

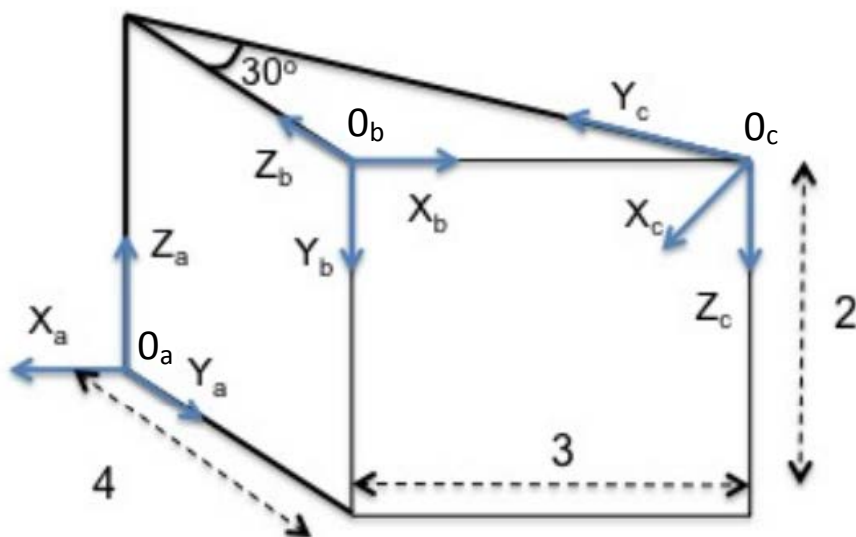
Homework 2

CMSC 498F/828K

due 3/9/2016

1.) Consider a differential drive robot with distance $d = 20\text{cm}$ between the wheels. The wheels are of radius $r = 10\text{ cm}$. The robot is at $(x, y, \theta) = (0, 0, 0)$. It then moves for 3 seconds with wheel angular velocities $\dot{\phi}_L = 0.1\text{ rad/sec}$ and $\dot{\phi}_R = 0.15\text{ rad/sec}$. What is the pose (x', y', θ') of the robot after the motion?

2.) Let there be three coordinate frames : frame A with axes (X_a, Y_a, Z_a) at center O_a , frame B with axes (X_b, Y_b, Z_b) at O_b , and frame C with axes (X_c, Y_c, Z_c) at O_c , as shown in the figure. You will compute the values of the transformation A_cT which will transform the coordinates from frame C to frame A. Carry out the computations in steps, as explained in a.) to c.)



a.) Let the vectors $X_a, Y_a, Z_a, X_b, Y_b, Z_b$ be of unit length, then the rotation matrix taking coordinates from frame B to frame A is computed from the scalar product of these vectors as:

$${}^A_B R = \begin{bmatrix} X_b \cdot X_a & Y_b \cdot X_a & Z_b \cdot X_a \\ X_b \cdot Y_a & Y_b \cdot Y_a & Z_b \cdot Y_a \\ X_b \cdot Z_a & Y_b \cdot Z_a & Z_b \cdot Z_a \end{bmatrix}$$

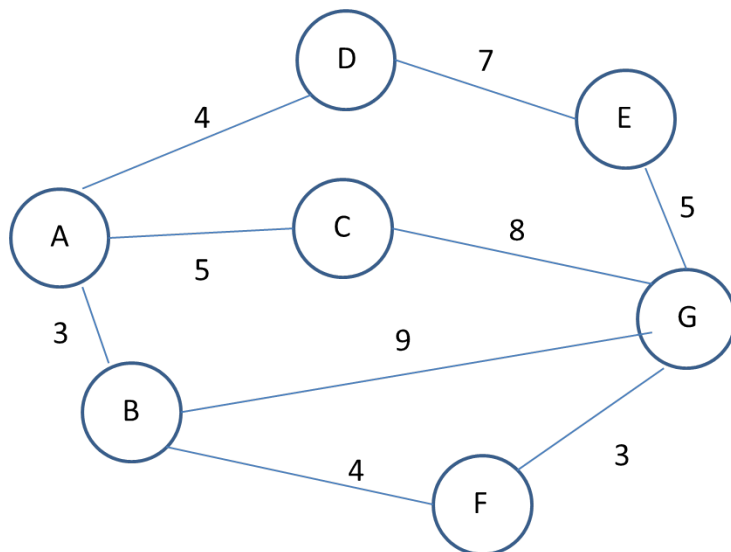
Derive ${}^A_B R$ and ${}^B_C R$.

- b.) Derive ${}^A O_b$ and ${}^B O_c$
- c.) Derive the complete transformation ${}^A_c T$

3.)

- a.) What is meant by *static stability* and what by *dynamic stability*? Given an example of a dynamically stable, but statically unstable vehicle.
- b.) What is a castor wheel? What are the degrees of freedom of an office chair with all castor wheels?
- c.) What is a Swedish wheel?
- d.) What is a spherical wheel? Why are spherical wheels not used very much in Robotics?

- 4.) a.) For the graph shown below, show step by step, how Dijkstra's algorithm computes the shortest path from A to G.



- b.) Suggest a useful heuristic for solving this graph problem with the A* algorithm.
- c.) What is the complexity of Dijkstra's algorithm? How will it change when moving from a 2D to a 3D search space?