



Introduction



Advanced Robotic - MAE 263B - Introduction

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Advanced Robotic - MAE 263B - Introduction

Summary: 263B. Advanced Robotics. (4)

- Lecture - 4 hours per week
- Outside study – 8 hours per week

Dynamics models of serial and parallel robotic manipulators including review of spatial descriptions and transformations along with direct and inverse kinematics, linear and angular velocities, Jacobian matrix (velocity and force), velocity propagation method, force propagation method, explicit formulation of the Jacobian matrix, manipulator dynamics (Newton-Euler formulation, Lagrangian formulation), trajectory generation, introduction to parallel manipulators

Recommended preparation: courses 263A (Enforced); 255B (Recommended)

Assignments & Grading:

HW Assignments	20%
Paper Review	5%
Midterm Exam (Take Home)	30%
Final Exam (Take Home)	40%
Participation	5%

Class Web Site: http://bionics.seas.ucla.edu/education/classes_index.html



Advanced Robotic - MAE 263B - Introduction

List of Topics

Week	Topic
1	Review: Special Description & Transformation
2	Review Direct & Inverse Manipulator Kinematics
3	Linear and Angular Velocities
4	Jacobian Matrix - Velocity propagation method
5	Jacobian Matrix - Force propagation method; Explicit formulation
6	Linear and angular Acceleration (Vector and Matrix Approach)
7	Manipulator dynamics (Newton-Euler formulation)
8	Manipulator dynamics (Langrangian formulation)
9	Trajectory generation
10	Feedback Control

- **Midterm Exam – Take Home**
- **Final Exam – Take Home**



Description of Positioning Task

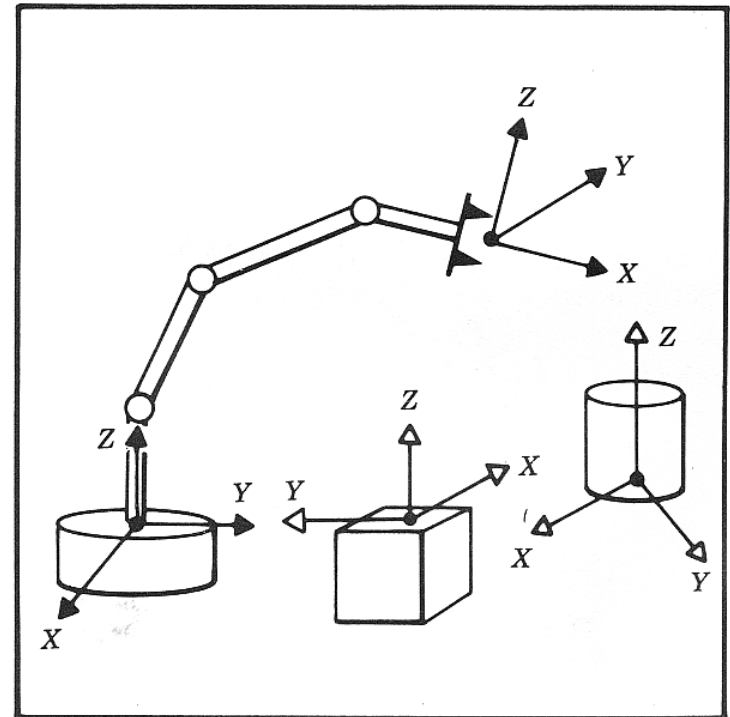
Problem

Given: The manipulator geometrical parameters

Specify: The position and orientation of manipulator

Solution

Coordinate system or "Frames" are attached to the manipulator and objects in the environment





Forward (Direct) Kinematics

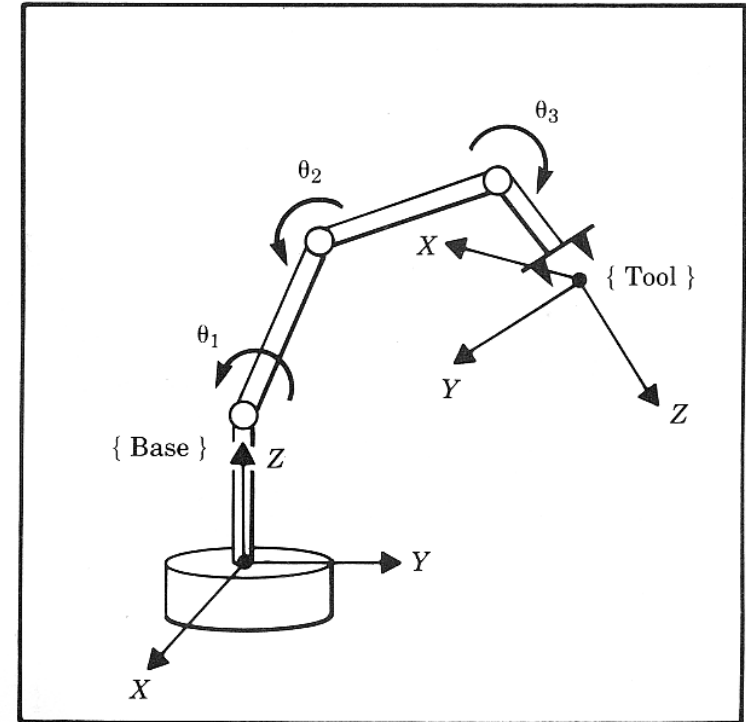
Problem

Given: Joint angles and links geometry

Compute: Position and orientation of the end effector relative to the base frame

Solution

Kinematic Equations - Linear Transformation (4x4 matrix) which is a function of the joint positions (angles & displacements) and specifies the EE configuration in the base frame.





Inverse Kinematics

Problem

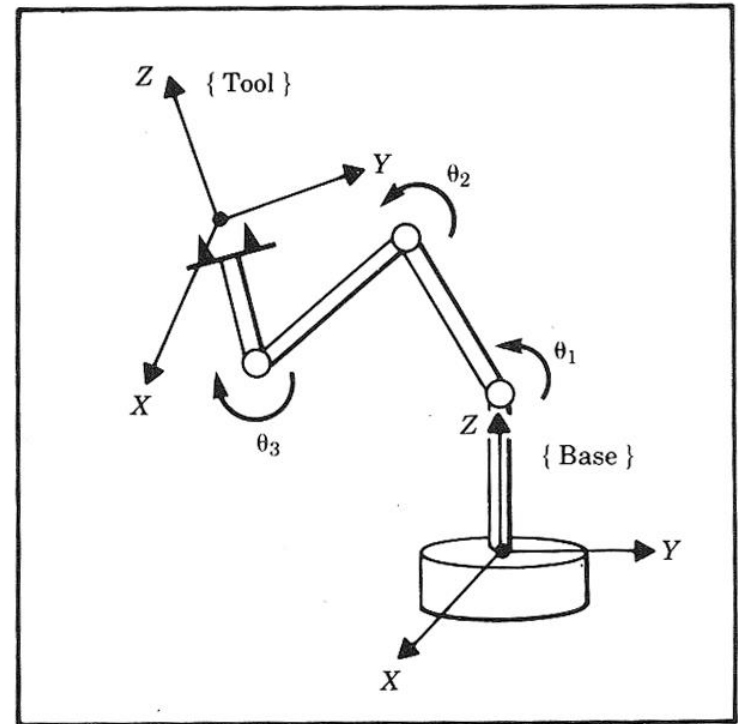
Given: Position and orientation of the end effector relative to the base frame

Compute: All possible sets of joint angles and links geometry which could be used to attain the given position and orientation of the end effector

Solution

There are three approaches for the solution:

- **Analytical Approach** - Kinematic Equations - Linear Transformation (4x4 matrix) which is a function of the joint positions (angles & displacements) and specifies the EE configuration in the base frame. This linear transformation defines 12 non linear equations A subset of these equations are used for obtaining the invers kinematics
- **Geometric Approach** – Projecting the arm configurations on specific planes and using geometrical consideration to obtain the invers kinematics
- **Hybrid Approach** - Synthesizing the analytical and the geometrical approaches





Velocity Transformation

Problem

Given: Joint angles and velocities and links geometry along with the transformation matrixes between the joints

Compute: The Jacobian matrix that maps between the joint velocities in the joint space $\dot{\Theta}$ to the end effector velocities in the Cartesian space or the end effector space V

$$V = J(\Theta)\dot{\Theta}$$

$$\dot{\Theta} = J^{-1}(\Theta)V$$

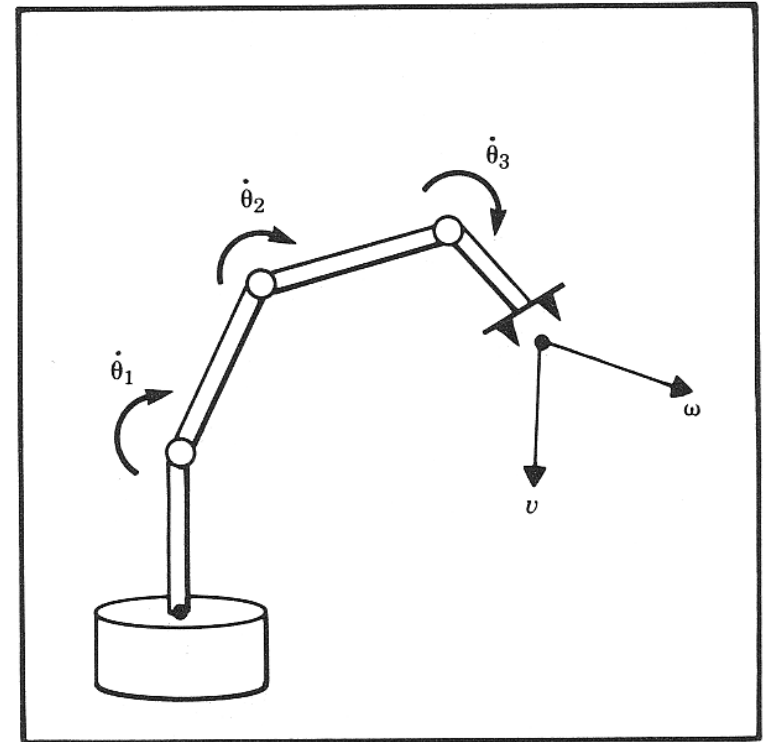
Solution – There are two approaches to the solution:

- **Velocity Propagation** - A velocity propagation approach is taken in which velocities are propagated starting from the stationary base all the way to the end effector. The Jacobian is then extracted from the velocities of the end effector as a function of the joint velocities.
- **Time derivative of the end effector position and orientations** – The time derivative of the explicit positional and orientation is taken given the forward kinematics. The Jacobian is then extracted from the velocities of the end effector as a function of the joint velocities.

Notes:

Spatial Description – The matrix is a function of the joint angle.

Singularities - At certain points, called **singularities**, this mapping is not invert-able and the Jacobian Matrix J loosing its rank and therefore this mathematical expression is no longer valid.





Force Transformation

Problem

Given: Joint angles, links geometry, transformation matrixes between the joints, along with the external loads (forces and moments) typically applied on the end effector

Compute: The transpose Jacobian matrix that maps between the external loads (forces and moments) typically applied at the end effector space joint torques at the joint space

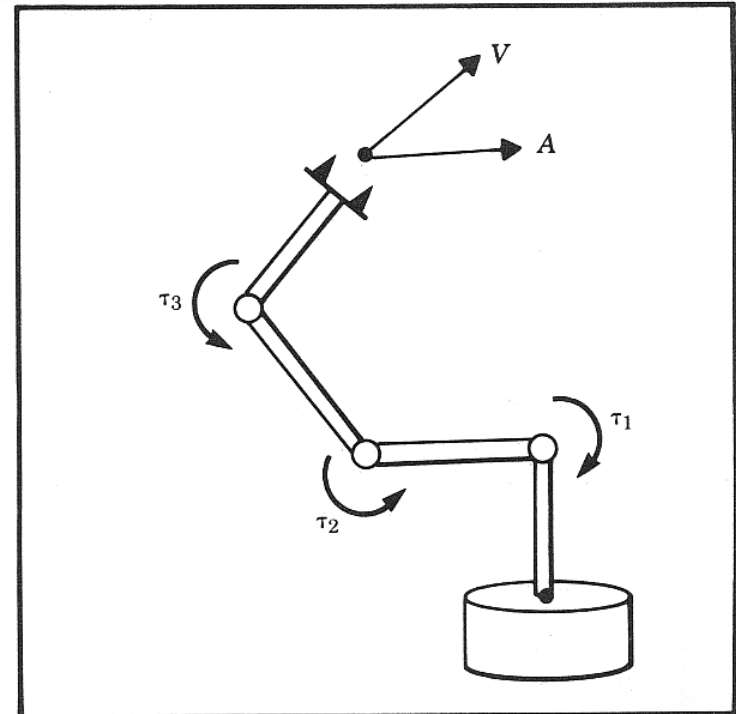
$$\tau = J^T f$$

Solution

- **Force/Moment Propagation** - A force/moment propagation approach is taken in which forces and moments are propagated starting from the end effector where they can be measured by a F/T sensor attached between the gripper and the arm all the way to the base of the arm. The Jacobian transposed is then extracted from the joint torques as a function of the force/moment applied on the end effector

Note

- Static or quasi static conditions





Forward Dynamics

Problem

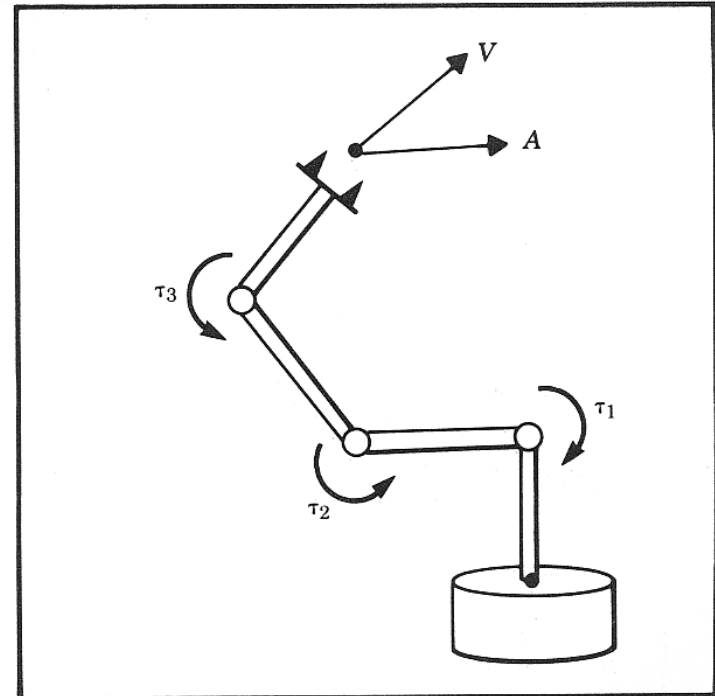
Given: Joint torques and links geometry, mass, inertia, friction

Compute: Angular acceleration of the links
(solve differential equations)

Solution

Dynamic Equations - Newton-Euler method or Lagrangian Dynamics

$$\boldsymbol{\tau} = \mathbf{M}(\boldsymbol{\Theta})\ddot{\boldsymbol{\Theta}} + \mathbf{V}(\boldsymbol{\Theta}, \dot{\boldsymbol{\Theta}}) + \mathbf{G}(\boldsymbol{\Theta}) + \mathbf{F}(\boldsymbol{\Theta}, \dot{\boldsymbol{\Theta}})$$





Inverse Dynamics

Problem

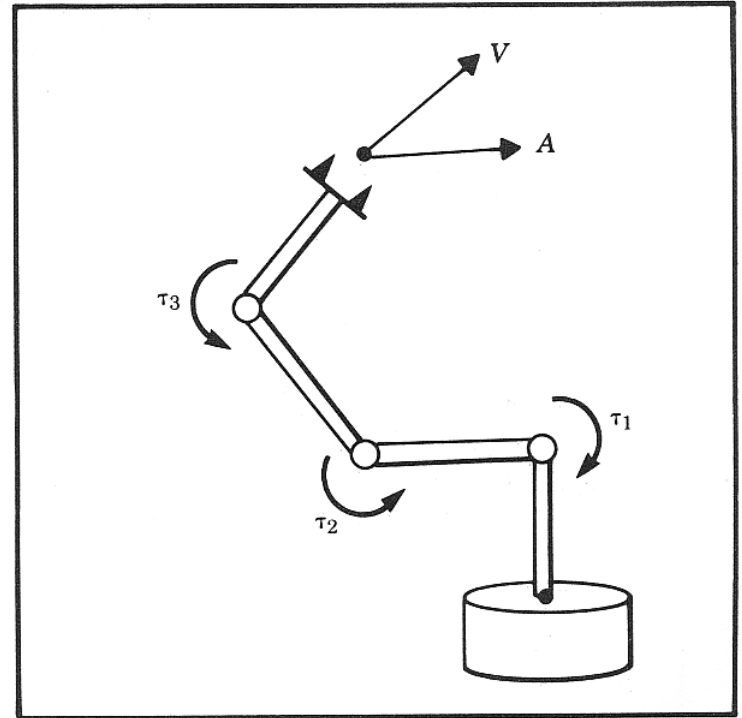
Given: Angular acceleration, velocity and angles of the links in addition to the links geometry, mass, inertia, friction

Compute: Joint torques

Solution

Dynamic Equations - Newton-Euler method or Lagrangian Dynamics

$$\boldsymbol{\tau} = \mathbf{M}(\boldsymbol{\Theta})\ddot{\boldsymbol{\Theta}} + \mathbf{V}(\boldsymbol{\Theta}, \dot{\boldsymbol{\Theta}}) + \mathbf{G}(\boldsymbol{\Theta}) + \mathbf{F}(\boldsymbol{\Theta}, \dot{\boldsymbol{\Theta}})$$





Trajectory Generation

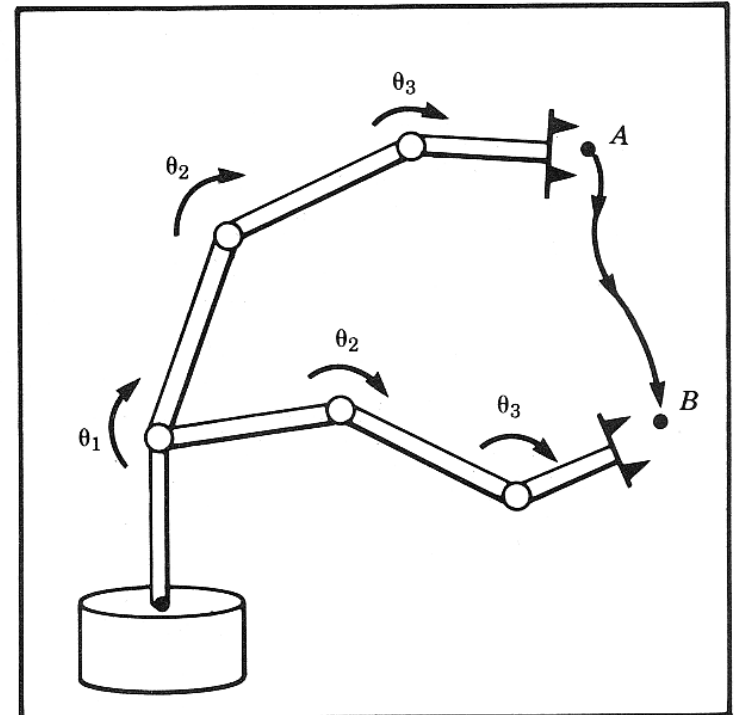
Problem

Given: Manipulator geometry

Compute: The trajectory of each joint such that the end effector move in space from point A to Point B

Solution

Third order (or higher) polynomial spline





Position Control

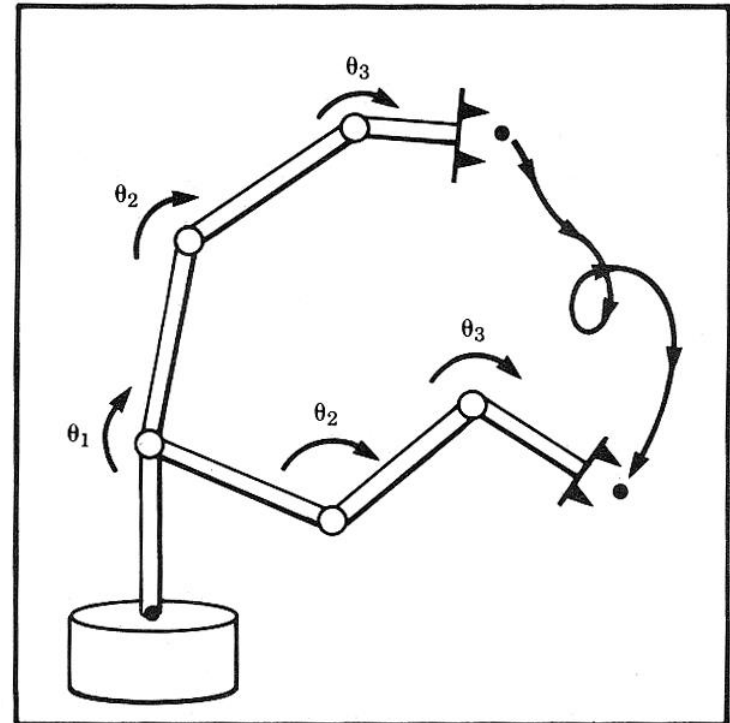
Problem

Given: Joint angles (*sensor readings*) links geometry, mass, inertia, friction

Compute: Joint torques to achieve an end effector trajectory

Solution

Control Algorithm (PID - Feedback loop, Feed forward dynamic control)





Force Control

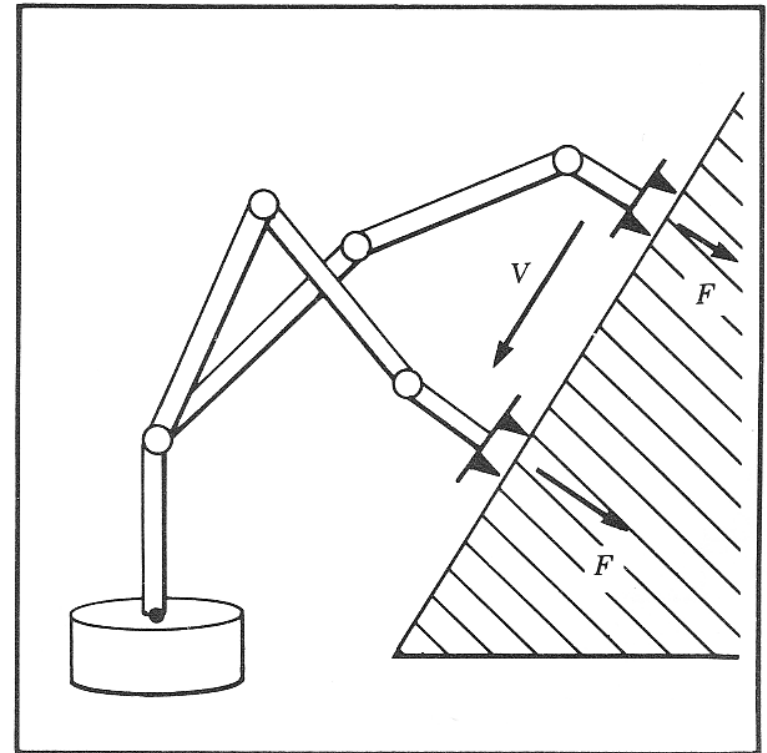
Problem

Given: Joint torque or end effector
Force/torque interaction (sensor
readings) links geometry, mass, inertia,
friction

Compute: Joint torques to achieve an end
effector forces and torques

Solution

Control Algorithm (force control)





Hybrid Control

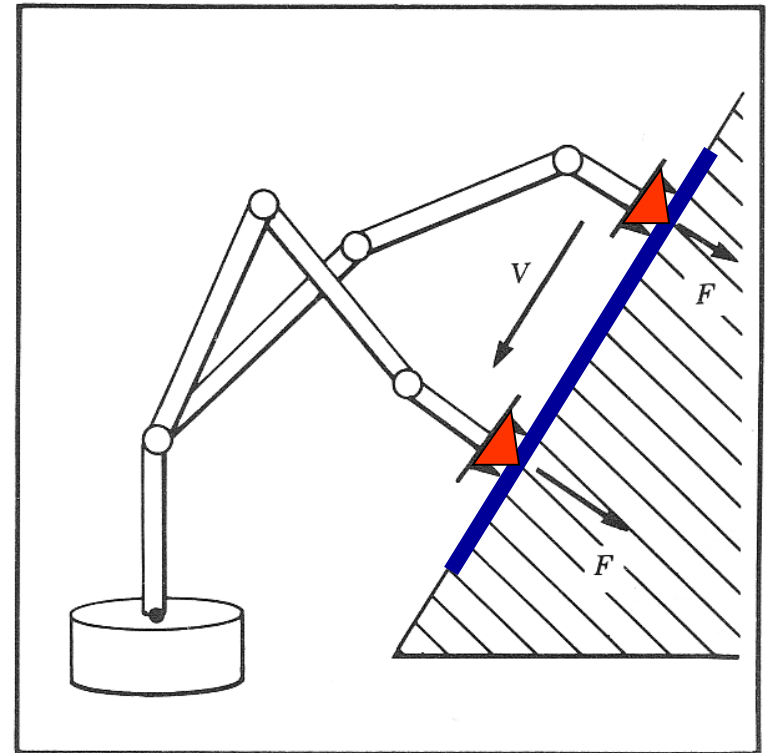
Scraping paint from a surface

Control type: Hybrid Control

Note: It is possible to control position (velocity) **OR** force (torque), but not both of them simultaneously along a given DOF. The environment impedance enforces a relationship between the two

Assumption:

- (1) The tool is stiff
- (2) The position and orientation of the window is NOT known with accurately respect to the robot base.
- (3) A contact force normal to the surface transmitted between the end effector and the surface is defined
- (4) Position control - tangent to the surface
- (5) Force control – normal to the surface



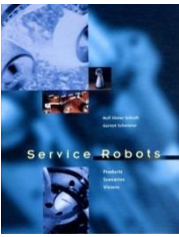
Speed 5X



Force Data During Process



Universal Robots "Force Control Surface Grinding"



Hybrid Control - Robotic Systems - Cleaning

SKYWASH

**AEG, Dornier, Fraunhofer Institute,
Putzmeister - Germany**

Using 2 Skywash robots for cleaning a Boeing 747-400 jumbo jet, its grounding time is reduced from 9 to 3.5 hours. The world's largest cleaning brush travels a distance of approximately 3.8 kilometers and covers a surface of around 2,400 m² which is about 85% of the entire plane's surface area. The kinematics consist of **5 main joints** for the robot's arm, and an additional **one for the turning circle** of the rotating washing brush. The Skywash includes **database that contains the aircraft-specific geometrical data**. A **3-D distance camera** accurately positions the mobile robot next to the aircraft. The 3-D camera and the computer determine the aircraft's ideal positioning, and thus the cleaning process begins.





NORDIC DINO - Superior Aircraft washing machine



Impedance Control

- Controlling a DOF in strict position or force control represent control at two ends of the servo stiffness
 - Ideal position servo** is infinitely stiff $K = dF / dX = \infty$ and reject all force disturbance acting on the system
 - Ideal force servo** exhibits zero stiffness $K = dF / dX = 0$ and maintain a desired force application regardless of the position disturbance.

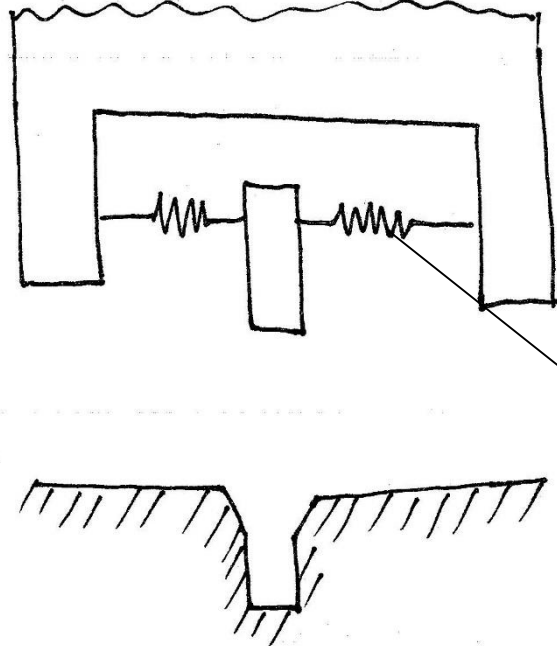
Controlling variable		Stiffness
Position (P)	$P_d - P = 0$	$K = dF / dX = \infty$
Force (F)	$F_d - F = 0$	$K = dF / dX = 0$



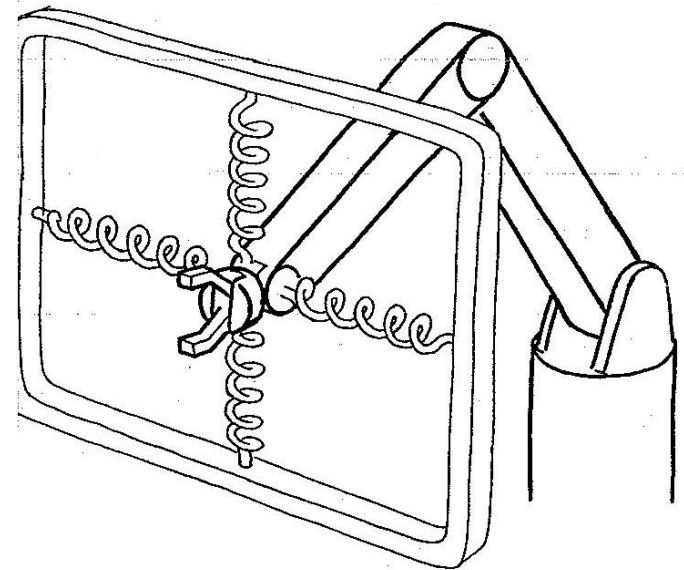
Robot Control



Impedance Control



Virtual Springs



ESn Control
Cartesian

-55N



Impedance Control for Soft Robots



Manipulability – Human Arm Posture - Writing

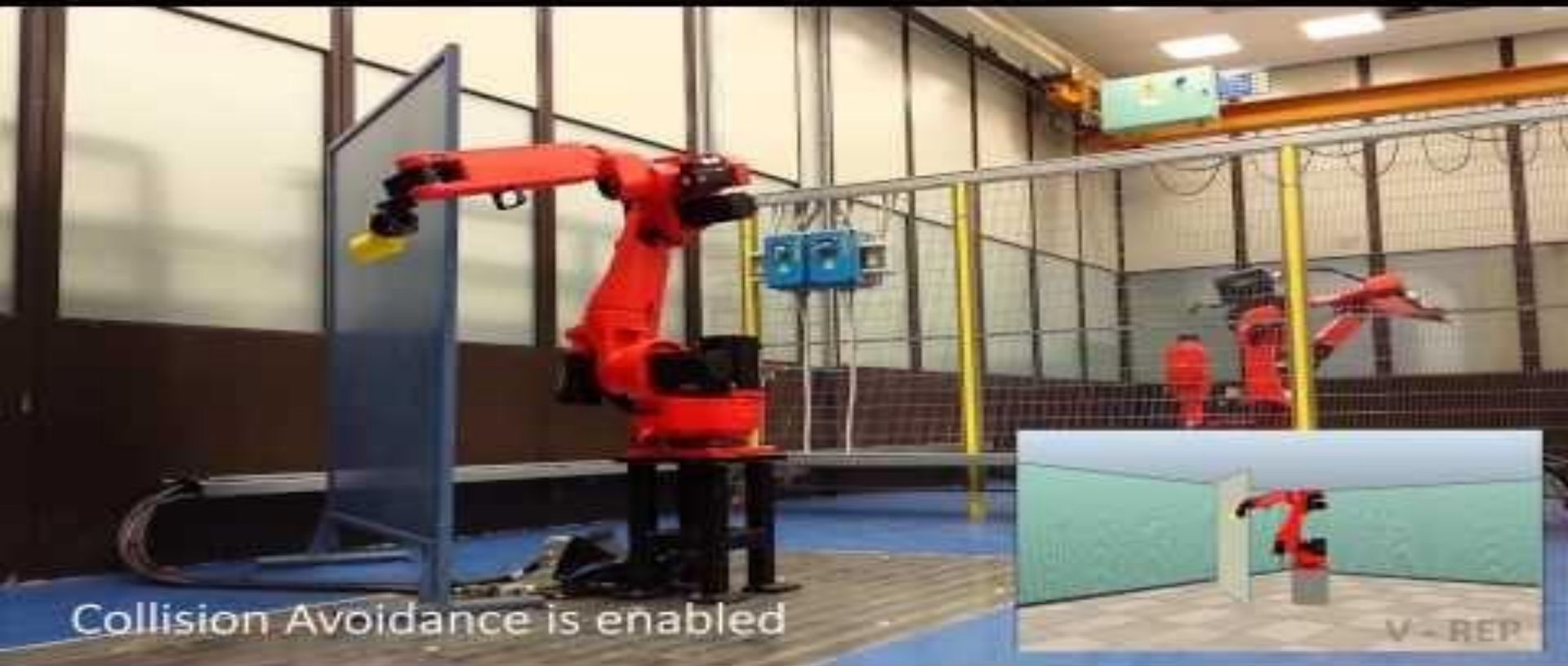
- Arm posture during writing
 - Elbow joint angle – 90 Deg
- Human arm model (writing)
 - 2 DOF
 - Two links (equal length)
- Manipulability is maximized when the Elbow joint angle is set to 90 Deg
 - Maximizing joint angles (shoulder /elbow) to end effector (hand) velocity transformation





Redundant Manipulators

- Task Definition - Position (3 DOF - x, y, z) and orient the end effector (3 DOF - $\theta_{pitch}, \theta_{roll}, \theta_{yaw}$) in is a 3D space (6 DOF)
 - Limited number of multiple solutions
- No. of DOF (6 DOF) = No. of DOF of the task (6 DOF)
 - Limited number of multiple solutions
- No. of DOF (e.g. 7 DOF) > No. of DOF of the task (6 DOF)
 - Number of solution: ∞ (adding more equations)
 - Self Motion - The robot can be moved without moving the the end effector from the goal



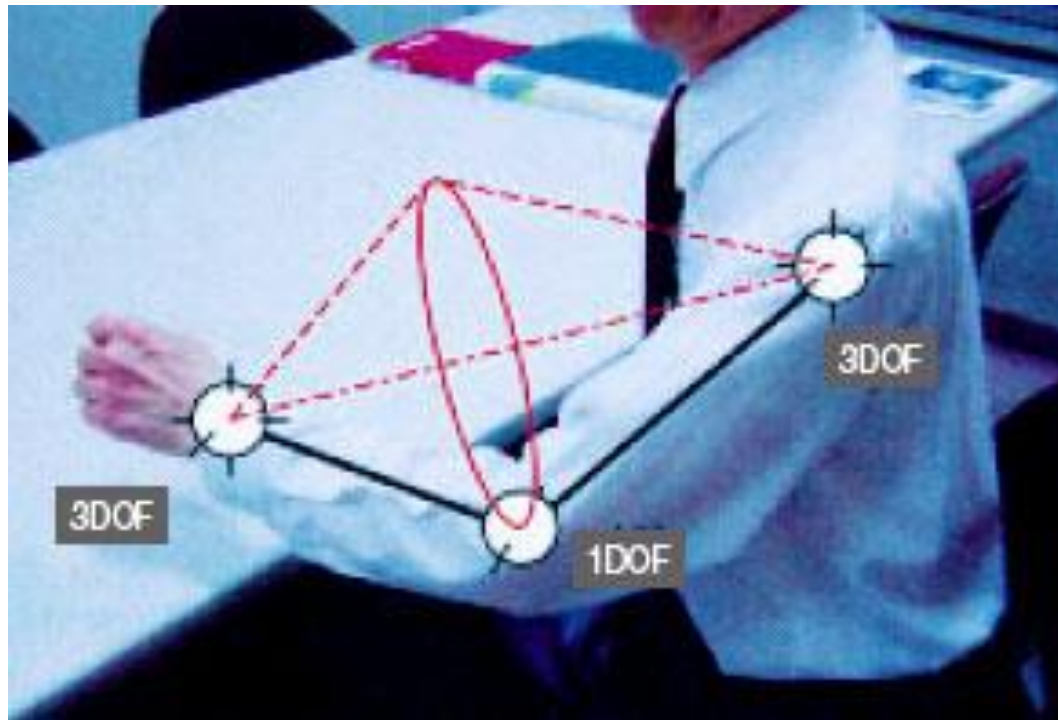
Collision avoidance: tests with a 7-dof redundant robot and a static obstacle



KUKA - Kinematic Redundancy

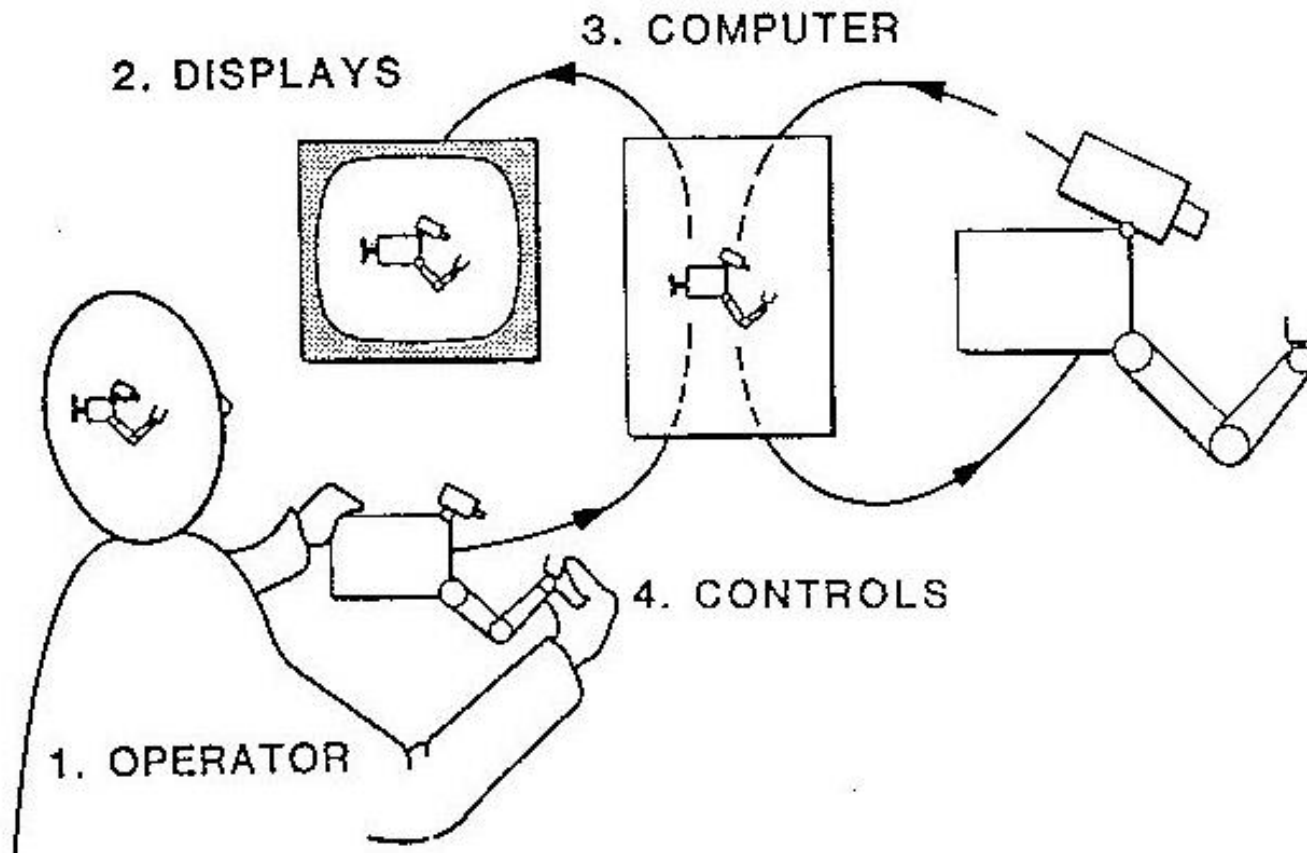


Redundant Manipulators – Human Arm





Teleoperation





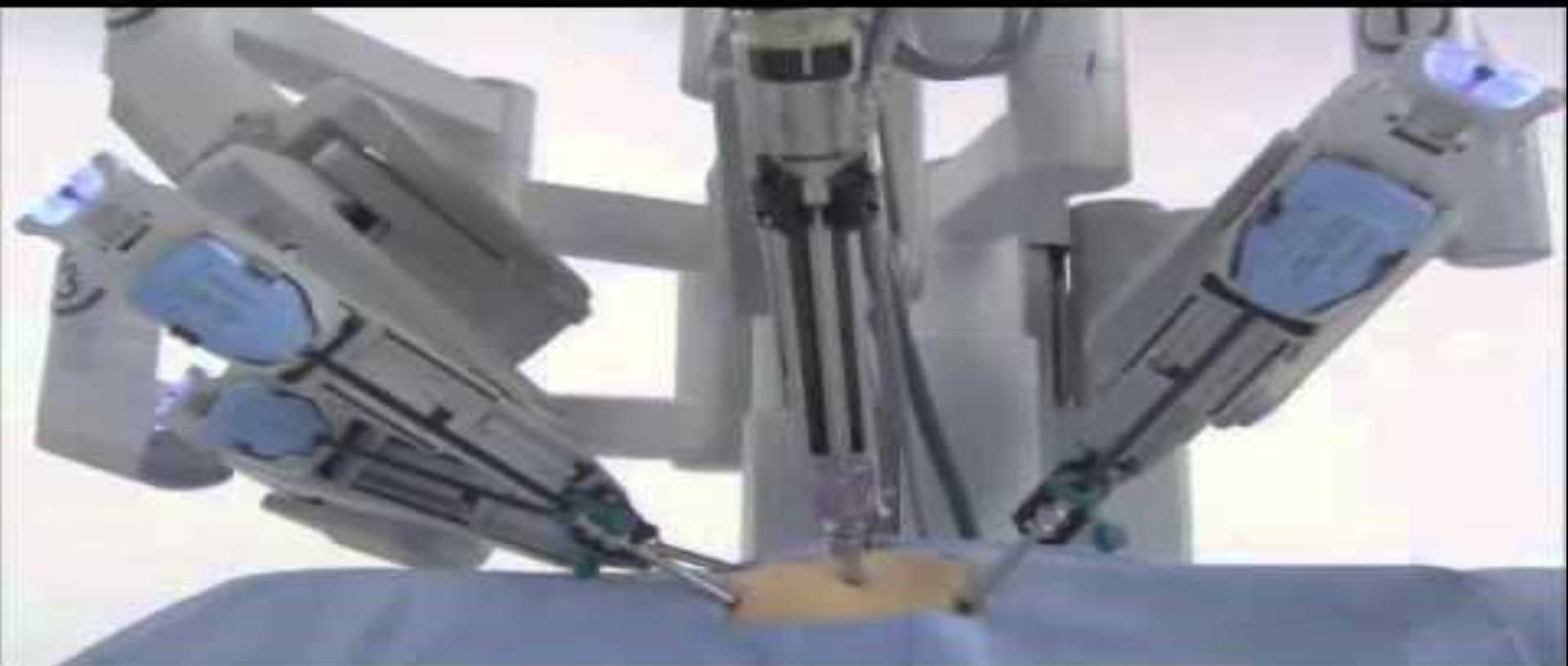
Surgical robot teleoperation with BBZ console



Teleoperation



[Video Hyperlink](#)



da Vinci® Surgery - How It Works



Kinematic Chain - Joint / Link - Definition

Kinematic Chain consists of nearly rigid *links (members)* which are connected with *joints (kinematics pair)* allowing relative motion of the neighboring links.

Closed Loop Chain - Every link in the kinematic chain is connected to any other link by at least two distinct paths

Open Loop Chain - Every link in the kinematic chain is connected to any other link by one and only one distinct path



Parallel (Close Loop) Robot



Serial (Open Loop) Robot

[Video Hyperlink](#)



Parallel Robot – Gough-Stewart Platform – Thomas FX Motion Base



Parallel Robot – Gough-Stewart Platform - Adept Quattro Robot handling steel balls on conveyor



Close Chain Manipulators - DOF

- DOF of close chain manipulator – Grubler's formula

$$F = 6(l - n - 1) + \sum_{i=1}^n f_i$$

- F - The total number of DOF in the mechanism
- l - The number of links (including the base and the platform)
- n - Total number of joints
- f_i - The number of DOF associated with the i 'th joint

- Example – Stewart Platform

$$F = 6(14 - 18 - 1) + \sum_{i=1}^6 6 = 6$$





Close Chain Manipulators - Gough-Stewart Platform





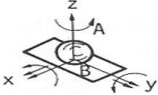
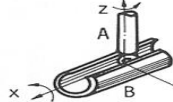
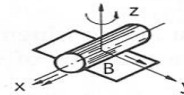

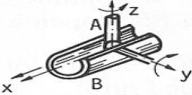
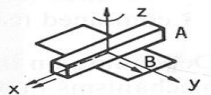
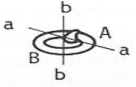
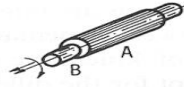


Parallel Robot – Gough-Stewart Platform - A320 Full Flight Simulator – Part I



Parallel Robot – Gough-Stewart Platform - A320 Full Flight Simulator – Part II

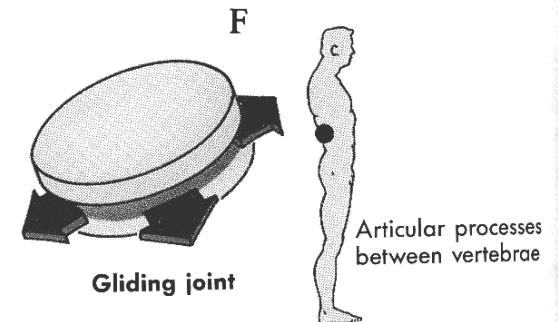
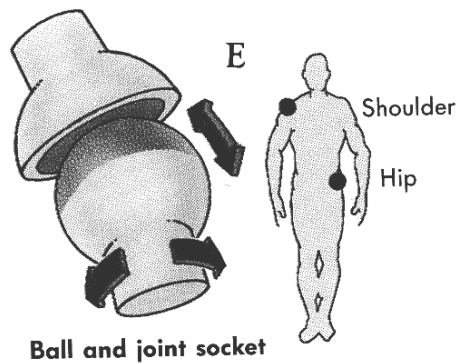
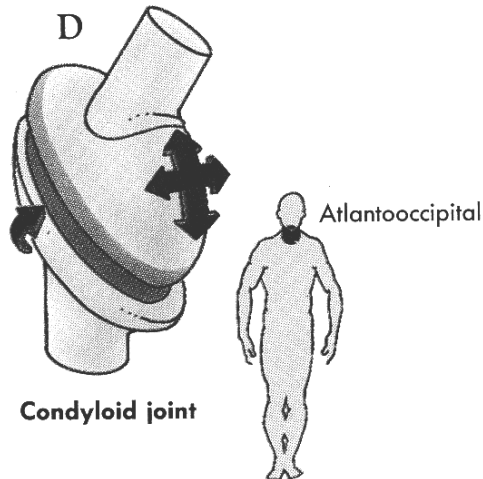
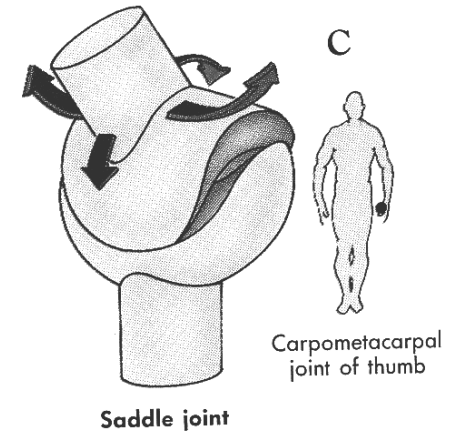
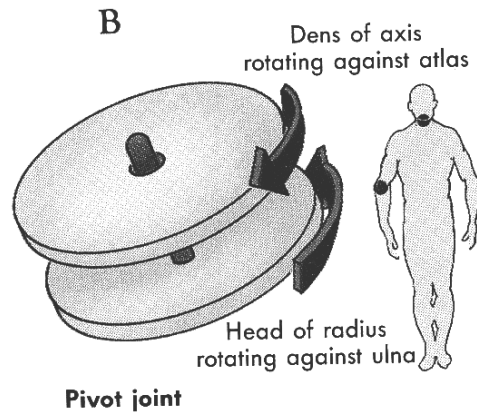
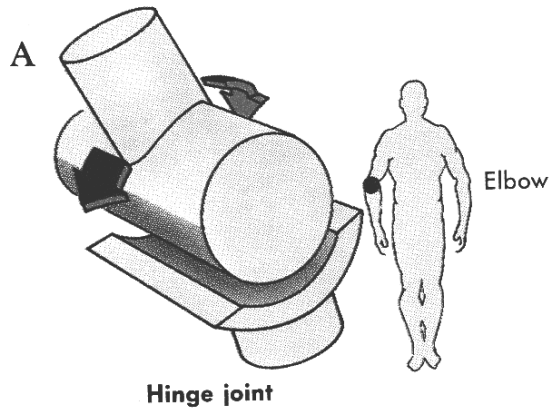


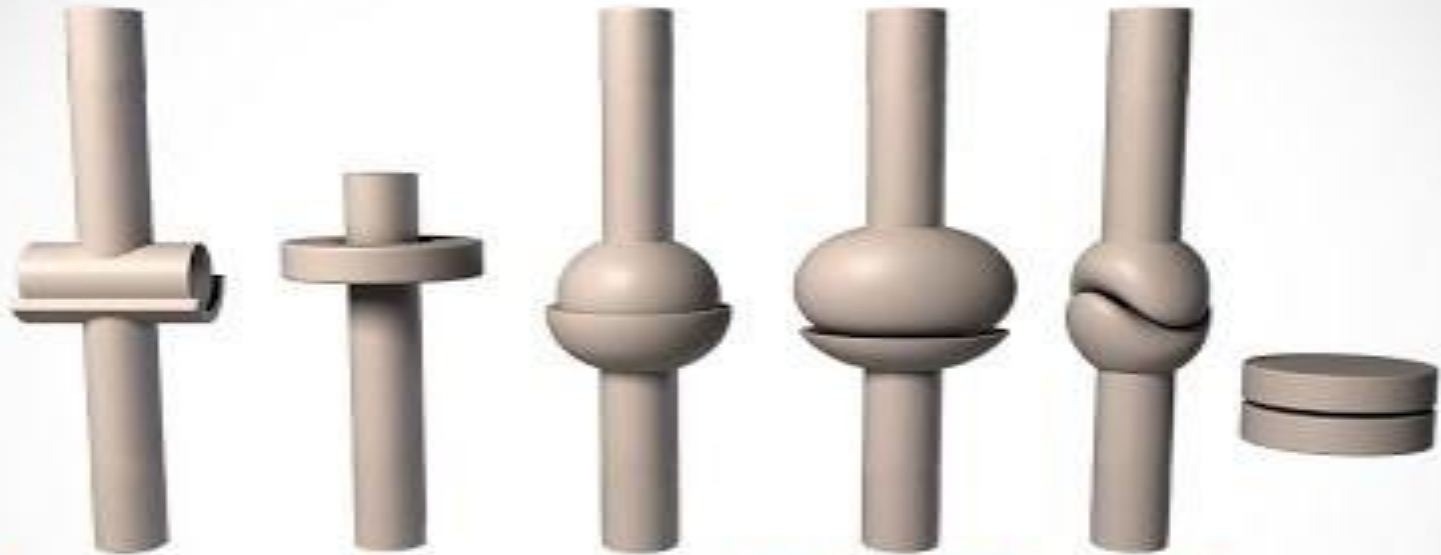
Joint Classification

class of task	nr. of links	nr. of d.o.f.	T Y P E S O F P A I R S								
			I			II			III		
			nr. of movem. allowed	rot.	lin.	nr. of movem. allowed	rot.	lin.	nr. of movem. allowed	rot.	lin.
I	1	5	restricted	0	1						
											
II	2	4	nr. of movem. allowed	3	1	nr. of movem. allowed	2	2			
			restricted	0	2	restricted	1	1			
											
III	3	3	nr. of movem. allowed	3	0	nr. of movem. allowed	2	1	nr. of movem. allowed	1	2
			restricted	0	3	restricted	1	2	restricted	2	1
											
IV	4	2	nr. of movem. allowed	2	0	nr. of movem. allowed	1	1			
			restricted	1	3	restricted	2	2			
											
V	5	1	nr. of movem. allowed	1	0	nr. of movem. allowed	0	1			
			restricted	2	3	restricted	3	2			
											



Synovial (Anatomical) Joints





Types of Joints



Degrees of Freedom (DOF)

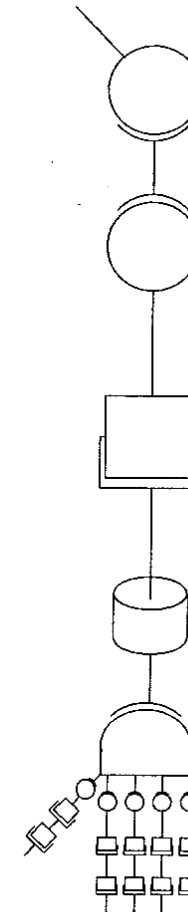
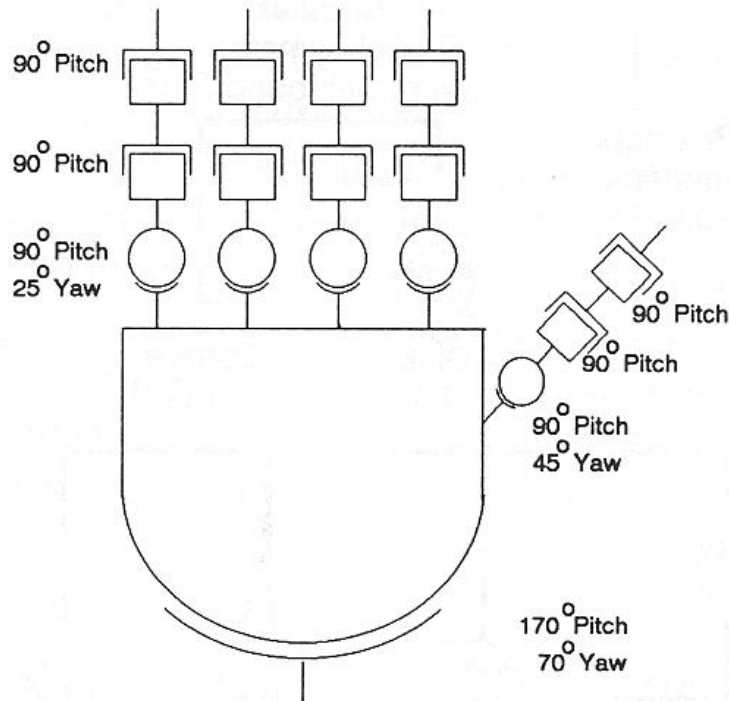
The number of ***Degree of Freedom*** that a manipulator possesses is the number independent position variable which would have to be specified in order to locate all parts of the mechanism.

Ideally, a manipulator should poses 6 DOF in order to manipulate an object in a 3D space

- **General Purpose Robot** - # DOF = 6
- **Redundant Robot** - # DOF > 7
- **Deficient Robot** - # DOF < 6



Human Arm - DOF



Shoulder

240° Pitch
180° Yaw
90° Roll

Elbow

150° Pitch

Wrist

170° Pitch
70° Yaw
90° Roll



Workspace - Definition

- **Workspace** - The volume of space that the end-effector can reach
- **Dexterous Workspace** - The volume of the space which every point can be reach by the end effector in **all possible orientations**.
- **Reachable Workspace** - The volume of the space which every point can be reach by the end effector in **at least one orientation**.

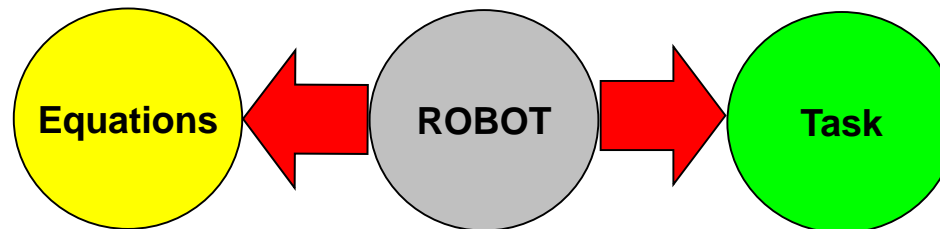
Jointed Spherical Arm Geometry (Articulated)





Manipulator Mechanical Design

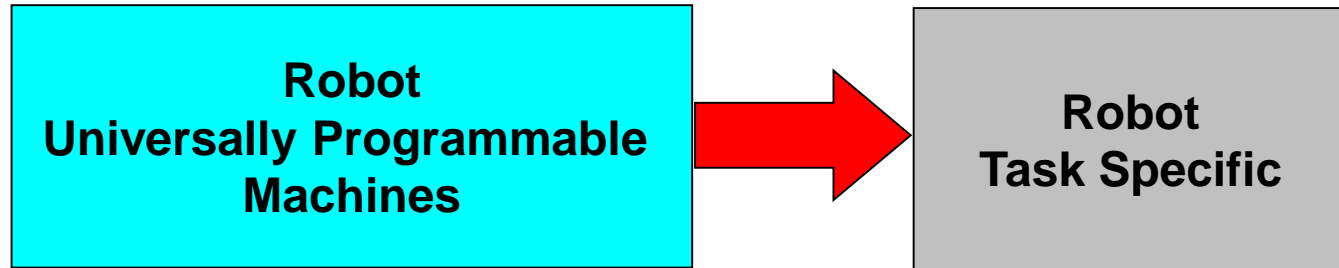
- **Particular structure of a manipulator influences the kinematic and dynamic analysis**
- **The tasks that a manipulator can perform will also very greatly with a particular design (load capacity, workspace, speed, repeatability)**



- **The elements of a robotic system fall roughly into four categories**
 - The manipulator mechanism, actuation, and proprioceptive sensors
 - The end-effector or end of the arm tooling
 - External sensors (e.g. vision system) or effectors (e.g. part feeders)
 - The Controller
-



Manipulator Mechanical Design - Task Requirements

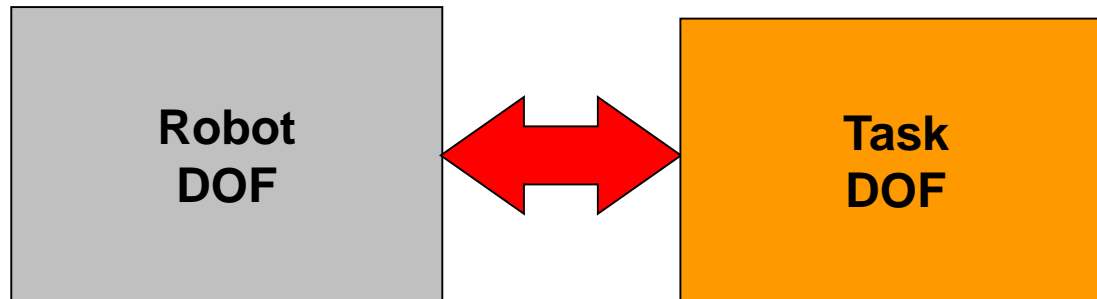


- **General Definition for Robot** - "A re-programmable, multifunctional mechanical manipulator designed to move material, parts, tools, or specialized devices through various programmed motions for the performance of a variety of tasks." -
- From the Robot Institute of America, 1979
- **Task Specific Design Criteria**
 - Number of degrees of freedom
 - Workspace
 - Load capacity
 - Speed
 - Repeatability accuracy



Task Requirements - Number of DOF

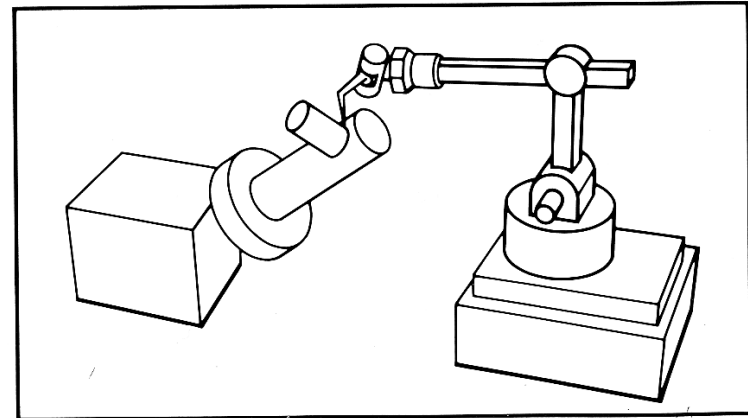
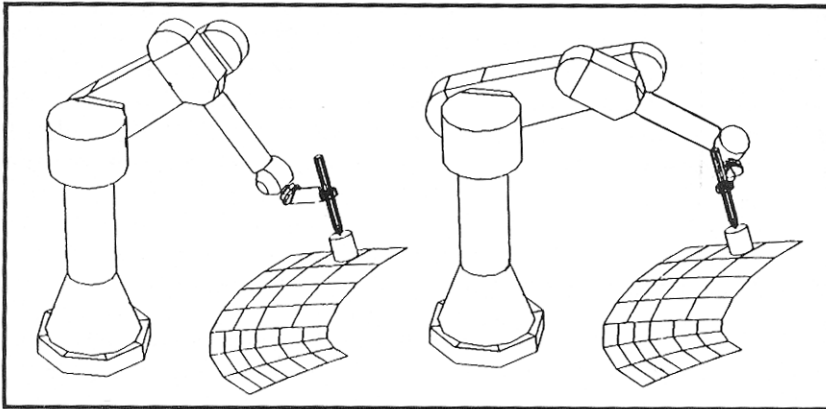
- The number of DOF in a manipulator should match the number of DOF required by the task.





Task Requirements

- **Not all the tasks required 6 DOF for example:**
 - End effector with an axis of symmetry - Orientation around the axis of symmetry is a free variable,
 - Placing of components on a circuit board - 4 DOF x, y, z, θ
- **Dividing the total number of DOF between a robot and an active positioning platform**





Kawasaki Robot-Painting Robots



Task Requirements

- **Workspace (Work volume, Work envelope)**
 - Placing the target (object) in the work space of the manipulator
 - Singularities
 - Collisions
- **Load Capacity**
 - Size of the structural members
 - power transmission system
 - Actuators
- **Speed**
 - Robotic solution compete on economic solution
 - Process limitations - Painting, Welding
 - Maximum end effector speed versus cycle time
- **Repeatability & Accuracy**
 - Matching robot accuracy to the task (painting - spray spot 8 +/-2 “)
 - Accuracy function of design and manufacturing (Tolerances)



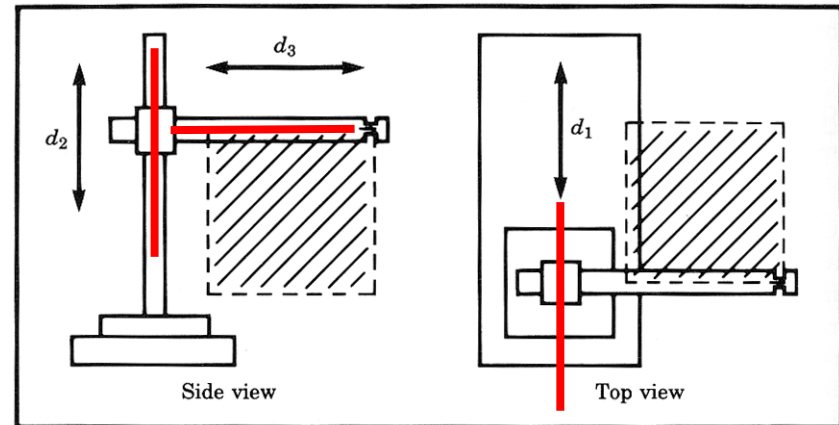
Kinematic Configuration

- **Joints & DOF -**
 - For a serial kinematic linkages, the number of joints equal the required number of DOF
- **Overall Structure**
 - Positioning structure (link twist 0 or +/- 90 Deg, 0 off sets)
 - Orientation structure
- **Wrist**
 - The last $n-3$ joints orient the end effector
 - *The rotation axes intersect at one point.*



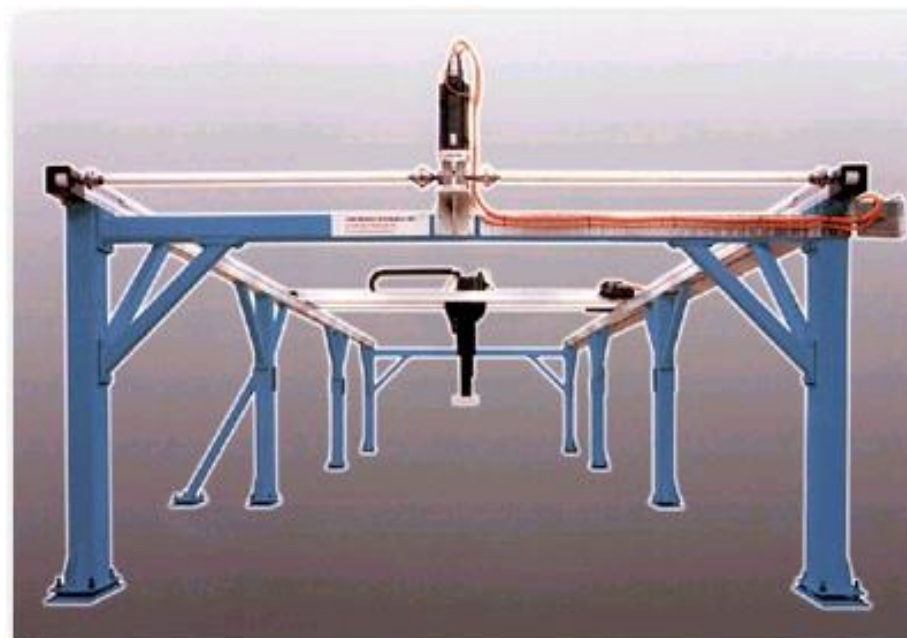
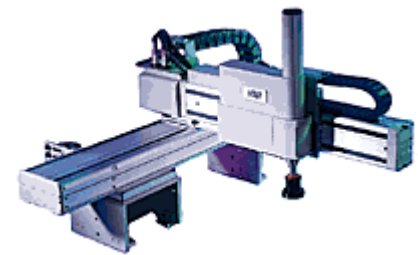
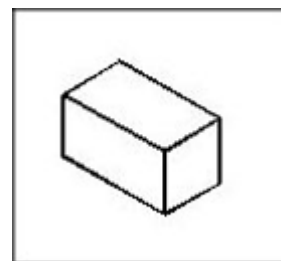
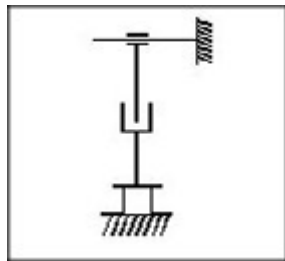
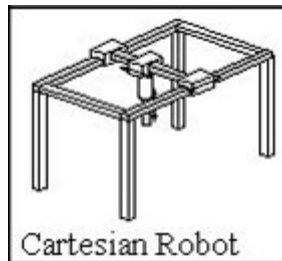
Kinematic Configuration - Cartesian

- **Joints**
 - Joint 1 - Prismatic
 - Joint 2 - Prismatic
 - Joint 3 - Prismatic
- **Inverse Kinematics** - Trivial
- **Structure** -
 - Stiff Structure -> Big Robot
 - Decoupled Joints - No singularities
- **Disadvantage**
 - All feeder and fixtures must lie “inside” the robot

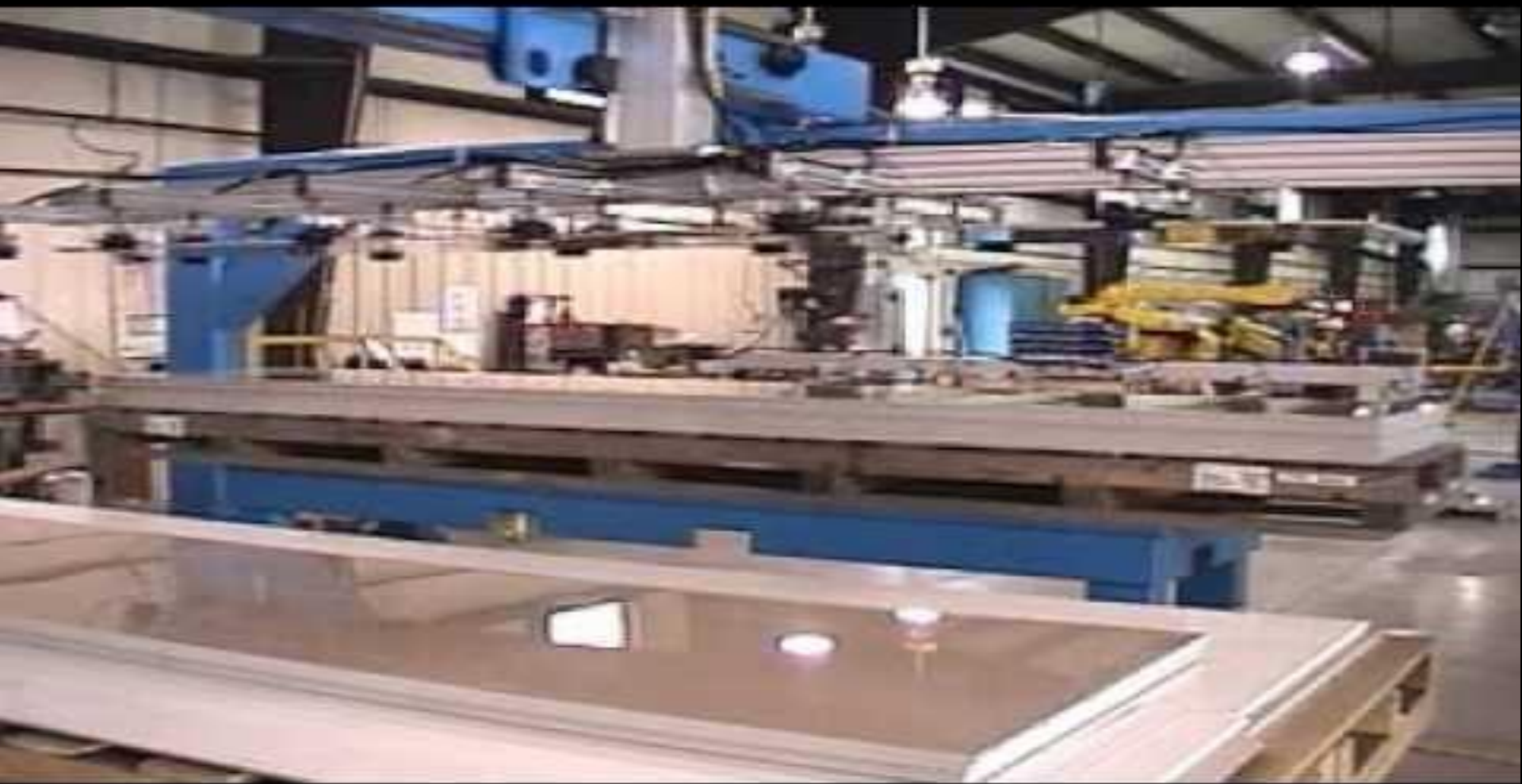




Kinematic Configuration - Cartesian



Gantry



Gantry Robot - Solid surface countertop stacking



Kinematic Configuration - Articulated

- **Joints**

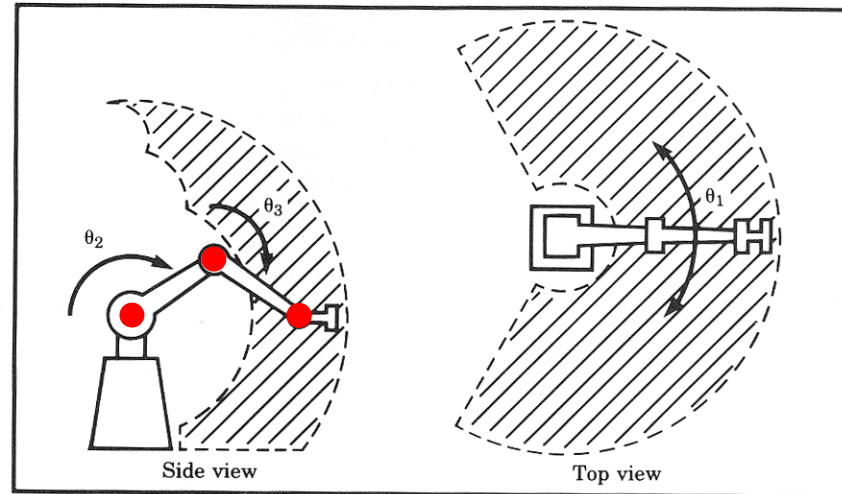
- Joint 1 - Revolute - Shoulder
- Joint 2 - Revolute - Elbow
- Joint 3 - Revolute - Wrist

- **Workspace**

- Minimal intrusion
- Reaching into confine spaces
- Cost effective for small workspace

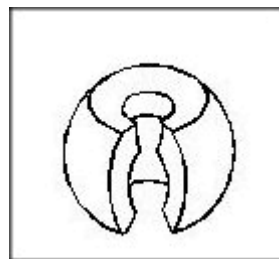
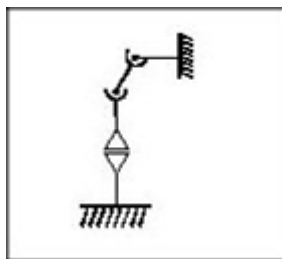
- **Examples**

- PUMA
- MOTOMAN





Kinematic Configuration - Articulated



Video Clip



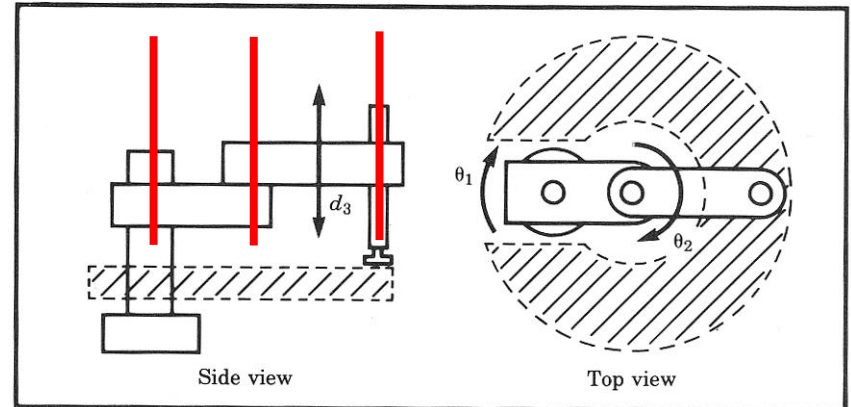
Fanuc – Full Human Body



Kinematic Configuration - SCARA

- **Joints**

- Joint 1 - Revolute
- Joint 2 - Revolute
- Joint 3 - Revolute
- Joint 4 - Prismatic
- Joint 1,2,3 - In plane



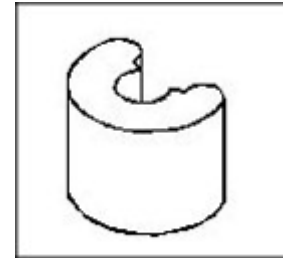
- **Structure**

- Joint 1,2,3, do not support weight (manipulator or weight)
- Link 0 (base) can house the actuators of joint 1 and 2

- **Speed**

- High speed (10 m/s), 10 times faster than the most articulated industrial robots

- **Example** - SCARA (Selective Compliant Assembly Robot Arm)





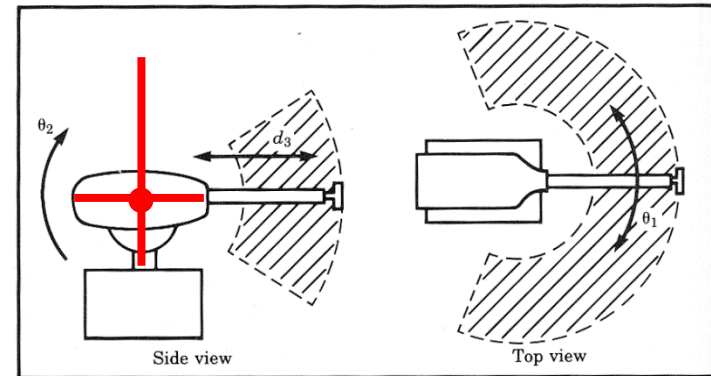
Kawasaki Robot-Painting Robots



Kinematic Configuration - Spherical

- **Joints**

- Joint 1 - Revolute (Intersect with 2)
- Joint 2 - Revolute (Intersect with 1)
- Joint 3 - Prismatic

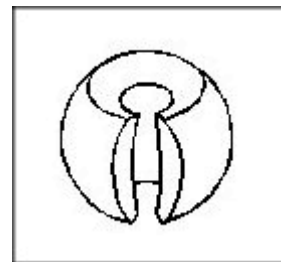
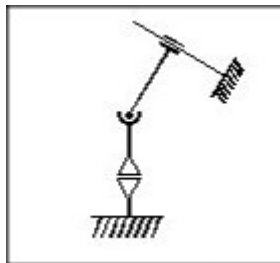
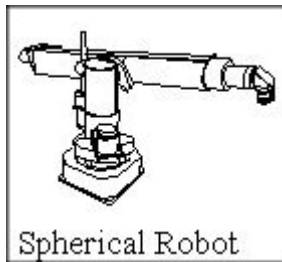


- **Structure**

- The elbow joint is replaced with prismatic joint
- Telescope



Kinematic Configuration - Spherical





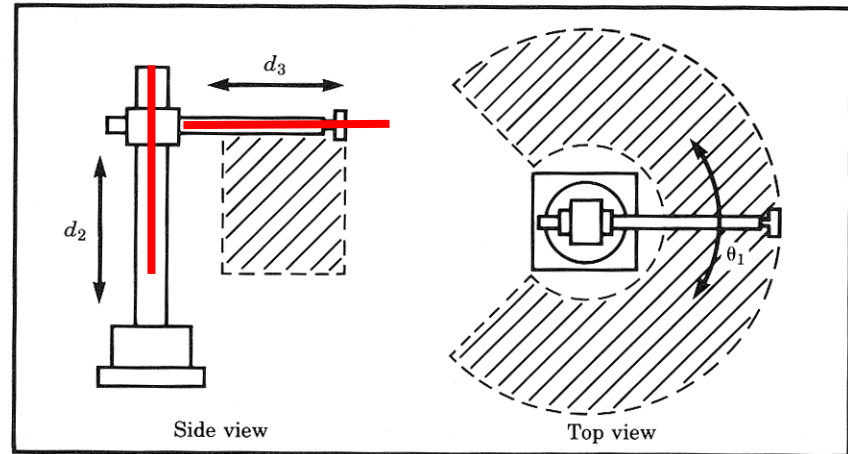
Stanford Arm



Kinematic Configuration - Cylindrical

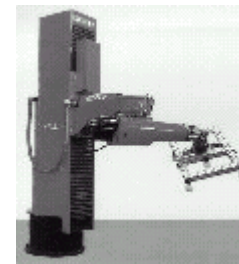
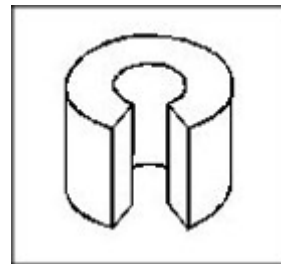
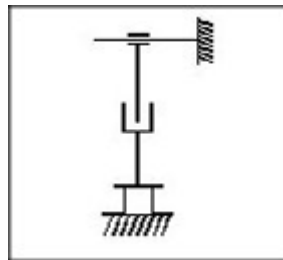
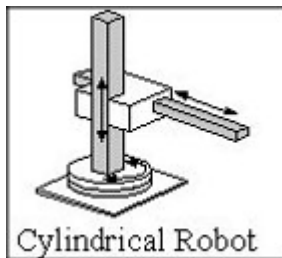
- **Joints**

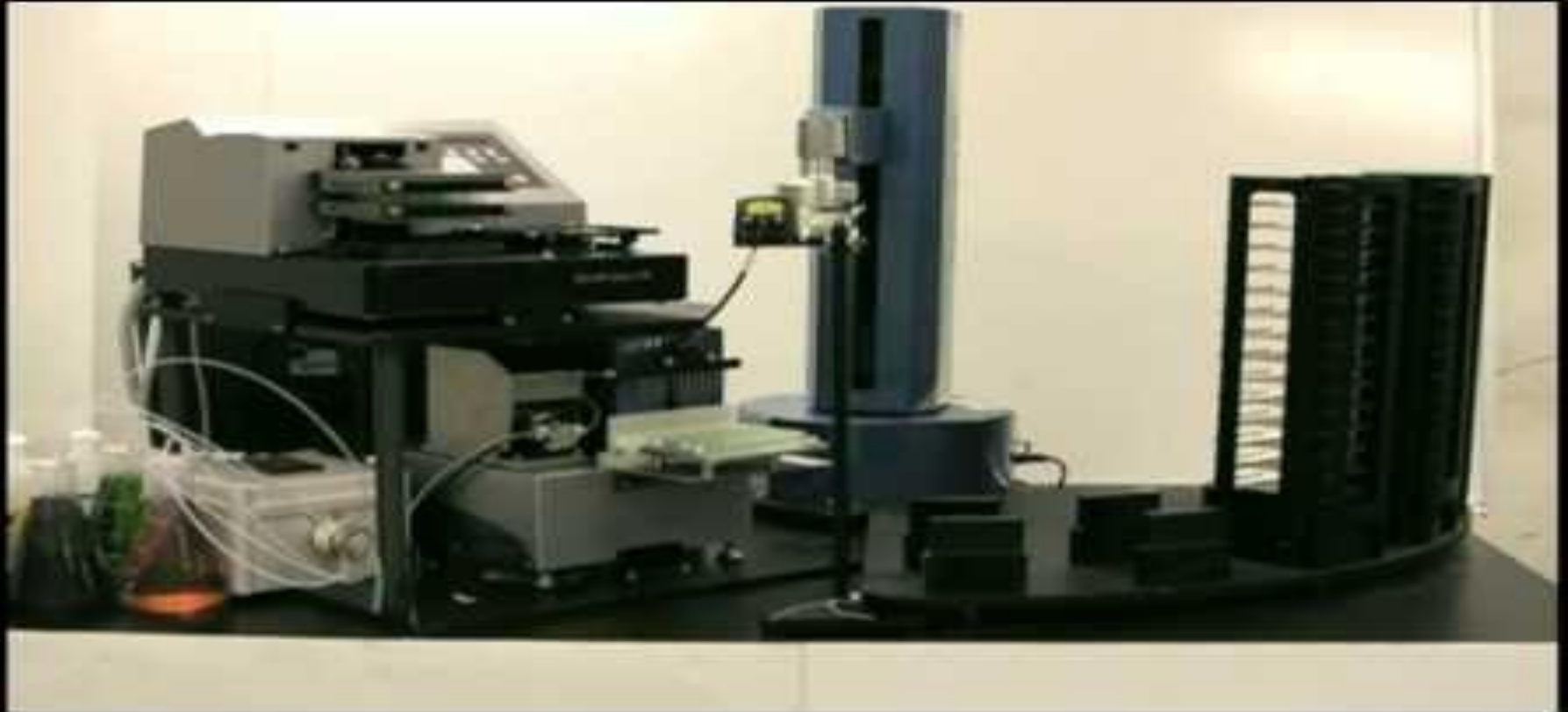
- Joint 1 - Revolute
- Joint 2 - Prismatic
- Joint 3 - Prismatic



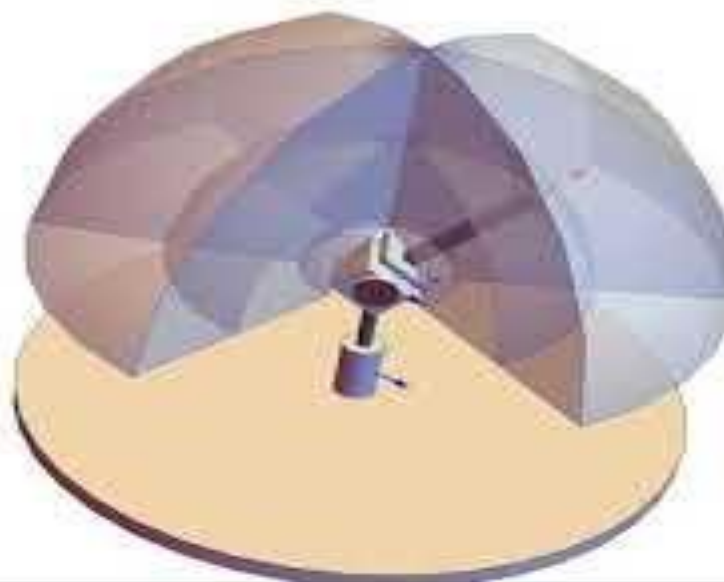
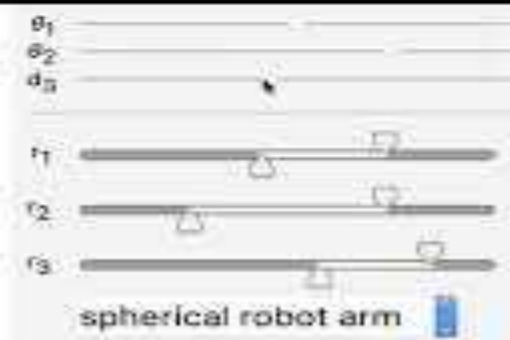


Kinematic Configuration - Cylindrical





Robotic Arm Geometry





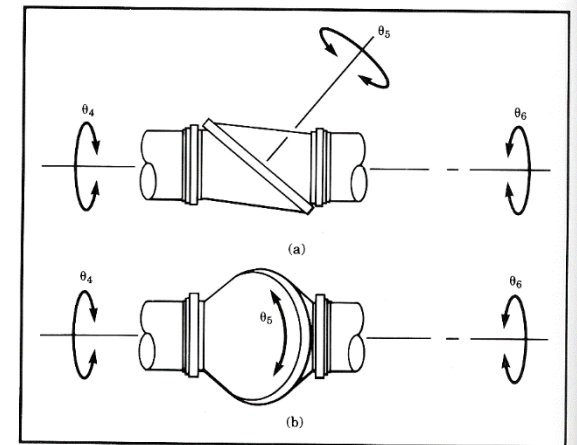
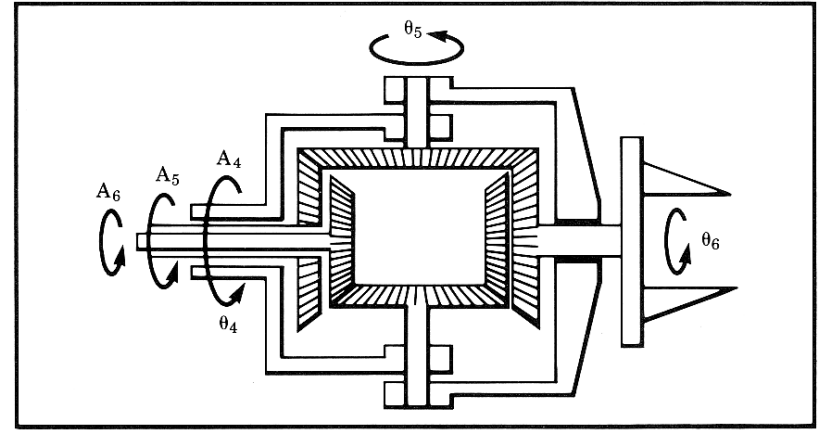
Kinematic Configuration - Wrist

- **Joints**
 - Three (or two) joints with orthogonal axes
- **Workspace**
 - Theoretically - Any orientation could be achieved (Assuming no joint limits)
 - Practically - Severe joint angle limitations
- **Kinematics**
 - Closed form kinematic equations



Kinematic Configuration - Wrist

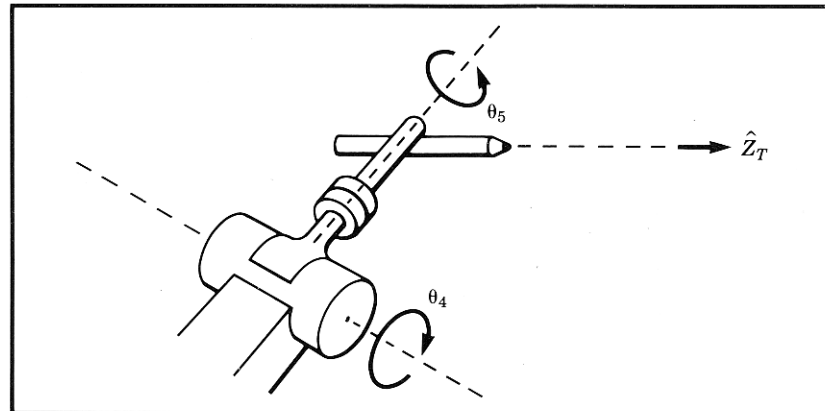
- Three intersecting orthogonal Axes
Bevel Gears Wrist
 - Limited Rotations
-
- Three Roll Wrist (Cincinnati Milacron)
 - Three intersecting non-orthogonal Axes
 - Continues joint rotations (no limits)
 - Sets of orientations which are impossible to reach





Kinematic Configuration - Wrist

- 5 DOF Welding robot (2 DOF wrist) - Symmetric tool
- The tool axis \hat{z}_T is mounted orthogonal to axis 5 in order to reach all possible orientations



Video Clip

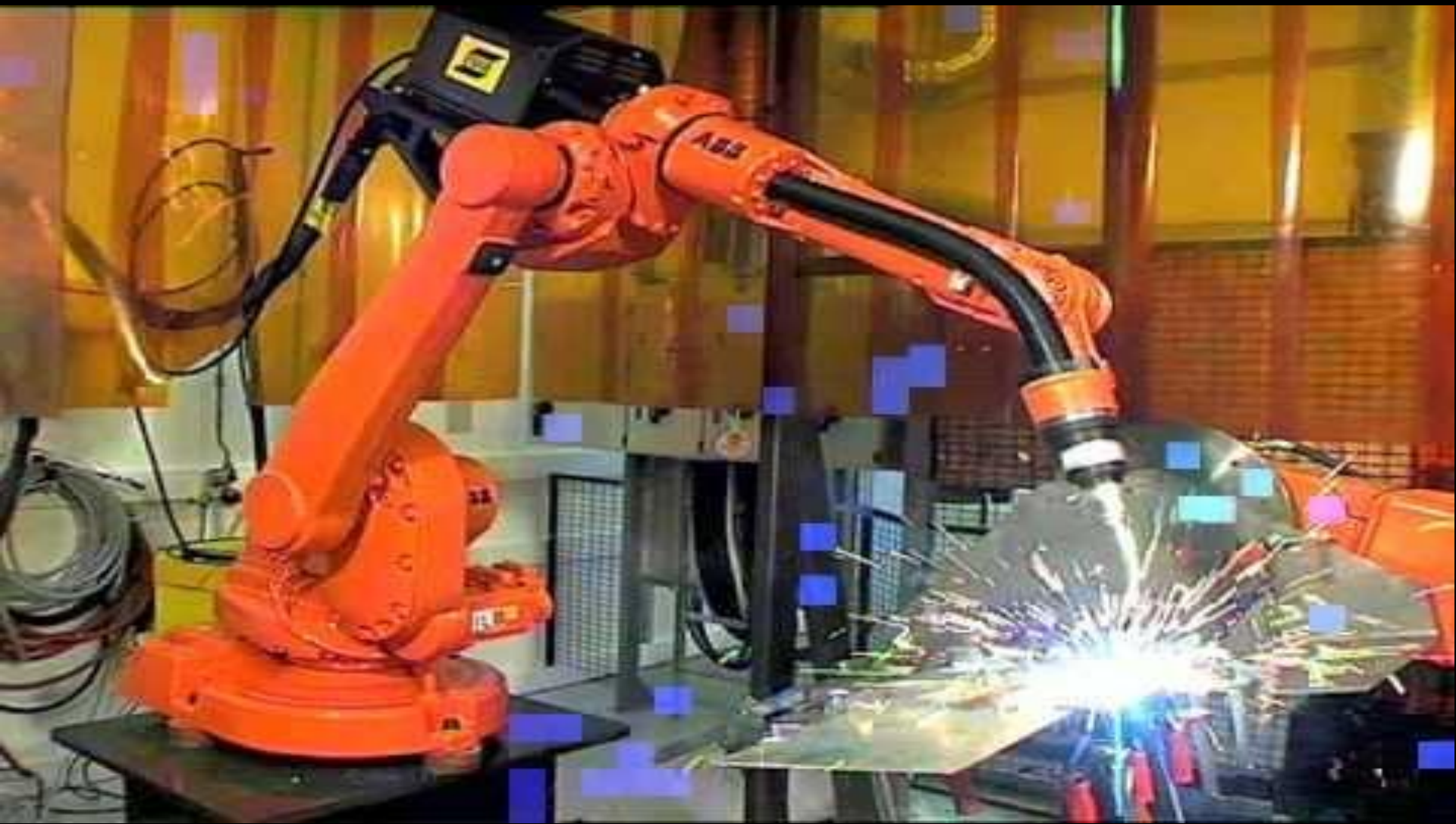
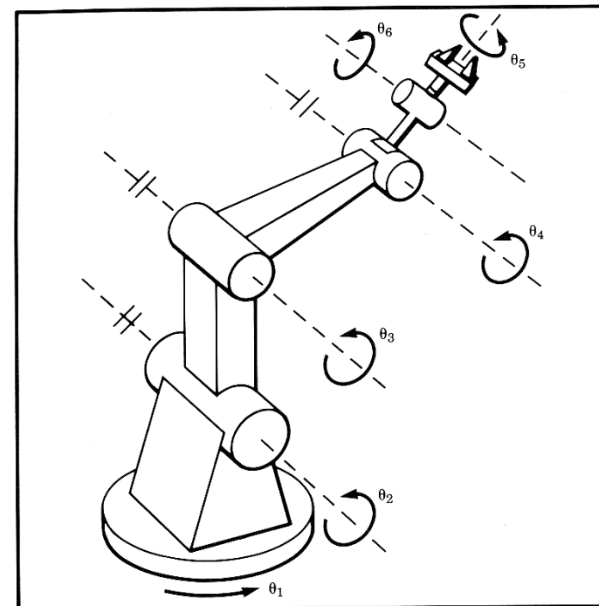


ABB Robotics - Arc Welding



Kinematic Configuration - Wrist

- **Non intersecting axes wrist**
- A closed form inverse kinematic solution may not exist
- **Special Cases** (Existing Solution)
 - Articulated configuration
Joint axes 2,3,4 are parallel
 - Cartesian configuration
Joint axes 4,5,6 do not intersect



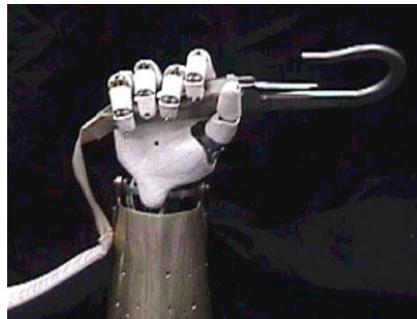


Kuka KR 500 wrist mechanics - Axis 4, 5 & 6



End Effector (EE)

At the free end of the chain of links which make up the manipulator is the end effector. Depending on the intended application of the robot the end effector may be a gripper welding torch, electromagnet or other tool.



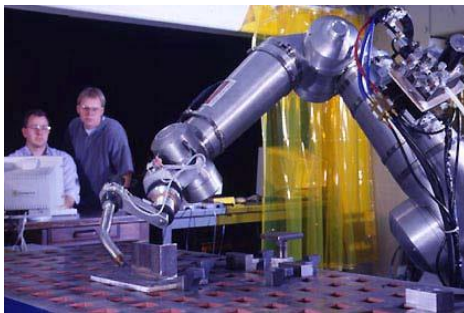
ROBONAUT - Hand (NASA)



Stanford / JPL- Hand (Salsilbury)



Utha / MIT Hand

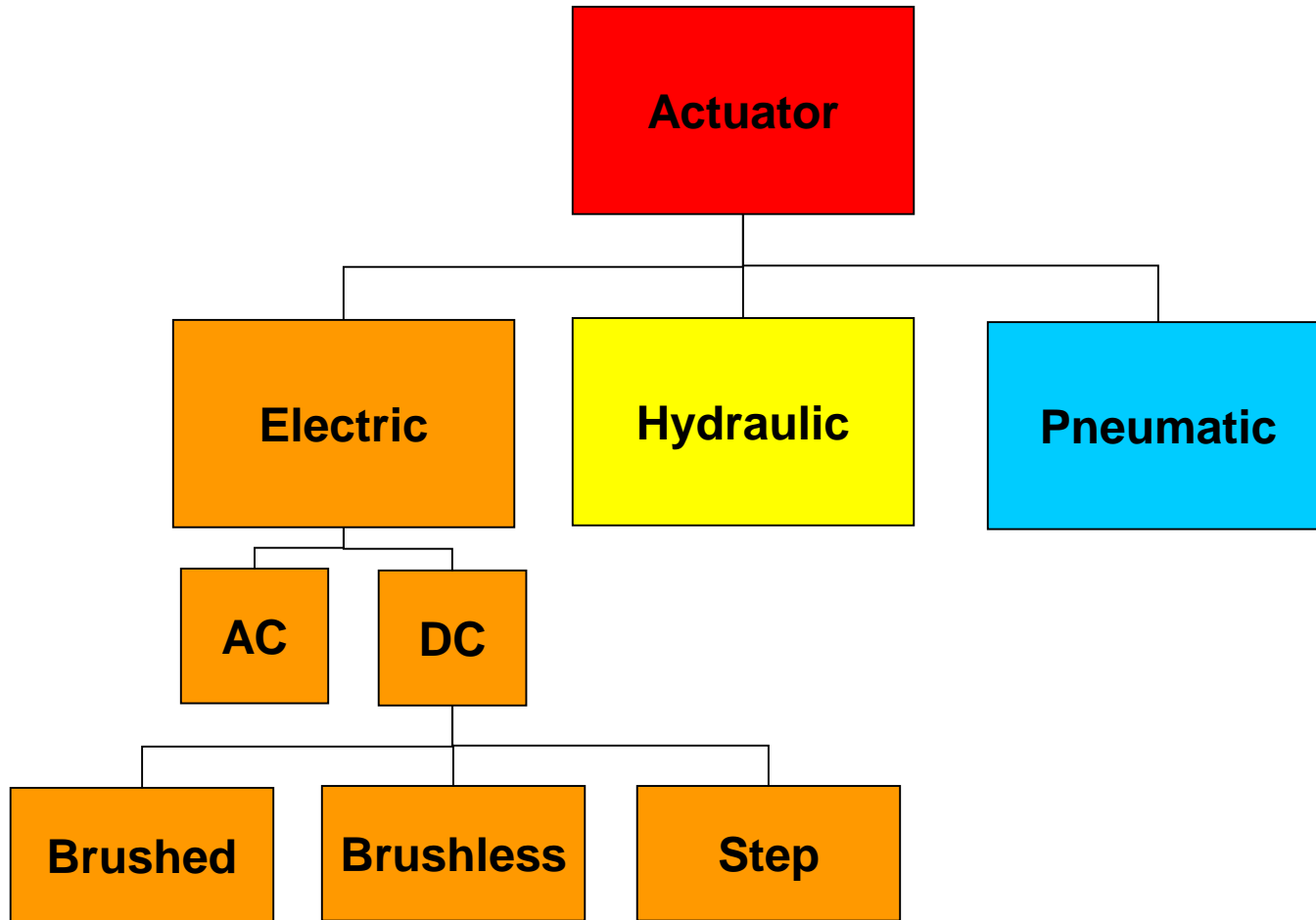


NIST - Advanced Welding Manufacturing System



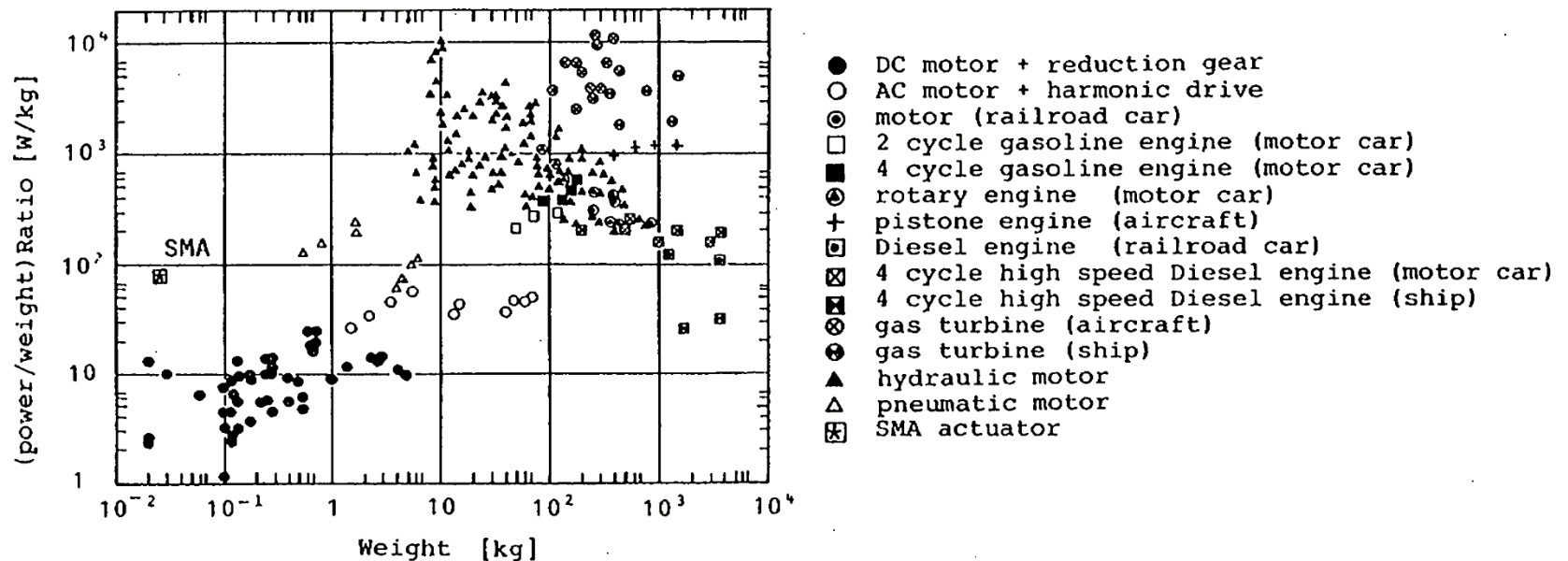


Actuation





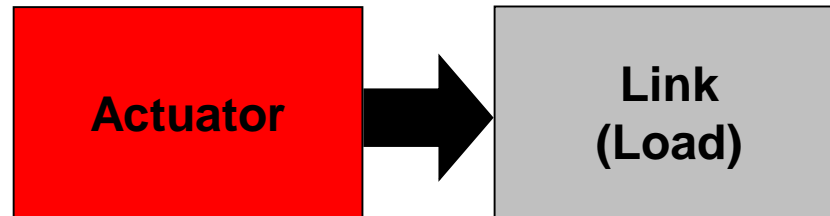
Actuation – Power to Weight Ratio



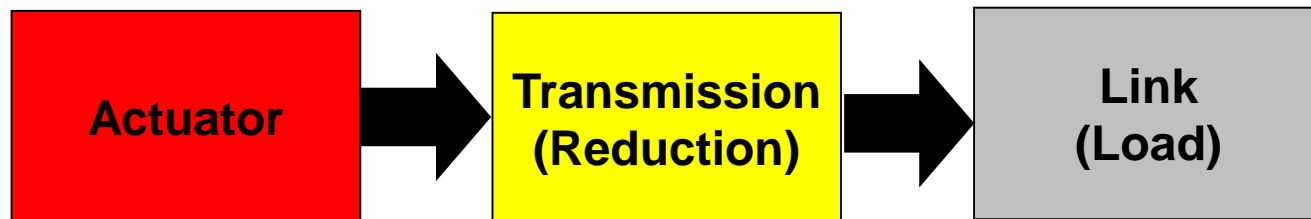


Actuation Schemes

- Direct Drive

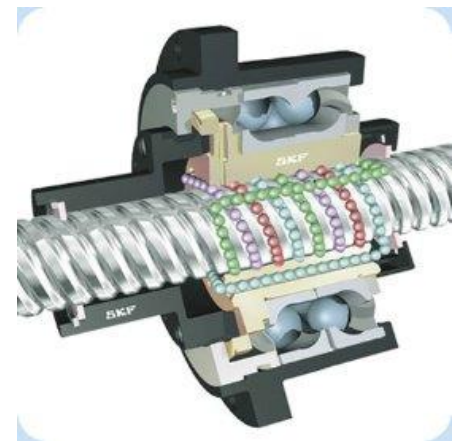
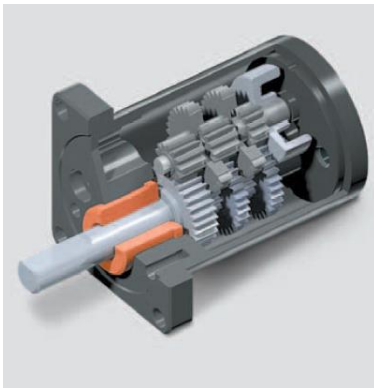
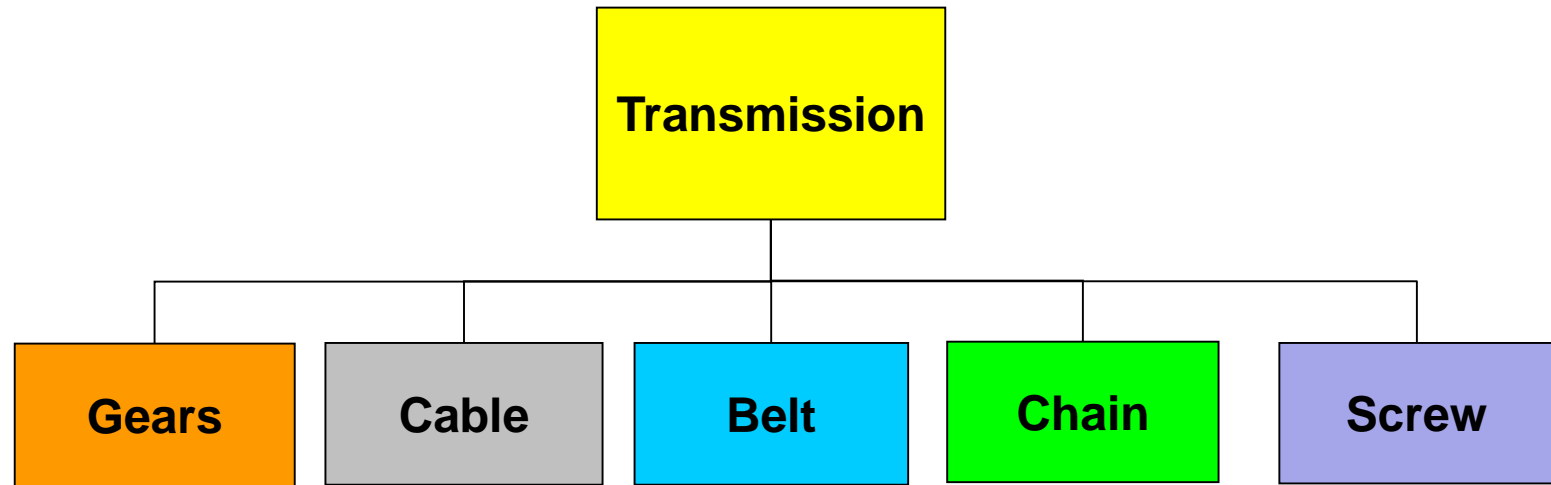


- Non Direct Drive





Reduction & Transmission Systems





Types of Gears



Super Gears



Helical Gears



Rack & Pinion Gears



Bevel Gears



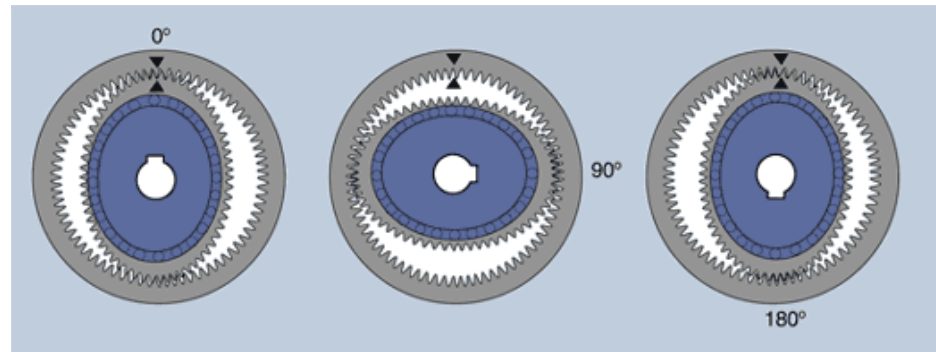
Hypoid Gears



Worm Gears



Gearbox / Gearhead



Harmonic Drive



Reduction & Transmission Systems



$$\mu P_{in} = P_{out}$$

$$\mu T_{in} \omega_{in} = T_{out} \omega_{out}$$

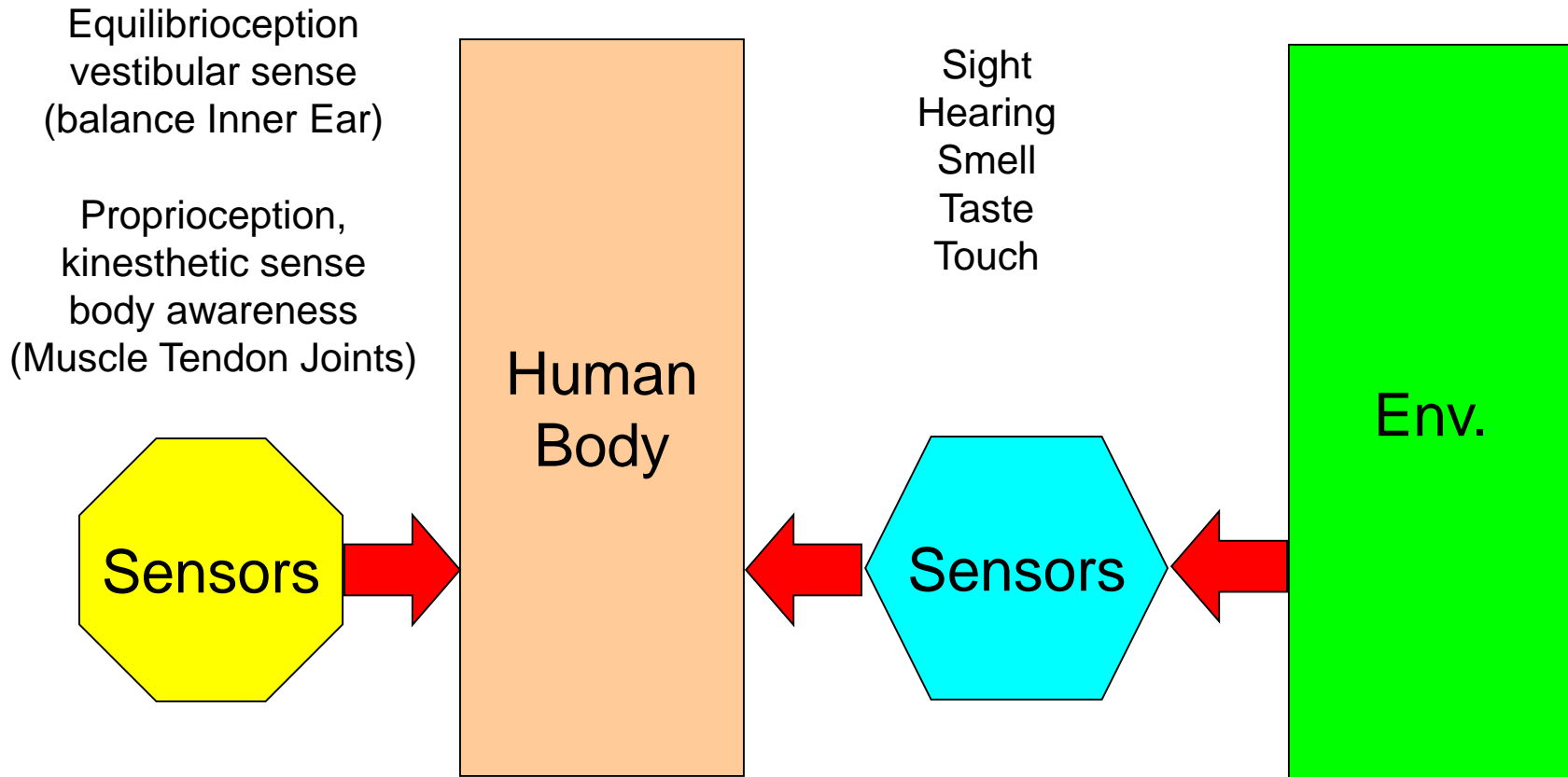
$$\frac{T_{out}}{\mu T_{in}} = \frac{\omega_{in}}{\omega_{out}} = n \quad (n > 1)$$

$$\mu \approx 0.5 - 0.9$$

Limiting Factors ω_{in}, T_{out}

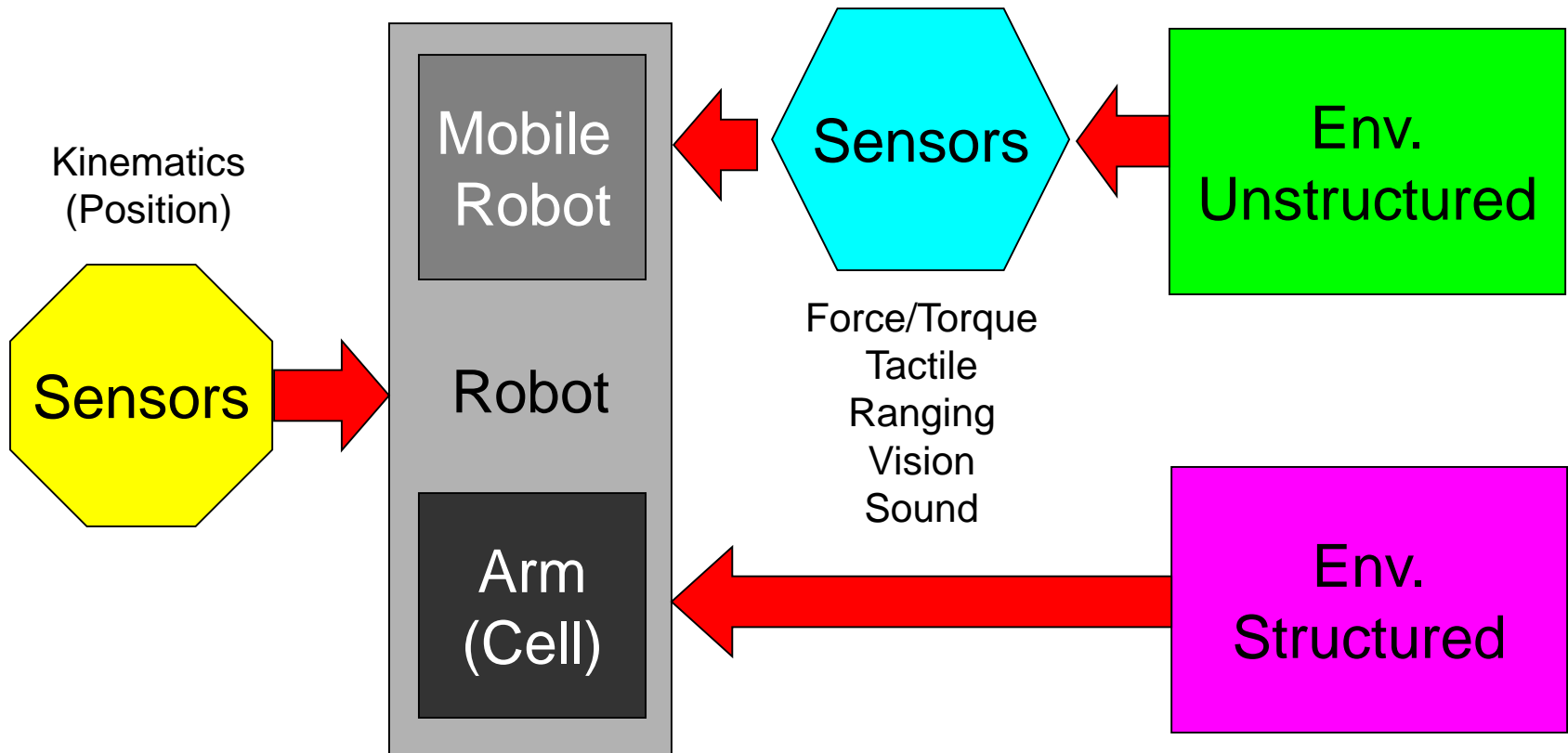


Sensors – Human Body





Sensors – Robot





Manipulator Design

- Requirements
 - Task
 - Load
 - Time (speed / cycle-time)
 - Environment
 - Cost
- Design
 - No. of DOF
 - Workspace
 - Kinematics configuration
 - Dynamics properties
 - Actuation
 - Sensors
 - Accuracy
 - Reputability
- Analysis
 - Kinematics
 - Link length optimization
 - Singularities
 - Dynamics
 - Actuation optimization
 - Trajectory Analysis
 - Modal Analysis
 - Cost Analysis
 - Control
 - Low level (servo)
 - High level (sensor fusion)



Robotic Systems – Medical – Wearable Robot



Exos



Exo-UL7
Bionics Lab - UCLA



MGA
Maryland-Georgetown Army



Panasonic



Percro
University of Pisa - Italy



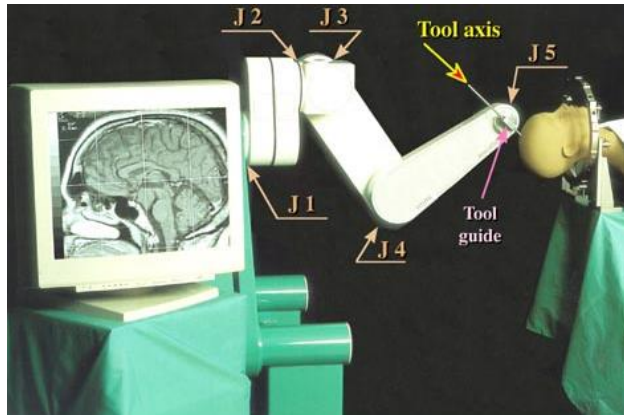
ARMin
[Catholic University of America](#)



Human Power Extender
UC Berkeley

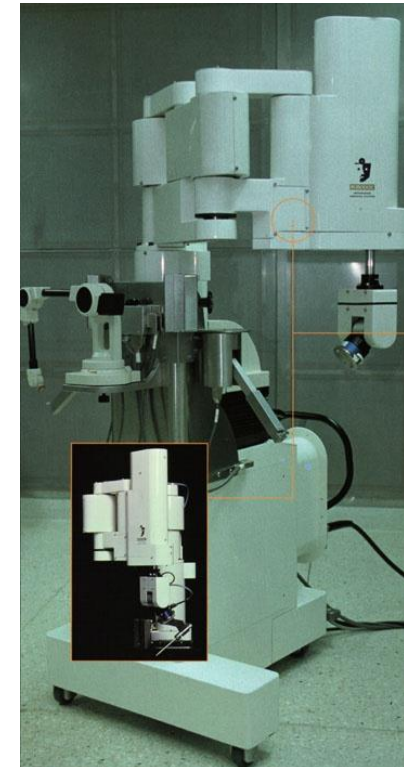
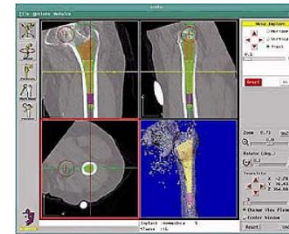


Robotic Systems – Medical – Surgical Robot



Neuromate

Integrated Surgical System (ISS)



RoboDoc

Integrated Surgical System (ISS)



Robotic Systems – Medical – Surgical Robot



M7

SRI



Zeus

Computer Motion



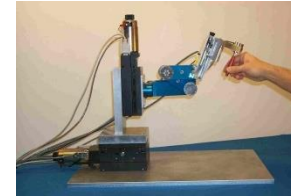
DaVinci

Intuitive Surgical



Steady Hand

Hopkins



Raven

University of Washington





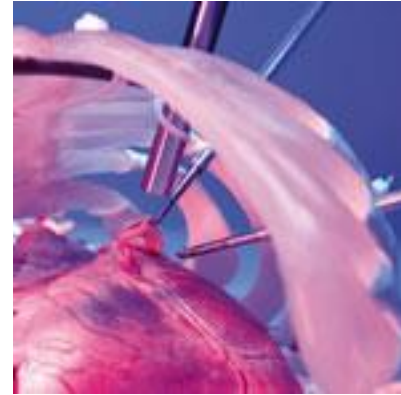
Robotic Systems – Medical – Surgical Robot

AESOP Computer Motion, Inc. Goleta, CA

The AESOP Endoscope Positioner is a seven degree-of-freedom robotic arm, which mimics the form and function of a human arm to position an endoscope during minimally invasive surgery.

Using predefined voice commands, the surgeon is able to directly control a stable, responsive surgical image during long, complex procedures. The AESOP system provides a level of stability that is impossible to achieve with a human endoscope holder and frees up the medical professional for other patient- and surgeon-oriented duties.

www.computermotion.com





Robotic Systems – Medical – Surgical Robot

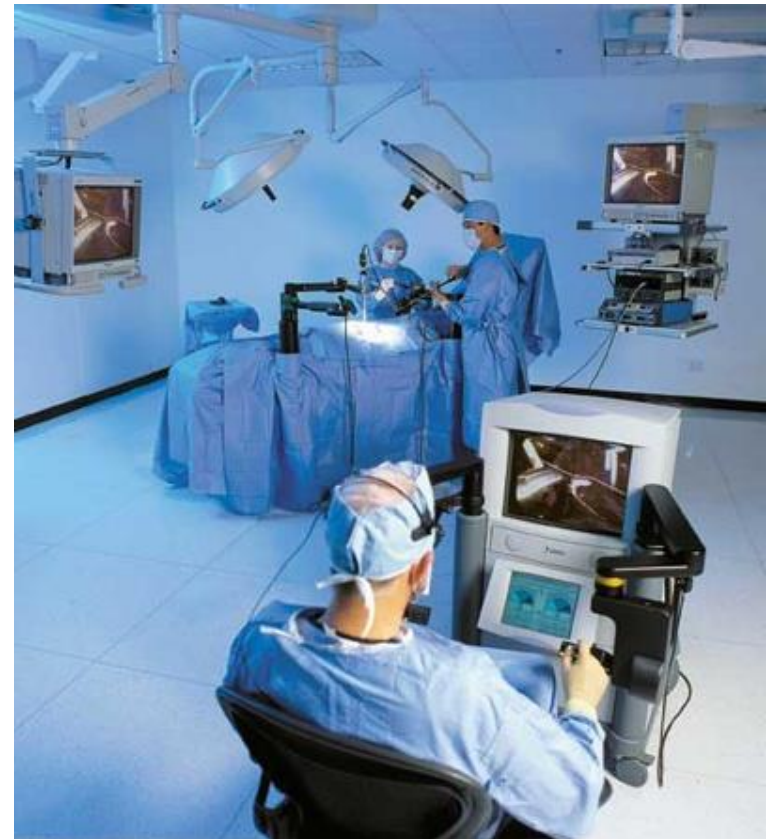
ZEUS

Computer Motion, Inc.

Goleta, CA

The ZEUS Robotic Surgical System is comprised of an ergonomic surgeon console and three table-mounted robotic arms, which act as the surgeon's hands and eyes during minimally invasive surgery. While sitting at the console, the surgeon controls the right and left robotic arms that translate to real-time manipulation of the surgical instruments within the patient's body. The third arm incorporates the AESOP technology, providing the surgeon with a controlled and steady view of the internal operative field.

www.computermotion.com





Robotic Systems – Medical – Surgical Robot

**da Vinci
Intuitive Surgical, Inc.
Mountain View, CA**

The da Vinci™ Surgical System consists of a surgeon's console, a patient-side cart, a high performance vision system and our proprietary instruments. Using the da Vinci Surgical System, the surgeon operates while seated comfortably at a console viewing a 3-D image of the surgical field. The surgeon's fingers grasp the instrument controls below the display with wrists naturally positioned relative to his or her eyes. Our technology seamlessly translates the surgeon's movements into precise, real-time movements of our surgical instruments inside the patient.

www.intuitivesurgical.com





Robotic Systems – Medical – Surgical Robot

Integrated Surgical Systems, Inc.
Davis, CA

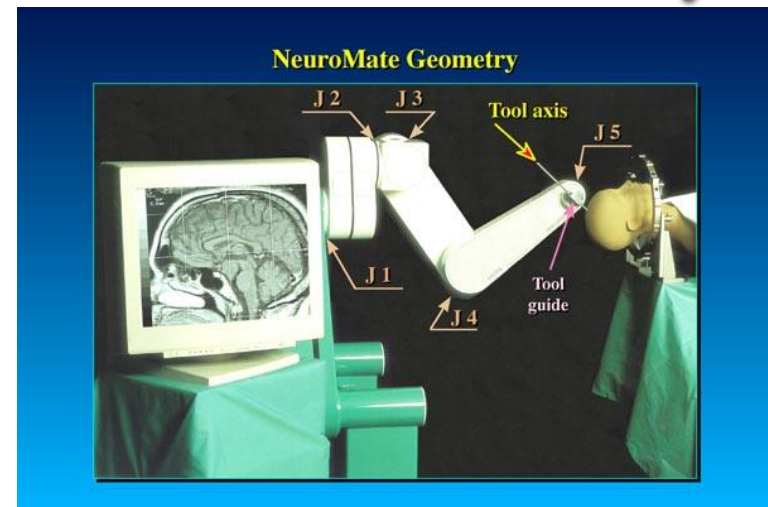
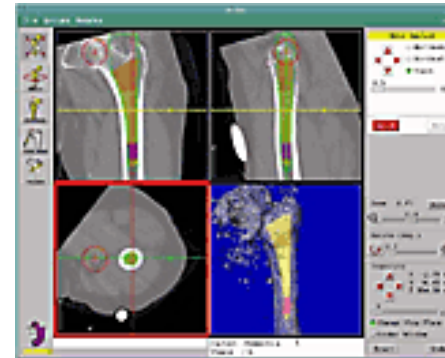
ROBODOC

Total hip replacement- The robot mills a cavity in the femur for a prosthetic implant. The system is designed to accurately shape the cavity for a precise fit with the implant.

Total knee replacement - The robot planes knee surfaces on the femur and tibia to achieve a precise fit for the implant.

NeuroMate is a computer-controlled, image-directed robotic system for stereotactic functional brain surgeries. The Frameless NeuroMate System eliminates the need to use the cumbersome and very painful frames that are traditionally used for many brain surgeries. The system orients and positions a variety of surgical tools.

www.robodoc.com





Robotic Systems – Medical – Surgical Robot



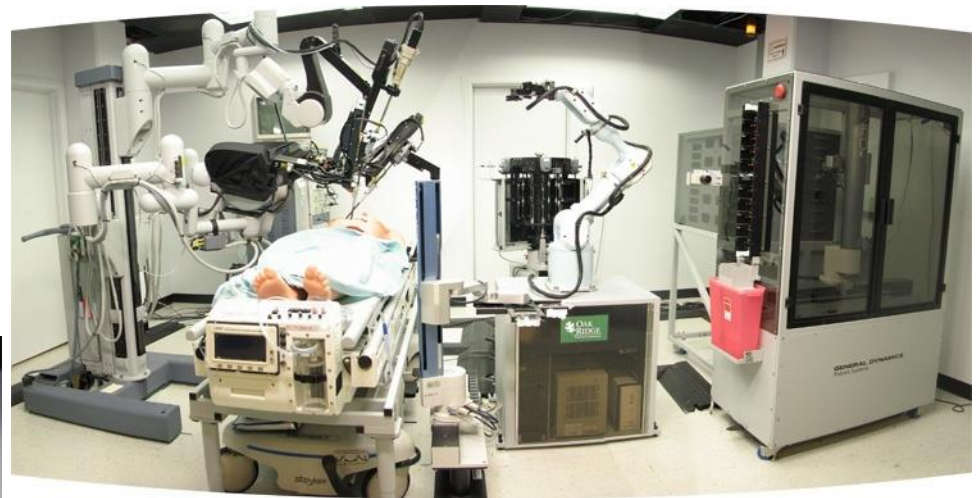
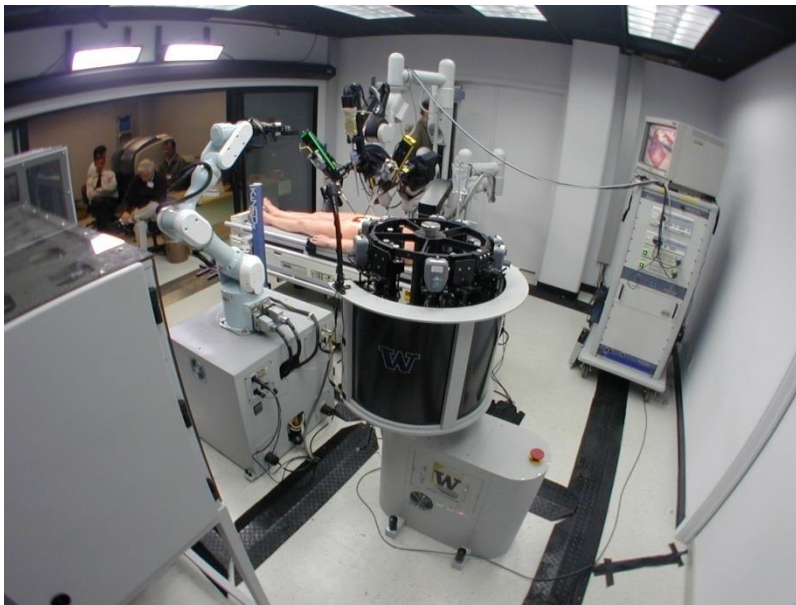
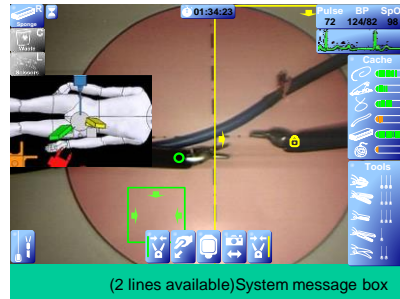


Raven I – Surgical Robot



Robotic Systems – Medical – Surgical Robot

Trauma Pod (SRI)





Trauma Pod Phase I – DARPA Project – Demo