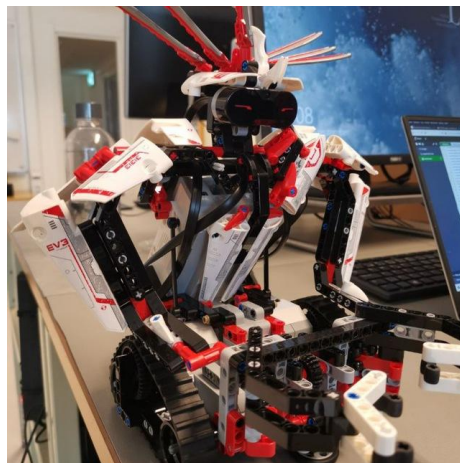


# Project in Industrial Computer Systems D7039E, Lp1-2, H20



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October 20, 2020

## Abstract

# Introduction

## Background and motivation

Self explanatory.

## Contributions

How does this report contribute. Are there any novel solutions?

## Structure

The overall structure of the report

# Conceptual design

## **Mechanical structure**

The final design of the robot. Include CAD renderings etc.

## **Electrical components**

Electrical components such as motors, MCUs etc. Why were they chosen

## **Requirements**

What is the top speed etc, manipulability. Vision system and arrowhead

## **Machine Vision**

The conceptual design of the machine vision. How is it incorporated in the robot structually and in software. Also an overview of which algorithms are being used

## **Arrowhead**

How does Arrowhead being used with the solution

# Modeling

## Robotic arm

### Forward kinematics

### Inverse kinematics

### Base

## Camera vision and calibration

In this section it is outlined the theory behind the camera vision system. How points in a 3D-space are projected on a 2D-plane, calibration and distortion correction.

### Camera model

### Distortion

# Motion algorithms

## Robot arm

## Path planning

preliminary stuff

- Since the base use tracks, it can turn on a point. Therefor the turning radius will be the length from the center of the tracks, to the object furthest away from the center.
- The acceleration need to be slow enough to not tip the robot over, since it seems quite top heavy.
- The motors will need decoders for some of the control to work, if done the way they're planed
- The motors also need to be strong enough to move the robot, both with and without load.

Since the robot is using tracks, it can be viewed as a simple two motor system. Where one can control the turning and direction of the robot by reducing or increasing the speed of the two motors. The diffrence in the speed ( $\Delta v$ ) can then be used to calculate the turning speed ( $\dot{\theta}$ ) How are we moving the robot, how is the path of the gripper decided.

# Machine Vision

Line following

QR-codes reading

Deep learning?

# Arrowhead

## Arrowhead

What is it?

## Extras

More in depth about the structure of the Arrowhead implementation. Flow diagrams etc.



# Experimental evaluation

## Prototype components

Overview of what is being used in the evaluation

## Movable base evaluation

## Arm evaluation

## Gripping evaluation

## Sensor evaluation

## Arrowhead evaluation

Evaluation of the robot, machine vision and Arrowhead. It's basically the result and the systems limitations

# Conclusions

Conclusions of the robot and the course (?) Is our design good? Is Arrowhead good?

# Appendix A

## Team members

### Martin Blaszczyk

Martin is a 5th year Y-student with interest in Control och Mechatronics. In this course he'll take the role of the Project Leader where the main objectives are to keep focus on the goal, hold meetings and an overall oversight of the project. As for the technical part the main interest will be in machine vision together with Edward K. to use cameras or other sensors to localize external objects for the robot to grip, avoid or approach.

### Edward Cedgård

Master in electronic systems and control engineering. Edward's main task is to design the robotic arm and gripper mechanism together with Niklas. Tasks as deriving the kinematic equations, and implementation using forward and inverse kinematics. Choise of motors, armdesign, communication with motors using serial communication.

### Niklas Dahlquist

Niklas is studying his fifth year at the Engineering physics and electrical engineering student program.

His main focus will be to work with Edward Cedgård to evaluate the gripping mechanism and if necessary design new components and model the corresponding control system to be able to lift up and hold the target object.

### Edward Källstedt

Currently studying his fourth year in the Master Programme in Computer Science and Engineering. A fan of making things secure, fast, scalable, and well-

documented. Primarily interested in low level software development. Will initially work on the machine vision implementation together with Martin. In addition to machine vision specifically this work will also consist of robot localization and collision avoidance. As the project progresses he will take on more general software problems that might arise. The first week will be spent researching different computer vision technologies.

**Albin Martinsson**

**Måns Norell**

# Appendix B

## Working together

### Project structure

To keep the project going and have an organized structure the project is divided in different parts, or subprojects. Each group member is either alone or in group responsible for each part of the project which coincides with their interests.

- Arrowhead
- Machine vision and localization of external objects
- Gripping tool
- Movable base

### Meetings

Every week the group will be meeting on Mondays and Tuesdays to catch up and support each other. This scheme may change in the future if needed. The Monday meetings will have the following agenda where the goal is to catch up with the whole project group and discuss the project

- Status of work done the previous week by each member
- Preparation for the seminar
  - Discussion of the previous seminar meeting
  - How the weeks work has been coinciding with the seminar feedback
  - Questions to ask the teachers
  - Questions to ask the other group
  - Who does what during the Tuesday seminar
- Other

The Tuesday meeting will be after the seminar to collect and reflect over the feedback from the teachers and the other group. Also a status on the work planned to be done the coming week will be discussed so that each member has an overview of what the other members are doing. The meetings will have the following agenda

- What feedback did the teachers give
- What feedback did the other group give
- Feedback to each other within the group
- Work to be done the following week
- Other

As mentioned, this meeting structure may be subject to changes if needed and of course if any member of the group wants to work from home a video call will be organized.

## Appendix C

# Workflows

Here we'll write some info about how the group was working together, how the Git was structured etc.