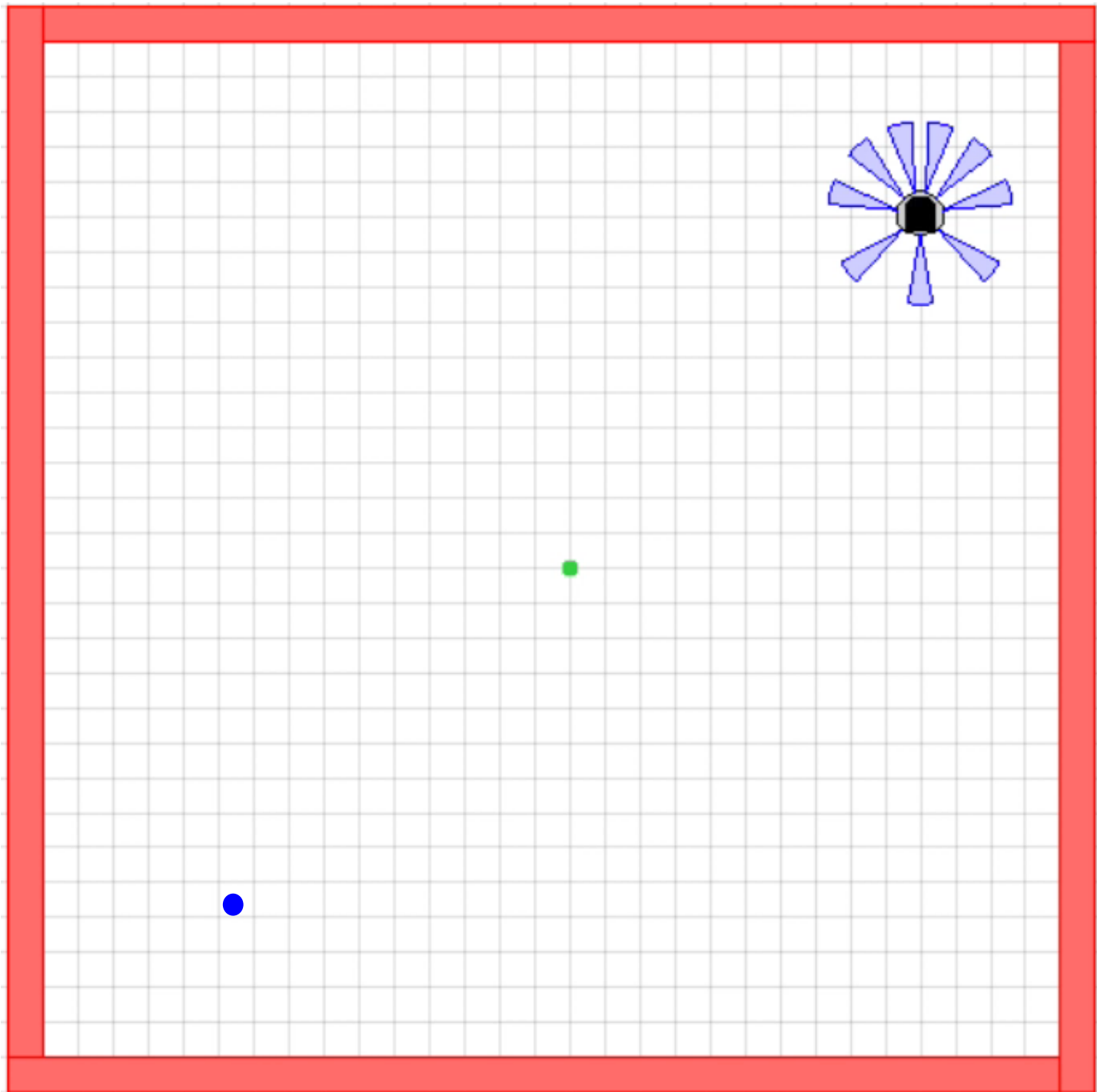


電気情報工学基礎演習B

Control a Mobile Robot: Lecture 3

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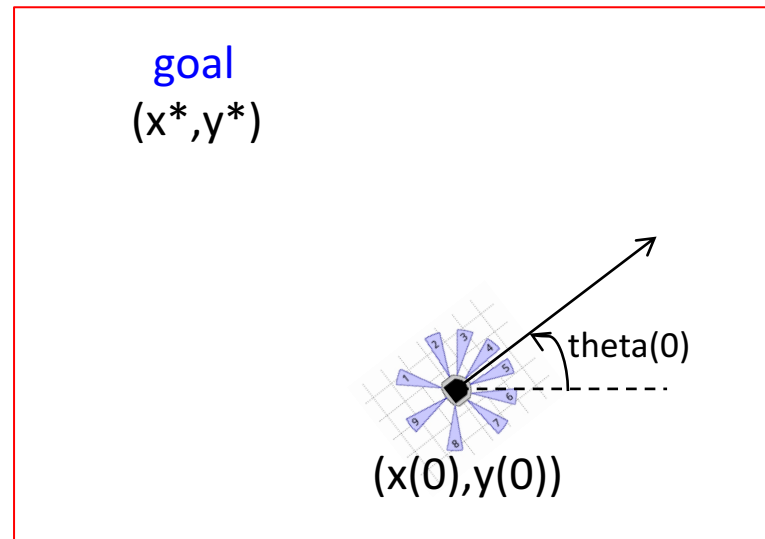


Lecture 3

- GoToGoal control

Go To Goal

- Objective: steer the robot to reach a **goal**



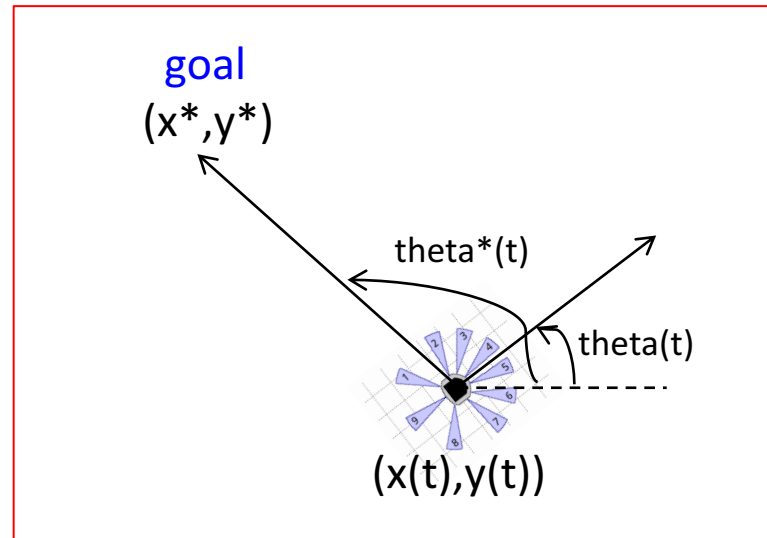
Assume robot is moving at linear velocity $v = \text{constant}$.

We only control robot's angular velocity w : $\frac{d\theta}{dt} = u(t)$, **control input**

Objective: $x(t) \rightarrow x^*$ and $y(t) \rightarrow y^*$ as $t \rightarrow \infty$

GoToGoal Controller

- Objective: steer the robot to reach a **goal**

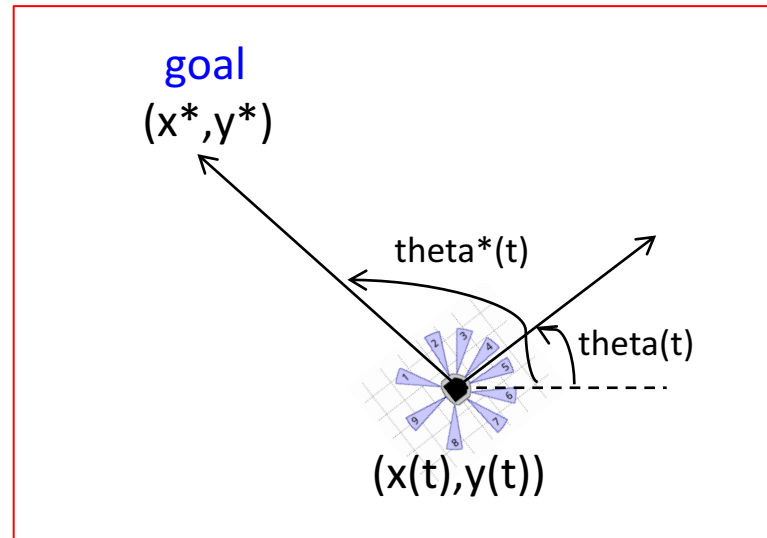


Objective: $\theta(t) \rightarrow \theta^*(t)$ as $t \rightarrow \infty$

$$\theta^*(t) = \tan^{-1} \left(\frac{y^* - y(t)}{x^* - x(t)} \right)$$

GoToGoal Controller

- Objective: steer the robot to reach a **goal**



1. Use P-controller $u(t) = K_p(\theta^*(t) - \theta(t))$ to achieve $\theta(t) \rightarrow \theta^*(t)$

2. Stop robot when it is 'close' to goal:
 $\sqrt{((x^* - x(t))^2 + (y^* - y(t))^2)} < d_{\text{stop}}$

Code

- +simiam/+controller/GoToGoal.m

– function obj=GoToGoal()

% Input your code below %

%%

% Propositional control gain %

obj.Kp = 0; (change this to see what happens)

%%

Code

- +simiam/+controller/GoToGoal.m

– function outputs = execute(...)

% Input your code below %

%%%

% distance between goal and robot in x-direction. Hint: use

x_g, x

$u_x = 0$; (change this to see what happens)

% distance between goal and robot in y-direction. Hint: use

y_g, y

$u_y = 0$; (change this to see what happens)

% angle from robot to goal. Hint: use atan2, u_x, u_y

$\theta_g = 0$; (change this to see what happens)

%%%

$$\theta_g = \tan^{-1} \left(\frac{y_g - y}{x_g - x} \right) = \text{atan2}(u_y, u_x);$$

Have Fun

- **Change** robot's initial pose in settings.xml
- **Set** robot's linear speed, goal location, and stop distance in K3Supervisor.m
- **Adjust** control gain parameter in GoToGoal.m
- **Compute** desired angle to goal in GoToGoal.m