Introduction to Mobile Robot Control

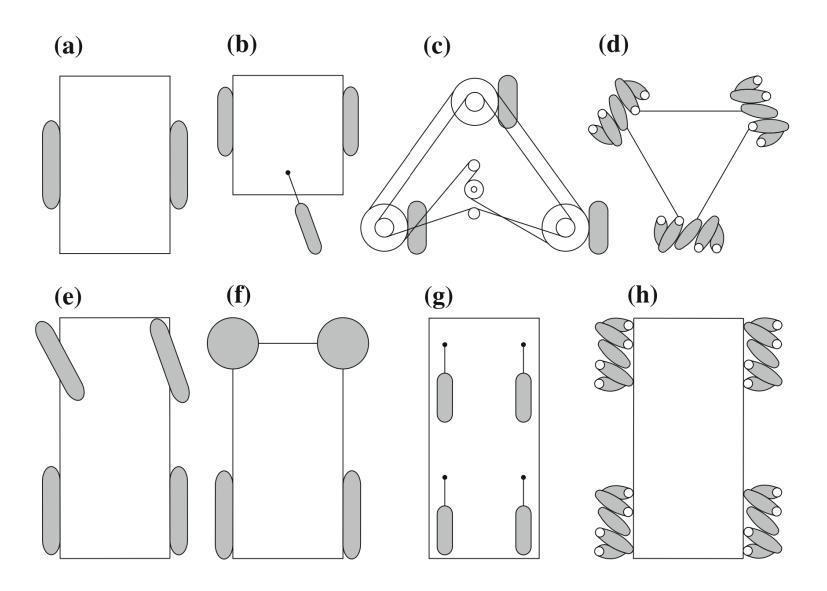
Basics and Advances



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Mobile robot configurations

Mobile Robot Kinematics

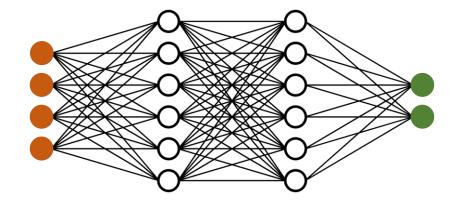


I. System model concept

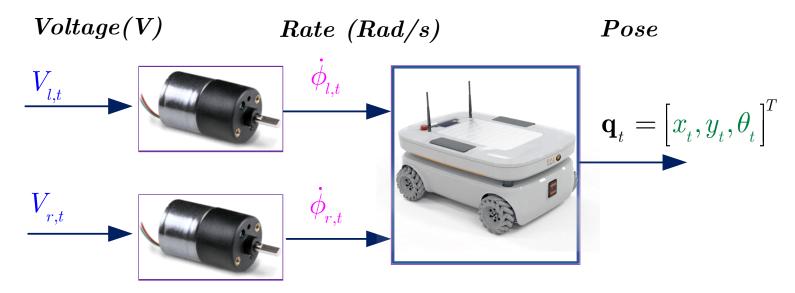
System model is to use to map the input and output



$$\begin{cases} \dot{x}(t) = f & x(t), \mathbf{u}(t) \\ \mathbf{y}(t) = g & x(t), \mathbf{u}(t) \end{cases}$$



Differential Drive WMR: Motion of each wheel is controlled by a separate DC motor Model of Differential Drive WMR:



1. Forward kinematics:

Given $\dot{\phi}_1, \dot{\phi}_2, \dots, \dot{\phi}_t$, how will the robot move?

2. Inverse kinematics:

Given a desired movement $\mathbf{q}_1, \mathbf{q}_2, ..., \mathbf{q}_t$, what commands should we send to the wheels?

$$\dot{\mathbf{q}}_t = f \begin{pmatrix} \dot{\phi}_r \\ \dot{\phi}_l \end{pmatrix} ???$$

$$\begin{pmatrix} \dot{\phi}_r \\ \dot{\phi}_l \end{pmatrix} = f(\dot{\mathbf{q}}_t) ???$$

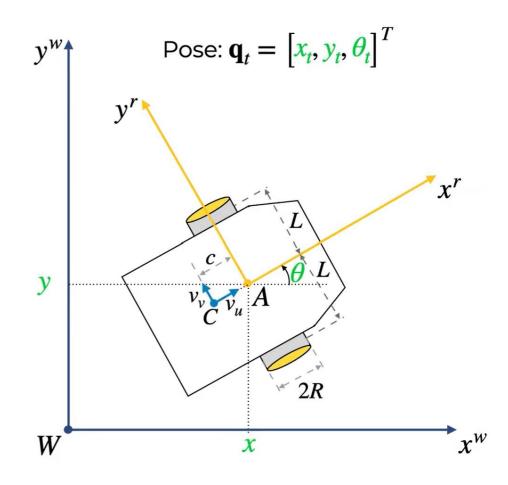
NOTATIONS

Word frame: x^w, y^w

Robot frame: x^r, y^r

 \oplus Assumption 1: robot is symmetric along longitudinal axis (x^r)

- Equidistant wheels (axle length = 2L)
- Identical wheels $(R_l = R_r = R)$
- Center of mass (C) on x^r at distance c from A (A rotation point)
- ⊕ **Assumption 2**: robot is rigid body
 - Distance between any two points of the robot does not change in time
 - In particular $\dot{c} = 0$



Forward kinematics, jacobian matrix?

NOTATIONS

Rigid body rotation: $\omega = \begin{bmatrix} 0, 0, \dot{\theta} \end{bmatrix}^T$

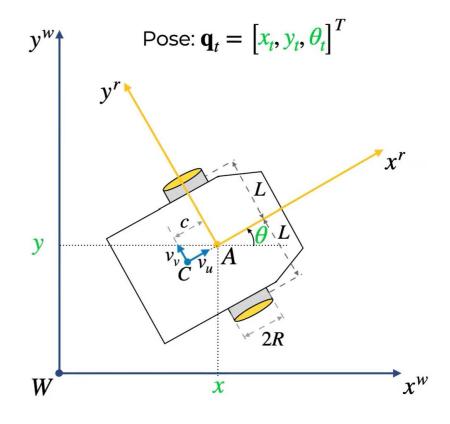
$$\mathbf{v}_A^w = egin{pmatrix} \dot{x} \ \dot{y} \ \dot{z} \end{pmatrix} = rac{^w}{^r} R(z, heta). rac{\mathbf{v}_A^r}{^A}$$

$$= \begin{pmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} v_u \\ v_v - c\dot{\theta} \\ 0 \end{pmatrix}$$
 (1)

$$\Rightarrow only \ x, y \ ext{interest} \ \ \mathbf{v}_A^w = egin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix} egin{pmatrix} v_u \\ v_v - c\dot{\theta} \end{pmatrix}$$

General kinematic equations : $(include \ angular \ rate)$

$$\begin{cases} \dot{x} = v_u \cos \theta - (v_v - c\dot{\theta}) \sin \theta \\ \dot{y} = v_u \sin \theta + (v_v - c\dot{\theta}) \cos \theta \\ \dot{\theta} = \omega \end{cases}$$
 (2)

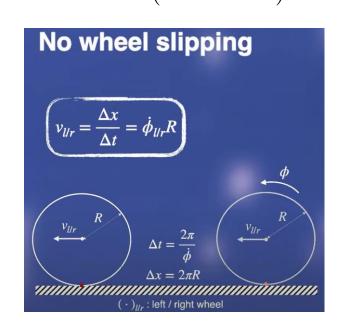


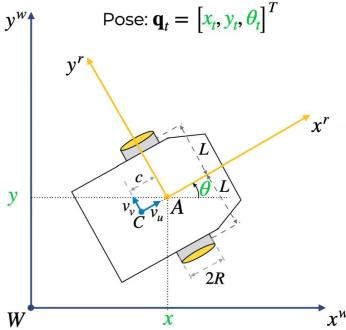
Kinematics constraint: Pure rolling

- Assumption: Pure rolling
 - \checkmark (1) No moving sideways (skidding): point A has null lateral component

$$\mathbf{v}_A^r = egin{bmatrix} v_u \ v_v - c\dot{ heta} \end{bmatrix} = egin{bmatrix} v_u \ 0 \end{bmatrix}$$

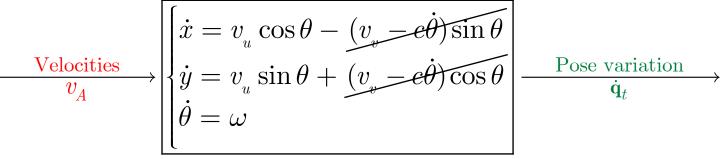
✓ (2) No wheel slipping: every a full revolution ($\Delta \phi = 2\pi$), each wheel travels a distance equal to its circumference ($\Delta x = 2\pi R$)





No skidding: $v_{ij} - c\dot{\theta} = 0$

$$find: \dot{\mathbf{q}}_{_t} = egin{bmatrix} \dot{x}_{_t} \ \dot{y}_{_t} \ \dot{ heta}_{_t} \end{bmatrix} = ?$$



$$let v_A = v_u$$

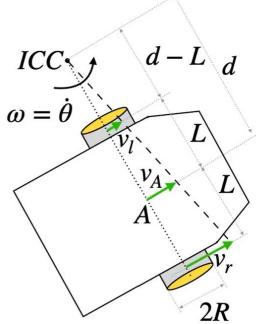
$$\Leftrightarrow \dot{\mathbf{q}}_{t} = \begin{bmatrix} \dot{x}_{t} \\ \dot{y}_{t} \\ \dot{\theta}_{t} \end{bmatrix} = \begin{bmatrix} \cos \theta_{t} & 0 \\ \sin \theta_{t} & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} \mathbf{v}_{A} \\ \boldsymbol{\omega}_{t} \end{bmatrix} \tag{3}$$

Instantaneous Center of Curvature (ICC)

No slipping assumption \rightarrow All points in a pure rotation field (centered at ICC) have velocity orthogonal to distance to ICC, how to get v_l , v_A , v_r , d?

$$\begin{cases} v_l = \omega \ d - L \\ v_A = \omega d & 4 \\ v_r = \omega \ d + L \end{cases}$$

$$\Rightarrow d = L \frac{v_r + v_l}{v_r - v_l}$$



Notes:

- 1. If $v_r = v_l \Rightarrow \text{no turn} \Rightarrow \text{ICC}$ is underfined
- 2. If $v_r = -v_l \Rightarrow \text{turn "on itself "} \Rightarrow \text{ICC} \equiv \text{A}$
- 3. If $v_r = 0$ (or $v_l = 0$) \Rightarrow turn " on wheel " \Rightarrow d = -L (or d = L)

Forward kinematics

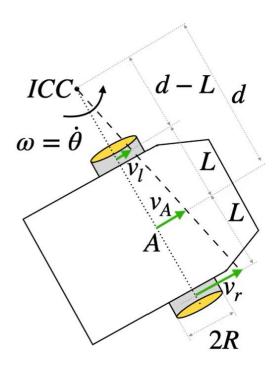
$$Find: egin{bmatrix} v_{_A} \ \omega \end{bmatrix} = egin{bmatrix} J \ ar{\phi}_{_r} \ \dot{\phi}_{_l} \end{bmatrix}$$

$$4 \Rightarrow \begin{cases} v_r + v_l = 2\omega d \\ v_r - v_l = 2\omega L \end{cases} \Rightarrow \begin{cases} d = L\frac{v_r + v_l}{v_r - v_l} \\ v_A = \omega d = \frac{v_r + v_l}{2} \\ \omega = \frac{v_r - v_l}{2L} \end{cases}$$

$$v_{r} = \dot{\phi}_{r}R, v_{l} = \dot{\phi}_{l}R$$

$$\Rightarrow \begin{cases} v_{A} = \frac{R}{2} \dot{\phi}_{r} + \dot{\phi}_{l} \\ \omega = \frac{R}{2L} \dot{\phi}_{r} - \dot{\phi}_{l} \end{cases} \Leftrightarrow \begin{bmatrix} v_{A} \\ \omega \end{bmatrix} = \frac{R}{2} \begin{bmatrix} 1 & 1 \\ 1/L & -1/L \end{bmatrix} \begin{bmatrix} \dot{\phi}_{r} \\ \dot{\phi}_{l} \end{bmatrix}$$

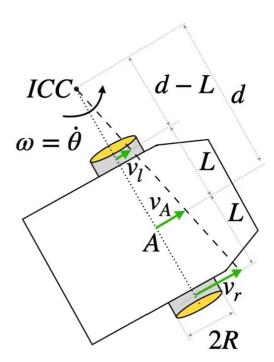
$$(5)$$



Forward kinematics

From (3) & (5)

$$\Rightarrow \begin{vmatrix} \dot{\mathbf{q}}_t = \frac{R}{2} \begin{bmatrix} \cos \theta & 0 \\ \sin \theta & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1/L & -1/L \end{bmatrix} \begin{bmatrix} \dot{\phi}_r \\ \dot{\phi}_l \end{bmatrix} \end{vmatrix}$$

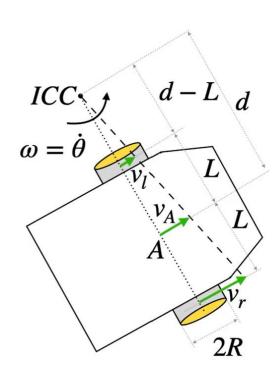


Inverse kinematics

From Eq.(5)

$$\Rightarrow \begin{bmatrix} \dot{\phi}_{r} \\ \dot{\phi}_{l} \end{bmatrix} = \frac{1}{R} \begin{bmatrix} 1 & L \\ 1 & -L \end{bmatrix} \begin{bmatrix} v_{A} \\ \omega \end{bmatrix}$$

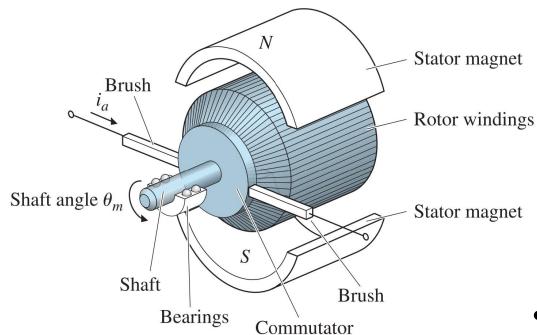
(6)

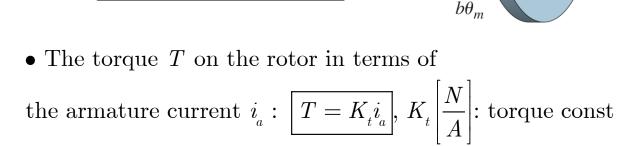


$$where egin{bmatrix} \dot{x}_t \ \dot{y}_t \ \dot{ heta}_t \end{bmatrix} = egin{bmatrix} \cos heta_t & 0 \ \sin heta_t & 0 \ 0 & 1 \end{bmatrix} egin{bmatrix} oldsymbol{v_A} \ oldsymbol{\omega_t} \end{bmatrix}$$

DC motor model

Reference: Franklin, "Feedback Control of Dynamic Systems" 8th Edition, Pearson 2020





 \bullet The express of back emf voltage e in terms of the

 $e = K_{\rho}\theta_{m}$

The generated electromotive force (emf) works against the applied armature voltage, it is called the **back emf**.

shaft's rotational velocity $\dot{\theta}_{\scriptscriptstyle m}: \boxed{e=K_{\scriptscriptstyle e}\dot{\theta}_{\scriptscriptstyle m}},\, K_{\scriptscriptstyle e}\left|\frac{V}{rad/s}\right| :$ electric const

• $K_t = K_e$, but unit are different needing to translate to a certain

DC motor model

Reference: Franklin, "Feedback Control of Dynamic Systems" 8th Edition, Pearson 2020

• Electrical subsystem (Kirchhoff's law):

$$L_a \frac{di_a}{dt} + R_a i_a = v_a - K_e \dot{\theta}_m \tag{7}$$

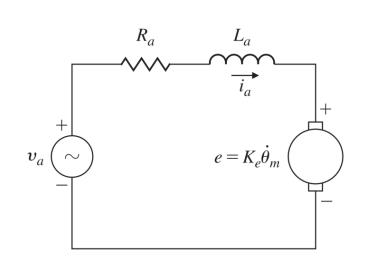
• Mechanical subsystem (Newton's law):

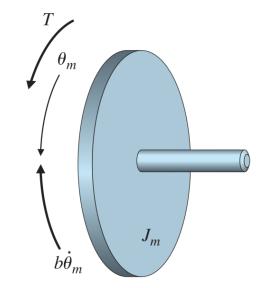
$$J_m \ddot{\theta}_m + b \dot{\theta}_m = K_t i_a \tag{8}$$

where J_m is inertia, and b viscous friction coefficient

$$(7) \Rightarrow i_{a} = \frac{v_{a} - K_{e}\dot{\theta}_{m}}{R_{a}}, \quad \left(L_{a}: \text{be neglected}\right)$$

In many cases the relative effect of the *inductance* is negligible compared with the mechanical motion





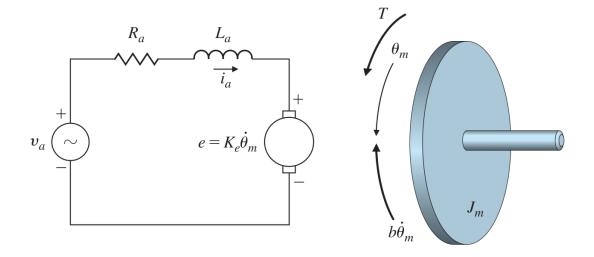
DC motor model

Reference: Franklin, "Feedback Control of Dynamic Systems" 8th Edition, Pearson 2020

$$(8) \Rightarrow J_{m}\ddot{\theta}_{m} + \left(b + \frac{K_{t}K_{e}}{R_{a}}\right)\dot{\theta}_{m} = \frac{K_{t}}{R_{a}}v_{a} \quad (ODE)$$

$$\xrightarrow{Laplace} G(s) = \frac{\Theta_{m}(s)}{V_{a}(s)} = \frac{\frac{K_{t}}{R_{a}}}{J_{m}s^{2} + \left(b + \frac{K_{t}K_{e}}{R_{a}}\right)s}$$

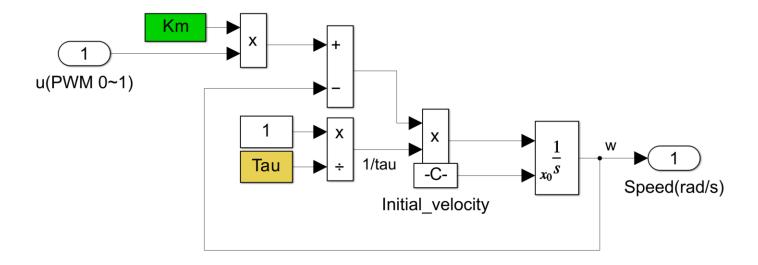
$$\Rightarrow G(s) = \frac{K}{s \quad \tau s + 1} \quad (TF)$$
where $K = \frac{K_{t}}{bR_{a} + K_{t}K_{e}}, \tau = \frac{R_{a}J_{m}}{bR_{a} + K_{t}K_{e}}$



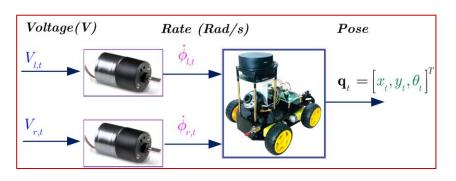
In many cases, a transfer function between the motor input and the output speed $(\omega = \dot{\theta}_m)$ is required:

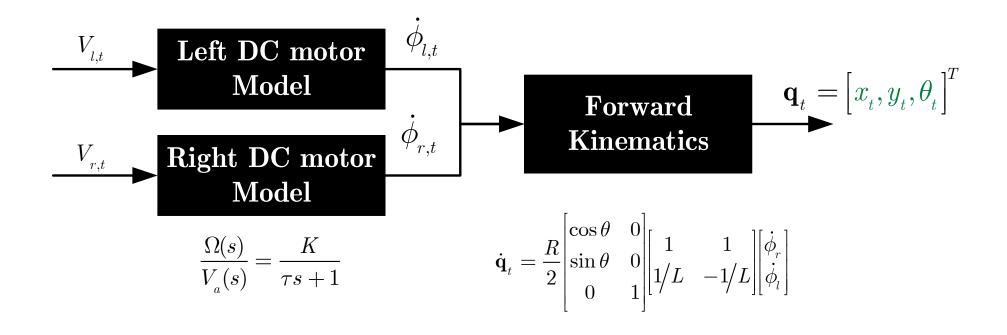
$$\frac{\Omega(s)}{V_a(s)} = s \frac{\Theta_m(s)}{V_a(s)} = \frac{K}{\tau s + 1}$$

DC motor model



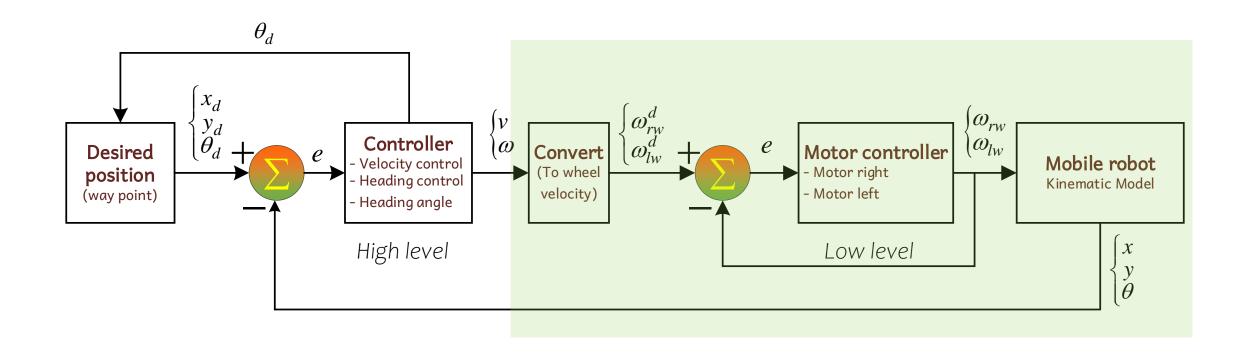
DC motor model





Controller design - PID controller (basic)

- + Controller: v and ω
- + From controller v and ω , it can be generated to ω^d_{rw} and ω^d_{lw}



Controller design

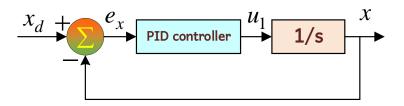
$$From: \begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{\theta} \end{bmatrix} = \frac{R}{2} \begin{bmatrix} \cos \theta & 0 \\ \sin \theta & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1/L & -1/L \end{bmatrix} \begin{bmatrix} \dot{\phi}_r \\ \dot{\phi}_l \end{bmatrix} \Rightarrow \begin{cases} \dot{x} = \frac{R}{2} \ \omega_{rw} + \omega_{lw} \ \cos \theta \\ \dot{y} = \frac{R}{2} \ \omega_{rw} + \omega_{lw} \ \sin \theta \\ \dot{\theta} = \frac{R}{2} \left(\frac{\omega_{lw} + \omega_{rw}}{L} \right) \end{cases}$$

+ Position (x,y) controller u

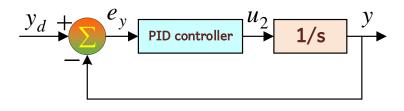
Let give a controller as follows:

$$u = \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix} = \begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{\theta} \end{bmatrix} = \begin{bmatrix} PID & x_d - x \\ PID & y_d - y \\ PID & \theta_d - \theta \end{bmatrix} = \begin{bmatrix} K_1 & x_d - x \\ K_2 & y_d - y \\ K_3 & \theta_d - \theta \end{bmatrix}$$

Controller for *x* axis: $\dot{x} = u_1$

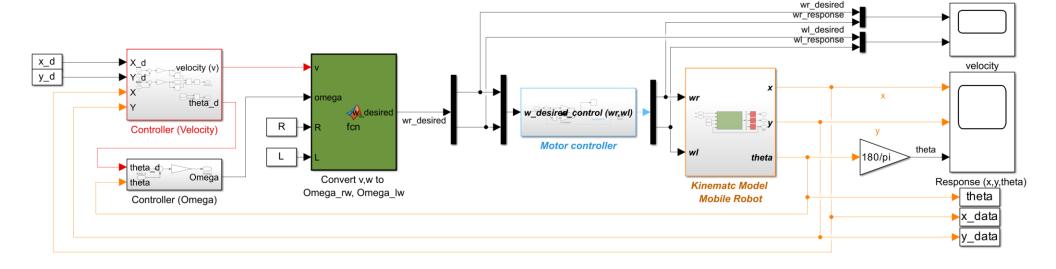


Controller for y axis : $\dot{y} = u_2$



Controller design

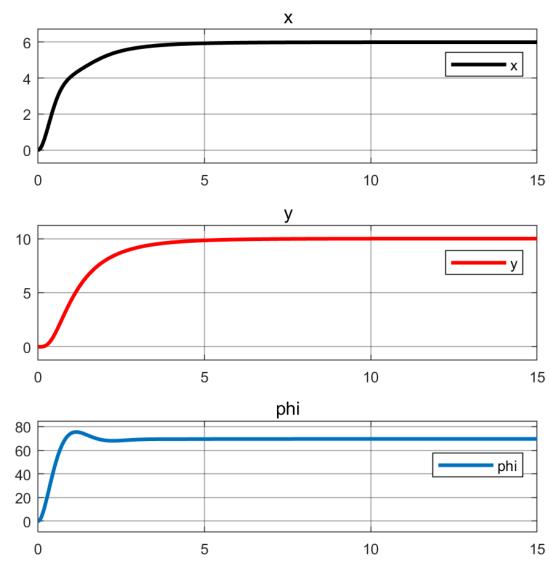
Simulation:

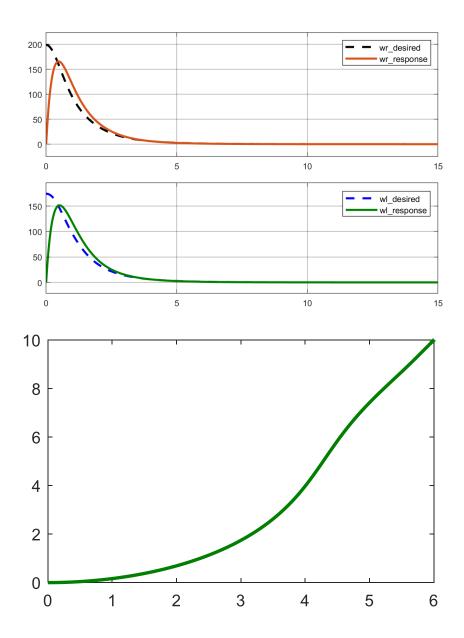


```
clc; clear all; close all;
R=0.05 %5cm
L=0.2 %40cm
x Init=0
y Init=0
                              %% mobile robot control
phi Init=0*pi/180
                              kpx=0.8
%% setpoint
                              kpy=0.8
x d=6
                              kptheta=3
y_d=10
                              %% motor control
%% Motor Dynamics
                              kp = 0.02
Km = 500;
                              ki = 0.015
Tau = 2;
```

Controller design

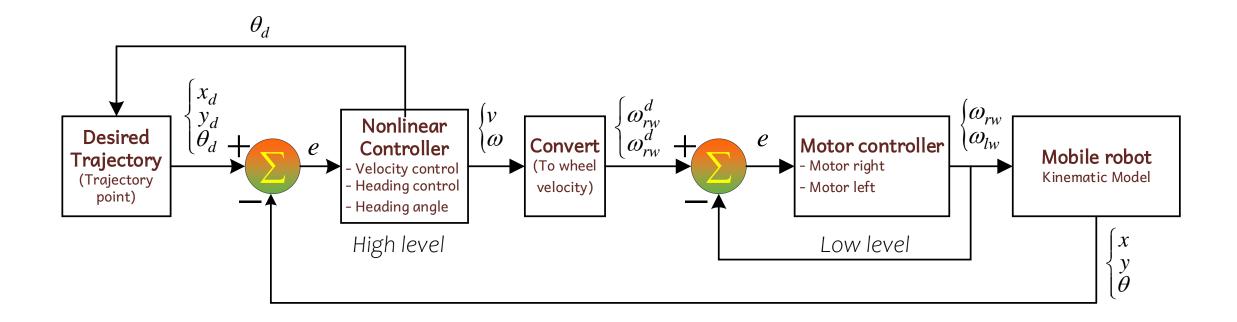
Simulation:



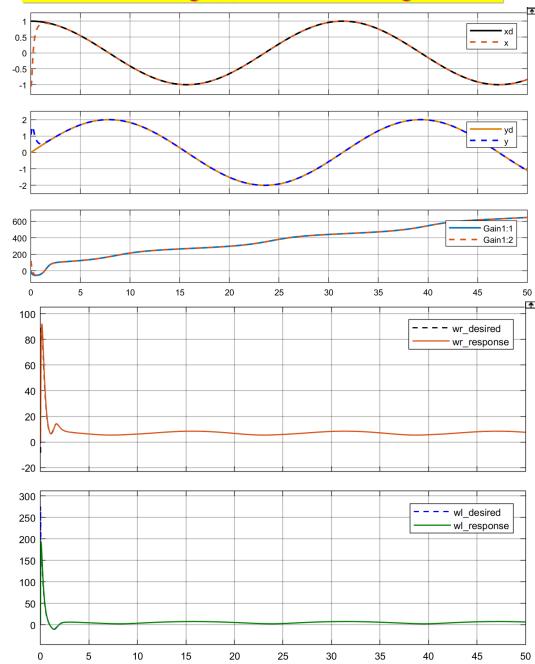


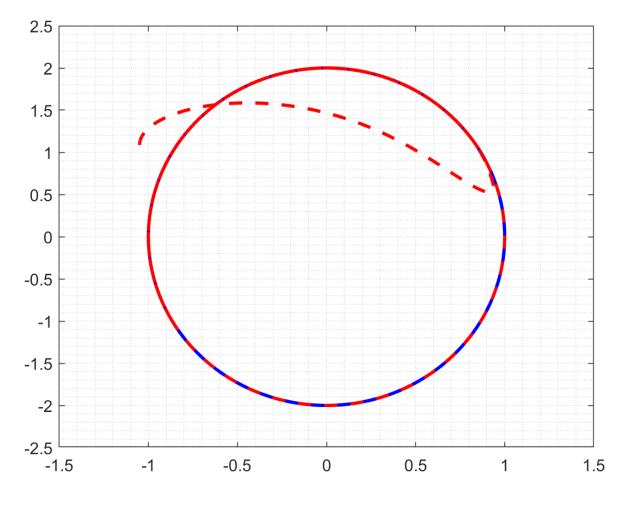
Controller design – Linear, Nonlinear Tracking Control

- + Controller: v and ω
- + From controller v and ω , it can be generated to ω^d_{rw} and ω^d_{lw}



Controller design – Linear Tracking Control





Controller design – Linear Tracking Control

