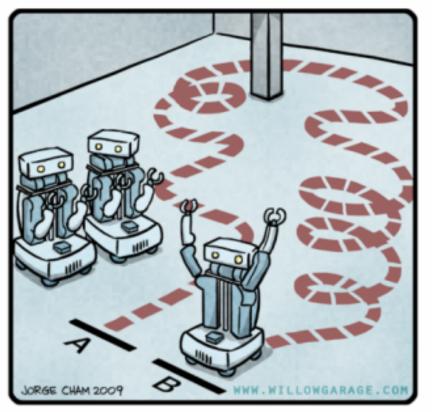
## Background: Motion (or Path) Planning

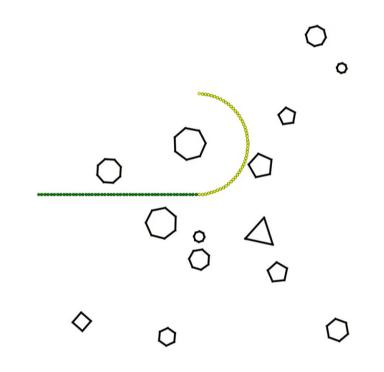
R.O.B.O.T. Comics

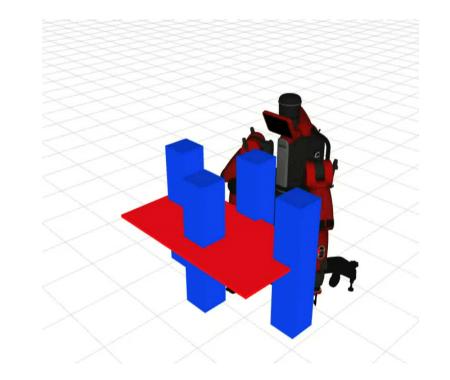


"HIS PATH-PLANNING MAY BE SUB-OPTIMAL, BUT IT'S GOT FLAIR."



## Examples



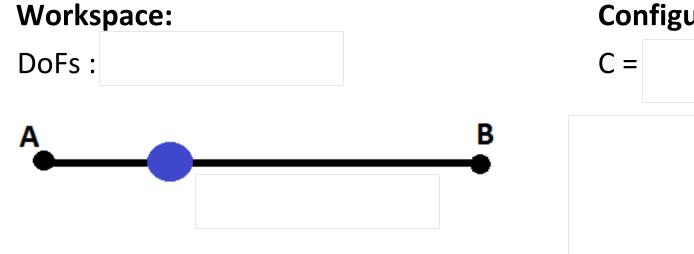




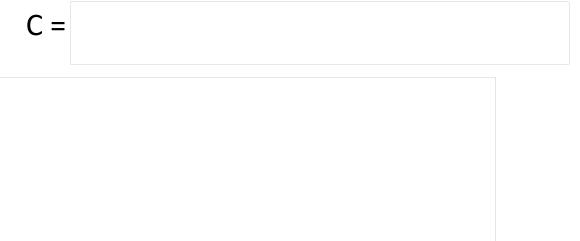
# Background: Configuration Space - C

- Degree of Freedom (DoF): Each of a number of independently variable factors affecting the range of states in which a system may exist.
- Configuration: A single complete specification of the control parameters of a system
- Configuration Space: The space containing all the possible combinations of the control parameters





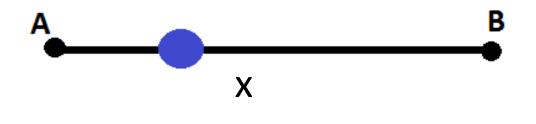
#### **Configuration Space:**





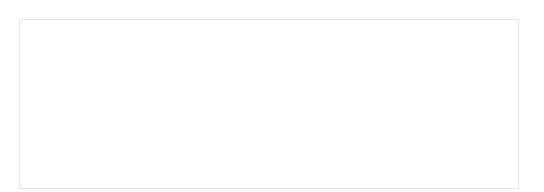
#### Workspace:

DoFs : {x}



#### **Configuration Space:**

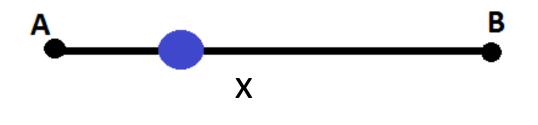
C =





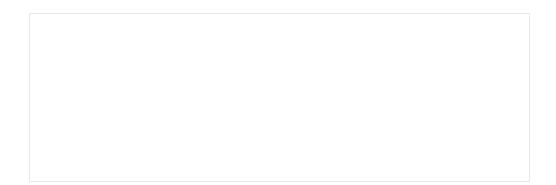
Workspace:

DoFs : {x}



#### **Configuration Space:**

C = [A, B]



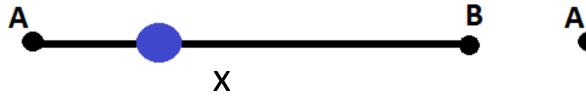


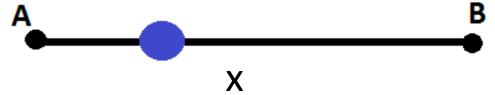
Workspace:

DoFs : {x}

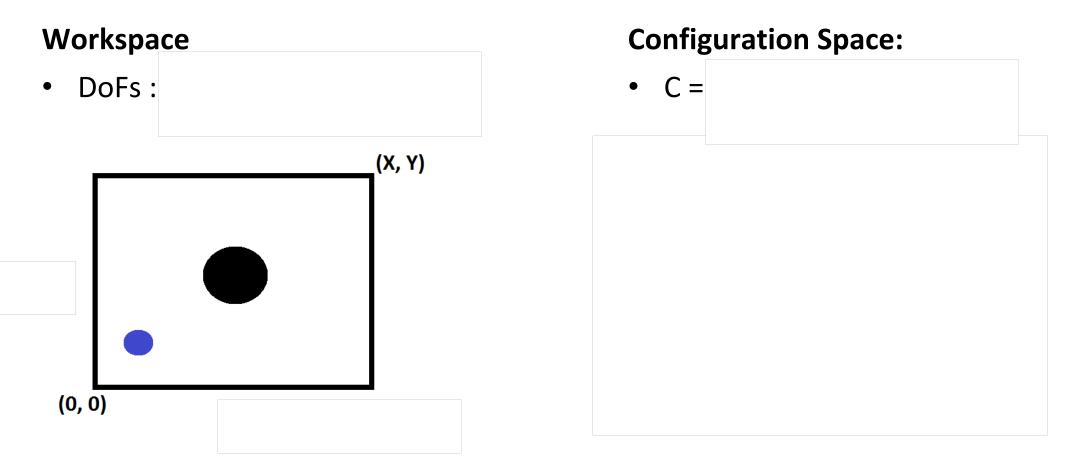
**Configuration Space:** 

C = [A, B]

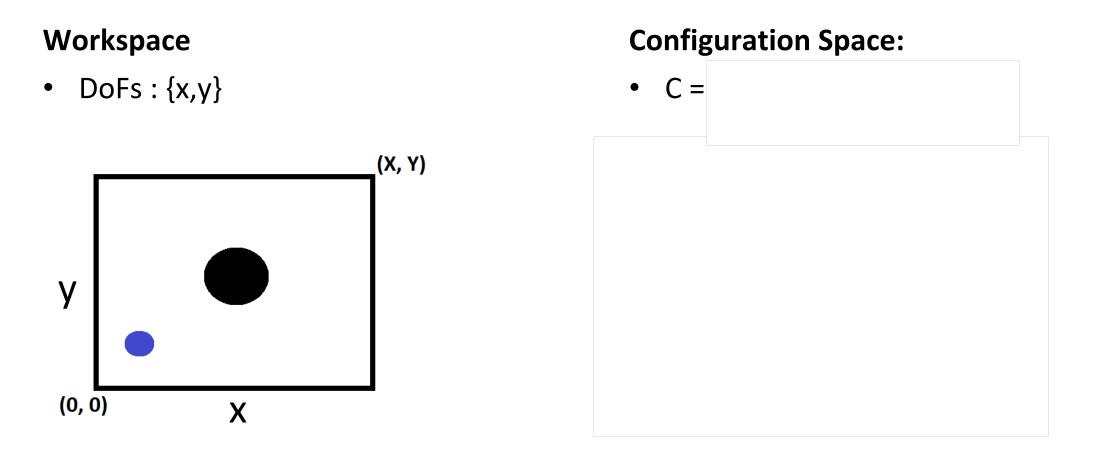














#### Workspace

• DoFs : {x,y}

#### **Configuration Space:**

•  $C = [0, X] \times [0, Y]$ 



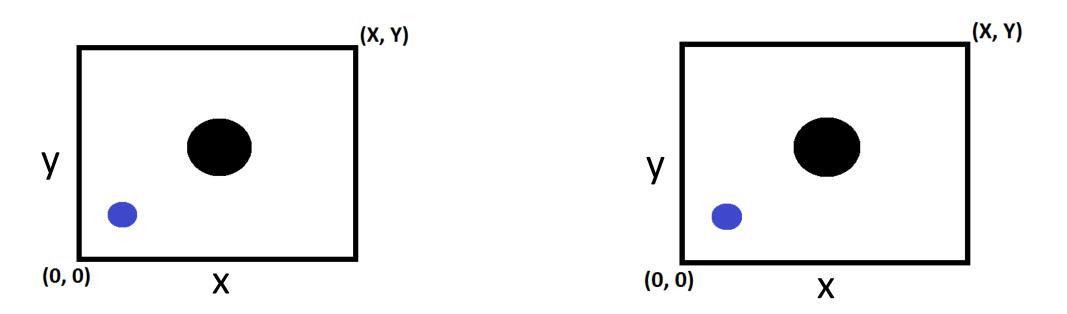


#### Workspace

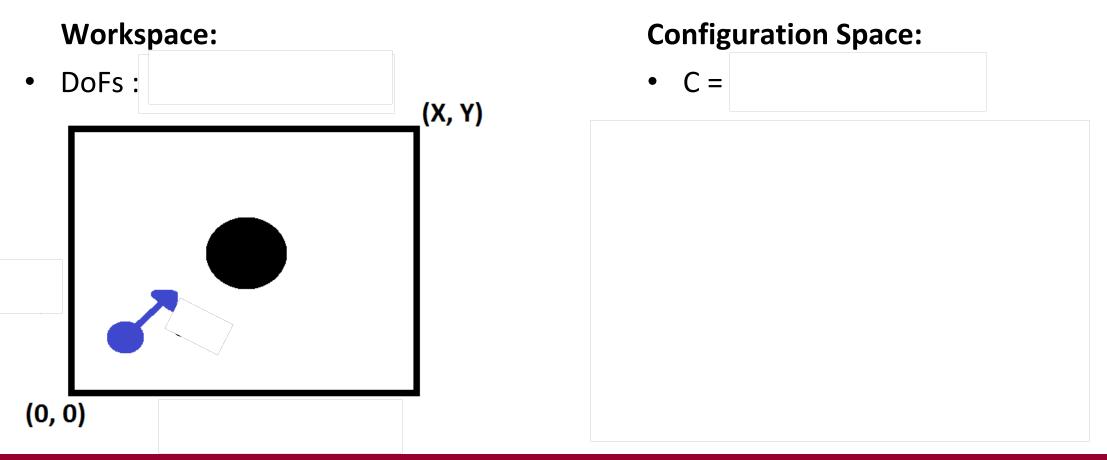
• DoFs : {x,y}

#### **Configuration Space:**

•  $C = [0, X] \times [0, Y]$ 







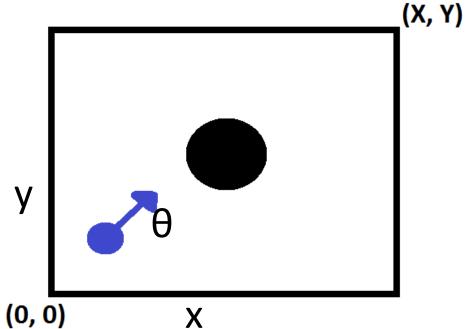


### Workspace: **Configuration Space:** DoFs : { $x, y, \theta$ } • C = $\bullet$ (X, Y) Y (0, 0) Χ



#### Workspace:

• DoFs : {x, y, θ}



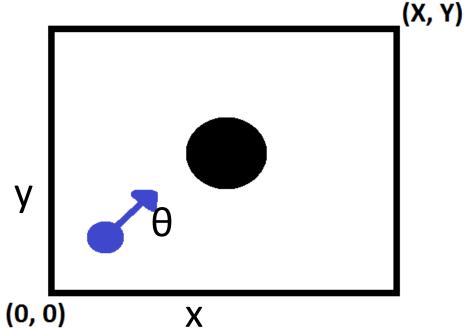


#### **Configuration Space:**

•  $C = [0, X] \times [0, Y] \times [-\pi, \pi]$ 

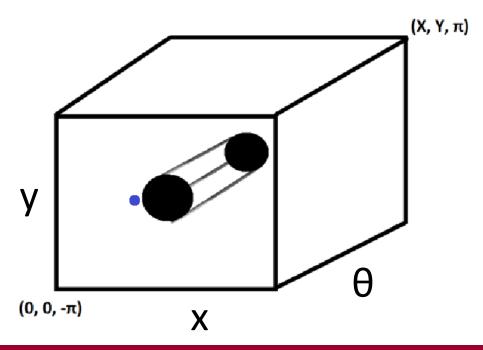
#### Workspace:

• DoFs : {x, y, θ}



#### **Configuration Space:**

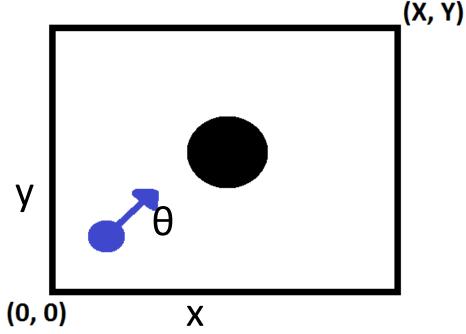
•  $C = [0, X] \times [0, Y] \times [-\pi, \pi]$ 





#### Workspace:

• DoFs : {x, y, θ}

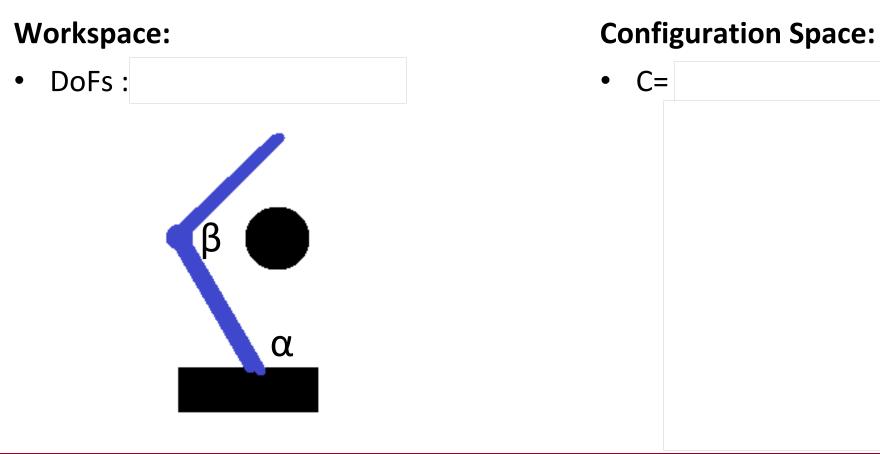


#### **Configuration Space:**

•  $C = [0, X] \times [0, Y] \times [-\pi, \pi]$ 

### In reality, a "wheel" like space!!!

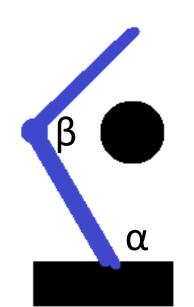




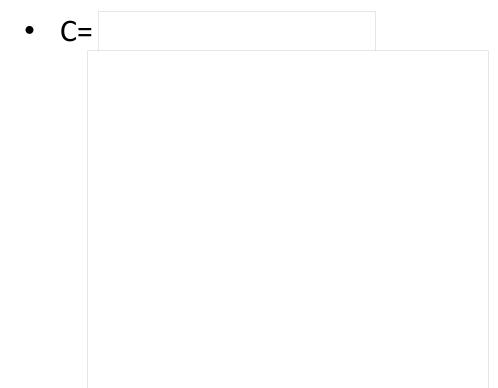
#### UNIVERSITY OF SOUTH CAROLINA

#### Workspace:

• DoFs : {α, β}



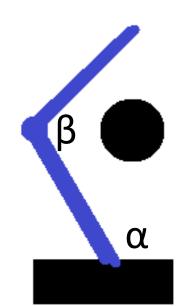
#### **Configuration Space:**





#### Workspace:

• DoFs : {α, β}



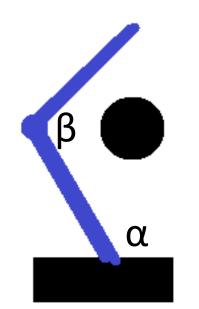
#### **Configuration Space:**

• C= [0, π]×[-π, π]



#### Workspace:

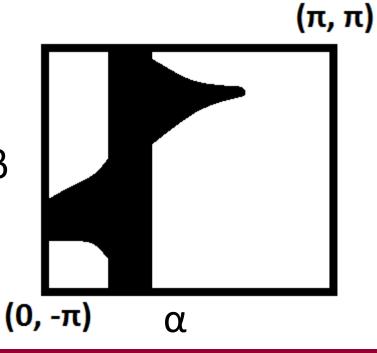
• DoFs : {α, β}



#### **Configuration Space:**

• C= [0, π]×[-π, π]

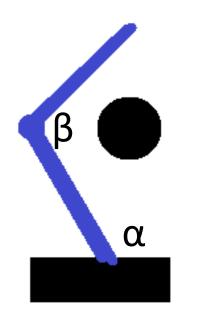
β





#### Workspace:

• DoFs : {α, β}



#### **Configuration Space:**

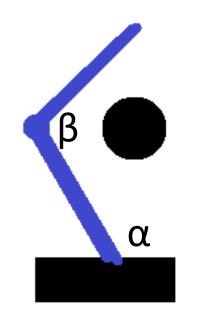
• C= [0, π]×[-π, π]

### In reality, a cylinder!!!



#### Workspace:

• DoFs : {α, β}

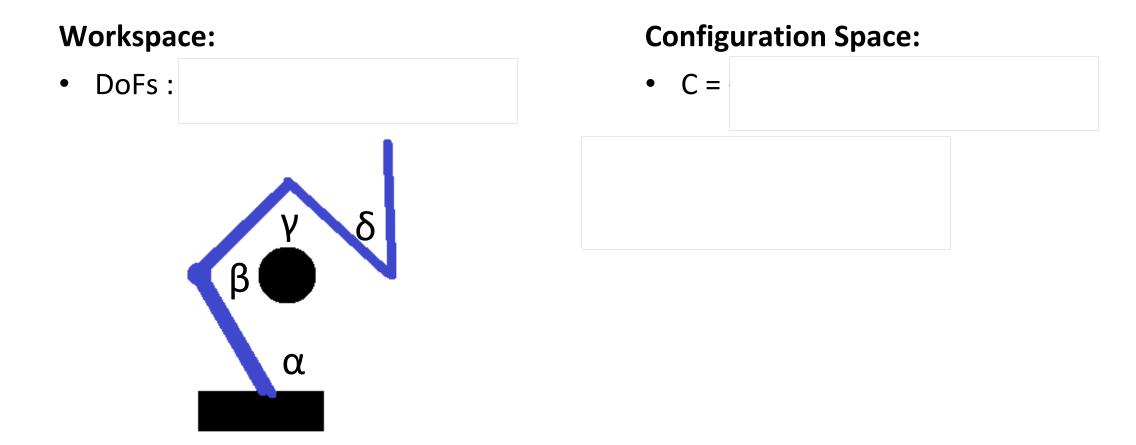


#### **Configuration Space:**

• C= [-π, π]×[-π, π]

A "donut" like shape if also the other joint can revolve 360 degrees.

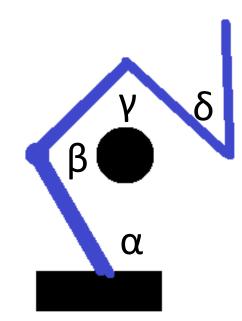




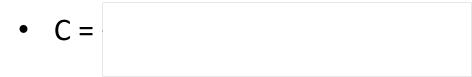


#### Workspace:

• DoFs : {α, β, γ, δ}



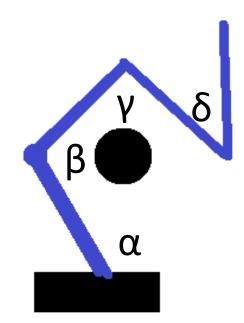
#### **Configuration Space:**





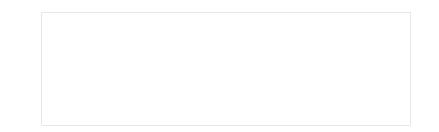
#### Workspace:

• DoFs : {α, β, γ, δ}



#### **Configuration Space:**

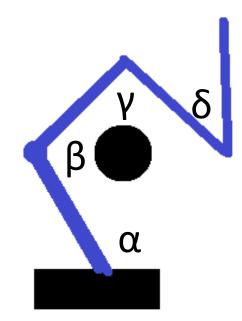
•  $C = [0, \pi] \times [-\pi, \pi] \times [-\pi, \pi] \times [-\pi, \pi]$ 





#### Workspace:

• DoFs : {α, β, γ, δ}



#### **Configuration Space:**

- $C = [0, \pi] \times [-\pi, \pi] \times [-\pi, \pi] \times [-\pi, \pi]$
- 4-D Space!
- Hard to visualize.



# The Motion Planning Problem

- Given an initial configuration and a specific group of goal configurations return a path of <u>valid</u> configurations that move the robot from the initial to the goal state.
- Not an easy problem: P-SPACE Hard! [J. H. Reif., 1979.]



## Sampling based techniques

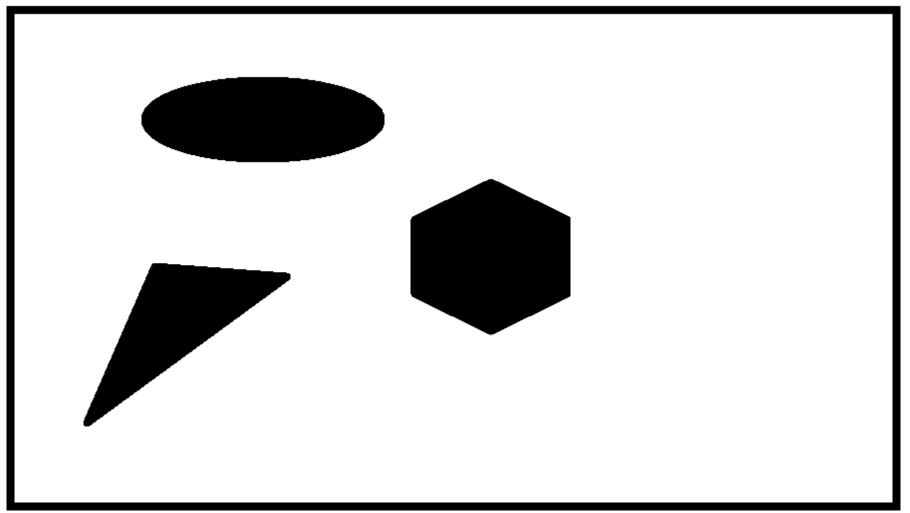
- Sampling based techniques come to the rescue!
  - Graphs are created using random samples inside the C-free
  - By connecting the samples the algorithms try to find a path connecting the initial with the goal configuration.
- Only a function that checks if a random configuration is valid needed.



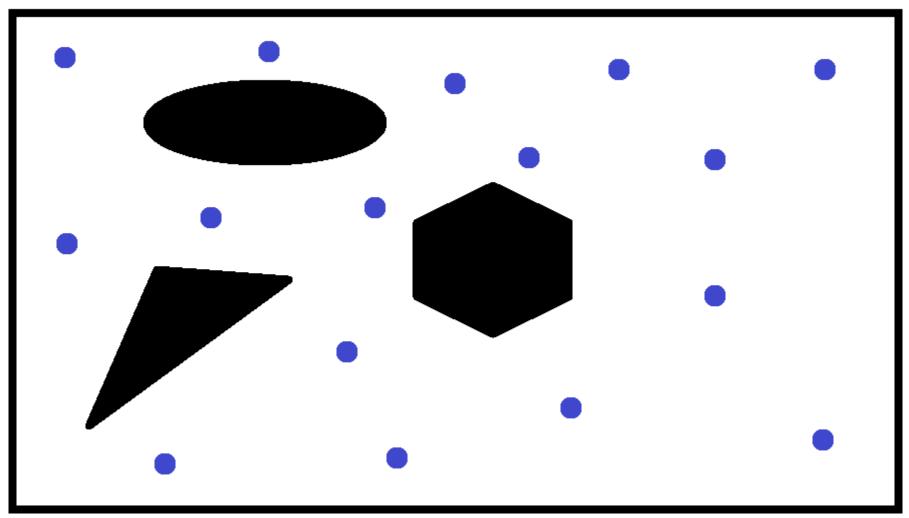
# Probabilistic Roadmaps (PRMs)

- Sample <u>uniformly</u> random configurations for a while.
- Keep the valid ones.
- Try to connect the samples creating nodes and by finding the minimum spanning tree.
- Use the structure for each problem by connecting the initial and goal configurations to the graph.

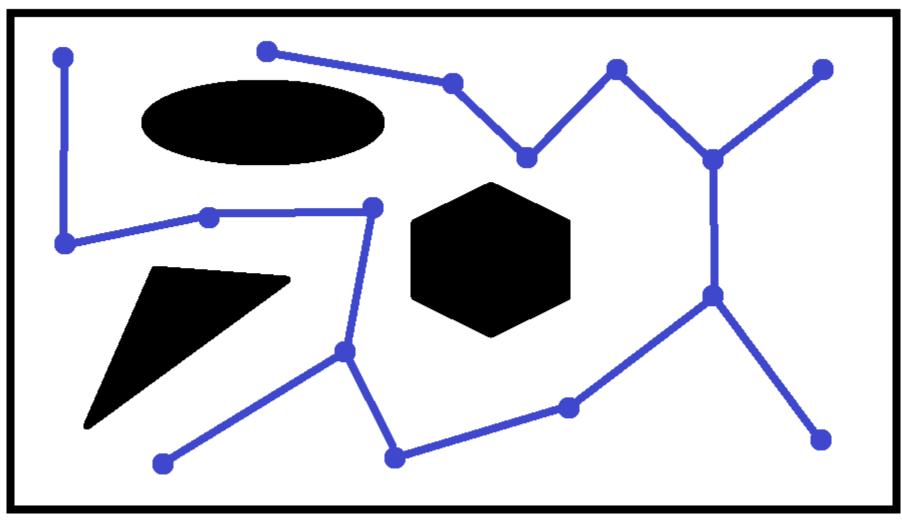




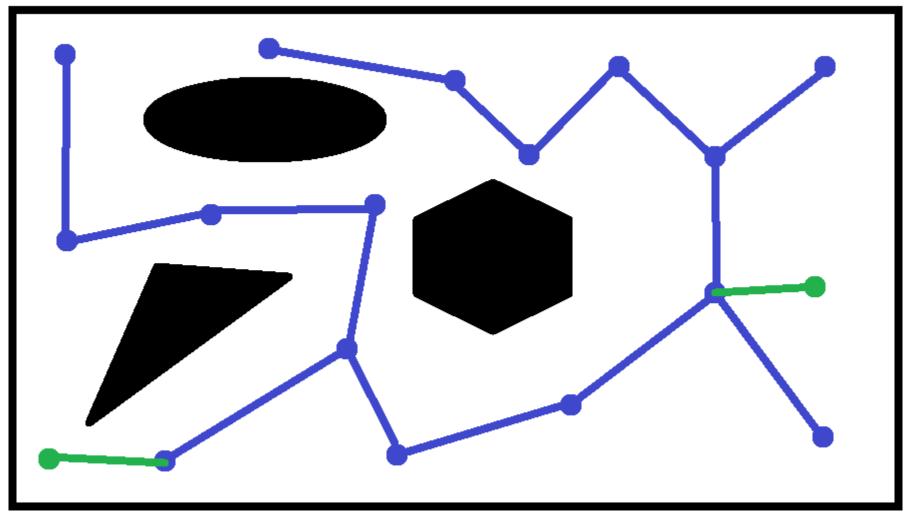




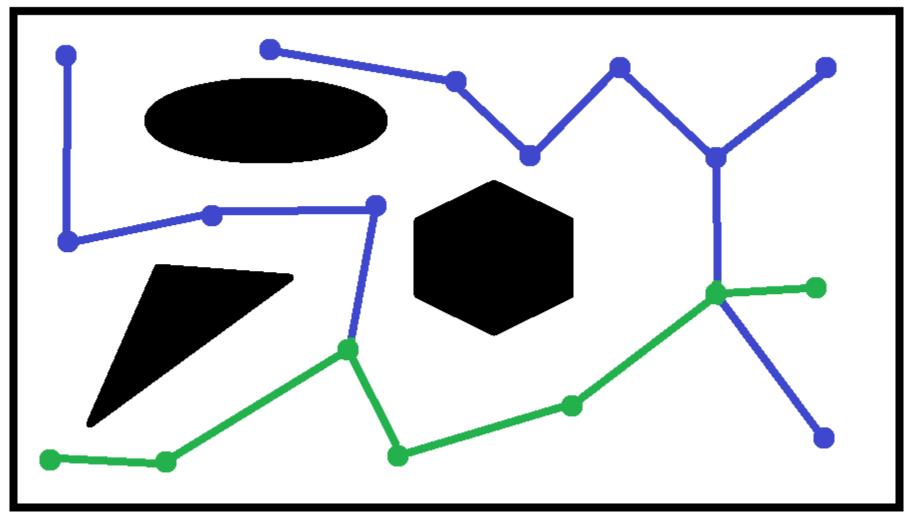












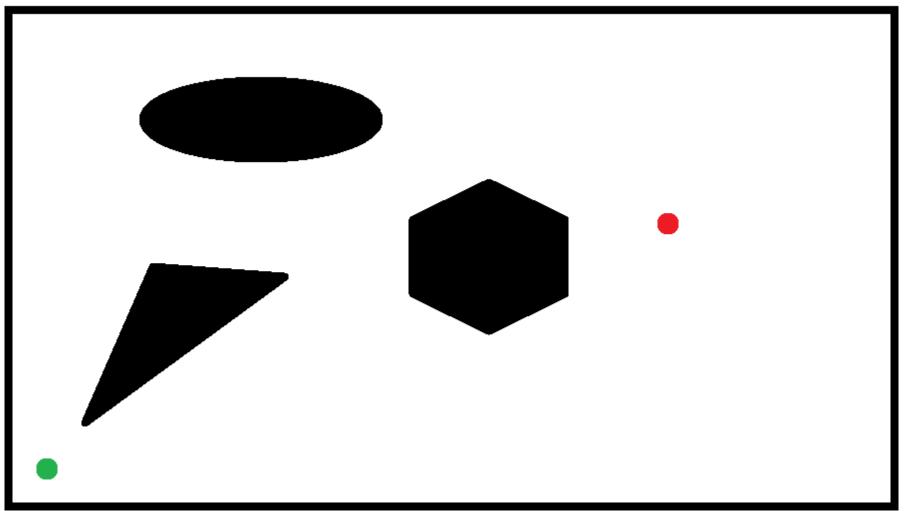


# Rapidly exploring Random Trees (RRTs)

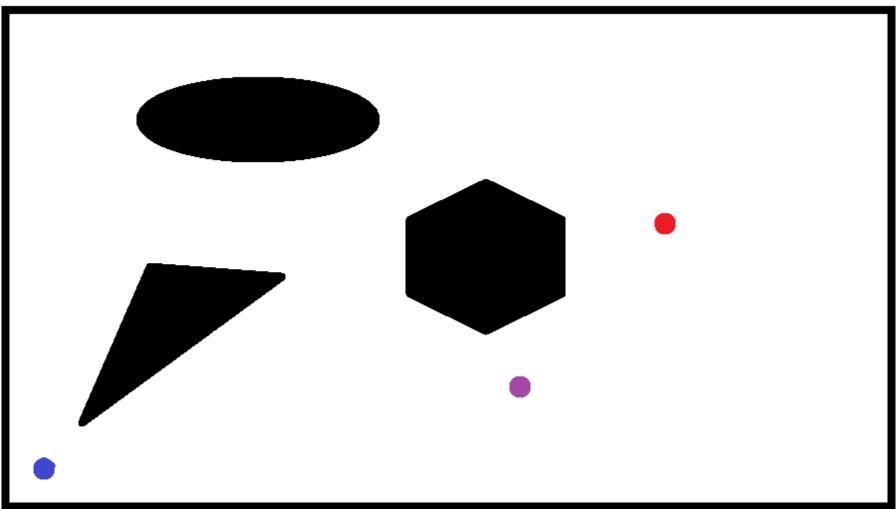
- Start from the initial configuration. Iteratively:
  - Sample <u>uniformly</u> a random sample q<sub>rand</sub>.
  - Find the closer node to that random sample  $q_{near}$ .
  - Extend the tree from  $q_{near}$  to  $q_{rand}$  creating the new node  $q_{new}$ .
  - Until timeout or the goal configuration is reached.
  - Then traverse the tree from the goal configuration to the root.



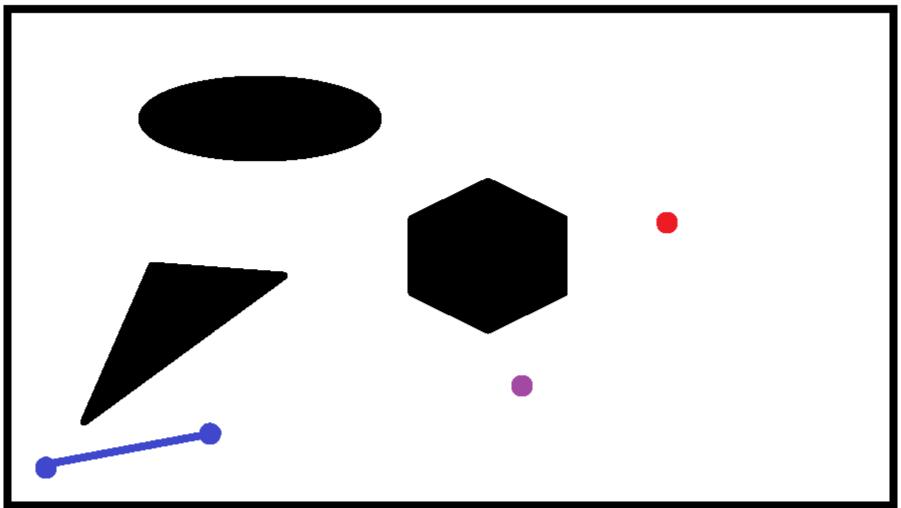
## RRTs



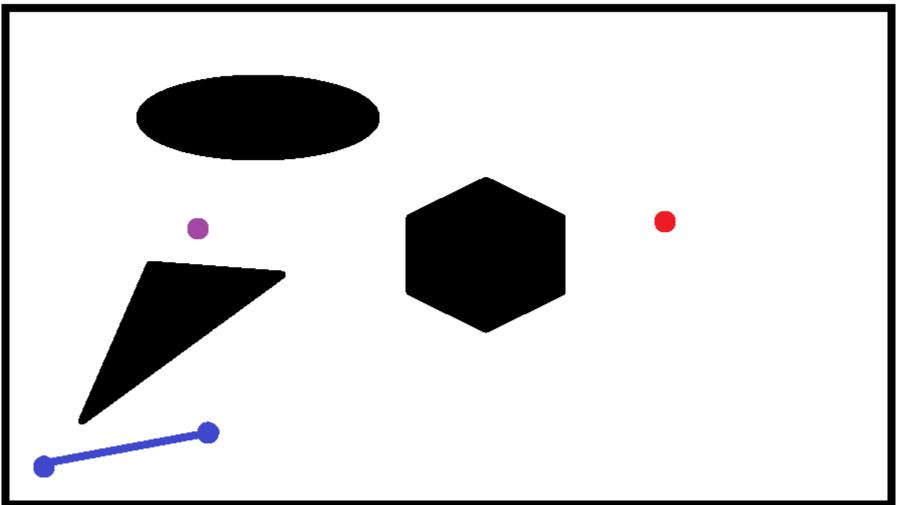




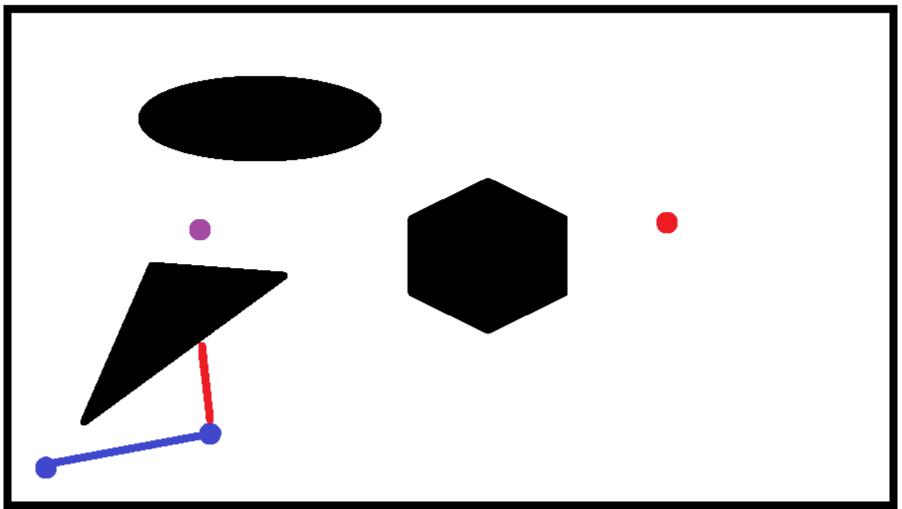




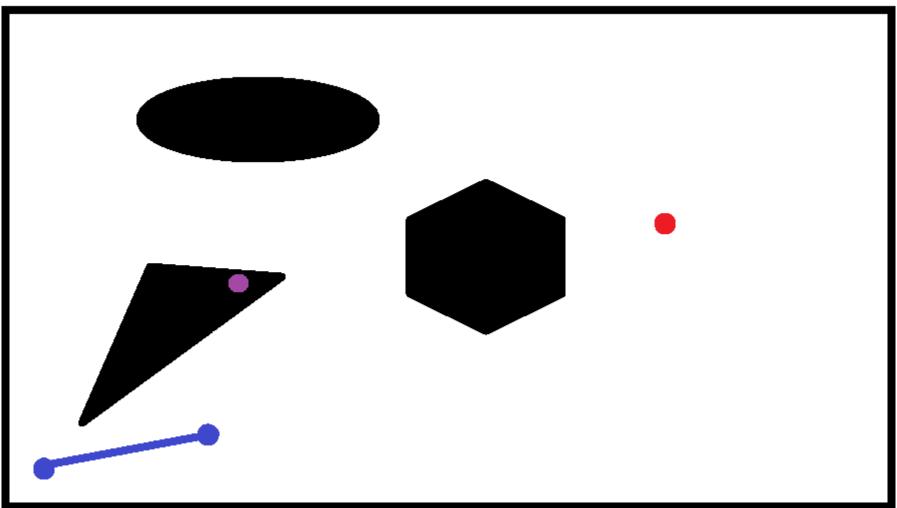




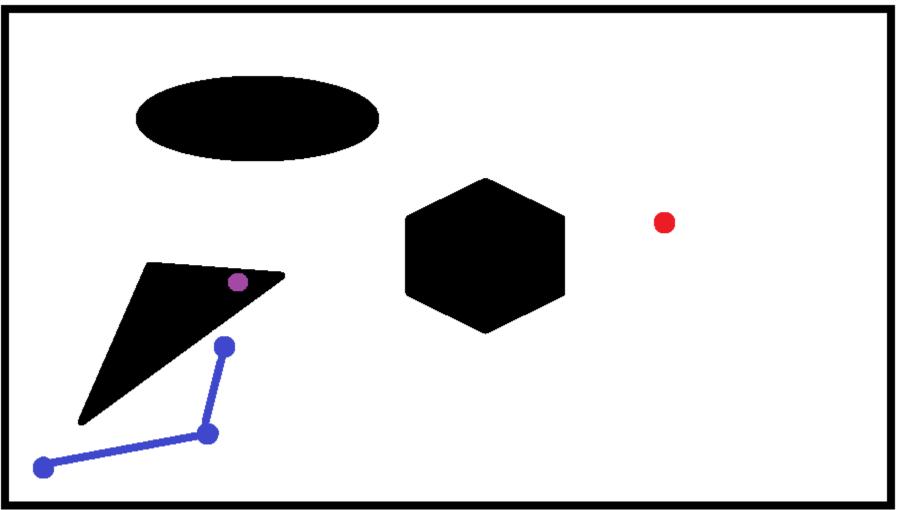




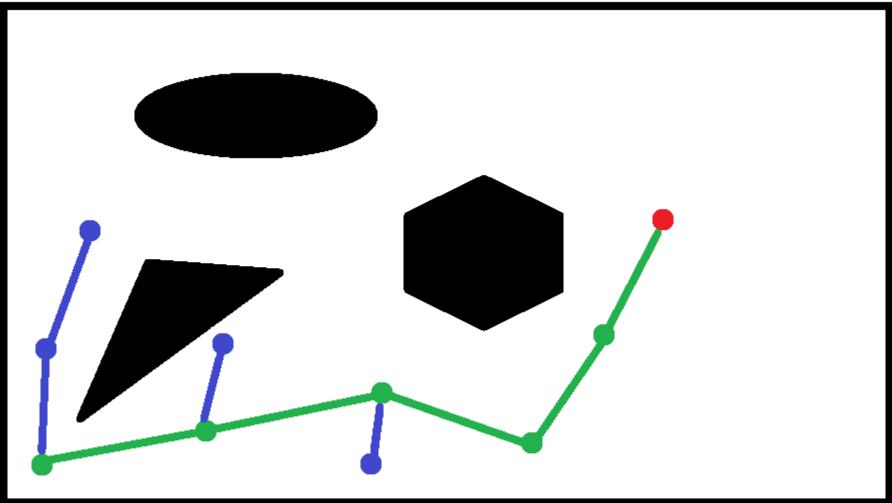














# **Probabilistic Completeness**

- Both RRTs and PRMs have probabilistic completeness guarantees:
  - The probability of a solution to be found, if one exists, tends to 1 in the infinity.
    - Yes. Theoretically, the problem is that hard that the most efficient techniques may need to run for an eternity for a solution!
    - Practically: Solutions can be found in reasonable time, if we are lucky.
- Probabilistic Completeness is the best guarantee that a complete general planner can offer.



# PRMs vs RRTs

#### PRMs

- In general, they need more time.
- Multi-query planners given the same environment.
- Only for holonomic systems. Not ideal for most real mobile robots.
- Should cover the whole C in order to work properly.

- They are much faster in most cases.
- Single query planners. More robust to different conditions.
- Both for holonomic and nonholonomic systems.
- They can provide fast solutions only with few samples.







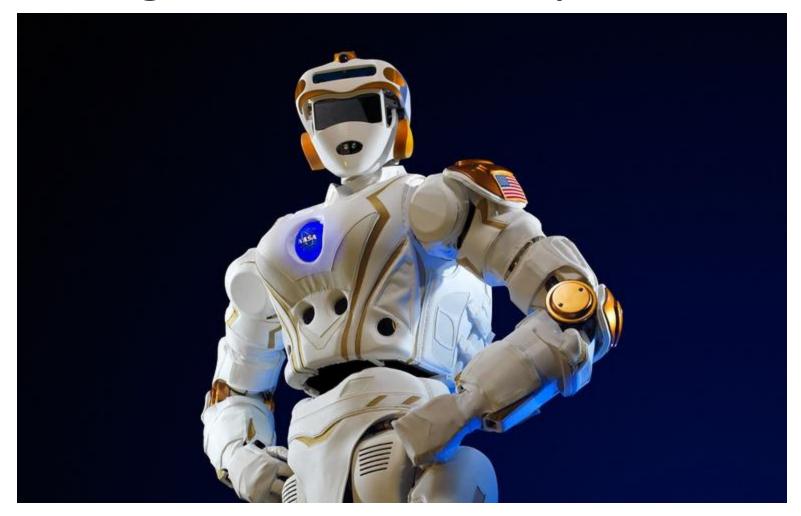


Norwegian University of Science and Technology, Kongsberg Maritime



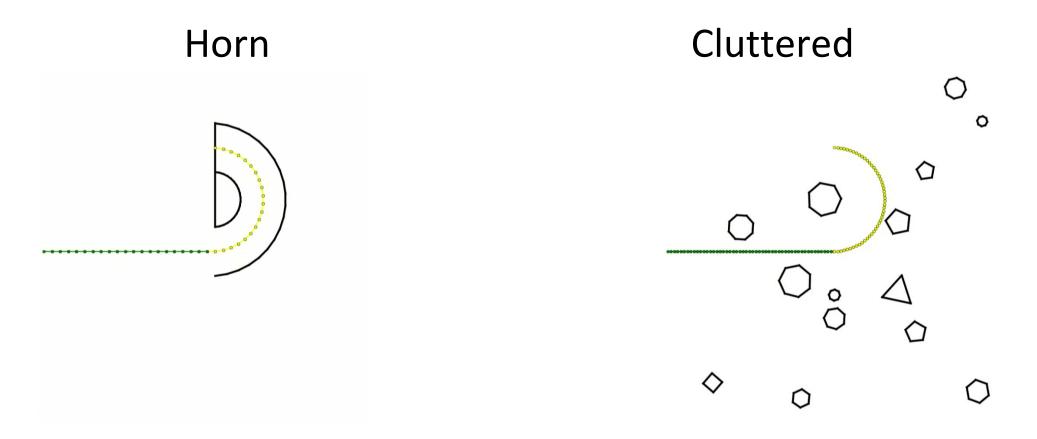






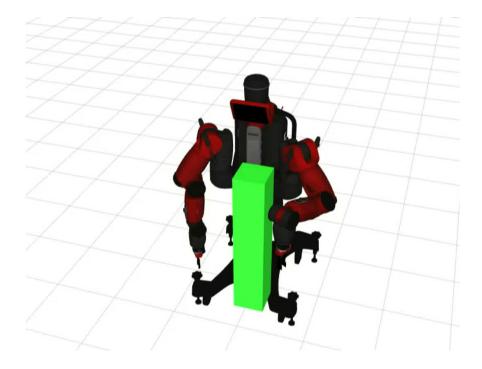


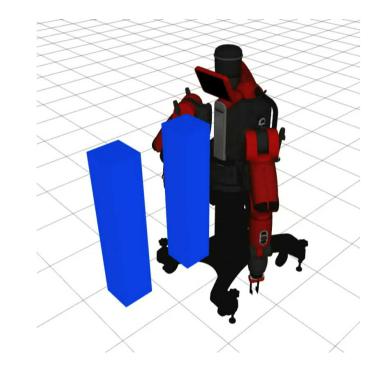
## Experiments – HR Manipulator





## **Experiments - Baxter**







## **Experiments - Baxter**

