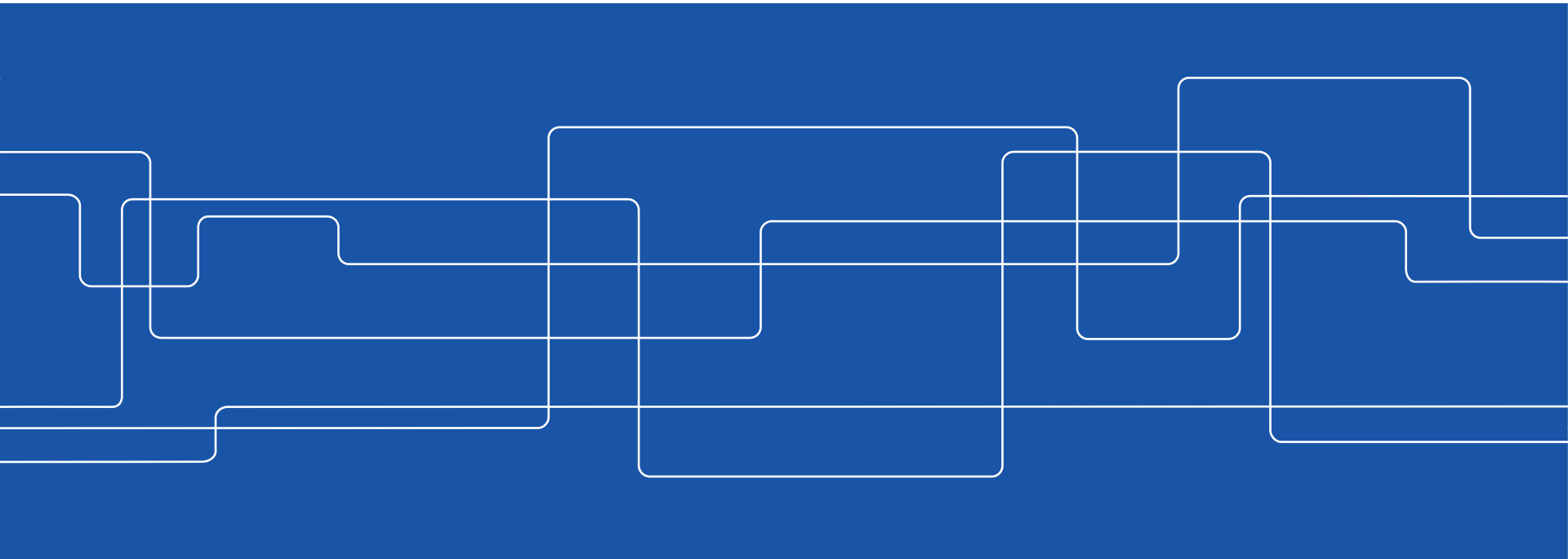




# Introduction to Robotics

DD2410

Lecture 5 - Actuators, Sensors I





## Schedule - Lectures

Sep 02 - 1. Intro, Course fundamentals, Topics, What is a Robot, History, Applications.

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## Jacobians for static forces

- Virtual work must be same independent of coordinates

$$\mathcal{F}^T \delta \chi = \tau^T \delta \Theta$$

- We remember that:

$$\delta \chi = J \delta \Theta$$

- Which gives us:

$$\begin{aligned}\mathcal{F}^T J &= \tau^T \\ \tau &= J^T \mathcal{F}\end{aligned}$$

$$\tau = J^T \mathcal{F}$$

- We can now see that for singular configurations, there will be directions where the required torque for a given force goes to zero, or inversely, **the forces generated by a given torque tend to infinity**. This may cause damage to the robot or the environment.

$$\tau = J^T \mathcal{F}$$

- We can also calculate inverse kinematics by virtual forces and torques. We apply a "force" correcting the end effector position, calculate the torques this would generate, and move the robot accordingly. This gives us the update step:

$$\epsilon_{\Theta} = J^T(\hat{\Theta}) \epsilon_x$$

- This is useful when inverse of J does not exist, but typically converges slower.



$$N = {}^C I \dot{\omega} + \omega \times {}^C I \omega,$$

$$A_I = \begin{bmatrix} I_{xx} & -I_{xy} & -I_{xz} \\ -I_{xy} & I_{yy} & -I_{yz} \\ -I_{xz} & -I_{yz} & I_{zz} \end{bmatrix},$$

$$I_{xx} = \iiint_V (y^2 + z^2) \rho dv,$$

$$I_{yy} = \iiint_V (x^2 + z^2) \rho dv,$$

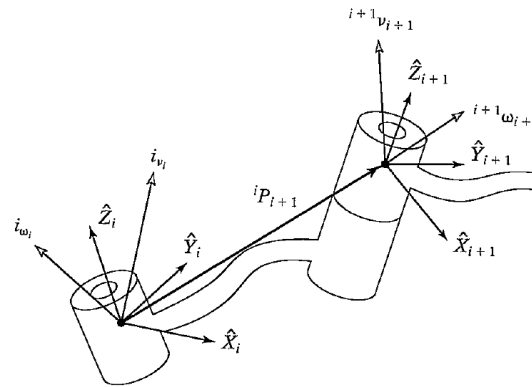
$$I_{zz} = \iiint_V (x^2 + y^2) \rho dv,$$

$$I_{xy} = \iiint_V xy\rho dv,$$

$$I_{xz} = \iiint_V xz\rho dv,$$

$$I_{yz} = \iiint_V yz\rho dv,$$

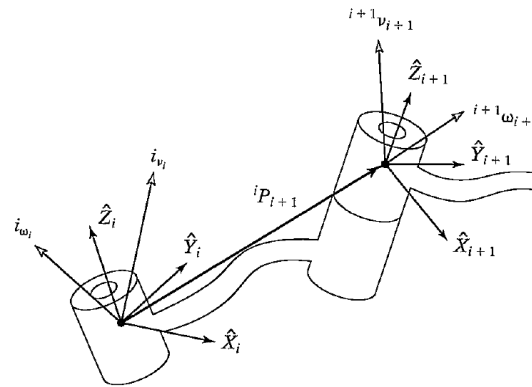
# Dynamics (R- MPC chapter 7) - Rotational joints



$${}^{i+1}\omega_{i+1} = {}^{i+1}_i R {}^i\omega_i + \dot{\theta}_{i+1} {}^{i+1}\hat{Z}_{i+1}$$

$${}^{i+1}v_{i+1} = {}^{i+1}_i R ({}^i v_i + {}^i\omega_i \times {}^i P_{i+1})$$

# Dynamics (R- MPC chapter 7) - Rotational joints



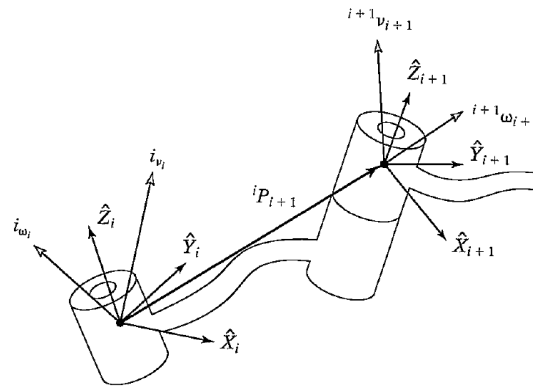
$${}^{i+1}\omega_{i+1} = {}^{i+1}_i R {}^i\omega_i + \dot{\theta}_{i+1} {}^{i+1}\hat{Z}_{i+1}$$

$${}^{i+1}v_{i+1} = {}^{i+1}_i R ({}^i v_i + {}^i\omega_i \times {}^i P_{i+1})$$

$${}^{i+1}\dot{\omega}_{i+1} = {}^{i+1}_i R {}^i\dot{\omega}_i + {}^{i+1}_i R {}^i\omega_i \times \dot{\theta}_{i+1} {}^{i+1}\hat{Z}_{i+1} + \ddot{\theta}_{i+1} {}^{i+1}\hat{Z}_{i+1}$$

$${}^{i+1}\dot{v}_{i+1} = {}^{i+1}_i R [{}^i\dot{\omega}_i \times {}^i P_{i+1} + {}^i\omega_i \times ({}^i\omega_i \times {}^i P_{i+1}) + {}^i\dot{v}_i]$$

## Dynamics (R-MPC chapter 7) - Prismatic joints



$$^{i+1}\omega_{i+1} = {}^{i+1}_i R {}^i\omega_i,$$

$$^{i+1}v_{i+1} = {}^{i+1}_i R ({}^i v_i + {}^i\omega_i \times {}^i P_{i+1}) + \dot{d}_{i+1} {}^{i+1}\hat{Z}_{i+1}$$

$$^{i+1}\dot{\omega}_{i+1} = {}^{i+1}_i R {}^i\dot{\omega}_i,$$

$$\begin{aligned} {}^{i+1}\dot{v}_{i+1} = & {}^{i+1}_i R ({}^i\dot{\omega}_i \times {}^i P_{i+1} + {}^i\omega_i \times ({}^i\omega_i \times {}^i P_{i+1}) + {}^i\dot{v}_i) \\ & + 2 {}^{i+1}\omega_{i+1} \times \dot{d}_{i+1} {}^{i+1}\hat{Z}_{i+1} + \ddot{d}_{i+1} {}^{i+1}\hat{Z}_{i+1} \end{aligned}$$

$${}^i\dot{v}_{C_i} = {}^i\dot{\omega}_i \times {}^i P_{C_i} + {}^i\omega_i \times ({}^i\omega_i \times {}^i P_{C_i}) + {}^i\dot{v}_i.$$





# Dynamics

Newton - Euler approach:

- Find the acceleration and velocity of each joint, working outwards
- Find the necessary torque/force to generate that acceleration, adding the external forces and torques, working inwards

Outward iterations:  $i : 0 \rightarrow 5$

$${}^{i+1}\omega_{i+1} = {}^{i+1}R^i \dot{\omega}_i + \dot{\theta}_{i+1} {}^{i+1}\hat{Z}_{i+1},$$

$${}^{i+1}\dot{\omega}_{i+1} = {}^{i+1}R^i \ddot{\omega}_i + {}^{i+1}R^i \dot{\omega}_i \times \dot{\theta}_{i+1} {}^{i+1}\hat{Z}_{i+1} + \ddot{\theta}_{i+1} {}^{i+1}\hat{Z}_{i+1},$$

$${}^{i+1}\dot{v}_{i+1} = {}^{i+1}R^i (\dot{\omega}_i \times {}^iP_{i+1} + \omega_i \times (\omega_i \times {}^iP_{i+1}) + \dot{v}_i),$$

$$\begin{aligned} {}^{i+1}\dot{v}_{C_{i+1}} &= {}^{i+1}\dot{\omega}_{i+1} \times {}^{i+1}P_{C_{i+1}} \\ &\quad + {}^{i+1}\omega_{i+1} \times (\omega_{i+1} \times {}^{i+1}P_{C_{i+1}}) + {}^{i+1}\dot{v}_{i+1}, \end{aligned}$$

$${}^{i+1}F_{i+1} = m_{i+1} {}^{i+1}\dot{v}_{C_{i+1}},$$

$${}^{i+1}N_{i+1} = {}^{C_{i+1}}I_{i+1} {}^{i+1}\dot{\omega}_{i+1} + {}^{i+1}\omega_{i+1} \times {}^{C_{i+1}}I_{i+1} {}^{i+1}\omega_{i+1}.$$

Inward iterations:  $i : 6 \rightarrow 1$

$${}^i f_i = {}^iR^{i+1} f_{i+1} + {}^i F_i,$$

$$\begin{aligned} {}^i n_i &= {}^i N_i + {}^iR^{i+1} n_{i+1} + {}^iP_{C_i} \times {}^i F_i \\ &\quad + {}^iP_{i+1} \times {}^iR^{i+1} f_{i+1}, \end{aligned}$$

$$\tau_i = {}^i n_i^T {}^i \hat{Z}_i.$$



## Dynamics (R-MPC chapter 7)

The resulting dynamic equations can be written on the form (state-space equation):

$$\tau = M(\Theta)\ddot{\Theta} + V(\Theta, \dot{\Theta}) + G(\Theta) + J^T f$$



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- Actuation
  - Motors, other types
  - Geometry, transmissions
  - Electronics
- Sensing
  - Proprioception
  - Forces/torques, tactile
  - Sensorless estimation



## Actuation types

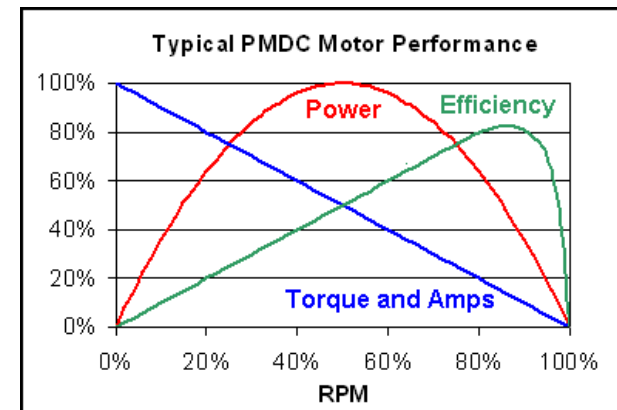
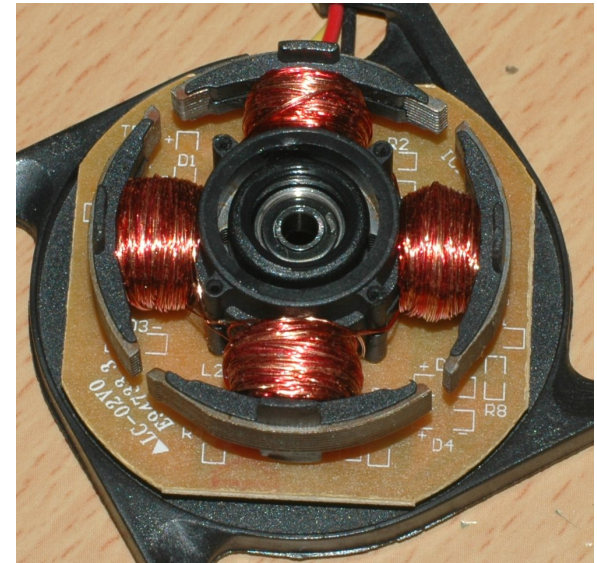
- Electric motors
  - Easy to control, very precise
  - Most common in robotic manipulators
- Pneumatics
  - Inherently compliant
  - Silent, non-magnetic
- Hydraulics
  - Very powerful
  - Good at static forces/torques

## Actuation types

- Simple servo motors
- Cheap
- Go to commanded position



- Brushless motors
  - Good static torque, but may overheat
  - Torque decreases approx. linearly with rotational velocity
  - Available in wide range of power ratings, for a given design, peak output power is limited by heat.
  - Torque is proportional to current
  - 1~10 kW/kg





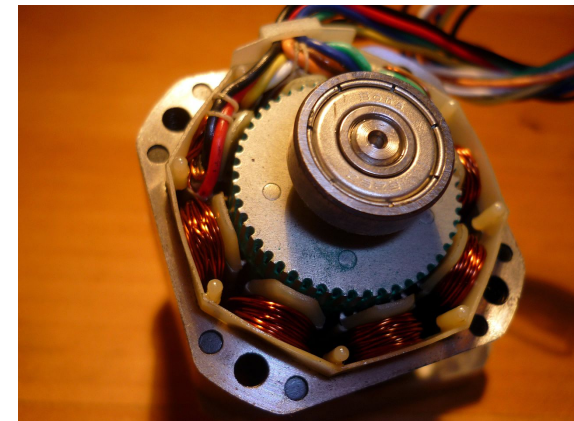
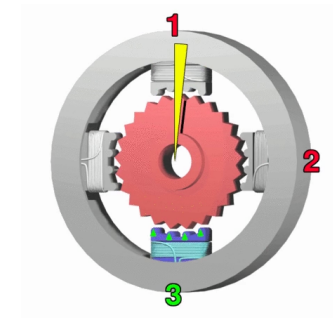
## Actuation - electric motors

- Brushless motors + water cooling



## Actuation - electric motors

- Stepper motors
  - Can be advanced in "ticks"
  - Typically makes a characteristic noise



## Actuation - motors

- Hardware:
  - Each motor is driven by analog signals, and must be powered by a motor driver unit.

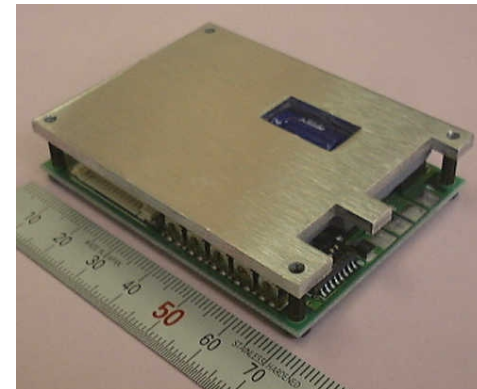
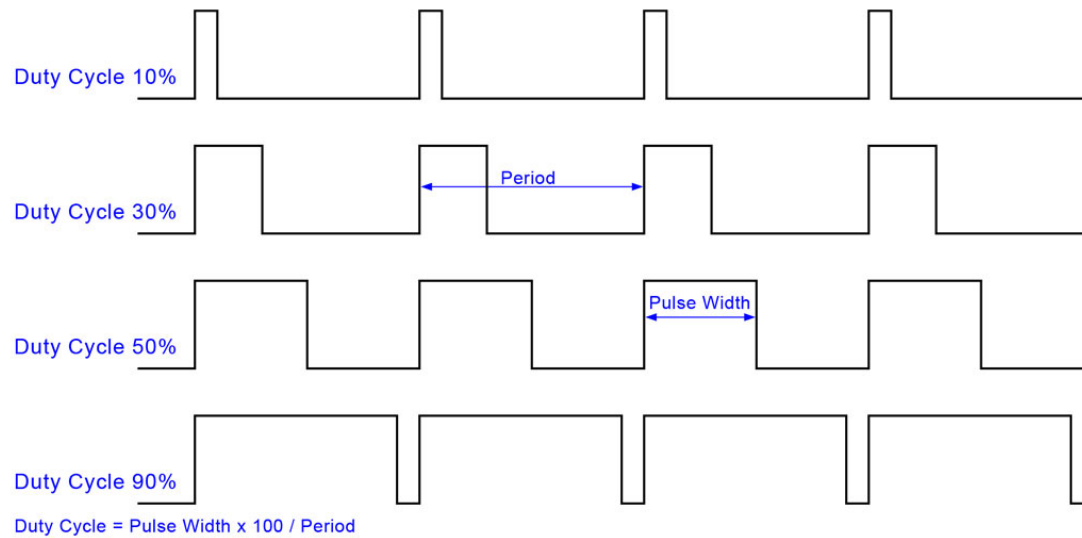
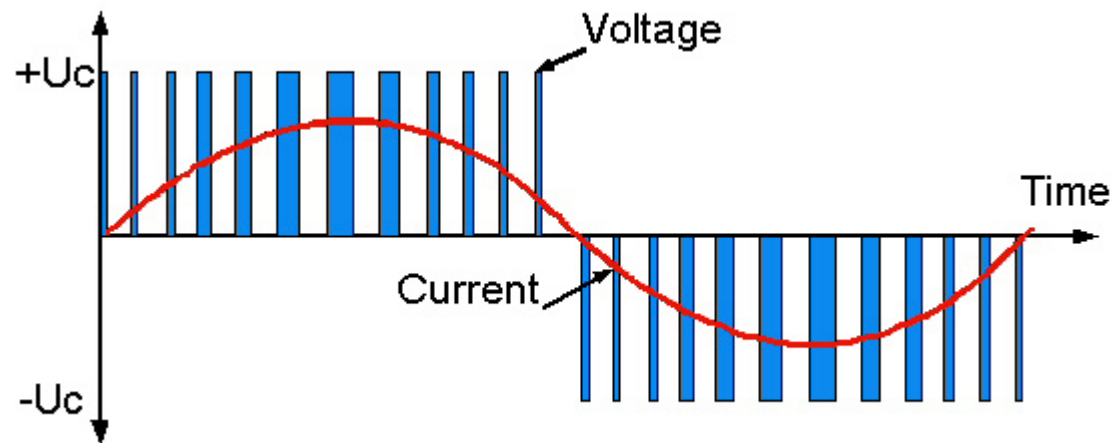


Image: TiTech motor driver v.2

- Pulse width modulation - PWM



- Pulse width modulation - PWM
  - Typical frequencies for motors are in the 1~10 kHz range.
  - Motor acts as low-pass filter (inductor coil + mass)





## Actuation - transmission

- Direct drive is not always possible - we need transmissions
- Typical reduction ratios are 50:1 ~ 300:1



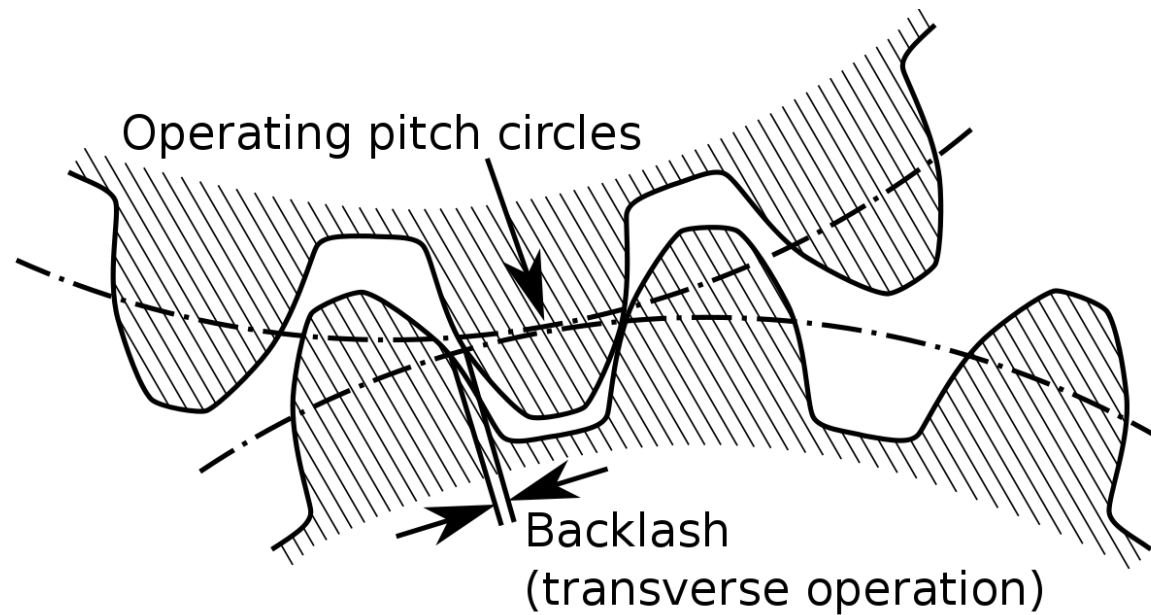
## Actuation - transmission

- Transmission issues:
  - Motor inertia is multiplied by square of ratio, potentially largest dynamic factor

If gear ratio is  $a$ , and motor inertia around axis is  $I_a$ , the inertia  $I_l$  in the link frame will be

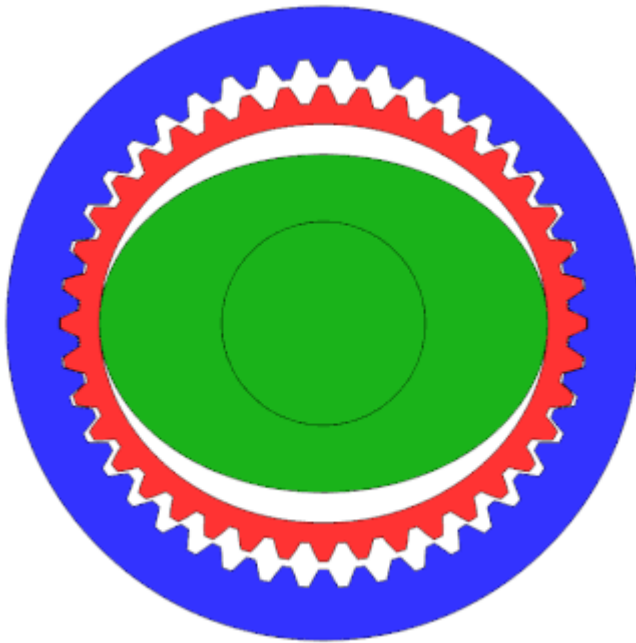
$$I_l = a^2 * I_a$$

- Transmission issues:
  - Backlash





- Harmonic Drive - strain wave gearing (SWG)



- Geometric design issues, placement of motors and drivers
  - Motors (+ gears) place mass further out in kinematic chain, requiring more power.
  - Cables
    - Each motor requires min. 2 cables (power)
    - Each driver requires min. 4 cables (power + data), but these can be shared
    - Difficult to pass multiple cables through joints

## Motor and driver placements



Image: ABB



Image: KUKA

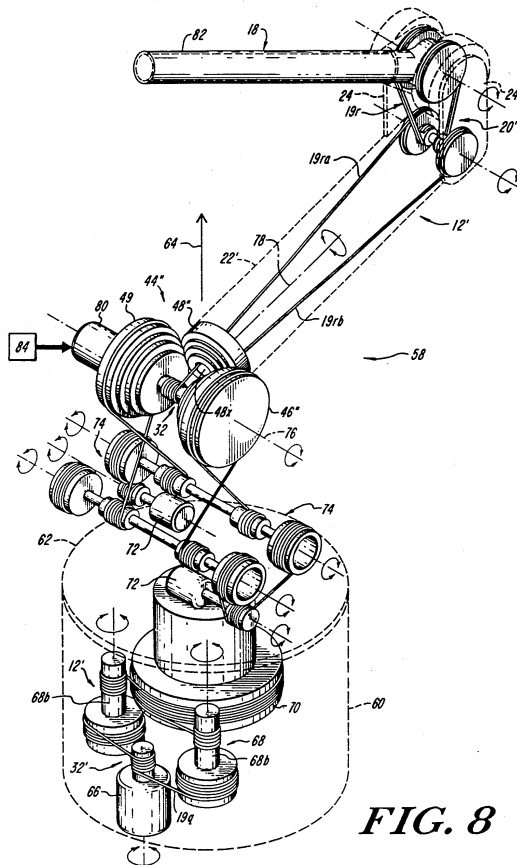
# Motor and driver placements

U.S. Patent

May 4, 1993

Sheet 5 of 5

5,207,114



- Torques can be measured as cable load.
- Cable may need retightening frequently

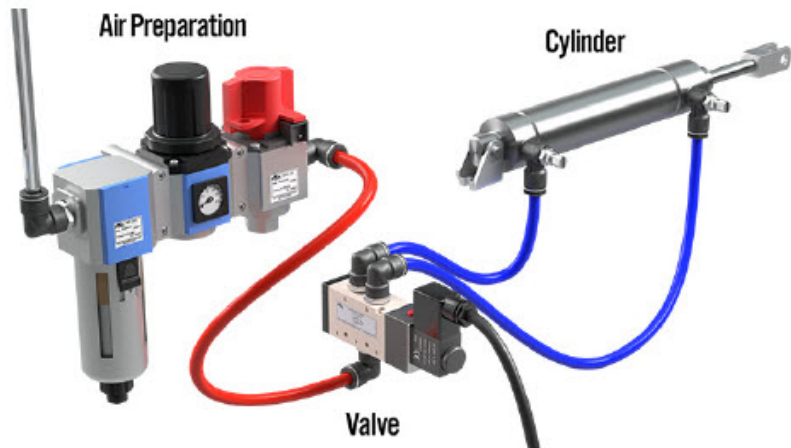
- Pneumatics
  - Inherently compliant
  - Silent
  - Compressor and/or tank can be located far from actuator cylinder
  - High power per weight at actuator
  - Non-electric, non-magnetic
  - Cheap and simple

- Pneumatics

Syringes



MiniScience.com



*Figure 1C : Basic pneumatic system*





## Actuation - Fluids

- Hydraulics
  - Very powerful per mass
  - Good for static loads
  - Dirty
  - Slow
  - Challenging to control

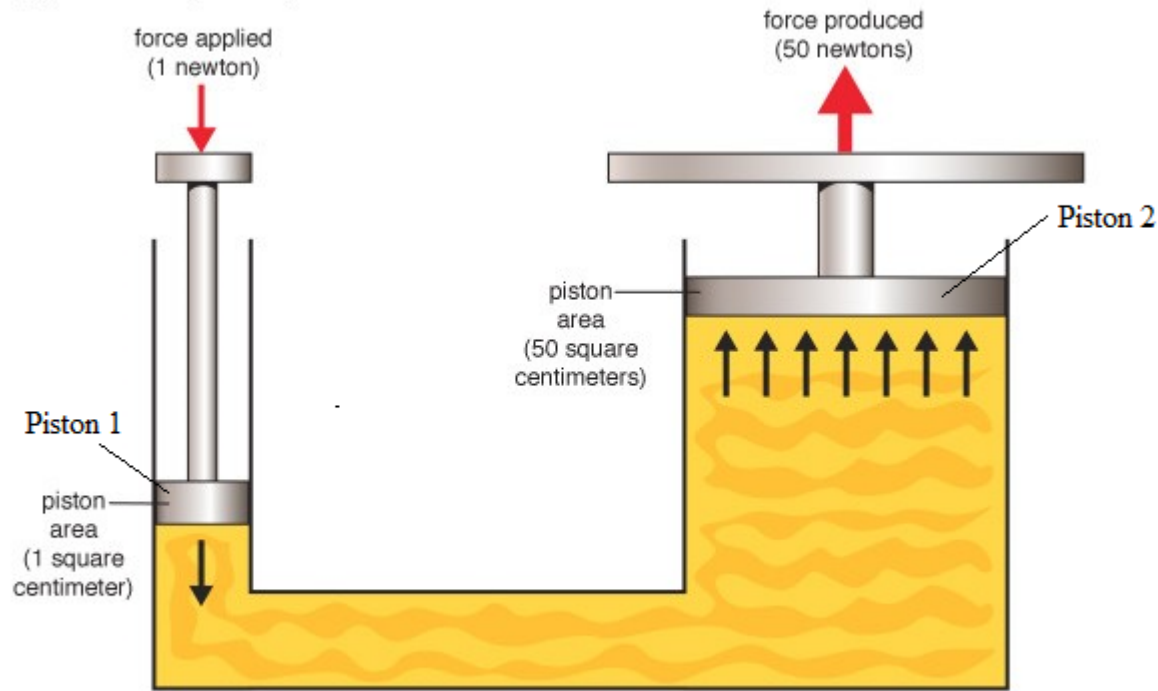


## Actuation - Hydraulics



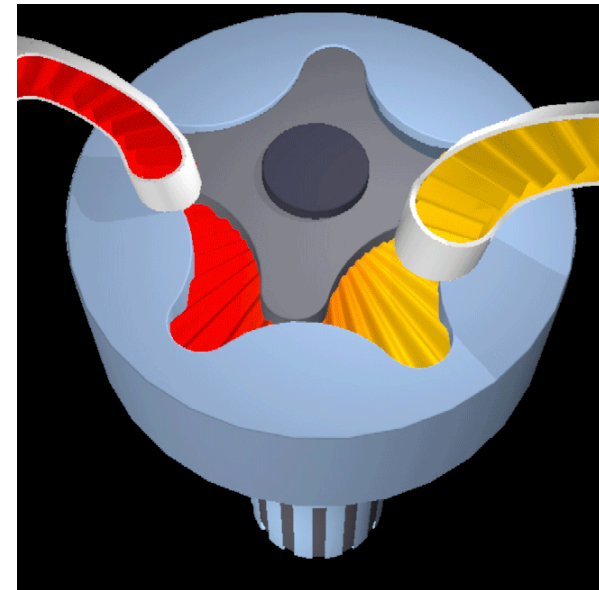
# Actuation - Hydraulics

## Application of hydraulic pressure



1 newton=3.6 ounces. 1 square centimeter=0.16 square inch.

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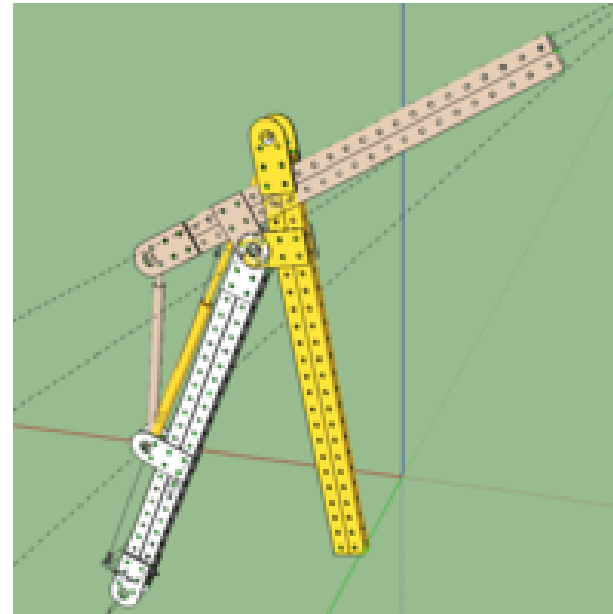


Up to 3 kN per cm<sup>2</sup> in actual systems

## Actuation - Hydraulics

Applicable torque depends on the configuration

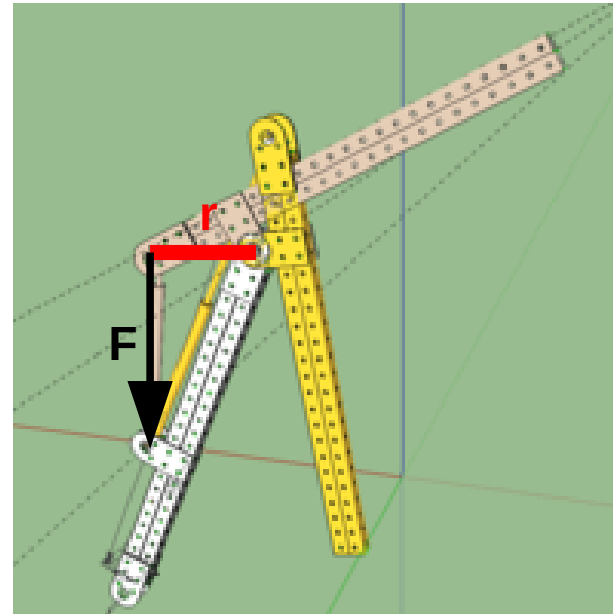
$$\tau = \mathbf{F} \times \mathbf{r}$$



## Actuation - Hydraulics

Applicable torque depends on the configuration

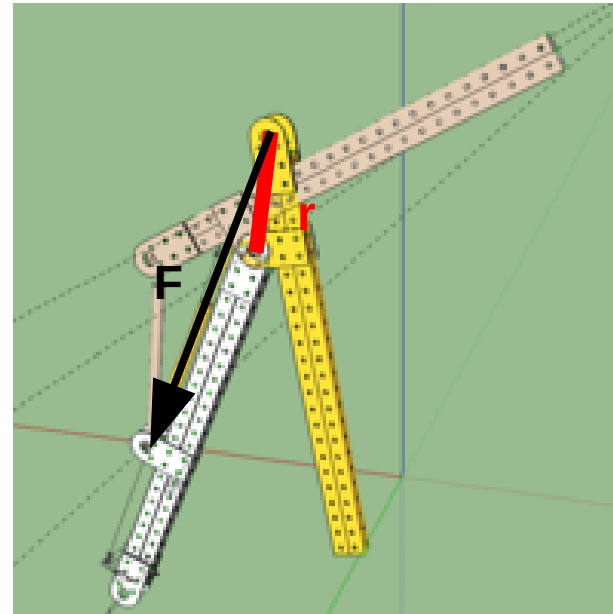
$$\tau = \mathbf{F} \times \mathbf{r}$$



## Actuation - Hydraulics

Applicable torque depends on the configuration

$$\tau = \mathbf{F} \times \mathbf{r}$$



## Actuation

Characteristics	Pneumatic	Hydraulic	Electric
<b>Complexity</b>	Simple	Medium	Medium/High
<b>Peak power</b>	High	Very high	High
<b>Size</b>	Low size/force	Very low size/force	Medium size/force
<b>Control</b>	Simple valves	Simple valves	Electronic controller
<b>Position accuracy</b>	Good	Good	Better
<b>Speed</b>	Fast	Slow	Fast
<b>Purchase cost</b>	Low	High	High
<b>Operating cost</b>	Medium	High	Low
<b>Maintenance cost</b>	Low	High	Low
<b>Utilities</b>	Compressor/power/pipes	Pump/power/pipes	Power only
<b>Efficiency</b>	Low	Low	High
<b>Reliability</b>	Excellent	Good	Good
<b>Maintenance</b>	Low	Medium	Medium

*Table 1A: Linear Power Transmission Comparison*



## Actuation - others

- Actuation
  - artificial muscle
  - passive actuation (only braking)

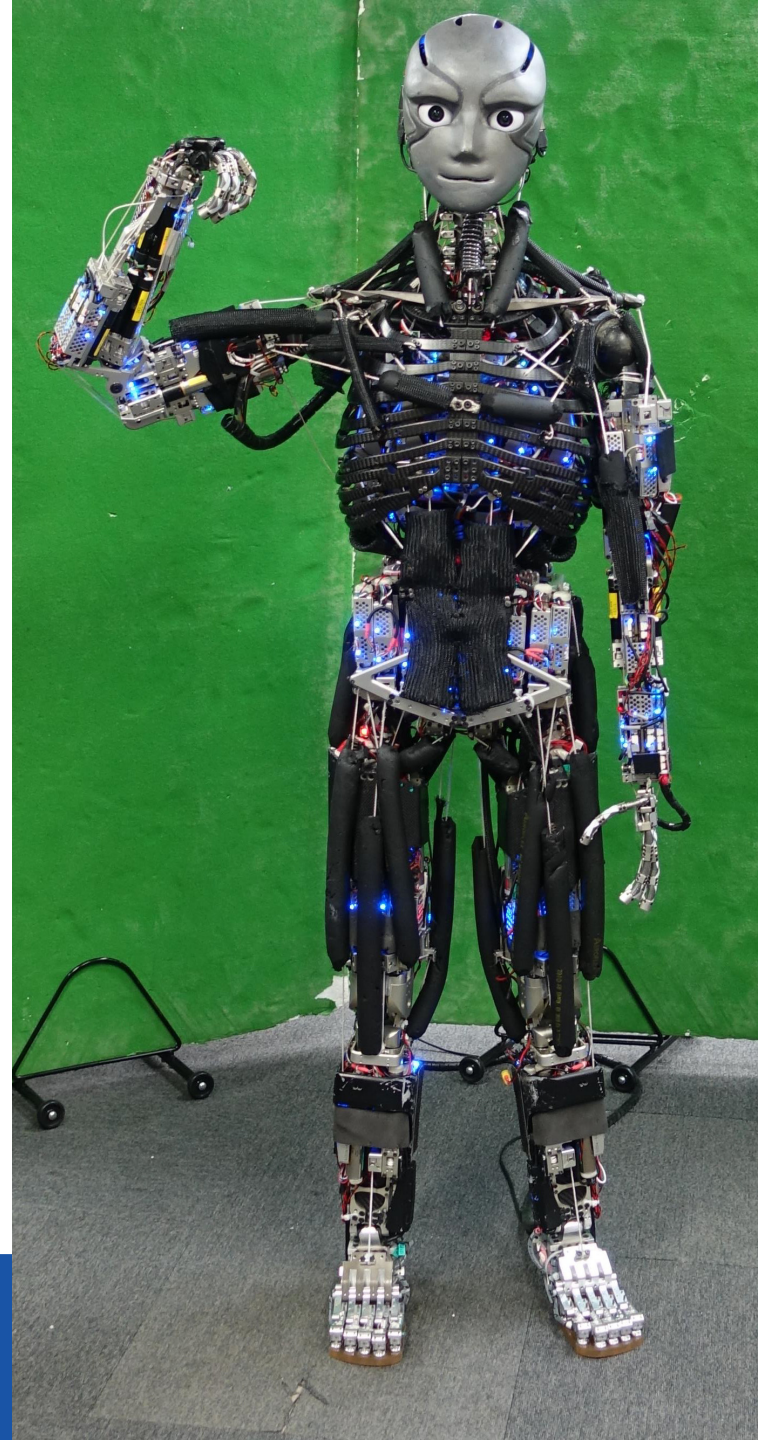


## Actuation - others

- Artificial muscles
  - piezo
  - pneumatic

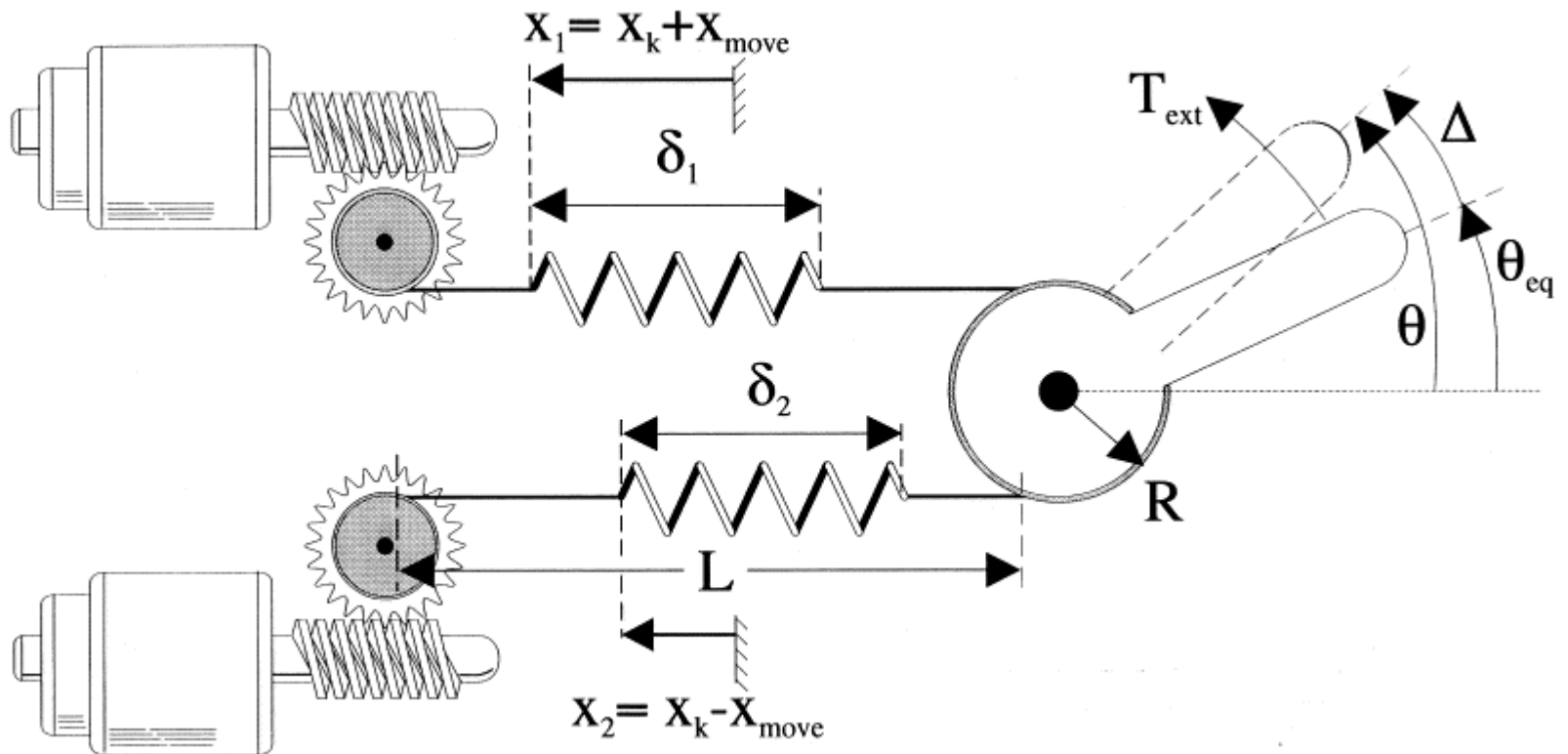


Image: Kengoro





# Antagonistic actuators

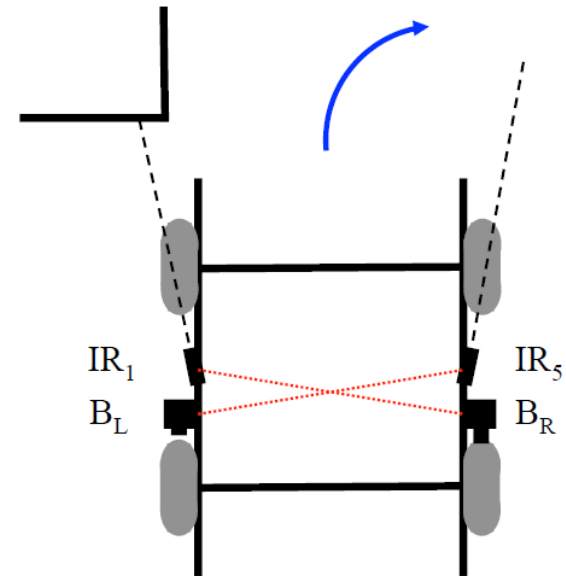
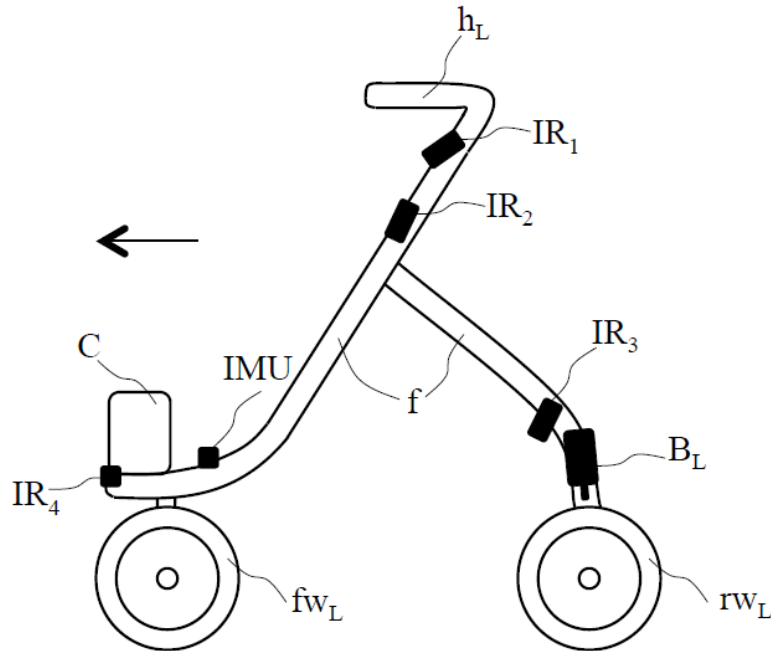




**Deutsches Zentrum  
für Luft- und Raumfahrt e.V.**  
in der Helmholtz-Gemeinschaft

German Aerospace Center

## Steering by braking





# Sensing

- Proprioceptive sensing
  - Pose
  - Force/torque
  - Effort, Voltage, Current
  - Tactile
  - Temperature

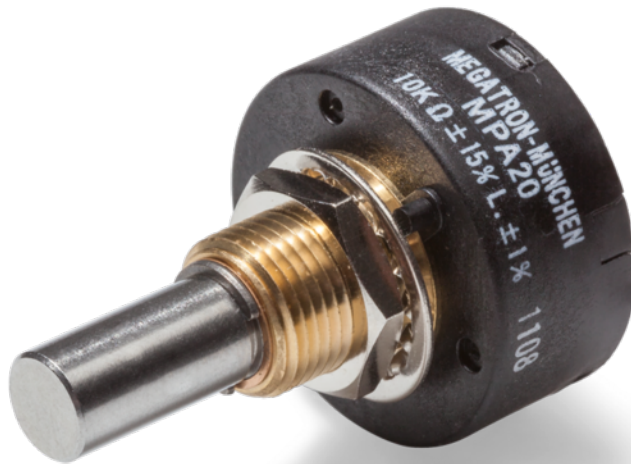


## Sensing

- Encoders
  - Sense joint position/angle

## Encoders

- Potentiometer
  - Resistance is function of position



# Potentiometer



# Encoders

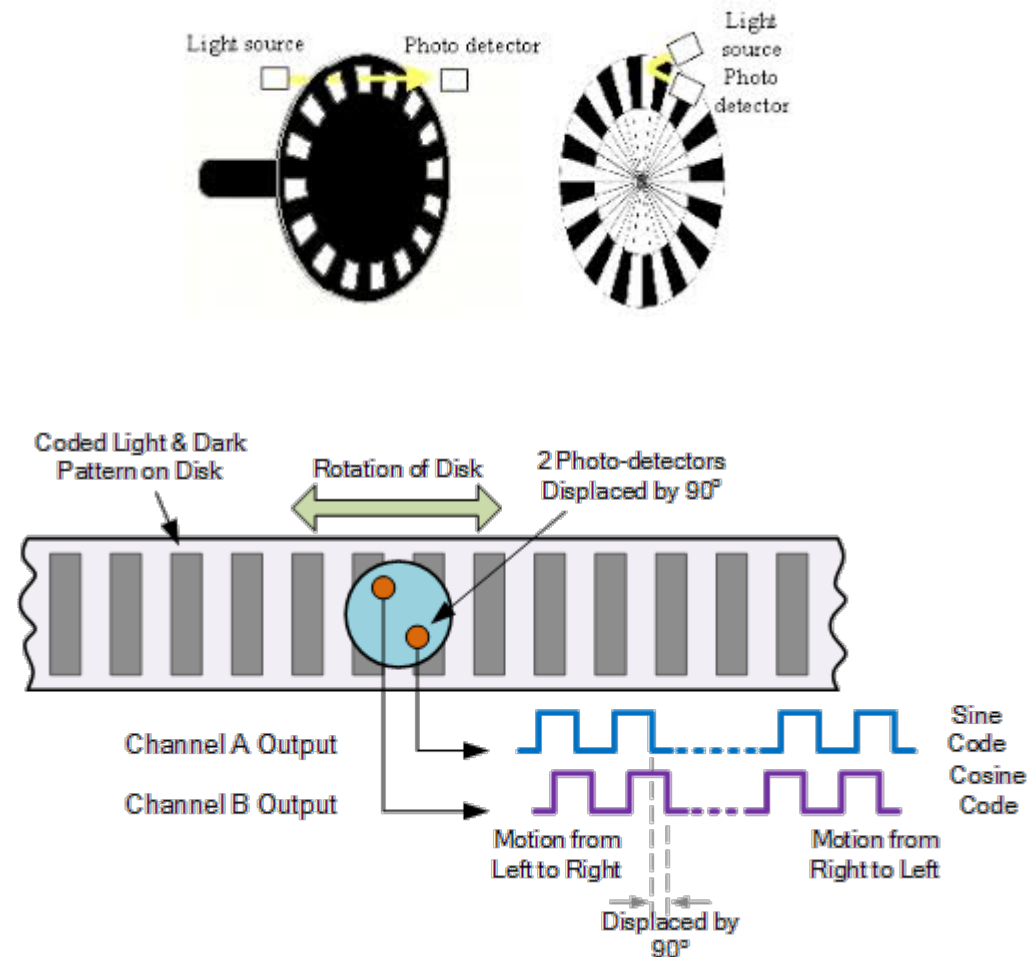
- Optical encoders





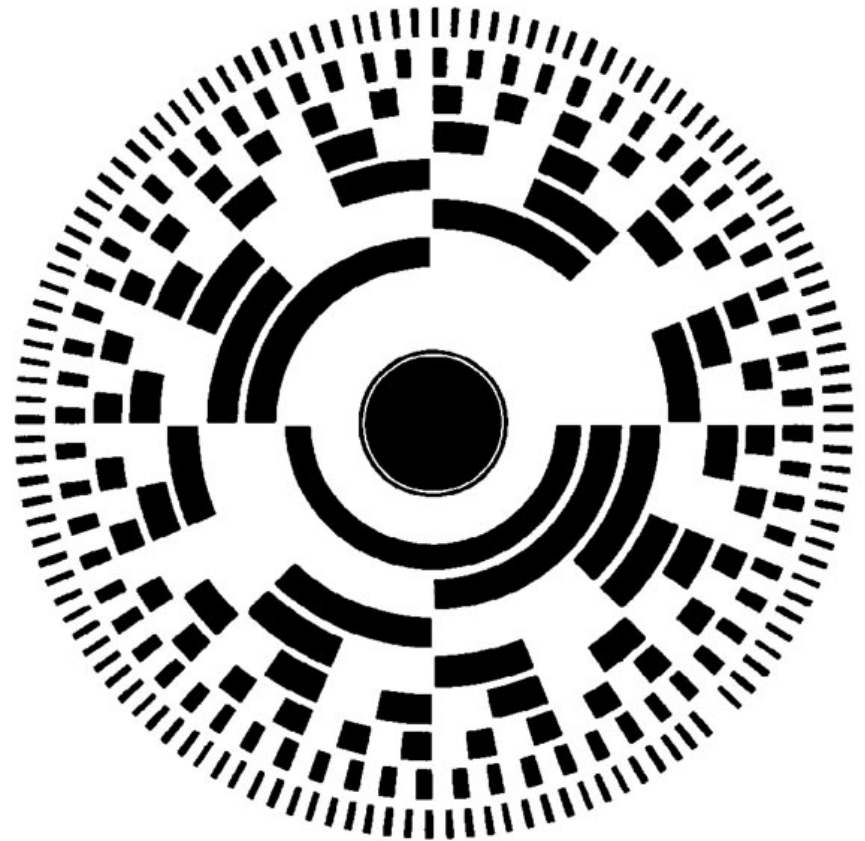
# Encoders

- Optical encoders
- Incremental patterns
- Needs resetting to determine zero position



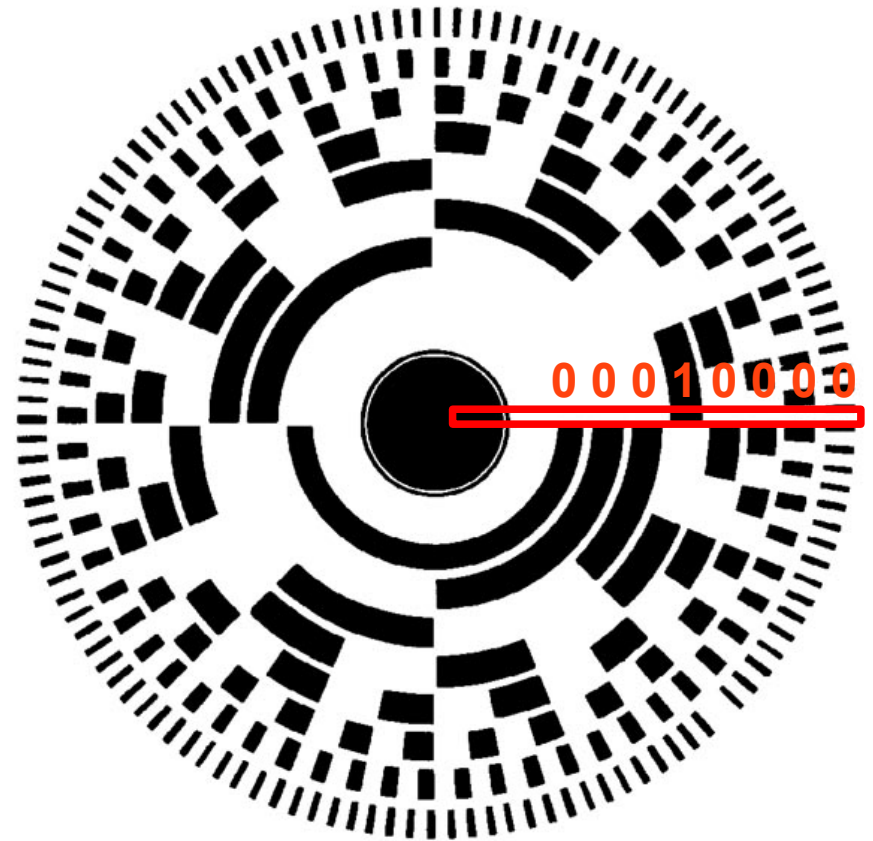
## Encoders

- Optical encoders
- Absolute position patterns
- Needs resetting to determine zero position



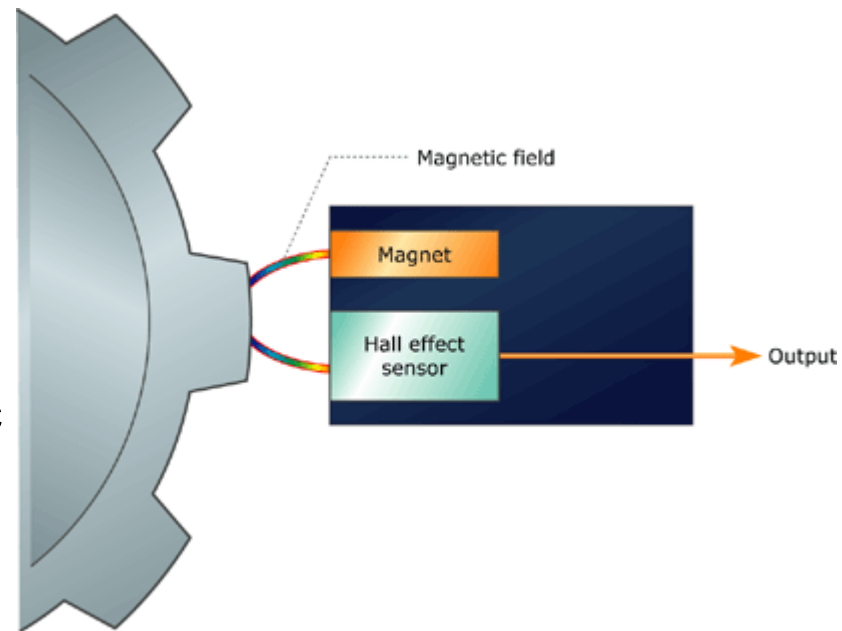
## Encoders

- Optical encoders
- Absolute position patterns
- Needs resetting to determine zero position



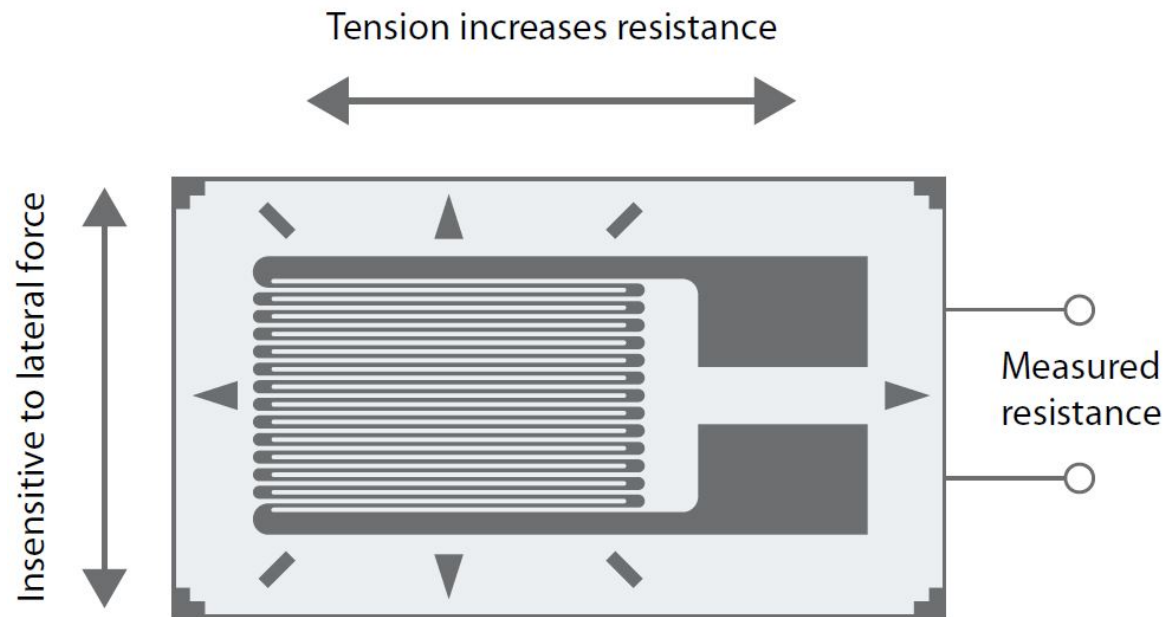
## Encoders

- Hall effect sensors
- Needs resetting to determine zero position
- Uses Hall effect  
The difference in magnetic field strength causes voltage differences in the sensor



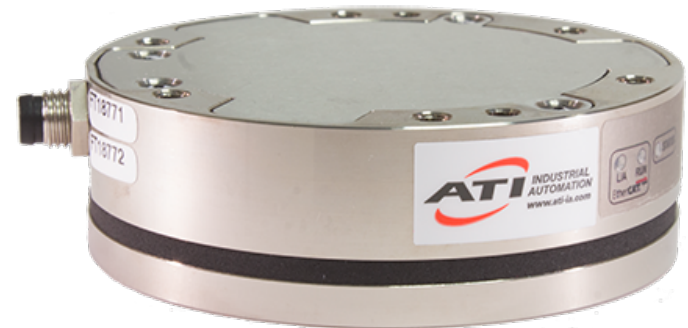
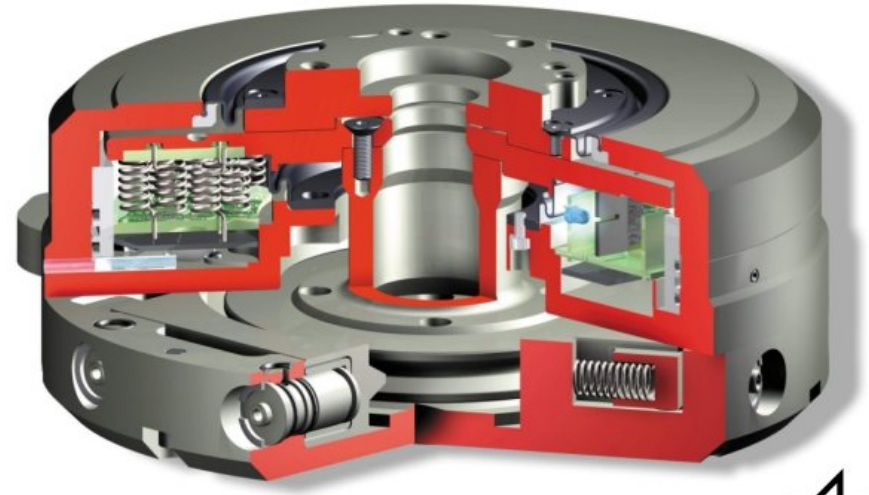
## Force and Torque

- Strain gauge

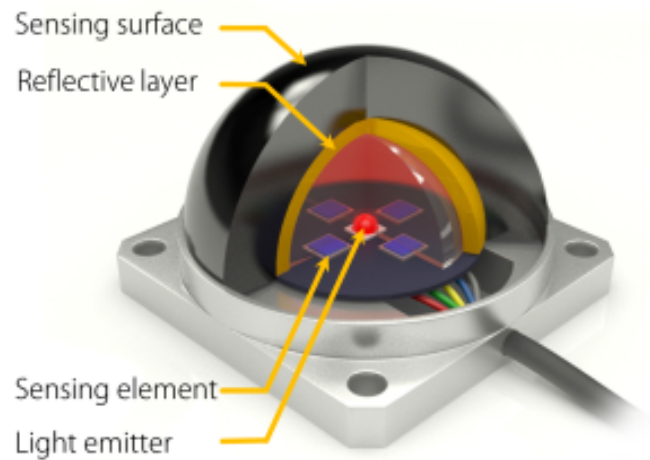


## Force and Torque

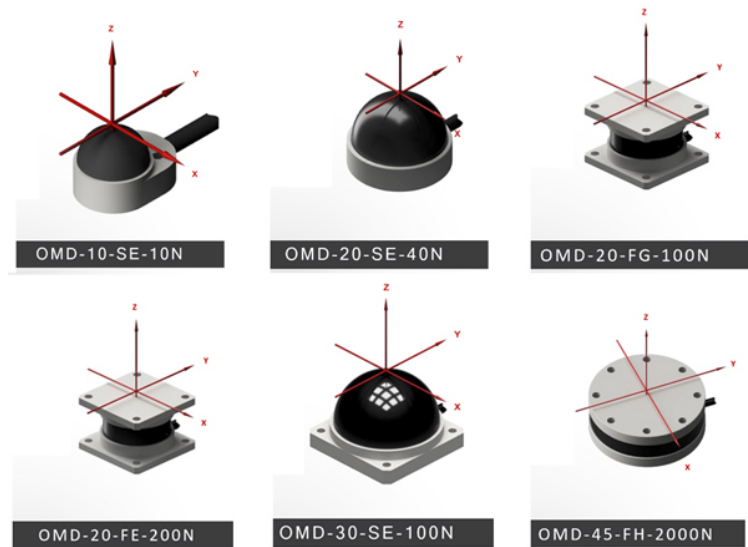
- Load cell
- Contains flexible metal parts with strain gauges attached
- Linear transformation between measured deformation and applied forces and torques



- Optoforce

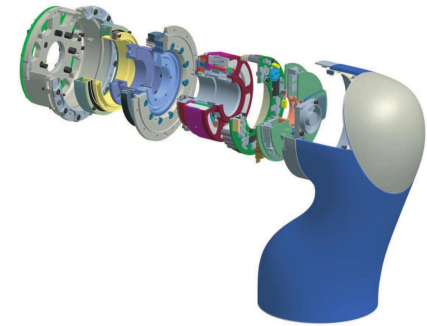


## 3-Axis FORCE Sensor



- Placement of sensors
  - Sensors at joints gives us the actual torque at each joint, which enables advanced feedback control for arm dynamics
  - Sensors at end effector gives us interaction forces and torques, which enables advanced feedback control for the task
  - End effector forces/torques are related to joint torques by Jacobian

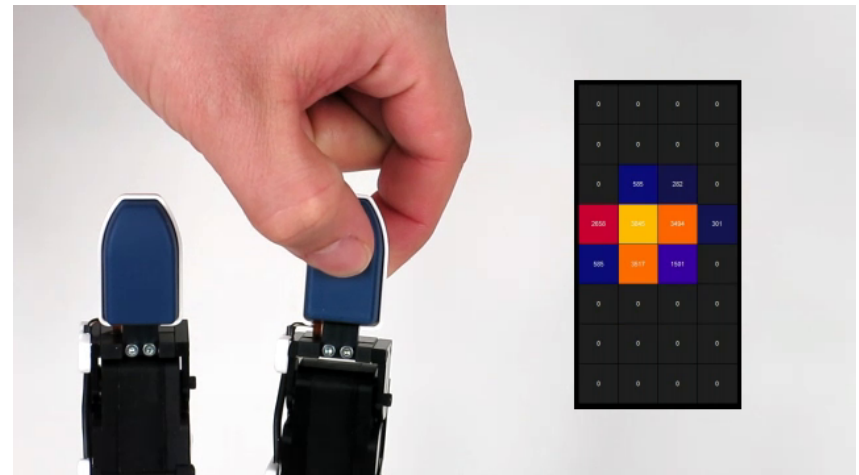
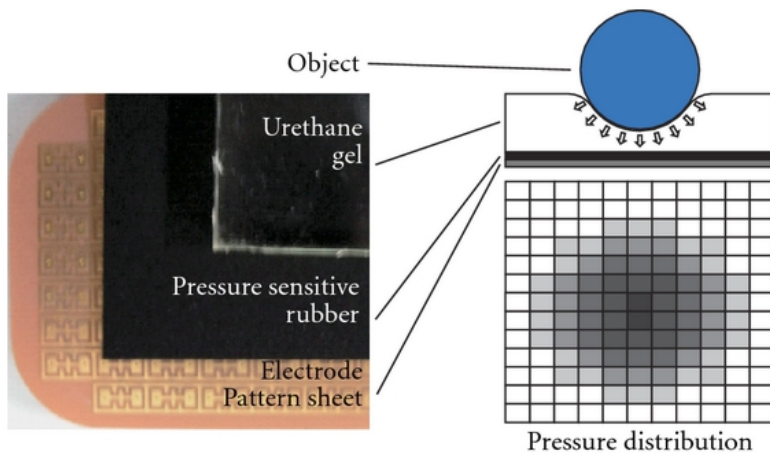
$$\tau = J^T \mathcal{F}$$



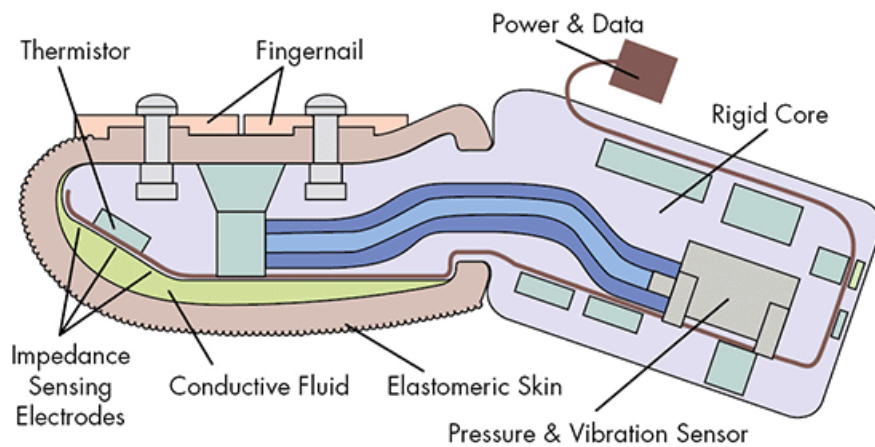


## Sensing

- Tactile
  - Sense (distribution of) contact forces from the environment
  - Ideally, integral of taxels should give normal force...



- Tactile sensing for higher frequencies



- Sensorless sensing

- We know that

$$\tau = M(\Theta)\ddot{\Theta} + V(\Theta, \dot{\Theta}) + G(\Theta) + J^T F$$

- If we know the current flowing through the motors, and the torque each motor produces at a given current, we can solve for **F**
    - Sensitive to modelling errors