

## A Simulator for the Operation and Maintenance of the PRIDE Facility

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### 1. Introduction

This study introduces a remote simulator to verify and validate an operability and maintenanceability of a remote manipulator in a pyroprocess facility at a design stage. To evaluate an operability and maintenanceability of the devices, it needs various modules. This article describes a system architecture which illustrates an interface between its modules. In nuclear industry, an advanced modeling and simulation technology which can simulate various phenomena by using a digital mockup has been increased. Even several research and development[1, 2]in order to improve the efficiency of a remote operation in the ACPF digital mock-up were carried out, these research results have a lot of limitations in order to apply it to real world. Especially simulations that depend on 3D graphics are limited to the analysis of an accessibility and operability of a manipulator. To solve these limitations, this article proposes a scheme to enable an operator to improve a remote manipulation by using a haptic device which is a force feed-back device.

### 2. Methods and Results

#### 2.1 System Architecture

A remote simulator composed of a number of modules such as a module for modeling a 3D virtual environment, a module for analyzing maintenance tasks based on human-manipulator interaction interface, and a module for visualizing a analyzed results. Figure 1 illustrates the system architecture for a remote simulator.

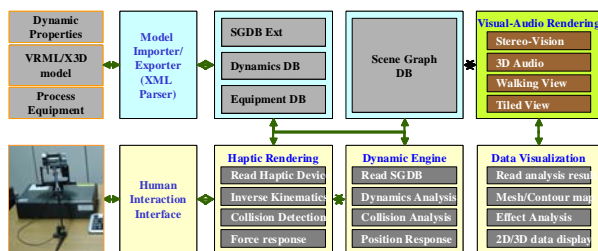


Fig. 1. Schematic diagram of a remote simulator

The system begins with loading VRML files which were constructed by 3D CAD tools such as ENVISION, SOLIDWORKS, and 3DS MAX. In the haptic interface, we used a PHANToM premium 1.5A for an input with 6-DOF and an output with 3-DOF made by Sensable Ltd, and we used Open Haptics with software.

#### 2.2 Haptic device and Graphic rendering

The reason we selected the haptic device was that a simulation that depends on 3D graphics has a limitation when analyzing various situations of a remote manipulation. Especially a maintenance work that deals with nuclear materials remotely requires a high manipulator skill of a human operator. Figure 2 illustrates the relationship between a haptic rendering and a graphic rendering in order to analyze the remote accessibility and operability in the digital mock-up facility.

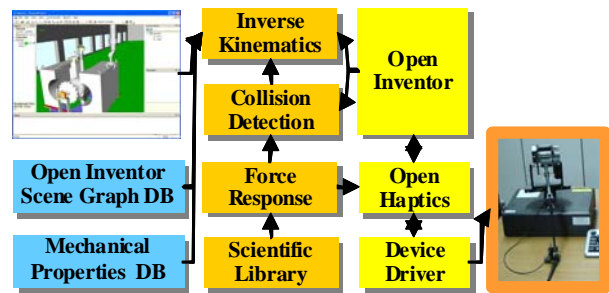


Fig. 2. Configuration of a haptic device rendering and a graphic rendering

#### 2.3 Analysis of the forward and inverse kinematic of the MSM

To check on the interference between the MSM and the devices in the virtual space, we should know the 6-DOF movement of a gripper functions. To acknowledge the 6-DOF, we have to calculate the angle of the joints with the input for the position and orientation of the MSM in a Cartesian space. Table 1 shows the parameters along with the inverse kinematic chain developed by Denavit-Hartenburg. In the force feed-back input device, it is difficult to map it with a one-to-one ratio because of a difference between the manipulator and the kinematics. In this case it is necessary to calculate the forward kinematics for the end-effector position, orientation, and to calculate the inverse kinematics for a joint angle. The end-effector position and orientation using the transformation matrix of each joint can be represented by a 4x4 transformation matrix. The coordinates describe the end-effector position and orientation using position coordinates and the relative-axis(Euler angles) is defined from the transformation matrix as follows:

Table 1. Denavit-Hartenburg parameters for the MSM

	$\theta$	d	a	$\alpha$
1	$\theta_1+90$	537.5	0	90
2	$\theta_2+90$	0	32.5	-90
3	0	$956.6+d_3$	0	0
4	$\theta_4$	73.6	43.8	90
5	$\theta_5$	0	0	-90
6	$\theta_6$	208.22	0	0

$$X = [xyz\phi\theta\psi]^T \quad (1)$$

If a coordinate system of each joint is defined as  $q = [q_1q_2q_3q_4q_5q_6]^T$  which is the current robot configuration, then we obtain Eq. (2) from Eq. (1).

$$X = F(q) \quad (2)$$

This equation is a forward kinematics one, which means a transformation from a joint space to homogenous coordinates. For a linearization, if we assume an infinitesimal displacement from Eq.(1), then we can obtain it as follows;

$$\delta X = J(q)\delta q \quad (3)$$

where  $J(q)$  is the Jacobian matrix. In the case of a 6-DOF manipulator, joint motions. we can calculate the infinitesimal displacement of a joint as follows:

$$\delta q = J(q)^+ \delta X \quad (4)$$

where  $J(q)^+$  is the pseudo-inverse of the Jacobian matrix,  $\delta q$  is an 6-dimensional vector of the cartesian components of the end-effector with reference to the base coordinates, and  $\delta X$  is a vector of a joint.

#### 2.4 Case Study

To verify if a collision detection could be achieved for a collision with other objects, preliminary experiment about an interface between a human operator and the haptic device was carried out. For experiment, a Vol-Oxidizer, which can convert  $UO_2$  pellets to  $U_3O_8$  powder through the process of a decladding and vol-oxidation of rodcuts, was chosen. Figure 3 depicts the lever of the Vol-Oxidizer. The result shows that the collision detection and force response algorithm were appropriated as we felt the force feedback whenever the MSM collided with other objects(Figure 4).

### 3. Conclusions

Based on the system architecture, a remote simulator to build a digital mock-up at the design stage and to analyze its remote accessibility and operability at the maintenance stage was implemented.

A preliminary experiment in order to elucidate an interface between a human operator and a haptic device was completed successfully.

The results show that a collision detection could be detected well during a collision with other objects and the force feedback response could also be felt from the force feedback whenever bumping against other objects.

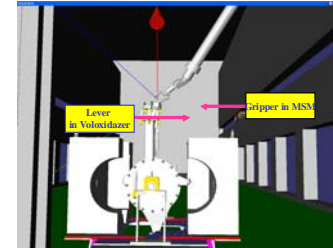
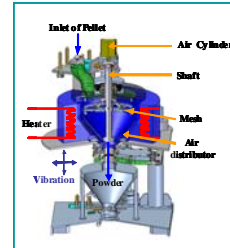


Fig. 3. Components of Vol-Oxidizer Fig. 4. Scene of MSM access a lever and grip it. and a lever near the Inlet of Pellet

### REFERENCES

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