

# Description of the Warthog Robotics 2014 project

RafaelmGwmLangzmLeonardomBwmFarçonzmCristianomJwmSantoszmGustavomCwmDemOliveiraz  
HeloisamJwmBarbosazmAdammmHwmMwmPintozmFernandomSwmCwmItoz  
IvanmNwmdamSilvazmRoselimAwmFwmRomero

WarthogmRoboticszmTrabalhadormSãomCarlensemAvezm3@@zmSãomCarloszmSãomPaulozmBrazil  
{www.warthogwscwuspwbr warthog@scwuspwbr}

**Abstract.** This paper presents the RoboCup SSL team WR Magicz developed fromm2@}}muntillmm2@}1 by the Warthog Robotics group from the University of São Paulo at São Carlosw This project merges the best features from older projects developed by the groups GEAR and USPDroidsw Besides thatz it brings a new aluminum mechanical structure with a 3{wheel omnidirectional robust control systemz an efficient kicking devicez a potential fields{based navigation module and a fuzzy strategy systemw The team presents full game capability with accurate and fast responses to strategy and referee commands.

**Keywords:** RoboCup Small Size Leaguez Roboticsz Embedded Electronicsz Artificial Intelligencew

## 1 Introduction

At the beginning of 2@}} the groups GEAR and USPDroids merged creating the Warthog Roboticsz a group of the departments of Electrical Engineering of the São Carlos School of Engineering and the Computer Sciences of the Institute of Mathematics and Computer Science of the University of São Paulo at São Carlosw

The group counts with about y@ members students of Computerz Electrical and Mechatronic Engineering and Computer Science and develops robotics technologiesz applying most of them at the robot soccerw This first project of the group brings features from older projects of GEAR and USPDroids and implements them together with some improvements in a new mechanical structurew The next sections present some WR Magic features detailsz including the mechanical structurez electronic devices and computer systemsz

## 2 Mechanical Structure

The mechanical structure was designed to accommodate the locomotion system with its four Faulhaber 2132 DC motors, gearboxes of 1:1 ratio and omnidirectional wheels capable of providing a maximum speed of 1.5 m/s. The kicking device consists of two 220 V AC capacitors and a custom solenoid with a concave plate attached to its axis that can kick up to jumps fast 5 and the dribbler device that mounts with a specific shape (roller coated with a viscoelastic material) mounted on a suspension with a shock absorber system and linked to a MicroRed Arduino motor by a kick gear box. The maximum ball coverage when dribbling is 1.5 m. The upper part houses the three electronic boards and the battery. Besides that it contains ducts for wiring and columns for over attachment. The cover follows the classic design of the category: a cylinder with a opening for the wheels and the kicking and dribbler devices resulting in a robot with a height of 100 mm and a diameter of 100 mm. All mechanical structure is made of aluminum and was machined by the group members offering a robust yet light robot.

## 3 Electronic Devices

In order to fulfill the essential requirements of locomotion, kicking and dribbling, three electronic devices were developed: Main Board, Driver Board and Kick Board.

### 3.1 Main Board

The Main Board is responsible for receiving commands from the artificial intelligence, decoding them and sending commands with SPI to the requested actuators: motors, dribbler device and kick board. Moreover, it measures information as battery and kick capacitors voltages and sends them back to the telemetry system.

And a PIC16F1 running at 3.3 MHz is used as the main controller capturing the sensors, controlling the motors speeds, choosing the radio frequencies and activating the kicking and dribbling devices.

The communication with the strategy is done by the transceiver LAIPAC RF (2.4 GHz) and a cheap but high reliable module that runs at 2.4 GHz and implements features as address attribution, Shock Burst transmission mode and error detection via CRC [1].

### 3.2 Driver Board

The Driver Board receives commands from the Main Board and activates the motors. The control system must assure the proper functioning of the Faulhaber 2132 DC motors, therefore it mounts with a 2.5 m/s per revolution Faulhaber E2 encoders to measure their real speeds that act as the feedback of a classic PID controller. The

driving is done by the IC12-EntraH1 bridge that amplifies the signals that will be sent to the motors and activated by Pulse Width Modulation (PWM) that is an easy to implement solution and according to [2] ensures that the global efficiency of the system is even when taking the losses due to harmonics into account, is much larger than the one provided by linear amplifiers.”

### 3.3 KickBoard

The KickBoard controls the kicking device and charging network of capacitors and V and discharging them in a custom solenoid when requested. The charging module follows the boost topology with a digital control system. A principle of the boost converter is the switching in the network, there must be voltage current pulses at the transistor gate as described in [1] and [3] and hence a PWM signal is generated by a PIC16F circuit.

Furthermore, an automatic stop system ceases the charging when the capacitors reach the wanted voltage and re-activates it when they fall under a certain value.

The shooting module consists of a capacitor discharge and control module, protection circuits. When shooting, the protection circuit stops the charging and isolates both modules to avoid components damage and the discharge circuit triggers a power transistor that lets the capacitors charge almost instantaneously to the solenoid.

All boards are powered by a LiPo battery of 3V and 2Wh that provides an autonomy of about 30 minutes to the robot in a game (like ambient with dashes) stops, kicks and dribbles.

## 4 Computer Systems

The WR Magic Project software is based on two sub-projects developed by the group: the GEAR System library and the strategy application.

### 4.1 GEAR System

The GEAR System is a distributed system library that provides communication among all system modules. It was built over CORBA, a classic standard for this kind of application, and allows the execution of the AI application in one machine and the telemetry system in another one, for example.

The library architecture is minimalist with four basic elements: Server, Sensor, Controller and Actuator. The sensors are created in teams, players and balls and set their information: position, orientation, velocity, etc. Controllers may read these information and send commands to the actuators to move, kick, dribble, etc. Actuators read and decode these commands and execute them.

## 4.2 Strategy and Artificial Intelligence

The strategy is responsible for setting behaviors to the players and planning paths. Some behaviors were defined: defend, intercept, pass, and kick. Defend is performed only by the goalkeeper and consists in standing still in front of the goal, protecting it. Intercept shall prevent the ball from going towards the goal. The passing behavior consists in conducting the ball towards the opponent area, preferentially towards a team mate that is close to the area. Finally, kick behavior pulls the ball to the goal. The attribution is flexible: during the game, the coach can choose the best set of behaviors for the game situation using a fuzzy control logic.

The path planning uses the orientated potential fields technique. This technique uses solutions of the elliptic partial differential equations contour value problem to create the potential fields. The Dirichlet contour condition was used [U], where the goals have potential  $\phi$  and obstacles  $\psi$ . This technique represents an evolution to the old USPDroids strategy system [j] because it allows the definition of behaviors at the generated trajectories. This is possible due to the definition of an influence vector to the potential field [U].

The utilization of this kind of equations also solves another conventional potential fields problem: the existence of local minimums.

## 5 Conclusion and Future Work

The presented project brings a whole set of improvements, taking the group to a highly competitive level. The developed hardware is robust, reliable, and provides an excellent platform to the strategy systems. The implemented navigation algorithms allow the robot to move fast and softly in the field, permitting the execution of all desired strategies.

Until mid-2003, the computer systems shall be tested harder, and some new features may be available either on navigation and strategies or on integration systems, improving the ability of the team.

**Acknowledgments.** The authors would like to thank all Warthog Robotics team for the help and friendship; the University of São Paulo for the facilities and financial support; the Griffus, ETEC Paulino Botelho, and FwLuna for the technical sponsorship; and all others that helped us during the project.

## References

- [1] Tech, Lwz, Waterman, High Frequency m2w3Gm Wireless m Transceiver, m TRFm2w3Gm Transceiver Data Sheet, T2@.ja
- [2] Oliveiras, VwAwz, Aguiar, MwLwz, Vargas, JwBwz, Sistemas de Controle, Aulas de Laboratório, EESC{USP, T2@.ya

1wPressmanzAwInSwitchingPowerSupplyDesignzMcGraw{HillzT2@@1ã  
3wPresteszEwzNavegaçãonExploratóriamBaseadamemnProblemasmdenValoresmdenContornozn  
UniversidadenFederaldenRiordenGrandedoSulzT2@@1ã  
ywMohanzNwzUndelandznTwmRobbinsznWwPowersnElectronicsknConvertersnApplicationsm  
andnDesignznWileyznT2@@2ã  
UwTseznCwKzComplexBehaviorofnSwitchingPowerfnConverterszCRCzT2@@1ã  
jwSmithznGwDznNumericalnSolutionsmofnPartialnDifferentialnEquationsknFinitenDifferencem  
MethodszOxfordnUniversityzn)--2ã  
EwSilvazMwOzRibeiroznMwVwFzGzparznLwSznSilvazWwCzMontanarizRwRzRomeroznRwAwzKm  
SistemandonFimendenFutebolndenRobôsdenSPDroidsznTeamnDescriptionnPapermnenCBRnã@@hz  
T2@@-ã