

**Lecture 02**

# **Robot Applications**

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# Outline

- **Introduction**
- **Industrial applications**
- **Other applications**
- **Summary**

# Introduction

- 90% robots in factories: Industrial robots
- Finding way into
  - Warehouses (e.g., Flipkart, Amazon)
  - Laboratories (e.g., IIT Delhi's PAR Lab.)
  - Research and exploration sites (e.g., oil, gas)
  - Power plants (e.g., NTPC's inspection)
  - Hospitals (e.g., as nurse)
  - Undersea (e.g., search and rescue)
  - Outer space (e.g., Chandrayan, Pathfinder)
  - Entertainment (e.g., RoboMuse@IIT Delhi)

# Advantages

- Never gets sick, or needs rest
- Can work 24 hours a day, 7 days a week
- Dangerous for a person, give to robot
- Robots do not get bored.

Repetitive and unrewarding → Use robot

# Material Handling

- 95% in manufacturing a part is composed of transfer and waiting time
- 5% is actual processing
- Processing time was reduced by automation
- One needs to reduce in handling and loading

- Fully automatic: Transfer lines in automobile industry → Hard automation
- Not suitable for batch production (50 to 100,000/year)
- Flexible automation → Frequent changes in production is needed (~75% parts)

- Industrial robots is a solution: Handling and m/c tool loading of small/medium parts
- Robots are utilised to load and unload m/c tools for
  - tending a single machine, and
  - serving several machines

# Welding

- Spot-welding Robots

- A spot-welding robot has to carry the welding gun
- A gun consists of the electrodes, cables to conduct high current, and sometimes water-cooling system
- The welding gun is heavy (10 to 80 kg)
- DC motor driven robots cannot handle
- Hydraulically powered
- Point to point (PTP) with high positional accuracy
- Positional repeatability:  $\pm 1$  mm



- Repeatability is better than humans
- Robotised spot welding is very fast
- Positioning of welds is accurate
- For fabrication of structural metal products, domestic appliances, metal furniture, etc.
- Car assembly line (50 to 90 cars/hour)
- Work is performed while the car bodies are moving on conveyors
- Weld locations synchronized by the task programs

# Arc-welding Robot

- Robotic arc welding uses a consumable wire as electrode (i.e., MIG welding)
  - Uses an automatic wire feeder
  - Welding with non-consumable tungsten electrodes under shielding gas (i.e., in TIG welding)
- Robot uses the welding gun as a tool
- Welding gun is not heavy (unless the water-cooled) → DC servomotors are used

- Welding speeds:  $\sim 0.25$  to 3 m/min.
- Robot is to lead welding gun along the programmed trajectory
- Control system in arc welding is continuous path (CP) type
- To synchronized robot's controller is interfaced with control unit of welding equipment

# Spray Painting

- Spray painting is unhealthy and unpleasant → Good to use robots
- Solvent materials are toxic → Operators use masks and provided with fresh-air ventilation
- Painting area: Dust-free and temperature-controlled → Painting booth is small and inconvenient
- Noise from air discharge can cause irreversible damage to ears

## Spray painting is one of the first applications of robots

- Spray painting robots: CP type, and have
  - high level of manipulator dexterity
  - large working volume
  - compact wrist
  - small payload, and
  - low accuracy and repeatability.
- Repeatability: 2 mm

# Assembling and Palletizing

- Assembling is for small products, e.g., electrical switches and small motors.
- Robots
  - Cartesian
  - Cylindrical
  - Spherical, or
  - Articulated

# By Coordinate System

(a) Cartesian

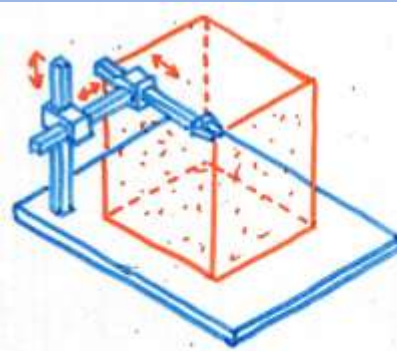
(b) Cylindrical

(c) Spherical

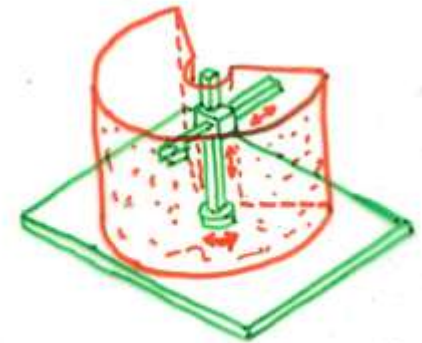
(d) Anthropomorphic

(e) Gantry  $\equiv$  (a)

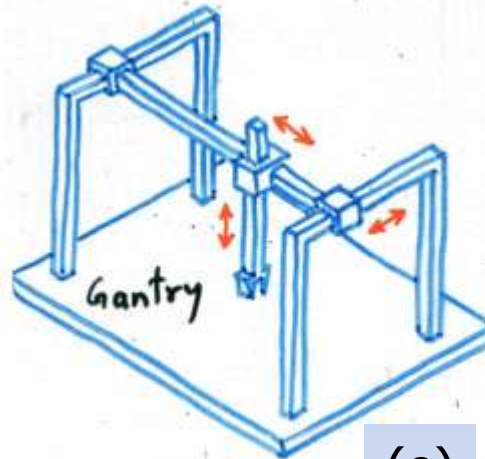
(f) SCARA



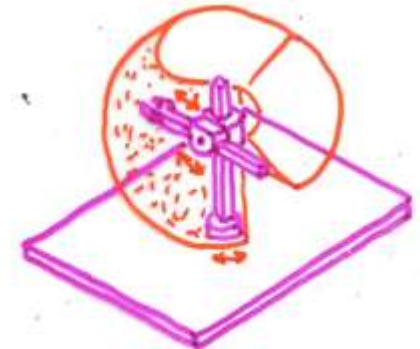
(a)



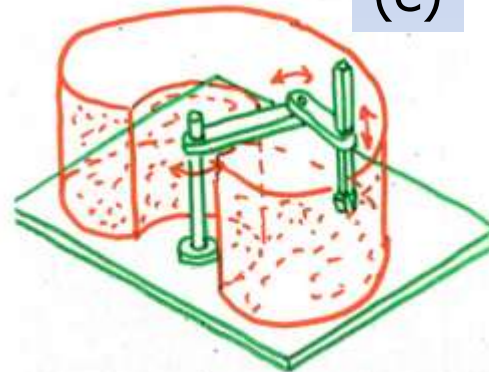
(b)



(e)



(c)



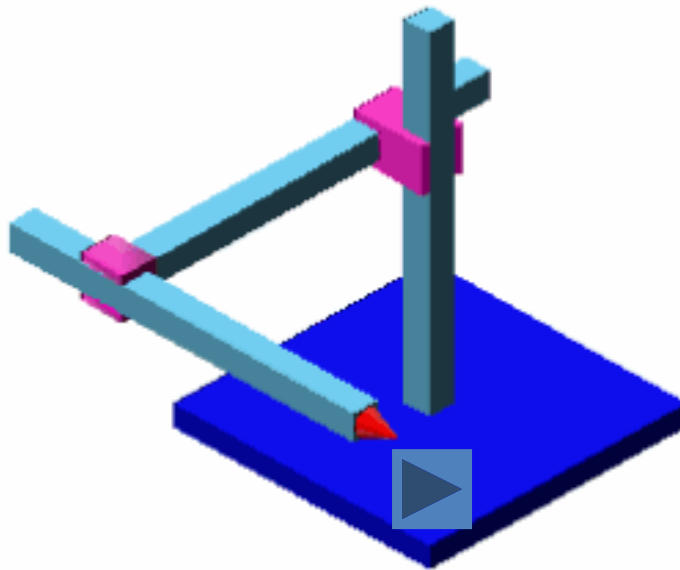
(f)



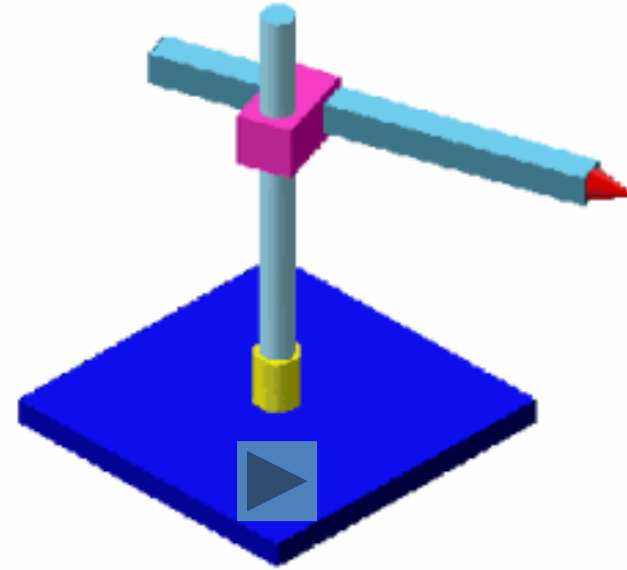
(d)

# Virtual Robotics Lab. (VRL) in ADAMS

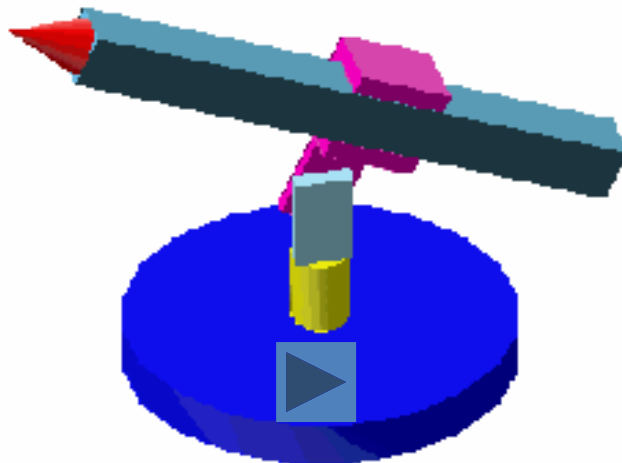
*Cartesian Robot*



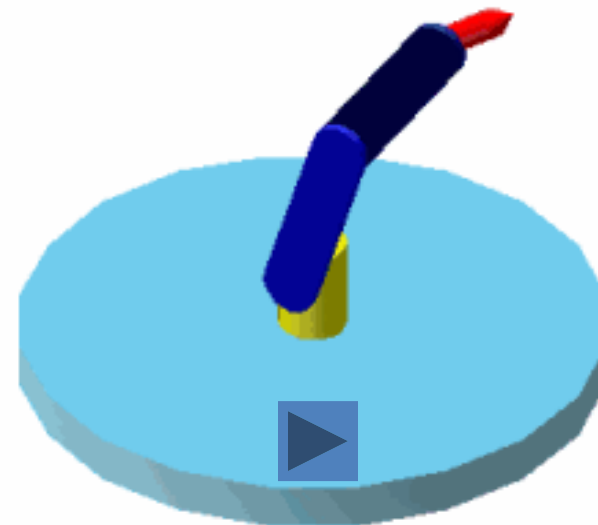
*Cylindrical Robot*



*Spherical Robot*



*Articulated Robot*





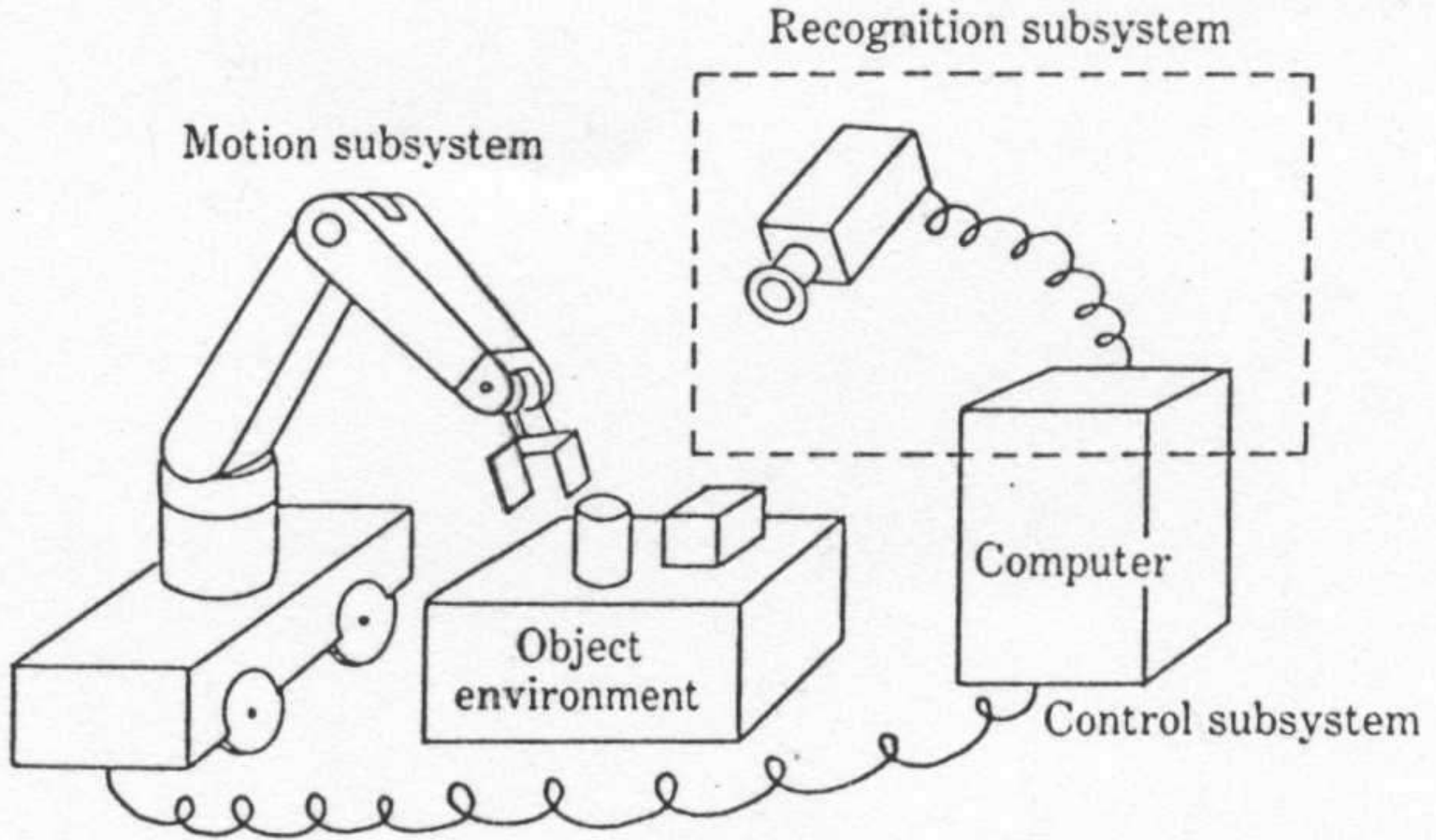
# Fundamental Configurations

Type	Joints		
	1 (base): Motion	2 (elevation): Motion	3 (reach): Motion
Cartesian ↓	P: travel, x ↓ -P+R+90 <sup>0</sup> @Z	P: height y ↓	P: reach z ↓
Cylindrical ↓	R: rotation $\theta$ ↓	P: -do- ↓ -P+R+90 <sup>0</sup> @Z	P: -do- ↓
Spherical	R: -do- ↓	R: angle $\varphi$ ↓	P: -do- ↓ -P+R+90 <sup>0</sup> @Z
Revolute	R: -do-	R: -do-	R: angle $\psi$

# Comparison (For selection)

Configuration	Advantages	Disadvantage
<p><i>Cartesian</i> (3 linear axes)</p> <p><math>x</math>: base travel  <math>y</math>: height  <math>z</math>: reach</p>	<ul style="list-style-type: none"> <li>- Easy to visualize</li> <li>- Rigid structure</li> <li>- Easy offline programming</li> <li>- Easy mechanical stops</li> </ul>	<ul style="list-style-type: none"> <li>- Reach only front and back</li> <li>- Requires large floor space</li> <li>- Axes are hard to seal</li> <li>- Expensive</li> </ul>
<p><i>Cylindrical</i> (1 rotation and 2 linear axes)</p> <p><math>\theta</math>: base rotation  <math>y</math>: height  <math>z</math>: reach</p>	<ul style="list-style-type: none"> <li>- Can reach all around</li> <li>- Rigid <math>y, z</math>-axes</li> <li>- <math>\theta</math>-axes easy to seal</li> </ul>	<ul style="list-style-type: none"> <li>- Cannot reach above itself</li> <li>- Less rigid <math>\theta</math>-axis</li> <li>- <math>y, z</math>-axes hard to seal</li> <li>- Won't reach around obstacles</li> <li>- Horizontal motion is circular</li> </ul>
<p><i>Spherical</i> (2 rotating and 1 linear axes)</p> <p><math>\theta</math>: base rotation  <math>\varphi</math>: elevation angle  <math>z</math>: reach</p>	<ul style="list-style-type: none"> <li>- Can reach all around</li> <li>- Can reach above or below obstacles</li> <li>- Large work volume</li> </ul>	<ul style="list-style-type: none"> <li>- Cannot reach above itself</li> <li>- Short vertical reach</li> </ul>
<p><i>Articulated</i> (3 rotating axes)</p> <p><math>\theta</math>: base rotation  <math>\varphi</math>: elevation angle  <math>\psi</math>: reach angle</p>	<ul style="list-style-type: none"> <li>- Can reach above or below objects</li> <li>- Largest work area for least floor space</li> </ul>	<ul style="list-style-type: none"> <li>- Difficult to program off-line</li> <li>- Two or more ways to reach a point</li> <li>- Most complex robot</li> </ul>

# Robot Subsystems [Serial Robots]



# Subsystems (Contd.)

- Motion: Manipulator (Arm & Wrist), End-effector, Actuators (Set in motion), and Transmission
- Recognition: Sensors (Measure status), and ADC
- Control (Supervision): DAC, and Digital Controller

# Motion Subsystem

i) Manipulator: Mechanical arm + wrist 

(Difference between Robot and Manipulator?)

ii) End-effector

- Welding torch, painting brush, etc.

- Robot hand 

- Simple grippers 

### (iii) Actuator

- Pneumatic, Hydraulic, Electric

### (iv) Transmission

- Belt and chain drives



- Gears



- Link mechanisms



# Recognition Subsystem

(i) Sensors (Essentially transducers)

- Converts a signal to another

(ii) Analog-to-Digital Converter (ADC)

- Electronic device



# Control Subsystem

(i) Digital Controller



- CPU, Memory, Hard disk (to store programs)

(ii) Digital-to-Analog Converter (DAC)

(iii) Amplifier



- Amplify weak commands from DAC



# Classifications

- By Applications (already explained)
- By Coordinate System (already explained)
- By Actuation System
- By Control Method
- By Programming Method

# By Actuation System

- Pneumatic (in factory floors)
- Hydraulic (for heavy applications)
- Electric (more common these days)

# By Control Method

- Servo/Non-servo control
  - Servo  $\equiv$  closed-loop (Hydraulic & Electric)
  - Non-servo  $\equiv$  open-loop (Pneumatic)
- Path control
  - Continuous path  $\equiv$  trajectory (welding etc)

# By Programming Method

- Online programming
  - Direct use of the robot
  - Teach pendant
- Offline programming (saves time)
  - Using a computer on a new task
  - Download when ready

# Summary

- Focus on Serial-type robots (not parallel or mobile, etc.)
- Different applications were explained
- Robot subsystems
- Five ways to classify a robot
  - Animations for coordinate based robots are shown

# Thank You

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