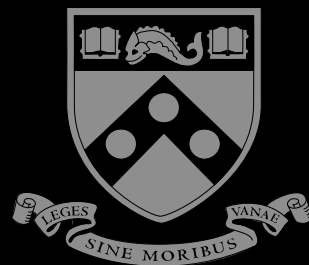


MEAM 520

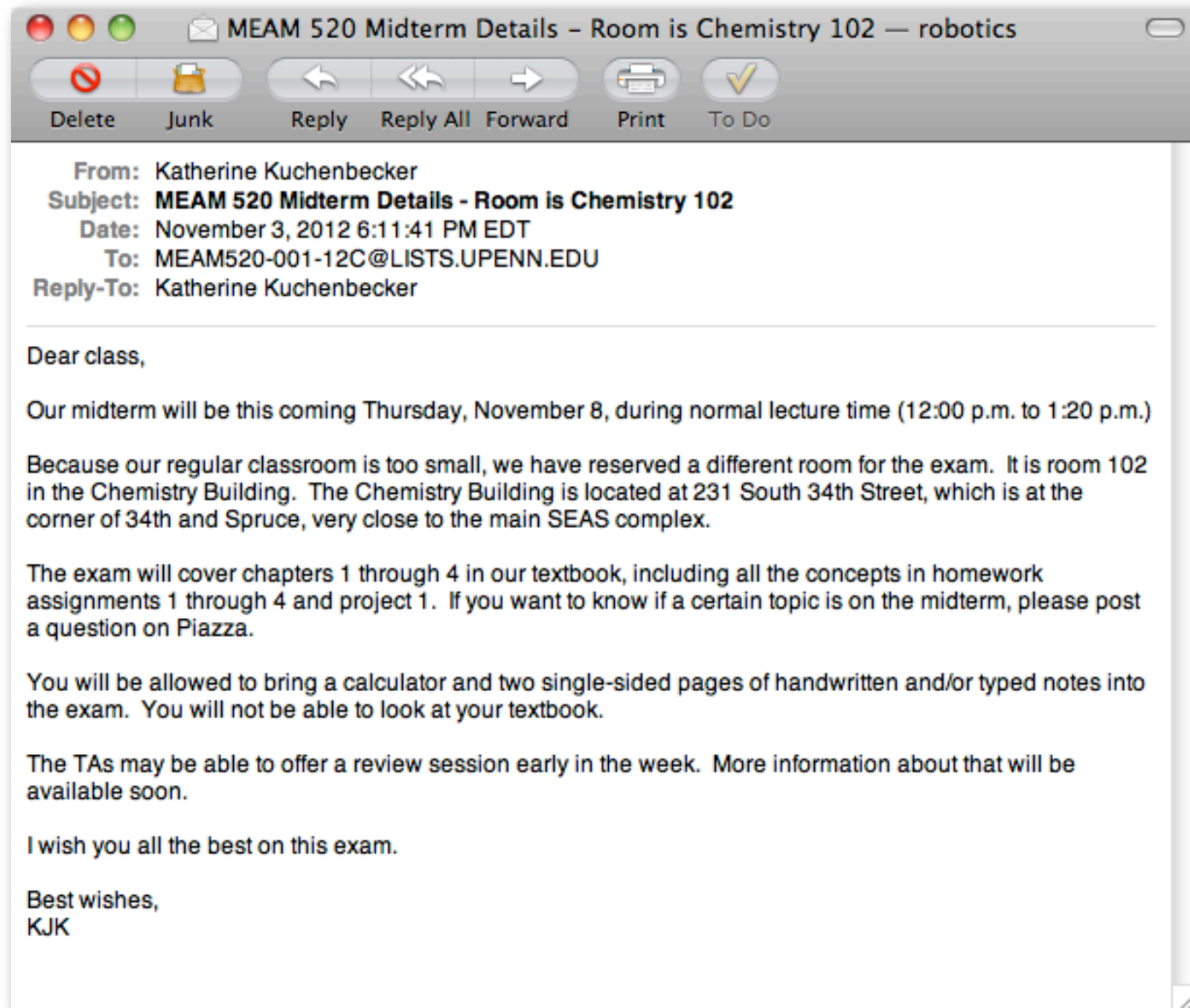
Robot Hardware

Katherine J. Kuchenbecker, Ph.D.

General Robotics, Automation, Sensing, and Perception Lab (GRASP)
MEAM Department, SEAS, University of Pennsylvania

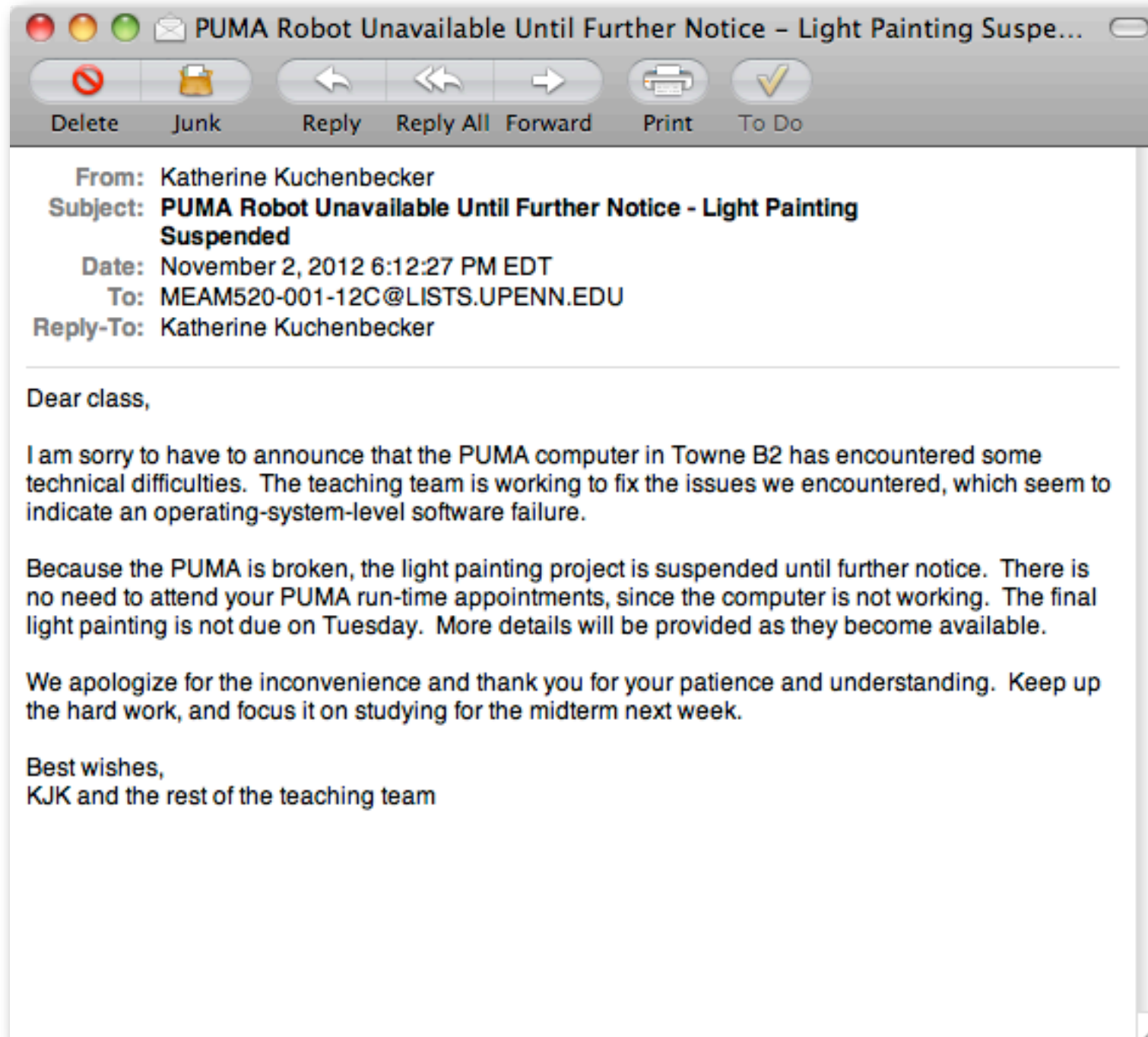


Solutions to Homework 4 on reserve in Engineering Library



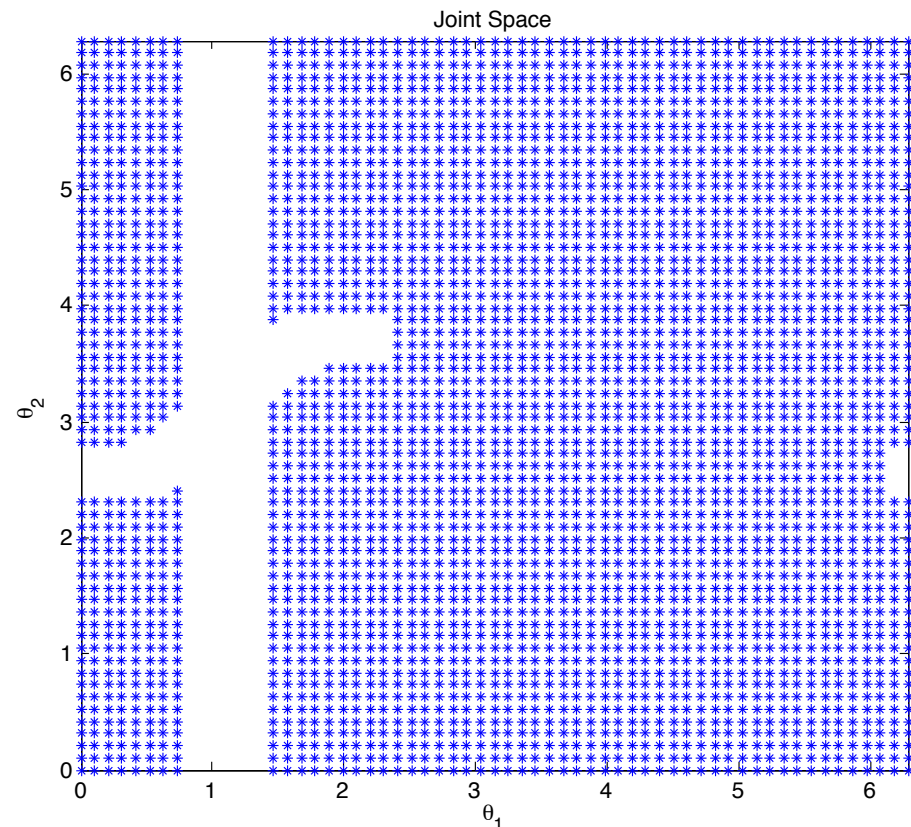
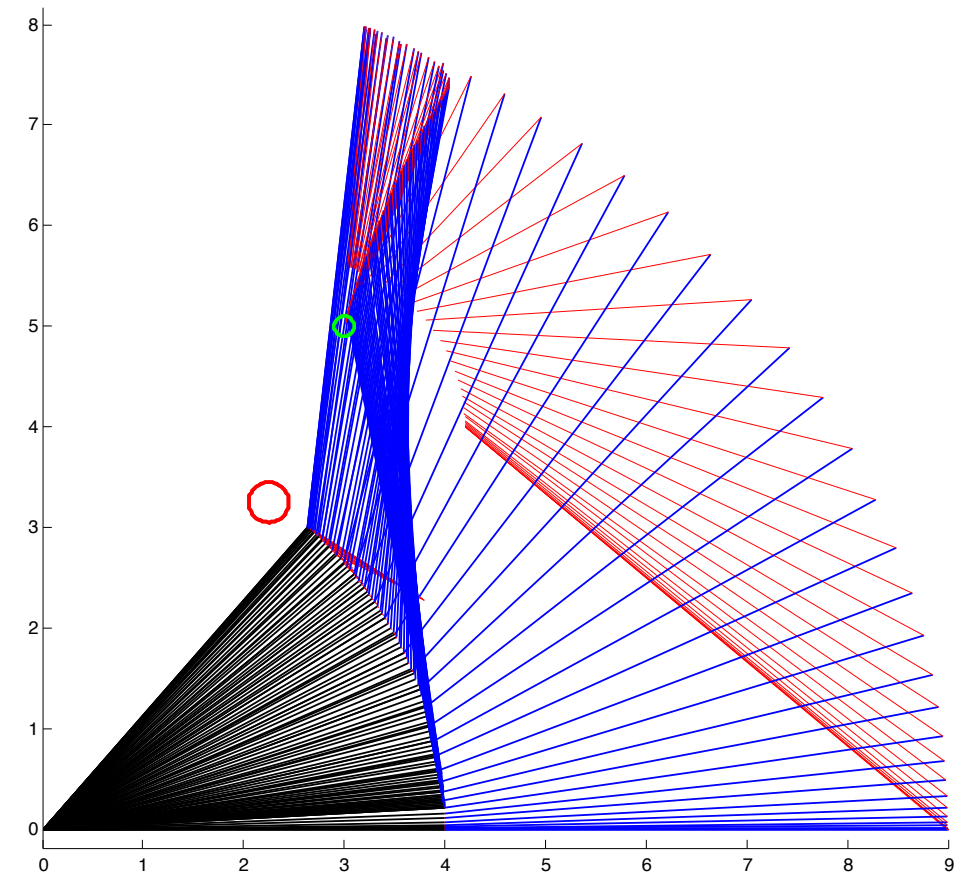
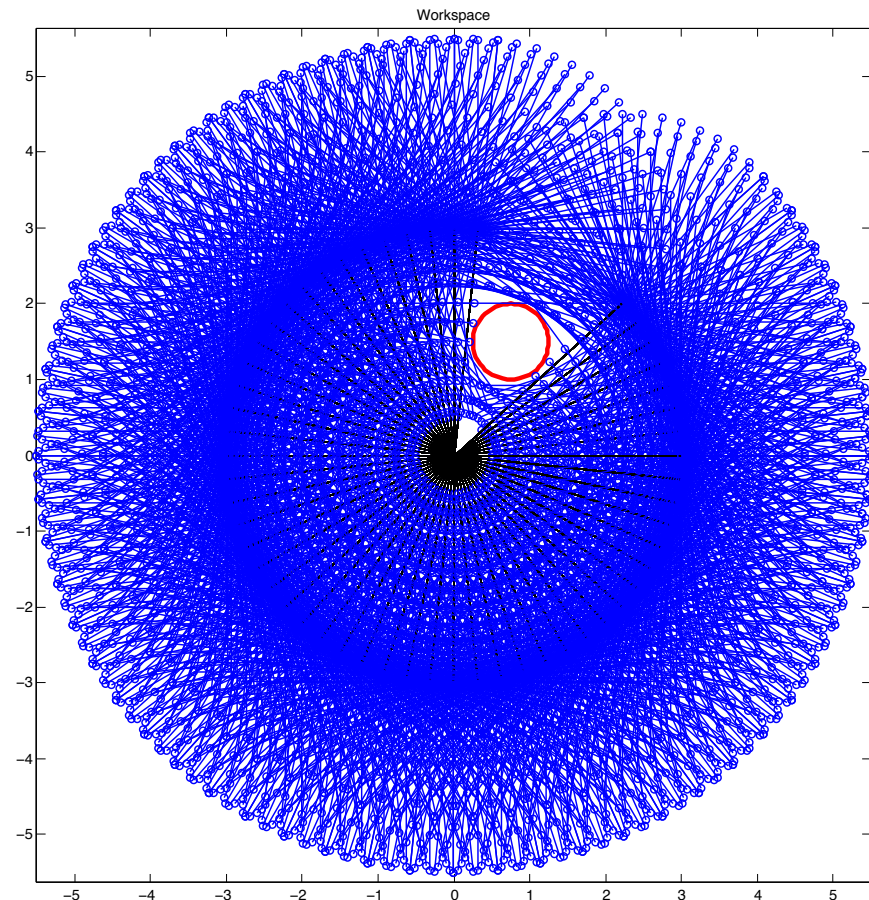
Midterm on Thursday in Chemistry 102

Review Session Wednesday Evening?



PUMA Computer Update

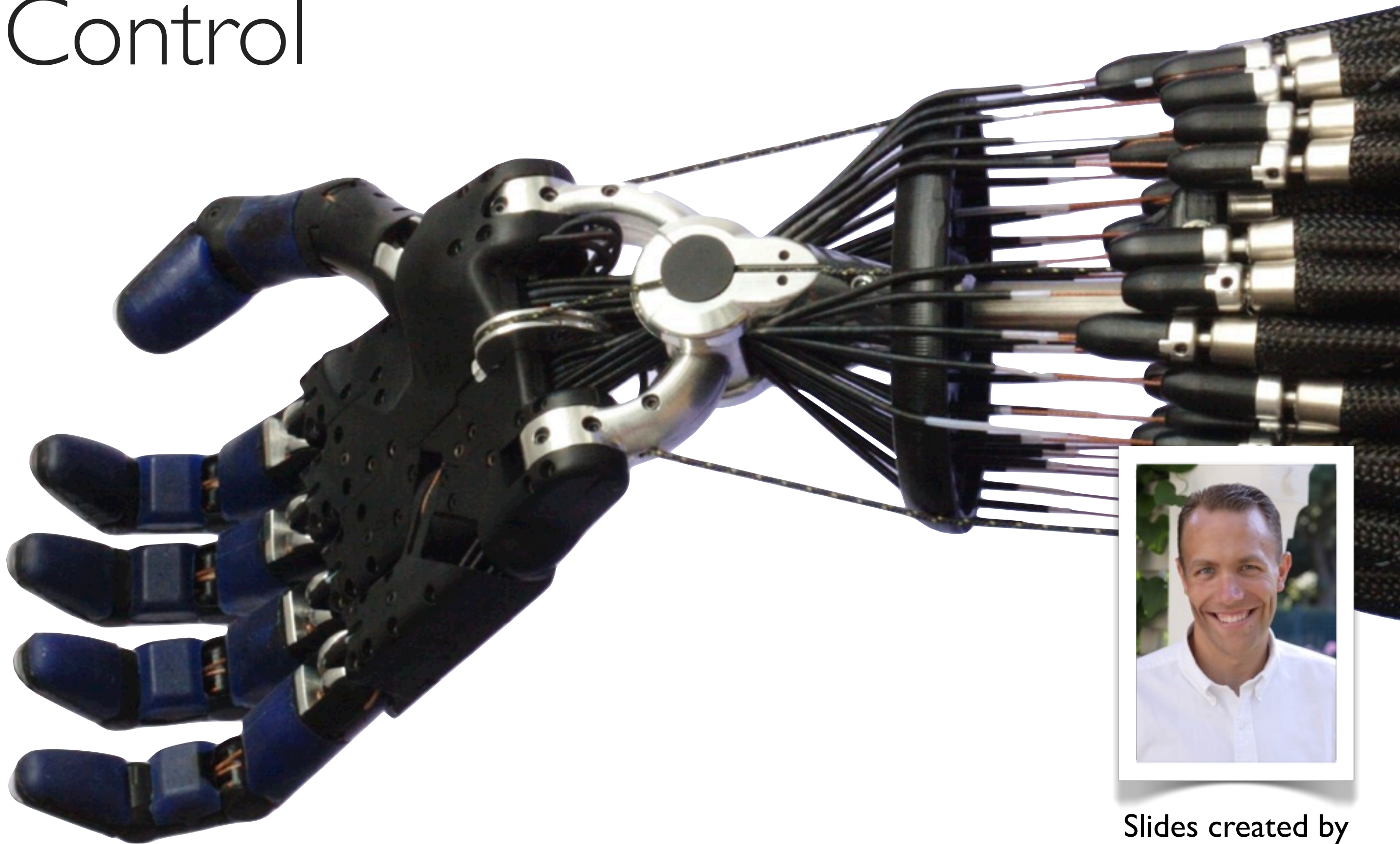
Last Time



$$\vec{\tau} = J_v^T \vec{F}$$

We'll do the rest of
Chapter 5 later.

Manipulator Hardware and Control



Slides created by
Jonathan Fiene

Project 2



A Biological Inspiration

Mechanical Structure

Bones

Joints

Frame / Links

Joints

Actuators

Muscles

Electric Motors

Hydraulics

Pneumatics

SMA, etc.

Sensors

Kinesthetic

Tactile

Vision

Vestibular

Encoders

Load Cells

Vision

Accelerometers

Controller

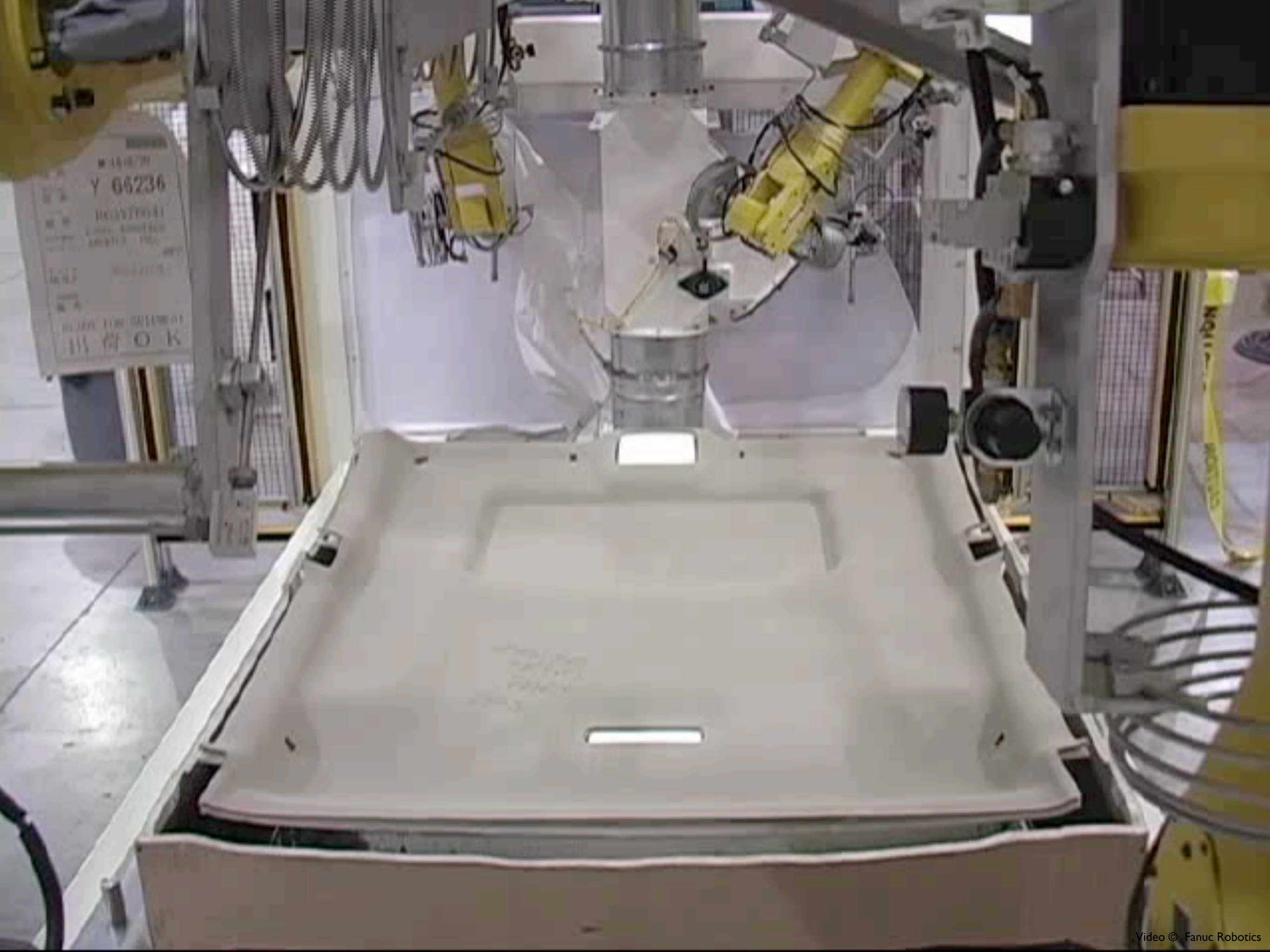
Brain

Spinal Cord Reflex

Computer

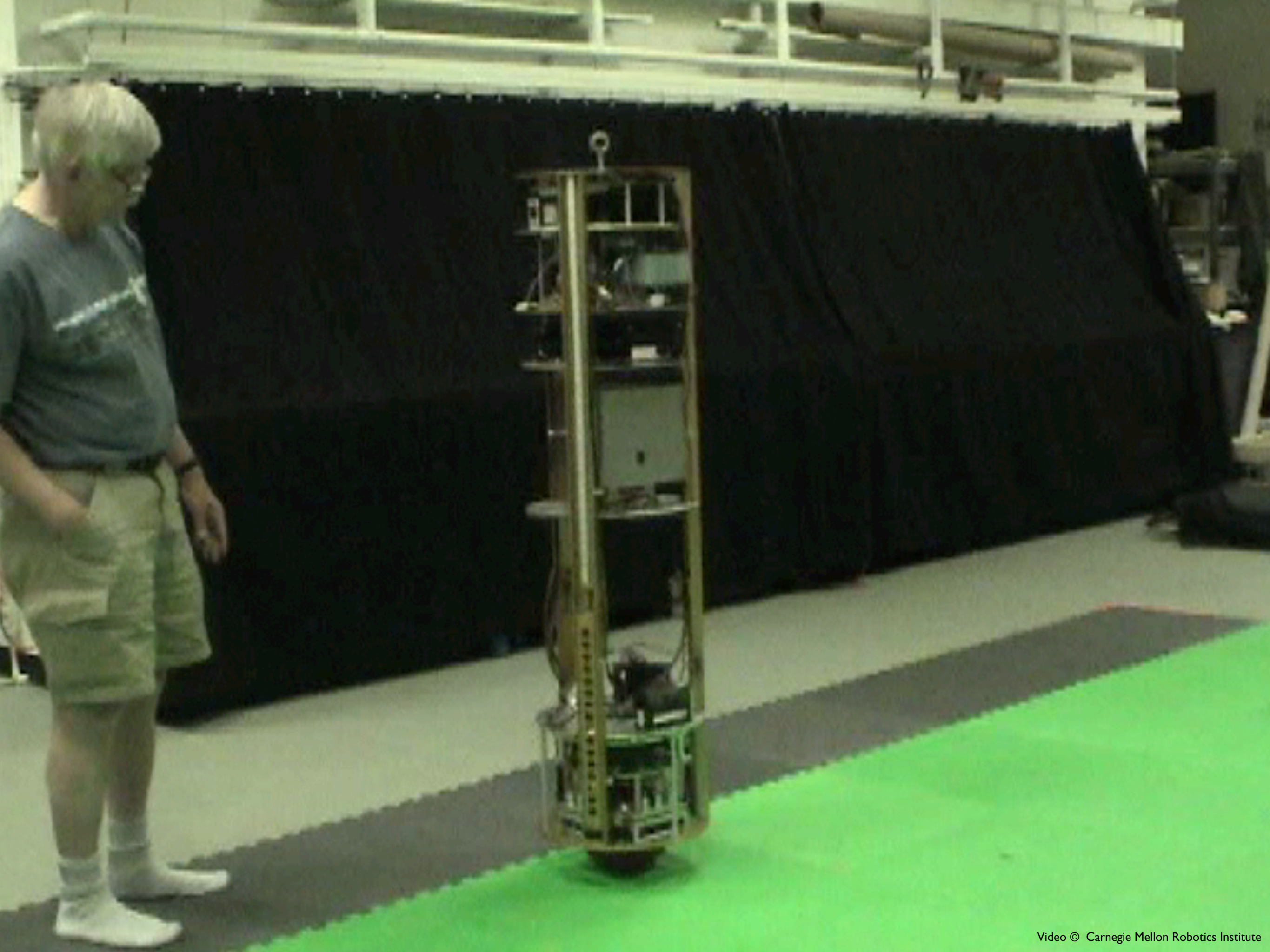
Local feedback





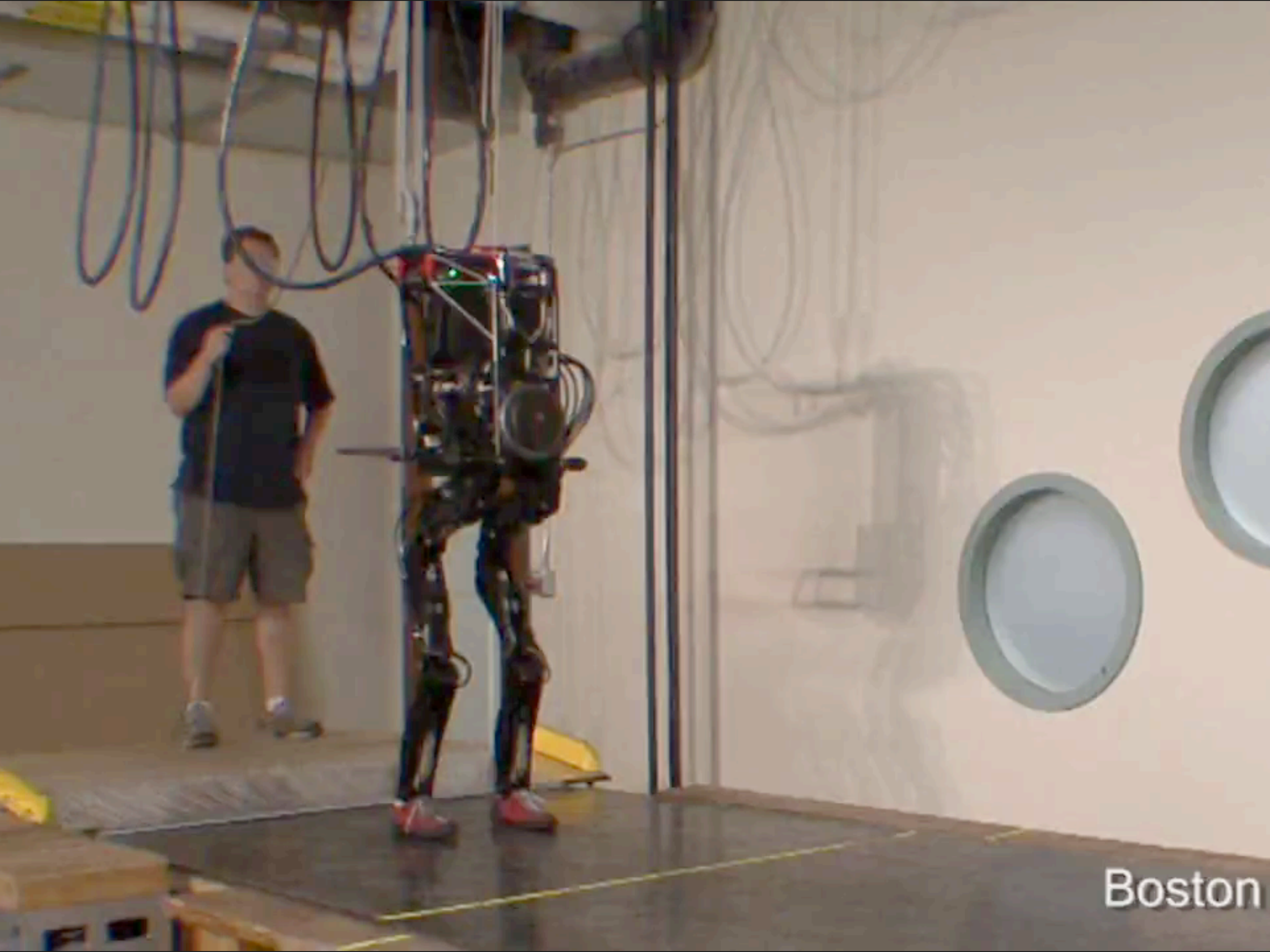
W 1510/31
Y 66236
JAGY770641
Laser assisted
assembly line
1510/31
READY FOR DELIVERY
出荷OK







Boston Dynamics

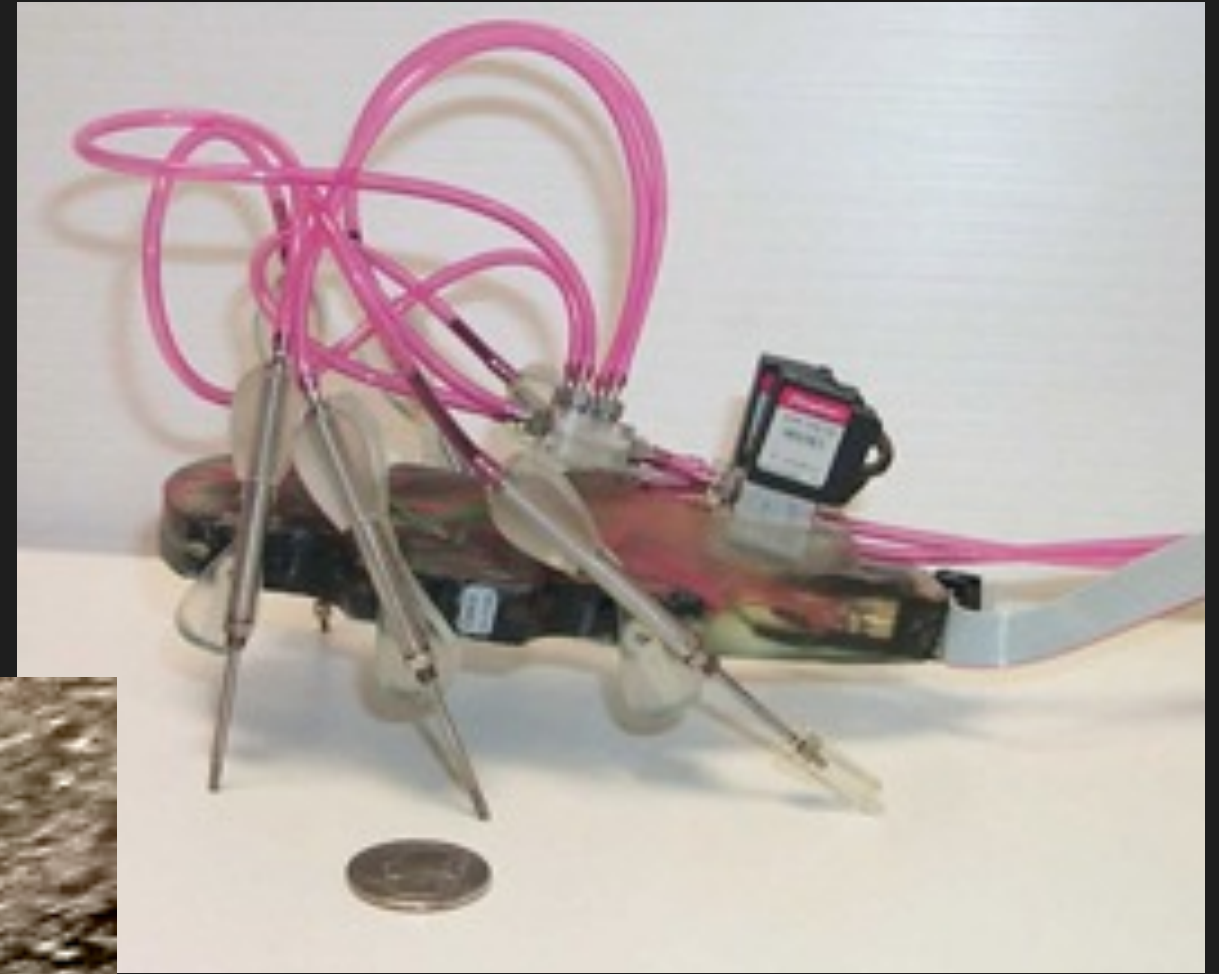


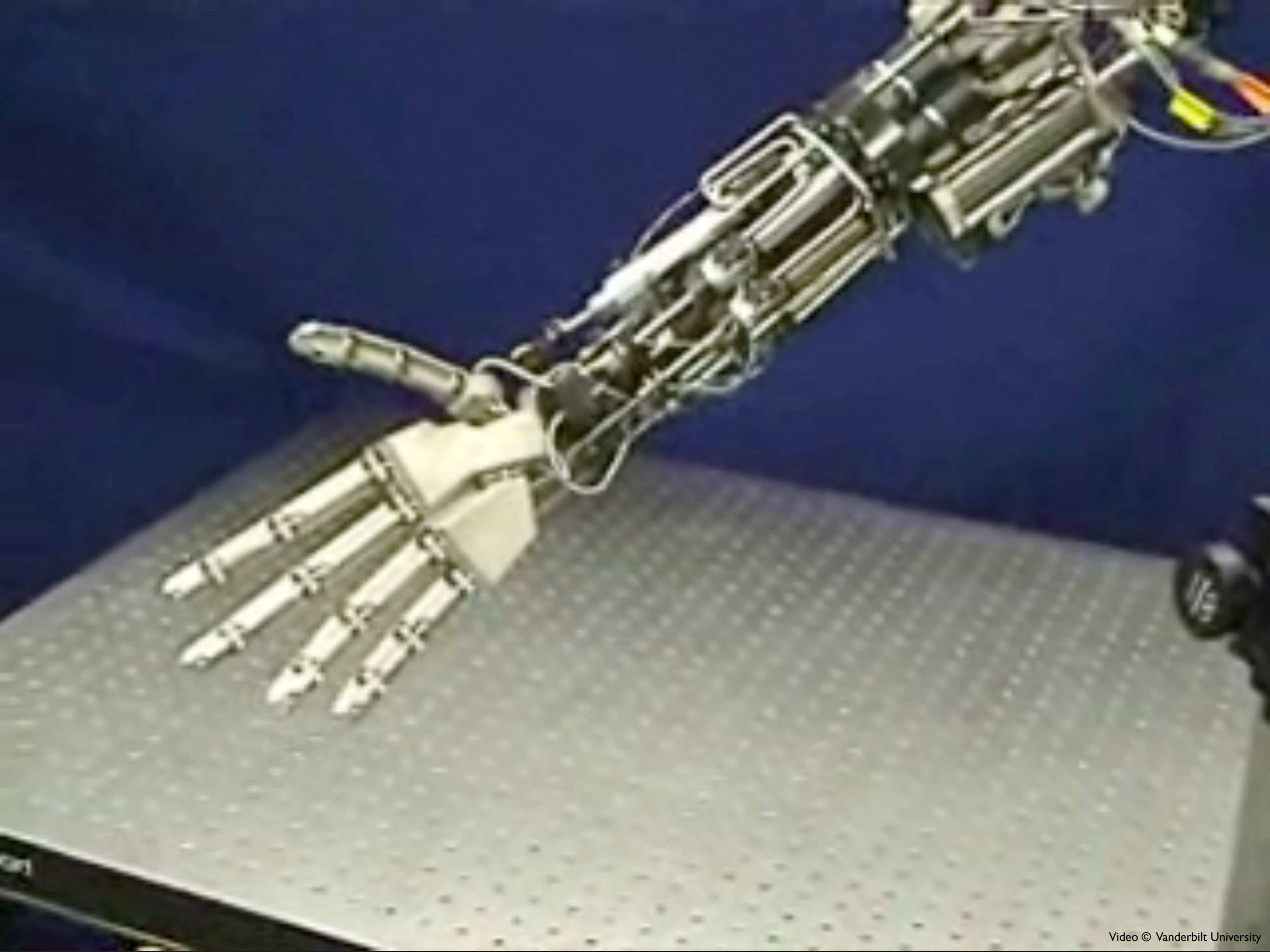
Boston

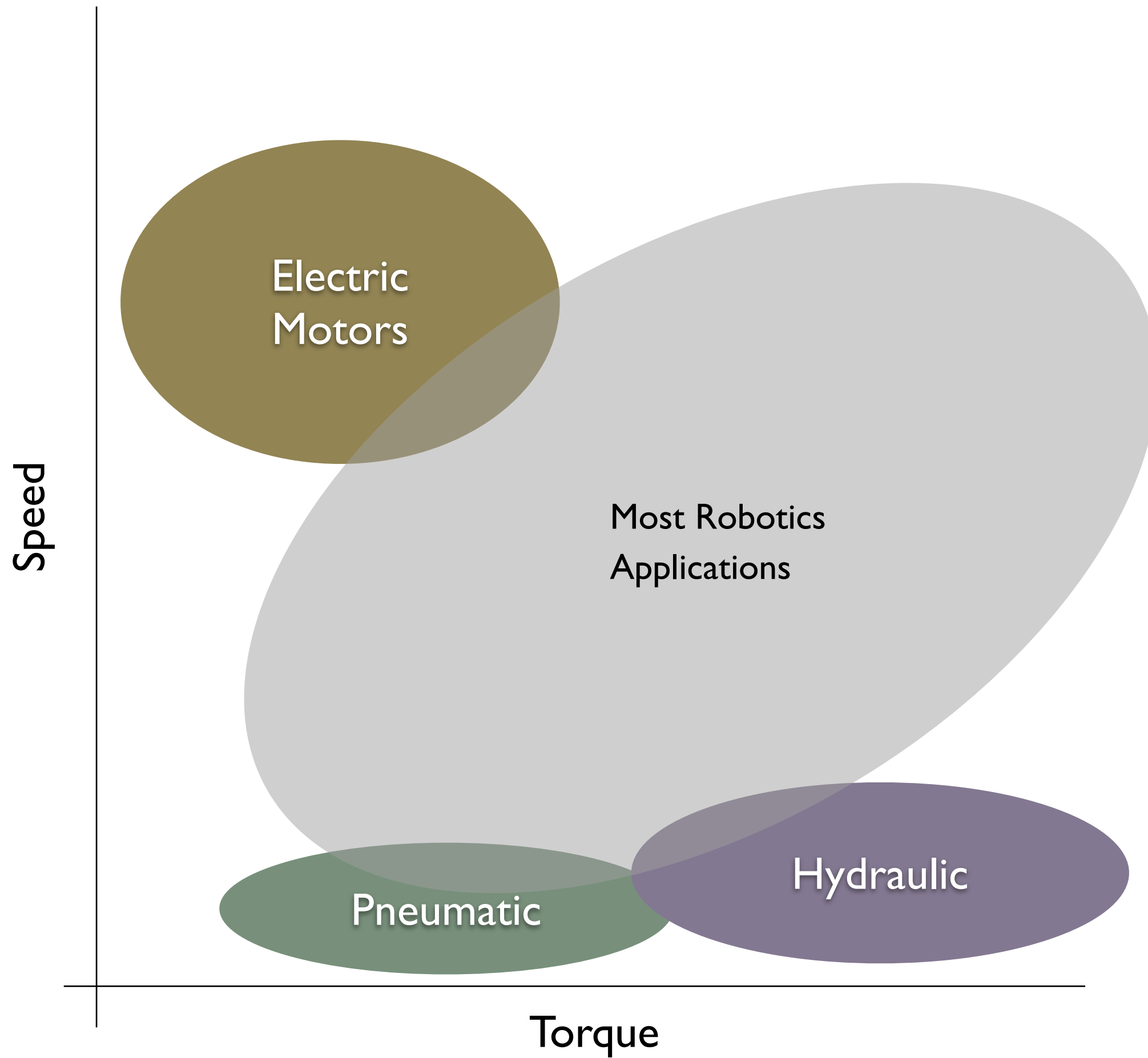


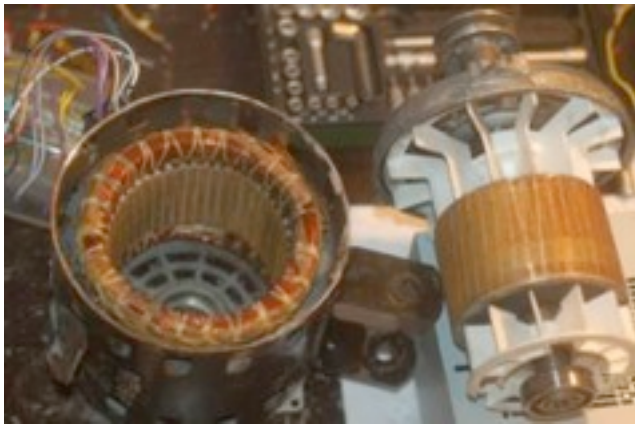
RHex

Actuators









AC

Magnetic Rotor

Coil Stator

Output speed is a sub-multiple of voltage supply frequency

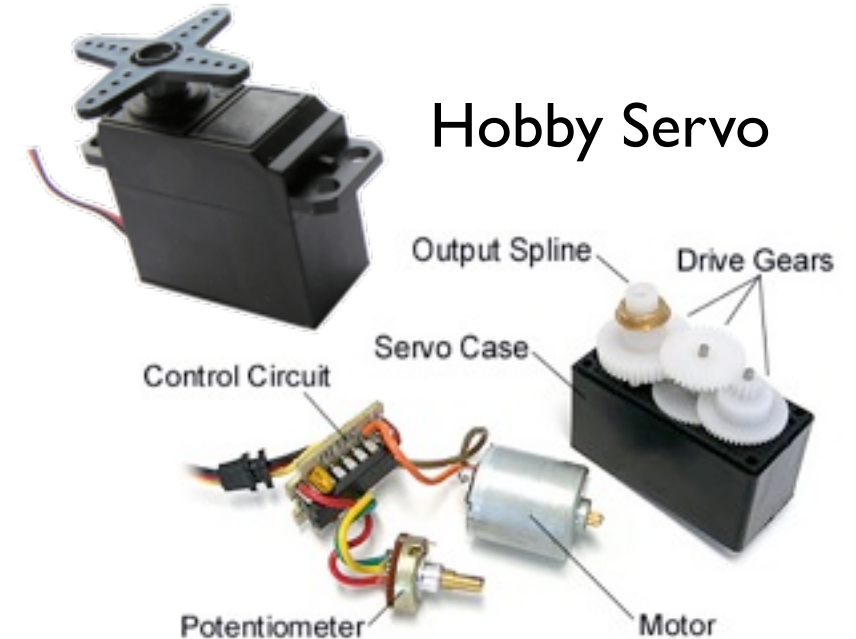


DC Brushed

Coil Rotor

Magnetic Stator

Brushes carry current to the rotor



Hobby Servo



DC Brushless

Magnetic Rotor

Coil Stator

Similar in construction to AC, but electrically commutated

Requires a position sensor (commonly built in)



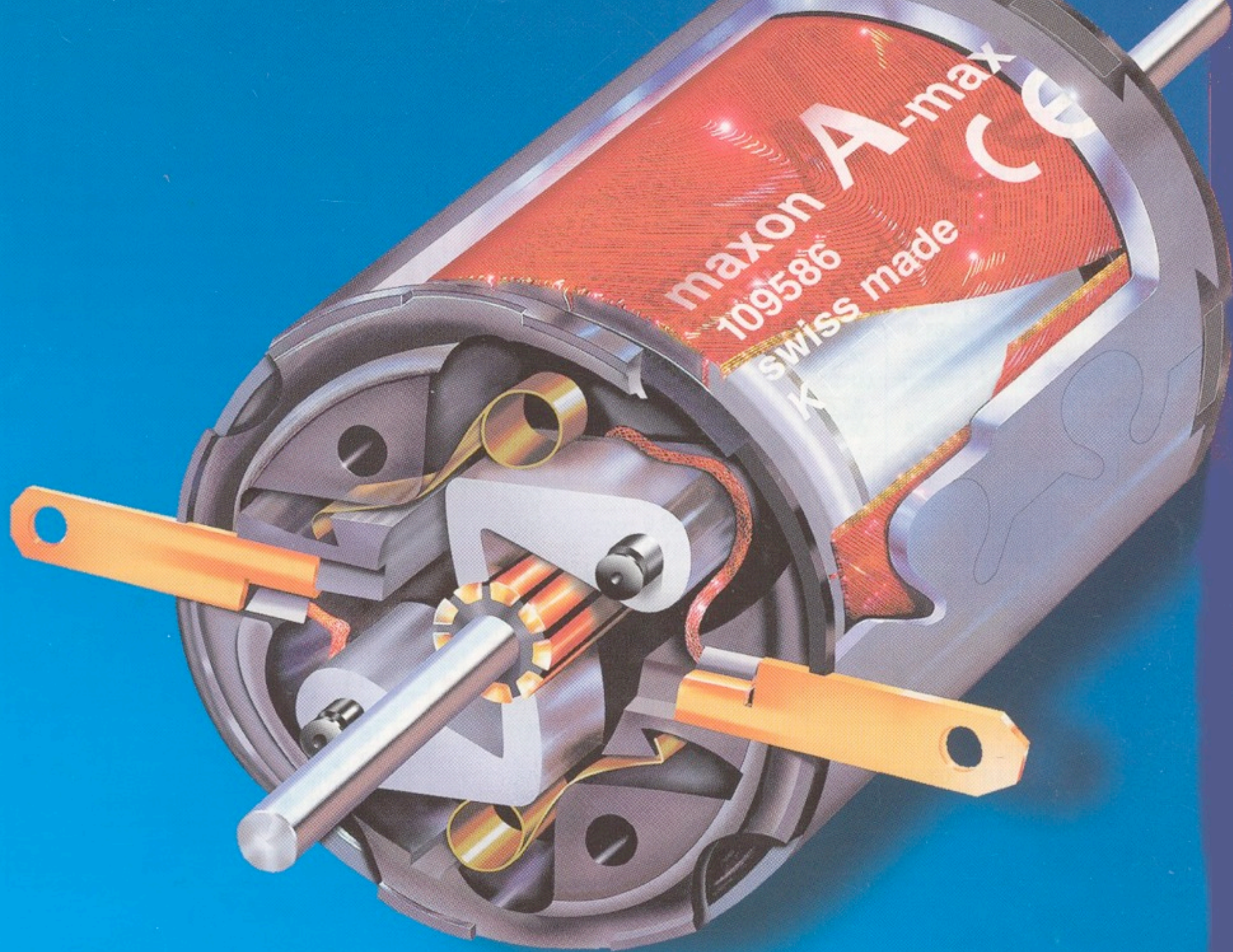
Stepper

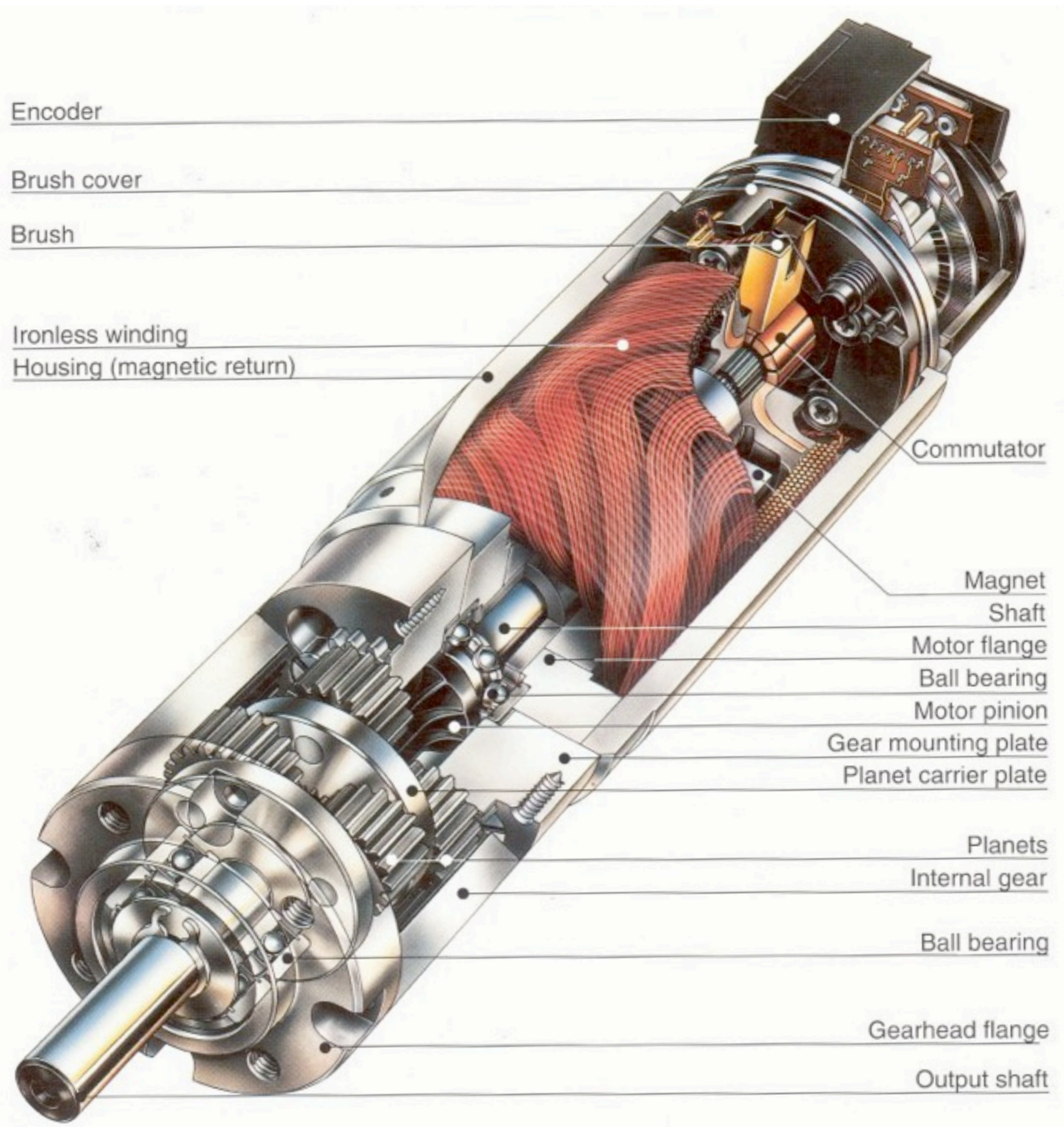
Toothed Magnetic Rotor

Multi-Coil Stator

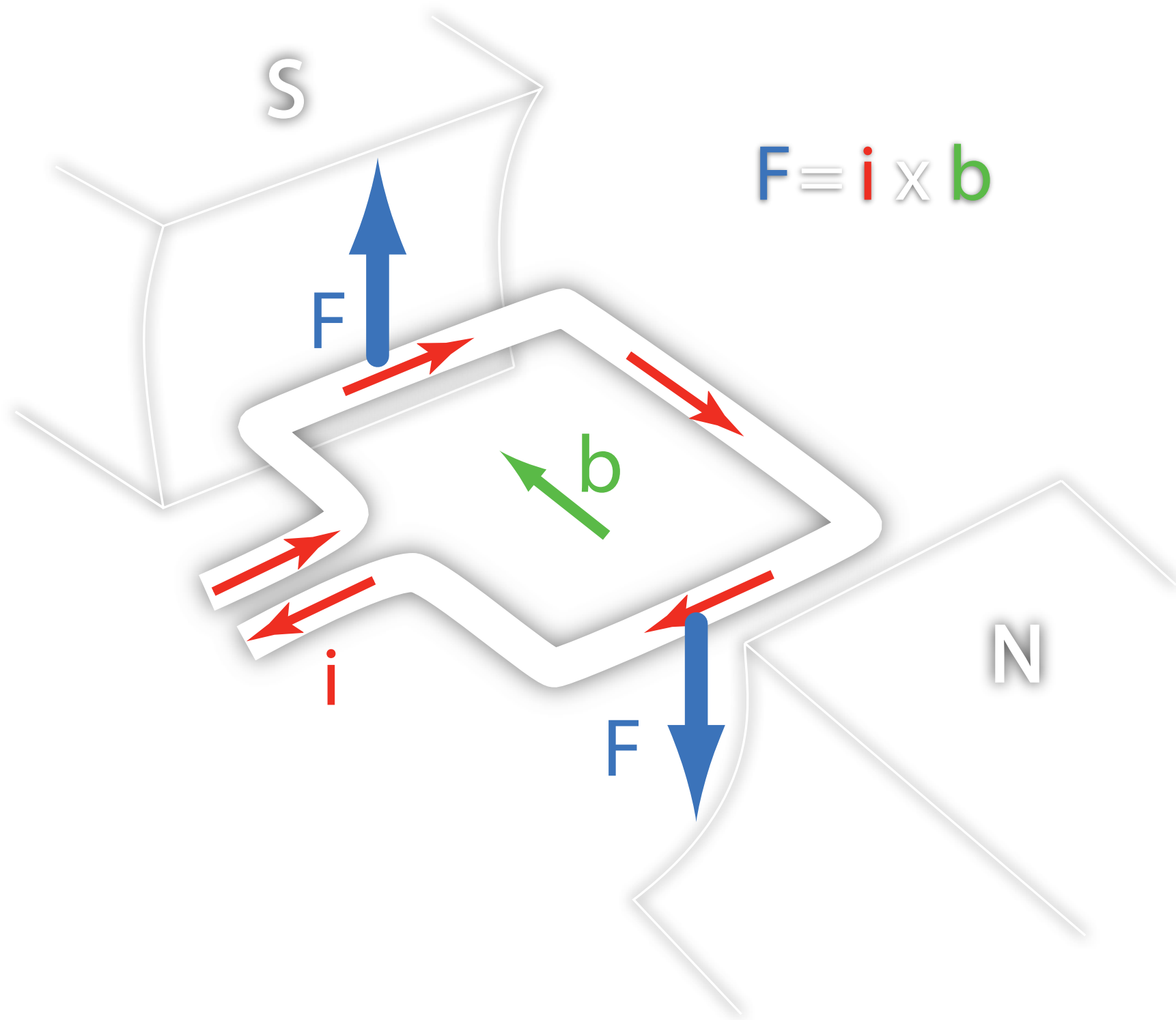
Capable of open-loop positioning

Requires a controller

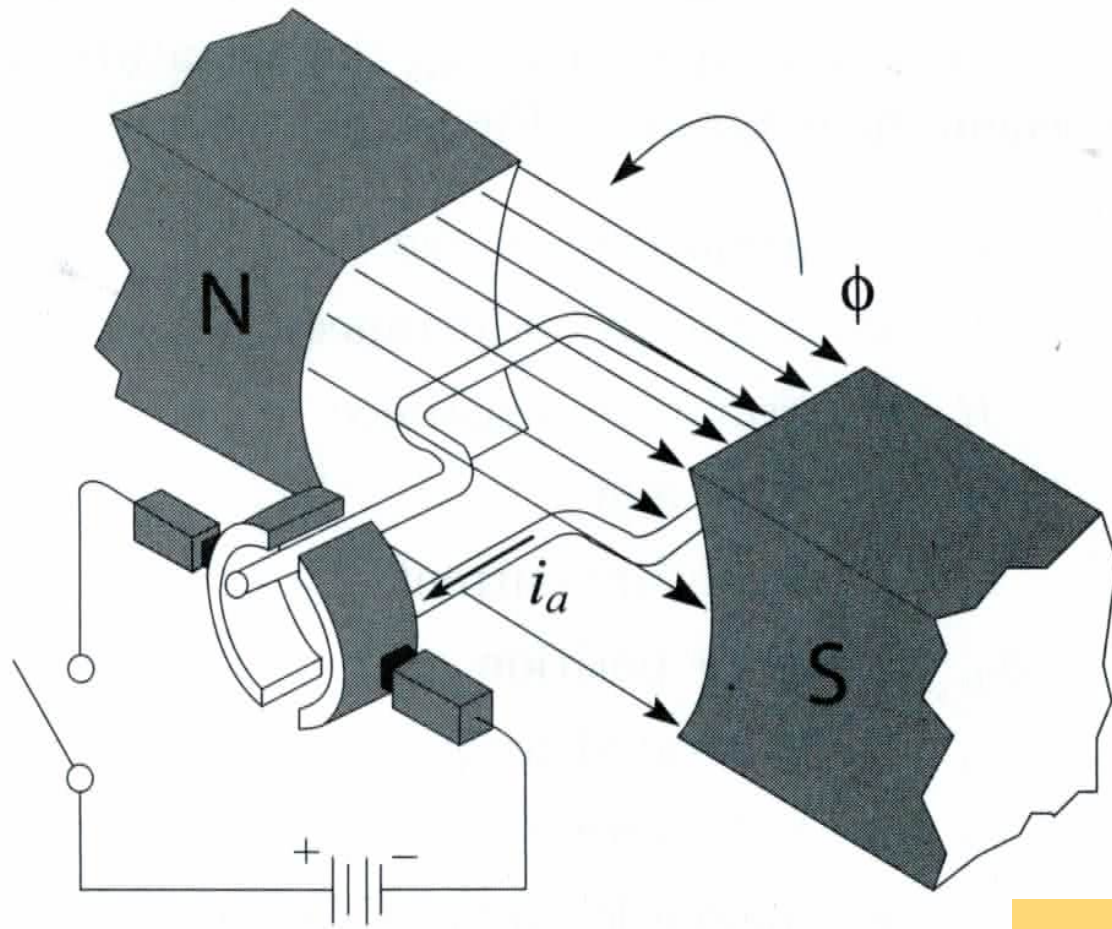




DC Brushed Motors



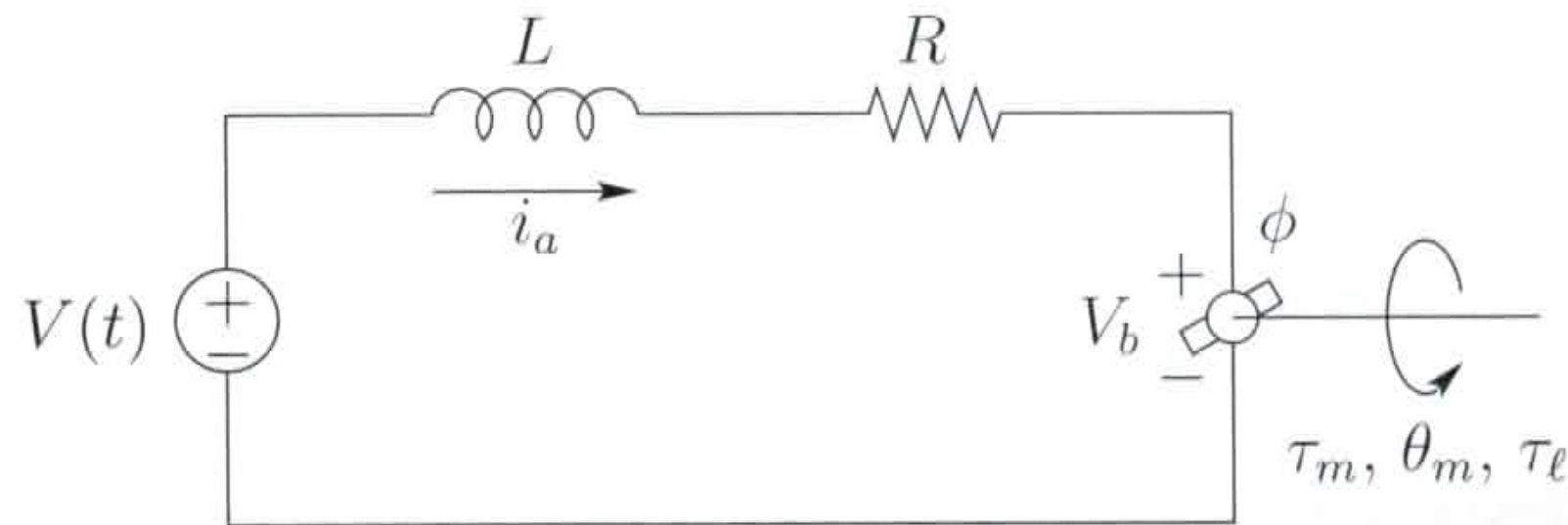
SHV Section 6.1



	magnetic flux (webers)	torque constant (N•m/A)
$\tau_m =$	$K_1 \phi i_a$	$= k_t i_a$
generated torque (N•m)	armature current (A)	armature current (A)
	physical constant	

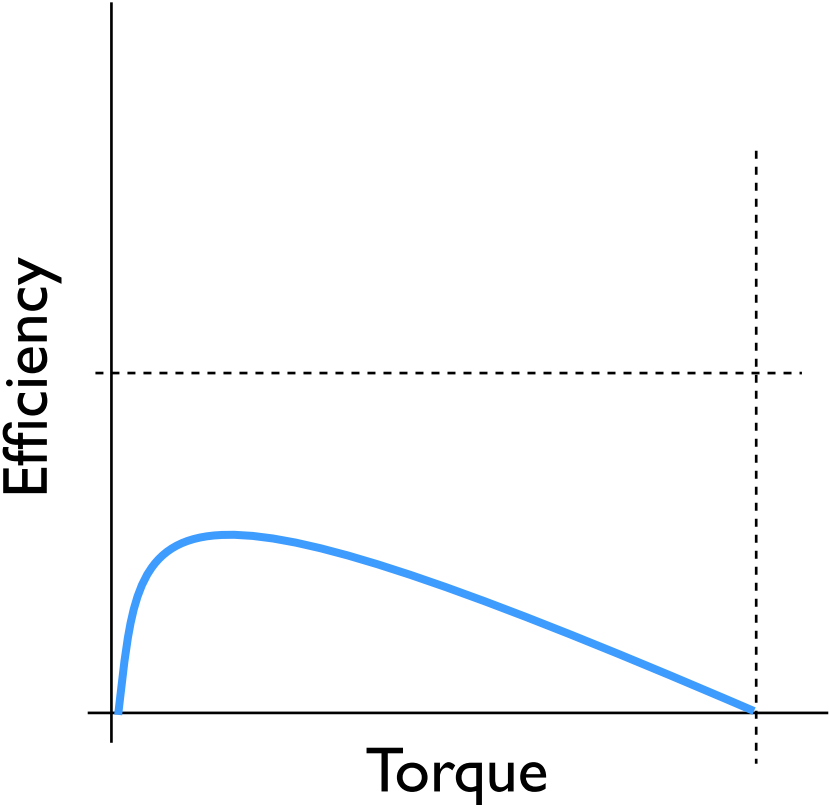
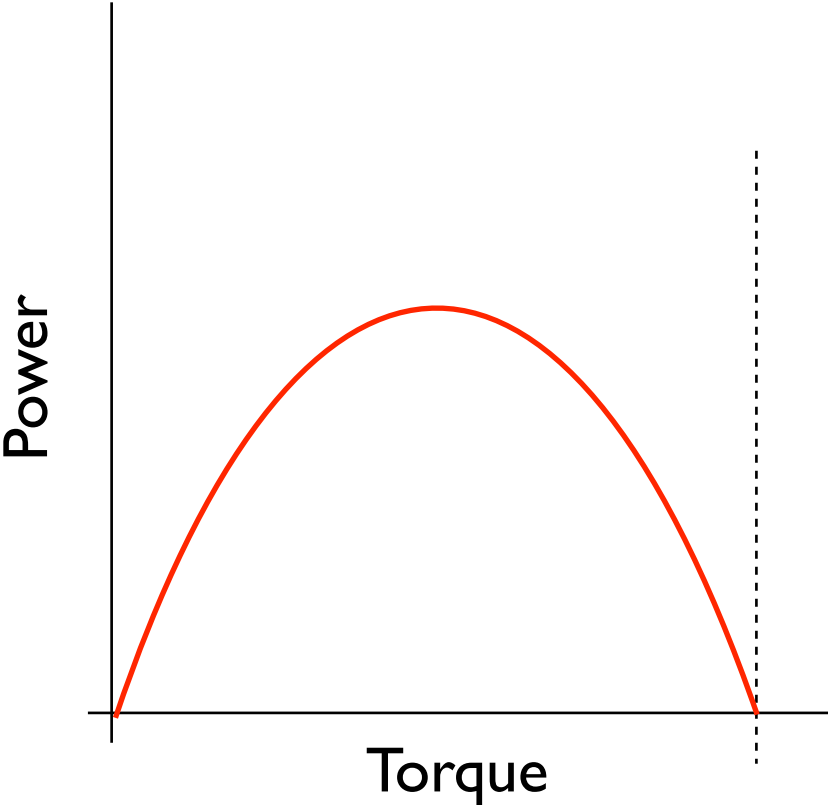
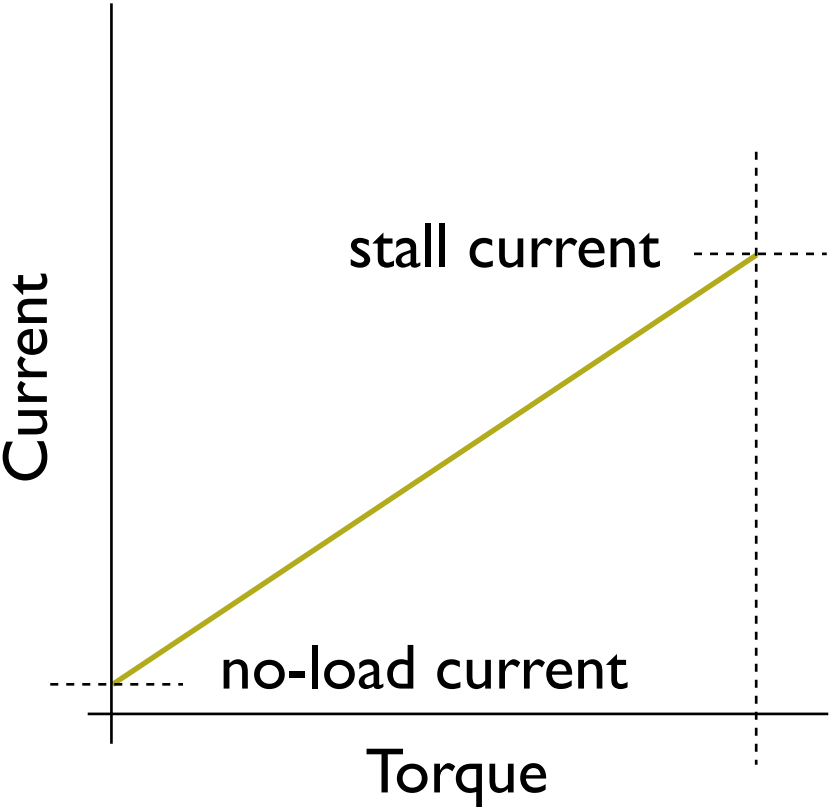
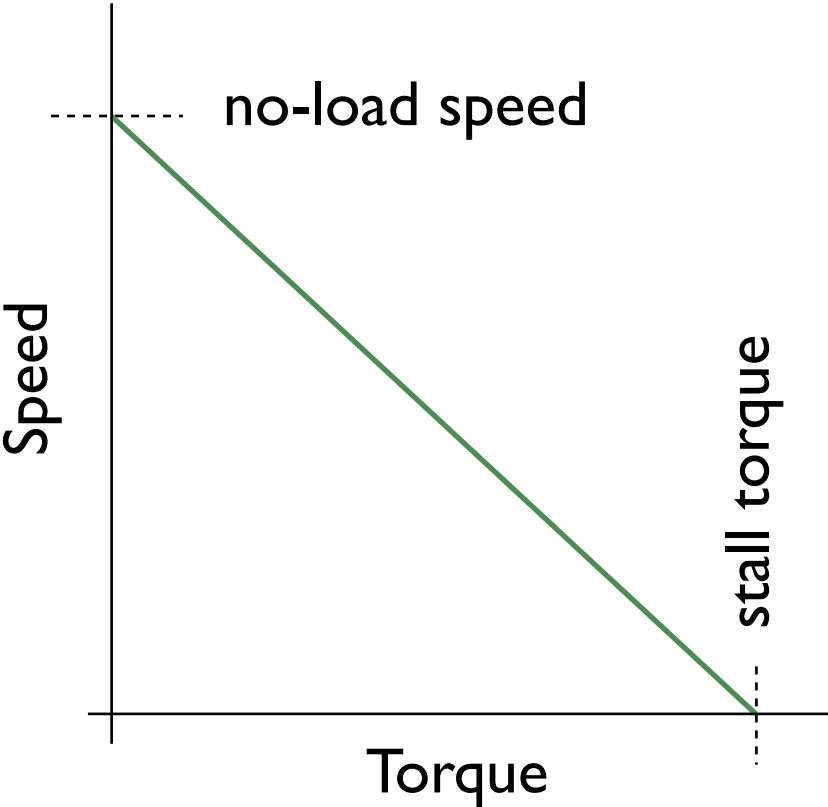
$$k_t = k_v$$

if using meters, kilograms and seconds



back emf (V)	magnetic flux (webers)	back-emf constant (V•s)
$V_b =$	$K_2 \phi \omega_m$	$= k_v \omega_m$
	motor velocity (rad/s)	motor velocity (rad/s)
	physical constant	

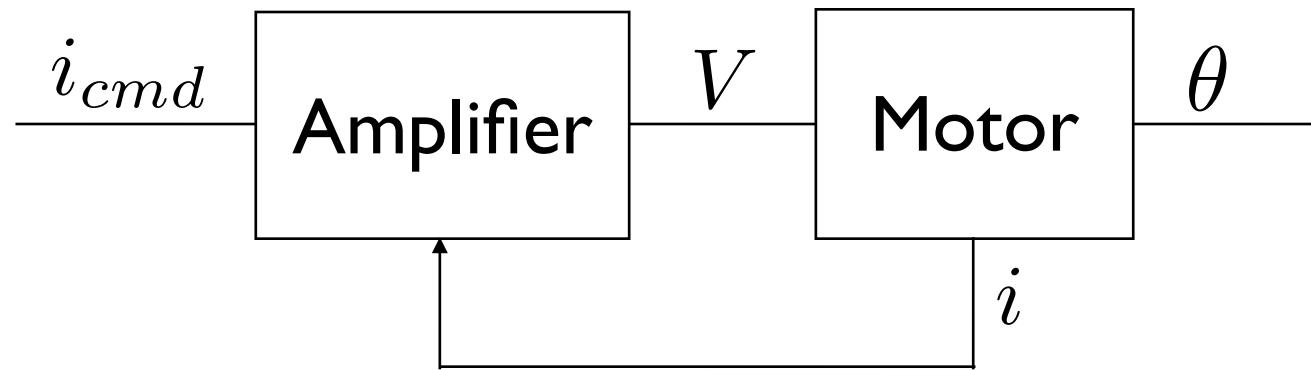
DC Brushed Motors - Governing Relationships



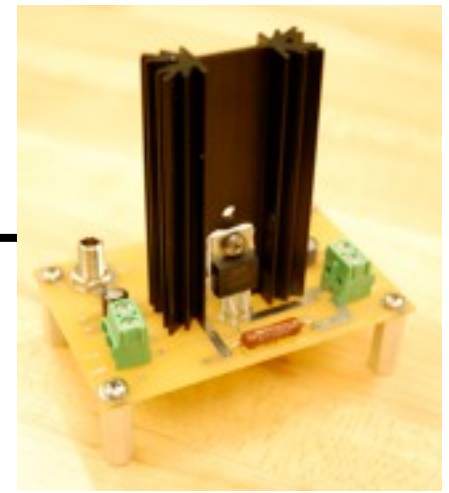
Motor



- The best brushed DC motors are made by Maxon. They are rather expensive, but they work quite well.
- Smooth torque output, independent of motor angle. In other words, very low cogging and torque ripple.
 - Low friction, both at low and high speeds, due to high quality bearings and low eddy currents.
 - Relatively high stall torque, which is the torque the motor can deliver when it is not rotating.
 - Larger motors create higher torques, but they also have higher inertia and higher friction.

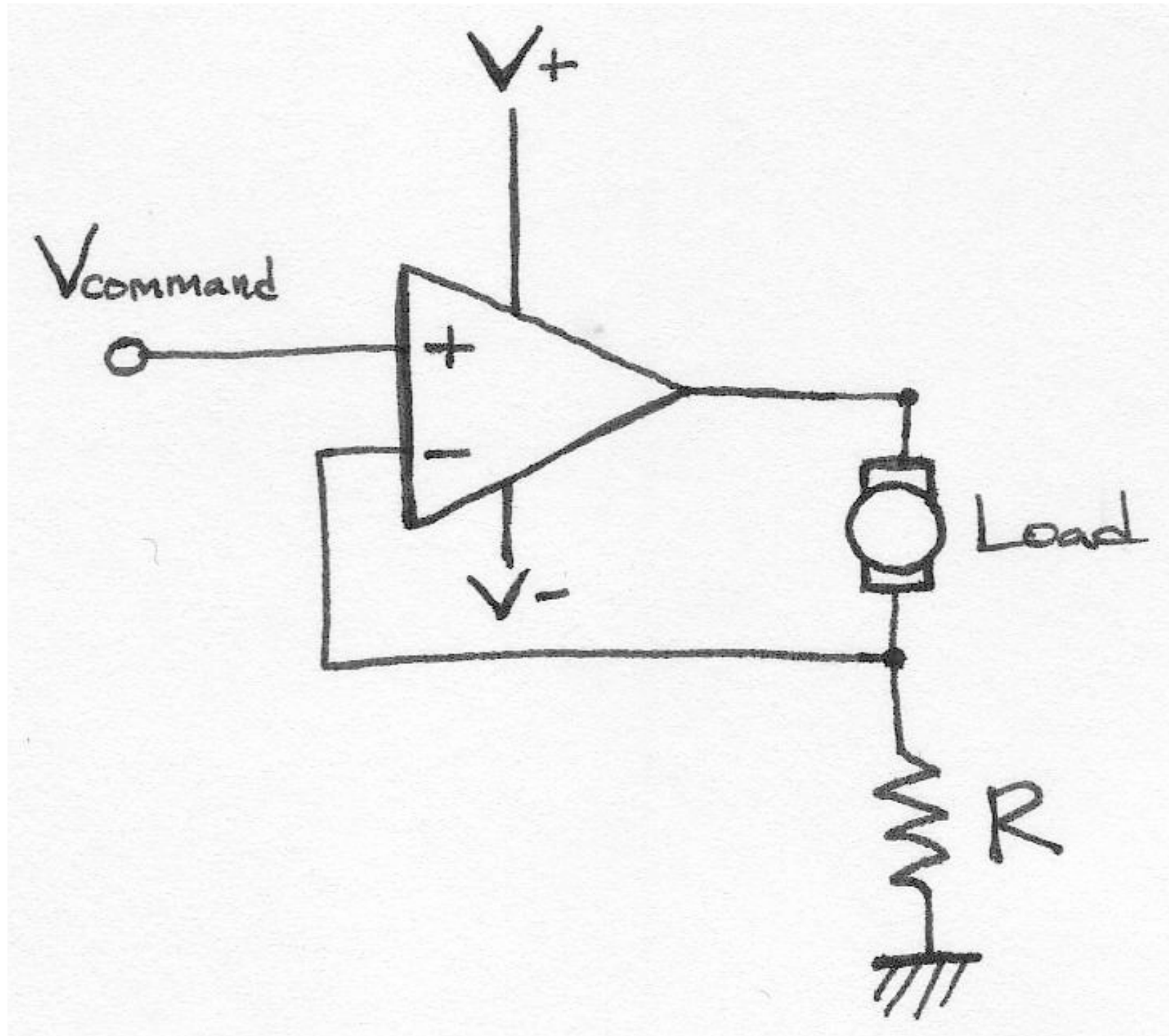


Current Amplifier



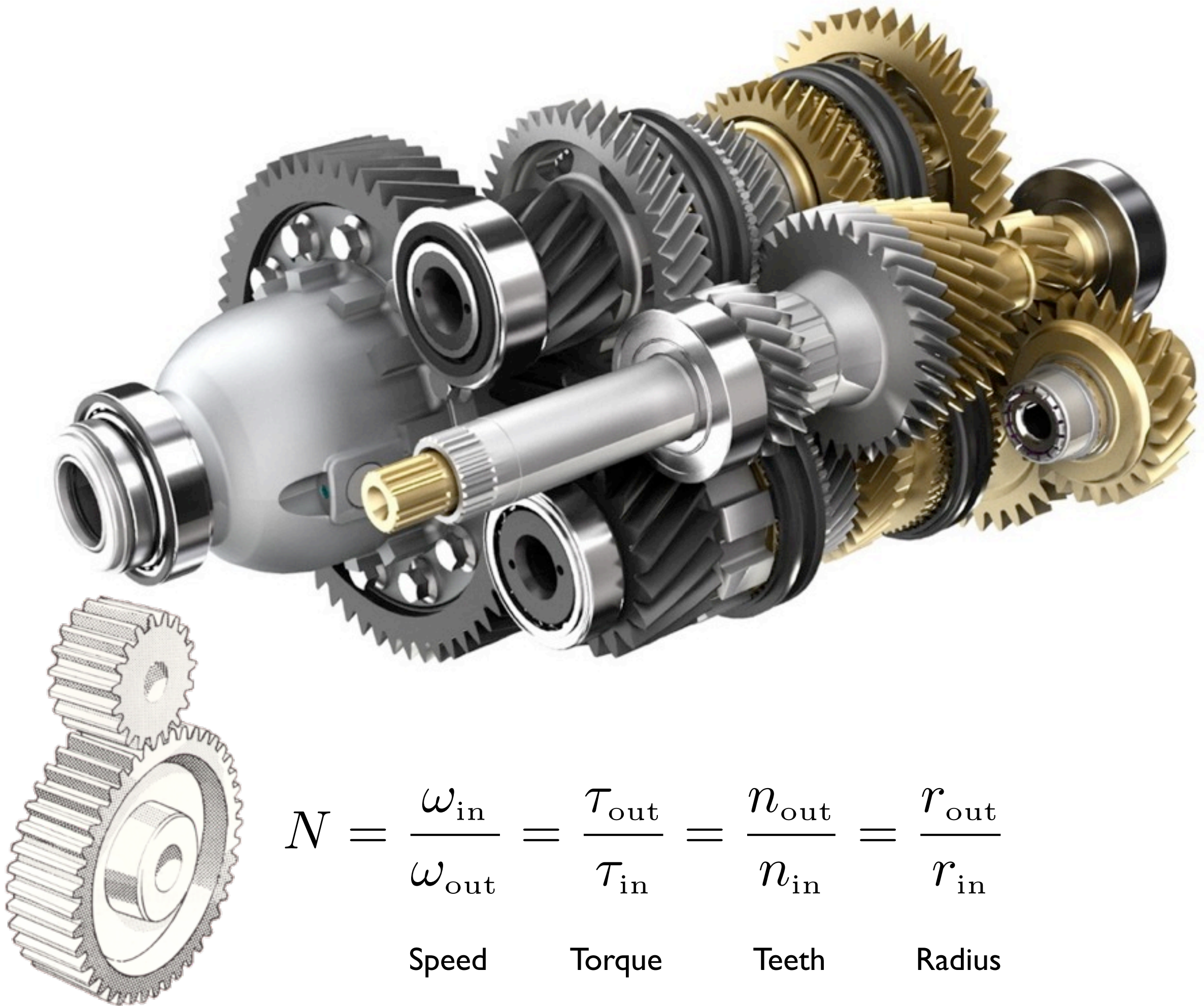
- Takes an information signal (usually an analog voltage) from the computer and drives the requested amount of current through the actuator.
- Note that this is a *current drive* scenario, not a voltage drive. Motor torque is proportional to current, regardless of speed, so we can essentially ignore the motor's electrical dynamics.
- Two common types are Pulse Width Modulation (PWM) and Linear. KJK prefers linear amplifiers for their high bandwidth and reduced electrical noise.

Current Amplifier Circuit



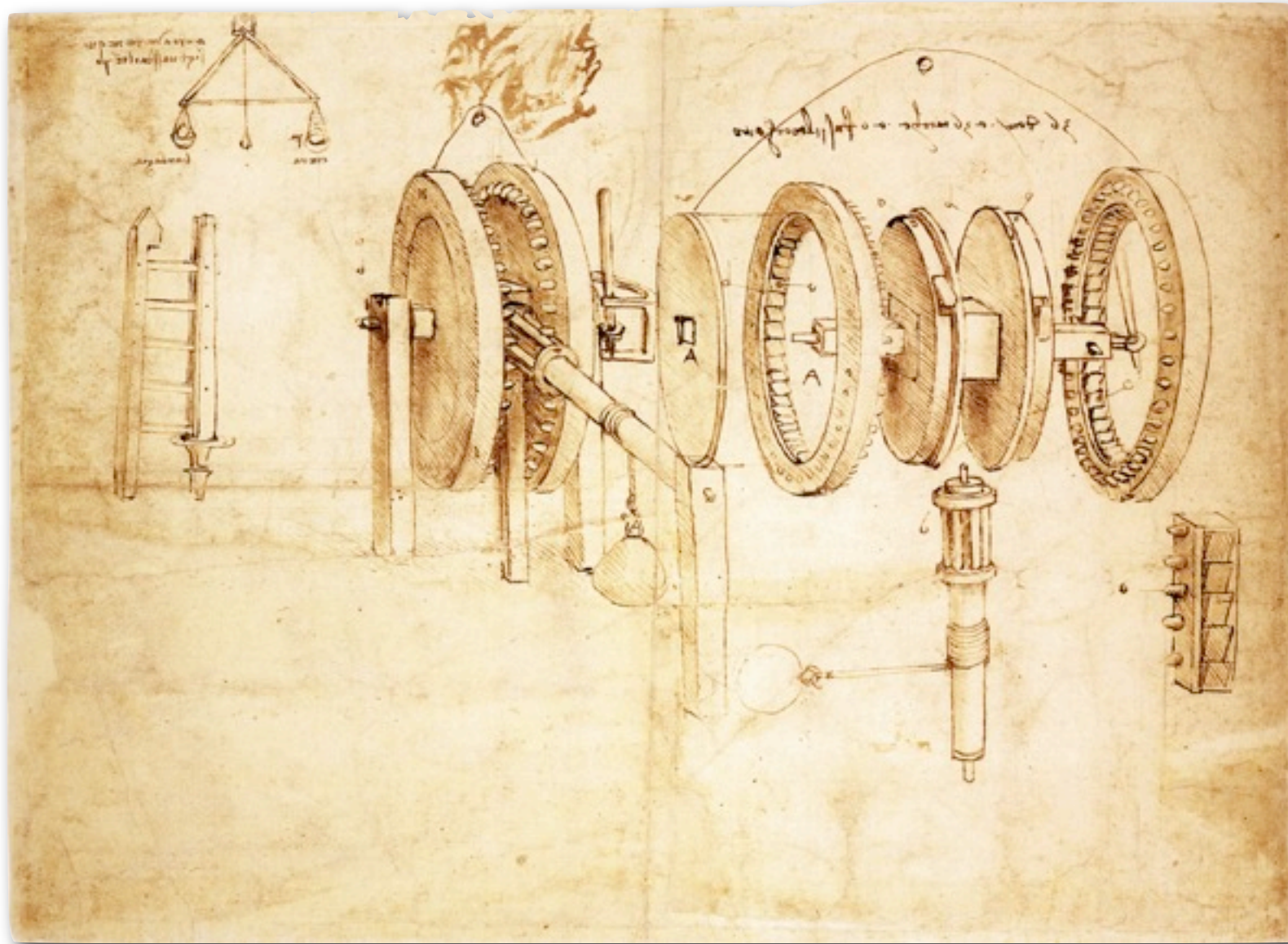
A close-up photograph of several interlocking metal gears. The gears are made of a dark, polished metal, possibly steel or brass, and show signs of wear and oil. The lighting is dramatic, with strong highlights on the teeth and shadows in the recesses. A semi-transparent dark rectangular box is overlaid in the center, containing the text "machine elements" in a white, bold, sans-serif font.

machine elements



$$N = \frac{\omega_{\text{in}}}{\omega_{\text{out}}} = \frac{\tau_{\text{out}}}{\tau_{\text{in}}} = \frac{n_{\text{out}}}{n_{\text{in}}} = \frac{r_{\text{out}}}{r_{\text{in}}}$$

Speed Torque Teeth Radius



spur



helical



crossed
helical

bevel



spiral
bevel



hypoid



FIGURE 6.14 Hypoid gears. (Courtesy of Gleason Works.)

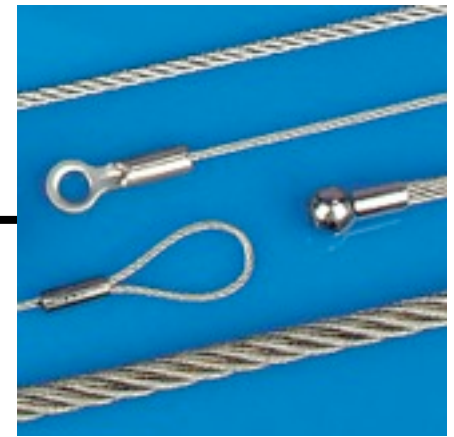
worm



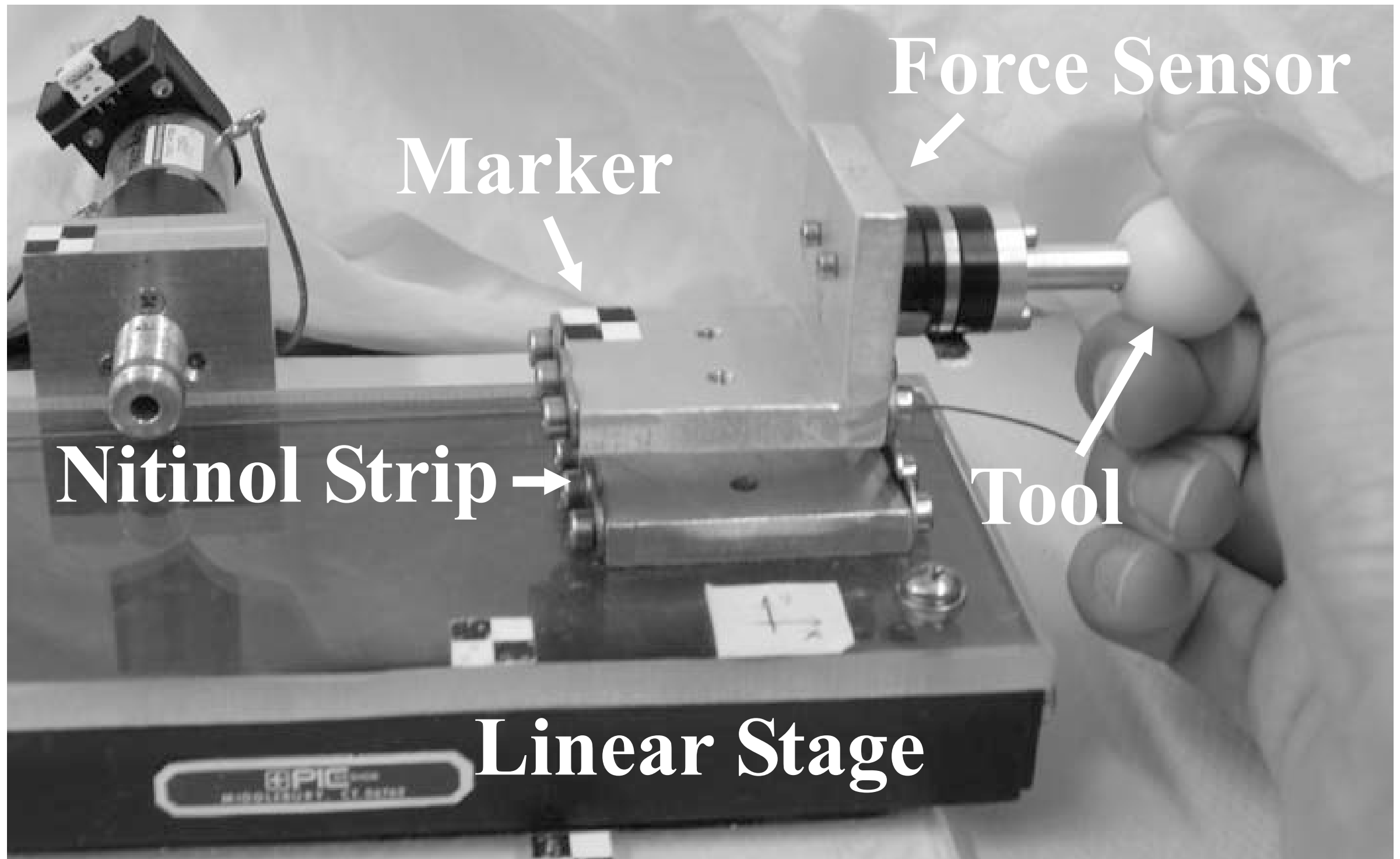
rack & pinion

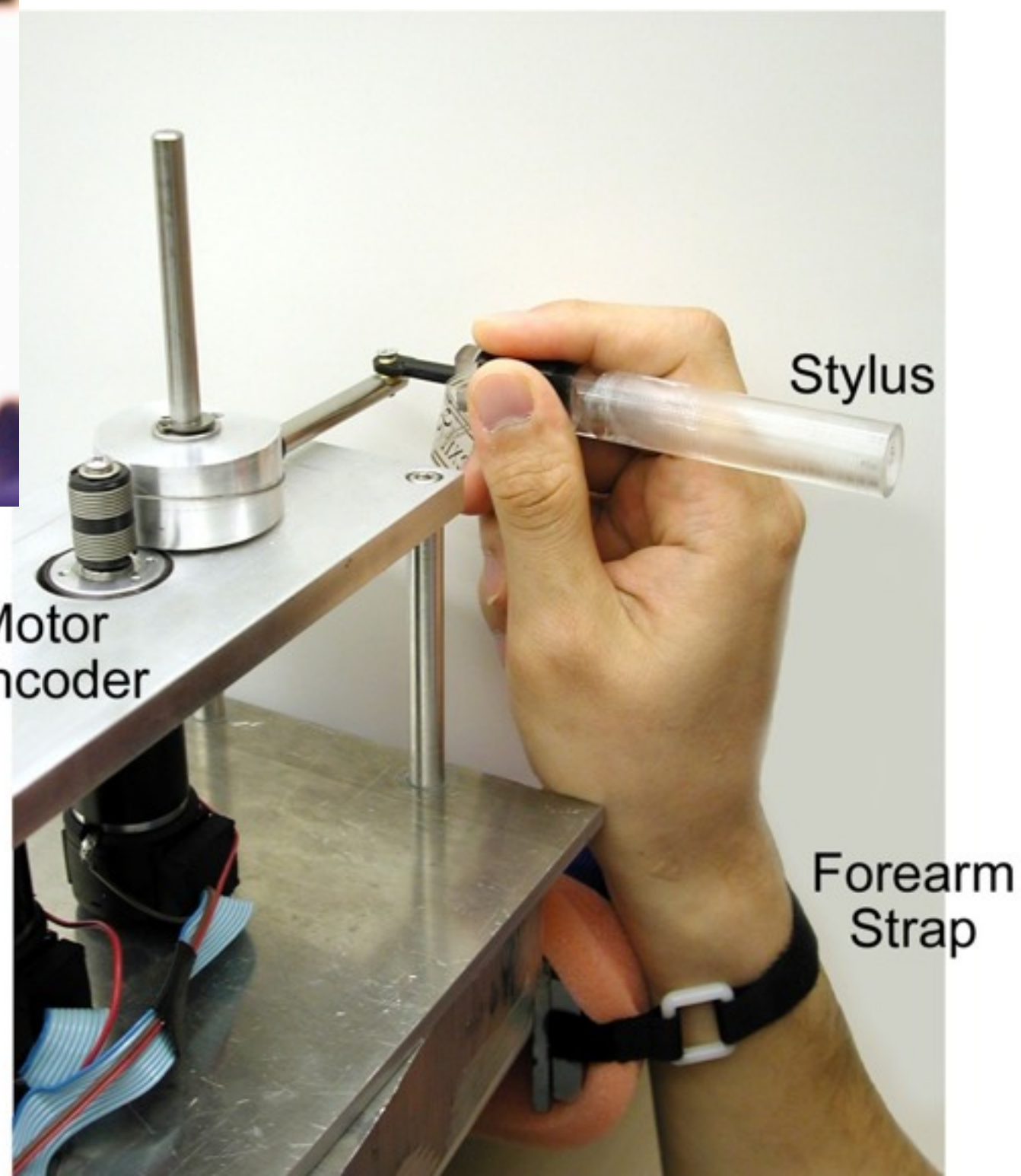
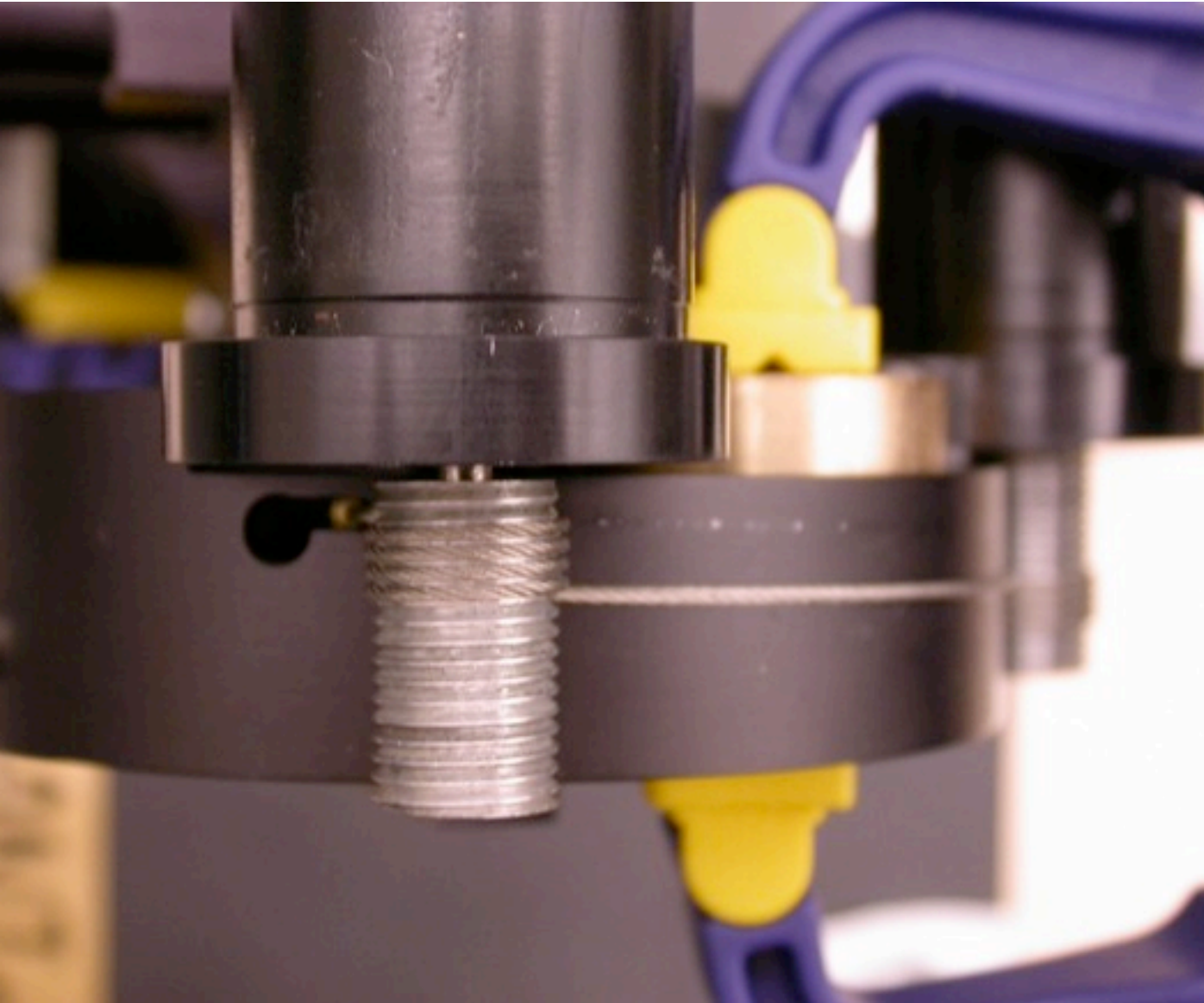


Capstan Drive



- Most haptic interfaces use a capstan drive, with thin stranded cables from a company like Sava Industries.
- The rotation of the motor shaft is coupled to the rotation of a larger drum or the motion of a linear stage by wrapping cables around a capstan.
 - When pre-tensioned, cables provide a very stiff connection with zero backlash.
 - We don't use belts or gears because we need motion to be smooth and efficient. Users dislike vibration.

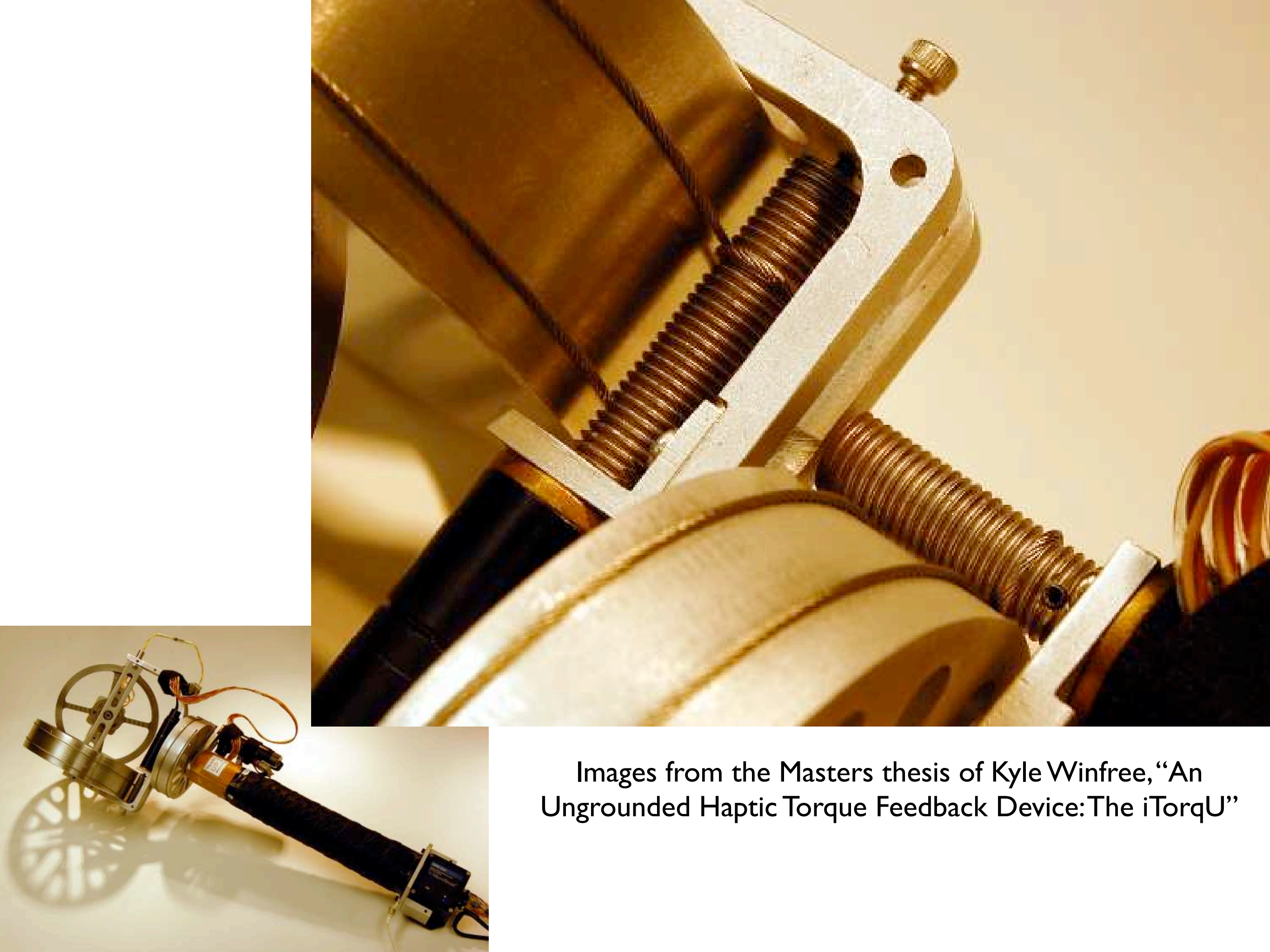




Capstan Drive

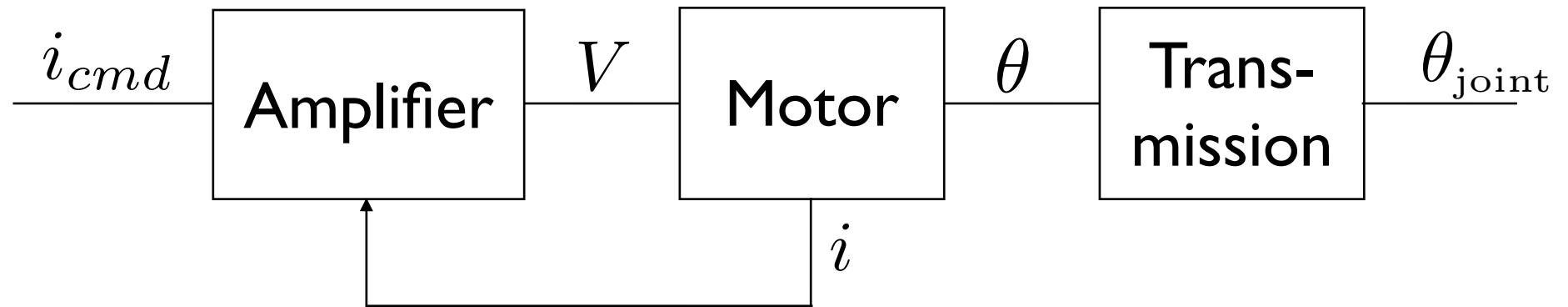


- The gear ratio is the ratio of the diameters (or equivalently the ratio of the radii). $\rho = \frac{d_d}{d_c}$
- The drum is almost always larger than the capstan, so rho is greater than one. $\tau_d = \rho \tau_m$ $\omega_m = \rho \omega_d$
- The drum torque is greater than the motor torque.
- The motor speed is greater than the drum speed.
- A drawback - the user feels amplified versions of the motor's inertia and friction.



Images from the Masters thesis of Kyle Winfree, “An Ungrounded Haptic Torque Feedback Device: The iTorqU”





A Biological Inspiration

Mechanical Structure

Bones

Frame / Links

Joints

Joints

Actuators

Muscles

Electric Motors

Hydraulics

Pneumatics

SMA, etc.

Sensors

Kinesthetic

Encoders

Tactile

Load Cells

Vision

Vision

Vestibular

Accelerometers

Controller

Brain

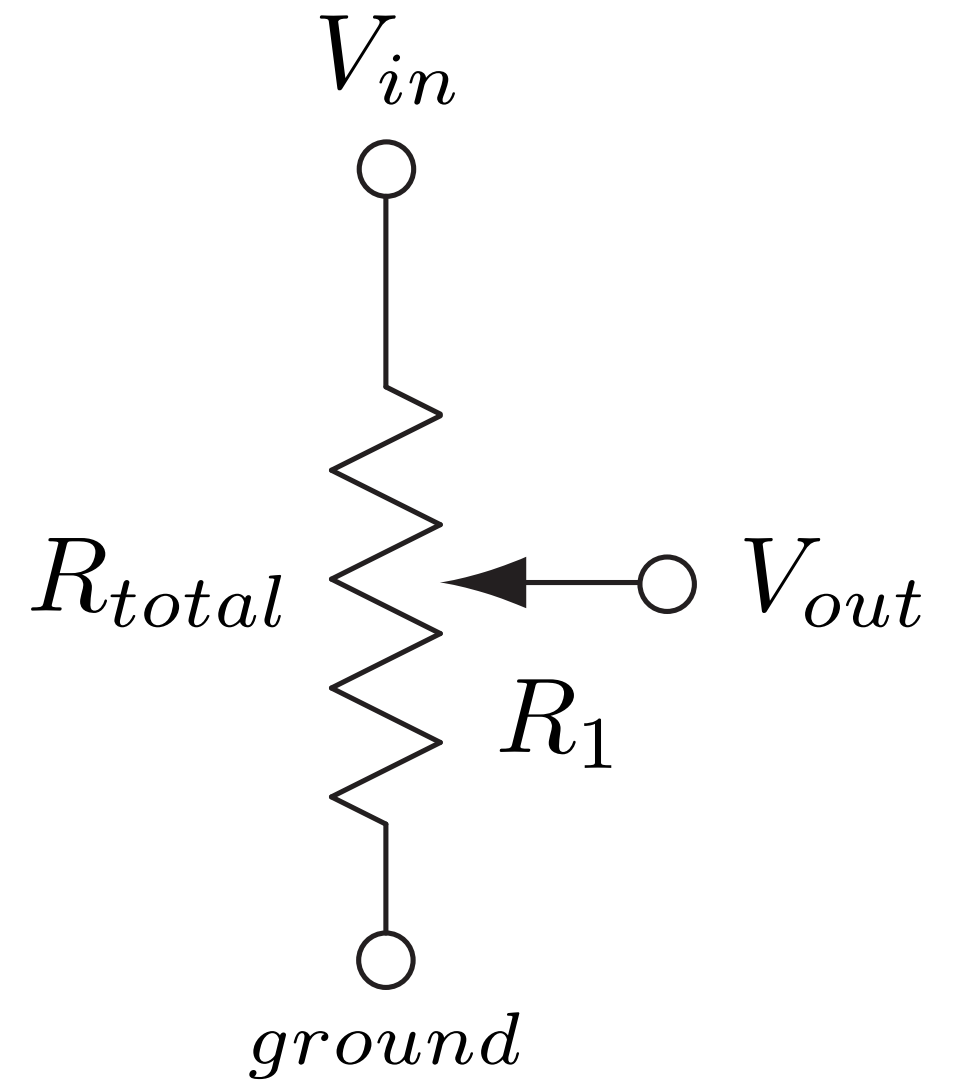
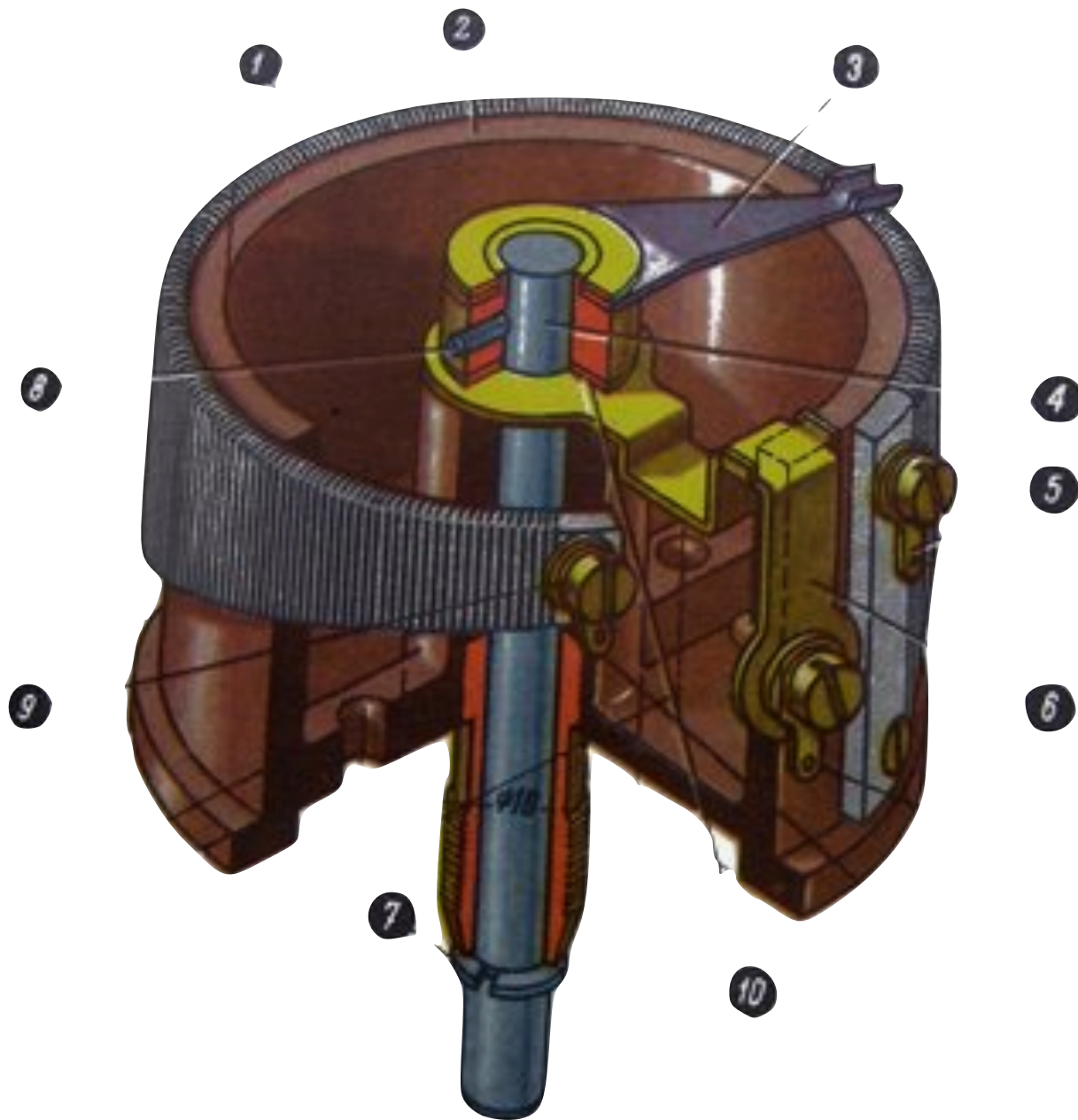
Computer

Spinal Cord Reflex

Local feedback

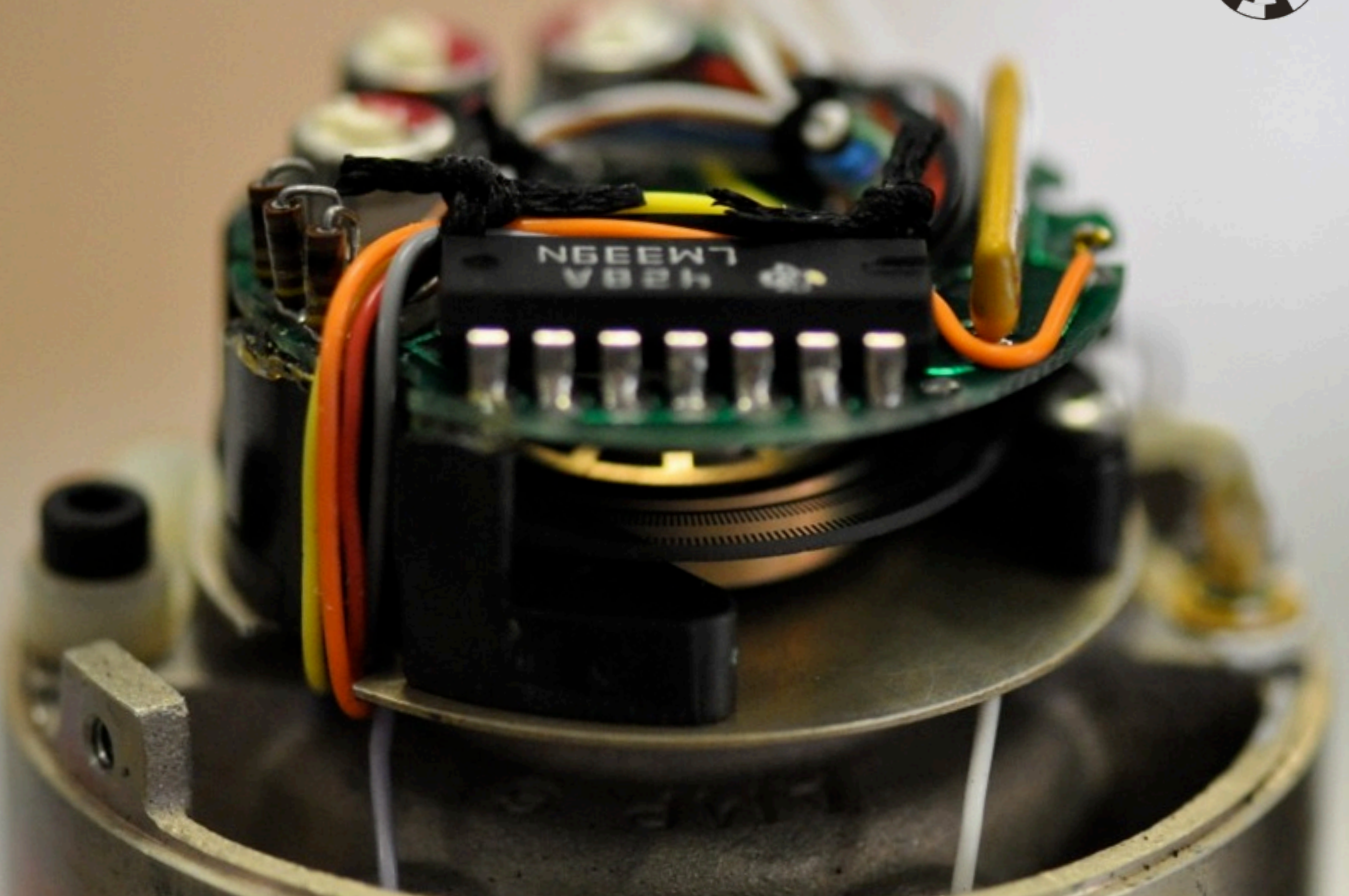


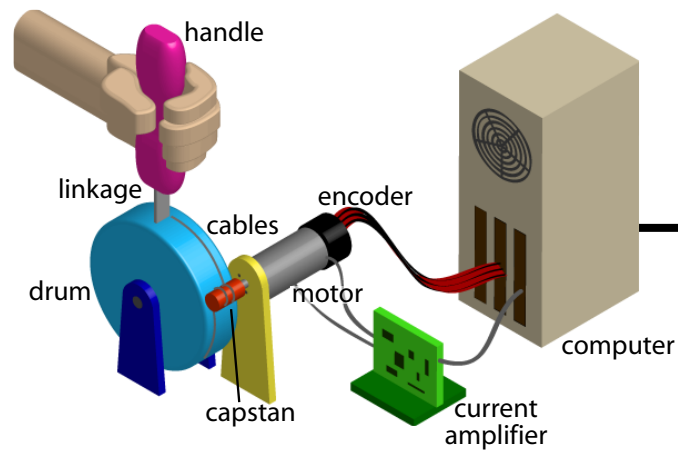
potentiometers



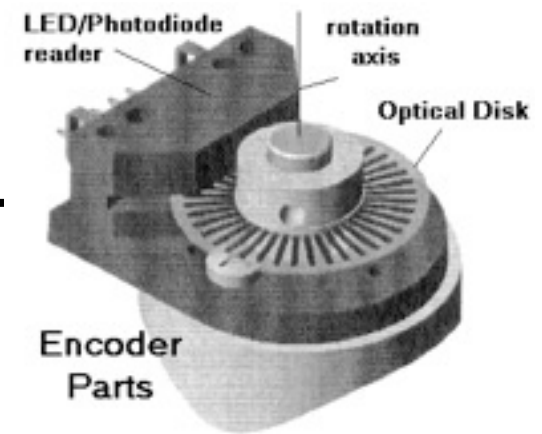
$$V_{out} = \frac{R_1}{R_{total}} V_{in}$$

Puma260 base-joint optical encoder





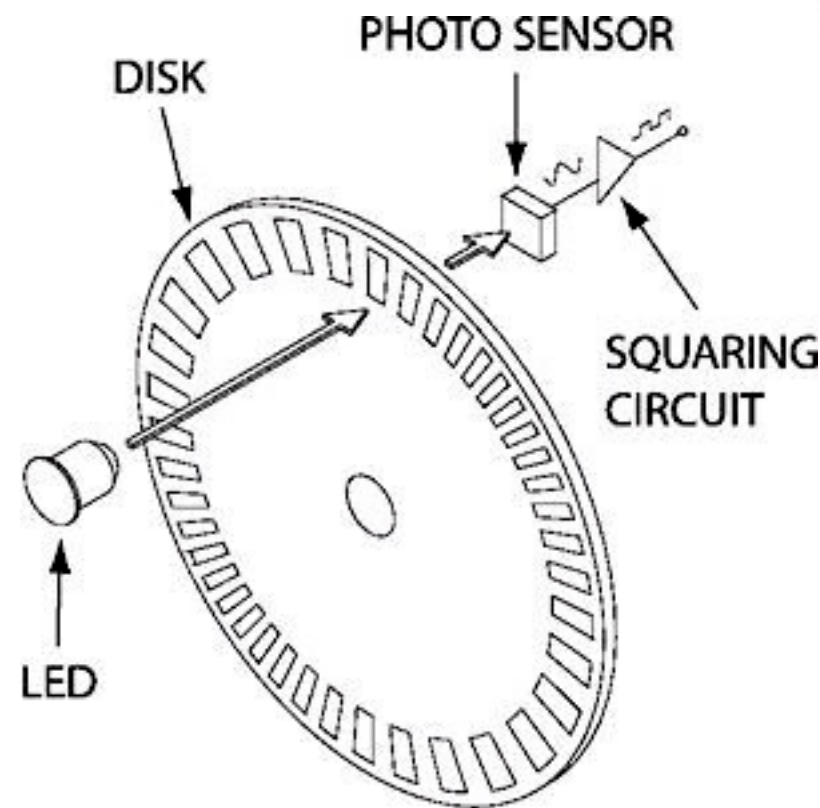
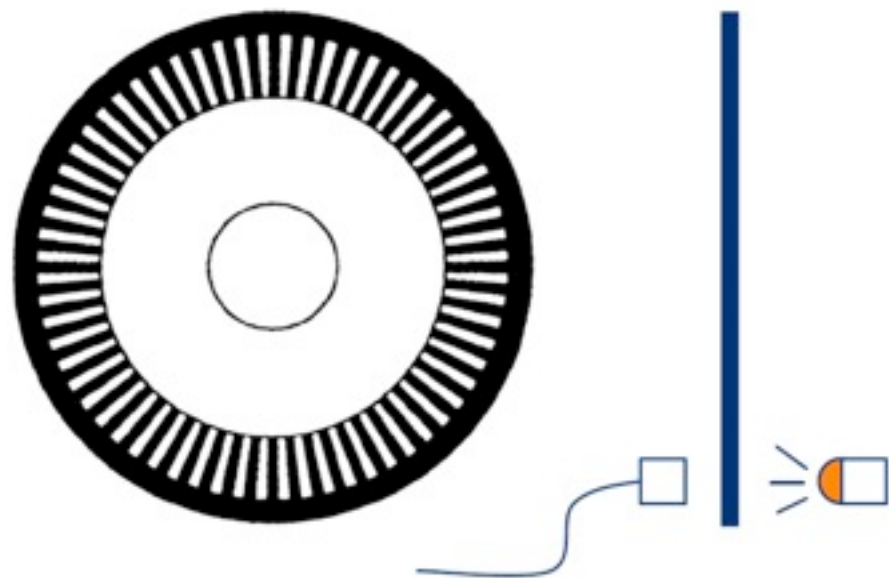
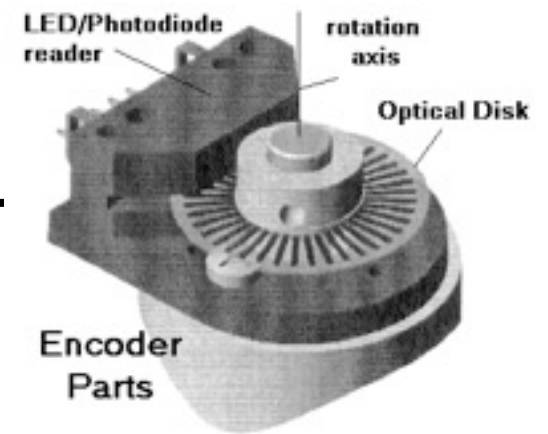
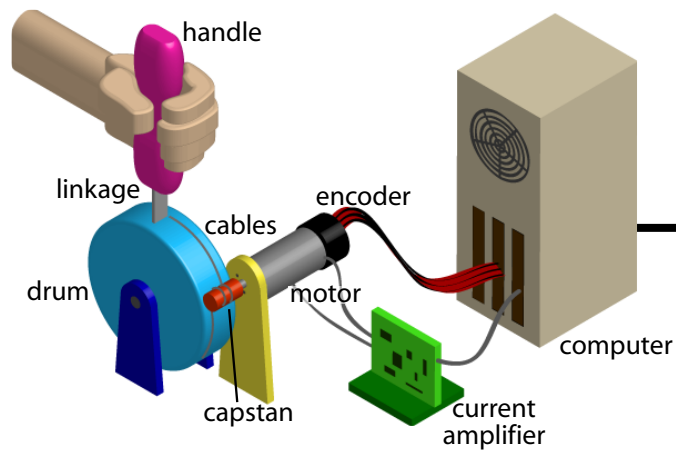
Encoder



The most common motion sensor in haptics is the incremental optical encoder, often by Agilent.

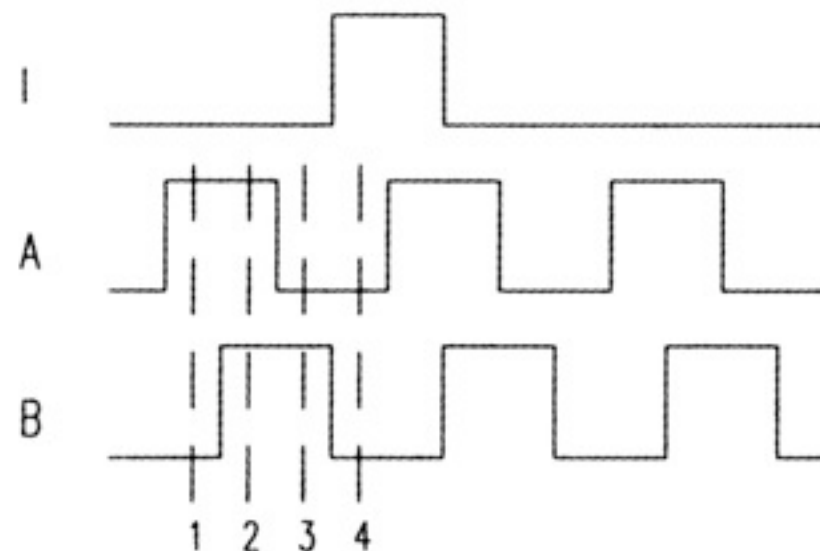
- A thin disk is attached to the rotating shaft whose angle you want to measure, usually the motor.
- The disk has slits cut into it in a regular pattern.
- A light shines on the disk on one side, and photo sensors are located on the opposite side.
- Produces a number of pulses per revolution, with higher resolution being more expensive.

Encoder



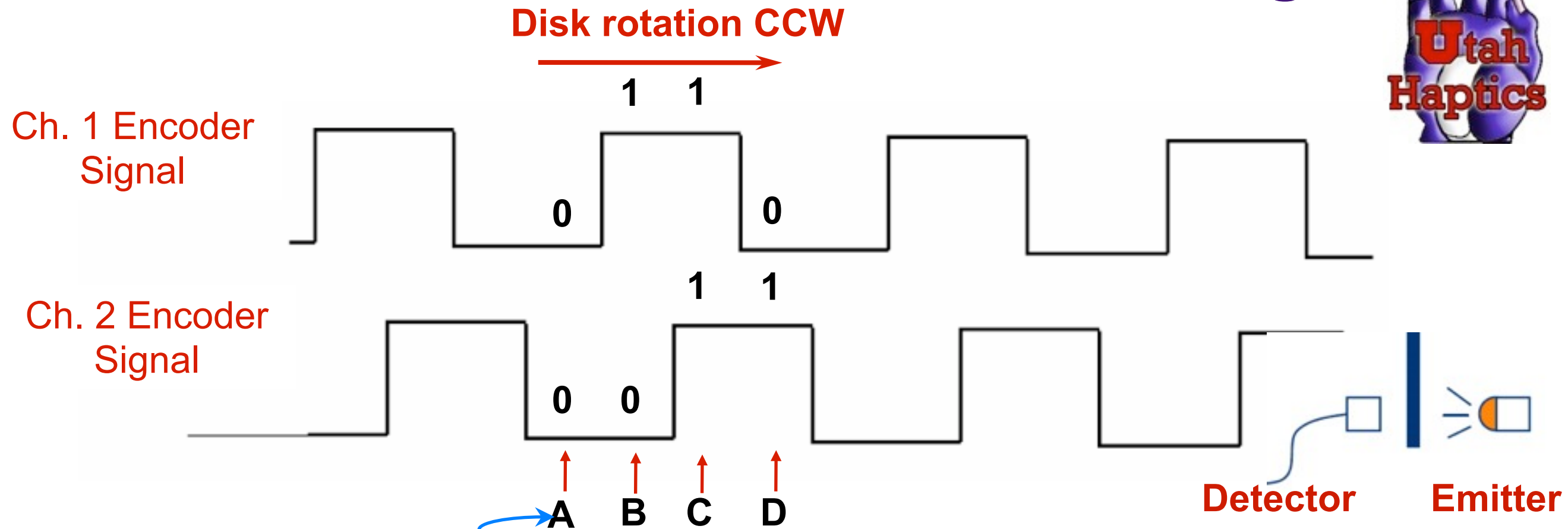
$$\Delta = \frac{2\pi}{4n}$$

Two channels of pulses, 90 degrees out of phase: quadrature



State	Ch A	Ch B
S ₁	High	Low
S ₂	High	High
S ₃	Low	High
S ₄	Low	Low

Quadrature Encoder States & Decoding



Encoder States

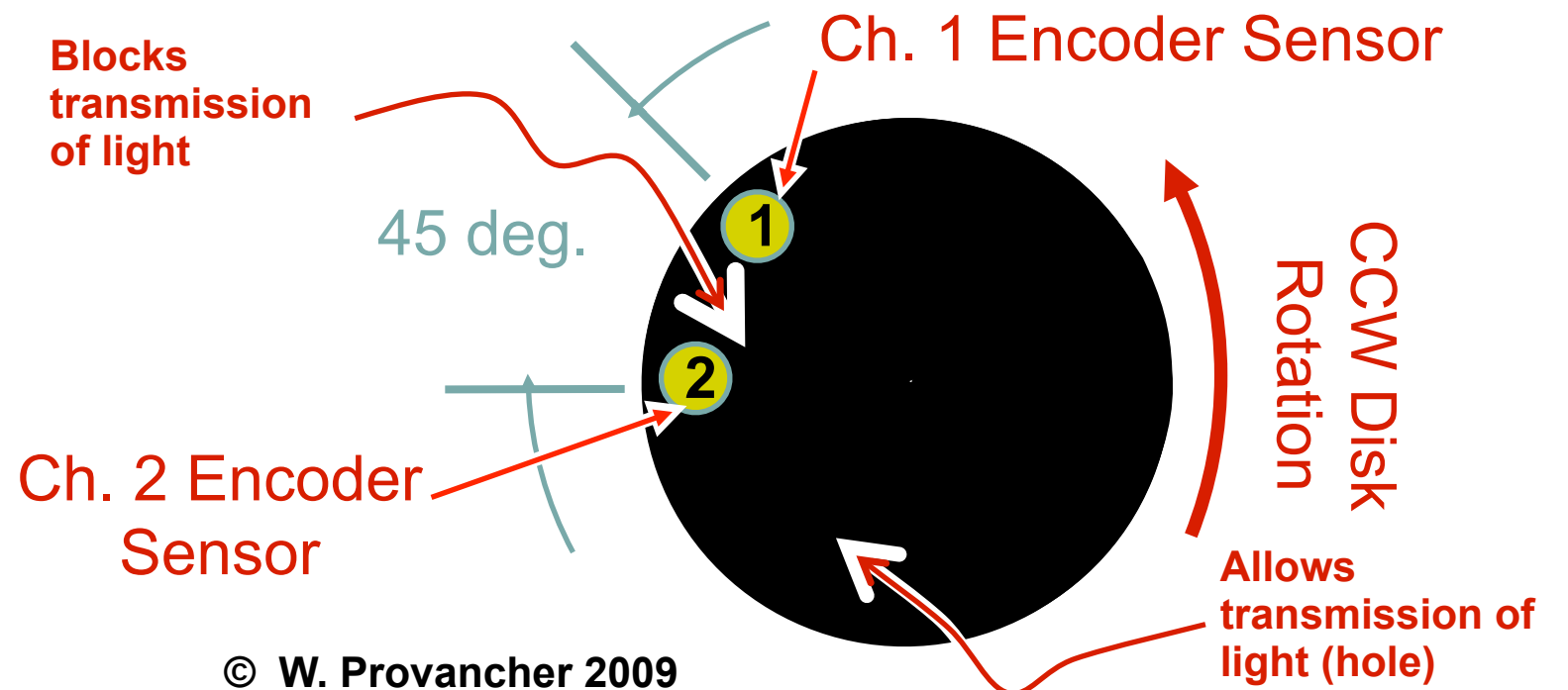
Disk rotation CCW

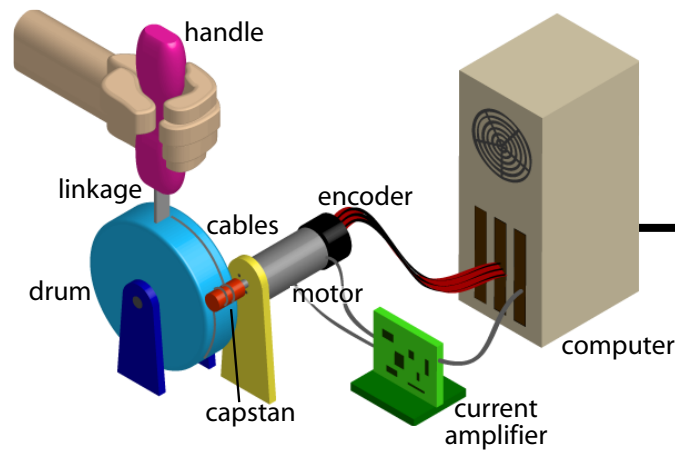
	A	B	C	D
Ch. 1	0	1	1	0
Ch. 2	0	0	1	1

Disk rotation CW

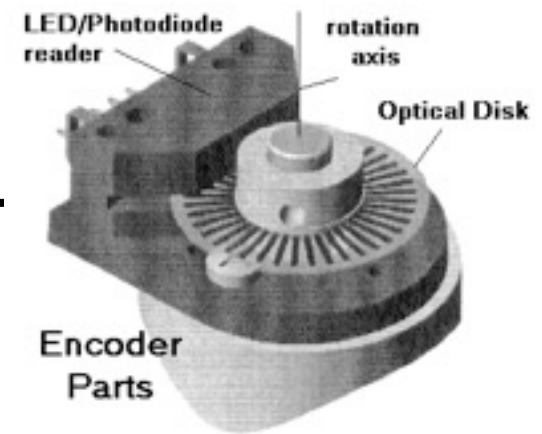
Simplified Encoder Disk

(2 CPR, 8 PPR) (shown in state A)





Encoder



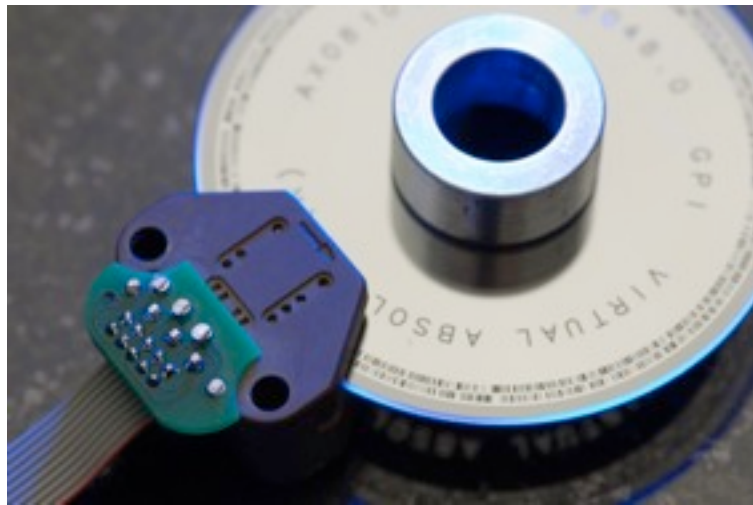
Ramifications of using incremental of optical encoders:

- The system has no knowledge of absolute position, because it's always just counting pulses.
- How can you solve this?
 - Calibration pose (SensAble)
 - Secondary sensors with absolute readings (da Vinci)
- Sometimes problems occur at high velocities.
- No noise on position, but uncertainty due to resolution, and significant noise on velocity.

$$\theta_m = \Delta(Q - Q_{zero})$$

absolute encoders

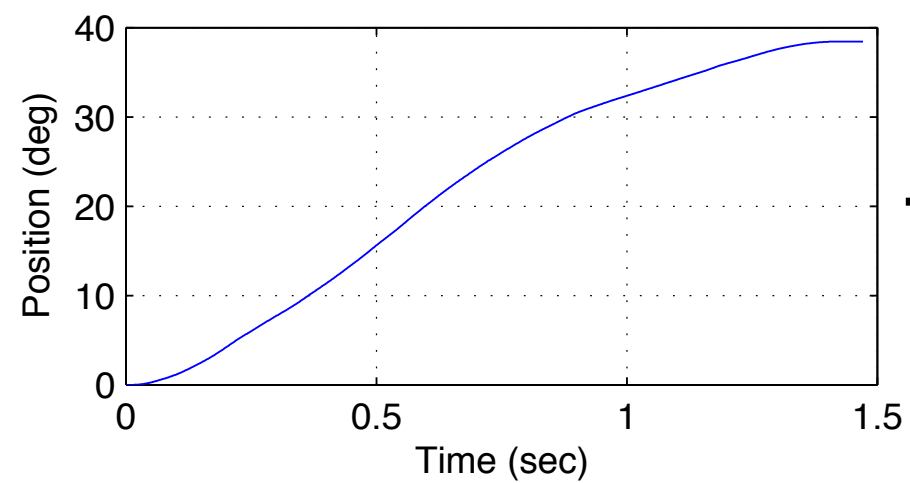




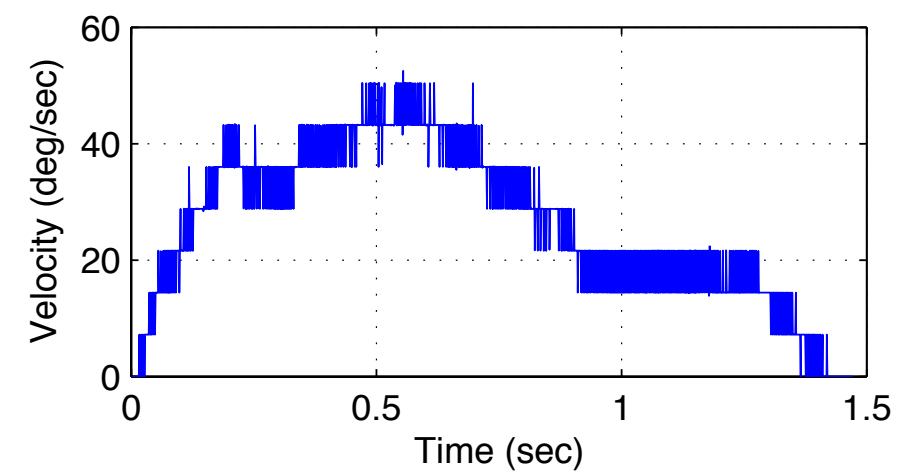
Differentiation of Position

discretized and quantized

usually requires filtering (which adds time delay)

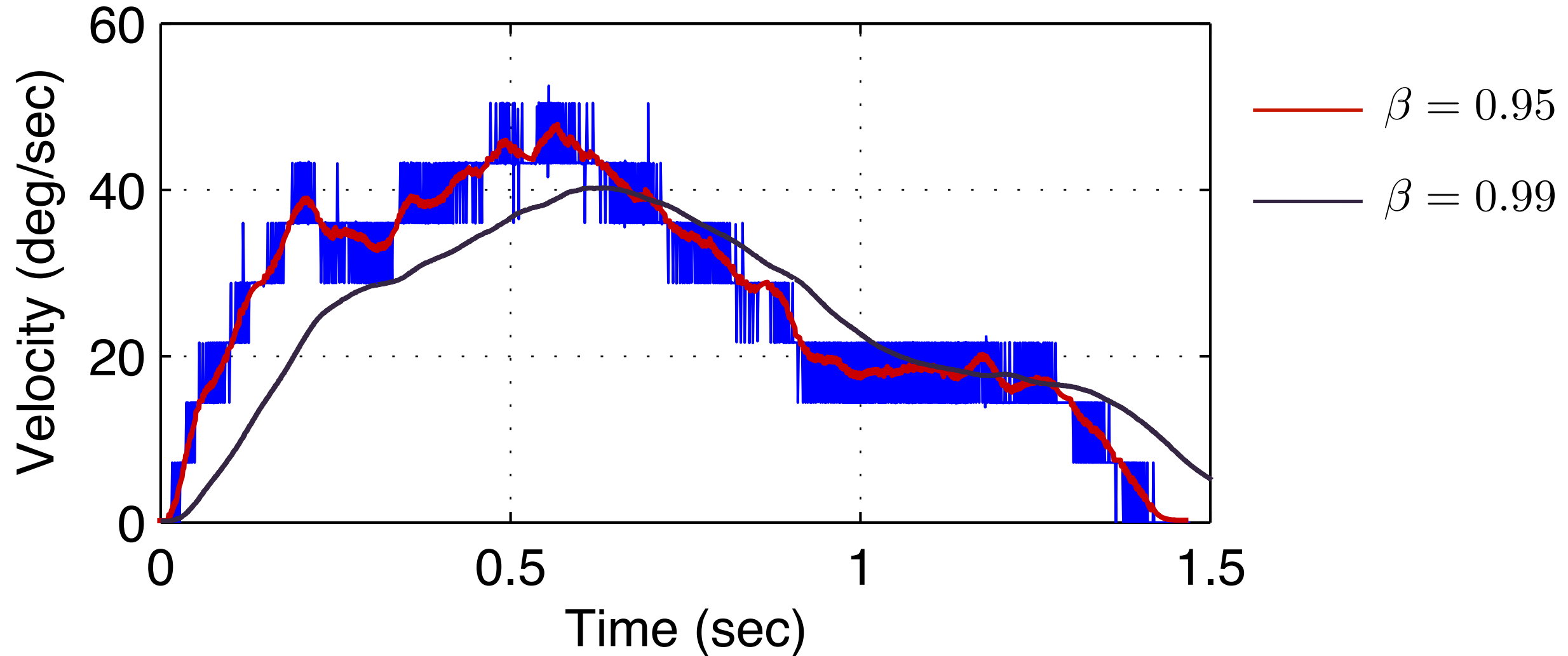


$$\frac{d}{dt}$$



Infinite horizon (fading-memory) low-pass filter

$$\hat{v}_i = \beta \hat{v}_{i-1} + (1 - \beta) v_i \quad 0 < \beta < 1$$

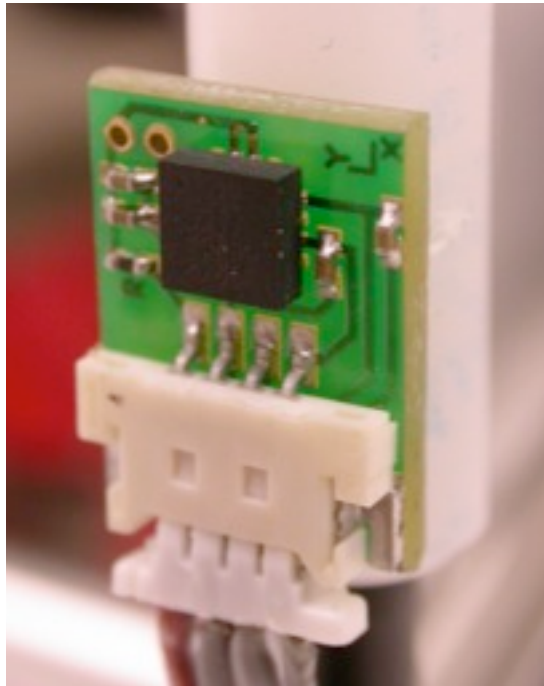


Equivalent analog bandwidth

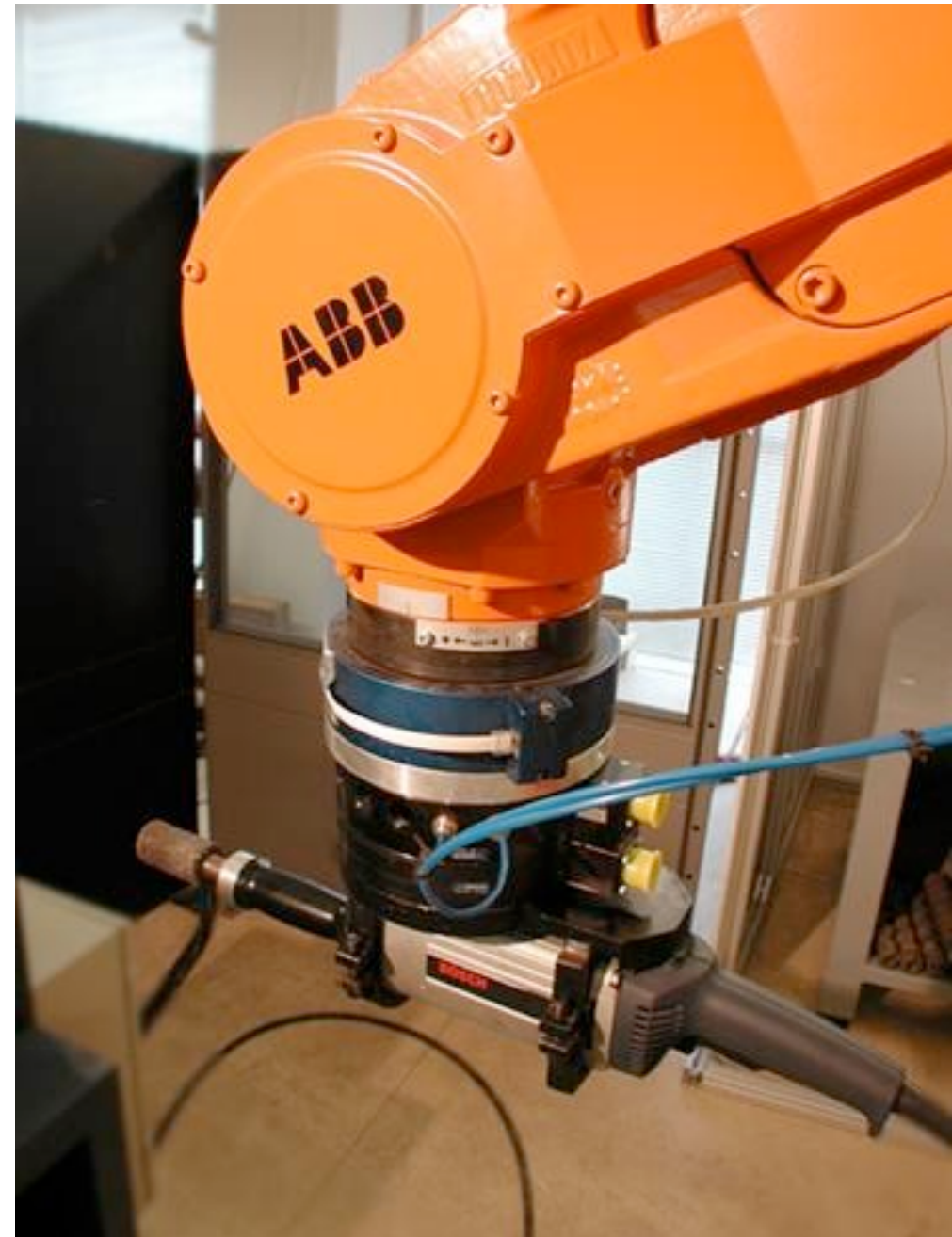
$$\omega = \frac{1}{\tau} = \frac{1 - \beta}{\beta} T$$

other sensors

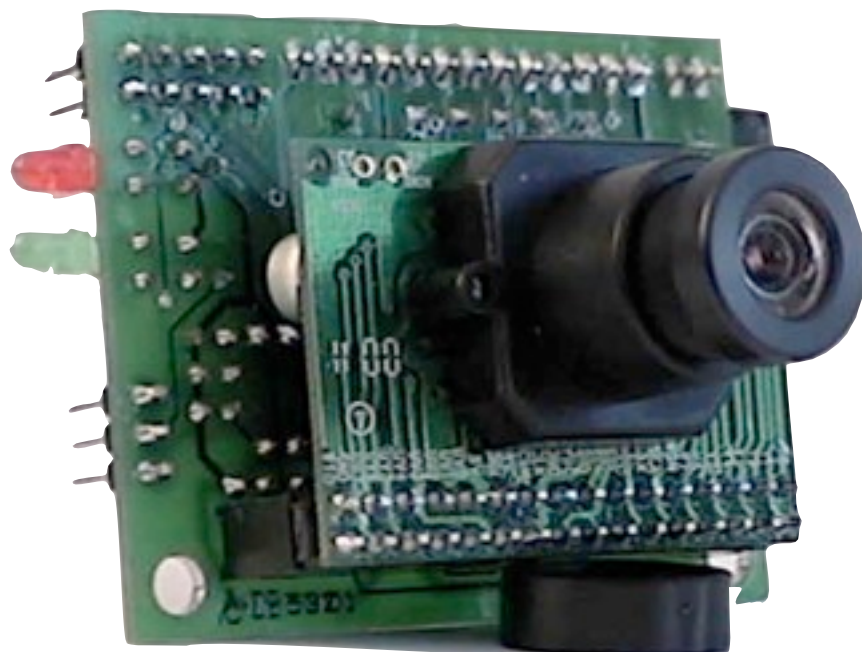
Acceleration



Force / Torque



Vision



What sensors do you see?

