

Script for the equations of motion of a T orsobot with rimless wheel

Constants:

L : Spoke length

l : distance of torso CoM from the wheel center

I_w : Moment of inertia of the wheel along the out of plane axis (y), about wheel CoM

I_t : Moment of inertia of the torso along the out of plane axis (y), about torso CoM

M : mass of the wheel

m : mass of the torso

State variables:

θ : angle of wheel with respect to slope normal

ϕ : angle of the torso with respect to slope normal

$\dot{\theta}$: angular rate of the wheel

$\dot{\phi}$: angular rate of the torso

State vectors

$$q = \begin{bmatrix} \theta \\ \phi \\ \dot{\theta} \\ \dot{\phi} \end{bmatrix}$$

$$\dot{q} = \begin{bmatrix} \dot{\theta} \\ \dot{\phi} \\ \ddot{\theta} \\ \ddot{\phi} \end{bmatrix} = \begin{bmatrix} q_3 \\ q_4 \\ f_3(q, u) \\ f_4(q, u) \end{bmatrix}$$

$$\dot{q} = f(q, u)$$

Stance Dynamics

During stance, equations of motion are derived using Newton-Euler equations.

$$q := \text{Vector}([q1, q2, q3, q4])$$

$$q := \begin{bmatrix} q1 \\ q2 \\ q3 \\ q4 \end{bmatrix} \quad (1)$$

$$R := m \cdot l \cdot L \cdot \cos(q1 - q2)$$

$$R := m \cdot l \cdot L \cos(q1 - q2) \quad (2)$$

$$S := m \cdot l^2 + I_t$$

$$S := l^2 m + I_t \quad (3)$$

$$V := \text{simplify}(m \cdot L^2 + M \cdot L^2 + I_w)$$

$$V := I_w + (m + M) L^2 \quad (4)$$

$$f1 := m \cdot l \cdot L \cdot q3^2 \cdot \sin(q1 - q2) + m \cdot g \cdot l \cdot \sin(\alpha + q2)$$

$$f1 := m \cdot l \cdot L \cdot q3^2 \sin(q1 - q2) + m \cdot g \cdot l \sin(\alpha + q2) \quad (5)$$

$$f2 := m \cdot l \cdot L \cdot q4^2 \cdot \sin(q2 - q1) + (m + M) \cdot g \cdot L \cdot \sin(\alpha + q1)$$

$$f2 := -m \cdot l \cdot L \cdot q4^2 \sin(q1 - q2) + (m + M) \cdot g \cdot L \sin(\alpha + q1) \quad (6)$$

$$N := \text{Matrix}([[1, 0, 0, 0], [0, 1, 0, 0], [0, 0, R, S], [0, 0, V, R]])$$

$$N := \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & m \cdot l \cdot L \cos(q1 - q2) & l^2 m + I_t \\ 0 & 0 & I_w + (m + M) L^2 & m \cdot l \cdot L \cos(q1 - q2) \end{bmatrix} \quad (7)$$

$$f := \text{Vector}([q3, q4, f1, f2])$$

$$f := \begin{bmatrix} q3 \\ q4 \\ m \cdot l \cdot L \cdot q3^2 \sin(q1 - q2) + m \cdot g \cdot l \sin(\alpha + q2) \\ -m \cdot l \cdot L \cdot q4^2 \sin(q1 - q2) + (m + M) \cdot g \cdot L \sin(\alpha + q1) \end{bmatrix} \quad (8)$$

$$H := \text{Vector}([0, 0, -1, 1])$$

$$H := \begin{bmatrix} 0 \\ 0 \\ -1 \\ 1 \end{bmatrix} \quad (9)$$

$$q_dot := \text{LinearAlgebra}[\text{MatrixInverse}](N) \cdot (f + H \cdot T)$$

$$q_dot := \quad (10)$$

$$\left[\begin{array}{c} \dots \\ \dots \\ \frac{m l L \cos(q1 - q2) (-T + m l L q3^2 \sin(q1 - q2) + m g l \sin(\alpha + q1))}{m^2 l^2 L^2 \cos(q1 - q2)^2 - L^2 M l^2 m - L^2 l^2 m^2 - I_t L^2 M - I_t L^2 m - I_w L^2} \dots \\ \frac{(-L^2 M - L^2 m - I_w) (-T + m l L q3^2 \sin(q1 - q2) + m g l \sin(\alpha + q1))}{m^2 l^2 L^2 \cos(q1 - q2)^2 - L^2 M l^2 m - L^2 l^2 m^2 - I_t L^2 M - I_t L^2 m - I_w L^2} \dots \end{array} \right]$$

$q_dot := \text{simplify}(q_dot)$
 $q_dot :=$ (11)

$$\left[\begin{array}{c} \dots \\ \dots \\ \frac{-m l L \cos(q1 - q2) (-T + m l L q3^2 \sin(q1 - q2) + m g l \sin(\alpha + q1))}{-m^2 l^2 L^2 \cos(q1 - q2)^2} \dots \\ \frac{m (-T + m l L q4^2 \sin(q1 - q2) - (m + M) g L \sin(\alpha + q1)) L l \cos(q1 - q2)}{-m^2 l^2 L^2 \cos(q1 - q2)^2} \dots \end{array} \right]$$

$A := \text{VectorCalculus}[\text{Jacobian}](q_dot, \text{convert}(q, \text{list}))$
 $A :=$ (12)

$$\left[\begin{array}{c} \dots \\ \dots \\ \frac{m l L \sin(q1 - q2)}{m^2 l^2 L^2 \cos(q1 - q2)^2} \dots \\ \dots \\ \frac{m (m l L q4^2 \cos(q1 - q2) - (m + M) g L \cos(\alpha + q1))}{m^2 l^2 L^2 \cos(q1 - q2)^2} \dots \end{array} \right]$$

$A := \text{eval}(A, [q1 = 0, q2 = 0, q3 = 0, q4 = 0, T = 0])$
 $A :=$ (13)

$$\begin{bmatrix} 0 & \dots \\ 0 & \dots \\ \frac{(l^2 m + I_t) (m + M) g L \cos(\alpha)}{-L^2 l^2 m^2 + (l^2 m + I_t) (I_w + (m + M) L^2)} & -\frac{m^2 l}{-L^2 l^2 m^2 + (l^2 n)} \dots \\ -\frac{m (m + M) g L^2 \cos(\alpha) l}{-L^2 l^2 m^2 + (l^2 m + I_t) (I_w + (m + M) L^2)} & \frac{m g l \cos(\alpha)}{-L^2 l^2 m^2 + (l^2 m)} \dots \end{bmatrix}$$

Stance Dynamics

During collision, momentum is preserved about the collision point.

Before collision, the velocity of the center of mass of the wheel

$$vg1 := \text{Vector}([L \cdot q3 \cdot \cos(q1), 0, -L \cdot q3 \cdot \sin(q1)])$$

$$vg1 := \begin{bmatrix} L q3 \cos(q1) \\ 0 \\ -L q3 \sin(q1) \end{bmatrix} \quad (14)$$

$$vg2 := \text{Vector}([L \cdot q3 \cdot \cos(q1) + l \cdot q4 \cdot \cos(q2), 0, -(L \cdot q3 \cdot \sin(q1) + l \cdot q4 \cdot \sin(q2))])$$

$$vg2 := \begin{bmatrix} L q3 \cos(q1) + l q4 \cos(q2) \\ 0 \\ -L q3 \sin(q1) - l q4 \sin(q2) \end{bmatrix} \quad (15)$$

$$rg1 := \text{Vector}([-L \cdot \sin(q1), 0, L \cdot \cos(q1)])$$

$$rg1 := \begin{bmatrix} -L \sin(q1) \\ 0 \\ L \cos(q1) \end{bmatrix} \quad (16)$$

$$rg2 := \text{Vector}([-L \cdot \sin(q1) + l \cdot \sin(q2), 0, (L \cdot \cos(q1) + l \cdot \cos(q2))])$$

$$rg2 := \begin{bmatrix} -L \sin(q1) + l \sin(q2) \\ 0 \\ L \cos(q1) + l \cos(q2) \end{bmatrix} \quad (17)$$

$$mom_1 := \text{simplify}(\text{LinearAlgebra}[CrossProduct](M \cdot rg1, vg1))$$

$$mom_1 := \begin{bmatrix} 0 \\ M q_3 L^2 \cos(2 q_1) \\ 0 \end{bmatrix} \quad (18)$$

mom_2 := (LinearAlgebra[CrossProduct](m·rg2, vg2))

$$mom_2 := \begin{bmatrix} 0 & \dots \\ -m (-L \sin(q_1) + l \sin(q_2)) (-L q_3 \sin(q_1) - l q_4 \sin(q_2)) + m (L \cos(q_1) \sin(q_2) - l \cos(q_1) \sin(q_2)) & \dots \\ 0 & \dots \end{bmatrix} \quad (19)$$

RHS := (Vector([0, I_t·q4, 0]) + Vector([0, I_w·q3, 0]) + mom_1 + mom_2)

$$RHS := \begin{bmatrix} \dots \\ I_t q_4 + I_w q_3 + M q_3 L^2 \cos(2 q_1) - m (-L \sin(q_1) + l \sin(q_2)) (-L q_3 \sin(q_1) - l q_4 \sin(q_2)) + m (L \cos(q_1) \sin(q_2) - l \cos(q_1) \sin(q_2)) & \dots \\ \dots \end{bmatrix} \quad (20)$$

The vector \mathbf{q} denotes the state right before collision (it could also be represented by \mathbf{q}^-)

The vector \mathbf{q}^+ represents the state right after collision

$$\mathbf{R}(\mathbf{q}) \cdot \mathbf{q}^+ = \mathbf{s}(\mathbf{q}^-)$$

$$F := (m + M) \cdot L \cdot \sin(q_1) \quad F := (m + M) L \sin(q_1) \quad (21)$$

$$G := -m \cdot l \cdot \sin(q_2) \quad G := -m l \sin(q_2) \quad (22)$$

$$sI := -F \cdot q_3 + G \cdot q_4 \quad sI := -(m + M) L \sin(q_1) q_3 - m l \sin(q_2) q_4 \quad (23)$$

$$Q := I_w + M \cdot L^2 + m \cdot L^2 + m \cdot l \cdot L \cdot (\cos(q_1 + q_2)) \quad Q := I_w + L^2 M + L^2 m + m l L \cos(q_1 + q_2) \quad (24)$$

$$P := I_t + m \cdot l^2 + m \cdot l \cdot L \cdot (\cos(q_1 + q_2)) \quad P := I_t + l^2 m + m l L \cos(q_1 + q_2) \quad (25)$$

$$s2 := (I_w + L^2 \cdot (m + M) \cdot \cos(2 \cdot q_1) + m \cdot l \cdot L \cdot (\cos(q_1 - q_2))) \cdot q_3 + P \cdot q_4$$

$$s2 := (I_w + L^2 (m + M) \cos(2 q_1) + m l L \cos(q_1 - q_2)) q_3 + (I_t + l^2 m + m l L \cos(q_1 + q_2)) q_4 \quad (26)$$

$$R := Matrix([[1, 0, 0, 0], [0, 1, 0, 0], [0, 0, F, G], [0, 0, Q, P]])$$

$$R := \dots \quad (27)$$

$$\begin{bmatrix} 1 & 0 & 0 & \dots \\ 0 & 1 & 0 & \dots \\ 0 & 0 & (m+M)L\sin(q1) & \dots \\ 0 & 0 & I_w + L^2 M + L^2 m + m l L \cos(q1 + q2) & I_t + l^2 m + m l L \cos(q1 + \dots) \end{bmatrix}$$

$s := \text{Vector}([-q1, q2, s1, s2])$

$s :=$ (28)

$$\begin{bmatrix} -q1 & \dots \\ q2 & \dots \\ -(m+M)L\sin(q1)q3 - m l \sin(q2)q4 & \dots \\ (I_w + L^2(m+M)\cos(2q1) + m l L \cos(q1 - q2))q3 + (I_t + l^2 m + m l L \cos(q1 + \dots) \end{bmatrix}$$

$q_after := \text{LinearAlgebra}[MatrixInverse](R).(s)$

$q_after :=$ (29)

$$\begin{bmatrix} \dots \\ \dots \\ \hline L^2 M \sin(q1) \cos(q1 + q2) l m + L^2 : \dots \\ \hline L^2 M \sin(q1) \cos(q1 + q2) l m + L^2 : \dots \end{bmatrix}$$

$q_after := \text{simplify}(q_after)$

$q_after :=$ (30)

$$\left[\begin{array}{c} \dots \\ \dots \\ \dots \\ \hline L^2 l m q3 \; (m + M) \sin(-q2 + 2\; q1) + l L^2 m \; (q3 + q4) \\ \dots \end{array} \right]$$