Geoffrey D. Bennett

January 17, 2007

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Building an Open-Source Segway (\mathbb{R})

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Introduction

What

Introduction

What

Two-Wheeled

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Introduction

What

Two-Wheeled

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Ride-On

Introduction

What

- Two-Wheeled
- Ride-On
- Self-Balancing

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Introduction

What

- Two-Wheeled
- Ride-On
- Self-Balancing

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Robot

Building an Open-Source Segway (\mathbb{R})

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Introduction

How

Introduction

How

Lean forward to go forward

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Building an Open-Source Segway \mathbb{R}

Introduction

How

Lean forward to go forward

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Lean more to go faster

Introduction

How

- Lean forward to go forward
- Lean more to go faster
- Lean back to slow down, stop, and go backwards

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Introduction

How

- Lean forward to go forward
- Lean more to go faster
- Lean back to slow down, stop, and go backwards

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Joystick to turn

<u>Introduction</u>

Who

For people with:



Introduction

Who

For people with:

Some construction skills

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Introduction

Who

For people with:

Some construction skills

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Some electronic skills

Introduction

Who

For people with:

Some construction skills

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- Some electronic skills
- Some software skills

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Danger, Danger

Warnings

Danger, Danger

Warnings

If it's powerful enough to move you around

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Danger, Danger

Warnings

- If it's powerful enough to move you around
- Then it's powerful enough to throw you off

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Danger, Danger

Warnings

- If it's powerful enough to move you around
- Then it's powerful enough to throw you off

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And run you over

Danger, Danger

More Warnings

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More Warnings

There's enough power in the batteries to easily start fires

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More Warnings

There's enough power in the batteries to easily start firesCommon failure modes of motor controllers are not fun

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More Warnings

There's enough power in the batteries to easily start fires

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- Common failure modes of motor controllers are not fun
- Start small

More Warnings

There's enough power in the batteries to easily start fires

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- Common failure modes of motor controllers are not fun
- Start small
- Test carefully

More Warnings

There's enough power in the batteries to easily start fires

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- Common failure modes of motor controllers are not fun
- Start small
- Test carefully
- Test near non-breakables

More Warnings

There's enough power in the batteries to easily start fires

- Common failure modes of motor controllers are not fun
- Start small
- Test carefully
- Test near non-breakables
- Be in good shape

More Warnings

There's enough power in the batteries to easily start fires

- Common failure modes of motor controllers are not fun
- Start small
- Test carefully
- Test near non-breakables
- Be in good shape
- Wear protection

More Warnings

There's enough power in the batteries to easily start fires

- Common failure modes of motor controllers are not fun
- Start small
- Test carefully
- Test near non-breakables
- Be in good shape
- Wear protection
 - Helmet

More Warnings

There's enough power in the batteries to easily start fires

- Common failure modes of motor controllers are not fun
- Start small
- Test carefully
- Test near non-breakables
- Be in good shape
- Wear protection
 - Helmet
 - Knee Pads

More Warnings

There's enough power in the batteries to easily start fires

- Common failure modes of motor controllers are not fun
- Start small
- Test carefully
- Test near non-breakables
- Be in good shape
- Wear protection
 - Helmet
 - Knee Pads
 - Elbow Pads

More Warnings

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- Start small
- Test carefully
- Test near non-breakables
- Be in good shape
- Wear protection
 - Helmet
 - Knee Pads
 - Elbow Pads
 - Shin Guards

More Warnings

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- Start small
- Test carefully
- Test near non-breakables
- Be in good shape
- Wear protection
 - Helmet
 - Knee Pads
 - Elbow Pads
 - Shin Guards
 - Wrist Guards

More Warnings

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- Test carefully
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- Wear protection
 - Helmet
 - Knee Pads
 - Elbow Pads
 - Shin Guards
 - Wrist Guards
 - Knee Pads

More Warnings

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- Wear protection
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 - Knee Pads
 - Elbow Pads
 - Shin Guards
 - Wrist Guards
 - Knee Pads

See http://www.tlb.org/scootersafety.html

Requirements

Requirements

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Requirements

Requirements

Two wheels driven by motors


Two wheels driven by motors

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Platform to stand on

- Two wheels driven by motors
- Platform to stand on
- Batteries to power everything

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Requirements

- Two wheels driven by motors
- Platform to stand on
- Batteries to power everything

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Sensors to detect leaning

Requirements

- Two wheels driven by motors
- Platform to stand on
- Batteries to power everything
- Sensors to detect leaning
- Electronics to drive the motors

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Requirements

- Two wheels driven by motors
- Platform to stand on
- Batteries to power everything
- Sensors to detect leaning
- Electronics to drive the motors
- Software to drive the electronics

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Requirements

- Two wheels driven by motors
- Platform to stand on
- Batteries to power everything
- Sensors to detect leaning
- Electronics to drive the motors
- Software to drive the electronics

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Gaffer tape

Wheels and Motors

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Wheels and Motors

Buy a second-hand electric wheelchair



Wheels and Motors

- Buy a second-hand electric wheelchair
- You get two matched motors



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Wheels and Motors

- Buy a second-hand electric wheelchair
- You get two matched motors
- The motor already has a gearbox attached



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Wheels and Motors

- Buy a second-hand electric wheelchair
- You get two matched motors
- The motor already has a gearbox attached
- The gearbox already has a hub attached



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Wheels and Motors

- Buy a second-hand electric wheelchair
- You get two matched motors
- The motor already has a gearbox attached
- The gearbox already has a hub attached
- The hub already has a wheel attached



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Wheels and Motors

- Buy a second-hand electric wheelchair
- You get two matched motors
- The motor already has a gearbox attached
- The gearbox already has a hub attached
- The hub already has a wheel attached
- The wheel already has a tyre attached



Wheels and Motors

- Buy a second-hand electric wheelchair
- You get two matched motors
- The motor already has a gearbox attached
- The gearbox already has a hub attached
- The hub already has a wheel attached
- The wheel already has a tyre attached
- The hub can be free-wheeled



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Wheels and Motors

- Buy a second-hand electric wheelchair
- You get two matched motors
- The motor already has a gearbox attached

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- The gearbox already has a hub attached
- The hub already has a wheel attached
- The wheel already has a tyre attached
- The hub can be free-wheeled
- No skill required

Wheels and Motors

- Buy a second-hand electric wheelchair
- You get two matched motors
- The motor already has a gearbox attached
- The gearbox already has a hub attached
- The hub already has a wheel attached
- The wheel already has a tyre attached
- The hub can be free-wheeled
- No skill required
- At least, not if someone else takes to the wheelchair with the angle-grinder

Platform



Platform



Hardware

Platform



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Batteries

■ 6 * 12V Sealed Lead-Acid Batteries ("Gel-Cells")

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Batteries

6 * 12V Sealed Lead-Acid Batteries ("Gel-Cells") (Relatively) Safe

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Batteries

■ 6 * 12V Sealed Lead-Acid Batteries ("Gel-Cells")

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- (Relatively) Safe
- (Relatively) Cheap (\approx \$240)

Batteries

■ 6 * 12V Sealed Lead-Acid Batteries ("Gel-Cells")

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- (Relatively) Safe
- (Relatively) Cheap (\approx \$240)
- (Relatively) Easy to Charge

Batteries

■ 6 * 12V Sealed Lead-Acid Batteries ("Gel-Cells")

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- (Relatively) Safe
- (Relatively) Cheap (\approx \$240)
- (Relatively) Easy to Charge
- Heavy

Batteries

- 6 * 12V Sealed Lead-Acid Batteries ("Gel-Cells")
- (Relatively) Safe
- (Relatively) Cheap (\approx \$240)
- (Relatively) Easy to Charge
- Heavy
- Output voltage proportional to remaining capacity

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Hardware

Batteries



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Hardware

∟_{Sensors}



Detect which way is up



Hardware

Sensors



- Detect which way is up
- Measure static acceleration, ie. gravity

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Hardware

Sensors

Accelerometer

- Detect which way is up
- Measure static acceleration, ie. gravity
- Analog Devices ADXL203
 "Precision ±1.7g Dual Axis Accelerometer"

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Hardware

Sensors

Accelerometer

- Detect which way is up
- Measure static acceleration, ie. gravity
- Analog Devices ADXL203
 "Precision ±1.7g Dual Axis Accelerometer"

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5mm by 4.5mm by 2mm

Sensors

Accelerometer

- Detect which way is up
- Measure static acceleration, ie. gravity
- Analog Devices ADXL203
 "Precision ±1.7g Dual Axis Accelerometer"
- 5mm by 4.5mm by 2mm
- 1V/g sensitivity (2.5V = 0g)
- (smaller range, greater sensistivity is better)

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L_Sensors

Accelerometer

- Detect which way is up
- Measure static acceleration, ie. gravity
- Analog Devices ADXL203
 "Precision ±1.7g Dual Axis Accelerometer"
- 5mm by 4.5mm by 2mm
- 1V/g sensitivity (2.5V = 0g)
- (smaller range, greater sensistivity is better)

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Orientation

Hardware

Sensors



Detect changes in angle



Hardware

L_Sensors



- Detect changes in angle
- Analog Devices ADXRS401
 "±75°/s Yaw Rate Gyro"

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Hardware

L_Sensors



- Detect changes in angle
- Analog Devices ADXRS401
 "±75°/s Yaw Rate Gyro"

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7mm by 7mm by 4mm

Hardware

Sensors



- Detect changes in angle
- Analog Devices ADXRS401
 "±75°/s Yaw Rate Gyro"
- 7mm by 7mm by 4mm
- 15mV/°/s
- (smaller range, greater sensistivity is better)

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Hardware

Sensors

Spark Fun Electronics

IMU Combo Board — USD\$114.95



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http://www.sparkfun.com/

Hardware

Electronics

Open-Source Motor Controller (OSMC)

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Hardware

Electronics

Open-Source Motor Controller (OSMC)

 Applying the open-source software development model to designing a high quality DC motor controller

Hardware

Electronics

Open-Source Motor Controller (OSMC)

 Applying the open-source software development model to designing a high quality DC motor controller

Yahoo OSMC Group

Hardware

Electronics

Open-Source Motor Controller (OSMC)

 Applying the open-source software development model to designing a high quality DC motor controller

- Yahoo OSMC Group
- 12–50V, 160A

Hardware

Electronics

Open-Source Motor Controller (OSMC)

 Applying the open-source software development model to designing a high quality DC motor controller

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- Yahoo OSMC Group
- 12–50V, 160A
- Robot Power sell assembled boards (USD\$475) http://www.robotpower.com/

Hardware

Electronics

OSMC and Modular OSMC Brain (MOB)



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Hardware

Electronics

OSMC



Hardware

Electronics

MOB



Hardware

Electronics

OSMC and MOB



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Hardware

Electronics



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Hardware

Electronics



Atmel ATMega16



Hardware

Electronics

Computing Power

Atmel ATMega16

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8-bit processor

Hardware

Electronics

Computing Power

Atmel ATMega16

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- 8-bit processor
- 8MHz

Hardware

Electronics

Computing Power

Atmel ATMega16

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- 8-bit processor
- 8MHz
- 16KB flash

Hardware

Electronics

Computing Power

Atmel ATMega16

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- 8-bit processor
- 8MHz
- 16KB flash
- 1K RAM

Hardware

Electronics

Computing Power

- Atmel ATMega16
- 8-bit processor
- 8MHz
- 16KB flash
- 1K RAM
- 512 bytes EEPROM

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Hardware

Electronics

Computing Power

- Atmel ATMega16
- 8-bit processor
- 8MHz
- 16KB flash
- 1K RAM
- 512 bytes EEPROM
- Floating point code

Hardware

Electronics

Computing Power

- Atmel ATMega16
- 8-bit processor
- 8MHz
- 16KB flash
- 1K RAM
- 512 bytes EEPROM
- Floating point code
- Currently 50Hz(ish) update rate

Hardware

Electronics

MOB Replacement

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Hardware

Electronics



Atmel STK500 Development Board? http://avrwiki.com/

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Hardware

Electronics

MOB Replacement

Atmel STK500 Development Board? http://avrwiki.com/

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PWM Outputs

- Hardware

Electronics

MOB Replacement

Atmel STK500 Development Board? http://avrwiki.com/

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- PWM Outputs
- Analogue Inputs

Hardware

Electronics

MOB Replacement

Atmel STK500 Development Board? http://avrwiki.com/

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- PWM Outputs
- Analogue Inputs
- Serial I/O

Hardware

Electronics

Miscellaneous Hardware

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Hardware

Electronics

Miscellaneous Hardware

LCD Display



Hardware

Electronics

Miscellaneous Hardware

LCD Display

In-circuit Programming Cable

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Hardware

Electronics

Miscellaneous Hardware

LCD Display

In-circuit Programming Cable

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TTL to RS-232 Serial

Hardware

Electronics

Miscellaneous Hardware

LCD Display

In-circuit Programming Cable

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TTL to RS-232 Serial

Joystick

Hardware

Electronics

Wiring it up



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- Hardware

Electronics



- MAX232 data sheet
- Spark Fun IMU Combo board documentation

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MOB schematic

Hardware

Electronics

Wiring it up



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Software

MOB Default Software

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- Software

MOB Default Software

Designed for R/C Controlled Robots

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Software

MOB Default Software

Designed for R/C Controlled Robots

Reads standard R/C Control pulses

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Software

MOB Default Software

- Designed for R/C Controlled Robots
- Reads standard R/C Control pulses

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Not useful for balancing a robot
Building an Open-Source Segway®

Software

MOB Default Software

- Designed for R/C Controlled Robots
- Reads standard R/C Control pulses

- Not useful for balancing a robot
- Useful for testing

Testing



4

Building an Open-Source Segway®

Software

Testing





Test Software





Test Software

AVR-GCC

Write to the serial port

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Test Software

- AVR-GCC
- Write to the serial port
- Read the analogue inputs

Test Software

- AVR-GCC
- Write to the serial port
- Read the analogue inputs

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Drive the motors

Test Software

- AVR-GCC
- Write to the serial port
- Read the analogue inputs
- Drive the motors
- Read from the serial port

Building an Open-Source Segway®

Software

Tethered Operation

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Building an Open-Source Segway®

Software

Tethered Operation

Implement the balancing algorithm on your PC

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Tethered Operation

- Implement the balancing algorithm on your PC
- MOB and OSMC do nothing but A-D and D-A conversion

Tethered Operation

- Implement the balancing algorithm on your PC
- MOB and OSMC do nothing but A-D and D-A conversion

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First test that the wheels go in the right direction

Tethered Operation

- Implement the balancing algorithm on your PC
- MOB and OSMC do nothing but A-D and D-A conversion

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- First test that the wheels go in the right direction
- Set low limits so the robot doesn't run over your PC

- Software

Tethered Operation

- Implement the balancing algorithm on your PC
- MOB and OSMC do nothing but A-D and D-A conversion

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- First test that the wheels go in the right direction
- Set low limits so the robot doesn't run over your PC
- Or pull it off the desk

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Software

Balancing

Balancing

 If the robot is leaning, drive the wheels in the direction of the lean

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If the robot is leaning, drive the wheels in the direction of the lean

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If you lean more, go faster

If the robot is leaning, drive the wheels in the direction of the lean

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- If you lean more, go faster
- Turns out to be a control systems problem:

If the robot is leaning, drive the wheels in the direction of the lean

- If you lean more, go faster
- Turns out to be a control systems problem:
 - input variable is platform angle

Balancing

If the robot is leaning, drive the wheels in the direction of the lean

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- If you lean more, go faster
- Turns out to be a control systems problem:
 - input variable is platform angle
 - output variable is motor speed

- If the robot is leaning, drive the wheels in the direction of the lean
- If you lean more, go faster
- Turns out to be a control systems problem:
 - input variable is platform angle
 - output variable is motor speed
 - by controlling the output variable, attempt to keep the input variable zero

Balancing

- If the robot is leaning, drive the wheels in the direction of the lean
- If you lean more, go faster
- Turns out to be a control systems problem:
 - input variable is platform angle
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Balancing

- If the robot is leaning, drive the wheels in the direction of the lean
- If you lean more, go faster
- Turns out to be a control systems problem:
 - input variable is platform angle
 - output variable is motor speed
 - by controlling the output variable, attempt to keep the input variable zero



PID Controller

PID Controller

Attempt to keep the platform angle zero



PID Controller

Attempt to keep the platform angle zero

•
$$output = K_p * input + K_d * input' + K_i \int_0^t input dt$$

PID Controller

- Attempt to keep the platform angle zero
- $output = K_p * input + K_d * input' + K_i \int_0^t input dt$

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Proportional — if you lean more, go faster

PID Controller

- Attempt to keep the platform angle zero
- $output = K_p * input + K_d * input' + K_i \int_0^t input dt$

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- Proportional if you lean more, go faster
- Derivative if you lean quickly, go faster

PID Controller

- Attempt to keep the platform angle zero
- $output = K_p * input + K_d * input' + K_i \int_0^t input dt$

- Proportional if you lean more, go faster
- Derivative if you lean quickly, go faster
- Integral if you're still leaning, go faster

Turning

- Make one wheel go slightly faster
- Make the other wheel go slightly slower (by the same amount, to not affect the balance!)

Turning

- Make one wheel go slightly faster
- Make the other wheel go slightly slower (by the same amount, to not affect the balance!)
- Turn faster when stationary. Turn slower when travelling.

Measuring the Platform Angle

Gyro input gives us angular rate

Measuring the Platform Angle

Gyro input gives us angular rate

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but it drifts a lot

Measuring the Platform Angle

- Gyro input gives us angular rate
- but it drifts a lot
- Accelerometer input gives us acceleration due to gravity

Measuring the Platform Angle

- Gyro input gives us angular rate
- but it drifts a lot
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and due to us accelerating
Measuring the Platform Angle

- Gyro input gives us angular rate
- but it drifts a lot
- Accelerometer input gives us acceleration due to gravity
- and due to us accelerating
- When not accelerating, the inverse-sine of the accelerometer input gives us angle

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isn't high accuracy

Measuring the Platform Angle

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- isn't high accuracy
- and is susceptible to vibration

Measuring the Platform Angle

- Gyro input gives us angular rate
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- isn't high accuracy
- and is susceptible to vibration
- but it doesn't drift

Measuring the Platform Angle

- Gyro input gives us angular rate
- but it drifts a lot
- Accelerometer input gives us acceleration due to gravity
- and due to us accelerating
- When not accelerating, the inverse-sine of the accelerometer input gives us angle

- isn't high accuracy
- and is susceptible to vibration
- but it doesn't drift
- How to combine them?

Measuring the Platform Angle

Gyro input averaged over time should be zero

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Measuring the Platform Angle

Gyro input averaged over time should be zero

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• This lets us adjust for drift

Measuring the Platform Angle

Gyro input averaged over time should be zero

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- This lets us adjust for drift
- Assume gyro starts off stationary

Measuring the Platform Angle

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Measuring the Platform Angle

- Gyro input averaged over time should be zero
- This lets us adjust for drift
- Assume gyro starts off stationary
- Assume initial angle is given by the accelerometer

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Track angle changes with the gyro

Measuring the Platform Angle

- Gyro input averaged over time should be zero
- This lets us adjust for drift
- Assume gyro starts off stationary
- Assume initial angle is given by the accelerometer
- Track angle changes with the gyro
- If the tracked angle is different to the angle from the accelerometer, track towards it slowly

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Measuring the Platform Angle

- Gyro input averaged over time should be zero
- This lets us adjust for drift
- Assume gyro starts off stationary
- Assume initial angle is given by the accelerometer
- Track angle changes with the gyro
- If the tracked angle is different to the angle from the accelerometer, track towards it slowly
- Subtract any acceleration force we apply to the motors from the accelerometer reading

Measuring the Platform Angle

- Gyro input averaged over time should be zero
- This lets us adjust for drift
- Assume gyro starts off stationary
- Assume initial angle is given by the accelerometer
- Track angle changes with the gyro
- If the tracked angle is different to the angle from the accelerometer, track towards it slowly
- Subtract any acceleration force we apply to the motors from the accelerometer reading
- When moving, rely less on the accelerometer reading

Software

└─Other Things

No Trigonometry Necessary!

• $sin(x) \approx x$ (for small x)

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Software

└─ Other Things



 If the accelerometer isn't centered between the wheels, turning can be detected as leaning

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Software

└─Other Things



In the first few seconds of running, slowly ramp up to avoid lurching.

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Software

└─Other Things

Regulator Voltage

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Software

└─Other Things



ADXRS401 has a 2.5V precision output

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Software

└─Other Things



- ADXRS401 has a 2.5V precision output
- Use to measure regulator voltage and scale inputs appropriately

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Software

└─Other Things



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Software

└─Other Things



• OSMC and MOB have wired $V_{batt}/10$ to an ADC input



Software

└─Other Things



• OSMC and MOB have wired $V_{batt}/10$ to an ADC input

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 Use to measure battery voltage and scale outputs appropriately

Software

└─Other Things

Parameter Tuning

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Software

└─Other Things

Parameter Tuning





Software

└─Other Things

Parameter Tuning

Perl-Gtk

Wireless Bluetooth Serial

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Possible Improvements

Open Issues

Possible Improvements

Open Issues

Remove backlash in the hubs



Possible Improvements

Open Issues

Remove backlash in the hubs

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Current monitoring

Possible Improvements

Open Issues

- Remove backlash in the hubs
- Current monitoring
- Low battery voltage warning

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Open Issues

- Remove backlash in the hubs
- Current monitoring
- Low battery voltage warning

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Larger wheels

Open Issues

- Remove backlash in the hubs
- Current monitoring
- Low battery voltage warning

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- Larger wheels
- Replace wood with metal

Open Issues

- Remove backlash in the hubs
- Current monitoring
- Low battery voltage warning
- Larger wheels
- Replace wood with metal
- Replace joystick with strain gauge

Open Issues

- Remove backlash in the hubs
- Current monitoring
- Low battery voltage warning
- Larger wheels
- Replace wood with metal
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Detect when rider not present

Possible Improvements

Going too fast

At some point, the motors can't go any faster

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Going too fast

- At some point, the motors can't go any faster
- Then you fall, because the wheels can't keep up with you

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Going too fast

- At some point, the motors can't go any faster
- Then you fall, because the wheels can't keep up with you
- Solution: before that happens, "push back" on the rider by making the wheels go even faster

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Possible Improvements

Going too fast

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(implemented, but not test or tuned yet, so is disabled)

Building an Open-Source Segway®

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Safety

Safety

Building an Open-Source Segway®

Safety

Safety

If the platform angle is "too large", shut down



Safety

- If the platform angle is "too large", shut down
- If the kill or dead-man switch is tripped, shut down

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Safety

Safety

- If the platform angle is "too large", shut down
- If the kill or dead-man switch is tripped, shut down
- If the battery voltage is getting low, limit the maximum speed more than usual

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Safety

Safety

- If the platform angle is "too large", shut down
- If the kill or dead-man switch is tripped, shut down
- If the battery voltage is getting low, limit the maximum speed more than usual

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If the motor current is too high, warn the user

Thanks

Thanks to...

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Thanks to...

Trevor Blackwell



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Thanks to...

Trevor Blackwell

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Thanks to...

Trevor Blackwell

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Paul Schulz

Thanks to...

- Trevor Blackwell
- Paul Schulz
- Michael Bennett

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Thanks to...

- Trevor Blackwell
- Paul Schulz
- Michael Bennett

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Mark Pulford

Thanks to...

- Trevor Blackwell
- Paul Schulz
- Michael Bennett
- Mark Pulford
- Lindy Bennett

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Thanks to...



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Questions?

Questions?

Questions?

How much do the parts cost?



Questions?

- How much do the parts cost?
- How far can you go on one charge?

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Questions?

- How much do the parts cost?
- How far can you go on one charge?
- How long can you go for on one charge?

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Questions?

- How much do the parts cost?
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How fast can you go?

Questions?

- How much do the parts cost?
- How far can you go on one charge?
- How long can you go for on one charge?
- How fast can you go?
- Project Web Page?

http://www.netcraft.com.au/geoffrey/meta/

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