

A large, vibrant red splatter graphic that serves as the background for the word 'Artisan's'. The splatter has several smaller droplets extending from its edges.

*Artisan's*

A rectangular metal plate with a grey and black gradient. It features four hexagonal bolts at the corners and a series of small black arrows pointing outwards from the edges of the text.

**ASYLUM**



# Designing Simple Hydraulic Joints

**Gui Cavalcanti**

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# Overview

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- **Designing a joint made from a pivot and a hydraulic piston from scratch can be confusing, given the near-infinite design options**
  - **Characterizing such a joint for range of motion, torque, and flow while having infinite design options can be even more confusing**
  - **In this presentation, my goal is to convey a simple, quantitative method to design single-pivot hydraulic joints**
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# Example Joint

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**Let's take the elbow joint of an earthmover and use it to generate common terminology.**

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# Example Joint



# Example Joint

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# Example Joint

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**For the moment, let's only care about the cylinder, the joint it's driving, and where it's mounted relative to the joint it's driving.**

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# Example Joint

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# Example Joint

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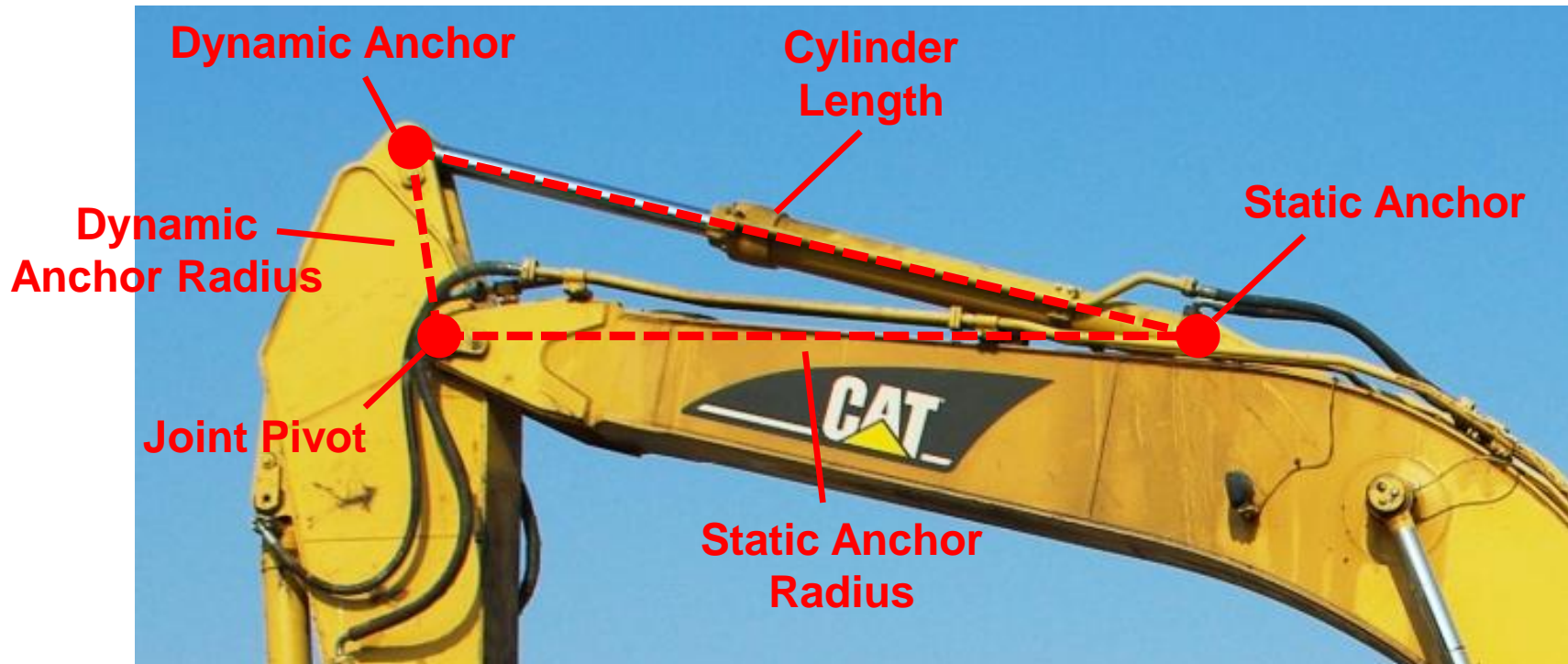
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**Now, let's define some terminology.**

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# Example Joint



# Example Joint

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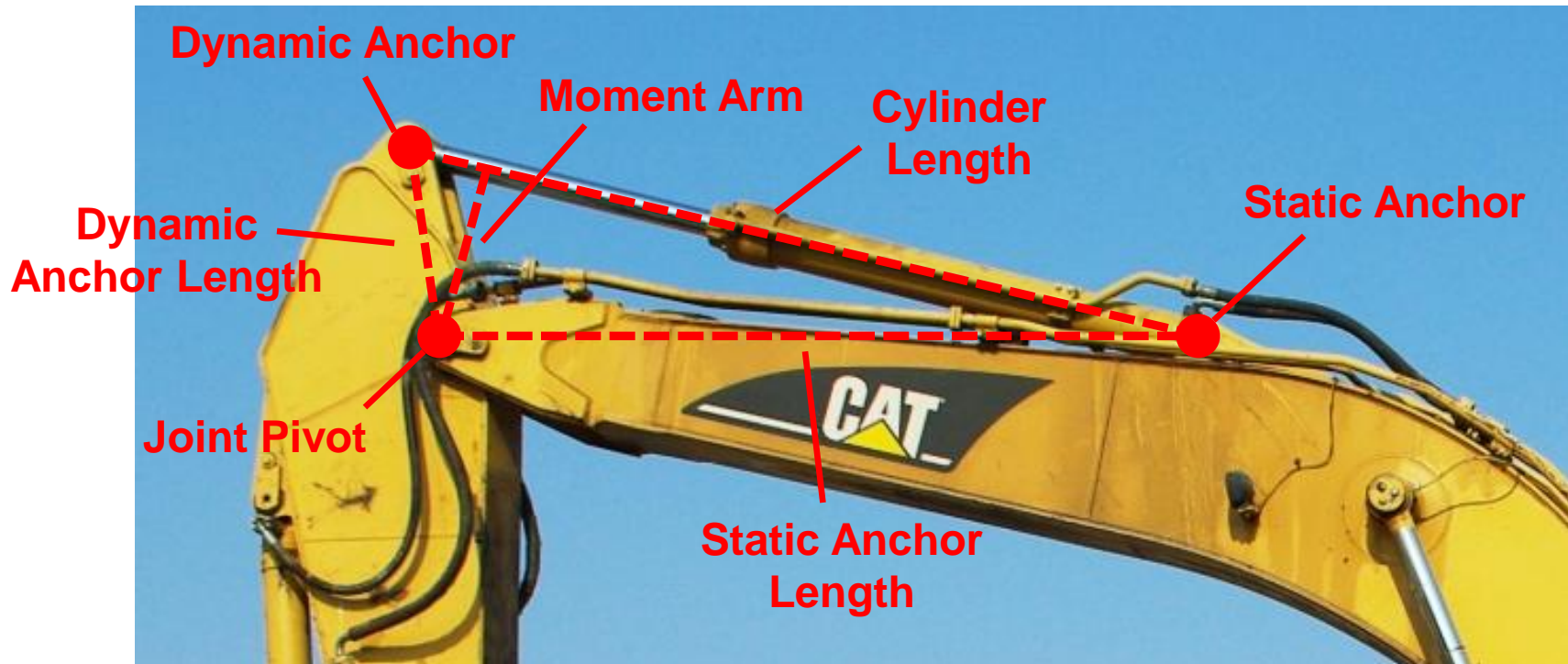
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**Let's add one more dimension, whose purpose may not be immediately obvious.**

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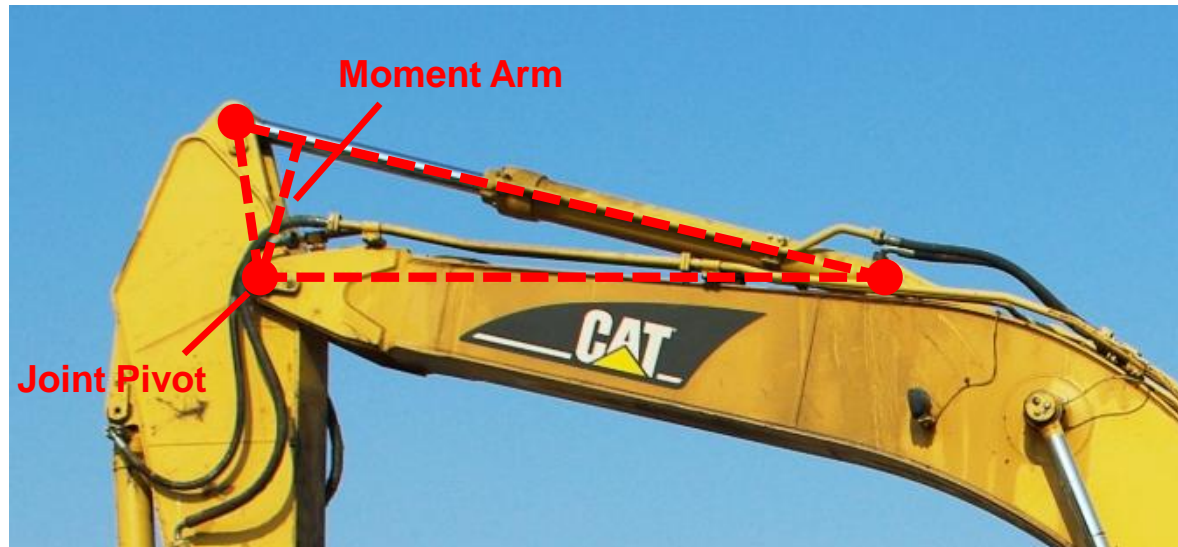
# Example Joint



# Example Joint

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**Linear Piston Force \* Moment Arm = Torque @ Joint**

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# Example Joint

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**Now that we have terminology, let's start designing.**

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# Joint Design

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- 1. Determine joint range of motion (ROM), minimum desired torques, and directions of torque**
  - 2. Determine if there are any constraints on where the dynamic and static anchor must be placed due to the rest of your design**
  - 3. Select an appropriate piston bore, rod size, and moment arm based on requirements**
  - 4. Choose an initial piston length to evaluate**
  - 5. Create constraining sketches**
  - 6. Iterate on hydraulic cylinder length until moment arm relationships are satisfied; iterate bore if necessary**
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# 1. Joint Characterization

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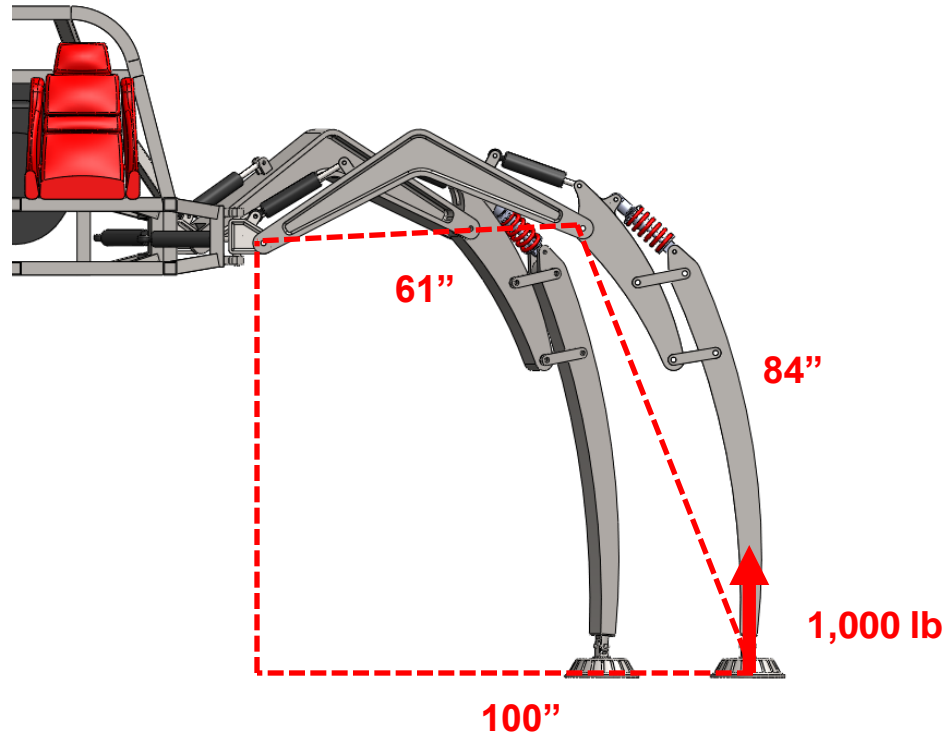
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- 1. How large of a sweep (less than  $\sim 120$  degrees) do you want?**
  - 2. What maximum/minimum torque is required at the joint, at which position?**
  - 3. What direction is that torque in?**
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# Joint Characterization Example: Extended Stompy Leg



**Maximum hip pitch torque required for Stompy:**  
 **$100'' * 1,000 \text{ lb (1/3 of tripod gait) = 100,000 in*lb}$**   
 **$100,000 \text{ in*lb} * 1.2 \text{ Factor of Safety} = 120,000 \text{ in*lb}$**

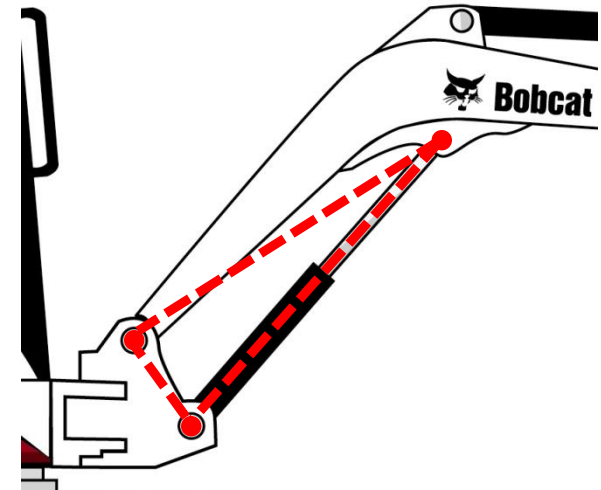
## 2. Determine Position Constraints

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### 1. Will the dynamic anchor or the static anchor be closer to the joint?

- **Static anchor closer: traditional pitch joint placement on excavators**
- **Dynamic anchor closer: traditional elbow joint placement on excavators**



# Position Constraint Example: Extended Stompy Leg

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Since we're creating miniature excavator legs, let's **keep the static anchor closer to the driven joint**

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### **3. Select Appropriate Actuator Size**

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- 1. Divide required torque by a reasonable moment arm length for your system**
  - 2. Search for stock piston bores (1.5"+, in 1/2" increments) that produce forces that are equivalent to what you need at your operating pressure**
  - 3. Fine tune your moment arm to match available bores/forces**
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# Appropriate Actuator Example: Extended Stompy Leg

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- 1. 6" seems like a reasonable moment arm;  
120,000 in\*lb / 6 in = 20,000 lb**
  - 2. 3" bore @ 2500 psi = 17,670 lb**
  - 3. 120,000 in\*lb / 17,670 lb = 6.8"  
moment arm**
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## 4. Choose An Example Piston

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- 1. Choose a moderate length piston to experiment with in a sketching or 3D modeling program**
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# Choose An Example Piston: Extended Stompy Leg

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## 1. Choose an 8" length, 3" bore piston:

- **Prince A300080ABAA07B**
- **3" bore, 8" stroke, 1.375" rod**
- **Retracted length: 20.25"**
- **Extended Length: 28.25"**



## 5. Create Constraining Sketches

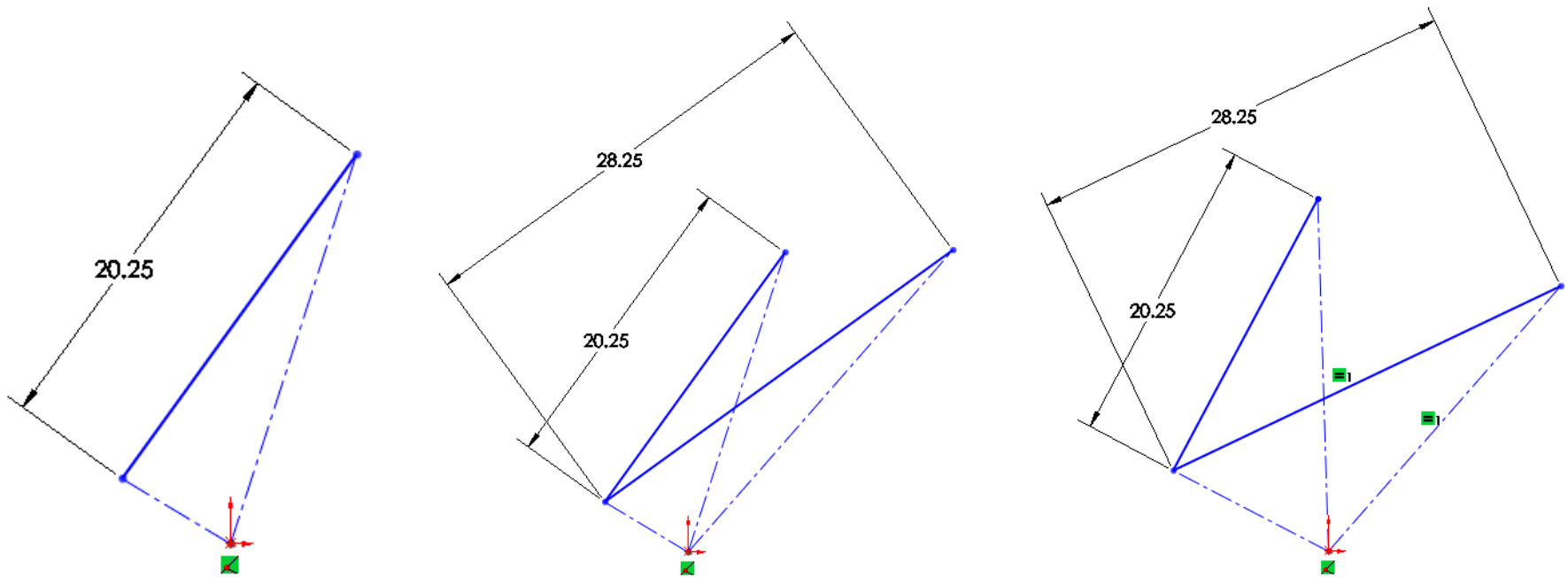
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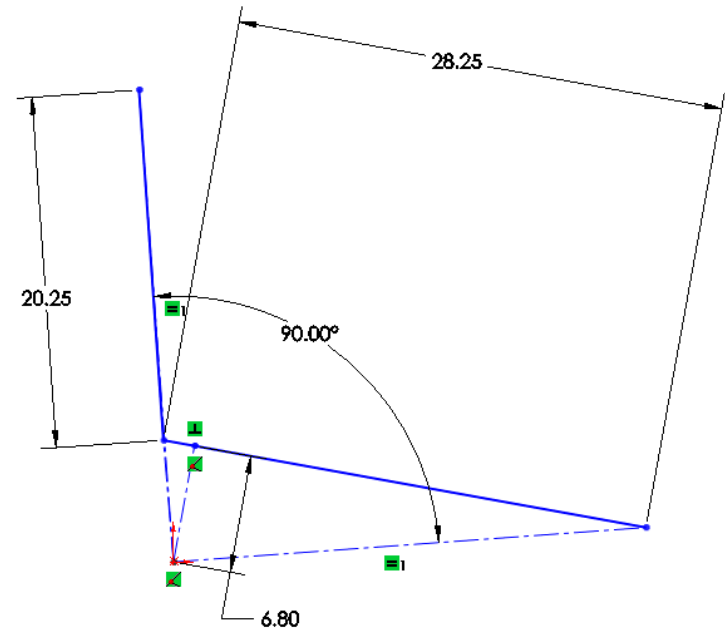
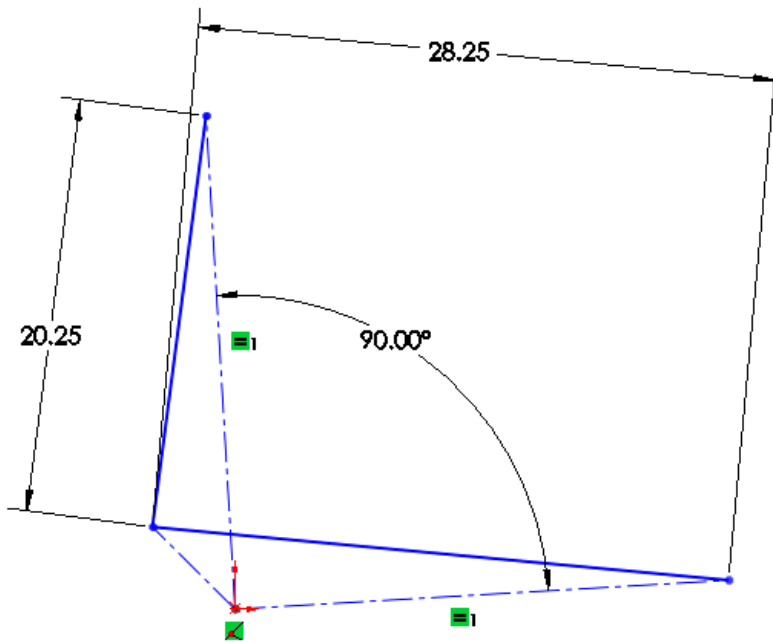
- 1. Draw an initial triangle between the driven joint, the static anchor, and the dynamic anchor, using the retracted length**
  - 2. From the same joint position and static anchor position, draw a new triangle to a second dynamic anchor, using the extended length**
  - 3. Equate the two dynamic anchor radii to themselves**
  - 4. Constrain the two dynamic anchor radii with the desired range of motion**
  - 5. Draw in the moment arm on the appropriate triangle to fully constrain the sketch**
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# Create Constraining Sketches: Extended Stompy Leg



# Create Constraining Sketches: Extended Stompy Leg



# Create Constraining Sketches: Extended Stompy Leg

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**Note that by enforcing a 6.8” moment arm at one end of the stroke, there is almost no moment arm (i.e., we’re at a singularity) at the other end of the stroke. Thus, we need a longer piston, or we’ll get trapped in that position.**

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# Choose An Example Piston: Extended Stompy Leg

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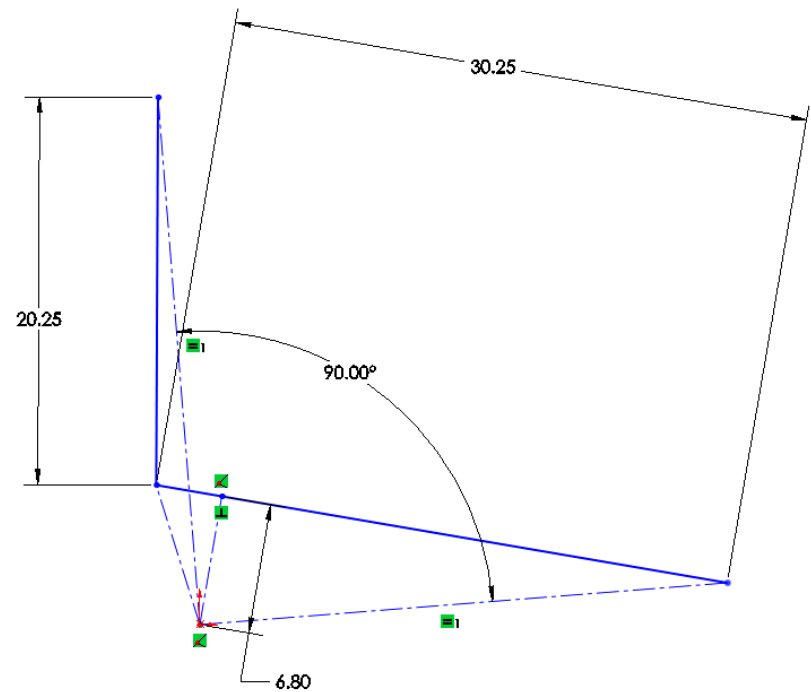
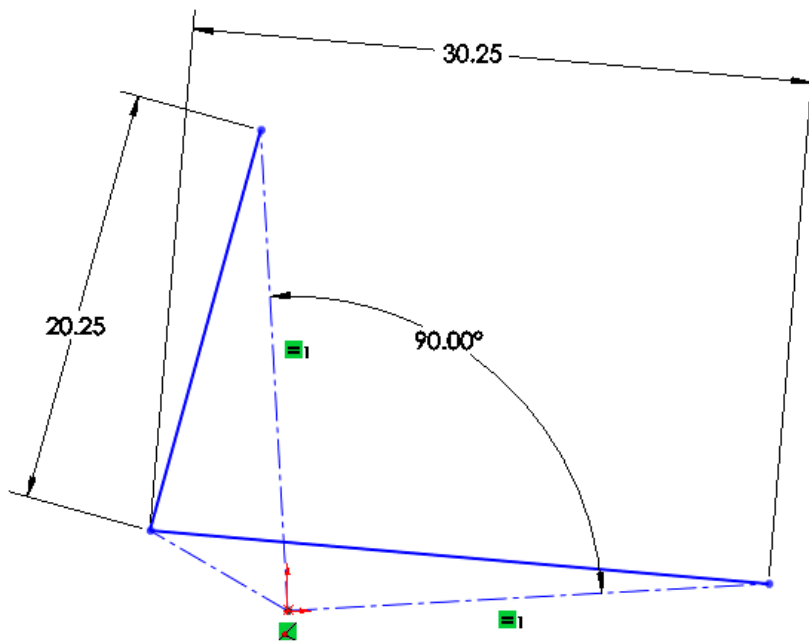


## 1. Choose a **10" length**, 3" bore piston:

- **Prince B300100ABAAA07B**
- **3" bore, 10" stroke, 1.375" rod**
- **Retracted length: 20.25"**
- **Extended Length: 30.25"**



# Create Constraining Sketches: Extended Stompy Leg



# Create Constraining Sketches: Extended Stompy Leg

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**Since the upper portion of the motion is just to retract Stompy's legs into transport position, no significant moment arm is needed; thus, this solution is good enough**

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# Final Steps

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- 1. Make sure stroke length and piston diameter are reasonable (i.e. not too skinny and long, not too short a travel)**
  - 2. Rotate positioning triangles around joint as needed into reasonable positions relative to their attached links**
  - 3. Integrate point positions into mechanical design**
  - 4. If iteration is needed on point positions, go back to triangles and rotate all positions as a group – don't change them arbitrarily**
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