

Autonomous Mobile Robots

Lecture 4: Nonlinear Control Methods

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PART 01

Lecture 4

Nonlinear Control Methods

- 1. Introduction & Physical Constraints
- 2. Vehicle Kinematics & Equations of Motion
- 3. Control & Perception Fundamentals
- 4. **Nonlinear Control Methods**
- 5. Advanced MPC + Constraints
- 6. Motion Planning Algorithms
- 7. Learning-Based Planning & Control
- 8. Industry Standards & Safety

- We are Modelling a **nonlinear, time-invariant** system:

System Dynamics

$$\dot{\mathbf{X}} = f(\mathbf{X}, u)$$

Where:

$$\text{Robot state} = \mathbf{X} = \begin{bmatrix} x \\ y \\ \theta \end{bmatrix}$$

$$u = \text{Control Input } [v, \omega]^T$$

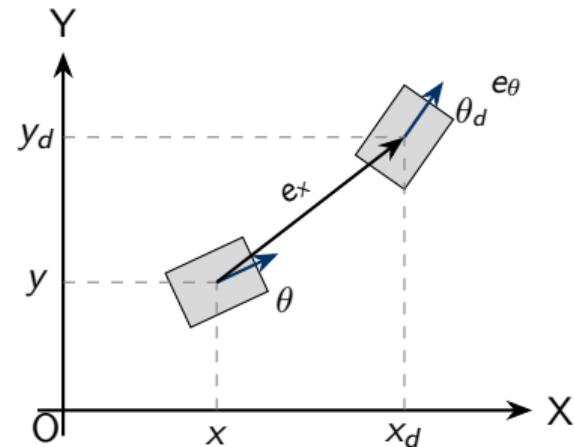


Fig. 2 Viewpoint of error coordinate

- Define the **error vector** as:

$$\mathbf{e} = \mathbf{X}_d - \mathbf{X}$$

Expanding:

$$\mathbf{e} = \begin{bmatrix} x_d \\ y_d \\ \theta_d \end{bmatrix} - \begin{bmatrix} x \\ y \\ \theta \end{bmatrix}$$

Component-wise errors:

$$e_x = x_d - x \quad (\text{Position error along } x\text{-axis})$$

$$e_y = y_d - y \quad (\text{Position error along } y\text{-axis})$$

$$e_\theta = \theta_d - \theta \quad (\text{Heading error})$$

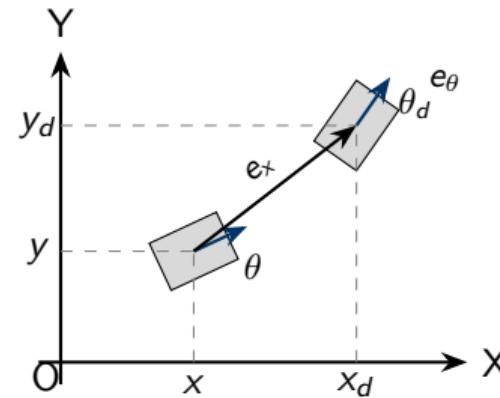
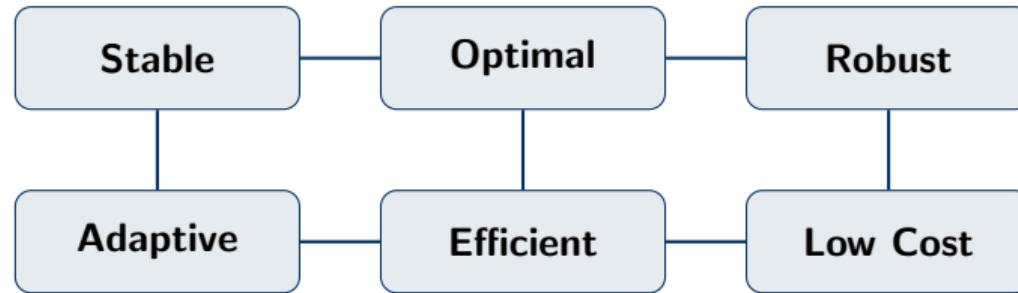


Fig. 2 Viewpoint of error coordinate



Key Considerations

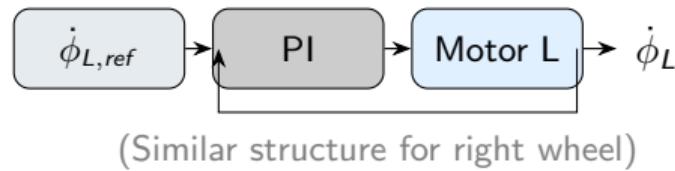
- **Stability:** Converge to desired state without oscillations
- **Robustness:** Handle model uncertainties and disturbances
- **Optimality:** Minimize energy, time, or tracking error

Pros:

- Multiple PI controllers (straightforward loop design)
- Works well with ROS kinematic frameworks
- Scalable (can extend to more wheels)
- Simple at the kinematic level

Cons:

- Lacks deeper physical/dynamic understanding
- Doesn't capture full robot dynamics
- More sensors required (encoders per wheel)
- Adds dynamic complexity at higher levels

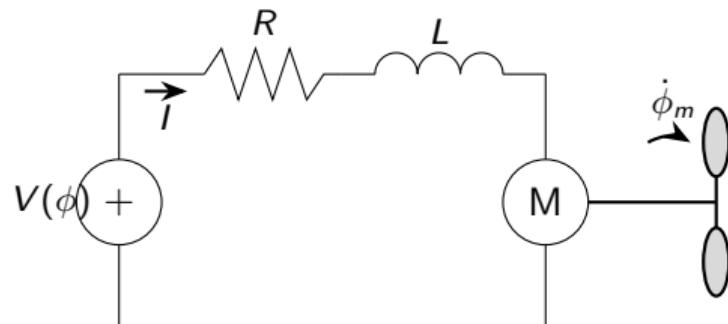


DC Motor Electrical Equation

$$LI + RI = V - K_b \dot{\phi}_m$$

Parameters:

- V = applied motor voltage
- I = current in motor coil
- R = coil resistance
- L = coil inductance
- $K_b \dot{\phi}_m$ = back EMF opposing voltage



DC Motor Circuit Model

Motor Torque Equation

$$\tau = k_m I$$

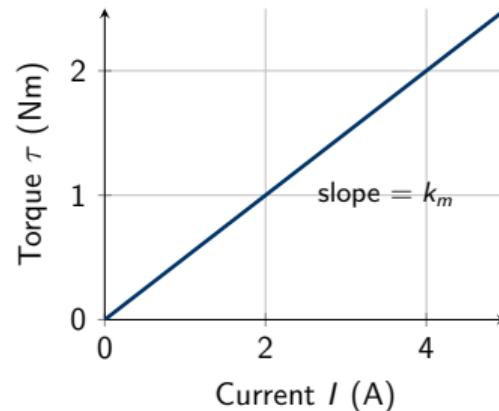
Parameters:

- k_m = motor torque constant
- I = motor current
- τ = generated torque

Key relationship:

$$\tau \propto I$$

Torque is directly proportional to current



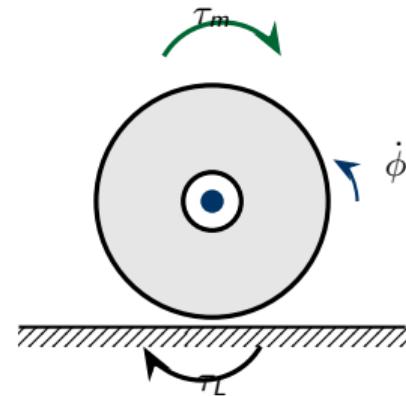
Linear torque-current relationship

Rotational Equation of Motion

$$J_w \ddot{\phi} + B_w \dot{\phi} = \tau_m - \tau_L$$

Parameters:

- J_w = wheel inertia
- $B_w \dot{\phi}$ = viscous damping (friction at bearings)
- τ_m = torque from motor
- τ_L = load torque (robot weight, ground resistance)



Wheel force diagram

Combining electrical and mechanical dynamics yields a **first-order transfer function**:

$$\frac{\dot{\phi}(s)}{V(s)} = \frac{r_g \cdot \frac{K_m}{R}}{J_w s + \left(B_w + \frac{K_b K_m}{R} \right)}$$

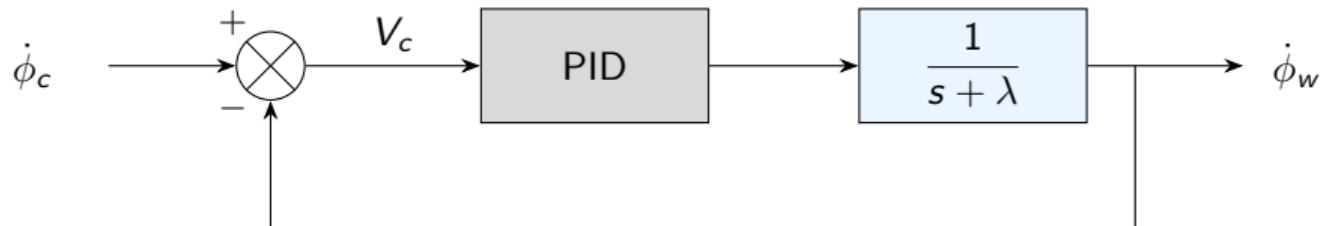
Parameters:

- r_g = gear ratio
- R = electrical resistance
- J_w = wheel inertia

Motor constants:

- B_w = mechanical damping
- K_m = torque constant
- K_b = back-EMF constant

Note: Often $K_m \approx K_b$ for DC motors



Control Loop Components

- $\dot{\phi}_c - \dot{\phi}_w = \text{Error}$
- $\dot{\phi}_c = \text{Desired wheel speed}$
- $\frac{1}{s + \lambda} = \text{Approximated wheel + motor dynamics (first-order response)}$

Robot Pose:

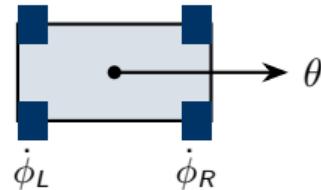
$$\mathbf{q} = \begin{bmatrix} x \\ y \\ \theta \end{bmatrix}$$

Wheel angular velocities:

$$\dot{\phi}_w = \begin{bmatrix} \dot{\phi}_L \\ \dot{\phi}_R \end{bmatrix}$$

Kinematic relation:

$$\dot{\mathbf{q}} = \mathbf{J}(\mathbf{q}) \dot{\phi}_w$$

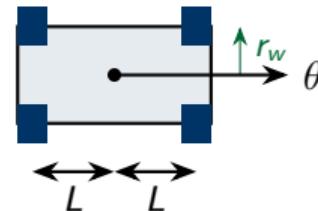
Robot pose \mathbf{q} 

Differential drive robot

 $\mathbf{J}(\mathbf{q})$ = Jacobian mapping wheel speeds to body velocities

Kinematic Jacobian:

$$\mathbf{J}(\mathbf{q}) = \frac{r_w}{2} \begin{bmatrix} \cos \theta & \cos \theta \\ \sin \theta & \sin \theta \\ \frac{1}{L} & -\frac{1}{L} \end{bmatrix}$$

**Parameters:**

- r_w = wheel radius
- L = half wheelbase (center to wheel)

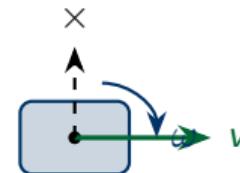
Robot **cannot move sideways** (no velocity in body-y direction):

$$\dot{x} \sin \theta - \dot{y} \cos \theta = 0$$

Equivalently: $\dot{x} \sin \theta = \dot{y} \cos \theta$

This **reduces motion** to two DOFs:

$$\mathbf{v} = \begin{bmatrix} v \\ \omega \end{bmatrix}$$



No sideways motion

- v = Linear velocity
- ω = Angular velocity

General Dynamic Equation of Mobile Robot

$$\mathbf{M}(\mathbf{q})\ddot{\mathbf{q}} + \mathbf{C}(\mathbf{q}, \dot{\mathbf{q}})\dot{\mathbf{q}} + \Delta = \mathbf{B}(\mathbf{q})\boldsymbol{\tau}$$

- $\mathbf{M}(\mathbf{q})$ = inertia (mass) matrix
 - $\mathbf{C}(\mathbf{q}, \dot{\mathbf{q}})\dot{\mathbf{q}}$ = Coriolis/centrifugal forces
 - Δ = disturbances (friction, external forces)
 - $\mathbf{B}(\mathbf{q})$ = input mapping matrix
 - $\boldsymbol{\tau}$ = wheel torques
- Euler-Lagrange formulation

Velocity transformation using the nonholonomic constraint:

$$\dot{\mathbf{q}} = \mathbf{T}_v \mathbf{V}$$

Transformation matrix:

$$\ddot{\mathbf{q}} = \dot{\mathbf{T}}_v \mathbf{V} + \mathbf{T}_v \dot{\mathbf{V}}$$

$$\mathbf{T}_v(\theta) = \begin{bmatrix} \cos \theta & 0 \\ \sin \theta & 0 \\ 0 & 1 \end{bmatrix}$$

where $\mathbf{V} = [v, \omega]^T$

This maps the 2D velocity space \mathbf{V} to the 3D configuration space derivative $\dot{\mathbf{q}}$.

Inertia Matrix:

$$\mathbf{M}(\mathbf{q}) = \begin{bmatrix} m & 0 & -md \sin \theta \\ 0 & m & md \cos \theta \\ -md \sin \theta & md \cos \theta & I_{zz} \end{bmatrix}$$

Coriolis Matrix:

$$\mathbf{C}(\mathbf{q}, \dot{\mathbf{q}}) = \begin{bmatrix} 0 & 0 & -md\dot{\theta} \cos \theta \\ 0 & 0 & -md\dot{\theta} \sin \theta \\ 0 & 0 & 0 \end{bmatrix}$$

m = total mass, d = offset from center to CoM, I_{zz} = moment of inertia

Skew-Symmetric Property

The matrix $\dot{\mathbf{M}}(\mathbf{q}) - 2\mathbf{C}(\mathbf{q}, \dot{\mathbf{q}})$ is **skew-symmetric**.

For a skew-symmetric matrix \mathbf{A} :

$$\mathbf{A} = -\mathbf{A}^T \quad \Rightarrow \quad \mathbf{x}^T \mathbf{A} \mathbf{x} = 0$$

Importance:

- Guarantees **energy conservation** in robot dynamics
- Essential for proving **stability** using Lyapunov methods
- Exploited in passivity-based control design

Configuration-space dynamics:

$$\mathbf{M}(\mathbf{q})\ddot{\mathbf{q}} + \mathbf{C}(\mathbf{q}, \dot{\mathbf{q}})\dot{\mathbf{q}} + \Delta = \mathbf{B}(\mathbf{q})\tau$$

Substitute transformation $\dot{\mathbf{q}} = \mathbf{T}_v \mathbf{V}$ and $\ddot{\mathbf{q}} = \dot{\mathbf{T}}_v \mathbf{V} + \mathbf{T}_v \dot{\mathbf{V}}$:

$$\mathbf{M}(\mathbf{q}) (\mathbf{T}_v \dot{\mathbf{V}} + \dot{\mathbf{T}}_v \mathbf{V}) + \mathbf{C}(\mathbf{q}, \dot{\mathbf{q}}) \mathbf{T}_v \mathbf{V} + \Delta = \mathbf{B}\tau$$

Velocity-space dynamics:

$$\bar{\mathbf{M}}(\mathbf{q})\dot{\mathbf{V}} + \bar{\mathbf{C}}(\mathbf{q}, \dot{\mathbf{q}})\mathbf{V} + \bar{\Delta} = \bar{\mathbf{B}}(\mathbf{q})\tau$$

Transformed matrices:

$$\bar{\mathbf{M}}(\mathbf{q}) = \mathbf{T}_v^T \mathbf{M}(\mathbf{q}) \mathbf{T}_v$$

$$\bar{\mathbf{C}}(\mathbf{q}, \dot{\mathbf{q}}) = \mathbf{T}_v^T \left[\mathbf{M}(\mathbf{q}) \dot{\mathbf{T}}_v + \mathbf{C}(\mathbf{q}, \dot{\mathbf{q}}) \mathbf{T}_v \right]$$

$$\bar{\mathbf{B}} = \mathbf{T}_v^T \mathbf{B}(\mathbf{q})$$

$$\bar{\Delta} = \mathbf{T}_v^T \Delta$$

These 2×2 matrices are much simpler than the original 3×3 matrices!

Kinematic control law for trajectory tracking:

$$\mathbf{V}_c = \begin{bmatrix} v_d \cos(e_\theta) + k_x e_x \\ \omega_d + k_y v_d e_y + k_\theta v_d \sin(e_\theta) \end{bmatrix}$$

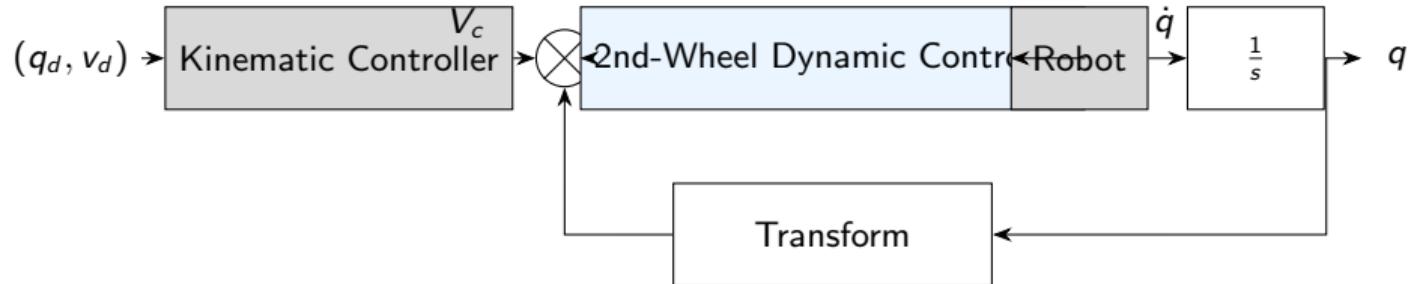
Inputs:

- $\mathbf{q}_d = [x_d, y_d, \theta_d]^T$ – Desired pose
- v_d, ω_d – Desired velocities

Gains: $k_x, k_y, k_\theta > 0$

Note

This controller is for **trajectory tracking**, not set-point regulation.



Control Architecture

- **Kinematic Controller** → computes command velocity V_c from tracking errors
- **Dynamic Controller** → converts V_c into wheel torques τ
- **Robot + EOM** → updates motion states (q, \dot{q})
- **Feedback transform** → converts states to error signals

Robot velocity dynamics:

$$\bar{\mathbf{M}}(\mathbf{q})\dot{\mathbf{V}} + \bar{\mathbf{C}}(\mathbf{q}, \dot{\mathbf{q}})\mathbf{V} + \bar{\Delta} = \bar{\mathbf{B}}\tau$$

Goal: Design τ such that robot velocity \mathbf{V} tracks desired $\mathbf{V}_c(t)$.

General Nonlinear System

$$\dot{\mathbf{x}} = f(\mathbf{x}, \mathbf{u})$$

Feedback linearization transforms this into a **linear** closed-loop system.

Nonlinear system: $\dot{x} = f(x) + b(x)u$

Choose control law:

$$u = b^{-1} [-f(x) + \dot{x}_d + k(x_d - x)]$$

Substituting into the system:

$$\dot{x} = \dot{x}_d + k(x_d - x)$$

Error dynamics: Define $e = x_d - x$

$$\boxed{\dot{e} + ke = 0}$$

Linear, exponentially stable error dynamics with rate $k > 0$.

Apply feedback linearization to velocity-space dynamics.

Velocity-space EOM:

$$\bar{\mathbf{M}}(\mathbf{q})\dot{\mathbf{V}} + \bar{\mathbf{C}}(\mathbf{q}, \dot{\mathbf{q}})\mathbf{V} + \bar{\Delta} = \bar{\mathbf{B}}\tau \quad \hookrightarrow (1)$$

Chosen input torque:

$$\tau = \bar{\mathbf{B}}^{-1} \left[\bar{\mathbf{M}}(\mathbf{q})\dot{\mathbf{V}}_c + \bar{\mathbf{C}}(\mathbf{q}, \dot{\mathbf{q}})\mathbf{V}_c + \tilde{\Delta} + \mathbf{K}(\mathbf{V}_c - \mathbf{V}) \right] \quad \hookrightarrow (2)$$

Substituting (2) into (1):

$$\bar{\mathbf{M}}(\mathbf{q})(\dot{\mathbf{V}}_c - \dot{\mathbf{V}}) + \mathbf{K}(\mathbf{V}_c - \mathbf{V}) = \tilde{\Delta} - \bar{\Delta}$$

$$\bar{\mathbf{M}}(\mathbf{q})(\dot{\mathbf{V}}_c - \dot{\mathbf{V}}) + \mathbf{K}(\mathbf{V}_c - \mathbf{V}) = \tilde{\Delta} - \bar{\Delta}$$

Define velocity error: $\mathbf{e}_v = \mathbf{V}_c - \mathbf{V}$

Error dynamics:

$$\dot{\mathbf{e}}_v + \mathbf{K}' \mathbf{e}_v = \delta(t)$$

where:

$$\begin{aligned}\mathbf{K}' &= \bar{\mathbf{M}}(\mathbf{q})^{-1} \mathbf{K} \\ \delta(t) &= \bar{\mathbf{M}}(\mathbf{q})^{-1} (\tilde{\Delta} - \bar{\Delta})\end{aligned}$$

If $\tilde{\Delta} = \bar{\Delta}$ (perfect estimation), error converges exponentially to zero.

For **position tracking**, consider position error \mathbf{e} :

$$\ddot{\mathbf{e}} + k_d \dot{\mathbf{e}} + k_p \mathbf{e} = 0$$

Characteristic equation:

$$s^2 + 2\zeta\omega_n s + \omega_n^2 = 0$$

Standard form:

- $k_p = \omega_n^2$ (natural frequency)
- $k_d = 2\zeta\omega_n$ (damping)

Design choice:

- $\zeta = 1$ for critical damping
- ω_n sets convergence rate

Goal: Stabilize robot at desired position (x_d, y_d)

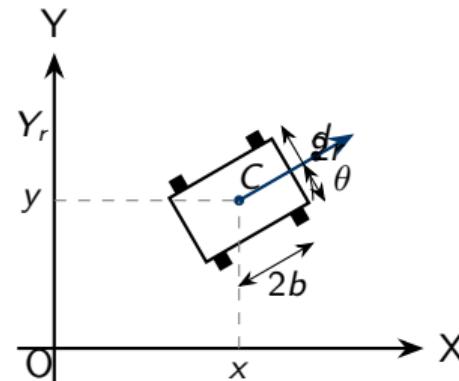
Instead of directly controlling (x, y, θ) , define a **virtual output**:

$$\mathbf{Y} = \begin{bmatrix} x + \alpha \cos \theta \\ y + \alpha \sin \theta \end{bmatrix}$$

Point at distance α ahead of robot center.

$$\mathbf{M}\ddot{\mathbf{q}} + \mathbf{C}\dot{\mathbf{q}} + \Delta = \mathbf{B}\tau$$

$$\bar{\mathbf{M}}\dot{\mathbf{V}} + \bar{\mathbf{C}}\mathbf{V} + \bar{\Delta} = \mathbf{B}\tau$$



Time derivatives of virtual output:

$$\dot{Y} = \Lambda V \quad \ddot{Y} = \dot{\Lambda} V + \Lambda \dot{V}$$

Decoupling matrix:

$$\Lambda = \begin{bmatrix} \cos \theta & -\alpha \sin \theta \\ \sin \theta & \alpha \cos \theta \end{bmatrix}$$

Important

Λ is invertible when $\alpha \neq 0$, enabling full control of the virtual output.

Transformed dynamics in terms of virtual output:

$$\tilde{\mathbf{M}}\ddot{\mathbf{Y}} + \tilde{\mathbf{C}}\dot{\mathbf{Y}} + \tilde{\Delta} = \tilde{\mathbf{B}}\tau$$

where $\tilde{\mathbf{M}}, \tilde{\mathbf{C}}, \tilde{\Delta}, \tilde{\mathbf{B}}$ are transformed using Λ .

PD control law with feedforward:

$$\tau = \tilde{\mathbf{B}}^{-1} \left[\tilde{\mathbf{M}}\ddot{\mathbf{Y}}_d + \tilde{\mathbf{C}}\dot{\mathbf{Y}}_d + \tilde{\Delta}_d + k_d(\dot{\mathbf{Y}}_d - \dot{\mathbf{Y}}) + k_p(\mathbf{Y}_d - \mathbf{Y}) \right]$$

For set-point control: $\mathbf{Y}_d = \text{const}$, so $\dot{\mathbf{Y}}_d = \ddot{\mathbf{Y}}_d = 0$.

With the control law applied, the **position error dynamics** become:

$$\ddot{\mathbf{e}} + k_d \dot{\mathbf{e}} + k_p \mathbf{e} = 0$$

where $\mathbf{e} = \mathbf{Y}_d - \mathbf{Y}$.

Stability: For $k_p, k_d > 0$, error converges exponentially to zero.

Gain selection:

- $k_p = \omega_n^2$ controls stiffness (steady-state)
- $k_d = 2\zeta\omega_n$ controls damping (transient)

Key Concepts:

- Motor and wheel dynamics
- Kinematic Jacobian mapping
- Nonholonomic constraints
- Robot dynamic model (\mathbf{M} , \mathbf{C} , \mathbf{B})
- Velocity-space transformation

Control Approaches:

- Independent wheel control (PID)
- Feedback linearization
- Trajectory tracking control
- Set-point stabilization
- Virtual output method



Questions?

End of Lecture 4

Next: Advanced Model Predictive Control (NMPC)