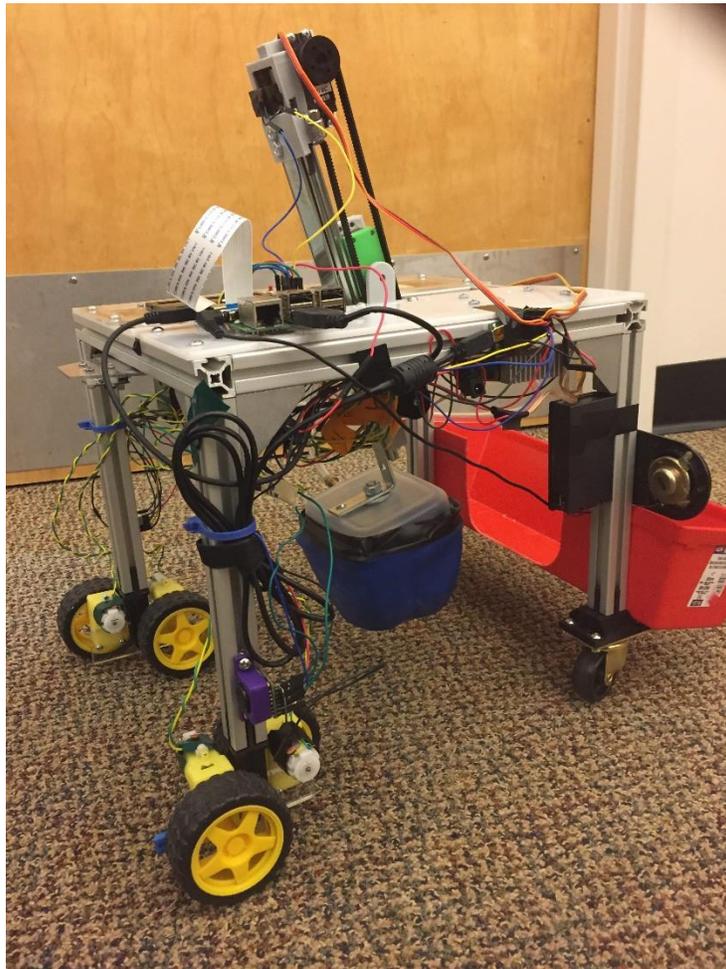


THE ROOM CLEANING ROBOT

Group 12



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Mechanical Engineering

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1 Design Summary

The Room Cleaning Robot (RCR) uses rudimentary navigation techniques to drive over a user selected area. While navigating, a raspberry pi microcontroller looks for objects on the floor using a pi camera and the Open CV code library. Upon detecting an object, the RCR stops normal driving patterns and maneuvers until the object is known to be directly under the gripper. Once the object is directly under the gripper, the arm and gripper assembly are actuated to lift the object off the ground and place it in the storage bin. This process is repeated until the user selected area is clear of the objects on the ground. The RCR is controlled by the user interface which contains three buttons to either start cleaning, pause cleaning, or reset the program.

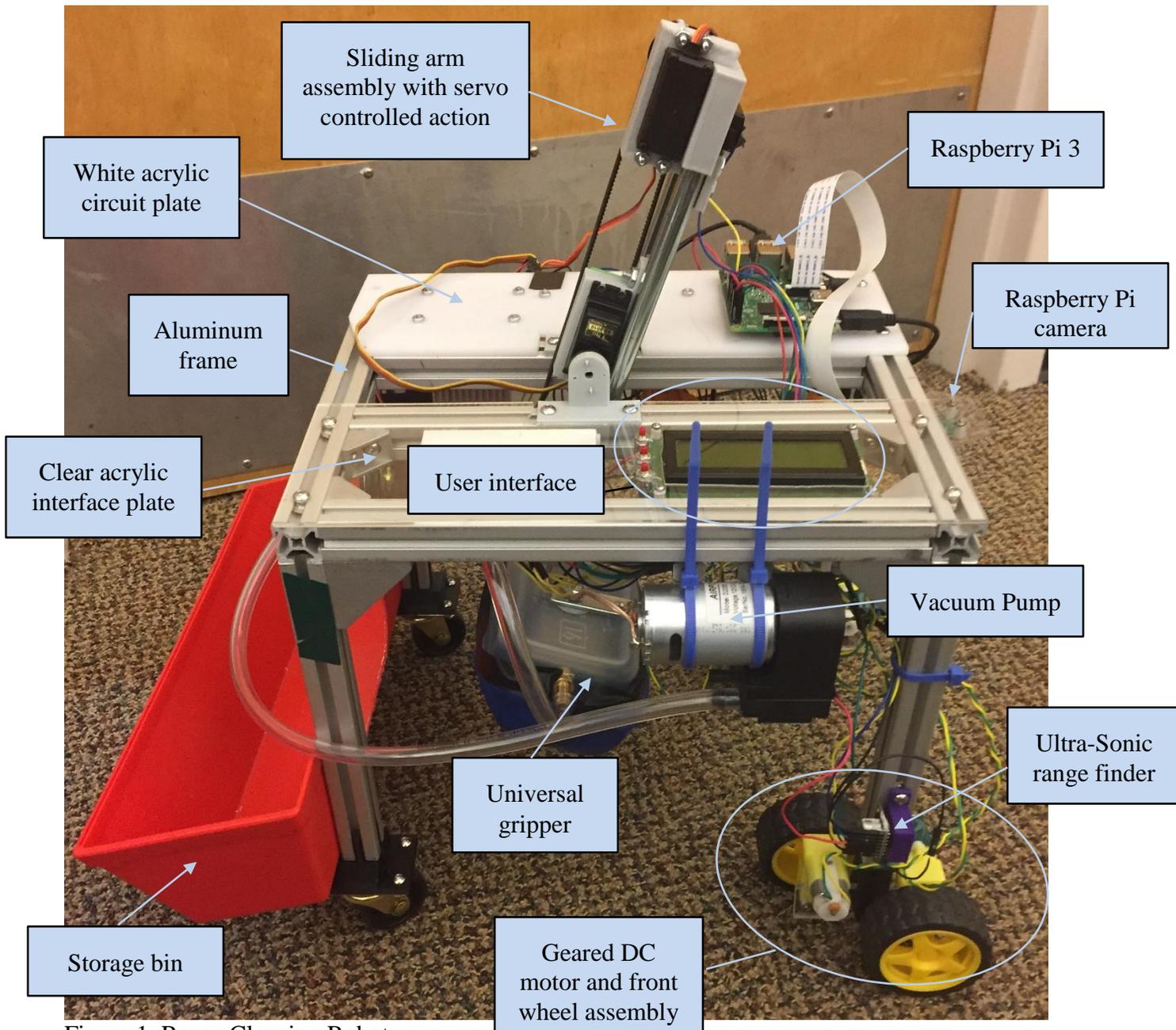


Figure 1. Room Cleaning Robot



1.1 Navigation of the Robot

The RCR is driven by four dc motors at the two front legs and caster wheels in the back two legs to increase the mobility. The motors receive inputs from the raspberry pi microcontroller in pairs. This allows the robot to rotate a full 360 degrees by programming the two pairs of motors to actuate in different directions.

While moving around, the RCR avoids large objects by ultrasonic range finders attached to the front legs. This prevents damage to the RCR and allows it to operate without user supervision. When either the range finders detect a large object in the way, the robot moves around the large object by attempting to move right or left and continuously checking to see if the large object is still in the way. Once the rangefinders do not detect the large object the robot continues driving forward looking for an object.

1.2 Picking Up An Object

The robot's arm and gripper assembly is responsible for picking the objects off of the ground. The arm and gripper assembly can be seen in Figure 6.

Upon detection of an object in the correct location of the pi camera's view, the servo controller signals the continuous rotation servo motor to actuate the belt assembly downwards until the gripper is slightly compressed on the object. At this point, the servo motor pauses and the vacuum pump is actuated. The pump, by reducing the pressure in the gripper, creates a gripping force around the object and allows the object to be lifted off the ground. The servo motor then actuates the arm assembly vertically with the object being held by the gripper. Once the assembly has been lifted to the desired location the tilt servo motor rotates the entire arm assembly until the gripper is directly over the on-board bucket. The pump is then deactivated releasing the object into the bucket.

1.2.1 The Universal Gripper

Our idea for the gripper was found from watching videos online specifically a video posted by SparkFun. The website address is documented in the references section.

The components required to make the universal gripper are: coffee grounds, water balloon, tupperware, vacuum pump, plastic tubing, barbed fitting, and mounting bracket. The balloon filled with coffee grounds at room pressure can surround the object when it is depressed onto the object. Upon activation of the vacuum pump the pressure inside the balloon decreases and the surface tension between the balloon and the object is enough to lift it off the ground.

2 System Details

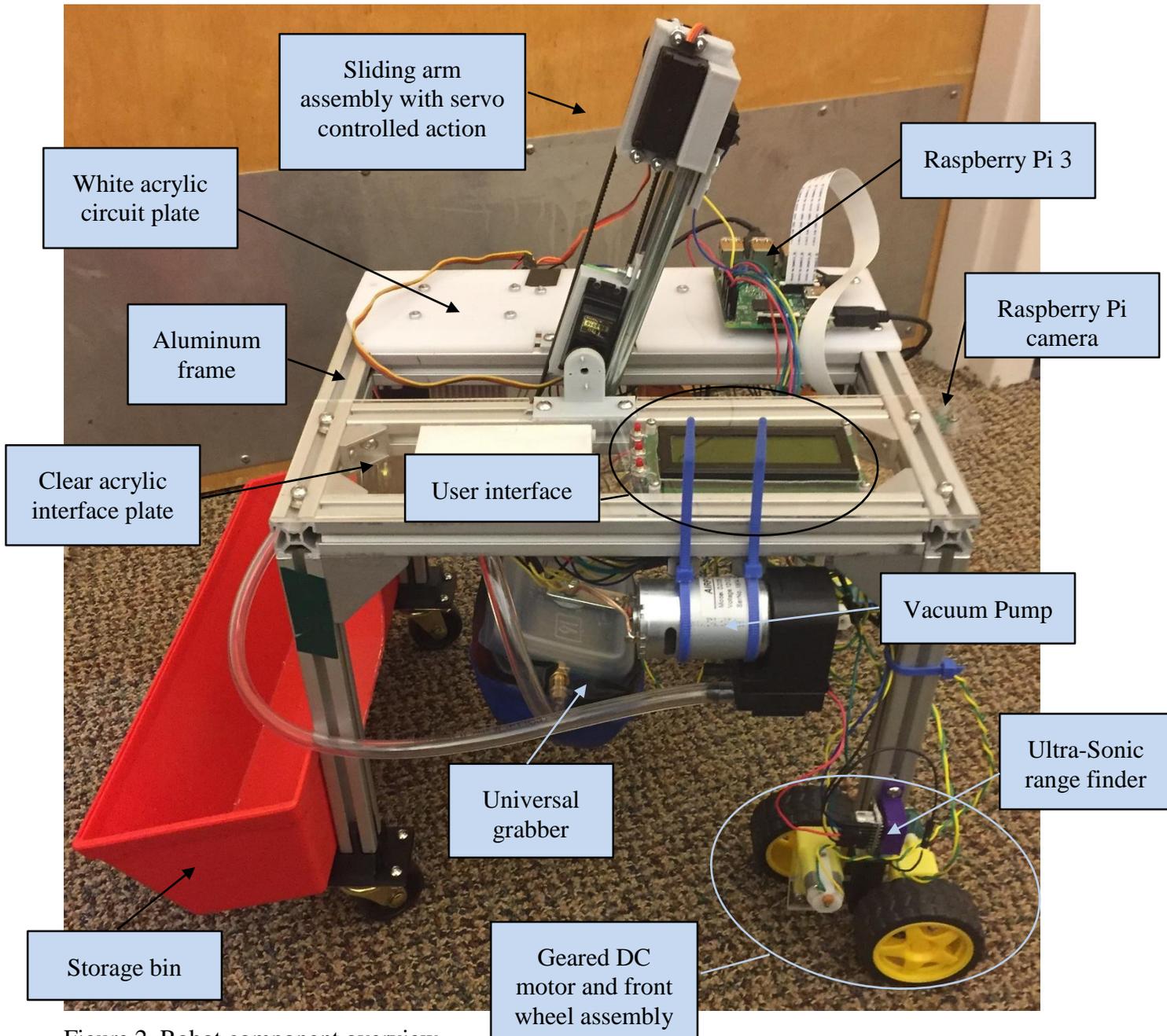


Figure 2. Robot component overview

The room cleaning robot is comprised of several systems that work together to pick up objects and place them in a storage bin located on the back of the robot. This section will describe in detail each of the systems and how they contribute to picking up an object.



2.1 User Input and Display

Operating the room cleaning robot begins with the user input and the LCD display. The User interface is labeled in Figure 2. When power is connected to the robot and it is ready to run the LCD screen will prompt the user to place the robot and press the “Start” button to begin cleaning. Once pressed, the screen changes to display a message indicating that the user can either pause, or reset the device. The LCD screen and user input is controlled by a PIC16F88 microcontroller. The PIC displays text on the LCD screen by means of a serial interface, and sends a two bit binary code to the Raspberry Pi 3 to indicate what state the user has selected. The 5 volt signals from the PIC are reduced with voltage dividers to avoid damaging the 3.3 volt logic on the Raspberry Pi.

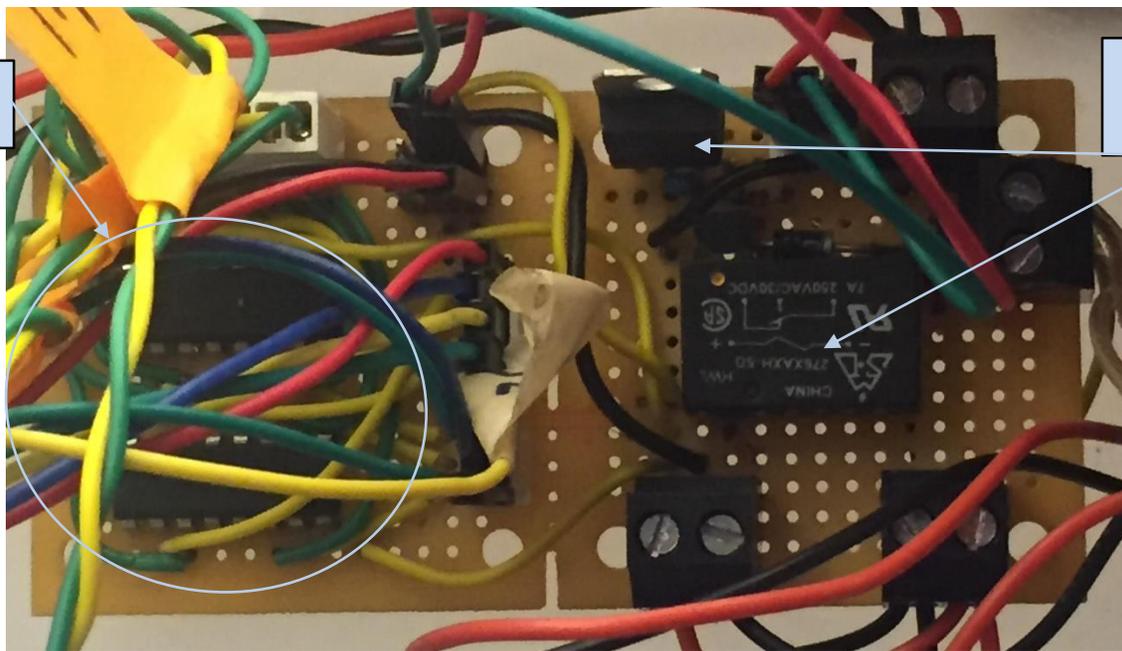


Figure 3. H bridge and relay board



2.2 Logic, Processing, and Control

When the user presses the start button, the Raspberry Pi begins to capture and process images of the floor while the device drives forward. The program on the Raspberry Pi uses tools from the OpenCV code library to identify any objects in the image that stand out from the background, and are sufficiently large. A short string of bright LED lights helps to normalize shadows and textures that might otherwise be interpreted as objects. The program also masks out the parts of the image that contain components of the robot that are visible to the camera. If a valid object is located, the program determines the center of the object, and how the device should turn or move to successfully pick it up. Because the frequency of the processed images is relatively low, the device occasionally overshoots the object, causing it to go out of frame. In these cases, the device will attempt to back-track and check again for the object. Similarly, there is no guarantee that the object in question is in range of the gripper unless it appears within range for multiple camera frames. If an object is absent from the processed images for more than two frames, the device moves on. To assist with navigation, two ultrasonic rangefinders are constantly polled to check for obstructions within 50 centimeters. If an obstruction is detected, the device turns until it is no longer in the way. If an object is present and in range of the gripper for two consecutive frames, the program rotates the arm to an angle based off of the object's reported location, then executes a set routine to pick it up.

The Raspberry Pi dictates all of the moving parts of the device through several different methods of control. Two H bridge chips are used to power the drive motors in both the forward and reverse directions. Because the motors are mounted in pairs, the control signals are also sent in pairs. The H bridge chips are depicted in Figure 3. Pulse width modulation of the motor signals is used to control the speed of the motors to make the robot's movements as precise as possible. When an object has been located, and the robot has centered the object beneath the universal gripper, labeled in Figure 4, and the arm assembly, also labeled in Figure 4, are used to pick up the object. The arm assembly is controlled by the Raspberry Pi by means of an external servo controller. The servo controller allows for precise control of the tilt and extension motors without over complicating the Raspberry Pi's tasks. Finally, the Raspberry Pi also turns the vacuum pump on and off during the pick up routine. Because the vacuum pump is a very noisy, high current device, it is activated using a mechanical relay that isolates it from the rest of the circuit as much as possible. Relay shown in Figure 3.

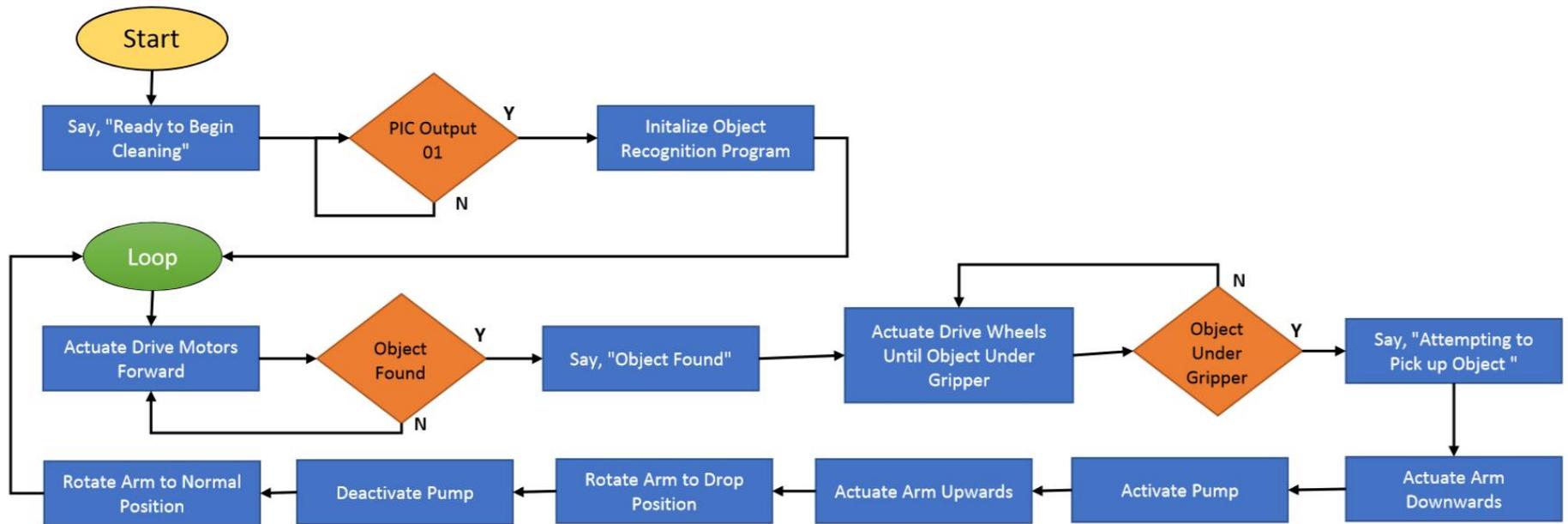


Figure 4. Raspberry Pi Flowchart

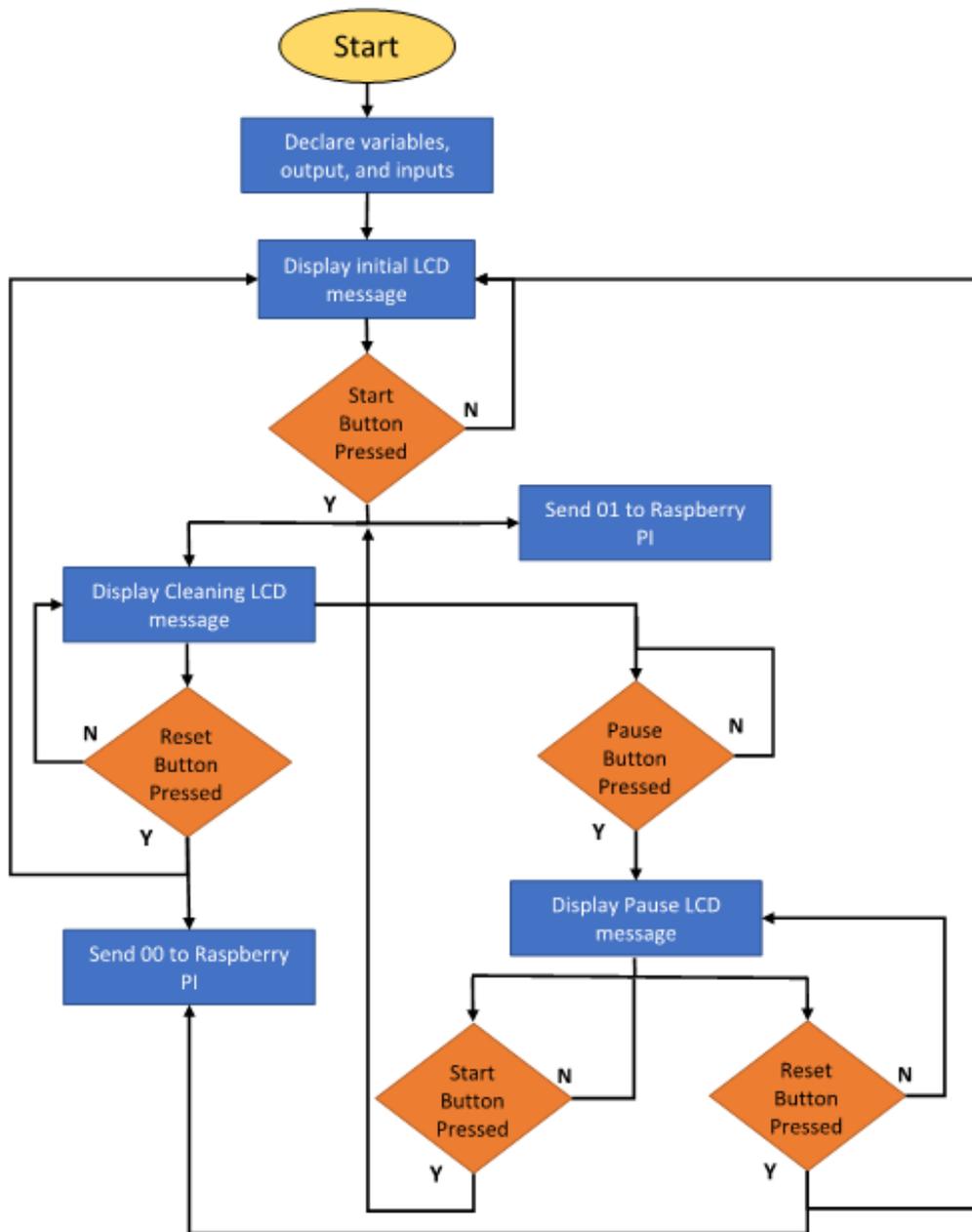


Figure 5. PIC Program Flowchart

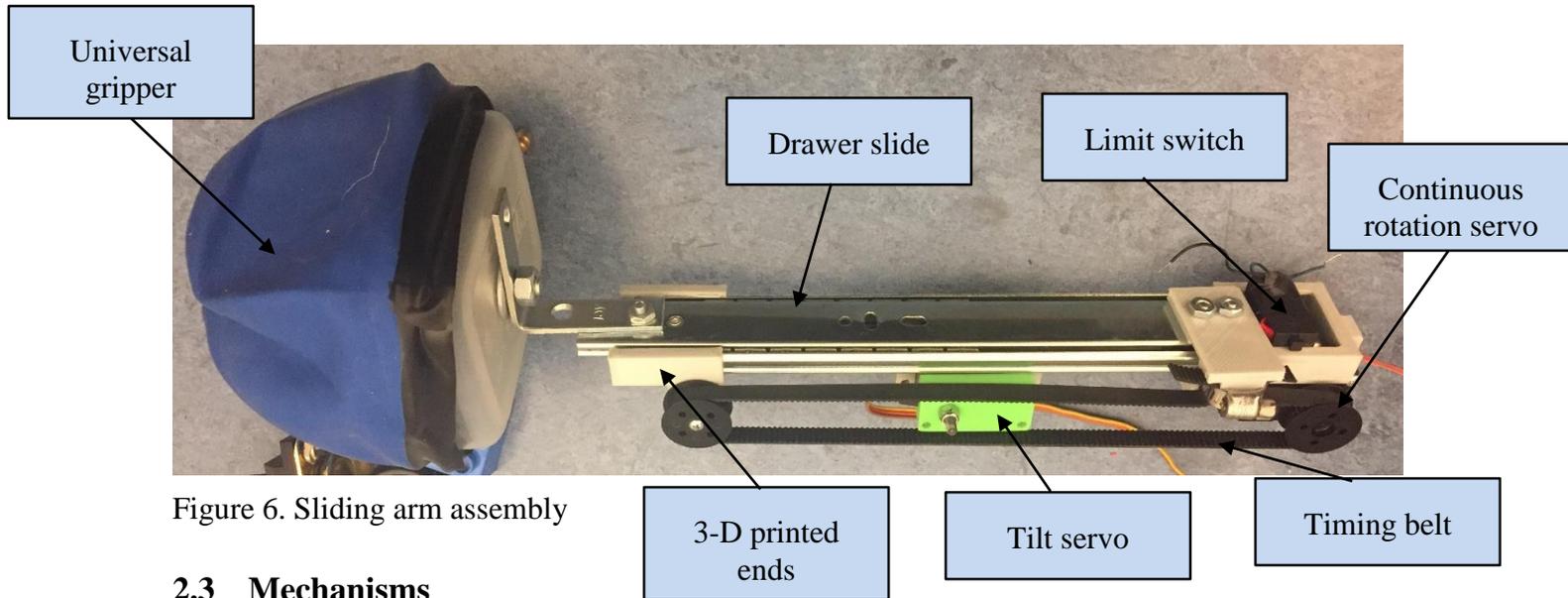


Figure 6. Sliding arm assembly

2.3 Mechanisms

The mechanisms on the room cleaning robot are the arm assembly, the universal gripper, and the drive motor assemblies. The arm assembly is a modified drawer slide that can be tilted with a servo motor, and extended with a continuous rotation servo and belt drive. There is a limit switch at the top of the slide that indicates when the arm is fully contracted. Many of the components that hold the arm together are 3D printed.

The universal gripper is made out of a small Rubbermaid container, a rubber balloon, coffee grounds, and utilizes a vacuum pump and rubber tubing to remove the air from inside the gripper. The gripper completely covers a block allowing the coffee grounds to encompass the block. The air is then pumped out of the airtight gripper. When the air is removed, the balloon contracts and presses the coffee grounds together so that they cannot move past each other. In this way, the tightly compacted coffee grounds behave as a solid that has formed around the object that the gripper is picking up. When the arm assembly swings so that the gripper is above the storage bin, the suction on the vacuum pump is released and air is allowed back into the balloon. This allows the coffee grounds to move past each other and release their hold on the object.

The drive motor assemblies are mounted in pairs using pieces of clear acrylic, and are mounted to the frame using a 3D printed leg. The adapter has a pin connection to the clear acrylic to allow some rotation in the joint to maintain even weight distribution over uneven surfaces. The front side of each assembly has a clear acrylic guard to prevent the robot from running over blocks. The guards also act to direct the blocks toward the centerline of the robot.

2.4 Automatic Sensors

The room cleaning robot uses a limit switch, ultrasonic range finders, and a Raspberry Pi camera in its operation. The limit switch is located on top of the sliding arm assembly which can be seen in Figure 6 above. The switch is pressed by the inner piece of the slider whenever it is fully retracted. This switch tells the servo when to stop rotating and ensures that the slide retracts fully each time it is used.



The ultrasonic range finders are located on the front of the robot and are labeled in Figure 2. The range finders emit a narrow beam of sound waves and let the robot know when it is close to a large object. These sensors prevent the robot from running into things as it searches for objects to pick up.

The Raspberry Pi camera is located at the very front of the robot and is labeled in Figure 2. The camera detects the center of objects that stand out from the floor from an algorithm in the code. Once the object is detected, the robot positions the object in a certain pixel range by actuating the drive wheels. Once the object is in the desired range the robot begins the pick-up sequence.

2.5 Audio

The RCR uses synthesized voice to tell the user what stage of the cleaning process it is in. The robot states when it has located an object and when it is going to start picking it up. The Raspberry Pi 3 uses a text to speech software library to synthesize audible english. A two speaker unit is mounted on the back of the robot and plugs into the 3.5mm audio jack on the Raspberry Pi. The speakers are connected to a small amplifier that has its own on-off switch and is powered by three AAA batteries.

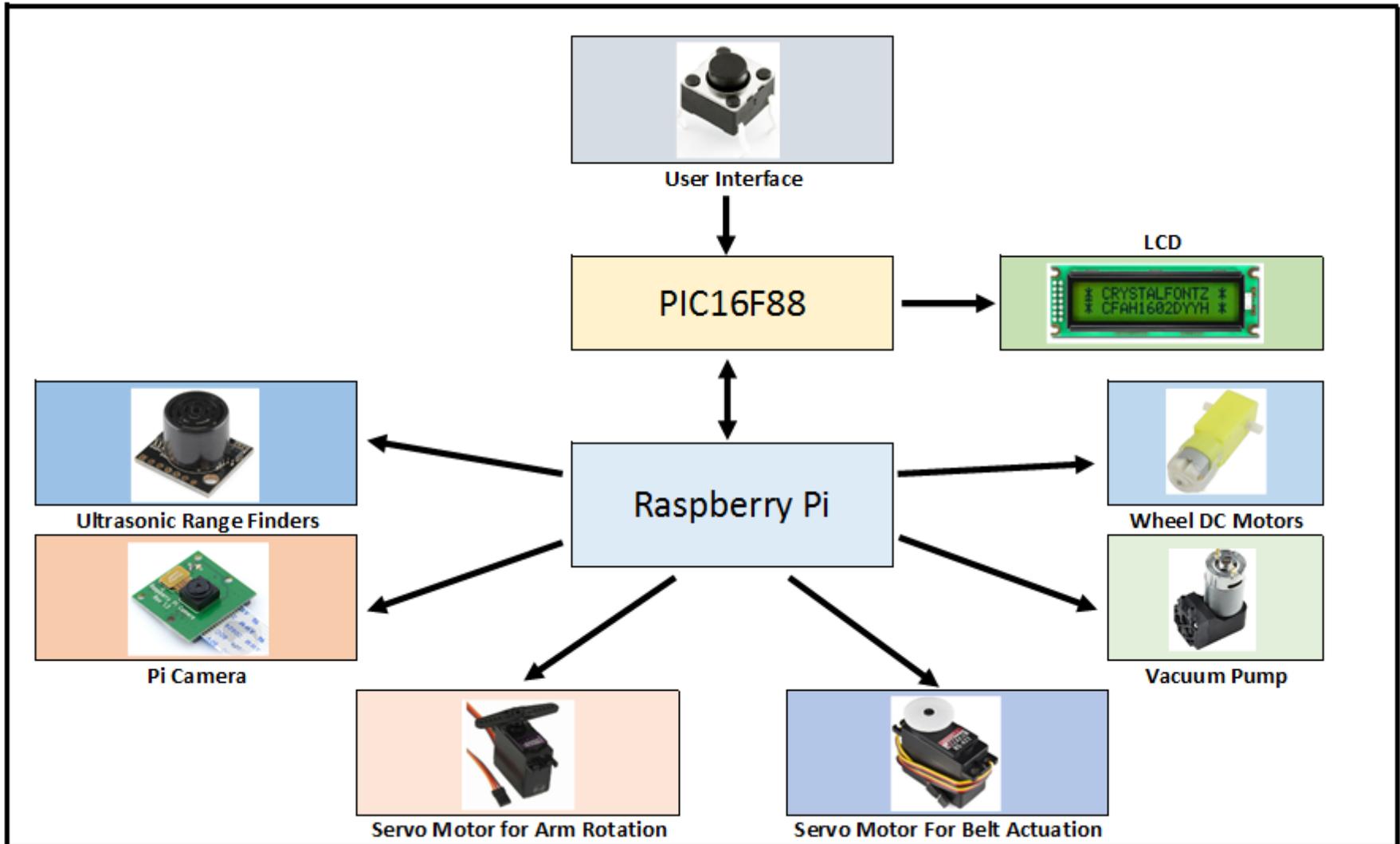


Figure 7. Functional Diagram

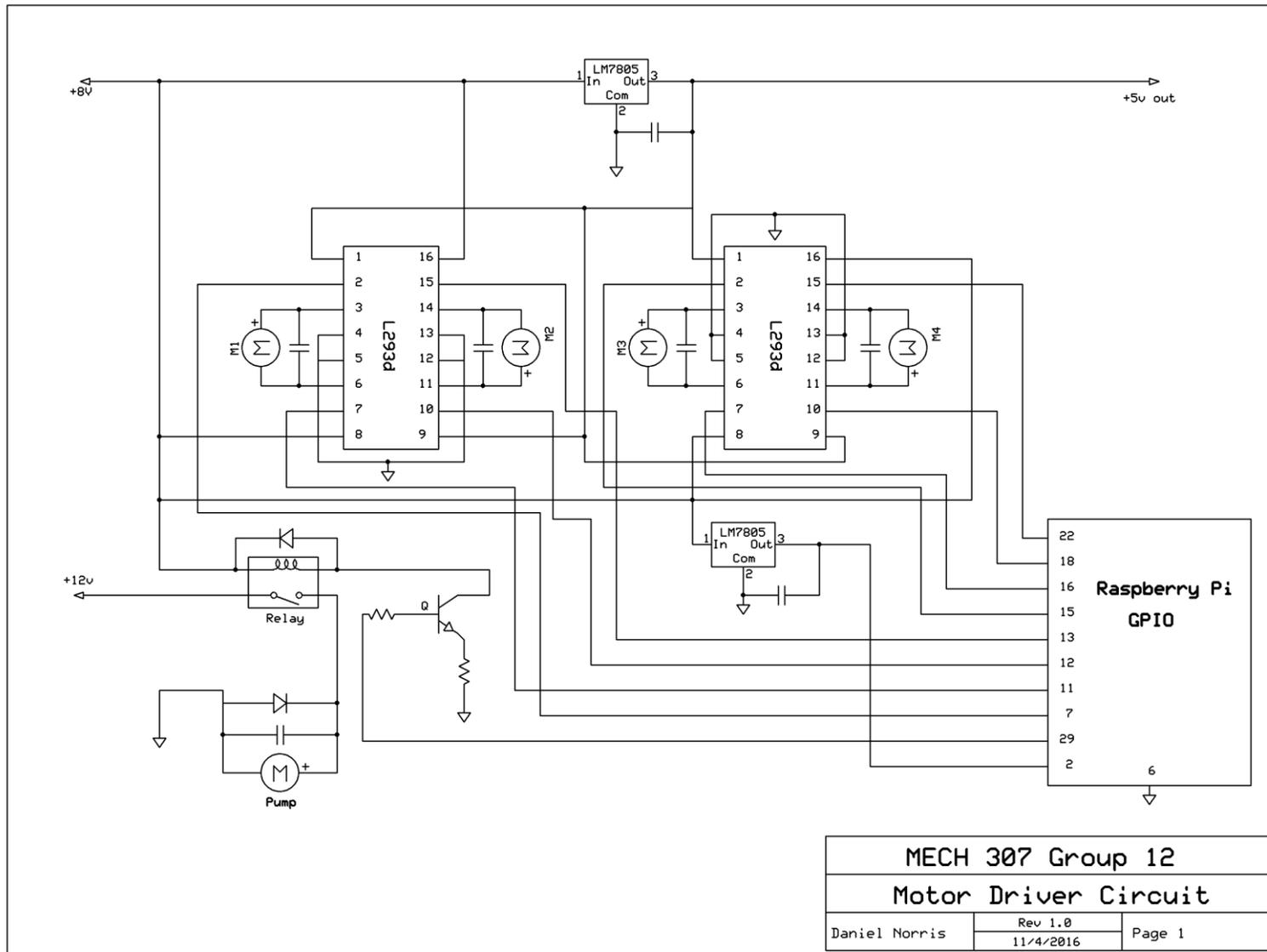


Figure 8. Motor Driver Circuit Diagram

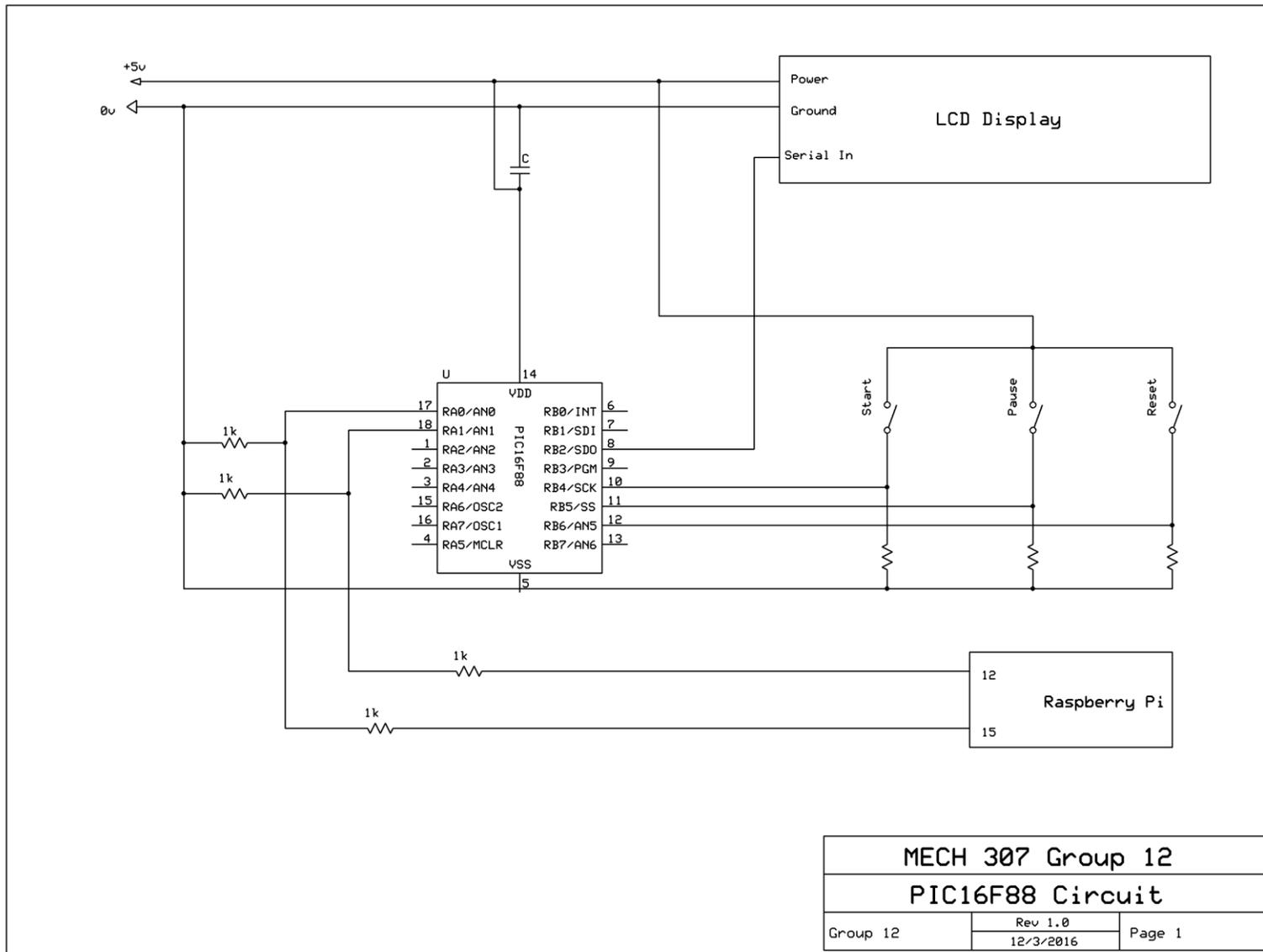


Figure 9. PIC Microcontroller Circuit Diagram

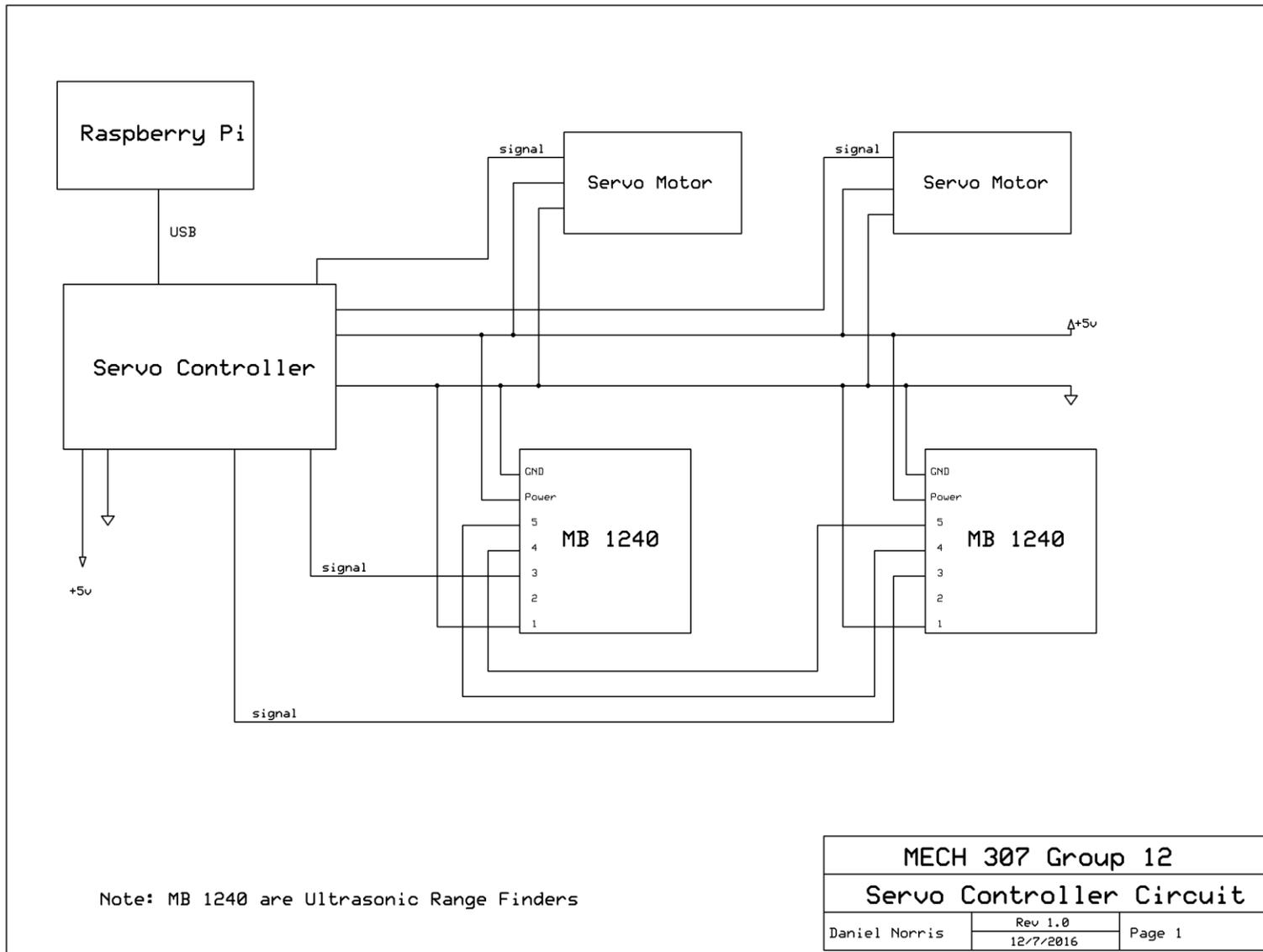


Figure 10. Servo Controller Circuit



3 Design Evaluation

The final product of this semester's efforts has proved largely successful, as all the required functions were operational at some point during the in – lab presentation. This section will go over each of the functional elements which were implemented and an analysis of their use.

A LCD which displays instructions to the user during operation was the **Output Display** utilized in the robot. The LCD was driven by a PIC16F88, which was coded using PICBasic to switch between different modes of use and to display different text. The LCD operated properly as it always displayed the correct text corresponding to the operation occurring at the given time.

An Adobe Speaker, which was attached to the frame of the robot, was the **Audio Output Device** to communicate the robot's status to the user. The speaker was attached to a battery – powered amplifier and the amplifier was attached to the Raspberry Pi. The Raspberry Pi had voice commands which corresponded with different actions which were taken by the robot. The amplifier then powered the speaker enough to effectively communicate to the user. The speaker acted accordingly and was repeatable.

The robot's **Manual User Input** were three buttons which were wired to the PIC16F88 to allow a user to easily switch between the reset, cleaning, and pause modes. The buttons along with the LCD acted as the direct user interface. The buttons were programmed very similarly to what was done in lab, where buttons determine a visual output in another unit. The buttons were responsive, acted as designed, and was repeatable.

A Pi Camera, Range Finder, and limit switch were used as the **Automatic Sensors** to allow the robot to find an object or prevent itself from colliding with a large object, such as a wall or a chair. The Pi Camera was able create to images of what it was seeing and therefore assign each pixel with a color value. The Range Finder sent out a sound wave and if an object is in the way the same sound wave reflects back into the Range Finder. The Pi Camera and the Range Finder sent accurate information to the Raspberry Pi reliably.

The robot had many **Actuators, Mechanisms, and Hardware**. For the robot's arm, a draw slider was attached to the gripper, and lowered and raised by servo motors and a belt. The gripper itself was a balloon with coffee in it, attached to Tupperware and had a barb connection to a vacuum tube and vacuum pump. The vacuum pump was driven with a relay. This mechanism worked effectively and reliably. To drive the robot, there were four DC motors attached in the front of the robot, which were reversible due to an H – Bridge. Due to these motors not having enough power to move the entire robot, two more motors were needed, and they were placed as optimally as possible, but one wheel often had considerably more contact with the ground than the other, making movement and turning unreliable. This, in turn, prevented the robot from being in the right place to pick up objects. The robot had many components which were connected using 3D printed parts as well.

The program codes used to implement **Logic, Processing, and Control** can be seen in Appendix A. Python was the programming language used to program the Raspberry Pi, which controlled much of the operations which were discussed in this section. This includes the audio, automatic sensors, and actuators. The audio, range finders, and the gripper arm worked accordingly and reliably, however the Pi Camera and the actuators for movement had some



issues. The Pi Camera sent accurate information reliably but was not processed correctly by the Raspberry Pi as often times the carpet was considered an object by consisting of different colors or reflecting an excessive amount of light in a well-lit room. The DC motors used to move the robot often fought one another to go in a specific direction, causing the robot to seize and drain the battery. The PIC16F88 operated the LCD and the manual inputs repetitively and effectively.



4 Partial Parts List

Reference Number	Qty	Model Number	Part Name	Price (Each)	Price (Total)	Vendor
1	12	1155	Aluminum Brace Small	\$ 0.86	\$ 10.32	adafruit.com
2	1	1157	Aluminum Nut 50 Pack	\$ 11.95	\$ 11.95	adafruit.com
3	4	1259	Aluminum Brace Large	\$ 1.95	\$ 7.80	adafruit.com
4	1	1159	Hex Screw (M4 x 10mm)	\$ 5.95	\$ 5.95	adafruit.com
5	1	154	Continuous Rotation Servo	\$ 11.95	\$ 11.95	adafruit.com
6	1	3055	Raspberry Pi 3 - Model B	\$ 39.96	\$ 39.96	adafruit.com
7	1	1648	Flex Cable for Pi Camera (300mm/12")	\$ 1.95	\$ 1.95	adafruit.com
8	1	3099	Pi Camera v2 - 8 Megapixels	\$ 29.95	\$ 29.95	adafruit.com
9	2	807	Dual H - Bridge Motor Driver	\$ 2.95	\$ 5.90	adafruit.com
10	1	12	MXL 60 Tooth Timing Pulley	\$ 1.05	\$ 1.05	robotshop.com
11	1	115	1 Meter Open End Timing Belt	\$ 3.99	\$ 3.99	robotshop.com
12	1	498	SFE 12V Air Pump	\$ 14.95	\$ 14.95	robotshop.com
13	1	2RCP8	20x20 T-Slotted Aluminum Extrusion (3 Meters)	\$ 46.00	\$ 46.00	grainger.com
14	1	24826	Plastic Mud Pan (12 in)	\$ 6.99	\$ 6.99	ACE
15	2	375	65mm Red Wheel and DC Motor (Pair)	\$ 15.45	\$ 30.90	robotshop.com
16	2	none	15 Watt Switching Regulators	\$ -	\$ -	Salvage
17	1	none	Adobe Speaker	\$ 5.00	\$ 5.00	CSU Surplus
18	1	78778	OPTIX 0.08x18x24in Clear Acrylic Sheet	\$ 10.28	\$ 10.28	Lowes
19	1	none	Metal Slider	\$ -	\$ -	Salvage
20	1	none	3/8 Inch Inner Diameter Vacuum Tube	\$ 2.49	\$ 2.49	ACE
21	1	none	Vacuum Valve 3/8 Inch Barb Diameter	\$ 1.49	\$ 1.49	ACE
22	1	none	Blue Balloon 4 - Pack	\$ 5.99	\$ 5.99	Party City
Total Price					\$ 254.86	



5 Lessons Learned

Overall our group worked effectively and efficiently to get the project done by being knowledgeable in the subject matter and being disciplined in our efforts. What went well was having a work schedule, doing extensive research on what functions we were trying to implement, backing up systems to ensure functionality, and organizing the different parts of the system effectively. We could have done better at utilizing our power source, using image processing, and creating a movement system.

Early on in the semester our group decided to meet two or three times a week to ensure we would complete much of the more tedious and time consuming work as early as possible. This was particularly helpful when there were unforeseen problems in the development process and time was much more crucial.

When our group started our project, we knew we needed a way to sense objects, two mechanical systems to move our robot and pick up objects, and a polished interface that can be easily used. Using this knowledge, we built our robot around these functions and researched different ways to implement and connect each system. By doing this early we were able to understand what investment was needed to implement these systems and therefore organize our efforts more effectively.

To ensure some type of functionality we had multiple systems in place to ensure we would be able to fulfill each of the categories necessary for a good grade on the project. For example, our project had two sets of actuators, one set for the gripper and one for moving the robot. When the robot's movement system failed, the gripper arm was able to make up for that loss. Granted, many of these back – up systems were integral to the objective that the robot was set to do, however it was helpful to have more than one of the tricky systems in the robot just in case one of those systems didn't work during the presentation.

Organizing the robot effectively not only makes the robot more aesthetically pleasing but also allows our team to make any necessary changes or troubleshoot issues much more effectively. One way we did this was by taping wires together and placing the majority of our boards underneath the top shelf to prevent a gigantic rat's nest on the top of the robot.

Our battery was often unreliable by having a perpetual lack of power or not being able to move the robot despite charging it consistently. The battery was scrapped so it was quite old, but functioned rather well during the majority of the testing. The battery did, however, begin to struggle the day before presenting, and the day after presenting it was completely unusable. If we had bought a new battery anticipating this, we would have avoided a major liability.

Our image processing system lacked reliability, as it sometimes saw the entire carpet as an object, or did not see an object when one was within its field of vision. Many variables effected its success as well, such as ambient light, the color of the carpet, and possible shadows from people around the robot.

The robot's movement system went through a few iterations, trying to balance having enough power and allowing the robot to turn effectively. Ultimately this ended up being a weak point, and earlier investment into the movement system would have helped the final product considerably.



6 References

1. "OpenCV | OpenCV." *OpenCV | OpenCV*. N.p., n.d. Web. 03 Dec. 2016.
<http://opencv.org/>
2. SparkFun. "SparkFun Vacuum Pump Gripper." *YouTube*. YouTube, 17 Feb. 2011. Web.
08 Oct. 2016.



Appendix A. Program Code Used



```

*****
'* Name      : Brett Stone
'* Author    : [select VIEW...EDITOR OPTIONS]
'* Notice    : Copyright (c) 2016 [select VIEW...EDITOR OPTIONS]
'*           : All Rights Reserved
'* Date      : 11/6/2016
'* Version   : 1.0
'* Notes     :
'*           :
*****
'Identify and set the internal oscillator clock speed
DEFINE OSC 8
OSCCON.4=1
OSCCON.5=1
OSCCON.6=1

'Turn off the A/D converter
ANSEL=0

operatingled var PORTA.1
pauseled var PORTA.0
startPin var PORTB.4
resetPin var PORTB.5
pausePin var PORTB.6
serialout var PORTB.2

TRISA = %00000000      'pins 0 and 1 are outputs
TRISB = %01110000      'pins 4,5,6 are inputs

PORTA = %00000000
PORTB = %00000000
Pause  2000

main:
  low operatingled
  low pauseled
  pause 200
  serout      2,2,[254,128]
  serout      2,2,["Move Robot To      "]
  serout      2,2,[254,192]
  serout      2,2,["Designated Area.  "]
  serout      2,2,[254,148]
  serout      2,2,["Press START To      "]
  serout      2,2,[254,212]
  serout      2,2,["Begin Cleaning      "]
  pause 100

  Gosub check_main

  check_main:
    if(startPin == 1) then
      goto cleaning
    elseif (pausePin == 1) then
      goto main
    elseif (resetPin == 1) then
      goto main
    else
      gosub check_main
    endif
  end

end

cleaning:
  pause 200
  high operatingled
  low pauseled
  pause 500
  serout      2,2,[254,128]
  serout      2,2,["Cleaning...      "]
  serout      2,2,[254,192]
  serout      2,2,["Press Pause Button "]
  serout      2,2,[254,148]
  serout      2,2,["To Pause        "]
  serout      2,2,[254,212]
  serout      2,2,["                "]
  pause 100

```



```
Gosub check_cleaning
check_cleaning:
  if(startPin == 1) then
    goto cleaning
  elseif (pausePin == 1) then
    goto pausloop
  elseif (resetPin == 1) then
    goto main
  else
    gosub check_cleaning
  endif
end
end

pausloop:
  pause 200
  low operatingled
  high pauseled
  pause 500
  serout      2,2,[254,128]
  serout      2,2,["Paused... Press "]
  serout      2,2,[254,192]
  serout      2,2,["Start To Clean. "]
  serout      2,2,[254,148]
  serout      2,2,["Press Reset To "]
  serout      2,2,[254,212]
  serout      2,2,["End Cleaning. "]
  pause 100
  Gosub check_pause
check_pause:
  if(startPin == 1) then
    goto cleaning
  elseif (pausePin == 1) then
    goto pausloop
  elseif (resetPin == 1) then
    goto main
  else
    gosub check_pause
  endif
end
end
end
```

Figure 11. PIC Code



```
import logging
sys.path.append('/usr/local/lib/python2.7/site-packages')

from collections import deque
import numpy as np
import argparse
import imutils

from picamera.array import PiRGBArray
from picamera import PiCamera
import RPi.GPIO as gpio
import time
import maestro
s = maestro.Controller()
s.setSpeed(0,40)

import pyttsx
e = pyttsx.init()
e.setProperty('rate', 100)

gpio.setwarnings(False)
gpio.cleanup()
gpio.setmode(gpio.BOARD)

gpio.setup(26, gpio.OUT)
gpio.setup(22, gpio.OUT)
gpio.setup(16, gpio.OUT)
gpio.setup(13, gpio.OUT)
gpio.setup(11, gpio.OUT)
gpio.setup(7, gpio.OUT)

gpio.setup(12, gpio.IN)
gpio.setup(15, gpio.IN)
gpio.setup(19, gpio.IN)

rf = gpio.PWM(11, 50)
lf = gpio.PWM(16, 50)
rb = gpio.PWM(22, 50)
lb = gpio.PWM(13, 50)

gpio.output(7, gpio.LOW)

s.setTarget(0,2640)

while gpio.input(19) == 0:
    s.setTarget(1,5300)
s.setTarget(1,5810)

gpio.output(26, gpio.HIGH)
time.sleep(0.1)
gpio.output(26, gpio.LOW)
```



```
import cv2

sys.setrecursionlimit(100000)

logging.basicConfig(stream = sys.stderr, level = logging.DEBUG)
logging.debug('Hi!')

ap = argparse.ArgumentParser()
ap.add_argument("-v", "--video",
                help="path to the (optional) video file")
ap.add_argument("-b", "--buffer", type=int, default=64,
                help="max buffer size")
args = vars(ap.parse_args())

buff = 120
pts = deque(maxlen=args["buffer"])

cam = PiCamera()
cam.resolution = (320,240)
cam.framerate = 30
rawC = PiRGBArray(cam, size=(320,240))

posCheck = False

time.sleep(0.1)

def camLoop(isC,RW,LW,wasObj):
    cam.capture(rawC, format='bgr' , use_video_port=False)
    raw = rawC.array
    raw = cv2.GaussianBlur(raw, (15,15), 0)
    avg = cv2.resize(raw, (1,1), interpolation = cv2.INTER_AREA)
    avg = cv2.cvtColor(avg, cv2.COLOR_BGR2HSV)
    avgVals = avg[0,0]

    x = ((avgVals[0]-130), (avgVals[1]-200), (avgVals[2]-200))
    y = ((avgVals[0]+130), (avgVals[1]+50), (avgVals[2]+50))

    lower = np.array(x)
    upper = np.array(y)

    src = cv2.cvtColor(raw, cv2.COLOR_BGR2HSV)

    mask = cv2.inRange(src.copy(), lower, upper)
    cv2.bitwise_not (mask,mask)

    cv2.rectangle(mask, (0,80), (95,240), color = (0,0,0), thickness
= -1)
    cv2.rectangle(mask, (320,80), (225,240), color = (0,0,0),
thickness = -1)
```



```
mask = cv2.erode(mask, None, iterations=2)
mask = cv2.dilate(mask, None, iterations=2)

cnts = cv2.findContours(mask.copy(),
cv2.RETR_EXTERNAL,cv2.CHAIN_APPROX_SIMPLE)[-2]

rawC.truncate(0)
center = None

if len(cnts) > 0:
    c = max(cnts, key=cv2.contourArea)
    ((x, y), radius) = cv2.minEnclosingCircle(c)
    M = cv2.moments(c)
    center = (int(M["m10"] / M["m00"]), int(M["m01"] /
M["m00"]))

    if radius > 35:

        cv2.circle(raw, (int(x), int(y)),
int(radius), (0, 255, 255), 2)
        cv2.circle(raw, center, 5, (0, 0, 255), -1)

        lineUp(center, True, wasObj, isC, RW, LW)
    else:
        lineUp((0, 0), False, False, False, RW, LW)

lineUp((0, 0), False, False, isC, RW, LW)

def lineUp(cent, isObj, wasObj, isC, RW, LW):
    if isObj:
        if RW == 's' and LW == 's':
            if(cent[0] <= 130):
                cntrlMove("l", 100)
                isC = False
            elif(cent[0] >= 190):
                cntrlMove("r", 100)
                isC = False
            elif((cent[0] > 115 and cent[0] < 205) and
(cent[1] < 180)):
                cntrlMove("f", 100)
                isC = False
            elif((cent[0] > 115 and cent[0] < 205) and
(cent[1] >= 180 and cent[1] <= 230)):

                if isC == True:
                    e.say("picking up object")
                    e.runAndWait()
                    rf.stop()
                    lf.stop()
                    rb.stop()
                    lb.stop()
```



```
180)*4))
s.setTarget(0,(2090 + ((cent[1] -
s.setTarget(1,6100)
time.sleep(3)
gpio.output(7, gpio.HIGH)
time.sleep(1.2)
s.setTarget(1,5870)
time.sleep(4)

while gpio.input(19) == 0:
    s.setTarget(1,5000)

s.setTarget(1,5870)
s.setTarget(0,6200)
time.sleep(1)
gpio.output(7, gpio.LOW)
time.sleep(3)
s.setTarget(0,2640)

senseCheck(False,"s","s",False)
else:
    rf.stop()
    lf.stop()
    rb.stop()
    lb.stop()

    senseCheck(True,"s","s",True)

elif((cent[0] > 115 and cent[0] < 205) and
(cent[1] > 230)):
    cntrlMove("b",100)

elif RW == 'f' or LW == 'f':
    rf.stop()
    lf.stop()
    rb.stop()
    lb.stop()
    if wasObj == False:
        e.say("found object")
        e.runAndWait()
    camLoop(False,"s","s",True)

elif isObj == False and RW == 's' and LW == 's':
    cntrlMove("b",100)

else:
    rf.start(100)
    lf.start(100)
    rb.stop()
    lb.stop()
```



```
        senseCheck(False, "f", "f", False)

def cntrlMove(side, speed):
    time.sleep(0.05)
    if side == 'f':
        rb.stop()
        lb.stop()
        rf.start(speed)
        lf.start(speed)
        senseCheck(False, 'f', 'f', True)
    elif side == 'r':
        rf.stop()
        lb.stop()
        lf.start(speed)
        rb.start(speed)

        senseCheck(False, 'b', 'f', True)
    elif side == 'l':
        lf.stop()
        rb.stop()
        rf.start(speed)
        lb.start(speed)

        senseCheck(False, 'f', 'b', True)
    elif side == 'b':

        rf.stop()
        lf.stop()
        rb.start(speed)
        lb.start(speed)
        time.sleep(0.4)
        senseCheck(False, 'b', 'b', True)

def leave():
    cv2.destroyAllWindows()
    raw_input("press enter:")

def senseCheck(isC, RW, LW, wasObj):
    l = s.getPosition(2)
    r = s.getPosition(3)

    while gpio.input(12) == 0:
        rf.stop()
        lf.stop()
        rb.stop()
        lb.stop()
        time.sleep(1)

    if r <= 60:
        cntrlMove("l", 100)
```



```
    elif l <= 60:  
        cntrlMove("r",100)  
    else:  
        camLoop(isC,RW,LW,wasObj)  
  
rf.stop()  
lf.stop()  
rb.stop()  
lb.stop()  
e.say("Ready to begin cleaning")  
e.runAndWait()  
senseCheck(False,','',False)
```

Figure 12. Raspberry Pi Code