

Lecture 20

Motion Planning II

Katie DC

Modern Robotics Ch 10.2-10.5

Administrivia

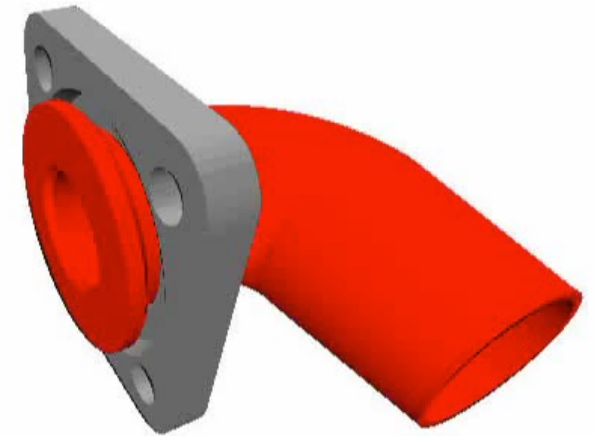
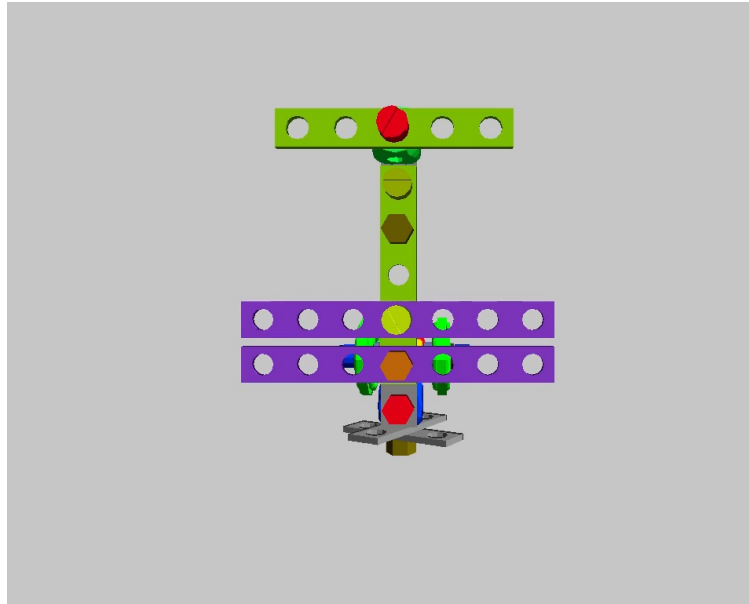
- Upcoming homework due dates:
 - HW6 due 11/14 at 8pm
 - HW7 due 11/19 at 8pm
 - HW8 (bonus) due 12/10 at 8pm
 - Note that it will likely be a good review for the exam!
- Last few lectures:
 - 11/16 will be a guest lecture – attendance is required!
 - 11/18 will be a review session
 - 11/30 and 12/2 will be project presentations
- Exam 2 is on 12/7 during lecture

all deadlines and submission instructions are on the website

Project Video Presentations <i>Submit via Google Form</i>	11/29 at midnight
Participation Self-Assessment <i>Submit via Google Form</i>	12/8 at midnight
Participation Bonus Submissions <i>Submit via Google Form</i>	12/8 at midnight
Extra Credit Videos <i>Submit via Google Form</i>	12/15 at midnight
Team Assessment <i>Submit via Google Form</i>	12/17 at 8pm
Project Report <i>Submit via Gradescope</i>	12/17 at 8pm

Who is Nancy Amato?

- Head of the CS department and expert in motion planning
- Her paper on probabilistic planning is one of the most important papers in PRM, the first to not use uniform sampling in the configuration space
- She and her team wrote a seminal paper that shows how robot planning can be applied to protein motions (folding)
 - This line of work started a new research area in comp. biology



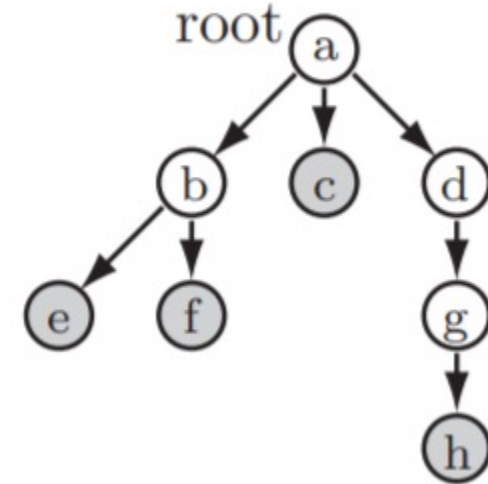
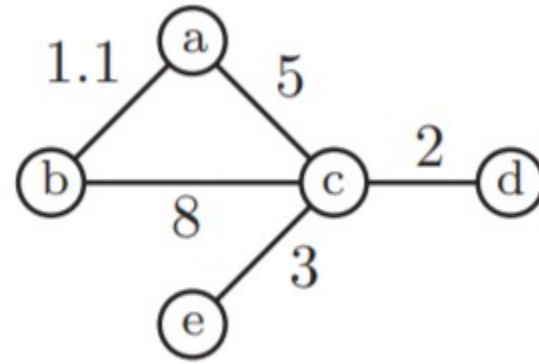
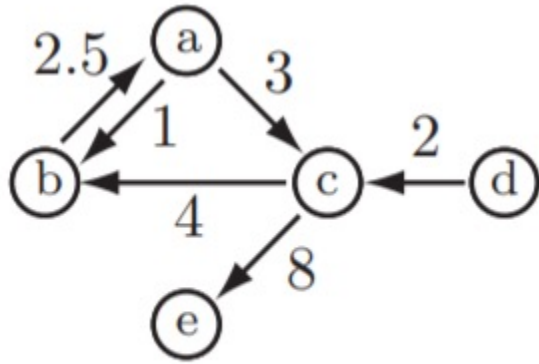
Motion Planning Overview

Graphs and Trees

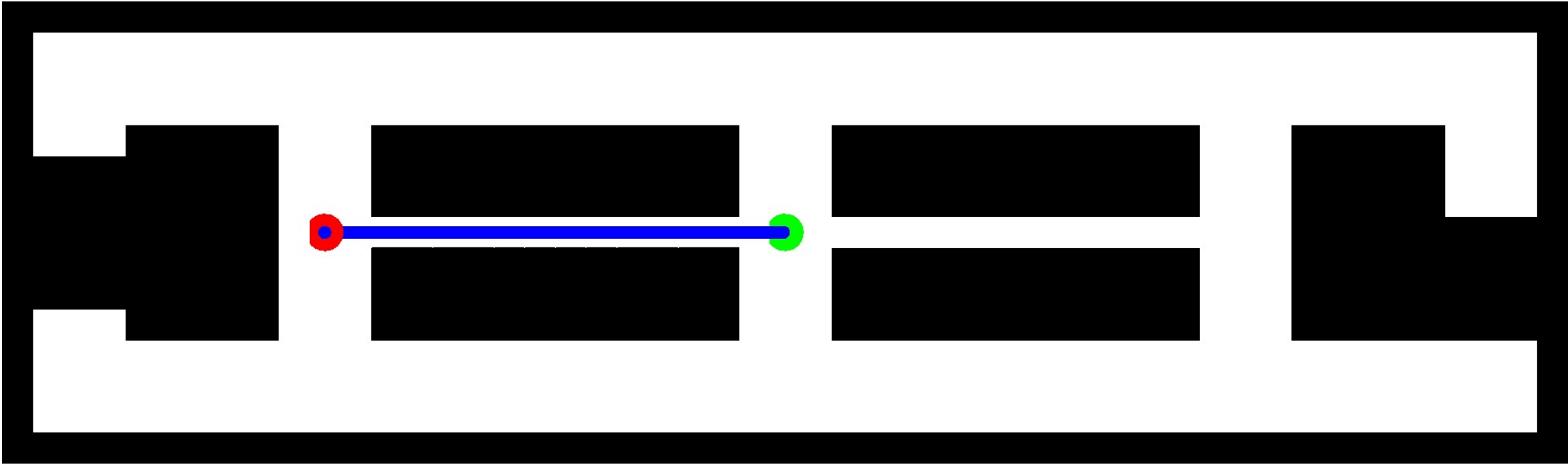
- Motion planners often represent C-space as a **graph**
- A **graph** is a collection of **nodes** \mathcal{N} and **edges** \mathcal{E} , where edge e connects two nodes

- A **tree** is a directed graph with no cycles and each node has at least one parent

Graphs and Trees

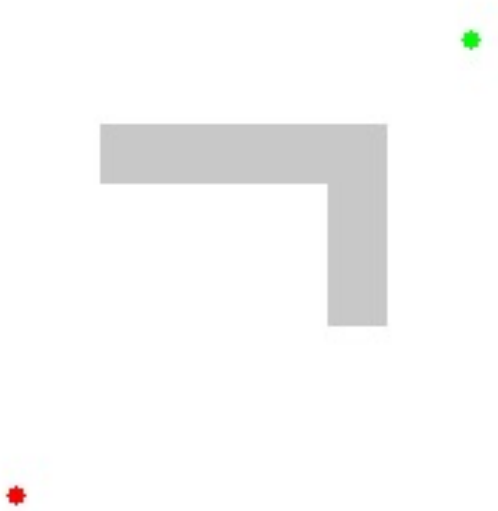


Grid-World Example

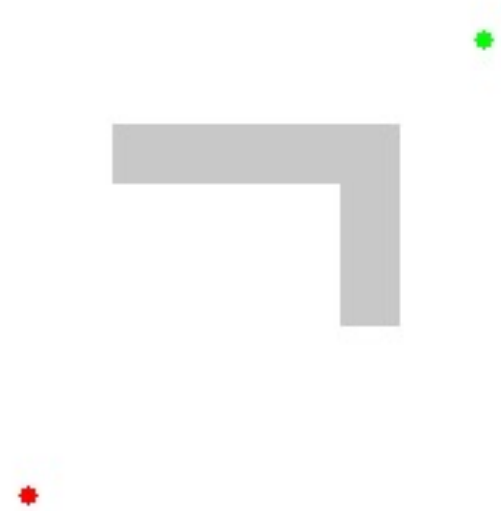


Graph Search Methods

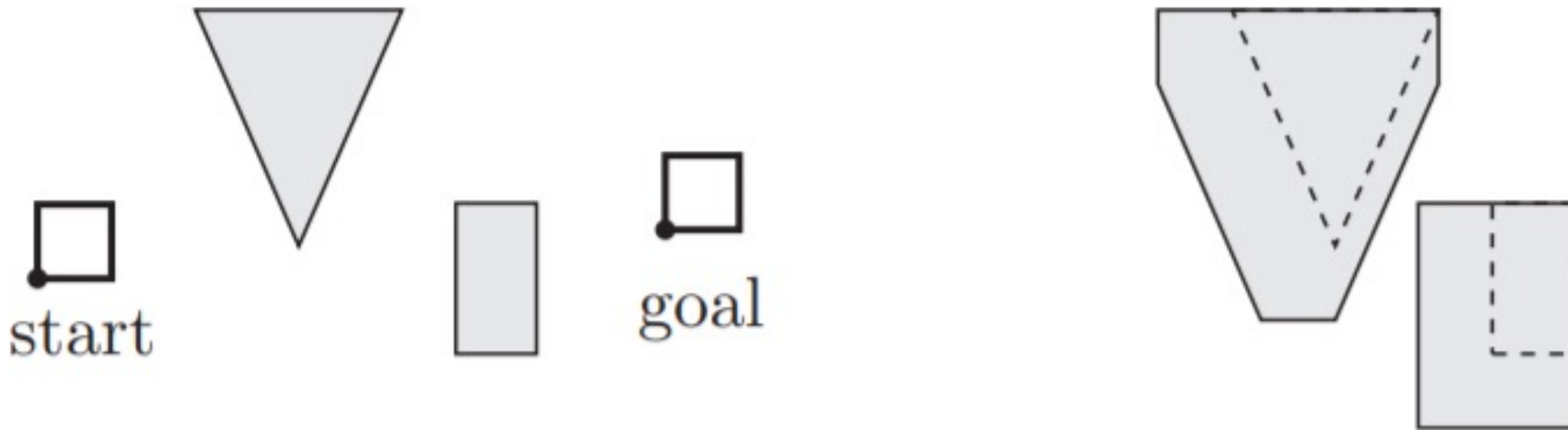
A* search algorithm.



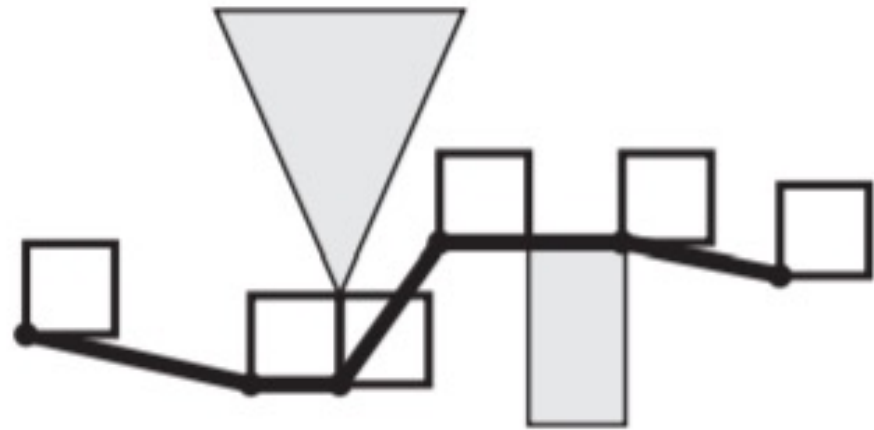
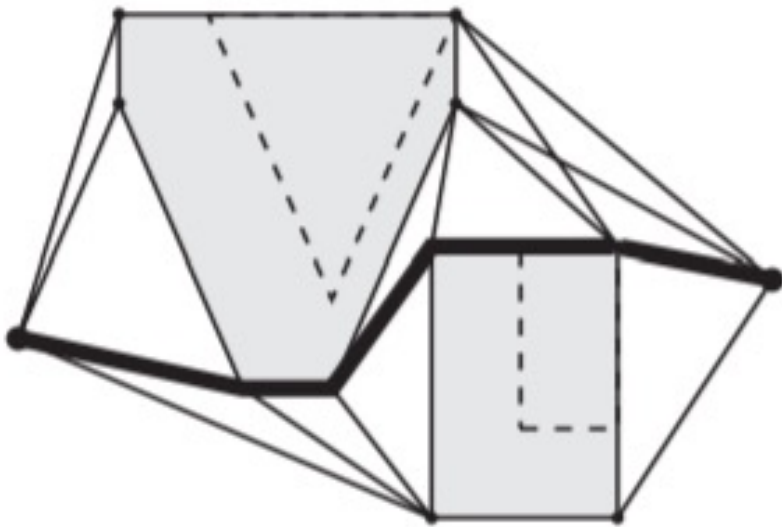
Dijkstra's algorithm.



A simple roadmap: visibility graph

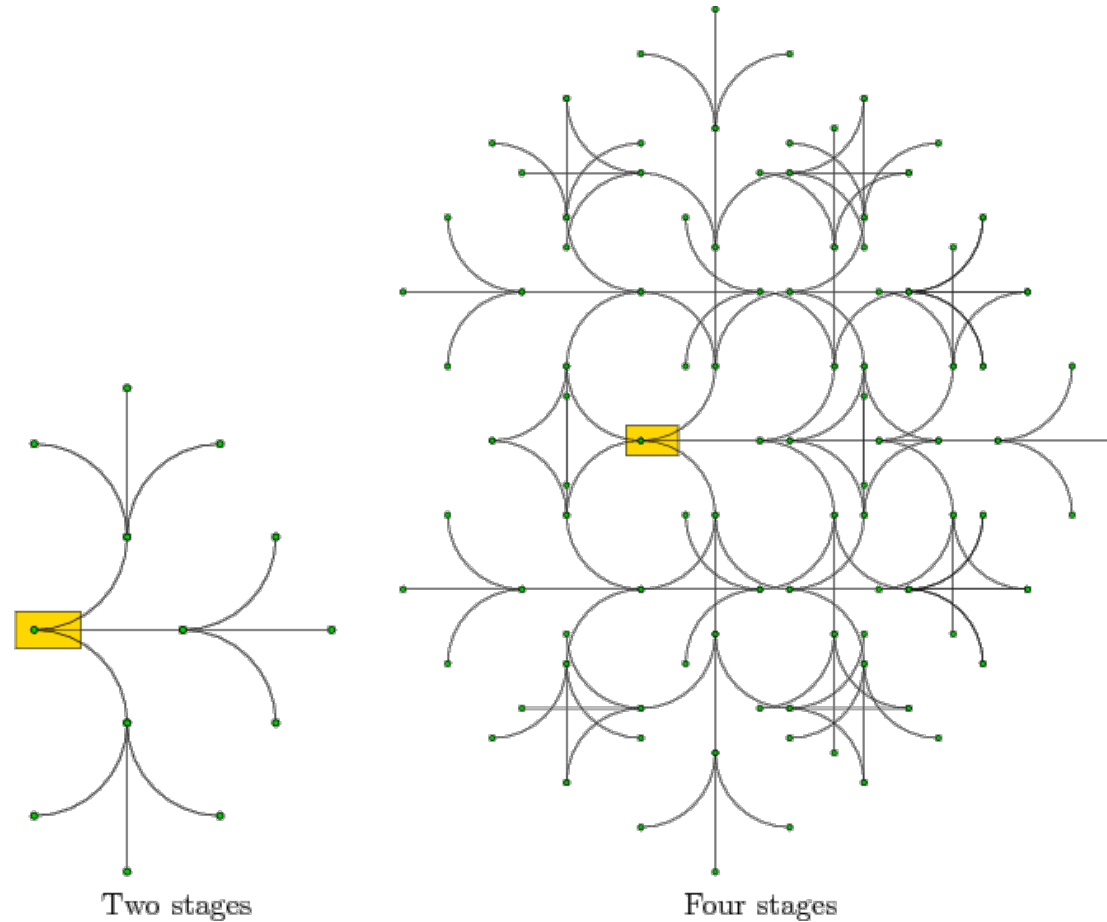


A simple roadmap: visibility graph



Sampling Based Planners: Probabilistic Roadmaps

Reachability Tree for Dubin's Car



Rapidly Exploring Random Trees (RRT)

Algorithm 10.3 RRT algorithm.

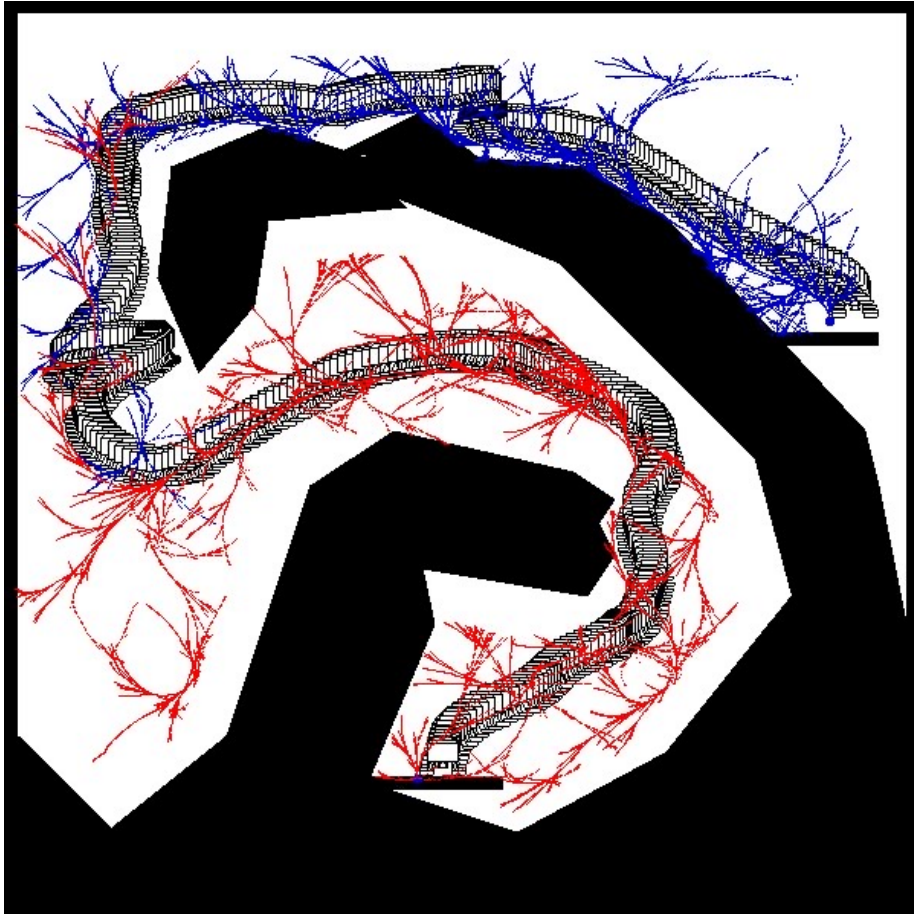
```
1: initialize search tree  $T$  with  $x_{\text{start}}$ 
2: while  $T$  is less than the maximum tree size do
3:    $x_{\text{samp}} \leftarrow$  sample from  $\mathcal{X}$ 
4:    $x_{\text{nearest}} \leftarrow$  nearest node in  $T$  to  $x_{\text{samp}}$ 
5:   employ a local planner to find a motion from  $x_{\text{nearest}}$  to  $x_{\text{new}}$  in
     the direction of  $x_{\text{samp}}$ 
6:   if the motion is collision-free then
7:     add  $x_{\text{new}}$  to  $T$  with an edge from  $x_{\text{nearest}}$  to  $x_{\text{new}}$ 
8:     if  $x_{\text{new}}$  is in  $\mathcal{X}_{\text{goal}}$  then
9:       return SUCCESS and the motion to  $x_{\text{new}}$ 
10:    end if
11:  end if
12: end while
13: return FAILURE
```

Rapidly Exploring Random Trees (RRT)

Algorithm 10.3 RRT algorithm.

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RRT: Lunar Lander



Check out Steven Lavalley's RRT Gallery: <http://msl.cs.uiuc.edu/rrt/gallery.html>

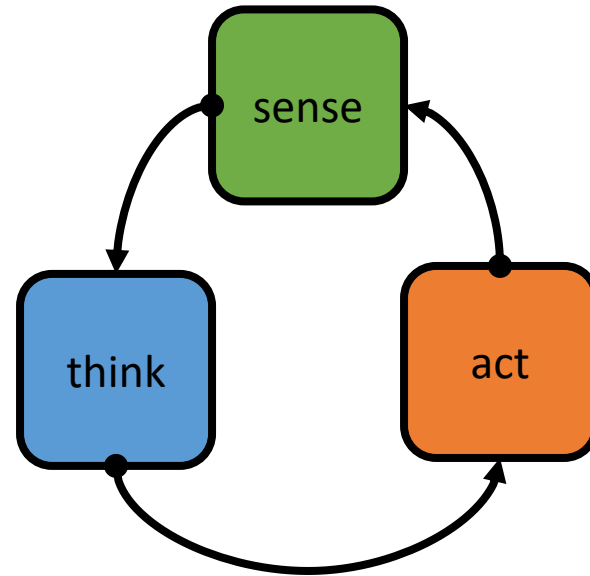
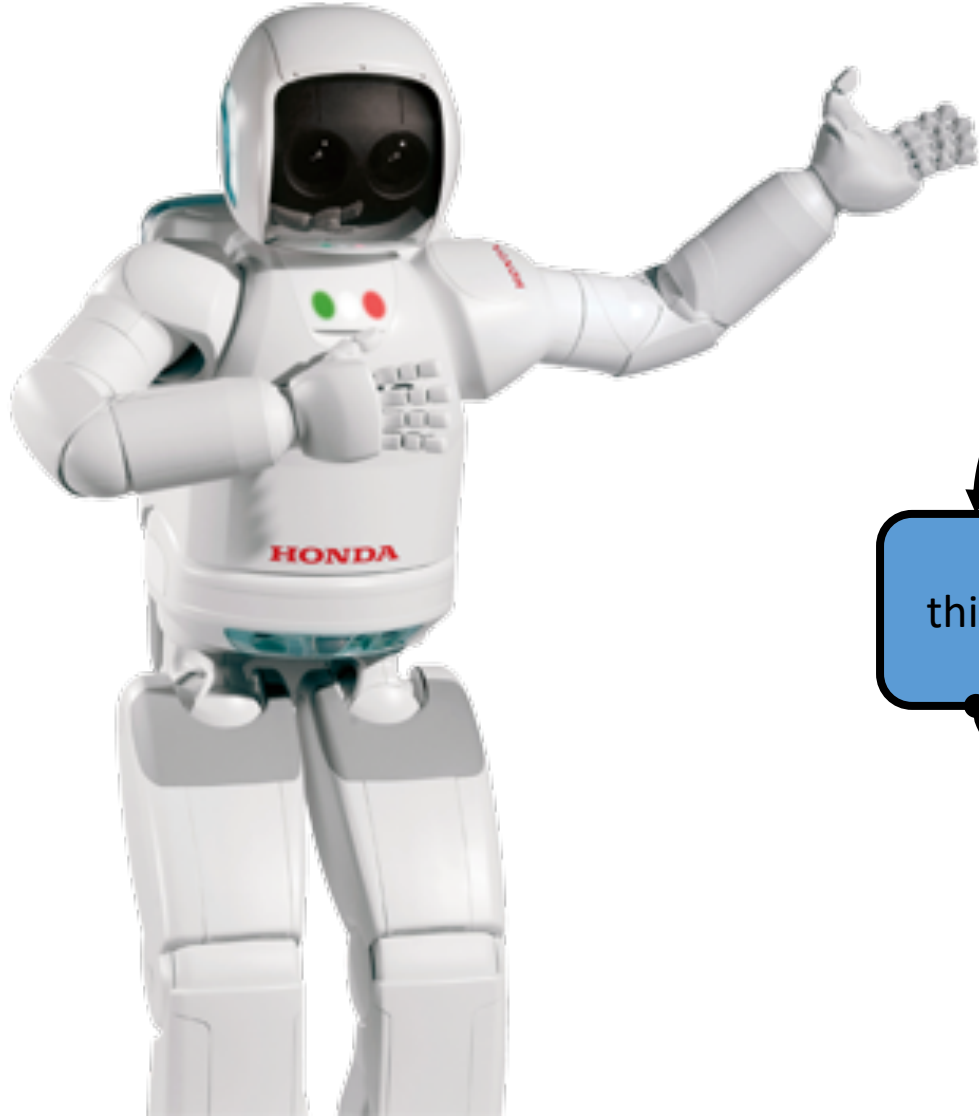
Summary

- Given an initial state and a desired final state, **motion planning** provides us with tools to find a time horizon and a sequence of actions to find a trajectory that reaches the goal without collisions
- A **roadmap** path planner uses a graph representation of free space, which can then provide a trajectory using search algorithms
- The basic **RRT** algorithm is a sampling-based method that grows a single search tree from start to find a motion to goal
 - Uses a local planner to find a motion from the nearest node to the sampled node

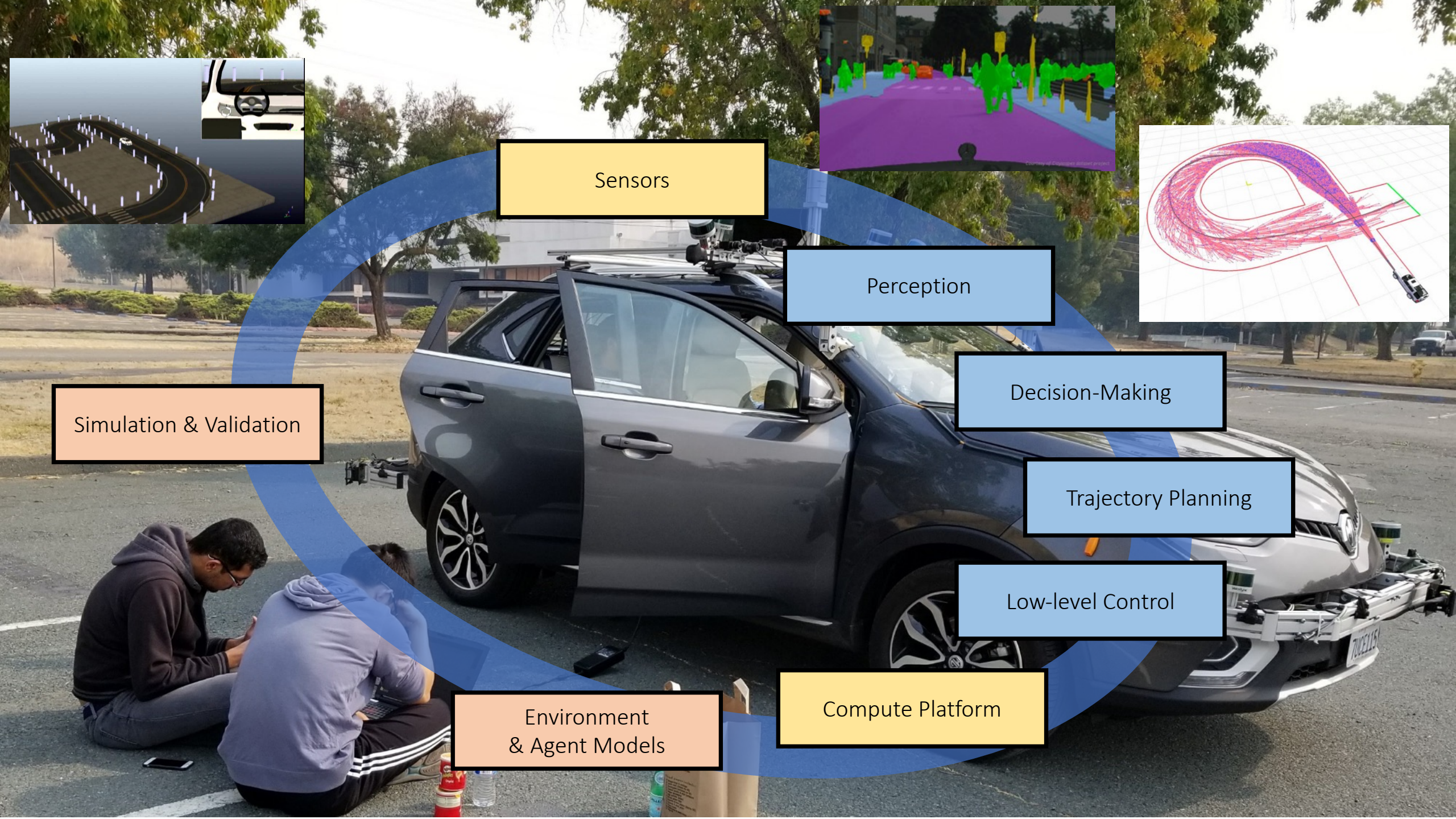
A few things that might be useful to know

- What are some key properties of planners?
- Think about what applications some properties or types of planners might be needed.
- If given a very simple graph, can you find the shortest path?
- Be somewhat familiar with the pros and cons of the planners we just discussed.

Course Recap



1. Linear algebra and diff. eq. review
2. DoF, configuration space
3. Rigid body motion & transformations
4. Screw theory
5. Forward Kinematics
6. Velocity Kinematics
7. Inverse Kinematics
8. Dynamics
9. Motion Planning



Sensors

Perception

Decision-Making

Trajectory Planning

Low-level Control

Compute Platform

Environment
& Agent Models

Simulation & Validation

If you liked...

Try this!

Everything!

ABE 424 Principles of Mobile Robotics
ECE 484 Principles of Safe Autonomy

If you liked...	Try this!
Everything!	ABE 424 Principles of Mobile Robotics ECE 484 Principles of Safe Autonomy
Linear Algebra	MATH 415 Applied Linear Algebra ECE 515 / ME 540 Control System Theory and Design
Sensing and State Estimation	ECE 310 / 417 Signal Processing ECE 437 Sensors and Instrumentation ABE 424 Principles of Mobile Robotics
Robot Kinematics	ECE 489 / ME 446 / SE 422 Robot Dynamics and Control CS 498 Robot Manipulation and Planning
Rigid Body Motion	SE 598 Soft Robotics ECE 549 Computer Vision
Control	ECE 486 Control Systems (or equivalent in your department) ECE 515 / ME 540 Control System Theory and Design
Decision-Making	ECE 448 Introduction to AI CS 446 Machine Learning
Planning	CS 498 Robot Manipulation and Planning
Labs	SE 423 Introduction to Mechatronics
Graduate-Level Topics Courses	ECE 598SG Learning-Based Robotics ECE 598HCR Human-Robot Interaction ECE 598JK Humanoid Robotics CS 598 Advanced Computational Robotics

Linear Algebra /
Differential
Equations

For full list of recommended
and related courses, check out
robotics.illinois.edu/education

ECE313
(or equivalent)
Intro to Probability

ECE486
(or equivalent)
Control Systems

ECE470/ME445/AE482
Introduction
to Robotics

SE423
Introduction
to Mechatronics

ABE424
Principles of
Mobile Robotics

ECE484
Principles of
Safe Autonomy

ECE489/ME446/SE422
Robot Dynamics
& Control

CS 498
Robot Manipulation
& Planning

ECE598
Humanoid Robotics

SE598
Soft Robotics

CS598
Advanced
Comp. Robotics

ABE 524
Autonomous Decision-
making (Field Robotics)

CS588
Autonomous Vehicle
Systems Engineering

Legend
General Robotics
Mobile Robotics
Robot
Manipulators
Autonomy
Suggested Prereqs

ECE598
Learning-Based
Robotics

ECE550
Robot Planning

ECE598
Human-Robot
Interaction

Familiarity with
ML/AI/MDPs
ex: ECE448,CS446,ECE586

