



Mechanics of Mechanisms and Robots

0. Introduction

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Contact details



- Email: yl557@sussex.ac.uk
- Zoom meeting: send me an email and we can agree on a time

Teaching method



- 4 weeks: Oct 10-23; Nov 21-Dec 4
- Online lectures: Mon, Tue, Thur
- an additional session on Nov 30
- Online workshops/tutorials: Fri
- Find Zoom links on Canvas

Assessment



- 30%: coursework
 - released in the middle of the term
 - submitted at the end of the term
- 70%: closed book exam

Reading list



- John J Craig, Introduction to robotics: mechanics and control, Pearson (Chapters 1-6)
- Mark W Spong and M Vidyasagar, Robot dynamics and control, Wiley (Chapters 1-5, 9)

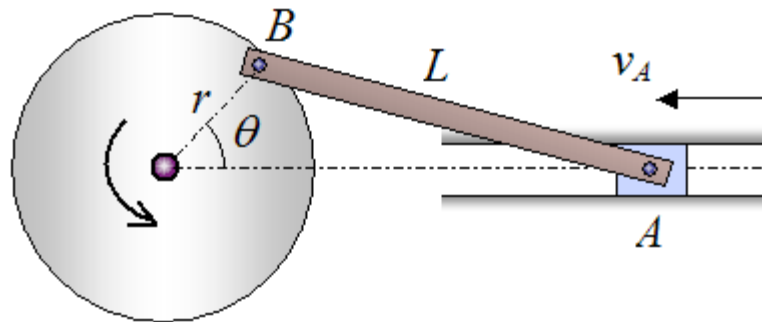
Learning outcomes



- Demonstrate a systematic understanding and analysis of the fundamental principles of motion of rigid bodies and relative motion of various parts of interconnected systems. (**Kinematics**)
- Apply theoretical principles and methods to the evaluation of kinematics of robotic and autonomous systems.
- Critically evaluate the effect of forces upon the motion of mechanisms and robots. (**Statics** and **Dynamics**)

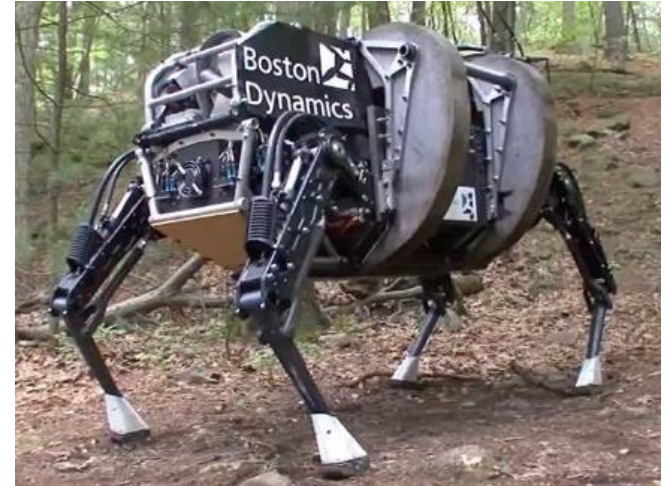
Mechanisms

- a device that transforms input forces and motion into output forces and motion
- gears, belt, linkage, frame, bearings, springs, pins, etc

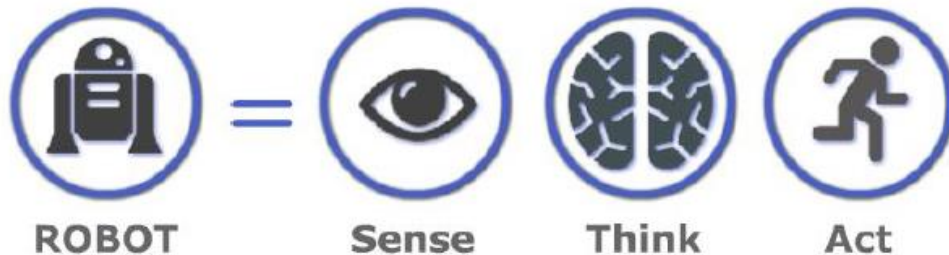


Robots

- [Asimo](#)
- [Big dog](#)
- [Da Vinci](#)
- [Adept](#)
- [Super ball bot](#)
- [Drone](#)
- [Kuka](#)



What make a robot?

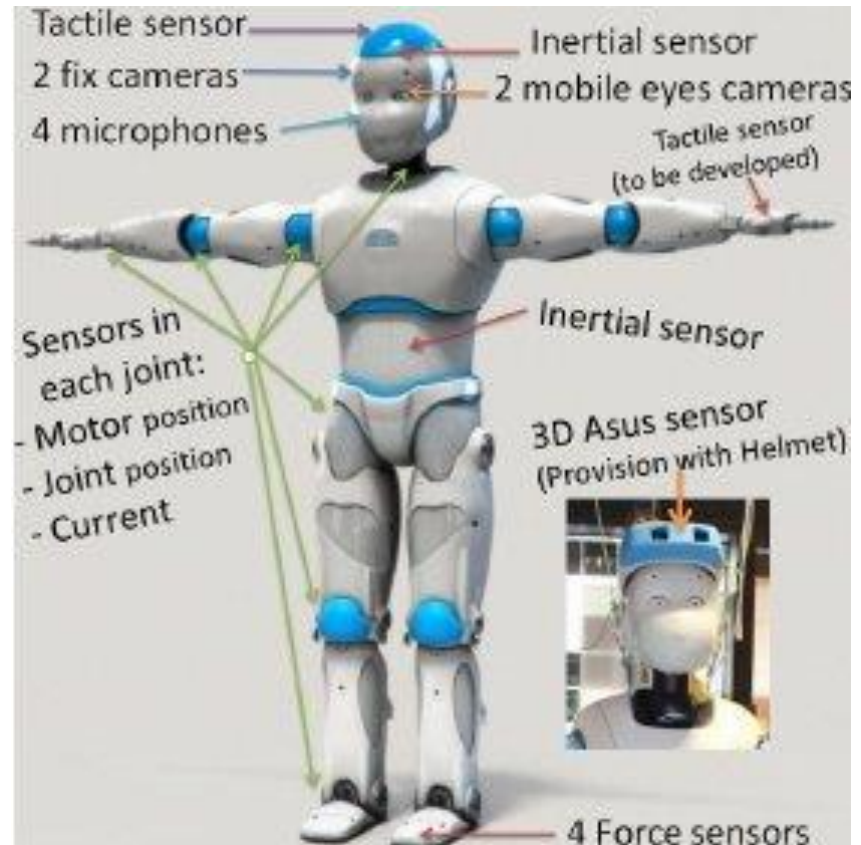


- Sense - light, temperature, pressure, proximity, distance, etc
- Think - artificial intelligence, decision making, motion planning, etc
- Act - moving around, manipulating objects, interacting with humans, etc

What make a robot?

Sense

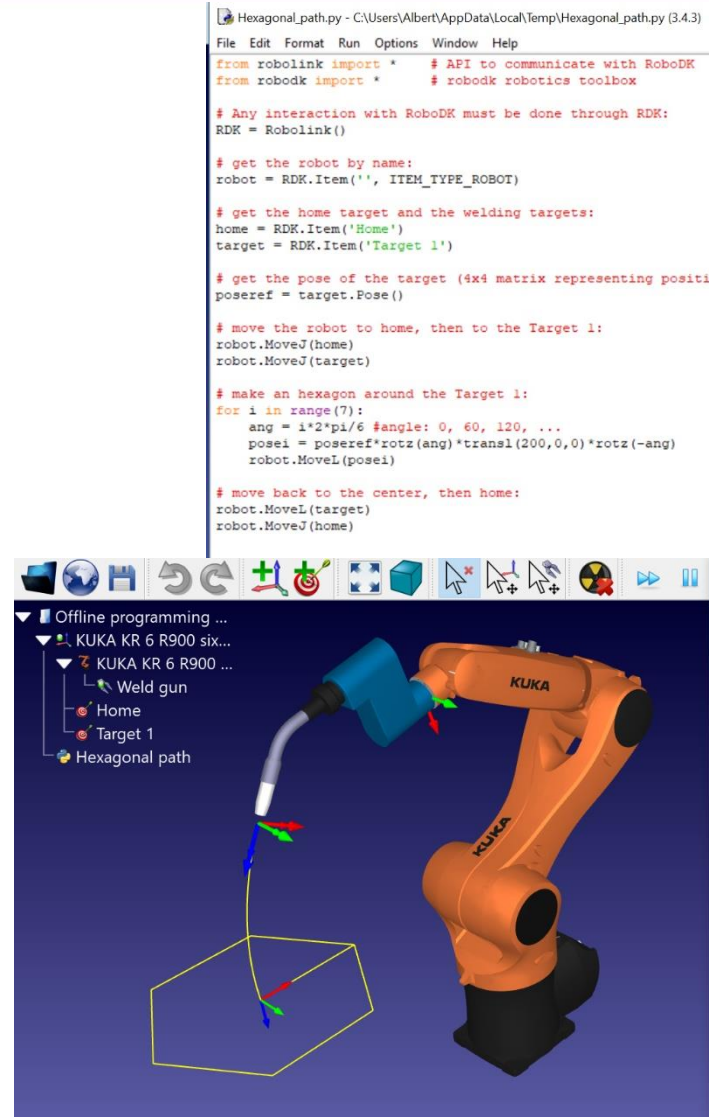
- force/torque sensor
- camera
- encoder
- potentiometer
- tactile sensor



What make a robot?

Think

- computer
- smart phone
- programming
- artificial intelligence

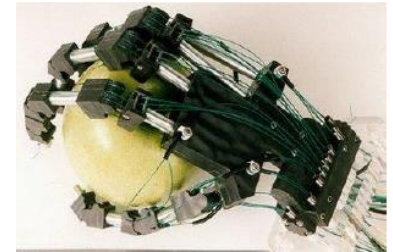


What make a robot?



Act

- actuators
 - electric
 - hydraulic
 - pneumatic



- grippers

- stationary, legged, wheeled, tracked, flying, etc

What is not a robot?

- Cooling fan
- Washing machine
- Hair dryer
- Vacuum cleaner
- Autonomous driving car
- A spring-driven toy

Mechanics

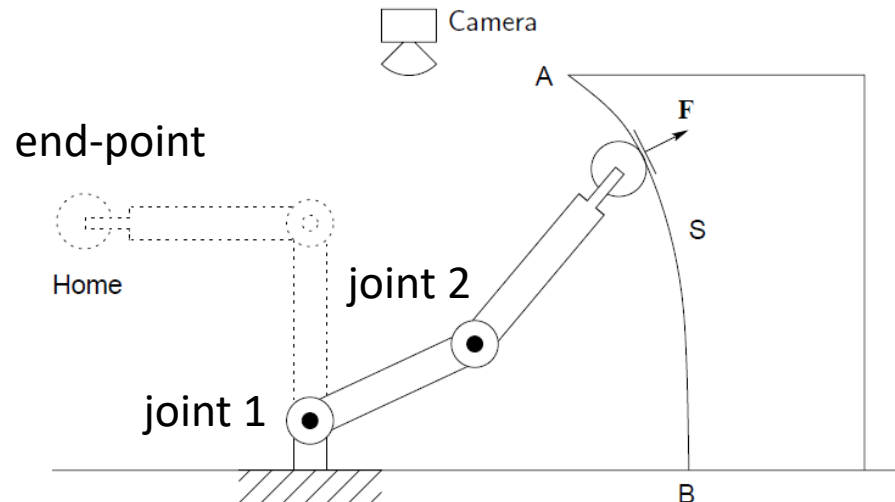
- Mechanics: science of motion and forces



[Video: robotic polishing](#)

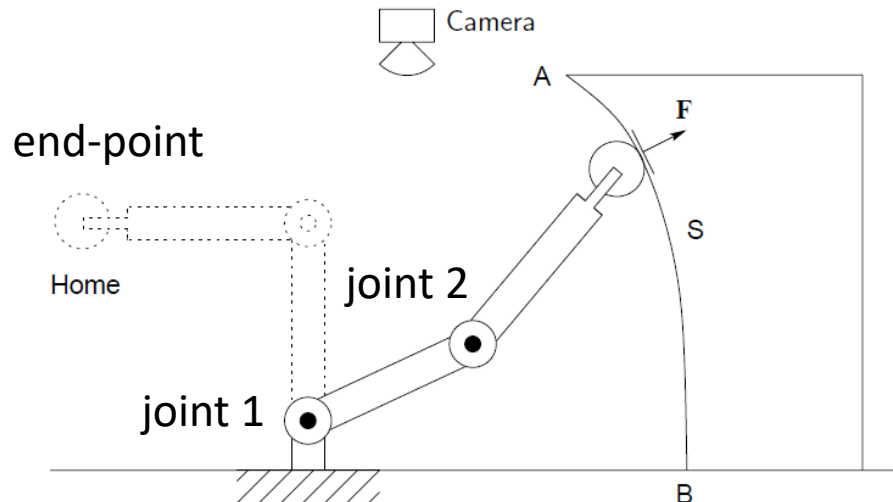
Mechanics

- Task 1: how to move the robot end-point between 'Home' and a target position?
- Task 2: how to apply a force F to the surface S ?



Task 1

- Task 1: how to move the robot end-point between 'Home' and a target position?
- Suppose we can measure the angles of joints 1 and 2, we can determine the position of the end-point – **Kinematics**.



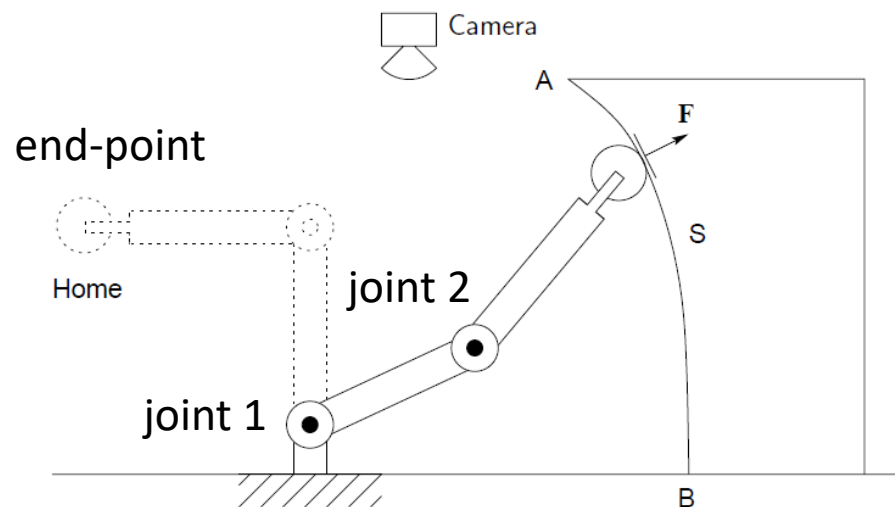
Kinematics



- Kinematics studies the relative motion of various parts of a mechanism.
- It does not consider what causes the motion, i.e., force.

Task 2

- Task 2: how to apply a force F to the surface S ?
- Suppose the robot does not move and two motors at joints 1 and 2 provide certain torques, we can determine the force applied by the robot to the surface S – **Statics**.



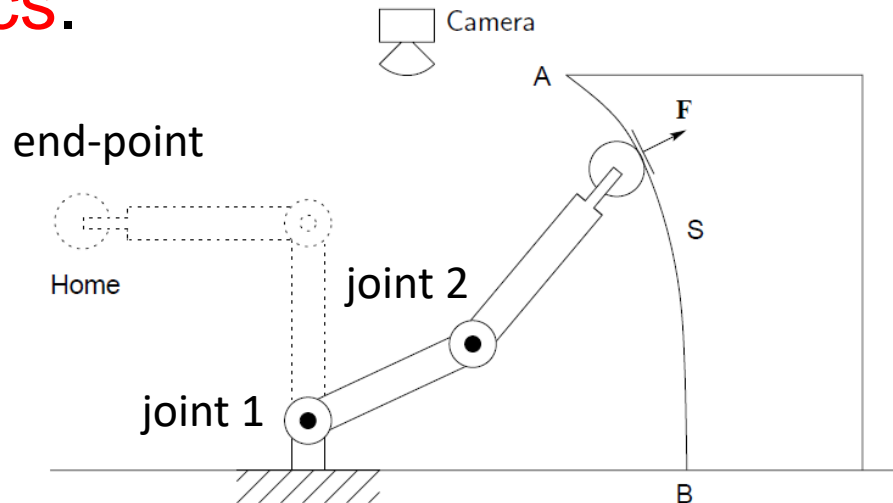
Statics



- Statics studies the relationship between forces of different parts, when the mechanism does not move, or more strictly, has a zero acceleration.

Tasks 1&2

- Tasks 1&2: the robot end-point moves between 'Home' and a target position; it may also apply a force to the surface S.
- With the motion of the mechanism, we can determine the required torques at joints 1&2 – **Dynamics**.



Dynamics



- Dynamics studies the relationship between forces and motion of the mechanism.
- In above example, motor torques partly contribute to the motion of the robot (**dynamics**) and partly contribute to the force applied to the surface (**statics**).

Module content



- Fundamental I: basics about motion analysis
- Kinematics
- Fundamental II: basics about force analysis
- Statics
- Dynamics

Why mechanics?

- It is a prerequisite of **control** of a mechanism.
- It provides a **mathematical model** that can predict the behaviour of a mechanism and **simulate** it in software – useful for prototyping and design of the mechanism.

