

# Vibration Measuring of the Mitsubishi RV – 3SB , Robot manipulator using LabView Virtual Measuring Device

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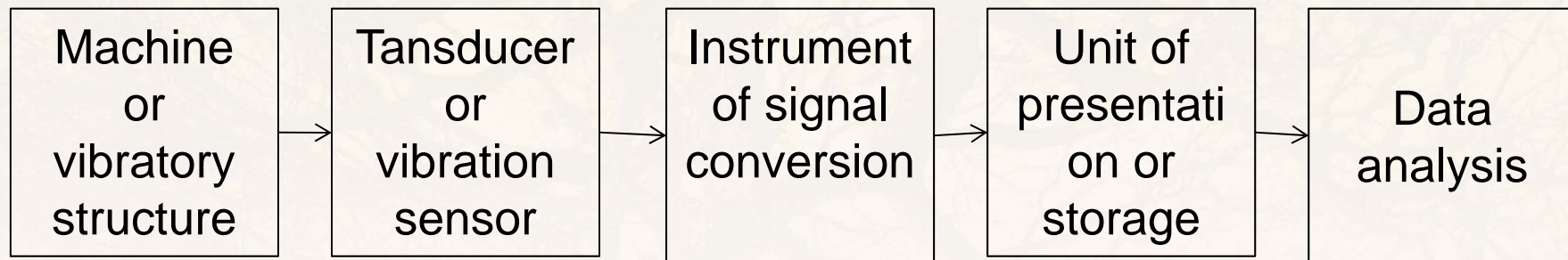
# Vibration Measurement

The analysis of vibrations requires that this to be perfectly identified. This happens by a metering process. It is extremely important the correct vibration measurement for that the process of analysis and correction subsequent are not compromised.



# Vibration Measurement


Steps for vibrations measuring




# Labview

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## Analogue and Digital Instruments

-  The analogue and digital instruments, despite the enormous applicability, have the disadvantage of having only the features defined by the manufacturer

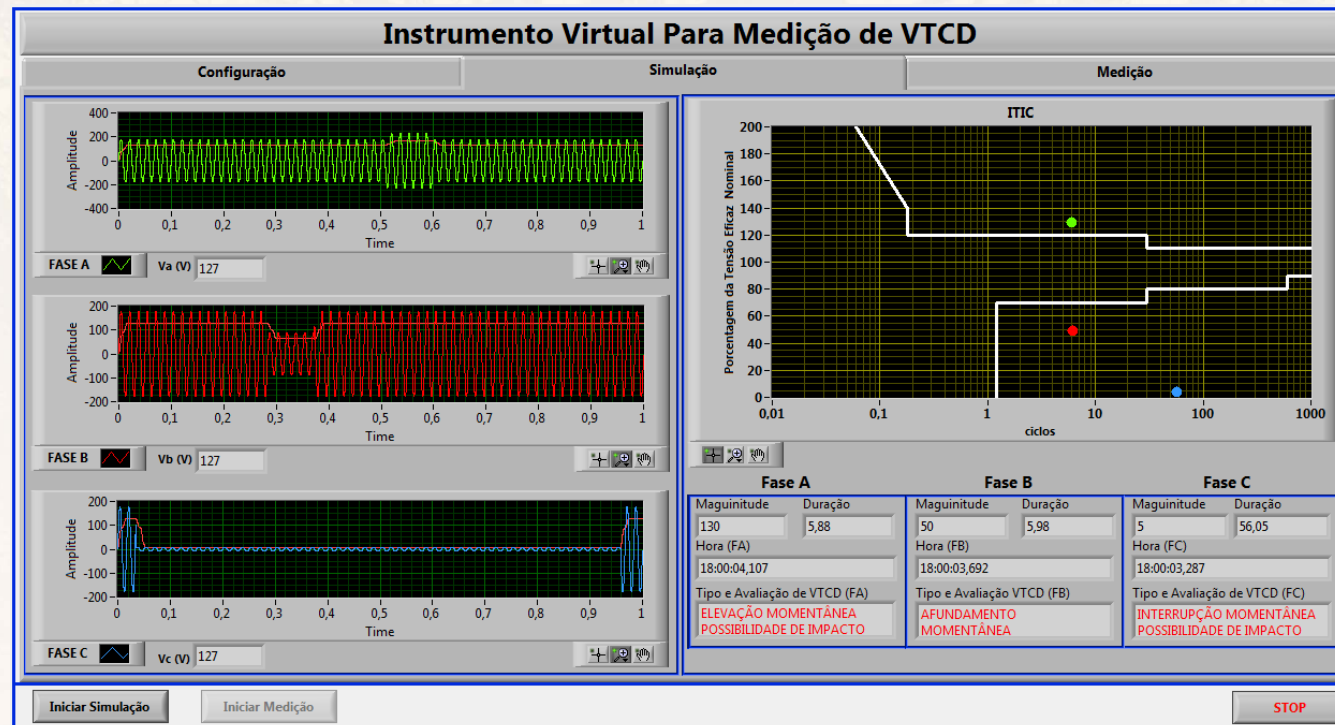
## Virtual Instruments

-  virtual instrument is a flexible instrument that has buttons, displays, indicators, and others, emulated by the computer, which in turn connects with the real world through a data acquisition hardware (signal conditioners, sensors, transducers, among others)



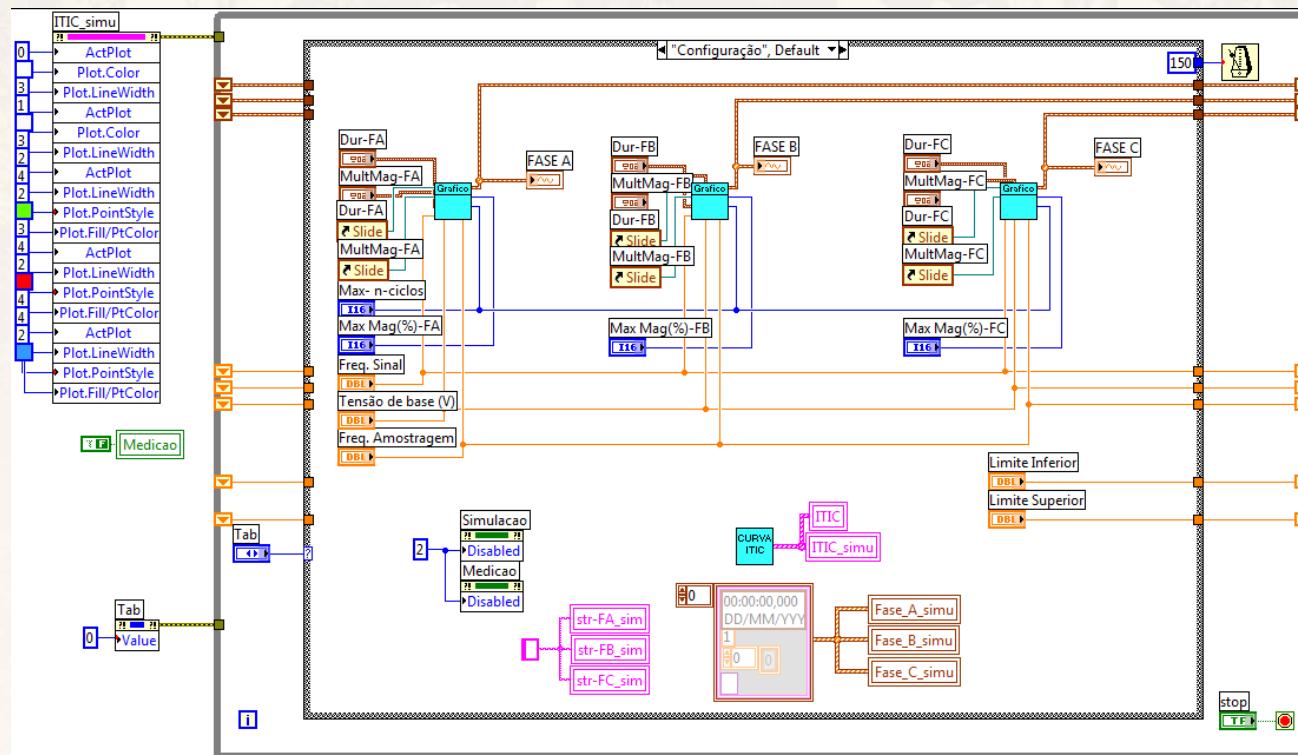
# Labview

Front Panel of a Virtual Instrument – “User interface”



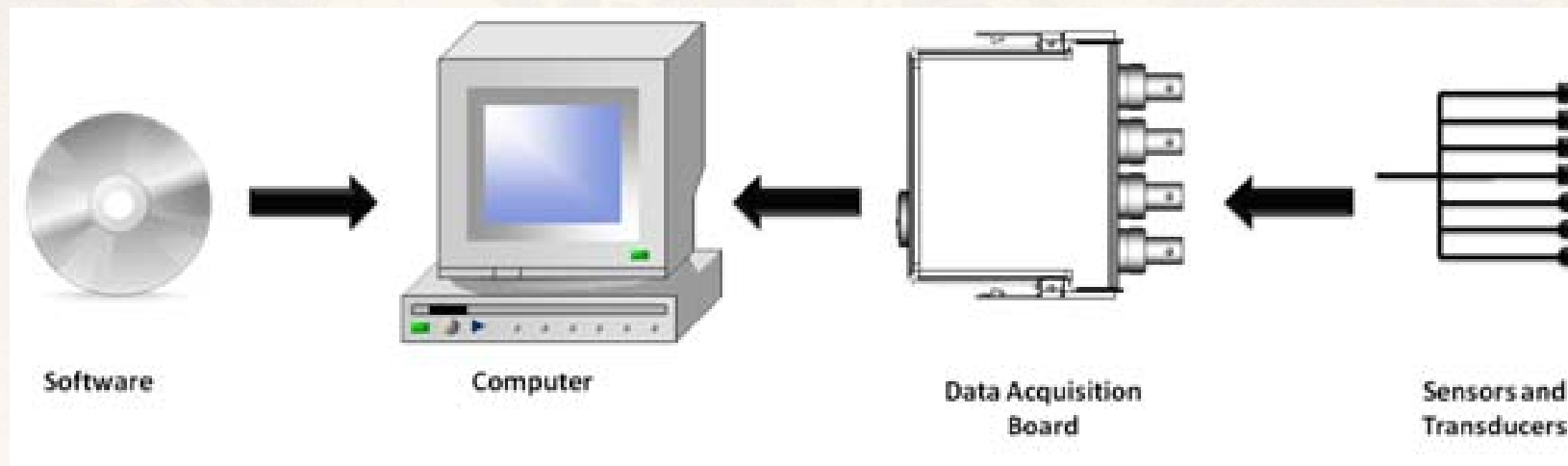
# Labview

## Block Diagram of a Virtual Instrument – “Workplace Programmer”



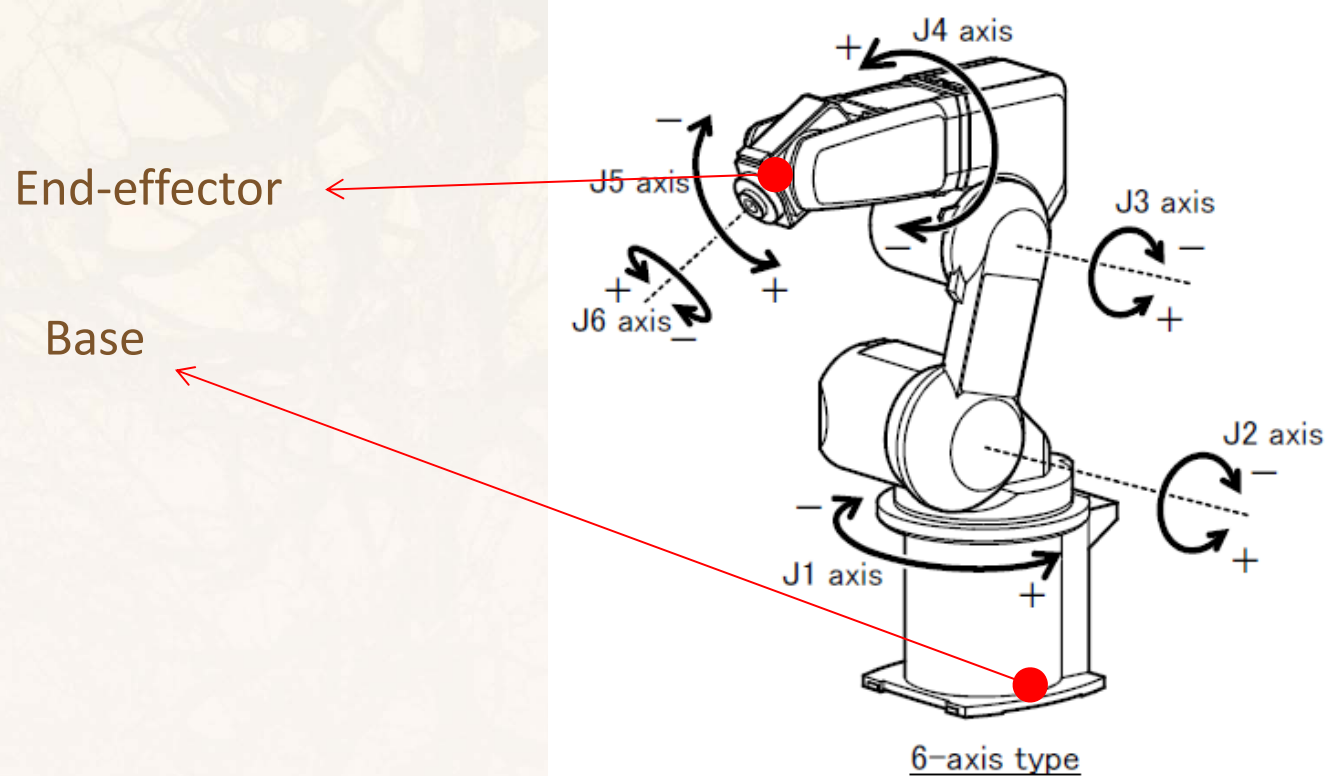
# Labview

Basic scheme of a Virtual Instrumentation



# Robot Arm

Physical representation of the Mitsubishi RV-3SB robot arm







# kinematics

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## Forward Kinematics

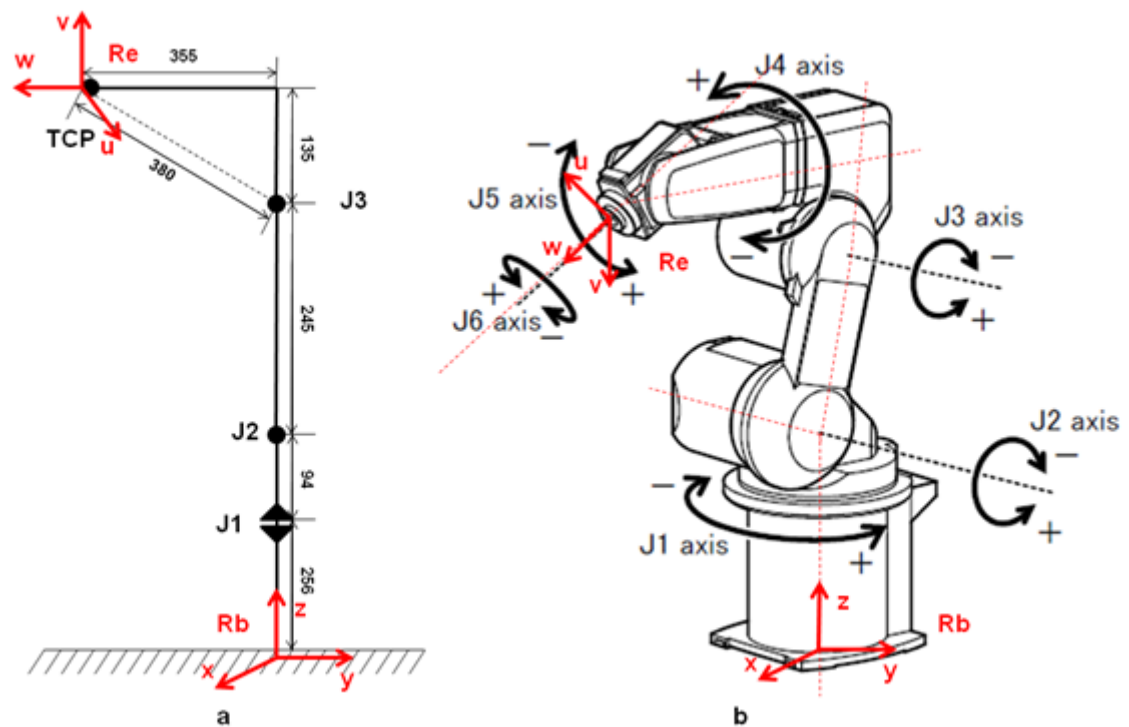
-  Use the joint angles and link lengths of the robot arm to calculate the end-effector

## Inverse Kinematics

-  Given the desired position of the end-effector, the joint angles are calculated



# Homogeneous Transformation Matrix



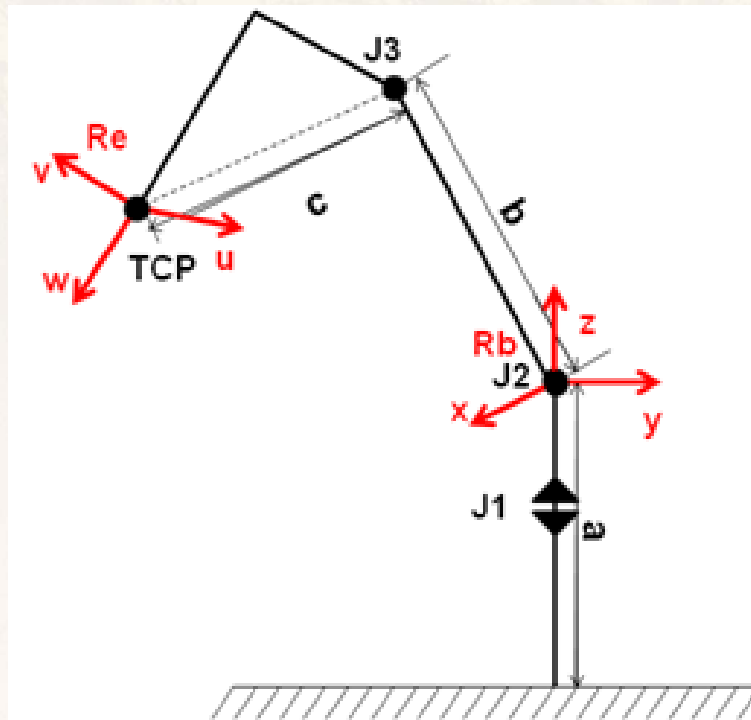
a) Schematic diagram of robot arm; b) Physical representation of the Mitsubishi RV-3SB robot arm



displacement of Rb coordinates by a distance "a" on the z axis.

# Mathematical Model

## Forward Kinematics



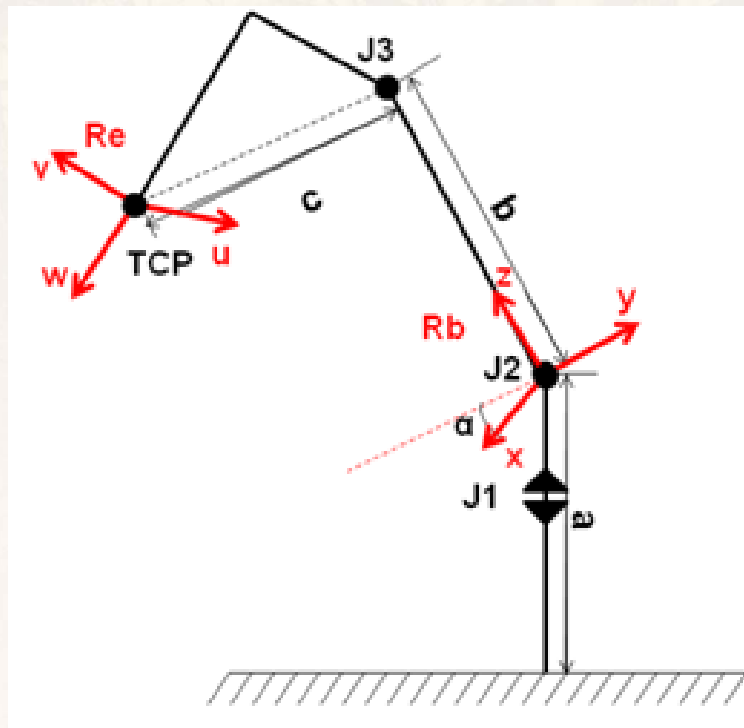
➔ Displacement of Rb coordinates by a distance "a" on the z axis.

➔

$$T1 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & a \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

# Mathematical Model

## Forward Kinematics

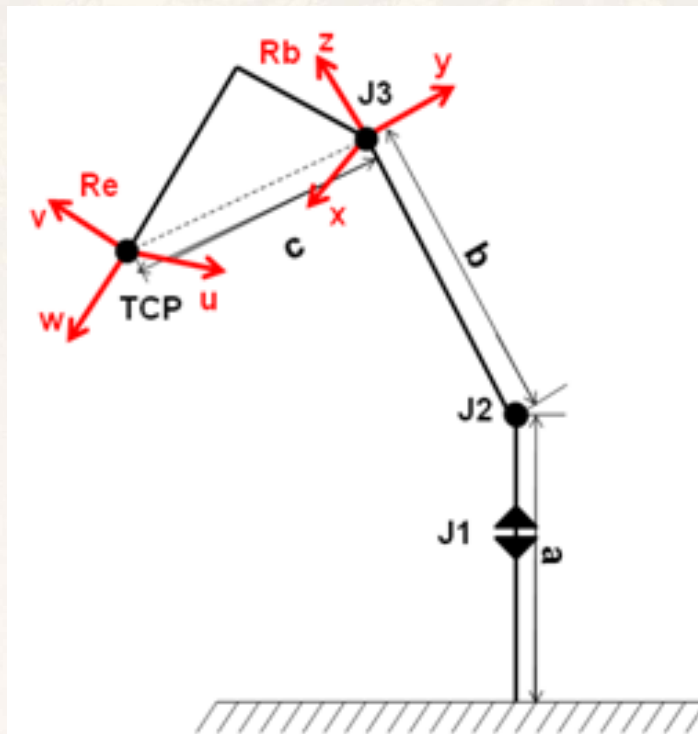


➔ Coordinate Rb is rotated around its x axis by an angle  $\alpha$

➔ 
$$T2 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos(\alpha) & -\sin(\alpha) & 0 \\ 0 & \sin(\alpha) & \cos(\alpha) & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

# Mathematical Model

## Forward Kinematics

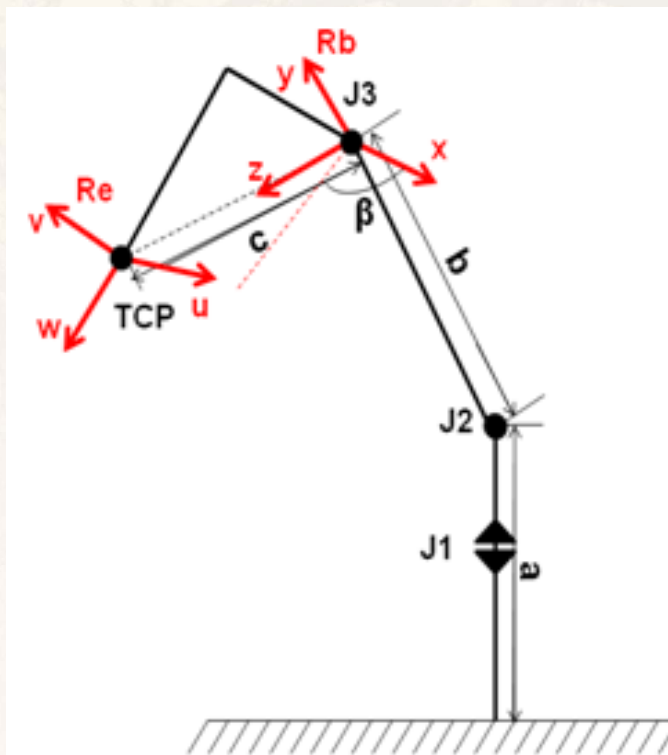


➔ Rb coordinate is shifted by "b" in the direction of its z axis

➔ 
$$T3 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & b \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

# Mathematical Model

## Forward Kinematics

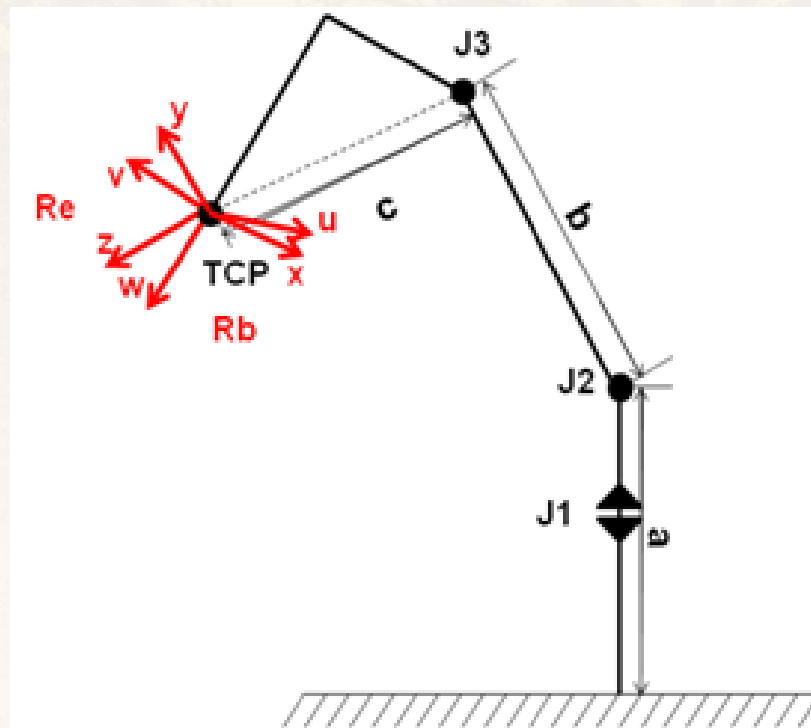


Coordinate Rb rotated around its x axis by an angle β.

$$T_4 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos(\beta) & -\sin(\beta) & 0 \\ 0 & \sin(\beta) & \cos(\beta) & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

# Mathematical Model

## Forward Kinematics



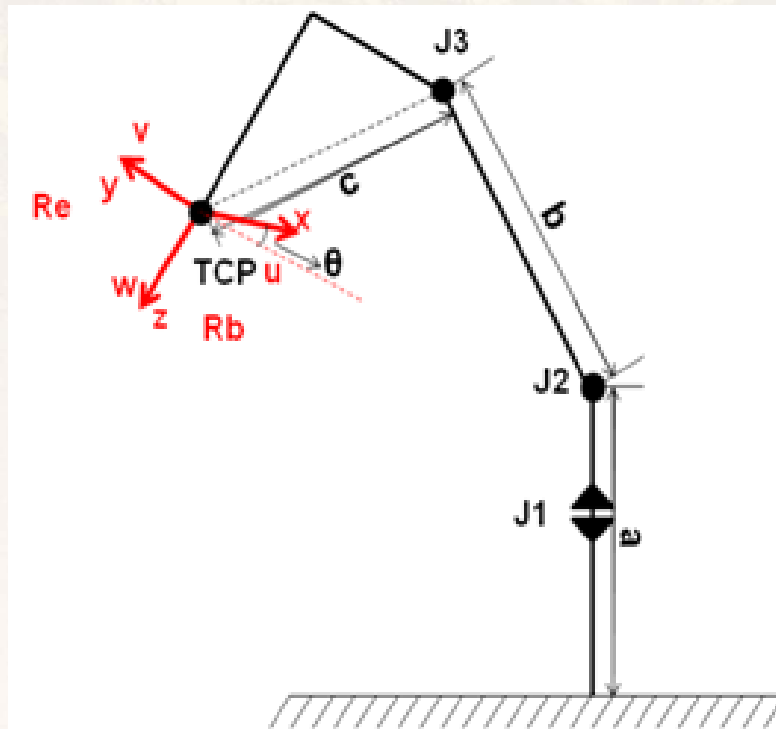
➔ Rb Coordinates shifted by "c" in the direction of its z axis

➔

$$T5 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & c \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

# Mathematical Model

## Forward Kinematics



➔ Coordinate Rb is rotated around its x axis by an angle  $\theta$ .

➔ 
$$T_6 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos(\theta) & -\sin(\theta) & 0 \\ 0 & \sin(\theta) & \cos(\theta) & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$



# Mathematical Model

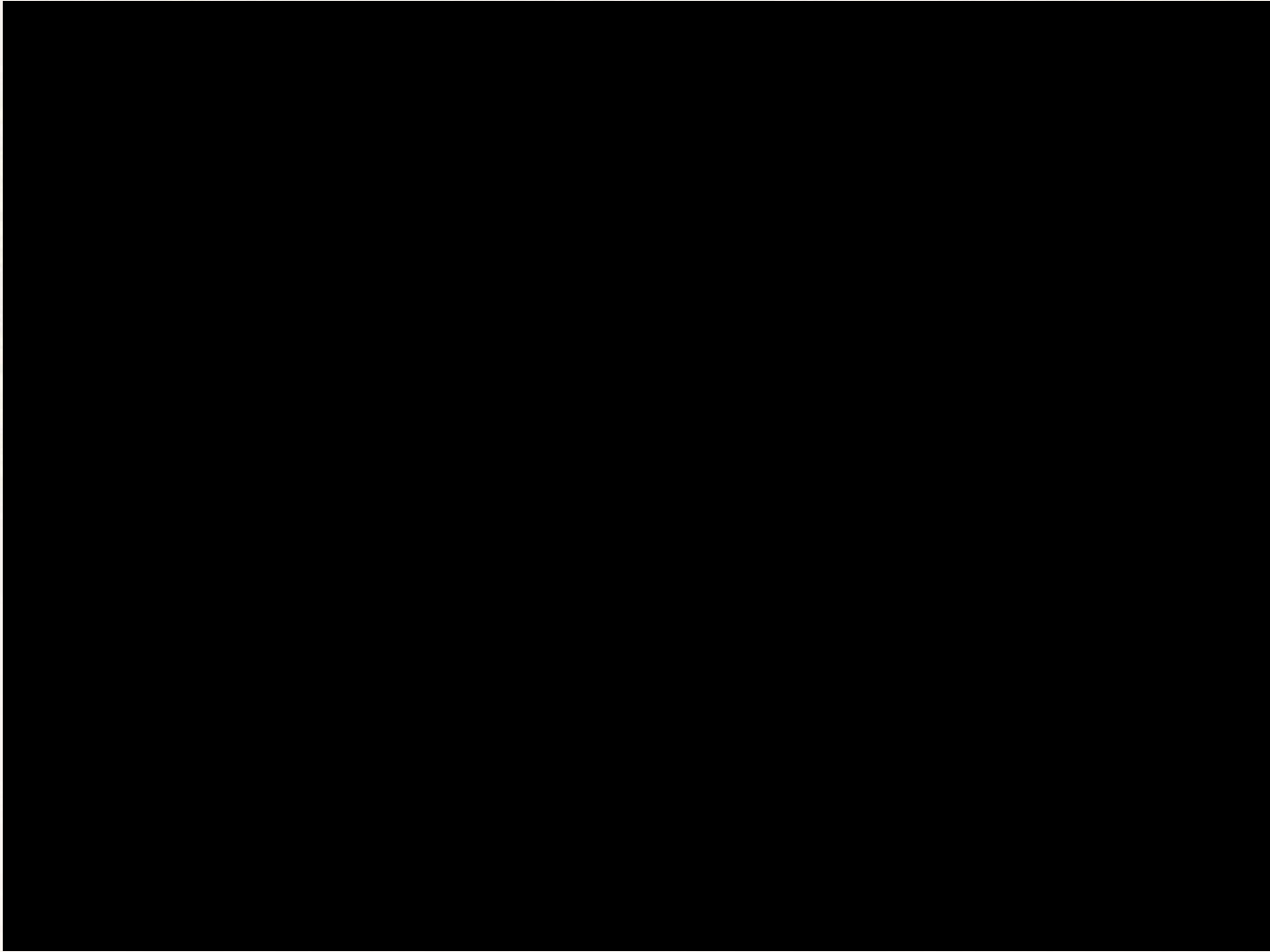
Homogeneous Transformation Matrix

→  $HTM = T1 \times T2 \times T3 \times T4 \times T5 \times T6$

→ Software Mathematica

$$HTM = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos(\theta + \alpha + \beta) & -\sin(\theta + \alpha + \beta) & -b \sin(\alpha) - c \sin(\alpha + \beta) \\ 0 & \sin(\theta + \alpha + \beta) & \cos(\theta + \alpha + \beta) & a + b \cos(\alpha) + c \cos(\alpha + \beta) \\ 0 & 0 & 0 & 1 \end{bmatrix}$$





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*ÓBUDAI EGYETEM – PROJECT WORK – PRESENTATION*