

Real-time Adaptive Robot Motion Planning in Unknown and Unpredictable Environments

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Outline

- Problem and Context
- Basic RAMP Framework
- Extension and Application of RAMP
 - Multiple Mobile Manipulators
 - Nonholonomic Robot Vehicle
 - Mobile Robots in Pursuit and Evasion
 - Continuum Manipulator

Basic Problem



- Plan the motion of a robot from a starting location to reach a goal in an environment with *unknown obstacles or unknown obstacle motions*.
- The robot can have *high degrees of freedom and redundancy* (e.g., a mobile manipulator).
- Robot motion *planning has to be on-line based on sensing*.

Motion planning for robot manipulators (DOF ≥ 6): existing work

- Off-line planning in **known** environments using sampling-based approaches, such as variants of PRM and RRT.
- On-line modifying pre-planned paths in largely known environments to avoid new obstacles or obstacle motion.
- Motion objectives or goals are often fixed.
- Relatively little work on real-time motion planning in **unknown and unpredictable** environments.

Real-time Adaptive Motion Planning (RAMP) Paradigm [Vannoy&Xiao 04-08]

- Interweave **planning**, **sensing**, and **execution** of motion:
 - plan path and trajectory simultaneously
 - plan and execute motion simultaneously
- Global planning is inspired by the general *anytime* and *parallel* idea of evolutionary computation
- **Adapt** or change motion objectives on the fly based on need



Information from Sensing

- Target objects, obstacles, and their poses at each sensing instant. Obstacles may not have to be segmented or identified.

Two types of approaches to handle obstacles of unknown motion:

- **Predict** short-term obstacle trajectory based on time history of sensed obstacle poses – requiring obstacle identification
- **Perceive** if a robot at a pose at a future time will not collide with any obstacle no matter how obstacles move based on the concept of **dynamic envelopes** [Vatcha&Xiao08] – not requiring obstacle segmentation or identification

RAMP Algorithm

Initialize a set of trajectories P leading to the goal(s) and
evaluate P based on initial sensed information
 $\gamma \leftarrow$ best trajectory in P ;

while *goal is not reached* **do**

simultaneously **move** and **plan**:

move along γ unless forced to stop to avoid collision;

plan:

modify P

if *new sensing cycle* **then**

evaluate P ;

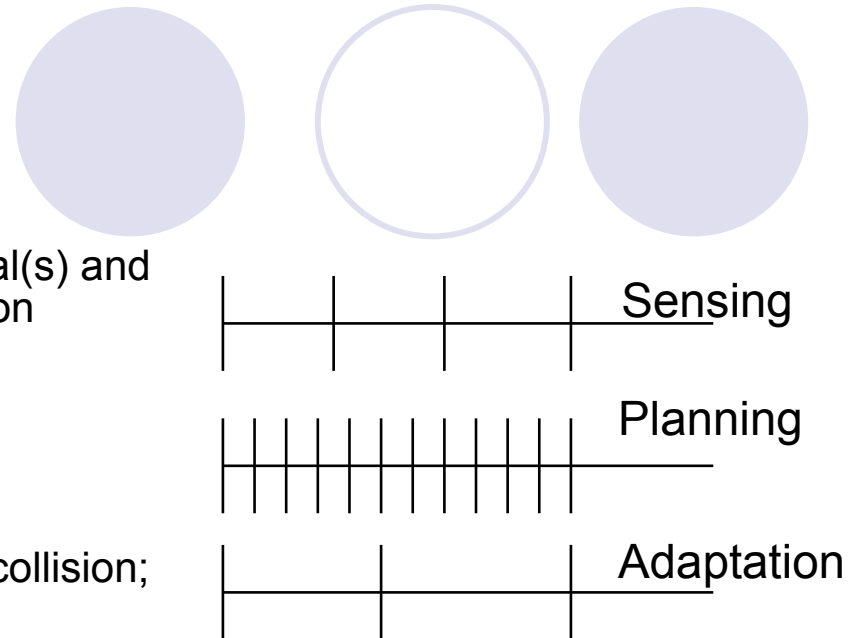
if *new adaptation cycle* **then**

update starting configurations of P ;

evaluate P and update γ ;

end while

The algorithm allows the robot to smoothly switch to a better trajectory at any time during execution



Trajectory Initialization

- Generate m trajectories in P :
 - either **randomly** or **deliberately** generate a path in terms of a sequence of knot configurations in the configuration space of the robot.
 - (optional) generate goal configuration(s)
 - generate trajectory under max. velocity and acceleration constraints
- Trajectory diversity in set P is important.

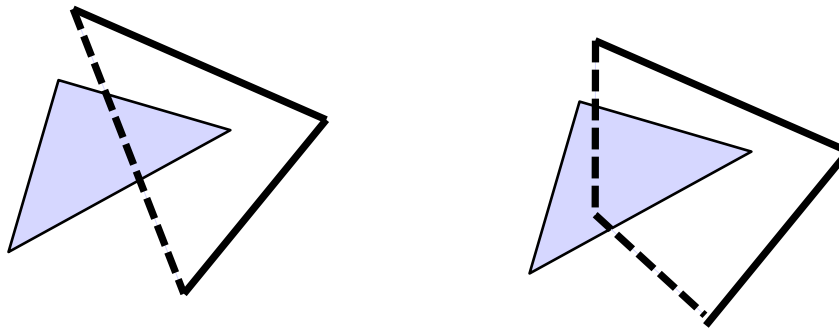
Evaluation



- Optimization criteria are different for completely feasible or partially feasible trajectories.
- Feasible (i.e., collision-free and singularity free): e.g.,
 - Minimize distance or time to goal
 - Minimize energy
 - Maximize manipulability
 - Maximize goodness of goal if there are alternative goals
- Partially feasible: e.g.,
 - Time or distance to first collision or singularity
 - Cost as if feasible + penalty
- Optimization criteria can be changed **on the fly** based on circumstances to steer planning in more effective directions.

Modification

- Modify the shape of a path or create a new path by generically random *insert, delete, change, swap, crossover* and some robot-specific random operators
- Modified trajectory is evaluated and replaces randomly a non-best trajectory in P to promote the best while preserving diversity.





RAMP on Mobile Manipulators

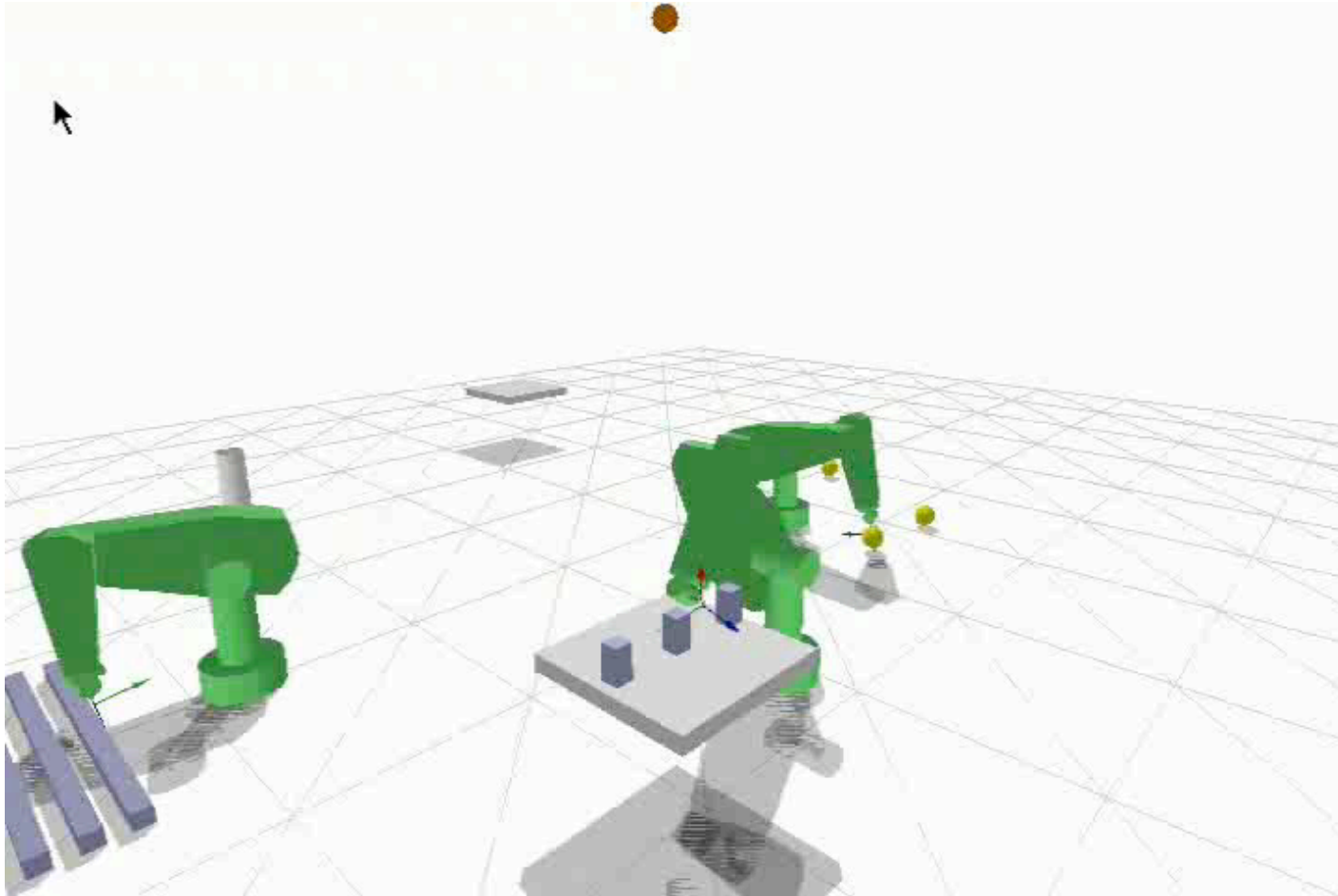
- Trajectory: cubic-splined for arm and linear-with-parabolic-blends for base
- Special modification operator: random *stop* modifies the velocity profile to allow **loose-coupling** of the arm and the base for **adaptive redundancy resolution**

Loose Collaboration



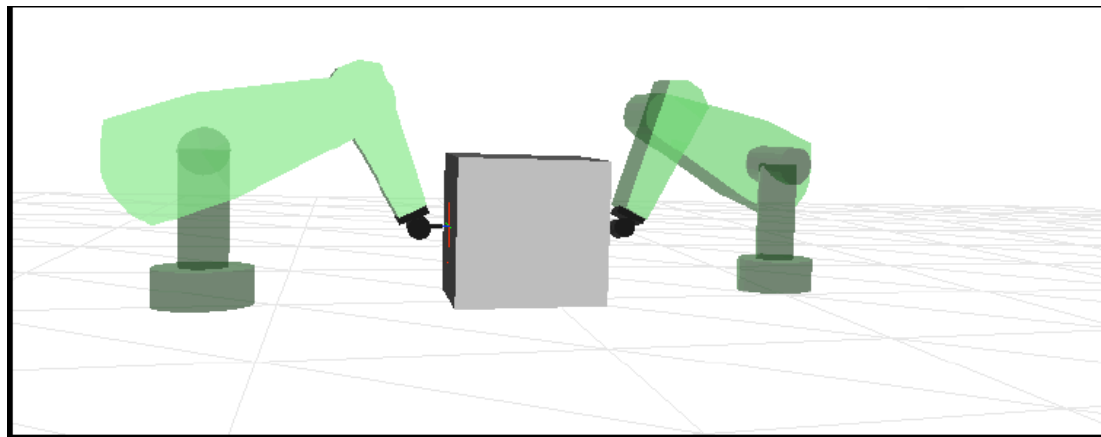
- Multiple Mobile manipulators pick up a large set of objects of unknown quantity and arrangement and move them to some destinations or re-arrange them.
- Every robot has its own RAMP planner and view other robots as obstacles with unknown motions. Real-time, distributed motion planning is achieved.
- Spontaneous division of work – each robot decides a target object for pick-up and a destination to put it down on the fly based on availability.

Examples



Tight Coordination

- Planning motion trajectories for two mobile manipulators moving and manipulating an object together through an environment with obstacles of unknown motion.
- Each mobile manipulator in the two-robot team is equipped with its own instance of the same real-time *leader-oriented planner*.





The Leader-oriented Planner

- Each mobile manipulator plans its motion as the leader with RAMP and then the other robot's motion as the helper's motion constrained by the leader's.
- The two robots run their planners in parallel at the same time as they move, but the actual motions that the robots execute are determined by a simple *coordinator* algorithm running on top of the two parallel planners.
- The coordinator constantly decides which robot's leader-helper motion plan is better and let the two-robot team to execute the better motion plan.
- At any time, the roles can be switched seamlessly as the robots always follow the better trajectories.

RAMP on Nonholonomic Robot Vehicle

- A robotic vehicle moves **autonomously** in an **unknown** environment guided by a GPS navigator and **local sensing**.
- The GPS system does not indicate the actual geometry of the road as well as small obstacles.
- The robot has to conduct **on-line planning** based on local sensing to produce collision-free nonholonomic trajectories for it to follow.



Approach

- Introduce a set of **parameterized, basic maneuver patterns** that our RAMP planner can use to build nonholonomic trajectories with arbitrary turns quickly in a piece-wise fashion.
- The maneuver patterns use **Bezier** curves, which **allow both forward and backward driving** of a vehicle with great flexibility,
 - can be modified **analytically** via control points – an advantage over clothoids, and
 - allow higher vehicle speeds than Reeds & Shepp curves.
- Special modification operators

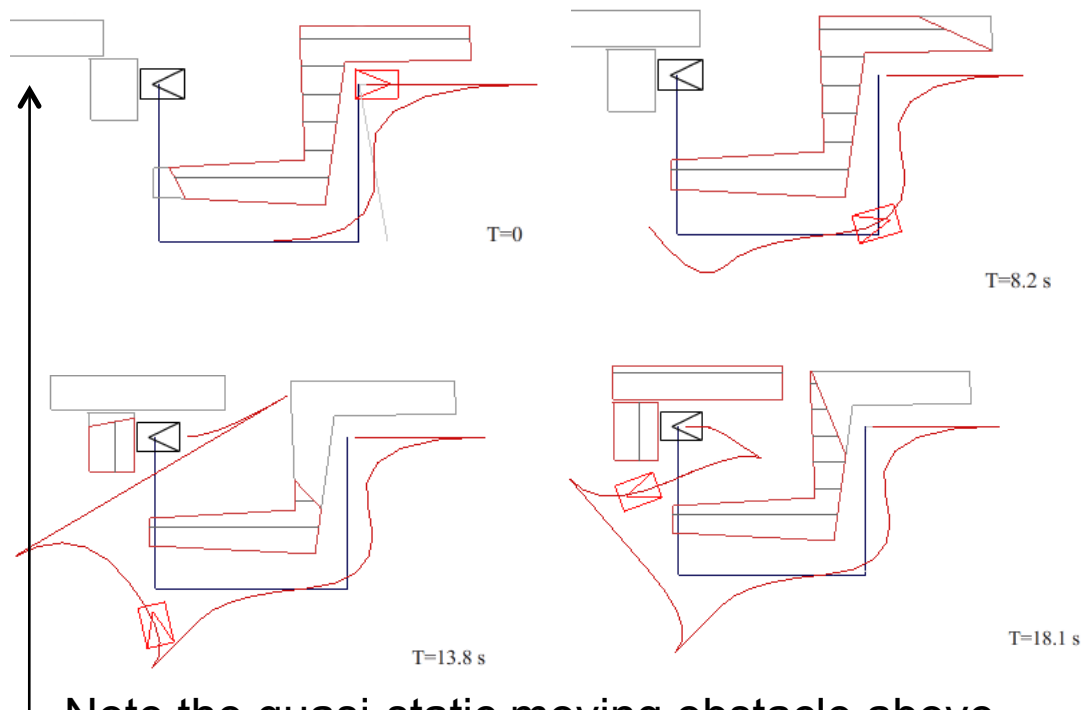
Assumptions



- A sequence of knot points are given (from GPS) that capture the topology of the path.
- Environment is unknown, but obstacles are visible if within sensing range.

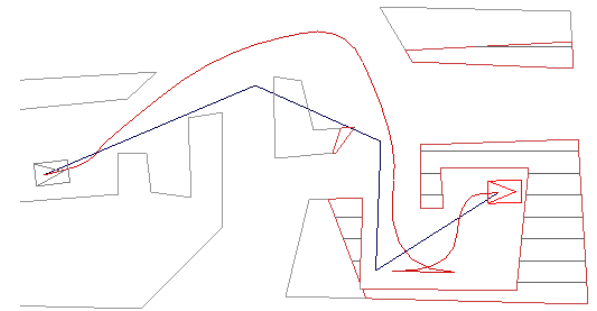
Implementation Results

Example 1



Note the quasi-static moving obstacle above

Example 2



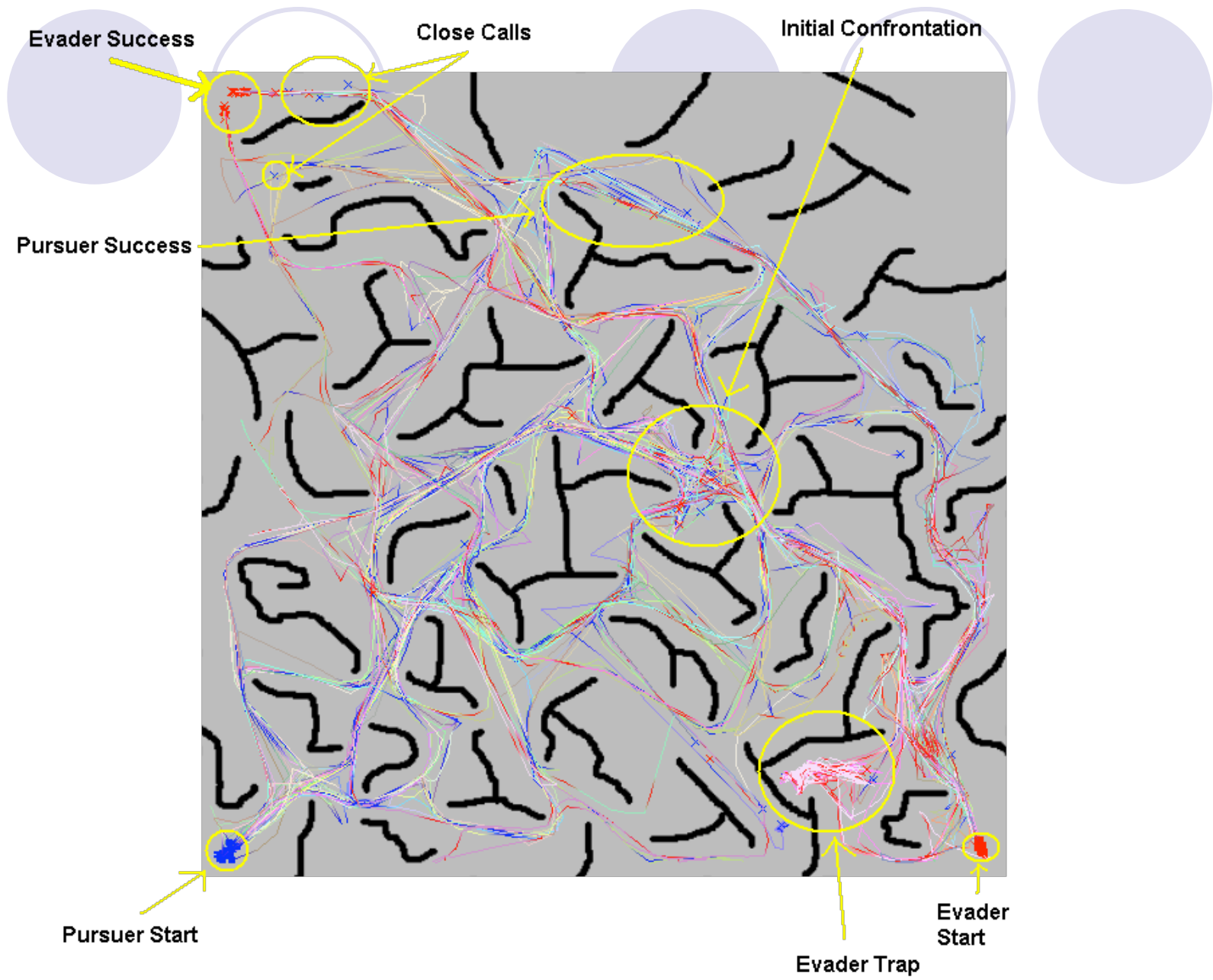
RAMP on Pursuit and Evasion

- Two mobile robots: **one pursuer** and **one evader**. Each moves in an **initially unknown environment** and relies on line-of-sight sensing to discover the environment and the other agent.
- The pursuer aims to catch the evader without knowing its motion and destination.
- The evader aims to reach its destination as quickly as possible while avoiding being caught by the pursuer.

Approach

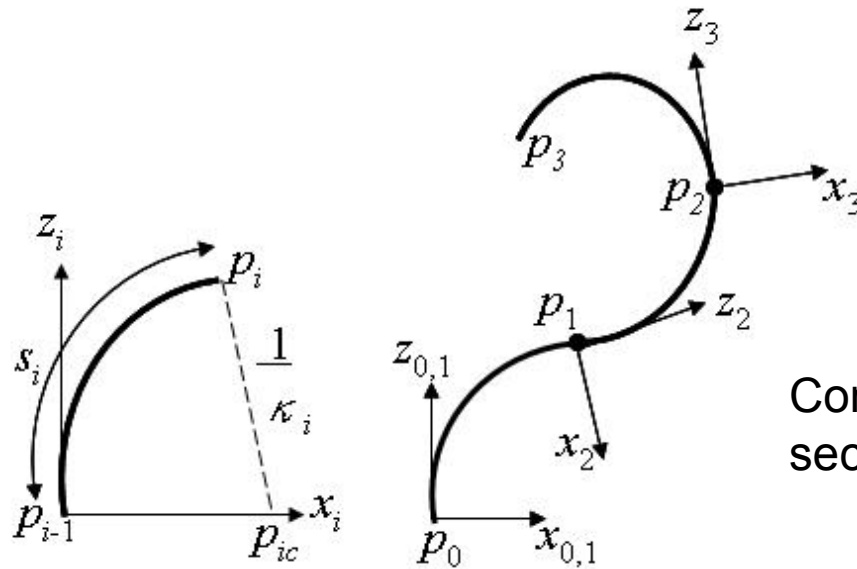


- Each agent has a RAMP-based motion planner. Each agent is unaware of the other's motion strategies.
- Optimization objectives are **dynamically changed** based on an agent's need:
 - escaping, goal-seeking, or hiding for the evader, and
 - chasing based on recent sighting or exploring possible evader locations for the pursuer.



RAMP on Continuum Manipulators

A continuum manipulator is inherently smooth and compliant and can deform almost everywhere.

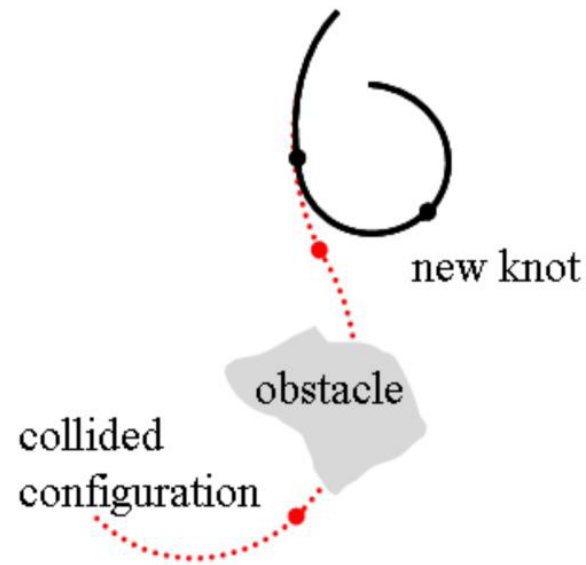
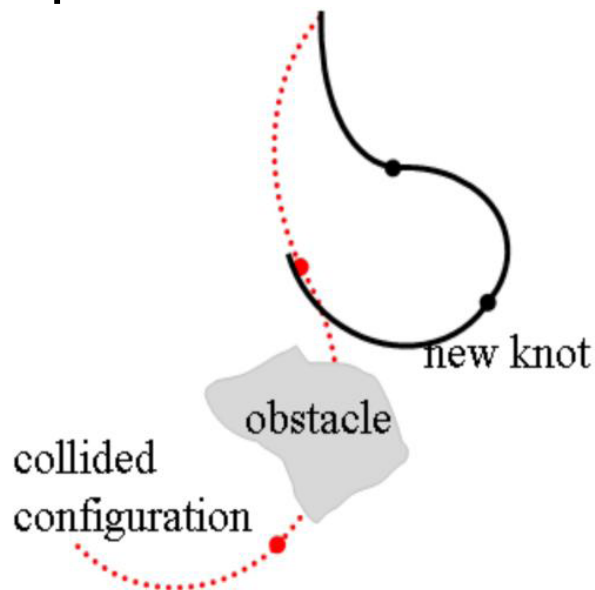


A three-section OctArm designed by Walker *et al.* at Clemson University

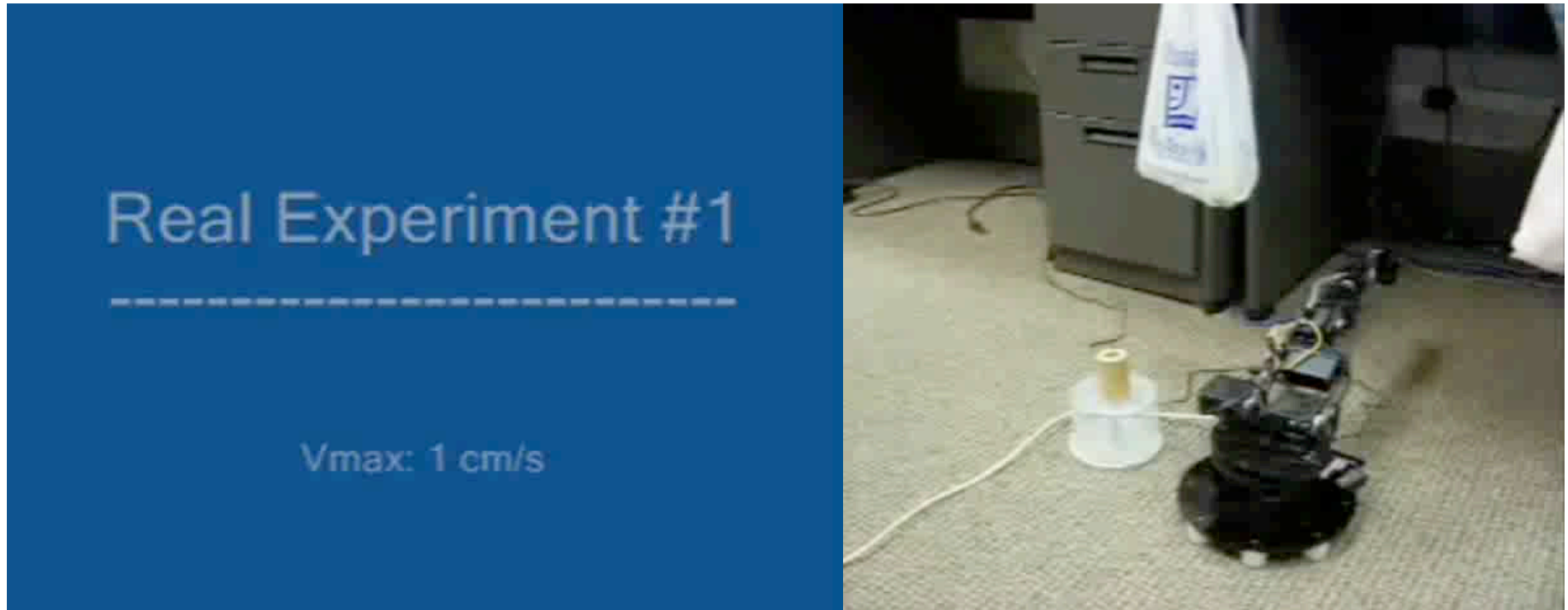
Configuration variables for each section: κ , s , ϕ

Special Features

- Goals must be generated and adapted along with the motion to reach a goal by the planner.
- Path/trajectory evaluation includes a **unique distance metric** and a **goodness measure for goals**.
- Special modification operators: **repair** and **curl-up**.



Some real experiments



7-DOF manipulator in unknown environment with stereo vision sensing. Obstacles are not segmented/identified.



Conclusions

- Introduced a general RAMP paradigm for on-line motion planning of high-DOF robots or teams of robots in unknown and unpredictable environments.
- Further work is on effective sensing and real-world testing of RAMP.
- Extend RAMP to incorporate compliant motion, especially for continuum robot manipulation.

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