

盘形圆弧砂轮曲面磨削几何模型*

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摘要:砂轮外形、加工轨迹、运动轴组合方式、工件摆放方式等的差异都会引起曲面磨削加工模型的变化,加工几何模型是实施曲面磨削首要解决的问题。建立盘形圆弧砂轮的几何模型,通过磨削点法向量匹配,建立工件点和砂轮点的一一映射关系,经过坐标变换可以得到相应的刀具运动轨迹,用于磨削加工。形成统一的盘形砂轮曲面磨削几何模型,并给出刀具运动轨迹的计算流程。该磨削模型适用范围广,有效解决了多种曲面磨削过程的刀具轨迹生成问题,实现了高精度的曲面磨削加工。

关键词: 曲面磨削;磨削几何模型;砂轮模型;法向量匹配

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Geometric model of curve grinding with disk arc wheel

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Abstract: The differences of wheel shape, machining path, motion axis combinations, and workpiece placed posture, will cause alterations of grinding model, which is the primary problem for the solution to curve generation. A geometric model of disk arc wheel was established; a one-to-one mapping relationship was built between workpiece and grinding wheel through the grinding point normal vector matching. After coordinate transformation, the corresponding machining tool motion trail which can be used for grinding was obtained. The uniform grinding geometry model of curve surface was formed, and the calculating flow of tool path was developed. The model has a wide application range, and can solve the tool path generating problem of multiple type grinding processes, which guarantees a high precision curve surface grinding.

Key words: curve surface grinding; grinding geometric model; geometric model of wheel; normal vector matching

常用于曲面磨削加工的砂轮包括杯形砂轮^[1-3](圆弧端面或平面端面)、盘形砂轮^[4-10](圆周为圆弧面或平面)、球形砂轮^[11-12]、局部球形砂轮^[13]等。砂轮不同,对应的加工轨迹、加工模型、误差影响类型都会有较大差异,分析方法并不能通用。不同加工轨迹、运动轴组合、工件摆放等,都会引起曲面磨削加工模型的变化,形成不同的加工方式。现主要讨论圆周为圆弧面的盘形砂轮在曲面磨削加工中的加工模型。

曲面按照回转对称性可以分为回转对称曲面和非回转对称曲面。回转对称曲面可以通过母线绕回转轴旋转一周成形,于是可以通过 XZ 轴联动、插补出母线轨迹,同时 C 轴回转即可形成回转

对称曲面^[8,14]。联动轴的变化,如 YZC 轴组合加工,可以形成平行磨削^[3,7,9-11]。砂轮倾角随着曲面法向变化而变化,保证砂轮上磨削点固定,则又形成法向跟踪磨削^[3-4]。根据磨削轴和工件轴的夹角又可以区分为垂直轴磨削和斜轴磨削^[15-16]。

非回转对称曲面,由于其非回转对称性,无法采用上述方法进行加工,如果将上述的加工方式称为螺旋轨迹加工,则非回转对称曲面只能采用光栅轨迹进行加工。根据所采用联动轴不同、是否斜轴,可衍生出多种加工方式。

相关文献^[1,2,5,7-9,12,17]都对加工的几何学模型有一定的研究,但都是针对其特定的加工方式进行,研究不深入、适用范围不广、借鉴意义有限。

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1 磨削机床系统结构

磨削机床包括五个运动轴,机床如图 1 所示(1—底座;2—主轴;3—立柱;4—Y 轴导轨;5—Z 轴导轨;6—A 轴转台;7—砂轮;8—C 轴转台;9—X 轴导轨)。工件安装在 C 轴转台上,C 轴作回转运动,配合 XZ 二轴联动,可以实现回转对称曲面的加工;XYZ 轴联动,或者配合 A 轴的转动可以实现非轴对称曲面的加工。

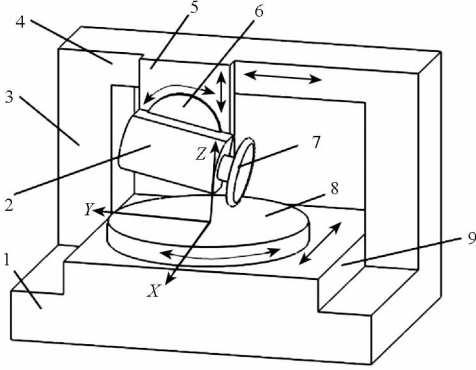


图 1 磨削机床示意图

Fig. 1 Schematic diagram of grinding equipment

2 砂轮几何模型

砂轮坐标系 $O_g X_g Y_g Z_g$ 中,砂轮上可能参与磨削的点 P_g 用参数方程可以表示为式(1),砂轮示意图如图 2 所示。

$$\begin{cases} x = (R - r \cos U) \cos Q \\ y = r \sin U \\ z = (R - r \cos U) \sin Q \end{cases} \quad (1)$$

其中, R 表示砂轮半径, r 表示圆弧半径, $U \in [\pi/2, 3\pi/2]$ 表示圆弧张角, $Q \in [-\pi, 0)$ 表示砂轮张角。

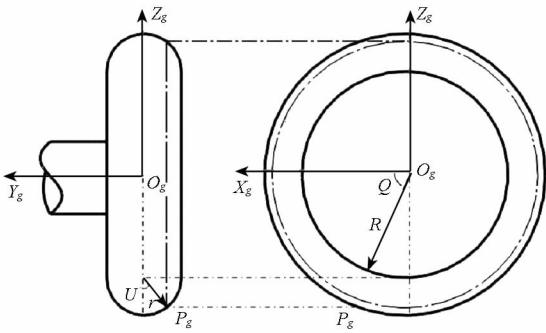


图 2 砂轮几何模型示意图

Fig. 2 Schematic diagram of wheel geometric model

由代数学知识可知,该曲面上沿 Q 方向的切向量可表示为:

$$\mathbf{n}_Q = [\partial x / \partial Q, \partial y / \partial Q, \partial z / \partial Q] = [-(R - r \cos U) \cdot$$

$$\sin Q, 0, (R - r \cos U) \cos Q] \quad (2)$$

沿 U 方向的切向量可表示为:

$$\mathbf{n}_U = [\partial x / \partial U, \partial y / \partial U, \partial z / \partial U] = [r \sin U \cdot \cos Q, r \cos U, r \sin U \sin Q] \quad (3)$$

对应 p_g 点处的法向量为:

$$\mathbf{n}_g = \mathbf{n}_Q \times \mathbf{n}_U = [1 / \tan Q, -\tan U / \sin Q, 1]_p^T \quad (4)$$

3 曲面加工模型

曲面磨削加工模型如图 3 所示,工件坐标系中,若工件曲面方程表示成 $z = f(x, y)$, 在任一点 $p(x_p, y_p, z_p)$ 对应的法向量为 $\mathbf{n}_w = [-\partial z / \partial x, -\partial z / \partial y, 1]_p^T$, 变换到砂轮坐标系中则有:

$$\mathbf{n}_{wg} = \mathbf{S} \cdot \mathbf{n}_w \quad (5)$$

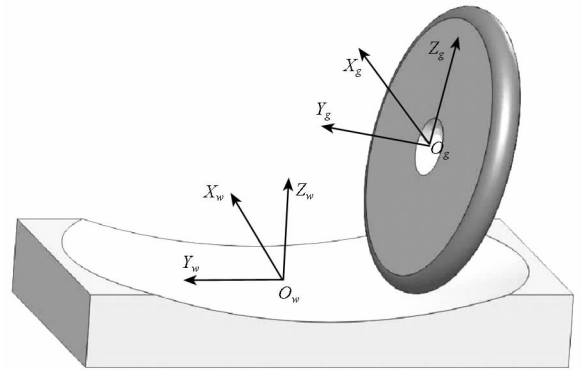


图 3 曲面磨削加工模型示意图

Fig. 3 Schematic diagram of curve surface grinding

其中,

$$\mathbf{S} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \alpha & -\sin \alpha \\ 0 & \sin \alpha & \cos \alpha \end{bmatrix} \begin{bmatrix} \cos \beta & 0 & -\sin \beta \\ 0 & 1 & 0 \\ \sin \beta & 0 & \cos \beta \end{bmatrix} \cdot \begin{bmatrix} \cos \gamma & -\sin \gamma & 0 \\ \sin \gamma & \cos \gamma & 0 \\ 0 & 0 & 1 \end{bmatrix} \quad (6)$$

$$\mathbf{n}_{wg} = \begin{bmatrix} c\gamma \cdot c\beta & -c\alpha \cdot s\beta & s\alpha \\ s\gamma \cdot s\alpha \cdot c\beta + c\gamma \cdot s\beta & -s\gamma \cdot s\alpha \cdot s\beta + c\gamma \cdot c\beta & -s\gamma \cdot c\alpha \\ -c\gamma \cdot s\alpha \cdot c\beta + s\gamma \cdot s\beta & c\gamma \cdot s\alpha \cdot s\beta + s\gamma \cdot c\beta & c\gamma \cdot c\alpha \end{bmatrix} \cdot \begin{bmatrix} -\partial z / \partial x \\ -\partial z / \partial y \\ 1 \end{bmatrix} = \begin{bmatrix} n_{wgx} \\ n_{wgy} \\ n_{wgz} \end{bmatrix} \quad (7)$$

对于这种由刀具轨迹包络成型的加工方式,最根本的理论就是加工点处工件的单位法向量和砂轮的单位法向量相等或相反(凹面相等,凸面相反)。

于是在点 p 处,有 $\mathbf{n}_w = \mathbf{n}_g$ 成立。则有

$$\begin{cases} 1 / \tan Q = n_{wgx} / n_{wgz} \\ -\tan U / \sin Q = n_{wgy} / n_{wgz} \end{cases} \quad (8)$$

根据式(8)和式(1)可以得到磨削点 p 时,对应

砂轮上的点在砂轮坐标系中的坐标 $\mathbf{p}_g = [x_g, y_g, z_g]^T$ 。式(8)中求解反正切时,得到的解值域为 $[-\pi/2, \pi/2]$, 而 $Q \in [-\pi, 0], U \in [\pi/2, 3\pi/2]$, 所以角度的求解结果需要进行相位修正。修正方式为:

$$\begin{cases} Q = Q + n\pi \\ U = U + n\pi \end{cases} \quad n \in \{-1, 1, 0\} \quad (9)$$

其中, n 取值需要根据定义域实际情况具体确定。

砂轮在工件坐标系中的运动轨迹, 可以通过点 \mathbf{p}_g 变换到工件坐标系得到, 如式(10)所示。

$$\mathbf{p}_{gw} = \mathbf{S}^{-1} \cdot \mathbf{p}_g + \mathbf{T} + \mathbf{p}^T \quad (10)$$

其中, 平移矩阵 \mathbf{T} 和工件坐标系零点位置选取有关。

4 刀具轨迹计算流程

刀具轨迹的计算, 就是根据给定的被加工曲面, 计算得到磨削刀具的运动轨迹, 通过轨迹的包络磨削形成曲面, 具体的过程如图4所示。

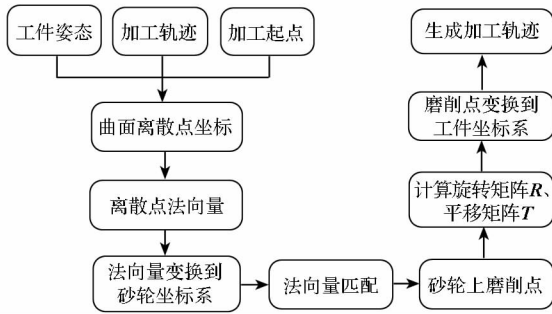


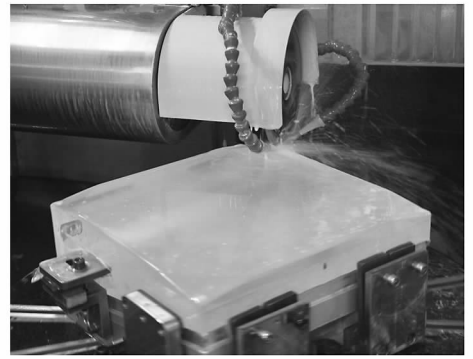
图4 磨削轨迹计算流程图

Fig.4 Calculation flow chart of grinding path

5 加工实例

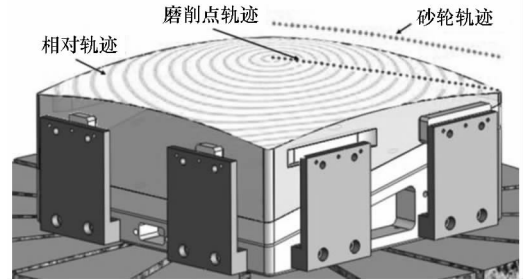
根据上述的磨削几何模型, 对一个 $340\text{mm} \times 340\text{mm}$ 双曲面工件进行磨削加工。这是一个回转对称的凸二次曲面, 可以通过 XZ 轴联动, 插补出母线轨迹, 母线绕回转轴 C 轴旋转一周成形, 得到回转对称双曲面。加工过程、运动轨迹以及磨削面形误差如图5所示, 最终磨削面形误差为 $8.0\mu\text{m}$ 。

对一个 $340\text{mm} \times 340\text{mm}$ 的离轴抛物面工件进行磨削加工时, 如果采用工件安装在离轴位置, 使用螺旋轨迹进行加工, 相当于磨削母镜直径为 1070mm 口径的回转对称工件, 存在要求机床行程大、降低加工效率、影响磨削精度等问题。所以对于此种非回转对称曲面, 采用光栅轨迹进行加工更有优势。通过 XYZ 轴联动, 形成曲面的包络轮廓。加工过程、运动轨迹以及磨削面形误差如



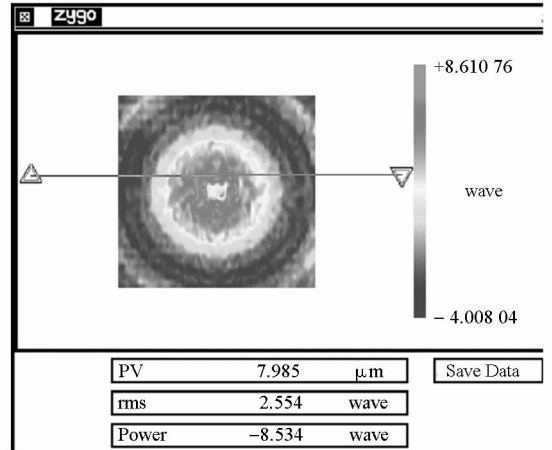
(a) 双曲面磨削过程照片

(a) Photo of grinding process of hyperboloid



(b) 双曲面磨削轨迹

(b) Grinding path of hyperboloid



(c) 双曲面磨削面形误差

(c) Figure error of ground hyperboloid

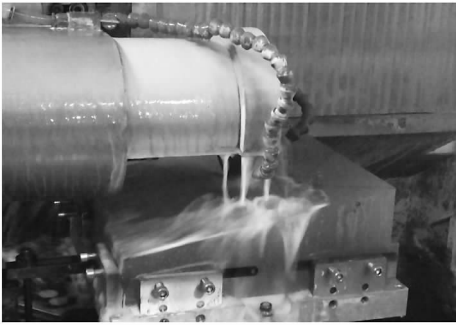
图5 双曲面磨削加工过程及面形误差

Fig.5 Grinding process and figure error of hyperboloid

图6所示, 最终磨削面形误差为 $9.6\mu\text{m}$ 。

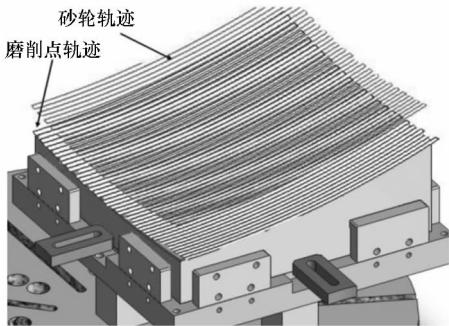
6 结论

基于盘形圆弧砂轮的磨削加工, 建立了砂轮的几何模型, 通过磨削点法向量匹配推导出工件上加工点和砂轮点的一一映射关系, 从而建立加工曲面和刀具运动轨迹之间的几何关系。该模型综合考虑了加工方式、加工轨迹等因素, 具有较好的通用性, 可以很好指导实际磨削加工的过程。并对同轴的凸双曲面工件和离轴凹抛物面工件进行磨削加工, 验证了模型的正确性和有效性, 并通



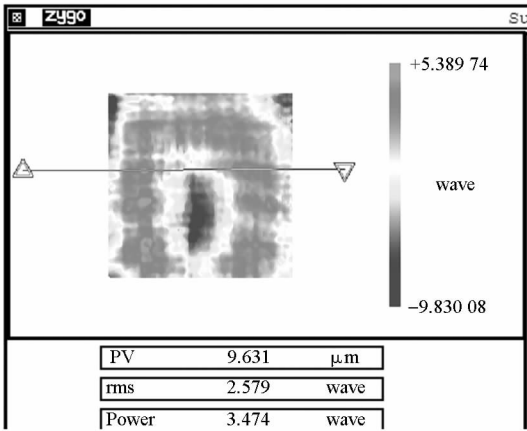
(a) 离轴抛物面磨削过程照片

(a) Photo of grinding process of off-axis paraboloid



(b) 离轴抛物面磨削轨迹

(b) Grinding path of off-axis paraboloid



(c) 离轴抛物面磨削面形误差

(c) Figure error of ground off-axis paraboloid

图 6 离轴抛物面磨削加工过程及面形误差

Fig.6 Grinding process and figure error of off-axis paraboloid
过补偿加工获得较好的磨削加工精度。

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