

Jumping Robot Control System

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Opportunity:

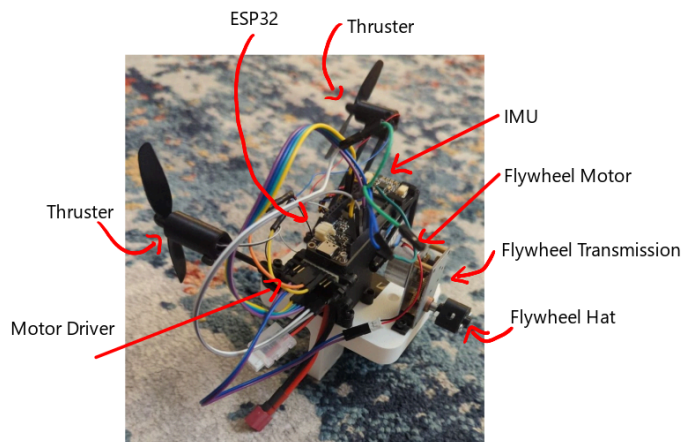
The objective of this design is to engineer a balancing system that can restore the position of an object in flight. The application for our balancing system was to balance an unstable monolegged hopper.

High Level Strategy:

The strategy taken to accomplish the system's task was to implement a flywheel and pair of thrusters to generate a righting torque. Angular position and velocity were measured with a 9 Degree-Of-Freedom sensor. These measurements were used to calculate the error from the desired position for motor movement.

The designed system is changed from the initial proposal in two ways. Firstly, the thrusters replaced one of the flywheels for positional control. This change was made because it is not limited by the top speed like a flywheel may be. Weight being a constant challenge with this design, a set of thrusters is more weight efficient as well. The set of thrusters also alleviated space constraints from having two large flywheels. The second large change was the implementation of a more sophisticated IMU. The original plan for measuring the absolute angle was to estimate position using a real time operating system and the angular velocity that was output from an IMU. This was discovered to introduce too much built up error over time, and a new IMU that was capable of measuring absolute angle was used.

Integrated Device:



Function Critical Decisions:

Mass Moment of Inertia:

$$I_{robot} = I_{body} + I_{thrusters} + I_{leg}$$

$$I_{body} = \frac{1}{12}m_{body}(h^2 + w^2) = 2.825 * 10^{-4}kg * m^2 \text{ approximated as a rectangular prism}$$

Where $m_{body} = 0.3kg$, $h = 0.08m$, and $w = 0.07m$

$$I_{thrusters} = 2 * (I_{rods} + I_{thrustermotor})$$

$$I_{rods} = 2 * \frac{1}{3}m_{rod}L_{rod}^2 = 3.2 * 10^{-5}kg * m^2 \text{ approximated as rods about their ends}$$

Where $m_{rod} = 0.015kg$, $L_{rod} = 0.08m$

$$I_{thrustermotor} = m_{motor}L^2$$

Where $m_{motor} = 0.008kg$ and $L = L_{rod}$

$$I_{leg} = \frac{1}{3}m_{leg}L_{leg}^2 = 8.64 * 10^{-4}kg * m^2 \text{ approximated as a rod about its end}$$

Where $m_{leg} = 0.1kg$ and $L_{leg} = 0.2m$

For $I_{flywheel} \geq I_{robot}$

$$I_{flywheel} = 2 * (\frac{1}{3} * m_{rod} * L_{rod}^2) + m_{weights} L_{rod}^2$$

Where $L_{rod} = 0.01m$ and $m_{rod} = 0.015kg$

Solving for $m_{weights}$, $m = 25g$ on each end of the flywheel rod.

We want to have a high rotational inertia on the flywheel and a high torque output motor because we wanted to apply as large of a restoring torque as possible on our robot when it is in the air while avoiding spinning up the flywheel. The motor we chose has a maximum torque of 4.5kg.cm with a stall torque of 16kg.cm and gear ratio of 512:1. These specifications are good considering we need to keep the mass of the robot as small as possible, and the motor has good speed and torque for its size. In theme with selecting light weight strong components, the thruster motors were sufficiently strong to provide a restoring force, when operated at their proper voltage and not on an underpowered battery.

Flywheel Gearbox Forces:

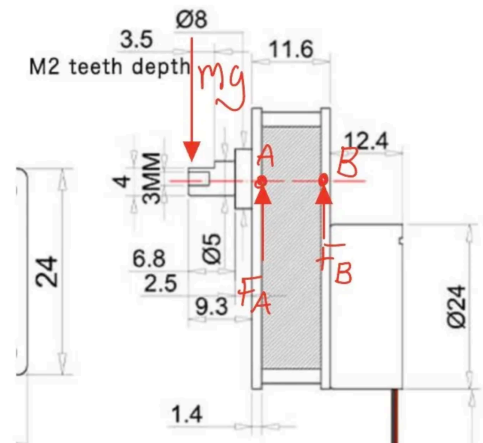
$$\Sigma F_y = -m_{flywheel}g + F_A + F_B = 0$$

$$\Sigma M_A = m_{flywheel}g * R_1 - F_B * R_2$$

Where

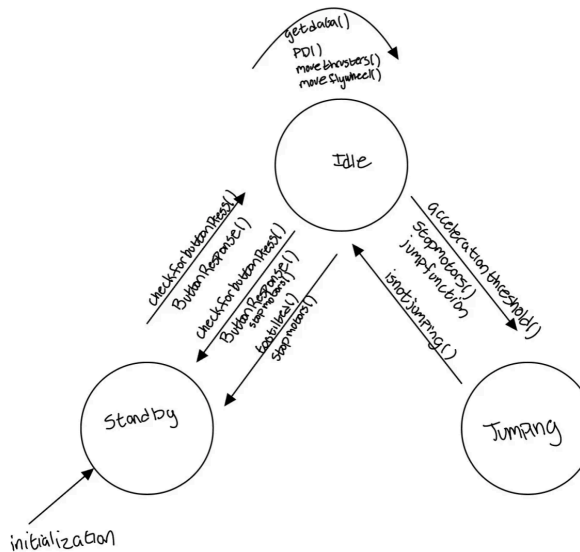
$$m_{flywheel}g = 0.638N, R_1 = 0.0044m, \text{ and } R_2 = 0.0102m$$

$$F_A = 0.363N \text{ and } F_B = 0.275N$$

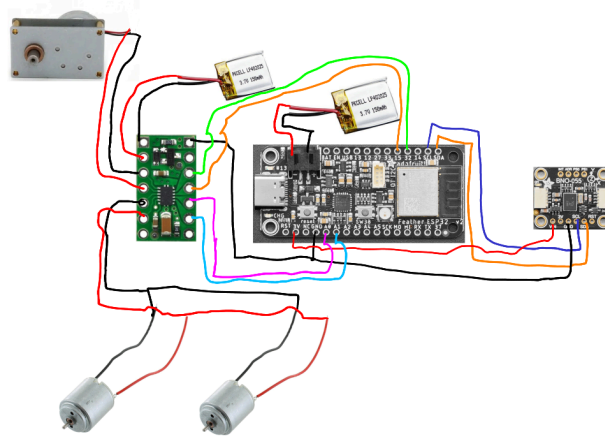


These forces are small enough that the built-in bushing on the motor gearbox won't have problems with this load.

State Transition Diagram:



Circuit Diagram:



Reflection:

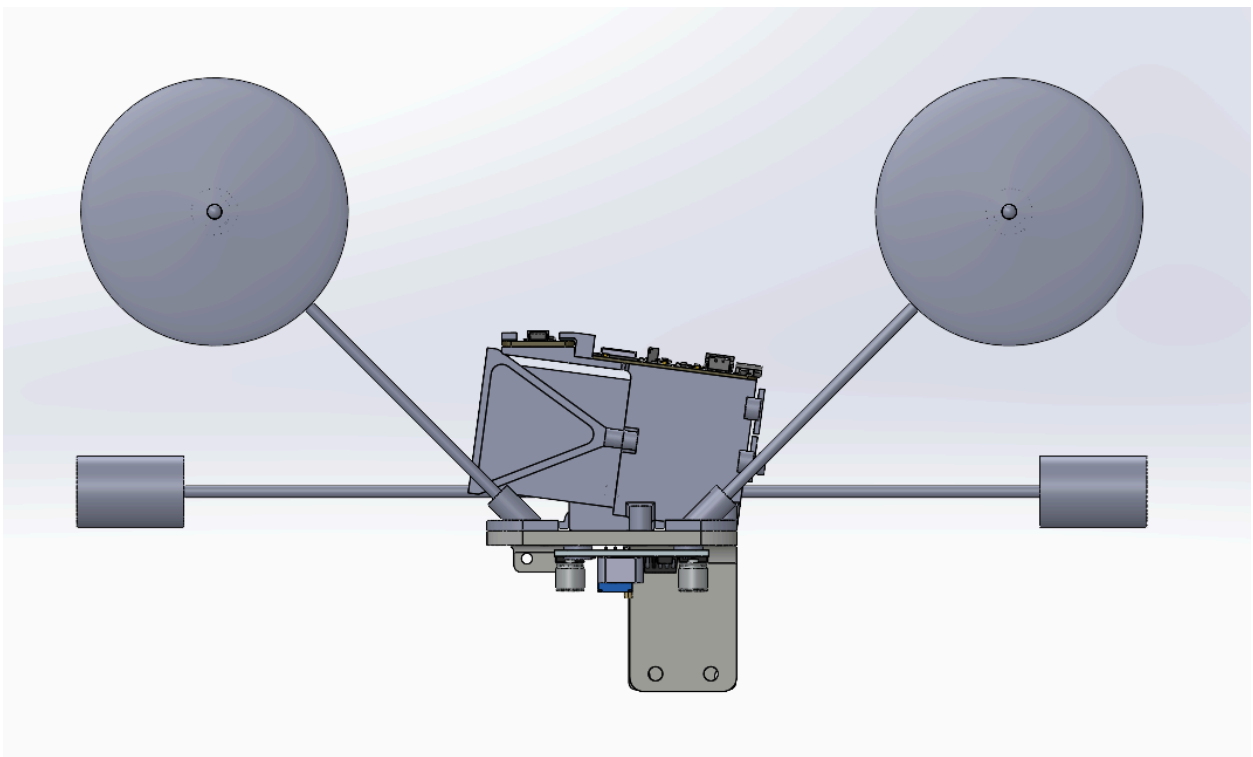
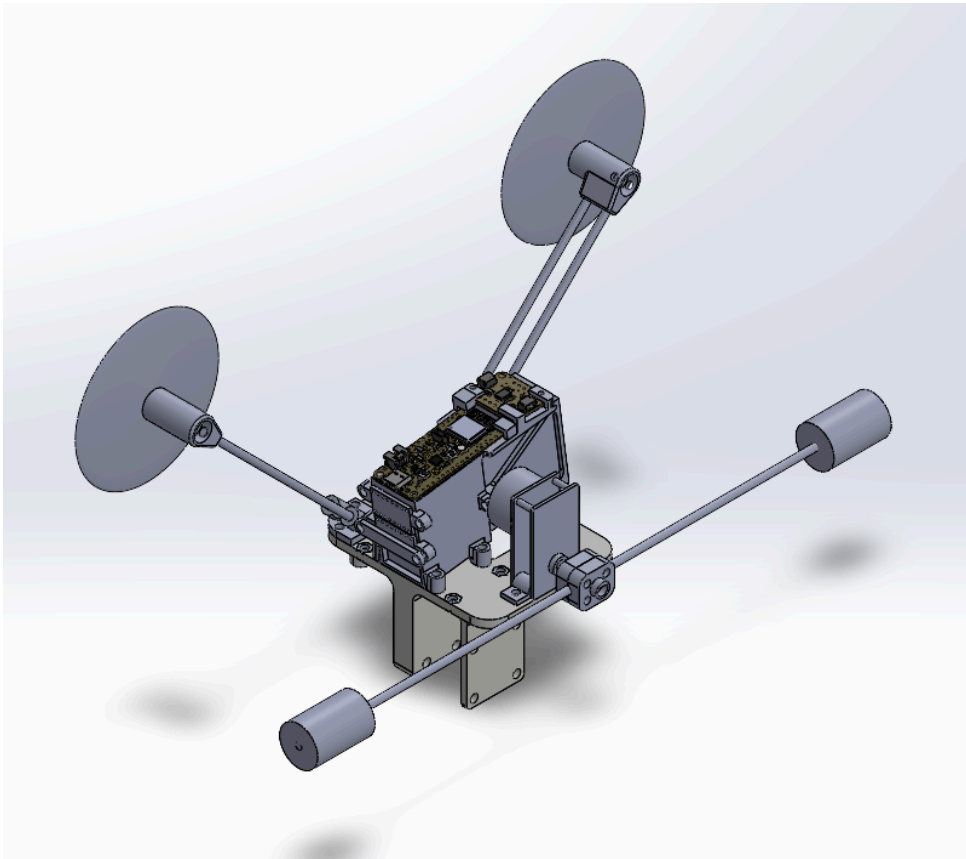
We learned the power of iteration in this project. We spent a good amount of time trying to model and calculate what these specifications should be, but it wasn't until we built the subsystems could we actually see if what we had conceptualized was adequate or not. We think that there is an importance for simple models to get relative orders of magnitude correct for certain function relevant systems, however, when the systems are complex and difficult to model it is really important to get to testing as soon as possible because a more complex model will take a lot more time and is still an approximation. The real world tests are invaluable to improving the design for the desired behavioral characteristics. We wish we had purchased our motors sooner and prototyped sooner.

Appendix:

Bill of Materials:

	A	B	C	D	E	F	G	H	I	J
1	Electronics									
2	Name	Quantity	Price	Link						
3	ESP32	1	0	NA						
4	DRV8833 Dual Motor Driver Carrier	1	0	Pololu - DRV8833 Dual Motor Driver Carrier						
5	IMU BNO055	2	30	Adafruit 9-DOF Absolute Orientation IMU Fusion Breakout - BNO055 - ID 2472						
6	LM2596 DC to DC Buck Converter	1	8	Amazon.com: 5 Pack LM2596 DC to DC Buck Converter 3.0-40V to 1.5-35V Power Supply Step Down Module						
7	Motor with Gearbox	1	8	Motor with gear box						
8	Motor with Fan	2	12	Amazon.com: Hobbypower 8520 Coreless Brushed Motor Set 53000rpm 8.5x20mm + 75mm CW CCW Propeller						
9	Battery, 3S	1	23.69	Amazon.com: Gens ace 11.1V 1000mAh 3S 45C LiPo Battery Pack with Deans Plug for RC Plane Car Boat Truck Heli Airplane						
10	Batter, LiPO	2	0	https://www.adafruit.com/product/4237?gQT=1						
11										
12	Hardware									
13	M2x10 Bolt	12	0	NA						
14	M2 Nut	12	0	NA						
15	M3x6 Bolt	6	0	NA						
16	Flywheel weights	2	8.8	uxcell 20mm Precision Chrome Steel Bearing Balls G25 3pcs: Amazon.com						
17	Flywheel Rod	1	2.33	https://www.mcmaster.com/8920K14/						
18	Flywheel Hat Stock	1	3.64	https://www.mcmaster.com/9146T55-9146T551/						
19	M3 heat set inserts	6	0	NA						
20	1 kg PETG	1	0	NA						
21	Two part epoxy	1	0	NA						
22										
23		TOTAL	96.46							

CAD:



Code:

```
1  #include <Wire.h>
2  #include <Adafruit_Sensor.h>
3  #include <Adafruit_BNO055.h>
4  #include <utility/imuMaths.h>
5  #include <Arduino.h>
6  #define BTN 38
7  #define BIN_1 25
8  #define BIN_2 26
9  #define AIN_1 32
10 #define AIN_2 15
11
12 const int freq = 50000;
13 const int freq2 = 25000;
14 const int ledChannel_1 = 1;
15 const int ledChannel_2 = 2;
16 const int ledChannel_3 = 3;
17 const int ledChannel_4 = 4;
18 const int resolution = 8;
19 int MAX_PWM_VOLTAGE = 230;
20 int motor_PWM;
21 int thruster_PWM;
22
23 /* Set the delay between fresh samples */
24 #define BNO055_SAMPLERATE_DELAY_MS (10)
25 #define readability (1)
26
27 Adafruit_BNO055 bno = Adafruit_BNO055(55, 0x28);
28 sensors_event_t orientationData , angVelocityData , accelerometerData, gravityData;
29
30 //button setup
31 volatile bool buttonIsPressed = false;
32 hw_timer_t *debounceTimer = NULL; // timer for debouncing
33 volatile bool debounceComplete = true;
34
35 hw_timer_t *jumpingTimer = NULL;
36
37 void IRAM_ATTR resetDebounce();
38 void IRAM_ATTR resetJumping();
39
40 // Error values
41 float error_theta_x = 0;
42 float error_theta_y = 0;
43 float error_theta_z = 0;
44
45 float error_theta_dot_x = 0;
46 float error_theta_dot_y = 0;
47 float error_theta_dot_z = 0;
48
49 float theta_x_goal = 0;
50 float theta_y_goal = 0;
51 float theta_z_goal = 0;
```

```
52
53 float theta_dot_x_goal = 0;
54 float theta_dot_y_goal = 0;
55 float theta_dot_z_goal= 0;
56
57 //angular position
58 float theta_x = 0;
59 float theta_y = 0;
60 float theta_z = 0;
61
62 //angular velocity
63 float theta_dot_x = 0;
64 float theta_dot_y = 0;
65 float theta_dot_z = 0;
66
67 //acceleration
68 float acc_x = 0;
69 float acc_y = 0;
70 float acc_z = 0;
71 float acc_mag = 0;
72
73 float gravityX = 0;
74
75 //PD
76 float pd_flywheel = 0;
77 float pd_thruster_1 = 0;
78 float pd_thruster_2 = 0;
79
80 // Gains
81 static int KpX = 40;
82 static int KpY = 40;
83 static int KpZ = 300;
84
85 static int KdX = 1;
86 static int KdY = 1;
87 static int KdZ = 1;
88
89 static int KiX = 10;
90 static int KiY = 10;
91 static int KiZ = 10;
92
93 // Threshold values
94 static int y_thresh = 70;
95 static int z_thresh = 70;
96 static int accel_thresh = 20;
97
98 volatile bool Jumping = false;
99
```

```

101
102 //STATE MACHINE VARIABLES
103 enum State {
104     STANDBY,
105     IDLE,
106     JUMPING
107 };
108
109
110 State currentState = IDLE;
111
112 void IRAM_ATTR isr() {
113     if (debounceComplete) {
114         buttonIsPressed = true;
115         debounceComplete = false; // reset debounce flag
116         timerStart(debounceTimer); // start the debounce timer
117     }
118 }
119
120 void setup(void)
121 {
122     Serial.begin(115200);
123     Serial.println("Orientation Sensor Test"); Serial.println("");
124
125     /* Initialise the sensor */
126     if(!bno.begin())
127     {
128         /* There was a problem detecting the BNO055 ... check your connections */
129         Serial.print("Ooops, no BNO055 detected ... Check your wiring or I2C ADDR!");
130         while(1);
131     }
132     bno.setExtCrystalUse(true);
133
134     //setup button press hardware interrupt
135     pinMode(BTN, INPUT);
136     attachInterrupt(BTN, isr, RISING); // attach interrupt to button pin
137
138     // Initialize debounce timer with a 50 ms period
139     debounceTimer = timerBegin(1000000); // Timer 0, 80 prescaler, count up
140     timerAttachInterrupt(debounceTimer, resetDebounce); // attach interrupt to timer
141     timerAlarm(debounceTimer, 50000, true, 0); // 50 ms debounce period (in microseconds)
142
143     ledcAttach(BIN_1, freq, resolution);
144     ledcAttach(BIN_2, freq, resolution);
145     ledcAttach(AIN_1, freq2, resolution);
146     ledcAttach(AIN_2, freq2, resolution);
147
148     // JUMPING TIMER
149     jumpingTimer = timerBegin(1000000);
150     timerAttachInterrupt(jumpingTimer, resetJumping);
151 }

```



```

154 void IRAM_ATTR resetDebounce() {
155     debounceComplete = true; // allow the button to be pressed again
156     timerStop(debounceTimer); // stop timer until next button press
157 }
158
159
160 void IRAM_ATTR resetJumping() {
161     Jumping = false; // allow the button to be pressed again
162     timerStop(jumpingTimer); // stop timer until next button press
163 }
164
165
166 void loop(void) {
167     switch (currentState) {
168     case STANDBY:
169         Serial.println("State: STANDBY");
170
171         // Transition condition to DATA_COLLECTION
172         if (CheckForButtonPress()) {
173             ButtonResponse();
174             currentState = IDLE;
175             delay(readability);
176         }
177         break;
178
179     case IDLE:
180         getData();
181
182         if (CheckForButtonPress()) {
183             ButtonResponse();
184             stop_motors();
185             currentState = STANDBY;
186         }
187         else if (too_tilted()) {
188             Serial.println("Returning to STANDBY");
189             stop_motors();
190             currentState = STANDBY;
191         }
192         else if (acceleration_threshold()){
193             Serial.println("Jumping");
194             stop_motors();
195             jumpfunction();
196             currentState = JUMPING;
197         }
198         else {
199             PD();
200             move_thrusters();
201             move_flywheel();
202         }
203         break;
204

```

```

205     case JUMPING:
206         Serial.println("State: Jumping");
207         if (is_not_jumping()){
208             currentState = IDLE;
209         }
210         break;
211
212
213     }
214 }
215 |
216
217 void getData(void){
218     bno.getEvent(&orientationData, Adafruit_BNO055::VECTOR_EULER);
219     bno.getEvent(&angVelocityData, Adafruit_BNO055::VECTOR_GYROSCOPE);
220     bno.getEvent(&accelerometerData, Adafruit_BNO055::VECTOR_ACCELEROMETER);
221     bno.getEvent(&gravityData, Adafruit_BNO055::VECTOR_GRAVITY);
222
223     theta_x = orientationData.orientation.x;
224     theta_dot_x = angVelocityData.gyro.x;
225     acc_x = accelerometerData.acceleration.x;
226
227     theta_y = orientationData.orientation.y;
228     theta_dot_y = angVelocityData.gyro.y;
229     acc_y = accelerometerData.acceleration.y;
230
231     theta_z = orientationData.orientation.z;
232     theta_dot_z = angVelocityData.gyro.z;
233     acc_z = accelerometerData.acceleration.z;
234 }
235
236 // EVENT CHECKERS
237
238 bool CheckForButtonPress() {
239     return buttonIsPressed && debounceComplete;
240 }
241
242 bool too_tilted() {
243     if (theta_y > y_thresh || theta_y < -y_thresh){
244         return true;
245     } else if (theta_z > z_thresh || theta_z < -z_thresh){
246         return true;
247     } else {
248         return false;
249     }
250 }
251

```

```

252 bool acceleration_threshold() {
253     acc_mag = sqrt(acc_x*acc_x + acc_y*acc_y + acc_z*acc_z);
254     if (acc_mag > accel_thresh) {
255         return true;
256     } else {
257         return false;
258     }
259 }
260
261 bool is_not_jumping() {
262     return !Jumping;
263 }
264
265 // SERVICES
266
267 void ButtonResponse() {
268     buttonIsPressed = false;
269     Serial.println("Pressed!");
270 }
271
272 void jumpfunction() {
273     Jumping = true;
274     timerStart(jumpingTimer);
275 }
276
277 void move_thrusters() {
278     if (pd_thruster_1 > 0) {
279         thruster_PWM = map(pd_thruster_1, 0, 1024, 0, MAX_PWM_VOLTAGE);
280         ledcWrite(BIN_2, LOW);
281         ledcWrite(BIN_1, thruster_PWM);
282     } else if (pd_thruster_1 < 0) {
283         thruster_PWM = map(pd_thruster_1*(-1), 0, 1024, 0, MAX_PWM_VOLTAGE);
284         ledcWrite(BIN_1, LOW);
285         ledcWrite(BIN_2, thruster_PWM);
286     }
287 }
288
289
290 void move_flywheel() {
291     if (pd_flywheel > 0) {
292         motor_PWM = map(pd_flywheel, 0, 1024, 0, MAX_PWM_VOLTAGE);
293         ledcWrite(AIN_2, motor_PWM);
294         ledcWrite(AIN_1, LOW);
295     } else if (pd_flywheel < 0) {
296         motor_PWM = map(pd_flywheel*(-1), 0, 1024, 0, MAX_PWM_VOLTAGE);
297         ledcWrite(AIN_1, motor_PWM);
298         ledcWrite(AIN_2, LOW);
299     }
300 }
301 }

```

```
303 void stop_motors() {
304     ledcWrite(BIN_1, LOW);
305     ledcWrite(BIN_2, LOW);
306     ledcWrite(AIN_1, LOW);
307     ledcWrite(AIN_2, LOW);
308 }
309
310 void PD() {
311     error_theta_z = theta_z_goal - theta_z;
312     error_theta_y = theta_y_goal - theta_y;
313
314     error_theta_dot_z = theta_dot_z_goal - theta_dot_z;
315     error_theta_dot_y = theta_dot_y_goal - theta_dot_y;
316
317     pd_flywheel = KpZ * error_theta_z + KdZ * error_theta_dot_z;
318     pd_thruster_1 = KpY * error_theta_y + KdY * error_theta_dot_y;
319
320 }
321
```