

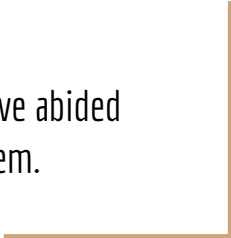


Autonomous Robot Competition

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E-122-C Group 3

We pledge our honor that we have abided
by the Stevens Honor System.



Objective

Design and create an autonomous robot that receives data from a LIDAR sensor and navigates around a course, successfully navigating to four separate targets while avoiding obstacles.

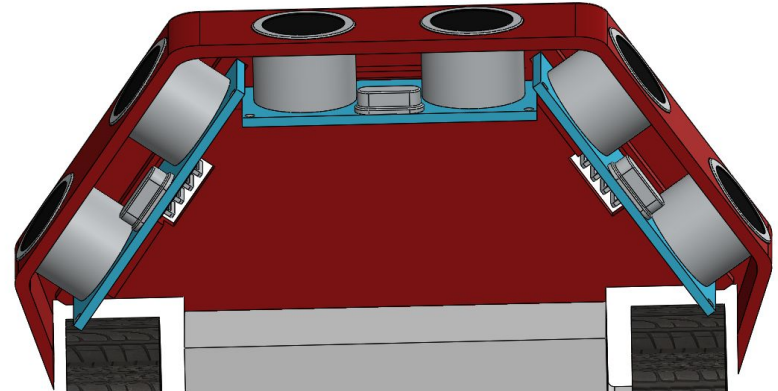
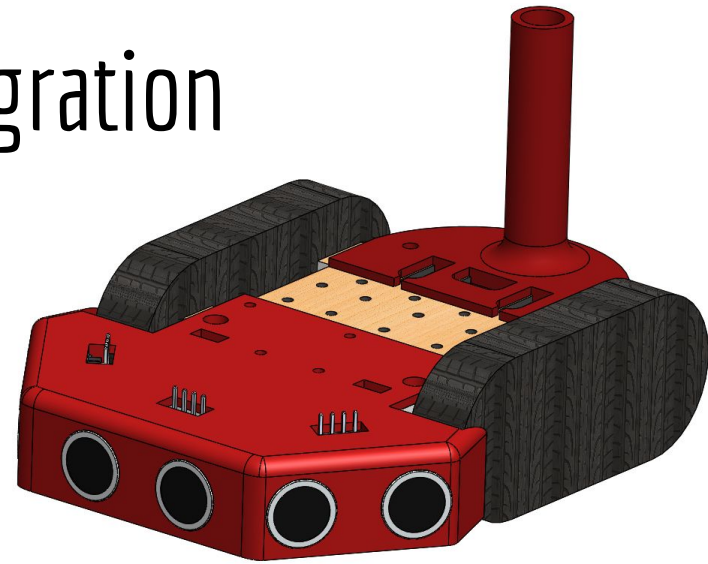
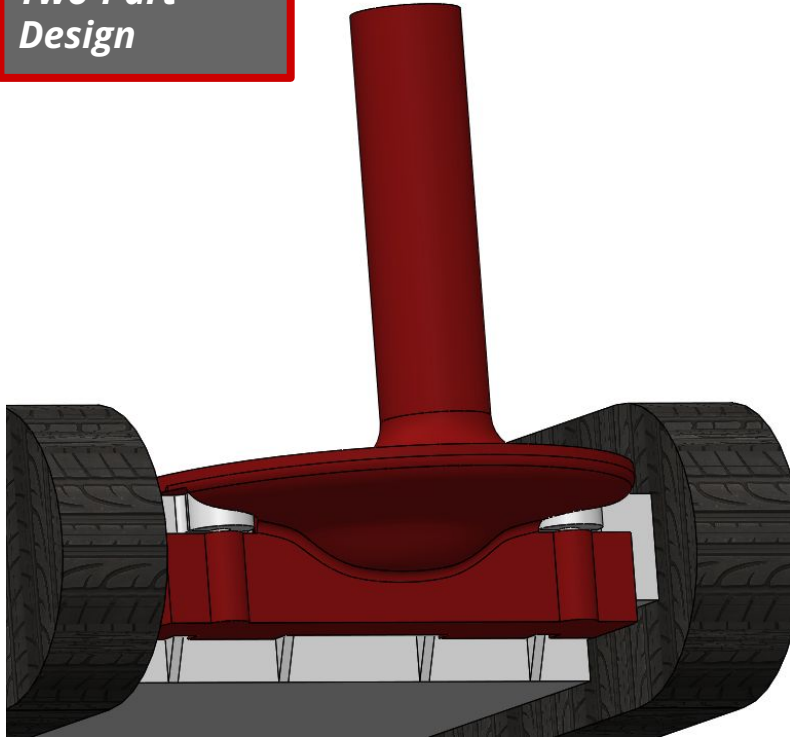


Mechanical Design

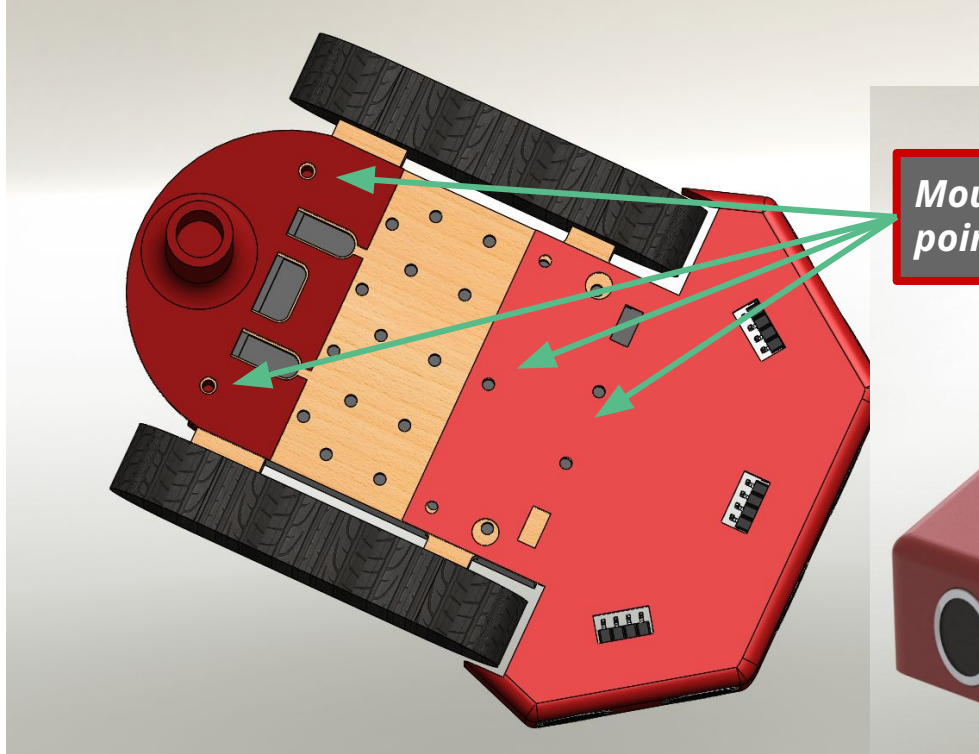


Bracket Design and System Integration

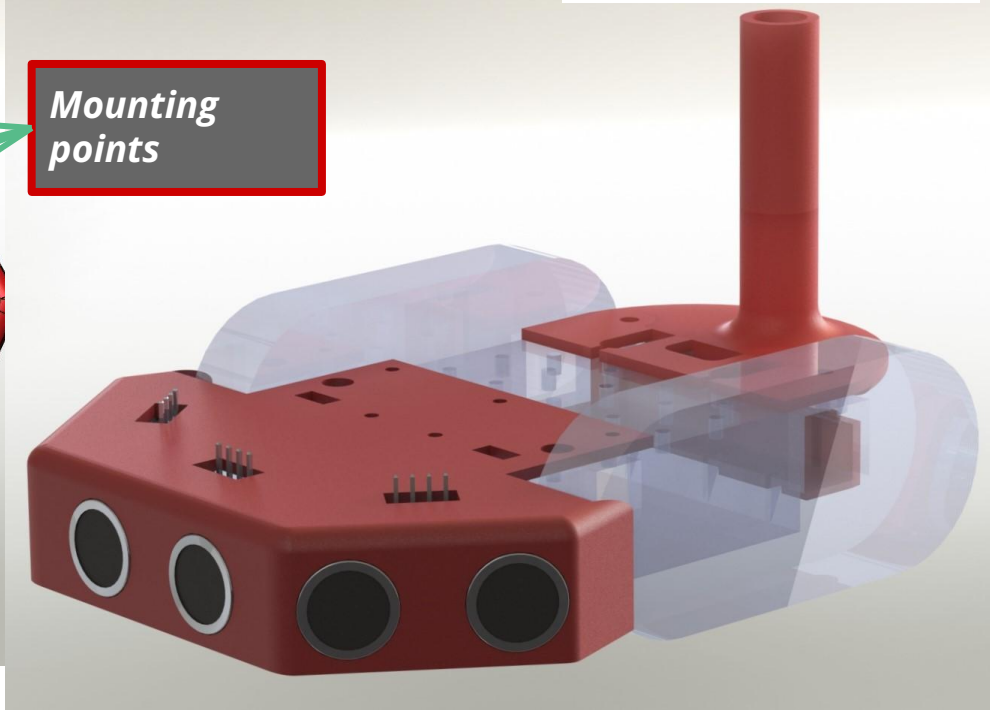
*Two-Part
Design*



Bracket Design and System Integration



*Mounting
points*



Description of Design

- Two part design prevents the car from becoming top-heavy and encourages smooth operation
- The covered ultrasonic sensor assembly holds the sensors in place firmly and looks very sleek
- Curve of the LIDAR mast assembly inspired by the stern of a ship
- Each end of the assembly on it's fourth revision respectively

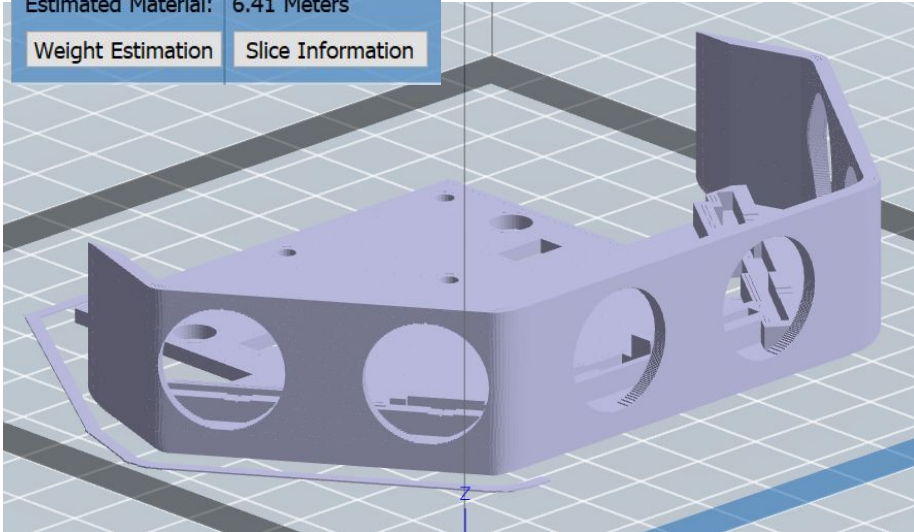
PLA Estimation and Best Orientation

Estimated Print Time: 2 Hours 9 Minutes

Estimated Material: 6.41 Meters

Weight Estimation

Slice Information

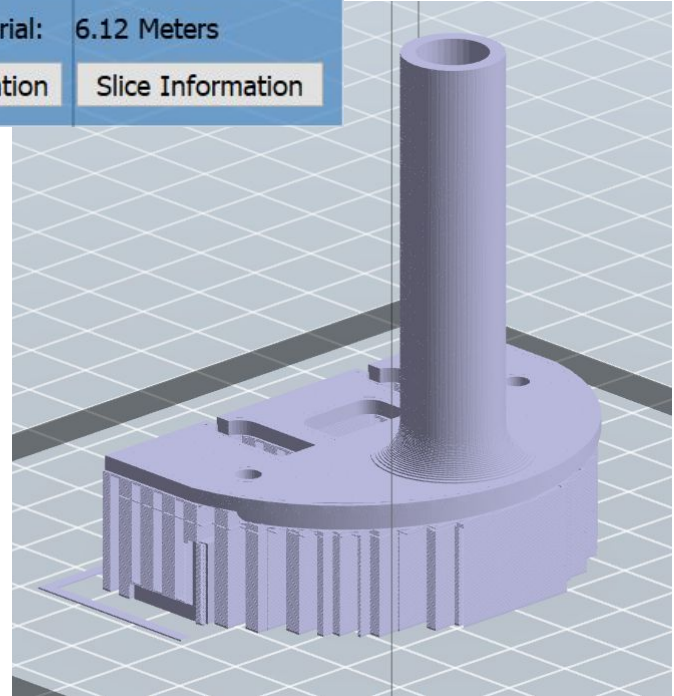


Estimated Print Time: 1 Hours 54 Minutes

Estimated Material: 6.12 Meters

Weight Estimation

Slice Information





Electrical Design



System Picture and Circuit Diagram

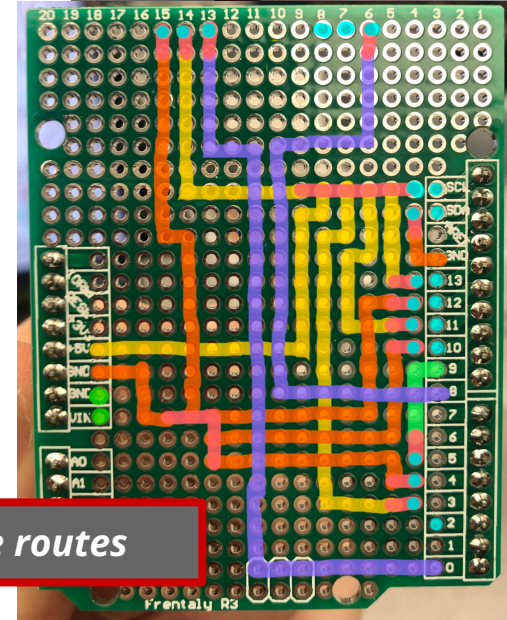
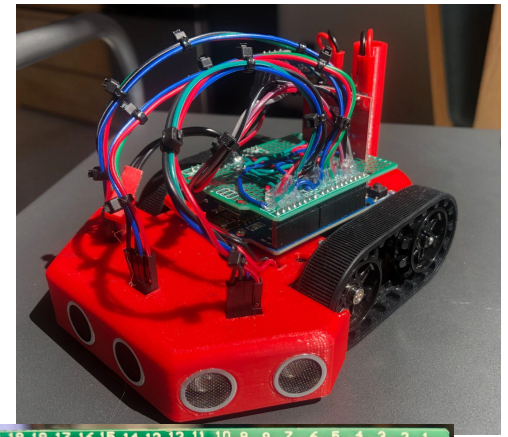
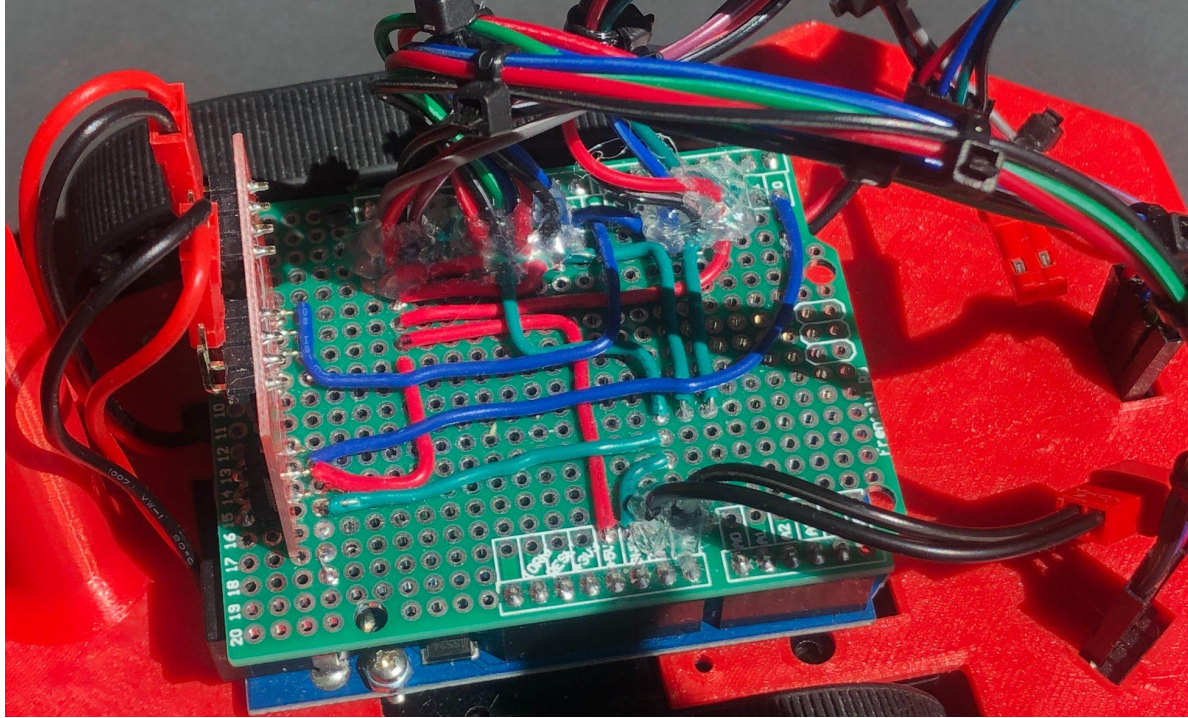
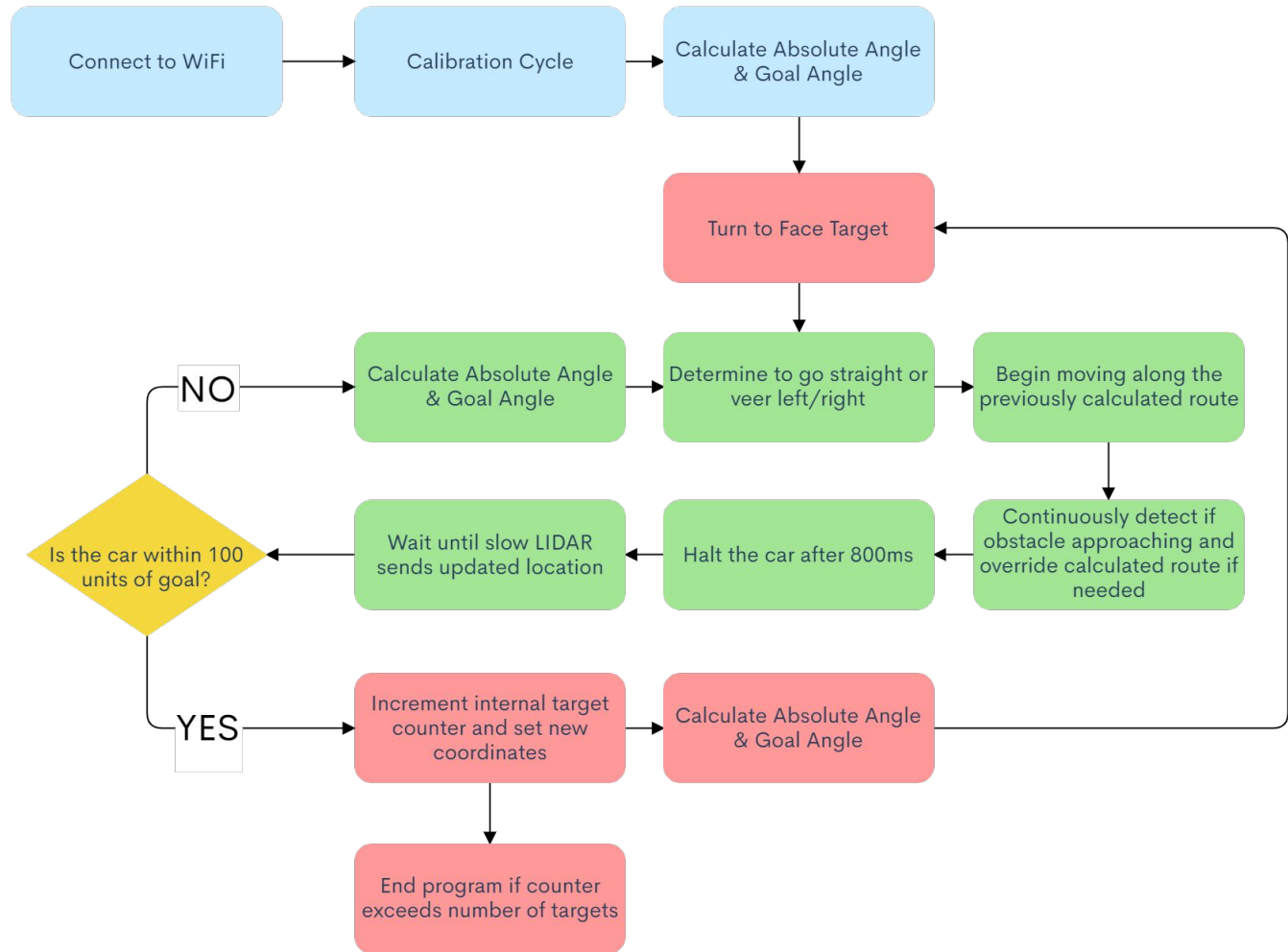


Diagram used for planning wire routes

Software Design

Software Design Flowchart



Select Functions

Calculates the car's location and angle of direction by moving forward slowly. Meant to be used upon program initialization. Initially populates variables: angle, x, y, prev_x, prev_y.

```
void calibrate() {
```

Uses the current car location (x, y) and the previous car location (prev_x, prev_y) to determine and return the direction the car is facing, represented as a float called the "absolute angle". Absolute angle is in interval (0, 360] and increases as the car turns clockwise.

```
float getAbsoluteAngle() {
```

Calculates and returns the absolute angle a given goal is from the car's relative position. Accepts an integer that corresponds to the current target number and returns a float.

```
float getGoalAngle(int targetNumber) {
```

Rotates the car in place (no lateral movement) to face the target. The target is an integer that is passed in. It corresponds to the coordinates listed in the xt[] and yt[] array. This means "0" is the first target and if passed in the car will rotate to face the coordinates stored at (xt[0], yt[0])

```
void rotateToFaceTarget(int targetNumber) {
```

Helper functions used to veer the car left or right, primarily during wallFollowMode. Shouldn't really be used anywhere else because the delay(5) can mess with the obstacle avoidance and result in a crash.

```
void veerLeft() // Orders motors to gently veer left
```

```
void veerRight() // Orders motors to gently veer right
```

```
float getAngleDeviation() {  
    float targetA = getGoalAngle(targetNumber);  
    float sourceA = getAbsoluteAngle();  
    float a = targetA - sourceA;  
    if (a > 180)  
        a -= 360;  
    if (a < -180)  
        a += 360;  
    return a;
```

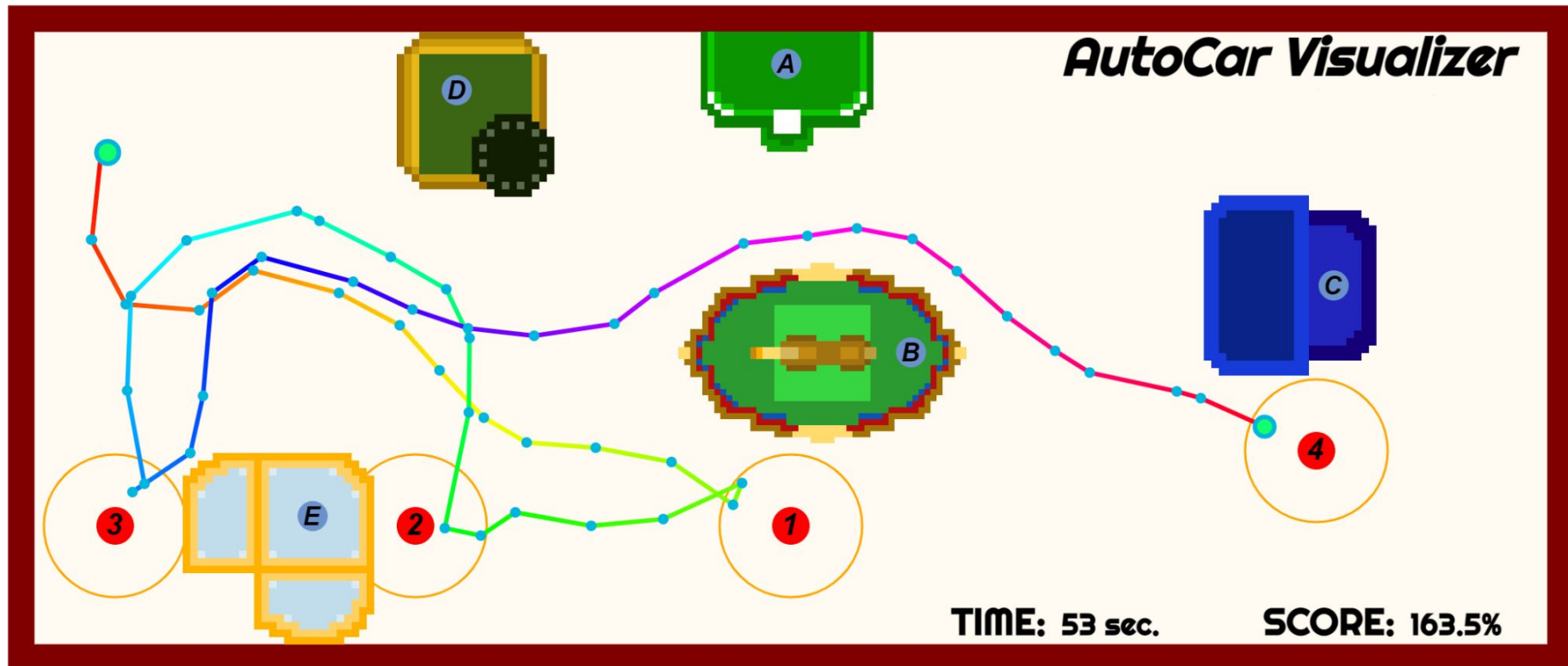
```
void updateDisplay() {  
    display.clear(); // Clear the screen  
    String str_1 = "A_Ang: " + String(absoluteAngle);  
    String str_2 = "G_Ang: " + String(goalAngle); // String(goalAngle)  
    String location = "X: " + String(x) + " <> " + "Y: " + String(y);  
    String prev_location = "PX: " + String(prev_x) + " <> " + "PY: " + String(prev_y);  
    display.drawString(0, 0, location);  
    display.drawString(0, 15, prev_location);  
    display.drawString(0, 30, str_1); // draw calculated angle  
    display.drawString(0, 45, str_2);  
    display.display(); // send new information to the display
```



Performance

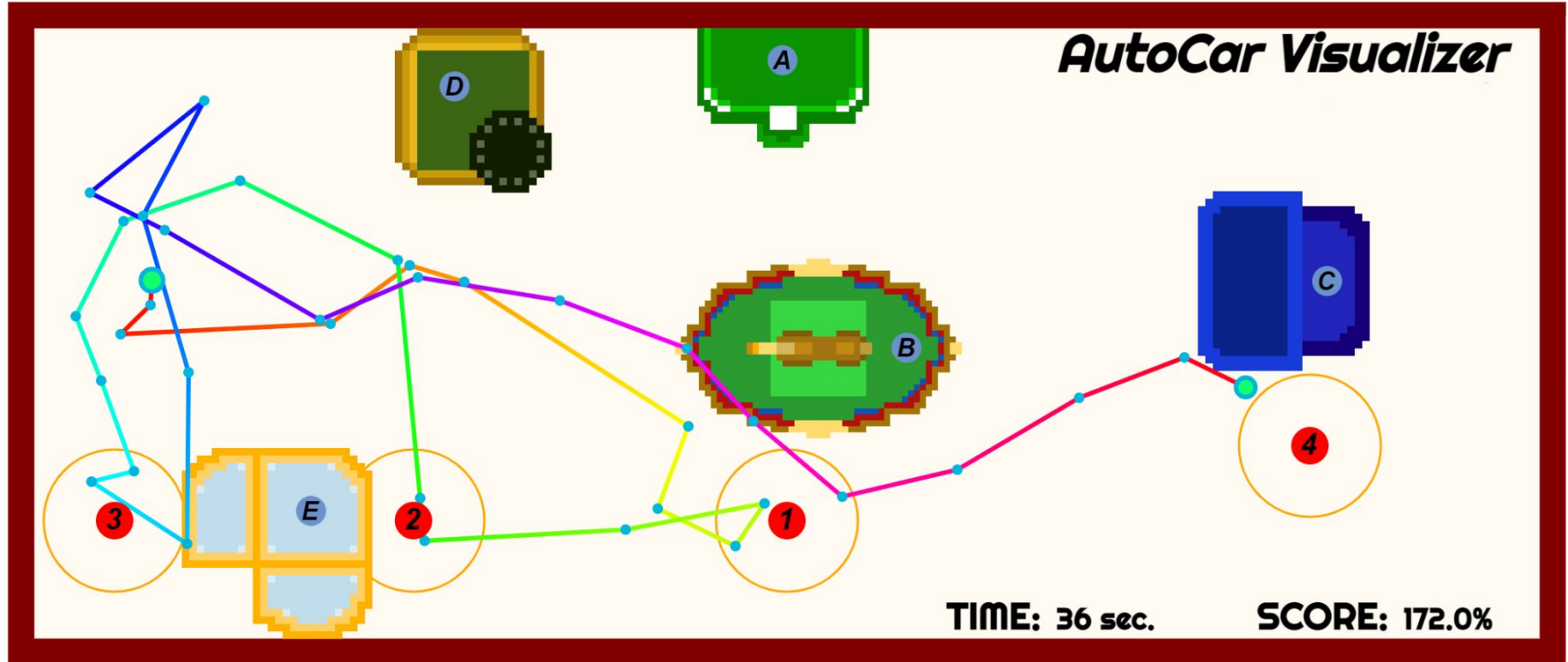
Typical Results

- When the software is properly tuned, performance results were highly consistent, regularly achieving scores between 161% and 165%.

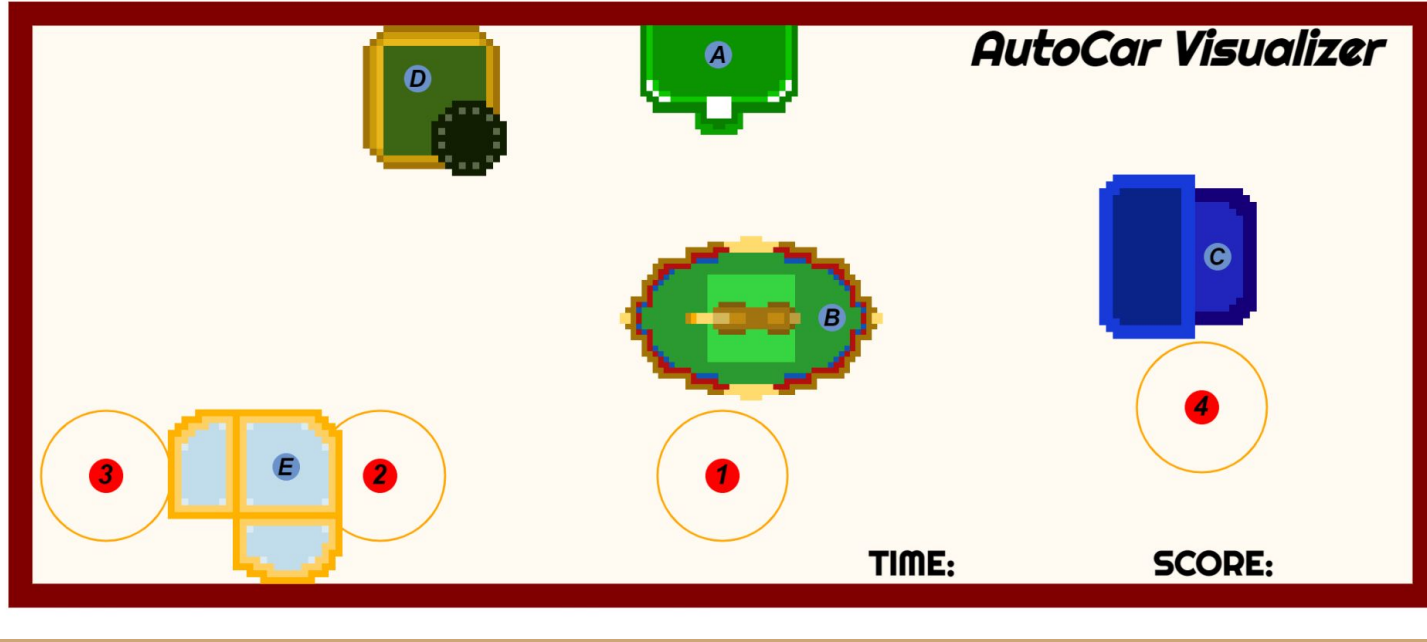
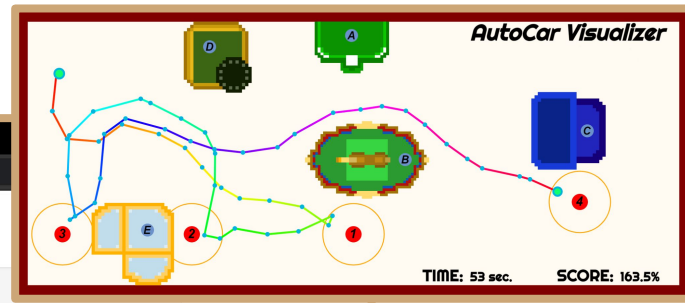
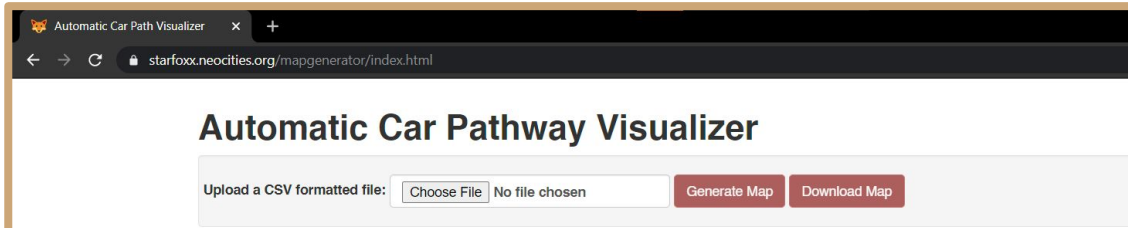


Atypical Performance Outlier


- When pushing the limits of the system, time can be cut down by nearly 15 seconds. However, performance becomes unreliable, with erratic behaviour & navigation due to the very slow LIDAR.



Custom map generation tool



*Upload the CSV
file the table
spits out to see
the path your
car took*



Conclusion & Questions

