

# OMID 2010 Team Description Paper

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**Abstract.** This Paper is going to give a general description about the Omid small size soccer robot for AUTCUP 2010 small size league. The mechanical system, electrical blocks, vision software and game strategy algorithms are explained.

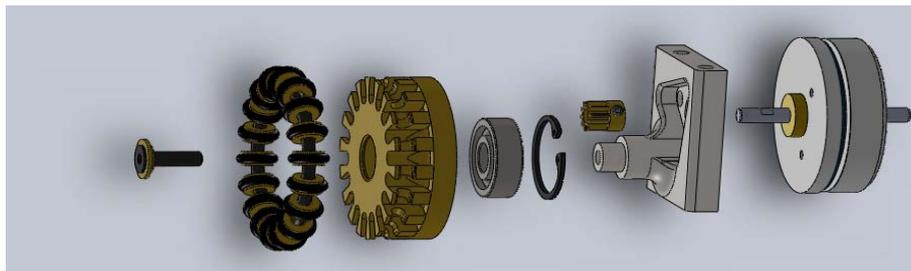
## 1 Introduction

The Omid robotics team is a branch of robotic society of ECE department of Shahed University. This team started its activity in small size soccer robots in summer 2007. Here is an overview on the robots preparation and performances of each part.

## 2 Mechanical Design

### 2.1 Driving System

The robot's aluminum chassis is located on four wheels. Each wheel is coupled to an EC-45 (30 watt flat brushless motor) via an inverse gear with a transmission ratio of 1:5. These Wheels are designed in one piece and there is no use of screw in the body of wheels. This feature causes more efficiency, more life time for wheels and simplicity in design.



**Fig.1.** Omni-directional wheel structure.

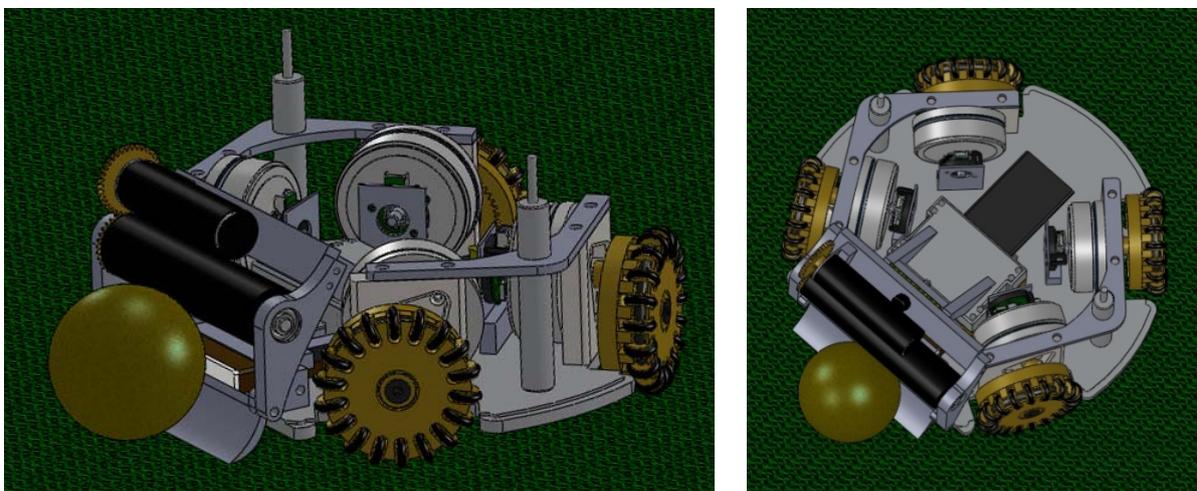
## 2.2 Kicking System

There are two solenoids that kick the ball that used for kick and chip kick. The flat plunger is made of steel with the thickness of 4 mm. The straight kick plunger is separated into two parts. The first part is magnet part which is made from steel and the second is made from material with no magnetic property, aluminum.

## 2.3 Spin-Back Systems

Spin-Back module is driven by 15 watts Maxon EC16 with a transmission ratio of 2:1.

The robot's dimensions are 178mm diameter and 148mm height and it covers 20% of the ball. It weighs about 2.5 kilograms. The 3D simulation model was designed by SolidWorks.



**Fig.2.** Robot mechanical plan design.

## 3 Electrical System

Our main circuit boards use FPGA to local feedback control loop. Each EC-45 motor has an encoder which generates the feedback signal with a maximum error rate of 1 degree on the wheel. The motors are driven by L6235 chip. [1]

The 802.15.4 standard based modules are used for wireless communication which work in frequency range of 2.40 to 2.48 GHz in 12 channels at 250 Kbps. These modules are named XBee. These modules send and receive data to the microcontroller using UART at a baud rate of 57600 bps. [2] Furthermore, the motor drive circuit, wireless communication part, and main control circuit are designed in a single board. The separated shooting circuit board will connect to the main circuit.

### 3.1 Central Control

We use a Cyclone II FPGA as the main controller to generate all control signals for all parts. [3] It has a full duplex wireless communication to get the command packet from the AI computer at 50 times per second. Once the packets arrive, they have to be decoded and processed along with

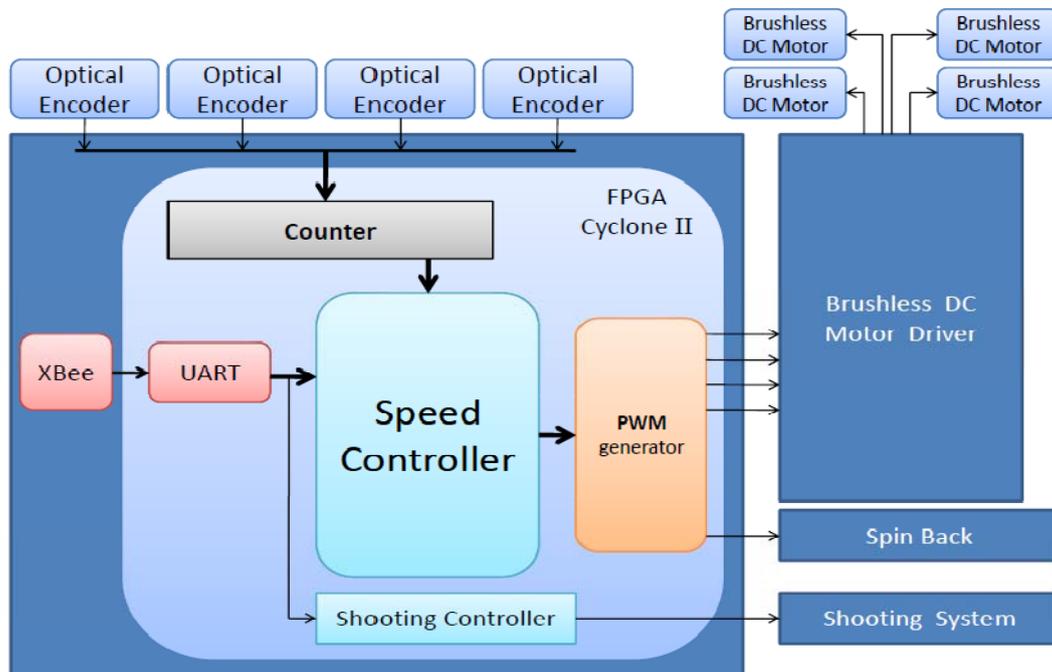
the data from four encoders mounted on motors, to generate signals that will be sent to motor drivers, shooting system, and others.

### 3.2 Motor Driver

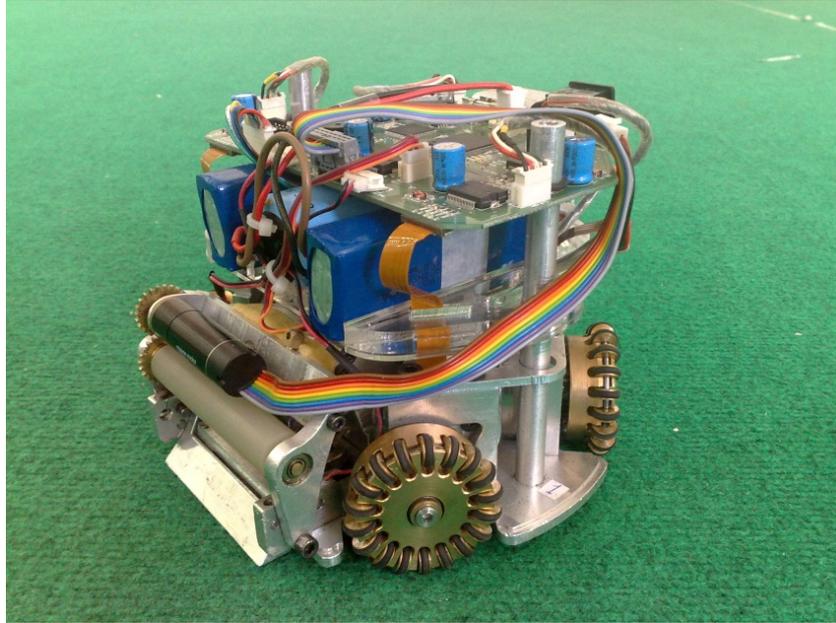
Task of the motor driver circuit is to drive 4 brushless DC motor for wheels and a brushless DC motor for dribbler. Motors are driven by L6235 chip. The L6235 is a DMOS fully integrated three-phase motor driver with over current protection. Realized in multi power-BCD technology, the device combines isolated DMOS Power Transistors with CMOS and bipolar circuits on the same chip. This chip includes circuits which are needed to drive a three-phase BLDC motor including: a three-phase DMOS Bridge, a constant off time PWM Current Controller and the decoding logic for single ended hall sensors that generates the required sequence for the power stage.

### 3.3 Shooting System

There are two kickers: flat kick and chip kick. We develop the flat kick system to shoot at a velocity of approximately 8 m/s. The kicker board can charge two 2200  $\mu$ F capacitors from 0V to 250V<sub>in</sub> in about 5 seconds with 2A average current.



**Fig.3.** A block diagram of the robot's hardware system.



**Fig.4.** A picture of Omid robot

## **4 Software**

The robots software could simply be explained in two main sections. Vision Software and the game play algorithms.

### **4.1 Vision**

For the purpose of real time image processing and object recognition, we use two cameras (The Stingray F-046C's high resolution) and SSL vision Software. The communication between the vision software and the Game Management software (4.3.2) is using UDP multicast sockets therefore the visioning and game management processes are done on separate machines.

## **4.2 Game Play Strategy Algorithms**

### **4.2.1 Operational Functions**

The functions of this section are categorized in three levels: Low, Medium and High Level Functions.

#### **Low Level Functions**

Low Level Functions are the robots basic behaviors that includes: exactly addressed movements, stop, spin back On/Off, kick, chip kick. These functions are the latest ones ran in a process done by Decision Section (4.2.2) and a result of an appropriate command sent to the wireless communication circuit.

The functions in higher levels are interpreted to the low levels in order to execute.

## **Medium Level Functions**

Functions in this level are more general than low levels and mostly the common actions a robot does. For example one of these functions is “Potential Field Move”. In this function a specific amount of electrical charge is assigned to all robots, the ball and special places on the play field. When a robot wants to go to a specific point it should move according to the electrical potential field rules to avoid making contact to other robots or losing the ball.

## **High Level Functions**

These functions specify the current task of the robot and consist of the necessary medium level functions. In fact, high level functions are the robot’s skills such as taking a defensive position, Goalkick, corner kick, passing the ball and so on.

An example of a moment when all the three level function are involved is when the Decision Section (4.2.2) chooses the defensive state for a robot. Here the high level function “defence” will be executed and consequently the medium level function “potential field move” is run using the related low level functions like go to XY, stop, spin back ....

### **4.2.2 Decision making Section**

In this important section there are functions that determine the game’s current status and predict the next and the result of this process will be assigning the proper high level function. The Inputs of this section besides the data coming from each robot on the wireless communication are the data coming from the vision software and the referee.

## **4.3 GUI**

### **4.3.1 Game Simulator**

To test the Game Play Strategy Algorithms (4.2) without having two full robot teams and a play field a Game Simulator GUI is prepared. This way the Algorithm testing and error correction is done more easily, regardless any physical and hardware problems and needs.



**Fig.5.** A Screenshot of game simulator program.

#### **4.3.2 Game Manager**

To monitor and control all robots in the game field, Monitoring Software is programmed that will be installed on the off board controlling system. The robots location and ID on the play field is received from the vision software and simulated. In other word this software manages the game play. A screenshot of this program is shown below.



**Fig.6.** A Screenshot of the game manager software.

## References

- 1- Vincenzo Marano, "L6235 THREE PHASE BRUSHLESS DC MOTOR DRIVER" Application Note, ST, 2003.
- 2- Drew Gislason, "ZigBee Wireless Networking" Newness Press
- 3- Altera, "Cyclone II Device Handbook"