
Project Ballbot

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1 Item - List

| Item | # | W.[g] | Weblink | Picture |
|--|----|-------|-------------------------------------|---|
| OpenCR Board (Controlling the motors, IMU) | 1 | 60 | github_wiki |  |
| UpBoard (Main PC) | 1 | 96 | 127€ |  |
| Intel RealSense R200 | 1 | 9.4 | datasheet, 84.15€ |  |
| Laser Distance Sensor | 1 | 124 | specs, 100€ |  |
| Battery: LI-PO 11.1 1800mAh LB-12 19 | 1 | 132 | 44.90€ |  |
| Turtlebot3 Layers() | 4 | | | |
| XM430-W350-R Dynamixel (Motors) | 3 | 72 | robotis,250€ |  |
| Ball(alum., dia.: 140mm, material thickness 2.5mm) | 1 | 400 | ball-tech gmbh,40€. |  |
| Omni wheels(dia: 60mm, thickness:25mm) | 3 | 51.46 | 10.38€ |  |
| 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) | |

Total Cost: 1176€ + Cost of opencer board and all plastic (incl. tb3 structure) and scrwes
TODO:

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

2 Simulation

2.1 Launch

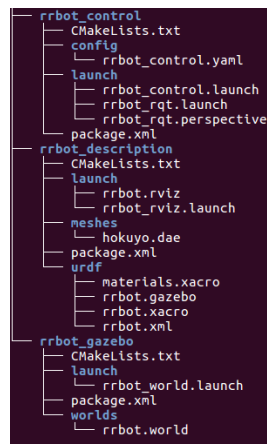
These files are executed one after another:

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

2.2 Simulation design

Ballbot SDF Reference: [Ballbotmodel](#)

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



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

2.3 Gazebo Parameters

2.4 Control

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

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

2.4.1 Plugins

- gazebo-ros-control
- diff drive

2.4.2 Launch

```
roslaunch rrbot_control rrbot_control.launch
```

These files are executed one after another:

1. load config
2. controller_spawner

2.5 Sensors

2.5.1 IMU

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), angular 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

3 Model

3.1 Composition

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

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

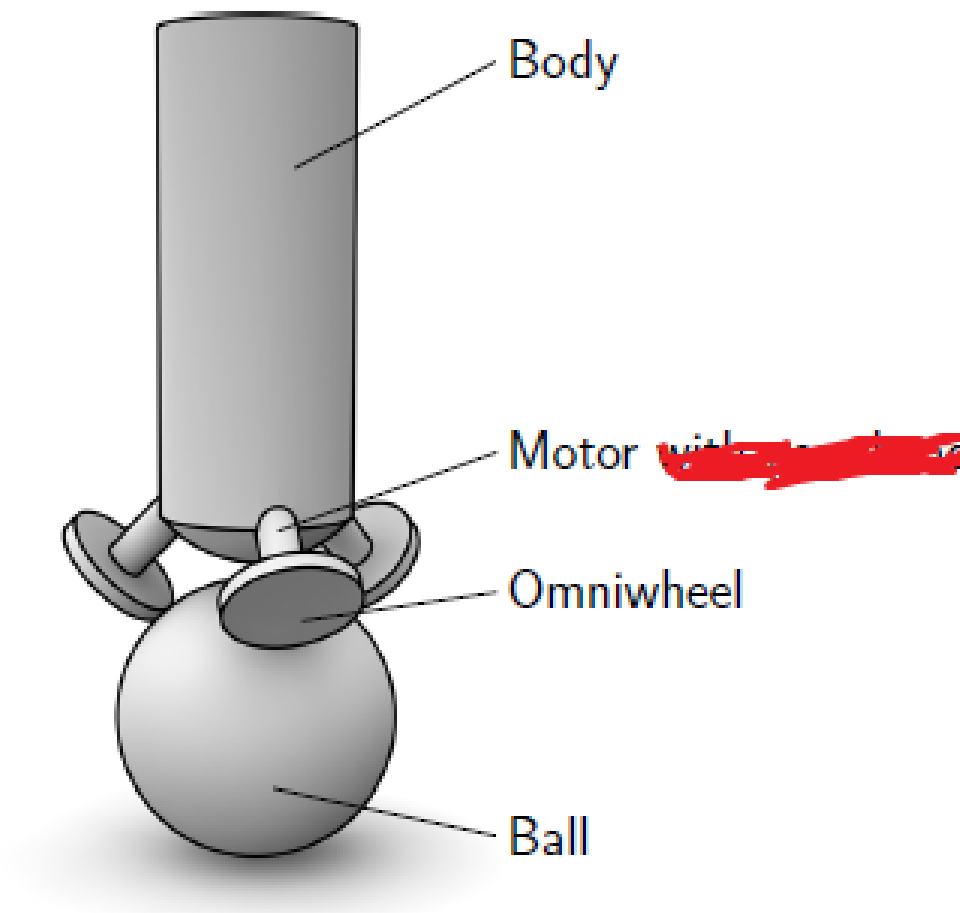


Abbildung 3.1: Parts for the 3D-Model

| 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= |

3.2 Assumptions

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
