

ASSEMBLY BASED DE2BOT FOR MULTIPLE OBJECT TAGGING



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CREATING THE NEXT®



PROJECT OBJECTIVES

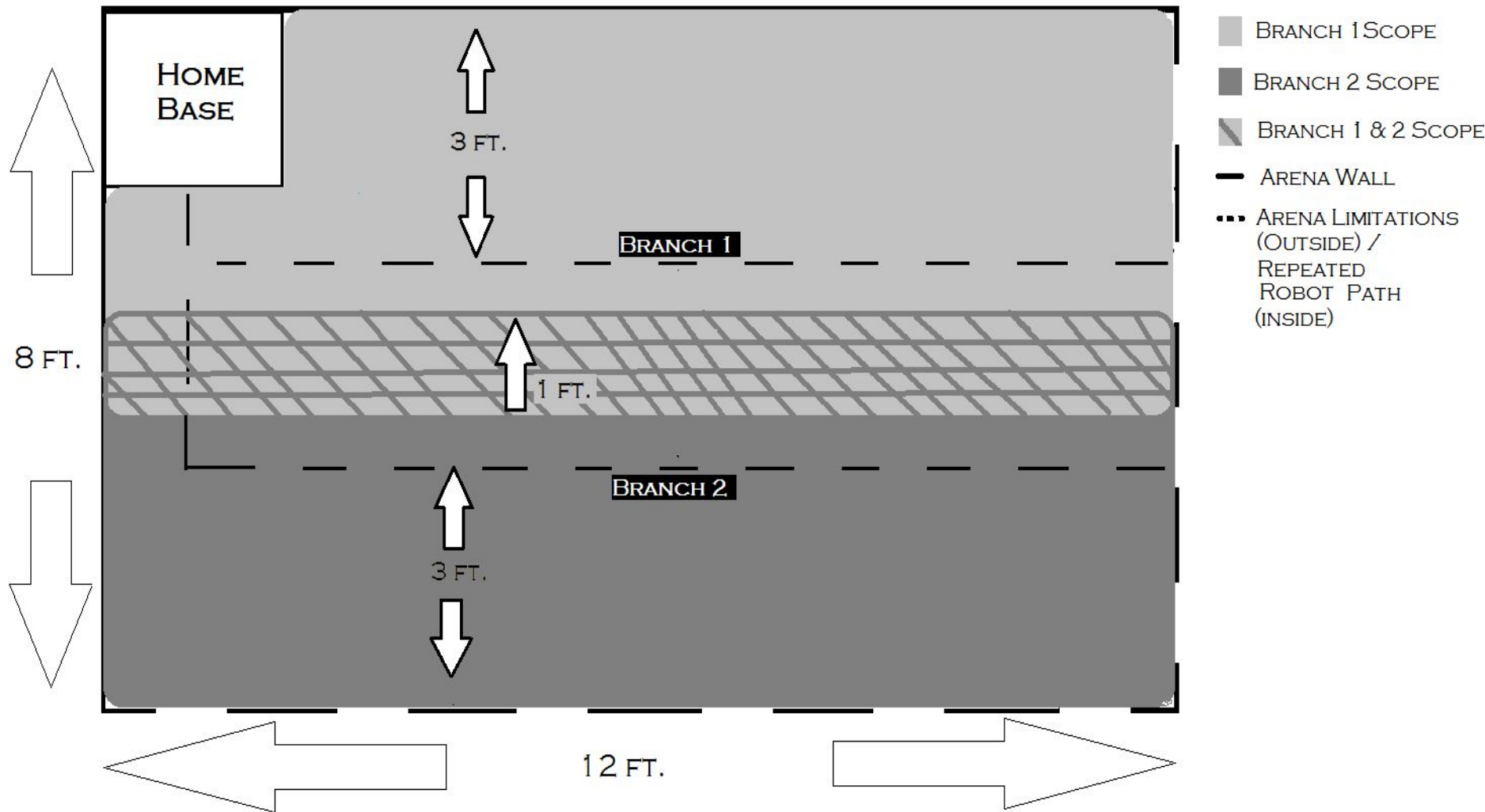
■ Scope:



■ Requirements:

- robot must avoid any object outside the arena/arena wall
- 'tagged' objects will be removed when robot returns home
- robot may only be touched by team at 'home base'
- no information on objects' locations can be given

DESIGN SOLUTION

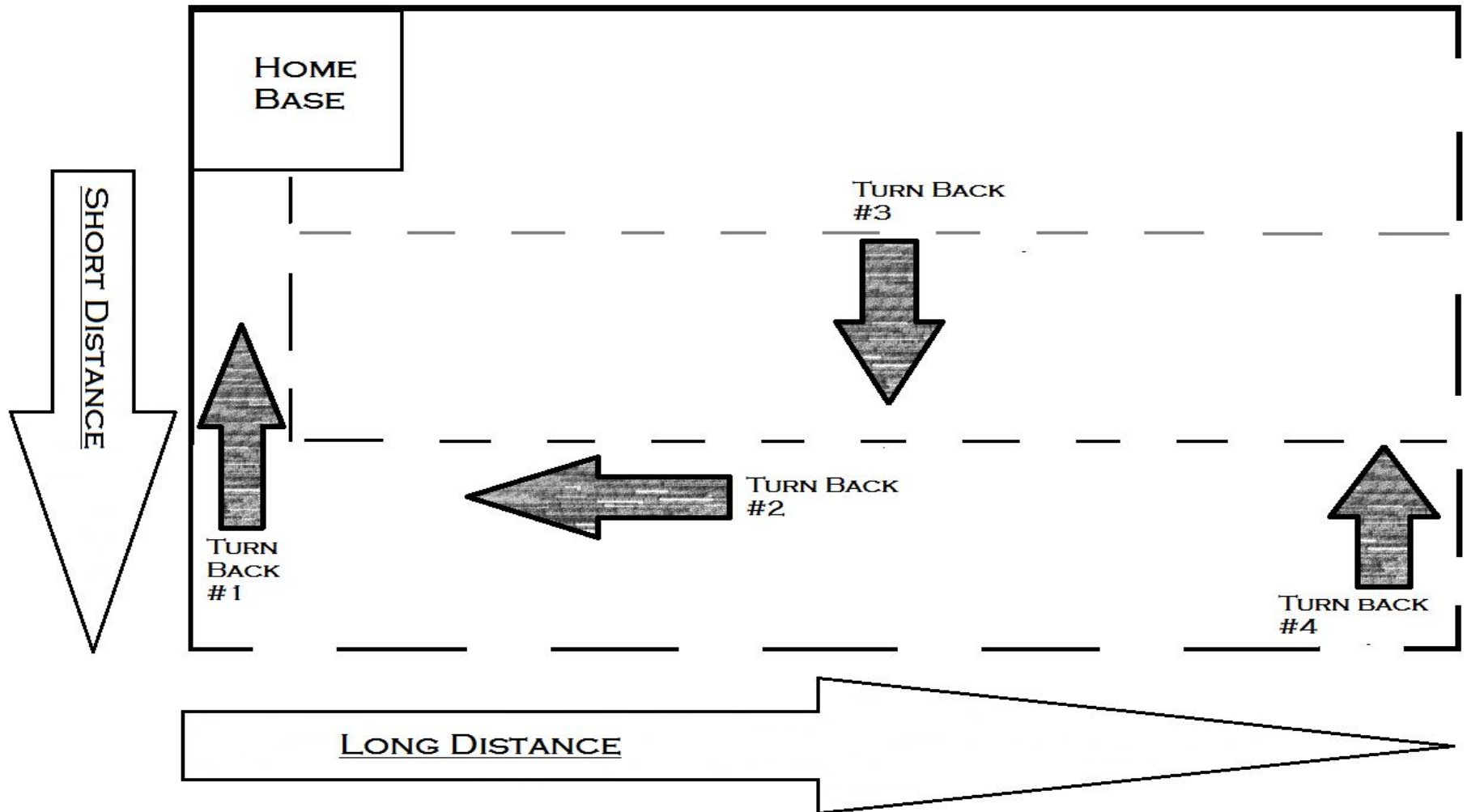


TECHNICAL APPROACH

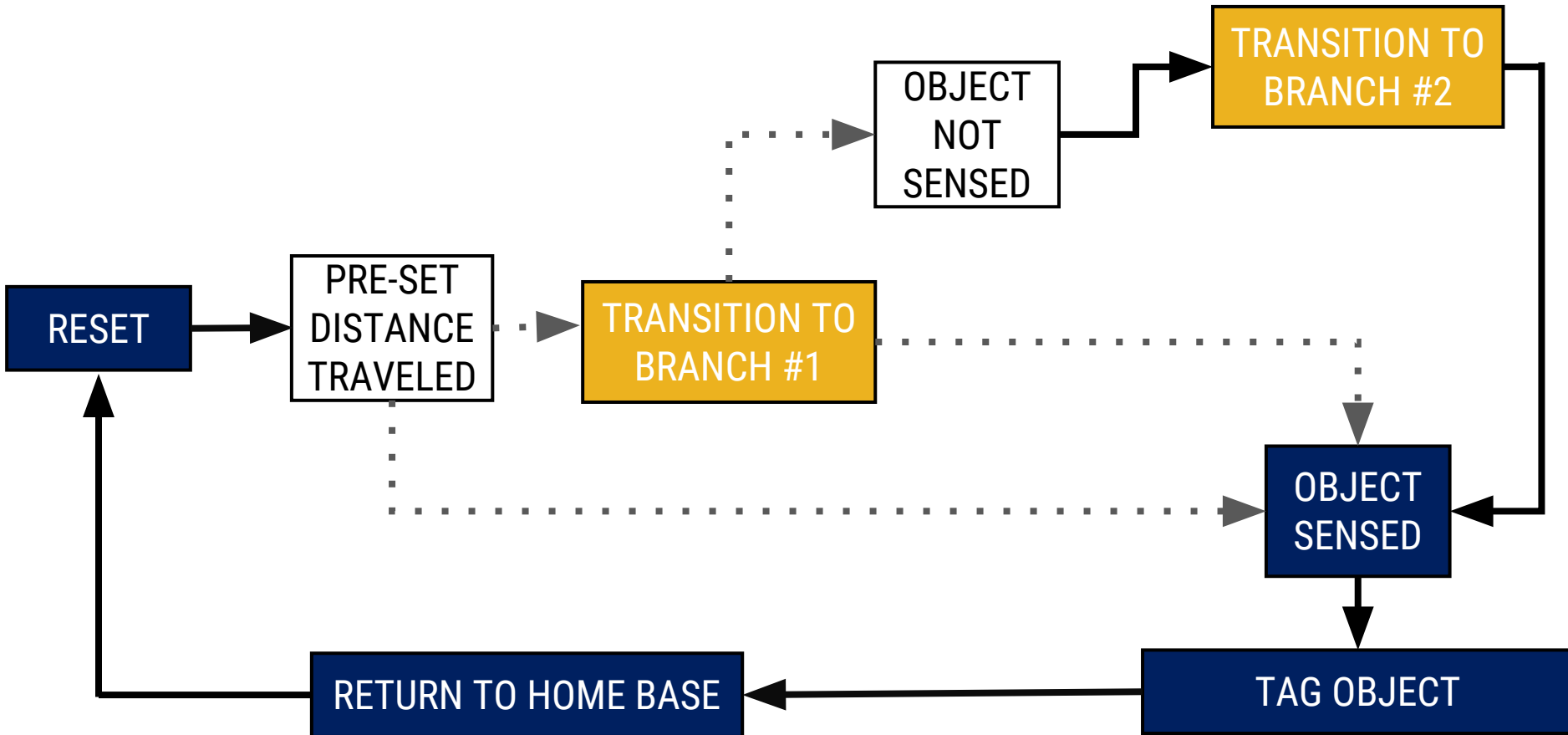
- **Assembly Subroutines:**

- 1) Distance Conditionals
- 2) 90° Turn
- 3) Sensing & 'Tagging' Object
- 4) Returning Home
- 5) Branch #1→Branch #2 Transition

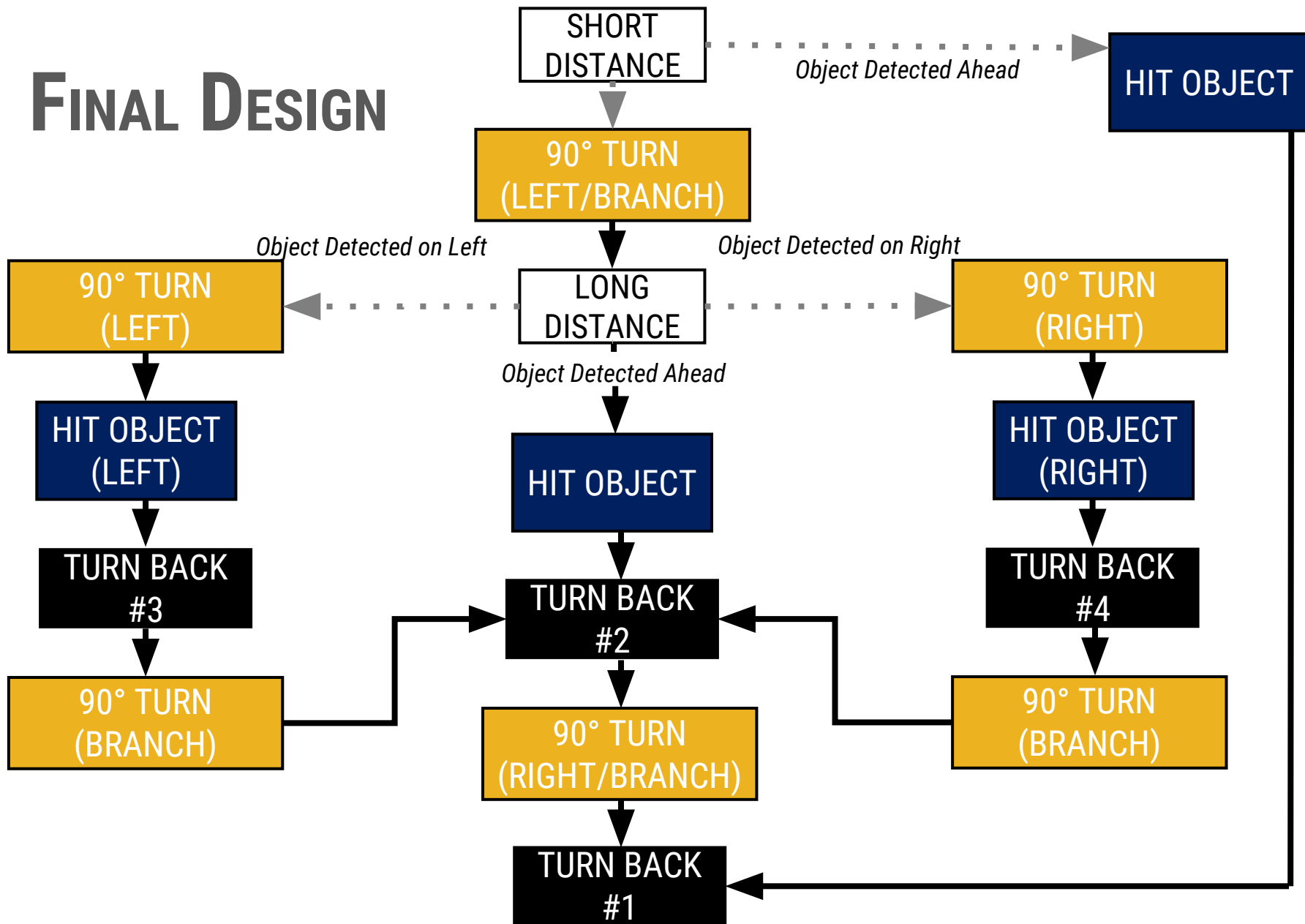
RETURNING HOME & BRANCH TRANSITIONS



VARIOUS CIRCUMSTANCES



FINAL DESIGN



PROBLEMS ENCOUNTERED

- **Pre-Implementation Problems:**

- rotating exactly 90°
- branch #1 \rightarrow branch #2 transition

- **Debugging:**

- returning home after 'tagging' object on right
- hitting object directly in front of robot
- overshooting objects

- **Design:**

- does not travel the shortest distance back to home
- long and repetitive code

RESULTS

■ Run 1:

- Total Objects - 4
- Objects Hit - 3
- Return Homes - 2
- Time Remaining - none

■ Run 2:

- Total Objects - 6
- Objects Hit - 4
- Return Homes - 3
- Time Remaining – none

■ Penalties Incurred:

- 6 retrievals to home
- 2 arena collisions

DEMONSTRATION REMARKS

■ Design Tradeoffs:

• Advantages

- simplicity granted efficient completion
- robot operated at about max speed
- utilized sonars and odometry
- changes granted shorter code and run time

• Disadvantages

- sonar limitations
- clocking speed
- unexplained operation errors

FUTURE WORK

- utilize arctangent for returning home
- utilize more precise figures to find exact values for each situation
- increase clocking speed for more accurate positioning

QUESTIONS?

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