Project report

Line-following for Ackerman car

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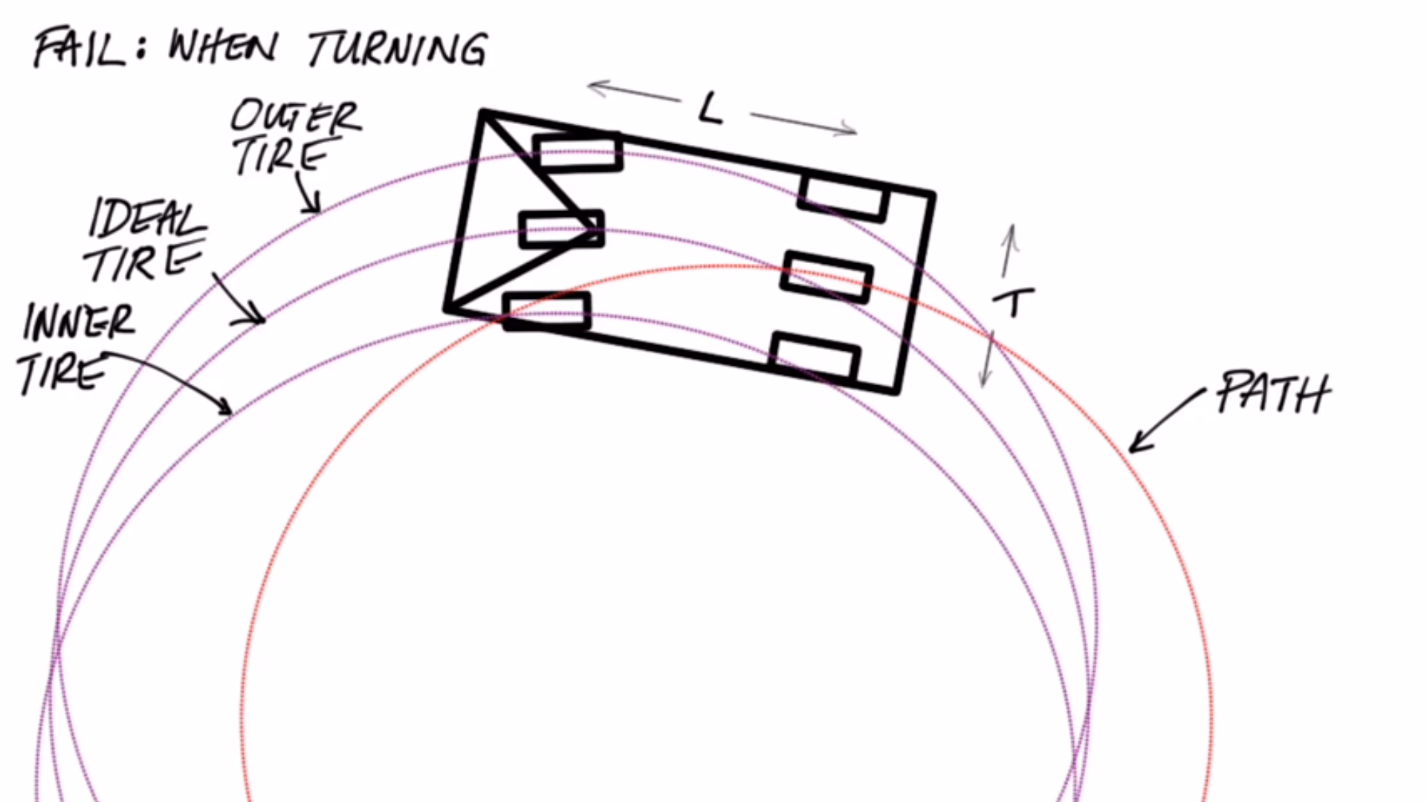
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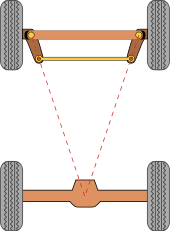
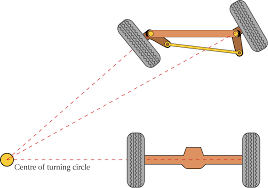
# Introduction

Ackermann steering geometry is a geometric arrangement of linkages in the steering of a car or other vehicle designed to solve the problem of wheels on the inside and outside of a turn needing to trace out circles of different radii.

It allows preventing situation in which left and right wheels of a car move different trajectories (as on the picture below).

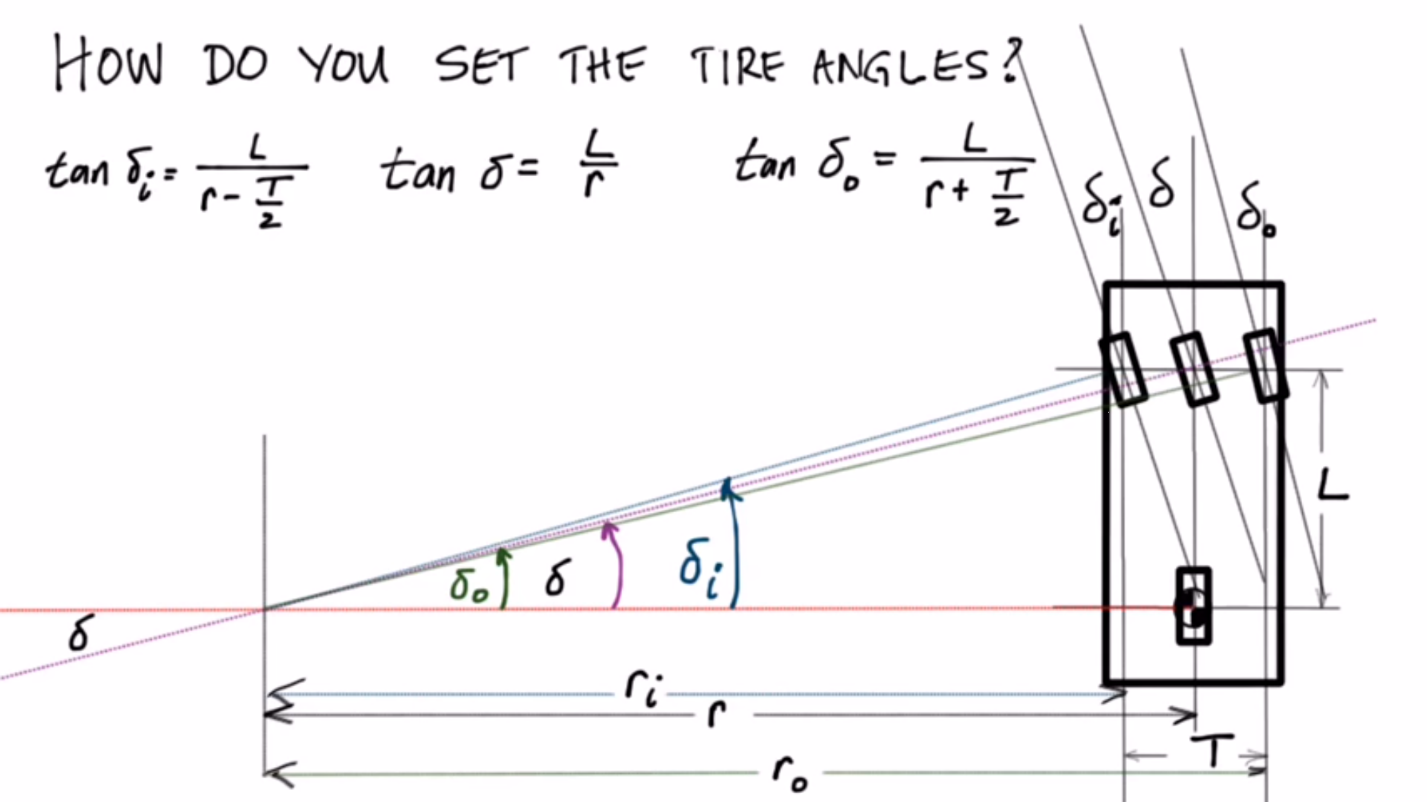


Ackerman steering was invented for solving this problem.

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# Geometry of Ackerman car



# Solution

Code for line-following Ackerman car model is written as Lua script and can be found in

\V-REP simulation\ackerman car\ackerman\_car.ttt -> Scripts ->

Threaded child script(modAckermannSteeringCar)

# References

<https://en.wikipedia.org/wiki/Ackermann_steering_geometry>

<https://www.youtube.com/watch?v=i6uBwudwA5o>)