



Universität Hamburg

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MIN Faculty
Department of Informatics



Constrained Motion Planning

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Technical Aspects of Multimodal Systems

18. Juni 2020

1. Introduction

Problem

Motion planning

Manifolds

2. Constraining the configuration space

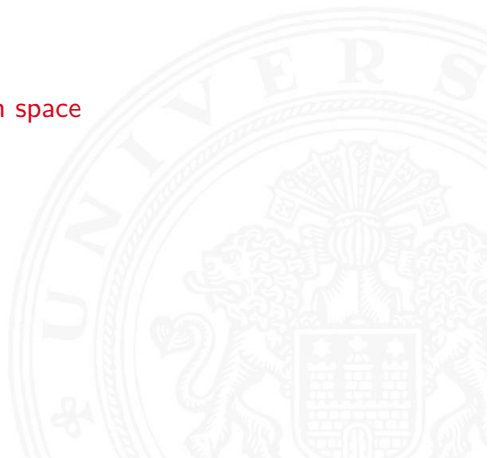
3. Sampling examples

Sampling a sphere

Sampling a torus

4. Application

5. Conclusion



Sometimes, moving from A to B without colliding is not the only requirement of a movement.

Hardware constraints

- ▶ Joints may have dependencies to each other

Task constraints

- ▶ Holding a glass of water without spilling
- ▶ Keep robot away from specific places
- ▶ Moving a specific joint might be undesirable
- ▶ Grasped object may be attached to another object

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Task constraints

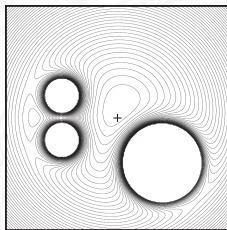
- ▶ Holding a glass of water without spilling
- ▶ Keep robot away from specific places
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Non-sampling based motion planning

- ▶ Instead of planning ahead, start and react to problems
- ▶ Using potential fields for path planning
- ▶ These methods are prone to get trapped in local minima and are not necessarily complete



Potential field 3D view



Potential field 2D view[LP17]

Sampling based motion planning

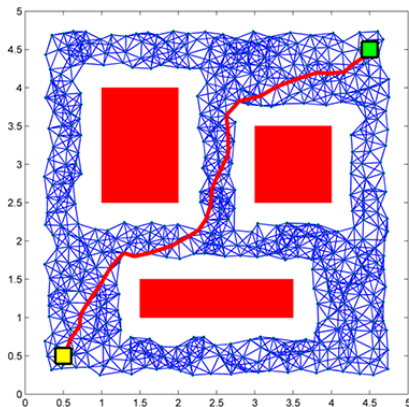
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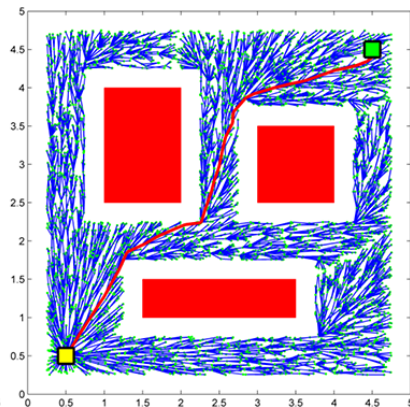
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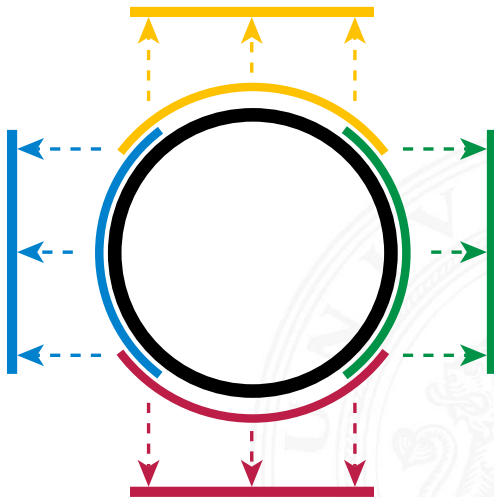
Probabilistic Road Map PRM



Rapidly-exploring Random Trees RRT

Graph-based and tree-based sampling. [KMK20]

Manifolds

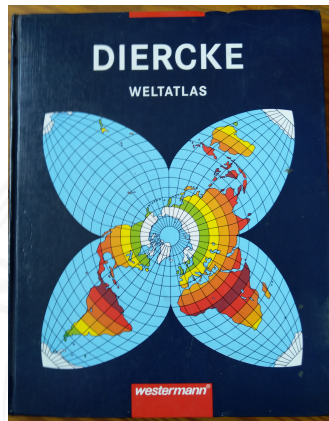


The circle border is a 1D manifold in 2D space.[Pbr08]

Manifolds

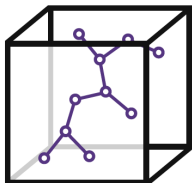
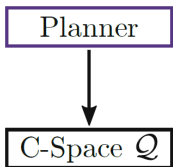


The surface of the earth is a 2D manifold in 3D space.[Nas06]

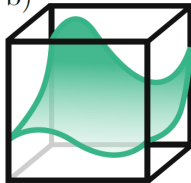


A collection of 2D maps covering the entire sphere.

a)



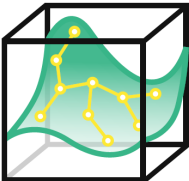
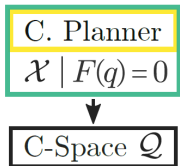
b)



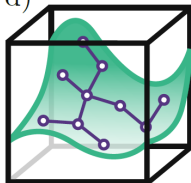
$$\mathcal{X} \mid F(q) = 0$$

$$\text{C-Space } \mathcal{Q}$$

c)



d)



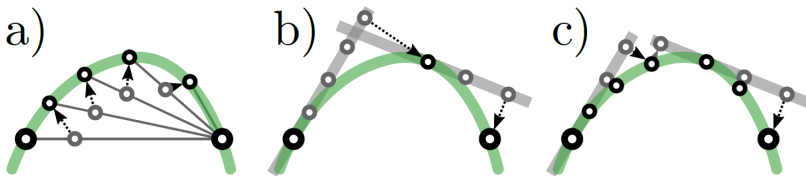
Planner

$$\mathcal{X} \mid F(q) = 0$$

$$\text{C-Space } \mathcal{Q}$$

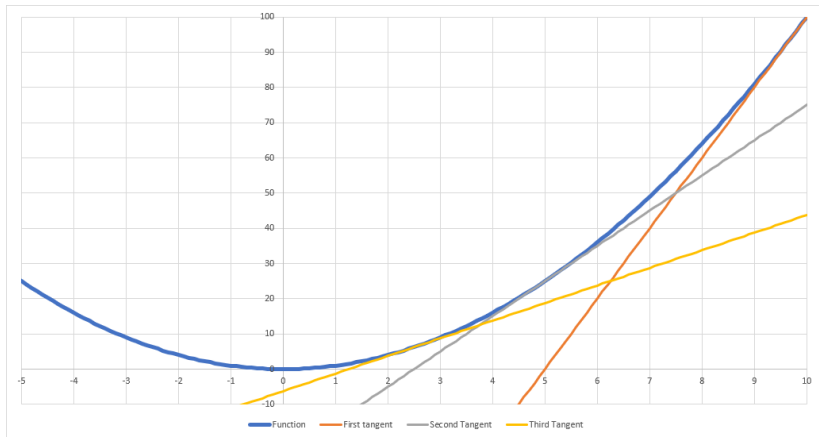
Left: The planner works on the full space and considers the manifold — Right: The planner works on the manifold

Manifold approximation



Geodesic interpolation based on a) Projection b) Tangent bundle c) Atlas

Newton's method



Approximating zeros of functions using gradient descent



Base, obstacles and ideal path (Bottom to top)

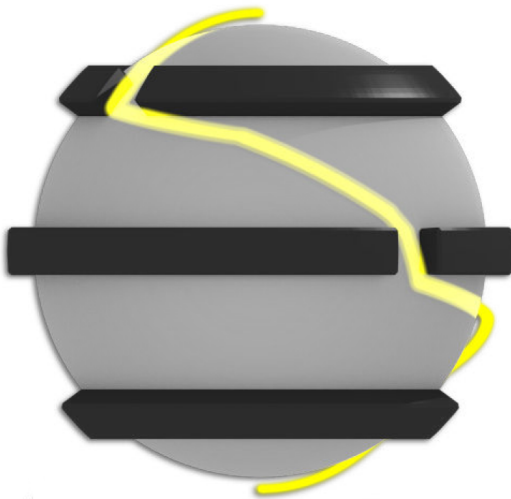
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Planning based on projection using RRT

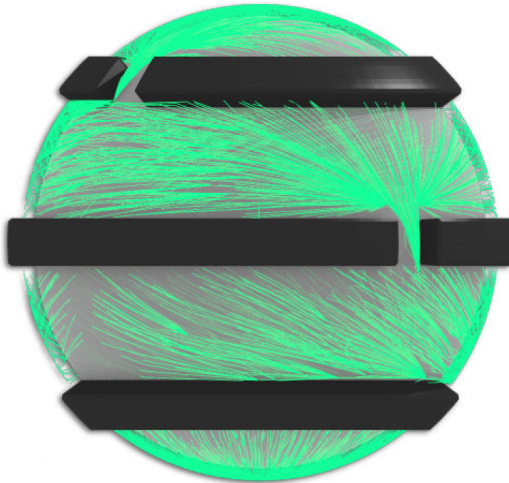
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Planning based on tangent bundles using BIT

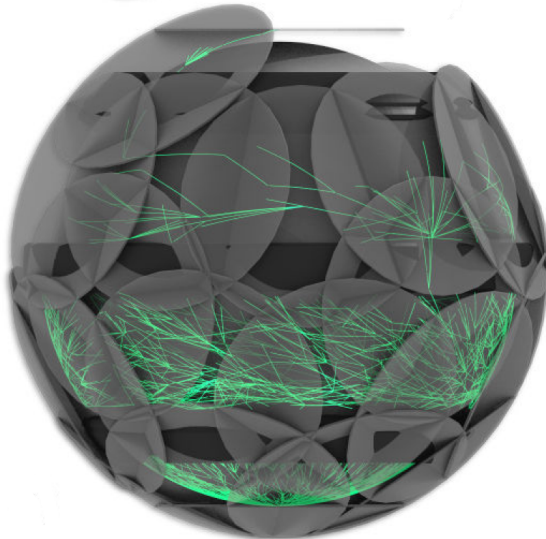
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Planning based on atlas layout using SPARS

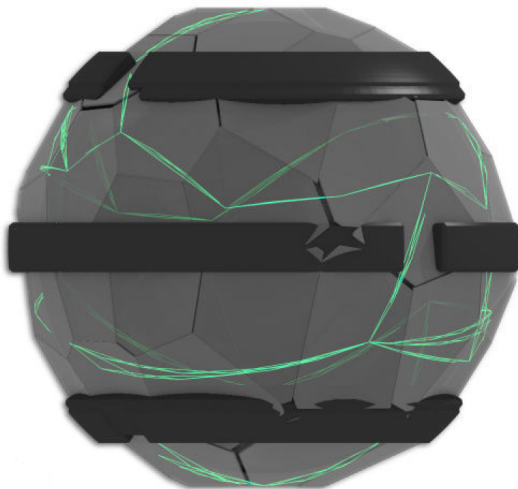
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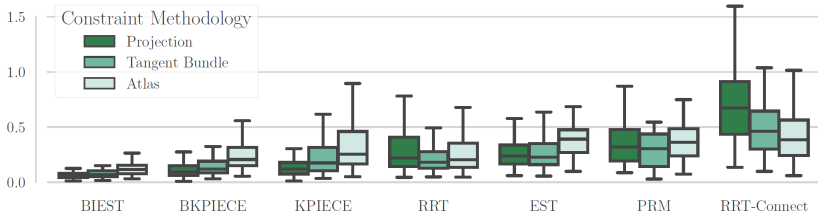
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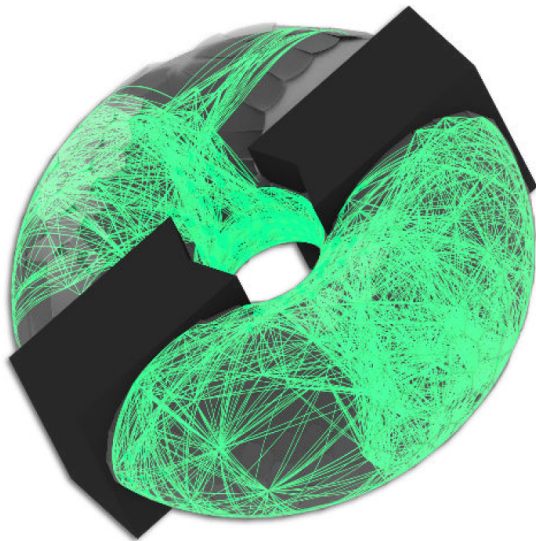
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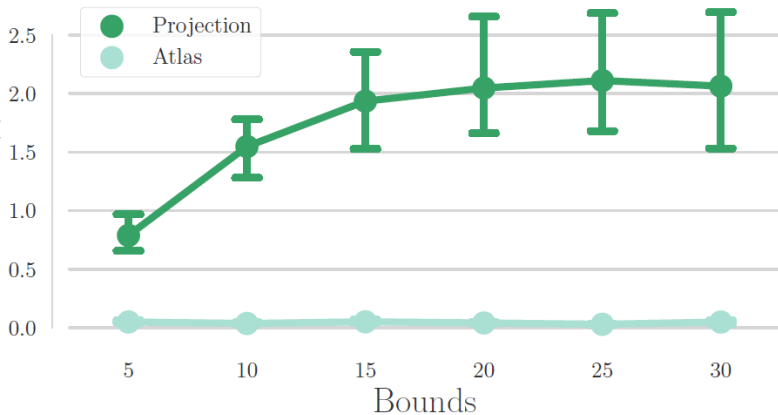
Different Planners using the constrained spaces. Y-axis units are seconds.

(BI)EST	(Bidirectional) Expansive Space Trees
(B)KPIECE	(Bidirectional) Kinodynamic Motion Planning by Interior-Exterior Cell Exploration
PRM	Probabilistic Roadmap
RRT(-Connect)	Rapidly-Exploring Random Trees





Time to Solve vs. X-,Y-axis Bounds



Performance of a Probabilistic Road Map (PRM). Y-axis units are seconds.



Torus - two years later

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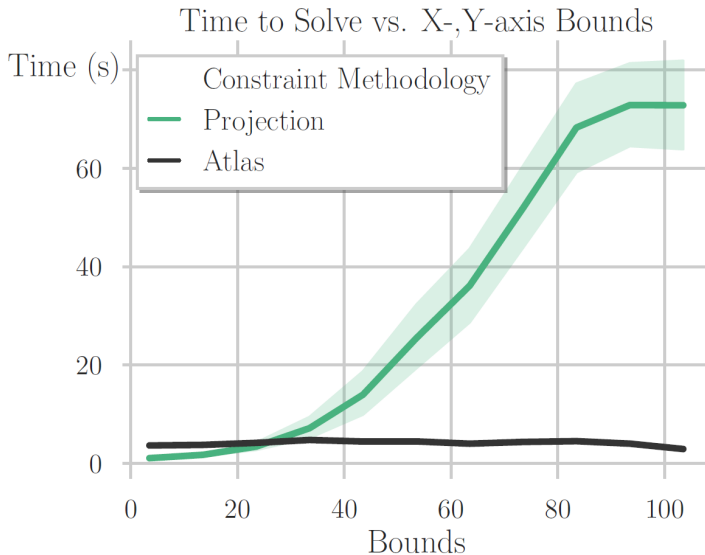
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Torus - two years later





Hemisphere

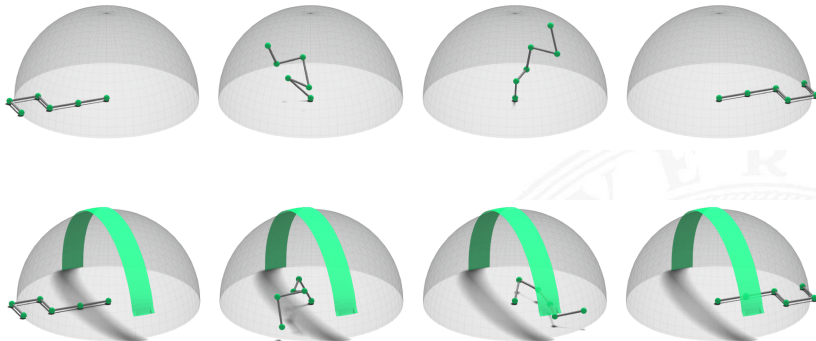
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Robot with 15 Degrees of freedom, 3 in each joint. The end effector can only move on the surface on the hemisphere. Also, three joints have dependencies to each other. (1 and 2 must have same z-value, 2 and 3 must have same x-value, 3 and 4 must have same z-value)[KMK20]



Hemisphere

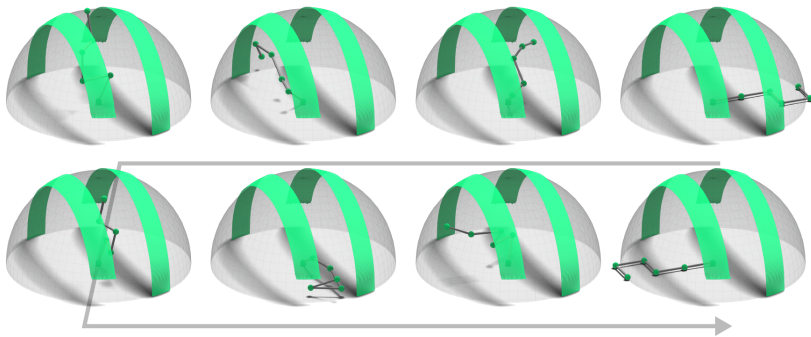
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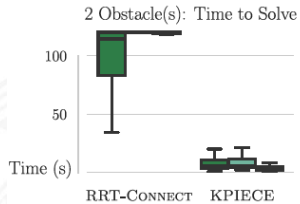
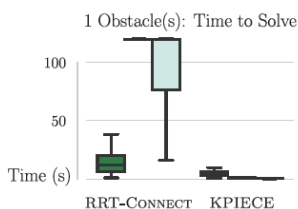
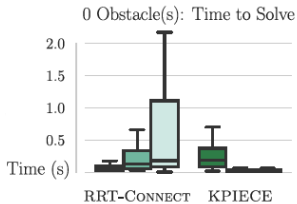
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Hemisphere Performance



Constraint Methodology



Projection



Tangent Bundle



Atlas

Highdimensional Robot

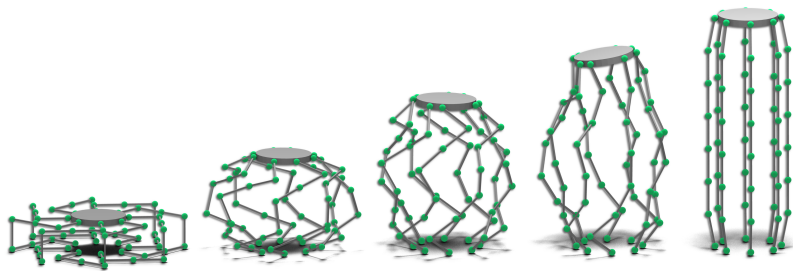
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Robot with a 168-dimensional configuration space and a 99-dimensional constrained configuration space. Constrained planning can improve calculation time for a motion to stand upright from at least 10 minutes to about 15 seconds.[KMK20]

Astronaut robot

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A robot which needs to have the torso in a fixed orientation and always needs hold on to handrails in a specific orientation[KMK20]

- ▶ Framework for motion planning in a constrained space
- ▶ Faster than conventional planning and subsequent verification
- ▶ Easier and more future-proof than developing a new “Constraint-aware path planner”
- ▶ Ability to use preexisting planners on a modified space
- ▶ Some planners work better together with specific constraint methodologies and constraint shapes – This framework allows great interchangeability for that



Appendix

References





Additional video sources

References

RRT* Animation	https://www.youtube.com/watch?v=YKiQTJpPFkA
RRT* Animation	https://www.youtube.com/watch?v=QLNSkFnBYuM
Random Tree vs RRT vs RRT*	https://www.youtube.com/watch?v=0b3BIJkQJEw
PRM	https://www.youtube.com/watch?v=RPzGEh6c0iM
BIT	https://www.youtube.com/watch?v=d7dX5MvDYTc



Optimization based path planning can work on manifolds, as of now, now comprehensive comparis between these two approaches have been made due to the recency of this research.

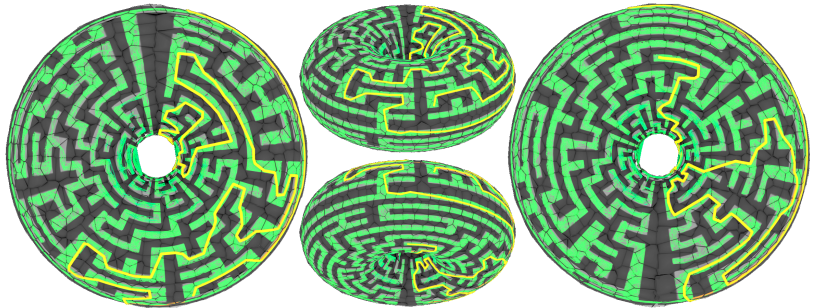
The sphere environment

- ▶ The planners on each sphere uses a different algorithm, hence the very different path previews. The algorithms are:
 1. Rapidly-exploring Random Trees RRT
 2. Batch informed trees BIT
 3. Sparse roadmap spanners SPARS



Torus expanded

References



- [KMK20] Zachary Kingston, Mark Moll, and Lydia Kavraki.
Decoupling Constraints from Sampling-Based Planners,
pages 913–928.
Springer International, 01 2020.
- [LP17] Kevin M. Lynch and Frank C. Park.
Modern Robotics: Mechanics, Planning, and Control.
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- [Nas06] Nasa.
The earth seen from apollo 17 with white background.,
2006.
[Online; accessed 08-06-2020].



[Pbr08] Pbroks13.

Figure 1: The four charts each map part of the circle to an open interval, and together cover the whole circle., 2008.

[Online; accessed 07-06-2020].

