DRIVE KINEMATICS

Drive update

- get encoder values of all wheel positions
- do (change in wheel positions)/(change in time) for each wheel to determine the wheel velocity

• Tank Kinematics

x pointing forward, y pointing left

We have

 S_L, S_R = left distance and right distance

r = turn radius from inner wheel

b = track width

 θ is turn in radians

$$S_L = r \theta$$

$$S_R = (r+b)\theta$$

$$S_M = (r + b/2)\theta$$

We are now interested in how the x and y coordinates and heading change with respect to time.

$$\frac{dx}{dt} = m(t)\cos(\theta(t))$$

$$\frac{dy}{dt} = m(t)\sin(\theta(t))$$

Derivation

Frame of reference: center point of left wheel

We have the following equation:

$$\frac{d\theta}{dt} = \frac{(V_R - V_L)}{b}$$

Integrating and setting $\theta(0) = \theta_0$ we find a function for calculating the robot's orientation as a function of wheel velocity and time:

$$heta(t) = rac{(V_R - V_L)t}{b} + heta_0$$

The velocity of the robot is the average of tHe two wheels: $\frac{(V_R-V_L)}{2}$

We now have the following differential equations:

$$rac{dx}{dt} = rac{(V_R - V_L)}{2} ext{cos}(heta(t))$$

$$rac{dy}{dt} = rac{(V_R - V_L)}{2} {
m sin}\, heta(t)$$

Mecanum Kinematics

Each wheel has an additional x and y velocity component due to the vehicles rotational velocity ω_v given by

$$V_x r = -Y_n \cdot \omega_v$$

$$V_n r = X_n \cdot \omega_n$$

The total linear velocity given by the vector componenets is

$$V_{x_n} = V_x + V_{x_{r_n}} = V_x - Y_n \cdot \omega v$$

$$V_{y_n} = V_y + V_{y_{r_n}} = V_y - X_n \cdot \omega v$$

$$\omega = rac{V_x + V_y \cdot an heta}{r}$$
 = wheel velocity

Odometry

We have our target velocity as

$$v(t) = (V_x \cos(\theta_0 + \omega au) - v_y \sin(\theta_0 + \omega au), V_x \sin(\theta_0 + \omega au) + v_y \cos(\theta_0 + \omega au)$$

Integrating results in

$$x(t) = \int_0^{\Delta t} v(au) \, d au = (rac{v_x}{\omega}[\sin heta_1 - heta_0] + rac{v_y}{\omega}[\cos heta_1 - \cos heta_0]), (-rac{v_x}{\omega}[\cos heta_1 - \cos heta] + rac{v_y}{\omega}[\sin heta_1 - \sin heta_0])$$

our updated robot pose (x and y component)