

ME 232 S1 Project Report

Team 8

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SECTION 1: MECHANISM DESCRIPTION

Section 1.1: Basic Draft of the Mechanism

- The mechanism selected by us to perform the analysis is the **STRIDER (2-LEGGED)**. The main components of the strider includes leg segments, leg joints and actuating system, which is most commonly driven using motor-gear system coupled to a crank in the mechanism. The entire analysis is done in **SOLIDWORKS 2023** (parts, assembly and motion assembly).

References:

<https://www.diywalkers.com/strider-linkage-plans.html>

<https://www.youtube.com/watch?v=oCEItbno744>

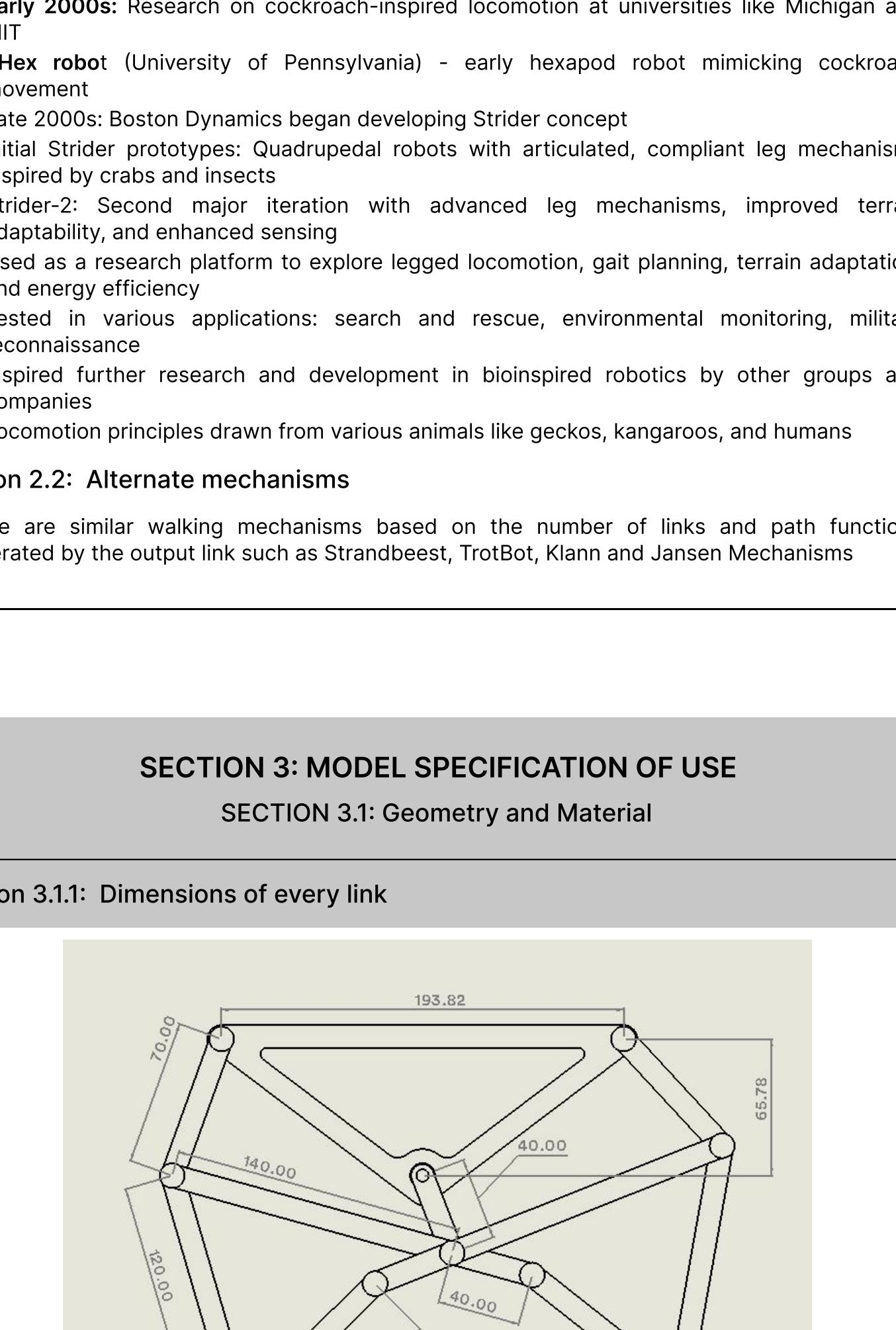


Fig 1: Images depicting the basing framework of the strider 2-legged mechanism and expected path of the output (leg)

Section 1.2: Description of the strider

- The Strider-2 leg mechanism is a bioinspired robotic system designed to mimic the efficient and robust locomotion capabilities observed in animals like cockroaches and crabs. This mechanism incorporates a pair of multi-jointed legs, which enables them to adapt to various terrains and overcome obstacles effectively.
- This is total of 10 links and 13 revolute joints (including 1 ground link/frame) and two gears for angular speed reduction when high RPM motors are used. Usually, Lego blocks or laser cut acrylics are used to build the prototypes of the mechanism.
- The crank, the only input to the mechanism is given the required torque to move the tow legs and produce a walking motion
- Mobility of the mechanism using Grubler's equation is $3(n-j-1) + \sum f_i = 1$ for the strider

Advantages and Disadvantages:

- ▲ Bioinspired design allows for efficient and robust locomotion over challenging terrains
- ▲ Compliant actuation and articulated legs enable adaptability and obstacle negotiation
- ▼ Complex design and control system can increase manufacturing and maintenance costs
- ▼ Limited payload capacity compared to wheeled or tracked robots of similar size

Section 1.3: Applications of the mechanism

- Search and rescue operations in hazardous or rubble-filled environments, where its ability to navigate over rough terrain and obstacles would be advantageous.
- Exploration of extraterrestrial surfaces, such as the moon or Mars, where its adaptable locomotion could traverse uneven and unpredictable terrain.
- Infrastructure inspection tasks, like inspecting pipelines, bridges, or power lines, where its versatile mobility would allow access to hard-to-reach areas.
- Environmental monitoring in challenging natural environments, such as forests or mountainous regions, taking advantage of its terrain-traversing capabilities.
- Military or law enforcement applications, such as reconnaissance or surveillance in rugged or urban environments, benefiting from its stealthy and agile movement.

SECTION 2: CONTEXT OF USE

Section 2.1: History

- Origins in bioinspired robotics, drawing inspiration from nature's locomotion mechanisms
- Early 2000s: Research on cockroach-inspired locomotion at universities like Michigan and MIT
- RHex robot (University of Pennsylvania) - early hexapod robot mimicking cockroach movement
- Late 2000s: Boston Dynamics began developing Strider concept
- Initial Strider prototypes: Quadrupedal robots with articulated, compliant leg mechanisms inspired by crabs and insects
- Strider-2: Second major iteration with advanced leg mechanisms, improved terrain adaptability, and enhanced sensing
- Used as a research platform to explore legged locomotion, gait planning, terrain adaptation, and energy efficiency
- Tested in various applications: search and rescue, environmental monitoring, military reconnaissance
- Inspired further research and development in bioinspired robotics by other groups and companies
- Locomotion principles drawn from various animals like geckos, kangaroos, and humans

Section 2.2: Alternate mechanisms

There are similar walking mechanisms based on the number of links and path functions generated by the output link such as Strandbeest, TrotBot, Klann and Jansen Mechanisms

SECTION 3: MODEL SPECIFICATION OF USE

SECTION 3.1: Geometry and Material

Section 3.1.1: Dimensions of every link

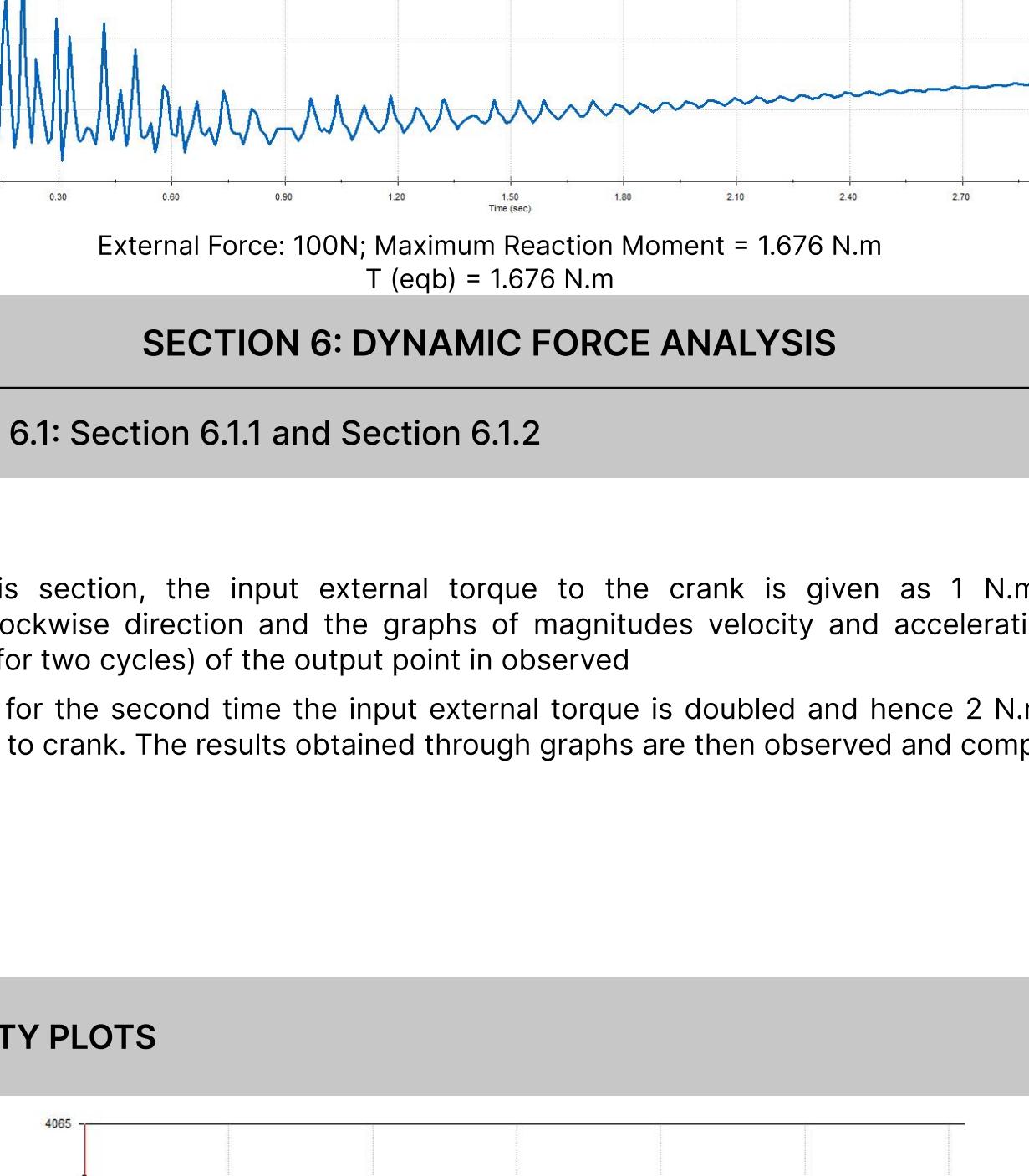


Fig 2: Front wireframe view of strider showing dimensions of all links

- Fig 2, shows the necessary and sufficient dimensions of the links to have a complete moving components of the mechanism. The dimensions could be scaled up or down
- The circles in the figure shows the revolute joints. Some of these dimensions were also obtained from trial and error. The dimensions of the link significantly affected the path of leg
- Also, note that, the link numbers are as per the Fig 1, showing that link 1 is the ground

Section 3.1.2 and 3.1.3: Masses and MOI of every component

Link Number	Mass in grams	MOI about centre of gravity (kg.mm ²)
1	29.344523	109.511
2	2.87	0.581
3 and 8	4.85	2.316
4 and 7	8.15	10.582
5 and 6	6.17	4.664
10 and 9	11.94	33.882

TOTAL MASS OF THE MECHANISM: 94.4345 grams

SECTION 3.2: Constraints on the motion of each component

- Number of linkages: $n = 10$
- Number of points: $n = 13$
- Total connectivity or total degrees of freedom for all joints: $\sum f_i = 13$ (All are planar revolute joints)
- From the Gruebler's Equation for finding mobility of whole mechanism:

$$m = 3(n-j-1) + \sum f_i \Rightarrow m = 1$$

- Hence the output is dependent only on one input, that is crank rotation. These planar joints can be created using planar ball bearings or a door/window hinge like revolute joints.

With reference to Fig 1, the link 1 is completely fixed, called ground/frame and link 2 is the crank and rotates complete 360°. The mechanism is configured in such a way that it constrains the other links as rockers (to move only between an angle/rotation range)

SECTION 3.3: Motion Transmission

SECTION 3.3.1: Driving Component

The motion transmission method used in the project to drive the mechanism is a pair of spur gears. The smaller gear drives the bigger one. The figure of the meshed gears and its properties are mentioned below:



Fig 3: Driving component showing the meshed spur gears and the 3D perspective view of the strider mechanism.

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