# EECS C106B Week 1 Lab 

First lab section wooooo!!!


## Agenda



## Introduction



## Project 0 Intro

Some relevant info for Project 0

Meet your classmates! (and potential project-mates)

## Lab Section Logistics



## Project IA Intro

Some relevant info for Project lA

Info about paper presentation assignment


## Free Time

Meet your classmates! (and potential project-mates)


## Teaching Team



Tarun Amarnath
Head TA - Admin
Content \& Lab TA
 Head TA - Content



## Welcome to Lab Section!

Lab sections are for:

- Paper presentations
- Project introductions

Lab section etiquette:

- Show up (sections are synchronous and not recorded)
- Come prepared to discuss the papers for the week
- Be respectful


## Paper Presentations

- 1-2 paper presentations per week in lab section
- Explain your chosen paper in as simple terms as possible so others can understand it
- Sign-up sheet will open next week
- Papers will complement ongoing lecture
- 1 paper before Spring Break
- 1 paper after Spring Break
- Grade breakdown (5\% total)
- $4 \%$ for paper presentations ( $2 \%$ each)
- $1 \%$ for participation in discussions



## Presentation Logistics

- Present as group of $2^{*}$ in the same lab section
- Meet people who have the same interests as you
- Doesn't have to be same partner for both presentations
- 10-15 mins for presentation
- 5-10 mins for questions/leading a discussion
* Depending on the circumstances groups of 1 or 3 are ok but should be rare and approved by your TA first. Max 1 group of 3 per lab section.



## Projects

- Prerequisites
- Python and Linux commands
- Git/GitHub
- ROS
- Groups of 2-3
- At least one person should have completed 106A
- Completed mostly on your group's own time
- Plan ahead!!!
- Present findings in conference paper format



## Project 0

- Refresher on ROS
- Basic commands and data structures
- Turtlesim! Write your own controller!
- Publisher/Subscribers
- Find AR tags with a Camera
- Run basic scripts on Sawyer
- Don't worry about the Robot Usage Quiz for now



## Project Goal

Implement closed-loop PD control on Sawyer and compare with the default Movelt! controller

*This is Baxter. We will be using Sawyer this semester!

## Part A Tasks: Trajectories

- Define 3 trajectories
- Linear
- Circular
- Polygonal
- For a given time $\mathbf{t}$, return a
- target SE(3) pose
- target se(3) body velocity

- Analytically solve for smooth trajectories that start and end with 0 velocity
- Finite difference approximates are not your friend


## LinearTrajectory

LinearTrajectory evolution of end-effector's position.

LinearTrajectory evolution of end-effector's translational body-frame velocity.



## CircularTrajectory

CircularTrajectory evolution of end-effector's position.

CircularTrajectory evolution of end-effector's translational body-frame velocity.



## PolygonalTrajectory

## PolygonalTrajectory evolution of end-effector's position.

PolygonalTrajectory evolution of end-effector's translational body-frame velocity.



## Part ATasks: Controllers



## Jointspace Velocity (Done)

Given: desired joint positions, velocities, and accelerations Produce: control input as joint velocities


## Workspace Velocity

Given: desired workspace positions, velocities, and accelerations Produce: control input as joint velocities


## Jointspace Torque

Given: desired joint positions, velocities, and accelerations Produce: control input as joint torques

## Deliverables

Manipulator simulation videos of:

- Workspace Line
- Workspace Circle
- Workspace Polygon
- Torque Line
- Torque Circle
- Torque Polygon

Submit videos as a link to a Google Drive folder

## Advice

- Research is very open ended, you may have to try a lot of things and see what works
- Save early, save often
- Properly using git can save you a lot of time and frustration - ask if you need help!
- You are not alone



## Timeline of the Near Future

## Complete Project 0

This will give you a good refresher on ROS. Also, find project partners!

## Homework 1

Due Tues 1/24


Project 1A
Due Tues 1/31
Next week

