



# **CSCE 574 ROBOTICS**

Coverage



Ioannis Rekleitis

#### **Coverage**

- A task performed quite often in everyday life:
  - Cleaning
  - Painting
  - Plowing/Sowing
  - Tile setting
  - etc.







#### Humanitarian Demining















#### **Motivation**

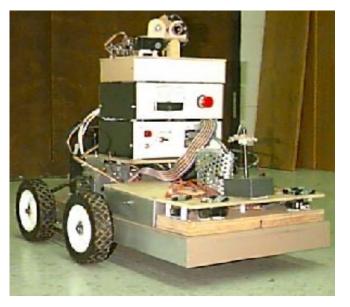




















## Motivation Vacuum Cleaning

















#### **Robotic Coverage**

- More than 10 million Roombas sold!
- Automated Car Painting







#### **Roomba Costumes**













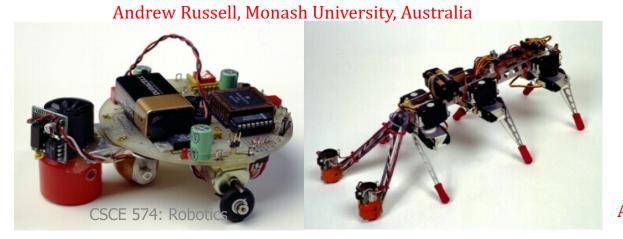


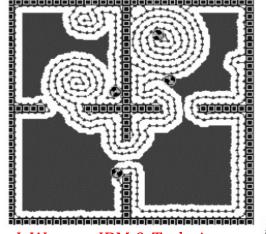


- First Distinction
  - Deterministic **Demining**
  - Random Vacuum Cleaning
- Second Distinction
  - Complete
  - No Guarantee
- Third Distinction
  - Known Environment
  - Unknown Environment

#### **Non-Deterministic Coverage**

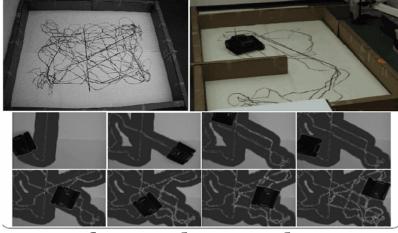
- Complete Random Walk
- Ant Robotics
  - Leave trail
  - Bias the behavior towards or away from the trails





Ant Robotics: I. Wagner, IBM & Technion

#### S. Koenig Ant Robotics, terrain coverage



100

#### **Deterministic Coverage**

- Complete Algorithm
- Guarantees Complete Coverage



#### **Cell-Decomposition Methods**

#### Two families of methods:

Exact cell decomposition
 The free space F is represented by a collection of
 non-overlapping cells whose union is exactly F

 Examples: trapezoidal and cylindrical
 decompositions







# BOUSTROPHEDON CELLULAR DECOMPOSITION

#### The way of the Ox!



Ioannis Rekleitis

# nobedon Sir

# **Single Robot Coverage**

- Deterministic algorithm
- Guarantee of completeness
- Sensor based
- Unknown Environment

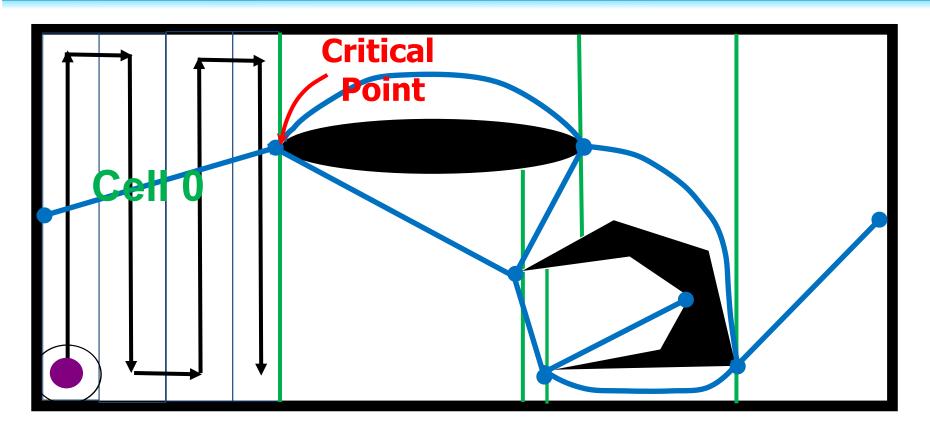


•Seed spreader algorithm: Lumelsky et al, "Dynamic path planning in sensor-based terrain acquisition", IEEE Transactions on Robotics and Automation, August 1990.

•Boustrophedon algorithm: Choset and Pignon, "Coverage path planning: The boustrophedon cellular decomposition", International Conference on Field and Service Robotics,1997.



#### **Single Robot Coverage**







Reeb graph Vertices: Critical Points Edges: Cells

#### **Critical Points**

• There are four types of critical points:

Forward Concave critical point
 Reverse Concave critical point
 Reverse Convex critical point
 Forward Convex critical point



#### **Efficient Coverage**

- Find an order for traversing the Reeb graph such that the robot would not go through a cell more times than necessary
- Solution
- Use the Chinese Postman Problem



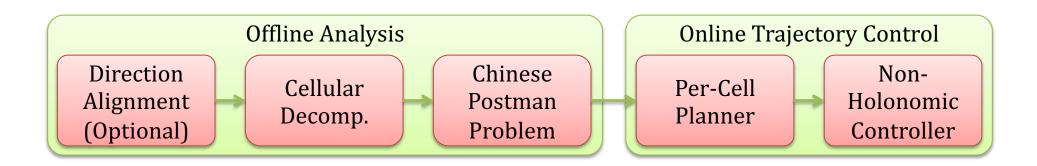
#### **Chinese Postman Problem**

• The Chinese postman problem (CPP), is to find a shortest closed path that visits every edge of a (connected) undirected graph. When the graph has an Eulerian circuit (a closed walk that covers every edge once), that circuit is an optimal solution.

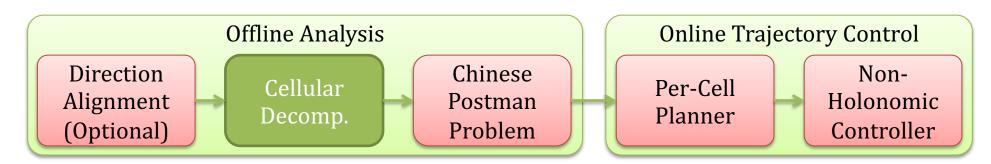
**See:** J. Edmonds and E.L. Johnson, Matching Euler tours and the Chinese postman problem, Math. Program. (1973).



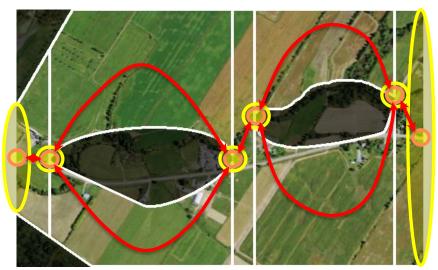
#### **Offline Analysis Algorithm**



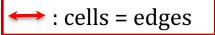
#### **Offline Analysis Algorithm**



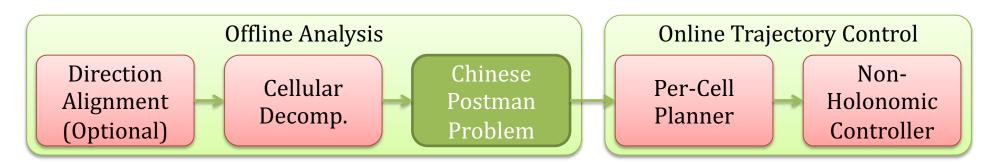
- Input: binary map separating obstacle from free space
- Boustrophedon Cellular Decomposition (BCD)



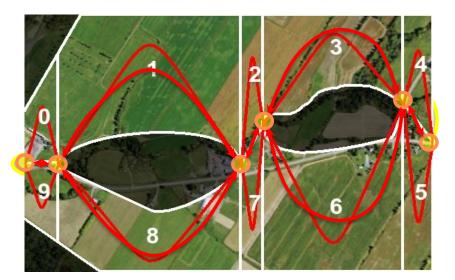




#### **Offline Analysis Algorithm (cont.)**

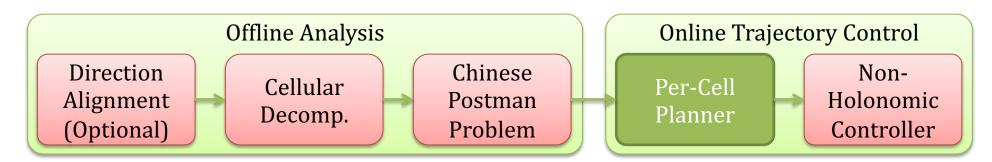


- Chinese Postman Problem
  - Eulerian circuit, i.e. *single* traversal through all cells (edges)





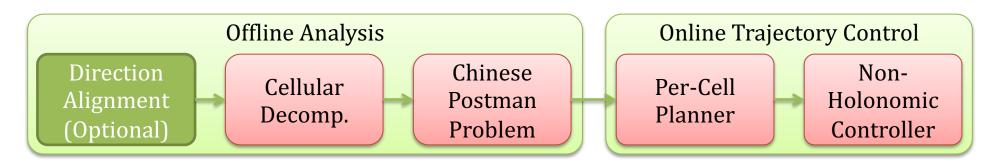
#### **Per-Cell Coverage Planner**



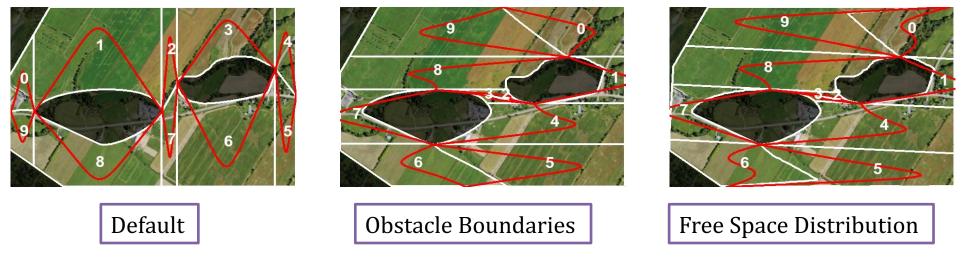
- Seed Spreader: piecewise linear sweep lines
- Footprint width



#### **Coverage Direction Alignment**

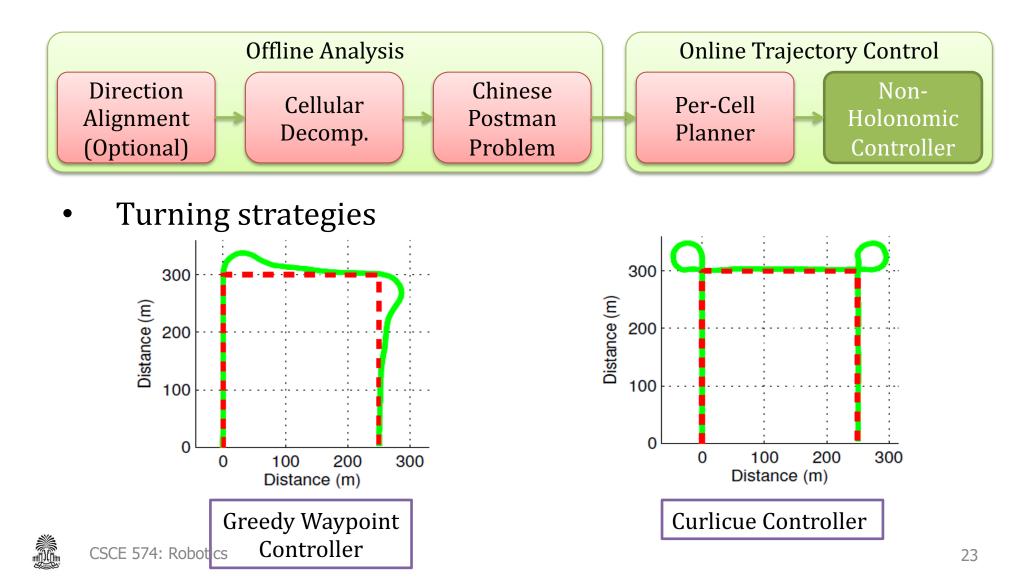


#### • Static alignment methods



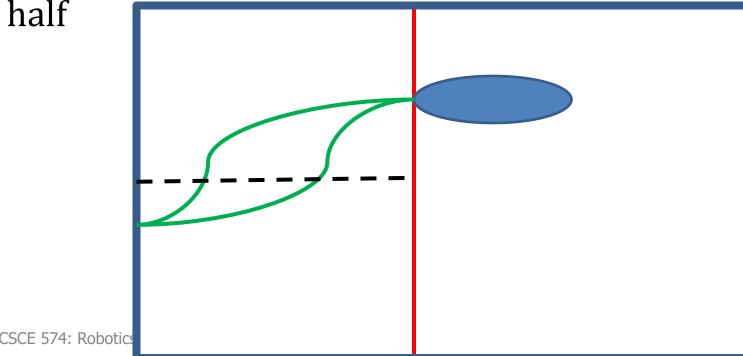
• Alignment with average wind heading (pre-flight)

#### **Non-Holonomic Robot Controller**



#### **Chinese Postman Problem**

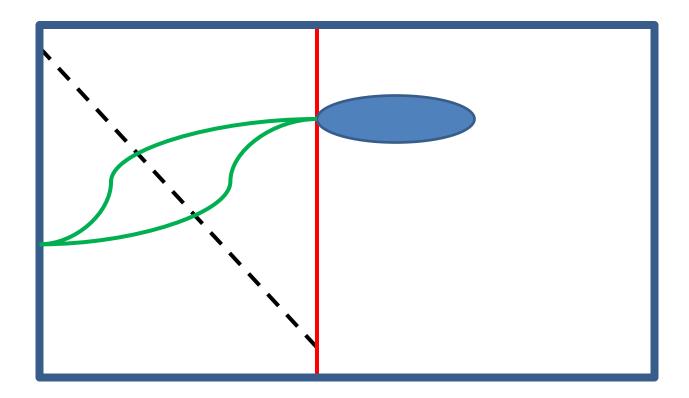
- The solution of the CPP guarantees that no edge is doubled more than once
- That means some cells have to be traversed twice
- Cells that have to be traversed/covered are divided in





### **Double Coverage of a Single Cell**

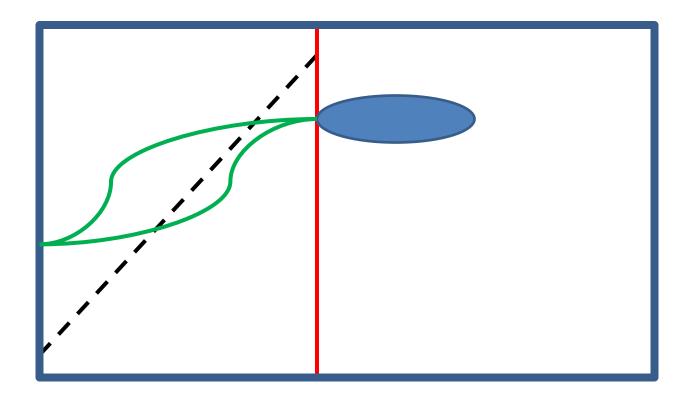
• By dividing the cell diagonally we control the beginning and end of the coverage





## **Double Coverage of a Single Cell**

• By dividing the cell diagonally we control the beginning and end of the coverage



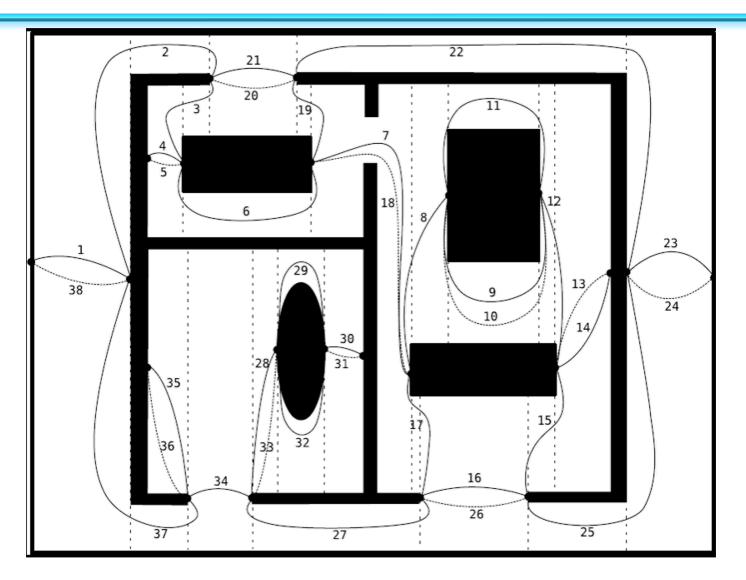


## **Efficient Coverage Algorithm**

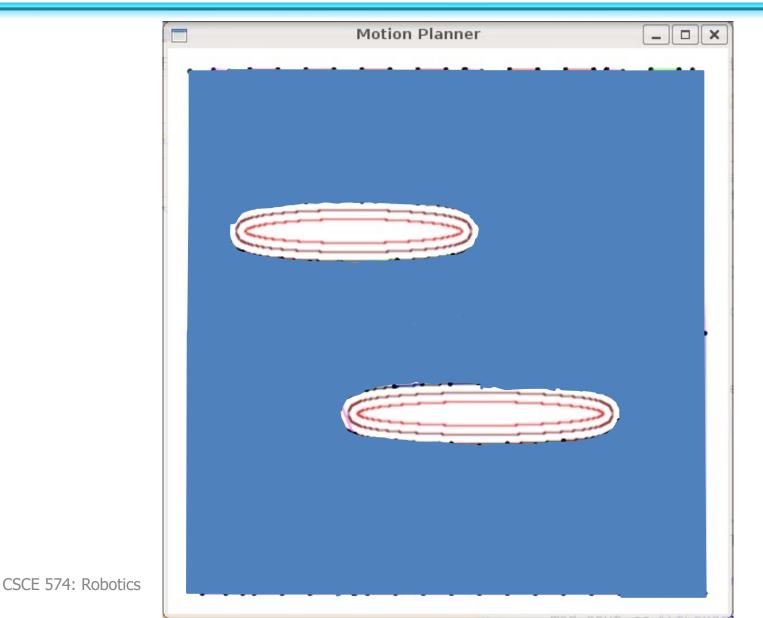
- Given a known environment:
  - Calculate the Boustrophedon decomposition
  - Construct the Reeb graph
  - Use the Reeb graph as input to the Chinese Postman Problem (CPP)
  - Use the solution of the CPP to find a minimum cost cycle traversing every edge of the Reeb graph
  - For every doubled edge divide the corresponding cell in half
  - Traverse the Reeb graph by covering each cell in order



#### **Traversal order of the Reeb graph**

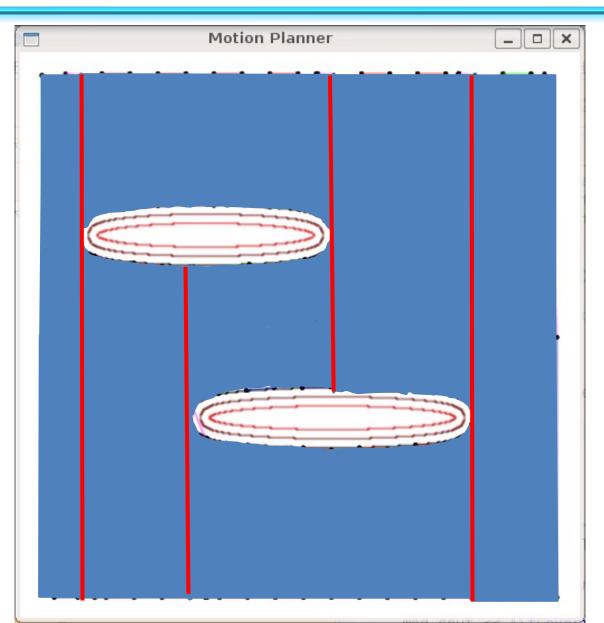






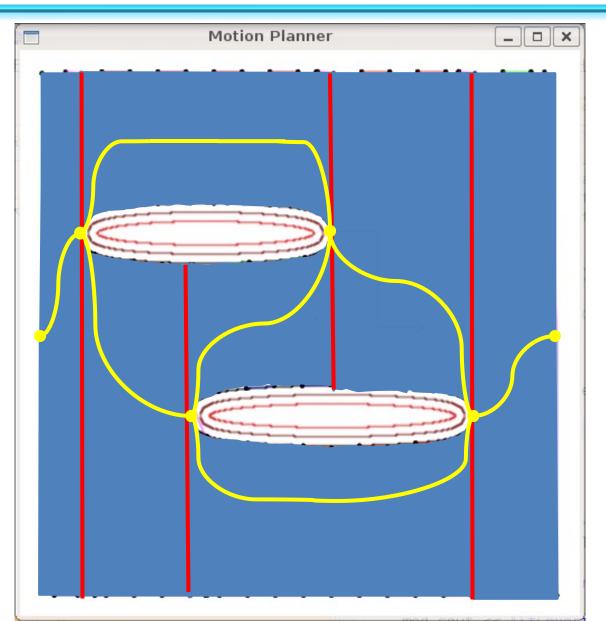


#### **Example: Boustrophedon Decomposition**



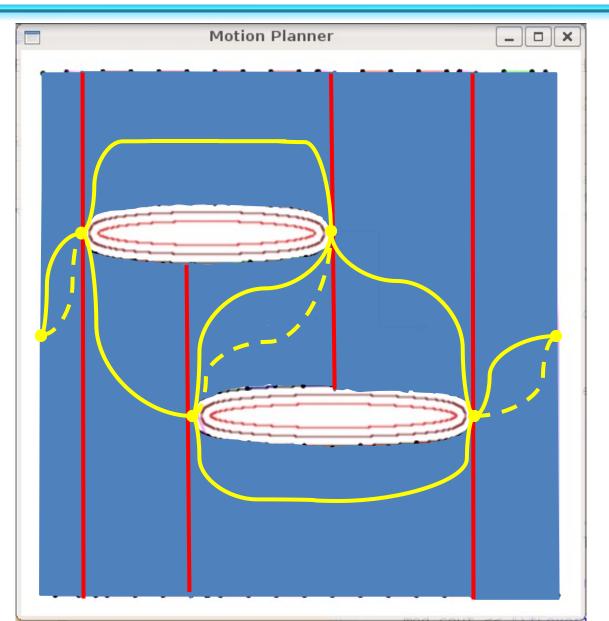
CSCE 574: Robotics

#### **Example: Reeb Graph**

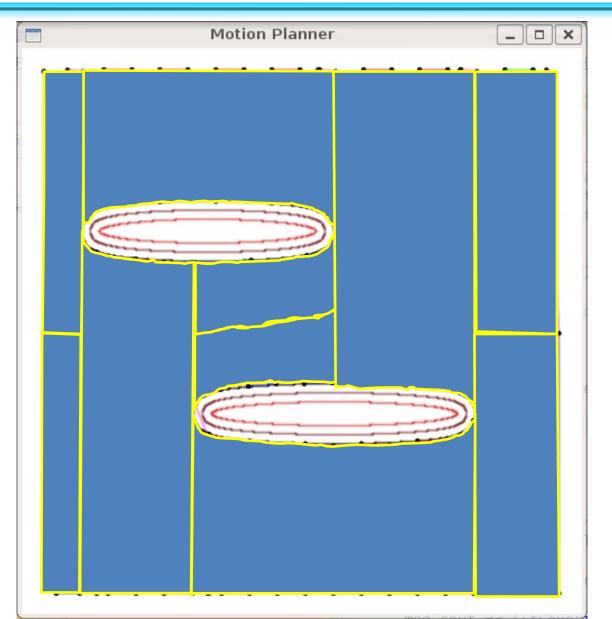




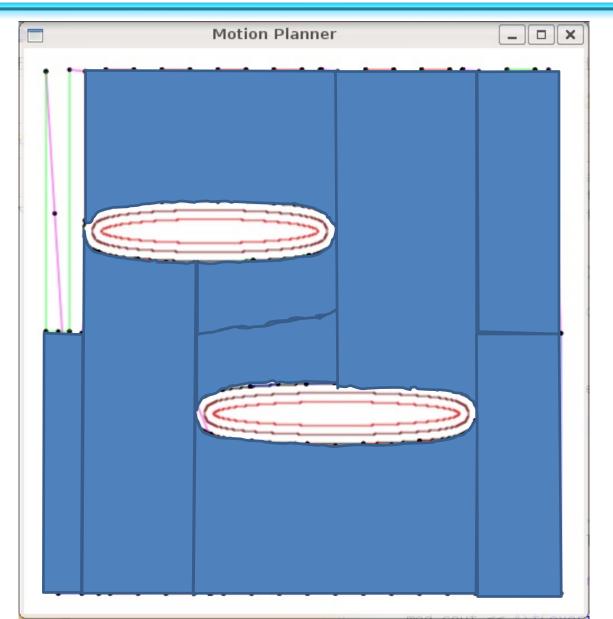
#### **Example: CPP solution**



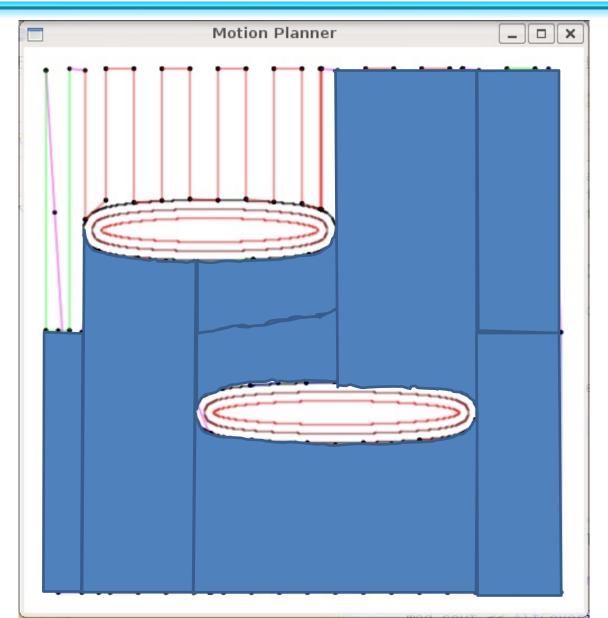




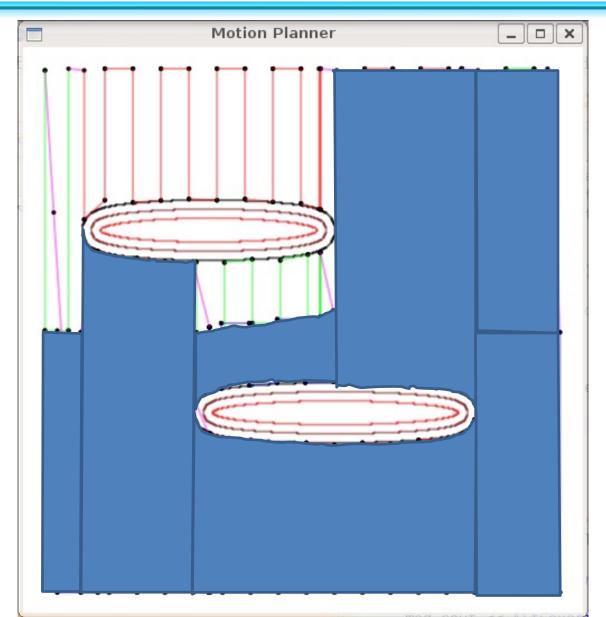




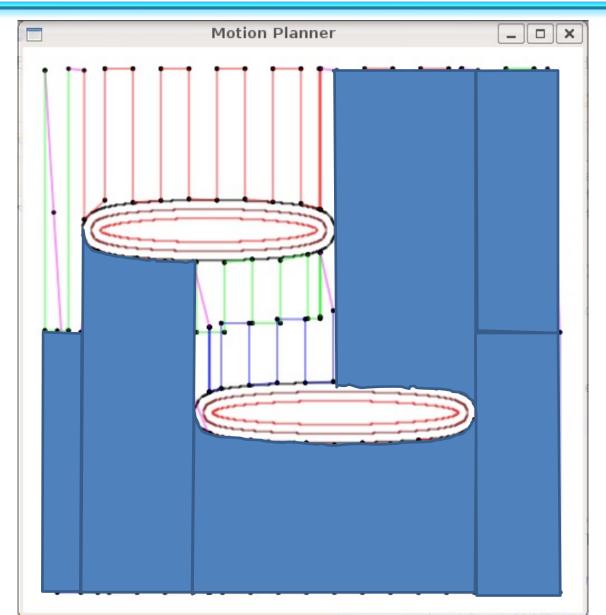
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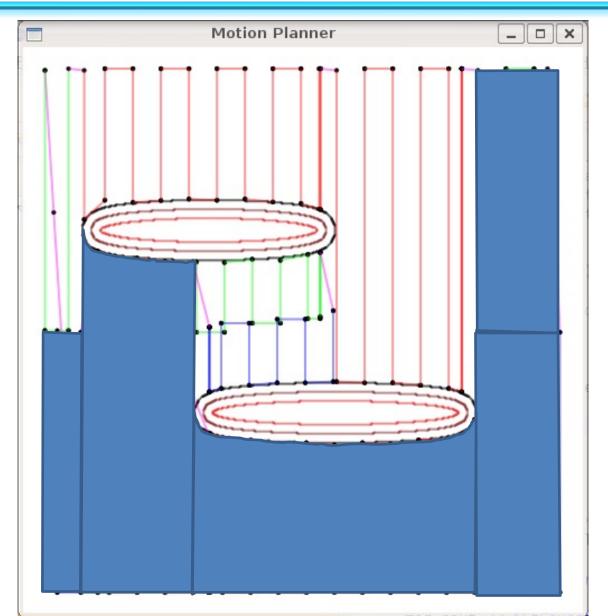


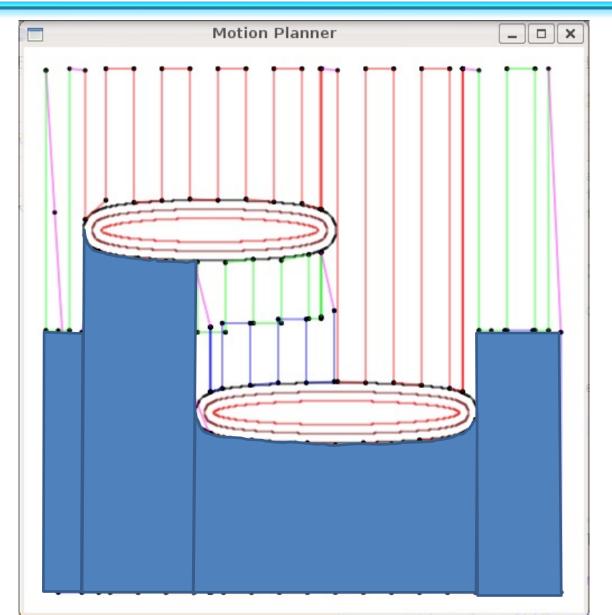




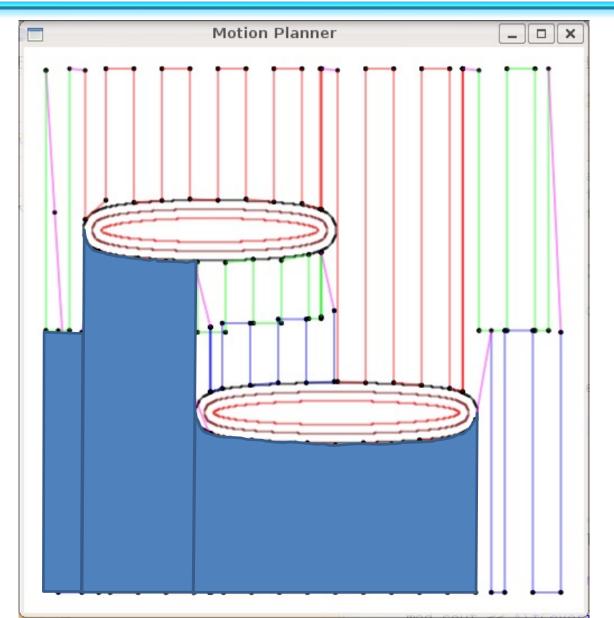




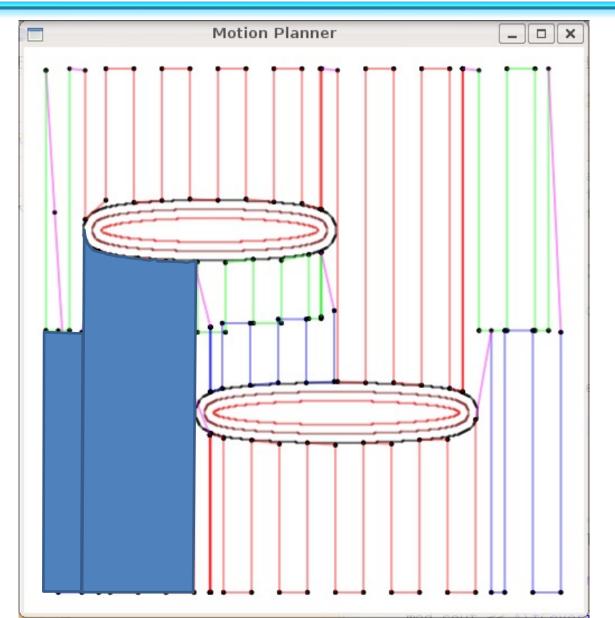


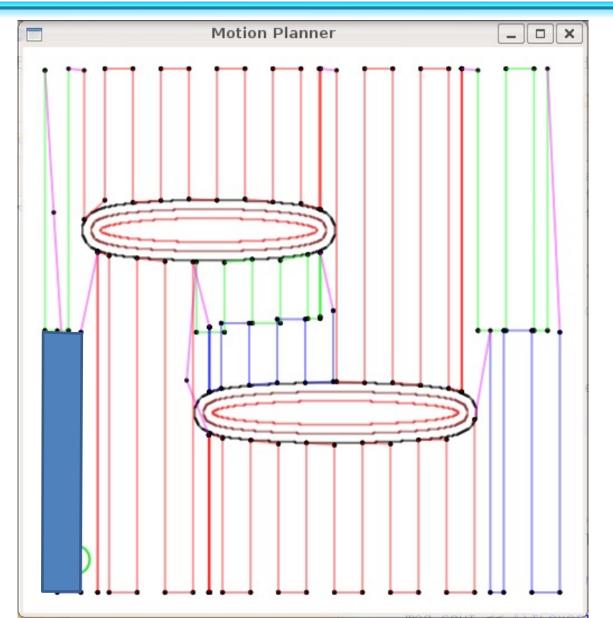


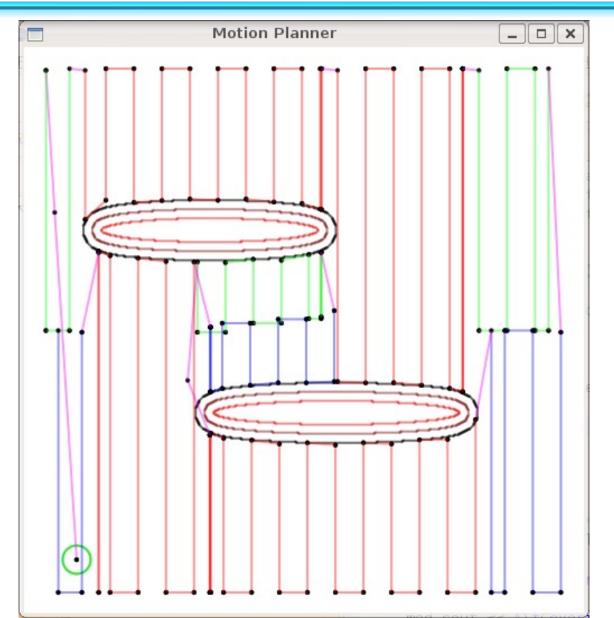




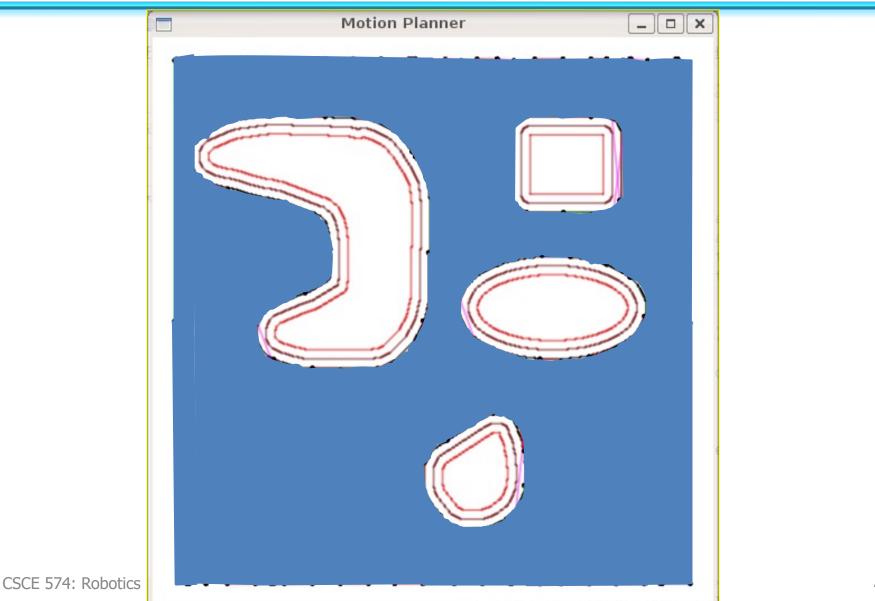




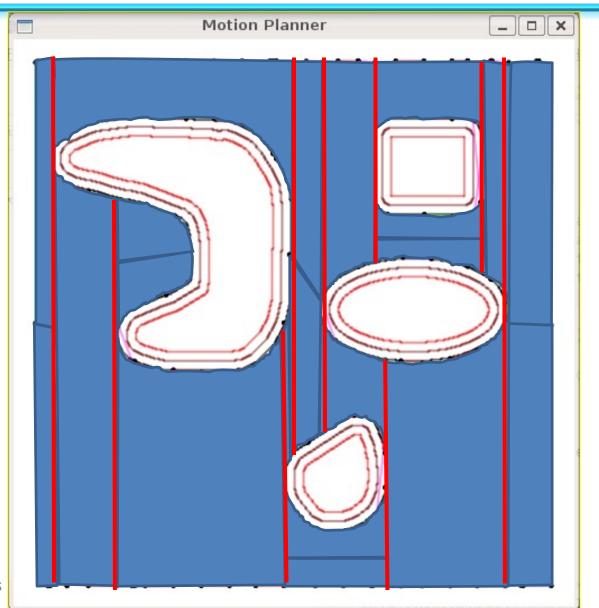


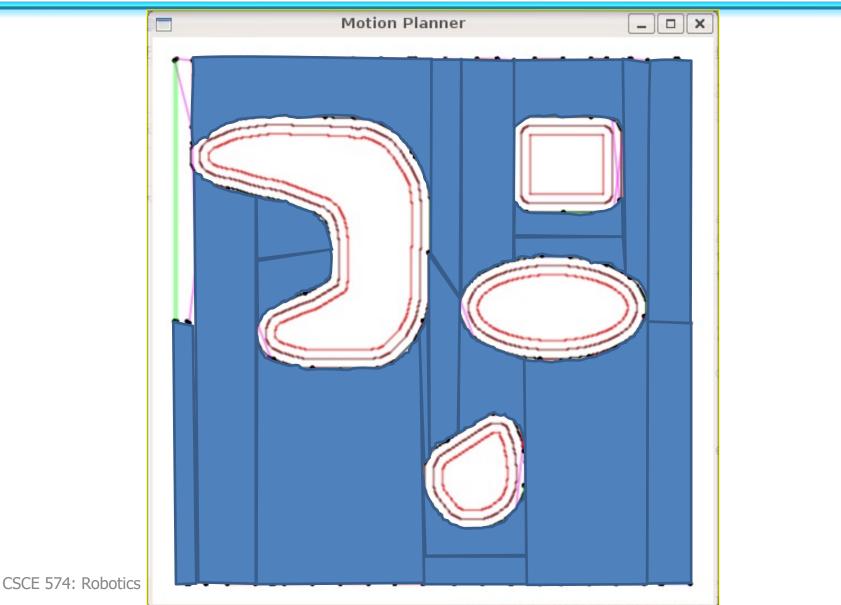


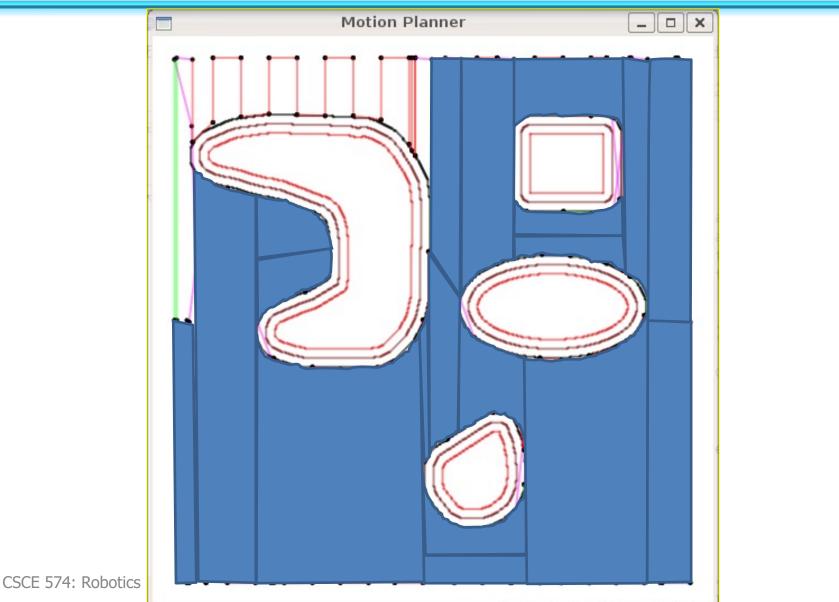




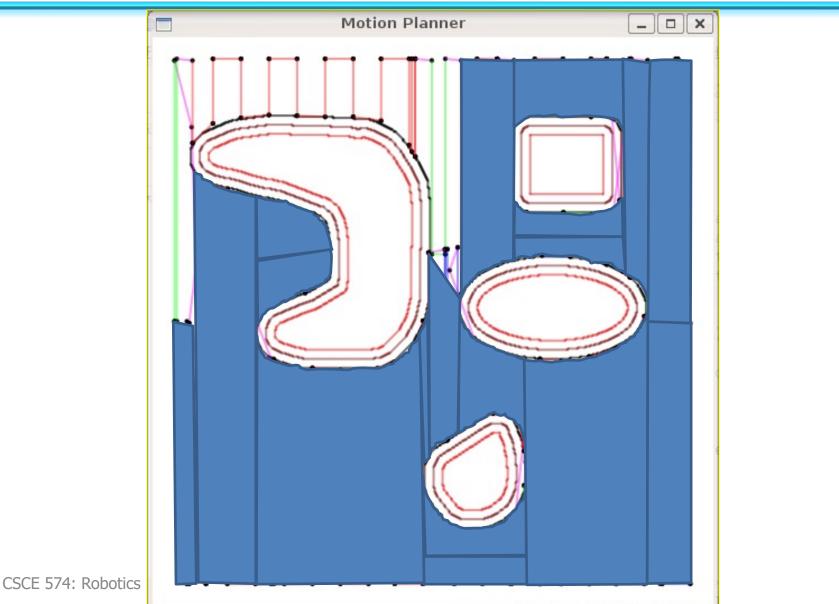
#### **Example 2 Boustrophedon Decomp.**

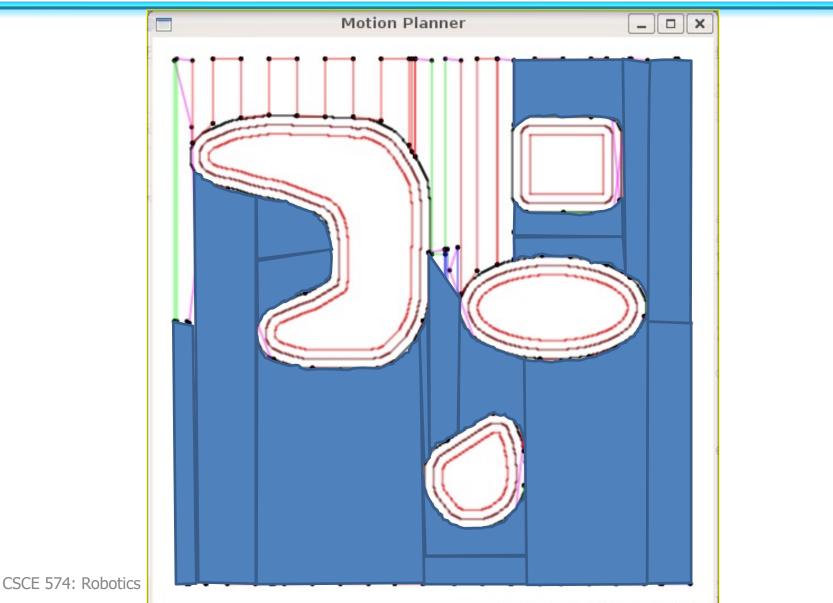




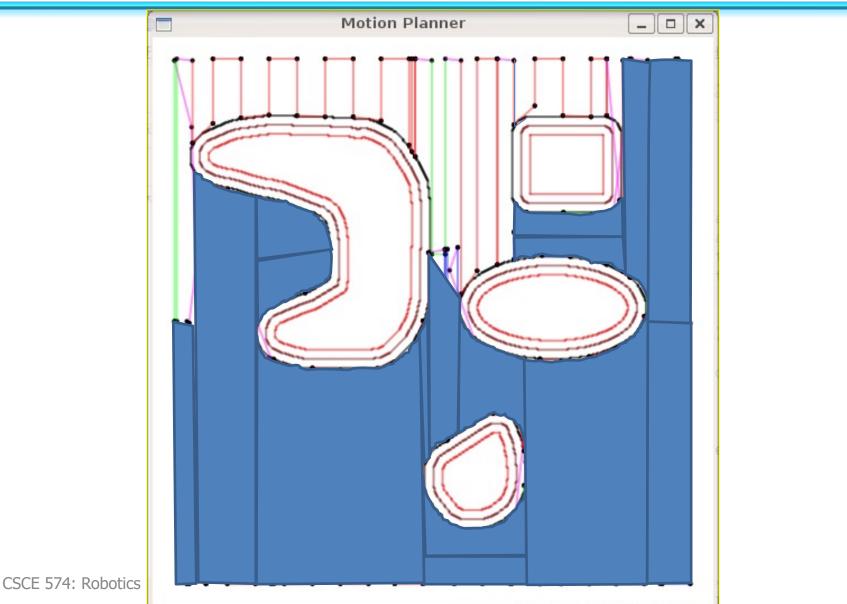




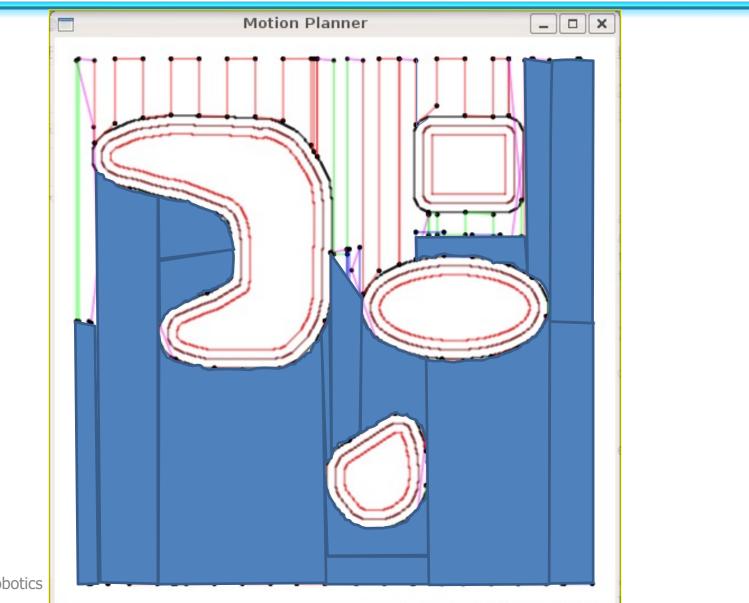








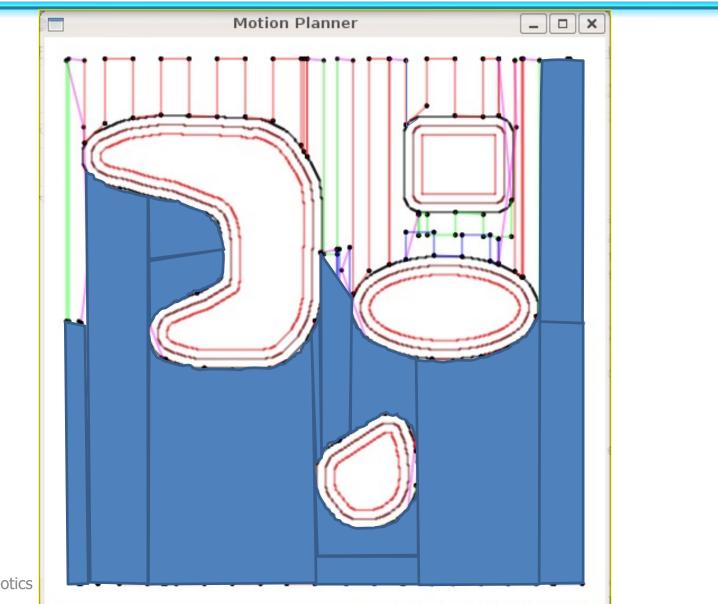


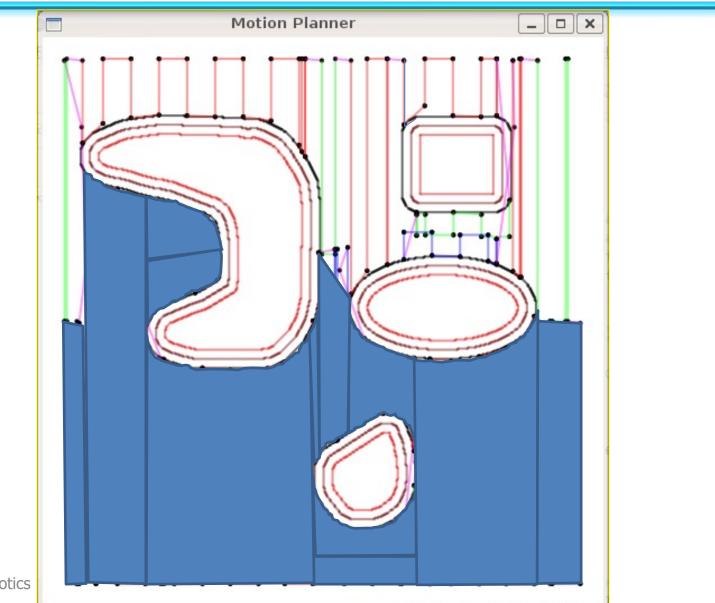


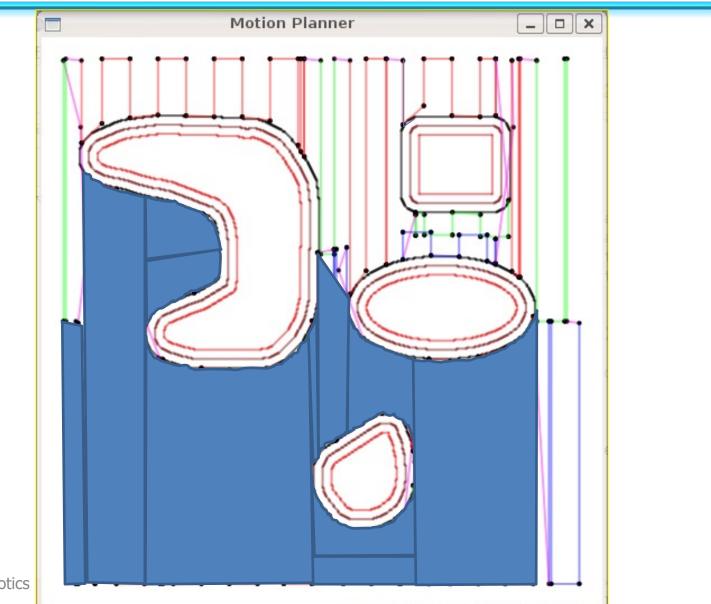


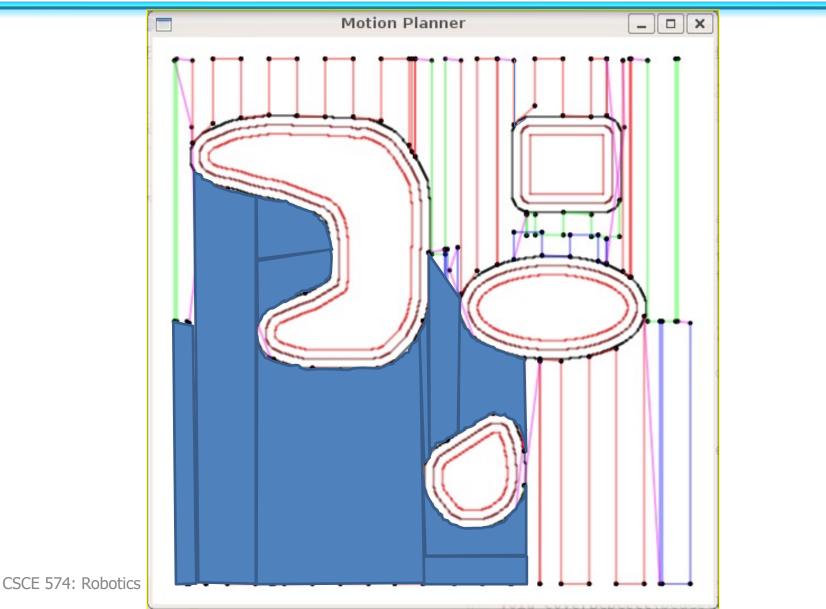


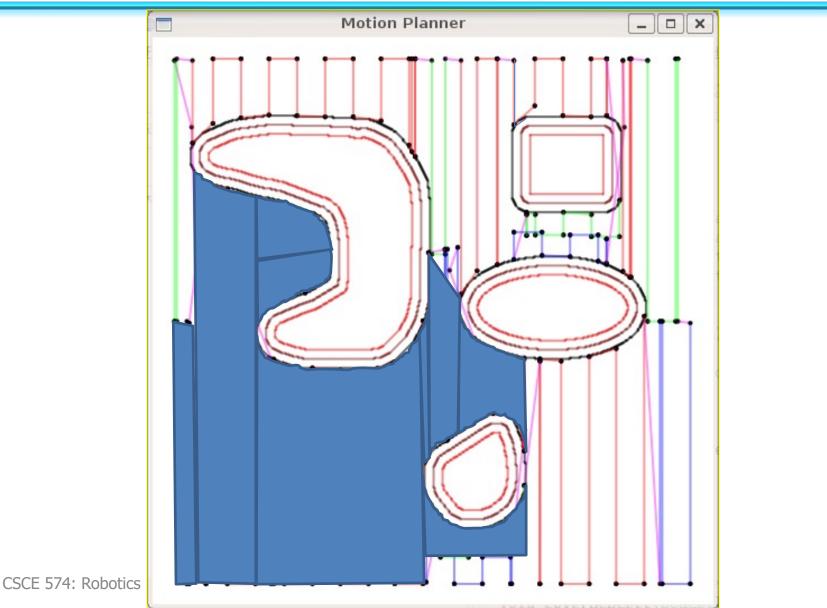




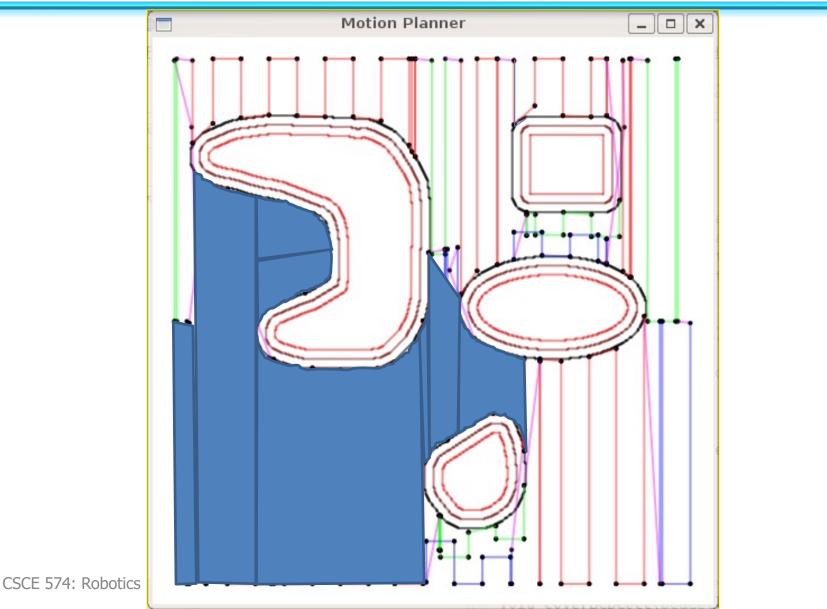




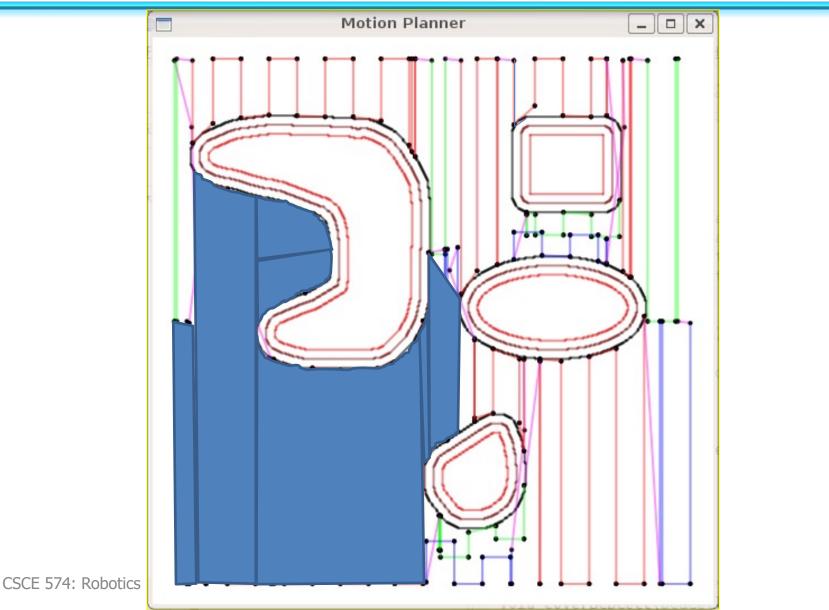




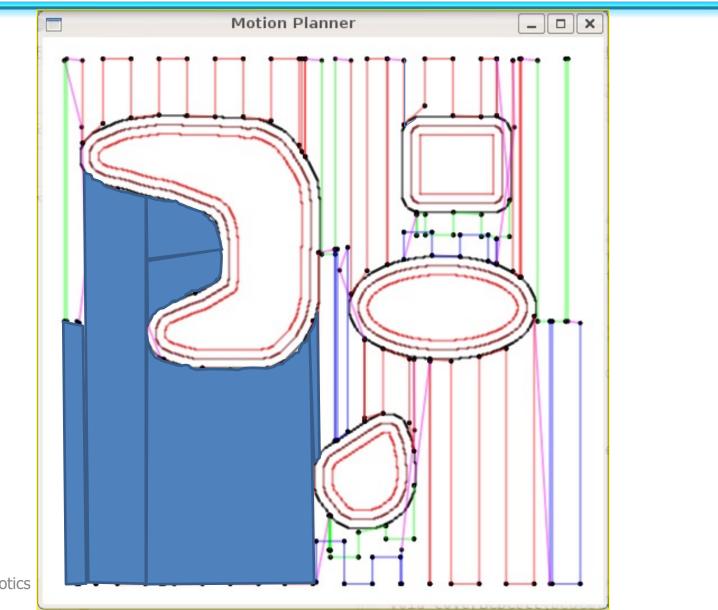


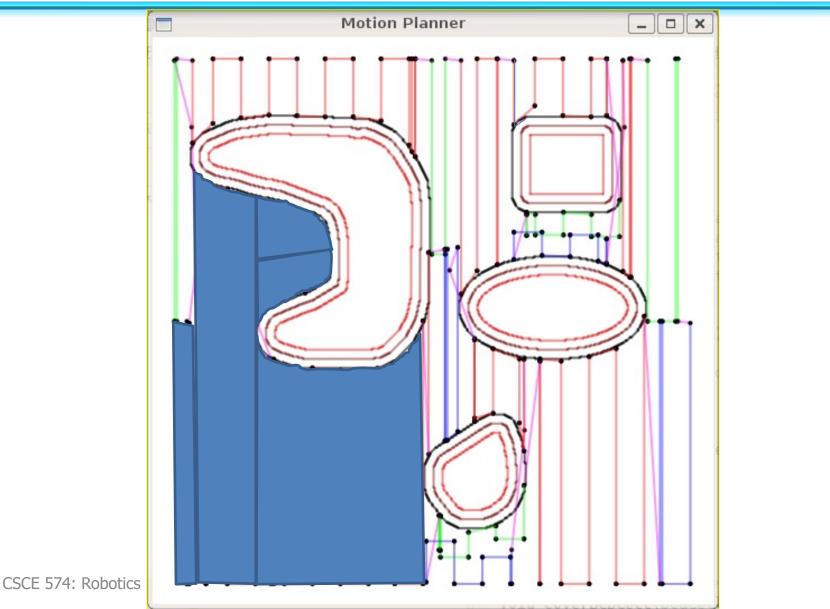




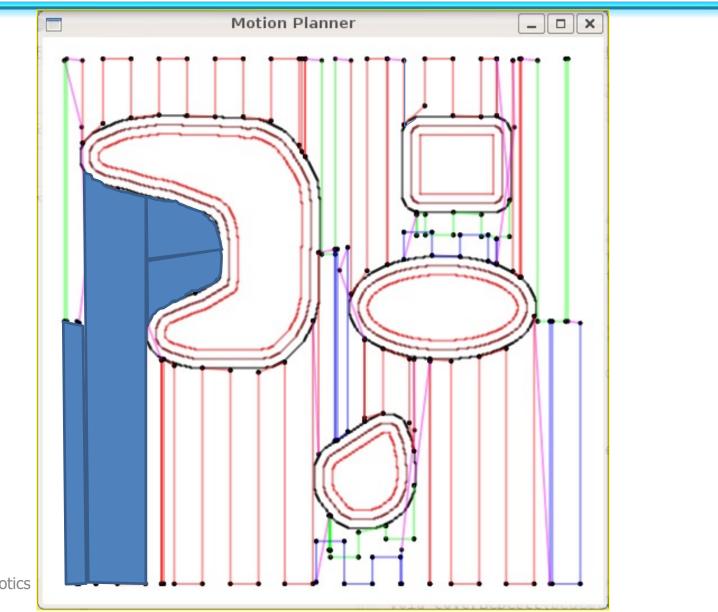


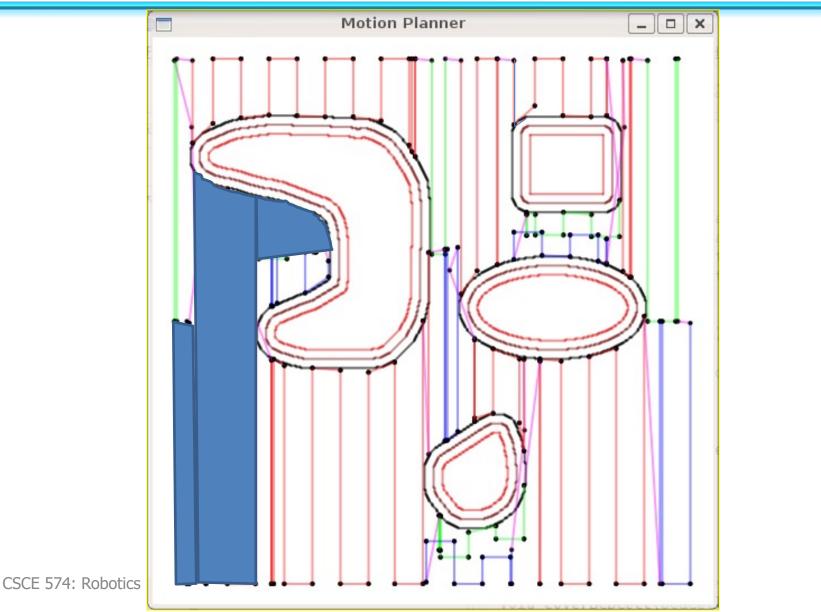


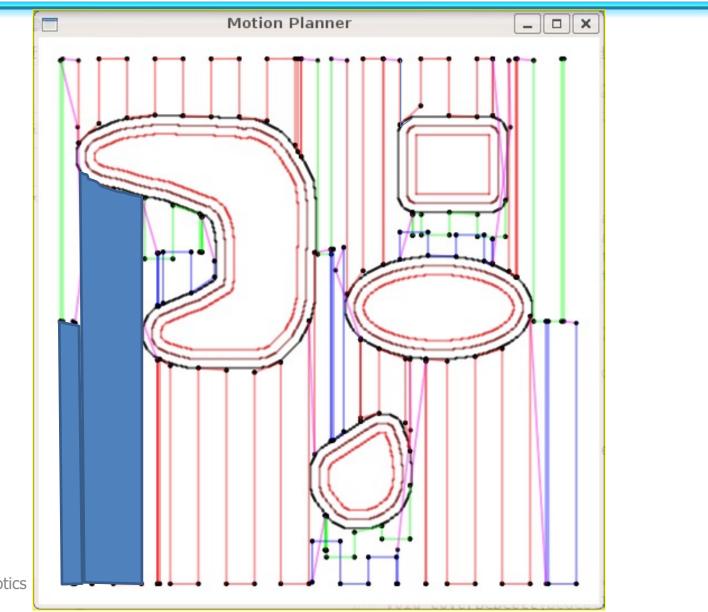


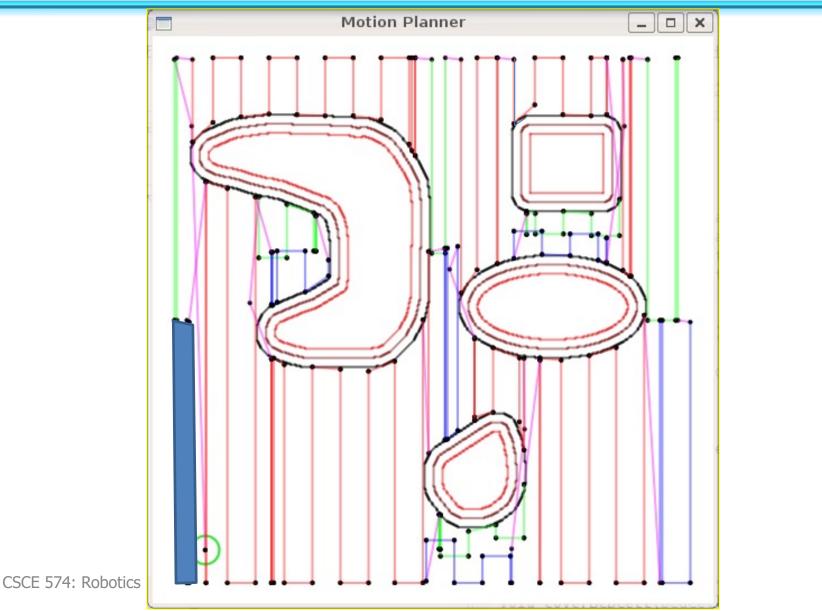




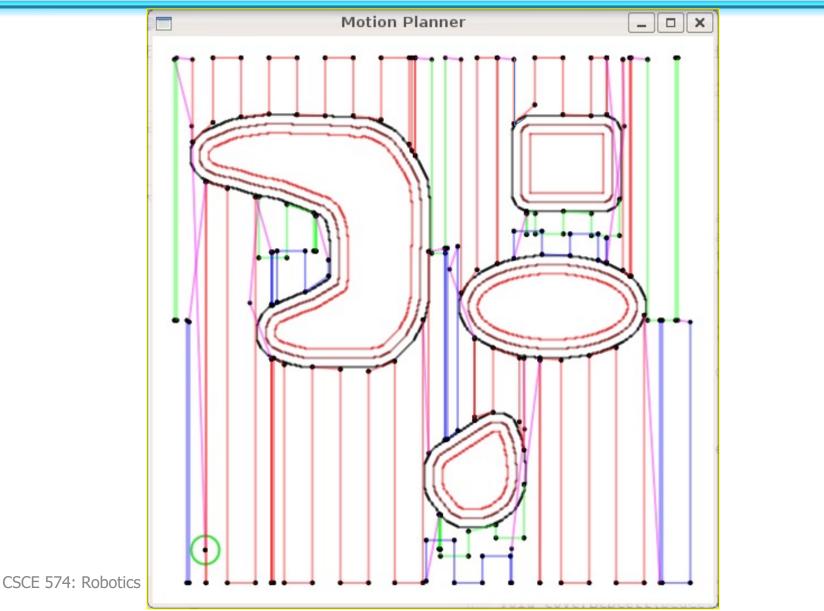














#### **UAV-Efficient Coverage**



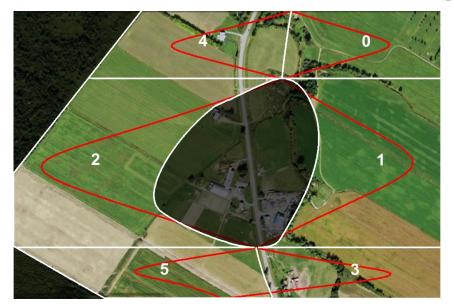


#### **UAV-Efficient Coverage**

100 m

•UAVs non-holonomic constraints require special trajectory planning

•120 Km of flight during coverage







#### **Image Mosaic**





#### Video at ICRA 2011





#### **Multi-Robot Efficient Coverage**

#### Efficient Multi-Robot Coverage of a Known Environment

Nare Karapetyan<sup>1,2</sup>, Kelly Benson<sup>1</sup>, Chris McKinney<sup>1</sup>, Perouz Taslakian<sup>2,3</sup> and Ioannis Rekleitis<sup>1</sup>

> <sup>1</sup>University of South Carolina, Columbia, SC, USA <sup>2</sup>American University of Armenia, Yerevan, Armenia <sup>3</sup>Element AI, Montreal, Canada



#### **Multi-Robot Dubins Vehicle Coverage**

Multi-robot Area Coverage with Autonomous Surface Vehicles

Nare Karapetyan, Jason Moulton, Jeremy S. Lewis, Alberto Quattrini Li, Jason M. O'Kane, Ioannis Rekleitis

University of South Carolina



### **Riverine Coverage**



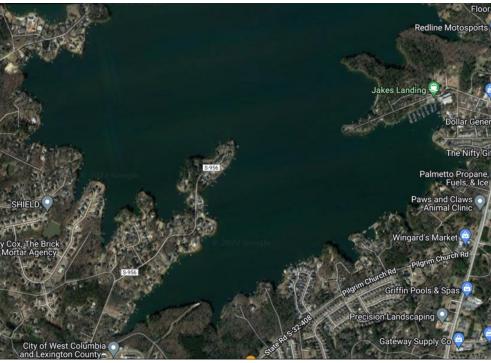




- Information Driven Coverage
- Limited Resource Coverage







The target environment (Satellite)

Part of Lake Murray, South Carolina





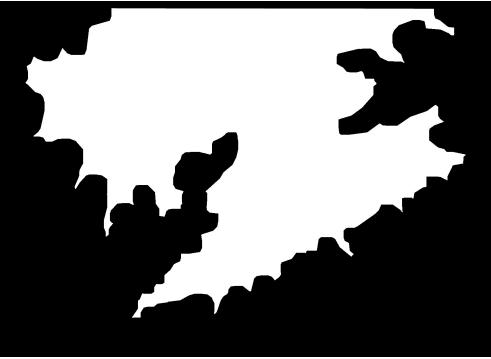


#### The binary map identifying obstacles and free space

Part of Lake Murray, South Carolina





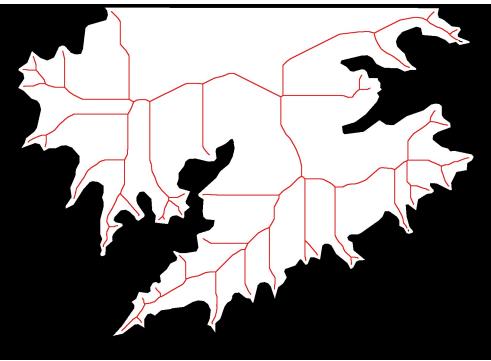


The free space map, obstacles dilated for safety

Part of Lake Murray, South Carolina





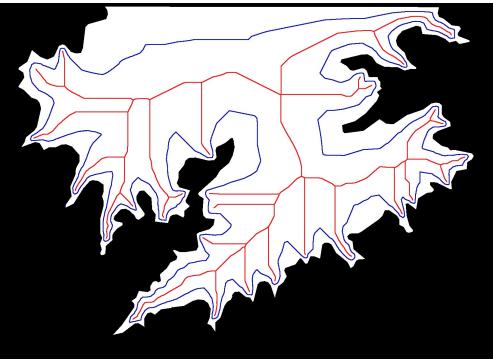


The skeleton of free space

Part of Lake Murray, South Carolina



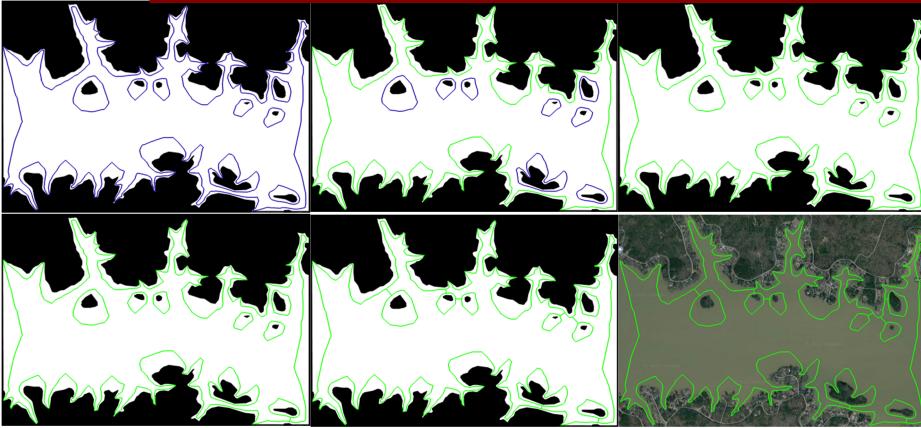




The skeleton (in red) and the second skeleton between the skeleton and the obstacles (in blue). \*Both skeletons, trimmed

Part of Lake Murray, South Carolina



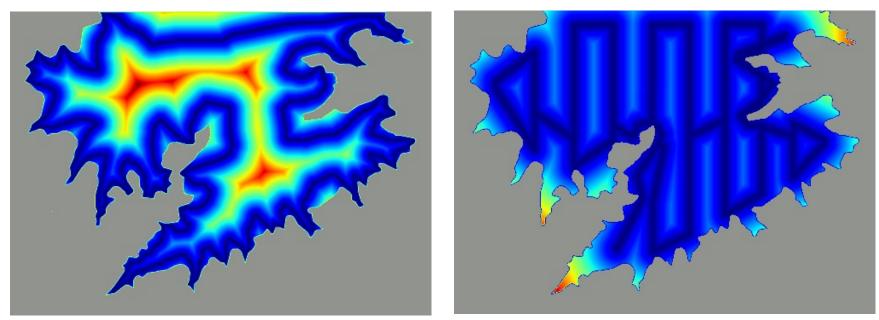


[1] I. Salman, J. M. O'Kane, I. Rekleitis. Uniform coverage of large water bodies with islands under limited resources. In *Robotics for Climate Change (RCC) Workshop at IEEE International Conference on Robotics and Automation (ICRA),* 2022.
 [2] I. Salman, J. Raiti, N. Karapetyan, A. Venkatachari, A. Bourbonnais, J. O'Kane, I. Rekleitis. Confined Water Body Coverage under Resource Constraints. In *IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS),* 2022.

UNIVERSITY OF



## Open-Space Proximity Heatmap to ASV trajectory

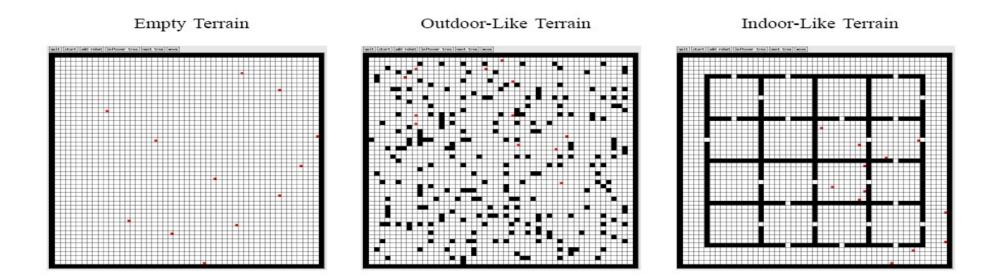


**Skeleton-based trajectory** 

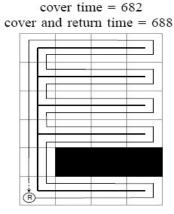
**Boustrophedon path** 



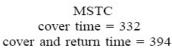
## **Coverage of Known Worlds**

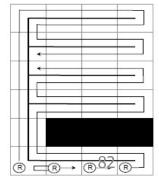


From: X. Zheng and S. Koenig. Robot Coverage of Terrain with Non-Uniform Traversability. In Proc. of the IEEE Int. Conf. on Intelligent Robots and Systems (IROS), pg. 3757-3764, 2007



STC





## **Cell-Decomposition Methods**

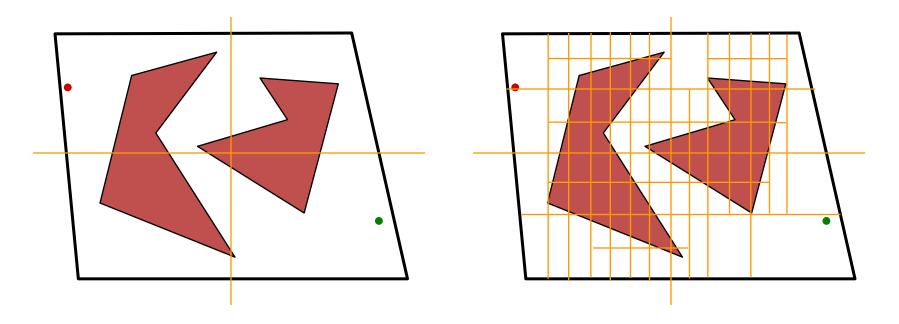
Two families of methods:

- Exact cell decomposition
- Approximate cell decomposition
   F is represented by a collection of non-overlapping cells whose union is contained in F

Examples: quadtree, octree, 2<sup>n</sup>-tree



• Approximate cell decomposition

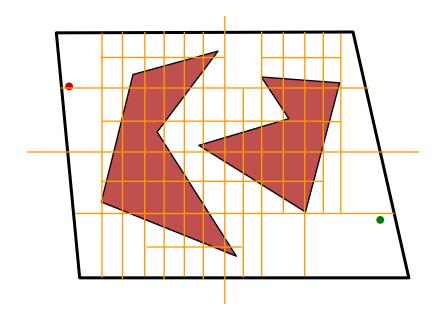




recursively subdivides each *mixed* obstacle/free (sub)region into four quarters...



• Approximate cell decomposition

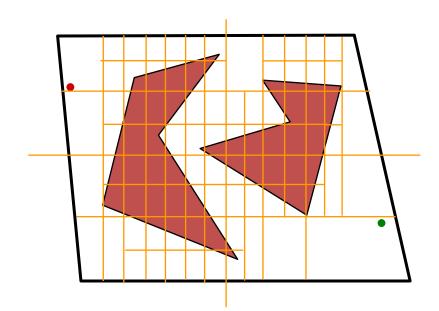


Quadtree:

recursively subdivides each *mixed* obstacle/free (sub)region into four quarters...



• Approximate cell decomposition

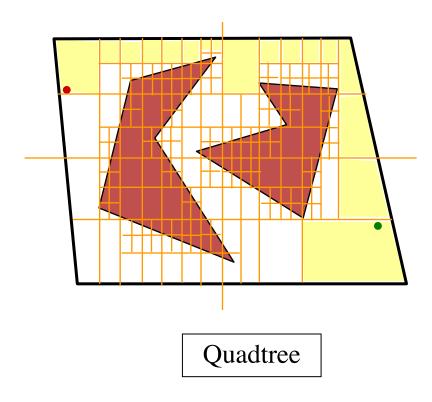


Quadtree:

recursively subdivides each *mixed* obstacle/free (sub)region into four quarters...



• Approximate cell decomposition



Again, use a graph-search algorithm to find a path from the start to goal

is this a **complete** path-planning algorithm? i.e., does it find a path when one exists ?

### **Octree Decomposition**

