Wheel Velocities =
$$\begin{bmatrix} \dot{\phi}_{1} \\ \dot{\phi}_{r} \end{bmatrix} = \begin{bmatrix} -D & 1 & 0 \\ D & 1 & 0 \end{bmatrix} \begin{bmatrix} \dot{\theta} \\ v_{x} \\ v_{y} \end{bmatrix}$$

$$= \begin{bmatrix} -D\dot{\theta} + v_{x} \\ D\dot{\theta} + v_{x} \end{bmatrix} = \begin{bmatrix} (-D\dot{\theta} + v_{x})/r \end{bmatrix} 0$$

$$= \frac{1}{r} \begin{bmatrix} -D\dot{\theta} + v_{x} \\ D\dot{\theta} + v_{x} \end{bmatrix} = \begin{bmatrix} (D\dot{\theta} + v_{x})/r \end{bmatrix} 0$$

Forward Kinematics

Given wheelenges
$$\begin{bmatrix} \dot{p}_{i} \end{bmatrix}$$
, we can get the wheelelixites $\begin{bmatrix} \dot{p}_{i} \end{bmatrix}$

Now, $V_{b} = \begin{bmatrix} \dot{\psi}_{i} \\ \dot{\psi}_{i} \end{bmatrix} = \begin{bmatrix} \frac{1}{2D}(\dot{p}_{i} - \dot{p}_{i}) \\ \frac{1}{2D}(\dot{p}_{i} - \dot{p}_{i}) \end{bmatrix}$

How, $V_{b} = \begin{bmatrix} \dot{\psi}_{i} \\ \dot{\psi}_{i} \end{bmatrix} = \begin{bmatrix} \frac{1}{2D}(\dot{p}_{i} - \dot{p}_{i}) \\ \frac{1}{2D}(\dot{p}_{i} + \dot{p}_{i}) \end{bmatrix}$

by integracy Ub, we get Tbb'
finally, Twb' = Tub Tbb'