Checkpoint # 3   Report

[ICN5406] Mobile Robot 2021

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1. Purpose:

   make sure you can control your robot to move in the arena. The mobile robot needs to detect an obstacle in front of it and take action to avoid the obstacle in order to continue its motion. (use two touch sensors)

   Finally, your robot can find the assigned target. In this checkpoint, the target is a ring of LED lights.(use one touch sensor, and a photo resistor sensor to detect light value)

2. Description of Design:

Rpi_publisher   arduino_subscriber

rpi_node   ──   **topic_rpisend_start**   ──▶   arduino_node

   My design is simple on this checkpoint, first of all , I create a topic between raspberry pi and Arduino, so rpi can send a "start" signal to tell Arduino it can start running.

   Then I do all the other sensing staff in Arduino, including **three touch sensors**(which I use three digital pin), and **one photo resistor sensor**(using analog pin), to get the current situation of the mobile car(the sensors used is like the picture below.)
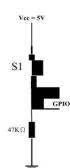
   So for example, when the car touch the obstacle, the sensor will get "0", otherwise, it will get "1", and the car will sense the environmental light value using photo resistor sensor, the values is in the range of [0, 1023], the brighter, the lower value it will get.

● **Photo resistor sensor:**

● **Touch sensor:**

Code in rpi

```cpp
1   #include "ros/ros.h"
2   #include "std_msgs/Int32.h"
3   #include <iostream>
4   #include <stdio.h>
5   #include <wiringPi.h>
6
7   int flag = 0;
8
9   int main(int argc, char **argv)
10  {
11
12      ros::init(argc, argv, "ch3_node");
13
14      ros::NodeHandle node_obj;
15
16      ros::AsyncSpinner spinner(0);
17      spinner.start();
18
19      ros::Publisher rpi_publisher_start = node_obj.advertise<std_msgs::Int32>("topic_rpisend_start", 10);
20
21
22      while (ros::ok()) {
23          std_msgs::Int32 start;
24
25          std::cout << "when start give 1 :";
26          std::cin >> start.data;
27          flag = 1;
28
29          if (flag == 1){
30              rpi_publisher_start.publish(start);
31              flag == 0;
32          }
33
34          ros::spinOnce();
35
36      }
37
38      return 0;
39  }
```

Code in arduino
It can divide into three part:
    1. the main void loop part
    2. avoid obstacle part
    3. searching light part

1. the main void loop part

when Arduino get the start signal from raspberry pi, it will start looping **avoid obstacle** and **searching_light part.**
The avoid obstacle will take about 6 seconds to finish, and then Arduino will start searching light.

```
67   void loop()
68   {
69     nh.spinOnce();
70
71     int starttime, endtime;
72
73     touch3_val = digitalRead(PIN_TOUCH_3);
74
75     if (start_val == 1){
76  //    nh.loginfo("start");
77
78       if (touch3_val == 1){ //touch3 not touch
79
80         starttime = millis();
81         endtime = starttime;
82         while ((endtime - starttime) <= 6000) // do this loop for up to 6000mS
83         {
84           touch1_val = digitalRead(PIN_TOUCH_1);
85           touch2_val = digitalRead(PIN_TOUCH_2);
86           avoid_obstacle();
87
88           endtime = millis();
89         }
90
91         nh.spinOnce();
92         searching_light();
93       }
94       else{
95         drive(0, 0, 0, 0);    //stop
96         delay(5000);
97         //exit(0);
98       }
99     }
100    delay(10);
101  }
```

3

2. avoid obstacle part

in this part I detect whether the car touch the obstacle, there are four possible situation, if each of one happens, the car will have corresponding action.(like if it doesn't touch anything like normal, it will keep forward.)

```
151    void avoid_obstacle(){
152      if (touch1_val == 0){  //left touch
153        nh.loginfo("left touch");
154        drive(-1, 80, -1, 80);     //backward
155        delay(1000);
156        drive(1, 90, 1, 0);        //right
157        delay(2000);
158        drive(1, 80, 1, 80);       //forward
159        delay(3000);
160        touch1_val == 1;
161        nh.spinOnce();
162      }
163      else if (touch2_val == 0){    //right touch
164        nh.loginfo("right touch");
165        drive(-1, 80, -1, 80);     //backward
166        delay(1000);
167        drive(1, 0, 1, 80);        //left
168        delay(2000);
169        drive(1, 80, 1, 80);       //forward
170        delay(3000);
171        touch2_val == 1;
172        nh.spinOnce();
173      }
174      else if (touch1_val == 0 && touch2_val == 0){    //both touch
175        nh.loginfo("both touch");
176        drive(-1, 80, -1, 80);      //backward
177        delay(1000);
178        drive(1, 90, 1, 0);        //right
179        delay(2000);
180        drive(1, 80, 1, 80);       //forward
181        delay(3000);
182
183        touch1_val == 1;
184        touch2_val == 1;
185        nh.spinOnce();
186      }
187      else{
188          nh.loginfo("avoid obstacle forward");
189          drive(1, 80, 1, 80);     //forward
190          delay(2000);
191          nh.spinOnce();
192      }
193    }
```

3. searching light part

In this part I used this algorithm to find light :

Self-Spin twice time, the first spin is to get the min light value(which should be the brightest place.), then the second spin will compare the sensed light value to the min light value, and stop self-spinning when **abs(light value in second run- min light value) < 15, which would be the condition that it find light!** ,then move forward to the light.

```
283    void searching_light4(){
284      int min_light_level=1023;
285      int light_level, light_level2;
286      char INFO[20], INFO2[20];
287      int starttime,  endtime;
288
289      // spin first time
290      starttime = millis();
291      endtime = starttime;
292      While ((endtime - starttime) <=8500) // do this loop for up to 8500mS
293      {
294        drive(1, 0, 1, 80);
295
296        light_level = analogRead(PIN_LIGHT);
297        sprintf(INFO, "light_level : %d", light_level);
298        nh.loginfo(INFO);
299
300        if  (light_level < min_light_level){
301          min_light_level = light_level;
302        }
303        endtime = millis();
304      }
305
306      sprintf(INFO2, "min_light_level : %d", min_light_level);
307
308      // spin second time
309      nh.loginfo("Start second round");
310      do{
311        drive(1, 0, 1, 80);
312        light_level2 = analogRead(PIN_LIGHT);
313      } while (abs(light_level2 - min_light_level) > 15);
314      nh.loginfo("Find light");   //Find light
315
316      drive(0, 0, 0, 0);
317      delay(500);
318      drive(1, 0, -1, 80);   //迴轉一點
319      delay(400);
320      nh.spinOnce();
321      drive(1, 95, 1, 80);   //向光前進
322      delay(2500);
323    }
```

3. Discussion

*Some issue I occur during this checkpoint

1. The environment light will affect the photo resistor sensor to sense the LED light ring.
2. I have tried multiple find light algorithms(which will mention in the reference.), but after testing, none of it will work, or work perfectly as my current one. ☹
3. I was first using digital input pin to get photo resistor sensor's sensing value, but I found it will be more robust if I use analog value, so I switch at the end.
4. Can't use exit(0) to get out off void loop in Arduino.

4. Reference

Introduction to WiringPi (for Raspberry Pi)
https://roboticsbackend.com/introduction-to-wiringpi-for-raspberry-pi/

Use and compile WiringPi with ROS on Raspberry Pi
https://roboticsbackend.com/use-and-compile-wiringpi-with-ros-on-raspberry-pi/

Digital Pins With Interrupts
https://www.arduino.cc/reference/en/language/functions/external-interrupts/attachinterrupt/

Light-Seeking Robot
https://learn.sparkfun.com/tutorials/light-seeking-robot/all

Simplest Light-Source Follower Robot
https://www.instructables.com/Simplest-Light-Source-Follower-Robot/