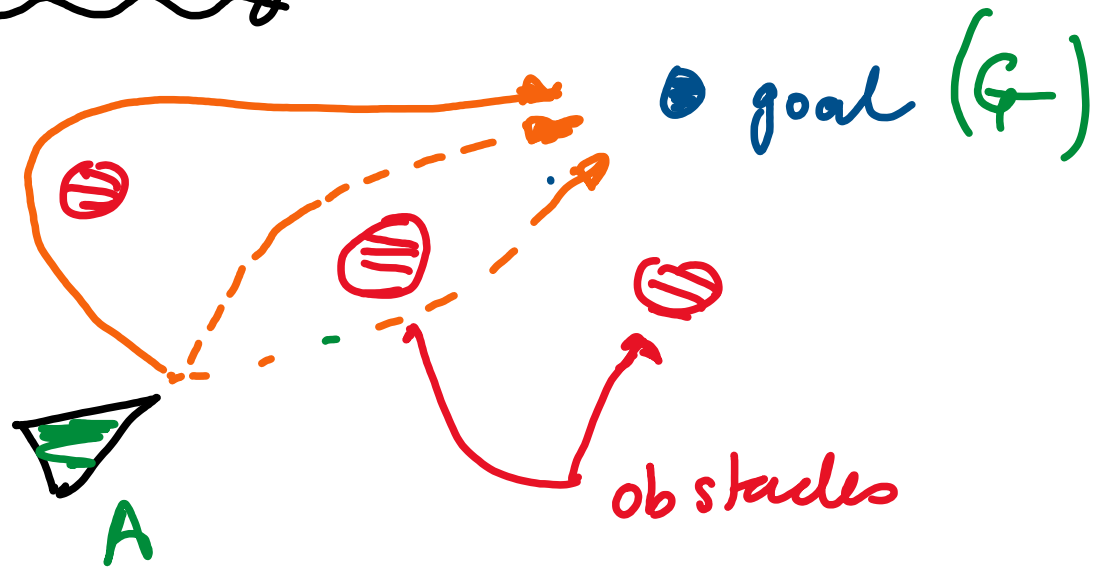
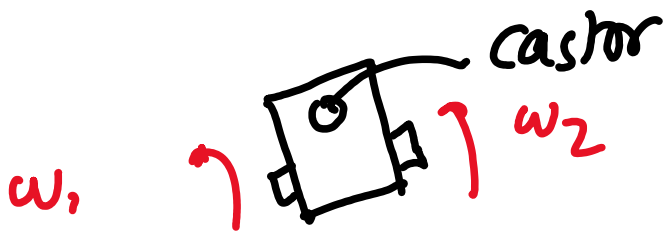


Motion planning



① Mobile robot: Legged

Command : \dot{x}_{ref} , \dot{y}_{ref} , $\dot{\psi}_{ref}$
 v_x v_y $\dot{\psi}$



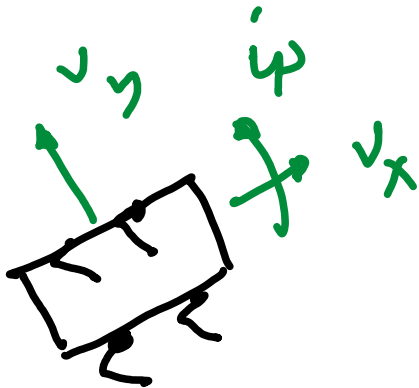
straight: spin w_1/w_2 at the same speed / direction

turn: spin w_1/w_2 at different speeds



$w_1, w_2 \rightarrow v, w$

linear speed, angular speed } commands



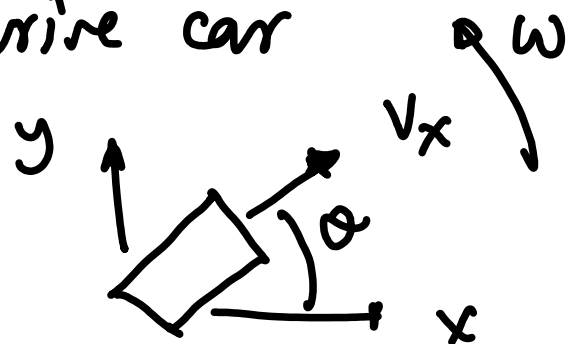
$$v_x = v$$

$$\dot{\phi} = w$$

$$v_y = 0$$

Equation of a diff drive car

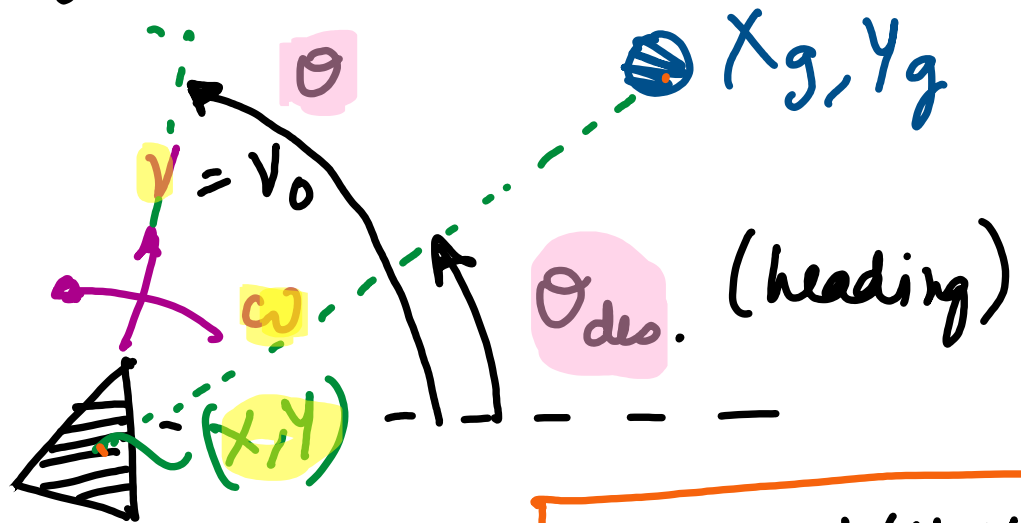
$$\begin{aligned}\dot{x} &= v \cos \theta \\ \dot{y} &= v \sin \theta \\ \dot{\theta} &= w\end{aligned}$$



legged robot

① Go-to-goal & obstacle avoidance

⑨ Go-to-goal

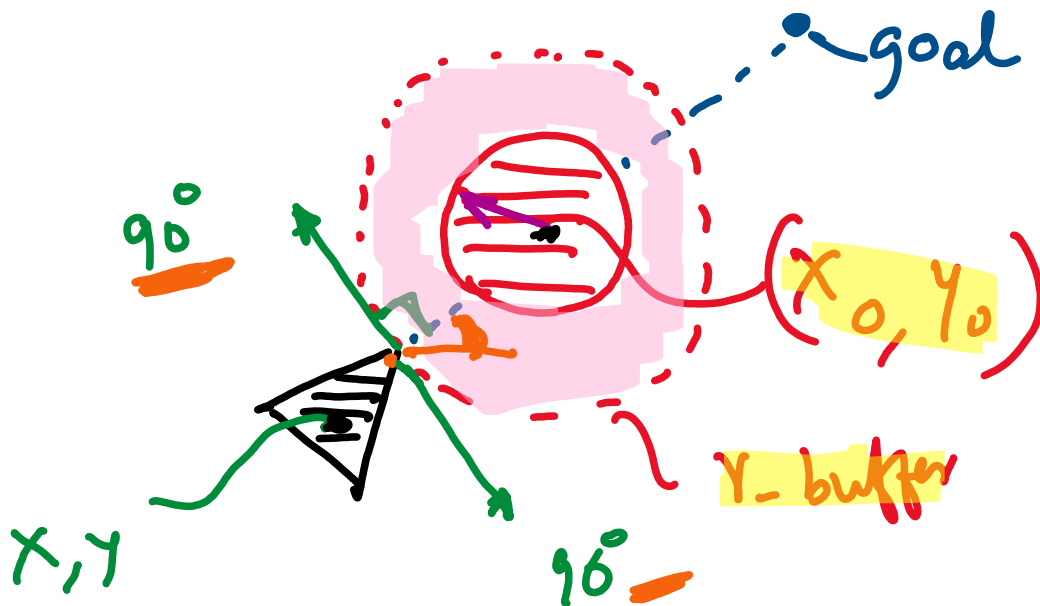


Diff. drive car

$$\omega = K(\theta_{des} - \theta)$$

$$v = v_0 \text{ (user set)}$$

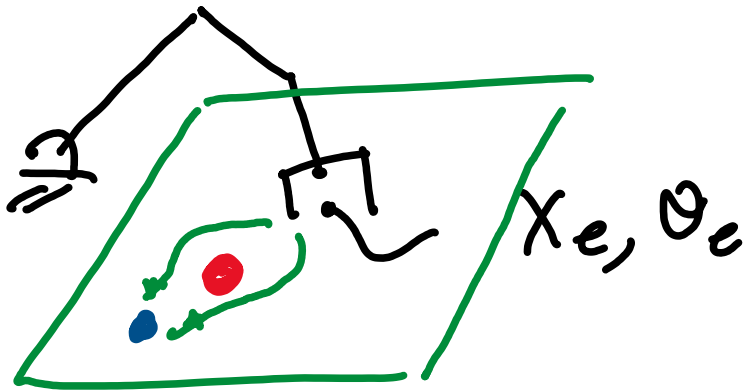
$$\theta_{des} = \tan^{-1} \left(\frac{y - y_g}{x - x_g} \right)$$



if $(\sqrt{(x-x_0)^2 + (y-y_0)^2} - r_{\text{buffer}} < 0)$:

$$\theta_{\text{des}} = \tan^{-1}\left(\frac{y-y_0}{x-x_0}\right) \pm \frac{\pi}{2}$$

heads toward
the obstacle



Impedance control.: F_x, F_y

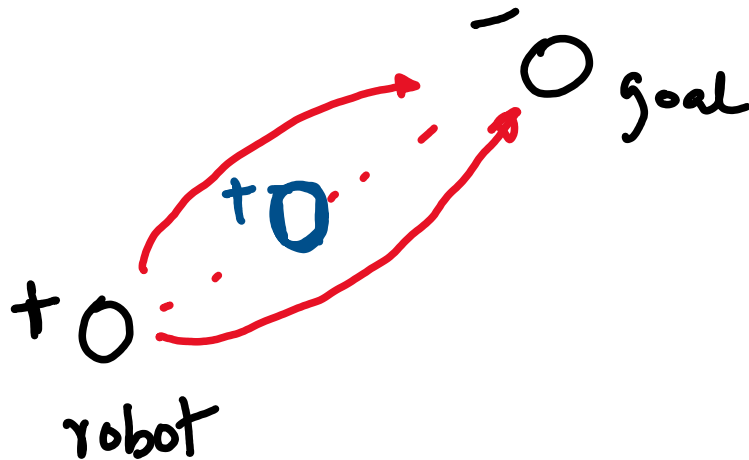
$$F_x^2 + F_y^2 = F_0 = \text{constant}$$

$$\theta_{des} = \frac{F_y}{F_x} = \tan^{-1} \left(\frac{y - y_g}{x - x_g} \right)$$

$$\left. \begin{aligned} F_x &= F_0 \cos \theta_{des} \\ F_y &= F_0 \sin \theta_{des} \end{aligned} \right\} \checkmark$$

$$Z = \dots + J^T \begin{bmatrix} F_x \\ F_y \end{bmatrix}$$

② Potential fields



U_{att} - attractive field

U_{rep} - repulsive field

$$U = U_{att} + U_{rep}.$$

$$\underline{F} = -\nabla U(q) \rightsquigarrow \text{jacobian}$$

↑

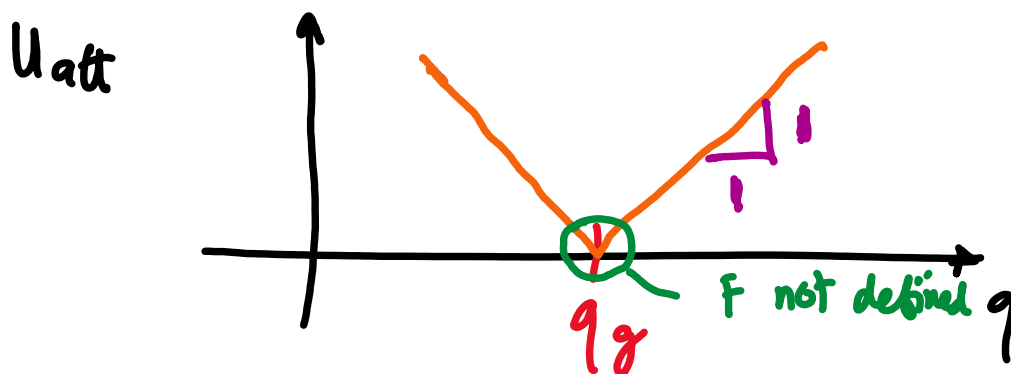
(a) Attractive potential field U_{att}

(i) Conic potential field

• $p(q_g)$ ↖ goal

• $p(q)$ ↖ degrees of freedom
position

$$U_{att} = \frac{\|p(q) - p(q_g)\|}{\text{norm}}$$
$$= \sqrt{(p(q) - p(q_g)) \cdot (p(q) - p(q_g))}$$



$$F = -\nabla U_{att} = \frac{(p(q) - p(q_g))}{\|p(q) - p(q_g)\|}$$

$$u_{alt} = \sqrt{x(q) \cdot x(q)} = \|x(q)\|$$

$$F = -\frac{\partial u_{alt}}{\partial q} = \underline{\hspace{2cm}}$$

$$\frac{d}{dx} x^n = n x^{n-1}$$

$$u = \left((x-x_0)^2 + (y-y_0)^2 \right)^{\frac{1}{2}}$$

$$\frac{\partial u}{\partial (x,y)} = \frac{1}{2} \left[(x-x_0)^2 + (y-y_0)^2 \right]^{\frac{1}{2}-1} \dots$$

$$\left[2(x-x_0), 2(y-y_0) \right]$$

$$= \left[\frac{\cancel{2}(x-x_0)}{\cancel{2} \sqrt{(x-x_0)^2 + (y-y_0)^2}}, \frac{\cancel{2}(y-y_0)}{\cancel{2} \sqrt{(x-x_0)^2 + (y-y_0)^2}} \right]$$

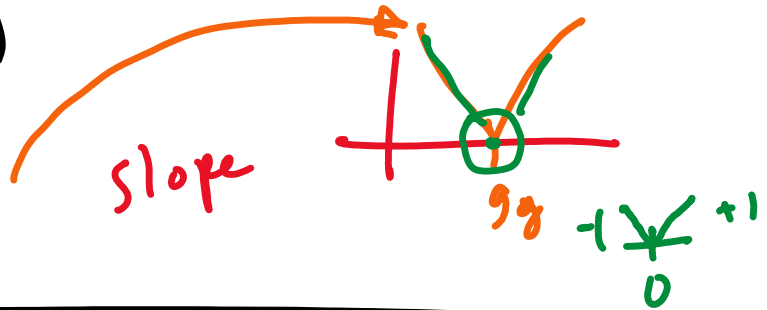
$$F = -\frac{\partial u}{\partial q}$$

$$= - \left[\frac{(x-x_0)}{\sqrt{(x-x_0)^2 + (y-y_0)^2}}, \frac{(y-y_0)}{\sqrt{(x-x_0)^2 + (y-y_0)^2}} \right]$$

$$F = -\frac{\text{vector}}{\|\text{vector}\|}$$

$$= \frac{p(q) - p(q_g)}{\|p(q) - p(q_g)\|}$$

NOTE: $\|F\| = 1$

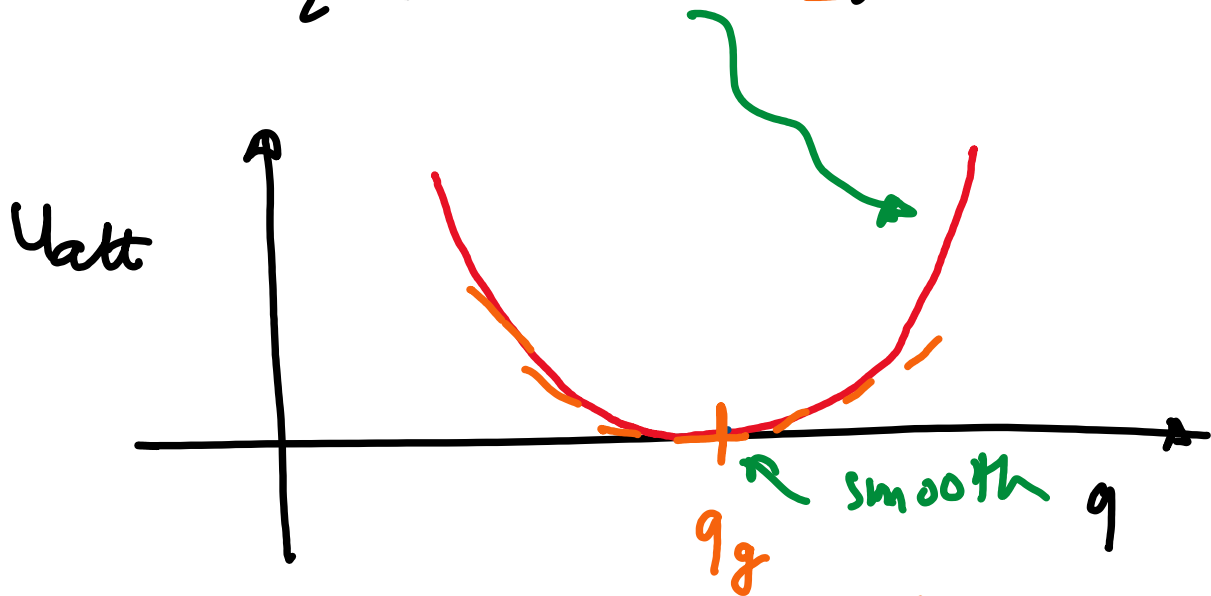


At $q = q_g$ F is not defined

$$\begin{aligned} F &= -\nabla U_{att} & q \neq q_g \\ &= 0 & q = q_g \end{aligned}$$

(ii) Parabolic potential

$$U_{att} = \frac{1}{2} \epsilon \| p(\underline{q}) - p(\underline{q}_g) \|^2$$



$$F = -\frac{\partial U}{\partial q} = -\frac{\partial}{\partial q} \epsilon \left[\underbrace{(p(q) - p(q_g))}_{\times} \cdot \underbrace{(p(q) - p(q_g))}_{\times} \right]$$

$$= -\frac{\epsilon}{2} \underbrace{2}_{2 \times} [p(q) - p(q_g)]$$

$$F = -\epsilon [p(q) - p(q_g)]$$

↑
constant q
 q_0

q
 q_0
 $F = -k(q - q_0)$

Conic:

Constant free away from q_g ✓

F is not defined at q_g ✗

Parabolic

F is defined at q_g ✓ continuous

F is proportional to distance from q_g ✗

Combine Conic & Parabolic

Choose a distance d from q_g

If robot is at a distance $> d$
use Conic potential

If robot is at a distance $< d$
use parabolic potential.

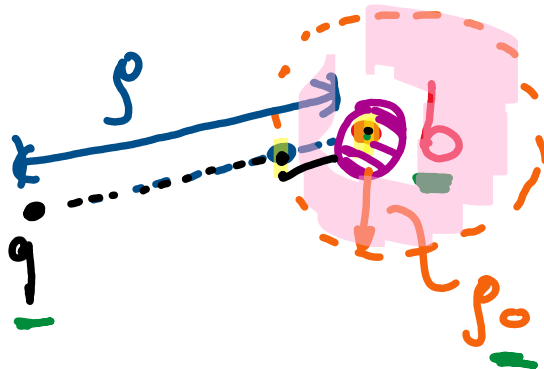
(ii) Combined conic / parabolic field

$$\begin{aligned}
 U_{att} &= \frac{1}{2} \xi \|p(q) - p(q_g)\|^2 \quad \left\| \|p(q) - p(q_g)\| \leq d \right. \\
 &= d \xi \|p(q) - p(q_g)\| - \frac{1}{2} \xi d^2 \quad \left\| \|p(q) - p(q_g)\| > d \right. \\
 &\quad \underbrace{\hspace{10em}}_{\text{constant}}
 \end{aligned}$$

$$\begin{aligned}
 F_{att} &= -\xi \|p(q) - p(q_g)\| \quad \left\| \|p(q) - p(q_g)\| \leq d \right. \\
 &= -d \xi \frac{\|p(q) - p(q_g)\|}{\|p(q) - p(q_g)\|} \quad \left\| \|p(q) - p(q_g)\| > d \right.
 \end{aligned}$$

⑥ Repulsive field

$$\begin{aligned} p(q) &\rightarrow p_0 \\ U &\rightarrow \infty \end{aligned}$$



$$p(q) = \|p(q) - \underline{b^0}\|$$

$$U_{\text{rep}} \begin{cases} 0 \end{cases}$$

$$p(q) > p_0$$

$$\frac{\eta}{2} \left\{ \frac{1}{p(q)} - \frac{1}{p_0} \right\}^2$$

$$p(q) \leq p_0$$

$$F_{\text{rep}} = -\partial U_{\text{rep}}$$

$$F_{\text{rep}} \begin{cases} 0 \end{cases}$$

$$p(q) > p_0$$

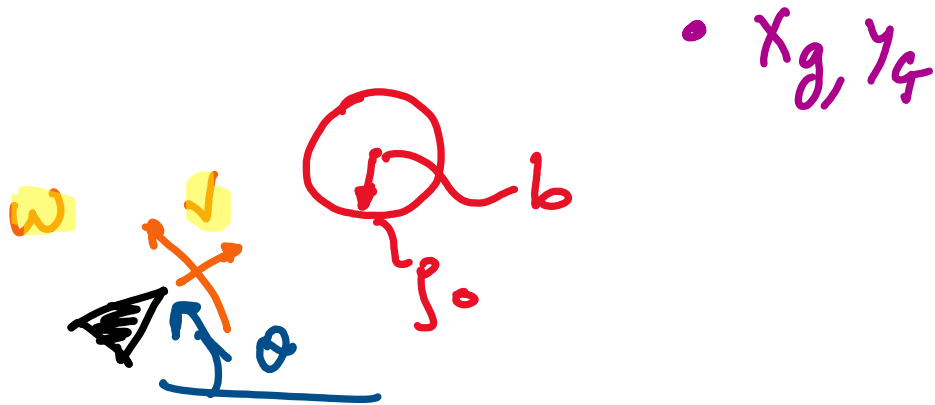
$$\left[\eta \left\{ \frac{1}{p(q)} - \frac{1}{p_0} \right\} \frac{1}{p^2(q)} \right] \nabla p$$

$$p(q) \leq p_0$$

$$\nabla p = \frac{p(q) - b}{\|p(q) - b\|} \quad \{ \text{Unit vector} \}$$

$$\| \gamma(q) - b \|$$

① motion planning of a car



$$U = U_{att} + U_{rep}$$

$$F = -\partial U = -\partial U_{att} - \partial U_{rep}$$

$$\underline{F} = F_{att} + F_{rep}$$

2 controls : v, ω

$$v = v_0 \quad (\text{nominal speed})$$

$$\theta_{des} = \tan^{-1}\left(\frac{F_y}{F_x}\right)$$

$$F = F_x \hat{i} + F_y \hat{j}$$

$$\omega = K (\theta_{des} - \theta)$$

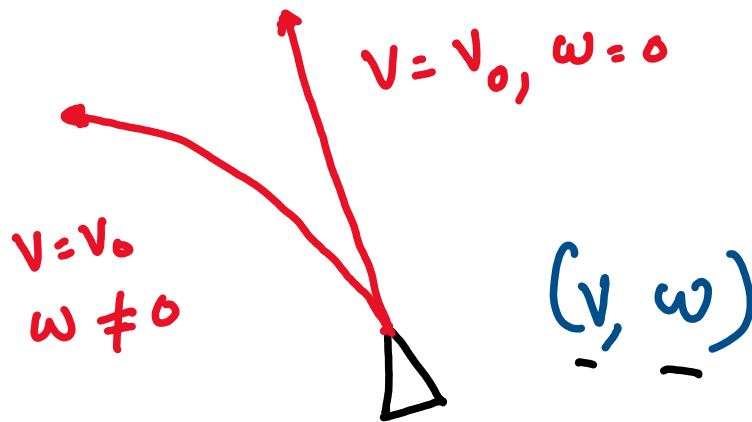
↑ user chosen constant

② manipulator

$$f_x, f_y$$

$$Z = J^T F$$

③ Dynamic Window Approach

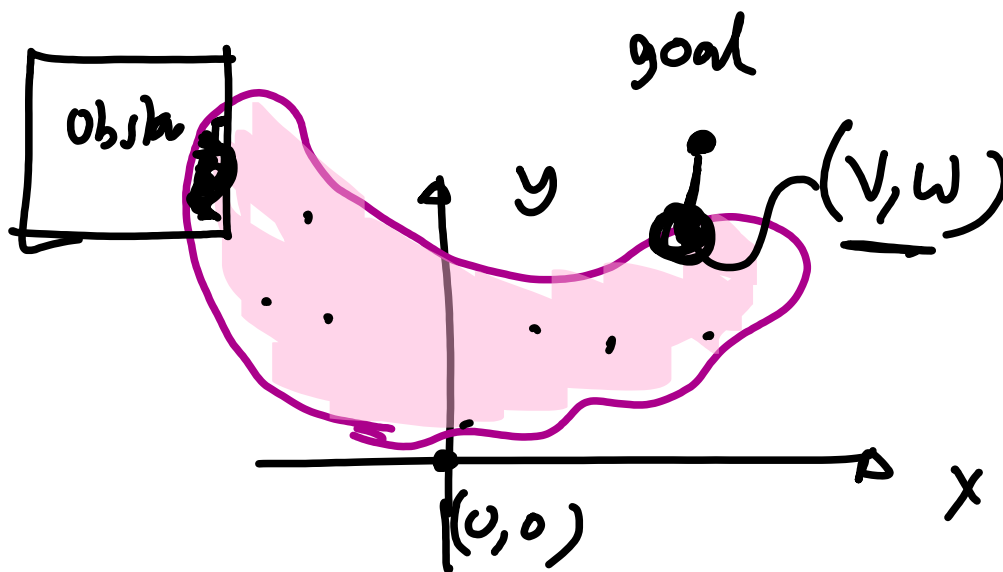
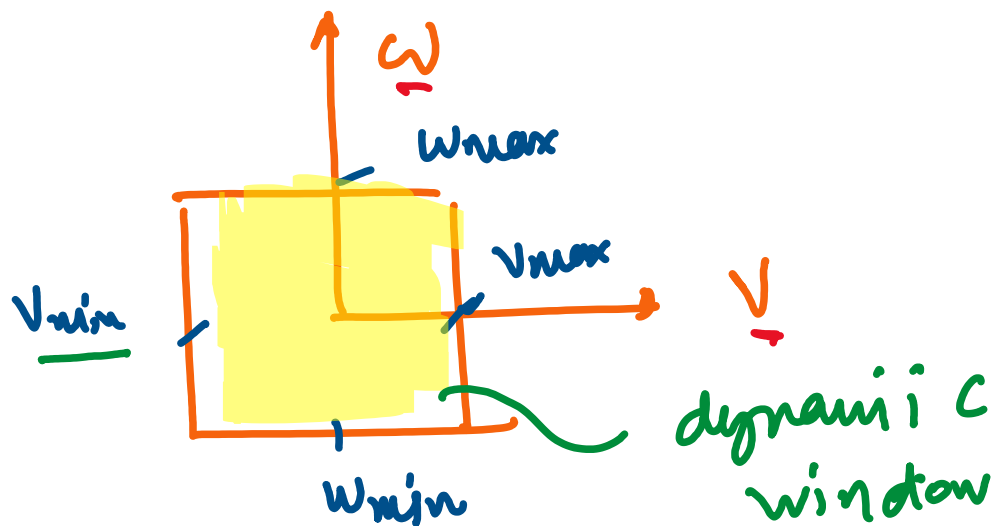


- (v, w) pair gives a curve
- over time t_h (prediction horizon)
set v, w pairs
 - compute v, w pairs that avoid obstacles
 - compute v, w pairs that get to the goal
 - define a (cost) for getting to a goal / avoiding obstacles user defines
- find v, w that minimizes this cost.

(i) How to choose v, w pairs:

$$v \equiv (v_0 - \overset{v_{min}}{a_{min} dt}, v_0 + \overset{v_{max}}{a_{max} dt})$$

$$w \equiv (\underset{w_{min}}{w_0 - \alpha_{min} dt}, \underset{w_{max}}{w_0 + \alpha_{max} dt})$$

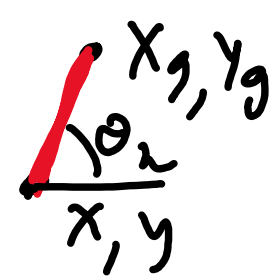


(ii) Choosing a cost:

$$\text{cost} = C_1 (\text{cost_to_goal}) + C_2 (\text{cost_obstacle}) + C_3 (\text{cost_speed})$$

can add more

C_1, C_2, C_3 - user chosen constants.

$$\text{cost_to_goal} = \sqrt{(x - x_g)^2 + (y - y_g)^2}$$


$$= \tan^{-1} \left(\frac{y - y_g}{x - x_g} \right) = \theta_n$$

$$\text{cost_obstacle} = \begin{cases} 0 & \text{no obstacle} \\ \infty & \text{there is an obstacle} \end{cases}$$

$$= \frac{1}{\sqrt{(x - x_{obs})^2 + (y - y_{obs})^2}}$$

$$\sqrt{(x - x_{obs})^2 + (y - y_{obs})^2}$$

$$\text{cost_speed} = (v_{\max} - v)^2 \quad \text{favors driving fast}$$

These are heuristics. You can add more, modify, or remove some of them

(ii) Simulate the system over t_h and compute the cost for each (v, w)

Choose (v_0, w_0) corresponding to the minimum cost.