

GYROBOARD SINGLE WHEEL MOTORISED SKATEBOARD

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ABSTRACT

Gyroboard is a single wheeled self-balancing skateboard. It will be used as a mode of commutation with action-filled experience. It is similar to a snowboard, surfboard, skateboard, and Marty McFly's hoverboard all rolled into one

KEYWORDS: *Gyroboard, Gyroscope, Accelerometer, Go-kart*

Article History

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INTRODUCTION

The Gyroboard is a single wheeled motorized skateboard. An onboard sensor reads that the foot is settled on the split platform, which allows the brushless motor inside the go-kart wheel to know it's good to go. Lean forward and the board's gyroscope balances and accelerates, sending you up of 5km/hr. The huge wheel smacked in the middle of the board makes any terrain feel smooth.

Solid-state inertial sensors and algorithms balance the board around the wheel. Gyroboard will be Hands-free. One just has to lean forward to drive forward, back to stop and press your heels or toes to turn. With only one moving part, a revolutionary new type of brushless hub motor provides power and reliability. State-of-the-art lithium polymer (LiPO) batteries provide extended ride time. The charger charges in well under 2 hours.

THEORY

What is Self-Balancing?

Self-balancing technology is not new, but it has made its way to all parts of the industry in the last couple of years. From smartphones and game console controllers to self-balancing pool tables and one-wheel scooters, this technology is changing and improving almost every aspect of our lives. But what is really self-balancing technology doing? How does it really work?

The Backbone of Self Balancing Technology- Gyroscope. The secret behind the gyroscope always being in balance is in its free axis rotation. Basically, the gyroscope is a spinning wheel, or a disk, which has the completely free axis of rotation and it is able to assume any random orientation. Because the axis is free, no amount of tilting or moving can affect its balance. Unfortunately, gyroscopes, by themselves, are not enough to keep a device like a self-balancing board in balance. Even though these boards don't require a big workout from your body, in order to stay aligned and balanced you will need to use your core muscles. Unlike cycling where you stay balanced by moving forward, on self-

balancing boards you use your core muscles to keep your alignment straight.

We have already seen, in the last few years, the rise in popularity of hover boards and similar devices. A few years ago no one would have ever thought that hover boards could be balanced without handles and we can see now with the latest models that even that are within our reach.

SENSOR BASICS

What is a Gyroscope?

A **gyroscope** is a spinning wheel or disc in which the axis of rotation is free to assume any orientation by it. When rotating, the orientation of this axis is unaffected by tilting or rotation of the mounting, according to the conservation of angular momentum. Because of this, gyroscopes are useful for measuring or maintaining orientation

Principle of Gyroscope

It works on the principle of conservation of angular momentum, and consists of a spinning wheel supported on an axis that is free to move on its own. The spinning wheel, or rotor, is mounted on a pivoting support that allows the rotation around a single axis, called a gimbal. By using two gimbals at a time, one mounted inside the other, the gyroscope gives the rotor three degrees of rotational freedom. As long as the rotor of the gyroscope is being spun, the gyroscope will keep pointing in the same direction. Gyroscopes are mostly used as a basis for inertial navigation systems, meaning that with the help of three very sensitive accelerometers one can detect the motion of the vehicle on which the gyroscope is mounted, on all three axes.

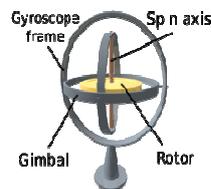


Figure 1

Applications of gyroscopes include inertial navigation systems where magnetic compasses would not work, as in the Hubble telescope, or inside the steel hull of a submerged submarine, or where a magnetic compass would not be precise enough. Due to their precision, gyroscopes are also used in gyrotheodolites to maintain direction in tunnel mining.^[3] Gyroscopes can be used to construct gyrocompasses, which complement or replace magnetic compasses (in ships, aircraft, and spacecraft, vehicles in general), to assist in stability (Hubble Space Telescope, bicycles, motorcycles, and Gyroboards) or be used as part of an inertial guidance system.

What is the Accelerometer?

An **accelerometer** is a device that measures proper acceleration.^[1] Proper acceleration, being the acceleration of a body in its own instantaneous rest frame,^[2] is not the same as coordinate acceleration, being the acceleration in a fixed coordinate system. For example, an accelerometer at rest on the surface of the Earth will measure an acceleration due to Earth's gravity, straight upwards (by definition) of $g \approx 9.81 \text{ m/s}^2$. By contrast, accelerometers in free fall (falling toward the center of the Earth at a rate of about 9.81 m/s^2) will measure zero.

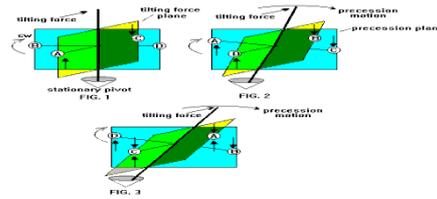


Figure 2

Accelerometers have multiple applications in industry and science. Highly sensitive accelerometers are components of inertial navigation systems for aircraft and missiles. Accelerometers are used to detect and monitor vibration in rotating machinery. Accelerometers are used in tablet computers and digital cameras so that images on screens are always displayed upright. Accelerometers are used in drones for flight stabilization. Coordinated accelerometers can be used to measure differences in proper acceleration, particularly gravity, over their separation in space; i.e., a gradient of the gravitational field. This gravity gradiometry is useful because absolute gravity is a weak effect and depends on the local density of the Earth which is quite variable.

History of Skateboarding

Skateboard History started sometime in the 1950's. There were several booms and busts since then. Each boom was lead by an increase in the quality of the skateboards. Then in the 90's powered by the innovative ways people started using skateboards, they stuck around. Finally, the technology and the skills in skateboarding came together to create a growing and very interesting sport called Skateboarding.

In 1950 there were roller-skates. The surfers were looking for stuff to do when the waves were dead. So they put wheels on their boards. That is how the first skateboard was made. In 1972 the polyurethane wheel was invented. These grippy and durable wheels allowed for a lot of control and higher speeds than in early skateboard history. The board got wider so you could go faster and have more control. In 1975 electric skateboard came into existence. An electric skateboard is typically a modified skateboard propelled by an electric motor, the power of which is usually controlled with an RF remote. As with a regular skateboard, it is steered by the rider shifting his or her weight. In 2013, In the US, the hover board aka self-balancing scooter was created and patented by Inventers.

In 2014, A new skateboard-like vehicle was introduced, this one simply called "Hoverboard". It does, however, move a bit like we imagine a hover board would move, something facilitated via a single wheel placed centrally under the board.

This invention was basically our motivation. We wanted to build a skateboard with a single wheel for fun locomotion. Gyroboard uses gyroscopic effect to balance the user on board, hence the name. It is basically the integration of skateboard and gyroscope to give a boom to the evolution of the skateboards.

METHODOLOGY

Parts and Resource guide

This is a guide to the main parts that are required to construct the Gyroboard.

Control System

For the control system of the Gyroboard, we opted for an Arduino Development board. Arduino was the first

preference due to its low pricing, the open community, user-friendly interface, moderately difficult coding and Easy access to machine level operations.

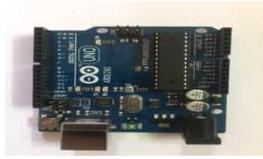


Figure 3

Arduino is a DIY Development board with many variants. We choose Arduino UNO R3 for the gyroboard. Arduino UNO is a microcontroller based board on the ATmega328P. It has 14 digital input/output pins (6 of which can be used as PWM pins) a 16 MHz quartz crystal, a USB connection, a power jack, an ICSP header, and a reset button. It contains everything needed to support the microcontroller; simply connect it to a computer with a USB cable or power it with an AC-to-DC adapter or battery to get started.

MEMS Accelerometer and Gyroscope:

Micro-Electro-Mechanical Systems, or MEMS, is a technology that in its most general form can be defined as miniaturized mechanical and electro-mechanical elements (i.e., devices and structures) that are made using the techniques of micro-fabrication.

We will be using an MPU-6050 Six-axis (Gyro + Accelerometer) MEMS MotionTracking Device. MPU6050 is not only cheap but also easy to use and readily available.

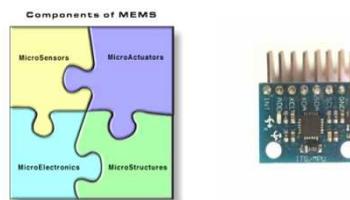


Figure 4

The MPU-6050 parts are the world's first Motion Tracking devices designed for the low power, low cost, and high-performance requirements of smart phones, tablets, and wearable sensors.

The MPU-6050 devices combine a 3-axis gyroscope and a 3-axis accelerometer on the same silicon die, together with an onboard Digital Motion Processor (DM), which processes complex 6-axis Motion Fusion algorithms. The device can access external magnetometers or other sensors through an auxiliary master I²C bus, allowing the devices to gather a full set of sensor data without intervention from the system processor. The devices are offered in a 4 mm x 4 mm x 0.9 mm QFN package.



Figure 5

For precision tracking of both fast and slow motions, the parts feature a user-programmable gyro full-scale range of ± 250 , ± 500 , ± 1000 , and ± 2000 °/sec (dps), and a user-programmable accelerometer full-scale range of $\pm 2g$, $\pm 4g$, $\pm 8g$,

and $\pm 16g$. Additional features include an embedded temperature sensor and an on-chip oscillator with $\pm 1\%$ variation over the operating temperature range.

Motor

The Gyroboard initially was to be built with a HUB motor. The wheel hub motor (also called wheel motor, wheel hub drive, hub motor or in-wheel motor) is an electric motor that is incorporated into the hub of a wheel and drives it directly. Hub motor electromagnetic fields are supplied to the stationary windings of the motor. The outer part of the motor follows, or tries to follow, those fields, turning the attached wheel. In a brushed motor, energy is transferred by brushes contacting the rotating shaft of the motor. Energy is transferred in a brushless motor electronically, eliminating physical contact between stationary and moving parts.

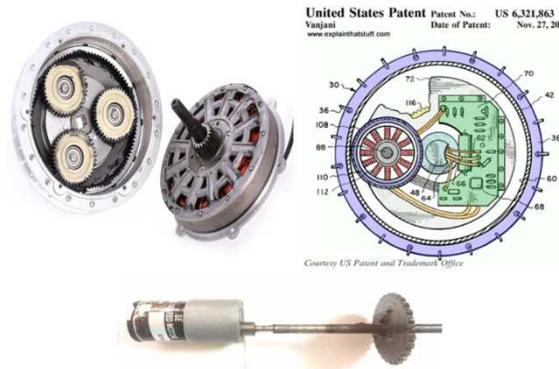


Figure 6

But due to Budget and market limitations, the build of the gyro-board had to be sufficed with a simple geared DC motor. The DC motor that we have interfaced with the gyro-board is a 24V DC motor. It is a high torque, low RPM motor, capable enough to rotate the go-kart wheel with PWM variations.

Motor Controller

As the current and voltage ratings of the DC motor are quite high, It cannot be directly interfaced with the Arduino controller. To interface the DC motor a motor control drive is used.

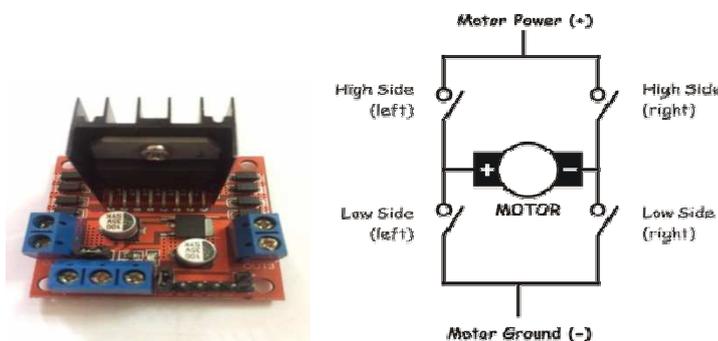


Figure 7

Very few motor controllers were able to suffice the current and the voltage requirement of the motor. After an extensive market research L289N, Dual H bridge motor controller was selected. H-Bridge's are typically used in controlling motors speed and direction. An H-Bridge is a circuit that can drive a current in either polarity and be controlled by Pulse Width Modulation (PWM).

Chain

The chain transfers the rotational power of the motor to the drive shaft of the wheel. We are using a timing chain and timing sprockets to form a drive train. The timing sprocket and timing chain were salvaged from a Hero Splendor Motorcycle. The drive sprocket is welded to the shaft of the motor, whereas the driven sprocket, after machining was welded to the drive shaft of the go-kart wheel.

Wheel

The Go-Kart wheel is probably the most iconic thing* that makes the gyro board stand out from all other skateboards available in the market. Gaining the perfect Go-kart wheel assembly was a difficult task. Market survey for the wheel lasted for almost an entire week. The hard work paid off when we finally got the Go-Kart tyre with its assembly. The assembly consists of a Go-Kart tyre of dimensions 7*11-5, the tyre rim and the coupler.

Wooden Frame

Designing a structure which could be used as a one wheel skateboard was a tedious task. We had many options to choose from, The primary being Mild Steel, Aluminum, Fiberglass, and wood. To reduce the fabrication cost, wood was selected. The fabrication and designing were customs made to match the dimensions of the Go-Kart wheel.



Figure 8

Steps Involved

Design and Construction

The Gyroboard design is inspired by one wheel, a ongoing skateboard product. We tried to recreate the same. Using the knowledge and skills that we've gained in these 4 years

The following crucial steps were taken in designing the Gyroboard.

Raw Sketch

This image shows the raw sketch of the Gyroboard, it also gives the basic dimensions of the frame, Like Height, Width, and Breadth of the frame.

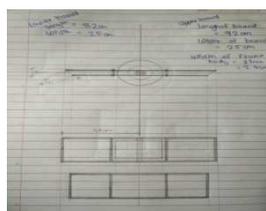


Figure 9

Go-Kart Tyre Sketch

The following image shows the dimensions of the tyre used.

The dimensions are 11*7.10-5. The entire frame is designed around the dimensions of the tyre. Gyroboard being a single wheel skateboard selecting the perfect tyre was a crucial step. The huge wheel in the board smoothes out any potholes and any terrain makes smooth.

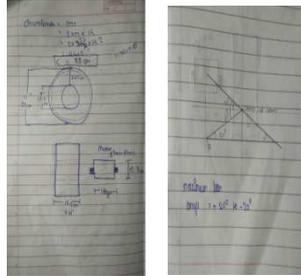


Figure 10

The Lean Angle

The lean angle decides the rotational speed of the motor that is the acceleration and descends depends on the lean angle of the board.

Control System Designing.

The control system gathers the data from the Gyro + Accelerometer sensor, processes it and controls the PWM which in turn controls the speed of the motor.

The control system designing is divided into the following phases.

Interfacing MPU6050 with Arduino:

The MPU6050 is connected to the Arduino Board for further processing. The data is given by the MPU6050 and is interpreted by the controller.

- The gyro module communicates with the Arduino through I2C serial communication via the serial clock (SCL) and data (SDA)
- The MPU6050 chip needs 3.3V but a voltage regulator on the GY-521 board allows you to give it up to 5V

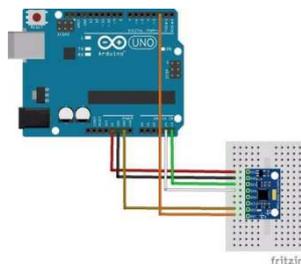


Figure 11

*****NOTE:** All red cables are VCC (+5V) and black cables are GND, check carefully when wiring up your circuit. The breakout board comes with pins but requires soldering.

Installing I2Cdev and MPU6050 Libraries

If we were to write the code from scratch, it would take ages and there would be a lot of reverse engineering required to make good use of the module's proprietary Digital Motion Processing (DMP) engine because Invensense intentionally released minimal data on its MPU6050. Good thing someone has already done the hard work for us; Jeff Rowberg wrote some Arduino libraries to obtain the accelerometer/gyro data and handle all the calculations. They are available as a zip file from here: <https://github.com/jrowberg/i2cdevlib/zipball/master>

Once unzipped, find the Arduino folder within it and copy the two folders "I2Cdev" and "MPU6050" over to your Arduino "libraries" folder in the following directory: "C:\Program Files (x86)\Arduino\libraries"

Then open the Arduino IDE and in the examples section, you should find MPU6050_DMP6 within MPU6050. Open it, plug your Arduino in, select the appropriate COM Port and upload the sketch. In the Serial Window, select a baud rate of 115200. You should be prompted that the MPU6050 connection was successful. You can test the data collection by typing anything into the text bar and pressing enter, the data should start showing up.

Working with the Readings from the Sensor

Reading raw values is easy, the rest is not. Reading the raw values for the accelerometer and gyro is easy. The sleep mode has to be disabled, and then the registers for the accelerometer and gyro can be read.

But the sensor also contains a 1024 byte FIFO buffer. The sensor values can be programmed to be placed in the FIFO buffer. And the buffer can be read by the Arduino.

The FIFO buffer is used together with the interrupt signal. If the MPU-6050 places data in the FIFO buffer, it signals the Arduino with the interrupt signal so the Arduino knows that there is data in the FIFO buffer waiting to be read.

A little more complicated is the ability to control a second I2C-device. The MPU-6050 always acts as a slave to the Arduino with the SDA and SCL pins connected to the I2C-bus. But besides the normal I2C-bus, it has its own I2C controller to be a master on a second (sub)-I2C-bus. It uses the pins AUX_DA and AUX_CL for that second (sub)-I2C-bus. It can control, for example, a magnetometer. The values of the magnetometer can be passed on to the Arduino.

Things get really complex with the "DMP". The sensor has a "Digital Motion Processor" (DMP), also called a "Digital Motion Processing Unit". This DMP can be programmed with firmware and is able to do complex calculations with the sensor values. For this DMP, InvenSense has a discouragement policy, by not supplying enough information on how to program the DMP. However, some have used reverse engineering to capture firmware.

The DMP ("Digital Motion Processor") can do fast calculations directly on the chip. This reduces the load for the microcontroller (like the Arduino). The DMP is even able to do calculations with the sensor values of another chip, for example, a magnetometer connected to the second (sub)-I2C-bus.

The Code

The accelerometer and gyro values are called the "raw" values. This is just as with other accelerometer and gyro sensors. A more sophisticated application is using the DMP to retrieve specific computed values from the sensor.

The FreeIMU library includes the MPU-6050 code from Jeff Rowberg.

Interfacing Motor with the Motor Controller

L289N allows you to control the speed and direction of two DC motors, or control one bipolar stepper motor with ease. The L298N H-bridge module can be used with motors that have a voltage of between 5 and 35V DC.

There is also an onboard 5V regulator, so if your supply voltage is up to 12V you can also source 5V from the board



Figure 14

- DC motor 1 "+" or stepper motor A+
- DC motor 1 "-" or stepper motor A-
- 12V jumper - remove this if using a supply voltage greater than 12V DC. This enables power to the onboard 5V regulator
- Connect your motor supply voltage here, maximum of 35V DC. Remove 12V jumper if >12V DC
- GND
- 5V output if the 12V jumper in place, ideal for powering your Arduino (etc)
- DC motor 1 enable jumper. Leave this in place when using a stepper motor. Connect to PWM output for DC motor speed control.
- IN1
- IN2
- IN3
- IN4
- DC motor 2 enable jumper. Leave this in place when using a stepper motor. Connect to PWM output for DC motor speed control.
- DC motor 2 "+" or stepper motor B+
- DC motor 2 "-" or stepper motor B-

To control one or two DC motors is quite easy. First, connect each motor to the A and B connections on the L298N module. If you're using two motors for a robot (etc) ensure that the polarity of the motors is the same on both inputs. Otherwise, you may need to swap them over when you set both motors to forward and one goes backward!

Next, connect your power supply - the positive to pin 4 on the module and negative/GND to pin 5. If your supply is up to 12V you can leave in the 12V jumper (point 3 in the image above) and 5V will be available from pin 6 on the module. This can be fed to your Arduino's 5V pin to power it from the motors' power supply. Don't forget to connect

Arduino GND to pin 5 on the module as well to complete the circuit.

Now you will need six digital output pins on your Arduino, two of which need to be PWM (pulse-width modulation) pins. PWM pins are denoted by the tilde ("~") next to the pin number

Finally, connect the Arduino digital output pins to the driver module. In our example we have two DC motors, so digital pins D9, D8, D7, and D6 will be connected to pins IN1, IN2, IN3 and IN4 respectively. Then connect D10 to module pin 7 (remove the jumper first) and D5 to module pin 12 (again, remove the jumper).

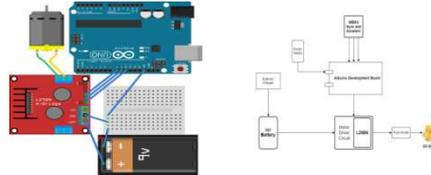


Figure 15

The motor direction is controlled by sending a HIGH or LOW signal to the drive for each motor (or channel). For example for motor one, a HIGH to IN1 and a LOW to IN2 will cause it to turn in one direction, and a LOW and HIGH will cause it to turn in the other direction.

However, the motors will not turn until a HIGH is set to the enable pin (7 for motor one, 12 for motor two). And they can be turned off with a LOW to the same pin(s). However, if you need to control the speed of the motors, the PWM signal from the digital pin connected to the enable pin can take care of it.

Assembling the Control System.

Once the above phases have been completed the next step is to assemble all the components to test the working of the dc motor with the sensor interfaced.

The assembly is mounted on the board to test and calibrate the sensor output relevant to the lean angles of the board.

The above diagram shows the basic block interfacing of all the control system components.

Fabrication

Machining of Shaft:

The shaft was polished using a lathe machine to fit the inner diameter of the rim and the ball bearings which is 33mm.

Key:

Key fabrication to hold the rim and the shaft together.

Frame:

18mm inches thick ply is used to make the frame.

Drive Train:

The driver and the driven sprockets are welded on the shaft of the motor and the tyre respectively.

The rotational power from the motor to the tyre is transferred using a chain drive

Final Assembly

All the fittings are press-fitted.

HARDWARE SOFTWARE REQUIREMENT



Figure 16

Table 1

Electronic	Mechanical
Arduino Uno R3	Go-Kart rear Wheel and Rim.
MPU6050 Sensor	Shaft
Motor Driving Circuitry L239N	Coupler
Motor	Bearings and Sprockets
Li-Po Battery	Wooden Ply for Framework
Push Button Switch	Nuts, Bolts, and Key
Wires and Connectors	

Table 2

• Arduino IDE	Interfacing of sensors and motor driving circuit with microcontroller
• Solid Works	To design a 3D CAD model
• Multisim	To design and simulate the circuit

ELECTRONIC ELEMENTS

Arduino Uno R3

Arduino is an open-source platform used for building electronics projects. Arduino consists of both a physical programmable circuit board (often referred to as a microcontroller) and a piece of software, or IDE (Integrated Development Environment) that runs on your computer, used to write and upload computer code to the physical board.

"Uno" means one in Italian and is named to mark the upcoming release of Arduino 1.0. The Arduino Uno and version 1.0 will be the reference versions of Arduino, moving forward. The Uno is the latest in a series of USB Arduino boards and the reference model for the Arduino platform.

The Uno uses an ATmega16U2 instead of the 8U2 found on the Uno. This allows for faster transfer rates and more memory. it features the Atmega8U2 microcontroller chip programmed as a USB-to-serial converter.

The Arduino Uno is a microcontroller board based on the ATmega328. Arduino is an open-source, prototyping platform and its simplicity makes it ideal for hobbyists to use as well as professionals. The Arduino Uno has 14 digital input/output pins (of which 6 can be used as PWM outputs), 6 analog inputs, a 16 MHz crystal oscillator, a USB connection, a power jack, an ICSP header, and a reset button. It contains everything needed to support the microcontroller; simply connect it to a computer with a USB cable or power it with an AC-to-DC adapter or battery to get started.

Table 3

Microcontroller	ATmega328P
Operating Voltage	5V
Input Voltage (recommended)	7-12V
Input Voltage (limit)	6-20V
Digital I/O Pins	14 (of which 6 provide PWM output)
PWM Digital I/O Pins	6
Analog Input Pins	6
DC Current per I/O Pin	20mA
DC Current for 3.3V Pin	50mA
Flash Memory	32KB
SRAM	2KB
EEPROM	1KB
Clock Speed	16MHz

Sensor- Mpu6050

The MPU-6000 family provides the world's first integrated 6-axis Motion Processing. The devices combine a 3-axis gyroscope and a 3-axis accelerometer on the same silicon die together with an onboard Digital Motion Processor (DMP) capable of processing complex 9-axis Motion Fusion algorithms.

Dimensions: 4x4x0.9mm QFN package

Specifications of Gyroscope

- Digital output X-, Y-, Z-Axis angular rate sensors (gyroscopes) with a user-programmable full-scale range of ± 250 , ± 500 , ± 1000 , and $\pm 2000^\circ/\text{sec}$
- Integrated 16-bit ADCs enable simultaneous sampling of gyros
- Enhanced bias and sensitivity temperature stability reduces the need for user calibration
- low-frequency noise performance
- Gyroscope operating current: 3.6mA
- Standby current: 5 μ A
- User self-test

SPECIFICATIONS OF ACCELEROMETER:

Digital-output triple-axis accelerometer with a programmable full-scale range of $\pm 2g$, $\pm 4g$, $\pm 8g$ and $\pm 16g$

- Integrated 16-bit ADCs enable simultaneous sampling of accelerometers while requiring no external multiplexer
- Accelerometer normal operating current: 500 μ A
- Low power accelerometer mode current: 10 μ A at 1.25Hz, 20 μ A at 5Hz, 60 μ A at 20Hz, 110 μ A at 40Hz
- Orientation detection and signaling
- Tap detection

- User-programmable interrupts

Motor Driving Circuit- L298n

The L298 is an integrated monolithic circuit in a 15-lead Multiwatt and PowerSO20 packages. It is a high voltage, high current dual full-bridge driver designed to accept standard TTL logic levels and drive inductive loads such as relays, solenoids, DC and stepping motors. Two enable inputs are provided to enable or disable the device independently of the input

signals.

It is ideal for robotic applications and well suited for connection to a microcontroller requiring just a couple of control lines per motor. It can also be interfaced with simple manual switches, TTL logic gates, relays, etc.

The circuit incorporates 4 direction LEDs (2 per motor), a heat sink, screw-terminals, as well as eight Schottky EMF-protection diodes. Two high-power current sense resistors are also incorporated which allow monitoring of the current drawn on each motor through your microcontroller.

An on-board user-accessible 5V regulator is also incorporated which can also be used to supply any additional circuits requiring a regulated 5V DC supply of up to about 1A.

The circuit also offers a bridged mode of operation allowing bidirectional control of a single motor of up to about 4A.

Dimensions: 3 x 2.5"

Specifications of L298n:

- Motor supply: 6 to 35 VDC
- Control Logic: Standard TTL Logic Level
- Output Power: Up to 2 A each
- Current Sense Outputs
- Onboard Power Resistors Provided for Current Limit
- Enable and Direction Control Pins
- External Diode Bridge Provided for Output
- Heatsink for IC
- Power-On LED indicator
- 4 Direction LED indicators
- Operating supply voltage up to 46 v
- Total dc current up to 4 Amp
- Low saturation voltage
- Over temperature protection

- Logical "0" input voltage up to 1.5 v(high noise immunity)

PIN DESCRIPTION OF L298N:



Figure 17

Table 4

Pin 4	Motor supply 24V
Pin 5	GND
PIN 10,11	IN3,IN4 (controlling motor rotation direction)
Pin 12	EN2(used as PWM input for the motor)

DC MOTOR

A DC motor is any of a class of rotary electrical machines that converts direct current electrical energy into mechanical energy. The most common types rely on the forces produced by magnetic fields. Nearly all types of DC motors have some internal mechanism, either electromechanical or electronic, to periodically change the direction of current flow in part of the motor.

The brushed DC electric motor generates torque directly from DC power supplied to the motor by using internal commutation, stationary magnets (permanent or electromagnets), and rotating electrical magnets.

A geared DC Motor has a gear assembly attached to the motor. The speed of the motor is counted in terms of rotations of the shaft per minute and is termed as RPM. The gear assembly helps in increasing the torque and reducing the speed. Using the correct combination of gears in a gear motor, its speed can be reduced to any desirable figure.

RPM CALCULATION

Go-Kart tyre dimension is as follows:

Width: 18.2 cm

Diameter: 28 cm

$$\begin{aligned}
 \text{Circumference} &= 2 \cdot \pi \cdot r \\
 &= 2 \cdot 3.14 \cdot 14 \\
 &= 88 \text{ cm} \\
 &= 0.88 \text{ m}
 \end{aligned}$$

1 round \rightarrow 0.88m

X round \rightarrow 1000m

Hence,

X= 1136.3 rounds to cover 1 km

≈ 1140 rounds/Hr

$= 19$ rounds/min

For 5km/hr

$X=19*5$

$X=95$ RPM

Motor calculations:

Power consumed= $P_{in}=I*V$

Power op of motor= $T*W$ (T =torque, W =angular speed)

$W=rpm*2\pi/60$

$W=90*2\pi/60$

$W=9.42$ rad/sec.

$P_{out}=T*W$

$250w=T*9.42$.

$T=(I*V*E*60)/(rpm*2\pi)$

$I=1.35$ A

Consider,

$V=48$ v

$E=15\%$

RPM=90.

$T=103$ NM

Horse Power= $V*I*Eff/746$

HP=1.08hp.

Finalmotor specs=

250w,48v,90rpm.

Power Supply

We require 2 power supplies:

- Power supply for the motor

Specs: 48V DC, 1.3 amp

Lead-polymer battery.

- Power supply for Arduino
Specs: 5V DC, 0.3 amp
5000 mAh, Li-Po battery

DC BATTERY-Li-Po

- 24 V Li-Ion
- Lightweight, low cost
- 100% efficiency
- 100% self -discharge
- More cycle life- 5000 cycles compared to lead -acid battery
- Constant voltage until it discharges
- High current rating
- Eco-friendly- Reduces CO2 emission & recyclable
- Li-Ion cell: 3.9V,2.5 Amp
- Total cells: 6
- Output voltage (V_o)= $3.9*6=23.4$ V
- Output current (I_o)=2 Amp

BATTERY CHARGER

- Input voltage(V_i)=230 V,50 Hz
- Output voltage (V_o)=26.8 V

HARDWARE ISSUES

Electronic Elements

Arduino Uno R3:

Arduino is an open-source platform used for building electronics projects. Arduino consists of both a physical programmable circuit board (often referred to as a microcontroller) and a piece of software, or IDE (Integrated Development Environment) that runs on your computer, used to write and upload computer code to the physical board.

"Uno" means one in Italian and is named to mark the upcoming release of Arduino 1.0. The Arduino Uno and version 1.0 will be the reference versions of Arduino, moving forward. The Uno is the latest in a series of USB Arduino boards and the reference model for the Arduino platform.

The Uno uses an ATmega16U2 instead of the 8U2 found on the Uno. This allows for faster transfer rates and more memory. it features the Atmega8U2 microcontroller chip programmed as a USB-to-serial converter.

The Arduino Uno is a microcontroller board based on the ATmega328. Arduino is an open-source, prototyping

platform and its simplicity makes it ideal for hobbyists to use as well as professionals. The Arduino Uno has 14 digital input/output pins (of which 6 can be used as PWM outputs), 6 analog inputs, a 16 MHz crystal oscillator, a USB connection, a power jack, an ICSP header, and a reset button. It contains everything needed to support the microcontroller; simply connect it to a computer with a USB cable or power it with an AC-to-DC adapter or battery to get started.

The MPU-6000 family provides the world's first integrated 6-axis Motion Processing.

The devices combine a 3-axis gyroscope and a 3-axis accelerometer on the same silicon die together with an onboard Digital Motion Processo (DMP) capable of processing complex 9-axis Motion Fusion algorithms.

Dimensions: 4x4x0.9mm QFN package

Specifications of Gyroscope

- Digital output X-, Y-, Z-Axis angular rate sensors (gyroscopes) with a user-programmable full-scale range of ± 250 , ± 500 , ± 1000 , and $\pm 2000^\circ/\text{sec}$
- Integrated 16-bit ADCs enable simultaneous sampling of gyros
- Enhanced bias and sensitivity temperature stability reduces the need for user calibration
- low-frequency noise performance
- Gyroscope operating current: 3.6mA
- Standby current: 5 μ A
- User self-test

MOTOR DRIVING CIRCUIT- L298N

The L298 is an integrated monolithic circuit in a 15-lead Multiwatt and PowerSO20 packages. It is a high voltage, high current dual full-bridge driver designed to accept standard TTL logic levels and drive inductive loads such as relays, solenoids, DC and stepping motors. Two enable inputs are provided to enable or disable the device independently of the input signals. It is ideal for robotic applications and well suited for connection to a microcontroller requiring just a couple of control lines per motor. It can also be interfaced with simple manual switches, TTL logic gates, relays, etc. The circuit incorporates 4 direction LEDs (2 per motor), a heat sink, screw-terminals, as well as eight Schottky EMF-protection diodes. Two high-power current sense resistors are also incorporated which allow monitoring of the current drawn on each motor through your microcontroller. An on-board user-accessible 5V regulator is also incorporated which can also be used to supply any additional circuits requiring a regulated 5V DC supply of up to about 1A. The circuit also offers a bridged mode of operation allowing bidirectional control of a single motor of up to about 4A.

Dimensions: 3 x 2.5"

DC MOTOR

A DC motor is any of a class of rotary electrical machines that converts direct current electrical energy into mechanical energy. The most common types rely on the forces produced by magnetic fields. Nearly all types of DC motors have some internal mechanism, either electromechanical or electronic, to periodically change the direction of current flow in part of the motor.

The brushed DC electric motor generates torque directly from DC power supplied to the motor by using internal commutation, stationary magnets (permanent or electromagnets), and rotating electrical magnets.

A geared DC Motor has a gear assembly attached to the motor. The speed of the motor is counted in terms of rotations of the shaft per minute and is termed as RPM. The gear assembly helps in increasing the torque and reducing the speed. Using the correct combination of gears in a gear motor, its speed can be reduced to any desirable figure.

SOFTWARE ISSUES

Arduino IDE

The Arduino Integrated Development Environment - or Arduino Software (IDE) - contains a text editor for writing code, a message area, a text console, a toolbar with buttons for common functions and a series of menus. It connects to the Arduino and Genuino hardware to upload programs and communicate with them.

Arduino is an open source, computer hardware and software company, project, and user community that designs and manufactures single-board microcontrollers and microcontroller kits for building digital devices and interactive objects that can sense and control objects in the physical world. The project's products are distributed as open-source hardware and software, which are licensed under the GNU Lesser General Public License (LGPL) or the GNU General Public License (GPL),[1] permitting the manufacture of Arduino boards and software distribution by anyone. Arduino boards are available commercially in preassembled form, or as do-it-yourself kits.

Inexpensive - Arduino boards are relatively inexpensive compared to other microcontroller platforms. Cross-platform - The Arduino Software (IDE) runs on Windows, Macintosh OSX, and Linux operating systems. Most microcontroller systems are limited to Windows. Simple, clear programming environment - The Arduino Software (IDE) is easy-to-use for beginners, yet flexible enough for advanced users to take advantage of as well. Open source and extensible software - The Arduino software is published as open source tools, available for extension by experienced programmers.

RESULT ANALYSIS

For an extensive result analysis, we will consider individual components of the gyro board system.

The important components those make up the gyro board system are

- **Arduino controller.**
- **The motor driver.**

Arduino Controller

The Arduino controller is the brain of the gyroboard.

The primary function on the Arduino controller is to get the raw readings of the respective axis and interpret them for further processing. The raw value from the mpu6050 are mapped to processable values. These mapped values are then assigned PWM levels.

Arduino has +255 to -255 PWM levels. As the gravitational force acting on the axis of the mpu6050 changes the assigned PWM value changes.

This can be clearly seen by the PWM output graph of the Arduino controller which is given as follows:

The graph shows the 0 to +255 to -255 PWM level changes as the gravitational force on them changes.

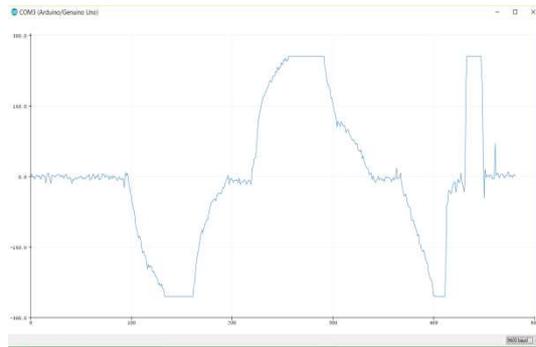


Figure 18

The Motor Driver

The motor driver converts the PWM signal that is given to it as input from the Arduino controller into the dc voltage which controls the speed and direction of the rotation of the motor.

In our case, the change in the raw values changes the PWM output of the Arduino controller. This change in PWM, in turn, changes the voltage level of the motor. The change in the voltage level causes the motor to speed up or slow down. It also governs the direction of the rotation of the motor shaft.

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