

Ant Simulated Robot

Mechatronics Final Project Design

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Goals & Other Designs

- To build a mobile robot that is able to mimic an ant (searching for food and following a trail)
- Attempted Designs
 - ✎ Dancing robot
 - ✎ Automated Bartender
 - ✎ Fire Fighter

Real Ant Behavior

- Ants find shortest route from their nest to the source of food
- As ants travel to and from the food source pheromones are released to guide other ants
- As more ants follow the trail the pheromone trail gets stronger

Simulated Ant Behavior

- Start from an initial position (nest)
- Robot will search for “food” which will be an electronic cake (hot and bright)
- After detecting the cake thermally, the robot will simulate a pheromone trail by a marker being dropped onto the surface
- It will then travel back to it’s initial position following a black (fluorescent dye) line

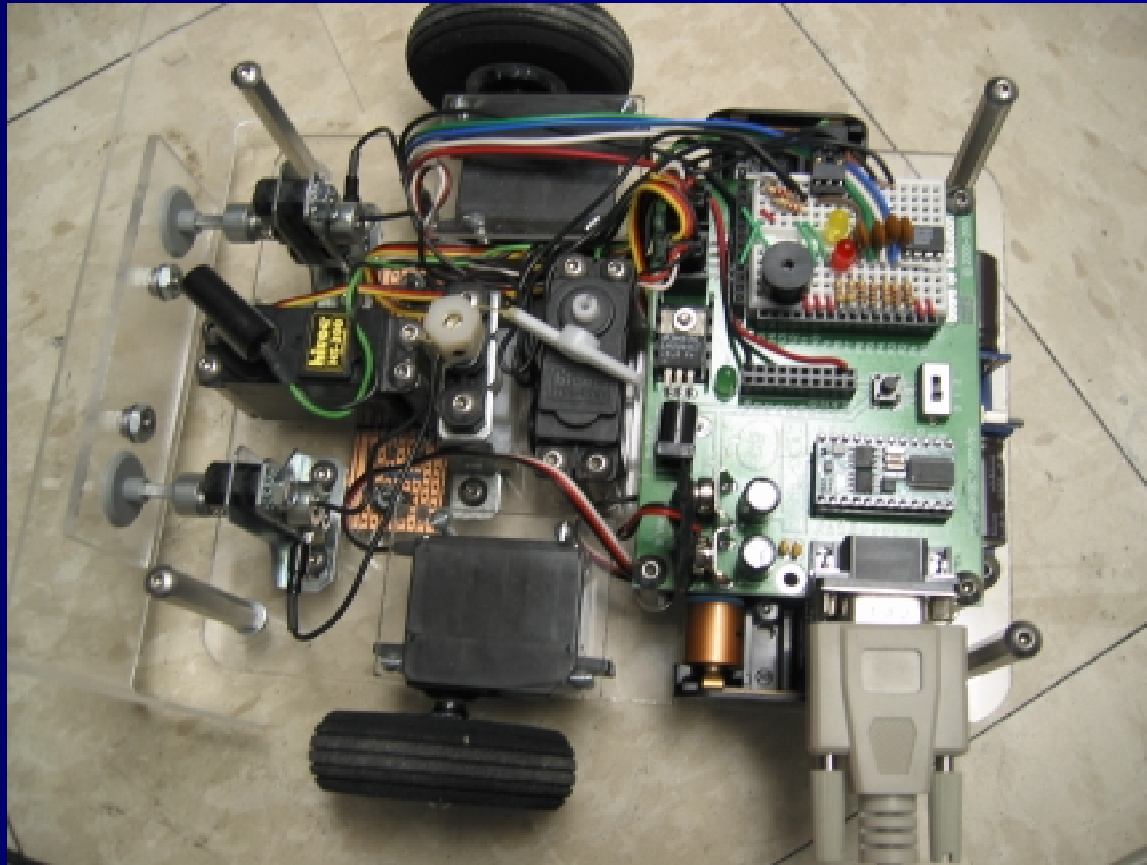
Floor Setting

- A single-level floor with an black (fluorescent dye) line path drawn
- The robot will follow the “pheromone trail,” the line drawn on the surface
- It will simulate pheromone being released by dropping a (fluorescent dye) pen to strengthen the trail

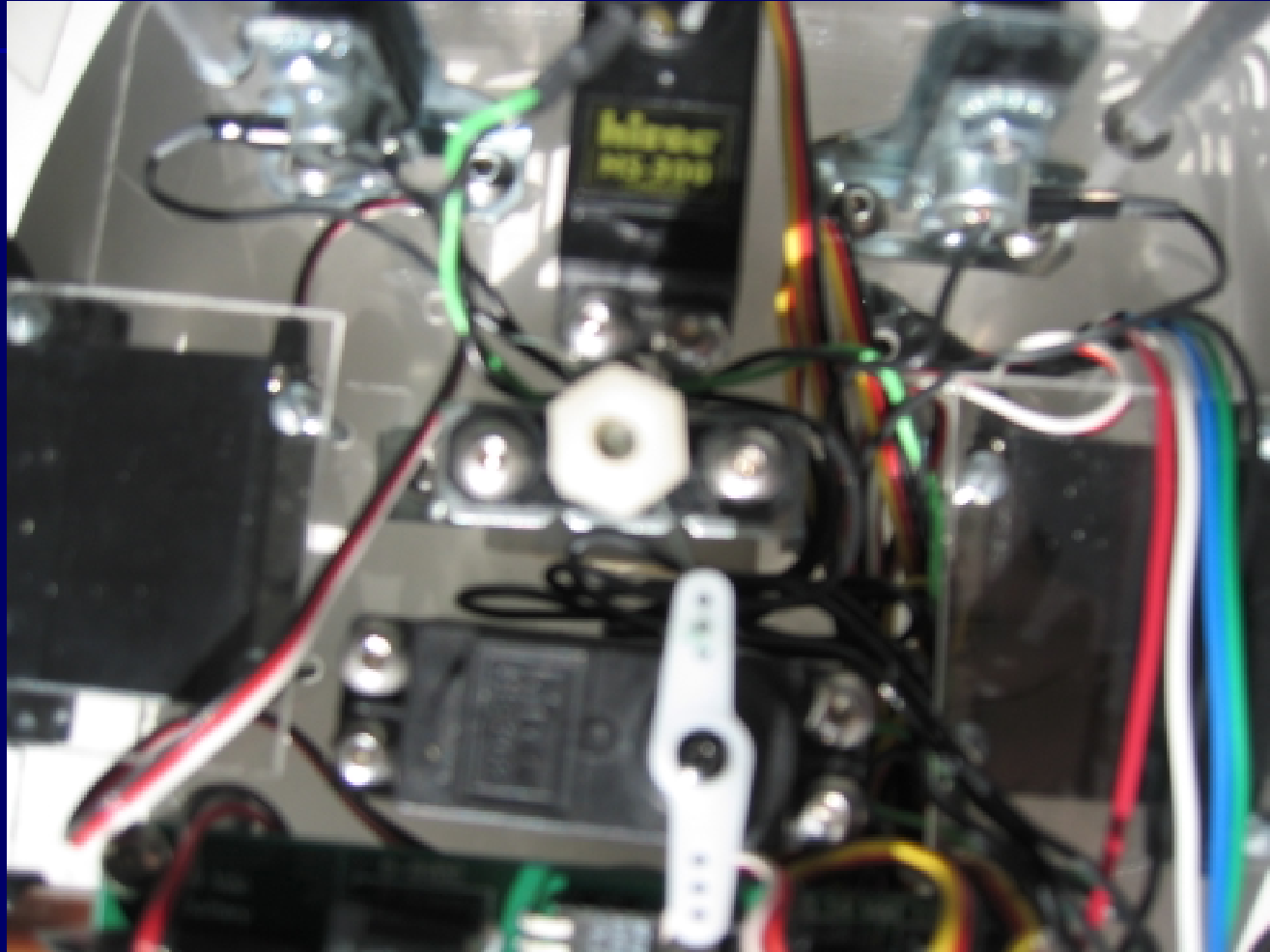
Basic Robot Construction

- The robot will run on two modified continuous servo motors for mobilization
- A front servo motor will rotate and scan for cake f (light intensity)
- Another servo motor will simulate the pen drop
- A front bumper will detect obstacles (walls, etc)
- Power source will be supplied by 4 AA batteries which is backed up by a 3300uF x 4 capacitor bank for surge current stability
- Basic Stamp 2 consists of the main circuitry and P-Basic program

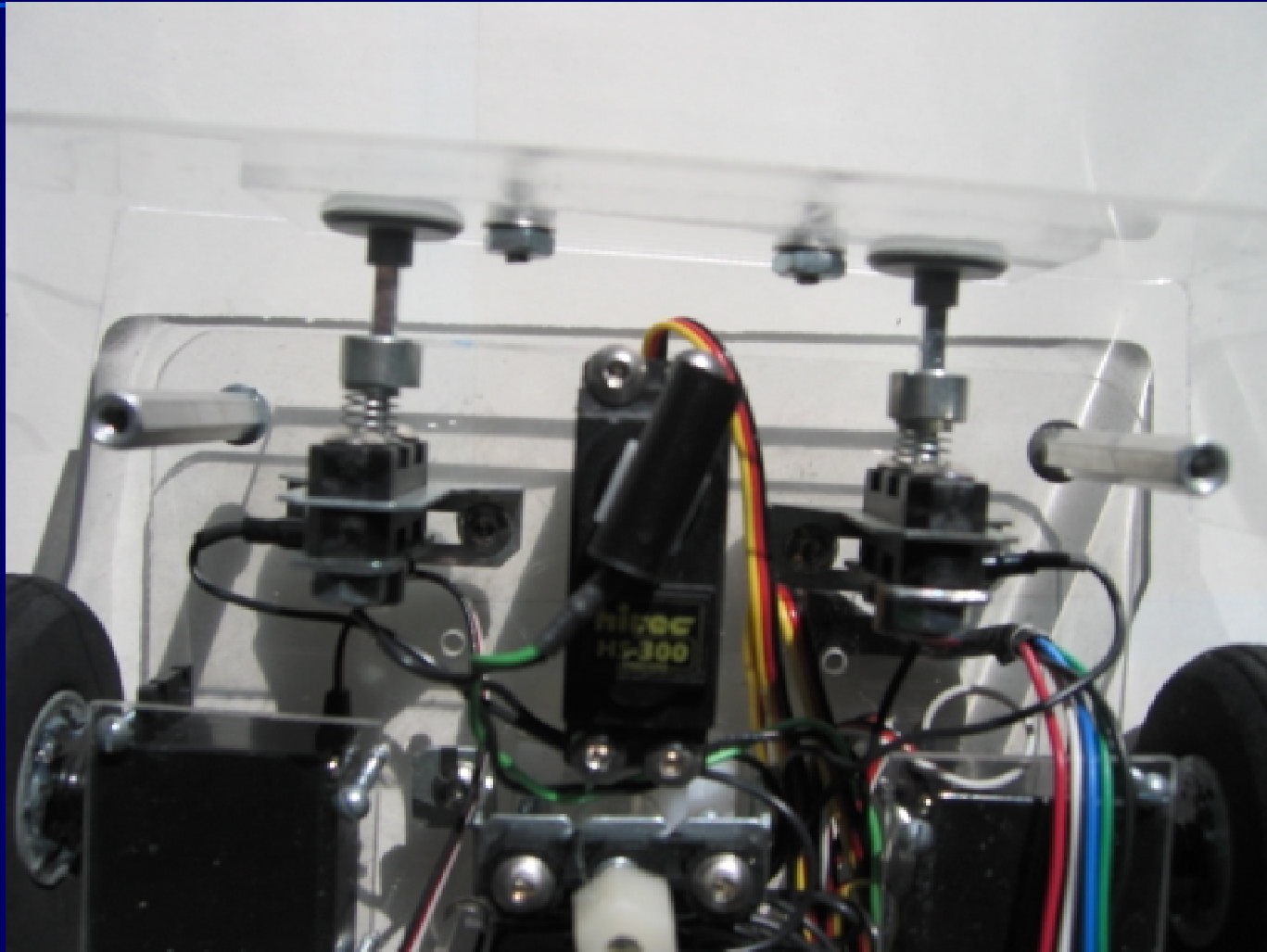
Top View



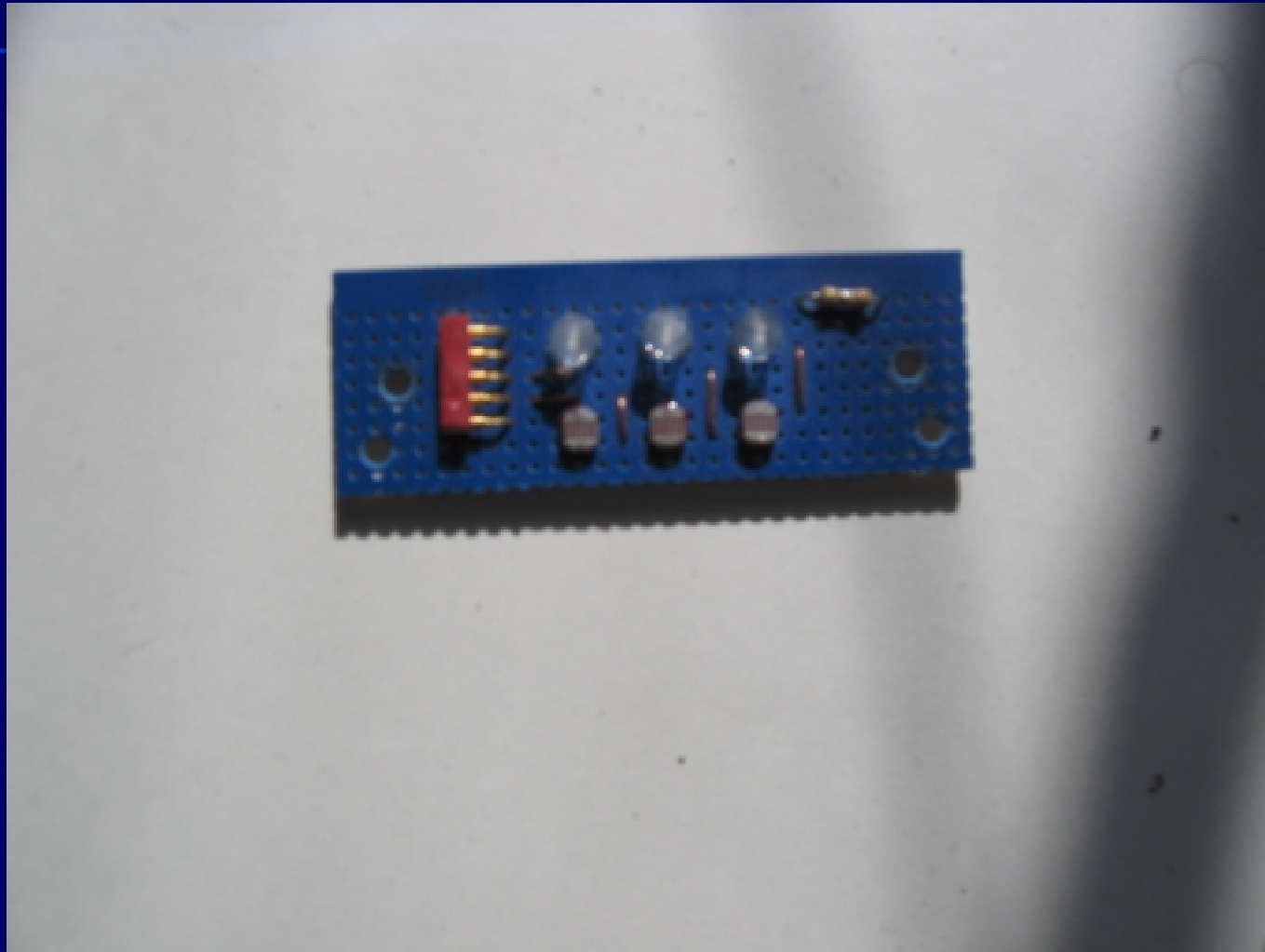
Pen Drop Simulator



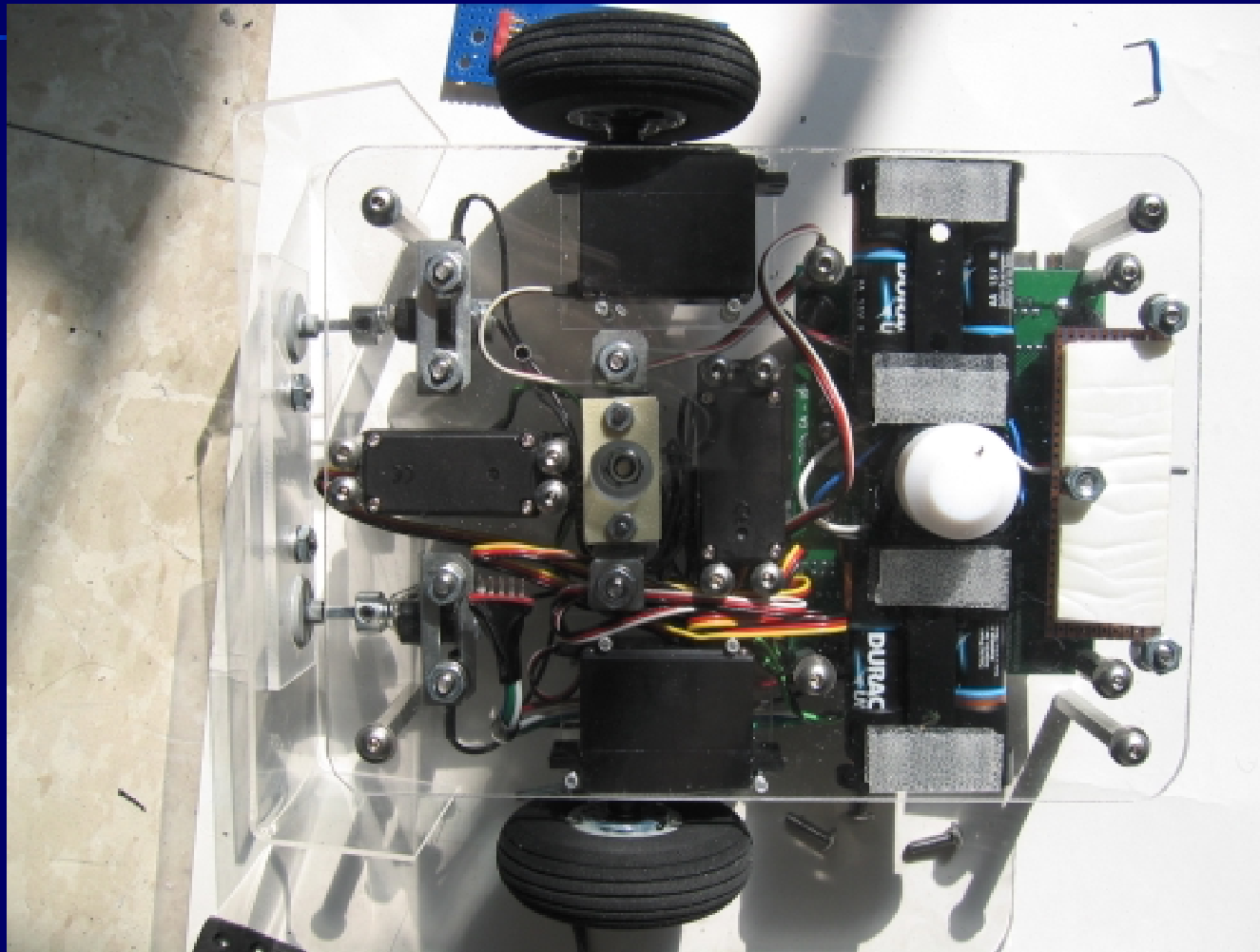
Front Bumper & Light Intensity Sensor



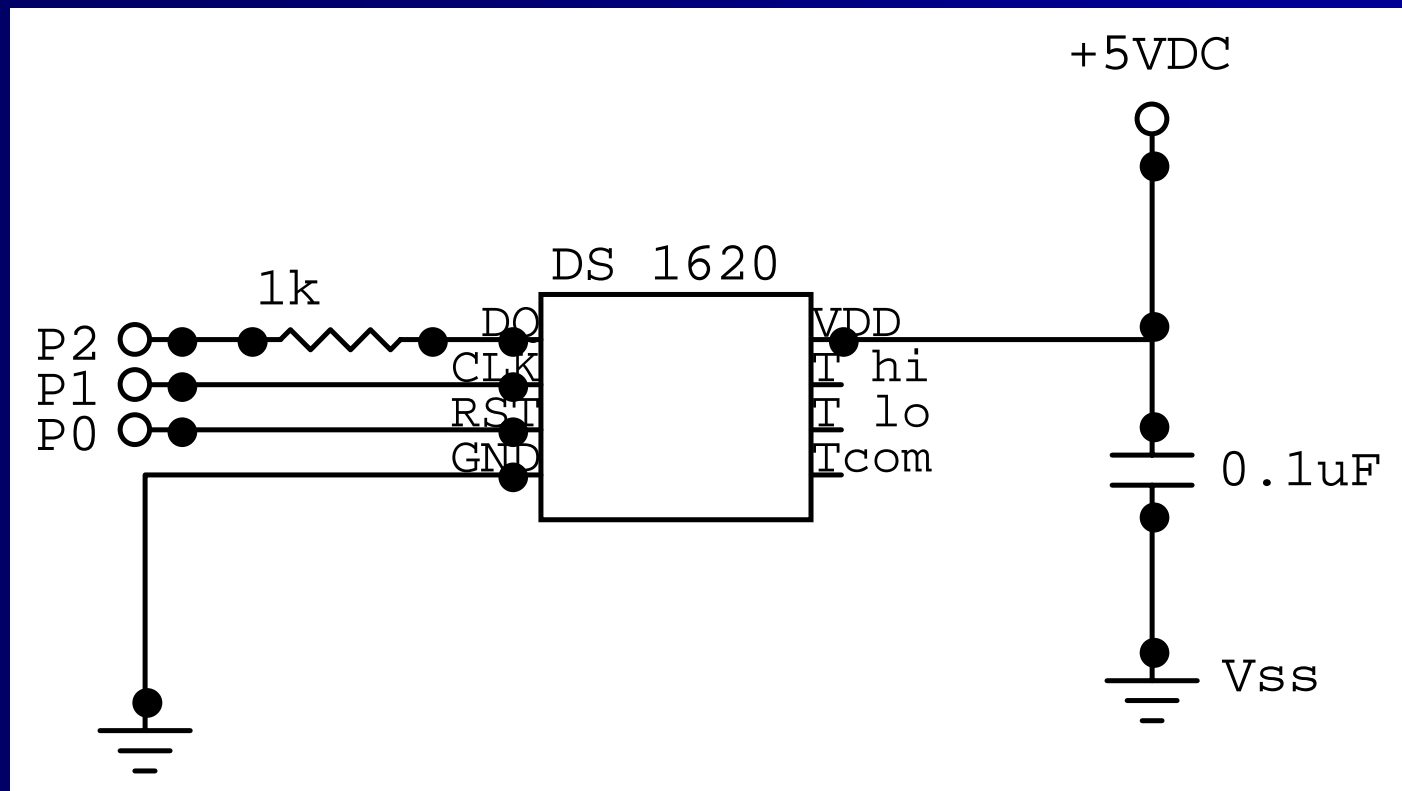
UV LEDs



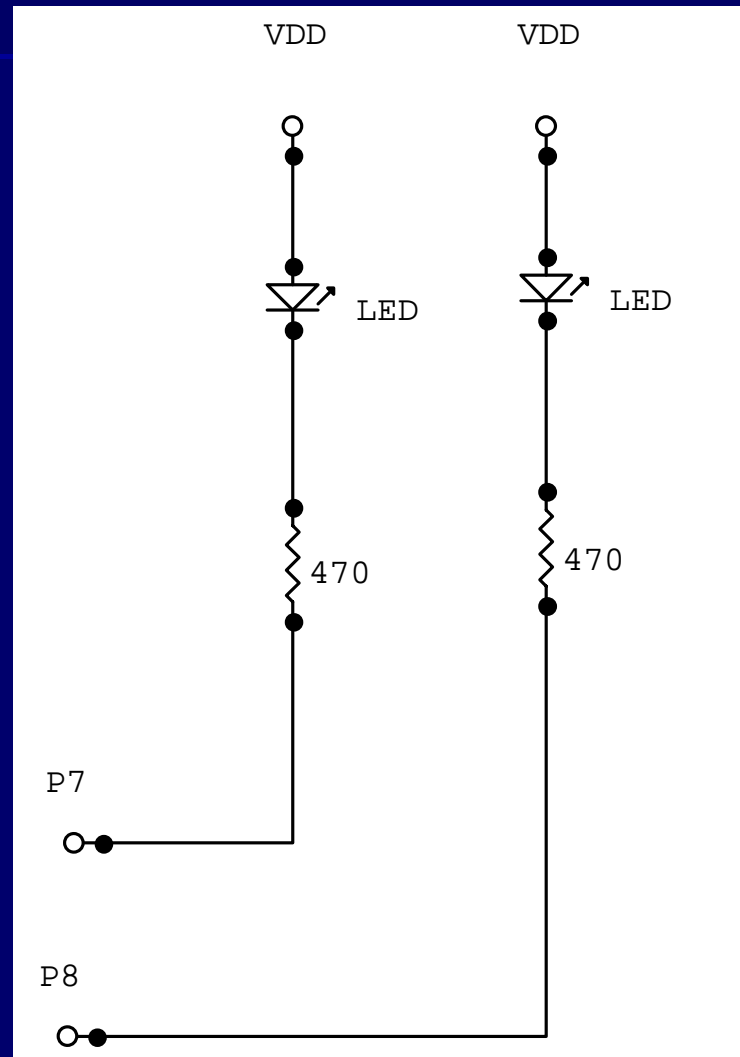
Bottom View



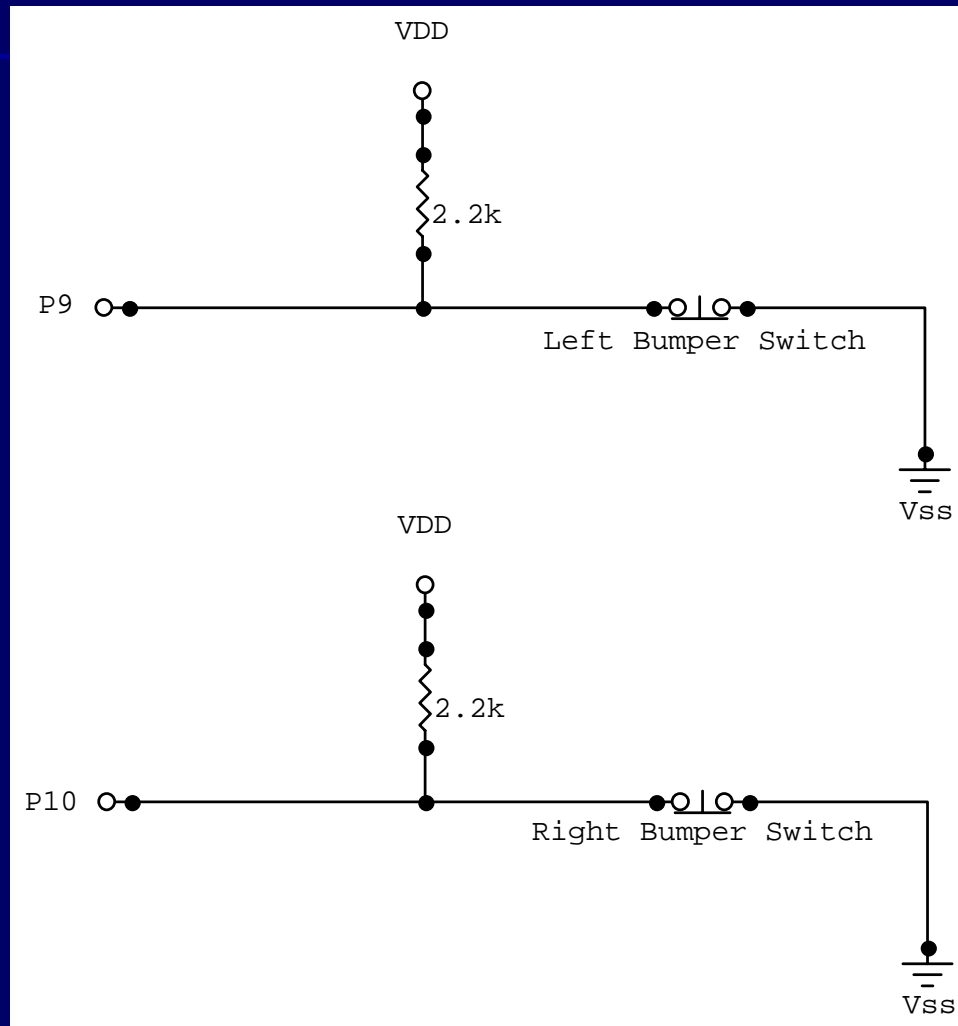
Temperature Sensor Circuitry



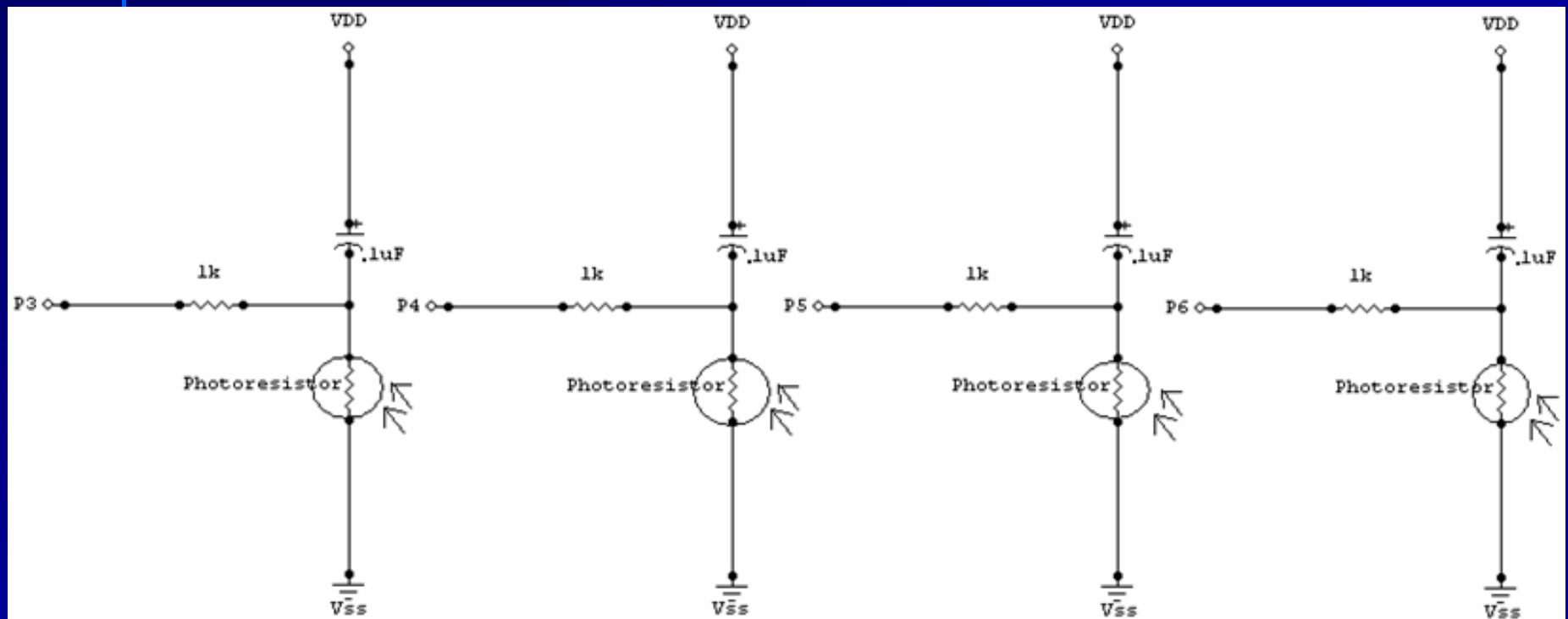
LED Circuitry



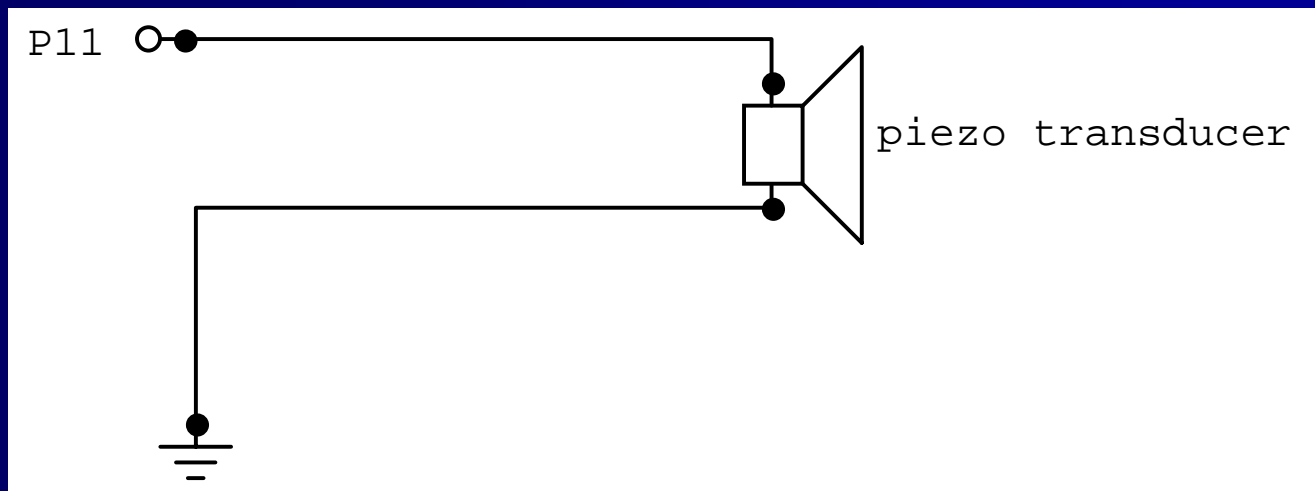
Switches Circuitry



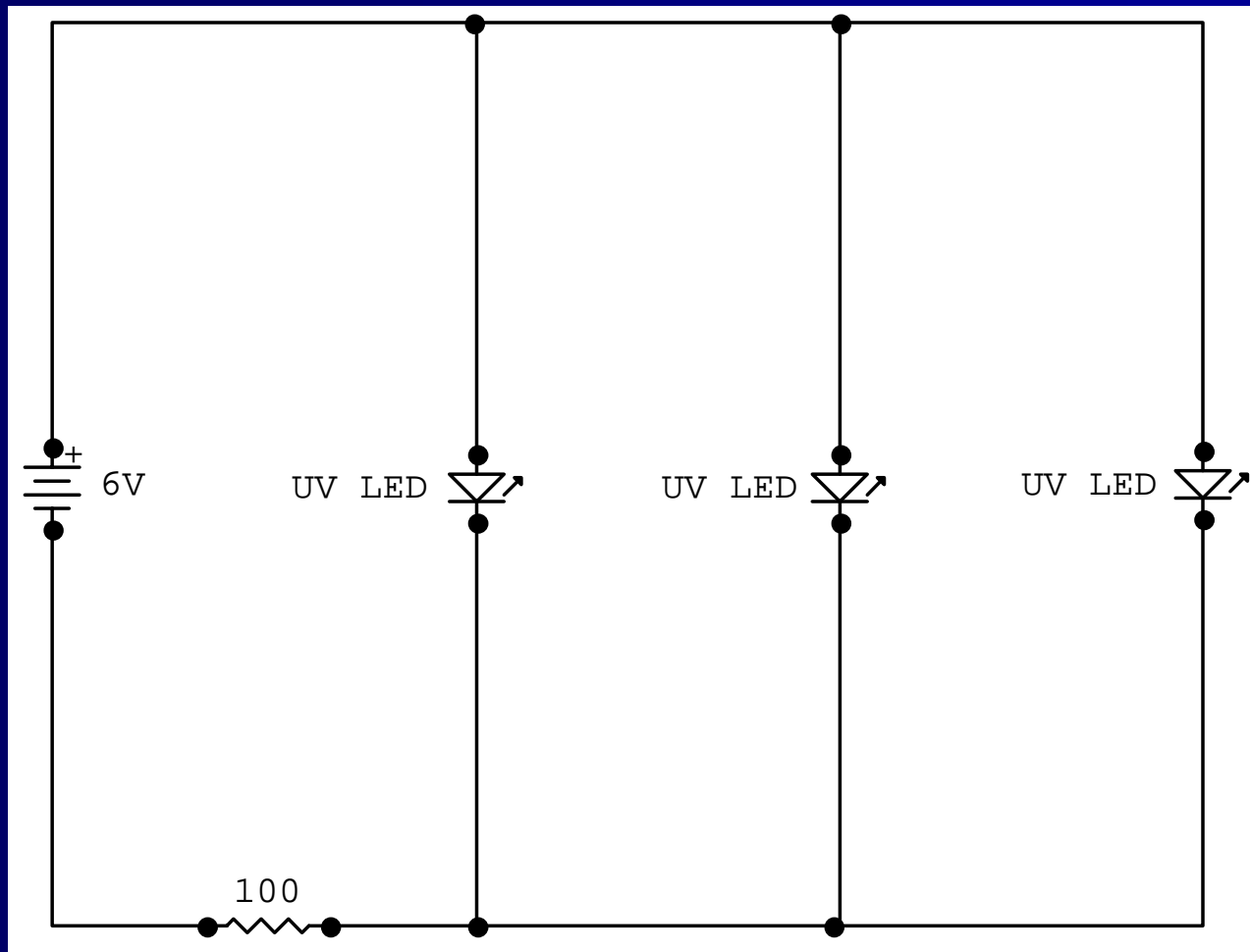
Photoresistor Circuitry



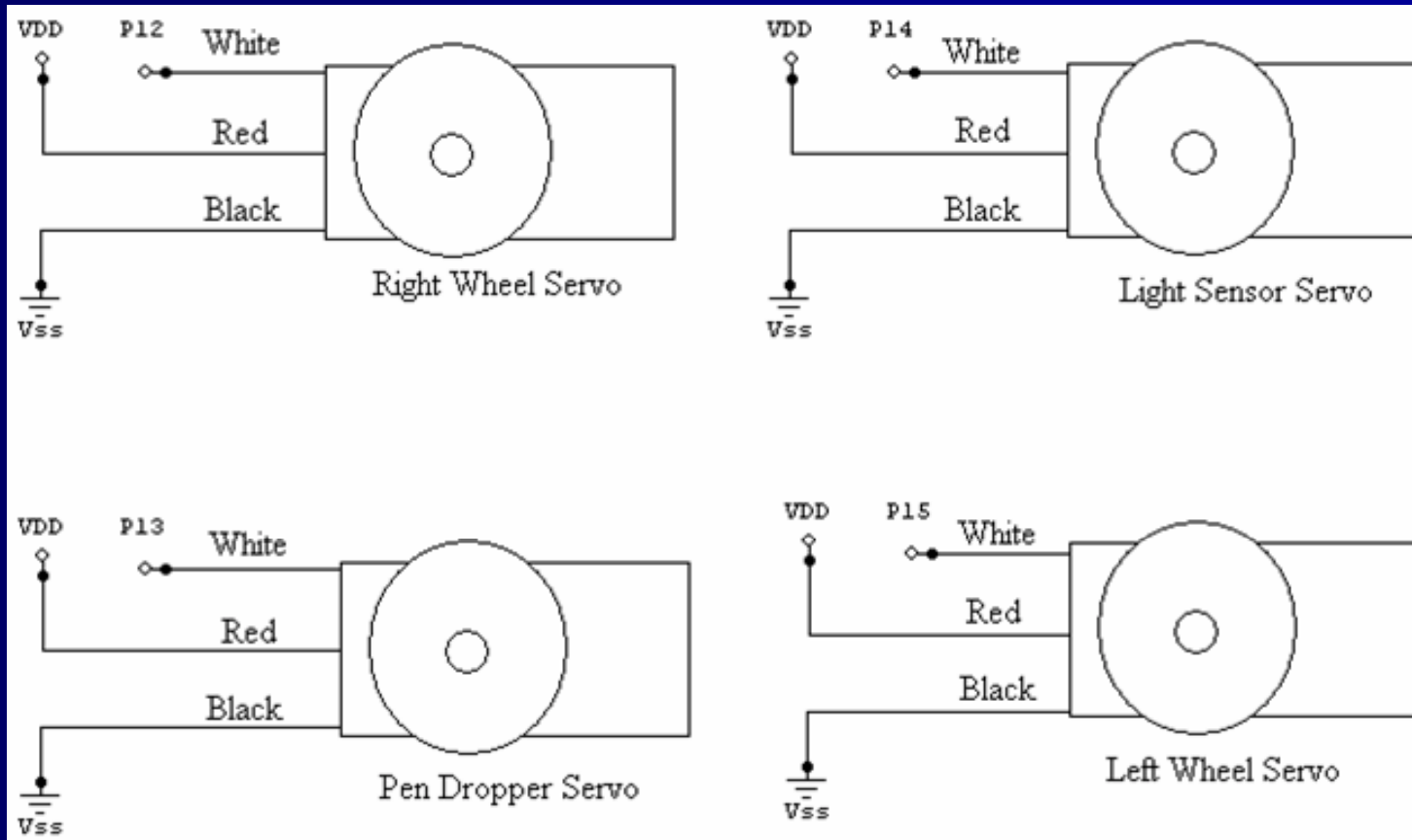
Speaker Circuitry



UV LED Circuitry



Servo Circuitry



Software and Program Structure

- Food and Pheromone Releasing
- Line Tracing

Cost Estimate

■ BS2 & Microcontroller kit	130.00
■ 4 Servo motor (1 included in kit)	36.00
■ 4 Photoresistors	0.80
■ Plexiglas (12in.*12in.*1/8in.)	2.20
■ Plexiglas (12in.*12in.*1/16in.)	2.10
■ Wheels (2)	2.00
■ Screws, nuts, and bolts	3.00
■ Electronic parts	5.00
■ Springs and Brackets	1.00
■ Misc.	3.00
■ <u>Total Cost</u>	<u>\$185.10</u>
■ <u>Mass Production Cost</u>	<u>\$50.00</u>

Results

- Percentage of Goals completed: 70%
- Success rate: 90%

Problems & Possible Improvements

- Hardware:

- More precise fluorescent light detecting mechanism

- Software:

- Using the two remaining photoresistor for more precise line tracking
- More development is required to perfect software

Applications

- Espionage/Military
- Ant Simulation
- Colonized Ant Simulation

Conclusion

- Construction of the robot was a success
- More time is required to fully utilize hardware of robot

Acknowledgements

- MicroParticle Photo Physics Lab(MP3L)
- Mishah Salman
- Wilmer Rengifo