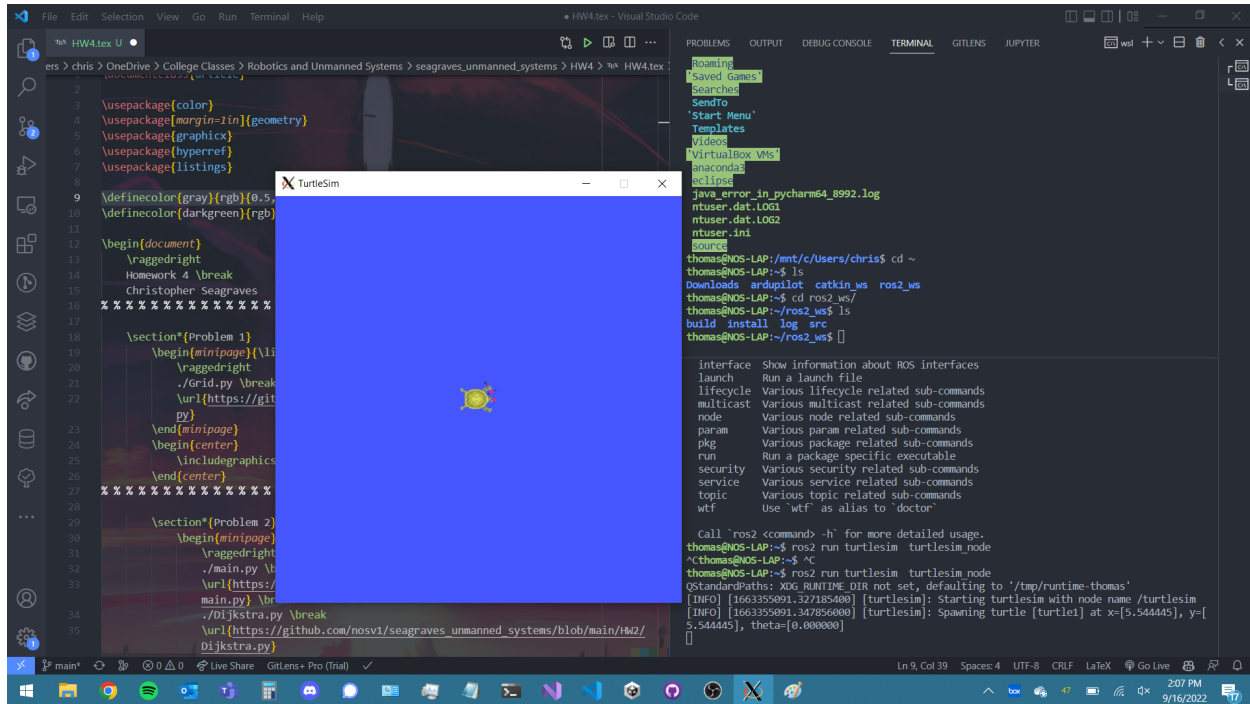
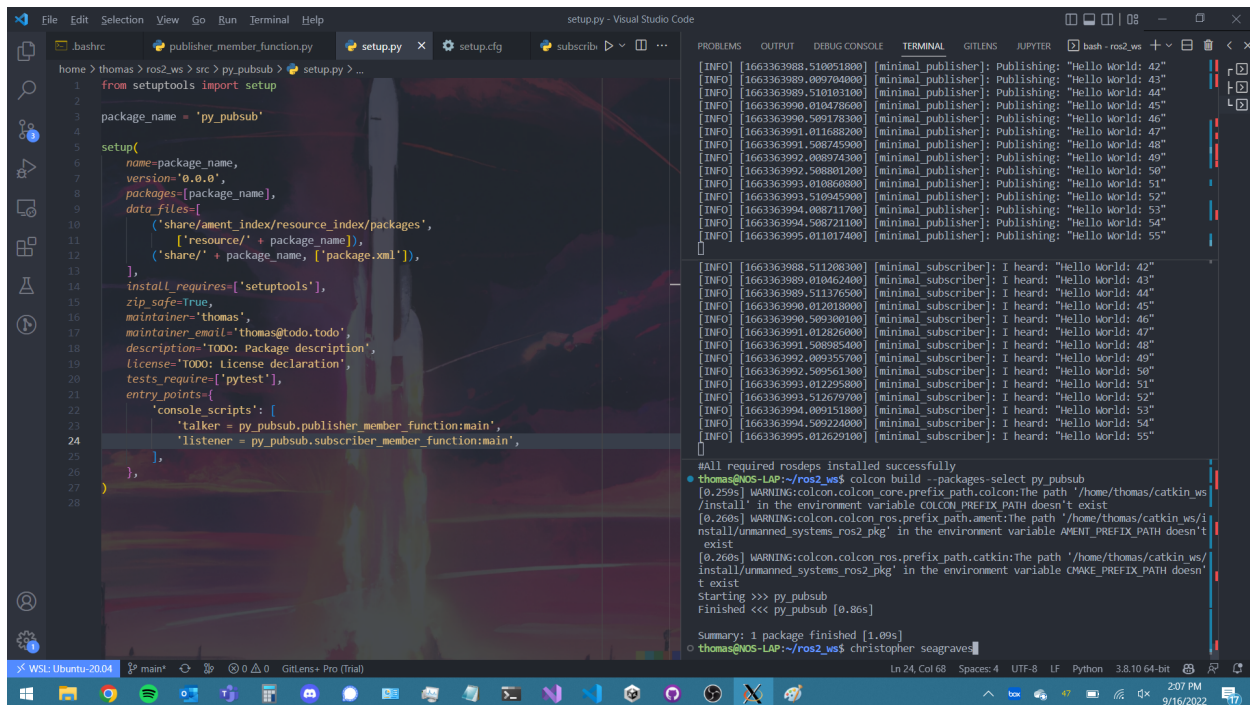


Homework 4  
Christopher Seagraves

## Problem 1



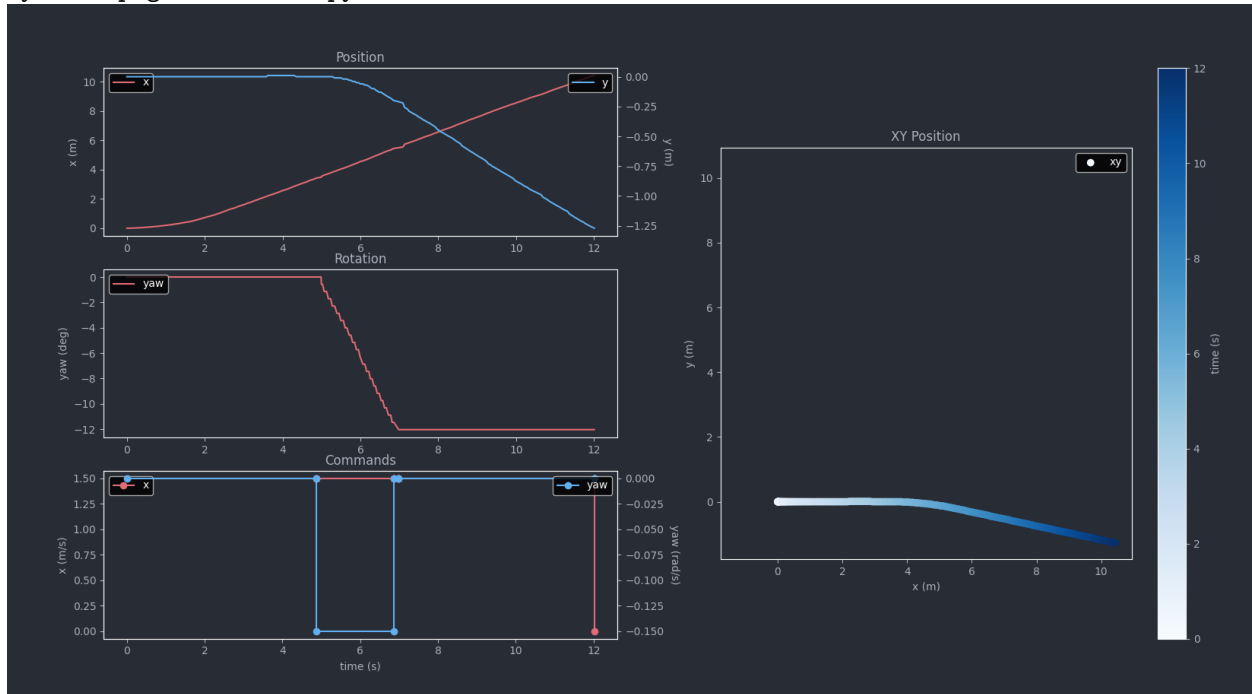
## Problem 2



## Problem 3

controller.py

[https://github.com/nosv1/seagraves\\_unmanned\\_systems\\_pkg/blob/master/seagraves\\_unmanned\\_systems\\_pkg/controller.py](https://github.com/nosv1/seagraves_unmanned_systems_pkg/blob/master/seagraves_unmanned_systems_pkg/controller.py)

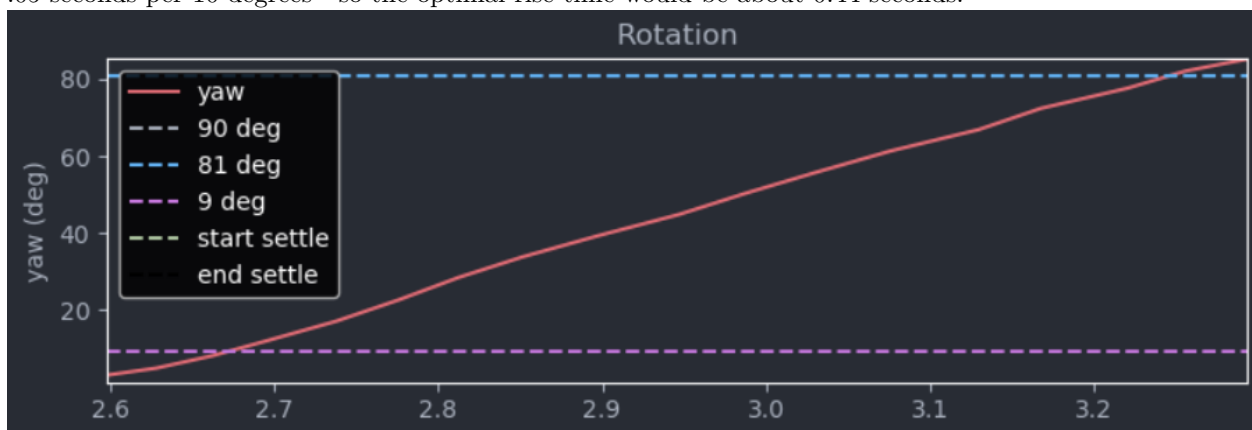


## Problem 4

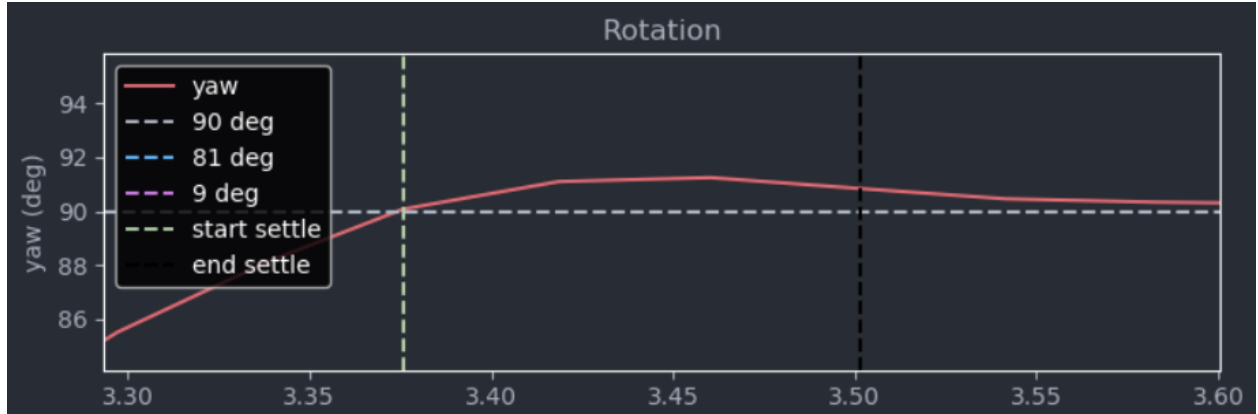
$K_p = 6.5$ ,  $K_i = 0.0$ ,  $K_d = 0.0$

Rise time = 0.6 seconds

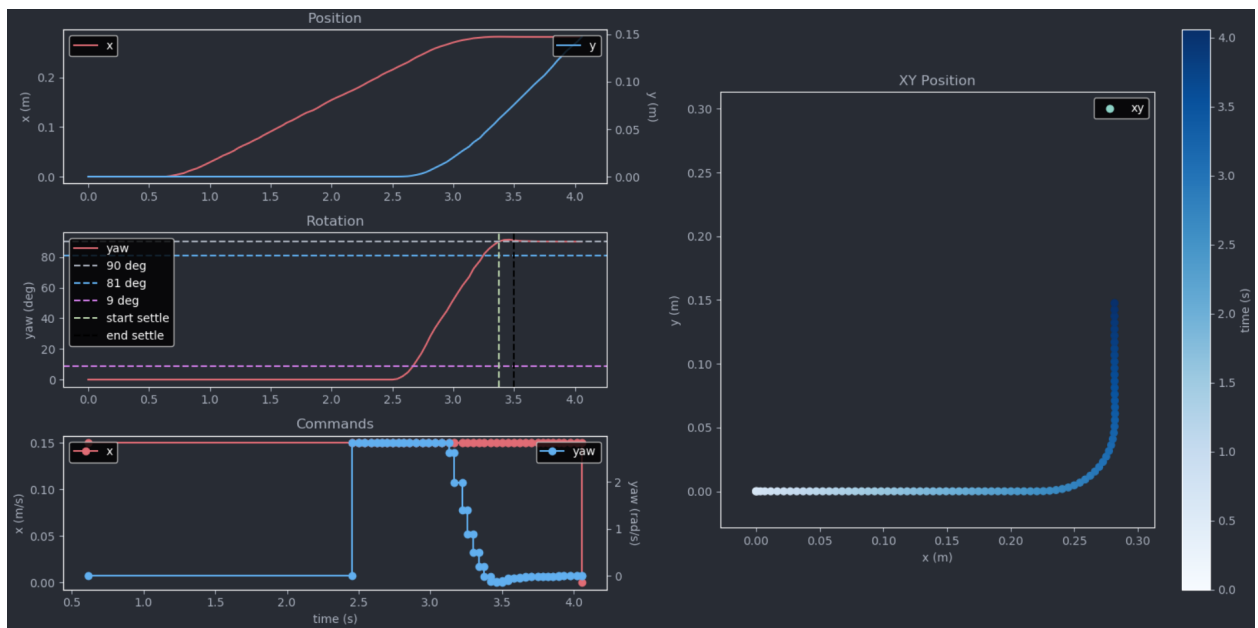
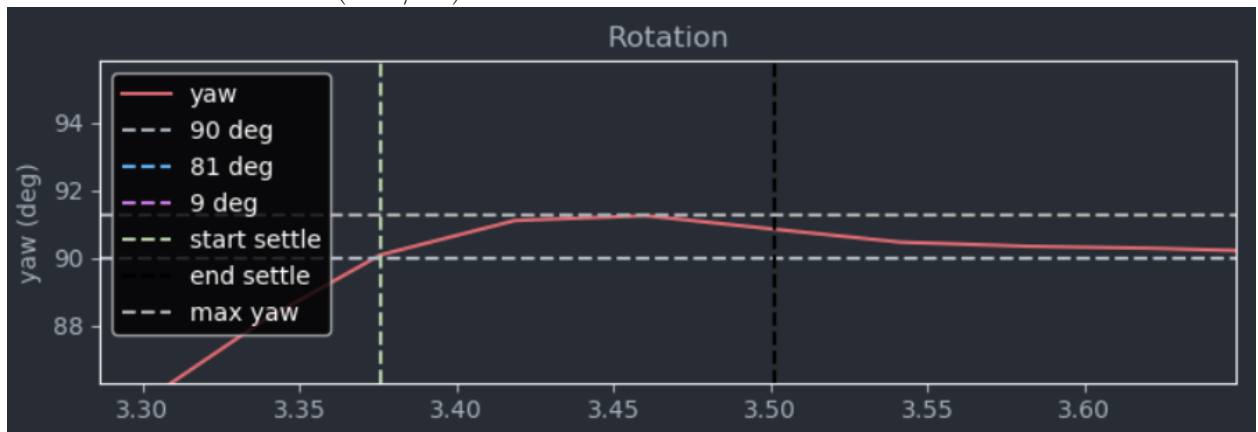
Given Burger can turn at 2.84 rad/s (162.4 deg/s), it can complete a 90 degree turn in 0.55 seconds - about .05 seconds per 10 degrees - so the optimal rise time would be about 0.44 seconds.



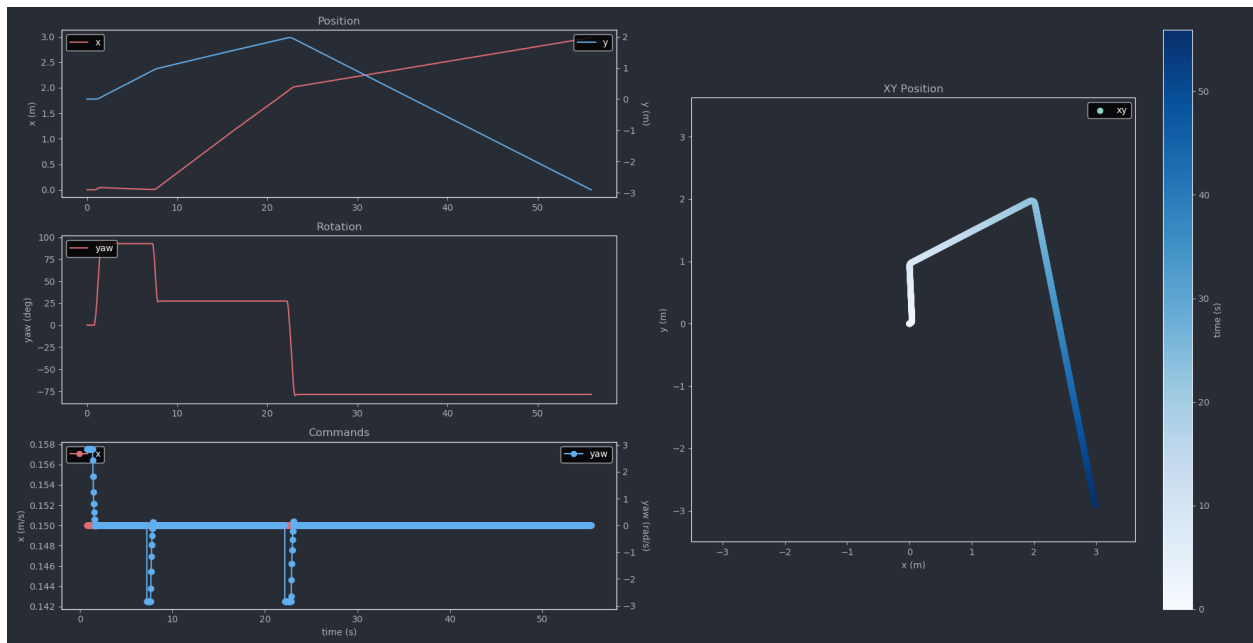
Settle time = 0.2 seconds



Percent overshoot = 1%  $1 - (91.2 / 90)$



## Problem 5



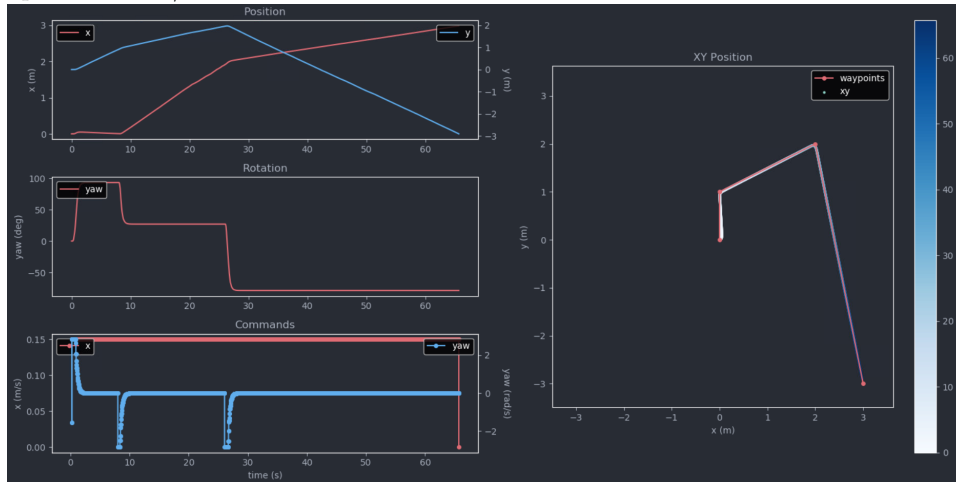
## Problem 6

All runs below use the PID:  $k_p=4.5$ ,  $k_i=0$ ,  $k_d=0.25$

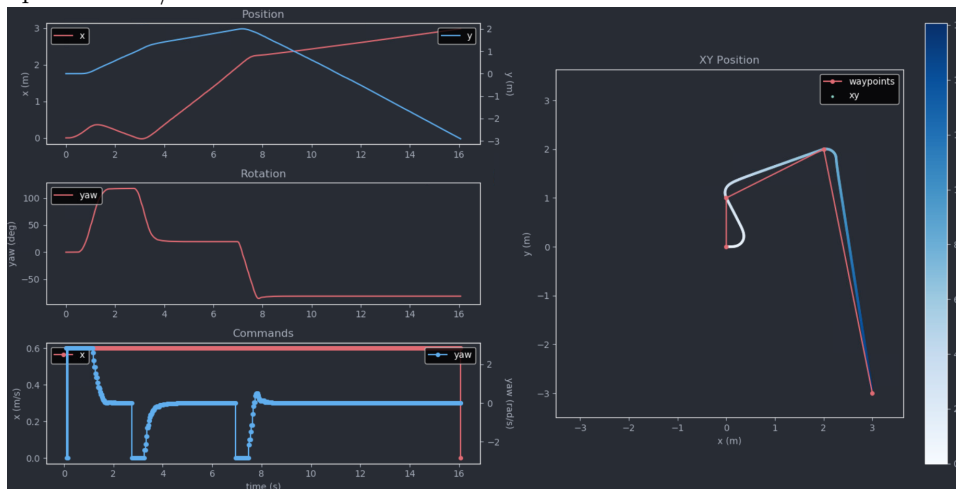
Clearly, as the speed increases, the PID controller is put under more stress; at 1.5m/s, this PID controller fails completley. Anything over 1 m/s and your pushing your luck, in my opinion.

It would be cool to have a PID controller for throttle that also takes into consideration the heading error so it could maybe slow down if it detected error and pedal to the medal otherwise... but this still wouldn't solve the overshoot problem compeltley; you would need a method to know how fast you could turn and slow down for the next 'big step' in optimality.

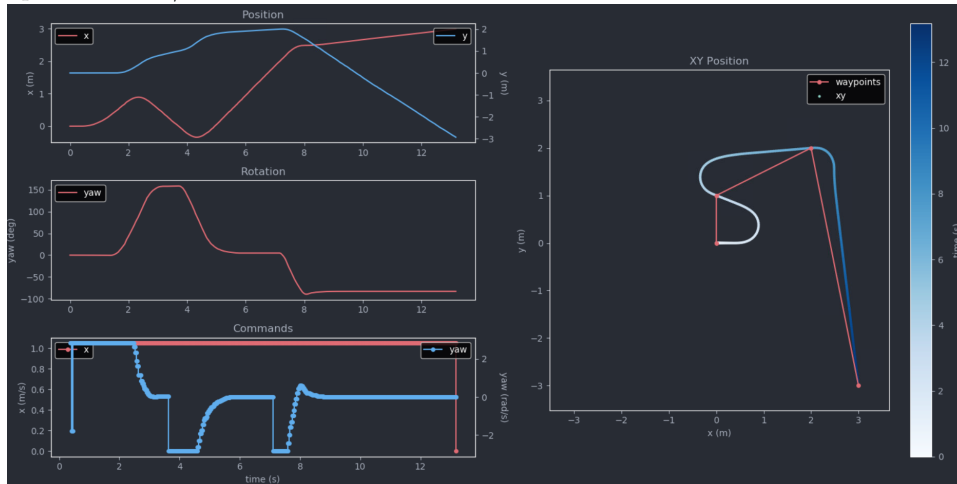
Speed: 0.15 m/s



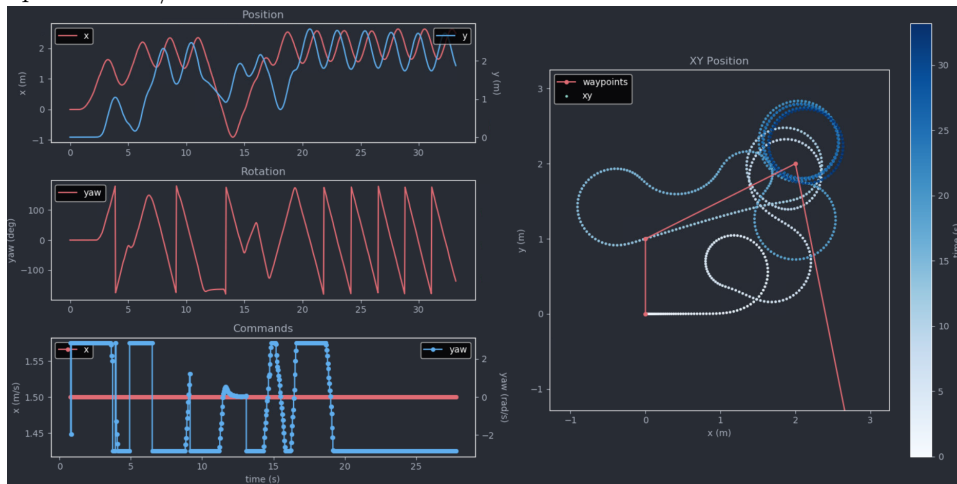
Speed: 0.6 m/s



Speed: 1.05 m/s



Speed: 1.5 m/s



## Notes

Personal imports can be found in the 'support\_module' directory

Log plotter can be found in 'extra' directory

You may notice the additional package directory, 'turtlebot3\_gazebo'. Mainly used in the 'Rapid Simulations' branch (working on GA stuff for fun), I edited the original worlds to run in headless mode and/or speed up simulations, had to edit /worlds/empty\_worlds/burger.model and /launch/empty\_world\_no\_x\_launch.py