

# COEX-1

## Cooperative Explorer

Aurélien Werenne  
Advisor: Prof. B. Boigelot

University of Liège

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# Overview

- 1 General
- 2 Components
- 3 Control
- 4 Exploration & Mapping
- 5 Code

The goal of the robot is to map an unknown environment in a centralized multi-agent setting.

The main features of the robots are:

- Following a black line
- Computing the travelled distance
- Detecting, classifying and handling intersections
- Avoiding obstacles
- Communicating with a central unit

- Arduino Nano
- Reflectance sensor array
- Sharp sensor
- Magnetic encoders
- Pololu micro metal gearmotor
- L298 dual H-bridge
- NiMH Battery 7.2V
- HC-06 Bluetooth module
- ...

Photos (2 per slides, 4-5 slides)

- List of variables used in equations with small explanations

# Components

## Sharp sensor (1/2)

Explain flow test.

Plot.

Conclusion.

# Components

## Sharp sensor (2/2)

Bypass capacitor.



# Components

Reflectance sensor array (line sensor)

Explain flow test.

Plot.

Conclusion.

The line sensors are fixed vertically well above the given recommendations, such that the robot has place to climb hills. This decision made the line sensor particularly sensitive to ambient light interferences. Thus a shield had to be constructed.

Photo.

# Components

## Bluetooth module (1/2)

Explain sender-receiver distortion.

Plots.

Conclusion.

# Components

## Bluetooth module (2/2)

Voltage divider.

# Components

## Quadrature encoders (1/2)

$$w_L = 2\pi f_L \quad \text{with} \quad f_L = \frac{n_L}{\frac{NG_b}{2} \Delta t}$$

$$v = \frac{v_L + v_R}{2} = \frac{R(w_L + w_R)}{2}$$

# Components

## Quadrature encoders (2/2)

Remark why divide by 2 for counting. because only 2 pin interrupts.

# Components

## Motors (1/2)

Plot.

Conclusion. hysteresis. need for regulation.

# Components

## Motors (2/2)

Instabilities, fixed by software however + ceramic capacitor.



Use of classical PID controller.

$$o_n \leftarrow K_p e_n + K_d \frac{e_n - e_{n-1}}{\Delta t_{n-1:n}} + K_e \sum_{i=0}^n e_i \Delta t_{n-1:n}$$

with the following two precautions called respectively anti-windup and anti-derivative kick:

$$o_n = \begin{cases} \max & \text{if } o_n > \max \\ \min & \text{if } o_n < \min \\ o_n & \text{otherwise.} \end{cases} \quad \text{and} \quad K_d = \begin{cases} 0 & \text{if } n < T \\ K_d & \text{otherwise.} \end{cases}$$

# Control

## Speed & direction

$$\begin{cases} \alpha = o_{direction}(e(\frac{v_L - v_R}{2})) \\ \beta = o_{speed}(e(\frac{v_L + v_R}{2})) \end{cases} \Rightarrow \begin{cases} pwm_L = \beta + \alpha \\ pwm_R = \beta - \alpha \end{cases}$$

# Control

## Line-following control

Recall plot of sensor.

$$e\left(\frac{v_L - v_R}{2}\right) = err_{line} \in [-2500; 2500]$$

Explain perturbation plot.

Perturbation plot.

Conclusion. break out angle. Aggressive enough such that not seen as intersection.

Reason. Target and progress speed.

$$v_{n+1} \leftarrow v_n + A \Delta t_{n:n+1}$$

$$\begin{aligned} \Leftrightarrow \int_0^T a(t) &= \int_0^T a'(t) \\ \Leftrightarrow A T &= \underbrace{dB}_{\text{triangles}} + \underbrace{(T - 2d)B}_{\text{rectangle}} \end{aligned}$$

We introduce the parameter  $\psi = \frac{d}{T}$  such that

$$B = \frac{A}{1 - \psi}$$

$$v_{n+1} \leftarrow v_n + \int_n^{n+1} a'(t) = v_n + \int_0^{n+1} a'(t) - \int_0^n a'(t)$$

Diagrams.

# Control

## Smooth acceleration (3/3)

Reason.

Target and progress speed.

Equations.

Diagrams.

# Control

## Speed control

Explain plot.

PID plot.

Conclusion. Room for fine-tuning.

# Control

## Forward

Explain forward.

equation

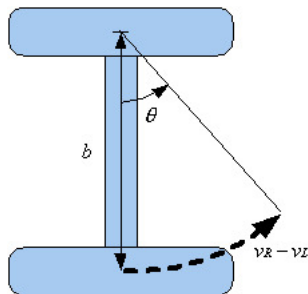


# Control

## Turning (1/2)

Modelize.

Source of image



# Control

## Turning (2/2)

Turning  $\theta$  equation.

PID.

# Exploration & Mapping

## General

To explore an unknown environment structured as a maze it needs to be able to:

- Compute the distance travelled since the last intersection
- Detect an intersection
- Turn to the desired intersection

# Exploration & Mapping

Distance (1/5)

First method: Simple equation - explain without mathematics.

Second method: Upperbound of error can be reduced due to relation with distance.

plot relationship

# Exploration & Mapping

Distance (2/5)

Plot comparison with error bars of two methods on test set.

Conclusion.

# Exploration & Mapping

Distance (3/5)

Explain we could try to quantify uncertainty and above certain threshold not accept it.

$$MSE = \sum_{i=0}^N err_{line}^2$$

One plot

# Exploration & Mapping

Distance (4/5)

Explain simpler choice is to discretize from second method discretization.

Remard 7.5-12.5 ....

Plot discretization on test set.

# Exploration & Mapping

Distance (5/5)

Example of resulting big map. Explain annotation

Map.



# Exploration & Mapping

## Intersection detection

Explain problem of naive approach.

Solution: majority vote system.

# Exploration & Mapping

## Intersection classification

Explain classification.

Figures of 8 types.

# Exploration & Mapping

## Turning & alignment (1/2)

Problem with naive approach.

Solution + plot + equation.

# Exploration & Mapping

## Turning & alignment (2/2)

Explain plot.

Plot to verify results.

Conclusion.

# Code

## General architecture

Advantage.

Diagram.

Link to code.

# Code

## Pseudo-code exploration

Pseudocode.

