Introduction to Mobile Robotics

Wheeled Locomotion

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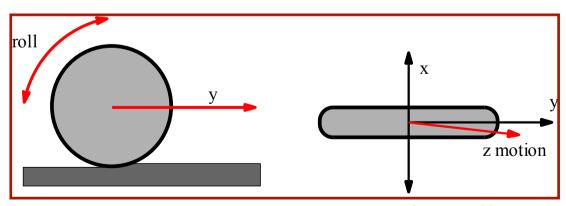
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Locomotion of Wheeled Robots

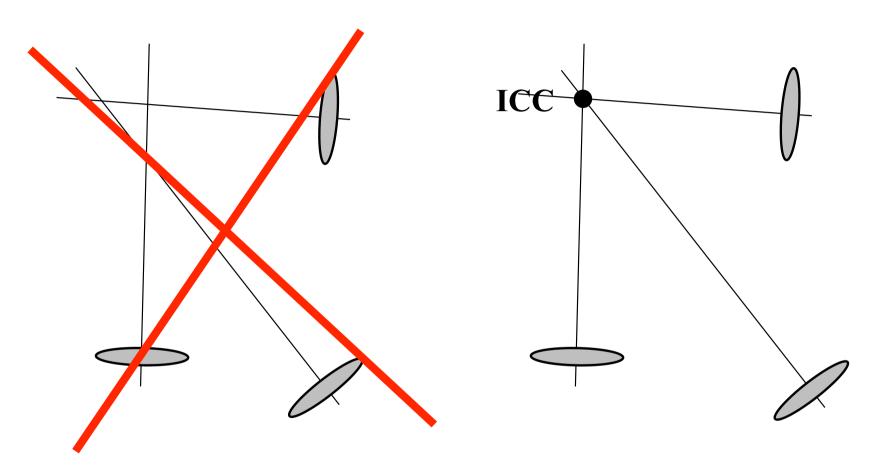
Locomotion (Oxford Dict.):
Power of motion from place to place

- Differential drive (AmigoBot, Pioneer 2-DX)
- Car drive (Ackerman steering)
- Synchronous drive (B21)
- XR4000
- Mecanum wheels



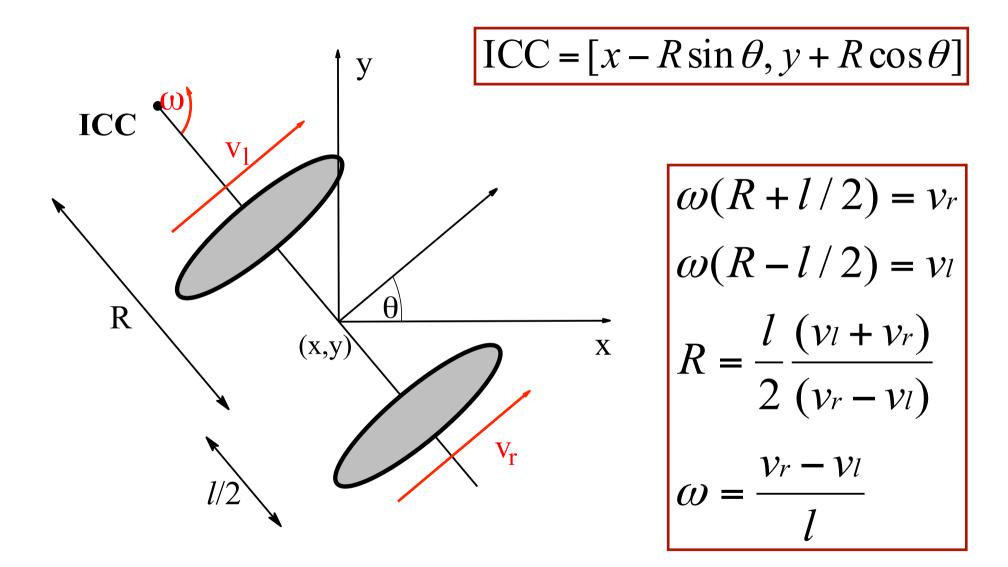
we also allow wheels to rotate around the z axis

Instantaneous Center of Curvature

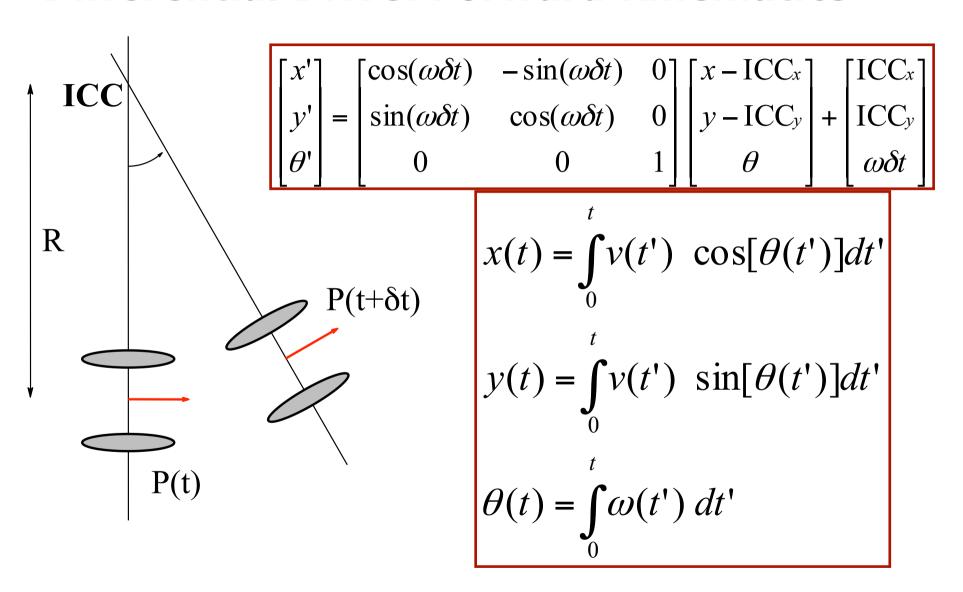


 For rolling motion to occur, each wheel has to move along its y-axis

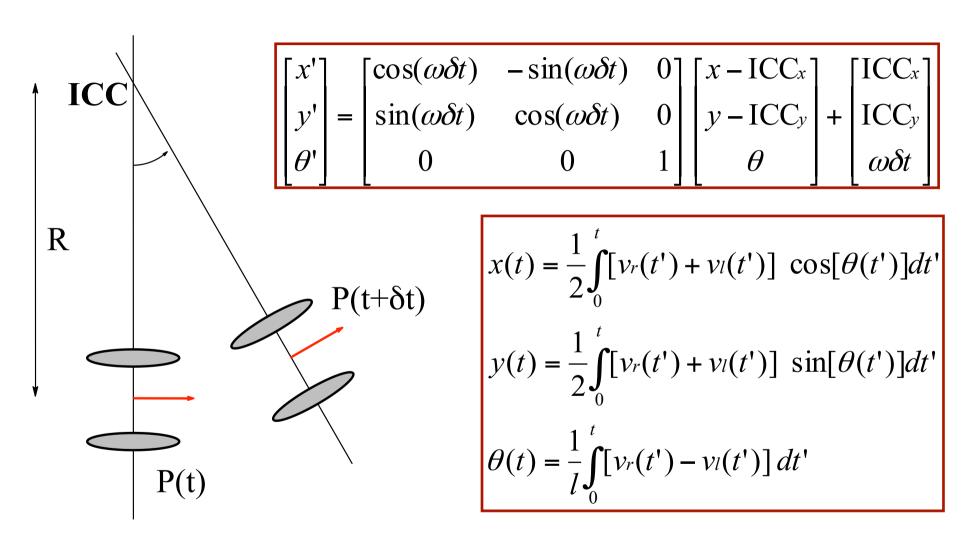
Differential Drive



Differential Drive: Forward Kinematics



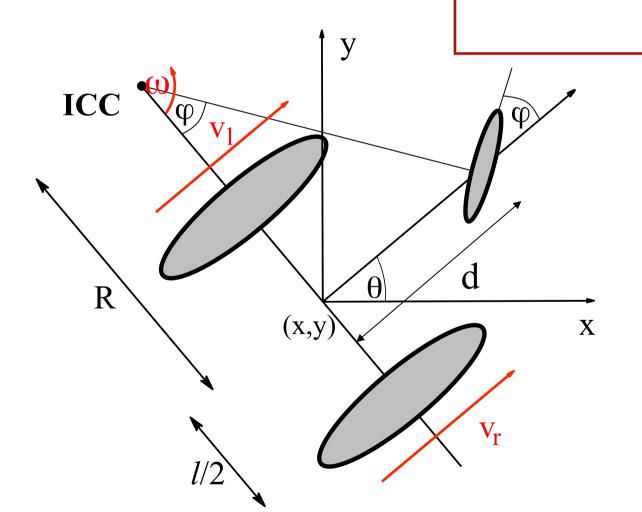
Differential Drive: Forward Kinematics



Ackermann Drive



$$R = \frac{d}{\tan \varphi}$$



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

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

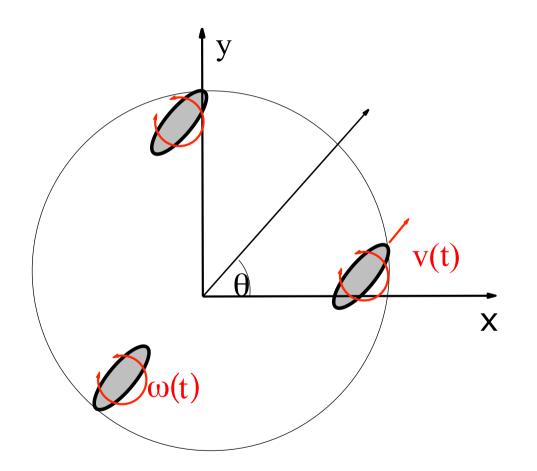
$$\omega(R + l/2) = v_r$$

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

$$R = \frac{l}{2} \frac{(v_l + v_r)}{(v_r - v_l)}$$

$$\omega = \frac{v_r - v_l}{l}$$

Synchonous Drive

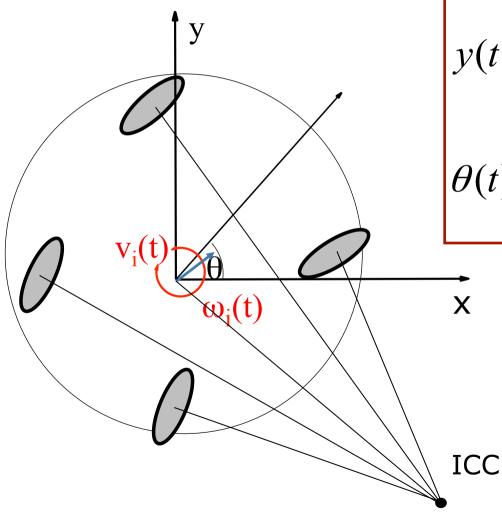


$$x(t) = \int_{0}^{t} v(t') \cos[\theta(t')]dt'$$

$$y(t) = \int_{0}^{t} v(t') \sin[\theta(t')]dt'$$

$$\theta(t) = \int_{0}^{t} \omega(t') dt'$$

XR4000 Drive



$$x(t) = \int_{0}^{t} v(t') \cos[\theta(t')]dt'$$

$$y(t) = \int_{0}^{t} v(t') \sin[\theta(t')]dt'$$

$$\theta(t) = \int_{0}^{t} \omega(t') dt'$$

Mecanum Wheels



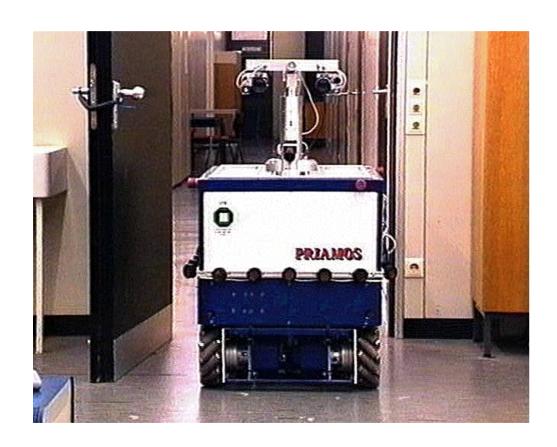
$$v_{y} = (v_{0} + v_{1} + v_{2} + v_{3})/4$$

$$v_{x} = (v_{0} - v_{1} + v_{2} - v_{3})/4$$

$$v_{\theta} = (v_{0} + v_{1} - v_{2} - v_{3})/4$$

$$v_{error} = (v_{0} - v_{1} - v_{2} + v_{3})/4$$

Example: Priamos (Karlsruhe)



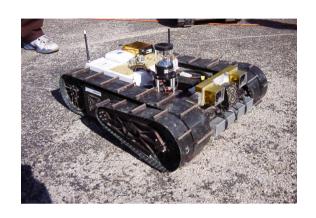
Example: KUKA youBot



Example: Segway Omni



Tracked Vehicles









Other Robots: OmniTread



[courtesy by Johann Borenstein]

Other Robots: Humanoids



Non-Holonomic Constraints

- Non-holonomic constraints limit the possible incremental movements within the configuration space of the robot.
- Robots with differential drive or synchrodrive move on a circular trajectory and cannot move sideways.
- XR-4000 or Mecanum-wheeled robots can move sideways (they have no nonholonomic constraints).

Holonomic vs. Non-Holonomic

- Non-holonomic constraints reduce the control space with respect to the current configuration
 - E.g., moving sideways is impossible.
- Holonomic constraints reduce the configuration space.
 - E.g., a car and a trailer (not all angles between car and trailer are possible)

Drives with Non-Holonomic Constraints

- Synchro-drive
- Differential drive
- Ackerman drive



Drives without Non-Holonomic Constraints

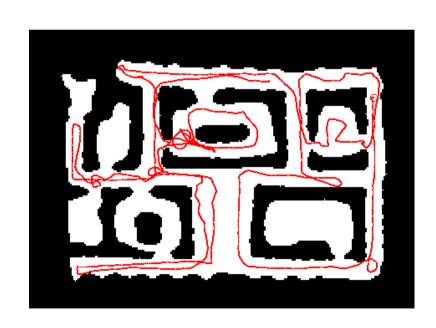
- XR4000 drive
- Mechanum wheels

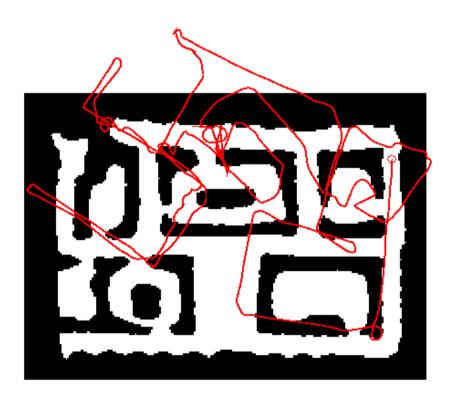




Dead Reckoning and Odometry

- Estimating the motion based on the issues controls/wheel encoder readings
- Integrated over time





Summary

- Introduced different types of drives for wheeled robots
- Math to describe the motion of the basic drives given the speed of the wheels
- Non-Holonomic Constraints
- Odometry and Dead Reckoning