Capstone Design 1 2nd Presentation

Group: JYP

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Outline

New Concept

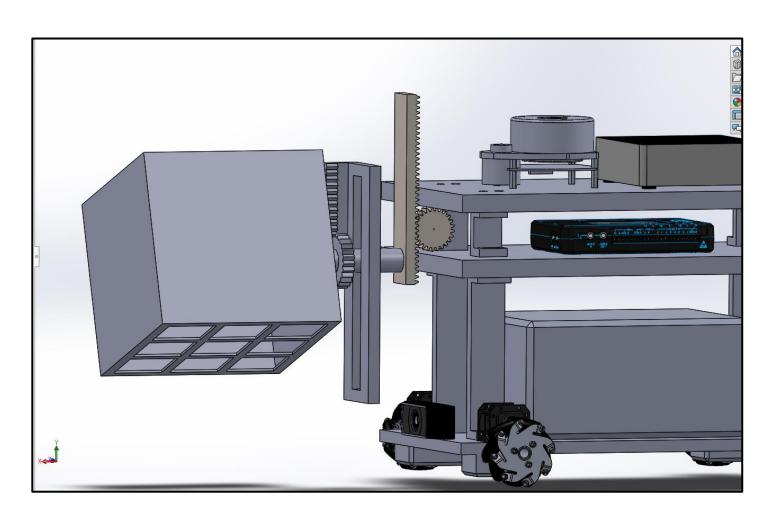
Subsystem Integration

Engineering Problems

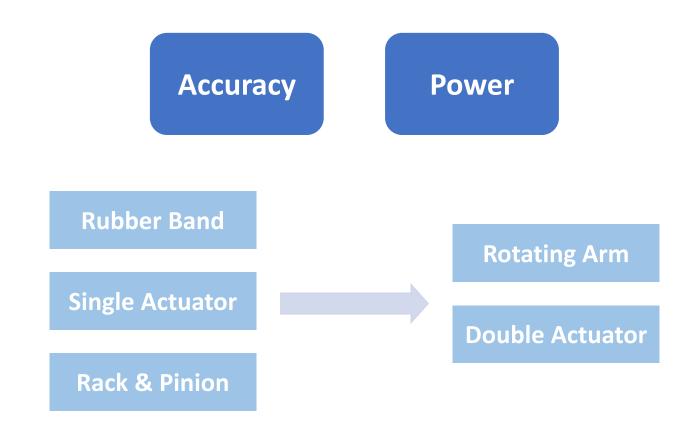
Plans Ahead

New Concept

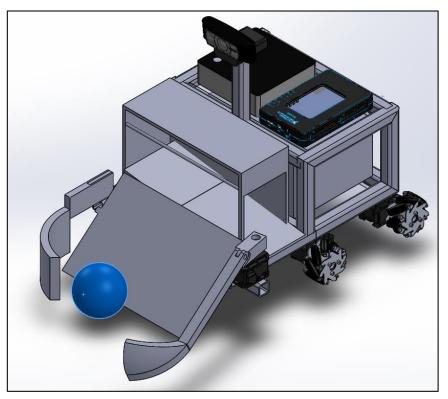
Previous Concept

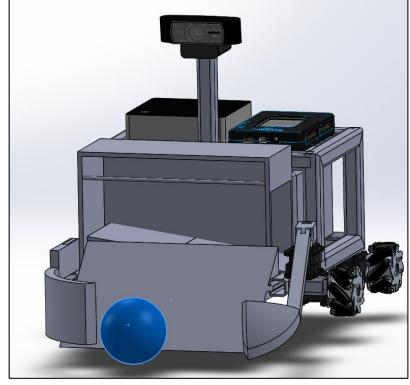


Why change though?

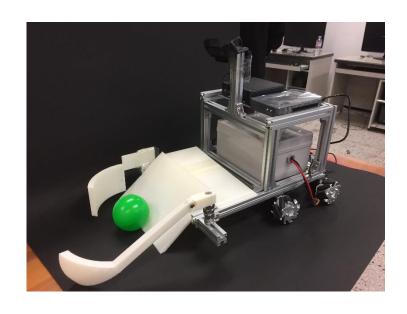


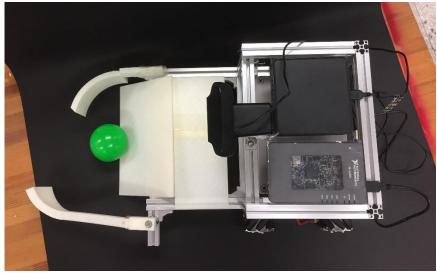
New Concept





Assembly





Subsystem Integration

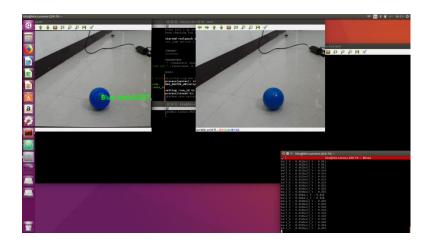
Subsystems







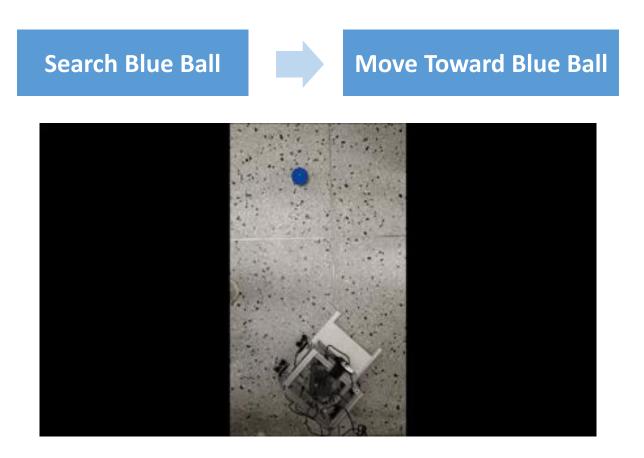
Subsystem Integration







Subsystem Integration



Engineering Problems throughout the Project

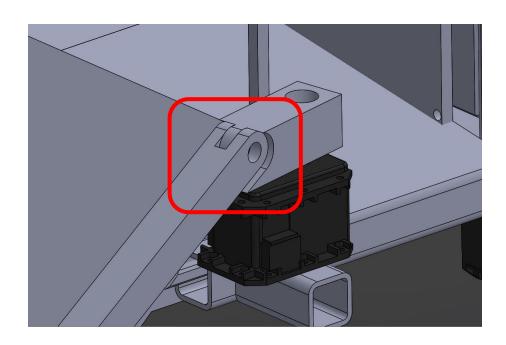
Ball Collecting Arm Design

Component Assembly

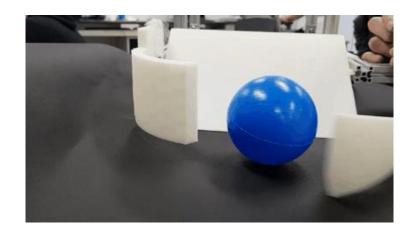
Heat Management

Vibration Management

Ball Collecting Arm Design



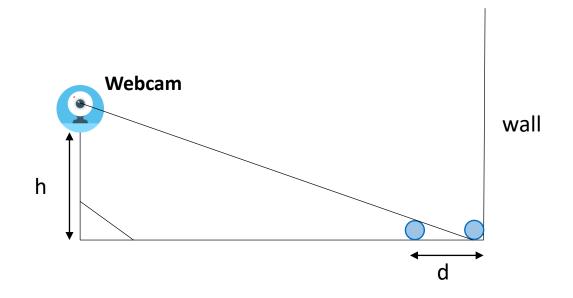
Ball Collecting Arm Design





Front View Top View

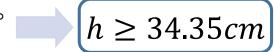
Component Assembly



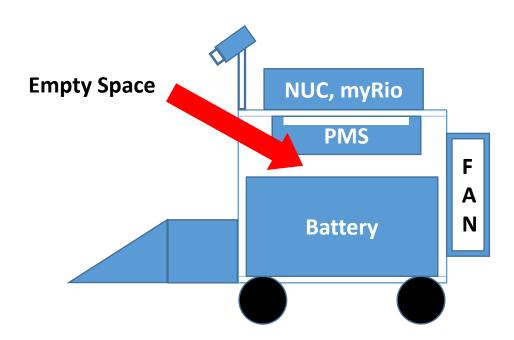
<side view of the worst case>

Condition: $d \ge 50$ cm, r(ball radius) = 3.75cm, webcam angle = 78°

Assumption: detecting distance $\cong 4m$

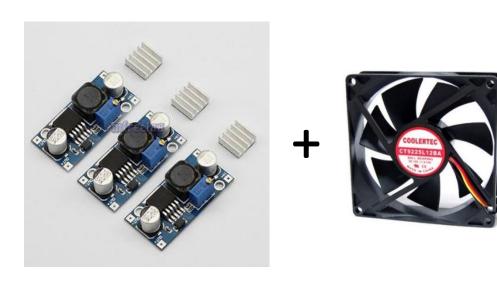


Component Assembly 2





Heat Management



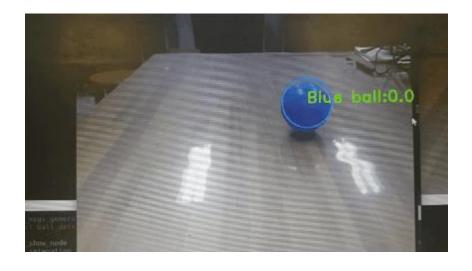
Vibration Management



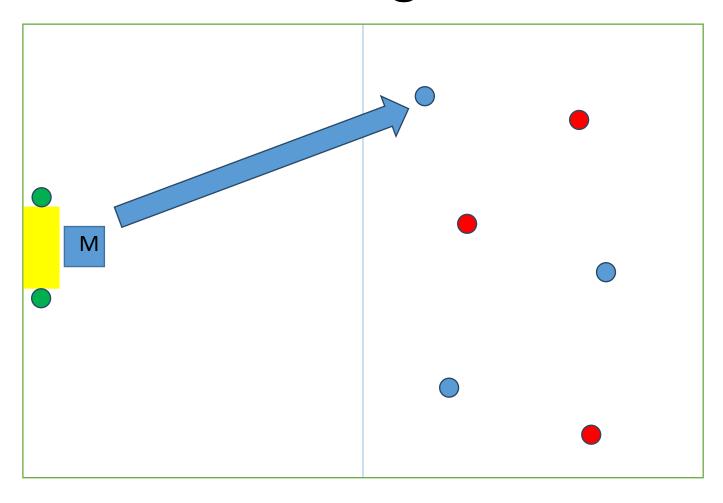


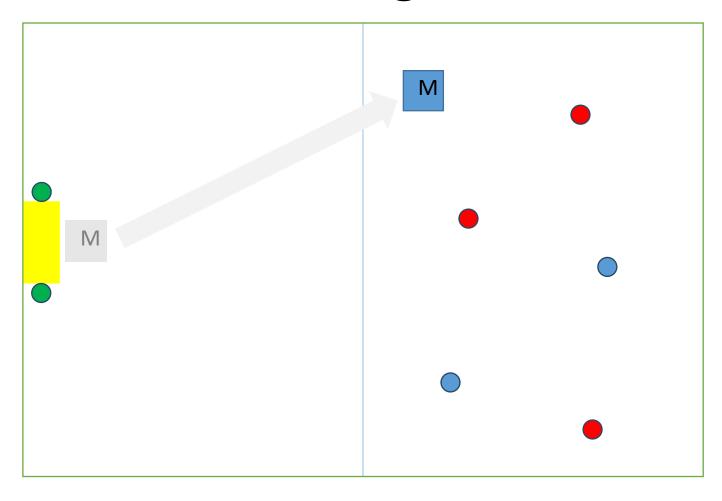
Vibration Management

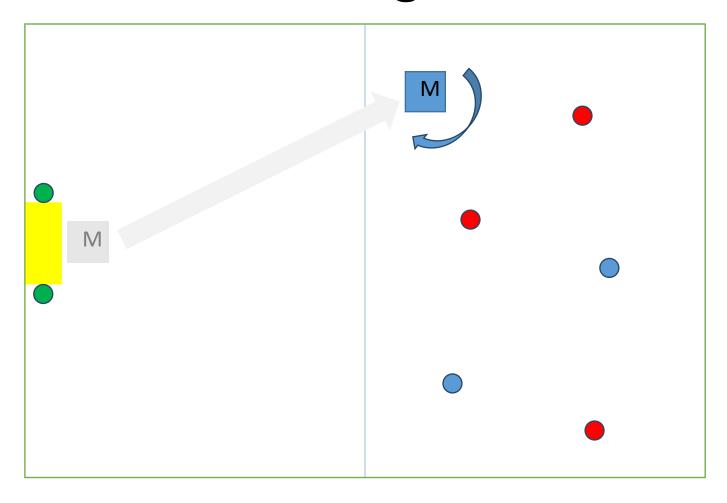


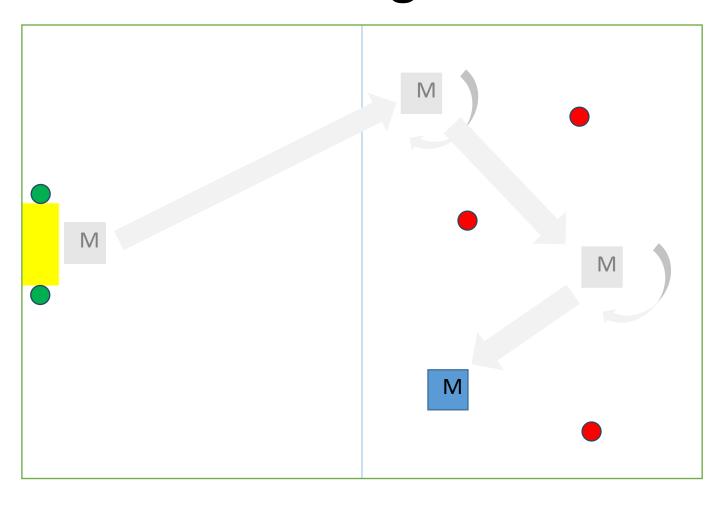


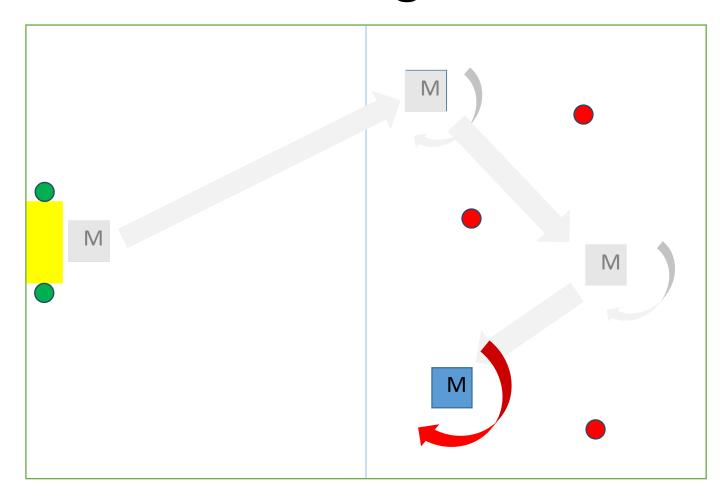
Plans Ahead











Plans Ahead

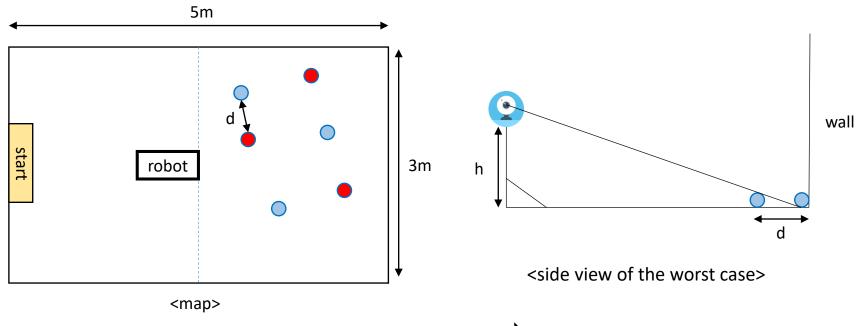
Practice & Improvement

- 1) Collection Accuracy
- 2) Submission Accuracy
- 3) Automation

Thank You

Appendix

What is the minimum height of webcam?



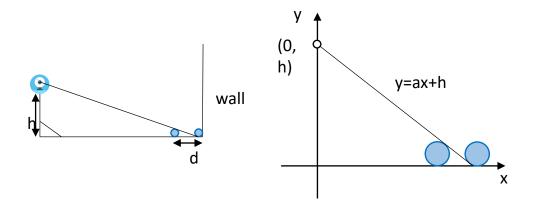
Condition: $d \ge 50$ cm, r = 3.75cm, webcam angle = 78°

Assumption: detecting distance $\cong 4m$



 $h \ge 34.35cm$

Proof of minimum height from the worst case



Circles' equations

$$(x - x_1)^2 + (y - r)^2 = r^2,$$

$$(x - x_2)^2 + (y - r)^2 = r^2$$

Tangent line equation

$$: y - ax - h = 0$$

$$\frac{|ax_1 - r + h|}{\sqrt{a^2 + 1}} = \frac{|ax_2 - r + h|}{\sqrt{a^2 + 1}} = r \qquad h = \frac{r(x_1 + x_2)}{\sqrt{(x_2 - x_1)^2 - 4r^2}} + r$$

$$x_1 = 202cm, x_2 = 259cm, r = 3.75cm$$

$$\therefore h = 34.35cm$$

```
blue_ball_detect;
robot_move;
ball_collect;
int i=0;
while(1)
      if(i<2)
            robot_rotate_blue; //rotate with blue_ball_detect
            robot_move;
            ball_collect;
            i++;}
      else
            robot_rotate_full; //rotate once
            if(blue ball>=1)
                  robot_rotate_blue; //rotate with blue_ball_detect
                  robot_move;
                  ball_collect;}
            else
                  robot_rotate_green; //rotate with green_ball_detect
                  robot_move;
                  ball_submit;
                  break;
```

Distinguish the balls in a ball

