

Mechanics of mobile Robots

- > Wheels & Kinematic structures
- > Constraints and mobility
- > Nonholonomic constraints
- > Rolling wh (wheels)

Ground locomotion

contact and ground via \rightarrow wheels
 \rightarrow legs

wheels \rightarrow wheeled mobile robot (WMR) \rightarrow

\rightarrow 1 rigid body (base, chassis) + wheels

legs \rightarrow legged (mobile) robot (LR) \rightarrow

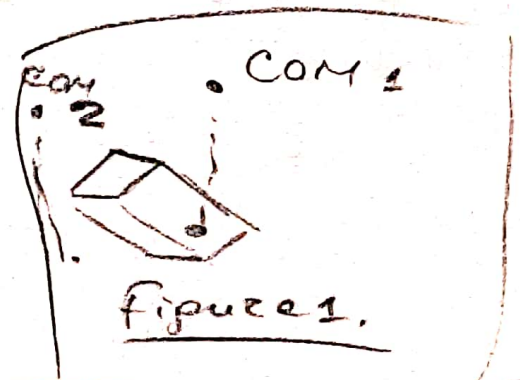
\rightarrow several rigid bodies (arms, torso)
 some of them: feet.

Balance (not falling) \rightarrow statical
 \rightarrow dynamical

• The CoM (centre of mass) of the robot falls (once projected) within support polygon.

Support polygon \rightarrow
 the convex hull of
 the contact surfaces.

Com1 \rightarrow doesn't fall, Com2 \rightarrow falls

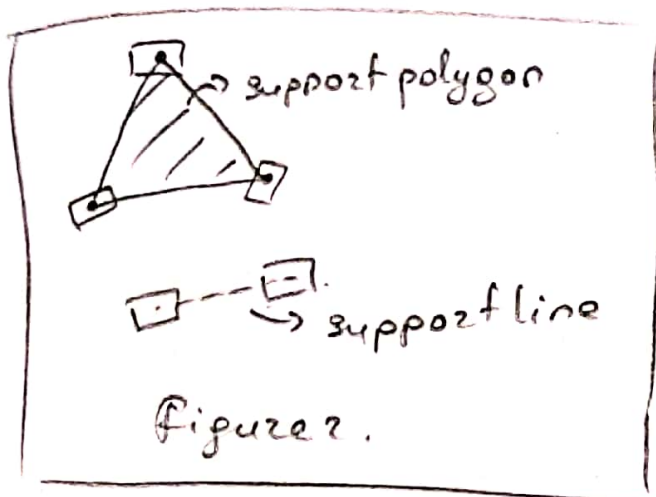


Note: Dynamical balance will be analysed later.

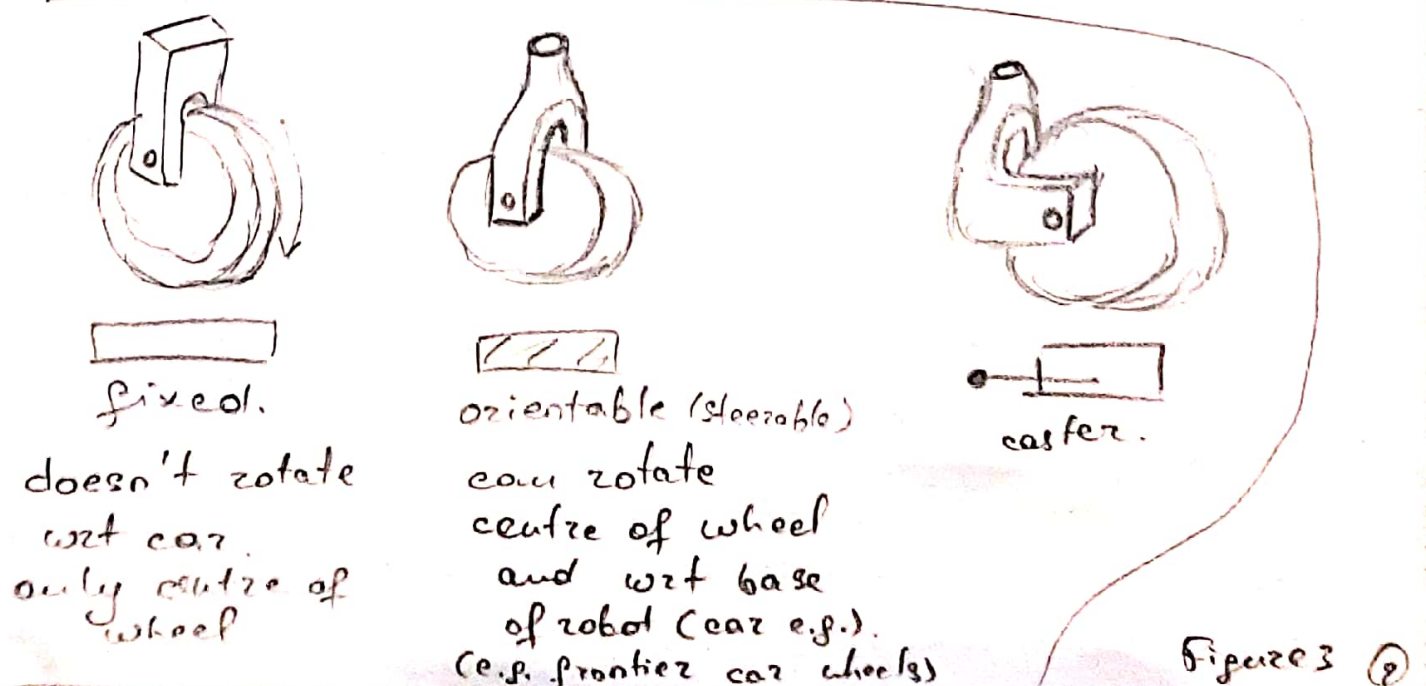
• Balance in WMR's

each wheel \rightarrow 1 part contacts with ground

To get an actual support polygon, need 3 wheels.

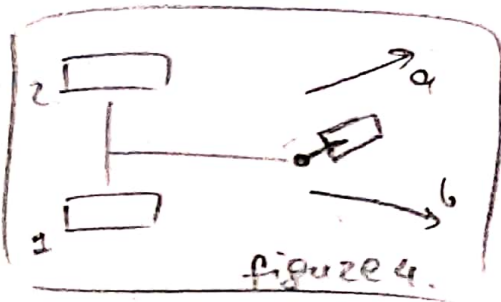


Whenever we have 3 wheels, we need suspensions (which make robot ~~to~~ be able to move in vertical direction).
Wheels.



Kinematic structures .

Differential Drive mobile robot:



2 fixed \rightarrow motion
1 - castor \rightarrow balance

DD means : it has 2 motors : one per each fixed wheel. They are driven independently.

For example, wheel 1's velocity is bigger than wheel 2's velocity \rightarrow it will go in the direction a , or in reverse to b .

Synchro Drive mobile robot

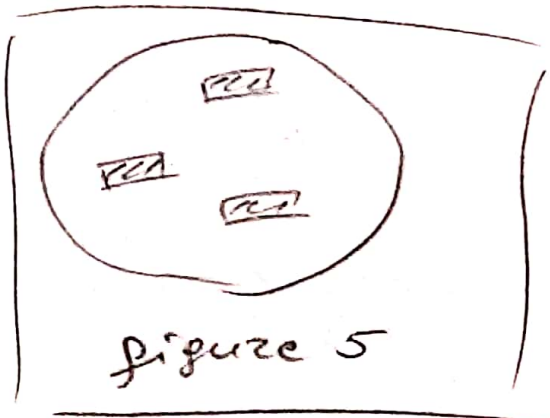
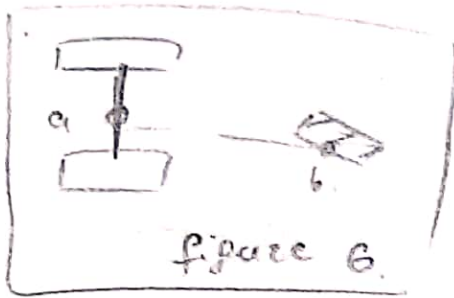


figure 5

Tricycle.

2 motors a and b.



• Constraints and mobility

robot configuration $q \in Q$; $C \approx \mathbb{R}^n$

constraints:

logically
looks like

• **geometrical** $h(q) = 0$. (GC)

• **Kinematic** $a(q, \dot{q}) = 0$. (KC).

• Geometric Constraints

$h_i(q) = 0 \quad i = 1, \dots, k \rightarrow k^{(n)}$ constraints.

an assumption

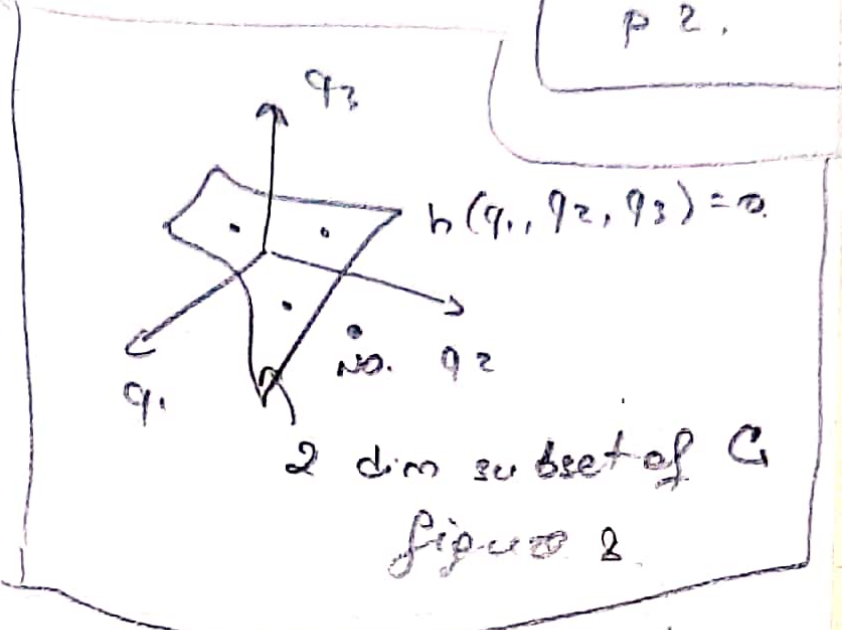
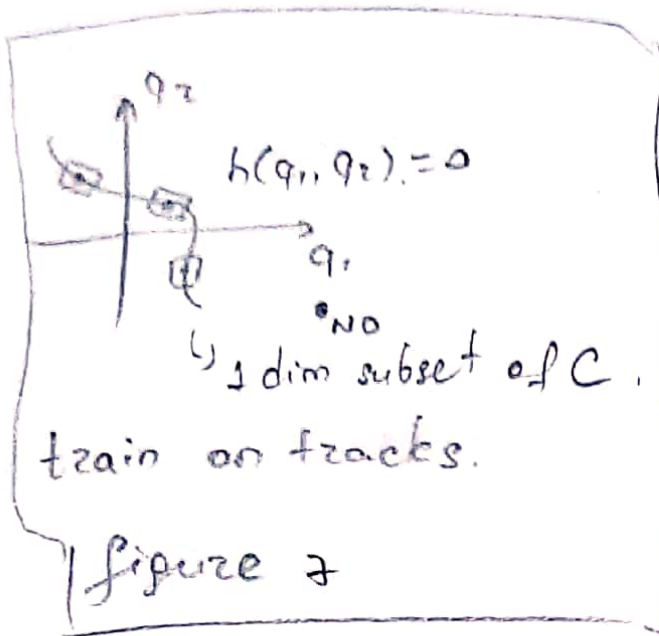
\hookrightarrow depends on ^{only} values q .

It has effect on mobility

a mobility limitation \rightarrow the robot can only

configurations in Q that satisfy (GC)

i.e. a subset of Q of dimension $n-k$ (4)



Note. Robot can't move in given C to any point. It can move only to points of given subset (thus there're some points as NO).

Can we redefine C so that we only use $n-k$ coordinates?

Implicit function theorem

$$h(q) = 0$$

it is locally possible to make it explicit as

$$q_1 = \varphi(q_2, \dots, q_n)$$

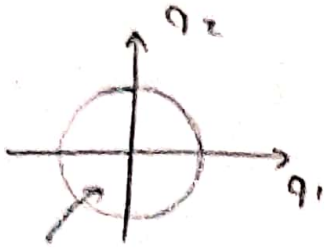
provided that

some nonsingularity conditions

• example:

$$q \in \mathbb{R}^2$$

$$q_1^2 + q_2^2 = 1 \rightarrow \text{it is a GC.}$$



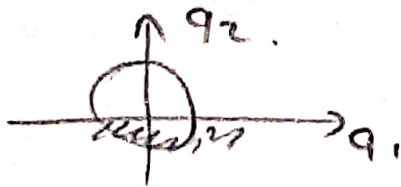
unit circle.

We can define q_2 in terms of q_1 :

$$q_2 = \pm \sqrt{1 - q_1^2}$$

When we know q_1 we can define location of robot. Because if we know q_1 , we'll also know q_2 . But it isn't global solution it is **local** solution.

If we eliminate negative part of q_2 :



\rightarrow only + in the upper half circle.

How can we solve it?

Better way is to change variables;

In this case: S (arc length) or ϕ (phase angle)

\rightarrow as we did for the manipulators.

Kinematic Constraints

$$a_i(q, \dot{q}) = 0, \quad i = 1, \dots, k$$

• involve q, \dot{q} .

• main common behaviour of this kind of robots
It is typically linear in \dot{q} .

$$a_i^T(q) \dot{q} = 0$$

$$(a_1(q) \dots a_n(q))^T \dot{q} = 0$$

arrange them like this: (matrix).

$$\begin{array}{c} \uparrow \\ \downarrow \end{array} \left[\begin{array}{c} \text{---} a_1^T(q) \text{---} \\ \text{---} a_2^T(q) \text{---} \\ \vdots \\ \text{---} a_k^T(q) \text{---} \end{array} \right] \begin{array}{c} \text{---} n \text{---} \end{array}$$

$$\dot{q} = 0 \Rightarrow A^T(q) \dot{q} = 0$$

↓
Pfaff form of k

(linear in \dot{q})

• mobility limitation: depends on q and \dot{q} , together
at each q , the admissible \dot{q} must belong
to $N(A^T(q))$

a linear space of dimension $n - k$.

↳ hyperplane

→ This is local mobility limitation

It limits motion form ~~and~~ configuration not
configuration ~~themselves~~ themselves).

Relationship GC / KC.

a GC \Rightarrow a KC.

(always impacts)

$h(q) = 0 \rightarrow$ continuous satisfaction $\frac{dh(q)}{dt} = 0$.

$$\frac{dh}{dt} = \frac{\partial h}{\partial q} \dot{q} = 0.$$

$$\left(\frac{\partial h}{\partial q_1} \dots \frac{\partial h}{\partial q_n} \right) = \nabla_q^T h$$

the transpose of
the gradient.

Plaffig

$$(\nabla_q^T h) \dot{q} = 0 \Rightarrow a(q) \dot{q} = 0 \text{ constraint.}$$

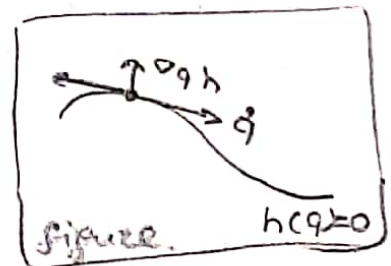
$a(q) \leftarrow$ function of q . \rightarrow KC.

Geometrical interpretation

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P 3.

If we have GC $h(q)=0$, then \dot{q} must be orthogonal to $\nabla_q^T h$

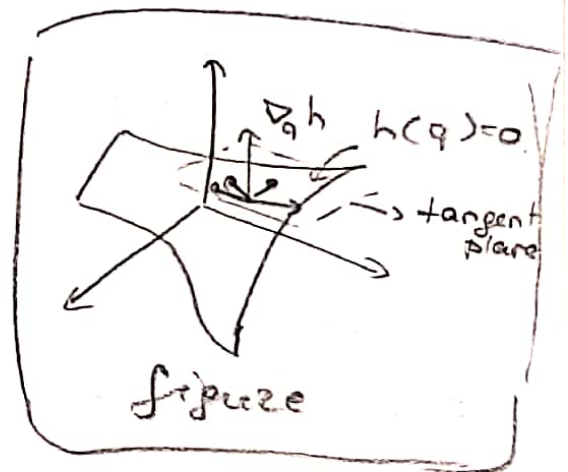
$\nabla_q^T h$ is orthogonal to surface.
Velocity is orthogonal to gradient's transpose. To sum



up, velocity must be tangent to the surface

In \mathbb{R}^3 :

Tangent plane \rightarrow is a plane that tangent to $h(q)=0$ plane surface. Velocity will be on that plane. Other vectors can't be velocity.



Note
a KC \nRightarrow a GC \rightarrow does not always imply (it may, it may not)

Now we will try to get GC by using KC.

$$q_1 \dot{q}_1 + q_2 \dot{q}_2 = 0 \text{ in } \mathbb{R}^2$$

$$\underbrace{(q_1 \ q_2)}_{A^T(q)} \underbrace{\begin{bmatrix} \dot{q}_1 \\ \dot{q}_2 \end{bmatrix}}_{\dot{q}} = 0 \Rightarrow A^T(q) \dot{q} = 0.$$

\hookrightarrow Pfaffian KC

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Can the given constraint be written as
 $h(q) = 0$, for some h (a GC)
 i.e. is it integrable?

Yes: $\dot{q}_1^2 + \dot{q}_2^2 = C$

$\rightarrow 2\dot{q}_1 q_1 + 2\dot{q}_2 q_2 = 0$

$\dot{q}_1 q_1 + \dot{q}_2 q_2 = 0$ can be integrated as $\dot{q}_1^2 + \dot{q}_2^2 = C$

C is integration constant \rightarrow we can't put value to that.

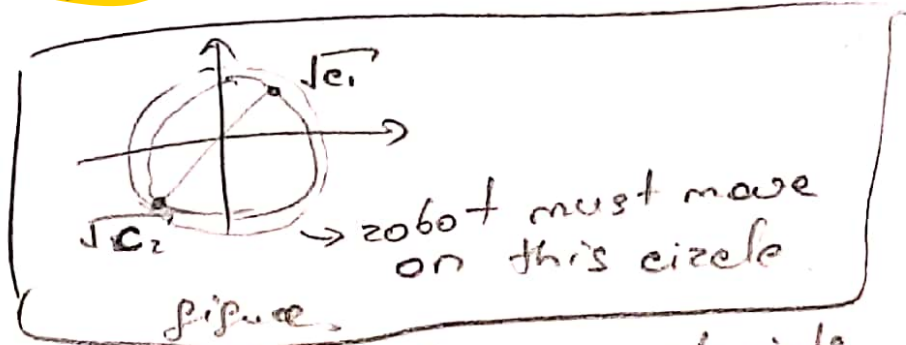
It's seen that ~~the~~ resulting GC is a circle. It says that, robot will always move along the circle which has radius \sqrt{C} .

$\dot{q}_1 q_1 + \dot{q}_2 q_2 = 0 \rightarrow$ a local mobility limitation.

$\dot{q}_1^2 + \dot{q}_2^2 = C \rightarrow$ global mobility limitation.

Initial condition affects result of integration.

Thus, if robot is on the centre, it can't move. Because, it must satisfy constraints.



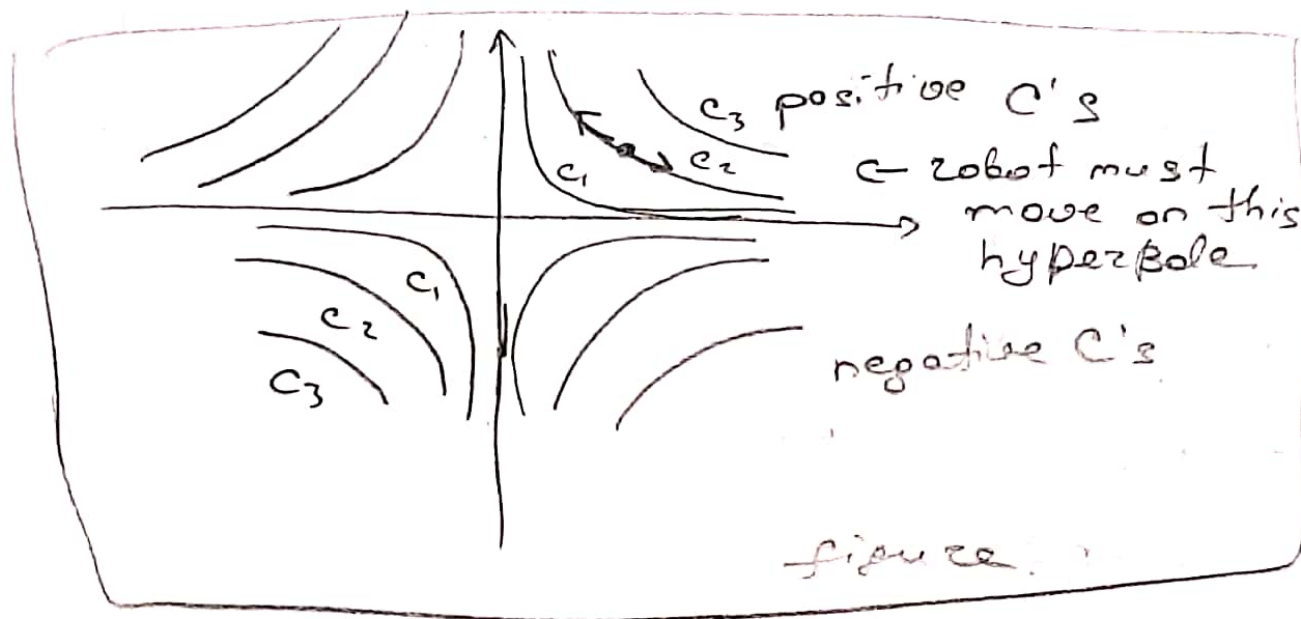
• example .

$$q_1 \dot{q}_2 + q_2 \dot{q}_1 = 0$$

$$(q_2 \ q_1) \begin{pmatrix} \dot{q}_1 \\ \dot{q}_2 \end{pmatrix} = 0 \rightarrow \text{integrable?} \rightarrow \text{YES}$$

$$|q_1 \ q_2 = C| \rightarrow \text{global mobility limitation}$$

$$|q_1 \ \dot{q}_2 + \dot{q}_1 q_2 = 0| \rightarrow \text{local mobility limitation}$$



These cases are called as FOLIATION of \mathbb{R}^2 .

Example :

constraint that can't be integrable:

in \mathbb{R}^3

$$A^T(q) \begin{pmatrix} \dot{q}_1 \\ \dot{q}_2 \\ \dot{q}_3 \end{pmatrix} = 0$$

$$\begin{pmatrix} \sin q_3 & -\cos q_3 & 0 \end{pmatrix}$$

$$\sin q_3 \dot{q}_1 - \cos q_3 \dot{q}_2 = 0$$

is it integrable? \rightarrow NO!

In this case we have to find non-integrable constraint

(11)

recapitulate

$$a^T(q) \dot{q} = 0 \rightarrow \text{a KC (path)} \quad \text{or} \quad \text{a KC (path)}$$

• if there exists a $h(q)$ such that

$$\frac{\partial h}{\partial q} = f(q) a^T(q) \quad (f(q) \neq 0)$$

Then KC can be integrated as $h(q) = c$.

Why? If $f(q) \neq 0$, in order to ~~thus~~ satisfy constraint $a^T(q)$ will have some combinations. \leftarrow we put constraint on $a^T(q)$.

In this case KC is called

✓ **INTEGRABLE OR HOLONOMIC**

* **Global mobility limitation.**

• if there exists **no such function**, then **KC can't be integrated**. KC is called

NON-INTEGRABLE OR NON-HOLONOMIC.

↳ THE KC remains **a purely local mobility limitation.**

How to tell if

$$A^T(q) \dot{q} = 0 \quad \text{is} \quad \begin{cases} H \\ NH \end{cases} ?$$

- One mathematical tool for that is Frobenius's Theorem.

Interp

- a different viewpoint.
Let's look at mobility (global). ask ourselves
can the ~~best~~ robot go anywhere?

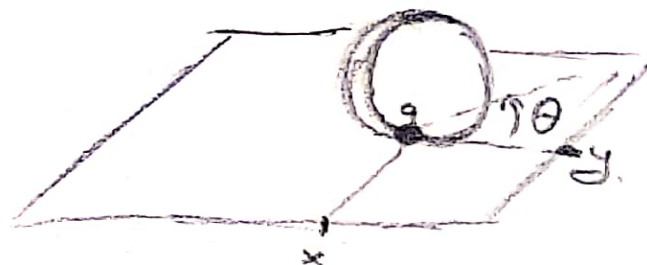
Example

Rolling coin

We need to define configuration of robot.

$a \rightarrow$ ground point

$\theta \rightarrow$ ~~rot~~ rot wrt x .



generalized coordinates: $q = [x \ y \ \theta]^T$

pure rolling (or rolling without slipping)

$$\dot{x} \sin \theta - \dot{y} \cos \theta = [\sin \theta \quad -\cos \theta \quad 0] \dot{q} = 0$$