

Manipulation

Configurations & Grasping





Bookkeeping

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- ◆ Next assignment(s)
- ◆ Projects
 - ◆ First deliverable last night
- ◆ Reading:
 - ◆ Posted to schedule tonight
- ◆ Today
 - ◆ Manipulation
 - ◆ Manipulator configuration
 - ◆ Grasping

A Talk!

UMBC CSEE Colloquium
2:00pm Friday, 2nd October
ITE325b



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Programming Robotic Agents: A Multi-tasking Teleo-Reactive Approach

Keith Clark, Imperial College London, University of Queensland, University New South Wales
(joint work with Peter Robinson, University of Queensland)

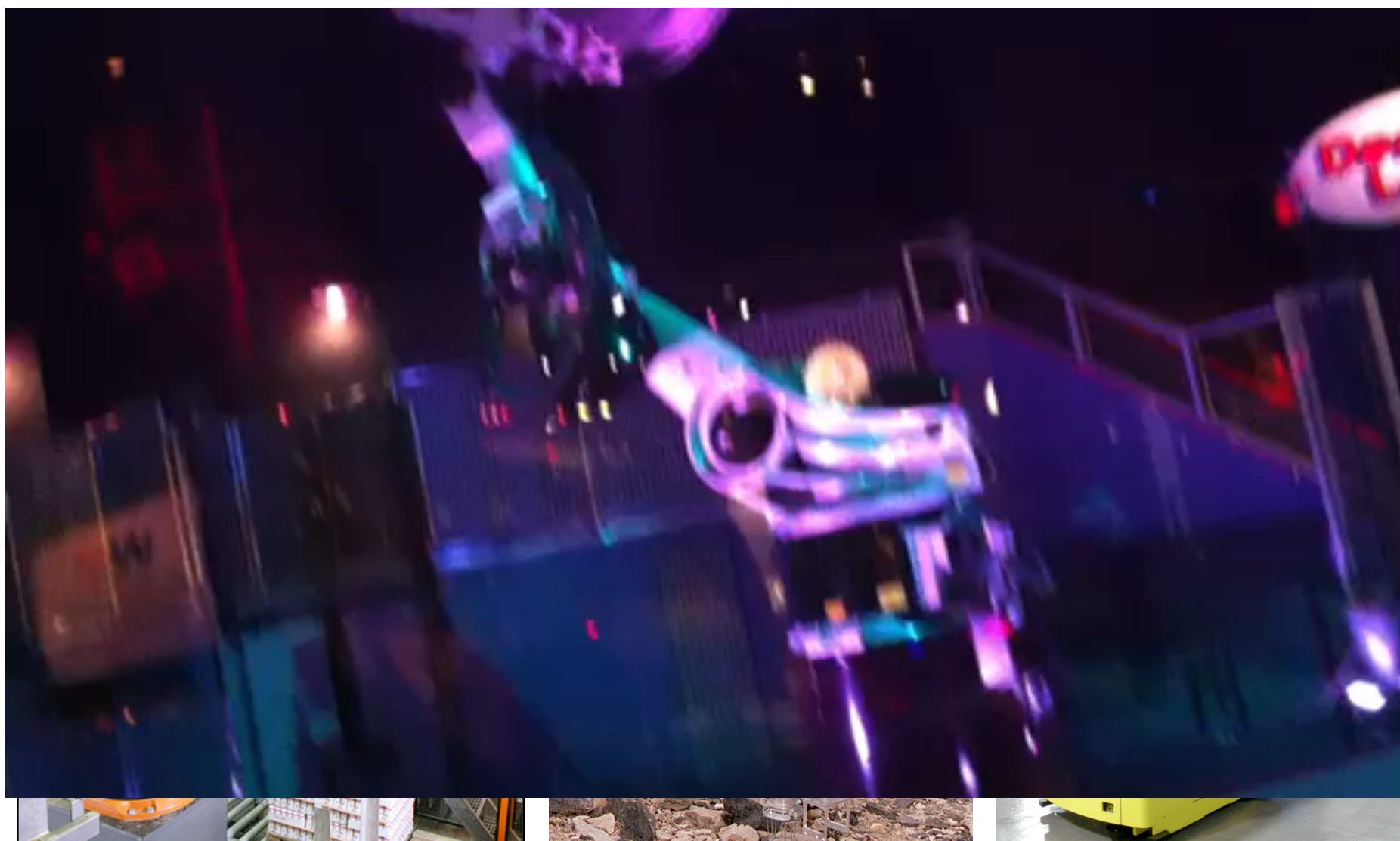
A multi-threaded/multi-tasking message communicating robotic agent architecture in which the concurrently executing tasks are programmed in TeleoR...which extends TR in typing, knowledge representation, having task atomic procedures to control the deadlock, starvation free sharing of several robotic resources by concurrently executing tasks.

Its use is illustrated in the video at:

<http://bit.ly/teleor>

Manipulators

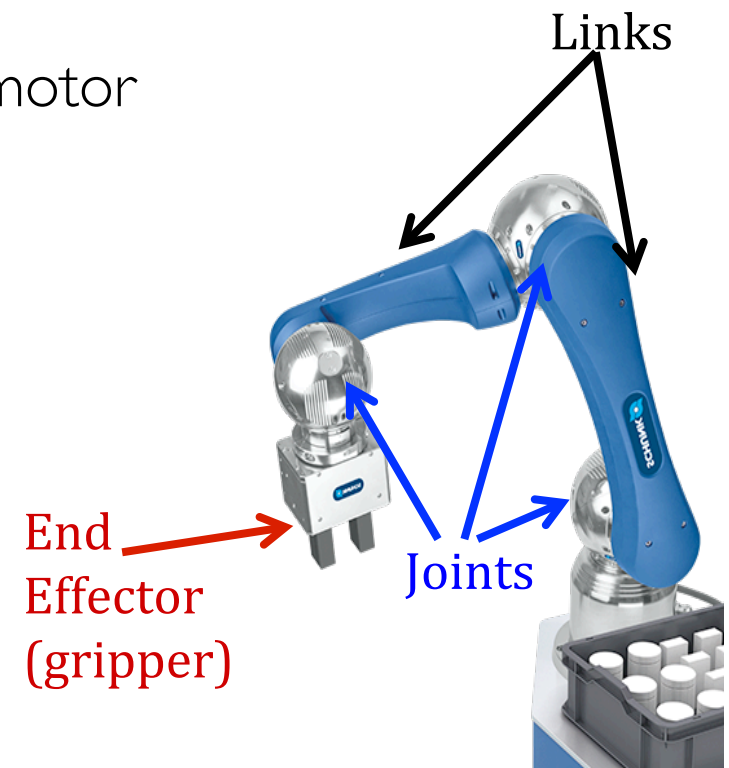
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Terminology

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- ◆ What is a manipulator?
 - ◆ Device to physically alter the world through contact
 - ◆ Modeled as a chain of *rigid links* connected by *joints*
- ◆ Actuator
 - ◆ Generates motion or force; usually a motor
- ◆ End Effector
 - ◆ Device at the end of an arm; interacts with environment
 - ◆ Grippers, tools
- ◆ Actuation
 - ◆ How are parts made to move?



Characterizing Manipulators



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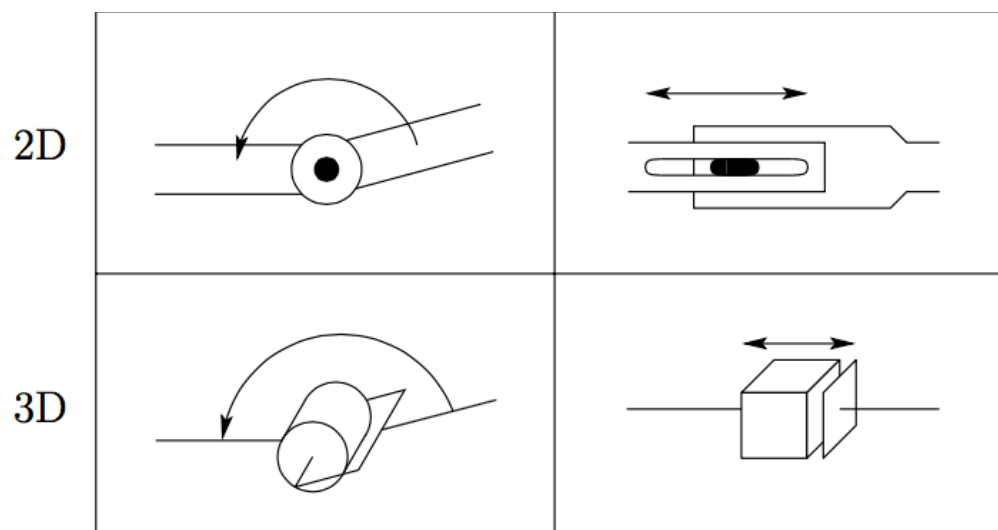
- ◆ Power source (drive type: pneumatic, electric, ...
 - ◆ Servoing and non-servoing / open-loop and closed loop
- ◆ Type of actuation: tendons, direct
- ◆ Configuration
 - ◆ Aka geometry, kinematic structure
 - ◆ Combinations of
 - ◆ Prismatic (linear)
 - ◆ Revolute (rotational)
- ◆ Characteristics
 - ◆ Payload
 - ◆ Working area/radius
- ◆ Application area
- ◆ Method of control



P(rismatic) & R(evolute)

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- ◆ A kinematic chain of rigid links connected by joints
 - ◆ “*Kinematics is the branch of classical mechanics which describes the motion of objects and groups of objects.*”
- ◆ Prismatic (denoted **P**)
 - ◆ Sliding / translational / linear; allows a linear relative motion between 2 links
- ◆ Revolute (denoted **R**)
 - ◆ Rotational; allows relative rotation between two links





Joints: Denotation

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- ◆ A joint represents a connection between two links
- ◆ Denotation of relative displacement between links
 - ◆ θ for revolute joint
 - ◆ d for prismatic joint
- ◆ Denotation of axis of motion
 - ◆ z_i between link i and link $i+1$
 - ◆ Axis of rotation of a revolute joint
 - ◆ Axis of translation of a prismatic joint

Configuration Space

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- ◆ Configuration
 - ◆ Specification of location of every point on manipulator.
- ◆ How can we specify?
 - ◆ Links are rigid
 - ◆ Base is (assumed to be) fixed
 - ◆ So if we know values for the joint variables
 - ◆ Angle for **R** joints (θ), offset for **P** joints (d)
 - ◆ We know everything!
- ◆ Manip. configuration \equiv a set of values for joint variables
- ◆ Set of all possible configurations is the *configuration space*.





DoFs for Manipulation

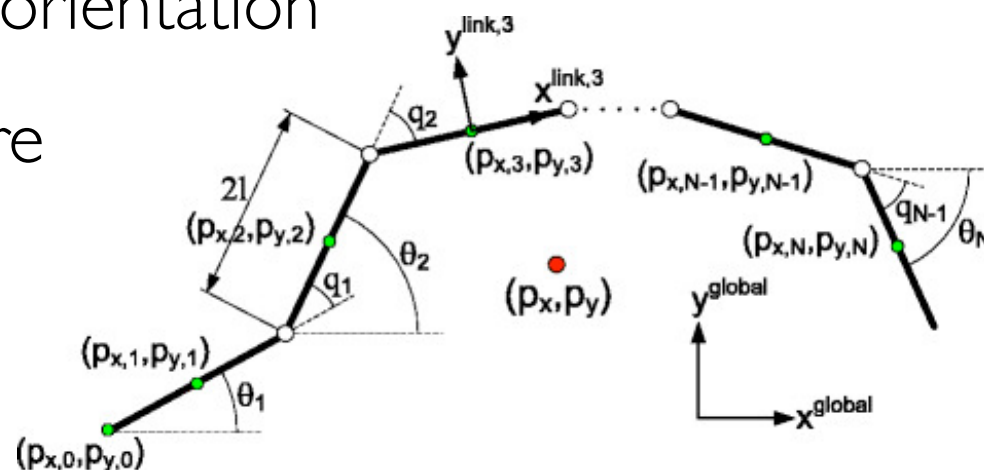
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- ◆ A system has n DoFs if exactly n parameters are required to completely specify the configuration.
- ◆ For a manipulator:
 - ◆ Configuration can be specified by n joint parameters, so
 - ◆ # of DoFs = dimension of the configuration space
 - ◆ So, # number of joints determines DoFs
- ◆ Rigid object in 3D space has six parameters
 - ◆ 3 positioning (x, y, z), 3 orientation (roll, pitch and yaw angles)
- ◆ $\text{DoFs} < 6 \Rightarrow$ arm cannot reach every point in workspace with arbitrary orientation.

Notes on DoFs

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- ◆ DoFs $< 6 \Rightarrow$ arm cannot reach every point in workspace with arbitrary orientation
- ◆ Sometimes you need more
 - ◆ E.g., dealing with obstacles
- ◆ DoFs > 6 is kinematically redundant
- ◆ Difficulty of control problem as # DoFs grows?
 - ◆ Increases *rapidly* with the number of links
 - ◆ Every 2 links need a joint
 - ◆ Control $\propto 1/\text{Maneuverability}$





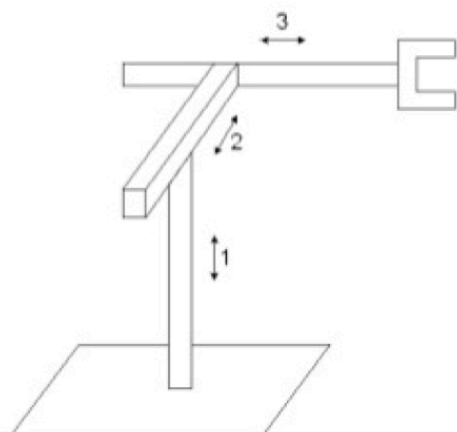
Common Configurations

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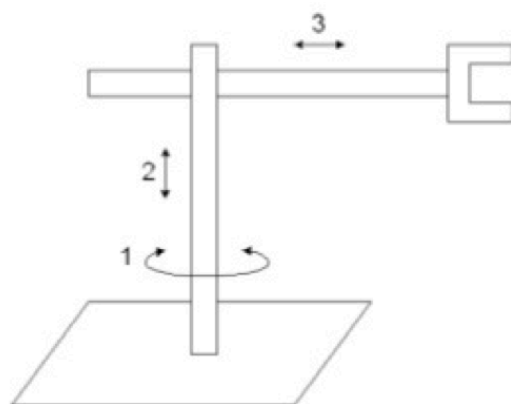
- ◆ Geometry / kinetic (mechanical) structure
- ◆ Labeled by type of first three joints
 - ◆ The wrist is described separately.
- ◆ 8 possible arrangements
 - ◆ Three joints, two possibilities each
 - ◆ Only 4 combinations are common (RRP used twice)
- ◆ RRR: articulated ◆ RPP: Cylindrical
- ◆ RRP: spherical ◆ PPP: Cartesian
- ◆ RRP: SCARA

Configurations

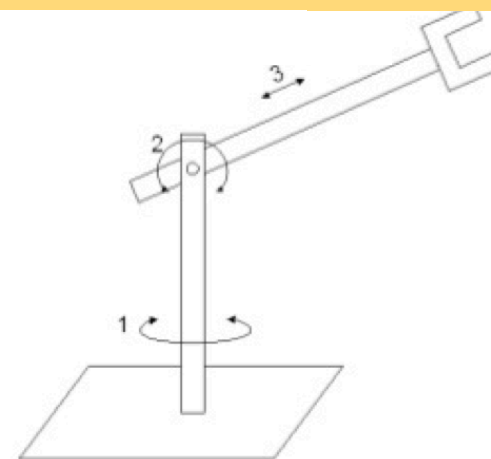
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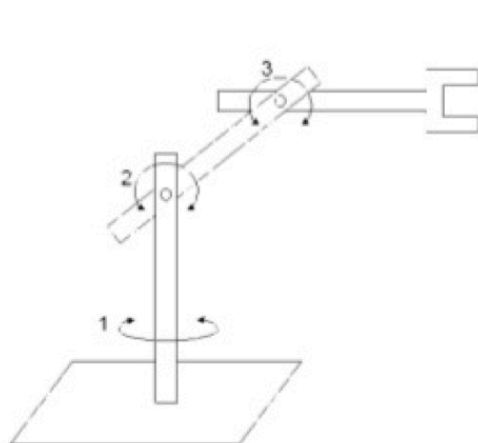
Cartesian: PPP



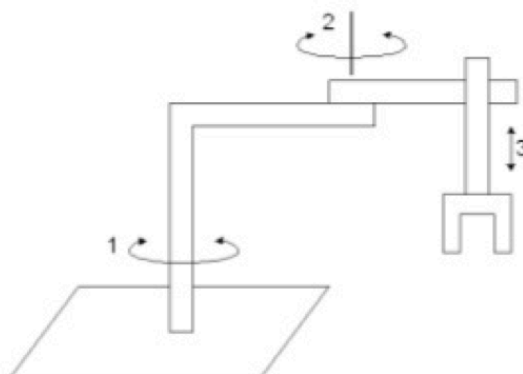
Cylindrical: RPP



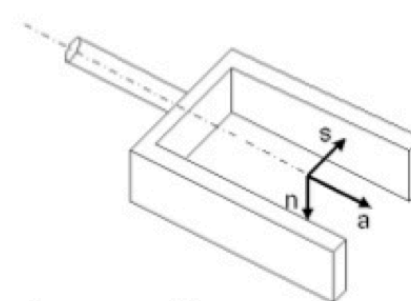
Spherical: RRP



Articulated: RRR



SCARA: RRP



Hand coordinate:

n: normal vector; **s**: sliding vector;

a: approach vector

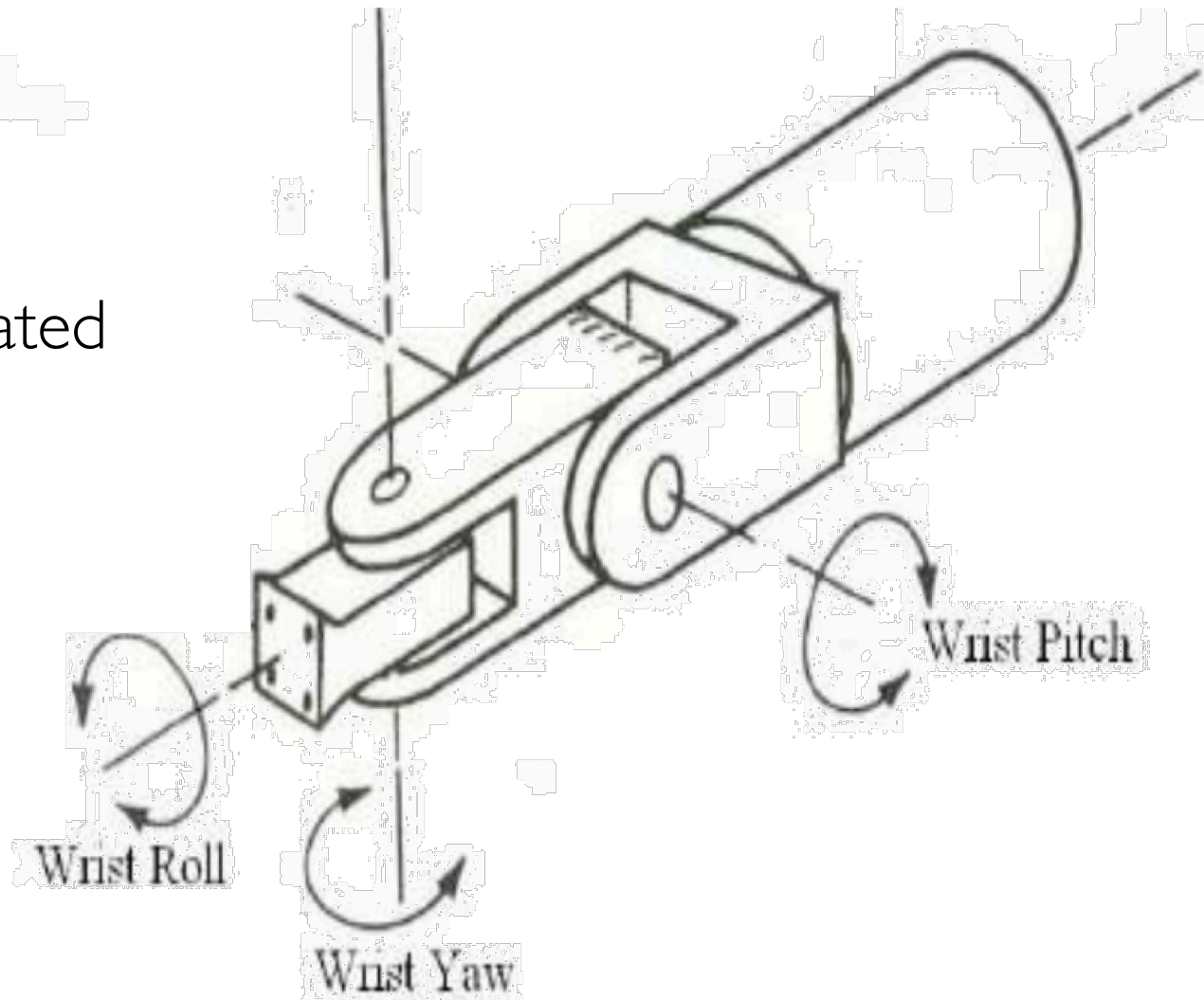
Configuration Example

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◆ So this is?

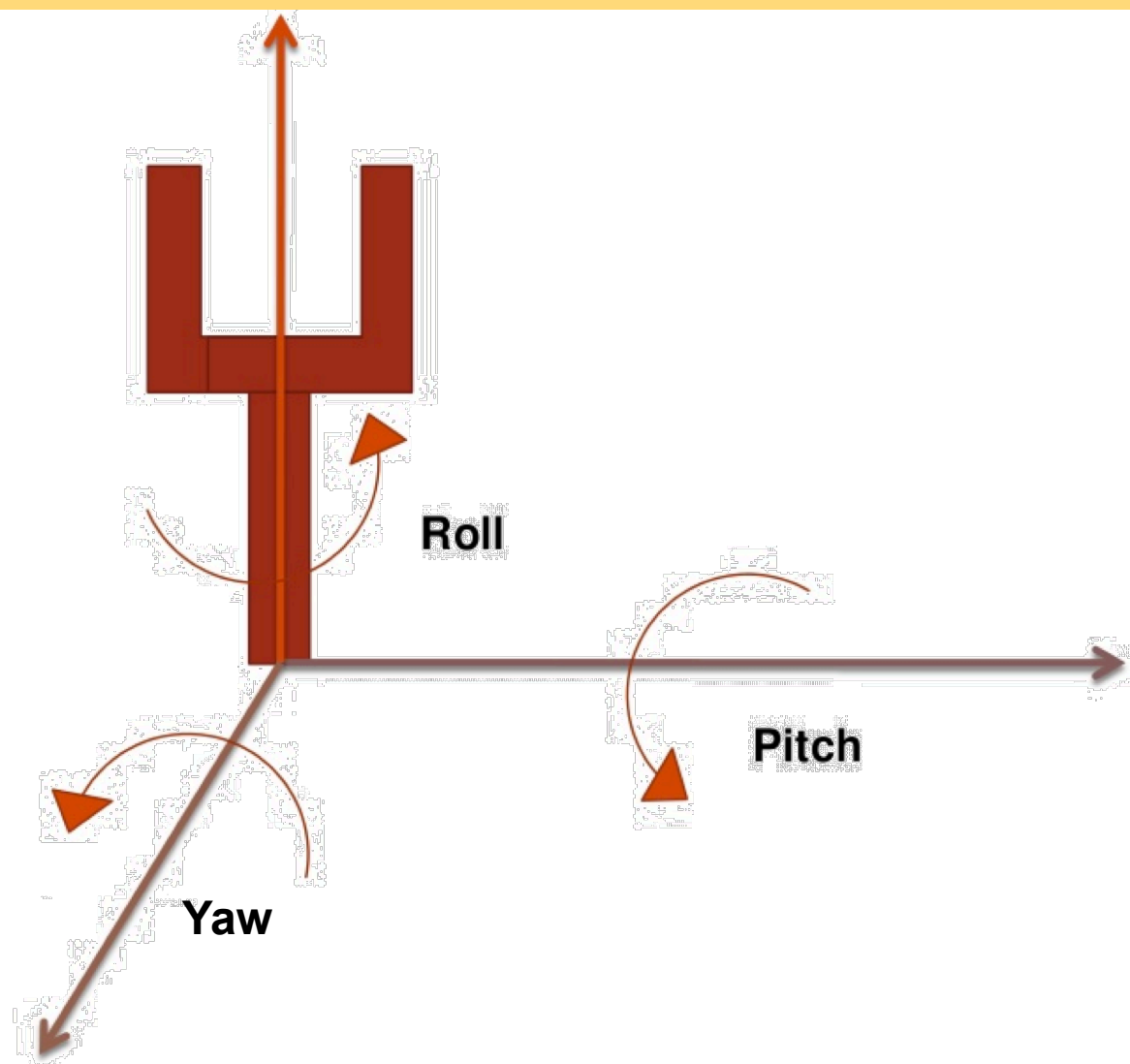
RRR

Articulated



RPY Again: Wrist Example

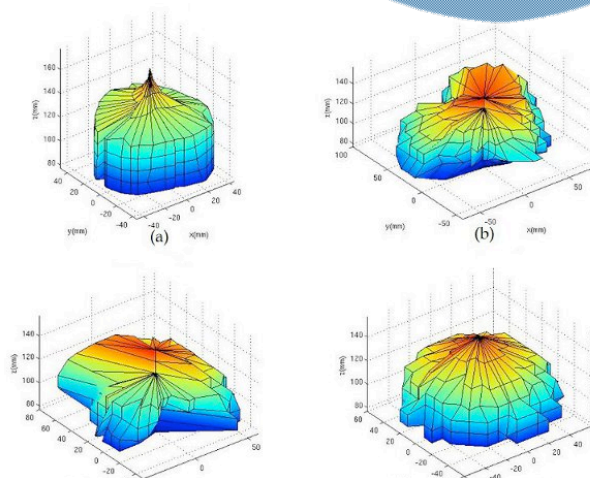
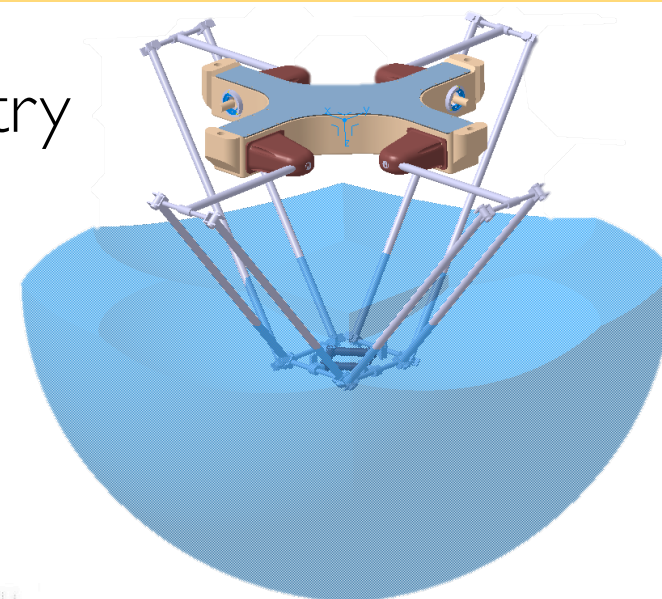
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Workspaces

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- ◆ Configuration only provides geometry
- ◆ **Workspace**
 - ◆ Set of all possible positions of end effector
 - ◆ In practice, these can be complex
- ◆ **Dexterous workspace**
 - ◆ Set of points where end effector can be any orientation
 - ◆ Subset of workspace



Grippers

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- ◆ Four categories of robot grippers:
 - ◆ Impactive
 - ◆ Jaws or claws which physically grasp by direct impact upon the object
 - ◆ Ingressive
 - ◆ Pins, needles or hackles penetrate surface
 - ◆ Textile, carbon and fiberglass handling
 - ◆ Astrictive
 - ◆ Suction forces applied to surface
 - ◆ Vacuum, magneto- or electroadhesion
 - ◆ Kontugutive / Contigutive
 - ◆ Requiring direct contact for adhesion
 - ◆ Glue, surface tension or freezing

