

# MEAM 520

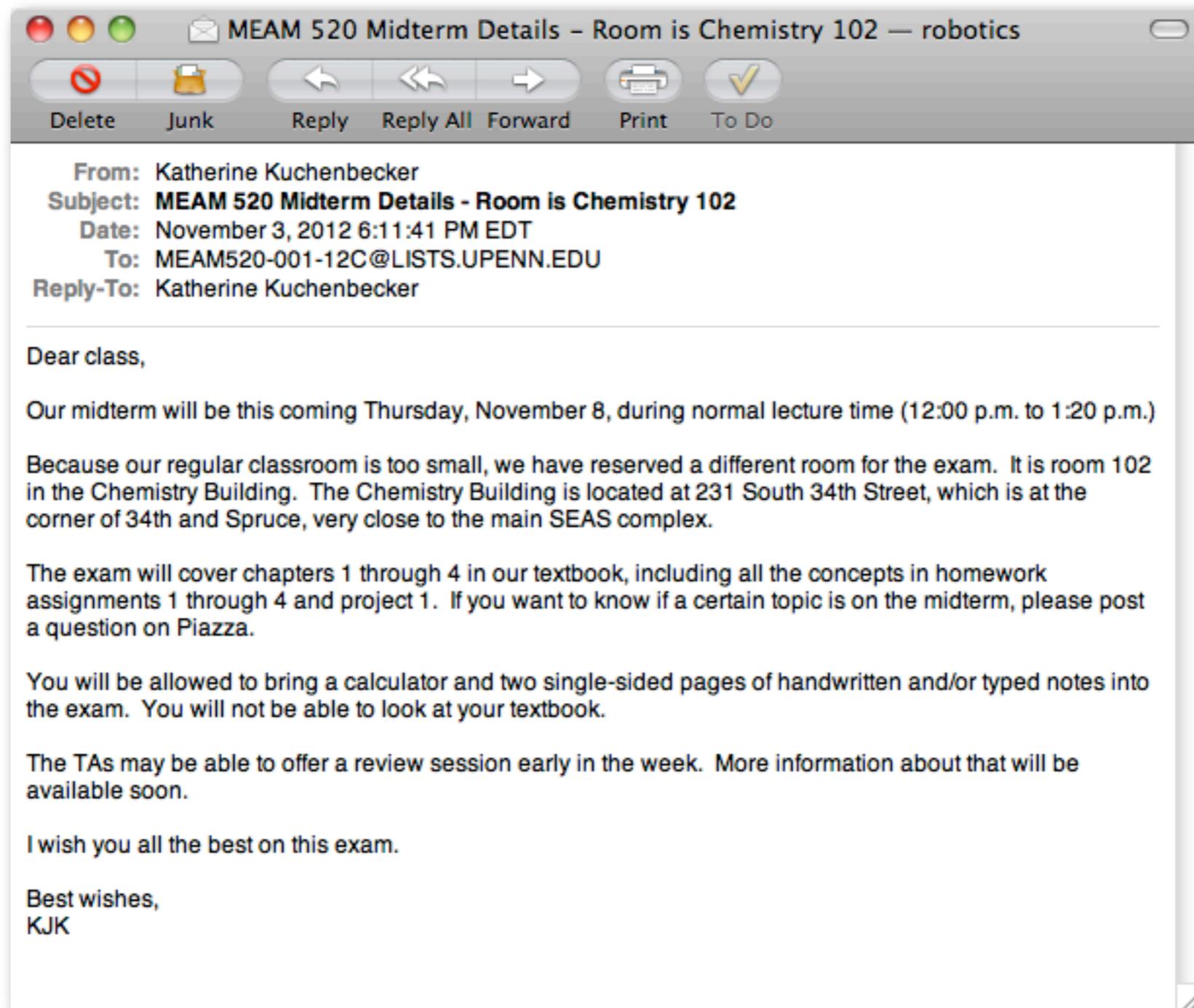
## Robot Hardware

Katherine J. Kuchenbecker, Ph.D.

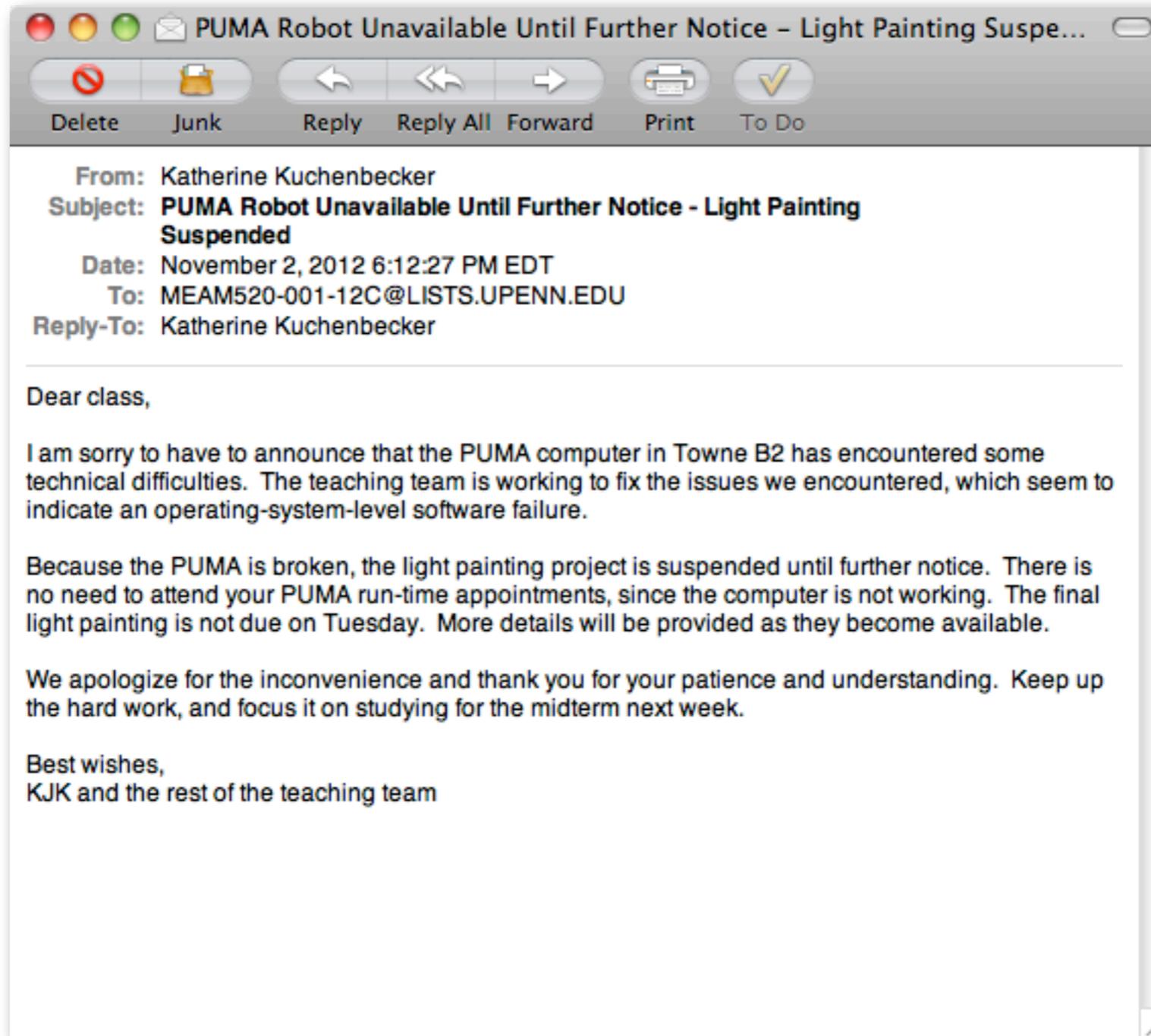
General Robotics, Automation, Sensing, and Perception Lab (GRASP)  
MEAM Department, SEAS, University of Pennsylvania



**Solutions to Homework 4 on reserve  
in Engineering Library**

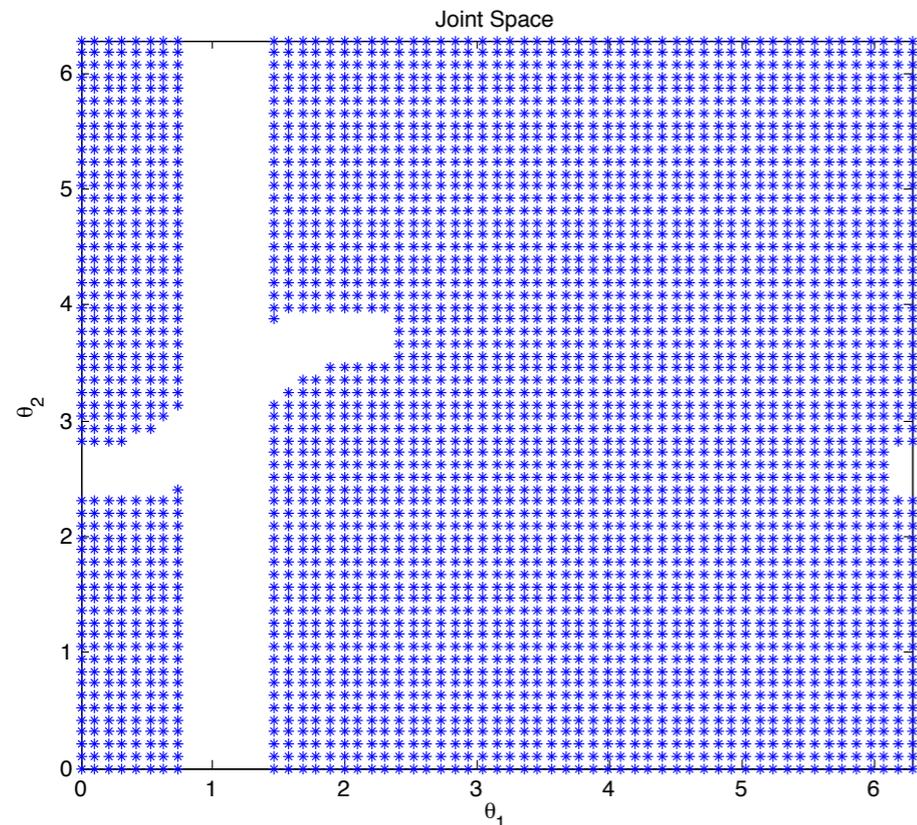
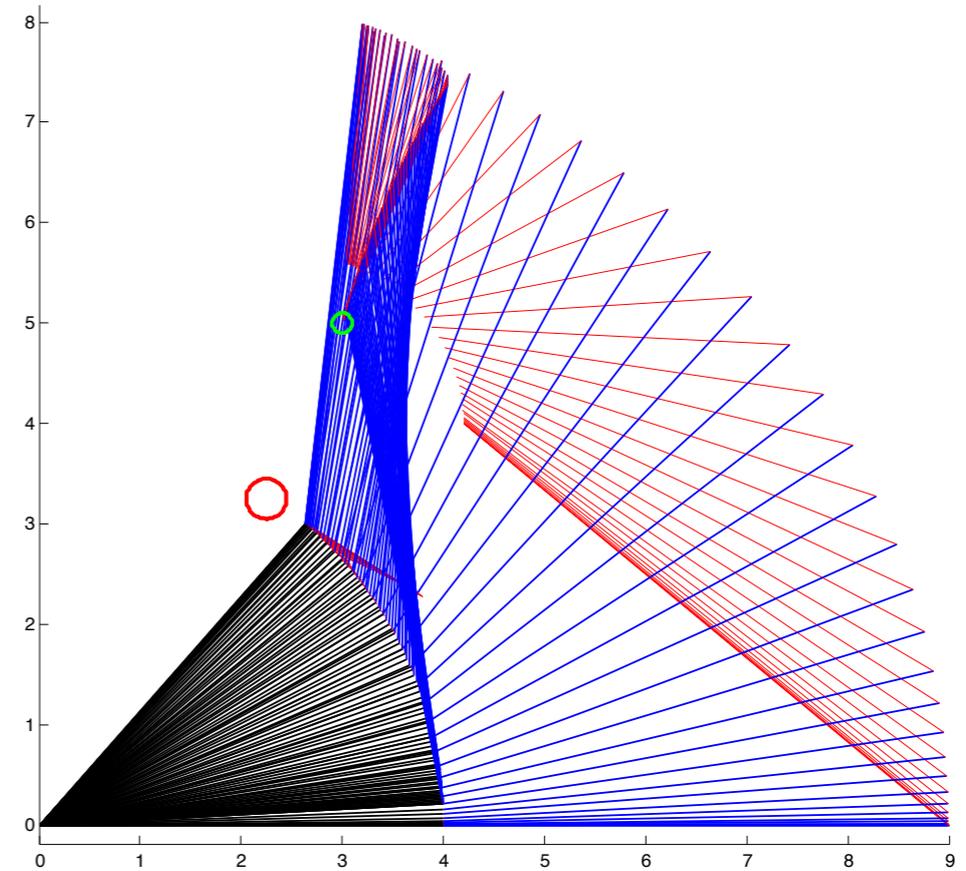
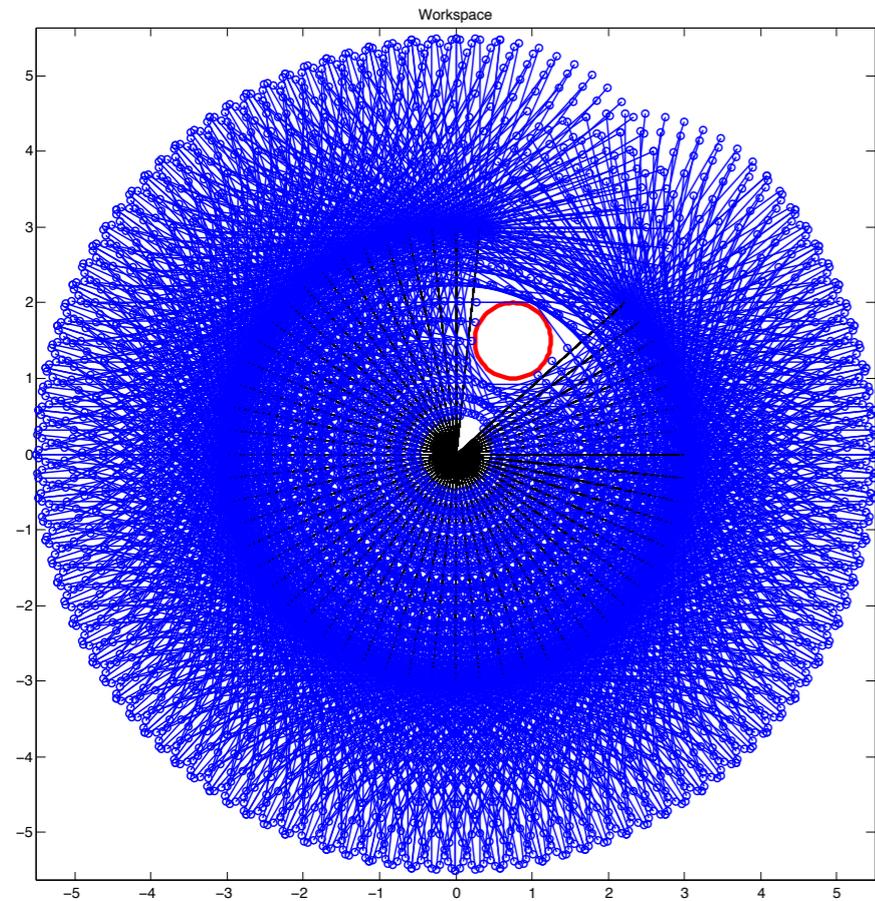


Midterm on Thursday in Chemistry 102  
Review Session Wednesday Evening?



## PUMA Computer Update

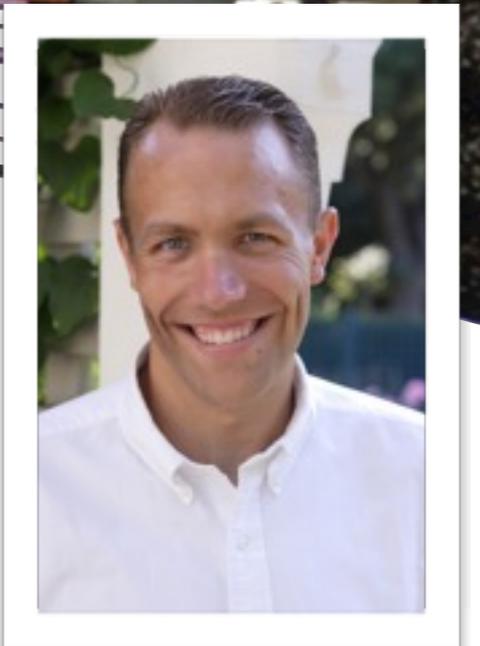
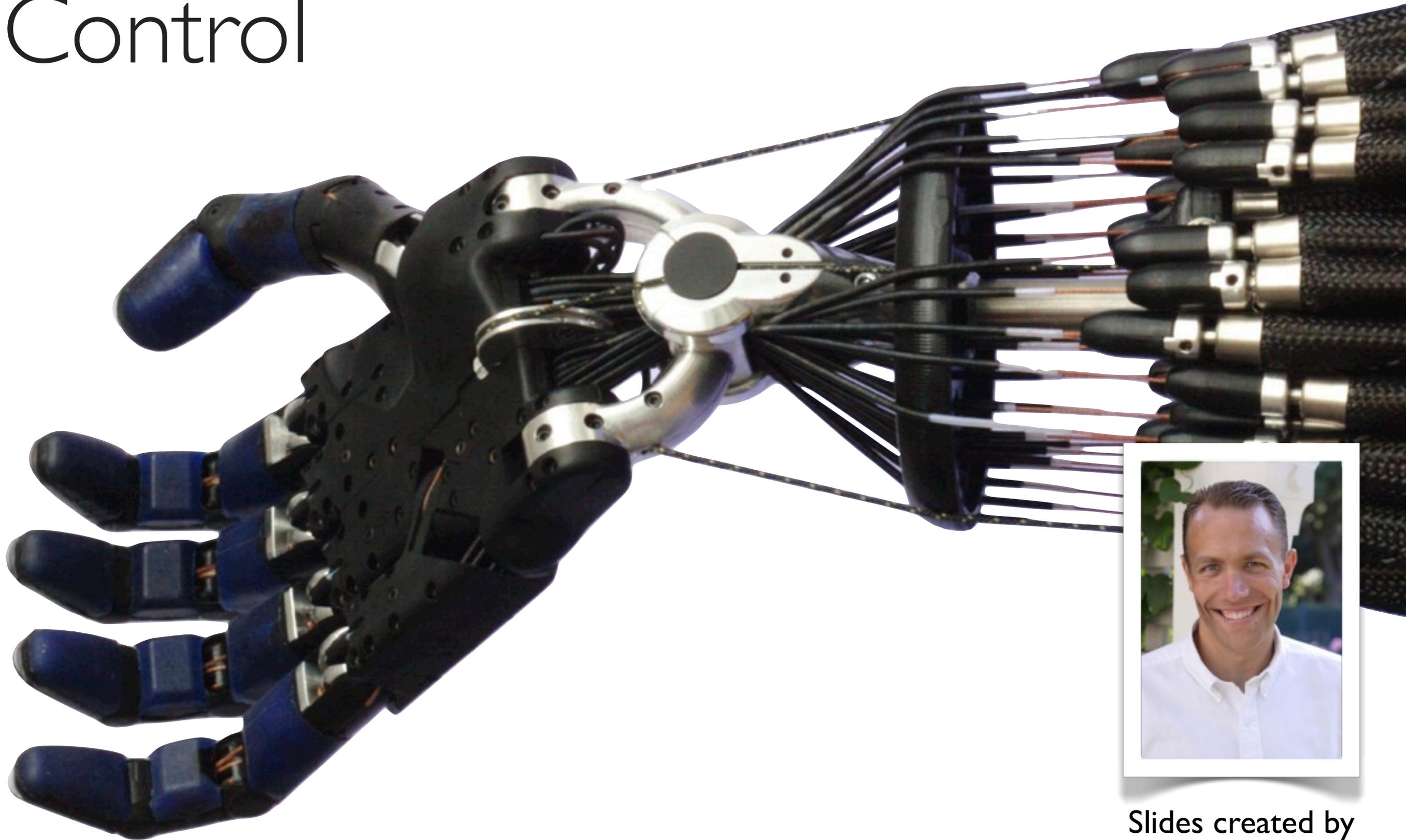
# Last Time



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

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

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

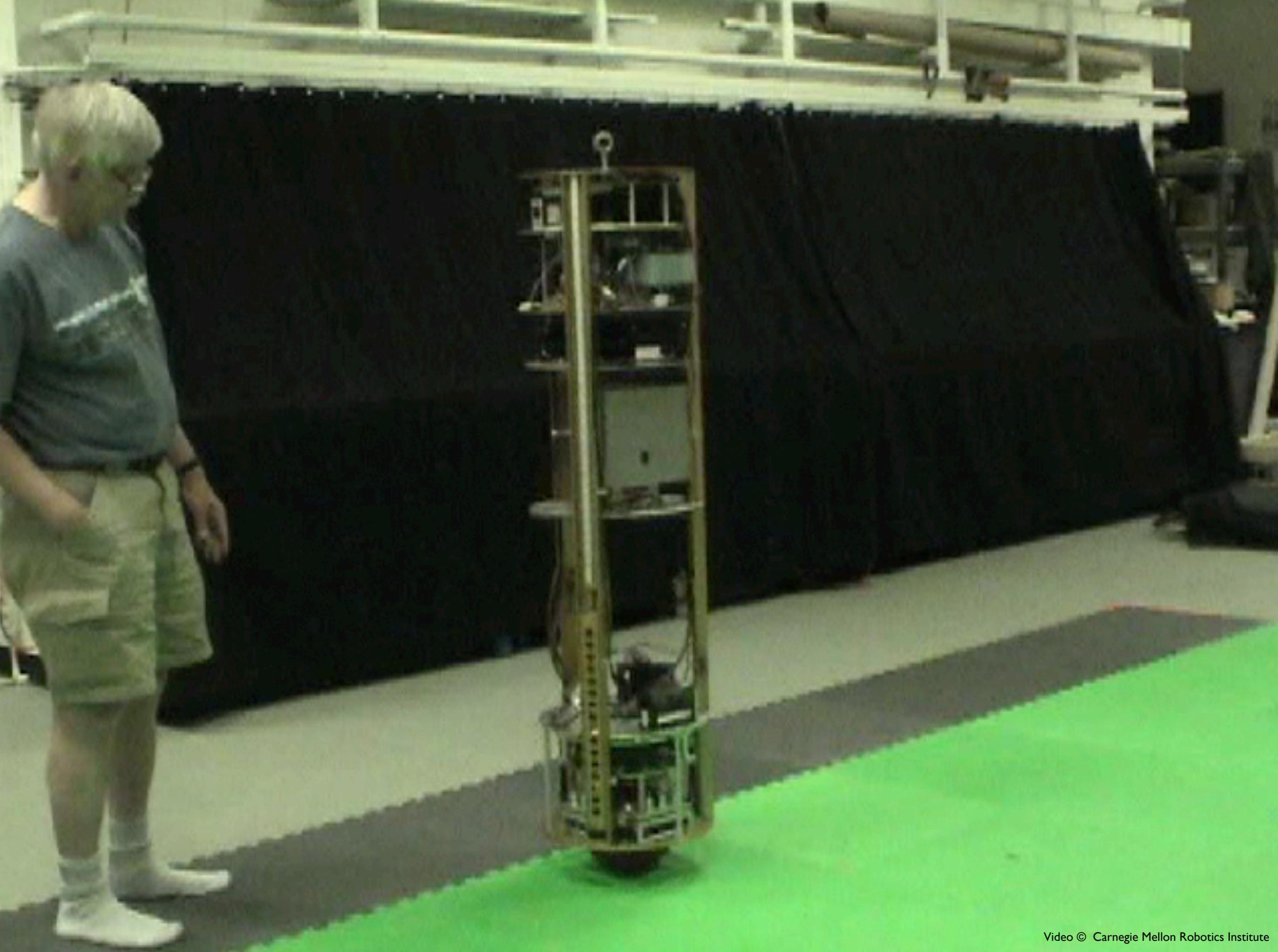
Spinal Cord Reflex

Local feedback



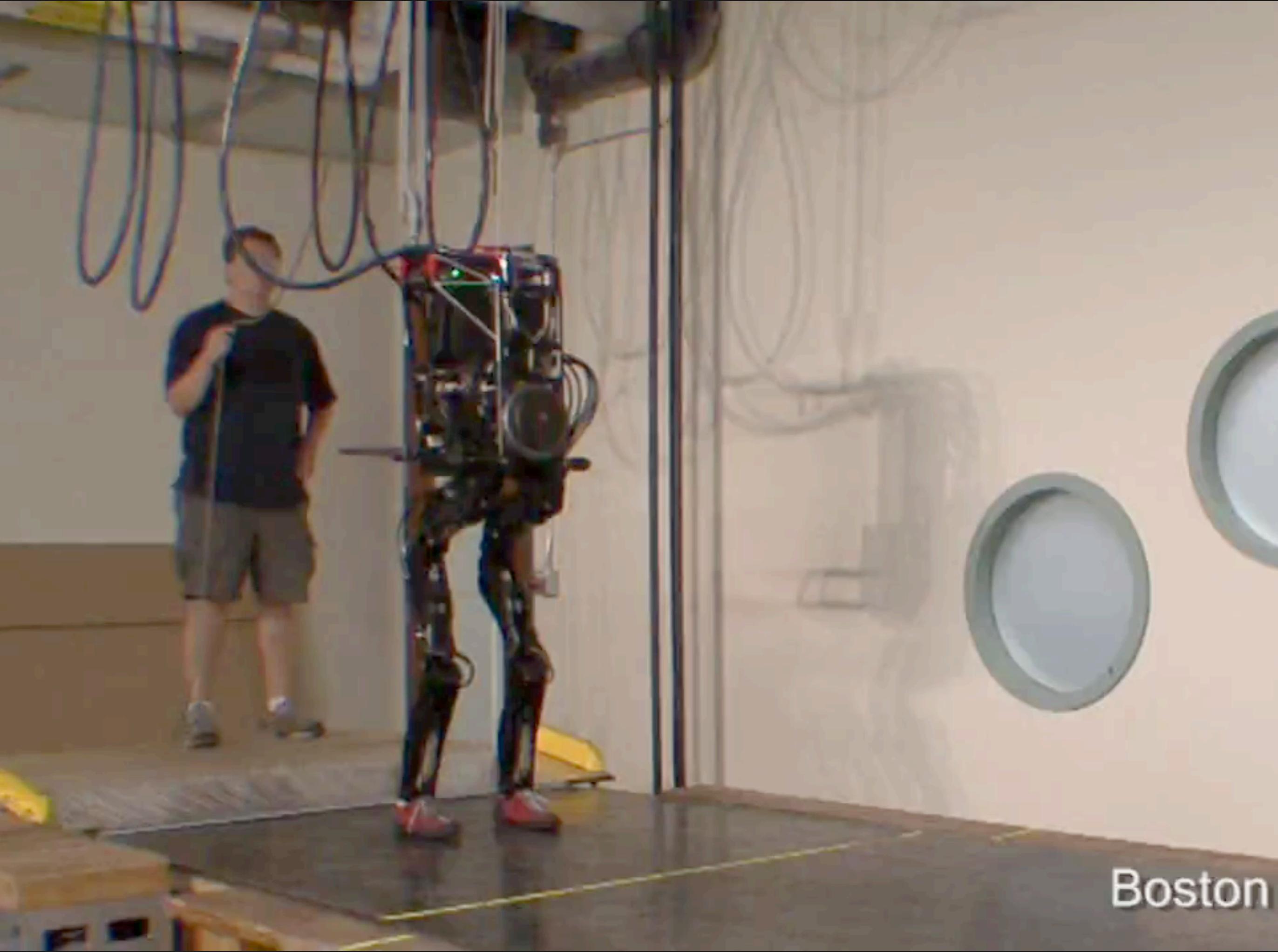








Boston Dynamics

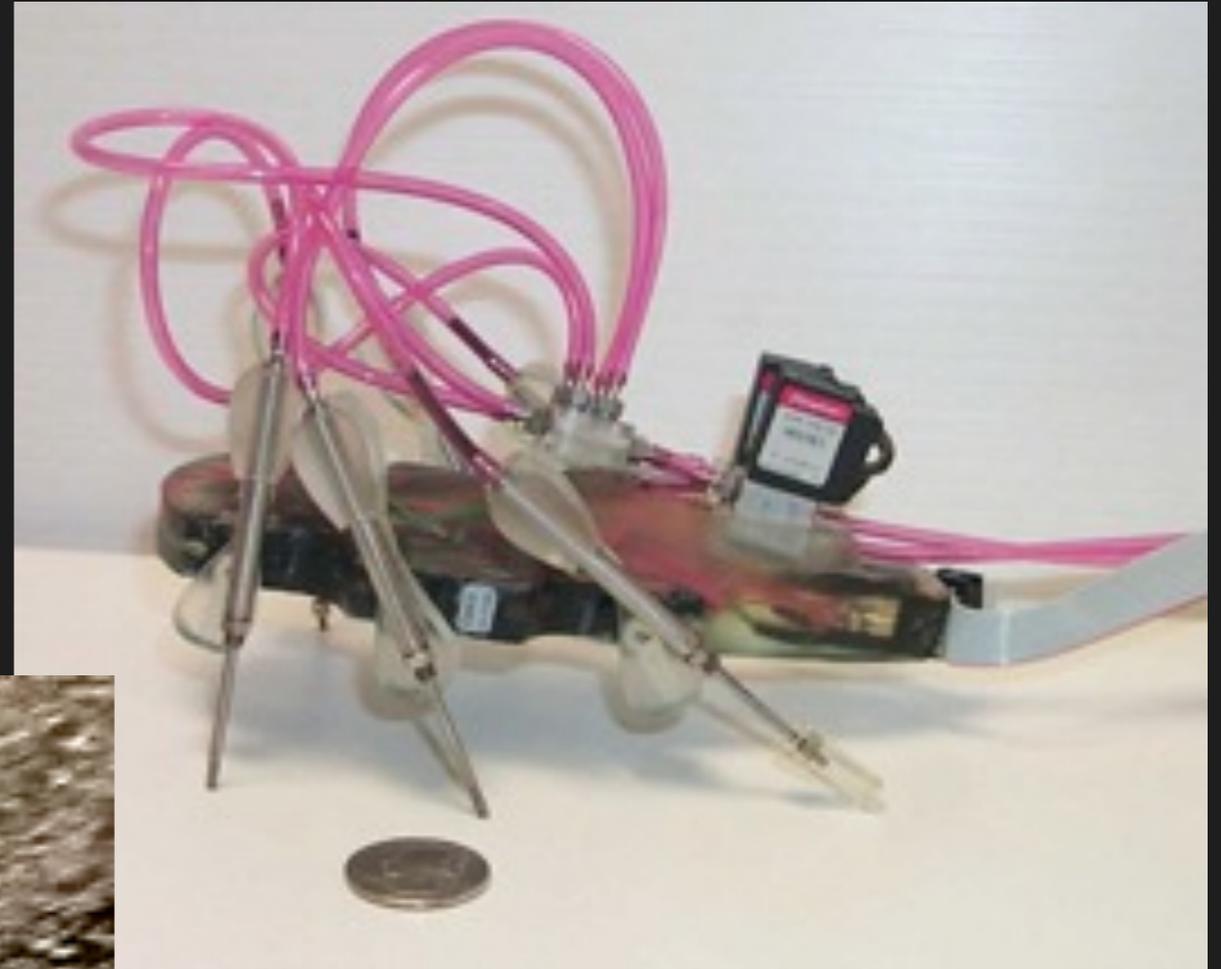


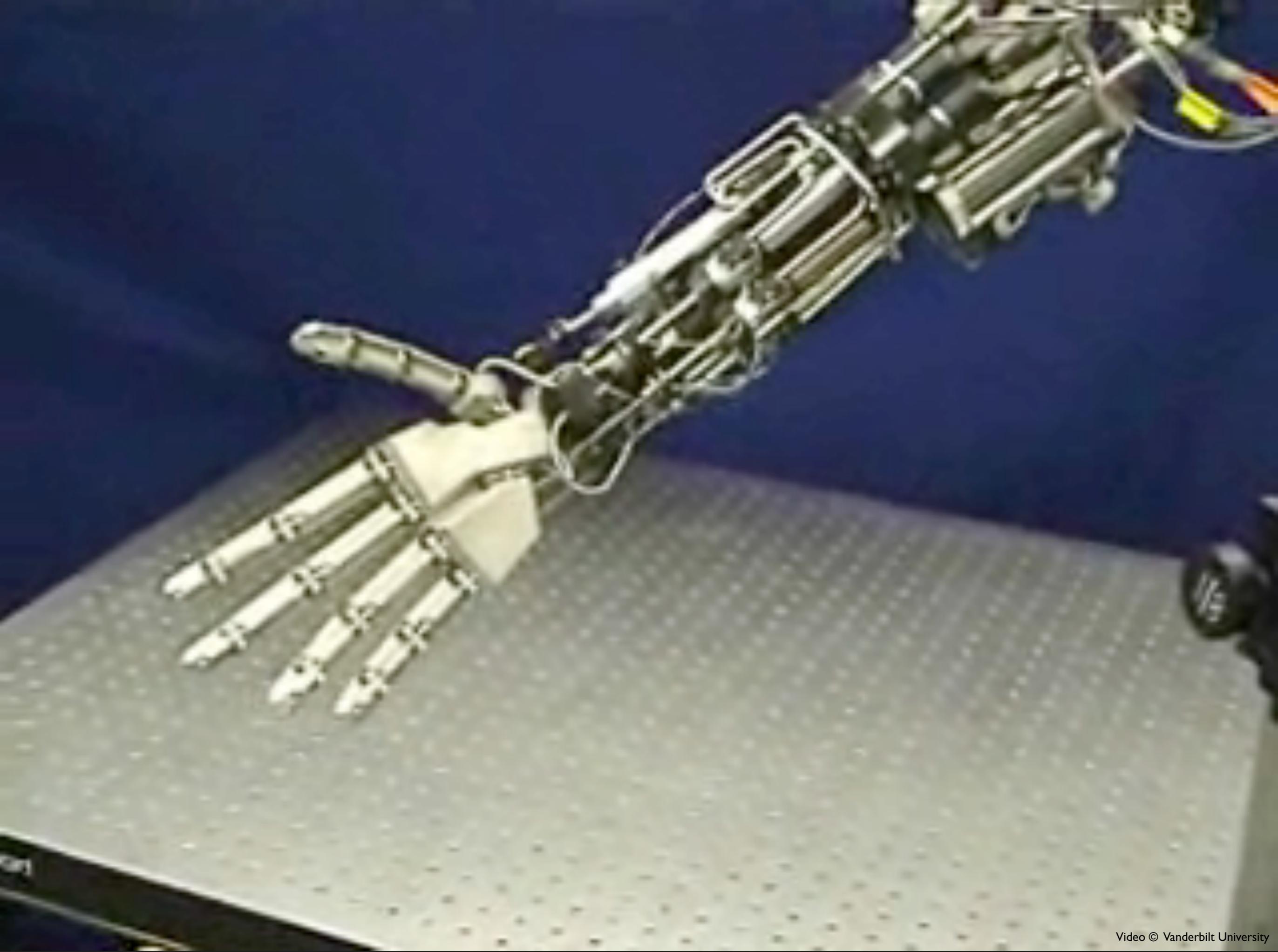
Boston

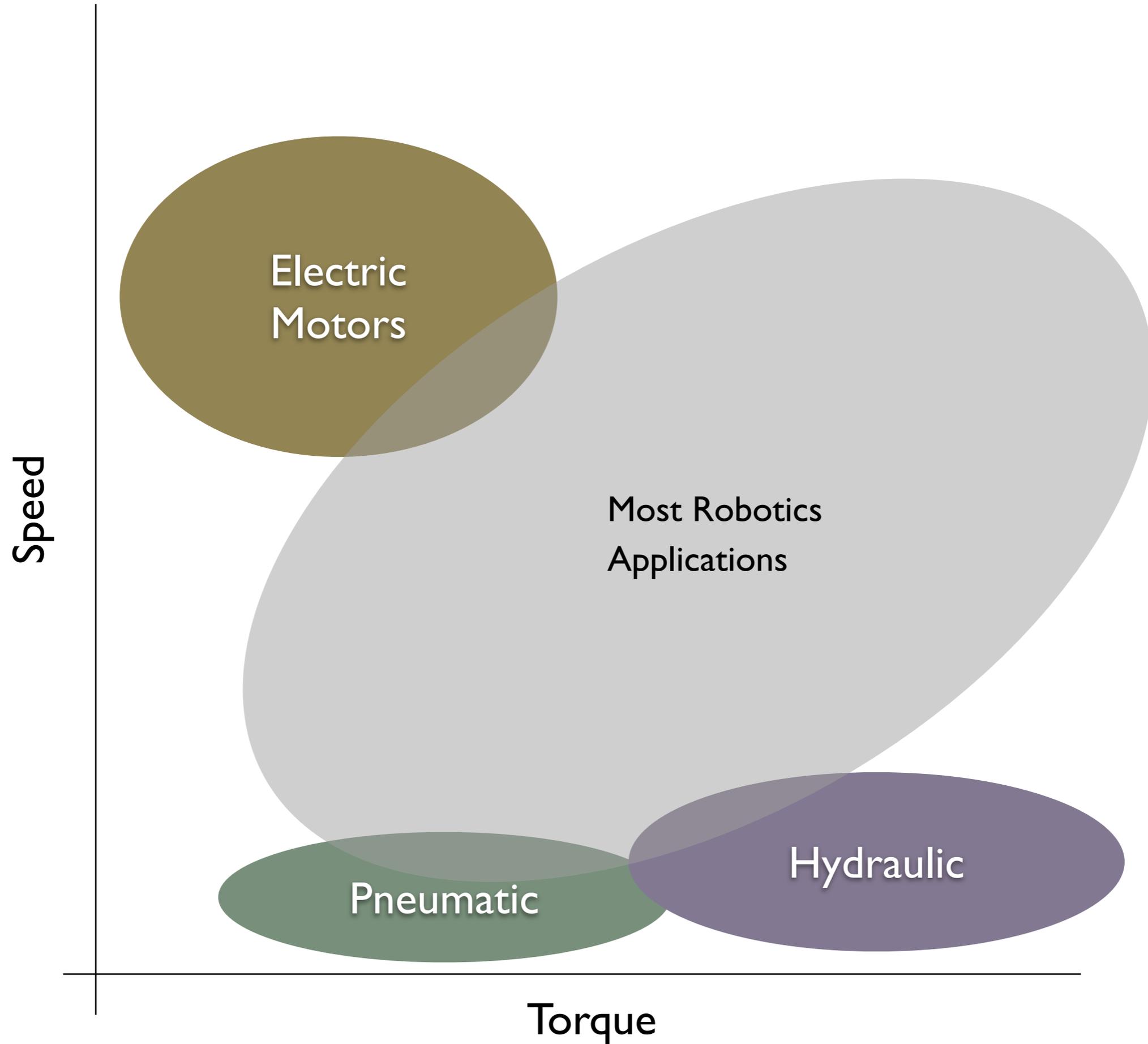


RHex

# Actuators







Electric  
Motors

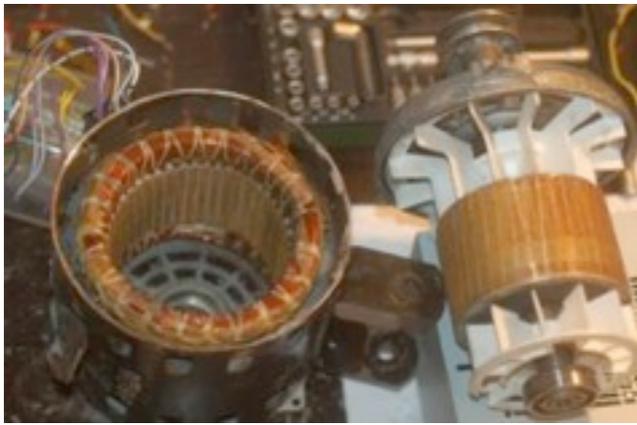
Most Robotics  
Applications

Pneumatic

Hydraulic

Torque

Speed



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)



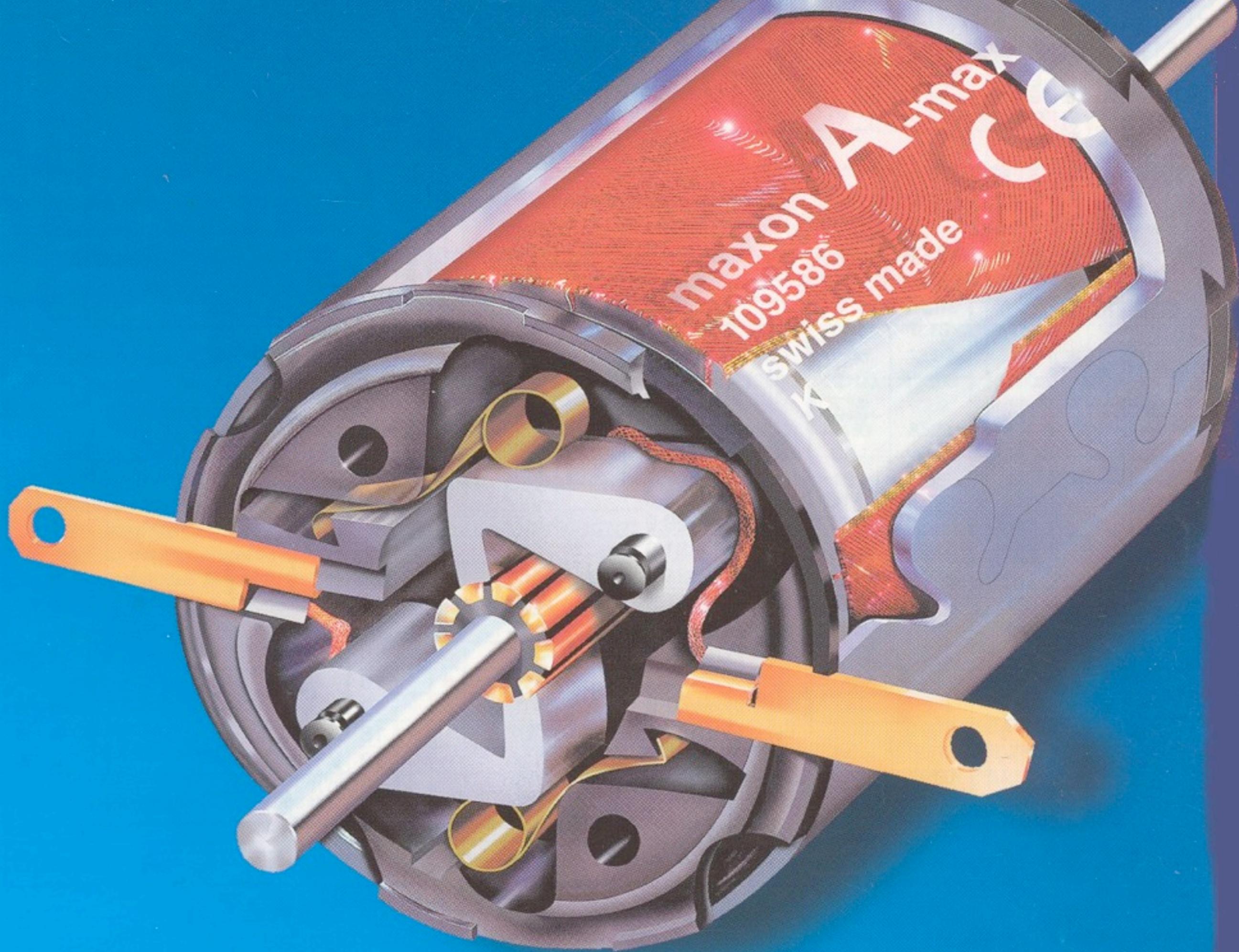
Stepper

Toothed Magnetic Rotor

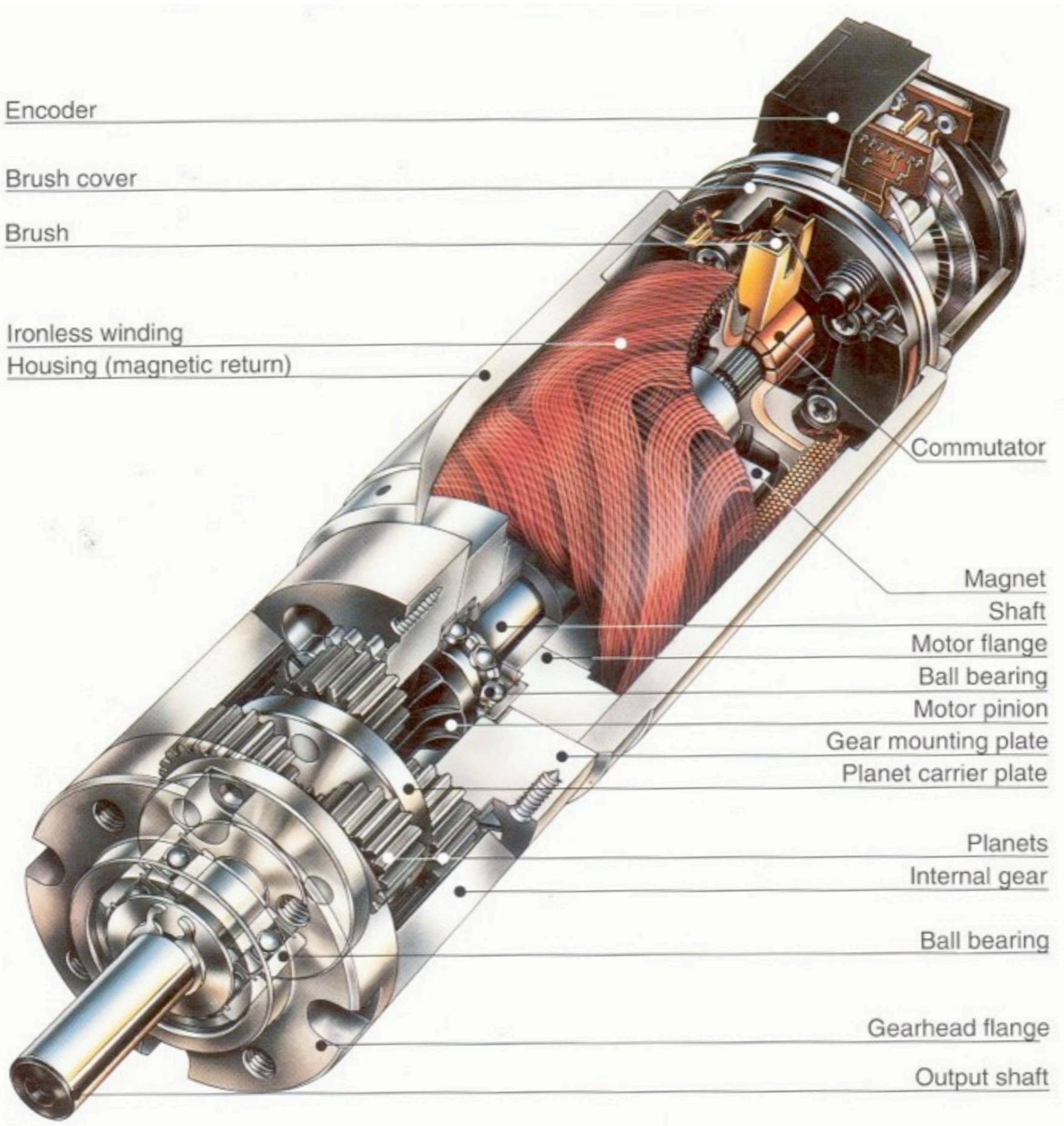
Multi-Coil Stator

Capable of open-loop positioning

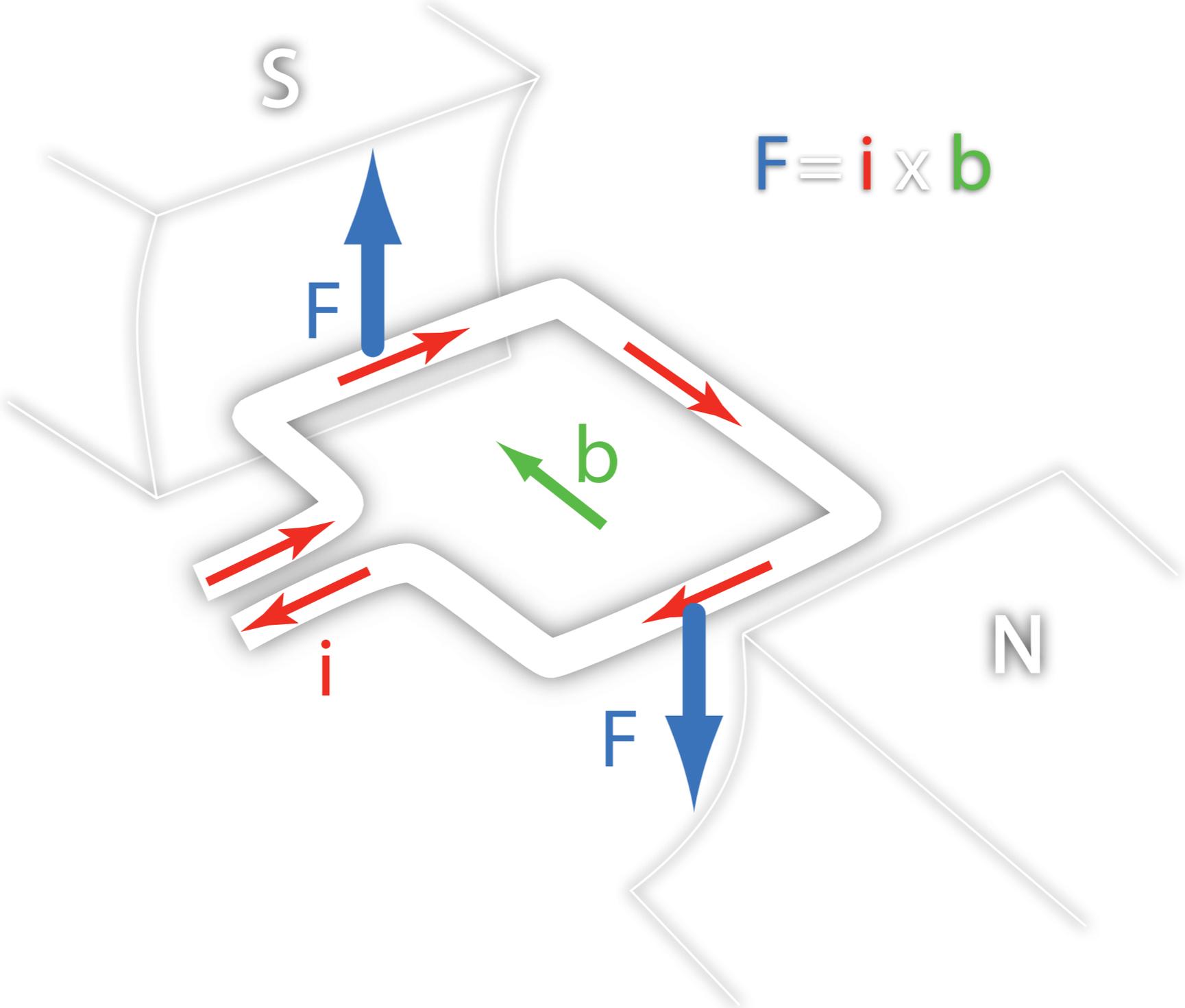
Requires a controller



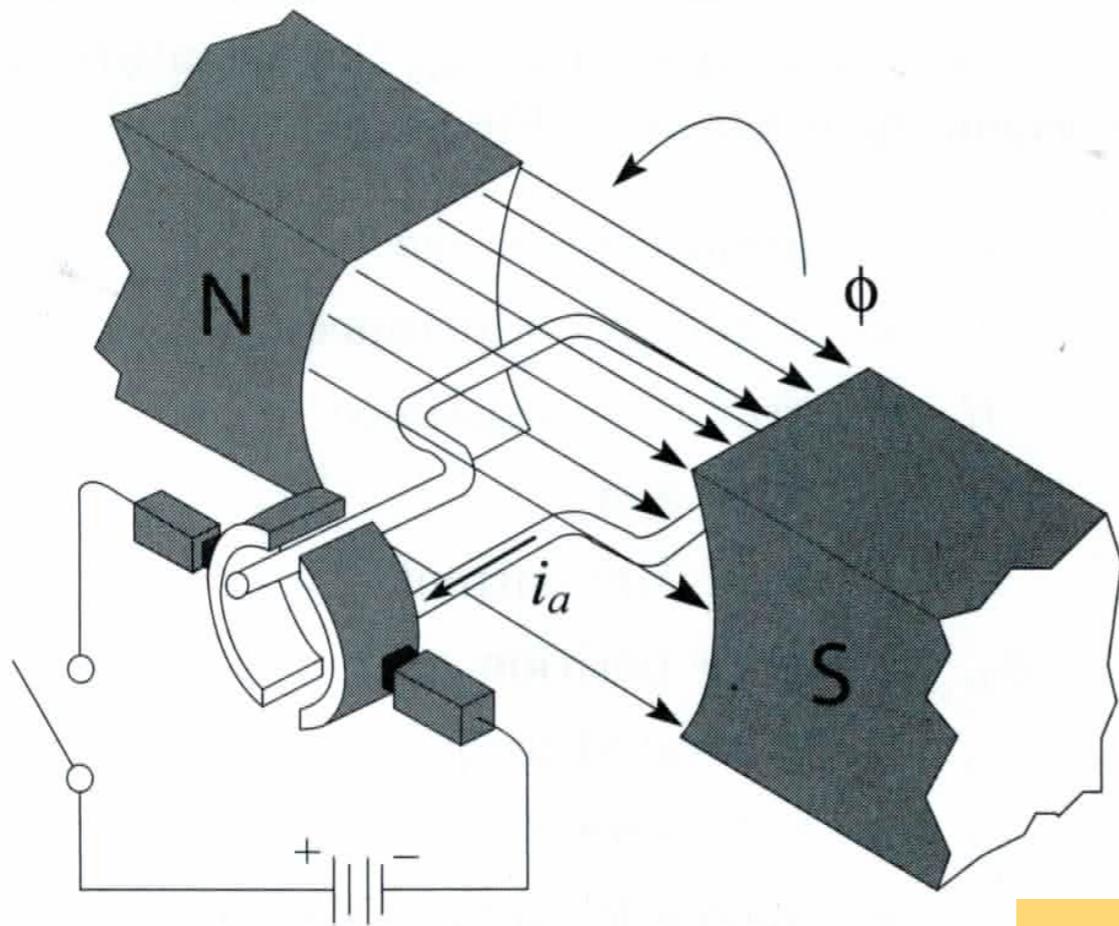
maxon A-max  
109586  
swiss made



# DC Brushed Motors

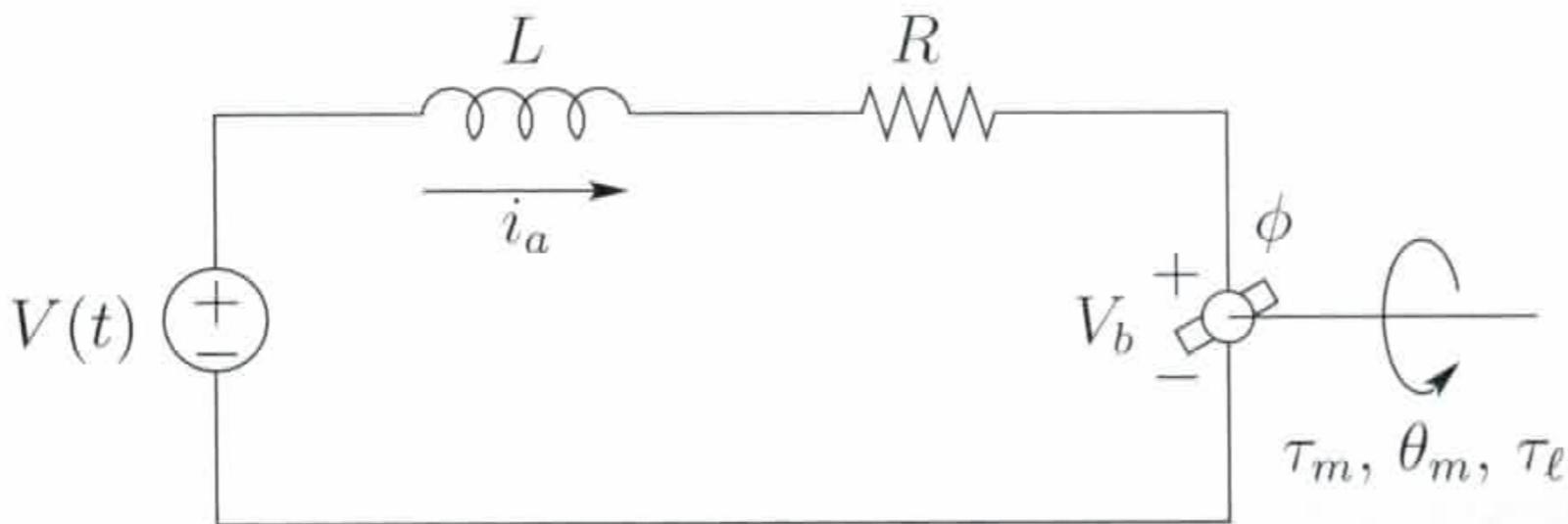


# SHV Section 6.1



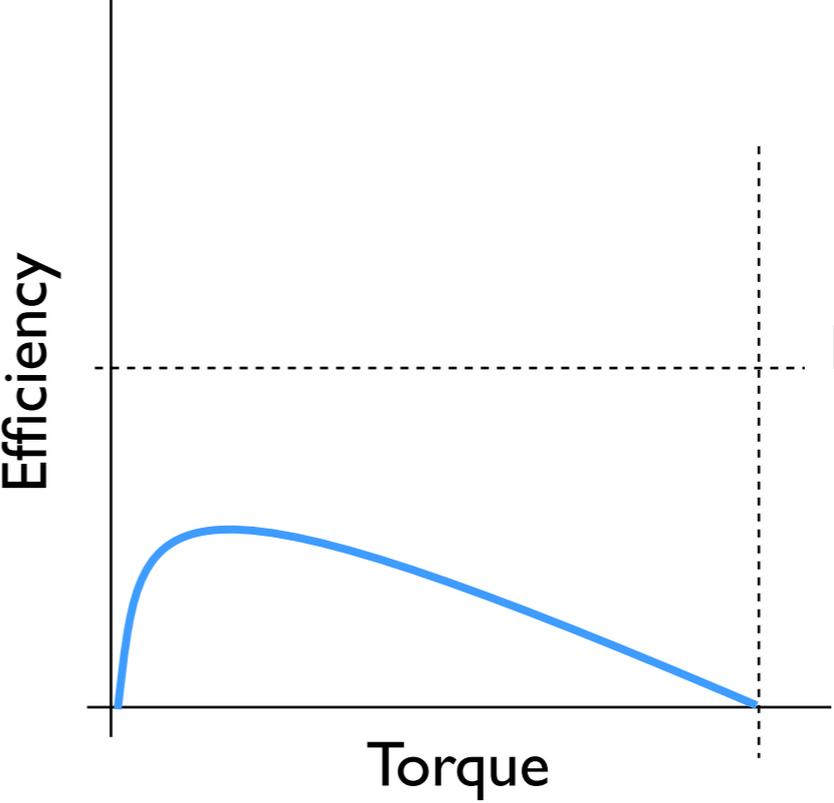
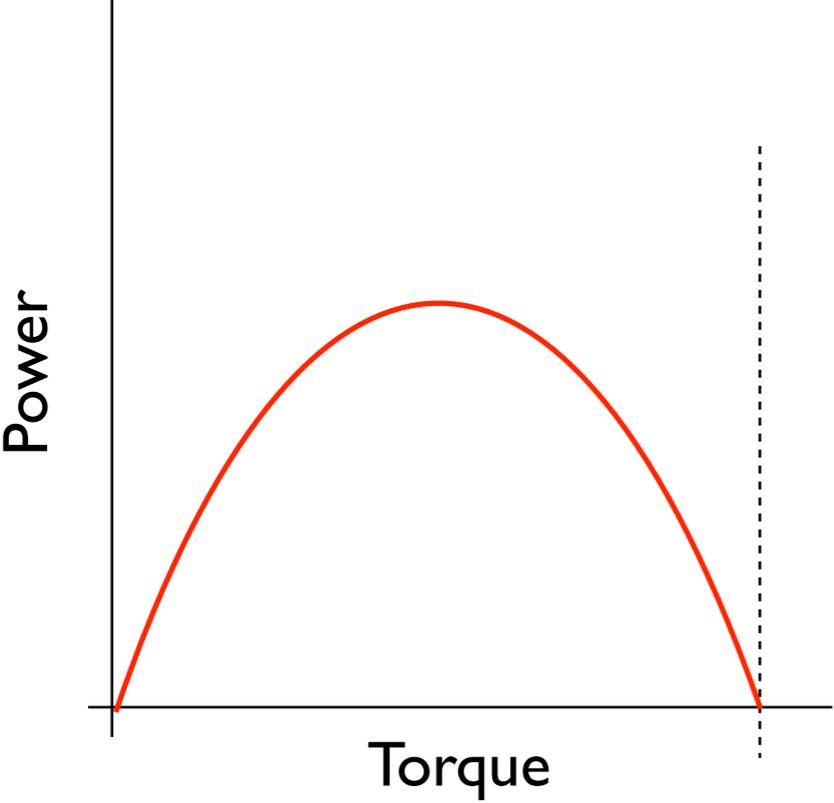
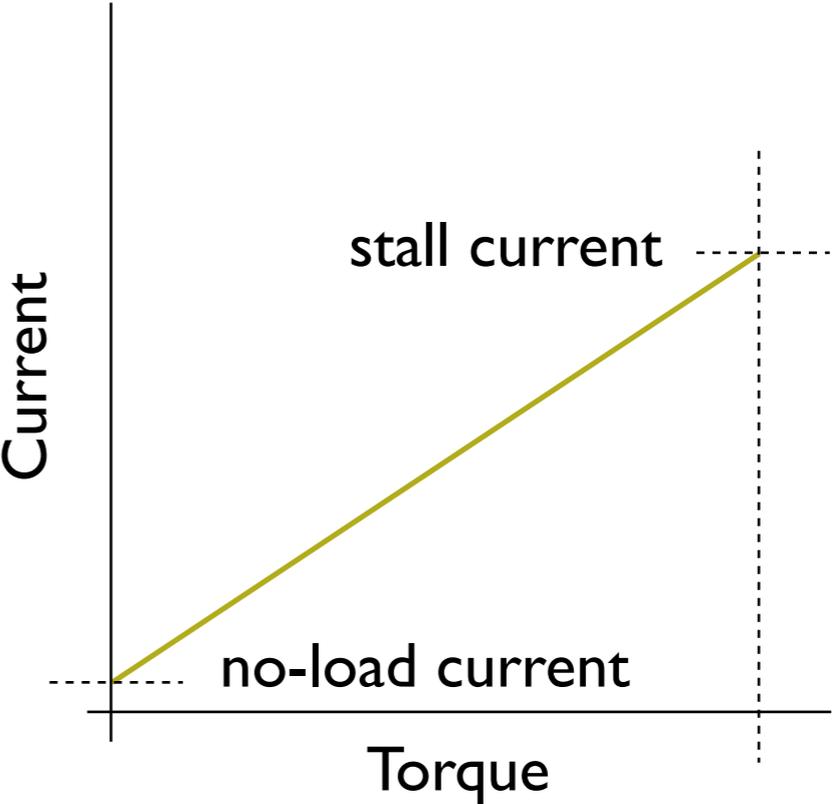
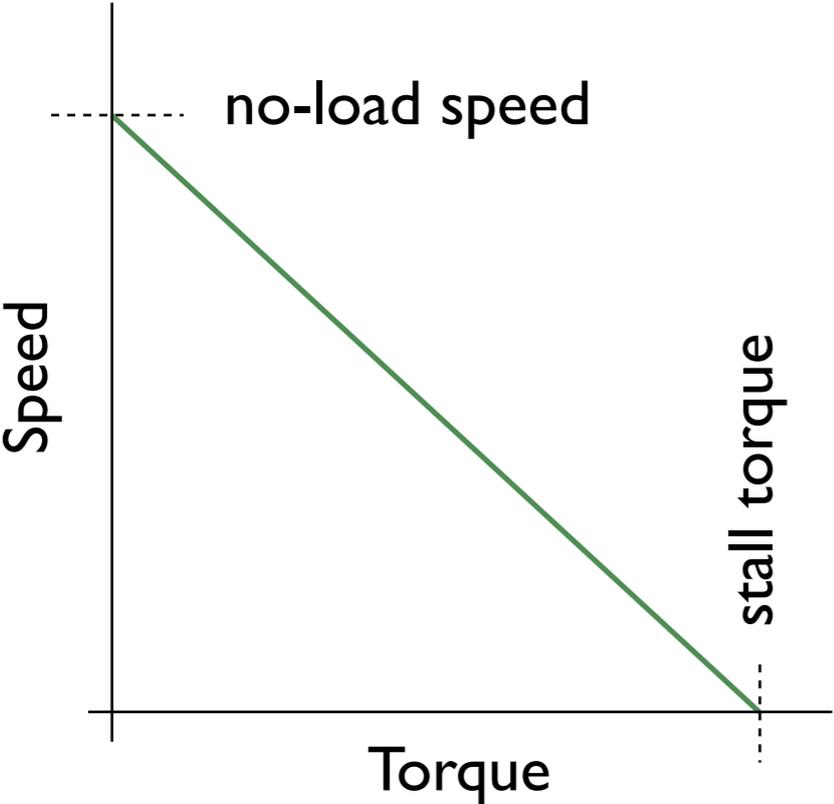
	magnetic flux (webers)	torque constant (N•m/A)
$\tau_m =$	$K_1 \phi i_a =$	$k_t i_a$
generated torque (N•m)	armature current (A)	armature current (A)
	physical constant	

$k_t = k_v$   
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

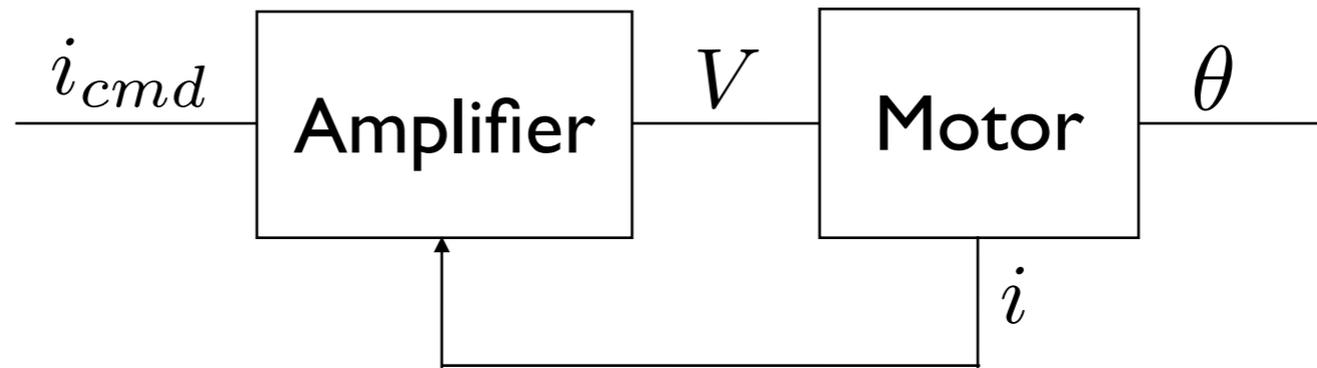


# Motor

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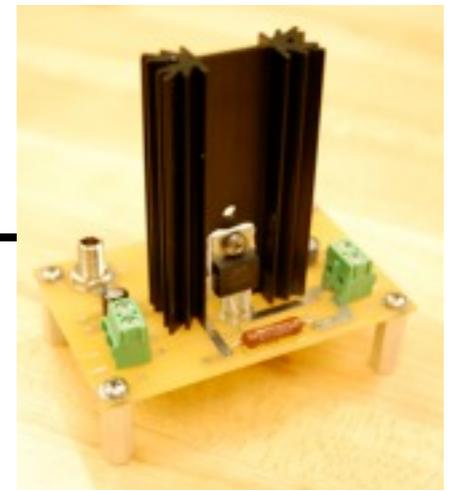


- The best brushed DC motors are made by Maxon. They are rather expensive, but they work quite well.
- Smooth torque output, independent of motor angle. In other words, very low cogging and torque ripple.
  - Low friction, both at low and high speeds, due to high quality bearings and low eddy currents.
  - 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.



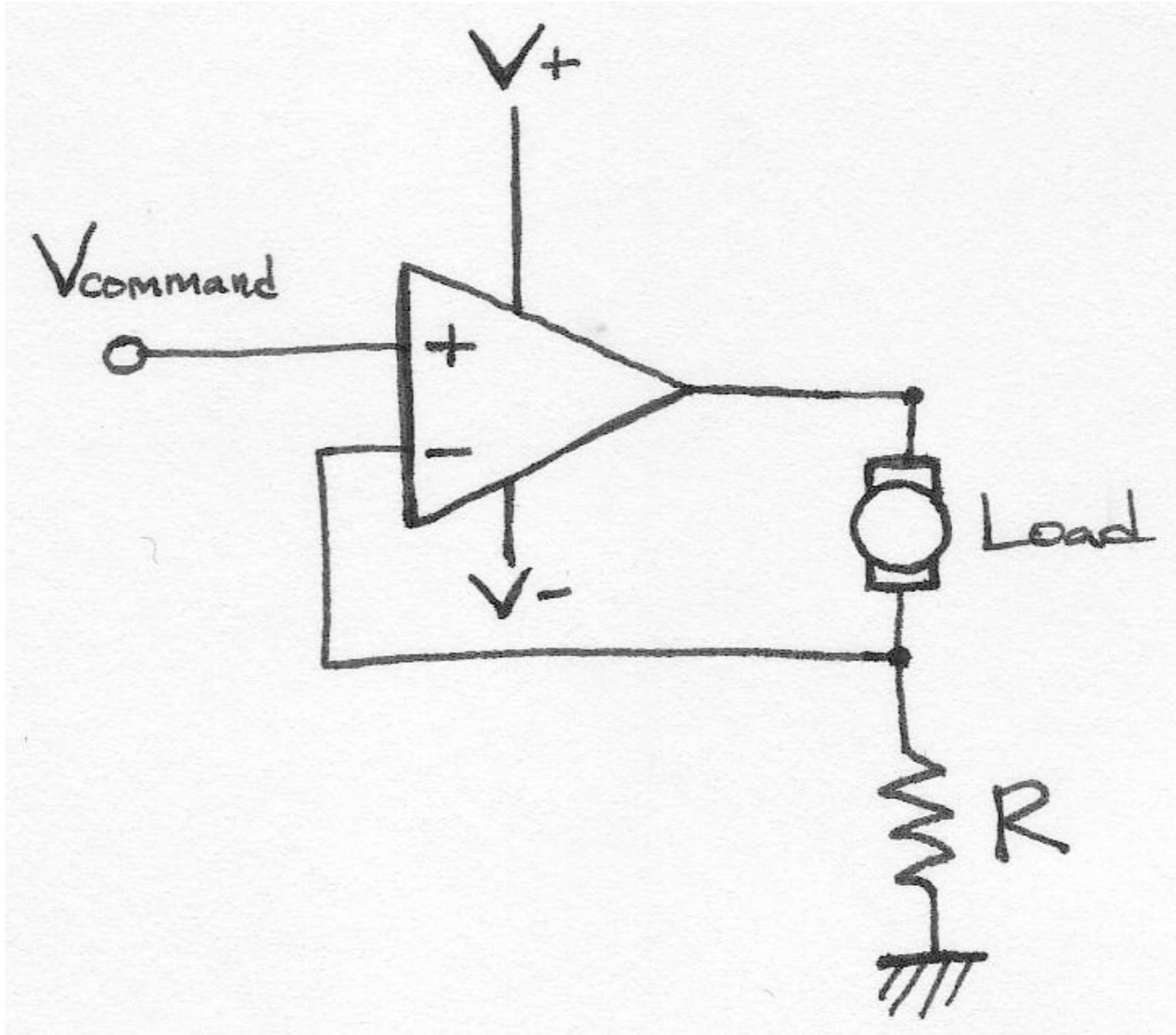
# Current Amplifier

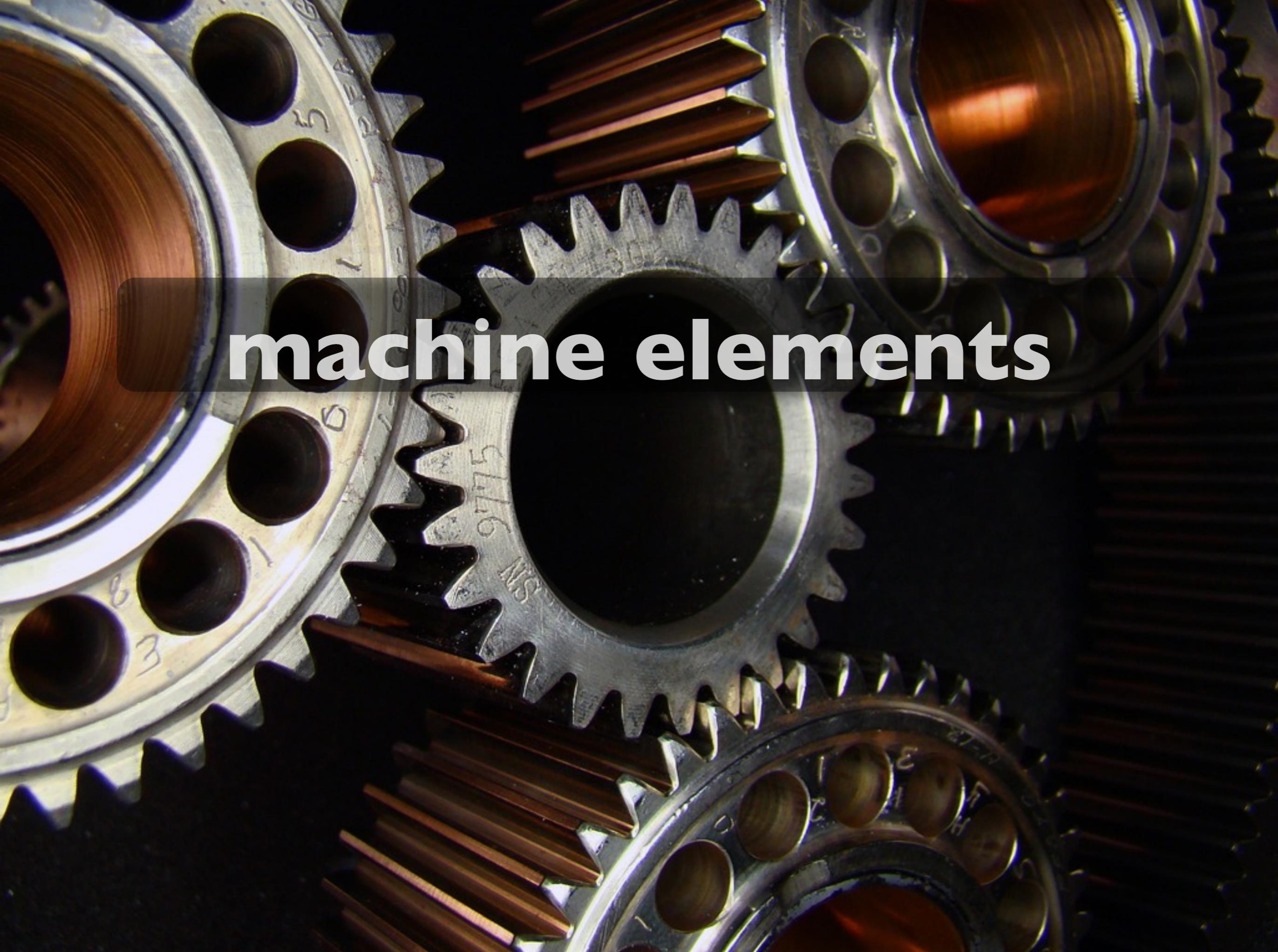
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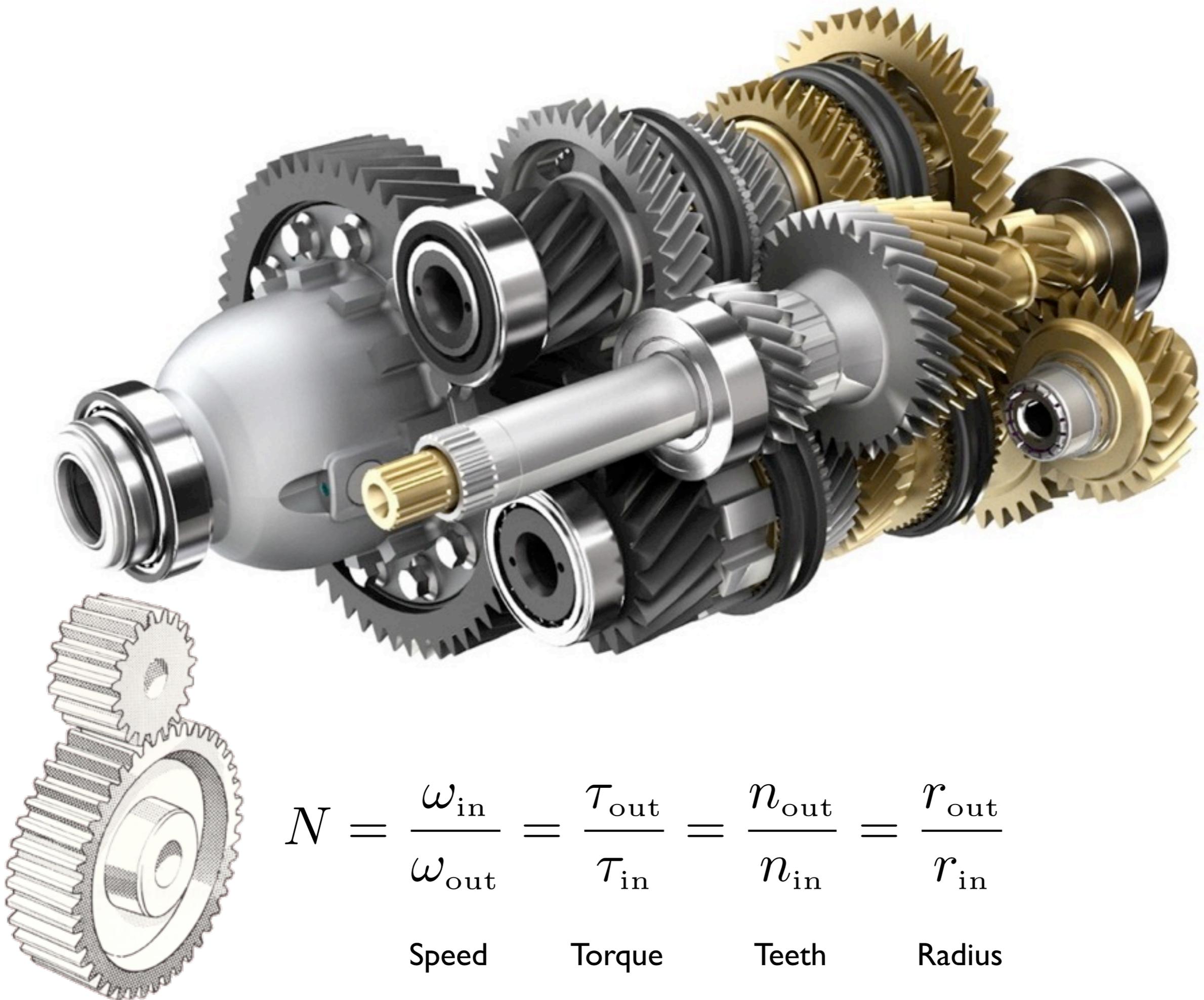
- Takes an information signal (usually an analog voltage) from the computer and drives the requested amount of current through the actuator.
- Note that this is a *current drive* scenario, not a voltage drive. Motor torque is proportional to current, regardless of speed, so we can essentially ignore 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



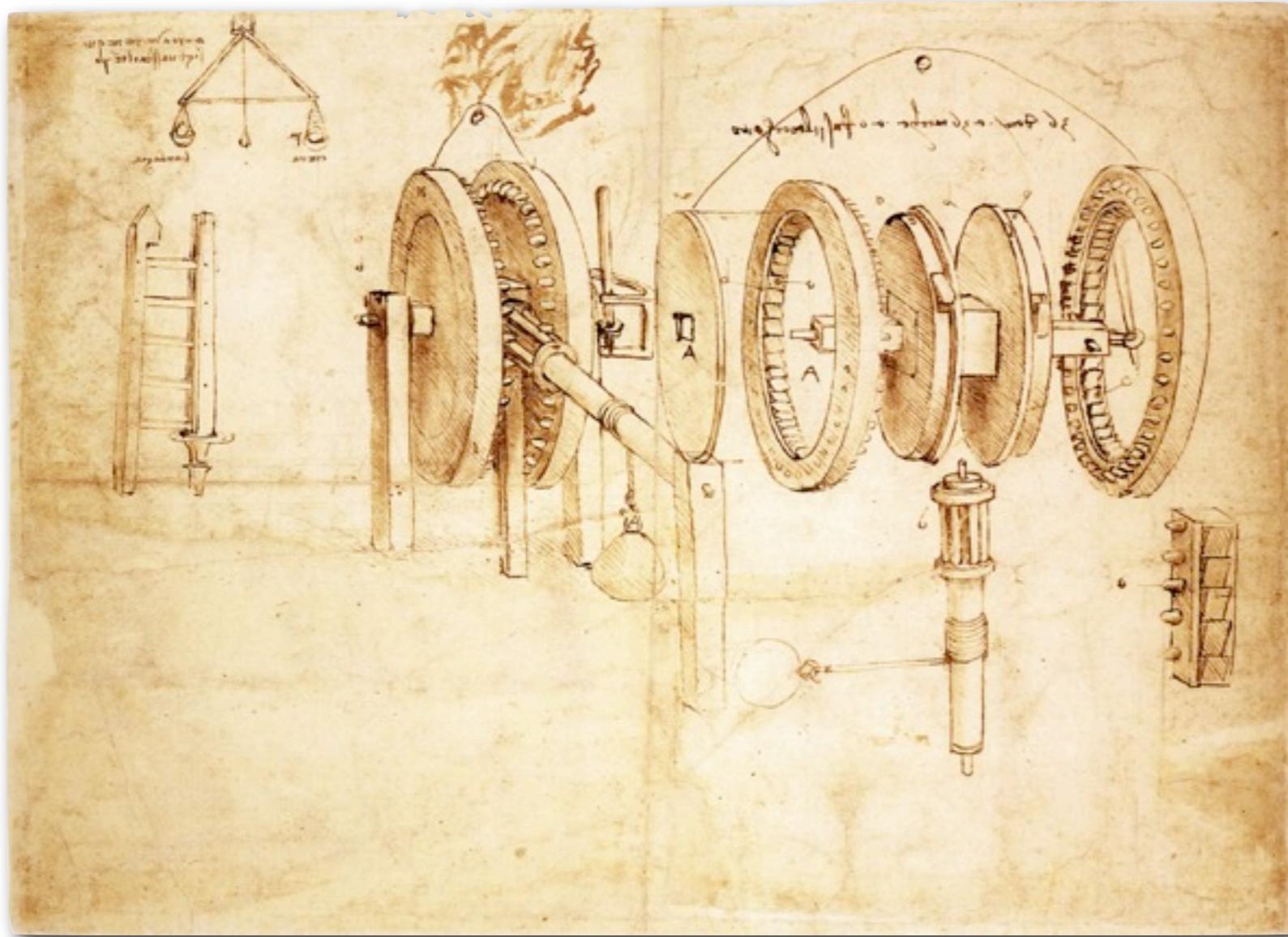
A close-up photograph of several interlocking metal gears. The gears are made of a dark, polished metal, possibly steel or brass, and are arranged in a complex, overlapping pattern. The central gear is the most prominent, with the number '9775' and 'MS' clearly visible on its face. Other gears in the background have various markings, including '5', '1', '2', '3', '4', '6', and '8'. The lighting is dramatic, highlighting the sharp teeth and the smooth surfaces of the gears, creating a sense of mechanical precision and complexity.

**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



bevel



spiral  
bevel



hypoid



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

worm



rack & pinion

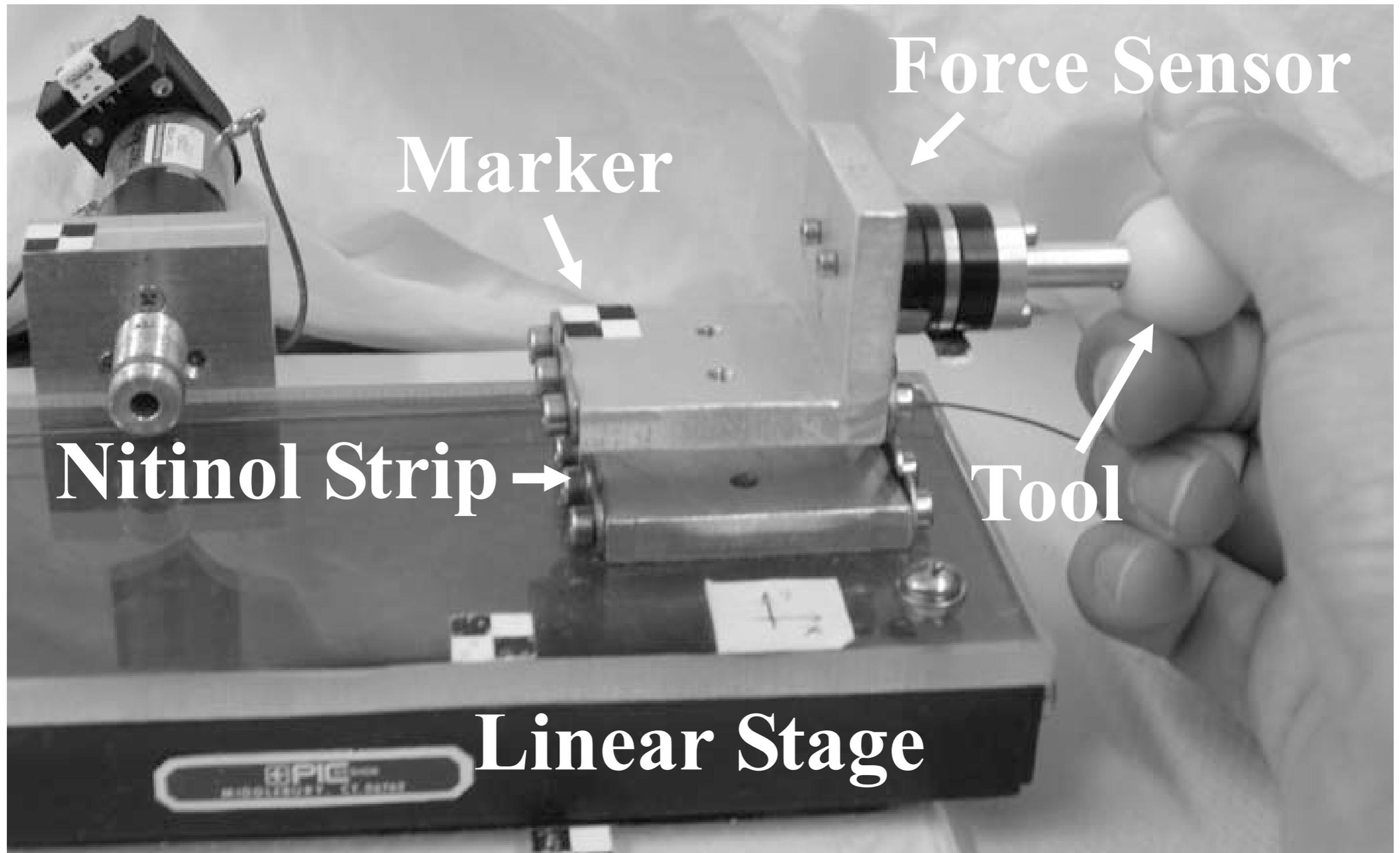


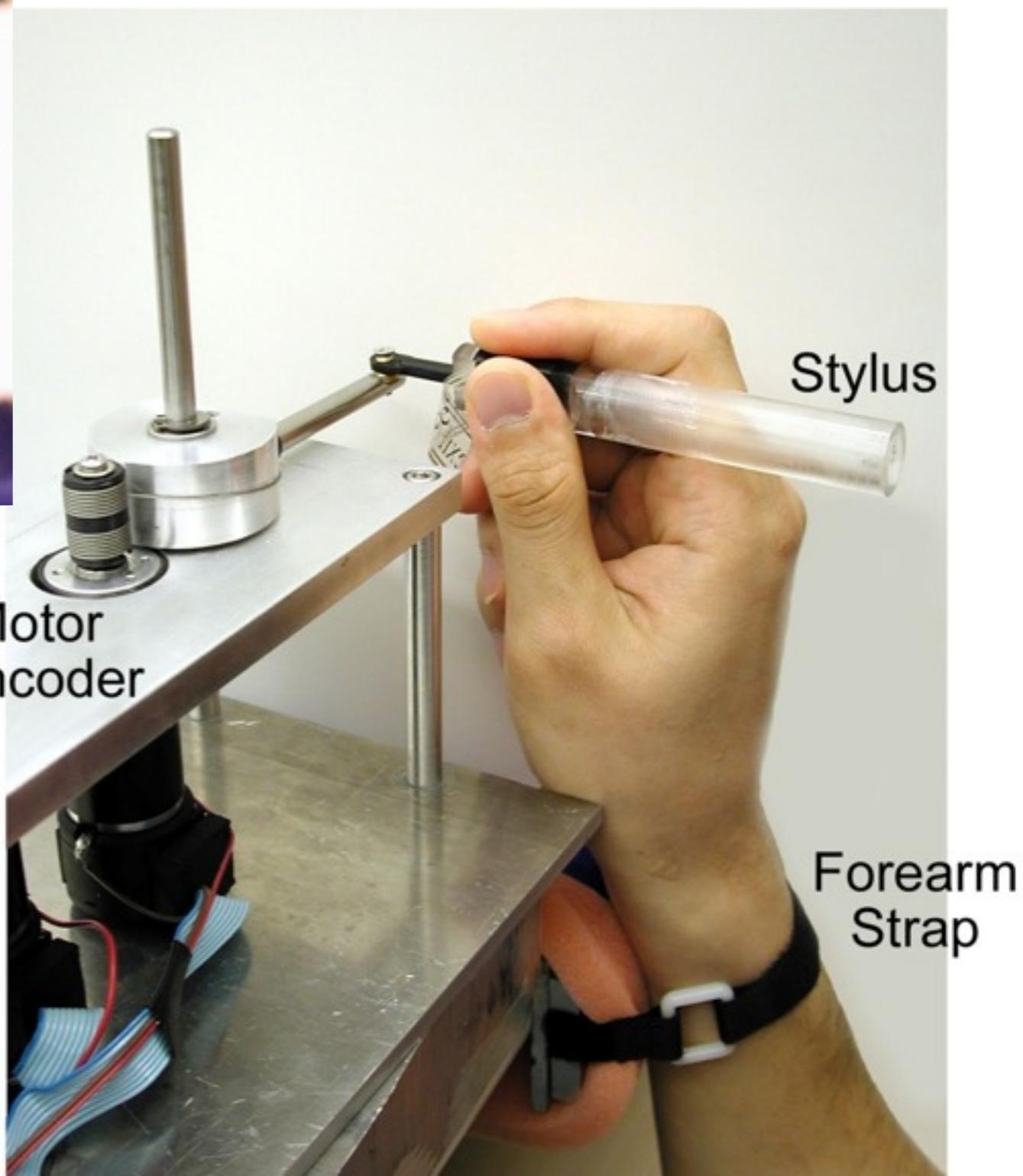
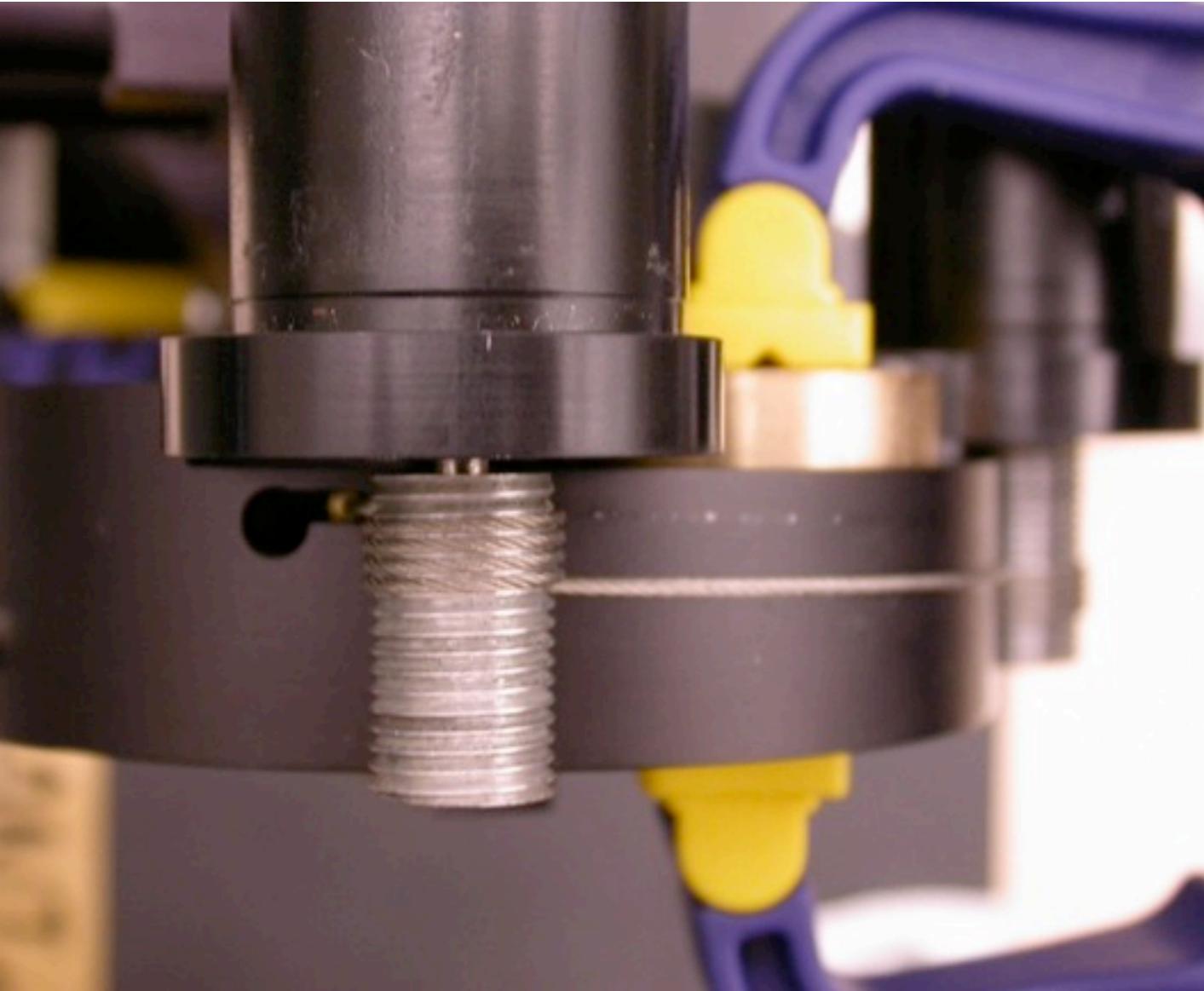
# Capstan Drive

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- 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.





Stylus

DC Motor  
with Encoder

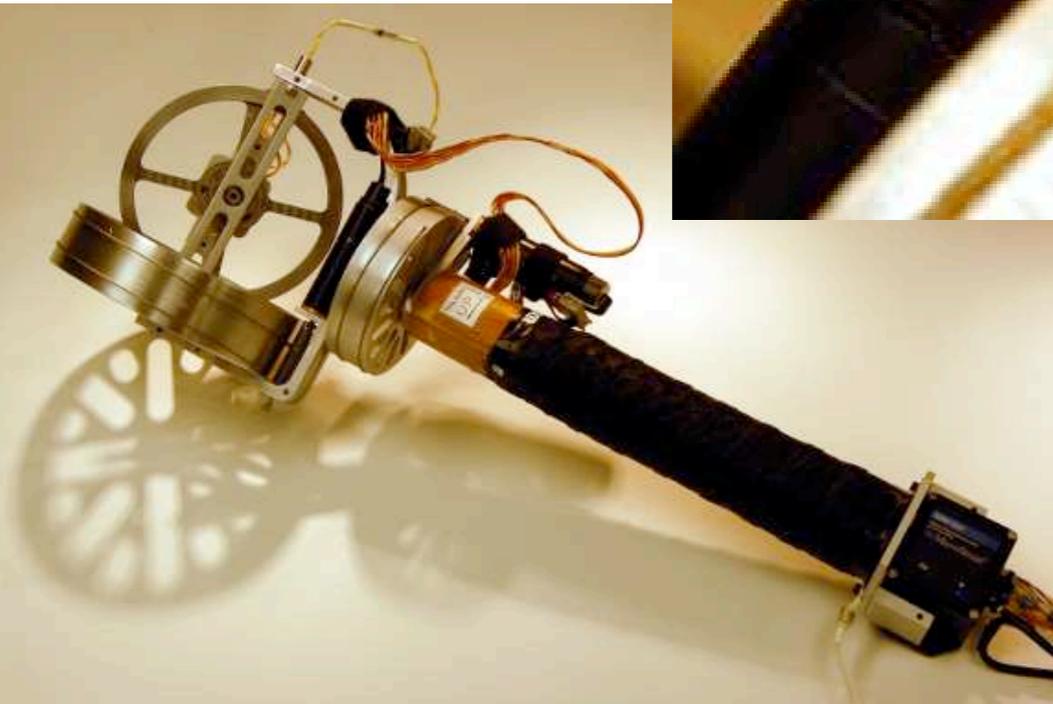
Forearm  
Strap



# Capstan Drive

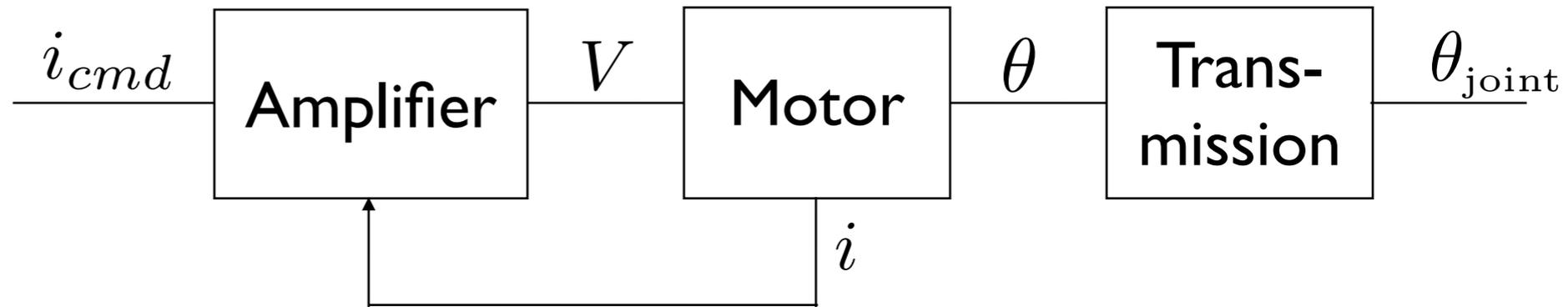


- The gear ratio is the ratio of the diameters (or equivalently the ratio of the radii).  $\rho = \frac{d_d}{d_c}$
- The drum is almost always larger than the capstan, so rho is greater than one.  $\tau_d = \rho \tau_m$   $\omega_m = \rho \omega_d$
- The drum torque is greater than the motor torque.
- 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

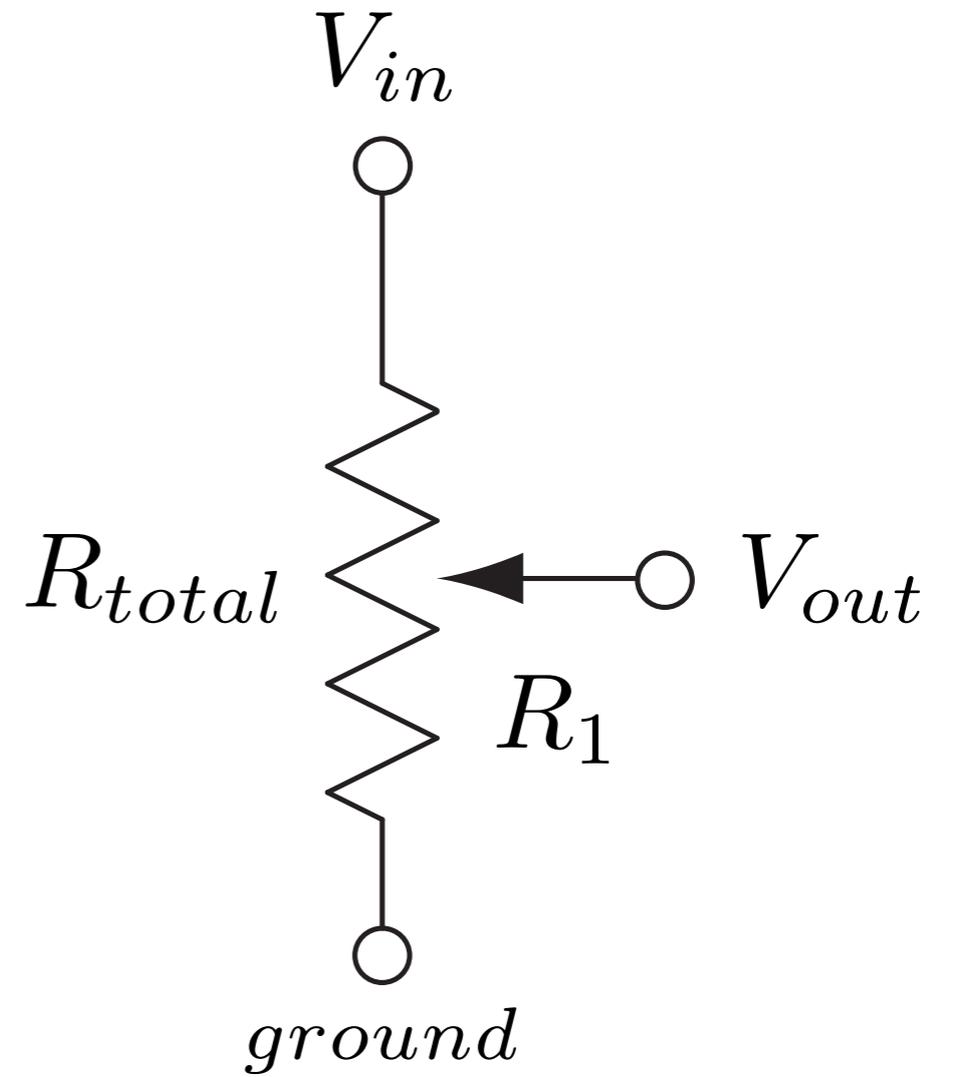
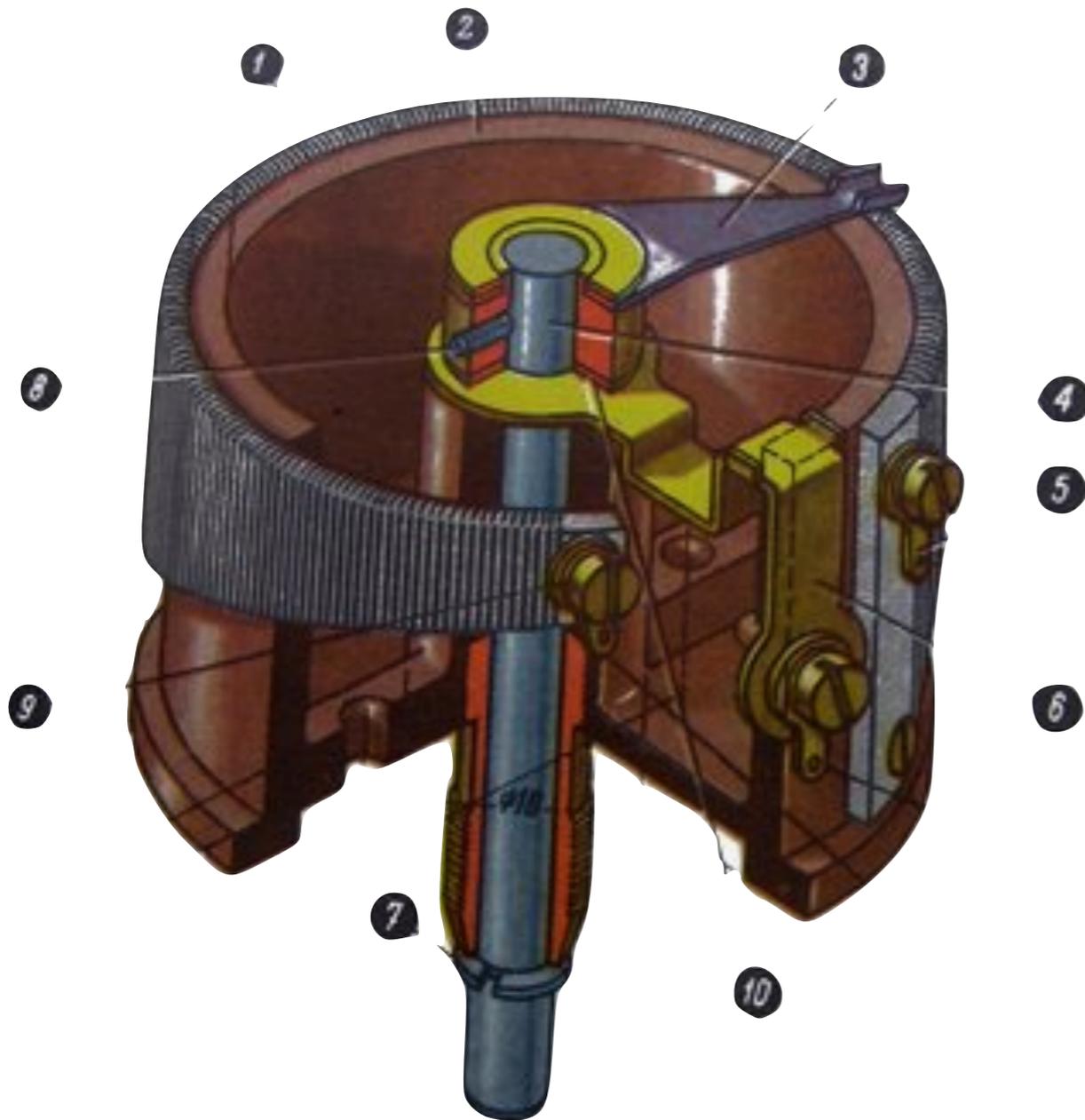
Computer

Spinal Cord Reflex

Local feedback

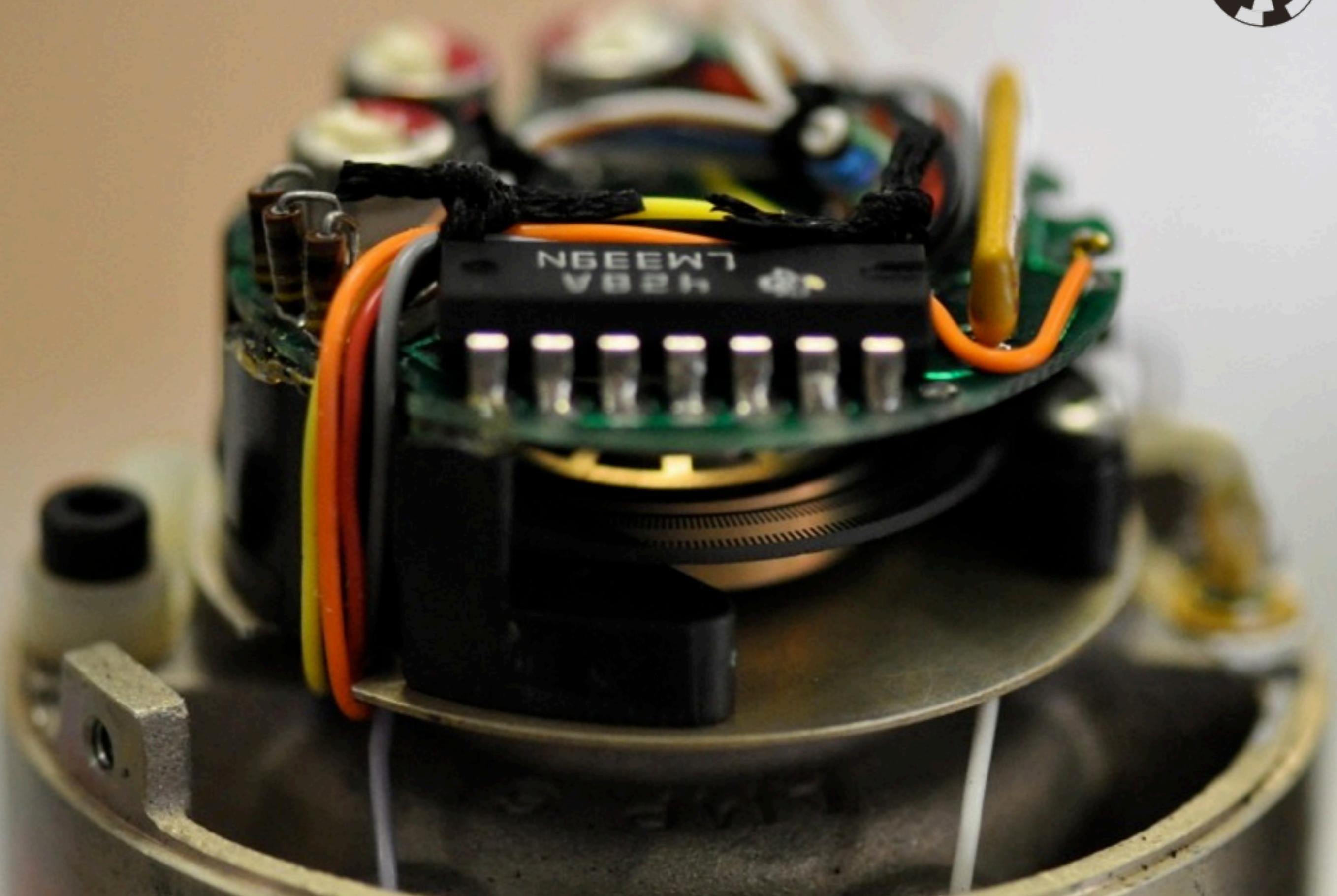
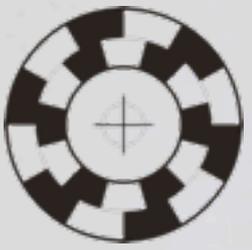


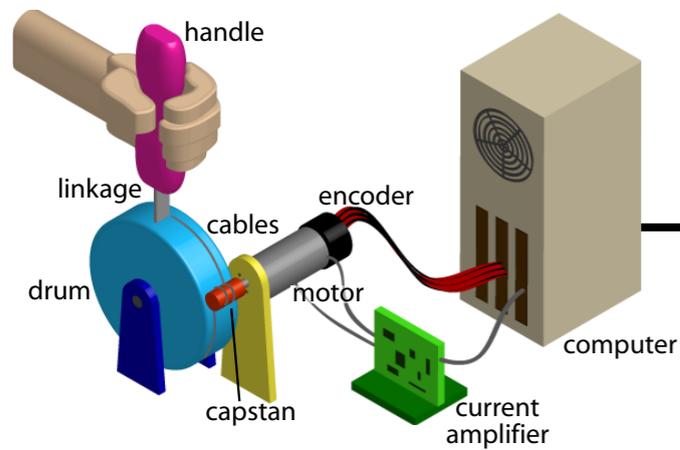
# potentiometers



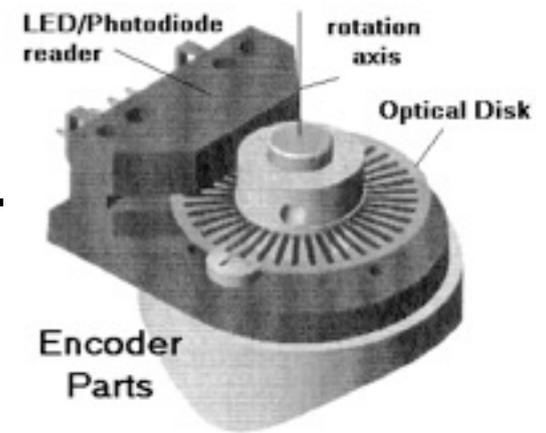
$$V_{out} = \frac{R_1}{R_{total}} V_{in}$$

# Puma260 base-joint optical encoder





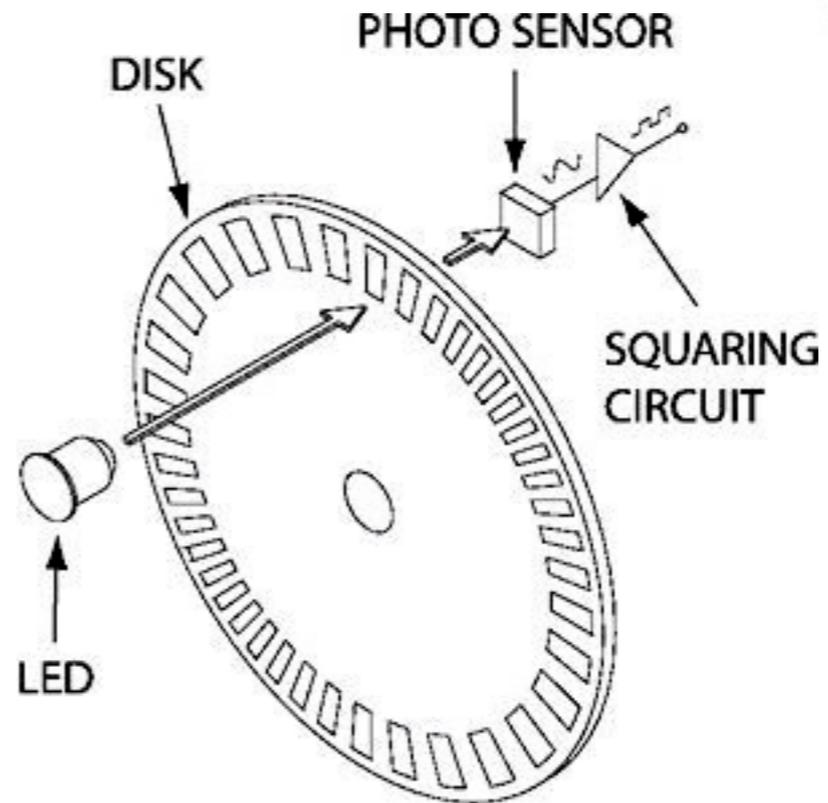
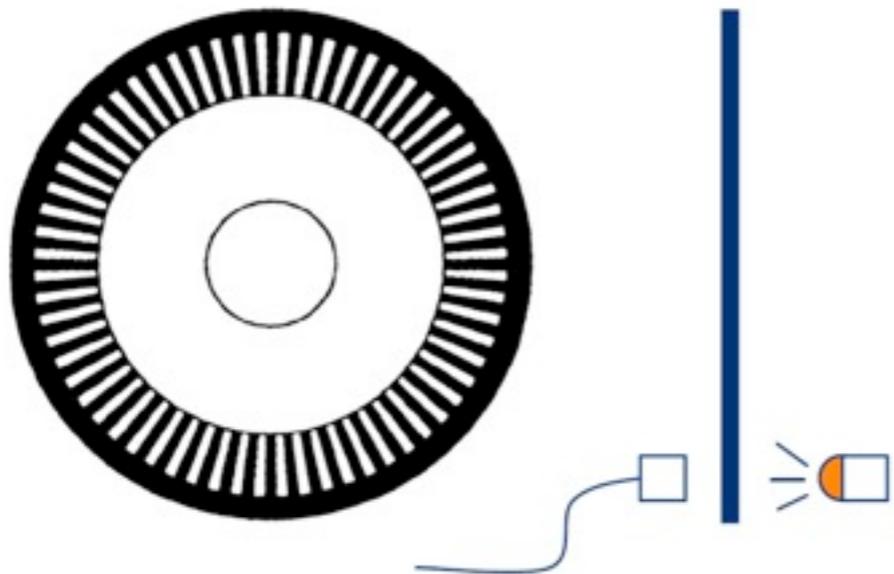
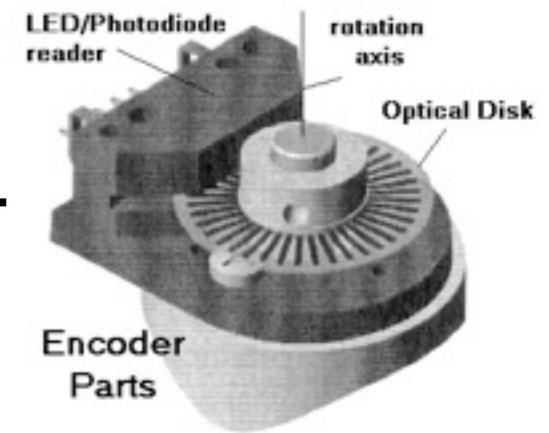
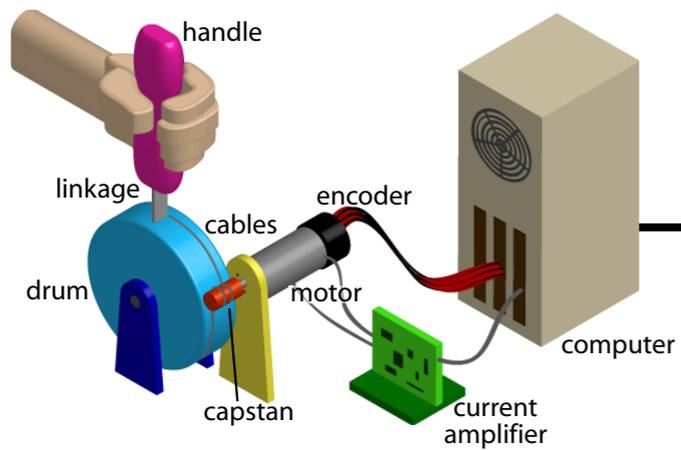
# Encoder



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

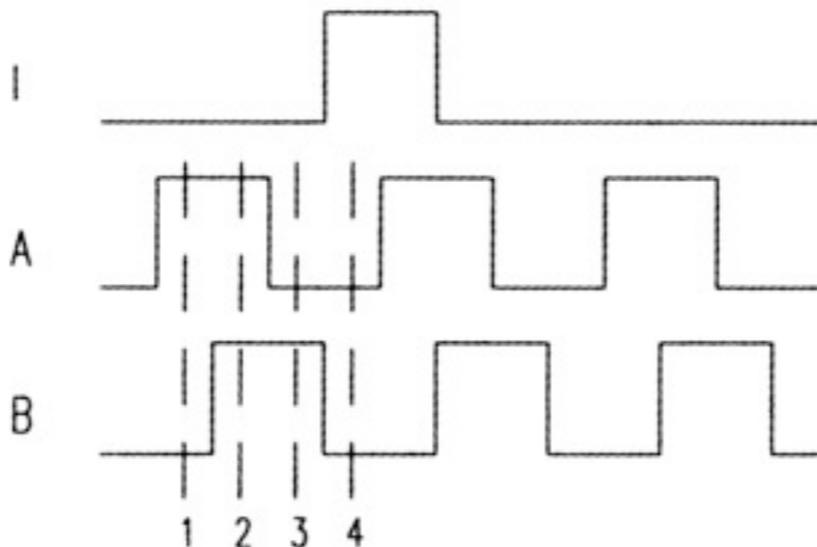
- A thin disk is attached to the rotating shaft whose angle you want to measure, usually the motor.
- The disk has slits cut into it in a regular pattern.
- A light shines on the disk on one side, and photo sensors are located on the opposite side.
- Produces a number of pulses per revolution, with higher 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 <sub>1</sub>	High	Low
S <sub>2</sub>	High	High
S <sub>3</sub>	Low	High
S <sub>4</sub>	Low	Low

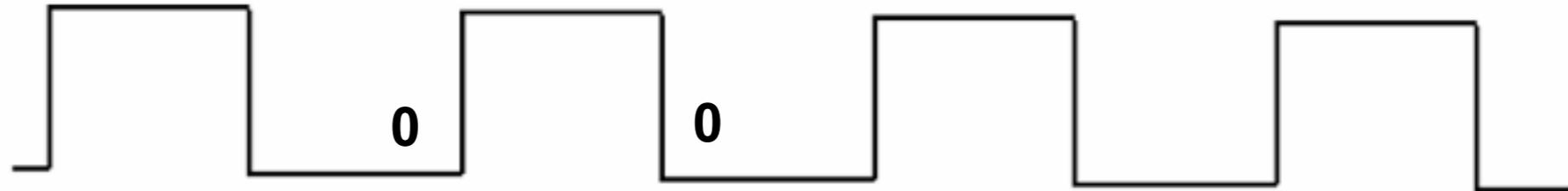
# Quadrature Encoder States & Decoding



Disk rotation CCW



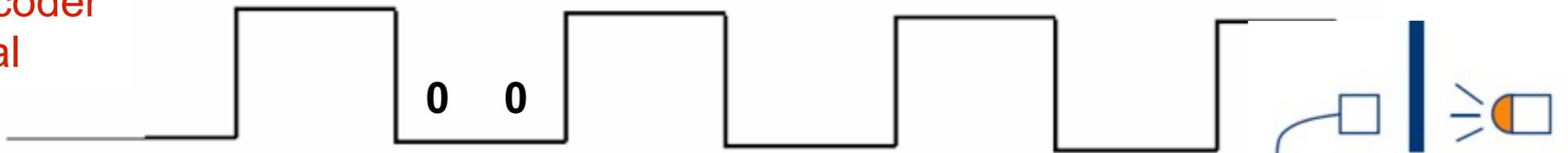
Ch. 1 Encoder Signal



1 1

0 0

Ch. 2 Encoder Signal



1 1

0 0

Detector

Emitter

## Encoder States

Disk rotation CCW



A B C D

Ch. 1

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

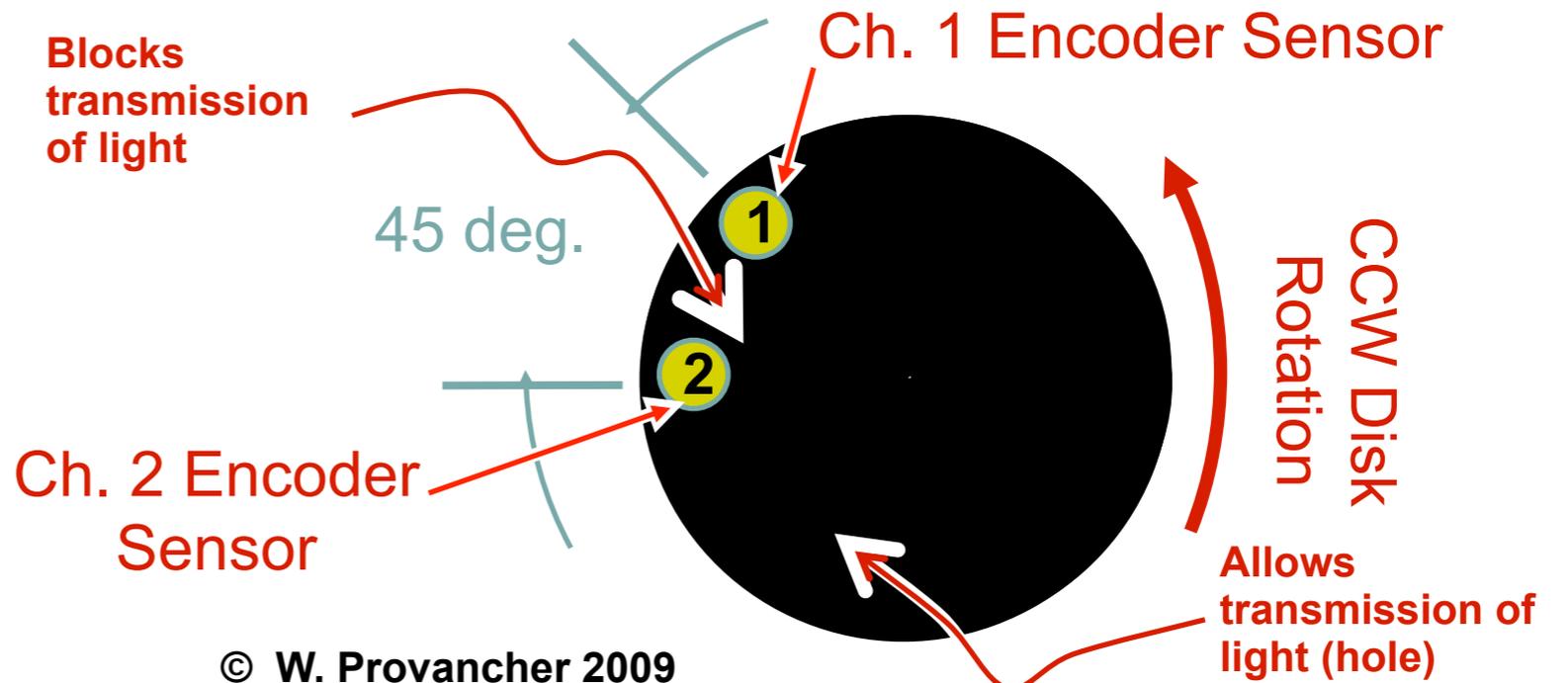
Ch. 2

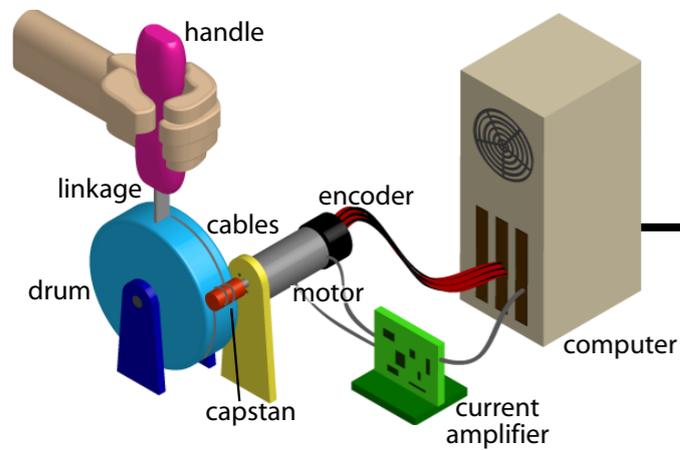
A B C D

Disk rotation CW

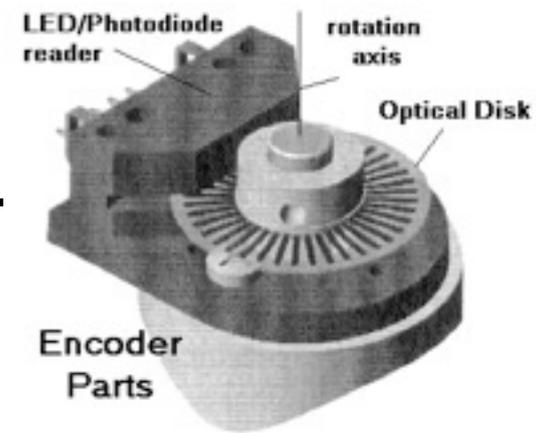
## Simplified Encoder Disk

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





# Encoder

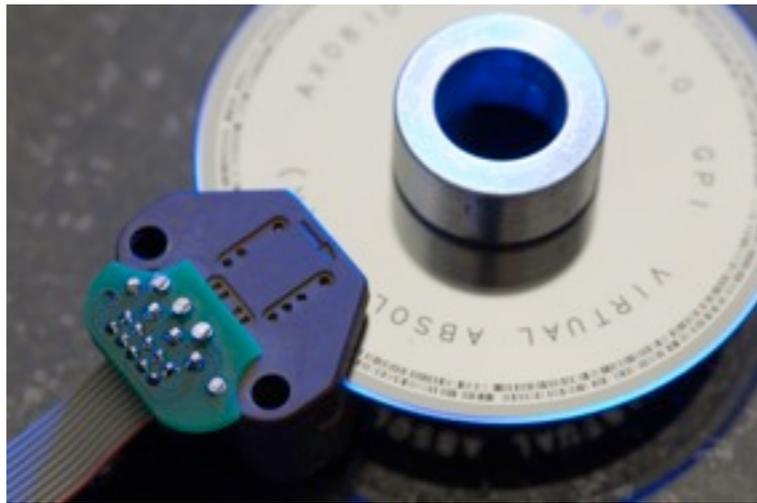


Ramifications of using incremental of optical encoders:

- The system has no knowledge of absolute position, because it's always just counting pulses.
- How can you solve this?
  - Calibration pose (SensAble)  $\theta_m = \Delta(Q - Q_{zero})$
  - 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.

# absolute encoders

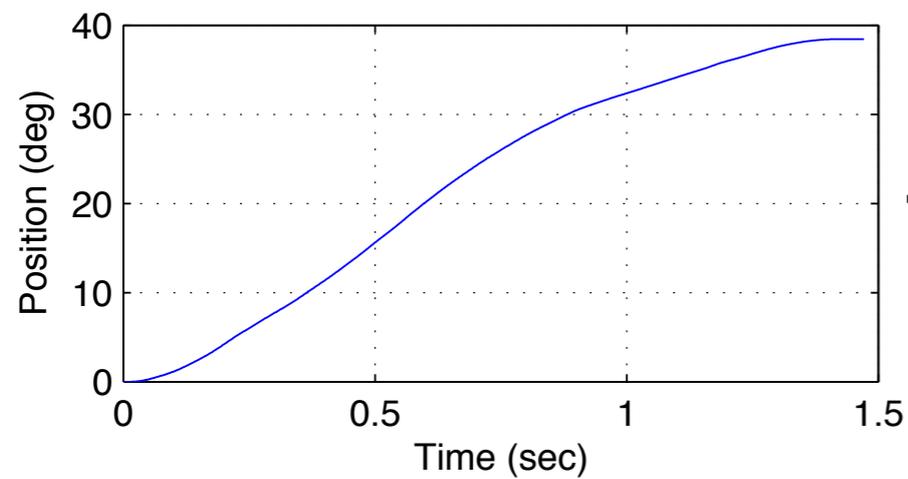




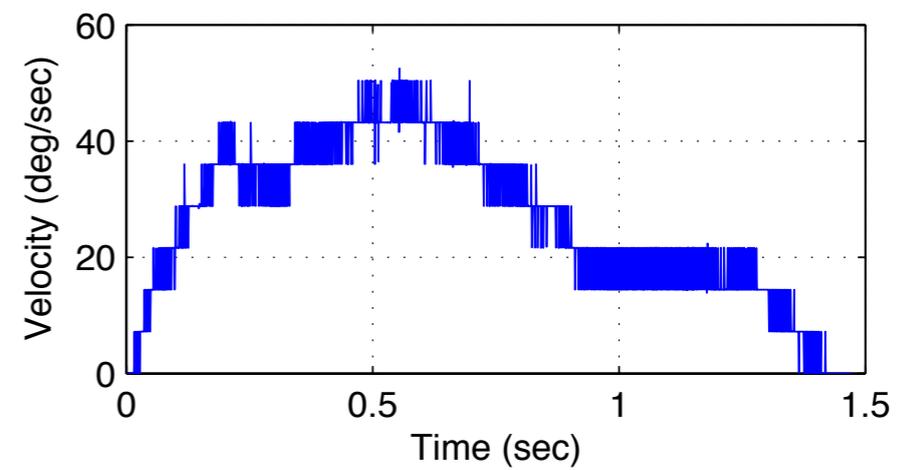
## Differentiation of Position

discretized and quantized

usually requires filtering (which adds time delay)

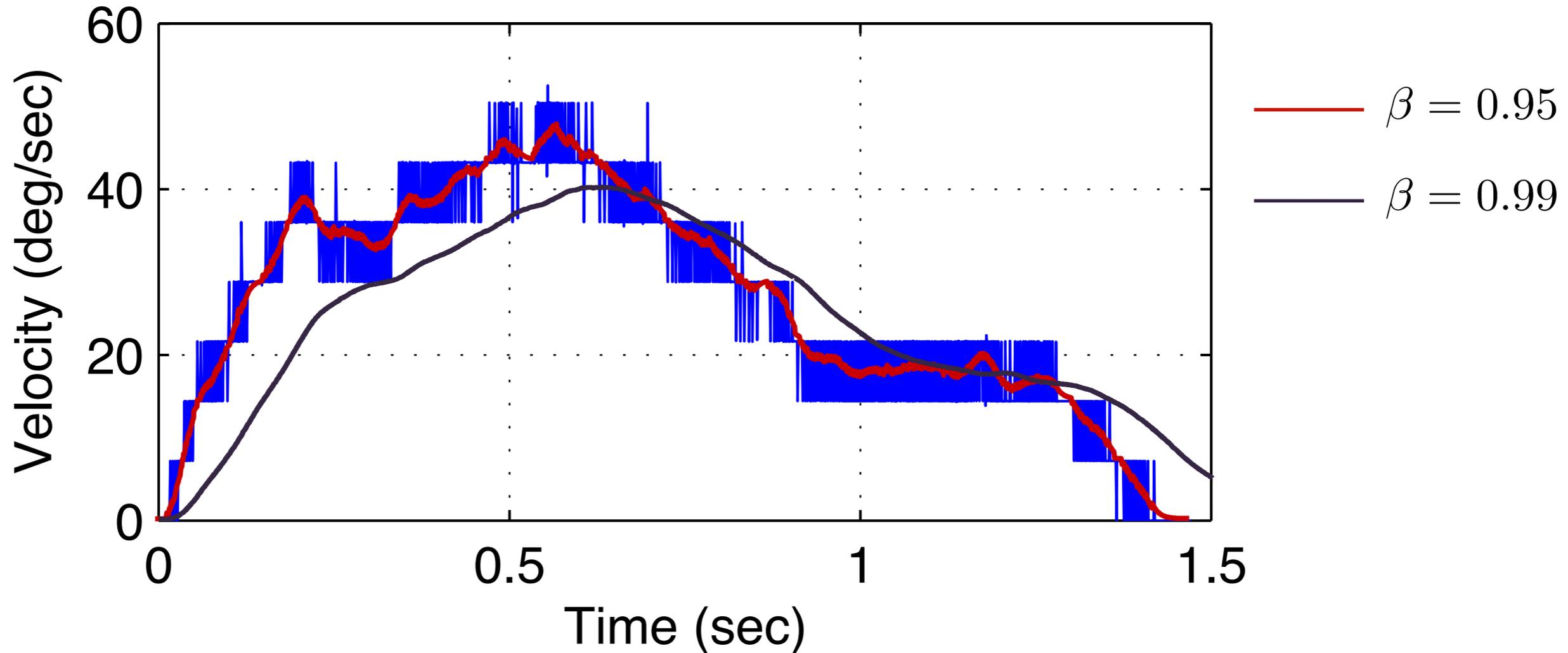


$$\frac{d}{dt}$$



Infinite horizon (fading-memory) low-pass filter

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

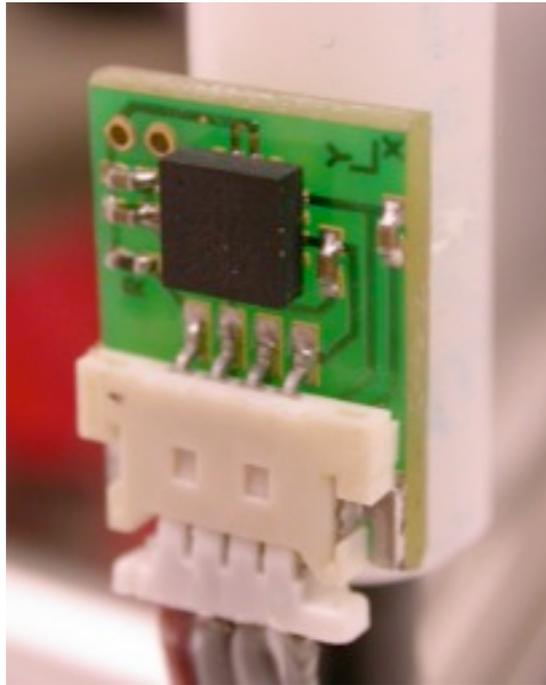


Equivalent analog bandwidth

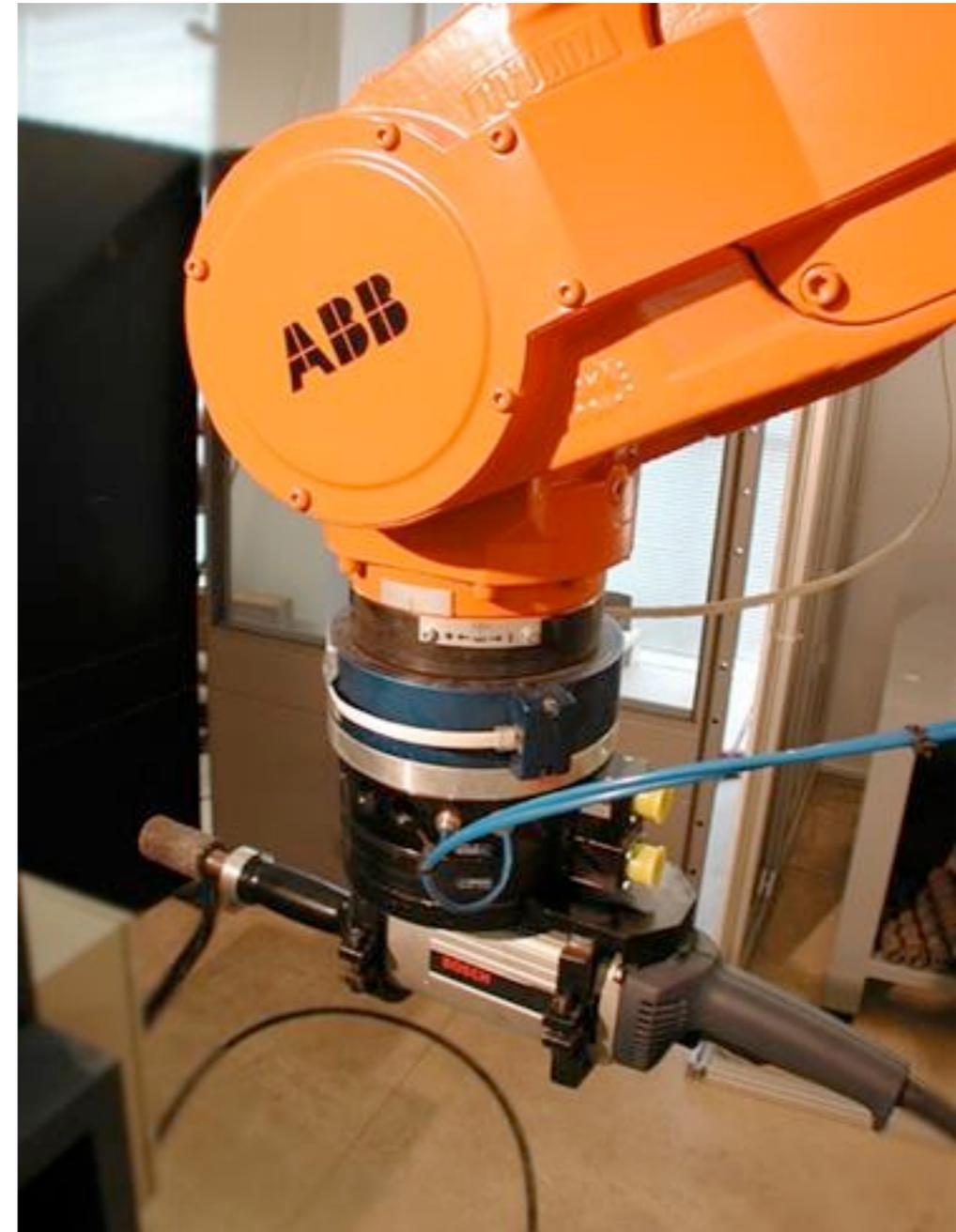
$$\omega = \frac{1}{\tau} = \frac{1 - \beta}{\beta} T$$

# other sensors

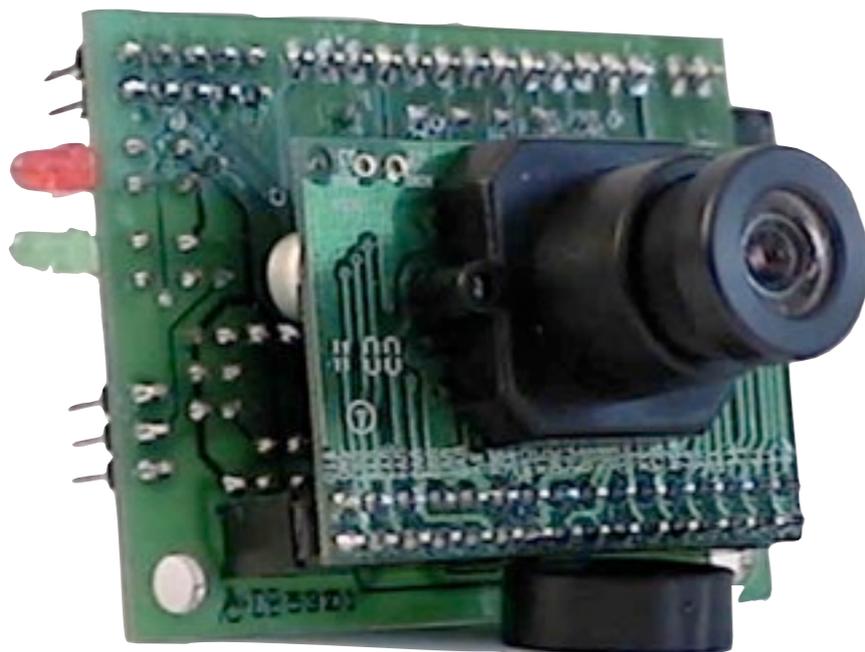
Acceleration



Force / Torque



Vision



# What sensors do you see?

