Calculation of the theoretical turning radius

This document details the calculation of the theoretical turning radius of our bus

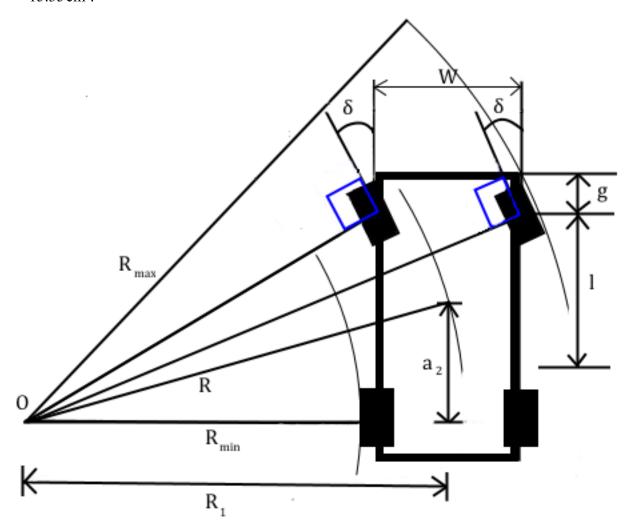
The distance between the centre of front wheels and back wheels $l := 21 \,\mathrm{cm}$:

The degrees the front wheels are turning, converted into radians $\delta := 35 \cdot 0.0174532925$:

The distance between the centre of the front wheels to the front of the vehicle $g := 9 \,\text{cm}$:

The distance between the back wheels and the centre of the vehicle $a_2 := 10.5 \,\mathrm{cm}$:

The width of the vehicle $W := 15.35 \,\mathrm{cm}$:



Calculation of the radius to the centre using the cotangent function and the Pythagorean theorem

$$R := \sqrt{a_2^2 + l^2 \cdot \cot(\delta)^2} = 31.77603769 \text{ cm}$$

Using the calculated radius we calculate the distance from the centre of rotation to the centre of the vehicle again using the Pythagorean theorem

$$R_1 := \sqrt{R^2 - a_2^2}$$

$$R_1 := 29.99110820 \text{ cm}$$
(1.1)

Calculating the minimal radius, subtracting half of the width of the vehicle from the radius to the center of the vehicle

$$R_{\min} := R_1 - \left(\frac{W}{2}\right) = 22.31610820 \text{ cm}$$

Calculating the maximum radius again by using the Pythagorean theorem

$$R_{\text{max}} := \sqrt{(R_{\text{min}} + W)^2 + (l+g)^2} = 48.15325230 \text{ cm}$$

Difference between the radius's

$$R_{\Delta} := R_{\text{max}} - R_{\text{min}} = 25.83714410 \text{ cm}$$

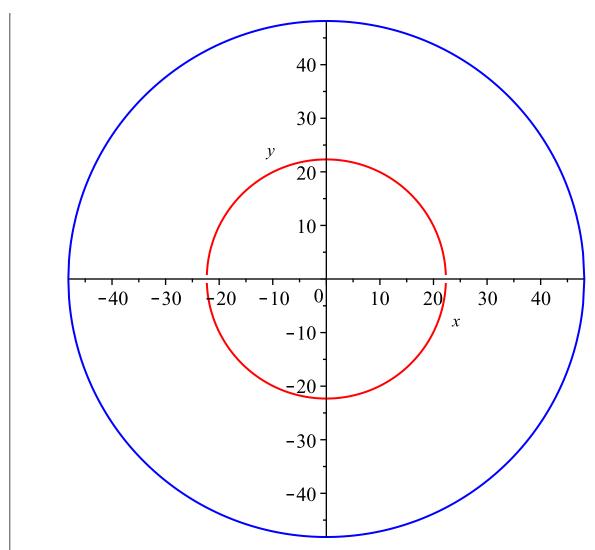
Diameters

$$D_{\text{max}} := R_{\text{max}} \cdot 2 = 96.30650460 \text{ cm}$$

 $D_{\text{min}} := R_{\text{min}} \cdot 2 = 44.63221640 \text{ cm}$

$$R_{\min}$$
 22.31610820 cm remove units 0.2231610820 assign to a name R_{mi} $R_{\max} = 48.15325230$ cm remove units 0.4815325230 assign to a name R_{mx}

$$\begin{split} c_{\min} &:= x^2 + y^2 = \left(100 \cdot R_{mi}\right)^2 : \\ cplot_{\min} &:= solve(c_{\min}, y) : \\ c_{\max} &:= x^2 + y^2 = \left(100 \cdot R_{mx}\right)^2 : \\ cplot_{\max} &:= solve(c_{\max}, y) : \\ plot([cplot_{\min}, cplot_{\max}], x = -(100 \cdot R_{mx}) ..(100 \cdot R_{mx}), y = -(100 \cdot R_{mx}) ..(100 \cdot R_{mx}), scaling \\ &= constrained); \end{split}$$



_ restart