



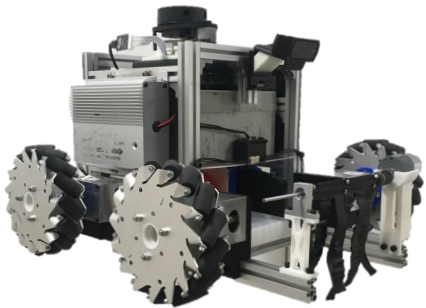
# BAM!!!!

Professor Oh, Jun Ho  
TA Kim, Young Woo  
TA Kim, Woo Ram

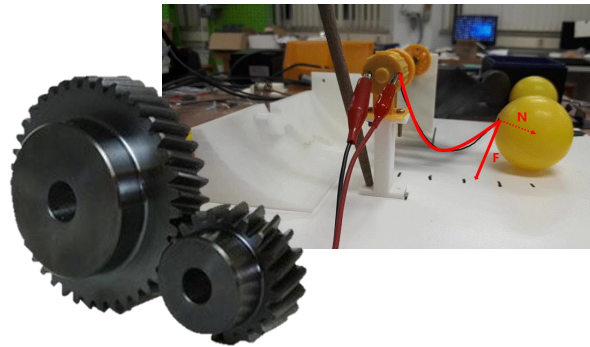
20120131 Jeon, Hae Koo  
20140331 An, Seung Hyun  
20140344 Yang, Ye Jun  
20140870 Lee, Bo Mi  
20150629 Lee, Hae Woo  
20150957 Wit, Sirawit  
20160259 Park, Jeong Soo

# TABLE OF CONTENT

## CHIKORITA



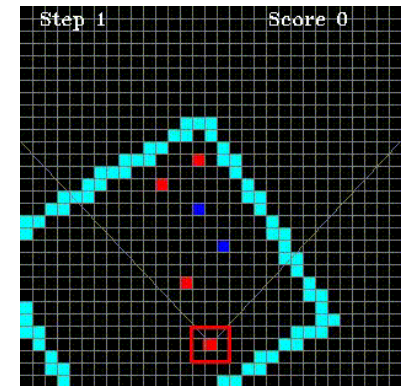
## KEY FEATURES



## CHALLENGES

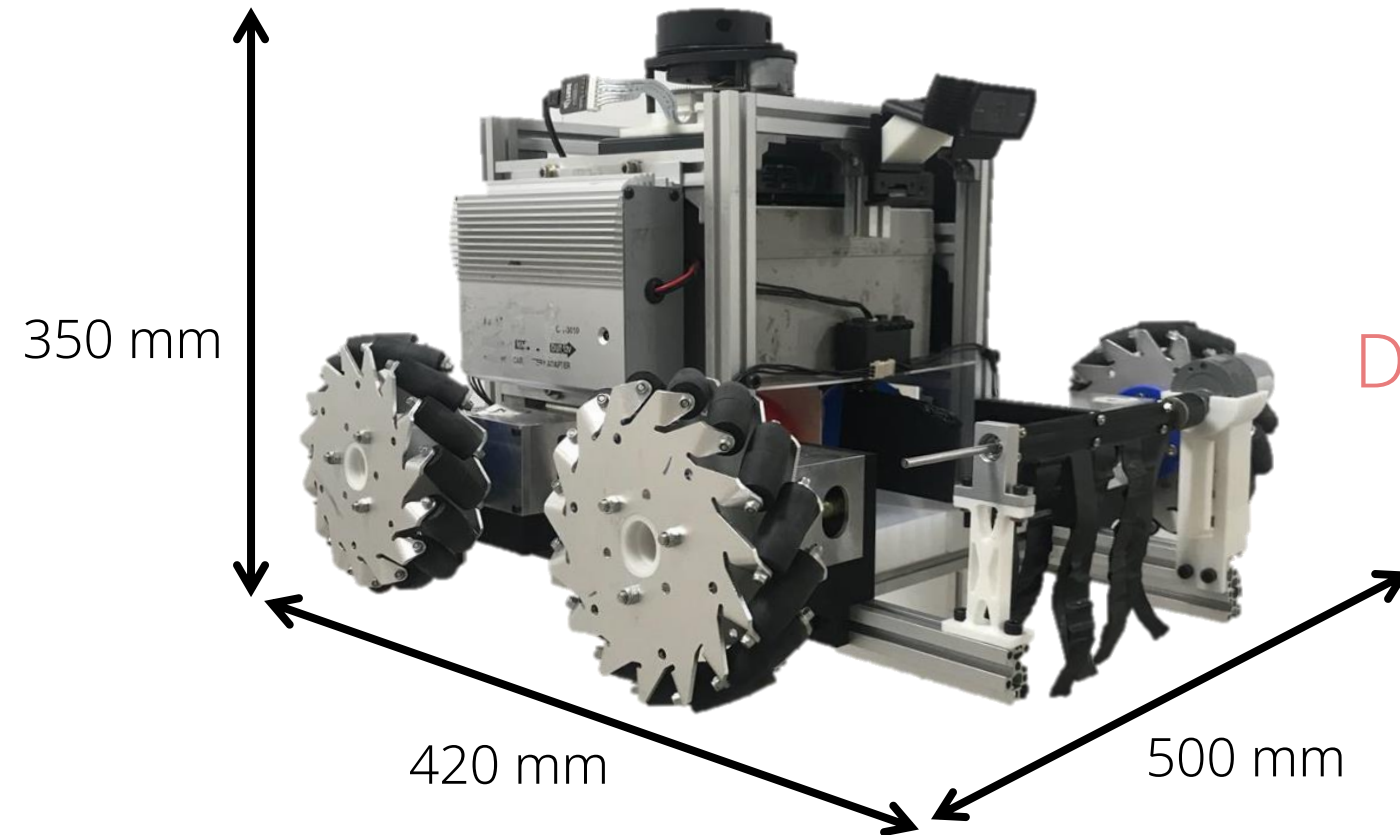


## SOFTWARE SYSTEM



CHIKORITA

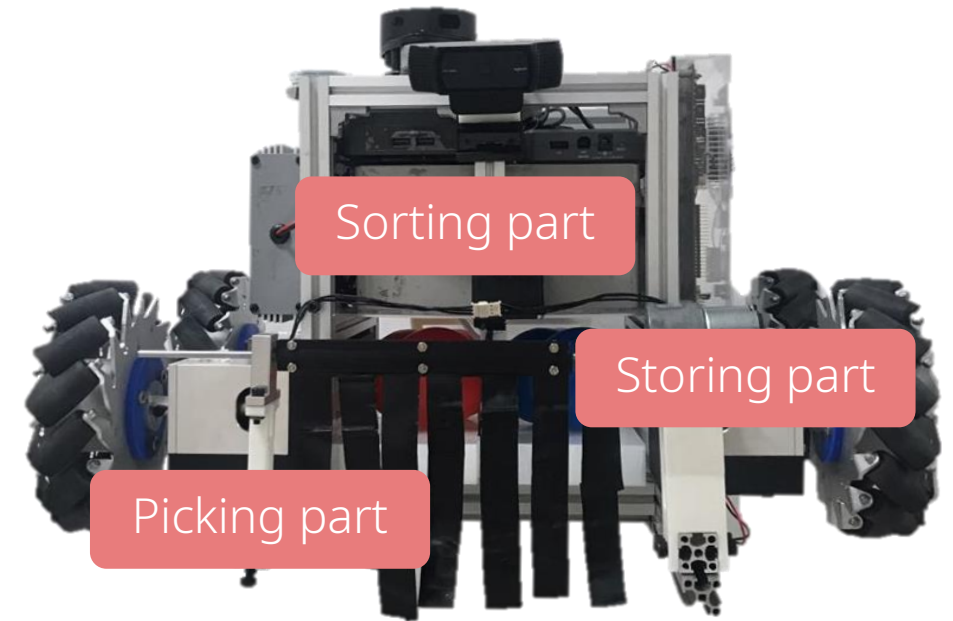
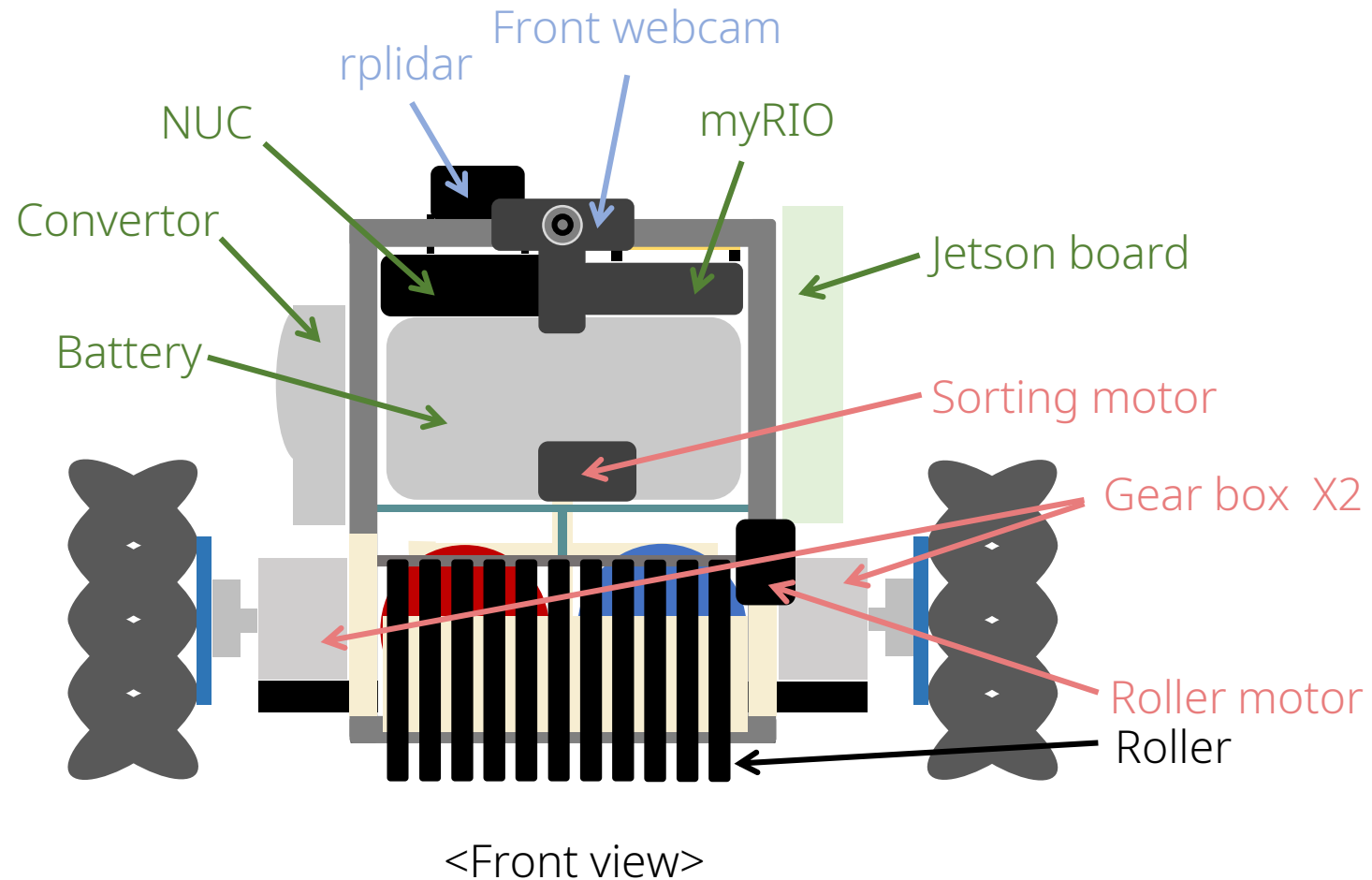
# CHIKORITA



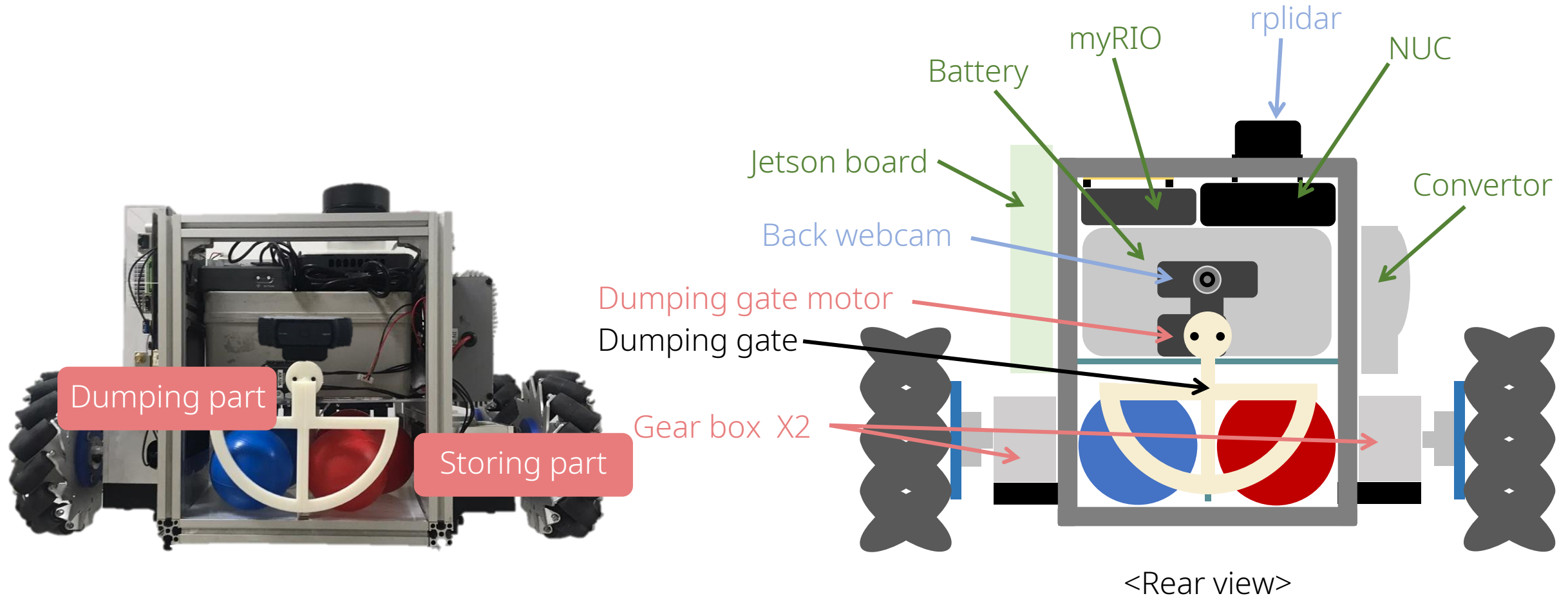
Dimension: 500 x 420 x 350 (mm)  
Weight: 12 kg

- Compact size
- Proper height for the rplidar

# CONFIGURATION

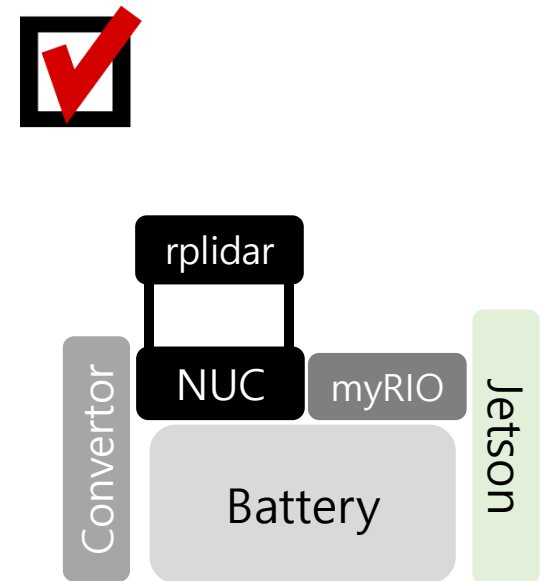
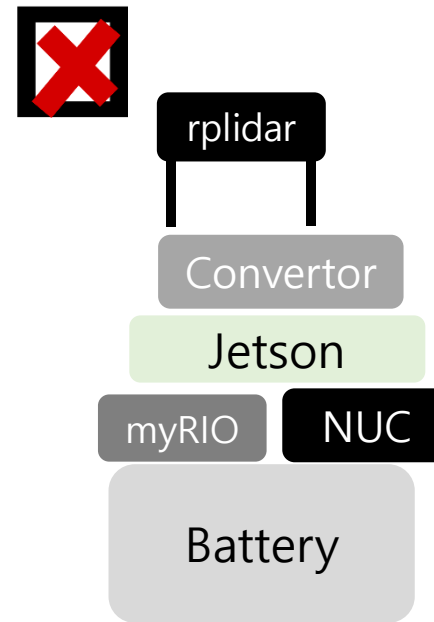
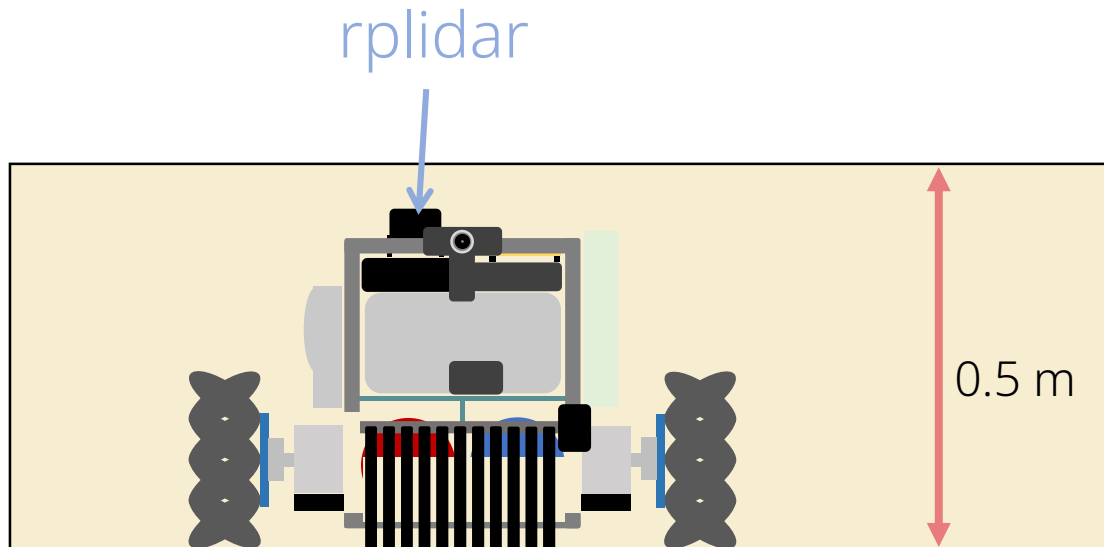


# CONFIGURATION



# CONSTRUCTION STRATEGY

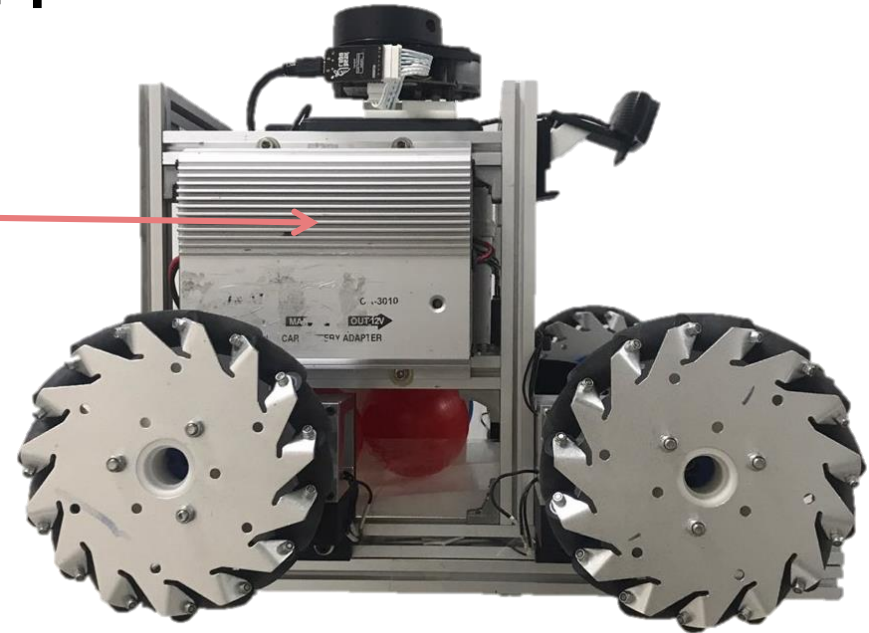
Position of the other components < Position of the rplidar < Wall height (= 0.5 m)



# CONSTRUCTION STRATEGY

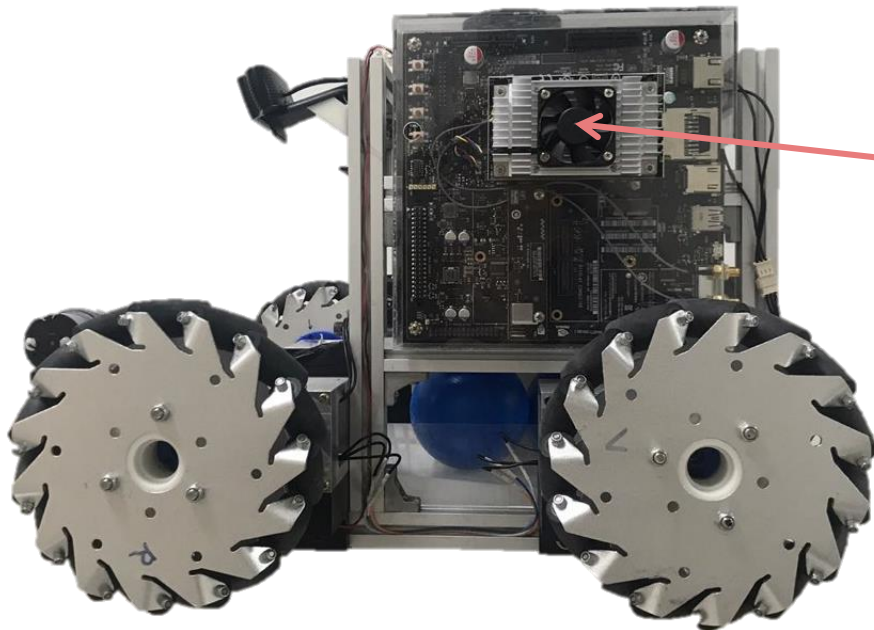
Heatsink

Give maximum contact area with the air to prevent over-heating



Fan

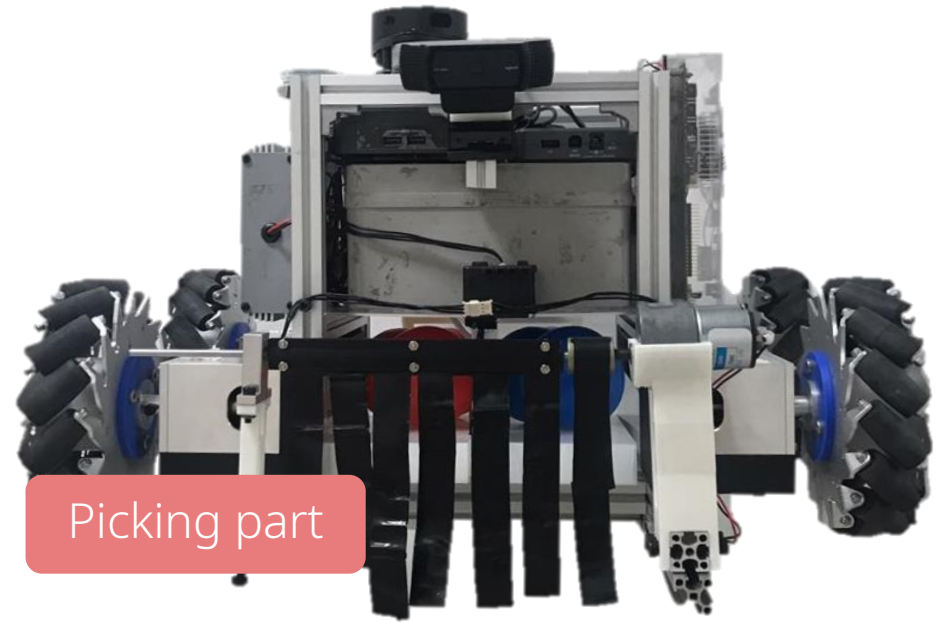
Give efficient cooling of the Jetson board



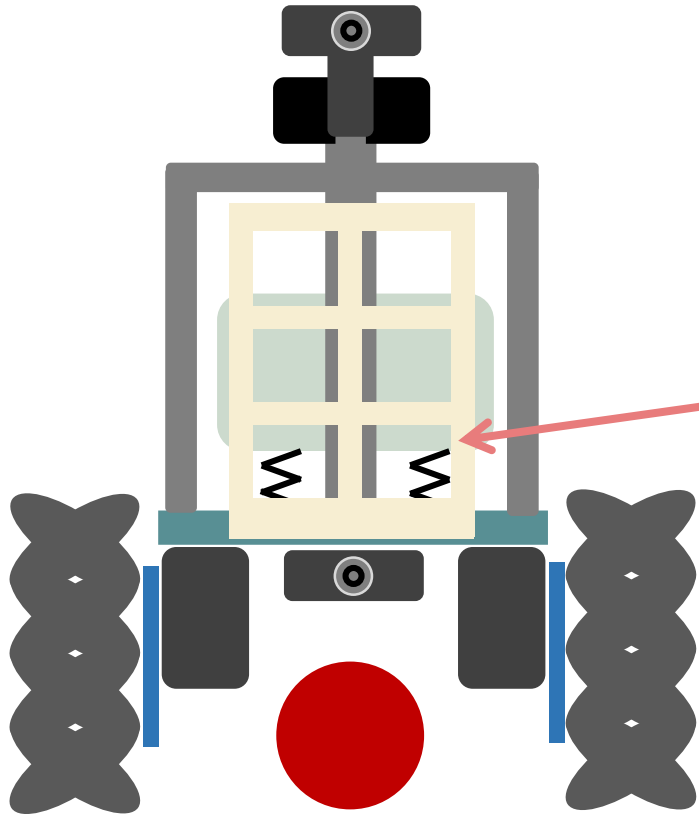


# KEY FEATURES

# PICKING MECHANISM



# PROBLEM

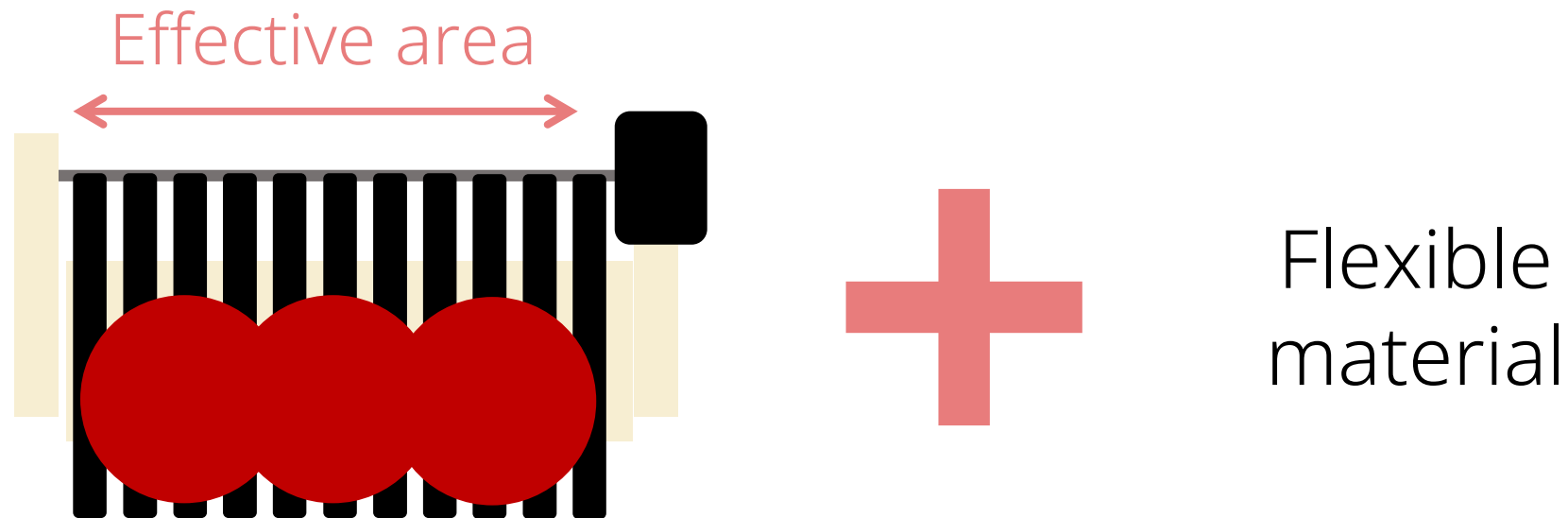


- Need high accuracy in position of the ball
- Pickup box was vulnerable
- Take longer time to pick up

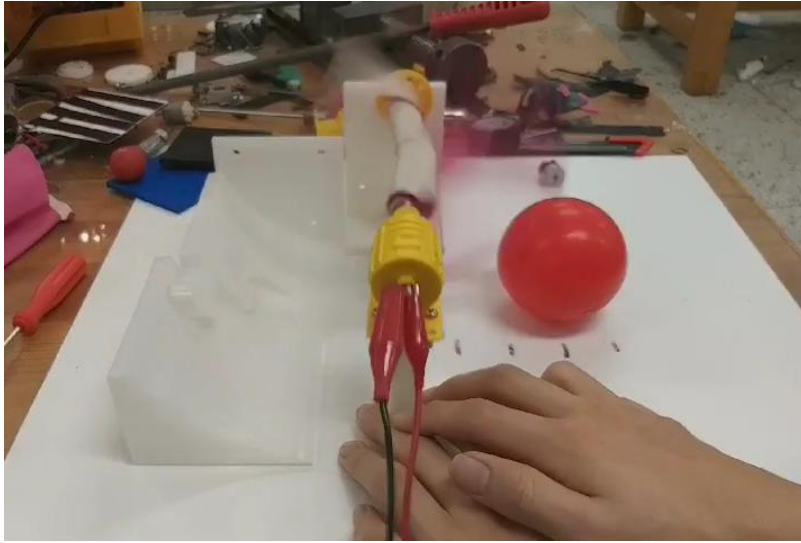
NAMSAENG-2 (CAPSTONE DESIGN 1)

# AIM & HYPOTHESIS

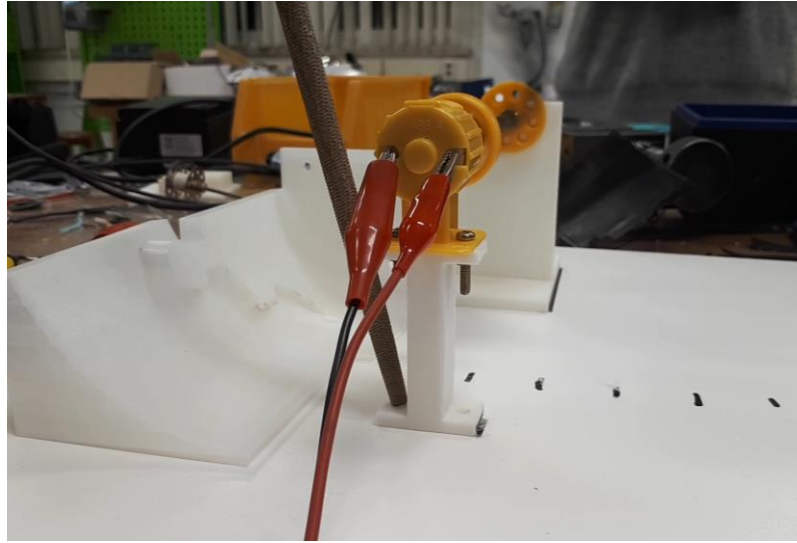
AIM: To have **wide range of effective area** to reduce accuracy problem



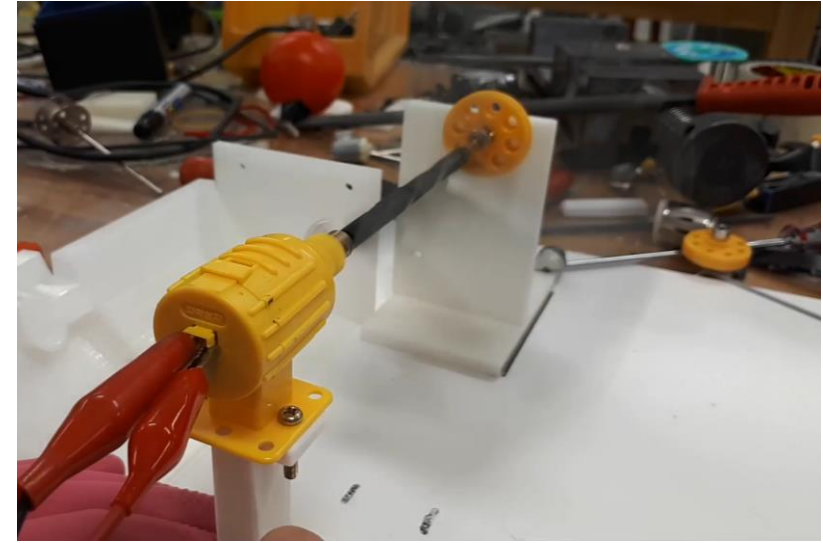
# EXPERIMENT



Rubber glove

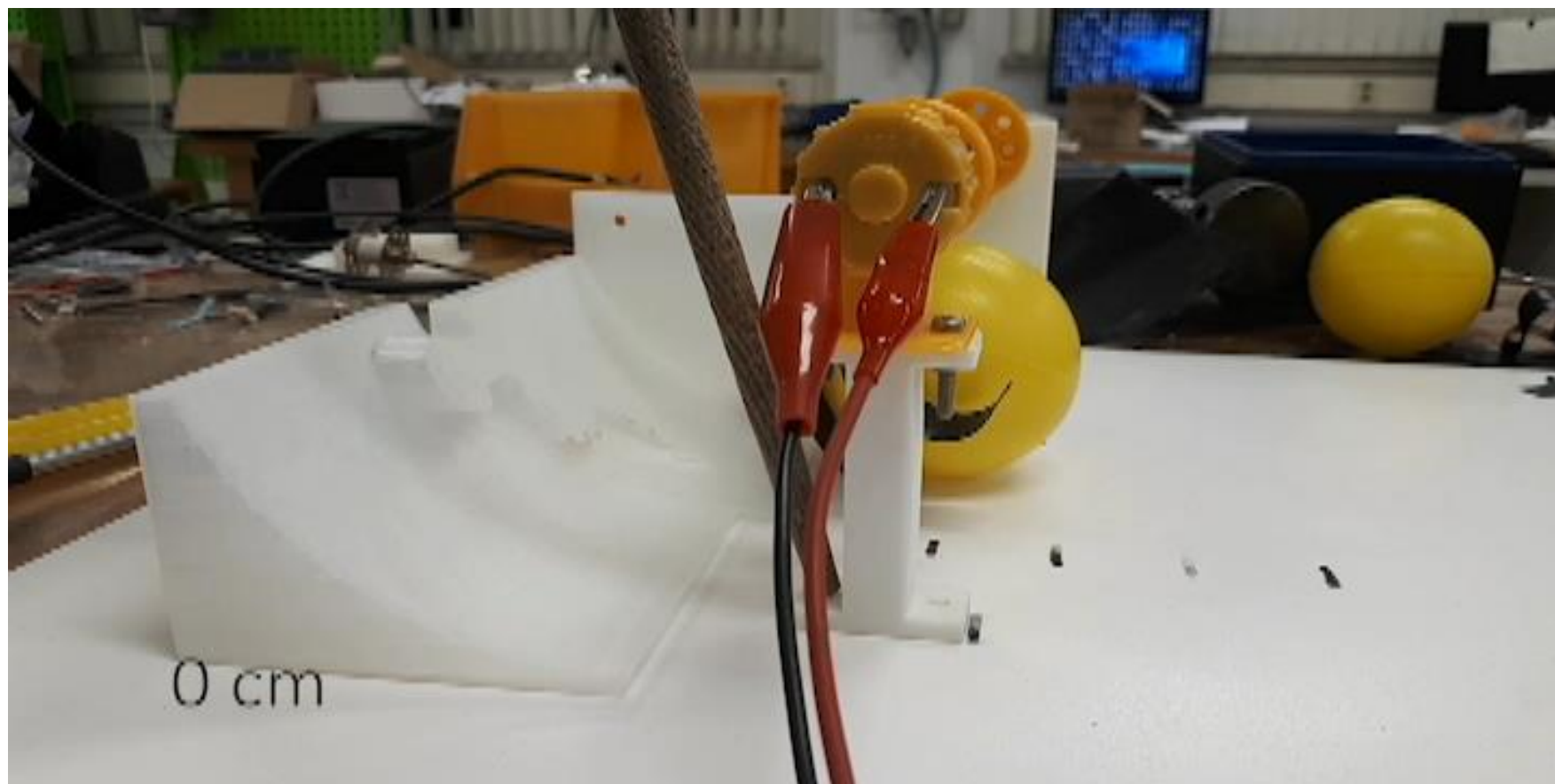


Rubber tape

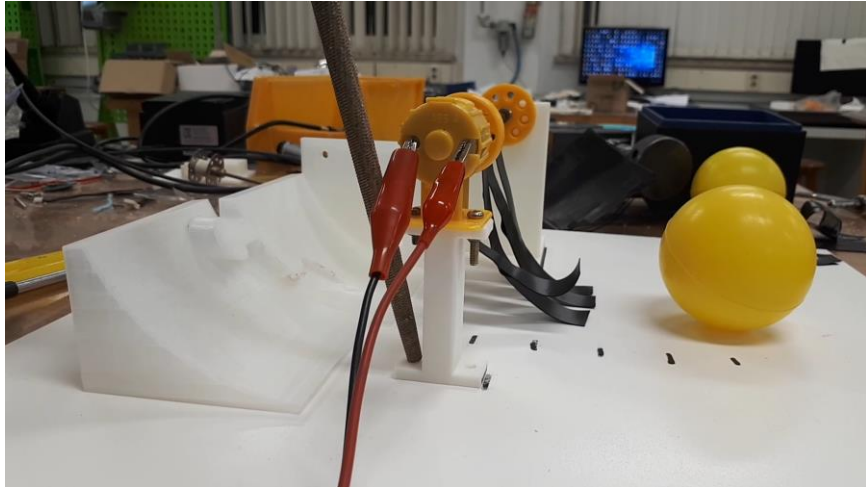
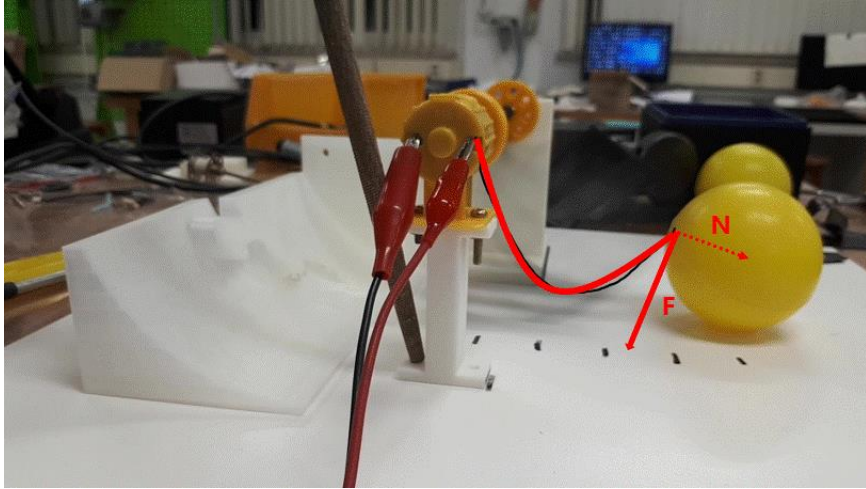


Foamex

# EXPERIMENT



# EVALUATION

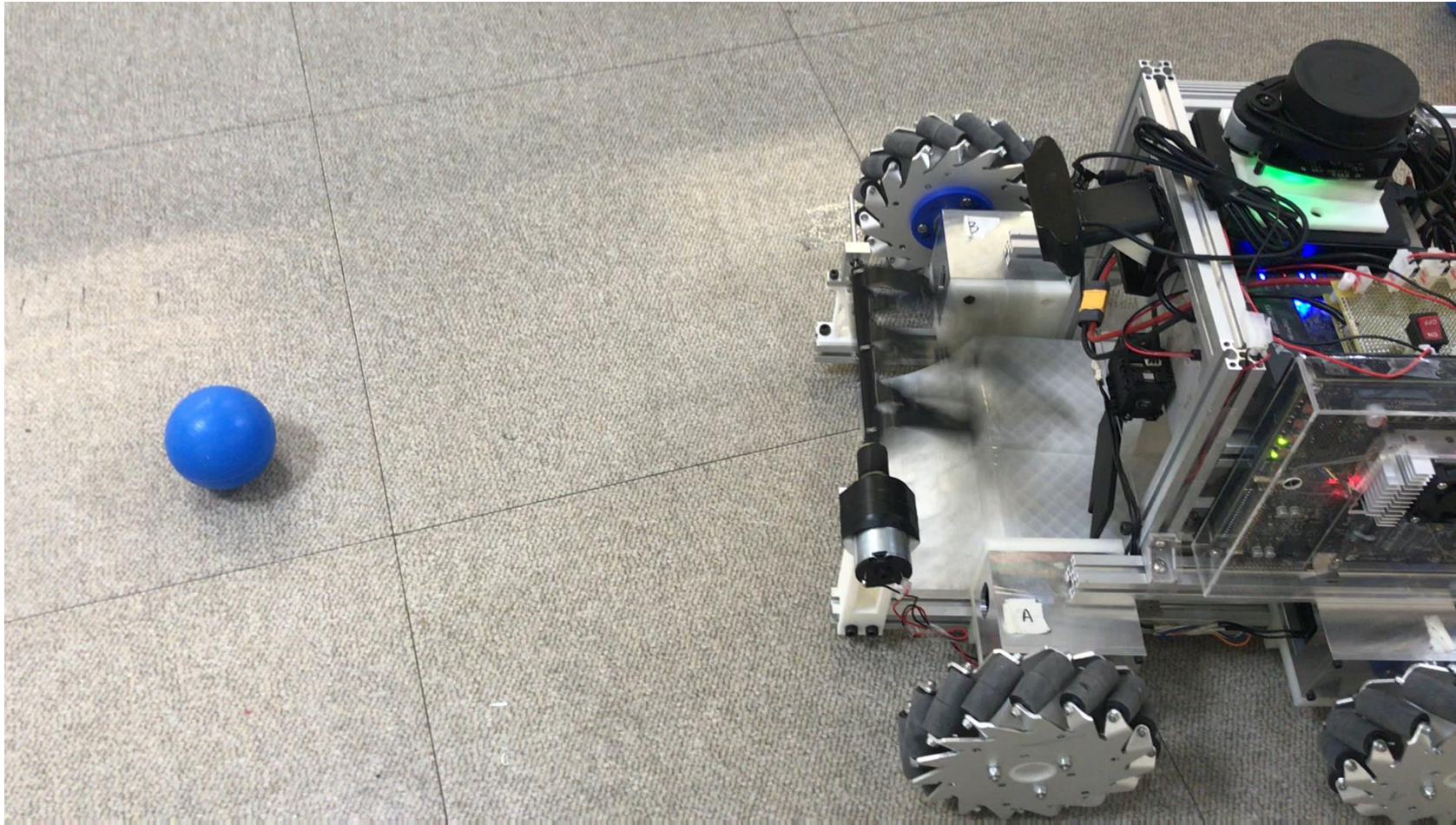


Can catch a ball near wall





# IMPLEMENTATION





# GEARBOX

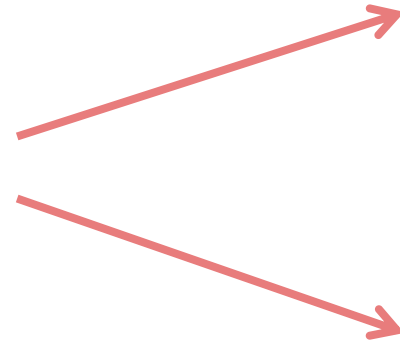


# AIM & HYPOTHESIS

AIM: To increase the speed of the robot



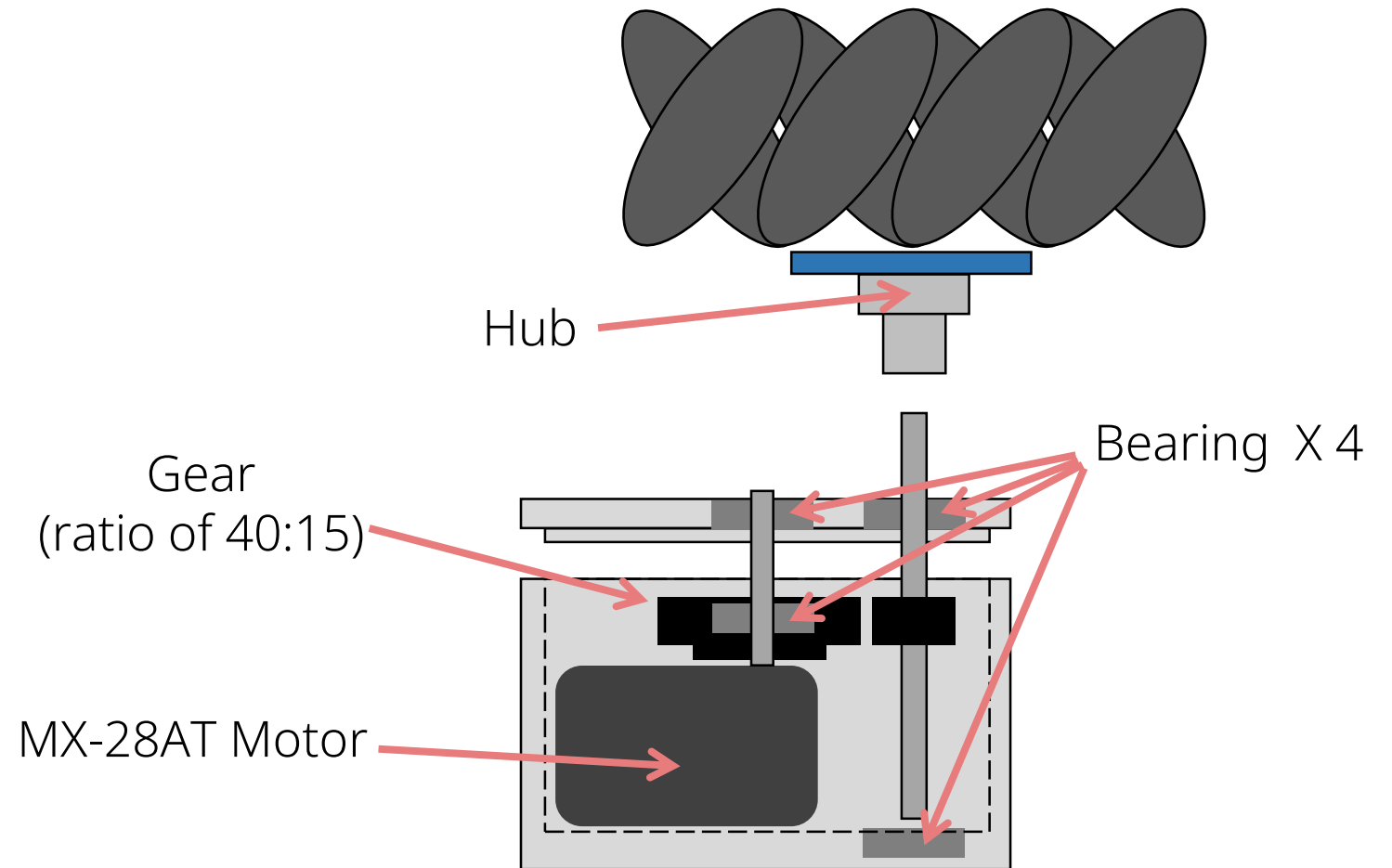
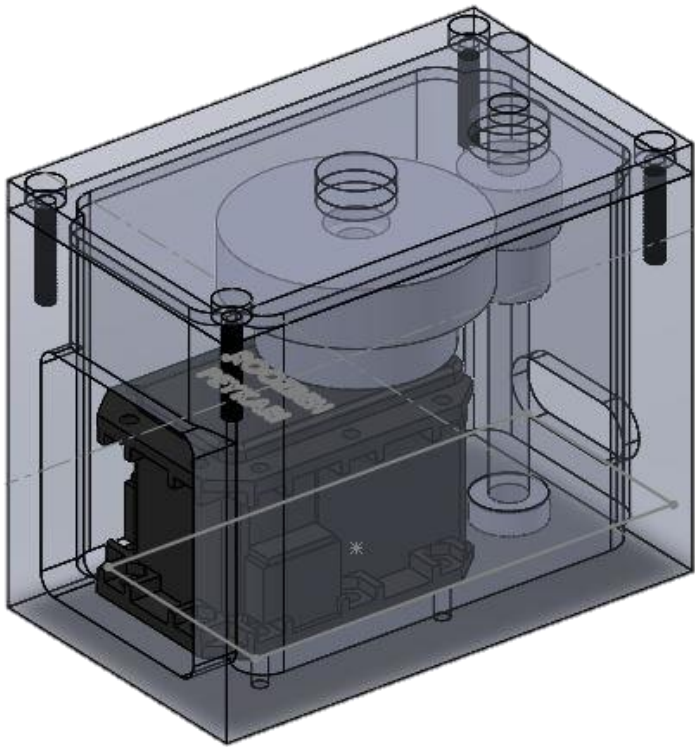
Helical gear



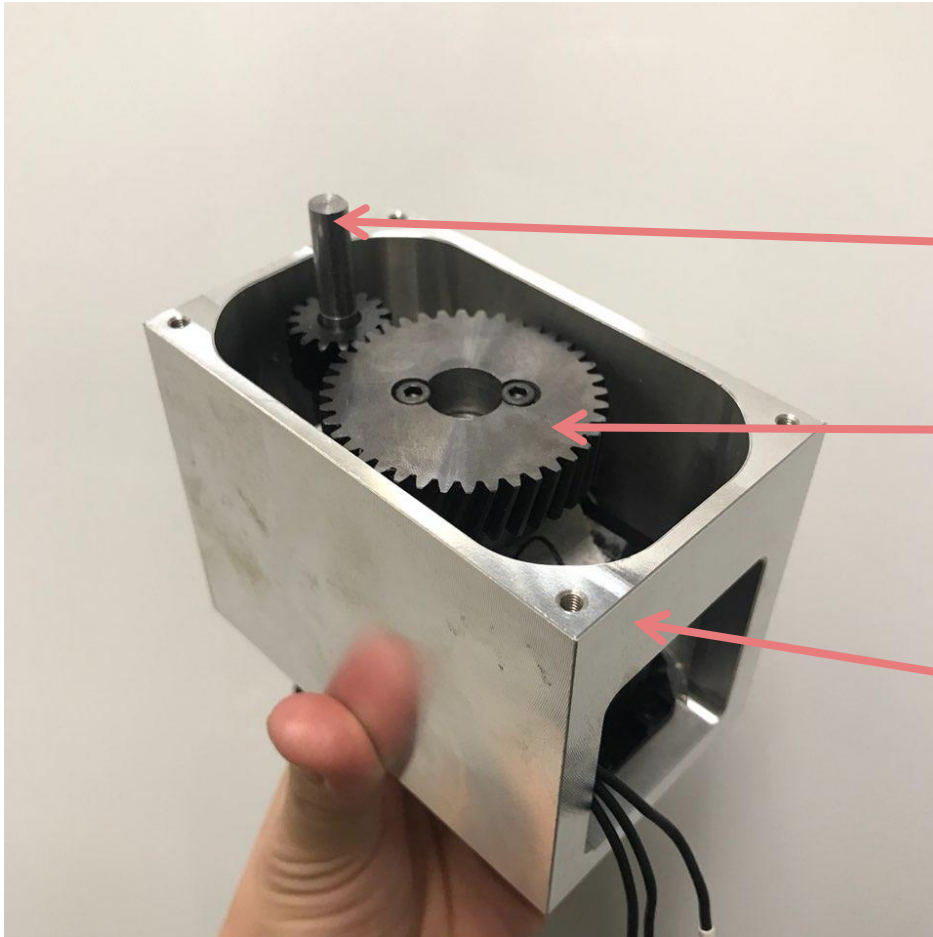
Increase in speed

More accurate and  
smooth control of  
wheel motor

# GEARBOX DESIGN



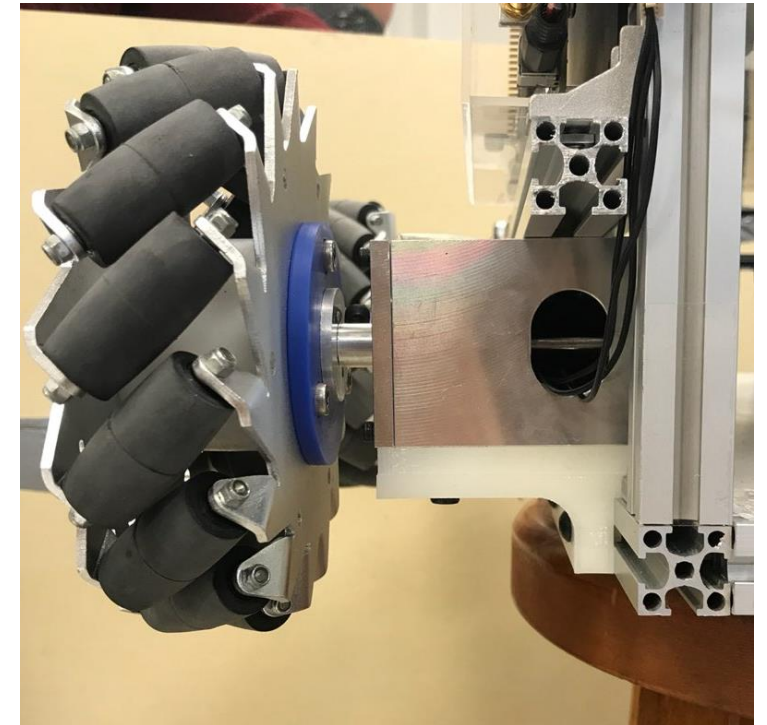
# GEARBOX



Steel

Steel  
(heat-treated)

Aluminum

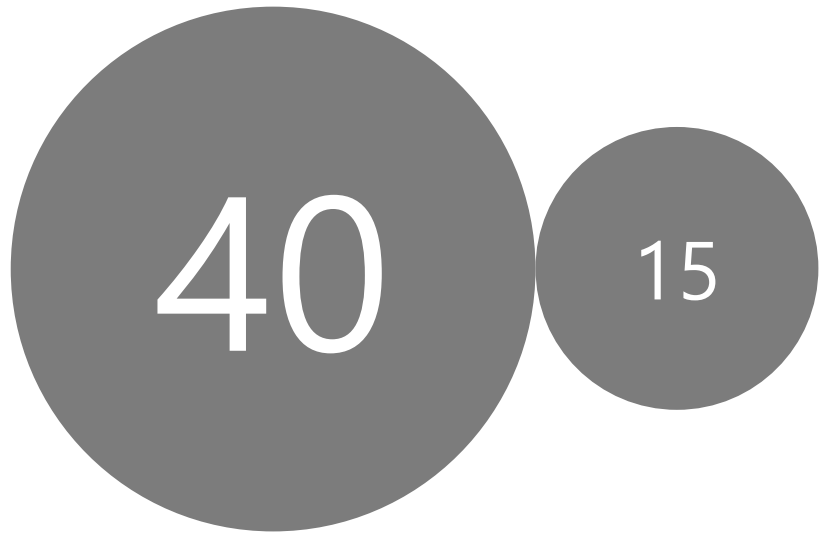


# IMPLEMENTATION



CHALLENGE

# CONTRADICTION



HIGH speed

BUT....



High speed → Stop



DAMAGE motor

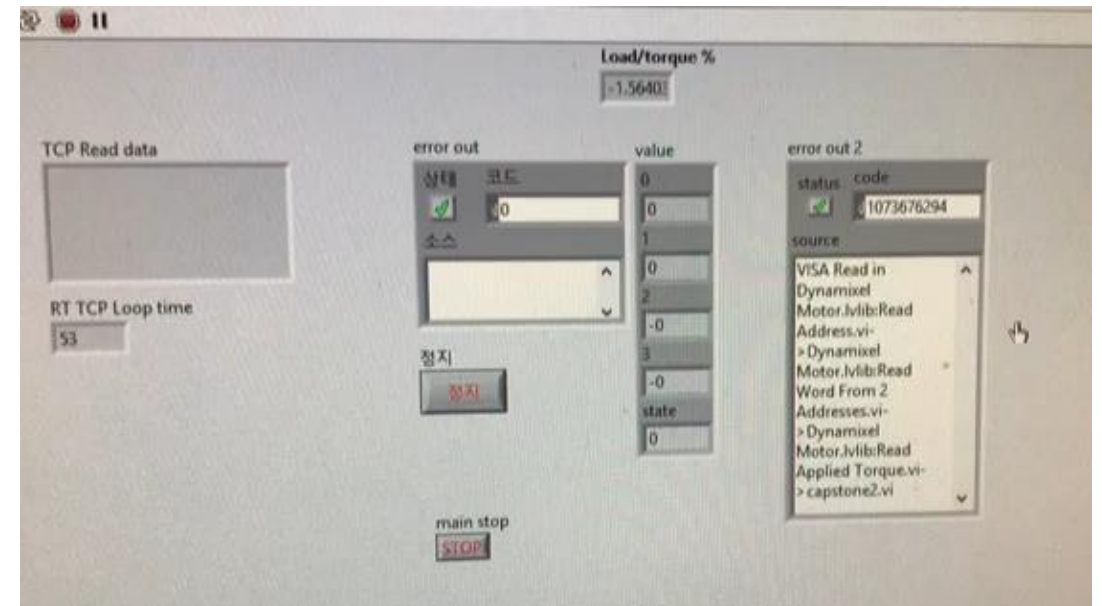


# CONTRADICTION



Sudden stop from high speed requires **large torque** to be applied from the motor

When we checked the **torque applied** using LabVIEW, it goes over the limit and error occurs

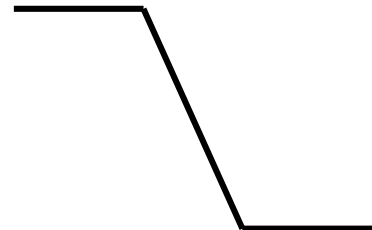
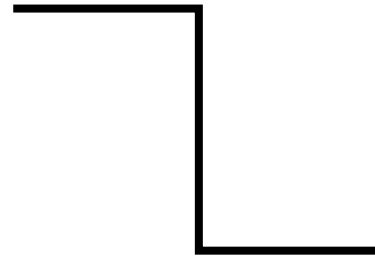




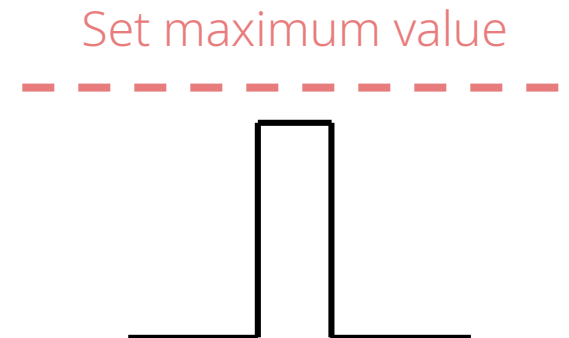
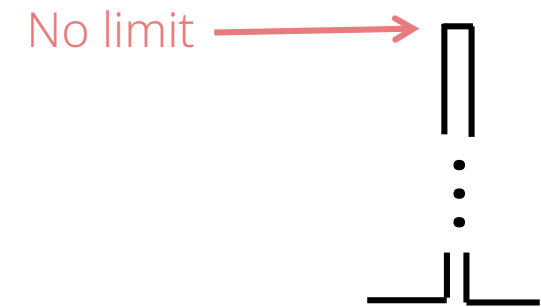
# HYPOTHESIS

$$T = I \times \alpha$$

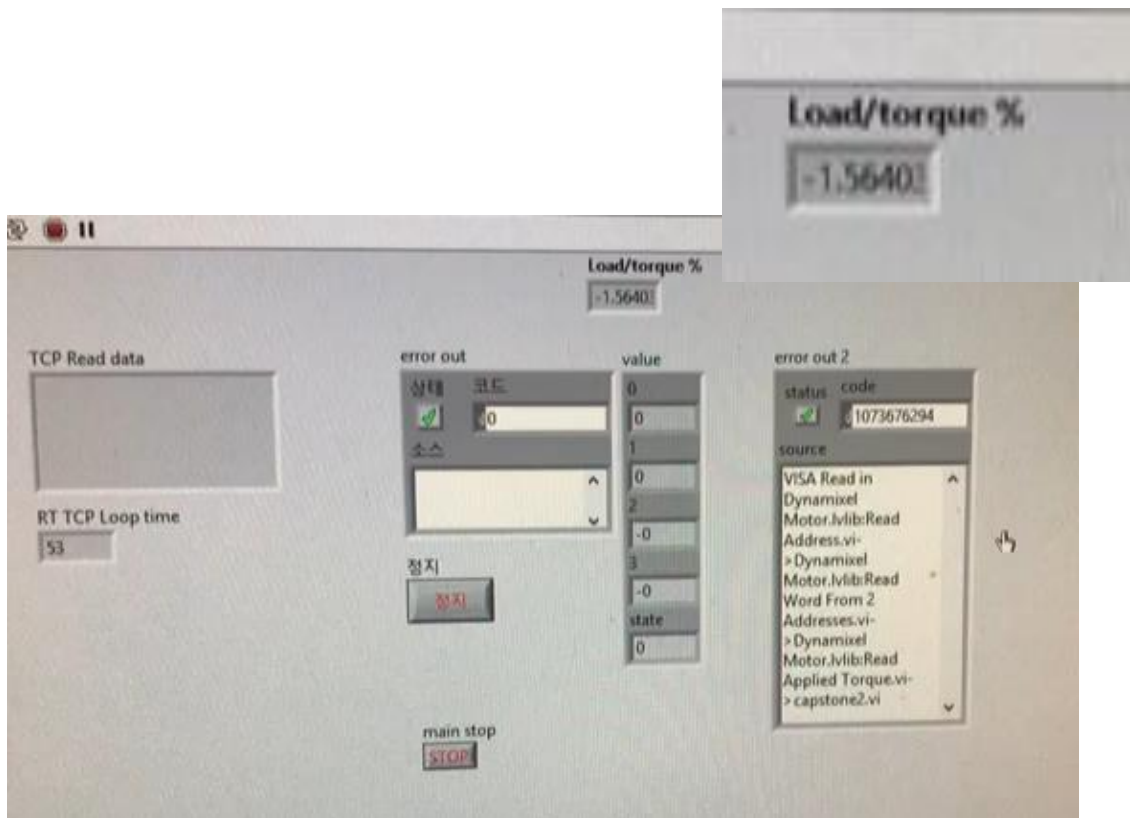
Angular velocity



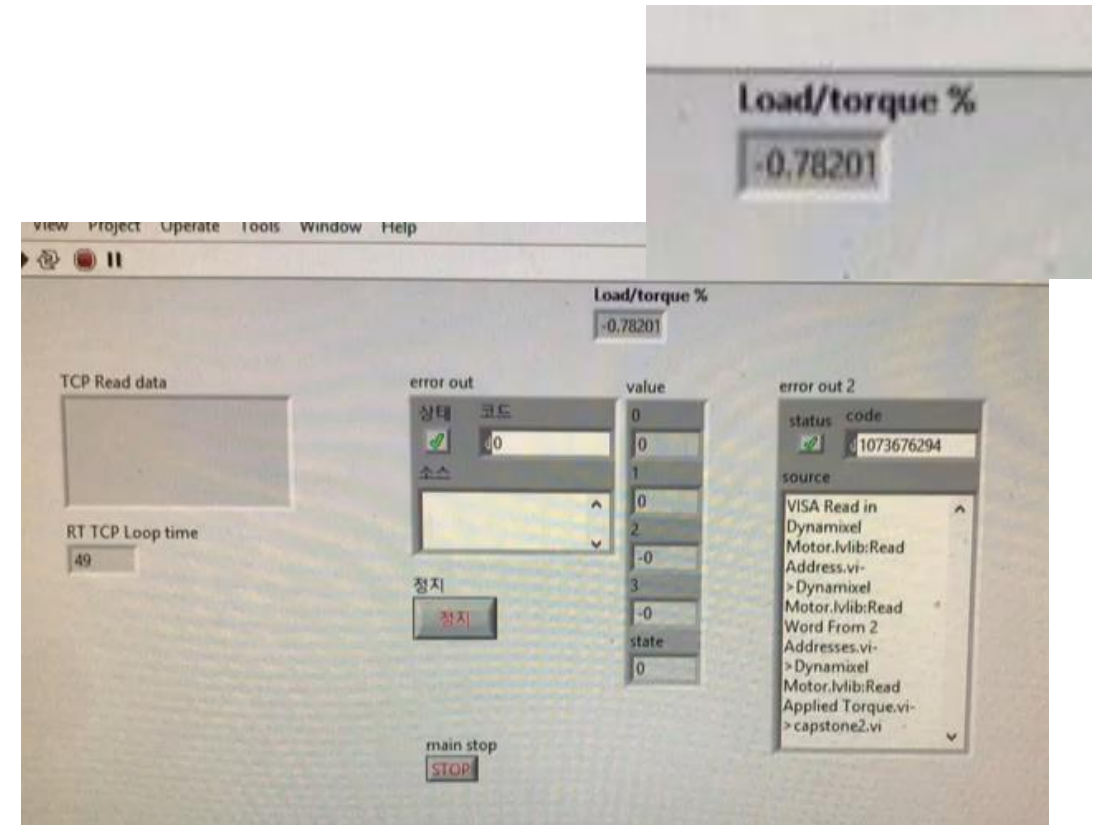
Angular acceleration



# IMPLEMENTATION

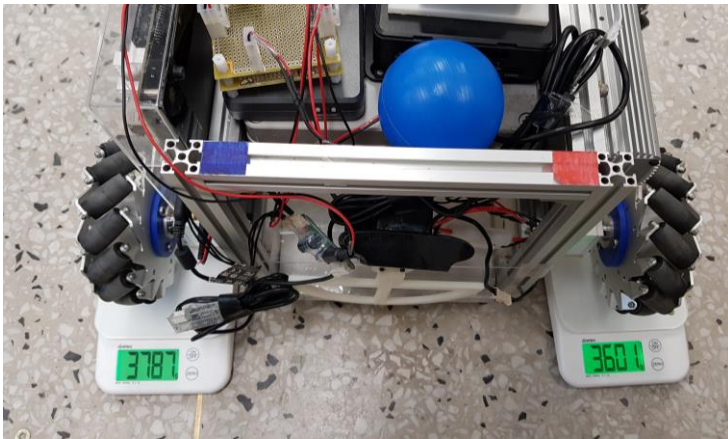
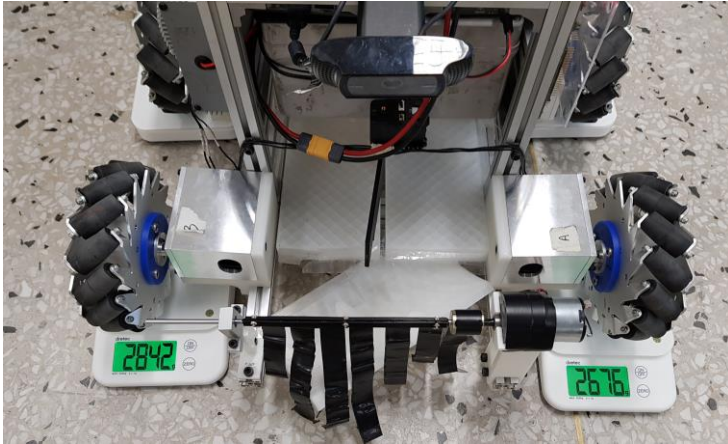


Before control



After control

# SUSPENSION



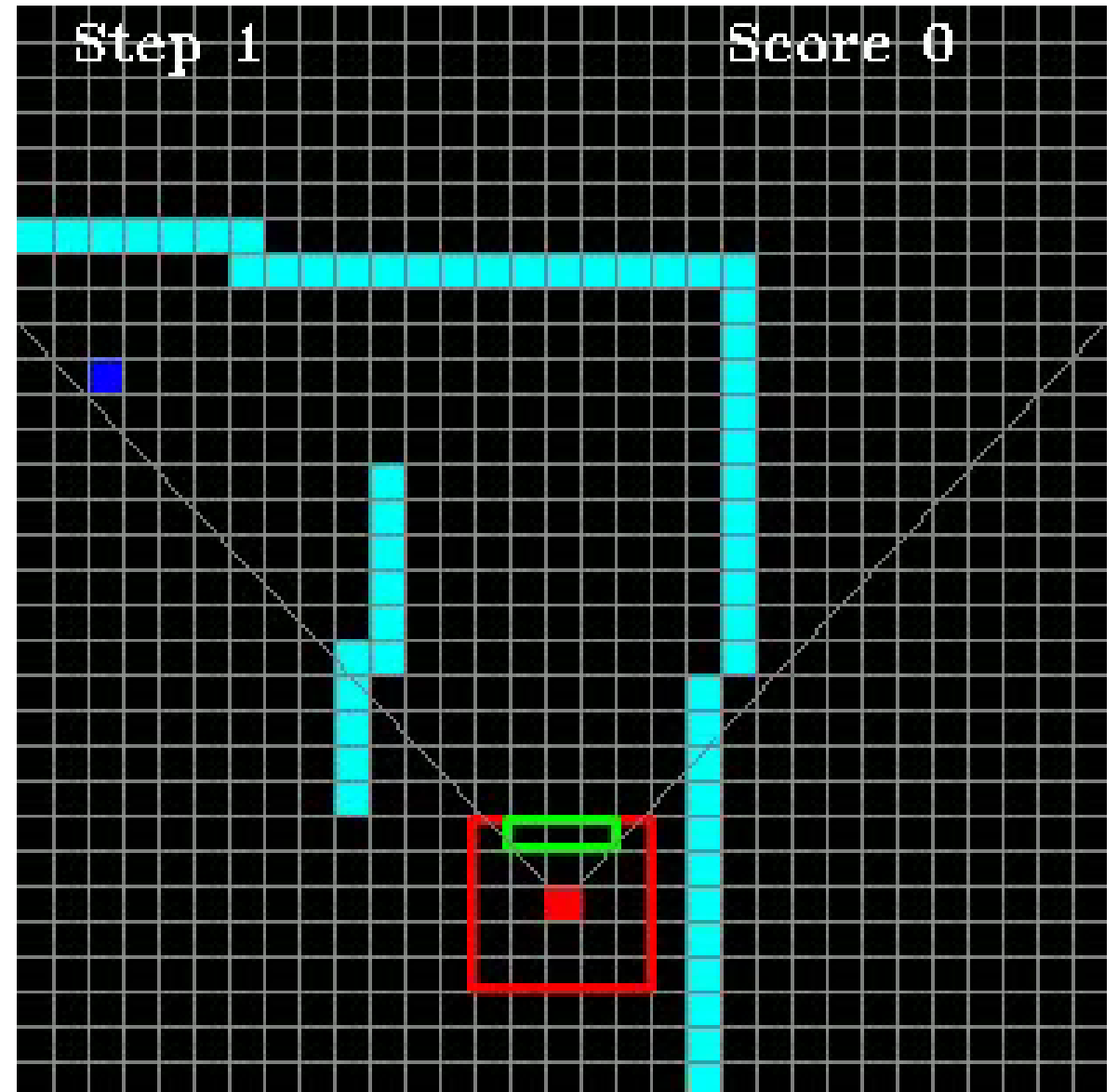
	A	B	C	D
control group	2676	2842	3787	3601
A +3mm	3713	1815	2802	4573
B +3mm	1830	3731	4582	2763
C +3mm	1533	4085	4982	2308
D +3mm	3231	2294	3191	4195
A -3mm	1328	4252	5000<	2321
B -3mm	3177	2394	3278	4140
C -3mm	3005	2558	3404	4017
D -3mm	1384	4121	5000<	2356

# SOFTWARE SYSTEM

DQN

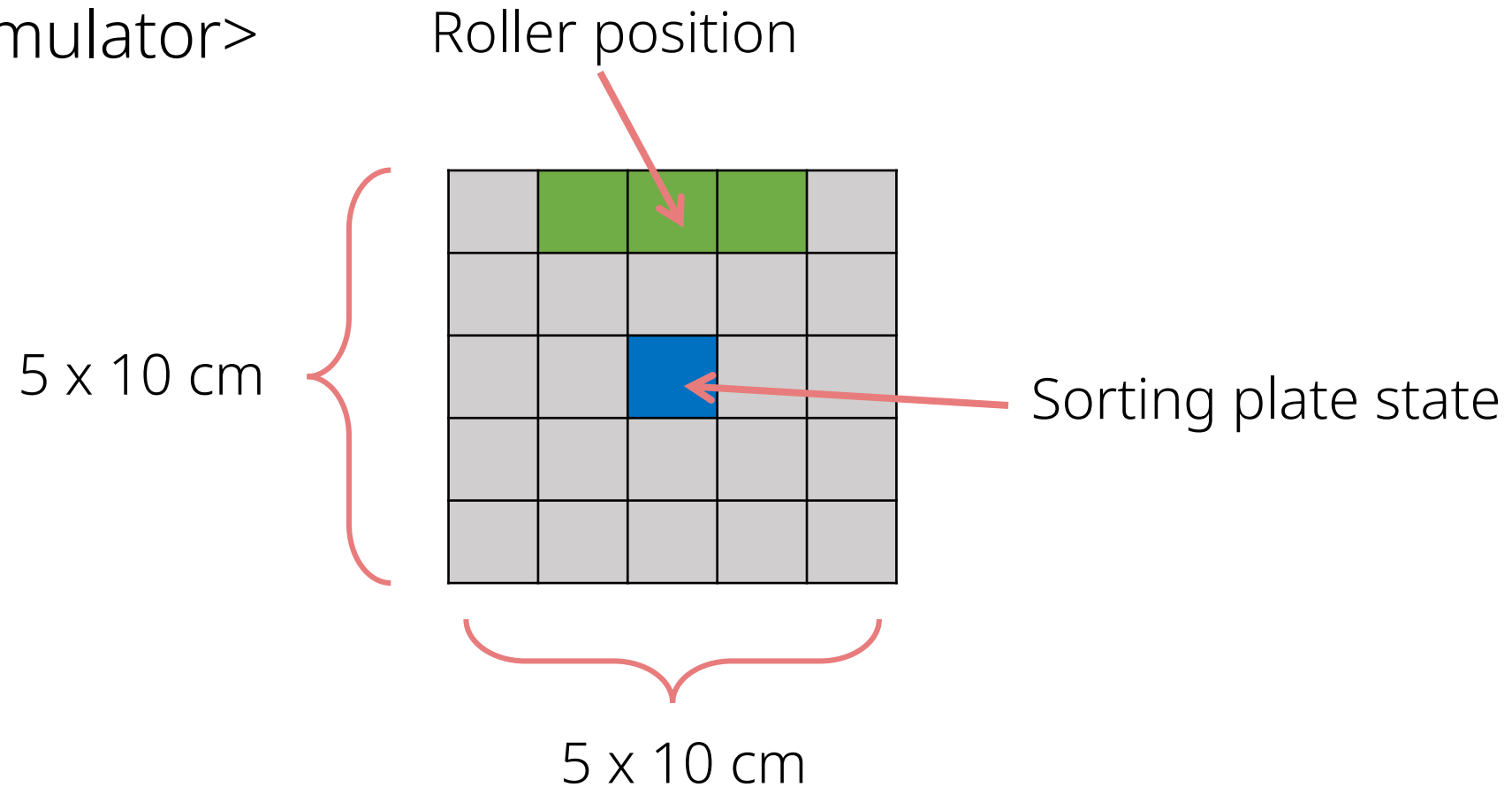
# SIMULATION

- Sorting plate position
- Roller



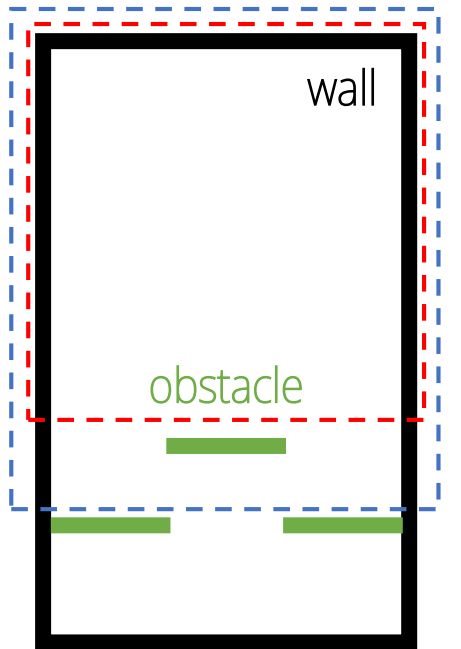
# SIMULATION

<Robot simulator>



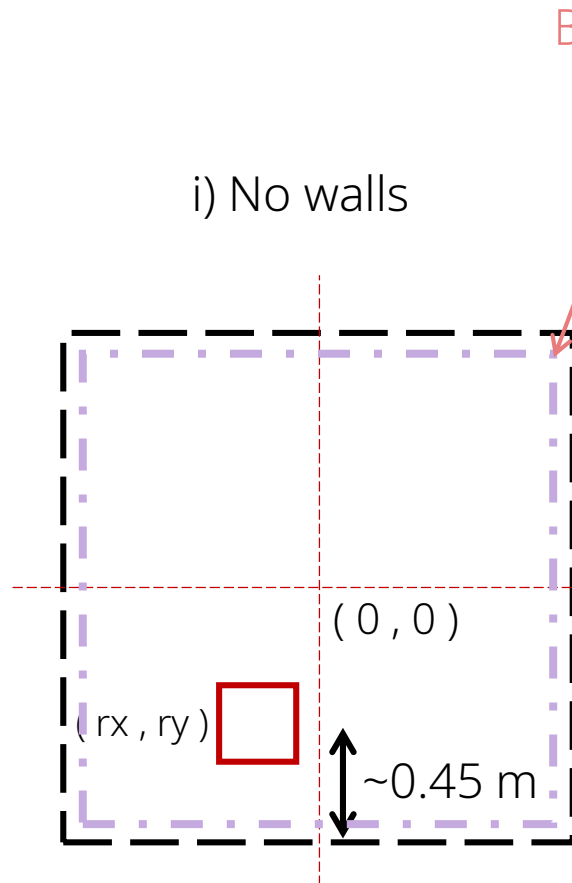
# MAP STRATEGY

3 types of map will be appear randomly



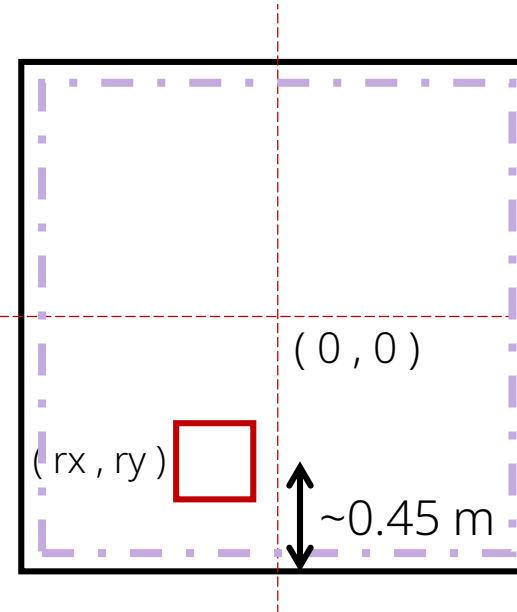
<Actual structure>

i) No walls



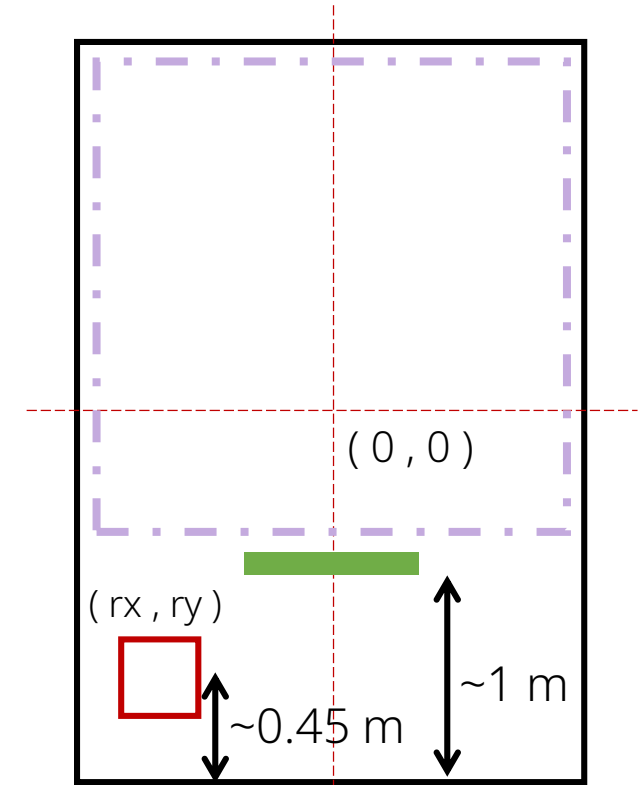
width = 2.5~3.5 m  
length = 2.5~3.5 m

ii) Walls without obstacles



width = 2.5~3.5 m  
length = 2.5~3.5 m

iii) Walls with obstacles



width = 2.5~3.5  
length = 3.5~4.5 m



# ACTION

SUPER FORWARD  
MOTION

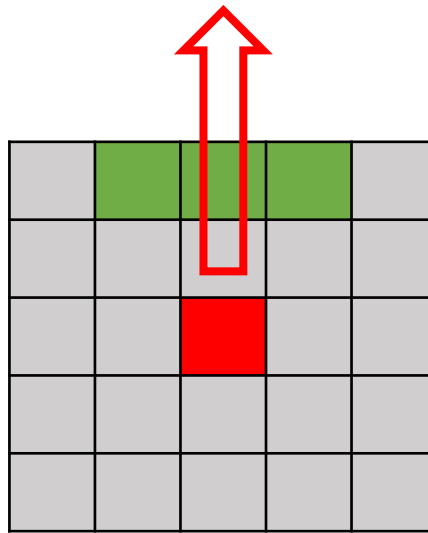
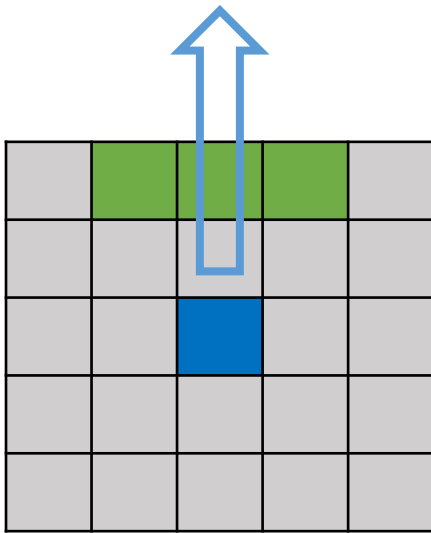
$$\begin{array}{c} \begin{array}{c} \updownarrow \\ \leftarrow \rightarrow \end{array} \\ 3 \end{array} + \begin{array}{c} \curvearrowright \\ 2 \end{array} + \left( \begin{array}{c} \text{Sorting plate} \quad \text{Forward x 3} \\ \begin{array}{c} \text{↙} \quad \curvearrowright \\ \bullet \end{array} + \begin{array}{c} \uparrow \uparrow \uparrow \end{array} \end{array} \right) = 7$$

It has its own state

'RED' : 1  
'BLUE' : 2

# LEARNING STRATEGY #1

SUPER Forward motion:  
Move 3 pixels in forward-direction

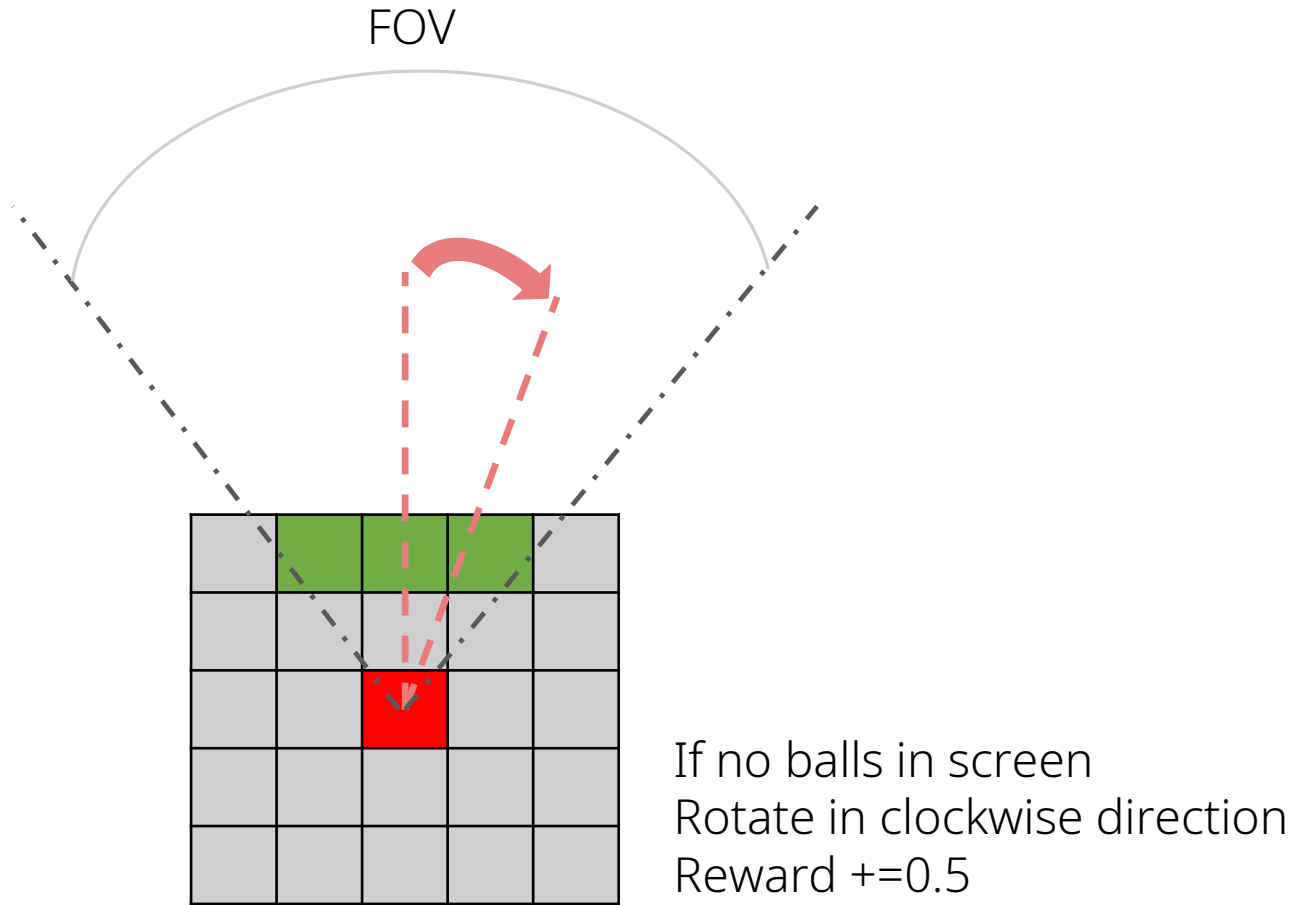


When the robot tries this motion, they got reward  $-4$  to prevent simulator from abusing super forward motion

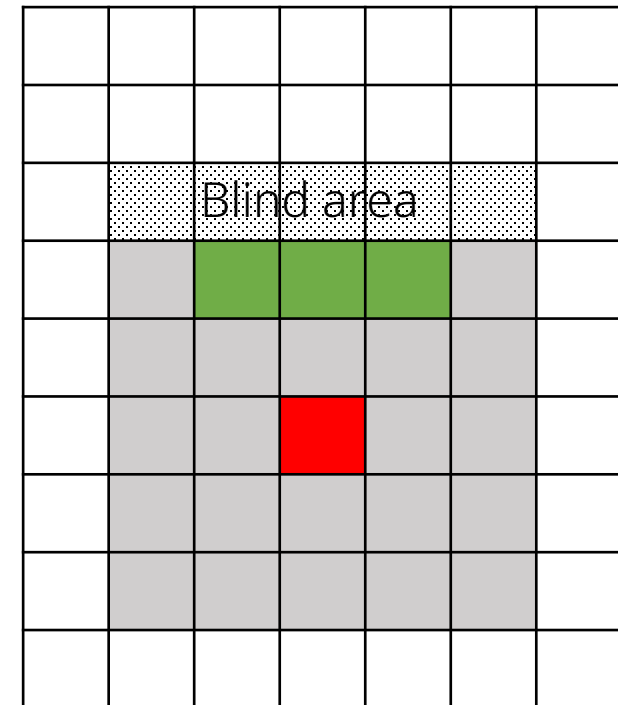
If the bots do SUPER Forward motion when picks-up the ball

	-5	5	10	5	-5	
	-5	10	20	10	-5	
	-5	5	10	5	-5	
-5						-5
-5						-5
-5						-5
-5						-5
-5						-5
	-5	-5	-5	-5	-5	

# LEARNING STRATEGY #2

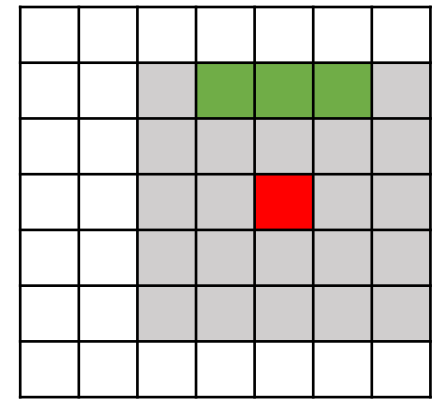
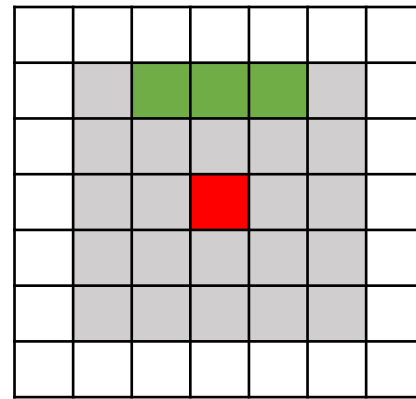
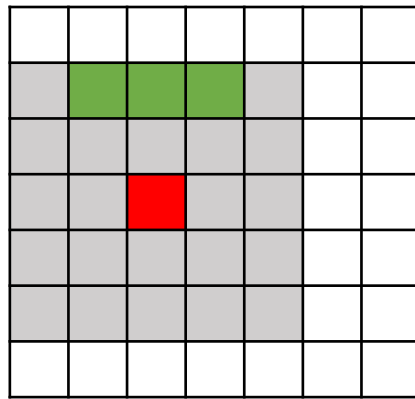
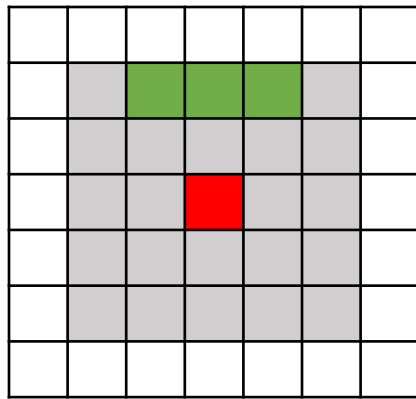


Blind Area



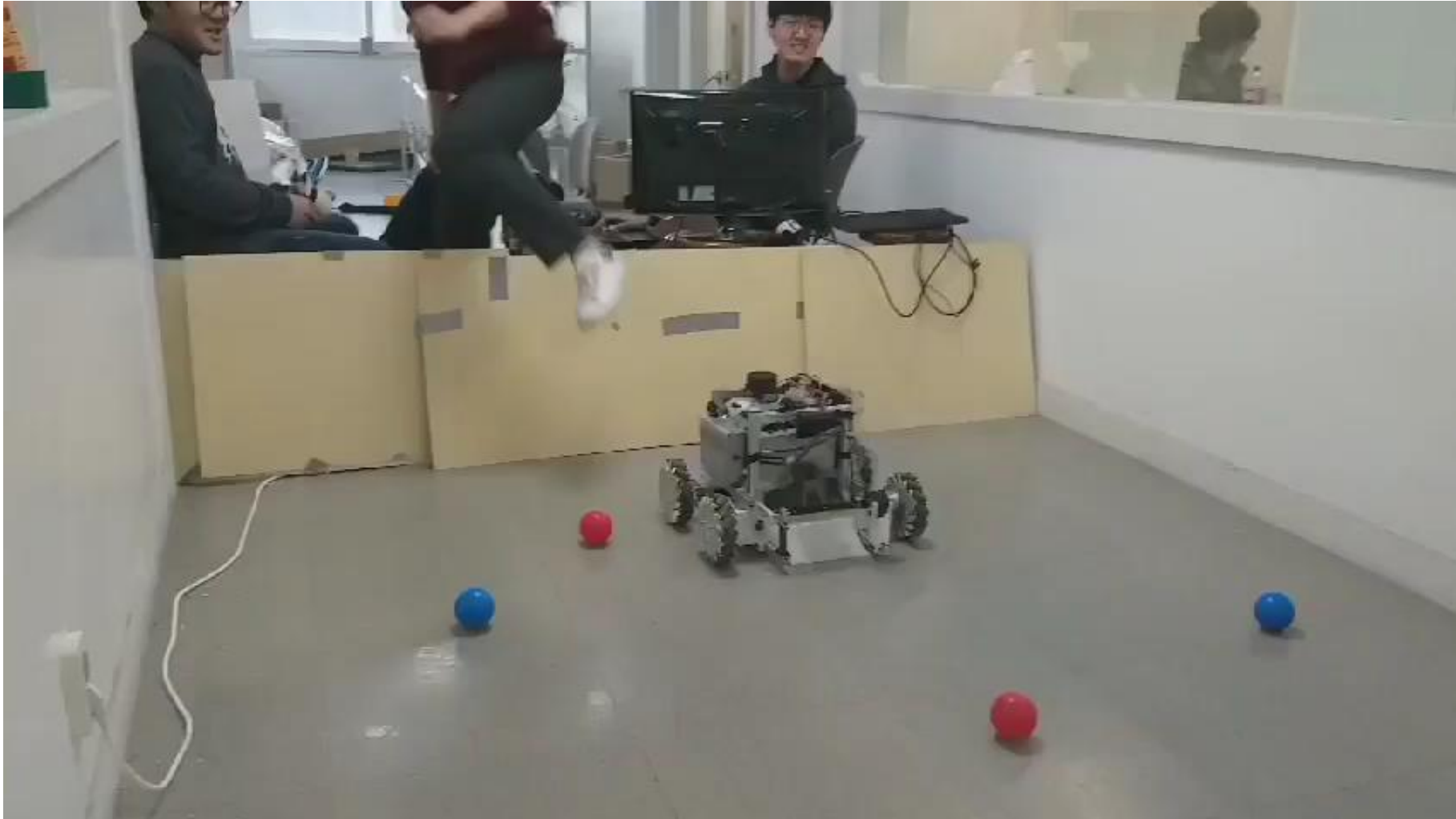
# LEARNING STRATEGY #3

Vibrating  
problem

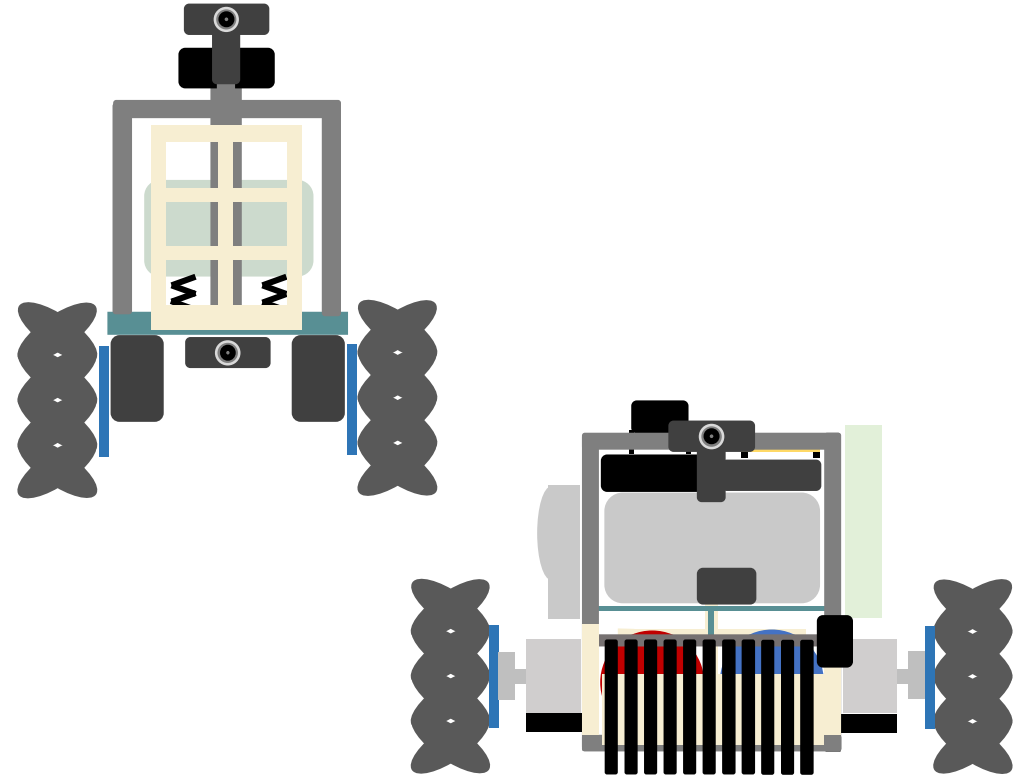


Move only one pixel after 3 steps reward=-0.3

# DQN



# SENSOR & MOTOR CONTROL VS MACHINE LEARNING



# COMPARISON BETWEEN 1&2

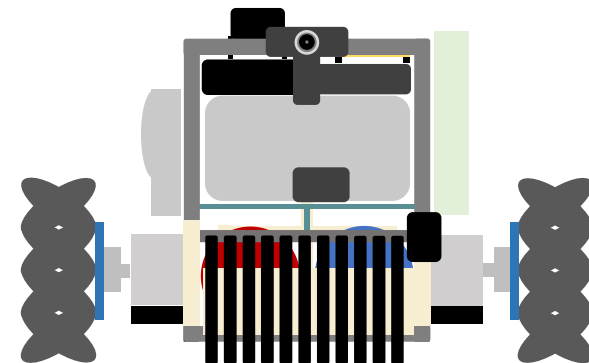
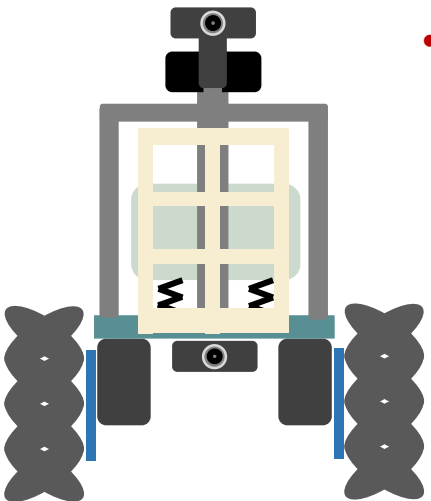
## Sensor & Motor Control

- Control can be continuous and precise
  - Take less computing time
  - We precisely know our model
- We have to consider all the situation

## Machine Learning

- The number of action is finite and limited which can be less precise.
- Take longer time for learning and computing
- It is hard to evaluate as the model created is black box
- It reacts even to the unexpected situation

For simple system, there is no merits using machine learning especially when all the environment and conditions are set clearly



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Thank you for listening

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Q&A

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