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Design and Fabrication of AMR Tortoise Robot Using Fusion 360 and Gazebo Simulation

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ABSTRACT: This Paper focuses on simulating the behaviors and movement of the Tortoise Robot in a virtual 3D environment. Through advanced modeling techniques, it replicates real-world scenarios to test navigation algorithms and optimize robot performance. By utilizing simulation, it significantly reduces costs associated with physical hardware while providing students and enthusiasts with a hands-on learning experience in robotics. The focus lies on enhancing autonomy and efficiency in education, where learners can experiment, iterate, and understand robotic principles in a virtual environment.

I. INTRODUCTION

Robots that move independently are the latest application area of robotic design combined with manufacturing. Thus, they can operate without human help in all different environments. The creation of AMRs implies a fusion of various advanced technologies that make it possible to develop a coherent system capable of perceiving, processing and interacting with its environment. They rely on these sensors which include cameras, LiDARs, ultrasonic sensors and infrared sensors to give them full information about the environment. High-performance processors running advanced AI algorithms process this data which then helps in decision making and planning actions for the robot. Next, actuators such as motors or robotic arms are employed to effect execution of planned moves for mobility and manipulation of objects by the robot. Also incorporated into its construction is an effective power management system often backed by batteries to ensure that it runs for long durations.

II. DESIGN PROCESS

Autodesk Fusion 360 stands out Comprehensive solutions for 3D CAD, CAM, and Integration of CAE activities, engineering and technology design, simulation, collaboration, and machining go One platform. with support for modeling Parametric, freeform, direct, and. Surface modeling, enables users to create impressive workflows effortlessly sizes and conferences. Its extensive feature set helps For designers, engineers and manufacturers in general Various services.

Fusion 360 has one unique feature with built-in simulation tools, empower users to. examine their policies in real-world situations. this Includes stress analysis, temperature analysis, and the study of movement, not only pleasing to the eye but. Efficiency as well as reliability. Also, fusion It simplifies the transition from the 360 CAM capabilities Allow users to schedule builds. directly generate tool paths for CNC machines In the software.

Collaboration within Fusion 360's is enriched Cloud-based environment, seamless-real-time for collaboration, version control, and projects Managing staff regardless of team member locations. This integration with the cloud ensures continuity Access to the latest project versions, with minimum. Risk of data loss and compression of productivity. as a solitary effort or a collaborative effort on a larger scale team, will infuse Fusion 360 users with what they need Innovation detection tools [1].





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A. Tools:

1. Sketching: Commence by drafting the fundamental outlines of your robot's elements, such as the chassis profile, wheel shapes, and sensor/actuator placements. It offers robust sketching tools like lines, arcs, circles, and lines for creating precise shapes.

2. Extrude: Utilize the Extrude tool to transform 2D sketches into 3D shapes by adding thickness in a designated direction. This facilitates the creation of features like blocks, cylinders, and more intricate shapes.

3. Revolve: Employ the Revolve tool to craft 3D shapes by revolving sketches around a specified axis. This is particularly useful for crafting symmetrical objects such as gears, screws, or cylindrical features.

4. Fillet and Chamfer: Apply Fillet to add rounded edges or corners to selected edges, while Chamfer creates beveled edges or corners. These tools are invaluable for refining sharp edges and enhancing the overall appearance of your model.

5. Mirror: Utilize the Mirror tool to generate a mirrored duplicate of selected geometry across a specified plane. This aids in crafting symmetrical designs and reduces manual modeling efforts.

6. Modeling: Once your sketches are in place, leverage Fusion 360's modeling tools to transform them into 3D shapes. For instance, extrude sketches to add thickness and depth, or revolve sketches to form cylindrical shapes. Employ features like fillets and chamfers to introduce rounded edges and smooth transitions between surfaces.

7. Assembly: In the assembly environment, assemble the various components of your robot and arrange them relative to each other. Fusion 360's assembly constraints allow you to specify how parts are connected and how they move, facilitating tasks like constraining a wheel to rotate around an axle or mounting a sensor at a precise angle.

B. Material Selection:

Choosing materials for your designs in Fusion 360 is simple. To do this, you need to go to the material library via the drop-down "Modify" option on the toolbar and choose "Physical Material". There are various options in here according to categorization such as plastics, metals or wood types among others. One may opt for browsing through these categories while looking out for specific materials using a search bar if necessary. after which they should apply it by clicking on it themselves whenever they find what they needed for their object. Fusion 360 offers an actual time preview into how the material will look on your design. This helps in making informed decisions.



It is possible to change the way a material looks by adjusting the color, shininess, roughness or light penetration amongst others. This way the design will look like it is supposed to appear like on this page. You can assign materials to different parts or objects within the same model thereby realizing genuine diversity in material uses throughout the model. If there are particular material properties that you normally apply, save them as custom materials so that they are easily reachable during future projects. Designers have been provided with a means of visualizing and optimizing their designs for different materials and applications through the material selection process of Fusion 360 [1].





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C. Robot Operating System (ROS):Robot Operating System (ROS) is an open-source framework that has become a staple in robotics research and development for many years now; it focuses on giving a malleable and modular means of creating robotic systems. The system is devised to offer a platform that can allow for building of robotic systems easily making it very easy for programmers when developing robotic behaviors that are complex thus enabling simulation and deployment by creation since it provides lots of tools libraries alongside conventions in the process.

One major aspect of ROS is its modular architecture, which means that developers can break up big robotic systems into smaller components known as nodes that are easier to handle. These nodes talk to each other using a system called publish-subscribe messaging through something that we call the ROS communication graph. Using this approach means that there is more possibility of being able to grow or rebuild because any node may be added or taken away without necessarily affecting everything else in the complex system.

ROS has a rich set of programs that address different fields of robotics such as vision processing, manipulation and arm control, motion planning and reinforcement learning, among others, and it also has one major advantage: it benefits from a major research, engineering and robotics enthusiast community which keep on contributing to the rapid development of new robotic algorithms and methods, making them ready for use in the current robots. [4].

D. Tools:

The ROS tools utilize introspection capabilities through a comprehensive collection of graphical and command-line utilities that ease development and debugging.

Command-Line Tools: ROS can operate without a GUI. All core functions and introspection tools are accessible via over 45 command-line tools. These commands enable launching groups of nodes, inspecting topics, services, and actions, recording and replaying data, and other tasks. For those who prefer graphical tools, rviz and rqt offer similar and enhanced functionalities.

rviz: Known as one of the most prominent tools in ROS, rviz provides versatile, three-dimensional visualization for various sensor data types and any robot described by URDF.

rqt: ROS includes rqt, a Qt-based framework for creating graphical interfaces. Custom interfaces can be made by arranging and configuring the extensive library of built-in rqt plugins into tabbed, split-screen, and other layouts. New interface components can also be introduced by developing custom rqt plugins. The rqt-graph plugin offers introspection and visualization of a live ROS system, showing nodes and their connections, making it easy to debug and understand the running system's structure. The rqt-plot plugin enables monitoring of encoders, voltages, or any variable number over time, allowing selection of the most suitable plotting backend [2].

III. SIMULATON

Simulation is a powerful method for modeling and analyzing the behavior of systems and processes across various fields, such as engineering, science, healthcare, and economics. By creating a virtual model of a real-world system, simulation enables researchers and practitioners to experiment and observe outcomes in a controlled environment. This method helps test hypotheses, predict future behaviors, and optimize performance without the risks or costs associated with real-life experimentation.





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The simulation process includes several key steps. First, a model of the system is developed using mathematical and logical representations, serving as a simplified yet accurate depiction of the real system. Next, the simulation is executed on a computer, running the model under various conditions to generate data and observe outcomes. Finally, the results are analyzed to gain insights into the system's behavior, identify potential improvements, and make informed decisions.

Simulations can range from simple models to highly complex systems, depending on the requirements and the level of detail needed. They are invaluable in fields such as healthcare for training medical professionals, engineering for testing new designs, economics for predicting market trends, and environmental science for understanding ecological impacts. By providing a safe and cost-effective way to explore different scenarios, simulation has become an essential tool for innovation and problem-solving across many disciplines [3].

A. Movable Joint Simulation:

Movable joint simulation involves mimicking how the robot joints move inside a robot system; this can be handy in testing the performance of robot mechanical parts, justification of controls algorithms as well as predicting robot behavior under different conditions.

In movable joint simulation, To model the dynamics of each joint in accordance with the principles of physics typically takes into account inertia, friction, and external forces among others. This kind of modeling gives software developers the ability to make reliable forecasts concerning the movement of various joints when subjected to different stimuli including motor commands or external disturbances.



B. Gazebo Simulation:

Gazebo is used in robotics research, development, and education as a strong open-source robot simulation tool. To test and simulate various aspects of robot behavior like manipulation, perception, and navigation it provides a realistic 3D simulation environment where users can operate.

A key feature of Gazebo is its physics engine, which accurately models the dynamics of objects and their interactions within the simulated environment. This enables users to simulate realistic interactions between robots and their surroundings, including collisions, friction, and gravity.







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C. Sensor Simulation:

In Gazebo, a popular robotics simulation environment, sensor simulation is essential for testing and validating robot behaviors and algorithms in various scenarios. Gazebo supports a wide range of sensors, including cameras, LIDARs, IMUs, GPS, and more.

To simulate sensors in Gazebo, you typically define sensor plugins within the robot model. These plugins generate simulated sensor data based on the robot's environment and dynamics. For instance, a camera sensor plugin might simulate image capture based on the robot's position and orientation relative to objects in the environment.



D. Virtual Robot Simulation:

Virtual robot simulation involves using software environments to emulate the behavior and interactions of robotic systems without physical hardware. These simulations offer a cost-effective and safe method for developing, testing, and validating robotic algorithms and behaviors before deploying them on real robots. One prominent platform for virtual robot simulation is ROS (Robot Operating System), which provides a rich ecosystem of tools and libraries for developing robotic applications.

In virtual robot simulation, developers can model various aspects of the robot, including its kinematics, dynamics, sensors, and environment. They can simulate complex scenarios, such as navigating through cluttered environments, interacting with objects, and performing tasks autonomously [4].



IV. FABRICATION

The first step in making the chassis is to use CAD software that will help design the structure hence it has cupped spaces for electronic elements. Once we are through with this phase, cut body panels as well as shell parts are joined by proper clips or glue following given dimensions to make sure every single part fits properly into place and looks like one complete thing.





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Securely mounting motors onto the chassis and aligning them with wheels or continuous tracks for movement is what component integration entails. For uninterrupted operation, install a reliable power supply system e.g., a battery holder – connect it with motors and any other electronic components.

Programming is crucial for self-operability of software. Consequently, a fitting microcontroller, including the Raspberry Pi, is picked out and programmed to steer motors and communicate with sensors. Autonomous navigation, avoidance of obstacles and other purposes can be done integrating sensor data thus making real-time decisions using algorithms.



Sensor integration assists autonomous behavior as it brings together a number of sensors that are useful in detecting obstacles and guiding where the path should lie Some of these sensors include ultrasound while others may involve infrared sensors. The robot is thus able to move freely without getting stuck anywhere along its way.

Thorough testing and calibration are essential to validate the robot's functionality, ensuring all components function correctly and the robot behaves as expected in various scenarios. Sensors are calibrated, and algorithms are fine-tuned as necessary to optimize performance.







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Finally, the iterative process of feedback and improvement is crucial for refining the robot's design and functionality. Feedback from testing informs iterative improvements to both hardware and software components, leading to the development of a robust and capable autonomous mobile robot.



V. CONCLUSION

The Paper successfully achieved its objectives of creating an autonomous mobile robot simulation with detailed 3Dmodeling. Through rigorous development and testing, we demonstrated the robbot's capability to navigate environments, interact with obstacles, and perform designated tasks. Challenges such as fine-tuning algorithms for optimal performance and ensuring realistic simulation dynamics were encountered and overcome.

Technically, the Paper utilized localization, mapping, and path planning algorithms to facilitate the robot's navigation. Sensor fusion techniques integrated data from LiDAR, cameras, and IMUs for accurate environmental perception. Additionally, reinforcement learning algorithms enabled the robot to learn and adapt its behavior, enhancing its autonomy and decision-making.

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