ACKERMANN STEERING CONTROL

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Project Overview - As per collective decision group MT15 will design and develop the Ackermann steering system. Acekrmann steering condition arises when axes of all wheels in a vehicle intersect at a single turning point. In the case of Ackermann steering the wheels of the vehicle do not skid while turning as opposed to parallel steering. This reduces the tyre wear and increases the energy efficiency. Ackermann steering can be used in various autonomous systems such as self driving cars, delivery robots which can increase the efficiency of the robot.

Ackermann steering assumes that the steering angle is calculated with respect to a common centre. In this case, rear wheels are considered to be the driving wheels without any steerage. The steering centre is assumed to be on the line extended from the rear axle.

During the development the following assumptions are made:

- All robot parameters are known.
- Initially the robot is on the origin of the world frame facing the x axis.
- Robot's desired heading and velocity are given by the user as input.
- Maximum steering angle is 45 degrees.
- Friction and wheel slippage are considered negligible.

Development Process - This project involves three programmers, following the Agile Iterative Process and programming in-pairs.

To ensure product quality roles of driver, navigator and design-keeper will be switched amongst the team regularly.

To prevent occurrence of bugs and failing of submodules the team will adapt to Test Driven Development philosophy.

All programming will be done using modern C++, following Google Style Sheets and abiding to the practices of OOPS.

Project Technologies -

• Programming Language - Modern C++

- Ubuntu 18.04
- Build system Cmake
- Version control GitHub
- Software Tools VS Code
- Build Check Travis
- Code coverage Coverall
- Gazebo API To interface with the robot model in the Gazebo environment.

Algorithm -

- Ackermann Steering Model Kinematics.
- Initial and Goal values of heading and velocities are provided by the user.
- Implementation of PID controller for heading correction.

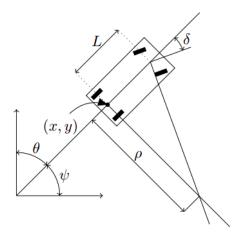


Fig1. Ackermann model

$$\dot{x} = v\cos(\psi) = v\cos\left(\frac{\pi}{2} - \theta\right)$$
 (1a)

$$\dot{y} = v \sin(\psi) = v \sin\left(\frac{\pi}{2} - \theta\right)$$
 (1b)

$$\dot{\theta} = \frac{v}{L} \tan(\delta). \tag{1c}$$

Fig2. Model Equation

Figure 1 shows the vehicle scheme and the main variables. The pose is defined by its position (x, y) and the bearing θ . The actuations are the car speed v and the steering angle δ . The only parameter is the wheelbase L. The model equations are shown in

Figure 2.

Fallback plan -

Implementation aims to demonstrate convergence to the setpoint. The plan is to simulate the project in Gazebo simulator using the Gazebo API. But the fallback plan will demonstrate without the simulation.

Deliverables -

A robust ackermann steering controller that once integrated will help steer the robot to the desired setpoints.

References -

- Kelly, Alonzo & Seegmiller, Neal. (2014). A
 Vector Algebra Formulation of Mobile Robot
 Velocity Kinematics. Springer Tracts in
 Advanced Robotics. 92. 613-627. 10.1007/978 3-642-40686-7_41.
- A. J. Weinstein and K. L. Moore, "Pose estimation of Ackerman steering vehicles for outdoors autonomous navigation," 2010 IEEE International Conference on Industrial Technology, 2010, pp. 579-584, doi: 10.1109/ICIT.2010.5472738.

ACKERMANN STEERING CONTROLLER

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Overview

- Ackermann Steering is a condition when axes of all the wheels in a vehicle intersect at a single turning centre.
- This method assumes that the steering angle is calculated with respect to a common centre, in this case on a line extended from rear axle.
- Prevents vehicle skid, which increases tyre life and energy efficiency.
- Used for autonomous guided vehicles and sefl-driving cars.

- · Calculation of velocity error and Heading errors.
- Application of Ackermann Steering Kinematic model to deterine wheel steering angle.
- · Using PID for heading correction
- Using PID for speed cotrol
- Usage of Gazebo APIs for simulation of robot in Gazebo environment.

TechnoloHgy

- · Programming Language: Modern C++
- Ubuntu 18.04
- · Build System: cmake
- · Version Control: GitHub
- · Software Tools: VSCode
- · Build Check: Travis
- · Code Coverage: Coveralls
- Gazebo API: To interface with the robot model in Gazebo environment.
- Implementation of PID controller for heading correction.
- Pose estimation for Ackermainn steering to find error in heading.

Deliverables

- A robust Ackermann steering controller that will steer robot to desired setpoints.
- Demonstration of convergence of steering and velocity.

Project Fall-Back

 If the implementation of Gazebo APIs fail visual demo would not be possible, yet the convergence can be shown.