



3 – Kinematics and Motion control

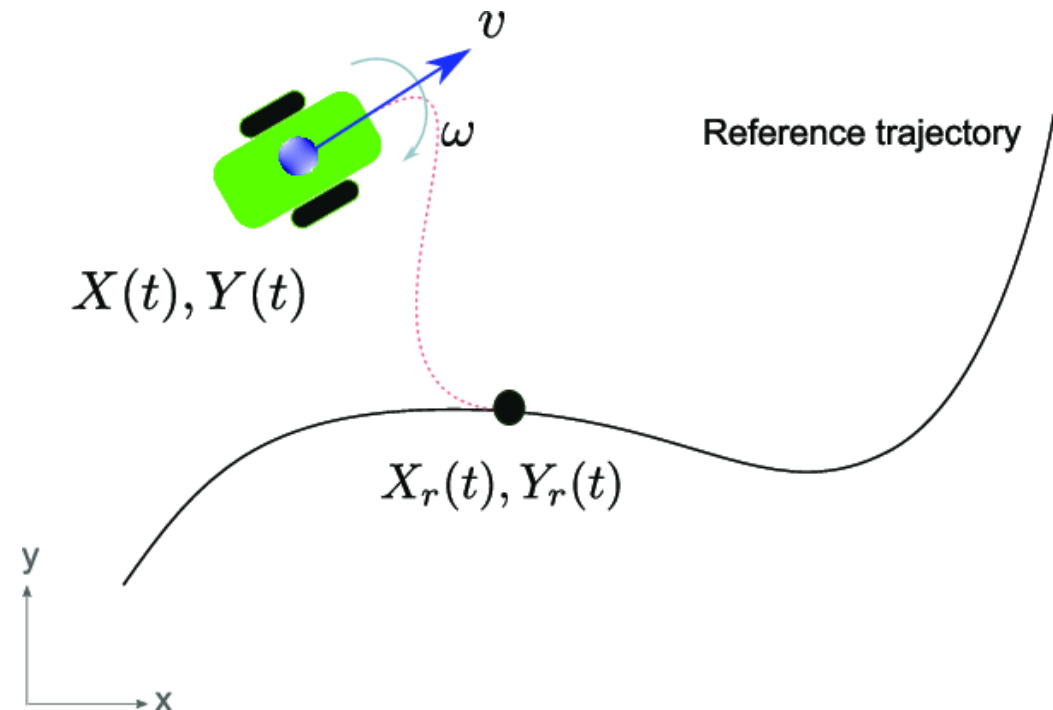
Advanced Methods for Mapping and Self-localization in Robotics
MPC-MAP

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What is motion control for?

- Following known trajectory
- Kinematic model is required – a relation between the wheels speed and the robot motion
- Are there any constraints?
- How to model motion?



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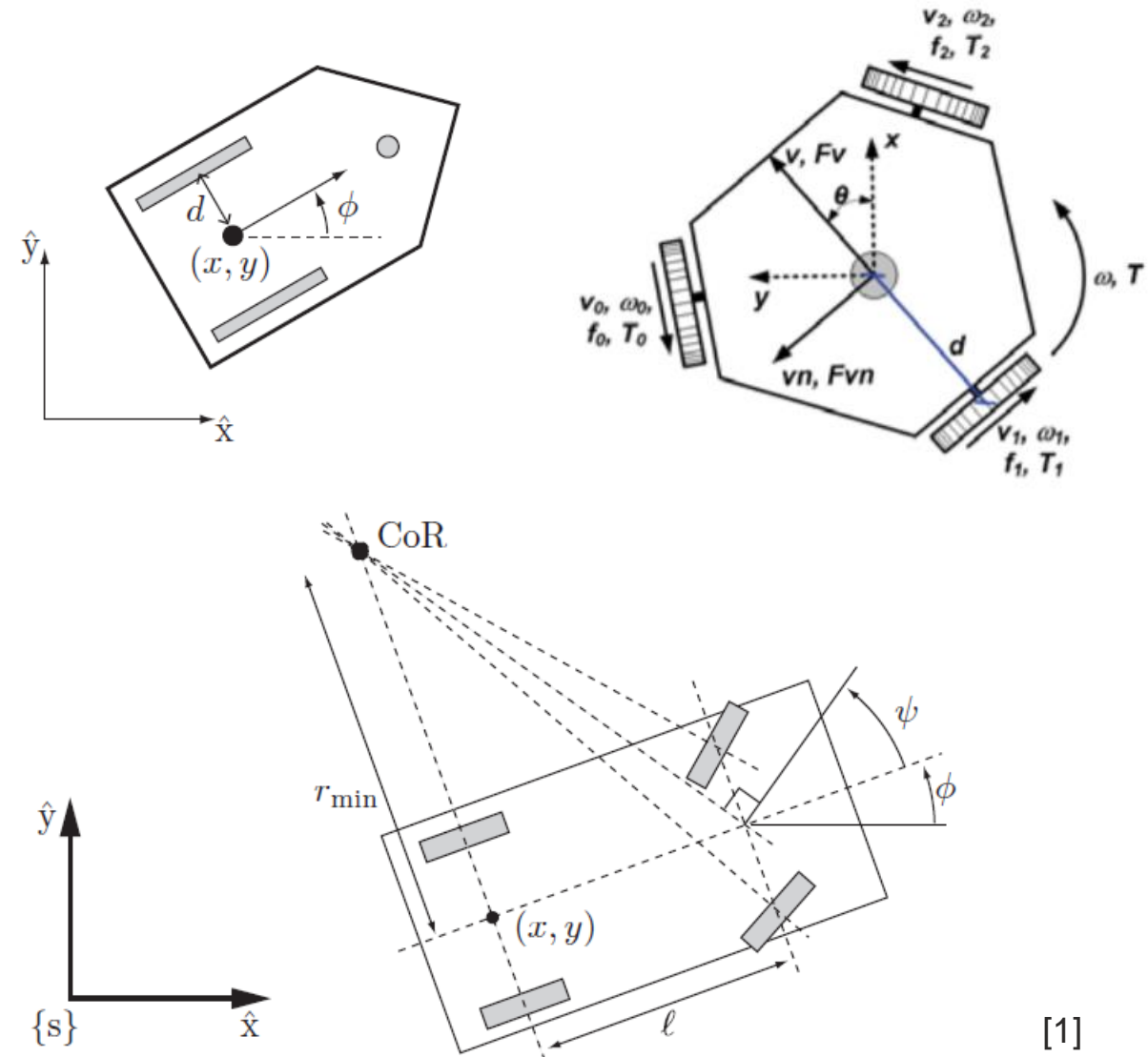


Kinematics

Describing and modeling the robot movement



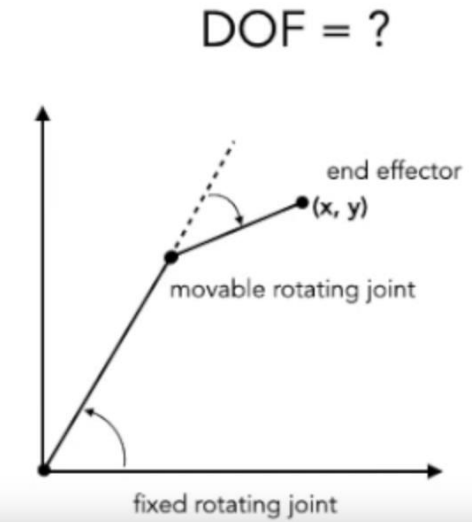
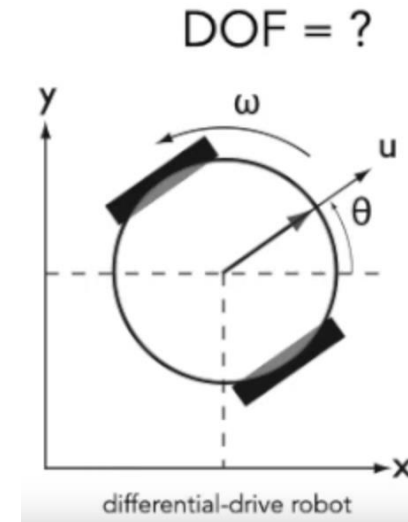
- Types of drive
 - Differential
 - Ackermann
 - Omnidirectional
 - Others ...
- Kinematics
 - „Geometry of motion“
 - Relation (acceleration –) velocity – position
 - Cause of motion is not analyzed
- Dynamics
 - Focuses on „why is object moving“
 - Forces, torques, mass, etc.



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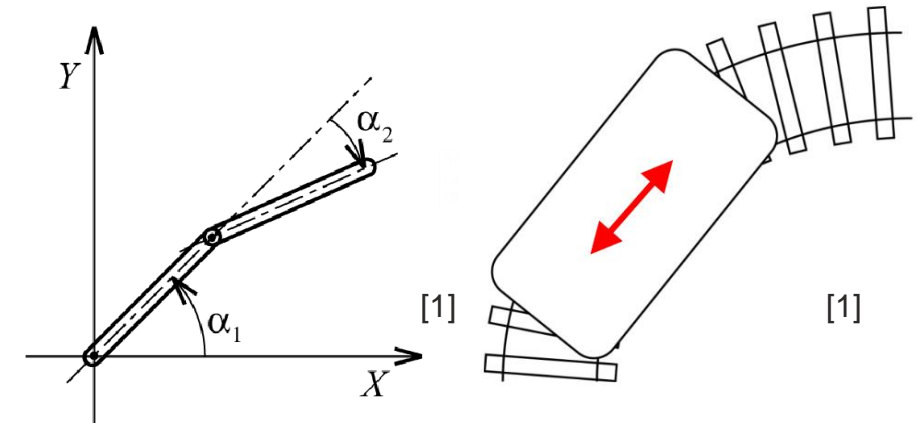
- Degrees of freedom (DOFs)
 - Minimum number of real numbers to represent the robot's configuration
 - Most actuators control a single DOF
 - Either translational or rotational
 - Depends on the type of robot
- Degrees of motion (DOMs)
 - = Differentiable DOFs (DDOFs)
 - Number of DOFs that can be directly accessed by the actuators
 - Also number of independent motion velocities
 - Unicycle, Bicycle
 - = 2 = 1

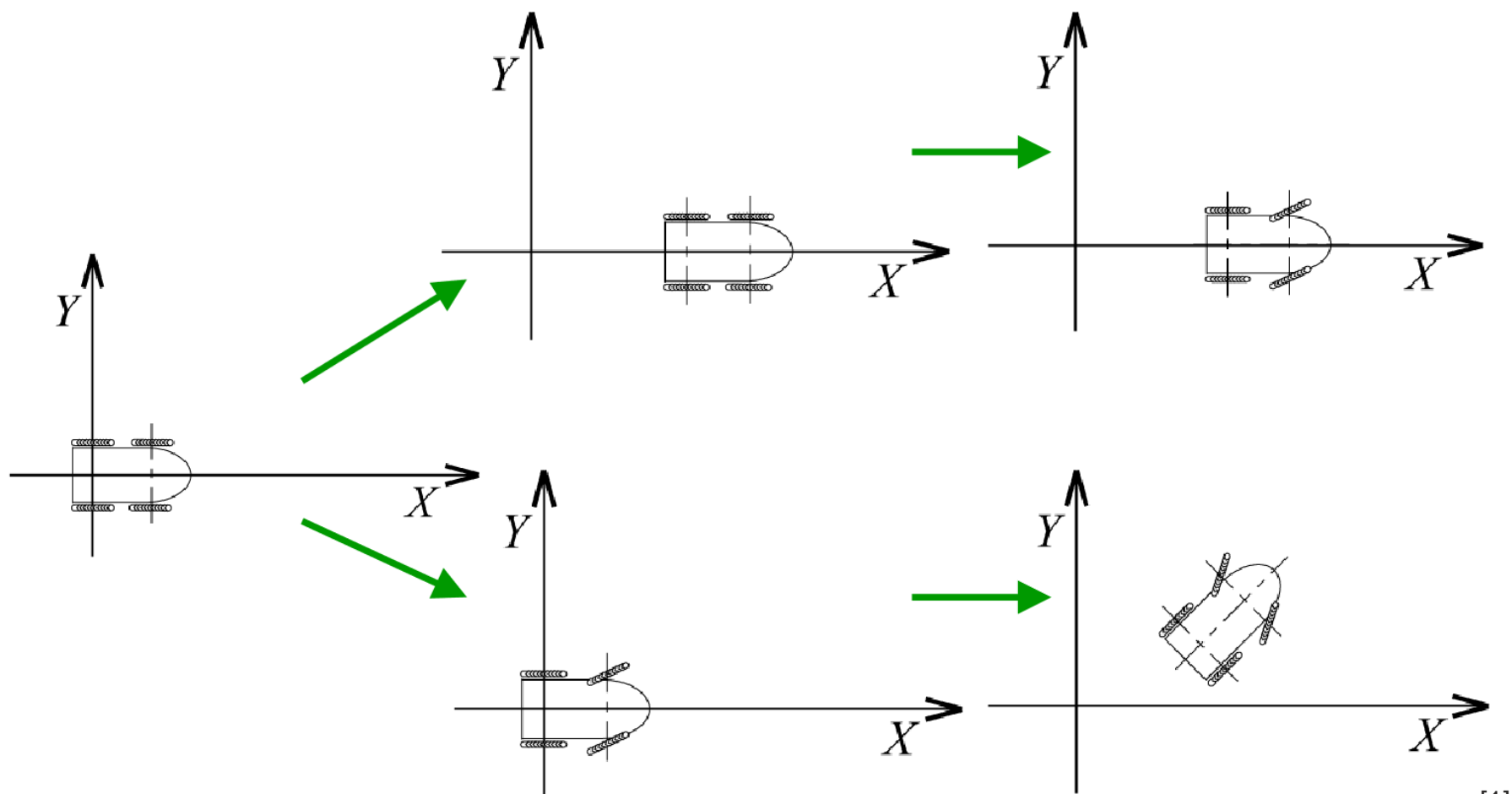


[1]

- Constraints
 - Constrain position = holonomic
 - Constrain velocity = non-holonomic
- Integrability of constraints
 - $f(\mathbf{q}, t)$ – depends only on position = integrable = holonomic
 - $f(\mathbf{q}, \dot{\mathbf{q}}, t)$ – depends also on velocity = is not integrable = non-holonomic
- Holonomic robot
 - DOF = DOM (= DDOF)
 - All constraints are holonomic
- Non-holonomic robot
 - DOF > DOM
 - Position depends on the order of control inputs!

Examples of holonomic systems:

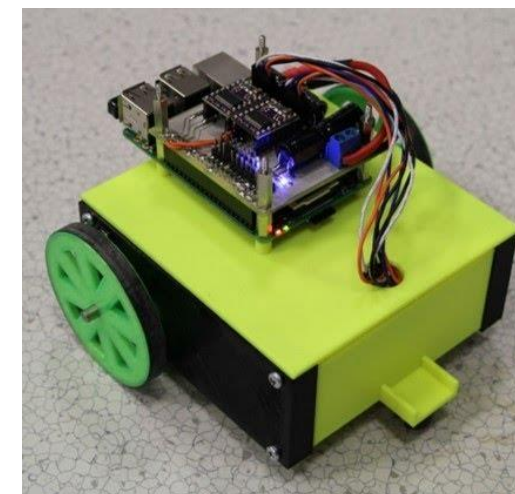




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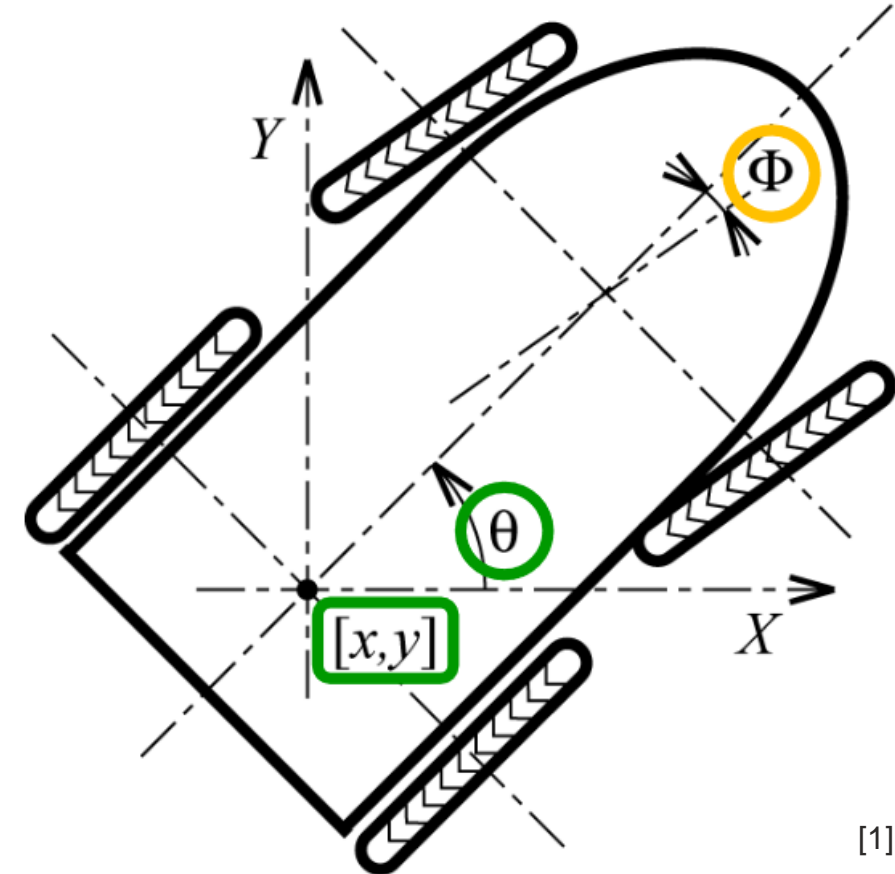
Depends on the order!

Differential drive =
non-holonomic



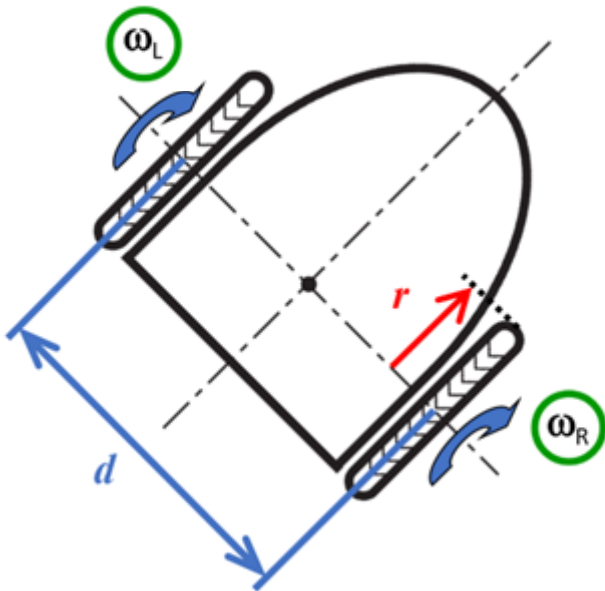


- State
 - Position of the reference point in the world frame – x, y
 - Orientation – θ
 - Describes configuration of the robot body
 - $\mathbf{x} = (x, y, \theta)$
- Extended state
 - State + additional parameters
 - E. g., steering angle Φ in Ackermann drive
 - $\mathbf{x}_{\text{Ack}} = (x, y, \theta, \Phi)$



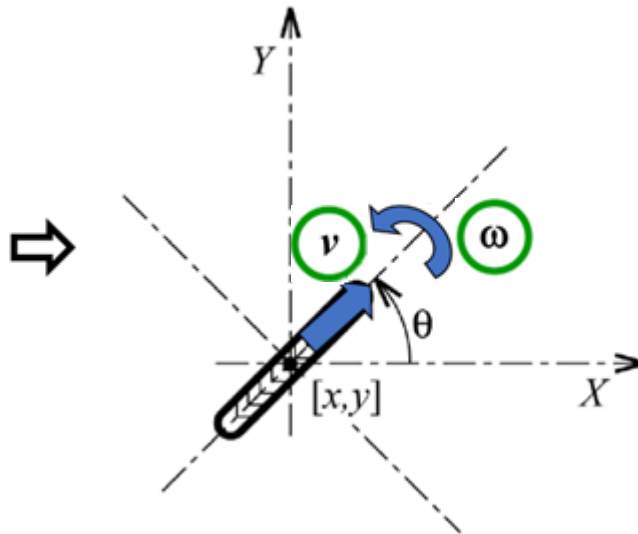
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- Parameters of the chassis
 - Wheel radius r
 - Distance between wheels d
- Control inputs
 - Speed of wheels ω_R, ω_L



- Simplification to unicycle
 - Forward velocity v
 - Angular velocity ω

$$v = \omega R$$



[1]

$$v = \frac{r(\omega_R + \omega_L)}{2}$$

$$\omega = \frac{r(\omega_R - \omega_L)}{d}$$

$$\omega_R = \frac{2v + \omega d}{2r}$$

$$\omega_L = \frac{2v - \omega d}{2r}$$

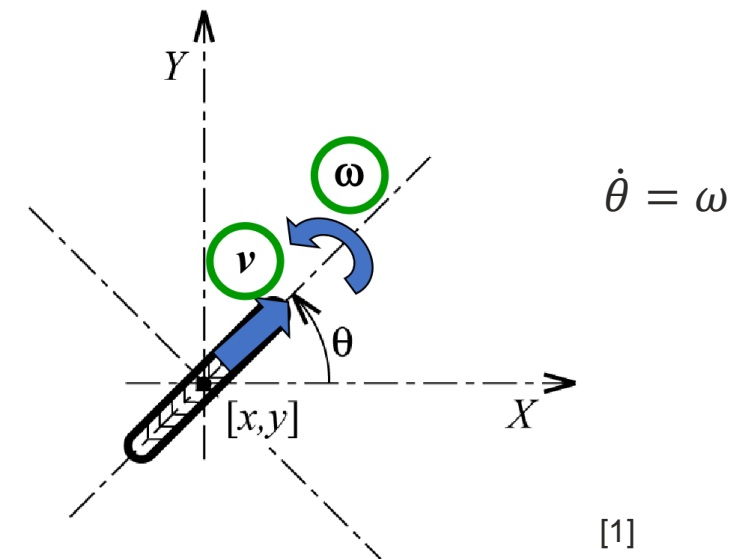
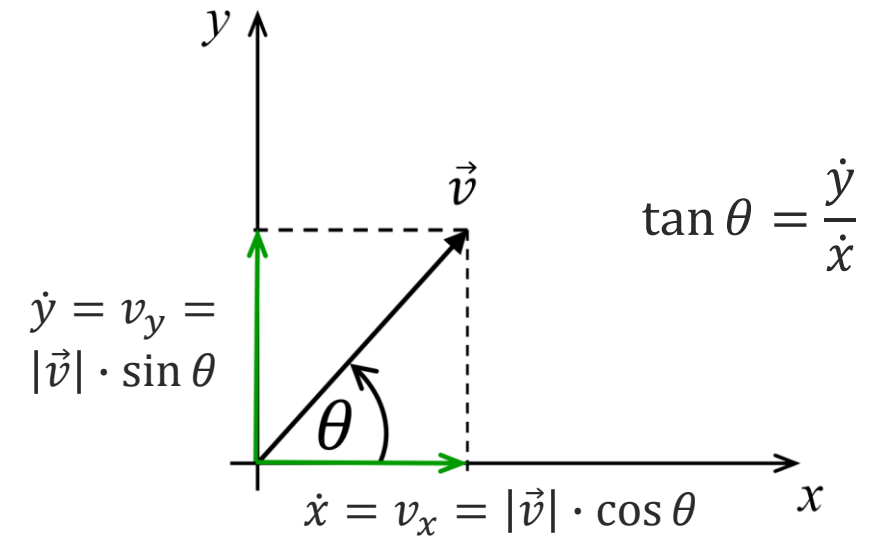


- State equations

- 3 states
- 2 control inputs

$$\begin{pmatrix} \dot{x} \\ \dot{y} \\ \dot{\theta} \end{pmatrix} = \begin{pmatrix} \cos \theta \\ \sin \theta \\ 0 \end{pmatrix} v + \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} \omega$$

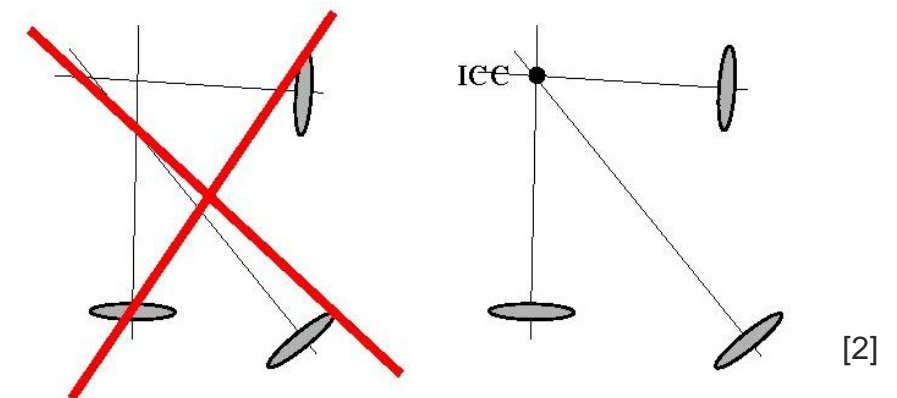
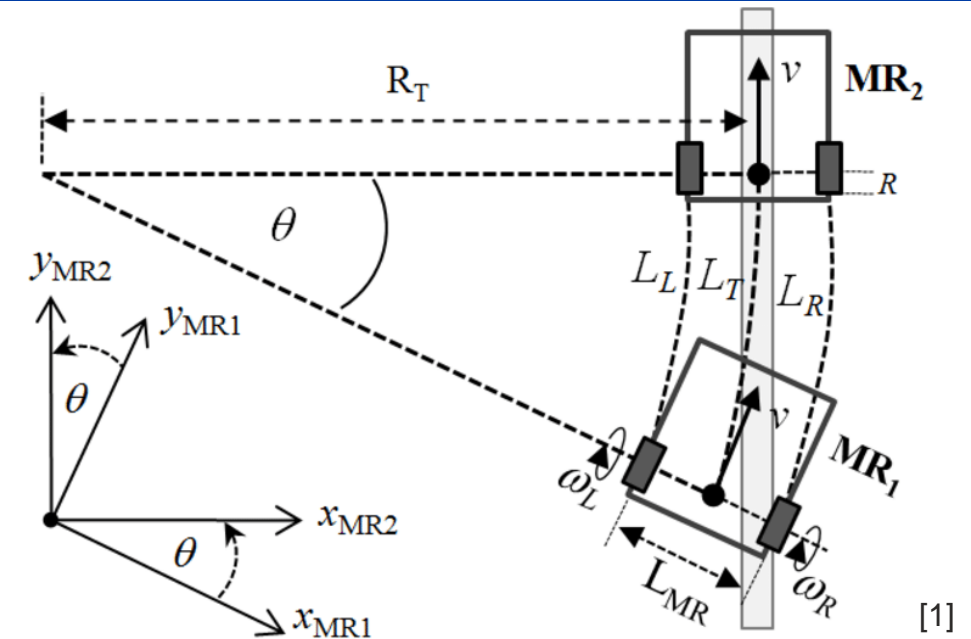
- Constraint: $\dot{x} \sin \theta = \dot{y} \cos \theta$



[1]



- Forward kinematics
 - Initial state and control inputs are known
 - What is the final state of the robot?
 - Straightforward task
- Inverse kinematics
 - Initial and final states are known
 - What are the control inputs?
 - Problematic in case of non-holonomic platforms
 - Singular points
- Instantaneous center of curvature (rotation)
 - Each wheel must rotate along its y-axis
 - Wheels move along circular ($R < \infty$) or straight trajectories



- Turning radius

$$R = \frac{v}{\omega} = \frac{\frac{r(\omega_R + \omega_L)}{2}}{\frac{r(\omega_R - \omega_L)}{d}} = \frac{d(\omega_R + \omega_L)}{2(\omega_R - \omega_L)}$$

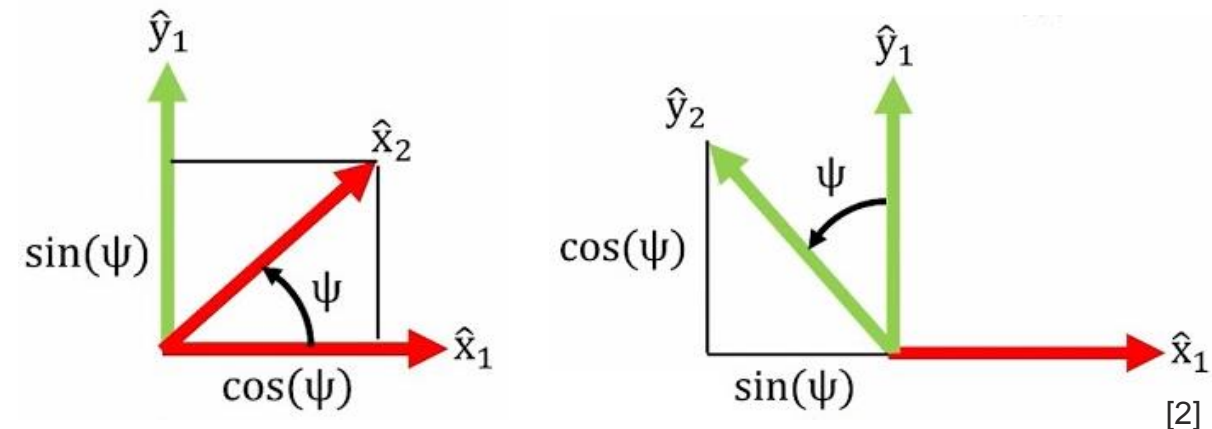
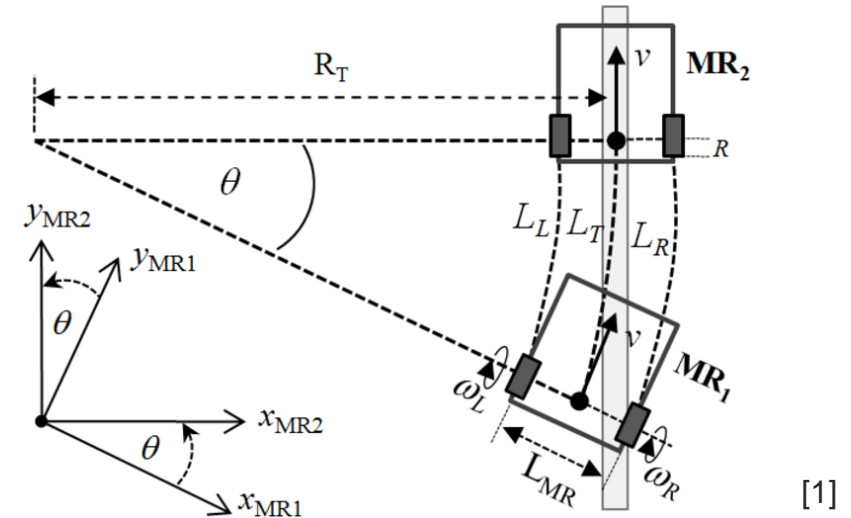
- ICC

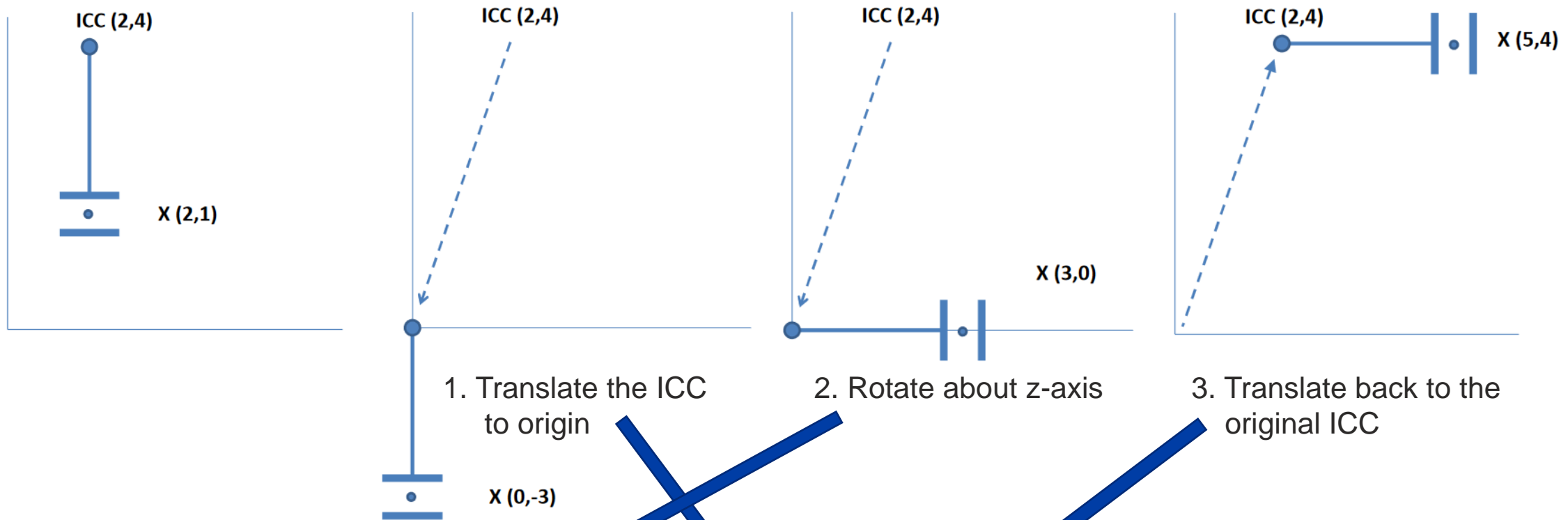
$$\begin{pmatrix} ICC_x \\ ICC_y \end{pmatrix} = \begin{pmatrix} x + R \cos(\theta + \pi/2) \\ y + R \sin(\theta + \pi/2) \end{pmatrix} = \begin{pmatrix} x - R \sin \theta \\ y + R \cos \theta \end{pmatrix}$$

- Rotation matrix

$$\begin{pmatrix} \hat{x}_2 \\ \hat{y}_2 \\ 1 \end{pmatrix} = \begin{pmatrix} \cos \psi & \sin \psi & 0 \\ -\sin \psi & \cos \psi & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} \hat{x}_1 \\ \hat{y}_1 \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} \hat{x}_1 \\ \hat{y}_1 \\ 1 \end{pmatrix} = \begin{pmatrix} \cos \psi & -\sin \psi & 0 \\ \sin \psi & \cos \psi & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} \hat{x}_2 \\ \hat{y}_2 \\ 1 \end{pmatrix}$$





[1]

$$\begin{pmatrix} x' \\ y' \\ \theta' \end{pmatrix} = \begin{pmatrix} \cos(\omega\Delta t) & -\sin(\omega\Delta t) & 0 \\ \sin(\omega\Delta t) & \cos(\omega\Delta t) & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x - ICC_x \\ y - ICC_y \\ \theta \end{pmatrix} + \begin{pmatrix} ICC_x \\ ICC_y \\ \omega\Delta t \end{pmatrix} = \begin{pmatrix} x \\ y \\ \theta \end{pmatrix} + \begin{pmatrix} -R \sin \theta + R \sin(\theta + \omega\Delta t) \\ R \cos \theta - R \cos(\theta + \omega\Delta t) \\ \omega\Delta t \end{pmatrix}$$



- We can express the state equations using the rotation matrix

World frame $\rightarrow \begin{pmatrix} \dot{x} \\ \dot{y} \\ \dot{\theta} \end{pmatrix} = \begin{pmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} \dot{x}_R \\ \dot{y}_R \\ \dot{\theta}_R \end{pmatrix} = \begin{pmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} v \\ 0 \\ \omega \end{pmatrix}$

$= \mathbf{R}(\theta)$ Robot frame

- Let us invert the equations

$$\begin{pmatrix} v \\ 0 \\ \omega \end{pmatrix} = \mathbf{R}^{-1}(\theta) \begin{pmatrix} \dot{x} \\ \dot{y} \\ \dot{\theta} \end{pmatrix} = \mathbf{R}^T(\theta) \begin{pmatrix} \dot{x} \\ \dot{y} \\ \dot{\theta} \end{pmatrix} = \begin{pmatrix} \cos \theta & \sin \theta & 0 \\ -\sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} \dot{x} \\ \dot{y} \\ \dot{\theta} \end{pmatrix}$$

$\rightarrow v = \dot{x} \cos \theta + \dot{y} \sin \theta$
 $\rightarrow \omega = \dot{\theta}$

- Ideally, we would set

$$\begin{pmatrix} \dot{x} \\ \dot{y} \\ \dot{\theta} \end{pmatrix} = K \begin{pmatrix} x_G - x \\ y_G - y \\ \theta_G - \theta \end{pmatrix} \quad \text{Goal} = (x_G, y_G, \theta_G)$$

- But we have to follow the non-holonomic constraint $\dot{x} \sin \theta = \dot{y} \cos \theta$

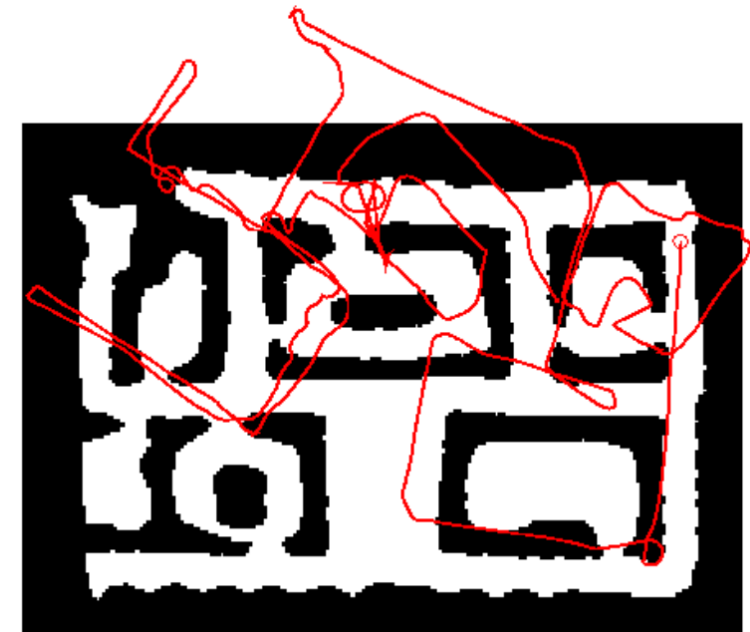


- Motion is inherently uncertain \rightarrow *probabilistic* models are applied
- Some Bayesian algorithms require a posterior probability $p(x_t|x_{t-1}, u_t)$ = what is the probability that action u_t takes the system from state x_{t-1} to state x_t
- Two major types of motion models:
 - Odometry-based – suitable for estimation

$$u_t = \begin{pmatrix} \bar{x}_{t-1} \\ \bar{x}_t \end{pmatrix} \rightarrow (\delta_{\text{rot1}}, \delta_{\text{trans}}, \delta_{\text{rot2}})$$

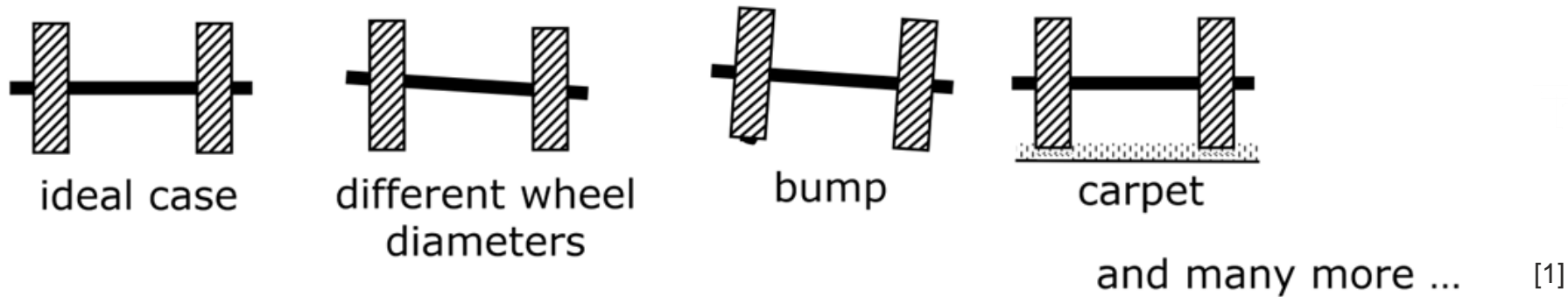
- Velicoty-based (dead reckoning) – suitable for prediction

$$u_t = \begin{pmatrix} v_t \\ \omega_t \end{pmatrix}$$

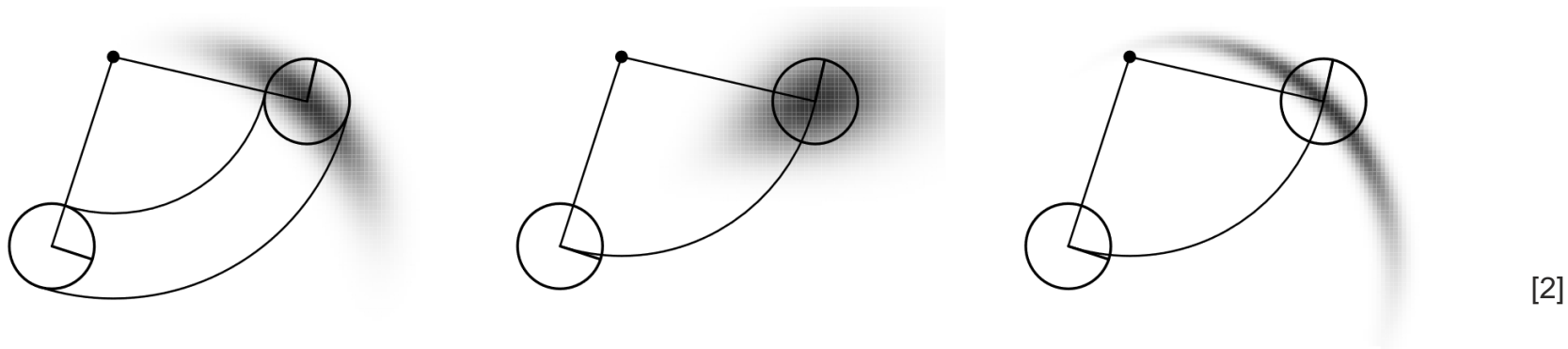




- Sources of motion errors



- „Banana-shaped“ probability distribution





Motion control

Following pre-planned path



- Path description
 - Closed-form expression (e.g., Bézier curves)
 - Sequence of waypoints (equidistant vs. adaptive spacing)
- Global planning
 - Optimal path to goal – outlined in *Lecture 6 – Path planning*
- Local planning
 - Optimizing path, considering the motion model
 - Avoiding obstacles – path may be altered to comply with observations
 - Inputs: estimated pose, global path, sensor readings
 - Parameters: kinematic and physical models of the robot, safety requirements
 - Output: local path

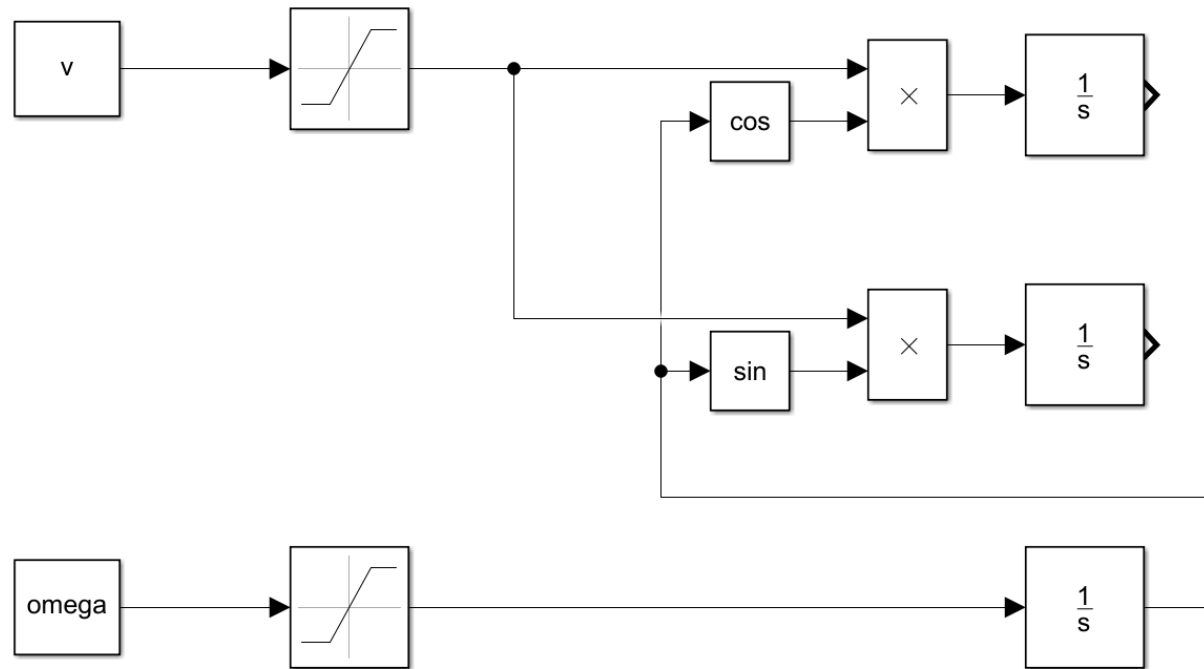


- **Motion control**

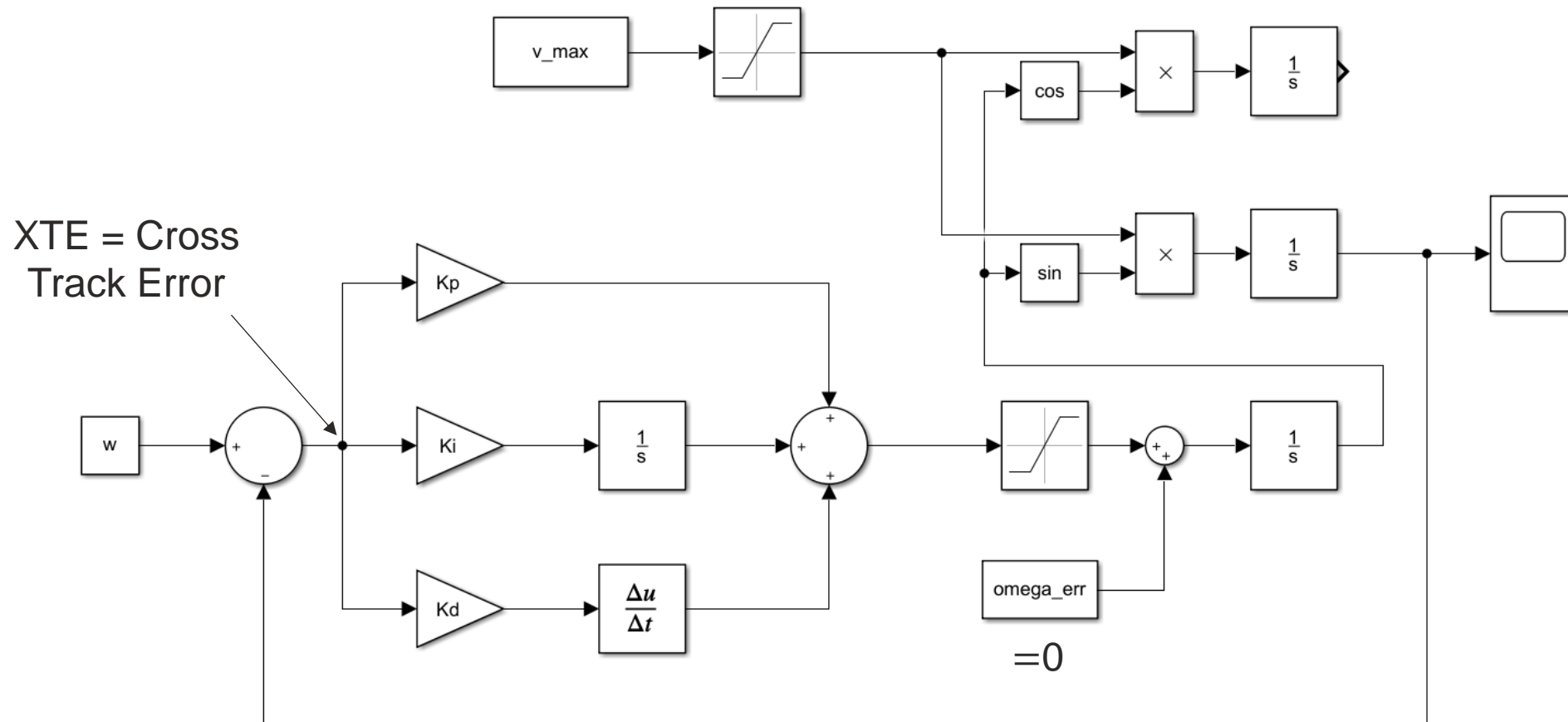
- Navigate robot along the defined (global/local) path
- May involve ,emergency stop‘
- *Inputs*: estimated pose, desired path, (sensor readings)
- *Parameters*: kinematic model of the robot
- *Outputs*: robot control = velocities



- State model of the differential drive

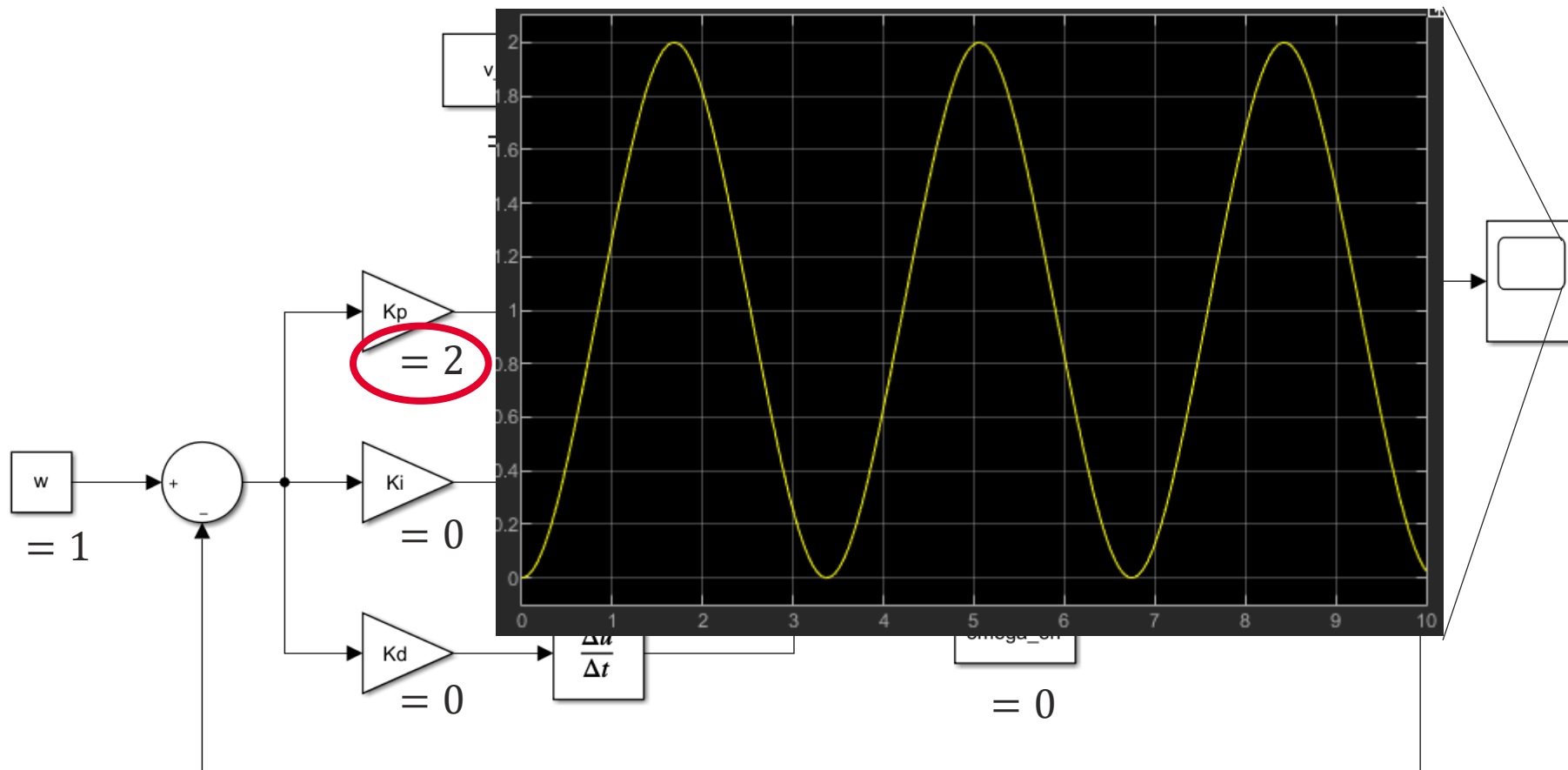


- Let us add a PID structure to control the y state



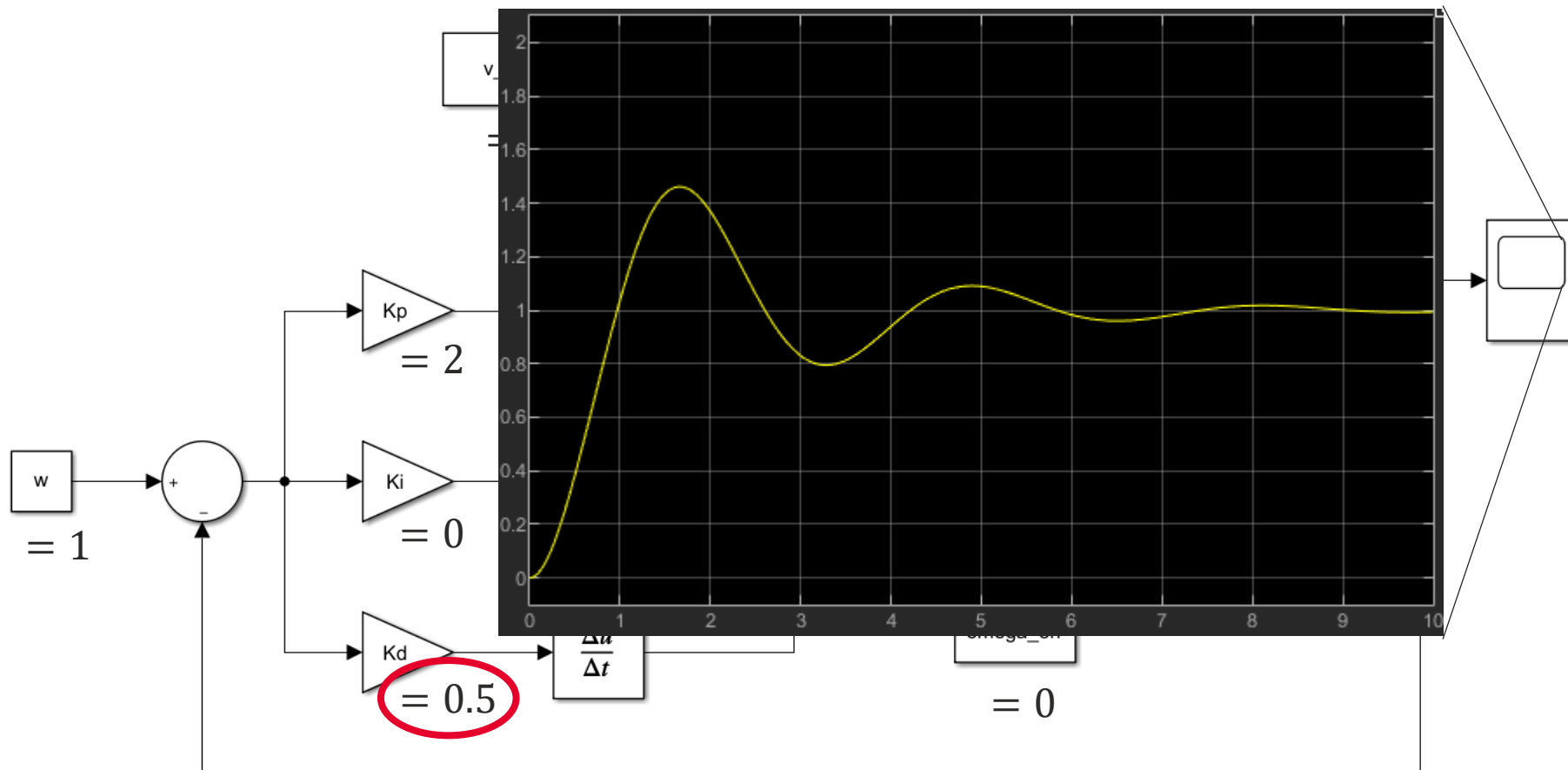


- P controller



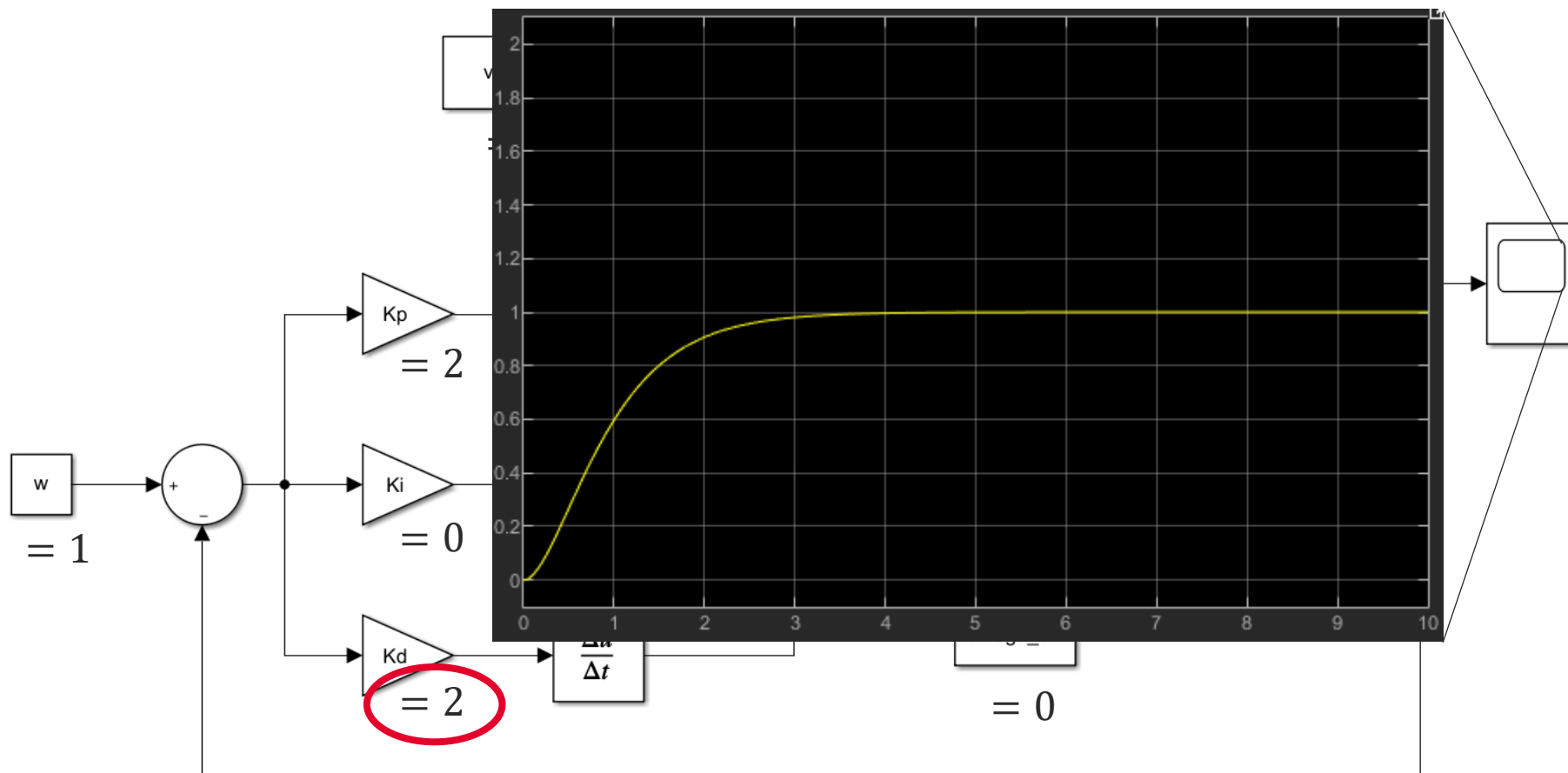


- PD controller



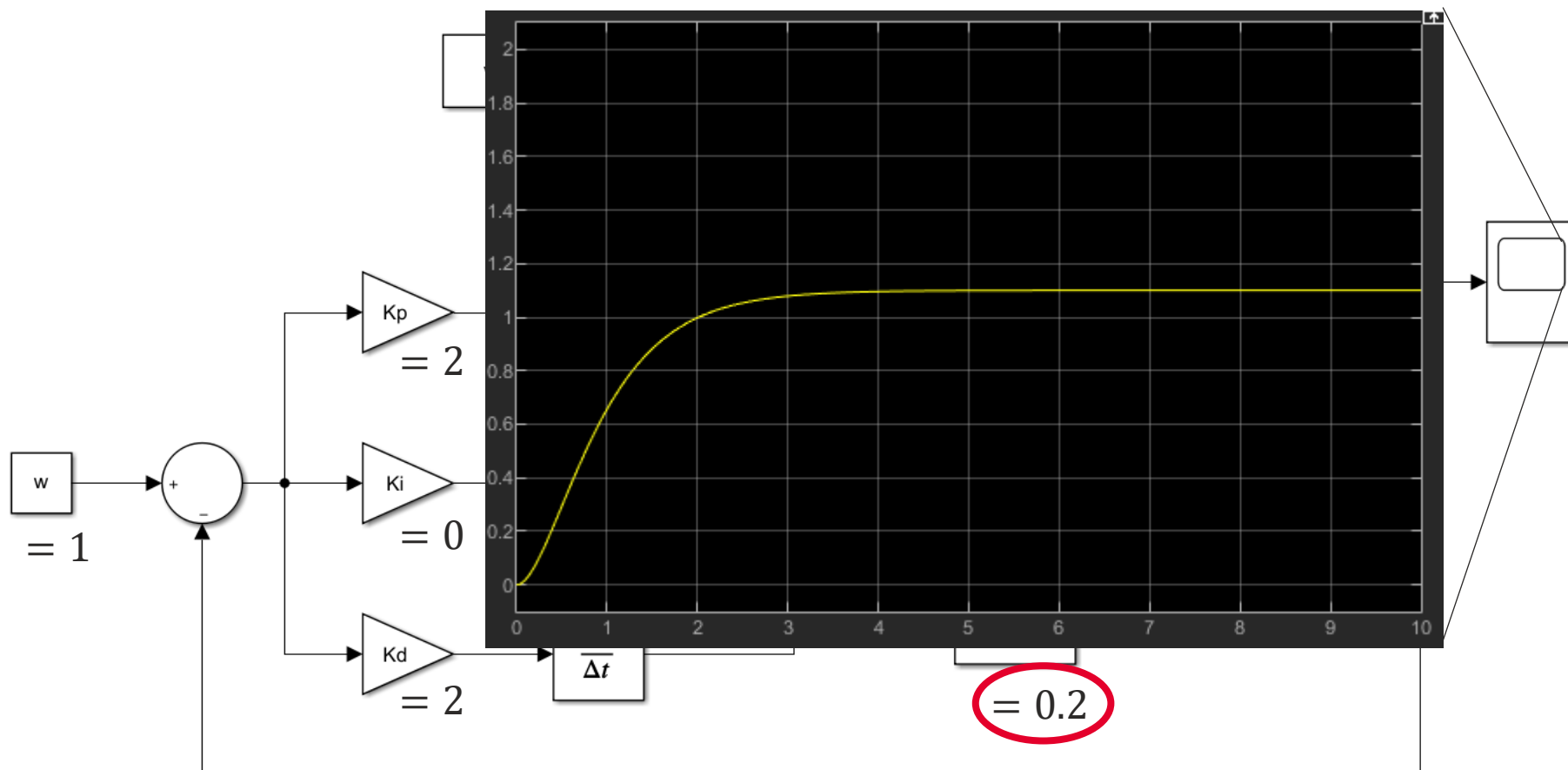


- PD controller – **higher D gain**



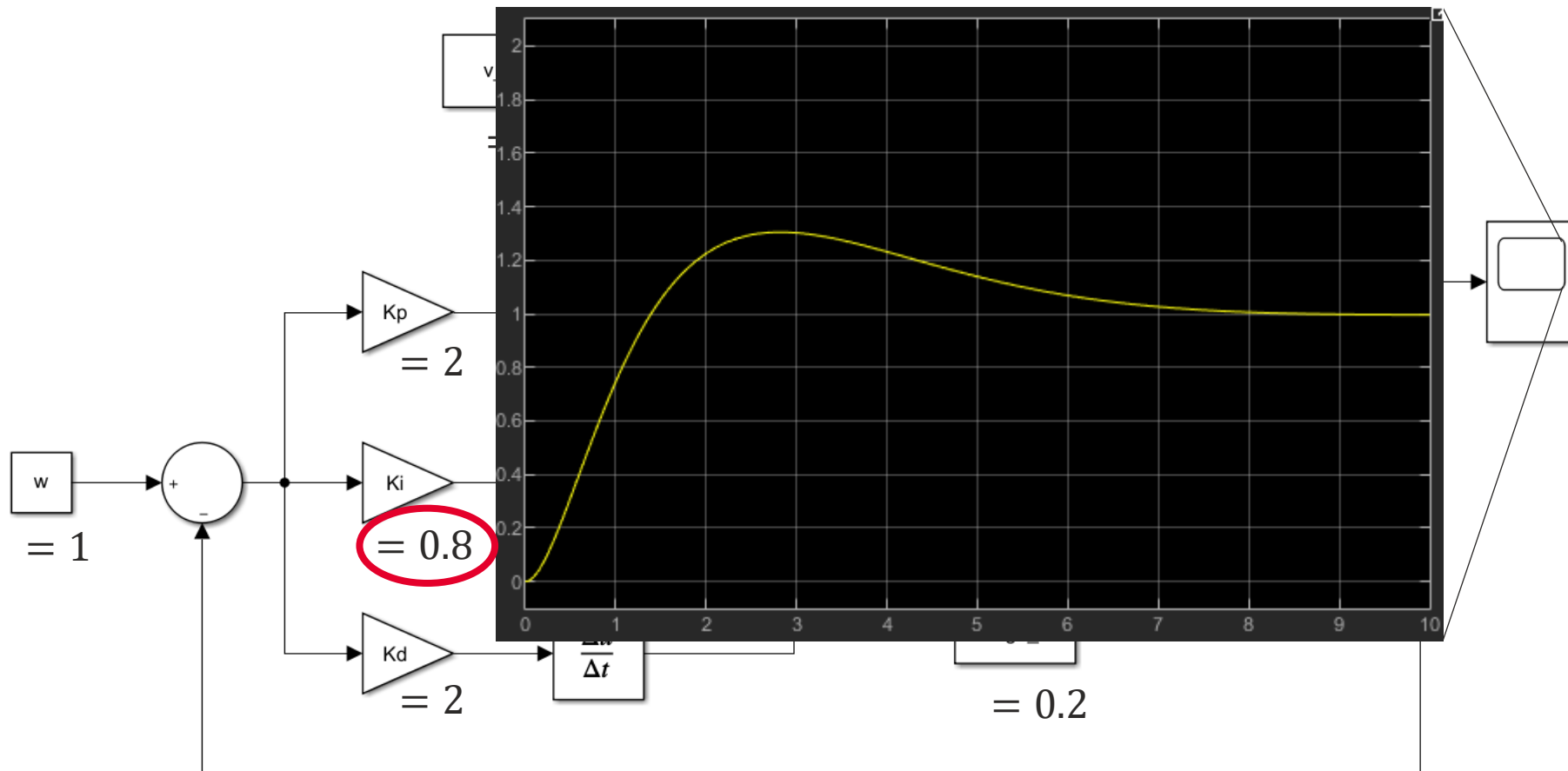


- PD controller – **with added error**



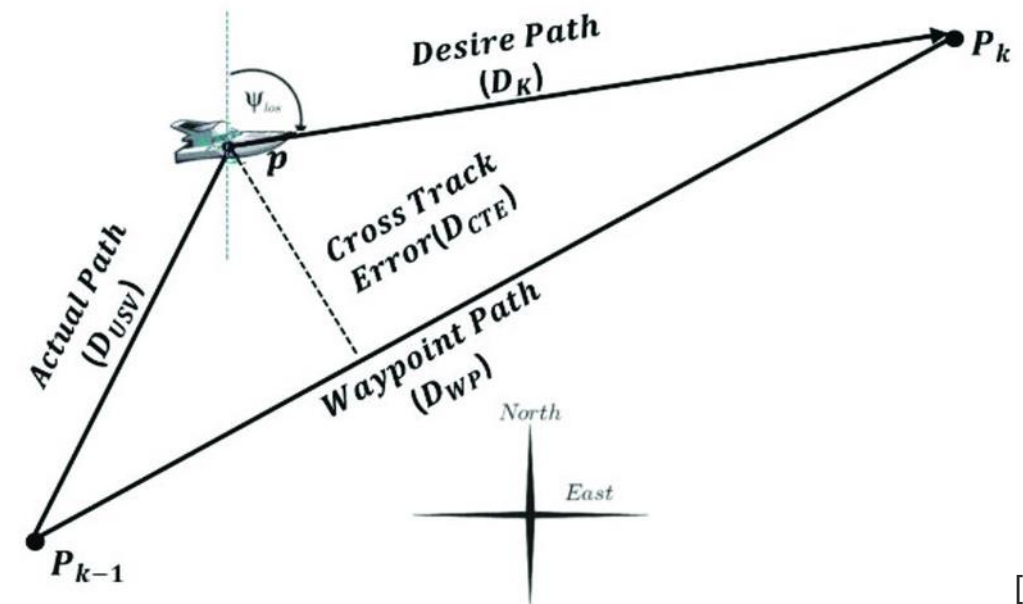


- PID controller – with added error





- Possible approaches
 - Cross track error-based
 - Target point-based
 - Others ...
- XTE-based
 - Compute cross track error (XTE) = (oriented) shortest distance between the robot and the path
 - Employ arbitrary closed-loop (feedback) controller

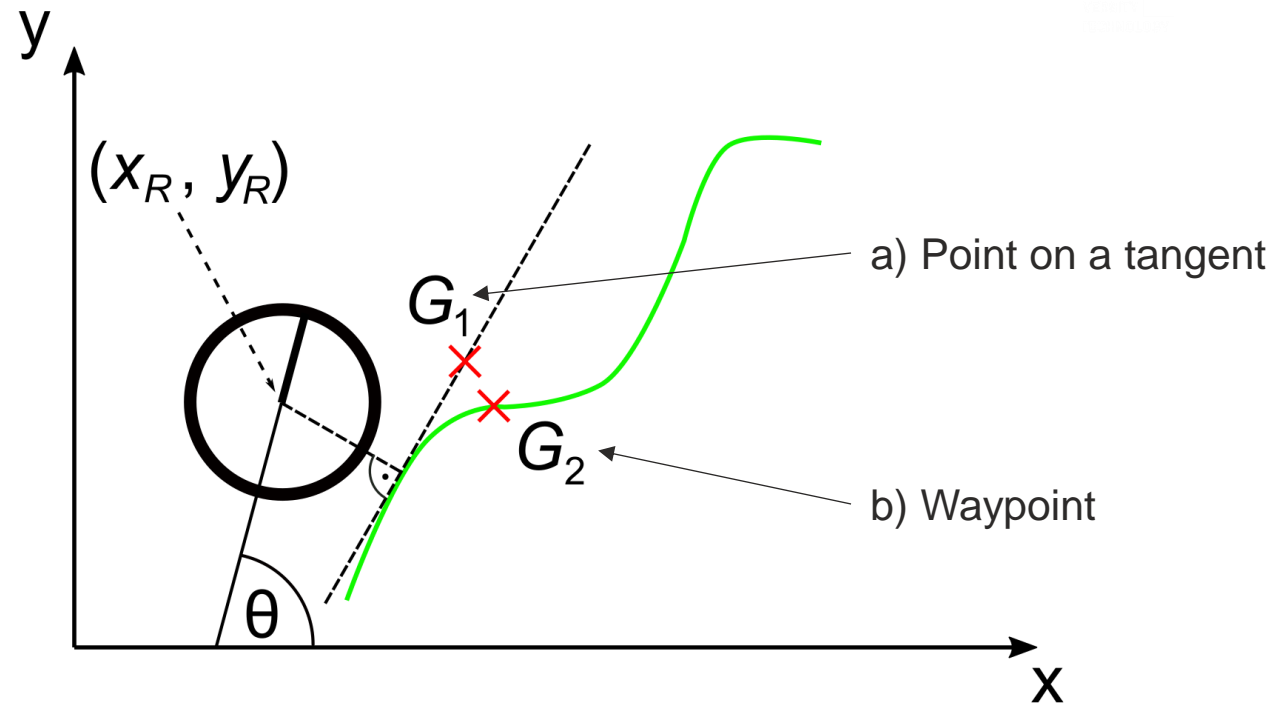


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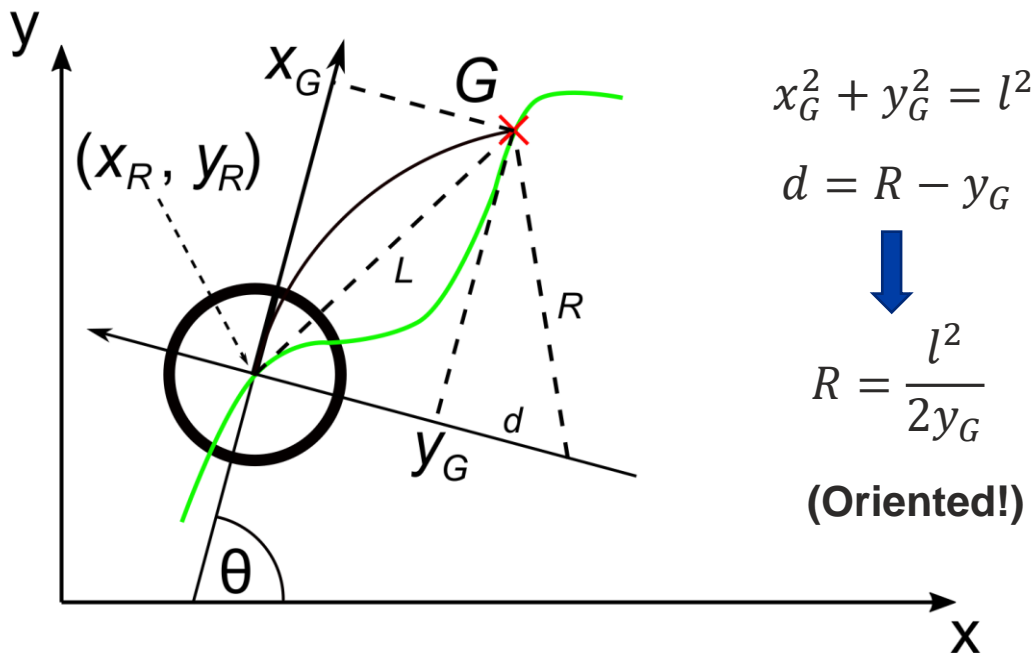
- Target point-based

- Identify target (goal) coordinates (x_G, y_G)
 - Waypoint
 - Point on a tangent
- Pure pursuit path tracking
- Feedback linearization





- Determine the curvature that will drive the vehicle to the chosen target
- The target is at *lookahead distance* l from the robot
- Constraints: v_{\max} , ω_{\max} , R_{\min} (minimal turning radius)



a) Ideal case

$$|R| \geq \frac{v_{\max}}{\omega_{\max}} \geq R_{\min}$$

$$\omega = \frac{v_{\max}}{R} < \omega_{\max}$$

$$v = v_{\max}$$

b) Limit forward velocity

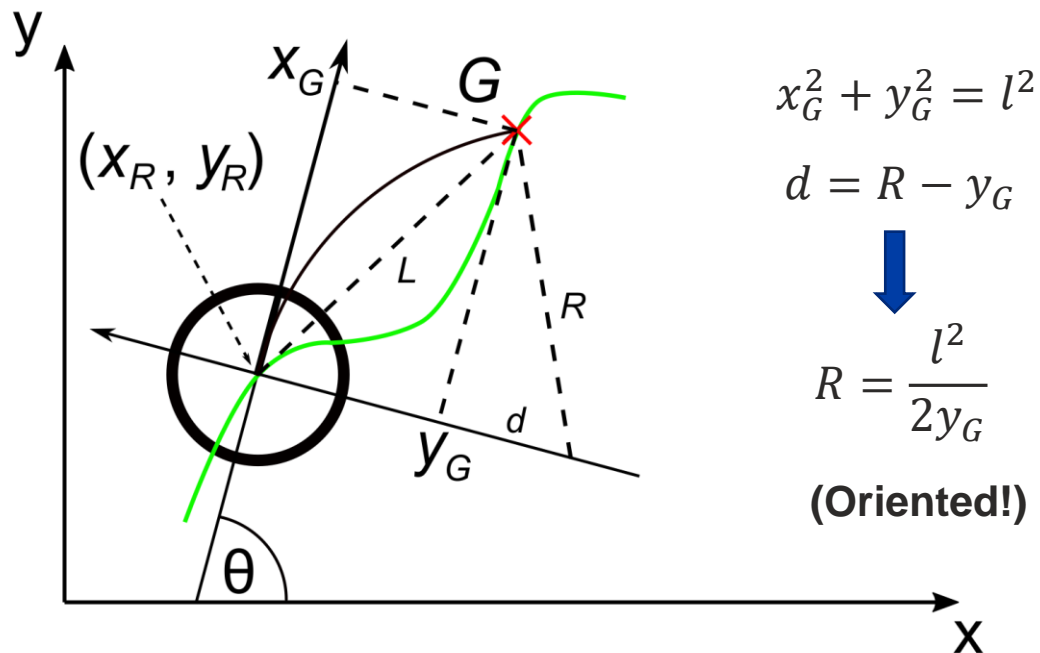
$$\frac{v_{\max}}{\omega_{\max}} > |R| \geq R_{\min}$$

$$\omega = \omega_{\max} \cdot \text{sgn}(R)$$

$$v = |R| \cdot \omega_{\max} < v_{\max}$$



- Determine the curvature that will drive the vehicle to the chosen target
- The target is at *lookahead distance* l from the robot
- Constraints: v_{\max} , ω_{\max} , R_{\min} (minimal turning radius)



c) The goal cannot be reached

$$|R| < R_{\min} \leq \frac{v_{\max}}{\omega_{\max}}$$

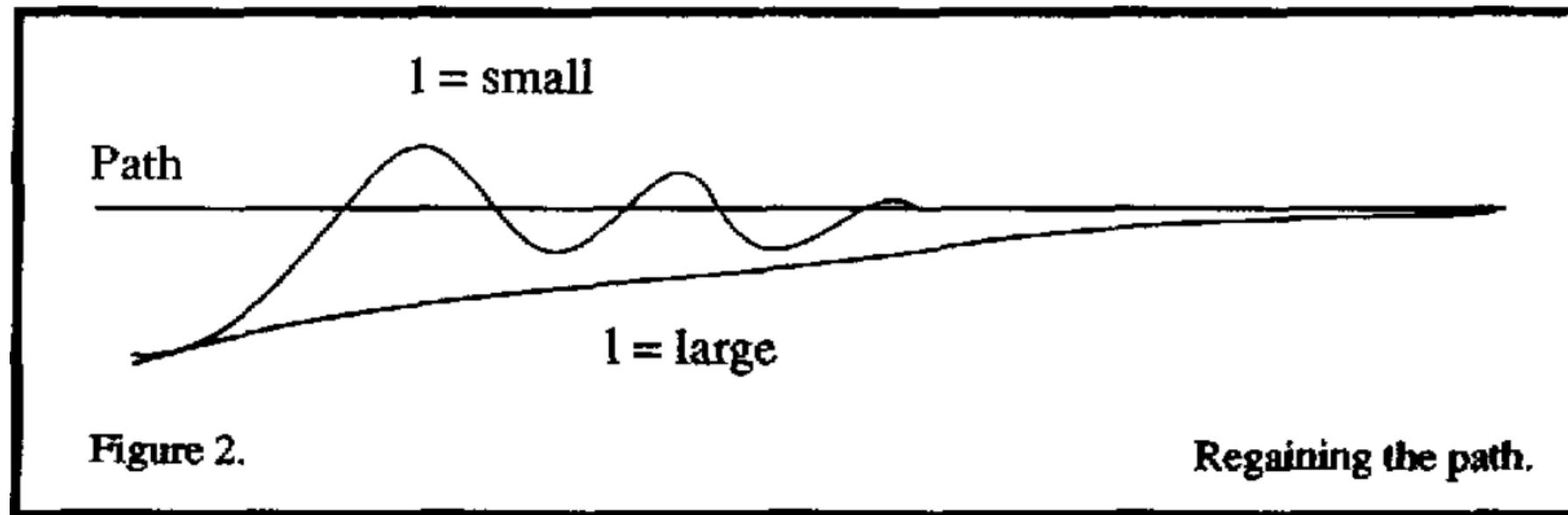
$$\omega = \omega_{\max} \cdot \text{sgn}(R)$$

$$v = R_{\min} \cdot \omega_{\max} < v_{\max}$$

$$R_{\min} \leq \frac{v_{\max}}{\omega_{\max}}$$



- The effect of changing the lookahead distance
- Similar to second order dynamic system (l acts as a damping factor)



[1]



- Linear control of holonomic point P to control a non-holonomic robot
- Rigid connection of the robot and P
- Key idea: $\begin{pmatrix} v \\ \omega \end{pmatrix} = f(\dot{x}_P, \dot{y}_P)$

$$\begin{aligned} x_P &= x_R + \varepsilon \cos \theta \\ y_P &= y_R + \varepsilon \sin \theta \end{aligned}$$

$$\xrightarrow{\frac{d}{dt}} \begin{aligned} \dot{x}_P &= \dot{x}_R + \varepsilon(-\dot{\theta} \sin \theta) \\ \dot{y}_P &= \dot{y}_R + \varepsilon(\dot{\theta} \cos \theta) \end{aligned}$$

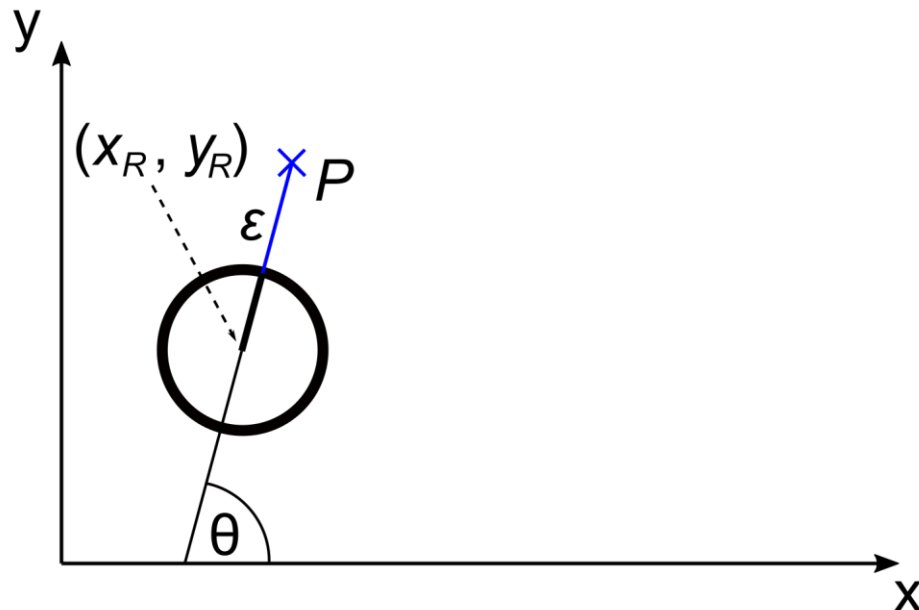


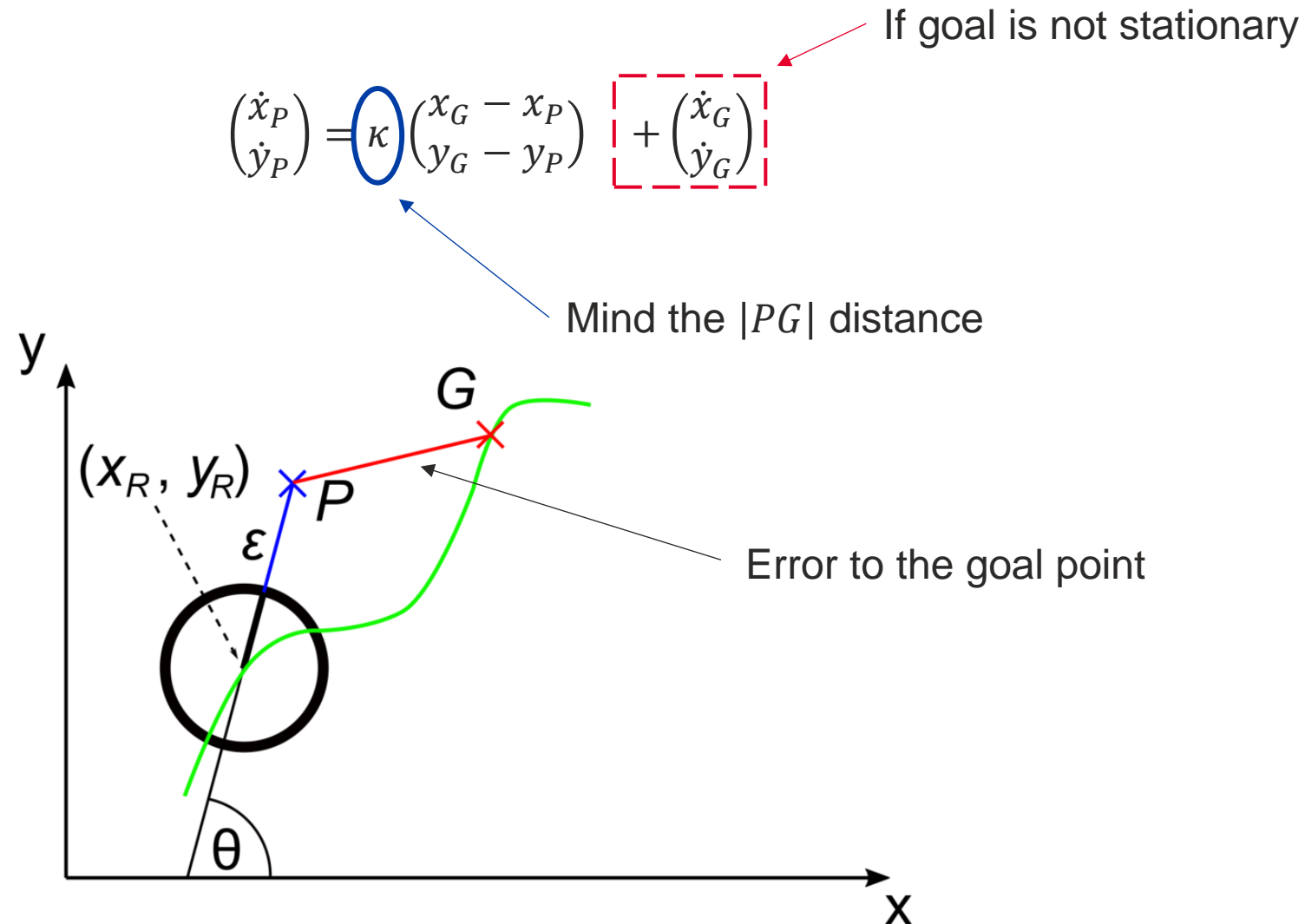
$$\begin{pmatrix} \dot{x}_P \\ \dot{y}_P \end{pmatrix} = v \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix} + \varepsilon \omega \begin{pmatrix} -\sin \theta \\ \cos \theta \end{pmatrix}$$



$$v = \dot{x}_P \cos \theta + \dot{y}_P \sin \theta$$

$$\omega = \frac{1}{\varepsilon} (-\dot{x}_P \sin \theta + \dot{y}_P \cos \theta)$$





- Kinematics
 - Types of drive: differential, Ackermann, omnidirectional, ...
 - Holonomic vs. non-holonomic systems/constraints
 - Computing forward and angular velocity from speed of wheels (and vice versa)
 - Forward and inverse kinematics
 - Probabilistic motion models
- Motion control / path following
 - Path description
 - PID controller
 - Pure pursuit tracking algorithm
 - Feedback linearization



[1]



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