

Pose Synchronization with Omni-directional Robot



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Introduction

Robotic Network

A network consisting of multiple robot

- Mobile Sensor Network
- Intelligent Transport Systems
- Multiple Unmanned Vehicles System

advantages ↓

Network: Performance or Robustness against failure
Unmanned: No risks to human operator

Application

- Environment Monitoring
- Search
- Rescue

especially in danger

Operation of Robotic Network

Each robot is required to act cooperatively using only limited information → Cooperative Control



Fig. 1 Searching Robot[4]

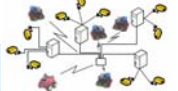


Fig. 2 Camera-Robot Links[5]



Fig. 3 ITS[6]



Introduction

Cooperative Control of Robotic Network

A distributed control law using only local information so that the robotic network achieves specified tasks

Example

- Coverage
- Consensus
- Synchronization
- Formation Control
- Motion Coordination



Fig. 4 Coverage[7]



Fig. 5 Consensus[7]



Fig. 6 Resource Allocation[7]

Cooperative Control Problems for Robotic Network

↓ to localize robots in desired positions and attitudes

Pose Coordination Problems

Pose Synchronization

To lead all agents' position and attitude to a common one by utilizing distributed control strategies

Available Information

Relative pose of neighbor agents



Introduction

Previous Research[1]

- Pose Synchronization of wheel robots[1]

In previous research, theorem is verified in experiment with two-wheel robot

Motivation

Two-wheel robot has non-holonomic constraint

different condition, not suitable to verify

→ more detailed experiment is needed

Objective of this work

To consider pose synchronization on a plane and experiment with omni-directional robots

without non-holonomic constraint



Fig. 6 Two-wheel robot[1]



Fig. 7 Previous experiment[1]



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Robotic Network: Rigid Body Motion

Kinematics of Rigid Body

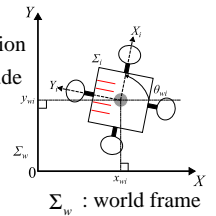
Pose (State X_i) $x_{wi}, y_{wi} \in R$: position

$(x_{wi}, y_{wi}, \theta_{wi}) \quad i \in \{1, \dots, n\} \quad \theta_{wi} \in R$: attitude

Body Velocity (Input U_i)

$v_{xi}^b, v_{yi}^b \in R$: linear velocity

$\omega_i^b \in R$: angular velocity



Σ_w : world frame

Rigid Body Motion

transformation from Σ_i to Σ_w

$$\begin{bmatrix} \dot{x}_{wi} \\ \dot{y}_{wi} \\ \dot{\theta}_{wi} \end{bmatrix} = \begin{bmatrix} \cos \theta_{wi} & -\sin \theta_{wi} & 0 \\ \sin \theta_{wi} & \cos \theta_{wi} & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} v_{xi}^b \\ v_{yi}^b \\ \omega_i^b \end{bmatrix} \quad (\dot{X}_i = f_i(X_i, U_i))$$



Robotic Network: Information Structure

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Information Structure among Rigid Bodies [8], [9]

Graph $G := (V, E)$

Rigid Body Set (n : number of rigid body)

$V := \{1, \dots, n\}$: A set of unique identifiers

Neighbor Set

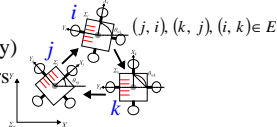
$E \subseteq V \times V$ ($(j, i) \in E$: body i can get information of body j)
: A set of edges represent the neighboring relations

Neighbor Body Set

$N_i := \{j \in V \mid (j, i) \in E\}$: A set of bodies whose information is available to body i

Available Information

$[x_{ij} \ y_{ij} \ \theta_{ij}]^T, j \in N_i$: pose of body j
relative to body i in Σ_i



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Robotic Network

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Robotic Network $S(V, R, E)$ [8]

Unique Identifiers

$V = \{1, \dots, n\}$

Information Structure

$E \subseteq V \times V$

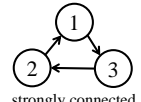
A Set of Mobile Robots

$R = \{R_i\}_{i \in V} = \{(X_i, U_i, X_{i0}, f_i)\}_{i \in V}$ X_{i0} : initial state of robot i

Assumption 1

- $|\theta_{wi}(0)| < \frac{\pi}{2}, \forall i \in V$
- $G := (V, E)$

- graph is **fixed** (a topology of a graph does not change)
- strongly connected** (there is a directly path connecting any two distinct nodes)



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Pose Synchronization

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Goal: Pose Synchronization

Robotic Network S is said to achieve pose synchronization

if $\lim_{t \rightarrow \infty} |x_{wi} - x_{wj}| = 0, \lim_{t \rightarrow \infty} |y_{wi} - y_{wj}| = 0, \lim_{t \rightarrow \infty} |\theta_{wi} - \theta_{wj}| = 0 \quad \forall i, j$

Pose Synchronization Law[1]

$$\begin{bmatrix} v_{xi}^b \\ v_{yi}^b \end{bmatrix} = k_{pi} \sum_{j \in N_i} \begin{bmatrix} \cos \theta_{wi} & \sin \theta_{wi} \\ -\sin \theta_{wi} & \cos \theta_{wi} \end{bmatrix} \begin{bmatrix} x_{wj} - x_{wi} \\ y_{wj} - y_{wi} \end{bmatrix} = k_{pi} \sum_{j \in N_i} \begin{bmatrix} x_{ij} \\ y_{ij} \end{bmatrix}$$

$$\omega_i^b = k_{ai} \sum_{j \in N_i} \sin(\theta_{wj} - \theta_{wi}) = k_{ai} \sum_{j \in N_i} \sin \theta_{ij} \quad \text{this input is calculated only by relative information}$$

body velocity input

Theorem 1: Pose Synchronization [1]

Robotic Network S with the above control law satisfying Assumption 1 achieves pose synchronization

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Simulation

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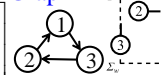
by theorem 1, getting this result

Pose

$$P_i(t) = \begin{bmatrix} x_{wi}(t) \\ y_{wi}(t) \\ \theta_{wi}(t) \end{bmatrix}$$

$i \in V$

Graph



Gain

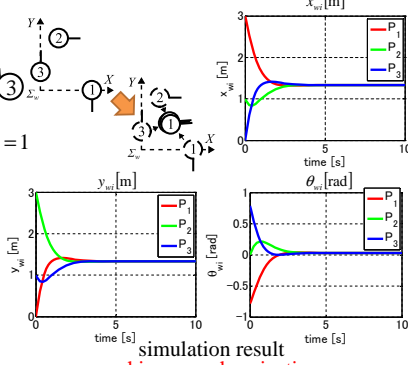
$$k_{pi}, k_{ai} = 1$$

Initial State

$$P_1(0) = \begin{bmatrix} 3 & 0 & -\frac{\pi}{2} \end{bmatrix}^T$$

$$P_2(0) = \begin{bmatrix} 1 & 3 & 0 \end{bmatrix}^T$$

$$P_3(0) = \begin{bmatrix} 0 & 1 & \frac{\pi}{2} \end{bmatrix}^T$$



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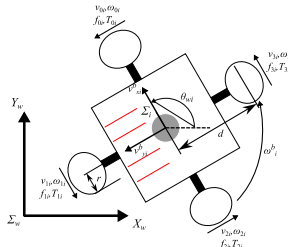
Variable

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Variable definition for Omni-directional robot

motor number: $m \in \{0, 1, 2, 3\}$

variable	explanation
v_{mi} [m/s]	moving velocity of the wheel
ω_{mi} [rad/s]	rotation velocity of the wheel
f_{mi} [N]	moving force of the wheel
T_{mi} [N·m]	rotation torque of the wheel
d [m]	distance from center of robot to center of the wheel
r [m]	radius of the wheel



Objective

To generate $\begin{bmatrix} v_{xi}^b & v_{yi}^b & \omega_i^b \end{bmatrix}^T$ by input voltage $\begin{bmatrix} e_{0i} & e_{1i} & e_{2i} & e_{3i} \end{bmatrix}^T$

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Robot Kinematics

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Kinematics of Omni-directional robot

- Assume
- wheels touch the ground at the single points and don't slip
 - not consider gear and ground friction
 - not consider dynamics of robot

Kinematics[2]

$$\begin{bmatrix} v_{0i}(t) \\ v_{1i}(t) \\ v_{2i}(t) \\ v_{3i}(t) \end{bmatrix} = \begin{bmatrix} 0 & 1 & d \\ -1 & 0 & d \\ 0 & -1 & d \\ 1 & 0 & d \end{bmatrix} \begin{bmatrix} v_{xi}^b(t) \\ v_{yi}^b(t) \\ \omega_i^b(t) \end{bmatrix}$$

previous input

$$\omega_{mi} = \frac{v_{mi}}{r} \rightarrow \begin{bmatrix} \omega_{0i}(t) \\ \omega_{1i}(t) \\ \omega_{2i}(t) \\ \omega_{3i}(t) \end{bmatrix} = \frac{1}{r} \begin{bmatrix} 0 & 1 & d \\ -1 & 0 & d \\ 0 & -1 & d \\ 1 & 0 & d \end{bmatrix} \begin{bmatrix} v_{xi}^b(t) \\ v_{yi}^b(t) \\ \omega_i^b(t) \end{bmatrix}$$

input is voltage → Next, voltage equation

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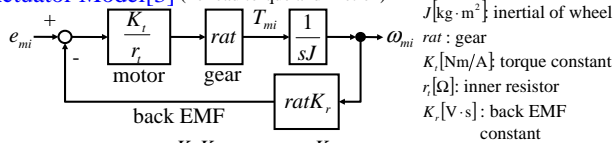
Actuator

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Derive relation between voltage and wheel rotation velocity

Actuator Model[3] (no load torque and friction)

e_m [V]: input voltage
 J [kg·m²]: inertial of wheel
 rat : gear
 K_t [Nm/A]: torque constant
 r [Ω]: inner resistor
 K_r [V·s]: back EMF constant



$$J\dot{\omega}_{mi}(t) + \frac{K_r K_t}{r} \omega_{mi}(t) = \frac{K_t}{rat \cdot r} e_{mi}(t) \text{ [N·m]}$$

$$\omega_{mi} = \frac{K_t}{rat \cdot (Jr_s + K_r K_t)} e_{mi} \text{ [rad/s]}$$

not considering dynamics delay $Jr_t \rightarrow 0$

$$e_{mi} \text{ response } \omega_{mi} = \frac{e_{mi}}{ratK_r} \rightarrow \omega_{mi}(t) = \frac{1}{ratK_r} e_{mi}(t) \text{ assumption}$$

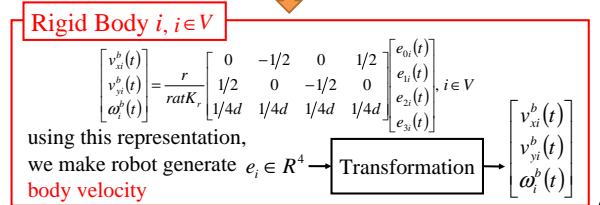
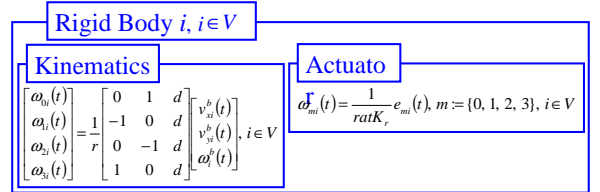
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Robot Representation

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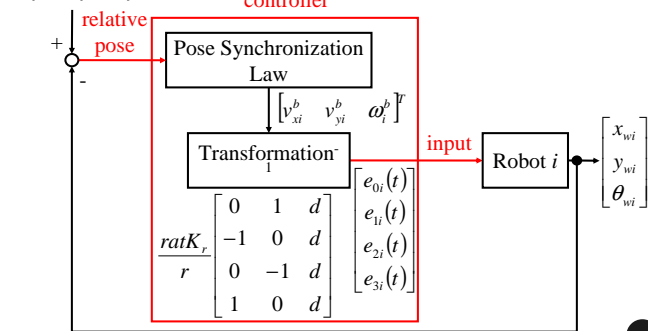


Overview

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Input and Output

$\begin{bmatrix} x_{wj} & y_{wj} & \theta_{wj} \end{bmatrix}^T, j \in N_i$



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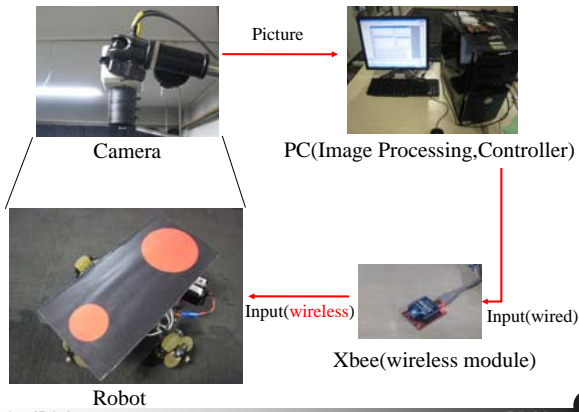
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Experimental Environment

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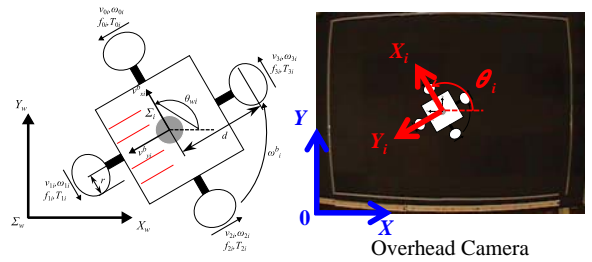
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Frame and Parameter

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constant		parameter	
d	wheel distance from center	0.085	[m]
r	radius of wheel	0.024	[m]
K_r	reverse voltage constant	0.00247	[V · s/rad]
rat	torque gain of gear	64.8	[]

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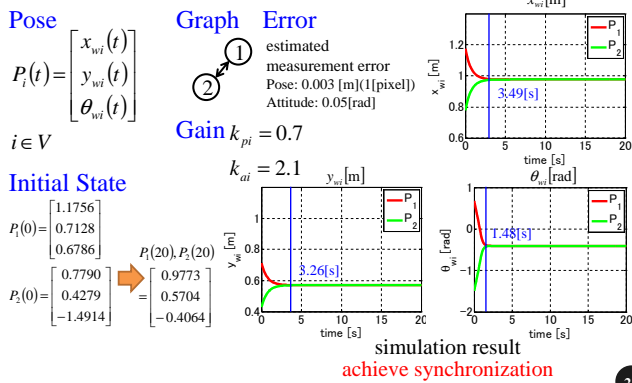
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Simulation

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Cooperation with two robot



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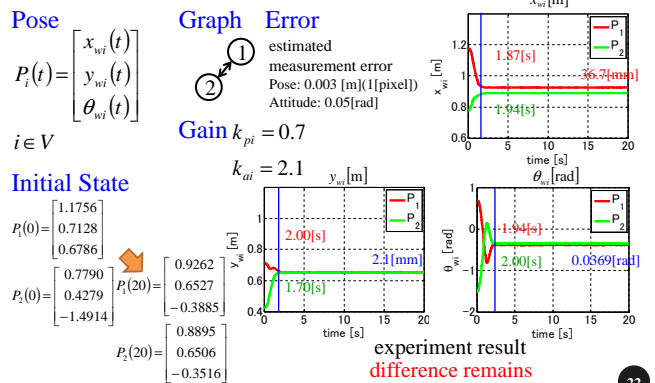
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Experiment Data

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Cooperation with two robot



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Summary

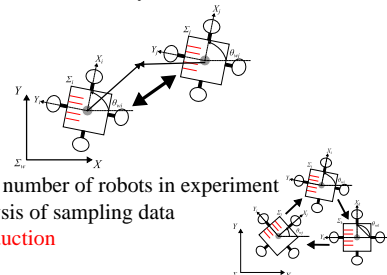
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Achievement

- Derivation input of four-wheeled omni-directional robot to achieve pose synchronization
- Pose synchronization experiment with two robot
- Verification is **not sufficient** by a remarkable difference

Future Works

- Increasing the number of robots in experiment
- Detailed analysis of sampling data
- **Difference reduction**



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