

1 intro to robotics

1.1 what is robotics

1.1.1 Accd. RIA 1979

- reprogrammable device
- multifunctional manipulator
- to move material,part,tools or specialised device
- using various programing methods

1.1.2 Japanese Industrial robots association (JIRA)

- device with degrees of freedom that can be controlled

2 Laws of robotics

- robot may not injure human
- obey order given by humans
- must protect itself complying with 1st and 2nd law

2.1 capabilites of robots

- autonomy:perform task - based on current state - wihtout human intervention
- sense - plan - act

2.2 Types of robots

2.2.1 according to application

- Industrial robots - industrial use
- service robots - domestic use

2.2.2 based on useage and area

- manipulator
 - Industrial robots
 - collabrative robots (cobots)
- mobile robots
 - legged moblie robots
 - wheeled robots
- terrestrail robots - cheetah robots
- Aerial robots and underwater robtos
- Mobile manipulator

3 Robotics terminology

workspace - volume in which end effector can reach (orientation and position)

Degree of freedom - minimum no of co ordinates needed to describe a system

- **redundant manipulator**- spatial manipulator more than 6 DOF / planar with more than 3 DOF
- **underactuated manipulator**- spatial with less than 6 DOF / planar with less than 3 DOF

position - translational location of something

orientation - rotational location of something (roll, pitch, yaw)

kinematics - study of motion without regards of forces

dynamics - study of forces with regard of forces

actuator - provide the force for robots motion

sensor - estimate robot's condition in robot's condition and environment

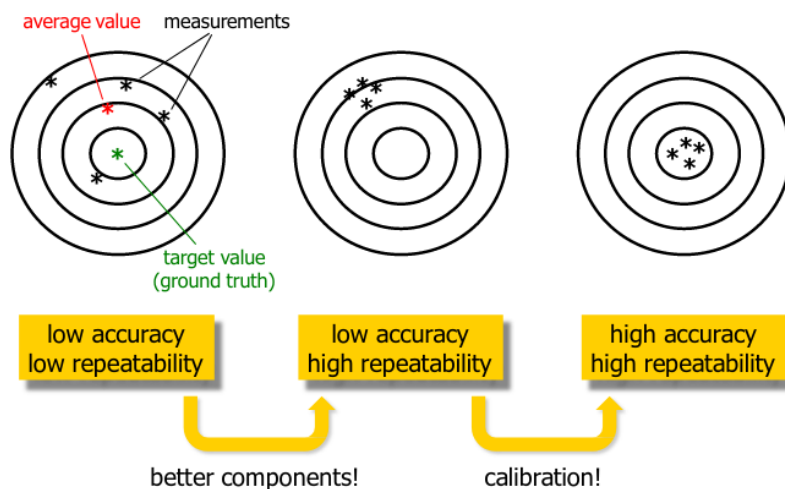
Accuracy - ability to position itself to the desired location with minimum error

- **accuracy** - depends on machine accuracy in construction
- can be improved by kinematic calibration

Repeatability - ability to do a task repeatedly

- depends on robot controller and measurement resolution

Accuracy and Repeatability



Spatial Resolution

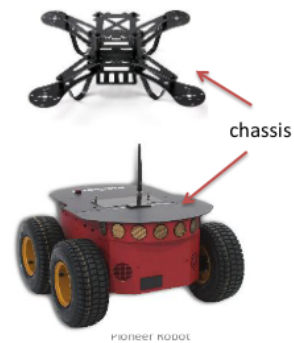
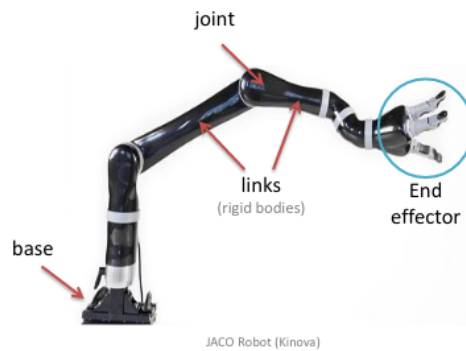
- smallest increment of movement in which robot can divide its work
- depends on control resolution and mechanical inaccuracies

stability - maintaining output over time/temperature

4 Elements of robots

4.1 Mechanical systems

- **links** - connects the joints
- **Parts** - supporting structure, end effector, chassis, wheels etc



4.2 Sensing systems

- **proprioceptive sensors**
 - Internal state of robot
 - position, velocity, torque of joint
- **exteroceptive**
 - external environment
 - camera, proximity

4.3 Actuation systems

- Motors - electric, hydraulic, pneumatic
- Algos for motor control
- Transmissions

4.4 Control system

- Brain of the robots
- 2 levels
 - **Low level** - Motor control
 - **High level** - Planning, task control, Learning

5 Rigid Bodies

Set of particles with constant relative distance between any 2 particles



$$\| \mathbf{p}_A(0) - \mathbf{p}_B(0) \| = \| \mathbf{p}_A(t) - \mathbf{p}_B(t) \|$$

Whatever the motion of the rigid body, the relative distance (between any 2 points in the body) remains fixed

Spatial rigid bodies - it moves in 3D **Planar rigid bodies** - it moves in 2d

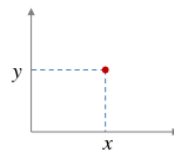
6 Configuration of rigid bodies

6.1 Configuration

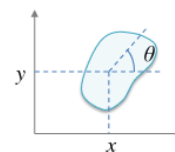
- complete specification of all points of rigid body
- complete specification of all points of position and orientation
- **Examples**
 - configuration of hinge θ
 - configuration of a point in plane (x, y)
 - configuration of rigid body in plane (x, y, θ)



Door with hinge



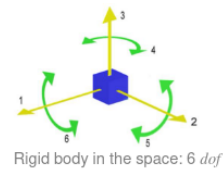
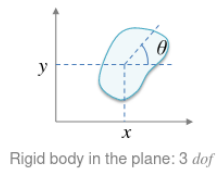
Point in the plane



Rigid body in the plane

6.2 Degrees of freedom

- minimum no of co-ordinates needed to represent the config of rigid body
- no of independant co-ordinates required to represent configuration



- Dof of a person walking on the surface of a sphere: 2



6.3 Mecahnisms

- Closed chain mechanism
 - the have closed loop
 - Examples
 - * 4 bar linkage
 - * Parallel robots
- open chain mecahnism
 - No loops
 - series of link and joints

7 How to represent a robot



7.1 Robot configuration

- complete specification of every points in robots (position and orientation)
- configuration of every free link - 6 parameters
- every joint - 5 parameters
- every link - 1 parameters
- configuration of a complete robot - 2 parameters

7.2 Degrees of freedom

- minimum no of independent co-ordinates to represent a robot
- $dof = (\sum freedomofeverylink) - (independantconstrains)$



8 Joints

- they are the connection between two links
- **Function**
 - constrain motion of a link with respect to each other (reduce DOF)
 - provide freedom for motion of link
- **DOF of joint**
 - every independent motion that a joint allows
- In general, DOF of robot depends on number of link and joints (grubler formula)

8.1 Most used joints in robotics

8.1.1 Prismatic joint

- allows translational movement on a fixed axis
- 1 dof motion
- 5 constraints to spatial motion



Figure 1:

8.1.2 Revolute joint

- allows rotational movement on fixed axis
- 1 dof
- 5 constraints

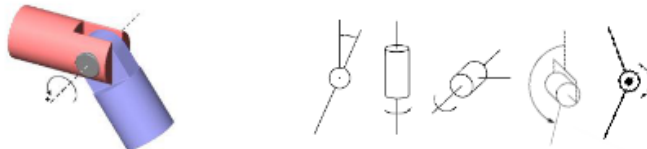


Figure 2: revolutejoint

8.1.3 Helical joint

- Also known as screw
- allow simultaneous but dependant movement in rotational and translational axis
- 1 dof
- 5 constrains

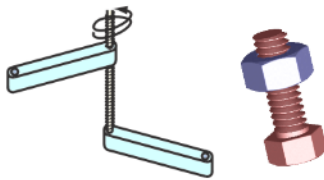


Figure 3: helical-joint

8.1.4 Cylindrical joint

- independant rotation and translational movement
- 2 dof
- 4 constrains

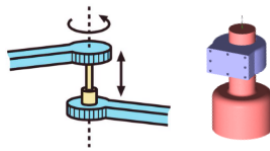


Figure 4: cylindrical-joint

8.1.5 Universal joint

- 2 revolute joints with their axis are orthogonal
- 2 dof
- 4 constrains

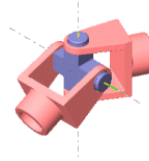


Figure 5: universal-joint

8.1.6 Spherical joint

- ball and socket joint
- 3 dof
- 3 constrains

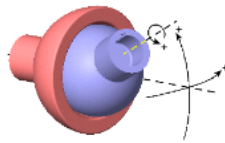


Figure 6: spherical-joint

9 robots based on physical configuration

- Cartesian configuration
- Cylindrical configuration
- Polar configuration
- Joint-arm configuration

9.1 Cartesian configuration

- Links are connected with linear joints
- example gantry robots
- 3 Prismatic joints
- commonly used for
 - pick and place
 - assembly operations
 - handling machine tools
 - arc weldings

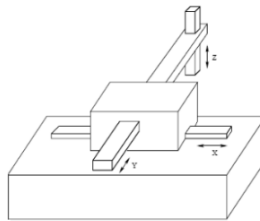


Figure 7:

9.1.1 advantages

- ability to do straight line insertions
- easy computation and programming
- most rigid structure for given length

9.1.2 disadvantages

- require large operating volume
- exposed guiding surface leads to corrosion
- can only reach front itself
- axes hard to seal

10 Cylindrical configuration

- one rotational joint and two linear joint
- example versatran 600
- commonly used for
 - handling die casting
 - assembly operations
 - machine tools
 - spot welding

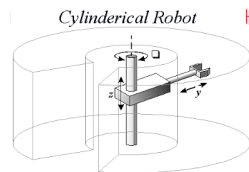


Figure 8:

10.1 Advantages

- can reach around itself
- rotational axis easy to seal
- easy programming
- rigid to handle heavy loads

10.2 Disadvantages

- cant reach above itself
- linear axes hard to seal
- wont reach around obstacles

11 Polar/Spherical robots

- have work space of spherical robots
- 2 rotary joints and one prismatic joint
- example Unimate 2000B

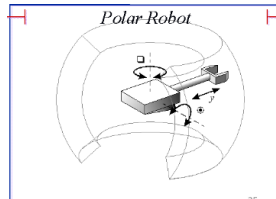


Figure 9:

- commonly used for
 - die casting and fettling
 - handling machine tools
 - arc/spot welding

11.1 Advantages

- large working envelope
- two rotational drive are sealed easily

11.2 Disadvantages

- Complex co ordinates difficult program and visualise
- exposed linear drive
- Low accuracy

12 Joint-arm configuration

- Combination of cylindrical and articulated joints
- base connected with twisting joint
- arm joint are rotatory
- Many commercial robots use this

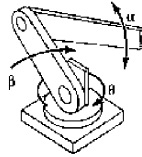


Figure 10:

13 Articulated Robots

- Robots with 3 rotatory joints
- example T3,PUMA
- Commonly used for
 - assembly operation
 - Welding
 - Weld sealing
 - Spray painting
 - die casting



Figure 11:

13.1 Advantages

- maximum flexibility
- any point total volume can be reached
- all joints can be sealed

13.2 Disadvantages

- Extremely difficult to program visualise and controll
- restricted volume coverage
- low accuracy

14 SCARA

- selective compliance Articulated robot arm
- 2 parallel robots arm
- commonly used for pick and place

14.1 Advantages

- High speed
- Height axis is rigid
- large work area in floor space
- moderately easy to program

14.2 Disadvantages

- Limited application
- 2 ways to reach a point
- difficult to program off line
- highly complex arm