



**RoboJackets**

**2007 TE Sessions – Mechanical Basics**  
September 18, 2007

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# Mechanical Basics

## Goals for this session:

- Teach the basics of successful mechanisms
- Teach material basics
- Rotational basics
- Vex applications





# Mechanical Basics

## Motivation:

- Strong structures can fail catastrophically
- Geometry of design can contribute to or prevent failures
- Material selection can also be crucial





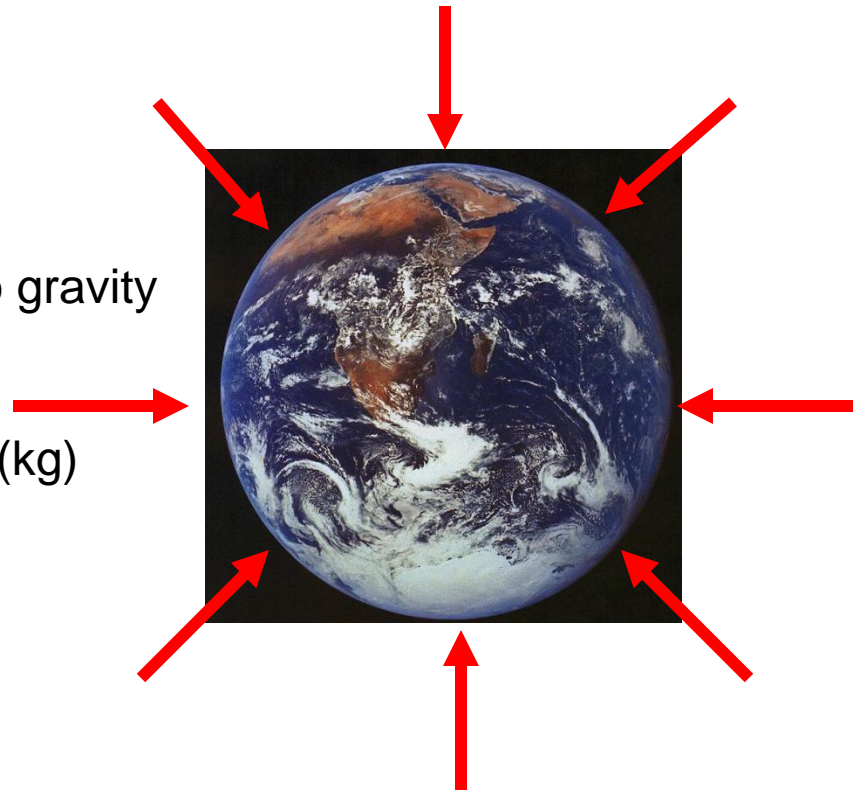
# Forces

## Gravity:

- Gravity is all around us, pulling toward the center of the earth

## Isaac Newton:

- Newton's 2<sup>nd</sup> Law:  $F=ma$
- $a$  is the acceleration due to gravity
- $9.81 \text{ m/s}^2$
- $m$  is the mass of an object (kg)
- $F$  is the resultant force felt





# Forces

## Example:

- a 1kg body is 1kg on the moon, on earth or in space
- The same body weighs different amounts though

## Weight:

- **Newton's 2<sup>nd</sup> Law:  $F=ma$**
- On Earth,  $a = 9.81 \text{ m/s}^2$
- $F = 1 \text{ kg} \times 9.81 \text{ m/s}^2 = 9.81 \text{ N}$ 
  - On the Moon,  $a = 1.6 \text{ m/s}^2$
  - $F = 1 \text{ kg} \times 1.6 \text{ m/s}^2 = 1.6 \text{ N}$
  - In outer space,  $a = 0 \text{ m/s}^2$
  - $F = 1 \text{ kg} \times 0 \text{ m/s}^2 = 0 \text{ N}$



# Stresses

## Materials Bend

- Everything stretches before it breaks
- **Elastic:**
  - Stretches a lot before it breaks
  - Rubber
- **Brittle:**
  - Doesn't stretch much before it breaks
  - Glass
- **Stress:**
  - Defined as Force per Area
  - Pressure: pounds per square inch



# Stresses

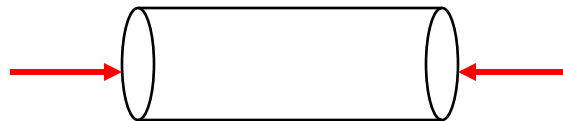
## Area

- Cross-section through force
- **Circular**
  - $\pi * (\text{radius})^2$
- **Rectangular**
  - $L * H$
- **Stress:**

- Tension



- Compression





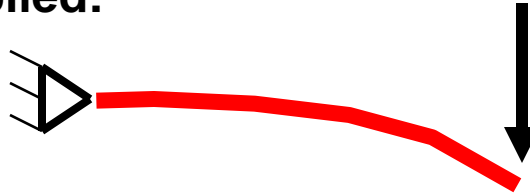
# Stresses

## Materials Bend

- **Everything** stretches before it breaks
- **Single Point Bending**
  - **Cantilever Beam:**



- **Force Applied:**



- **Deflection:**
  - End of beam deflects in direction of force
  - If deflection is large enough, stresses will cause beam to permanently deform





# Stresses

## Example

- **Single Point Bending**

- **Cantilever Beam, length of 0.5m:**

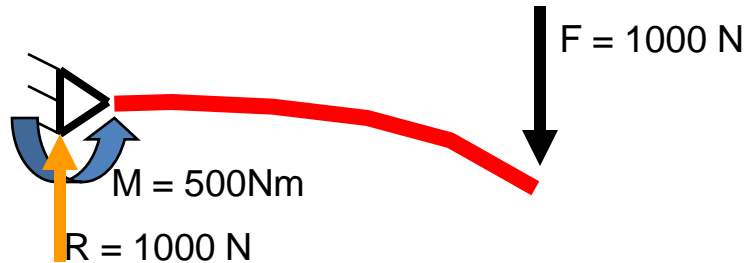


- **Force of 1000N Applied:**



- **Reactions**

- **Moment**



- **Force**

- **Thoughts:**

- Large deflections can occur without damage
- Large moments may be difficult to resist
- Cantilevered loads can be avoided

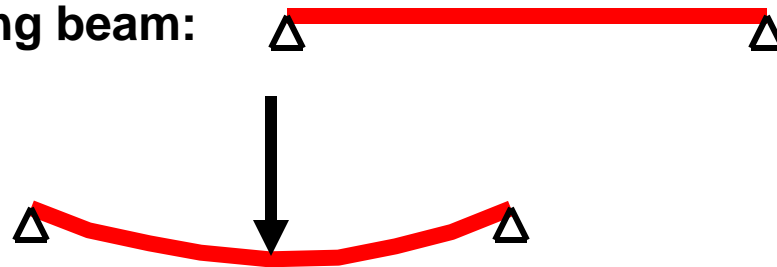


# Stresses

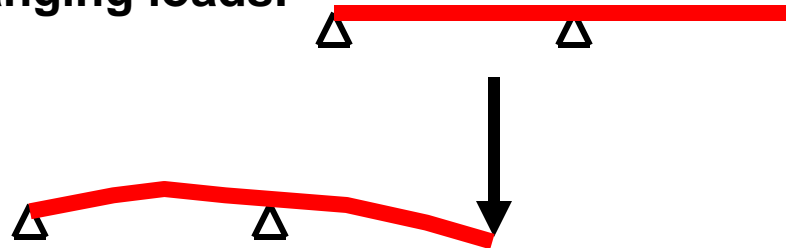
## Bending

- Two Point Bending

- Spanning beam:



- Overhanging loads:



- Deflection:

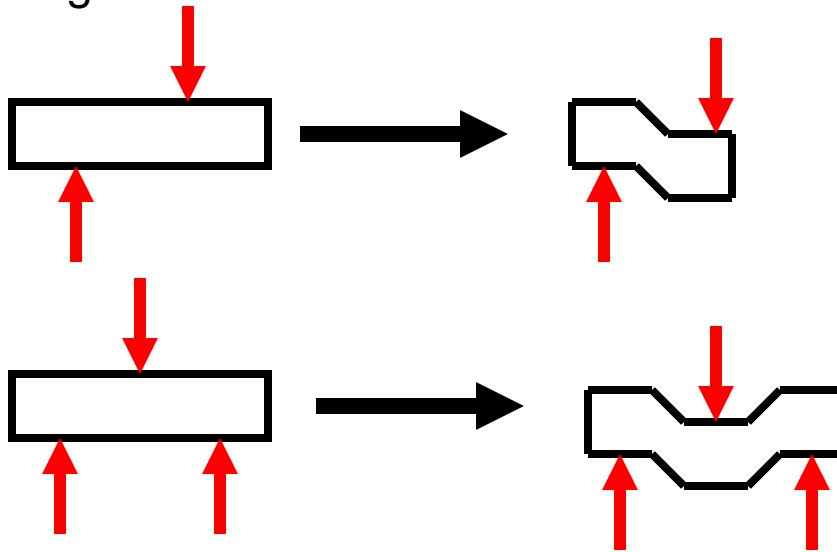
- End of beam deflects in direction of force
  - Middle of beam rises in direction opposite of force



# Shear Stress

## Shear

- While bending results in tension and compression
- Shear loads produce different stresses
- Single and double shear:



- Double shear setups reduce load on pins by 1/2



## Steel vs. Aluminum

# Materials

- Which should I use???
- **Steel**
  - Strong, but heavy
  - Flexible
  - **Steel is an alloy of Iron and Carbon, with carbon levels varying by grade**
  - **Carbon Steel or Stainless?**
    - Carbon steel comes in various grades:
      - **Low carbon:** more flexible, yields at lower stress (AISI 1006 – 1020)
      - **High carbon:** more brittle, yields less before failure (AISI 1060+)
  - **Stainless Steels**
    - Stainless resists oxidation (rust)
    - Expensive, and difficult to machine
    - 304, 304L, and 316 are most common



# Materials

- **Aluminum**
  - Light, but weaker than steel
  - Limited flexibility
  - Pound for pound, more expensive than steel
- **Aluminum comes in various grades based on alloy**
- **Which grade?**
  - **Most common:** 2024, 6061
    - Suitable for 99.9% of robotics uses
  - **Special grades:** 4000s 7000s
    - Ultra-light, corrosion resistant, etc.
- **Fatigue!!**
  - Aluminum **WILL BREAK!!!**
  - When repeatedly flexed & stressed, cracks will develop, and the piece **WILL fail.**



# Materials

- **Plastics**
  - Light
  - Flexible
  - Cheap & easy to machine
- **Many types of plastics are available**
- **Which type?**
  - **HDPE:** High Density Polyethylene
  - Flexible, white or black
  - **Polycarbonates:** Lexan, etc
  - Extremely flexible, clear sheets
  - **Acrylics:** Plexiglas, etc
  - Brittle, clear sheets
  - **Delrin:** Acetal resin
  - Slick, low friction, many colors



# Material Selection

Based on component properties

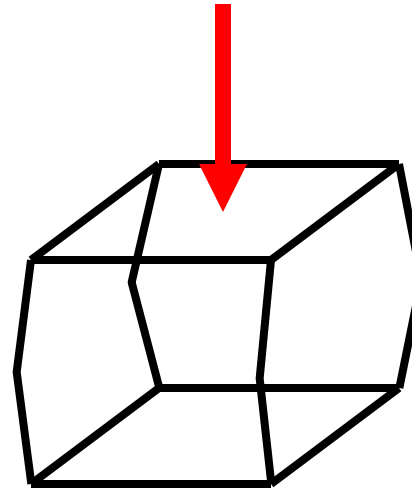
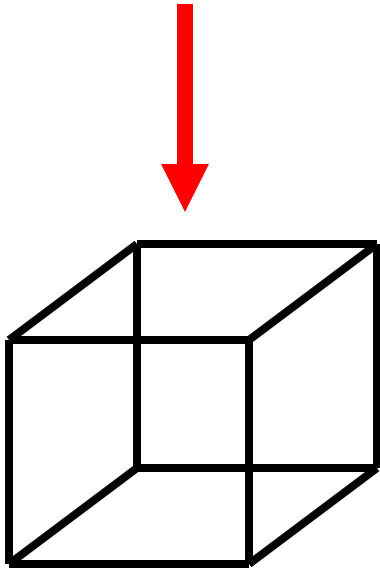
- **Axles & drive components**
  - Steel can withstand fatigue and stresses
  - Aluminum or plastics will wear and fail to quickly
- **Frame**
  - Aluminum beams will be easy to cut and drill, stay lightweight
  - Steel will be very strong and easily weldable
- **Arms**
  - Aluminum is lighter than steel, and with good design, will be strong
  - Steel is strong, but too heavy to be an arm
- **Body panels**
  - Aluminum and steel are both too heavy
  - Polycarbonates or Acrylics work well



# Build a Box

(A good one)

- **What makes a box good?**
  - Should be able to support weight
  - Should be light
  - Shouldn't flex too much under loads



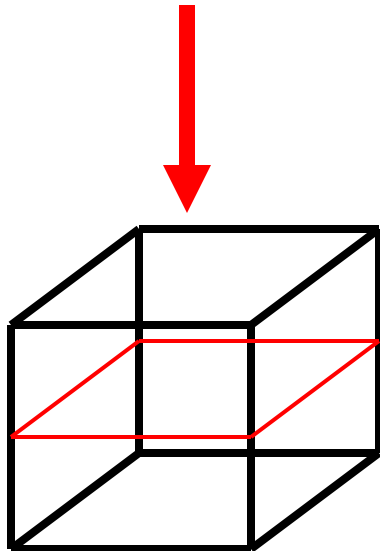




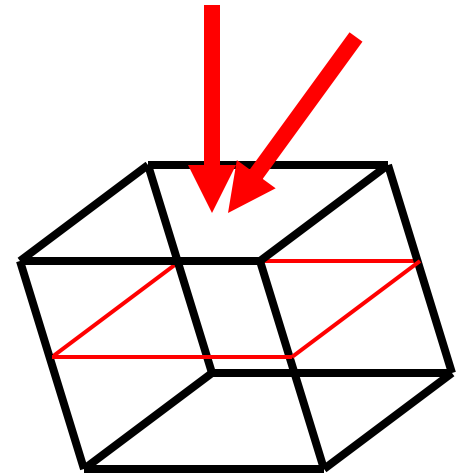
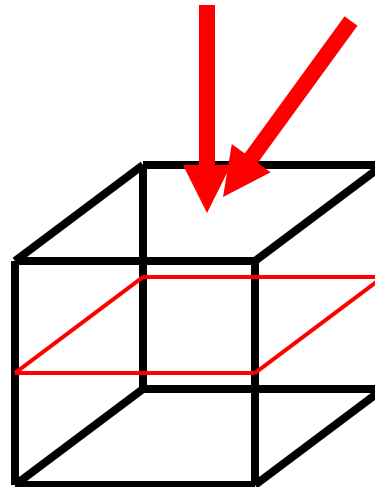
# Build a Box

(A better one)

- **What makes a box better?**
  - Members spanning sides can prevent buckling
  - Shouldn't flex too much under side loads



- **Looks good, but what if....?**

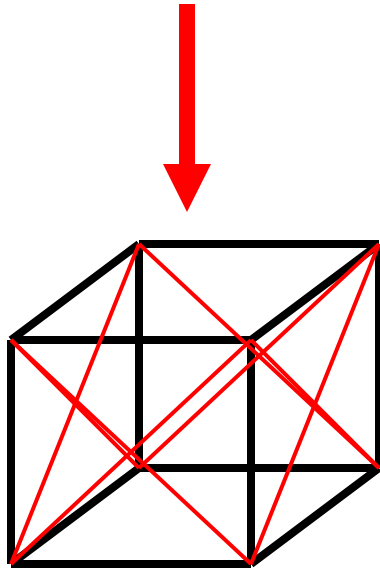




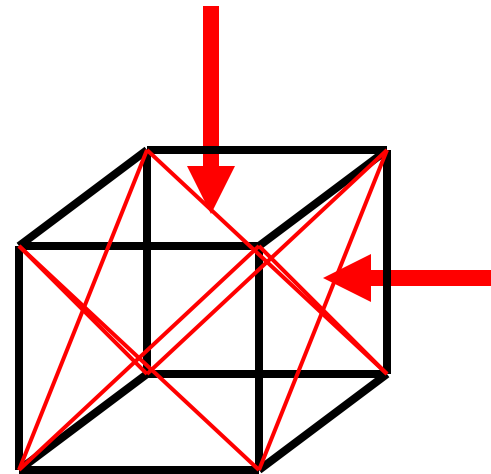
# Build a Box

(An even better one)

- **What makes a box even better?**
  - Members spanning corners are best
  - An X shape is preferable, but not always an option due to weight



- **Much stronger**





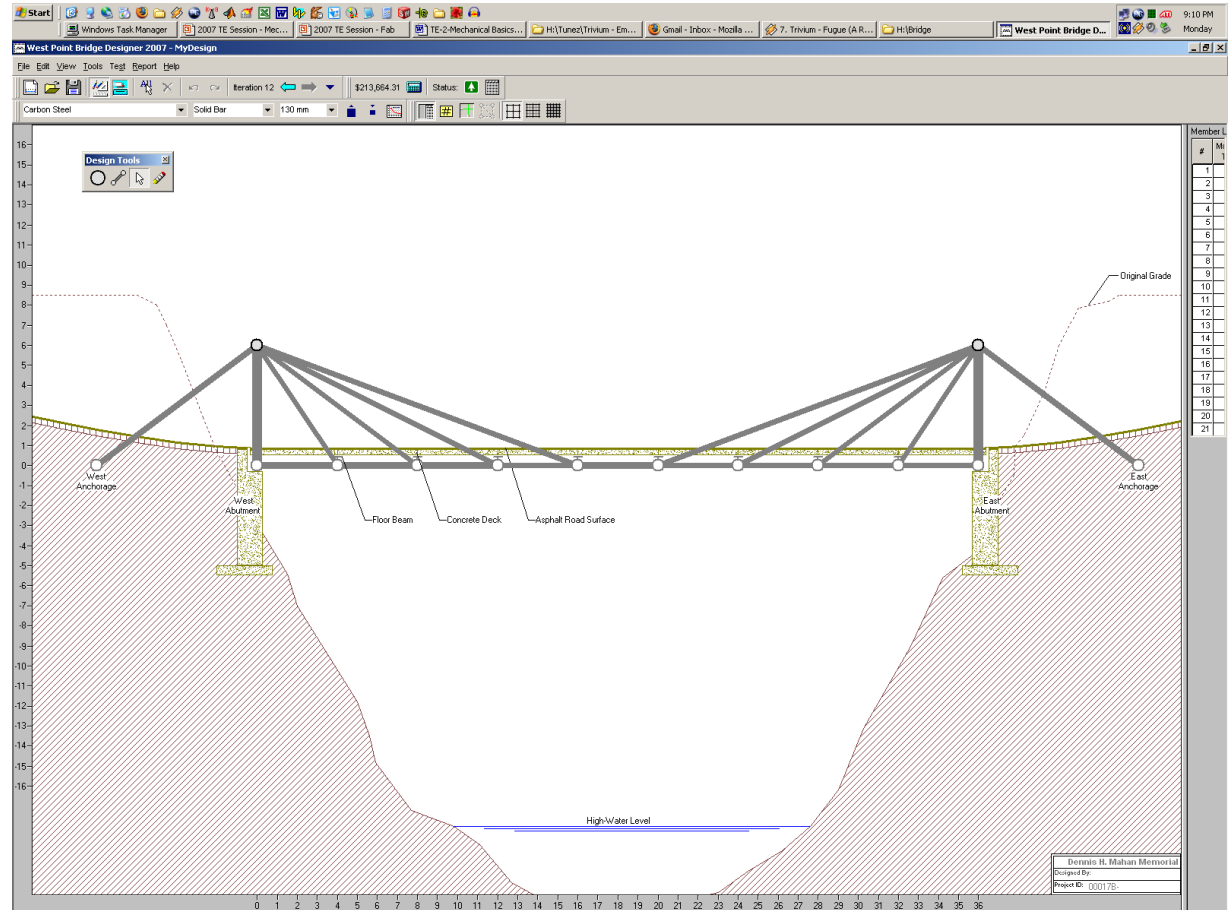
# Your Turn

- Use your Vex kits to assemble a simple box
  - Make it as large as possible
  - The box must be strong enough to hold your whole Vex kit
  - Make it as **LIGHT** as you can (less material is better)



# Try This

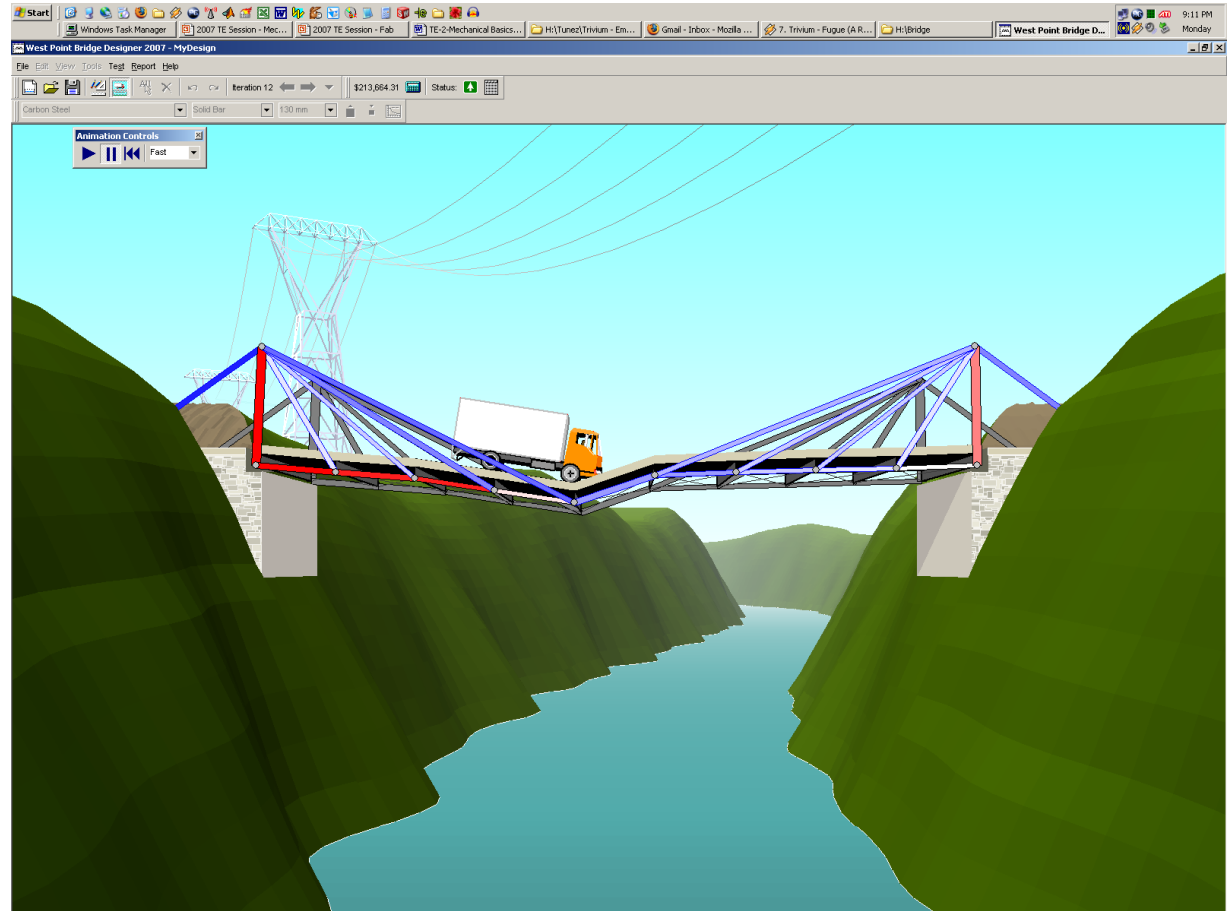
- **West Point Bridge Designer®**
  - Free download
  - Design a bridge or watch it fail





# Try This

- **West Point Bridge Designer®**
  - Run a real simulation on it
  - Watch the beams stretch and compress





# Rotation

- Rotary motion is key to most machines
  - Torque
    - Motors transmit torque to gears
    - Gears transmit torque to wheels
    - Wheels transmit torque to the ground



# Wheel Setups

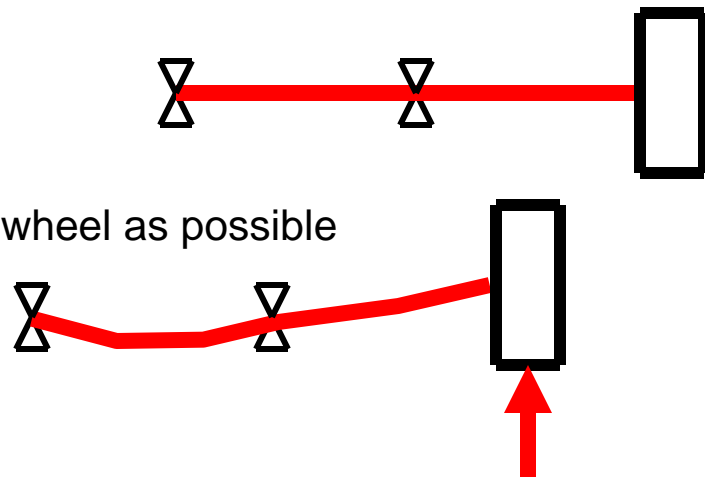
- Overhanging Loads

- Analog to beam bending

- Wheels can be placed on the end of a shaft
    - Shaft **MUST** be supported in two places
    - Shaft **MUST** be supported in two places

- Overhanging wheels:

- Put bearings as close to wheel as possible





# Wheel Setups

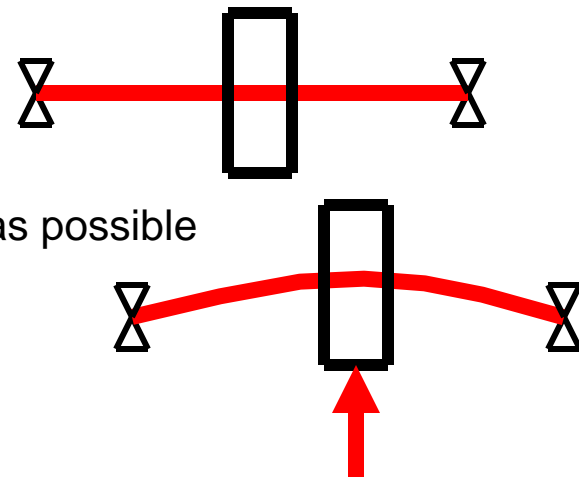
- **Centered Loads**

- **Analog to beam bending**

- Wheels can be placed at the center of shaft
    - Shaft **MUST** be still supported in two places
    - Shaft is supported on both sides of wheel

- **Centered wheels:**

- Put bearings as close to wheel as possible







# Wheel Setups

- **Wheels spinning on shaft**
  - **Advantages:**
    - Wheels are passive components
    - Useful for unpowered wheels
    - Simple for unpowered applications
  - **Disadvantages:**
    - Wheels must have bearings inside hub



# Wheel Setups

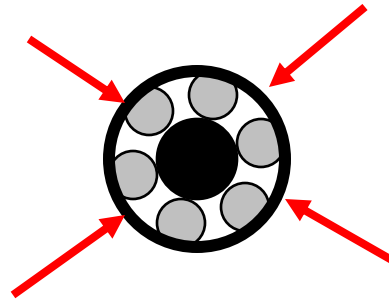
- **Wheels spinning with shaft**
  - **Advantages:**
    - Wheels are actively driving the vehicle
    - Wheels can be mounted directly to gearbox
    - Or driven by chains or belts at a distance
  - **Considerations**
    - Wheels must be coupled to shaft
    - Keyed shafts are most effective way to couple



# Bearings

- **Radial Load bearings**

- Radial bearings handle loads in the radial direction



- Radial loads are applied from wheels to shaft

- **Why even use bearings?**

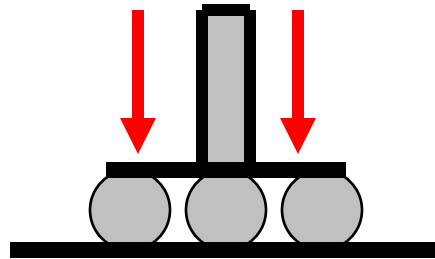
- Bearings are essential in rotating machines
- Bearings reduce drag and handle forces
- Without bearings, the shaft would heat up so much that it would swell and seize in its housing



# Bearings

- **Thrust Load bearings**

- Thrust bearings handle loads in the axial direction



- Radial loads are applied from shaft to housing or support

- **Why even use bearings?**

- Thrust bearings are good for supporting a rotating arm assembly...
- Cars use combination radial/thrust bearings to handle cornering loads



# Bushings

- **What's the difference?**
  - Bushings act like bearings
  - No moving parts except shaft
  - Used for low speed applications
  - Less \$\$\$





# Ratings & Terminology

- **Bearings**

Shaft speed (rpm)

> 10,000 rpm

- **Roller**

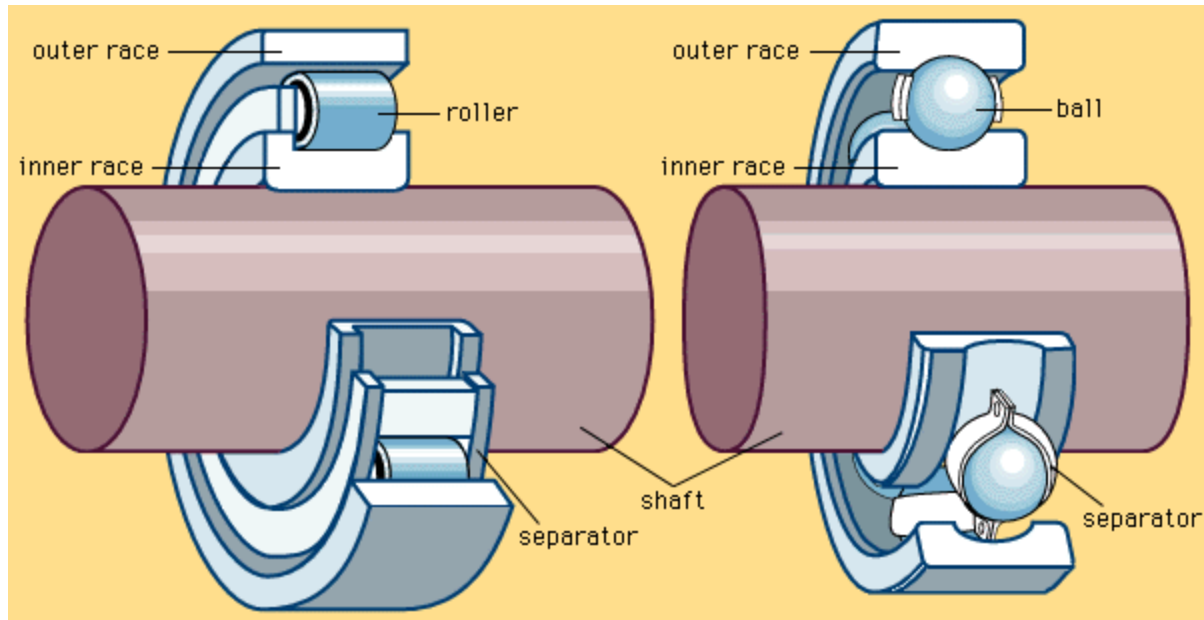
Higher radial loads

## Bushings

< 1,000 rpm

## Ball

Higher shaft speeds



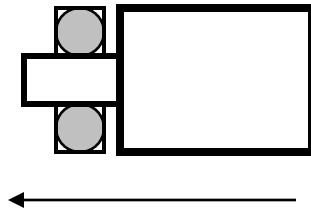


# Shaft Restraints

- **Reasons**

- Shafts can still move axially within bearings
- Solutions:

- **Shoulders**



- Prevents motion in one direction

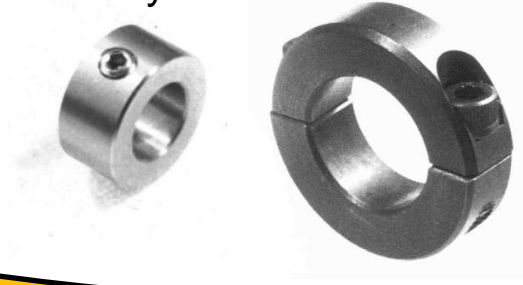
- **Snap Rings & E-Clips**



- Clip onto grooves in shaft to prevent motion

- **Shaft Collars**

- Grip onto shaft by friction or set screws



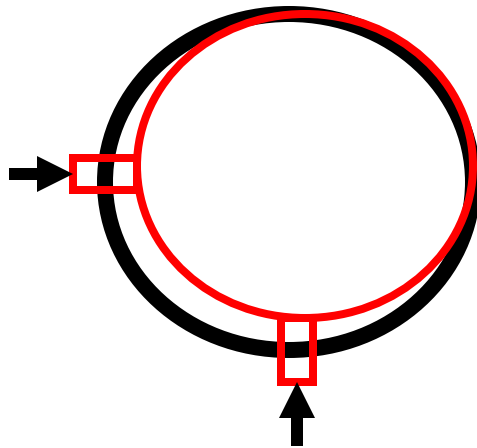


# Shaft Restraints

- **Set Screws**

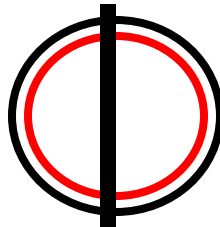
- Set screws seize the shaft onto a hub
- Set screws work best when applied at 90 degrees

- **Application**



- Even though the shaft is off-centered, the set screw clamping force is effective

- **Pinning**



- Pinning is simple but can shear





# Your Turn

- **Put some wheels on your box!**
  - Wheel setup should be strong enough to support weight
  - Make sure your wheels don't move around on the shaft
  - Make sure the shafts can spin freely in the Vex frame
- **Box should still be strong enough to hold your Vex Kit**
- **If you have time, put the wheels on the side of your box and see how robust the design really is**



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