

Overview

January 9, 2006



Agenda

- Logistics
- Course Policies
- The Game
- The Kit
- Today's Assignment: OrcPad



Logistics

Logistics: Electronic

- Website:
 - web.mit.edu/maslab
 - 2006 section links to the wiki
 - Check the wiki multiple times daily!
- Email:
 - Staff: maslab-2006-staff
 - Teams: maslab-2006-teams
 - Finale: finale

Logistics: Lab

- Lab access: 38-500

- Contains the shop and LA room (Room 548)
 - Staffed 12-8; opens at 10 am
 - We are sharing with 6.270, be courteous and neat!

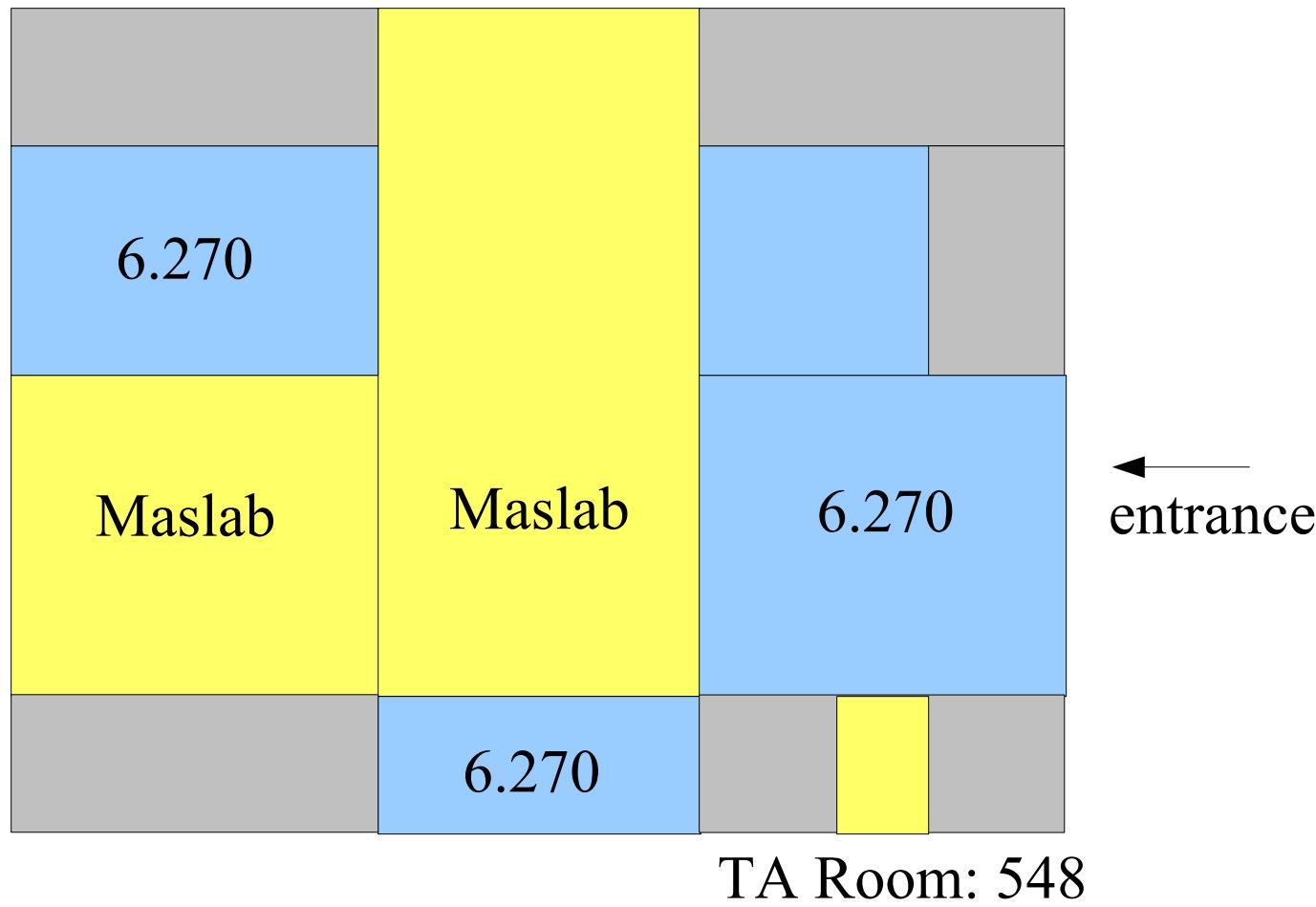
- Lab access: 34-500

- Open 24 hours—13579 (outer) and 10745* (inner)

- Storage

- Each team gets a tub
 - Request lockers from equipment desk
 - Unattended valuables = loss of sensor points

Logistics: 38-500



Lab and Lecture Schedule

- Lectures Jan. 9-12, Jan. 17-18
- Enrichment Lectures
 - Jan. 20: James McLurkin
 - Jan. 20: Dinner at ITA Software
 - TBA: Leslie Kaelbling
- This week: lab after lecture until 6:30 pm
- Starting next week:
 - lab from 12 – 8+ pm weekdays,
 - 12 – 5 pm weekends

Key Dates

| | |
|---------------------|---------|
| ■ Checkpoint One | Jan. 11 |
| ■ Checkpoint Two | Jan. 13 |
| ■ Design Review | Jan. 18 |
| ■ Mock Contest Zero | Jan. 19 |
| ■ Mock Contest One | Jan. 26 |
| ■ Mock Contest Two | Jan. 30 |
| ■ Impounding | Feb. 2 |
| ■ Final Contest | Feb. 3 |
| ■ Clean-up day | Feb. 4 |



Mentors and Check-offs

- Everyone on the staff is here to help
- Everyone can witness a check-off
- Mentors keep a closer watch:
 - Teams 1-4 -- Finale
 - Teams 5-8 -- Val
 - Teams 9-12 -- Tim
 - Teams 13-15 -- Anders



Course Policies

Course Philosophy

- Maslab should be fun.
 - You will learn a lot!
 - Don't stew bitterly!
- The contest is hard.
 - Work with other teams
 - Unsportsman-like behavior will not be tolerated
- Follow the rules.
 - Keep you on track.
 - Respect your volunteer staff.

Course Policies

- 6 Units Pass/Fail
- 6 EDPs

Passing Grade

- ↔ Keep kit (except computer)
- ↔ Meet course requirements

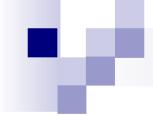


Course Policy: Requirements

- Adequate effort and time invested in MASLab
- Attend mandatory meetings/events
- Majority of work in lab
- Completion of “checkpoints”
- Make daily lab entries (few sentences minimum)
- Submit final report (5-10 pages per team)
- Help tidy workshop on your team’s turn
- Help final cleanup on lab cleanup day

Course Policies: Disasters

- You are responsible for the working condition of your hardware
- If hardware breaks:
 - You're responsible for a replacement.
 - In most cases of accidental damage, Maslab will split the cost of a replacement.
 - Costs: Eden \$250, Orc \$150, OrcPad \$50
 - Let's avoid this situation! Be careful!



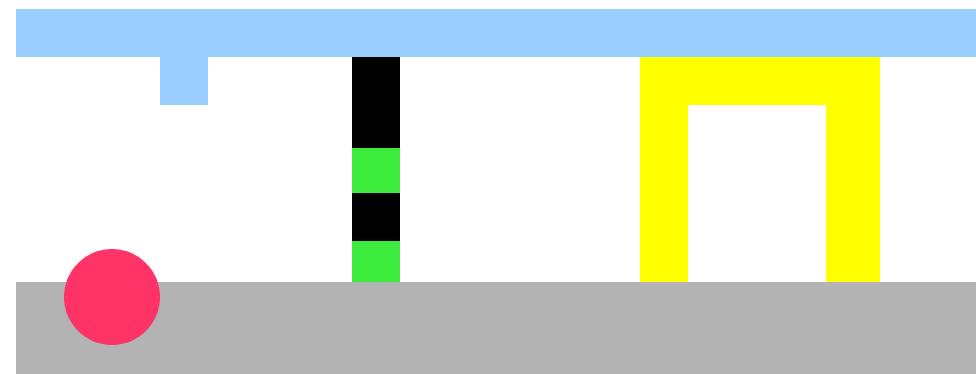
The Game

The Basics: What you know...

- You'll build and program a robot
- Robots use **vision** (as well as range finders and other sensors) to locate and transport targets.
- The playing field is **unknown**
 - Where are obstacles?
 - Where are targets?
 - What is the shape of the playing field?
- The robot functions **autonomously**

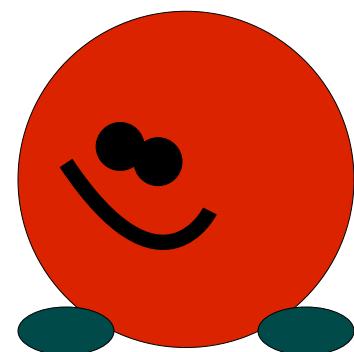
Playing Field

- Blue line on top of white walls with pseudo-randomly spaced tick marks
- Yellow border around mouse holes
- 4-bit vertical green and black bar codes on walls
- Red balls
- Powerball



Scoring – Red Balls

- 5 minute scoring round
- Score by:
 - 6 pts – first red ball in a mouse hole
 - 4 pts – second red ball in same mouse hole
 - 2 pts – any additional red balls in same mouse hole
 - 1 pt – porch in front of mouse hole
 - 1 pt – possession



Scoring – Power Ball

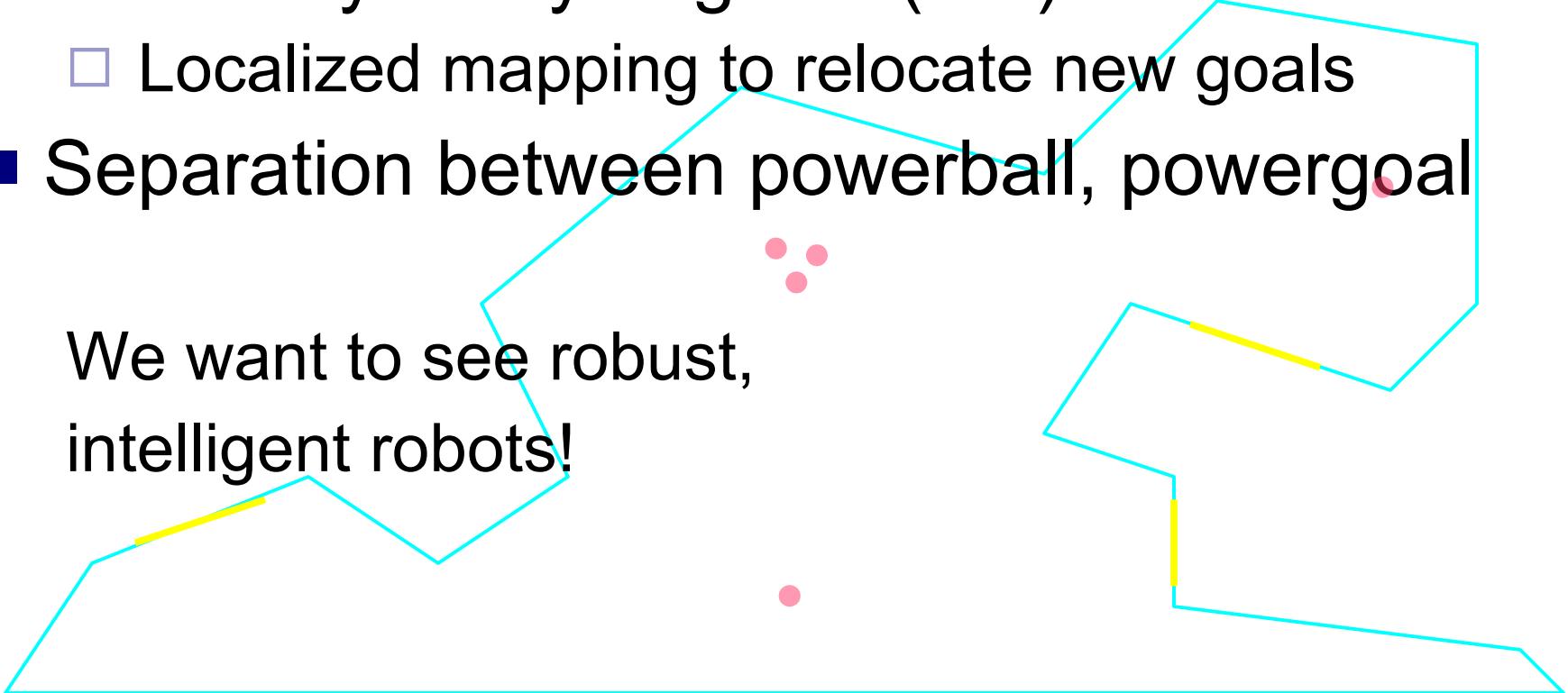
- The power ball will be green
- The power goal will have a specified bar code beside it
- Score by taking the power ball to the power goal as fast as possible:
 - Very fast – 12 pts
 - Fast – 8 pts
 - Slow – 4 pts
- Power score independent of red ball score



Objectives... be prepared for

- Relatively few targets (10-12)
 - Efficient exploration strategy
- Relatively many of goals (3-4)
 - Localized mapping to relocate new goals
- Separation between powerball, powergoal

We want to see robust,
intelligent robots!



Contest Preview: Prizes!

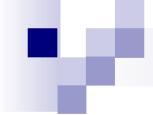
- More of an ***exhibition*** than a ***competition***
- Awards
 - 1st place
 - Maslab Engineering Award for cool ideas or clever implementations
 - At least one award for cosmetics



Sponsors

- ITA Software
- Google
- Ray and Maria Stata Innovation Fund
- MIT EECS

- iRobot
- Analog Devices
- ClickAutomation
- Altera
- Digikey
- CrystalFontz
- IPCAmerica
- CablesUnlimited
- American Power Conversion



The Kit

- We supply basic parts
 - Enough to build a complete robot.
 - Motors, wheels, computer, sensors...
- You supply “extras”
 - Better motors, custom-made widgets, unique/unusual sensors
 - Subject to spending limit (\$100 per team)
 - Non-passive components require staff thumbs-up

Sensor Budget

- ~30 pts, subject to staff approval and availability

| Item | Value |
|-------------------|-------|
| Extra drive motor | 9 |
| Ultrasound | 7 |
| Gyro | 5 |
| Servo | 5 |
| Optical Encoder | 4 |
| IR (long range) | 4 |
| IR (short range) | 4 |
| Whisker switch | 2 |
| Solenoid | 2 |
| Moment buttons | 1 |
| Photodiodes, etc. | 1 |

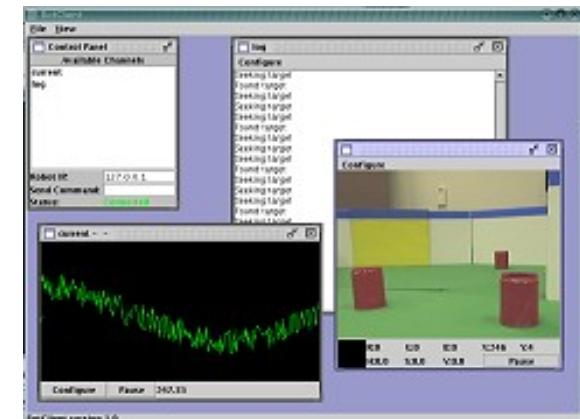


Building Tips

- Mechanical
 - Maslab has limited tools
 - Feel free to use other shops
- Software
 - Many conceptual parts
 - Outputs hard to observe without care, so...

Building Tips

- Write modular code
- Focus on behaviors (go straight, turn, etc.)
- Design for test:
 - iterate between coding, compiling, and tests
 - automate tasks (calibration)
 - test on static images
 - use bot-client, orcspy





Updates, bugs, advice

- maslab.jar updates at boot
- firmware updates as needed
- Problems? Suggestions? Let us know!

Kit details: Hardware Overview

- Orc Board (the larger board)
 - provides hardware resources—interface between compute and sensors, motors
- Orc Pad (the smaller board)
 - joystick and lcd
 - draw images on to it
 - log text messages
 - start robot without wireless



Kit details: batteries

- One 12 V lead-acid battery
 - may trade or borrow a different size (and different amp-hours: 2, 5, or 7)
 - ALWAYS fused
- 13.8 V DC regulator
 - if both battery and regulator are plugged in, the battery is recharged

Kit details: Software

- Java documentation at Sun's website
- Maslab goodies on maslab website
- All documentation linked from the wiki

Kit details: orcd

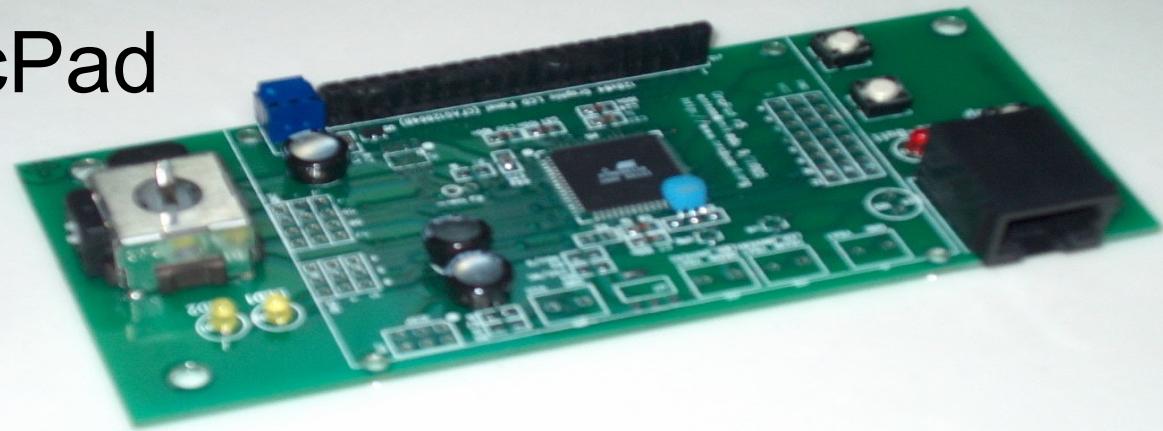
- Persistent service on the eden that
 - implements low-level usb port handling
 - Arbitrates between client applications
 - Provides shell capability (Eden's IP address, run/execute arbitrary programs)
- We provide the binary. You never need to compile/write anything
 - Except maybe /etc/orcd.conf

Kit Details: Maslab APIs

- **Maslab.camera**—get frames from camera
- **Maslab.orc**—implements Orc API
 - analog digital orcpad
 - lcd motor lcd console
 - servo soar
- **Maslab.telemetry**—data logging, visualization, debugging
- **Maslab.util**—helper classes

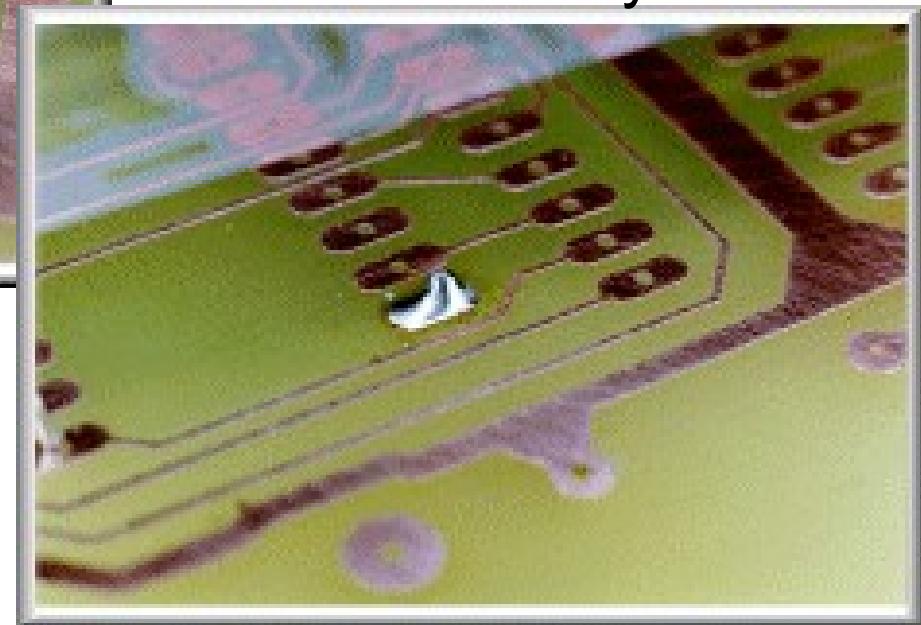
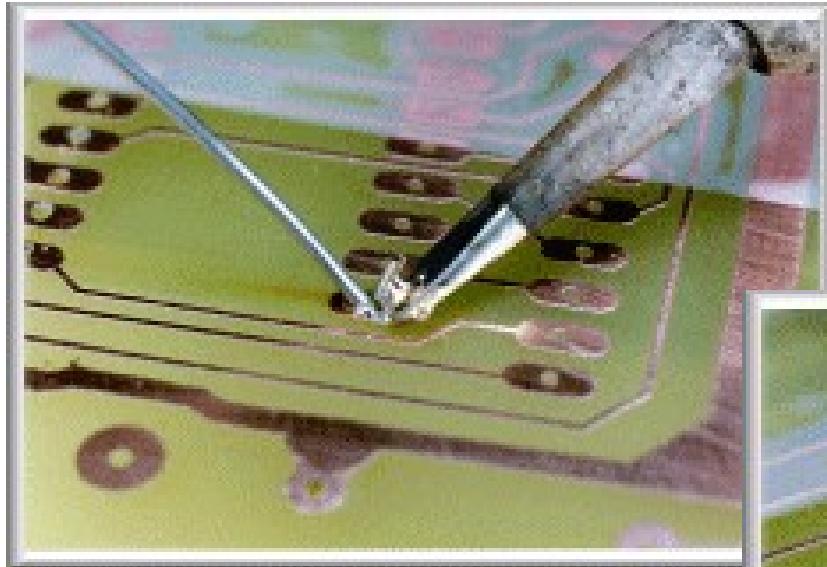
Today's Objectives: OrcPad

- Assemble OrcPad
- Step-by-step instructions included
- After soldering kit, check with a staffer:
 - Get LCD, program chip to finish
 - Get suggestions on your soldering technique (this is a class, after all :)



Soldering technique

- Heat both parts of the joint
- Don't paint with solder!
- Avoid oxidation—the joint should be shiny.



More on Soldering:

- Use the lowest heat that will work (about 650 F)
- Keep iron tip clean and shiny. Store with solder on it. Never “sharpen” tip.
- Minimize heating time (avoids oxidation, damaging sensitive components)
 - Contact shouldn't be more than 2-3 seconds
 - Let components cool for a few seconds

Today's Objectives, con't

■ Software

- Write a hello world for your Eden
- Print a hello world to the orc pad

■ Pegbot

- Slap it together!
- Get something moving!

And if you're done early...

- Staff and equipment are limited, so please be patient! Everyone will get a turn.
- Other things to do:
 - make your battery cable
 - inspect orc board for missing/poor joints
 - play with the playing field
 - take pictures of the playing field
 - extend tutorial code
 - brainstorm contest strategies