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IGM

# Using Geometry Sketchers & CAD Tools for Mechanism Synthesis





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## Synthesis into the design process



Geometric tools for synthesis



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# Existing software for mechanism design

- Boundary representation (B-Rep)
- Parametrized models
- Variational models (constraint based)

## Geometric tools for synthesis





- Assembly

CAD

(Computer

Aided Design)

- Kinematics
- Milling (3 and 5 axes)
- Sheet metal
- Cable harness
- Virtual reality

Examples of CAD software for SMEs Solidworks www.solidworks.fr SolidEdge www.plmautomation.siemens.com Think3 www.think3.eu

> Examples of CAD software for big groups Catia www.3ds.com/fr/produits-et-services/catia Creo www.ptc.com/product/creo Inventor www.autodesk.fr/products/inventor NX www.plm.automation.siemens.com/fr\_fr/products/nx





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## Geometric tools for synthesis



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# Existing software for machine design

# Multibody simulation

- Rigid bodies, Joints
- Kinematics & dynamics
- Iterative solving of dynamics differential equation
- Parametrizing, Optimization
- Flexible bodies  $\rightarrow$  Extension to FEM

#### **Examples of multibody software**

Adamswww.mscsoftware.com/fr/product/adams

LMS Virtual Lab Motion www.plm.automation.siemens.com/fr\_fr/products/lms/virtual -lab/motion/index.shtml

Simpack www.simpack.com

Open Dynamic Engine www.ode.org

Gazebo http://gazebosim.org

### MSC Adams 2015 Commercial



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# Interactive Geometry Software (IGS)

## **Main functions**

Geometric tools for synthesis

•	Tools for design					
Т						
F	Design proc.					
⊢	• CAD					
	6, (B					
┢	• IGS					
•	Synthesis					
Т						
•	Applications					
T						
0	Conclusion					

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- Sketching in 2D/3D as with a ruler and compass
- Parametrization
- Simple constraints (point on curve) but not really variational

## **Designing with** mechanism skeletons

- Mechanism skeleton: simplified product representation for synthesis at a higher lever of abstraction
- Skeleton in CAD: group of reference geometrical entities (points, lines, planes) required to reconstruct a shape by a selfcoherent process
- Using a skeleton minimizes reconstruction problems due to referencing features that do not exist any more within the current set of parameters.

## IGS vs. Paper work

- Precision
- Parametrization for a posteriori modification
- Sequential process that can be replayed



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Geometric

tools for

synthesis

Tools for design

Synthesis

3 position

Applications

Conclusion

Dead Center

• Roberts-Cheb.

# Synthesis 1: Three position synthesis (1/2)

Notations

-  $A_0$ : rot. point of the crank (frame joint)

[Mallik 94]

[McCarthy11]

[Uicker 11]

- B<sub>0</sub>: rot. point of the rocker (frame joint)
- A: coupling joint crank-coupler
- B: coupling joint coupler-rocker

## Problem setting

- Given  $A_0^{}$  and  $B_0^{}$ 
  - Given 3 poses of the coupler...
  - ... Find A and B positions

## Algorithm

- $A_{0,3}^{1} = A_{0}$  transferred from pose 3 to 1 -  $A_{0,2}^{1} = A_{0}$  transferred from pose 2 to 1 -  $A_{4}^{1} = intersection$  (
  - (right\_bisector  $(A_{0,2}^1, A_{0,3}^1)$ , (right\_bisector  $(A_{0,2}^1, A_0)$ )
- B<sup>1</sup><sub>0.3</sub> = B<sub>0</sub> *transferred* from pose 3 to 1
- $B_{0,2}^1$  =  $B_0$  transferred from pose 2 to 1
- $-B_1 = intersection ($ 
  - (right\_bisector ( $B_{0,2}^1$ ,  $B_{0,3}^1$ ), (right\_bisector ( $B_{0,2}^1$ ,  $B_0$ ))





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# Synthesis 1: Three position synthesis (2/2)

## Transferring a point

Geometric tools for synthesis



#### to the relative position of P in frame j - Manually, can be performed with transparent paper

- P<sup>i</sup><sub>i</sub>: point that has a relative position in frame i identical

- With an IGS, similar to a sub-routine



- Sub-routine 1 is less robust because the intersection of two circles gives two points  $\rightarrow$  branching

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# Synthesis 2: Dead center position synthesis

## Notations

Geometric tools for synthesis



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- A<sub>i</sub> / A<sub>a</sub>: joint A in the inner / outer dead-center position
  B<sub>i</sub> / B<sub>a</sub>: joint B in the inner/outer dead-center position (dead-ends of transl. stroke)
- $-\mathbf{k}_{A0}$ : circle on which  $A_0$  is located, of center  $M_{A0}$ 
  - $k_{A0}$ : circle on which  $A_a$  is located, of center  $M_{A0}$
  - $\phi_{H}^{a}$ :  $A_{B}^{a} A_{0}^{a} A_{i}^{b}$ , angle centered in  $A_{0}^{b}$  and oriented from  $A_{a}^{b}$  to  $A_{i}^{b}, \overline{\phi}_{H}^{b} = \pi \phi_{H}^{b}$
  - $\psi$ :  $AB_a B_0 B_i$ , swinging angle centered in  $B_0$  and oriented from  $B_a$  to  $B_i$
  - e: eccentricity





## Geometric tools for synthesis

Tools for design Synthesis 3 position Dead Center · Roberts-Cheb. Applications Conclusion

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# Synthesis 2: Dead center position synthesis

#### Constructing circle K

- line  $(\Delta_{1/2}) = right\_bisector (B_i, B_a)$
- line  $(\Delta_{AO}) = angular_line$  (angle  $\varphi_{H}$ , point B<sub>2</sub>, y-axis)
- point  $M_{A0}$  = intersection (( $\Delta_{1/2}$ ), ( $\Delta_{A0}$ ))
- circle  $k_{AO} = circle$  (center  $M_{AO}$ , radius  $M_{AO}B_a$ )

### Constructing circle K

- line  $(\Delta_{1/4})$  = right\_bisector (B<sub>m</sub>, B<sub>a</sub>) - line  $(\Delta_{A_2})$  = angular\_line  $(\phi_{\mu}/2, \text{ point } B_2, \text{ y-axis })$
- circle  $k_{Aa} = circle$  (center  $M_{Aa}$ , radius  $M_{Aa}B_{a}$ )

- Constructing frame axes
- x-axis = half-line starting in B<sub>a</sub>, directed by B<sub>a</sub> B<sub>i</sub>
- y-axis = angular\_line (90°, point B<sub>a</sub>, x-axis)





## Application 1: Synthesis of a planar windscreen wiper mechanism with IGS

**Problem specifications** 

**CORVES Burkhard** 





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# Application 1: Synthesis of a planar windscreen wiper mechanism with IGS

## **3** position synthesis of the 4-bar motion-replication mechanism



# Application 2: Synthesis of spherical mechanisms



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# **Dimensional synthesis with an IGS**

## Geometric tools for synthesis



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## Geogebra vs. Cinderella

- Overall, both can do the job
- Geogebra has simpler ergonomics for
  - Parametrization
  - Angle transfer
  - Perpendicular bisector



- Other advantages of Geogebra
  - Free labeling of elements
  - Algebraic display (eq., coord.)
  - Fade out of construction elements
  - Pan-zoom







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# Dimensional synthesis with a CAD software

## Catia vs. Inventor

- Procedure with Catia V5

Inventor

- Application 1 was reproduced both with Catia V5 and

3 poses = 3 reference planes

measures in other parts

references

- Overall, Catia V5 is less intuitive than the IGSs and

- Inventor has advantages over Catia V5 for synthesis:

Creation or points/lines/planes refs in

Constraint « Has the same length as »

No time-consuming « publishing » concept

The designer must:

less tolerant with respect to mistakes

assembly mode

Define a skeleton part in assembly mode

Each construction requires a new part

anticipate synthesis **steps** 

choose what will be published

choose the correct inter-part

Publication required for using length

Geometric tools for synthesis



H	• IGS1 vs. IGS2
H	• IGS vs. CAD

Conclusion

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Geometric tools for synthesis

Tools for design

Synthesis



Conclusion

• IGS1 vs. IGS2

• IGS vs. CAD

Conclusion

Tool comparison

- Mechanism dimensional synthesis was performed with several CAD and IGS tools
- IGS tools prove to be **more time efficient** than CAD software
  - They help to concentrate on the skeleton only
- Geogebra **requires less operations** than Cinderella for the same task

	Parametrize	Transfer angles	Transfer lengths	Draw perpen- dicular bisectors	Find rotating point (position synthesis)
Cinderella©	4	8	1	7	2
GeoGebra©	1	1 (2)	1	3	2

## Towards better tools for synthesis

- CAD software should take inspiration from IGS for dimensional synthesis

Conclusion

- Towards new CAD tools that integrate in the same model:
  - Specifications
  - A mechanism skeleton obtained by dimensional synthesis
  - A 3D model parametrized by the skeleton



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