Code No: D1508



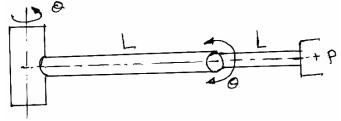
## JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD M.TECH II - SEMESTER EXAMINATIONS, APRIL/MAY 2012 ROBOTICS (MACHINE DESIGN)

## **Time: 3hours**

## Max. Marks: 60

## Answer any five questions All questions carry equal marks

- 1.a) Define work volume for various types of robot configurations.
- b) Determine the transformation matrix T that represents a transformation of a unit along xaxis, followed by a rotation of angle  $\alpha$  about x-axis followed by a rotation of  $\theta$  about rotated z-axis.
- 2.a) Explain why homogeneous transformations are required in modeling of robotic manipulator
- b) The end effector (gripper) of a manipulator relocated from initial point  $\begin{bmatrix} 2 & 0 & 4 & 1 \end{bmatrix}^T$  to  $\begin{bmatrix} 4 & 0 & 0 & 1 \end{bmatrix}^T$ . Determine the direction of axis k and the angle of rotation about this k-axis.
- 3.a) Using Dinavit Hartenberg notation for frame assignment it is possible to have a link with zero link length where as physical link on the manipulator will have a finite link length. Explain.
- b) Solutions to inverse kinematics problem are generally difficult. Explain why.
- 4.a) Why it is important to choose a frame assignment for an n-DOE manipulator that gives a maximum number of zero joint link parameters.
  - b) Why closed form solutions are preferred over numerical, iterative or other forms of solutions to the inverse kinematics problems.
- 5. For the robotic arm shown, obtain the Jacobian to express the Cartesian velocities in terms of joint velocities.



Two degree of freedom RR manipulator

- 6.a) For a given manipulator, are the velocity and the static force Jacobian different. Explain with an example.
- b) What is a skew symmetric matrix? How this matrix is related to the angular velocity of a link of an n-DOF manipulator.
- 7. Find the trajectory for a Cartesian space straight line path from  $\begin{bmatrix} 1.0 & 1.0 & 1.0 \end{bmatrix}^{T}$  to  $\begin{bmatrix} -1.0 & 0.0 & 1.0 \end{bmatrix}^{T}$ .
- 8. a) An object has to be picked from location A and placed in location B by a robot. Write a relevant program in VAL.
  - b) Discuss requirements of robot programming language.