

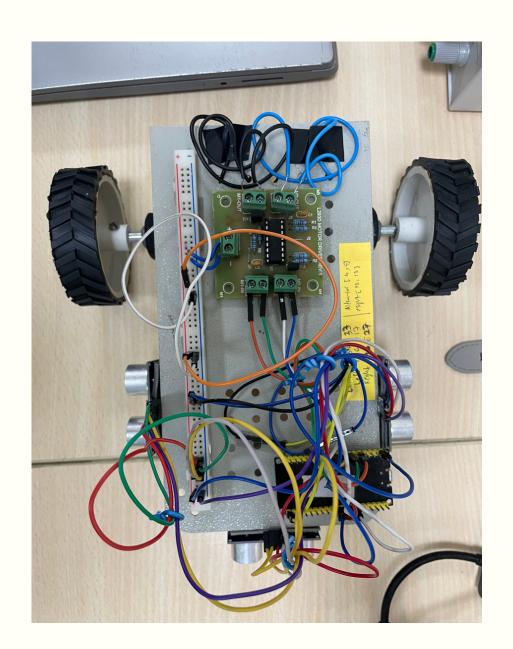
Algorithm

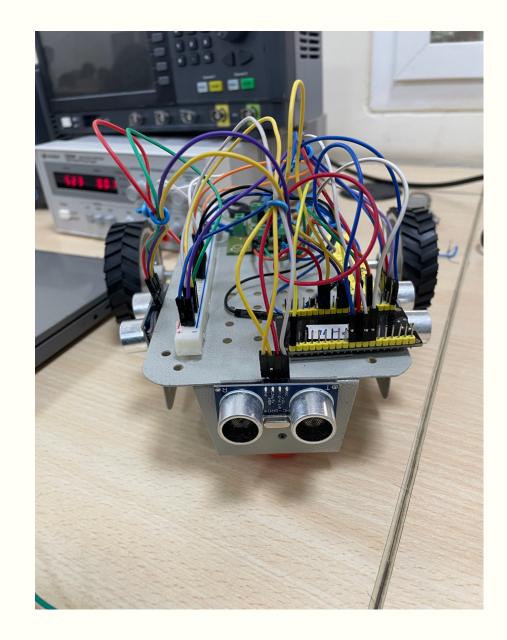
• We are using a simplified potential field algorithm for navigating our path. Based on the obstacles and target, net force is calculated which is broken down into components. Y-direction is prioritised and if there is some obstacle present then go in X-direction

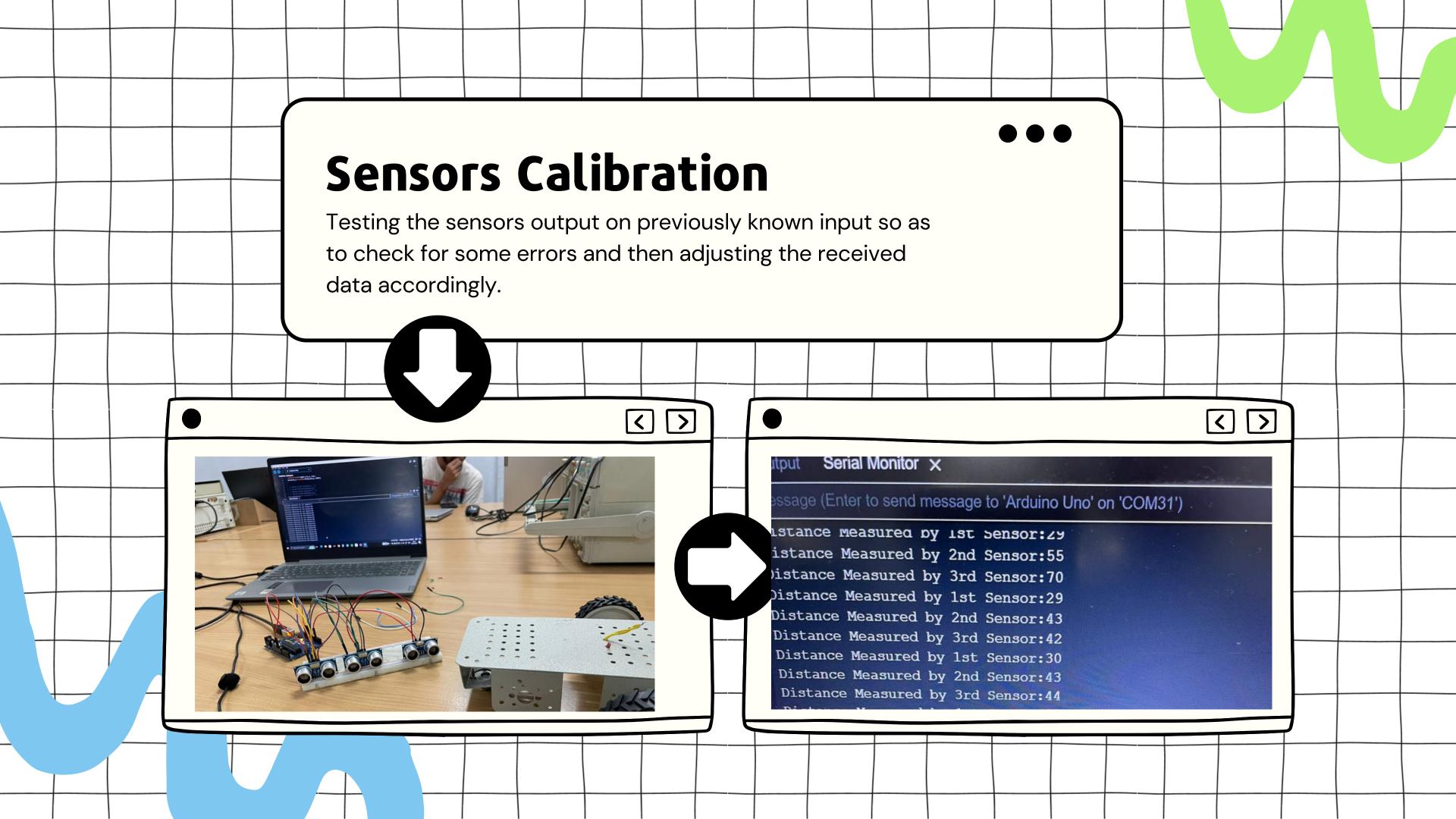
```
void Robo::Algorithm()
 while(!(curX == end_x && curY == end_y))
   // take reading and set obstacles
   setObstacleCells();
   Serial.println("obstacles set");
   pair<double, double> netF = GetNetForce();
   // decide next cell (giving priority to neighbours along Y direction)
   pair<int, int> nextCell;
   if(netF.second < 0 && 0 <= (curY - 1) < grid_cols && grid.Array[curX][curY - 1] == 0)
     nextCell = std::make_pair(curX, curY - 1);
   else if(netF.second > 0 \& 0 \ll (curY + 1) \ll grid_cols \& grid_Array[curX][curY + 1] == 0)
     nextCell = std::make_pair(curX, curY + 1);
   else if(netF.first < 0 && 0 <= (curX - 1) < grid_rows && grid.Array[curX - 1][curY] == 0)
     nextCell = std::make_pair(curX - 1, curY);
   else if(netF.first > 0 && 0 <= (curX + 1) < grid_rows && grid.Array[curX + 1][curY] == 0)
     nextCell = std::make_pair(curX + 1, curY);
   else // nowhere to move
     Confused();
   Move(nextCell);
```

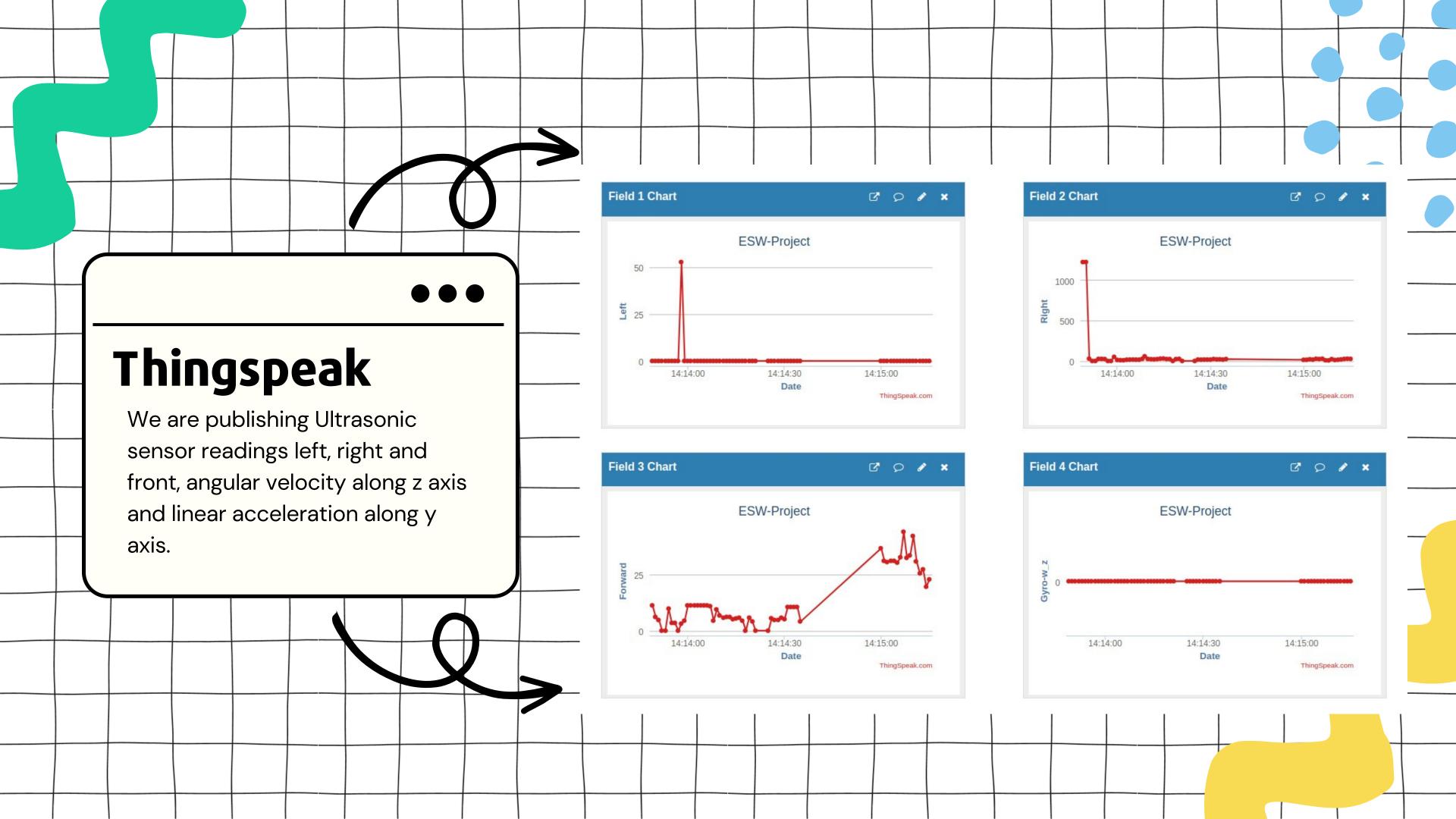
Robot Assembly

- O1 Placement of all the sensors.
- O2 Sensors and ESP circuitry.
- 03 Actuators Integration



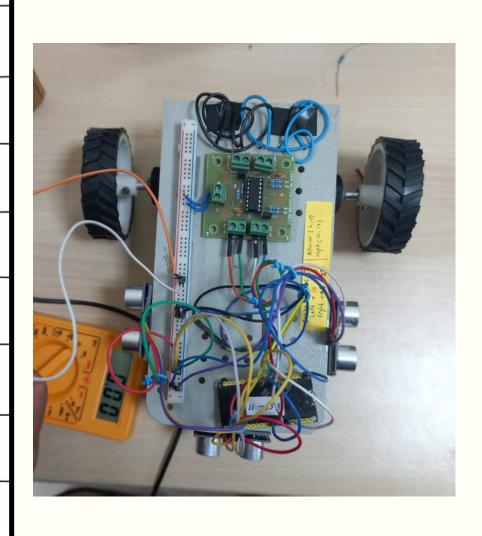






Hardware Interfacing

Connected all the sensors and actuators to our ESP and coded the hardware api to read data from the sensors and direct the actuators based on algorithm logic



```
#include "headers.h"
Ultrasonic::Ultrasonic()
 void Ultrasonic::Setup(uint TRIG_PIN, uint ECHO_PIN, int ERROR) {
  speed of sound = 35000; // cmps
  trig pin = TRIG PIN;
  echo pin = ECHO PIN;
  error = ERROR;
 pinMode(trig_pin, OUTPUT);
 pinMode(echo pin, INPUT);
  distance = 0;
 float Ultrasonic::take reading() { // waits for 10 microseconds
  digitalWrite(trig pin, LOW);
  delayMicroseconds(2);
  digitalWrite(trig pin, HIGH);
  delayMicroseconds(10);
  digitalWrite(trig_pin, LOW);
  time = pulseIn(echo_pin, HIGH);
 distance = ((float) time / 1000000) * speed of sound; // in cms
  distance = distance - error;
  return distance;
```

