

Introduction

- Teleoperated grasping system for manipulating objects in a lab setting
- Addresses:
 - Contamination
 - Health hazards
 - Flammable & explosives
- Imitates hand motion
 - XYZ and wrist rotation along one axis
- Gripper for imitating human hand grasp



Use Case Requirements

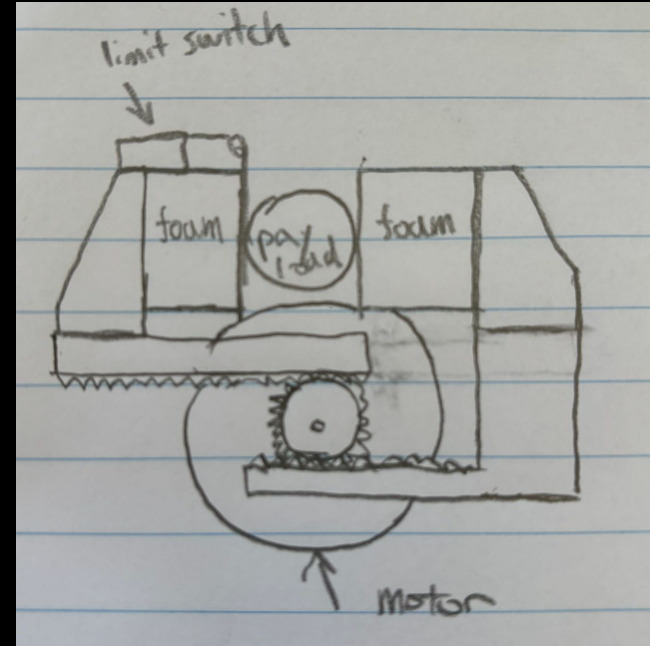
Category	Status
<ul style="list-style-type: none">• Imitate operator hand movement	Achieved
<ul style="list-style-type: none">• Grip objects, move them, and place them back down	Achieved
<ul style="list-style-type: none">• Be able to grip soft and hard objects (300g weight)	Achieved for hard objects, In progress for soft objects
<ul style="list-style-type: none">• Pour liquid from one glass to another	In progress

Design Requirements

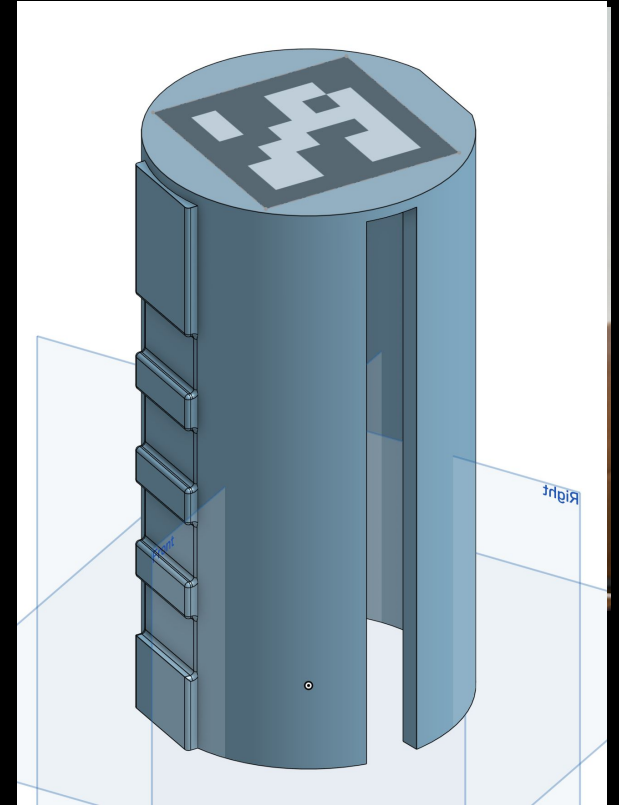
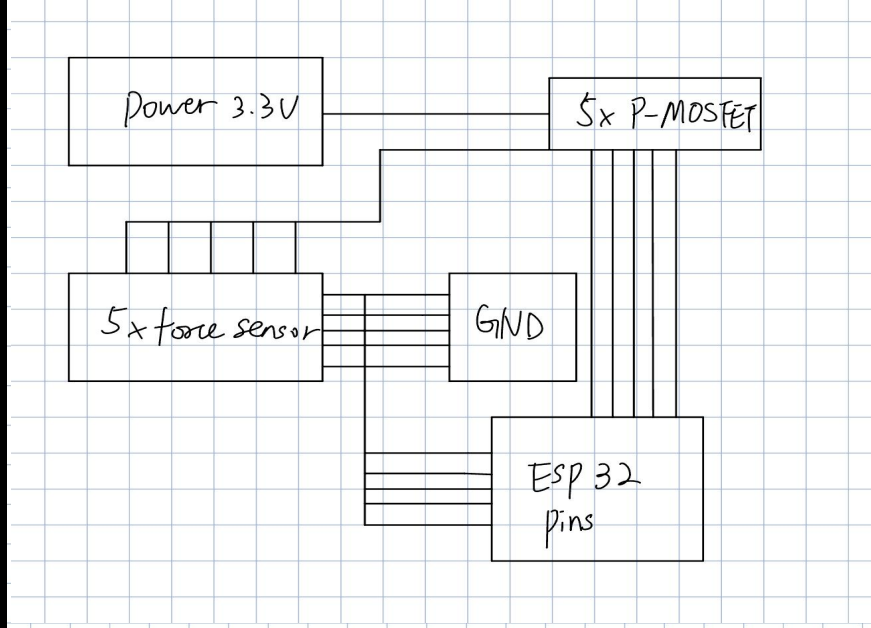
Category	Requirement	Status
Movement precision	2mm	Achieved
X/Y axis speed	100mm/s	Achieved
Gripping force	6N	Achieved
Z axis speed	10mm/s	In progress
Force output repeatability	+ - 5% for constant input	In progress
Latency	100ms	In progress

Solution Approach & Updates: Gripper

- Original: use torsional springs attached to the gripper motor to control gripping force
- New approach:
 - attach foam blocks to the gripper surface
 - Detect contact with object using limit switch
 - Control force by squeezing the gripper further after initially making contact
 - Measure relationship between force & gripper position using a scale to establish commanded force → gripper movement function parameters

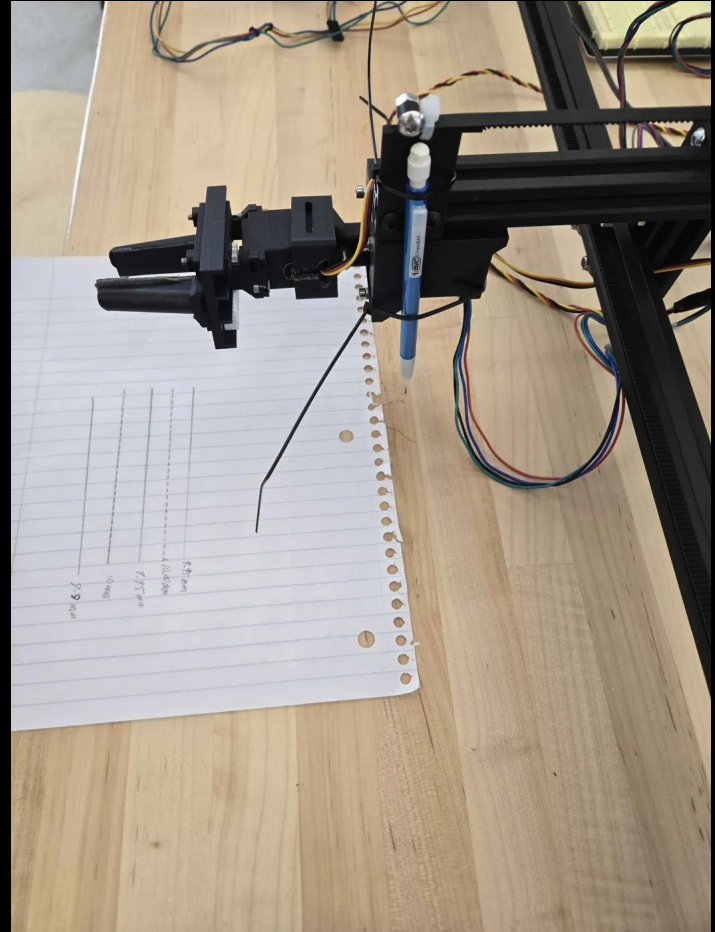


Solution Approach & Updates: Handheld Controller



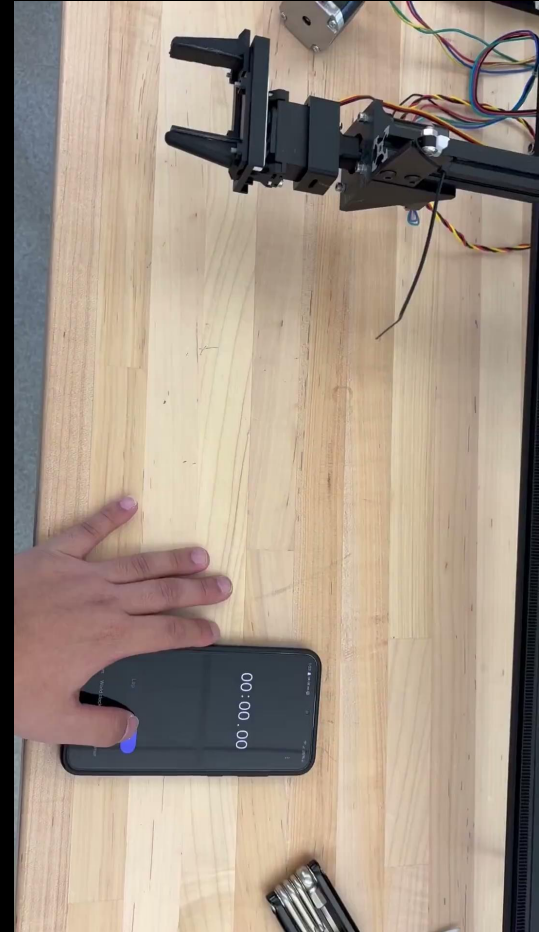
Verification: Movement Precision

- Fix pen to gantry
- Command 50mm linear movements using a test script
- Measure actual distance
- → $\pm 1\text{mm}$ precision achieved



Verification: Movement Speed

- Video + stopwatch
- Achieved design requirement of 100mm/s speed after tuning motor control software
- However, the high speed made the gantry more difficult to control
 - so we turned speed down to ~30mm/s



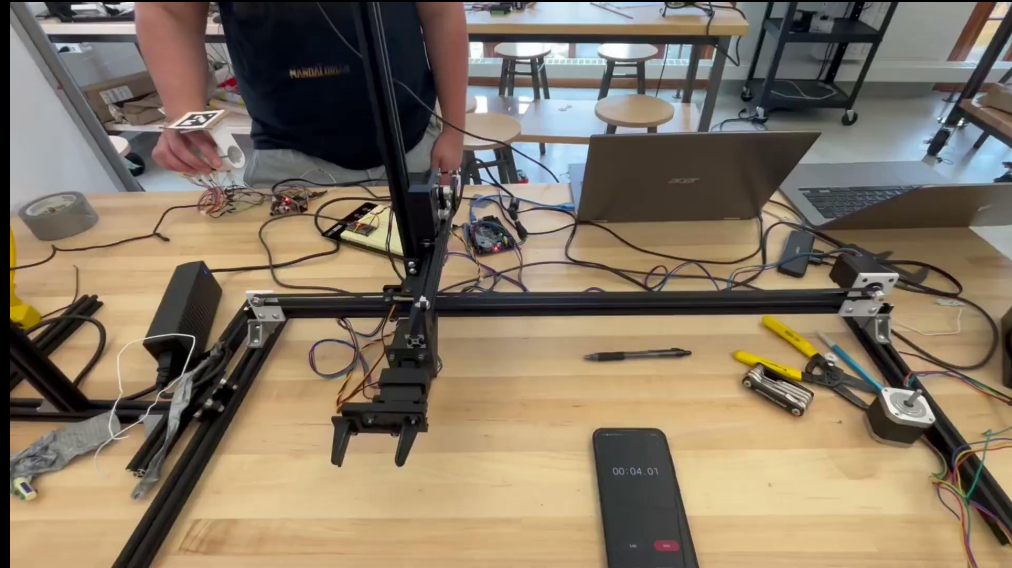
Verification: Grip Force

- Measured via grasping a kitchen scale with the gripper
- Achieved $\sim 9\text{N}$, exceeding design requirement of 6N



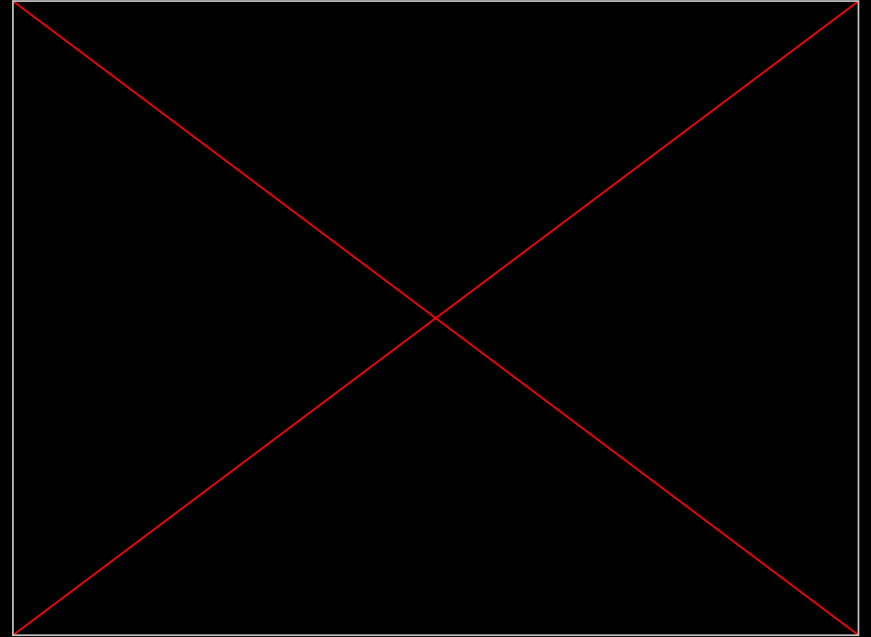
Verification: Latency

- ~300ms system wide
- Almost all of the delay caused by camera stream
 - YUV2 video codec requires buffering multiple frames
- Next step: switch to MJPEG codec, which compresses frames individually



Validation: Pick Up & Drop Objects

- Able to grasp a motor weighing 350g → exceeds requirement
- We did not have glassware to test with, but the motor had a metal finish with similar friction



Plan for Final Demo

- Z-axis
 - Assemble Z-axis to gantry
- Controller
 - Rehouse electronics in the new case
- Gripper
 - Add foam block & limit switch
 - Create force lookup table
 - Implement new control software
- Camera
 - Reconfigure streaming codec to reduce latency

