

# Quick Summary of Robot Motion

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#### 2D Translation

#### Definition:

Translation in 2D refers to shifting an object from one position to another in a two-dimensional plane without changing its orientation, shape, or size.

Mathematical Representation:

If a point P(x, y) is translated by  $(t_x, t_y)$ , the new point P'(x', y') is:

$$x' = x + t_x$$
,  $y' = y + t_y$ 

Matrix Form (Homogeneous Coordinates):

$$\begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & t_x \\ 0 & 1 & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$







- 2D Transformation
- Definition:

A transformation in 2D includes operations like **translation, rotation, scaling, reflection, and shearing** applied to objects in a 2D plane.

General Transformation Matrix:

$$\begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} a_{11} & a_{12} & t_x \\ a_{21} & a_{22} & t_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

- where  $a_{11}$ ,  $a_{12}$ ,  $a_{21}$ ,  $a_{22}$  define rotation, scaling, and shear, and  $t_x$ ,  $t_y$  define translation.
- For example, for a pure rotation by angle  $\theta$ :

$$a_{11} = \cos \theta$$
,  $a_{12} = -\sin \theta$ ,  $a_{21} = \sin \theta$ ,  $a_{22} = \cos \theta$ 







• 3D Translation:

$$\begin{bmatrix} x' \\ y' \\ z' \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & t_x \\ 0 & 1 & 0 & t_y \\ 0 & 0 & 1 & t_z \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \\ 1 \end{bmatrix}$$

• 3D Transformation: Combines rotation and translation:

$$T = \begin{bmatrix} R_{3\times3} & t_{3\times1} \\ 0 & 1 \end{bmatrix}$$

• **3D rotation matrix** *R* is:

$$R = \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix}$$

• Each  $r_{ij}$  is an element of the matrix, and its value depends on the chosen rotation representation (Euler angles, axisangle, etc.).







- For Euler Angles (Yaw-Pitch-Roll, Z-Y-X):
- If:
- $\psi$ = yaw (rotation about Z)
- θ = pitch (rotation about Y)
- $\phi$ = roll (rotation about X)
- Then:

$$R = \begin{bmatrix} \cos \psi \cos \theta & \cos \psi \sin \theta \sin \phi - \sin \psi \cos \phi & \cos \psi \sin \theta \cos \phi + \sin \psi \sin \phi \\ \sin \psi \cos \theta & \sin \psi \sin \theta \sin \phi + \cos \psi \cos \phi & \sin \psi \sin \theta \cos \phi - \cos \psi \sin \phi \\ -\sin \theta & \cos \theta \sin \phi & \cos \theta \cos \phi \end{bmatrix}$$

•







## Differential Drive Robot Basics

- A differential drive robot has:
  - Two independently driven wheels (left and right).
  - A fixed axle length L between the wheels.
  - Wheel radius r.
- The robot's configuration in the plane is:

$$q = [x, y, \theta]^T$$

- where:
  - (x, y) = position of the robot's center in the global frame.
  - $\theta$ = heading angle.







## Euler's Equations for Motion

- Kinematic Model
- The linear and angular velocities:

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

The motion equations:

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

• For a small time step  $\Delta t$ :

$$x_{k+1} = x_k + \dot{x}_k \Delta t = x_k + v_k \cos \theta_k \Delta t$$
  

$$y_{k+1} = y_k + \dot{y}_k \Delta t = y_k + v_k \sin \theta_k \Delta t$$
  

$$\theta_{k+1} = \theta_k + \omega_k \Delta t$$







- Assume
- $r = 0.05 \, m, L = 0.3 \, m$
- $\omega_R = 10 \text{ rad/s}$ ,  $\omega_L = 8 \text{ rad/s}$
- Initial pose:  $(x_0, y_0, \theta_0) = (0, 0, 0)$
- $\Delta t = 0.1 \, s$
- Compute:
- $v = \frac{0.05}{2}(10 + 8) = 0.45 \text{ m/s}, \ \omega = \frac{0.05}{0.3}(10 8)$ = 0.333 rad/s
- Update:

$$x1=0+0.45\cos(0)\cdot0.1=0.045,$$
  
 $y1=0+0.45\sin(0)\cdot0.1=0,$   
 $\theta1=0+0.333\cdot0.1=0.0333$ rad







#### Euler (dt = 0.1 s):

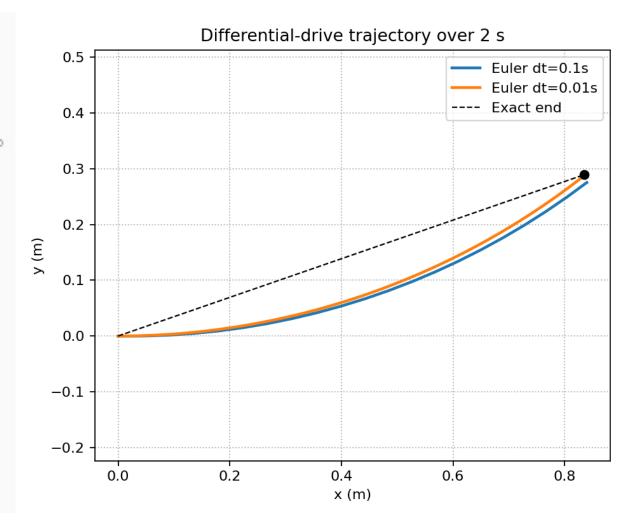
- x = 0.839539 m
- y = 0.275112 m
- $\theta = 0.666667 \text{ rad} \approx 38.2^{\circ}$

#### Euler (dt = 0.01 s):

- x = 0.835280 m
- y = 0.287661 m
- $\theta = 0.666667 \text{ rad}$

#### Exact (closed-form):

- x = 0.834799 m
- y = 0.289052 m
- $\theta = 0.666667 \text{ rad}$







Euler  $dt=0.1~\mathrm{s}$ :

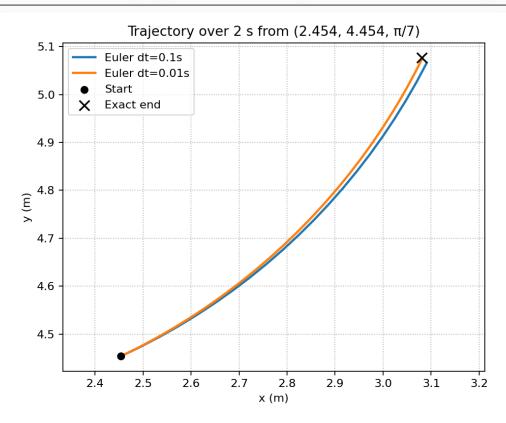
 $x = 3.091032 \ \mathrm{m}$ ,  $y = 5.066130 \ \mathrm{m}$ ,  $\theta = 1.115466 \ \mathrm{rad}$ 

Euler dt=0.01 s:

 $x = 3.081750 \, \mathrm{m}$ ,  $y = 5.075588 \, \mathrm{m}$ ,  $\theta = 1.115466 \, \mathrm{rad}$ 

Exact (closed-form):

$$x = 3.080713 \; \mathrm{m}, \quad y = 5.076633 \; \mathrm{m}, \quad \theta = 1.115466 \; \mathrm{rad} \; (\approx 63.9^{\circ})$$







## ICR Equations for Motion

- Instantaneous Center of Rotation (also called ICC: Instantaneous Center of Curvature) is the point about which the robot is rotating at any given instant.
- For a differential drive robot, the two wheels usually have different speeds, so the robot follows a circular arc. The center of that circle is the ICR.

#### • Motion:

- If both wheels move at the same speed → ICR is at infinity → robot moves straight.
- If one wheel is stationary → ICR is at the stationary wheel → robot pivots around that wheel.
- If wheels move in opposite directions → ICR is between the wheels → robot spins in place.







## **ICR** Equations

- Let:
- $v_L$ ,  $v_R$ = linear velocities of left and right wheels
- L= distance between wheels
- v= linear velocity of the robot's midpoint
- $\omega$ = angular velocity of the robot
- R= distance from the robot's midpoint to the ICR
- Then:

$$v = \frac{v_R + v_L}{2}$$
 ,  $\omega = \frac{v_R - v_L}{L}$ 

The ICR radius:

$$R = \frac{v}{\omega} = \frac{\frac{v_R + v_L}{2}}{\frac{v_R - v_L}{L}} = \frac{L}{2} \cdot \frac{v_R + v_L}{v_R - v_L}$$







## Pose Update Using ICR

• If  $\omega \neq 0$ :

$$x_{new} = x + R[\sin(\theta + \omega \Delta t) - \sin \theta]$$
  

$$y_{new} = y - R[\cos(\theta + \omega \Delta t) - \cos \theta]$$
  

$$\theta_{new} = \theta + \omega \Delta t$$

• If  $\omega = 0$  (straight motion):

$$x_{new} = x + v \cos \theta \, \Delta t, y_{new} = y + v \sin \theta \, \Delta t$$







#### Example

$$L=0.3~m, r=0.05~m$$
  $\omega_R=10~rad/s, \omega_L=8~rad/s$ 

• So:

$$v_R = r\omega_R = 0.5 \, \text{m/s}, \ v_L = r\omega_L = 0.4 \, \text{m/s}$$
 $v = 0.45 \, \text{m/s}, \ \omega = \frac{0.5 - 0.4}{0.3} = 0.333 \, \text{rad/s}$ 
 $R = \frac{0.45}{0.333} \approx 1.35 \, \text{m}$ 

Final Pose ICR Equations:

$$x = 3.0807 m$$
,  $y = 5.0766 m$ ,  $\theta = 1.1155 rad$ 



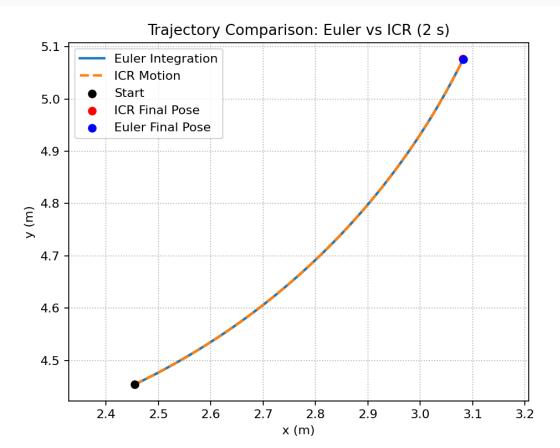


**Euler Integration**:

$$x = 3.0818 \text{ m}, \ y = 5.0756 \text{ m}, \ \theta = 1.1155 \text{ rad} \ (\approx 63.9^{\circ})$$

ICR Equations:

$$x = 3.0807 \text{ m}, y = 5.0766 \text{ m}, \theta = 1.1155 \text{ rad}$$













# TF2 Tutorials

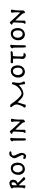






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