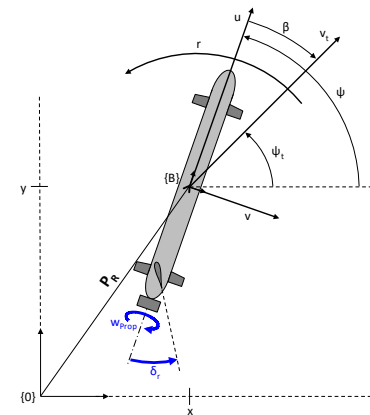
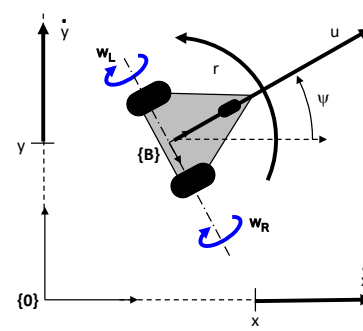
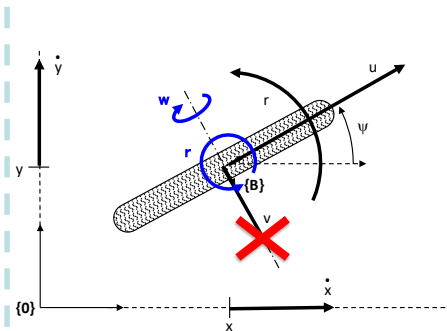
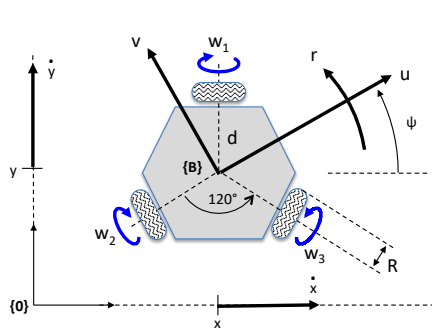


V – Guidance

Kinematics : the Wheel, the Unicycle and the AUV



$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{\psi} \end{bmatrix} = \begin{bmatrix} \cos \psi & -\sin \psi & 0 \\ \sin \psi & \cos \psi & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} u \\ v \\ r \end{bmatrix}$$

Linear approach OK

$$\begin{bmatrix} w_1 \\ w_2 \\ w_3 \end{bmatrix} = \frac{-1}{R} \cdot \underbrace{\begin{bmatrix} -\sin \alpha_1 & \cos \alpha_1 & d \\ -\sin \alpha_2 & \cos \alpha_2 & d \\ -\sin \alpha_3 & \cos \alpha_3 & d \end{bmatrix}}_{M_A^{-1}} \cdot \begin{bmatrix} u \\ v \\ r \end{bmatrix}$$

$$v = \dot{x} \cdot \cos \psi - \dot{y} \cdot \sin \psi = 0$$

$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{\psi} \end{bmatrix} = \begin{bmatrix} \cos \psi & 0 \\ \sin \psi & 0 \\ 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} u \\ r \end{bmatrix}$$

Linear approach is inapplicable

$$\begin{bmatrix} u \\ r \end{bmatrix} = \begin{bmatrix} R & 0 \\ 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} w \\ r \end{bmatrix}$$

$$\begin{bmatrix} u \\ r \end{bmatrix} = \begin{bmatrix} \frac{R}{2} & \frac{R}{2} \\ \frac{R}{2 \cdot L} & \frac{-R}{2 \cdot L} \end{bmatrix} \cdot \begin{bmatrix} w_l \\ w_r \end{bmatrix}$$

$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{\psi} \end{bmatrix} = \begin{bmatrix} \cos \psi & -\sin \psi & 0 \\ \sin \psi & \cos \psi & 0 \\ 0 & 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} u \\ v \\ r \end{bmatrix}$$

$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{\psi} \end{bmatrix} = \begin{bmatrix} \cos \psi_t & 0 \\ \sin \psi_t & 0 \\ 0 & 1 \end{bmatrix} \cdot \begin{bmatrix} v_t \\ r + \dot{\beta} \end{bmatrix}$$

$$F_u = m_u \cdot \dot{u} + d_u$$

$$0 = m_v \cdot \dot{v} + m_{ur} \cdot u \cdot r + d_v$$

$$\Gamma = m_r \cdot \dot{r} + d_r$$

$$\mathbf{F}_B = \begin{bmatrix} F_u \\ \Gamma \end{bmatrix} = \mathbf{M}_A \cdot \mathbf{F}_m(w_{prop}, \delta)$$

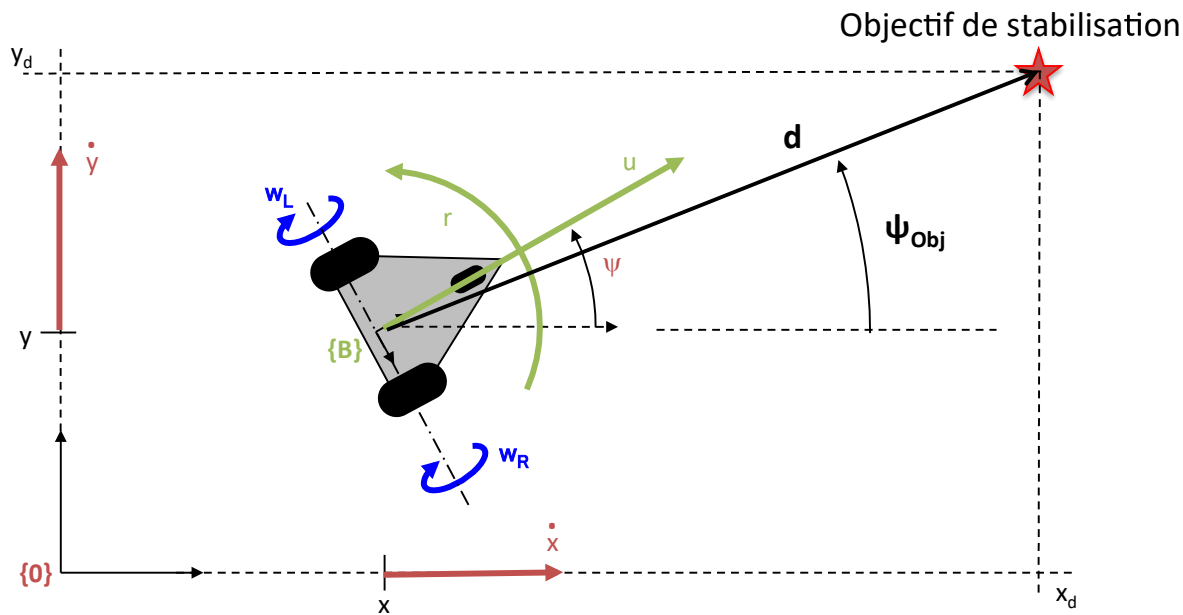
The transposition of Unicycle solution to AUV depends on the system shape. $\frac{m_{ur}}{m_v} < 1$

Regulation objectives

- Stabilisation
 - Stabilize the vehicle at a given point, with given orientation, and maintain them.
- Trajectory tracking
 - Track a time-parameterized spatial reference
- Path Following
 - Converge to a prescribed path, without any temporal specification

Commande

- Contrôler le mouvement du robot
 - Stabilisation d'un système non-holonyme
 - Rejoindre un point, et s'y arrêter.



$$d \rightarrow 0$$

- Pointer l'objectif :

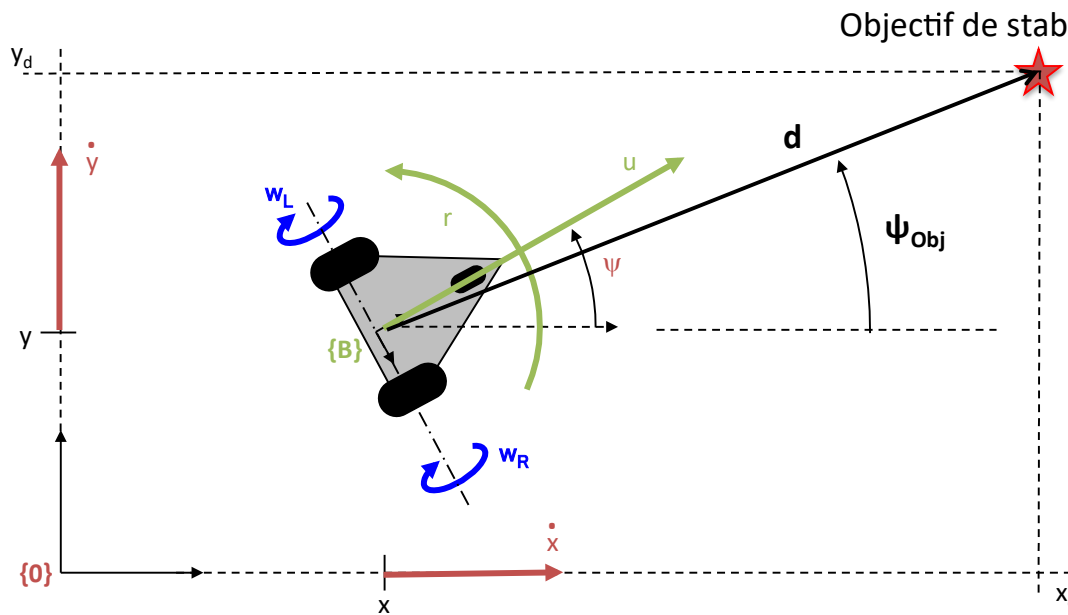
$$\psi \rightarrow \psi_d$$

- Avancer jusqu'à l'objectif :

$$u = f(d) / \lim_{d \rightarrow 0} u = 0$$

Commande

- Contrôler le mouvement du robot
 - Stabilisation d'un système non-holonome
 - Rejoindre un point, et s'y arrêter.



- Pointer l'objectif :

$$\tilde{\psi} = \psi_d - \psi \rightarrow 0$$

Et si on arrivait à faire en sorte que :

$$\dot{\tilde{\psi}} = -K_{\psi} \cdot \tilde{\psi}$$

$$\Rightarrow r = \dot{\psi} = \dot{\psi}_d + K_{\psi} \cdot \tilde{\psi}$$

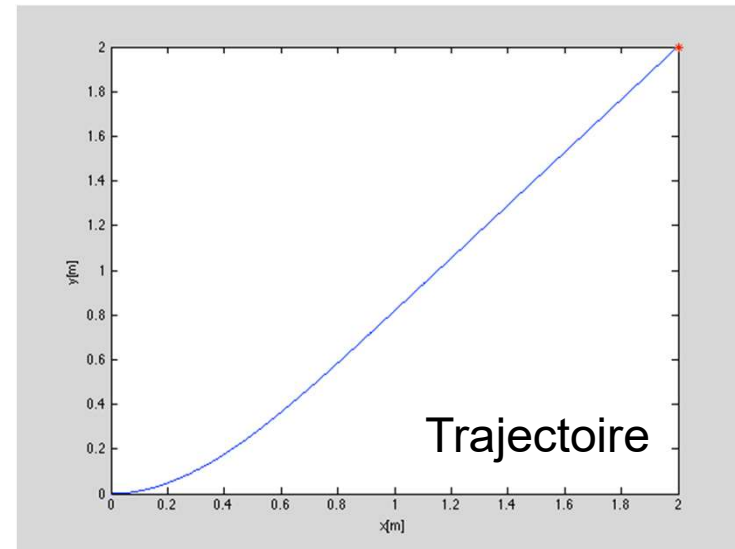
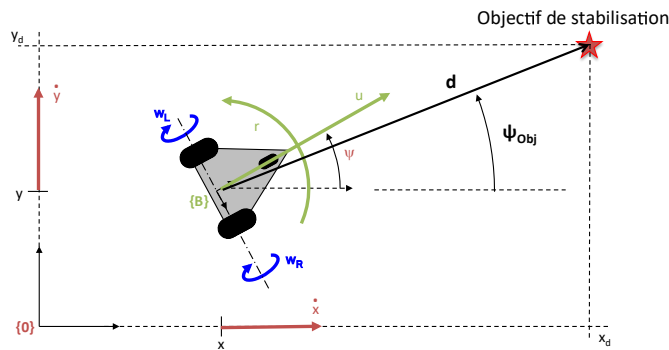
- Avancer jusqu'à l'objectif :

$$u = f(d) / \lim_{d \rightarrow 0} u = 0$$

$$\text{ex: } u = d$$

Commande

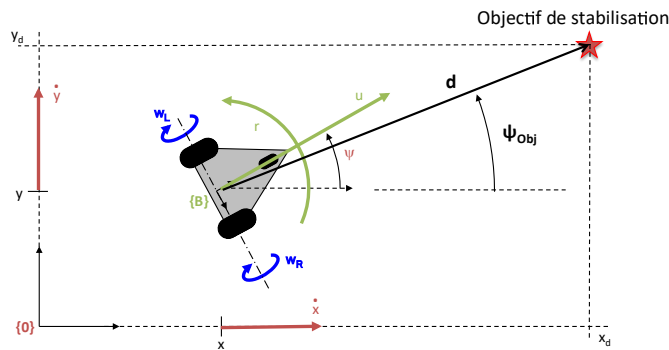
- Contrôler le mouvement du robot
 - Stabilisation d'un système non-holonome
 - Rejoindre un point, et s'y arrêter.



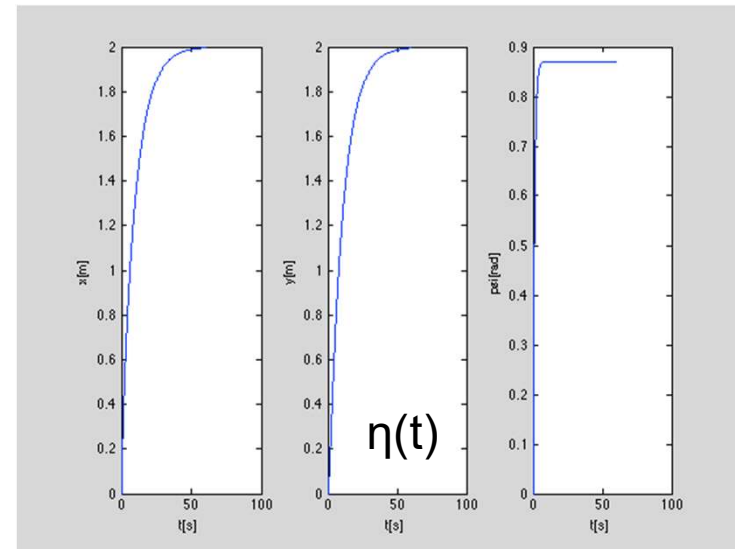
$$\begin{Bmatrix} u_c = d/10 \\ r_c = \dot{\psi}_d + K_\psi \cdot \tilde{\psi} \end{Bmatrix} \rightarrow M_A^{-1} \rightarrow \begin{Bmatrix} W_L \\ W_R \end{Bmatrix}$$

Commande

- Contrôler le mouvement du robot
 - Stabilisation d'un système non-holonome
 - Rejoindre un point, et s'y arrêter.

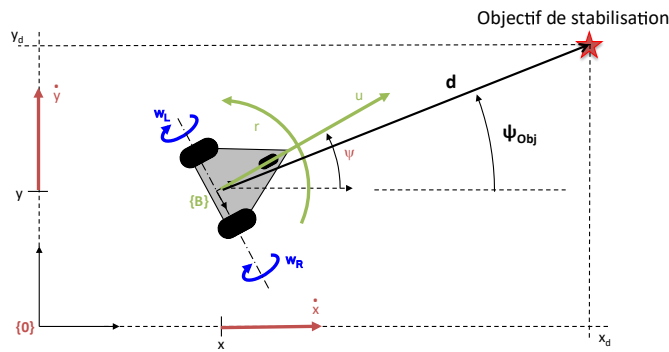


$$\left\{ \begin{array}{l} u_c = d/10 \\ r_c = \dot{\psi}_d + K_\psi \cdot \tilde{\psi} \end{array} \right\} \rightarrow M_A^{-1} \rightarrow \left\{ \begin{array}{l} \omega_L \\ \omega_R \end{array} \right\}$$

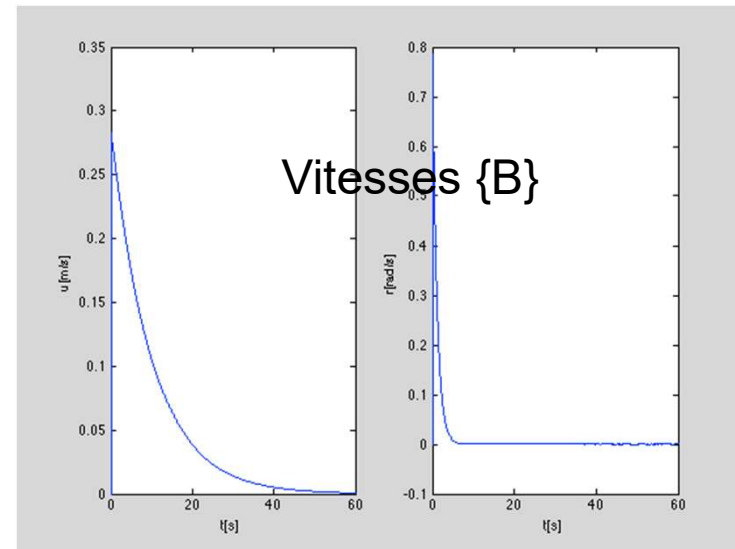


Commande

- Contrôler le mouvement du robot
 - Stabilisation d'un système non-holonome
 - Rejoindre un point, et s'y arrêter.

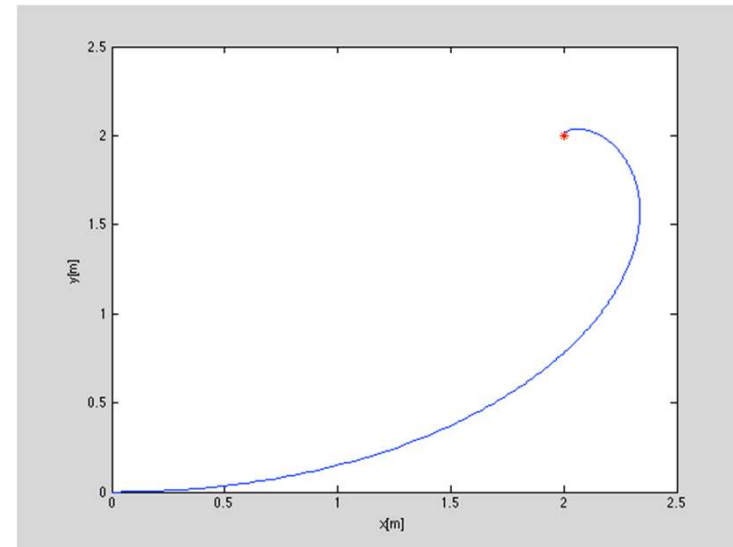
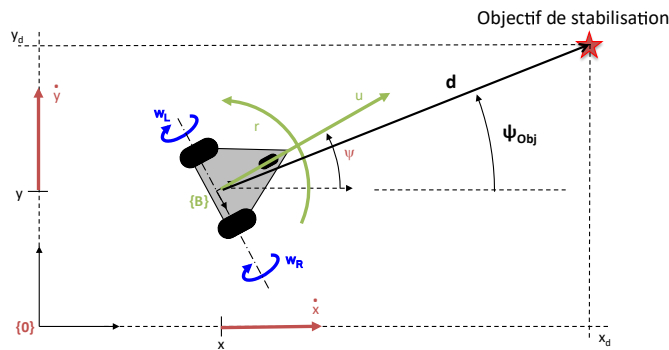


$$\left\{ \begin{array}{l} u_c = d/10 \\ r_c = \dot{\psi}_d + K_\psi \cdot \tilde{\psi} \end{array} \right\} \rightarrow M_A^{-1} \rightarrow \left\{ \begin{array}{l} w_L \\ w_R \end{array} \right\}$$



Commande

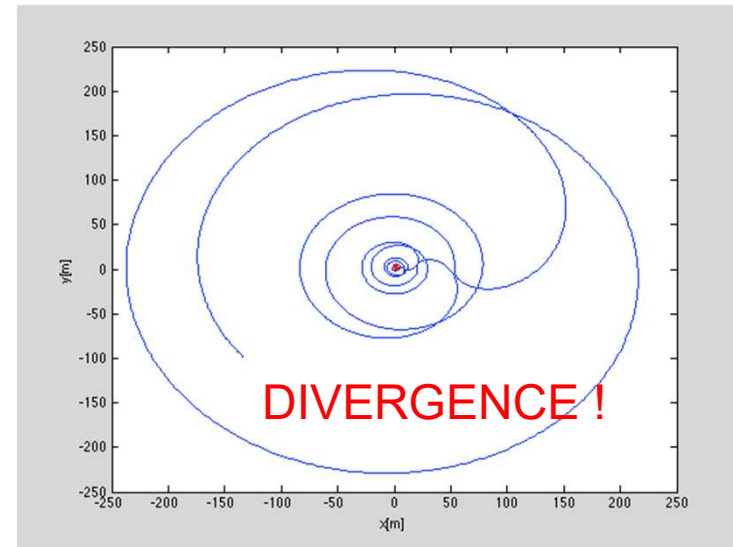
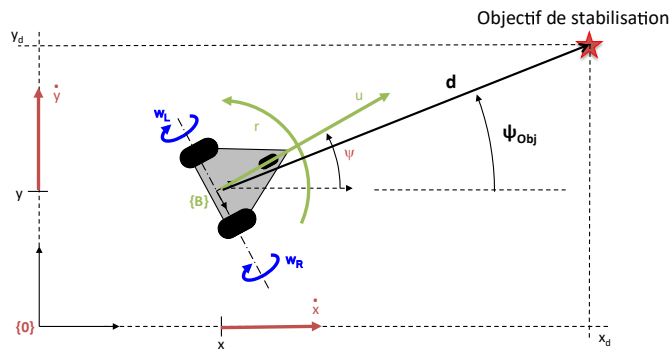
- Contrôler le mouvement du robot
 - Stabilisation d'un système non-holonome
 - Rejoindre un point, et s'y arrêter.



$$\left\{ \begin{array}{l} u_c = d \\ r_c = \dot{\psi}_d + K_\psi \cdot \tilde{\psi} \end{array} \right\} \rightarrow M_A^{-1} \rightarrow \left\{ \begin{array}{l} W_L \\ W_R \end{array} \right\}$$

Commande

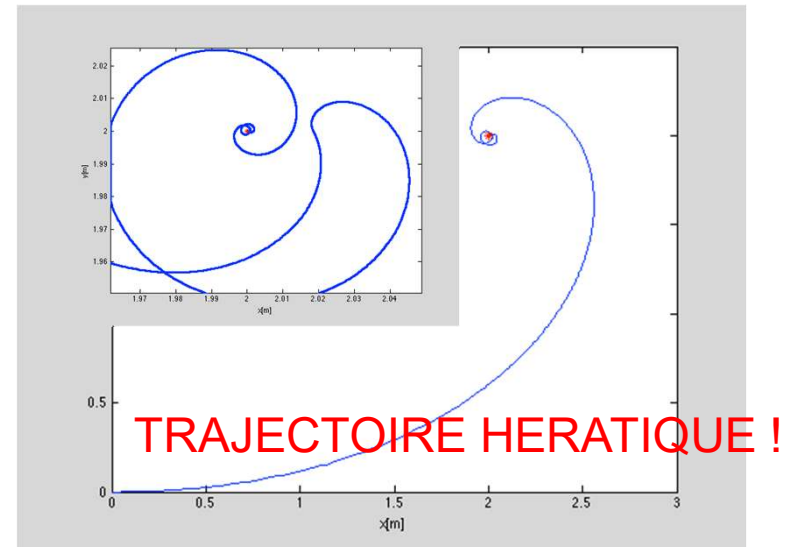
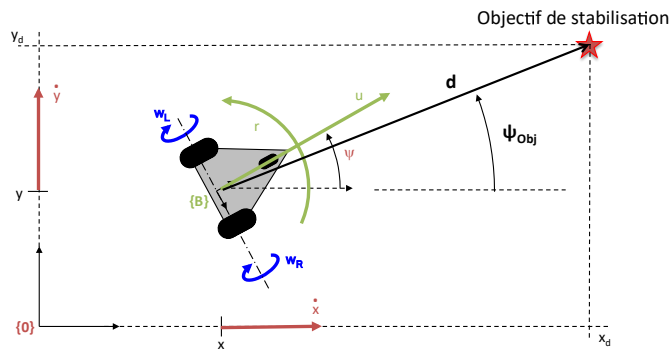
- Contrôler le mouvement du robot
 - Stabilisation d'un système non-holonyme
 - Rejoindre un point, et s'y arrêter.



$$\begin{Bmatrix} u_c = 1.5 \cdot d \\ r_c = \dot{\psi}_d + K_\psi \cdot \tilde{\psi} \end{Bmatrix} \rightarrow M_A^{-1} \rightarrow \begin{Bmatrix} W_L \\ W_R \end{Bmatrix}$$

Commande

- Contrôler le mouvement du robot
 - Stabilisation d'un système non-holonome
 - Rejoindre un point, et s'y arrêter.



$$\begin{cases} u_c = \hat{d} \\ r_c = \dot{\psi}_d + K_\psi \cdot \tilde{\psi} \end{cases} \rightarrow M_A^{-1} \rightarrow \begin{cases} w_L \\ w_R \end{cases}$$

$$\hat{d} = d \cdot (1 + 0.1 \cdot \text{rand}())$$

Commande

- Contrôler le mouvement du robot
 - Stabilisation d'un système non-holonome
 - Rejoindre un point, et s'y arrêter.

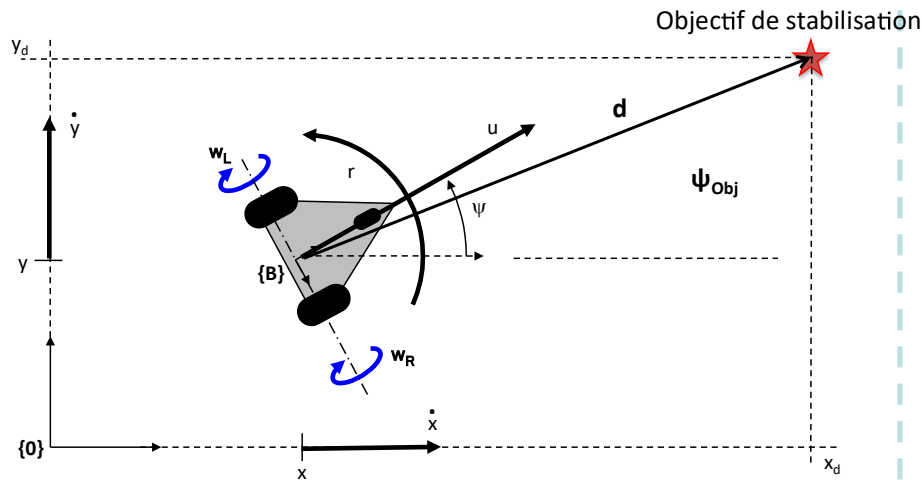
Il n'existe pas de loi continument dérivable
qui puisse stabiliser un système non-
holonome !!!

[BROCKETT 83]

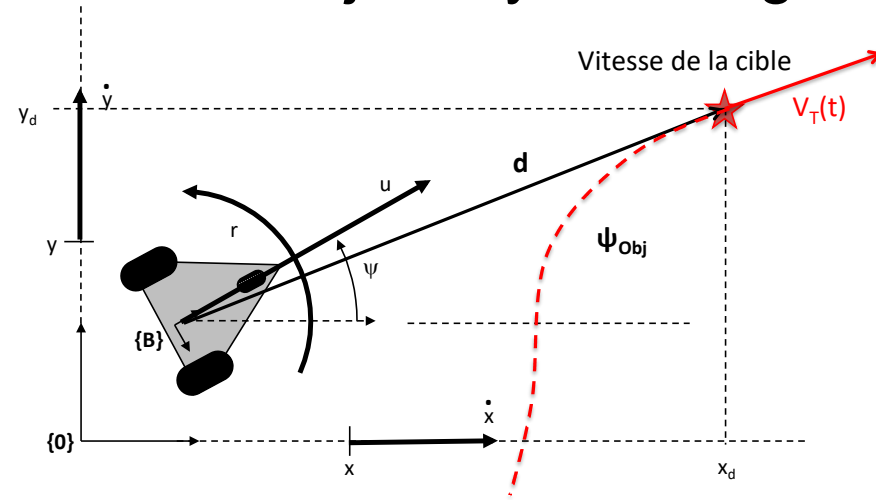
- L'objectif est singulier
- Une petite erreur provoque une grande manœuvre
- Le linéarisé n'est plus contrôlable sur l'objectif

2. Choose movement control type

Stabilisation



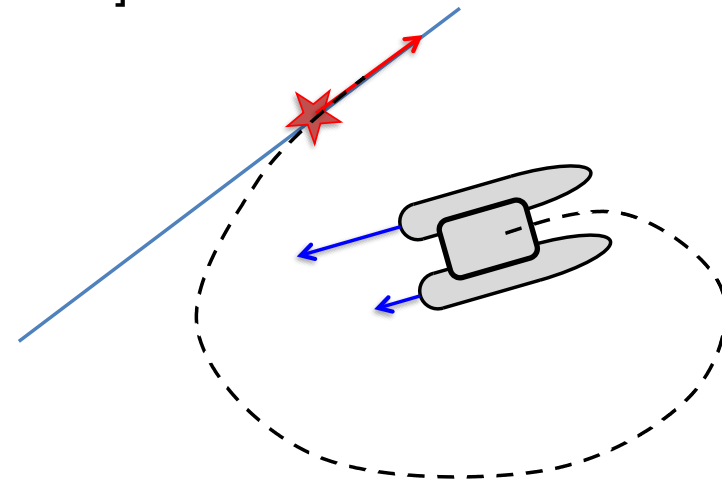
Trajectory Tracking



There is NO continuous control law that could stabilise a nonholonomic system

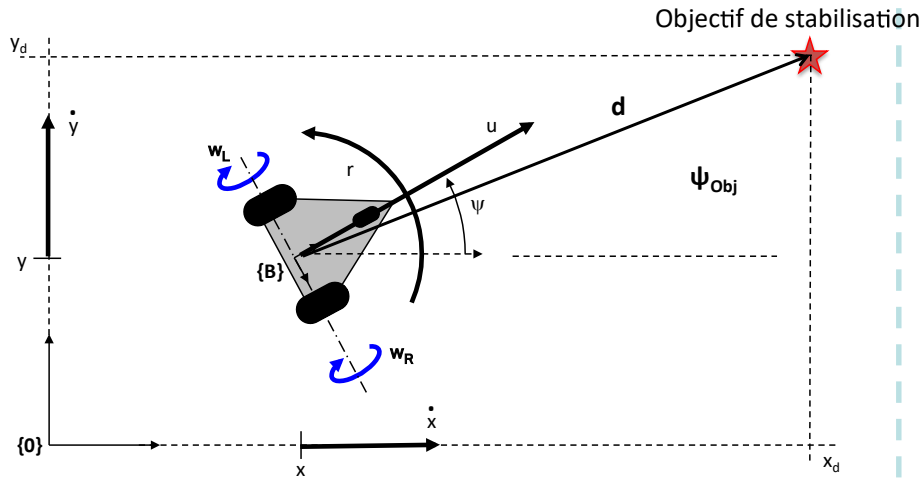
[BROCKETT 83]

- Singular objective
- A small error induces a large manoeuvre
- The linearized model is not controllable
- Trajectory : Space & **Time** reference
- The vehicle may turn back in its attempt to be at a desired reference at a prescribed time

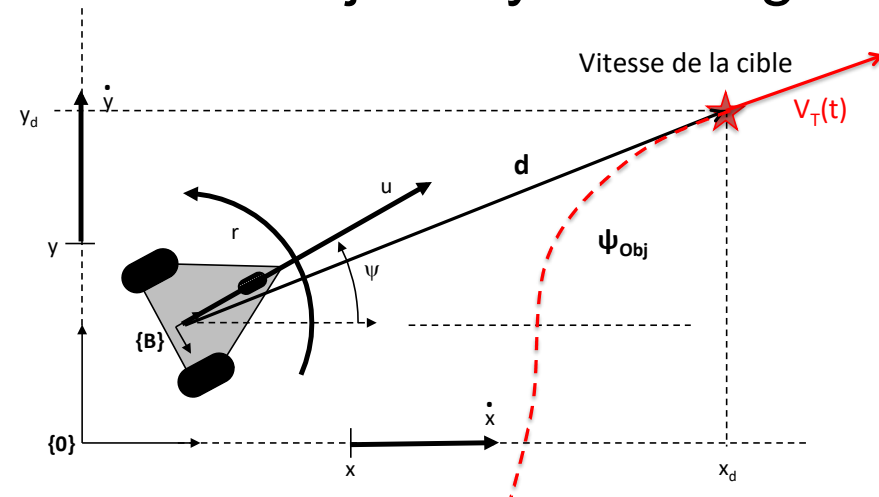


2. Choose movement control type

Stabilisation



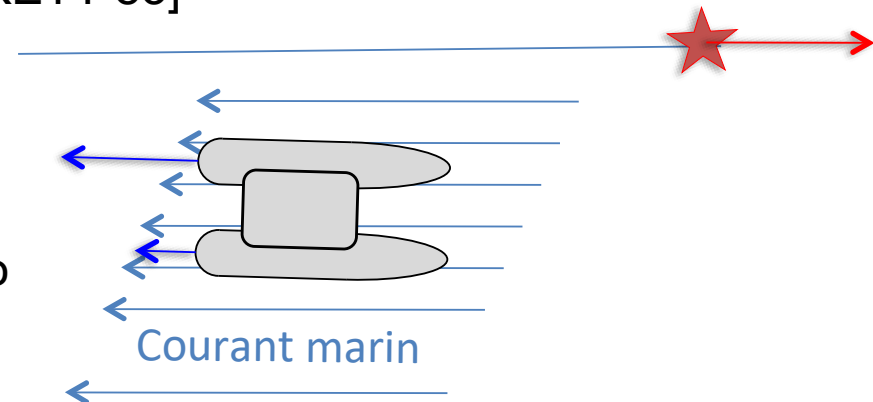
Trajectory Tracking



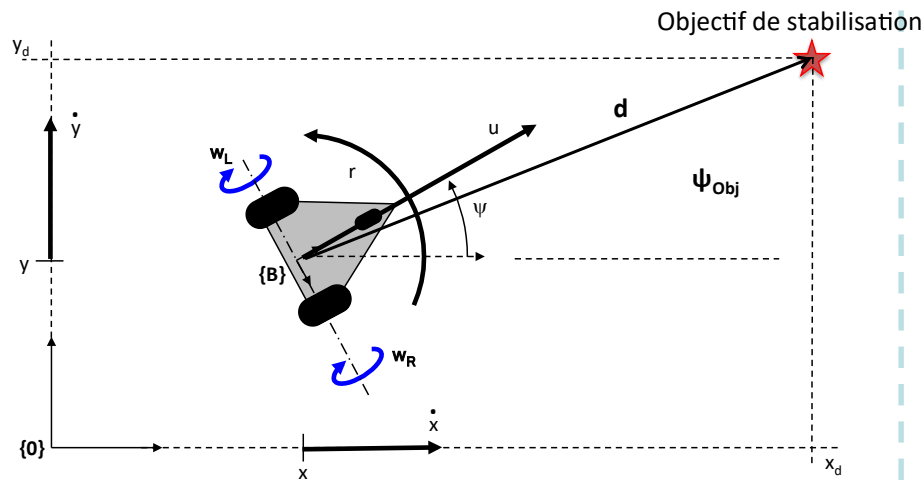
There is NO continuous control law that could stabilise a nonholonomic system

[BROCKETT 83]

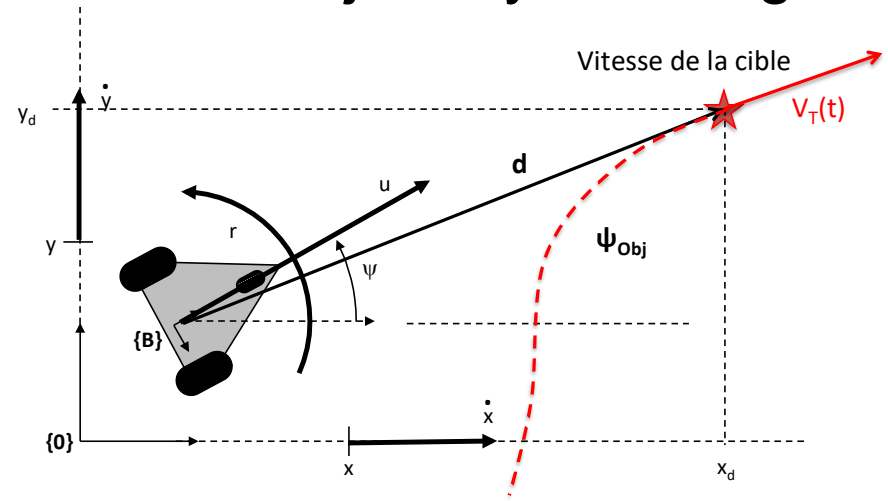
- Singular objective
- A small error induces a large manoeuvre
- The linearized model is not controllable
- Trajectory : Space & **Time** reference
- The vehicle may turn back in its attempt to be at a desired reference at a prescribed time
- Actuators may easily be pushed to saturation



Stabilisation



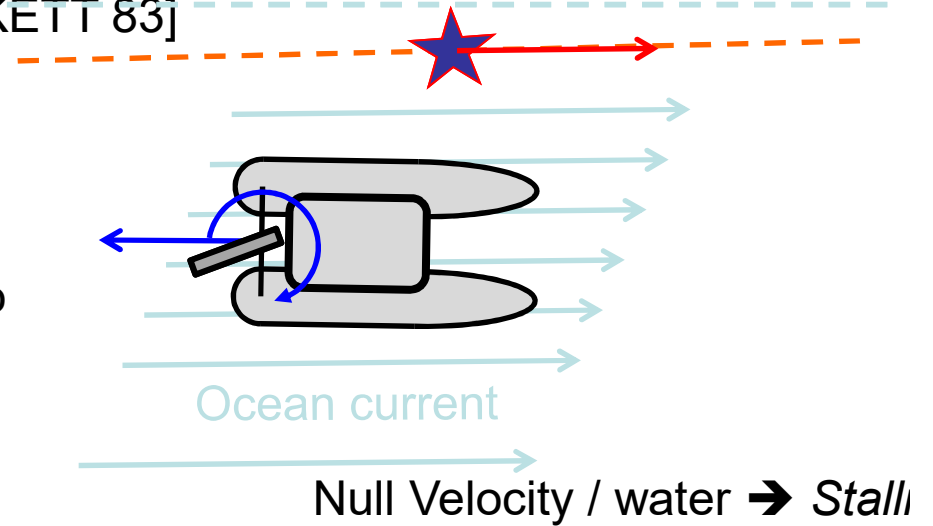
Trajectory Tracking



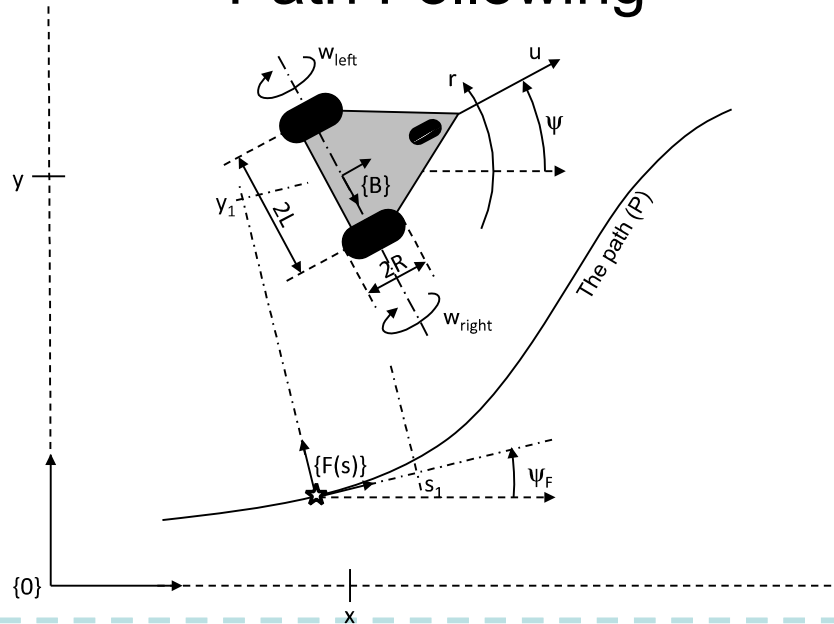
There is NO continuous control law that could stabilise a nonholonomic system

[BROCKETT 83]

- Singular objective
- A small error induces a large manoeuvre
- The linearized model is not controllable
- Trajectory : Space & **Time** reference
- The vehicle may turn back in its attempt to be at a desired reference at a prescribed time
- Actuators may easily be pushed to saturation
- Danger of **Stalling**



Path Following



- Decoupled control u and r
- Remove temporal constraint
- Autonomous system
- 'smooth' convergence to the path
- Keep control on actuator saturation
- Global and Uniform Asymptotic Convergence
- Can be extended to RDV tracking
- Can be extended to formation keeping

~~There is NO continuous control law that could stabilise a nonholonomic system~~

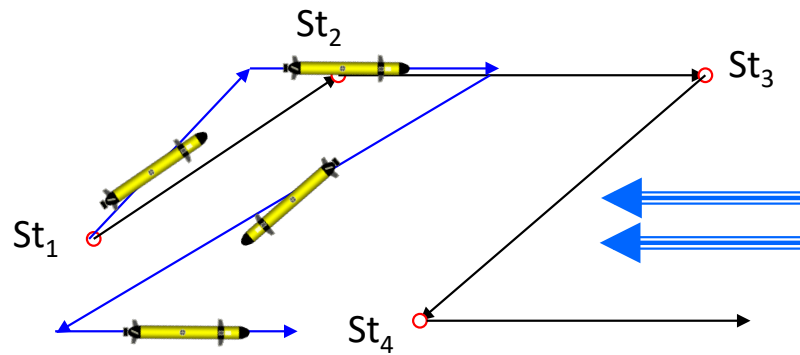
~~[BROCKETT 83]~~

- ~~— Singular objective~~
- ~~— A small error induces a large manoeuvre~~
- The linearized model is not controllable
- Path Following : Space & **Time** reference
- ~~— The vehicle may turn back in its attempt to be at a desired reference at a prescribed time~~
- ~~— Actuators may easily be pushed to saturation~~
- ~~— Danger of **Stalling**~~

3. Choose Guidance Strategy

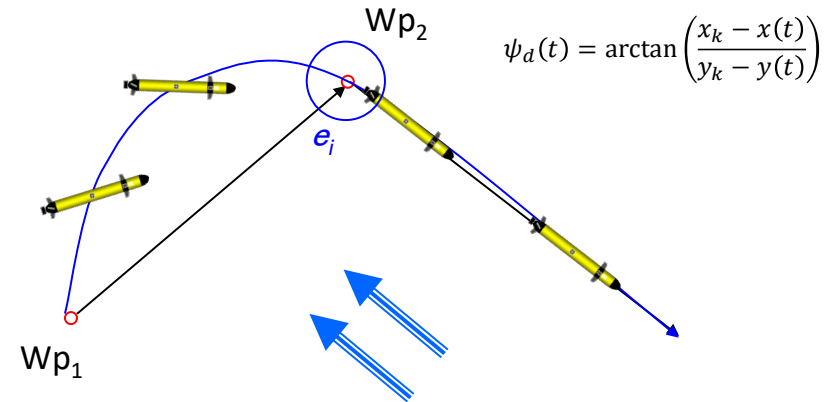
St _i	u _i	Ψ _{di}	t _i
St ₁	1m/s	40°	30s
St ₂	1m/s	90°	30s
St ₃	1m/s	220°	30s
St ₄	1m/s	40°	30s

Set-points
(heading – Duration)

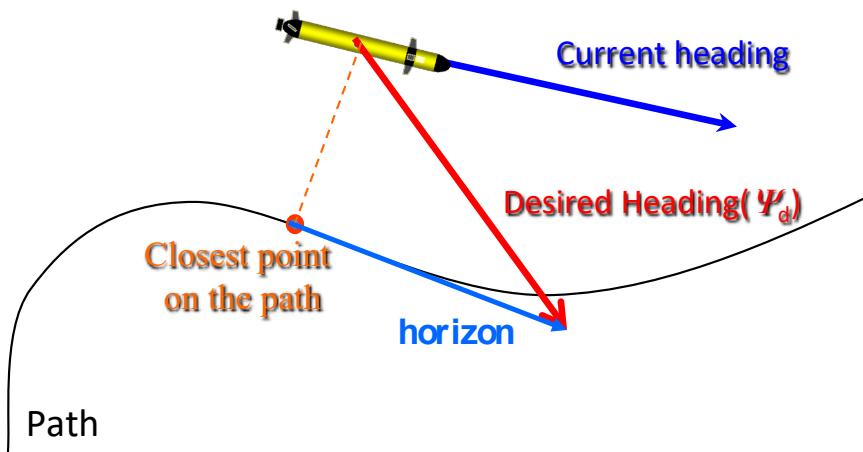


Wp _i	u _i	x _i	y _i	e _i
Wp ₁	1m/s	10m	20m	.1m
Wp ₂	1m/s	0m	40m	.2m

Waypoints
(geo-referenced)



Line of sight



Path Following

