# **Introduction to Mobile Robotics**

### Wheeled Locomotion

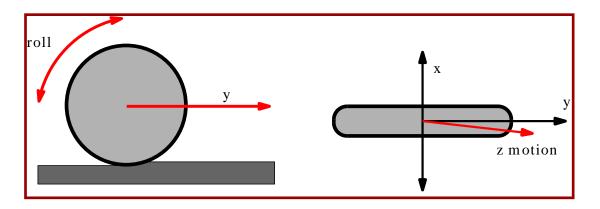
Wolfram Burgard



## **Locomotion of Wheeled Robots**

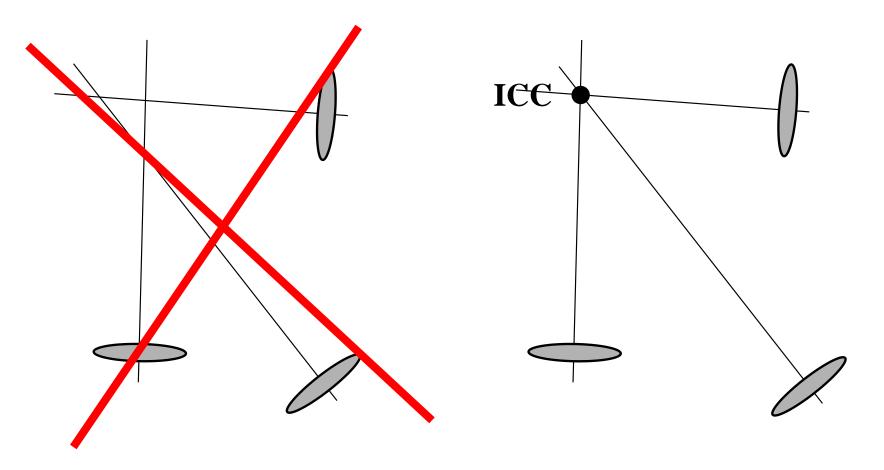
Locomotion (Oxford Dict.): Power of motion from place to place

- Differential drive (AmigoBot, Pioneer 2-DX)
- Car drive (Ackerman steering)
- Synchronous drive (B21)
- XR4000
- Mecanum wheels



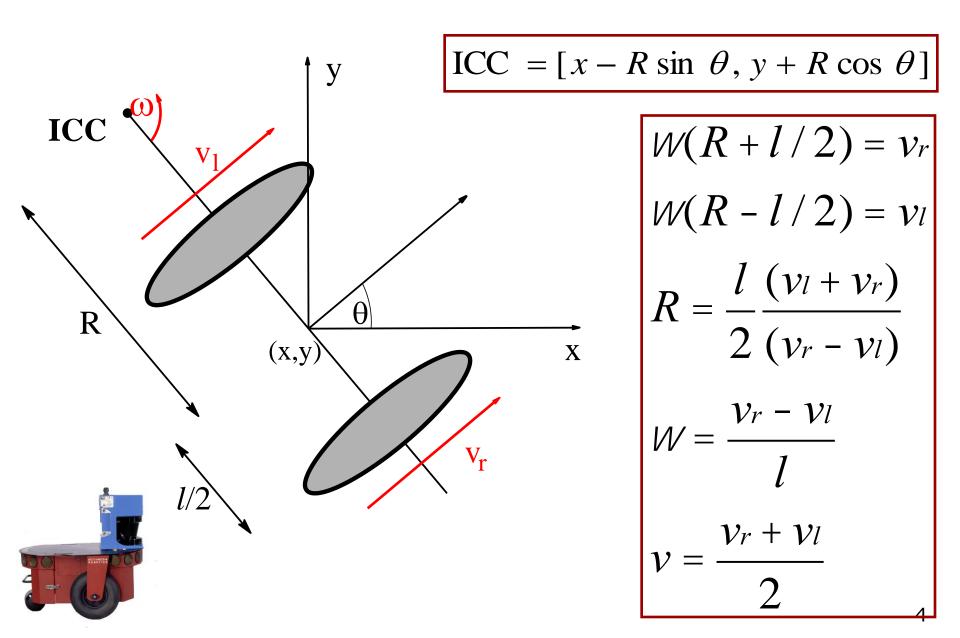
we also allow wheels to rotate around the z axis

#### **Instantaneous Center of Curvature**

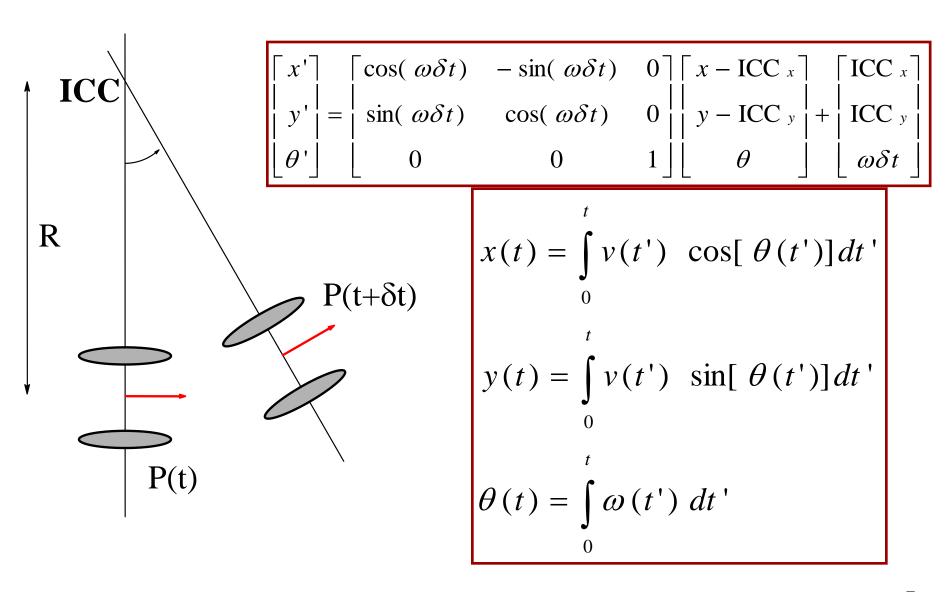


 For rolling motion to occur, each wheel has to move along its y-axis

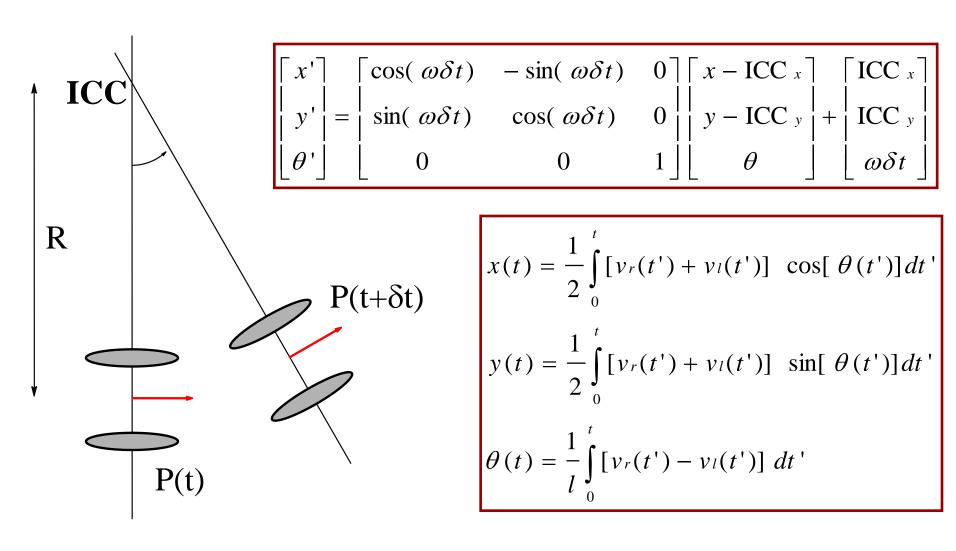
#### **Differential Drive**



#### **Differential Drive: Forward Kinematics**



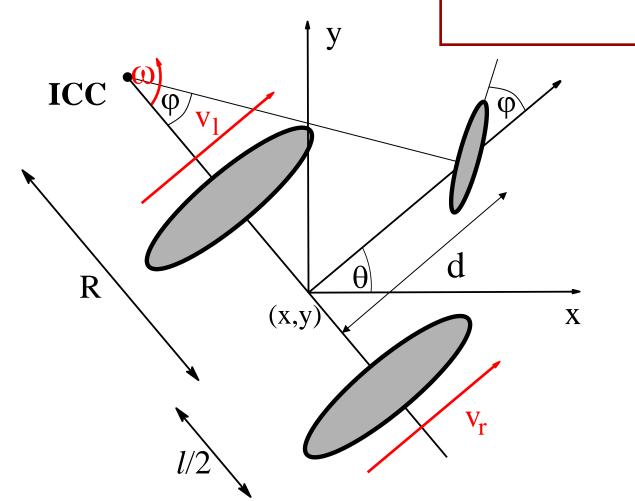
#### **Differential Drive: Forward Kinematics**



#### **Ackermann Drive**



$$R = \frac{d}{\tan \varphi}$$



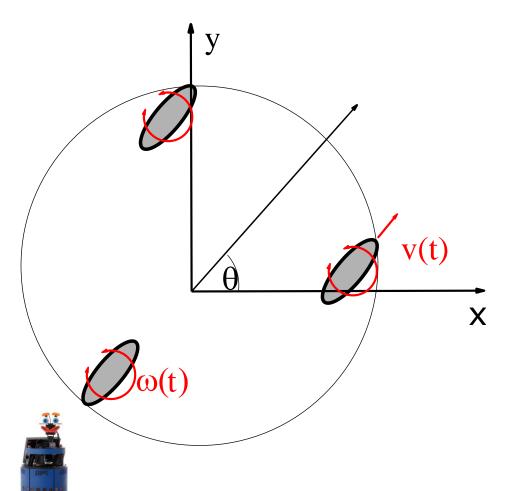
$$\omega(R+l/2)=v_r$$

$$\omega(R-l/2)=v_l$$

$$R = \frac{l}{2} \frac{(v_l + v_r)}{(v_r - v_l)}$$

$$\omega = \frac{v_r - v_l}{l}$$

## **Synchronous Drive**

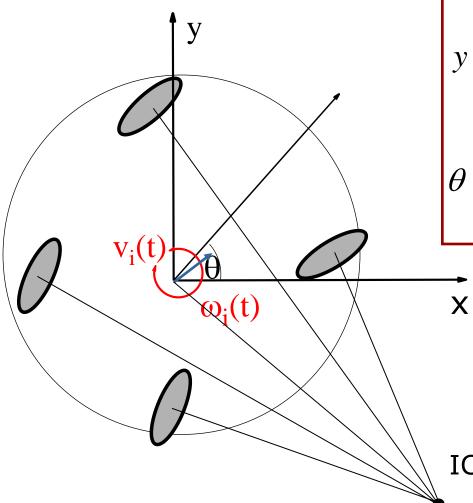


$$x(t) = \int_{0}^{t} v(t') \cos[\theta(t')]dt'$$

$$y(t) = \int_{0}^{t} v(t') \sin[\theta(t')]dt'$$

$$\theta(t) = \int_{0}^{t} \omega(t') dt'$$

#### XR4000 Drive



$$x(t) = \int_{0}^{t} v(t') \cos[\theta(t')]dt'$$

$$y(t) = \int_{0}^{t} v(t') \sin[\theta(t')]dt'$$

$$\theta(t) = \int_{0}^{t} \omega(t') dt'$$



ICC

#### **Mecanum Wheels**



$$v_{y} = (v_{0} + v_{1} + v_{2} + v_{3})/4$$

$$v_{x} = (v_{0} - v_{1} + v_{2} - v_{3})/4$$

$$v_{\theta} = (v_{0} + v_{1} - v_{2} - v_{3})/4$$

$$v_{error} = (v_{0} - v_{1} - v_{2} + v_{3})/4$$

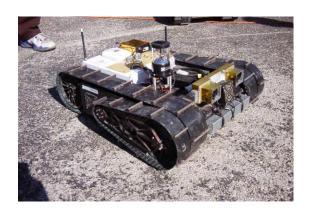
## **The Kuka OmniRob Platform**



## **Example: KUKA youBot**



## **Tracked Vehicles**









## **Other Robots: OmniTread**



[courtesy by Johann Borenstein]

## **Non-Holonomic Constraints**

- Non-holonomic constraints limit the possible incremental movements within the configuration space of the robot.
- Robots with differential drive or synchrodrive move on a circular trajectory and cannot move sideways.
- Mecanum-wheeled robots can move sideways (they have no non-holonomic constraints).

## Holonomic vs. Non-Holonomic

- Non-holonomic constraints reduce the control space with respect to the current configuration
  - E.g., moving sideways is impossible.
- Holonomic constraints reduce the configuration space.
  - E.g., a train on tracks (not all positions and orientations are possible)

# **Drives with Non-Holonomic Constraints**

- Synchro-drive
- Differential drive
- Ackermann drive





# **Drives without Non-Holonomic Constraints**

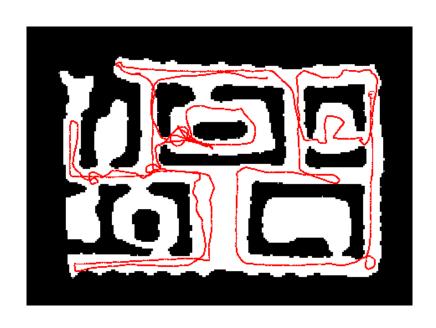
Mecanum wheels

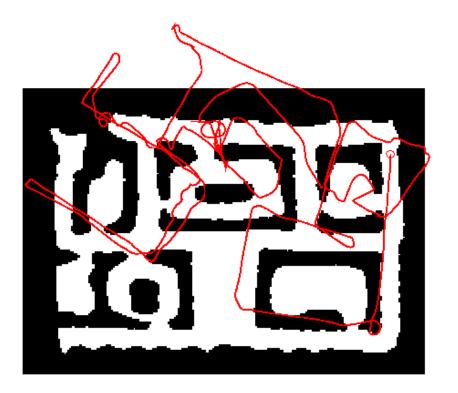




## **Dead Reckoning and Odometry**

- Estimating the motion based on the issued controls/wheel encoder readings
- Integrated over time





## Summary

- Introduced different types of drives for wheeled robots
- Math to describe the motion of the basic drives given the speed of the wheels
- Non-holonomic constraints
- Odometry and dead reckoning