



**RoboJackets**  
FIRST - IGVC - BATTLEBOTS - ROBOCUP

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The George W. Woodruff  
School of Mechanical Engineering



# Drive Configurations

September 23, 2008

[www.robojackets.org](http://www.robojackets.org)



# What is a Drive Train?

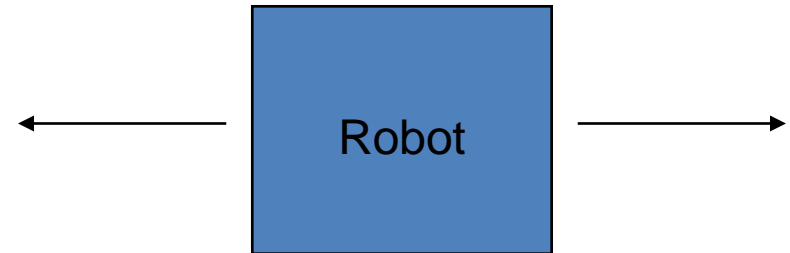
- A mechanism that moves your robot base to different positions
- Includes several components
  - Motor drivers
  - Motors
  - Gearboxes
  - Wheels/treads
  - Chassis



# Drive Train Concepts

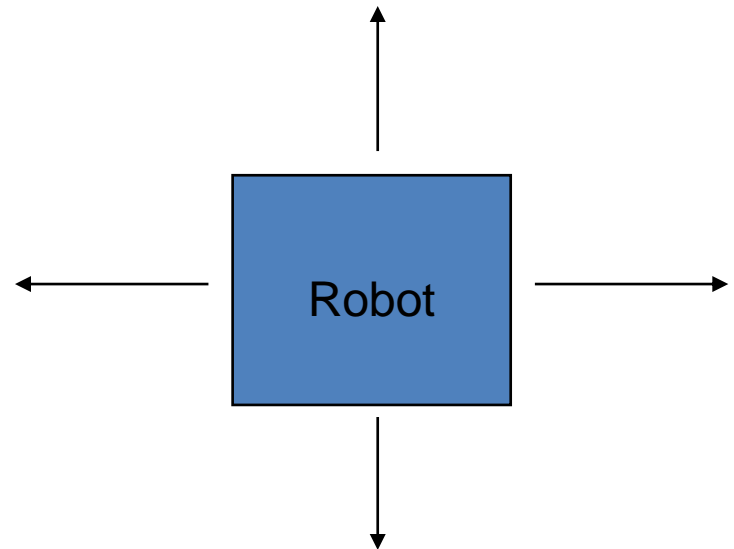
- Single axis drive

- Can only move forward or backwards relative to the robot's orientation
- Turning requires re-orienting the robot



- Double axis drive

- Can move forward, backwards and sideways without changing the robots orientation

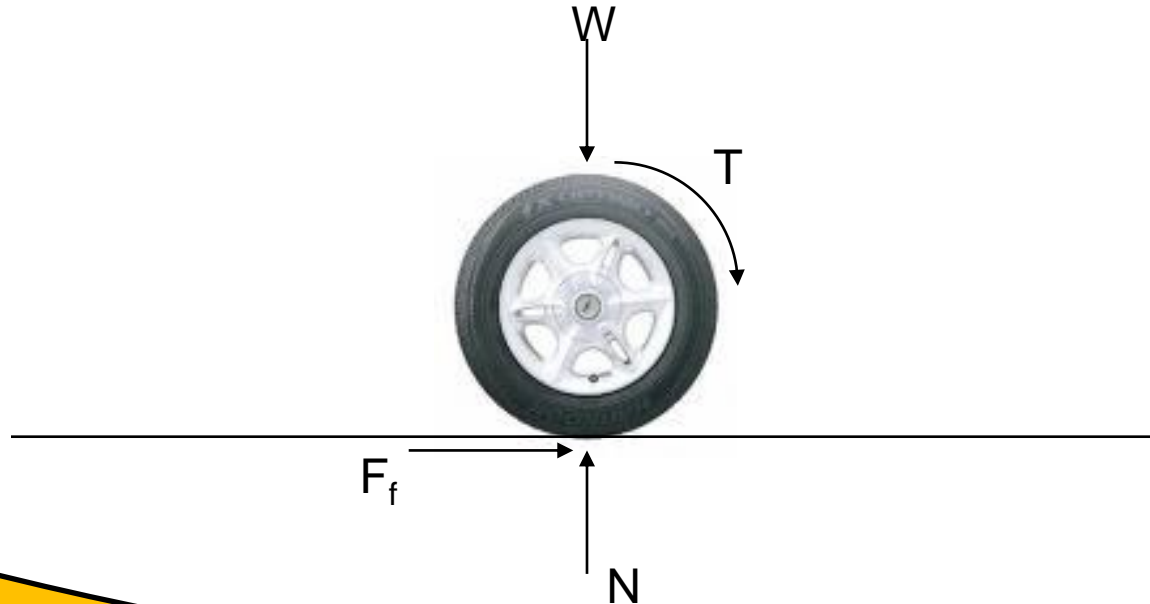




# Drive Train Concepts

- Traction

- A term referring to the amount of force that a wheel or track can apply along the ground without slipping.
- Related to wheel or track material and contact area.

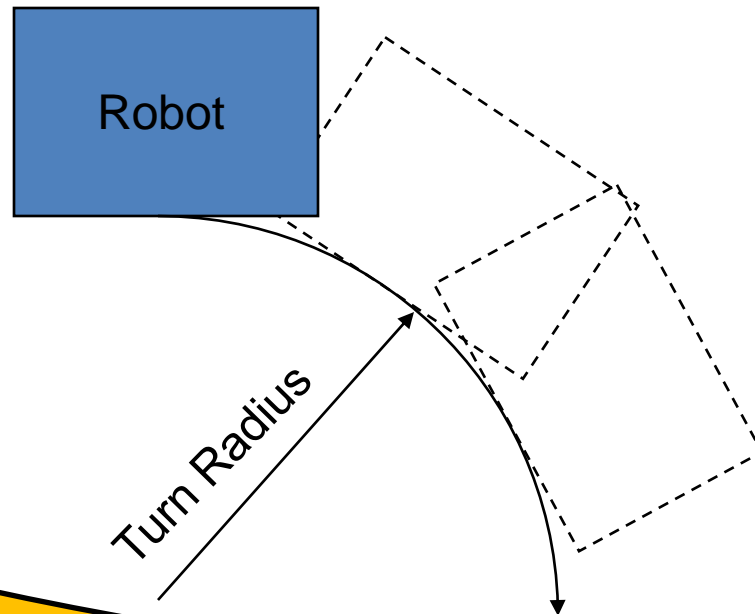




# Drive Train Concepts

- Turning Radius

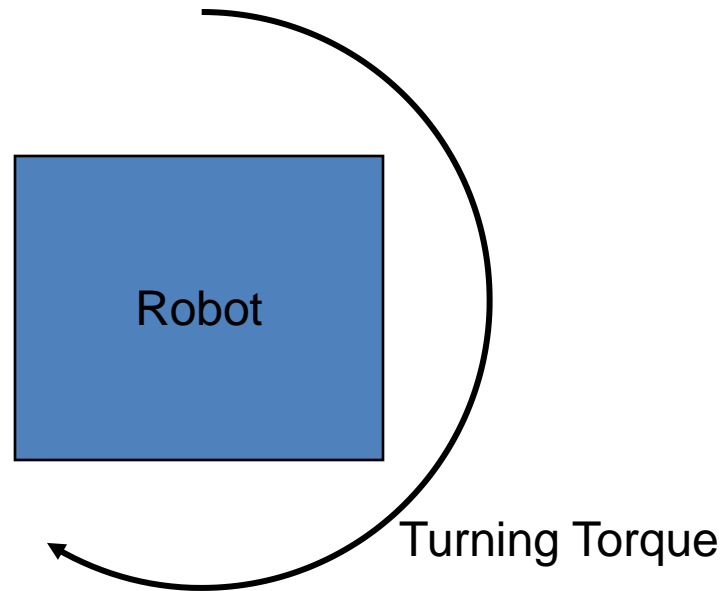
- The radius of the curve created by a point on the robot when changing the robots orientation.





# Drive Train Concepts

- Turning effort
  - The force/torque at the wheels required to turn
  - compared to the force required to drive in a straight line.





# Traction Devices (Wheels)



# Solid Wheels

- Construction
  - Inner plastic core (delrin)
  - Outer rubber molding
  - With or with out bearings
- Key Aspects
  - One solid piece
  - Wont go flat
  - Durable





# Pneumatic Wheels

- Construction (think bicycle wheels)
  - Inner core (spoked, metal hub, plastic, etc)
  - Outer rubber air supported surface



Keep inflated!





# Other Wheels

- Semi Pneumatic
  - Foam filled
  - Metal strip reinforced
- Spoke Wheels
- Casters
  - Easy to mount
  - Direction bias





# Omni Wheels

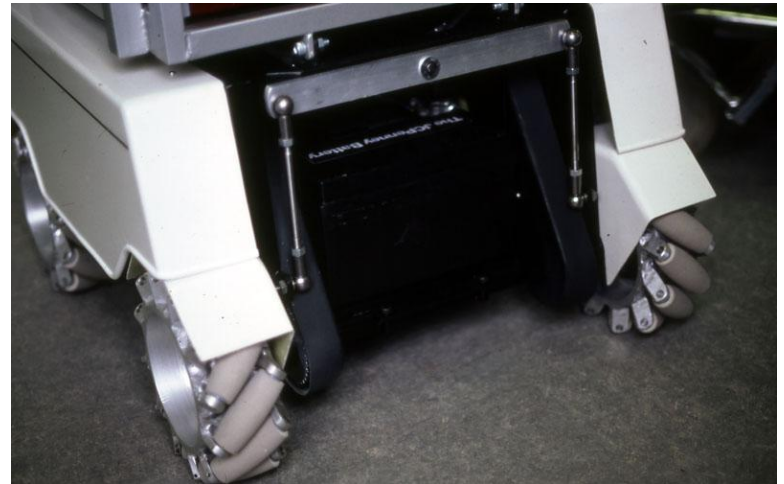
- provide force in only one direction
- use sideways rollers to slide in the other direction





# Mecanum Wheels

- Similar to omni except rollers are at 45 deg





# What to look for in wheels

- Construction
  - Sturdy rims
    - No bicycle tires, no thin plastic rims
- Modifications
  - Inserts
    - If they don't come with bearings → easier
- Intended traction surface (carpet)
  - Don't need huge tread's



# Drive Methods (Wheel Configurations)



# Tank Drive

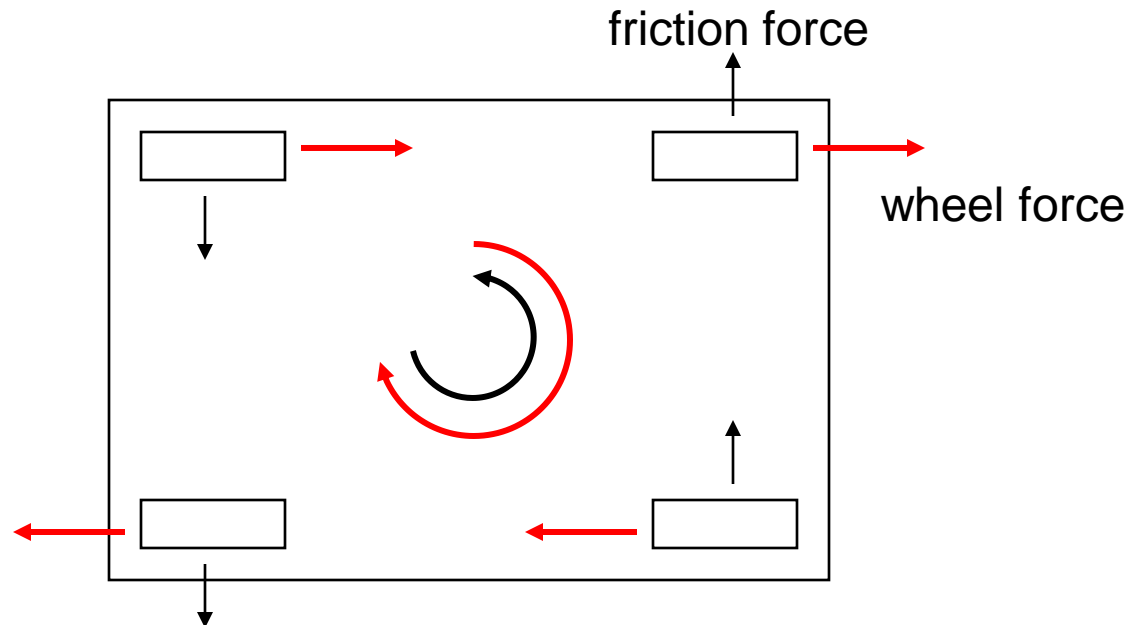
- Uses two separately controlled drive sides
- Can use wheels or tracks.





# Tank Drive

- Wheel forces generate a turning torque while friction from dragging wheels sideways resists the turning torque
- By having a wheelbase wider than long the turning torque is guaranteed to overcome the frictional resistance torque.





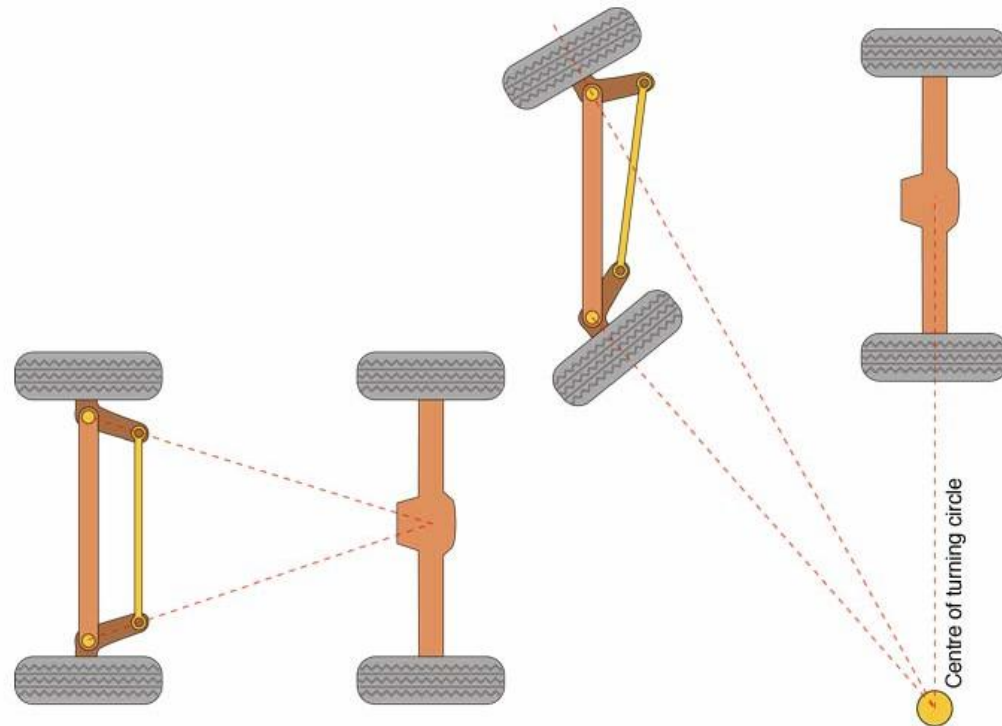
# Tank Drive

- Advantages
  - Mechanically simple
  - Saves space
  - Zero turning radius
  - Simple controls (intuitive)
- Disadvantages
  - More turning effort/traction tradeoff
  - Single axis of motion
- Other
  - High traction can be achieved although at the cost of more turning effort



# Swerve Drive

- Uses Ackermann style steering with wheels that pivot to create a curved driving path.





# Swerve Drive

- Advantages
  - mechanically simple (with 2WD)
  - low turning effort with high traction wheels
  - Simple controls in open areas
- Disadvantages
  - large turning radius
  - difficult to power all wheels
  - can lose traction on non-level terrain
  - difficult to control in tight spaces due to turn radius



# Crab Drive

- Allows each wheel to pivot so all wheels face the driving direction.
- Wheels can pivot independently or synchronously





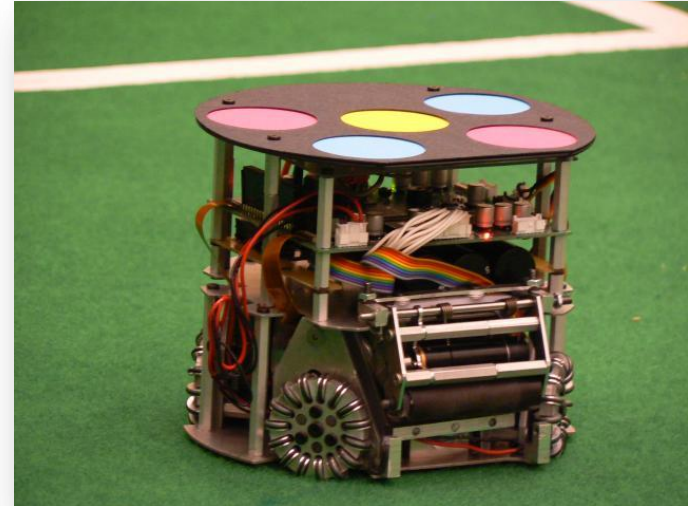
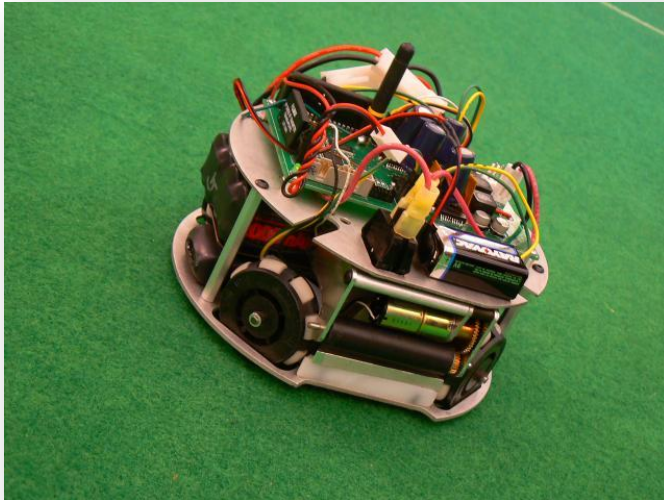
# Crab Drive

- Advantages
  - Very low turning effort
  - High traction with all wheels in driving direction
  - Very maneuverable
- Disadvantages
  - Mechanically complex
  - Current designs take up a lot of space
  - Difficult controls (non-intuitive)



# Holonomic - Omni-Drive

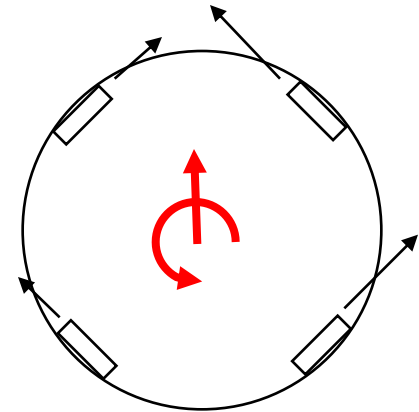
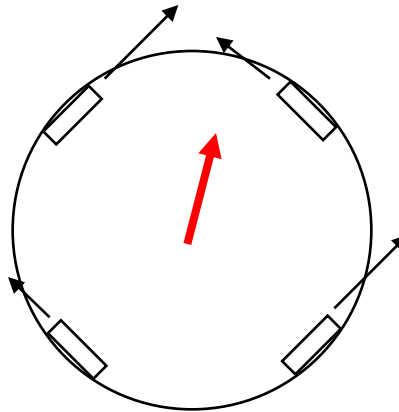
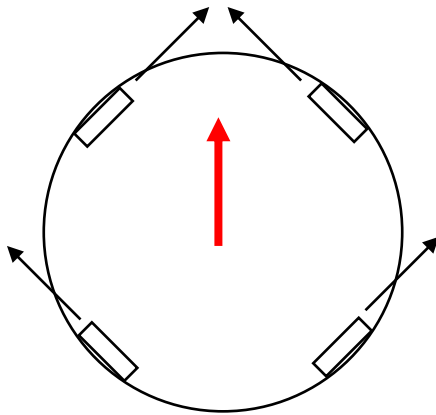
- Uses omni-wheels to achieve double axis drive
- Sacrifices traction for maneuverability





# Holonomic - Omni-Drive

- Wheels are placed in a formation that allows for motion in all directions.
- By adding velocity vectors (speeds and directions) the motion of the robot can be controlled





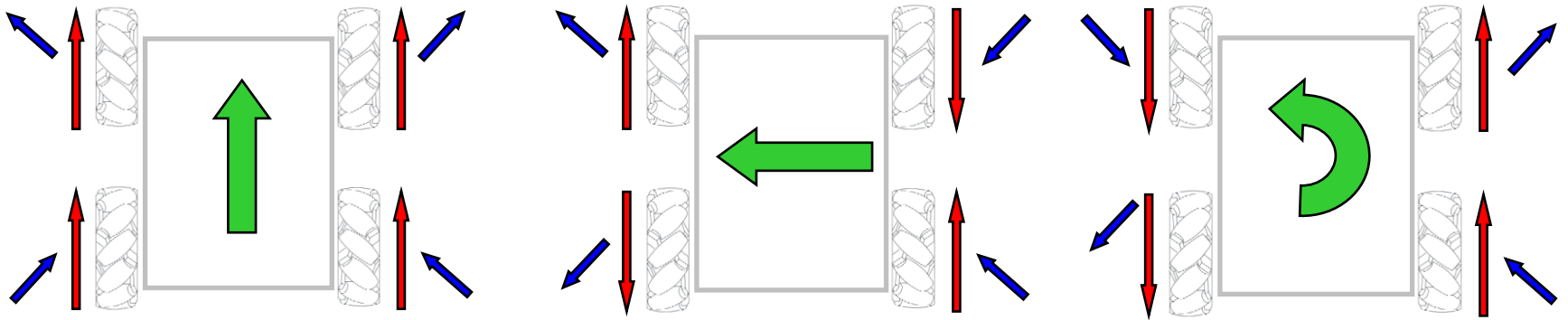
# Holonomic - Omni-Drive

- Advantages
  - Very low turning effort
  - Very maneuverable
  - Mechanically simpler than crab drive
- Disadvantages
  - Complex controls (non-intuitive)
  - Low traction
  - Omni wheels can fail with so many moving parts (plastic)



# Holonomic - Mecanum

- Wheels are placed in a tank style layout
- Forces are at 45 degrees due to rollers
- Add up velocities similar to omni.





# Holonomic - Mecanum

- Advantages
  - Very low turning effort
  - Very maneuverable
  - Same wheel layout as tank
- Disadvantages
  - Complex controls (non-intuitive)
  - Mecanum wheels are more complex than omni wheels

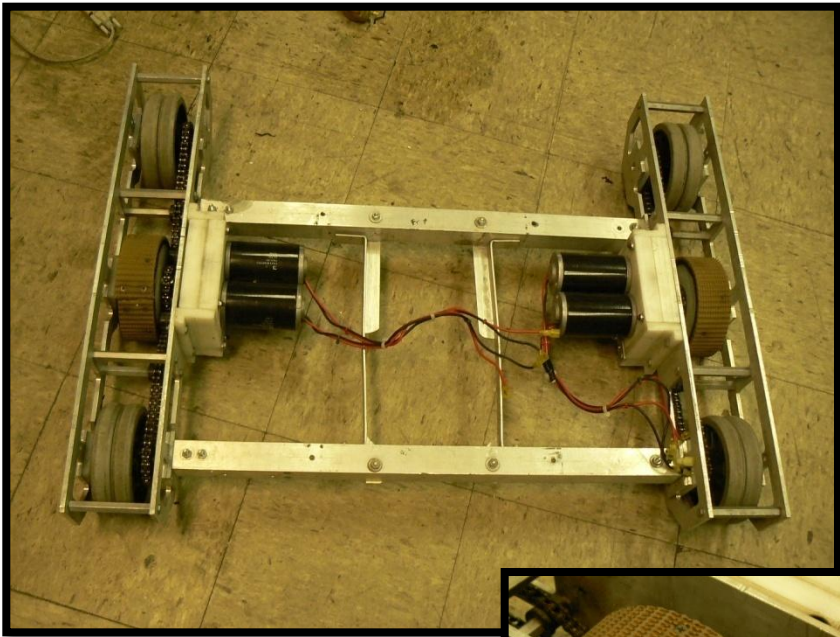


# Drive Base Inspection

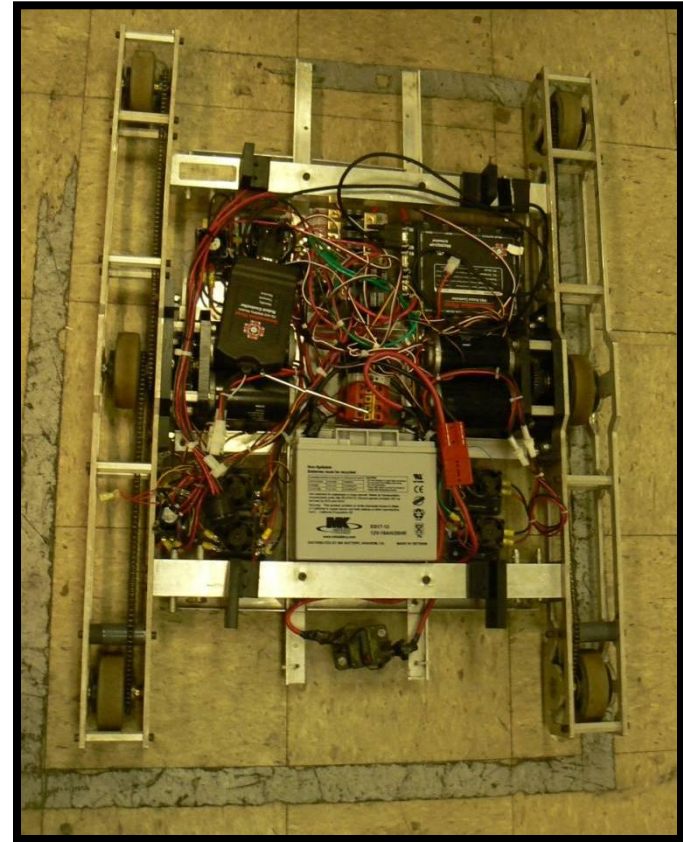


# Wide or Narrow

**2006 CircuitRunners**



**2008 TechnoTitans**





# Configurations Seen in FIRST

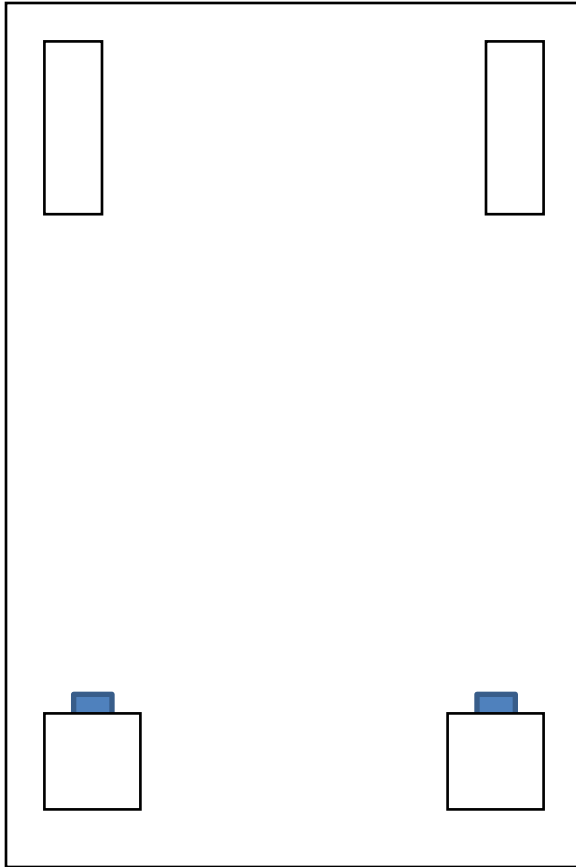


# 3x3 Tank

- Past kit bots have this configuration (2x2)
- Middle wheels should be lower to give added turning performance.
- Advantages
  - Good strength for pushing
  - Relatively simple
- Disadvantages
  - Less turning performance than Ackerman



# Tank w/ castors

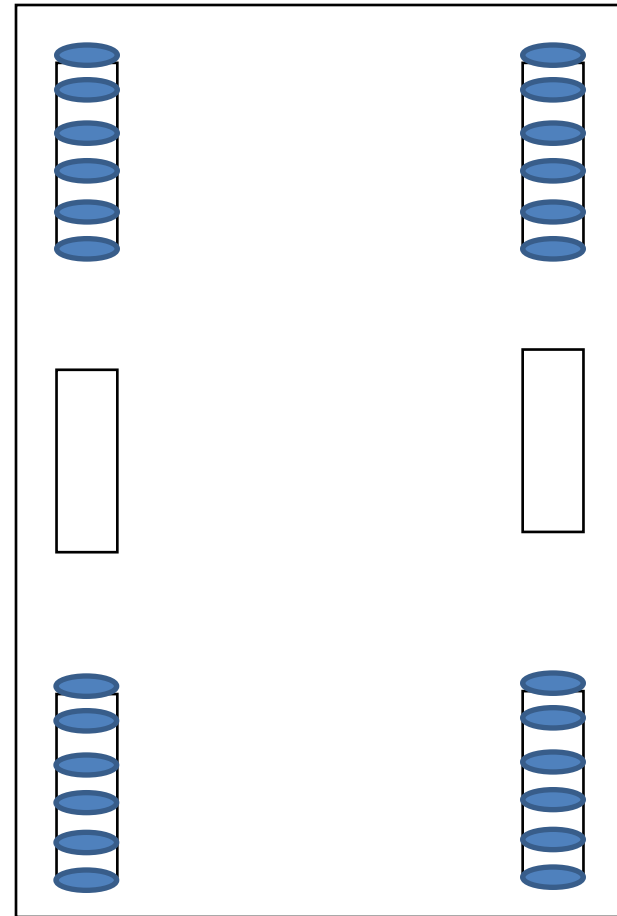


- Advantages
  - Mechanically simple
- Disadvantages
  - Castor bias
  - No traction in front or back (depending on configuration)
  - If motors aren't properly controlled
    - Could pop up



# Tank w/ Omnis

- Idea
  - Make it easier to turn while still retaining some traction.
- Advantages
  - No castor bias
  - Reduced turning friction
- Disadvantages
  - Easier to get spun around by opponent





# Activity

- Develop a drive train with NXT kit

40 min



# Resources for wheels

- Further reading
  - <http://en.wikipedia.org/wiki/Wheel>
- Places to buy
  - <http://www.mscdirect.com>
  - <http://www.robotmarketplace.com>
  - <http://www.mcmaster.com>
  - <http://www.andymark.biz>



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