



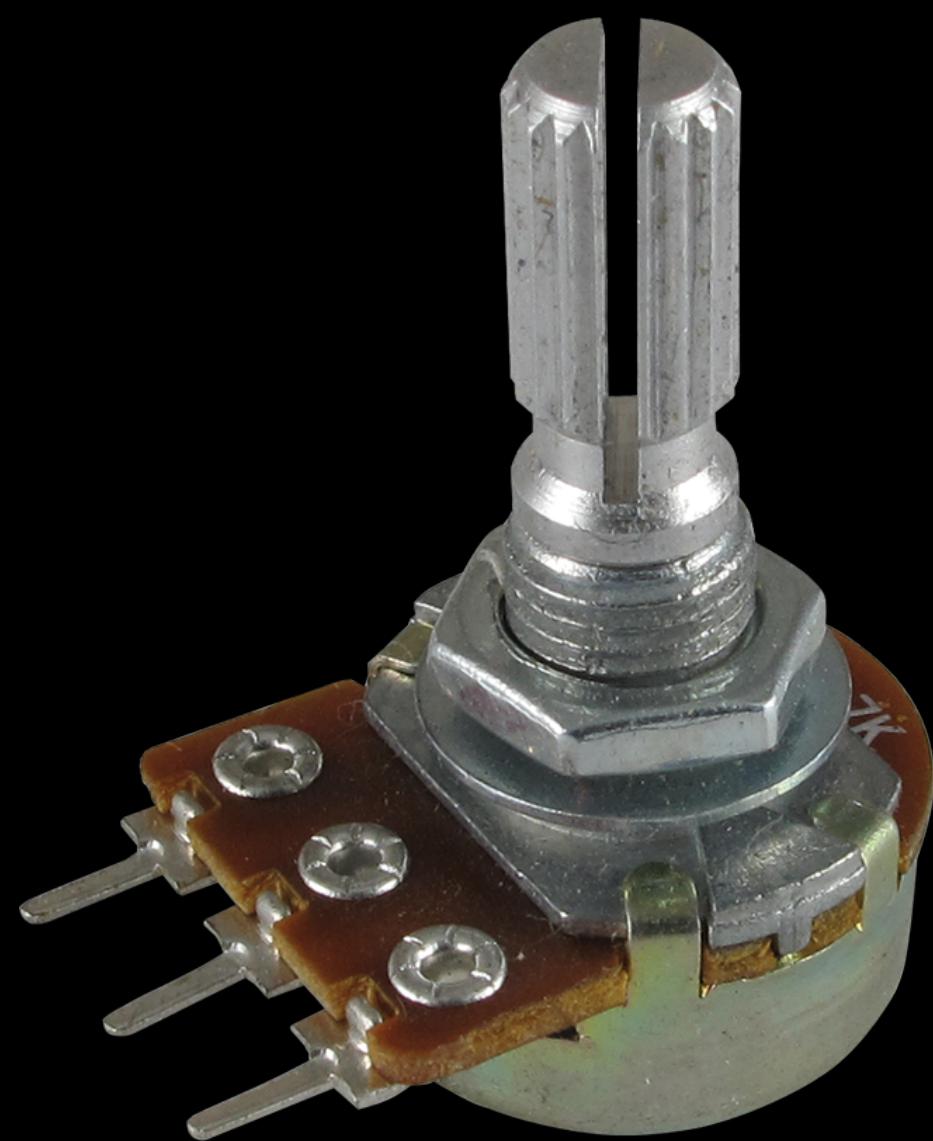
Projeto 08

Controle de Posição – Teoria

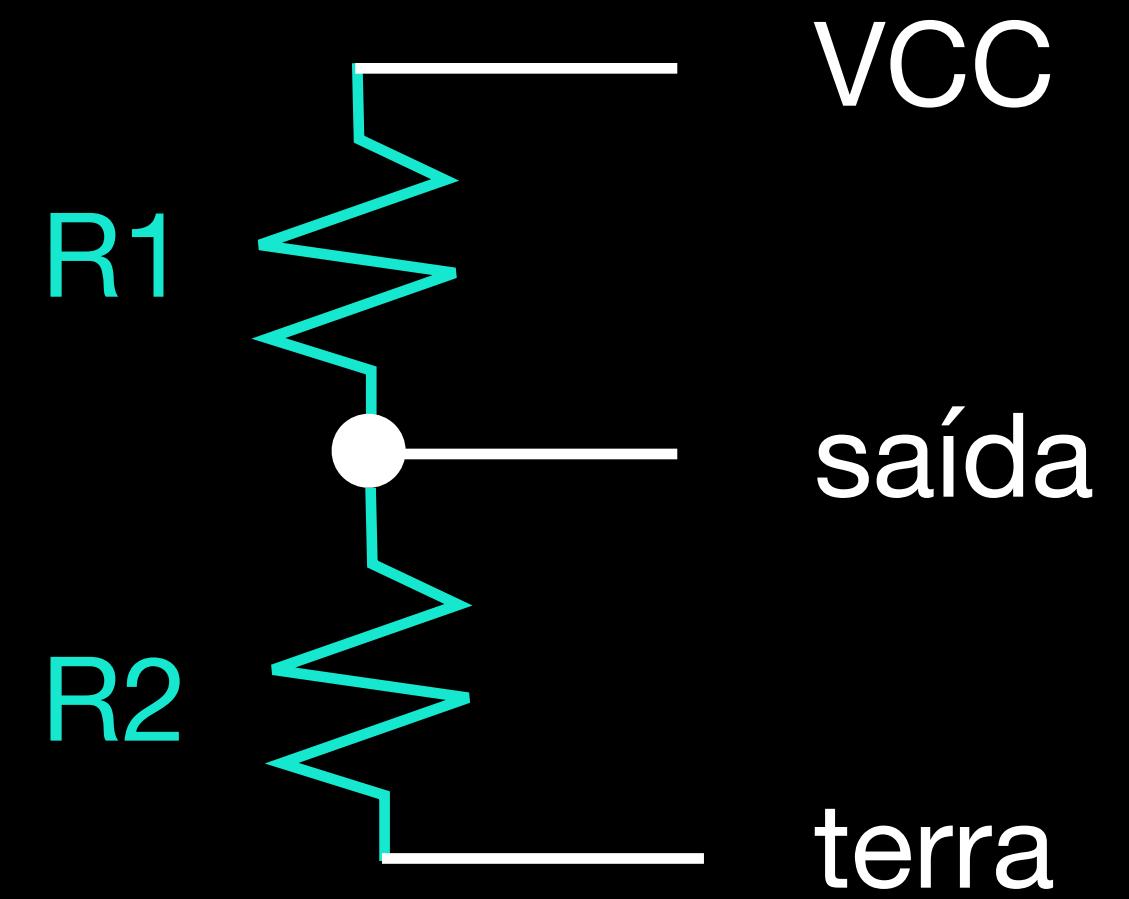
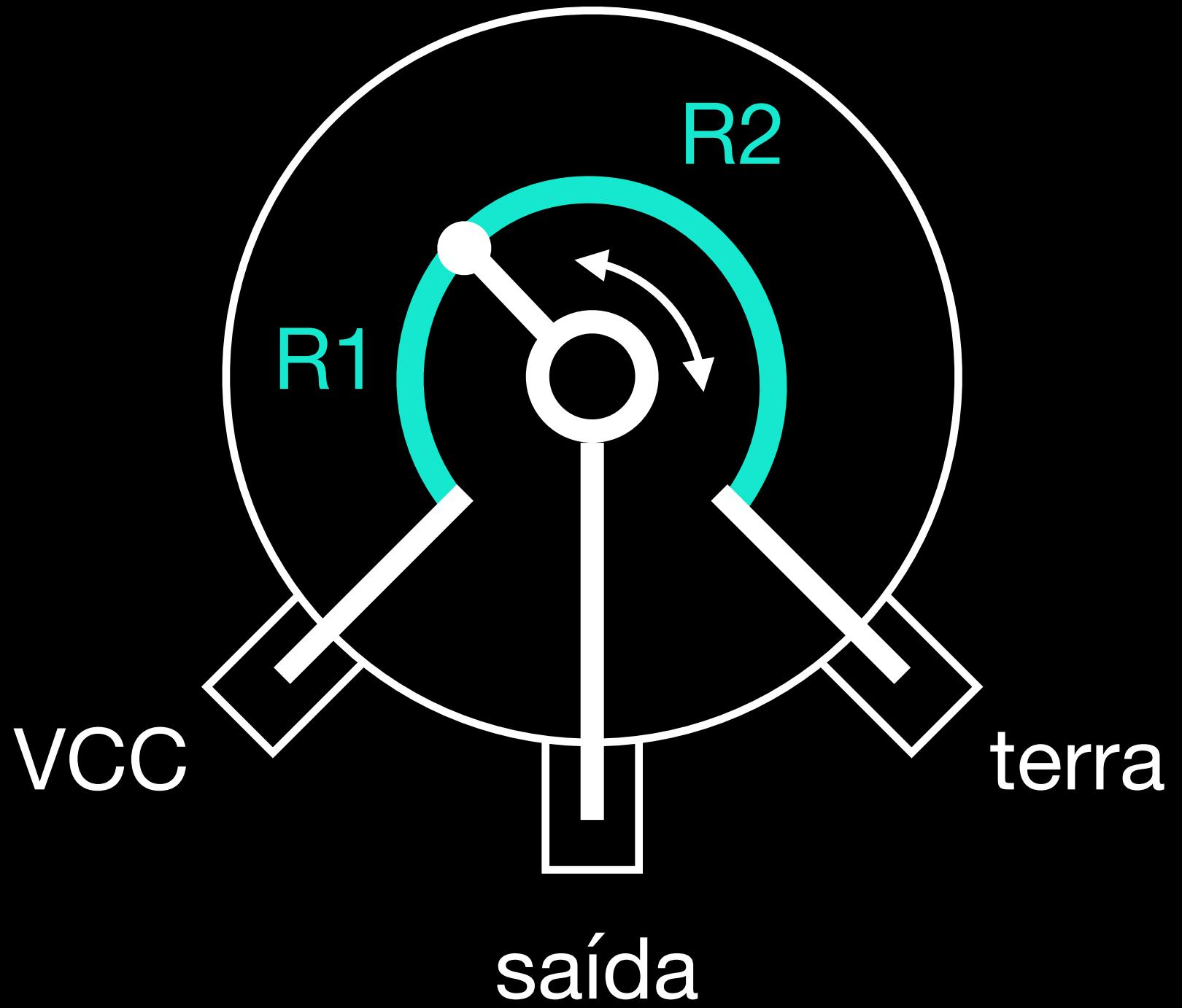
Jan K. S. – janks@puc-rio.br

ENG1419 – Programação de Microcontroladores

Hardware



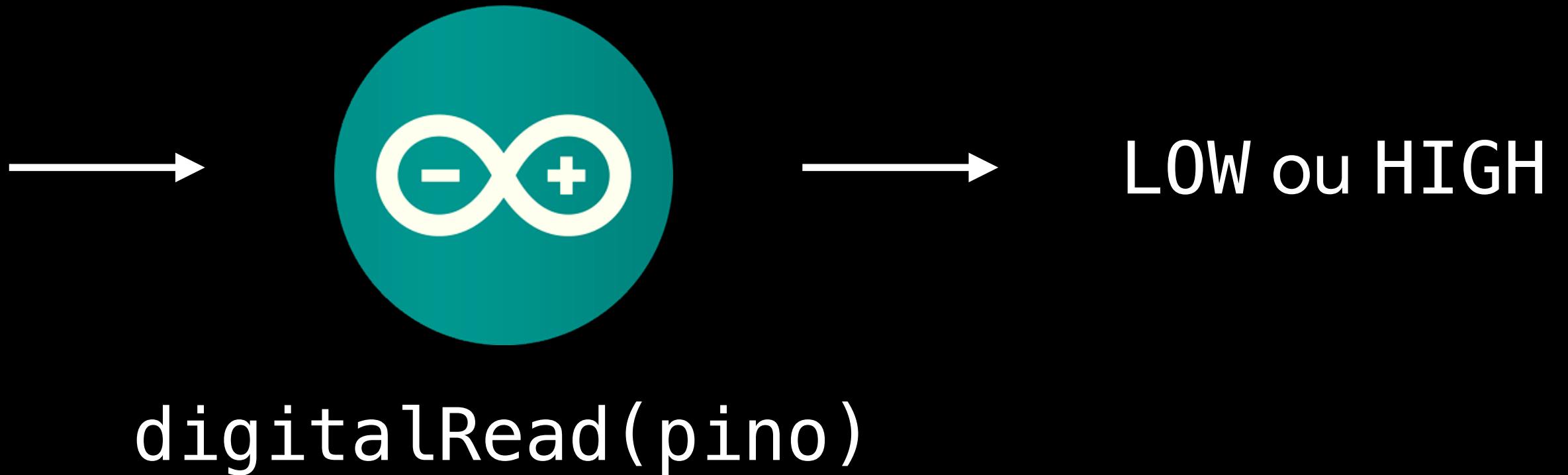
Resistor Variável (Potenciômetro)



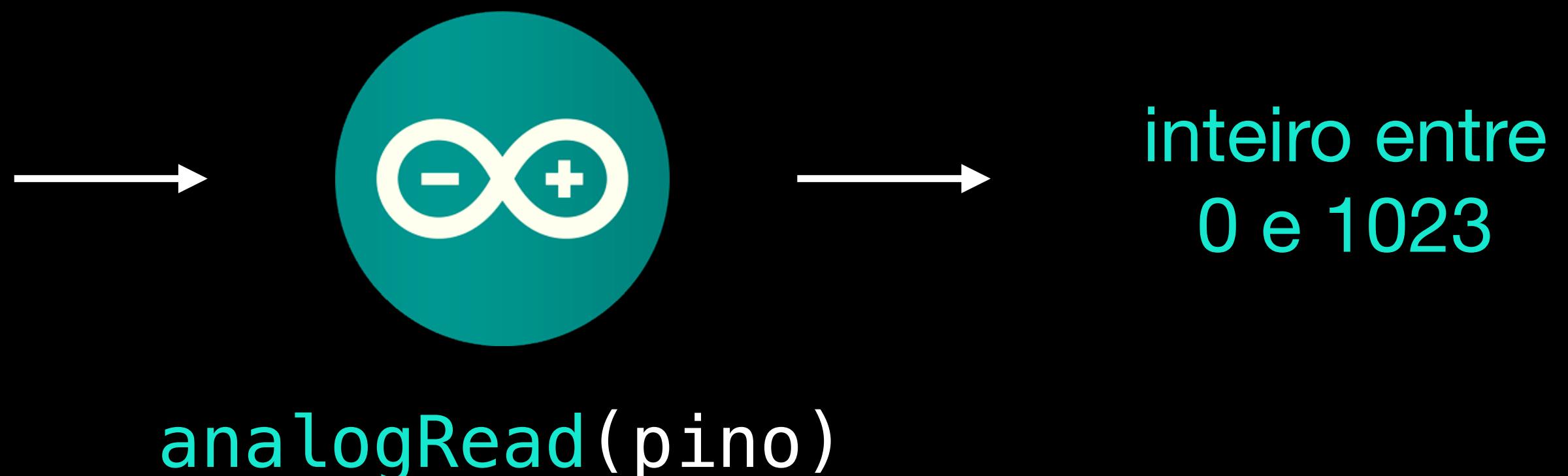
$$\text{saída} = \text{VCC} \frac{\text{R}_2}{\text{R}_1 + \text{R}_2}$$

saída varia entre 0 e VCC

entrada digital
(0V ou 5V)

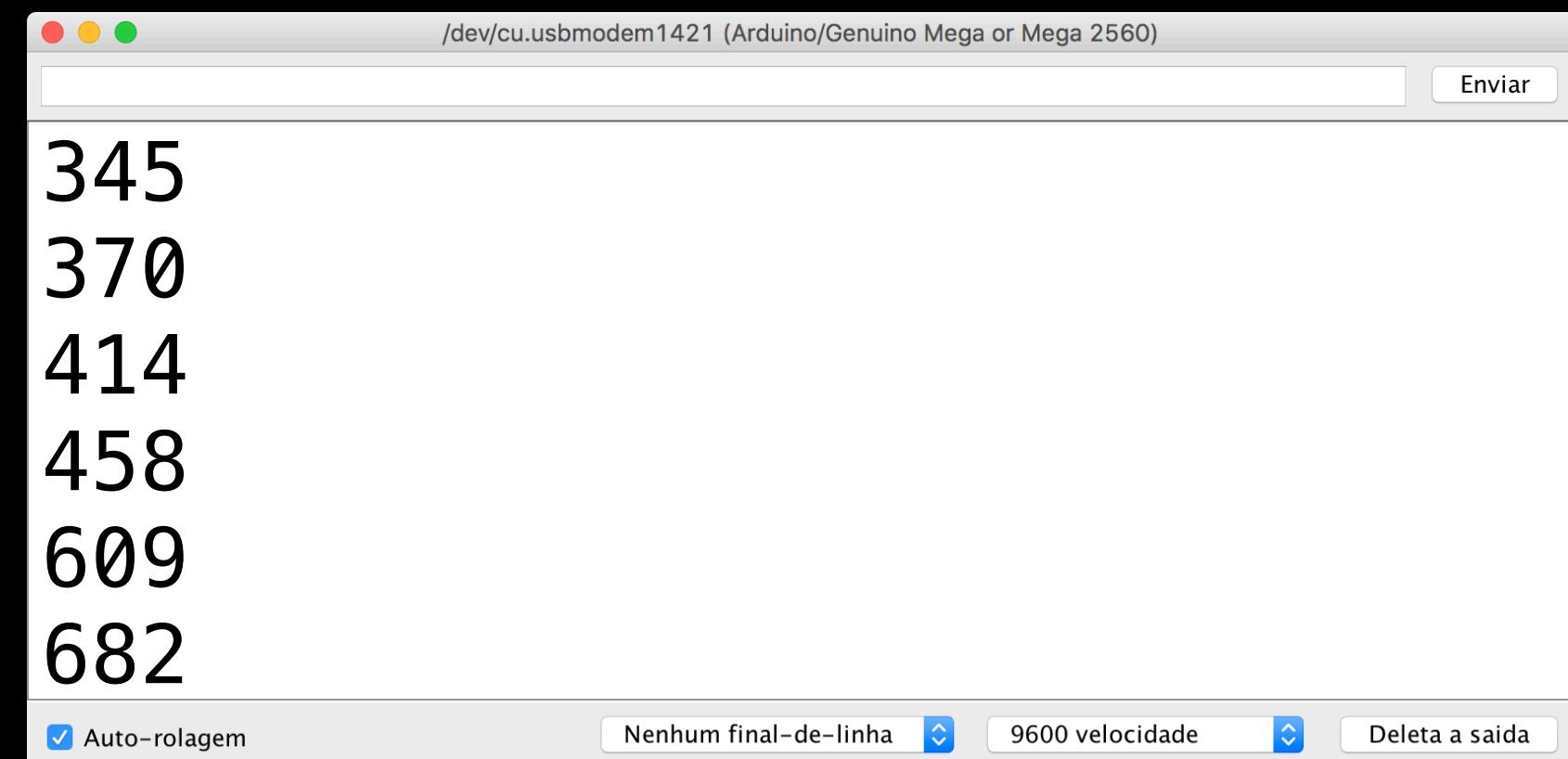
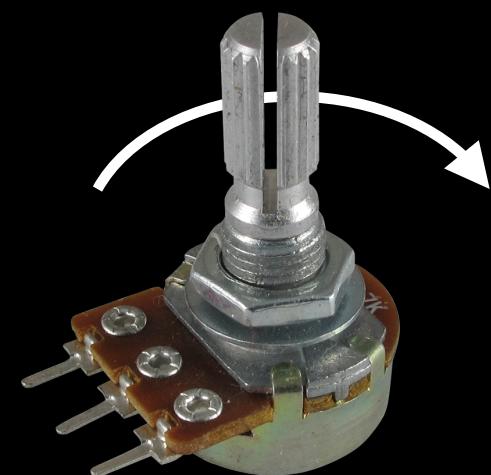


entrada analógica
(entre 0V e 5V)



Leitura de Valores Analógicos

```
int potenciometro = A5;  
void setup () {  
    Serial.begin(9600);  
    pinMode(potenciometro, INPUT);  
}  
  
void loop () {  
    int valorAnalogico = analogRead(potenciometro);  
    Serial.println(valorAnalogico);  
    delay(200);  
}
```



Leitura de Valores Analógicos

0 ... 1023

Y_{Min} ... Y_{Max}

$$y = ax + b$$

$$a = \frac{Y_{\text{Max}} - Y_{\text{Min}}}{1023 - 0}$$

$$b = Y_{\text{Min}} - 0a$$

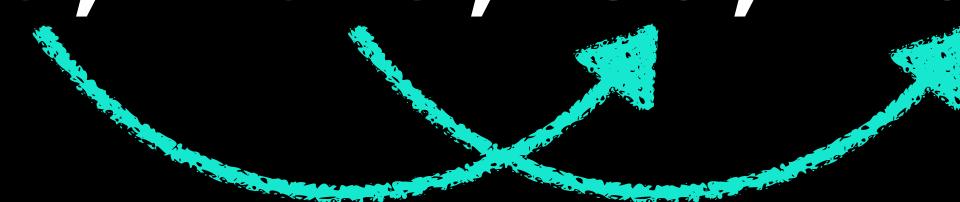
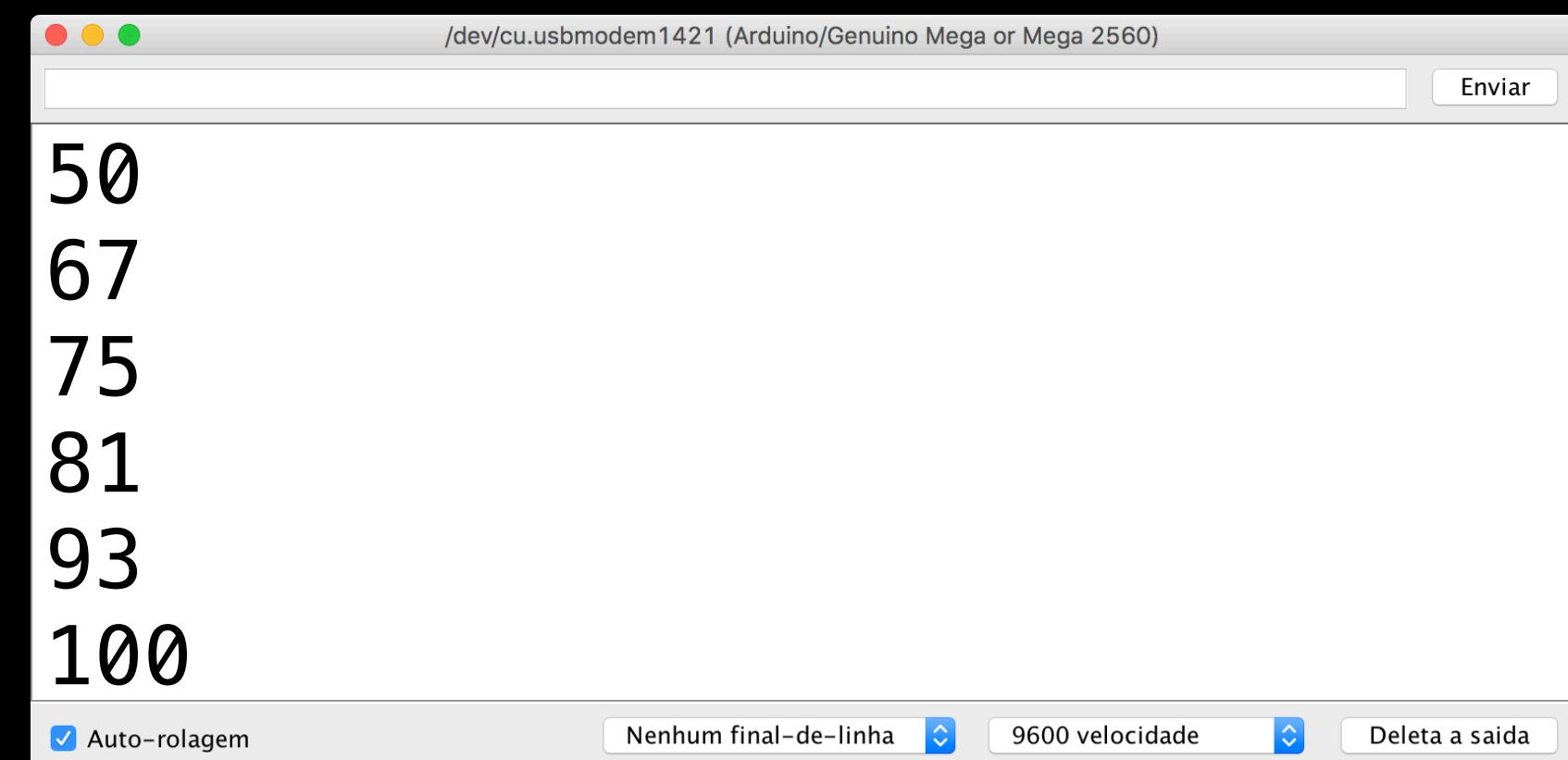
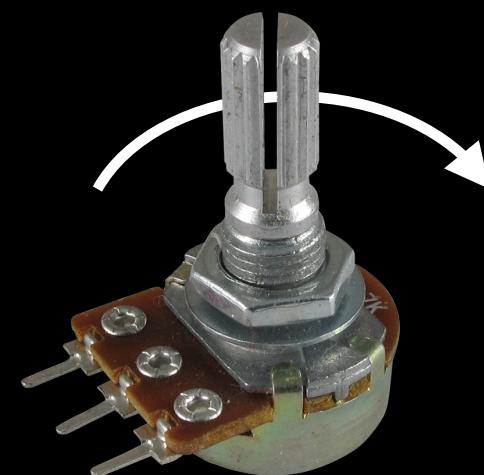
int y = map(valorLido, 0, 1023, yMinimo, yMaximo);

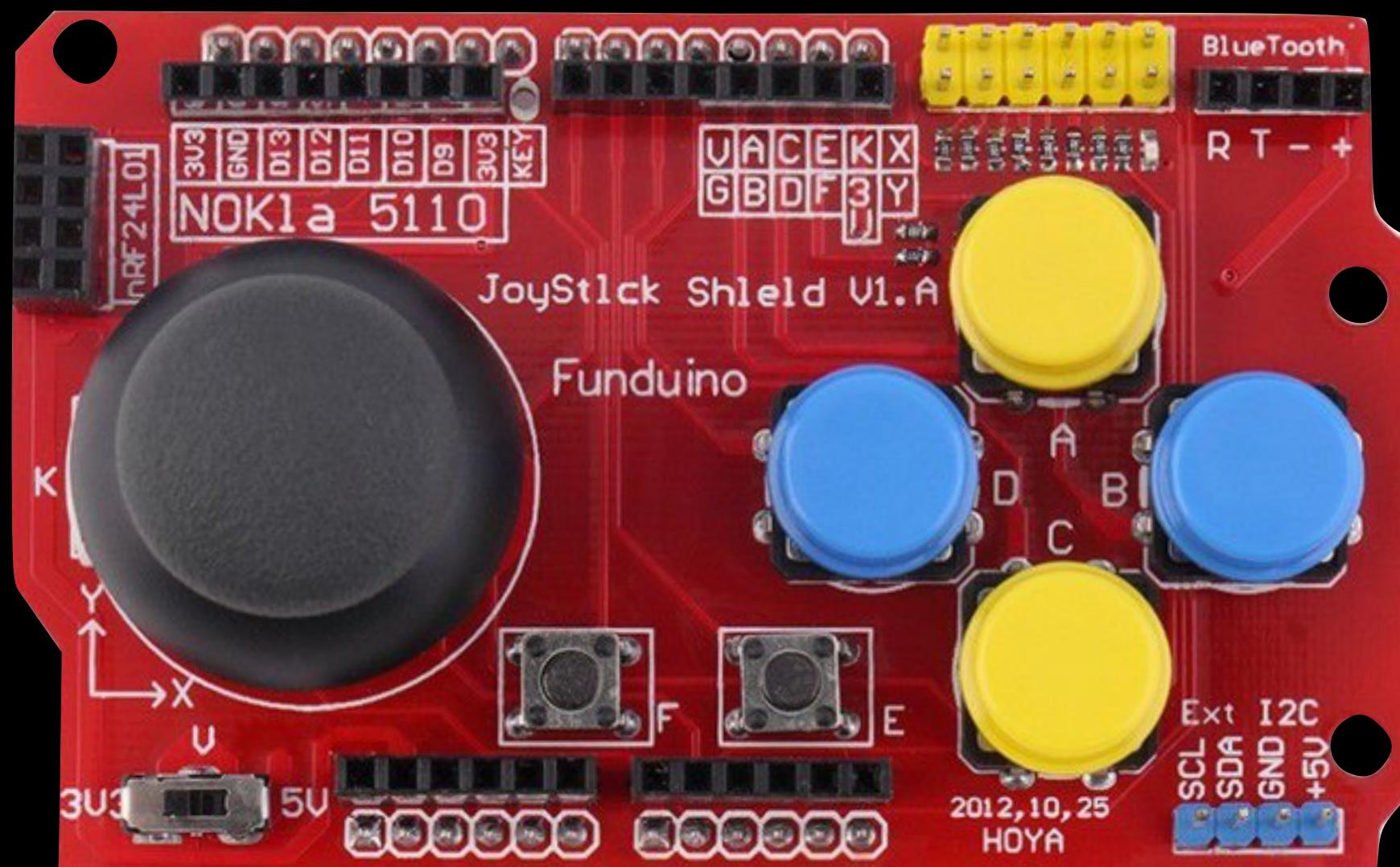
```

int potenciometro = A5;
void setup () {
    pinMode(potenciometro, INPUT);
}

void loop () {
    int valorLido = analogRead(potenciometro);
    int valorFinal = map(valorLido, 0, 1023, 50, 100);
    Serial.println(valorFinal);
    delay(500);
}

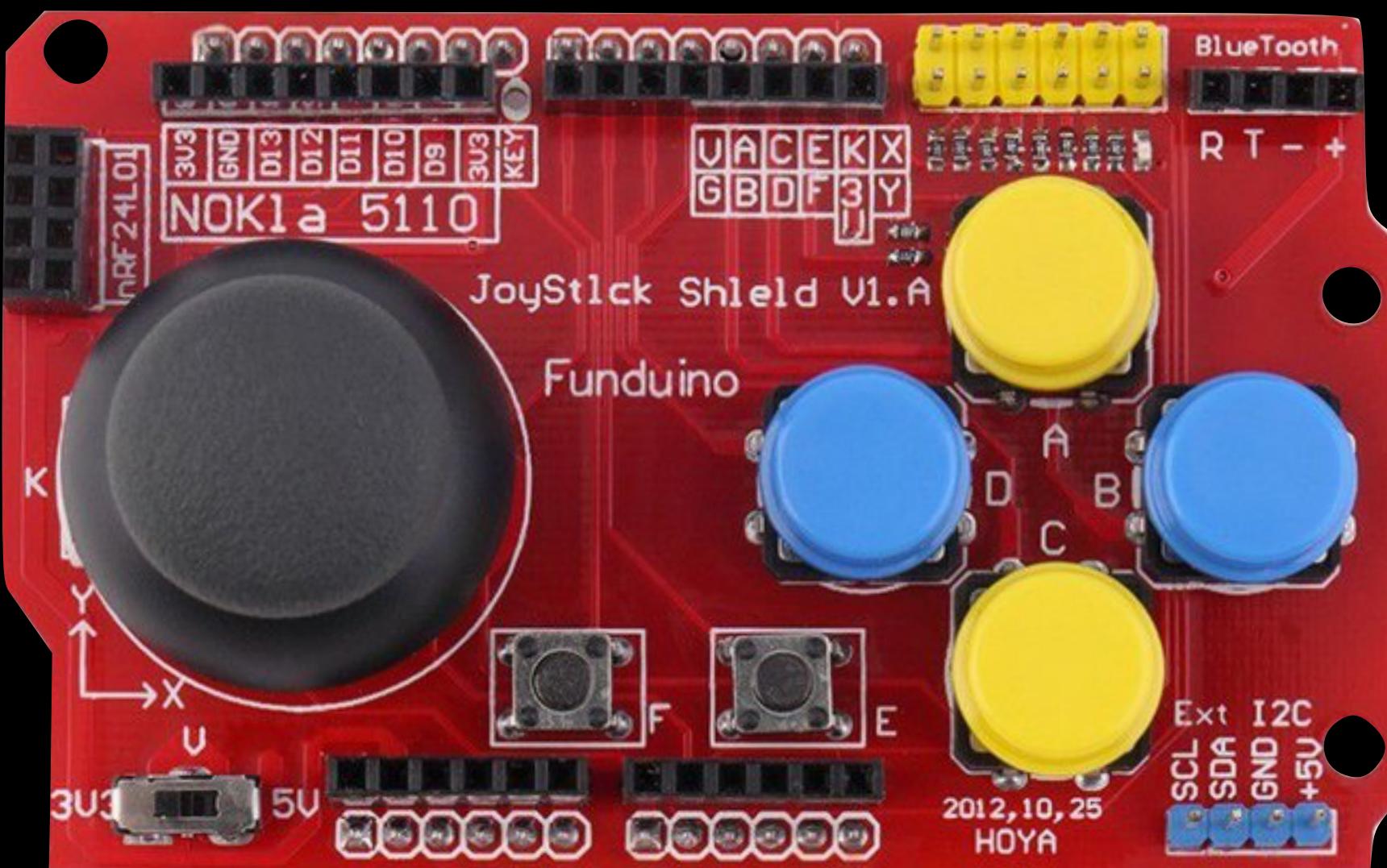
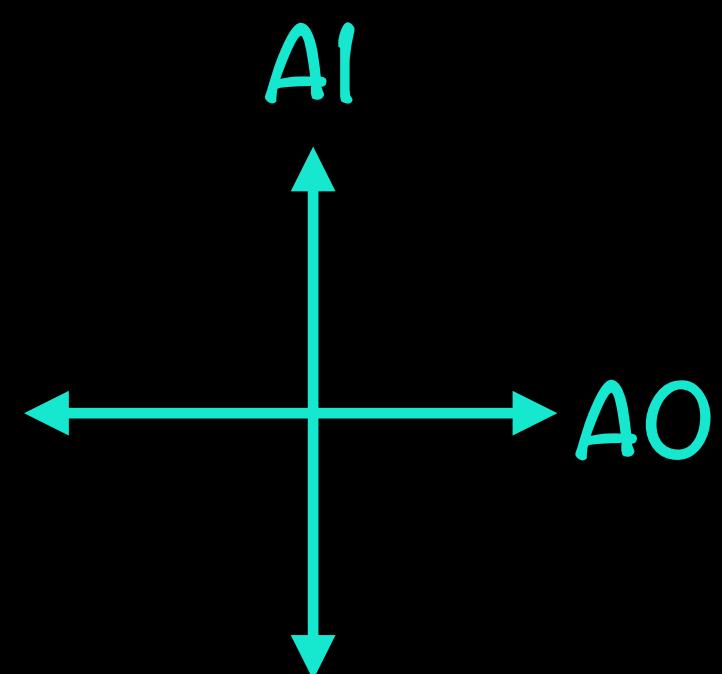
```





Shield Joystick

eixos analógicos



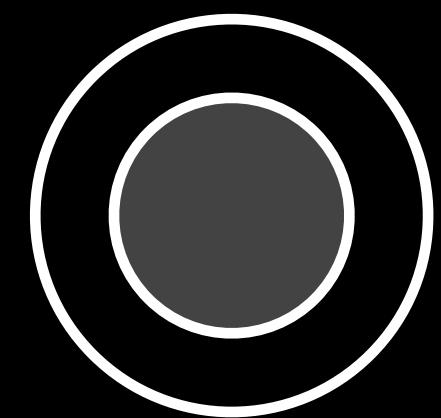
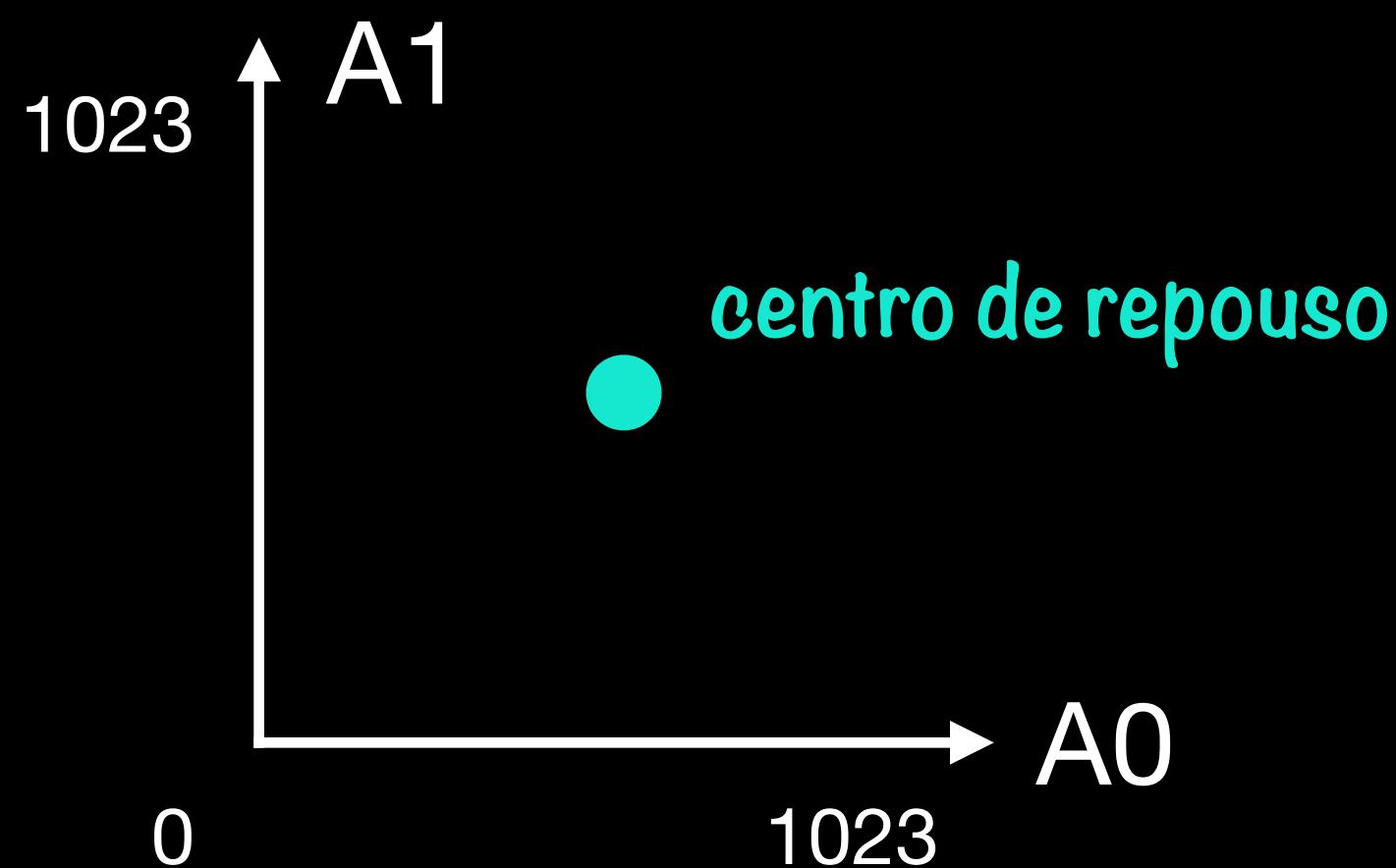
botões digitais

2
5
3
4

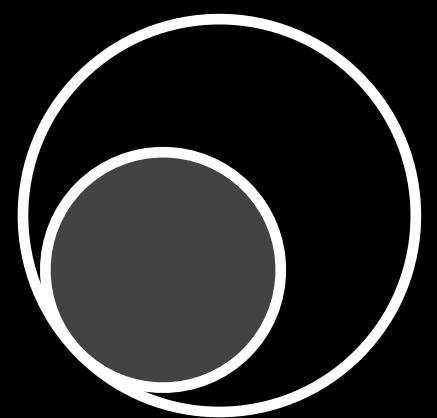
7 6

botões digitais

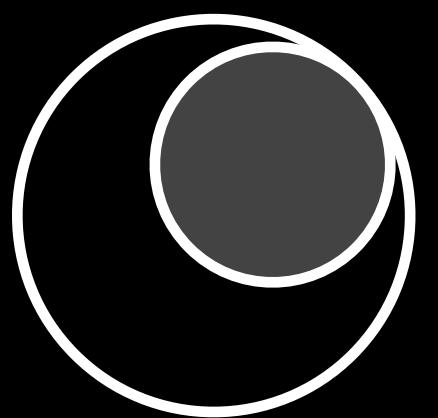
Pino Usados pelo Shield Joystick



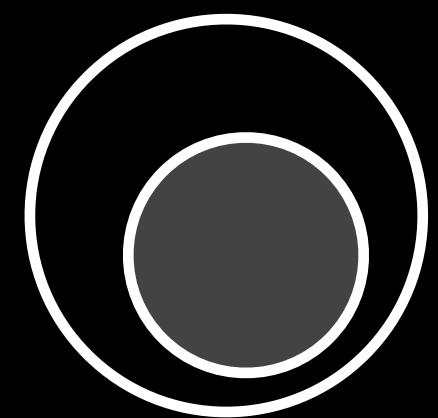
$A_0 = 512$
 $A_1 = 512$



$A_0 = 0$
 $A_1 = 0$



$A_0 = 1023$
 $A_1 = 1023$

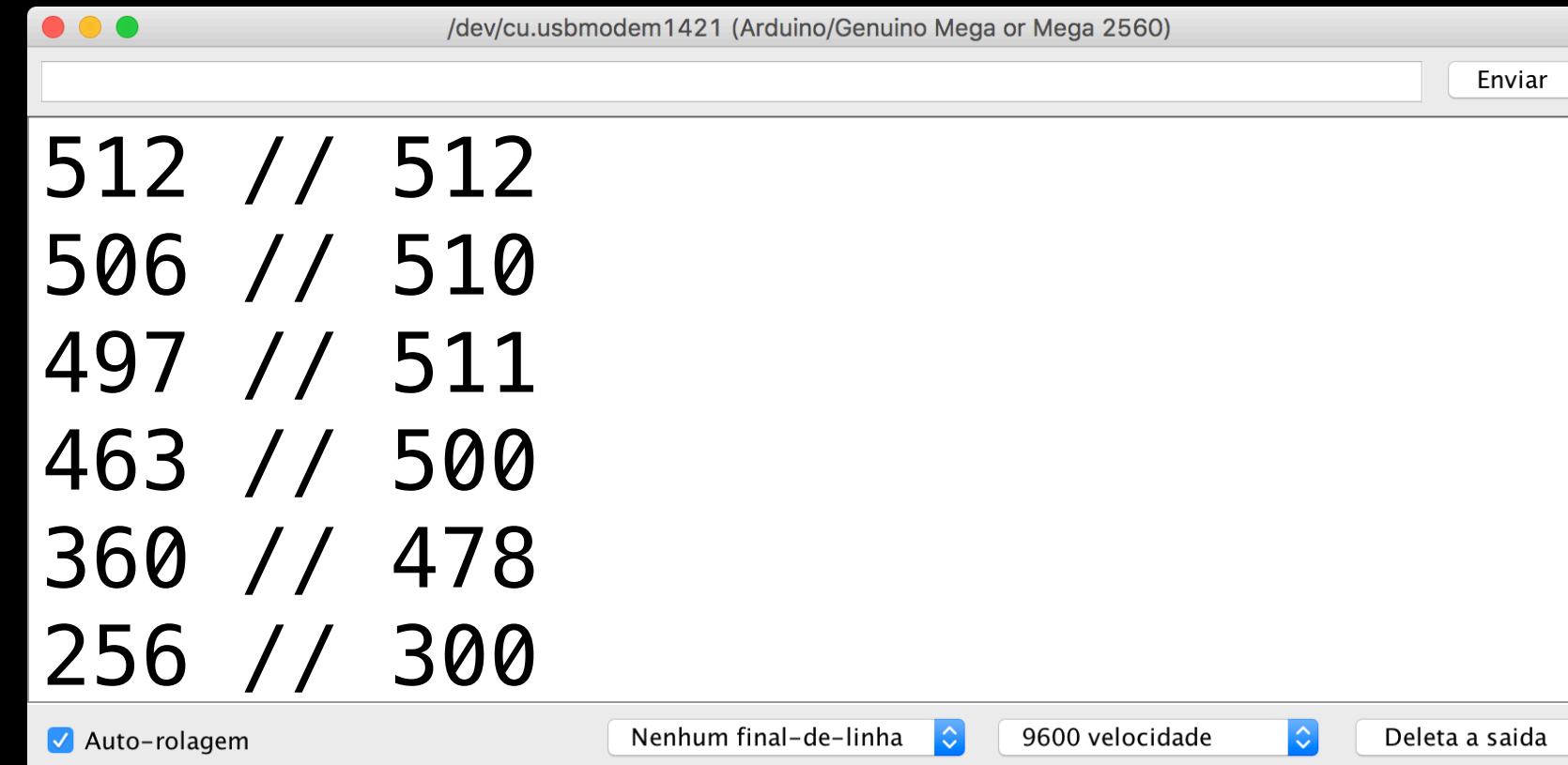


$A_0 = 745$
 $A_1 = 353$

Controle Analógico de Dois Eixos

```
int eixoX = A0;
int eixoY = A1;
void setup () {
    pinMode(eixoX, INPUT);
    pinMode(eixoY, INPUT);
}

void loop () {
    Serial.print( analogRead(eixoX) );
    Serial.print( " // " );
    Serial.println( analogRead(eixoY) );
    delay(200);
}
```



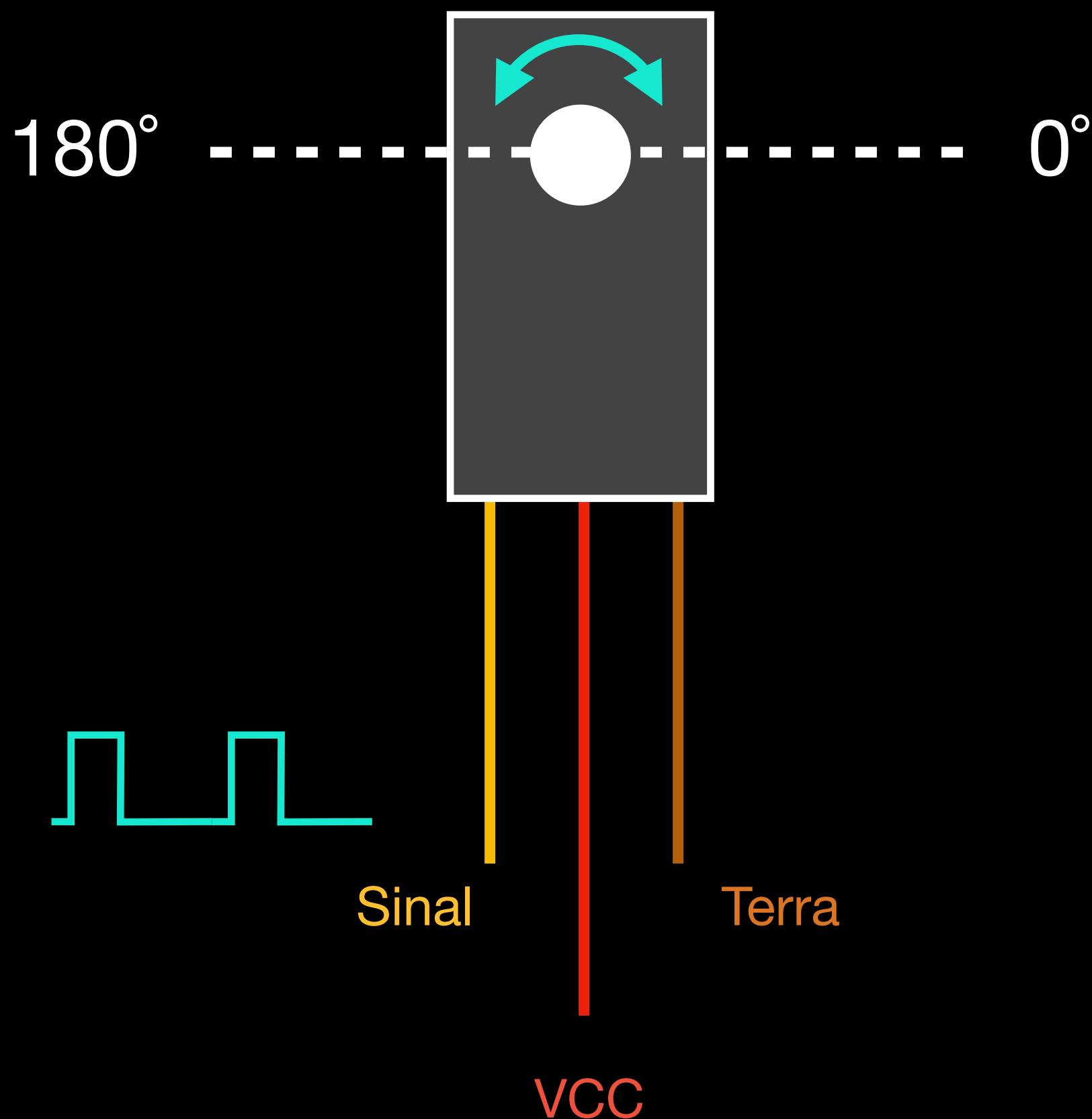
A screenshot of a terminal window titled '/dev/cu.usbmodem1421 (Arduino/Genuino Mega or Mega 2560)'. The window displays several lines of text output from an Arduino sketch. The text consists of pairs of values separated by a double slash ('//'). The first value is the reading from pin A0 (eixoX), and the second value is the reading from pin A1 (eixoY). The output shows the following pairs:

Pin A0 (eixoX)	Pin A1 (eixoY)
512	512
506	510
497	511
463	500
360	478
256	300

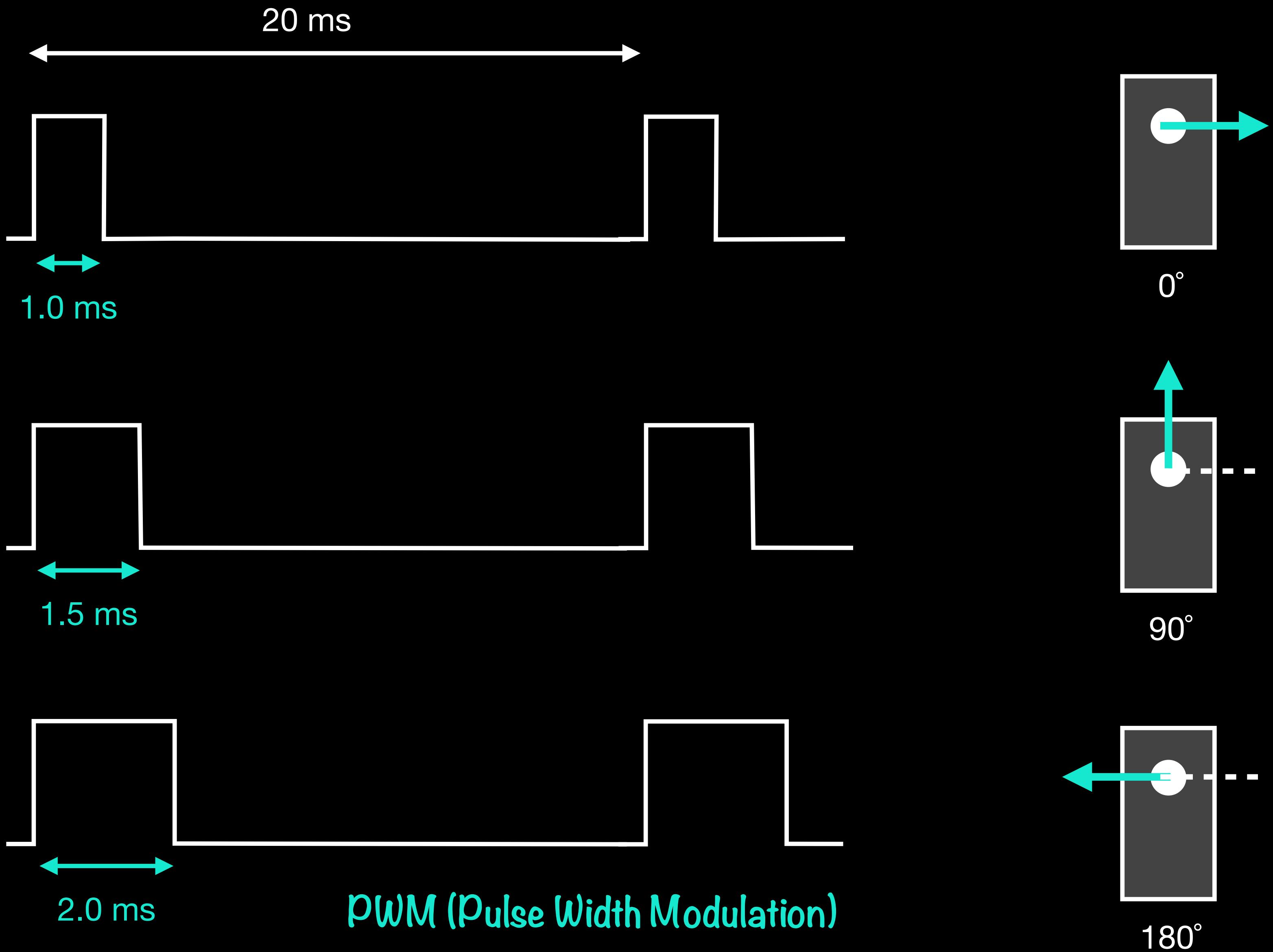
The terminal window also includes standard OS X-style controls (red, yellow, green buttons) and configuration options at the bottom: 'Auto-rolagem' (checked), 'Enviar', 'Nenhum final-de-linha', '9600 velocidade', and 'Deleta a saída'.



Servomotor



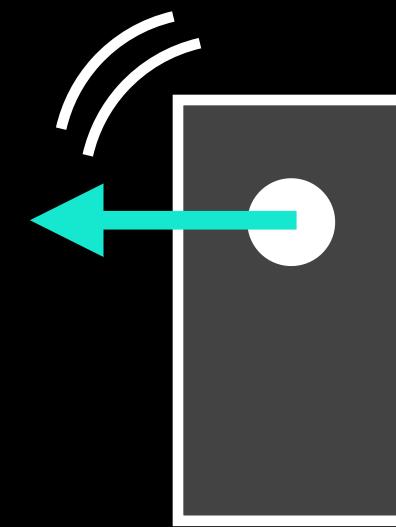
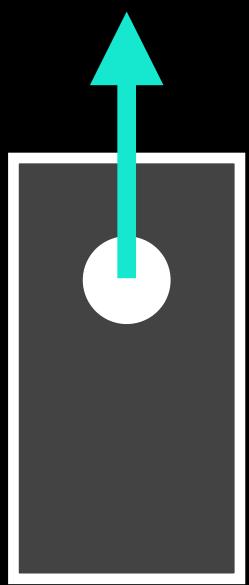
Controle de Giro do Servo



Controle do Ângulo do Servo via Entrada com Pulso

```
#include <Servo.h>

int pinoDoServo = 12;
Servo servo;
void setup () {
    servo.attach(pinoDoServo); // liga o servo
    servo.write(45); // ajusta e trava ângulo em 45°
    delay(500);
    servo.write(90);
    delay(500);
    servo.detach(); // desliga o servo (motor solto)
}
```



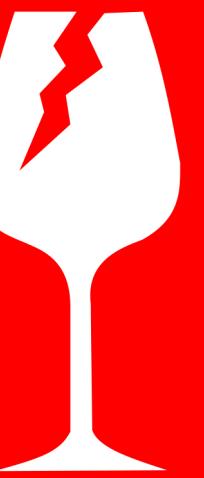
Problema de Movimentos Bruscos do Servo

```
#include <Servo.h>

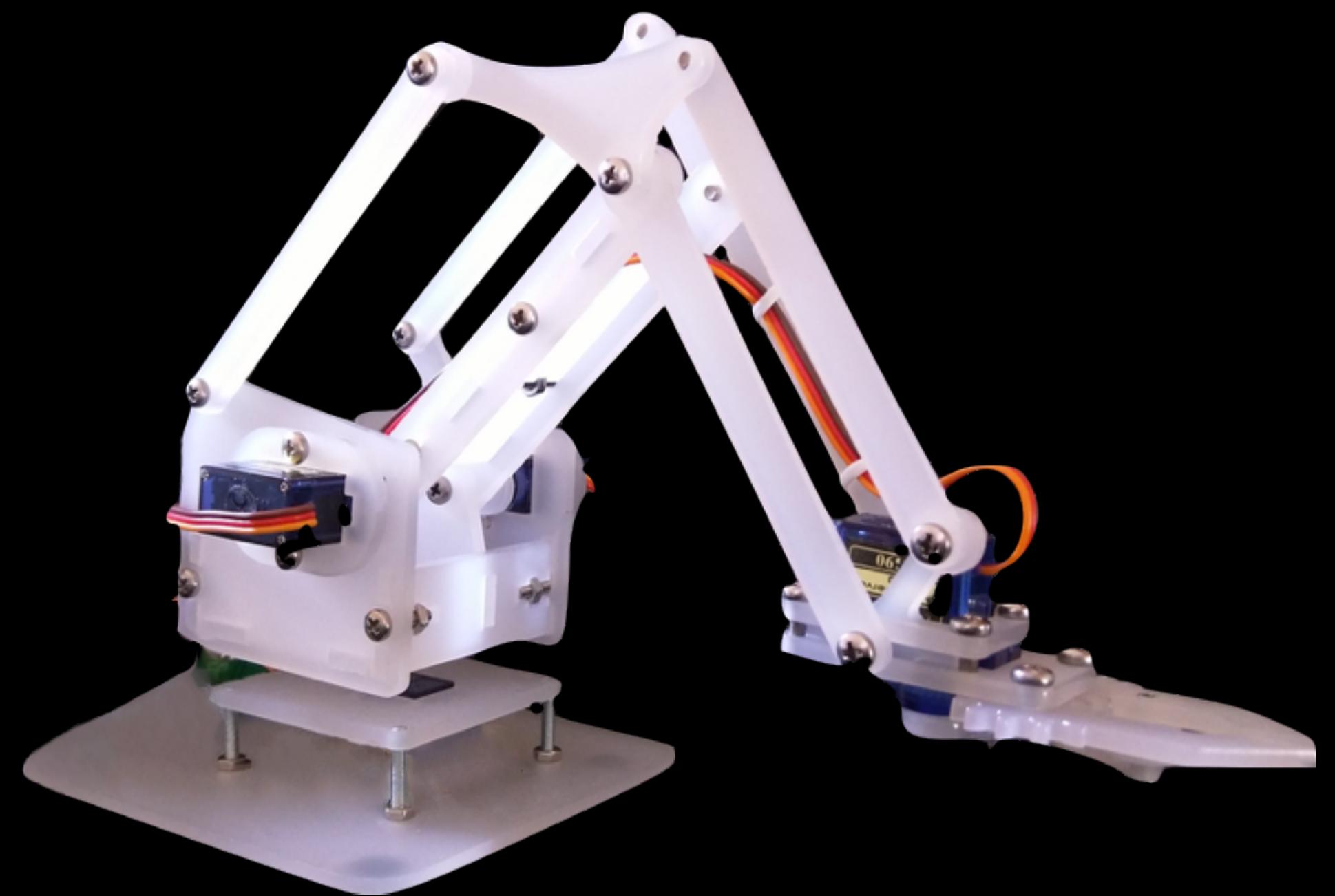
int pinoDoServo = 12;
Servo servo;
void setup () {
    servo.attach(pinoDoServo);
}

void loop () {
    for (int angulo = 0; angulo <= 180; angulo++) {
        servo.write(angulo);
        delay(15);
    }
    for (int angulo = 180; angulo >= 0; angulo--) {
        servo.write(angulo);
        delay(15);
    }
}
```

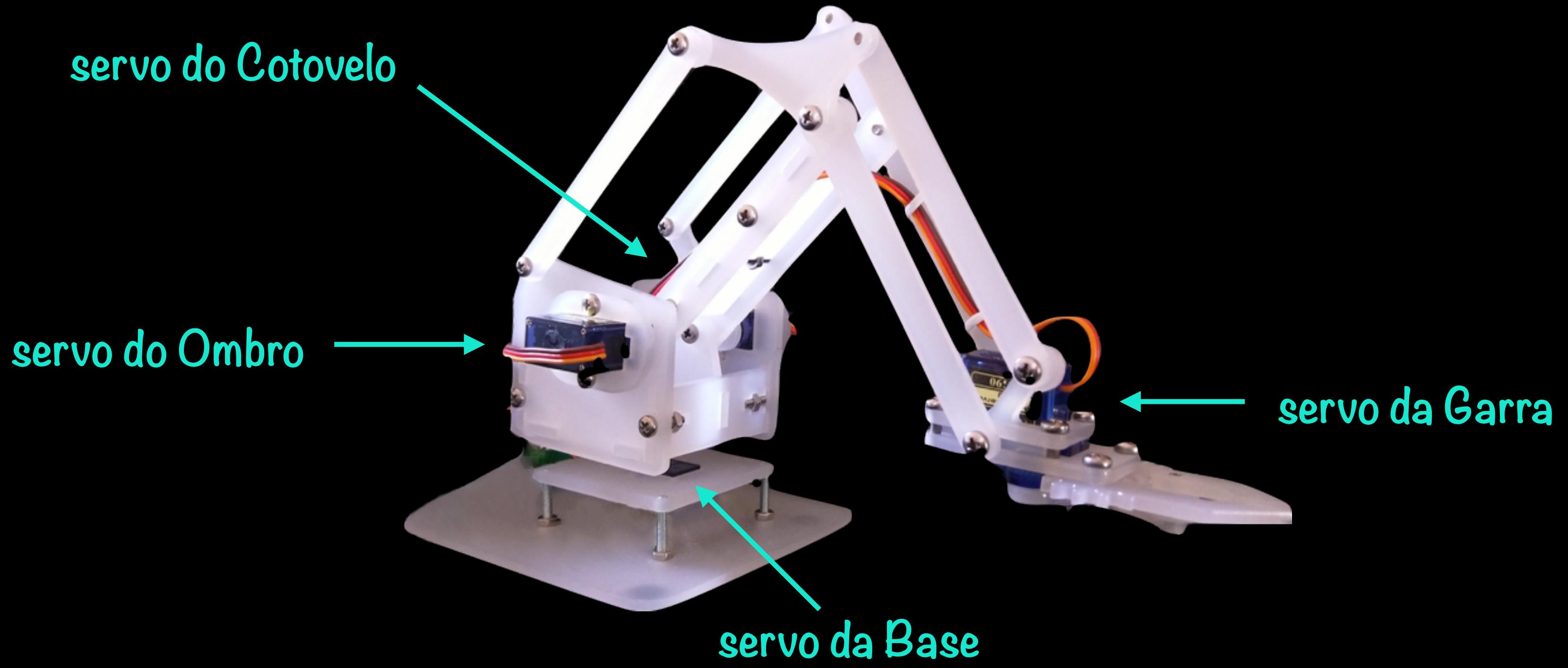
CUIDADO



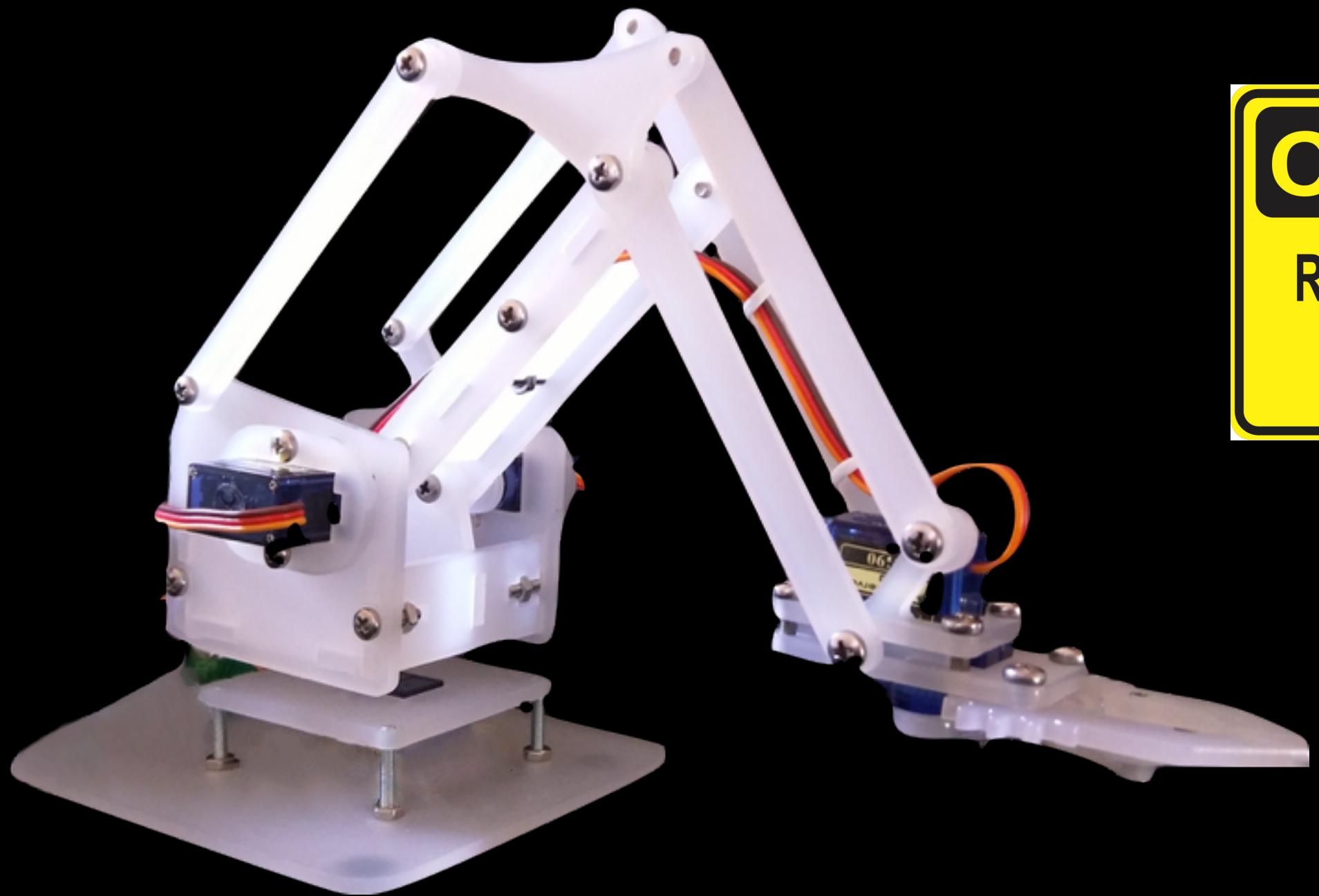
FRÁGIL



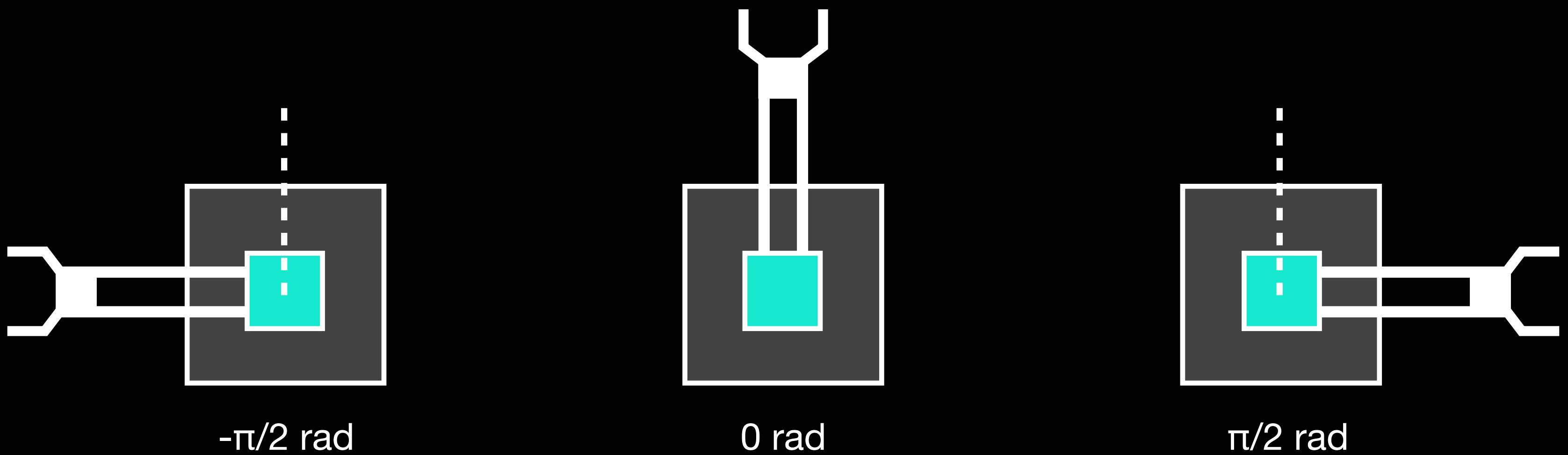
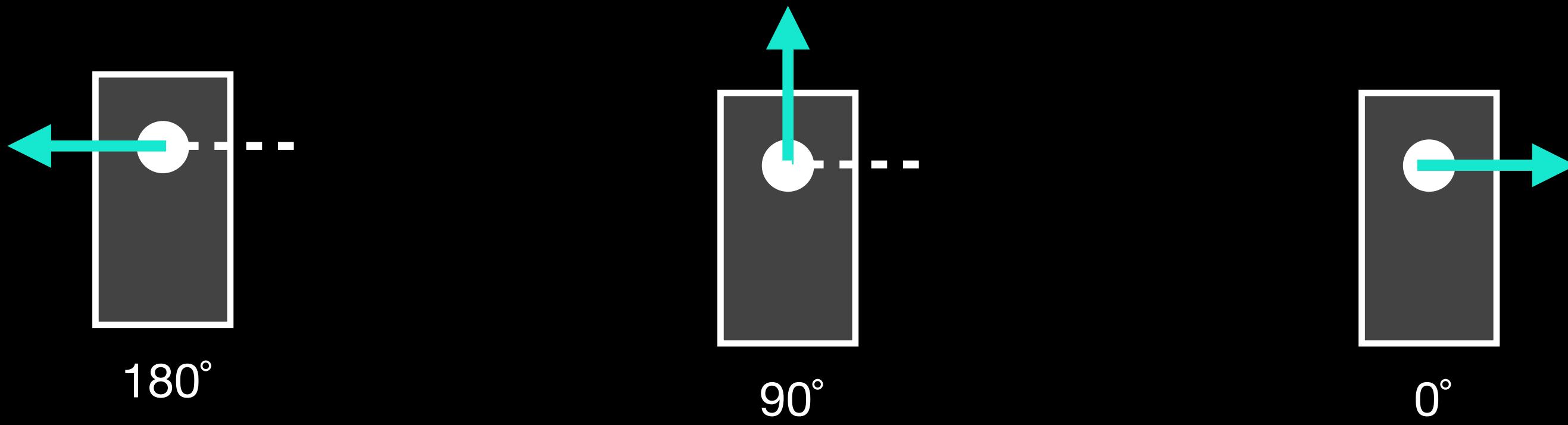
Braço Mecânico (meArm)



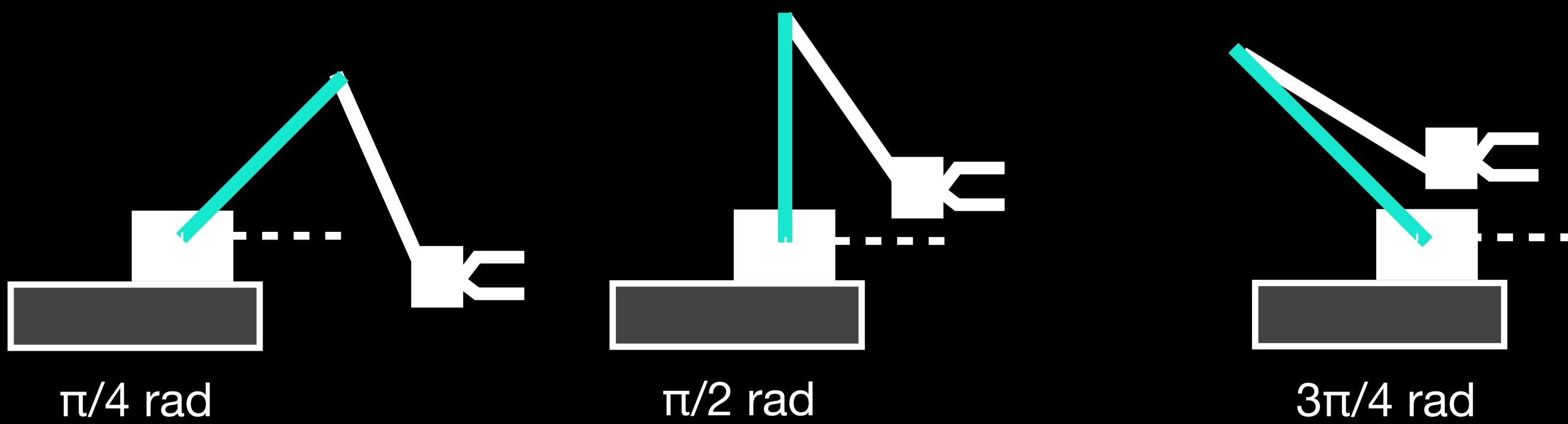
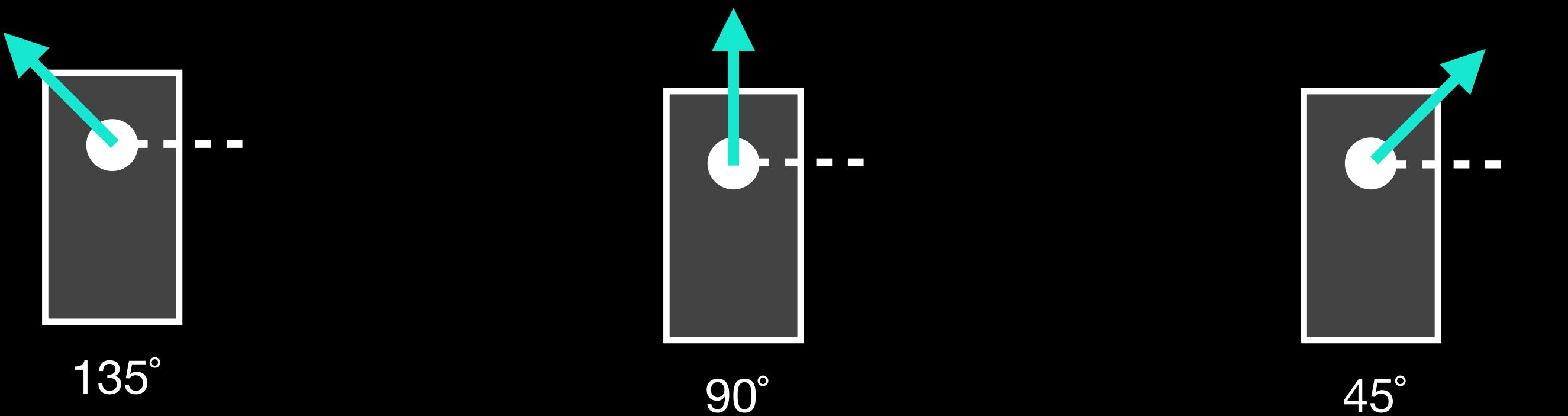
Servos do Braço Mecânico



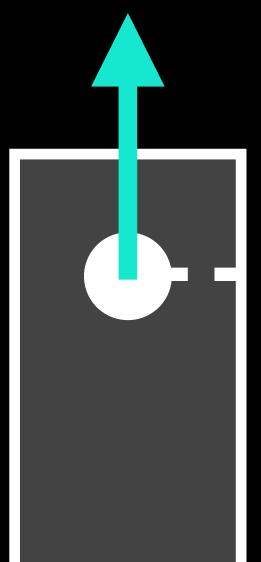
Fonte Variável para Alimentar os Servos



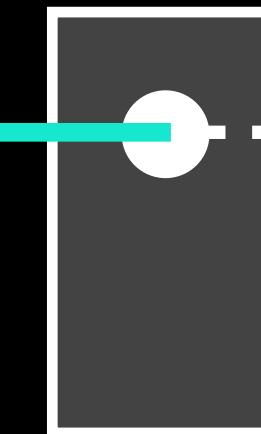
Controle do Ângulo da Base via Servo



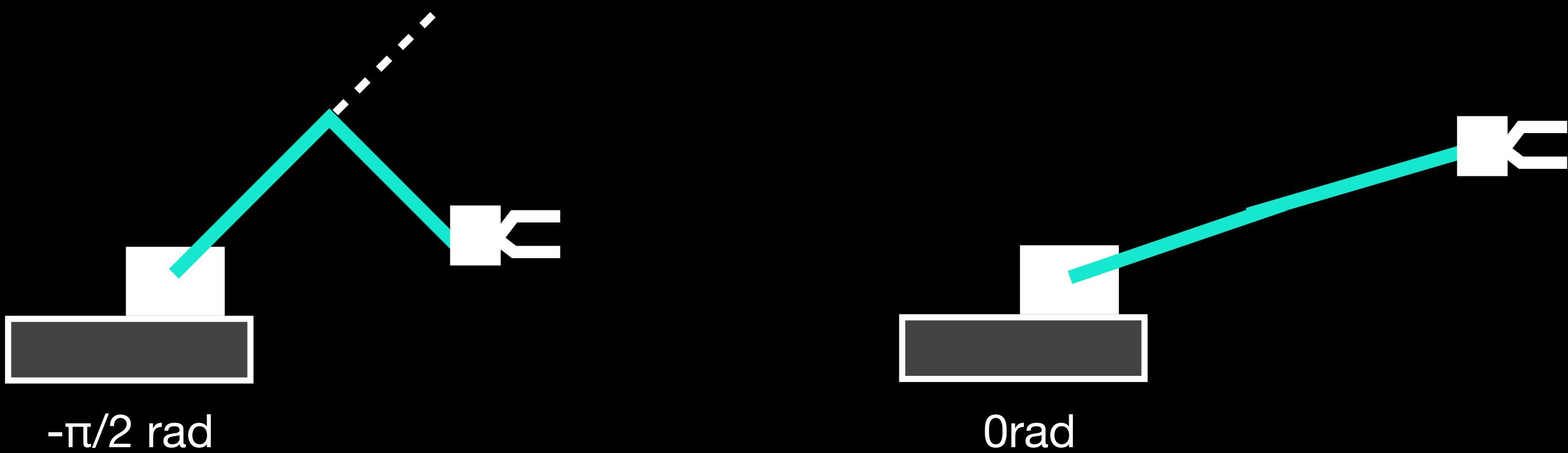
Controle do Ângulo do Ombro via Servo



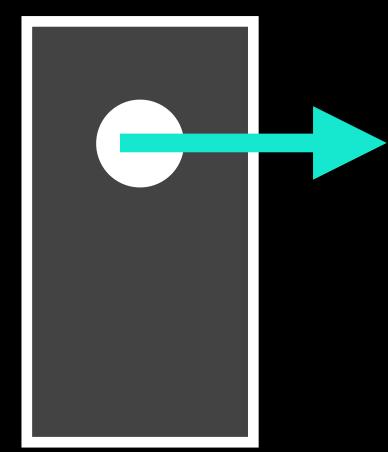
90°



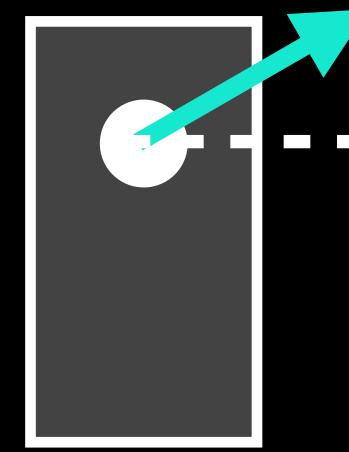
180°



Controle do Ângulo do Ombro via Servo



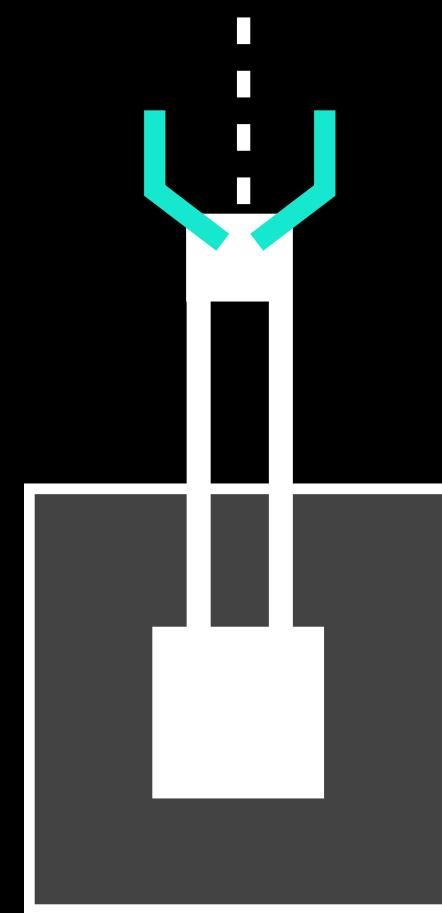
0°



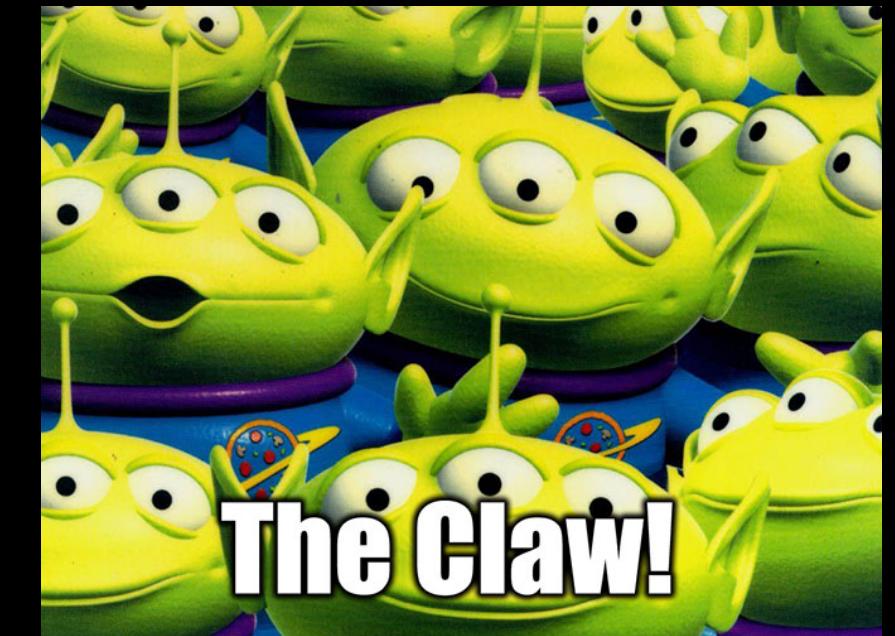
30°



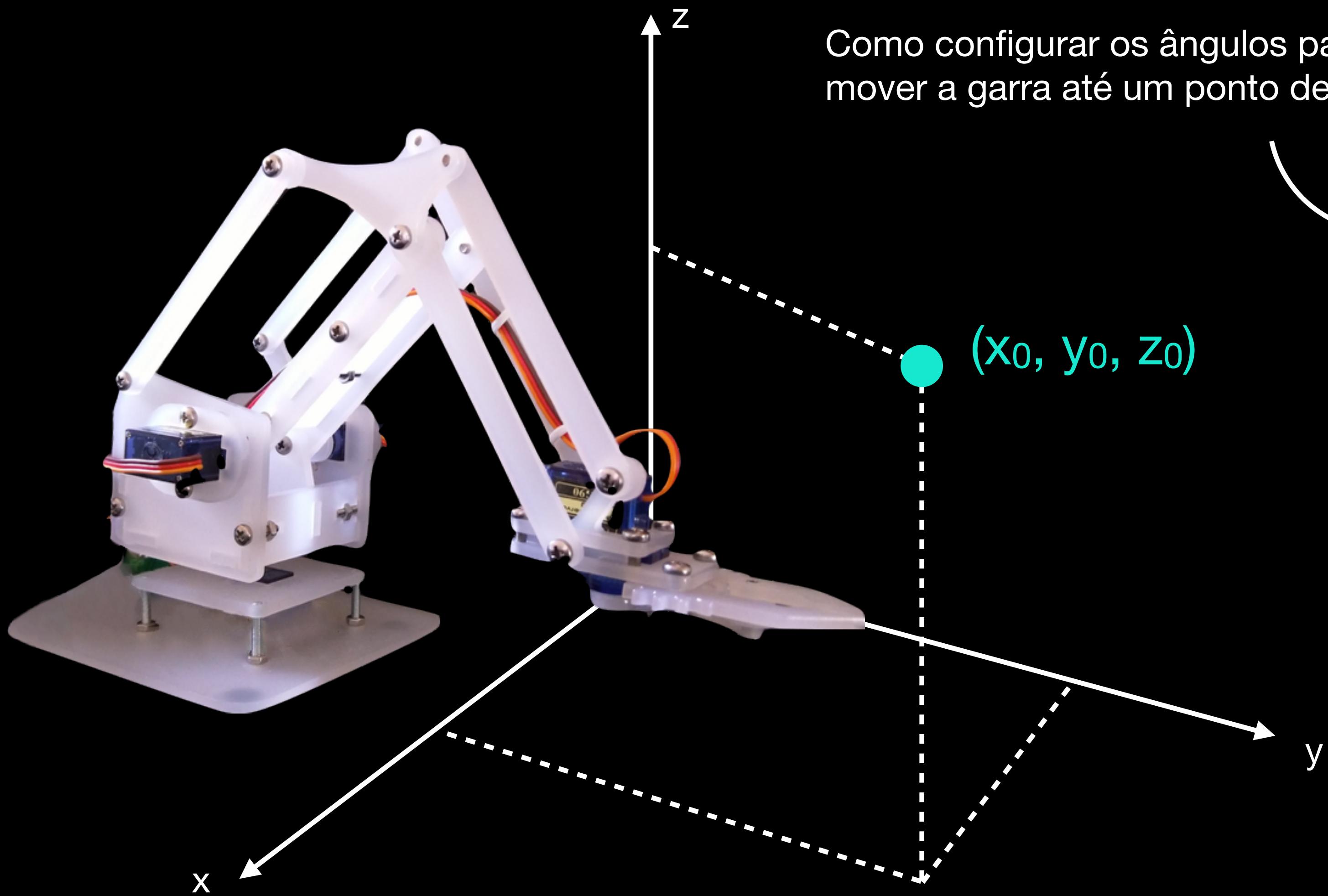
0 rad



$\pi/2$ rad



Controle do Ângulo da Garra via Servo



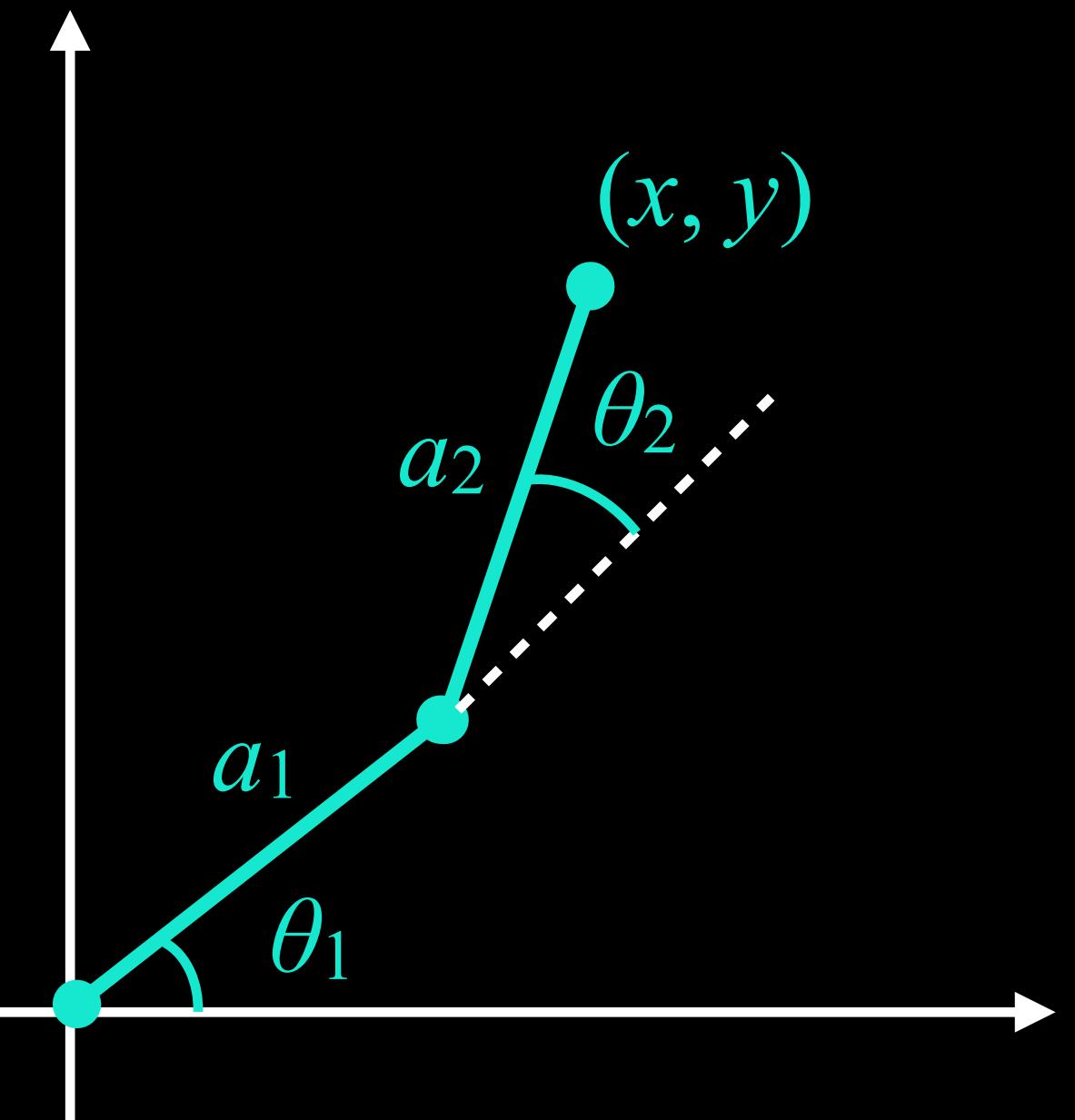
Como configurar os ângulos para mover a garra até um ponto desejado?



Sistema de Coordenadas do Braço Mecânico

$$x^2 + y^2 = a_1^2 + a_2^2 - 2a_1a_2 \cos(\pi - \theta_2)$$

$$\theta_2 = \arccos\left(\frac{x^2 + y^2 - a_1^2 - a_2^2}{2a_1 + 2a_2}\right)$$



$$\tan \alpha = \frac{y}{x}$$

$$\tan \beta = -\frac{a_2 \sin \theta_2}{a_1 + a_2 \cos \theta_2}$$

$$\tan \theta_1 = \tan(\alpha - \beta) = \dots = \frac{y(a_1 + a_2 \cos \theta_2) - x a_2 \sin \theta_2}{x(a_1 + a_2 \cos \theta_2) + y a_2 \sin \theta_2}$$

A screenshot of a web browser window displaying the `README.md` file for the `meArm` library on GitHub. The browser has a light gray header with standard OS X-style buttons and a tab bar showing the URL `GitHub, Inc. github.com/yorkhackspace/meArm`. The main content area is white with a dark gray header bar containing the text `README.md`. Below this, the title `meArm` is displayed in a large, bold, black font. A horizontal line follows the title. The text then continues in a standard black font.

meArm

Inverse kinematics control library for Phenoptix meArm and Arduino.

The meArm has four mini servos - one for the gripper, and one each to rotate the base, shoulder joint and elbow joint. But it's not terribly convenient to be specifying things in terms of servo angles when you're much more interested in where you would like to place the gripper, in normal Cartesian (x, y, z) coordinates.

This library solves the angles required to send to the servos in order to meet a given position, allowing for much simpler coding.

Coordinates are measured in mm from the base rotation centre. Initial 'home' position is at (0, 100, 50), i.e. 100mm forward of the base and 50mm off the ground.

Various other versions of this library exist:

- [Arduino with Adafruit PWM driver board](#)
- [Raspberry Pi with Adafruit PWM driver board](#)
- [Beaglebone Black](#)

```
#include <meArm.h>

int base = 12, ombro = 11, cotovelo = 10, garra = 9;
meArm braco(
    180, 0, -pi/2, pi/2,           // ângulos da base
    135, 45, pi/4, 3*pi/4,         // ângulos do ombro
    180, 90, 0, -pi/2,             // ângulos do cotovelo
    30, 0, pi/2, 0                // ângulos da garra
);
void setup () {
    braco.begin(base, ombro, cotovelo, garra);

    // move rapidamente para x, y, z
    braco.goDirectlyTo(10, 10, 10);
    // move suavemente para x, y, z
    braco.gotoPoint(50, 60, 20);

    braco.openGripper();
    delay(500);
    braco.closeGripper();
}
```

```
float coordenadaAtualX = braco.getX();
float coordenadaAtualY = braco.getY();
float coordenadaAtualZ = braco.getZ();

braco.end(); // desliga os servos
```

"Software"

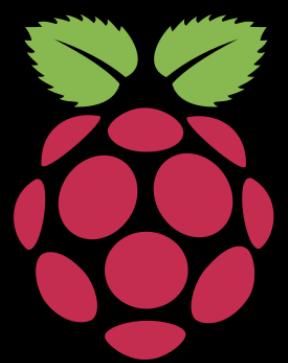
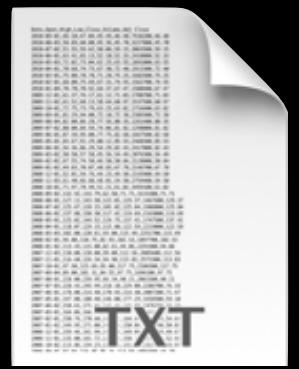
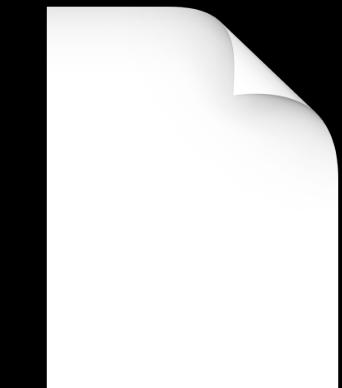


imagem.jpeg



musicas.txt



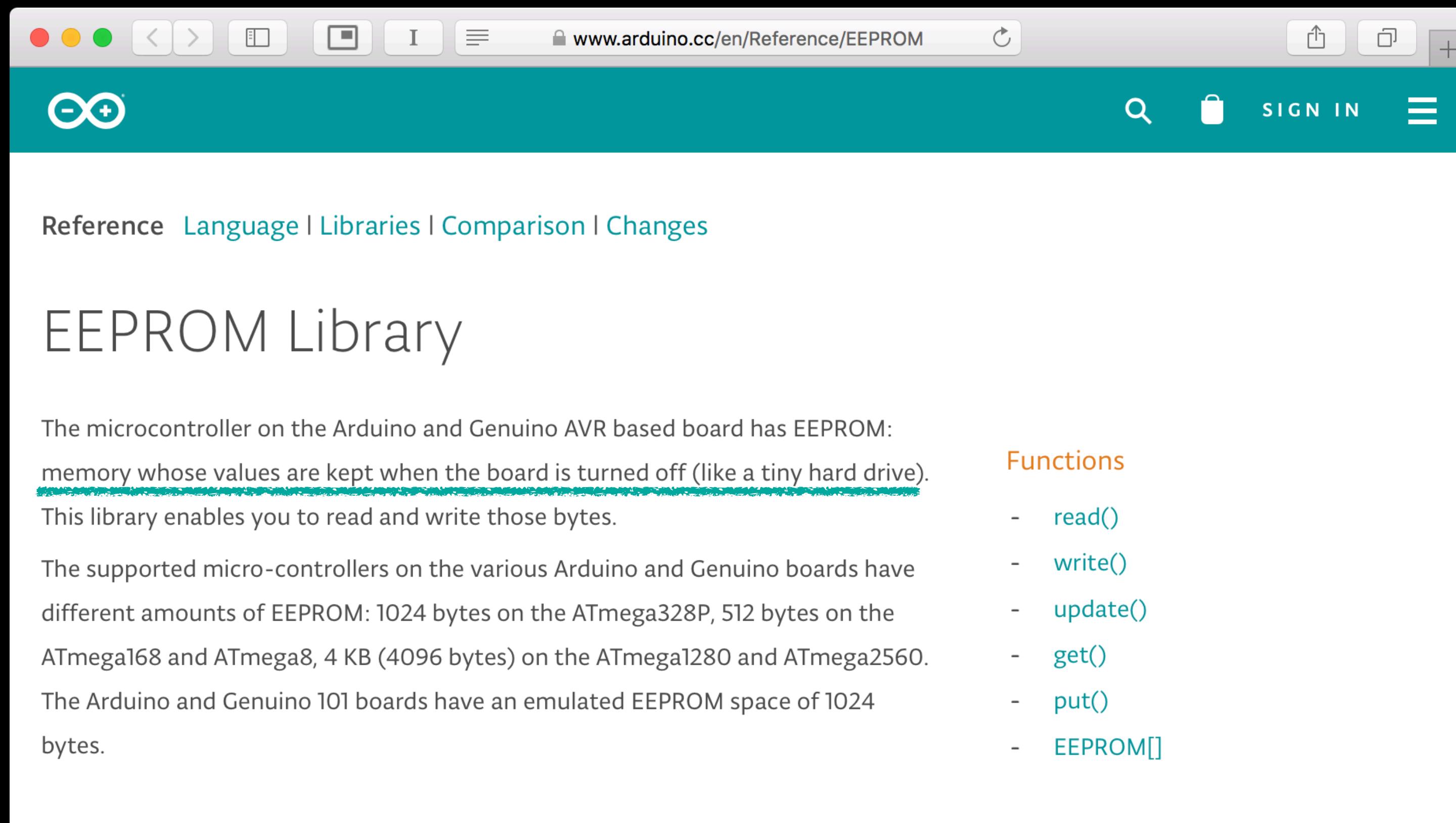
ajustes.json

não tem nem
sistema operacional

mas...



Armazenamento de Dados

A screenshot of a web browser displaying the Arduino Reference EEPROM page. The page has a teal header with the Arduino logo, search, sign-in, and menu icons. The main content area has a white background with a dark teal sidebar on the right containing the functions list.

The microcontroller on the Arduino and Genuino AVR based board has EEPROM:
memory whose values are kept when the board is turned off (like a tiny hard drive).
This library enables you to read and write those bytes.

The supported micro-controllers on the various Arduino and Genuino boards have different amounts of EEPROM: 1024 bytes on the ATmega328P, 512 bytes on the ATmega168 and ATmega8, 4 KB (4096 bytes) on the ATmega1280 and ATmega2560. The Arduino and Genuino 101 boards have an emulated EEPROM space of 1024 bytes.

Functions

- `read()`
- `write()`
- `update()`
- `get()`
- `put()`
- `EEPROM[]`

endereço

byte #0

byte #1

byte #2

byte #3

byte #4

byte #5

byte #6

...

byte #4096

número inteiro

0	1	0	1	1	0	0	0
1	1	0	0	0	1	1	0

número decimal

1	1	1	0	1	0	1	1
0	1	1	1	1	0	0	1
0	0	1	1	0	0	0	0
1	1	0	1	0	0	1	1

```
#include <EEPROM.h>

int valorInteiro;
int endereco = 0;

void setup () {
    EEPROM.get(endereco, valorInteiro);

    valorInteiro = valorInteiro * 2 + 30;
    EEPROM.put(endereco, valorInteiro);
}
```

```
int inteiro; // inteiro ocupa 2 bytes de memória
int endereco = 0;
EEPROM.get(endereco, inteiro);
EEPROM.put(endereco, inteiro * 2 + 30);

float decimal; // decimal ocupa 4 bytes de memória
int endereco = 0 + 2;
EEPROM.get(endereco, decimal);
EEPROM.put(endereco, decimal/23);

bool listaDeBooleanos[3]; // lista de bool ocupa 3 bytes
int endereco = 0 + 2 + 4;
EEPROM.get(endereco, listaDeBooleanos);
listaDeBooleanos[0] = true;
listaDeBooleanos[1] = !listaDeBooleanos[1];
EEPROM.put(endereco, listaDeBooleanos);
```

Note

An EEPROM write takes 3.3 ms to complete. The EEPROM memory has a specified **life of 100,000 write/erase cycles**, so you may need to be careful about how often you write to it.

```
int minhaVariavel = 2;  
  
void loop () {  
    minhaVariavel = minhaVariavel + 1.5;  
    EEPROM.put(0, minhaVariavel);  
}
```

Resumo da Ópera

Funcionalidade

Leitura Analógica
[acessar documentação](#)

Servomotor
[acessar documentação](#)

Braço Mecânico
[acessar documentação](#)

EEPROM
[acessar documentação](#)

Comandos

```
int potenciometro = A5;  
pinMode(potenciometro, INPUT);  
int valorAnalogico = analogRead(potenciometro);  
int valorMapeado = map(valorAnalogico, 0, 1023, min, max);  
  
#include <Servo.h>  
  
Servo servo;  
servo.attach(pino); servo.detach();  
servo.write(anguloEmGraus);  
  
#include <meArm.h>  
int base = 12, ombro = 11, cotovelo = 10, garra = 9;  
meArm braco(  
    180, 0, -pi/2, pi/2, // ângulos da base  
    135, 45, pi/4, 3*pi/4, // ângulos do ombro  
    180, 90, 0, -pi/2, // ângulos do cotovelo  
    30, 0, pi/2, 0 // ângulos da garra  
);  
braco.begin(base, ombro, cotovelo, garra);  
braco.goDirectlyTo(x, y, z); braco.gotoPoint(x, y, z);  
braco.openGripper(); braco.closeGripper();  
braco.getX(); braco.getY(); braco.getZ(); braco.end();  
  
#include <EEPROM.h>  
EEPROM.get(endereco, minhaVariavel);  
EEPROM.put(endereco, minhaVariavel);
```

Funcionalidade

Campainha Passiva
[documentação](#)

Interrupção
[documentação](#)

Contagem
de Tempo
[documentação](#)

Encoder Rotativo
[documentação](#)

Comandos

```
int campainhaPassiva = 5;  
pinMode(campainhaPassiva, OUTPUT);  
int frequencia = 220; int duracaoEmMs = 500;  
tone(campainhaPassiva, frequencia);  
tone(campainhaPassiva, frequencia, duracaoEmMs);  
noTone(campainhaPassiva);
```

```
int sensorDeSom = 19;  
pinMode(sensorDeSom, INPUT);  
int origem = digitalPinToInterrupt(sensorDeSom);  
attachInterrupt(origem, minhaFuncao, RISING);
```

```
unsigned long instanteAnteriorDeDeteccao = 0;  
  
if (millis() > instanteAnteriorDeDeteccao + 10) {  
    instanteAnteriorDeDeteccao = millis();  
}
```

```
#include <RotaryEncoder.h>  
RotaryEncoder encoder(20, 21);  
int origem1 = digitalPinToInterrupt(20);  
attachInterrupt(origem1, tickDoEncoder, CHANGE);  
int origem2 = digitalPinToInterrupt(21);  
attachInterrupt(origem2, tickDoEncoder, CHANGE);  
encoder.tick(); int posicao = encoder.getPosition();
```

Funcionalidade

Revisão de C++

Comandos

```
int inteiro = 2; float decimal = 4.5; bool booleano = true;  
char texto[] = "Olá"; int listaDeInteiros[] = {1, 2, 3, 4};  
  
if (x > 0 && y > 0) {  
    z = 1;  
}  
else if (x < 0 || y < 0) {  
    z = 2;  
}
```

```
for (int i = 0; i < 5; i++) {  
    Serial.println(i);  
}  
float soma (float x) {  
    return x + 2;  
}
```

Print Serial

```
Serial.begin(9600); Serial.println("Olá"); Serial.println(2);
```

Escrita/Leitura documentação

```
int led = 13; pinMode(led, OUTPUT); digitalWrite(led, LOW);  
int campainha = 3; digitalWrite(campainha, HIGH);  
int botao = A1; pinMode(botao, INPUT); digitalWrite(botao) == LOW
```

GButton documentação

```
#include <GButton.h>  
GButton botao(A1); botao.isPressed(); botao.process();  
botao.setPressHandler(funcao); botao.setReleaseHandler(funcao);
```

ShiftDisplay documentação

```
#include <ShiftDisplay.h>  
ShiftDisplay display(4, 7, 8, COMMON_ANODE, 4, true);  
ShiftDisplay display(4, 7, 8, COMMON_CATHODE, 4, true);  
display.set(1234); display.set(4.21, 2); display.set("Erro");  
display.update(); display.show(1000); display.changeDot(0, true)
```

Timer1 documentação

```
#include <TimerOne.h>  
Timer1.initialize(1000000); Timer1.attachInterrupt(funcao);
```