



# Autonomous Robotics

## Spring 2026

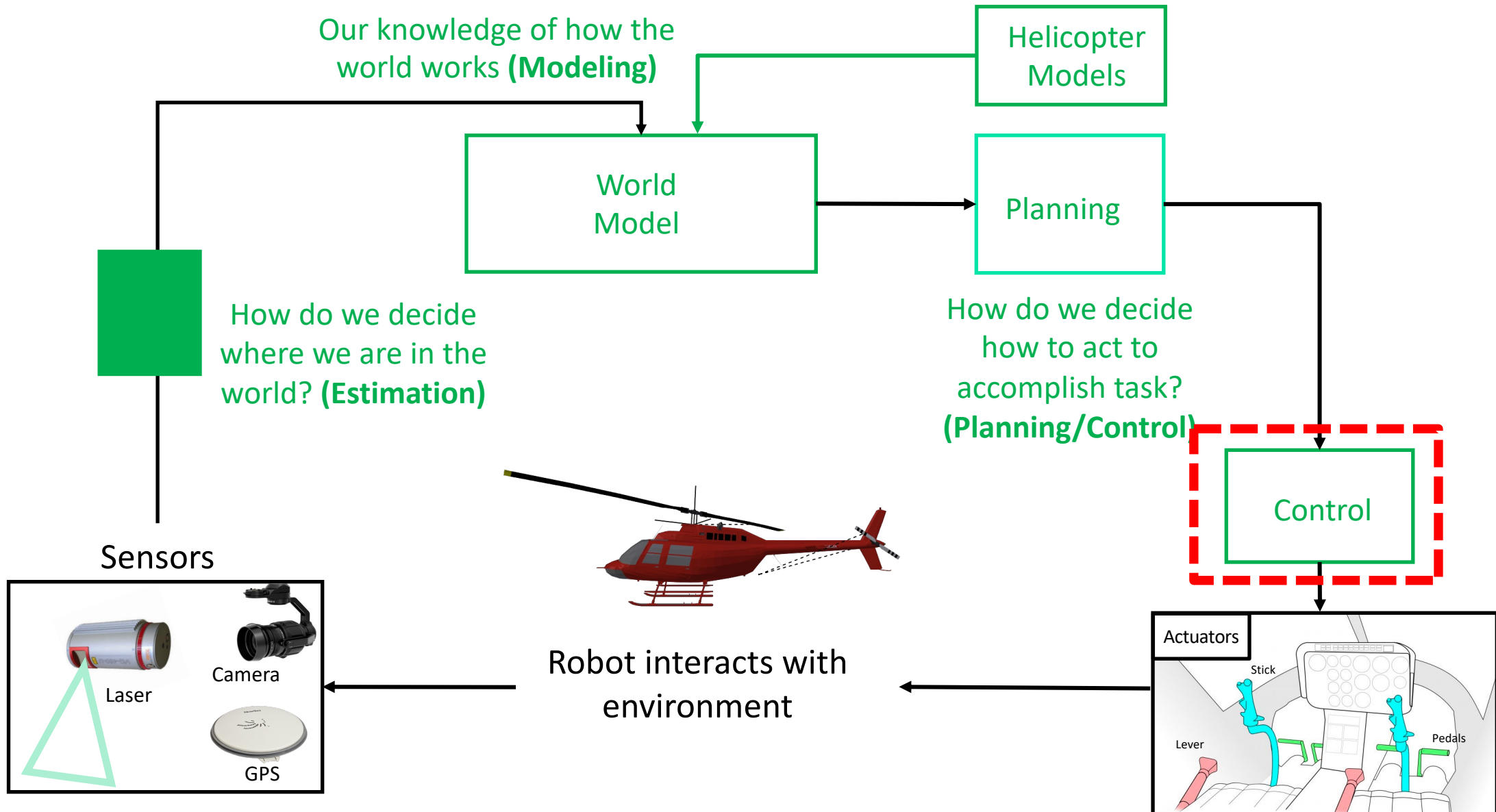
Abhishek Gupta, Siddhartha Srinivasa

TAs: Helen Wang, Sidharth Talia, Rohan Baijal, Christopher Tan

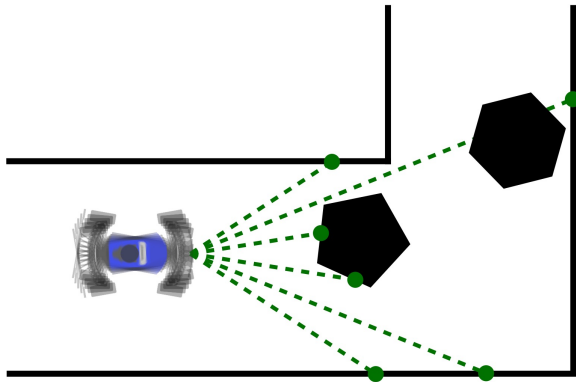


Recap

# Control in Sense-Plan-Act

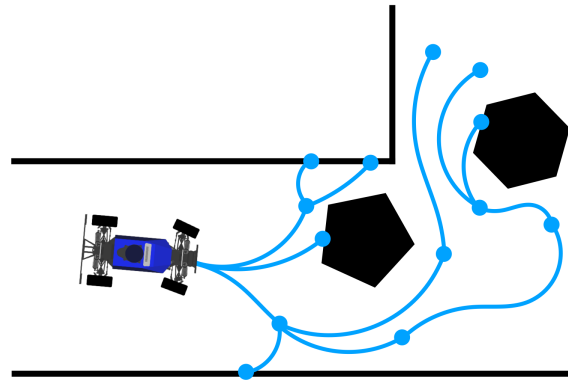


# The Sense-Plan-Act Paradigm



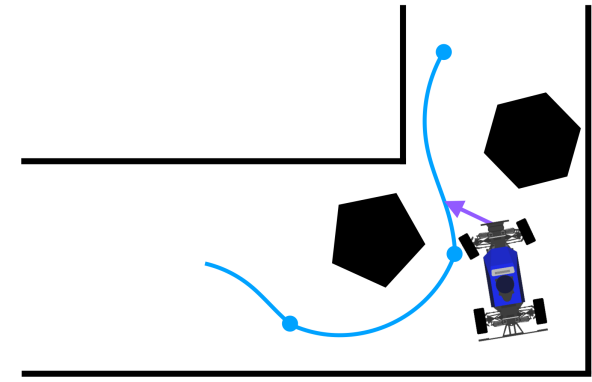
Estimate  
robot state

Solved over last 2.5 weeks



Plan sequence of  
motions

Assume to be solved for now



Control robot to  
follow plan

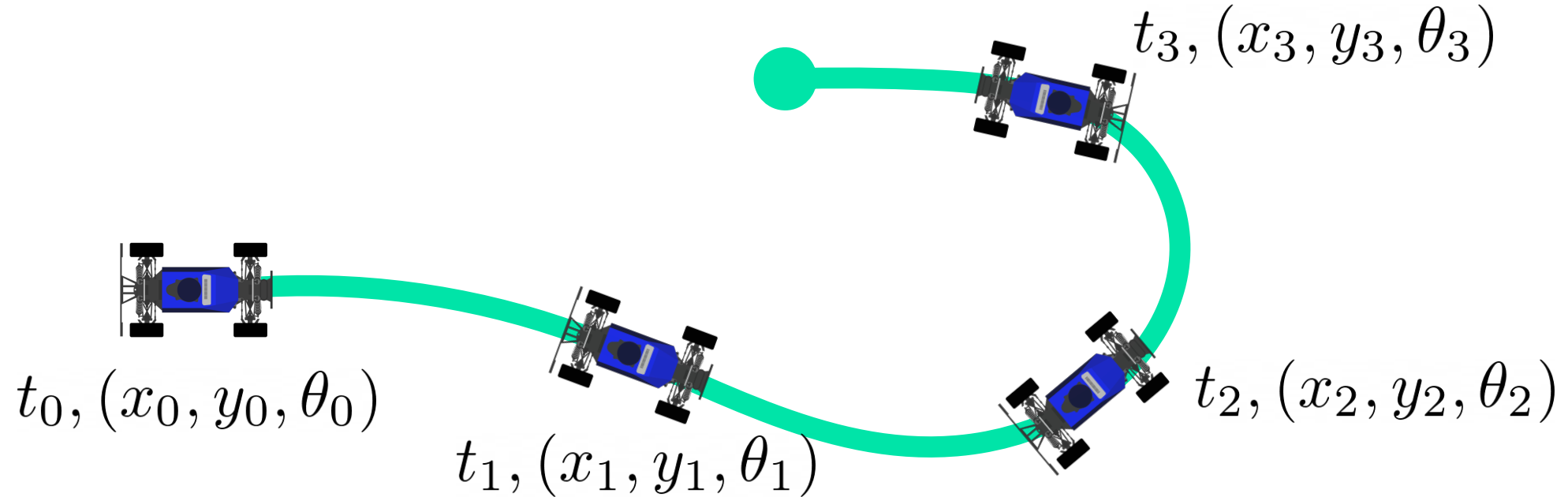
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# What is Control?



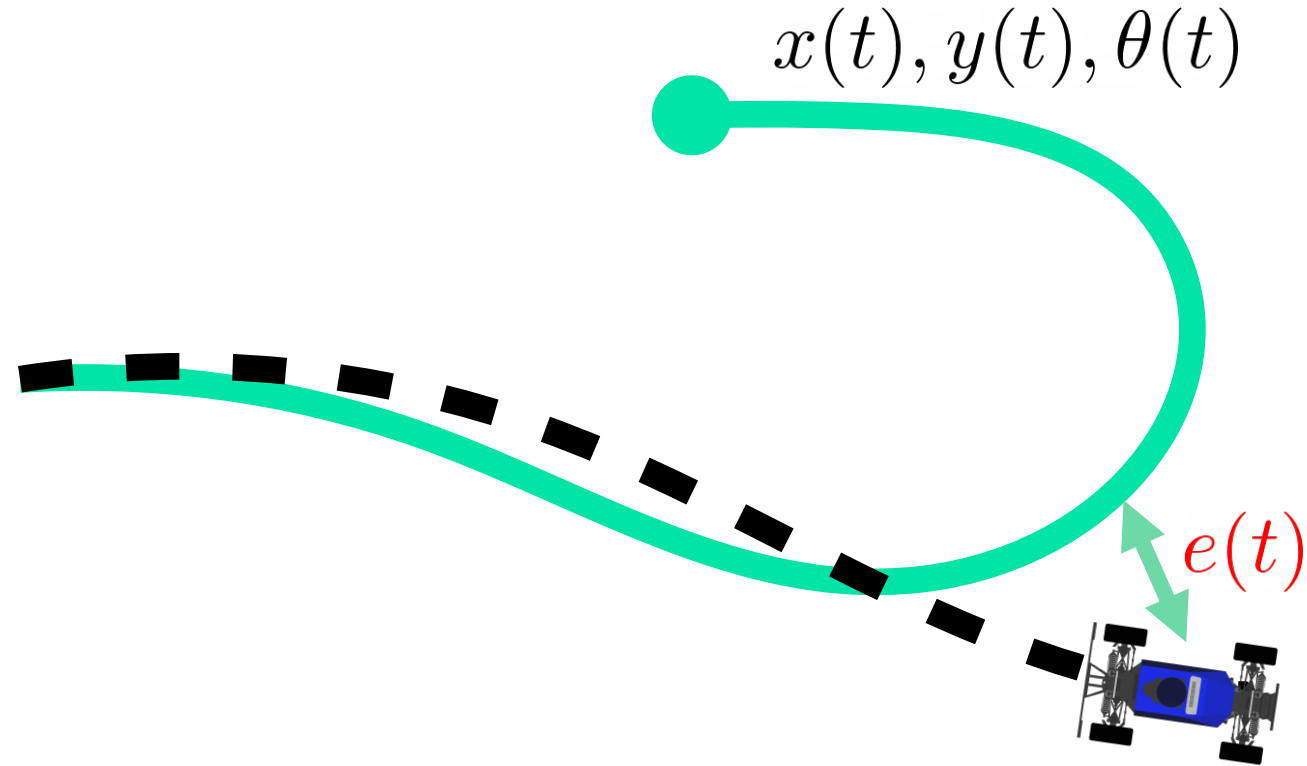
# What is a Plan?



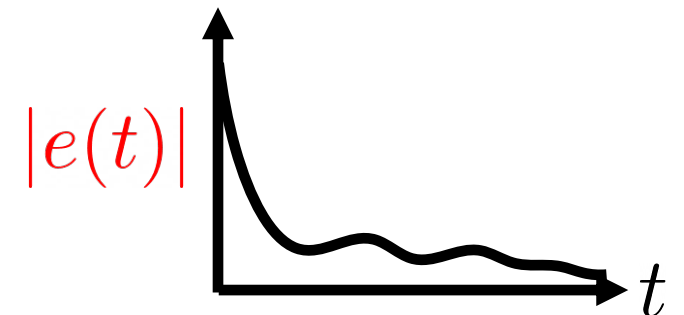
Can express this problem as **tracking a reference trajectory**

$$x(t), y(t), \theta(t)$$

# Feedback Control



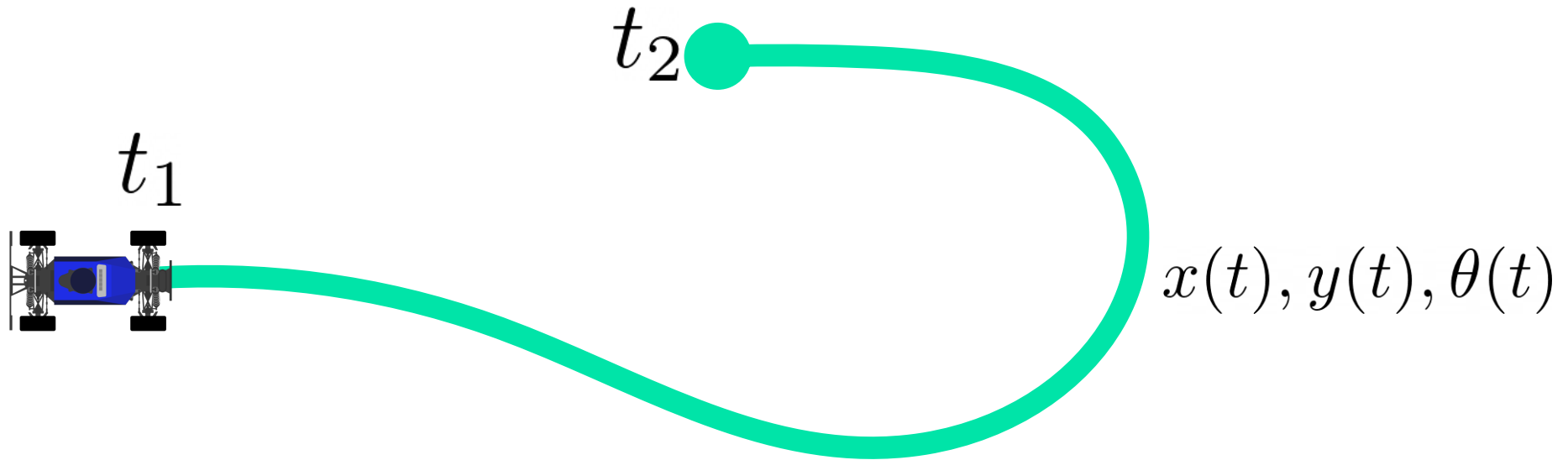
1. Measure error between reference and current state.
2. Take actions to minimize this error.



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Ok let's control racecars!

# Reference Parameterizations

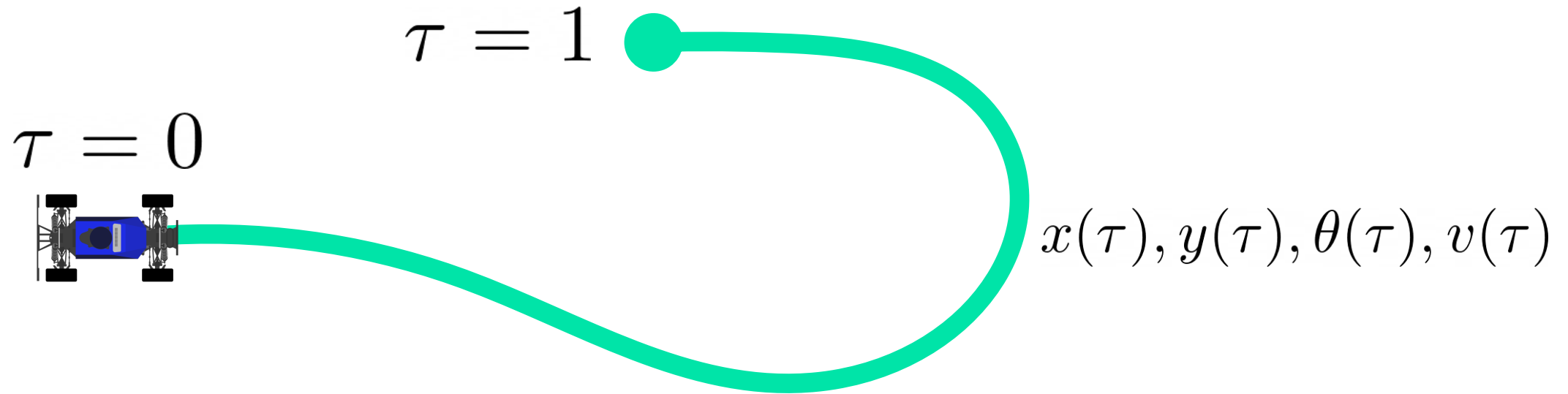


Option 1: **Time**-parameterized trajectory

Pro: Useful if we want the robot to respect time constraints

Con: Sometimes we only care about deviation from reference

# Reference Parameterizations



Option 2: **Index**-parameterized geometric path (untimed)

Pro: Useful for conveying shape for the robot to follow

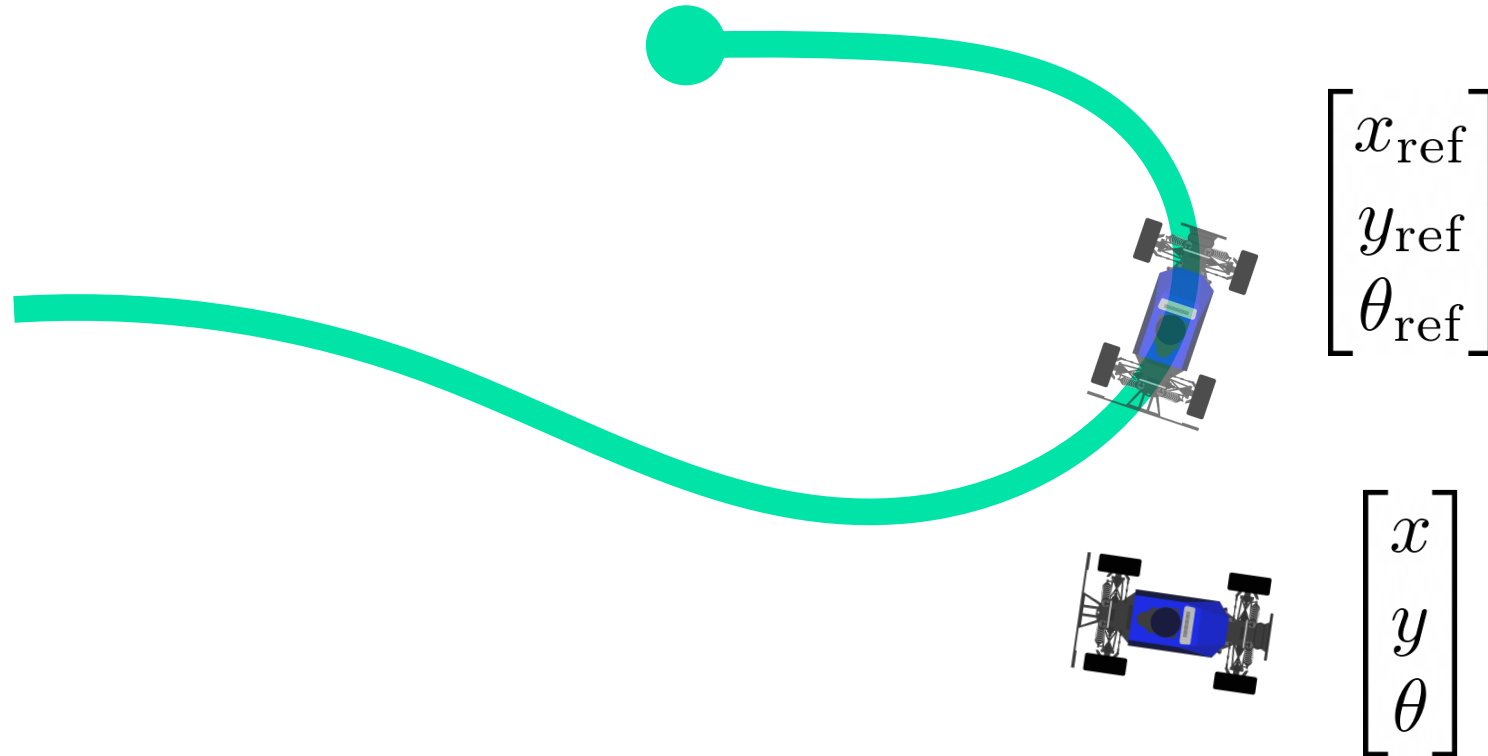
Con: Can't control when robot will reach a point

# Controller Design Decisions

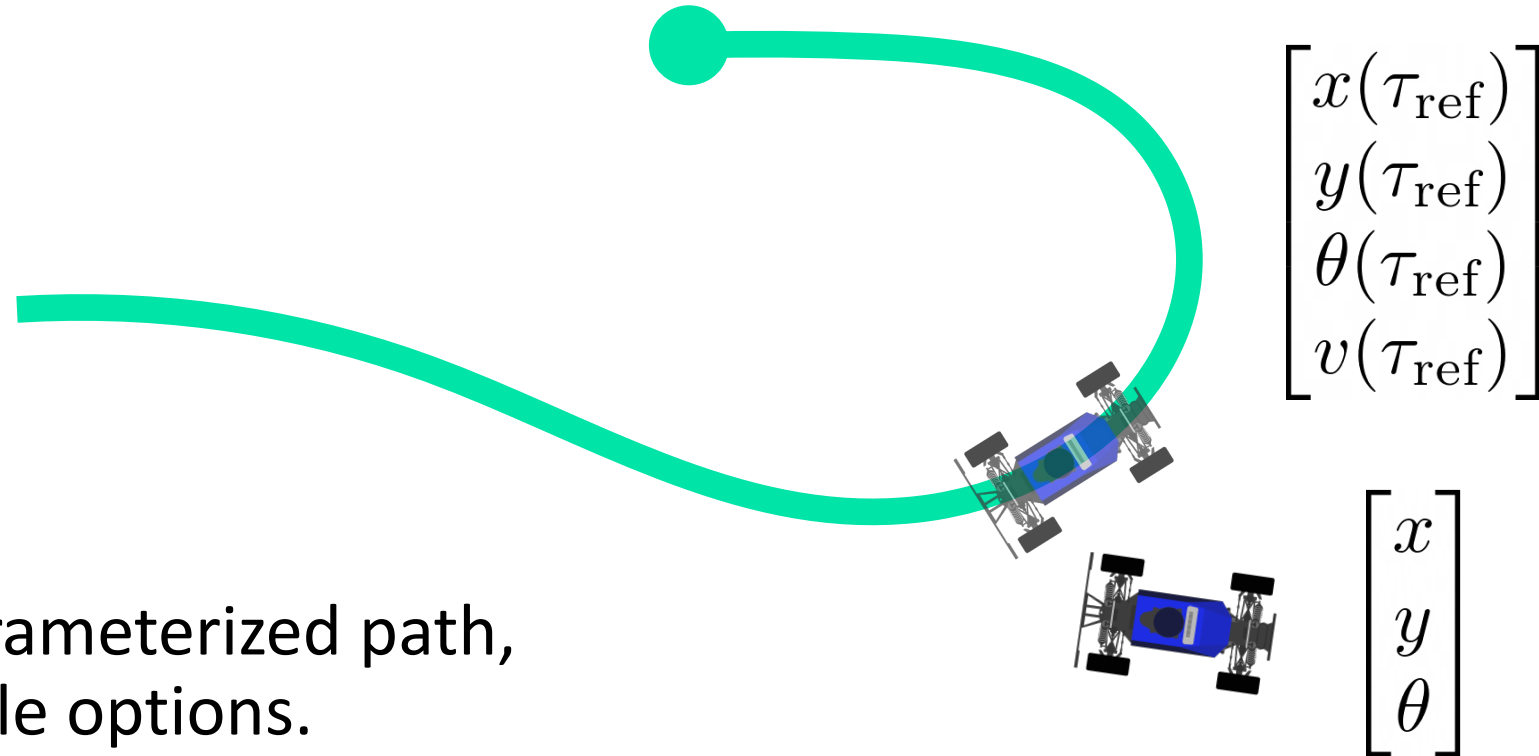
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1. Get a reference path/trajectory to track
2. Pick a reference state from the reference path/trajectory
3. Compute error to reference state
4. Compute control law to minimize error

## Step 2: Pick a reference (desired) state



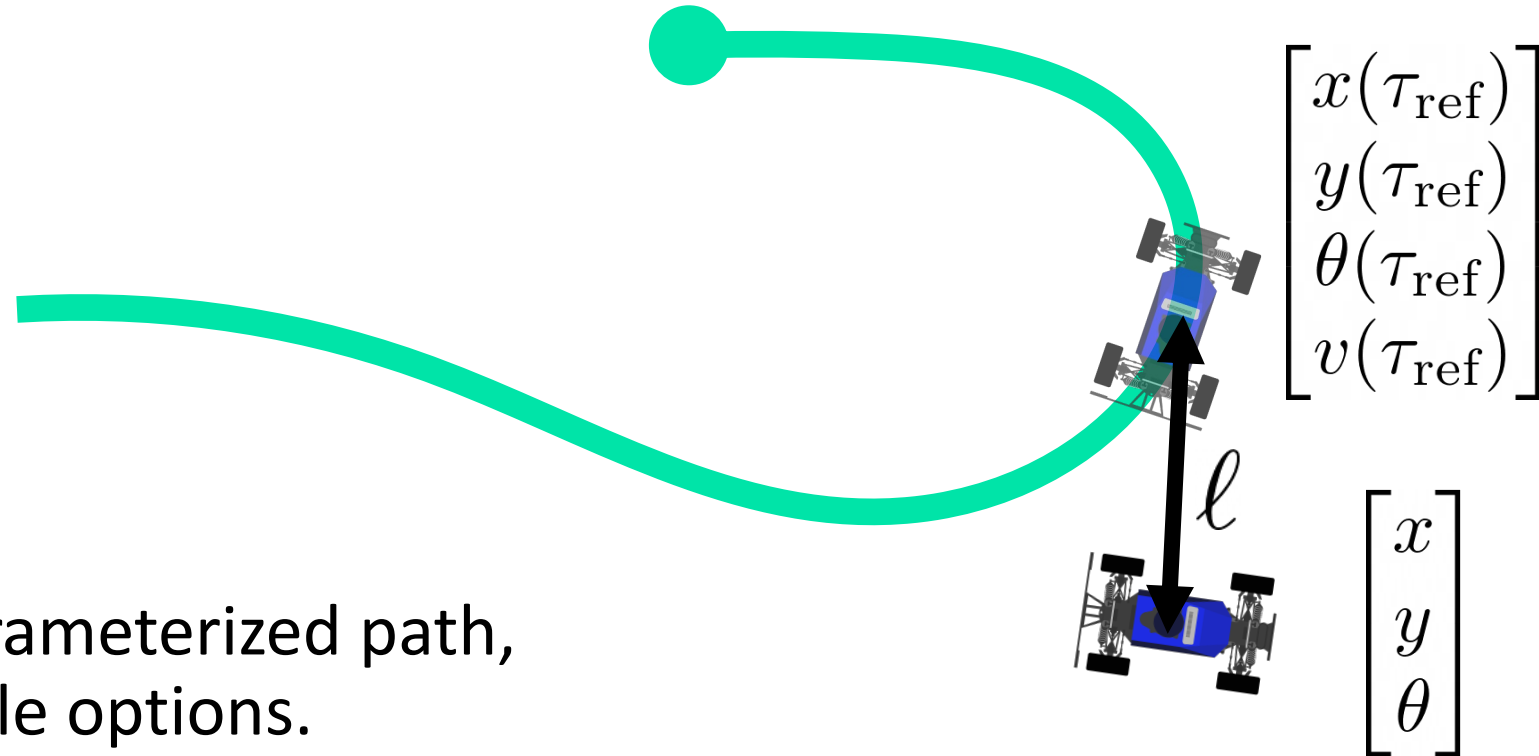
# How do we choose a reference state?



For an **index**-parameterized path, there are multiple options.

Closest point  $\tau_{\text{ref}} = \arg \min_{\tau} \left\| \begin{bmatrix} x & y \end{bmatrix}^{\top} - \begin{bmatrix} x(\tau) & y(\tau) \end{bmatrix}^{\top} \right\|$

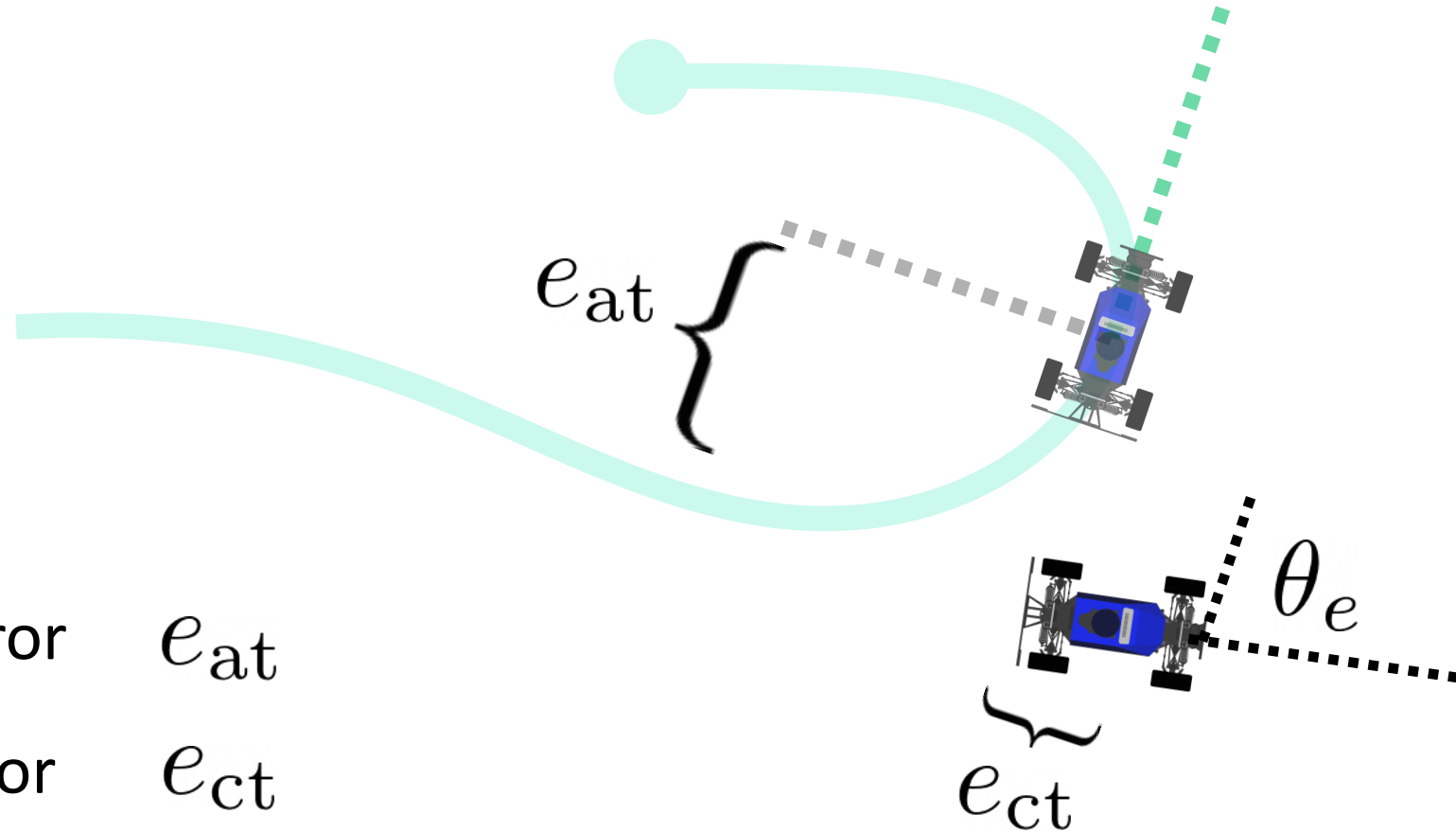
# How do we choose a reference state?



For an **index**-parameterized path, there are multiple options.

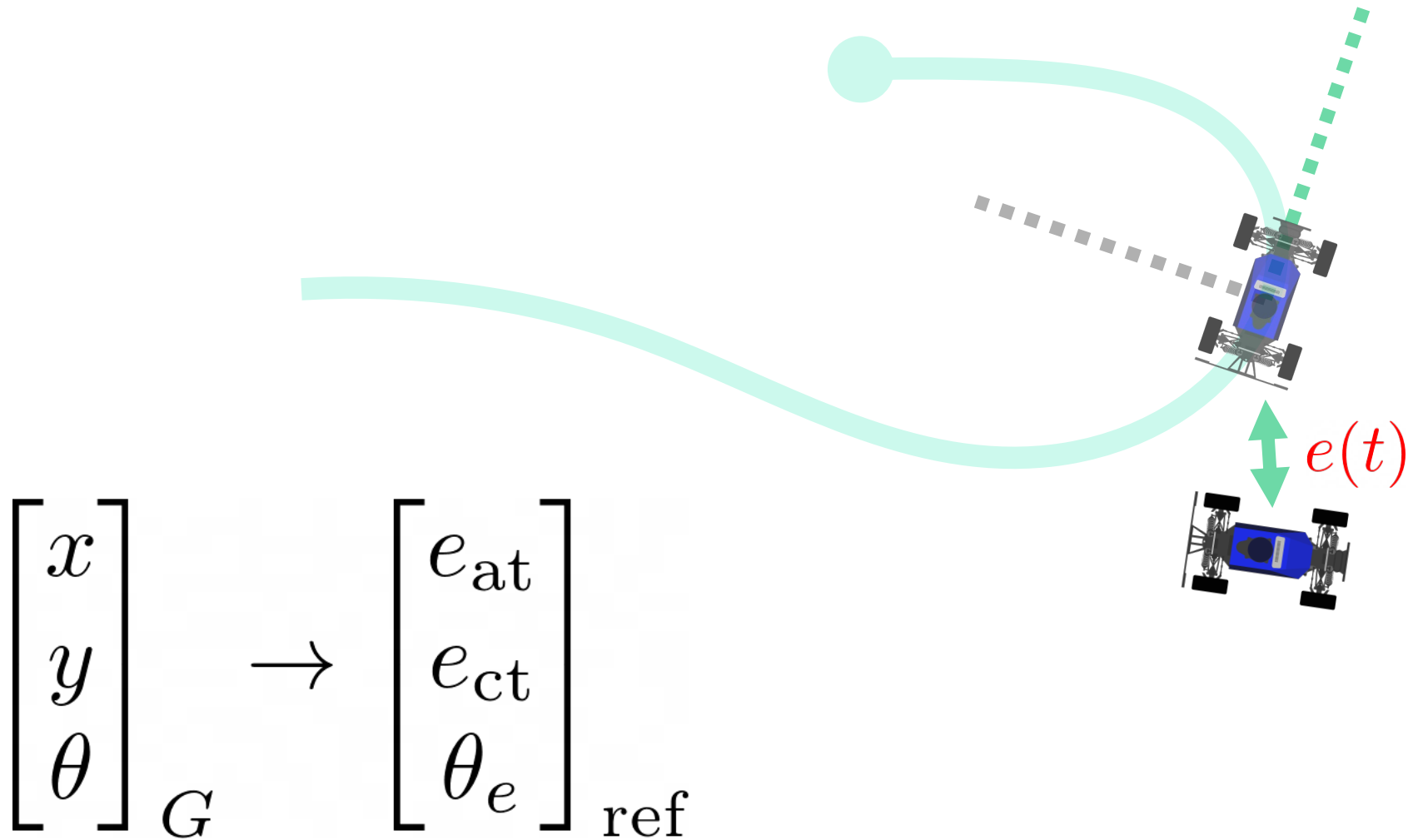
Lookahead  $\tau_{\text{ref}} = \arg \min_{\tau} \left( \left\| \begin{bmatrix} x & y \end{bmatrix}^{\top} - \begin{bmatrix} x(\tau) & y(\tau) \end{bmatrix}^{\top} \right\| - \ell \right)^2$

# Step 3: Compute error to reference state



Along-track error	$e_{at}$
Cross-track error	$e_{ct}$
Heading error	$\theta_e$

# Step 3: Compute error to reference state

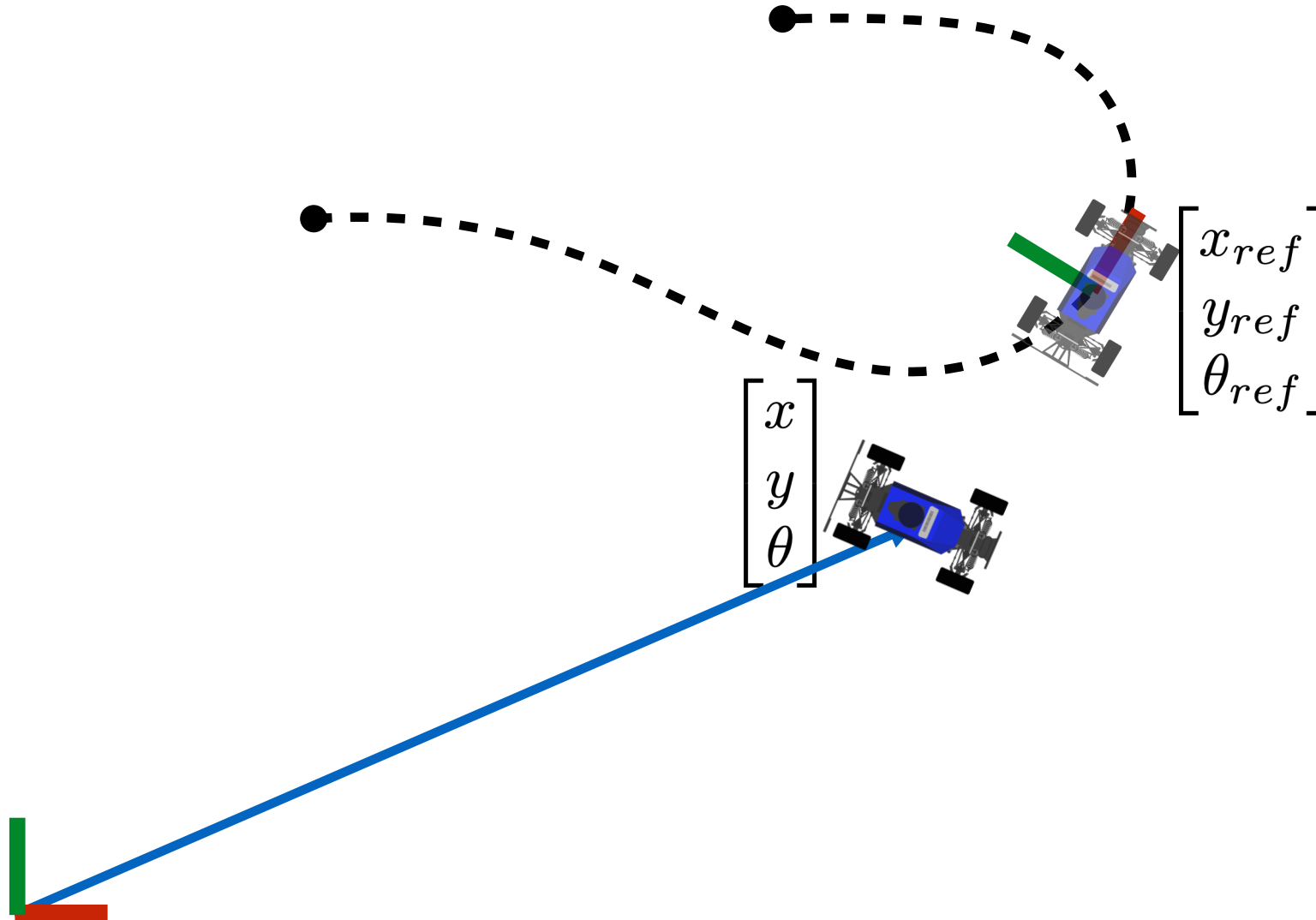


# Aside: Rotation Matrices (Plane)

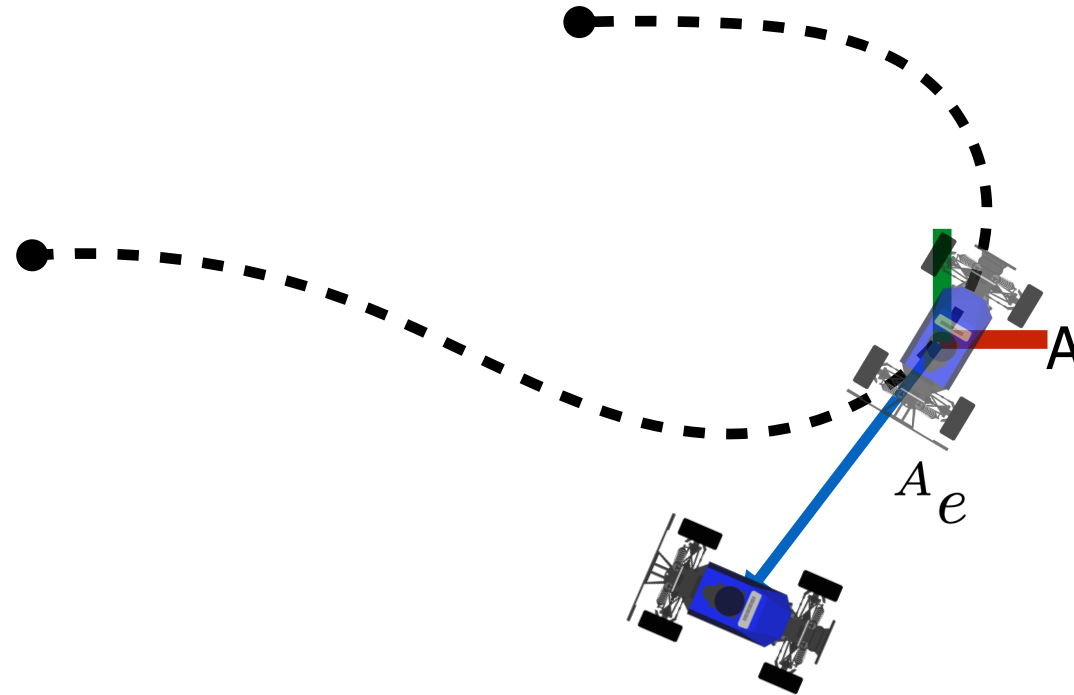


$$R = R_z(\theta) = \begin{bmatrix} \boxed{\cos \theta} & \boxed{-\sin \theta} \\ \boxed{\sin \theta} & \boxed{\cos \theta} \end{bmatrix}$$

# Step 3: Compute error to reference state



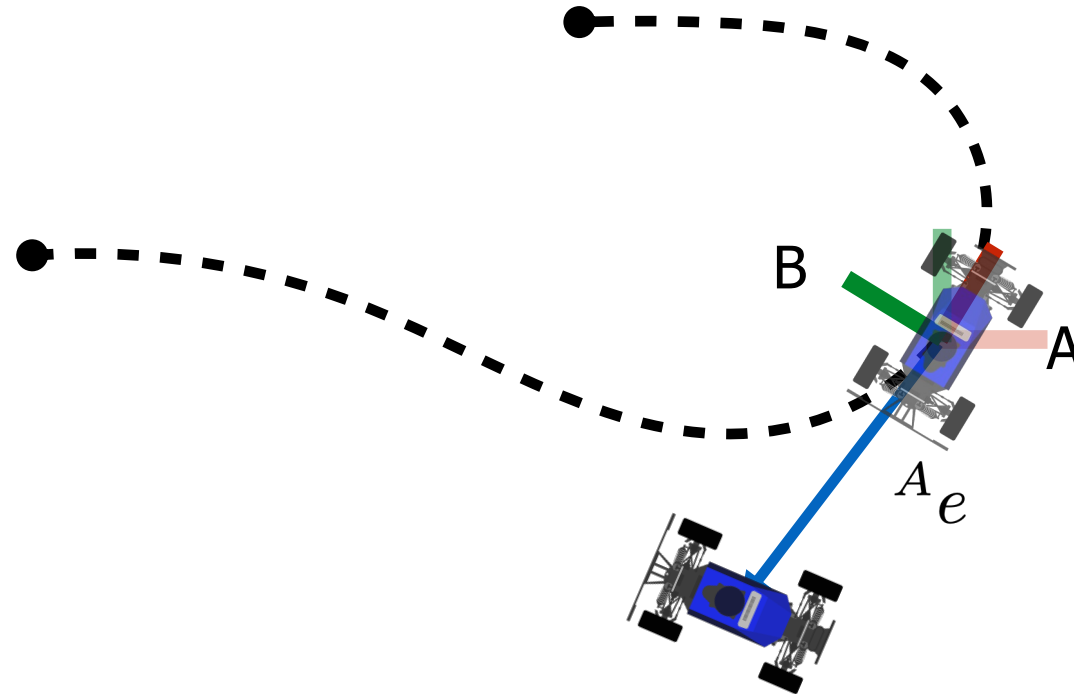
# Step 3: Compute error to reference state



Position in frame A

$$A_e = \begin{bmatrix} x \\ y \end{bmatrix} - \begin{bmatrix} x_{ref} \\ y_{ref} \end{bmatrix}$$

# Step 3: Compute error to reference state

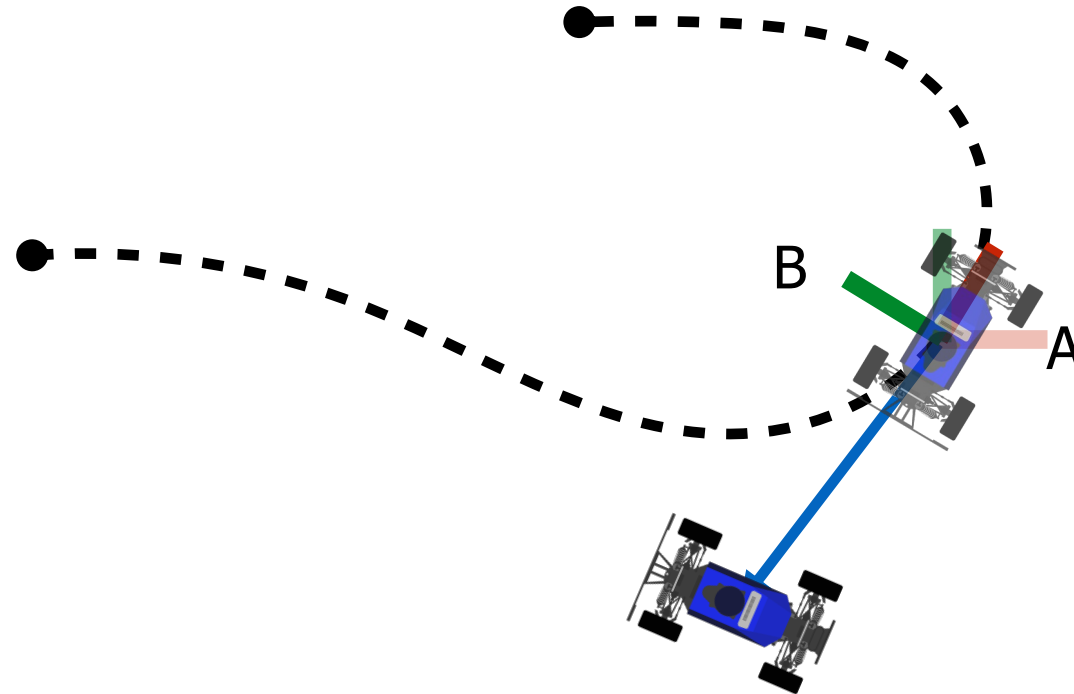


We want position in frame B

$${}^B e = {}^B_A R \quad A_e = R(-\theta_{ref}) \left( \begin{bmatrix} x \\ y \end{bmatrix} - \begin{bmatrix} x_{ref} \\ y_{ref} \end{bmatrix} \right)$$

(rotation of A w.r.t B)                      (rotation of A w.r.t B)

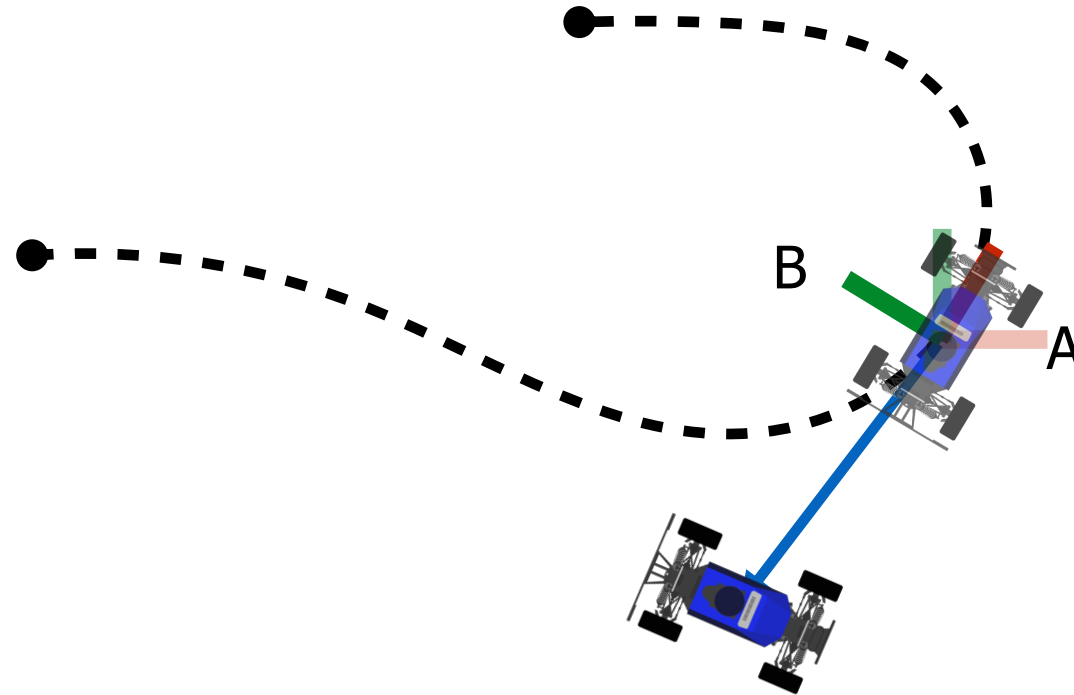
# Step 3: Compute error to reference state



We want position in frame B

$${}^B e = \begin{bmatrix} e_{at} \\ e_{ct} \end{bmatrix} = \begin{bmatrix} \cos(\theta_{ref}) & \sin(\theta_{ref}) \\ -\sin(\theta_{ref}) & \cos(\theta_{ref}) \end{bmatrix} \left( \begin{bmatrix} x \\ y \end{bmatrix} - \begin{bmatrix} x_{ref} \\ y_{ref} \end{bmatrix} \right)$$

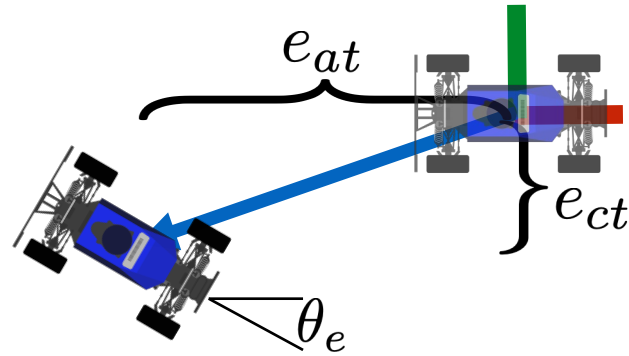
# Step 3: Compute error to reference state



Heading error

$$\theta_e = \theta - \theta_{ref}$$

# Step 3: Compute error to reference state



(Along-track) 
$$e_{at} = \cos(\theta_{ref})(x - x_{ref}) + \sin(\theta_{ref})(y - y_{ref})$$

(Cross-track) 
$$e_{ct} = -\sin(\theta_{ref})(x - x_{ref}) + \cos(\theta_{ref})(y - y_{ref})$$

(Heading) 
$$\theta_e = \theta - \theta_{ref}$$

# Step 4: Compute control law

We will only control steering angle;  
fixed constant speed  
As a result, no real control for along-track  
error  
Some control laws will only minimize cross-  
track error, others will also minimize heading



$$u = K(e)$$

# Different Control Laws

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Proportional-integral-derivative (PID) control

Pure-pursuit control

Model-predictive control (MPC)

Linear-quadratic regulator (LQR)

And many many more!

# Bang-bang control

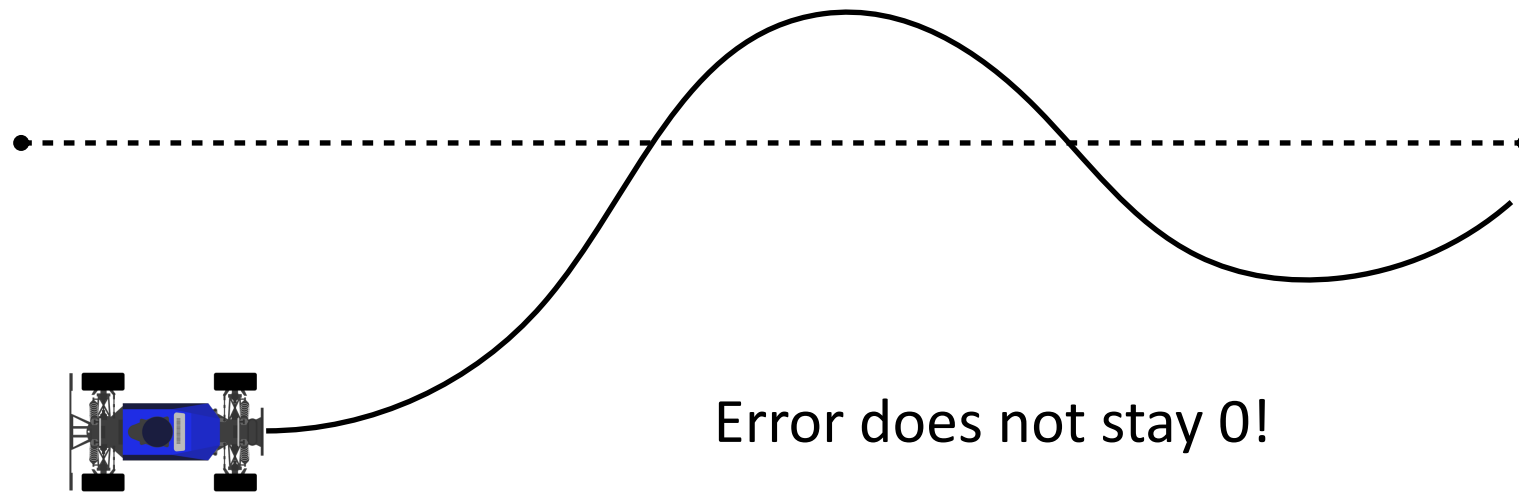
Simple control law - choose between hard left and hard right



$$u = \begin{cases} u_{max} & \text{if } e_{ct} < 0 \\ -u_{max} & \text{otherwise} \end{cases}$$

# Bang-bang control

What happens when we run this control?



Need to adapt the magnitude of control proportional to the error ...

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This clearly sucks! Come back on  
Monday to find out more