Mechatronics System Design EC4.404 - S2023

Lecture 10

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Fourbar Mechanism

crank as a link that makes a complete revolution and is pivoted to ground

rocker as a link that has oscillatory (back and forth) rotation and is pivoted to ground

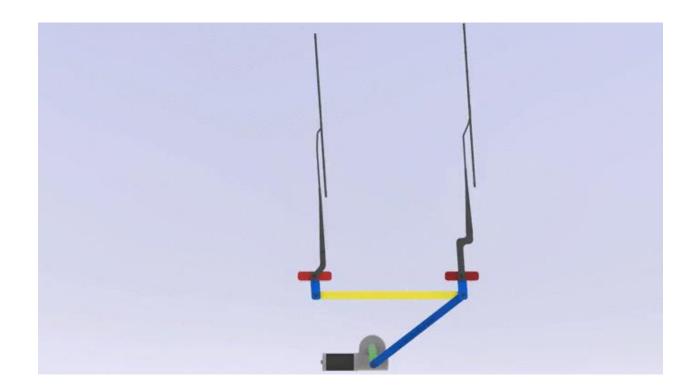
motion and is not pivoted to ground

Ground is defined as any link or links that are fixed (nonmoving) with respect to the reference frame

gined

Complete Rotatability of a link

In many applications, the mechanisms are driven by rotary motor. Therefore, one of the links must rotate continuously in order to connect it with the motor.



Fourbar Mechanism

Simplest possible pin-jointed mechanism for single-degreeof-freedom controlled motion

Grashof condition:

Predicts the rotation behavior or rotatability of a fourbar linkage's inversions based only on the link lengths.

At least one of link (Shortest) is capable of making a full revolution

If
$$S + L \leq P + Q$$

S = length of the shortest link

L = length of the longest link

P and Q = lengths of other two links

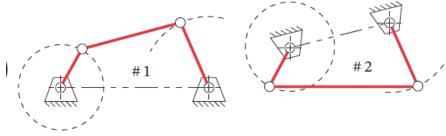
Invusion! Hogen Din defferent links

Grashof chain

- For Class I case: S + L < P + Q: is called Grashof chain
- 1. Ground either link adjacent to the shortest to get crank-rocker.
 - Rocker cannot cross the line of frame

Concept of Assembly mode

Given the link lengths, the rocker rocks above or below the line of frame.



(a) Two nondistinct crank-rocker inversions (GCRR)

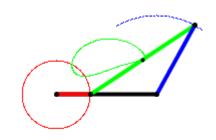
Cannot move from one assembly mode to another.

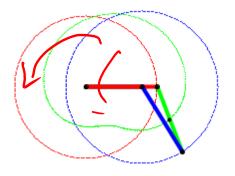
Grashof chain

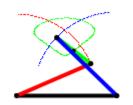
- For Class I case: S + L < P + Q: is called Grashof chain
- 1. Ground either link adjacent to the shortest to get **crank-rocker**.
 - -Rocker cannot cross the line of frame



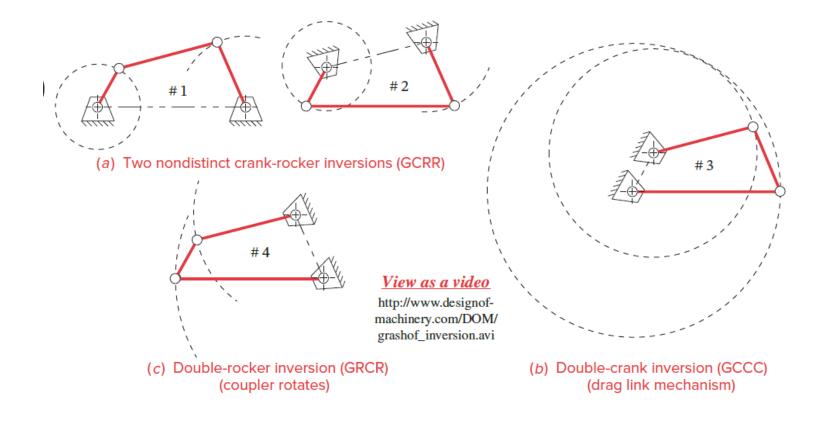
3. Ground the link opposite the shortest and you will get a Grashof double-rocker







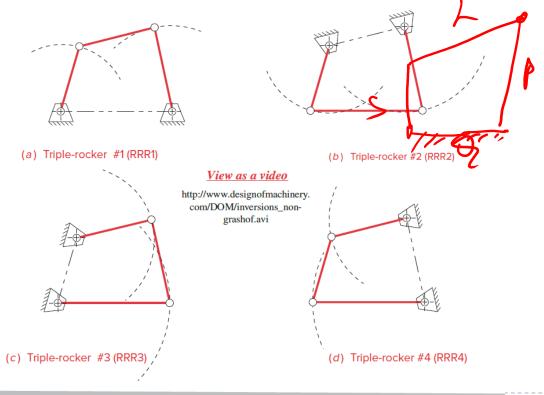
All inversions of the Grashof fourbar linkage



Non-Grashof chain

- For Class II case: S+L>P+Q: is called non-Grashof chain
- All inversions will be triple-rockers in which no link can fully rotate.

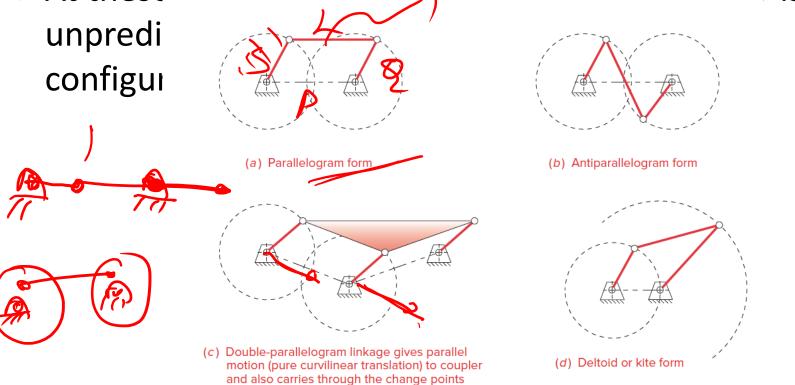
 Rockers cross the line of reference; therefore, only one assembly mode



Special-Grashof chain

- For Class III case: S + L = P + Q: is called Special Grashof chain
- all inversions will be either double-cranks or crank-rockers

At these colinear positions, the linkage behavior is



Some forms of the special-case Grashof linkage

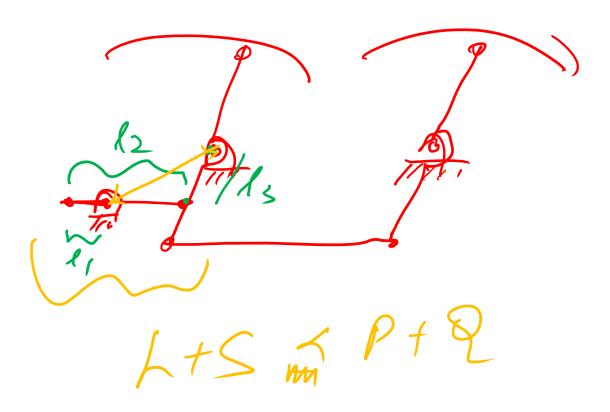
Check the Grashof Condition

A Fourbar Chain with the following Link Proportions: 30mm, 70mm, 90mm, and 120mm.

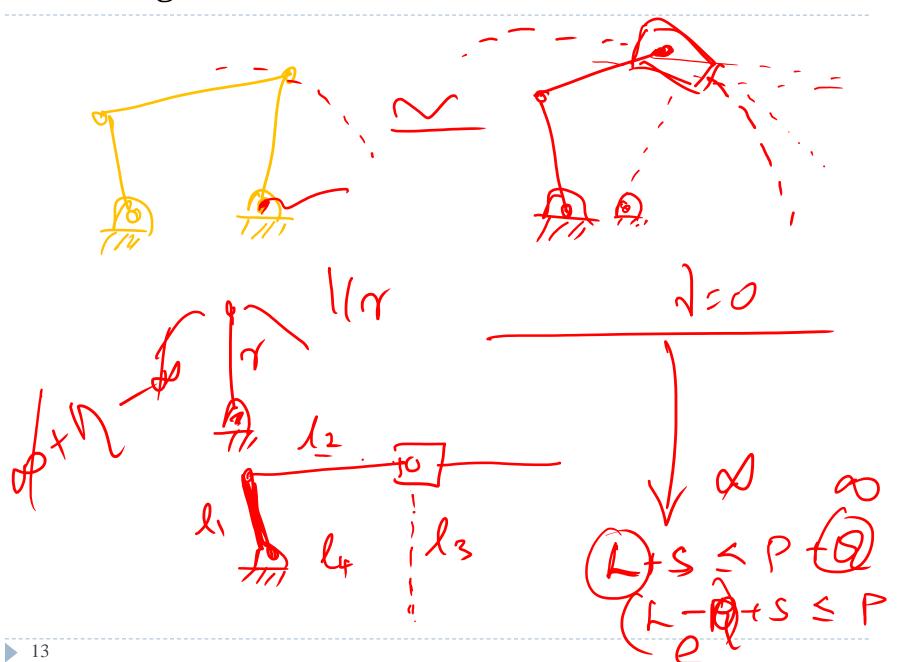
S = 30 mm, L = 120 mm, P = 70 mm, and, Q = 90 mmS+L = 150 < P+Q = 160 thus the Linkage is a Grashof Fourbar:

- 1. If ground is the shortest \rightarrow crank-crank-
- 2. If the input is the shortest \rightarrow crank-rocker-rocker
- 3. If the coupler is the shortest \rightarrow rocker-crank-rocker
- 4. Output is the shortest \rightarrow rocker-rocker-crank

How to design a double wind-shield wiper mechanism

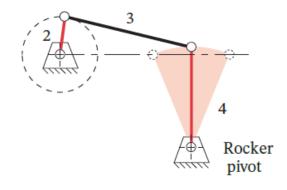


Extending Grashof criterion for 3R-1P.



Extending Grashof criterion for Crank-Slider.

Grashof crank-rocker

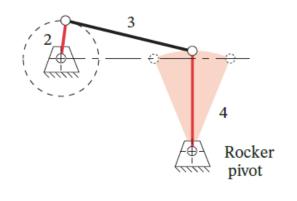


(a) Transforming a fourbar crank-rocker to a crank-slider

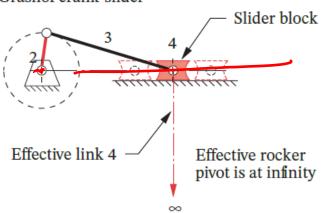
Transformation from a rocking output link to a slider output link is equivalent to increasing the length (radius) of rocker link 4 until its arc motion at the joint between links 3 and 4 becomes a straight line. Thus the slider block is equivalent to an infinitely long rocker link 4, which is pivoted at infinity along a line perpendicular to the slider axis

Extending Grashof criterion for Crank-Slider (RRRP).

Grashof crank-rocker



Grashof crank-slider



(a) Transforming a fourbar crank-rocker to a crank-slider

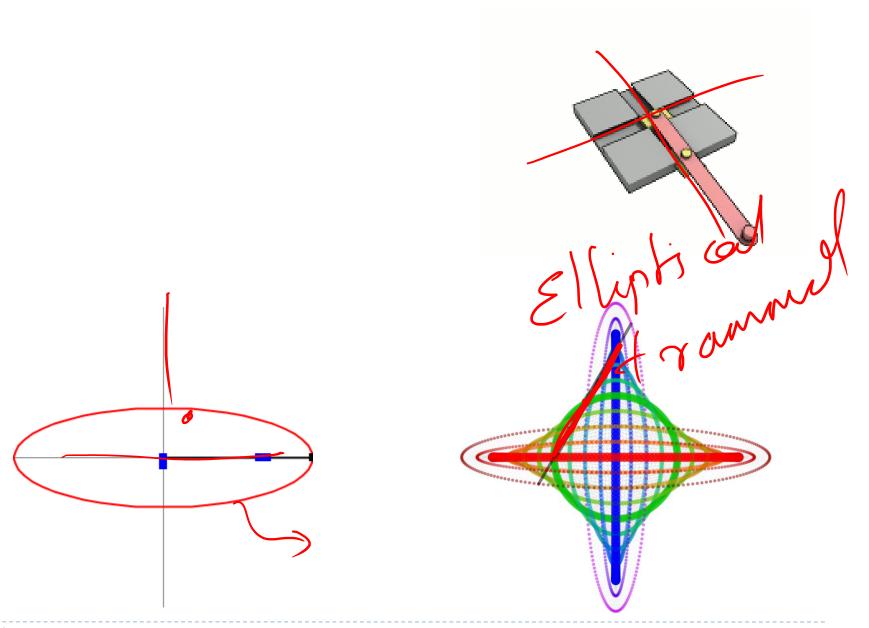
$$S + L \leq P + Q$$

$$S + L \leq P + Q$$

$$S+e\leq P$$

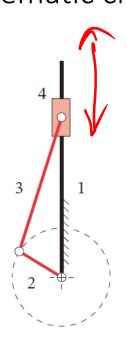
Two link lengths become infinity

Extending Grashof criterion for RRPP.

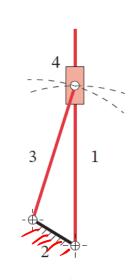


Inversions: Crank – Slider

An inversion is created by grounding a different link in the kinematic chain.

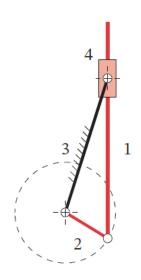


(a) Inversion #1 slider block translates

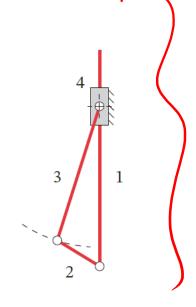


(b) Inversion #2 slider block has complex motion

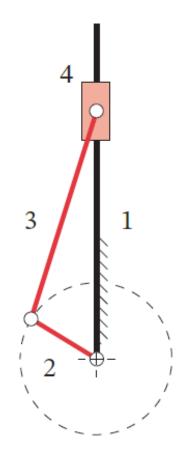
http://www.designofmachinery.com/DOM/slider_inversion.avi



(c) Inversion #3 slider block rotates

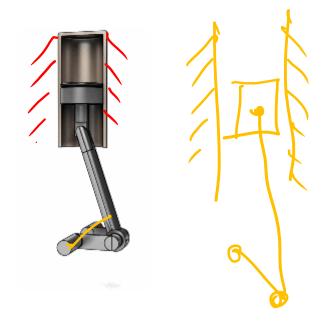


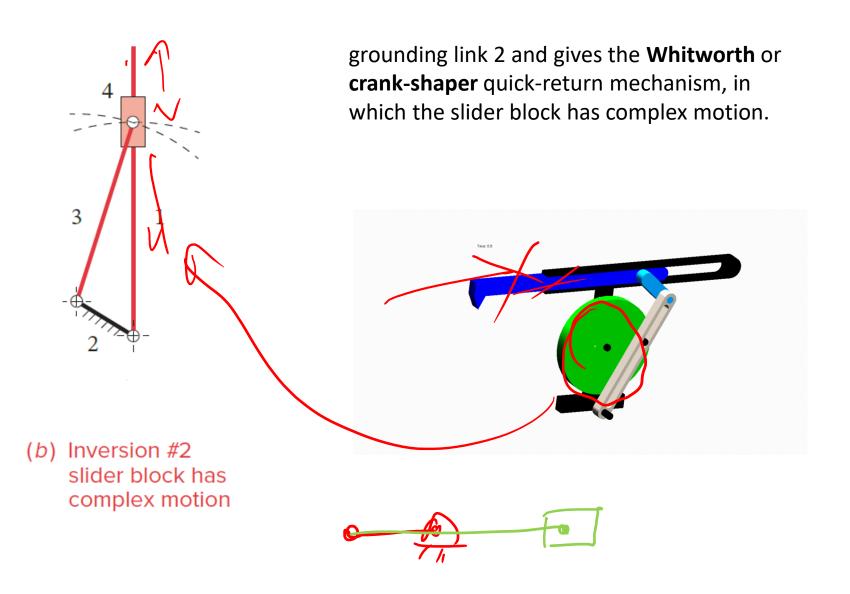
(d) Inversion #4 slider block is stationary

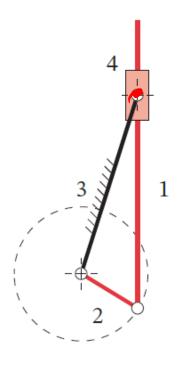


(a) Inversion #1 slider block translates

with link 1 as ground and its slider block in pure translation, is the most commonly seen and is used for **piston engines** and **piston pumps**.

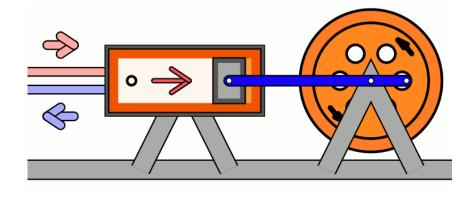




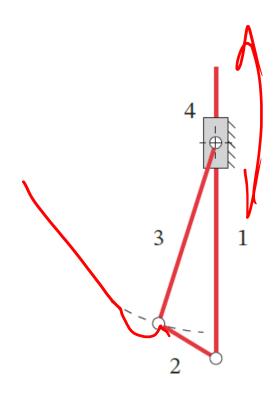


(c) Inversion #3 slider block rotates

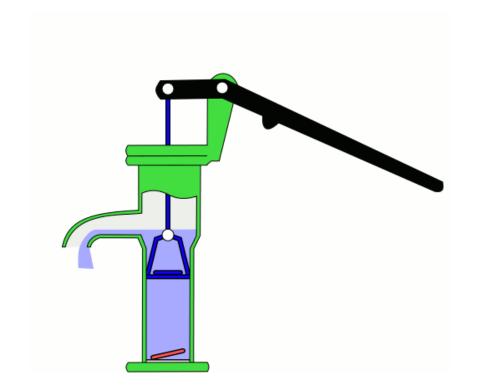
Inversion #3 is obtained by grounding link 3 and gives the slider block pure rotation.



Oscillating cylinder steam engine



(d) Inversion #4 slider block is stationary Inversion #4 is obtained by grounding the slider link 4 and is used in hand-operated, **well pump** mechanisms

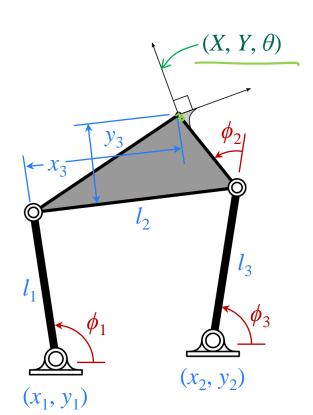


Problems in Kinematics

Dimensions

Joint Parameters

End Effector Coordinates



Forward Kinematics

Known: Dimensions, Joint Parameters

Solve for: End Effector Coordinates

Inverse Kinematics

Known: Dimensions, End Effector Coordinates

Solve for: Joint Parameters

Synthesis

Known: End Effector Coordinates

Solve for: Dimensions, Joint Parameters

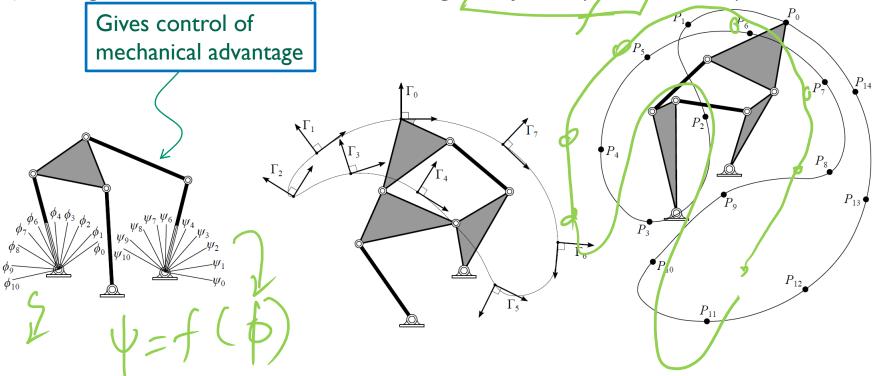




Types of Synthesis Problems

- a) Function generation: set of input angles and output angles;
- b) Motion generation: set of positions and orientations of a workpiece;

c) Path generation: set of points along a trajectory in the workpiece.

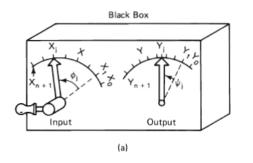


Above are examples of function, motion, and path generation for planar six-bar linkages. Analogous problems exist for spherical and spatial linkages of all bars.

Desired Tasks for Synthesis - Function generation

To design a linkage to correlate the input and the output motion y = f(x) for the range $x_0 \le x \le x_{n+1}$

The values of the independent parameter $x_0, x_1, ... x_n$ correspond to prescribed precision points $P_1, P_2, ... P_n$ on the function y = f(x) in a range of x between x_0 and x_{n+1}



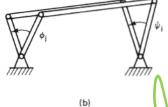


Figure Function-generator mechanism; (a) exterior view; (b) schematic of the mechanism inside.

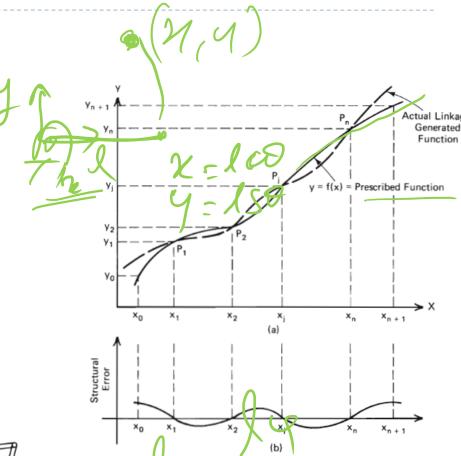
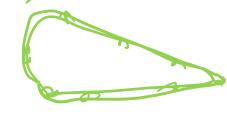


Figure 2.4 Function-generation synthesis; (a) ideal function and generated function (b) structural error.



Desired Tasks for Synthesis - Function generation

Structural error:

- Difference between the generated function and the prescribed function
- the precision points must be spaced over the range of the function in such a way as to minimize the structural error.

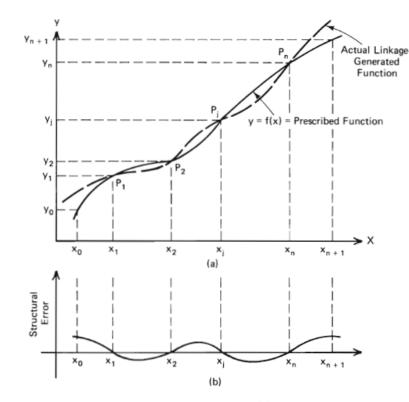


Figure 2.4 Function-generation synthesis; (a) ideal function and generated function (b) structural error.

Desired Tasks for Synthesis - Function generation

- Fourbar is not capable of error-free generation of an arbitrary function. It can match only at a limited number of precision points.
- The no. of precision points for fourbar is generally 2 to 5 if closed-form methods are utilised. Freudenstein and Sandor produced closed form solutions for up to 4 precision points
- Up to 7 precision points are possible but require numerical methods.

Desired Tasks for Synthesis - Path Generation

- A point on a floating link is to trace a path defined with respect to the fixed frame. The path points are generally related to input link position or time.
- A fourbar designed to pitch a ball. In this case, the trajectory of point P would ensure to pick up a ball and deliver the ball along the prescribed path.
- Examples: Thread guiding eye on a sewing mechanism

Desired Tasks for Synthesis - Path Generation

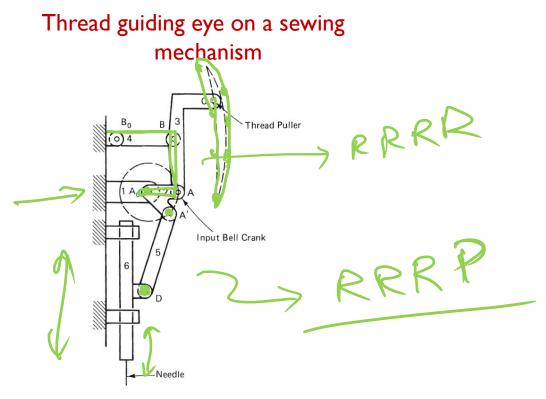
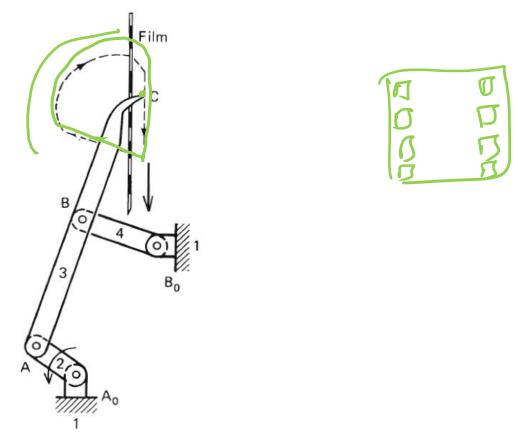


Figure 2.13 In a sewing machine, one input (bell crank 2) drives a path generator (four-bar mechanism 1,2,3,4) and a function generator slidercrank (1,2,5,6). The first generates the path of thread-guide C and the second generates the straight-line motion of the needle, whose position is a function of crank rotation.

Desired Tasks for Synthesis - Path Generation



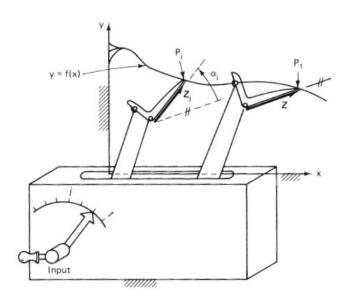
Film advance mechanism of a movie camera.

Desired Tasks for Synthesis - Motion Generation

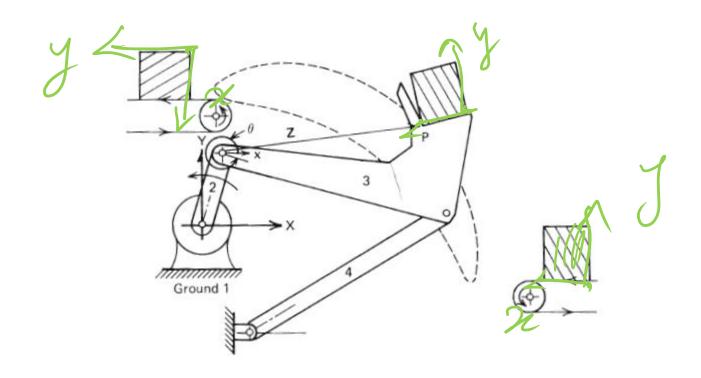
Motion Generation

The entire rigid body to be guided through a prescribed motion sequence.

Not only the path is prescribed, but also the rotation α_j of a vector Z embedded in a moving body.



Desired Tasks for Synthesis - Motion Generation

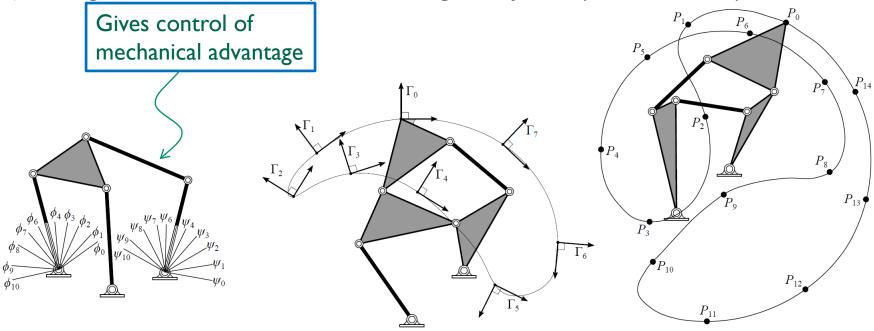


Carrier mechanism in an assembly machine: including lifting and dumping

Types of Synthesis Problems

- a) Function generation: set of input angles and output angles;
- b) Motion generation: set of positions and orientations of a workpiece;

c) Path generation: set of points along a trajectory in the workpiece.



Above are examples of function, motion, and path generation for planar six-bar linkages. Analogous problems exist for spherical and spatial linkages of all bars.

Dimensional Synthesis

- Geometric
 - Have limitations of accuracy
 - Not suitable for computer simulation
 - Parameters are not easily manipulated to create new solutions

- Analytical
 - Graphical techniques are essential at the initial phases of kinematic synthesis.
 - Suitable for computer simulation