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KINEMATICS MODELS OF MOBILE ROBOTS


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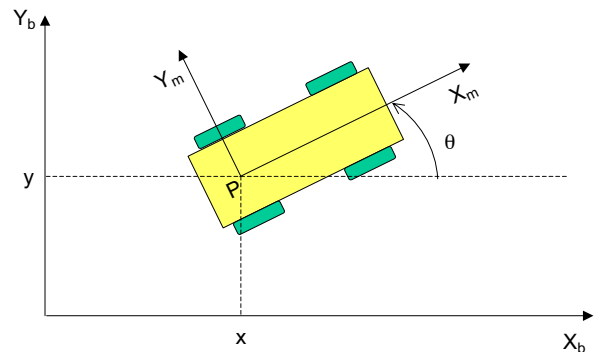
Kinematics for Mobile Robots

- What is a **kinematic** model ?
- What is a **dynamic** model ?
- Which is the difference between kinematics and dynamics?
- **Locomotion** is the process of causing an autonomous robot to move.
 - In order to produce motion, forces must be applied to the vehicle
- **Dynamics** – the study of motion in which these forces are modeled
 - Includes the energies and speeds associated with these motions
- **Kinematics** – study of the mathematics of motion without considering the forces that affect the motion.
 - Deals with the geometric relationships that govern the system
 - Deals with the relationship between control parameters and the behavior of a system in state space.

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Notation

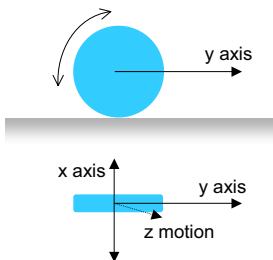


- $\{X_m, Y_m\}$ – moving frame
- $\{X_b, Y_b\}$ – base frame

$$q = \begin{bmatrix} x \\ y \\ \theta \end{bmatrix} \quad \text{robot posture in base frame}$$

$$R(\theta) = \begin{bmatrix} \cos \theta & \sin \theta & 0 \\ -\sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \quad \text{Rotation matrix expressing the orientation of the base frame with respect to the moving frame}$$

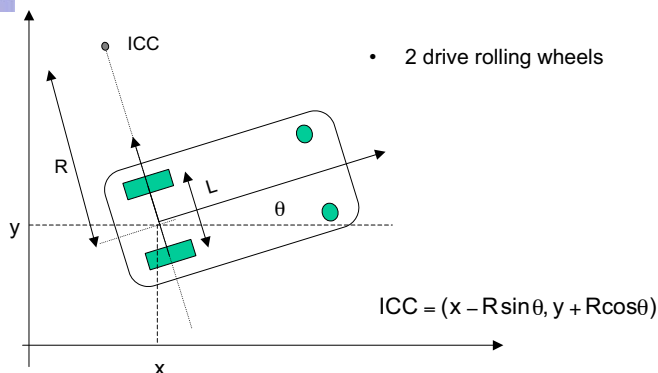
- Idealized rolling wheel



- If the wheel is free to rotate about its axis (x axis), the robot exhibits preferential rollong motion in one direction (y axis) and a certain amount of lateral slip.
- For low velocities, **rolling** is a reasonable **wheel model**.
 - This is the model that will be considered in the kinematics models of WMR

Wheel parameters:

- r = wheel radius
- v = wheel linear velocity
- w = wheel angular velocity



- $v_r(t)$ – linear velocity of right wheel
 - $v_l(t)$ – linear velocity of left wheel
 - r – nominal radius of each wheel
 - R – instantaneous curvature radius of the robot trajectory, relative to the mid-point axis
- control variables**



$R - \frac{L}{2}$ — Curvature radius of trajectory described by **LEFT WHEEL**
 $R + \frac{L}{2}$ — Curvature radius of trajectory described by **RIGHT WHEEL**

$$w(t) = \frac{v_r(t)}{R + L/2} \quad w(t) = \frac{v_r(t) - v_l(t)}{L} \quad v(t) = w(t)R = \frac{1}{2}(v_r(t) + v_l(t))$$

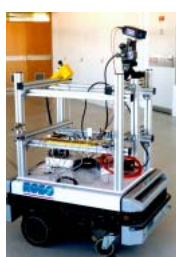
$$w(t) = \frac{v_l(t)}{R - L/2} \quad R = \frac{L}{2} \frac{(v_l(t) + v_r(t))}{(v_l(t) - v_r(t))}$$

Kinematic model in the robot frame

$$\begin{bmatrix} v_x(t) \\ v_y(t) \\ \dot{\theta}(t) \end{bmatrix} = \begin{bmatrix} r/2 & r/2 \\ 0 & 0 \\ -r/L & r/L \end{bmatrix} \begin{bmatrix} w_l(t) \\ w_r(t) \end{bmatrix}$$

- $w_r(t)$ – angular velocity of right wheel
- $w_l(t)$ – angular velocity of left wheel

Useful for velocity control



Kinematic model in the world frame

$$v(t) = w(t)R = \frac{1}{2}(v_r(t) + v_l(t))$$

$$w(t) = \frac{v_r(t) - v_l(t)}{L}$$



$$\begin{bmatrix} \dot{x}(t) \\ \dot{y}(t) \\ \dot{\theta}(t) \end{bmatrix} = \begin{bmatrix} v(t) \cos \theta(t) \\ v(t) \sin \theta(t) \\ w(t) \end{bmatrix}$$



$$\begin{aligned} x(t) &= \int_0^t v(\sigma) \cos(\theta(\sigma)) d\sigma \\ y(t) &= \int_0^t v(\sigma) \sin(\theta(\sigma)) d\sigma \\ \theta(t) &= \int_0^t w(\sigma) d\sigma \end{aligned}$$

$$\begin{bmatrix} \dot{x}(t) \\ \dot{y}(t) \\ \dot{\theta}(t) \end{bmatrix} = \begin{bmatrix} \cos \theta(t) & 0 \\ \sin \theta(t) & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} v(t) \\ w(t) \end{bmatrix}$$

$$\dot{q}(t) = S(q)\xi(t)$$

control variables

Particular cases:

- $v_r(t) = v_l(t)$

• **Straight line trajectory**

$$v_r(t) = v_l(t) = v(t)$$

$$w(t) = 0 \Rightarrow \dot{\theta}(t) = 0 \Rightarrow \theta(t) = \text{cte.}$$

- $v_l(t) = -v_r(t)$

• **Circular path with ICC (instantaneous center of curvature) on the mid-point between drive wheels**

$$v(t) = 0$$

$$w(t) = \frac{2}{L} v_R(t)$$

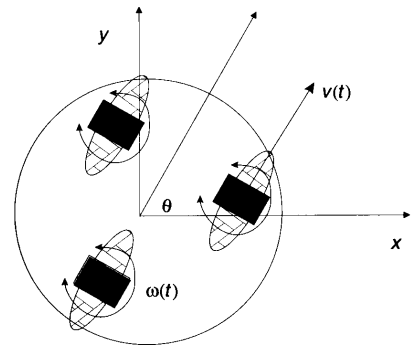
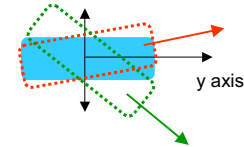
• In a synchronous drive robot (synchro drive) each wheel is capable of being driven and steered.

• **Typical configurations**

- Three steered wheels arranged as vertices of an equilateral triangle often surmounted by a cylindrical platform
- All the wheels turn and drive in unison
 - This leads to a holonomic behavior

• **Steered wheel**

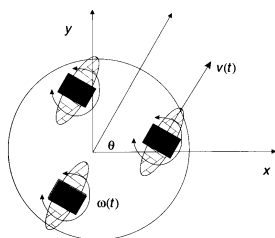
- The orientation of the rotation axis can be controlled



- All the wheels turn in unison
- All of the three wheels point in the same direction and turn at the same rate
 - This is typically achieved through the use of a complex collection of belts that physically link the wheels together
- The vehicle controls the direction in which the wheels point and the rate at which they roll
- Because all the wheels remain parallel the synchro drive always rotate about the center of the robot
- The synchro drive robot has the ability to control the orientation θ of their pose directly.

Control variables (independent)

- $v(t), w(t)$



$$x(t) = \int_0^t v(\sigma) \cos(\theta(\sigma)) d\sigma$$

$$y(t) = \int_0^t v(\sigma) \sin(\theta(\sigma)) d\sigma$$

$$\theta(t) = \int_0^t w(\sigma) d\sigma$$

- The ICC is always at infinity
- Changing the orientation of the wheels manipulates the direction of ICC

Particular cases:

- $v(t)=0, w(t)=w=\text{cte.}$ during a time interval Δt

- **The robot rotates in place by an amount $w \Delta t$**

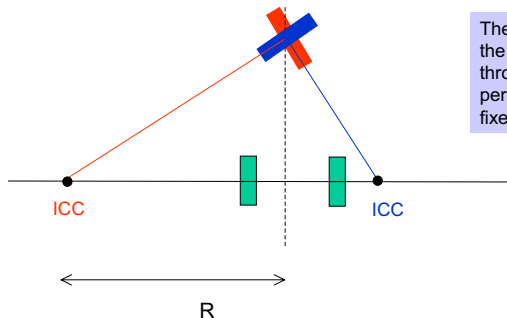
- $v(t)=v, w(t)=0$ during a time interval Δt

- **The robot moves in the direction its pointing a distance $v \Delta t$**

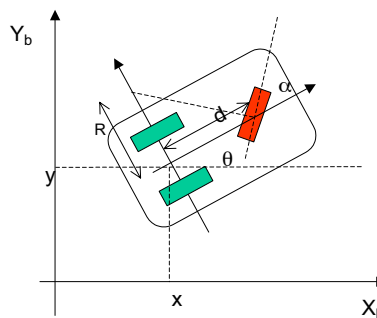


- Three wheels and odometers on the two rear wheels
- Steering and power are provided through the front wheel

- **control variables:**
 - steering direction $\alpha(t)$
 - angular velocity of steering wheel $w_s(t)$



The ICC must lie on the line that passes through, and is perpendicular to, the fixed rear wheels



If the steering wheel is set to an angle $\alpha(t)$ from the straight-line direction, the tricycle will rotate with angular velocity $w(t)$ about a point lying a distance R along the line perpendicular to and passing through the rear wheels.

r = steering wheel radius

$$v_s(t) = w_s(t) r \quad \text{linear velocity of steering wheel}$$

$$R(t) = d \operatorname{tg}\left(\frac{\pi}{2} - \alpha(t)\right)$$

$$w(t) = \frac{w_s(t) r}{\sqrt{d^2 + R(t)^2}} \quad \text{angular velocity of the moving frame relative to the base frame}$$

$$w(t) = \frac{v_s(t)}{d} \sin \alpha(t)$$

Kinematic model in the robot frame

$$v_x(t) = v_s(t) \cos \alpha(t)$$

$$v_y(t) = 0$$

with no slippage

$$\dot{\theta}(t) = \frac{v_s(t)}{d} \sin \alpha(t)$$

Kinematic model in the world frame

$$\dot{x}(t) = v_s(t) \cos \alpha(t) \cos \theta(t)$$

$$\dot{y}(t) = v_s(t) \cos \alpha(t) \sin \theta(t)$$

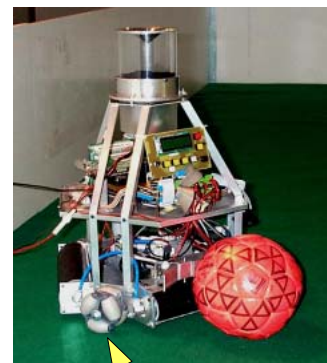
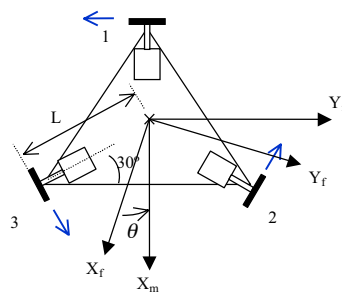
$$\dot{\theta}(t) = \frac{v_s(t)}{d} \sin \alpha(t)$$



$$\begin{bmatrix} \dot{x}(t) \\ \dot{y}(t) \\ \dot{\theta}(t) \end{bmatrix} = \begin{bmatrix} \cos \theta(t) & 0 \\ \sin \theta(t) & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} v(t) \\ w(t) \end{bmatrix}$$

$$v(t) = v_s(t) \cos \alpha(t)$$

$$w(t) = \frac{v_s(t)}{d} \sin \alpha(t)$$



Swedish wheel

Kinematic model in the robot frame

$$\begin{bmatrix} v_x \\ v_y \\ \dot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & -\frac{1}{\sqrt{3}}r & \frac{1}{\sqrt{3}}r \\ -\frac{2}{3}r & \frac{1}{3}r & \frac{1}{3}r \\ \frac{r}{3L} & \frac{r}{3L} & \frac{r}{3L} \end{bmatrix} \begin{bmatrix} w_1 \\ w_2 \\ w_3 \end{bmatrix}$$

w_1, w_2, w_3 – angular velocities of the three swedish wheels