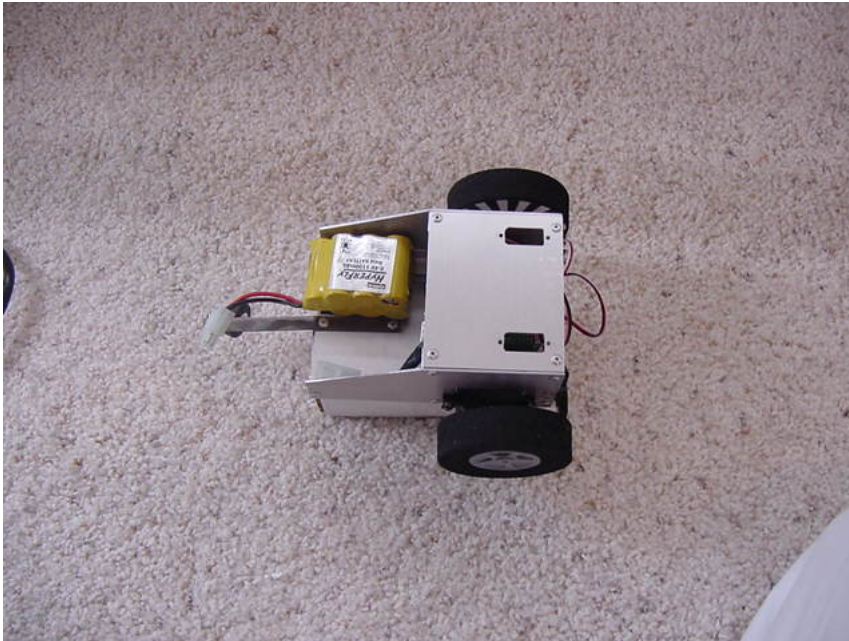


## Sparky

Written by Lior

Wednesday, 23 February 2011 00:32 - Last Updated Wednesday, 08 May 2013 14:08

---



Sparky was crated for the June, 2 2001 robotics competition ( [See Pictures](#) ) in San Diego ( [SD RS events](#) )

). The event was to go around 4 obstacles and return to the exact starting position. There was an advance round in which the robot has to circle the obstacles and also come back to the same starting point. I only participated in the first event. The robot did OK, it got second place (Well out of 2 robots that enter the competition. Mine and Alex Brown). To determine the distance to the starting point I was doing dead reckoning and sonar reading in which I tried to match the sensor values obtain when the robot first started. But the timing for the dead reckoning was off and the robot kept on missing the target. Well, there is always next year. Now I use the robot as an EBOT for the [Robotics Society of Southern California](#)

.

## Sparky

Written by Lior

Wednesday, 23 February 2011 00:32 - Last Updated Wednesday, 08 May 2013 14:08

---

Here is a detail explanation of how I build the robot and the algorithms.

Sparky learning to follow a wall using a neural network

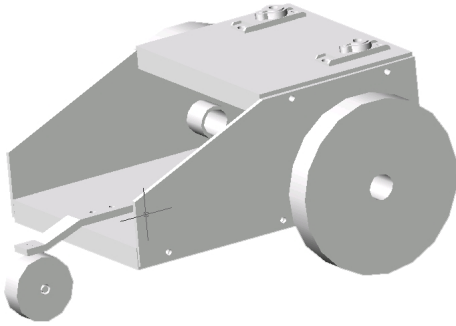
For more info see [Introduction to neural network.](#)

{youtube}1T7xi8jCgOE{/youtube}

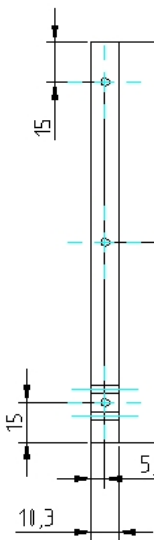
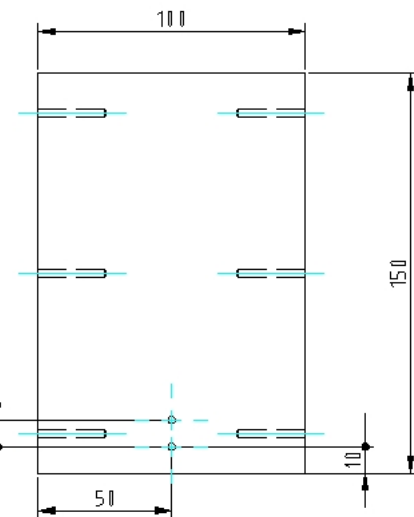
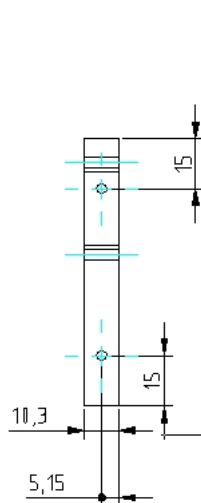
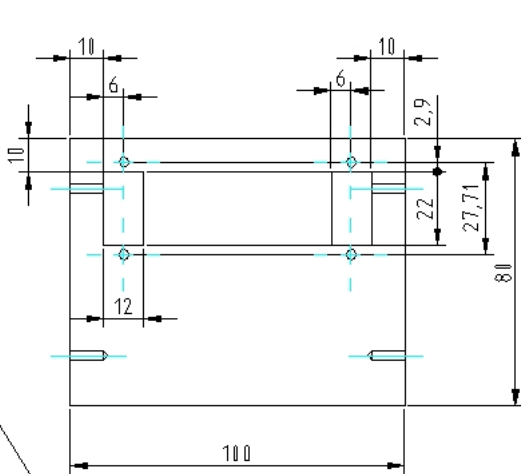
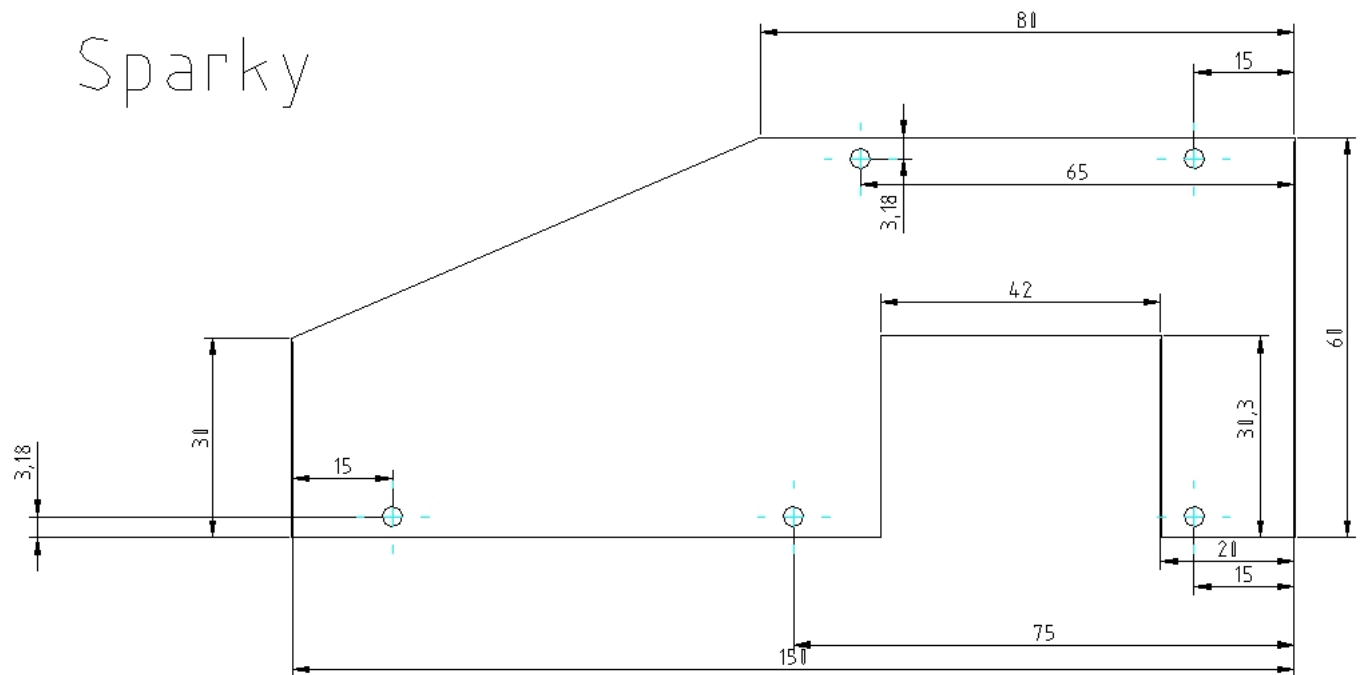
# Sparky

Written by Lior

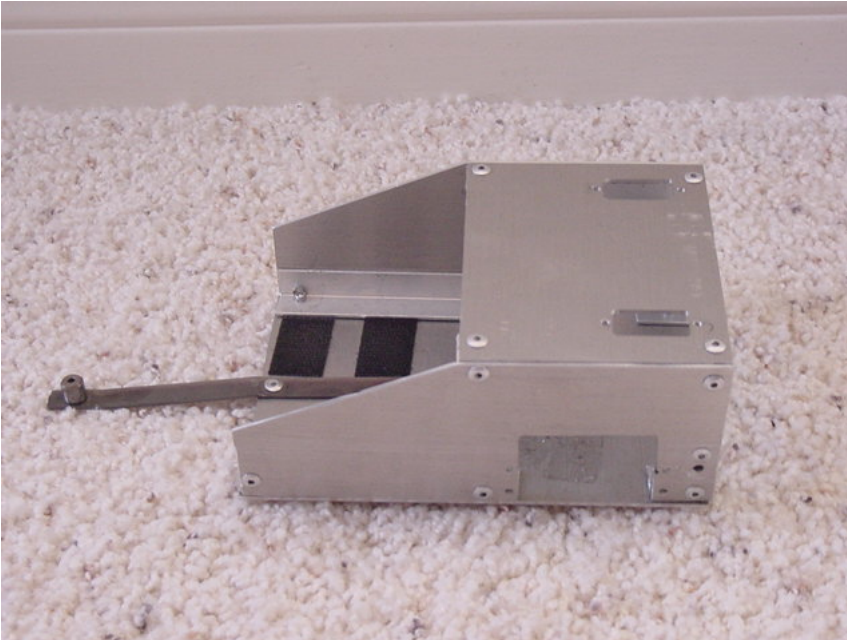
Wednesday, 23 February 2011 00:32 - Last Updated Wednesday, 08 May 2013 14:08



Sparky



~~File path: C:\Users\lior\Documents\Sparky\Sparky.dwg (100% Full Scale) Model: Sparky.dwg (100% Full Scale) File path: C:\Users\lior\Documents\Sparky\Sparky.dwg (100% Full Scale) Model: Sparky.dwg (100% Full Scale) File path: C:\Users\lior\Documents\Sparky\Sparky.dwg (100% Full Scale) Model: Sparky.dwg (100% Full Scale)~~









Then the wheel was then snapped back together. I made two of these wheels.



## Sparky

Written by Lior

Wednesday, 23 February 2011 00:32 - Last Updated Wednesday, 08 May 2013 14:08



The diameter of the push rod from the bottom hole will be about 0.072" (3mm) by the 1000 Series. The push rod as

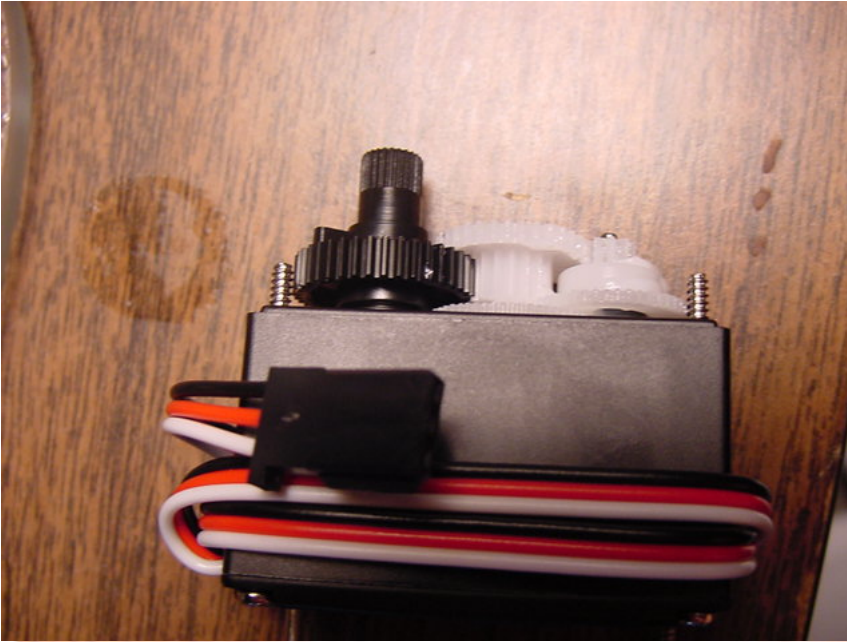


Report power as the us in kept for all sur face on the case was per ched from how Tower ( Futaba

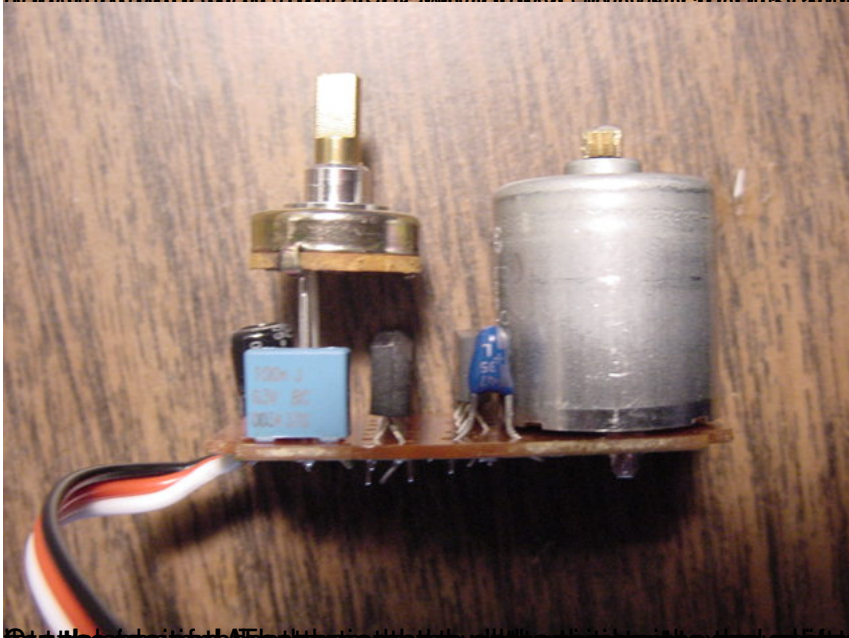


Open the top of the case and remove the black gear.





Cut the plastic tab in the black gear off.



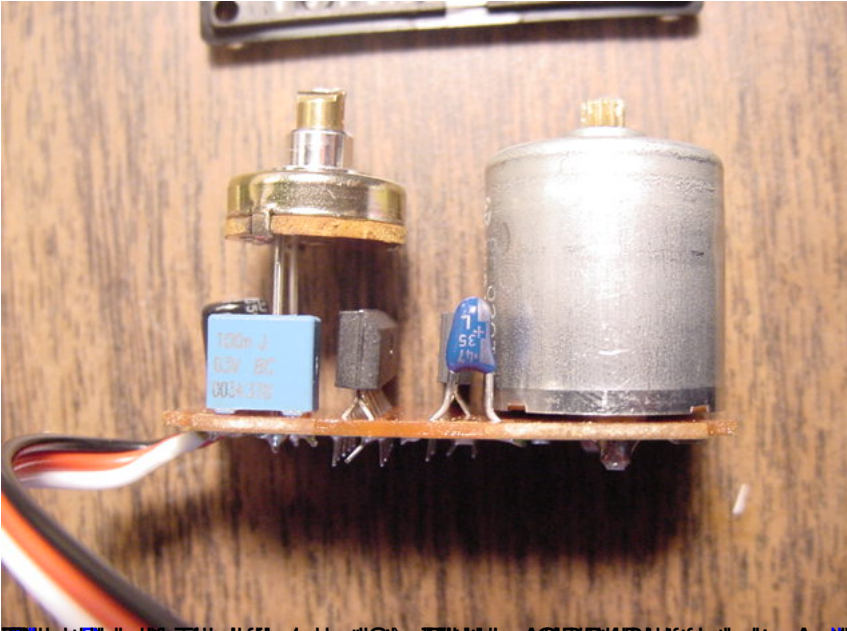
the motor. You can use the

to the top of the motor. The motor is a small, cylindrical, silver-colored component. The capacitor is a blue rectangular component. The resistor is a blue cylindrical component. The board is resting on a light brown wooden surface.

## Sparky

Written by Lior

Wednesday, 23 February 2011 00:32 - Last Updated Wednesday, 08 May 2013 14:08



~~the white full sheet the white~~

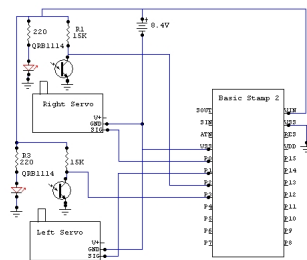


the existence of the network. Make

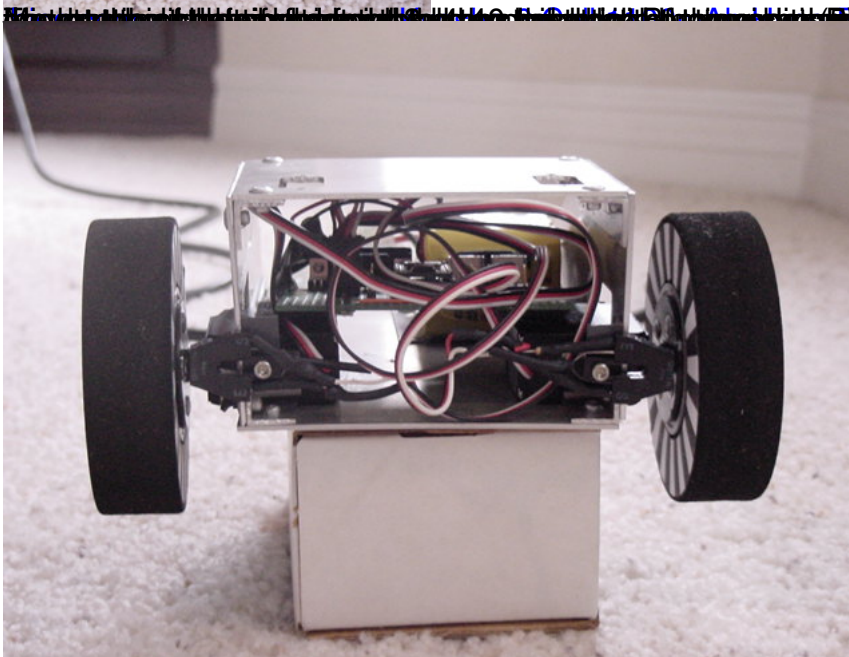
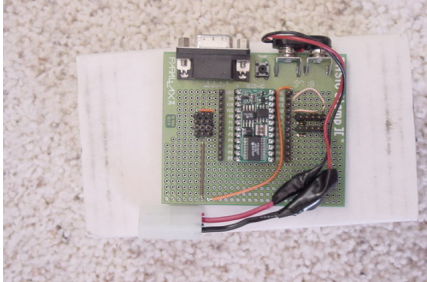


The schematic diagram of the two brains will all depend on the application. Different processes will

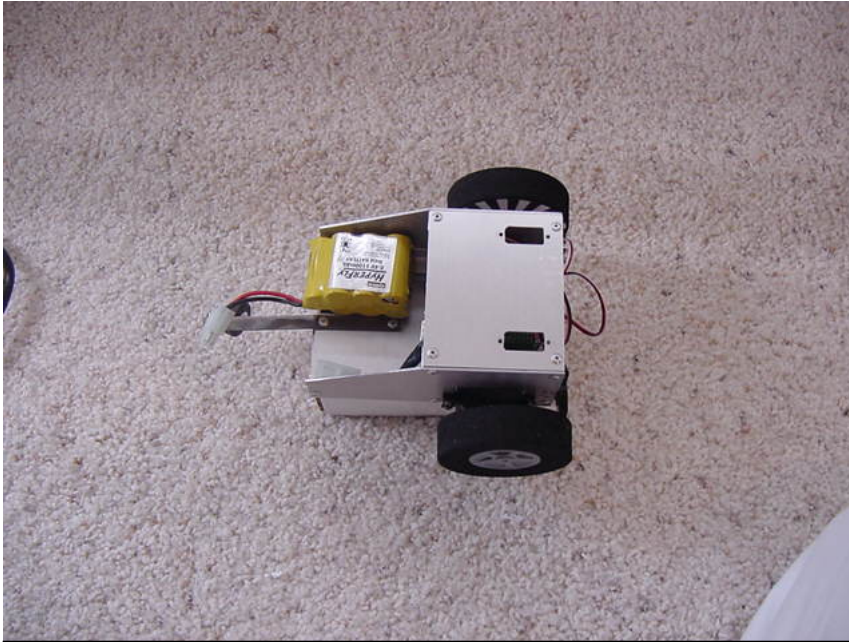




modules and connect them to the stamp board where I plug in the servos or any other







## Start Program

[simple.bs2](http://simple.bs2)

This simple program will get the two motors running at predetermine speed. This program is also used to determine the right and left wheel stop values. You should place the robot on a box where the wheels can spin freely. Run the program and set the speed to 0. Keep modifying the values for Right\_Stop and Left\_Stop until both of the wheels are stopped. Remember these values because all the programs I use, use these values.

## Reading Encoders

These simple programs are test programs for the encoders. And some more advance navigation.

[reading\\_encoders.bs2](http://reading_encoders.bs2)

The first program will drive the wheels at some speed and will show the encoded speed on the debug window.

The wheels I am using came out to be  $3\frac{1}{8}$ " or 3.125". And the encoders have 32 tics for the each wheel. So the distance traveled in or revolutions (32 tics per rev) is found based on the circumference of a circle.

$C=2\pi R$  or  $C=\pi D$ .

$$C = \pi(3.125).$$

And to calculate the number of inches per tic.

$$IPT = C/\text{tics} = \pi(3.125)/32 = 0.3068 \text{ inches/tics}$$

[simple\\_nav.bs2](#)

The next program will make the robot go ~11 ft, rotate 180 deg, and come back, while maintaining both wheels velocity the same. This will hopefully make it go straight because as the robot turns, one wheel has to go faster then the other.

Here are videos of the alg in action.

{youtube}msWM1ni3b-0{/youtube}{youtube}walyc3IPHzU{/youtube}

A few problem with this algorithm in this particular robot.

1) As the wheels change speed the robot will try to correct the speed not the heading. So the the robot will end up going straight slightly off track.

2) As the robot makes the 180 deg turn to the right, it leaves the caster wheel pointed to the right. This will push the robot to the right until the equations kicks in. But because of the first problem the robot will be going to the right off the original course. I corrected this by not

completing the turn and making only 160 deg and the robot return pretty close to home.

The next method I will try to implement a pid base on position and not velocity.

## June 2, 2001 Contest

### [jun2\\_nav4.0.bs2](#)

The event was to go around 4 obstacles and return to the exact starting position. There was an advance round in which the robot has to circle the obstacles and also come back to the same starting point. I only participated in the first event. The robot did OK, it got second place (Well out of 2 robots that enter the competition. Mine and Alex Brown). To determine the distance to the starting point I was doing dead reckoning and sonar reading in which I tried to mach the sensor values obtain when the robot first started. But the timing for the dead reckoning was off and the robot kept on missing the target.

This is the program I used. It requires two ultrasonic sensors positioned at 90deg so one reads the values in from the front and the other reads the left side value. I decided to make the robot rotate to the left to provide some change, since I thought every body will make theirs rotate to the right (I don't know why it's that). The code is not pretty by all means.







