

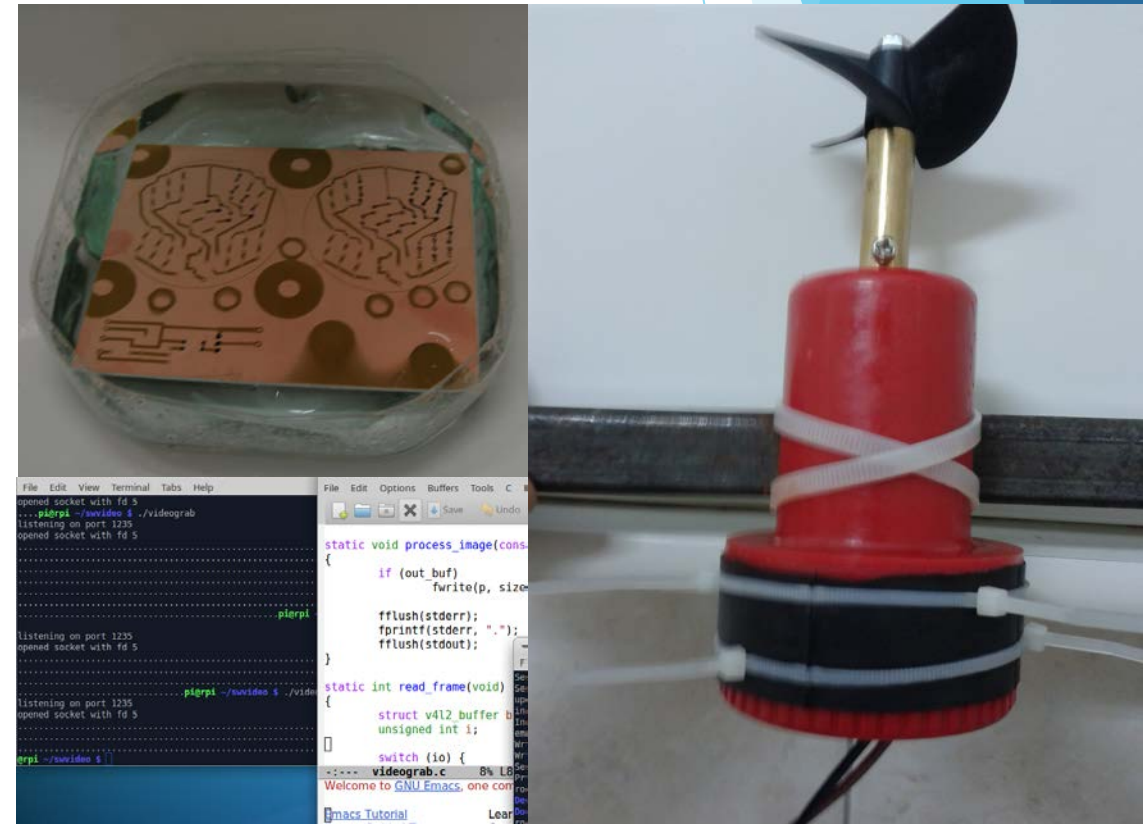
ROV

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Što radimo i što su nam ciljevi?

- ▶ Pravljenje ROV-a (Remotely Operated Vehicle), operativnog na dubinama do 30m
- ▶ 3 dijela:
 - ▶ Hardware
 - ▶ Elektronika
 - ▶ Software
- ▶ Primjena: istraživanje morskog dna



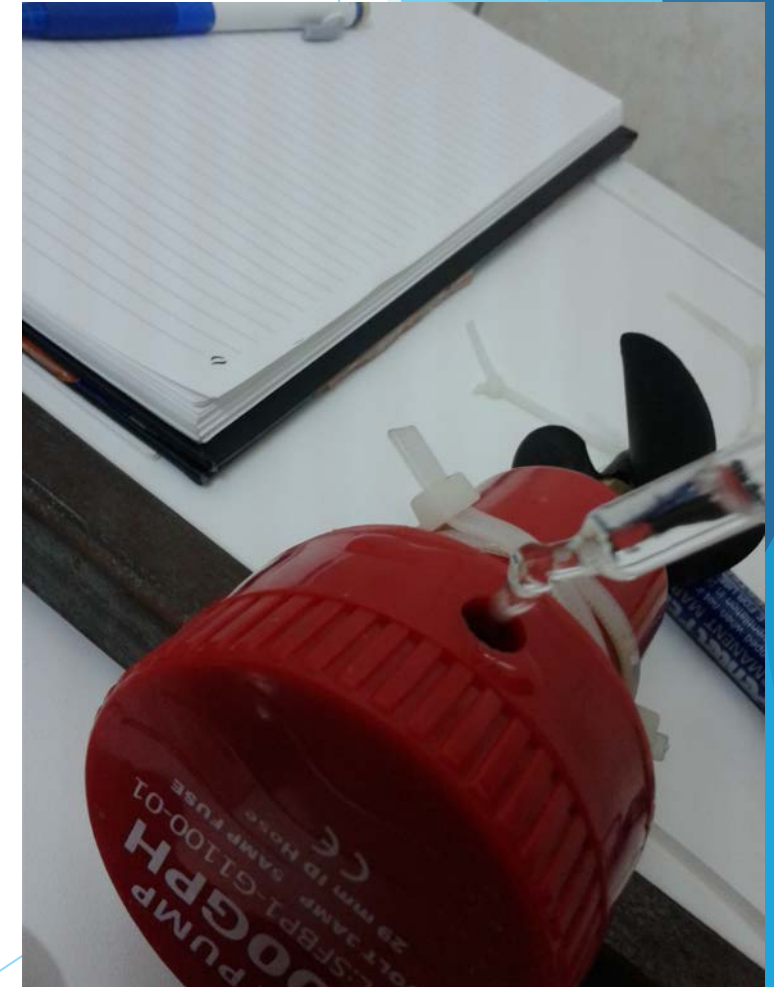
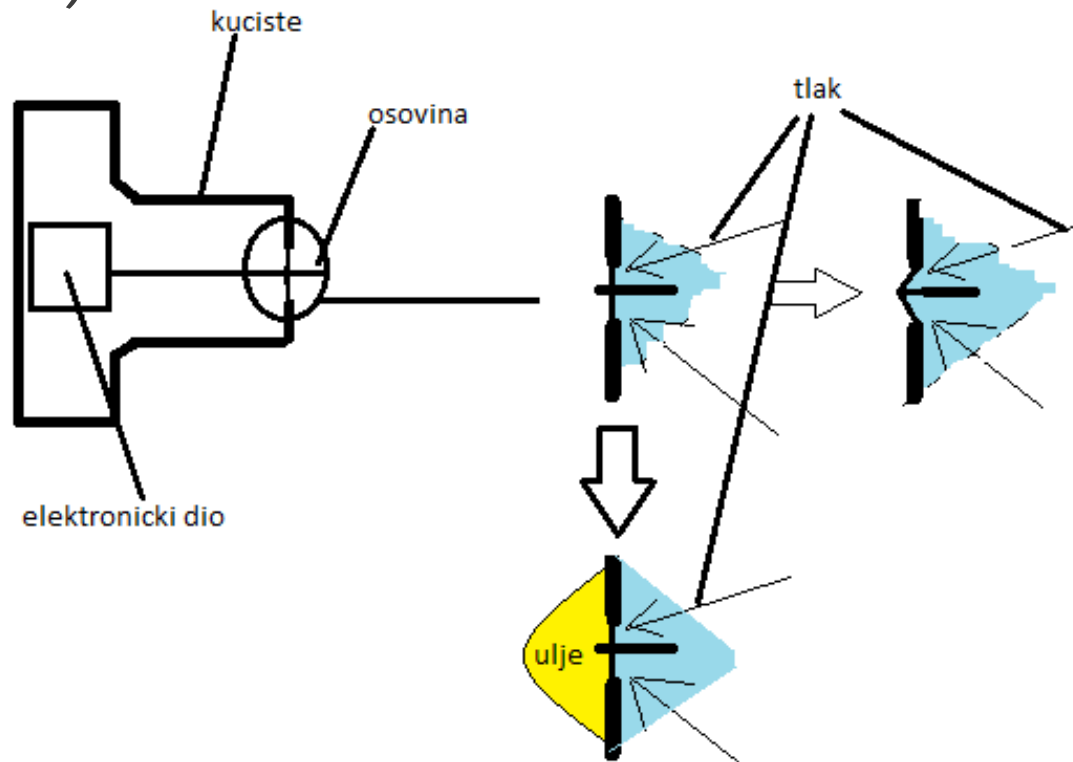
Hardware

- ▶ Kućište od pleksiglasa ojačanog željeznim šipkama
- ▶ Plastična ležišta za motore
- ▶ 3 DC motora
 - ▶ Lijevi
 - ▶ Desni
 - ▶ Centralni (gore - dolje)



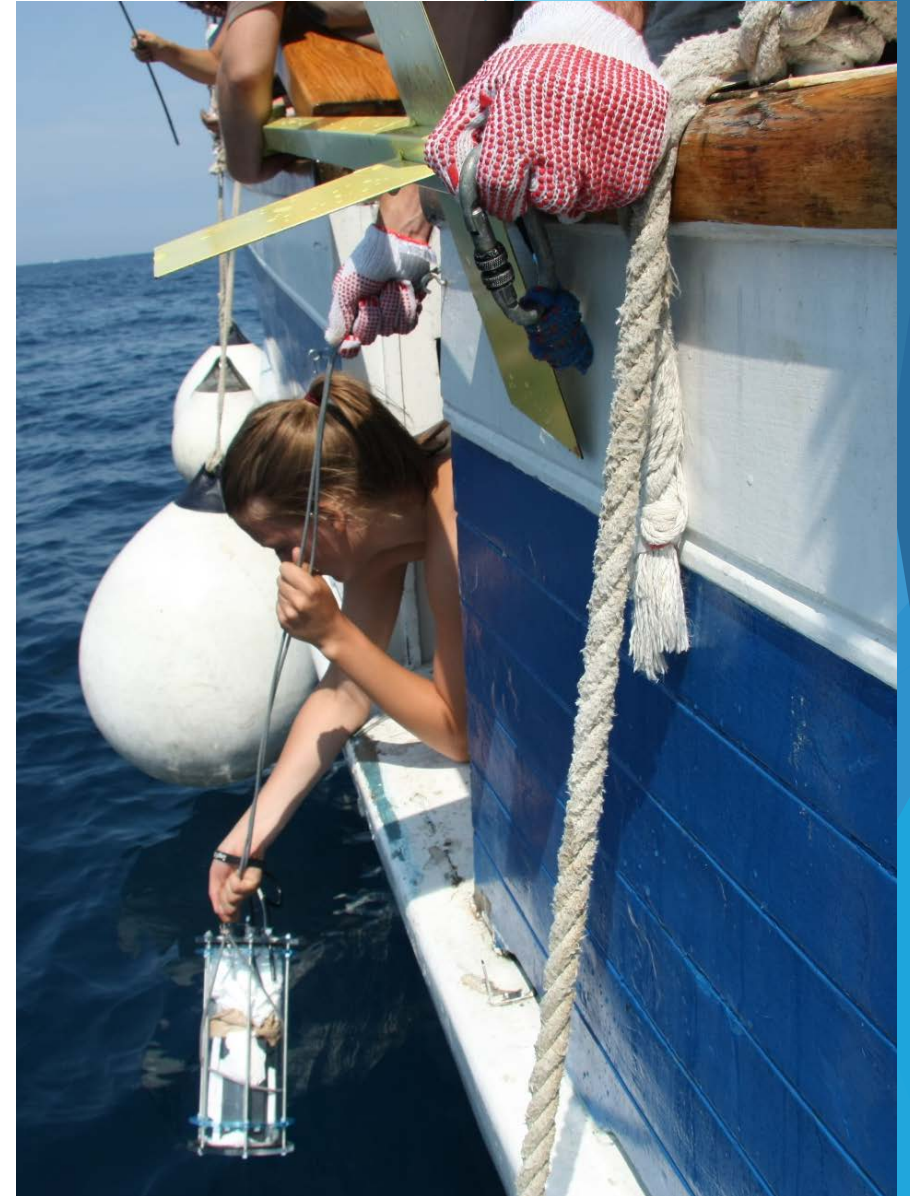
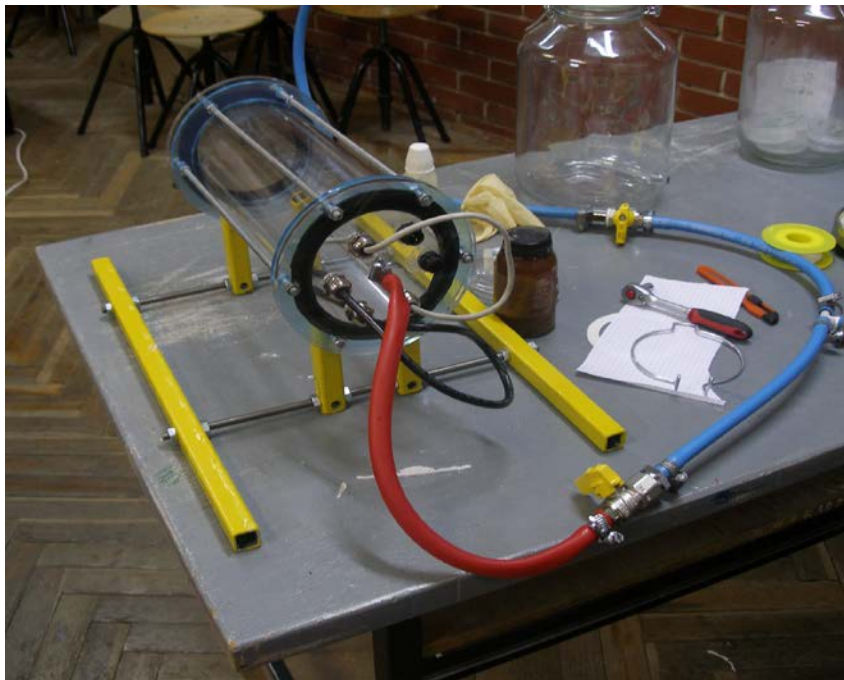
Izazovi

- ▶ Vodootpornost
- ▶ Otpornost na visok tlak (3 atm na dubini od 30m)
 - ▶ Motor
 - ▶ Kućište



Testiranje hardwarea

- ▶ Test kućišta na dubini od 15m
- ▶ Test rada motora na dubini od 30m
- ▶ Test pomoću vakumske pumpe



Karakteristike motora pod tlakom

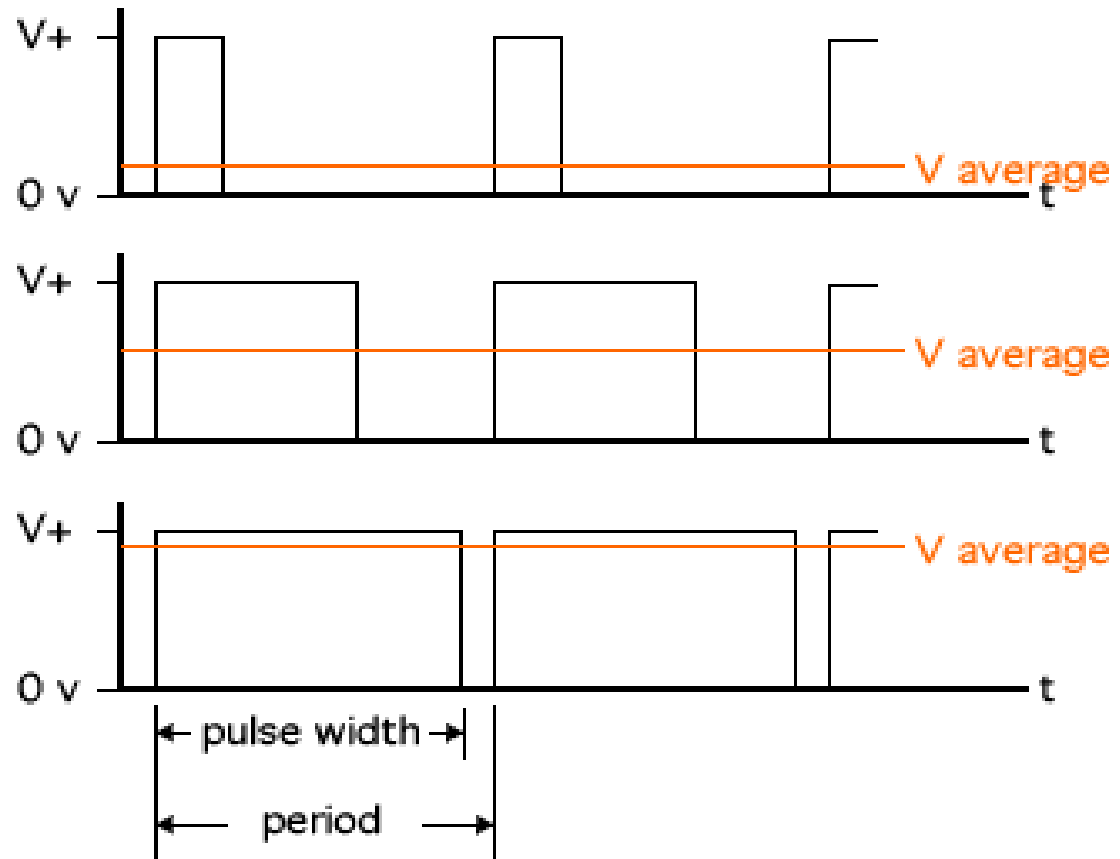
Dubina [m]	U[V]	I[A]
0	12,93	0,6
1	12,53	3,3
10	12,53	3,3
23	12,54	3,3
30	12,53	3,3

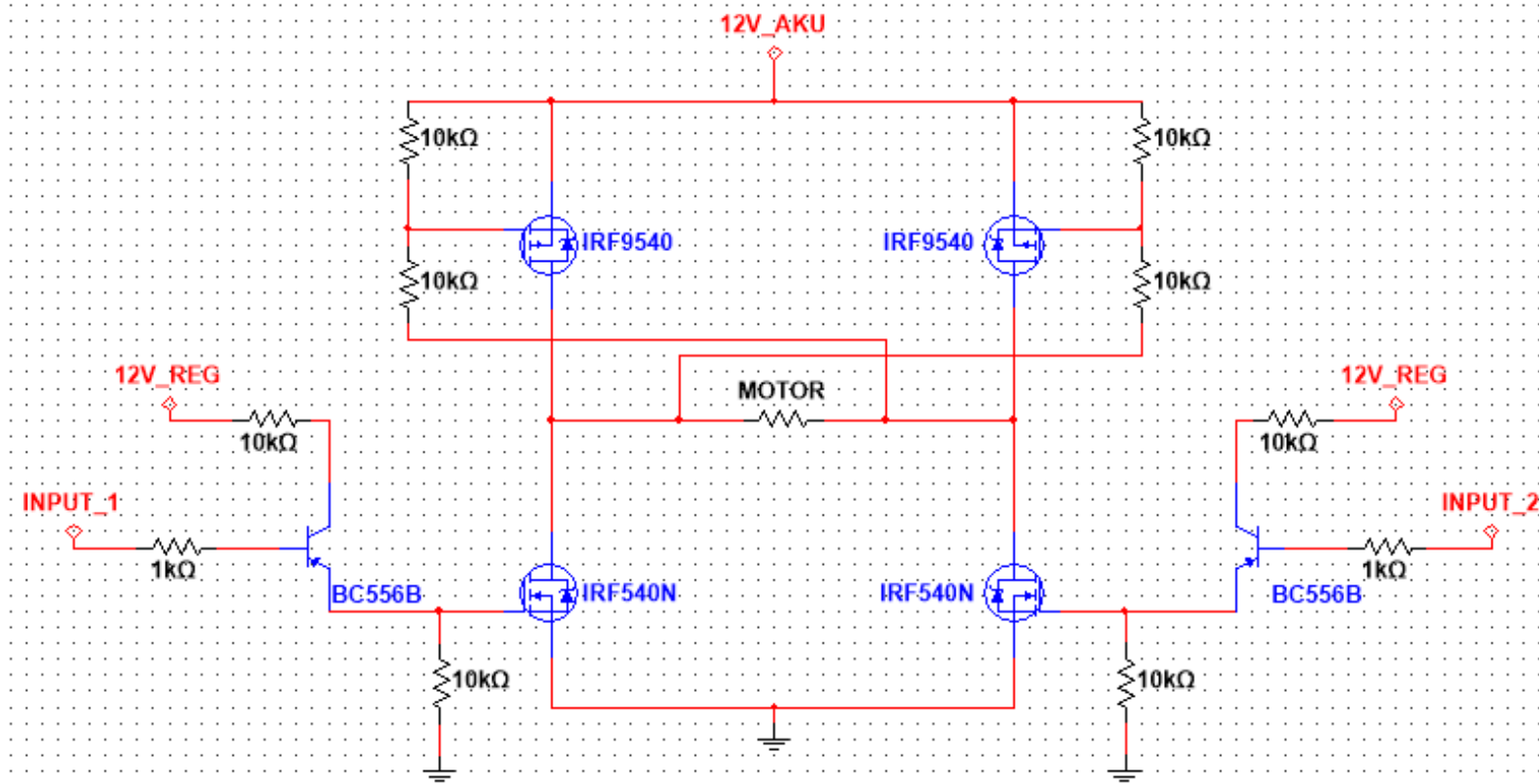
Elektronika

- ▶ Interface između motora i Raspberry Pi računala
- ▶ Potrebno je kontrolirati smjer i brzinu okretanja motora
 - ▶ Pulse width modulacija
 - ▶ H - most
- ▶ Sami smo izradili svoje PCB-ove
- ▶ Dodatna elektronika
 - ▶ Rasvjeta
 - ▶ Regulator napona za Raspberry Pi

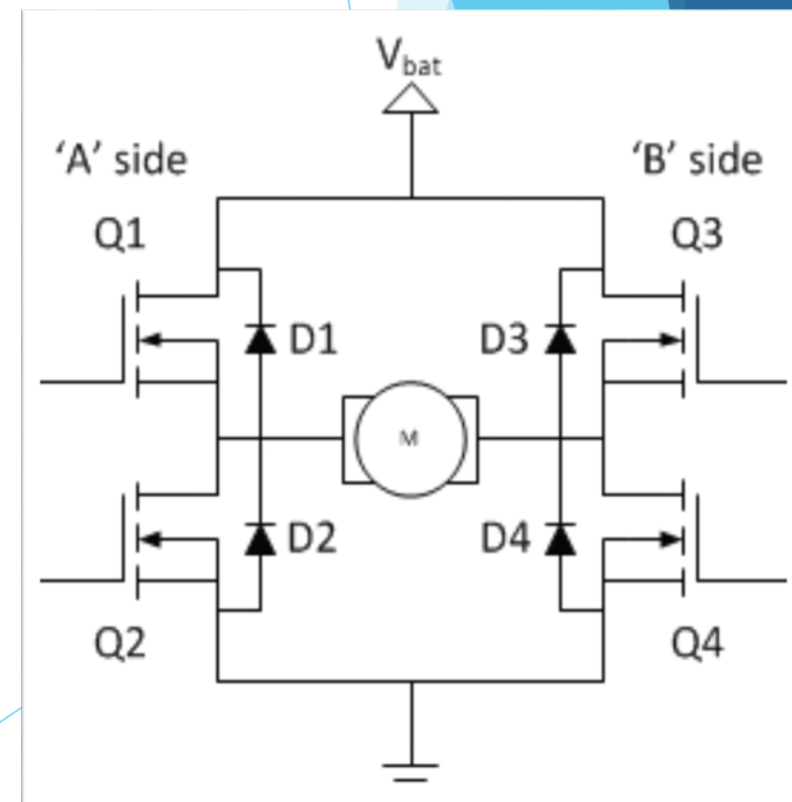


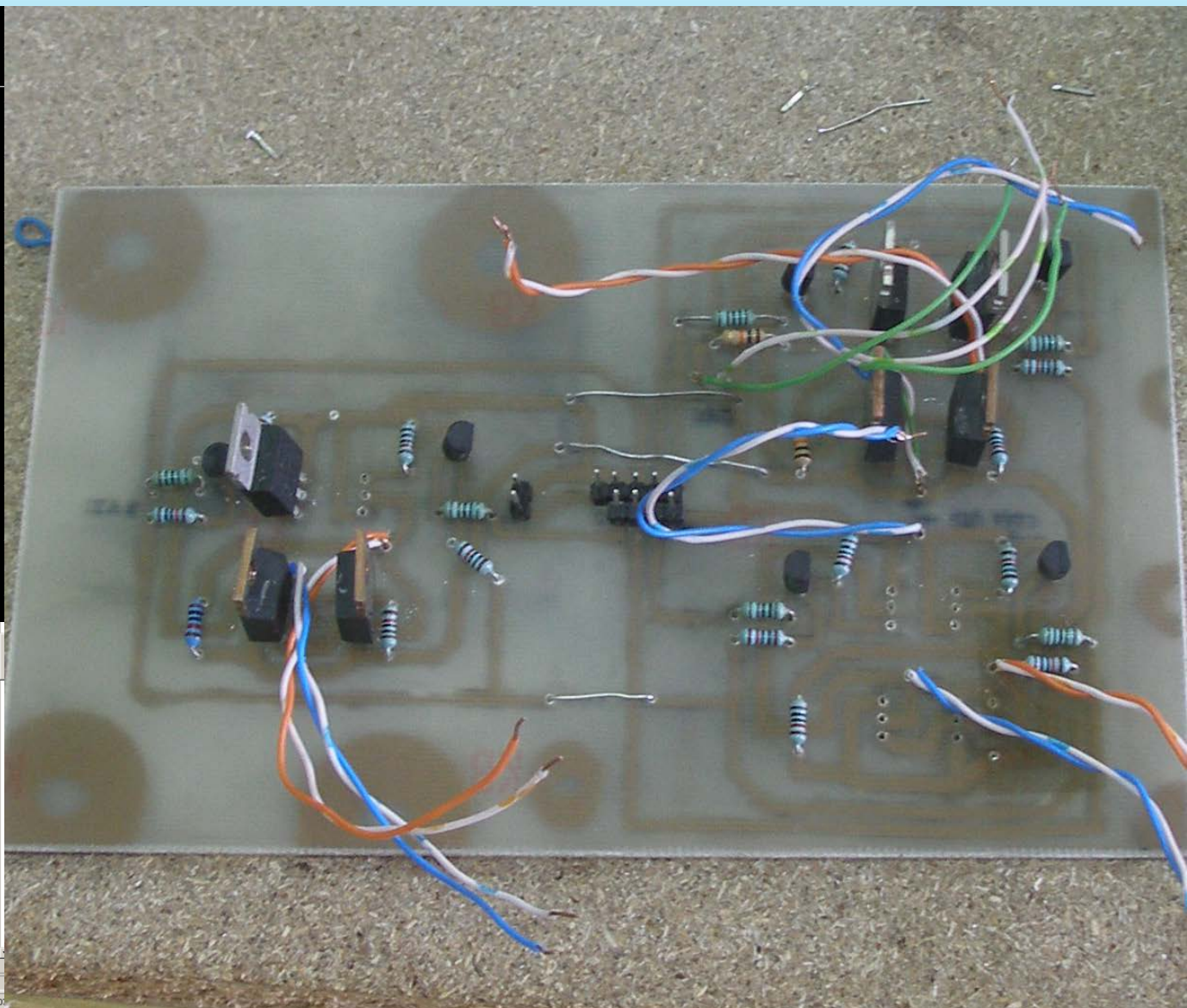
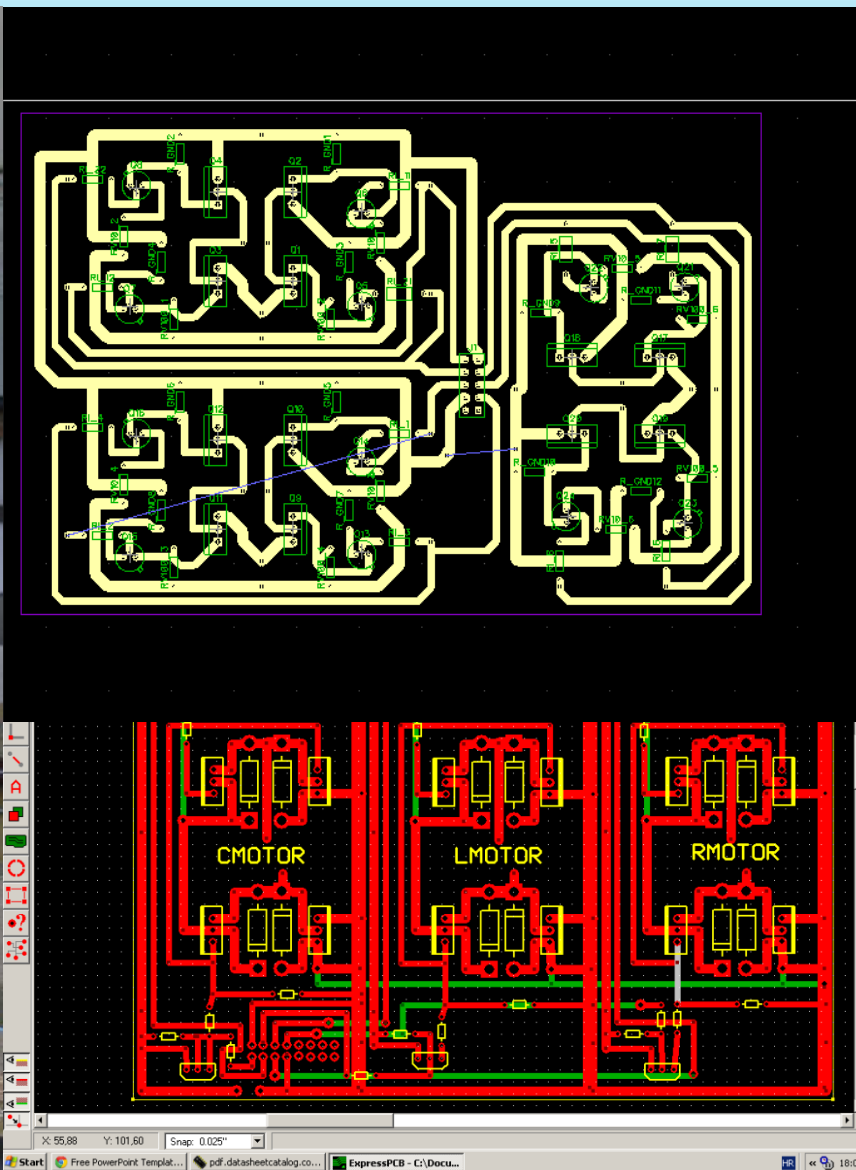
Pulse Width Modulation (PWM)



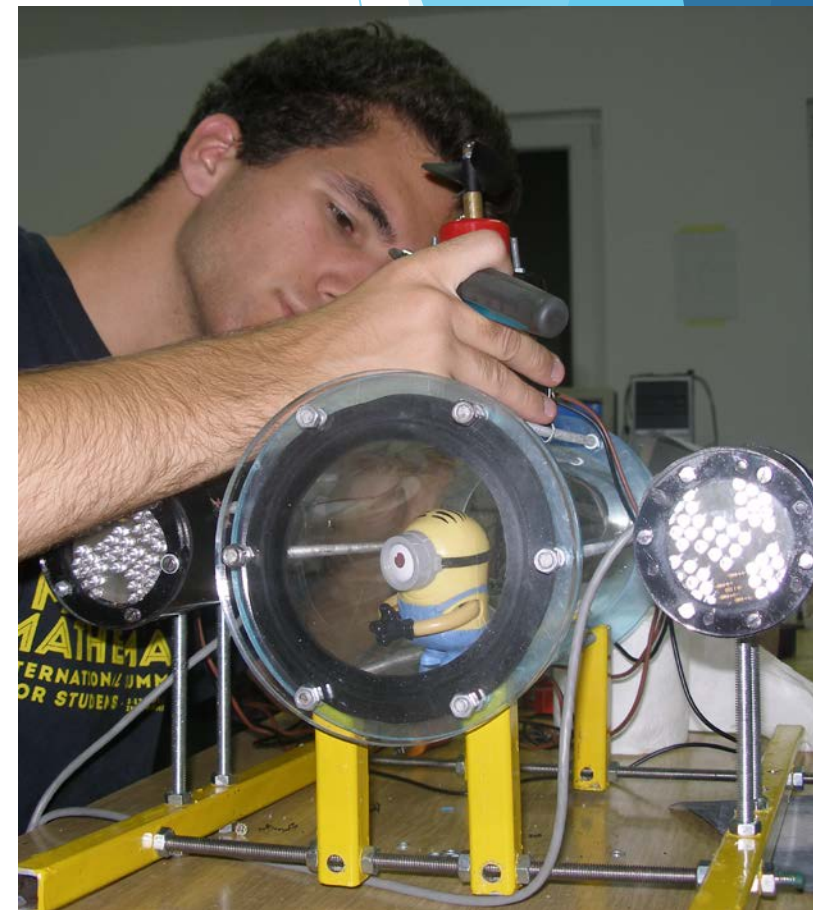
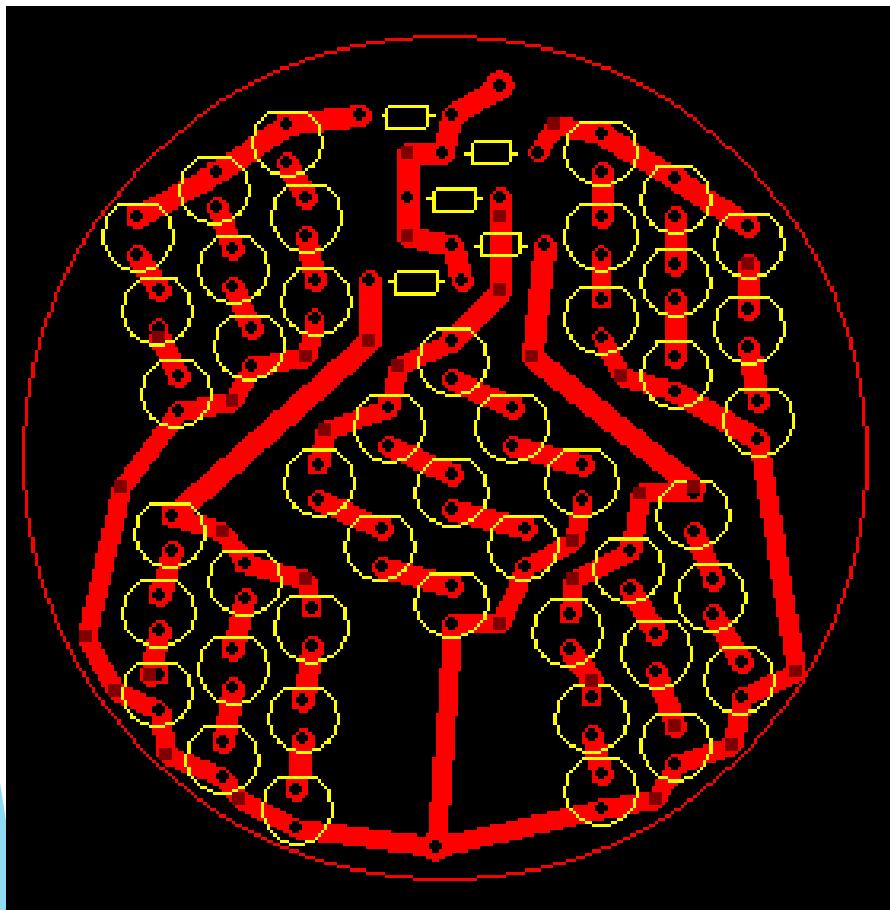


H-most



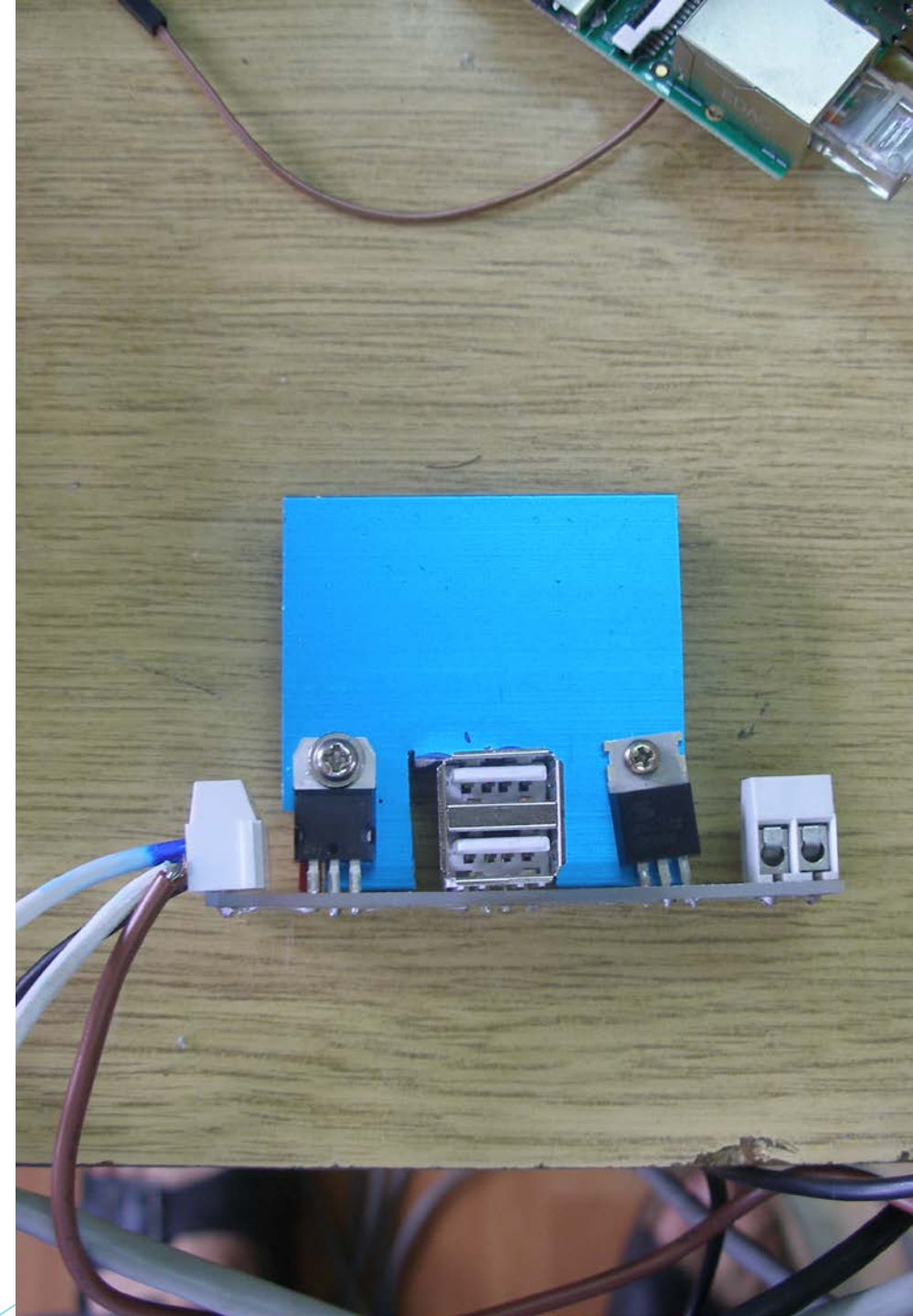


LED rasvjeta

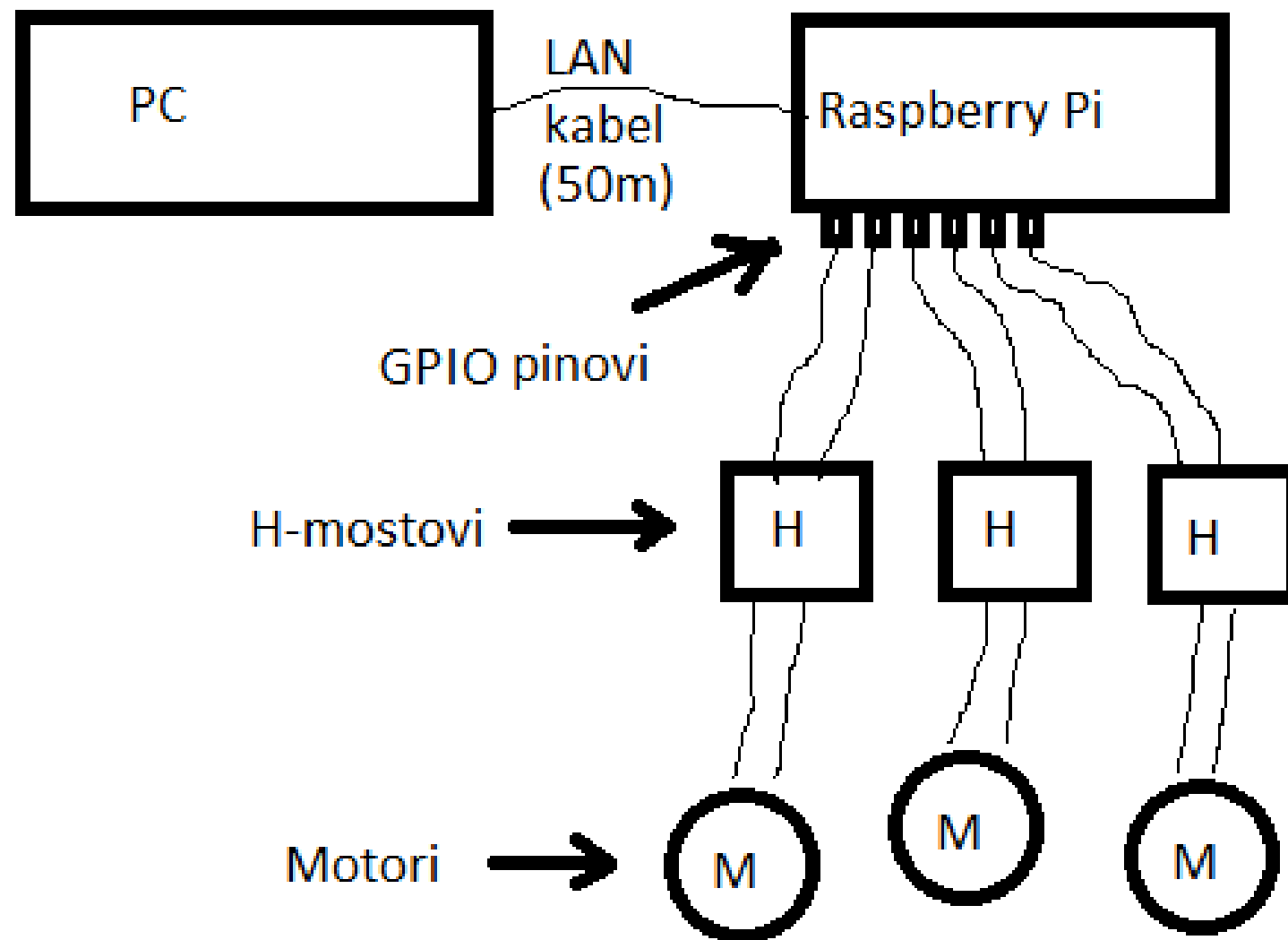


Regulator napona

- ▶ Napunjeni akumulator nam daje više od 12V
- ▶ Regulator nam osigurava stabilnih 12V i stabilnih 5V (za Raspberry Pi)
- ▶ Koristili smo sklopove 7805 i 7812



Software



Kontroliranje ROV-a

- ▶ Klijent - server arhitektura
- ▶ Klijent periodično šalje stanje gumbova na joysticku (biblioteka pyGame)
- ▶ Server (također periodično) obrađuje te podatke i na osnovu njih pali i gasi motore
- ▶ Ukoliko ne želimo pokretati motore punom snagom, šaljemo PW moduliran signal

```
import pygame, struct, socket, time, sys
from pygame.locals import *

networking = True
if networking:
    sock = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
    sock.connect(('10.1.2.135', 1234))

pygame.init()
pygame.joystick.init()
stick = pygame.joystick.Joystick(0)
stick.init()
pygame.key.set_repeat(1, 1);
pygame.display.set_mode((20, 10))
pygame.display.set_caption('RovController')

print('{0} axes, {1} buttons'.format(stick.get_numaxes(),
                                     stick.get_numbuttons()))

while True:
    pygame.event.pump()
    kb_keys = pygame.key.get_pressed()
    mask = 0
    for i in range(stick.get_numbuttons()):
        mask |= stick.get_button(i) << i
    axes = [round(float(stick.get_axis(i)), 2) for i in range(stick.get_numaxes())]

    if kb_keys[27]:
        mask |= 1 << 8
    if kb_keys[K_O]:
        axes[2] = -1
    if kb_keys[K_L]:
        axes[2] = 1
    if kb_keys[K_W]:
        axes[1] = -1
    if kb_keys[K_S]:
        axes[1] = 1
    if kb_keys[K_A]:
        axes[0] = -1
    if kb_keys[K_D]:
        axes[0] = 1
    if kb_keys[K_Q]:
```


Kamera

- ▶ Cilj je da ROV prenosi livestream koji će olakšati upravljanje i navigaciju
- ▶ Idealno bi bilo prenositi video u HD rezoluciji, pri bar 30fps
- ▶ Ograničeni smo brzinom Ethernet kabla (100Mbps) i procesorskom snagom Rpi (ARM11@700Mhz)
- ▶ Kompromis: nekompresirani VGA video pri 15fps
- ▶ Sav prijenos podataka se vrši preko TCP

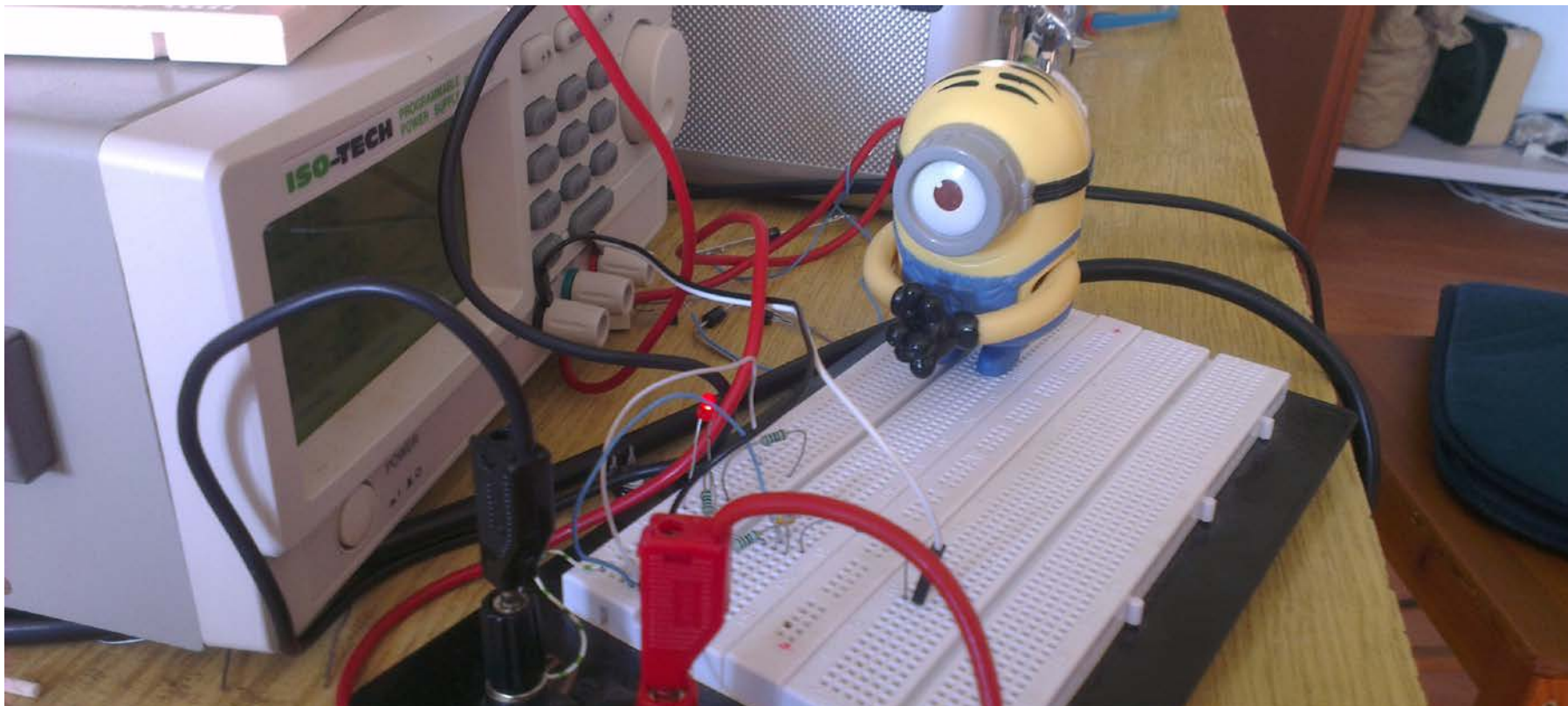
Planovi za dalji rad

▶ Kratkoročni

- ▶ Izraditi novi elektronski sklop na tiskanoj pločici
- ▶ Hardversko enkodiranje videa sa web kamere

▶ Dugoročni

- ▶ Primjena u istraživanjima
- ▶ Adaptiranje kućišta na veće dubine i ostale posebne uvjete
- ▶ Povezivanje sa prošlogodišnjim projektom izrade robotske ruke



Hvala na pažnji, pitanja?