

# Transition-based RRT for Path Planning in Continuous Cost Spaces

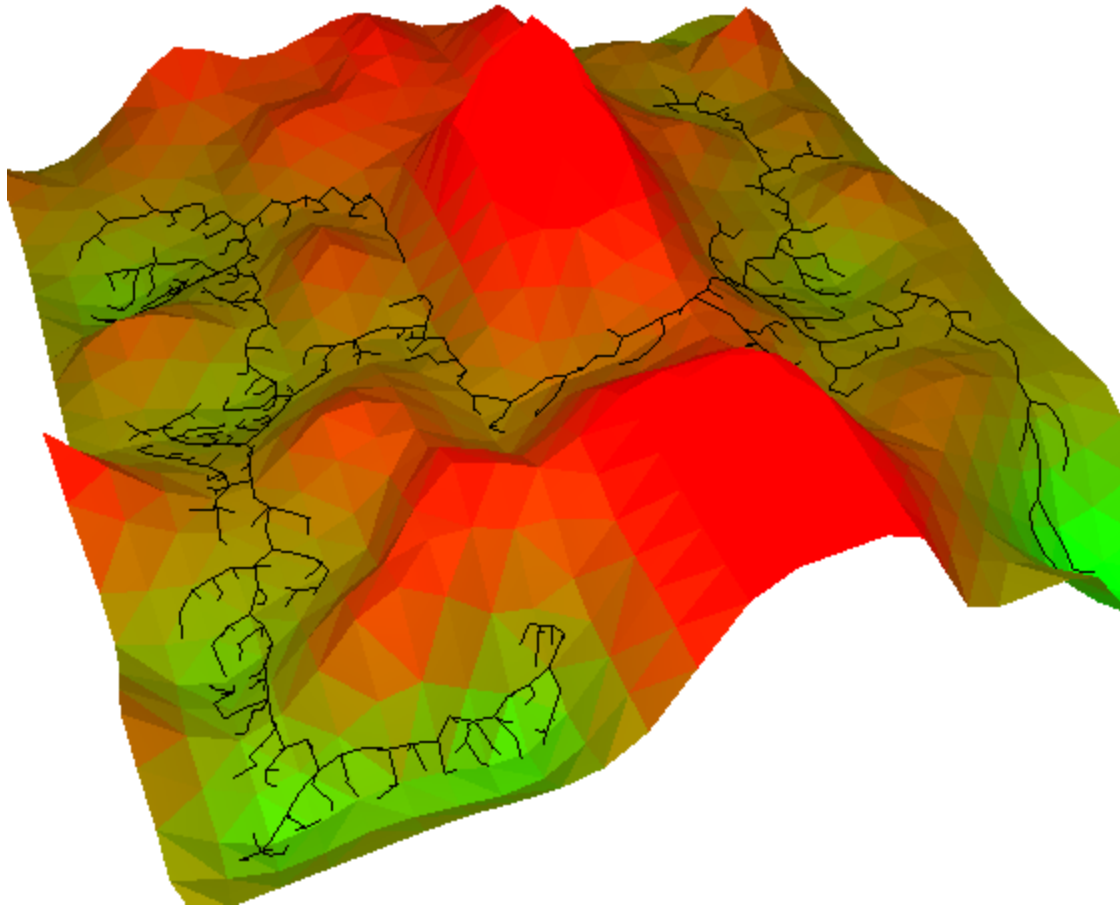
(Jaillet, Cortés, and Siméon, 2008)

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GMU CS689, Spring 2012

# Outline

- Intro to T-RRT
  - Motivation: what problem are we trying to solve?
- Important algorithm components
  - *TransitionTest*
  - *MinExpandControl*
- Measuring & comparing path costs
- Results for various problems

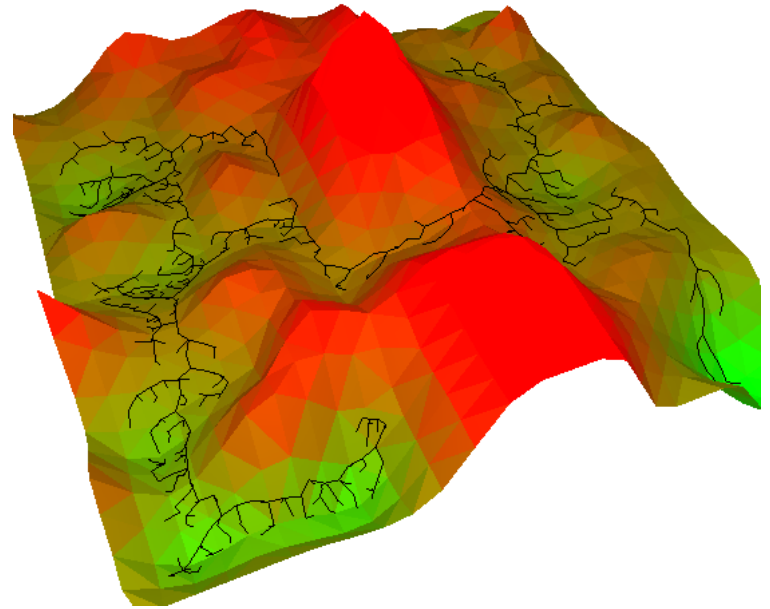
# Intro to T-RRT



Exploring a “continuous cost space”

# Algorithm Goals

- Efficiently explore the configuration space
- Stick to low-cost “valleys” when possible
- Don’t get blocked by saddle-points



# Algorithm Goals

- Try to combine:
  - Exploration strength of RRTs
  - Efficiency of stochastic optimization methods
    - (use transition tests to decide when to accept a new state)

# Algorithm Pseudo-Code

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**Algorithm 1:** Transition-based RRT

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```
input      : the configuration space  $CS$ ;  
            the cost function  $c : CS \rightarrow \mathbb{R}_*^+$ ;  
            the root  $q_{init}$  and the goal  $q_{goal}$ ;  
output     : the tree  $T$ ;  
begin  
     $T \leftarrow \text{InitTree}(q_{init});$   
    while not StopCondition( $T, q_{goal}$ ) do  
         $q_{rand} \leftarrow \text{SampleConf}(CS);$   
         $q_{near} \leftarrow \text{BestNeighbor}(q_{rand}, T);$   
        if not Extend( $T, q_{rand}, q_{near}, q_{new}$ ) Continue;  
        if TransitionTest( $c(q_{near}), c(q_{new}), d_{near-new}$ )  
        and MinExpandControl( $T, q_{near}, q_{rand}$ ) then  
            AddNewNode( $T, q_{new}$ );  
            AddNewEdge( $T, q_{near}, q_{new}$ );  
    end
```

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# Transition Test

- Probability of accepting a new configuration

$C_j$ :

$$p_{ij} = \begin{cases} \exp(-\frac{\Delta c_{ij}^*}{K*T}) & \text{if } \Delta c_{ij}^* > 0 \\ 1 & \text{otherwise.} \end{cases}$$

Slope of cost between 2 configs

Always go to a lower-cost state

- AKA “Metropolis criterion”
- K: normalizing constant
- T: “temperature” parameter
  - Controls difficulty of transition tests
  - Will change over time!

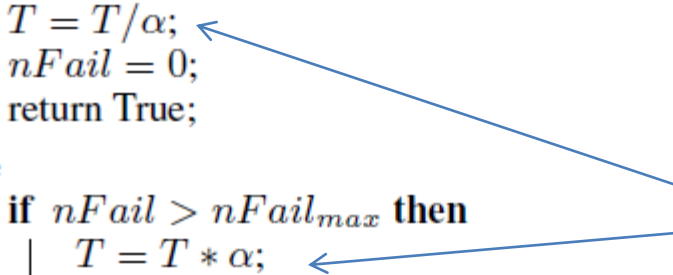
# TransitionTest()

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**Algorithm 2:** TransitionTest( $c_i, c_j, d_{ij}$ )

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```
begin
  if  $c_j > c_{max}$  then return False;
  if  $c_j < c_i$  then return True;
   $p = \exp(\frac{-(c_j - c_i)/d_{ij}}{K * T})$ ;
  if  $Rand(0, 1) < p$  then
     $T = T / \alpha$ ;
     $nFail = 0$ ;
    return True;
  else
    if  $nFail > nFail_{max}$  then
       $T = T * \alpha$ ;
       $nFail = 0$ ;
    else
       $nFail = nFail + 1$ ;
    return False;
end
```

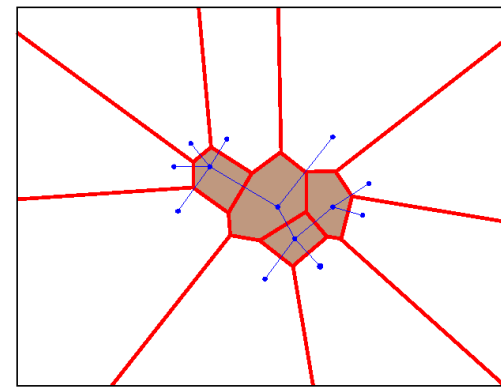


T is self-tuning!

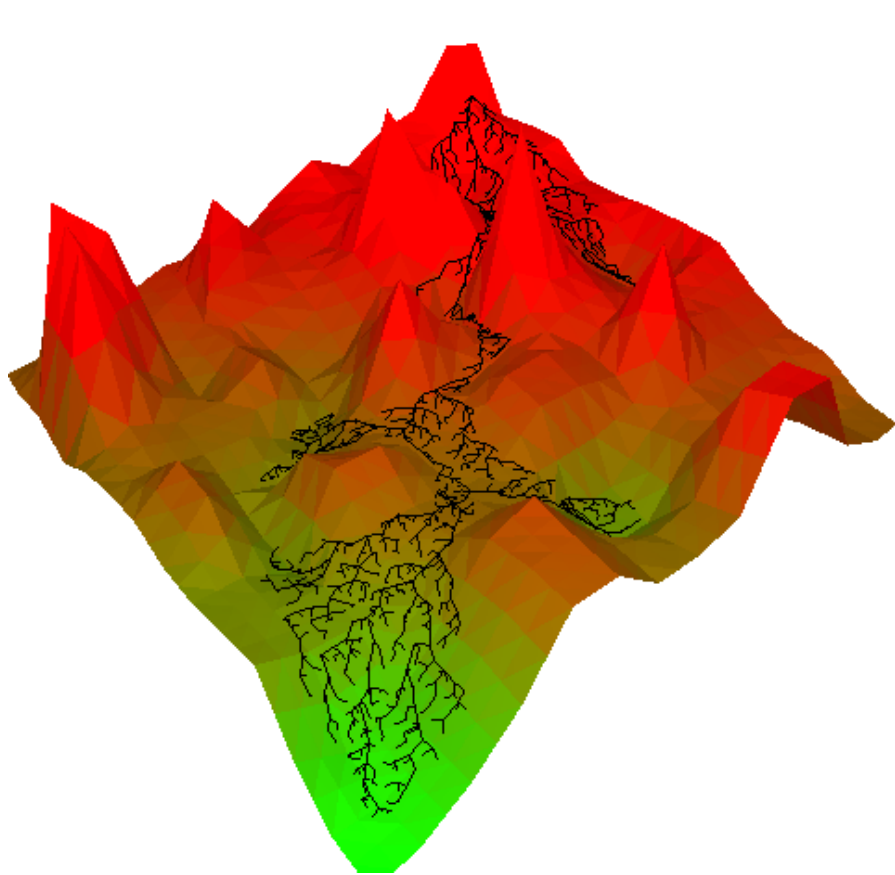


# MinExpandControl()

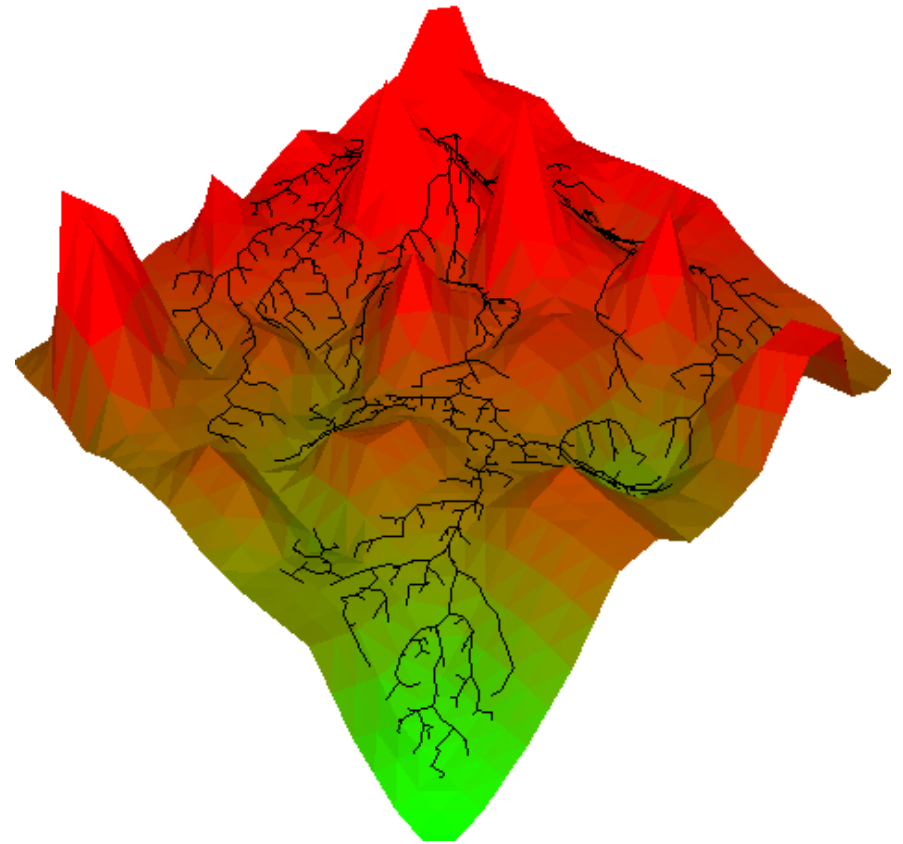
- Can classify a new state as either expansion or refinement, based on distance to nearest existing state
- MinExpandControl ensures a proper balance of expansion to refinement
  - Reject some states that are accepted by TransitionTest



# Effect of MinExpandControl()



Without MinExpandControl




With MinExpandControl

# Measuring Performance

- Analogous to mechanical work
  - Measure “energy” lost to work
- Work done along a continuous path:

$$W(\mathcal{P}) = \int_{s_+} \frac{\partial c_+}{\partial s} ds + \epsilon \int_s ds$$

Path segments with  
positive slope

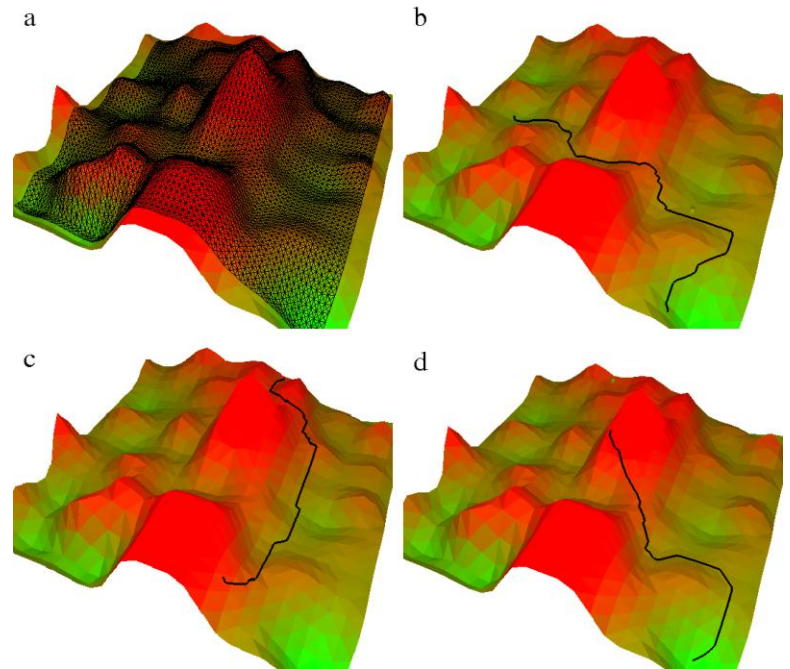


- Work done along a discretized path:

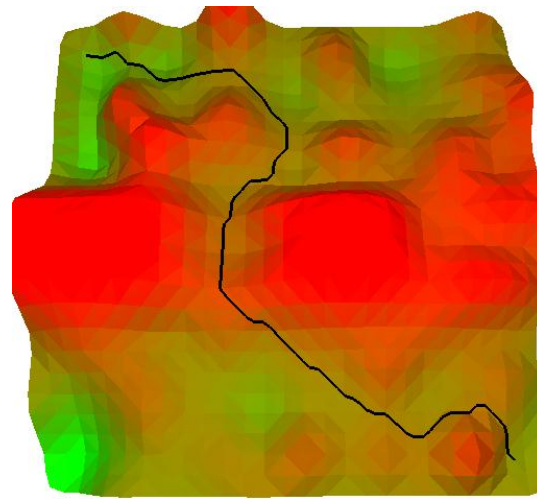
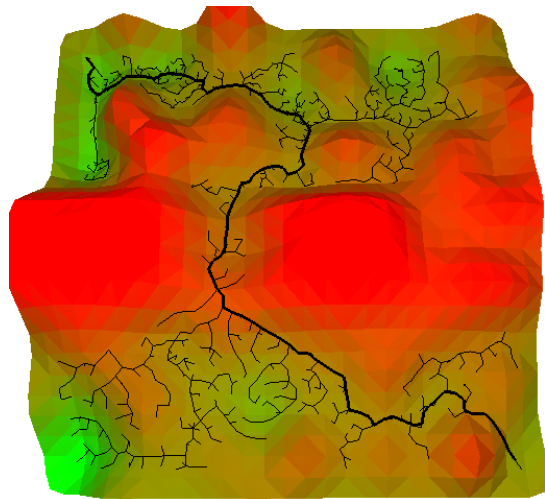
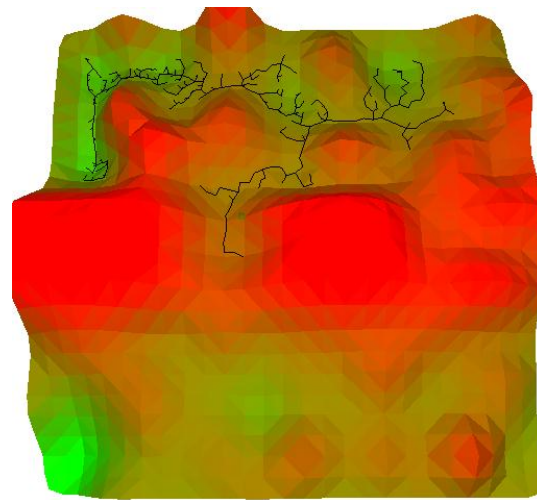
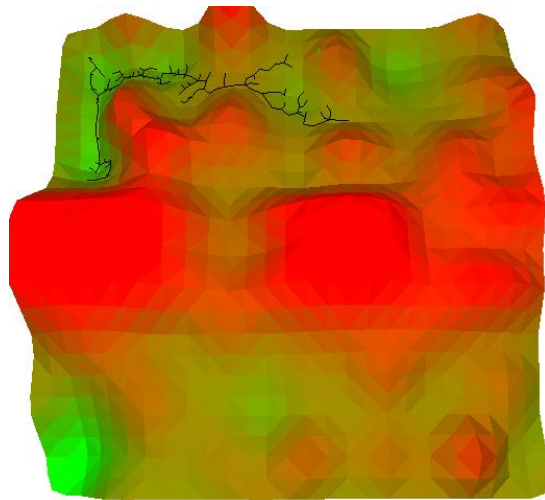
$$W(\mathcal{P}) = \sum_{i \in i_+} (c(q_i) - c(q_{i-1})) d_i + \epsilon \sum_{i \in i} d_i$$

# Calculating Optimal Paths

- Using this approach, can calculate optimal paths by discretizing space and using  $A^*$
- Note: only a reference, not feasible in higher dimensions



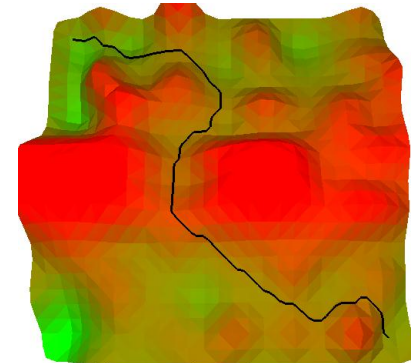
# T-RRT Path vs. Optimal Path



Optimal path

# RRT vs. T-RRT vs. Optimal

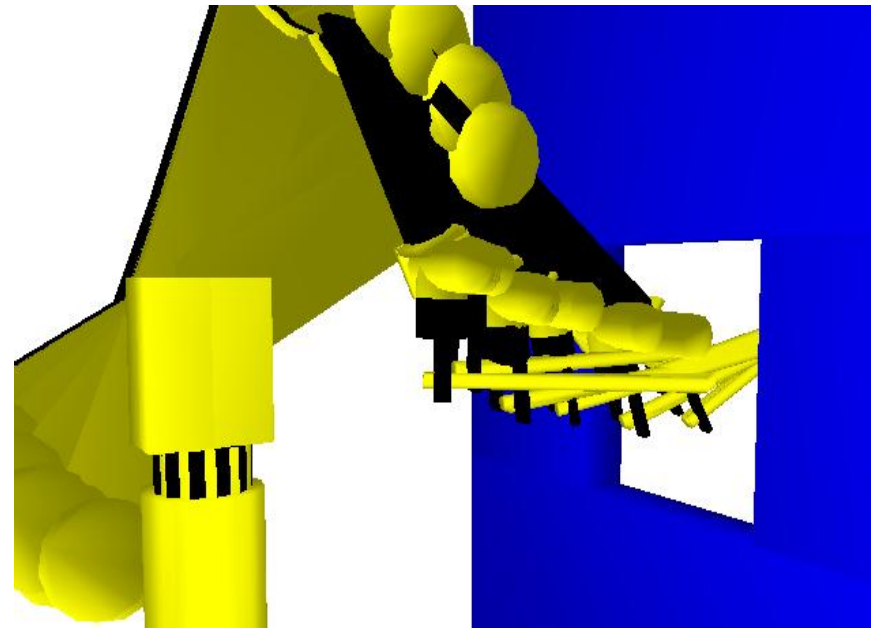
	$length$	$c_{min}$	$c_{max}$	$c_{ave}$	$W$
RRT	148	8	36	21	<b>32.7</b>
T-RRT	214	8	23	17	<b>19.5</b>
T-RRT <sub>10</sub>	182	8	25	18	<b>21.9</b>
$\mathcal{P}^*$	178	10	23	17	<b>13.3</b>



- RRT is 2.5x worse than optimal in this scenario
- T-RRT is only 45% worse than optimal

# Other Examples

- 6 DOF manipulator, extracting rod through cluttered environment
  - Cost is related to how close rod gets to obstacles
- T-RRT path is much lower work and is much more reliable

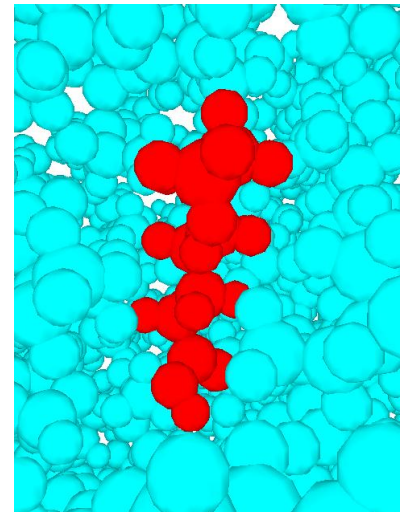
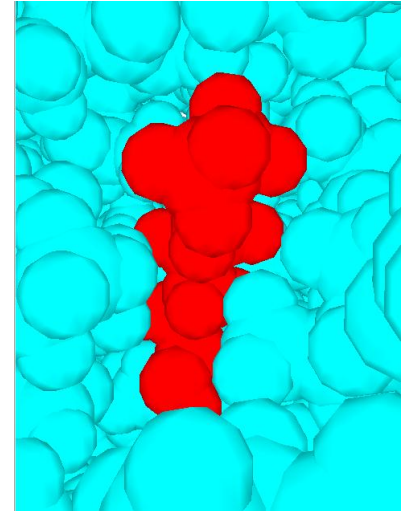


	<i>length</i>	$c_{min}$	$c_{max}$	$c_{ave}$	$W$	$\sigma_W$
RRT	45	0.1	17150	88	<b>3279</b>	3151
T-RRT	49	0.1	40.4	1	<b>15.2</b>	5.22

# Other Examples

- Extracting a ligand molecule from a protein
  - Cost is related to closeness of protein & ligand
- T-RRT path is much lower work and has more clearance

	<i>length</i>	<i>c<sub>min</sub></i>	<i>c<sub>max</sub></i>	<i>c<sub>ave</sub></i>	<i>W</i>	<i>V<sub>dW</sub></i>
RRT	59	0.1	2236	14	<b>471</b>	0.25
T-RRT	70	0.1	1.0	0.3	<b>0.3</b>	0.66





# Conclusions

- T-RRT combines strengths of RRTs for exploration & stochastic transition tests
- Has self-tuning parameters
- General enough to apply to high-dimensional problems
- Excellent results vs. traditional RRT paths