# Bang-Bang Control (on the robot!!)

ROB 102: Introduction to AI & Programming 2021/09/15

#### Administrative

Project 1 is out! Due October 4<sup>th</sup>, at 11:59 PM.

https://robotics102.github.io/projects/a1.html

Project 0 will be due October 4<sup>th</sup>, at 11:59 PM.

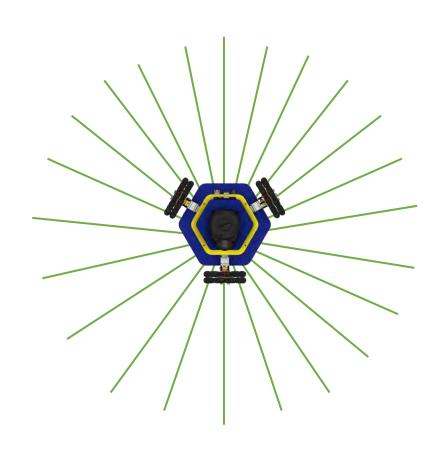
Friday's lab: Robot workflow (for Project 1)

### Laser scan data

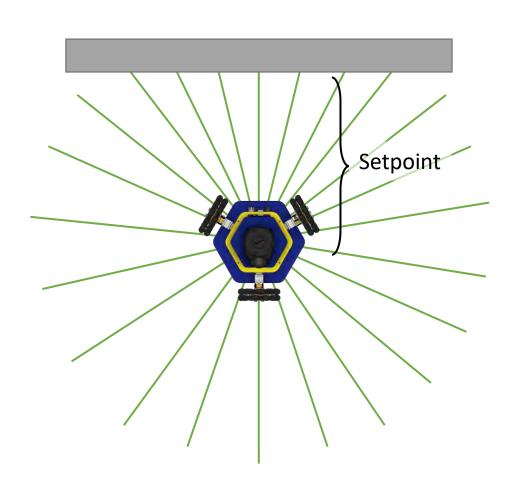
The Lidar sends out a series of rays.

Each scan is a list of rays with the following data:

- range (length in meters)
- angle (in radians)
- Intensity
- Time of scan



#### 1D Control Problem

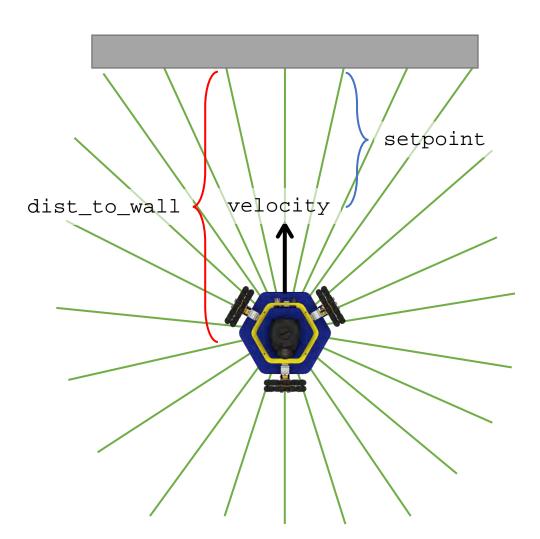


Goal: Write a controller so that the robot drives towards the wall and stops a certain distance from the wall.

The desired distance from the wall is called the **setpoint**.

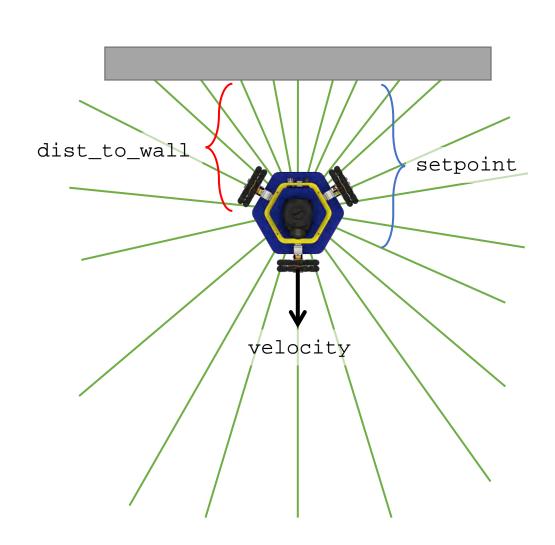
In Project 1, we will do this in 2D, so the robot drives along the wall instead of stopping!

## Bang-Bang Control



If the robot is **too far** from the wall, drive **forward**.

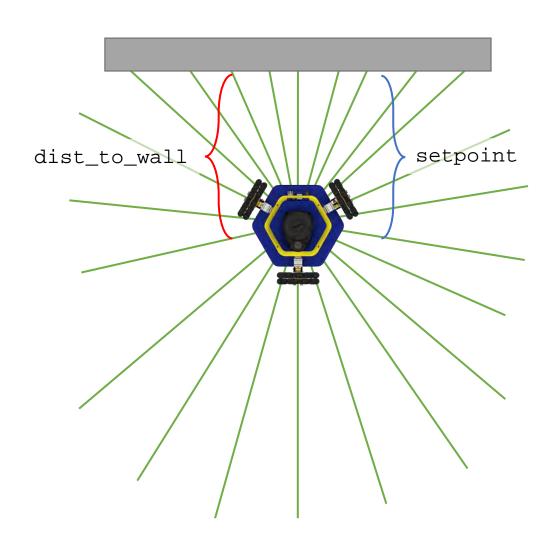
## Bang-Bang Control



If the robot is **too far** from the wall, drive **forward**.

If the robot is **too close** to the wall, drive backward.

## Bang-Bang Control



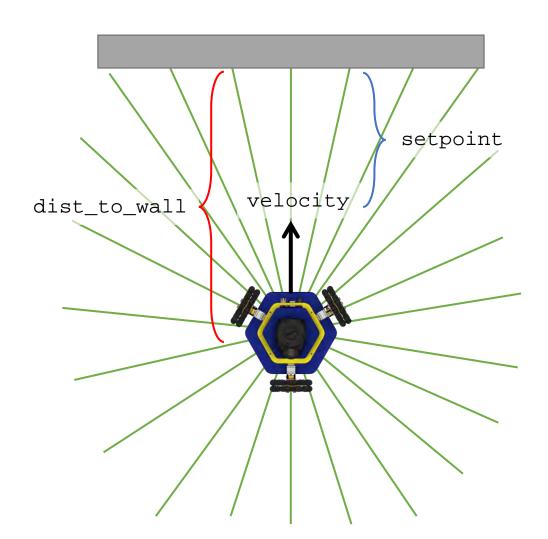
If the robot is **too far** from the wall, drive **forward**.

If the robot is **too close** to the wall, drive backward.

If the robot is within an allowable margin from the setpoint, stop.

Need to pick: velocity, margin.

#### P-Control



Apply a control signal proportional to the error between the current distance and the setpoint:

If the robot is within an allowable margin from the setpoint, stop.

Need to pick: velocity, margin.

```
float dt = 0.01;
float setpoint = 0.35;  Setpoint in meters
                                                           Coding activity for today
                      Loop forever
while (true) {
   LidarScan scan = readLidarScan(drv);
                                          Read a scan
   if (scan.good)
       // Get the distance to the wall.
                                                    Get the distance to the wall
       float dist to wall = findFwdDist(scan);
                                                    (this code is provided)
       if (dist to wall < 0) continue;
       // Calculate the appropriate control signal.
                                                               Calculate the control signal
       float vel = feedbackControl(dist_to_wall, setpoint);
                                                                (vour code!!)
       std::cout << "Setpoint: " << setpoint << " Current distance: " << dist to wall;</pre>
       std::cout << " Velocity command: " << vel << "\n";</pre>
       // Apply the control signal.
                                    Send the velocity signal to
       drive(vel, 0, 0);
                                    the robot
   sleepFor(dt);
   if (ctrl c pressed) break;
```

```
float dt = 0.01;
                                                             Coding activity for today
float setpoint = 0.35;
while (true) {
   LidarScan scan = readLidarScan(drv);
   if (scan.good)
       // Get the distance to the wall.
                                                                     float feedbackControl(float dist to wall, float setpoint)
       float dist to wall = findFwdDist(scan);
       if (dist to wall < 0) continue;
                                                                         Your code here!
       // Calculate the appropriate control signal.
       float vel = feedbackControl(dist_to_wall, setpoint);
       std::cout << "Setpoint: " << setpoint << " Current distance: " << dist to wall;</pre>
       std::cout << " Velocity command: " << vel << "\n";</pre>
       // Apply the control signal.
       drive(vel, 0, 0);
   sleepFor(dt);
   if (ctrl c pressed) break;
```

## Today:

- 1. Find your teammate!
- 2. Write a function which accepts the distance to the wall and the setpoint and returns the control signal using bang-bang control
- 3. Send your function to Jana on Slack
- 4. Test your code on the robot!
- 5. Repeat steps 2-4 with P-control.

```
float feedbackControl(float dist_to_wall, float setpoint)
{
   Your code here!
}
```