

Time: (3 Hours)

[Total Marks: 80]

N.B.: (1) Question No.1 is Compulsory.

(2) Attempt **any three** questions from the **remaining** questions.(3) Assume **suitable** data wherever required but **justify** the same.(4) **Figures** to the **right** indicate **full marks**.(5) Answer each new question to be started on a **fresh page**.

1. (a) Define Robot. State the applications of robots. (5)
- (b) Show that the fundamental rotation and translation matrices associated with the unit vectors commute. (5)
- (c) Derive the matrix for differential transformations of a frame. (5)
- (d) Explain any one robot programming language like AL, VAL, RAIL, etc. (5)
2. (a) Define Robotics. Explain the classification of Robots in detail. (10)
- (b) Compare and contrast Hydraulic, Electric, and Pneumatic Actuating Systems. (10)
3. (a) A point $P(2, 4, 5)^T$ is attached to a frame and is subjected to the transformations described next. Find the coordinates of the point relative to the reference frame at the conclusion of transformations. (10)
 1. Rotation of 180 degrees about the x-axis.
 2. Followed by a rotation of 90 degrees about the z-axis.
 3. Followed by a translation of $[-2, 6, -4]$.
- (b) Explain BUG1, BUG2 and Tangent BUG algorithms and compare them in brief. (10)
4. (a) Explain Denavit-Hartenberg (D-H) algorithm. (10)
- (b) Explain the concept of robot motion planning. (10)
5. (a) Explain the characteristics of any two position sensors listed below. (10)
 1. Potentiometers
 2. Encoders
 3. Linear Variable Differential Transformers (LVDT)
- (b) Explain Inverse Jacobian in detail. (10)
6. (a) The Jacobian of a robot at a particular time is given. Calculate the linear and angular differential motions of the robot's hand frame for the given joint differential motions. (10)

$$J = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 1 & 0 \end{bmatrix} \quad D_{\theta} = \begin{bmatrix} 0.2 \\ 0.1 \\ -0.2 \\ 0.3 \\ 0 \\ 0.1 \end{bmatrix}$$
- (b) Explain Lead-Through and Walk-Through Programming in detail. (10)