# 5elen018w tutorial2 2025 code

October 30, 2024

## 5ELEN018W - Tutorial 2 2025 Solutions

```
[1]: import math
  import numpy as np
  from scipy import linalg, optimize
  import matplotlib.pyplot as plt
  from spatialmath import *
  from spatialmath.base import *
  from spatialmath.base import sym
  from spatialgeometry import *
  from roboticstoolbox import *
```

#### Exercise 1

```
[13]: def dof(N, J, m, f_list):
    d = m*(N-1-J) + sum(f_list)
    return d

# testing the function
dof(5, 4, 3, [1, 1, 1, 1])
```

[13]: 4

#### Exercise 2 - Grubler's Formula

$$\mathrm{dof} = m \cdot (N-1-J) + \sum_{i=1}^J f_i = 3*(6-1-7) + 1*7 = 1$$

### Exercise 3 - Python F-Strings

```
[4]: name = input('Enter your name: ')
print(f'Hello {name.upper()}!')
```

Enter your name: John

Hello JOHN!

## Exercise 4 - More on Grubler's Formula

```
[12]: def grubler():
          joint_types = ['revolute', 'prismatic', 'helical', 'cylindrical', | 
       ⇔'universal', 'spherical']
          # dof for the joint types above - this is not used here but for reference
       ⇒it is included
          dof_per_joint_type = [1, 1, 1, 2, 2, 3]
          # this will store user inputs
          number_of_joints_per_type = []
          for joint in joint_types:
              number = input(f'How many {joint} joints: ')
              number_of_joints_per_type.append(int(number))
          N = input('How many links (including the ground): ')
          type = input('planar or spatial: ') # this should check for valid answers⊔
       →as well
          m = 3 # default value
          if type.lower() == 'spatial':
              m = 6
          else:
              m = 3
          # calculate total no of joints
          J = sum(number_of_joints_per_type)
          f = 0
          fi = []
          for i in range(J):
              d = int(input(f'How many dof for joint {i}: '))
              fi.append(d)
              f += d
          # Report the results
          print(f'm = {m} ({type})')
          print(f'J = {J}')
          print(f'N = {N} (including the ground)')
          for i in range(1, J+1):
              print(f'f_{i} = \{fi[i-1]\}')
          print(f'dof = m*(N-1-J)', end='') # do not insert a newline at the end
          for i in range(1, J+1):
              print(f' + f_{i}', end='')
          print(f' = {m}*({N}-1-{J}) + ', end='')
```

```
for i in range(J-1):
    print(f'{fi[i]} + ', end='')
print(fi[J-1], end='')
print(f' = {sum(fi)}')

# test the function
grubler()
How many revolute joints: 4
```

```
How many prismatic joints: 0
How many helical joints: 0
How many cylindrical joints: 0
How many universal joints: 0
How many spherical joints: 0
How many links (including the ground): 5
planar or spatial: planar
How many dof for joint 0: 1
How many dof for joint 1: 1
How many dof for joint 2: 1
How many dof for joint 3: 1
m = 3 (planar)
J = 4
N = 5 (including the ground)
f_1 = 1
f_2 = 1
f_3 = 1
f_4 = 1
dof = m*(N-1-J) + f_1 + f_2 + f_3 + f_4 = 3*(5-1-4) + 1 + 1 + 1 + 1 = 4
```

## 0.1 Exercise 5 - A Robot Navigating a Maze

```
[37]: import random

# initialise maze as empty
for i in range(1,6):
    for j in range(1,6):
        maze[(i,j)] = ''

# place the obstacles
maze[(2,2)] = '0'
maze[(3,3)] = '0'
maze[(4,4)] = '0'
print(maze)
```

```
def move(coordinates_list, action):
                            x = coordinates_list[0]
                            y = coordinates_list[1]
                            if action == 'E':
                                        if y < 5 and maze[(x, y+1)] != '0':
                                                   return (x, y+1)
                            elif action == 'S':
                                        if x < 5 and maze[(x+1, y)] != '0':
                                                   return (x+1, y)
                            elif action == 'W':
                                        if y > 1 and maze[(x, y-1)] != '0':
                                                   return (x, y-1)
                            elif action == 'N':
                                        if x > 1 and maze[(x-1, y)] != '0':
                                                   return (x-1, y)
                            # if nothing of the above the robot cannot move
                            return (x, y)
               \{(2, 2): '0', (1, 1): '', (1, 2): '', (1, 3): '', (1, 4): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2, 1): '', (2
               3): '', (2, 4): '', (3, 1): '', (3, 2): '', (3, 3): '0', (3, 4): '', (4, 1): '',
               (4, 2): '', (4, 3): '', (4, 4): '0', (1, 5): '', (2, 5): '', (3, 5): '', (4, 5):
                '', (5, 1): '', (5, 2): '', (5, 3): '', (5, 4): '', (5, 5): ''}
[51]: # maps 1 to 'N', 2 to 'E', 3 to 'S', 4 to 'W'
                 def num2Action(n):
                            if n == 1:
                                       return 'N'
                            elif n == 2:
                                       return 'E'
                            elif n == 3:
                                       return 'S'
                            elif n == 4:
                                       return 'W'
                            return 'No op' # no operation result
                 # returns the number of steps
                 def simulation():
                            start_position = (4,2)
                            goal_position = (2,4)
                            current_pos = start_position
                            #print(current_pos)
```

```
# number of steps
   steps = 0
    # keep moving until the robot reaches the goal
   while current_pos != goal_position:
        # choose a random action
       rand_int = random.randint(1, 4)
        # map random int to an action
       action = num2Action(rand_int)
        # change the current position
       current_pos = move(current_pos, action)
       steps += 1
        #print(current_pos)
    #print(f'number of steps: {steps}')
   return steps
average_steps = 0
for s in range(10000):
   steps = simulation()
   average_steps += steps
print(f'Average number of steps to reach goal: {average_steps/10000}')
```

Average number of steps to reach goal: 131.6068