

$$A_x = \begin{bmatrix} a_1 & a_2 \\ b_1 & b_2 \\ c_1 & c_2 \end{bmatrix} \begin{bmatrix} V_R \\ V_L \end{bmatrix} = \begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{\alpha} \end{bmatrix}$$

Solve 2 scenarios so I can fill in matrix A.

- If  $V_R = -V_L$ , the robot will rotate around its center  
 $\dot{x} = 0, \dot{y} = 0, \dot{\alpha} = \frac{2\pi}{T}$  ( $T$  = time for robot to make a full rotation around center)

$$T = \frac{\text{Circumference}}{\text{Wheel speed}} = \frac{\pi L}{R V_R} \text{ [seconds]}, \quad \dot{\alpha} = \frac{2\pi}{\left(\frac{\pi L}{R V_R}\right)} = \frac{2R}{L} V_R$$

- If  $V_L = 0$ , the robot pivots around its left wheel.

$$\dot{\alpha} = \frac{2\pi}{T}, \quad T = \frac{2L\pi}{R V_R} \rightarrow \dot{\alpha} = \frac{R}{L} V_R$$

$$x = \frac{L}{2} \sin(\alpha), \quad y = -\frac{L}{2} \cos(\alpha)$$

$$\dot{x} = \frac{L}{2} \dot{\alpha} \cos(\alpha) = L \frac{R}{L} V_R \cos(\alpha) = \frac{R}{2} V_R \cos(\alpha)$$

$$\dot{y} = \frac{L}{2} \dot{\alpha} \sin(\alpha) = \frac{R}{2} V_R \sin(\alpha)$$

Use chain rule on both

Use 2 scenarios to solve for A.

$$V_R = 1, V_L = -1 \rightarrow \dot{x} = 0, \dot{y} = 0, \dot{\alpha} = \frac{2R}{L}$$

$$V_R = 1, V_L = 0 \rightarrow \dot{x} = \frac{R}{2} \cos(\alpha), \dot{y} = \frac{R}{2} \sin(\alpha), \dot{\alpha} = \frac{R}{L}$$

$$a_1 - a_2 = 0 \rightarrow a_1 = a_2$$

$$b_1 - b_2 = 0 \rightarrow b_1 = b_2$$

$$c_1 - c_2 = \frac{2R}{L}$$

$$a_1 + 0a_2 = \frac{R}{2} \cos(\alpha) = a_1 = a_2$$

$$b_1 = \frac{R}{2} \sin(\alpha) = b_2$$

$$c_1 = \frac{R}{L}, \quad \frac{R}{L} - c_2 = \frac{2R}{L} \\ c_2 = -\frac{R}{L}$$

$$\begin{bmatrix} \frac{R}{2} \cos(\alpha) & \frac{R}{2} \cos(\alpha) \\ \frac{R}{2} \sin(\alpha) & \frac{R}{2} \sin(\alpha) \\ \frac{R}{L} & -\frac{R}{L} \end{bmatrix} \begin{bmatrix} V_R \\ V_L \end{bmatrix} = \begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{\alpha} \end{bmatrix} \rightarrow \begin{cases} \dot{x} = \frac{R}{2} \cos(\alpha) (V_R + V_L) \\ \dot{y} = \frac{R}{2} \sin(\alpha) (V_R + V_L) \\ \dot{\alpha} = \frac{R}{L} (V_R - V_L) \end{cases}$$