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Nonlinear Dynamic Systems and Neural Networks

Autonomous Navigation: Report

Autonomous Navigation for mobile robots with modest computational resources

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1 Introduction

1.1 Problem statement

Design a remote control with three buttons that can remotely control the television (TV). It should be very light, powered by batteries and controls your TV via an infrared emitter. The TV has a built-in infrared receiver. A button on the remote control switches the TV on/off and will be labeled with the word "Power". The other two buttons are used to scroll up/down and select the available channels and they are labeled with the arrows up/down.

1.2 Market research

A TV remote is a device which is used to operate a television from distance in a wirelessly mode. It also makes the TV usage more simpler, making it more user friendly with its suggestive buttons. These buttons control functions such as power, volume, channel switch and various other features.

TV remotes are composed by the TV remote Shell, the TV remote membrane, one LED and a data acquisition & Infrared emitter PCB.

The unit cost of universal TV Remotes is about 3 to 5 euros.

As we can see through this next graphic, the amount of televisions sold per year is about 200 million per year, with a tendency to increase for bigger numbers over the next years. This also means that it is needed a tv remote for each television or can also happen the case which a tv remote that came with the TV stopped working, which leads for a need to buy another remote.

1.2. Market research

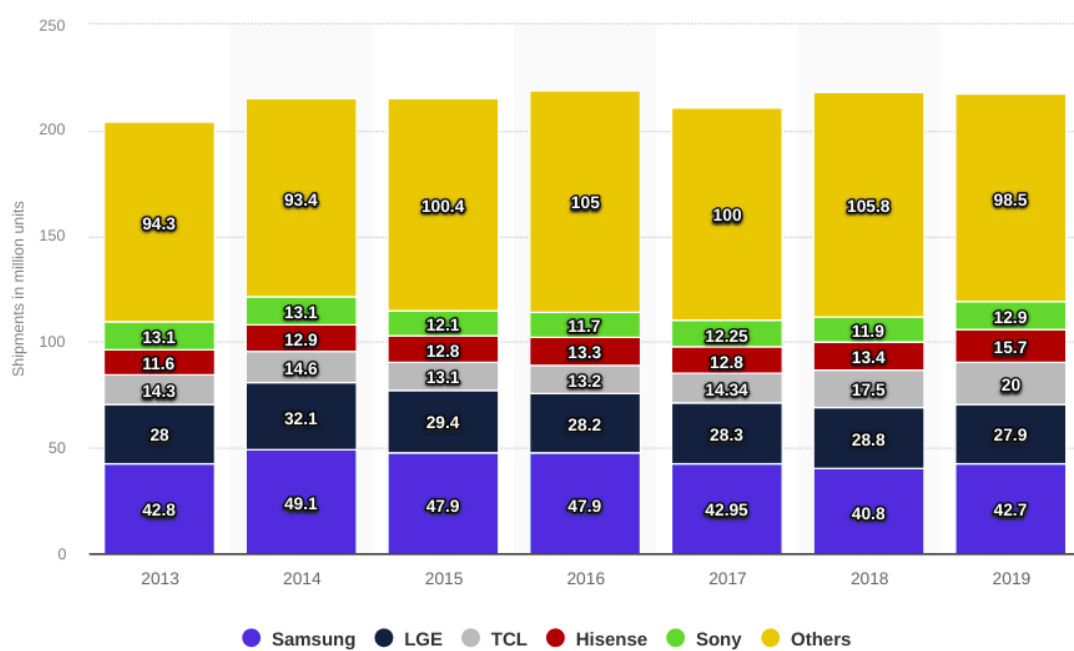


Figure 1.1: Global LCD TV unit shipments from 2015 to 2019, by vendor (in millions)* from [1])

2 Analysis

2.1 Requirements

- Remotely operated - Low weight - Powered by batteries - 3 buttons: 1) Power 2) Up 3) Down - Infrared emitter response time (system output response time): 100 ms - The TV remote may be upgraded in the future to use more buttons

2.2 Constraints

- Contains an infrared emitter (the TV already has an infrared receiver) - The TV remote control must supply the required data frames imposed by the TV manufacturer - Data frames may not be provided by the client - Security concerns are defined by the data frames and the specific communication frequency imposed by the TV manufacturer - 1 week deadline: 14 h - 2 people - Budget: - HW (parts acquisition and assembly): fixed costs — 1 EUR/unit - TV remote Shell - TV remote membrane - LED - Data acquisition & Infrared emitter PCB - Development: project - 20 EUR per hour per person: $20 * 14 * 2 = 560 \text{ EUR} + \text{IVA}$

2.3 Theoretical foundations

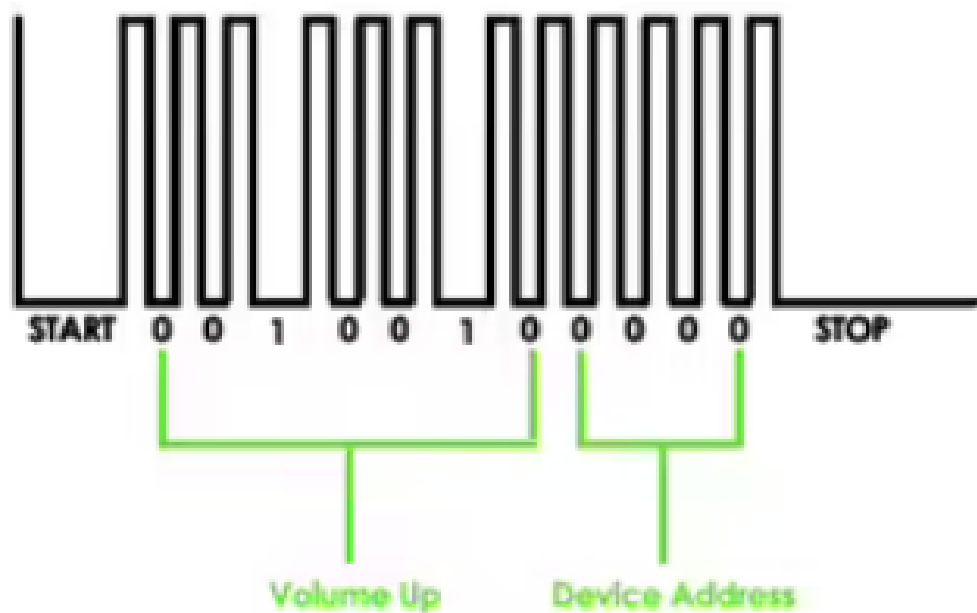
Pushing a button on a remote control sets in motion a series of events that causes the controlled device to carry out a command. The process works something like this:

1- Pushing the button on the remote control causes a touch to the contact beneath it and complete the button circuit on the circuit board. The integrated circuit detects this.

2- The integrated circuit sends the binary of the button function command to the LED at the front of the remote.

3- The LED sends out a series of light pulses that corresponds to the binary the button command.

Here's an example of this clicking on the "volume up" button on a Sony TV Remote:



©2005 HowStu/ItWorks

Figure 2.1: Example of wave generator for "volume up" from [2])

The remote signal includes more than the command for "volume up". It sends several bits of information to the receiving device, including:

- > a "start" command
- > the command code for "volume up"
- > the device address (so the TV knows the data is intended for it)
- > a "stop" command (triggered when you release the "volume up" button)

In this case, the buttons that are needed and its codes are:

Power On = 001 0101

Power Off = 010 1111

Volume Up = 001 0010

Volume Down = 001 0011

3 Design

3.1 Hardware specification

- Block diagram with COTS components, if possible - List of constraints of functions to be implemented in HW or SW - Inclusion of a multiplexer may reduce SW burden - CPU peripherals: - PCA for wave generation

3.2 Hardware interfaces definition

- I/O ports - HW registers - Memory addresses for shared or I/O by memory mapping - HW interrupts

3.3 Software specification

Top-down methodology 1. Identify main subsystems 1. Signal input detector 2. Event handler 3. Output generator

3.4 Software interfaces definition

- Define the APIs in detail: - header files with: - functions prototypes - data structure declarations - class declarations

3.5 Start-up/shutdown process specification

3.6 Error handling specification

- Create error-handling routines - Watchdog timer can be used for system recovery

3.7 Design verification

Bibliography

- [1] Lcd tv shipments worldwide by vendor 2015-2019. URL <https://www.statista.com/statistics/668519/lcd-tv-shipments-worldwide-by-vendor/>. accessed: 2021-10-11.
- [2] Infrared remote controls: The process. URL <https://electronics.howstuffworks.com/remote-control2.htm>. accessed: 2021-10-11.