

3D Printing for Mobile Robots

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Abstract

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Keywords: 3D Printing, Robotics, 3Doodler, Trajectory Controller

1 Introduction

TODO: talk about previous work, what we hope to do different and why we're the best, and goals.

2 System Overview

TODO: annotate this with the figure steps and sections. Our system pipeline consists of several interworking components, which we illustrate in figure (TODO). A general workflow is described as follows. Users interact with our GUI in order to draw a set of splines, which represent the structure that they want the robot to draw. When the user is satisfied with their drawing, she may choose to output it to a file readable to the robot fabrication. In this output process, paths are ordered in a way that guarantees supports are generated before the splines which rest upon them while heuristically attempting to reduce potential for collisions. In this process, the splines are also resized to a scale that fits a reasonably sized workspace for the robot, and approximated as a set of polylines, which make robot control easier. The robot, a Kuka YouBot which is equipped with a 3Doodler on its end-effector, then reads in this file one polyline at a time. For each polyline, it plans to achieve an initial configuration which is collision-free with the currently fabricated structure (which we call the working structure), and iteratively fabricates the polyline segment-wise using our robot control algorithm. 3Doodler interfacing is achieved through an Arduino control module, and we equip the robot with a spool of 2.85 mm PLA plastic so that the 3Doodler does not have to be re-filled.

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Our UI is built on top of PythonOCC (TODO: cite), an open source API for developing Computer-Aided Design (CAD) software, which includes both visualization and geometric computing tools. Our robotics infrastructure is built upon the Robot Operating System (ROS) (TODO: cite). OpenRAVE (TODO: Cite) is used as a platform for computing inverse kinematics of the robot arm, as well as performing robot planning.

3 Clamp Design

Inspired by the idea of interchangeable tools for the YouBot, (TODO: cite IkeaBot) we developed a 3Doodler attachment which fits on the fingers of the YouBot as a glove. The rings of the 3Doodler were tightly fitted to the form factor of the 3Doodler and away from its center where the 3Doodler is widest, so as to lock it firmly in place (TODO: it can still rotate though. Address this). The clamp was 3D printed and coated in TangoBlack+ (TODO: cite Objet) to increase friction with the fingers and 3Doodler and decrease translational and rotational slip. The design of a clamp half (a single finger) is shown in figure (TODO) and the printed version, complete with 3Doodler, can be found in figure (TODO).

TODO: talk about total load of YouBot and mass of clamp + doo-dler?

4 Arduino Interface

TODO: Vicki - describe interfacing, slow extrusion, fast extrusion, ROS interface, on/off sensing (if we have it), isReady detection, and a circuit diagram, if possible.

5 UI Design

TODO: Vicki Note that we use cubic splines.

6 Path Generation Algorithm

In this section, we detail how our system converts our collection of B-Splines to ordered polylines for the YouBot to fabricate. While the need to convert B-Splines into polylines is necessary for our algorithm, it may be tempting to simply order them for fabrication in the same order that they were drawn in the GUI. This, however, is naive for several reasons. First, some splines may be unfabricable - splines which users draw suspended in mid-air, unattached to the ground or any other spline obviously cannot exist in the real world. Further, consider Figure (TODO: make a good drawing). Obviously, splines (TODO) cannot be fabricated before splines (TODO) which support them. Further, for those splines which do not require support (e.g. those that lie on the ground), fabricating them outwardly will require no extra planning as the 3Doodler tool will never intersect with any of its pre-fabricated splines at any step. However, fabricating them inwardly would require maneuvering the 3Doodler tool around the pre-fabricated splines to avoid collision.

In this section, we first explain how we transform a graph representing the splines and their connections into a tree in which any traversal, starting from the root, will never lead to fabricating a spline before its support. Next, we describe a heuristic for traversing that tree in a way that hopes to simplify the collision-free motion planning problem. Finally, we describe how we sample the splines and

scale them to fit to a reasonable print volume.

6.1 Constraint Generation

6.2 Heuristic Ordering

6.3 Polyline Conversion

7 YouBot Control

7.1 Arm Control

7.2 Base Control

8 YouBot Planning and Collision Avoidance

9 Results

10 Conclusion

10.1 Future Work

Acknowledgements

Mehmet Dogar and Robert Katzschmann, for suggestions for fixing the YouBot arm control when it wasn't working, which still didn't work.

11 References

To Cite: Ikeabot for example for hand tools for the YouBot.