# ME 102B Final Project Report: SkyPal Automatic Telescope

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### **Opportunity:**

Looking up at the night sky, observing the heavens, and pondering our miniscule existence has been a human experience for millenia. People have always been drawn to the stars, and we created SkyPal to make it easier than ever before. SkyPal offers 20-200x magnification and easy-to-use potentiometer knobs to adjust both the yaw and pitch of the telescope, allowing the user to home in on their celestial target.

#### **High-level Strategy:**

The process begins when the user defines a trajectory that they are interested in observing. They have two options for how to communicate this to SkyPal. Option one: the user sets the SkyPal manual mode and adjusts the pitch and yaw control axis knobs by hand. Option two: the user sets SkyPal to computer mode and types in a trajectory obtained via visual confirmation or GPS data calculation. Initially, we wanted to automate this second process by connecting to the Internet, but left this feature out.

After SkyPal receives a command in either manual or computer mode, it positions and adjusts the gimbal-mounted axes motors to the requested position. When the position is changed, SkyPal will continue to follow new commands. If the control modes are swapped, or SkyPal is rebooted to manual mode, it will move to the currently-set analog position. We also outperformed the initial metrics of time to position of 30 seconds and precision of 1 degree.



#### **Device With Integrated and Labeled Systems:**





# Function-critical Decisions, Calculations, and Specifications: DOF1:

Bearing Forces Axial:

$$F_{w} = mg = (2.2kg)(9.81m/s^{2}) = 21.6N$$

Though it is not designed to handle axial loads, this load is small enough to handle.

Radial:  

$$\Sigma M_{p2} = 0 = -F_{R1x}d_2 - F_w d = 0$$

$$F_{R1x} = -F_w \frac{d}{d_2} = -(21.6N)\frac{25mm}{16mm} = -33.75N$$

$$F_{R2x} = -F_{R1x} = 33.75N$$

Max static radial load 120 lb = 534 N, acceptable **DOF2:** 

#### **Bearing Forces**

$$\Sigma M_{P1} = 0 = -F_{w, telescope} \cdot d + 2dF_2 = 0$$
  

$$F_2 = \frac{F_w}{2} = \frac{(1.5kg)^*(9.81\frac{m}{s^2})}{2} = 7.36 N$$
  

$$\Sigma F_y = F_1 + F_2 - F_w = 0$$
  

$$F_1 = F_w - F_2 = 7.36 N$$

Max static radial load 120 lb = 534 N, acceptable Required Torque, Assuming the telescope center of mass is 25 mm off

$$M = Fr$$

$$F = m_{telescope} \cdot g \cdot r = (1.5kg)(9.81\frac{m}{s^2})(25mm) = 3.77 kg cm$$

Polulu #4831 gearmotor, 60% of stall torque = 18.6 kg cm, able to handle this load







### **Circuit and State Transition Diagrams:**

The circuit diagram above represents the necessary circuitry to perform single-axis position control, which is the basis for our project. A double-axis design was indeed developed and tested, but we went with the single axis control for simplicity of demonstration and representation. Notice that the H-bridge inputs and outputs are "doubled-up" to account for the increased current demands of the motor.

#### **Reflection:**

Our telescope project concluded as planned, featuring a significant component constructed from wood—a material not widely recognized for its stability and strength.

The lack of precision apparent at the end of our project was found to be a product of our gearbox selection. In retrospect, the inclusion of a capstan transmission could have alleviated this issue, but this consideration only emerged after the design and procurement of materials. The final circuit could have also benefited from some tidying as we were still using jumper wires on a single breadboard. Moving the manual controls to a secondary breadboard and replacing jumper wires with shorter, fitted cut wires would have made the final wiring easier to read and more aesthetically pleasing. The wiring could also benefit from being moved closer to the center of one of the platforms, but a mounting and attachment system was never incorporated. Our original concept of a star tracker was not reached but all of the mechanisms needed for this are in place. A couple days and a couple headaches of software updates should be able to accomplish this. Our project was overall a success in our eyes but is not without its faults.

## Appendix A: CAD Drawings

Isometric View:



DOF1:





## DOF2, Shaft Telescope Mount:



## Appendix B: Bill of Materials

		Purchase Justificatio	Serial Number /	Price	Qua	Vendo	Link to
Item Name	Description	n	SKU	(ea.)	ntity	r	ltem
Telescope	Koolpte Telescope, 70mm Aperture 400mm AZ Mount Astronomical Refracting Telescope (20x-200x) for Kids & Adults, Portable Travel Telescope with Tripod Phone Adapter, Remote Control, Easy to Use, Black	Centerpiece for the project	40070	\$ 79.99	1	Amazo n	LINK
Flexible Motor Coupling	uxcell 4mm to 6.35mm aluminum L25xD19	Connects motors to shafts	a20112600 ux0061	\$ 12.64	1	Amazo n	<u>LINK</u>
1/4" Bore Shaft Collars Sets-Screw Style	Zeberoxyz 8pcs 1/4" Bore Shaft Collars Sets-Screw Style Zinc Plated Solid Steel Lock Collars with 1/2" Outer Diameter and 5/16" Width for Drive shafts, The Automotive Industry etc.(1/4", Zinc Plated)	Used to fix motor shaft in place	ZE128	\$ 11.98	1	Amazo n	LINK
Flanged Radial Ball Bearing	QBBC FR4-ZZ 1/4" x 5/8" x 0.196" Flanged Radial Ball Bearing 10pack	Constrains shaft rotation for both drive shafts	FR4-ZZ	\$ 19.79	1	Amazo n	LINK
Stainless Steel Ring Shim	316 Stainless Steel Ring Shim, 0.01" Thick, 1/4" ID, packs of 10	Used between the collars and ball bearings to guarantee fit	97022A37 2	\$ 8.63	1	McMa ster-C arr	LINK

Belleville Disc Spring	Belleville Disc Springs for Ball Bearing Trade No. R3, 0.319" ID, packs of 10	Used against ball bearings to limit motion	94065K26	\$ 3.94	1	McMa ster-C arr	<u>LINK</u>
Flange Mounted Shaft Support	Easy-Access Flange-Mounted Shaft Support for 1/4" Shaft Diameter, 1117 Carbon Steel	Mount for swiveling telescope base	1870K1	\$ 45.24	1	McMa ster-C arr	<u>LINK</u>
Steel D-Profile Shaft	D-Profile Rotary Shaft, 1045 Carbon Steel, 1/4" Diameter, 12" Long	Main shaft between motors and telescope	8632T139	\$ 10.86	1	McMa ster-C arr	<u>LINK</u>
Female Hex Threaded Standoff	Aluminum Female Threaded Hex Standoff, 6mm Hex, 52mm Long, M3 x 0.50 mm Thread	Used between layers of the base to join and space levels	95947A08 7	\$ 2.87	4	McMa ster-C arr	LINK
Male-Female Hex Standoff (2")	Male-Female Threaded Hex Standoff, 18-8 Stainless Steel, 1/4" Hex, 2" Long, 8-32 to 8-32 Thread	Used between layers of the base to join and space levels	91075A45 9	\$ 2.84	4	McMa ster-C arr	LINK
Male-Female Hex Standoff (3")	Male-Female Threaded Hex Standoff, 18-8 Stainless Steel, 1/4" Hex, 3" Long, 8-32 to 8-32 Thread	Used between layers of the base to join and space levels	91075A01 2	\$ 4.88	4	McMa ster-C arr	LINK
499:1 Gearmotor w/ Encoder	499:1 Metal Gearmotor 25Dx73L mm LP 6V with 48 CPR Encoder	High gear ratio for maximum precision. Motors control our degrees of freedom	4831	\$ 45.95	2	Pololu	LINK

Wall Power Adapter	Wall Power Adapter: 9VDC, 5A, 5.5×2.1mm Barrel Jack, Center- Positive	Main power supply for motors	1465	\$ 24.95	1	Pololu	<u>LINK</u>
8-32 Nut, 10 Pack	Fastener	Mounts to standoffs	91240A00 9	\$ 4.78	\$4.7 8	McMa ster-C arr	<u>LINK</u>
4-40, 11/16" long, Phillips screw	Fastener	Mounts for motor mount bearing	91772A117	\$ 4.94	\$4.9 4	McMa ster-C arr	<u>LINK</u>
4-40 Nut, 100 Pack	Fastener	Mounts for motor mount bearing	91841A00 5	\$ 3.89	\$3.8 9	McMa ster-C arr	<u>LINK</u>
M3 Screws, 100 pack	Fastener	Mounts to motor	92005A118	\$ 8.76	\$8.7 6	McMa ster-C arr	<u>LINK</u>
8-32 Screws, 100 pack	Fastener	Mounts to bottom plate standoffs	90272A19 2	\$ 3.51	\$3.5 1	McMa ster-C arr	<u>LINK</u>
6-32 SHCS, 100 pack	Fastener	Mounts to flange support	92196A15 3	\$ 11.37	\$11. 37	McMa ster-C arr	<u>LINK</u>
6-32 Washer, 100 pack	Fastener	Mounts to flange support	92141A00 8	\$ 1.53	\$1.5 3	McMa ster-C arr	<u>LINK</u>
6-32 Hexnut, 100 pack	Fastener	Mounts to flange support	91841A00 7	\$ 4.81	\$4.8 1	McMa ster-C arr	<u>LINK</u>
Lower Assembly Mid Plate Bearing	Spacer for DOF1 shaft	Laser Cut Plywood 0.25in	Custom				
Lower Assembly Mid Plate	Plate for mounting shaft	Laser Cut Plywood 0.25in	Custom				
Motorplate 25D	Plate for mounting motor	Laser Cut Plywood 0.125in	Custom				
Lower Assembly Bottom	Bottom plate for	Laser Cut	Custom				

Plate	balancing	Plywood 0.25in			
Electronics Holder	Holds Electronics	Laser Cut Plywood 0.125in	Custom		
TurretMountSidePlateB oxCut	Side plate of turret	Laser Cut Plywood 0.25in	Custom		
TurretMountFrameFront	Front plate of turret	Laser Cut Plywood 0.25in	Custom		
TurretMountBottomPlat esBoxCut	Bottom Plate of turret	Laser Cut Plywood 0.25in	Custom		
MotorMountPlate	Motor mounting plate	Laser Cut Plywood 0.125in	Custom		
TeleHolder_REV7	Mounts shaft to telescope	3D Printed	Custom		

#### Appendix C: Screenshots of Entire Code

```
#include <ESP32Encoder.h>
 1
      #define BTN1 4 // "Button 1" which will go from safe mode to manual mode and switch between manual and CPU mode
#define BTN2 16 // "Button 2" which will force the system to return to the "safe mode" state, preventing any motor actuation until Button 1 is pressed again
      // #define POT 34 // Potentiometer input pin
 4
      // #define POTPITCH 39
 5
      #define POT 39
     #define BIN_1 26
#define BIN_2 25
 8
      #define BIN_3 17
 9
10
      #define BIN 4 21
11
12
     byte state = 1; // initializes the state, causing us to begin in state 1
13
14
     ESP32Encoder encoder;
15
16
      //Setup interrupt variables ----
17
      volatile bool button1IsPressed = false;
18
      volatile bool button2IsPressed = false;
                                           // check timer interrupt 2
19
      volatile bool deltaT = false;
20
      hw_timer_t * timer0 = NULL;
21
     hw_timer_t * timer1 = NULL;
hw_timer_t * timer2 = NULL;
     portMUX_TYPE timerMux3 = portMUX_INITIALIZER_UNLOCKED;
portMUX_TYPE timerMux1 = portMUX_INITIALIZER_UNLOCKED;
portMUX_TYPE timerMux2 = portMUX_INITIALIZER_UNLOCKED;
23
24
25
26
27
      float posError = 0;
28
      int theta = 0;
29
      int thetaDes = 0;
30
      int thetaMax = 11950;
                                   // 499 * 24 counts per revolution
31
      int D = 0;
32
      int potReading = 0;
33
      float sumError = 0;
      float sumErrorMax = 150; // sets the maximum value for error accumulation to prevent significant windup
34
35
      volatile int count_YAW = 0;
      int motor_on = 0;
float input = 0;
36
37
38
     int yawFlag = 0;
int Flag1 = 0;
39
40
     int restart = 0;
41
      float Kp = 1; // proportional feedback ga
float Ki = 0.01; // integral feedback gain
42
                        // proportional feedback gain
43
44
      int KiMax = 0;
45
46
      // setting PWM properties -----
47
      const int freq = 5000;
     const int ledChannel_1 = 1;
const int ledChannel_2 = 2;
48
49
     const int ledChannel_3 = 3;
const int ledChannel_4 = 4;
50
51
52
      const int resolution = 8;
      const int MAX_PWM_VOLTAGE = 255;
53
54
      const int NOM_PWM_VOLTAGE = 150;
55
56
      //Initialization
57
      void IRAM_ATTR isr1() { // the function to be called when interrupt is triggered on Button 1 press
58
        button1IsPressed = true; // buttonIsPressed will act as our debounce flag
      }
59
60
      // temporarily commented out due to potentiometer use instead of Button 2 for this assignment
61
62
      void IRAM_ATTR isr2() { // the function to be called when interrupt is triggered on Button 2 press
63
       button2IsPressed = true; // buttonIsPressed will act as our debounce flag
64
65
      //Initialization Timer
66
67
      void IRAM_ATTR onTime0() { // function called by timer0
68
       timerStop(timer0);
69
      }
70
71
      void IRAM_ATTR onTime1() { //function called by timer1
72
       timerStop(timer1);
      3
73
74
75
      void IRAM_ATTR onTime2() { // function called by timer2
        portENTER_CRITICAL_ISR(&timerMux2); // mux statements used to ensure inputs/readings coming in simultaneously are properly received
76
77
        deltaT = true; // this flag's value to changed to cause our main loop to be ran whenever the onTime2() function is called by timer2
78
        portEXIT_CRITICAL_ISR(&timerMux2);
79
```

void Timer0InterruptInit() { //The timer simply counts the number of Tic generated by the quartz. With a quartz clocked at 80MHz, we will have 80,000,000 Tics. timer0 = timerBegin(0, 80, true); // divides the frequency by the prescaler: 80,000,000 / 80 = 1,000,000 tics / sec timerAttachInterrupt(timer0, &onTime0, true); // sets which function do you want to call when the interrupt is triggered timerAlarmWrite(timer0, 2000000, true); // sets how many tics will you count to trigger the interrupt timerAlarmWrite(timer0, 2000000, true); timerAlarmEnable(timer0); // Enables timer void TimerIInterruptInit() { //The timer simply counts the number of Tic generated by the quartz. With a quartz clocked at 80MHz, we will have 80,000,000 Tics. timer1 = timerBegin(1, 80, true); // divides the frequency by the prescaler: 80,000,000 / 80 = 1,000,000 tics / sec timerAttachInterrupt(timer1, &onTime1, true); // sets which function do you want to call when the interrupt is triggered timerAlarmWrite(timer1, 2000000, true); // sets how many tics will you count to trigger the interrupt timerAlarmEnable(timer1); // Enables timer void Timer2InterruptInit() { //The timer simply counts the number of Tic generated by the quartz. With a quartz clocked at 80MHz, we will have 80,000,000 Tics. timer2 = timerBegin(2, 80, true); // divides the frequency by the prescaler: 80,000,000 / 80 = 1,000,000 tics / set timerAttachInterrupt(timer2, &onTime2, true); // sets which function do you want to call when the interrupt is triggered timerAlarmWrite(timer2, 25000, true); // sets how many tics will you count to trigger the interrupt timerAlarmEnable(timer2); // Enables timer void setup() { // put your setup code here, to run once: Serial.begin(115200); // sets baud rate pinMode(BTN1, INPUT); // specifies the BTN1 pin as an input attachInterrupt(BTN1, isr1, RISING); // attaches hardware interrupt to the BTN1 pin which will trigger the function isr1 on the rising edge of the signal pinMode(BTN2, INPUT); // temporarily unused due to potentiometer attachInterrupt(BTN2, isr2, RISING); // attaches hardware interrupt to the BTN1 pin which will trigger the function isr2 on the rising edge of the signal pinMode(POT, INPUT); // specifies POT pin as an input // initializing three timers used Timer0InterruptInit(); Timer1InterruptInit(); Timer2InterruptInit(); ESP32Encoder::useInternalWeakPullResistors = UP; // Enable the weak pull up resistors encoder.attachHalfQuad(32, 15); // Attache pins for use as encoder pins encoder.setCount(0); // set starting count value after attaching // configure LED PWM functionalitites ledcSetup(ledChannel\_1, freq, resolution); ledcSetup(ledChannel\_2, freq, resolution); ledcSetup(ledChannel\_3, freq, resolution); ledcSetup(ledChannel\_4, freq, resolution); // attach the channel to the GPIO to be controlled ledcAttachPin(BIN\_1, ledChannel\_1); ledcAttachPin(BIN\_2, ledChannel\_2); ledcAttachPin(BIN\_3, ledChannel\_3); ledcAttachPin(BIN\_4, ledChannel\_4); void loop() { if (deltaT) { // portENTER CRITICAL(&timerMux2); deltaT = false; // portEXIT\_CRITICAL(&timerMux2); switch (state) { case 1: // Safe state with no motor operation at all motorsoff(); Serial.println(" "); Serial.println("Safe state."); // statement that reads out in the serial monitor since we're initialzing the system into state 1 if (CheckForButton1Press() == true) { // event checker to see if Button 1 was pressed Serial.println("Now in manual motor control mode."); Button1Response(); // function response for when Button 1 has been pressed state = 2; // switches system to manual motor control mode ì break; case 2: // Manual input mode / Button 1 press to go to computer motor control / Button 2 press to return to safe state
POT\_yaw\_control(); // function continuously called to allow potentiometer position to control motor position motor\_on\_flag(); if (CheckForButton1Press() == true) { // event checker to see if Button 1 was pressed Serial.println(" ");
Serial.println("Now in computer control mode."); Serial.println("Please enter the desired theta value in integer form between 0 and 11950."); 160 Button1Response(); // function response for when Button 1 has been pressed state = 3; // switches system to computer control mode if (CheckForButton2Press() == true) { // event checker to see if Button 2 was pressed Serial.println(" "); Serial.println("Now in the safe state."); Button2Response(); // function response for when Button 2 has been pressed 165 state = 1; // switches system to safe state -- no motor control 168 break; case 3: // Computer input mode / Button 1 press to go to manual motor control mode / Button 2 press to return to safe state 173 if (motor on == 1) { motorsoff(); // function called to ensure motors are not operating 175

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```
CPU_yaw_control(); // function called to allow for computer control of motor position
                        if (CheckForButton1Press() == true) {
                           ButtonResponse(); // function response for when Button 1 has been pressed
Serial.println(" ");
                            Serial.println("Now in manual control mode.");
                            state = 2; // switches system to manual motor control mode
                       if (CheckForButton2Press() == true) { // event checker to see if Button 2 was pressed
                          Serial.println(" ");
                            // Serial.println("Now in computer control mode.");
Serial.println("Now in the safe state.");
                           Button2Response(); // function response for when Button 2 has been pressed
state = 1; // switches system to safe state -- no motor control
                       }
                      break;
     }
// Set up functions below to serve as event checkers and some event responses
bool CheckForButton1Press() {
   if (timerStarted(timer0)) {
         button1IsPressed = false;
         return false;
     else {
     if (button1IsPressed) {
      button1IsPressed = false;
        return true;
    else {
      return false;
     h
}
void Button1Response() {
        Serial.println("Button 1 Pressed!");
button1IsPressed = false;
         timerStart(timer0);
   bool CheckForButton2Press() {
  if (timerStarted(timer1)) {
    button2IsPressed = false;
     return false;
     else {
   if (button2IsPressed) {
     button2IsPressed = false;
        return true:
    else {
      return false;
     3
3
void Button2Response() {
         Serial.println("Button 2 Pressed!");
button2IsPressed = false;
         timerStart(timer1);
    j,
 void motorsoff() {
             ledcWrite(ledChannel_3, LOW);
              ledcWrite(ledChannel_4, LOW);
             motor_on = 0;
}
void CPU yaw control() {
             chore the second s
                   thetaDes == thetaMax;
                yawFlag = 1;
Flag1 = 1;
              if ((Serial.available() > 0) && (Flag1 == 2)) {
    Serial.println("Please enter the desired theta value in integer form between 0 and 11950.");
                   thetaDes = Serial.parseInt();
              if (thetaDes > thetaMax) {
   thetaDes == thetaMax;
                   yawFlag = 1;
                  Flag1 = 1;
```

```
if (yawFlag == 1) {
          count_YAW = encoder.getCount( );
encoder.clearCount ( );
           theta += count_YAW;
           Serial.print("thetades: ");
           Serial.print(thetaDes);
           Serial.print("");
Serial.print("theta: ");
           Serial.print(theta);
          Serial.println("");
posError = thetaDes - theta;
sumError = sumError + posError;
if ((sumError > 0) && (sumError > sumErrorMax)){
             sumError = sumErrorMax;
           else if ((sumError < 0) && (sumError < -sumErrorMax)) {</pre>
             sumError = -sumErrorMax;
           else {
             sumError = sumError;
           D = (Kp * posError + Ki * sumError);
           //Ensure that you don't go past the maximum possible command if (D > NOM_PWM_VOLTAGE) {
             D = NOM_PWM_VOLTAGE;
           else if (D < -NOM_PWM_VOLTAGE) {</pre>
          _____ U < -NOM_PWM_VOLT
| D = -NOM_PWM_VOLTAGE;
}
           //Map the D value to motor directionality
//FLIP ENCODER PINS SO SPEED AND D HAVE SAME SIGN
           if (D > 0) {
                ledcWrite(ledChannel_3, LOW);
              ledcWrite(ledChannel_4, D);
           3
          else if (D < 0) {
    ledcWrite(ledChannel_3, -D);</pre>
                ledcWrite(ledChannel_4, LOW);
           else {
               ledcWrite(ledChannel_3, LOW);
ledcWrite(ledChannel_4, LOW);
           }
        if ((abs(thetaDes - theta) < 100) && (Flag1 == 1)) {
          motorsoff();
if (Serial.available() > 0) {
             Serial.println("Please enter the desired theta value in integer form between 0 and 11950.");
restart = Serial.parseInt();
             if (restart == 1) {
             Flag1 = 2;
yawFlag = 0;
             else {
              Flag1 = 0;
                yawFlag = 0;
             }
           }
          yawFlag = 0;
Flag1 = 2;
  | | }
1
void POT_yaw_control() {
    count_YAW = encoder.getCount();
        encoder.clearCount ();
        theta += count YAW;
        potReading = analogRead(POT);
thetaBes = map(potReading, 0, 4095, 0, thetaMax);
Serial.println(" ");
        Serial.print("thetaDes: ");
        Serial.print(thetaDes);
poError = thetaDes - theta;
sumError = sumError + poError;
if ((sumError > 0) && (sumError > sumErrorMax)){
    sumError = sumErrorMax;
        else if ((sumError < 0) && (sumError < -sumErrorMax)) {</pre>
          sumError = -sumErrorMax;
        else {
         sumError = sumError;
        D = (Kp * posError + Ki * sumError);
        //Ensure that you don't go past the maximum possible command if (D > NOM_PWM_VOLTAGE) {
        D = NOM_PWM_VOLTAGE;
```

362	
363	<pre>else if (D &lt; -NOM_PWM_VOLTAGE) {</pre>
364	<pre>D = -NOM_PWM_VOLTAGE;</pre>
365	3
366	
367	//Map the D value to motor directionality
368	//FLIP ENCODER PINS SO SPEED AND D HAVE SAME SIGN
369	if (D > 0) {
370	<pre>ledcWrite(ledChannel_3, LOW);</pre>
371	<pre>ledcWrite(ledChannel_4, D);</pre>
372	3
373	else if (D < 0) {
374	<pre>ledcWrite(ledChannel_3, -D);</pre>
375	<pre>ledcWrite(ledChannel_4, LOW);</pre>
376	3
377	else {
378	<pre>ledcWrite(ledChannel_3, LOW);</pre>
379	<pre>ledcWrite(ledChannel_4, LOW);</pre>
380	3
381	}
382	
383	<pre>void motor_on_flag() {</pre>
384	motor_on = 1;
385	}