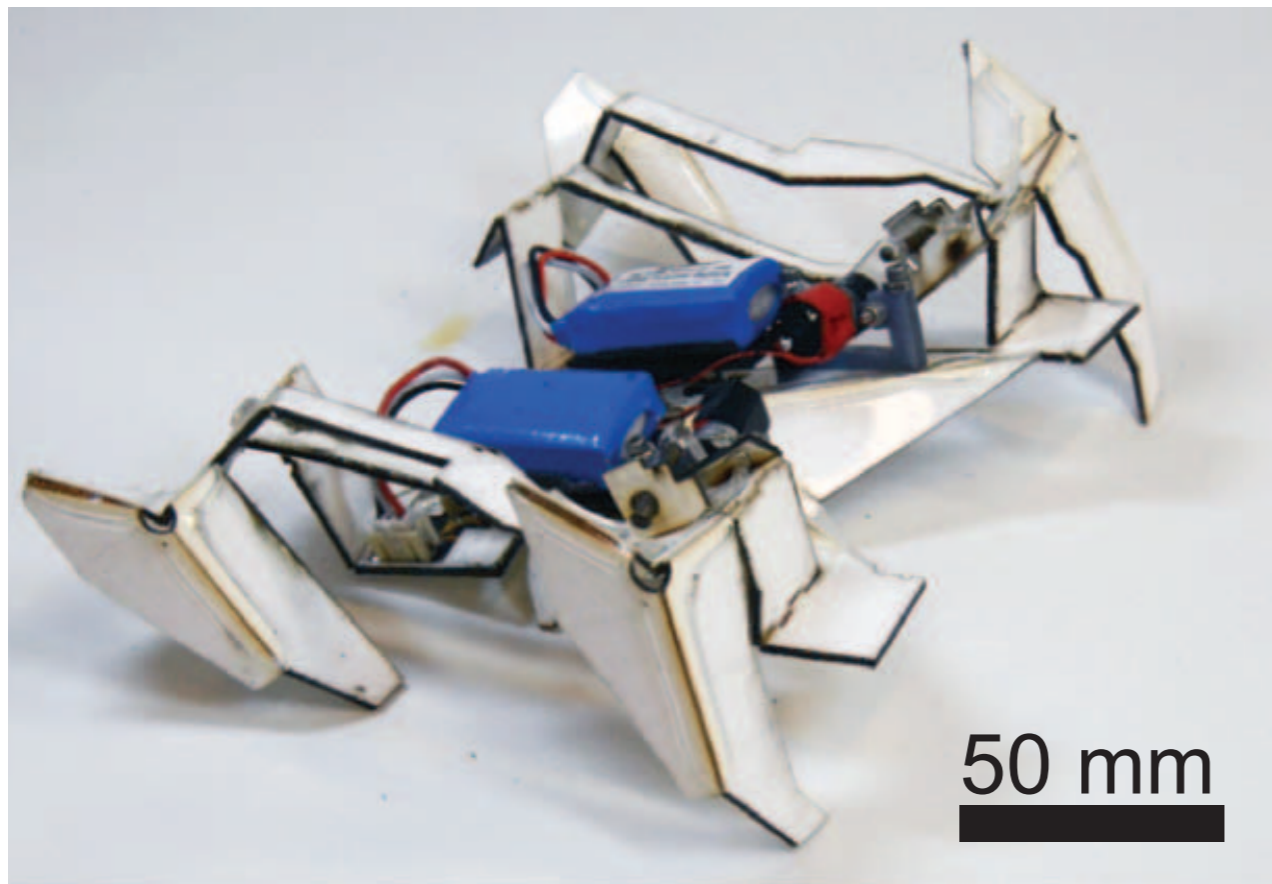


MAE 545: Lecture 11 (3/15)

Self-folding origami and robots



Helices



Shrinky-Dinks

Shrinky-Dinks are sheets made of optically transparent, pre-strained polystyrene that shrink if heated to the glass transition temperature.

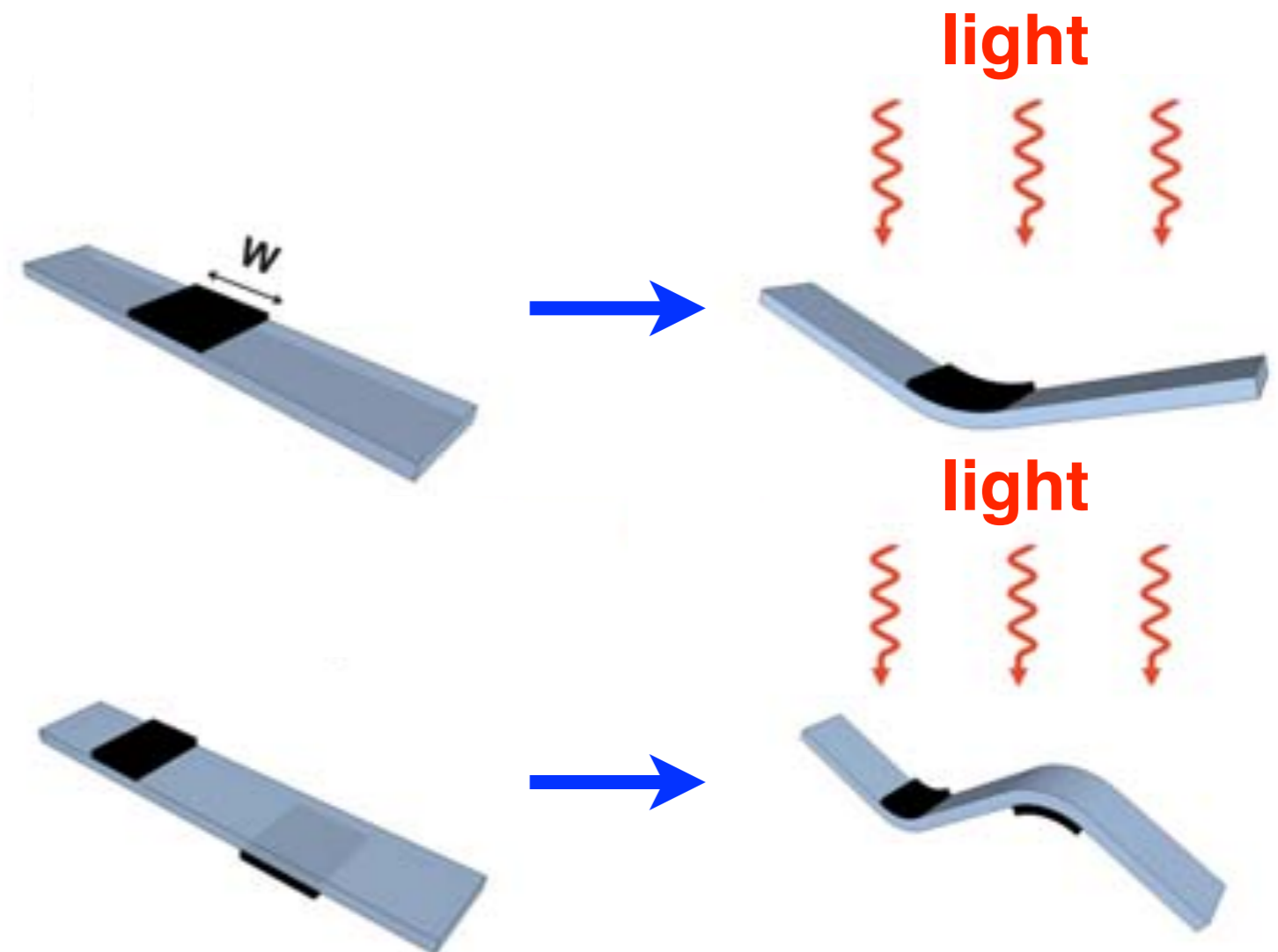


<https://www.youtube.com/watch?v=m1mCoQFnOGU>

Shrinky-Dinks

Shrinky-Dinks are sheets made of optically transparent, pre-strained polystyrene that shrink if heated to the glass transition temperature.

Localized heating and shrinking of Shrinky-Dinks can be achieved with patterning of black ink that absorb light.

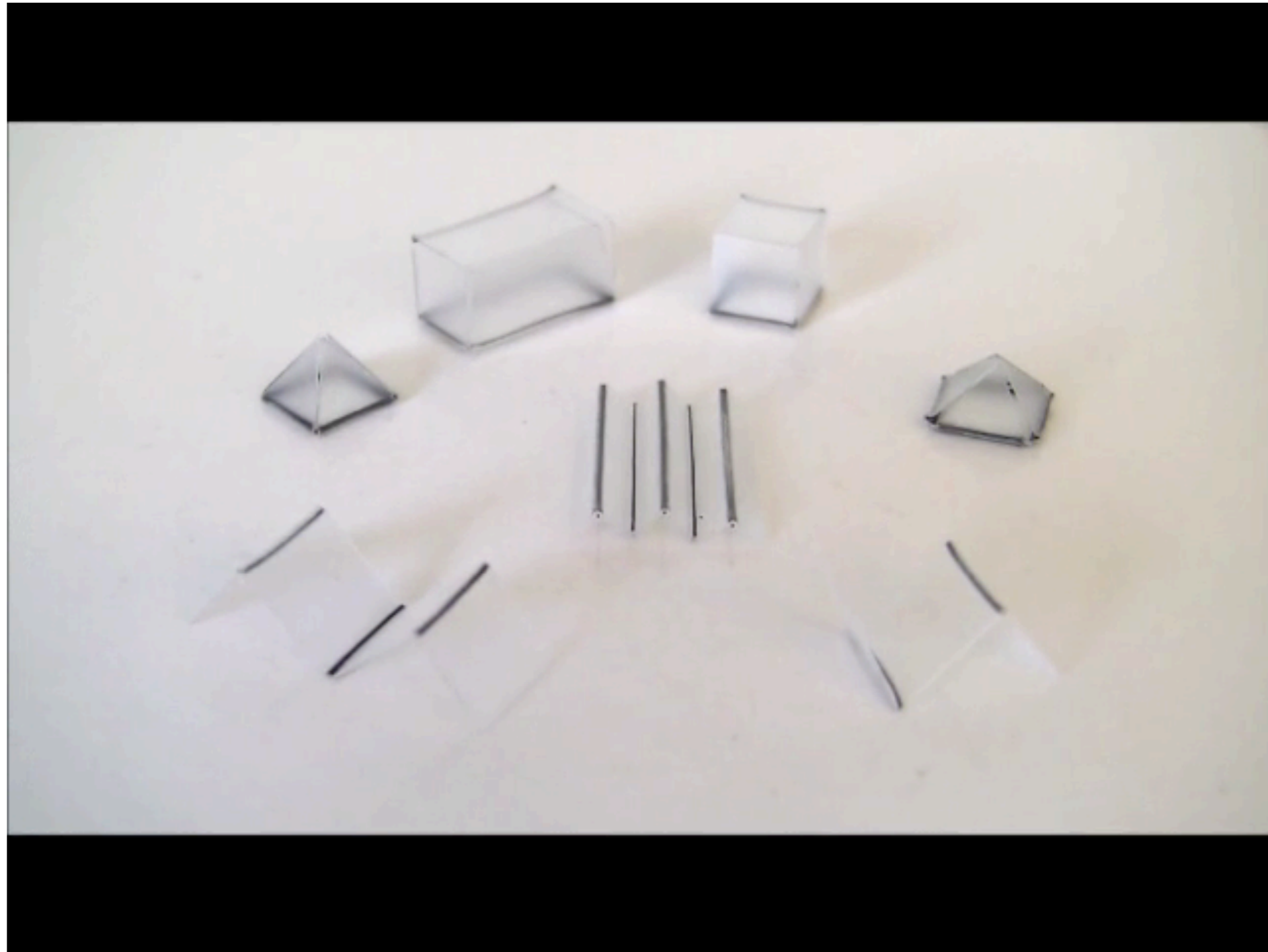
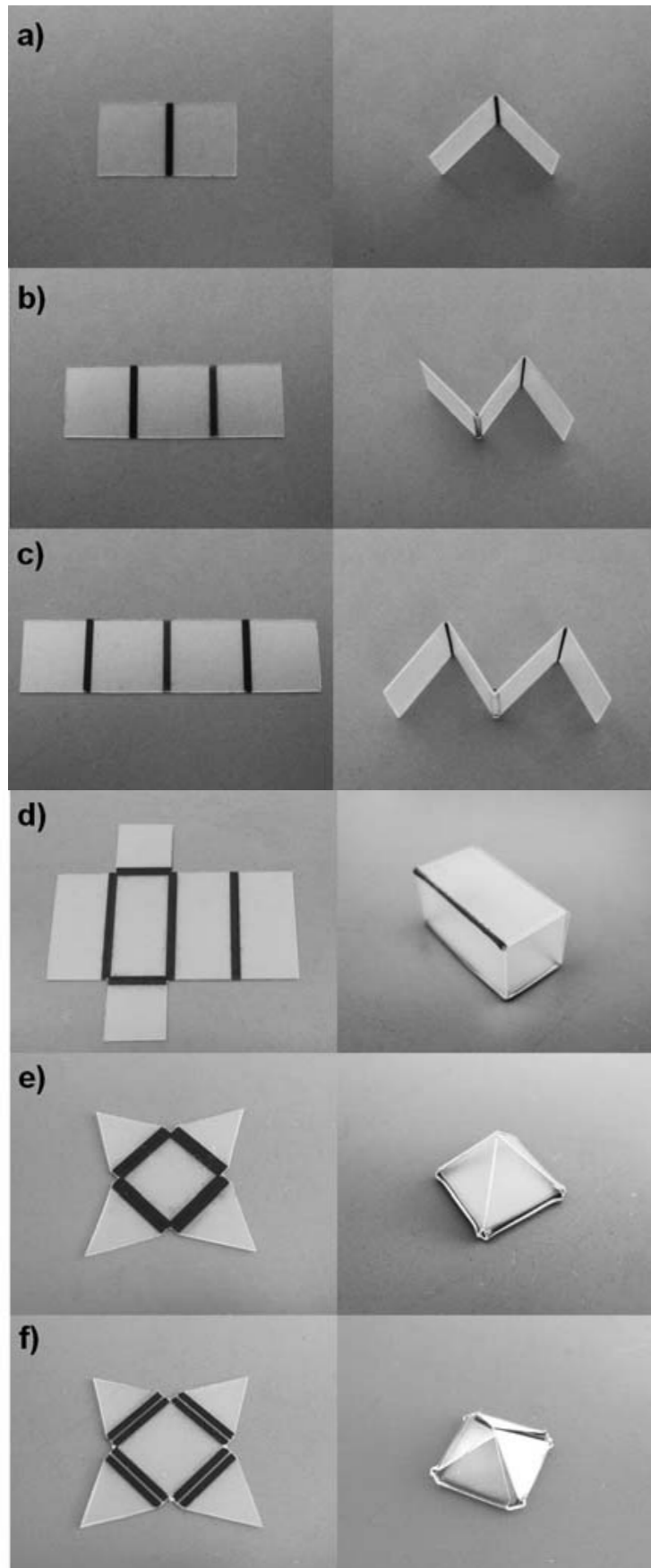


Folding angle can be controlled with the width of ink and with the exposure time of light.



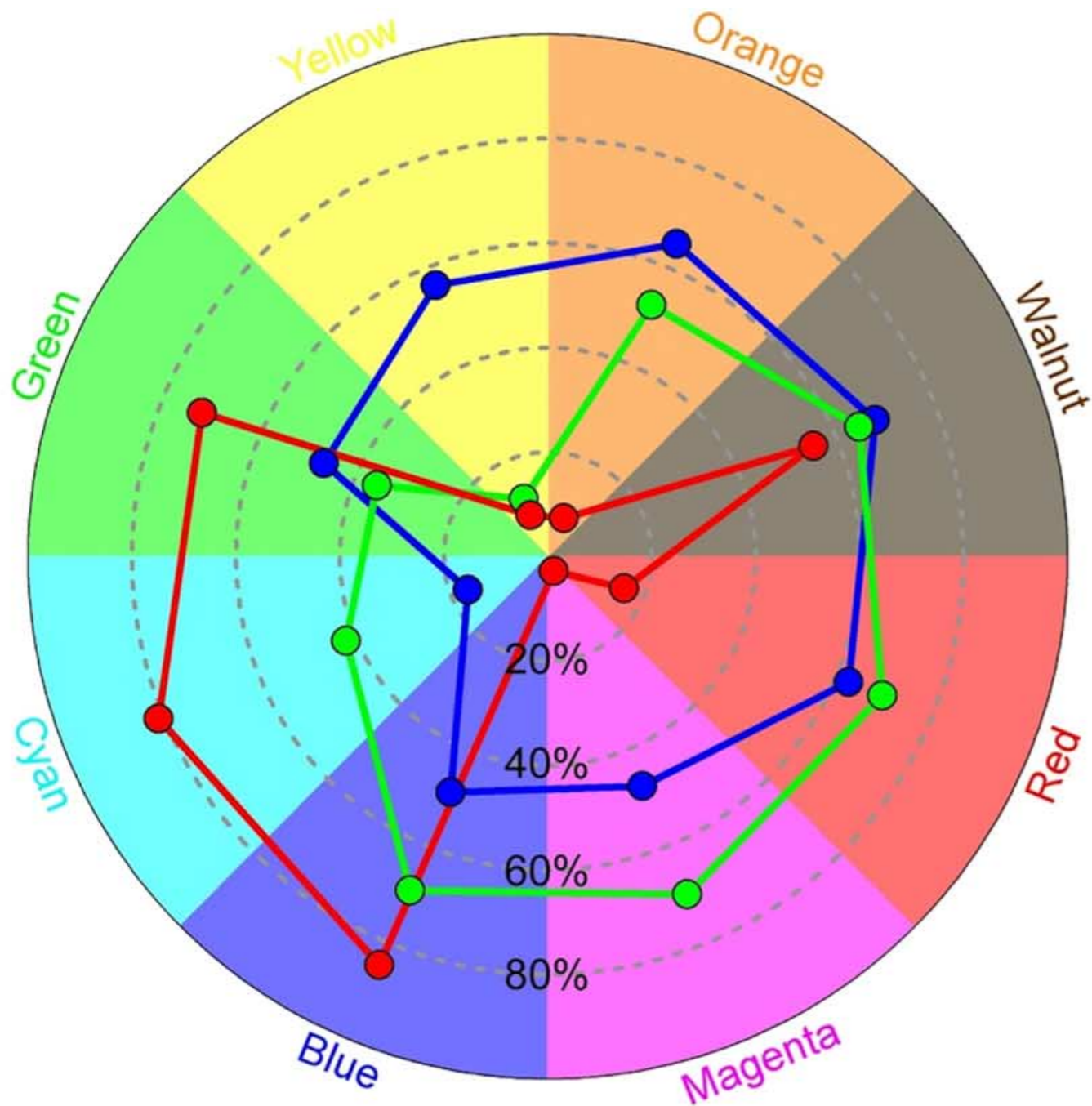
Shrinky-Dinks origami

size ~ cm



Sequential folding of Shrinky-Dinks origami

Different ink colors have different absorption spectra for **red**, **green** and **blue** light.



blue light
activates
yellow fold



red light
activates
blue fold



red light
activates
blue fold

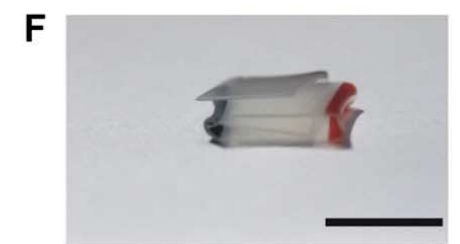
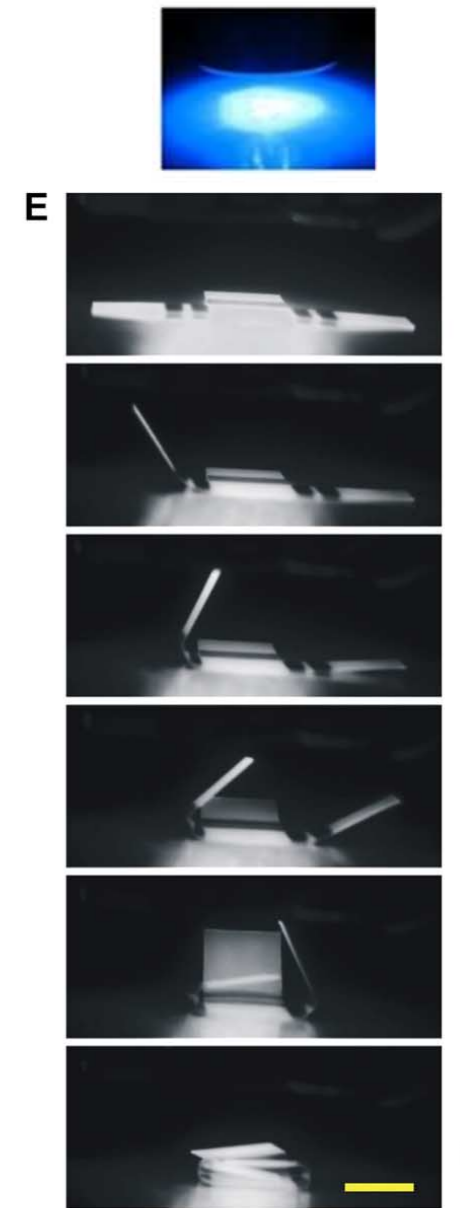
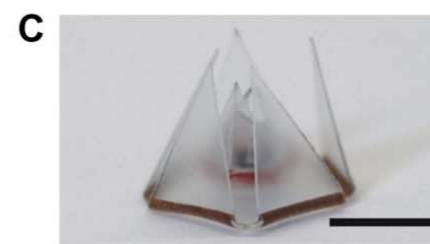
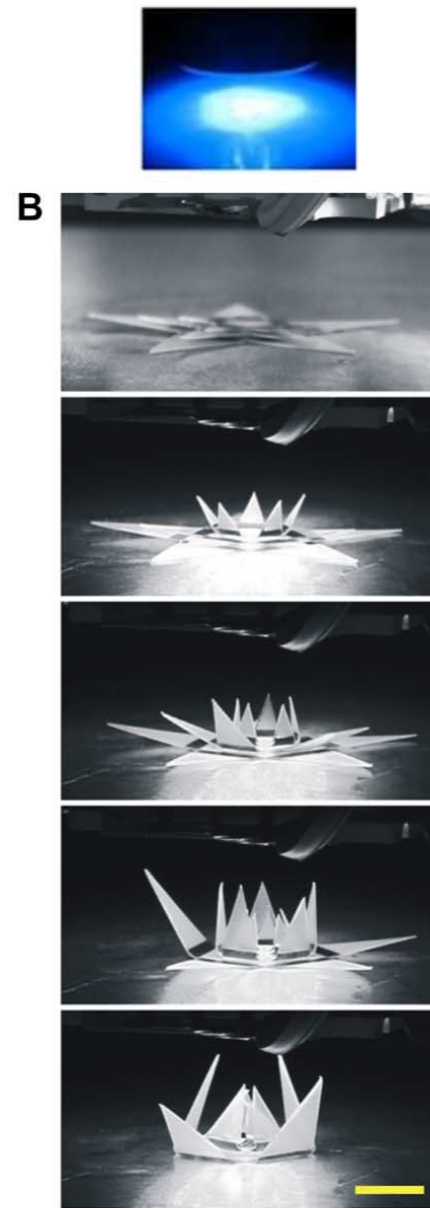
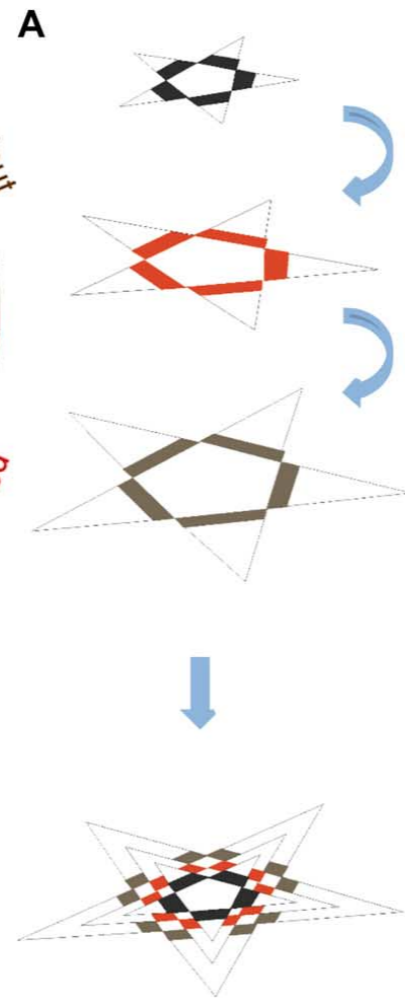
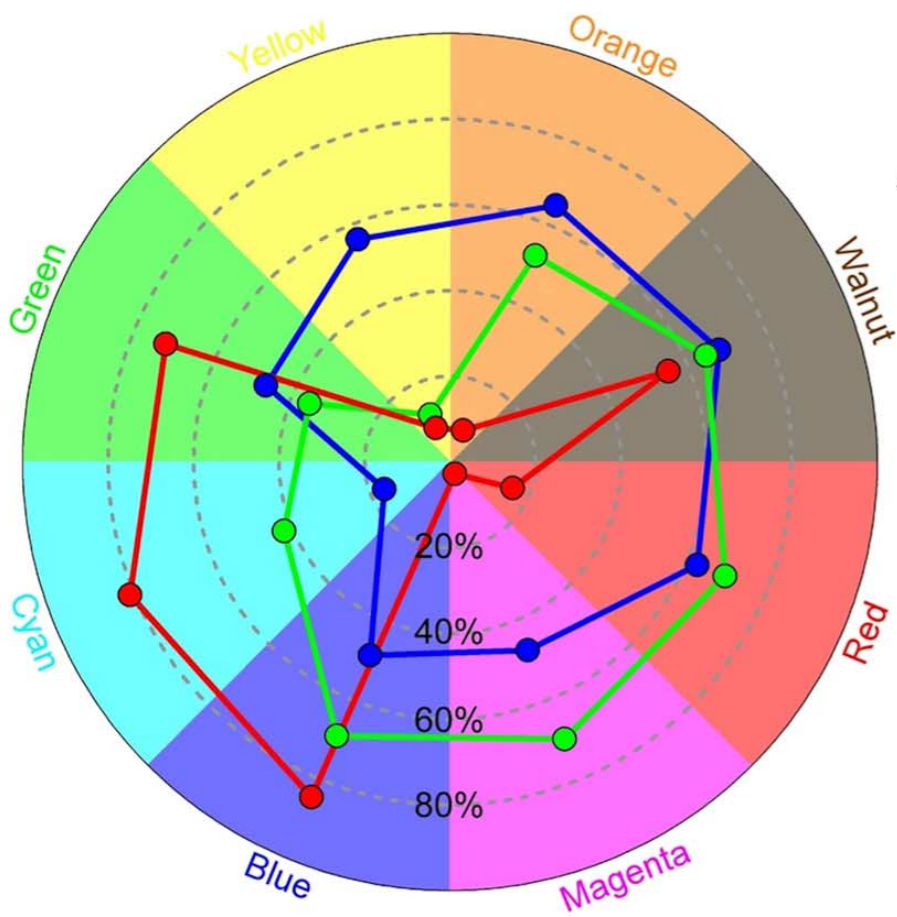


blue light
activates
yellow fold



Sequential folding of Shrinky-Dinks origami

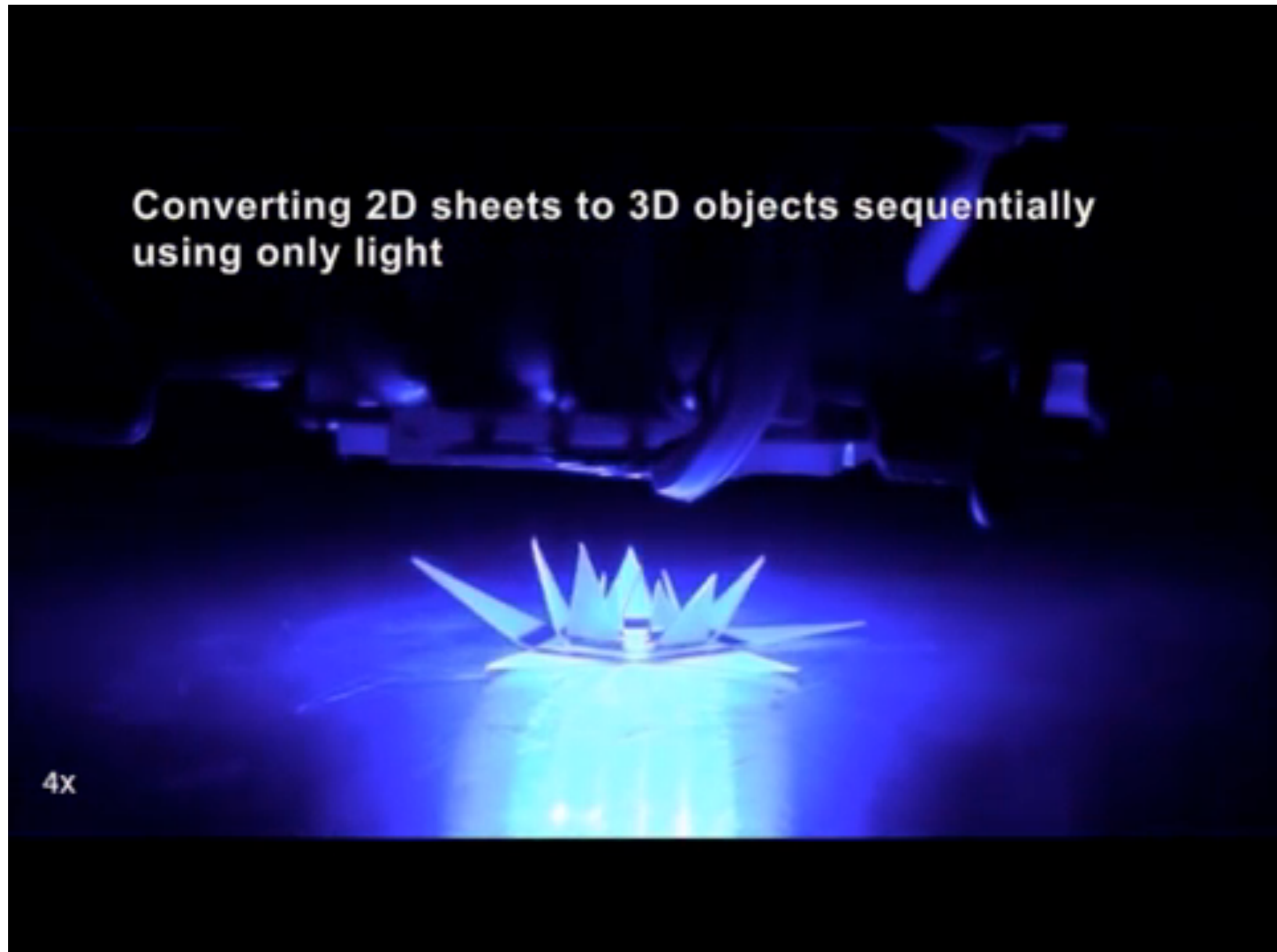
The order of folding corresponds to the amount of absorbed blue light (black > red > walnut)



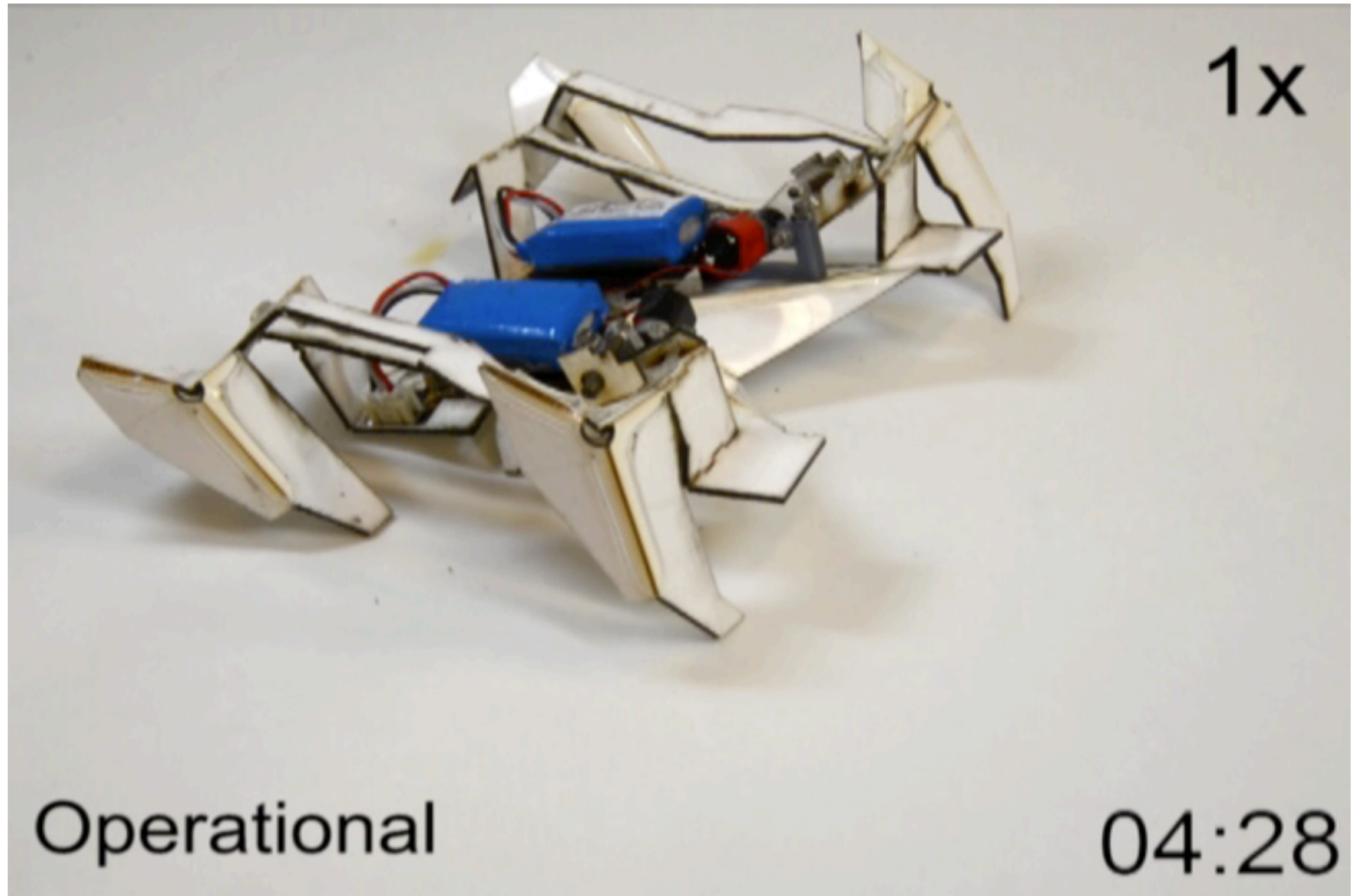
Time

Note: red ink is thicker than the walnut ink!

Sequential folding of Shrinky-Dinks origami



Self-folding robots (in 4 min)



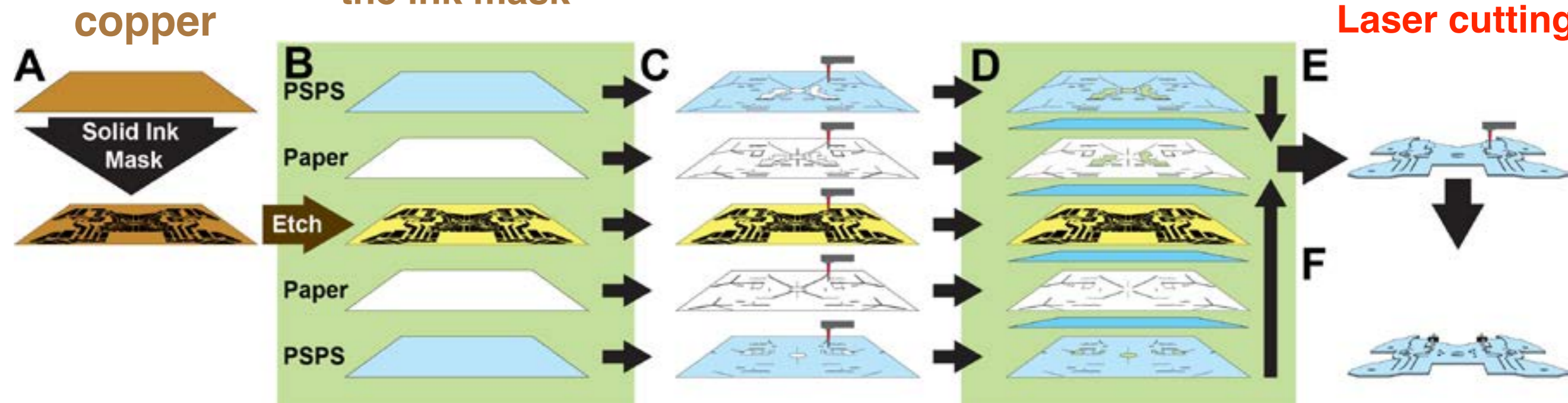
Robot assembly

Chemical etching of copper outside the ink mask

Laser cutting of layers

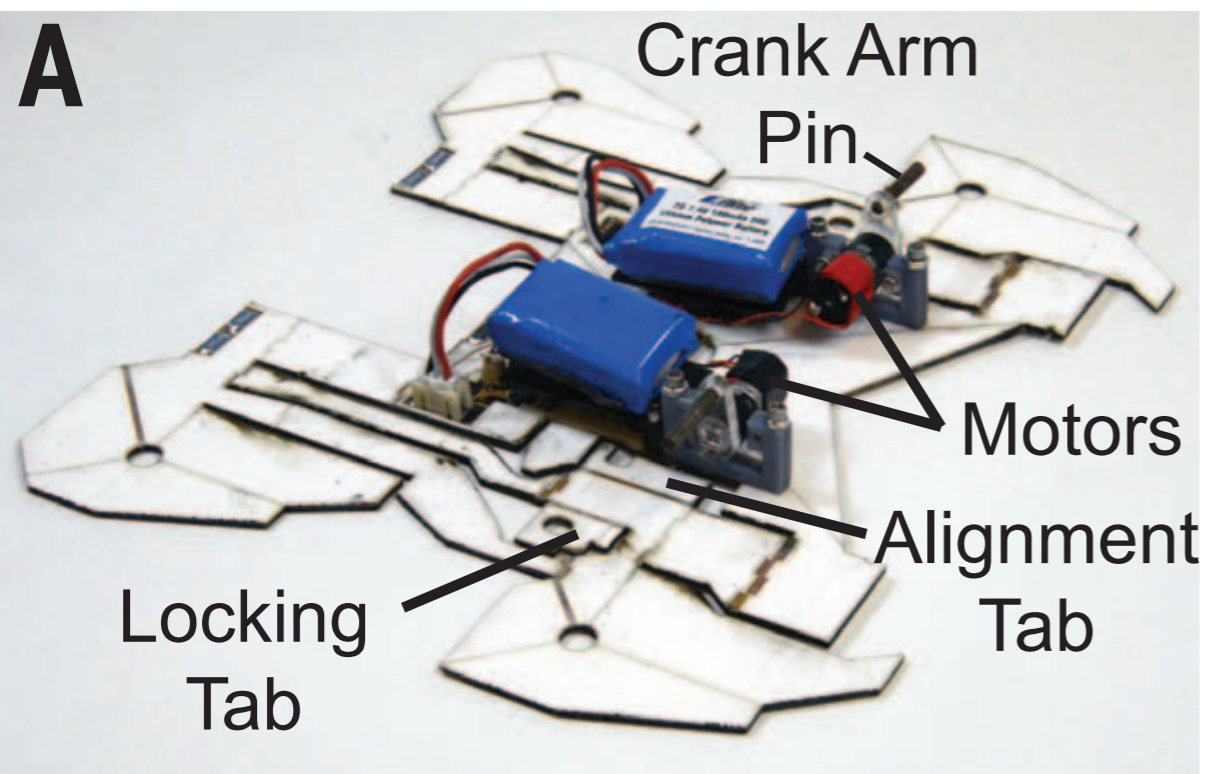
Gluing of layers

Laser cutting



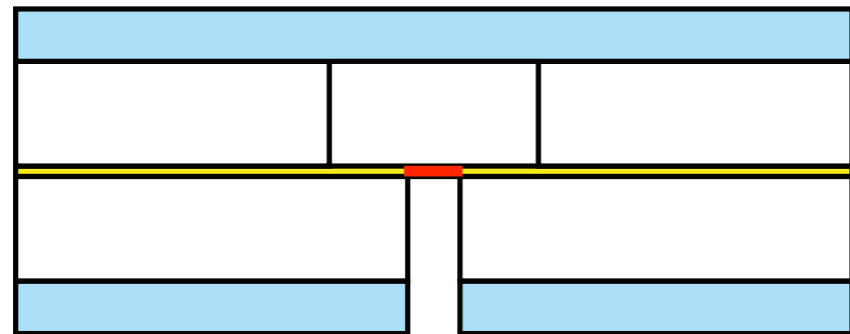
“Shrinky-Dinks”

installment of electrical components, motors, and batteries

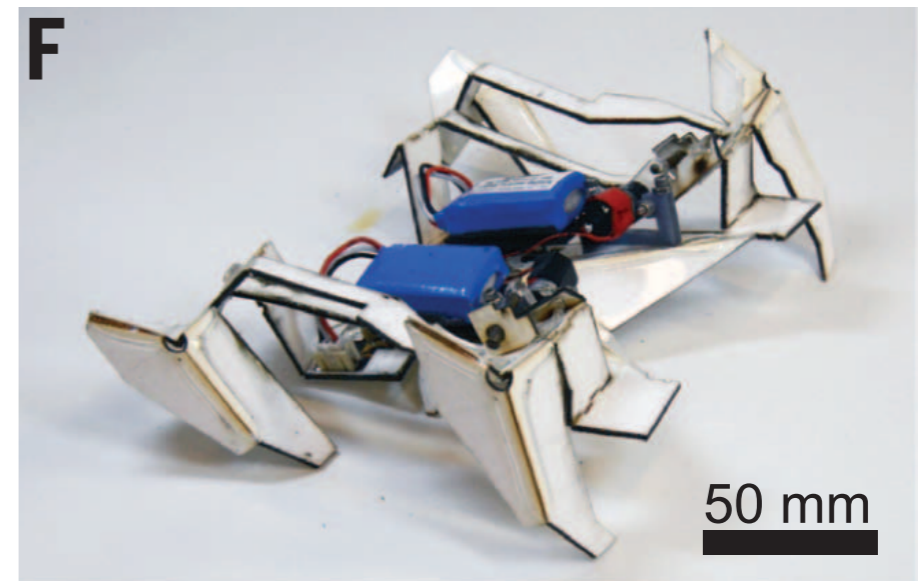
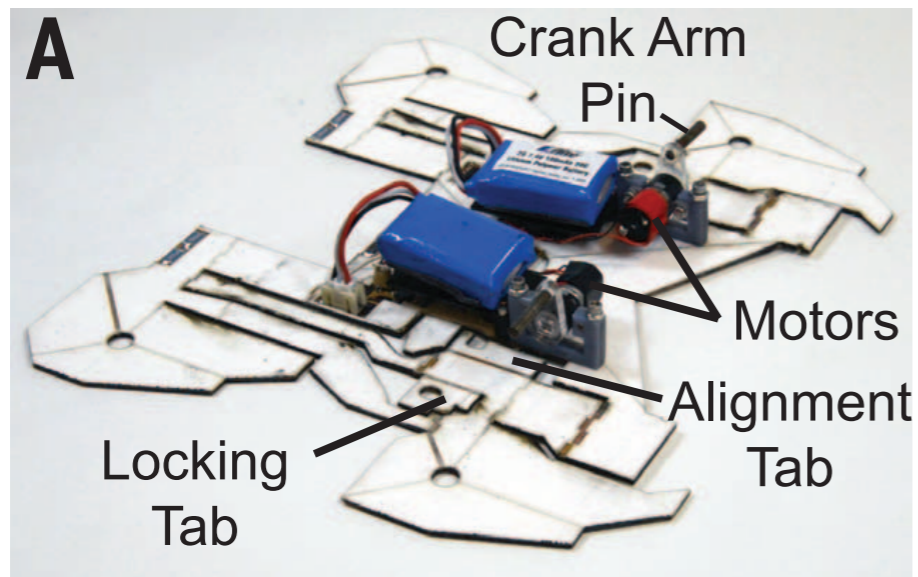
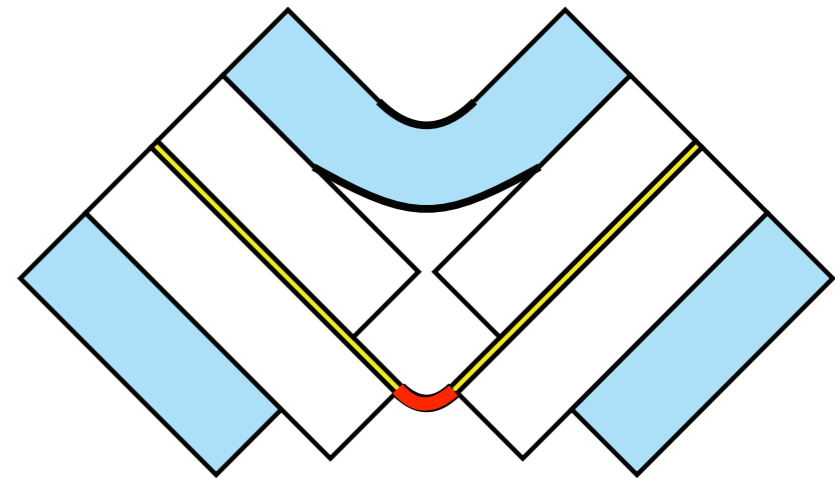


Folding of robot

electric current through patterned copper network locally heats up and shrinks the “Shrinky-Dinks” layer



copper



How can we actuate the assembled robot?

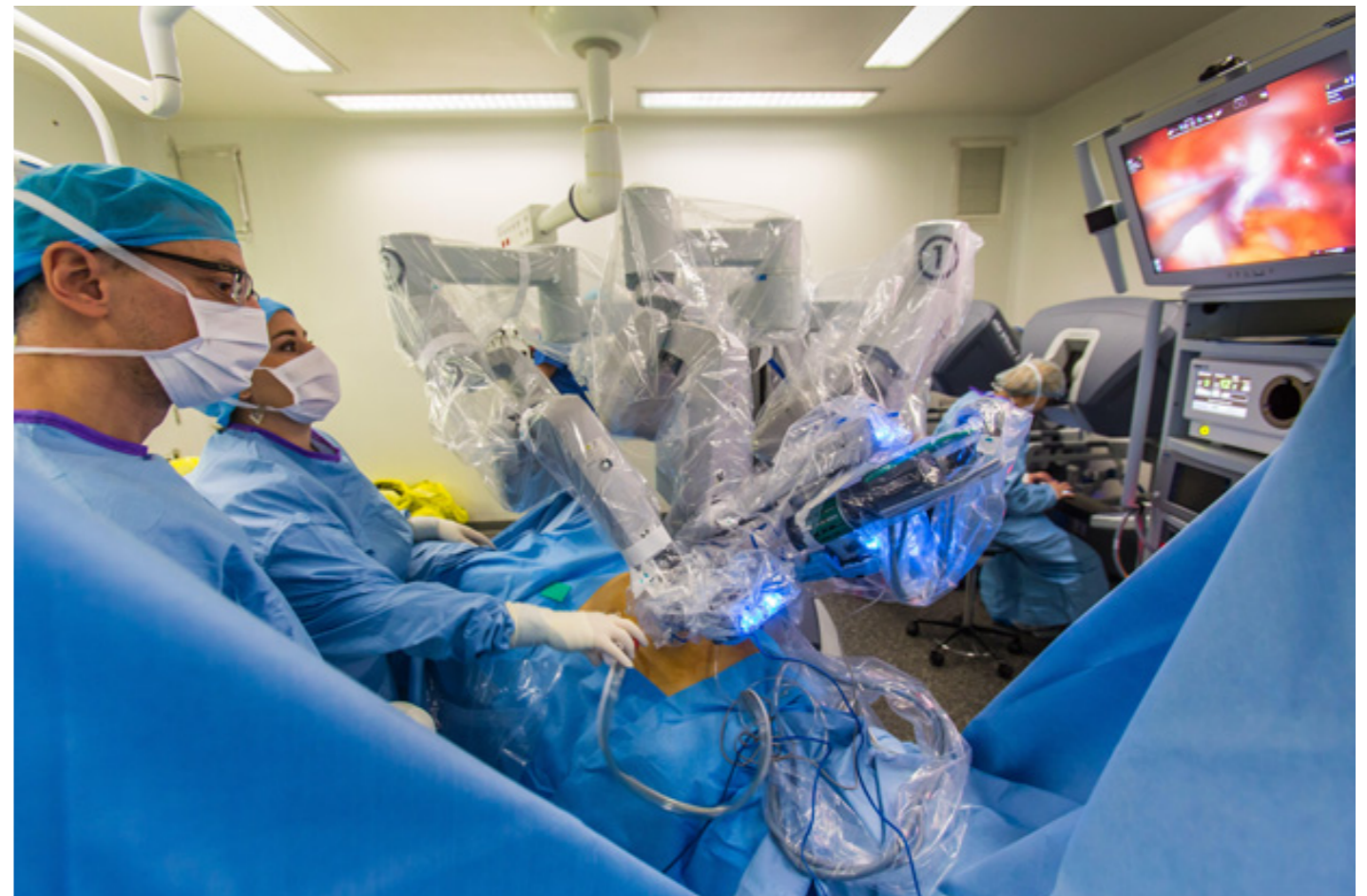
Structures with mechanisms

Structures composed of bars and hinges, which have fewer constraints than degrees of freedom, have specific mechanisms (=modes of deformations)

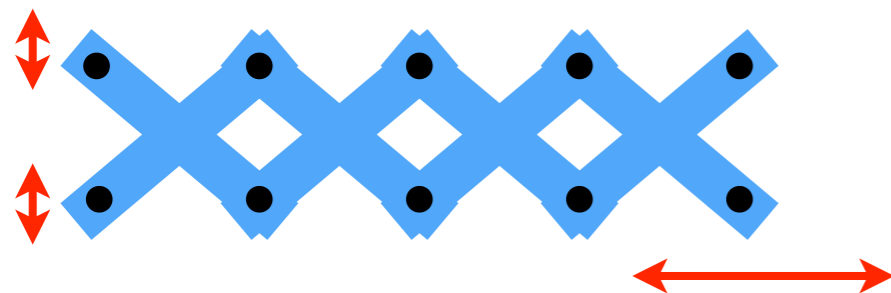
scissor lift



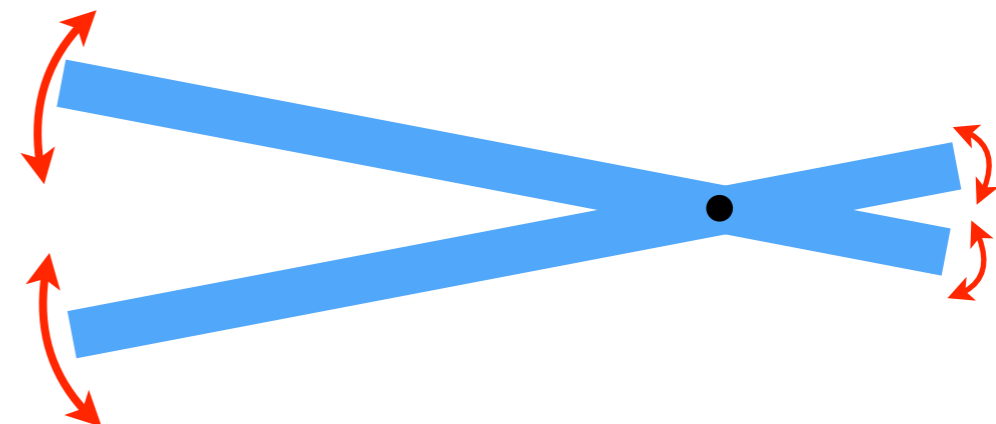
precise robotic surgeries



changing direction of motion

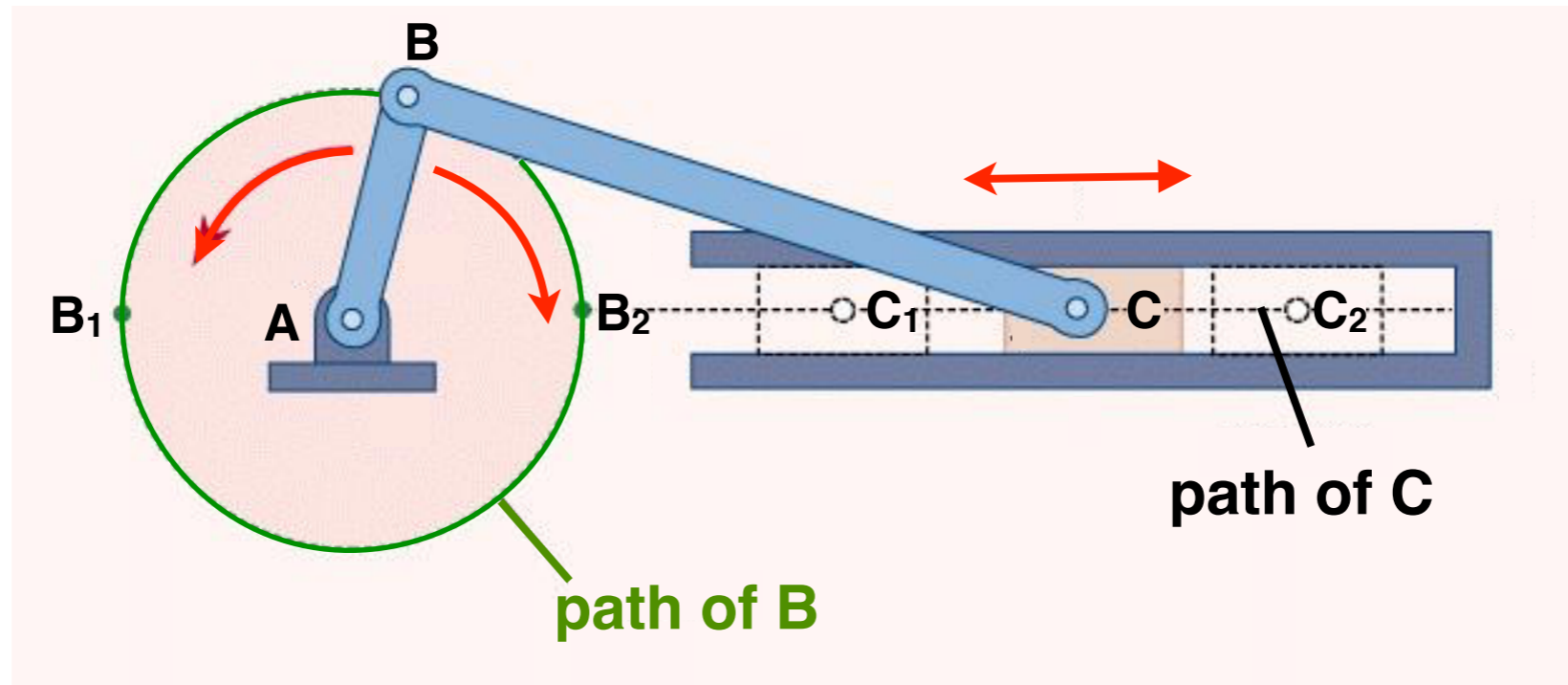


amplifying/reducing amplitude of motion

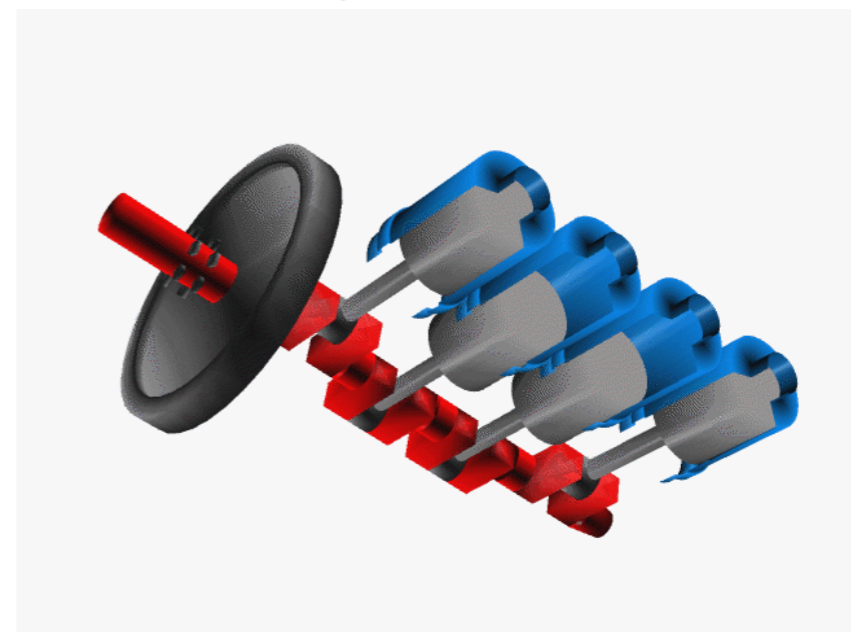
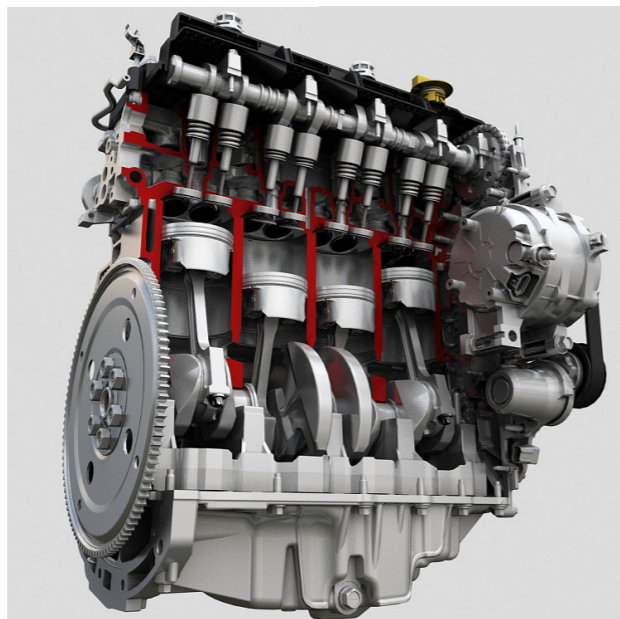


Crank slider mechanism

Crank slider mechanism converts linear to rotary motion!

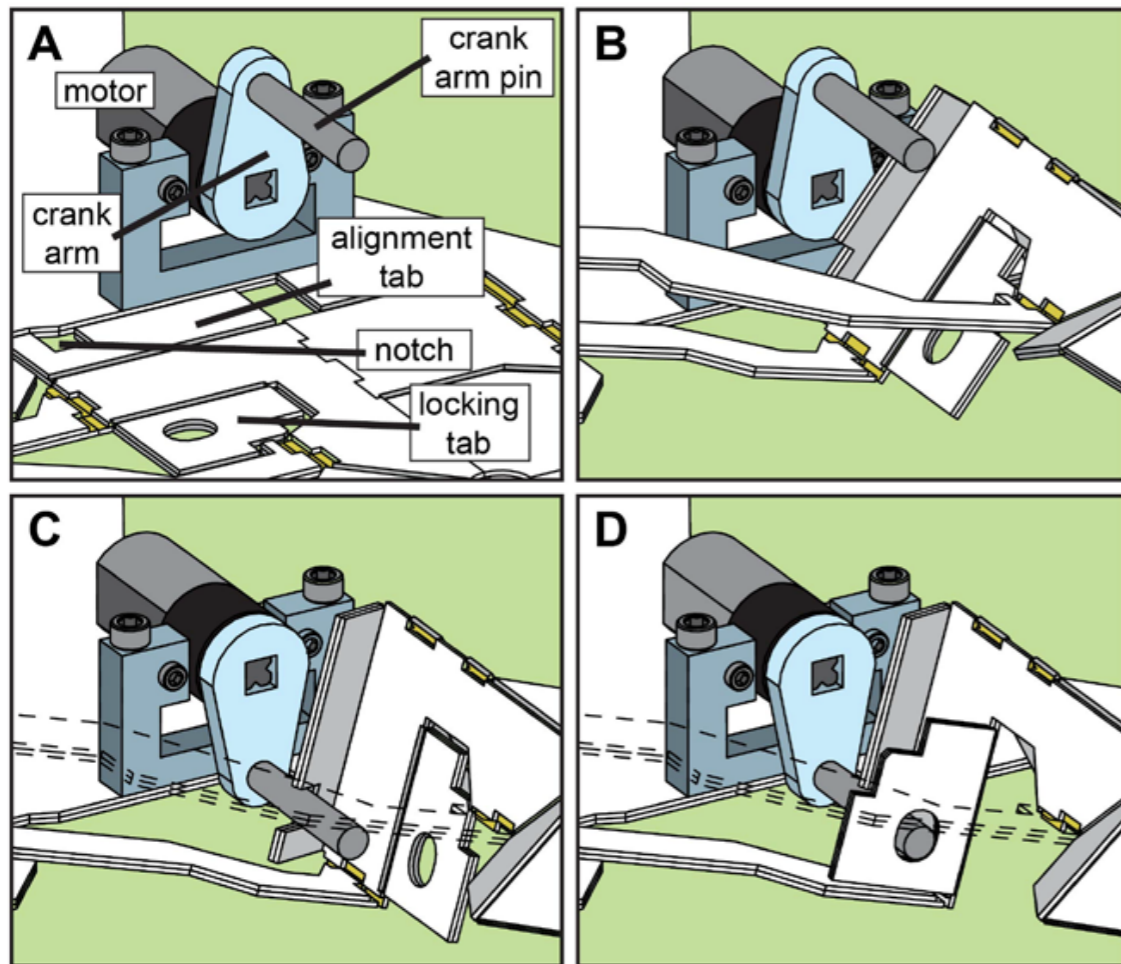


Crank slider mechanism in car engines



Robot actuation

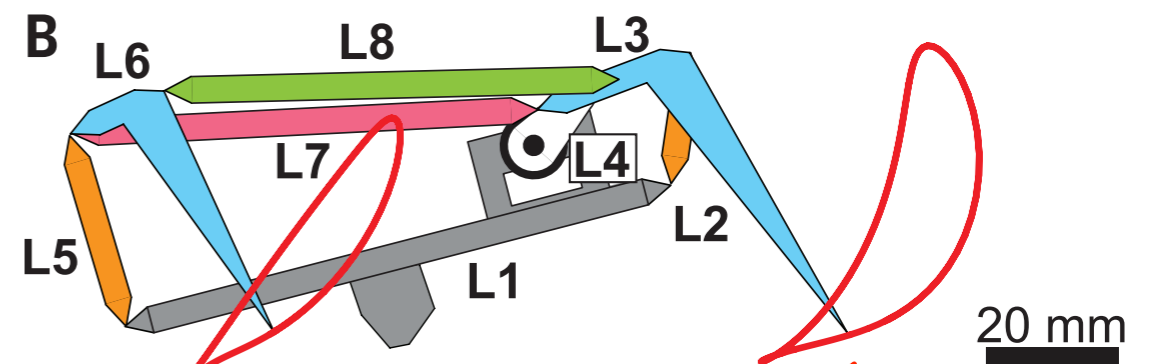
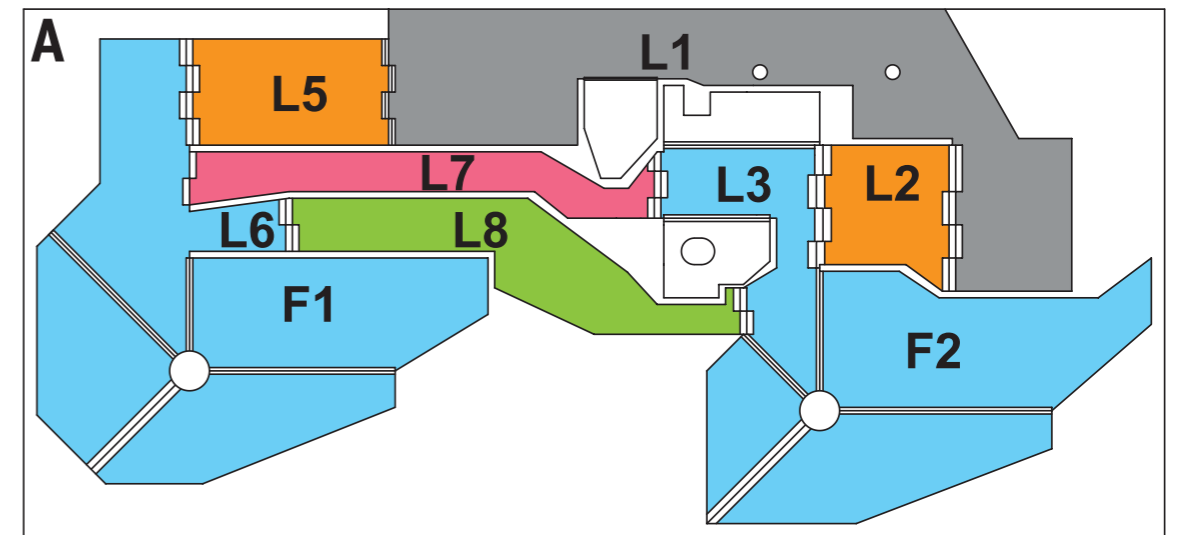
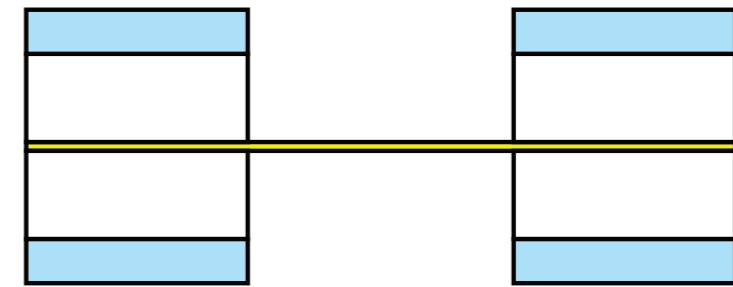
sequential folding enables locking of the crank arm to the robot structure



rotary motor moves the crank arm, which controls the movement of robot legs via a specific structure mechanism

S. Felton et al., *Science* 345, 644 (2014)

hinge

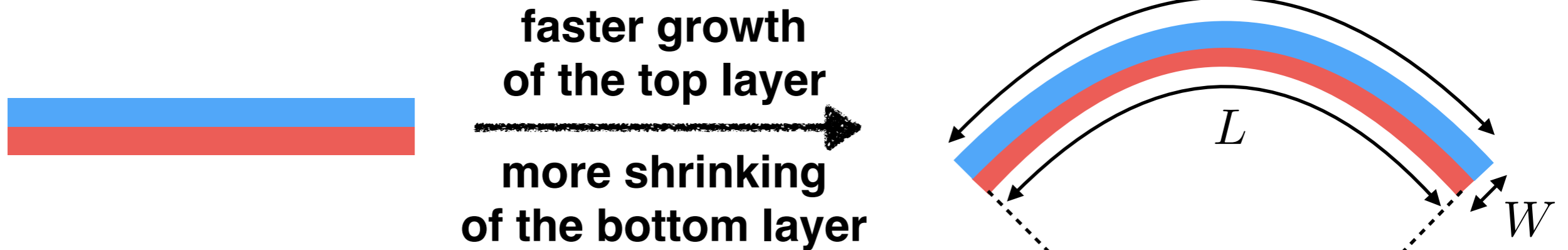


Helices in plants



How are helices formed?

Differential growth or differential shrinking produces spontaneous curvature



Differential growth (shrinking) of the two layers produces spontaneous curvature

$$K = \frac{1}{R} = \frac{\epsilon}{W}$$

$$\frac{L(1 + \epsilon)}{L} = \frac{R + W}{R}$$

Filaments that are longer than $L > 2\pi R$ form helices to avoid steric interactions.



Helix

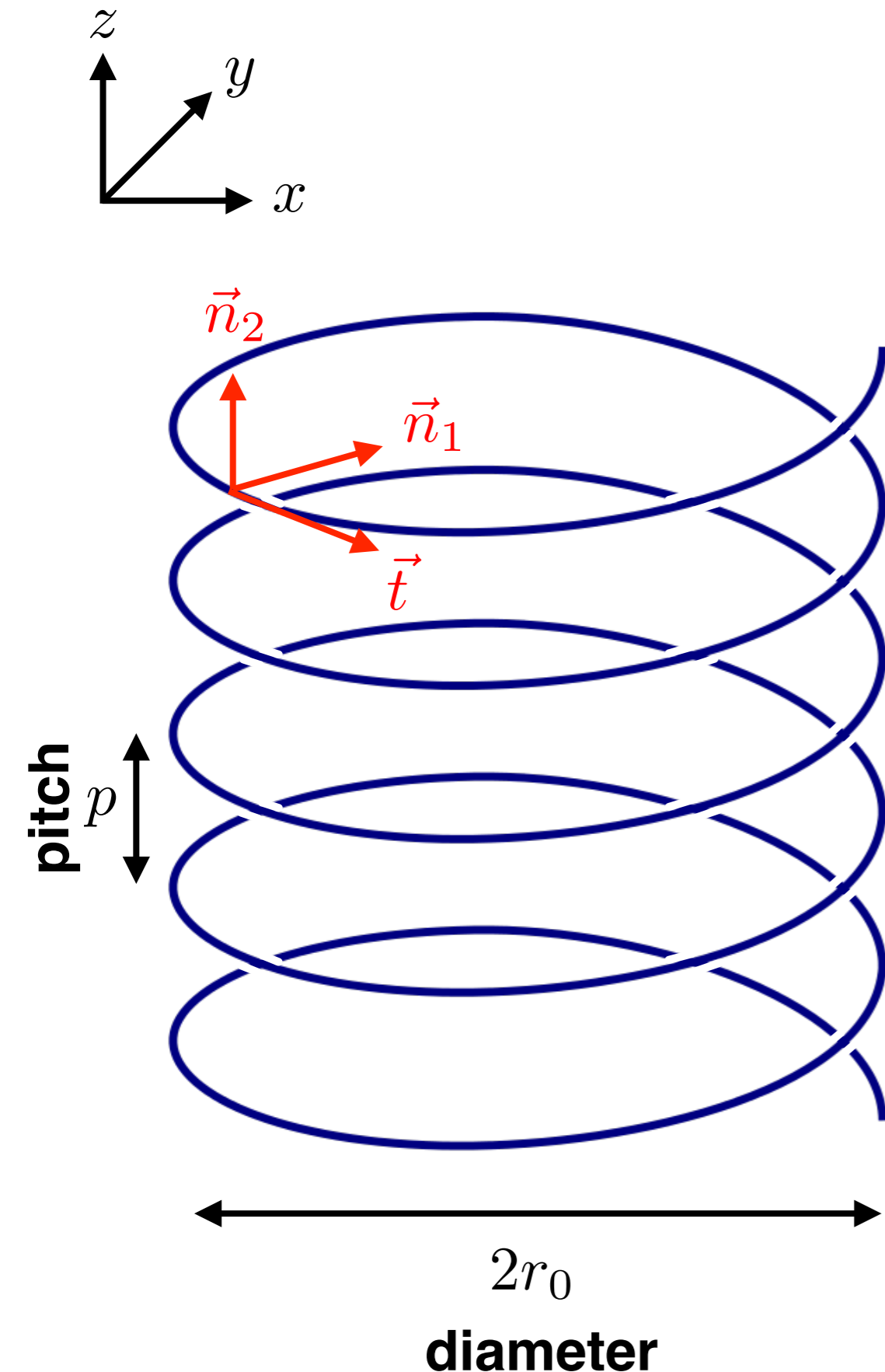
Mathematical description

$$\vec{r}(s) = \left(r_0 \cos(s/\lambda), r_0 \sin(s/\lambda), \frac{p}{2\pi\lambda} s \right)$$

**Set λ to fix the metric
in natural parametrization:**

$$\vec{t}(s) = \frac{d\vec{r}}{ds} = \left(-\frac{r_0}{\lambda} \sin(s/\lambda), \frac{r_0}{\lambda} \cos(s/\lambda), \frac{p}{2\pi\lambda} \right)$$
$$g = \vec{t} \cdot \vec{t} = \frac{r_0^2}{\lambda^2} + \frac{p^2}{4\pi^2\lambda^2} = 1$$

$$\lambda = \sqrt{r_0^2 + (p/2\pi)^2}$$



Helix

Mathematical description

$$\vec{r}(s) = \left(r_0 \cos(s/\lambda), r_0 \sin(s/\lambda), \frac{p}{2\pi\lambda} s \right)$$

$$\lambda = \sqrt{r_0^2 + (p/2\pi)^2}$$

Tangent and normal vectors

$$\vec{t}(s) = \frac{d\vec{r}}{ds} = \left(-\frac{r_0}{\lambda} \sin(s/\lambda), \frac{r_0}{\lambda} \cos(s/\lambda), \frac{p}{2\pi\lambda} \right)$$

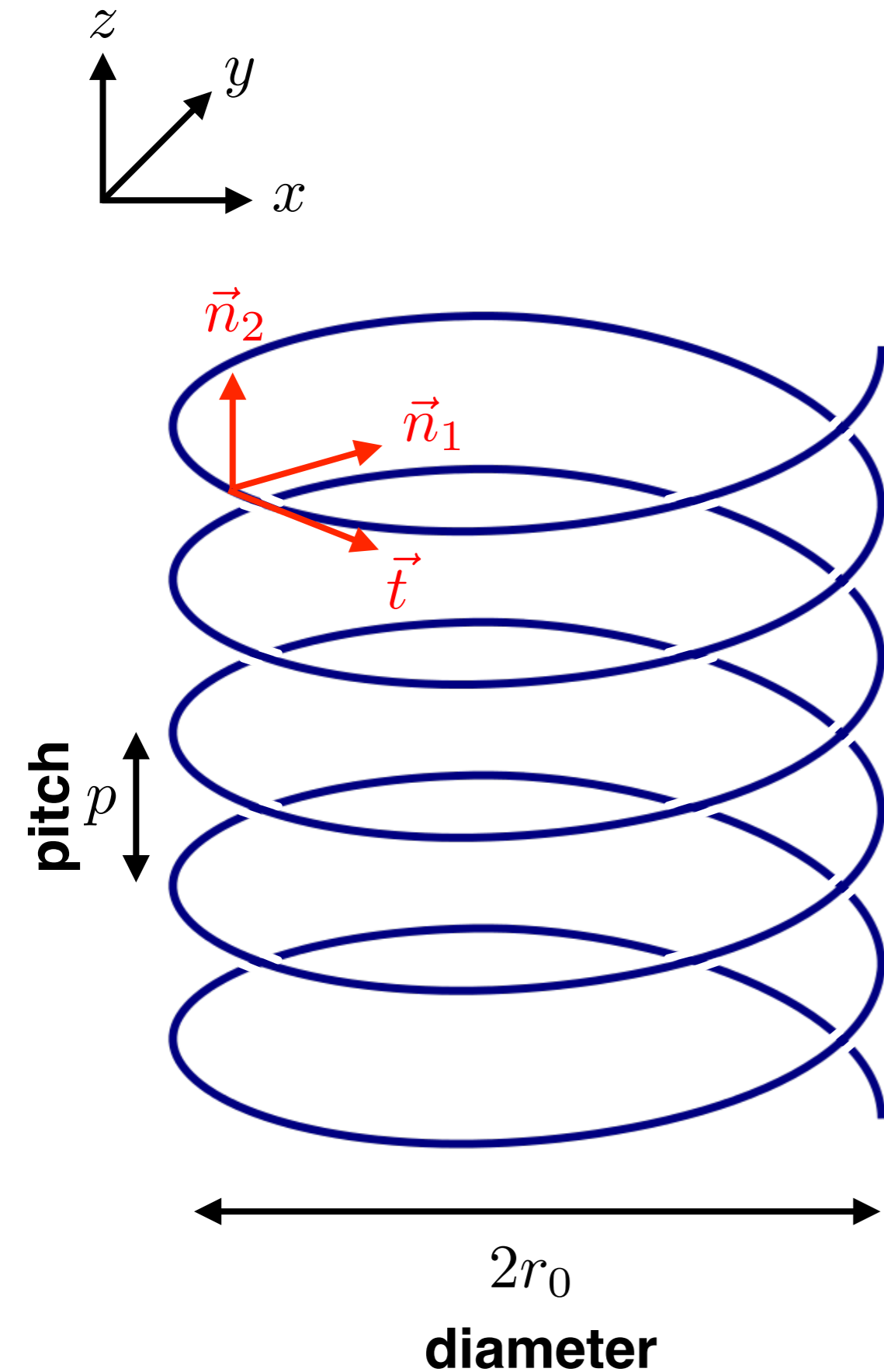
$$\vec{n}_1(s) = \left(-\cos(s/\lambda), -\sin(s/\lambda), 0 \right)$$

$$\vec{n}_2(s) = \left(\frac{p}{2\pi\lambda} \sin(s/\lambda), -\frac{p}{2\pi\lambda} \cos(s/\lambda), \frac{r_0}{\lambda} \right)$$

Helix curvatures

$$\vec{n}_1 \cdot \frac{d^2\vec{r}}{ds^2} = \frac{r_0}{\lambda^2} = \frac{r_0}{r_0^2 + (p/2\pi)^2} = K$$

$$\vec{n}_2 \cdot \frac{d^2\vec{r}}{ds^2} = 0$$

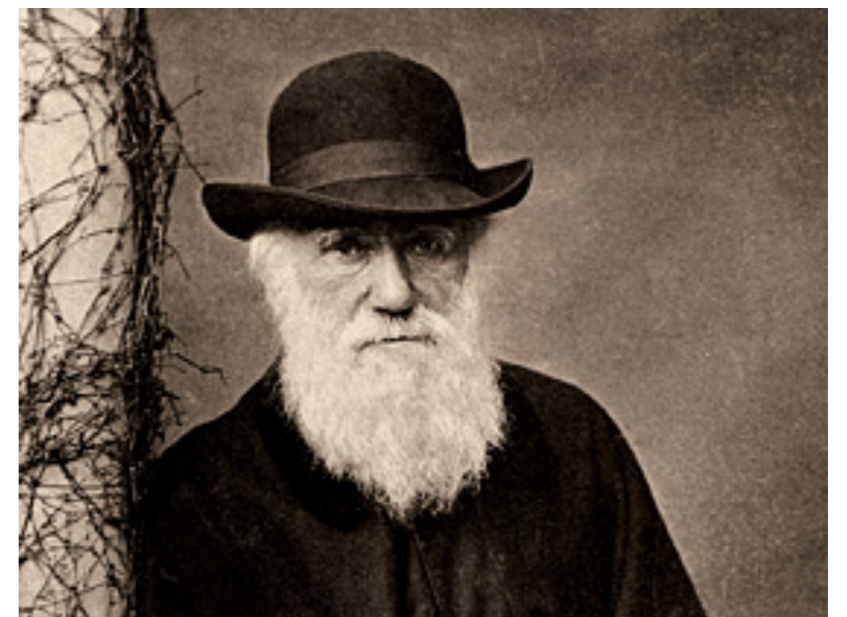


Cucumber tendril climbing via helical coiling



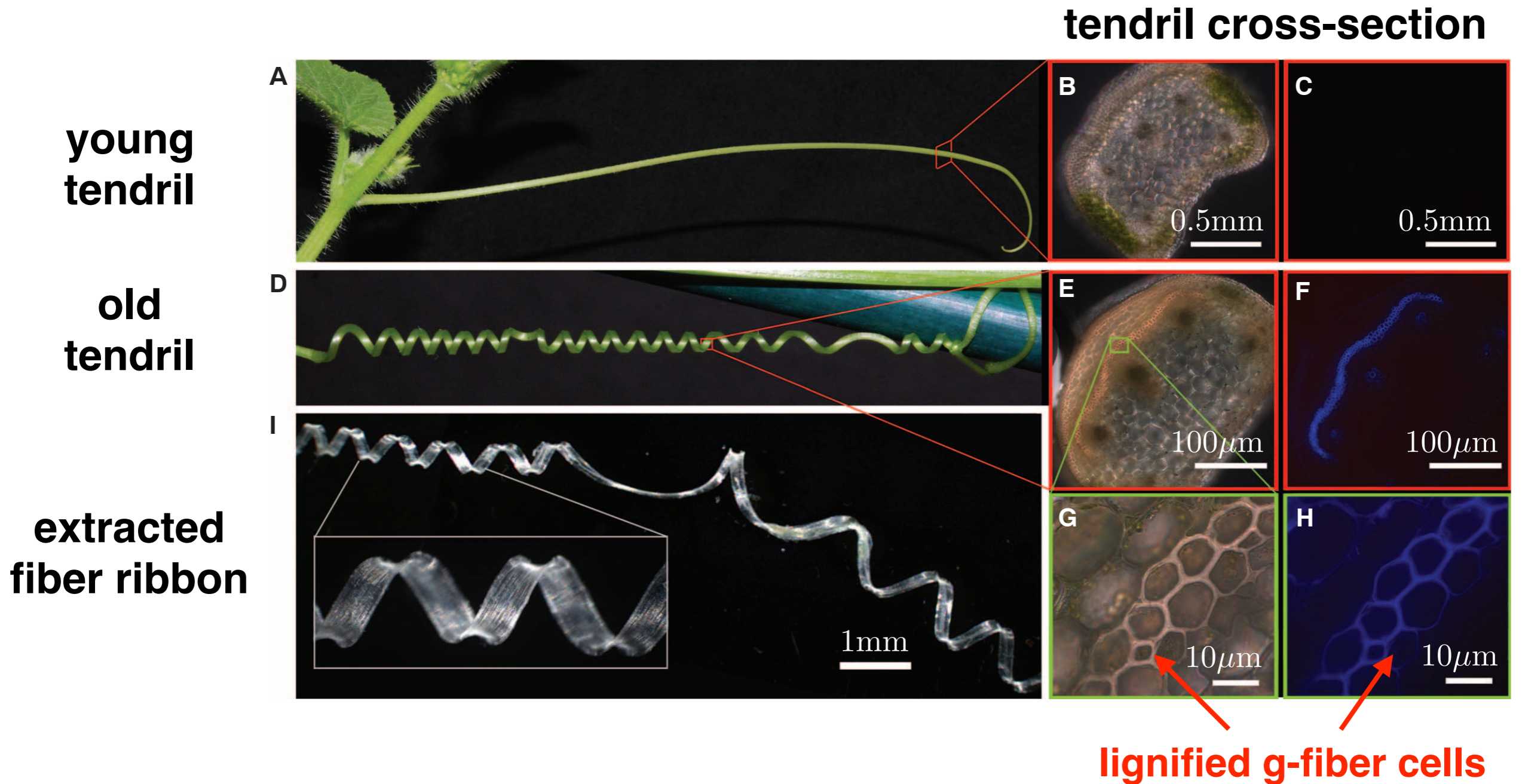
Cucumber tendrils want to pull themselves up above other plants in order to get more sunlight.

Already studied by Charles Darwin in 1865:



S. J. Gerbode et al., Science 337, 1087 (2012)

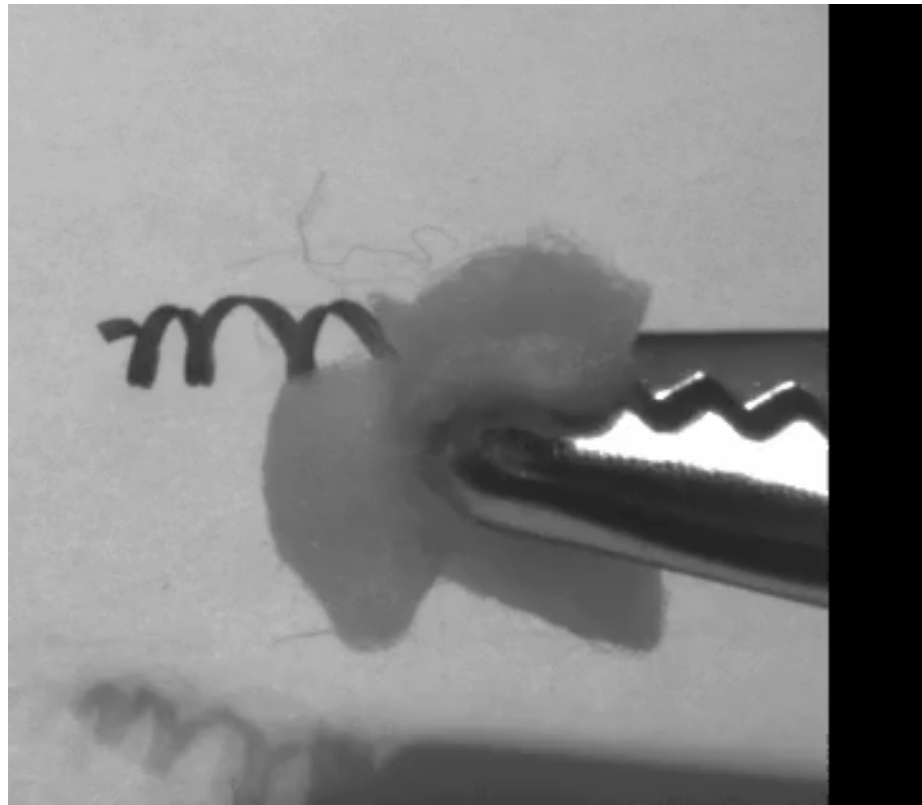
Helical coiling of cucumber tendril



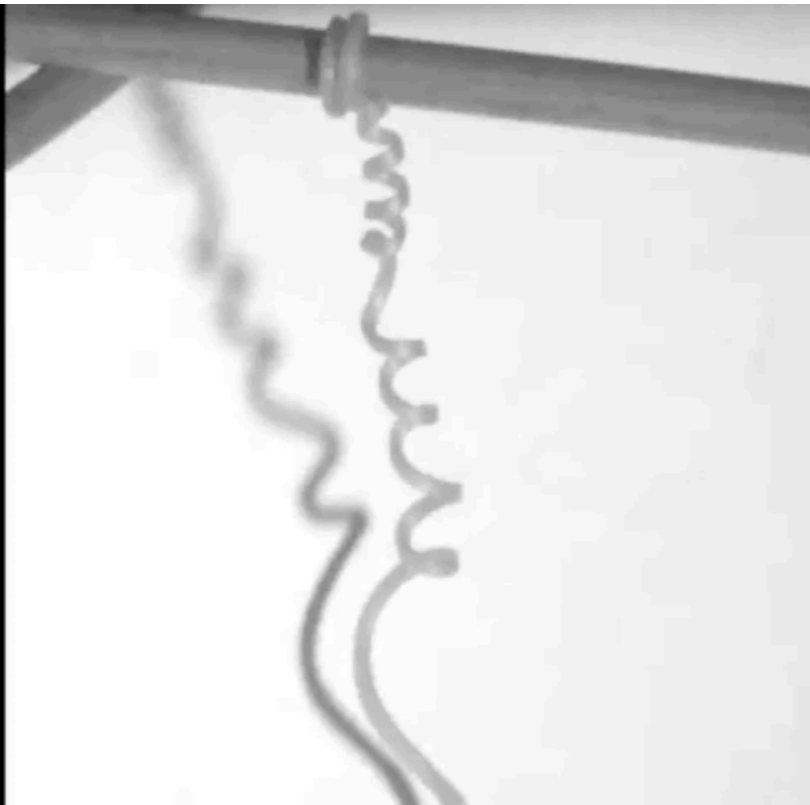
Coiling in older tendrils is due to a thin layer of stiff, lignified gelatinous fiber cells, which are also found in wood.

Helical coiling of cucumber tendril

Drying of fiber ribbon increases coiling



Drying of tendril increases coiling

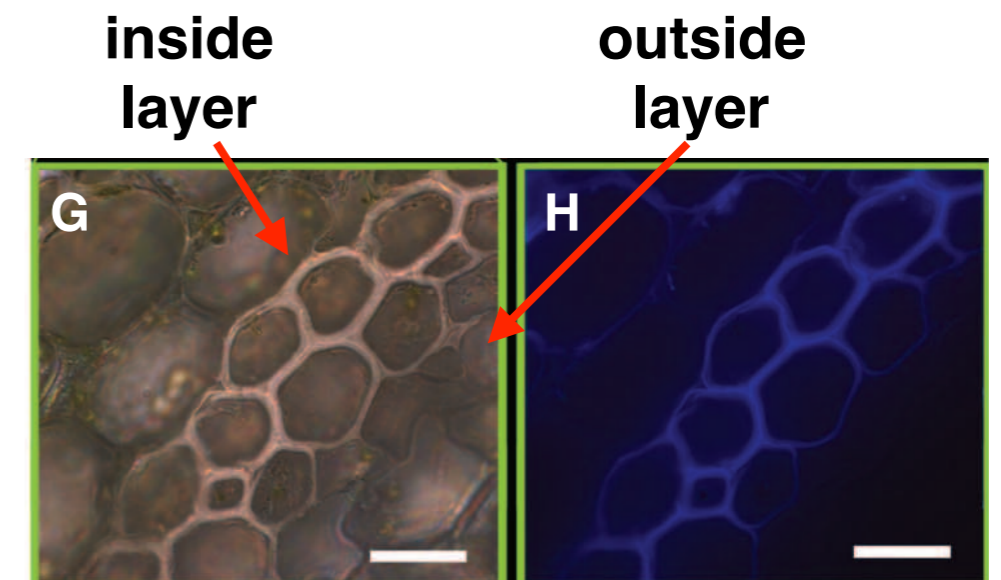


Rehydrating of tendril reduces coiling

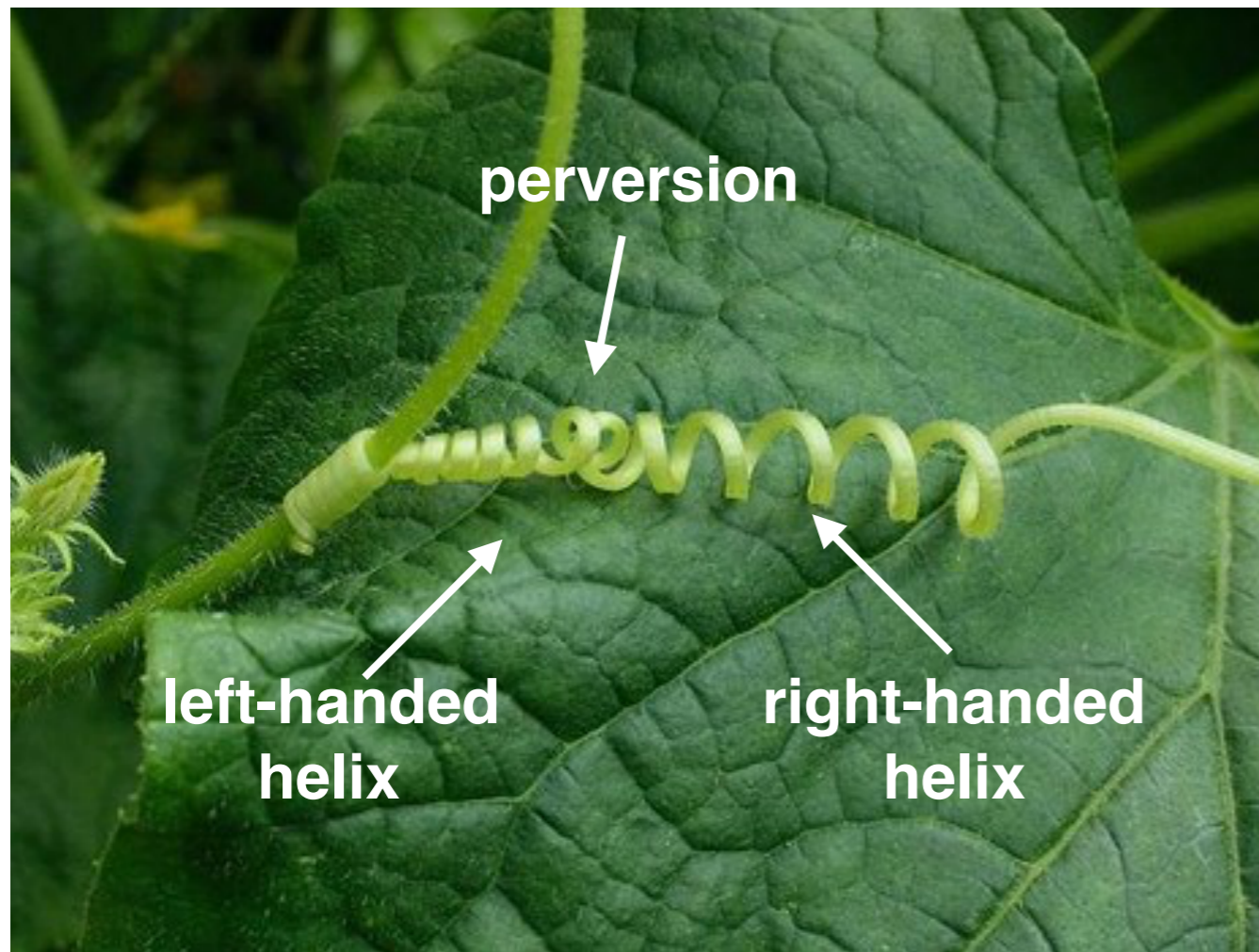


During the lignification of g-fiber cells water is expelled, which causes shrinking.

The inside layer is more lignified and therefore shrinks more and is also stiffer than the outside layer.

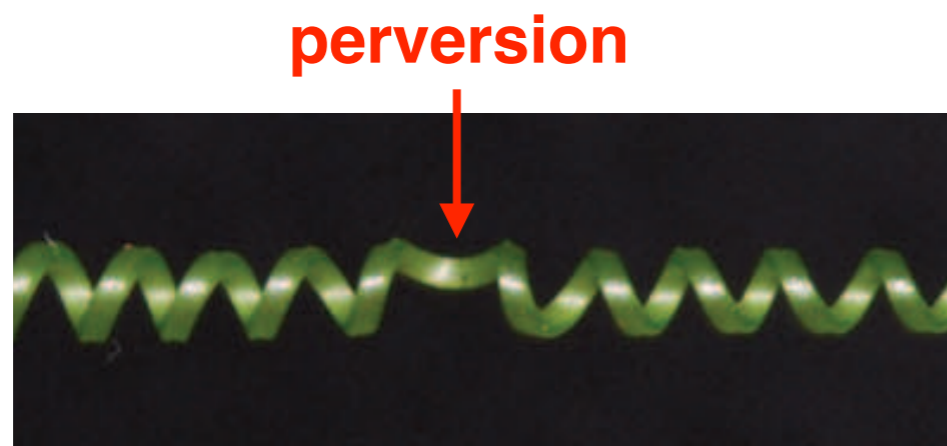


Coiling of tendrils in opposite directions



Ends of the tendril are fixed and cannot rotate. This constraints the linking number.

$$\text{Link} = \text{Twist} + \text{Writhe}$$



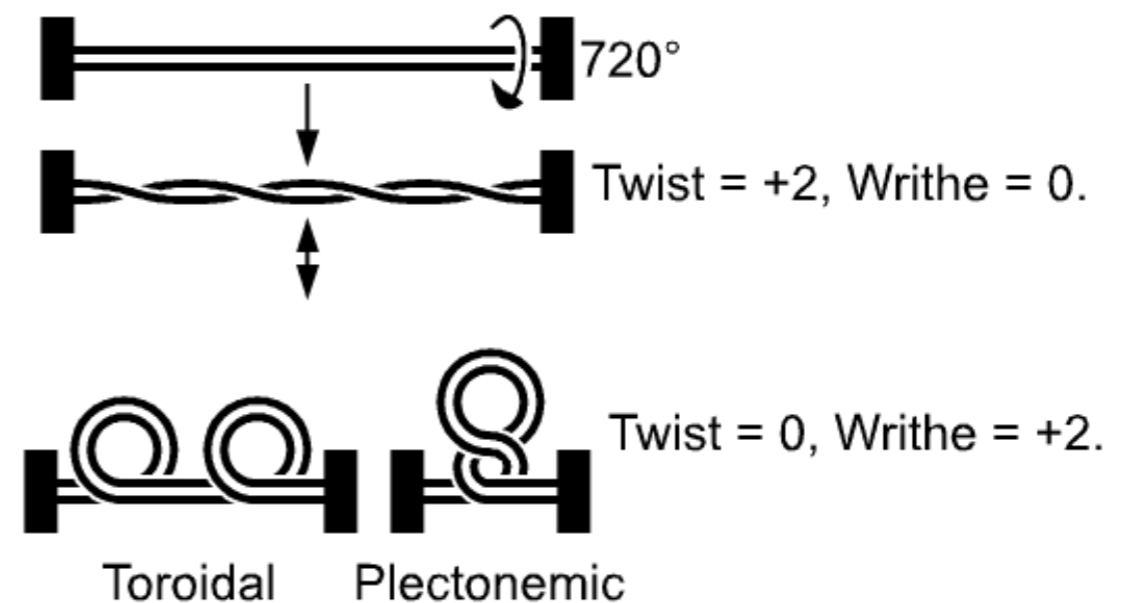
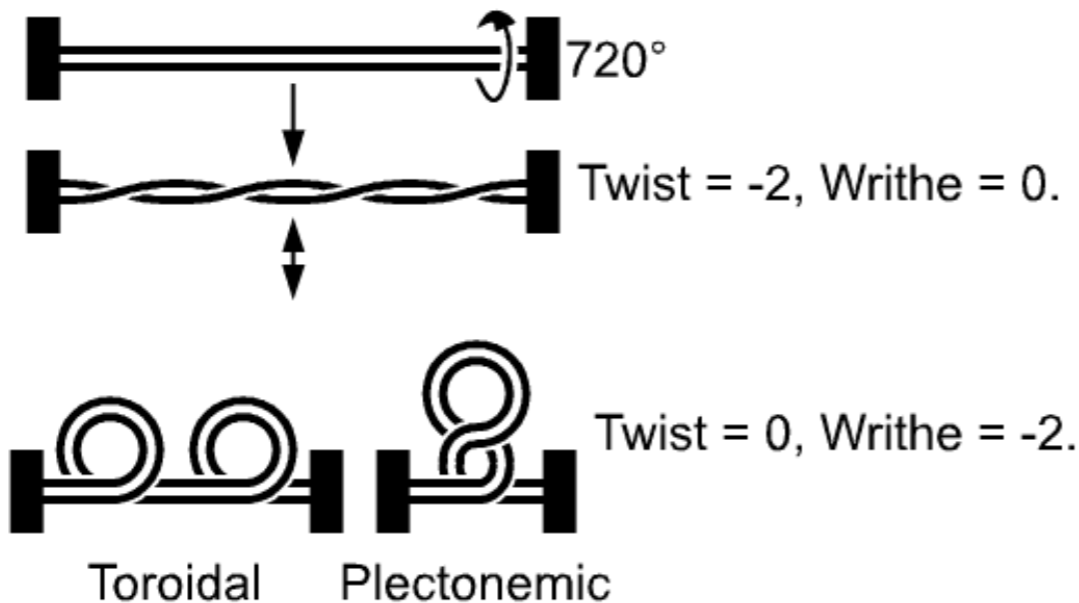
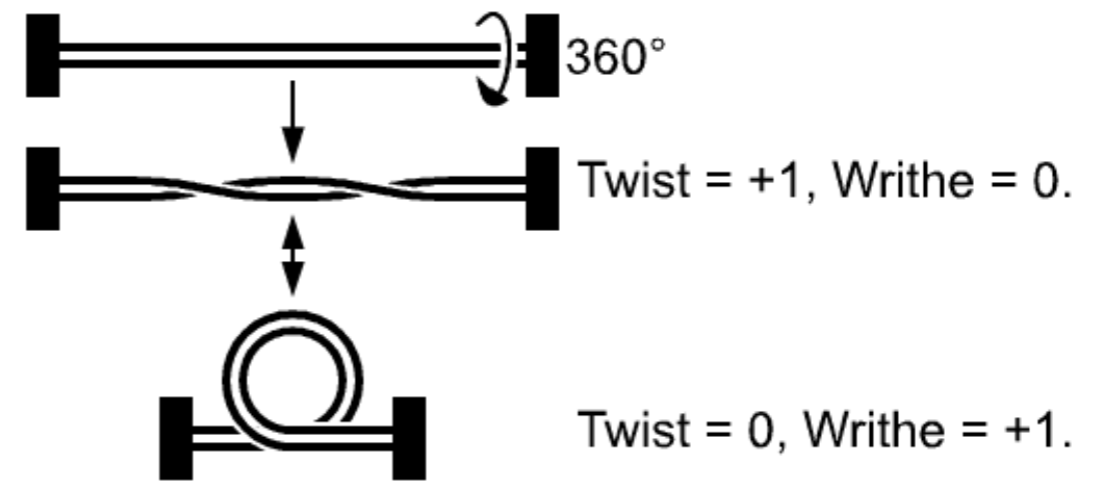
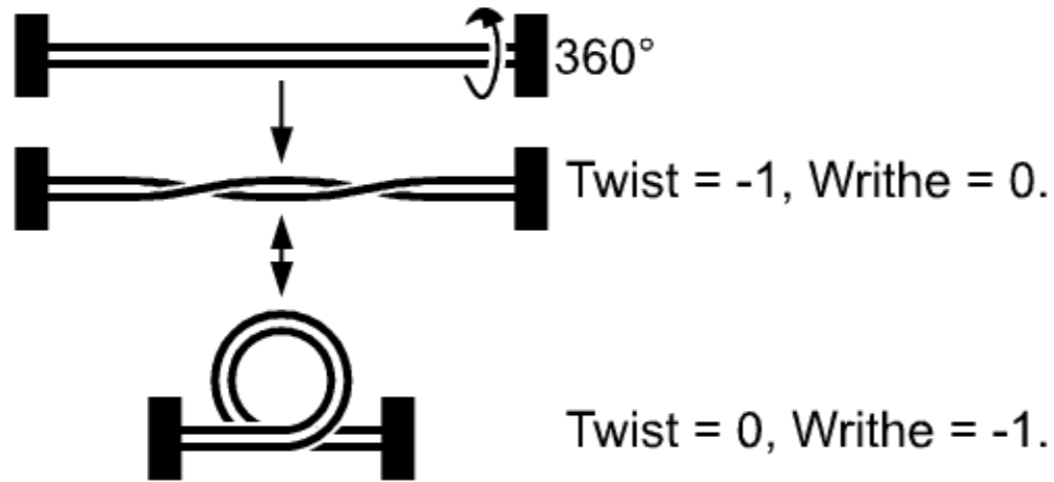
Twist, Writhe and Linking numbers

$L_n = Tw + Wr$

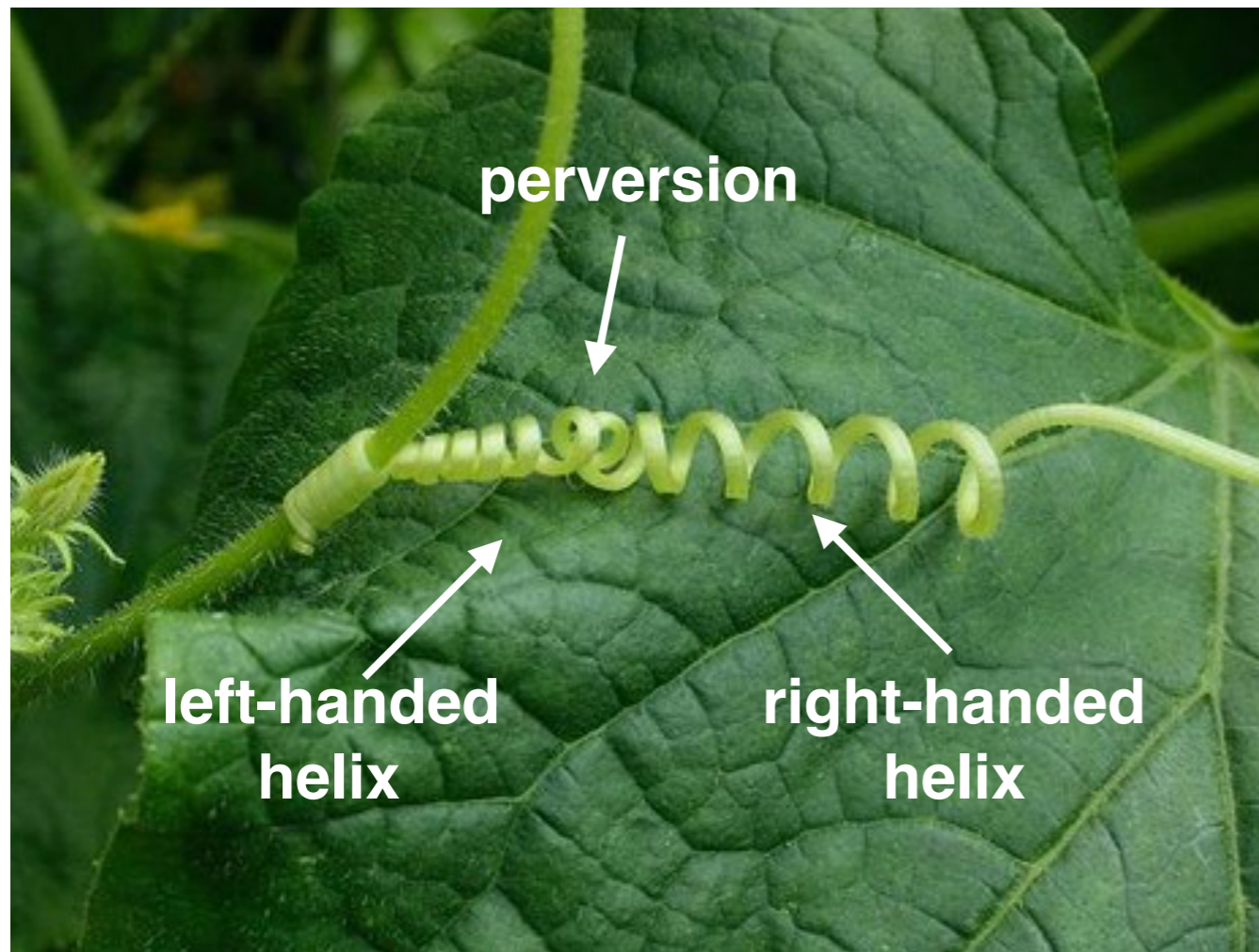
linking number: total number of turns of a particular end

Tw twist: number of turns due to twisting the beam

Wr writhe: number of crossings when curve is projected on a plane



Coiling of tendrils in opposite directions



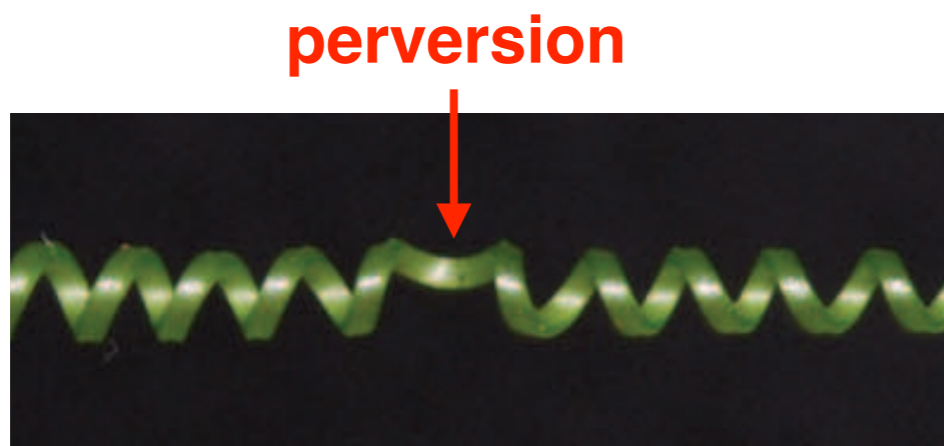
Ends of the tendril are fixed and cannot rotate. This constraints the linking number.

$$\text{Link} = \text{Twist} + \text{Writhe}$$

Coiling in the same direction increases Writhe, which needs to be compensated by the twist.

In order to minimize the twisting energy tendrils combine two helical coils of opposite handedness (=opposite Writhe).

Note: there is no bending energy when the curvature of two helices correspond to the spontaneous curvature due to the differential shrinking of fiber.

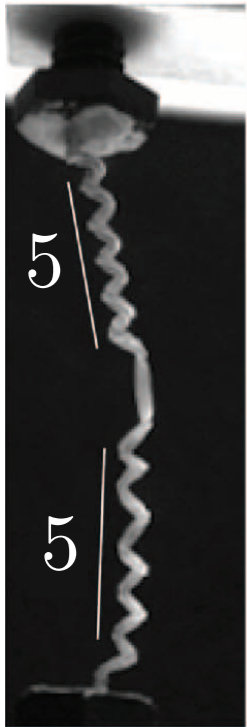


Overwinding of tendrils coils

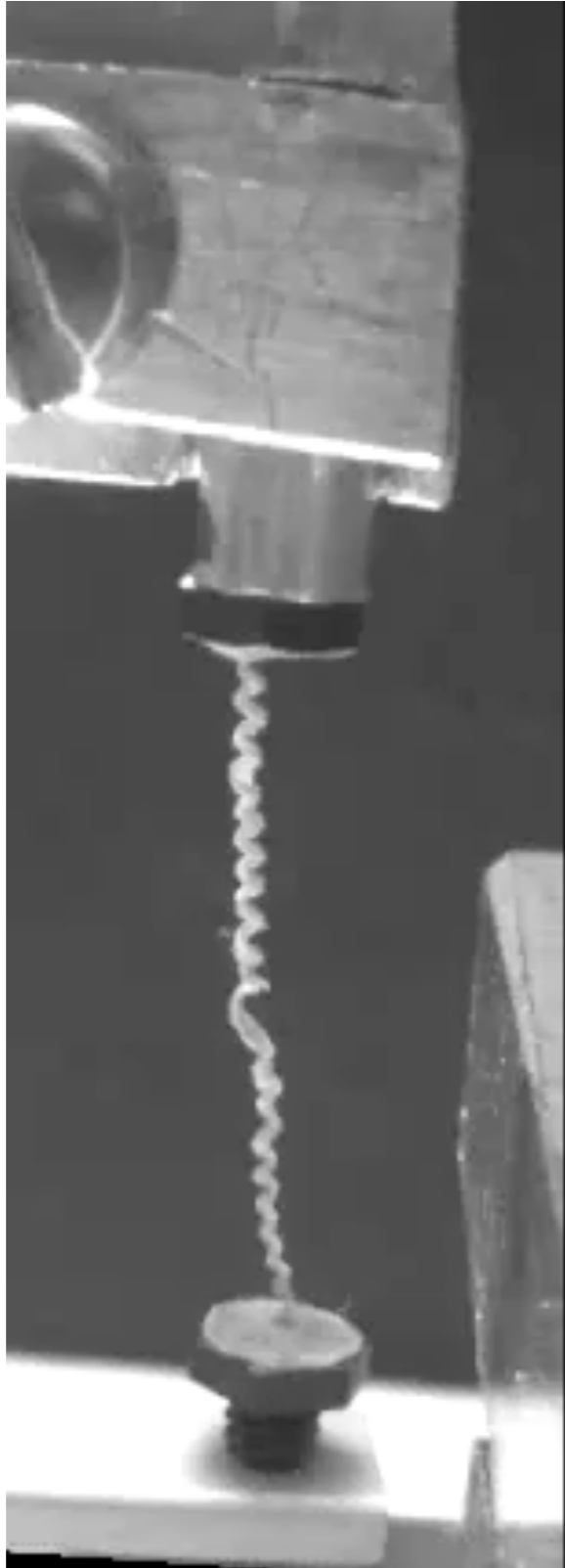
Old tendrils overwind when stretched.

Rubber model unwinds when stretched.

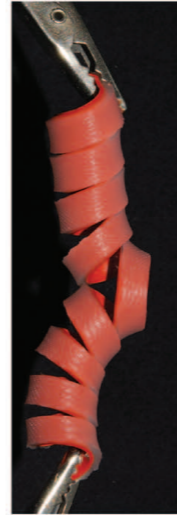
relaxed



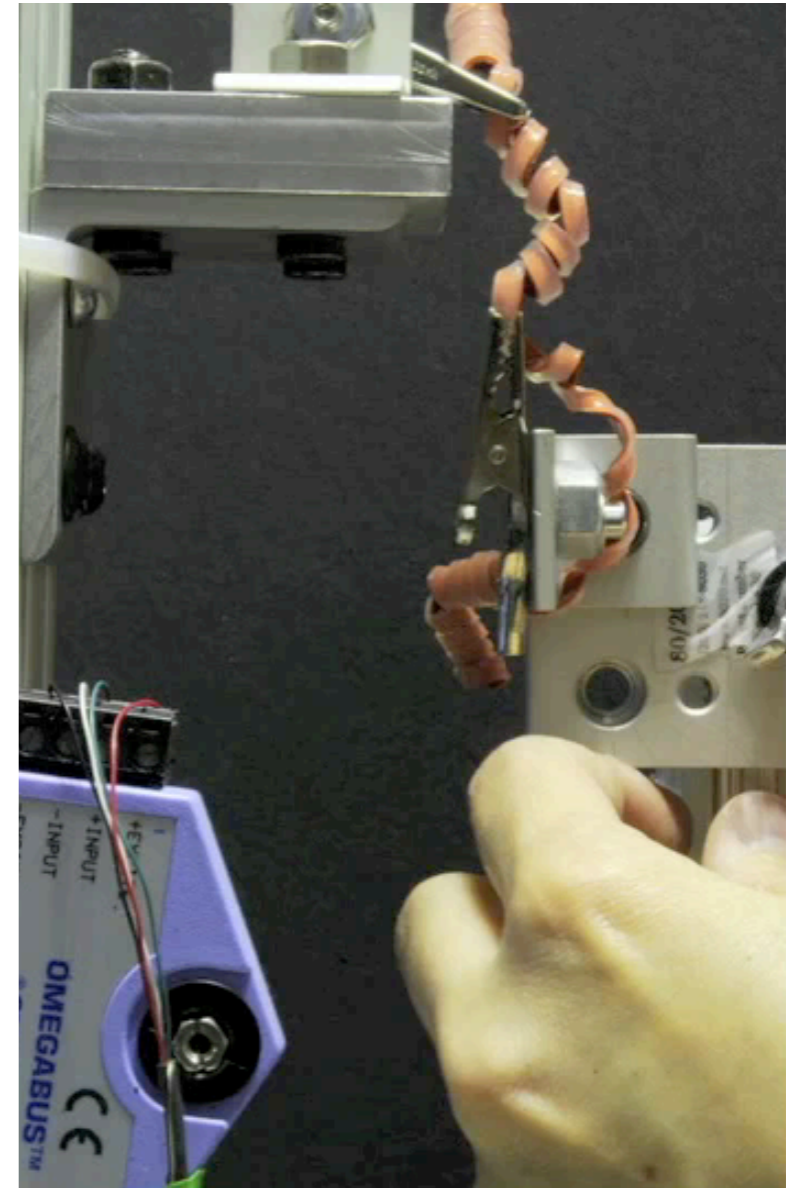
stretched



relaxed

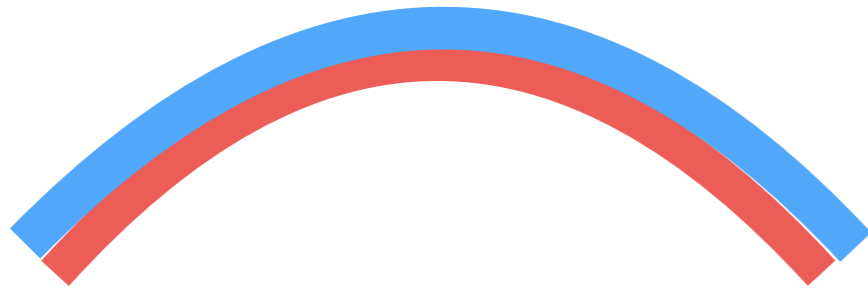


stretched

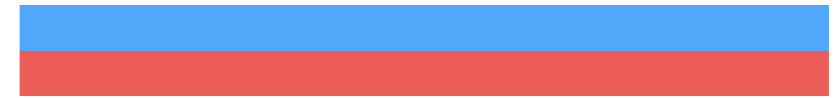


Overwinding of tendril coils

Preferred curved state



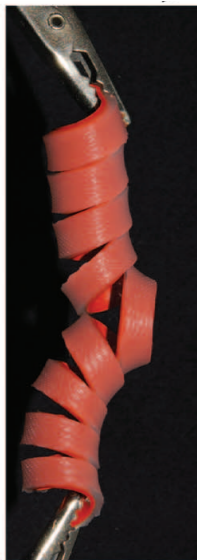
Flattened state



In tendrils the red inner layer is much stiffer than the outside blue layer.

High bending energy cost associated with stretching of the stiff inner layer!

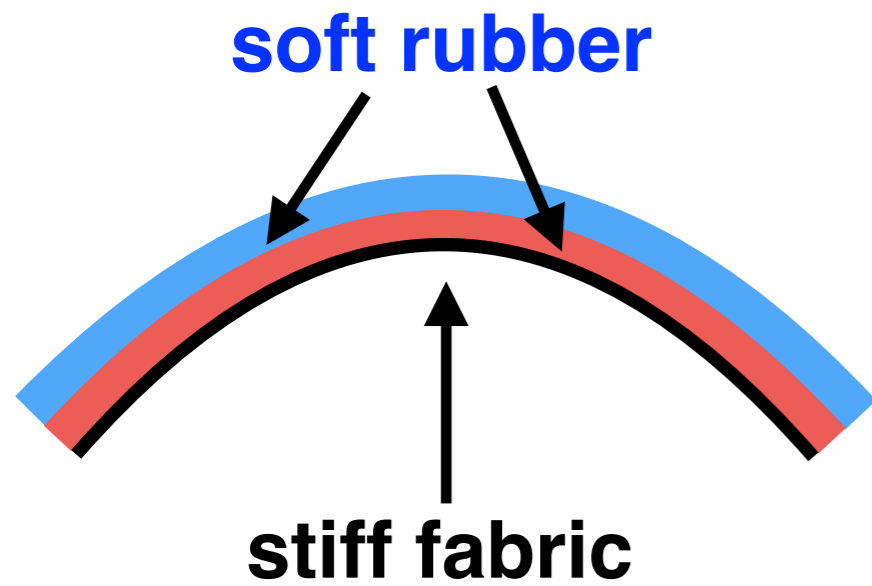
Tendrils try to keep the preferred curvature when stretched!



In rubber models both layers have similar stiffness.

Small bending energy.

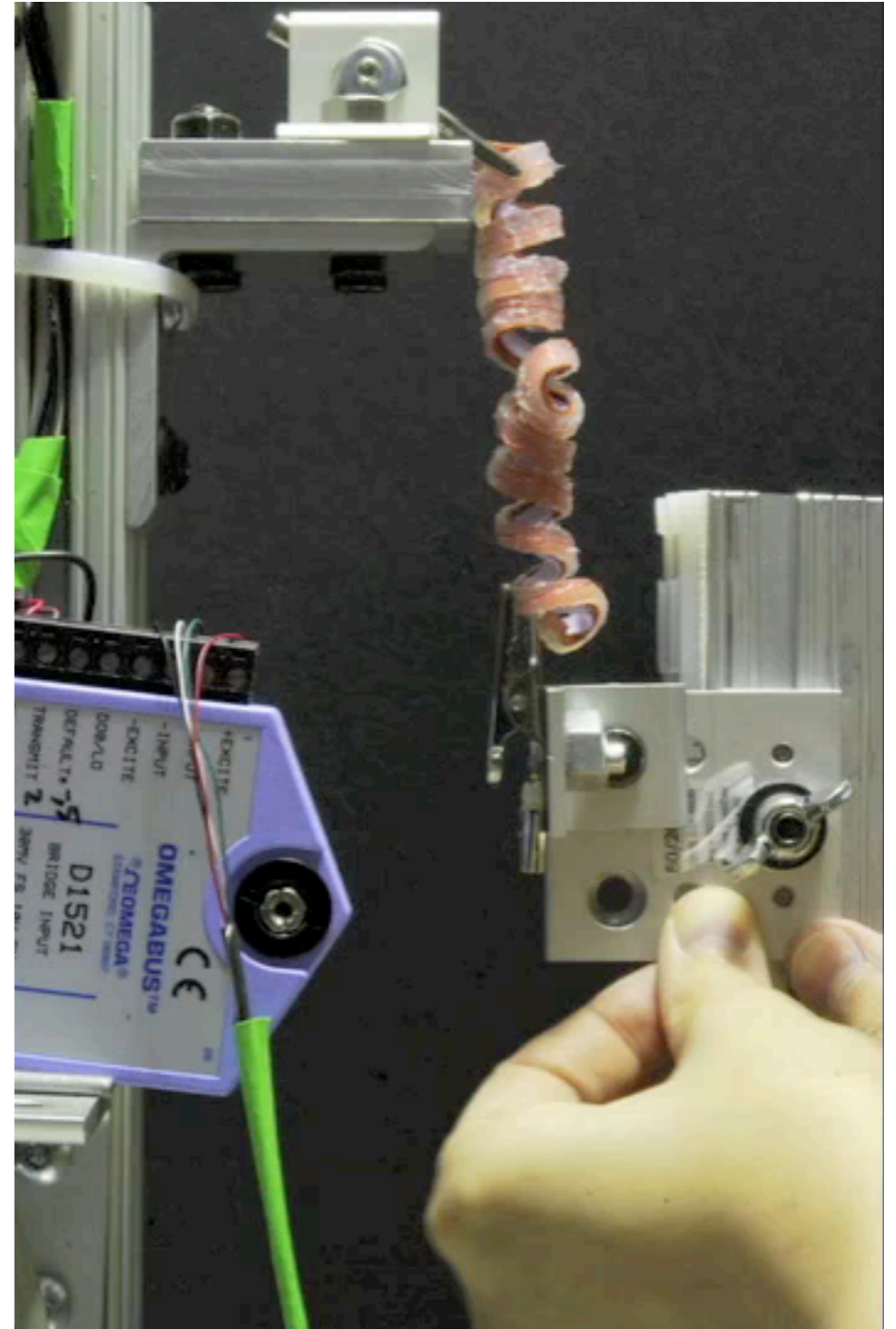
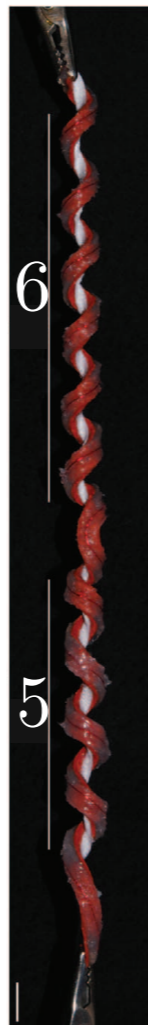
Overwinding of rubber models with an additional stiff fabric on the inside layers



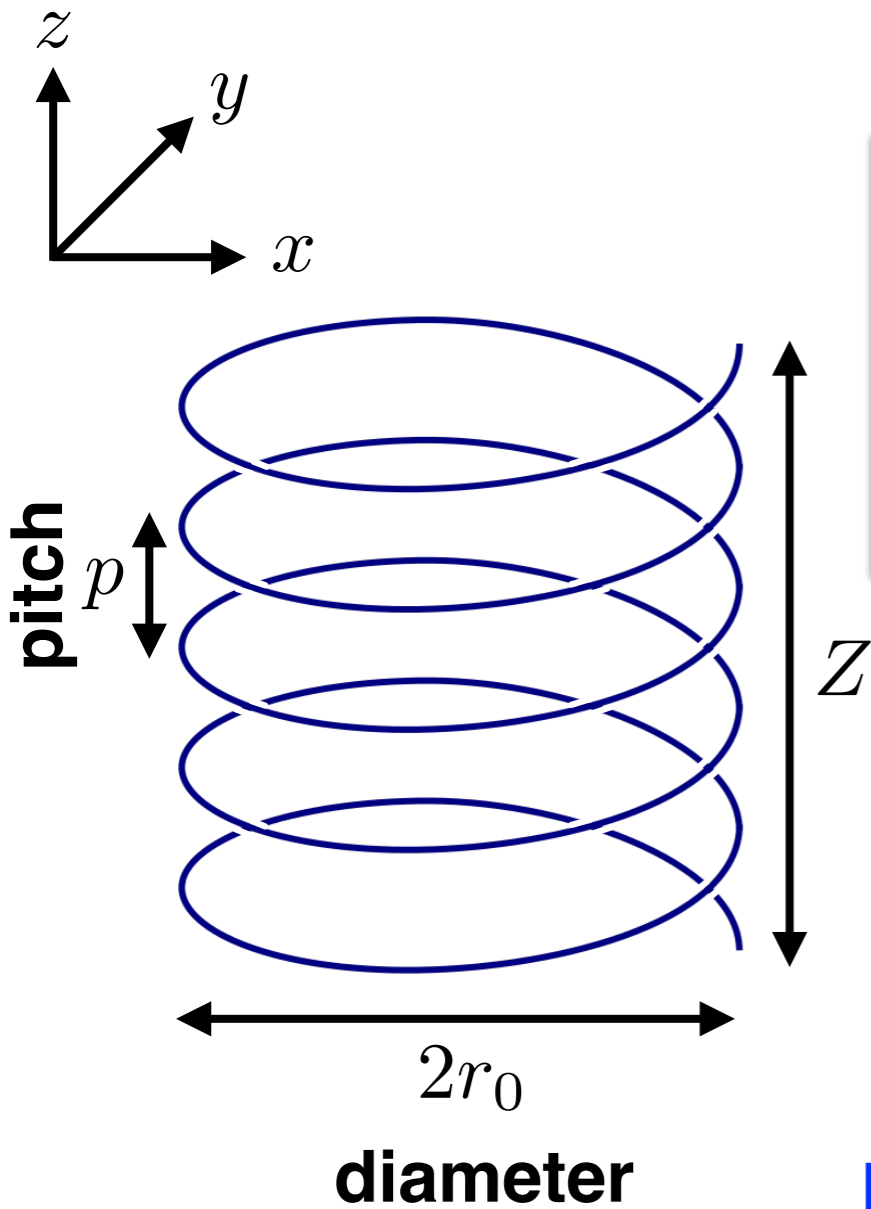
relaxed



stretched



Overwinding of helix with infinite bending modulus



Mathematical description

$$\vec{r}(s) = \left(r_0 \cos(s/\lambda), r_0 \sin(s/\lambda), \frac{p}{2\pi\lambda} s \right)$$

$$\lambda = \sqrt{r_0^2 + (p/2\pi)^2} \quad Z = pN = p(L/2\pi\lambda)$$

Infinite bending modulus fixes the helix curvature during stretching

$$K = \frac{r_0}{r_0^2 + (p/2\pi)^2}$$

Helix pitch and radius

$$r_0 = \frac{1}{K} \left(1 - \frac{Z^2}{L^2} \right)$$

$$p = \frac{2\pi Z}{KL} \sqrt{1 - \frac{Z^2}{L^2}}$$

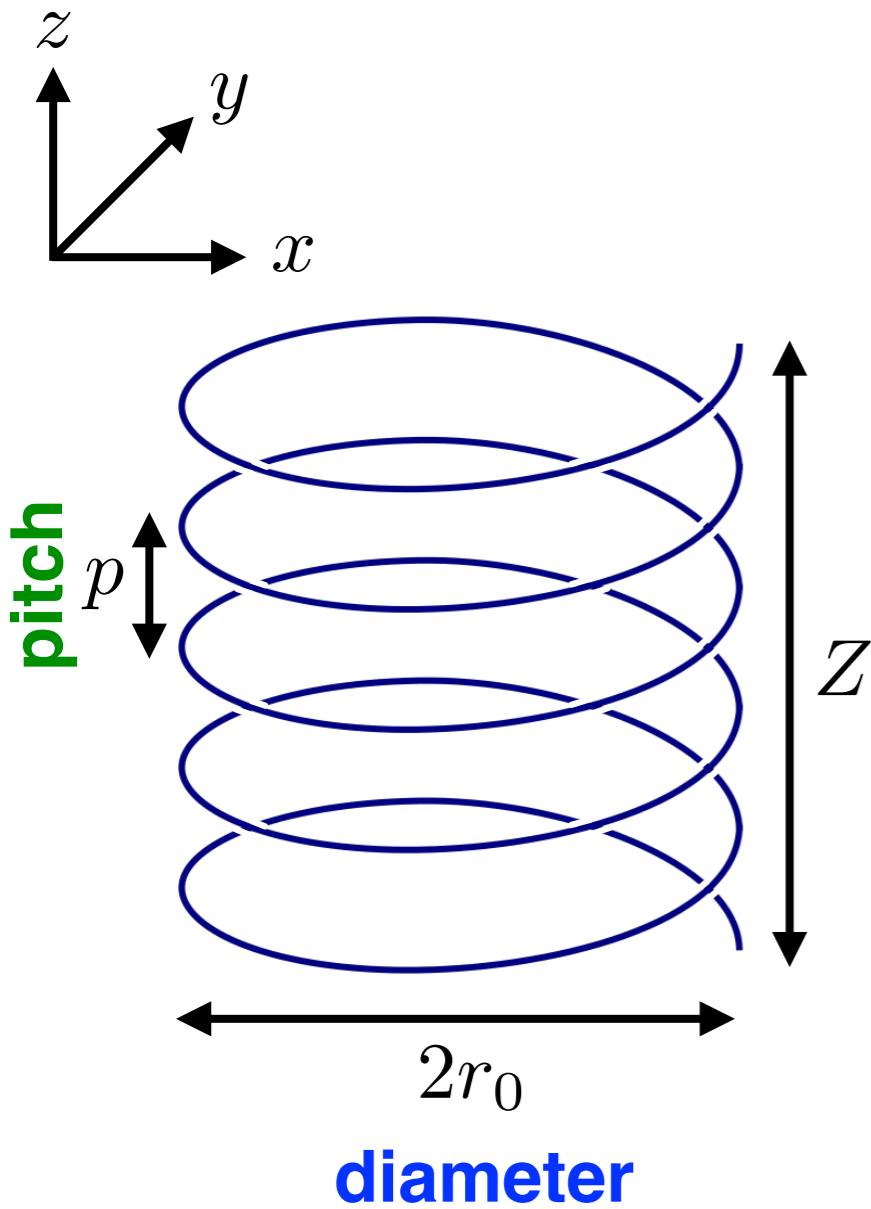
Number of loops

$$N = \frac{Z}{p} = \frac{KL}{2\pi \sqrt{1 - (Z/L)^2}}$$

L length of the helix backbone

$N = \frac{Z}{p}$ number of loops

Overwinding of helix with infinite bending modulus



Helix pitch and radius

$$r_0 = \frac{1}{K} \left(1 - \frac{Z^2}{L^2} \right)$$

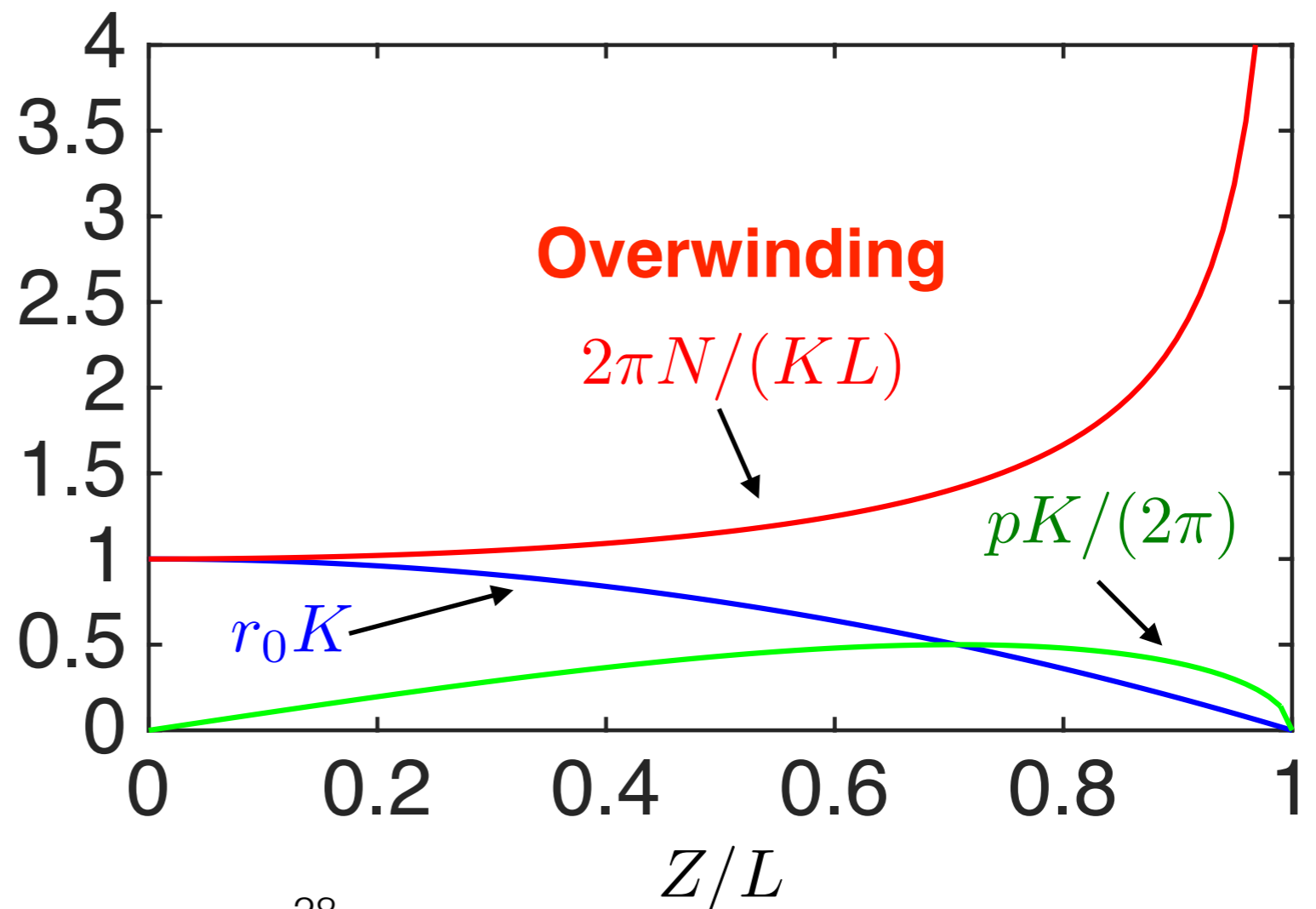
$$p = \frac{2\pi Z}{KL} \sqrt{1 - \frac{Z^2}{L^2}}$$

Number of loops

$$N = \frac{Z}{p} = \frac{KL}{2\pi \sqrt{1 - (Z/L)^2}}$$

L length of the helix backbone

$N = \frac{Z}{p}$ number of loops



Further reading

