

# Anthony Marinov's Portfolio

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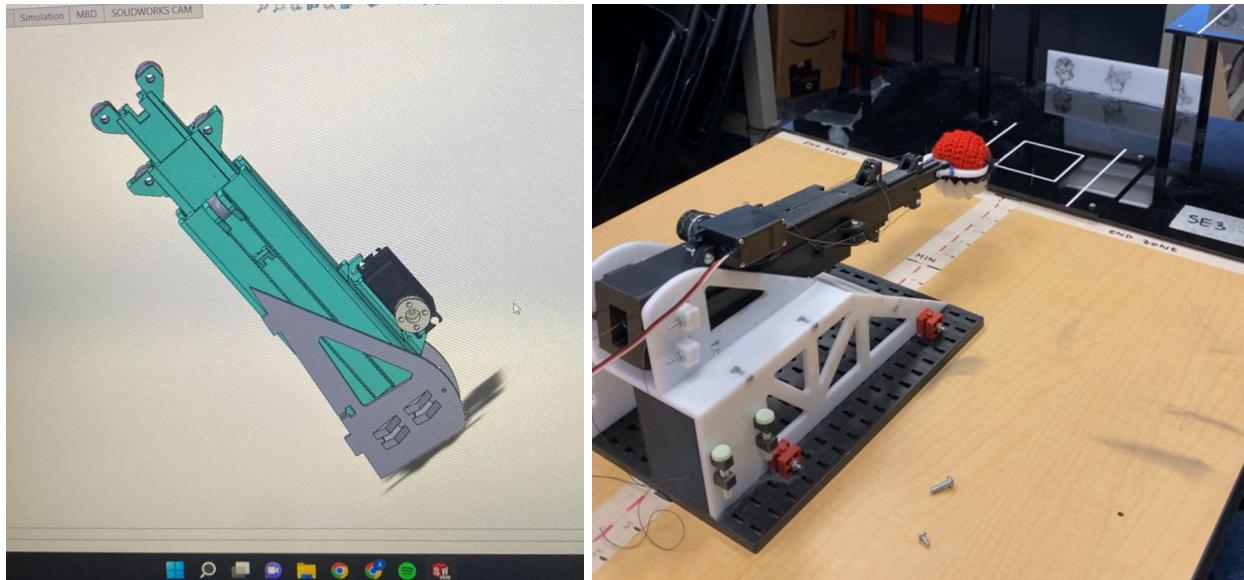
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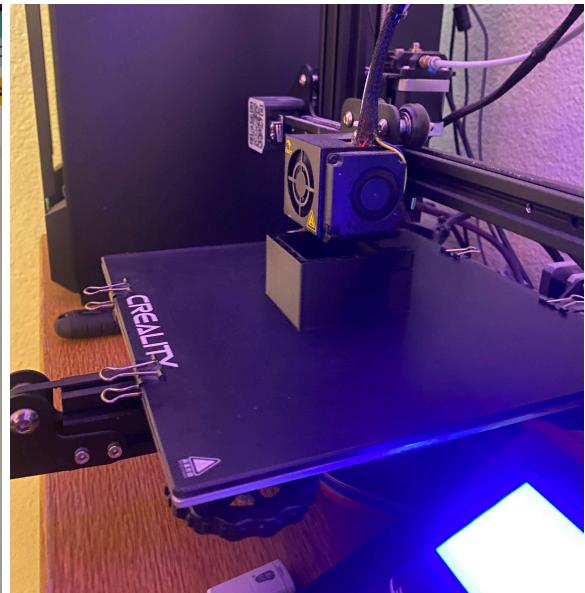
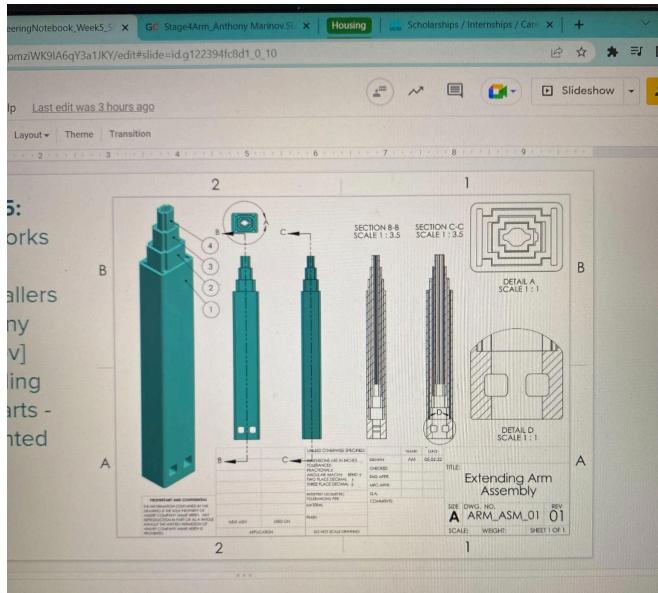
\*\*\* WORK IN PROGRESS: This document is being developed to provide an easily navigable catalog of my non-coding projects, and coding projects that I am not able to post on GitHub. It is currently under construction , and I am continually adding projects and write ups here as time permits. My coding projects can be found at my [GitHub](#) 😊 \*\*\*

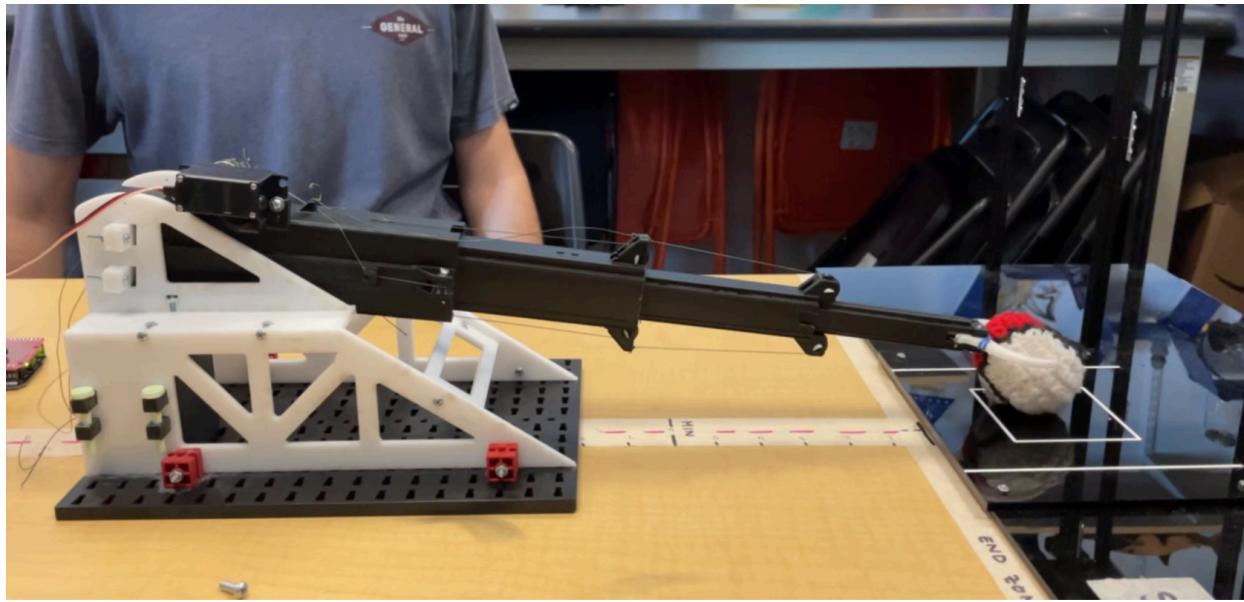
## Physical Design Projects

### Extending Arm - Design Build Competition

Design-build competition completed as a term project for SE3 at UC San Diego. Placed 1st out of 46 teams, with a 73% higher score than the 2nd place team.







## Purpose

The goal of this project was to create a structure/mechanism that could take a ball and place it on scoring platforms at least 6 inches away. The mechanism had to be entirely independent of any human interaction and actuated by a servomotor. The project was required to be fully designed in Solidworks, with a complete set of drawings produced in AutoCAD. The mechanism also had to fit in a limited area, limiting the size of the contraption we could create.

## Given

Available materials/resources included:

- 3D printing
- Laser-cut polycarbonate sheets
- Servomotor
- Rubber bands
- Prefabricated plastic beams and connectors
- Steel ball bearings
- Aluminum tube
- Braided thread
- Screws and nuts

## Solution

My team and I had to first decide on the intent of our mechanism: would we develop a catapult to launch the ball onto the scoring platform like every other team was developing, or would we try to tackle

a design that fundamentally addresses the problem with reliable and consistent scoring? Weighing the options, the catapult would at best be extremely inconsistent, and more likely to not work at all due to the balls sliding off of the scoring platform. The catapult also faces many sources of inconsistency due to the use of rubber bands and sensitivity to friction between joints in determining the ball's launch path. This led us to brainstorming other solutions that venture "outside the box" in an attempt to gain consistent performance that would set us far apart from every other team.

In my time on my high school's FIRST robotics team (696), we built many extending arms for a variety of purposes, which led me to suggest this as a solution to this problem. My team agreed it would likely be our best option, but were concerned about the feasibility of developing such a mechanism in the limited time we had for the competition. We came to the consensus that if we want to win the competition, getting this extending mechanism functional would assure us victory, and we went full steam ahead into developing it. Because of my familiarity with such mechanisms and experience with 3D CAD design, I took on the design role.

After doing some torque calculations and considering the very limited range of the servomotor, I decided that we should pursue a cascading lift mechanism, where every arm stage extends at the same rate, rather than a sequential arm where the arms extend one at a time. This cut the required range of the servomotor by 4 times, for our 4 stage arm. I also had to consider the limited torque output of the servo, as it would have to drive the arm extension. A 3D printed spool was attached to the servo which held the thread that ran along the pulley system of the arms. Using the servo specifications, I sized the spool with the largest diameter possible to balance long extension range with a torque that the servo could handle with some margin. I then chose the number of stages and sized the arm lengths to match the servo and spools range of possible extension.

To get a powerless claw system to release the ball on the scoring platform, I came up with an idea to link the claws to the base stage of the extending arm with thread, so that when the arm neared full extension, the thread would become fully taught and pull the claws back as the servo continues to drive the arm forward, releasing the ball. This system actually turned out to be extremely effective and consistent.

To get this mechanism in its final form, it required:

- ~ 20 hours of Solidworks design time
- 50 + hours of 3D print time (my printer ran nonstop for a week)
- Almost a full spool of PLA filament
- 2 + hours of laser cutting time

In the end, this design was extremely worth it as it absolutely blew every other team's mechanism out of the water. Out of the 3 competition runs used for scoring, we scored in all 3, whereas the second place team had 1 scored ball. We also used 0 rubber bands, which was advantageous because they posed a significant penalty in the scoring index.

The attached pictures above are from various stages of the design process. Videos of this mechanism working are posted on my GitHub, and can be found [here](#).

## Achievements

- 1st Place out of 46 teams, with a 73% higher score than the 2nd place team.
- The only team with a unique design that avoided using a catapult mechanism and rubber bands.

## Helmet Crash Detection Sensor

### Purpose

The purpose of this project was to identify a problem (with some personal weight) and create a product that addressed it. The product was not going to actually be manufactured for this project, but the design had to take manufacturability into account and was heavily graded on it.

### Solution

I do not have any pictures of this project; I lost access to the Onshape account it was on 😞.

I used to be an avid mountain bike rider, and came up with the idea of creating a crash detection sensor that could be mounted to a helmet. This gadget would be small enough to be unnoticed by the rider, and would contact emergency services in the event of an accident where the rider is unresponsive or seriously injured. This is especially important as many mountain bikers ride alone in the mountains, away from much human traffic, leaving them helpless in the event of a serious incident.

I designed all of the CAD files using Onshape. The gadget I developed was a roughly 2" x 1" x ½" box, mounted to the top of a helmet connected to a small battery pack on the back of the helmet, that contained a chip with an integrated accelerometer, GPS, speaker, and bluetooth compatibility, with a small button and status light on the back of the box. I also developed sample code and a sample app interface to go along with this gadget. The gadget was designed to be mounted on the top of a helmet, rather than on the bike or rider's backpack, because it is the most reliable place where false impact detections won't commonly occur and the most critical area of the human body, where an impact is potentially debilitating.

The gadget automatically turns on whenever accelerations lasting more than 5 seconds take place (the rider puts the helmet on), and turns off whenever no accelerations are detected for 2 minutes. When the gadget senses an acceleration above a set threshold (that I calculated to be low enough to capture a decent impact, but high enough to not be exceeded under normal riding circumstances), it would set off the emergency service sequence. In this sequence, the gadget would emit loud beeps for 20 seconds to notify the user that the emergency sequence has begun, allowing the user to press the button on the gadget to cancel the sequence if triggered by false alarm or an incident that is not serious enough to warrant emergency

services. If the sequence is not canceled, the gadget sends the rider's GPS coordinates to the user's phone, linked by bluetooth through the gadget's app, which sends a SOS request to emergency services with the rider's GPS coordinates.

There are limitations to this design that I was aware of, but did not address due to the limited scope of the project. Namely, the biggest issue was the reliance on the user's phone to contact emergency services, as in some cases the user may be in a place with no cellular connection. This problem was not addressed because any possible built-in solution would make the gadget way more bulky and not realistic to be worn by a user, and would have required a proprietary microchip, which makes the manufacturability of the product not realistic for this project's scope. I also considered linking the device to a satellite communication device (known name brand devices), but this would require the off-the-shelf communication device to contain additional capabilities to be compatible with the gadget, which was unrealistic.

## Finite Element Analysis (FEA) Projects

Coming soon, I will be adding some of my FEA projects here as time permits me, as well as some of my FEA and MATLAB structural optimization projects 😊

## Software/Coding Projects

### AI / ML Engineering Design Program (developed for MiTek)

I created a write up about this project with an animation in Python showing its functionality that MiTek approved for me to post on LinkedIn, sharing as many details as I was allowed. That post can be found [here](#).

Some additional details/reflections are below:

I put together a file package containing all of the necessary dependencies, Python files, trained model files, training data sets, and 50 pages of documentation (yes 50, I spent a week on this). The documentation contains detailed instructions on how to use the design program, troubleshoot some possible faults, descriptions of the inner workings and logic, as well as detailed instructions on how to collect more data, process/engineer the data, and retrain the ML models. I tested the package extensively to get rid of as many bugs as possible, and allow for easy usage and future development. I also led a presentation to 15 of MiTek's engineers and management, many of which were presidents or vice-presidents of the global teams they managed, where I explained the functionality, benefits, and limitations of this design program, and led a demo where I taught the usage of the program.

I'm heavily obsessed with AI and ML, and I see endless potential in developing this tech for technical applications. We have barely scratched the surface of what AI can do, and I believe

technical applications are a largely untapped application of AI. That's why I was so determined in developing this program at MiTek. The program is very much a prototype, and mostly serves as a proof of concept that AI design in the engineering field is possible and extremely beneficial. I was able to uncover a new design philosophy and new usage cases for some of MiTek's products with this program that none of the senior engineers that I worked with had ever even considered, producing much more time and cost efficient lateral system designs than previously achieved with these products. I was able to generate optimized lateral system designs for buildings containing almost a thousand separate structural walls in a matter of a couple of minutes, which is impossible to traditionally do (the program could achieve this in a couple of seconds or less, but is bottlenecked by having to transfer data in and out of Excel to work with MiTek's existing Excel tools). Manually designing such a lateral system yields very unoptimized/inefficient results and takes multiple days of tedious work.

A really interesting idea I have since thought about would be to try to develop and apply self-attention in a transformer architecture, similar to GPT-2, to this technical design generation. One of the major limitations of the program I built was the inability for each wall in the lateral system to essentially "communicate" with other walls. Changing a wall in the lateral system has implications on the other walls in the system; my program neglected that and designed each wall independently of other walls in the system. I knew this was a limitation at the time, but I did not have the time during my internship to really tackle this issue. I tried to work around it by engineering the features of the ML models to take in some building data parameters from sections of the building near the specific wall that was being designed, in order for the model to learn at least a tiny bit of some of the relationships that the walls in the lateral system have with each other. I used cross validations to help tune the hyperparameters of these models as well, within the range of training performance reasonable for the computer I was working on, as I didn't have access to any external computing systems. Limited data was a significant challenge as well, as I collected all of the training data by generating designs for the few sample projects I had with an algorithm that I developed, which was extremely slow due to repeated data transfer with Excel, hence my transition to ML models (ML models cut this design time down by over 20 times). I think implementing a transformer with a self-attention architecture characteristic of large-language models, along with more training data, could yield some seriously revolutionary results, and is something I would love to research/develop in the future.

## Soil Water Retention ML Model

### Purpose

The purpose of this project was to apply various machine learning techniques, including polynomial regression, ridge regression, K-nearest neighbors (KNN) regression, and neural networks, to create a non-isothermal model to predict the constitutive relationship between the degree of saturation ( $S$ ), temperature ( $T$ ), and matric suction ( $\psi$ ) of MX80 bentonite soil.

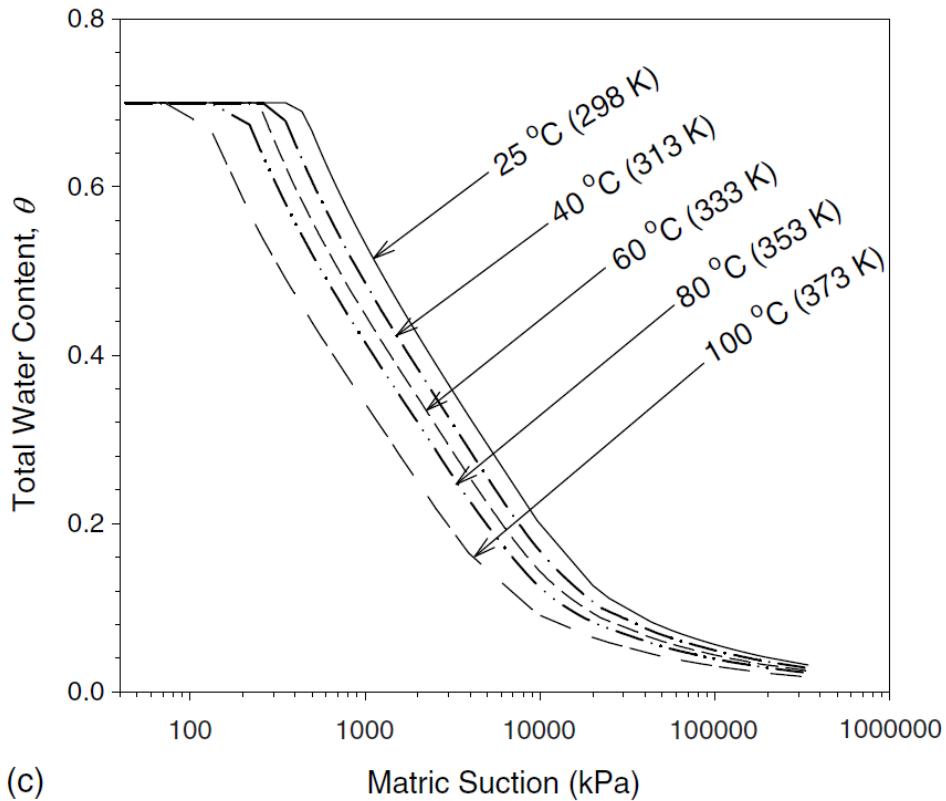
## Background

MX80 bentonite soil is one of the most popular types of bentonites, and is used extensively in nuclear waste storage facility buffer systems. This type of soil swells significantly when exposed to moisture, and has a very low permeability, providing a tightly sealed and impermeable barrier in nuclear waste storage containers.

The soil-water retention curve is a vital relationship that describes unsaturated soil behaviors by establishing a relationship between soil water content (commonly represented by volumetric water content,  $\theta$ , or saturation,  $S$ ) and matric suction,  $\psi$  (the difference between the pore air pressure and pore water pressure).

The soil-water retention curve is typically estimated using parameterized models, and various isothermal parametric models have been proposed in geotechnical engineering literature. Several factors, such as the pore size distribution, porosity, pore fluid chemical composition, temperature, and soil mineralogy affect the soil-water retention behavior, resulting in parametric models with many fitting parameters.

Recently, Professor Ning Lu of the Colorado School of Mines proposed a new soil-water retention curve, which describes the relationship between matric suction and degree of saturation under fixed temperature (isothermal) conditions (Lu's paper can be found [here](#)). However, this model is not generalizable to varying temperature (non-isothermal) conditions. A figure representing Lu's model is shown below, where each curve represents the relationship between matric suction and volumetric water content (related to the degree of saturation) at a specific temperature:



## Solution / Results

The data used for training the ML models consists of 2671 samples taken from real world soil lab tests of MX80 bentonite soil, each containing the matric suction ( $\psi$ ), the degree of saturation (S, in the range of 0 - 100%), and the temperature (T). Therefore, these trained models are only applicable for this specific type of soil.

Five different machine learning models were developed, trained, and fine tuned with cross validations. These models were:

- Parametric Models
  - Polynomial Regression (Sklearn)
  - Ridge Regression (Sklearn)
- Non-Parametric Models
  - K - Nearest Neighbor (KNN) Regression (Sklearn)
  - Feedforward Neural Network (Tensorflow/Keras)
  - Feedforward Neural Network w/ custom loss function (Tensorflow/Keras)

The results from these models are able to predict the saturation of the MX80 bentonite soil given any matric suction and temperature, in contrast to the traditional model which can only predict soil saturation under a single temperature condition and would require multiple separate models to cover different temperature cases.

Five soil-water retention curves were generated from the five ML models along a temperature isotherm of 26° (Celsius), and were plotted against each other to compare with the traditional model. The neural networks produced the best results, capturing the highly non-linear behavior of the data with a smooth and comprehensible curve while not overfitting the data. A section from their resulting curves can be seen in the figure below:

Soil-Water Retention Curve at 26 Degrees C

