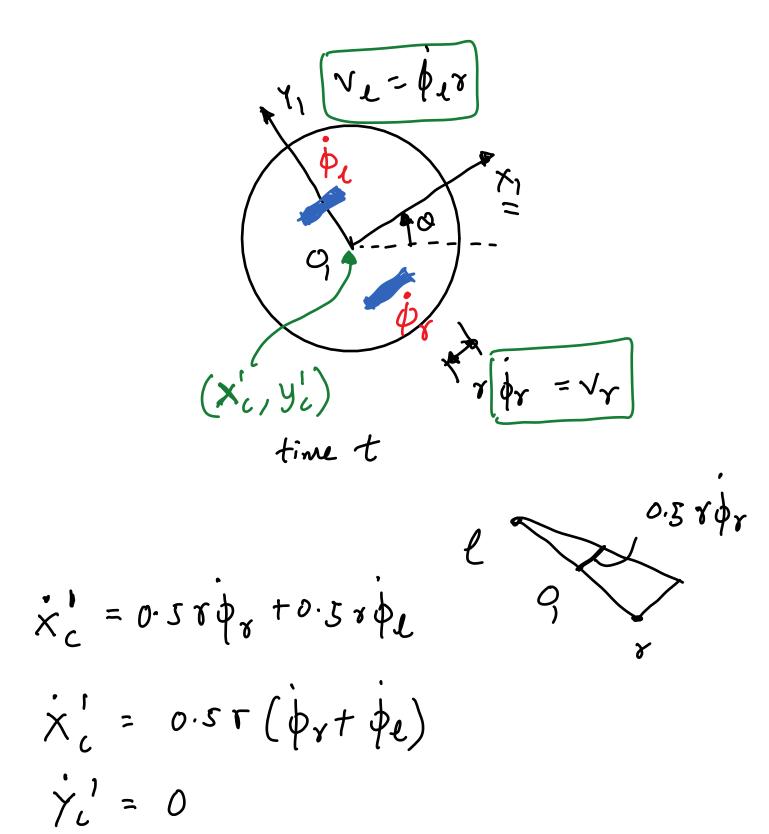


t=0

TIME 'L



$$\begin{bmatrix} \dot{x}_{c} \\ \dot{y}_{c} \end{bmatrix} = \begin{bmatrix} \cos \alpha & -\sin \alpha \\ \sin \alpha & (\cos \alpha) \end{bmatrix} \begin{bmatrix} \dot{x}_{c} \\ \dot{y}_{c} \end{bmatrix}$$

$$= \begin{bmatrix} \cos \alpha & -\sin \alpha \\ \sin \alpha & (\cos \alpha) \end{bmatrix} \begin{bmatrix} \cos r & (\dot{\phi}_{\ell} + \dot{\phi}_{\ell}) \\ \sin \alpha & (\cos \alpha) \end{bmatrix} \begin{bmatrix} \cos r & (\dot{\phi}_{\ell} + \dot{\phi}_{\ell}) \\ \cos \alpha & \sin \alpha \end{bmatrix}$$

$$\dot{x}_{c} = 0.5r(\dot{\phi}_{r} + \dot{\phi}_{\ell}) \cos \alpha$$

$$\dot{y}_{c} = 0.5r(\dot{\phi}_{r} + \dot{\phi}_{\ell}) \sin \alpha$$

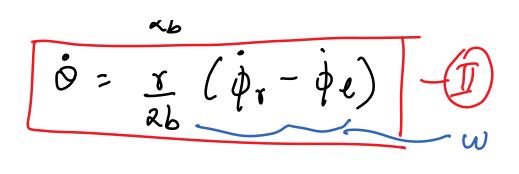
$$\dot{\theta} = ?$$

$$2b \dot{\theta} = r\dot{\phi}_{r}$$

$$2b \dot{\theta} = r\dot{\phi}_{r}$$

$$\dot{\theta} = \frac{r}{2b} (\dot{\phi}_{r} - \dot{\phi}_{\ell})$$

$$\dot{\theta} = \frac{r}{2b} (\dot{\phi}_{r} - \dot{\phi}_{\ell})$$



$$\dot{x}_{c}^{\circ} = V \cos \theta$$

$$\dot{y}_{c}^{\circ} = V \sin \theta$$

$$\dot{x}_{c}^{\circ} = V \sin \theta$$

Forward kinematics: Compute x2, y2, 0

At 
$$t=0$$
;  $x_c=x_{\mathbf{c}}^{\circ}(0)$ ;  $y_c=y_c^{\circ}(0)$   
We know  $v(t)$ ,  $w(t)$ 

We can integrate the equations to compute  $x_i(t)$ ,  $y_i^o(t)$ , O(t)

We use Euler's method to integrate the equations of motion

$$\frac{x_c^{\circ}(t_{i+1})-x_c^{\circ}(t_i)}{h}=v(t_i)\cos(o(t_i))$$

$$x_c'(t_{i+1}) = x_c'(t_i) + h v(t_i) (as (o(t_i)))$$

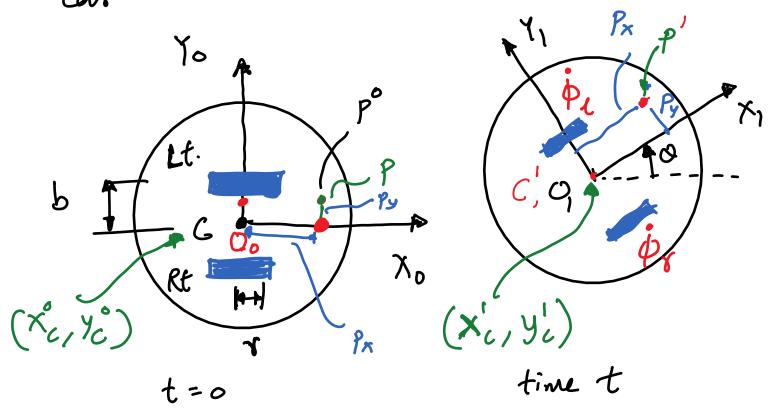
$$h = t_{i+1} - t_i$$

Giren 
$$X_{c}(t_{0})$$
,  $y_{c}(t_{0})$ ,  $\partial(t_{0})$ 
 $V(t_{i})$ ,  $\omega(t_{i})$ 

we use (II) to compute

 $X_{c}^{\circ}(t_{i})$ ;  $Y_{c}^{\circ}(t_{i})$ ;  $O(t_{i})$ 

Inverse kinematics of a differential drive



Goal: 70 get P to track a reference curve

$$p^{\circ} = R_{1}^{\circ} p'$$
 $c^{\circ} = R_{1}^{\circ} c'$ 
 $p^{\circ} - c^{\circ} = R_{1}^{\circ} (p' - c') = \lceil p_{x} \rceil$ 

$$\begin{bmatrix} xp - x_c \\ yp - y_c^{\circ} \end{bmatrix} = \begin{bmatrix} \cos \varphi - \sin \varphi \\ \sin \varphi & \cos \varphi \end{bmatrix} \begin{bmatrix} px \\ py \end{bmatrix} - \begin{bmatrix} px \\ py \end{bmatrix}$$

$$xp = x_c^{\circ} + px \cos \varphi - py \sin \varphi$$

$$yp = y_c^{\circ} + px \sin \varphi + py \cos \varphi$$

Diff. with respect to time

$$\dot{x}_p^\circ = \dot{x}_c^\circ + p_x (-\sin \alpha) \dot{o} - p_y (\cos \alpha) \dot{a}$$

$$\dot{y}_p^\circ = \dot{y}_c^\circ + p_x (\cos \alpha) \dot{a} + p_y (-\sin \alpha) \dot{a}$$

 $\dot{x}_p^{\circ} = V(0SO - p_x \sin 0 \omega - p_y \log 0 \omega)$   $\dot{y}_p^{\circ} = V \sin 0 + p_x \cos 0 \omega - p_y \sin 0 \omega$ 

$$\begin{bmatrix} x_p \\ y_p \end{bmatrix} = \begin{bmatrix} \cos \alpha & (-p_x \sin \alpha - p_y \cos \alpha) \\ \sin \alpha & (p_x \cos \alpha - p_y \sin \alpha) \end{bmatrix} \begin{bmatrix} v \\ \omega \end{bmatrix}$$

We will use feed back linearization for inverse kinematics

$$\dot{x}_{p}^{\circ} = \dot{x}_{ref} + k_{p_{x}}(x_{ref} - x_{p}^{\circ})$$
 $\dot{y}_{p}^{\circ} = \dot{y}_{ref} + k_{p_{y}}(y_{ref} - y_{p}^{\circ})$ 

The discussed sensor in detail later

Put II in II

Put II in II

Is a (-p\_{x} sin0 - cosa p\_{y}) [v] = [x\_{ref} + k\_{p\_{x}}(x\_{ref} - x\_{p}^{\circ})]

in a (p\_{x} (osa - sina p\_{y})) [w] [y\_{ref} + k\_{p\_{y}}(y\_{ref} - y\_{p}^{\circ})]

X

$$A \times = b$$

$$X = \begin{bmatrix} v \\ \omega \end{bmatrix} = A^{1}b$$

$$A^{7} = \begin{bmatrix} \cos \alpha - \left(\frac{Py}{Px}\right) \sin \alpha & \sin \alpha + \left(\frac{Py}{Px}\right) \cos \alpha \\ - \left(\frac{1}{Px}\right) \sin \alpha & \left(\frac{1}{Px}\right) \cos \alpha \end{bmatrix}$$

$$b = \begin{bmatrix} \dot{x} & \text{ref} & + & \text{kpx} & (x & \text{ref} & -& x_{p}) \\ \dot{y} & \text{ref} & + & \text{kpy} & (y & \text{ref} & -& y_{p}) \end{bmatrix}$$

11) Px + 0

(iii) feedback 
$$Kp_{\times}(\times nf - Xp)$$
 &  $kp_{y}(Ynf - Yp)$  error in  $x$  error in  $y$ 

user chosen constants.

- Recipe for Ik

  (1) Get xret, yref and optionally

  xref, yref
- 2) compute  $x_p$ ,  $y_p$  using T
- 3 Solve for [V] = At b
- 3 xc, yc and then compute xc, yc
- (S) Use I to compute XP, YP