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Design of 2-DOF Robot Manipulator

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Abstract— This paper represents a two degree of freedom (DOF) Robot Manipulator that aims the quickest way to produce the very large drawings efficiently. The 2-DOF robot manipulator which is a Selective Compliance Assembly Robot Arm (SCARA) and its arm was rigid in the Z-axis and pliable in the XY-axis. The 2-DOF Robot Manipulator has a two axis control and a special mechanism to raise and lower the pen. A pen tool is fixed at the end-effector of the robotic arm and its control using a servo and SCARA which is an autonomous robotic arm with two Degree of Freedom (DOF). This system is experimented in drawing alphabets, for example “11 11”. The input given from the computer using Arduino Uno which is an open-source physical computing platform on the drawing board. Some of the functions are controlled by a user is also designed to change necessary commands to the hardware system using serial communication code. The result shows that it has an advantage of this system is fast and easy to understand because of its structure and paths. It could be improved at drawing for complex images and many drawing in future.

Keywords— 2-DOF, MATLAB, hardware design, kinematics

I. INTRODUCTION

In the era of larger talent gaps and intelligent technologies, people are always wanted to manufacture new technology for various process in order to serve a purpose like solving problems or making there life comfortable and better. These technologies made them feel more secure with many areas in life for both personal and business reasons so people always searched different markets and people have entered the competition to manufacture their quality. That's why people are also needed automation systems. The most used components of automatic system are Robots, Mechatronics Engineering, Mechanical Engineering, Electrical Engineering and Computer Engineering has all worked together in this Robotic System. In this technology-driven economy, the demand for the robot is increasing rapidly and its application is widespread across all sectors. Recently, a robotic arm is an increasing links of either revolute or prismatic joints which form a kinematic chain. The end of the kinematic chain, termed the end-effector, is where the tool is located and is analogous to the human hand. Revolute joints allow rational motion about an axis, while prismatic joints allow linear translation along an axis. The kinematics is a fundamental part of the multidisciplinary research area of robotics. The position kinematics model relates the joints positions and the end-effector posture. The direct kinematics analysis is the process of calculating the end-effector posture from the joint positions given, while the inverse kinematics analysis is the process of obtaining the joint positions necessary to establish a desired end-effector posture. The inverse kinematics is an ill posed problem because of the problems such as multiply or even infinite solutions, nonlinearity, singularities and uncertainties. The ADM was first introduced by George Adomain at the beginning of the

1980's for solving a wide range of problems whose mathematical modes yield equation or system of equations involving algebraic, differential, integral and integro-differential terms. This method is simple and efficient for the solutions. Abbaui and Cherruault applied ADM to solve nonlinear algebraic equation $f(x) = 0$ and proved the convergence of the series solution E. Babolian et al. applied the ADM to solve a system of nonlinear equations. A. R. Vahidi. et. al, used restarted ADM to improve the solutions of systems of nonlinear algebraic equations. A two degree of freedom (2-DOF) elbow manipulator consists primarily of two links which can take the form of a cylinder or a bar. The two links are connected together serially with a revolute joint called “elbow”. The other revolute joint called the “shoulder” is used to connect the first link with the fixed part of the manipulator. A schematic diagram illustrating an upper view of the robotic manipulator is shown in figure 1.

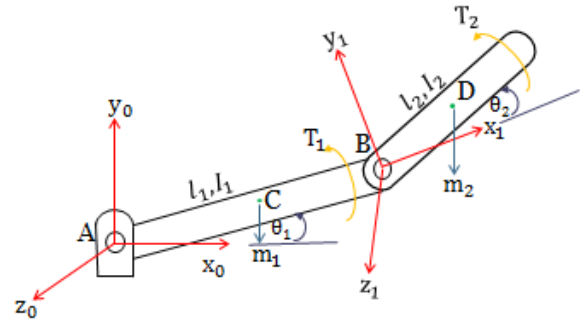


Fig. 1 Robot Arm (Hardware Implementation)

II. 2-DOF ROBOT MANIPULATOR MODELLING

A. 2-DOF Robot Manipulator

The 2-DOF robot manipulator is a mechanical system that uses several computer-controller serial chains to support a single platform, or end-effector. It becomes progressively less rigid with more components. They can be first acting in comparison to serial manipulator. 2-DOF robot manipulator is usually limited in the workspace; for instance, they generally cannot reach around obstacles. The calculations involved in performing a desired manipulation (inverse kinematics) are also usually more difficult and can lead to multiple solutions. [1]

B. Mechanism

Mechanisms are mechanical devices used to accomplish work [2]. A mechanism is a heart of a machine. It is the mechanical portion of the machine that has the function of transferring motion and forces from a power source to an output. Mechanism is a system of rigid elements (linkages) arranged and connected to transmit motion in a predetermined function. Mechanism consists of

linkages and joints. Figure-2 shows the sketch of 2-DOF robot manipulator mechanism.

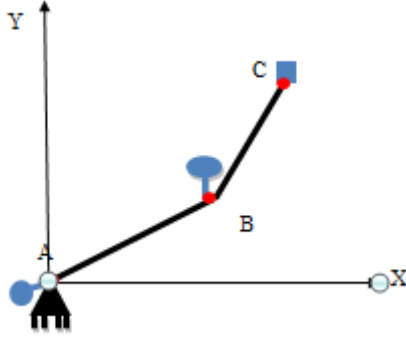


Fig. 2 2-DOF robot manipulator Mechanism Sketch

C. Linkages

Linkages with zero, or negative, degrees of freedom are termed locked mechanisms. These mechanisms are unable to move and form a structure. Linkages with multi-degrees-of-freedom need more than one driver to precisely operate them. Multi-degree-of-freedom mechanisms are open loop kinematics chains used for reaching and positioning, such as robotics arms and back hoes. In general, multi-degree-of-freedom linkages offer greater ability to precisely position a link. [2][3]

D. Degree of freedom

Degree of freedom for planar linkages joined with common joints can be calculated through Grubler's equation;[2]

$$M = \text{degree of freedom} = 3(n-1) - 2j_p - j_h$$

Where n = total number of links in the mechanism

j_p = total number of primary joints (pins or sliding joints)

j_h = total number of higher-order joints (cam or gear joints)

III. 2-DOF ROBOT MANIPULATOR MECHANISM

A. Mechanical Part

A 2-DOF robot manipulator which can be written a set of number within "0 to 60" and also programmed for different pattern within workspace should move in a plane. The 2-DOF robot manipulator (figure 3) mechanism is made of aluminium links, because is a light material and it is placed on a plate which provide a good stability to the system. It has a smaller workplace than a slider mechanism but it is more efficient and fast. The end-effector is the L_2 link. The input angles are θ_1 and θ_2 . The actuators are two stepper motor. For supplying the motors with 12V and 0.5A. The two motors should have the parameters for an easier control. TABLE1 with respect to the 2-DOF robot manipulator mechanism's specification data. The coordination of joint B can be denoted as follows,

$$p = L_1 \cos \theta_1 + L_2 \cos \theta_2, \quad (1)$$

$$q = L_1 \sin \theta_1 + L_2 \sin \theta_2, \quad (2)$$

TABLE1 2-DOF Robot Manipulator Mechanism's

Specification Data

No.	Type	Length	Remark
1.	Flexible link- $AB = L_1$	0.254m	One stepper and Elbow joint
2.	Flexible Link- $BC = L_2$	0.254m	Elbow joint and end effector
3.	Two Link Thickness ($AB = BC$)	0.0254m (hollow 0.0253m)	-
4.	Bush	0.003m	Joint of two link
5.	Washer	0.002m	-
6.	Width of each flexible link	0.0254m	-
7.	Height of Pencil/ Paint	0.035m	-
8.	Area of Workspace	0.22m*0.12m	$L*H$

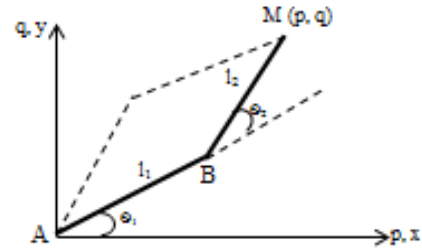


Fig.3 2-DOF robot manipulator Mechanism

$$\theta_2 = \cos^{-1} \frac{x^2 + y^2 - l_1^2 - l_2^2}{2l_1 l_2}, \quad (3)$$

$$\theta_1 = \tan^{-1} \frac{y}{x} - \tan^{-1} \frac{l_2 \sin \theta_2}{l_1 + l_2 \cos \theta_2}, \quad (4)$$

$$x = p^2 - \frac{t^2}{2pt} + \frac{t}{2p}(x^2 + y^2), \quad (5)$$

$$y = q^2 - \frac{t^2}{2qt} + \frac{t}{2q}(x^2 + y^2), \quad (6)$$

B. Kinematics and Inverse Kinematics

Placing the robot base at its position depicted below simplifies in design of the system such that the arm will only ever be in the "elbow up" position and never in the "elbow down" position. To solve the angles the arms need to be at in order to achieve a desired location of the end effector (pen), inverse kinematics is used. Inverse kinematics calculates the required angles of the arms, θ_1 and θ_2 , in order for the end effector to reach its desired coordinate point. A simple diagram for the robot arm is given below, where the end effector is represented by

the orange circle. (x_0, y_0) is the coordinate frame for arm l_1 , and (x_1, y_1) the coordinate frame for arm l_2 . [4]

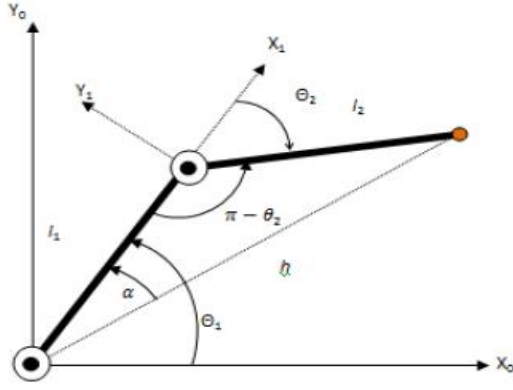


Fig. 4 Diagram of system

$$h = \sqrt{x_p^2 + y_p^2}, \quad (7)$$

Using the law of cosines

$$a^2 = b^2 + c^2 - 2bc \cos A, \quad (8)$$

Substituting a for h , b for l_2 , c for l_1 and A for $(\pi - \theta_2)$ and solving for θ_2 yields,

$$h^2 = l_2^2 + l_1^2 - 2l_2l_1 \cos(\pi - \theta_2), \quad (9)$$

$$\cos(\pi - \theta_2) = \frac{x_p^2 + y_p^2 - l_2^2 - l_1^2}{2l_2l_1}, \quad (10)$$

$$\cos(\pi - \theta_2) = \frac{l_1^2 + l_2^2 - h^2}{2l_2l_1}, \quad (11)$$

$$\pi - \theta_2 = \cos^{-1} \left(\frac{l_1^2 + l_2^2 - h^2}{2l_2l_1} \right), \quad (12)$$

$$\theta_2 = \pi - \cos^{-1} \left(\frac{l_1^2 + l_2^2 - h^2}{2l_2l_1} \right), \quad (13)$$

To find θ_p , atan of the new coordinate was calculated,

$$\theta_p = \tan^{-1}(x_p, y_p)$$

To solve for α , the law of cosine was again used. Substituting all the relevant variable and solving for α yields,

$$l_2^2 = h^2 + l_1^2 - 2h^2l_1^2 \cos(\alpha), \quad (14)$$

$$\cos(\alpha) = \frac{l_1^2 + h^2 - l_2^2}{2l_1h}, \quad (15)$$

$$\alpha = \cos^{-1} \left(\frac{l_1^2 + h^2 - l_2^2}{2l_1h} \right), \quad (16)$$

Nothing that θ_1 is simple the addition of θ_p and α , θ_1 is calculated by,

$$\theta_1 = \theta_p + \alpha, \quad (17)$$

From the above equations we can see that the direct and inverse kinematics of the manipulator can be described in closed form.

IV. HARDWARE DESIGN

The design and calculation of this mechanism is based on own parameters and only tend to 2-DOF so that the required degree of freedom of different kinds of parameters can be designed and improved according to these mechanism's different characteristics. The control system has been

designed with computer for input data angles instead of thinking load and it's used simple kinematics equations. [4]

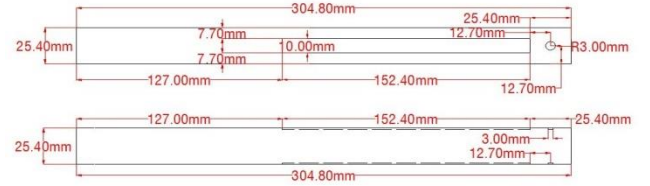


Fig. 5 Link-1 Top and Front View

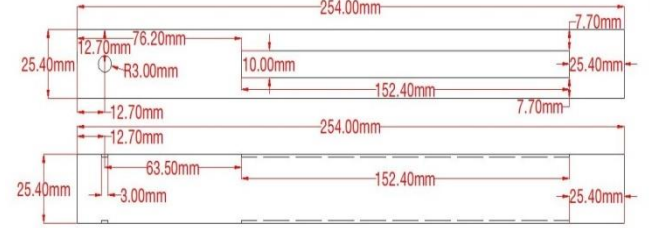


Fig. 6 Link-2 Top and Front View

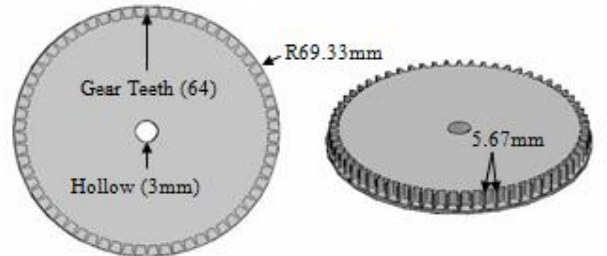


Fig. 7 Elbow Top and Front View

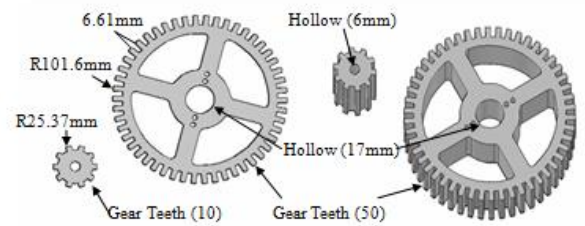


Fig. 8 Spur Couple Gear Top and Front View

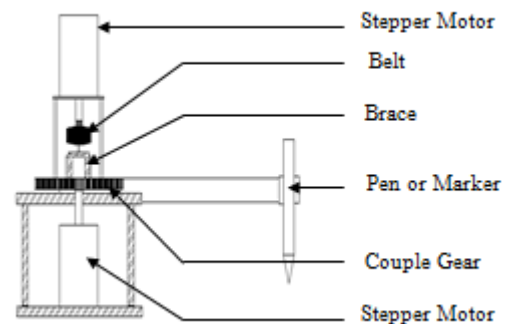


Fig. 9 Position of Components 2-DOF Robot Manipulator Front View

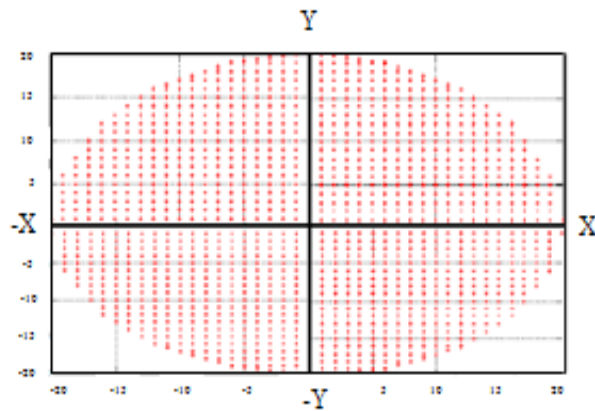


Fig. 14 Simulation of maximum workspace for 2-DOF robot manipulator

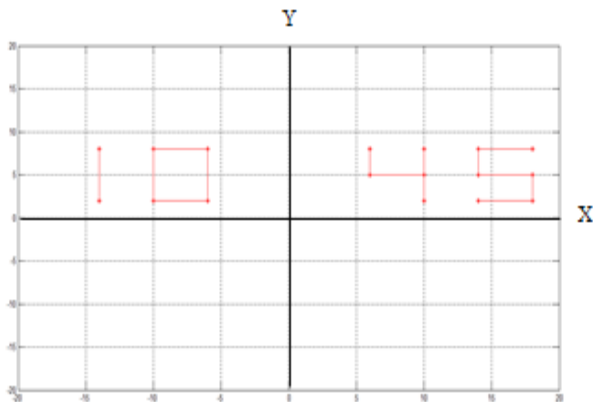


Fig. 15 Shows the MATLAB result for 2-DOF robot manipulator in written plane (10:45)

D. Mechanism of 2-DOF Robot Manipulator

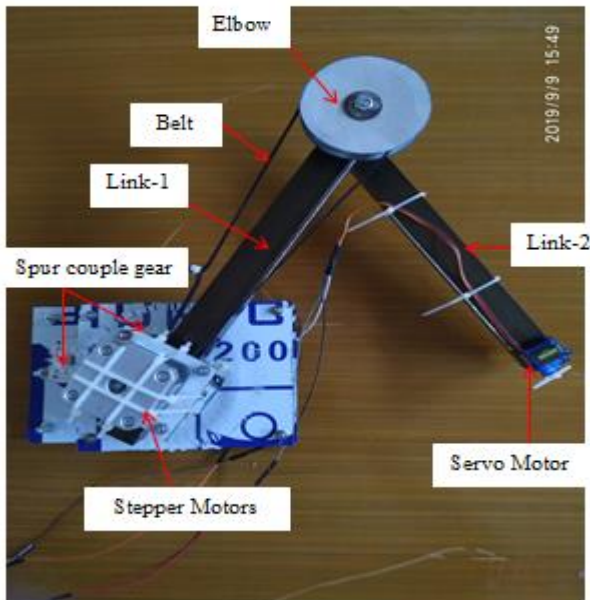


Fig. 16 Complete Mechanism of the 2-DOF Robot Manipulator (hardware)

VI. DISCUSSIONS

I desire to construct like this above simulation software design. I try the best for actual movement. Software implementation and calculation are already perfect but design and construction can get error. My future plans need more effort to construct the mechanism for getting result with the best accuracy and precision. So, I need more

emphasize to study about the hardware components such as electric motors, actuators, drivers and controllers environment in detail.

VII. CONCLUSION

The design and calculation of this mechanism is based on own parameters and only tend to 2-DOF so that the required degree of freedom of different kinds of parameters can be designed and improved according to these mechanism's different characteristics. The control system has been designed with computer for input data angles instead of thinking load and it's used simple kinematics equations.

ACKNOWLEDGMENT

The author wishes to express his sincere gratitude and indebtedness to Dr. KayThi Lwin, Rector, Technological University (Hmawbi), for her valuable guidance, encouragement and accomplished supervision throughout the study. The author's special thanks to Dr. Aung Kyaw Soe, Professor and Head, Department of Mechatronics Engineering, Technological University (Hmawbi), for his effective suggestions, constructive advice and encouragement for the completion of this paper. The author wishes to extend his gratitude to Dr. Khaing Win Phyu, Lecturer, and Department of Mechatronics Engineering, Technological University (Hmawbi), for her close guidance, accomplished supervision, help, support and edition during the research paper.

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