

## SWARM ROBOTS USING WIRELESS COMMUNICATION

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**ABSTRACT**

This project investigates the application of parallel robots with three degrees of freedom(3-DoF) utilizing broadcasting in the ESP-NOW protocol. Parallel robots offer advantages in terms of high precision and stiffness, making them suitable for various industrial and commercial applications. The ESP-NOW protocol, known for its low-power consumption and high efficiency, is employed for communication between multiple nodes in a network. By leveraging broad casting within the ESP-NOW protocol, the proposed system aims to enhance the coordination and synchronization of multiple actuators in parallel robots. The utilizationofbroadcastingallowsforreal-timecontrolandsynchronizationofthe robot's movements, leading to improved performance and efficiency. Experimental results demonstrate the feasibility and effectiveness of the proposed approach in achieving synchronized motion control of parallel robots with 3 degrees of freedom. This research contributes to advancing the field of parallel robotics by introducing a novel communication protocol for enhancing coordination and control in parallel robot systems.

## 1 INTRODUCTION

Nowadays, robots are increasingly being integrated into working tasks to replace humans specially to perform the repetitive task. In general, robotics can be divided into two areas, industrial and service robotics. International Federation of Robotics [IFR] defines a service robot as a robot which operates semi- or fully autonomously to perform services useful to the well-being of humans and equipment, excluding manufacturing operations. These robots are currently used in many fields of applications including office, military tasks, hospital operations, dangerous environment and agriculture. Besides, it might be difficult or dangerous for human to do some specific tasks like picking up explosive chemicals, defusing bombs or in worst case scenario to pick and place bomb somewhere for containment and for repeated pick and place action in industries. Therefore, a robot can be replaced human to do work.

The use of industrial robots is increasing in areas such as food, consumer goods, wood, plastics and electronics, but is still mostly concentrated in the automotive industry. The aim of this project has been to develop a concept of a lightweight robot using lightweight materials such as aluminum and carbon fiber together with a newly developed stepper motor prototype. The wrist also needs to be constructed for cabling to run through on the inside. It is expensive to change cables and therefore the designing to reduce the friction on cable, is crucial to increase time between maintenance.

Robotics Arms have been used industries to perform complicated and tedious jobs ever since its introduction in 1962. From assembly lines to paint shops these robotics arms are used extensively in Automotive Manufacturing Industries. Recently with the advancement of technology and advent of Internet of Things [IOT], Robotics arms have also started to plunge in the Medical Applications allowing doctors to perform surgeries remotely by controlling the robotics arm wirelessly. In this project we will build an IOT based **Wireless Robotic Arm using Node MCU**.

## 2 LITERATURE SURVEY

1. Development Of Robotic Arm Using Arduino UNO by Priyambada Mishra, Riki Patel, **Trushit Upadhyaya, Arpan Desai** In this paper they have used 4 servo motors to make joints of the robotic arm and the movement will be controlled with the help of potentiometer. The controller used is Arduino UNO. The analogue input signal of the Arduino is given to the Potentiometer. The arm has been built by the cardboard and individual parts are attached to the respective servomotors. The arm is specifically created to pick and place lightweight objects. So low torque servos, with a rotation of 0 to 180 degrees have been used. Programming is done using Arduino.
2. Design of Robotic Arm with Gripper and End effector for spot welding' by Puran Singh, **Anil Kumar, Mahesh Vashishth** According to the paper the robotic arm consists of 2 degrees of freedom is being made for the purpose of spot welding, gripper will be used in the arm. The end effector consists of an arrangement of spur gears and threaded shafts along with an AC motor. Aims considered while building the robotic arm are: 1. To have a rigid structure. 2. Movement of parts to defined angles. 3. To attain consumption of power at optimum level.

3. Review on Object-Moving Robot Arm based on Colour by Arepen Sengsalonga, Nuryono **Satya Widodo** The objective of this finding is to make a manipulator which can sort objects on basis of colour using specific motors and photodiode sensors programmed with an Arduino Mega series microcontroller. The light photodiode sensor can identify RGB colours. In this system the output of Arduino Mega 2560 is displayed on a LCD screen which is an indication of the observed colour. The first step of object moving process is by distinguishing the RGB colour. The gripper of robotic arm will move to pick objects based on colour, depending on the colour input given by the light photodiode sensor. Arduino Mega 2560 is a microcontroller that uses ATmega2560 which is installed in robotic arm having 54 digital VO ports segregated into different types. In this International Research Journal of Engineering and Technology (IRJET) e-ISSN:2395-0056 Volume:08 Issue:02 Feb 2021 www.irjet.net p- ISSN: 2395-0072 O 2021, IRJET | Impact Factor value: 7.529 | ISO 9001:2008 Certified Journal | Page 2124 paper on colour sensor testing is also carried out, having a target to determine the ability of photodiode sensor for distinguishing of colour. The resultant voltage from photodiode will be sent to ADC to process and show result on the LCD screen provided.
4. Modelling and Simulation of Robotic Arm Movement using Soft Computing by V. **VK. Banga, Jasjit Kaur, R. Kumar, Y. Singh** In this research paper the authors successfully built a 4 degrees of freedom robotic arm using soft computing. They have formulated ways for controlled movement of robotic arm and planning of trajectory with the help of Genetic Algorithms (GAs) and fuzzy logic (FL). As optimal movement is critical for efficient autonomous robots. This architecture is used to limit the issues related to the motion, friction

And the settling time of different components in robotic arm. Genetic optimization is used to find the finest joint angles for this four d-o-f robotic system. This type of optimization replaces the long process of trial and error in search of better combination of joint angles, which are valid as per inverse kinematics for robotic arm movement. These logic models (Fuzzy logic) have been developed for the joint movement, friction and least settling time attributes as the fuzzy logic input.

5. Design and Development of a Self-Adaptive, Reconfigurable and Low-Cost Robotic Arm by **Kemal Oltun Evliyaoglu<sup>1</sup>, Meltem Elitas** Variety of tasks can be performed by a robotic arm when we do some changes in it, i.e. changing the number of links, it can be made self-adaptable. Its aspects of a robotic arm is discussed by the author in this paper. The paper represents a basic robotic solution to fulfill different applications with the help of it. The Design consists of two panels which have individual wiring with it, thus as per the application required the panels are arranged and servo motors are connected to perform the task.
6. Design and Implementation of Wireless Robotic Arm Model using Flex and Gyro Sensor by **Anughna N, Ranjitha V, Tanuja G** The paper represents the author using accelerometers to collect information. The controller used is Arduino Atmega328. Human arm motion, fingers are located by flex, gyro sensors and signals are sent to Arduino ATmega328 which in turn controls the servo motors and makes the movement of the arm possible. The programming of the Arduino was done with the help of embedded C language. The Flex and Gyro Sensors were placed near the fingers. Whenever the change is detected, the information by both the sensors is processed by the controller. The Future Scope of this paper includes using 5 Flex Sensors near the fingers and more Gyro for the ease of operation.
7. A Geometric Approach for Robotic Arm Kinematics with Hardware Design, Electrical Design, and Implementation by **Kurt E. Clothier and Ying Shang** In this paper, the author has taken a geometric approach in order to position the robotic arm in an autonomous manner. Robot command model is the main controller for the robot. For additional hardware, there are four ports and it is built around an ATmega168 microcontroller. The number of sensors used externally to the robot are three. Two Sharp GP2D12 Range Finders and one GP2D120 Range Finder sensor are used. An infrared beam is emitted from these sensors and the reflection angles are used to find the distance of the objects. Objects in the range of 10-80 cm are detected by GP2D12, whereas the objects as close as 4-30 cm are detected by GP2D120. Element Direct, Inc is the screen used in this project, it came with Display which was designed for the use with command module. For scanning in the front of the robot, there are two infrared range finders. A distance in millimeters is received with the help of these sensors when anything blocks their line of sight, and hence we get the position of an object with the help of these distances.
8. Design and Structural Analysis of a Robotic Arm by **Gurudu Rishank Reddy** and In this paper the author has successfully built a 4 degrees of freedom robotic arm used by **Venkata Krishna Prashanth Eranki** for handling metal sheet in a conveyor system. Reducing

Manual handling of sheet from stack to shearing machine is the main reason of designing this pick and place robotic arm. Two pneumatic cylinders for the feeding mechanism, and a robotic arm for the workers safety were designed. Integration of the manipulator position sensor in the robot's control unit is done by RCC which is installed in the robotic arm. Robot's ability to interact with the surrounding is possible with the help of RCC control. A self-optimization system is provided by the manipulator depending upon the given conditions. Self-awareness system of the robot will ensure safety on site. Suction effect is produced by the vacuum cup (which is at the end effector) on the surface of the object.

9. Industry Based Automatic Robotic Arm by **Dr. Bindu A Thomas, Stafford Michahial, Shreeraksha.P, Vijayashri B Nagvi, Suresh M** This paper includes the design of an automatic robotic arm which is based according to the industrial applications. A functional prototype was constructed. This framework would make it simpler for man to maintain a strategic distance from the danger of dealing with objects which could be unsafe at the working environment. The utilization of robots is strongly suggested for Businesses particularly for security and profitability reasons. In their design work, they included a manipulator with 5 DOF, the microcontroller issues order to the individual channels that makes up the link. The electric motor operates as per given command and the speed of the motor as well as the direction and motion is controlled by the microcontroller. Meanwhile, in the mode of operation of robot, an obstacle sensor was programmed by the microcontroller such that it detects the presence of the obstacle in 10cm of radius. If an obstacle is sensed for the first time it pauses the work. If the problem is not cleared, a feedback system such as buzzer gets turned on to bring this problem on notice of a personnel to clear the object.
10. Design and Development Of 5-DOF Robotic Arm Manipulators by **Yagna Jadeja, Bhavesh Pandya** The authors of this paper have built a 5 degrees of freedom robotic arm. They have used one cortex microcontroller which is M3LPC1768. It can lift maximum mass of 100g. Ultrasonic sensors were used in this system, to detect the distance of the object from the robotic arm. The object can be identified through the transmitter, which sends a signal which has frequency higher than that of the sound. The signals from the transmitter are reflected back system by the target object and received by the receivers. In this way the object detection takes place in their robotic arm manipulator system. Once the object is detected the microcontroller sends signal to the servomotors which are placed in the robotic arm to perform the pick and place mechanism.
11. Modeling and Control of 2-DOF Robot Arm' by Nasr **M. Ghaleb** and **Ayman A. Aly** In this paper, modeling, simulation and controlling of 2 DOF robotic arm consisting of two links was done. DenavitHartenberg parameters were used to determine the forward kinematics of the robotic arm. Inverse kinematics of the robotic arm was carried out to find the variables of the cartesian coordinates of the end effector. A Permanent Magnet DC (PMDC) motor was used for the working of the arm. MATLAB was used for the simulation. Path Planning and Co-simulation Control of 8 DOF Anthropomorphic Robotic Arm' by **Sudharsan, J.\* & Karunamoorthy, L.** This paper was published to focus on the efficiency of the path planning with the help of MATLAB and ADAMS simulation software. The software's were used to execute the control algorithm in real time case and see the functional behavior of the system. This showed the results of the real time working of the manipulator.

### 3. TOOLS AND FABRICATIONS

#### SERVOMOTOR

A servo motor is a type of motor that is commonly used in robotics, industrial automation and other applications, where precise control of movement is required. Servo motors are capable of providing accurate positioning and speed control, making them useful in a wide range of applications.

A servomotor consists of a DC motor, gearbox and a control circuit. Control circuit measures the position of the motor shaft and adjusts the voltage applied to the motor to maintain the desired position. Servo motors can rotate over a limited range, typically between 0 and 180 degrees, can be controlled using a variety of signals including pulse-width modulation (PWM), serial communication or analogue voltage.

#### **There are several different types of servo motors, including:**

**DC Servo Motor:** A DC servo motor is a type of motor that uses their DC power source to control the position and speed of the motor shaft. DC motors are commonly used in robotics CNC machines and other applications where precise control of movement is required.

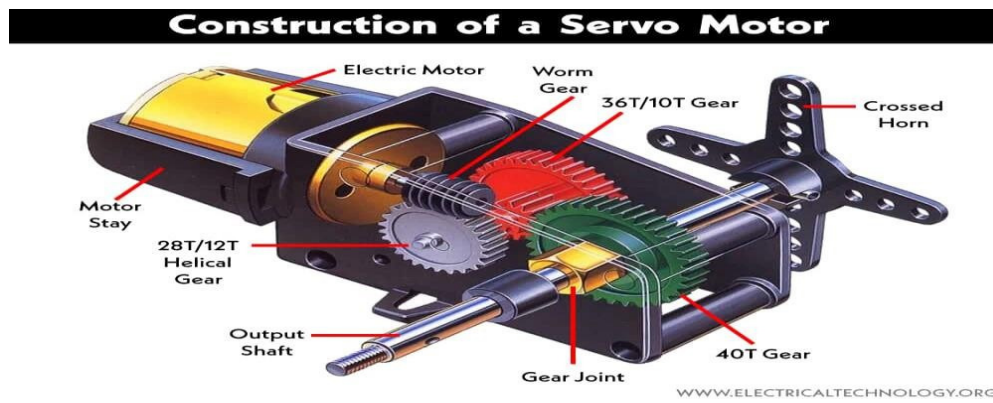
**AC Servo Motor:** An AC servomotor is a type of motor that uses an AC power source to control the position and speed of the motor shaft. AC servo motor commonly used in industrial automation and robotics applications, where high torque and accuracy are required.

**Stepper Motor:** A Stepper motor is a type of motor that moves in small, precise steps, making it ideal for applications where precise control of movement is required. Stepper motors are commonly used in CNC machines, 3D printers and other applications where precise positioning is critical.

**Linear Servo Motor:** A linear servo motor is a type of motor that produces linear motion rather than rotational motion. Linear servomotors are commonly used in industrial automation and robotic applications, where linear movement is required.

**Hydraulic servo motor:** A hydraulic servo motor is a type of motor that uses hydraulic fluid to control the position and speed of the motor shaft. Hydraulic servomotors are commonly used in heavy duty industrial applications, where high torque and accuracy are required.

Some common uses for servo motor include robotics common CNC machines factory automation camera stabilization systems, and drones. Servo motors can be found in a wide range of sizes and power ratings making them suitable for a variety of different applications.



**Fig3.1(a)constructionofservomotor**



**Fig3.2(b)TowerpromicroservoSG90**

**SpecificationsandinputoutputdetailsfortheSG90microservo motor:**

Specifications:

Operating voltage: 4.8V – 6V

Stalltorque: 1.8kg/cm(at4.8V)

OperatingSpeed:0.12seconds/60degrees(at4.8V)

Dimensions: 23mm x 12.22mm x 29mm

Weight:9g

Gear type: Plastic

Rotation:0–180degrees

Operating temperature: -30 to 60 degrees Celsius Dead

band width: 10 microseconds

Control system: Analog

Input/Output Details:

**The SG90 servomotor has three input/output pins:**

**VCC:** This pin is connected to the positive terminal of the power supply (4.8V-6V).

**GND:** This pin is connected to the negative terminal of the power supply.

**Signal:** This pin is used to control the position of the servo motor. At PWM (pulse width modulation) signal is applied to this pin to control the angle of rotation the pulse width varies from 1ms to 2ms, with 1.5ms corresponding to the centre position 90 degrees of the servo motor. That duty cycle of the PWM signal determines the position of the servomotor for example one ms pulse with corresponds to the minimum angle of rotation zero degrees while 2 ms pulse width corresponds to the minimum angle of rotation 180 degrees.

### 3D PRINTER

3D printing or additive manufacturing is the construction of a three-dimensional object processes in from a CAD model or a digital 3D model. It can be done in a variety of which material is deposited, joined or solidified under computer control with material being added together (such as plastics, liquids or powder grains being fused) typically layer by layer.



**Fig3.2 Parts of 3D Printer**

### Filament



The filament is the material used to print objects on a 3D printer. It's the equivalent of the ink used on a regular office 2D printer. It comes in a spool, which is loaded into holder of the 3D printer, with the end of the filament inserted into the extruder. Some are versatile enough to print with all sorts of materials, including exotic ones, while others can only print with PLA, the most basic filament. There are also 3D printers designed to only accept proprietary filaments. The majority of 3D printers on the market use filaments with a diameter of 1.75 millimeters, but there are some models.

#### **4 ANALYSIS**

##### **Arduino-Installation**

After learning about the main parts of the Arduino UNO board, we are ready to how to set up the Arduino IDE. Once we learn this, we will be ready to upload our program on the Arduino board. In this section, we will learn in easy steps, how to set up the Arduino IDE on our computer and prepare the board to receive the program Via USB cable.

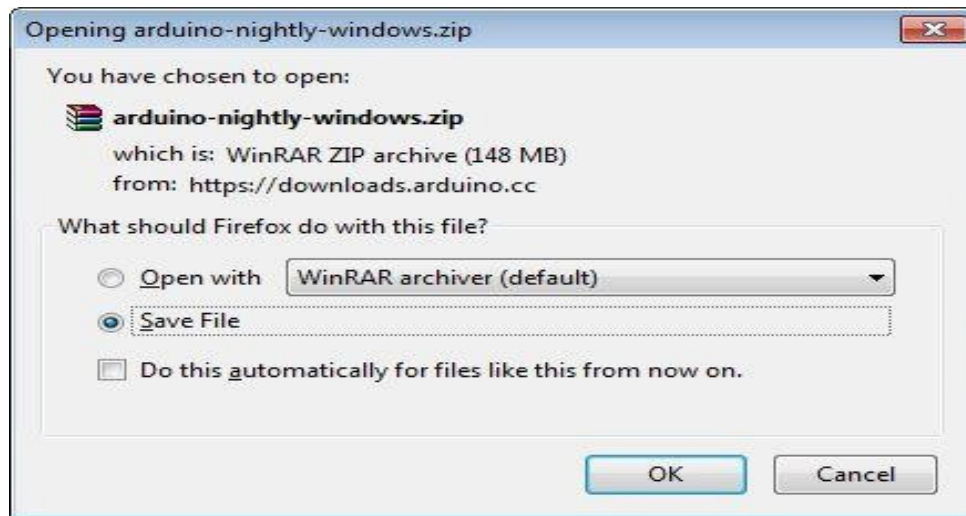
**Step1:**

First you must have your Arduino board (you can choose your favorite board) and USB cable. In case you use Arduino UNO, Arduino Nano, Arduino Mega 2560, You will need a standard USB cable (A plug to B plug), the kind you would connect to a USB printer as shown in case you use Arduino Nano, you will need an A to Mini-B cable.



**Step2–DownloadArduinoIDESoftware.**

You can get different versions of Arduino IDE from the Download page on the Arduino Official website. You must select your software, which is compatible with your operating system (Windows, IOS, or Linux). After your file download is complete, unzip the file.

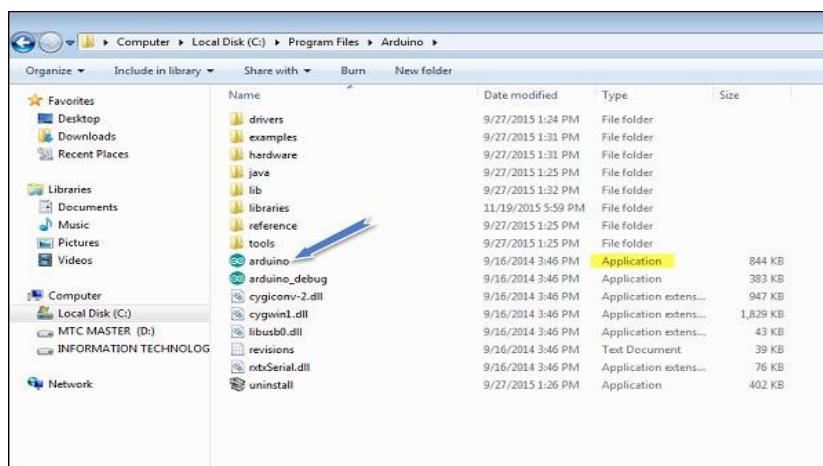


### Step3-Powerupyourboard,

The Arduino Uno, Mega and Arduino Nano automatically draw power from either, the USB connection to the computer or an external power supply. If you are using an Arduino, you have to make sure that the board is configured to draw power from the USB connection. The power source is selected with a jumper, a small piece of plastic that fits onto two of the three pins between the USB and power jacks. Check that it is on the two pins closest to the USB port. Connect the Arduino board to your computer using the USB cable. The green power LED (labeled i PWR) should glow.

### Step4-LaunchArduino IDE.

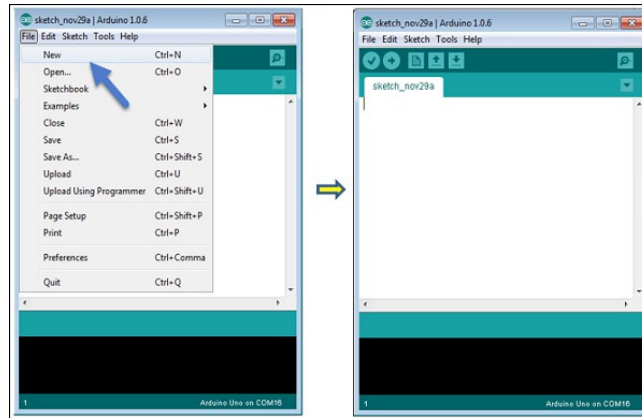
After your Arduino IDE software is downloaded, you need to unzip the folder. Inside the folder, you can find the application icon with an infinity label (application.exe). Double-click the icon to start the IDE.



**Step5-Openyourfirst project.**

Once the software starts, have options Create anewproject.Open an existing project example.

**To createanewproject,selectFile**→NewToopenanexistingprojectexample,selectFile  
→Example Basics→ Blink.



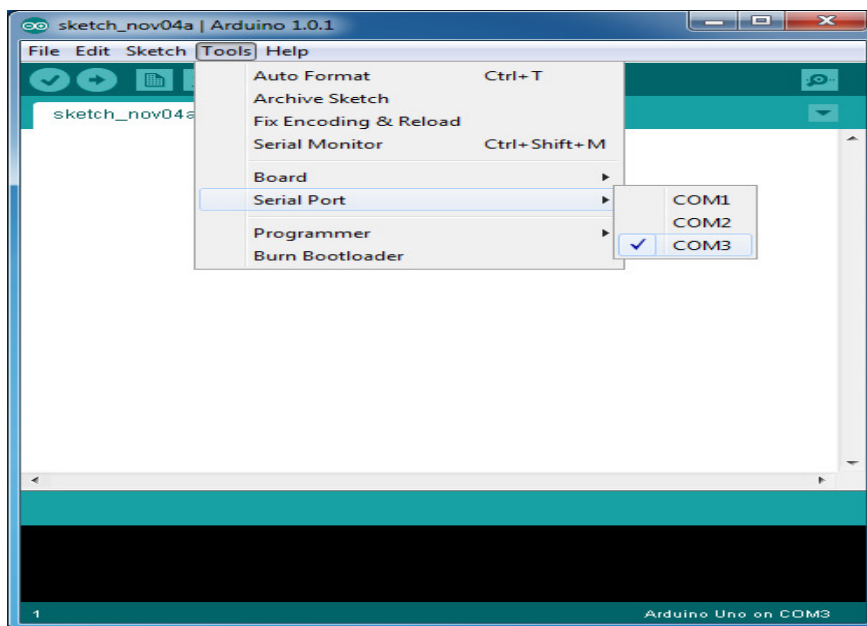
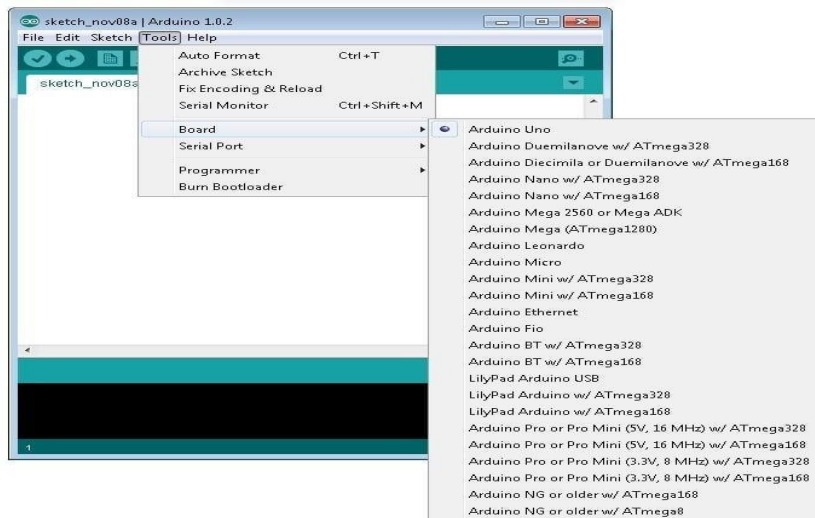
Here, we are selecting just one of the examples with the name Blink. It turns the LED on and off with some time delay. You can select any other example from the list.

**Step6-SelectyourArduinoboard.**

To avoid any error while uploading your program to the board, you must select the Correct Arduino board name, which matches with the board connected to your computer. Go to Tools Board and select your board. Here, we have selected Arduino Uno board according to our tutorial, but you must select the name matching the board that you are using.

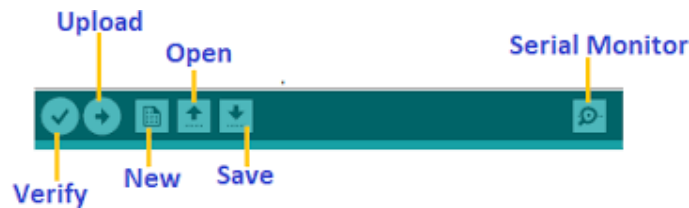
**Step7-Selectyourserialport.**

Select the serial device of the Arduino board. Go to Tools > serial Port menu. This is likely to beCOM3orhigher(COM1andCOM2areusuallyreservedforhardwareserialports).Tofind out, you can disconnect your Arduino board and re-open the menu, the entry that disappears should be of the Anduino board.



### Step8-Upload the program to your board.

Before explaining how we can upload our program to the board, we must demonstrate the function of each symbol appearing in the Arduino IDE toolbar.



**Verify**-Used to check if there is any compilation error.

**Upload**-Used to upload a program to the Arduino board. **New**-

Shortcut used to create

**Open**-Used to directly open one of the example sketches.

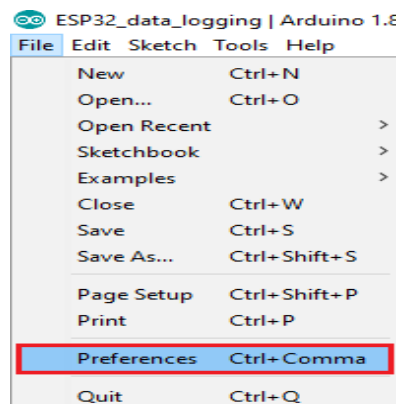
**Save**-Used to save your sketch.

**Serial Monitor**-Serial monitor used to receive serial data from the board and send the serial data to the board. Now, simply click the "Upload" button in the environment. Wait a few seconds you will see the RX and TX LEDs on the board, flashing. If the upload is successful, the message "Done uploading" will appear in the status bar.

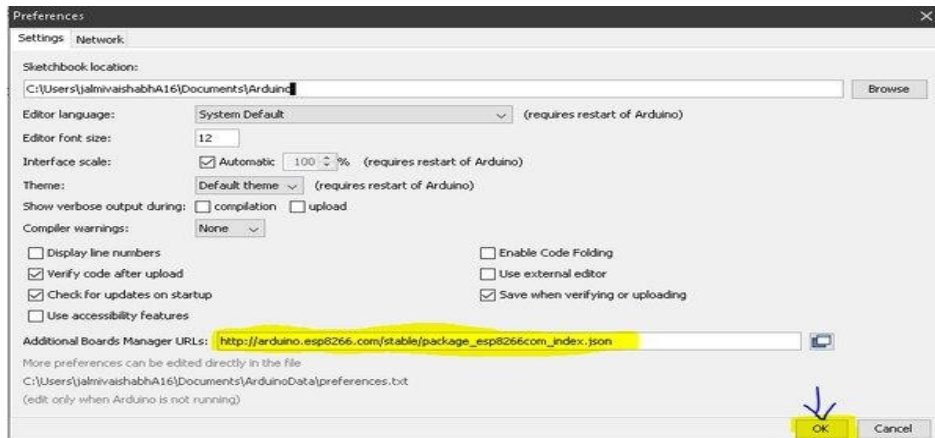
#### Installing ESP32 Add-on in Arduino IDE

To install the ESP32 board in your Arduino IDE, follow these next instructions:

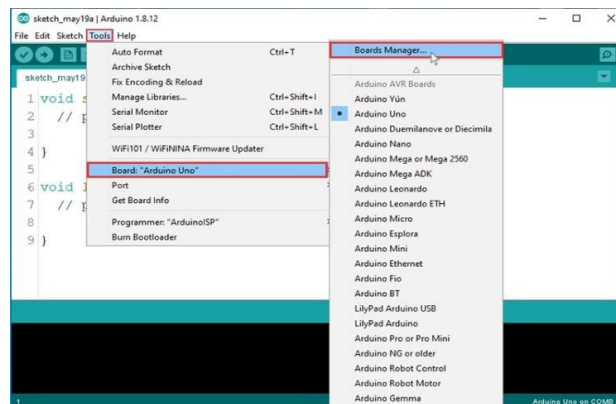
1. In your Arduino IDE, go to **File > Preferences**



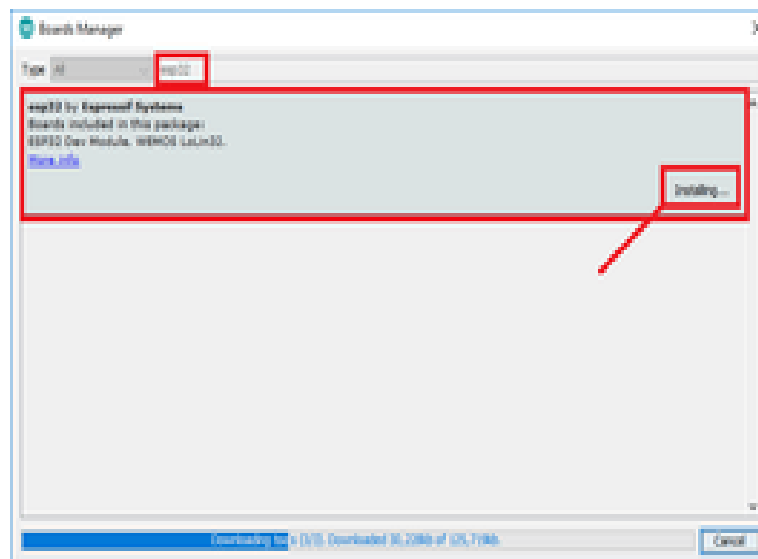
2. Enter the following into the "Additional Board Manager URLs" field: Then, click the "OK" button:



3. Open the Boards Manager. Goto **Tools > Board > Boards Manager..**



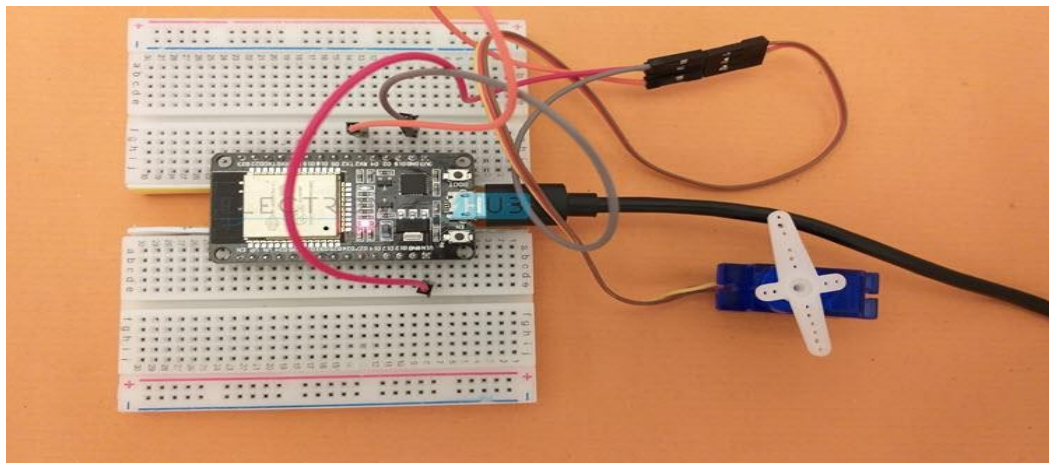
4. Search for **ESP32** and press install button for the **ESP32** by **Espresif Systems**





#### 4.31 ROBOTIC ARM SERVO MOTOR CONTROLLED BY ESP32

We will learn how to control a Servo Motor using ESP32 Development Board. To demonstrate the working of ESP32 Servo Control, we will first make a Sweep application where the servo oscillates back and forth. Then we will see how to control the Servo using a Potentiometer. Finally, since ESP32 is all about of IoT Development, we will implement a Web Controlled Servo using ESP32 Project.



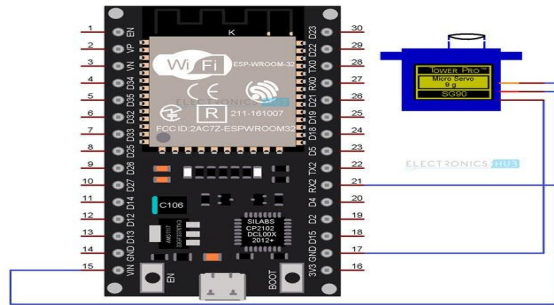
As mentioned, I earlier, instead of using "Servo" libraries, we will be using the LEDCPWM Controller to set the control signal of the Servo. The beautiful thing about LEDC PWM Controller is that you have complete control on the parameters of PWM. The frequency of the PWM Signal, which must comply with the specifications of the Servo Motor, is set at 50Hz. A standard 8-bit resolution is used. The important part is the duty cycle. Duty Cycle of the PWM Signal determines the position of the Servo and it ranges between 1ms for extreme left, 2ms for extreme right and 1.5ms for center positions. Since duty cycle is often represented as percentage, we will continue setting to use the same. So, when I set the duty cycle as 50, it means 50% duty cycle.

#### Circuit Diagram

The following image shows the connections between ESP32 and Servo Motor. In the operating



voltage of SG90 and MG 996R Servo Motors is 4.8V. So, connect the VCC



(Red) wire to VIN of ESP32. VIN is the input from the USB. So, it will bear around 5V. Connect the GND (Brown) wire to one of the GND pins of ESP32. Finally, the PWM Control Wire (Orange). Connect this wire to any of the PWM Pin of ESP32. Since, there are no dedicated PWM Pins on ESP32 and essentially you can configure any GPIO Pin as a PWM Pin, I connected the Control Wire of Servo to GPIO 16 (marked as RX2 on the board). The ESP32 and its cousin, the ESP8266, are undoubtedly remarkable microcontrollers. Aside from a high-speed 32-bit architecture, they also have built-in Bluetooth and Wi-Fi. The Bluetooth and Wi-Fi capabilities on these devices are made possible by an integrated 2.4GHz radio transceiver module. And this module can also be used for other communications applications that use the unlicensed 2.4GHz band. Espress, the makers of the ESP8266 and ESP32, have developed a protocol that allows all these devices to create a private, wireless network using the 2.5GHz transceivers. This is a separate network from the Wi-Fi network and can only be used by ESP-type microcontrollers. The protocol is called ESP-Now. ESP-NOW allows simple packet communications between ESP devices, using the 2.4GHz band. These transmissions operate a lot like those used by wireless mice and keypads and are limited to packets of 250 bytes or fewer.



The data can be unidirectional or bidirectional, i.e., single-duplex or full-duplex. Most data types are supported. Data can be encrypted or unencrypted, and no external source of Wi-Fi for a router is required. Depending upon your configuration, you can have anywhere from 2 to 20 devices communicating between themselves. The range can vary dramatically due to the environment, but under the right conditions (and with proper antennas) you can achieve over 400 meters. Just using the built-in antennas on the modules should still allow you to communicate through medium-sized home without a problem.

### ESP-NOW Networking Modes

You can place your ESP-NOW network in many configurations. You can mix and match ESP32 and ESP8266 devices within the same network. A device participating in an ESP-NOW network can be operated in one of two modes.



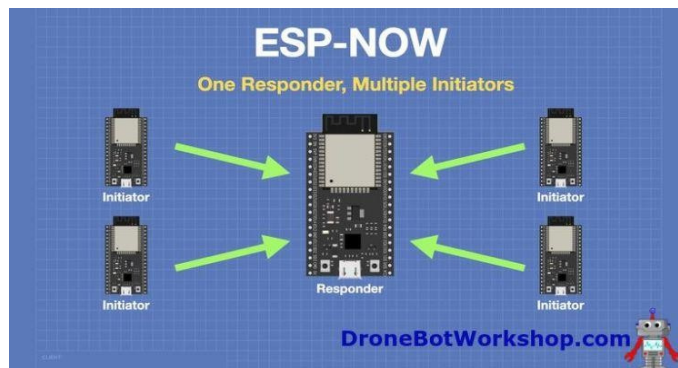
Fig4.5 ESP32 Networking modes

**Initiator**-This device initiates the transmission. It will require the MAC address of the receiving device.

**Responder**-This device receives the transmission. In unidirectional (half-duplex) mode, the transmitting device is the Initiator and the receiving device is the Responder. In a 2-way (full-duplex) communications mode, each device is both an Initiator and Responder.

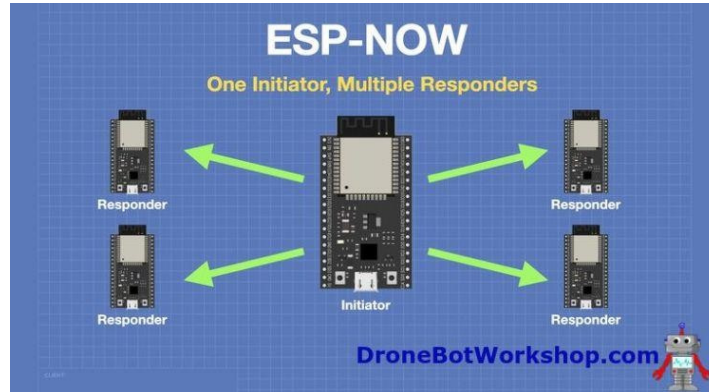
#### 1-Way Communication

The simplest communications topology is one-way, unidirectional communications. In this arrangement, the Initiator ESP32 transmits data to the Responder ESP32. The Initiator can tell if the Responder received the message successfully. This is a simple arrangement, but it has many uses in remote control applications.



#### One Initiator & Multiple Responders

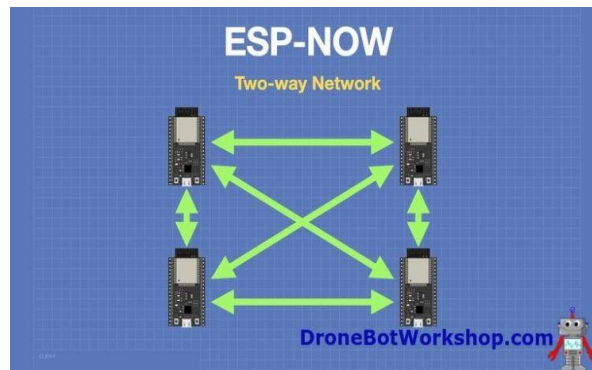
This setup consists of one Initiator that is communicating with multiple responders.



The configuration can be used in two fashions: The Initiator communicates with each Responder individually. The Initiator initiates a broadcast message to communicate with all the Responders. An alarm system might use this sort of configuration to activate remote sounders or communicate with remote monitors when an alarm has been triggered.

#### One Responder & Multiple Initiators

This is the reverse of the previous ESP-NOW network configuration. In this arrangement, we have one Responder and multiple Initiators.

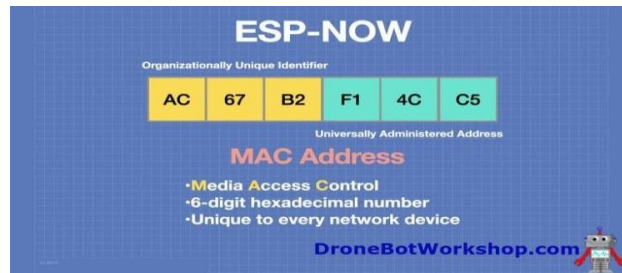


#### Two-Way Networking

Expanding upon the previous configuration even further, we come up with this arrangement, four boards that have bidirectional communications established with one another. MAC Addresses, When Initiators communicate with Responders, they need to know the Responder's MAC Address. A MAC, or Media Access Control, Address is a unique 6-digit hexadecimal number assigned to every device on a network. It is generally burned into the device by the manufacturer, although it is possible to manually set it.

#### MAC Address Sketch

Here is a very simple sketch that you can run on an ESP32 to determine its unique MAC Address: `esp32-mac-address`



C++/\*

ESP32MACAddressprintoutesp32-mac-address.ino

Prints MAC Address to Serial Monitor

```
IIIncludeWi-FiLibrary#include"WIFI"
```

```
void setup () {
```

```
I/ Setup Serial Monitor Serial. begin (115200); / Put ESP32 into Station mode Wi-Fi. mode
(WIFI_MODE_ STA); I/ Print MAC Address to Serial monitor Serial .print ("MAC Address:
"): Serial .print In (Wi-Fi. Mac Address ());} void loop () {}
```

All we are doing is including the WIFI Library, initializing the serial monitor, placing the ESP32 into Station mode, and then asking it for its MAC address. The result is printed on the serial monitor. Running The MAC Sketch the entire sketch runs in the Setup section, so after loading it to the ESP32, it will likely run before you get a chance to view it on the Serial monitor. Tom can press the Reset key on your module to force it to run again. The MAC Address will be at the bottom of the screen. Copy it to a safe location, so that you can use it later. Coding for ESP-NOW The ESP-NOW Library is included in your ESP device boards manager installation. It has a number of functions and methods to assist with coding for ESP-NOW. In order to see how it works, you need to examine the sending and receiving of an ESP-NOW message packet.

Transmitter code of ESP32 for controlling robotic arm using joystick Steps for coding

You need to initialize the ESP-NOW library. Next, you'll register your send callback function. You need to add a peer device, which is the responder device. You add the peer by specifying its MAC address.



Finally, you can packetize and send the message. #include

```
<esp_now.h>
```

```
#include<WiFi.h>
```

```
//Variables for test data Int
```

```
Xpin_1-32;
```

```
int Ypin_1=33;
```

```
int Spin_1=4;
```

```
int Xpin_2-34;
```

```
int Ypin_2-35;
```

```
int Xval_1;
```

```
int Yval_1;
```

```
int Xval_2;
```

```
int Yval_2;
```

```
int Sval_1;
```

```
//MAC Address of responder-edit as required
```

```
uint8_t broadcastAddress[]={0xFF, 0xFF, 0xFE, 0xFF, 0xFF, 0xFF};
```

```
//Define a data structure
```

```
typedef struct message{
```

```
int Xval_1;
```

```
int Yval_1;
```

```
int Sval_1;
```

```

intXval_2;

intYval_2;

}struct message;

//Createastructuredobject struct

message mny Data;

//Peerinfo

Esp_now_peer_info_tpeerInfo;

//Callbackfunctioncalledwhendataissent

voidOnDataSent(const uint&t*macaddr,espnowsendstatusstatus){ Serial.print("\nLast

Packet Send Status:t");

Serial.println(status=ESPNOSENDSUCCESS?"DeliverySuccess": "Delivery

Fail");

}

voidsetup(){

// Set up Serial Monitor

Serial. Begin(11 5200);

pinMode (Xpin_1, INPUT);

pinMode(Ypin_1,INPUT);

pinMode (Spin _1, INPUT);

pinMode(Xpin_2,INPUT);

pinMode(Ypin_2,INPUT);

//SetESP32asaWi-FiStation

WIFI. Mode (WIFI STA);

//InitializeESP-NOW

if (esp now init )! = ESP OK) {

Serial.println("ErrorinitializingESP-NOW");

return;

}

```

```

// Register the send callback
esp_now_register_send_cb(OnDataSent);

/Registerpeer
memcpy(peerInfo.peer_addr,broadcastAddress,6);
peerInfo.Channel = 0;
peerInfo.encrypt= false;
//Addpeer
if(esp_now_addpeer(&peerInfo)!=ESPOK){
Serial.println(" Failed to add peer");
return;
}
}

void loop (){
Xval_1=analogRead (Xpin_1);
Yval_1=analogRead(Ypin_1);
Xval_2=analogRead(Xpin_2);
Yval_2=analogRead (Ypin_2);
Sval_1=digital Read (Spin_1);
delay (100);
intX_1=map(Xval_1, 0,4095,0, 180);
intY_1=map(Yval_1,0,4095,0, 180);
intX_2=map(Xval_2, 0, 4095, 0, 180);
intY_2=map(Yval_2,0,4095, 0,180);
//Formatstructureddata
myData.Xval_1 = X_1;
//delay (200);
myData.Yval_1=Y_1;
//delay(200);

```

```

myData.Xval_2= X _2;
//delay (200);
myData.Yval_2=Y_2;
//delay (200);
myData.Sval_1=Sval_1; delay
(200);
//Send messageviaESP-NOW
esperrresult=esp_now_send(broadcastAddress,(uint8*)&myData, size
of(my Data));
if(result=ESPOK){
  Serial.println("Sendingconfirmed");
}
else{
  Serial.println("Sendingerror");
}
Serial.print("X_1 value =");
Serial.print(Xval_1);
Serial.print("Y_1 value=");
Serial.print(Yval _1);
Serial.print("X_ 2 value =");
Serial.print(Xval_2);
Serial.print("Y_ 2 value=");
Serial.print(Yval _2);
Serial.print("Switchstateis=");
Serial.println(Sval_1 );
delay(

```

ReceivingcodeeofESP32forcontrollingroboticarmusingjoystick  
 Towritecodeforthe ESP-NOWresponder,you'needto dothefollowing:





1. You need to initialize the ESP-NOW library.
2. Next, you'll register your receive callback function.
3. In the receive callback, you'll capture the incoming message data and pass it to a variable.

Let's dig out some ESP boards and start experimenting with ESP-NOW. #include

```
<ESP32Servo.h>
```

```
// Include Libraries
```

```
#include<esp_now.h>
```

```
#include <WiFi.h>
```

```
int servoPin_1 = 32;
```

```
int servoPin_2 = 33;
```

```
int servoPin_3 = 15;
```

```
int servoPin_4 = 25;
```

```
Servo myservo_1;
```

```
Servo myservo_2;
```

```
Servo myservo_3;
```

```
Servo myservo_4;
```

```
#define SIGNAL_TIMEOUT 1000 // This is signal timeout in milli
```

```
seconds. We will reset the data if no signal
```

```
unsigned long lastRecvTime = 0;
```

```
// Define a data structure
```

```
typedef struct struct_message {
```

```

int xAxisValue_1;

int yAxisValue_1;

int xAxisValue_2;

int yAxisValue_2;

intswitchPressed_1;

}struct message;

// Callback function executed when data is received

memcpy(&myData,incomingData,sizeof(myData):

Serial.print("Data received; "):

Serial.println(len);Serial.print("Xval

1=):

Serial.print(myData.xAxisValue_1);

Serial.print("Yval_1=");

Serial.print(myData.yAxisValue_1);

Serial.print("Sval_1= ");

Serial.print(myData.switchPressed_1);

Serial.println (len);

Serial.print("Xval_2= ");

Serial.print(myData.xXAxisValue_2);

Serial.print("Yval_2=");Serial.print(my

Data.yAxisValue_2);

//Serial.print("BooleanValue:");

//Serial.println(myData.d);

Serial.println();

}

voidsetup(){

//SetupSerialMonitor

Serial.begin(11 5200):

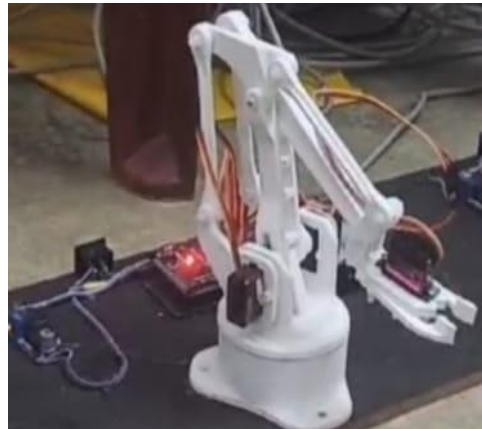
```

```

myservo_1.attach(servoPin_1);
myservo 2. attach(servoPin_2);
myservo3. attach(servoPin_3);
myservo4.attach(servoPin_4);//SetESP32asaWi-FiStation WIFI.
Mode (WIFI_STA);
//InitilizeESP-NOW
if (esp now init ()! = ESP OK) {
  Serial.println("ErrorinitializingESP-NOW");
  return;
}
// Register callback function
esp_now_register_recv_cb(OnDataRecv);
}
void loop (){
// int Yval=myData.yAxisValue
myservo_1.write(myData.xAxisValue_1);
//delay (200);
Myservo_2.write (mnyData.yAxisValue_1);
//delay (200);
Myservo_3.write (myData.xAxisValue_2);
//delay (200);
Myservo_4.write(myData.yAxisValue_2);
//delay (50);}

```

### **Finalstructureofroboticarm**



**Fig4.8(a)structureofrobotic arm**



**Fig4.8(b)structureofroboticarm**

### **Applicationofswarmrobot**

#### **1.Agriculture**

Another example of the agricultural application of swarm robots is SAGA, an experimental platform in precision farming that uses a swarm of unmanned aerial vehicles (UAVs) in a field to monitor the field and perform weeding. Equipped with onboard cameras, vision processing, radio communication systems, and protocols that will support safe swarm operations, the UAVs fly very close to the field to count the number of weeds in an area and detect areas where weed is insufficient amounts, UAVs can also deal with extra tasks like micro-spraying on some plants.



**Fig4.9.1swarmroboticsusedinAgriculture**

## 2. Industrial

In a recent project called FIBERBOTS, robots can design fabricated structures while working as a swarm of fabricators. Pulling fiber and resin from a ground-based storage unit (a fiberglass spool), they work simultaneously to form tubular forms before wrapping them around their bodies. By wrapping themselves in tubes made of fiber, they construct the structures. The structure is constructed in several steps. The fiber and resin are retrieved from the ground-based storage by a winding arm. The nasal cavity is used to combine these materials before winding. The fiber is made harder with the aid of Ultraviolet light in the following step. The fiberbot uses its tiny motor and wheels to stitch itself onto the hardened fiber after it has been heated up. Until the desired structure is built, this process is repeated. To change the appearance of the structure, alter the wing patterns. The robots communicate over a computer network and know one another's current states, so they do not collide. The system uses a flocking-based design protocol for the structure formation to inform the robot trajectories rather than using commands to control the robots.



**Fig4.9.2swarmroboticsusedin industrial**

### 3. Medical

Cancer treatment is a very appealing area of research for swarm robotics systems. Even though the technology is advancing, there are treatments for almost all cancer types. However, there is still a serious issue with the potential side effects of these treatments. The attack on a healthy cell is the main issue. Only a treatment that considers sick cells can address this issue. Finally, swarms of nano-bots might in the future become a new and powerful tool in precision medicine, making possible targeted interventions within the human body, such as minimally invasive surgery or polytherapy delivery directly to cancerous cells. However, the coordination of huge numbers of robots with extremely limited computational and communication capabilities will stretch to the limits the swarm robotics approach and will require the development of new conceptual tools, let alone the development of microscopic hardware or bio-robotics devices.

### 4. Military

Endeavor Robotics developed several robots used by the US military for various tasks. The cobra robot is used for lifting heavy objects. It can lift to 150 kg of weight. The pack Bot is used for bomb disposal. AlphaDogs, robots that resembled dogs and are used to transport heavy loads for soldiers, were created by Boston Dynamics. It can walk up to 20 miles and carry 180 kg of weight. The intriguing aspect is that these robots can be directed in any direction without needing control.

## 5 CONCLUSION

The transition to industry and industrial production, not to mention daily use, has not been made successfully. Nevertheless. The main objective of this paper is to motivate future research and engineering activities by providing a comprehensive list of existing platforms, projects and products as a starting point for applied research in swarm robotics. This project classifies basic swarm behaviors and presents a comprehensive overview of current research platforms and industrial applications, While this demonstrates the possibility of integrating basic swarm behaviors in current applications, it also shows that many applications of swarm robotics cannot fully exploit the advantages offered by distributed swarm architectures due to systems with only few agents or central control. Swarm algorithms build upon self-organized swarm behaviors, e.g., observed in natural Swarm systems, such as insect colonies or flocks of birds that are able to handle extremely diverse and dynamic environments. The same holds for robot swarms. They are meant to operate in the physical world, which typically faces continual dynamic changes and must cope with the events and external conditions that are hard to predict or model. Besides huge potential for applications in areas like logistics, agriculture, and inspection, one suitable working environment for Swarms are places that are unsuitable for humans, including places that are hard to reach, dangerous, or dirty. Applications in these environments could help to better observe, understand and exploit the advantages of swarm behaviors, adaptability, robustness, and scalability. In addition to industrial applications, we have also surveyed different research hardware platforms dedicated to swarm robotic experiments. On the one hand, this overview allow choosing an appropriate search platform for implementing and testing swarm algorithms in laboratory environments. On the other hand, it shows that there is a huge potential in research to transform these platforms from pure prototyping platforms to productive, industrial robotic systems that are able to perform in the real world. This might require to shift from the current simplified robot models and controls to a trade-off between simplicity of design and capability of solving complex tasks in a reliable way, e.g., from reduced resource consumption to a more intensive usage of sensor data and information sharing Robot Swarms has emerged in recently years as a solution for surveillance in complicated geographical environments thanks to the significant cost reduction of individual robots and accessories such as wireless adaptors, GPS, and video cameras. With a team of robots being dispatched, several challenges arise. From the communications aspect, continuous network connectivity has to be maintained.

## 6. Future scope

Robots will increase economic growth and productivity and create new career opportunities for many people worldwide. However, there are still warnings out there about massive job losses, forecasting losses of 20 million manufacturing jobs by 2030, or how 30% of all jobs could be automated by 2030.

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