

# Geometrical Constraint in Grasping

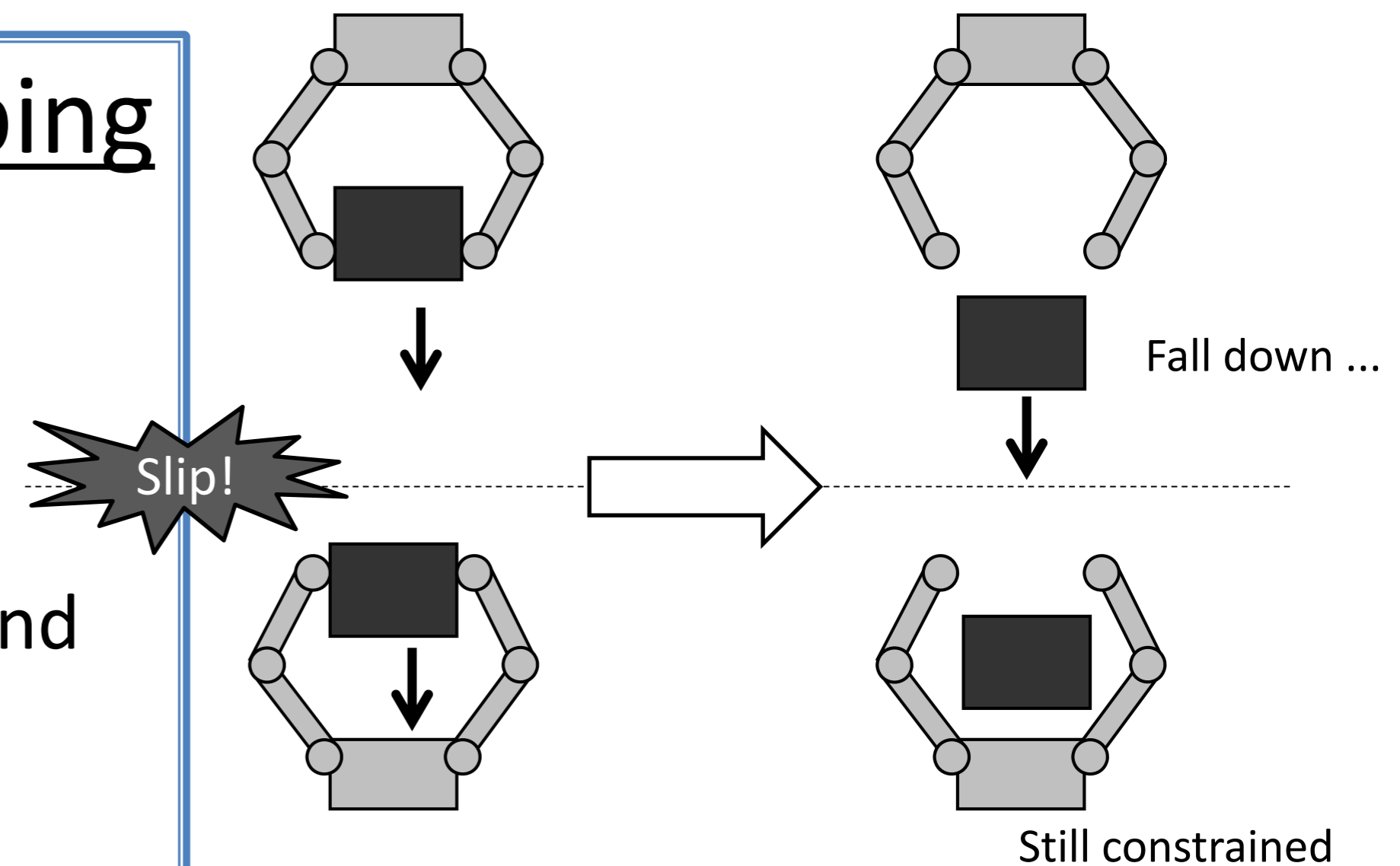
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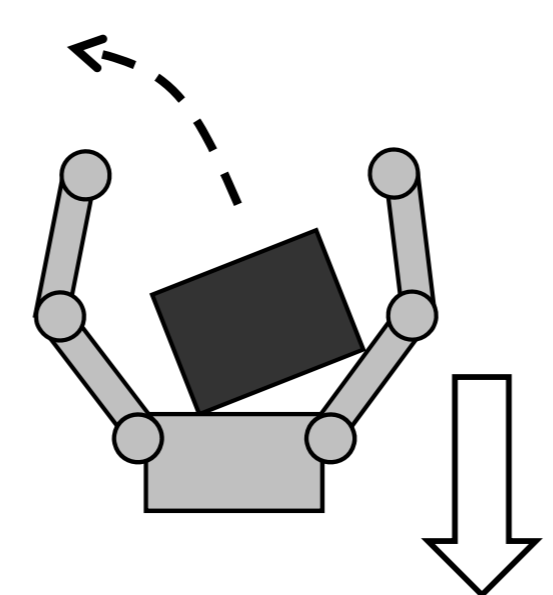
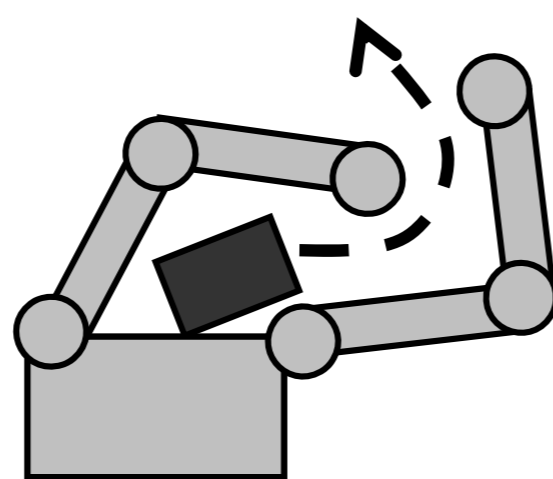
## Geometrical Constraint (Caging) in Grasping

- Force sensing and control is not always necessary
  - > position control can be used for grasping
- Use as another index of reliable grasping
  - > fail-safe strategies can be considered
- Indeterminacy of contact points between the objects and the robots
  - > More reachability for robot hands

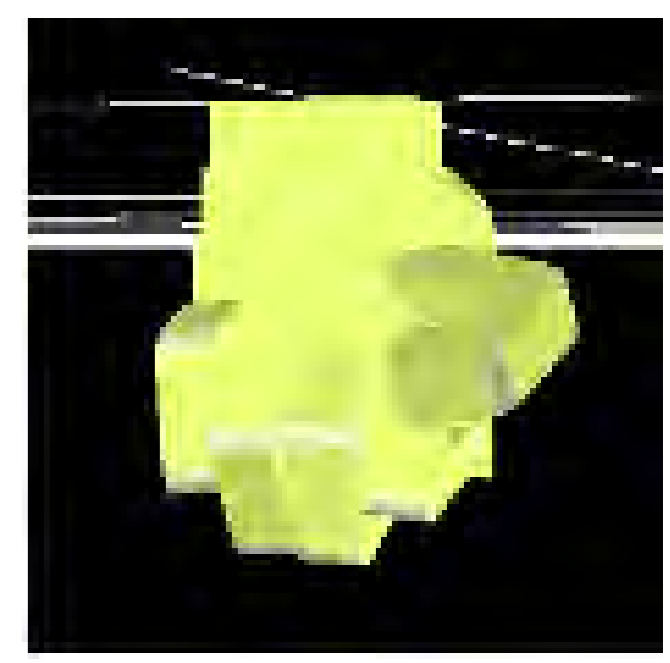
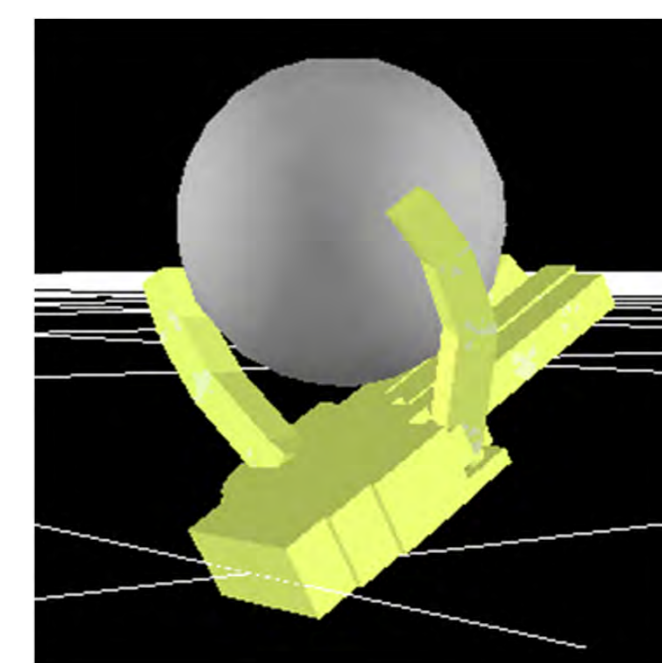
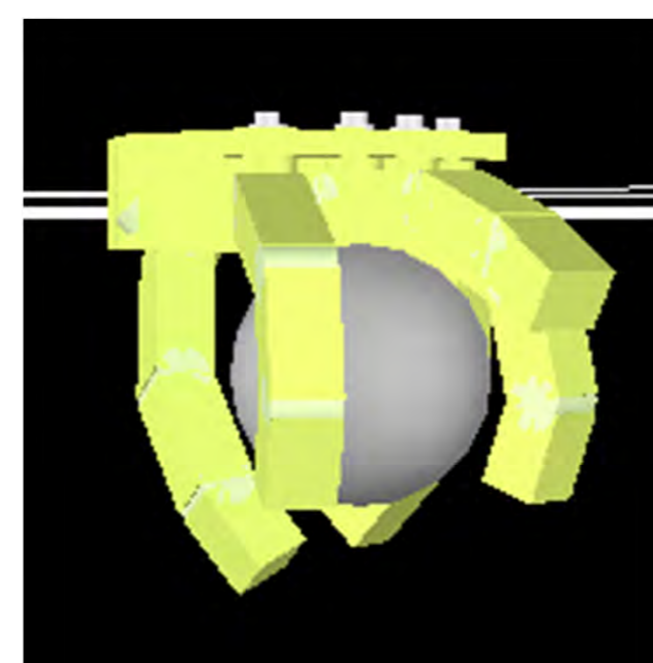


## Partial Caging

- Objects are almost constrained geometrically and escape paths exist, but with either following conditions
  - The escape paths are too constricted.
  - Some forces are applied to the objects to prevent them from escaping.

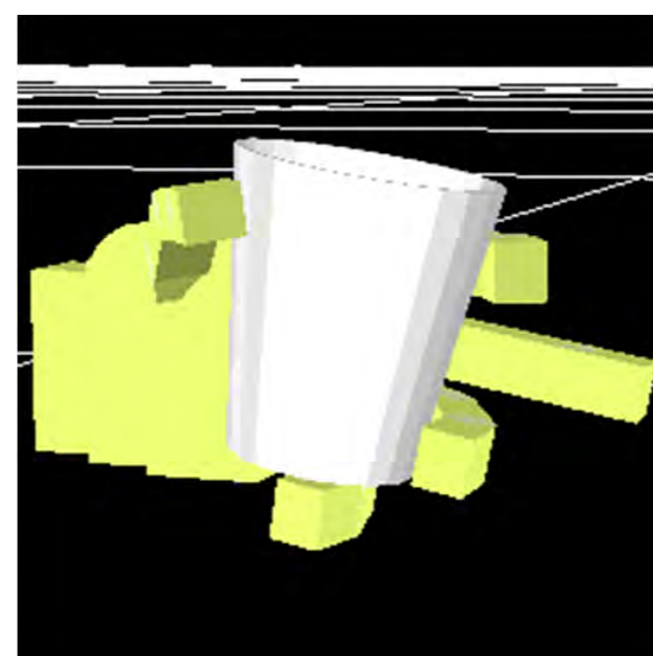


Gravitational force



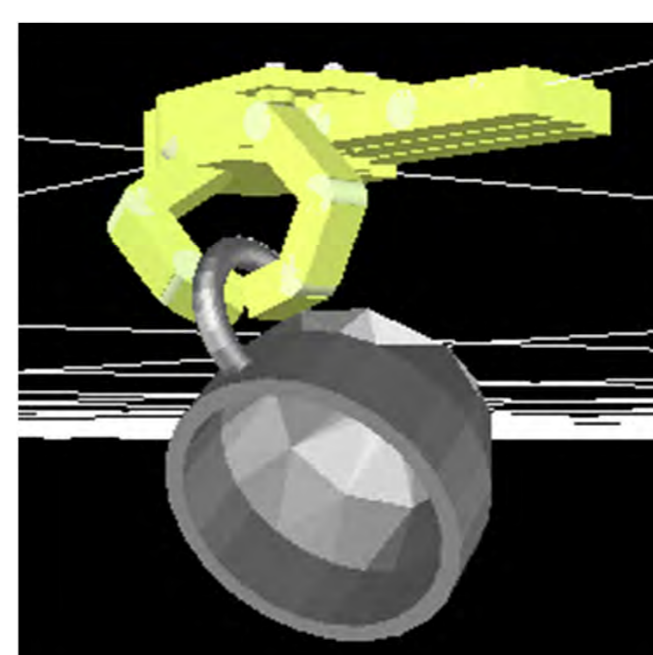
## Caging a ball by a human-like hand

$16.6 \leq d \leq 90\text{mm}$ : completely caged  
 Otherwise: partially caged with consideration of the direction of gravitational force



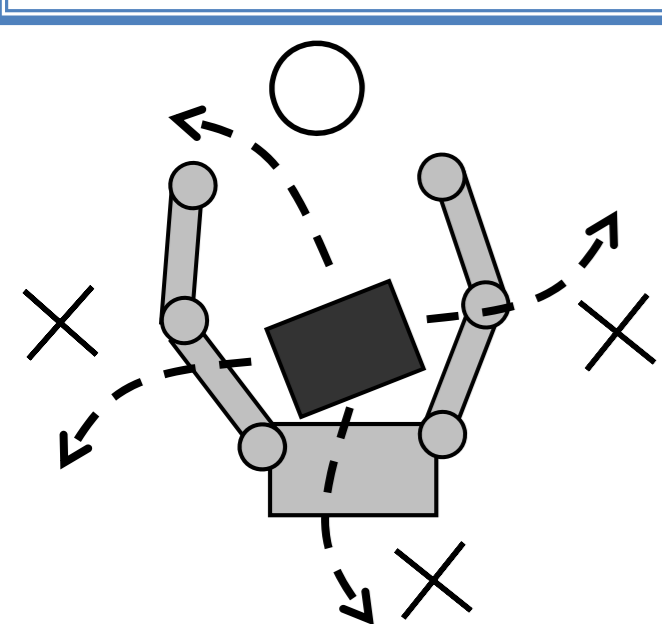
## Partial caging for a paper cup

The thumb, index and ring finger surround the side face, and the little finger support the base face.

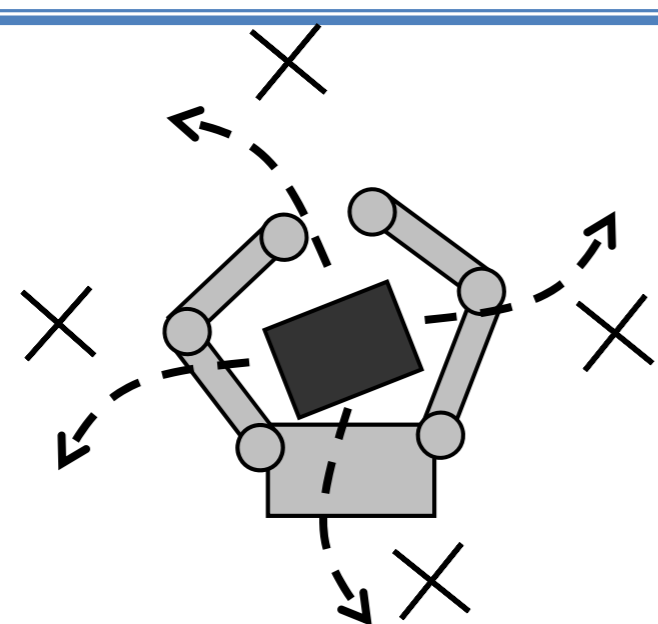


## Complete caging for a mug

In simulations, ring-like objects could be robustly captured, but experiments sometimes failed because of the lack of joints torque.



Partial caging



(Complete) caging

Daily use equipment is often larger or smaller for a human hands to cage it...

## (Complete) Caging

- Objects are completely confined in the hand, and no escape paths exist.
- Sufficient conditions for some simple objects are derived with mechanical limitation of the hand.
- Low DOF robot hands can capture specific objects such like rings and dumbbells.

