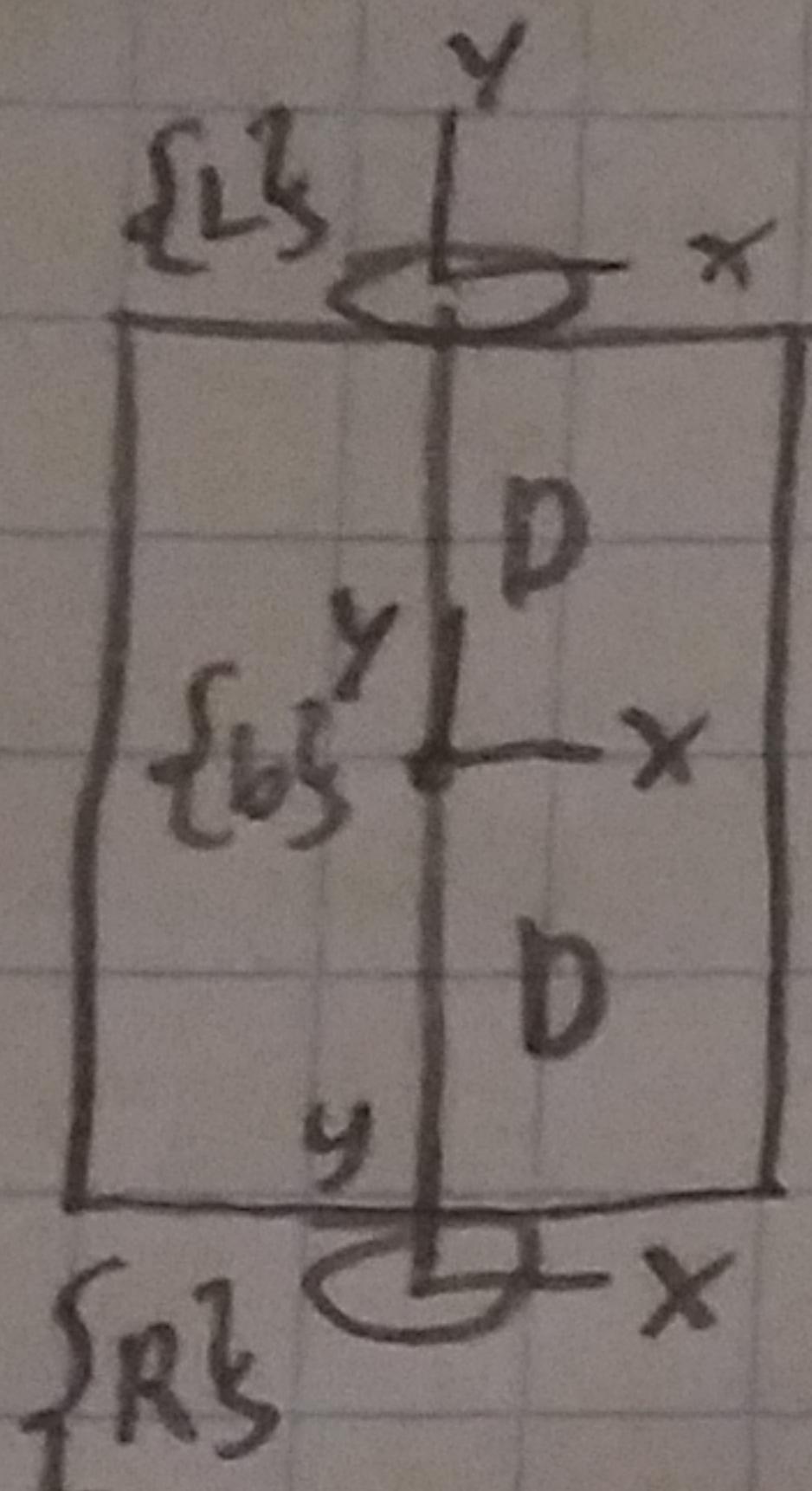


This document is a summary of forward and inverse kinematics for the differential drive robot.

Inverse Kinematics:  $V_b \rightarrow \dot{\phi}_L, \dot{\phi}_R$

Let the robot be



where  $D = \text{wheel-track k / 2}$   
 $r = \text{wheel-radius}$

We can use the adjoints  $A_{LB}$  and  $A_{RB}$  to convert  $V_b$  to  $V_L, V_R$

$$(1) V_L = A_{LB} V_b \Rightarrow \begin{bmatrix} \dot{\phi}_L \\ v_{xL} \\ v_{yL} \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ -D & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \dot{\phi}_b \\ v_{xb} \\ v_{yb} \end{bmatrix} \Rightarrow \begin{aligned} \dot{\phi}_L &= \dot{\phi}_b \\ v_{xL} &= -D\dot{\phi}_b + v_{xb} \\ v_{yL} &= v_{yb} \end{aligned}$$

$$(2) V_R = A_{RB} V_b \Rightarrow \begin{bmatrix} \dot{\phi}_R \\ v_{xR} \\ v_{yR} \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ D & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \dot{\phi}_b \\ v_{xb} \\ v_{yb} \end{bmatrix} \Rightarrow \begin{aligned} \dot{\phi}_R &= \dot{\phi}_b \\ v_{xR} &= D\dot{\phi}_b + v_{xb} \\ v_{yR} &= v_{yb} \end{aligned}$$

We can relate  $V_L, V_R$  to  $\dot{\phi}_L, \dot{\phi}_R$

- (3)  $v_{xL} = r\dot{\phi}_L ; v_{yL} = 0 \leftarrow$  we have conventional wheels, thus a twist with  $v_y$  component is invalid
- (4)  $v_{xR} = r\dot{\phi}_R ; v_{yR} = 0 \leftarrow$

Combine eq (1) + (3) and (2) + (4) to get:

$$(5) \dot{\phi}_L = (-D\dot{\phi}_b + v_{xb})/r$$

$$(6) \dot{\phi}_R = (D\dot{\phi}_b + v_{xb})/r$$

Forward Kinematics  $\dot{\phi}_L, \dot{\phi}_R \rightarrow V_b$

for Inverse Kinematics, an H matrix can be used to calculate  $\dot{\phi}_L, \dot{\phi}_R$  from  $V_b$

$$\begin{bmatrix} \dot{\phi}_L \\ \dot{\phi}_R \end{bmatrix} = HV_b, \text{ where } H = \frac{1}{r} \begin{bmatrix} -D & 10 \\ D & 10 \end{bmatrix}$$

We can find  $V_b$  but calculating  $H^+$ , the Moore-Penrose Pseudoinverse

$$V_b = H^+U \text{ where } H^+ = \frac{r}{2} \begin{bmatrix} -1/b & 1/b \\ 1 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} \dot{\phi}_L \\ \dot{\phi}_R \end{bmatrix}$$

This results in

$$(7) \dot{\theta}_b = r/2D(\dot{\phi}_R - \dot{\phi}_L)$$

$$(8) v_{xb} = r/2(\dot{\phi}_R + \dot{\phi}_L)$$

We don't care for  $v_{yb}$  since none of velocities of conventional wheels will contribute to  $v_{yb}$ .

To apply forward kinematics, we can apply the adjoint between the body and world frame

$$(9) V_w = \text{Adj}_{wb}(\theta_b, 0, 0)V_b$$

$$(10) x_w += v_{xb}, y_w += v_{yb}, \theta_w += \dot{\theta}_b$$