Self-Solving Rubik's Cube

sdmay20-29

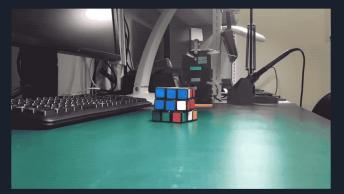
Taylor Burton (Systems Lead) Jacob Campen (Hardware Lead) Casey Cierzan (Materials Lead) Joe Crowley (Testing Lead) Annie (Yung-Hsueh) Lee (Algorithms Lead) Keegan Levings-Curry (Administrative Lead) Luke Schoeberle (Software Design Lead)

Client/Advisor: Dr. Zambreno



Problem Statement and Project Vision

- A self-contained, self-solving Rubik's cube
 - Can be scrambled by hand
 - Solves itself with no intervention
- Use for recruitment at ISU
 - Displays the possibilities of our degree
 - Hands-on recruitment tool



Source: Takashi Kaburagi



Similar Product Survey

• External Solvers

• Internal Solvers



Source: Jay Flatland



Requirements

Functional Requirements

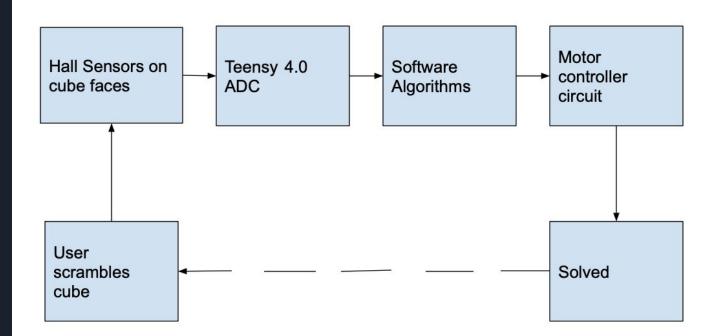
- Must be solved in 2 minutes or less
- Battery should last for at least 1 solve
- System should not rely on external devices (like cameras or robot arms)
- Cube starts in a solved state

Nonfunctional Requirements

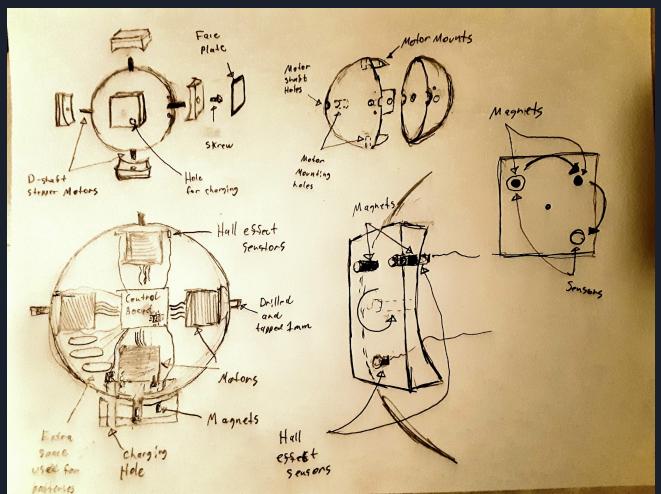
- System should be look like a standard Rubik's Cube
- Cube faces must be easily turnable by the user
- Cube should last at least 3 years
- Cube side length should be between 5.7 cm and 18 cm
- Budget should not exceed \$750



System Block Diagram



Conceptual Sketch





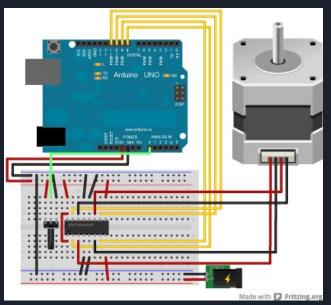
User Interface Description

- From a user's perspective, the interface is mostly the same
- Turned by rotating the outside faces as usual
- There are a few minor differences in our cube
 - Users will feel the motors' resistance when they scramble the cube
 - Users can charge the cube by using the port on the white center face



Hardware Design

- Hall Effect Sensors for rotation detection
- Mechanical Considerations
 - Size of cube and internal space
 - \circ Size of motors
 - Operating Environment
 - Flat tabletop
- Stepper Motors
 - Can be turned manually to scramble
- Teensy 4.0 Microcontroller
- Battery





Software Design

- Embedded software on our Teensy microcontroller
- A mix of pure C code and Arduino code
- Consists of four main parts:
 - Rotation detection software
 - Rotation simulation algorithms
 - Solving algorithms
 - Motor control software

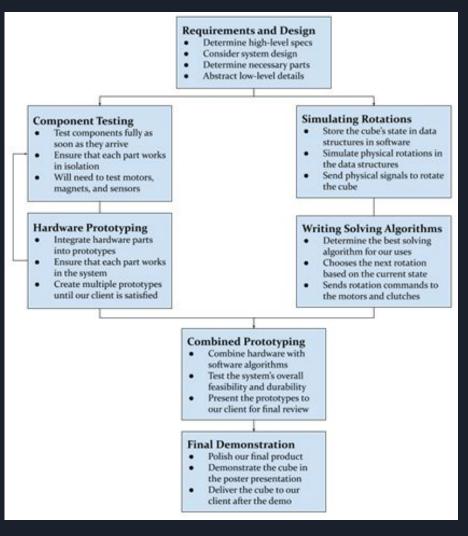


Resource Requirements

- 1 18x18x18 Rubik's cube
- 6 stepper motors
- 12 Hall Effect Sensors
- 18 magnets
- 1 Teensy 4.0 microcontroller
- 2 3D-printed hemispheres
- Rechargeable batteries
- 1 battery charging port



Work Breakdown





Risks

- Size limitations
- Budget constraints
- High capacity batteries
- Safety during construction

Project Plan - Metrics to quantify progress

- Rotation Accuracy: error from 90° or 180°
- Solving Accuracy: percentage of correct cubes when the algorithm ends
- Solving Space: deviation from the table area
- Solving Time: acceptable only if less than two minutes
- Battery Time: acceptable only if it lasts for the entire solving process



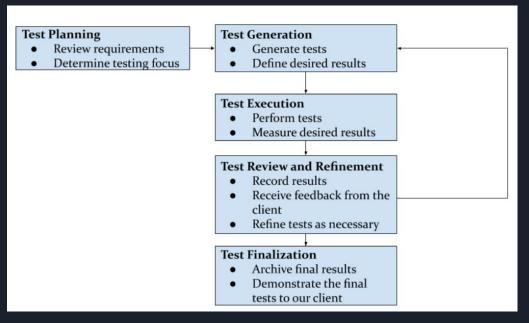
Project Schedule - Milestones

- 1/26: Hardware Prototype Completion
- 2/16: Full Prototype Completion
- 3/8: Full CAD Design Completion
- 3/29: Final Cube Completion
- 5/1: Final Cube Submission



Testing Process

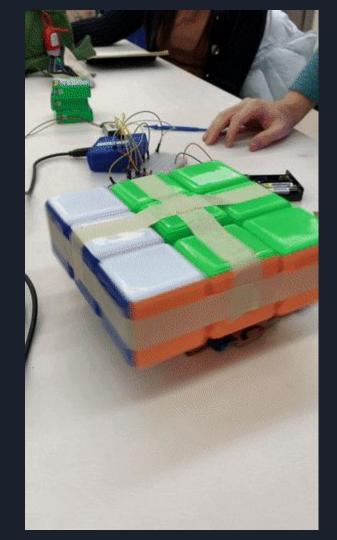
- Unit Testing
 - Motor control circuit
- Integration Testing
 - Motor integration
- System Testing
 - Holistic verification





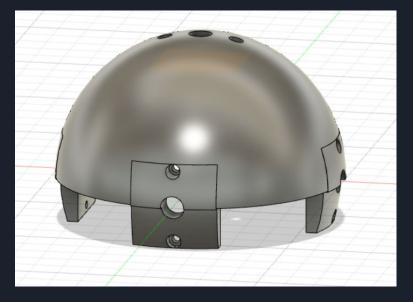
Prototyping







Prototyping







Deliverables

- 11x11x11 final product
- Charging equipment
- Source code in GitLab
- Delivered to Dr. Zambreno at the end of the project

Questions?