# Team BO: Seamless Autonotator

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### **Problem Statement/Use Case**

- Notation is the way chess moves are recorded (Nc3, Bxf6)
- Notation is useful
- Possibility of errors and time-consuming
  - Handwriting
  - Forgetting to notate
- Solution: Create a system that makes it easier for chess players to notate



### Requirements

- Record notation with **100% accuracy**
- Report move legality in **300ms** or less
- Provide **10 hours** of battery life
- Access previous **10 games** through website
- Provide exportable PGNs through website for analysis on Chess.com

### **Block Diagram**

### HW Unchanged



### Changed GET Request



## **Complete Final Solution-Custom Board**

- Chess board made from acrylic
- Plastic pieces
  - Magnet on bottom of each piece in a 3d-printed base
- PCB with hall-effect sensors directly under the board
  - Bipolar sensors for simplification
  - $\circ$  One sensor per square, multiplex into ADC
- Raspberry Pi reads sensors and controls LEDs on the board
- Power
  - Integrated batteries under board
  - Internal voltage regulation





## **Complete Solution-Legality Check**

- When user presses a button, the C++ program will:
  - Read every sensor on the board
  - Compare the new board state to the old board state, and determine the source and destination squares of the move
  - Compare the move against the legal move list (with Stockfish)
    - If legal, translate move to Standard Algebraic Notation
      (eg. c3d5 -> Nxd5), Light green LED and wait for next move
    - If illegal, light red LED and wait for the move to be corrected

## **Complete Solution: Software**

- Implemented framework using Django
  - Used AJAX for asynchronous updating
  - Viewed past games using SQLite Database
  - Sent data from Pi using Python requests
    - Used GET Requests to transmit data
  - Deployed using repl.it

#### Game State

Game Between W: Ryan Guan and B: Sangita Setlur game\_id: 1

#### White Black

e4	e5
Nf3	Nc6
Bc4	
Add	Move:
Subn	nit

Download Game Finish Game

In Progress: False

Tournament Game 1 Tournament Game 2 Tournament Game 3 Tournament Game 4 Tournament Game 5 Tournament Game 6 Tournament Game 7 Tournament Game 8 Tournament Game 9 Tournament Game 10

### **Testing Verification - Notation and Latency**

- Requirements (revisited)
  - Move pieces at playing speed and test for accuracy of notation
  - Goal: 100% notation accuracy if it's not reliable, it's useless
- Met this goal in preliminary tests 3 games, over 30 moves total
  - Sensor thresholds need to be adjusted, as squares are sometimes reported empty when pieces were off center - causing legal moves to appear illegal
- Latency was not tested quantitatively, but feels very fast
- Plan: play through 3 long games that will target specific edge cases in legality and notation
  - Record video, and analyze to determine latency

### **Power Testing**

- Power Usage: <= 8W
  - Tested with a power supply
  - $\circ$  Pi + Sensors + ADC
- Target: 10 Hours
  - 80 Wh minimum capacity
- 2 series 3Ah lithium battery
  - $\circ$  3.6V nominal
  - 11.1 Ah capacity required
- Therefore: Need 4 parallel
  - $\circ$  Have space for 8 on board



### **Design Tradeoffs**

Magnet Choice vs. Software Complexity

- Larger magnet more accurately detected
  - Hard to find magnet strength variety at size
- Use simple piece color detection over type
- Software tracks piece type

### Software Tradeoffs

- Server Framework: Django vs Flask vs NodeJS
  - Many of these features that differentiate these frameworks don't make a difference for our MVP
  - Chose framework based on familiarity
- Database: SQLite vs MySQL Database
- Rest API vs GET Request

Magnet Name	Error (mT)	Diameter (mm)
9149	-51.33316327	6.35
<mark>801</mark> 9	-78.24633929	6.35
9144	-108.9707283	6.35
8004	-36.95306122	6.35
8176	-6.338968112	12.7
8005	-34.26718857	6.35

### Schedule

Task	Start of Week	8/29/2022 9/5/2022	9/12/2022	9/19/2022	9/26/2022	10/3/2022	10/10/2022	10/17/2022	10/24/2022	10/31/2022	11/7/2022	11/14/2022	11/21/2022	11/28/2022	12/5/2022
Chess Board (Circuits and Hardware) - Vikram															
Sensor Research and Validation															
PCB Schematic															
PCB Layout and Ordering															
PCB Assembly															
PCB Hardware Tests and Validation															
Making/Modifying Physical Board															
Firmware and State Logic - Patrick															
Legal Move Generation															
Legality Check															
Notation Legality Check															
Interface with Hardware										1					
Interface with Software													3		
Output State Logic															
Software and Web - Rvan															
Creating Chess Class and Object Oriented Structure															
Test Python vs C++ Latency Requirements															
Create Website							-								
Create Autonotator and interface Autonotator with Website	2														
Allow Website to Read and Write from Database										11					
Allow Website to export notation to chess.com															
Create basic analysis tools within website (past games)										2					
Integration - All															
Test Data Callestics with DCD															
Testing later from with PDI															
Testing Interface with RPI												1			
lesting web Interface															
Validating Final Product - All															
Hardware Testing-Power, Accuracy, Latency															
"User" Testing															

## Conclusion

- Tasks before final demo
  - More "User" Testing
  - Record actual latency to confirm calculations
  - Play more games to stress test board
  - Test latency of website display
- Takeaways
  - Planning for slack time is crucial
  - Magnets *really really* like to stick together

Accuracy	100% (given current testing)
Latency for Legality	50 ms (per our calculations)
Battery Life	20 Hours
Board Size	18" x 18"
Stockfish Version	11 (Jan 2020 release)