# NXT Hackathon Learning about robots with lego

Patrick Nagel Tim Metzler

Autonomous Systems Bonn-Rhein-Sieg University of Applied Science

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#### Line Follower - Problem

**Problem**: Follow a black line with the NXT using only light sensors.

**Solution**: Use two light sensors at each side of the line. Each sensor should see the bright surface next to the line. Light sensor values are read every 10ms. If the right sensor is dark we go to the right. If the left sensor is dark we got to the left. If both sensors are dark we have passed the finish line.

# Line Follower - P Controller

**P Controller**: Measure the error from the sensors. Adjust the motor speeds by adding / subtracting a correction value. Correction value =  $K_p$  \* error, error  $\in \{-1,0,1\}$ 

# LineFollower - Sourcecode

```
public class FollowTheLine {
2
           public static final int TOP_SPEED = 200;
3
5
           // The constant for the proportional
               controller
6
           private int kp;
           // The correction value (how much we slow down
                / speed up the motors)
           private int turn;
8
           // The error value (-1, 0, 1)
9
           private int error;
10
11
           // Calibration values
12
13
           private int darkRight;
           private int darkLeft;
14
15
           private int brightRight;
16
17
           private int brightLeft;
18
           private int triggerRight;
19
           private int triggerLeft;
20
21
           private LightSensor lsRight;
22
           private LightSensor lsLeft;
23
                                           4 D > 4 P > 4 B > 4 B > B 9 9 P
```

```
24
25
           public FollowTheLine() {
                    // The value of 120 is selected by
26
                        trial and error
                    kp = 120;
27
28
                    // Initialize the light sensors
29
                    lsRight = new LightSensor(SensorPort.
30
                        S1):
                    lsLeft = new LightSensor(SensorPort.S2
31
                        );
32
                    // Calibrate the two light sensors
33
                    calibrateSensors():
34
35
                    // Start to follow the course
36
                    followTheCourse():
37
38
```

```
39
           /**
40
            * Start following the course
41
42
            */
           public void followTheCourse() {
43
44
                   Motor.A.setSpeed(TOP_SPEED);
45
                   Motor.B.setSpeed(TOP_SPEED);
46
47
                   // Smoother acceleration
48
                   Motor.A.setAcceleration(2000);
49
                   Motor.B.setAcceleration(2000):
50
51
                   // Start moving
52
                   Motor.A.forward();
53
                   Motor.B.forward();
54
55
                   int lightValueRight;
56
57
                   int lightValueLeft;
58
59
                   while (!Button.ESCAPE.isDown()) {
60
                            error = 0:
61
                            // Small delay
62
                            Delay.msDelay(100);
63
```

```
64
65
                     // Get the current light values of
                         both sensors
66
                     lightValueRight = lsRight.
                         getLightValue();
67
                     lightValueLeft = lsLeft.getLightValue
                         ();
68
69
                     // If both sensors see dark, we
                         reached the finish line
                     if (lightValueLeft < triggerLeft &&</pre>
70
                         lightValueRight < triggerRight) {
                              Motor.A.stop();
71
                              Motor.B.stop();
72
                              return;
73
74
75
                     if (lightValueRight < triggerRight) {</pre>
76
77
                              error = -1:
                     }
78
79
                     if (lightValueLeft < triggerLeft) {</pre>
80
81
                              error = 1;
                     }
82
```

```
83
                     // P-Controller
84
85
                     turn = kp * error;
86
                     // Adjust the speed
87
88
                     Motor.A.setSpeed(TOP_SPEED + turn);
                     Motor.B.setSpeed(TOP_SPEED - turn);
89
90
                     // Handle the turn direction
91
                     if (error < 0) {
92
                              Motor.A.backward():
93
                              Motor.B.forward();
94
                     }
95
96
                     if (error > 0) {
97
                              Motor.A.forward();
98
                              Motor.B.backward();
99
                     }
100
101
                     if (error == 0) {
102
                              Motor.A.forward():
103
                              Motor.B.forward();
104
105
                     }
106
```

Live demonstration of the Line Follower

Thank you!
Any questions?