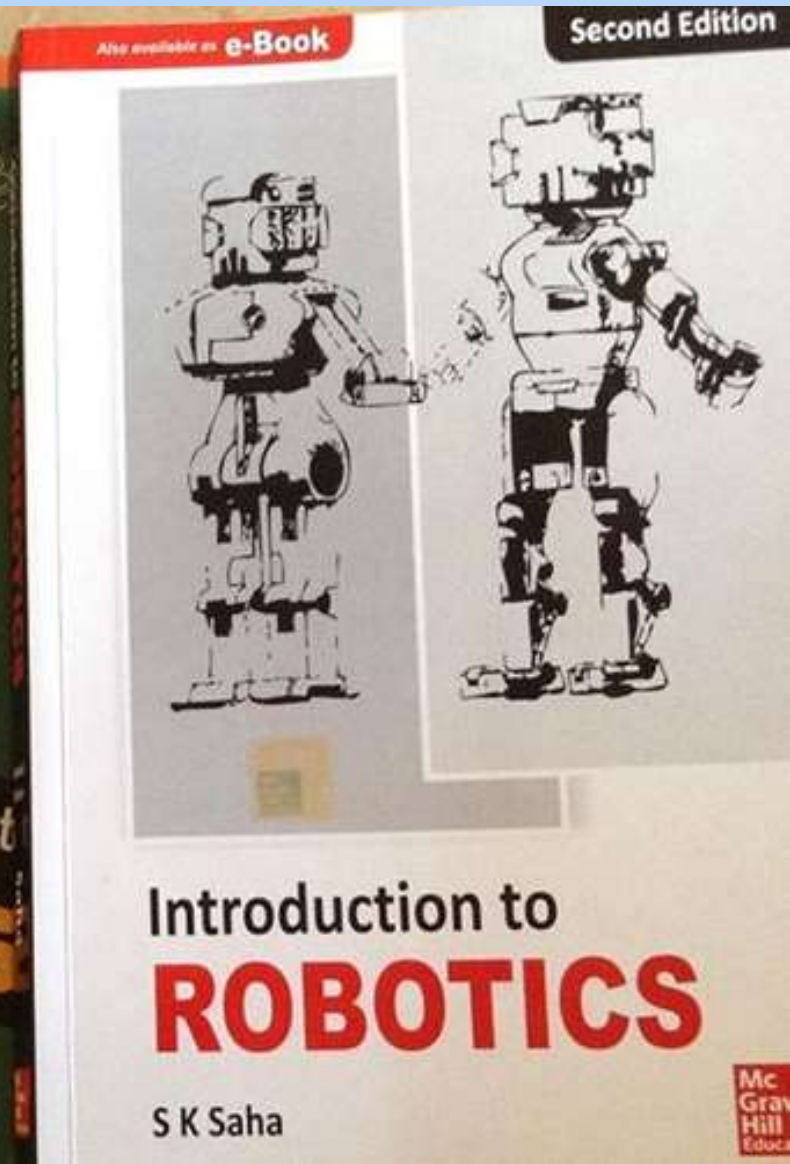
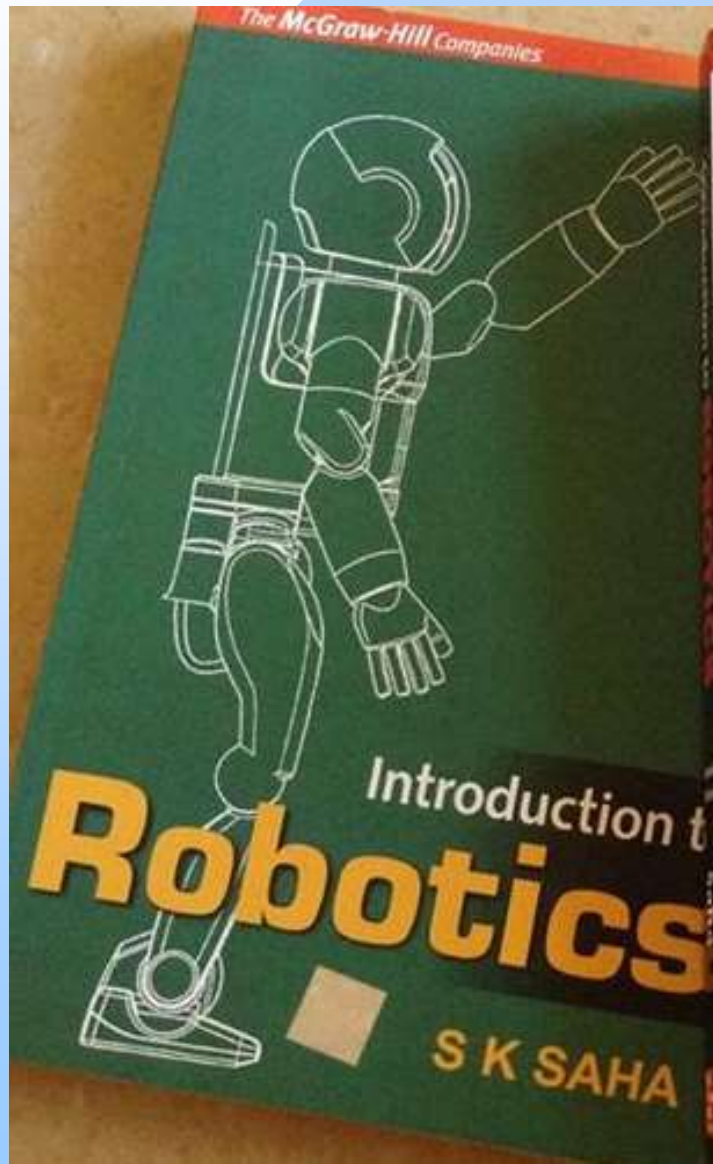


Lecture 2 Jan. 24, 2018

# Robot Subsystems and Classifications



# Announcement

- Slides of the first lecture on Jan. 23, 2018 are now available from

<http://sksaha.com/courses>

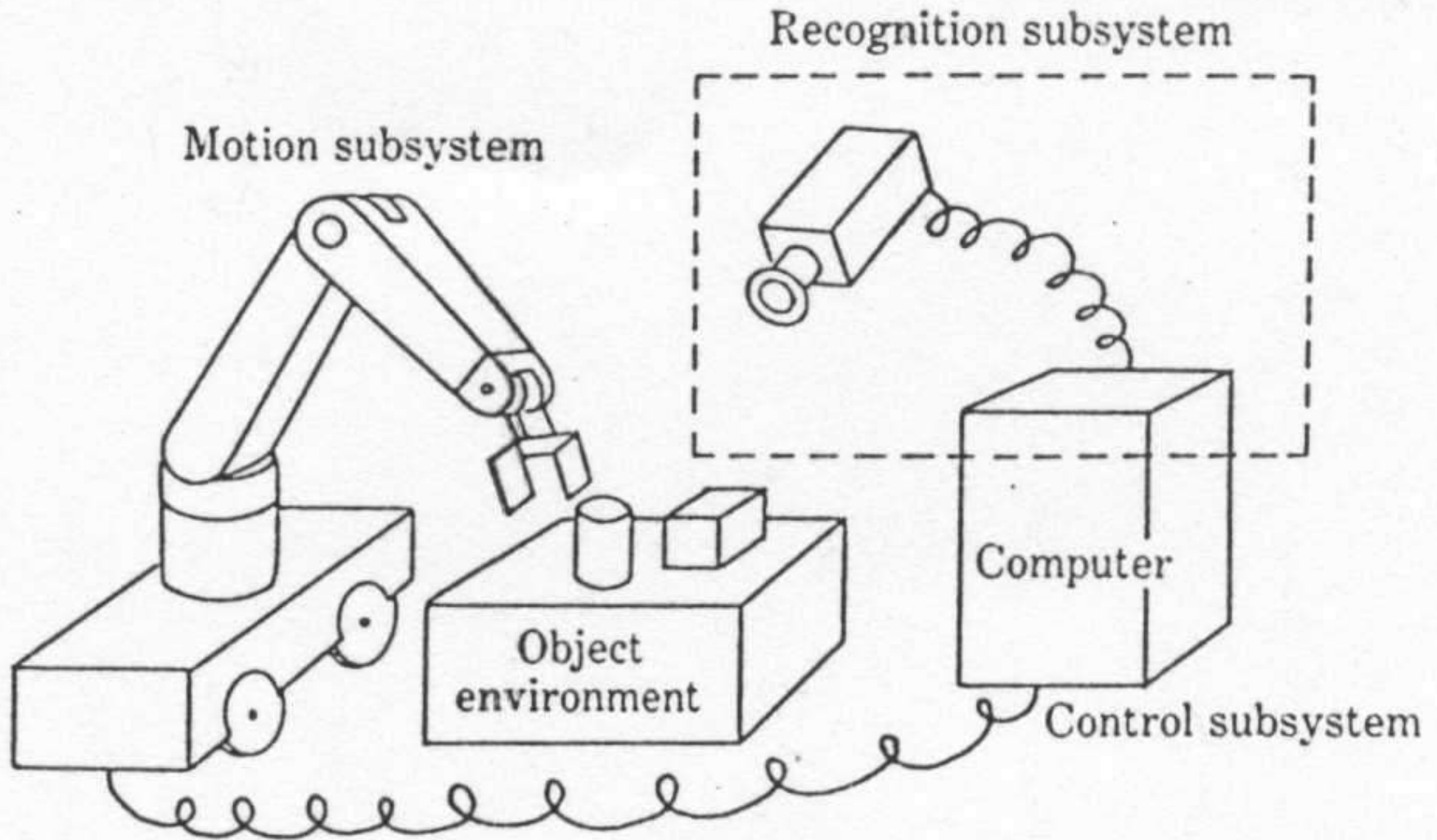
## Review of Lecture 1

- **Robot Applications**
  - Industrial like Welding, Machining, Material handling, etc.
  - Others like medical, undersea, etc.

# Outline

- **Robot Subsystems (Focus: Serial-type)**
  - **Motion**
  - **Recognition**
  - **Control**
- **Robot Classifications By**
  - **Application**
  - **Coordinate system**
  - **Actuation system**
  - **Control method**
  - **Programming method**

# 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** i) Manipulator: Mechanical arm + wrist  
(Difference between Robot and Manipulator?)

ii) End-effector

- Welding torch, painting brush, etc.

- Simple Gripper and Robot hand **i**

### **(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, e.g., Welding, Machining**
- **By Coordinate System, e.g., Cartesian**
- **By Actuation System, e.g., Hydraulic**
- **By Control Method, e.g., Digital**
- **By Programming Method, e.g., PTP**

# By Application

- Welding robot
- Assembly robot
- Heavy-duty robot
- More with video in

[www.directindustry.com](http://www.directindustry.com)

Special features like max. speed, accuracy, etc. are incorporated keeping the application in mind



# By Coordinate System

(a) Cartesian

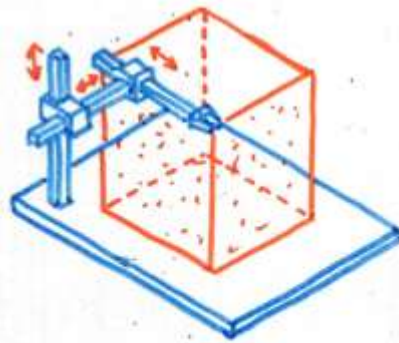
(b) Cylindrical

(c) Spherical

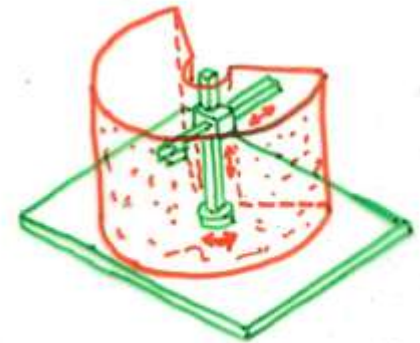
(d) Anthropomorphic

(e) Gantry  $\equiv$  (a)

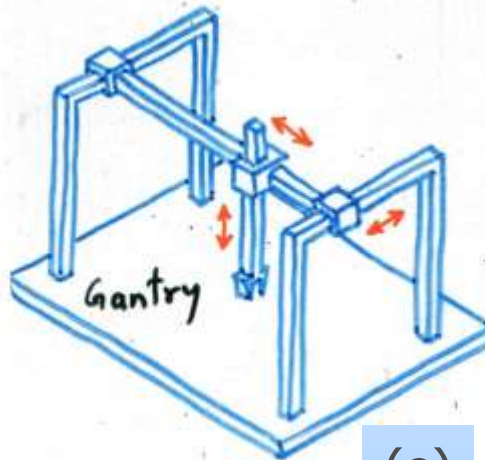
(f) SCARA



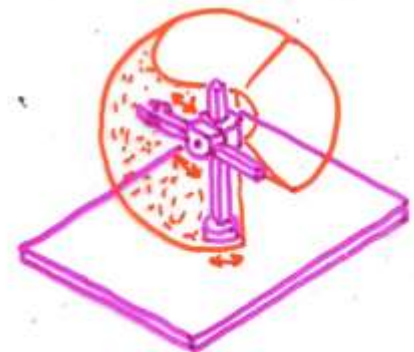
(a)



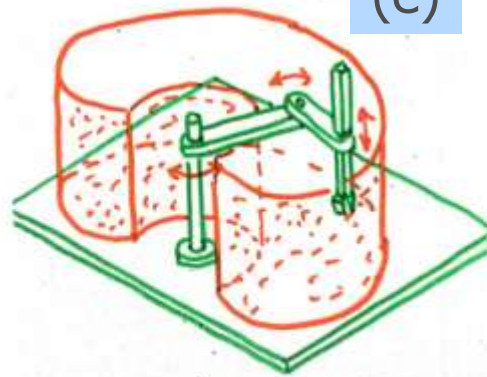
(b)



(e)



(c)



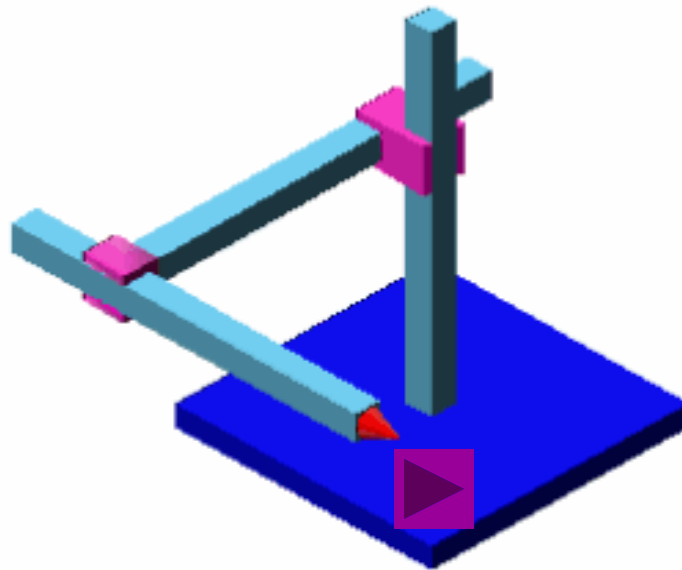
(f)



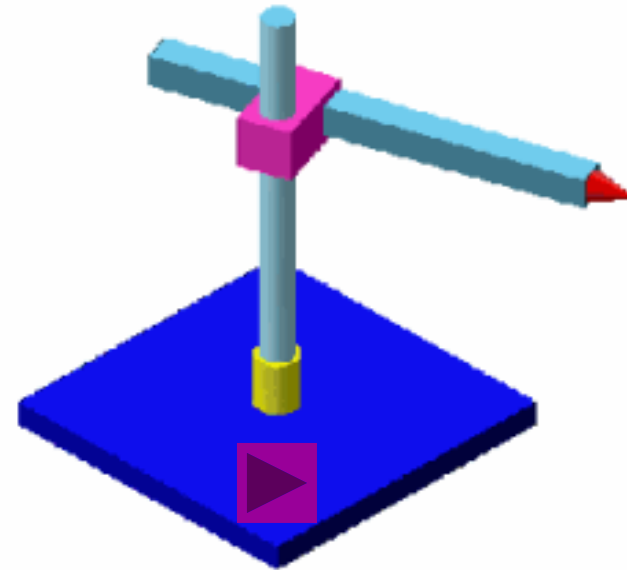
(d)

# Virtual Robotics Lab. (VRL) in ADAMS

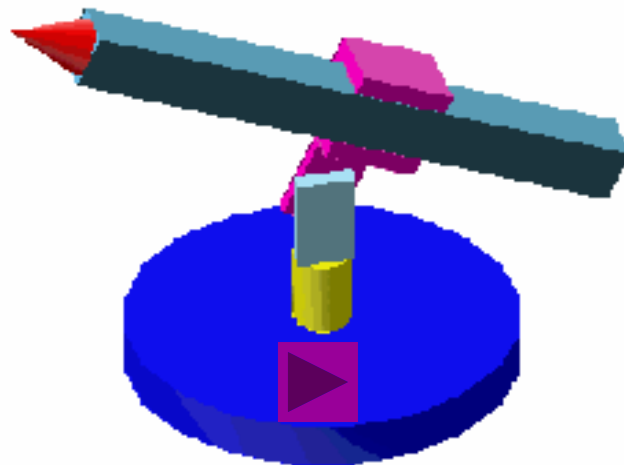
*Cartesian Robot*



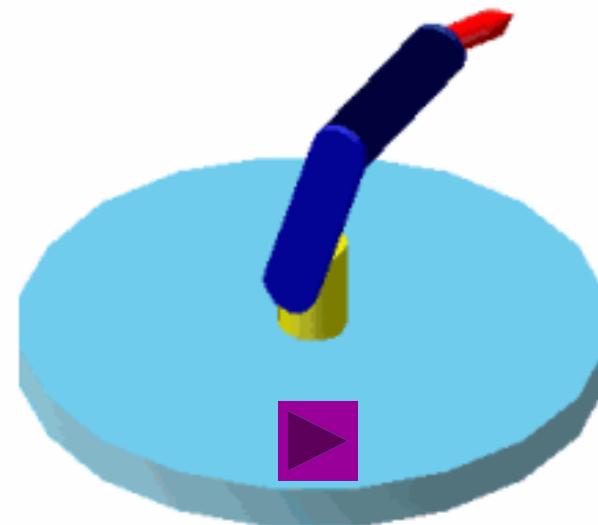
*Cylindrical Robot*



*Spherical Robot*



*Articulated Robot*



# Fundamental Configurations

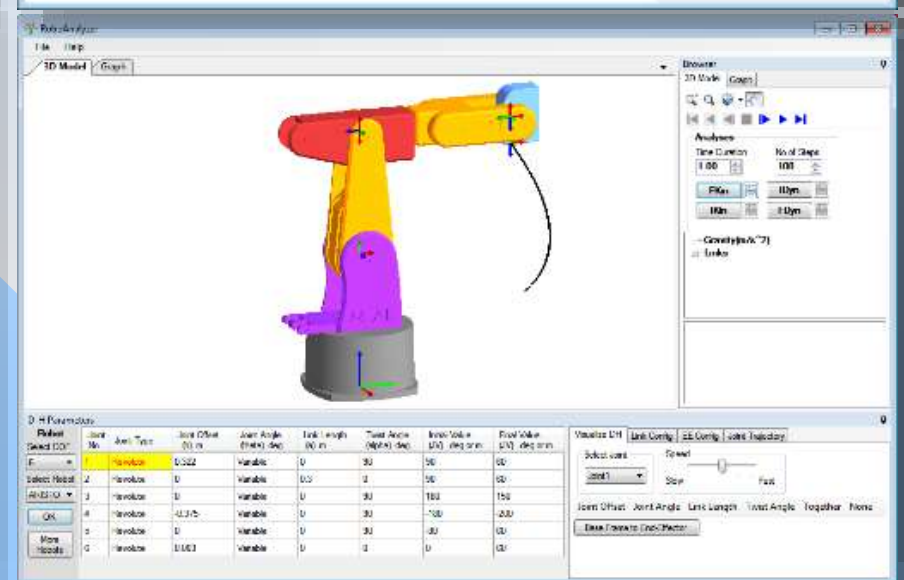
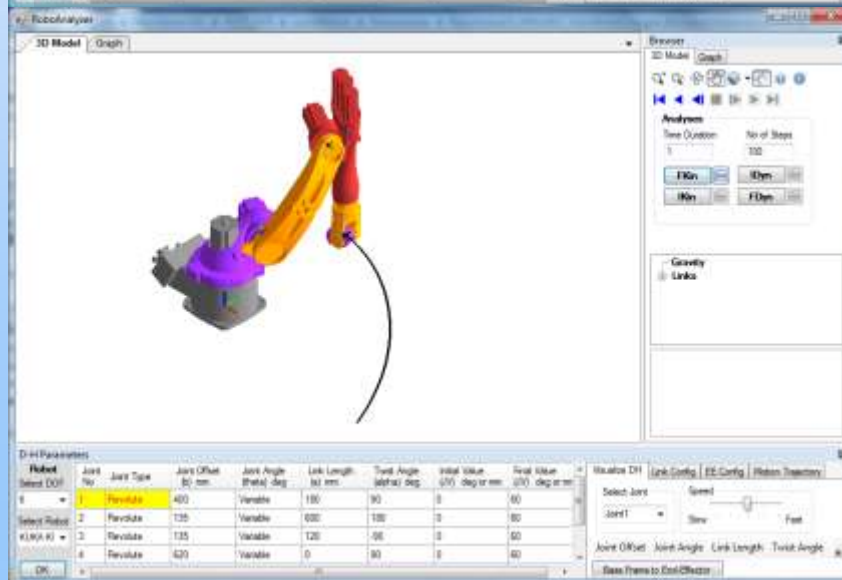
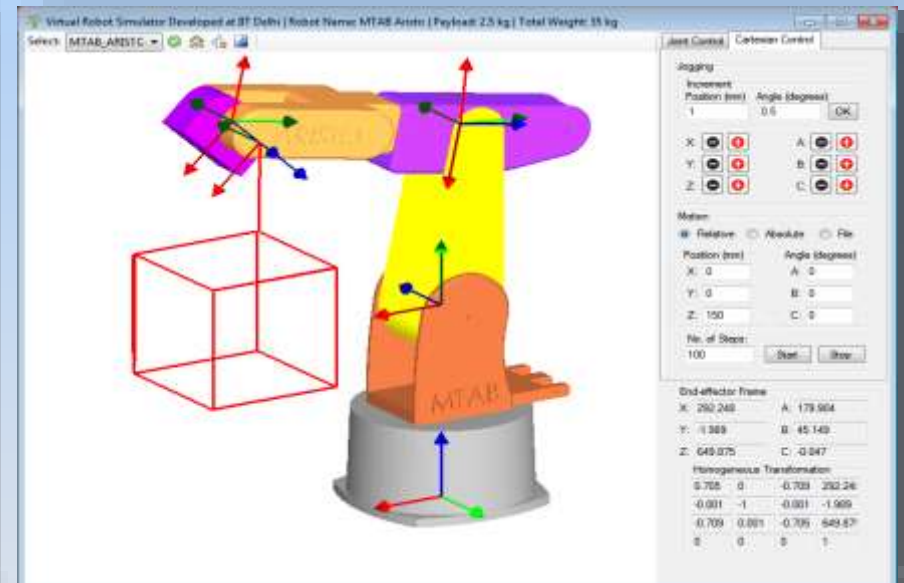
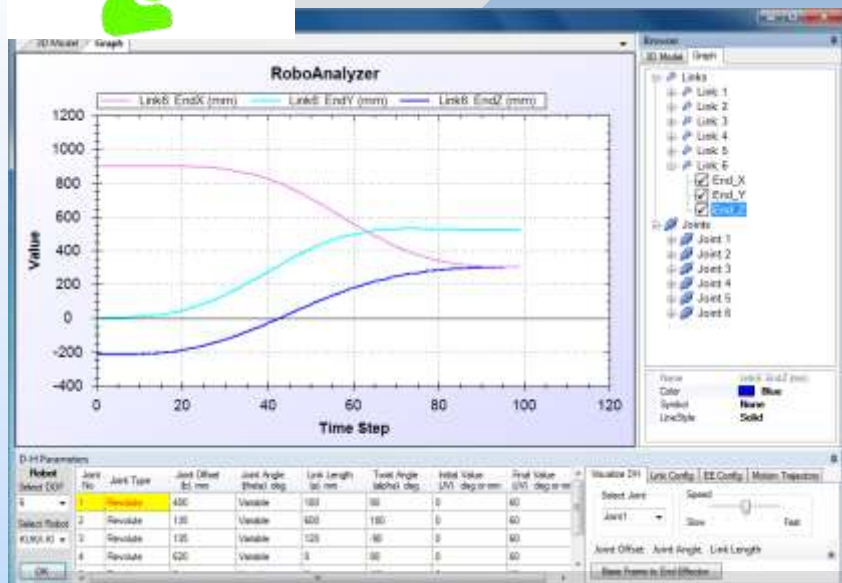
Type	Joints		
	1 (base): Motion	2 (elevation): Motion	3 (reach): Motion
Cartesian	P: travel, x	P: height y	P: reach z
↓	↓ -P+R+90°@Z	↓	↓
Cylindrical	R: rotation $\theta$	P: -do-	P: -do-
↓	↓	↓ -P+R+90°@Z	↓
Spherical	R: -do-	R: angle $\varphi$	P: -do-
↓	↓	↓	↓ -P+R+90°@Z
Revolute	R: -do-	R: -do-	R: angle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

# 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>



# Using RoboAnalyzer





# 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 subsystems are explained
- Five ways are explained to classify a robot
  - Animations for coordinate based robots are shown

# Thank You

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