

Unicycle kinematic model

$$x(t+1) = x(t) + v_x(t) \cos(\theta + \omega(t) \Delta t) \Delta t$$
$$y(t+1) = y(t) + v_y(t) \cos(\theta + \omega(t) \Delta t) \Delta t$$

$\omega \rightarrow$ angular velocity

$[x, y] \rightarrow$ position co-ordinates.

$v \rightarrow$ linear velocity.

$$\theta_k = \theta_{k-1} + \omega_k \Delta t \rightarrow \text{heading at instant 'k'}$$

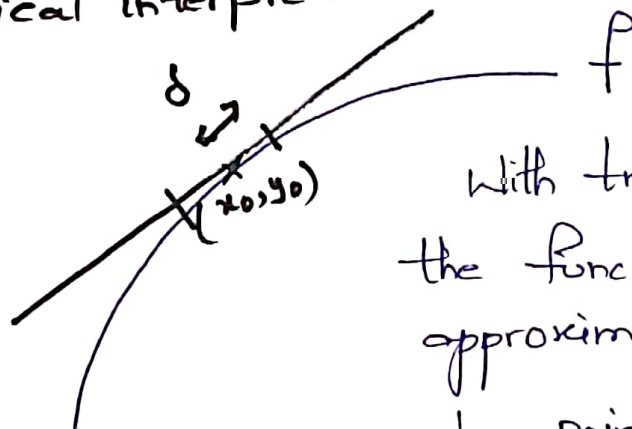
Convexification by Taylor's approximation:

$f(x, y) \rightarrow$ function with variables x, y

multivariate Taylor's expansion of the function:

$$\bar{f}(x, y) = f(x_0, y_0) + \left. \frac{\partial f}{\partial x} \right|_{x_0, y_0} (x - x_0) + \left. \frac{\partial f}{\partial y} \right|_{x_0, y_0} (y - y_0)$$

Geometrical interpretation:



With trust region radius ' δ ',
the function ' f ' is
approximated linearly
at point (x_0, y_0)

Convexification of non-holonomic motion model

$$x(t) = x(t-1) + v(t) \cos(\theta + \omega(t) \Delta t)$$

approximating with initial linear and angular velocities
 v_1, v_2, \dots, v_n and $\omega_1, \omega_2, \dots, \omega_n$

Considering 3 linear and angular velocities
for the start:

$$x_0 = x_0$$

$$x_1 = x_0 + v_1 \cos(\theta_0 + \omega_1 \Delta t) \Delta t$$

$$x_2 = x_1 + v_2 \cos(\theta_1 + \omega_2 \Delta t) \Delta t$$

$$\Rightarrow x_2 = x_0 + v_1 \cos(\theta_0 + \omega_1 \Delta t) \Delta t + v_2 \cos(\theta_1 + \omega_2 \Delta t) \Delta t$$

$$\therefore \theta_1 = \theta_0 + \omega_1 \Delta t$$

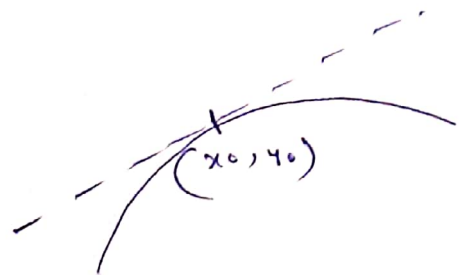
$$\text{final } x_2 = x_0 + v_1 \cos(\theta_0 + \omega_1 \Delta t) \Delta t + v_2 \cos(\theta_0 + (\omega_1 + \omega_2) \Delta t) \Delta t$$

now these equations are non linear with
respect to $v_1, v_2, \omega_1, \omega_2$.

\Rightarrow in order to convexify we need to linearize
them around a trust region.

\Rightarrow because the closest approximation to a
non-linear model / concave model is an
affine approximation.

linearization
of a concave
function.



thus linearized state equation of x_1 :

$$\Rightarrow x_1 = x_0 + v_1 \Delta t \cos(\theta_0 + \omega_1 \Delta t) \quad \text{say approximation at } (x_i, y_i)$$

$$\left. \frac{\partial x_1}{\partial v_1} \right|_{(x_i, y_i)} = \cancel{x_0}^0 + \Delta t \cos(\theta_0 + \omega_1 \Delta t)$$

$$\begin{aligned} \left. \frac{\partial x_1}{\partial \omega_1} \right|_{(x_i, y_i)} &= -v_1 \Delta t \sin(\theta_0 + \omega_1 \Delta t) (\Delta t) \\ &= -v_1 \Delta t^2 \sin(\theta_0 + \omega_1 \Delta t) \end{aligned}$$

$$\text{thus } x_1 \Big|_{(v_i, \omega_i)} = \left[x_0 + v_i \Delta t \cos(\theta_0 + \omega_i \Delta t) \right] + \Delta t \cos(\theta_0 + \omega_i \Delta t) (v - v_i) + \left(-v_i \Delta t^2 \sin(\theta_0 + \omega_i \Delta t) \right) (\omega - \omega_i)$$

thus the function is linear with respect to ω_i and v_i .

$$\Rightarrow x_2 = x_0 + v_1 \Delta t \cos(\theta_0 + \omega_1 \Delta t) + v_2 \Delta t \cos(\theta_0 + (\omega_1 + \omega_2) \Delta t)$$

By approximation:

$$\text{term I: } f(v_1, v_2, \omega_1, \omega_2) = x_0 + v_1 \cos(\theta_0 + \omega_1 \Delta t) + v_2 \cos(\theta_0 + (\omega_1 + \omega_2) \Delta t)$$

$$\text{term II: } \Delta t \cos(\theta_0 + \omega_1 \Delta t) (v - v_1) + \cos(\theta_0 + (\omega_1 + \omega_2) \Delta t) \Delta t (v - v_2)$$

$$\text{term III: } \left(-v_1 \Delta t^2 \sin(\theta_0 + \omega_1 \Delta t) - v_2 \Delta t^2 \sin(\theta_0 + (\omega_1 + \omega_2) \Delta t) \right) (\omega - \omega_1) - v_2 \Delta t^2 \sin(\theta_0 + (\omega_1 + \omega_2) \Delta t) (\omega - \omega_2)$$

$$x_2 = \text{term I} + \text{term II} + \text{term III}$$

Similarly for y -co-ordinate and higher terms.

Formulating Cost Function: Position minimization

$$\cancel{X} = x_0 + \text{rotation} \\ W = [w_1, w_2, \dots, w_n]$$

$I =$ identity matrix $n \times n$

$$\theta_0 = \theta_0$$

$$\theta_1 = \theta_0 + w_1 \Delta t$$

$$\theta_2 = \theta_0 + (w_1 + w_2) \Delta t$$

$$\theta_3 = \theta_0 + (w_1 + w_2 + w_3) \Delta t$$

$$\theta = \theta_0 + \begin{bmatrix} w_1 \\ w_1 + w_2 \\ w_3 + w_2 + w_1 \end{bmatrix} \Delta t$$

$$= \theta_0 + \begin{bmatrix} w_1 & 0 & 0 \\ w_1 & w_2 & 0 \\ w_1 & w_2 & w_3 \end{bmatrix} \Delta t$$

$$= \theta_0 + w_1 \cdot \text{tril}(\text{ones}(3,3)) \Delta t$$

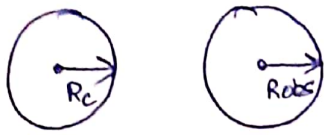
$$\cancel{X}_n \Rightarrow x_0 + V_{1 \times n} \cos(\theta_{1 \times n} \Delta t) \Delta t$$

Similarly $Y_{1 \times n}$

Objective fn is written in Quadratic form as

$$(X - X_{\text{given}})^2 + (Y - Y_{\text{given}})^2 + (\theta_f - \theta_0)^2$$

Formulating obstacle avoidance constraints:



$$(x_c - x_o)^2 + (y_c - y_o)^2 \geq R^2$$

$$R = R_c + R_{obs}$$

the car can be reduced to a point and the net radius to be considered is extended.

MPC design parameters:

Prediction Horizon:

The number of steps for which the control action is predicted.
usually 10-20 timesteps.

→ predict for a certain number of time steps.

→ Run for 10% of prediction horizon
(or) any number of steps.

→ reiterate optimization.