

Inertial Measurement Units

This lecture is part of the RACECAR-MN introductory robotics course. You can visit the course webpage at <u>mitll-racecar-mn.readthedocs.io</u>.



Objectives

Main Objective: Use the RACECAR's IMU data to prevent rolling

Learning Objectives

 Use the Physics module to retrieve linear acceleration and angular velocity



Roll Prevention

- Vehicle rollover is a threat for cars and trucks
 - Turning too quickly can cause a vehicle with a high center of mass to roll

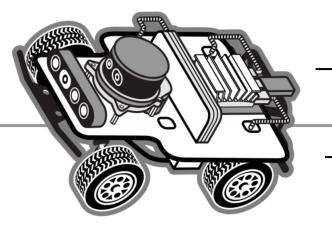






Roll Prevention

• It is difficult to roll the RACECAR-MN due to its low center of mass, but we will model this problem by artificially raising the center of mass in RacecarSim



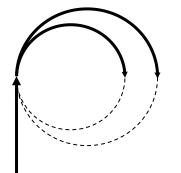


Rolling Prevention

- Rolling is caused by inertia
 - When a car turns the inertial force continues linearly, which creates an outward force
- There are various ways to prevent rolling:



Super elevation





Wider turning

Reducing speed

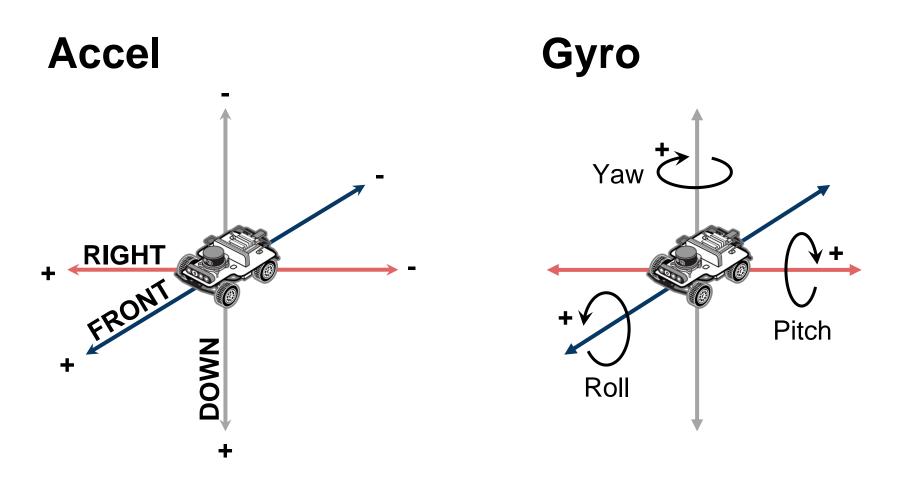


Inertial Measurement Unit (IMU)

- Uses accelerometers and gyroscopes to measure:
 - Linear acceleration (acceleration data)
 - Angular velocity (gyro data)



Inertial Measurement Unit (IMU)

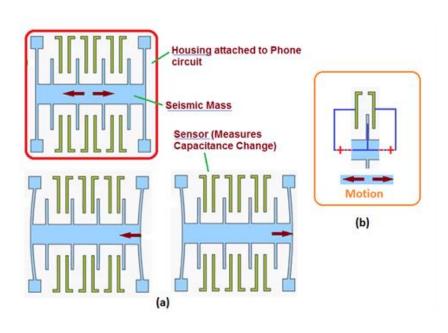


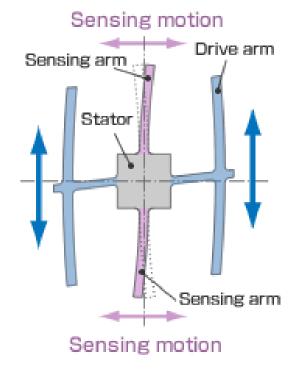


Inertial Measurement Unit (IMU)

Accelerometer

Gyroscope







Using IMU Data



- What benefits are there to having linear acceleration?
- What benefits are there to having angular velocity?
- What concerns do you have about using the IMU data?



Intel RealSense D435i

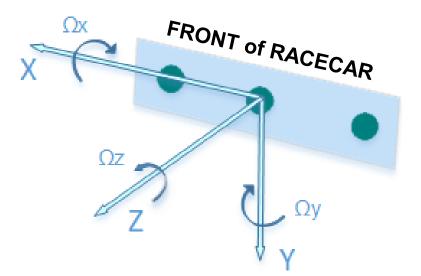






Acceleration

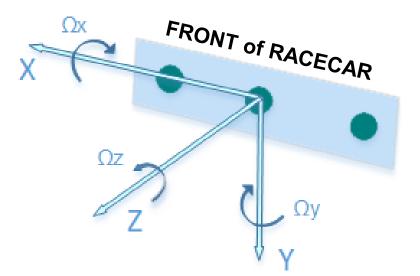
- Has three values (in m/s²):
 - Linear acceleration on X-axis, which points to the **right**
 - Linear acceleration on Y-axis, which points **down**
 - Linear acceleration on Z-axis, which points **forward**







- Has three values (in radians/sec) :
 - Angular velocity about X-axis (denoted by Ωx)
 - Angular velocity about Y-axis (denoted by Ωy)
 - Angular velocity about Z-axis (denoted by Ωz)





Physics Module

- Retrieves IMU data
- Public Interface
 - get_linear_acceleration()
 - get_angular_velocity()



Examples



```
# Example 1
def update():
    accel = rc.physics.get_linear_acceleration()
    ang_vel = rc.physics.get_angular_velocity()
    if accel[2] > 0.10:
        print("Kachow!")
    if ang_vel[0] > 0.25:
        rc.drive.stop()
```



Examples



foo = 0

def update():
 global foo

```
ang_vel = rc.physics.get_angular_velocity()
foo += ang_vel[1] * rc.get_delta_time()
```

```
if foo < math.pi / 2:
    rc.drive.set_speed_angle(1, 1)
else:
    rc.drive.set_speed_angle(1, 0)</pre>
```

