

# Introduction to ROBOTICS

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## Robot Sensing and Sensors

Dr. John (Jizhong) Xiao

Department of Electrical Engineering

City College of New York

[jxiao@ccny.cuny.edu](mailto:jxiao@ccny.cuny.edu)



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# Brief Review (Mobot Locomotion)



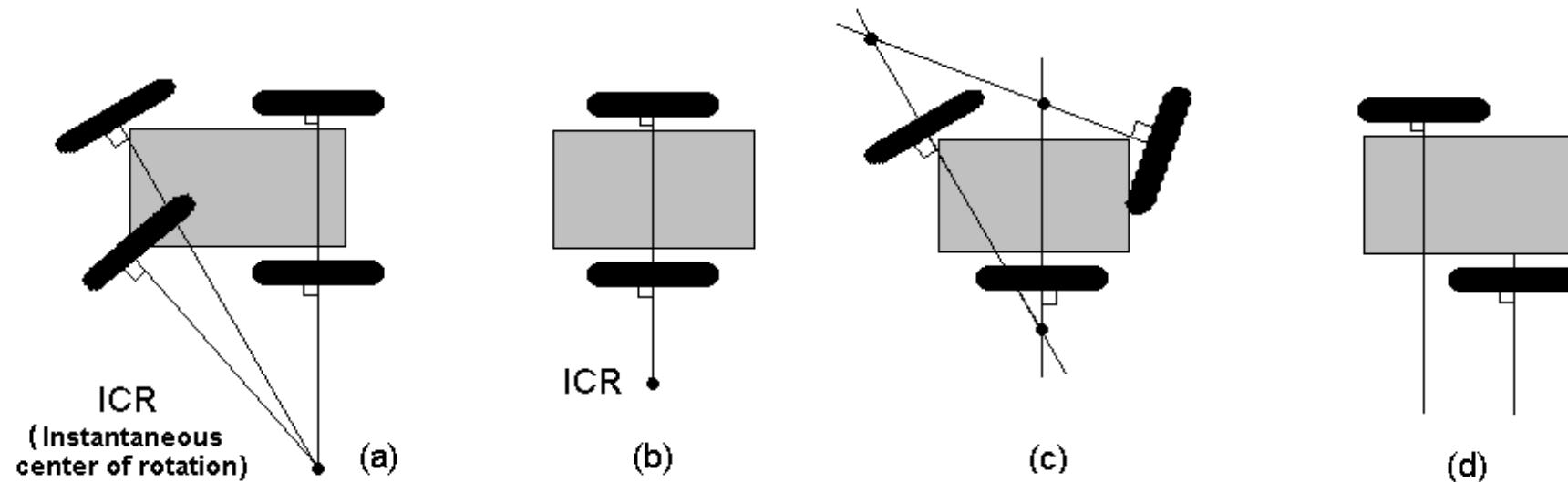
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# ICR of wheeled mobile robot

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- Instantaneous center of rotation (ICR)
  - A cross point of all axes of the wheels

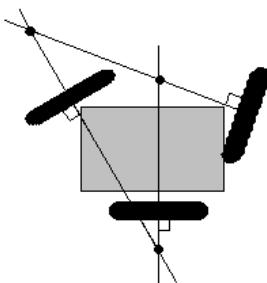


# Degree of Mobility

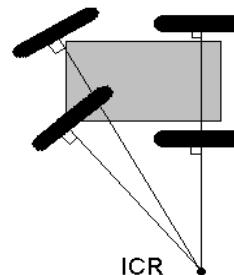
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- **Degree of mobility**

The degree of freedom of the robot motion



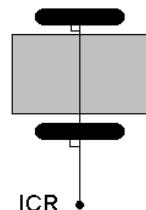
Cannot move  
anywhere (No ICR)



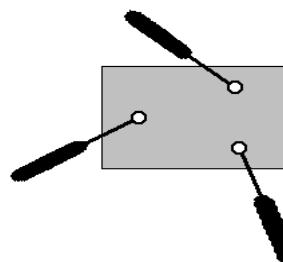
Fixed arc motion  
(Only one ICR)

- Degree of mobility : 0

- Degree of mobility : 1



Variable arc motion  
(line of ICRs)



Fully free motion  
(ICR can be located  
at any position)

- Degree of mobility : 2

- Degree of mobility : 3

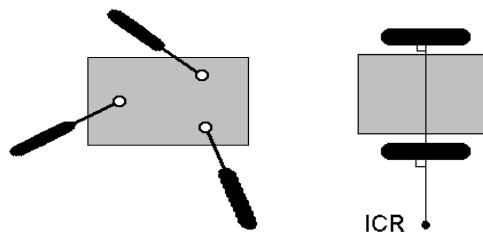


# Degree of Steerability

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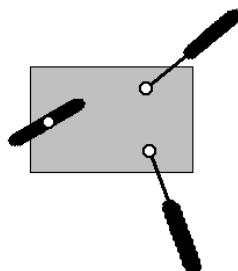
- **Degree of steerability**

The number of centered orientable wheels that can be steered independently in order to steer the robot

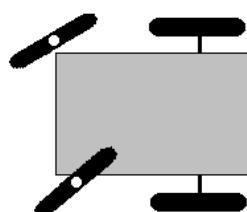


No centered orientable wheels

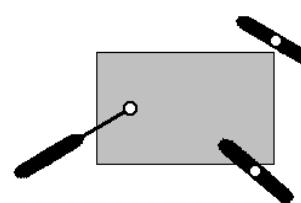
- Degree of steerability : 0



One centered orientable wheel



Two mutually dependent centered orientable wheels



Two mutually independent centered orientable wheels

- Degree of steerability : 1

- Degree of steerability : 2



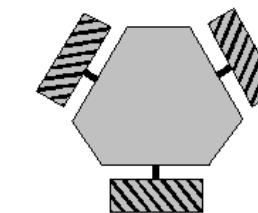
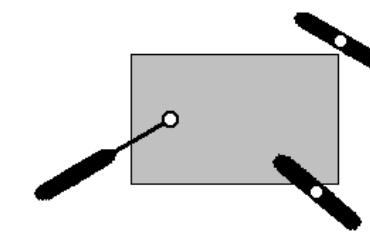
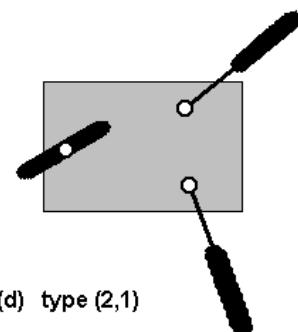
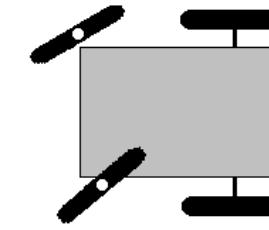
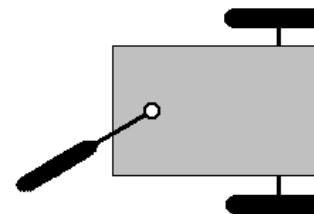
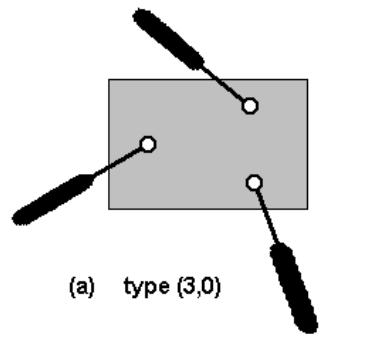
# Degree of Maneuverability

- The overall degrees of freedom that a robot can manipulate:

$$\delta_M = \delta_m + \delta_s$$

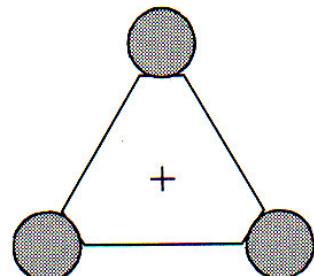
Degree of Mobility	3	2	2	1	1
Degree of Steerability	0	0	1	1	2

- Examples of robot types (degree of mobility, degree of steerability)

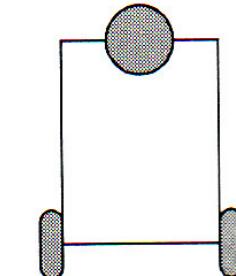


# Degree of Maneuverability

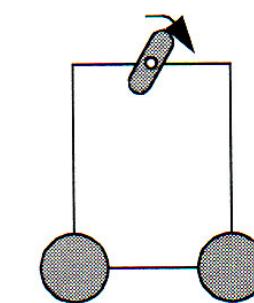
$$\delta_M = \delta_m + \delta_s$$



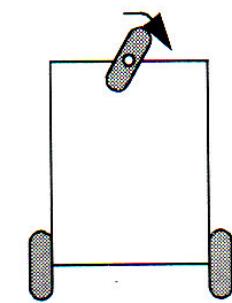
Omnidirectional  
 $\delta_M = 3$   
 $\delta_m = 3$   
 $\delta_s = 0$



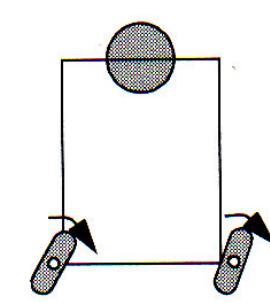
Differential  
 $\delta_M = 2$   
 $\delta_m = 2$   
 $\delta_s = 0$



Omni-Steer  
 $\delta_M = 3$   
 $\delta_m = 2$   
 $\delta_s = 1$



Tricycle  
 $\delta_M = 2$   
 $\delta_m = 1$   
 $\delta_s = 1$

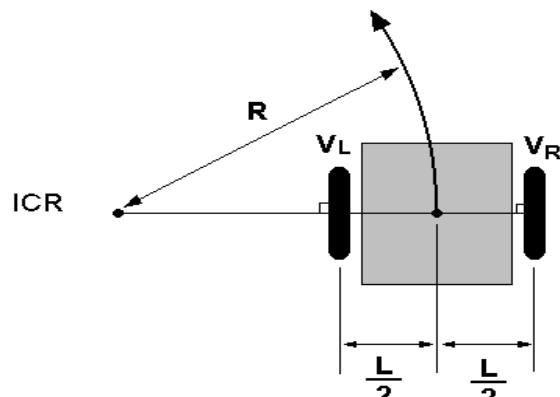


Two-Steer  
 $\delta_M = 3$   
 $\delta_m = 1$   
 $\delta_s = 2$

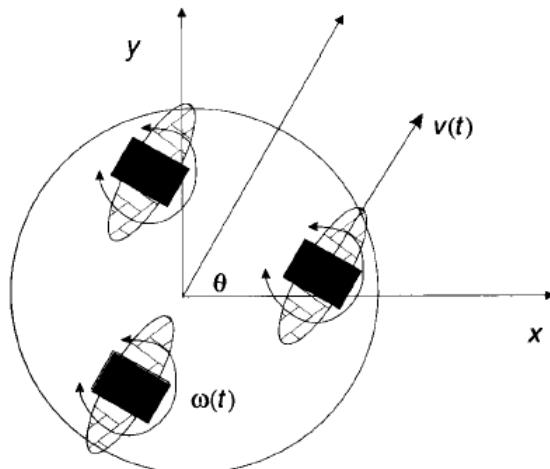


# Mobile Robot Locomotion

Locomotion: the process of causing a robot to move



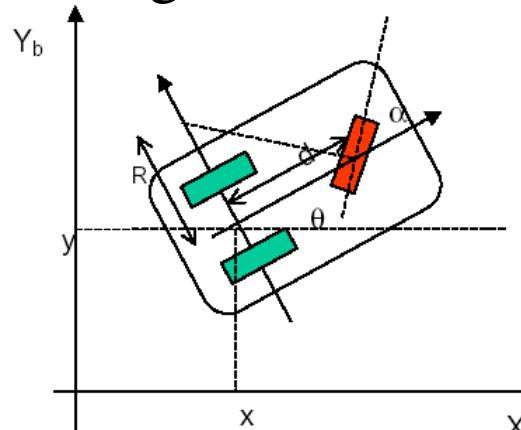
■ Differential Drive



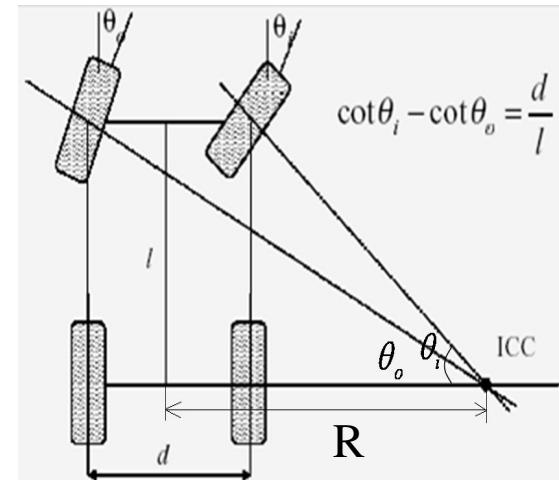
■ Synchronous Drive



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■ Tricycle



■ Ackerman Steering



■ Swedish Wheel  
Omni-directional



# Differential Drive

Property: At each time instant, the left and right wheels must follow a trajectory that moves around the ICC at the same angular rate  $\omega$ , i.e.,

$$\omega(R + \frac{L}{2}) = V_R \quad \omega(R - \frac{L}{2}) = V_L$$

$$V_L = r \omega_L$$

$$V_R = r \omega_R$$

$$\omega = \frac{V_R - V_L}{L}$$

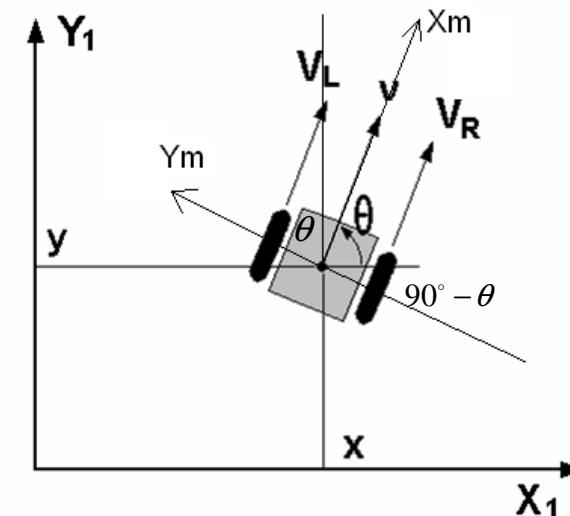
$$v = \frac{V_R + V_L}{2}$$

- Kinematic equation

$$\begin{pmatrix} \dot{x} \\ \dot{y} \\ \dot{\theta} \end{pmatrix} = \begin{pmatrix} \cos \theta & 0 \\ \sin \theta & 0 \\ 0 & 1 \end{pmatrix} \begin{pmatrix} v \\ \omega \end{pmatrix}$$

- Nonholonomic Constraint

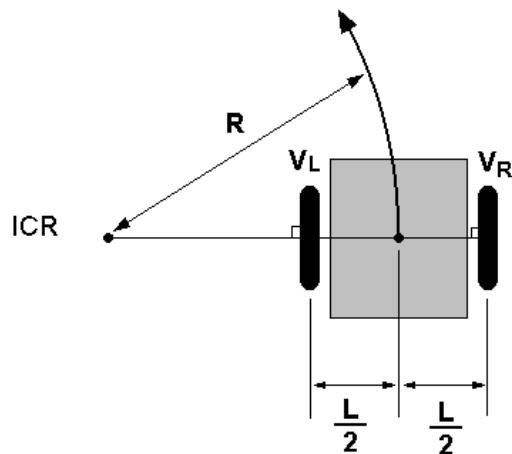
$$[\sin \theta \quad -\cos \theta] \begin{bmatrix} \dot{x} \\ \dot{y} \end{bmatrix} = \dot{x} \sin \theta - \dot{y} \cos \theta = 0$$



# Differential Drive

- Basic Motion Control

$$(V_R - V_L) / L = V_R / (R + \frac{L}{2})$$



$$R = \frac{L}{2} \frac{V_R + V_L}{V_R - V_L}$$

$R$  : Radius of rotation

- Straight motion

$$R = \text{Infinity} \rightarrow V_R = V_L$$

- Rotational motion

$$R = 0 \rightarrow V_R = -V_L$$



# Tricycle

- Steering and power are provided through the front wheel
- control variables:
  - angular velocity of steering wheel  $w_s(t)$
  - steering direction  $\alpha(t)$

$r$  = steering wheel radius

$$v_s(t) = w_s(t) r \quad \text{linear velocity of steering wheel}$$

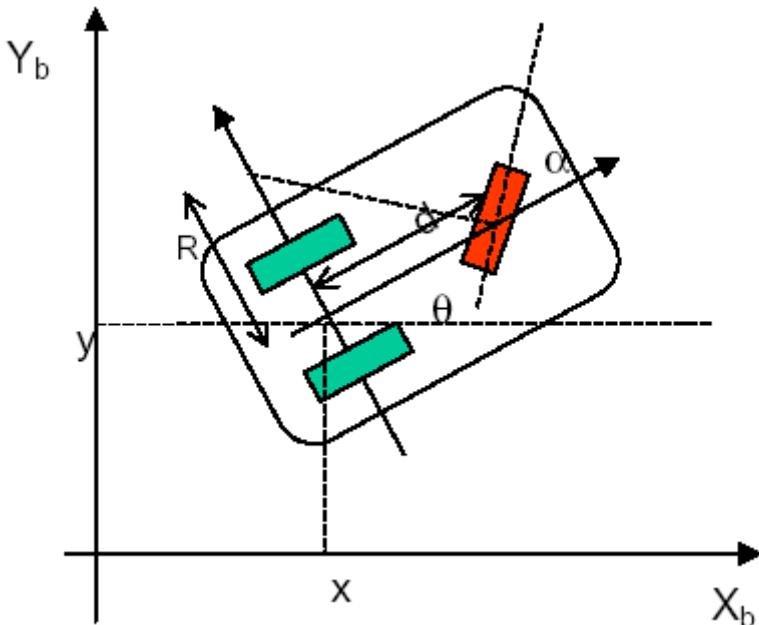
$$R(t) = d \tan\left(\frac{\pi}{2} - \alpha(t)\right)$$

$$w(t) = \frac{w_s(t)r}{\sqrt{d^2 + R(t)^2}} \quad \text{angular velocity of the moving frame relative to the base frame}$$



$$w(t) = \frac{v_s(t)}{d} \sin \alpha(t)$$

$d$ : distance from the front wheel to the rear axle



# Tricycle

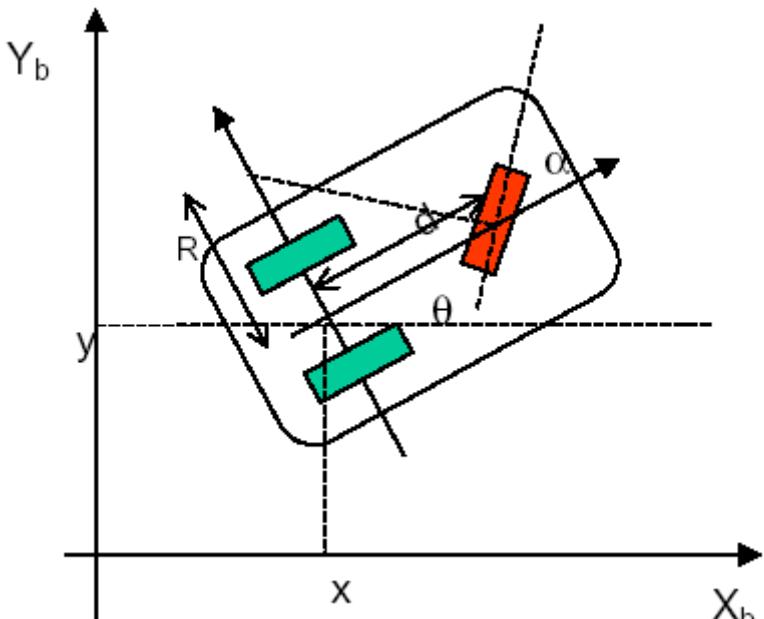
**Kinematics model in the world frame  
---Posture kinematics model**

$$\begin{aligned}\dot{x}(t) &= v_s(t) \cos \alpha(t) \cos \theta(t) \\ \dot{y}(t) &= v_s(t) \cos \alpha(t) \sin \theta(t) \\ \dot{\theta}(t) &= \frac{v_s(t)}{d} \sin \alpha(t)\end{aligned}$$



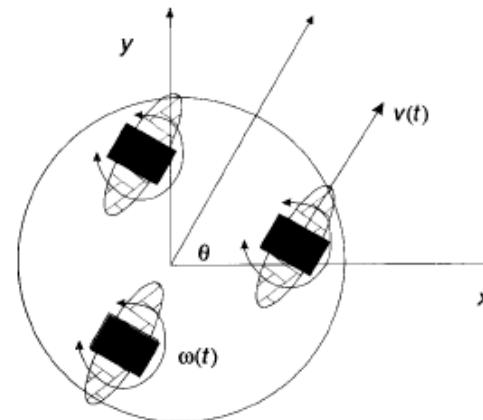
$$\begin{bmatrix} \dot{x}(t) \\ \dot{y}(t) \\ \dot{\theta}(t) \end{bmatrix} = \begin{bmatrix} \cos \theta(t) & 0 \\ \sin \theta(t) & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} v(t) \\ w(t) \end{bmatrix}$$

$$\begin{aligned}v(t) &= v_s(t) \cos \alpha(t) \\ w(t) &= \frac{v_s(t)}{d} \sin \alpha(t)\end{aligned}$$



# Synchronous Drive

- All the wheels turn in unison
  - All wheels point in the same direction and turn at the same rate
  - Two independent motors, one rolls all wheels forward, one rotates them for turning
- Control variables (independent)
  - $v(t)$ ,  $\omega(t)$



$$x(t) = \int_0^t v(\sigma) \cos(\theta(\sigma)) d\sigma$$
$$y(t) = \int_0^t v(\sigma) \sin(\theta(\sigma)) d\sigma$$
$$\theta(t) = \int_0^t w(\sigma) d\sigma$$



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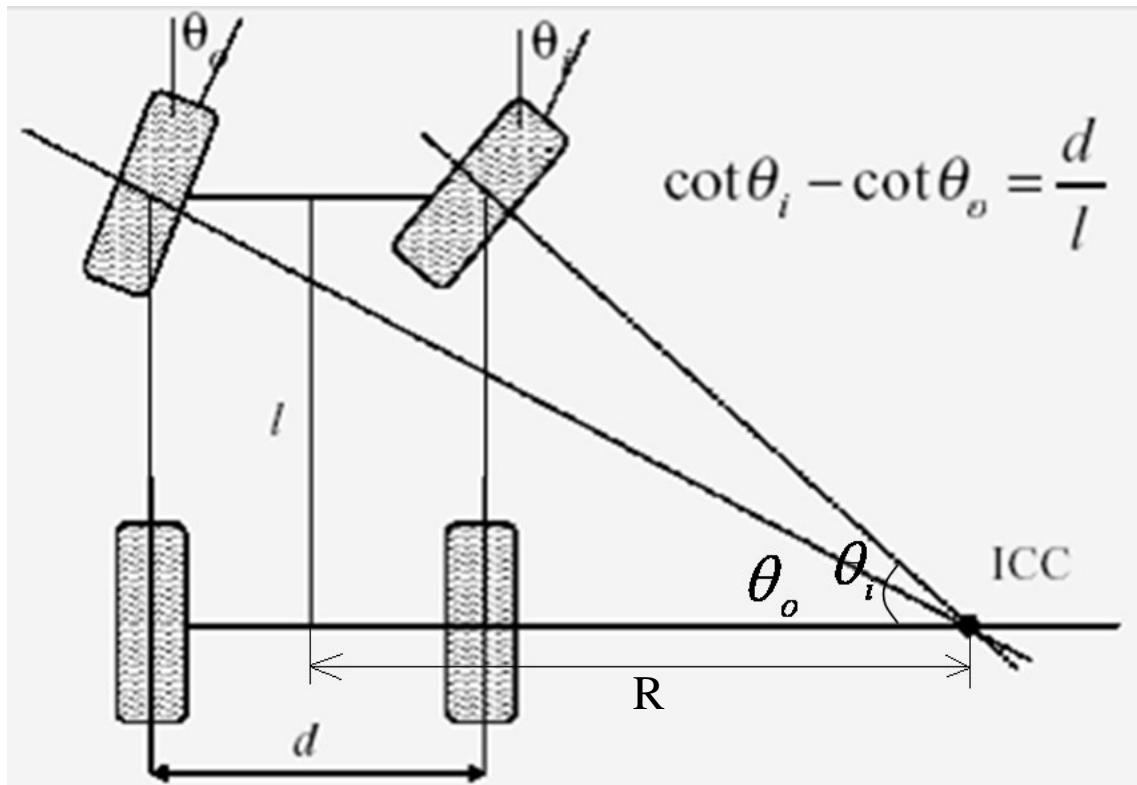


# Ackerman Steering (Car Drive)

- The Ackerman Steering equation:

$$\therefore \cot \theta_i - \cot \theta_o = \frac{d}{l}$$

$$\cot \theta = \frac{\cos \theta}{\sin \theta}$$



$$\begin{aligned}\cot \theta_i - \cot \theta_o \\ &= \frac{R + d/2}{l} - \frac{R - d/2}{l} \\ &= \frac{d}{l}\end{aligned}$$



# Car-like Robot

Driving type: Rear wheel drive, front wheel steering

$$\dot{\theta} \cdot R = u_1 \rightarrow \dot{\theta} \frac{l}{\tan \varphi} = u_1$$

Rear wheel drive car model:

$$\dot{x} = u_1 \cos \theta$$

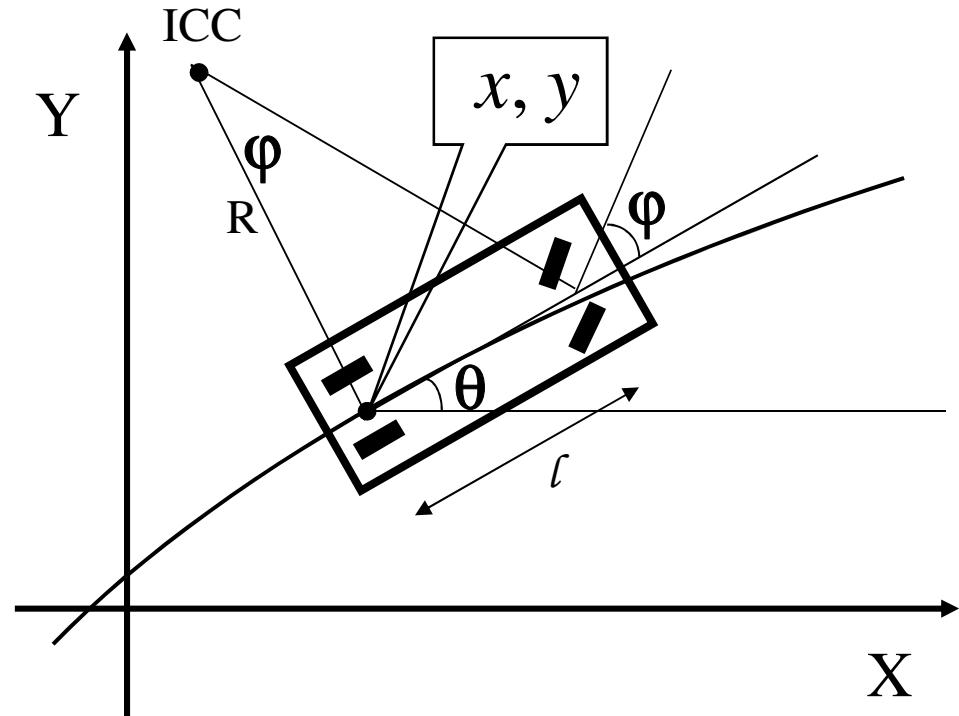
$$\dot{y} = u_1 \sin \theta$$

$$\dot{\theta} = \frac{u_1}{l} \tan \varphi$$

$$\dot{\varphi} = u_2$$

non-holonomic constraint:

$$\dot{x} \sin \theta - \dot{y} \cos \theta = 0$$



$u_1$  : forward velocity of the rear wheels

$u_2$  : angular velocity of the steering wheels

$l$  : length between the front and rear wheels





# Robot Sensing and Sensors



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# References

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- *Sensors for mobile robots: theory and applications*, H. R. Everett, A. K. Peters Ltd, C1995, ISBN: 1-56881-048-2
- *Handbook of Modern Sensors: Physics, Designs and Applications*, 2<sup>nd</sup> edition, Jacob Fraden, AIP Press/Springer, 1996. ISBN 1-56396-538-0.



# Some websites

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- <http://www.omega.com/> (sensors + hand-helds)
- <http://www.extech.com/> (hand-helds)
- <http://www.agilent.com/> (instruments, enormous)
- <http://www.keithley.com/> (instruments, big)
- <http://www.tegam.com/> (instruments, small)
- <http://www.edsci.com/> (optics ++)
- <http://www.pacific.net/~brooke/Sensors.html>  
(comprehensive listing of sensors etc. and links)



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# What is Sensing ?

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- Collect information about the world
- Sensor - an electrical/mechanical/chemical device that maps an environmental attribute to a quantitative measurement
- Each sensor is based on a ***transduction principle*** - conversion of energy from one form to another



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# Human sensing and organs

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- Vision: eyes (optics, light)
- Hearing: ears (acoustics, sound)
- Touch: skin (mechanics, heat)
- Odor: nose (vapor-phase chemistry)
- Taste: tongue (liquid-phase chemistry)

Counterpart?



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# Extended ranges and modalities

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- Vision outside the RGB spectrum
  - Infrared Camera, see at night
- Active vision
  - Radar and optical (laser) range measurement
- Hearing outside the 20 Hz – 20 kHz range
  - Ultrasonic range measurement
- Chemical analysis beyond taste and smell
- Radiation:  $\alpha$ ,  $\beta$ ,  $\gamma$ -rays, neutrons, etc



# Transduction to electronics

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- Thermistor: temperature-to-resistance
- Electrochemical: chemistry-to-voltage
- Photocurrent: light intensity-to-current
- Pyroelectric: thermal radiation-to-voltage
- Humidity: humidity-to-capacitance
- Length (LVDT: Linear variable differential transformers) : position-to-inductance
- Microphone: sound pressure-to-<anything>



# Sensor Fusion and Integration

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- Human: One organ  $\leftrightarrow$  one sense?
  - Not necessarily
    - Balance: ears
    - Touch: tongue
    - Temperature: skin
- Robot:
  - Sensor fusion:
    - Combine readings from several sensors into a (uniform) data structure
  - Sensor integration:
    - Use information from several sensors to do something useful



# Sensor Fusion

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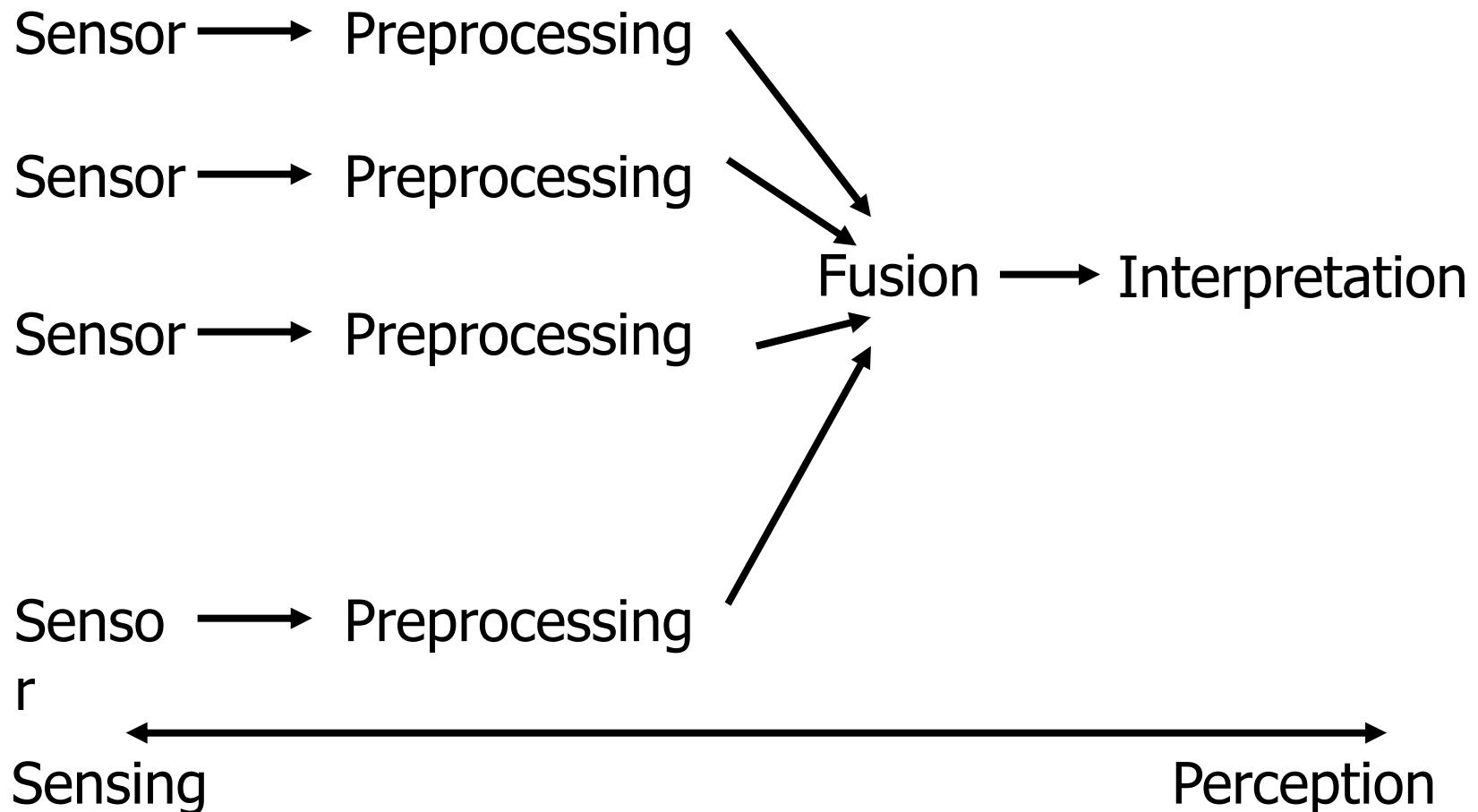
- One sensor is (usually) not enough
  - Real sensors are noisy
  - Limited Accuracy
  - Unreliable - Failure/redundancy
  - Limited point of view of the environment
    - Return an incomplete description of the environment
  - The sensor of choice may be expensive - might be cheaper to combine two inexpensive sensors



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# General Processing



# Preprocessing

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- Colloquially - ‘cleanup’ the sensor readings before using them
- Noise reduction - filtering
- Re-calibration
- ‘Basic’ stuff - e.g. edge detection in vision
- Usually unique to each sensor
- Change (transform) data representation



# Sensor/Data Fusion

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- Combine data from different sources
  - measurements from different sensors
  - measurements from different positions
  - measurements from different times
- Often a mathematical technique that takes into account uncertainties in data sources
  - Discrete Bayesian methods
  - Neural networks
  - Kalman filtering
- Produces a merged data set (as though there was one ‘virtual sensor’)



# Interpretation

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- Task specific
- Often modeled as a best fit problem given some *a priori* knowledge about the environment
- Tricky



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# Classification of Sensors

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- Proprioception (Internal state) v.s. Exteroceptive (external state)
  - *measure values internally to the system (robot)*, e.g. battery level, wheel position, joint angle, etc,
  - observation of environments, objects
- Active v.s. Passive
  - emitting energy into the environment, e.g., radar, sonar
  - passively receive energy to make observation, e.g., camera
- Contact v.s. non-contact
- Visual v.s. non-visual
  - vision-based sensing, image processing, video camera



# Proprioceptive Sensors

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- Encoders, Potentiometers
  - measure angle of turn via change in resistance or by counting optical pulses
- Gyroscopes
  - measure rate of change of angles
  - fiber-optic (newer, better), magnetic (older)
- Compass
  - measure which way is north
- GPS: measure location relative to globe



# Touch Sensors

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- Whiskers, bumpers etc.
  - mechanical contact leads to
    - closing/opening of a switch
    - change in resistance of some element
    - change in capacitance of some element
    - change in spring tension
    - ...



# Sensors Based on Sound

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- SONAR: **Sound Navigation and Ranging**
  - bounce sound off of objects
  - measure time for reflection to be heard - gives a range measurement
  - measure change in frequency - gives the relative speed of the object (Doppler effect)
  - bats and dolphins use it with amazing results
  - robots use it w/ less than amazing results





# Sensors Based on EM Spectrum



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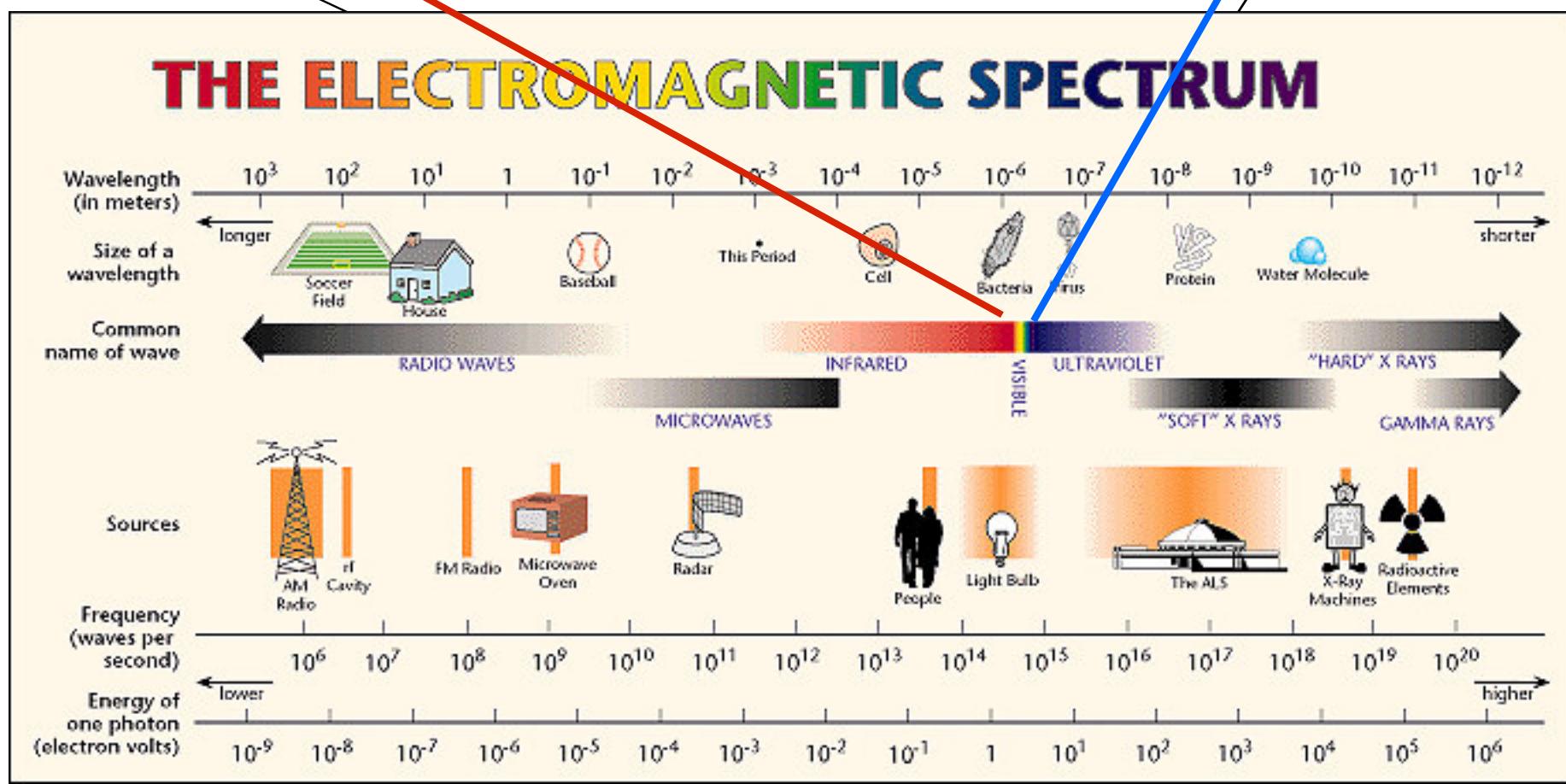


# Electromagnetic Spectrum

## Visible Spectrum

700 nm

400 nm



# Sensors Based on EM Spectrum

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- Radio and Microwave
  - RADAR: **R**adio **D**etection **a**nd **R**anging
  - Microwave radar: insensitive to clouds
- Coherent light
  - all photons have same phase and wavelength
  - LASER: **L**ight **A**mplification by **S**timulated **E**mission of **R  - LASER RADAR: LADAR - accurate ranging**



# Sensors Based on EM Spectrum

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- Light sensitive
  - eyes, cameras, photocells etc.
  - Operating principle
    - CCD - charge coupled devices
    - photoelectric effect
- IR sensitive
  - Local Proximity Sensing
    - Infrared LEDs (cheap, active sensing)
    - usually low resolution - normally used for presence/absence of obstacles rather than ranging, operate over small range
  - Sense heat differences and construct images
    - Human detection sensors
    - night vision application



# General Classification (1)

General classification (typical use)	Sensor Sensor System	PC or EC	A or P
Tactile sensors (detection of physical contact or closeness; security switches)	Contact switches, bumpers Optical barriers Noncontact proximity sensors	EC EC EC	P A A
Wheel/motor sensors (wheel/motor speed and position)	Brush encoders Potentiometers Synchros, resolvers Optical encoders Magnetic encoders Inductive encoders Capacitive encoders	PC PC PC PC PC PC PC	P P A A A A A
Heading sensors (orientation of the robot in relation to a fixed reference frame)	Compass Gyroscopes Inclinometers	EC PC EC	P P A/P

A, active; P, passive; P/A, passive/active; PC, proprioceptive; EC, exteroceptive.



# General Classification (2)

General classification (typical use)	Sensor Sensor System	PC or EC	A or P
Ground-based beacons (localization in a fixed reference frame)	GPS Active optical or RF beacons Active ultrasonic beacons Reflective beacons	EC EC EC EC	A A A A
Active ranging (reflectivity, time-of-flight, and geometric triangulation)	Reflectivity sensors Ultrasonic sensor Laser rangefinder Optical triangulation (1D) Structured light (2D)	EC EC EC EC EC	A A A A A
Motion/speed sensors (speed relative to fixed or moving objects)	Doppler radar Doppler sound	EC EC	A A
Vision-based sensors (visual ranging, whole-image analysis, segmentation, object recognition)	CCD/CMOS camera(s) Visual ranging packages Object tracking packages	EC	P





# Sensors Used in Robot



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# Sensors Used in Robot

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- Resistive sensors
  - bend sensors, potentiometer, resistive photocells, ...
- Tactile sensors
  - contact switch, bumpers...
- Infrared sensors
  - Reflective, proximity, distance sensors...
- Ultrasonic Distance Sensor
- Inertial Sensors (measure the second derivatives of position)
  - Accelerometer, Gyroscopes,
- Orientation Sensors
  - Compass, Inclinometer
- Laser range sensors
- Vision, GPS, ...





# Resistive Sensors



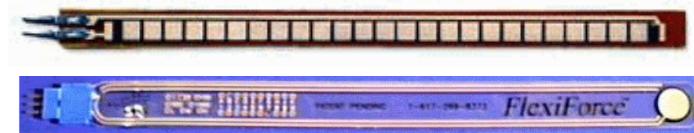
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# Resistive Sensors

## Bend Sensors

- Resistance = 10k to 35k
- As the strip is bent, resistance increases



Resistive Bend Sensor

## Potentiometers

- Can be used as position sensors for sliding mechanisms or rotating shafts
- Easy to find, easy to mount



Potentiometer

## Light Sensor (Photocell)

- Good for detecting direction/presence of light
- Non-linear resistance
- Slow response to light changes



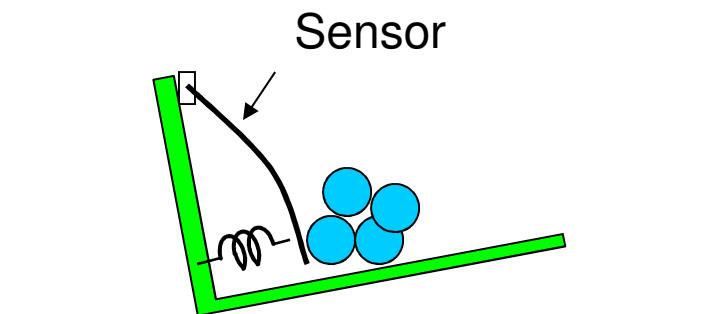
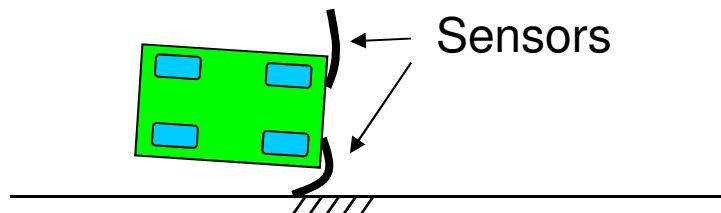
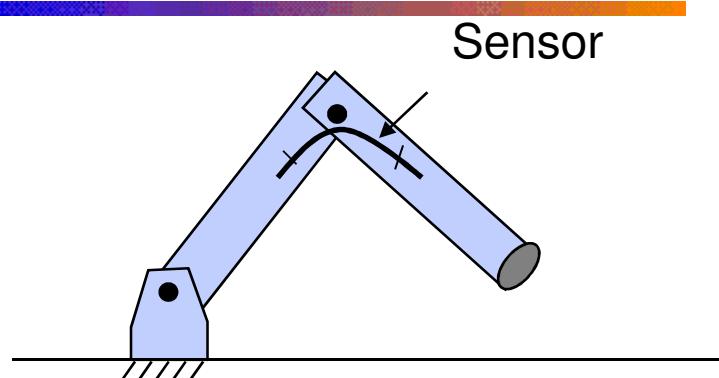
Photocell

R is small when brightly illuminated



# Applications

- Measure bend of a joint
- Wall Following/Collision Detection
- Weight Sensor

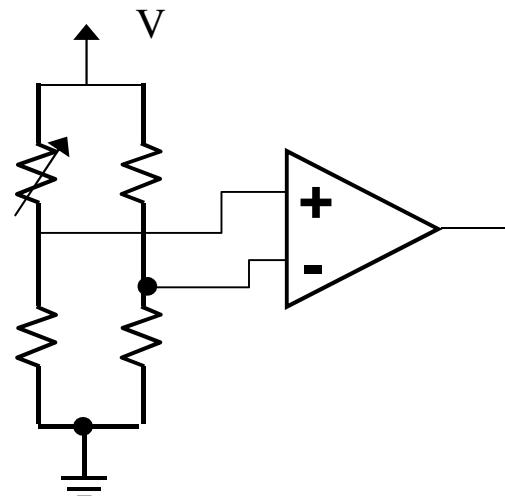
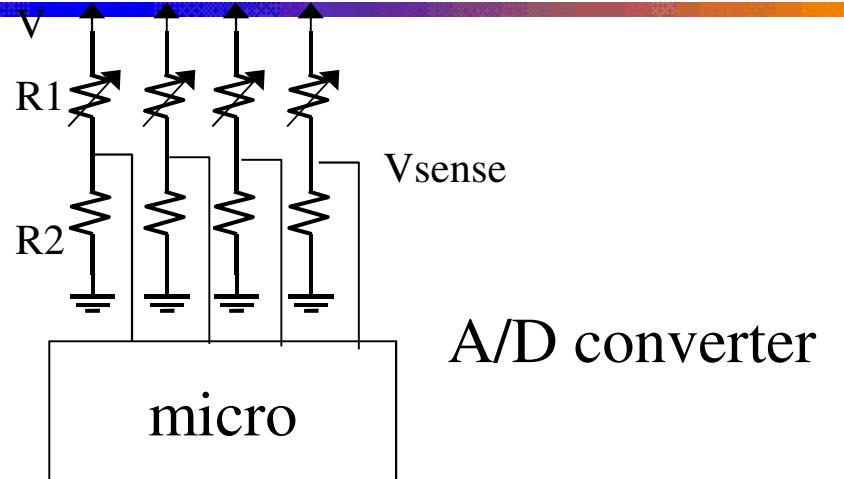


# Inputs for Resistive Sensors

Voltage divider:

You have two resistors, one is fixed and the other varies, as well as a constant voltage

$$V_{sense} = \frac{R_2}{R_1 + R_2} V$$



Binary  
Threshold

Comparitor:  
If voltage at + is greater than at -,  
digital high out



# Infrared Sensors

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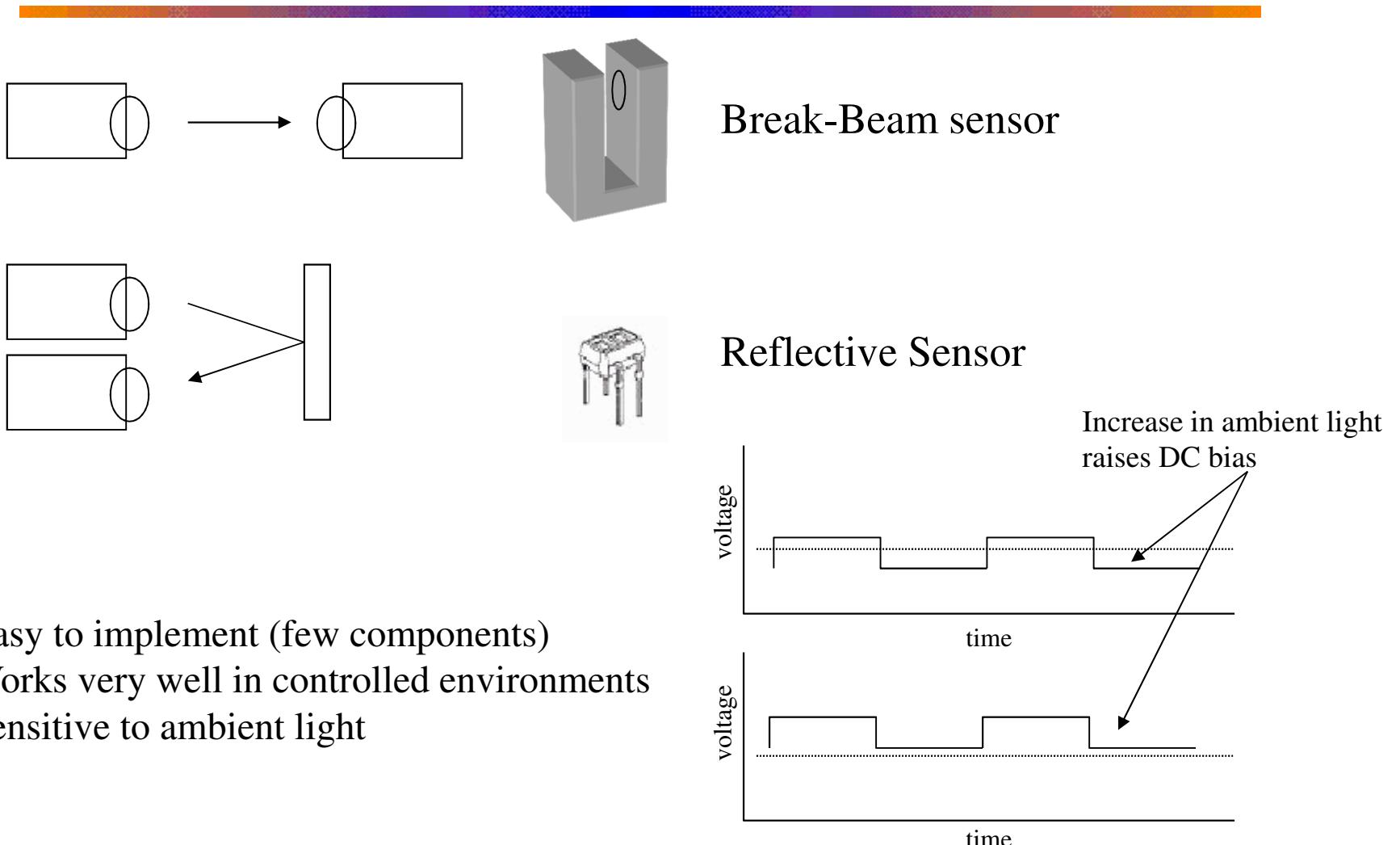
- Intensity based infrared
  - Reflective sensors
  - Easy to implement
  - susceptible to ambient light
- Modulated Infrared
  - Proximity sensors
  - Requires modulated IR signal
  - Insensitive to ambient light
- Infrared Ranging
  - Distance sensors
  - Short range distance measurement
  - Impervious to ambient light, color and reflectivity of object



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# Intensity Based Infrared

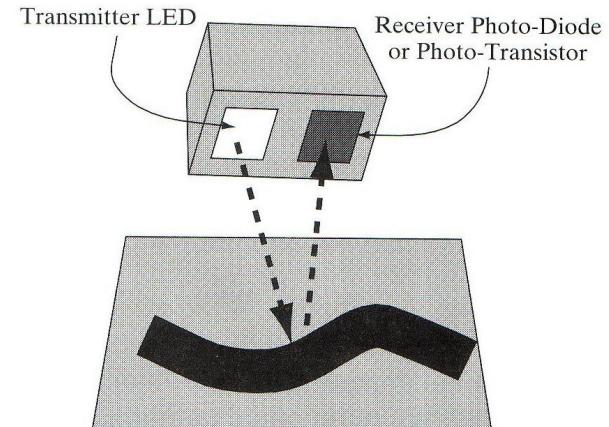


- Easy to implement (few components)
- Works very well in controlled environments
- Sensitive to ambient light



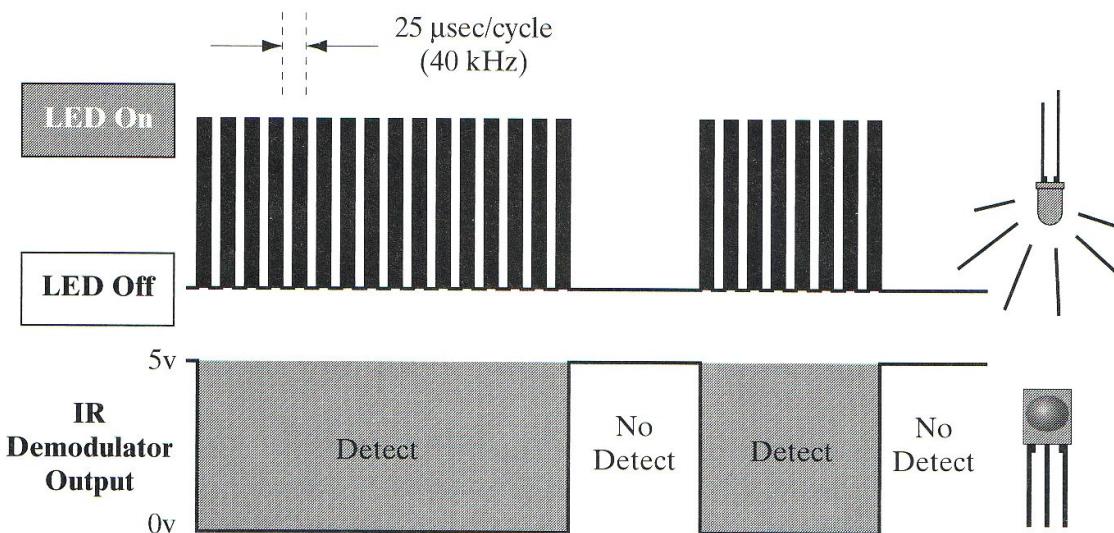
# IR Reflective Sensors

- **Reflective Sensor:**
  - Emitter IR LED + detector photodiode/phototransistor
  - Phototransistor: the more light reaching the phototransistor, the more current passes through it
  - A beam of light is reflected off a surface and into a detector
  - Light usually in infrared spectrum, IR light is invisible
- **Applications:**
  - Object detection,
  - Line following, Wall tracking
  - Optical encoder (Break-Beam sensor)
- **Drawbacks:**
  - Susceptible to ambient lighting
    - Provide sheath to insulate the device from outside lighting
  - Susceptible to reflectivity of objects
  - Susceptible to the distance between sensor and the object



# Modulated Infrared

- Modulation and Demodulation
  - Flashing a light source at a particular frequency
  - Demodulator is tuned to the specific frequency of light flashes. (32kHz~45kHz)
  - Flashes of light can be detected even if they are very weak
  - Less susceptible to ambient lighting and reflectivity of objects
  - Used in most IR remote control units, proximity sensors



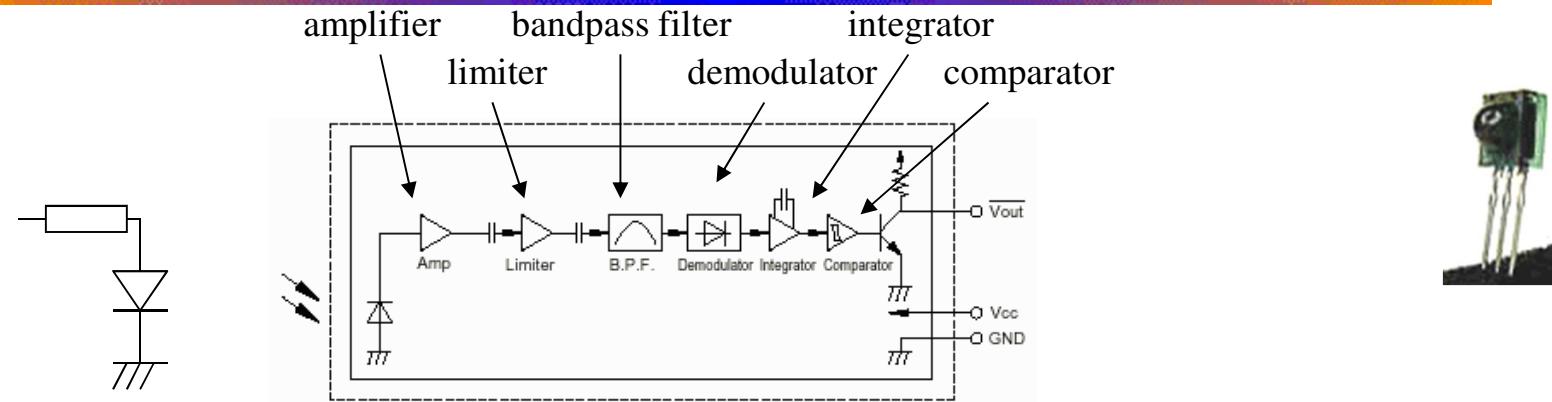
Negative true logic:

Detect = 0v

No detect = 5v



# IR Proximity Sensors

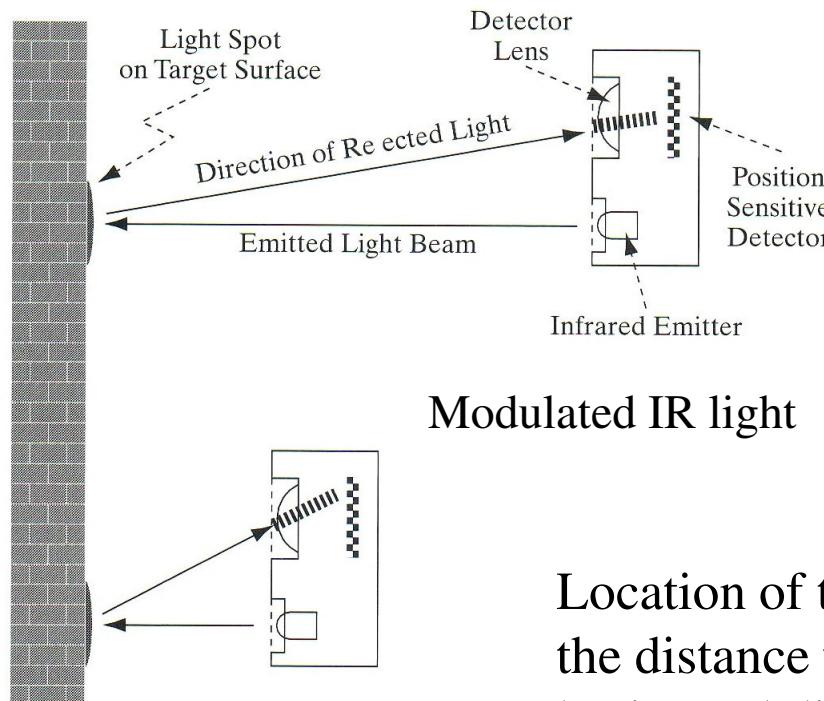


- Proximity Sensors:
  - Requires a modulated IR LED, a detector module with built-in modulation decoder
  - Current through the IR LED should be limited: adding a series resistor in LED driver circuit
  - Detection range: varies with different objects (shiny white card vs. dull black object)
  - Insensitive to ambient light
- Applications:
  - Rough distance measurement
  - Obstacle avoidance
  - Wall following, line following

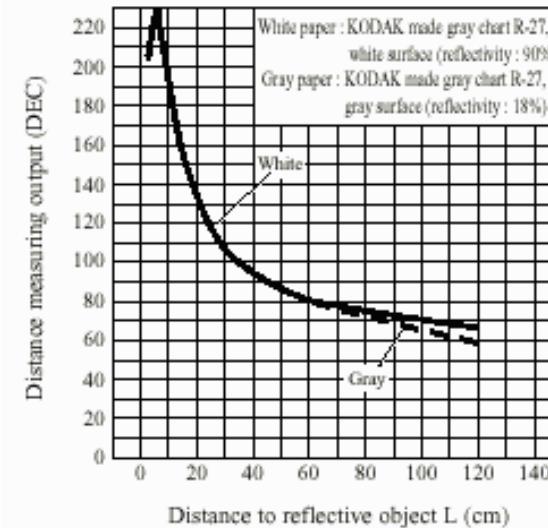


# IR Distance Sensors

- Basic principle of operation:
  - IR emitter + focusing lens + position-sensitive detector



**Fig. 1 Distance Measuring Output vs. Distance to Reflective Object**



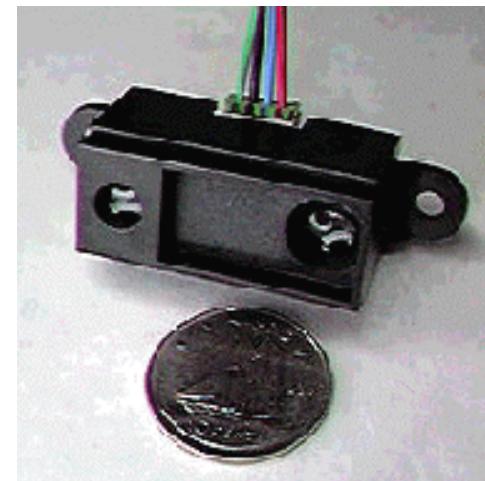
Location of the spot on the detector corresponds to the distance to the target surface, Optics to covert horizontal distance to vertical distance



# IR Distance Sensors

---

- Sharp GP2D02 IR Ranger
  - Distance range: 10cm (4") ~ 80cm (30").
  - Moderately reliable for distance measurement
  - Immune to ambient light
  - Impervious to color and reflectivity of object
  - Applications: distance measurement, wall following, ...



# Basic Navigation Techniques

---

- Relative Positioning (called ***Dead-reckoning***)
  - Information required: incremental (internal)
    - Velocity
    - heading
  - With this technique the position can be updated with respect to a starting point
  - Problems: unbounded accumulation error
- Absolute Positioning
  - Information Required: absolute (external)
  - Absolute references (wall, corner, landmark)
  - Methods
    - Magnetic Compasses (absolute heading, earth's magnetic field)
    - Active Beacons
    - Global Positioning Systems (GPS)
    - Landmark Navigation (absolute references: wall, corner, artificial landmark)
  - Map-based positioning



# Dead Reckoning

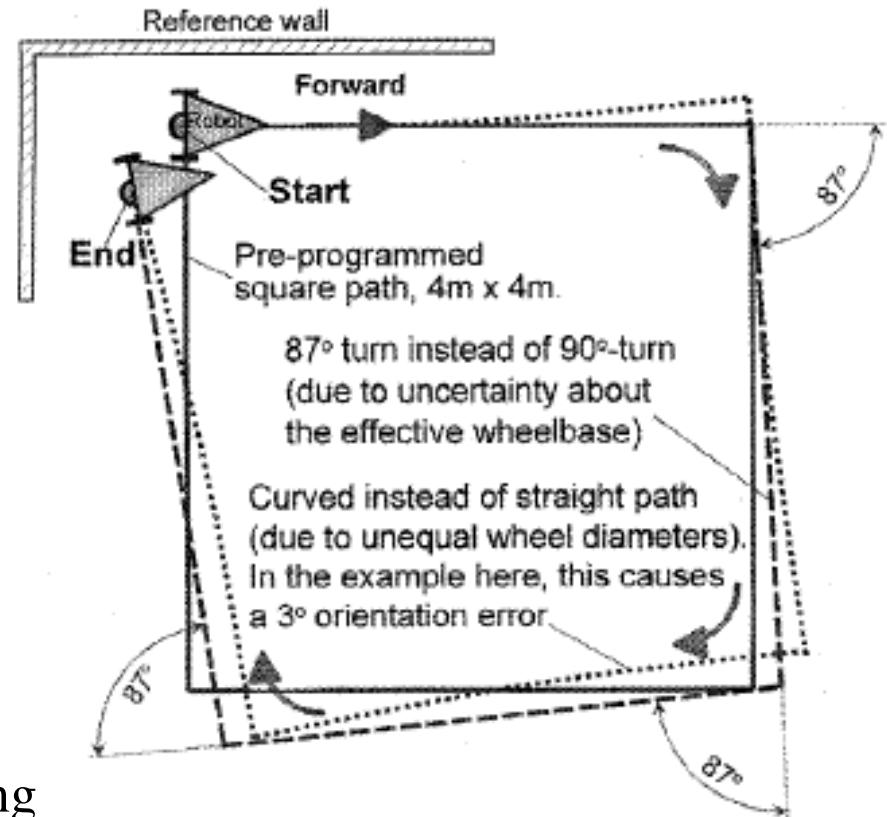
Cause of unbounded accumulation error:

## Systematic Errors:

- a) Unequal wheel diameters
- b) Average of both wheel diameters differs from nominal diameter
- c) Misalignment of wheels
- d) Limited encoder resolution, sampling rate, ...

## Nonsystematic Errors:

- a) Travel over uneven floors
- b) Travel over unexpected objects on the floor
- c) Wheel-slippage due to : slippery floors; over-acceleration, fast turning (skidding), non-point wheel contact with the floor



# Sensors used in navigation

---

- Dead Reckoning
  - Odometry (monitoring the wheel revolution to compute the offset from a known starting position)
    - Encoders,
    - Potentiometer,
    - Tachometer, ...
  - Inertial Sensors (measure the second derivative of position)
    - Gyroscopes,
    - Accelerometer, ...
- External Sensors
  - Compass
  - Ultrasonic
  - Laser range sensors
  - Radar
  - Vision
  - Global Positioning System (GPS)





# Motor Encoder

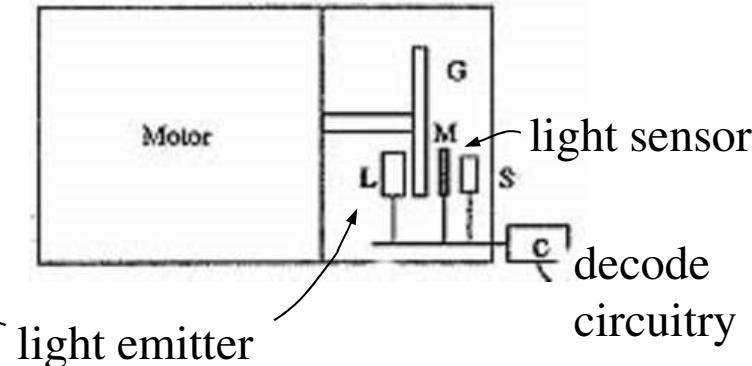
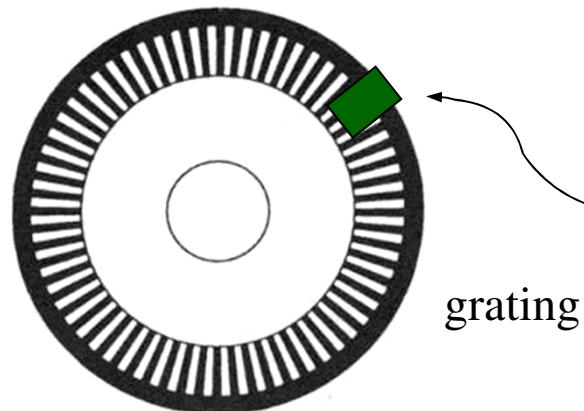


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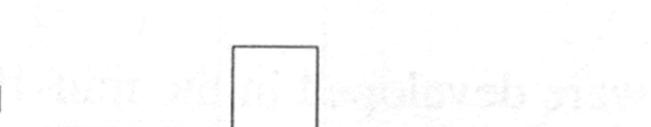
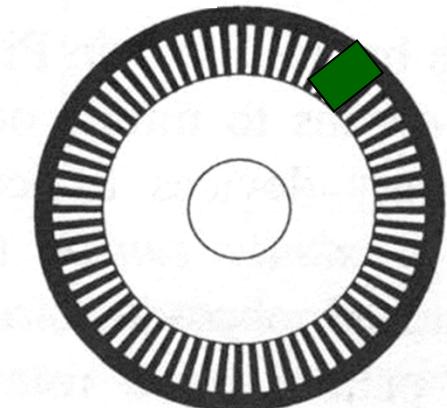


# Incremental Optical Encoders

- Relative position



- calibration ?
- direction ?
- resolution ?

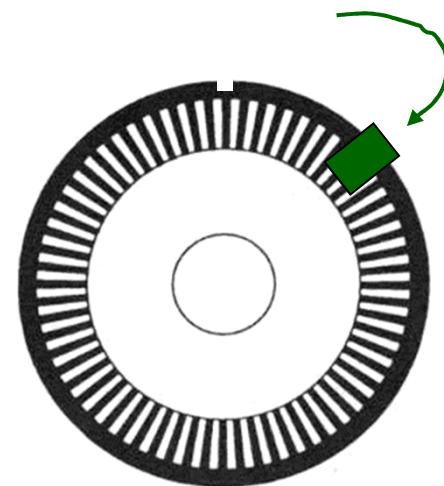


# Incremental Optical Encoders

---

Quiz 1:

If there are 100 lines in the grating, what is the smallest detectable change in motor-shaft angle?



Quiz 2:

light emitter/detector

How could you augment a grating-based (relative) encoder in order to detect the *direction* of rotation?

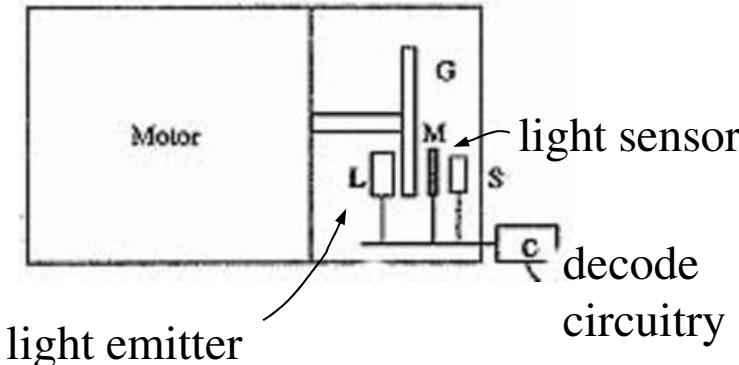
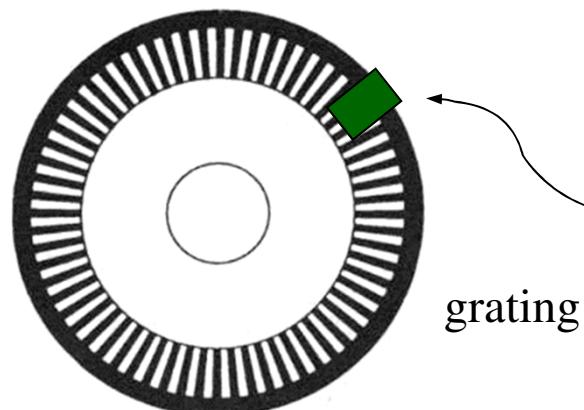


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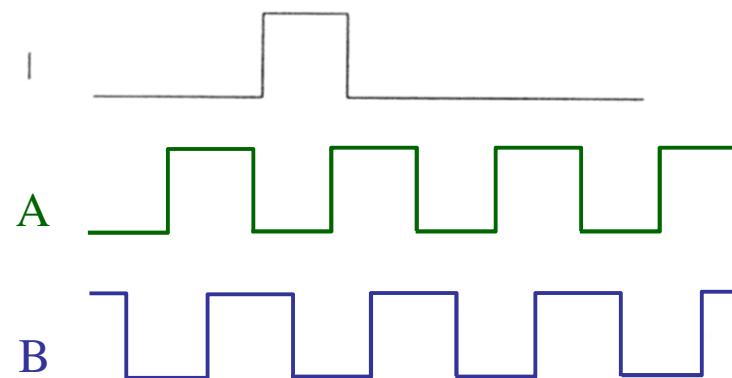
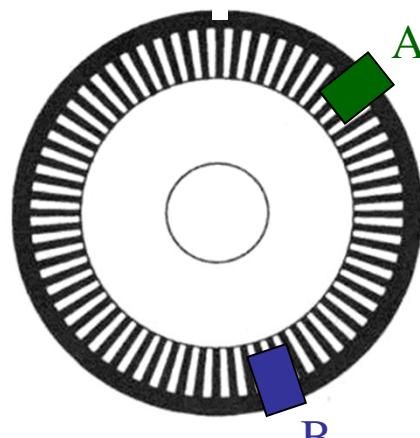


# Incremental Optical Encoders

- Relative position



- calibration ?  
- direction ?  
- resolution ?

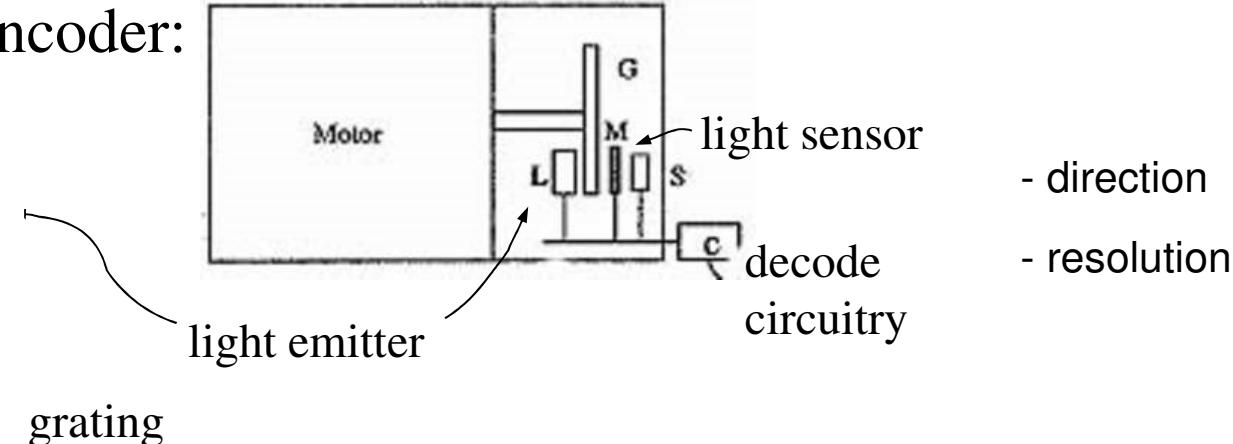
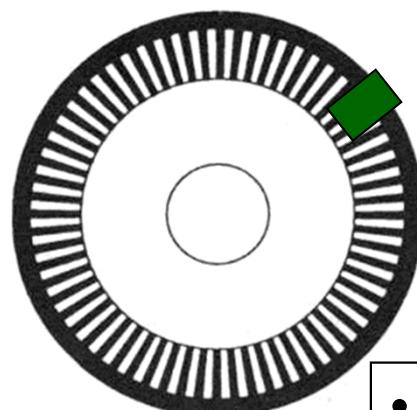


A leads B

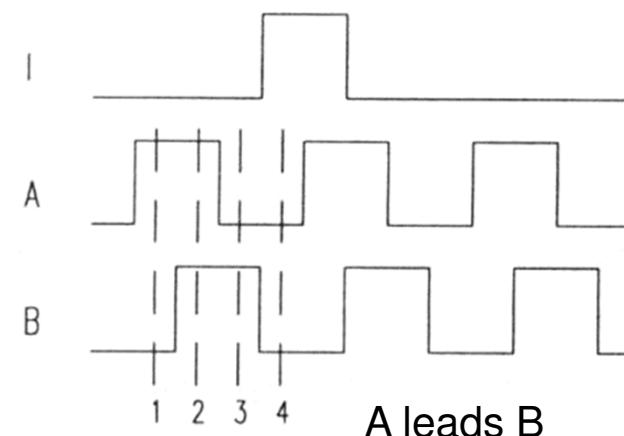
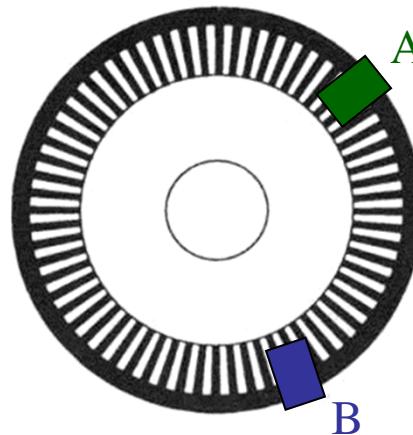


# Incremental Optical Encoders

- Incremental Encoder:

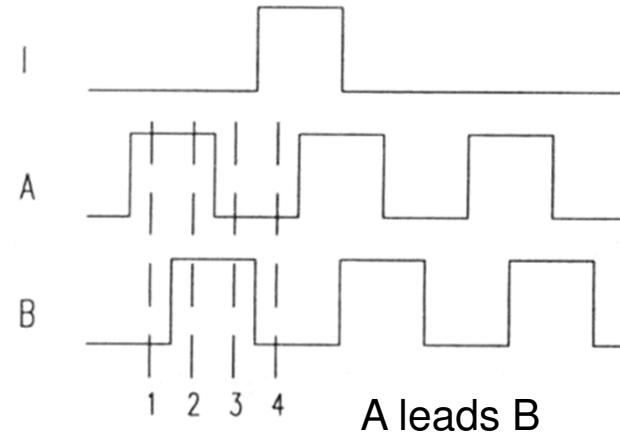
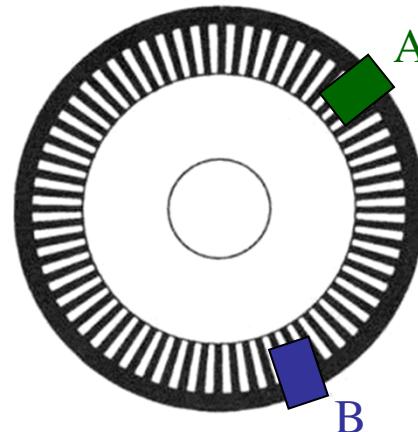


- It generates pulses proportional to the rotation speed of the shaft.
- **Direction** can also be indicated with a two phase encoder:

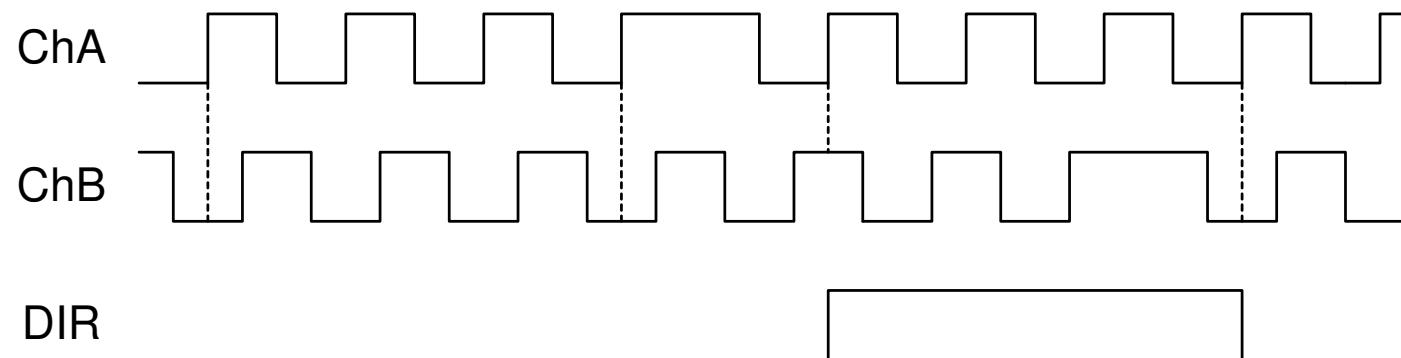


# Incremental Optical Encoders

- Incremental Encoder:



State	Ch A	Ch B
S <sub>1</sub>	High	Low
S <sub>2</sub>	High	High
S <sub>3</sub>	Low	High
S <sub>4</sub>	Low	Low



**Encoder pulse and motor direction**

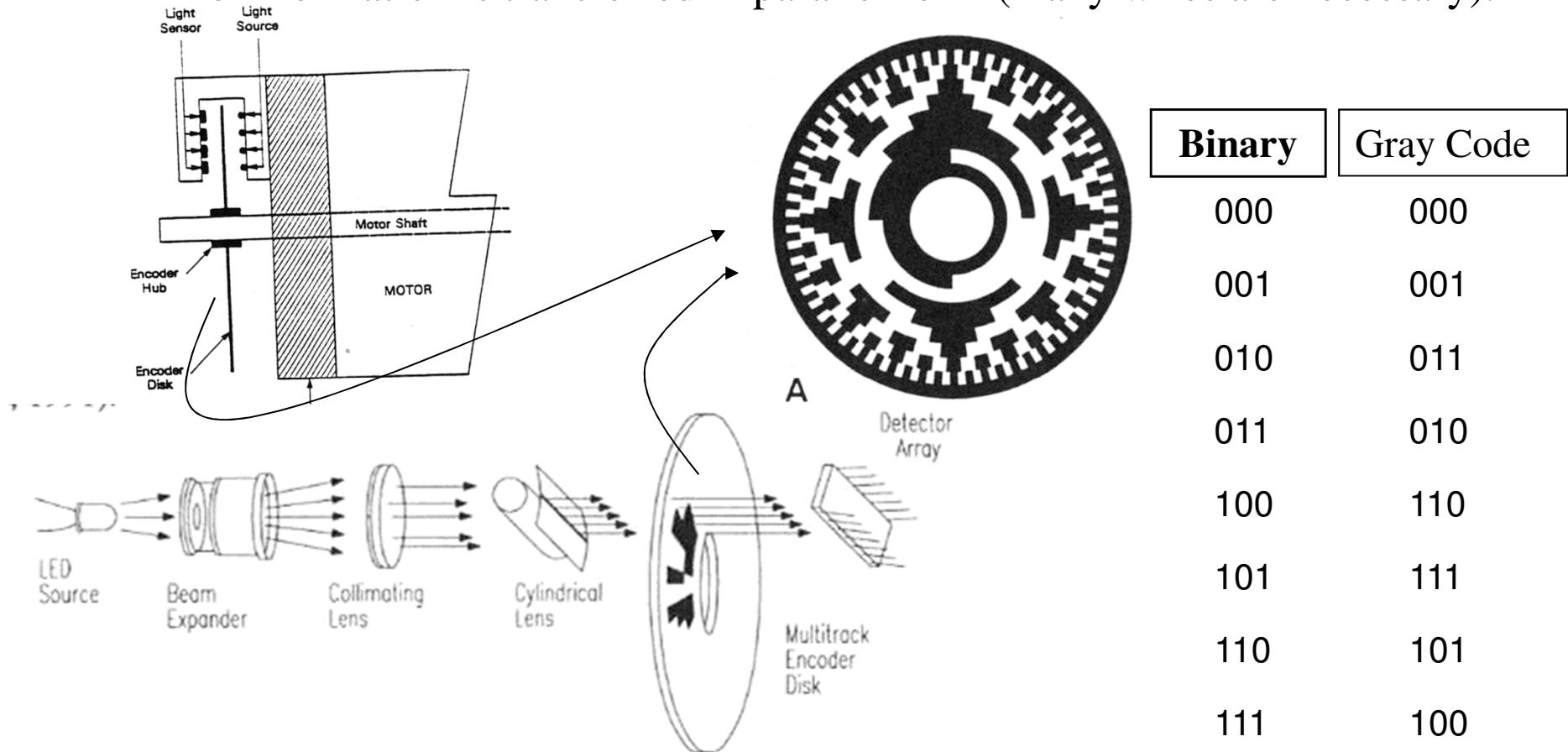


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# Absolute Optical Encoders

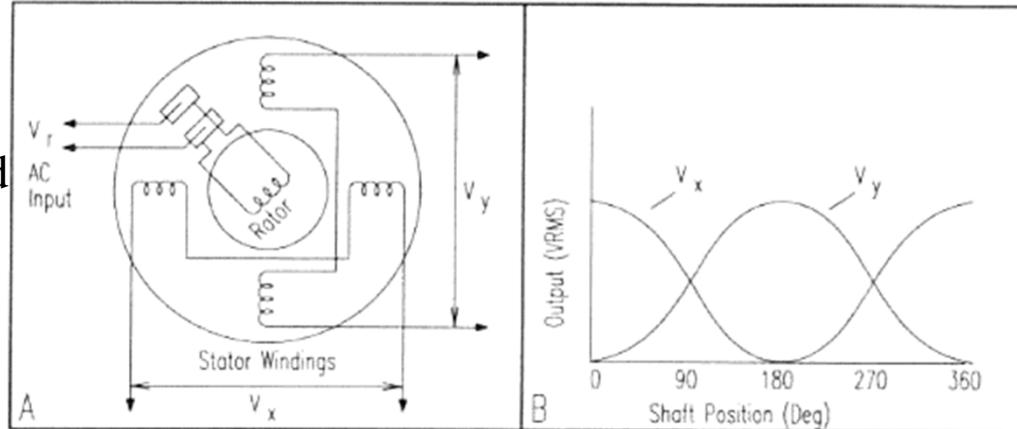
- Used when loss of reference is not possible.
- Gray codes: only one bit changes at a time ( less uncertainty).
- The information is transferred in parallel form (many wires are necessary).



# Other Odometry Sensors

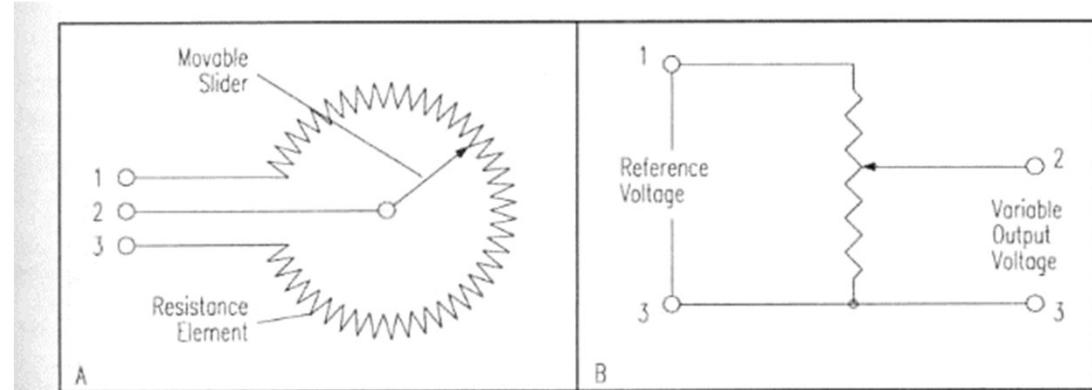
- **Resolver**

It has two stator windings positioned at 90 degrees. The output voltage is proportional to the sine or cosine function of the rotor's angle. The rotor is made up of a third winding, winding C



**Figure 2-4.** The outputs of the two orthogonal stator windings in a *resolver* are proportional to the sine and cosine of the applied rotor excitation (adapted from Tiwari, 1993).

- **Potentiometer**  
= varying resistance



**Figure 2-1.** For a linear-taper pot, the output voltage  $V_o$  is directly related to the ratio of actual to full scale displacement.





# Range Finder

## (Ultrasonic, Laser)



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# Range Finder

---

- Time of Flight
- The measured pulses typically come from ultrasonic, RF and optical energy sources.
  - $D = v * t$
  - $D$  = round-trip distance
  - $v$  = speed of wave propagation
  - $t$  = elapsed time
- Sound = 0.3 meters/msec
- RF/light = 0.3 meters / ns (Very difficult to measure short distances 1-100 meters)



# Ultrasonic Sensors

- Basic principle of operation:
  - Emit a quick burst of ultrasound (50kHz), (human hearing: 20Hz to 20kHz)
  - Measure the elapsed time until the receiver indicates that an echo is detected.
  - Determine how far away the nearest object is from the sensor

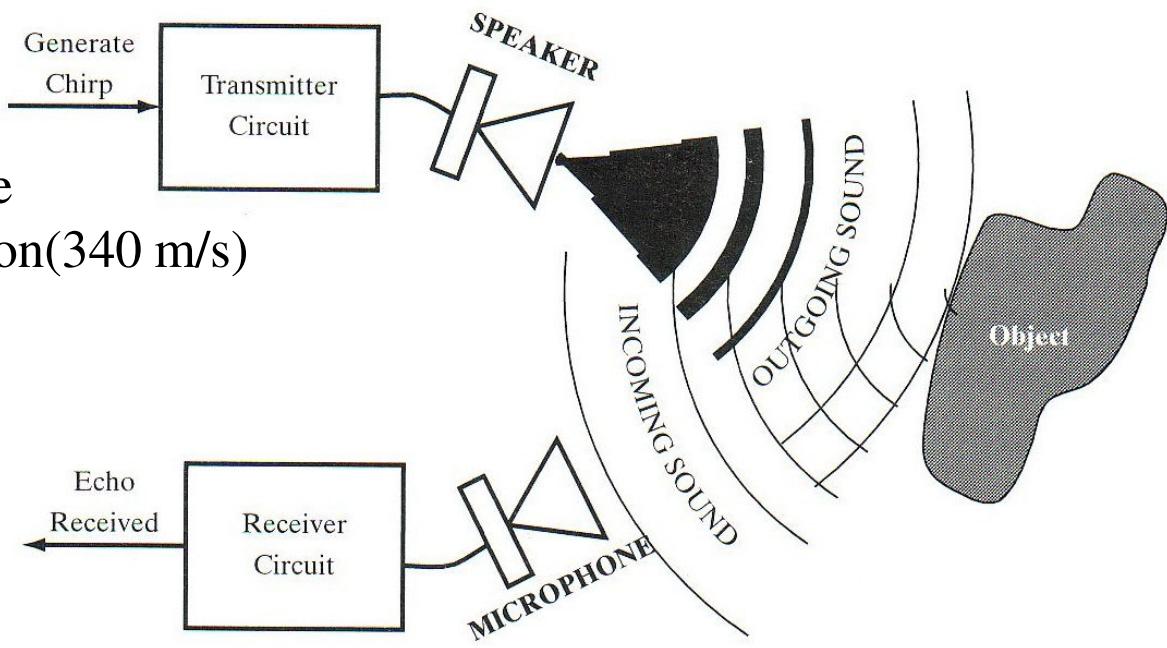
■  $D = v * t$

$D$  = round-trip distance

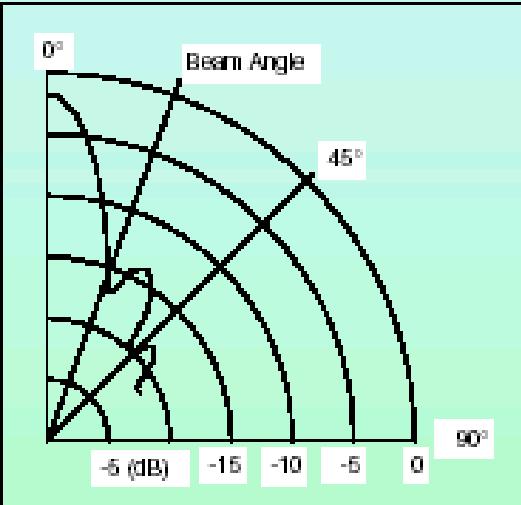
$v$  = speed of propagation(340 m/s)

$t$  = elapsed time

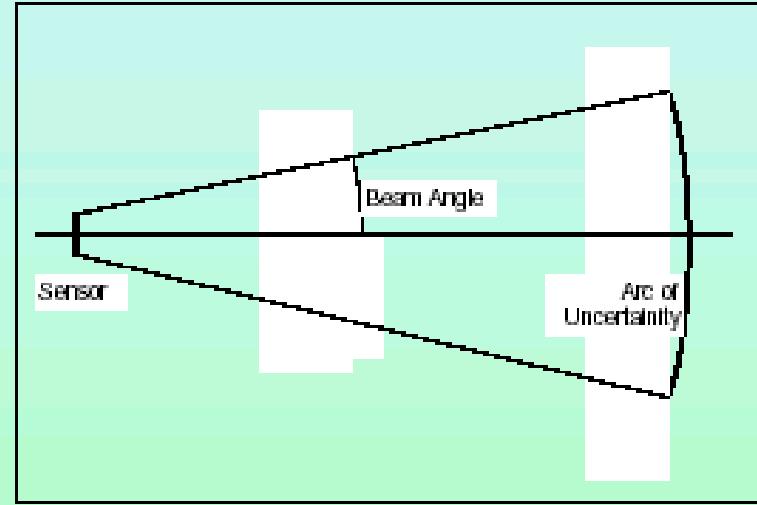
Bat, dolphin, ...



# Ultrasonic Sensors



Sensor Specification



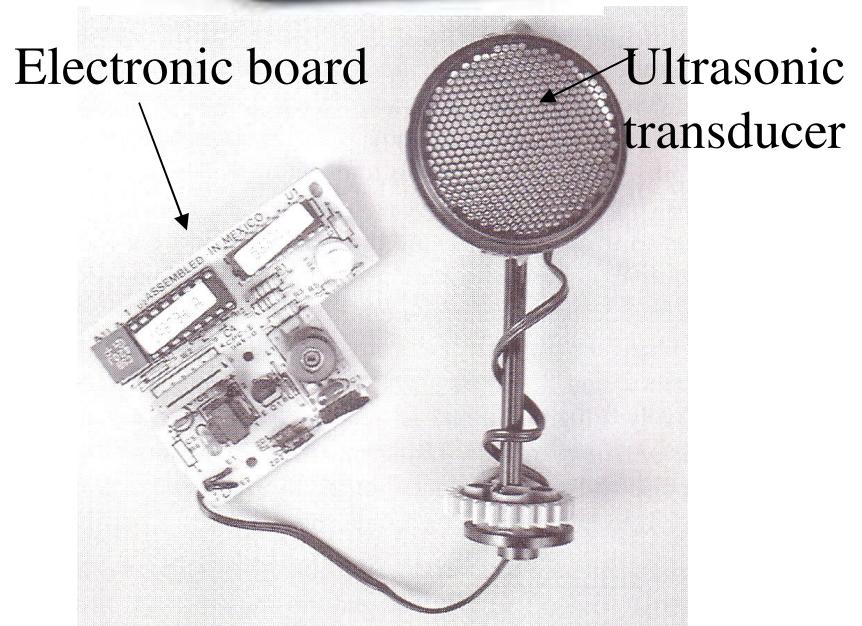
Sensor Model, angle = 15 degrees

- Ranging is accurate but bearing has a 30 degree uncertainty. The object can be located anywhere in the arc.
- Typical ranges are of the order of several centimeters to 30 meters.
- Another problem is the propagation time. The ultrasonic signal will take 200 msec to travel 60 meters. ( 30 meters roundtrip @ 340 m/s )



# Polaroid Ultrasonic Sensors

- It was developed for an automatic camera focusing system
- Range: 6 inches to 35 feet



## Transducer Ringing:

- transmitter + receiver @ 50 KHz
- Residual vibrations or ringing may be interpreted as the echo signal
- Blanking signal to block any return signals for the first 2.38ms after transmission

<http://www.acroname.com/robotics/info/articles/sonar/sonar.html>

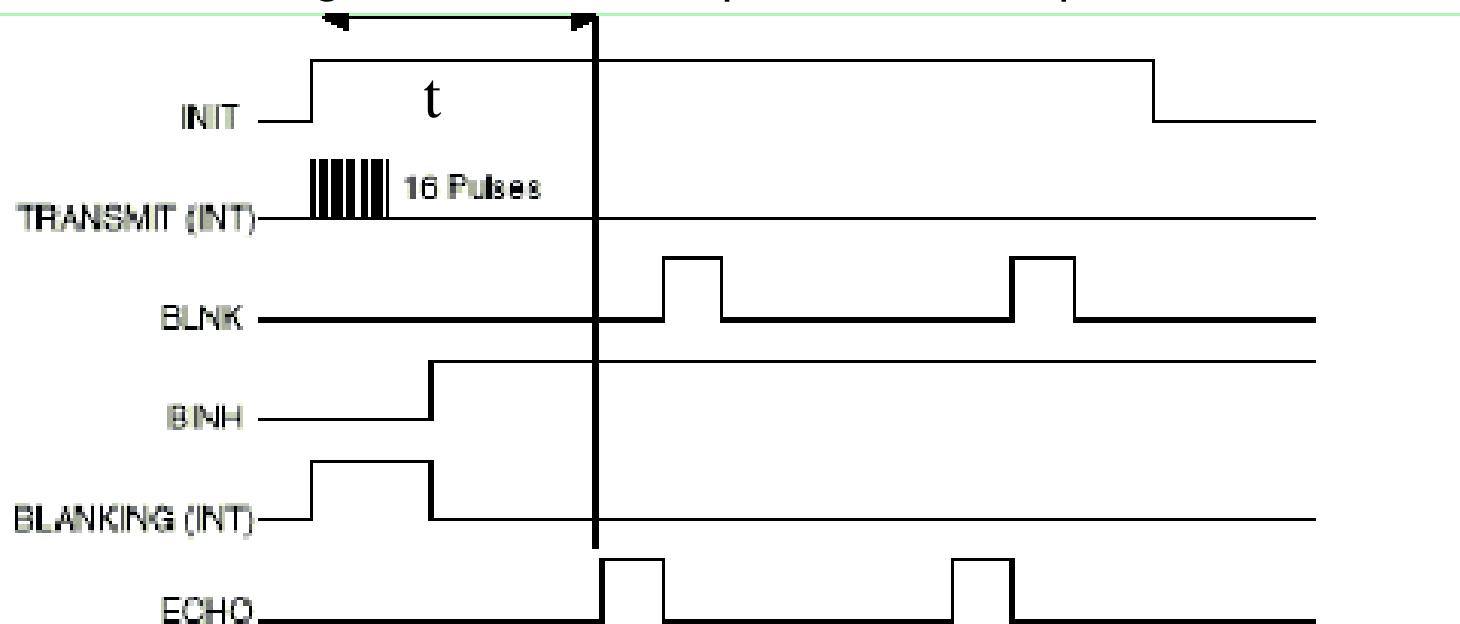


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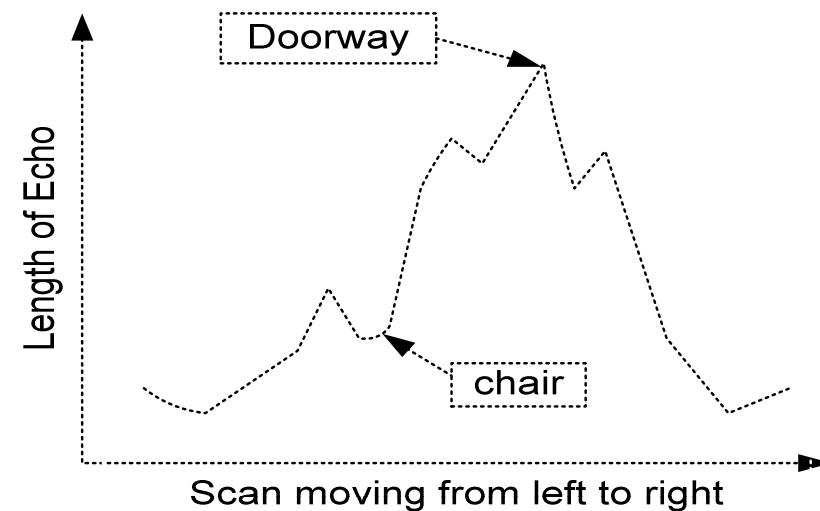
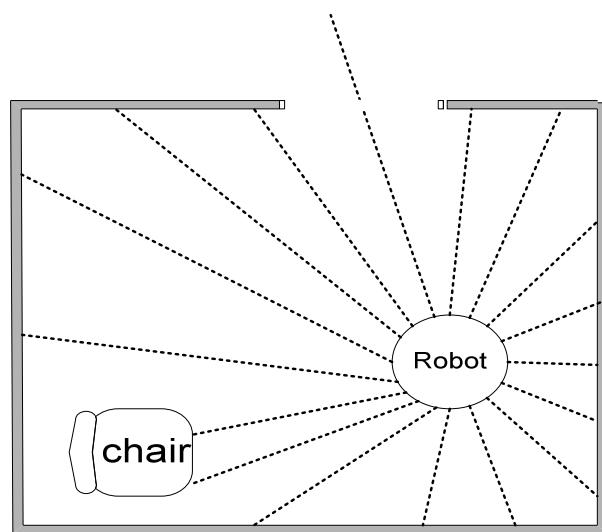
# Operation with Polaroid Ultrasonic

- The Electronic board supplied has the following I/O
  - INIT** : trigger the sensor, ( 16 pulses are transmitted )
  - BLANKING** : goes high to avoid detection of own signal
  - ECHO** : echo was detected.
  - BINH** : goes high to end the blanking (reduce blanking time < 2.38 ms)
  - BLNK** : to be generated if multiple echo is required



# Ultrasonic Sensors

- Applications:
  - Distance Measurement
  - Mapping: Rotating proximity scans (maps the proximity of objects surrounding the robot)



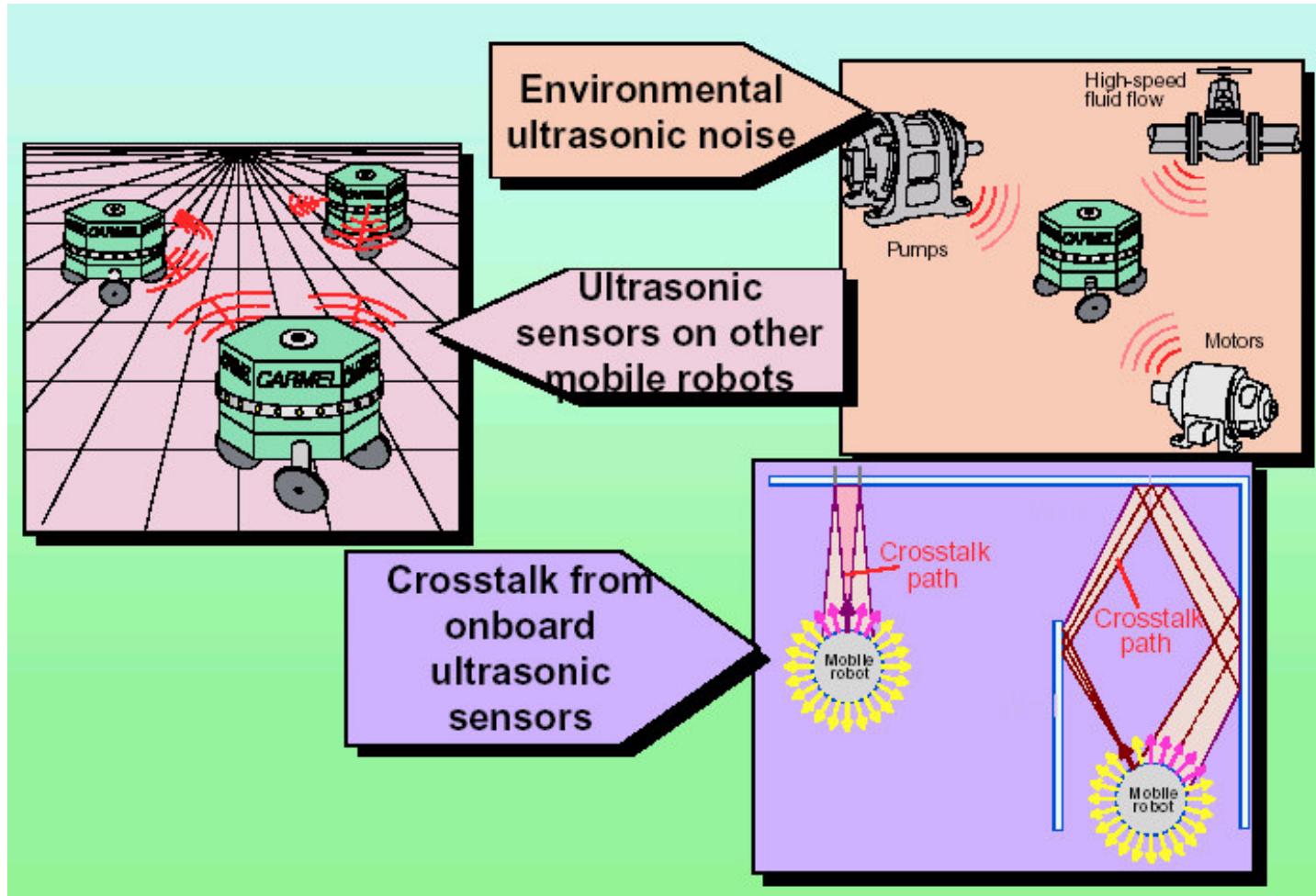
Scanning at an angle of 15° apart can achieve best results



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# Noise Issues



# Laser Ranger Finder

---

- Range 2-500 meters
- Resolution : 10 mm
- Field of view : 100 - 180 degrees
- Angular resolution : 0.25 degrees
- Scan time : 13 - 40 msec.
- These lasers are more immune to Dust and Fog



<http://www.sick.de/de/products/categories/safety/>



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# Inertial Sensors

---

- **Gyroscopes**
  - Measure the rate of rotation independent of the coordinate frame
  - Common applications:
    - Heading sensors, Full Inertial Navigation systems (INS)
- **Accelerometers**
  - Measure accelerations with respect to an inertial frame
  - Common applications:
    - Tilt sensor in static applications, Vibration Analysis, Full INS Systems



# Accelerometers

---

- They measure the inertia force generated when a mass is affected by a change in velocity.
- This force may change
  - The tension of a string
  - The deflection of a beam
  - The vibrating frequency of a mass

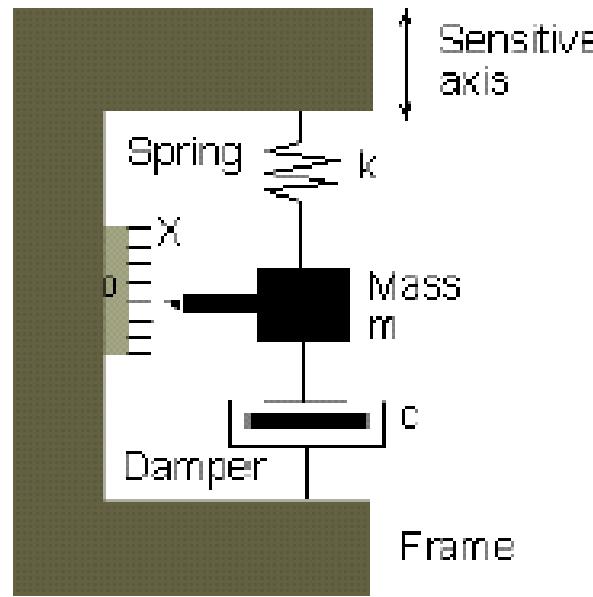


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# Accelerometer

- Main elements of an accelerometer:
  1. Mass
  2. Suspension mechanism
  3. Sensing element



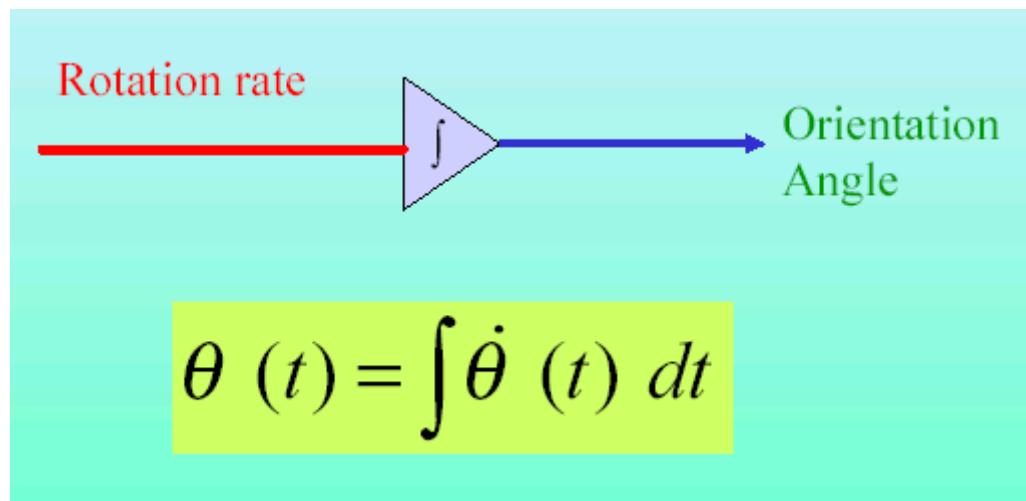
$$F = m \frac{d^2 x}{dt^2} + c \frac{dx}{dt} + kx$$

High quality accelerometers include a servo loop to improve the linearity of the sensor.



# Gyroscopes

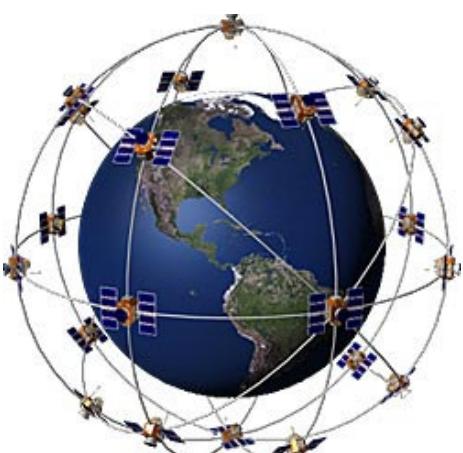
- These devices return a signal proportional to the rotational velocity.
- There is a large variety of gyroscopes that are based on different principles



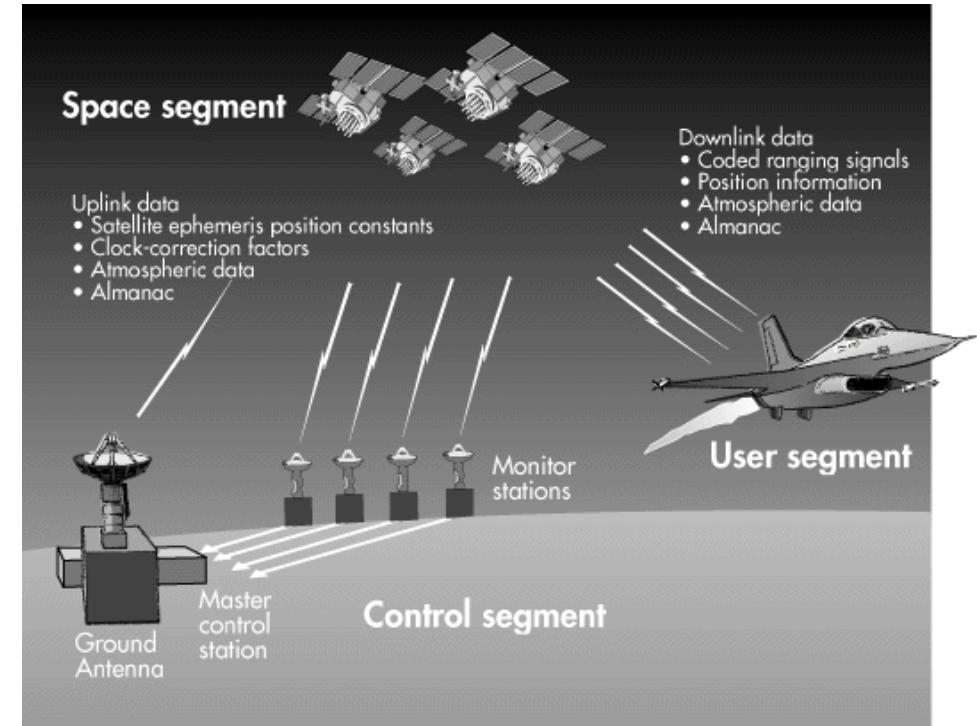
# Global Positioning System (GPS)

24 satellites (+several spares)

broadcast time, identity, orbital parameters (latitude, longitude, altitude)



## Space Segment



<http://www.cnnde.iastate.edu/staff/swormley/gps/gps.html>

# Noise Issues

---

- Real sensors are noisy
- Origins: natural phenomena + less-than-ideal engineering
- Consequences: limited accuracy and precision of measurements
- Filtering:
  - software: averaging, signal processing algorithm
  - hardware tricky: capacitor



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