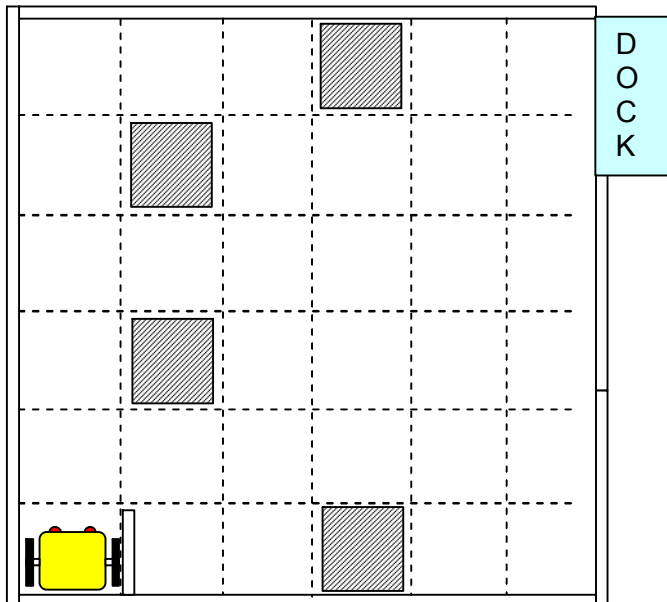


Teacher's notes

# Sustainable Futures: Rover's amazing journey

## Challenge

Design and program a lunar rover that is able to avoid obstacles and reach the mother ship docking port.



### Toolbox

#### Procedures:

Program modules that provide instructions that rover will follow.

#### Solution:

A sequence of procedures that will provide one path to the dock.

#### Alternative solution:

Suggestions for alternatives that the solver can try.

## Getting started

### 1. Calibrate lunar rover to move forward:

The motion of lunar rover needs to be calibrated so that each forward movement is the same as one unit square on the grid.

What we want is the command **Fwd1** to move rover forward by one square.

- Start the program PICAXE Programming Editor then open the file MOTION\_MOD.BAS
- Connect the serial cable between the PC and the rover then switch rover ON.
- Add the following lines of code into the **Start** routine:

```
'=====
'                               Enter solution gosub procedures here
'=====
```

```
Start:  gosub Fwd1           'gosub procedure 1
        Wait 2              'wait time
```

```
'=====
```

- Download the program by clicking on the **Program** button.
- Remove the serial cable and place rover on the grid pattern.
- Push the GO button and observe how far rover moves.

**Making adjustments:**

To make adjustments to rover's forward motion try the following:

- If rover has travelled **too far** then it will need to be slowed down.  
To slow down rover, go to symbol SPEED in the **init** procedure

`symbol` SPEED = 250

Reduce 250 to say 200, then download the program and test again.  
Try different values of SPEED until the desired distance is achieved.

- If rover travelled **less** than one unit square then it will necessary to **increase** the value of SPEED.  
Try different values until rover moves forward by exactly one square unit.

**2. Calibrate lunar rover to turn right and left:**

The motion of lunar rover needs to be calibrated so that each turn movement will be as close as possible to 90°.

To test this connect lunar rover to the PC with the serial cable and turn rover ON.

- Add the following lines of code into the **Start** routine:

```

=====
'
Enter solution gsub procedures here
=====

Start:  gsub Fwd2           'gosub procedure1
        Wait 2             'wait time
        gsub Right

=====

```

- Download the program by clicking on the **Program** button.
- Remove the serial cable and place rover on the grid pattern.
- Push the GO button and observe how far rover turns.

**Making adjustments:**

To make adjustments to rover's turning motion try the following:

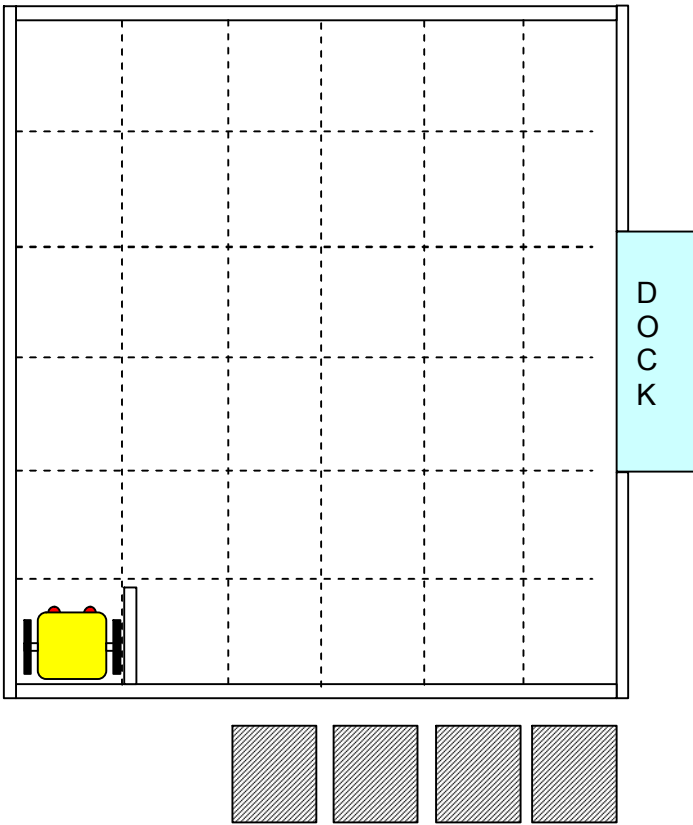
- If rover has turned **too far** then it will need to be slowed down.  
To slow down rover, go to the procedure named **init** and look for the symbol TURN command:

`symbol` TURN = 250

Reduce 250 to say 200, then download the program and test again.  
Try different values of TURN until the desired turn is achieved.

- If rover turned **less** than 90° then it will be necessary to **increase** the value of TURN.  
Try different values until rover turns by exactly 90°.
- Check this adjustment works for turning left.

## Challenge #1: First steps



**Toolbox:**

**Procedures:**

- Fwd(1-6)
- Right

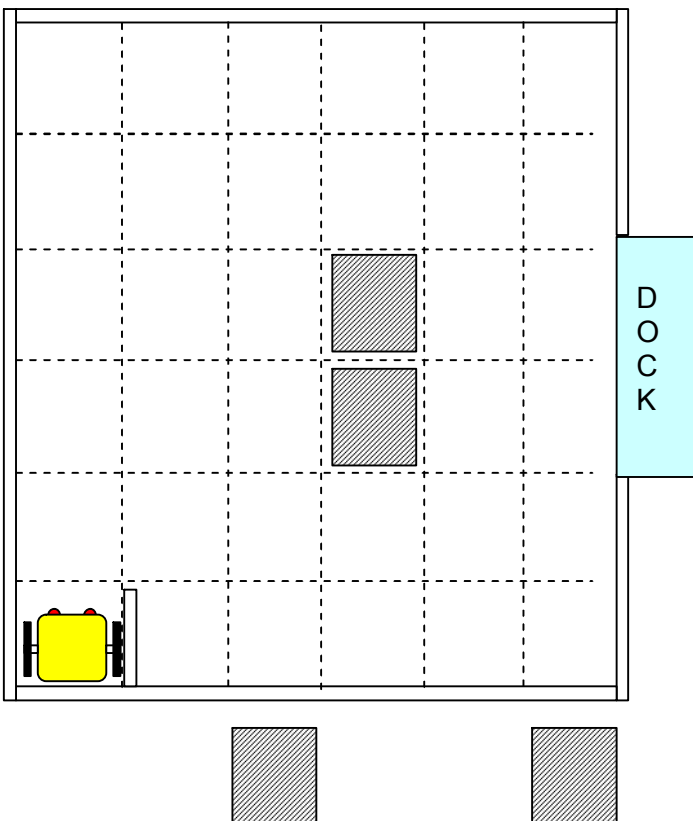
**Solution: (3 moves)**

gosub Fwd3  
gosub Right  
Wait 1

gosub Fwd6  
Wait 1  
gosub SpinAC

**Alternative solution: (? moves)**

## Challenge #2: Next steps



**Toolbox**

**Procedures:**

- Fwd(1-6)
- Right
- Left

**Solution: (7 moves)**

gosub Fwd4  
gosub Right  
Wait 1

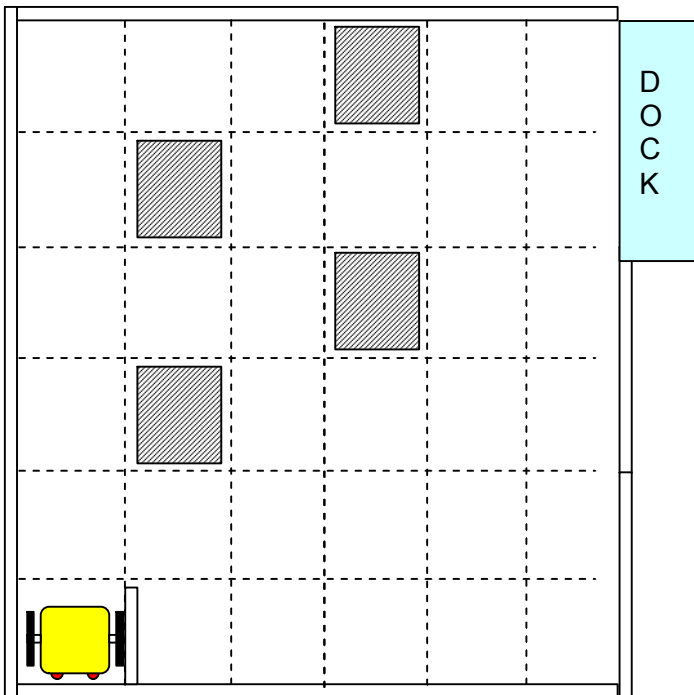
gosub Fwd5  
gosub Right  
Wait 1

gosub Fwd1  
gosub Left  
Wait 1

gosub Fwd2  
Wait 1  
gosub SpinAC

**Alternative solution: (? moves)**

### Challenge #3: Big steps



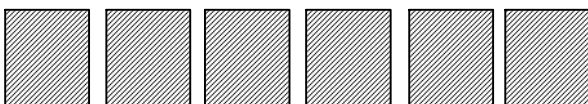
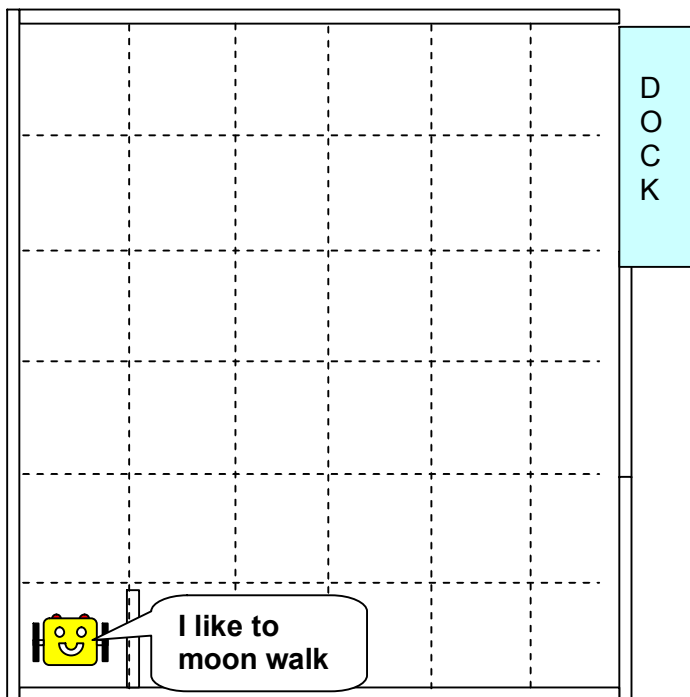
#### Procedures:

- Fwd(1-6)
- Right
- Left
- Rev

#### Solution: (? moves)

- Include all procedures in solution
- Reduce to smallest number of moves

### Challenge #4: Set your own



Design your own challenge by placing the blocks in any of the grid squares.

#### Procedures:

Use any available

#### Solution:

Use smallest number of moves  
Modify a procedure to make it more efficient

#### Extra challenge:

Design a routine so that your lunar rover can negotiate any arrangement of obstacles.

**Hint:** Use the distance detector on pin7:

```
if pin7 = 1 then Avoid
  gosub Fwd
```

## Rover commands

Summary of commands available for use from the BASIC code included in MOTION\_MOD.BAS:

Want	How to send command	What I do
Forward	gosub FWD1 gosub FWD2 gosub FWD3 gosub FWD4 gosub FWD5 gosub FWD6	Move forward the number of unit squares
Back	gosub Rev	Reverse or go backwards
Turn	gosub Right gosub Left	right turn left turn
Turn forward or backward	gosub FwdR gosub FwdL gosub RevR gosub RevL	forward right forward left reverse right reverse left
Rest time	Wait 1 Wait 10 Wait 0.5	Wait 1 second Wait 10 seconds Wait 0.5 seconds
Spin	gosub SpinC gosub SpinCRand gosub SpinAC	spin clockwise spin random clockwise spin anticlockwise
Stop	gosub StopAll	stop everything
Slow	gosub FwdSlow gosub RevSlow	forward slow at half speed reverse slow at half speed

Additional commands can easily be added by creating new sub procedures such as Rev2, etc. eg

```
'=====
'                               Reverse 2 units straight at SPEED
'=====
```

Rev2:

```
for b0 = 1 to 2           'Repeat 2 times
    gosub Rev             'Forward 1 unit
next b0
return                   'End
```

```
'=====
```

More sophisticated procedures can be developed that include a combination of simpler procedures. eg. **Avoid** would require a sequence of stop, turn or spin, and then go forward again.

## New commands



New things I  
can do

### Case: Avoidance

#### Challenge:

Design a routine so that your lunar rover can negotiate any arrangement of obstacles.

#### Define:

Specify an acceptable performance standard.

eg. Set a time limit or maximum number of moves to complete the task.

**Solution:** Use the distance detector on pin7:

```
if pin7 = 1 then Avoid      ' if object is detected then avoid it
    gosub Fwd1              ' otherwise go forward
```

#### Avoid:

What to do if object detected:

1. Stop
2. Turn either right or left
3. Go forward

Sub procedure to be added:

```
'=====
'                               Avoid routine
'=====
Avoid:
    gosub StopAll                ' stop
    gosub Right                  ' turn right
    gosub Fwd1                   ' forward 1 square
    return                       ' go back to call point
'=====
```

#### Test:

Try the new rover commands and note any limitations of the procedure.

#### Refine:

Make changes to the avoidance procedure based on the test results.

Continue to test and refine the procedure to meet the required performance standard.

#### Evaluate:

How well was the performance standard met?

Specify another performance standard to take the solution to an improved level.

## Basic Code

'BASIC motion program modules:  
'Motion\_mod.bas  
'Updated on 16/6/2009  
'Allan Morrison

```

=====
' Program provides a template for basic motion of a robot.
' Modules provide the following movements:
'   Fwd ..... forward in units 1-6
'   Rev ..... reverses
'   Right ..... right turn
'   Left ..... left turn
'   FwdR ..... forward right
'   FwdL ..... forward left
'   RevR ..... reverse right
'   RevL .....reverse left
'   SpinC ..... spin clockwise
'   SpinCRand ... spin random clockwise
'   SpinAC .....spin anticlockwise
'   FwdSlow ..... forward slow
'   RevSlow .....reverse slow

```

```

=====
'                               Main program control
=====

```

init:

```

symbol SPEED = 250           'Sets forward distance unit
symbol TURN = 300           'Sets turn angle
symbol SPIN = TURN * 4      'Sets spin angle

```

main:

```

WaitStart:
    if pin6 = 1 then Start   'Wait for the start
                            'Push GO button to start
                            'Keep waiting
        goto WaitStart
    end

```

```

=====
'                               Enter solution gsub procedures here
=====

```

Start:

```

gosub Fwd2                   'Test procedures to be removed
Wait 1                       'gosub procedure1
                              'wait time

gosub Right                  'gosub procedure2
Wait 1                       'wait time

```

```

=====

```

```

gosub StopAll      'Do Procedure STOP all motors
goto WaitStart    'Do Procedure WaitStart again or
'goto Start       'Do Procedure Start to continue loop
end               'end start

```

```
end                'end main
```

```

=====
'
                        Stop all motors
=====

```

StopAll:

```

low 0              'Motor A Reverse   OFF
low 1              'Motor A Forward   OFF
low 2              'Motor B Reverse   OFF
low 3              'Motor B Forward   OFF
return            'End

```

```

=====
'
                        Forward straight
=====

```

Fwd:

```

low 0              'Motor A Reverse   OFF
high 1             'Motor A Forward   ON
low 2              'Motor B Reverse   OFF
high 3             'Motor B Forward   ON

pause SPEED       'Wait SPEED second command

gosub StopAll     'Stop all motors
return            'End

```

```

=====
'
                        Forward 1 unit straight at SPEED
=====

```

Fwd1:

```

gosub Fwd         'Forward 1 unit
return            'End

```

```

=====
'
                        Forward 2 units straight at SPEED
=====

```

Fwd2:

```

for b0 = 1 to 2   'Repeat 2 times
  gosub Fwd      'Forward 1 unit
next b0
return            'End

```

```
=====
```



```
'
=====
Forward 3 units straight at SPEED
=====
```

```
Fwd3:
    for b0 = 1 to 3
        gosub Fwd
    next b0
return
'Repeat 3 times
'Forward 1 unit
'End
```

```
'
=====
Forward 4 units straight at SPEED
=====
```

```
Fwd4:
    for b0 = 1 to 4
        gosub Fwd
    next b0
return
'Repeat 4 times
'Forward 1 unit
'End
```

```
'
=====
Forward 5 units straight at SPEED
=====
```

```
Fwd5:
    for b0 = 1 to 5
        gosub Fwd
    next b0
return
'Repeat 5 times
'Forward 1 unit
'End
```

```
'
=====
Forward 6 units straight at SPEED
=====
```

```
Fwd6:
    for b0 = 1 to 6
        gosub Fwd
    next b0
return
'Repeat 6 times
'Forward 1 unit
'End
```

```

=====
'
Forward at half SPEED
=====

```

FwdSlow:

```

for b0 = 1 to 50

    low 0          'Motor A Reverse    OFF
    high 1         'Motor A Forward    ON
    low 2          'Motor B Reverse    OFF
    high 3         'Motor B Forward    ON

    pause 5        'Wait 0.01 second command

    gosub StopAll  'Stop all motors

    pause 5        'Wait 0.005 second command

next b0           'next loop

return           'End

```

```

=====
'
Turn right
=====

```

Right:

```

low 0          'Motor A Reverse    OFF
high 1         'Motor A Forward    ON
high 2         'Motor B Reverse    ON
low 3          'Motor B Forward    OFF

pause TURN     'Wait TURN second command

gosub StopAll  'Stop all motors
return         'End

```

```

=====
'
Turn left
=====

```

Left:

```

high 0         'Motor A Reverse    OFF
low 1          'Motor A Forward    ON
low 2          'Motor B Reverse    ON
high 3         'Motor B Forward    OFF

pause TURN     'Wait TURN second command

gosub StopAll  'Stop all motors
return         'End

```

```
=====
'
'                               Spin clockwise
'
=====
```

SpinC:

```
low 0           'Motor A Reverse   OFF
high 1          'Motor A Forward   ON
high 2          'Motor B Reverse   ON
low 3           'Motor B Forward   OFF

pause SPIN      'Wait 1 second command

gosub StopAll   'Stop all motors
return          'End
```

```
=====
'
'                               Spin clockwise random interval
'
=====
```

SpinCRand:

```
random w0       'random word b0,b1

low 0           'Motor A Reverse   OFF
high 1          'Motor A Forward   ON
high 2          'Motor B Reverse   ON
low 3           'Motor B Forward   OFF

pause b1        'Wait random time command up to 0.25 second

gosub StopAll   'Stop all motors
return          'End
```

```
=====
'
'                               Spin anti-clockwise
'
=====
```

SpinAC:

```
high 0          'Motor A Reverse   ON
low 1           'Motor A Forward   OFF
low 2           'Motor B Reverse   OFF
high 3          'Motor B Forward   ON

pause SPIN      'Wait 1 second command

gosub StopAll   'Stop all motors
return          'End
```

```
=====
'
Reverse to the left
=====
```

```
RevL:
    low 0      'Motor A Reverse   OFF
    low 1      'Motor A Forward   OFF
    high 2     'Motor B Reverse   ON
    low 3      'Motor B Forward   OFF

    pause SPEED 'Wait 1 second command

    gosub StopAll 'Stop all motors
    return        'End
```

```
=====
'
Reverse to the right
=====
```

```
RevR:
    high 0     'Motor A Reverse   ON
    low 1      'Motor A Forward   OFF
    low 2      'Motor B Reverse   OFF
    low 3      'Motor B Forward   OFF

    pause SPEED 'Wait SPEED second command

    gosub StopAll 'Stop all motors
    return        'End
```

```
=====
'
Reverse straight back
=====
```

```
Rev:
    high 0     'Motor A Reverse   ON
    low 1      'Motor A Forward   OFF
    high 2     'Motor B Reverse   ON
    low 3      'Motor B Forward   OFF

    pause SPEED 'Wait 1 second command

    gosub StopAll 'Stop all motors
    return        End
```

```

=====
'
Reverse at half SPEED
=====

```

RevSlow:

```

for b0 = 1 to 50                'Repeat 100 times 2 x .01 seconds

    high 0                      'Motor A Reverse      ON
    low 1                       'Motor A Forward     OFF
    high 2                      'Motor B Reverse     ON
    low 3                       'Motor B Forward     OFF

    pause 5                     'Wait 0.01 second command

    gosub StopAll               'Stop all motors
    pause 5                     'Wait 0.01 second command

next b0                        'next loop

return                          'End

```

```

=====
'
Forward to left
=====

```

FwdL:

```

low 0                          'Motor A Reverse     OFF
low 1                          'Motor A Forward     OFF
low 2                          'Motor B Reverse     OFF
high 3                         'Motor B Forward     ON

pause SPEED                    'Wait 1 second command

gosub StopAll                  'Stop all motors
return                         'End

```

```

=====
'
Forward to right
=====

```

FwdR:

```

low 0                          'Motor A Reverse     OFF
high 1                         'Motor A Forward     ON
low 2                          'Motor B Reverse     OFF
low 3                          'Motor B Forward     OFF

pause SPEED                    'Wait 1 second command

gosub StopAll                  'Stop all motors
return                         'End

```

```

=====

```