

MEGN540 Project Final Report

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1. Problem Statement:

Many people are unable or unwilling to get up, walk to, and grab an item they need or desire around their home. Examples include elderly persons who need to take medication at a specific time daily but may be forgetful, and college students who are thirsty but too incapacitated to get their next beverage themselves.

We are designing and building a product that can deliver a necessary item to those people when they need it.

2. Design Concept

We are building a two-platform tank-drive mobile delivery robot. The lower platform will secure our electronics, and the upper platform will carry the delivery payload. Upon activation, our robot will identify the person nearest it, drive to that person, and deliver the payload. Our robot will have the ability to:

1. Listen for and react to an activation signal. To begin, this will be a serial command issued via SSH.
2. Identify persons in its FOV and target the nearest person to it (if any).
3. Orient itself toward the person and drive to them in a straight line on a flat, carpeted surface.
4. Carry a payload of at least 16oz.
5. Stop within arm's reach of the target person to deliver the payload.

2.1. Sensors

- *Stereo camera*: Luxonis Oak-D Lite for visual odometry, depth estimation, and object detection.
- *Wheel encoder (x2)*: Hall encoders for motion control feedback.

2.2. Actuators

- *DC motor (x2)*: 12V, 150rpm DC motors to power the robot's drivetrain.

3. PCB Design

- *LED Demux*: Our printed circuit board's primary purpose is to enable us to indicate our robot's status (Error, Ready, Linear Closed-loop, PWM, Find Targets Velocity, Angular Closed-loop, and Waiting) visually, while occupying only 4 output pins on our microcontroller. Our PCB incorporated a 3 to 8 demuxer, a resistor, and ports for 8 LEDs to achieve this. The final PCB directed 4 inputs from the arduino to A0, A1, A3, and OE0 on the demux. LE and OE1 were also required to be grounded to logical low for the demux to work correctly.

'HC237, 'HCT237 TRUTH TABLE

INPUTS						OUTPUTS							
LE	OE ₀	OE ₁	A ₂	A ₁	A ₀	Y ₀	Y ₁	Y ₂	Y ₃	Y ₄	Y ₅	Y ₆	Y ₇
X	X	H	X	X	X	L	L	L	L	L	L	L	L
X	L	X	X	X	X	L	L	L	L	L	L	L	L
L	H	L	L	L	L	H	L	L	L	L	L	L	L
L	H	L	L	L	H	L	H	L	L	L	L	L	L
L	H	L	L	H	L	L	L	H	L	L	L	L	L
L	H	L	L	H	H	L	L	L	H	L	L	L	L
L	H	L	H	L	L	L	L	L	L	H	L	L	L
L	H	L	H	L	H	L	L	L	L	L	H	L	L
L	H	L	H	H	L	L	L	L	L	L	L	H	L
L	H	L	H	H	H	L	L	L	L	L	L	L	H
H	H	L	X	X	X	Depends upon the address previously applied while LE was at a logic low.							

H = High Voltage Level, L = Low Voltage Level, X = Don't Care

Figure 1: Truth table for the demux on our PCB. Inputs from A0-A2 set which output Y0-Y7 to set.

- *VCC and GND Rails*: The PCB also cleaned up our robot's wiring by supplying 5V power rails for our arduino and motor encoders. These power rails were 8 pin headers connected together by 17 mil traces. Our trace width of 17 mil we determined using an online calculator. We set the width so that a 1.4 mil thick

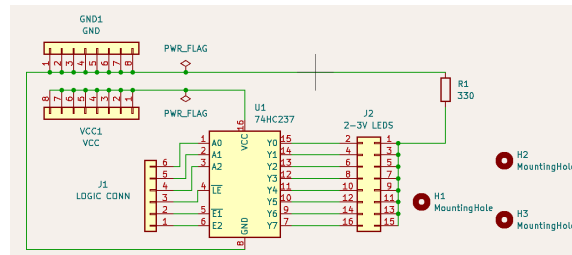


Figure 2: PCB schematic from KiCad

copper trace would have a 10 degrees farenheit increase in temperature when conducting 1 Amp at 70 degrees farenheit. 1 Amp is sufficient to handle the Arduino's max current of 1 Amp, in addition to the comparitavly small current requirements of the demux and encoders.

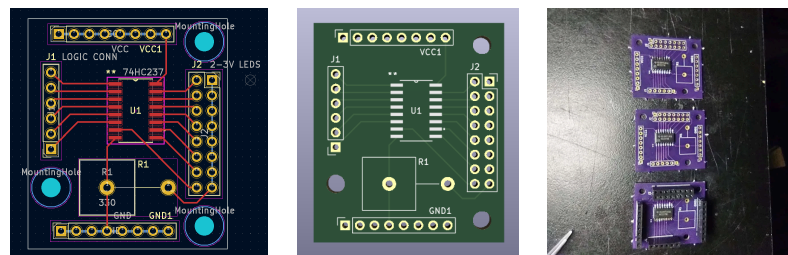


Figure 3: PCB design, render, and final result

4. Software Implementation

4.1. Person Detection & Waypoint Algorithm

The person detection algorithm we implemented identifies people in the camera's FOV and tracks them (using a Euclidean distance heuristic) frame-to-frame. It considers targets "locked" if detected in the FOV for 30 consecutive frames. Upon identifying a set of locked targets, the world coordinates of the targets get turned into waypoints for the robot to travel to along a multi-segment trajectory.

Let tracked_persons be an empty list.
Let targets_locked equal false.

While targets_locked is false:

- Get depth frame from the camera
- Get RGB frame from the camera
- Run MobileNet image classifier on RGB frame:
 - Filter to person objects with confidence > 0.7
 - Denote bounding boxes around all persons detected
- If persons detected in frame:
 - Merge depth frame and person bounding boxes
 - Compute R^3 world coordinates of bounding boxes using depth + camera intrinsics
 - Check if detected persons are tracked persons:
 - For tracked_person in tracked_persons:
 - Is the Euclidean distance of tracked_person within 0.2m of the detected person?

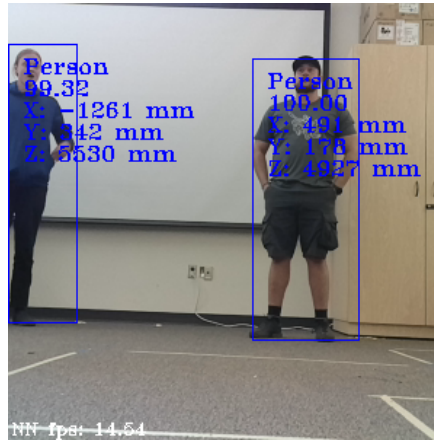


Figure 4: Person detection results with 2 people in field of view

- If yes, increment tracked_person's match count
 - Recursively update tracked_persons position in the world using moving average position
- If no, add the person to tracked persons
- For tracked_persons:
 - If all have > 30 match count: Targets Locked, set targets_locked = True, *break*
 - If not all > 30 match count: Targets Not Locked, *continue*

4.2. Motion Control Algorithm

We implemented a trapezoidal trajectory for motion control using maximum acceleration and velocity values to ensure smooth motion and to avoid spilling any payload contents.

```
float decel_disp = fabs(target_disp) - (prev_vel * prev_vel) / (2 * max_acc);
if (fabs(curr_disp) < decel_disp) {
    target_vel = prev_vel + dir * max_acc * dt_s;
    target_vel = Saturate(target_vel, max_vel);
} else if (fabs(prev_vel) > max_acc * dt_s) {
    target_vel = prev_vel - dir * max_acc * dt_s;
} else {
    target_vel = 0;
}
```

- P_new =
- V_max =
- A_max =

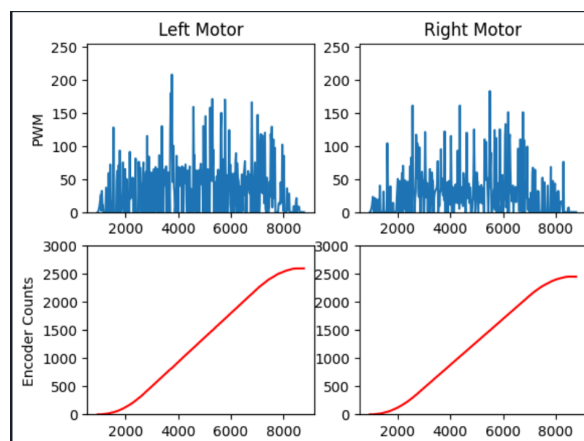


Figure 5: Resulting trapezoidal trajectory and PWM signals to motors

4.3. Translate Waypoints to Commands

After determining the waypoints, these were then converted to linear distance in millimeters and angular displacement in radians to be sent to the Arduino. To determine the depth and angle, we looped over the waypoints found in the trapezoidal trajectory and found the difference between them. From there, we took the Euclidean distance to determine the linear displacement between the current and the next waypoint. We found that our camera was often providing us with a depth measurement, or z-coordinate, that was greater than what we expected, thus, we reduced the displacement by 20% by multiplying the resulting displacement by 0.8. This corrected both our displacement error as well as augmented the turn radius between waypoints to be over the deadband and increase turn accuracy on carpeted surfaces.

To determine the turn radius, we used the equation below, where we centered our turns such that the origin was straight ahead at the robot's $\frac{\pi}{2}$ axis and corrected the angles by subtracting the previous heading.

$$\theta_{\text{Calc}} = \text{atan2}(\text{Diff}_z, \text{Diff}_x) \quad (1)$$

$$\theta_{\text{Centered}} = \theta_{\text{Calc}} - \frac{\pi}{2} \quad (2)$$

$$\theta_{\text{Corrected}} = \theta_{\text{Centered}} - \theta_{\text{Prev}} \quad (3)$$

From there, the Arduino was fed a turn command with the corrected angle first, then the corrected displacement command.

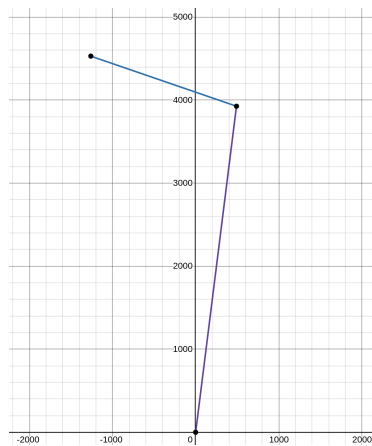


Figure 6: Resulting path from waypoint conversion for two people detected

4.4. Serial Communication

We designed and implemented our own two way serial communication protocol, using Python's struct library as a basis. With struct, we defined 11 message types where each message would begin with a byte that specified which message type was being sent, and end with the n character. Python and Arduino's serial libraries already handled buffering for us, so for both we would read a line of bytes from serial, and use Python's struct and C++'s packed structs to decode the sequence of bytes into bytes, ints, and floats. Then we can define specific behavior for each message on a switch statement for the first byte in each message.

5. Conclusion and Future Work

In the end, we succeeded in creating a minimally viable mobile delivery robot. It can accurately detect people within a 5m radius. It can accurately generate a trapezoidal trajectory that ensures no spillage and can execute the delivery in a straight line stopping at arm's reach. Since this is a minimally viable product, it does not have the ability to actively scan and environment and search for a person. Moreover, the robot does not have the ability to detect and avoid any obstacles in its path, so its success is limited to unobstructed paths with a person within 5m the camera. In the future, we would like to implement an environment scanning routine to have the robot turn or traverse in a circle to actively search for a person and lock onto their

position for dynamic deliveries. Moreover, we would modify the trajectory generation to detect and avoid obstacles to increase the capabilities of the robot.