

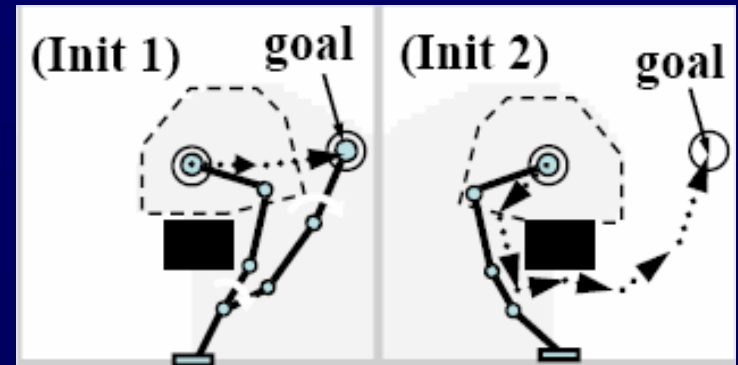
Factor-Guided Motion Planning for a Robot Arm

Jaesik Choi and Eyal Amir

University of Illinois Urbana-Champaign



Problem Definition



- **Given:**
 - A planar(2D) arm with n revolute joints
 - A Start configuration* (q_{init})
 - A Goal configuration (q_{goal})
 - Static obstacles (including island (or floating) obstacles)
- **Goal:** finding a collision-free path from the q_{init} to q_{goal}

*Configuration: the vector of the angular values of all joints.

$(\theta_1, \theta_2, \theta_3 \dots, \theta_n)$

Related Works in Motion Planning

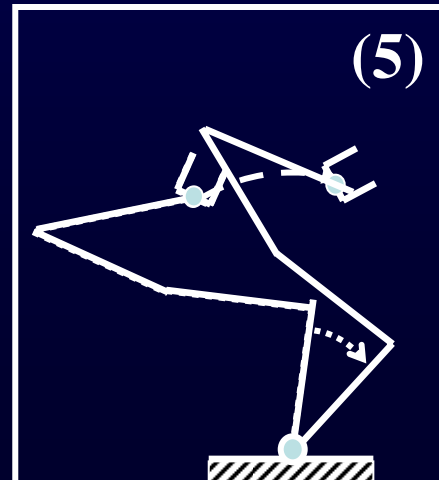
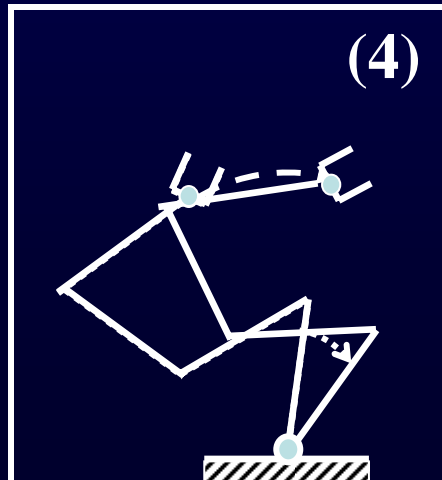
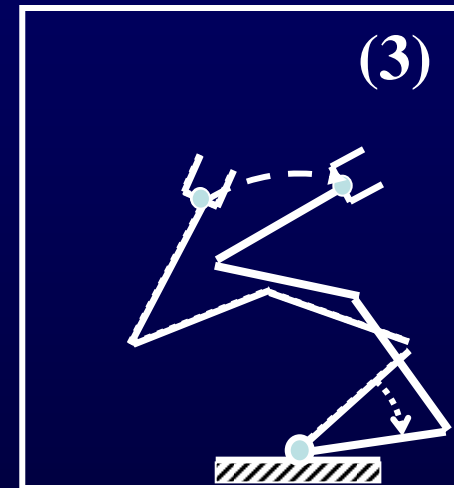
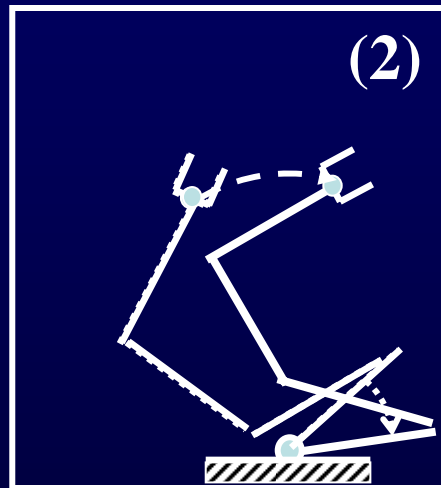
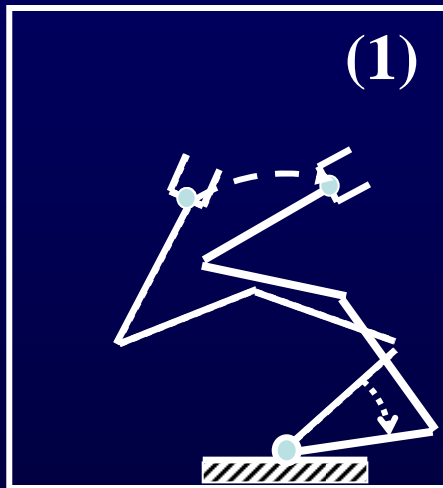
- **Algorithms for a 2D planar robot** are analyzed in many works: Schwartz, Sharir, 1983; Maciejewski, Fox, 1993; Zlajpah, Nemec, 2002; Likhachev, Gordon, Thrun, 2003 (ARA*), Liu, Trinkle, 2005, Tang, Thomas, Amato, 2006
- **Workspace-based roadmap** method is applied in many works: Wilmarth, Amato, Maprm, 1999; Foskey, Garber, Lin, Manocha, 2001; Brock, Kavraki, 2001
- **Efficient Grid-Based A* algorithms for robots**: Stentz, 1995 (D*); Koenig, Likhachev, 2002 (D* Lite); Likhachev, Gordon, Thrun, 2003 (ARA*)

Talk Outline

- **Problem Definition**
- **Motivation & Our Method**
- **Detail of Our Algorithm**
- **Complexity Analysis**
- **Experimental Results**
- **Conclusion**

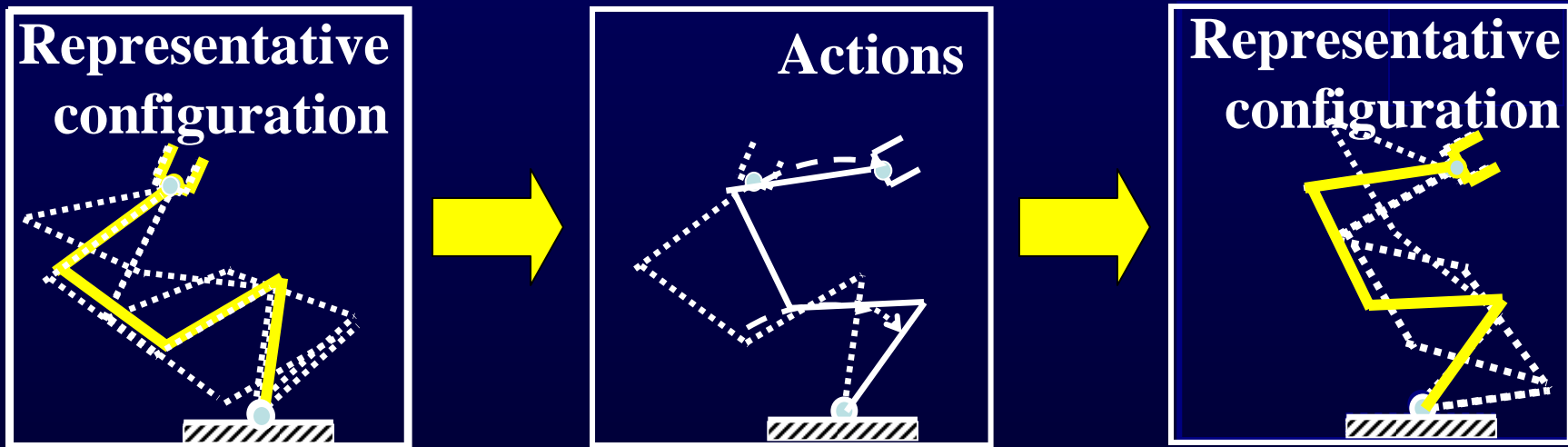
Motivation

- How different are these movements?
- **Our claim: These are not so different movements.**



Our Method

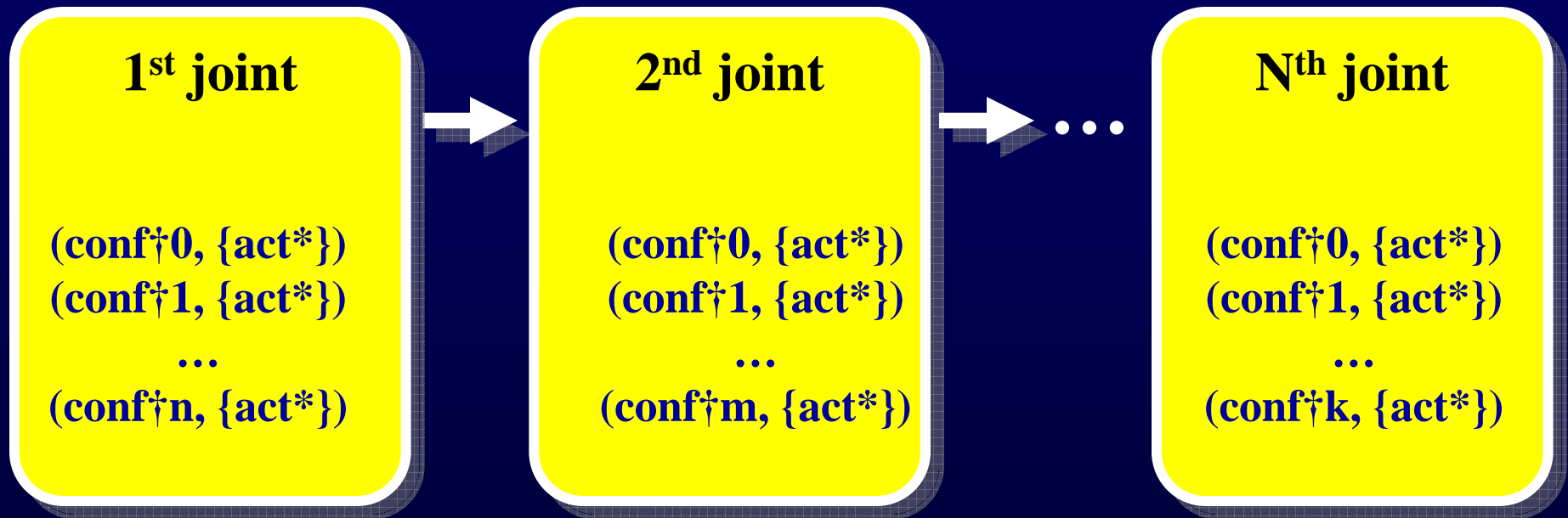
- Reduce the complexity by using a **representative configuration**.



Our contribution:

(Dynamic Programming = Factored Planning)

- A polynomial time algorithm w/ dynamic programming



- The actions of each joint are independent on other joints except the previous joint (assumption)
- **The ith joint include all possible topological class of configurations and local actions of that joint**
act*: actions / conf†: representative configuration

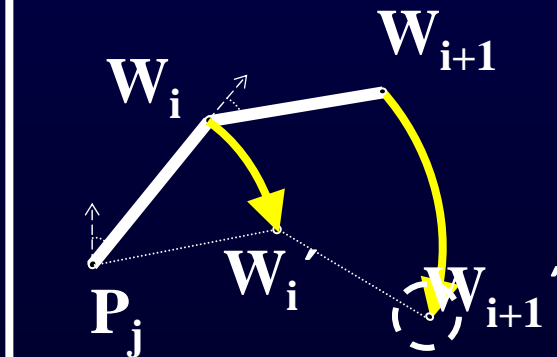
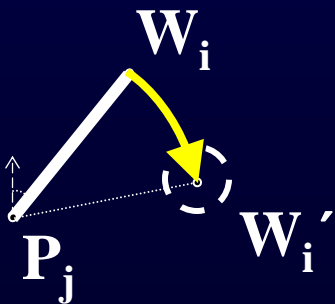
Propagating the actions

- A step of the Factored Planning
 - An action for i^{th} End Effector(EE) in PDDL

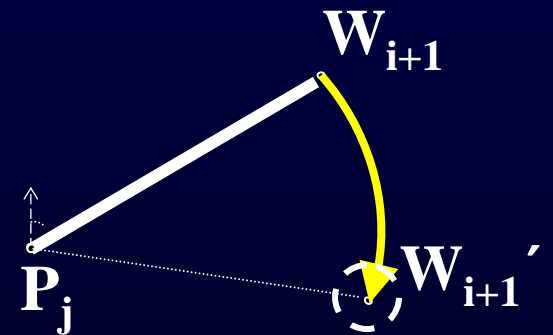
• $\text{Right}(W_i, W_i', P_j)$ $\left[\begin{array}{l} \text{Pre: } \text{end}_j(P_j) \wedge \text{end}_i(W_i) \\ \text{Del: } \text{end}_i(W_i) \\ \text{Add: } \text{end}_i(W_i') \end{array} \right.$

- $\text{end}_i(W)$ is true when the EE of i^{th} joint is at W

Right(W_i, W_i', P_j)

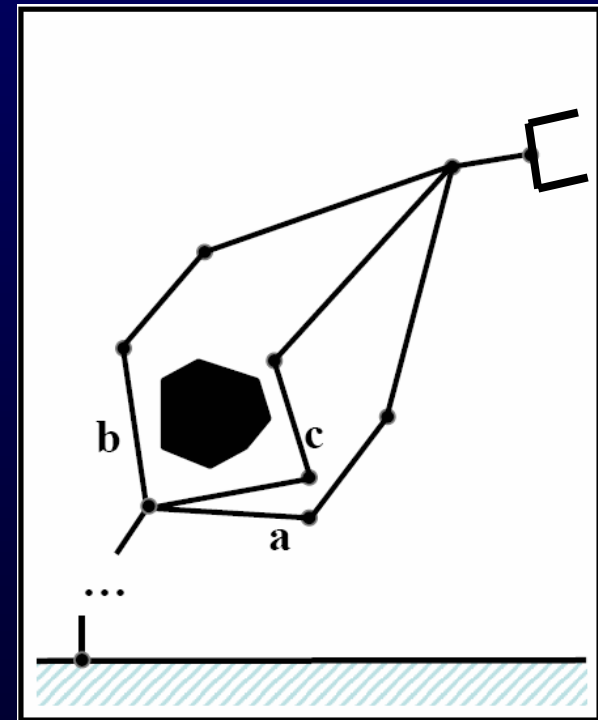


Right(W_{i+1}, W_{i+1}', P_j)



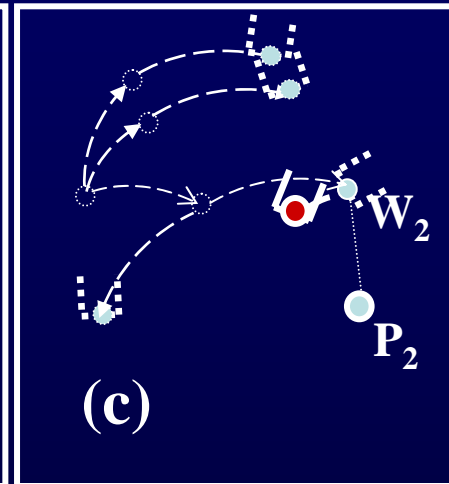
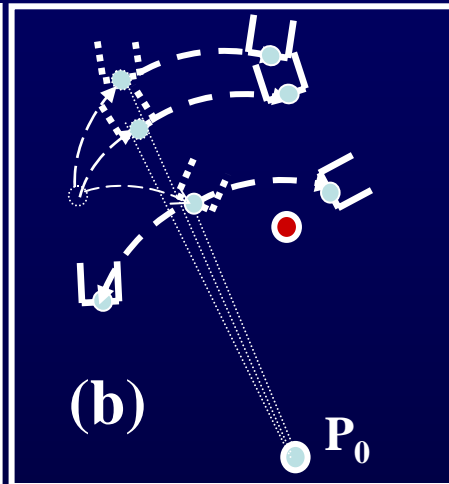
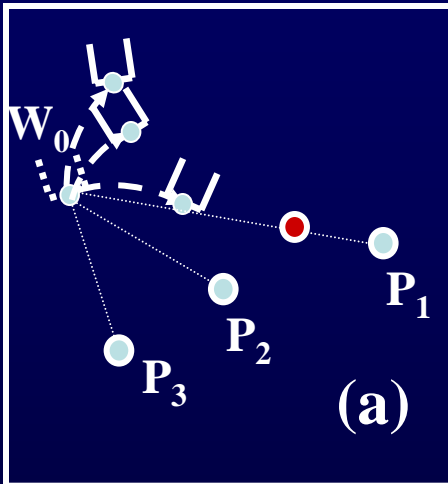
Merging the actions

- Can we merge the set of actions in all cases? **No!**
- **A Topological Class of Configurations:** when the configurations are in the same direction to all obstacles in workspace.

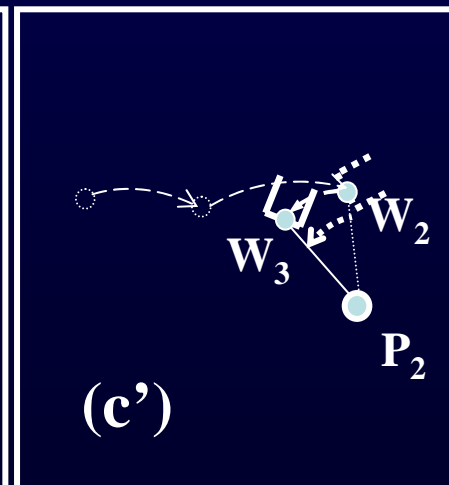
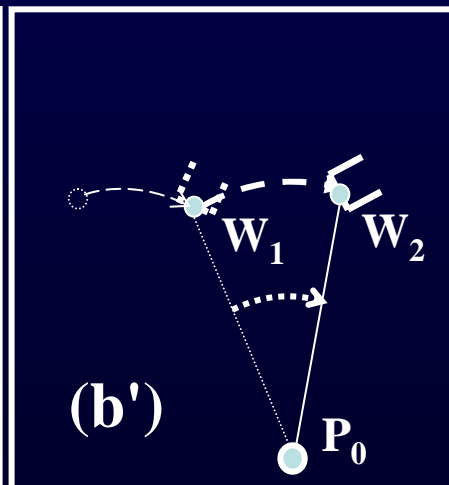
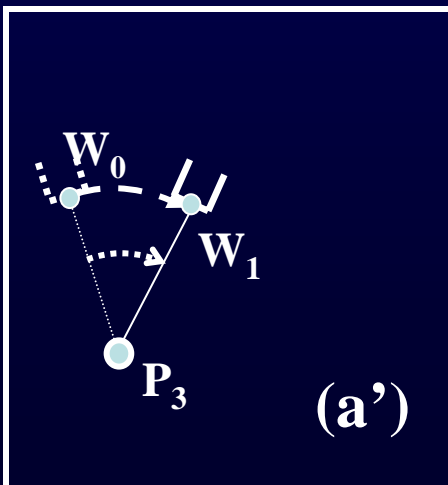


Finding a Path

- With representatives configuration and sets of actions.
- Dynamic Programming like WaveFront* Method



[Barraquand and Latombe, 1991]



[Local Planner:
ARA*]

Complexity Analysis

- Without obstacle
 - $O(n^4l)$
- With m island (floating) obstacles
 - $O(n^4l2^m)$: an island obstacle makes at most two topological class in workspace

l : the number of joints of the arm

m : the number of island obstacles

n : length of a longer side of workspace

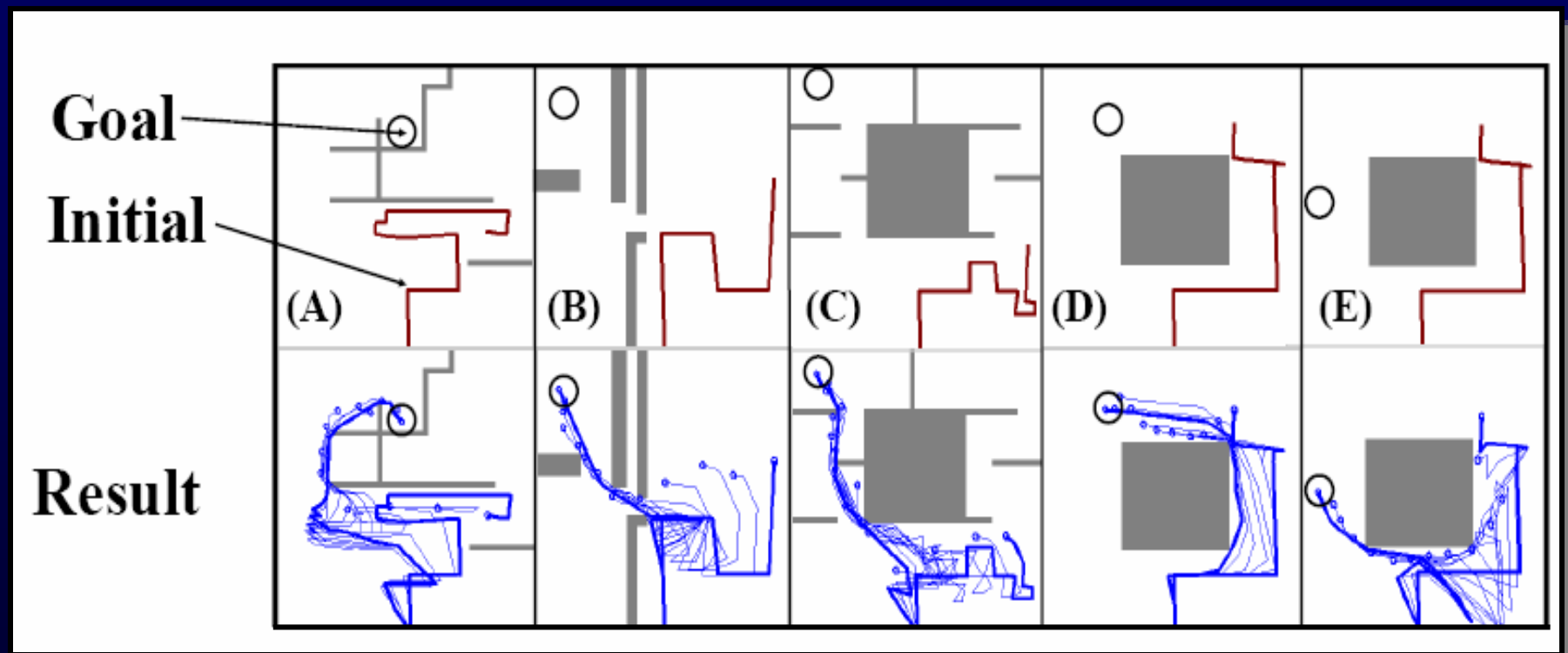
Assumption: given a problem, there is a polytime local planner that finds a path within a topological class

Benefit & Cost

- **Benefit**
 - **Efficient: only using Workspace** (polynomial to the number of joints)
 - **Decomposition: actions of a joint are independent on other joints except the previous joint.**
- **Cost**
 - **Local Planner***

***Assumption: if two configurations are in the same topological class and there is a path between them, our local planner finds the path**

Experimental Setting in Simulation



Experimental Result in Simulation

w/o self collision between links

Environments	ARA* (sec)	Factored Motion Planning	
		Preprocess (Sec)	Planning (Sec)
(A)	>580	19	83
(B)	78	12	5
(C)	17	12	2
(D)	4	27	3
(E)	>580	27	9

Experimental Result in Simulation

w/ self collision between links

Environments	ARA* (sec)	Factored Motion Planning	
		Preprocess (Sec)	Planning (Sec)
(A)	>580	19	193
(B)	>580	12	>580
(C)	13	12	2
(D)	5	27	4
(E)	>580	27	33

Conclusion

- **An algorithm whose complexity is polynomial to the number of joints $O(n^4)$**
- **Key idea: group the configurations if they are in the same topological class against obstacles**
- **Future Works:**
 - **Extension to 3D work space**
 - **Combine with a sampling method (eg. RRT)**

Thank you!

question?

Thanks to Maxim Likhachev for providing his source codes for ARA*

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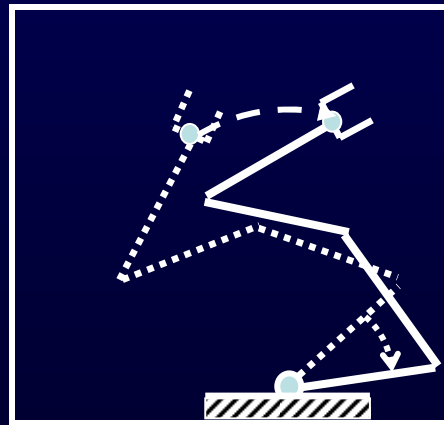
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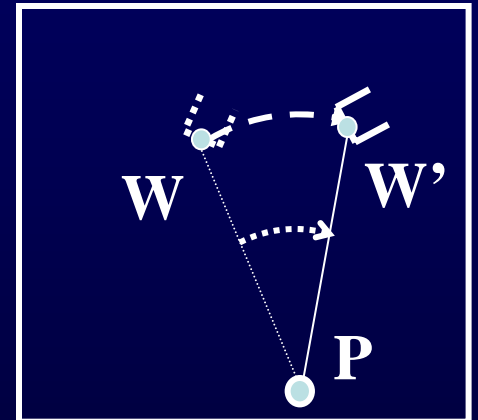
Domain Description

- Divide a movement into an action & a representative conf.
 - An action has 3 conditions
 - A pre location (W)
 - A post location (W')
 - A pivot (P)

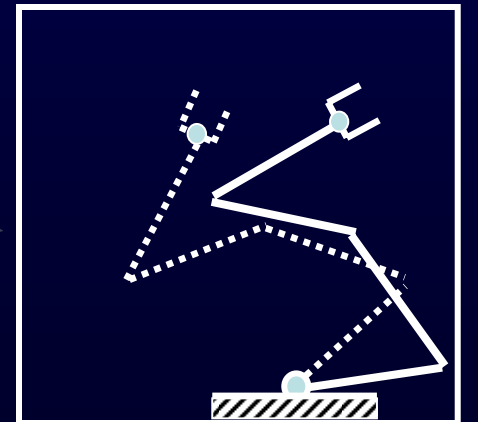


Action

Right(W,W',P)

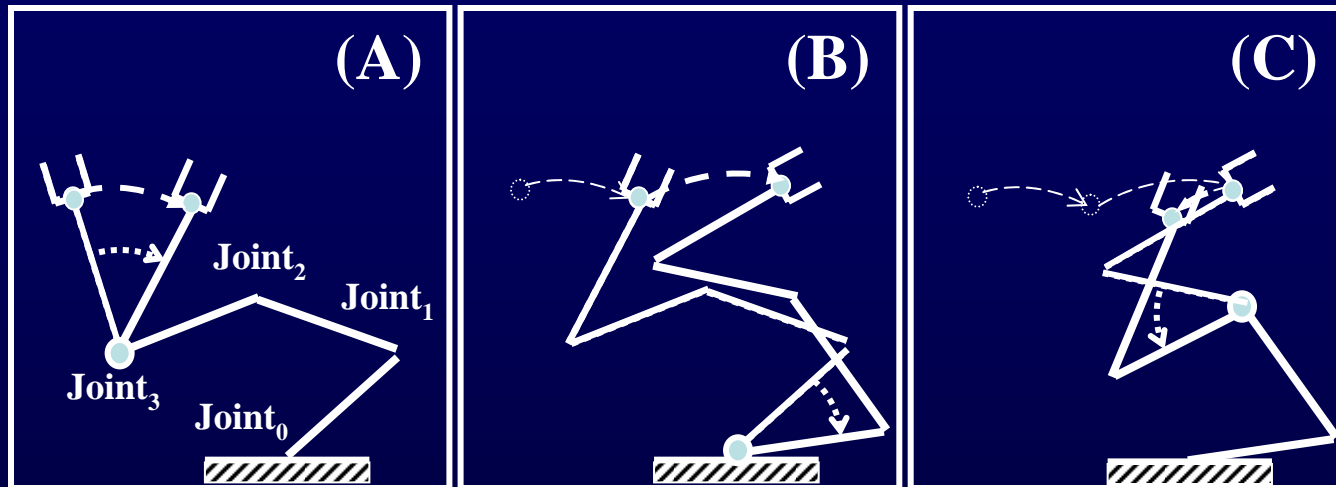


Representative Configuration



Problem Definition

- An example of movement in Configuration Space



Start conf.

$$\begin{matrix} \text{Joint3} \\ \text{Joint2} \\ \text{Joint1} \\ \text{Joint0} \end{matrix} \begin{pmatrix} \text{Ang3} \\ \text{Ang2} \\ \text{Ang1} \\ \text{Ang0} \end{pmatrix} \xrightarrow{\text{Move(A)}} \begin{pmatrix} \underline{\text{Ang3}'} \\ \text{Ang2} \\ \text{Ang1} \\ \text{Ang0} \end{pmatrix}$$

Move(B)

$$\begin{pmatrix} \text{Ang3}' \\ \text{Ang2} \\ \text{Ang1} \\ \underline{\text{Ang0}'} \end{pmatrix}$$

Move(C)

Goal conf.

$$\begin{pmatrix} \text{Ang3}' \\ \underline{\text{Ang2}'} \\ \text{Ang1} \\ \text{Ang0}' \end{pmatrix}$$

$O(c^N)$

C: constant