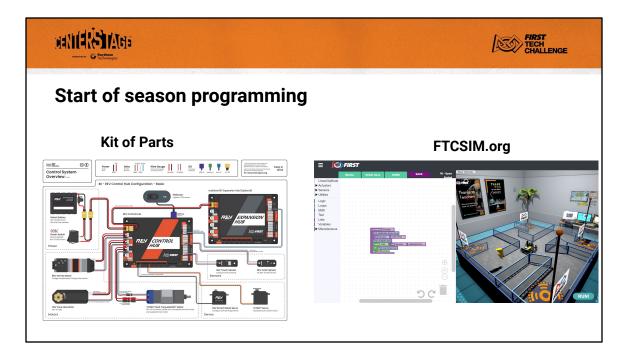


This is going to be more of a quick introduction to programming, rather than a tutorial or workshop.



At the start of the season you may not have a robot to program, in fact you may just have a box of parts. You can hook up a battery and a webcam to your Control Hub and try using April Tags and Tensorflow. There are sample programs that control servos and sensors that you can try out. You can also learn how to connect your driver station to the robot controller and program accepting inputs from the gamepads.

Another great option is to use the FTC Simulator. It has a series of challenges that build your knowledge of programming a robot.

	FIRST TECH CHALLENGE
Centerstage Autonomous	
Navigating:	
Parked In Alliance Backstage:	
Randomization Tasks based on white Pixel:	
Purple Pixel in Spike Mark location:10 points	
Yellow Pixel in correct column on Backdrop:10 points	
Randomization Tasks based on Team Art:	
Purple Pixel in Spike Mark location:	
Yellow Pixel in correct column on Backdrop:	
Pixels:	
Placed in Backstage:	
Placed on Backdrop: 5 points	

The 30 second Autonomous period is where the robot operates all by itself, without driver input. There are a lot of points that can only be earned via programming. In general more points are awarded for more difficult tasks.

Using Tensorflow (or some other method) you can attempt to place the purple pixel on the randomized spike mark for 10 points. After that you could move to the backdrop and place the yellow pixel for 10 more points. You'll likely need April Tag programming for that. If you're able to detect your Team Art instead of the pixel you can get 20 points.

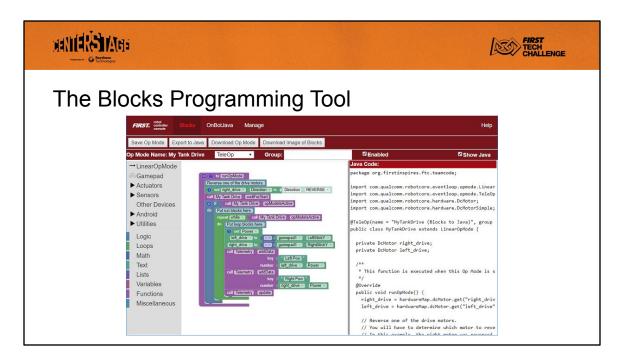
It's important for the team to allow time to write programs prior to an event. That means have the robot built well before the event.

You should strive to have a few different autonomous programs. You might be starting in the back of the field or on the audience side of the field. You might be on the red side of the field, or the blue. Your partner for this match might move to certain locations, say in the backstage, that you might need to stay away from. Also if you have a failure of your arm mechanism you might still be able to score points maybe just for parking backstage.

<image><image><image><text><text><list-item><list-item><list-item><list-item>

FIRST recommends you start with the Blocks tool. I'd recommend that also to start with, unless you have prior experience in writing Java programs. You can always switch to Java later. Only if you already know Java should you start with Android Studio.

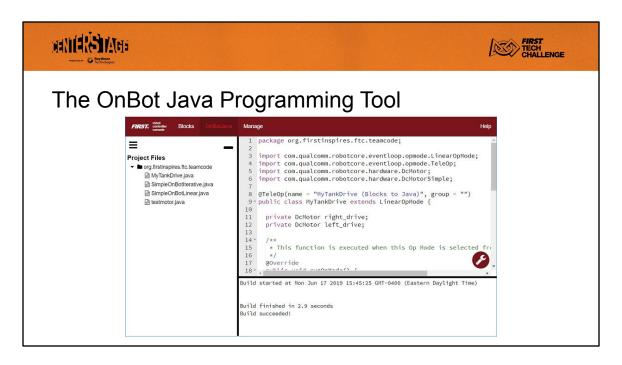
FIRST provides a Software Development Kit (SDK) that provides the overall framework and low level details for managing the robot hardware. You write programs that issue commands to the hardware via the functions provided by the SDK.



Blocks is a visual, programming tool that lets programmers use a web browser to create, edit and save their op modes. This tool is recommended for novice programmers and for users who prefer to design their op modes visually, using a drag-and-drop interface.

There are sample programs that you can use simply be starting a new program and selecting a sample to copy from.

Note: you can create competitive robots using Blocks. Blocks is fully featured, you don't need to program in Java.

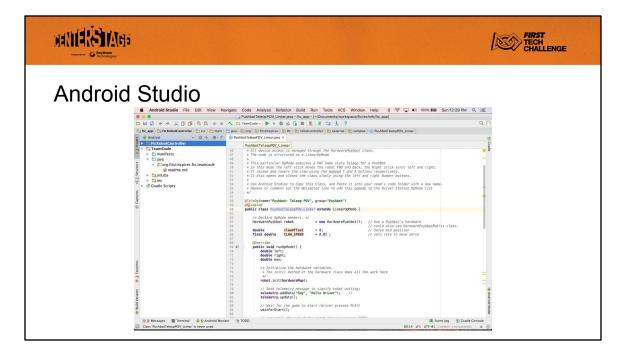


OnBot Java is a text-based programming tool that lets programmers use a web browser to create, edit and save their Java op modes. This tool is recommended for programmers who have basic to advanced Java skills and who would like to write text-based op modes.

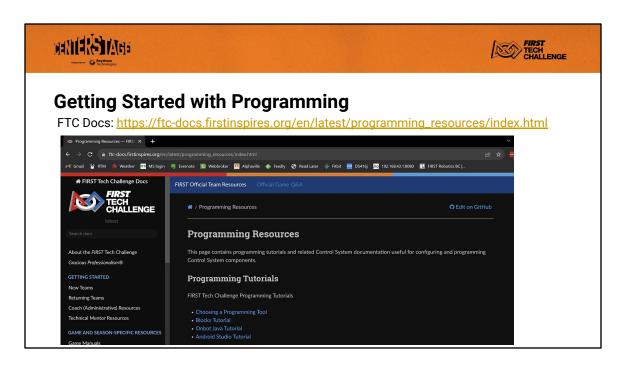
Like Blocks it provides easy access to the sample programs. I usually start a program by copying from one of the sample programs.

You can also mix OnBot Java and Blocks OpModes on the same robot.

For both Blocks and OnBot you should download your programs from time to time to a computer so that you have a backup copy of your programs just in case something bad happens to your Robot Controller. For example, a failed firmware upgrade that forces a complete factory firmware reset.



Android Studio is an advanced integrated development environment for creating Android apps. This tool is the same tool that professional Android app developers use. Android Studio is only recommended for intermediate to advanced users who have Java programming experience. Not recommended for rookie teams.



I highly recommend you start with one of the Tutorials on the FIRST Tech Challenge documentation website.

You can find others on the internet.

These tutorials walk you through the basics of setting up and programming various components.

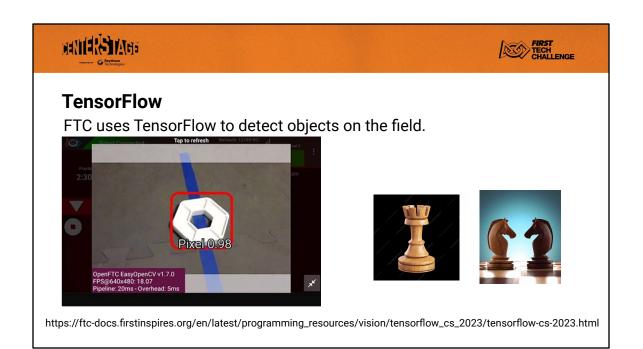
<text><section-header><text><text><text><list-item><list-item><list-item>

There are resources online that can get you started with using OpenCV on FTC robots.



For FTC Blocks and Java teams, VisionPortal offers key capabilities of AprilTag and EasyOpenCV, along with TensorFlow Object Detection (TFOD) – at the same time!

- Camera Controls, like Exposure and Gain adjustments, can improve AprilTag and TFOD performance for webcam, are now fully available to FTC Blocks users.
- **Multiple cameras** can operate at the same time phone camera and/or webcam.



FTC provides an image recognition model that can be used to detect pixels on the field. The TensorFlow interface returns to the program a list of all objects it has detected.

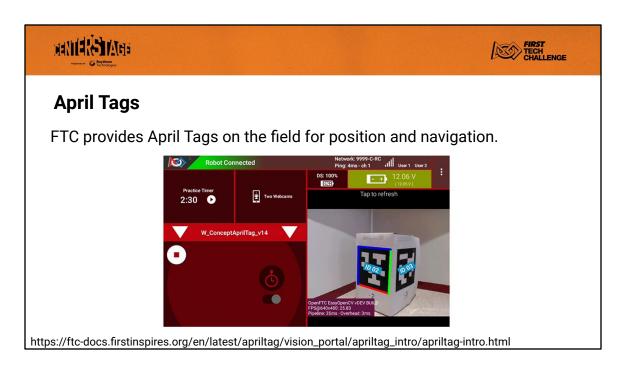
Pixels were a problem for Tensorflow, because from a webcam on a robot in the normal parking position, the pixel is mostly viewed edge on and becomes just a bar of white. So the model was trained to recognize pixels when looking down on them somewhat as seen in the image above.

FIRST provides a TensorFlow machine learning website to teams that they can use to train their own models. It's intended that you will create a Team Art object and train a TensorFlow model to recognize that object. Since Team Art objects must be at least 3x3x3 inches is size, they won't lay flat like the pixels and TensorFlow should be able to recognize them.

The FTC Docs site has more information including recommendations about Team Art design that might make training a TensorFlow model more successful.

https://ftc-docs.firstinspires.org/en/latest/programming_resources/vision/tensorflow_cs 2023/tensorflow-cs-2023.html

They point out that the chess rook has the same look from any side. The chess knight has a distinctive profile but you would have to train the model to recognize the object from any direction. You probably cannot request the Team Art be placed is a given orientation on the field.



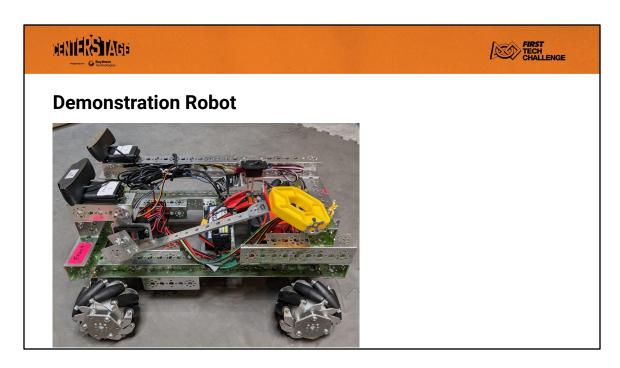
FTC provides an image processor that can return to your program a list of the April Tags that it has detected. If you use a calibrated webcam to detect the FTC supplied April Tags you can get position information for each tag. There's a FIRST provided Java sample program you can use and that I will demonstrate that autonomously drives the robot up to a given April Tag. I made use of that driving method in my other programs to line up on the backdrop.

Another use for April Tags is for position on the field. All April Tags have fixed positions on the field, and can be seen from a long distance. You can use the values returned from a detected April Tag to calculate your X,Y position on the field.

https://ftc-docs.firstinspires.org/en/latest/apriltag/vision_portal/apriltag_intro/apriltag-intro .html

The FTC Docs website has links to tools you can use to calibrate your webcam. I used the 3DF Zephyr Free software tools to calibrate my webcams.

https://ftc-docs.firstinspires.org/en/latest/apriltag/vision_portal/apriltag_camera_calibration /apriltag-camera-calibration.html



This demonstration robot uses:

- Mecanum wheels and four motors.
- Two webcams, one points down for Pixel detection, one points forward for April Tag detection.
- A plow-like device that can deliver the purple pixel to the spike marks. It's able to collect pixels from the wings, but not very well.
- A small arm to place the yellow pixel on the backdrop. A servo is used to move the arm.
 - It's not able to pick up pixels.
- A Rev touch sensor on the front.
- The internal Inertial Measurement Unit (IMU) on the control hub. One of the autonomous programs uses that to assist in controlled turns.

Note: one drawback of mecanum drive bases is they require a motor for each wheel which takes up all the motor control ports on a control hub leaving no motor ports available for an arm or lifting device. I would need an expansion hub to control more motors this robot.

The arm on this robot uses just a servo. That is underpowered and mechanically weak, the gears could strip or the servo axle break. Ideally I would use a motor to move the arm, and put a servo in the hand to open and close the hand in order to pick up and release pixels.

HANIER PACE



RobotAutoDriveToAprilTagOmni

This is a Java sample OpMode that is easy to set up and run that illustrates using a camera to locate and drive towards a specific AprilTag.

The code assumes a Holonomic (Mecanum or X Drive Omni) Robot. there is a Tank version of the program for robots with two motor tank drive style drive bases.

You will need to enter your webcam's calibration data for this to work well.

I'll demonstrate this using April Tag 584, which was something I was testing with over the summer.

The offseason period is a good time to learn new hardware and programming features so that when the new season arrives you'll have new things you can do with your robot.

The program attempts to keep the April Tag centered in the webcam image (so it turns the robot as needed).

it attempts to move towards the April Tag to reach a target distance from the tag.

it also attempts to line up directly in front of the April Tag, so it doesn't just drive straight towards the April Tag and stop at an angle.

Notice how the program forces the robot to move around back and forth as it attempts to line up on the April Tag.

For the other autonomous programs I added thresholds where the program checks that if the robot is close enough in distance and angles it stops trying to line up.

EXEMPTION IN THE SECONDATION OF THE SECONDATIO

The program use time based movement to move around. for example, turn the motors on for half of one second to drive forward. Time based movement with motors is sensitive to your battery level, you won't move as far with a low battery. But this is often good enough, at least until you learn other methods.

If this program worked properly it would earn 10 points for the purple pixel on the correct spike mark, 10 points for the yellow pixel in the correct area on the backdrop, and then 5 points for parking backstage, for a total of 25 points.

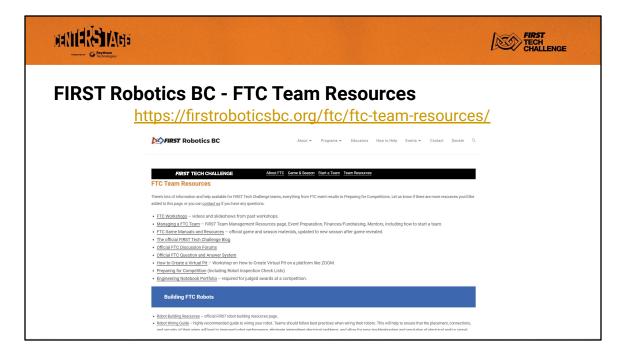
It could earn 45 points if this program were able to detect and use the Team Art object. That's a lot of points for a very simple robot.

EXERCISE IN A SECOND SECOND

If this program worked properly it would earn 10 points for the purple pixel on the correct spike mark, 10 points for the yellow pixel in the correct area on the backdrop, and then 5 points for parking backstage, for a total of 25 points.

It could earn 45 points if this program were able to detect and use the Team Art object. That's a lot of points for a very simple robot.

This arm is not very good at placing pixels on the backdrop. It tends to throw them and they often bounce off. An arm that placed the pixel and then had a servo that opened a hand to release the pixel would probably work better as pixels that slide down tend to stay on the backdrop. But if the slide too far they can bounce off.



The FTC Team Resources page on the FIRST Robotics BC website has lots of helpful links. There are also collections of links on Building Robots and Programming Robots.

Links to this slide show, the video recording of this presentation, and links to the programs used by this demo bot will be added to the FTC Workshops page.