6.141: Robotics systems and science Lecture 8: Control Architectures Motion Planning

Lecture Notes Prepared by Daniela Rus
EECS/MIT
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Thanks to Rod Brooks, Vijay Kumar
Reading: Chapter 3, and Craig: Robotics
http://courses.csail.mit.edu/6.141/
Challenge: Build a Shelter on Mars

Last lecture block we saw

- Camera as a sensor
- Software engineering and Carmen

Today

- Robot control architectures
- Deliberative control: motion planning
- Applications: industrial assembly, exploration, drug design
- Reading: chapter 6

Controlling in the large

- We have seen feedback control
- How do we put together multiple feedback controllers?
  - in what order?
  - with what priority?
- *How do we generate reliable and correct robot behavior?*

Control Architecture

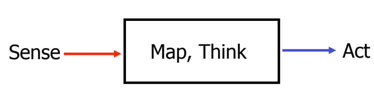
- A control architecture provides a set of principles for organizing a robot (software) control system.
- Like in computer architecture, it specifies building blocks
- It provides:
  - structure
  - constraints

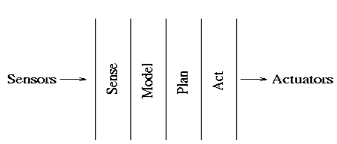
Control Architecture Types

- Deliberative control
- Reactive control
- Hybrid control
- Behavior-based control

Deliberative Architecture

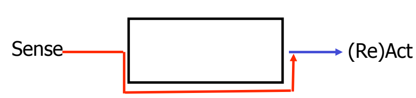
- Maps, lots of state
- Look-ahead





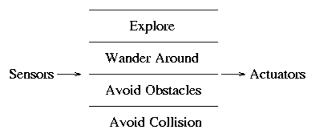
Reactive Architecture

- No maps, no state
- No look ahead



Behavior-based Architecture

- Some state
- Look ahead only while acting
- Reactive + state



Hybrid architectures

- State
- Look ahead but react
- Combines long and short time scales

Criteria For Selection

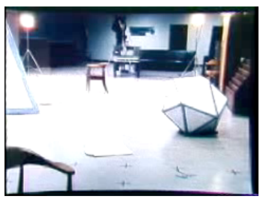
	deliberative	reactive	behavior
Task and environment			
Run-time constraints			
Correctness/ Completeness			
Hardware			

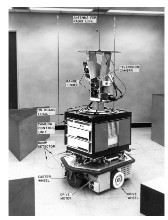
Motion Planning

How do we command the robot to move from A to B despite complications?

Complications: error in maps, sensing, control, unexpected obstacles, etc.

Spatial Planning: Shakey and Stanford Cart (1969)

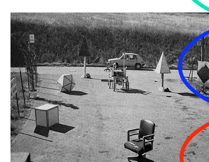


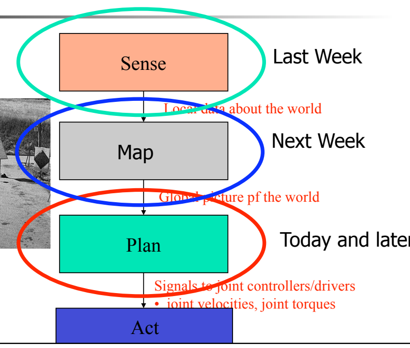


TV camera
Triangulating range finger
Bump sensors
DEC PDP-10, PDP-15 via radio
(192K 36-bit)

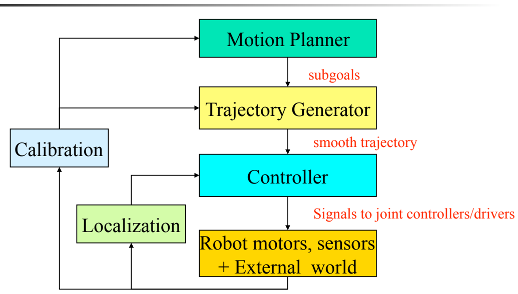
15 mins processing for video planning per meter of travel

Deliberative Architecture

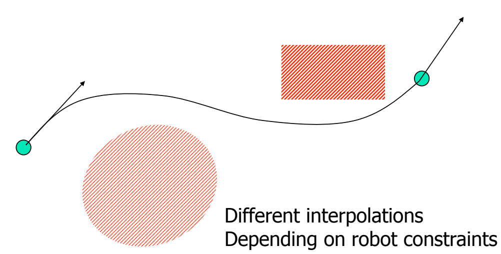




Motion Planning



Trajectory generation from waypoints



Motion Planning

- Known Environments (Model)
- Unknown Environments (No Model)

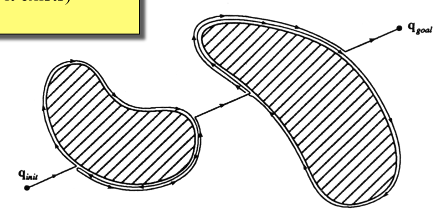
OFFLINE ALGORITHMS

ONLINE ALGORITHMS

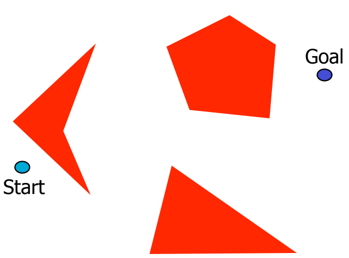
Example: how do we find a bridge in the fog?

Online Motion Planning

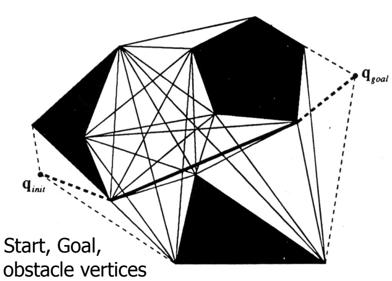
Always finds a path
(if it exists)



Off-line Motion Planning



Visibility Graphs



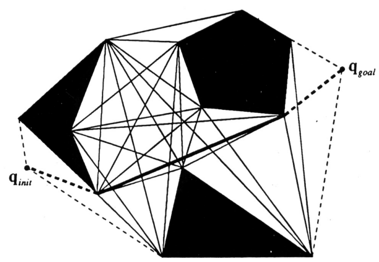
Vertices: Start, Goal,
obstacle vertices

Edges: all combinations (v_i, v_j) that do not intersect any obstacle

Search Path: Dijkstra's Algorithm

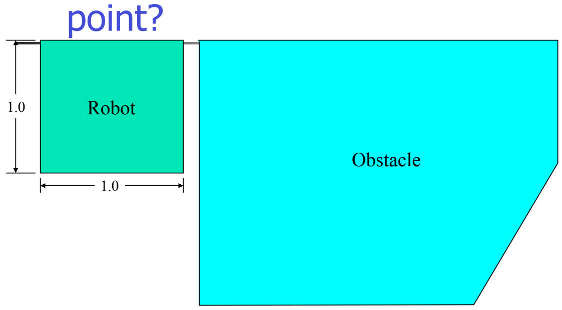
```
function Dijkstra(G, w, s)
  for each vertex v in V[G]                    // Initializations
      d[v] := infinity
      previous[v] := undefined
  d[s] := 0
  S := empty set
  Q := set of all vertices
  while Q is not an empty set                  // The algorithm itself
      u := Extract_Min(Q)                      // O(n) for linked lists; Fib. Heaps?
      S := S union {u}
      for each edge (u,v) outgoing from u
          if d[v] > d[u] + w(u,v)              // Relax (u,v)
              d[v] := d[u] + w(u,v)
              previous[v] := u
```

Visibility Graphs Summary

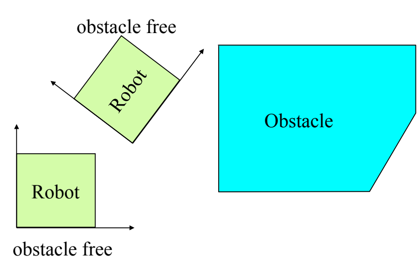


For what robot shapes does this work?

What if the robot is not a point?

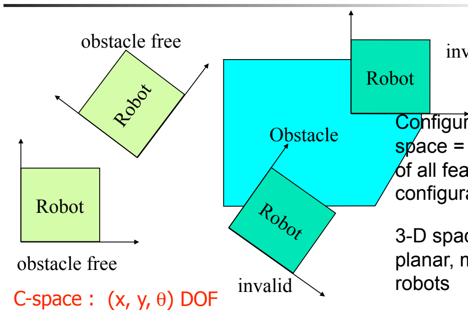


Configuration space



C-space : (x, y, θ) DOF

Configuration space

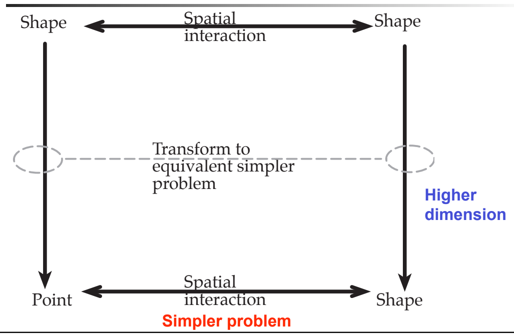


Configuration space = the set of all feasible configurations

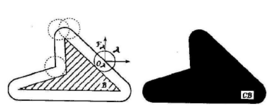
3-D space for planar, mobile robots

C-space : (x, y, θ) DOF

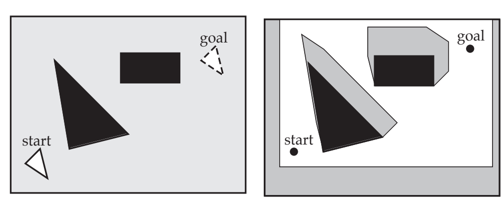
Transforming to C-Space



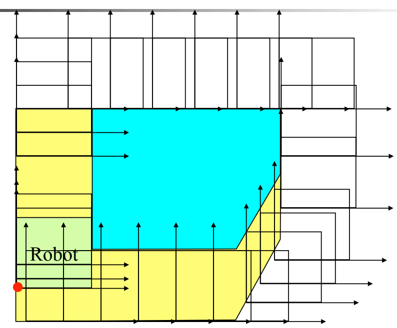
Robot Configuration Space



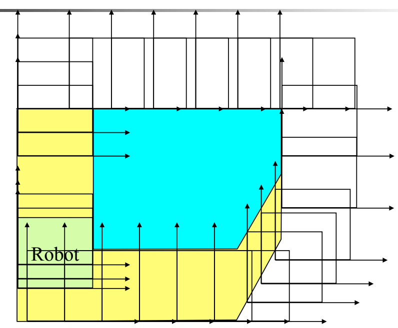
Transforming to C-Space



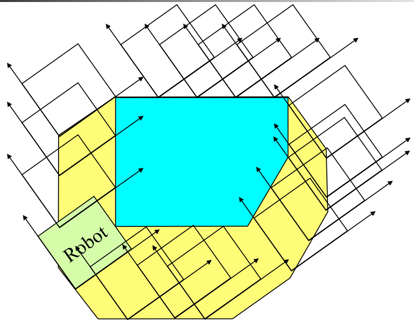
Allowable Robot positions (no rotations)



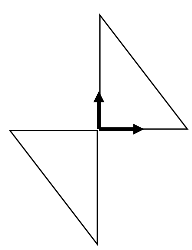
Allowable Robot positions (no rotations)



Allowable Robot positions (for some robot rotation)

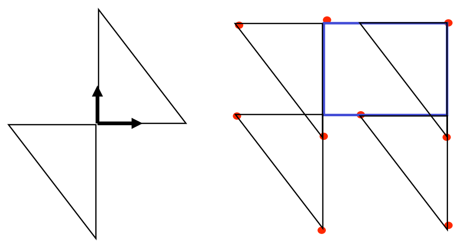


C-space Algorithm



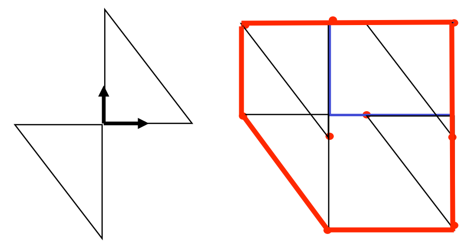
Step 1: Reflect Robot

C-space Algorithm



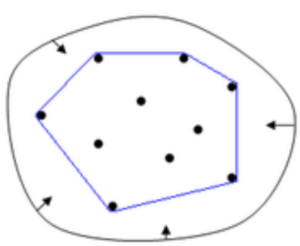
Step 2: Vert (⊖Robot) ⊕Vert (Obstacle)

C-space Algorithm

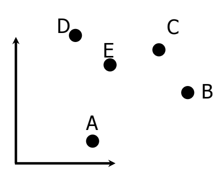


Step 3: ConvexHull (Vert (- Robot) + Vert (Obstacle))

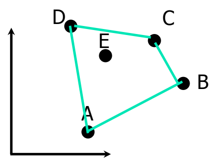
Convex Hull Algorithm



Convex Hull Algorithm

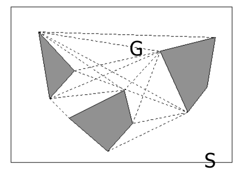


Convex Hull Algorithm



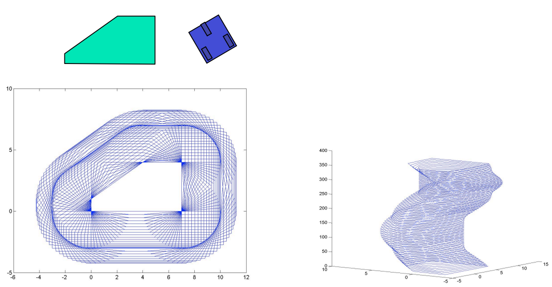
Algorithm Summary

- Compute c-space for each obstacle
- Compute v-graph
- Find path from start to goal



V-graph complete; gives optimal shortest path in 2d
What about 3d? What else can we optimize?

Configuration Space with Rotations



Piano Movers' Problem