19 Sampled Driving Function

Integrate over X to find the total drag force. To find the Drag Moment,

$$\text{Drag Moment} = \text{Drag Force} \times \text{Moment Arm}$$

$$\text{Drag Moment Arm} = D_{\text{ARM}}^Y \quad Y : 0, L_{\text{ARM}}$$

$$\text{Drag Moment Beam} = D_{\text{BEAM}}^Y \quad Y : L_{\text{ARM}}, L_{\text{ARM}} + \text{Diameter of Beam}$$

Integrating over Y gives the total drag moment on the arm and beam for a given velocity, V . The two integrations give a constant (called Drag) multiplied by the $\dot{\theta}^2$ term

$$\text{Drag Moment} = \text{Drag} \dot{\theta}^2$$

The value for maximum torque (τ) was computed using the maximum torque for the shoulder yaw motor and the gear train dimensions between the shoulder and the arm. To find the total time, the maximum acceleration is used along with the velocity at that time. Recall that the maximum acceleration occurs at $t = \frac{T}{4}$. The value for t is substituted into the equations for acceleration and velocity (Figure 2.17). These values of acceleration and velocity are used with the constants (J_T , $\Delta\theta$, Drag) to find the equation for T (Eq. (2.2)). FS is a factor of safety which is used to ensure that the time taken to traverse the straight line path is not too

Moment of Inertia:

$$J_T = J_{ARM} + J_{BEAM}$$

$$J_{ARM} = J_{GA} + m_{ARM} \left(\frac{L_{ARM}}{2} \right)^2$$

$$J_{GA} = \frac{1}{12} m_{ARM} (3 R_{ARM}^2 + L_{ARM}^2)$$

$$J_{BEAM} = J_{GB} + m_{BEAM} \left(L_{ARM} + \frac{R_{BEAM}}{2} \right)^2$$

$$J_{GB} = \frac{1}{2} m_{BEAM} R_{BEAM}^2$$

Drag Moment:

$$\text{Total Drag Force} = D_{ARM} + D_{BEAM}$$

where

$$D = \frac{\rho C_D A V^2}{2}$$

ARM

$$\text{Velocity} = \dot{\theta}(x)$$

$$X : 0, L_{ARM}$$

$$A = (\text{Diameter})(X)$$

$$X : 0, L_{ARM}$$

BEAM

$$\text{Velocity} = \dot{\theta}(L_{ARM} + X)$$

$$X : 0, \text{Diameter of Beam}$$

$$A = (L_{BEAM})(X)$$

$$X : 0, \text{Diameter of Beam}$$

The values of J_T (total moment of inertia of the arm and beam) and drag moment exerted on the arm and beam by the medium are constants and computed using the simplified model shown in Figure 2.18. (The drag moment is a constant when using the value for velocity at $t = \frac{T}{4}$.

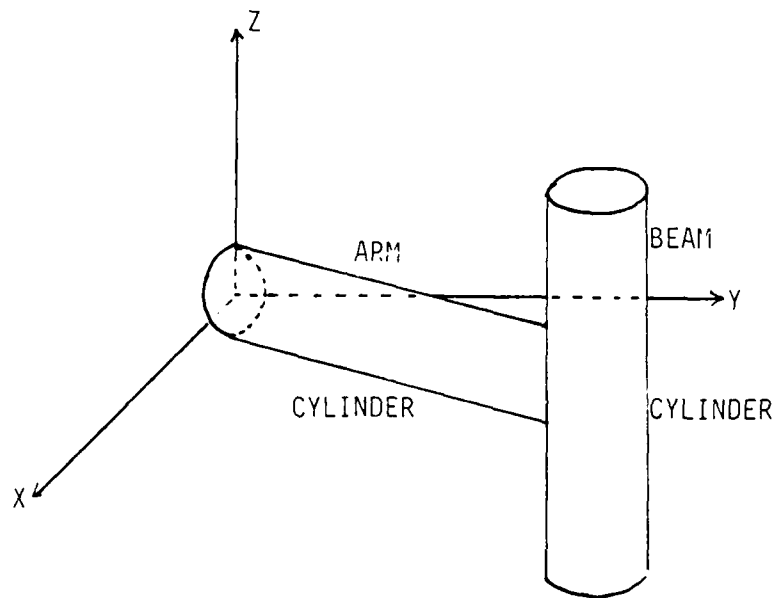


FIGURE 2.18 Simplified Model of Arm and Beam

By overestimating the dimensions of the arm and the beam, and assuming the arm and beam are in the position shown in Figure 2.18, the values of J_T and the drag moment are also overestimated. These two constants were easily computed using very straightforward equations.

the path is not of the utmost importance. The main concern is to make sure a command is not generated which will saturate the actuator. Therefore, as long as the values used in the calculation of T are over-estimated, the arm will move at a reasonable speed and the command will not saturate the actuator. To find T , the equation for the torque and drag force is used and solved for T .

$$\tau = J_T \ddot{\theta} + \text{Drag Moment}$$

where

τ = the maximum torque applied to the arm

J_T = the total moment of inertia of the arm grasping a beam

Drag Moment = the total drag moment on the beam and the arm.

at $t = \frac{T}{4}$

$$\ddot{\theta}(t) = \frac{2\pi|\Delta\theta|}{T^2}$$

$$\dot{\theta}(t)^2 = \frac{|\Delta\theta|^2}{T^2}$$

$$\tau = J_T \ddot{\theta}(t) + \dot{\theta}^2 \text{ Drag}$$

Substituting and solving for T

$$T = \text{F.S.} \sqrt{\frac{1}{\tau} [J_T 2\pi|\Delta\theta| + |\Delta\theta|^2 \text{ Drag}]} \quad (2.2)$$

where F.S. = a Factor of Safety.

Case 1) Shoulder yaw initial (θ_{1_i}) < shoulder yaw final (θ_{1_f}).

Case 2) Shoulder yaw initial (θ_{1_i}) > shoulder yaw final (θ_{1_f}).

The velocity and acceleration are simply the first and second derivatives. To account for the starting position not being at zero in Figures 2.17a and 2.17b, the two equations are adjusted as follows.

Shoulder yaw initial < shoulder yaw final

$$\theta_1(t) = \theta_{1_i} + (|\Delta\theta| \left(\frac{t}{T} - \frac{1}{2\pi} \sin(2\pi \frac{t}{T}) \right))$$

Shoulder yaw initial > shoulder yaw final

$$\theta_1(t) = \theta_{1_f} + (|\Delta\theta| \left(1 - \frac{t}{T} + \frac{1}{2\pi} \sin(2\pi \frac{t}{T}) \right))$$

Case 3, when $\theta_{1_i} = \theta_{1_f}$, will be discussed at the end of this section.

By knowing the maximum acceleration the motor is capable of producing under the worst conditions, T (the total time it takes the arm to traverse the path) can be determined for a value of $\Delta\theta$. It is apparent that the maximum acceleration occurs at $t = \frac{T}{4}$ and $t = \frac{3T}{4}$. $t = \frac{T}{4}$ will be used to compute T , the total time. Putting $t = \frac{T}{4}$ into the equations for $\dot{\theta}_1(t)$ and $\ddot{\theta}_1(t)$, the maximum acceleration and velocity at that time are now functions of $\Delta\theta$ and T . In this thesis, the speed to complete

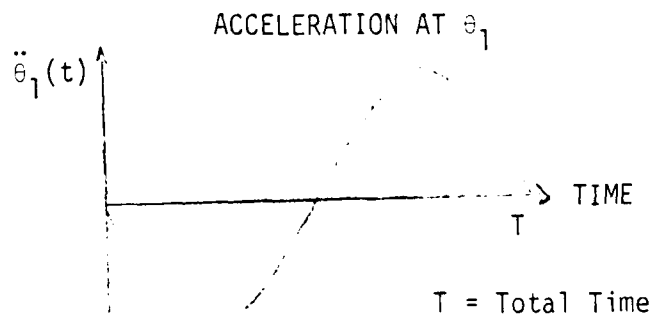
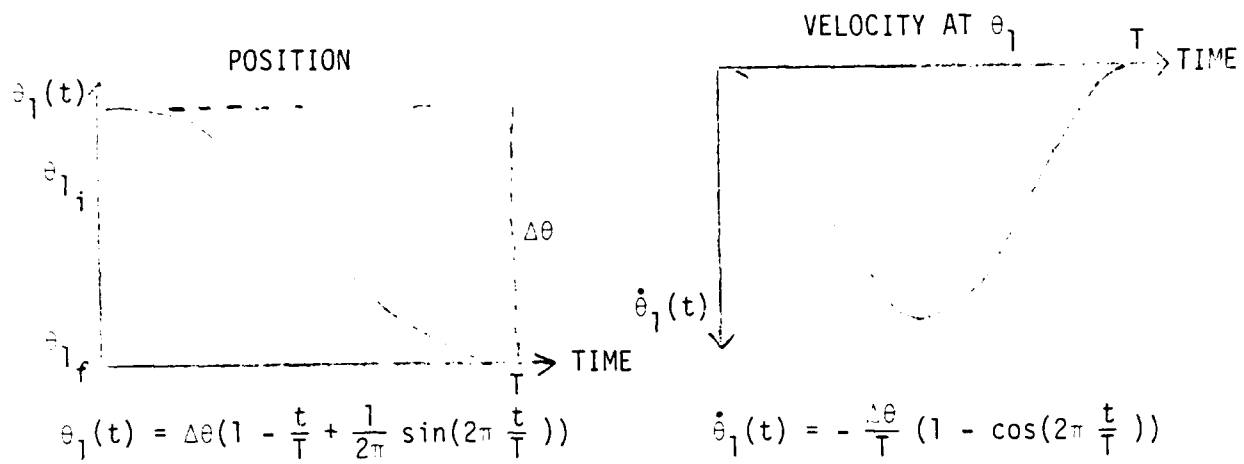
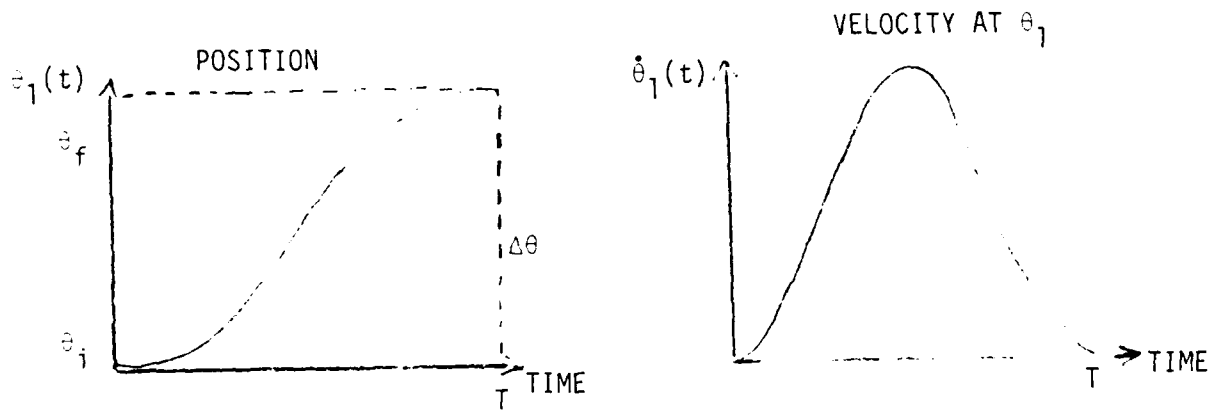
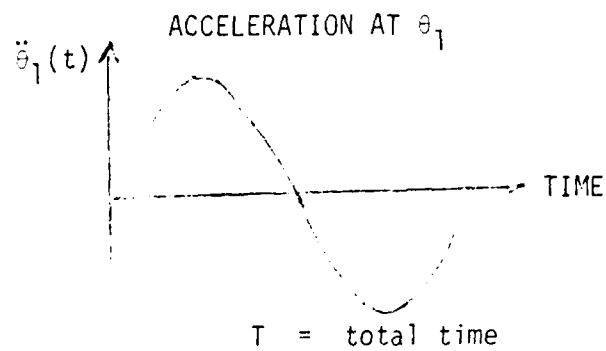


FIGURE 2.17b Driving Function (Initial Greater than Final)



$$\theta_1(t) = \Delta\theta \left(\frac{t}{T} - \frac{1}{2\pi} \sin \left(2\pi \frac{t}{T} \right) \right)$$

$$\dot{\theta}_1(t) = \frac{\Delta\theta}{T} (1 - \cos(2\pi \frac{t}{T}))$$



$$\ddot{\theta}_1(t) = \frac{2\pi \Delta\theta}{T^2} (\sin(2\pi \frac{t}{T}))$$

FIGURE 2.17a Driving Function (Initial Less than Final)

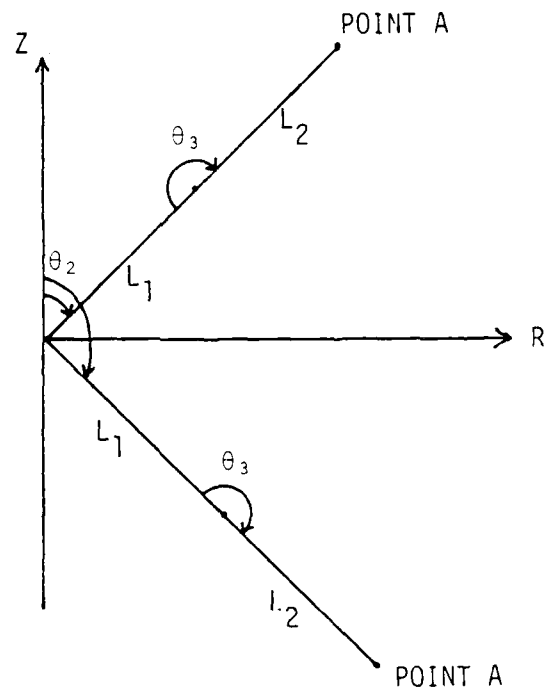


FIGURE 2.16 Cylindrical Coordinate to Joint Angles - Case iii

2.7 Determine the Total Time and the Value of Shoulder Yaw (θ_1) at Each Time Step

Knowing θ (initial) and θ (final) from the end of Section 2.4, gives the initial and final shoulder yaw angles. The motor at the reference base of the arm drives the shoulder yaw, θ_1 . The specifications of this motor and a simplified model of the arm will determine the total time it takes the arm to traverse the straight line path. With the initial and final value of θ_1 , a driving function, $\theta_1(t)$, is used to provide ample braking of the system (Figure 2.17a and 2.17b) [2]. The braking will be shown later when this function is sampled. Three cases can occur.

3) find θ_3 (elbow)

$$\theta_3 = 2\pi - \cos^{-1} \left(\frac{L_1^2 + L_2^2 - \gamma^2}{2 L_1 L_2} \right) .$$

Note: The angle in the triangle is only from 0 to π .

4) find ϕ

$$\phi = \sin^{-1} \left(\frac{L_2 \sin(2\pi - \theta_2)}{\gamma} \right)$$

ϕ is only from 0 to $\frac{\pi}{2}$.

5) find θ_2 (shoulder pitch)

$$\theta_2 = \frac{\pi}{2} - (\psi + \phi) .$$

Position iii) Elbow angle (θ_3) = π (Figure 2.16)

This case cannot happen in a straight line path unless the controller computes a γ greater than $\gamma_{\max}$ due to an input error or if the manipulator starts out with $\theta_3 = \pi$. In either case, the algorithm switches to Position i). Through simple trigonometric routines, the values of $\theta_1, \theta_2, \theta_3$ (shoulder yaw, shoulder pitch and elbow) are found which will move the end effector along a straight line path.

Position ii) Elbow angle (θ_3) $> \pi$ (Figure 2.15)

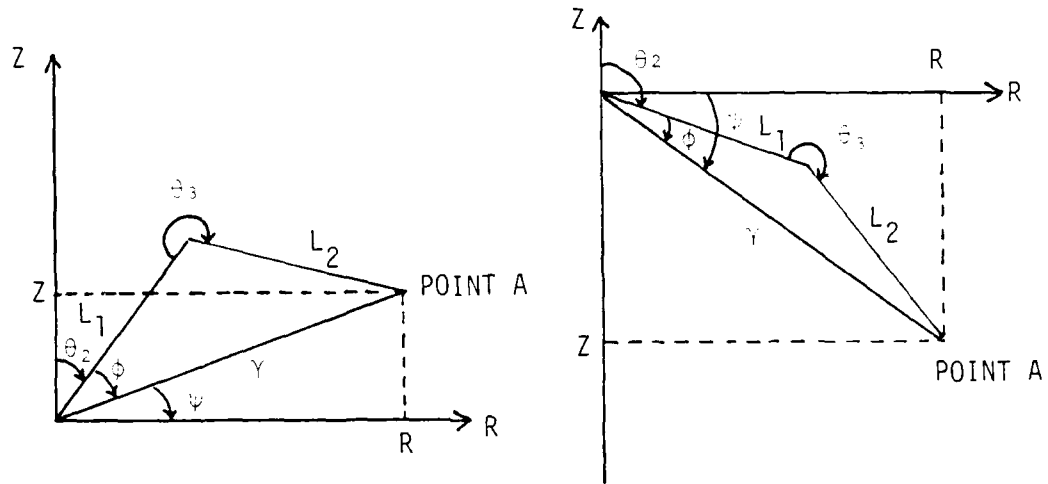


FIGURE 2.15 Cylindrical Coordinates to Joint Angles - Case ii

1) find γ

$$\gamma = \sqrt{Z^2 + R^2}$$

2) find ϕ

$$\phi = \tan^{-1} \left(\frac{Z}{R} \right)$$

ϕ is only from $-\pi/2$ to $\pi/2$.

γ is checked here to insure it does not exceed $\gamma_{\max}$. This is just in case the operator mistakingly enters in a point beyond the manipulator's reach. If $\gamma > \gamma_{\max}$, $\gamma_{\max}$ is used and θ_3 (elbow) will be at π .

- 2) find ψ

$$\psi = \tan^{-1} \left(\frac{Z}{R} \right) .$$

Note: ψ can only go from $-\frac{\pi}{2}$ to $\frac{\pi}{2}$, therefore, the arctan function will have no ambiguity.

- 3) find θ_3 , using the law of cosines (elbow)

$$\theta_3 = \cos^{-1} \left(\frac{1}{2L_1L_2} (L_1^2 + L_2^2 + \gamma^2) \right) .$$

Note: The value of θ_3 can only go from 0 to π so the value of the arc-cosine function will have no ambiguity.

- 4) find ϕ , using the law of sines

$$\phi = \sin^{-1} \left(\frac{L_2 \sin \theta_3}{\gamma} \right) .$$

Note: The value of ϕ can only be between 0 and $\frac{\pi}{2}$.

- 4) find θ_2 (shoulder pitch)

$$\theta_2 = \frac{\pi}{2} - (\psi - \phi) .$$

wrist motors, the values of θ_4 and θ_5 at each time step are obtained using the same type of driving functions as $\theta_1(t)$. For example, if $\theta_{4f} > \theta_{4i}$ and $\theta_{5f} < \theta_{5i}$ then the values at each time step for θ_4 and θ_5 will be found using

$$\theta_4(t) = \theta_{4i} + (\Delta\theta_4 \left(\frac{t}{T} - \frac{1}{2\pi} \sin(2\pi \frac{t}{T}) \right))$$

$$\theta_5(t) = \theta_{5f} - (\Delta\theta_5 \left(1 - \frac{t}{T} + \frac{1}{2\pi} \sin(2\pi \frac{t}{T}) \right))$$

where T = the total time found in Section 2.7

t = the value for time using the time increment, Δt .

The two values of orientation angles θ_4, θ_5 , are then converted to wrist motor (A and B) angles ψ_4, ψ_5 , using the transformations shown at the end of Section 2.3.

2.9 Simulation

An algorithm implementing this straight line path program was written in C and simulated on a VAX 11/782. The initial values of the joint angles and the final values of point A and orientation angles were entered from the keyboard. The program follows this outline:

- 1) Read the initial joint angles (shoulder yaw, θ_1 , shoulder pitch, θ_2 , elbow, θ_3 , wrist motor, ψ_4 , and wrist motor, ψ_5) from the keyboard (all values were entered in radians).

- 2) Convert joint angles $(\theta_1, \theta_2, \theta_3)_i$ to cylindrical coordinates $(\theta, R, Z)_i$ for the initial position.
- 3) Convert the wrist motor angles (ψ_4, ψ_5) to wrist orientation angles (wrist yaw, θ_4 , and wrist roll, θ_5) for the initial position.
- 4) Enter the final position of point A in cylindrical coordinates $(\theta, R, Z)_f$ and the final orientation angles $(\theta_{4f}, \theta_{5f})$. All values are entered in meters and radians.
- 5) Compute constants $(\Delta\theta, \Delta R, \Delta Z$, the initial and final position of point A in the X, Y, Z plane, the equation for the straight line between the two points).
- 6) Using $|\Delta\theta_1|$ (the change in shoulder yaw, which is also $\Delta\theta$ in cylindrical coordinates), compute T (the total time to traverse the straight line path).
- 7) Start a loop (from $t=0$ until $t=T$, incrementing t by Δt (where Δt used in simulation was .25 seconds instead of the sampling time ($\approx .05$ seconds), this was done for the sake of brevity during simulation).
 - a) Compute $\theta_1(t)$, the driving function, for the appropriate case as in Section 2.7.
 - b) Compute R and Z for point A at that particular θ (found in step 7a) where θ, R and Z are constrained by the straight line equation obtained in step 5.

- c) Compute the three joint angles (shoulder yaw, θ_1 , shoulder pitch, θ_2 , and elbow, θ_3) from the cylindrical coordinates (θ, R, Z) found in step 7b.
- d) Calculate the wrist yaw, θ_4 , and the wrist roll, θ_5 , using the appropriate driving functions, $\theta_4(t)$ and $\theta_5(t)$.
- e) Check the limits for all joint and orientation angles ($\theta_1, \theta_2, \theta_3, \theta_4, \theta_5$).
- f) Convert wrist orientation angles (θ_4, θ_5) to wrist motor angles (ψ_4, ψ_5).
- g) Compute the velocity and acceleration of the shoulder yaw using the equations in Section 2.7.
- h) Plot the following graphs:
 - shoulder yaw versus time
 - shoulder yaw velocity versus time
 - shoulder yaw acceleration versus time
 - wrist yaw versus time
 - wrist roll versus time
 - the position of point A in X,Y,Z space
 - X versus Y
 - X versus Z
 - Y versus Z .

Many simulations were performed using this algorithm with excellent results. The plots show how gradual acceleration and braking were applied to shoulder yaw, θ_1 , wrist yaw, θ_4 , and wrist roll, θ_5 . The plots of point A in the X,Y,Z plane show how the path of point A is a straight line. Three of these simulation results follow.

Simulation 1) -Shoulder yaw initial, θ_{1i} , < shoulder yaw final, θ_{1f}
-the elbow is in the elbow down position ($\theta_3 < \pi$). (See Figure 2.20.)

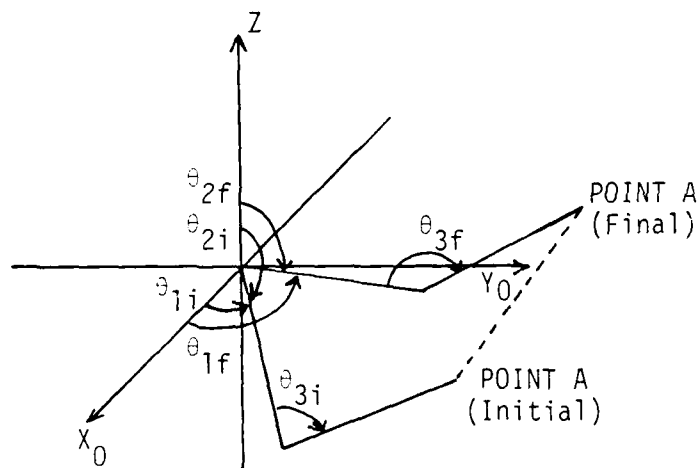


FIGURE 2.20 Arm Position Simulation I

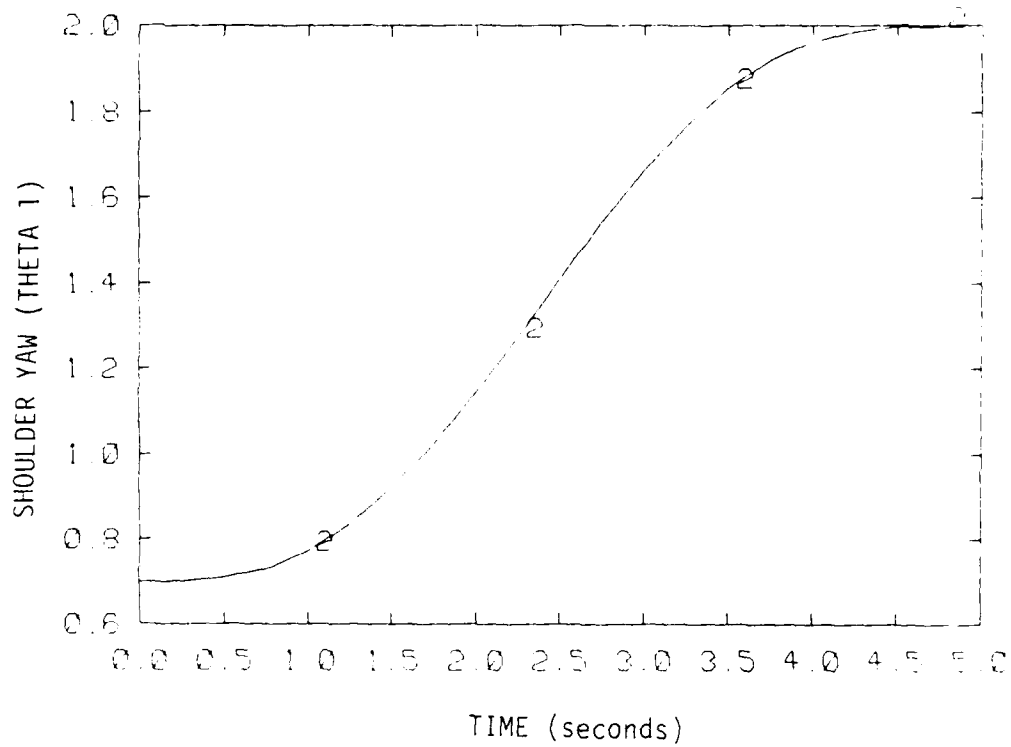


FIGURE 2.21 Shoulder Yaw Position - Simulation I

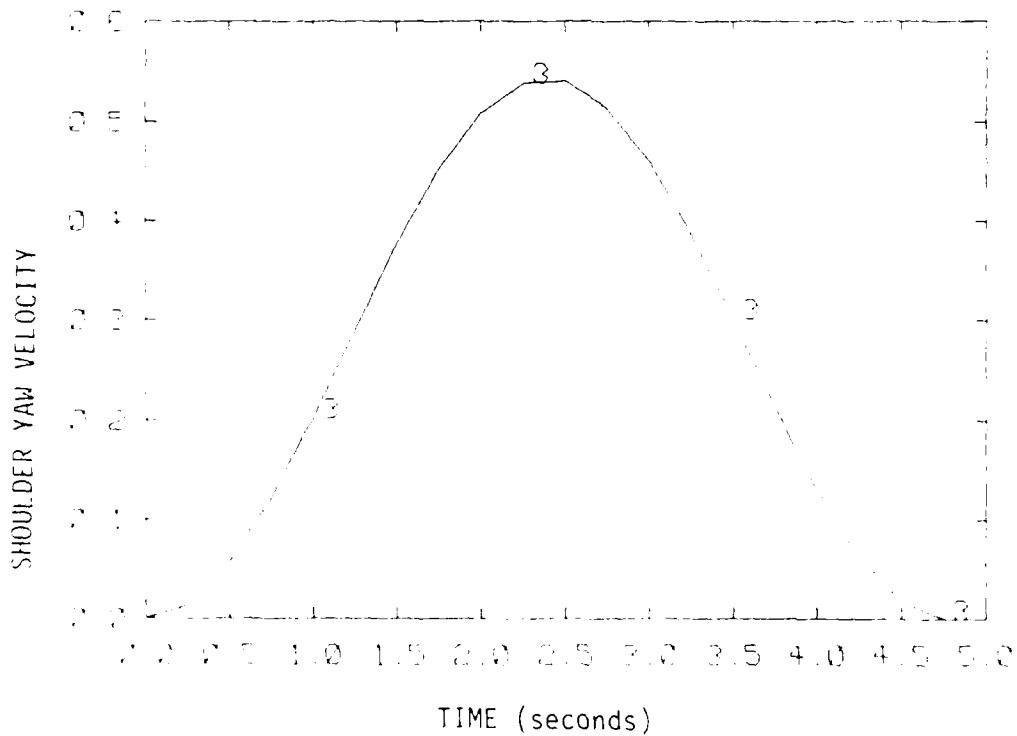


FIGURE 2.22 Shoulder Yaw Velocity - Simulation I

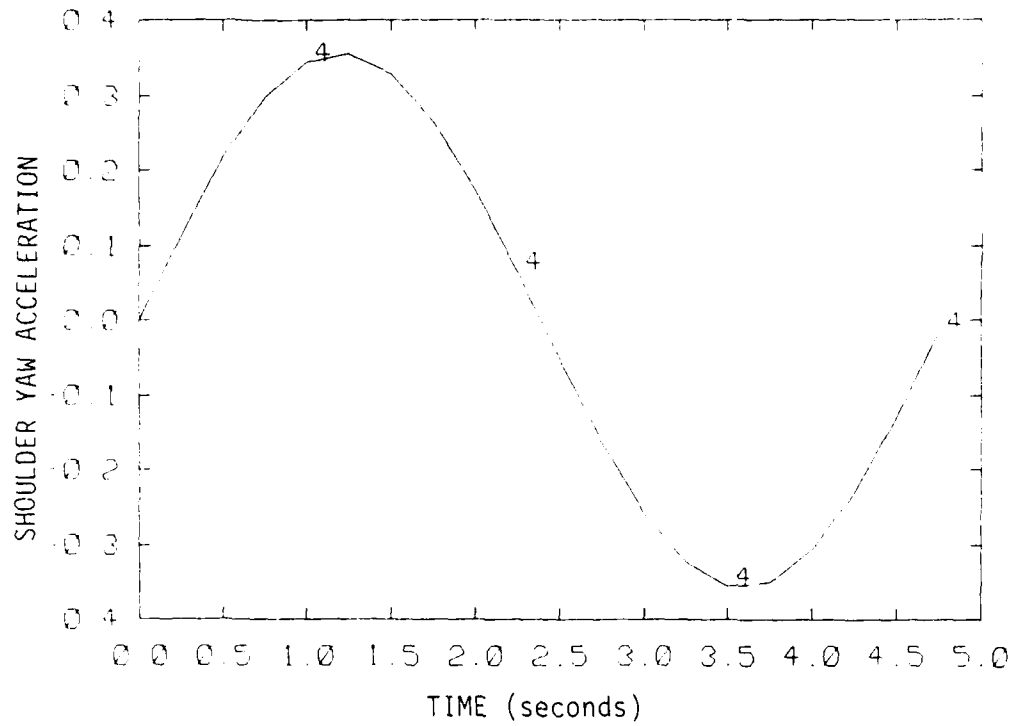


FIGURE 2.23 Shoulder Yaw Acceleration - Simulation I

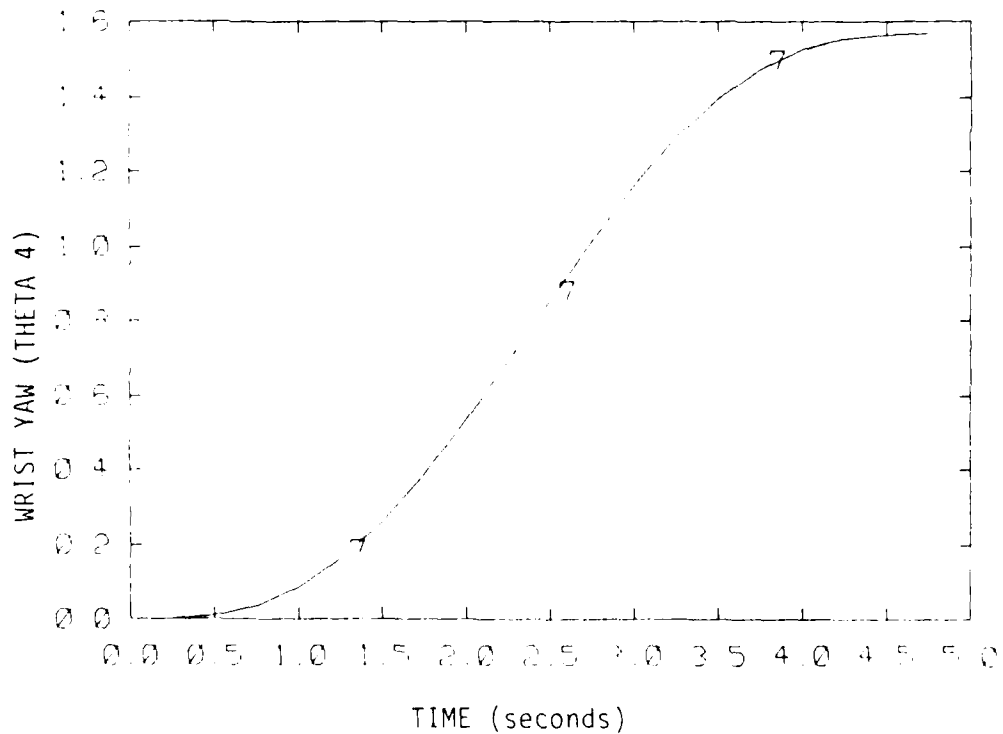


FIGURE 2.24 Wrist Yaw Position - Simulation I

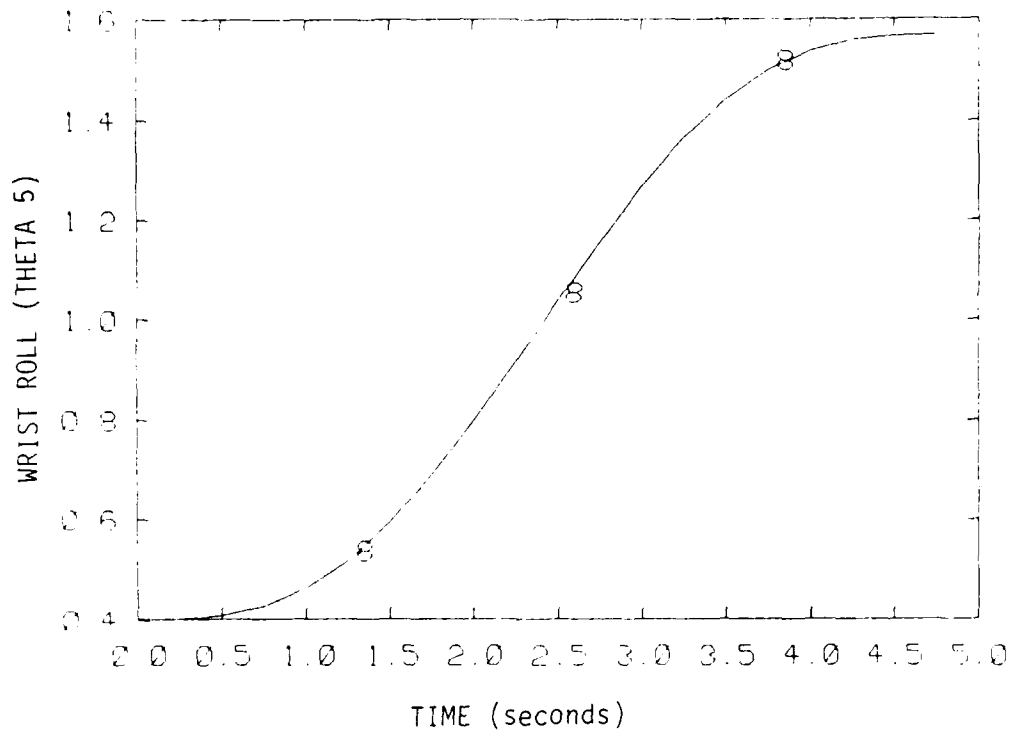


FIGURE 2.25 Wrist Roll Position - Simulation I

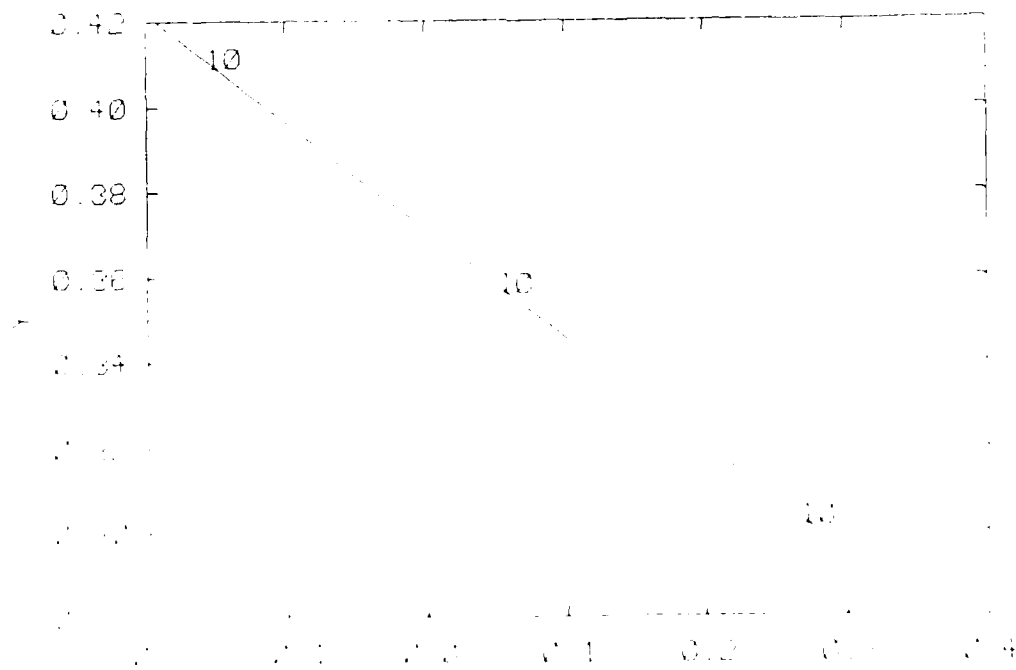


FIGURE 2.26 Y vs. X Position of Pt. A - Simulation I

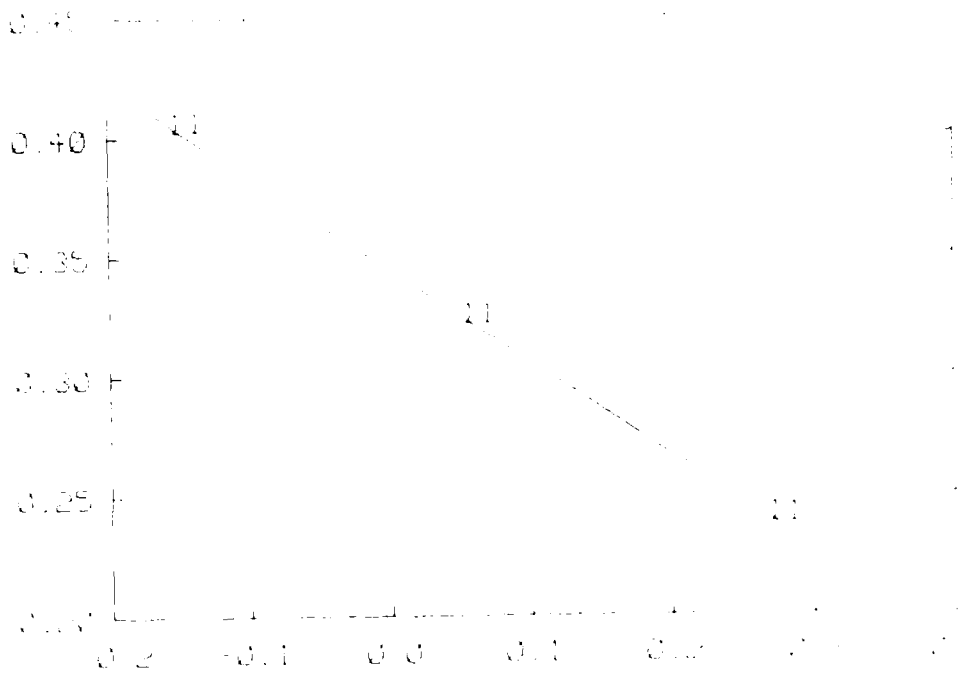


FIGURE 2.27 Z vs. X Position of Point A - Simulation I

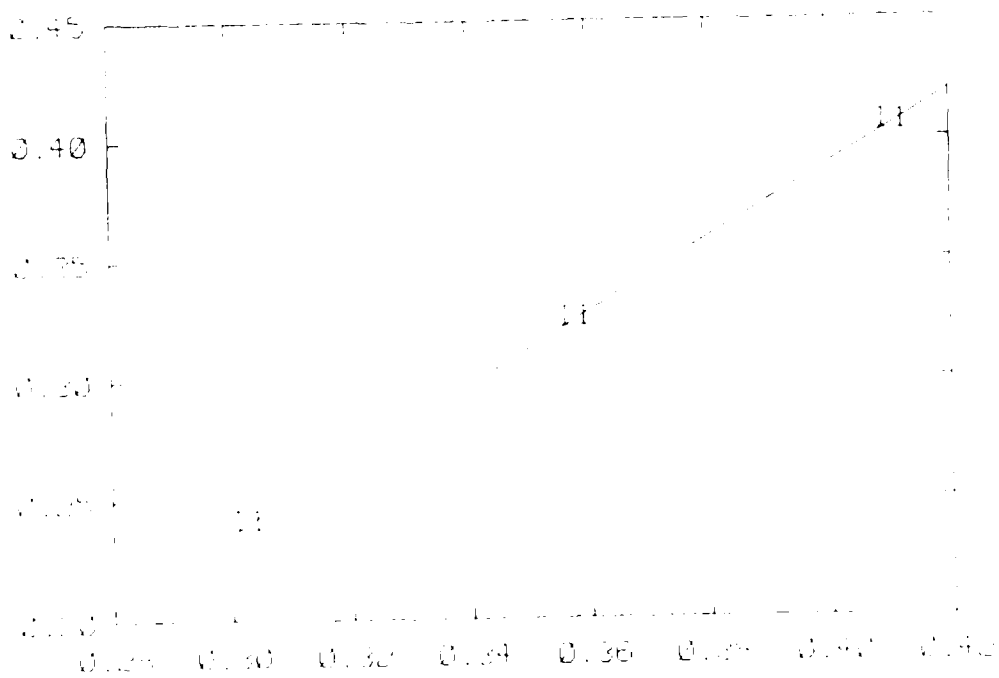


FIGURE 2.28 Z vs. Y Position of Point A - Simulation I

- Simulation 2) - Shoulder yaw initial, θ_{1i} , greater than shoulder yaw final, θ_{1f}
- the elbow is in the elbow up position ($\theta_3 > \pi$).

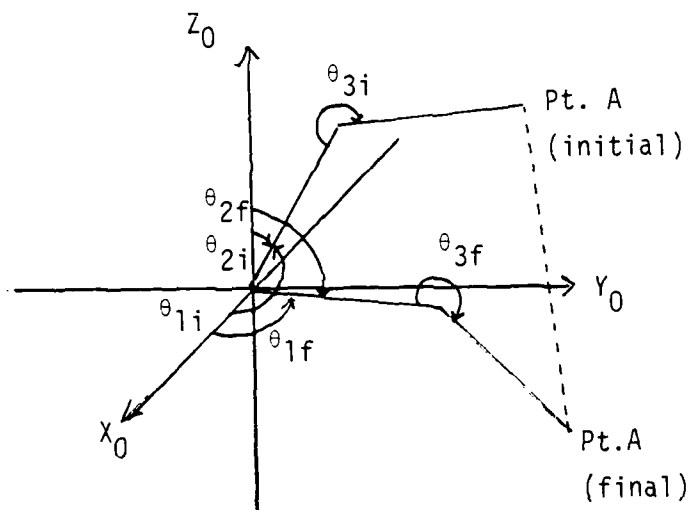


FIGURE 2.29 Arm Position-Simulation II

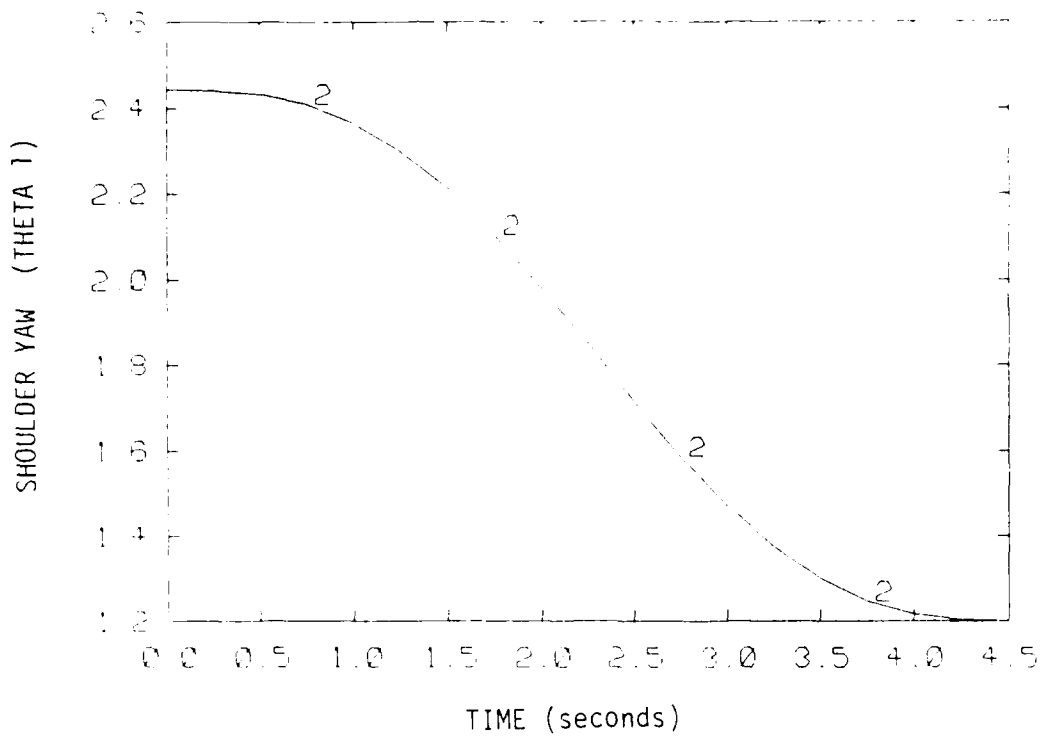


FIGURE 2.30 Shoulder Yaw Position - Simulation II

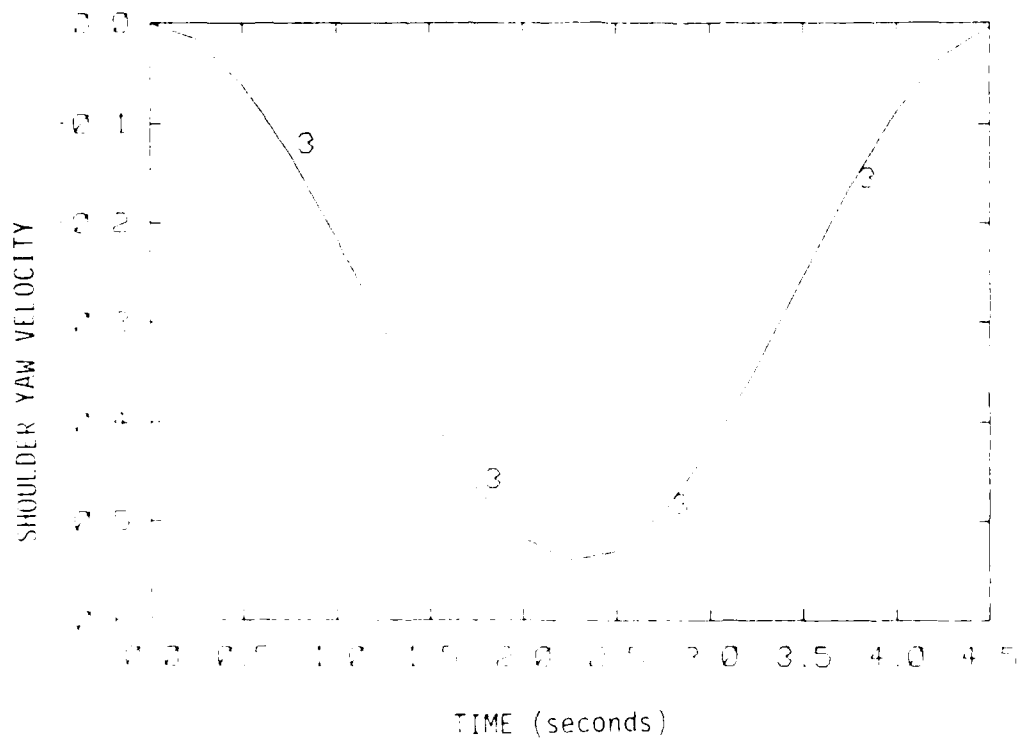


FIGURE 2.31 Shoulder Yaw Velocity - Simulation II

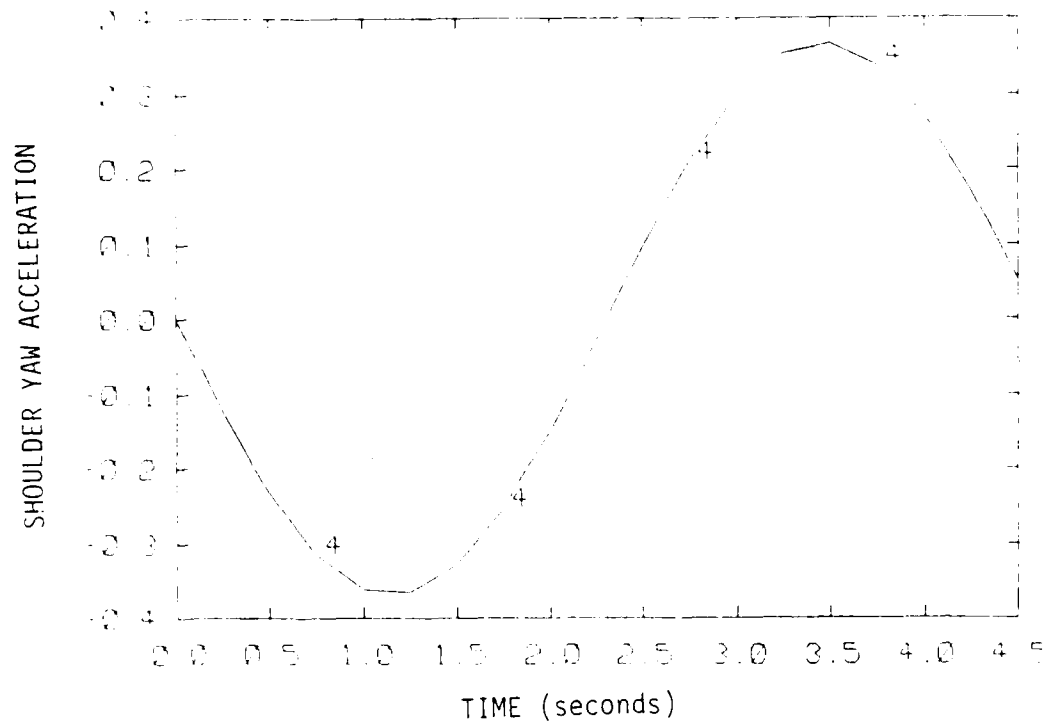


FIGURE 2.32 Shoulder Yaw Acceleration - Simulation II

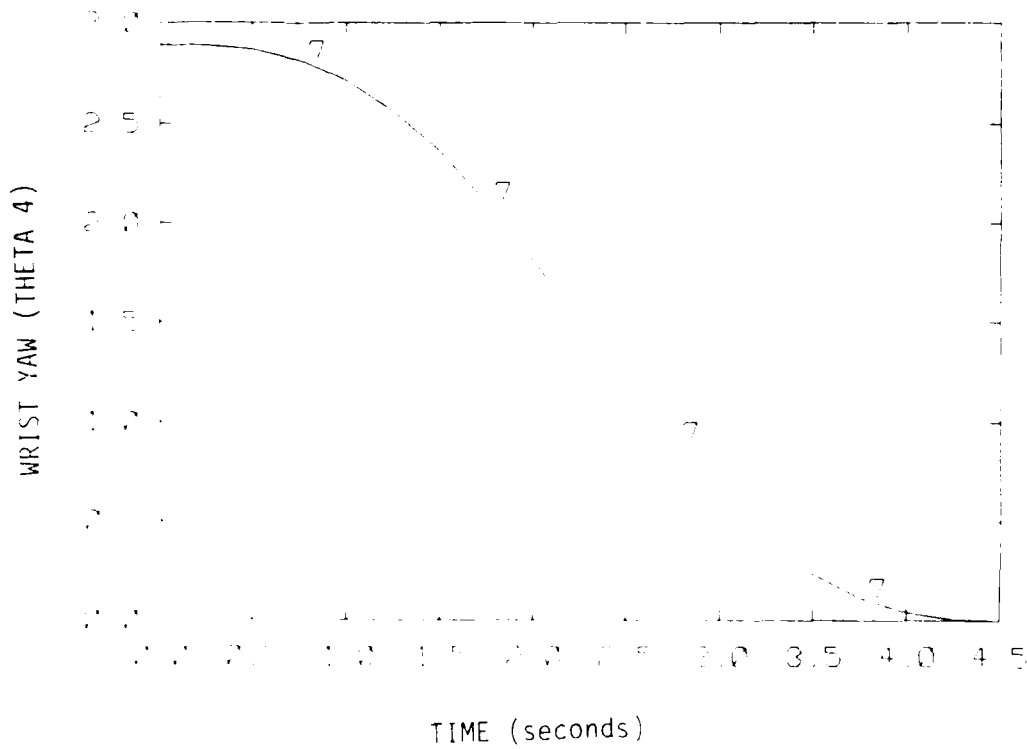


FIGURE 2.33 Wrist Yaw Position - Simulation II

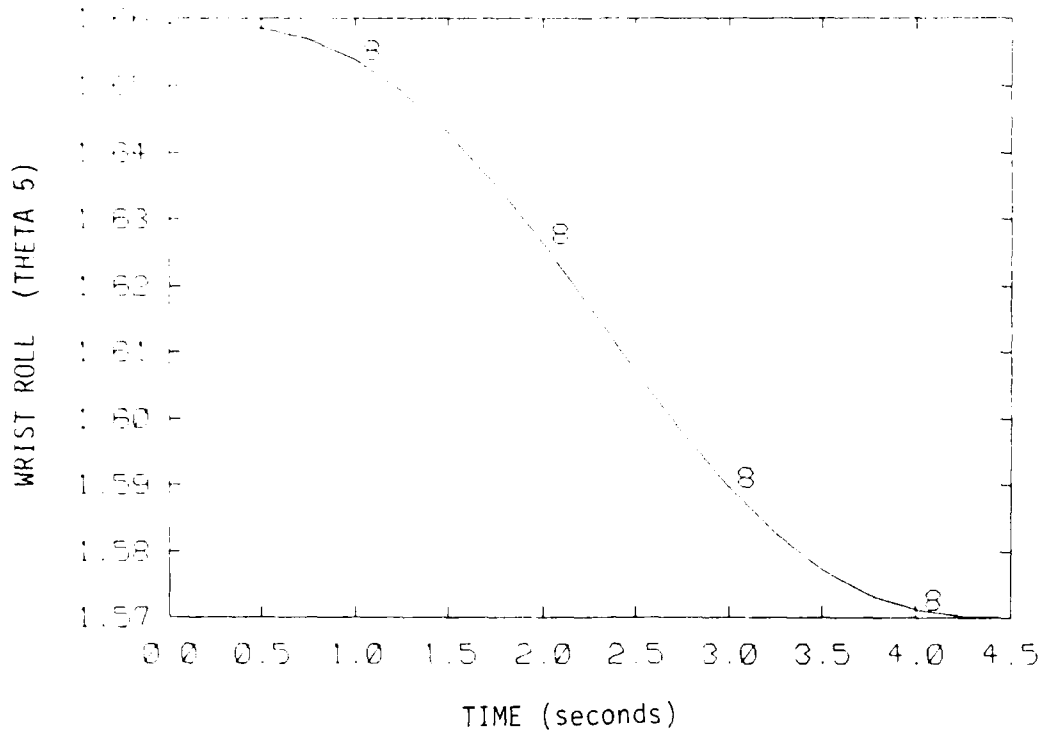


FIGURE 2.34 Wrist Roll Position - Simulation II

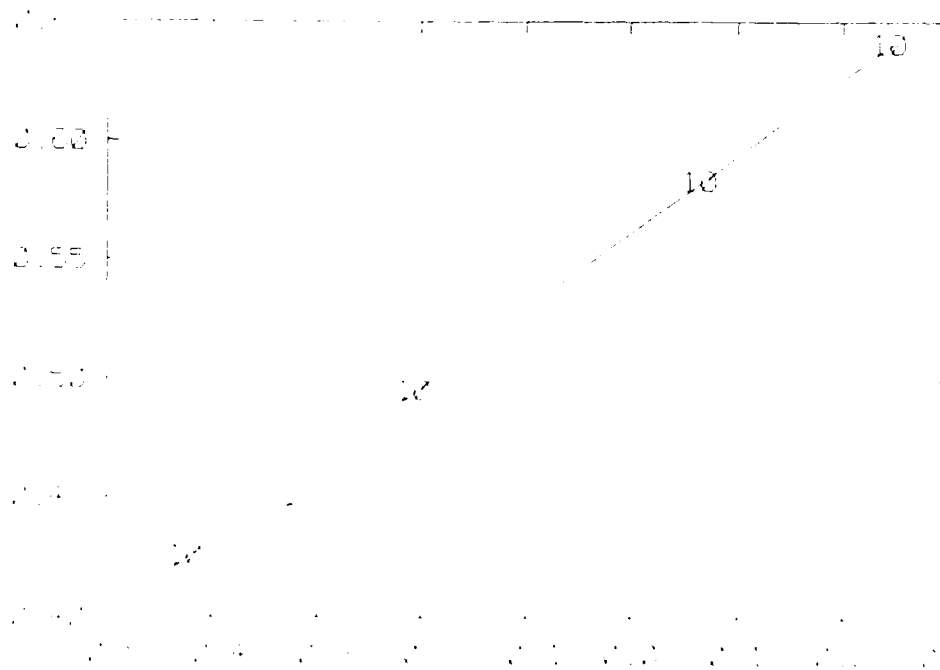


FIGURE 2.35 Y vs. X Position of Pt. A - Simulation II

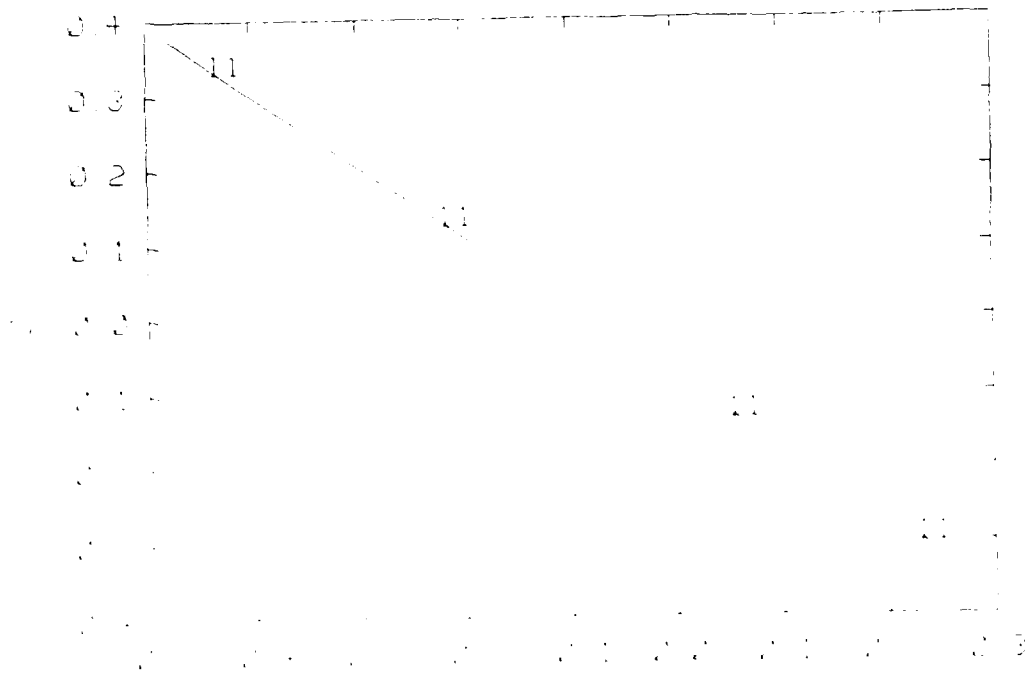


FIGURE 2.36 Z vs. X Position of Pt. A - Simulation II



FIGURE 2.37 Z vs. X Position of Pt. A - Simulation II

- Simulation 3) - Shoulder yaw initial, θ_{1i} , = shoulder yaw final, θ_{1f}
- the elbow is in the elbow down position ($\theta_3 = \pi$)
 - the initial and final orientation angles are equal $\theta_{4i} = \theta_{4f}$, $\theta_{5i} = \theta_{5f}$.

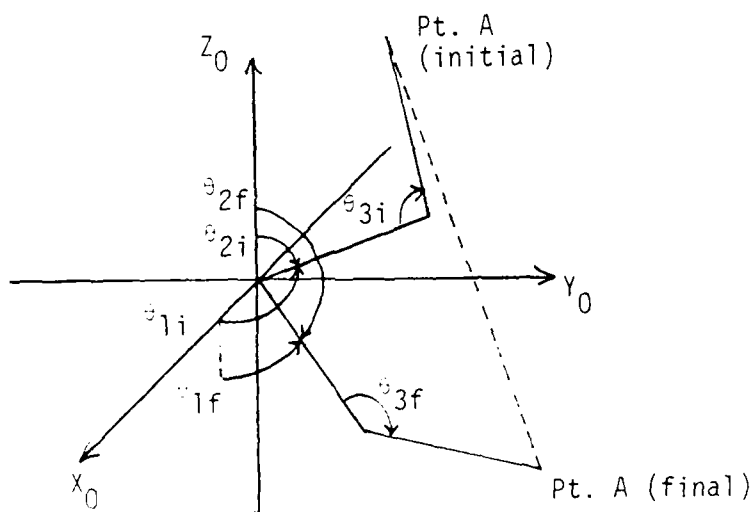


FIGURE 2.38 Arm Position - Simulation III

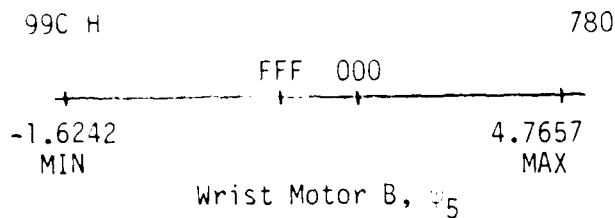
- increment the time step
- synchronize the control system
- start again at the beginning of the loop
until the total time is reached.

When the final point is reached, the function returns control to the calling function. The calling function in this case is the option block. The option used to select this method of control is discussed next.

Using screen functions supplied by the compiler, the operator can select many different options by using a character on the keyboard. These options are outlined in Appendix A (Sect. 3, Part D.5). A new option was added to the option block: if the operator selects 'm', the right arm will move the point A to the specified final point, point B, and the final orientation angles. The new option is outlined below.

- select the supervisory mode
- select option 'm'
- the master arm is read to find the starting configuration of the arm
- the final coordinates of point A and the final orientation angles are recalled from memory
- the move() function is called. The function is passed the initial angular configuration of the arm in integers and the values for the final cylindrical coordinates of point A and the final orientation angles.

- convert the integers of each angle ($\theta_1, \theta_2, \theta_3, \theta_4, \theta_5$) of the initial position to the appropriate radian value.
- convert the initial position of the arm to cylindrical coordinates (θ, R, Z) of point A and to wrist orientation angle (θ_4, θ_5) [it already has the final cylindrical coordinates of point A and the final orientation angles (θ_4, θ_5).]
- compute the constants necessary for the straight line path constraint
- start the loop
 - using the driving function compute the cylindrical coordinates of point A on the straight line path for that time step
 - using the driving functions for wrist yaw and roll, compute the wrist yaw and roll angles (θ_4, θ_5) for that time step
 - convert the cylindrical coordinates of the point A to joint angles $\theta_1, \theta_2, \theta_3$ (shoulder yaw, shoulder pitch and elbow)
 - check each angle for their limits
 - convert the orientation angles (θ_4, θ_5) to wrist motor angles (ψ_4, ψ_5)
 - convert the angles from radians to integers
 - send the integers for each angle ($\theta_1, \theta_2, \theta_3, \theta_4, \theta_5$) to the control system



Since the relationship between the angular position and the integer output of the sensor (a linear resistance potentiometer) is a linear one, the conversion from integer to radian is a simple equation. The data from the diagrams shown was used to develop the equations for each angle:

$\theta_1, \theta_2, \theta_3, \psi_4, \psi_5$. Therefore, in this step the central controller uses the existing functions in the BAT software (Appendix A, Sect. 3) to read the master arm. It takes these integer values and converts them to radian values using the equations developed from the data shown in the diagrams above. The central controller now knows the configuration of the master arm in radian measurement of $\theta_1, \theta_2, \theta_3, \psi_4$ and ψ_5 . Here again the assumption is made that the configuration of the master arm is the same as the configuration of the BAT's right arm. These equations are easily inverted, so that they are used to convert from radian measurement to integer value. This is used later in the procedure.

Now, the central controller knows the initial position of the arm and the final point. For this option it calls the straight line path generation function, now called `move()`. The `move()` function is a streamlined version of the simulation program used in the last chapter. The `move()` function is outlined below.

The procedure for obtaining the wrist motor integers was a bit different. Knowing the limits of wrist yaw and wrist roll, the master arm's wrist was moved to these limits and the integers for the wrist motors A and B were recorded.

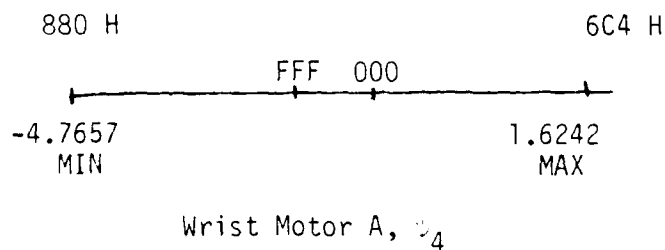
$$\theta_{4\text{MIN}} = 0.0 \text{ radians}$$

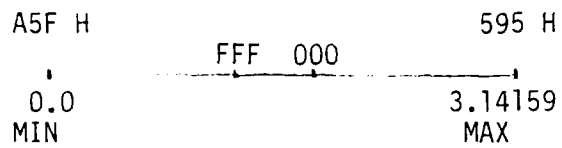
$$\theta_{4\text{MAX}} = 3.14 \text{ radians}$$

$$\theta_{5\text{ MIN}} = -1.74 \text{ radians}$$

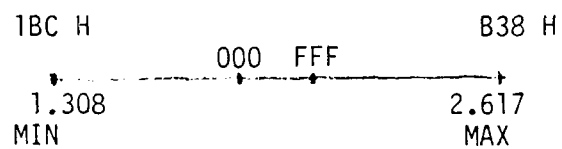
$$\theta_{5\text{MAX}} = 1.74 \text{ radians}$$

Using the conversion from reference [3] (also in Section 2.3), the corresponding limits for the wrist motors A and B were found. The data for these motors is shown below.

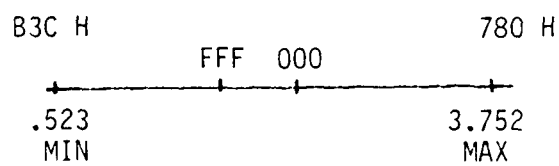




Shoulder Yaw, θ_1



Shoulder Pitch, θ_2



Elbow, θ_3

The second step in the procedure is to read the angles of the master arm. Referring to Figure 2.1, the feedback from the right arm on the BAT does not come back to the central controller; the feedback stops at the joint/actuator cards. Therefore, the master arm positions are used to let the central controller know where the right arm of the BAT is. This is also covered in Appendix A. Reading the master arm lets the central controller know the initial angles of shoulder yaw, shoulder pitch, elbow, wrist motor A and wrist motor B. Discussed in Appendix A, Sect. 3, Part D.3, the program uses three functions to read and adjust the analog inputs from the ICS. The five master arm potentiometers are read along with the camera tilt and pan and the left arm roller motor. In this case, the program will read only the five master arm potentiometers. These functions will return integer values for $\theta_1, \theta_2, \theta_3, \theta_4$ and ψ_5 . The integers come from an adjusted analog to digital conversion and represent 12-bit two's complement binary numbers. Using one of the options described in Appendix A, Sect. 3, Part D.5, the software was run with all power to the BAT shut-off. An option was used to show the hexadecimal number read by the central controller when the master arm was moved through each of the joint's limits. This hexadecimal number represented the integer from the adjusted analog to digital conversion. For example, the master arm's shoulder yaw was moved from θ_{1MIN} to θ_{1MAX} and the corresponding numbers were recorded. The three joint angle (shoulder yaw, shoulder pitch and elbow) measurements in radians and hexadecimal numbers are shown below.

In this figure, the operator has grasped two structural components with each arm and would like to make a connection. A supervisory option is selected and the right arm moves autonomously to point B. Point B was chosen to be next to the female end of the left arm's beam. The operator then switches back to master-slave control to make the connection. Point B was measured in cylindrical coordinates, in reference frame X_0, Y_0, Z_0 (Section 2.3), and has the following values:

$\phi = 2.26$ radians (also this is shoulder yaw)

$R = .6$ meters

$Z = -.1$ meters .

The final orientation angles (θ_4, θ_5) were chosen to be:

wrist yaw, $\theta_4 = 1.57$ radians

wrist roll, $\theta_5 = 0.0$ radians .

These values are stored as constants in an array at the beginning of the option. A new position can be measured and the values stored any time prior to the start-up procedure. In the future, an input function could be added to this option, so that the final point can be changed on-line. Presently, to speed up experimentation with this method of control, the final point is stored as a constant in the software.

b) At each time step, the radian measurement for each angle in step 4a) is converted to the appropriate integers for the control system.

c) At each time step, the integers are sent to the control system.

5) Control is returned to the main program.

The final position was chosen to be point B, shown in Figure 3.1.

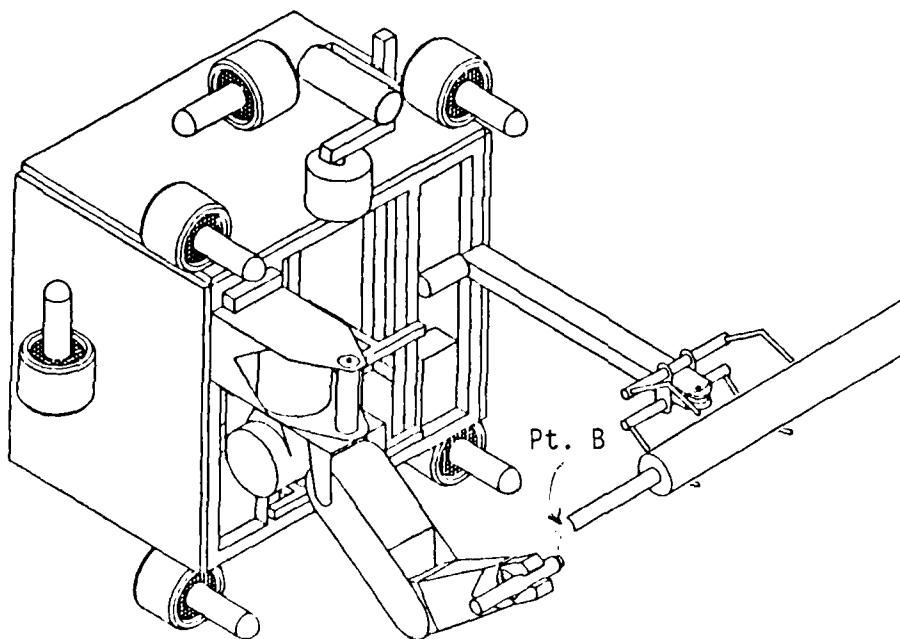


FIGURE 3.1 Finish Point - Implementation I

CHAPTER 3

IMPLEMENTATION I:

UNKNOWN STARTING POSITION, KNOWN FINISH POINT

Using the straight line path generation program developed in the last chapter, supervisory control of the BAT's right arm can be added to the BAT software. With a specified finish point, the operator can select an option using the keyboard and the right arm will move to that point. The procedure is outlined below.

1) The final point A is stored in the program in cylindrical coordinates $(r, R, Z)_f$ along with the final wrist orientation angles $(\theta_4, \theta_5)_f$.

2) The shoulder yaw, shoulder pitch and elbow angles $(\theta_1, \theta_2, \theta_3)_i$ along with the wrist motor A and B angles $(\theta_4, \theta_5)_i$ are read from the master arm potentiometers.

3) The angles read in step 2 are in integers and must be converted to the appropriate angular measurement (radians).

4) The straight line path generation program is called.

a) At each time step, the program generates shoulder yaw, θ_1 , shoulder pitch, θ_2 , elbow, θ_3 , wrist motor A, θ_4 , and wrist motor B, θ_5 angles in radians keeping point A on a straight line path.

This program will be used to implement the supervisory control of the right arm. The first trajectory will be from an unknown starting position to a known finish point and will be discussed in the next chapter.

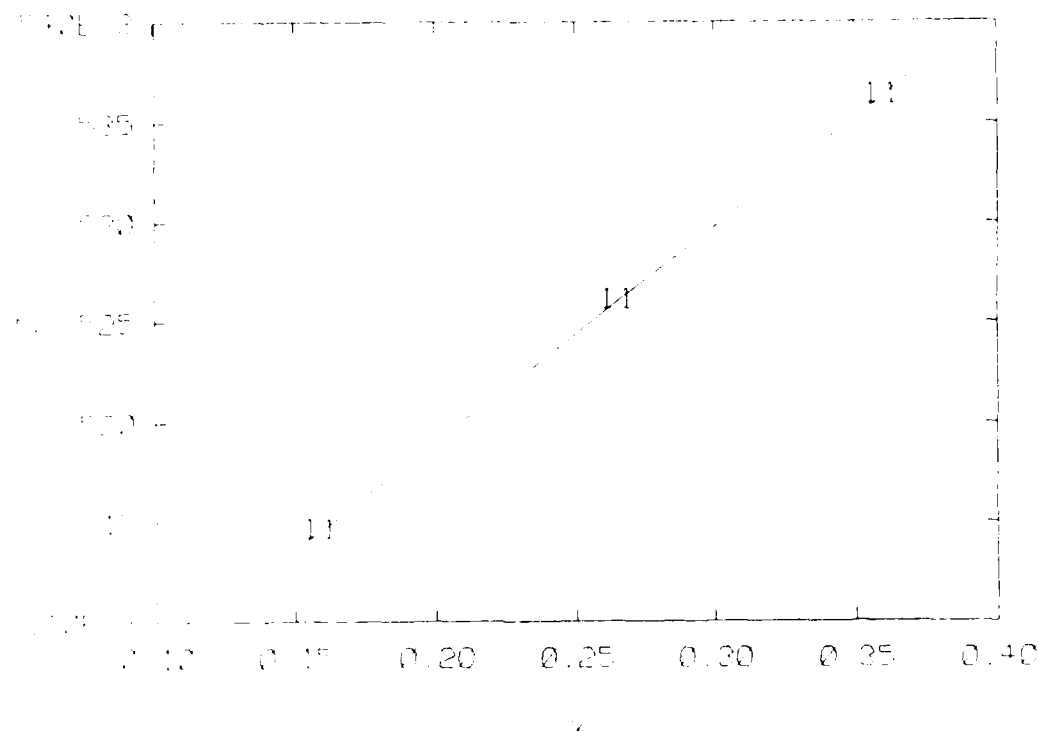


FIGURE 2.45 Z vs. X Position of Point A - Simulation III

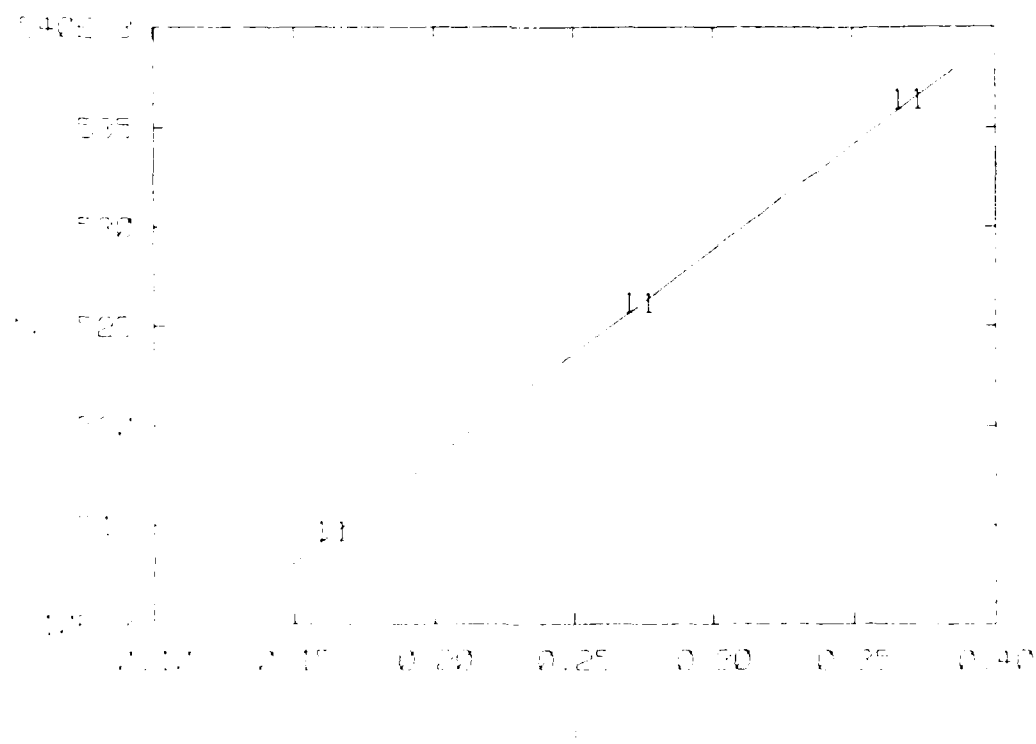


FIGURE 2.46 Z vs. Y Position of Point A - Simulation III

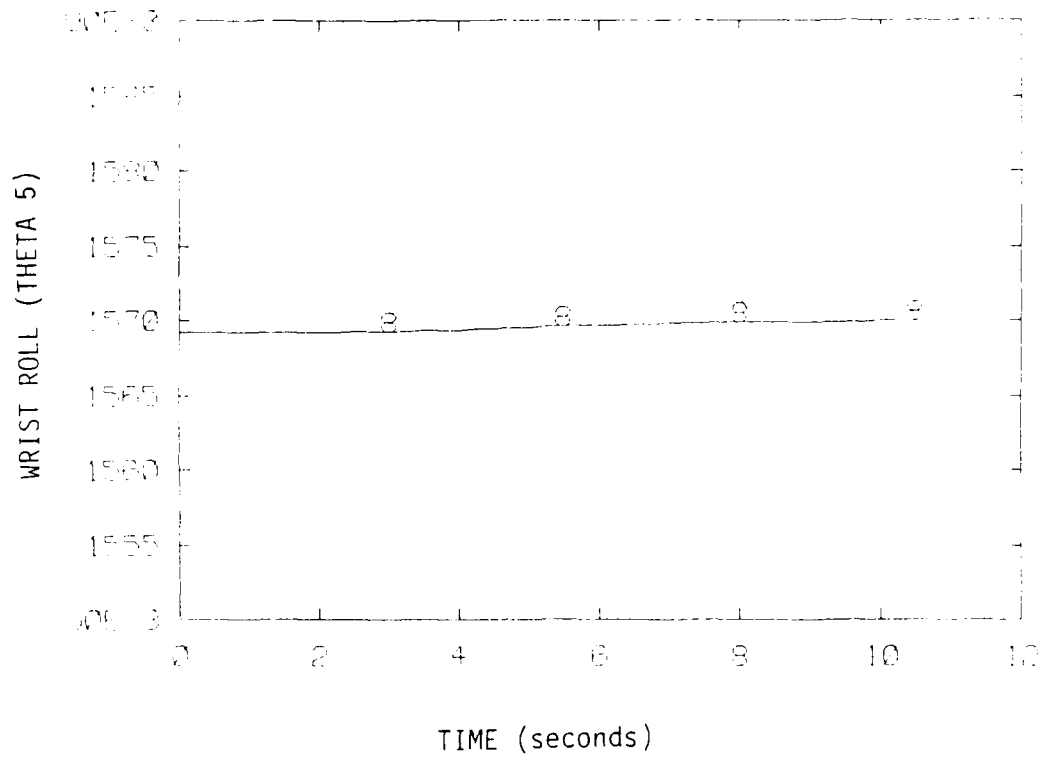


FIGURE 2.43 Wrist Roll Position - Simulation III

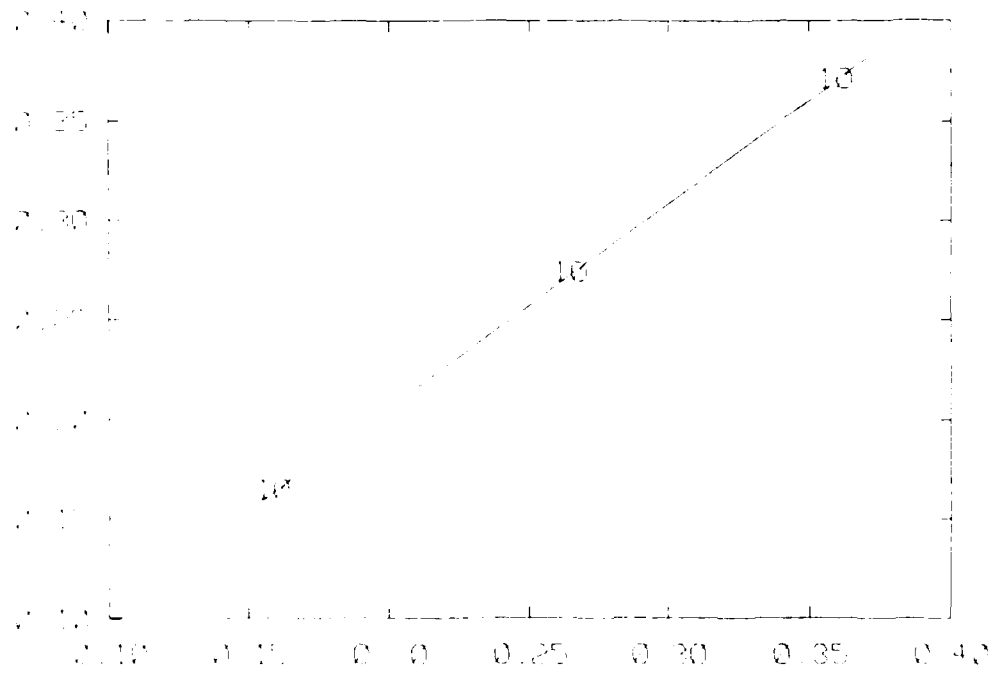


FIGURE 2.44 Y vs. X Position of Point A - Simulation III

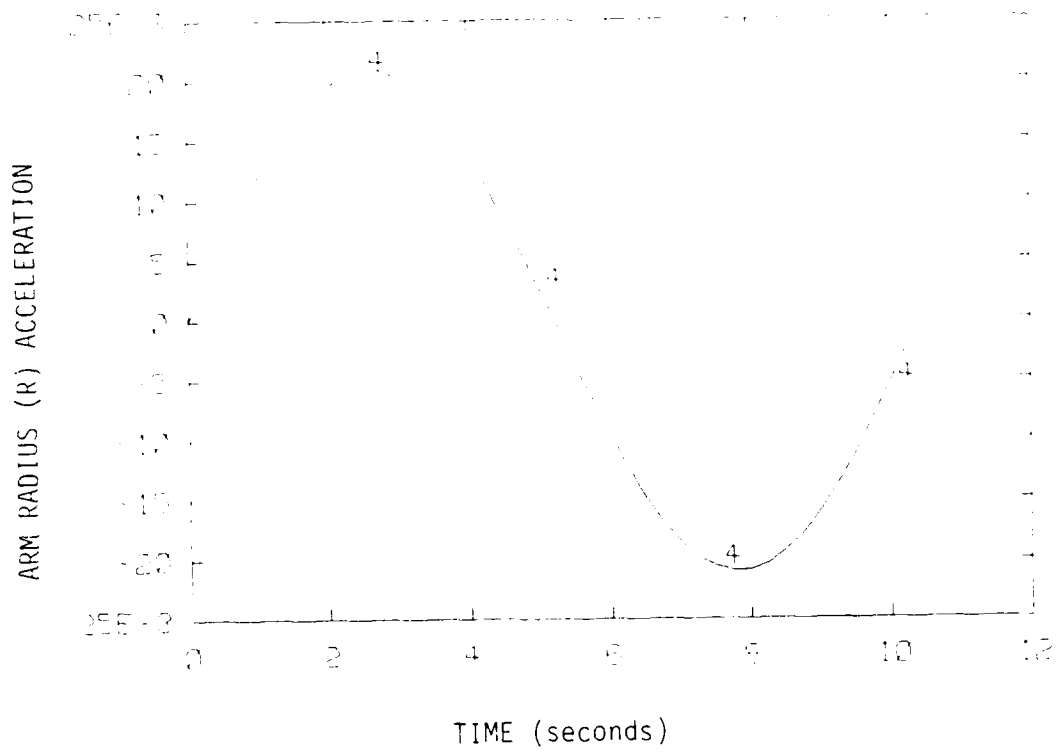


FIGURE 2.41 Arm Radius Acceleration - Simulation III

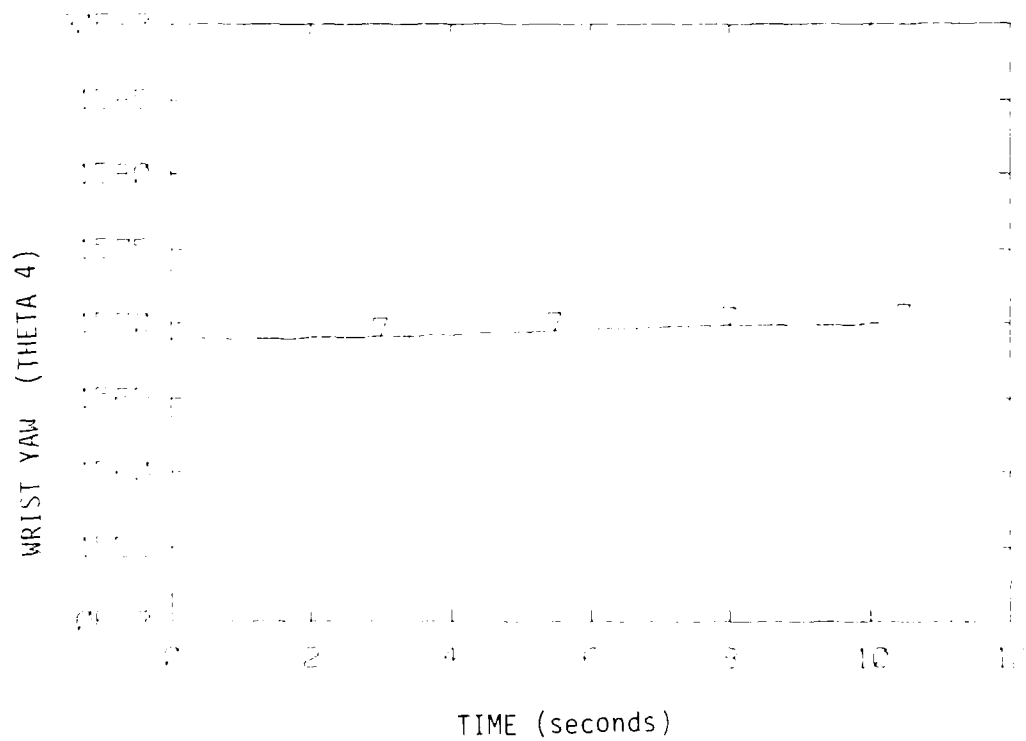


FIGURE 2.42 Wrist Yaw Position - Simulation III

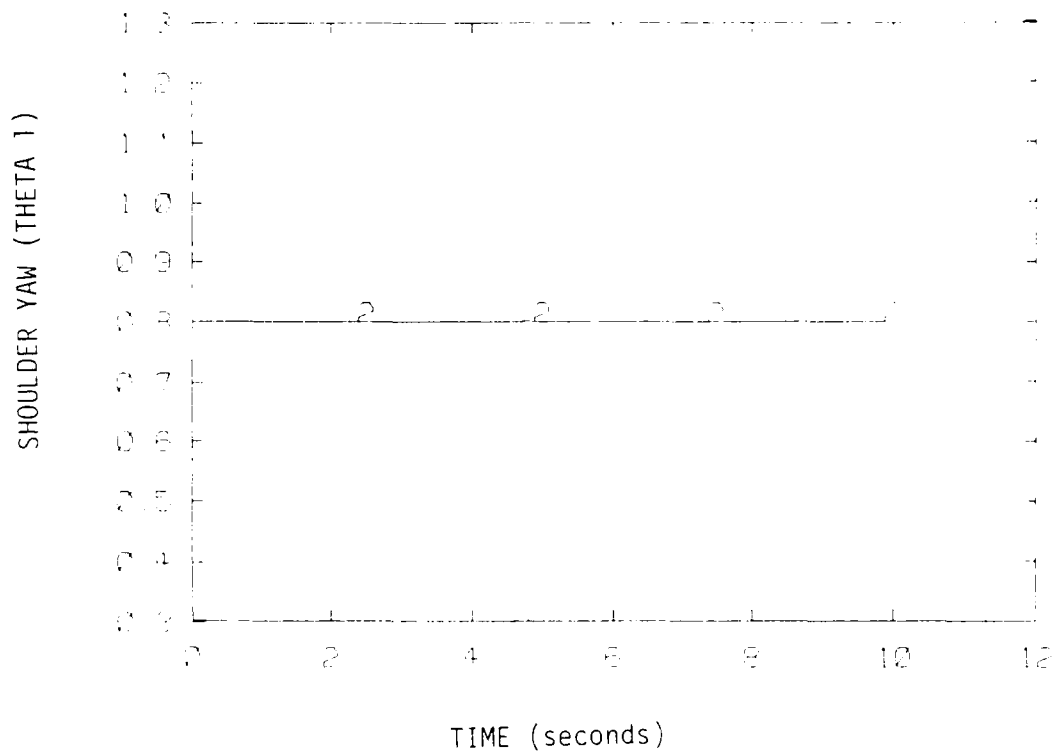


FIGURE 2.39 Shoulder Yaw Position - Simulation III

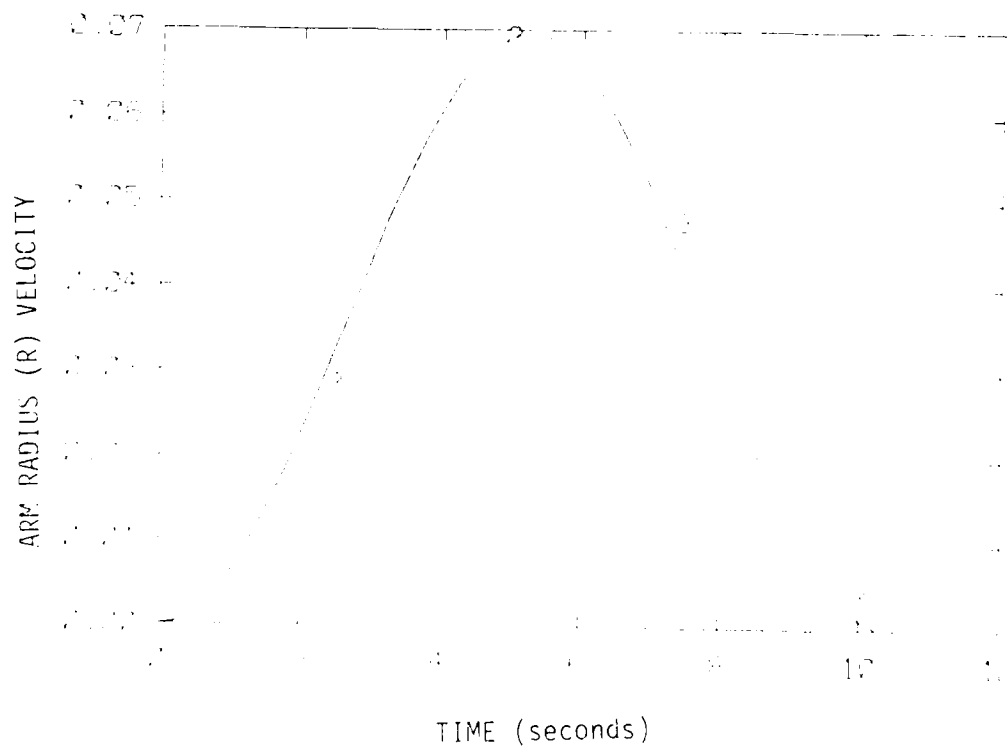


FIGURE 2.40 Arm Radius Velocity - Simulation III

- after the arm has completed the move, exit the supervisory mode.

The space bar is used as an emergency exit from both this option and the supervisory mode.

The program was tested in two steps:

- step 1) select the option, enter the initial arm configuration in integers instead of using the master arm, write the joint angles ($\theta_1, \theta_2, \theta_3, \theta_4, \theta_5$) to a file instead of sending them to the control system. This step checks the program flow and the integer/radian conversions.

In step one, the following integers (shown with their corresponding radian value) were entered:

Shoulder yaw, θ_1 = .785 corresponds to 3373.

Shoulder pitch, θ_2 = 1.57 radians corresponds to 110

Elbow, θ_3 = .785 radians corresponds to 3130

Wrist yaw, θ_4 = 0.0 radians

Wrist roll, θ_5 = 1.57 radians

these correspond to:

Wrist motor A, θ_4 = -1.46 radians corresponds to 4064

Wrist motor B, θ_5 = -1.46 radians corresponds to 2550.

The arm was initially configured as shown in Figure 3.2. The resulting plots follow.

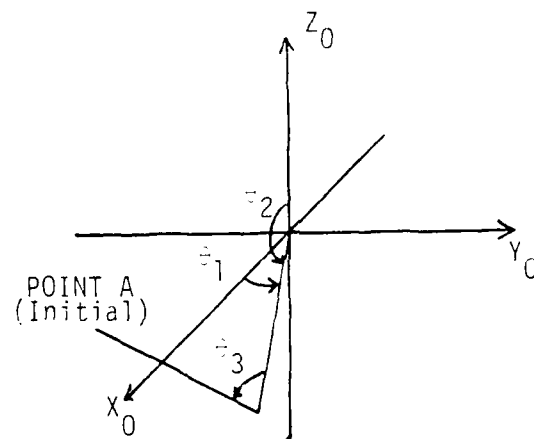


FIGURE 3.2 Arm Position - Step 1, Implementation 1

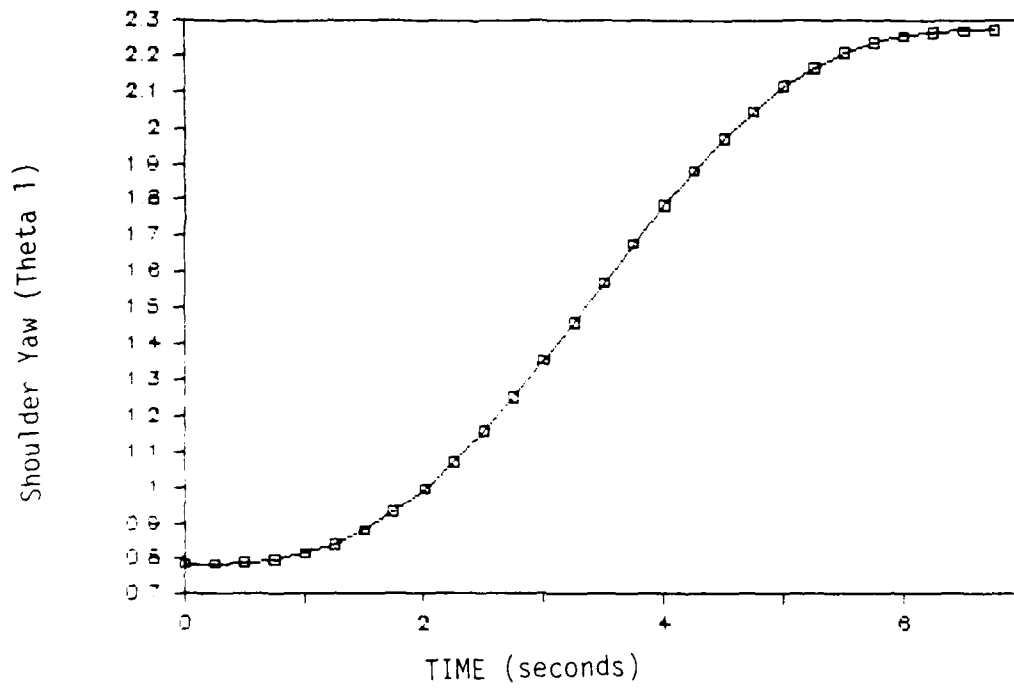


FIGURE 3.3 Shoulder Yaw Position, Step 1, Implementation I

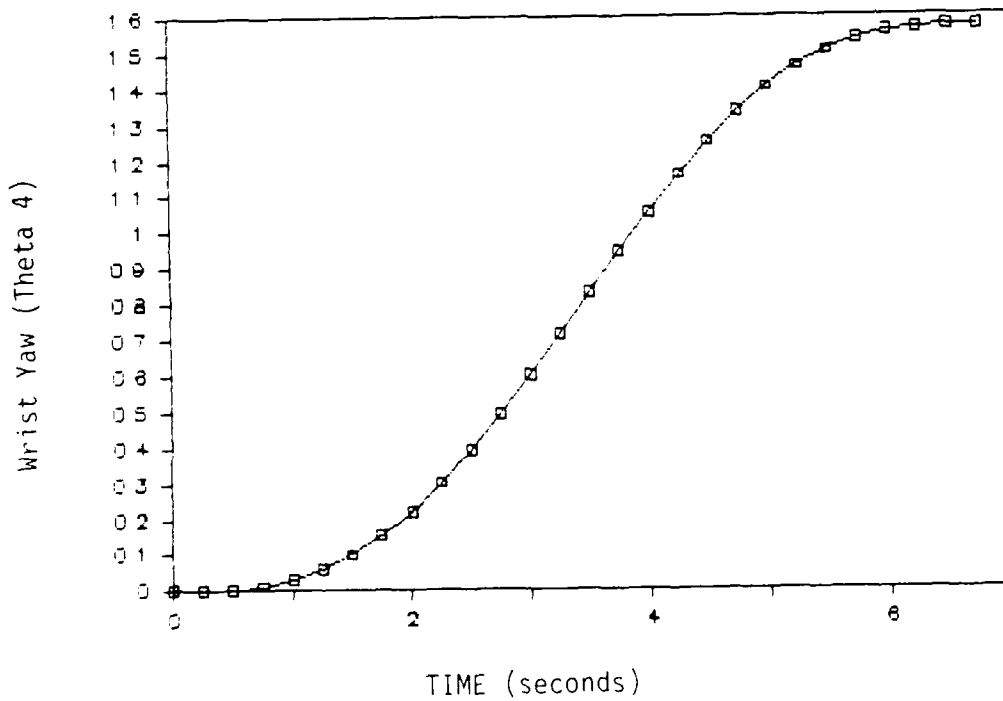


FIGURE 3.4 Wrist Yaw Position, Step 1, Implementation I

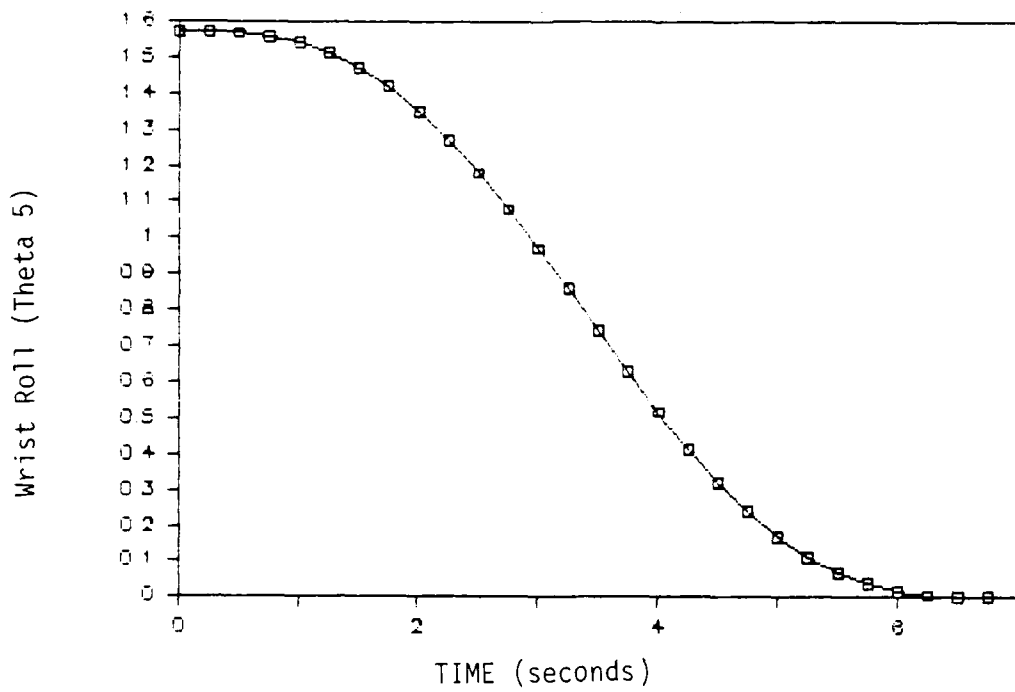


FIGURE 3.5 Wrist Roll Position, Step 1, Implementation I

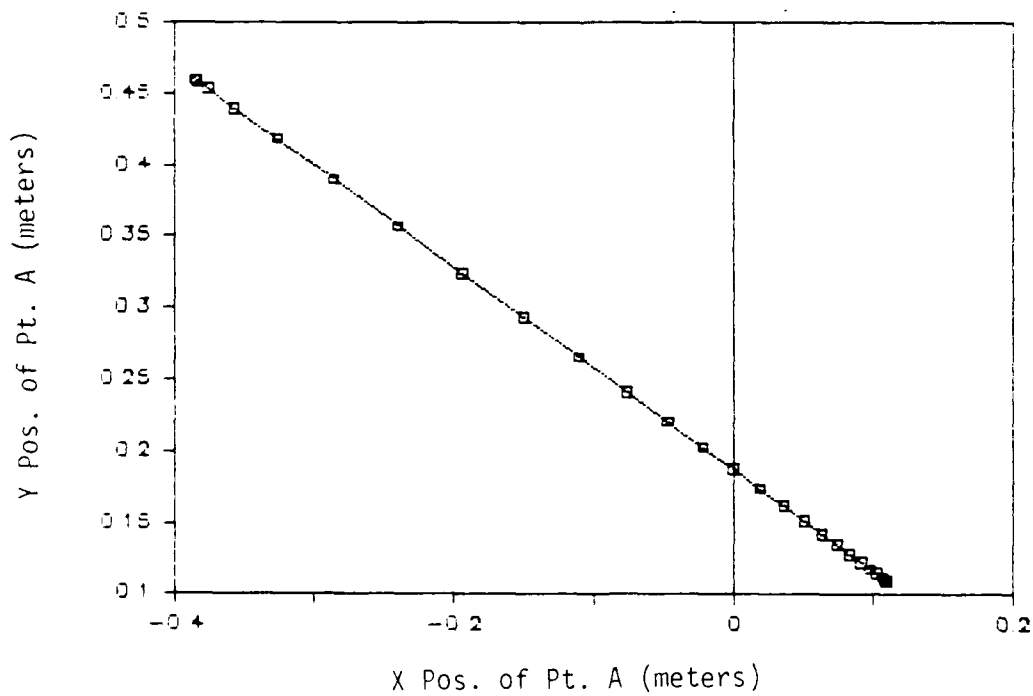


FIGURE 3.6 Y vs. X Position, Step 1, Implementation II

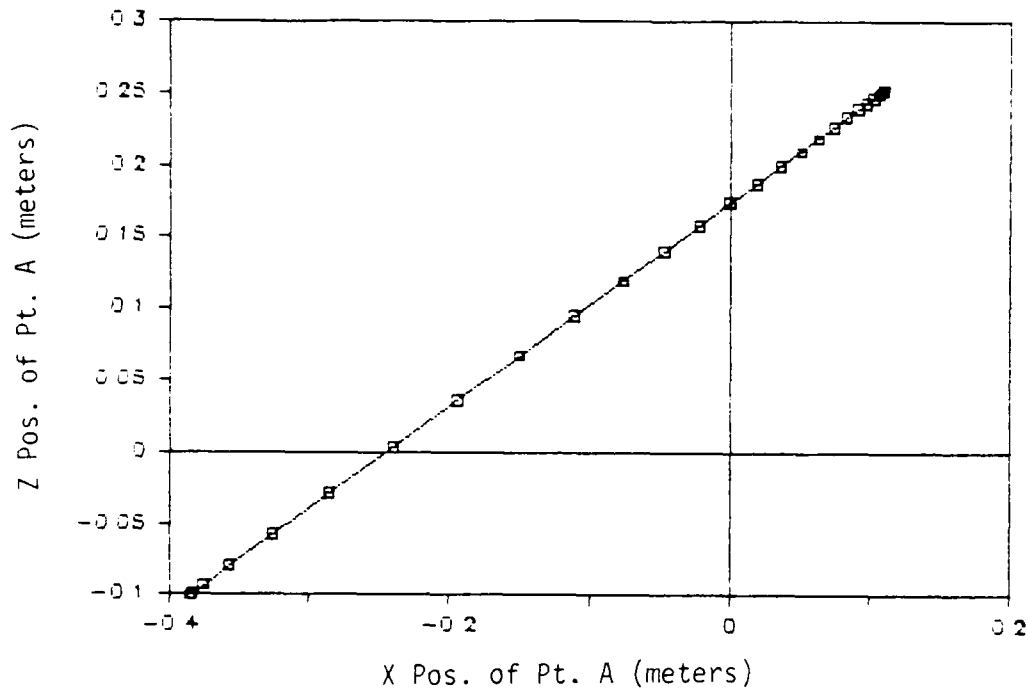


FIGURE 3.7 Z vs. X Position, Step 1, Implementation I

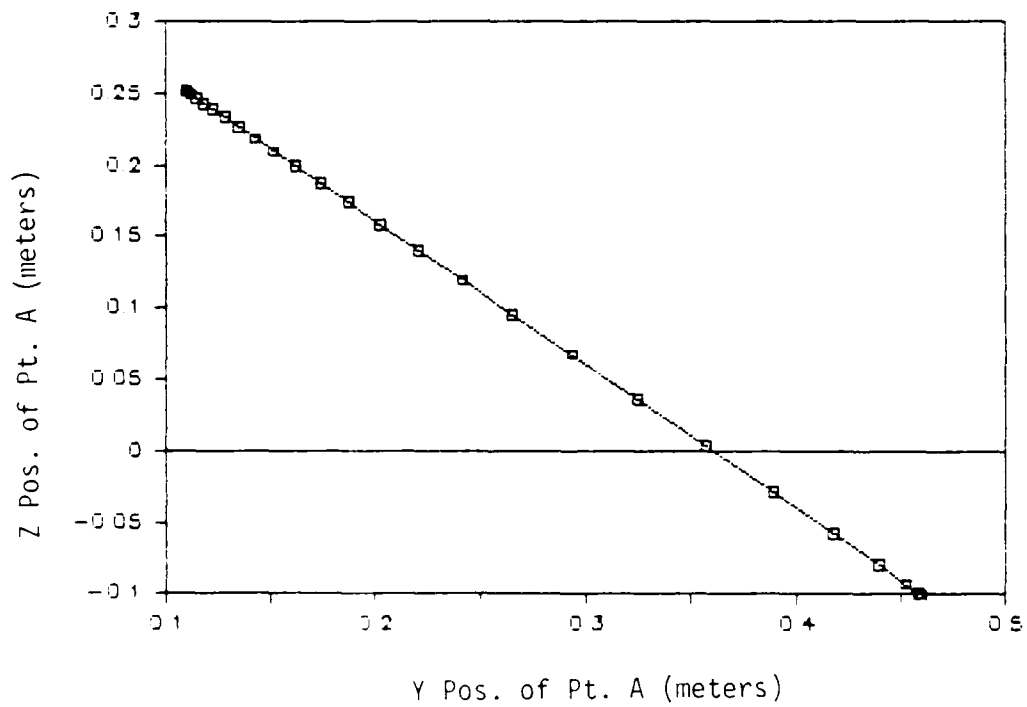


FIGURE 3.8 Z vs. Y Position, Step 1, Implementation I

As shown by the plots, there is a gradual acceleration and gradual braking of the shoulder yaw, wrist yaw and wrist roll angles. The last three plots show how the program does generate a straight line path for point A and it does finish at point B.

Step 2) Select the option, send the joint angles $(\theta_1, \theta_2, \theta_3, \theta_4, \theta_5)$ to a file instead of to the control system. This step checks everything except the actual movement of the BAT's right arm.

This step was run at the ICS and the values obtained are shown in the plots which follow.

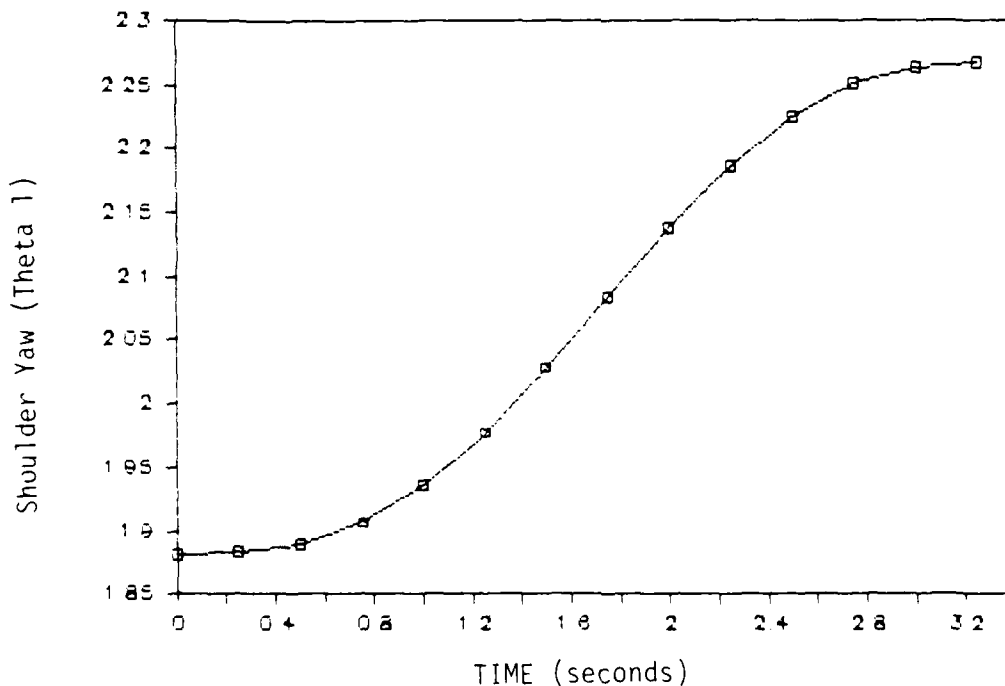


FIGURE 3.9 Shoulder Yaw Position, Step 2, Implementation I

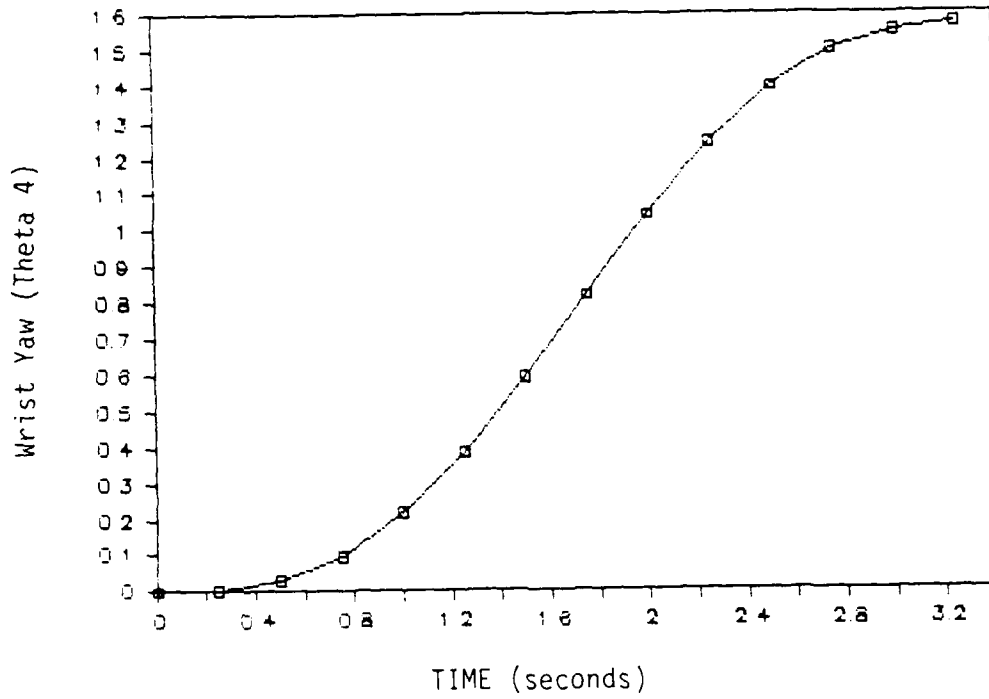


FIGURE 3.10 Wrist Yaw Position, Step 2, Implementation I

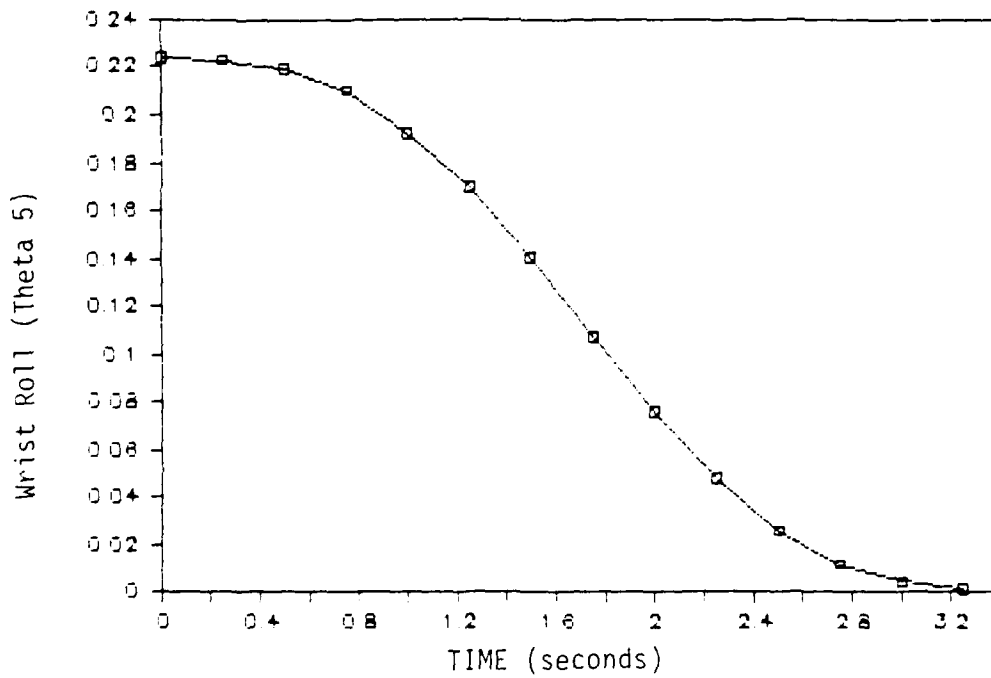


FIGURE 3.11 Wrist Roll Position, Step 2, Implementation I

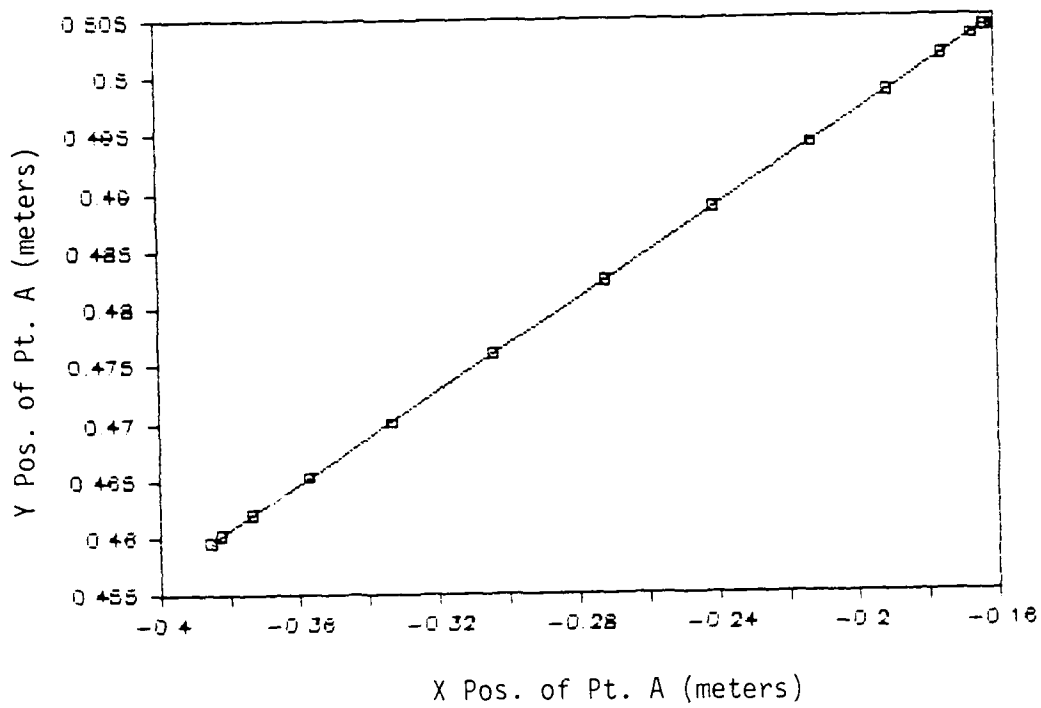


FIGURE 3.12 Y vs. X Position, Step 2, Implementation I

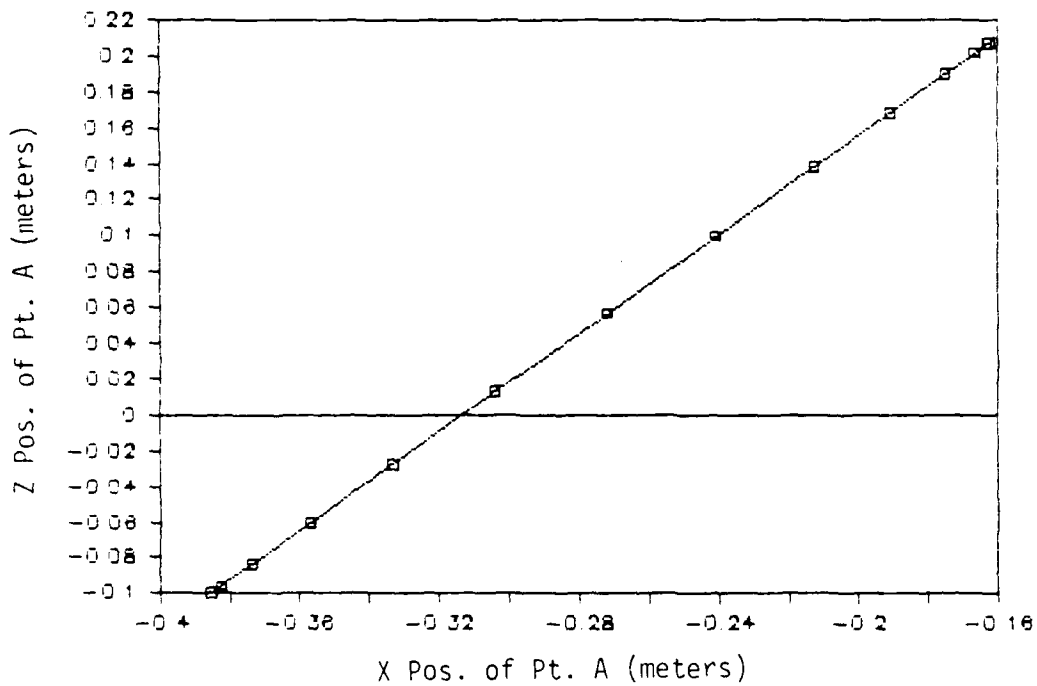


FIGURE 3.13 Z vs. X Position, Step 2, Implementation I

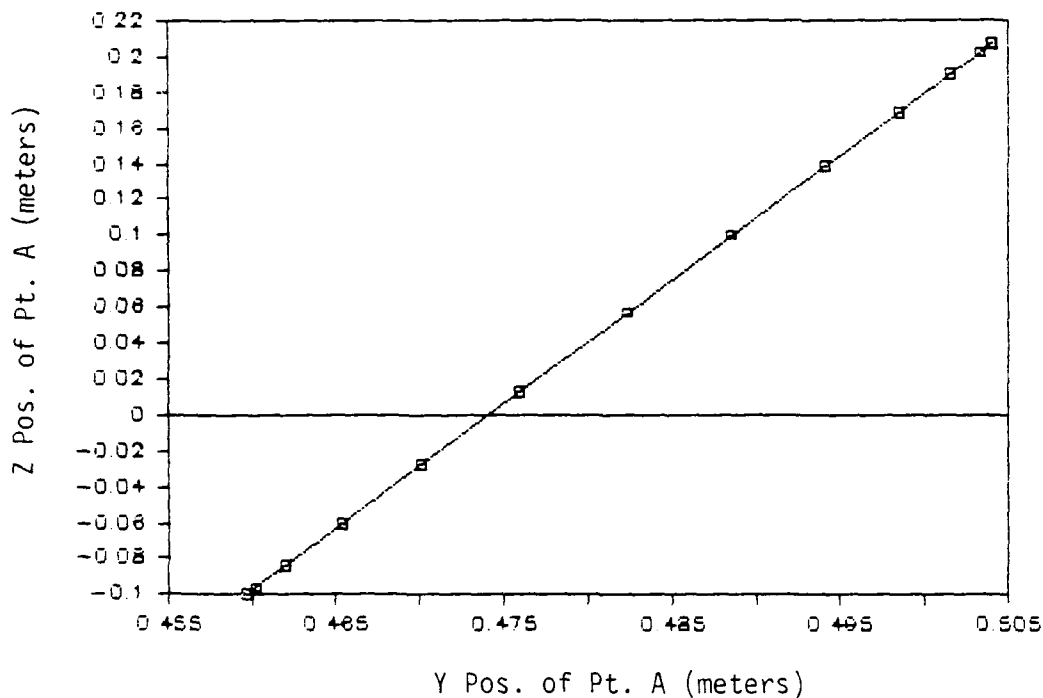


FIGURE 3.14 Z vs. Y Position, Step 2, Implementation II

The plots show how the angles (shoulder yaw, wrist yaw, and wrist roll) are gradually accelerated and gradually braked. The last three plots demonstrate the straight line generation of point A.

Actual tests done on the BAT with this method of control will be discussed in the last chapter. This chapter shows that the right arm control system can be upgraded to supervisory control. This now gives the operator the capability of moving the right arm to a specified position without using the master arm.

CHAPTER 4
IMPLEMENTATION II:
LEARNING TRAJECTORIES BY CONCATENATION

The last chapter demonstrated that the central controller could control the right arm of the BAT, by moving the right arm's end effector in a straight line path from any point to any other point, within the arm's range and flexibility limits. An improvement on this capability would be to enable the central controller to remember a sequence of points, concatenate their paths and move the right arm along that specified trajectory. This can be done easily with the `move()` function developed in the last chapter and the addition of three new options in the software.

The first new option enables the central controller to remember a sequence of points in space. These are the points that the operator would like the path of the right arm's end effector to move through. It can be done by reading the position of the master arm and storing that position in an array. This operation consists of four steps.

- 1) enter the supervisory mode
- 2) choose this option by hitting the 'x' on the keyboard
- 3) the central controller reads the five potentiometers of the master arm corresponding to the shoulder yaw, θ_1 , shoulder pitch, θ_2 , elbow, θ_2 , wrist motor A, ψ_4 , and

wrist motor B, ψ_5 . It stores these integers in a two-dimensional array (7 rows by 5 columns) with each column corresponding to $\theta_1, \theta_2, \theta_3, \psi_4, \psi_5$ (the integer value) in that order. The entire first row is skipped. This row is saved for the starting point. An operator can store as many as five points. The last row is saved for the finish point which is the same point as the starting point. Obviously, each row is a right arm position.

4) return to the calling function.

The maximum number of points stored can be increased easily by making the array have more rows. For this thesis it will remain at five.

The second new option allows the operator to clear the array of all points and start over. When the 'y' key is selected, the option simply re-initializes the array's elements to all zeroes. It then returns to the calling function.

Now the operator has the capability of storing any points in the right arm's range of motion. The operator simply moves the right arm, using the master arm, to a point and selects 'x'. The point is stored as a row of integers corresponding to the master arm's potentiometer readings of the joint angles. The operator then goes to the next point and selects 'x' again. This point is then stored in the row below the first stored point. The operator does this until all the points desired have been stored. The software joins these points in sequence to

make a desired trajectory. (See Figure 4.1.) The operator has the capability of clearing the trajectory and starting over. This is used when entering another trajectory or when a mistake has been made in entering one of the points.

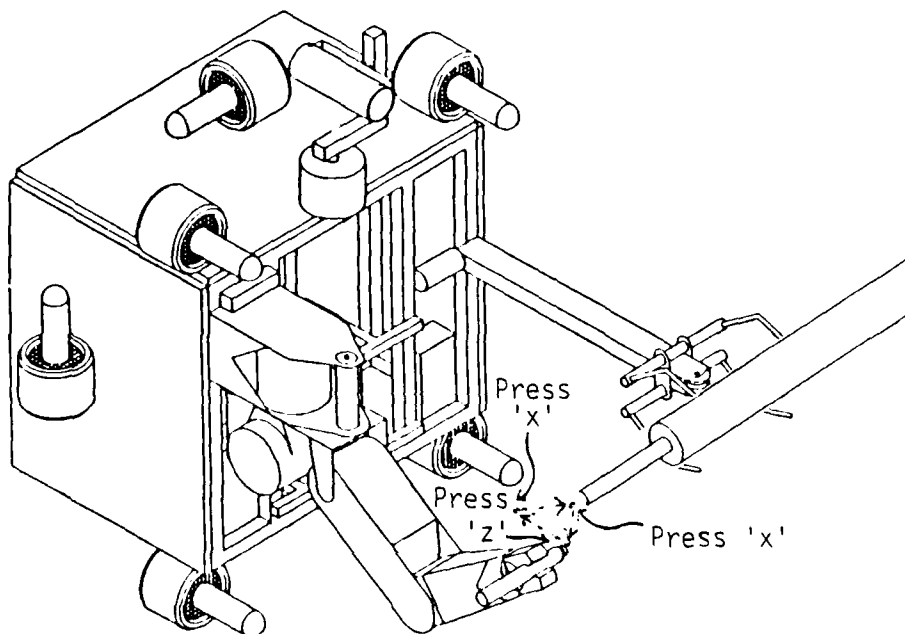


FIGURE 4.1 Implementation II

The final option is the one which will move the right arm from wherever it is, through the sequence of points which were stored and then move back to where it originally started. The paths through all these points will be a straight line. The outlines of this new option is listed below.

- 1) enter the supervisory mode
- 2) choose to move through all the stored points by selecting 'z' on the keyboard
- 3) read the current position of the master arm and store this position in the array as the first row and directly after the last row stored (for example, if only three points have been stored when 'z' is selected the current position is in row number 1 and row number 5, row numbers 2,3,4 are the three points already stored by selecting 'x')
- 4) start a loop in which the program takes two rows of integers at a time, starting with the first and second row, and set these points (a row of integers) equal to the initial and final positions for the straight line path
- 5) convert the integers of the final position to cylindrical coordinates of point A and final wrist orientation angles ($\theta, R, Z, \theta_4, \theta_5$). Of course, to do this it must first convert the five integers to shoulder yaw and pitch, elbow, and wrist motor angles to radians. It then uses the radian values of θ_1, θ_2 and θ_3 to convert to θ, R, Z of point A and θ_4, θ_5 to convert to θ_4, θ_5 . This was covered in Chapter 2.
- 6) call the `move()` function passing it to the initial position, which is the first row of angles in integers, and

the final point A and orientation angles, found in step 5. the move() function moves the end effector of the right arm (point A) from the initial position to the final point in a straight line path.

7) when the move() function is completed, control goes back to step 4 and takes the next set of two points (in this case rows two and three, the next time it will take rows three and four and so on) and repeats steps 5, 6 and 7

8) when the last pair is used the right arm will be back at the starting point (this is because the current position was also stored as the last point in the array)

9) control is returned to the calling function.

In testing this method of concatenating points the same two step procedure used in testing the method of Chapter 3 was used here. First, all entries were made as integers by keyboard input and all angles were sent to a file. This tested program flow and integer/radian inversion. Second, the master arm was used to enter the points and the values were sent to a file. This tested all aspects of the program except the actual movement of the BAT's right arm. Actual tests done on the BAT will be discussed in Chapter 5.

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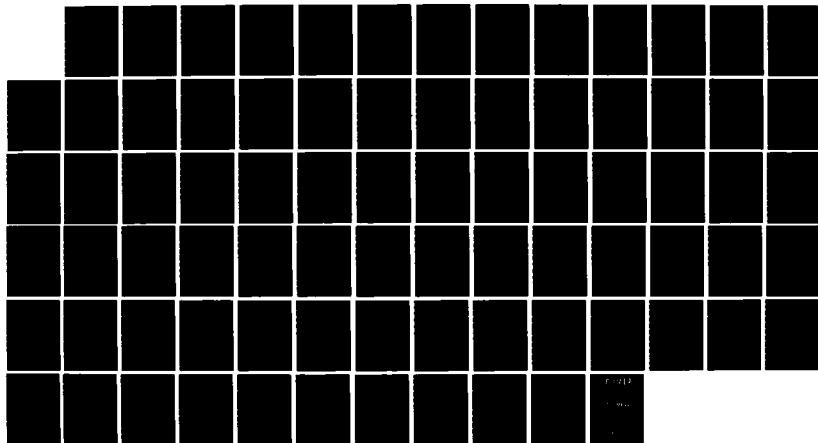
SUPERVISORY CONTROL OF THE RIGHT ARM OF THE BEAM
ASSEMBLY TELEOPERATOR(U) ARMY MILITARY PERSONNEL CENTER
ALEXANDRIA VA A J HANGANIELLO 10 MAY 85

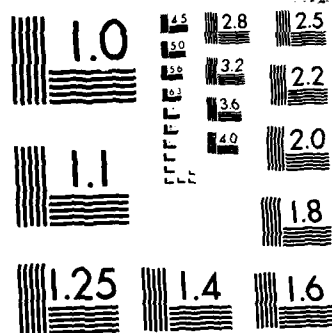
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MICROCOPY RESOLUTION TEST CHART
NATIONAL BUREAU OF STANDARDS-1963-A

Step 1) Keyboard entry, values sent to a file (see Figure 4.2).

	START/FINISH	POINT 1	POINT 2	POINT 3
Shoulder yaw	.785 rad 3373	1.5707 rad 4090	1.570 rad 4090	1.22 rad 3771
Shoulder pitch	1.570 rad 110	1.91986 rad 3662	1.919 rad 3662	2.18 rad 3428
Elbow	.785 rad 3130	.78539 rad 3130	1.57 rad 3894	1.047 rad 3385
Wrist yaw	1.570	0.0 rad	.785 rad	2.35 rad
Wrist roll	0.0 rad	1.570 rad	.785 rad	0.0 rad
Wrist motor A	-1.57 rad 4002	-1.462 rad 4064	-1.516 rad 4033	-2.35 rad 3553
Wrist motor B	1.570 rad 141	-1.462 rad 2550	.054 rad 3394	2.35 rad 579

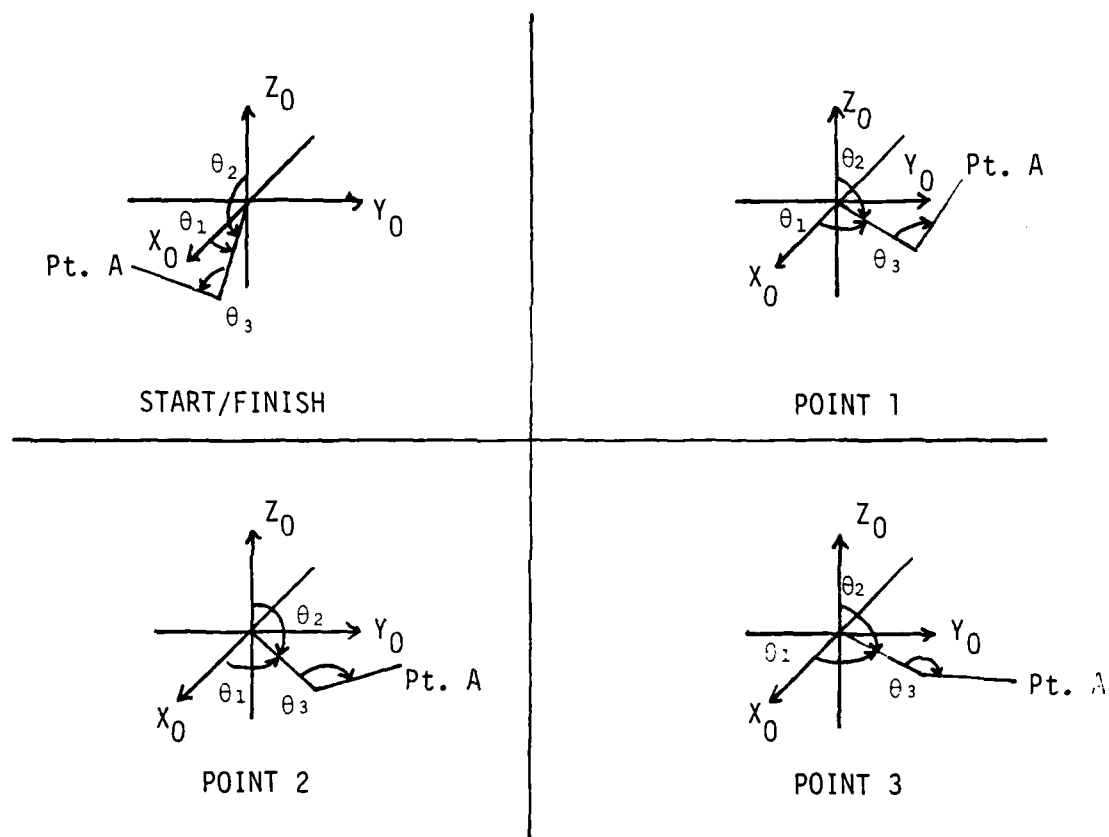


FIGURE 4.2 Arm Positions, Step 1, Implementation II

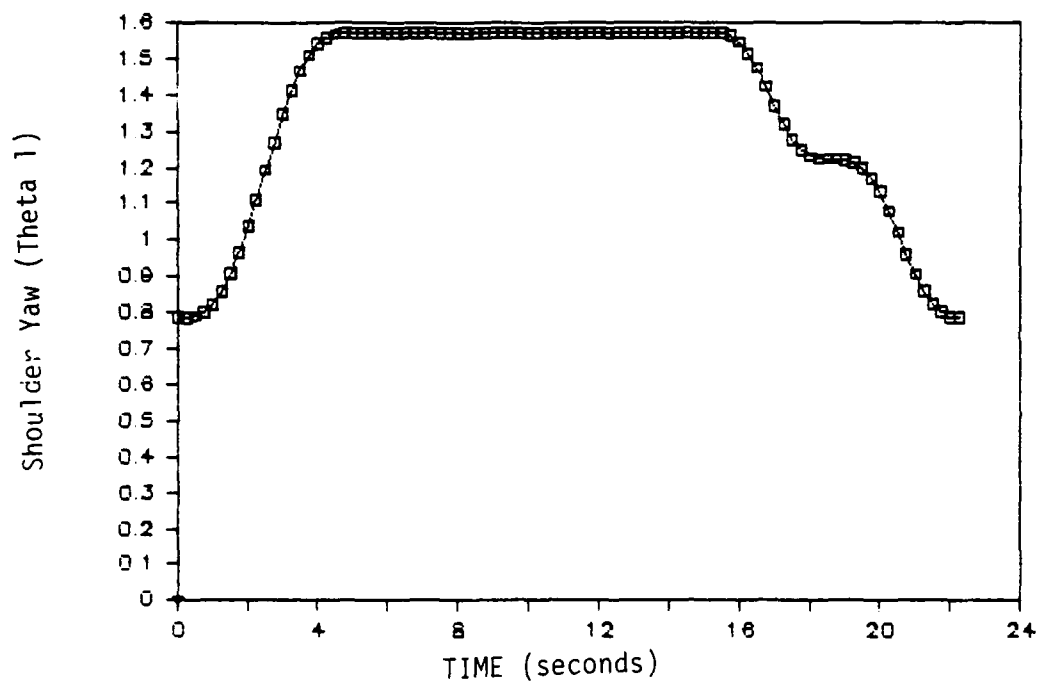


FIGURE 4.3 Shoulder Yaw Position, Step 1, Implementation II

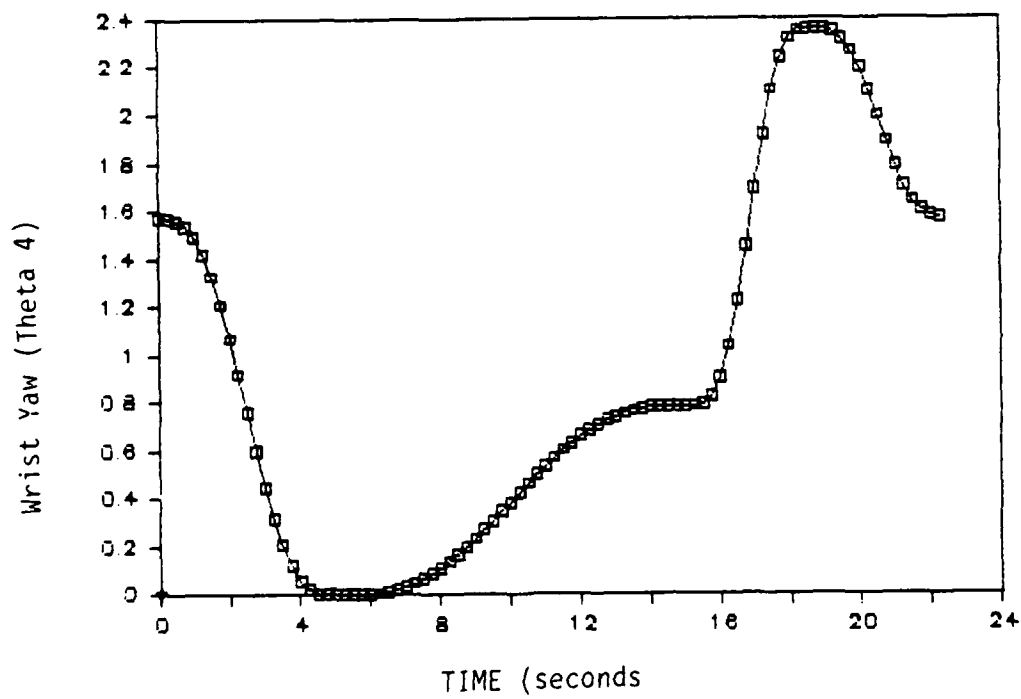


FIGURE 4.4 Wrist Yaw Position, Step 1, Implementation II

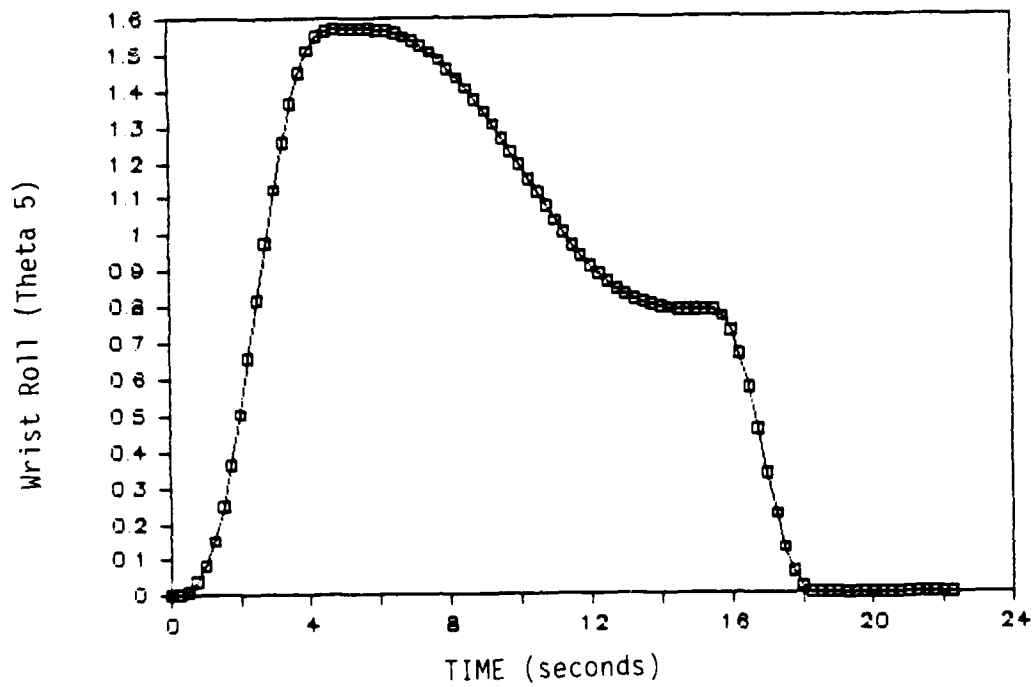


FIGURE 4.5 Wrist Roll Position, Step 1, Implementation II

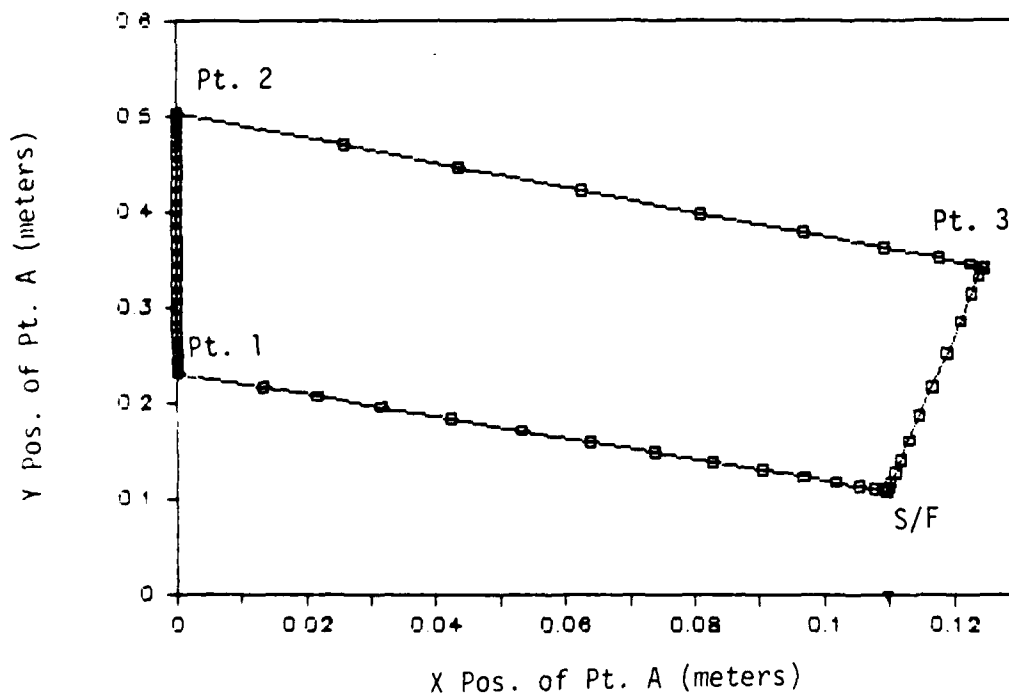


FIGURE 4.6 Y vs. X Position, Step 1, Implementation II

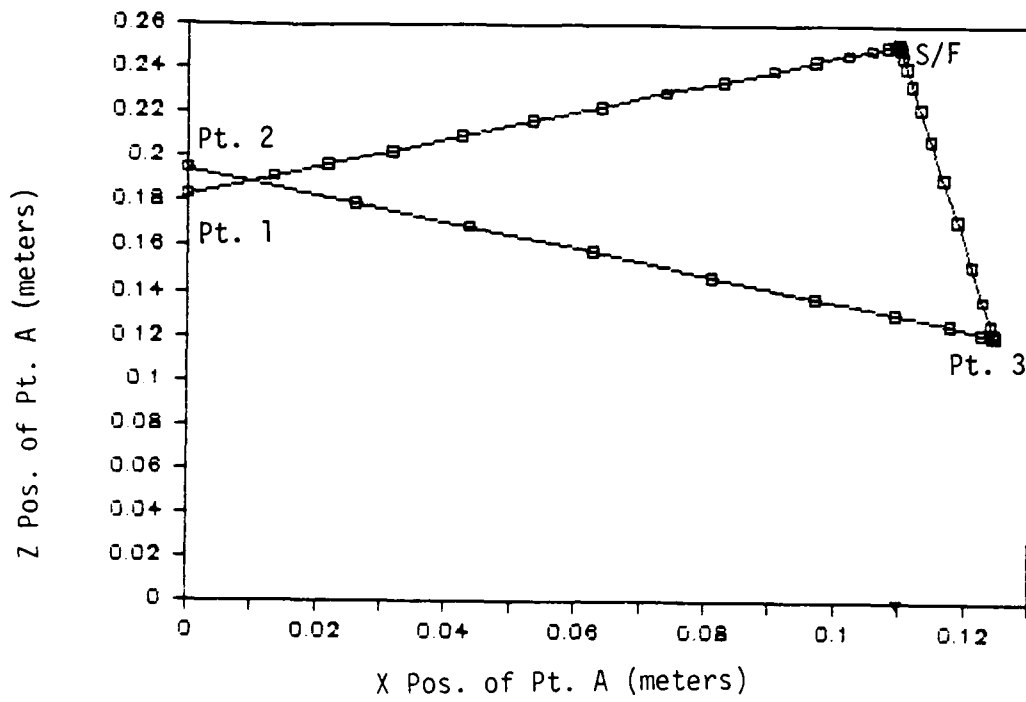


FIGURE 4.7 Z vs. X Position, Step 1, Implementation II

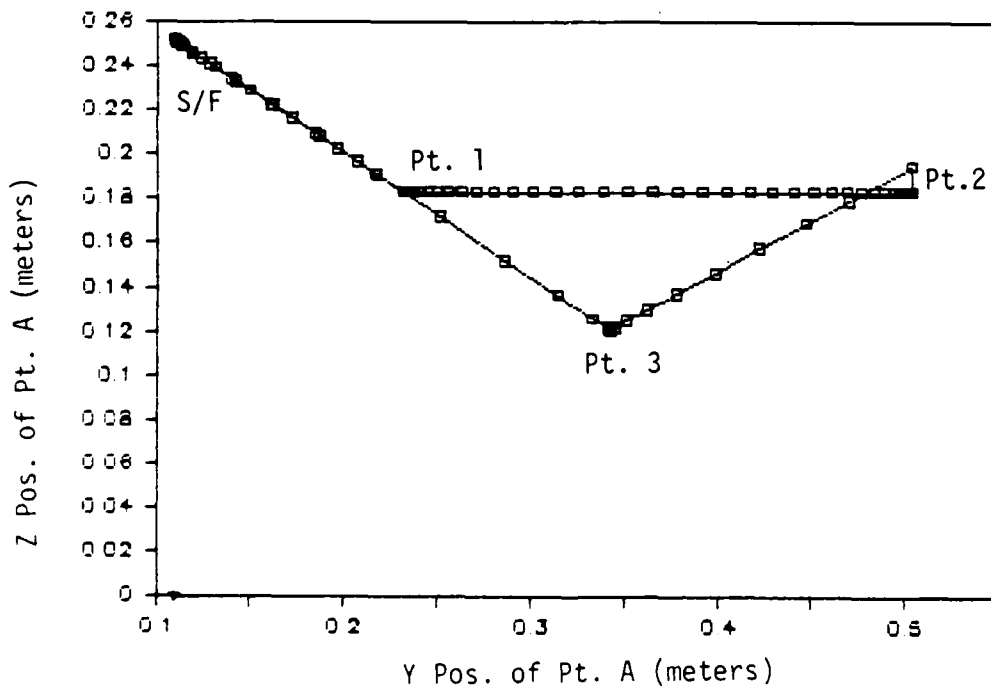


FIGURE 4.8 Z vs. Y Position, Step 1, Implementation II

The plots show the gradual acceleration and braking applied to the shoulder yaw, wrist yaw and wrist roll as the arm moves through all the points. The plots in X,Y,Z space show how the arm's end effector position (Point A) is kept on a straight line path through all the points. It also shows how the arm moves in a closed loop. It starts and finishes at the same point.

Step 2) Master arm entry, all values sent to a file.

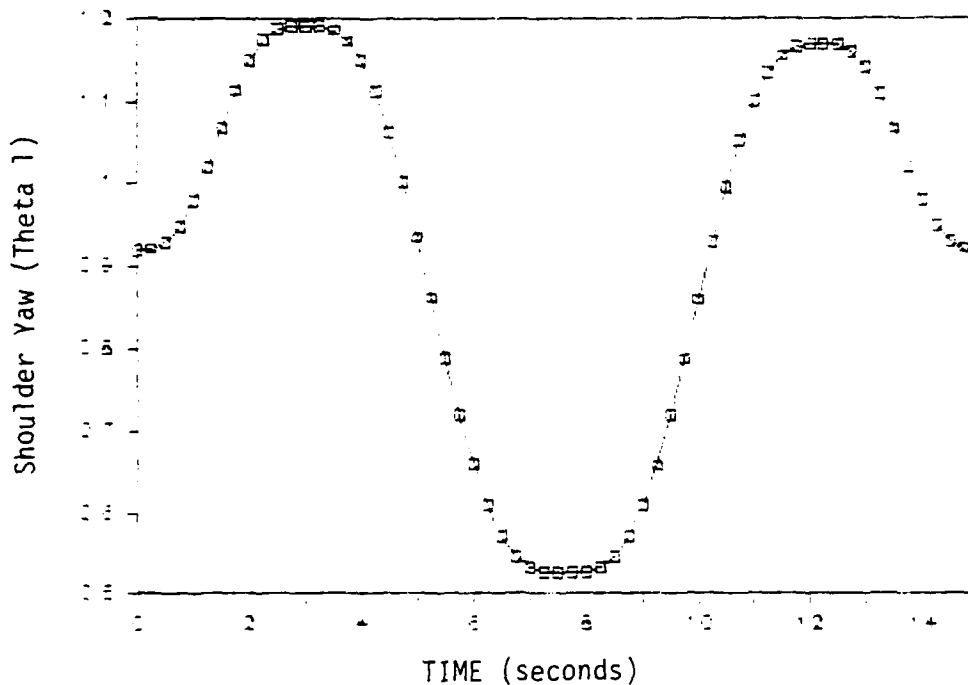


FIGURE 4.9 Shoulder Yaw Position, Step 2, Implementation II

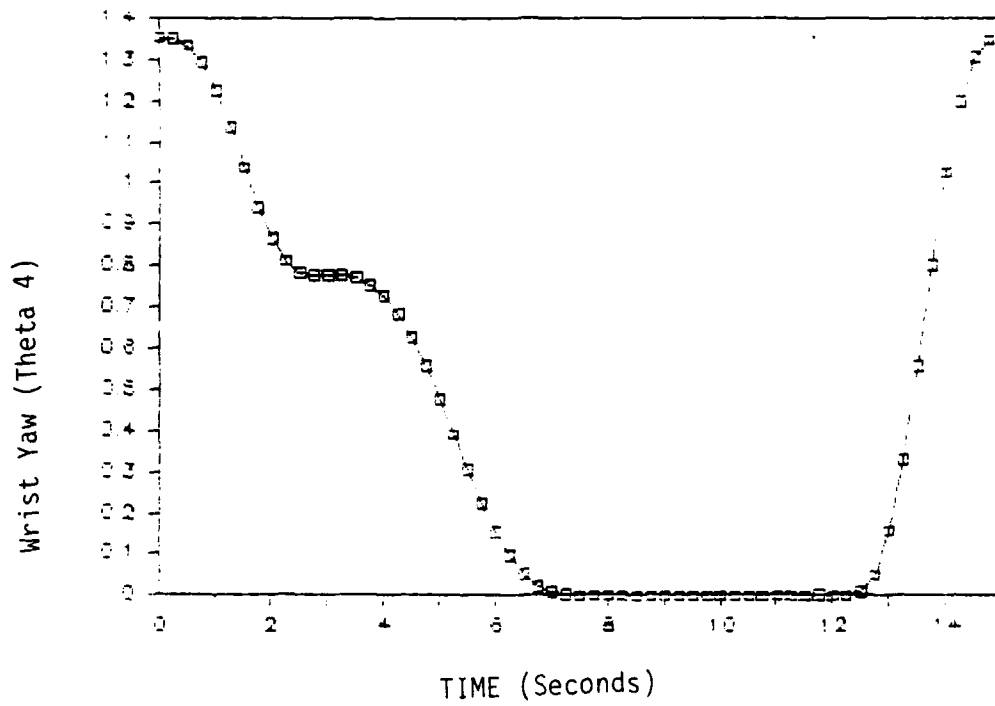


FIGURE 4.10 Wrist Yaw Position, Step 2, Implementation II

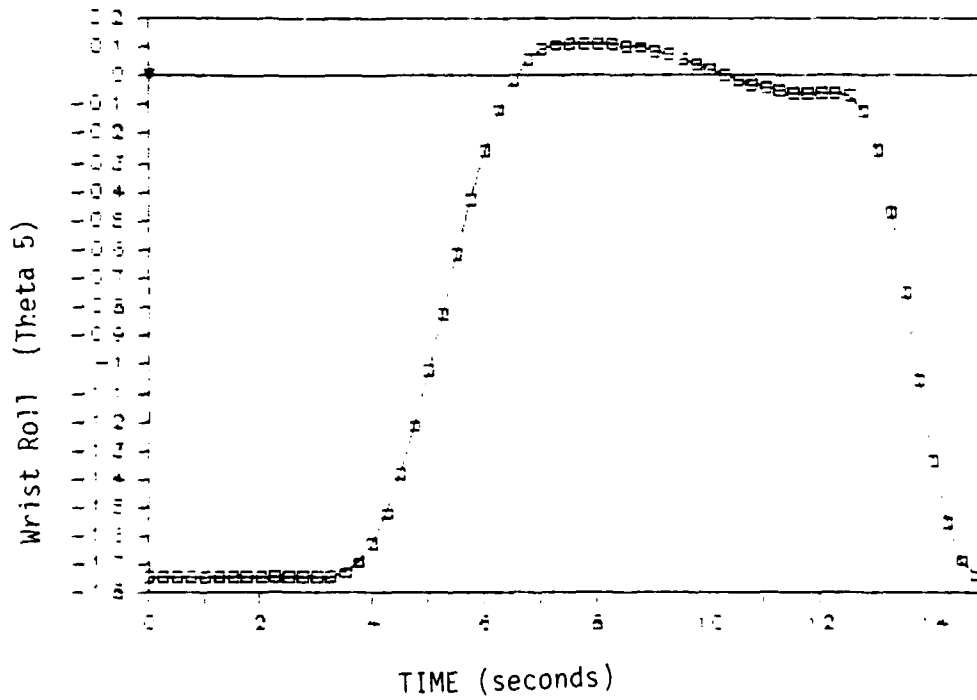


FIGURE 4.11 Wrist Roll Position, Step 2, Implementation II

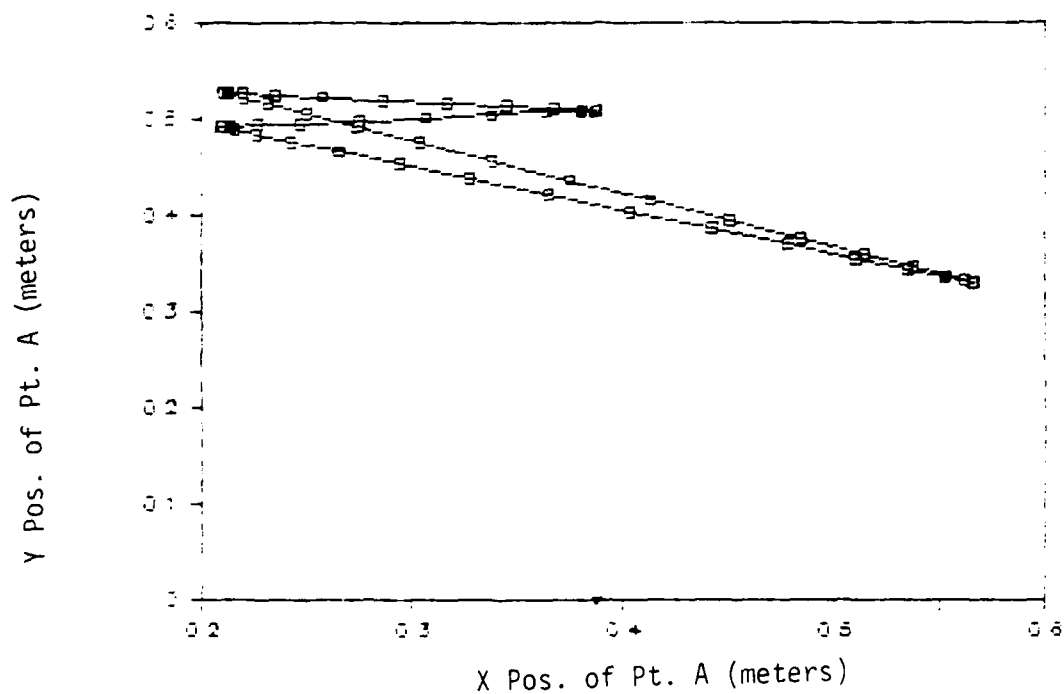


FIGURE 4.12 Y vs. X Position, Step 2, Implementation II

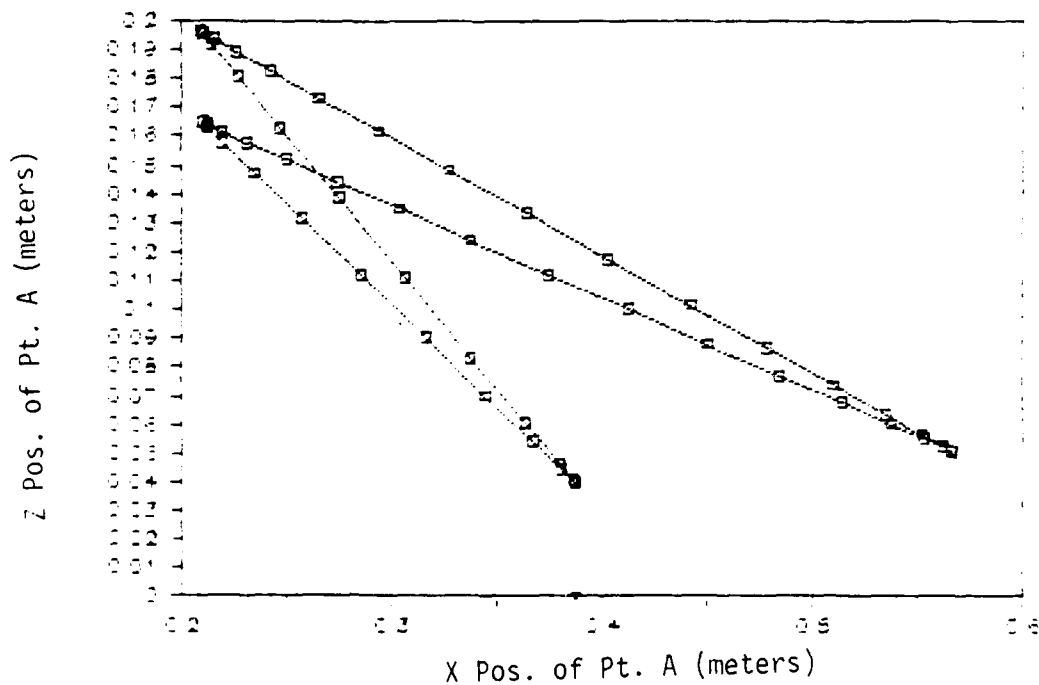


FIGURE 4.13 Z vs. X Position, Step 2, Implementation II

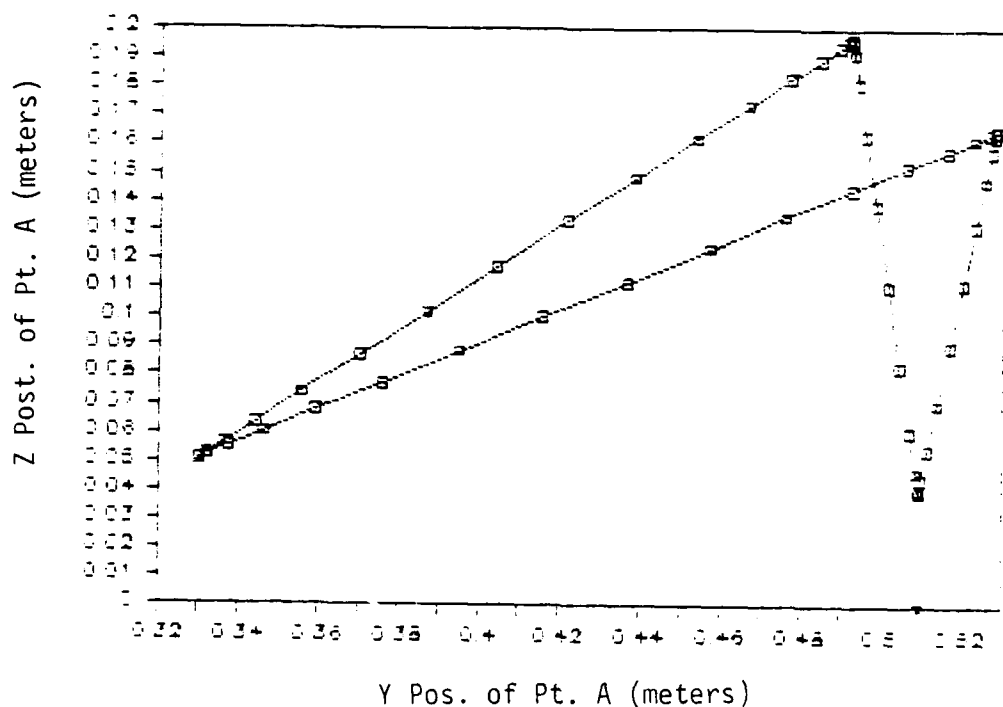


FIGURE 4.14 Z vs. Y Position, Step 2, Implementation I

Here again, the plots give the same type of results; the gradual acceleration and braking, the straight line paths and the closed loop trajectory.

The operator now has a great deal of supervisory control over the right arm. The only time the operator needs to use the master arm is to store points for a trajectory. He/she could then put the master arm in a set position and use the 'z' option to perform a movement task over and over. This will help free the operator's hands for other functions at the ICS. The extensions of this will be discussed in the next chapter.

CHAPTER 5

CONCLUSIONS

The two implementations discussed in Chapters 3 and 4 were incorporated into the existing BAT software. The operator can enter the supervisory control mode by either hitting the 'w' key or by pushing the black pushbutton between the joysticks on the ICS's bottom control panel. The code for the supervisory control mode is listed in Appendix B. While the BAT was in the laboratory (not in the neutral buoyancy environment), the software was tested. All of the BAT's right arm actuators were powered up except the shoulder yaw motor. It would place too much strain on the motor if it was driving the arm outside the neutral buoyancy environment. At the ICS the supervisory mode was selected and both implementations (unknown starting position to a known finish point; concatenating points) were run. Since the shoulder yaw motor was not powered up it could not be ascertained as to whether the path of point A (the end effector) was a straight line path. It was very apparent that the arm movement was not erratic and was very smooth. The joints that were powered did move with gradual acceleration and braking. When the second implementation was performed the arm did pass through all the points and returned to the finish point.

The supervisory control of the BAT was tested in the neutral buoyancy environment by the Space Systems Laboratory. While in master-slave control, one of the wrist motors was running intermittently. This caused a sudden jerk in the movement of the wrist since the two wrist

motors are coupled to give wrist yaw and roll. In the supervisory mode, when both implementations were tested, the same jerks also occurred in the wrist movement. Otherwise, the wrist moved to the points with a gradual acceleration and a gradual braking. The elbow moved smoothly throughout the test in both master-slave and supervisory mode. Shoulder yaw and pitch operated smoothly in master-slave control, but did not move at all when the supervisory options were selected. Due to an oversight in the development of the software, the shoulder pitch and yaw commands were not being sent to the control system. This was easily corrected but not in time to be tested again. Since only the elbow and wrist were being controlled, the end effector did not move in a straight line path.

Although the results of the test are inconclusive as to whether the supervisory control method will move the arm in a straight line path to a specified point, it does show that, in the neutral buoyancy environment, the elbow joint was controlled smoothly and gradually. The next test will be directed towards insuring all the joints are controlled properly. Upon completion of this step, the accuracy of the joint positions will be evaluated.

From the plots of the simulations in Chapter 2 and the plots of the implementations in Chapters 3 and 4, it is easy to see that for the given inputs the arm will move in a straight line path. With the test on the BAT in the laboratory, the results showed that the program flow was working properly and the arm was moving smoothly with gradual acceleration and braking. When the program is tested on the BAT again in the neutral

buoyancy environment, the only cause for error is if the relationship between the BAT's right arm joint angles and the joint angles which the central controller generates is not the same. This refers back to the assumption that the master arm's position gives the correct position of the BAT's right arm. This can be corrected by simply readjusting the integer/radian conversion between the master arm's analog to digital conversion and the angular position of the BAT's right arm joints. Once the integer/radian conversion is accurate, the previous results conclude that the arm's end effector will move in a straight line path smoothly while using this method of supervisory control.

With this method of controlling the BAT's right arm movements, many extensions can be incorporated into the BAT's software, so that the control relationship will be almost entirely supervisory. Other functions can be added to the software, so that the right arm can perform many other tasks by using keyboard entry at the central controller. For example, a function called rotate (arguments) can be developed. Here the orientation angles (wrist yaw and wrist roll) are changed according to the arguments of the function (i.e., rotate ($\pi/2$, 0) would change the wrist yaw $\pi/2$ radians and the wrist roll 0 radians). There could also be other functions like lift (arguments) where just the shoulder pitch and elbow angles would be changed, so that the arm's end effector would move in a straight vertical line. All these functions can be developed and stored in a library. The operator could then perform complete assembly tasks by simply typing in a list of these functions for the BAT to follow. For example, a list could be as follows:

small motor drive circuit can handle only 50 amps. This provides all eight drives (the camera tilt and pan, the five right arm motors and the left arm motor) necessary for the operation of the BAT. The control of the right arm is discussed in more detail in Appendix A, Section 3.

D) Propulsion Subsystem (see Figure A.8)

There are eight electric trolling motors pressurized for water-proofing. They combine the thrust to give the BAT six degrees-of-freedom. The main power subsystem supplies power to the power transistor modules which drive the motors. The modules contain pulse-width modulation drives for each of the eight motors. They are controlled from the control box propulsion controller through the relay box. The propulsion controller receives its commands from the ICS through the RRT. An inertial package provides attitude and rate feedback through the propulsion controller and the RRT to the ICS.

Aside from the video signals from the two cameras on the BAT, all of the BAT's input and output signals are passed through the RRT in the control box to the ICS. All the BAT's input signals originate at the ICS, and all the BAT's output is fed back to the ICS.

A.2 Hardware of the ICS

During the neutral buoyancy tests the BAT is controlled by the Integrated Control Station (ICS) (see Figure A.9). The ICS's frame is made of welded angle stock and mounted on wheels so it can be transported to test sites with ease. It has room to hold the operator, the controls and their displays, and video equipment.

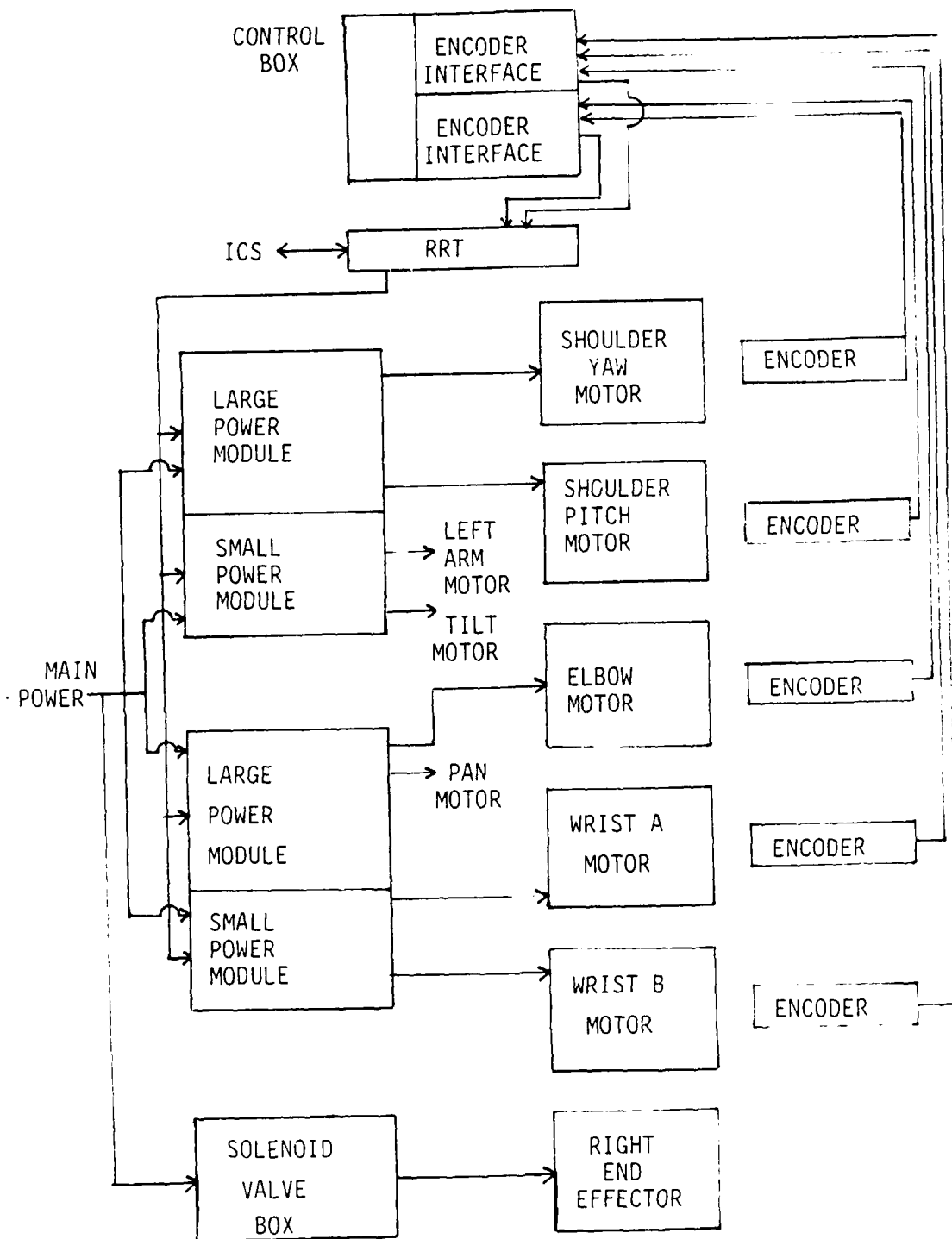


FIGURE A.7 Right Arm Subsystem

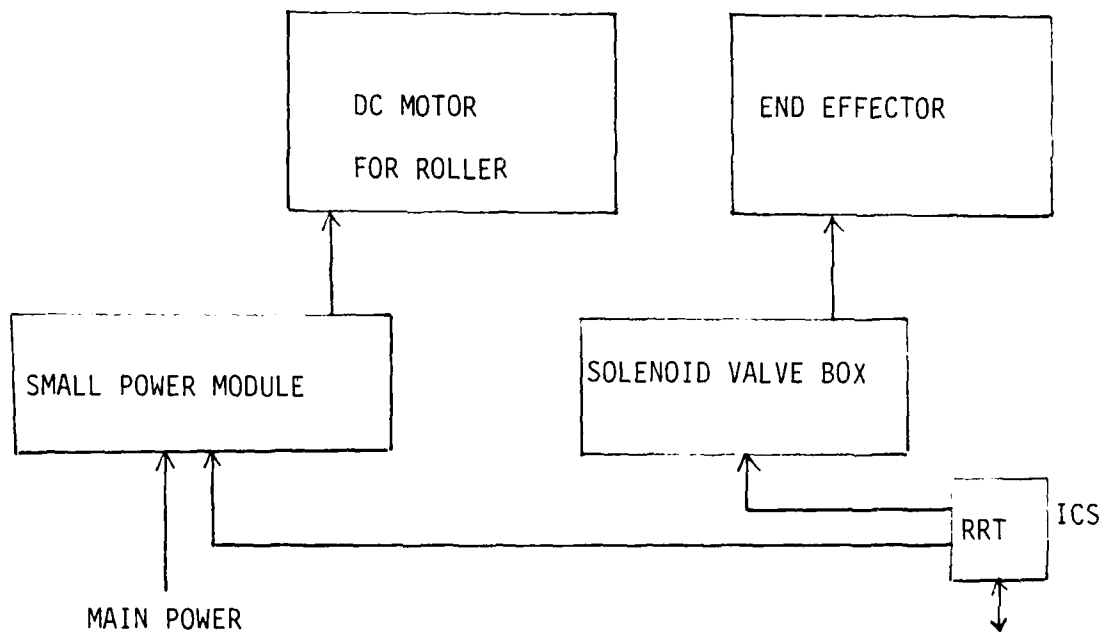


FIGURE A.6 Left Arm Subsystem

motors receive their input commands from the ICS through the RRT and two power modules. These power modules will be described in further detail in the right arm subsystem. Two optical encoders are used for tilt and pan position feedback to the interfaces in the control box. The cameras' video signals are connected to video hardware at the ICS through coax cables.

B) Left Arm Subsystem (see Figure A.6)

The left arm is a specialized actuator which can grasp a beam and move it laterally across the body of the BAT. It grasps the beam by means of a specialized end effector, which is opened and closed pneumatically. It is controlled by the ICS through the solenoid valve box and the RRT. At the base of the end effector is a roller. This roller can move a beam across the BAT. The roller is driven by a permanent magnet DC motor. The motor receives its power from the main power subsystem through a small power module (described in following section).

C) Right Arm Subsystem (see Figure A.7)

The right arm is a five degree-of-freedom manipulator with a grasping end effector. The end effector is controlled pneumatically from the ICS through the RRT. Each of the five degrees-of-freedom are driven by a permanent magnet DC motor. The motors are connected to the power modules, which are pulse-width modulation amplifiers. They are controlled from the ICS through the RRT. There are two power modules. Each power module contains four independent motor drive circuits; two large and two small. A large motor drive circuit can handle up to 100 amps, while a

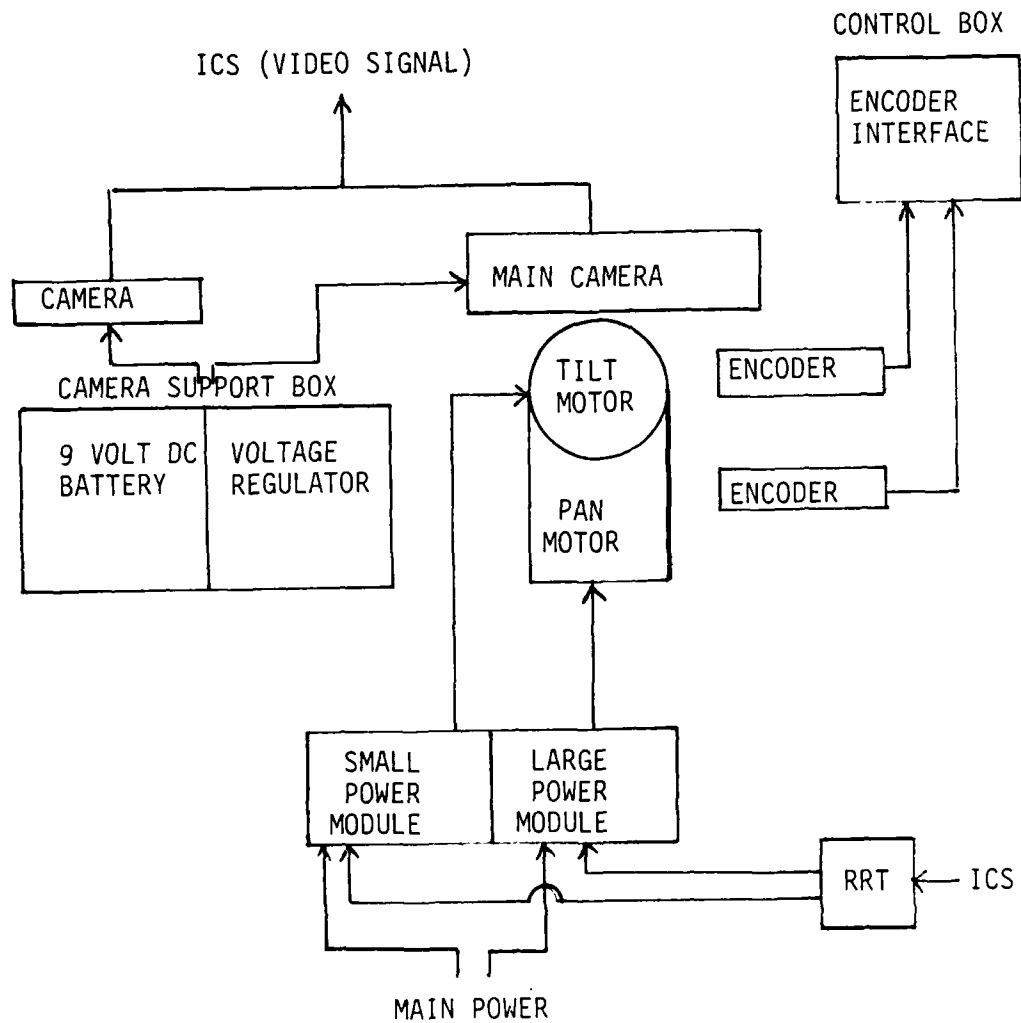


FIGURE A.5 Video Subsystem

supplies low pressure air to keep each box in the BAT watertight. The other tank supplies high pressure air, which is connected to the solenoid valve box. The solenoid valve box uses this high pressure to control three components:

- the left arm end effector
- the right arm end effector
- the main power relay.

Both end effectors receive their open/close commands from the ICS through the RRT. The Main Power Relay is an electronically-controlled pneumatically-operated switch which controls the power output of the main battery box. Its normal operating position is closed. It may be activated from the ICS or from a switch on the BAT. In the event of a communications failure or upon activation it opens, disconnecting the main power from the BAT's actuators and thrusters.

II. Action Subsystems

A) Video Subsystem (see Figure A.5)

The video subsystem has two commercial cameras, each housed in an aluminum tube with a front plexiglas plate. The main camera is mounted on a tilt and pan unit on the top of the BAT. A second camera is mounted above the right arm pivot and tracks the position of the end effector. The cameras are connected to a camera support box, which powers the cameras with two gel cell lead acid batteries hooked to a voltage regulator. The platform is a tilt and pan unit with two permanent magnet DC motors. The

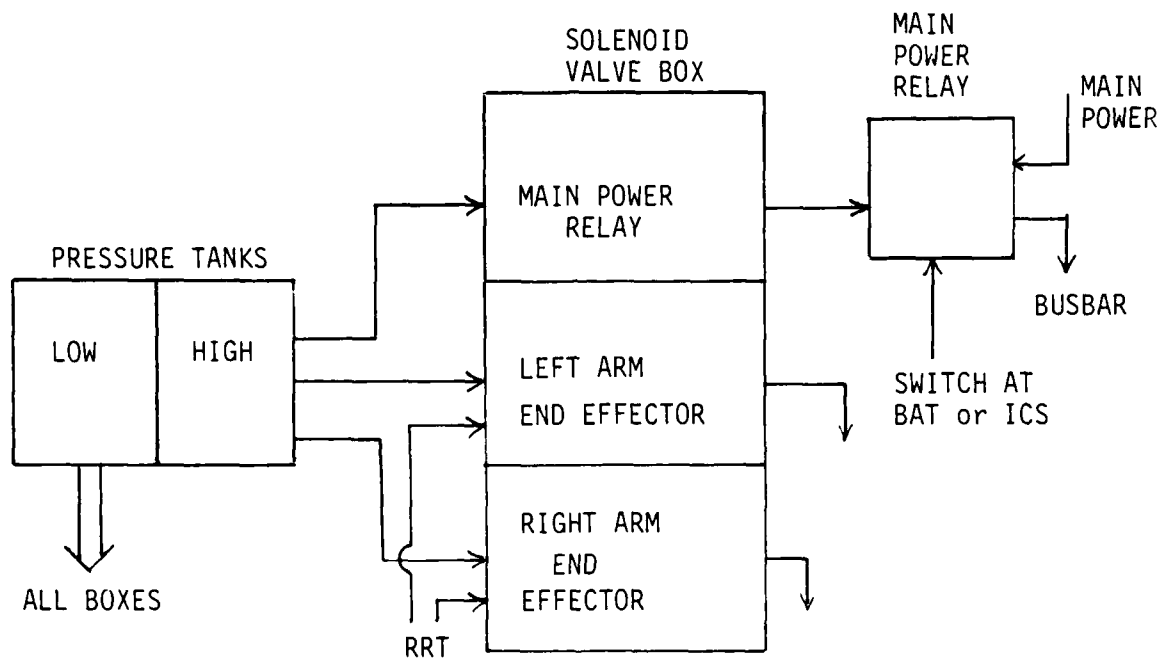


FIGURE A.4 Pneumatic Subsystem

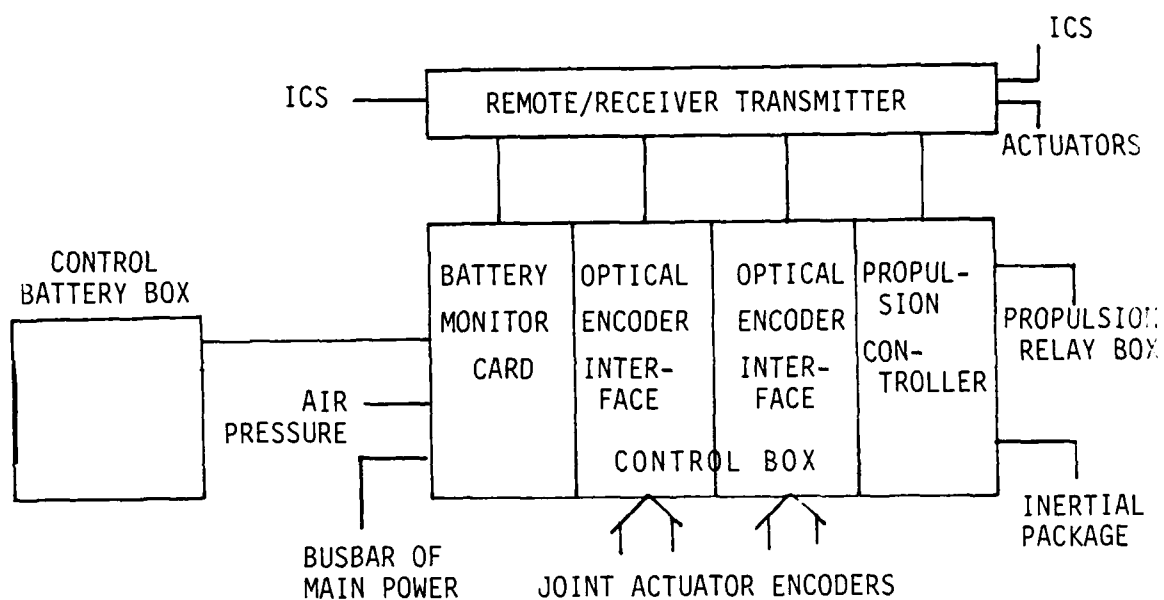


FIGURE A.3 Control Subsystem

- the power amplifiers of the right arm, left arm and the tilt and pan unit of the main camera;
- the relay box of the propulsion subsystem;
- the battery monitor card in the control subsystem.

B) Control Subsystem (see Figure A.3)

The control subsystem has two components; the control battery box and the control box. The control battery box consists of 12 Vdc, 5 Vdc and ± 6 Vdc power supplies which supply the power for the solenoid valves, the control logic and the communications link, respectively. Inside the control box is a battery monitor card, two encoder interfaces, a propulsion controller and communications hardware. The battery monitor card samples and digitizes the voltage levels of the main batteries and the air pressure transducer. The two optical encoder interfaces are used with each actuator in the action subsystem. They convert each encoder's output and transmit the outputs to the remote receiver/transmitter (RRT). The propulsion controller receives information from the inertial package of the propulsion subsystem. It also sends commands from the RRT to the propulsion subsystem. The control box communicates with the ICS through the telemetry uplink and downlink. This is implemented by the RRT which combines the uplink multiplexer with the downlink digital demultiplexer. It also contains the analog transceiver.

C) Pneumatic Subsystem (see Figure A.4)

The pneumatic subsystem consists of two separate air tanks. One

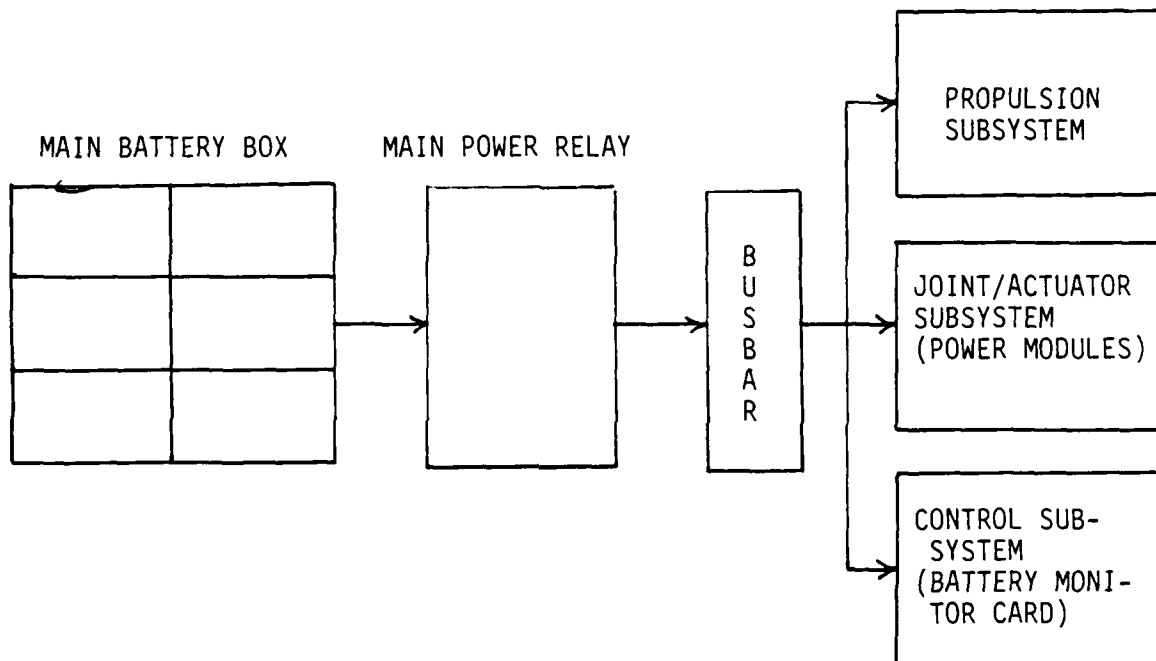


FIGURE A.2 Main Power Subsystem

The Beam Assembly Teleoperator (BAT) (Figure A.1) is a self-contained free-flying teleoperator. It was developed to be used under water in neutral buoyancy structural assembly tests. The BAT's flotation panels provide most of its neutral buoyancy. It is controlled from an above-water control station, the ICS (described in Section A.3). The BAT can be broken down into four support subsystems and three action subsystems.

I SUPPORT

- A) Main Power Subsystem
- B) Control Subsystem
- C) Pneumatic Subsystem
- D) Propulsion Subsystem

II ACTION

- A) Video Subsystem
- B) Left Arm Subsystem
- C) Right Arm Subsystem

I. Support Subsystems

- A) Main Power Subsystem (see Figure A.2).

The main battery box contains six battery packs connected in parallel. Each battery pack contains three gelled electrolyte lead acid cell batteries connected in series. Eighteen volts at 20 amp-hours is supplied by each battery pack. The use of the on-board battery box eliminates the need for a cumbersome umbilical and cuts down on power loss through transmission. The main battery box is connected through the main power relay (described in the pneumatic subsystem) to the bus-bar. The distribution bus-bar connects the main battery box to:

APPENDIX A
DESCRIPTION OF THE BAT

The Beam Assembly Teleoperator was developed and is used by the Space Systems Laboratory at M.I.T. to experiment with the man-machine interface for assembly tasks. This appendix describes the system in detail. The appendix is broken down into three sections:

- A.1 Description of the BAT
- A.2 Hardware of the Integrated Control Stations (ICS)
- A.3 Software of the ICS.

A.1 Description of the BAT (see Figure A.1)

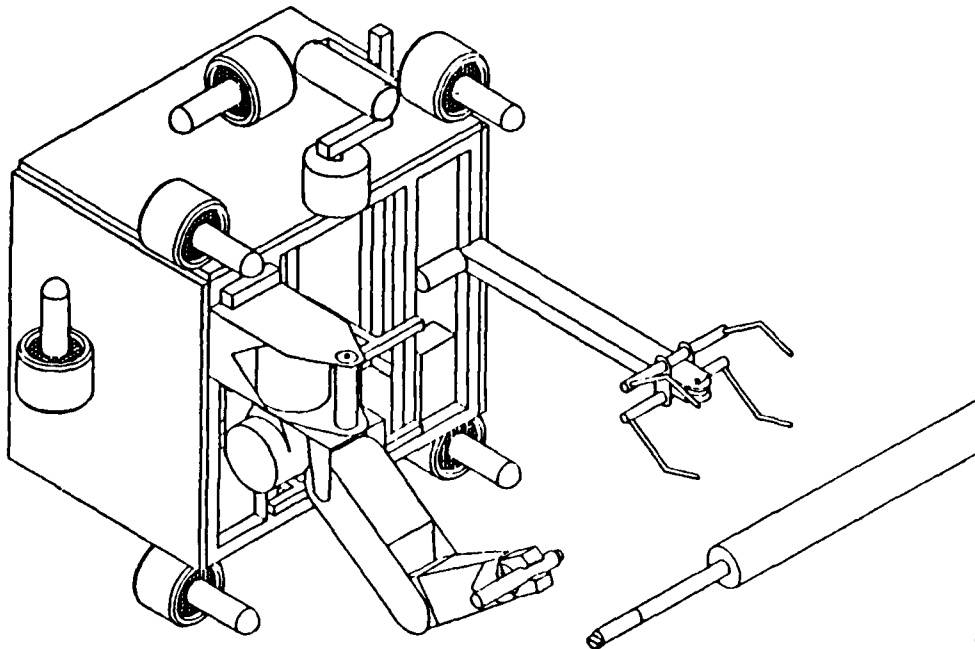


FIGURE A.1 Sketch of the BAT

REFERENCES

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- [2] Mechanism Design: Analysis and Synthesis - Volume I, Arthur G. Erdman and George N. Sandor, Prentice Hall, Englewood Cliffs, N.J.,
- [3] "Design and Control of a Beam Assembly Teleoperator", Eric B. Shain, S.M. Thesis, Dept. of Aeronautics and Astronautics, M.I.T., May 1983.
- [4] "Results of the MIT Beam Assembly Teleoperator and Integrated Control Station", John R. Spofford and David L. Akin, Space Systems Laboratory, M.I.T.

- move(arguments)
- rotate(arguments)
- lift(arguments)
- move(arguments)

This list of functions can be stored as a macro, so that the operator can simply hit a function key (F1,F2, etc.) or type in the macro's name and the right arm of the BAT would perform the listed tasks. The operator can construct these lists, so that the arm would be performing a complete assembly task. All these functions (except the end effector's grasp() and release() functions) can be developed by simply modifying the supervisory method developed in this thesis.

The use of supervisory control on the BAT's right arm would free the operator's hands from the master arm and let the operator concentrate on other duties at the ICS. Supervisory control will increase the capabilities of the BAT and help improve the interface between man and machine during assembly operations.

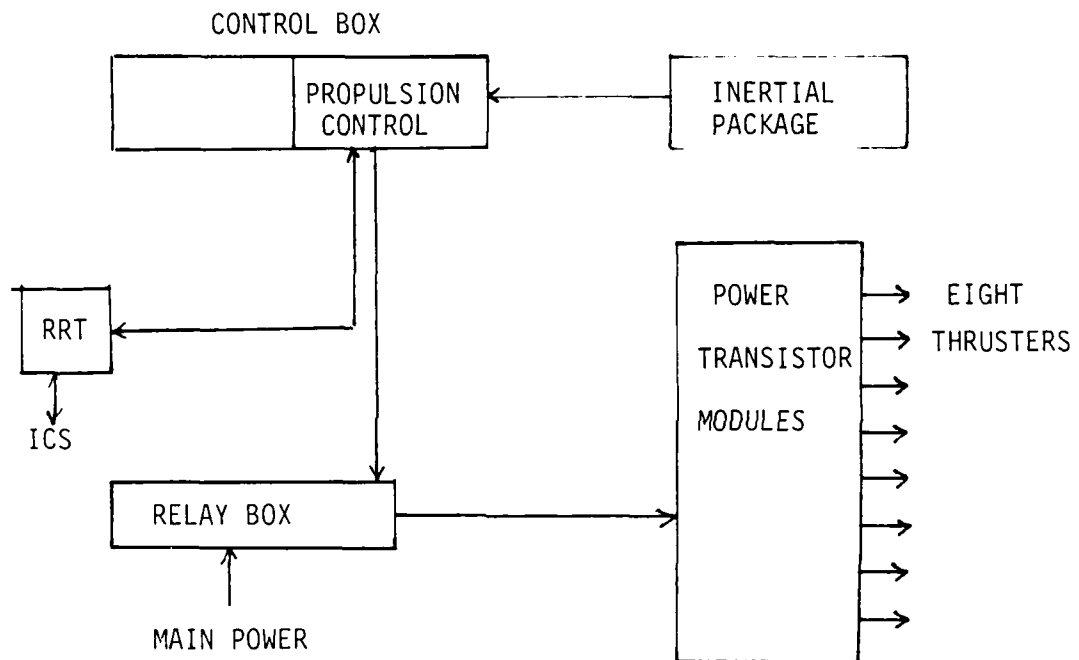


FIGURE A.8 Propulsion Subsystem

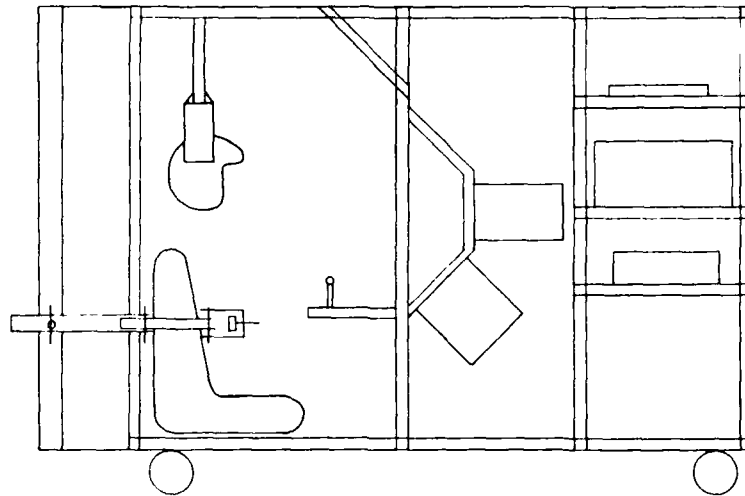


FIGURE A.9 Sketch of the ICS

The ICS consists of five subsystems:

- A) ICS Controls and Displays
- B) Central Controller
- C) Joint/Actuator Control System
- D) Propulsion Control System
- E) Communication Link.

A) ICS Control and Displays

The ICS controls and displays system takes up most of the area of the ICS. It contains the helmet for video control, the master arm and the control/display panels. The helmet is located above the operator and is

mounted on a gimbal transducer system. This system converts head movements into tilt and pan commands used by the central controller to control the BAT's main video camera. This helmet may be swung out of the way and back-up camera controls on the control/display panels used instead. The master is a five degree-of-freedom kinematic duplicate of the right arm on the BAT. The operator straps his/her arm on the master arm and positions it to where he/she would like the BAT's right arm to go. The positions of each joint of the master arm are read by the central controller, and transmitted through the joint/actuator control system to the BAT's right arm. Both the master arm and helmet systems implement master-slave control for the right arm and video subsystems, respectively.

There are four control/display panels (see Figure A.10) situated in front of the operator. The functions of all the controls on these panels can be changed through the software of the central controller (described in the next section). The top panel contains back-up controls for the propulsion control of the BAT and the back-up joystick control for the tilt and pan of the video subsystem. The second panel from the top contains 5 knobs which can operate in two modes. In one mode, the knobs can tune the gains and positions of the joint/actuator control system. In the other mode, the knobs can control the five joints of the BAT's right arm. The modes can be switched using the software in the central controller. There is also a back-up switch that can control the opening and closing the the end effector of the BAT's right arm. A lever is situated on the right of the panel to control the motor for the left arm roller. The third panel

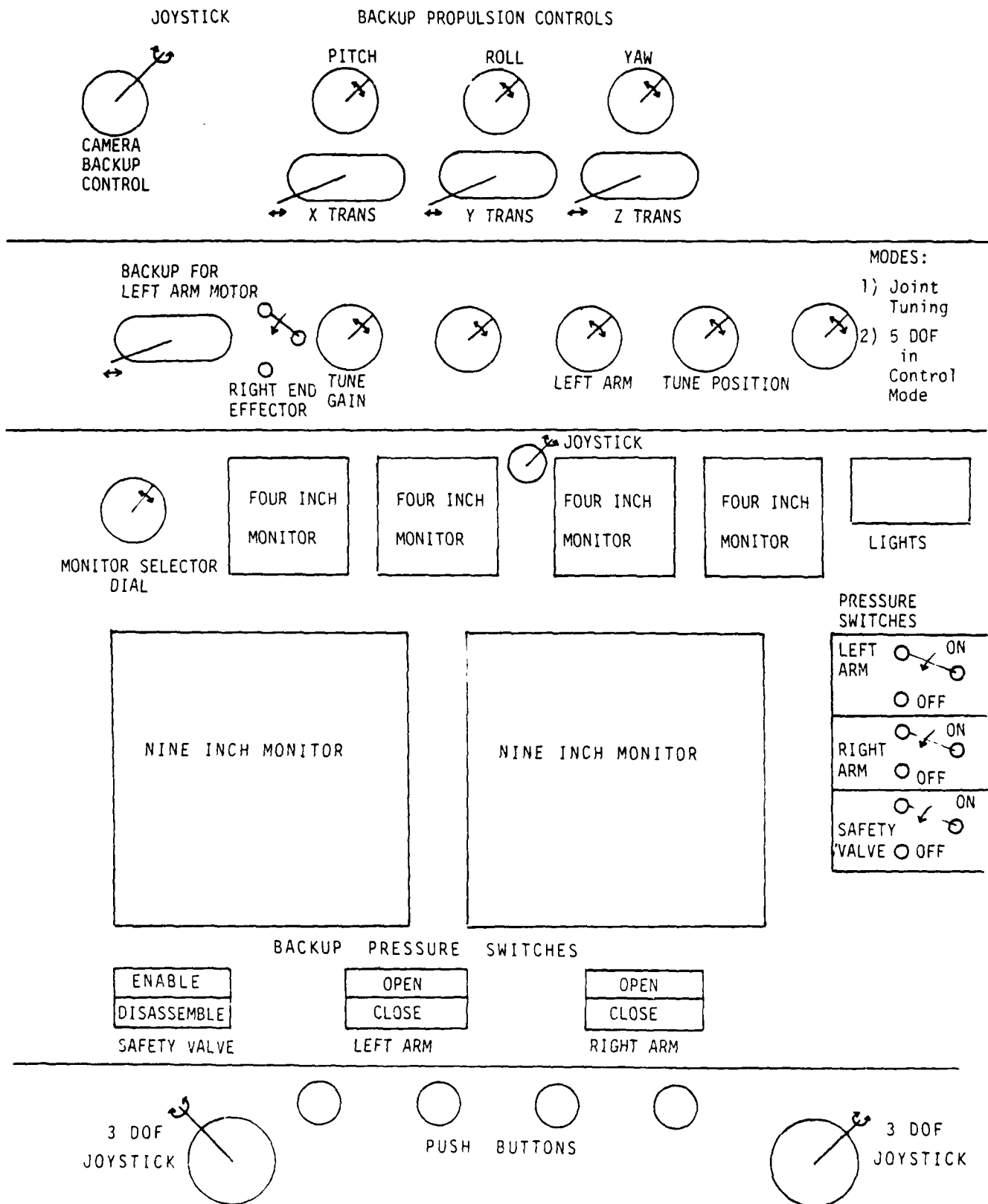


FIGURE A.10 ICS Control Panels

from the top is the largest and contains the video monitors for the ICS. There are 2 nine inch monitors and 4 four inch monitors above them. On the panel is a dial which is used to switch the display around on the different monitors. These monitors can display images sent from the cameras on the BAT or graphics produced by the software of the central controller. The graphics display is used to show the system settings and the current status. Other cameras, such as payload bay cameras, may also be hooked into the system and shown on these monitors. Before being connected to the monitors, the cameras are hooked into video equipment located on a rack behind the panels. Above the monitors on the right side is a set of lights which monitor the duty cycle for each actuator on the BAT. To the right of the panel are the pressure switches which control the high pressure of the pneumatic subsystem of the BAT. The switches control the right arm end effector, the left arm end effector and the safety valve. They go directly to the communications link and bypass the central controller. Below the video monitors are three backup buttons for the three pressure switches. The bottom panel contains the primary controls for the BAT's propulsion subsystem. These two joysticks (each joystick has three degrees-of-freedom) are used to control the BAT's movements. These controls can also be changed by software to control the BAT's right arm. Four pushbuttons are located between these joysticks. These buttons are used as backups for selecting options in the software (these options are described in the next section). All the outputs from the master arm, the helmet gimbal system and the panel controls (with the exception of the pressure controls) go to an analog-to-digital converter for processing. The analog-to-digital converter digitizes

and multiplexes these inputs for use by the central controller software.

B) Central Controller

The central controller is located on a rack behind the ICS control/display panels. The central controller is an IBM Personal Computer with 256K RAM, two disk drives, a math 8087 coprocessor and special interface boards to communicate to the other subsystems (see Figure A.11). The central controller:

- interfaces with the controls and displays of the ICS the the analog-to-digital converter.
- commands and monitors the joint/actuator and propulsion control subsystem.
- provides integrated control functions.
- records test data.

System status (such as battery voltage levels) is sent from the control box on the BAT through the communications uplink to the central controller. The software which controls the BAT system is described in detail in Section A.4.

C) Joint/Actuator Control System

The joint/actuator control subsystem consists of two parts; a monitor/buffer card and the joint/actuator control cards (see Figure A.12). The monitor/buffer card is a standardized Z-80 microprocessor card which buffers the commands from the central controller and retransmits them to the joint/actuator control cards. It interfaces the central controller with the joint/actuator cards. There are four joint actuator cards, each of which uses a Z-80 microprocessor. Each card implements closed-loop

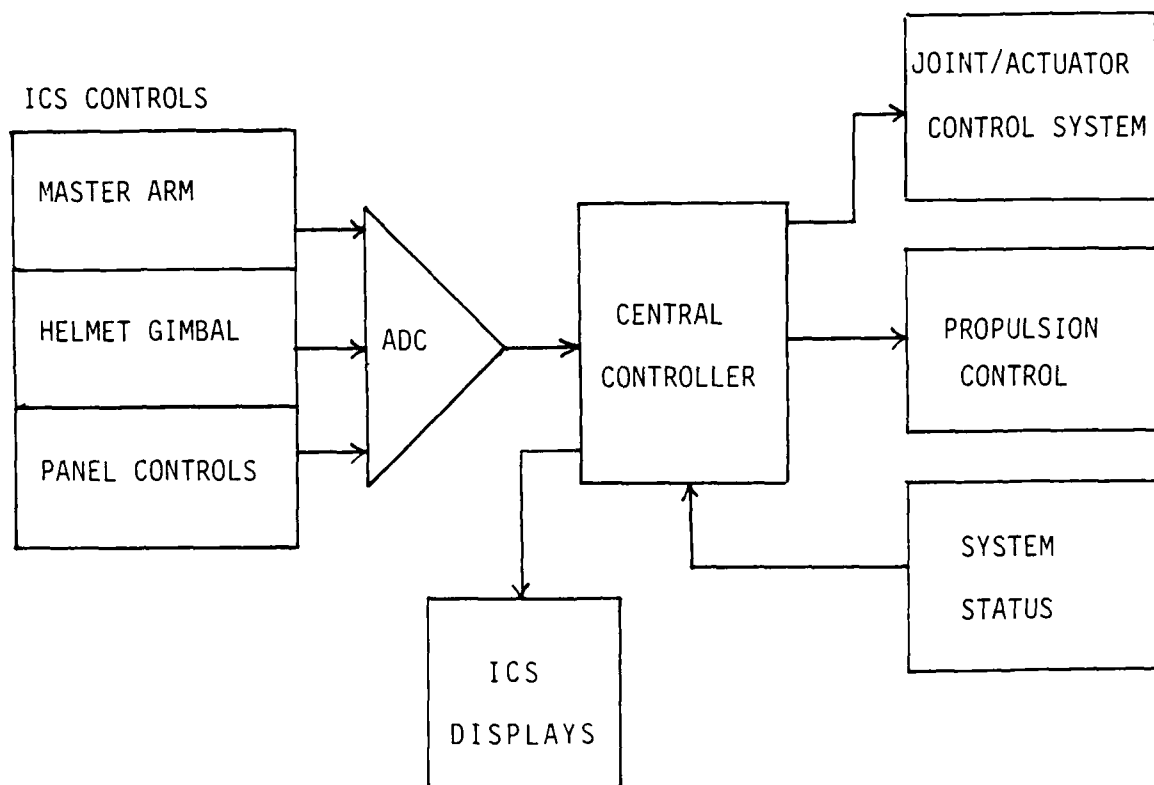


FIGURE A.11 Central Controller

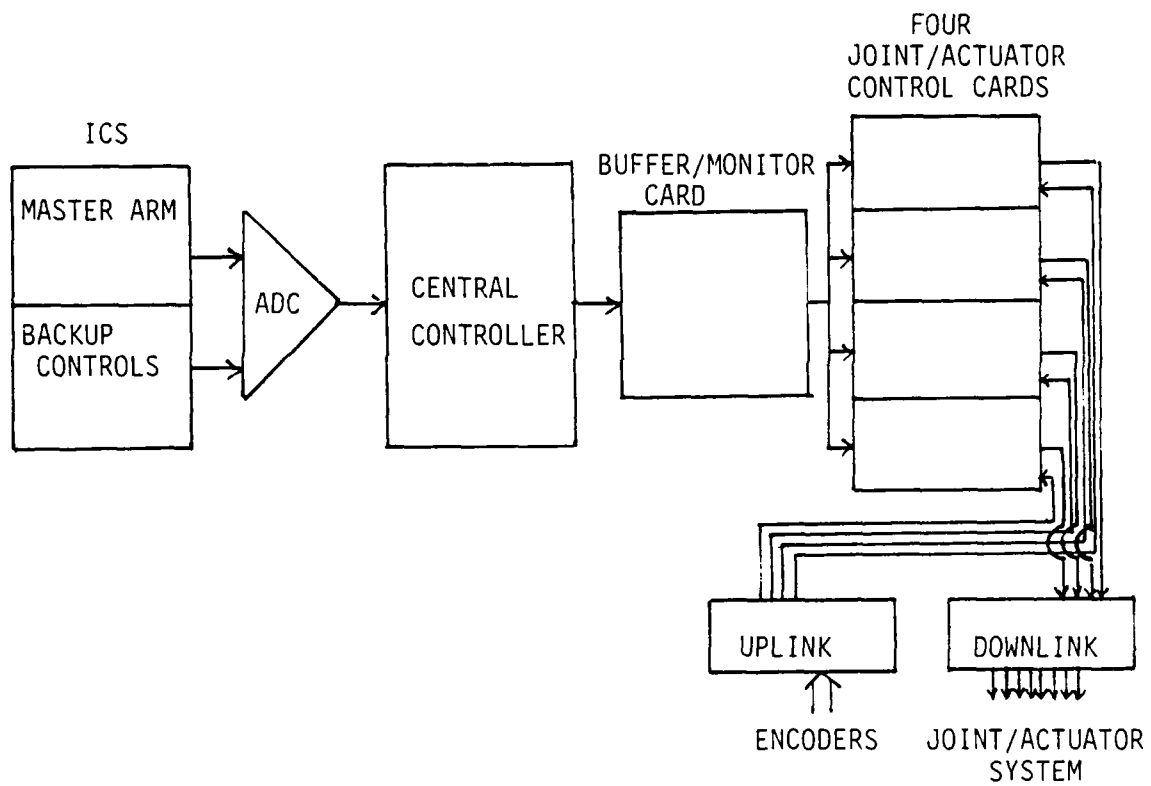


FIGURE A.12 Joint/Actuator Control System

control for two of the BAT's eight actuators. Control algorithms and parameters are downloaded to the cards from the central controller. They generate PWM drive signals and transmit them through the communications downlink to the BAT's five joint actuators of the right arm and the actuators for the left arm roller and for the camera tilt and pan. Each of the eight actuator positions are transmitted through the communications uplink back to the cards.

D) Propulsion Control System

The propulsion controller is implemented with a microprocessor card (see Figure A.13). The propulsion control card:

- accepts rotation and translation commands from the central controller
- performs the transformations necessary to convert rotation and translation commands to individual thruster commands.
- generates PWM drive signals for the power modules of the Propulsion subsystem.
- receives feedback from the BAT's inertial package through the communications uplink.

E) Communication Link

The communication link is a two megabits per second link which connects the control system to the BAT (see Figure A.14). The communication link consists of three parts; the downlink digital multiplexer, the uplink digital demultiplexer and the analog transmitter and receiver. The BAT has a similar link on-board. The speed of the communications link can

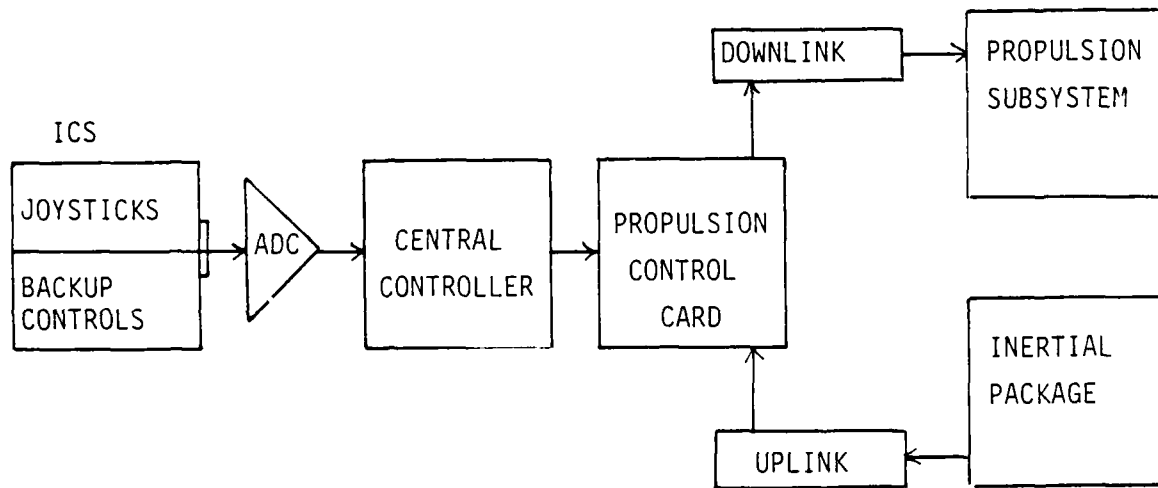


FIGURE A.13 Propulsion Control System

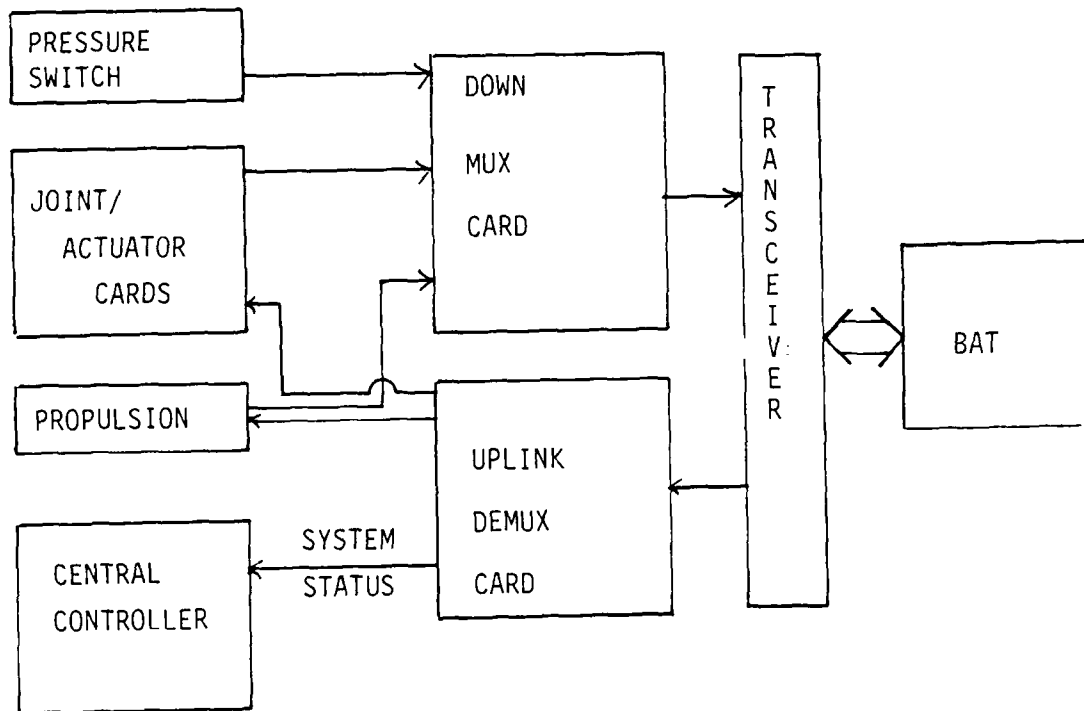


FIGURE A.14 Communication Link

be upgraded if necessary. The digital multiplexer and demultiplexer are on separate cards in the control station whereas they are on the one card in the BAT. The analog receiver and transmitter are combined into a transceiver.

The hardware of the ICS and the BAT combine to make an effective teleoperator system. The interface between the operator and the system is in the software. The software can be used to change much of the way this interface occurs.

A.3 Software of the ICS

The central controller interfaces the ICS controls with the action and support subsystems of the BAT. The vast majority of the central controller software is written in the C programming language. The rest of the software is in assembly language. The modular aspect of C makes the software easier to follow and debug. Including the MAIN() function, the software is composed of 34 functions and the standard functions included in the C compiler. The 34 functions are all contained in three files; BAT1.C, SUPPORT1.C and SUPPORT2.C. These three files are linked together to make up the operating program for the BAT system.

The three files contain all the software to start up, run, adjust and shut-down the BAT system. It also displays all the necessary information on a monitor at the ICS. The file BAT1.C contains the MAIN() function which calls everything else (see Figure A.15).

BAT1.C calls:

- A) initializebat()
- B) calibratebat()

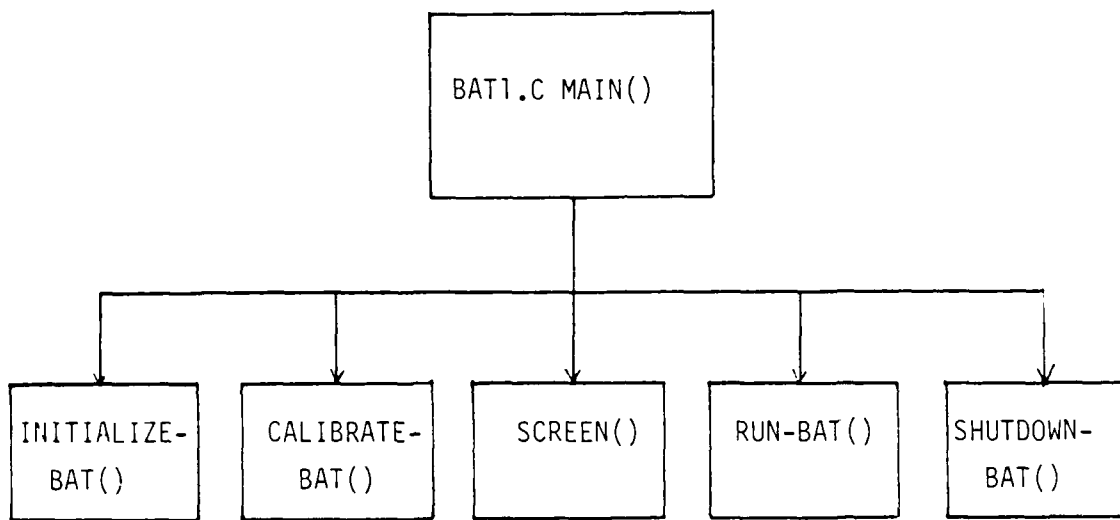


FIGURE A.15 Main() Function

- C) screen() and screen routines
- D) runbat()
- E) shutdownbat()

SUPPORT1.C and SUPPORT2.C contain functions which are called from these five main functions.

A) Initializebat() (see Figure A.16)

This function configures the ICS interface and initializes the joint/actuator and propulsion control subsystem. It first calls batports() which configures the ports on the interface board in the central controller. Batports() does this by calling setport() for each of the five Intel 8255 Programmable Parallel Interface chips on the board. Setport() sets an 8255's port to the input or output mode. It calls output() to send out the address and the control word to the chip. Output() and input() are functions which are written in Assembly language for speed and both do precisely what their names imply. They output information to a desired port from the central controller, and input information from a desired port to the central controller. After the ports are configured, initializebat() calls output() to initialize the joint/actuator, video and propulsion control systems. It does this by either outputting zero to the port or strobing the port. The main power relay is then checked by input() to see if the relay has been activated. If the main power relay is activated, the operator is notified and must deactivate the switch. The initialization process is then complete and control is returned to MAIN().

B) Calibratebat() (see Figure A.17)

This function calibrates the two 3 degrees-of-freedom joysticks used for primary control of the Propulsion subsystem. It informs the

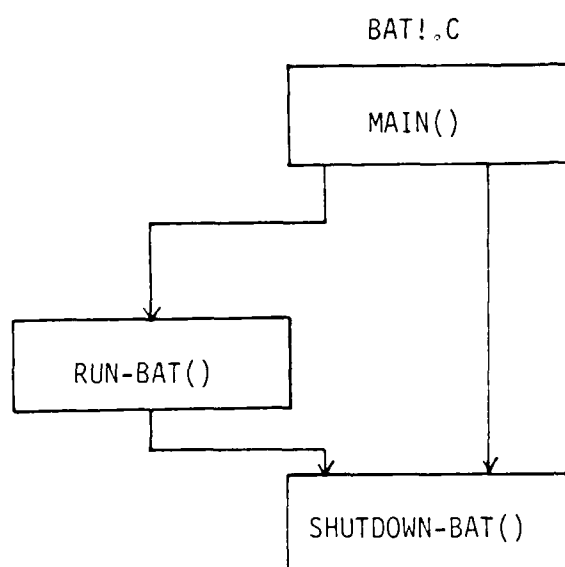


FIGURE A.20 Shutdown BAT() Function

E) Shutdownbat() (see Figure A.20)

This function simply shuts down the BAT system by strobing the buffer/monitor and propulsion controller cards. It then returns to the MAIN() function. The MAIN() function then calls a screen routine and finishes.

actuator cards from a file. The screen() function is then called to restore the original display. Control is then returned to the beginning of the main loop.

i) 'i' - calls adjustpots(). This function uses the convert() and adjust() functions to adjust the potentiometers used for control inputs on the ICS. It can change the minimum or maximum limits, the of sets or the interface between potentiometers and the ICS. It then calls the screen() function to restore the original display and returns control to the beginning of the main loop.

j) 'b' - this option is still being developed. It calls many functions such as testroutine(), readmast(), readjm(). Its purpose is to test the feedback of the joint/actuator control system. It attempts to bring the feedback to the central controller. Currently the feedback stops at the joint/actuator cards. It then restores the display using screen() and returns control to the beginning of the main loop.

k) '1,2,3,4' - these four options call shut cardoff(). This function shuts down the card which is selected. It sets the card's values to zero and calls transmast(). By shutting down the card, it also turns off that joint/actuator. It then returns control to the beginning of the main loop.

6) After these options are selected (or not selected as in the first case), synchronization is tested and the loop begins again. It does not exit the loop until carriage return is selected.

the propulsion card are reset using `outport()`. Initial values for address, data and command are sent to the buffer/monitor card via `transmast()`. Control is then returned to the beginning of the main loop.

f) 'c' - changes the camera control system. This is done by switching the value of the variable "headcontroller" (which was initialized as true). If the variable is true, the helmet gimbal system controls the video camera on the BAT. If it is false, the backup joystick on the ICS would then control the camera (Chapter 3, Figure 3.2). Control is then returned to the beginning of the main loop.

g) 'p' - switches the value of "puma". This variable determines whether the propulsion system is on or off. Control is then returned to the beginning of the main loop.

h) 't' - calls `setupjoints()`. `Setupjoints()` clears the screen, puts up a menu and retrieves a selection from the operator. The operator determines how he/she would like the joint control parameters set up. It gives the operator the capability of changing the gain of the controller, parameters of the controller and the type of control algorithm on the joint/actuator card (Proportional, Proportional-Derivative, State Feedback). It does this for each of the joint/actuators in the system by calling `tunejoint()`. Once the operator is satisfied with the values selected for each joint, the function `setupjoints()` writes the values to a file. The operator can also select the `loadfromfile()` function. This function loads the values (determined at some other time) of the joint/

putted from the keyboard and returns its value. If no character has been inputted, it returns zero. A menu is printed on the screen to help the operator select an option. The different options are outlined below.

a) No input - if there is no input (i.e., the operator does nothing), the central controller calls `inport()` to check the status of five switches. These switches are located between the two joysticks on the bottom panel (see Chapter 3, Figure 3.2). Currently, since these switches have no function, the central controller simply checks if the switch settings were changed. If the settings were changed, the central controller prints a number corresponding to the switch settings and returns to the beginning of the main loop (checking synchronization). If the switches were not changed it just returns to the beginning of the main loop.

b) Carriage return (value equals 13) - breaks out of the main loop and goes to `shutdownbat()`. It shuts down the system.

c) 's' - switches the value of "joyflag". Switching is defined as whatever the variable was, it is now the opposite (i.e., if the variable was true it is changed to false). It controls whether the joysticks are used to control the propulsion subsystem or the BAT's right arm. Control is then returned to the beginning of the main loop.

d) 'd' - switches the value of "draw". This determines whether or not the operator wants the actuator and thruster levels displayed on the screen. Control is then returned to the beginning of the main loop.

e) 'r' - resets the control system. It reinitializes the system as it did prior to starting the main loop. The buffer/monitor card and

played on the screen using the values stored by either the master arm or the joysticks. If "draw" is false (the default) then this step is skipped. The values stored are then sent to the buffer/monitor card by `transmast()`.

4) The propulsion subsystem then follows a similar procedure. If "joyflag" is true, the `convert()` function reads the analog inputs of the joysticks. The joystick offsets are then added and the values are adjusted. The values are stored in an array. If "joyflag" is false then the `convert()` function reads the backup controls on the ICS. After these values are adjusted they are stored in an array. As before, the variable "draw" is checked. If "draw" is true, the thruster levels are displayed using the values stored. If "draw" is false this step is skipped. The variable "puma" is then checked to see if the propulsion subsystem is on. If "puma" is true, the propulsion system is on and the values stored in the array are transmitted to the propulsion control card using `transpuma()`. `Transpuma()` is the analog of `transmast()`. It insures the propulsion control card is ready and performs all the handshaking necessary to transmit data. It then transmits the data to the propulsion control card. It utilizes the `inport()` and `outport()` functions. If "puma" is false (the default), it does not transmit the array values and goes to the next step. The `outport` function is then called to signal the end of this part of the main loop. The timing test is used to see how long the system is working in the action loop and how long it spends in the option loop described below.

5) The option loop is started by utilizing a screen routine supplied by the compiler. The routine (`scrscsts()`) reads a character in-

there are no hung joint cards and the propulsion card is ready. Upon a response from the stat() function, the action part of the loop begins. The output() function is called to start a timing test. This test is to see how long the central controller is in this part of the main loop. The action part of the loop controls the right arm and the propulsion subsystem by converting the control inputs to commands and transmitting them to the appropriate subsystem.

3) The action part of the loop begins with the control of the right arm. The variable "joyflag" is first tested. It can be true or false (it is initially set to true). If "joyflag" is true, the master arm on the ICS controls the BAT's right arm and the two joysticks control the propulsion subsystem. If "joyflag" is false the two joysticks control the BAT's right arm and the backup controls on the ICS control the propulsion subsystem. If the master arm controls the BAT's arm, the central controller first uses the convert() function to read and convert the analog inputs from the master arm. It then uses the adjust() and align() functions to insure that maximum and minimum limits of the pots are not exceeded and that the pot offsets are included. These values, containing the address, data and commands of each joint/actuator are stored. If "joyflag" is false, the convert() function is used to read the analog inputs from the two 3 degrees-of-freedom joysticks. The joysticks' offsets, computed in calibratebat(), are added and the values are then adjusted. The values for the address, data and commands for each joint/actuator are stored. If the variable "draw" is true, the actuator levels are dis-

- the master arm to control the right arm
- the two 3 degrees-of-freedom joysticks to control the propulsion subsystem
- the propulsion system to off
- the helmet gimbal system to control the video subsystem
- the display of the actuator and thruster levels to off.

It initializes the buffer in the central controller for the control of the BAT's right arm. It does this by initializing three arrays for the address, data and command of each of the joint/actuators on the BAT. It sends these arrays to the buffer/monitor card by using the function `transmast()`. This function is used anytime any information must be passed from the central controller to the buffer/monitor card. It insures that the buffer is not full and that a joint card is not hung up. It performs all handshaking tasks needed to transmit the arrays. `Inport()` and `output()` are used throughout the function. After the buffer/monitor card is initialized, the main loop of `runbat()` is executed.

2) Controlling the main loop is a synchronization function (called `synchronize()`). It does precisely what its name implies and is tested at the start of each loop. If the system is synchronized it continues; if it is not synchronized it exits the loop and goes to `shutdownbat()`. After the synchronization test, the status of the buffer/monitor card and the propulsion control card are checked using the `stat()` function. This function insures that the buffer/monitor card is ready,



FIGURE A.19b Runbat() Function

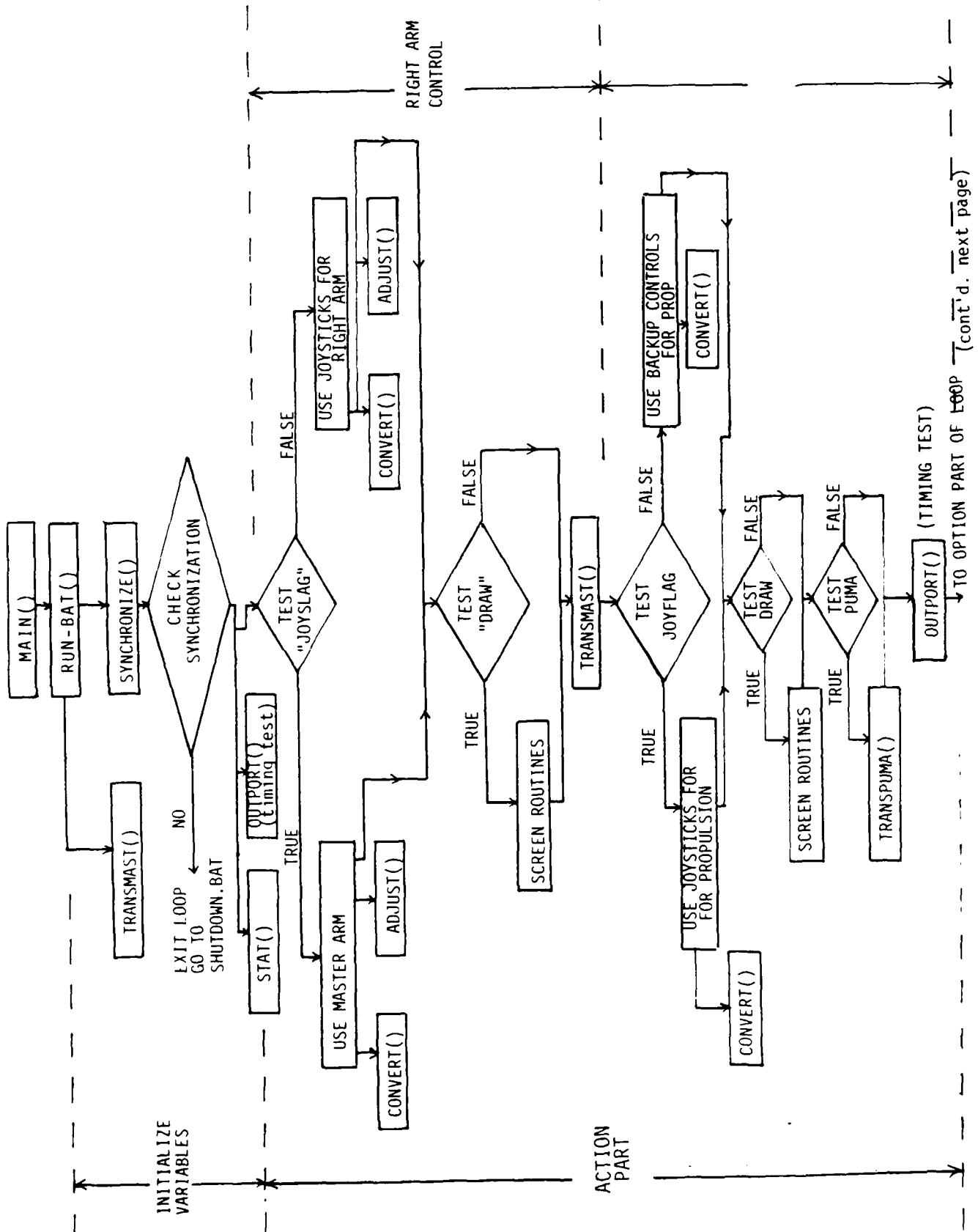


FIGURE A.19a Runbat() Function

(cont'd. next page)

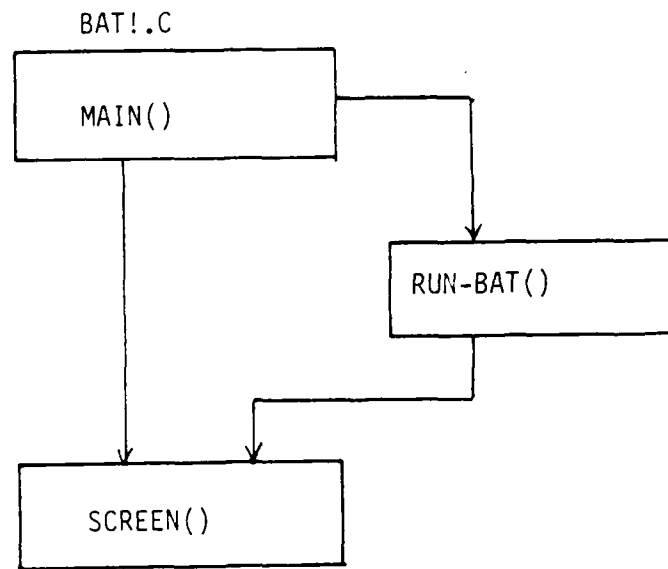


FIGURE A.18 Screen() Function

operator to position the joysticks in the center. After waiting for this to be done, it then uses `convert()` for each degree-of-freedom on each joystick. `Convert()` takes an analog input to the central controller's analog-to-digital converter and converts it to an integer value. With the joysticks at the center position and the integer value returned by `convert()`, the central controller computes and stores an offset for each of the joystick's degrees-of-freedom. Control is then returned to `MAIN()`.

C) `screen()` (see Figure A.18)

This function sets up the video background for the displays created by the central controller. It calls screen routines and functions (such as `printf()`) which are implemented in this version of the compiler. The `screen()` function is also called by `runbat()`. `Runbat()` uses some functions which change the display. After these functions are done, they call `screen()` to put up the original display. Control is returned to the calling function after the display is on the screen. Screen routines and input/output functions supplied by the compiler are called throughout the BAT system's software. These routines and the `screen()` function provide the operator with a continuous display of the BAT system operation. The screen routines also provide another method for the operator to interact with the software.

D) `runbat()` (see Figure A.19)

1) After the initialization and calibration functions are completed and the display is set up, the BAT system is ready for operation. The `runbat()` function first initializes the minimum and maximum positions of the potentiometers on the controls and configures the initial controls of the ICS. It sets:

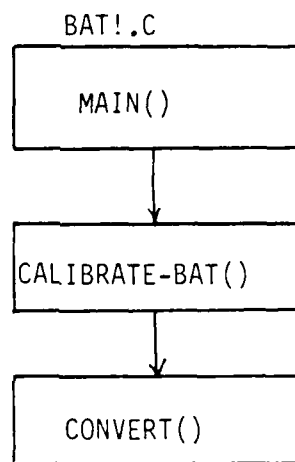


FIGURE A.17 Calibrate Bat() Function

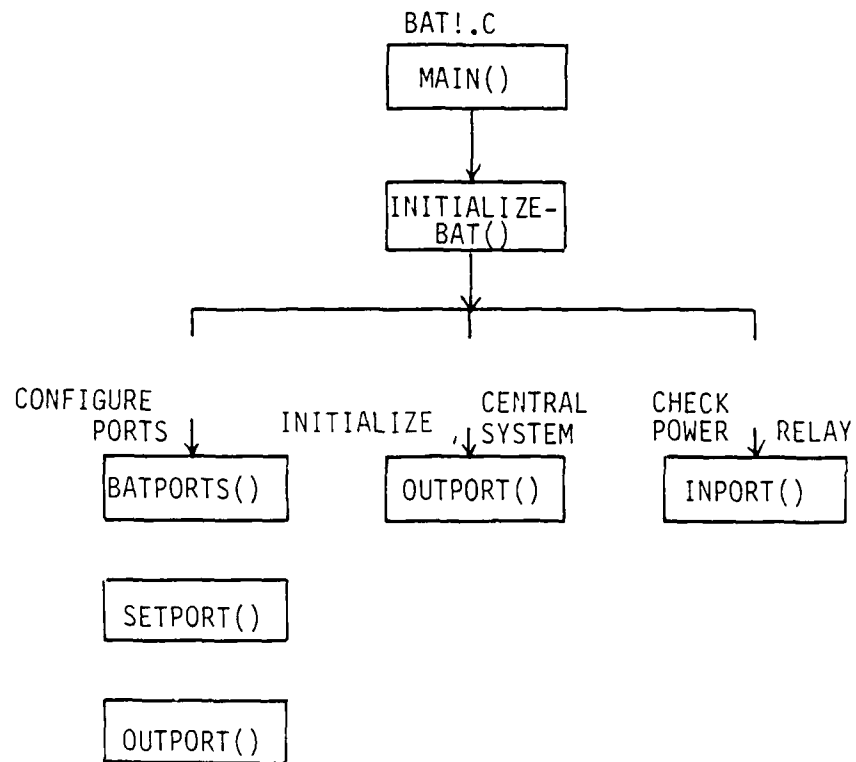


FIGURE A.16 Initialize BAT() Function

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APPENDIX B
PROGRAM FOR SUPERVISORY CONTROL

```

1      /*          SUPERVIS.C
2          */
3      /* This selects the options for supervisory control
4         of the */
5      /* BAT's right arm. It calls move().
6          */
7      /*          Anthony J. Manganiello      Sprin
8         ng 1985      */
9      # define THT1MIN      0.00000001
10     # define THT2MIN      1.3089969
11     # define THT3MIN      0.5235967
12     # define THT4MIN      0.00000001
13     # define THT5MIN      -1.7453292
14     # define THT1MAX      3.1415927
15     # define THT2MAX      2.6179933
16     # define THT3MAX      3.7524578
17     # define THT4MAX      3.1415927
18     # define THT5MAX      1.7453292
19     # define GAMMAX      0.762
20     # define FI      3.1415927
21     # define LI      0.4064
22     # define LZ      0.3556
23     # define AW      0.9310344
24     # include <math.h>
25     superviso()
26     {
27     extern double value[5];
28     double finpos[5] = (2.2689230,.6,-.1,1.5707963,0.0);
29     int intang[5][3];
30     static int angle[7][3] = {
31         {0,0,0,0,0},
32         {0,0,0,0,0},
33         {0,0,0,0,0},
34         {0,0,0,0,0},
35         {0,0,0,0,0},
36         {0,0,0,0,0},
37         {0,0,0,0,0}
38     };
39     static int count = 1;
40     int countmax;
41     int i,angle[5] = {0,0,0,0,0};
42     for (i=0;i<5;i++)
43         angle[i] = (THT1+THT2+THT3+THT4+THT5)/5;
44     while (count<countmax)
45     {
46         value[0] = GAMMAX*angle[0]*THT1;
47         value[1] = GAMMAX*angle[1]*THT2;
48         value[2] = GAMMAX*angle[2]*THT3;
49         value[3] = GAMMAX*angle[3]*THT4;
50         value[4] = GAMMAX*angle[4]*THT5;
51         count++;
52     }
53     }

```

```

48 double arcosin();
49 /*****
50 */
51 /*
52 */
53 /*
54 */
55 /*****
56 *****/
57 scr_clr();
58 printf("\nSUPERVISORY CONTROL\n\n");
59 printf("OPTIONS:\n");
60 printf("m - move to stored position\n\n");
61 printf("x - store a point for concatenation\n");
62 printf("note- max # of points - 5\n\n");
63 printf("y - clear all stored points\n\n");
64 printf("z - move thru all stored points\n\n");
65 printf("space bar - returns to calling function\n");
66 printf("without selecting an option\n");
67 /*****
68 *****/
69 /*
70 */
71 /*
72 */
73 /*****
74 *****/
75 readyky = scr_gets();
76 while(readyky == 0)
77     readyky = (scr_gets() + 0x20);
78 /*****
79 *****/
80 /*
81 */
82 /*
83 */
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84         }
85         move_intang,finpos,iedn,icmd);
86         scr_clr();
87         printf("\n TRAJECTORY COMPLETED\n");
88         return;
89     }else{
90         /*****
91         *****/
92         /*
93         */
94         /*****
95         *****/
96         if ready == 1{
97             for i=0,j=1; i=1;i++,j++
98             {
99                 tdat = (convert(list2[i],list3[j]) & 0xFFFF) + 1.2
100                 tdat = adjust(tdat,1);
101                 tdat = align(tdat,1) & 0xFFFF;
102                 anglecount[i,j] = tdat;
103                 count = count + 1;
104                 scr_clr();
105                 printf("POINT STORED\n");
106                 return;
107             }else{
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[illegible]

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203 /*
204      */
205 /*****
206 *****/
207 if (THT3f < PI) {
208     THTf = THT1f;
209     GAMMAf = sqrt((L1*L1)+(L2*L2)-(2*L1*L2*cos(THT3f)));
210 }
211 if (GAMMAf > GAMMAX)
212     GAMMAf = GAMMAX;
213 arg1 = (L2*sin(THT3f))/GAMMAf;
214 PHI1 = arcsin(arg1);
215 PSI1 = (PI/2)-(THT2f-PHI1);
216 Zf = GAMMAf*sin(PSI1);
217 Rf = sqrt((GAMMAf*GAMMAf)-(Zf*Zf));
218 }else{
219     if (THT3f > PI) {
220         THTf = THT1f;
221         GAMMAf = sqrt((L1*L1)+(L2*L2)-(2*L1*L2*cos((2+
222 PI)-THT3f)));
223     if (GAMMAf > GAMMAX)
224         GAMMAf = GAMMAX;
225     arg2 = (L2*sin((2*PI)-THT3f))/GAMMAf;
226     PHI2 = arcsin(arg2);
227     PSI2 = (PI/2)-(THT2f+PHI2);
228     Zf = GAMMAf*sin(PSI2);
229     Rf = sqrt((GAMMAf*GAMMAf)-(Zf*Zf));
230 }else{
231     if (THT3f == PI) {
232         THTf = THT1f;
233         GAMMAf = L1+L2;
234         PSI1 = (PI/2)-THT2f;
235         Zf = GAMMAf*(sin(PSI1));
236         Rf = GAMMAf*(cos(PSI1));
237     }else{
238         printf("ERROR IN ENTERING FINAL VALUE OF T
239 HETA 3rd");
240     }
241 }
242 /*****
243 *****/
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```
145  ftopos[4] = THDS+;  
146      move(intang,ftopos,(adr,icmd);  
147  )  
148      scr_clr();  
149      printf("\n TRAJECTORY COMPLETED\n");  
150      return;  
151  }else(  
152      printf("NO SELECTION MADE");    /* Press space bar  
153      to exit */  
154      return;  
155  )  
156  )  
157  )  
158  )
```

```

1      *
2      * This does the actual driving of the BAT's right &
3      * no while
4      * Under supervision control.
5
6      *
7      * Anthony J. Manganiello   April
8      * 1985
9      *
10     # define TH1MIN 0.0000001
11     # define TH2MIN 1.0000000
12     # define TH3MIN 0.5000000
13     # define TH4MIN 0.0000001
14     # define TH5MIN -1.7400000
15     # define TH1MAX 0.1415927
16     # define TH2MAX 2.5175933
17     # define TH3MAX 1.7504573
18     # define TH4MAX 0.1415927
19     # define TH5MAX 1.7400000
20     # define GAMMA 0.782
21     # define Z4 26.0957042
22     # define R4B 4.125432e
23     # define TAU 66.757042
24     # define PI 3.1415927
25     # define NINE 1.5707963
26     # define L1 0.4064
27     # define L2 0.355e
28     # define RW 0.9316344
29     # define DELT 0.0549
30     # define RS 0.5
31
32     # include "math.h"
33     double TT,TH1,TH2,TH3,PI,R4,Z4,L1,L2,RW,TAU,
34     double DELTHT,g,f,delt,dely;
35     double msl;
36     double TH1+,TH2+,TH3+,TH4+,TH5+;
37     double value[5] = {0,0,0,0,0};
38     int crrang[5] = {0,0,0,0,0};
39     move(intang,+ipode,1adr,1cmd)
40     int inrang[4];
41     double +inpos[4];
42     char 1adr[4],1cmd[4];
43
44     int i;
45     double x,y,z;
46     double TH1+,TH2+,TH3+,TH4+,TH5+;
47     double DELTHT,TH1,TH2,TH3,TH4,TH5;
48     double g,f;
49     double delt,dely;
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47      *
48      /-----/
49      *****/
50      cis(vintang):
51      TH11 = value[0]:
52      TH21 = value[1]:
53      TH31 = value[2]:
54      PSI41 = value[3]:
55      PSI51 = value[4]:
56      /-----/
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669     *
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672     *
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674     *
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717     *
718     *
719     *
720     *
721     *
722     *
723     *
724     *
725     *
726     *
727     *
728     *
729     *
730
```

```

85      if (THT41 > THT4MAX)
86          THT41 = THT4MAX;
87      elseif
88          if (THT41 < THT4MIN)
89              THT41 = THT4MIN;
90      }
91      if (THT51 > THT5MAX)
92          THT51 = THT5MAX;
93      elseif
94          if (THT51 < THT5MIN)
95              THT51 = THT5MIN;
96      }
97      /*****
98      *****/
99      /*
100      */
101      /*
102      */
103      /*****
104      *****/
105      if (THT31 < PI) {
106          a = 0;
107          THT1 = THT11;
108          GAMMA1 = sqrt((L1*L1)+(L2*L2)-(2*L1*L2*cos(THT31)));
109          if (GAMMA1 > GAMMAX)
110              GAMMA1 = GAMMAX;
111          arg1 = (L2*sin(THT31))/GAMMA1;
112          PHI1 = arcsin(arg1);
113          PSI1 = (PI/2)-(THT21-PHI1);
114          Zi = GAMMA1*sin(PHI1);
115          Ri = sqrt((GAMMA1+GAMMA1)-(Zi*Zi));
116      } else {
117          if (THT31 > PI) {
118              a = 1;
119              THT1 = THT11;
120              GAMMA1 = sqrt((L1+L1)+(L2+L2)-(2*L1*L2*cos((2*
121              PI)-THT31)));
122          } else
123              GAMMA1 = GAMMA11;
124          GAMMA1 = GAMMA11;
125          arg1 = (L2*sin((2*PI)-THT21))/GAMMA1;
126          PHI1 = arcsin(arg1);
127          PSI1 = (PI/2)-(THT21+PHI1);
128          Zi = GAMMA1*sin(PHI1);
129          Ri = sqrt((GAMMA1+GAMMA1)-(Zi*Zi));
130      }
131      if (PHI1 > PI)
132          PHI1 = PHI1-PI;
133      if (PHI1 < 0)
134          GAMMA1 = GAMMA11;

```

```

130          PSI1 = (PI(2)-THI21);
131          Zi = GAMMA1*(sin(PSI1));
132          Ri = GAMMA1*(cos(PSI1));
133          Jalse1
134          printt("ERROR IN ENTERING INITIAL VALUE OF
      THETA 1 in");
135      ) )
136      /*****
      *****/
137      /*
      */
138      /*      INPUT THE FINAL POSITION IN CYLINDRICAL COORDIN
      AIES      */
139      /*
      */
140      /*****
      *****/
141      THI3 = finpos[0];
142      Rf = finpos[1];
143      Zf = finpos[2];
144      THI4 = finpos[3];
145      THI5 = finpos[4];
146      /*****
      *****/
147      /*
      */
148      /*      COMPUTE CONSTANTS
      */
149      /*
      */
150      /*****
      *****/
151      U = Rf*cos(THI3);
152      V = Rf*sin(THI3);
153      W = Zf;
154      U1 = Rf*cos(THI4);
155      V1 = Rf*sin(THI4);
156      W1 = Zf;
157      U2 = Rf*cos(THI5);
158      V2 = Rf*sin(THI5);
159      W2 = Zf;
160      U3 = Rf*cos(THI6);
161      V3 = Rf*sin(THI6);
162      W3 = Zf;
163      U4 = Rf*cos(THI7);
164      V4 = Rf*sin(THI7);
165      W4 = Zf;
166      U5 = Rf*cos(THI8);
167      V5 = Rf*sin(THI8);
168      W5 = Zf;
169      U6 = Rf*cos(THI9);
170      V6 = Rf*sin(THI9);
171      W6 = Zf;
172      U7 = Rf*cos(THI10);
173      V7 = Rf*sin(THI10);
174      W7 = Zf;
175      U8 = Rf*cos(THI11);
176      V8 = Rf*sin(THI11);
177      W8 = Zf;
178      U9 = Rf*cos(THI12);
179      V9 = Rf*sin(THI12);
180      W9 = Zf;
181      U10 = Rf*cos(THI13);
182      V10 = Rf*sin(THI13);
183      W10 = Zf;
184      U11 = Rf*cos(THI14);
185      V11 = Rf*sin(THI14);
186      W11 = Zf;
187      U12 = Rf*cos(THI15);
188      V12 = Rf*sin(THI15);
189      W12 = Zf;
190      U13 = Rf*cos(THI16);
191      V13 = Rf*sin(THI16);
192      W13 = Zf;
193      U14 = Rf*cos(THI17);
194      V14 = Rf*sin(THI17);
195      W14 = Zf;
196      U15 = Rf*cos(THI18);
197      V15 = Rf*sin(THI18);
198      W15 = Zf;
199      U16 = Rf*cos(THI19);
200      V16 = Rf*sin(THI19);
201      W16 = Zf;
202      U17 = Rf*cos(THI20);
203      V17 = Rf*sin(THI20);
204      W17 = Zf;
205      U18 = Rf*cos(THI21);
206      V18 = Rf*sin(THI21);
207      W18 = Zf;
208      U19 = Rf*cos(THI22);
209      V19 = Rf*sin(THI22);
210      W19 = Zf;
211      U20 = Rf*cos(THI23);
212      V20 = Rf*sin(THI23);
213      W20 = Zf;
214      U21 = Rf*cos(THI24);
215      V21 = Rf*sin(THI24);
216      W21 = Zf;
217      U22 = Rf*cos(THI25);
218      V22 = Rf*sin(THI25);
219      W22 = Zf;
220      U23 = Rf*cos(THI26);
221      V23 = Rf*sin(THI26);
222      W23 = Zf;
223      U24 = Rf*cos(THI27);
224      V24 = Rf*sin(THI27);
225      W24 = Zf;
226      U25 = Rf*cos(THI28);
227      V25 = Rf*sin(THI28);
228      W25 = Zf;
229      U26 = Rf*cos(THI29);
230      V26 = Rf*sin(THI29);
231      W26 = Zf;
232      U27 = Rf*cos(THI30);
233      V27 = Rf*sin(THI30);
234      W27 = Zf;
235      U28 = Rf*cos(THI31);
236      V28 = Rf*sin(THI31);
237      W28 = Zf;
238      U29 = Rf*cos(THI32);
239      V29 = Rf*sin(THI32);
240      W29 = Zf;
241      U30 = Rf*cos(THI33);
242      V30 = Rf*sin(THI33);
243      W30 = Zf;
244      U31 = Rf*cos(THI34);
245      V31 = Rf*sin(THI34);
246      W31 = Zf;
247      U32 = Rf*cos(THI35);
248      V32 = Rf*sin(THI35);
249      W32 = Zf;
250      U33 = Rf*cos(THI36);
251      V33 = Rf*sin(THI36);
252      W33 = Zf;
253      U34 = Rf*cos(THI37);
254      V34 = Rf*sin(THI37);
255      W34 = Zf;
256      U35 = Rf*cos(THI38);
257      V35 = Rf*sin(THI38);
258      W35 = Zf;
259      U36 = Rf*cos(THI39);
260      V36 = Rf*sin(THI39);
261      W36 = Zf;
262      U37 = Rf*cos(THI40);
263      V37 = Rf*sin(THI40);
264      W37 = Zf;
265      U38 = Rf*cos(THI41);
266      V38 = Rf*sin(THI41);
267      W38 = Zf;
268      U39 = Rf*cos(THI42);
269      V39 = Rf*sin(THI42);
270      W39 = Zf;
271      U40 = Rf*cos(THI43);
272      V40 = Rf*sin(THI43);
273      W40 = Zf;
274      U41 = Rf*cos(THI44);
275      V41 = Rf*sin(THI44);
276      W41 = Zf;
277      U42 = Rf*cos(THI45);
278      V42 = Rf*sin(THI45);
279      W42 = Zf;
280      U43 = Rf*cos(THI46);
281      V43 = Rf*sin(THI46);
282      W43 = Zf;
283      U44 = Rf*cos(THI47);
284      V44 = Rf*sin(THI47);
285      W44 = Zf;
286      U45 = Rf*cos(THI48);
287      V45 = Rf*sin(THI48);
288      W45 = Zf;
289      U46 = Rf*cos(THI49);
290      V46 = Rf*sin(THI49);
291      W46 = Zf;
292      U47 = Rf*cos(THI50);
293      V47 = Rf*sin(THI50);
294      W47 = Zf;
295      U48 = Rf*cos(THI51);
296      V48 = Rf*sin(THI51);
297      W48 = Zf;
298      U49 = Rf*cos(THI52);
299      V49 = Rf*sin(THI52);
300      W49 = Zf;
301      U50 = Rf*cos(THI53);
302      V50 = Rf*sin(THI53);
303      W50 = Zf;
304      U51 = Rf*cos(THI54);
305      V51 = Rf*sin(THI54);
306      W51 = Zf;
307      U52 = Rf*cos(THI55);
308      V52 = Rf*sin(THI55);
309      W52 = Zf;
310      U53 = Rf*cos(THI56);
311      V53 = Rf*sin(THI56);
312      W53 = Zf;
313      U54 = Rf*cos(THI57);
314      V54 = Rf*sin(THI57);
315      W54 = Zf;
316      U55 = Rf*cos(THI58);
317      V55 = Rf*sin(THI58);
318      W55 = Zf;
319      U56 = Rf*cos(THI59);
320      V56 = Rf*sin(THI59);
321      W56 = Zf;
322      U57 = Rf*cos(THI60);
323      V57 = Rf*sin(THI60);
324      W57 = Zf;
325      U58 = Rf*cos(THI61);
326      V58 = Rf*sin(THI61);
327      W58 = Zf;
328      U59 = Rf*cos(THI62);
329      V59 = Rf*sin(THI62);
330      W59 = Zf;
331      U60 = Rf*cos(THI63);
332      V60 = Rf*sin(THI63);
333      W60 = Zf;
334      U61 = Rf*cos(THI64);
335      V61 = Rf*sin(THI64);
336      W61 = Zf;
337      U62 = Rf*cos(THI65);
338      V62 = Rf*sin(THI65);
339      W62 = Zf;
340      U63 = Rf*cos(THI66);
341      V63 = Rf*sin(THI66);
342      W63 = Zf;
343      U64 = Rf*cos(THI67);
344      V64 = Rf*sin(THI67);
345      W64 = Zf;
346      U65 = Rf*cos(THI68);
347      V65 = Rf*sin(THI68);
348      W65 = Zf;
349      U66 = Rf*cos(THI69);
350      V66 = Rf*sin(THI69);
351      W66 = Zf;
352      U67 = Rf*cos(THI70);
353      V67 = Rf*sin(THI70);
354      W67 = Zf;
355      U68 = Rf*cos(THI71);
356      V68 = Rf*sin(THI71);
357      W68 = Zf;
358      U69 = Rf*cos(THI72);
359      V69 = Rf*sin(THI72);
360      W69 = Zf;
361      U70 = Rf*cos(THI73);
362      V70 = Rf*sin(THI73);
363      W70 = Zf;
364      U71 = Rf*cos(THI74);
365      V71 = Rf*sin(THI74);
366      W71 = Zf;
367      U72 = Rf*cos(THI75);
368      V72 = Rf*sin(THI75);
369      W72 = Zf;
370      U73 = Rf*cos(THI76);
371      V73 = Rf*sin(THI76);
372      W73 = Zf;
373      U74 = Rf*cos(THI77);
374      V74 = Rf*sin(THI77);
375      W74 = Zf;
376      U75 = Rf*cos(THI78);
377      V75 = Rf*sin(THI78);
378      W75 = Zf;
379      U76 = Rf*cos(THI79);
380      V76 = Rf*sin(THI79);
381      W76 = Zf;
382      U77 = Rf*cos(THI80);
383      V77 = Rf*sin(THI80);
384      W77 = Zf;
385      U78 = Rf*cos(THI81);
386      V78 = Rf*sin(THI81);
387      W78 = Zf;
388      U79 = Rf*cos(THI82);
389      V79 = Rf*sin(THI82);
390      W79 = Zf;
391      U80 = Rf*cos(THI83);
392      V80 = Rf*sin(THI83);
393      W80 = Zf;
394      U81 = Rf*cos(THI84);
395      V81 = Rf*sin(THI84);
396      W81 = Zf;
397      U82 = Rf*cos(THI85);
398      V82 = Rf*sin(THI85);
399      W82 = Zf;
400      U83 = Rf*cos(THI86);
401      V83 = Rf*sin(THI86);
402      W83 = Zf;
403      U84 = Rf*cos(THI87);
404      V84 = Rf*sin(THI87);
405      W84 = Zf;
406      U85 = Rf*cos(THI88);
407      V85 = Rf*sin(THI88);
408      W85 = Zf;
409      U86 = Rf*cos(THI89);
410      V86 = Rf*sin(THI89);
411      W86 = Zf;
412      U87 = Rf*cos(THI90);
413      V87 = Rf*sin(THI90);
414      W87 = Zf;
415      U88 = Rf*cos(THI91);
416      V88 = Rf*sin(THI91);
417      W88 = Zf;
418      U89 = Rf*cos(THI92);
419      V89 = Rf*sin(THI92);
420      W89 = Zf;
421      U90 = Rf*cos(THI93);
422      V90 = Rf*sin(THI93);
423      W90 = Zf;
424      U91 = Rf*cos(THI94);
425      V91 = Rf*sin(THI94);
426      W91 = Zf;
427      U92 = Rf*cos(THI95);
428      V92 = Rf*sin(THI95);
429      W92 = Zf;
430      U93 = Rf*cos(THI96);
431      V93 = Rf*sin(THI96);
432      W93 = Zf;
433      U94 = Rf*cos(THI97);
434      V94 = Rf*sin(THI97);
435      W94 = Zf;
436      U95 = Rf*cos(THI98);
437      V95 = Rf*sin(THI98);
438      W95 = Zf;
439      U96 = Rf*cos(THI99);
440      V96 = Rf*sin(THI99);
441      W96 = Zf;
442      U97 = Rf*cos(THI100);
443      V97 = Rf*sin(THI100);
444      W97 = Zf;
445      U98 = Rf*cos(THI101);
446      V98 = Rf*sin(THI101);
447      W98 = Zf;
448      U99 = Rf*cos(THI102);
449      V99 = Rf*sin(THI102);
450      W99 = Zf;
451      U100 = Rf*cos(THI103);
452      V100 = Rf*sin(THI103);
453      W100 = Zf;
454      U101 = Rf*cos(THI104);
455      V101 = Rf*sin(THI104);
456      W101 = Zf;
457      U102 = Rf*cos(THI105);
458      V102 = Rf*sin(THI105);
459      W102 = Zf;
460      U103 = Rf*cos(THI106);
461      V103 = Rf*sin(THI106);
462      W103 = Zf;
463      U104 = Rf*cos(THI107);
464      V104 = Rf*sin(THI107);
465      W104 = Zf;
466      U105 = Rf*cos(THI108);
467      V105 = Rf*sin(THI108);
468      W105 = Zf;
469      U106 = Rf*cos(THI109);
470      V106 = Rf*sin(THI109);
471      W106 = Zf;
472      U107 = Rf*cos(THI110);
473      V107 = Rf*sin(THI110);
474      W107 = Zf;
475      U108 = Rf*cos(THI111);
476      V108 = Rf*sin(THI111);
477      W108 = Zf;
478      U109 = Rf*cos(THI112);
479      V109 = Rf*sin(THI112);
480      W109 = Zf;
481      U110 = Rf*cos(THI113);
482      V110 = Rf*sin(THI113);
483      W110 = Zf;
484      U111 = Rf*cos(THI114);
485      V111 = Rf*sin(THI114);
486      W111 = Zf;
487      U112 = Rf*cos(THI115);
488      V112 = Rf*sin(THI115);
489      W112 = Zf;
490      U113 = Rf*cos(THI116);
491      V113 = Rf*sin(THI116);
492      W113 = Zf;
493      U114 = Rf*cos(THI117);
494      V114 = Rf*sin(THI117);
495      W114 = Zf;
496      U115 = Rf*cos(THI118);
497      V115 = Rf*sin(THI118);
498      W115 = Zf;
499      U116 = Rf*cos(THI119);
500      V116 = Rf*sin(THI119);
501      W116 = Zf;
502      U117 = Rf*cos(THI120);
503      V117 = Rf*sin(THI120);
504      W117 = Zf;
505      U118 = Rf*cos(THI121);
506      V118 = Rf*sin(THI121);
507      W118 = Zf;
508      U119 = Rf*cos(THI122);
509      V119 = Rf*sin(THI122);
510      W119 = Zf;
511      U120 = Rf*cos(THI123);
512      V120 = Rf*sin(THI123);
513      W120 = Zf;
514      U121 = Rf*cos(THI124);
515      V121 = Rf*sin(THI124);
516      W121 = Zf;
517      U122 = Rf*cos(THI125);
518      V122 = Rf*sin(THI125);
519      W122 = Zf;
520      U123 = Rf*cos(THI126);
521      V123 = Rf*sin(THI126);
522      W123 = Zf;
523      U124 = Rf*cos(THI127);
524      V124 = Rf*sin(THI127);
525      W124 = Zf;
526      U125 = Rf*cos(THI128);
527      V125 = Rf*sin(THI128);
528      W125 = Zf;
529      U126 = Rf*cos(THI129);
530      V126 = Rf*sin(THI129);
531      W126 = Zf;
532      U127 = Rf*cos(THI130);
533      V127 = Rf*sin(THI130);
534      W127 = Zf;
535      U128 = Rf*cos(THI131);
536      V128 = Rf*sin(THI131);
537      W128 = Zf;
538      U129 = Rf*cos(THI132);
539      V129 = Rf*sin(THI132);
540      W129 = Zf;
541      U130 = Rf*cos(THI133);
542      V130 = Rf*sin(THI133);
543      W130 = Zf;
544      U131 = Rf*cos(THI134);
545      V131 = Rf*sin(THI134);
546      W131 = Zf;
547      U132 = Rf*cos(THI135);
548      V132 = Rf*sin(THI135);
549      W132 = Zf;
550      U133 = Rf*cos(THI136);
551      V133 = Rf*sin(THI136);
552      W133 = Zf;
553      U134 = Rf*cos(THI137);
554      V134 = Rf*sin(THI137);
555      W134 = Zf;
556      U135 = Rf*cos(THI138);
557      V135 = Rf*sin(THI138);
558      W135 = Zf;
559      U136 = Rf*cos(THI139);
560      V136 = Rf*sin(THI139);
561      W136 = Zf;
562      U137 = Rf*cos(THI140);
563      V137 = Rf*sin(THI140);
564      W137 = Zf;
565      U138 = Rf*cos(THI141);
566      V138 = Rf*sin(THI141);
567      W138 = Zf;
568      U139 = Rf*cos(THI142);
569      V139 = Rf*sin(THI142);
570      W139 = Zf;
571      U140 = Rf*cos(THI143);
572      V140 = Rf*sin(THI143);
573      W140 = Zf;
574      U141 = Rf*cos(THI144);
575      V141 = Rf*sin(THI144);
576      W141 = Zf;
577      U142 = Rf*cos(THI145);
578      V142 = Rf*sin(THI145);
579      W142 = Zf;
580      U143 = Rf*cos(THI146);
581      V143 = Rf*sin(THI146);
582      W143 = Zf;
583      U144 = Rf*cos(THI147);
584      V144 = Rf*sin(THI147);
585      W144 = Zf;
586      U145 = Rf*cos(THI148);
587      V145 = Rf*sin(THI148);
588      W145 = Zf;
589      U146 = Rf*cos(THI149);
590      V146 = Rf*sin(THI149);
591      W146 = Zf;
592      U147 = Rf*cos(THI150);
593      V147 = Rf*sin(THI150);
594      W147 = Zf;
595      U148 = Rf*cos(THI151);
596      V148 = Rf*sin(THI151);
597      W148 = Zf;
598      U149 = Rf*cos(THI152);
599      V149 = Rf*sin(THI152);
600      W149 = Zf;
601      U150 = Rf*cos(THI153);
602      V150 = Rf*sin(THI153);
603      W150 = Zf;
604      U151 = Rf*cos(THI154);
605      V151 = Rf*sin(THI154);
606      W151 = Zf;
607      U152 = Rf*cos(THI155);
608      V152 = Rf*sin(THI155);
609      W152 = Zf;
610      U153 = Rf*cos(THI156);
611      V153 = Rf*sin(THI156);
612      W153 = Zf;
613      U154 = Rf*cos(THI157);
614      V154 = Rf*sin(THI157);
615      W154 = Zf;
616      U155 = Rf*cos(THI158);
617      V155 = Rf*sin(THI158);
618      W155 = Zf;
619      U156 = Rf*cos(THI159);
620      V156 = Rf*sin(THI159);
621      W156 = Zf;
622      U157 = Rf*cos(THI160);
623      V157 = Rf*sin(THI160);
624      W157 = Zf;
625      U158 = Rf*cos(THI161);
626      V158 = Rf*sin(THI161);
627      W158 = Zf;
628      U159 = Rf*cos(THI162);
629      V159 = Rf*sin(THI162);
630      W159 = Zf;
631      U160 = Rf*cos(THI163);
632      V160 = Rf*sin(THI163);
633      W160 = Zf;
634      U161 = Rf*cos(THI164);
635      V161 = Rf*sin(THI164);
636      W161 = Zf;
637      U162 = Rf*cos(THI165);
638      V162 = Rf*sin(THI165);
639      W162 = Zf;
640      U163 = Rf*cos(THI166);
641      V163 = Rf*sin(THI166);
642      W163 = Zf;
643      U164 = Rf*cos(THI167);
644      V164 = Rf*sin(THI167);
645      W164 = Zf;
646      U165 = Rf*cos(THI168);
647      V165 = Rf*sin(THI168);
648      W165 = Zf;
649      U166 = Rf*cos(THI169);
650      V166 = Rf*sin(THI169);
651      W166 = Zf;
652      U167 = Rf*cos(THI170);
653      V167 = Rf*sin(THI170);
654      W167 = Zf;
655      U168 = Rf*cos(THI171);
656      V168 = Rf*sin(THI171);
657      W168 = Zf;
658      U169 = Rf*cos(THI172);
659      V169 = Rf*sin(THI172);
660      W169 = Zf;
661      U170 = Rf*cos(THI173);
662      V170 = Rf*sin(THI173);
663      W170 = Zf;
664      U171 = Rf*cos(THI174);
665      V171 = Rf*sin(THI174);
666      W171 = Zf;
667      U172 = Rf*cos(THI175);
668      V172 = Rf*sin(THI175);
669      W172 = Zf;
670      U173 = Rf*cos(THI176);
671      V173 = Rf*sin(THI176);
672      W173 = Zf;
673      U174 = Rf*cos(THI177);
674      V174 = Rf*sin(THI177);
675      W174 = Zf;
676      U175 = Rf*cos(THI178);
677      V175 = Rf*sin(THI178);
678      W175 = Zf;
679      U176 = Rf*cos(THI179);
680      V176 = Rf*sin(THI179);
681      W176 = Zf;
682      U177 = Rf*cos(THI180);
683      V177 = Rf*sin(THI180);
684      W177 = Zf;
685      U178 = Rf*cos(THI181);
686      V178 = Rf*sin(THI181);
687      W178 = Zf;
688      U179 = Rf*cos(THI182);
689      V179 = Rf*sin(THI182);
690      W179 = Zf;
691      U180 = Rf*cos(THI183);
692      V180 = Rf*sin(THI183);
693      W180 = Zf;
694      U181 = Rf*cos(THI184);
695      V181 = Rf*sin(THI184);
696      W181 = Zf;
697      U182 = Rf*cos(THI185);
698      V182 = Rf*sin(THI185);
699      W182 = Zf;
700      U183 = Rf*cos(THI186);
701      V183 = Rf*sin(THI186);
702      W183 = Zf;
703      U184 = Rf*cos(THI187);
704      V184 = Rf*sin(THI187);
705      W184 = Zf;
706      U185 = Rf*cos(THI188);
707      V185 = Rf*sin(THI188);
708      W185 = Zf;
709      U186 = Rf*cos(THI189);
710      V186 = Rf*sin(THI189);
711      W186 = Zf;
712      U187 = Rf*cos(THI190);
713      V187 = Rf*sin(THI190);
714      W187 = Zf;
715      U188 = Rf*cos(THI191);
716      V188 = Rf*sin(THI191);
717      W188 = Zf;
718      U189 = Rf*cos(THI192);
719      V189 = Rf*sin(THI192);
720      W189 = Zf;
721      U190 = Rf*cos(THI193);
722      V190 = Rf*sin(THI193);
723      W190 = Zf;
724      U191 = Rf*cos(THI194);
725      V191 = Rf*sin(THI194);
726      W191 = Zf;
727      U192 = Rf*cos(THI195);
728      V192 = Rf*sin(THI195);
729      W192 = Zf;
730      U193 = Rf*cos(THI196);
731      V193 = Rf*sin(THI196);
732      W193 = Zf;
733      U194 = Rf*cos(THI197);
734      V194 = Rf*sin(THI197);
735      W194 = Zf;
736      U195 = Rf*cos(THI198);
737      V195 = Rf*sin(THI198);
738      W195 = Zf;
739      U196 = Rf*cos(THI199);
740      V196 = Rf*sin(THI199);
741      W196 = Zf;
742      U197 = Rf*cos(THI200);
743      V197 = Rf*sin(THI200);
744      W197 = Zf;
745      U198 = Rf*cos(THI201);
746      V198 = Rf*sin(THI201);
747      W198 = Zf;
748      U199 = Rf*cos(THI202);
749      V199 = Rf*sin(THI202);
750      W199 = Zf;
751      U200 = Rf*cos(THI203);
752      V200 = Rf*sin(THI203);
753      W200 = Zf;
754      U201 = Rf*cos(THI204);
755      V201 = Rf*sin(THI204);
756      W201 = Zf;
757      U202 = Rf*cos(THI205);
758      V202 = Rf*sin(THI205);
759      W202 = Zf;
760      U203 = Rf*cos(THI206);
761      V203 = Rf*sin(THI206);
762      W203 = Zf;
763      U204 = Rf*cos(THI207);
764      V204 = Rf*sin(THI207);
765      W204 = Zf;
766      U205 = Rf*cos(THI208);
767      V205 = Rf*sin(THI208);
768      W205 = Zf;
769      U206 = Rf*cos(THI209);
770      V206 = Rf*sin(THI209);
771      W206 = Zf;
772      U207 = Rf*cos(THI210);
773      V207 = Rf*sin(THI210);
774      W207 = Zf;
775      U208 = Rf*cos(THI211);
776      V208 = Rf*sin(THI211);
777      W208 = Zf;
778      U209 = Rf*cos(THI212);
779      V209 = Rf*sin(THI212);
780      W209 = Zf;
781      U210 = Rf*cos(THI213);
782      V210 = Rf*sin(THI213);
783      W210 = Zf;
784      U211 = Rf*cos(THI214);
785      V211 = Rf*sin(THI214);
786      W211 = Zf;
787      U212 = Rf*cos(THI215);
788      V212 = Rf*sin(THI215);
789      W212 = Zf;
790      U213 = Rf*cos(THI216);
791      V213 = Rf*sin(THI216);
792      W213 = Zf;
793      U214 = Rf*cos(THI217);
794      V214 = Rf*sin(THI217);
795      W214 = Zf;
796      U215 = Rf*cos(THI218);
797      V215 = Rf*sin(THI218);
798      W215 = Zf;
799      U216 = Rf*cos(THI219);
800      V216 = Rf*sin(THI219);
801      W216 = Zf;
802      U217 = Rf*cos(THI220);
803      V217 = Rf*sin(THI220);
804      W217 = Zf;
805      U218 = Rf*cos(THI221);
806      V218 = Rf*sin(THI221);
807      W218 = Zf;
808      U219 = Rf*cos(THI222);
809      V219 = Rf*sin(THI222);
810      W219 = Zf;
811      U220 = Rf*cos(THI223);
812      V220 = Rf*sin(THI223);
813      W220 = Zf;
814      U221 = Rf*cos(THI224);
815      V221 = Rf*sin(THI224);
816      W221 = Zf;
817      U222 = Rf*cos(THI225);
818      V222 = Rf*sin(THI225);
819      W222 = Zf;
820      U223 = Rf*cos(THI226);
821      V223 = Rf*sin(THI226);
822      W223 = Zf;
823      U224 = Rf*cos(THI227);
824      V224 = Rf*sin(THI227);
825      W224 = Zf;
826      U225 = Rf*cos(THI228);
827      V225 = Rf*sin(THI228);
828      W225 = Zf;
829      U226 = Rf*cos(THI229);
830      V226 = Rf*sin(THI229);
831      W226 = Zf;
832      U227 = Rf*cos(THI230);
833      V227 = Rf*sin(THI230);
834      W227 = Zf;
835      U228 = Rf*cos(THI231);
836      V228 = Rf*sin(THI231);
837      W228 = Zf;
838      U229 = Rf*cos(THI232);
839      V229 = Rf*sin(THI232);
840      W229 = Zf;
841      U230 = Rf*cos(THI233);
842      V230 = Rf*sin(THI233);
843      W230 = Zf;
844      U231 = Rf*cos(THI234);
845      V231 = Rf*sin(THI234);
846      W231 = Zf;
847      U232 = Rf*cos(THI235);
848      V232 = Rf*sin(THI235);
849      W232 = Zf;
850      U233 = Rf*cos(THI236);
851      V233 = Rf*sin(THI236);
852      W233 = Zf;
853      U234 = Rf*cos(THI237);
854      V234 = Rf*sin(THI237);
855      W234 = Zf;
856      U235 = Rf*cos(THI238);
857      V235 = Rf*sin(THI238);
858      W235 = Zf;
859      U236 = Rf*cos(THI239);
860      V236 = Rf*sin(THI239);
861      W236 = Zf;
862      U237 = Rf*cos(THI240);
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255      Z = ((b-a)/(dsl)*f)+Z1;
256  }else{
257      if (THT1 < THT*)
258      THT = THT1 + (DELTH1*(1-t/TT)+(1/(2+P1))*sin((2+P
259  1)*t)/TT))/4;
260  }else{
261      if (THT1 > THT*)
262      THT = THT1 + (DELTH1*(1-t/TT)+(1/(2+P1))*sin((2
263  +P1)*t)/TT))/4;
264  }
265  if (ms1 == 1){
266      if (THT < .01)
267      THT = .01;
268  }else{
269      if ((THT < 1.53588)&&(THT < NINE))
270      THT = 1.53588;
271  }else{
272      if ((THT > NINE)&&(THT < 1.605297))
273      THT = 1.605297;
274  }
275  }
276  x = -1;
277  y = x*(tan(THT));
278  }else{
279  if (ms1 == 0){
280      if (THT < .01)
281      THT = .01;
282  }else{
283      if ((THT > 1.53588)&&(THT < NINE))
284      THT = 1.53588;
285  }else{
286      if ((THT > NINE)&&(THT < 1.605297))
287      THT = 1.605297;
288  }
289  }
290  y = yi;
291  x = y/(tan(THT));
292  }else{
293      if (THT < .01){
294      y = 0;
295      x = (1-(y/ms1));
296  }else{
297      if ((THT < 1.53588)&&(THT < 1.605297))
298      x = x;
299      else{
300      x = (x + (ms1*(1-x) - 1 + sin(1.5708*(THT - 1.53588)
301  + 1.5708*(1.605297 - THT)))/4);
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005      C11)
006      +-----+
007      +
008      +
009      +
010      +-----+
011      if(a == 0) /+ THETA
012      C = PI *'
013      a = 0:
014      else(
015      if(a == 0)) /+ THETA
016      C = PI *'
017      TH1 = TH1;
018      GAMMA = sqrt((P*R)+(Z*Z));
019      if(GAMMA > GAMMAX)
020      GAMMA = GAMMAX;
021      PSI = arctan(I/R);
022      ang3 = (1/(2*L1+L2))*(L1*L1)+(L2*L2) - (GAMMA*GAMMA
023      C11)
024      TH12 = arccos(ang3);
025      ang4 = (L2*sin(TH12))/GAMMA;
026      PHI = arctan(ang4);
027      TH12 = (PI/2) - (PSI-PHI);
028      )else( /+ THETA
029      C = PI *'
030      GAMMA = sqrt((R-P)+(I-I));
031      if(GAMMA > GAMMAX)
032      GAMMA = GAMMAX;
033      PSI = arctan(I/R);
034      ang5 = (1/(2*L1+L2))*(L1*L1)+(L2*L2) - (GAMMA*GAMMA
035      C11)
036      TH12 = (2*PI) - arccos(ang5);
037      ang1 = (L2*sin(2*PI-TH12))/GAMMA;
038      PHI = arctan(ang1);
039      TH12 = (PI/2) - (PSI-PHI);
040      +-----+
041      +
042      +
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342     DEL4THT = THT4f - THT4i;
343     THT4 = THT4i + (DEL4THT * ((t/TT) - ((1/(2*PI)) * sin(((2*
PI)*t)/TT)))));
344     }else{
345     DEL4THT = THT4i - THT4f;
346     THT4 = THT4f + (DEL4THT * (1 - (t/TT) + ((1/(2*PI)) * sin(((2*
PI)*t)/TT)))));
347     }
348     if (THT5i < THT5f){
349     DEL5THT = THT5f - THT5i;
350     THT5 = THT5i + (DEL5THT * ((t/TT) - ((1/(2*PI)) * sin(((2*
PI)*t)/TT)))));
351     }else{
352     DEL5THT = THT5i - THT5f;
353     THT5 = THT5f + (DEL5THT * (1 - (t/TT) + ((1/(2*PI)) * sin(((2*
PI)*t)/TT)))));
354     }
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385     TH15 = TH15MAX;
386     else(
387         if (TH15 < TH15MIN)
388             TH15 = TH15MIN;
389     )
390     /*****
391     */
392     /*      COMPUTE MOTOR ANGLES FROM THETA 4 & 5
393     */
394     /*****
395     */
396     PSI4 = -TH14 - (AW*TH15);
397     PSI5 = TH14 - (AW*TH15);
398     /*****
399     */
400     /*      CONVERT ANGLES TO INTEGERS
401     */
402     /*****
403     */
404     val[0] = TH1;
405     val[1] = TH2;
406     val[2] = TH3;
407     val[3] = PSI4;
408     val[4] = PSI5;
409     cal[0] =
410     corang[0] = corang[0];
411     corang[1] = corang[1];
412     corang[2] = corang[2];
413     corang[3] = corang[3];
414     corang[4] = corang[4];
415     /*****
416     */
417     /*      SET THE AND OF ALL INPUTS TO THE CONTROL CUS
418     */
419     /*
420     */
421     /*****
422     */
423     /*      SET THE AND OF ALL INPUTS TO THE CONTROL CUS
424     */

```



```

501     }
502     cat(val)
503     double val[5];
504     {
505     double THT1,THT2,THT3,PSI4,PSI5;
506     THT1 = val[0];
507     THT2 = val[1];
508     THT3 = val[2];
509     PSI4 = val[3];
510     PSI5 = val[4];
511     /*****
512     /*                                     THT1
513         */
514     /*****
515     *****/
516     if(THT1 > 3.141592654)
517         THT1 = 3.141592654;
518     if(THT1 < 0.0)
519         THT1 = 0.0;
520     if((THT1 >= 0.0) && (THT1 < 1.577908975))
521         crrang[3] = 2655 + (THT1 * 913.8676832);
522     if(crrang[3] > 4095)
523         crrang[3] = 4095;
524     if((THT1 >= 1.577908975) && (THT1 <= 3.141592654))
525         crrang[3] = (THT1 - 1.577908975) * 913.8676832;
526     /*****
527     *****/
528     /*                                     THT2
529         */
530     /*****
531     *****/
532     if(THT2 < 1.3089969)
533         THT2 = 1.3089969;
534     if(THT2 > 2.6179938)
535         THT2 = 2.6179938;
536     if((THT2 >= 1.3089969) && (THT2 < 1.653610475))
537         crrang[4] = (1.653226144 - THT2) * 1275.002110;
538     if((THT2 <= 1.653610475) && (THT2 >= 2.6179938))
539         crrang[4] = 4095 - (THT2 - 1.653610475) * 1275.12;
540     crrang[4] = 4095;
541     /*****
542     *****/
543     /*                                     THT3
544         */
545     /*****
546     *****/
547     if(THT3 < 1.577908975)
548         THT3 = 1.577908975;
549     if(THT3 > 3.141592654)
550         THT3 = 3.141592654;
551     if((THT3 >= 1.577908975) && (THT3 < 3.141592654))
552         crrang[5] = (THT3 - 1.577908975) * 913.8676832;
553     if(crrang[5] > 4095)
554         crrang[5] = 4095;
555     }
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537 corrang021 = 2575 + ((1212 - 1.5235987) * 972.789429)
538
539 corrang031 = 40961
540 corrang021 = 40961
541 1-(TH13 = 1.776752136) & (TH11 = 3.75245754)
542 corrang021 = (TH11 - 1.776752136) * 972.7894299;
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544 *****/
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551  /******
552  *****
553  double arcsin(x)
554  double z;
555  {
556  double r,w,ang,y,zt,ang1,ang2,ang3,tc;
557  if ((fabs(x))>1) {
558      printf("ERROR IN COMPUTING ARGUMENT FOR ARCSINE'x"
559      );
560      ang = 0.0;
561      }else{
562      if ((fabs(x)) <= .707107) {
563          z = x;
564          ang2 = x + ((x*x*x)/6) + ((-x*x*x*x)/24) + .07514
565          ang3 = ang2 + ((x*x*x*x*x*x)/120) + .044640961;
566          ang = ang3 + ((x*x*x*x*x*x*x*x)/5040) + .00038194 ;
567      }else{
568          tc = (x*0.7-1);
569          z = 1 - (x*x);
570          if (z == 0)
571              ang = tc*(3.1415927/2);
572          else{
573              w = 1/2;
574              zt = 0;
575              y = .5+((x/w)-w);
576              while ((fabs(y)) > .00000001) { y = zt+y;
577              w = w+y;
578              zt = y;
579              y = .5*(x/w)-w;
580              }
581              x = w;
582              ang2 = x + ((x*x*x)/6) + ((-x*x*x*x)/24) + .07514
583              ang3 = ang2 + ((x*x*x*x*x*x)/120) + .044640961;
584              ang1 = ang3 + ((x*x*x*x*x*x*x*x)/5040) + .00038194 ;
585              ang = tc*(1.570796-ang1);
586          }
587          return(ang);
588      }
589  }
590  /******
591  *****
592  double arctan(x)
593  double z;
594  {
595  double ang;
596  if (fabs(x) < 1)
597      printf("ERROR IN COMPUTING ARGUMENT FOR ARCTAN'x"
598      );
599      ang = 0.0;
600      }else{
601          ang = 1.570796 - arctan(1/x);
602      }
603      return(ang);
604  }

```

```

019     }
020     /***** **** */
021     *****/
022     double arctan(s)
023     double s;
024     {
025     double tz, cz, az, b1, b2, ang;
026     tz = (s > 0)?1:-1;
027     s = fabs(s);
028     cz = 0;
029     if(s > 1){
030         cz = 1;
031         s = 1/s;
032         ;
033     }
034     az = s*s;
035     b1 = (-0.00286523*az+.0161657)*az+.0429096)*az;
036     b2 = (-0.075289)*az+.106563)*az+.142089)*az+.19963
037     az+az;
038     az = (b2 + .333332)*az+1)*az;
039     ang = (cz == 1)?(1.570796-az):tz*az;
040     return(ang);
041     }

```

END

FILMED

8-85

DTIC