



```
function [v, omega, updatedError] = pd control(x, y, theta, x ref, y ref, dt, prevError)
%#codegen
robotState = [x; y; theta];
targetPoint = [x ref; y ref];
[v, omega, updatedError] = PD Controller(robotState, targetPoint, dt, prevError);
    function [v, omega, updatedPrevAngleError] = PD Controller(robotState, targetPoint, dt, prevAngleError)
    x = robotState(1); y = robotState(2); theta = robotState(3);
    x target = targetPoint(1); y target = targetPoint(2);
    dx = x target - x;
    dy = y target - y;
    dist to target = sqrt(dx^2 + dy^2);
    angle to target = atan2(dy, dx);
    angle error = atan2(sin(angle to target - theta), cos(angle to target - theta));
    angle error deriv = (angle error - prevAngleError) / dt;
    updatedPrevAngleError = angle error;
    % PD Gains
    kp v = 1.5;
    kp omega = 2.0;
    kd omega = 1.0;
    v = min(max(kp v * dist to target, 0.2), 5.0);
    omega = min(max(kp omega * angle error + kd omega * angle error deriv, -pi), pi);
end
end
```

```
function [x_ref, y_ref, theta_ref] = trajectoryGen(t)
    radius = 5;
    omega_ref = 0.2;
    x_ref = radius * cos(omega_ref * t);
    y_ref = radius * sin(omega_ref * t);
    theta_ref = omega_ref * t + pi/2;
end
```

function theta_wrapped = wrapToPi(theta)
 theta_wrapped = mod(theta + pi, 2*pi) - pi;
end