

Task:2 Pill picking robot :

→ Vacuum based gripper is not desired.

(a) Hard gripper : This type of gripper will be not suitable for application. The main reason being its rigidity -

→ we may need expensive force sensors to sense contact force so that it doesn't damage the pills.

→ Also we need high accurate orientation control , which

may be computationally expensive.

These basic points make hard gripper non feasible.

# Soft gripper: This is more preferable as it has compliance & does not produce high contact force due to small positional errors. So it is safe and we need not require expensive force sensors

4-b) Flexible mechanism seems to suit 1-dof requirement, it is generally hard to control it.

- Paper origami based grippers seems to be better choice, as we can design mechanisms which is 1-dof & it has ability to encapsulate the pill from all sides. Thus avoiding orientation control issue & papers are soft, so force control issue is also not there.

## Interesting links :

- 1) <https://www.youtube.com/watch?v=byqGFH6AZuk>
- 2) <https://www.youtube.com/watch?v=gl0tzs08xwc>
- 3) <https://www.youtube.com/watch?v=uPx8xwRpfFk>

## Task: 3-a

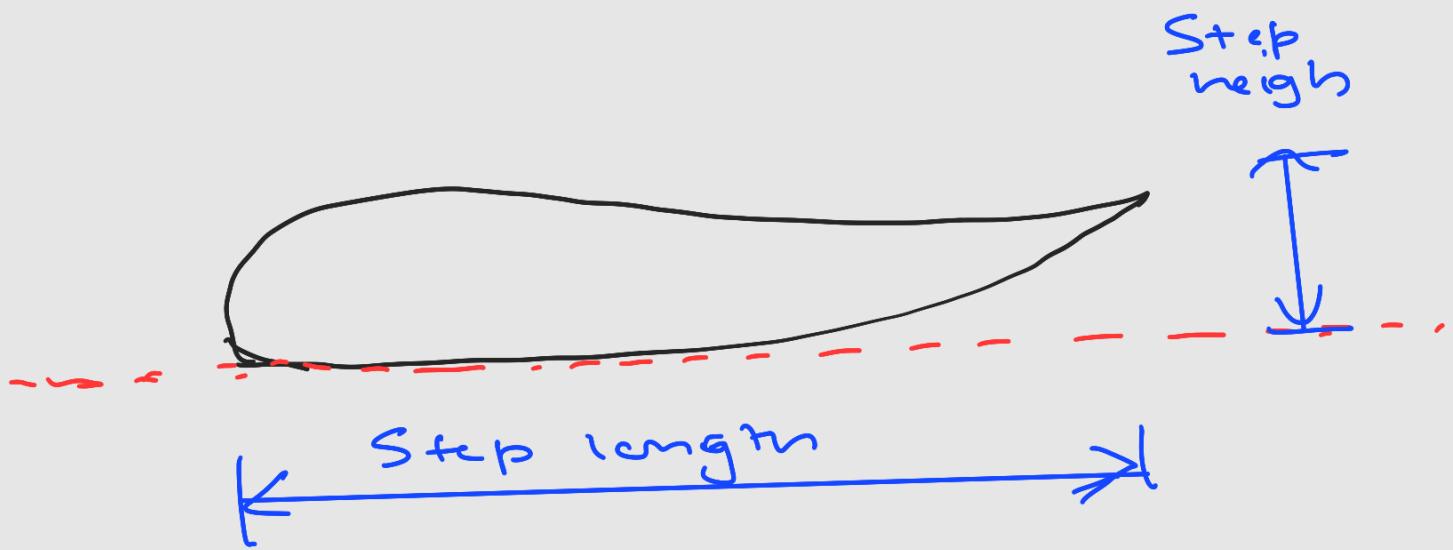
(a) Link length:

$$l_1 \approx 0.4 \text{ m} [\text{hip} \rightarrow \text{knee}]$$

$$l_2 \approx 0.55 \text{ m} [\text{knee} \rightarrow \text{ankle}]$$

# Gait Trajectory

Assume the below fig to be gait trajectory:



**Gait Trajectory:** It is the path tracked by ankle of one leg when person walks forward.

**Step height:** Max. height person raises his ankle during one cycle of gait is step height.

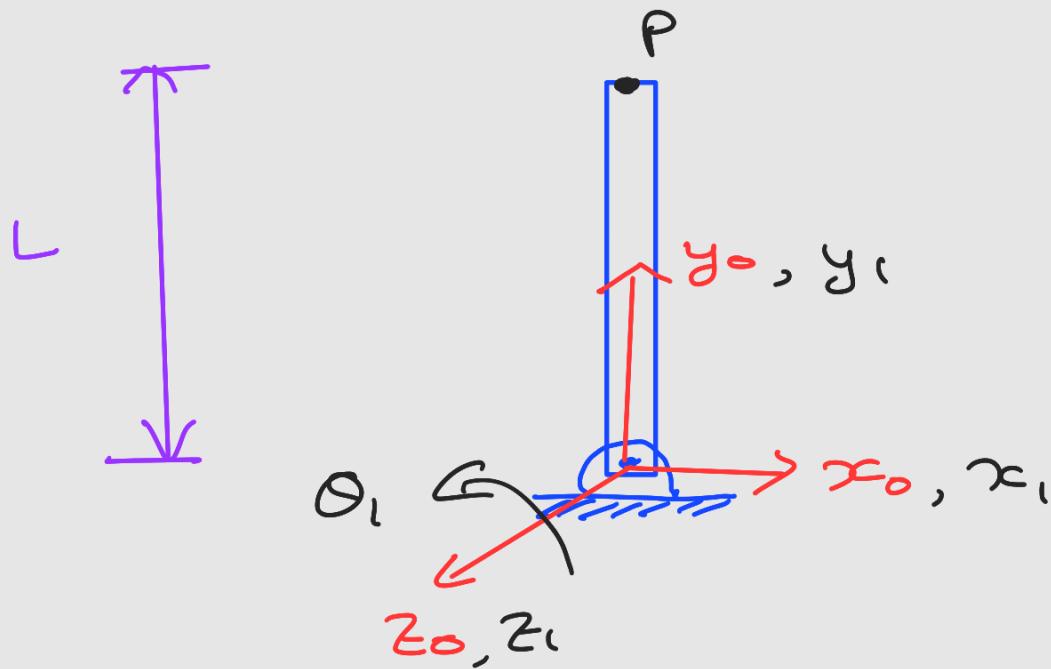
**Step length:** Max. distance travelled by ankle in one cycle of gait is step length.

→ The study of this parameters are important as different diseases affect the gait pattern of person.

For eg: Parkinson disease  
decreases step length due to  
issue in brain - stroke patient  
has abnormal gait etc.

Task 4

(a)



DH Parameters:

	$\alpha$	$\alpha$	$a$	$d$
Link 1	$0 + \theta_1$	0	0	0

From DH parameter theory

$$H_0^1 = \begin{bmatrix} \cos \theta_1 & -\sin \theta_1 & 0 & 0 \\ \sin \theta_1 & \cos \theta_1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$P_1 = [0 \ L \ 0 \ 1]^T$$

$$\therefore P_0 = H_o^{-1} P_1$$

$$\therefore P_0 = \begin{bmatrix} -L\sin\alpha_1 \\ L\cos\alpha_1 \\ 0 \\ 1 \end{bmatrix}$$



End effector of I-R. robot -

(b) Virtual Torsional Stiffness:

Consider it's mean position

$$\alpha_0 = 0^\circ$$



It needs to  
behave like  
Spring about  
y-axis -

The dynamics of IR robot can be worked out as:

$$\tau_d = m l^2 \frac{d^2 q_1}{dt^2} + mg l \sin q_1$$

↓  
dynamic torque

Now spring behavior about mean position.

$\therefore \text{Error} = \text{Joint variable error.}$

$$\therefore \tau_s = K (q_0 - q_1)$$

$\downarrow$        $\downarrow$        $\downarrow$   
mean current  
position.      angle

Torque to provide spring effect.

$\therefore$  Total Torque  $\tau_T$

$$\tau_T = \tau_d + \tau_s$$

$$= m\omega^2 \frac{d^2 q_1}{dt^2} + mglsinq_1$$



$$+ K(q_0 - q_1)$$

Total torque

applied by motor

$$\boxed{\tau = f(q)}$$

if gravity is neglected:

$$\boxed{\tau_T = m\omega^2 \frac{d^2 q_1}{dt^2} + K(q_0 - q_1)}$$

Task : 5

Yes

It is aligned for both revolute  
& prismatic

Task : 6

No

By following rules of DH convention  
many times it does not  
come on joint center.

Task : 7

Yes

$$H = \begin{bmatrix} R & d \\ 0 & 1 \end{bmatrix}$$

Task : 8

Yes

$$R_0^4 = R_0^1 R_1^2 R_2^3 R_3^4$$

but multiplied in reverse  
manners.

(right to left)

Task : 9

Yes, It will be

orthogonal. Actually by  
mathematical definition it is  
"orthonormal".

Task 1 D :

$$\dot{\vec{x}} = J \dot{\vec{z}}$$

$$\therefore \dot{\vec{z}} = J^{-1} \dot{\vec{x}}$$

