

HEXAPOD ROBOT MOTOR CONTROLLER USING FPGA

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PROJEK SARJANA MUDA II

Tajuk Projek : Hexapod Robot Motor Controller Using FPGA

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For my lovely mum and dad, thanks for sacrifice towards my success.

For my supervisor, Pn. Nur Alisa Bt. Ali, thanks for all your supports

To my friends who's helped me lots, I'll appreciate very much

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ABSTRACT

The project is Hexapod robot motor controller using FPGA. This project will be use a single chip system (FPGA) to control all the motors in movement of the Hexapod. FPGA is use to replace conventional microcontroller which have limited PWM signal. The movement for the Hexapod will use servo motor. Servo motor can give a natural and precise movement. With FPGA, single chip is enough to control all the servo motors. Hexapod robot is a six-legged robot with each leg consists of three servos motor that act as actuators for the movement. The main focus of this project is how the servomechanism can be generated by using FPGA based system. The algorithm movement of the Hexapod robot is closely configured and design with three main aspect. The aspects are stability, speed and synchronization of eighteen servos motor. Lastly, the project will be discussing how can FPGA based system can replace the conventional PIC microcontroller for servo motor.

ABSTRAK

Projek ini adalah berkaitan “Hexapod robot motor controller” menggunakan FPGA yang bertindak sebagai pengawal. Projek ini akan menggunakan sistem cip tunggal (FPGA) untuk mengawal semua motor dalam pergerakan Hexapod. FPGA digunakan untuk menggantikan mikropengawal konvensional yang mempunyai keupayaan menjana isyarat PWM yang terhad. Pergerakan untuk Hexapod akan menggunakan motor servo. Motor servo boleh memberi pergerakan semula jadi dan tepat. Melalui penggunaan FPGA, cip tunggal adalah mencukupi untuk mengawal semua servo motor. Robot Hexapod merupakan robot berkaki enam dengan setiap kaki terdiri daripada tiga servo motor yang bertindak sebagai penggerak bagi pergerakan itu. Fokus utama projek ini adalah bagaimana mekanisma-servo boleh dijana dengan menggunakan sistem yang berasaskan FPGA. Algoritma pergerakan robot Hexapod dapat dikonfigurasi dan direkabentuk dengan tiga aspek utama yang akan menjadi tumpuan utama. Aspek-aspek tersebut adalah seperti kestabilan, kelajuan dan penyejajaran lapan belas servos motor. Akhir sekali, projek ini akan membincangkan bagaimana sistem berasaskan FPGA boleh menggantikan mikropengawal PIC konvensional untuk mengawal motor servo.

CONTENTS

CHAPTER	DESCRIPTION	PAGES
	PROJECT TITLE	i
	DECLARATION	ii
	DEDICATION	v
	ACKNOWLEDGEMENT	vi
	ABSTRACT	vii
	CONTENTS	ix
	LIST OF TABLES	xiii
	LIST OF FIGURES	xiv
	LIST OF ABBREVIATIONS	xvii
	LIST OF APPENDIX	xviii
I	INTRODUCTION	1
	1.1 OVERVIEW	1
	1.2 OBJECTIVES	2

1.3	PROBLEM STATEMENT	2
1.4	SCOPE	2
1.5	BRIEF EXPLANATION OF METHODOLOGY	3
1.6	REPORT STRUCTURE	5
II	LITERATURE REVIEW	6
2.1	INTRODUCTION	6
2.2	HEXAPOD ROBOT	7
2.2.1	Leg Coordination	7
2.2.2	Single Leg Controller	8
2.2.3	Degrees of freedom	9
2.3	SERVO MOTOR	9
2.3.1	Servo Motor Operation	10
2.3.2	Servo Wiring	11
2.3.3	Servo Voltage	11
2.3.4	Servo Current	12
2.3.5	Servo Velocity	12
2.3.6	Servo Selection	12
2.3.7	Servo Motor Tuning	13

2.4	HEXPOD ROBOT MOTOR CONTROLLER	14
2.5	PWM SIGNAL	16
III	METHODOLOGY	18
3.1	INTRODUCTION	18
3.2	FLOWCHART OF PROJECT METHODOLOGY	19
3.2.1	Literature Review	20
3.2.2	Hexapod Movement Algorithm	21
3.2.3	Verilog code	26
3.2.4	Thesis writing	27
3.3	PRELIMINARY RESULT	28
IV	RESULTS AND DISCUSSION	30
4.1	PRELIMINARY RESULT	30
4.2	EXPECTED RESULT	31
4.3	PROGRAMMING THE LEG ALGORITHM	31
4.4	SIMULATION RESULTS	34
4.4.1	Hardware Assignment and Testing	40

4.4.2	Synthesize Our Design	41
4.4.3	User Constraints	41
4.4.4	Implement Design	42
4.4.5	Generate Program File	43
4.5	HARDWARE TESTING AND PROGRAM CODE	44
4.8	DISCUSSION	
V	CONCLUSION AND RECOMMENDATION	48
5.1	CONCLUSION	48
5.2	RECOMMENDATIONS	49
	REFERENCES	50
	APPENDIX	52

LIST OF TABLES

NO	TITLE	PAGES
1	Table 1: Movement for time T1	23
2	Table 2: Movement for time T2	23
3	Table 3: Movement for time T3	23
4	Table 1: Movement for time T1	24
5	Table 2: Movement for time T2	24
6	Table 3: Movement for time T3	24
7	Table 3: Movement for time T4	25

LIST OF FIGURES

NO	TITLE	PAGES
1	Figure 1: Basic block diagram of project	3
2	Figure 2: Flow-chart of project methodology	4
3	Figure 3: Actual image of the project Hexapod robot	7
4	Figure 4: Example of Hexapod robot leg	8
5	Figure 5: Servo motor from HiTEC HS-55	10
6	Figure 6: Diagram of pulse widths sent to control servo motor position	11
7	Figure 7: Closed-loop velocity servo	13
8	Figure 8: Measuring open-loop characteristic	14
9	Figure 9: LP-2900 Development kit	14
10	Figure 10: Basic Spartan-II Family FPGA block diagram	15
11	Figure 11: Relationship of PWM signal and servo motor	17

	turning degree	
12	Figure 12: Project methodology flowchart	19
13	Figure 13: Block diagram of the Hexapod robot	21
14	Figure 14: Top angle of the Hexapod robot with positions of all servo motor	22
15	Figure 15: Example of movement of the servo motor	25
16	Figure 16: Example of new project wizard in Xilinx ISE	26
17	Figure 17: Example of Verilog source program	26
18	Figure 18: Example of PWM module in Xilinx ISE	27
19	Figure 19: Verilog programming for generating a PWM	28
20	Figure 20: Code to do a continuous pulse count	28
21	Figure 21: Comparing pulse count to generate pulses	29
22	Figure 22: Example of complete Verilog programming of RC Servo PWM signal generation	29
23	Figure 23: Parameter assign as follows	32
24	Figure 24: PWM out pin assignment	33
25	Figure 25: PWM signal generation by overflowing the accumulator	33
26	Figure 26: Declaration for full rotational for the servo	34
27	Figure 27: 180 degree waveform generate in ModelSim	34
28	Figure 28: Declaration for neutral position	35
29	Figure 29: Waveform for neutral position	35

30	Figure 30: Declaration for -180 position	35
31	Figure 31: Waveform for -180 position	35
32	Figure 32: Full waveform for simulation of the PWM output signal.	36
33	Figure 33: Flowchart for the whole program	37
34	Figure 34: Register transfer level schematic	38
35	Figure 35: Inside the RTL schematic	39
36	Figure 36: View of RTL technology	40
37	Figure 37: Pin assignment for the project	41
38	Figure 38: Successful design flow	43
39	Figure 39: Program into FPGA chip package	43
40	Figure 40: Actually board with input/output indicator	44
41	Figure 41: SW1 is "0" and SW2 "1" meaning switch 1 is activate	44
42	Figure 42: Waveform when switch 1 (01) is pressed.	45
43	Figure 43: Declaration for testbench taken from Verilog module	46
44	Figure 44: Initializing input to do a testbench for our module.	46
45	Figure 45: Hexapod robot movement direction	52
46	Figure 46: Pin assigned in Xilinx ISE 10	56

LIST OF ABBREVIATIONS

DOF	-	Degree of Freedom
DC	-	Direct Current
PWM	-	Pulse Width Modulation
CCW	-	Counter Clock Wise
CW	-	Clock Wise
FPGA	-	Field Programmable Gate Array
HDL	-	Hardware Description Language
LED	-	Light Emitting Diode
RTL	-	Register Transfer Level

LIST OF APPENDIX

NO	TITLE	PAGES
A	Hexapod movement	52
B	Program algorithm	55
C	Program codes	57

CHAPTER 1

INTRODUCTION

1.1 Overview

This project is about designing, implement and utilizing FPGA based servo motor control for the movement of Hexapod. This project will be focusing on the servomechanism of the Hexapod robot. This robot could move through uneven terrain with speed, stability and synchronization of the robot movement are prioritized. Together with capability to move uneven terrain, the robot has the flexibility to move into isolated places with ease. XILINX Spartan-II XC2S50 chip is used as brain or main controller to control the servos motors. The controller will manipulate the 6-legs of the robot. Servos are used because of the accuracy in determining the angle of the legs to provide stability for the movement.

Each leg is actuated by three (3) servos which makes 18 servos in total. Hexapod means that the robot will be have 6 legs (Hex). An array of algorithm will be program to make the Hexapod move.

1.2 Objective

Objective of the project are to design algorithm of movement, implement and the design of FPGA based servo motor control for the movement of Hexapod.

1.3 Problem Statement

A robot walks on six legs can be describe as Hexapod robot. Each leg consists of 3 servos which make 18 servos in total. Most of servo control are using PIC based controller. The use of PIC is no longer relevant as there are too many servos to control and to make the hexapod movement more precisely. Therefore, we need to control and achieve multiple servo control synchronization. Using FPGA base controller, we can get a precise movement of control for all servo motor. Others micro-controller like PIC have limited number of servo motor control. Therefore need more than one IC need to be utilized all the servo control for the whole operation. Furthermore, micro-controller like PIC needs larger board size and magnifying the use of discreet IC.

1.4 Project Scope

In this project, the system for the controller of the Hexapod movement is developed using FPGA architecture. The language for the FPGA programming is using Verilog programming. The controller will control eighteen servo motor in total.

1.5 Brief Explanation of Methodology

The methodology of this project is made to determine the objective of the project and ensure it will not derail from project's scope. Beginning of the project, literature review and background study is made. This is to ensure what, why and how the FPGA based system is different from conventional PIC microcontroller system. Furthermore, this will lead to problem solving method for problem statement that occurs for PIC based Hexapod robot motor controller.

After that, the FPGA architecture is study and familiarize. Study on block diagram of the FPGA and the LP-2900 experiment kit which hold the FPGA chip and input/output module on it are made and documented. Basically the controller for this project is place on LP-2900 Spartan II board. On that board have input/output module. The expected use of input are the switches where it control the movement of the Hexapod, while the output will be connected to the eighteen servos motor at each six-leg of the Hexapod. Then, basic PWM signal for control motor movement will be design and developed.

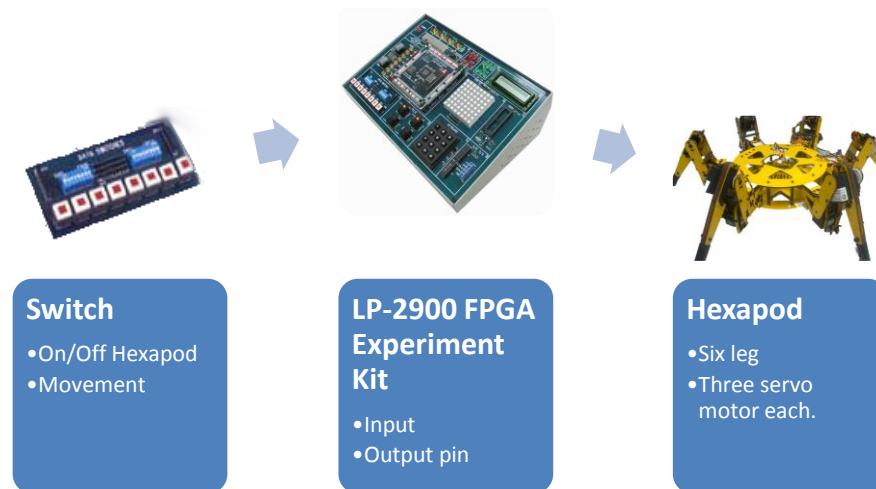


Figure 1: Basic block diagram of project

Next step for project methodology is the most crucial for Hexapod development. The algorithm for each leg to move is carefully design and constructed. Movements were insect-inspired where three crucial aspects are look into. Stability, speed and synchronization of all servos motor are coming into place. This is to ensure the

fluidity of the Hexapod movement to move at all terrain and all direction. The servomechanisms that make the Hexapod move are actually generated by the FPGA and this make the FPGA is ideal for Hexapod motor controller.

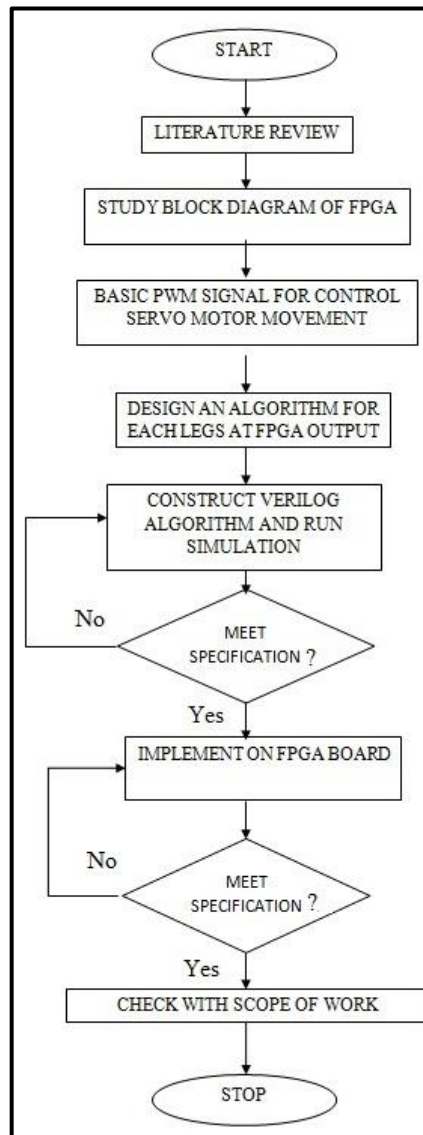


Figure 2: Flow-chart of project methodology

After the algorithm of the Hexapod movement is designed, the next step is to implement it on simulation using Xilinx ISE and ModelSim PE software. The language used is Verilog programming language. By using software, the result can be determined via simulation. This is to ensure not to waste time to troubleshooting during

implementation on the FPGA board itself. If the implementation is succeeded, the end result must be check to see whether it is still within the scope of the project and if it does the project can be classify as successfully delivered.

1.6 Report Structure

This report consists of three chapters which are Introduction, Literature Review, and Methodology.

In Chapter 1 is Introduction, discussed about project background, project objectives, problem statement, scope of work, short brief of project methodology and overview the remaining chapters.

In Chapter 2 is Literature Review, reviews some references from previous project, journals, articles, books and datasheet. All the materials was useful to success this project.

In Chapter 3 is Methodology, where flow process of project had been discussed this project is divided into two parts software development and hardware design. The details process for the both part will be presented in this chapter 3.

CHAPTER 2

LITERATURE REVIEW

2.1 Introduction

In this chapter, about the Hexapod robot, the leg coordination FPGA based controller, degree of freedom and the servomechanism theory is discussed. The background study or literature review come from various resources such as:

1. Senior's past project thesis
2. Books
3. Journals

But in some cases, resources like online article, video and images also contribute to the better understanding and concrete theory for this project.