

Motion Control of NXTway(LEGO Segway)

– Control Experiments with LEGO Mindstorms NXT –

Ryo Watanabe, Waseda University

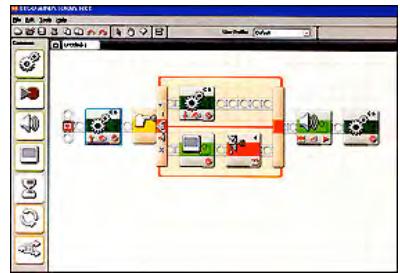
1. Introduction

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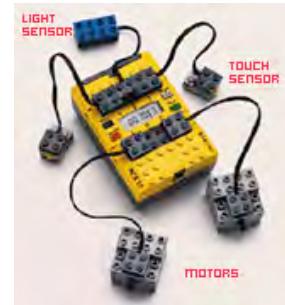
- LEGO Mindstorms

Integrated Development Environment for Educational Robot

Programming Environment(GUI)



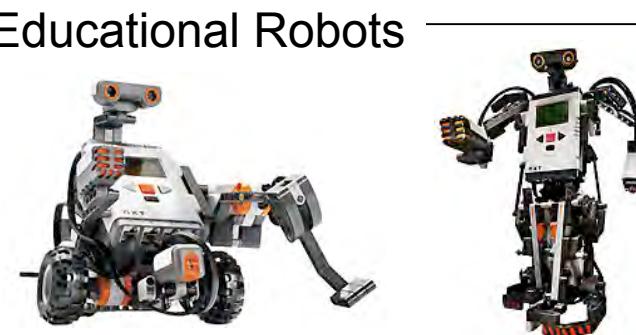
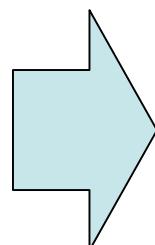
Controller, Actuators, and Sensors



LEGO Technic Parts

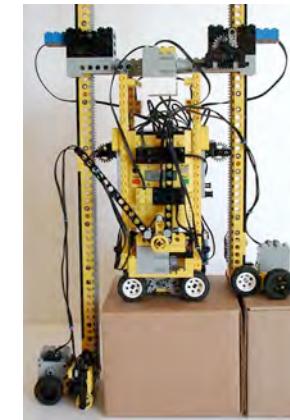


Educational Robots



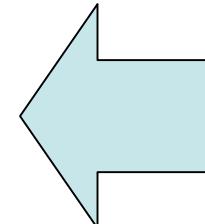
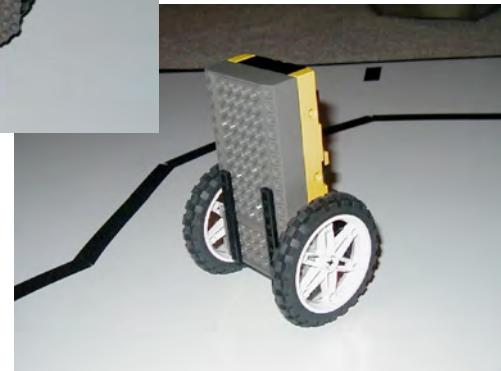
1. Introduction

- Robots build with LEGO Mindstorms



- Steve Hassenplug's Legway

The most famous **self-balancing robot** built with **LEGO Mindstorms**

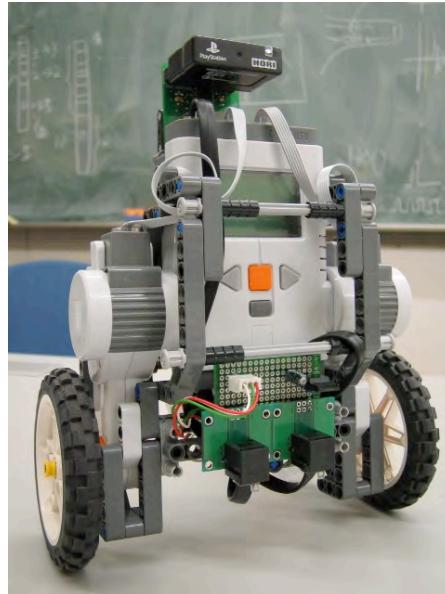
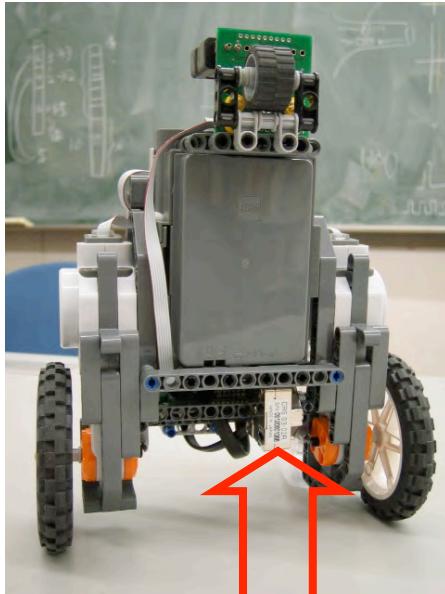


Dean Kamen's
Segway



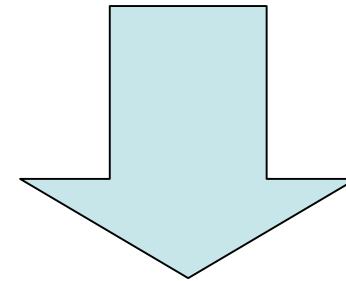
1. Introduction

- NXTway-G (LEGO Segway with Gyro Sensor)



Gyro Sensor

Modeling
Model-based Controller Design
Numerical Simulation
Implementation of Control System
Control Experiment

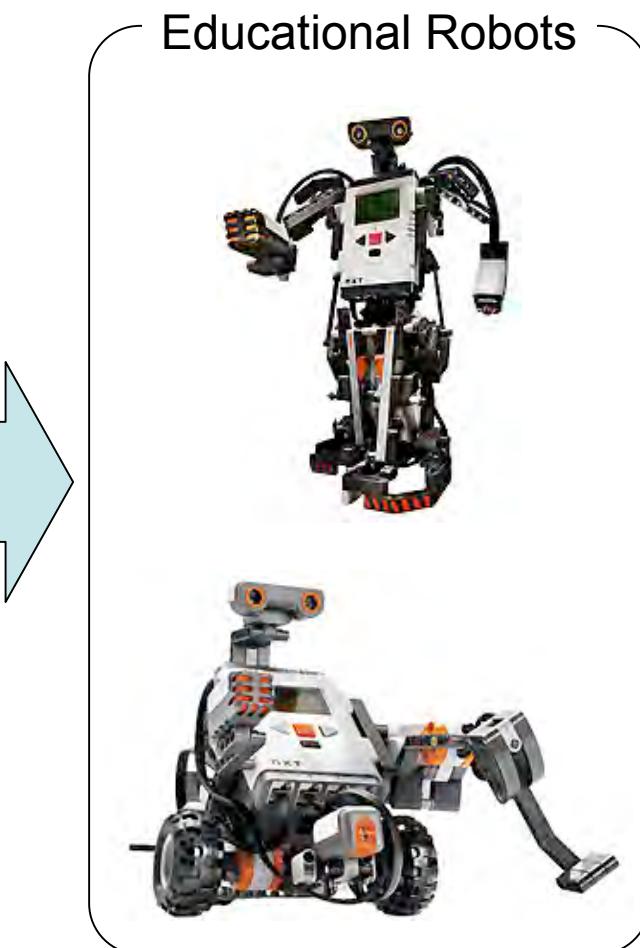
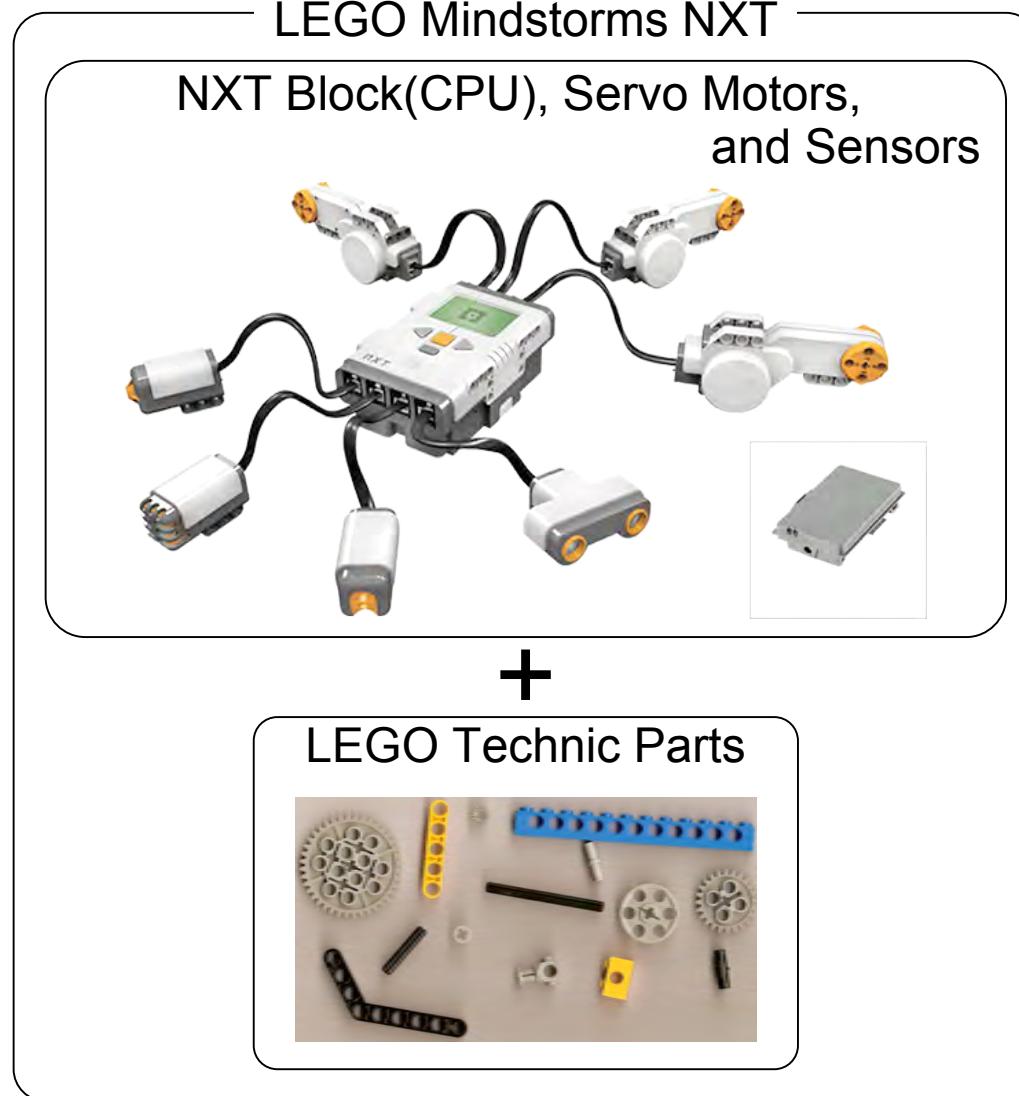


Discuss the possibility of LEGO Mindstorms NXT
as the platform for Control Experiment

2. LEGO Mindstorms NXT

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- Overview



2. LEGO Mindstorms NXT

- NXT Block

Processors

- Main processor: Atmel **32-bit** ARM processor, AT91SAM7S256
256 KB FLASH, 64 KB RAM, **48 MHz**
- Co-processor: Atmel 8-bit AVR processor, ATmega48
4 KB FLASH, 512 Byte RAM, 8 MHz

Interface

- 4 input ports 6-wire interface
supporting **digital** and **analog interface**
- 3 output ports 6-wire interface
supporting **input from encoders**
- 4 button user-interface Rubber buttons

Communication

- Bluetooth **wireless communication**
CSR BlueCoreTM 4 v2.0 +EDR System
- USB 2.0 communication Full speed port
12 Mbit/s



2. LEGO Mindstorms NXT

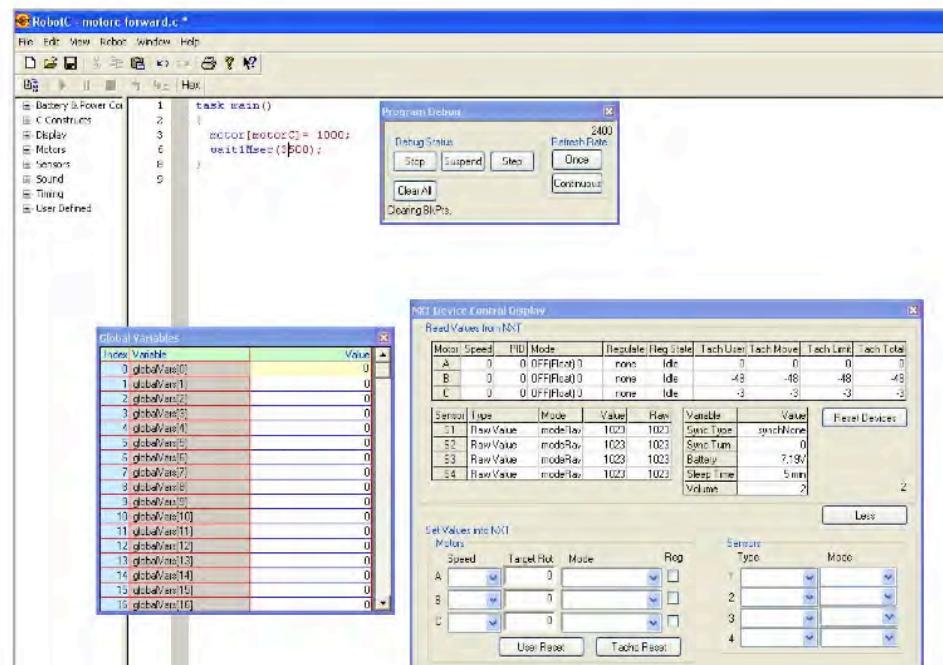
- Programming Environment

NXT-G(GUI), RoboLab(GUI), **RobotC(C)**, NXC(C), leJOS(Java),

RobotC

IDE(**Integrated Development Environment**) for LEGO Mindstorms NXT
developed by Carnegie Mellon University Robotics Academy

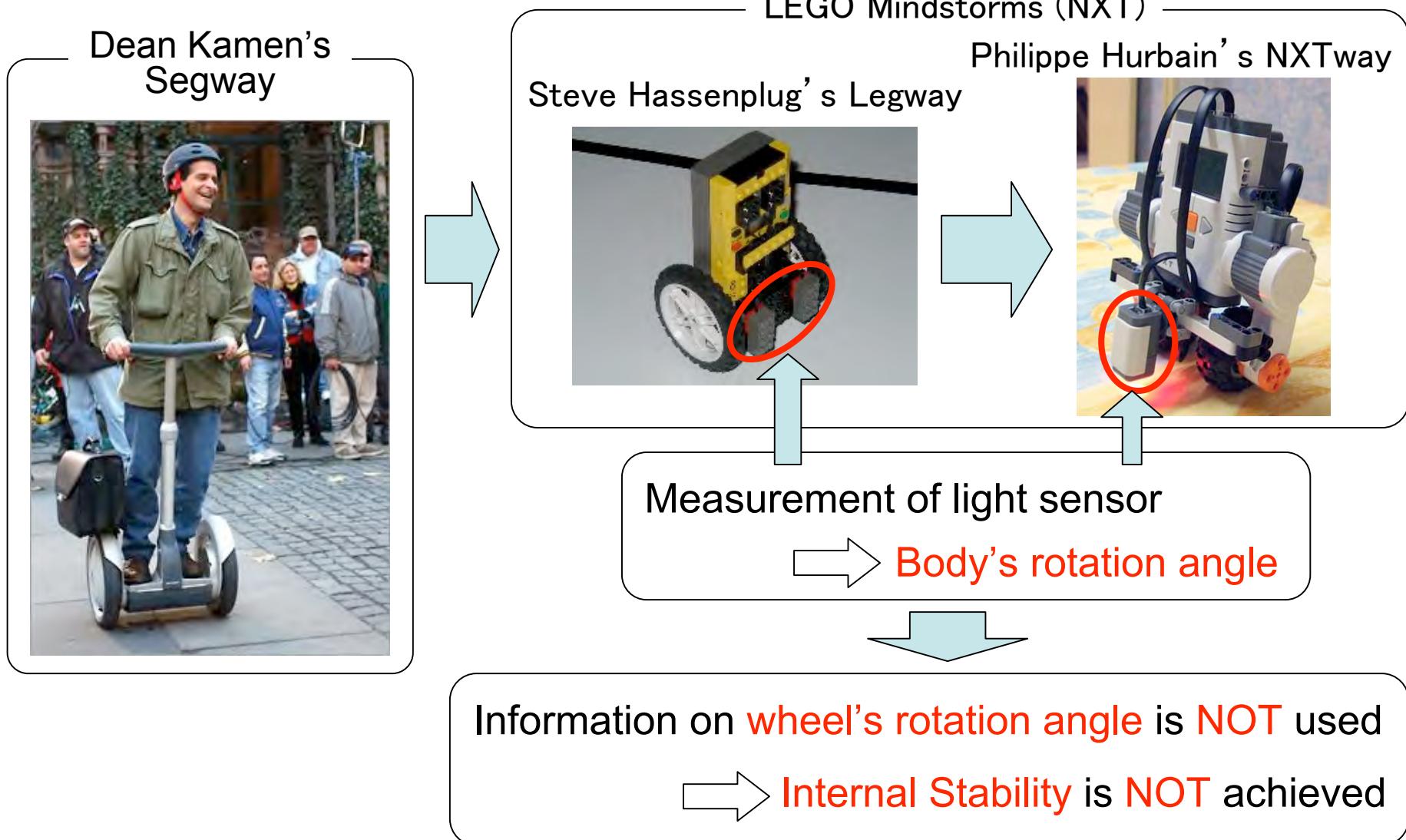
Feature
C Language
Useful Debugger
Floating-Point Calculation
Timer Resolution : 1(ms)



3. NXTway-G

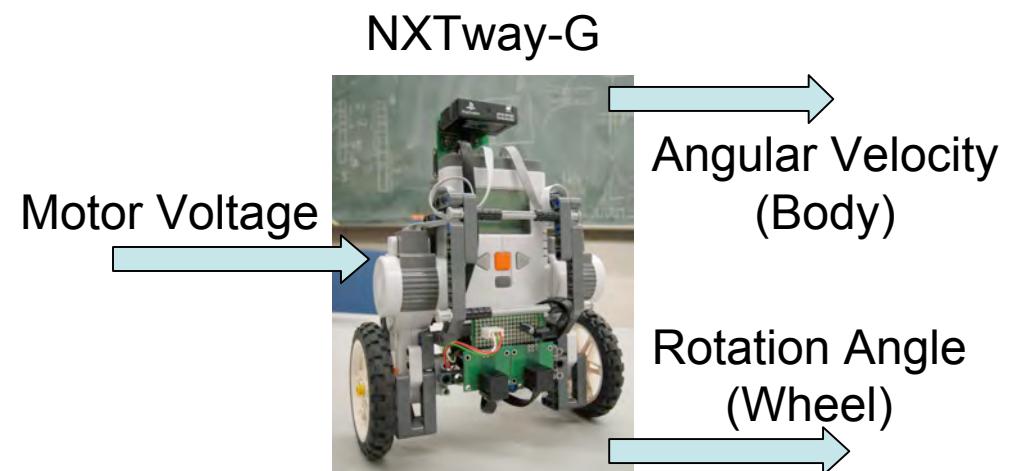
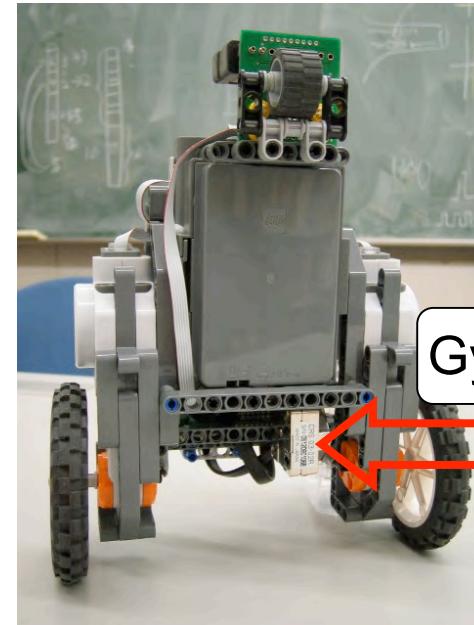
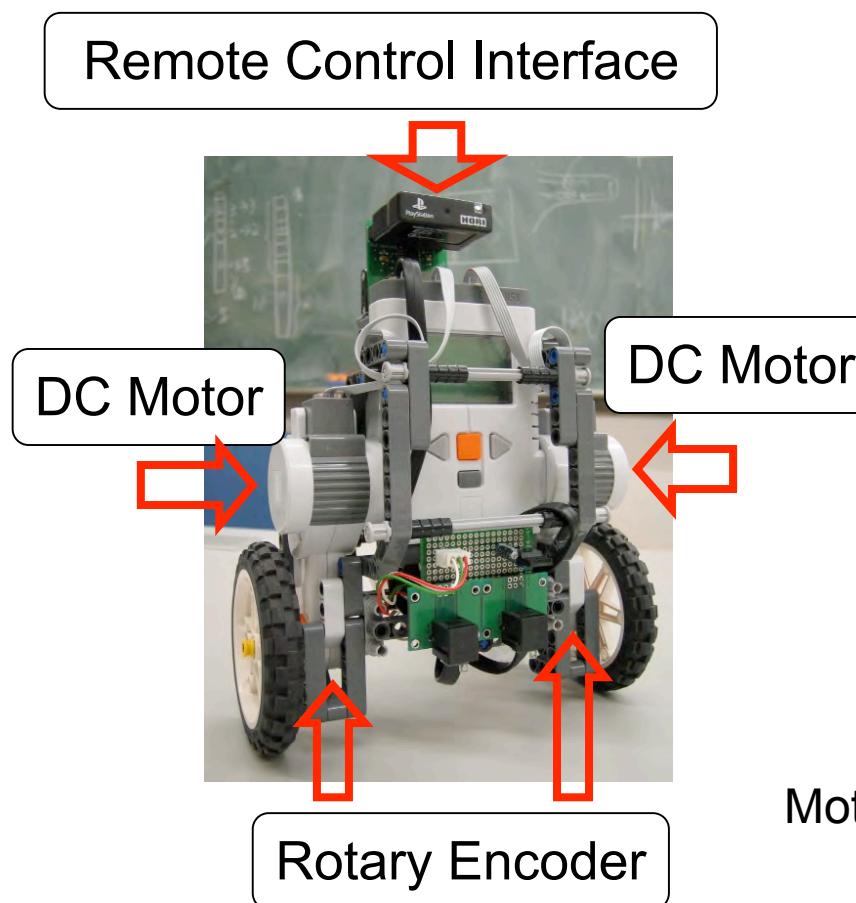
3. NXTway-G

- Legway and NXTway



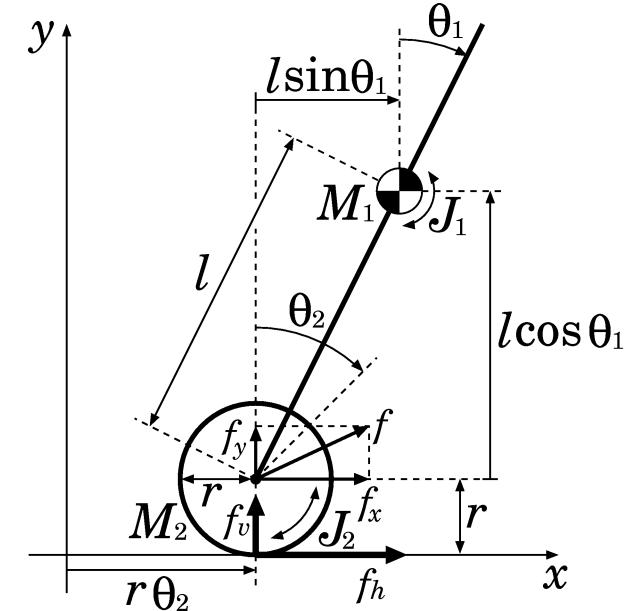
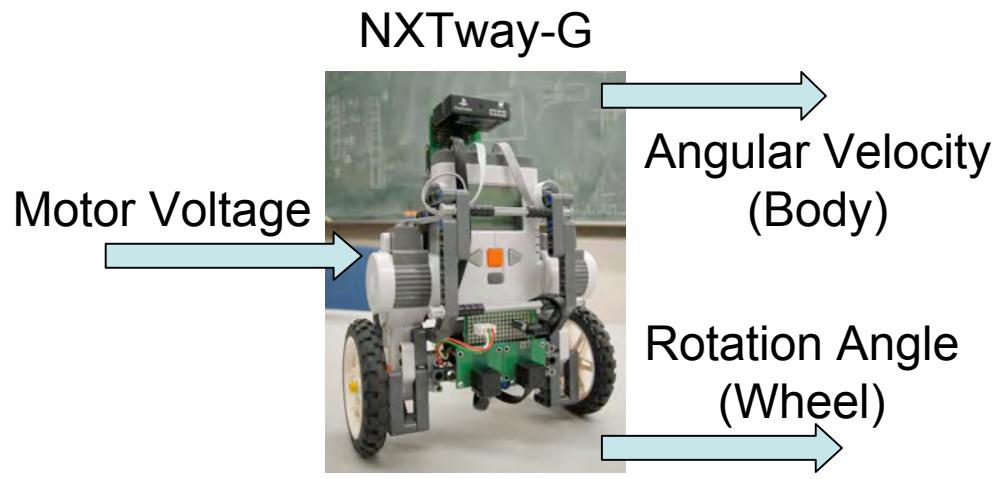
3. NXTway-G

- NXTway-G



3. NXTway-G

- Dynamics of NXTway-G



- Linearized Model around Equilibrium Point

State Variable

$$\theta = \begin{bmatrix} \theta_1 \\ \theta_2 \end{bmatrix}, \quad \omega = \begin{bmatrix} \omega_1 \\ \omega_2 \end{bmatrix}$$

Equilibrium Point

$$\theta = 0, \quad \omega = 0$$

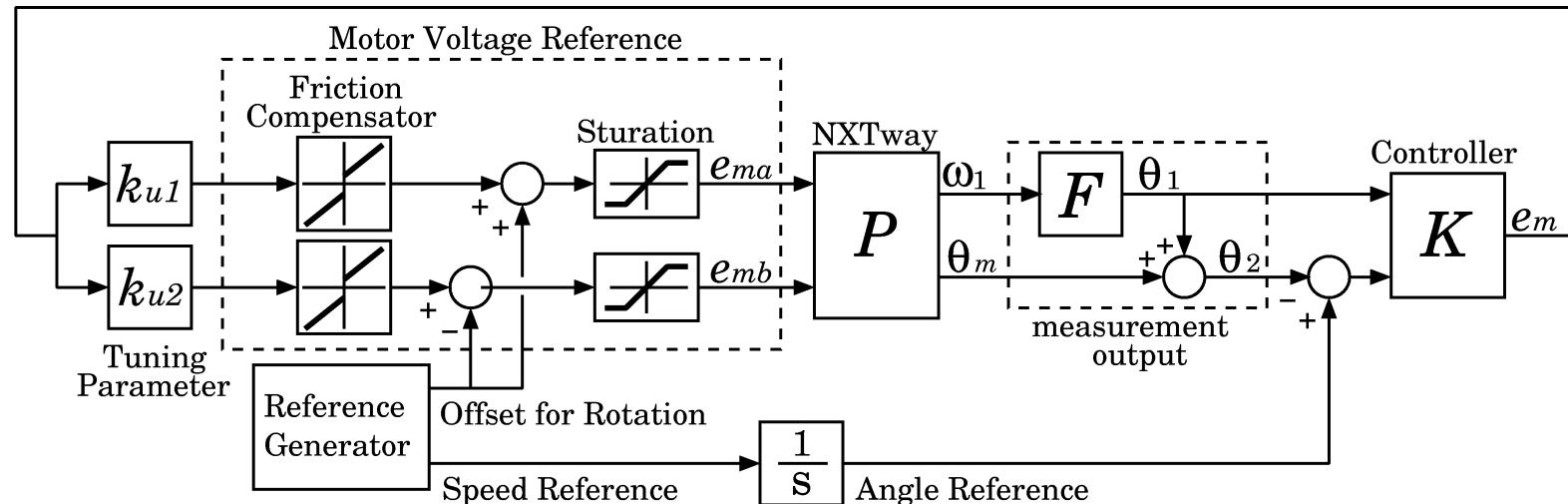
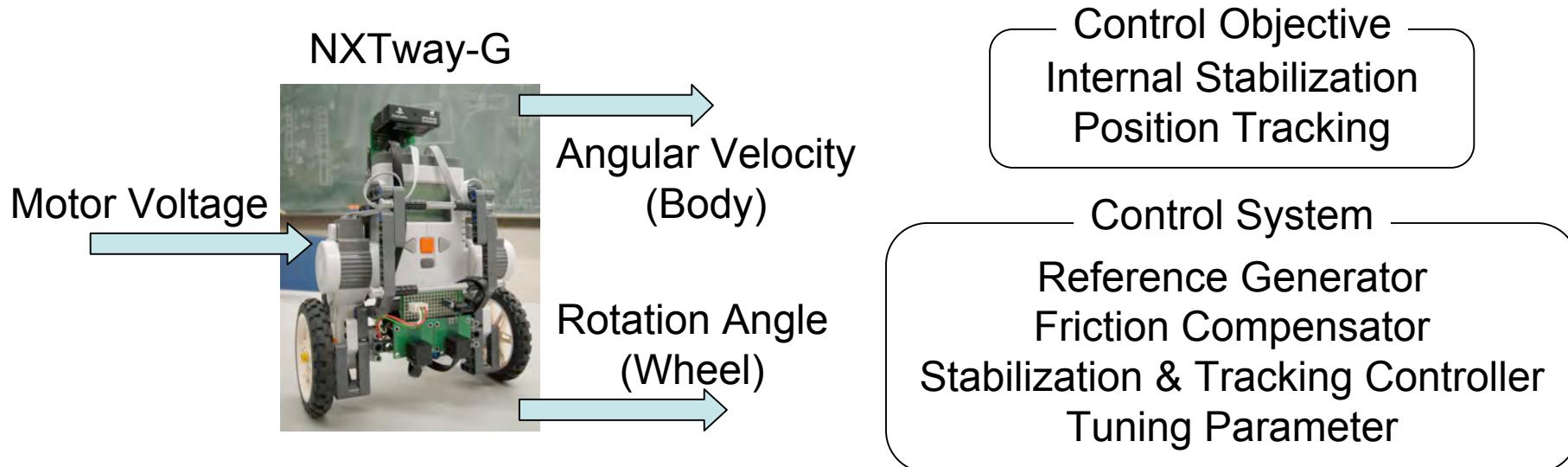
State Equation

$$\frac{d}{dt} \begin{bmatrix} \omega \\ \theta \end{bmatrix} = \begin{bmatrix} -J_l^{-1}D_l & -J_l^{-1}K_l \\ I & 0 \end{bmatrix} \begin{bmatrix} \omega \\ \theta \end{bmatrix} + \begin{bmatrix} J_l^{-1}E_l \\ 0 \end{bmatrix} e_m$$

4. Motion Control of NXTway-G

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- Structure of Control System



4. Motion Control of NXTway-G

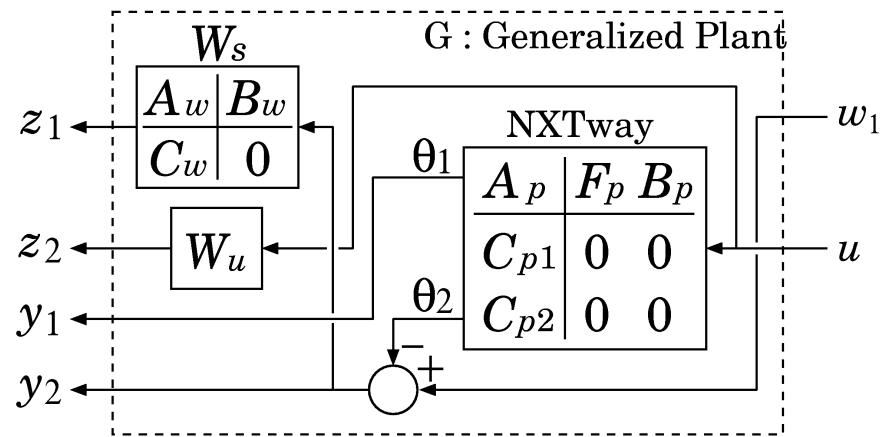
- Stabilization & Tracking Controller

Tracking Performance

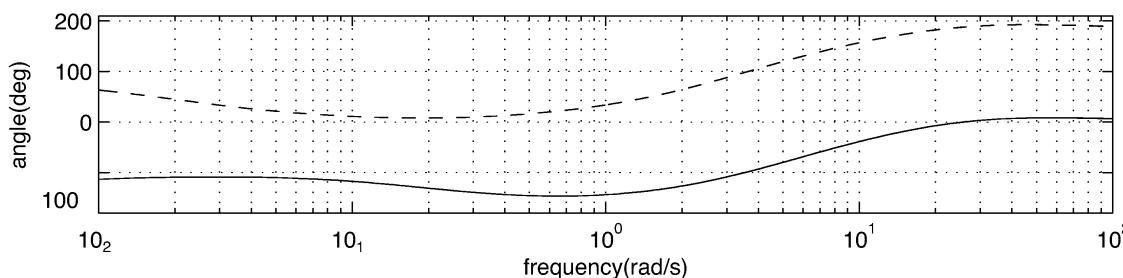
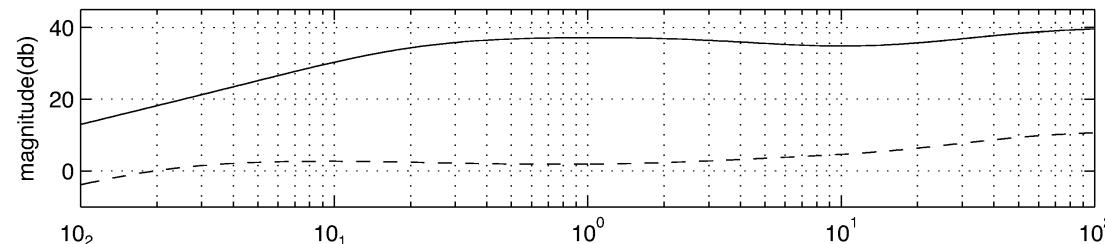
$$\|G_{z_1/w_1}\|_\infty < 1$$

Sensitivity of Control Input

$$\|G_{z_2/w_1}\|_\infty < 1$$



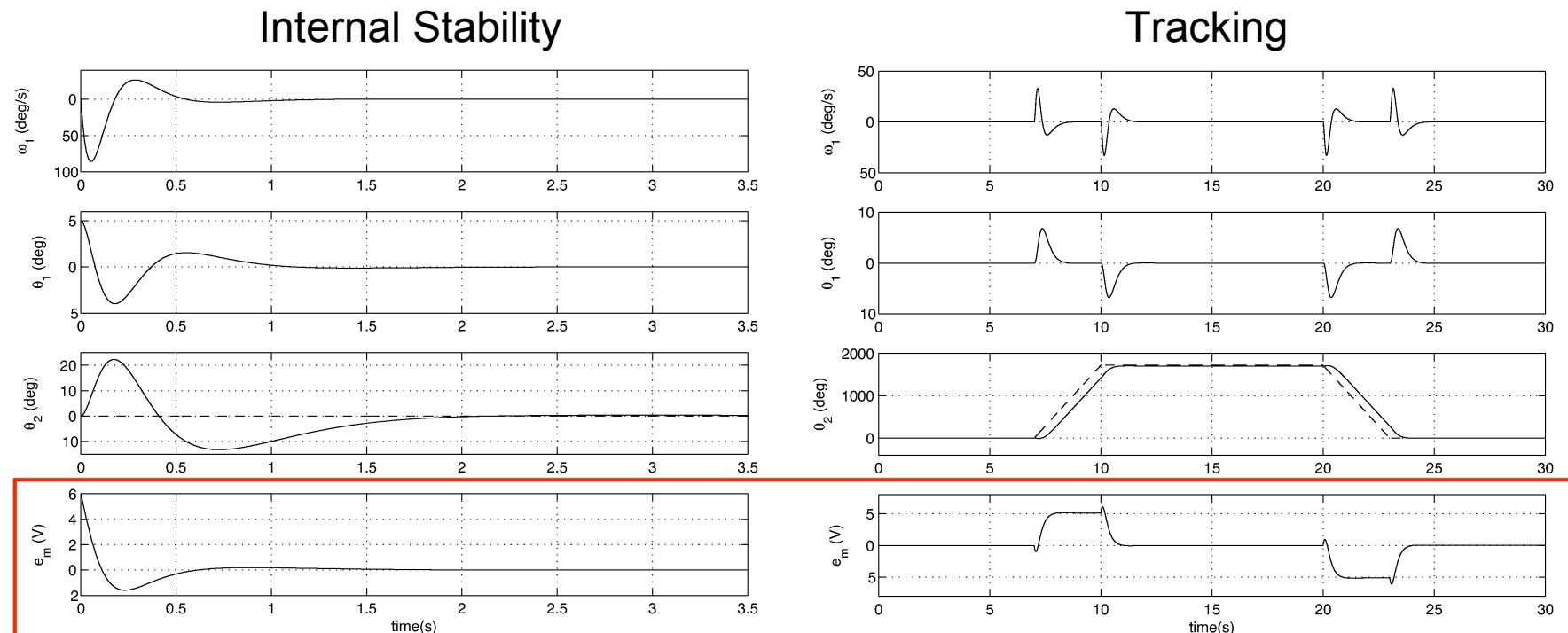
$$K(s) = [K_1(s) \quad K_2(s)]^T$$



$K_1(s)$ (solid), $K_2(s)$ (dashed)

4. Motion Control of NXTway-G

- Simulation Results



$$-8(V) \leq e_m \text{ (Motor Voltage)} \leq 8(V)$$

4. Motion Control of NXTway-G

- Experimental Results

Internal Stability



Tracking



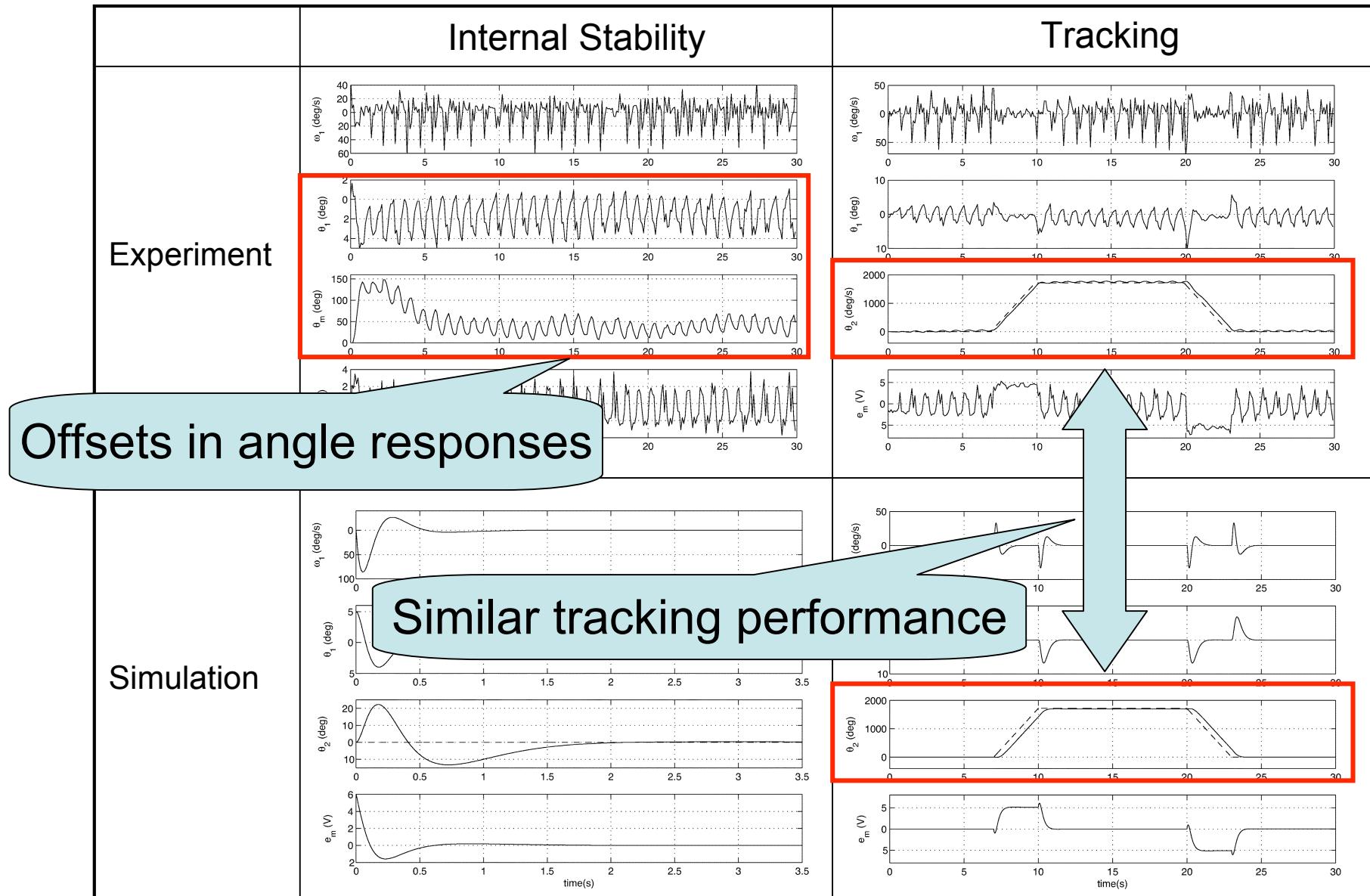
Slope



Demonstration

4. Motion Control of NXTway-G

- Experimental Results



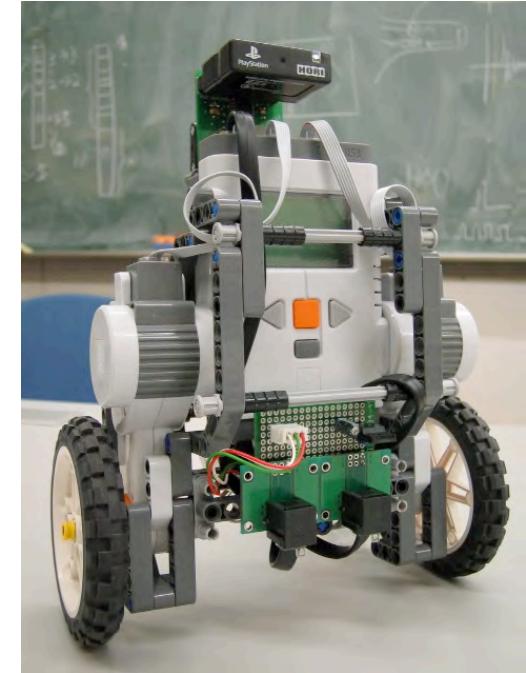
5. Conclusion

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- In this presentation, we discussed ...

Design and Construction of NXTway-G
NXTway-G's Motion Control System
- From the experimental results, we see ...

The potential of LEGO Mindstorms NXT for the platform of control experiments
The power of model-based control theory
- Next Project



NXT Motorbike