

# Mobile Manipulator Robot Simulator

A Simulator for Design, Analysis, Redundancy Resolution, and Control of Differential-Drive Wheeled Mobile Manipulator Robots (DDWMMRs)



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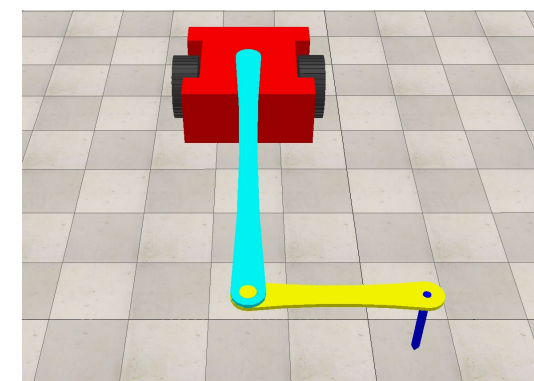
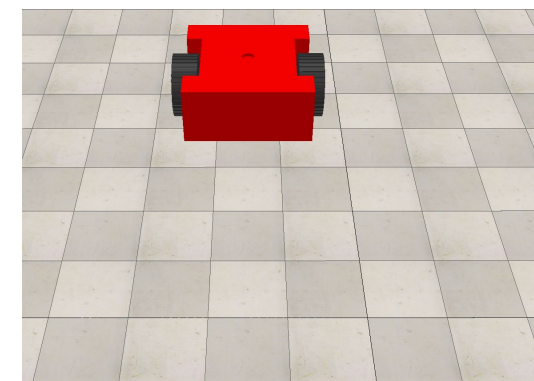
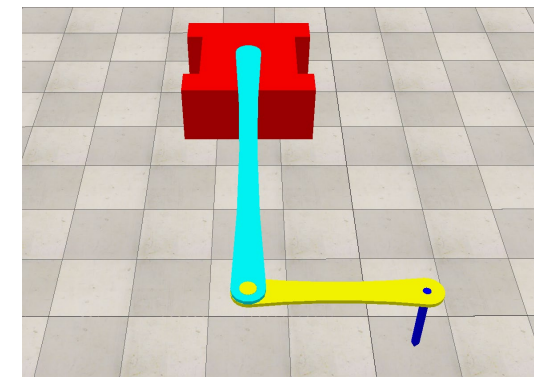
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# Motivation

# Mobile & Manipulator Robots

- Manipulator robots
  - Limited static workspace
  - High accuracy and precision (low uncertainty)
  - Human intervention / separate automation required beyond workspace
- Mobile robots
  - Theoretically infinite (planar) dynamic workspace
  - Moderate accuracy and precision (higher uncertainty)
  - Human intervention / separate automation required for manipulation
- Mobile-manipulator robots
  - Combined benefits of mobile & manipulator robots
  - Coordinated motion control



# Objectives & Deliverables

# Design, Analysis, Control & Simulation of DDWMMR

- Phase 1: Design and formulation
  - Desired trajectories
  - Mobile-manipulator robot
- Phase 2: Redundancy resolution
  - Pseudoinverse method
  - Augmented task-space method
  - Artificial potential method
- Phase 3: Closed-loop resolved-rate motion control
  - Configuration-space control
  - Task-space control
- Phase 4: MATLAB GUI design
- Phase 5: CoppeliaSim-MATLAB co-simulation setup

# Solution Approach

# Design

## Desired trajectories

- $$\begin{bmatrix} x_E \\ y_E \end{bmatrix}_d = f(x_0, y_0, a, b, \beta, N, T)$$

### Elliptical trajectory

- $$\begin{bmatrix} x_E \\ y_E \end{bmatrix} = \begin{bmatrix} x_0 \\ y_0 \end{bmatrix} + \begin{bmatrix} \cos(\beta) & -\sin(\beta) \\ \sin(\beta) & \cos(\beta) \end{bmatrix} \begin{bmatrix} a \cos(\alpha) \\ b \sin(\alpha) \end{bmatrix}$$

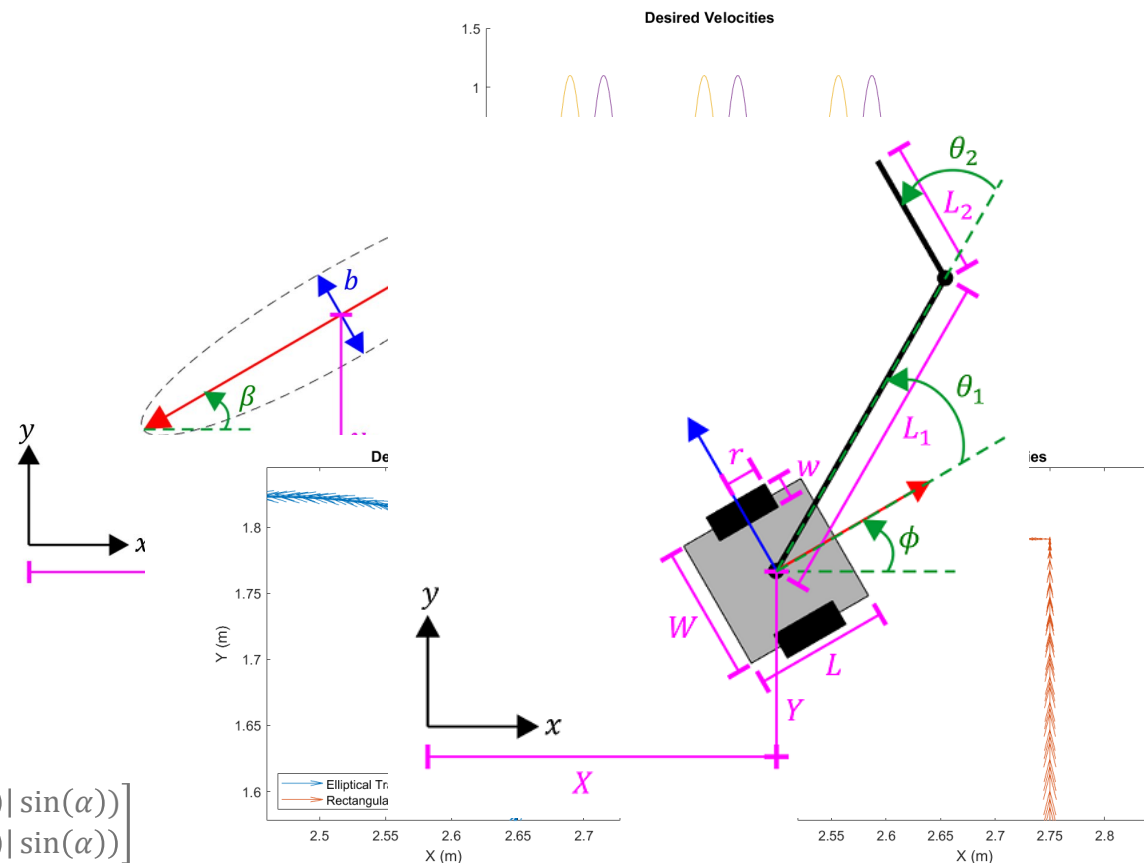
- $$\begin{bmatrix} \dot{x}_E \\ \dot{y}_E \end{bmatrix} = \begin{bmatrix} \cos(\beta) & -\sin(\beta) \\ \sin(\beta) & \cos(\beta) \end{bmatrix} \begin{bmatrix} -a \sin(\alpha) \dot{\alpha} \\ b \cos(\alpha) \dot{\alpha} \end{bmatrix}$$

### Rectangular trajectory

- $$\begin{bmatrix} x_E \\ y_E \end{bmatrix} = \begin{bmatrix} x_0 \\ y_0 \end{bmatrix} + \begin{bmatrix} \cos(\beta) & -\sin(\beta) \\ \sin(\beta) & \cos(\beta) \end{bmatrix} \begin{bmatrix} a(|\cos(\alpha)| \cos(\alpha) - |\sin(\alpha)| \sin(\alpha)) \\ b(|\cos(\alpha)| \cos(\alpha) + |\sin(\alpha)| \sin(\alpha)) \end{bmatrix}$$

- $$\begin{bmatrix} \dot{x}_E \\ \dot{y}_E \end{bmatrix} = \begin{bmatrix} \cos(\beta) & -\sin(\beta) \\ \sin(\beta) & \cos(\beta) \end{bmatrix} \begin{bmatrix} a \left( -\frac{\sin(\alpha) \cos(\alpha)}{|\cos(\alpha)|} \cos(\alpha) \dot{\alpha} - |\cos(\alpha)| \sin(\alpha) \dot{\alpha} - \frac{\sin(\alpha) \cos(\alpha)}{|\sin(\alpha)|} \sin(\alpha) \dot{\alpha} - |\sin(\alpha)| \cos(\alpha) \dot{\alpha} \right) \\ a \left( -\frac{\sin(\alpha) \cos(\alpha)}{|\cos(\alpha)|} \cos(\alpha) \dot{\alpha} - |\cos(\alpha)| \sin(\alpha) \dot{\alpha} + \frac{\sin(\alpha) \cos(\alpha)}{|\sin(\alpha)|} \sin(\alpha) \dot{\alpha} + |\sin(\alpha)| \cos(\alpha) \dot{\alpha} \right) \end{bmatrix}$$

## Mobile-manipulator robot



# Formulation

## Forward kinematics:

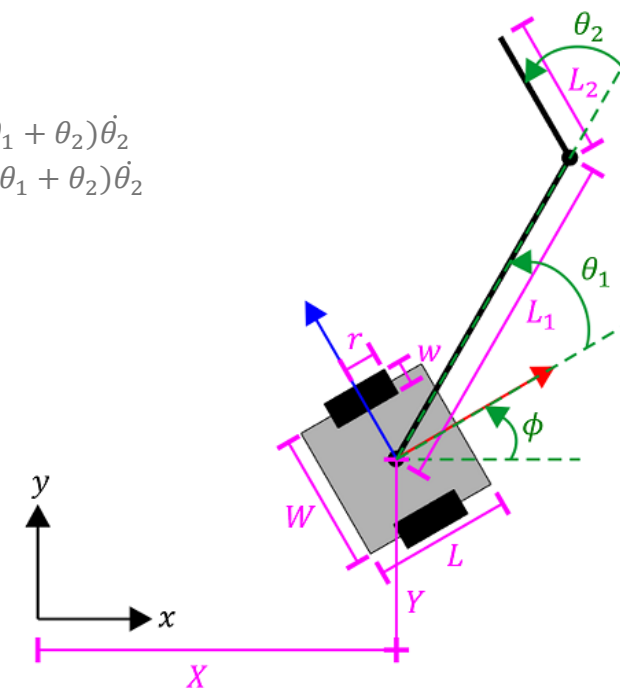
- $$\begin{cases} x_E = x + L_1 \cos(\phi + \theta_1) + L_2 \cos(\phi + \theta_1 + \theta_2) \\ y_E = y + L_1 \sin(\phi + \theta_1) + L_2 \sin(\phi + \theta_1 + \theta_2) \\ \phi_E = \phi + \theta_1 + \theta_2 \end{cases}$$

## Differential kinematics:

- $$\begin{cases} \dot{x}_E = \dot{x} - L_1 \sin(\phi + \theta_1)\dot{\phi} - L_1 \sin(\phi + \theta_1)\dot{\theta}_1 - L_2 \sin(\phi + \theta_1 + \theta_2)\dot{\phi} - L_2 \sin(\phi + \theta_1 + \theta_2)\dot{\theta}_1 - L_2 \sin(\phi + \theta_1 + \theta_2)\dot{\theta}_2 \\ \dot{y}_E = \dot{y} + L_1 \cos(\phi + \theta_1)\dot{\phi} + L_1 \cos(\phi + \theta_1)\dot{\theta}_1 + L_2 \cos(\phi + \theta_1 + \theta_2)\dot{\phi} + L_2 \cos(\phi + \theta_1 + \theta_2)\dot{\theta}_1 + L_2 \cos(\phi + \theta_1 + \theta_2)\dot{\theta}_2 \\ \dot{\phi}_E = \dot{\phi} + \dot{\theta}_1 + \dot{\theta}_2 \end{cases}$$

## Non-holonomic constraint:

- $$-\dot{x} \sin(\phi) + \dot{y} \cos(\phi) = 0$$





# Formulation

- Jacobian matrix:

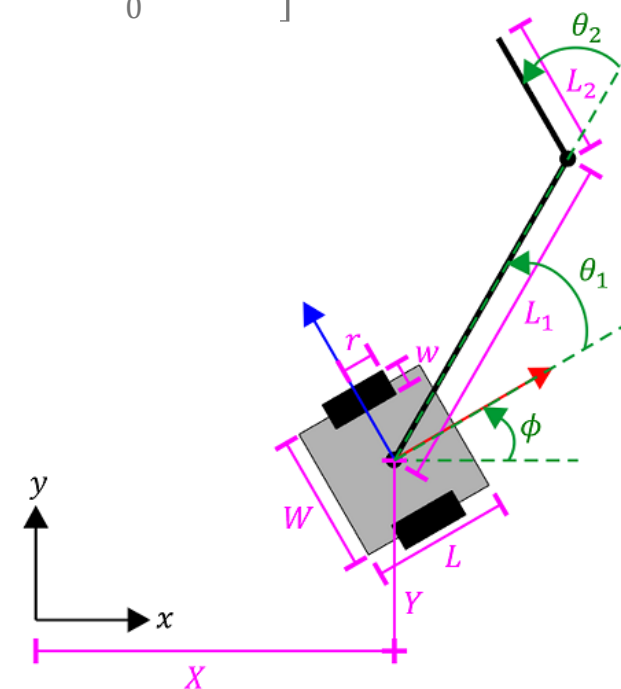
- $$J(q) = \begin{bmatrix} 1 & 0 & -L_1 \sin(\phi + \theta_1) - L_2 \sin(\phi + \theta_1 + \theta_2) & -L_1 \sin(\phi + \theta_1) - L_2 \sin(\phi + \theta_1 + \theta_2) & -L_2 \sin(\phi + \theta_1 + \theta_2) \\ 0 & 1 & L_1 \cos(\phi + \theta_1) + L_2 \cos(\phi + \theta_1 + \theta_2) & L_1 \cos(\phi + \theta_1) + L_2 \cos(\phi + \theta_1 + \theta_2) & L_2 \cos(\phi + \theta_1 + \theta_2) \\ 0 & 0 & 1 & 1 & 1 \\ -\sin(\phi) & \cos(\phi) & 0 & 0 & 0 \end{bmatrix}$$

- Task-space variables:

- $$X = \begin{bmatrix} x_E \\ y_E \\ \phi_E \\ 0 \end{bmatrix}, X_d = \begin{bmatrix} x_{Ed} \\ y_{Ed} \\ \phi_{Ed} \\ 0 \end{bmatrix}, \dot{X} = \begin{bmatrix} \dot{x}_E \\ \dot{y}_E \\ \dot{\phi}_E \\ 0 \end{bmatrix}, \dot{X}_d = \begin{bmatrix} \dot{x}_{Ed} \\ \dot{y}_{Ed} \\ \dot{\phi}_{Ed} \\ 0 \end{bmatrix}$$

- Configuration-space variables :

- $$q = \begin{bmatrix} x \\ y \\ \phi \\ \theta_1 \\ \theta_2 \end{bmatrix}, q_d = \begin{bmatrix} x_d \\ y_d \\ \phi_d \\ \theta_{1d} \\ \theta_{2d} \end{bmatrix}, \dot{q} = \begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{\phi} \\ \dot{\theta}_1 \\ \dot{\theta}_2 \end{bmatrix}, \dot{q}_d = \begin{bmatrix} \dot{x}_d \\ \dot{y}_d \\ \dot{\phi}_d \\ \dot{\theta}_{1d} \\ \dot{\theta}_{2d} \end{bmatrix}$$

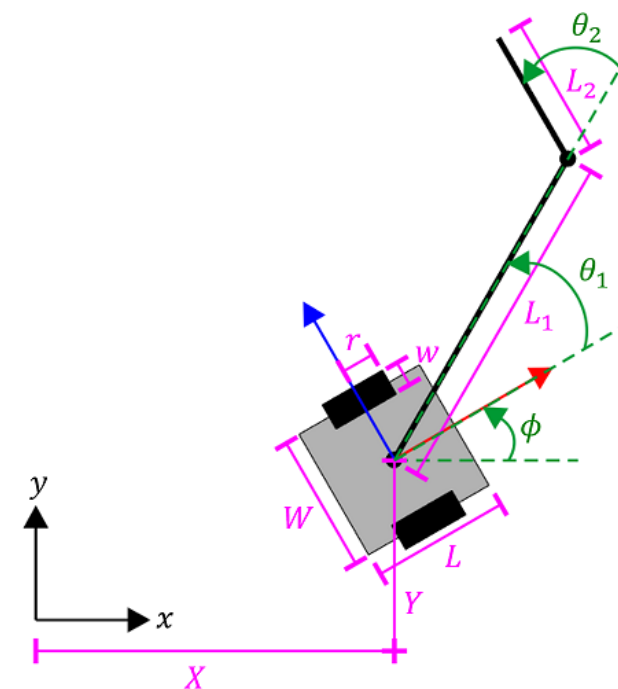


# Formulation

- Wheel velocities:

- $$\begin{cases} v = \dot{x} \cos(\phi) + \dot{y} \sin(\phi) = \frac{(\dot{\phi}_l + \dot{\phi}_r)}{2r} \\ \omega = \dot{\phi} = \frac{(\dot{\phi}_r - \dot{\phi}_l)}{Lr} \end{cases}$$

- $$\begin{cases} \dot{\phi}_l = \frac{2[\dot{x} \cos(\phi) + \dot{y} \sin(\phi)] - L\dot{\phi}}{2r} \\ \dot{\phi}_r = \frac{2[\dot{x} \cos(\phi) + \dot{y} \sin(\phi)] + L\dot{\phi}}{2r} \end{cases}$$



# Redundancy Resolution

## ○ Pseudoinverse method

$$○ J(q) = \begin{bmatrix} 1 & 0 & -L_1 \sin(\phi + \theta_1) - L_2 \sin(\phi + \theta_1 + \theta_2) & -L_1 \sin(\phi + \theta_1) - L_2 \sin(\phi + \theta_1 + \theta_2) & -L_2 \sin(\phi + \theta_1 + \theta_2) \\ 0 & 1 & L_1 \cos(\phi + \theta_1) + L_2 \cos(\phi + \theta_1 + \theta_2) & L_1 \cos(\phi + \theta_1) + L_2 \cos(\phi + \theta_1 + \theta_2) & L_2 \cos(\phi + \theta_1 + \theta_2) \\ 0 & 0 & 1 & 1 & 1 \\ -\sin(\phi) & \cos(\phi) & 0 & 0 & 0 \end{bmatrix}$$

$$○ \dot{q} = J(q)^{\#} \dot{X}$$

## ○ Augmented task-space method

$$○ \theta_1 + \theta_2 = 0 \Rightarrow J(q) = \begin{bmatrix} 1 & 0 & -L_1 \sin(\phi + \theta_1) - L_2 \sin(\phi + \theta_1 + \theta_2) & -L_1 \sin(\phi + \theta_1) - L_2 \sin(\phi + \theta_1 + \theta_2) & -L_2 \sin(\phi + \theta_1 + \theta_2) \\ 0 & 1 & L_1 \cos(\phi + \theta_1) + L_2 \cos(\phi + \theta_1 + \theta_2) & L_1 \cos(\phi + \theta_1) + L_2 \cos(\phi + \theta_1 + \theta_2) & L_2 \cos(\phi + \theta_1 + \theta_2) \\ 0 & 0 & 1 & 1 & 1 \\ -\sin(\phi) & \cos(\phi) & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 \end{bmatrix}$$

$$○ \dot{\theta}_1 = 0 \Rightarrow J(q) = \begin{bmatrix} 1 & 0 & -L_1 \sin(\phi + \theta_1) - L_2 \sin(\phi + \theta_1 + \theta_2) & -L_1 \sin(\phi + \theta_1) - L_2 \sin(\phi + \theta_1 + \theta_2) & -L_2 \sin(\phi + \theta_1 + \theta_2) \\ 0 & 1 & L_1 \cos(\phi + \theta_1) + L_2 \cos(\phi + \theta_1 + \theta_2) & L_1 \cos(\phi + \theta_1) + L_2 \cos(\phi + \theta_1 + \theta_2) & L_2 \cos(\phi + \theta_1 + \theta_2) \\ 0 & 0 & 1 & 1 & 1 \\ -\sin(\phi) & \cos(\phi) & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$

$$○ \dot{q} = J(q)^{-1} \dot{X}$$

# Redundancy Resolution

- Artificial potential method  $V = 0.66\phi^2 + \theta_1^2 + 0.25\theta_2^2$

- $V = K_1\theta_1^2 + K_2\theta_2^2 + K_3\phi^2$

- $$-\nabla V = \begin{bmatrix} -\frac{\partial V}{\partial \theta_1} \\ -\frac{\partial V}{\partial \theta_2} \\ -\frac{\partial V}{\partial \phi} \end{bmatrix} = \begin{bmatrix} -2K_1\theta_1 \\ -2K_2\theta_2 \\ -2K_3\phi \end{bmatrix}$$

- $$\dot{q} = J(q)^\# \dot{X} + \underbrace{[I - J(q)^\# J(q)]}_{\text{Null space filter}} z = J(q)^\# \dot{X} + [I - J(q)^\# J(q)](-\nabla V)$$

# Closed-Loop Resolved Rate Motion Control (Config Space)

- $$J(q) = \begin{bmatrix} 1 & 0 & -L_1 \sin(\phi + \theta_1) - L_2 \sin(\phi + \theta_1 + \theta_2) & -L_1 \sin(\phi + \theta_1) - L_2 \sin(\phi + \theta_1 + \theta_2) & -L_2 \sin(\phi + \theta_1 + \theta_2) \\ 0 & 1 & L_1 \cos(\phi + \theta_1) + L_2 \cos(\phi + \theta_1 + \theta_2) & L_1 \cos(\phi + \theta_1) + L_2 \cos(\phi + \theta_1 + \theta_2) & L_2 \cos(\phi + \theta_1 + \theta_2) \\ 0 & 0 & 1 & 1 & 1 \\ -\sin(\phi) & \cos(\phi) & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 \end{bmatrix}$$

- $$\dot{q} = \dot{q}_d + K(q_d - q), \text{ where } \dot{q}_d = J(q)^{-1} \dot{X}_d \text{ and } K = \begin{bmatrix} K_1 & 0 & 0 & 0 & 0 \\ 0 & K_2 & 0 & 0 & 0 \\ 0 & 0 & K_3 & 0 & 0 \\ 0 & 0 & 0 & K_4 & 0 \\ 0 & 0 & 0 & 0 & K_5 \end{bmatrix} \text{ with } \underbrace{K_i}_{\text{Negative pole}} = \frac{1}{\underbrace{\tau_i}_{\text{Time constant}}}$$

$$\Rightarrow \underbrace{(\dot{q}_d - \dot{q})}_{\dot{q}_e} + K \underbrace{(q_d - q)}_{q_e} = 0$$

$$\Rightarrow \dot{q}_e + K q_e = 0$$

$$\Rightarrow \underbrace{q_e(t)}_{\text{Error at 't'}} = \underbrace{q_e(0)}_{\text{Initial error}} \underbrace{e^{-Kt}}_{\text{Decay with 't'}} \Rightarrow \begin{cases} q_e(t) = q_e(0), & t = 0 \\ q_e(t) = 0, & t = \infty \end{cases}$$

# Closed-Loop Resolved Rate Motion Control (Task Space)

- $$J(q) = \begin{bmatrix} 1 & 0 & -L_1 \sin(\phi + \theta_1) - L_2 \sin(\phi + \theta_1 + \theta_2) & -L_1 \sin(\phi + \theta_1) - L_2 \sin(\phi + \theta_1 + \theta_2) & -L_2 \sin(\phi + \theta_1 + \theta_2) \\ 0 & 1 & L_1 \cos(\phi + \theta_1) + L_2 \cos(\phi + \theta_1 + \theta_2) & L_1 \cos(\phi + \theta_1) + L_2 \cos(\phi + \theta_1 + \theta_2) & L_2 \cos(\phi + \theta_1 + \theta_2) \\ 0 & 0 & 1 & 1 & 1 \\ -\sin(\phi) & \cos(\phi) & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 \end{bmatrix}$$

- $$\dot{q} = J(q)^{-1}[\dot{X}_d + K(X_d - X)], \text{ where } X = FK(q) \text{ and } K = \begin{bmatrix} K_1 & 0 & 0 & 0 & 0 \\ 0 & K_2 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix} \text{ with } \underbrace{K_i}_{\text{Negative pole}} = \frac{1}{\underbrace{\tau_i}_{\text{Time constant}}}$$

$$\Rightarrow \dot{X}_d + K(X_d - X) = \underbrace{J(q)\dot{q}}_{\dot{X}}$$

$$\Rightarrow \dot{X}_d + K(X_d - X) = \dot{X}$$

$$\Rightarrow \underbrace{(\dot{X}_d - \dot{X})}_{\dot{X}_e} + \underbrace{K(X_d - X)}_{X_e} = 0$$

$$\Rightarrow \dot{X}_e + KX_e = 0$$

$$\Rightarrow \underbrace{X_e(t)}_{\substack{\text{Error} \\ \text{at } t'}} = \underbrace{X_e(0)}_{\substack{\text{Initial} \\ \text{error}}} \underbrace{e^{-Kt}}_{\substack{\text{Decay} \\ \text{with } t'}} \Rightarrow \begin{cases} X_e(t) = X_e(0), & t = 0 \\ X_e(t) = 0, & t = \infty \end{cases}$$

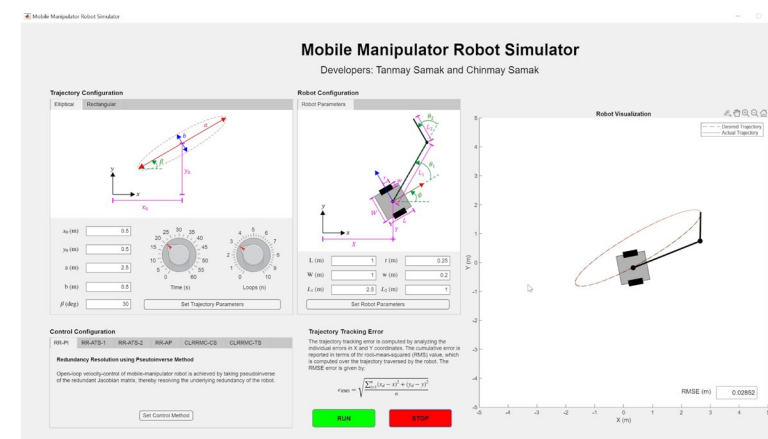
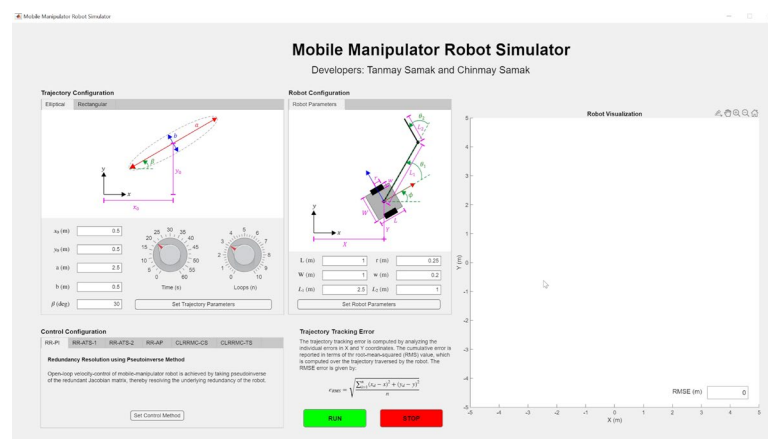
# Results

# Redundancy Resolution - Pseudoinverse Method

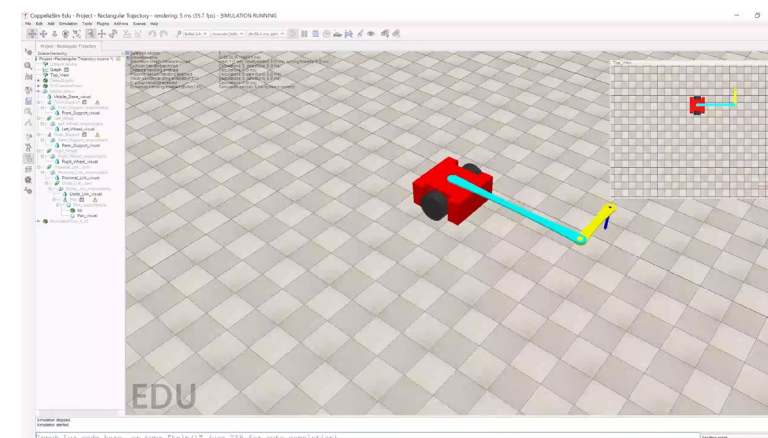
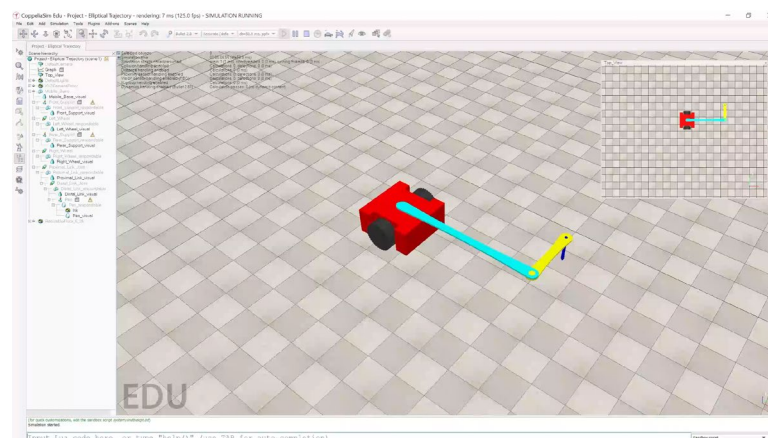
Elliptical Trajectory

Rectangular Trajectory

MATLAB-GUI



MATLAB-CoppeliaSim





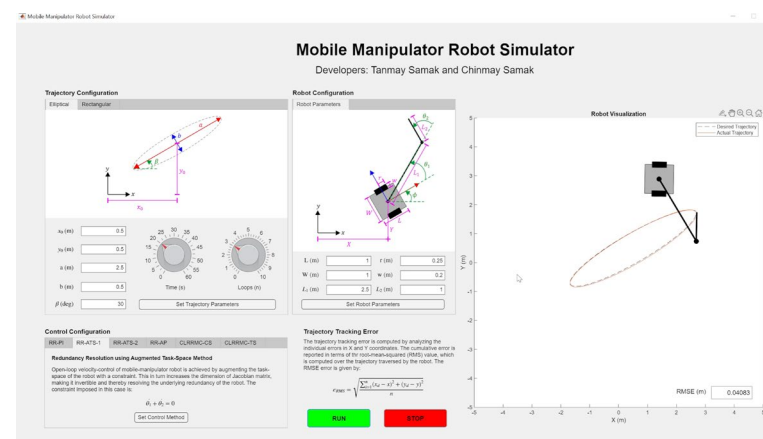
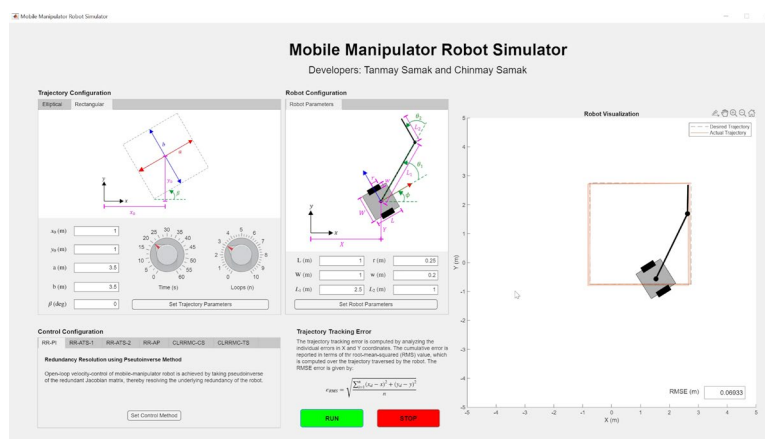
# Redundancy Resolution - Augmented Task-Space Method 1

$$\dot{\theta}_1 + \dot{\theta}_2 = 0$$

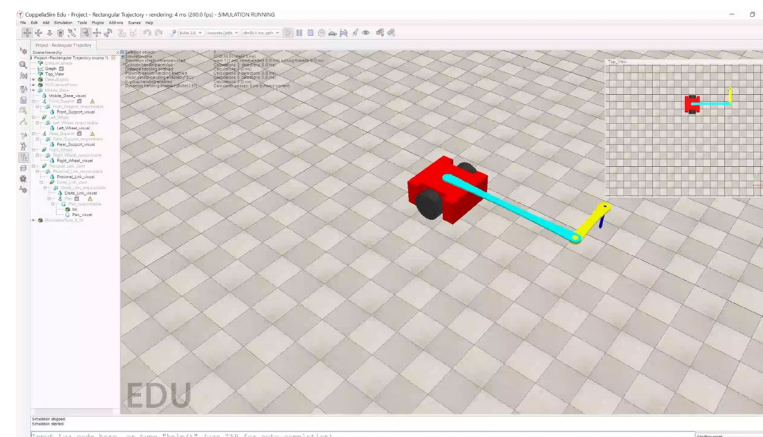
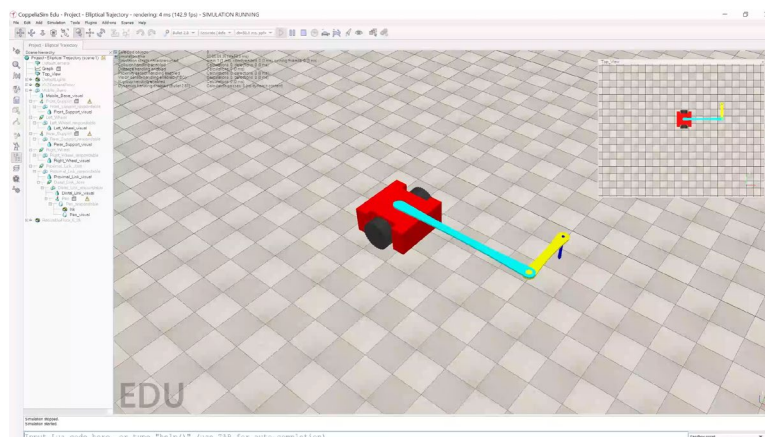
Elliptical Trajectory

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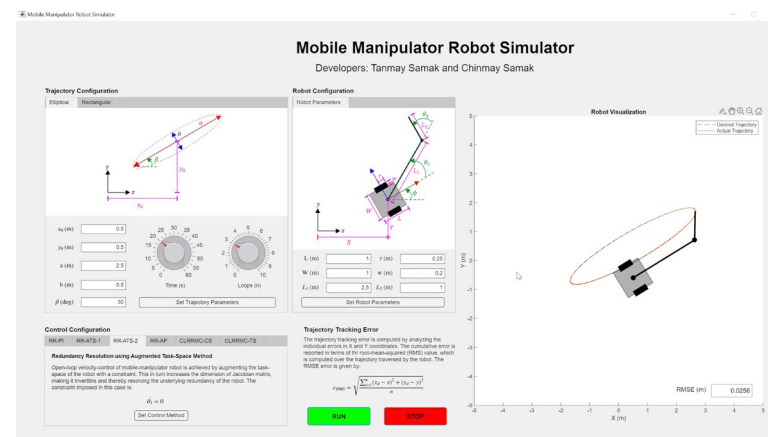
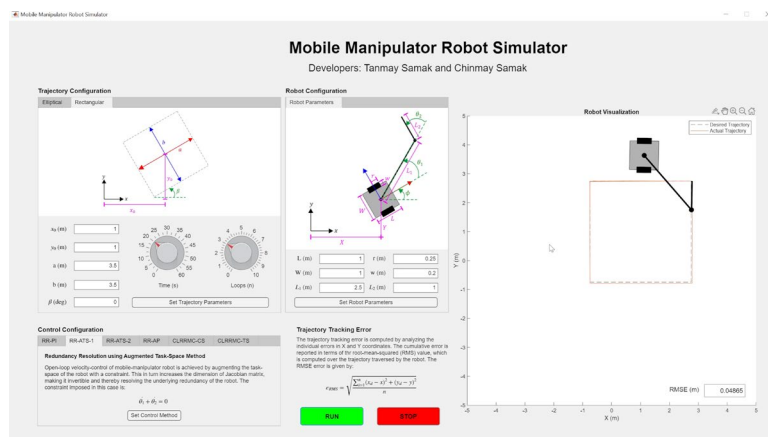
# Redundancy Resolution - Augmented Task-Space Method 2

$$\dot{\theta}_1 = 0$$

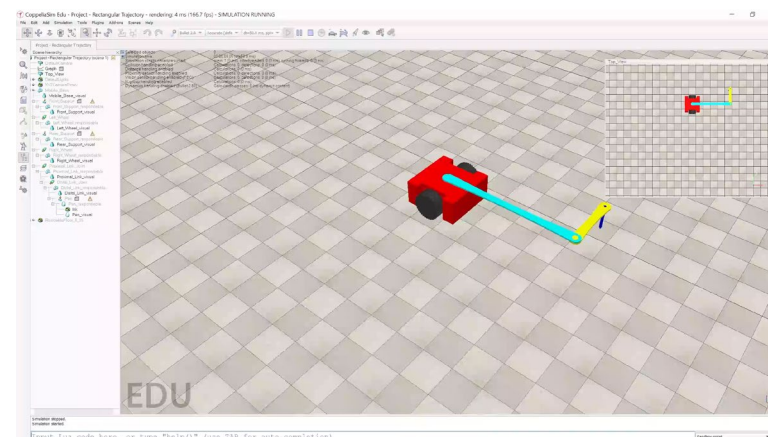
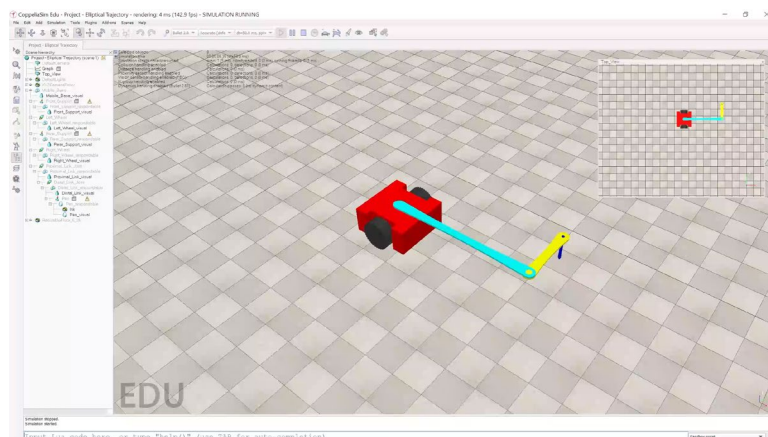
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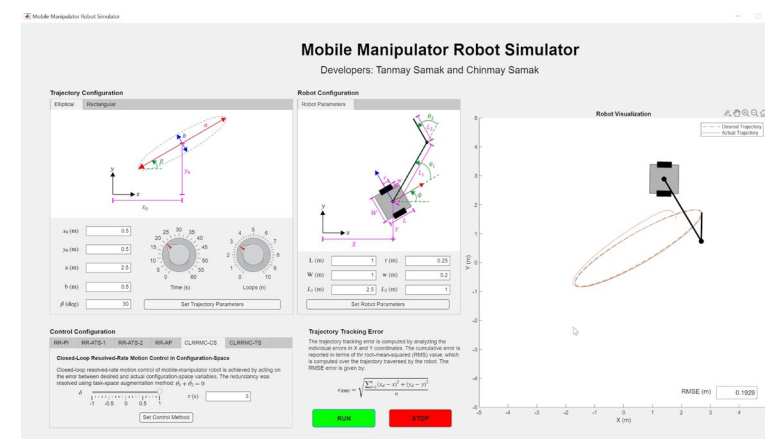
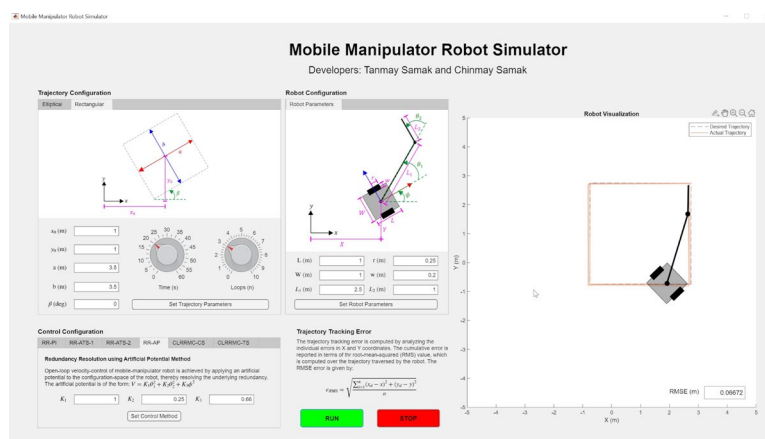


# Closed-Loop Resolved Rate Motion Control (Config Space)

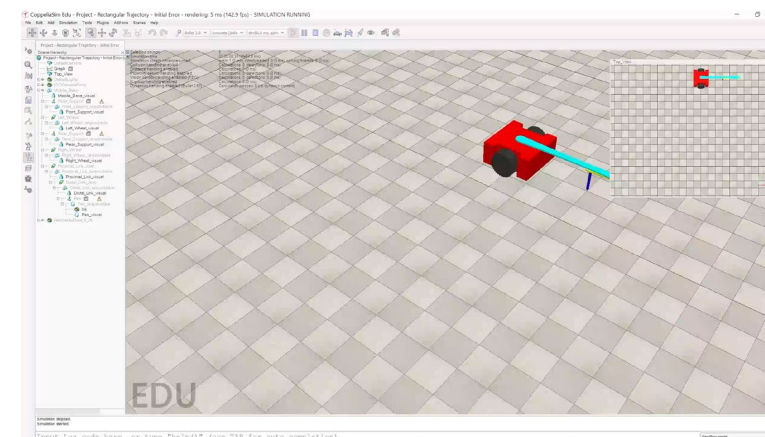
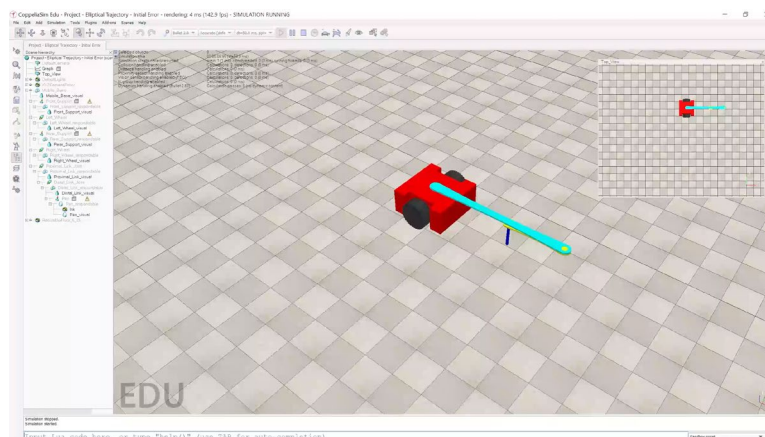
Elliptical Trajectory

Rectangular Trajectory

MATLAB-GUI



MATLAB-CoppeliaSim

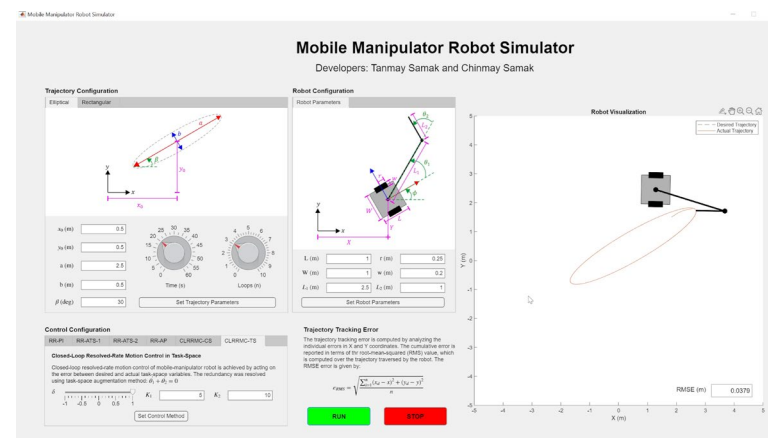
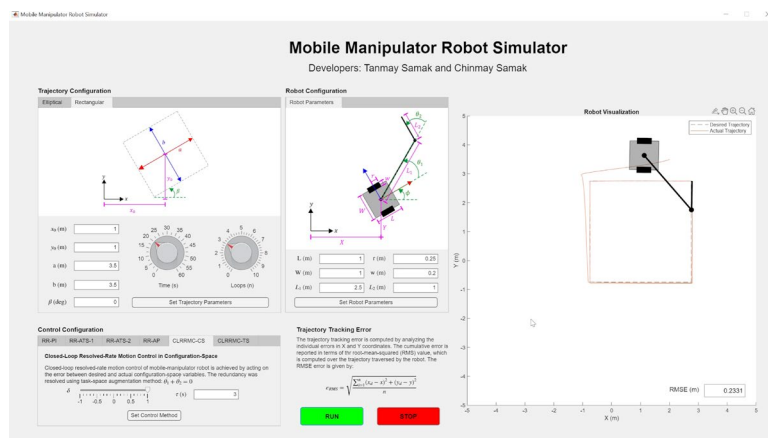


# Closed-Loop Resolved Rate Motion Control (Task Space)

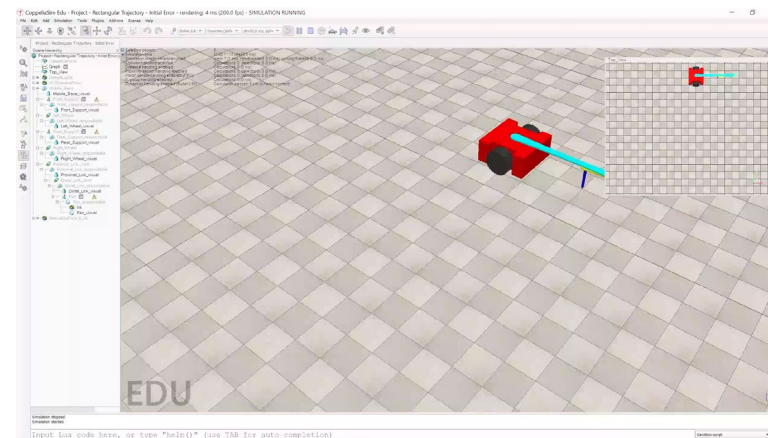
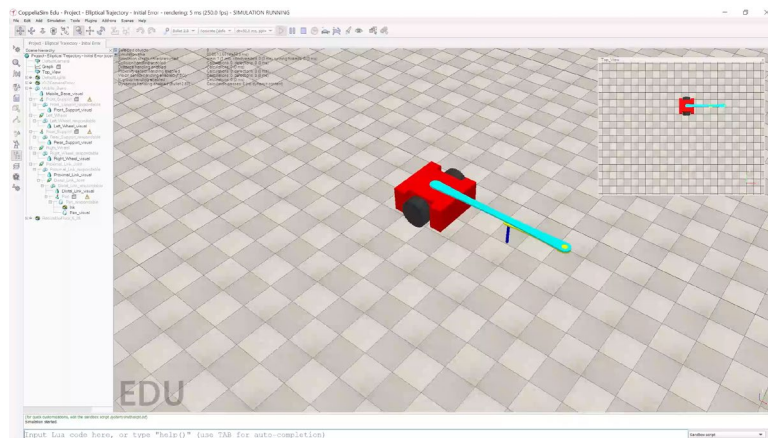
Elliptical Trajectory

Rectangular Trajectory

MATLAB-GUI



MATLAB-CoppeliaSim



# Concluding Remarks

# Peculiar Observations & Concluding Remarks

- Initial conditions, robot & trajectory parameters matter a lot!
  - Choose fairly close initial condition with adequate trajectory resolution & robot parameters
- Errors can creep in due to approximations in numerical method & pseudoinverse calculations
  - Choose numerical method wisely (forward Euler is just 1<sup>st</sup> order fixed-step RK method!)
  - Choose timestep ( $\Delta t$ ) wisely
- As time constant ( $\tau$ ) for controller increases, its sluggishness increases (as expected)
- Rectangular trajectory has higher tracking error due to sharp corners (either start turning earlier or pass ahead and then merge back!)
- Dynamic simulation can cause drift in results due to solver used, timestep used, etc.
- CLRRMC-TS  $\geq$  CLRRMC-CS  $\geq$  RR-AP  $\geq$  RR-ATS (depends on choice of auxiliary constraint)  $\geq$  RR-PI

