

Wheeled Mobile Robots

CS 6301 Special Topics: Introduction to Robot Manipulation and Navigation

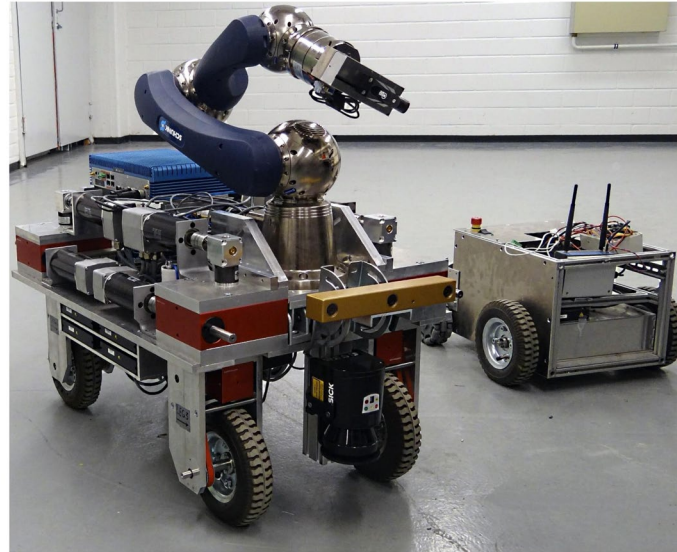
Professor Yu Xiang

The University of Texas at Dallas

Wheeled Mobile Robots



<https://stanleyinnovation.com/products-services/robotics/robotic-mobility-platforms/>



<https://www.mdpi.com/1424-8220/21/22/7642>



<https://ozrobotics.com/shop/3wd-100mm-omni-wheel-mobile-arduino-robot-kit-10013/>

Wheeled Mobile Robots

- Kinematic model of a wheeled mobile robot

- A chassis-fixed frame {b} relative to a fixed space frame {s} $T_{sb} \in SE(2)$
- Represent T_{sb} by three coordinates $q = (\phi, x, y)$
- Velocity of the chassis $\dot{q} = (\dot{\phi}, \dot{x}, \dot{y})$
- Chassis' planar twist $\mathcal{V}_b = (\omega_{bz}, v_{bx}, v_{by})$

$$\begin{aligned}
 T^{-1}\dot{T} &= \begin{bmatrix} R^T & -R^T p \\ 0 & 1 \end{bmatrix} \begin{bmatrix} \dot{R} & \dot{p} \\ 0 & 0 \end{bmatrix} \\
 &= \begin{bmatrix} R^T \dot{R} & R^T \dot{p} \\ 0 & 0 \end{bmatrix} \\
 &= \begin{bmatrix} [\omega_b] & v_b \\ 0 & 0 \end{bmatrix}. \\
 R^T \dot{p} &= v_b
 \end{aligned}
 \qquad
 \begin{aligned}
 \mathcal{V}_b &= \begin{bmatrix} \omega_{bz} \\ v_{bx} \\ v_{by} \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \phi & \sin \phi \\ 0 & -\sin \phi & \cos \phi \end{bmatrix} \begin{bmatrix} \dot{\phi} \\ \dot{x} \\ \dot{y} \end{bmatrix} \\
 \dot{q} &= \begin{bmatrix} \dot{\phi} \\ \dot{x} \\ \dot{y} \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \phi & -\sin \phi \\ 0 & \sin \phi & \cos \phi \end{bmatrix} \begin{bmatrix} \omega_{bz} \\ v_{bx} \\ v_{by} \end{bmatrix}
 \end{aligned}$$

Types of Wheeled Mobile Robots

- Omnidirectional

- No equality constraints on the chassis velocity $\dot{q} = (\dot{\phi}, \dot{x}, \dot{y})$
- Omniwheels



- Nonholonomic

- Pfaffian constraints $A(q)\dot{q} = 0$
- Car-like robots
- Conventional wheels



Omnidirectional Wheeled Mobile Robots

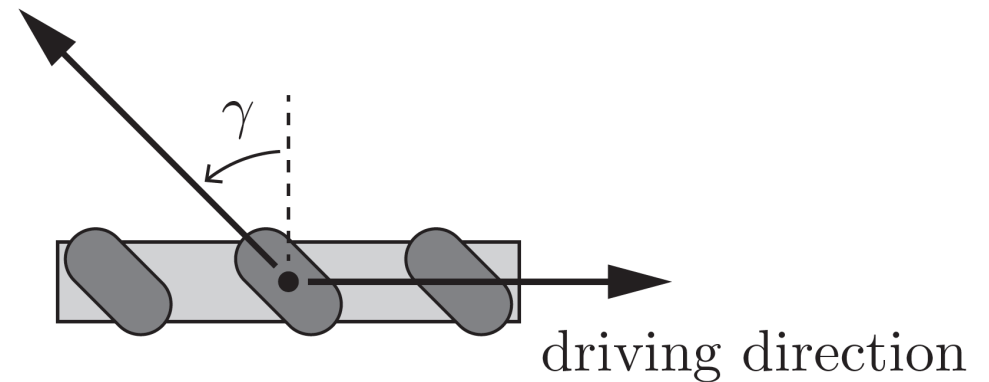
- Linear velocity of the center of the wheel in a frame at the wheel

$$\begin{bmatrix} v_x \\ v_y \end{bmatrix} = v_{\text{drive}} \begin{bmatrix} 1 \\ 0 \end{bmatrix} + v_{\text{slide}} \begin{bmatrix} -\sin \gamma \\ \cos \gamma \end{bmatrix}$$

$$v_{\text{drive}} = v_x + v_y \tan \gamma,$$

$$v_{\text{slide}} = v_y / \cos \gamma.$$

free “sliding” direction



Driving angular speed $u = \frac{v_{\text{drive}}}{r} = \frac{1}{r} (v_x + v_y \tan \gamma)$

$$\mathbf{v} = r\mathbf{u}$$

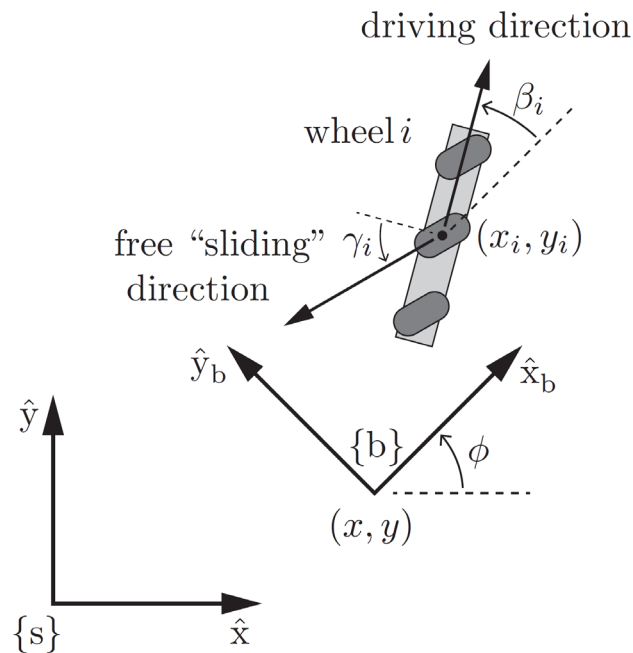
Omnidirectional Wheeled Mobile Robots

$$u_i = h_i(\phi)\dot{q} =$$

wheel frame

Cross product

$$\begin{bmatrix} 1 & \tan \gamma_i \\ r_i & r_i \end{bmatrix} \begin{bmatrix} \cos \beta_i & \sin \beta_i \\ -\sin \beta_i & \cos \beta_i \end{bmatrix} \begin{bmatrix} -y_i & 1 & 0 \\ x_i & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \phi & \sin \phi \\ 0 & -\sin \phi & \cos \phi \end{bmatrix} \begin{bmatrix} \dot{\phi} \\ \dot{x} \\ \dot{y} \end{bmatrix}$$



$$\mathcal{V}_b = \begin{bmatrix} \omega_{bz} \\ v_{bx} \\ v_{by} \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \phi & \sin \phi \\ 0 & -\sin \phi & \cos \phi \end{bmatrix} \begin{bmatrix} \dot{\phi} \\ \dot{x} \\ \dot{y} \end{bmatrix}$$

$$h_i(\phi) = \frac{1}{r_i \cos \gamma_i} \begin{bmatrix} x_i \sin(\beta_i + \gamma_i) - y_i \cos(\beta_i + \gamma_i) \\ \cos(\beta_i + \gamma_i + \phi) \\ \sin(\beta_i + \gamma_i + \phi) \end{bmatrix}^T$$

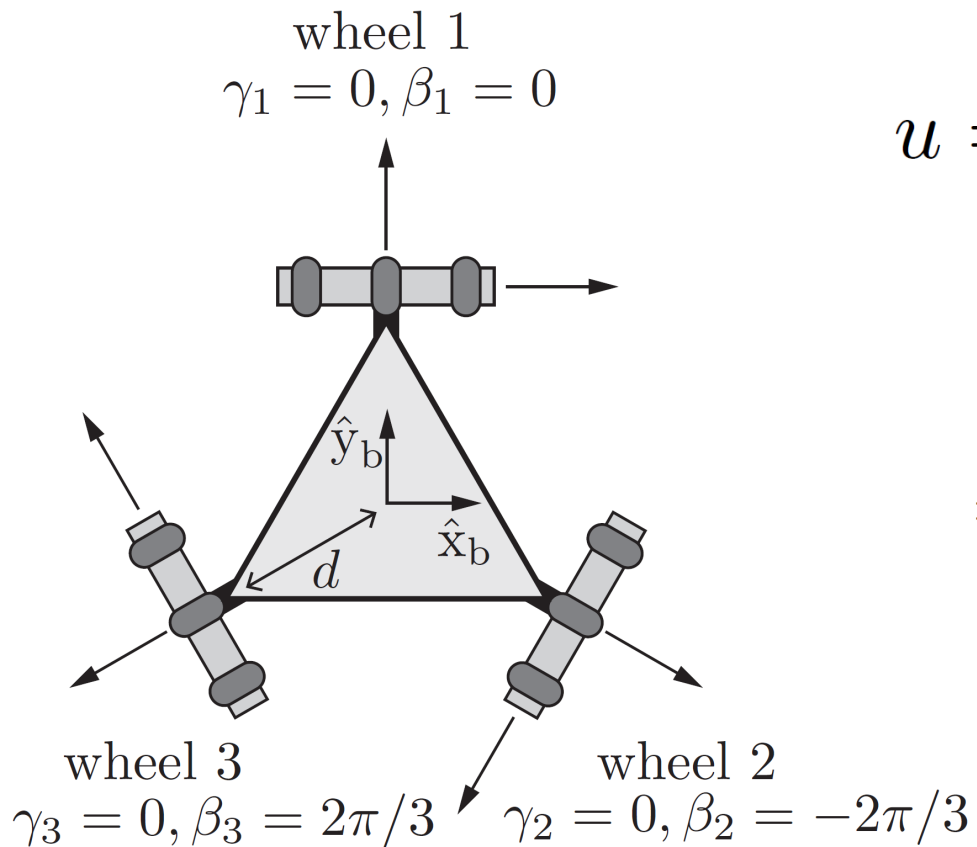
Omnidirectional Wheeled Mobile Robots

- For m omnidirectional wheels

Driving angular speed $u = H(\phi)\dot{q} = \begin{bmatrix} h_1(\phi) \\ h_2(\phi) \\ \vdots \\ h_m(\phi) \end{bmatrix} \begin{bmatrix} \dot{\phi} \\ \dot{x} \\ \dot{y} \end{bmatrix} \quad H(\phi) \in \mathbb{R}^{m \times 3}$

$$u = H(0)\mathcal{V}_b = \begin{bmatrix} h_1(0) \\ h_2(0) \\ \vdots \\ h_m(0) \end{bmatrix} \begin{bmatrix} \omega_{bz} \\ v_{bx} \\ v_{by} \end{bmatrix} \quad \mathcal{V}_b = \begin{bmatrix} \omega_{bz} \\ v_{bx} \\ v_{by} \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \phi & \sin \phi \\ 0 & -\sin \phi & \cos \phi \end{bmatrix} \begin{bmatrix} \dot{\phi} \\ \dot{x} \\ \dot{y} \end{bmatrix}$$

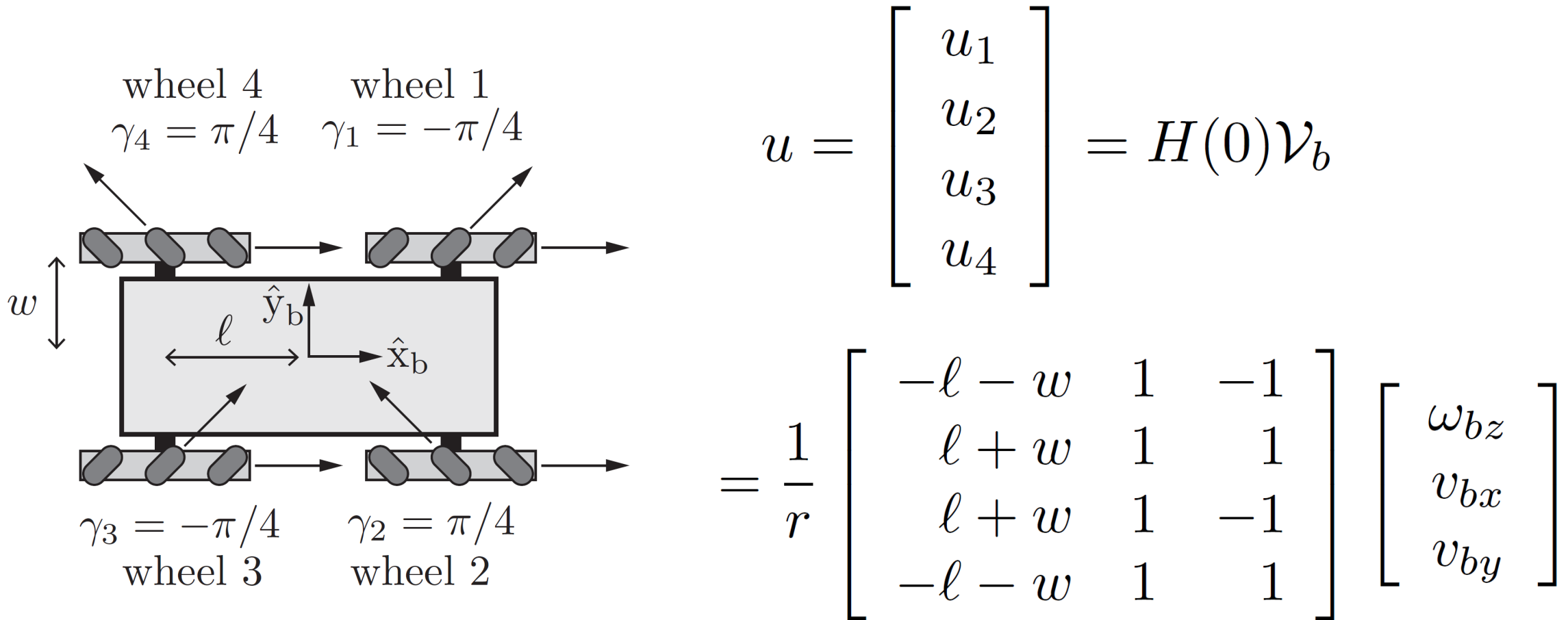
Omnidirectional Wheeled Mobile Robots



$$u = \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix} = H(0) \mathcal{V}_b$$

$$= \frac{1}{r} \begin{bmatrix} -d & 1 & 0 \\ -d & -1/2 & -\sin(\pi/3) \\ -d & -1/2 & \sin(\pi/3) \end{bmatrix} \begin{bmatrix} \omega_{bz} \\ v_{bx} \\ v_{by} \end{bmatrix}$$

Omnidirectional Wheeled Mobile Robots



Nonholonomic Wheeled Mobile Robots

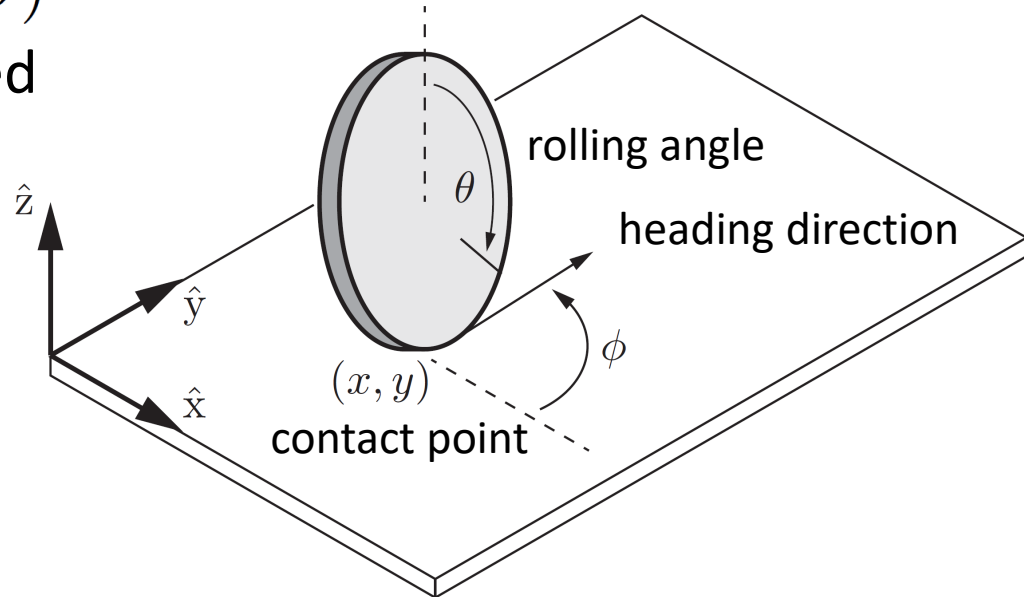
- The unicycle

- Configuration of the wheel $q = (\phi, x, y, \theta)$
- Control input: forward-backward driving speed u_1 and heading direction turning speed u_2
- Kinematic equations of motion

$$\dot{q} = \begin{bmatrix} \dot{\phi} \\ \dot{x} \\ \dot{y} \\ \dot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ r \cos \phi & 0 \\ r \sin \phi & 0 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} u_1 \\ u_2 \end{bmatrix}$$

$$= G(q)u = g_1(q)u_1 + g_2(q)u_2$$

g_1, g_2 are called tangent vector fields
(control vector fields, velocity vector fields)

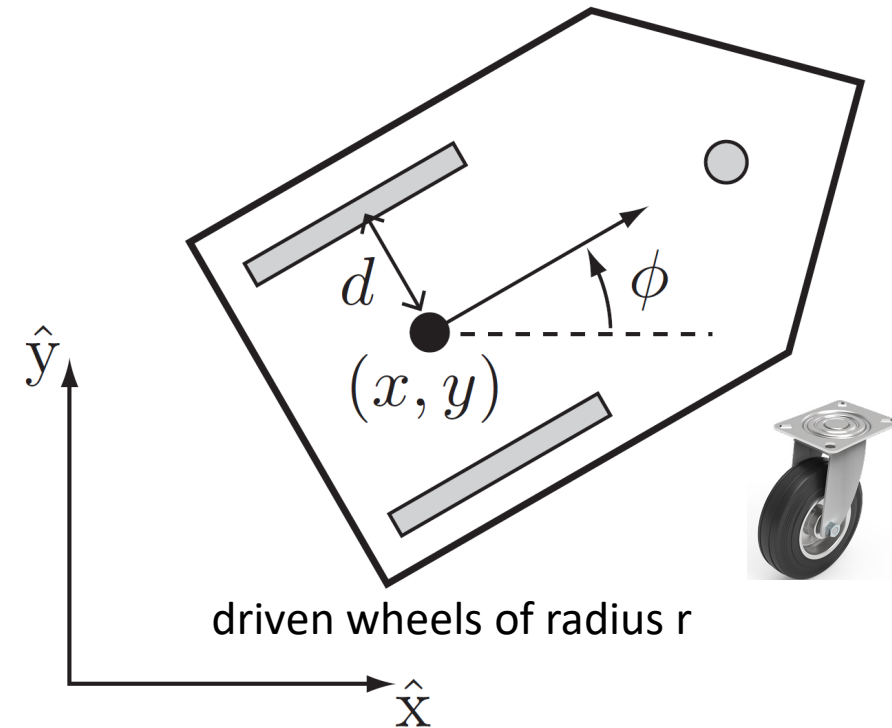


$$-u_{1,max} \leq u_1 \leq u_{1,max}$$

$$-u_{2,max} \leq u_2 \leq u_{2,max}$$

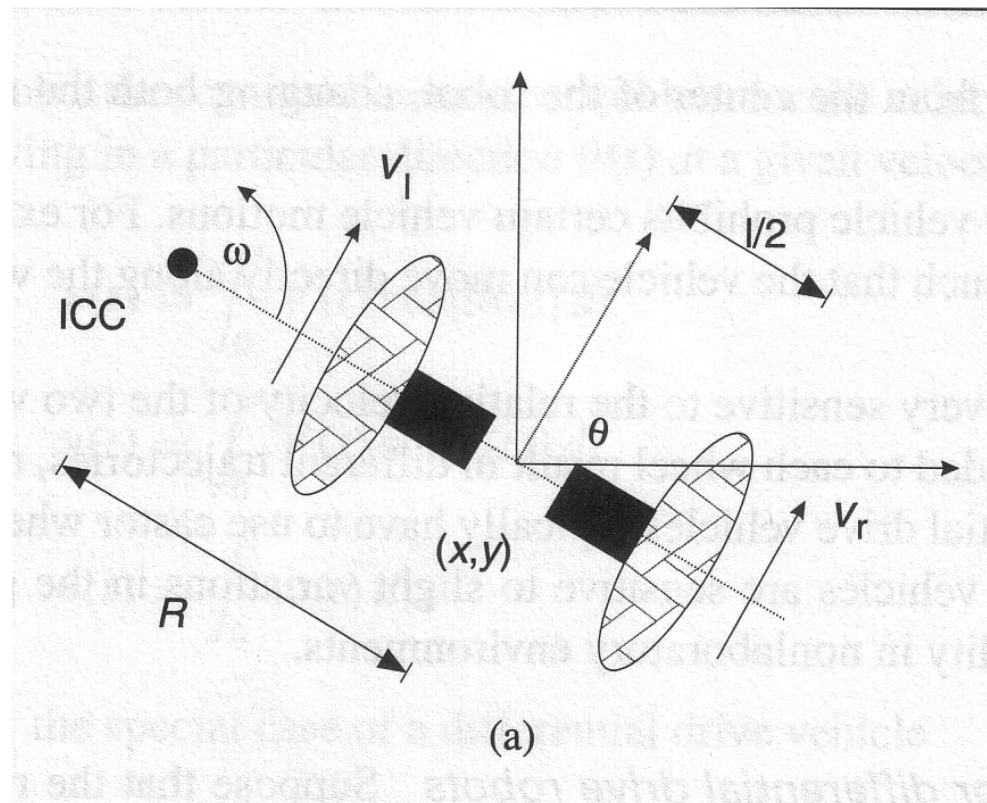
Nonholonomic Wheeled Mobile Robots

- The Differential-Drive Robot (diff-drive)
 - Two independently driven wheels of radius r that rotate about the same axis
 - One or more caster wheels, ball casters or low-friction slides that keep the car horizontal



Nonholonomic Wheeled Mobile Robots

- The Differential-Drive Robot



$$\omega (R + l/2) = V_r$$

$$\omega (R - l/2) = V_l$$

$$R = \frac{l}{2} \frac{V_l + V_r}{V_r - V_l}; \quad \omega = \frac{V_r - V_l}{l};$$

<https://www.cs.columbia.edu/~allen/F17/NOTES/icckinematics.pdf>

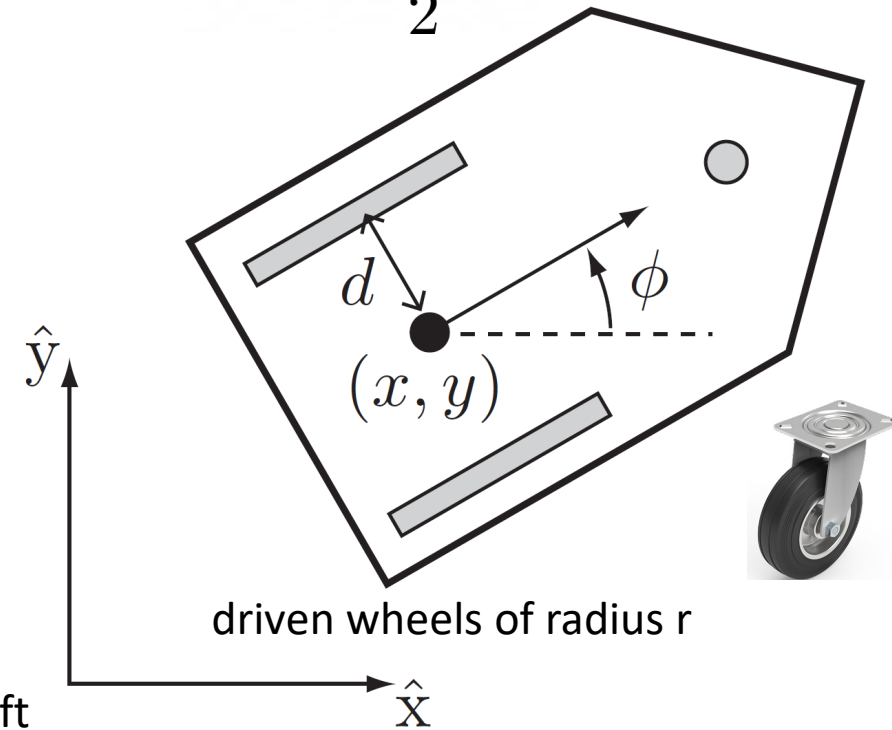
Nonholonomic Wheeled Mobile Robots

- Kinematic equations

$$\dot{q} = \begin{bmatrix} \dot{\phi} \\ \dot{x} \\ \dot{y} \\ \dot{\theta}_L \\ \dot{\theta}_R \end{bmatrix} = \begin{bmatrix} -r/2d & r/2d \\ \frac{r}{2} \cos \phi & \frac{r}{2} \cos \phi \\ \frac{r}{2} \sin \phi & \frac{r}{2} \sin \phi \\ 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} u_L \\ u_R \end{bmatrix}$$

angular speed of the left
wheel and the right wheel

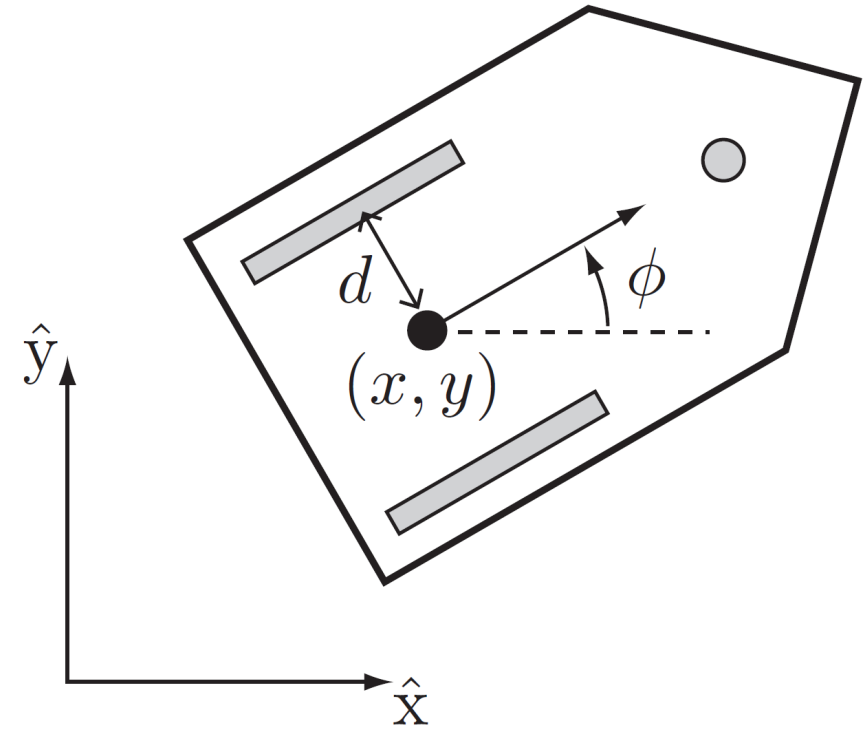
$$v = \frac{v_L + v_R}{2}$$



Nonholonomic Wheeled Mobile Robots

- Diff-drive

$$\dot{q} = \begin{bmatrix} \dot{\phi} \\ \dot{x} \\ \dot{y} \end{bmatrix} = \begin{bmatrix} -r/2d & r/2d \\ \frac{r}{2} \cos \phi & \frac{r}{2} \cos \phi \\ \frac{r}{2} \sin \phi & \frac{r}{2} \sin \phi \end{bmatrix} \begin{bmatrix} u_L \\ u_R \end{bmatrix}$$



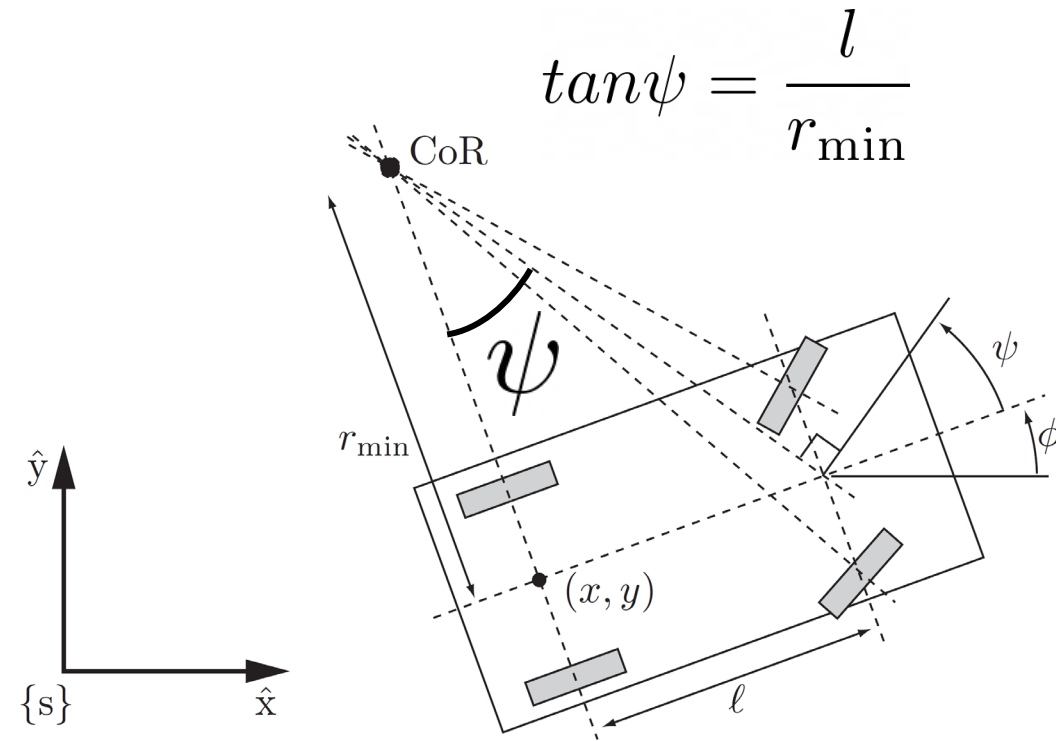
Nonholonomic Wheeled Mobile Robots

- The car-like robot

- Configuration $q = (\phi, x, y, \psi)$
- Heading direction ϕ
- Steering angle ψ
- Control inputs: forward speed v and angular speed w of the steering angle

- Kinematics

$$\dot{q} = \begin{bmatrix} \dot{\phi} \\ \dot{x} \\ \dot{y} \\ \dot{\psi} \end{bmatrix} = \begin{bmatrix} (\tan \psi)/\ell & 0 \\ \cos \phi & 0 \\ \sin \phi & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} v \\ w \end{bmatrix}$$



Nonholonomic Wheeled Mobile Robots

- The car-like robot
 - Simplify the control to steering angle ψ
 - Control inputs (v, ω) can be converted to (v, ψ)

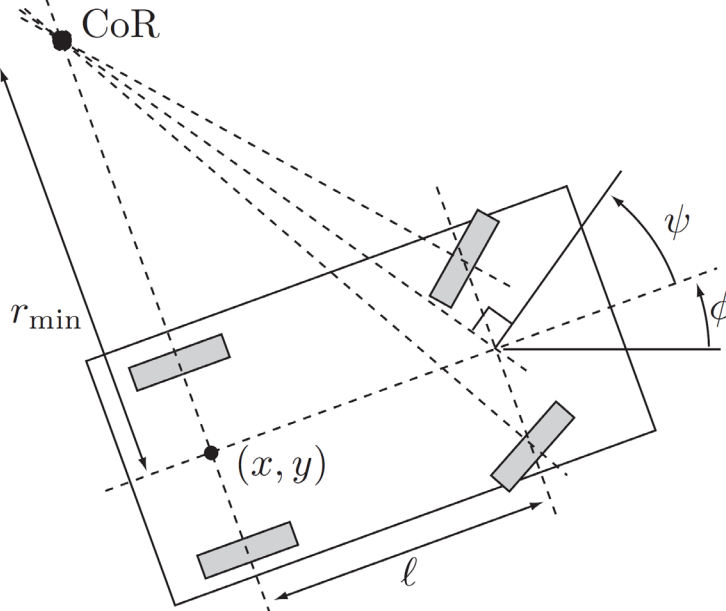
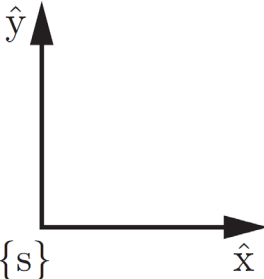
Forward speed Rate of rotation

$$\psi = \tan^{-1} \left(\frac{l\omega}{v} \right)$$

Simplified car kinematics

$$\dot{q} = \begin{bmatrix} \dot{\phi} \\ \dot{x} \\ \dot{y} \end{bmatrix} = G(q)u = \begin{bmatrix} 0 & 1 \\ \cos \phi & 0 \\ \sin \phi & 0 \end{bmatrix} \begin{bmatrix} v \\ \omega \end{bmatrix}$$

$$v = r_{\min} \omega$$



Nonholonomic Wheeled Mobile Robots

- Car kinematics

$$\dot{q} = \begin{bmatrix} \dot{\phi} \\ \dot{x} \\ \dot{y} \end{bmatrix} = G(q)u = \begin{bmatrix} 0 & 1 \\ \cos \phi & 0 \\ \sin \phi & 0 \end{bmatrix} \begin{bmatrix} v \\ \omega \end{bmatrix}$$

- Nonholonomic constraint

$$\dot{x} = v \cos \phi,$$

$$\dot{y} = v \sin \phi,$$

$$A(q)\dot{q} = [0 \quad \sin \phi \quad -\cos \phi]\dot{q} = \dot{x} \sin \phi - \dot{y} \cos \phi = 0.$$

Nonholonomic Wheeled Mobile Robots

- Canonical simplified model

- Unicycle

$$\dot{q} = \begin{bmatrix} \dot{\phi} \\ \dot{x} \\ \dot{y} \\ \dot{\theta} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ r \cos \phi & 0 \\ r \sin \phi & 0 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} u_1 \\ u_2 \end{bmatrix} \quad u_1 = \frac{v}{r}, \quad u_2 = \omega$$

$$\dot{q} = \begin{bmatrix} \dot{\phi} \\ \dot{x} \\ \dot{y} \end{bmatrix} = G(q)u = \begin{bmatrix} 0 & 1 \\ \cos \phi & 0 \\ \sin \phi & 0 \end{bmatrix} \begin{bmatrix} v \\ \omega \end{bmatrix}$$

Nonholonomic Wheeled Mobile Robots

- Canonical simplified model
 - Diff-drive

$$\dot{q} = \begin{bmatrix} \dot{\phi} \\ \dot{x} \\ \dot{y} \\ \dot{\theta}_L \\ \dot{\theta}_R \end{bmatrix} = \begin{bmatrix} -r/2d & r/2d \\ \frac{r}{2} \cos \phi & \frac{r}{2} \cos \phi \\ \frac{r}{2} \sin \phi & \frac{r}{2} \sin \phi \\ 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} u_L \\ u_R \end{bmatrix}$$

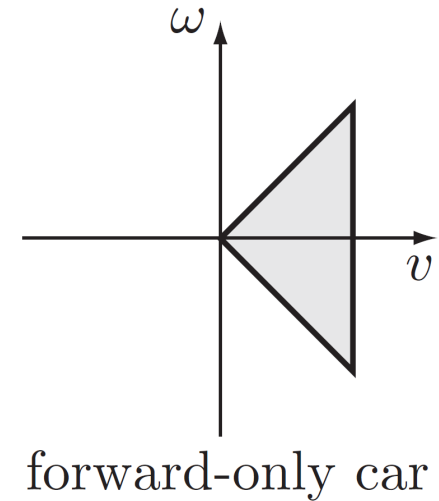
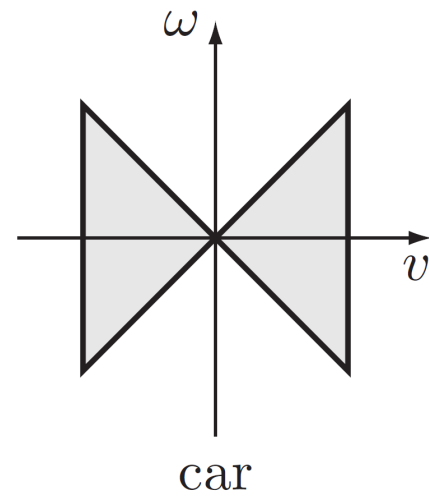
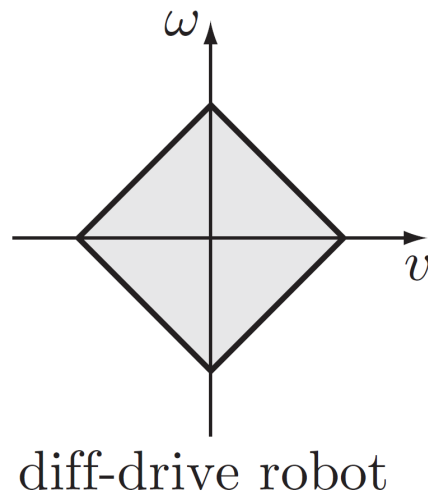
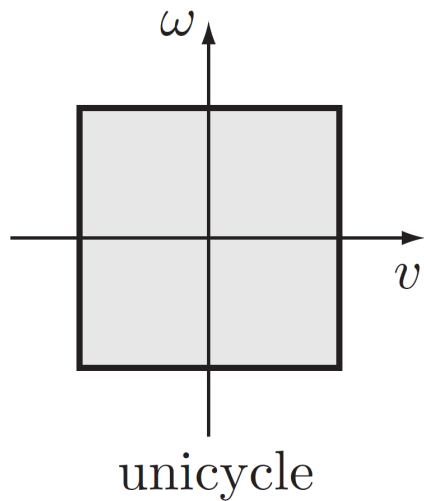
$$u_L = \frac{v - \omega d}{r}$$
$$u_R = \frac{v + \omega d}{r}$$

$$\dot{q} = \begin{bmatrix} \dot{\phi} \\ \dot{x} \\ \dot{y} \end{bmatrix} = G(q)u = \begin{bmatrix} 0 & 1 \\ \cos \phi & 0 \\ \sin \phi & 0 \end{bmatrix} \begin{bmatrix} v \\ \omega \end{bmatrix}$$

Nonholonomic Wheeled Mobile Robots

- Canonical simplified model

$$\dot{q} = \begin{bmatrix} \dot{\phi} \\ \dot{x} \\ \dot{y} \end{bmatrix} = G(q)u = \begin{bmatrix} 0 & 1 \\ \cos \phi & 0 \\ \sin \phi & 0 \end{bmatrix} \begin{bmatrix} v \\ \omega \end{bmatrix}$$



Odometry

- The process of estimating the chassis configuration q from the wheel motions
 - Wheel rotation sensing is available on all mobile robots
 - Estimation errors tend to accumulate over time
 - Supplement odometry with other position sensors such as GPS, laser, etc.

Odometry

- Estimate the new chassis configuration q_{k+1} given the previous configuration q_k and the change in wheel angles $\Delta\theta$

- Let $\Delta\theta_i$ be the change in wheel i 's driving angle

$$\dot{\theta}_i = \Delta\theta_i / \Delta t \quad \text{set } \Delta t = 1 \quad \dot{\theta}_i = \Delta\theta_i$$

- For omnidirectional mobile robots

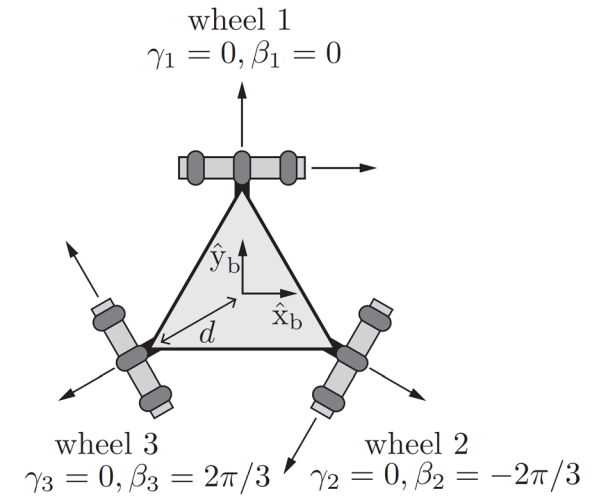
$$\Delta\theta = H(0)\mathcal{V}_b$$

$$\mathcal{V}_b = H^\dagger(0)\Delta\theta = F\Delta\theta$$

Odometry

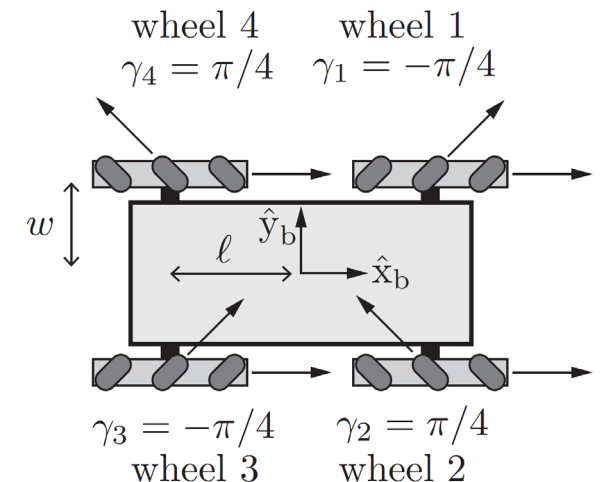
- For three-omniwheel robot

$$\mathcal{V}_b = F\Delta\theta = r \begin{bmatrix} -1/(3d) & -1/(3d) & -1/(3d) \\ 2/3 & -1/3 & -1/3 \\ 0 & -1/(2\sin(\pi/3)) & 1/(2\sin(\pi/3)) \end{bmatrix} \Delta\theta$$



- For four-mecanum-wheel robot

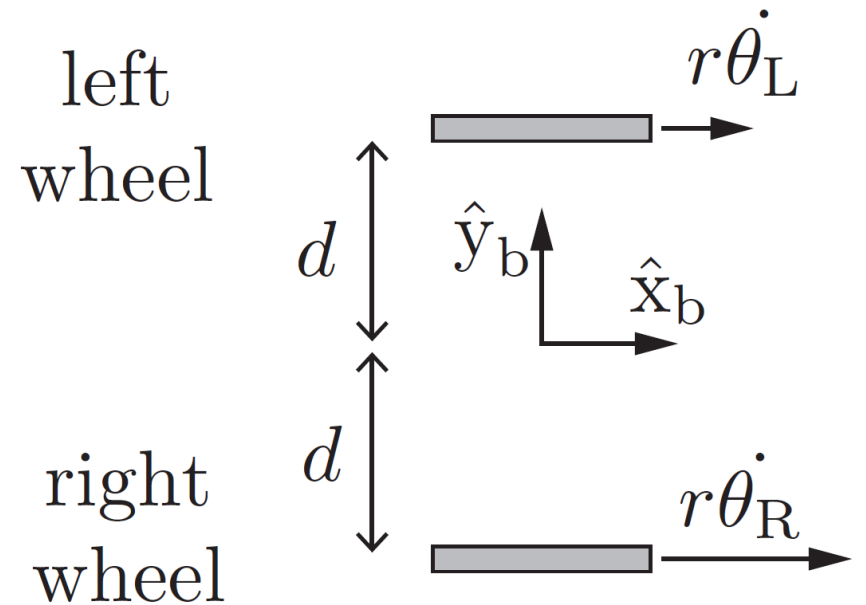
$$\mathcal{V}_b = F\Delta\theta = \frac{r}{4} \begin{bmatrix} -1/(\ell + w) & 1/(\ell + w) & 1/(\ell + w) & -1/(\ell + w) \\ 1 & 1 & 1 & 1 \\ -1 & 1 & -1 & 1 \end{bmatrix} \Delta\theta$$



Odometry

- Diff-drive robot

$$\mathcal{V}_b = F \Delta \theta = r \begin{bmatrix} -1/(2d) & 1/(2d) \\ 1/2 & 1/2 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} \Delta \theta_L \\ \Delta \theta_R \end{bmatrix}$$



Odometry

$$\mathcal{V}_b = F \Delta\theta$$

$$\mathcal{V}_{b6} = (0, 0, \omega_{bz}, v_{bx}, v_{by}, 0)$$

integrated to
generate the
displacement

$$T_{bb'} = e^{[\mathcal{V}_{b6}]}$$

$$e^{[S]\theta} = \begin{bmatrix} e^{[\omega]\theta} & G(\theta)v \\ 0 & 1 \end{bmatrix}$$

$$\text{if } \omega_{bz} = 0, \quad \Delta q_b = \begin{bmatrix} \Delta\phi_b \\ \Delta x_b \\ \Delta y_b \end{bmatrix} = \begin{bmatrix} 0 \\ v_{bx} \\ v_{by} \end{bmatrix}$$

$$\text{if } \omega_{bz} \neq 0, \quad \Delta q_b = \begin{bmatrix} \Delta\phi_b \\ \Delta x_b \\ \Delta y_b \end{bmatrix} = \begin{bmatrix} \omega_{bz} \\ (v_{bx} \sin \omega_{bz} + v_{by} (\cos \omega_{bz} - 1)) / \omega_{bz} \\ (v_{by} \sin \omega_{bz} + v_{bx} (1 - \cos \omega_{bz})) / \omega_{bz} \end{bmatrix}$$

Odometry

- In fixed frame {s}

$$\Delta q = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \phi_k & -\sin \phi_k \\ 0 & \sin \phi_k & \cos \phi_k \end{bmatrix} \Delta q_b$$

- Updated odometry

$$q_{k+1} = q_k + \Delta q$$

Summary

- Omnidirectional Wheeled Mobile Robots
- Nonholonomic Wheeled Mobile Robots
- Odometry

Further Reading

- Chapter 13 in Kevin M. Lynch and Frank C. Park. Modern Robotics: Mechanics, Planning, and Control. 1st Edition, 2017.
- G. Oriolo. Wheeled robots. In J. Baillieul and T. Samad, editors, Encyclopedia of Systems and Control. Springer-Verlag, 2015.