



Controls
Electronics &
Mechatronics



Design Optimization, Kinematics & Dynamics

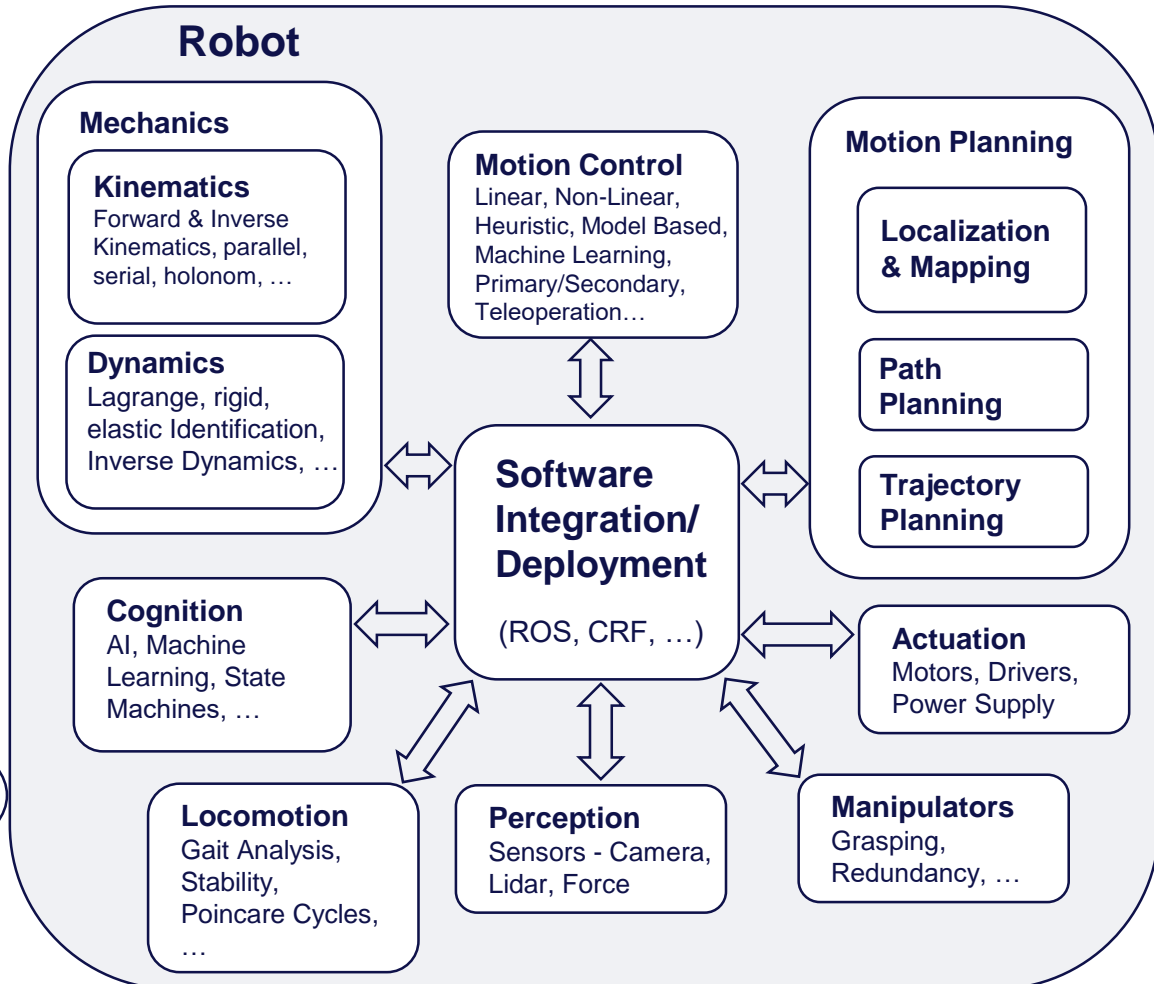
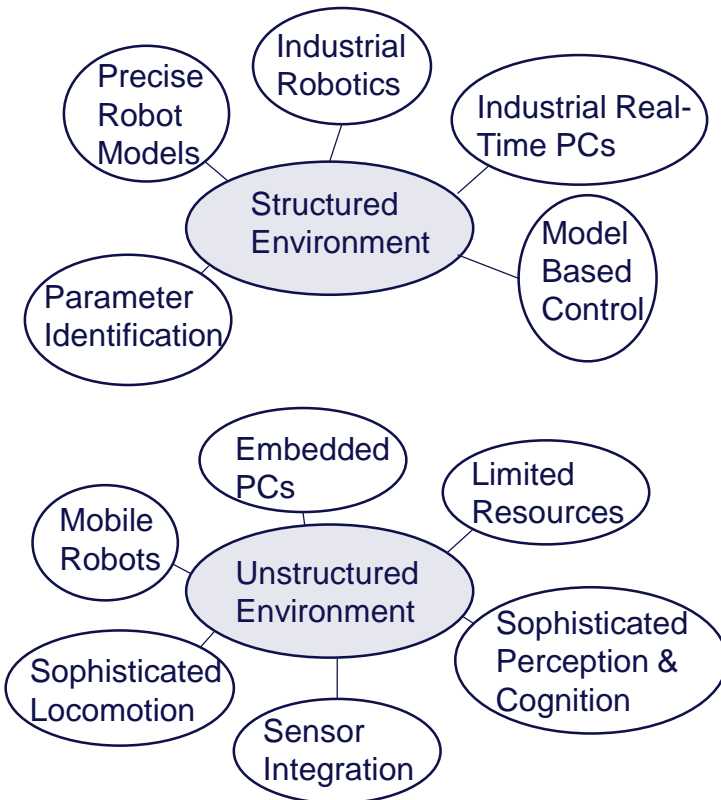
Hannes Gamper

CERN Academic Training: Robotics

Content

1. **What is Robotics?**
2. **Dynamics**
3. **Kinematics**
4. **Design Optimization**

What is Robotics?



What is Robotics?

Mechanical Robot Design

Actuators

Motors, Drivers,
Power Supply

Manipulators

Grasping,
Redundancy, ...

Locomotion

Gait Analysis,
Stability,
Poincare Cycles,
...

Optimal Design

Topology, Light
Weight, FEA, ...

Manufacturing

CAD Design

In House
Prototyping

External
Manufacturing

Robot

Mechanics

Kinematics

Forward & Inverse
Kinematics, parallel,
serial, holonom, ...

Dynamics

Lagrange, rigid,
elastic, Identification,
Inverse Dynamics, ...

Motion Control

Linear, Non-Linear,
Heuristic, Model Based,
Machine Learning,
Primary/Secondary,
Teleoperation...

Motion Planning

Localization
& Mapping

Path
Planning

Trajectory
Planning

Software Integration/ Deployment

(ROS, CRF, ...)

Cognition

AI, Machine
Learning, State
Machines, ...

Actuation

Motors, Drivers,
Power Supply

Locomotion

Gait Analysis,
Stability,
Poincare Cycles,
...

Perception

Sensors - Camera,
Lidar, Force

Manipulators

Grasping,
Redundancy, ...

Content

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Dynamics

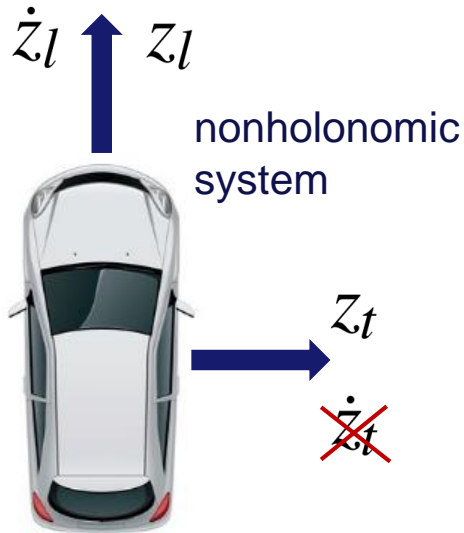
- The equation of motion

$$\mathcal{L} = -\frac{i}{4} F_{\mu\nu} F^{\mu\nu} + \psi_i \gamma_{ij} \psi_j \phi + h.c + |D_\mu \phi|^2 - V(\phi)$$

$$L = T - V$$

~~$$\frac{d}{dt} \frac{\partial L}{\partial \dot{q}} - \frac{\partial L}{\partial q} = \frac{\partial R}{\partial \dot{q}} = Q$$~~

~~$$M(q)\ddot{q} + g(q, \dot{q}) = Q$$~~



mechanical solution



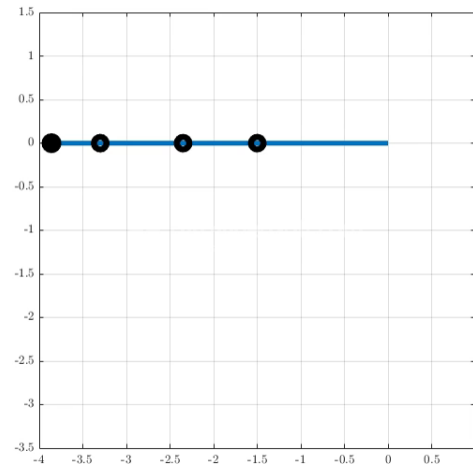
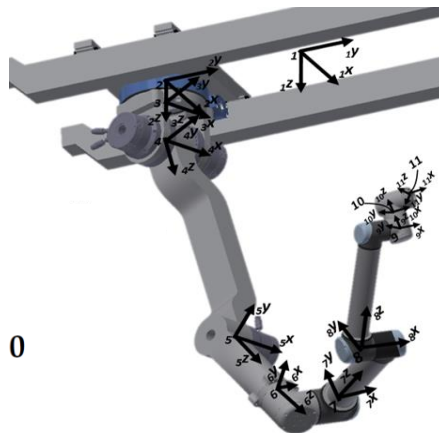
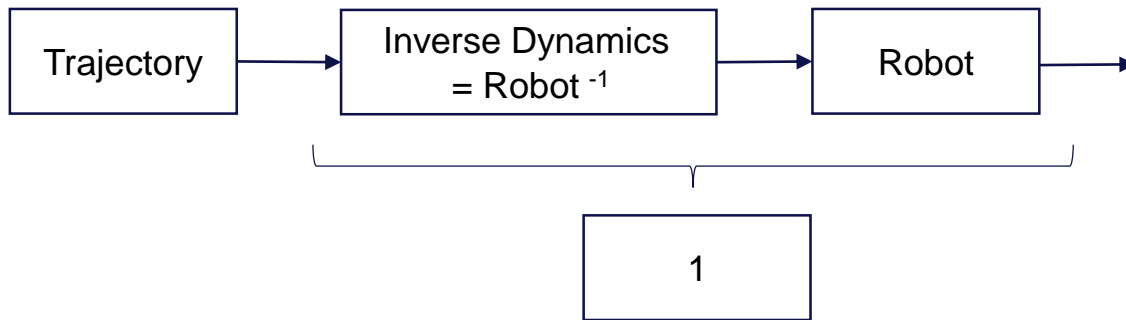
RP measurements on old LHC TDE w/ CERNbot

Dynamics

- Projection equation for more complex system

$$\sum_{i=1}^N \overbrace{\left[\left(\frac{\partial R \mathbf{v}_{IS}}{\partial \dot{\mathbf{q}}} \right)^T \left(\frac{\partial R \boldsymbol{\omega}_{IS}}{\partial \dot{\mathbf{q}}} \right)^T \right]}^{A_i} \underbrace{\begin{bmatrix} R \dot{\mathbf{p}} + R \tilde{\boldsymbol{\omega}}_{IR} R \mathbf{p} - R \mathbf{f}^e \\ R \dot{\mathbf{L}} + R \tilde{\boldsymbol{\omega}}_{IR} R \mathbf{L} - R \mathbf{M}^e \end{bmatrix}}_{B_i} = \mathbf{0}$$

$$\mathbf{M}(\mathbf{q})\ddot{\mathbf{q}} + \mathbf{g}(\mathbf{q}, \dot{\mathbf{q}}) = \mathbf{Q}$$



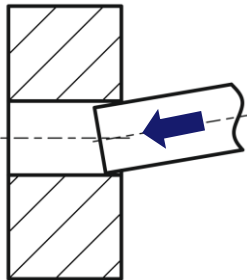
Dynamics

Example: Compliant Control

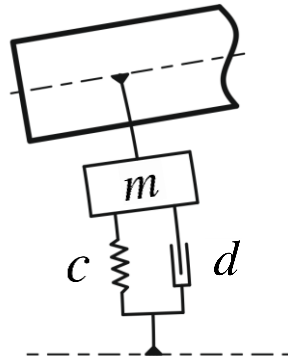


TIM Handling Radioactive Source for BLM Tests

Problem:



Solution:



1. Mass spring damper system

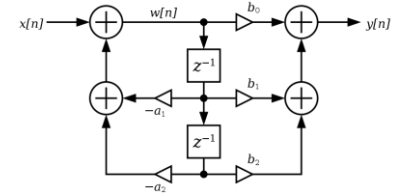
$$M\ddot{x} = h - Cx - D\dot{x}$$



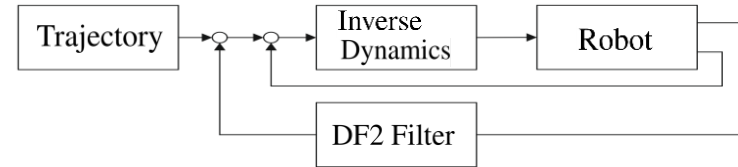
2. Discrete Frequency domain

$$G(z) = \frac{b_0}{1 + a_1z^{-1} + a_2z^{-2}}$$

3. Implementation in C++
Framework in Direct Form II



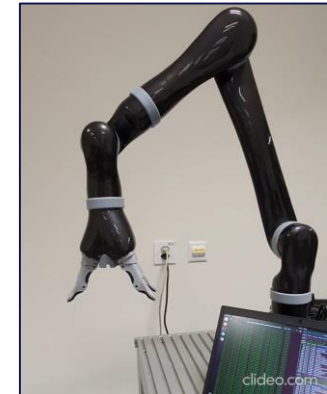
4. Controller



Low Damping:



High Damping:



Content

1. **What is Robotics?**
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Kinematics

Direct
Kinematics

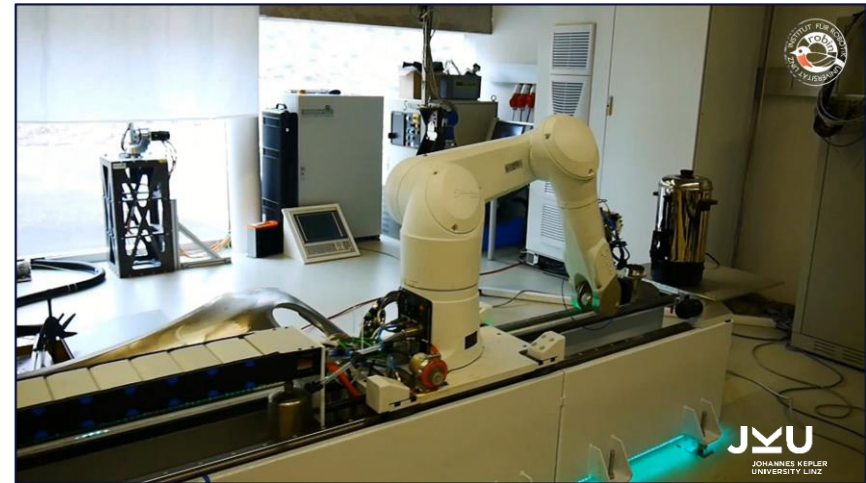
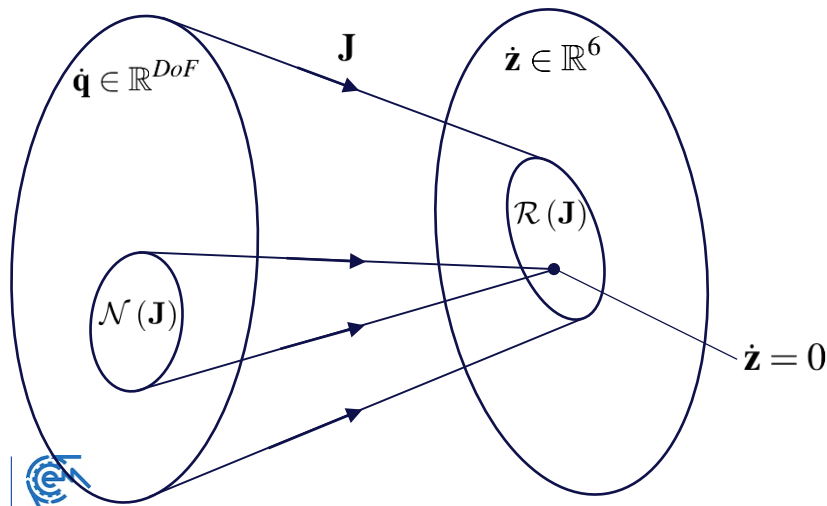
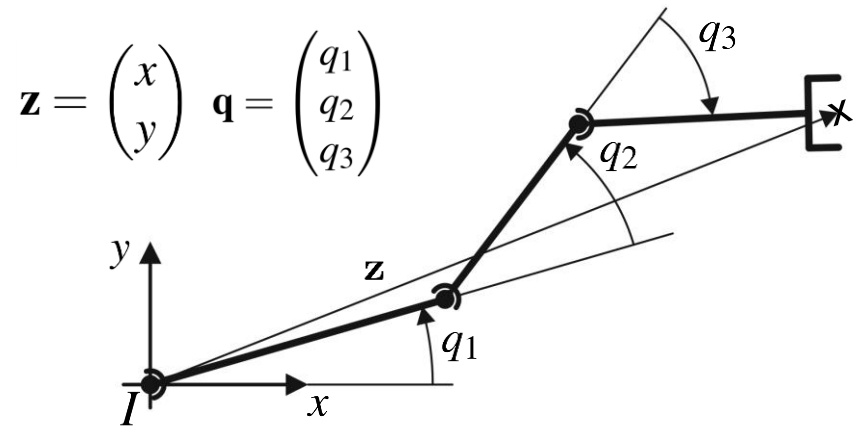
$$\mathbf{z} = \mathbf{f}(\mathbf{q})$$

$$\dot{\mathbf{z}} = \frac{\partial \mathbf{f}(\mathbf{q})}{\partial \mathbf{q}} \frac{\partial \mathbf{q}}{\partial t} = \mathbf{J}(\mathbf{q}) \dot{\mathbf{q}}$$

Jacobian

Inverse
Kinematics

$$\dot{\mathbf{q}} = \mathbf{J}(\mathbf{q})^{-1} \dot{\mathbf{z}}$$



Inverse Kinematics

Conventions

$$\mathbf{z} = \mathbf{f}(\mathbf{q})$$



$$\dot{\mathbf{z}} = \mathbf{J}(\mathbf{q})\dot{\mathbf{q}}$$



$$\dot{\mathbf{q}} = \mathbf{J}(\mathbf{q})^{-1}\dot{\mathbf{z}}$$



Solution for $\dot{\mathbf{q}}$



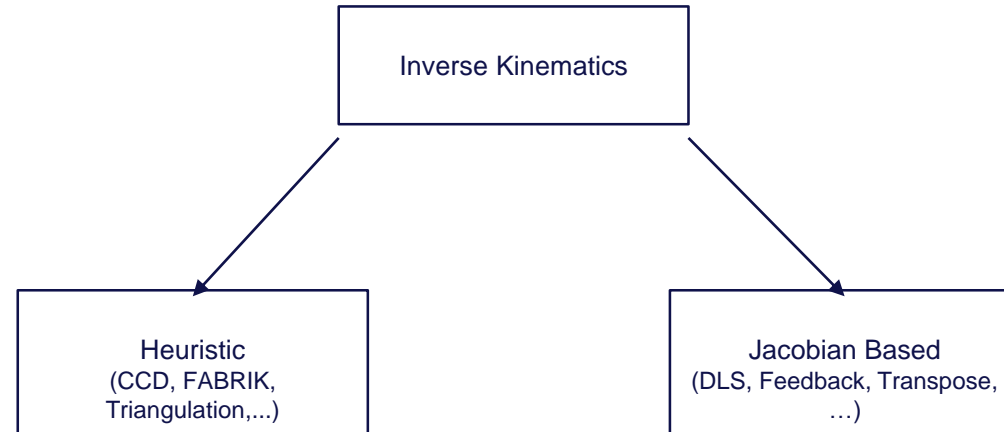
Solution for \mathbf{q}



Def. of Error



Final Algorithm



Other: Monte Carlo, Mesh-based, Model Predictive Control,...

Inverse Kinematics

Conventions

$$z = f(q)$$



$$\dot{z} = J(q)\dot{q}$$



$$\dot{q} = J(q)^{-1}\dot{z}$$



Solution for \dot{q}



Solution for q



Def. of Error



Final Algorithm

Orientation

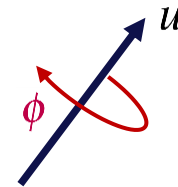
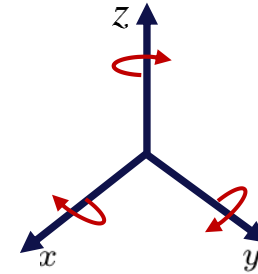
2 Difficulties:

1. Rotations are not commutative!
2. Representation Singularities!

Conventions:

- **Euler:** z -> x -> z
- **Kardan:** z -> y -> x (yaw – pitch – roll)
- **Axis-Angle:** unit vector defines axis + angle
- **Quaternions:**

$$i^2 = j^2 = k^2 = ijk = -1$$



Inverse Kinematics

Conventions

$$\mathbf{z} = \mathbf{f}(\mathbf{q})$$



$$\dot{\mathbf{z}} = \mathbf{J}(\mathbf{q})\dot{\mathbf{q}}$$



$$\dot{\mathbf{q}} = \mathbf{J}(\mathbf{q})^{-1}\dot{\mathbf{z}}$$



Solution for $\dot{\mathbf{q}}$



Solution for \mathbf{q}



Def. of Error



Final Algorithm

Jacobian Matrix

$$\mathbf{z} = \mathbf{f}(\mathbf{q})$$

$$\dot{\mathbf{z}} = \frac{\partial \mathbf{f}(\mathbf{q})}{\partial \mathbf{q}} \frac{\partial \mathbf{q}}{\partial t} = \left(\frac{\partial \dot{\mathbf{f}}(\mathbf{q})}{\partial \dot{\mathbf{q}}} \right) \dot{\mathbf{q}} = \mathbf{J}(\mathbf{q})\dot{\mathbf{q}}$$

- **Analytic Jacobian**
- Contains representation singularities!

- **Geometric Jacobian**
- No representation singularities!
- Derivative can be avoided, by deriving the Jacobian via the kinematic chain!

Inverse Kinematics

Conventions

$$\mathbf{z} = \mathbf{f}(\mathbf{q})$$



$$\dot{\mathbf{z}} = \mathbf{J}(\mathbf{q})\dot{\mathbf{q}}$$



$$\dot{\mathbf{q}} = \mathbf{J}(\mathbf{q})^{-1}\dot{\mathbf{z}}$$



Solution for $\dot{\mathbf{q}}$



Solution for \mathbf{q}



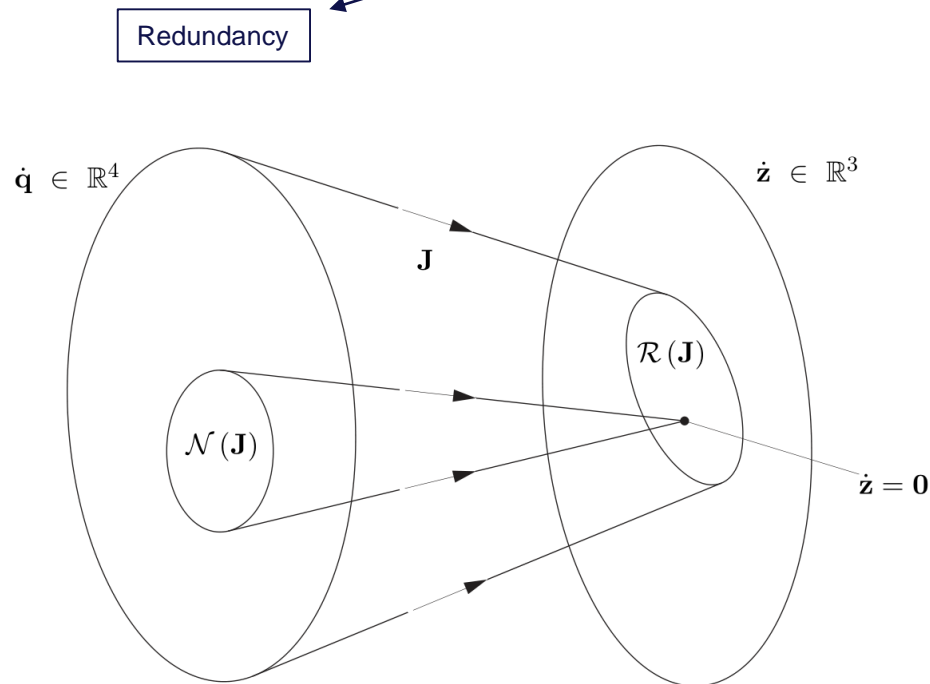
Def. of Error



Final Algorithm

Jacobian Inverse

$$\mathbf{J}(\mathbf{q})^{-1}$$



$$\mathbf{J}(\mathbf{q})^{-1}$$

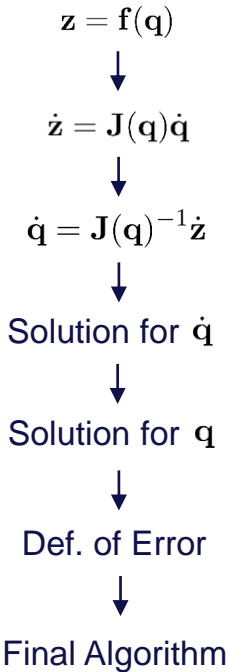
$$\downarrow$$

$$\mathbf{J}^T (\mathbf{J}\mathbf{J}^T)^{-1}$$

- Moore-Penrose pseudo inverse
- Minimizing velocities

Inverse Kinematics

Conventions



Jacobian Inverse

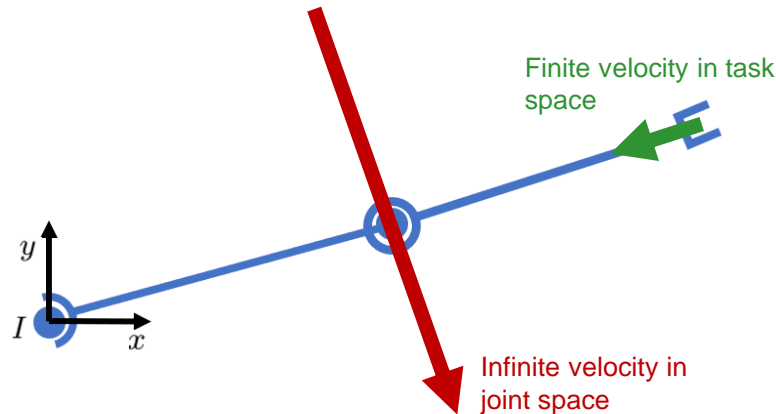
$$\mathbf{J}(\mathbf{q})^{-1}$$

Redundancy

Singularities

$$\mathbf{J}^T (\mathbf{J}\mathbf{J}^T)^{-1}$$

$$\mathbf{J}^\dagger = \mathbf{J}^T (\mathbf{J}\mathbf{J}^T + \alpha \mathbf{I})^{-1}$$



$$\alpha = \begin{cases} \alpha_0 \left(1 - \frac{w_{kin}}{w_0}\right)^2 & w_{kin} < w_0 \\ 0 & w_{kin} \geq w_0 \end{cases}$$

$$w_{kin}(\mathbf{q}) = \sqrt{\det\{\mathbf{J}(\mathbf{q})\mathbf{J}^T(\mathbf{q})\}}$$

Damped least-squares pseudo-inverse

Inverse Kinematics

Conventions

$$\mathbf{z} = \mathbf{f}(\mathbf{q})$$



$$\dot{\mathbf{z}} = \mathbf{J}(\mathbf{q})\dot{\mathbf{q}}$$



$$\dot{\mathbf{q}} = \mathbf{J}(\mathbf{q})^{-1}\dot{\mathbf{z}}$$



Solution for $\dot{\mathbf{q}}$



Solution for \mathbf{q}



Def. of Error



Final Algorithm

Optimization Based 1st Order Redundancy Resolution

$$\begin{aligned} \min_{\dot{\mathbf{q}}} \quad & \frac{1}{2} \dot{\mathbf{q}}^T \mathbf{W} \dot{\mathbf{q}} \\ \text{s.t.} \quad & \mathbf{J}(\mathbf{q})\dot{\mathbf{q}} - \dot{\mathbf{z}} = 0 \end{aligned}$$



$$\dot{\mathbf{q}} = \mathbf{W}^{-1} \mathbf{J}^T \left(\mathbf{J} \mathbf{W}^{-1} \mathbf{J}^T \right)^{-1} \dot{\mathbf{z}}$$

- Minimizing joint velocities
- Yields feasible solutions
- Corresponds to Moore-Penrose pseudo-inverse

Inverse Kinematics

Conventions

$$\mathbf{z} = \mathbf{f}(\mathbf{q})$$



$$\dot{\mathbf{z}} = \mathbf{J}(\mathbf{q})\dot{\mathbf{q}}$$



$$\dot{\mathbf{q}} = \mathbf{J}(\mathbf{q})^{-1}\dot{\mathbf{z}}$$



Solution for $\dot{\mathbf{q}}$



Solution for \mathbf{q}



Def. of Error



Final Algorithm

Optimization Based 1st Order Redundancy Resolution

$$\begin{aligned} \min_{\dot{\mathbf{q}}} \quad & \frac{1}{2}\dot{\mathbf{q}}^T \mathbf{W}\dot{\mathbf{q}} + \nabla h(\mathbf{q})^T \dot{\mathbf{q}} \\ \text{s.t.} \quad & \mathbf{J}(\mathbf{q})\dot{\mathbf{q}} - \dot{\mathbf{z}} = 0 \end{aligned}$$

Artificial potential energy:

$$\frac{d}{dt}h(\mathbf{q}) = \frac{dh(\mathbf{q})}{d\mathbf{q}} \frac{d\mathbf{q}}{dt} = \nabla h(\mathbf{q})^T \dot{\mathbf{q}}$$

$$\dot{\mathbf{q}} = \mathbf{J}^\dagger \dot{\mathbf{z}} + \underbrace{(\mathbf{I} - \mathbf{J}^\dagger \mathbf{J})}_{\mathbf{N}} \mathbf{W}^{-1} \nabla h(\mathbf{q})$$

- Minimizing joint velocities
- Yields feasible solutions
- Possibility of Different Objectives

Inverse Kinematics

Conventions

$$\mathbf{z} = \mathbf{f}(\mathbf{q})$$



$$\dot{\mathbf{z}} = \mathbf{J}(\mathbf{q})\dot{\mathbf{q}}$$



$$\dot{\mathbf{q}} = \mathbf{J}(\mathbf{q})^{-1}\dot{\mathbf{z}}$$



Solution for $\dot{\mathbf{q}}$



Solution for \mathbf{q}



Def. of Error



Final Algorithm

Optimization Based 1st Order Redundancy Resolution

$$\dot{\mathbf{q}} = \mathbf{J}^\dagger \dot{\mathbf{z}} + \underbrace{(\mathbf{I} - \mathbf{J}^\dagger \mathbf{J})}_{\mathbf{N}} \mathbf{W}^{-1} \nabla h(\mathbf{q})$$



Objective	$h(\mathbf{q})$	$\nabla h(\mathbf{q})$
Joint Limits Max	$-\mathbf{p}_L e^{c_L(q-q_{max})}$	$-\mathbf{p}_L c_L e^{c_L(q-q_{max})}$
Desired Joint Position	$-\frac{1}{2} \mathbf{c}_P (q - q_{des})^2$	$\mathbf{c}_P (q_{des} - q)$
Distance from Singularity	$c_S \sqrt{\det\{\mathbf{J}(\mathbf{q})\mathbf{J}^T(\mathbf{q})\}}$	numerical
Collision Avoidance	$-e^{-c_C(dist(\mathbf{q})-d_{min})}$	numerical
Torque Optimization	$\boldsymbol{\tau}^T \mathbf{T} \boldsymbol{\tau}$	numerical

Inverse Kinematics

Conventions

$$\mathbf{z} = \mathbf{f}(\mathbf{q})$$



$$\dot{\mathbf{z}} = \mathbf{J}(\mathbf{q})\dot{\mathbf{q}}$$



$$\dot{\mathbf{q}} = \mathbf{J}(\mathbf{q})^{-1}\dot{\mathbf{z}}$$



Solution for $\dot{\mathbf{q}}$



Solution for \mathbf{q}



Def. of Error



Final Algorithm

Numeric Stabilization

$$\mathbf{q}(t) = \int_0^t \dot{\mathbf{q}}(\tau) d\tau + \mathbf{q}(0)$$

Integration Methods, e.g. Euler will drift

$$\dot{\mathbf{e}} = \dot{\mathbf{z}}_d - \mathbf{J}\dot{\mathbf{q}}$$

Define an Error

$$\dot{\mathbf{q}} = \mathbf{J}^\dagger(\dot{\mathbf{z}}_d + \mathbf{K}\mathbf{e}) + (\mathbf{I} - \mathbf{J}^\dagger\mathbf{J})\nabla h(\mathbf{q})$$

Deriving the differential Equation for \mathbf{e}

$$\mathbf{J}\dot{\mathbf{q}} = \dot{\mathbf{z}}_d + \mathbf{K}\mathbf{e} + \underbrace{\mathbf{J}(\mathbf{I} - \mathbf{J}^\dagger\mathbf{J})}_{\mathbf{0}}\nabla h(\mathbf{q})$$

$$\mathbf{0} = \dot{\mathbf{e}} + \mathbf{K}\mathbf{e}.$$

Diff. Equation asymptotically stable iff $\mathbf{K} > \mathbf{0}$!

Leads to Closed Loop Inverse Kinematics - CLIK

Inverse Kinematics

Conventions

$$\mathbf{z} = \mathbf{f}(\mathbf{q})$$



$$\dot{\mathbf{z}} = \mathbf{J}(\mathbf{q})\dot{\mathbf{q}}$$



$$\dot{\mathbf{q}} = \mathbf{J}(\mathbf{q})^{-1}\dot{\mathbf{z}}$$



Solution for $\dot{\mathbf{q}}$



Solution for \mathbf{q}



Def. of Error



Final Algorithm

Definition of an Error

Position

$$\mathbf{e}_p = \mathbf{r}_{Ed} - \mathbf{r}_E(\mathbf{q})$$

Orientation

$$\Delta\mathbf{R} = \mathbf{R}_{IE,d}\mathbf{R}_{EI}(\mathbf{q})$$

$$\mathbf{e}_o = \frac{1}{2} [\tilde{\mathbf{n}}(\mathbf{q})\mathbf{n}_d + \tilde{\mathbf{s}}(\mathbf{q})\mathbf{s}_d + \tilde{\mathbf{a}}(\mathbf{q})\mathbf{a}_d] \quad \text{with} \quad \mathbf{R} = [\mathbf{n} \ \mathbf{s} \ \mathbf{a}]$$

- Orientation Error derived from Axis/Angle representation
- Using this error directly in feedback-loop is a simplification, but stability can be easily proven with Ljapunov

Inverse Kinematics

Conventions

$$z = f(q)$$

$$\dot{z} = J(q)\dot{q}$$

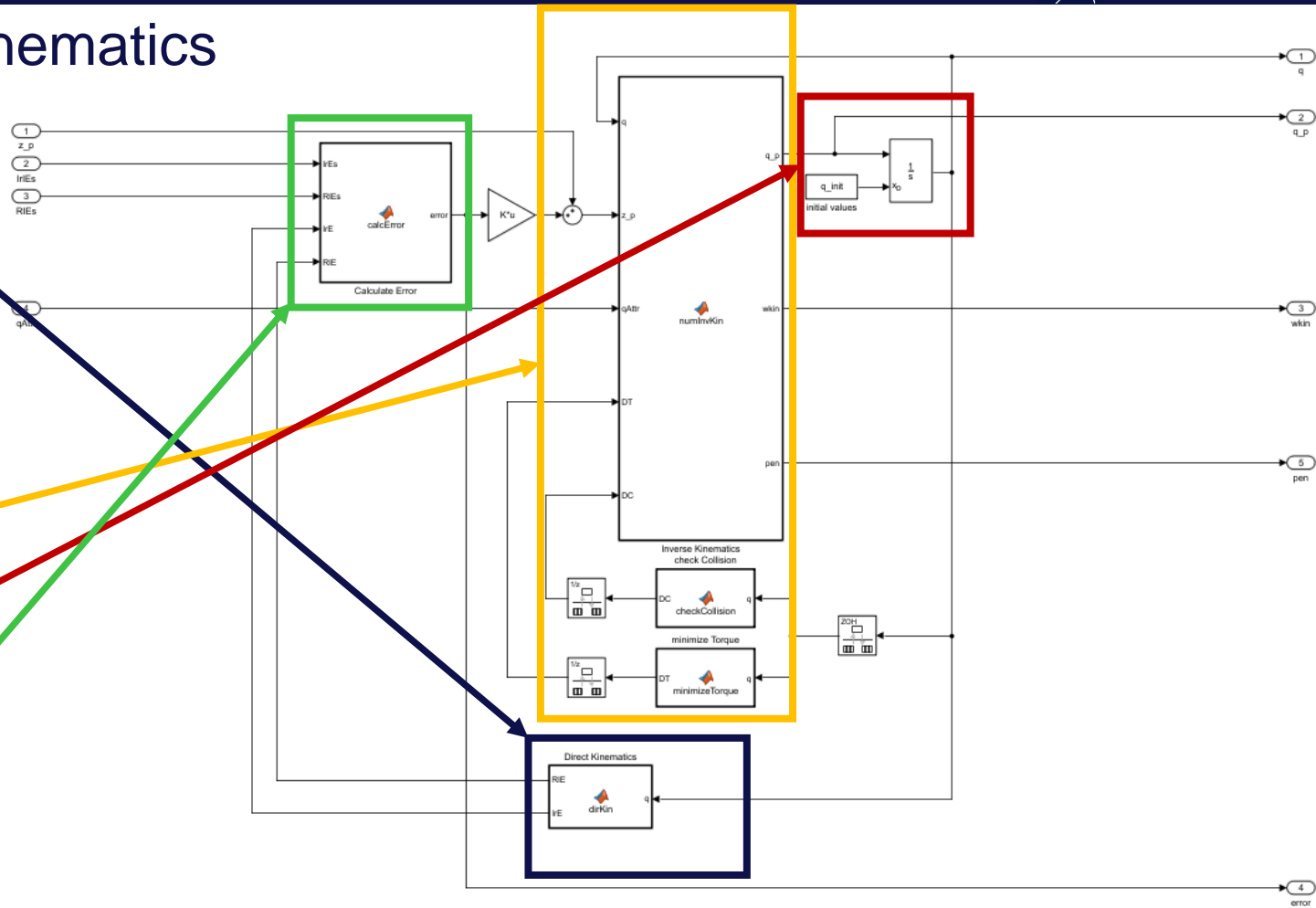
$$\dot{q} = J(q)^{-1}\dot{z}$$

Solution for \dot{q}

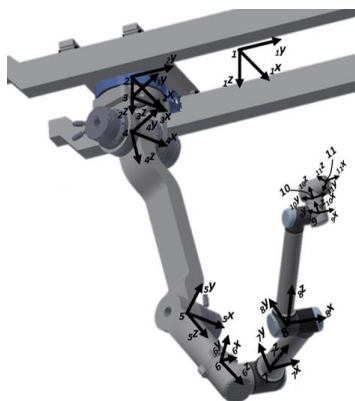
Solution for q

Def. of Error

Final Algorithm



Inverse Kinematics



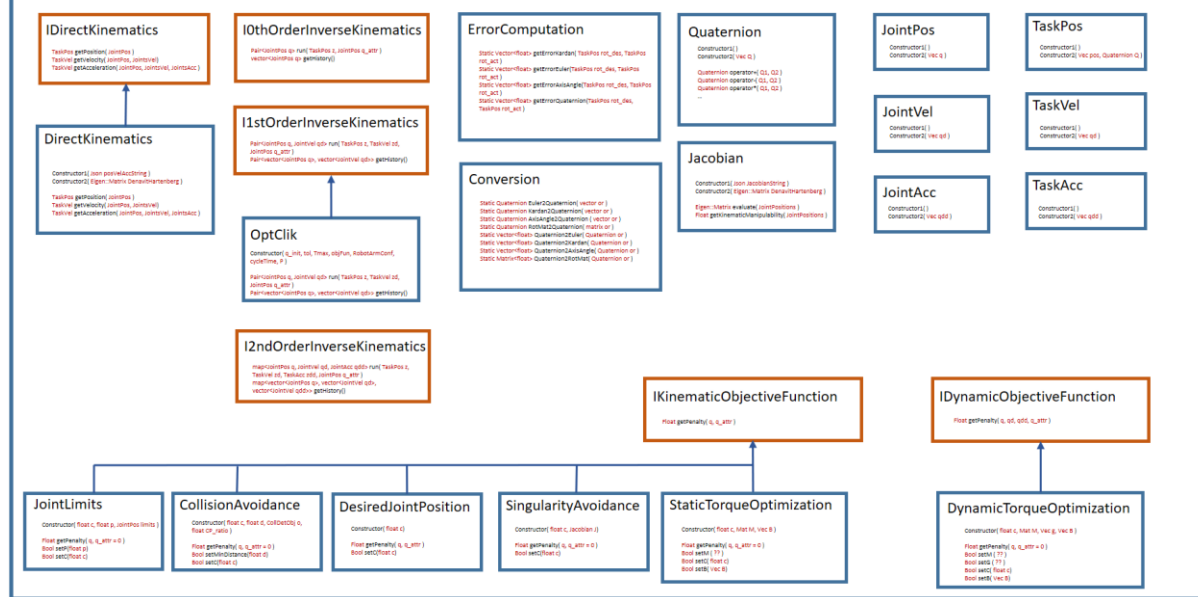
Robotic Manipulator for FCC



Kinematics Library in C++ (IK for highly redundant systems):

- Redundancy resolution for higher dexterity
- Null space projections for task priority assignment

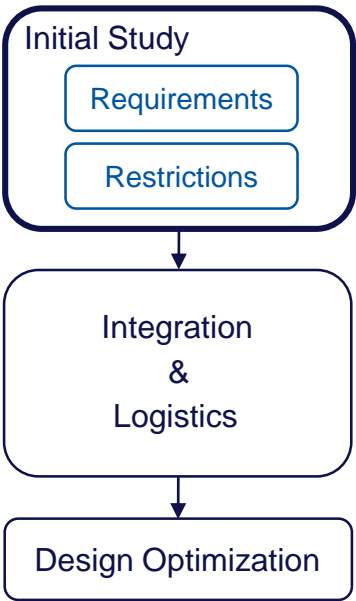
CERN Kinematics Dynamics Library



Content

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Design Process



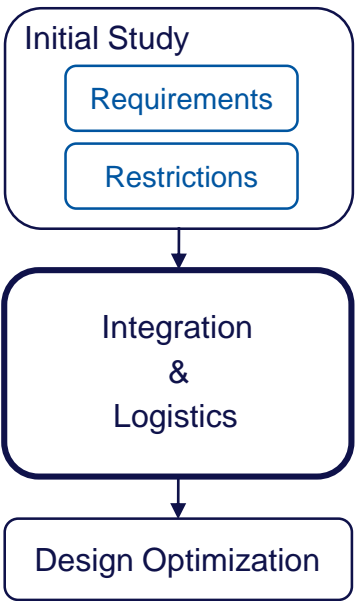
Nr	Name	When				Description		Derived Requirements	
		Repetitive		Periodic		How	Why	Description	Detailed
		yes	no	yes	no				
1	Measuring Radiation	yes	yes	wks	mts	Industrial Radiation Sensor measures radiation at beam level. Sensor is carried by extendable arm of TIM.	To know the risk of sending people to the tunnel or use this information as indication for other problems.	Reach Beam level in front and behind pipe; Position accuracy for repeatable measurements;	WSP: 3.2x3.6m
2	Take Pictures	yes	yes	wks	mts	Cameras and 3D Cameras mounted on mobile platforms are taking pictures and mapping the tunnel. 3D Cameras check the geometry of the tunnel and RNN detect optical changes at the tunnel walls (e.g. new cracks, ...)	To monitor health of the tunnel; Many new cracks could indicate other problems	Stable movement; carry a camera array	
3	Test BLM Sensors	yes	yes	wks	mts	Rough map of sensors exists, go to rough sensor position and find exact position with RNN, scan environment with depth camera to find allowed operating space, plan path with these restrictions (random points constrained by ellipse, RRT or PRM), plan smooth trajectory, bring radioactive probe to sensor, precise distance from BLM measured with additional sensor, thus approaching sensor slowly and precision of robot is not a problem	Test if Sensors are working normal, sensors are measuring radiation, higher radiation indicates beam loss which implies bigger problems and force a shutdown, should be done by robot because of radioactive sample	Reach BLM Sensors in front and behind pipe; texture of robot must allow nullspace movement to provide collision avoidance while maintaining probe position	WSP: 3.2x3.6m (1,5x1,5m -> every orientation)
4	Measure Oxygen	yes	yes	wks	mts	Industrial Oxygen measurement sensor; measured throughout the whole tunnel;	Make sure its safe for people to work down there	Reach different heights to measure oxygen	WSP: 3.2x3.6m
5	Measure Alignment	yes	yes	wks	mts	Strings are placed by STI on fixed mounted sockets in tunnel, TIM goes to strings as reference and measures some indicators on the Collimators & Dipoles, same distance => align! New method will automatically place the strings: outer robots hold the string and inner robots does the alignment measurement, same procedure for horizontal distance, for vertical distance new ultrasonic sensor is used	With non-align tubes, beam would get lost.	Version1 : (manually placed string) reach string with existing technology; stable movement; Version2: (automotively placed string) need of two outer robots and one inner robot with existing technology	
6	Audio Inspection	yes	yes	wks	mts	Microphone is carried through whole tunnel, detect unusual noise (e.g. frequency domain -> 100Hz peak	To detect unusual noise which can indicate other problems (e.g.		

Maintenance

Design Process

Importance: $\begin{cases} 100\% \\ 80\% \\ 60\% \end{cases}$ Rating: $\begin{cases} 4 \text{ very positive for solution} \\ 3 \text{ positiv for solution} \\ 2 \text{ negativ for solution} \\ 1 \text{ very negativ for solution} \end{cases}$ Restrictions: $\begin{cases} \text{Tunnel \& Environment} \\ \text{Tasks} \\ \text{General} \end{cases}$

Nr	Name	Task						Derived Requirements	
		When			How	Why	Description	Detailed	
		Repetitive	Periodic	T					



REQ \ SOL	Geometry Req.				Power Supply				Communication				Maneuverability				Radiation				Control				Emergency				Summed up Rating in %
	Workspace ~3200x3600	Go through fire doors	Collision avoidance		Maintenance	Reliability	Costs	Consumption	Easy Teleoperation	Robust			Stable Movement	Turn within 1500mm	Go under or behind pipe		No further cont. by rob	Radiation Tolerant			Simple	Robust	proofen Stability	Autonomous	Not Blocking Exit	Move in harsh env.	Modular	Intervention	
	1	0.8	1		0.8	1	1	0.6	1	1			0.8	1	0.8		1	0.8			0.8	1	1	0.8	1	0.8	0.6		
Mobile Robot (holonomic)	2	3	2		2	2	3	4	2	3			1	4	4		3	1			4	4	4	1	1	1	2	65.7	
Mobile Robot (non-holonomic)	2	3	2		2	2	3	4	2	3			3	2	2		3	1			4	4	4	1	1	1	2	64.8	
Rail Guided Robot (ceiling)	3	3	3		3	3	1	2	3	3			4	4	1		4	1			3	4	4	2	4	3	2	74.3	
Drone	4	3	1		2	2	3	3	2	2			1	4	3		1	1			2	2	3	1	3	4	1	58.1	
Legged Robot (ANYbotics, ...)	3	2	2		2	2	1	2	2	2			1	4	3		3	1			1	2	2	2	1	3	2	52.0	
Legged Robot + Wheels (Boston Dynamics, ...)	3	2	2		2	2	1	2	2	2			2	4	2		3	1			1	2	2	2	1	3	2	53.7	
Holonomic Robot travel in Hyperloop	2	3	2		2	2	2	2	2	3			4	4	4		3	1			2	4	4	2	1	1	1	62.0	
Rail Guided Robot w. robotic arm & hol. Robot	3	3	3		2	3	1	2	3	3			4	4	4		3	1			3	4	4	2	4	3	2	75.4	
Holonomic Robot w. Robotic Arm	3	3	2		2	2	3	4	2	3			1	4	4		3	1			3	4	4	1	1	1	3	63.9	
RailGuided Robot w. Snake Robotic Arm	3	3	3		3	3	1	2	3	3			4	4	2		4	1			3	4	4	2	4	3	2	8 71.3	

Design Process

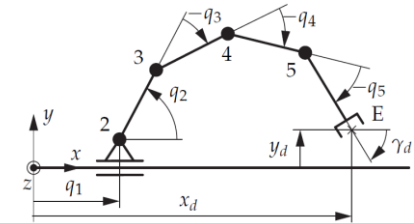
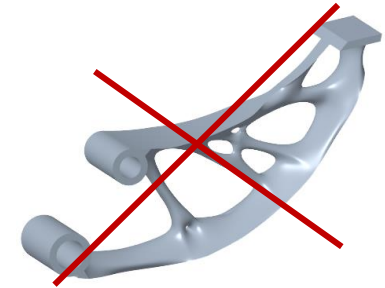
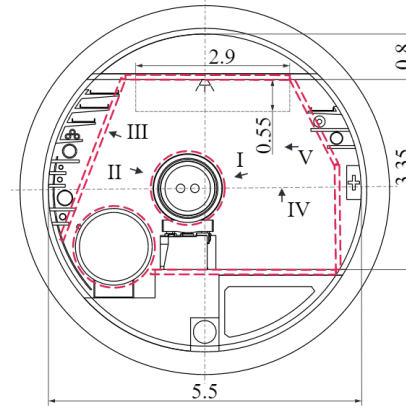
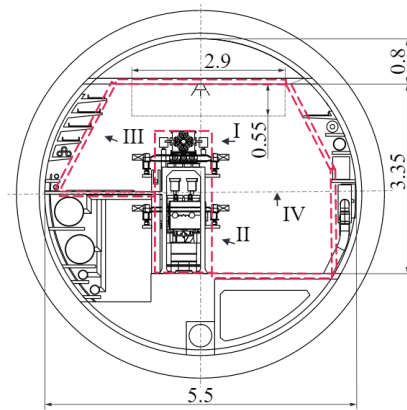
Initial Study

Requirements

Restrictions

Integration
&
Logistics

Design Optimization



Requirements:

- Space:
 - Reach points I-IV (workspace of $3.35 \times 5.50 \times 10^5 \text{m}$)
 - Pack up in limited space ($2.9 \times 0.55 \text{m}$) while moving along tunnel axis
- Avoid Obstacles
- Mass:
 - Min. payload ($\sim 15 \text{kg}$)
 - Max. robot weight ($\sim 300 \text{kg}$)

Gamper, H.; Gattringer, H.; Müller, A. and Di Castro, M. (2021). Design Optimization of a Manipulator for CERN's Future Circular Collider (FCC). In Proceedings of the 18th International Conference on Informatics in Control, Automation and Robotics, ISBN 978-989-758-522-7

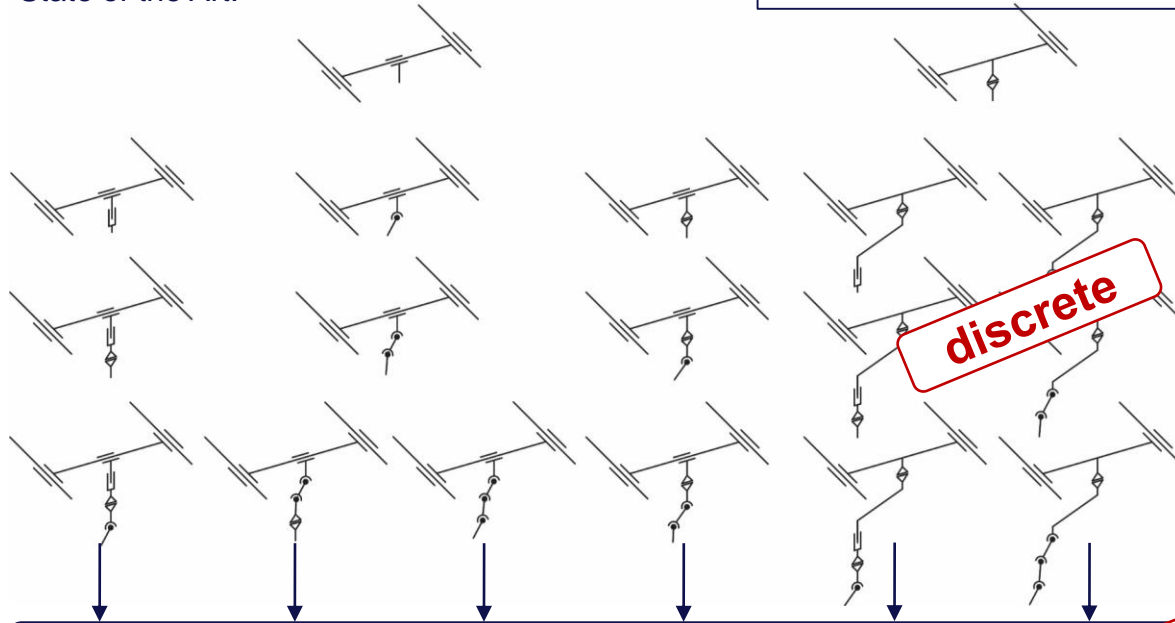
Design Process

Optimization Goals:

- Min. the Degree of Freedom (DoF)
- Min. the Robot Link Lengths
- Min. kinematic and dynamic perf. criteria



State of the Art:



„Topology Optimization“



continuous

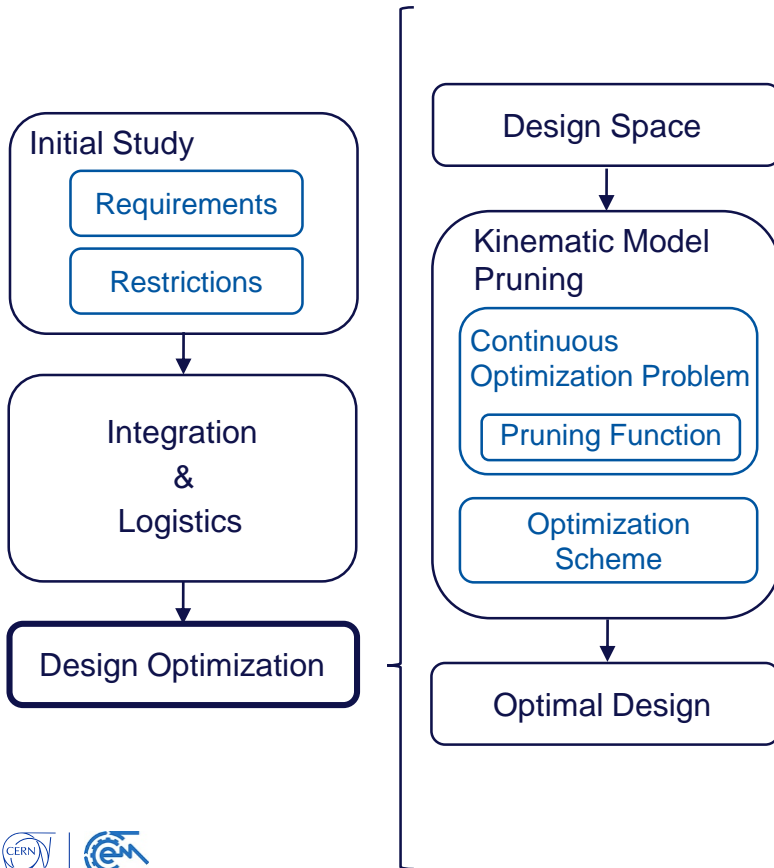
„Geometry Optimization“



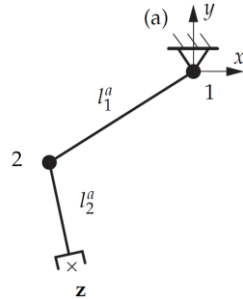
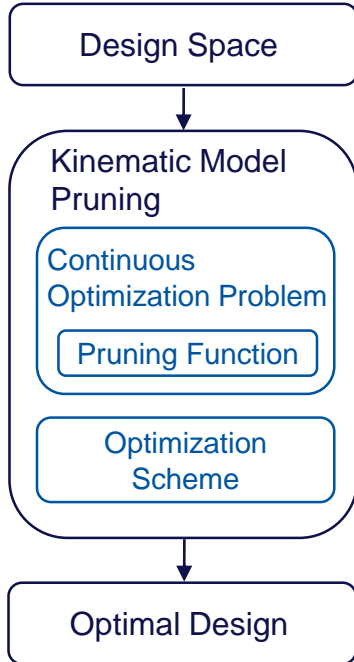
Design Process

Optimization Goals:

- Min. the Degree of Freedom (DoF)
- Min. the Robot Link Lengths
- Min. kinematic and dynamic perf. criteria



Design Optimization



Length	[mm]
l_1	144.6
l_2	80.3

Optimization Goals:

- Min. the Degree of Freedom (DoF)
- Min. the Robot Link Lengths
- Min. kinematic and dynamic perf. criteria

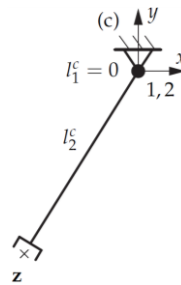
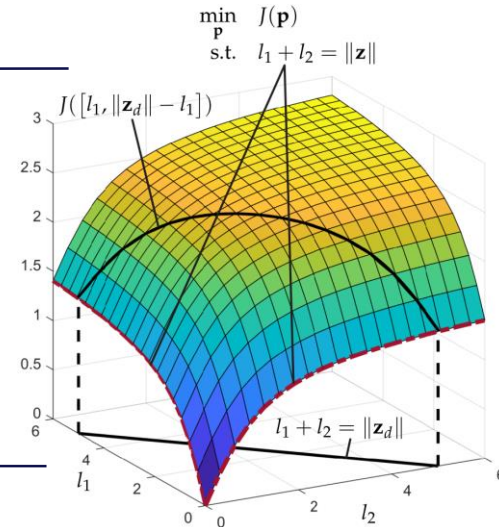
$$\begin{aligned} \min_{\mathbf{x}, \mathbf{p}} \quad & J(\mathbf{p}) \\ \text{s.t.} \quad & \mathbf{f}(\mathbf{x}, \mathbf{p}) - \mathbf{z}_d = \mathbf{0} \end{aligned}$$

Definition 1 (Pruning Function). A vector function $\mathbf{g} = [g_1(l_1) \ g_2(l_2) \ \dots \ g_N(l_N)] : \mathbb{R}^N \rightarrow \mathbb{R}^N$ with argument $\mathbf{p} = [l_1 \ l_2 \ \dots \ l_N]^T \in \mathbb{R}^N$ that satisfies

$$\frac{\partial \mathbf{g}}{\partial \mathbf{p}} > 0 \ \forall \ l_i > 0, \ i \in \{1, 2, \dots, N\} \quad (1)$$

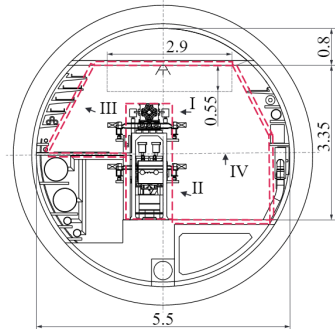
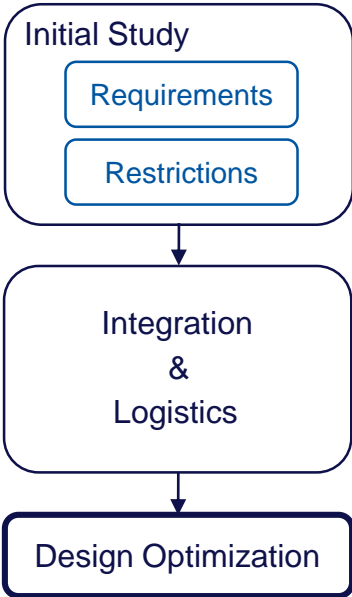
and

$$\frac{\partial^2 \mathbf{g}}{\partial \mathbf{p}^2} < 0 \ \forall \ l_i > 0, \ i \in \{1, 2, \dots, N\}. \quad (2)$$



Length	[mm]
l_1	0
l_2	167

Design Process



Example: FCC Robot

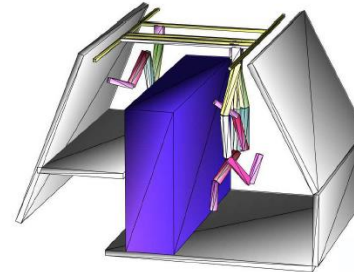


Figure 10: Optimization results FCC-ee (collision objects)

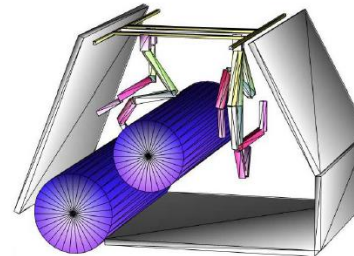
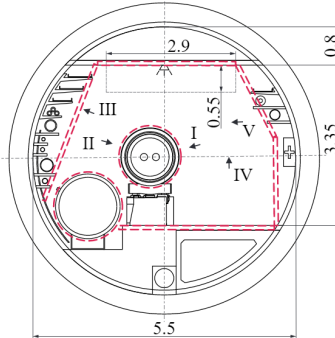


Figure 11: Optimization results FCC-hh (collision objects)

Optimal Solution:

- Optimal Geometric Parameters (link lengths)
- Optimal Topology (11 DoF, Joint Configuration)

Gamper, H.; Gatringer, H.; Müller, A. and Di Castro, M. (2021). Design Optimization of a Manipulator for CERN's Future Circular Collider (FCC). In Proceedings of the 18th International Conference on Informatics in Control, Automation and Robotics, ISBN 978-989-758-522-7

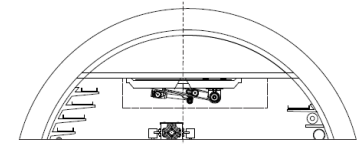


Figure 13: Prototype in FCC-ee - folded configuration

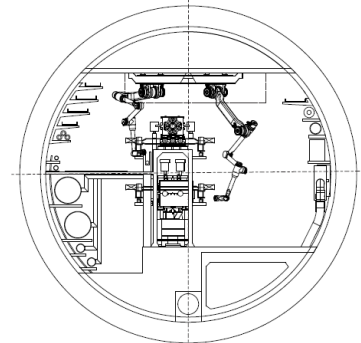


Figure 14: Prototype in FCC-ee cross-section

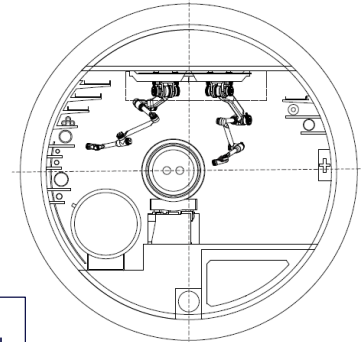


Figure 15: Prototype in FCC-hh cross-section

Design Process

Initial Study

Requirements

Restrictions

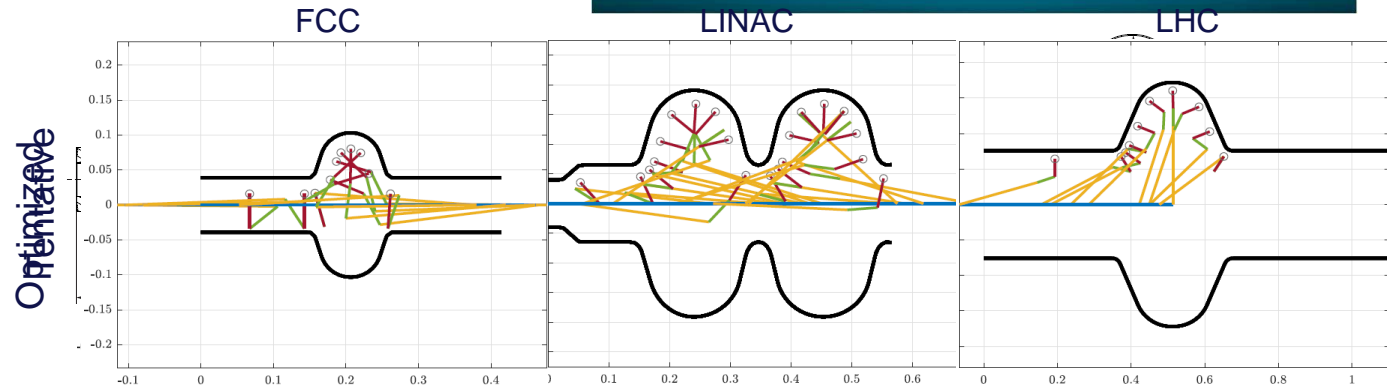
Integration
&
Logistics

Design Optimization

Example: Cavity Design Optimization

- Visual inspection of inner surface after assembly
- Small allowed robot space
- Big workspace for inspection
- No restrictions on robot design (topology, geometry)

Gamper, H.; Luthi, A.; Gatringer, H.; Müller, A. and Di Castro, M.; Design Optimization of Quality Inspection Robots for Particle Accelerator Components, In Proceedings of the ECCOMAS Multibody Dynamics Conference, 2021



Design Process

Initial Study

Requirements

Restrictions

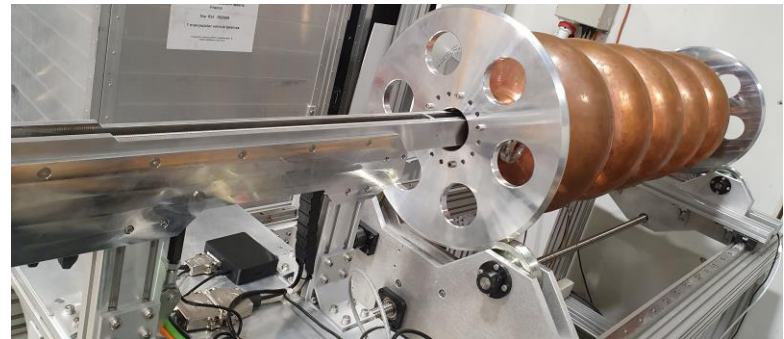
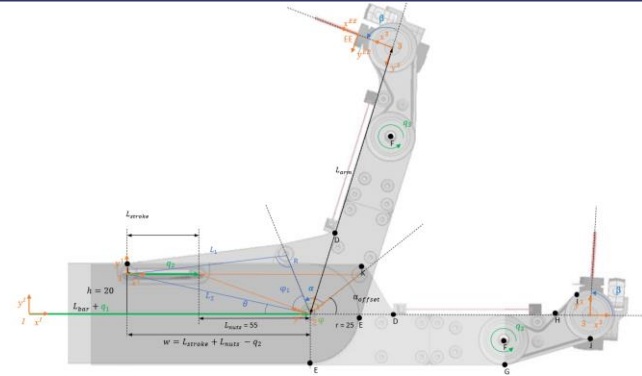
Integration
&
Logistics

Design Optimization

Example: Cavity Design Optimization



Gamper, H.; Luthi, A.; Gatringer, H.; Müller, A. and Di Castro, M.; Design Optimization of Quality Inspection Robots for Particle Accelerator Components, In Proceedings of the ECCOMAS Multibody Dynamics Conference, 2021





Controls
Electronics &
Mechatronics



Thank you
for your attention!