

LOGION - Á ROBOT WHICH COLLECTS ROCKS

ANDREJ MIKULÍK, STANISLAV BASOVNIK, MARTIN DEKAR, PAVOL JUSKO, DAVID OBDRZALEK, RADIM PECHAL, TOMAS PETRUSEK, ROMAN PITAK

CHARLES UNIVERSITY, PRAGUE





MART Robotic Team

• Design of robot Logion

Agenda



- Design overview
- Software design and algorithms
- Brain
- Localization
- Moving
- Opponent avoidance

DESIGN OVERVIEW



- PC Motherboard
- Hardware modules (MCU with sensors and actuator drivers)
- infrared + ultrasonic localization
- Power source: Sealed Pb accumulators
- Motors with integrated gearbox 50:1 + encoders (6000 steps per wheel revolution)
- max speed ~ 0.7 m/s
- compass





SOFTWARE DESIGN



- Universal robot
- Layered, object oriented design
- Hardware abstraction
- Software-hardware mapping







SMART LAYER: BRAIN

- State automat
- Thread based workers
- State aware triggers





SMART LAYER: BRAIN

- State automat
- Thread based workers
- State aware triggers



LOCALIZATION

- Monte-Carlo
- Odometry
- Compass
- Beacons
 - Reliability (encoded signal)
 - Accuracy (5 cm)
 - Opponent detection







LOCALIZATION



Idea





MOVING



- Ideas:
 - continuous smooth curves
 - adaptable for moving obstacles
- Solution:



OPPONENT AVOIDANCE

- Opponent detection
- Decision making
- Route planning
 - Adding checkpoint
 - Dynamic adjusting



Removing checkpoint



THANK YOU FOR YOUR TIME QUESTIONS?

Andrej Mikulík, Stanislav Basovnik, Martin Dekar, Pavol Jusko, David Obdrzalek, Radim Pechal, Tomas Petrusek, Roman Pitak

CHARLES UNIVERSITY, PRAGUE

http://mart.matfyz.cz, andrej.mikulik@gmail.com