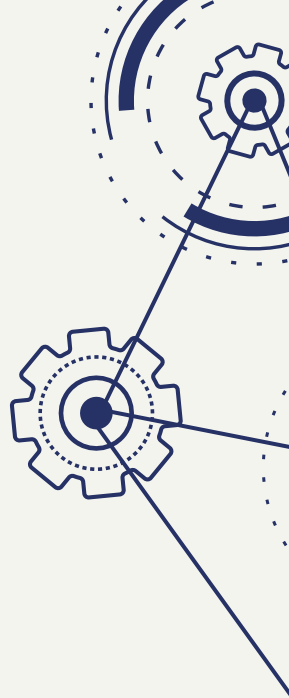


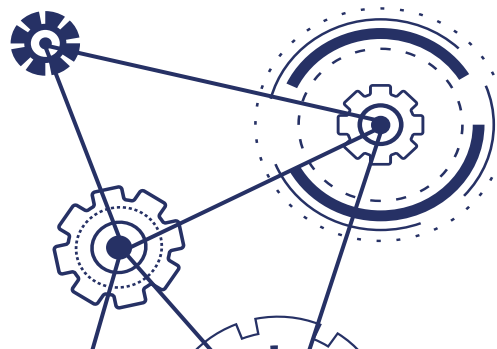
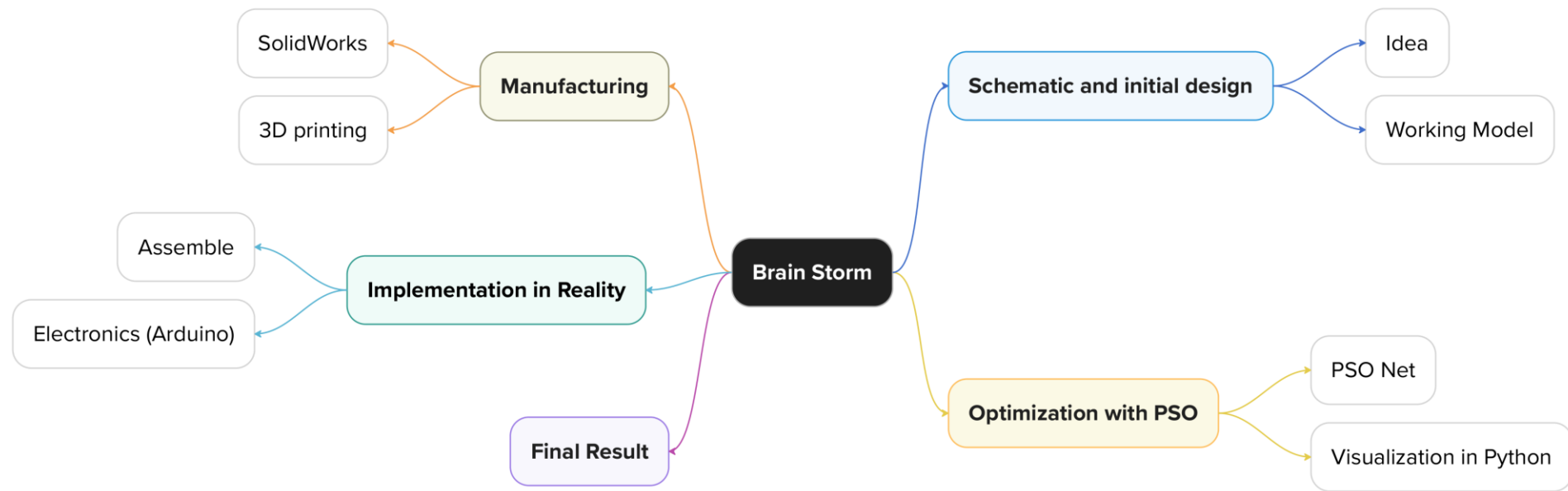
Design and Simulation of **Leg Mechanism**



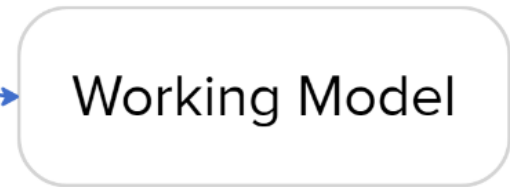
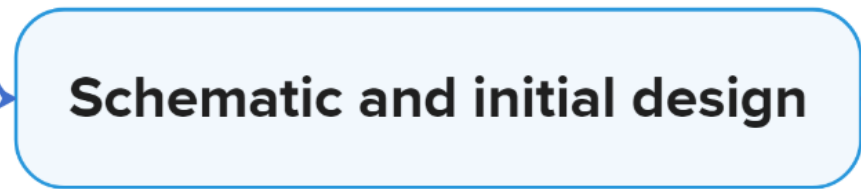
Dr ZabihiFar

Design of mechanisms Project





01



Quadruped legs **the concept**

Quadruped robots can use different mechanisms for their legs, including:

1. four-bar linkages
2. pulley systems





offering good
force
transmission
and
simplicity in
design.

Four-Bar Linkage



Quadruped robot A1 walk with you to the future

provide smooth and flexible movement, allowing the legs to adapt to uneven terrain. They are often lighter and can be more versatile

Pulley System

Agenda

Theoretical plan

Key Idea

- Using four-bar Linkage mechanism
- 2 DOF
- Jumping feature

Optimization

● PSO Algorithm

Using PSO to Optimize the functionality of our leg

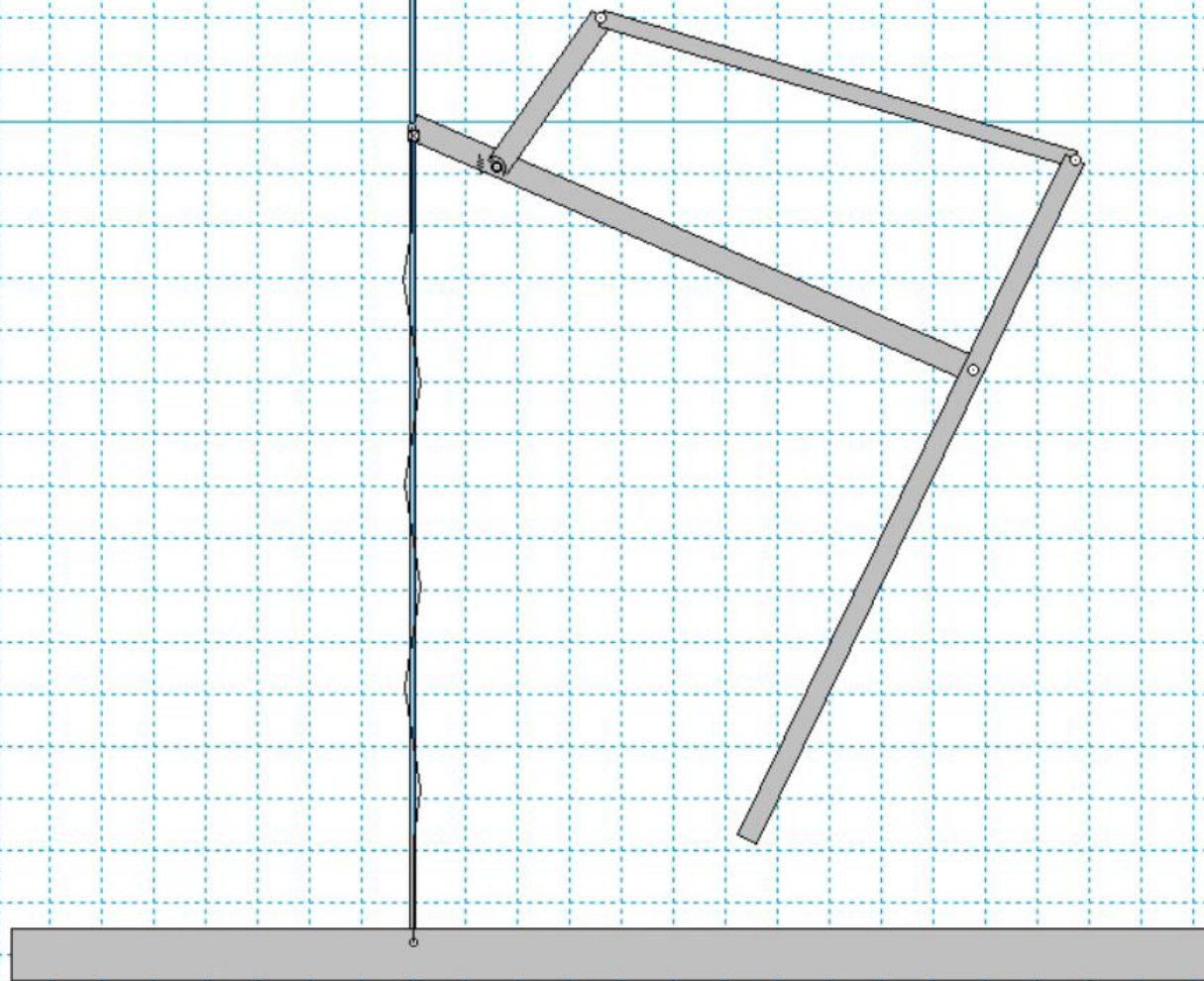
● Visualize

We developed a code which shows our four-bar leg in a close loop

Our Output is:

Four length Value for each of the links in our four-bar linkage
We visualize it in Python and WorkingModel





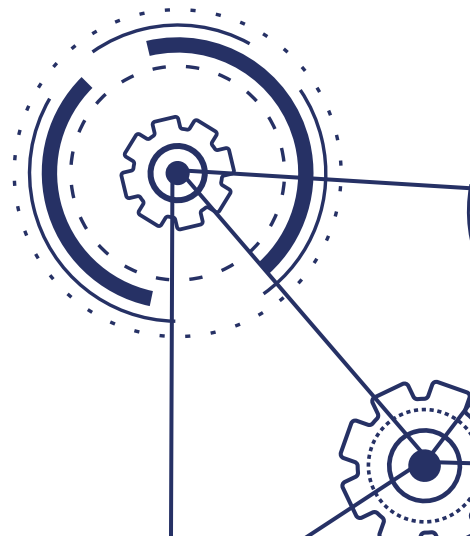
**Visualization of
the very first
Idea**

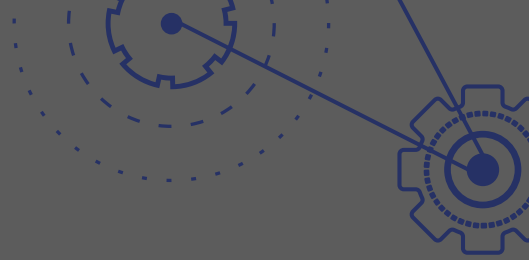
02

Optimization with PSO

PSO Net

Visualization in Python





Study objectives

```
from pyswarm import pso
from joblib import Parallel, delayed
```

```
# Define the class
class Mechanism:
    def __init__(self, r2, r3, r4, theta1):
        self.r2 = r2 # Input link length
        self.r3 = r3 # Coupler link length
        self.r4 = r4 # Output link length
        self.theta1 = theta1 # Input angle
```

```
def get_position(self, theta):
    # Define the kinematic equations for the four-bar mechanism
    r1, r2, r3, r4, theta1 = self.r1, self.r2, self.r3, self.r4, self.theta1
```

Developing Our
PSO Net

Getting Our
Output from
PSO

Visualize it in
Python

```
delta = 4 * B ** 2 - 4 * (C - A) * (C + A)
if np.any(delta < 0):
    return np.inf, np.inf
```

```
theta4 = 2 * np.arctan2(-B + np.sqrt(delta), A + C)
theta3 = np.arctan2(r1 * np.sin(Theta2) - r4 * np.sin(theta4), r1 * np.cos(Theta2) - r4 * np.cos(theta4))
```

1. Import libraries

```
import numpy as np
from pyswarm import pso
from joblib import Parallel, delayed
```

2. FourBarClass

```
class FourBarMechanism:
    def __init__(self, r1, r2, r3, r4, theta1):
        self.r1 = r1 # Ground link length
        self.r2 = r2 # Input link length
        self.r3 = r3 # Coupler link length
        self.r4 = r4 # Output link length
        self.theta1 = theta1 # Input angle
    def get_velocity(self, theta):
        r1, r2, r3, r4, theta1 = self.r1, self.r2, self.r3, self.r4, self.theta1
        t = np.arange(0, np.pi, 0.001)
        W = theta # (rad/s)
        Theta2 = W * t
        A = 2 * r1 * r4 * np.cos(theta1) - 2 * r2 * r4 * np.cos(Theta2)
        B = 2 * r1 * r4 * np.sin(theta1) - 2 * r2 * r4 * np.sin(Theta2)
        C = r1 ** 2 + r2 ** 2 + r4 ** 2 - r3 ** 2 - 2 * r1 * r2 * (
            np.cos(theta1) * np.cos(Theta2) + np.sin(theta1) * np.sin(Theta2))
        delta = 4 * B ** 2 - 4 * (C - A) * (C + A)
        if np.any(delta < 0):
            return np.inf, np.inf
        theta4 = 2 * np.arctan2(-B + np.sqrt(delta), A + C)
        x_coupler = r2 * np.cos(Theta2) + r3 * np.cos(theta4)
        y_coupler = r2 * np.sin(Theta2) + r3 * np.sin(theta4)
        # Derivatives to get velocity
        dx_4_dt = np.gradient(x_coupler, t)
        dy_4_dt = np.gradient(y_coupler, t)
        x_4 = r1 * np.sin(theta1) + r4 * np.sin(theta4)
        y_4 = r1 * np.cos(theta1) + r4 * np.cos(theta4)
        dx_4_dt = np.gradient(x_4, t)
        dy_4_dt = np.gradient(y_4, t)
        velocity = np.sqrt(dx_4_dt**2 + dy_4_dt**2)

        return velocity[0]
```

3. Objective function

```
def objective_function(params):
    r1, r2, r3, r4 = params
    mechanism = FourBarMechanism(r1, r2, r3, r4, theta1=0)

    max_deviation = 0
    for i in np.linspace(0, 2 * np.pi, 100):
        velocity = mechanism.get_velocity(i)
        if np.isinf(velocity).any():
            return np.inf
        deviation = np.abs(velocity - target_velocity(i))
        max_deviation = max(max_deviation, deviation)

    return max_deviation
```

4. Target function

```
def target_velocity(theta):
    # Assume a simple target velocity function for demonstration
    return 12500 # constant target velocity
```

5. PSO Net

```
# Define bounds for the parameters (adjust as needed for your specific mechanism)
bounds = [(5, 10), (2, 4), (8, 10.5), (2, 4.5)]
# Perform PSO optimization
best_params, best_score = pso(objective_function, lb=[b[0] for b in bounds], ub=[b[1] for b in bounds], swarmsize=100)
```

```
velocity = np.sqrt(dx_4_dt**2 + dy_4_dt**2)
```

```
return velocity[0]
```

```
# Define the objective function to optimize
```

```
def objective_function(params):
```

```
    r1, r2, r3, r4 = params
```

```
    mechanism = FourBarMechanism(r1, r2, r3, r4, theta1=0)
```

```
    max_deviation = 0
```

```
    for i in np.linspace(0, 2 * np.pi, 100):
```

```
        velocity = mechanism.get_velocity(i)
```

```
        if np.isinf(velocity).any():
```

```
            return np.inf
```

```
        deviation = np.abs(velocity - target_velocity(i))
```

```
        max_deviation = max(max_deviation, deviation)
```

```
    return max_deviation
```

```
def target_velocity(theta):
```

```
    # Assume a simple target velocity function for demonstration
```

```
    return 12500 # constant target velocity
```

```
# Define bounds for the parameters (adjust as needed for your specific mechanism)
```

```
bounds = [(
```

```
# Perform PSO
```

```
best_params
```

```
print(f'Best Parameters: {best_params}')
```

```
print(f'Best Score: {best_score:0.3}')
```

After we reached to
the maximum
iterations our output
will be shown

PSO Output

Optimized length

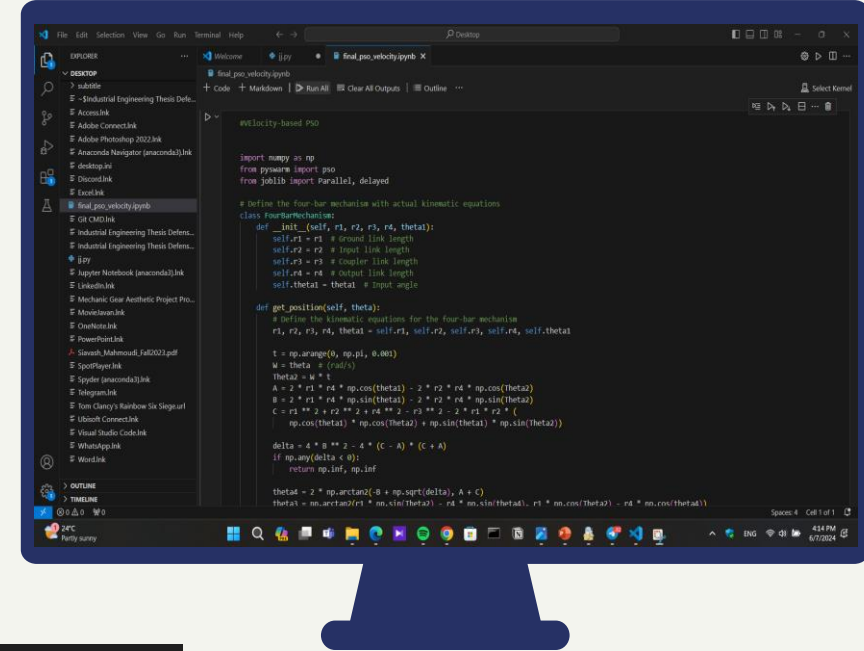
Simply Our output is four value for L1 , L2 , L3, L4 respectively.

10 cm

3.2 cm

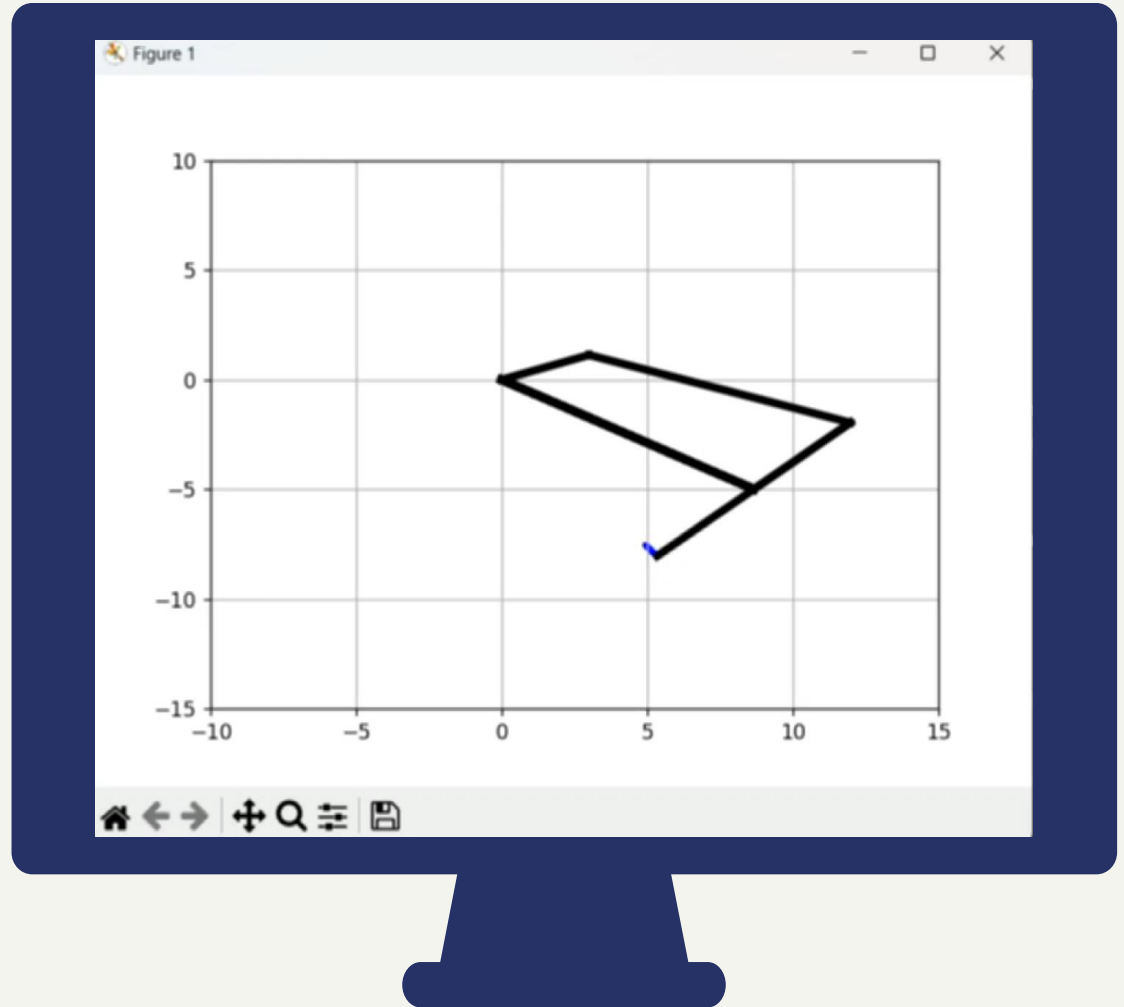
9.5 cm

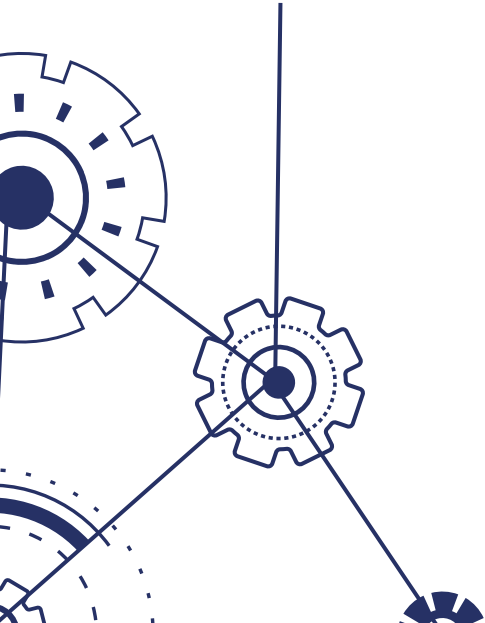
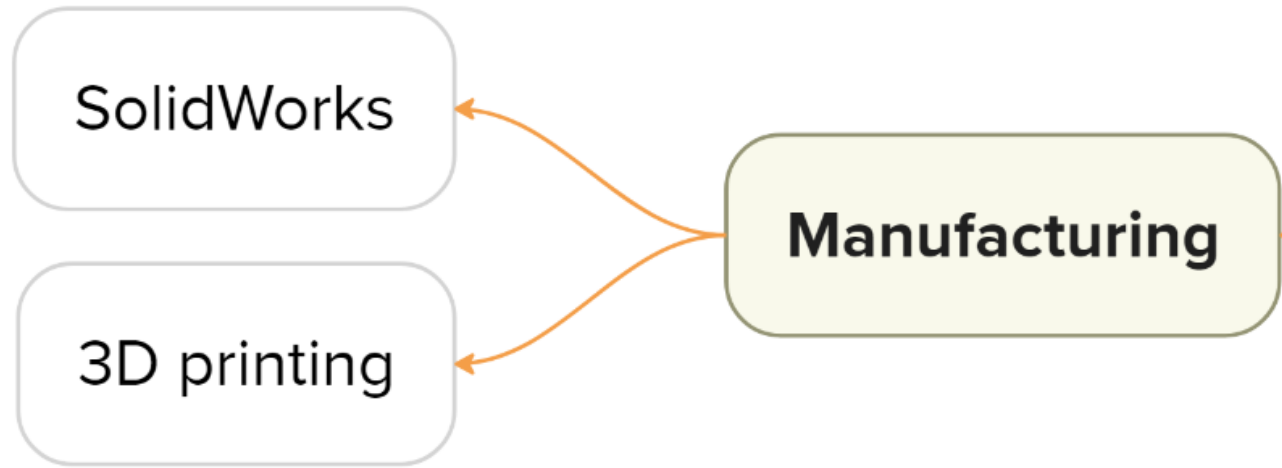
4.5 cm



```
... Stopping search: maximum iterations reached --> 100
Best Parameters: [9.91902416 3.24943772 9.558697 4.48924005]
Best Score: 1.25e+04
```


Visualize Optimized Linkage in Python

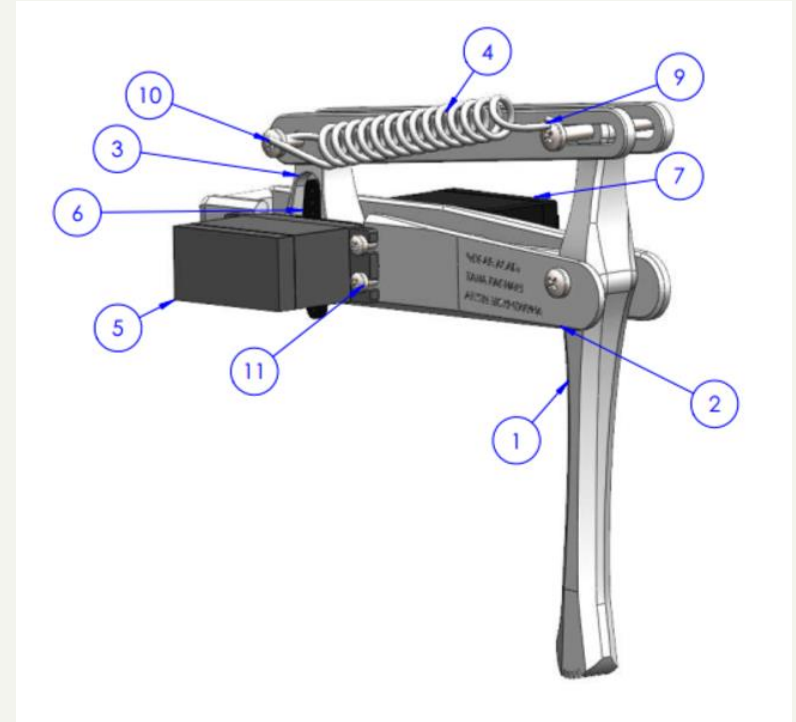




Designing in SolidWorks

The design process in SolidWorks will be explained in the following steps.

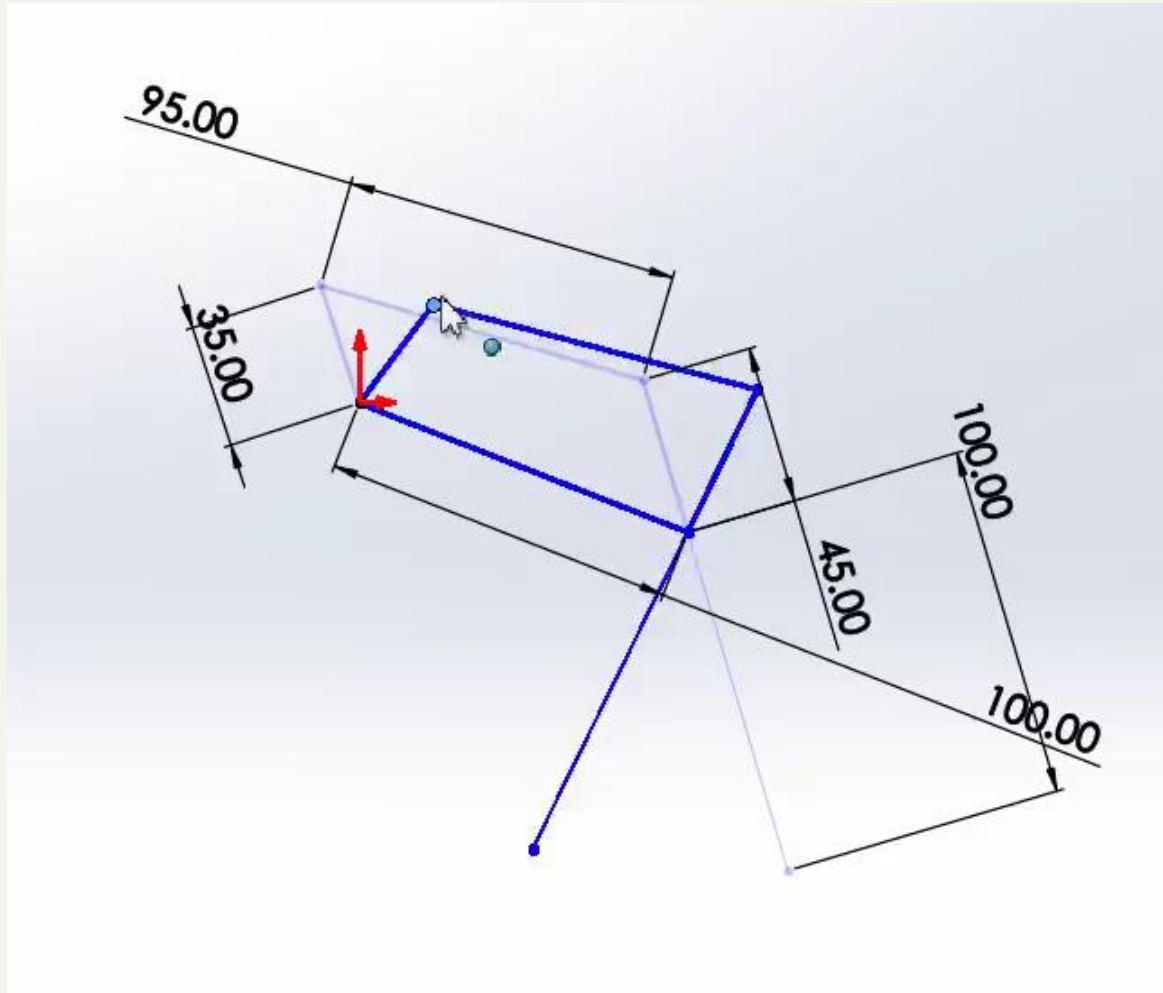
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	Knee		1
2	HIP		1
3	Crank		1
4	Coupler		2
5	Mg995		1
6	attachmentStraight		1
7	servoMotorMG996R		1
8	attachmentCircular		1
9	Spring	Corrosion-Resistant Extension Springs with Hook Ends	1
10	B18.6.7M - M4 x 0.7 x 35 Type I Cross Recessed PHMS -- 35C		3
11	B18.6.7M - M3 x 0.5 x 16 Type I Cross Recessed PHMS -- 16C		4



Step 1.

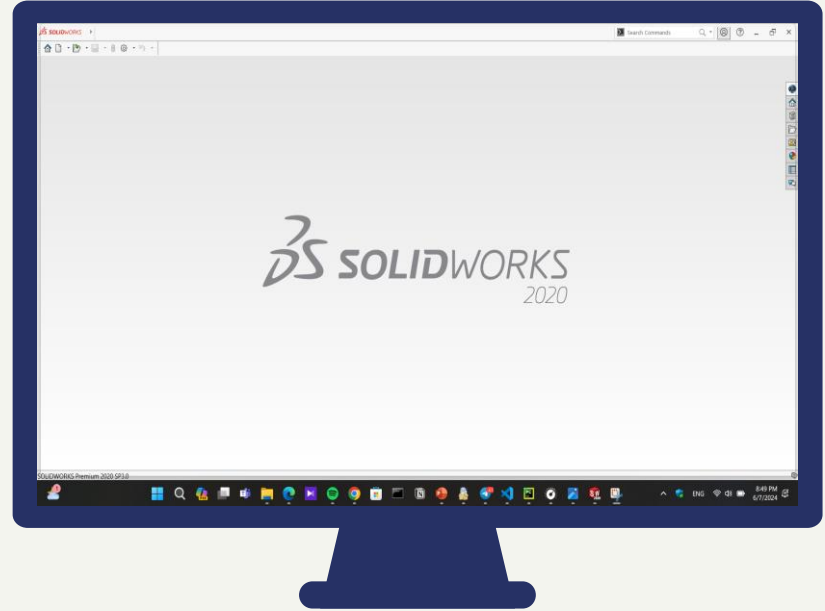
The simplified schematic of the mechanism in sketch

As the first step we drew an sketch in order to understand the mechanism and its movements

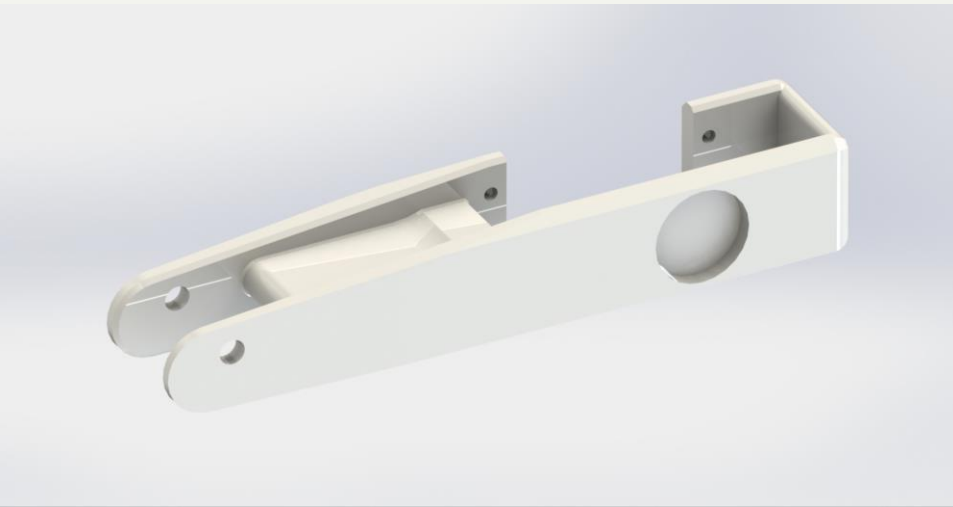


Step 2: Designing the mechanism components with **optimized** dimensions

Including parts of our four-bar linkage and
their components



Link 1 **the HIP**



Link 2 **the Crank**



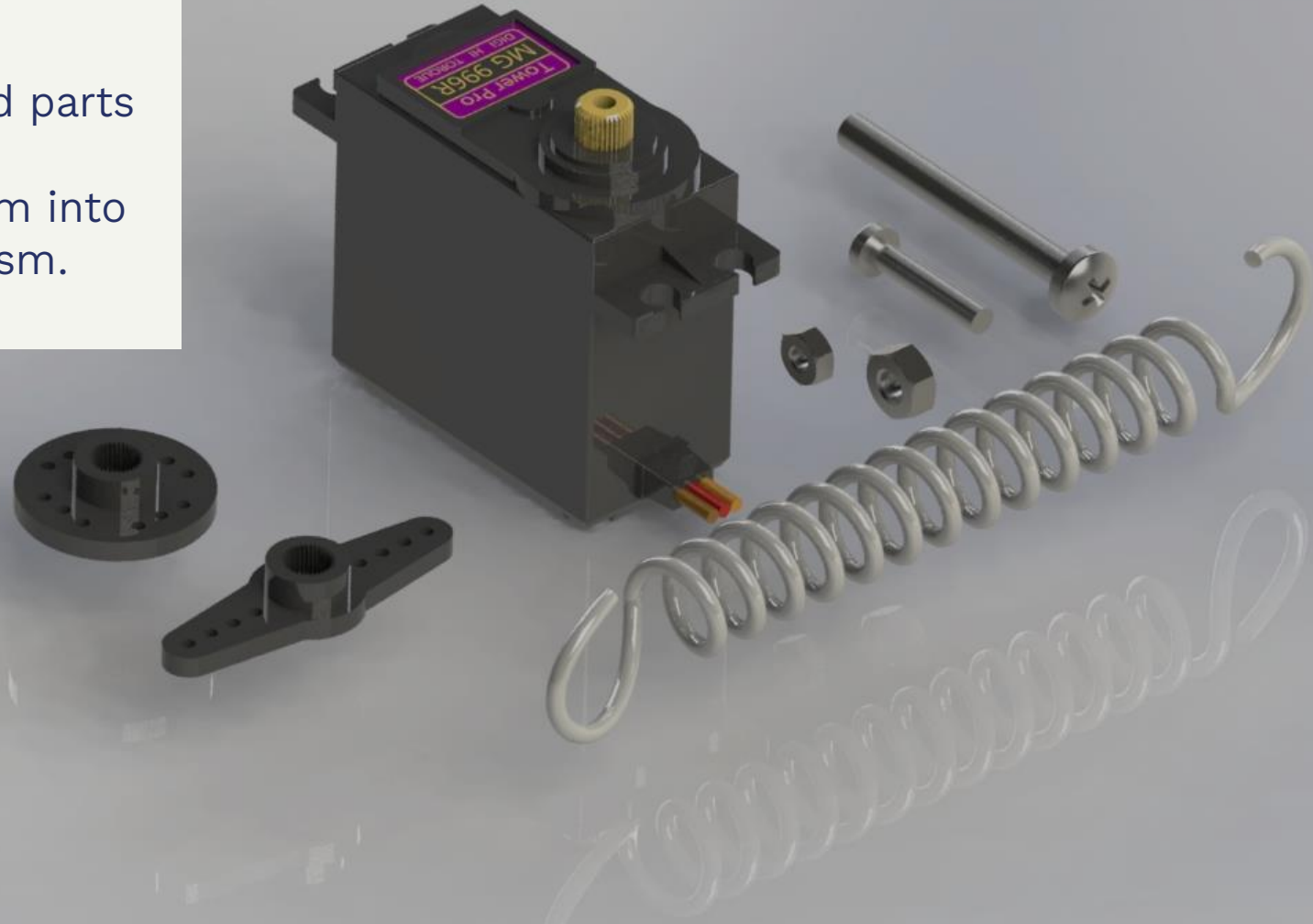
Link 3 **the Coupler**

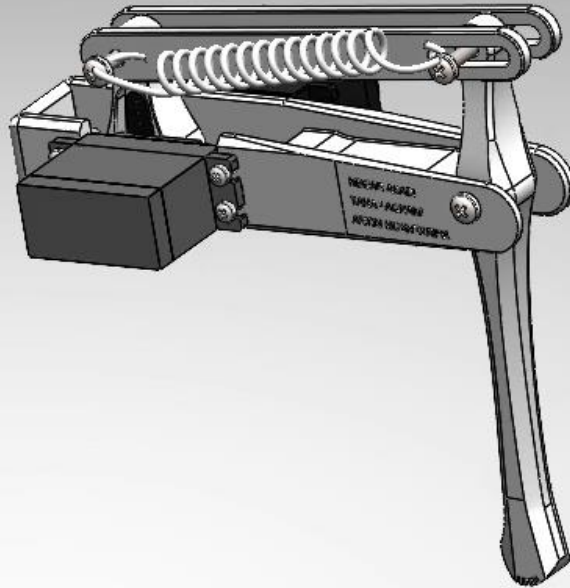


Link 4 **the Knee**



Step 3
Finding standard parts
and
assembling them into
the mechanism.





Step 4:
Assembling
all
component
and
checking for
alignments
and
connections
•

Current situation & **problems statement**

Current situation

We faced two problems...

01

Impedance
and
admittance
problem

02

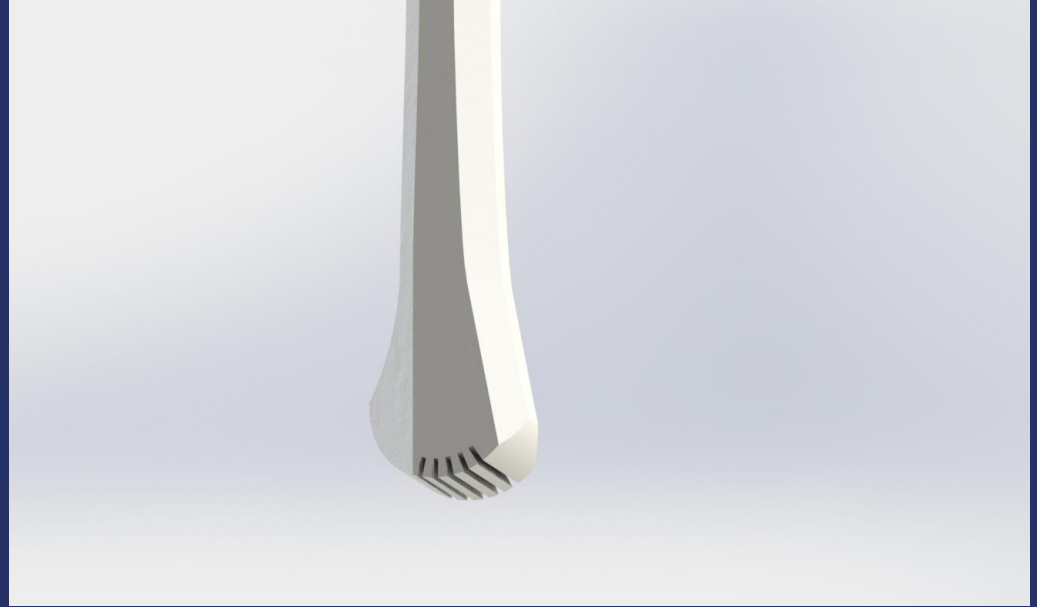
Spring
problem



Problems

Impedance and admittance

- 80% density
- Adding lines at the points of intersection.



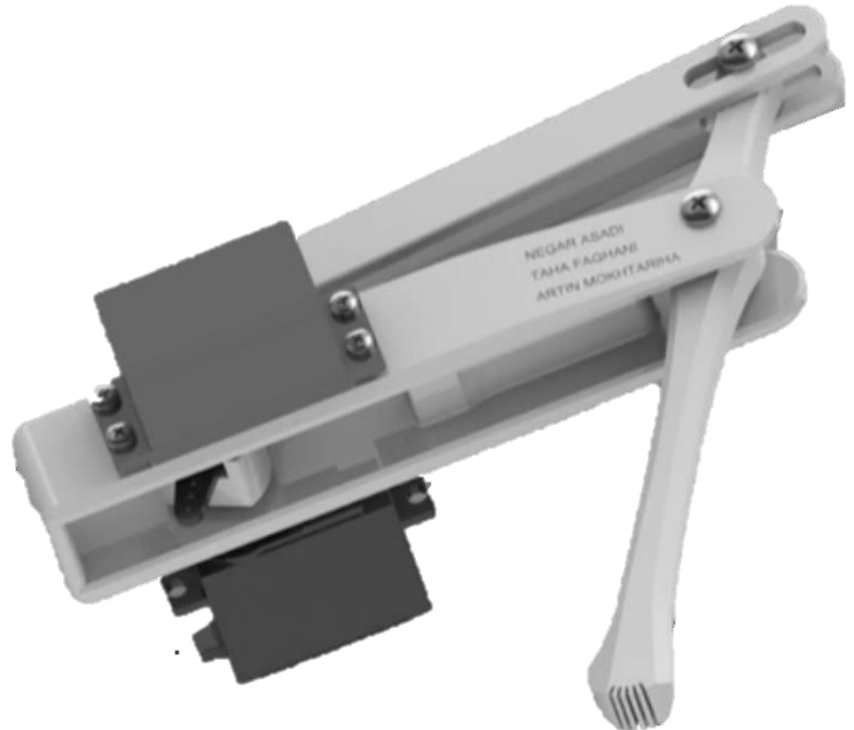
Spring

- Position
- Stiffness factor
- Length of spring

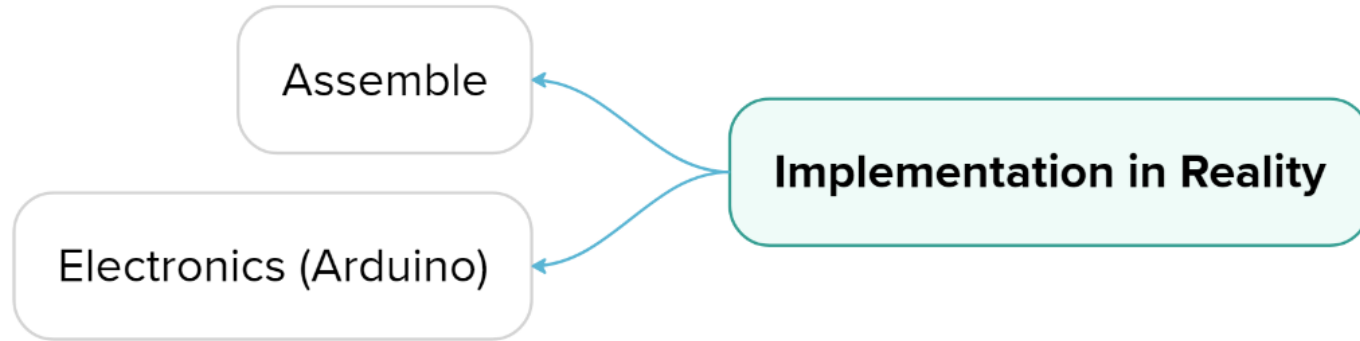




**Final
performance
review and error
correction upon
observing the
printed version**

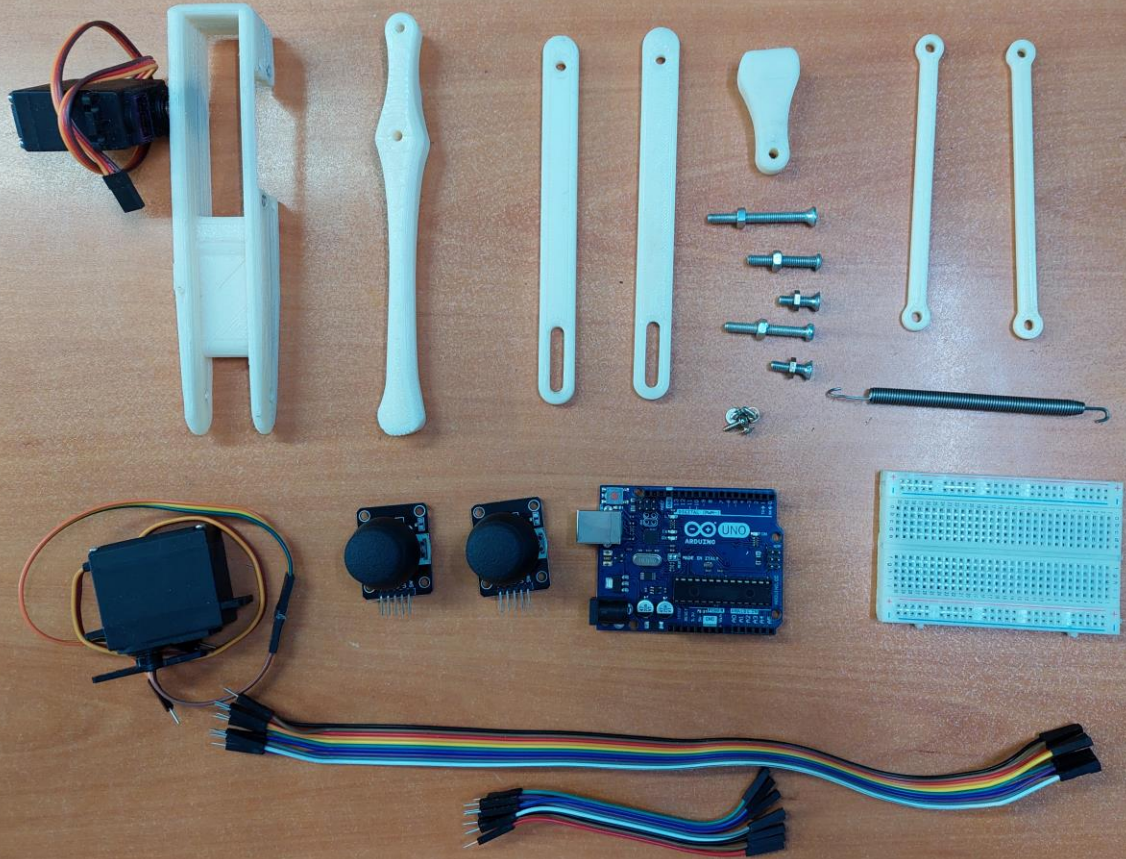


Final Design



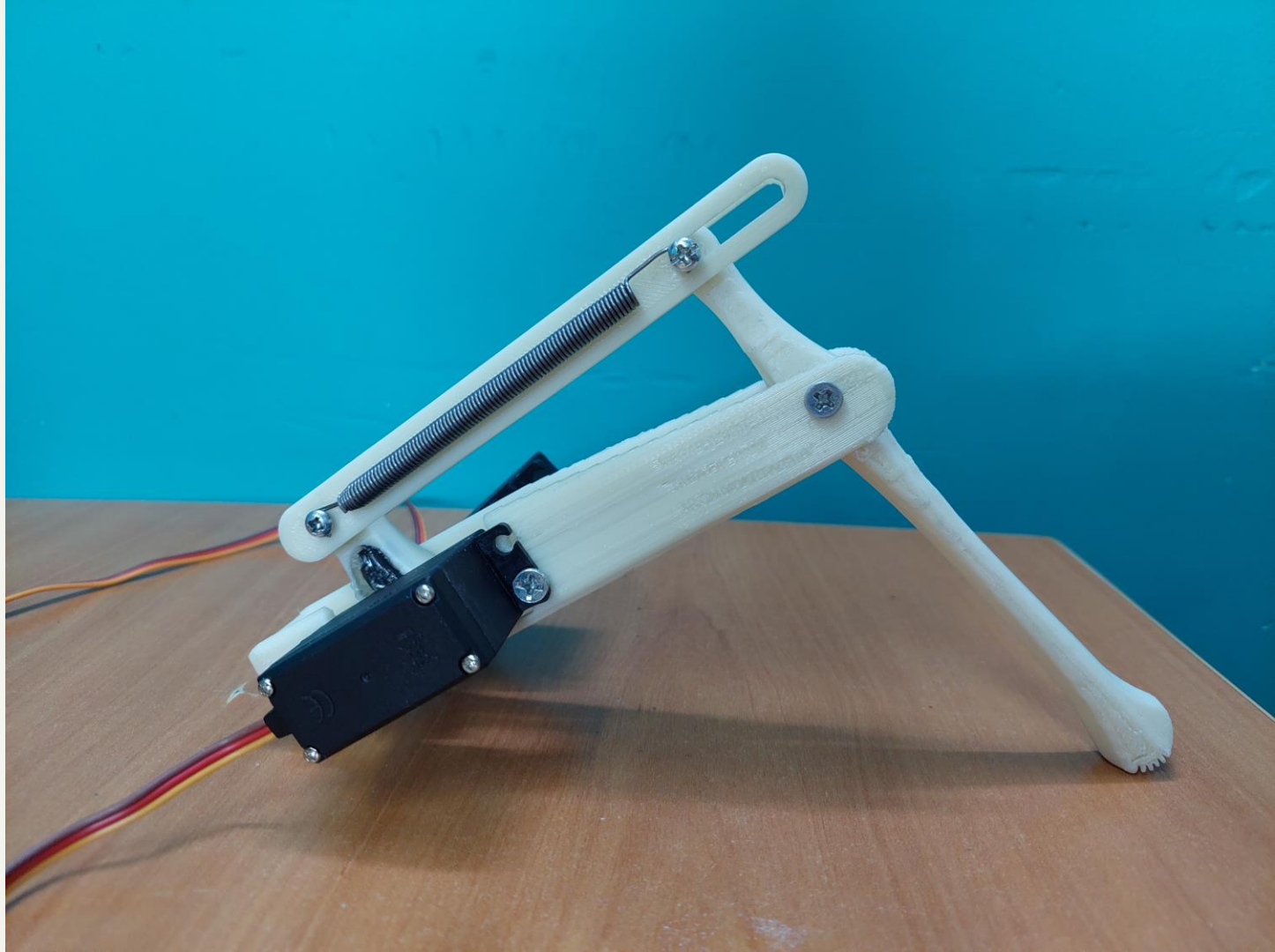
Printed parts

Ready to
Assemble



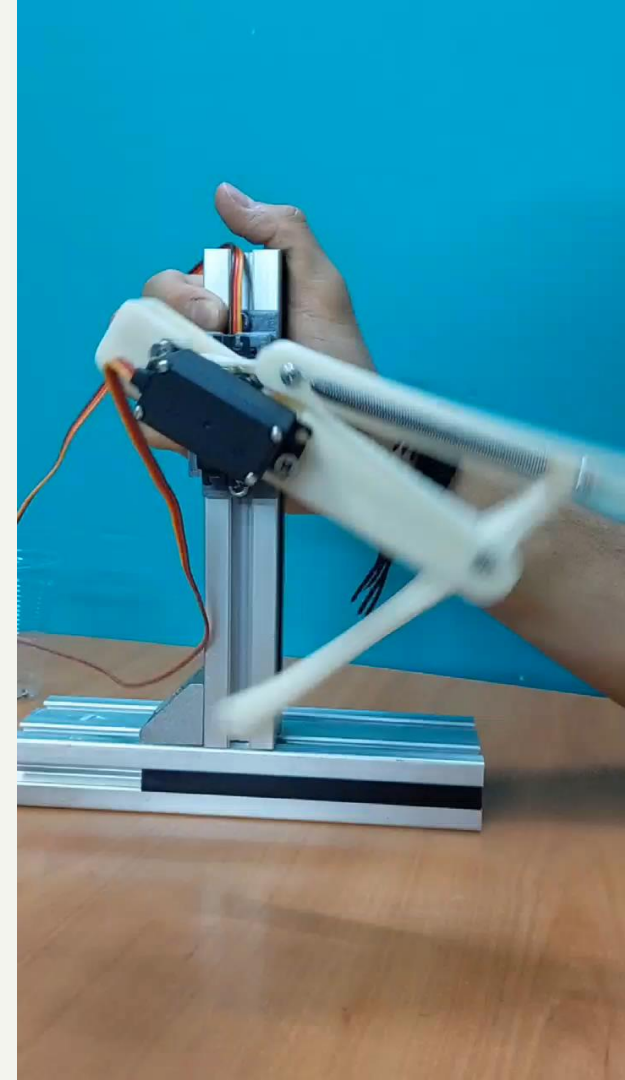
Assembled leg

How can
we test
it?

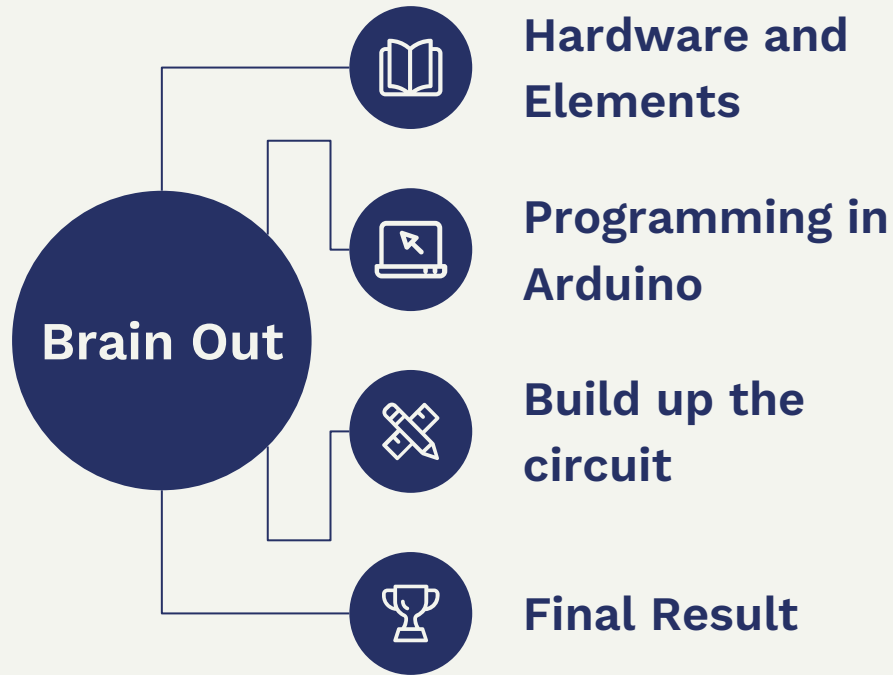


Stand

The leg
will be
placed on
this



Electronics (Arduino)



Servo , joystick , Breadboard

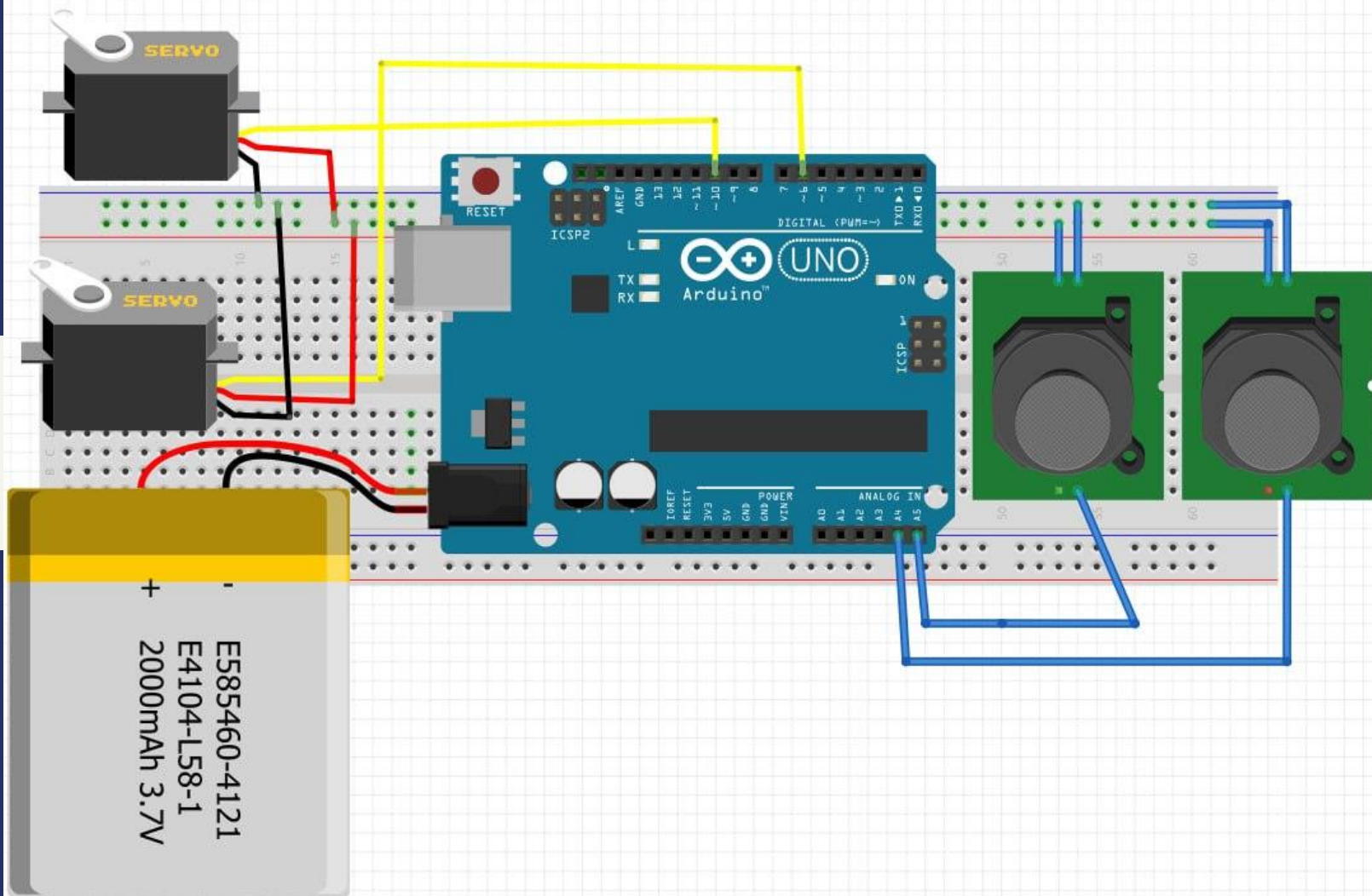
A simple program to Connects servos to the Joysticks

Connecting pins on Arduino board

Test it!

Joysticks And Arduino

34



1. Library

```
#include <Servo.h>
```

2. Objects of the Servo class and define Joysticks

```
Servo servo1;  
Servo servo2;
```

```
int joy1Pin = A0; // analog pin used to connect the joystick 1  
int joy2Pin = A1; // analog pin used to connect the joystick 2
```

3. Setup function

```
void setup()
{
  servo1.attach(3); // attaches the servo on pin 9
  servo2.attach(5); // attaches the servo on pin 10
}
```

4. Loop function

```
void loop()
{
  int joy1Val = analogRead(joy1Pin);
  int joy2Val = analogRead(joy2Pin);

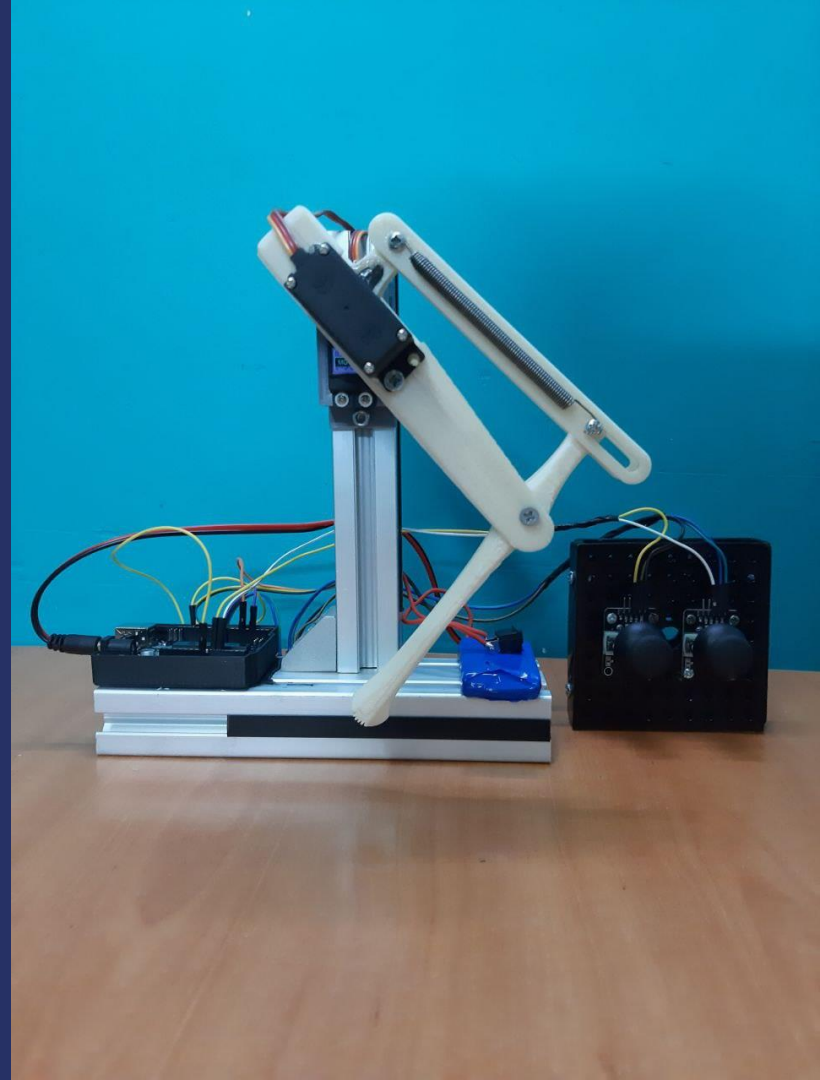
  // map the joystick values to servo values

  int servo1Val = map(joy1Val, 0, 1023, 0, 100);
  int servo2Val = map(joy2Val, 0, 1023, 0, 100);

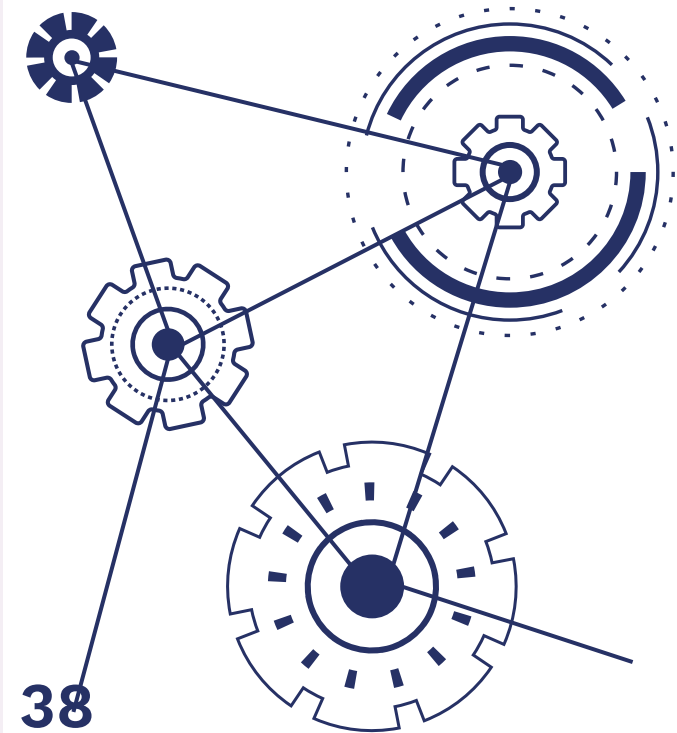
  // move the servos
  servo1.write(servo1Val);
  servo2.write(servo2Val);

  delay(15);
}
```

All in one glance



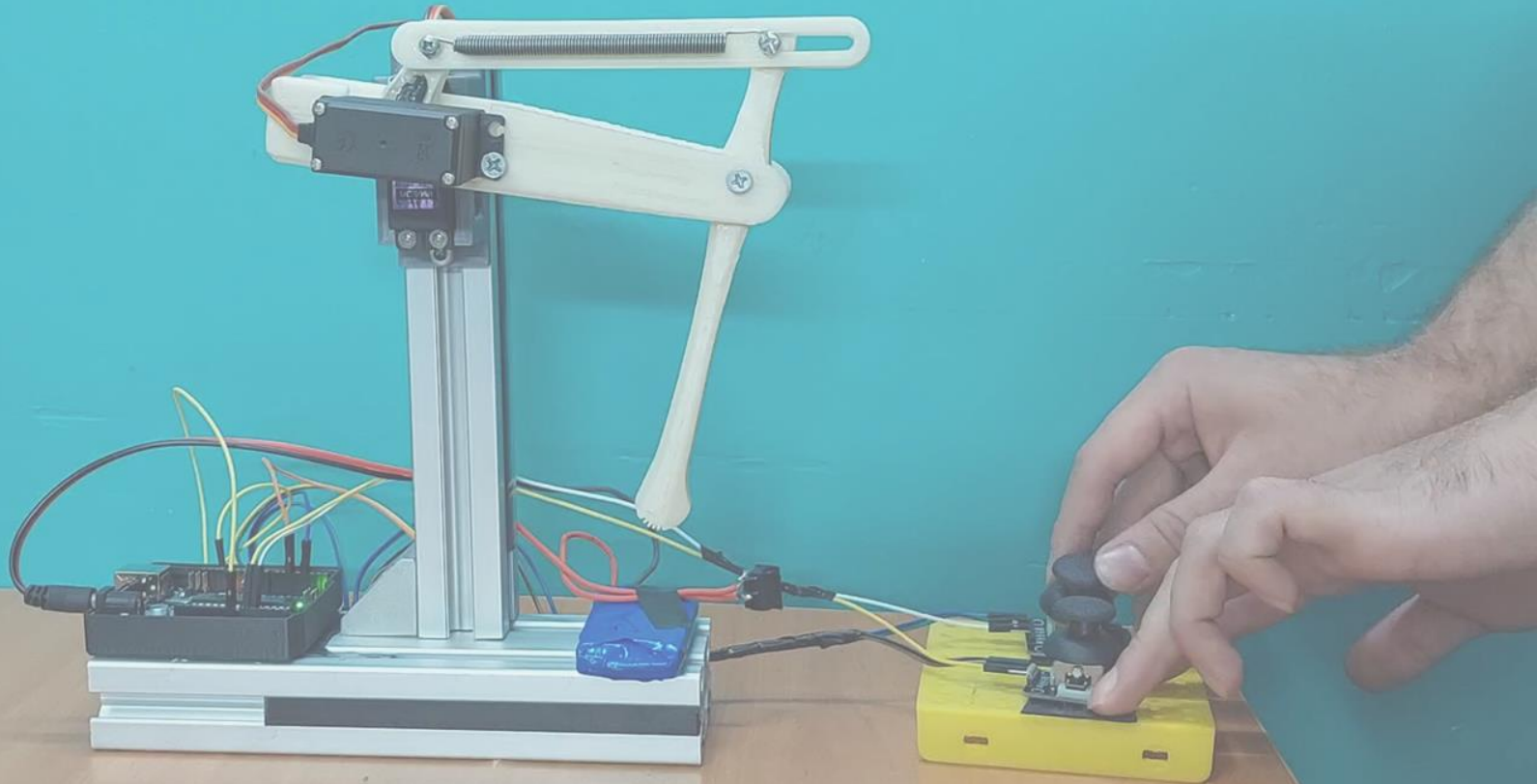
05



Final Result

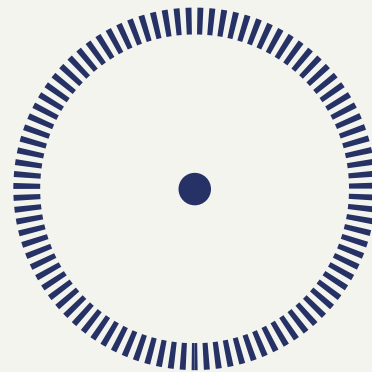
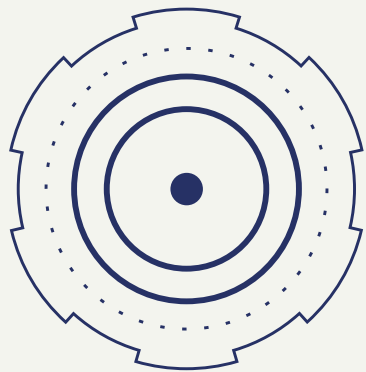
Thanks!

Do you have any questions?



Sources

....



Literature

- TAHA FAGHANI. (2024). Publisher
 - Designer
- NEGAR ASADI. (2024). Publisher
 - Designer
- ARTIN MOKHTARIHA. (2024). Publisher
 - Designer

