

Arduino based obstacle avoidance robot

Report Name	Progress Report
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Module	CS39440
Date	November 15, 2012
Revision	0.1
Status	Draft
Word Count	

Contents

1	Project Summary	2
1.1	Aim	2
1.2	Background	2
2	Current Progress	2
2.1	Related Works	2
2.2	Technologies	2
2.2.1	Sensors	2
2.2.2	Actuators	2
2.2.3	Materials	2
2.2.4	Power Source	3
2.3	Initial Learning	3
2.4	Prototype	3
2.5	Current Build	3
2.6	Utility	3
3	Planning	3
	Annotated Bibliography	4

1 Project Summary

1.1 Aim

The aim of the project is to build and program an autonomous robot that can move around freely within an environment and avoid colliding with obstacles it may find.

1.2 Background

I tend to experiment with electronic components on a regular basis. Due to this I try and make small systems and get them working, originally nothing more than a simple timer or an audio amplifier. Naturally the progression from this would be to move onto microcontrollers.

I like to see things move, it keeps my interest. The satisfaction I get when having started with nothing and going through to get something built and moving is what makes me think up new ideas, how can this be modified?, how can this be made better?. A robotic project the perfect thing for me to do.

2 Current Progress

2.1 Related Works

There are already lots of examples of work in this area. Cameras can be used to find a path between objects using different image processing techniques. These require a fairly high level of processing due to the amount of data in each image. This can also sometimes lead to mistaking visible patterns in the environment as obstacles or empty space when there is none, such as a mirror or a patterned carpet.

2.2 Technologies

2.2.1 Sensors

2.2.2 Actuators

2.2.3 Materials

I considered several materials for the robot chassis to be built of.

- Wood
This would be the easiest material to make the chassis from as it is cheap, easy to cut into the intended shape and easy to screw components to. Also it being non-conductive would help when mounting circuit boards to it.
- Plastic
The lighter option. Good due to its low weight but not as strong as wood and could bend or snap under load of many of the heavier components such as motors or a power source. Also can be more expensive than wood to acquire and cut into the desired shape. It is also non-conductive, again useful to mount components to.
- Steel
A stronger material that can take much heavier loads but is itself rather heavy compared to wood and plastic. This extra weight will put more stress on the motors used to drive the robot and may even need the motors to be more powerful. It is conductive which means more materials will be needed to make a non-conductive mounting platform for electronic components.

- Aluminium

A much lighter metal than the Steel, but still heavier than wood or plastic of the same thickness. It can take heavier loads than the plastic. It is conductive, making it useless to mount components onto without a mounting platform of some kind.

2.2.4 Power Source

2.3 Initial Learning

After choosing to use the arduino due to it having such a vast amount of support and examples I bought one and began to learn how to use it, using the arduino website itself as a guide (arduino.cc). On here there are many tutorials with circuit diagrams and example code on how to get the basics working, which I found very helpful.

The first things to learn were how to interact with the development board from my computer, then move onto getting it to output something. Making lights blink was easy, and communicating over a serial connection was also relatively easy. It got a bit harder when trying to receive useful input from a sensor.

The first input I received was from an Infra Red sensor, using this to determine how far an object was from the sensor itself.

2.4 Prototype

2.5 Current Build

2.6 Utility

I put a small amount of time into building a portable device to interact with the main robot with main the purpose of reading live debug output. This device was thought of because following around the prototype with a laptop plugged into it became very annoying and quite awkward because if the robot made a tight turn it could get tangled up in the cable.

3 Planning

Annotated Bibliography

- [1] H. M. Dee and D. C. Hogg, "Navigational strategies in behaviour modelling," *Artificial Intelligence*, vol. 173(2), pp. 329–342, 2009.

This is my annotation. I should add in a description here.

- [2] S. Duckworth, "A picture of a kitten at Hellifield Peel," <http://www.geograph.org.uk/photo/640959>, 2007, copyright Sylvia Duckworth and licensed for reuse under a Creative Commons Attribution-Share Alike 2.0 Generic Licence. Accessed August 2011.

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- [3] M. Neal, J. Feyereisl, R. Rascunà, and X. Wang, "Don't touch me, I'm fine: Robot autonomy using an artificial innate immune system," in *Proceedings of the 5th International Conference on Artificial Immune Systems*. Springer, 2006, pp. 349–361.

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- [4] W. Press *et al.*, *Numerical recipes in C*. Cambridge University Press Cambridge, 1992, pp. 349–361, 0123456789.

This is my annotation. I can add in comments that are in **bold** and *italics and then other content*.

- [5] Various, "Fail blog," <http://www.failblog.org/>, Aug. 2011, accessed August 2011.

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