

# WEIGHT BALANCING SYSTEM USING ARDUINO

## Components:

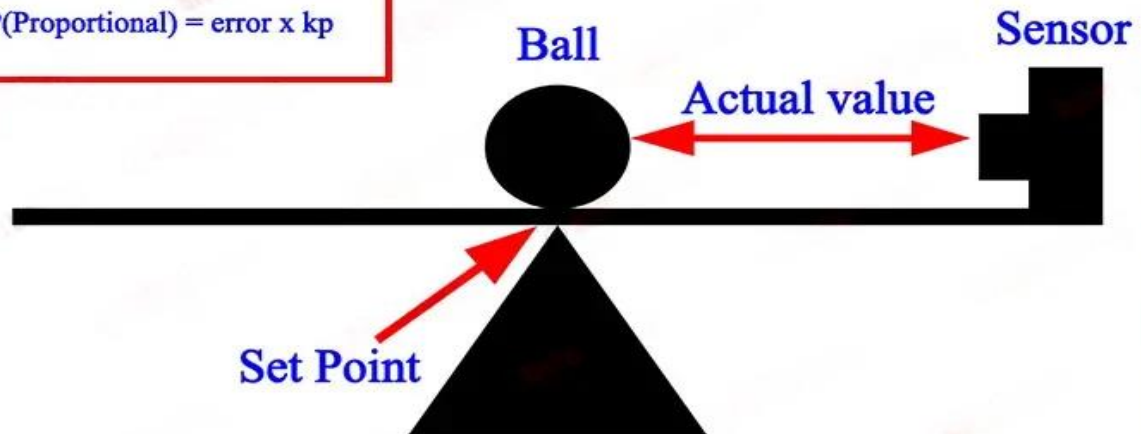
- Arduino UNO board
- Ultrasonic sensor
- Servo motor
- Foam board
- Card board
- Jumper wire
- Iron stick
- Ball

## PID (Proportional Integral Derivative )

- **P (Proportional)** — This Proportional controller gives a proportional output to the error. For that, the error must be multiplied by a constant called  $k_p$ . The correct value should be found by entering different values for the  $K_p$  constant. We can get the error by subtracting the actual value from the set point. Through this, we can stabilize the system to some extent.
- **I (Integral)** — The steady-state errors can be detected through this controller. For that, the error must be integrated. Then, must multiply that value by a constant called  $k_i$ . This correct  $k_i$  value should be found using different values.
- **D (Derivative)** — This derivative controller eliminates the problem of overshoot caused by the proportional controller. For that, the error must be differentiated. Then, that value must be multiplied by a constant  $k_d$ . This correct  $k_d$  value should be found using different values

$\text{error} = \text{Set Point} - \text{Actual value}$

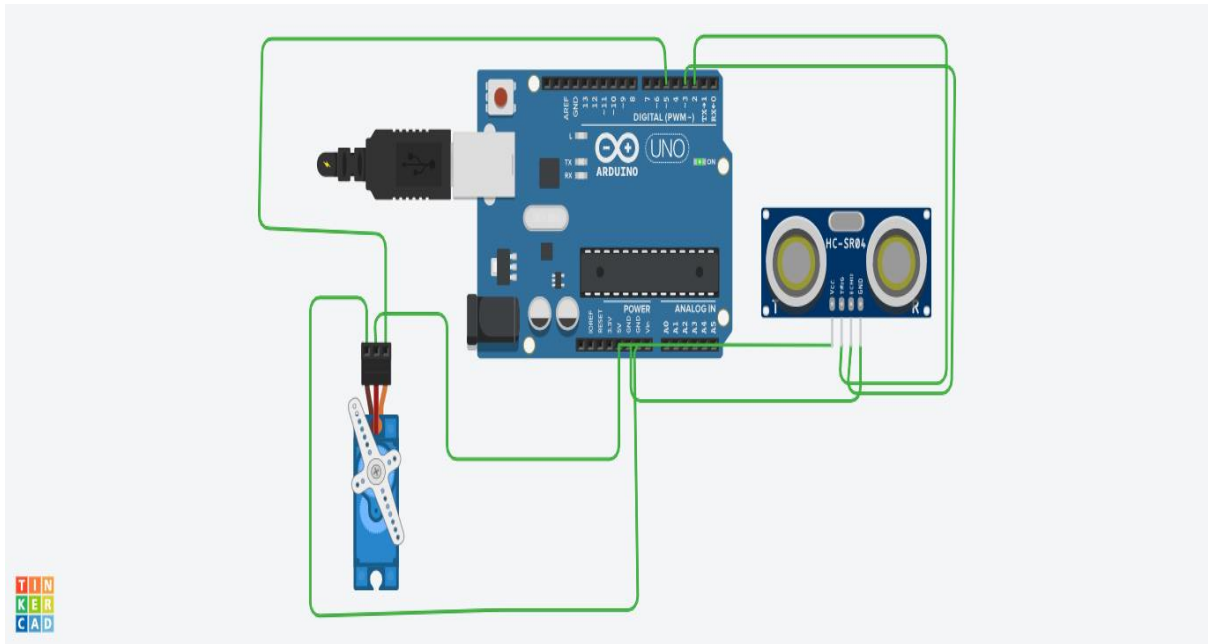
$P(\text{Proportional}) = \text{error} \times k_p$



$\text{error} = \text{Set Point} - \text{Actual value}$

$$\text{PID} = \text{error} \times k_p + k_i \times \int (\text{error})dt + k_d \times \frac{d(\text{error})}{dt}$$

CIRCUIT DIAGRAM



## Tuning Process

### 1. Upload the Code:

- Upload the code to your Arduino and open the Serial Monitor.

### 2. Observe the Behavior:

- Observe how the servo motor responds to changes in the distance.
- Note if the servo oscillates, reaches the setpoint, or takes too long to stabilize.

### 3. Adjust $k_p$ :

- If the servo is too slow, increase  $k_p$ .
- If the servo oscillates too much, decrease  $k_p$ .

### 4. Adjust $k_i$ :

- If there is a steady-state error (the servo doesn't quite reach the setpoint), increase  $k_i$ .
- If the system becomes too oscillatory, decrease  $k_i$ .

### 5. Adjust $k_d$ :

- If the system oscillates and you want to dampen the response, increase  $k_d$ .
- Be cautious as too high a  $k_d$  can lead to excessive damping or noise sensitivity.

## Iterative Tuning

Continue to iteratively adjust  $k_p$ ,  $k_i$ , and  $k_d$  based on the observed behavior until the system responds as desired. Here's a summary of the expected changes with each parameter adjustment:

- **Increase  $k_p$ :** Faster response but more oscillation.
- **Increase  $k_i$ :** Reduces steady-state error but can cause more oscillation.
- **Increase  $k_d$ :** Reduces oscillation and improves stability but can slow down the response.

## Final Tuning

Once you find a set of  $k_p$ ,  $k_i$ , and  $k_d$  values that provide a stable and accurate response, you can finalize your PID controller settings. The values might need to be fine-tuned over several iterations to achieve the best performance.

Length of the balance is 10 inch

## CODE:

```
#include <Servo.h>
Servo servo;

#define trig 2
#define echo 3

#define kp 0
#define ki 0
#define kd 0

double priError = 0;
double toError = 0;

void setup() {
  pinMode(trig, OUTPUT);
  pinMode(echo, INPUT);
  servo.attach(5);
  Serial.begin(9600);
  servo.write(50);
}

void loop() {
  PID();
  // int a = distance();
  // Serial.println(a);
}

long distance () {
  digitalWrite(trig, LOW);
  delayMicroseconds(4);
  digitalWrite(trig, HIGH);
  delayMicroseconds(10);
  digitalWrite(trig, LOW);

  long t = pulseIn(echo, HIGH);
  long cm = t / 29 / 2;
  return cm;
}

void PID() {
  int dis = distance ();

  int setP = 15;
  double error = setP - dis;
```

```
double Pvalue = error * kp;
double Ivalue = toError * ki;
double Dvalue = (error - priError) * kd;

double PIDvalue = Pvalue + Ivalue + Dvalue;
priError = error;
toError += error;
Serial.println(PIDvalue);
int Fvalue = (int)PIDvalue;

Fvalue = map(Fvalue, -135, 135, 135, 0);

if (Fvalue < 0) {
    Fvalue = 0;
}
if (Fvalue > 135) {
    Fvalue = 135;
}

servo.write(Fvalue);
}
```

## HARDWARE SETUP:

