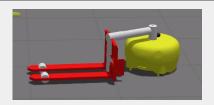
AUTONOMOUS MOBILE ROBOTICS

MOTION PLANNING AND CONTROL

GEESARA KULATHUNGA



SEPTEMBER 5, 2022

CONTROL OF MOBILE ROBOTS

CONTENTS

- Kinematics of wheeled mobile robots: internal, external, direct, and inverse
 - Differential drive kinematics
 - Bicycle drive kinematics
 - Rear-wheel bicycle drive kinematics
 - ► Car(Ackermann) drive kinematics
- Wheel kinematics constraints: rolling contact and lateral slippage
- Wheeled Mobile System Control: pose and orientation
 - Control to reference pose
 - ► Control to reference pose via an intermediate point
 - ► Control to reference pose via an intermediate direction
 - ► Control by a straight line and a circular arc
 - ► Reference path control
- Smooth path planning in a given 2-D space for vehicles with nonholonomic constraints using Hybrid A*

■ The process of moving an autonomous system from one place to another is called **Locomotion**



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- For mobile robotics kinematic model is sufficient



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- Holonomic Systems robot is able to move instantaneously in any direction in the space of its degree of freedom (Omnidirectional robot)
- Non-holonomic Systems robot is not able to move instantaneously in any direction in the space of its degree of freedom

Several types of kinematics models exist

■ Internal kinematics : consider internal variables (wheel rotation and robot motion)

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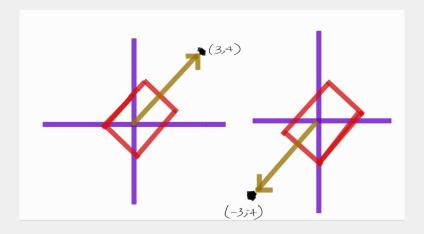
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- Inverse kinematics: robot inputs as a function of desired robot pose



Quadrant	Angl	.e	sin	cos	tan
I	Θ	$< \alpha < \pi/2$	+	+	+
II	$\pi/2$	< α < π	+	-	-
III	π	$< \alpha < 3\pi/2$	-	-	+
IV	3π/2	2 < α < 2π	-	+	-

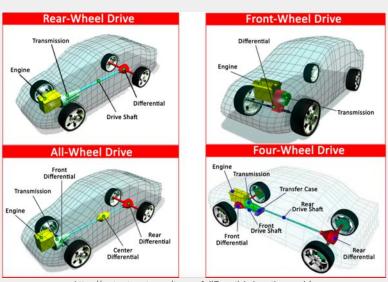
■ Given that the value of $tan(\alpha)$ is positive, we cannot distinguish, whether the angle was from the first or third quadrant and if it is negative, it could come from the second or fourth quadrant. So by convention, atan() returns an angle from the first or fourth quadrant (i.e. $-\pi/2 <= atan() <= \pi/2$), regardless of the original input to the tangent

Quadrant	Angl	.e	sin	cos	tan
III I	π/2	< α < π/2 < α < π < α < 3π/2	+	+	+ - +
IV	3π/2	$2 < \alpha < 2\pi$	-	+	-

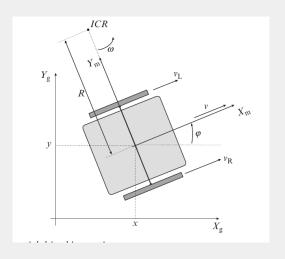
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https://cartreatments.com/types-of-differentials-how-they-work/



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- Well-fit for smaller mobile robots
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- According to Fig. 9,
 - ► Terms $\mathbf{v}_R(t)$, $\mathbf{v}_L(t)$ denoted velocity of right and left wheels, respectively
 - ► Wheel radius r, distance between wheels L, and term R(t) depicts the instantaneous radios (ICR) of the vehicle. Angular velocity is same for both left and right wheels around the ICR.

■ Tangential velocity

$$\mathbf{v}(t) = \omega(t)R(t) = \frac{\mathbf{v}_R(t) + \mathbf{v}_L(t)}{2} \tag{1}$$

, where $\omega = \mathbf{v}_L(t)/(R(t)-L/2) = \mathbf{v}_R(t)/(R(t)+L/2)$. Hence, ω and R(t) can be determined as follows:

$$\omega(t) = \frac{\mathbf{v}_R(t) - \mathbf{v}_L(t)}{L}$$

$$R(t) = \frac{L}{2} \frac{\mathbf{v}_R(t) + \mathbf{v}_L(t)}{\mathbf{v}_R(t) - \mathbf{v}_L(t)}$$
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Wheels tangential velocities

$$\mathbf{v}_L = r\omega_L(t), \quad \mathbf{v}_R = r\omega_R(t)$$
 (3)

■ Internal robot kinematics

$$\begin{bmatrix} \dot{\mathbf{x}}_{m}(t) \\ \dot{\mathbf{y}}_{m}(t) \\ \dot{\boldsymbol{\Phi}}(t) \end{bmatrix} = \begin{bmatrix} \mathbf{v}_{\mathsf{X}_{m}}(t) \\ \mathbf{v}_{\mathsf{Y}_{m}} \\ \boldsymbol{\omega}(t) \end{bmatrix} = \begin{bmatrix} r/2 & r/2 \\ \mathbf{o} & \mathbf{o} \\ -r/L & r/L \end{bmatrix} \begin{bmatrix} \omega_{L}(t) \\ \omega_{R}(t) \end{bmatrix} \tag{4}$$

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12

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External robot kinematics

$$\begin{bmatrix} \dot{x}(t) \\ \dot{y}(t) \\ \dot{\Phi}(t) \end{bmatrix} = \begin{bmatrix} \cos(\Phi(t)) & 0 \\ \sin(\Phi(t)) & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} \mathbf{v}(t) \\ \omega(t) \end{bmatrix}$$
 (5)

Discrete time dynamics using Euler integration

$$x(k+1) = x(k) + v(k)T_scos(\Phi(k))$$

$$y(k+1) = y(k) + v(k)T_ssin(\Phi(k))$$

$$\Phi(k+1) = \Phi(k) + \omega(k)T_s$$
(6)

, where discrete time instance $t = kT_s$, k=0,1,2,..., for T_s

■ Forward robot kinematics (given a set of wheel speeds, determine robot velocity)

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 We can also try trapezoidal numerical integration for better approximation

$$x(k+1) = x(k) + v(k)T_{s}cos(\Phi(k) + \omega(k)T_{s}/2)$$

$$y(k+1) = y(k) + v(k)T_{s}sin(\Phi(k) + \omega(k)T_{s}/2)$$

$$\Phi(k+1) = \Phi(k) + \omega(k)T_{s}$$
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- Inverse robot kinematics (given desired robot velocity, determine corresponding wheel velocities)
 - the most challenging case compared to direct or forward kinematics
 - given target pose how many possible ways to get there?
 - What if robot goes can perform only two type of motions: forward and rotations

$$\mathbf{v}_R = \mathbf{v}_L = \mathbf{v}_R, \omega(t) = 0, \mathbf{v}(t) = \mathbf{v}_R / forward$$

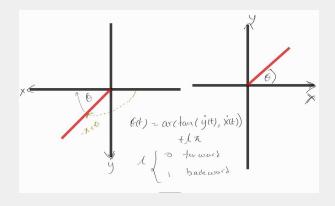
$$\mathbf{v}_R = -\mathbf{v}_L = \mathbf{v}_R, \omega(t) = 2\mathbf{v}_R / L, \mathbf{v}(t) = 0 / fortation$$
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2.

■ Inverse robot kinematics (given desired robot velocity, determine corresponding wheel velocities)

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 - ► If there is disturbance in the trajectory and know the desired pose at time t, i.e., x(t), y(t)

, where k(t) is the path curvature and $\omega(t) = \dot{\Phi(t)}$





https://helpfulcolin.com/bike-riding-robots-are-helped-by-gyroscopes-cameras/

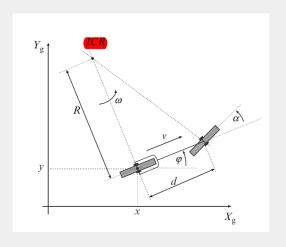


Figure: Caption

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 \blacksquare Angular velocity ω around ICR

$$\omega(t) = \dot{\Phi} = \frac{\mathbf{v}_{S}(t)}{\sqrt{d^{2} + R^{2}}} = \frac{\mathbf{v}_{S}(t)}{d} sin(\alpha(t))$$
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■ Steering wheel velocity

$$\mathbf{v}_{\mathsf{S}}(t) = \omega_{\mathsf{S}}(t)r \tag{13}$$

■ Internal robot kinematics

$$\dot{x}_{m}(t) = \mathbf{v}_{S}(t)\cos(\alpha(t))$$

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External robot kinematics

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$$\dot{y}(t) = \mathbf{v}_{S}(t)cos(\alpha(t))sin(\Phi(t))$$

$$\Phi(t) = \frac{\mathbf{v}_{S}(t)}{d}sin(\alpha(t))$$
(15)

$$\begin{bmatrix} \dot{x}(t) \\ \dot{y}(t) \\ \dot{\phi}(t) \end{bmatrix} = \begin{bmatrix} \cos(\Phi(t)) & o \\ \sin(\Phi(t)) & o \\ o & 1 \end{bmatrix} \begin{bmatrix} \mathbf{v}(t) \\ \omega(t) \end{bmatrix}$$
 (16)

, where
$$\mathbf{v}(t) = \mathbf{v}_{\mathsf{S}}(t) cos(\alpha(t))$$
 and $\omega(t) = \frac{\mathbf{v}_{\mathsf{S}}}{d} sin(\alpha(t))$

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