### Active Compliance Object Tracking in Robotics

Mr. Dietrich A. Gehron

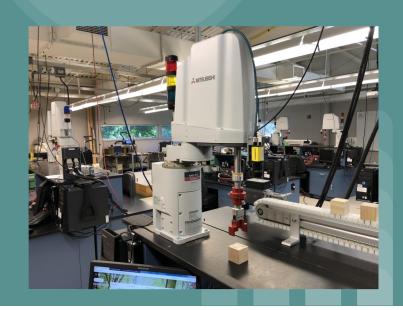
Mr. Nathan J. Kury

Mr. Andrew C. Spisak, CTM

Dr. John R. Wright, Jr., CSTM, F.ATMAE

#### Overview:

- -Basic Setup and Networking of Cognex Vision Systems (InSight Software) and Mitsubishi Industrial Robots (RT ToolBox2/MELFABasic)
- -Acquiring positional data acquisition of the object in Insight
- -MELFABasic Code required to read the data from Cognex
- -Passing the data the interface
- -Video demonstrations and tutorials will be shared



#### Need:

- Machine vision and industrial robots are two modern technologies that are used to automate industrial processes globally.
- Record sales nearly every quarter for industrial robots in the United States.
- Future automation engineers will need to increase their knowledge of both machine vision and industrial robotics to solve complex problems in the workplace.

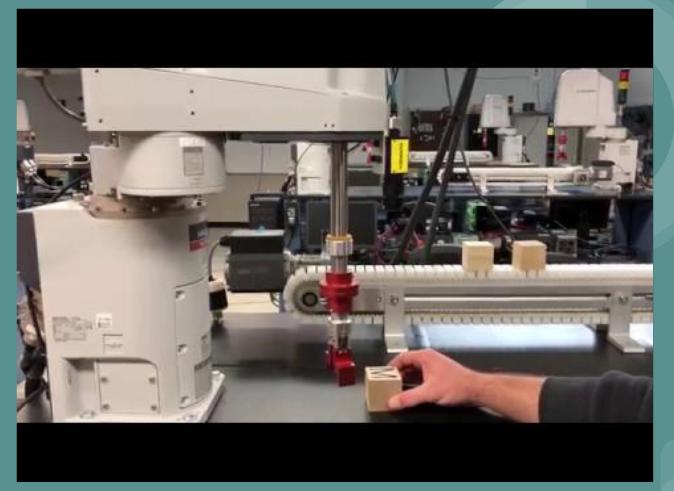
### History of Research at Millersville University

2017 - Mr. Nicholas A. Bozzelli, Mr. Michael P. Wiles, Dr. John R. Wright, Mr. Quentin D. Kilgore, and Mr. Kevin L. Wagner developed communication algorithm between Cognex Insight and Mitsubishi Robot

-The future project proposed was real-time tracking with a quarter, we accomplished this with a block.

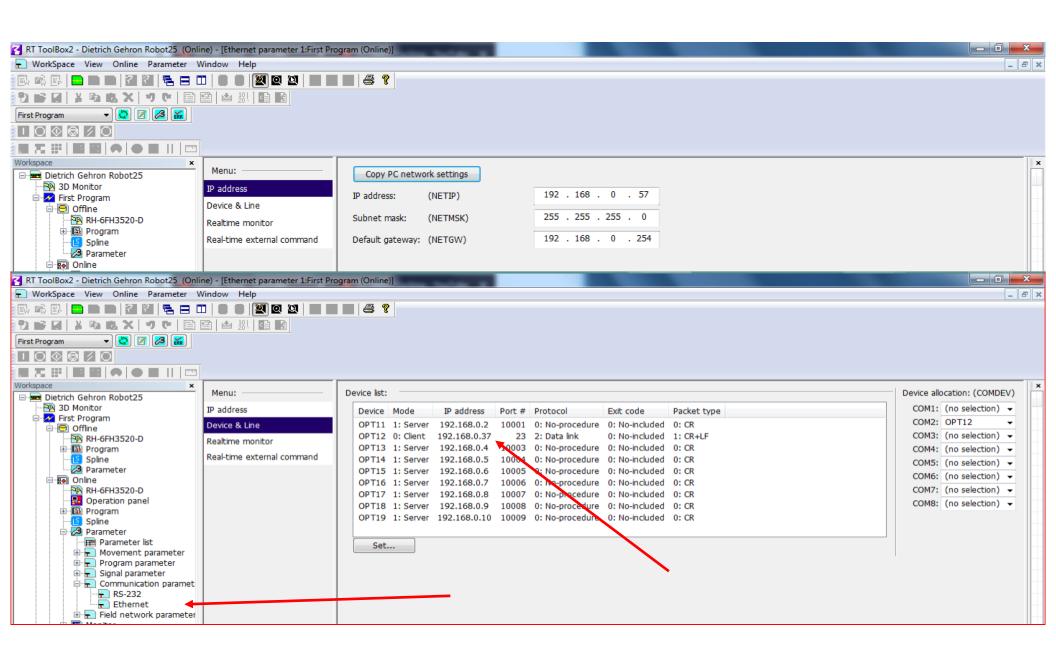
http://sites.millersville.edu/jwright/Enacting%20Active%20Compliant%20Visual%20Robotic%20Control%20jw.pptx.pdf

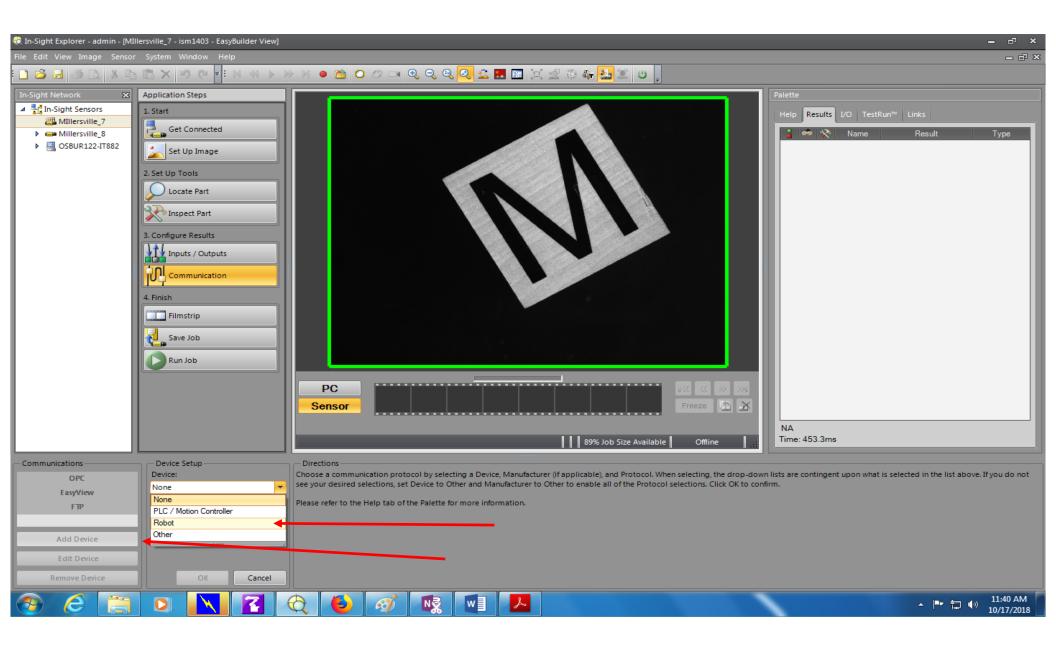
#### Video Demonstration

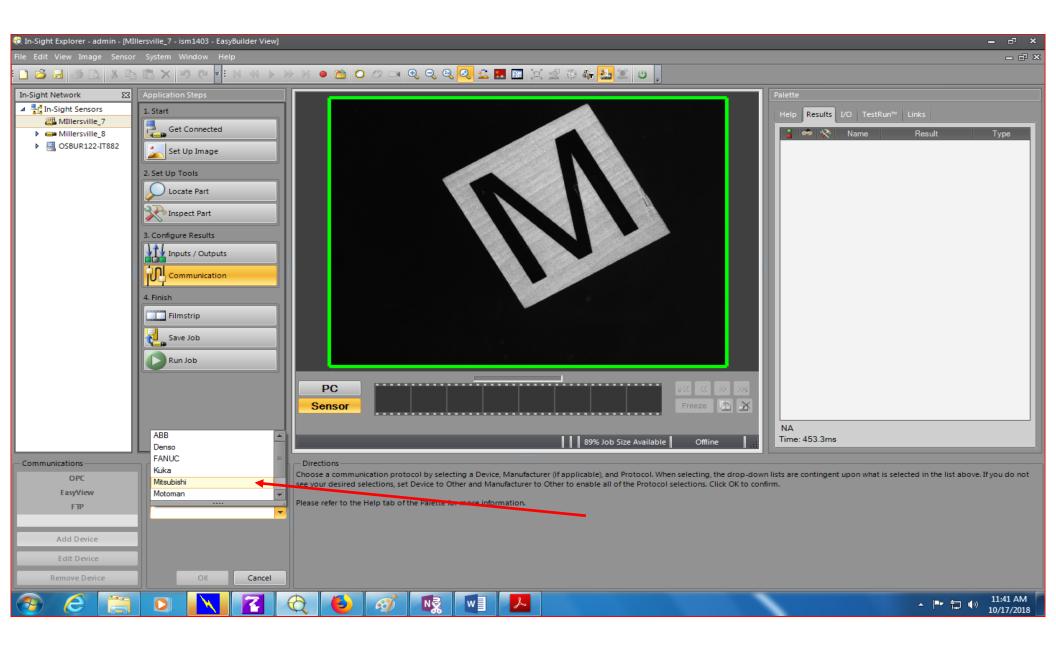


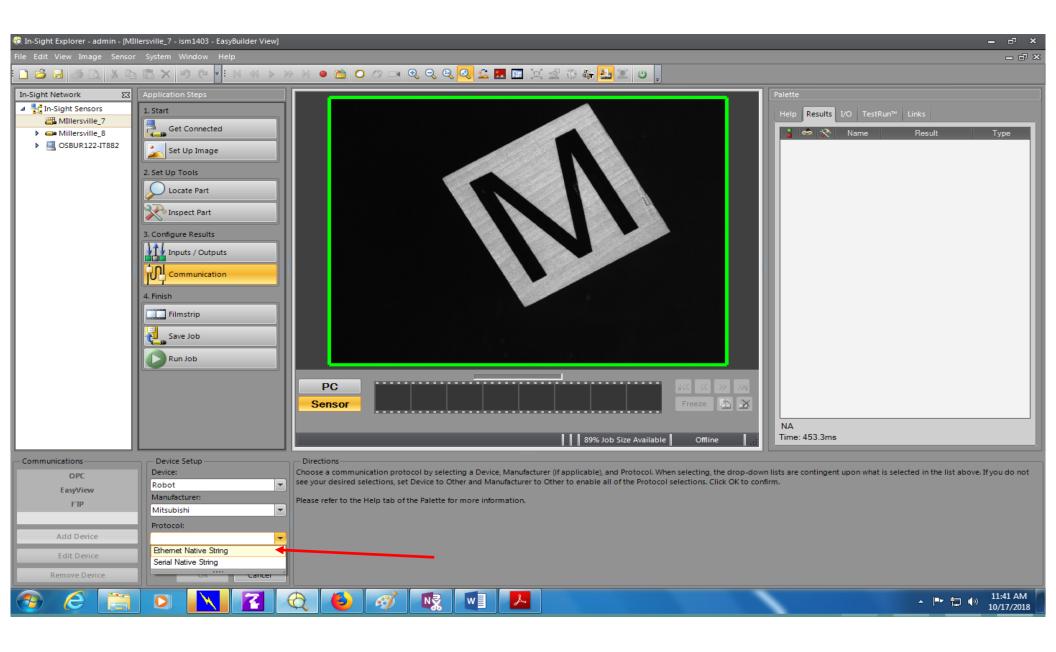
https://www.youtube.com/watch?v=faTmwMiJNao&feature=youtu.be

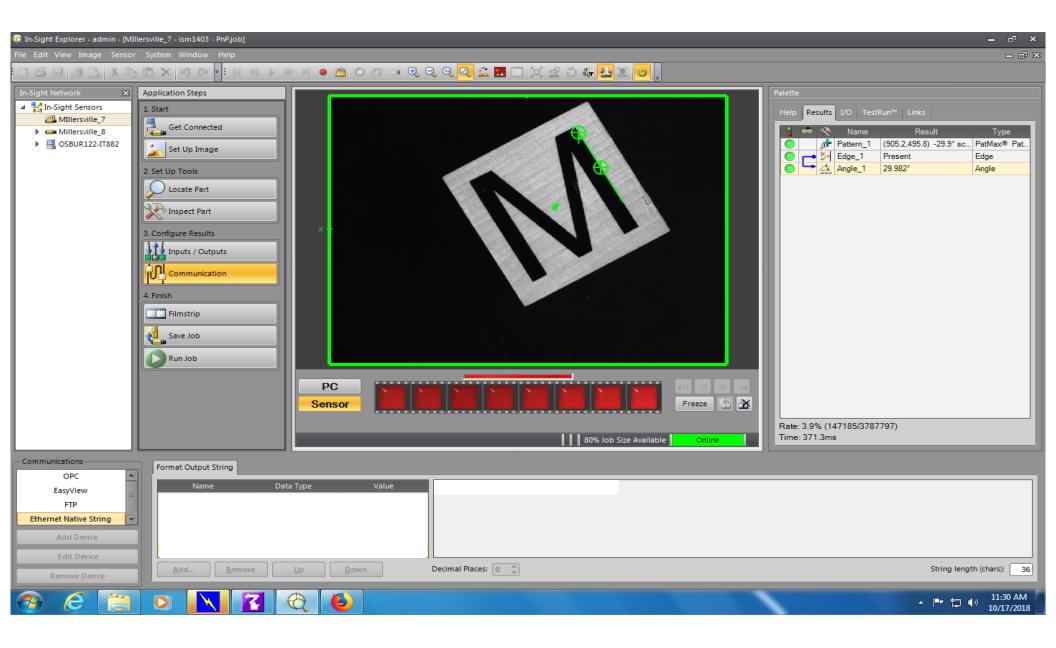
## Basic Setup and Networking of Cognex and Mitsubishi



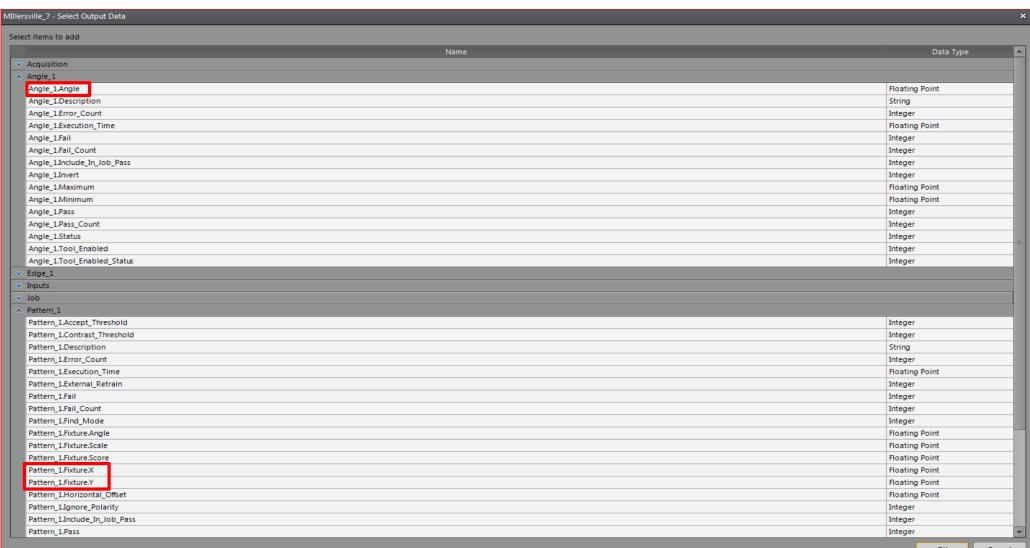








# Acquiring Position Data from Cognex



































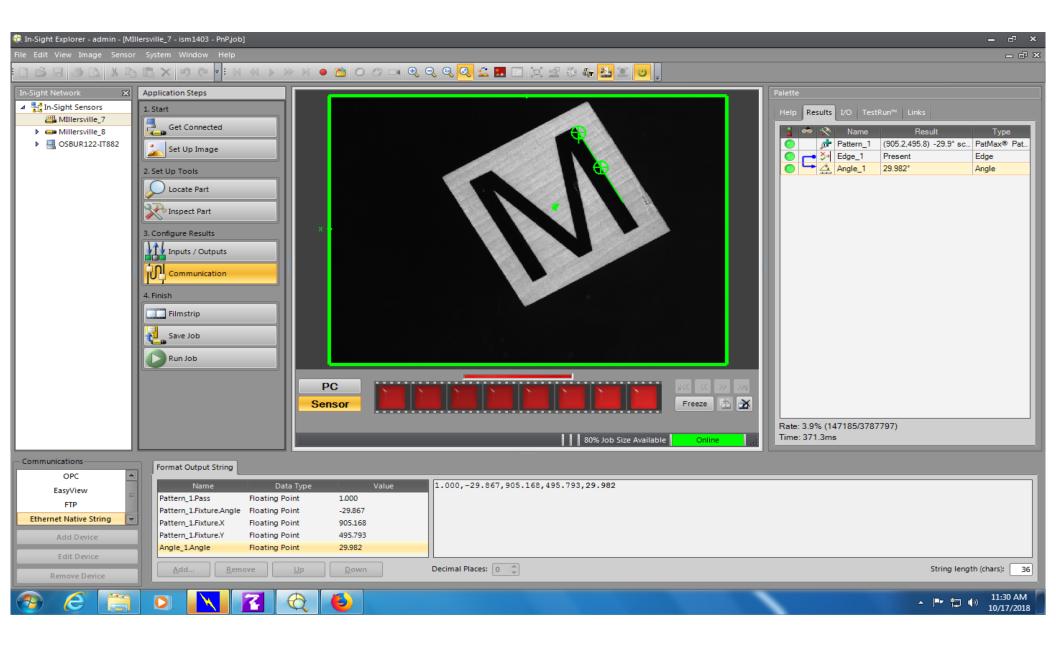






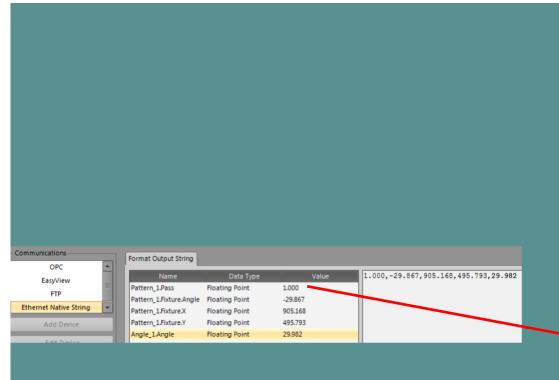


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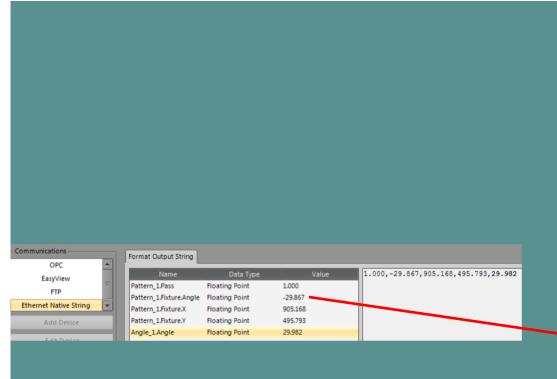


### Passing the Data from Cognex to Mitsubishi Robot

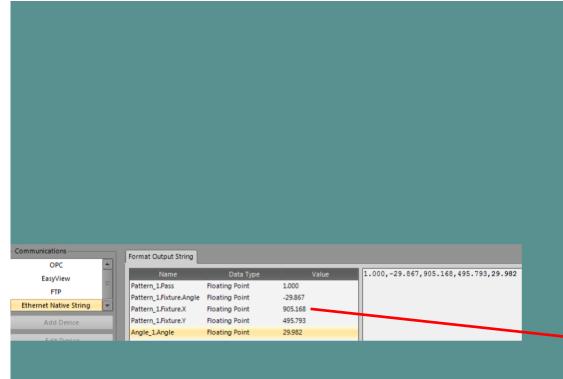
Mr. Nathan J. Kury



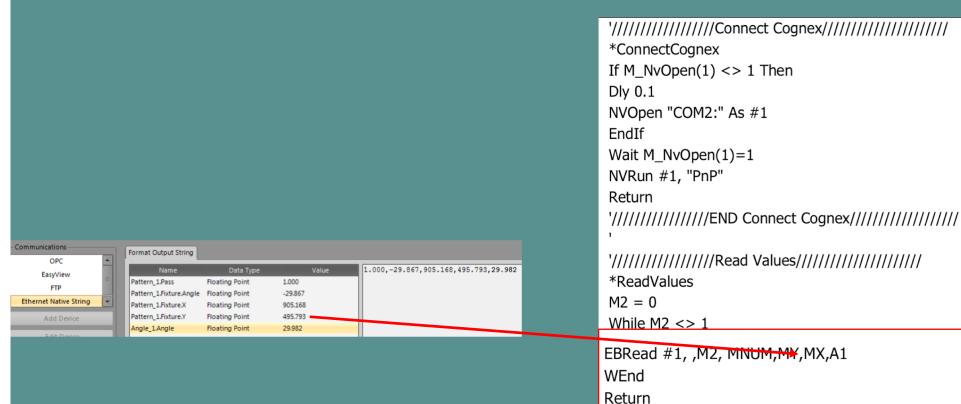
```
'////////Connect Cognex//////////////
*ConnectCognex
If M_NvOpen(1) <> 1 Then
Dly 0.1
NVOpen "COM2:" As #1
EndIf
Wait M_NvOpen(1)=1
NVRun #1, "PnP"
Return
'////////END Connect Cognex///////////
'///////Read Values/////////////
*ReadValues
M2 = 0
While M2 <> 1
EBRead #1, ,M2, MNUM,MY,MX,A1
WEnd
Return
```

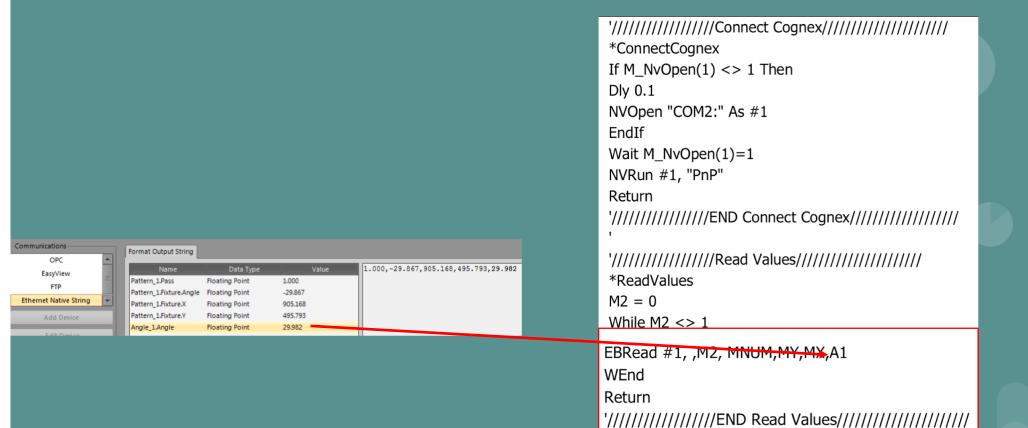


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EBRead #1, ,M2, MNUM,MY,MX,A1
WEnd
Return
```





#### Melfa-Basic Code

Mr. Dietrich A. Gehron

#### Main Program

```
"/ Coasted by Districk Cabron Nata Kyp, and Address Spicals
```

'/ Created by: Dietrich Gehron, Nate Kury, and Andrew Spisak

'/ Under Supervision of: Dr. John Wright '/ Millersville <u>Univerity</u> of Pennsylvania

'/ Date: 11-Sep-2018
'/Updated: 30-Oct-2018

#### 

MCount = 0 'counter for our while loop, is always zero

HOpen 1 'start with the hand open

Dly .5

<u>pstart.C</u> = 0 'ensure the hand roll is set to zero, this is the .C of a point position variable

Jstart = 1 Curr 'Also want the starting position of the joints

Jstart.j4 = 0 'the J4 axis is also hand roll, the j4 and the .C can be different numbers, we want the

both zero

'Accel 75,100 'Not used

GoSub \*ConnectCognex 'Use Nick Bozzelli's code here to connect

Mov pstart 'now that we have set the .C = 0, move the hand roll so it is zero

Dly .1

Mov Jstart 'Same with the j4 axis, move so it is zero (hand roll)

Dly .1

While MCount = 0 'we will continue this while loop forever

GoSub \*ReadValues 'Once connected, read in data from cognex

GoSub \*CntrCmraOnBlck 'Use the data to center the camera over the block

GoSub. \*MoveToBlock Once we are over the block with the camera, move the hand over the block and pick

Wend End

### Connect Cognex

### Read Values

# Center Camera on Block

```
The purpose of this code is to move the camera over the block based of
'the x and y inputs from the camera, MX and MY
*CntrCmraOnBlck
While (Int(MY) < 795) Or (Int(MY) > 803) And (Int(MX) < 595) Or (Int(MX) > 603) 'tolerancing for acceptable position
                                                     position variable to store current position
p4 = P Curr
p4.Z = 234
                                                     'sets the hand height
p4.C = J_Curr.J1 + J_Curr.J2 - Rad(-0.5)
                                                     'Sets the had roll position which is the sum of j1 and j2 axis plus offset
                                                    from Camera mounting
Mov p4
                                                     'roll the hand, we will move in the tool coor, sys, which is always aligned
                                                     with hand roll position
Dly 0.01
                                                   'initialize Ptoolxy to a position variable with all zero's
Ptoolxy = P Zero
MXMOVE = ((600- MX) / 132 * 10) * .985
                                                  This is our pixel to mm conversion in the x direction
MYMOVE = ((800 - MY) / 183 * 10) * .985
                                                  'This is our pixel to mm conversion in the y direction, the * .985 is to
                                                   'reduce the length of our move due to
                                                   'the speed we our moving, if less than 60% no need for it
Ptoolxy.X = MXMOVE
Ptoolxy.Y = MYMOVE
                                                    'line 71 and 72 store our distances we want to move in the .x and .y
                                                    'extensions of our position variable
Fine 20
                                                   'checks to see if the movement is within robot arms reach, to avoid
GoSub *CheckPos
alarming out the robot
If MCkPosPtoobxy = 1 Then
                                                   'if we are within reach, proceed, if not skip over move commands
Mov p4*Ptoolxy
                                                   'single biggest piece of code, allows us to move in the tool coor, sys, with
                                                   respect to hand
Dly 0.1
EndIf
GoSub *ReadValues
                                                   'update values after move
WEnd
Return
```

### Move to Block

### Check Position

'The purpose of this code is to center the grippers over the block and align the hand roll to match the angle of the block \*MoveToBlock If (MNUM > 0 And MNUM < 90) Or (MNUM <= -180 And MNUM > -270) Then ANGLE = -A1 Else ANGLE = A1 'is our angle finding 'algorithm based of cognex values 'stores current position in a position variable for manipulation p4 = P Curr $p4.C = J_Curr.J1 + J_Curr.J2 - Rad(-0.5)$ 'sets hand roll to be square with our block 'moves the hand roll to what we set the .C to Mov p4 Pblock = P Zero 'initializes a position variable to zero's  $Pblock_X = 85$ 'the distance from our grippers to the center of our camera is always '85mm, the camera is fixed 'check to see if we are ok to move GoSub \*CheckPos If MCkPosPblock = 1 Then 'if yes, then move, if no, then skip over Mvs p4\*Pblock 'move over the block Dly 0.2 p4 = P. Currp4.C = p4.C + Rad(ANGLE) - Rad(-0.5)'adjust our final hand roll to account for where it is currrently, the angle of our 'block, and the offset from mounting the camera 'roll the hand Mov p4 Dly .5 GoSub \*Pick 'now we can pick up the block, standard pick and place routine EndIf 'we are done! Return 'The purpose of this code is to check and see if the place we want to move the arm is within the robots work envelope 'the robot will alarm out if we tell it to move outside the work envelope \*CheckPos MCkPosPtoobxy = PosCq(p4\*Ptoobxy)MCkPosPblock = PosCq(p4\*Pblock) Return 

### Pick the Block

```
'The purpose of this code is to pick and place the block, standard routine
*Pick
p4 = P.Curr
P4.z = 173
Mvs P4
HClose 1
Dly .5
Mvs P4, 120
Mys P5, 120
P5.z = 174
Mvs P5
HOpen 1
Dly .5
P5.C = 0
Mys P5, 60
Dly .5
Return
```

#### In depth look at code

- -P4 is our current position
- -the \* means move in the Tool coordinate system In addition to the P4 move, which is none, we are already there.
- -The x and y distances are stored in the .x and .y extensions of Ptoolxy
- -Our "in addition to" move is then only the distances stored in the Ptoolxy in the Tool coor. sys.

```
Dly 0.01

Ptoolxy = P Zero

MXMOVE = ((600- MX) / 132 * 10) *.985

MYMOVE = ((800 - MY) / 183 * 10) * .985

Ptoolxy,X = MXMOVE

Ptoolxy,Y = MYMOVE

Fine 20

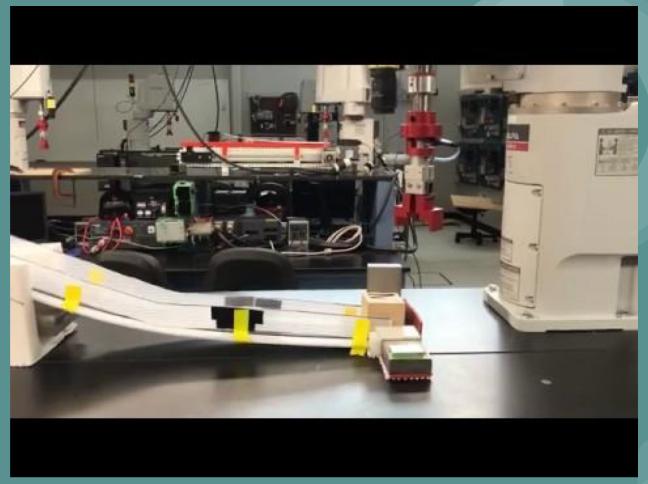
GoSub *CheckPos

alarming out the robot

If MCkPosPtoolxy = 1 Then

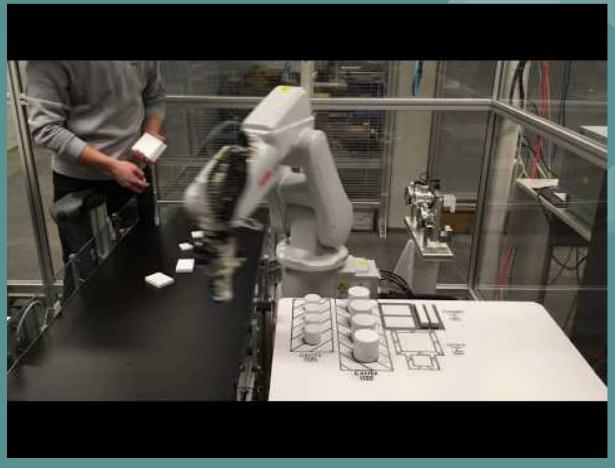
Moy p4*Ptoolxy
```

### Real World Application



https://www.youtube.com/watch?v=G-xHwp9gN60&feature=youtu.be

#### **Future Projects:**



https://www.youtube.com/watch?v=7UpR8X4T\_vE

#### **Contact Information**

#### All presentations can be found on

http://sites.millersville.edu/jwright/

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