# Controlling the Arm of Flexible Robot by using New Hybrid Approach

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#### Abstract

**Background/Objectives**: The combination of fuzzy logic and neural networks enables the system to have the capability of learning and adapting to the environment, as well as tolerating the imprecise circumstances which is an advantage of fuzzy logic methods. The objective is to control robot's claw with two movable arms. **Methods/Statistical Analysis**: A new hybrid approach is proposed to control the arm of flexible robots by using neural networks, fuzzy algorithms and particle swarm optimization algorithm. **Findings:** As a result of the recommended network, the values of 91.353e-5 and 0.030255 have been recorded for MSE and RMSE, respectively. **Applications/Improvements:** It was simulated to control the movement of a robot with two arms in a completely flexible manner in which the network can be momentarily trained by moving the rotation ring.

**Keywords:** Controlling the Flexible Arm, Fuzzy Neural Networks, Particle Swarm Optimization Algorithm, Soft Computing

#### 1. Introduction

Soft computing is the combination of fields including fuzzy logic, neuro-computing, evolutionary procedures, genetic computing and statistical computing<sup>1-4</sup>. This combination of methods to model complex systems, which otherwise impossible or very hard by applying computational regulations of pure mathematics and hard logic, while the applicable simulation and practical implementation can be conducted by using soft computing methods<sup>5,6</sup>.

The advantage of soft computing is the behavior it shows toward uncertain, approximate and relative systems. It leads to human-like behaviors which are highly generalizable. The development procedure of the boundaries of soft computing field is shown in Table 1.

Unlike hard computing, soft computing is well-flexible against imprecision, approximation and partial truth. The importance of using soft computing methods is clarified when non-linear systems and complex physical structures can be modeled more precisely and flexibly at a lower cost and in a shorter period of time, so they match with elite human decisions in a high correctness percentage<sup>7,8</sup>.

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The only noteworthy matter is that soft computing is not precisely a concoction, mixture or combination, while it is considered to be a type of cooperation in which each member moves toward the desirable objective in its unique way. The main principle in soft computing is complementation, not competition. Therefore, soft computing is considered to be a foundation emerging in perceptual intelligence<sup>9</sup>.

## 2. The Recommended Control System

Integral and derivation operands are frequently used in controlling the smart robot. These operands, which are known as common methods in control systems known as PID, are simulation and maintained in non-classic methods in terms of general structure.

Unlike fuzzy logic controllers which are described in<sup>10,11</sup>, a great deal of input and output variables are used. It is because each section is fed by more than one input in systems with high connectivity. Therefore, a multi-variable

Table 1.	Development	of soft	computing
boundarie	es <sup>5-8</sup>		

Method	Presenter	Year
Neural Network	McCulloch	1943
	+	
Evolutionary Computing	Rechenberg	1960
	+	
Fuzzy Logic	Zadeh	1965
	=	
Soft Computing	Zadeh	1981

fuzzy controller is designed<sup>12,13</sup> to control such situation in this system (MIMO). The usual procedure of designing these systems is in a way that the general system is divided into some sub-systems which are Multiple Input Single Output (MISO)<sup>14,15</sup>. Each of these sub-systems goes through the path from input to output in a parallel and coordinated manner<sup>16</sup>. In the proposed method, the minimal values of membership functions are selected in accordance with three reference values and then the maximizing value is applied. MIMO structures of fuzzy logic controller are shown in Figure 1 for the flexible control of multi-connectional hard connections<sup>17,18</sup>.

Two consecutive links (*i* and *i*+1) are assumed in Figure 1. FLC of input *i* include angle error connection  $(e_i = \theta_{di} - \theta_i)$  and acceleration signal at the tip (toe) of  $a_{ti}$ . The scale factor is related to the tracking error, acceleration at tip and input torque for FLC of input *i*. It is respectively equal to  $k_{pi}$ ,  $k_{ai}$  and  $k_{ti}$ . FLC of input *i*+1 also follows the procedure of input *i* and controls its relevant output. It is recommended that scale factors be normalized in period [-1, 1], so the computing process becomes easier<sup>19</sup>.

## 3. Simulations

After training RBF neural network with PSO method, the real output error is shown in Figure 2 with target output after 10 epoch repitition.

Given the type of problem, extracting the parameters MSE, RMSE and regression can indicate the behavior of robot's claw along the assumed path, so Figure 3 is considered.

The final values of MSE, RMSE and regression are indicated in Table 2.

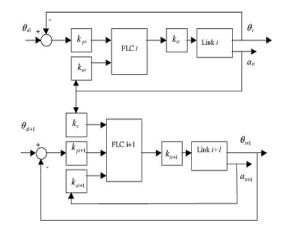
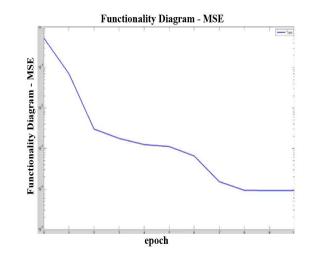
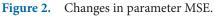
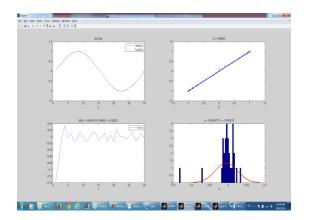


Figure 1. MIMO structure of coupled fuzzy controller.







**Figure 3.** Neural fuzzy network outputs for all data: (a) Difference between real and target output of all data; (b) Regression; (c) MSE; and (d) Changes in values of  $\mu$  and  $\sigma$  as Gaussian Functions of RBF Network in Training.

The considerable improvement of proposed network can be observed in Table 3 by taking a look at previous activities.

In a two-dimensional input space with two connection arms having specific coordinates, the main problem is to find two involved angles. The first angle is the one between the first arm and the horizon, while the second angle is the one between the first arm and the second arm. The assumed arm is indicated in the general schema (Figure 4).

Given the structure of a flexible arm with two connections, a neural network learns to map the coordinate (x, y) on  $\theta_1$  and  $\theta_2$ . The trained Anfis network is one part of a control system which is responsible for controlling the robot's arm. Knowing the desirable position of arm tip, the network is responsible for generating the optimal values of angles and applying the necessary force in the correct direction in order to reach those angles so that it can guide the arm tip to the desirable position. We assume that  $\theta_1$  is the angle between the first arm and the ground, while  $\theta_2$  is the angle between the second arm and the first arm. For instance, we assume that the minimal length of the first arm is 11 cm and the length of the second arm is 12 cm. We also assume that the first arm is able to rotate from 0 to 90 degrees and the second angle varies between 0 to 180 degrees. Therefore, Figure 5 explains this<sup>20</sup>.

Table 2.	The values of parameters in the
recomme	nded neural fuzzy network

Test Data	Training Data	All Data	
0.99687	0.99999	0.99999	Regression
281.25e-5	9.9841e-5	91.353e-5	MSE
0.053029	0.009992	0.030255	RMSE

Table 3.The considerable improvement of proposednetwork

RMSE	MSE	
0.053029	281.25e-5	Current Project
-	2.003e-2	Mote, T. P. <i>et al</i> .[17]
44.67e-1	6.6667e-2	MOHAMED, M. J. et al.[18]
_	0.0637	Bazargan, A. <i>et al</i> .[19]

Now we should be able to define the coordinates of x and y for the system. Therefore, we have:

$$X = L1 * \cos(\theta_1) + L2 * \cos(\theta_1 + \theta_2)$$
(1)

$$Y = L1 * \sin(\theta_1) + L2 * \sin(\theta_1 + \theta_2)$$
(2)

Now we can generate the sum of data through Equation 3:

$$Data 1 = [X, Y, \theta_1]$$
(3)

Data 2 = [X, Y, 
$$\theta_2$$
] (4)

Figure 6 indicates the position of arm tips in connection points:

Now we should observe the real performance of claw in the positions specified in the previous figure (Figure 7).

Given these figures, it is now clarified that robot claw is able to go through the path specified by training points.

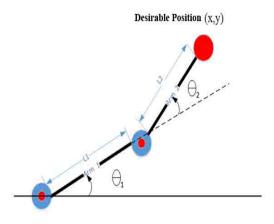
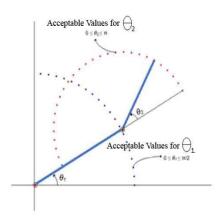
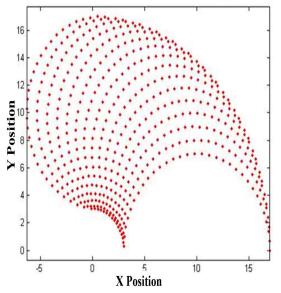


Figure 4. The flexible arm with two connection arms.

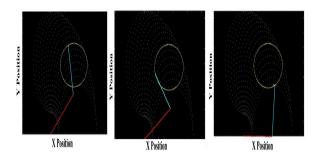


**Figure 5.** Conditions considered for the rotation of robot arms.

X-Y Coordinates Generated for All Theta 1 and Theta 2 Combinations



**Figure 6.** Position of X's and Y's of the claw for the values of the first and second angles.



**Figure 7.** Claw movement on a ring assumed by using the proposed network.

### 4. Conclusion

A hybridized method of neural fuzzy network has been used to design a controller in this system. In this method, PSO algorithm was used to decrease error and time in order to generate neural network factors. It was simulated to control the movement of a robot with two arms in a completely flexible manner in which the network can be momentarily trained by moving the rotation ring. This network was designed in five layers. It was simulated to control the movement of a robot with two arms in a completely flexible manner in which the network can be momentarily trained by moving the rotation ring.

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