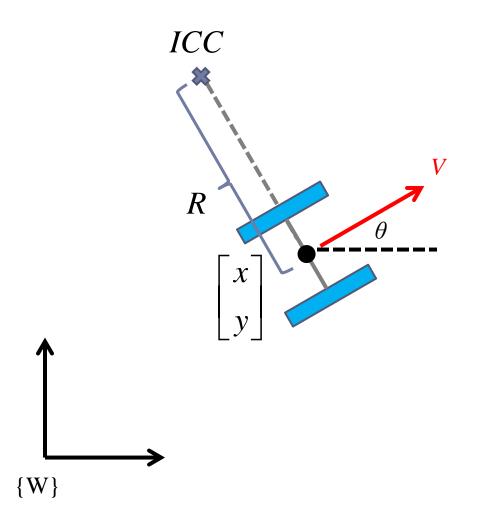
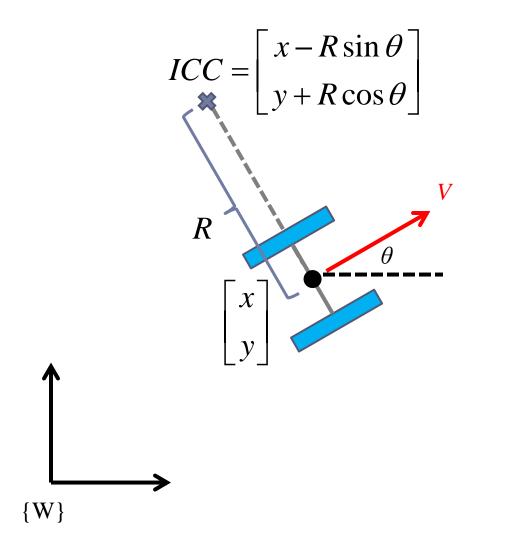
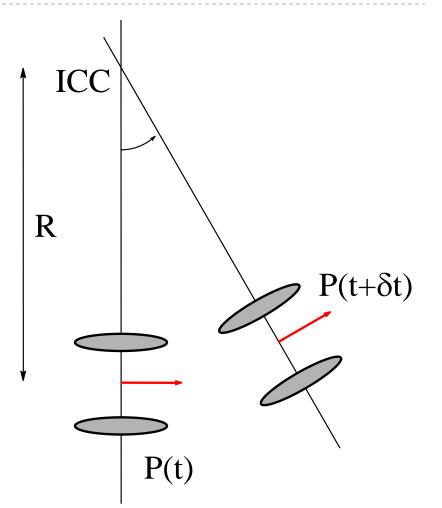
## Mobile Robot Forward Kinematics

what is the position of the ICC in {W}?

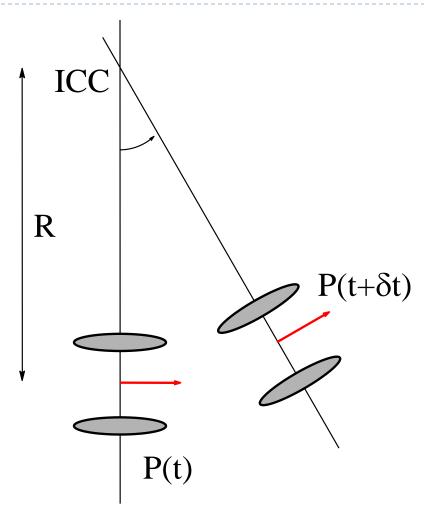




- assuming smooth rolling motion at each point in time the differential drive is moving in a circular path centered on the ICC
  - thus, for a small interval of time δt the change in pose can be computed as a rotation about the ICC



- computing the rotation about the ICC
  - translate so that the ICC moves to the origin of {W}
  - rotate about the origin of {W}
  - 3. translate back to the original ICC



- computing the rotation about the ICC
  - I. translate so that the ICC moves to the origin of {W}
  - 2. rotate about the origin of {W}
  - 3. translate back to the original ICC

$$ICC = \begin{bmatrix} x - R\sin\theta \\ y + R\cos\theta \end{bmatrix} = \begin{bmatrix} ICC_x \\ ICC_y \end{bmatrix}$$

$$\begin{bmatrix} x \\ y \end{bmatrix} - \begin{bmatrix} ICC_x \\ ICC_y \end{bmatrix} = \begin{bmatrix} x - ICC_x \\ y - ICC_y \end{bmatrix}$$

- computing the rotation about the ICC
  - I. translate so that the ICC moves to the origin of {W}
  - 2. rotate about the origin of {W}
  - 3. translate back to the original ICC
- how much rotation over the time interval?
  - angular velocity \* elapsed time =  $\omega \delta t$

$$\begin{bmatrix} \cos(\omega \delta t) & -\sin(\omega \delta t) \\ \sin(\omega \delta t) & \cos(\omega \delta t) \end{bmatrix} \begin{bmatrix} x - ICC_x \\ y - ICC_y \end{bmatrix}$$

- computing the rotation about the ICC
  - I. translate so that the ICC moves to the origin of {W}
  - 2. rotate about the origin of {W}
  - 3. translate back to the original ICC

$$\begin{bmatrix} x(t+\delta t) \\ y(t+\delta t) \end{bmatrix} = \begin{bmatrix} \cos(\omega \delta t) & -\sin(\omega \delta t) \\ \sin(\omega \delta t) & \cos(\omega \delta t) \end{bmatrix} \begin{bmatrix} x-ICC_x \\ y-ICC_y \end{bmatrix} + \begin{bmatrix} ICC_x \\ ICC_y \end{bmatrix}$$

- what about the orientation  $\theta(t + \delta t)$  ?
  - just add the rotation for the time interval
- new pose

$$\begin{bmatrix} x(t+\delta t) \\ y(t+\delta t) \end{bmatrix} = \begin{bmatrix} \cos(\omega \delta t) & -\sin(\omega \delta t) \\ \sin(\omega \delta t) & \cos(\omega \delta t) \end{bmatrix} \begin{bmatrix} x-ICC_x \\ y-ICC_y \end{bmatrix} + \begin{bmatrix} ICC_x \\ ICC_y \end{bmatrix}$$

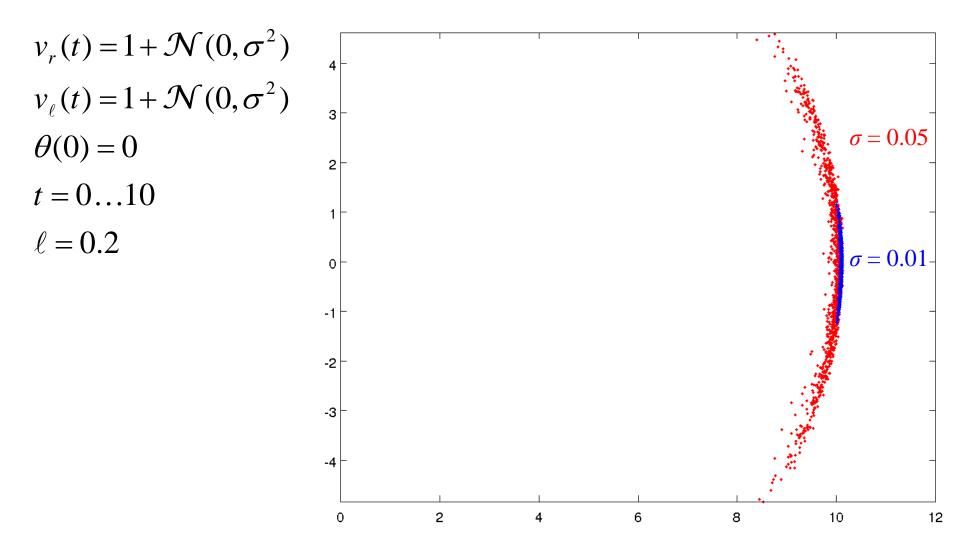
$$\theta(t + \delta t) = \theta + \omega \delta t$$

which can be written as

$$\begin{bmatrix} x(t+\delta t) \\ y(t+\delta t) \\ \theta(t+\delta t) \end{bmatrix} = \begin{bmatrix} \cos(\omega\delta t) & -\sin(\omega\delta t) & 0 \\ \sin(\omega\delta t) & \cos(\omega\delta t) & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x-ICC_x \\ y-ICC_y \\ \theta \end{bmatrix} + \begin{bmatrix} ICC_x \\ ICC_y \\ \omega\delta t \end{bmatrix}$$

- the previous equation is valid if  $v_L \neq v_R$ 
  - i.e., if the differential drive is not travelling in a straight line
- if  $v_L = v_R = v$  then

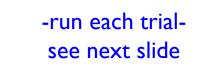
$$\begin{bmatrix} x(t+\delta t) \\ y(t+\delta t) \\ \theta(t+\delta t) \end{bmatrix} = \begin{bmatrix} x+v\delta t\cos\theta \\ y+v\delta t\sin\theta \\ \theta \end{bmatrix}$$



- given the forward kinematics of the differential drive it is easy to write a simulation of the motion
  - we need a way to draw random numbers from a normal distribution
  - ▶ in Matlab
    - randn(n) returns an n-by-n matrix containing pseudorandom values drawn from the standard normal distribution
    - see mvnrnd for random values from a multivariate normal distribution

POSE = [];	% final pose of robot after each trial
sigma = 0.01;	<pre>% noise standard deviation</pre>
L = 0.2;	% distance between wheels
dt = 0.1;	% time step
TRIALS = 1000;	% number of trials

for trial = 1:TRIALS



end

vr = 1;

% initial right-wheel velocity

- vl = 1;
- pose = [0; 0; 0];
- % initial left-wheel velocity
- % initial pose of robot

for t = 0:dt:10

-move the robot one time step see next slide

end

POSE = [POSE pose]; % record final pose after trial t

```
theta = pose(3);
if vr == vl
   pose = pose + [vr * cos(theta) * dt;
                  vr * sin(theta) * dt;
                  0];
else
   omega = (vr - vl) / L;
   R = (L / 2) * (vr + vl) / (vr - vl);
   ICC = pose + [-R * sin(theta);
                  R * cos(theta);
                  01;
   pose = rz(omega * dt) * (pose - ICC) + ICC +
          [0; 0; omega * dt];
end
vr = 1 + sigma * randn(1);
vl = 1 + sigma * randn(1);
```