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# Project Ballbot

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## 1 Item - List

Item	#	W.[g]	Weblink	Picture
OpenCR Board (Controlling the motors, IMU)	1	60	<a href="#">github_wiki</a>	
UpBoard (Main PC)	1	96	<a href="#">127€</a>	
Intel RealSense R200	1	9.4	<a href="#">datasheet, 84.15€</a>	
Laser Distance Sensor	1	124	<a href="#">specs, 100€</a>	
Battery: LI-PO 11.1 1800mAh LB-12 19	1	132	<a href="#">44.90€</a>	
Turtlebot3 Layers(125cmx125cm)	4			
XM430-W350-R Dynamixel (Motors)	3	82	<a href="#">robotis,250€</a>	
Ball(alum., dia.: 140mm, material thickness 2.5mm)	1	400	<a href="#">ball-tech gmbh,40€.</a>	
Omni wheels(dia: 60mm, thickness:25mm)	3	51.46	<a href="#">10.38€</a>	
Kreisring (PLA, 3D printeted)	1	28		
Halterung (PLA, 3D printeted)	3	18		
Mitnehmer (PLA, 3D printeted)	3	8		
Plain washer (Beilagscheibe),(PLA, 3D printeted)	3	0.45		
M3 (Mutter-Halterung-Kreisring-Layer)	9			
M2.5 (Kreisring-Layer)	2			
M3x8mm Halterung	6		Zylinderkopf (Imbus)	
M3x22mm Layer	3	1.34	Zylinderkopf (Imbus)	
M2.5x22 (Motoren-Halterung)	12		Sechskant	
M2.5x38 (Motoren-Rad)	3		Zylinderkopf (Imbus)	
M2.5x24 (Layer)	2		Zylinderkopf (Imbus)	
M2x6mm (Mitnehmer-Motor)	12		Zylinderkopf (Imbus)	
Distanzbolzen	???		???	
Total Cost: 1176€ + Cost of opencr board and all plastic (incl. tb3 structure) and scrwes				

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TODO:

1. Abmessungen von einer struckture layer
2. upboard1-link noch eintragen

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## 2 Simulation

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TODO: check if controller works  
check why imu fails

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### 2.1 Launch

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These files are executed one after another:

1. bb\_simulation: ballbot.launch
2. bb\_description: bb\_description.launch
3. bb\_description -> urdf: bb.xacro
4. bb\_description -> urdf: bb.urdf.xacro
5. bb\_description -> urdf: common\_properties.xacro
6. bb\_description -> urdf: bb.gazebo.xacro

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### 2.2 Simulation design

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Ballbot SDF Reference: [Ballbotmodel](#)

We use not the sdf but the xacro description as in this example [here](#).

```
rrbot_control
├── CMakeLists.txt
├── config
│   └── rrbot_control.yaml
├── launch
│   ├── rrbot_control.launch
│   ├── rrbot_rqt.launch
│   └── rrbot_rqt.perspective
└── package.xml
rrbot_description
├── CMakeLists.txt
├── launch
│   ├── rrbot.rviz
│   └── rrbot_rviz.launch
├── meshes
│   └── hokuyo.dae
├── package.xml
├── urdf
│   ├── materials.xacro
│   ├── rrbot.gazebo
│   ├── rrbot.xacro
│   └── rrbot.xml
└── rrbot_gazebo
    ├── CMakeLists.txt
    ├── launch
    │   └── rrbot_world.launch
    ├── package.xml
    ├── worlds
    │   └── rrbot.world
```

Gazebo uses different physics engines:

- Open Dynamics Engine (ODE) (Default)
- Bullet
- Dynamic Animation and Robotics Toolkit (DART)
- Simbody

which all have different friction etc. models.

Files:

- `bb.urdf.xacro`: Link's: Visual description of the Robot and its collision model(STL file). Pose Mass and Inertias. Joint's: Pose,axis,effort and velocity limits, friction.
- `common_properties.xacro`: Macros for color definition.
- `bb.gazebo.xacro`: gazebo references dynamics of the links: friction parameters (`mu1,mu2`),

Gazebo Parameter's List:

name(xacro)	description	value	sdf group
<code>mu1</code>	is the Coulomb friction coefficient for the first friction direction	1.0	ode
<code>mu2</code>	is the friction coefficient for the second friction direction (perpendicular to the first friction direction)	2.0	ode
<code>kp</code>	spring constant equivalents of a contact as a function of <code>SurfaceParams::cfm</code> and <code>SurfaceParams::erp</code>		ode
<code>kd</code>	spring damping constant equivalents of a contact as a function of <code>SurfaceParams::cfm</code> and <code>SurfaceParams::erp</code> .		ode
<code>cfm</code>	Constraint Force Mixing parameter.		ode
<code>erp</code>	Error Reduction Parameter.		ode
<code>min_depth</code>	Minimum depth before ERP takes effect.		ode
<code>max_Vel</code>	Maximum interpenetration error correction velocity. If set to 0, two objects interpenetrating each other will not be pushed apart.		ode
<code>slip1</code>	Artificial contact slip in the primary friction direction		ode
<code>slip2</code>	Artificial contact slip in the secondary friction direction.		ode

See: [ODESurfaceParams](#)

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## 2.3 Gazebo Parameters

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## 2.4 Control

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sobald diff drive plugin angeschaltet drehen sich die raeder viel zu schnell ....

Diff Drive in `ballbot.launch` an oder ausschalten.

in `bb.gazebo.xacro` transmission und controller festlegen.

zudem yaml file(currently I use: `effort_controllers/JointVelocityController`)

Effort Joint Interface as Hardware Interface is used.

Do this example first: [http://gazebosim.org/tutorials/?tut=ros\\_control](http://gazebosim.org/tutorials/?tut=ros_control)

Also try this bb8 gazebo tutorial: <https://www.youtube.com/watch?v=j5qC9l448p8>

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### 2.4.1 Plugins

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- `gazebo-ros-control`
- `diff drive`

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### 2.4.2 Launch

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`roslaunch rrbot_control rrbot_control.launch`

These files are executed one after another:

1. `load config`
2. `controller_spawner`



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## 2.5 Sensors

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### 2.5.1 IMU

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We want to simulate the IMU of the opencr board. STRG+T to see imu topic values! [Imu of opencr board simulated](#)

Simulate like this: rviz rviz dann als fixed frame nimm: imu\_link. Und add topic imu und waehle als topic ballbot/sensor/imu

The simulated IMU outputs values like: orientation (x,y,z,w), angluar velocity(x,y,z), linear velocity(x,y,z), linear acceleration(x,y,z).

The opencr real IMU gives values like: orientation(x,y,z,w), angular velocity(x,y,z), linear acceleration(x,y,z) see [http://turtlebot3.readthedocs.io/en/latest/appendix\\_opencr.html](http://turtlebot3.readthedocs.io/en/latest/appendix_opencr.html)

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## 3 Model

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### 3.1 Composition

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The Ballbot consists of three parts, which are depicted in Figure 3.1.

- Body with motors
- 3 omni-directional wheels
- Ball

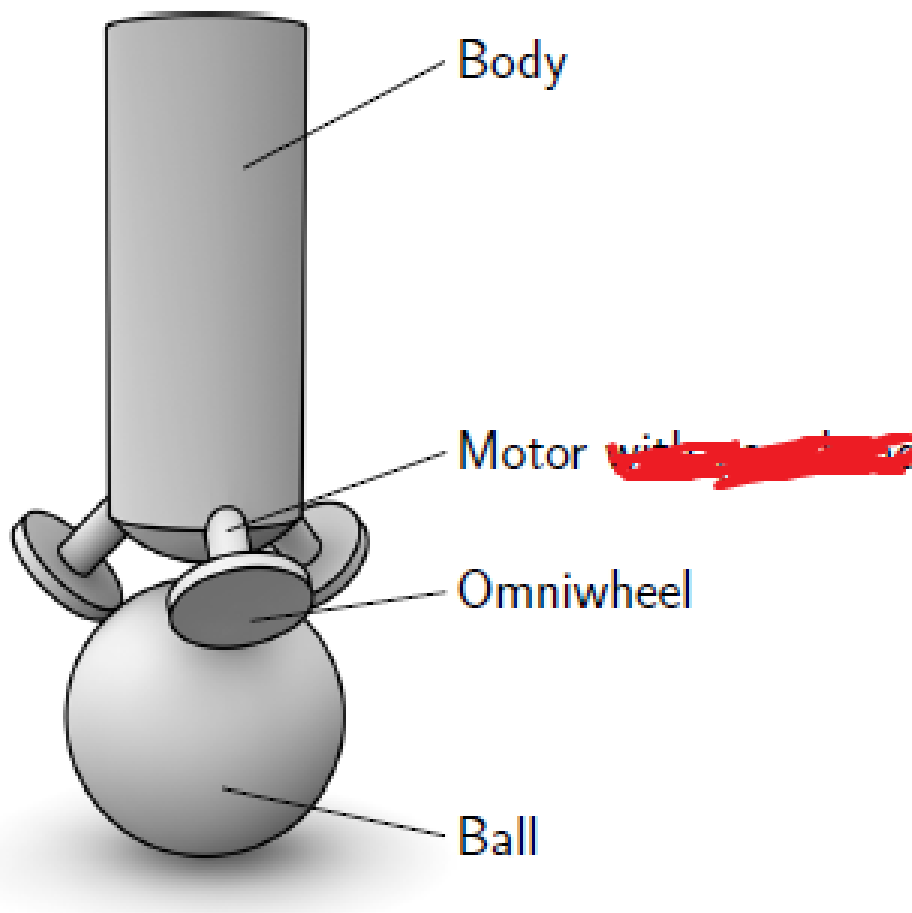


Abbildung 3.1: Parts for the 3D-Model

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name	Mass [kg]	inertia	pic	Translation from basis point to name
Upstructure (all except wheels)	1.557	$i_{xx} = ??$ $i_{yy} = ??$ $i_{zz} = ??$ $i_{xy} = ??$ $i_{zy} = ??$ $i_{xz} = ??$		x= y= z=

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### 3.2 Assumptions

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To reduce the complexity of the system, the following assumptions are made:

- No slip between the contact points between the ball/ground and wheels/ball
- No friction; except the friction, which occurs at the rotation of the ball around the z-axis
- No deformation
- Fast motor dynamics; The controlling of the motor is much faster than the controller of the Ballbot
- Ball moves only horizontal

### 3.3 Dynamic

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