

### Installation

```
conda install compas_fab
```

Anaconda/Miniconda must be installed and the conda-forge channel must be added. Use virtual environments to avoid dependency issues.

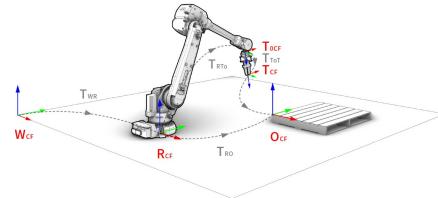
### Frames

<code>Frame.worldXY()</code>	World XY frame.
<code>Frame(pt, xaxis, yaxis)</code>	Create new frame with origin and vectors <code>x</code> and <code>y</code> .
<code>Frame(pt1, pt2, pt3)</code>	Create new frame from 3 points.
<code>Frame.from_euler_angles(y, p, r)</code>	Create new frame from euler angles (yaw, pitch, roll).
<code>frame.point</code>	Origin of the frame.
<code>frame.normal, frame.zaxis</code>	Normal of the frame.
<code>frame.quaternion</code>	Rotation as quaternion.
<code>frame.axis_angle_vector</code>	Rotation as axis-angle vector.
<code>frame.euler_angles()</code>	Rotation as euler angles.
<code>frame.euler_angles(False)</code>	Rotation as non-static euler angles.

Frames belong to the robotics fundamentals. Each joint contains a frame and there are several frames as coordinate systems involved (eg. `wcf`, `rcf`).

```
from compas.geometry import Frame
```

### Frames as cartesian coordinate systems



### Coordinate systems

<code>wcf</code>	Root coordinate frame of the world.
<code>rcf</code>	Robot coordinate frame, usually on the base of the robot.
<code>t0cf</code>	Tool0 coordinate frame on the last link of the robot.
<code>tcf</code>	Tool coordinate frame on the tool of the robot.
<code>ocf</code>	Object coordinate frame, origin of the work area.
<code>rcf.to_world_coords(pt)</code>	Transform point in local coordinates of <code>rcf</code> to world coordinates.
<code>rcf.to_local_coords(pt)</code>	Transform point in world coordinates to local coordinates of <code>rcf</code> .

### Transformations

<code>Transformation.from_frame(f)</code>	Create transformation from world XY to <code>f</code> frame.
<code>Translation([10, 5, 0])</code>	Create translation along <code>x=10.0, y=5.0, z=0.0</code> vector.



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Published 17th November, 2019.

Last updated 17th November, 2019.

Page 1 of 4.

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### Transformations (cont)

<code>t.inverse()</code>	Calculate inverse of <code>t</code> transformation.
<code>pt.transform(t)</code>	In-place transform point <code>pt</code> with <code>t</code> transformation.
<code>pt.transform(t * t2 * t3)</code>	In-place transform point <code>pt</code> with <code>t</code> , <code>t2</code> and <code>t3</code> transformations.
<code>pt2 = pt.transformed(t)</code>	Return a transformed copy of point <code>pt</code> with <code>t</code> transformation.

Transformation represents a 4x4 transformation matrix. Translation, Scale, Reflection, Shear and Projection are specialized sub-classes of it.

```
from compas.geometry import Transformation,
Translation, Rotation # , ...
```

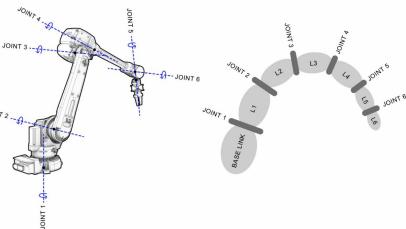
### Geometric primitives

<code>Point(3, 2, 5) or [3, 2, 5]</code>	3D point with <code>x=3.0</code> , <code>y=2.0</code> , <code>z=5.0</code> coordinates.
<code>Vector(1, 0, 0) or [1, 0, 0]</code>	Vector <code>x=1.0</code> , <code>y=0.0</code> , <code>z=0.0</code>
<code>Frame(point, xaxis, yaxis)</code> or <code>(point, xaxis, yaxis)</code>	Frame at point <code>origin</code> and <code>xaxis</code> and <code>yaxis</code> vectors.

In COMPAS, geometric primitives can be created either as objects or as iterables (lists, tuples, etc).

```
from compas.geometry import Point, Vector, Frame
```

### Robot models



### Parts of robot model

<code>Link</code>	Contains visual & collision meshes, inertial info, etc.
<code>Joint</code>	Contains parent, child links, origin frame, etc.
<code>RobotModel</code>	Root of robot model tree.

Robot models are a tree structure of **links** and **joints** based on URDF format.

```
from compas.robots import RobotModel, Link, Joint
```

### Joint types and units

<code>Joint.PRISMATIC</code>	Meters
<code>Joint.REVOLUTE</code>	Radians
<code>Joint.CONTINUOUS</code>	Radians
<code>Joint.FIXED</code>	-

### Configuration examples

```
Configuration([.5, pi], [Joint.PRISMATIC,
Joint.REVOLUTE])
Configuration.from_revolute_values([0, 0, pi, 0,
0, 0])
Configuration.from_prismatic_and_revolute_values-
([8.3], [0.0] * 6)
```

Configuration describes the positions of each of the joints of a robot model in its corresponding unit.

```
from compas_fab.robots import Configuration
```



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Page 2 of 4.

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### ROS backend



#### Start ROS backend

Download or create a `docker-compose.yml` file ([examples](#)) and start up with:

```
docker-compose up -d
```

#### Load robot from ROS

```
from compas_fab.backends import RosClient
with RosClient('localhost') as client:
    robot = client.load_robot()
```

If using Docker Toolbox, replace localhost with **192.168.99.100**.

#### Robotic planning with MoveIt!



#### Forward Kinematics (FK)

Input Configuration.

Output Frame in rcf.

Calculate end-effector frame in rcf for a given configuration.

#### Code example

```
config = Configuration.from_revolute_values([0, 0,
0, 3.14, 0, 0])
frame_rcf = robot.forward_kinematics(config)
```

#### Inverse Kinematics (IK)

Input Frame in wcf and start Configuration.

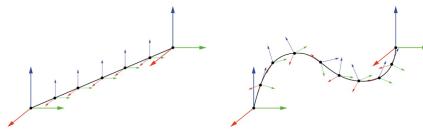
Output Configuration

Calculate possible configuration(s) for a given frame in wcf.

#### Code example

```
frame_wcf = Frame([0.3, 0.1, 0.5], [1, 0, 0], [0,
1, 0])
start_config = robot.init_configuration()
config = robot.inverse_kinematics(frame_wcf,
start_config)
```

#### Path planning



Cartesian vs free-space planning

#### Plan cartesian path

Input List of Frame in wcf and start Configuration

Output JointTrajectory

Calculate linear joint trajectory for a given list of waypoints defined by frames.

This might return partial solutions, `fraction` attribute indicates degree of completion, e.g. `trajectory.fraction = 0.5` means 50% of trajectory completed.



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Page 3 of 4.

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### Code example

```
f1 = Frame([0.3, 0.1, 0.5], [1, 0, 0], [0, 1, 0])
f2 = Frame([0.6, 0.1, 0.4], [1, 0, 0], [0, 1, 0])
start_config = robot.init_configuration()
trajectory = robot.plan_cartesian_motion([f1, f2],
start_config)
```

### Plan free-space motion

Input List of goal Constraint and start Configuration.

Output JointTrajectory.

Calculate joint trajectory for a given start configuration and a list of goal constraints.

```
from compas_fab.robots import JointTrajectory,
Constraint, JointConstraint, PositionConstraint,
OrientationConstraint
```

### Attach meshes to robot

```
scene = PlanningScene(robot)
gripper = CollisionMesh(mesh, 'gripper')
scene.attach_collision_mesh_to_robot_end_effector(gripper)
scene.remove_attached_collision_mesh('gripper')
beam = CollisionMesh(mesh, 'beam')
acm = AttachedCollisionMesh(beam, 'ee_link',
['ee_link'])
scene.add_attached_collision_mesh(acm)
```

These operations can be used to attach an end-effector geometry, or to attach an element to the end-effector itself.

```
from compas_fab.robots import PlanningScene,
CollisionMesh, AttachedCollisionMesh
```

### Code example

```
pc = robot.constraints_from_frame(f1)
start_config = robot.init_configuration()
trajectory = robot.plan_motion(pc, start_config,
planner_id='RRT')
```

### Planning scene operations

```
scene = PlanningScene(robot)
scene.add_collision_mesh(CollisionMesh(mesh,
'floor'))
scene.remove_collision_mesh('floor')
scene.append_collision_mesh(CollisionMesh(mesh,
'brick'))
```

Append will group multiple meshes under the same name, and they can be removed with a single call to remove for that name.

```
from compas_fab.robots import PlanningScene,
CollisionMesh
```



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Page 4 of 4.

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