

# mindsterms

## Handling Inclines





## Problem

- Harder than it looks!
- Many robots will...
  - Loose traction
  - Topple over



- Friction depends on normal force
- Traction only on driven wheels



- Example (A = B):
  - A = 10cm, B = 10cm, Weight = 1kg



• Equal forces on front and rear wheels

- Example (A < B):
  - A = 5cm, B = 15cm, Weight = 1kg



Greater force on front wheels (Good Traction)

- Example (A > B):
  - A = 15cm, B = 5cm, Weight = 1kg



Lesser force on front wheels (Poor Traction)

#### Summary

• Keep your CG close to the driven wheels

## Incline

- Normal force reduces (Less traction)
- Gravity pulls robot backwards



## Incline

- Causes CG to move away from front wheels
- Effect is more significant if CG is high



## Summary

- Keep your CG close to the driven wheels
- Keep your CG low

## Solutions

- Put the driven wheels at the back!
- Good for going <u>UP</u> an incline
- What happens when you're going down?



## Solutions

- Put the CG low and near the driven wheels
- Not too low or it won't clear the speed bumps



## Solutions

- Use tracks or 4 wheels drive
- Still need to keep CG low to prevent toppling over
- Tends to turn inaccurately



### Tracks

- Tracks have poor grip
- Rubber inserts helps, but are NOT part of core set and needs to be purchased separately.
- Use rubber bands (small ones!) to improve grip cheaply



Rubber band idea and images credit of Fernando Correia of http://www.technicbricks.com/

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