



SOFTWARE-HARDWARE MAPPING IN A ROBOT DESIGN

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INTRODUCTION



- MART Robotic Team
- How we improved the design and the implementation of our robot
 - Built from scratch, then improved
 - PC based
- Software - Hardware mapping



AGENDA



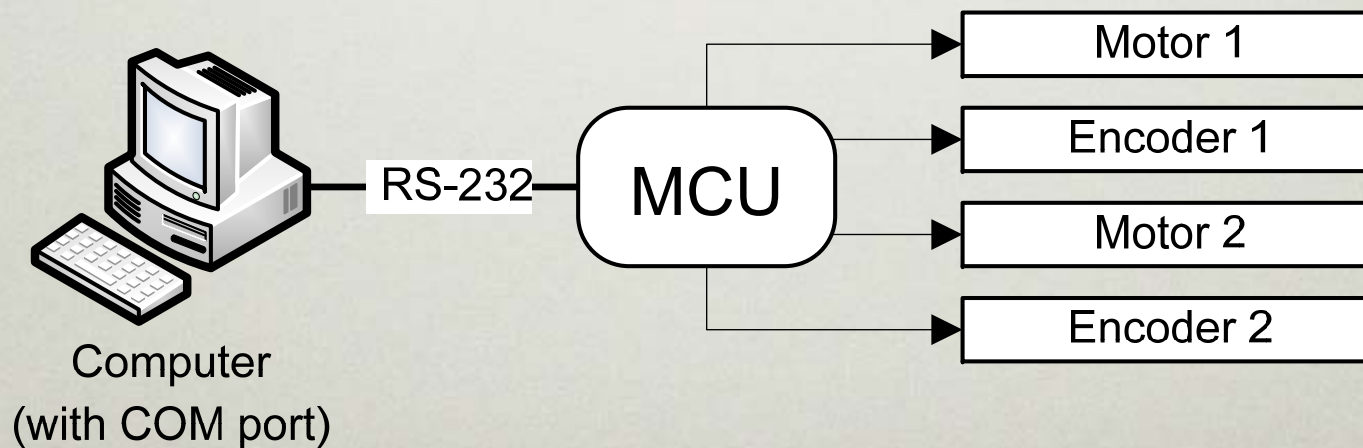
- Original design
 - Hardware
 - Software
 - Pros and Cons
- New design
 - Hardware changes
 - Hardware modules
 - Software changes
- Conclusion



FIRST IDEA



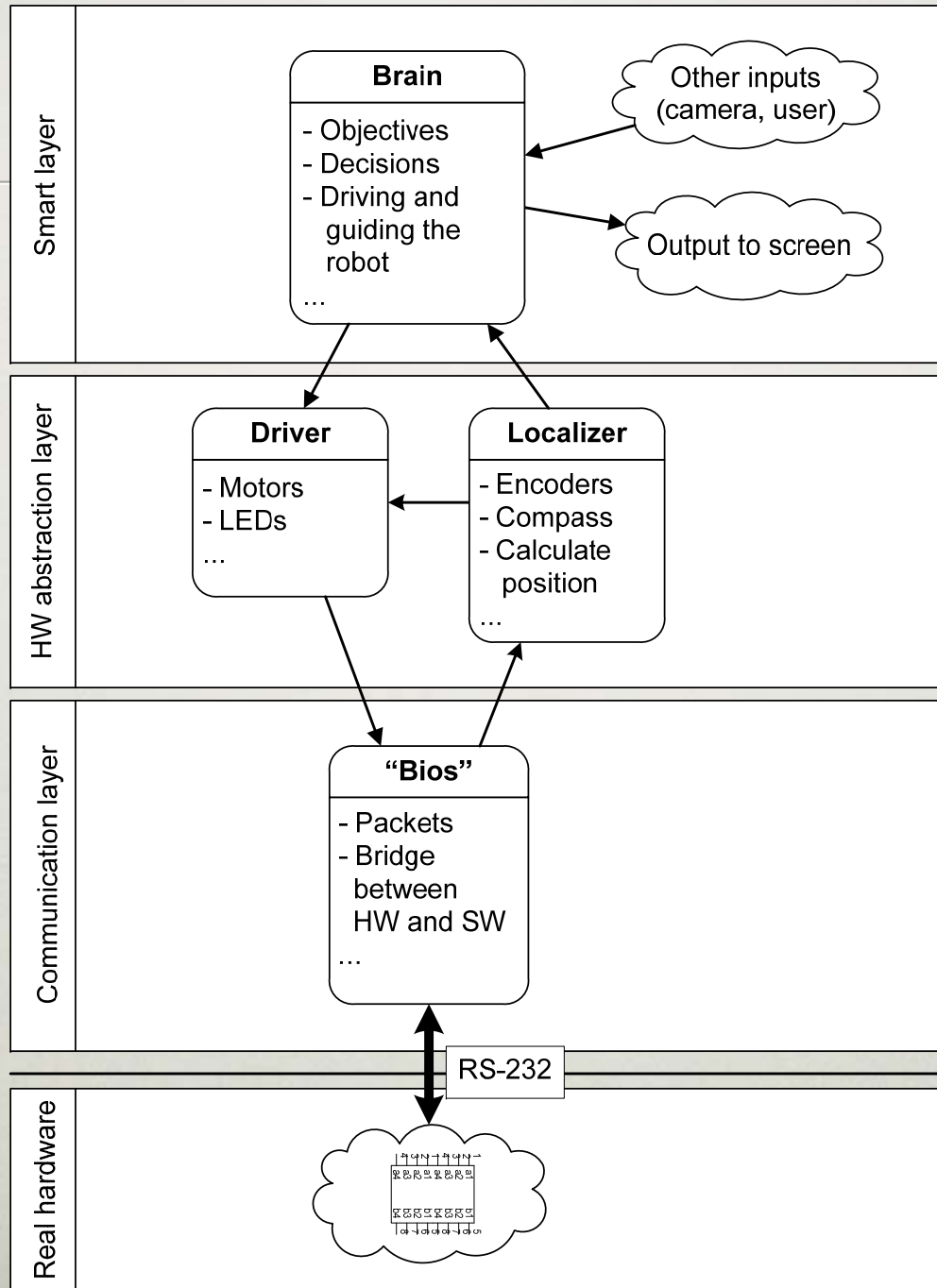
- One MCU controlling all peripherals
- RS-232 – Serial Port
- Packet oriented protocol



SOFTWARE DESIGN



- What we wanted
 - universal software
 - for universal robot
 - with any kind of hardware
- Layered design
 - Communication layer
 - Hardware abstraction layer
 - Smart layer



PROS AND CONS



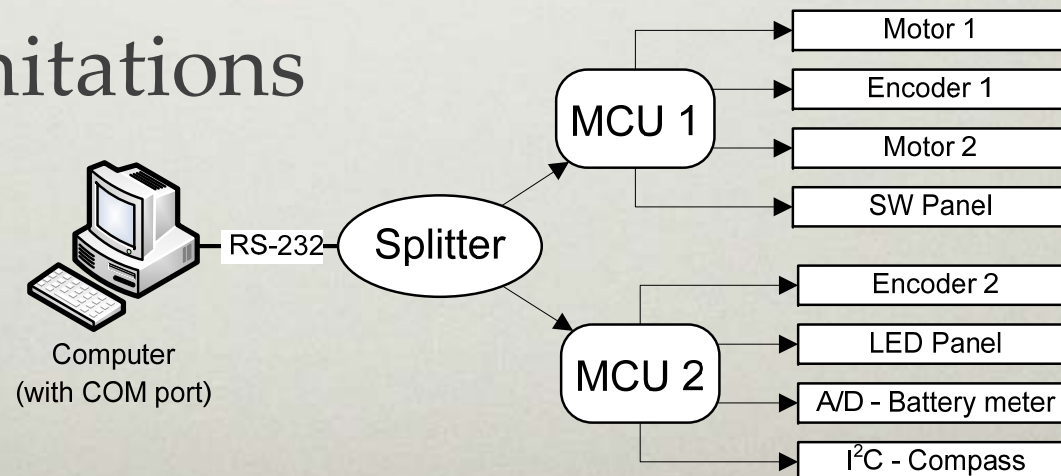
- Pros
 - Easy to create
 - Worked well on two contests
 - Eurobot 2007
 - Robotour 2007



PROS AND CONS



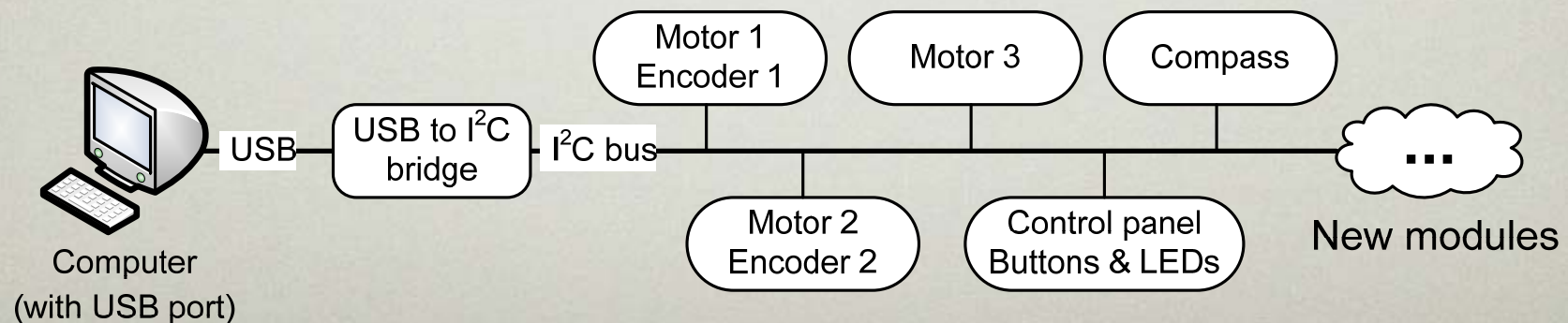
- Cons
 - “Hardcoded” solution
 - Packet handling is not maintainable
 - Hard to extend
 - MCU limitations



HARDWARE CHANGES



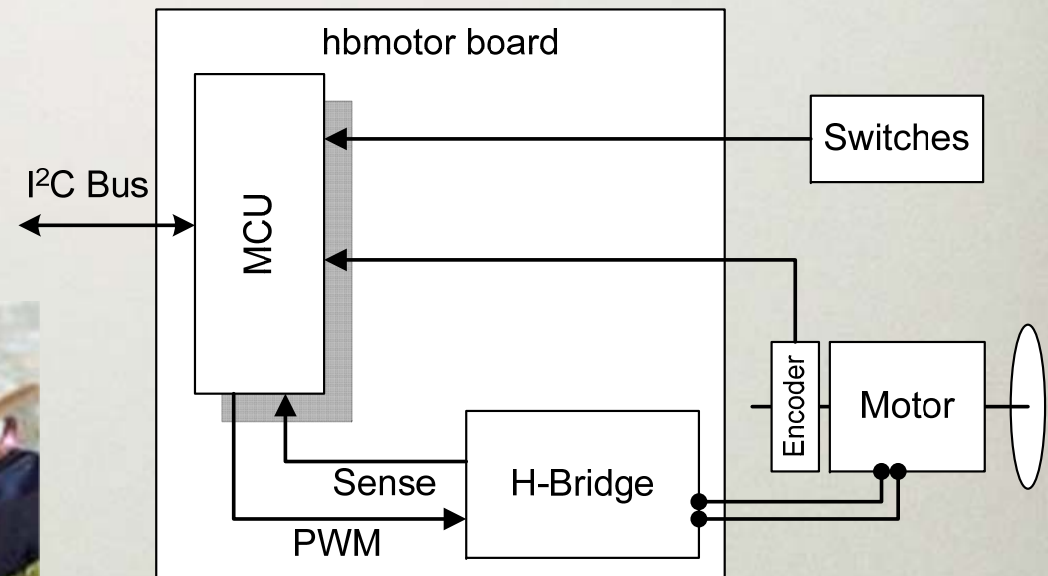
- Removed one-to-one concept
- Bus topology
 - I²C high speed bus with SMBus
- USB to I2C bridge
- Independent modules on the bus



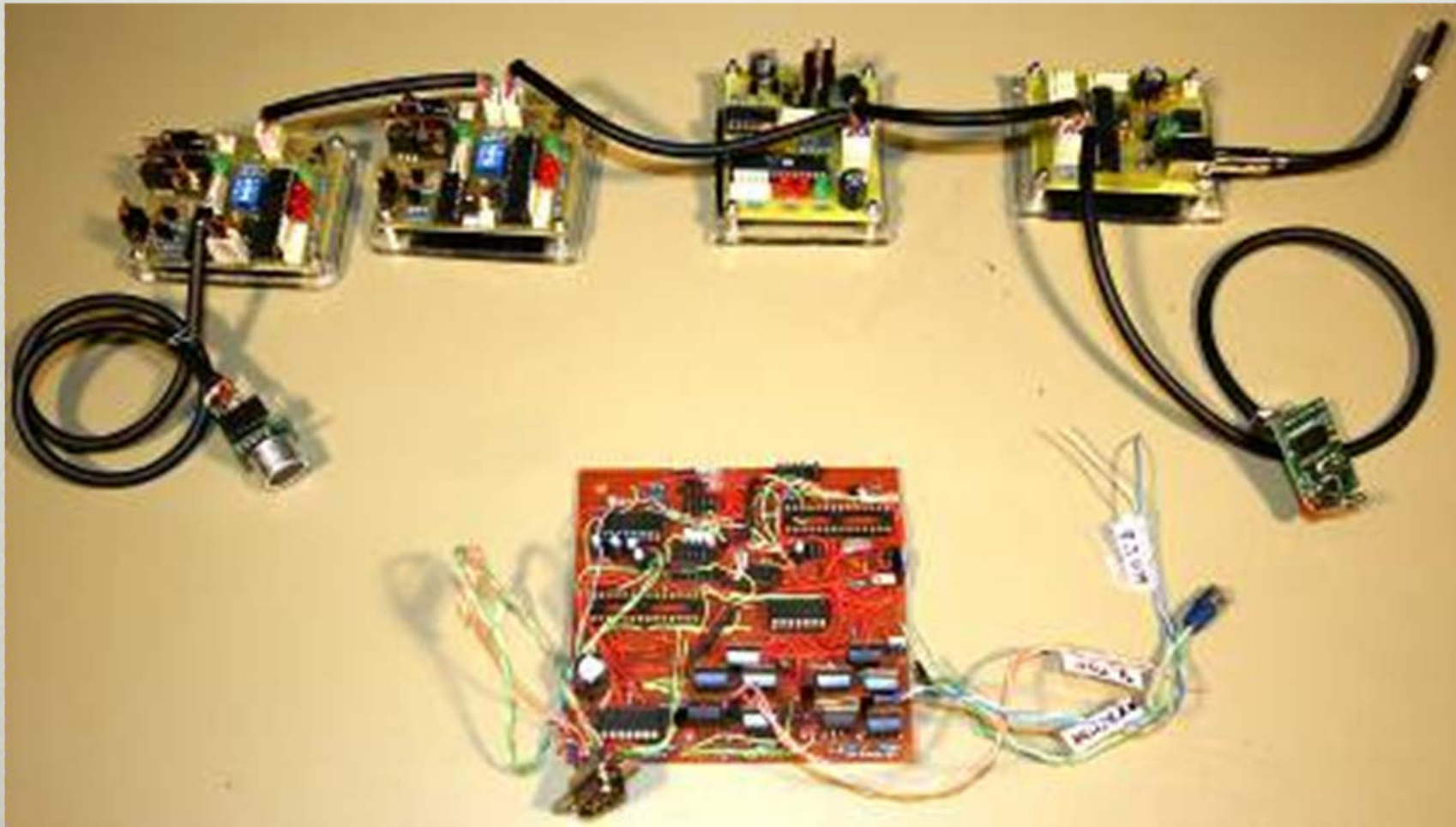
HBMOTOR BOARD

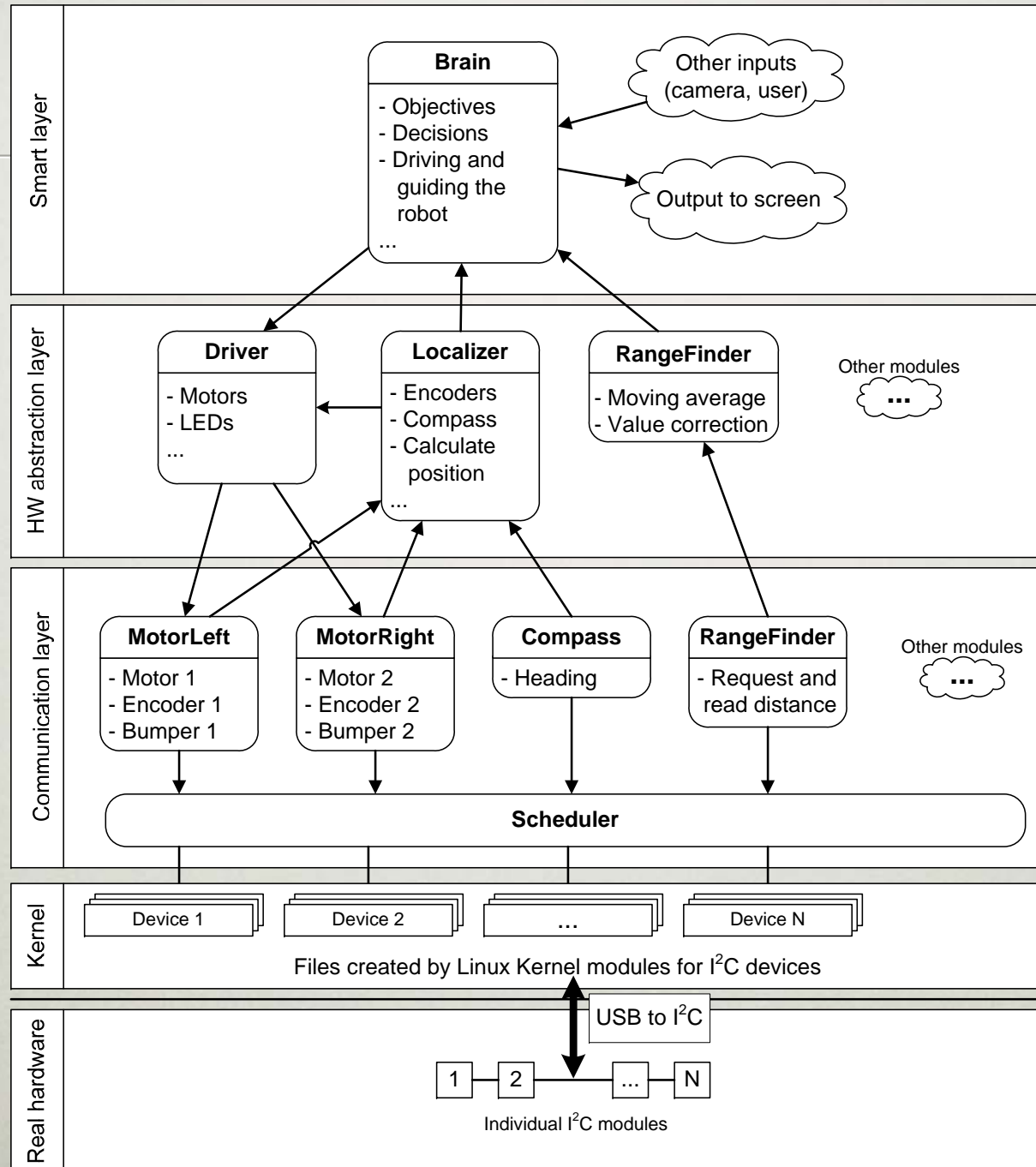


- MCU (Atmel AVR)
- H-Bridge
- Encoders
- Switches



HARDWARE COMPARISON





CONCLUSION



- More universal design
- Better maintainability
- Better extendibility
- Easier changes
- More possibilities for the future



THANK YOU FOR YOUR TIME QUESTIONS?

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