

Automatic control

Overview

In general, the job of the control system is to turn high level instructions from the software system, and turn them into instructions for the hardware. This is done by having a distance to a goal, a turning radius, and a `deltaTime` as an input, and turning those into control signals for the motors:

[image.png](#)

[image.png](#)

This is done in several steps.

Slow acceleration and deceleration

To make sure that the chassis speed accelerates and decelerates consistently, a linear interpolation function is used on the input desired speed.

[image.png](#)

The function simply works like this:

```
function out = linear_interpolation(current, desired, acceleration, deceleration, deltaTime)
%accelerating slower than decelerating
if current >= 0
    if current < desired
        current = current + acceleration * deltaTime;
    end
    if current > desired
        current = current - deceleration * deltaTime;
    end
end
%doing the same going backwards
if current <= 0
    if current > desired
        current = current - acceleration * deltaTime;
    end
    if current < desired
        current = current + deceleration * deltaTime;
    end
end
end
```

```
end  
end  
out = current;
```

Ackermann steering

Getting the necessary angles that the steering motors need to make is done by calculating the Ackermann steering angles that equate from the given turning radius, wheelbase, and track of the rover.

[image.png](#)

deltaL and deltaR are equal to the angles that the left and right steering motors need to make, which are sent to the steering control.

This function also outputs the turning radius of the right and left wheels of the rover.

The function works like this:

```
function [deltaL,deltaR,R_left,R_right] = ackermann_angles(R,wheelBase,track)  
    % Function to compute ackerman steering angles  
    if R < 0  
        R_left = (R+track/2);  
        R_right = (R-track/2);  
        deltaL = atan(wheelBase/(R_left));  
        deltaR = atan(wheelBase/(R_right));  
    elseif R > 0  
        R_left = (R-track/2);  
        R_right = (R+track/2);  
        deltaL = -atan(wheelBase/(R_left));  
        deltaR = -atan(wheelBase/(R_right));  
    else  
        deltaL = 0;  
        deltaR = 0;  
        R_left = R;  
        R_right = R;  
    end  
end
```

Ackermann speeds

Using the data coming from the previous function, as well as a wheel radius and motor gear ratio, the speeds needed by the motors are calculated.

[image.png](#)

Internally the function works like this:

```
function
[wheel_speed_LF, wheel_speed_LM, wheel_speed_LB, wheel_speed_RF, wheel_speed_RM, wheel_speed_RB] =
...
    ackermann_speeds(desChassisSpeed, wheel_r, R, wheelBase, R_left, R_right)
%all speeds the same if the rover is not turning
if R == 0
    wheel_speed_LF = desChassisSpeed / wheel_r;
    wheel_speed_LM = desChassisSpeed / wheel_r;
    wheel_speed_LB = desChassisSpeed / wheel_r;
    wheel_speed_RF = desChassisSpeed / wheel_r;
    wheel_speed_RM = desChassisSpeed / wheel_r;
    wheel_speed_RB = desChassisSpeed / wheel_r;
else
    wheel_speed_LF = (desChassisSpeed/wheel_r)*sqrt(R_left^2 + (wheelBase/2)^2)/R;
    wheel_speed_LM = desChassisSpeed * R_left/(R*wheel_r);
    wheel_speed_LB = (desChassisSpeed/wheel_r)*sqrt(R_left^2 + (wheelBase/2)^2)/R;
    wheel_speed_RF = (desChassisSpeed/wheel_r)*sqrt(R_right^2 + (wheelBase/2)^2)/R;
    wheel_speed_RM = desChassisSpeed * R_right/(R*wheel_r);
    wheel_speed_RB = (desChassisSpeed/wheel_r)*sqrt(R_right^2 + (wheelBase/2)^2)/R;
end
end
```

Control signals

DC motors

After getting all the angles and speeds needed for the rover to make a certain movement, the signals get sent to the motor drivers/controllers in a way that they can use them. These signals are sent in the form of ERMP (Electrical Rounds Per Minute).

[image.png](#)

Stepper motors

Due to the limitations of Simulink, making the stepper motors move is done using PWM signals coming from the STM32 microcontrollers. The control system only gives the desired position of the stepper motors in terms of steps, and a frequency at which the PWM signal pulses, which in this case is just a constant value.

[image.png](#)

The sending of the PWM signals is handled by the embedded team.

Revision #9

Created 2026-04-14 08:46:22 UTC by Rowan Ali

Updated 2026-07-08 14:53:18 UTC by Rowan Ali