

# End-to-end Learning in Motion Planning for Robots

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# Content of Paper

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Abstract



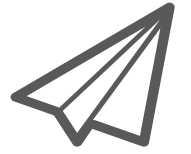
Introduction



Method



Experiment



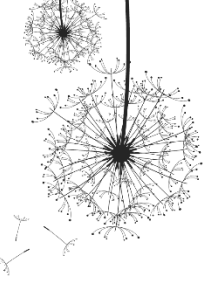
Conclusion



# Abstract

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The general meaning of the paper

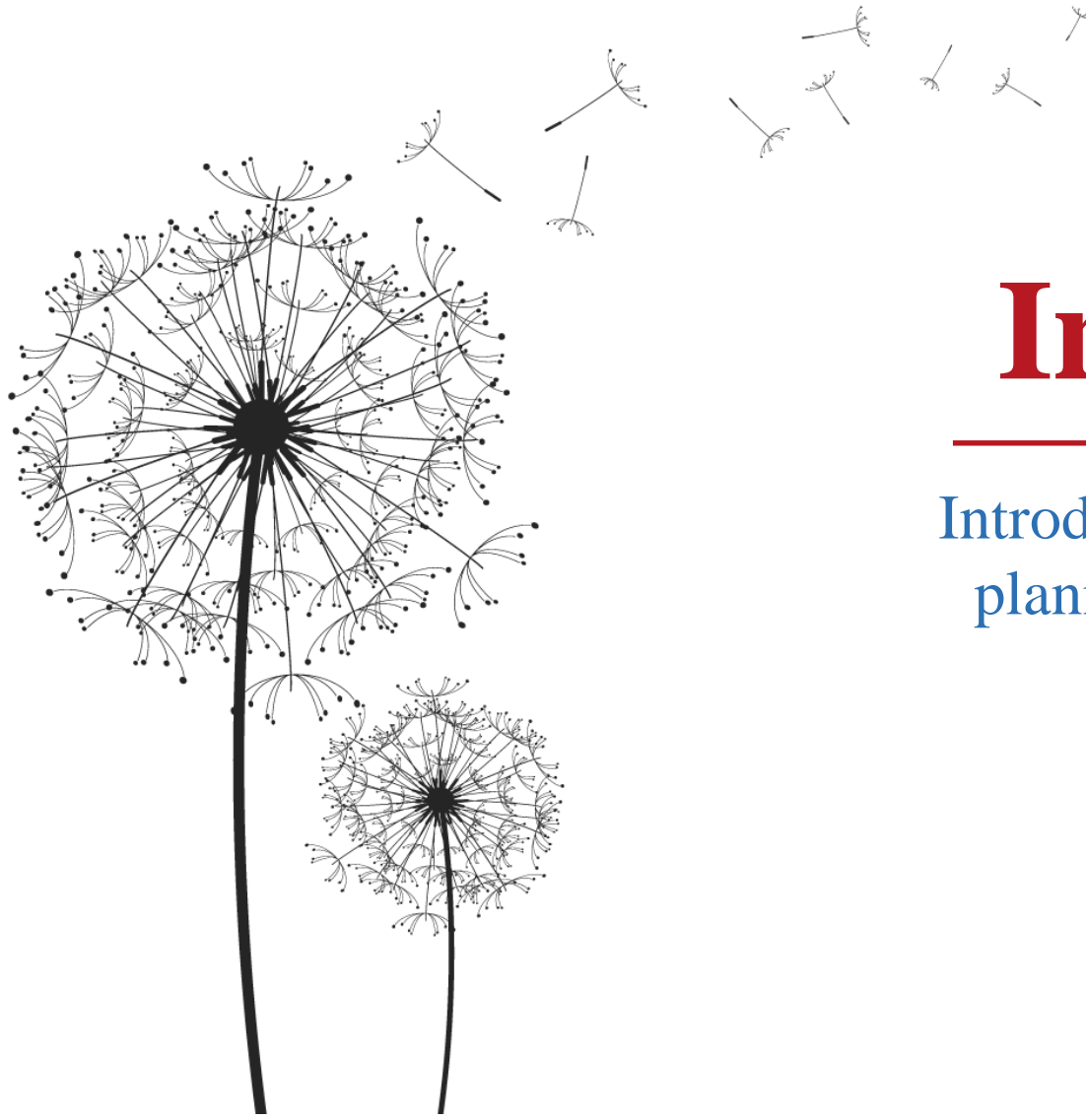


# Abstract

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**Learning from demonstration** for motion planning is an ongoing research topic. In this paper we present a model that is able to learn the complex mapping from raw 2D laser range findings and a target position to the required steering commands for the robot. This approach learns a **target oriented end-to-end navigation model** for a robotic platform. Furthermore, the **supervised model training** is based on expert demonstrations generated in simulation with an existing motion planner. We demonstrate that the learned navigation model is directly transferable to previously unseen virtual environments. It can safely navigate the robot through obstacle-cluttered environments to reach the desired targets.

**Keywords**—*motion planning, end-to-end navigation, supervised model training, expert demonstration*



# Introduction

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Introduce the background of motion  
planning and end-to-end learning

# Introduction

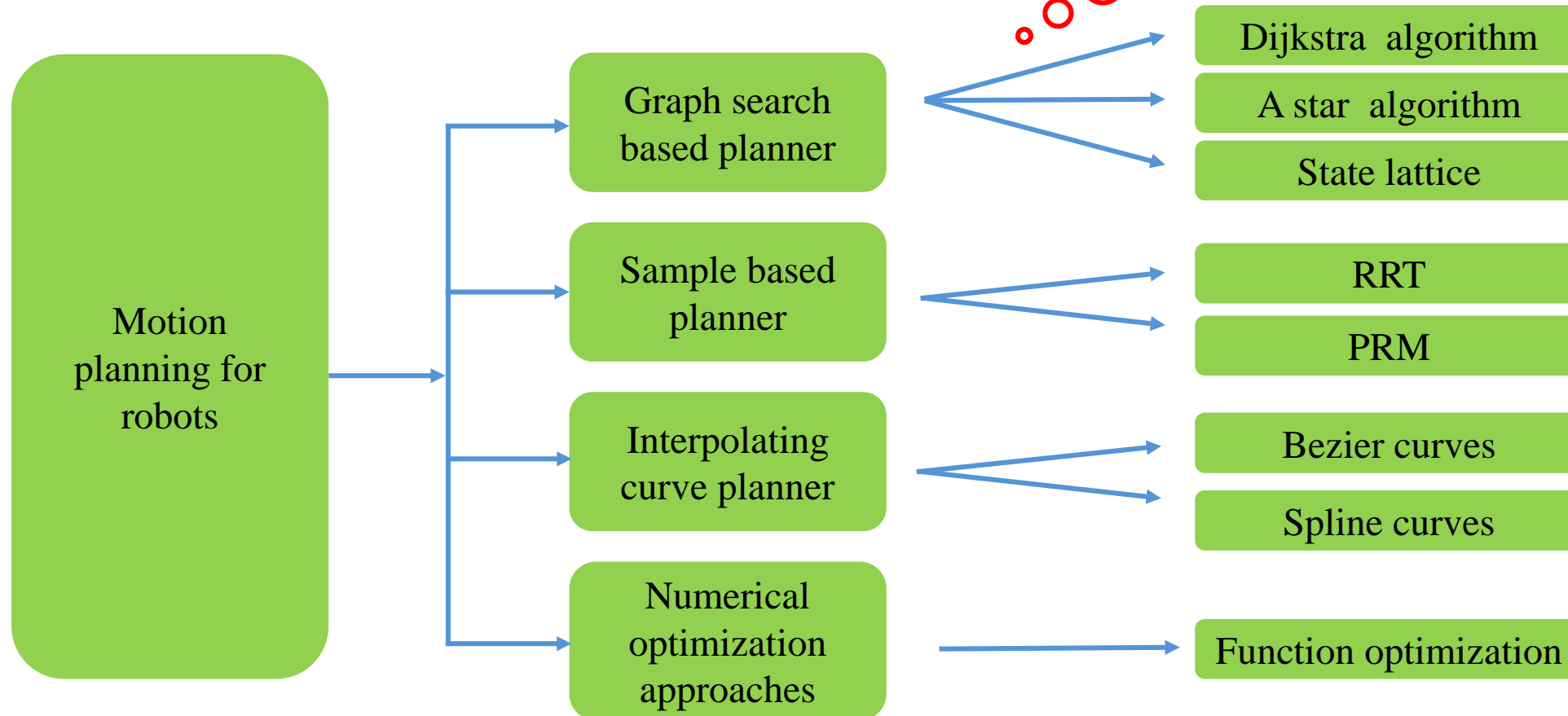
## ➤ Application of mobile robots

- Cleaning robot
- Logistics robot
- Service robot



# Introduction

## ➤ Motion planning for robots





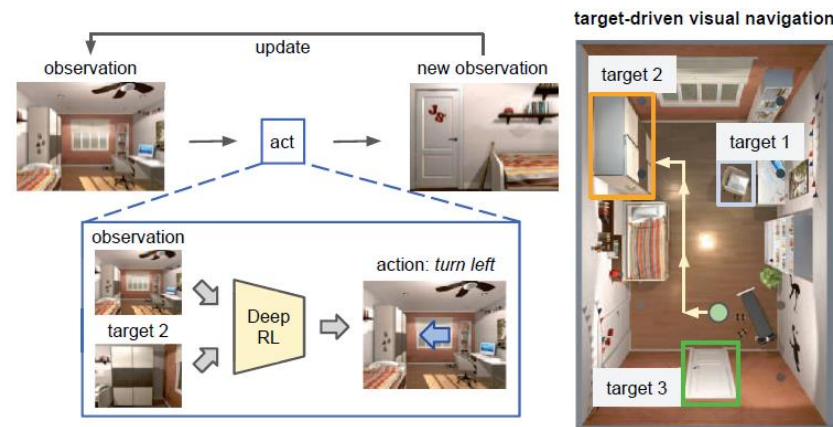
# Introduction

## ➤ End-to-end learning for robots

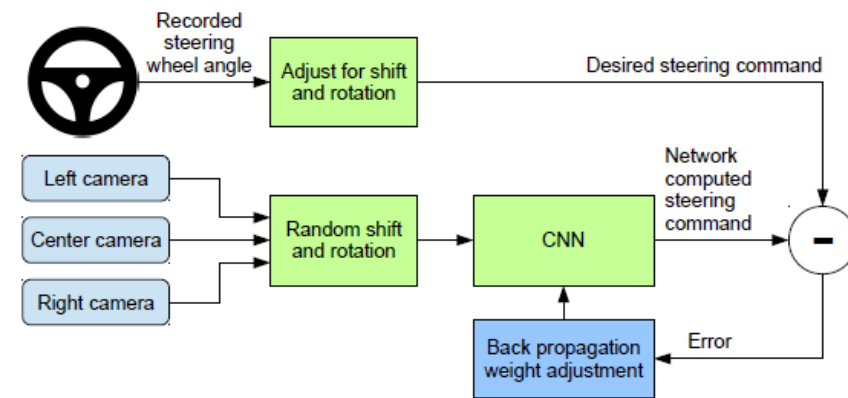
- Reduce hand-tuning
- Learning from expert operator
- Transfer the acquired knowledge to unseen environment



End-to-end learning for clutter environment



End-to-end learning for indoor navigation



End-to-end learning for autonomous driving





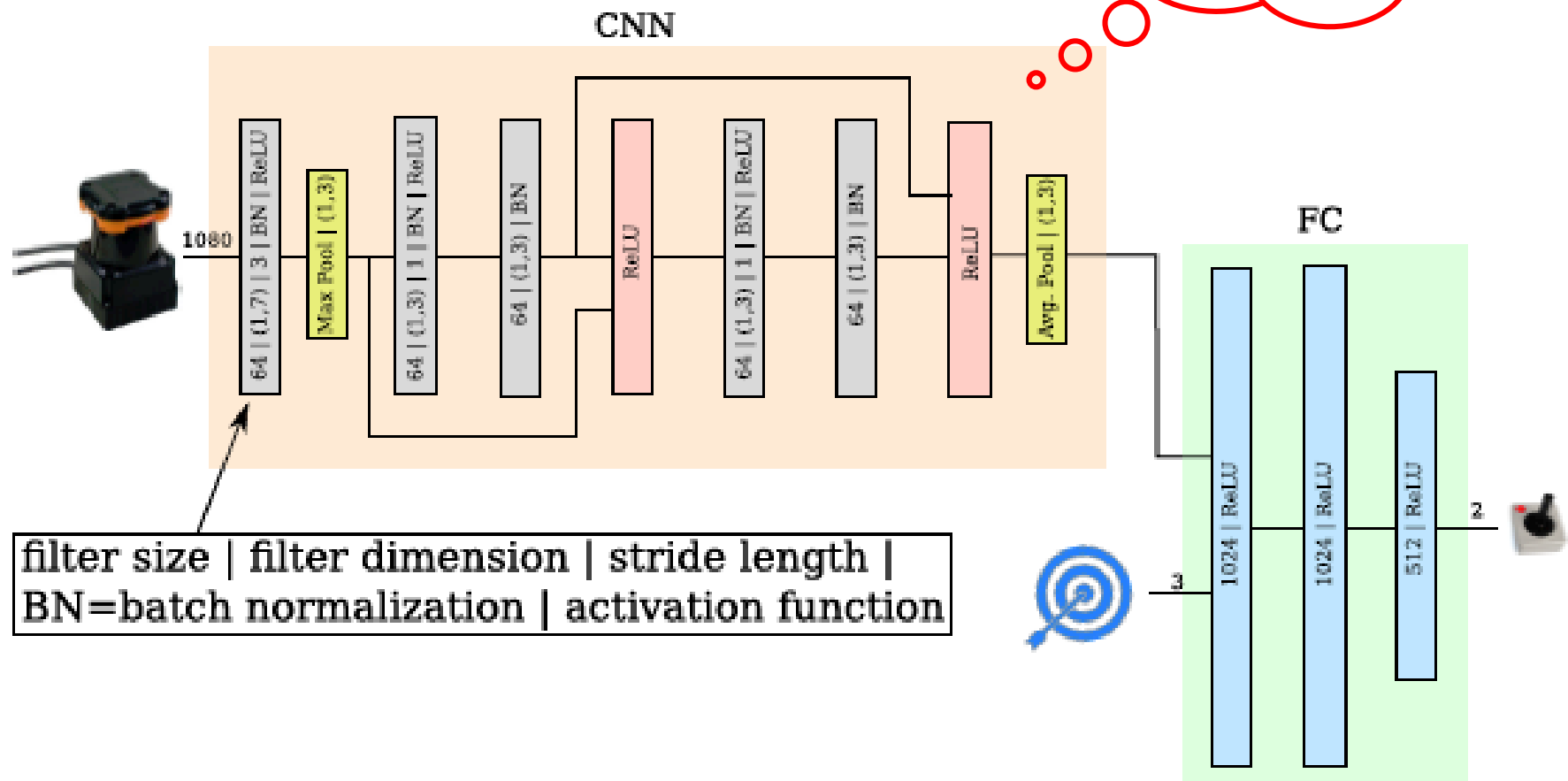
# Method

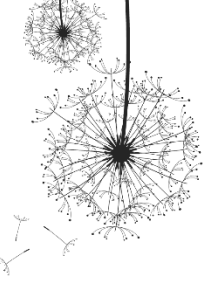
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Set up the intercepting problem in a  
planar engagement

# Method

## ➤ End-to-end learning model





# Method

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## ➤ Problem formulation

To find a predefined goal, we present an approach that directly computes suitable commands based on sensor and target data.

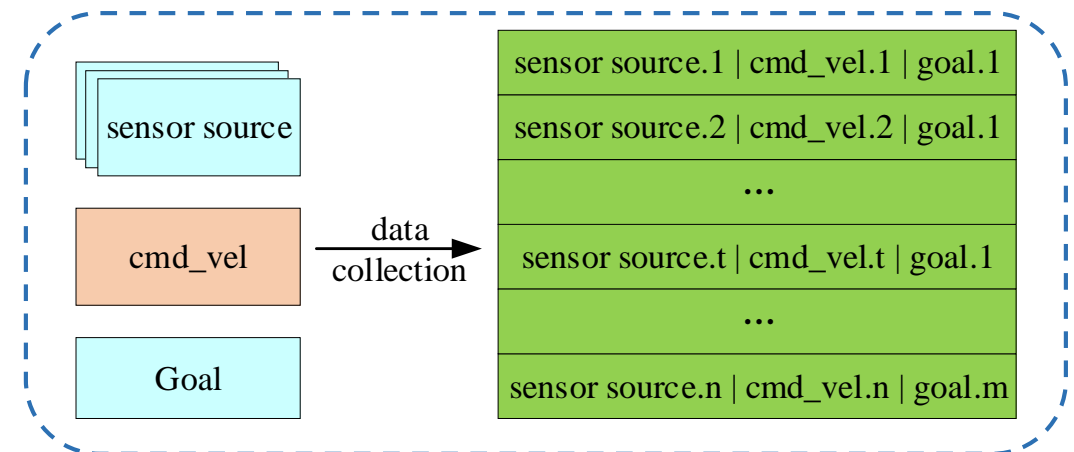
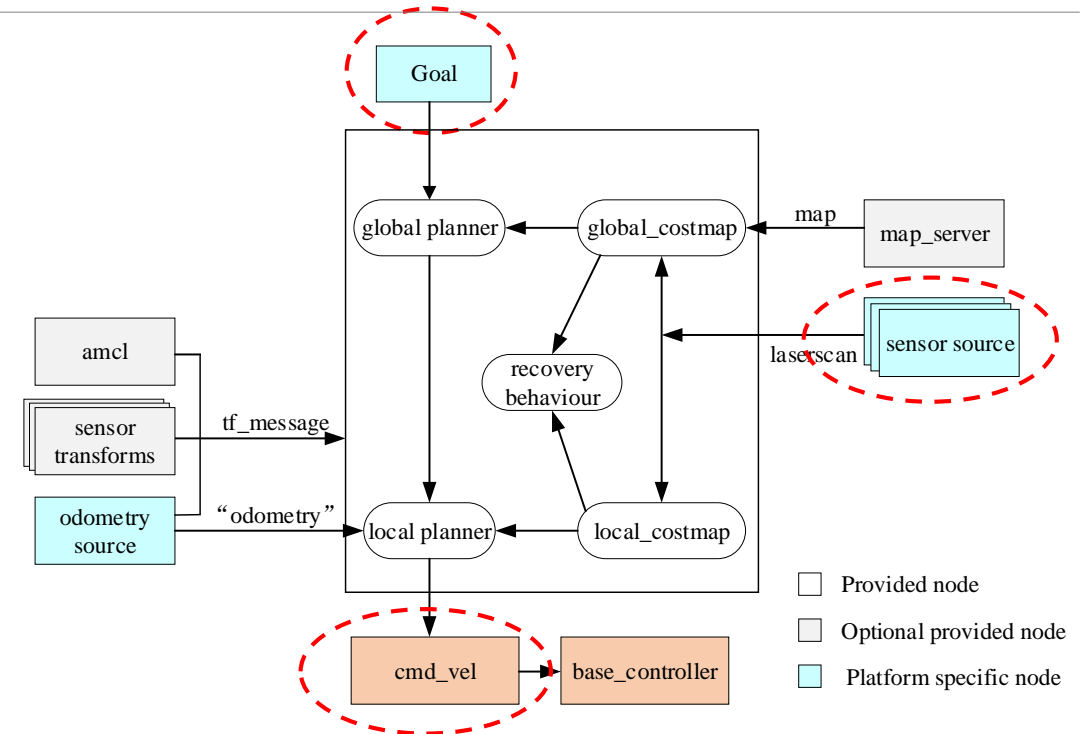
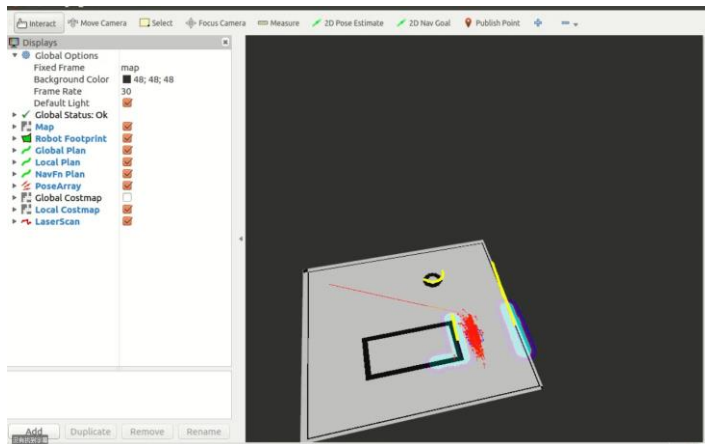
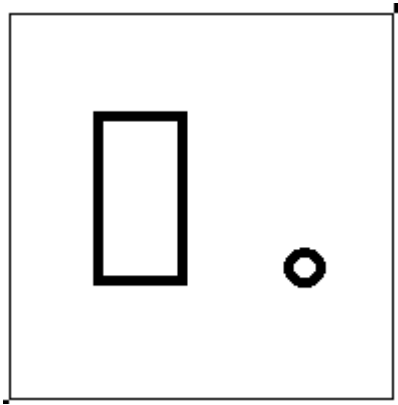
We try to find a function that directly maps a vector of sensor data  $y$  and goal information  $g$  to desired steering commands  $u$

$$u = F_{\theta}(y, g)$$

Given expert demonstrations  $u_{exp}$ , the optimization criterion is base on  $|F_{\theta}(y, g) - u_{exp}|$

# Method

## ➤ Data collection



# Method

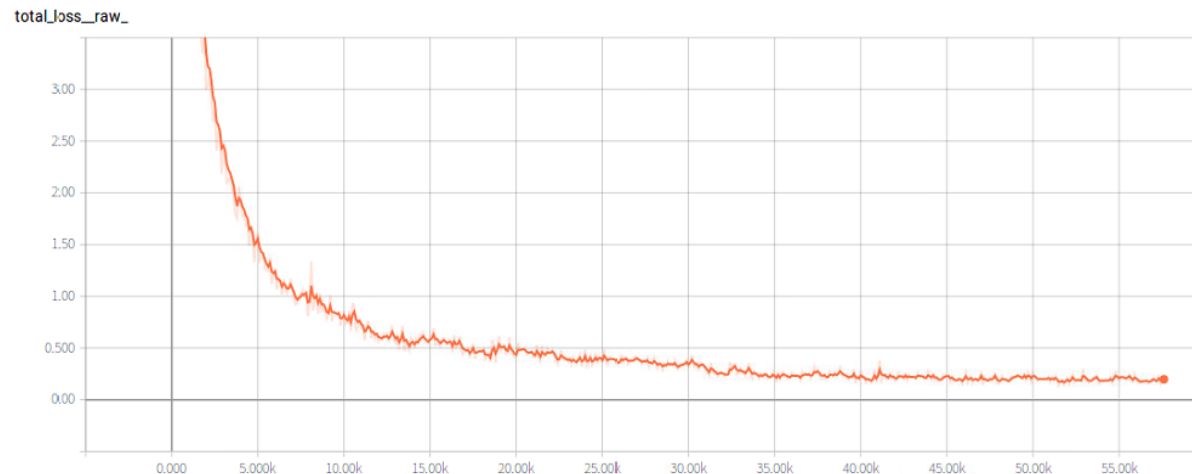
## ➤ Model training

Use supervised learning approach to find the model parameter.

The optimization is conducted using the Adam optimizer with mini-batch training

The loss function for each supervised learning step is given by

$$J_k(\Gamma_B) = \frac{1}{N_B} \sum_{j=i}^{i+N_B} |F_{\theta_k}(y_i - g_i) - u_{\text{exp},j}|$$



error=0.01



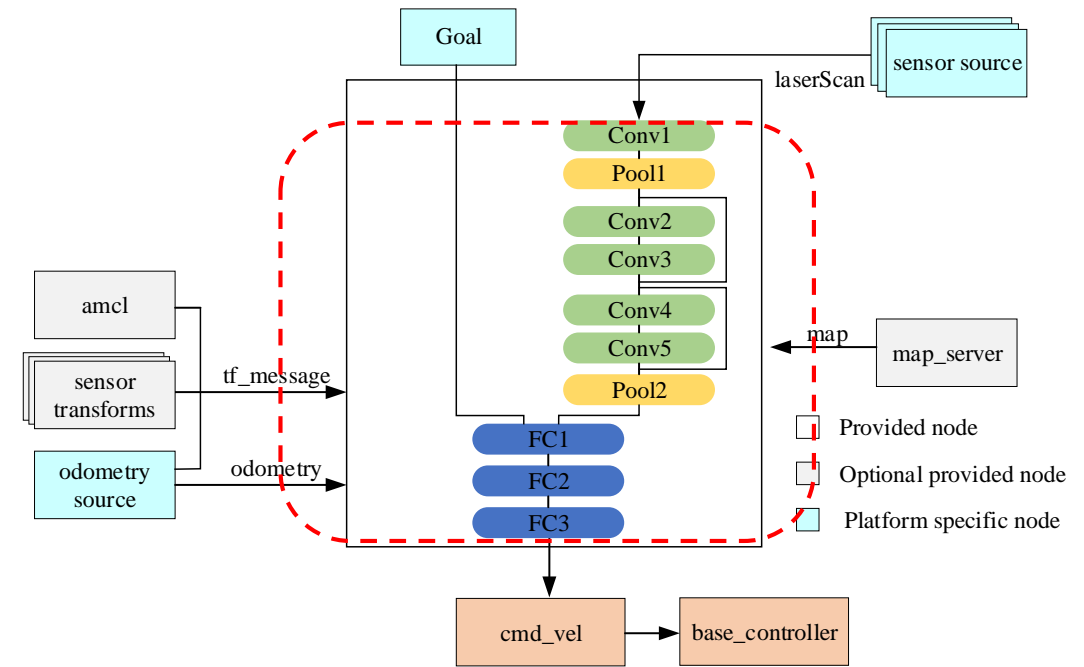
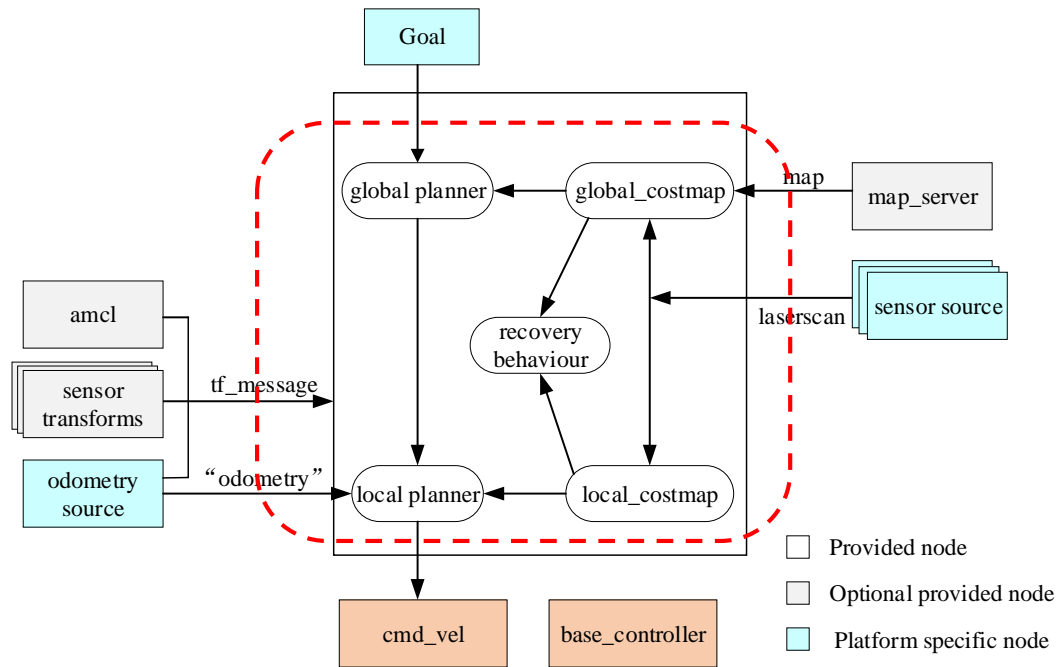
# Experiment

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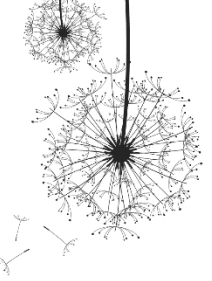
Validate the performance of the  
motion planner

# Experiment

## ➤ Integrated with ROS navigation

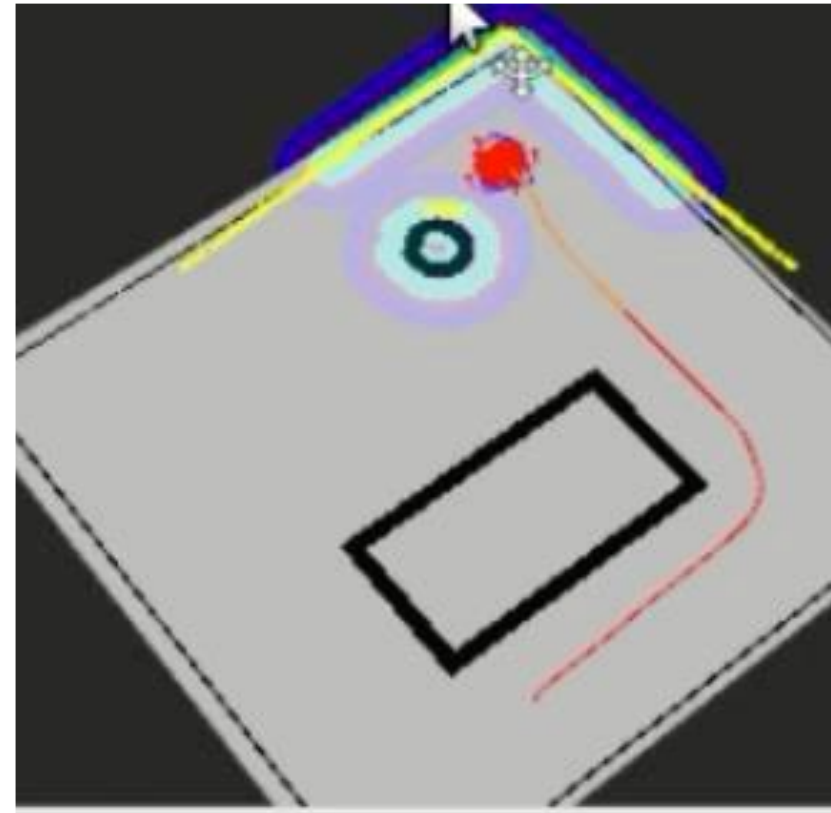
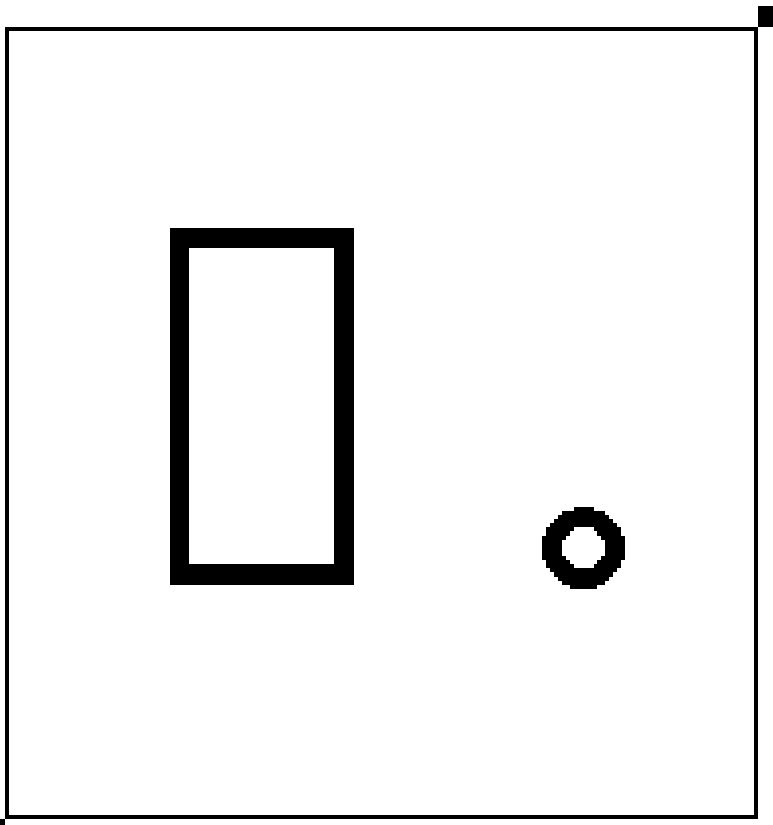


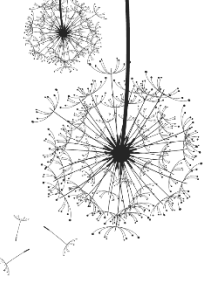




# Experiment

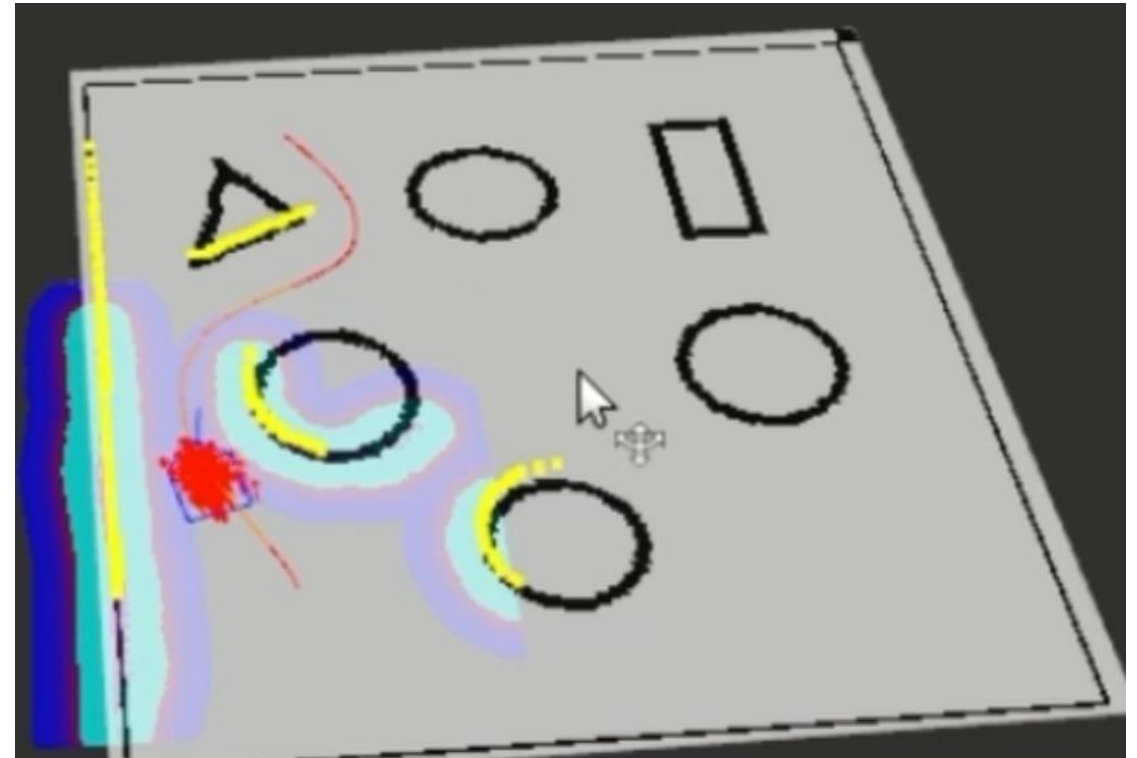
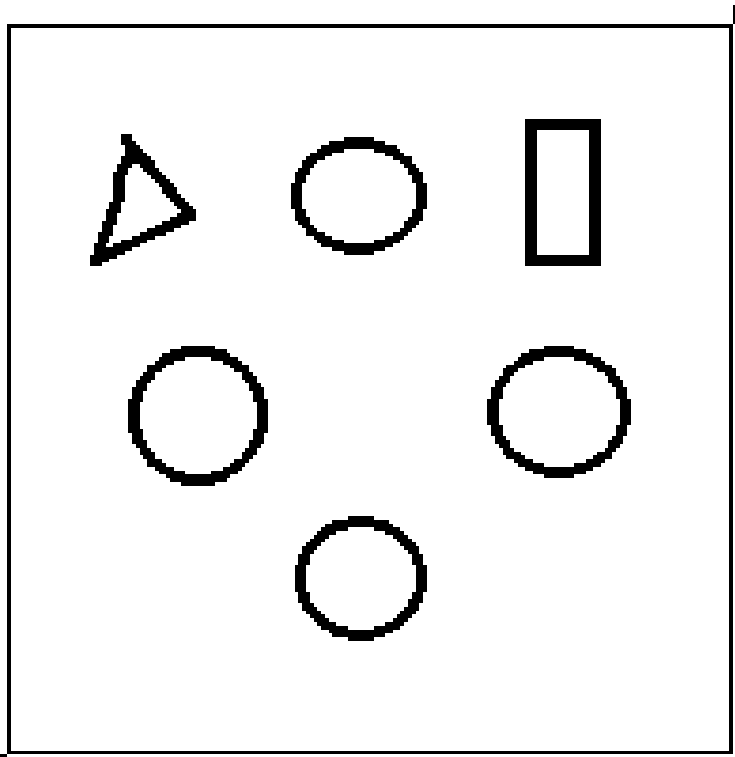
## ➤ 1) *Evaluation in training scenario*





# Experiment

## ➤ 2) *Evaluation in unseen scenario*

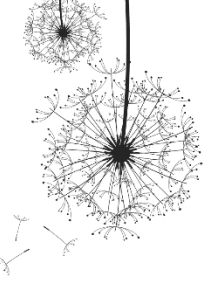




# Conclusion

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Make a conclusion about the paper



# Conclusion

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01

## A data-driven end-to-end motion planning approach

Given local laser range findings and a relative target position, our approach is able to compute the required steering commands for a navigation problem.

02

## Disadvantages:

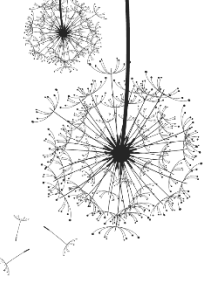
Our method needs expert demonstration which is expensive to get.

Once the robot enters a convex dead-end region, it is not capable of freeing itself.

03

## Extension

Extend to autonomous driving using deep learning method with video data.



# Conclusion

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## Related paper:

1. Pfeiffer M , Schaeuble M , Nieto J , et al. *From Perception to Decision: A Data-driven Approach to End-to-end Motion Planning for Autonomous Ground Robots[J]*. 2016.
2. Ross S , Melik-Barkhudarov N , Shankar K S , et al. *Learning Monocular Reactive UAV Control in Cluttered Natural Environments[J]*. 2012.
3. Zhu Y , Mottaghi R , Kolve E , et al. *Target-driven Visual Navigation in Indoor Scenes using Deep Reinforcement Learning[J]*. 2016.
4. Kim D K, Chen T. *Deep Neural Network for Real-time Autonomous Indoor Navigation[J]*. arXiv preprint arXiv:1511.04668, 2015.
5. Bojarski M, Del Testa D, Dworakowski D, et al. *End to end learning for self-driving cars[J]*. arXiv preprint arXiv:1604.07316, 2016.



**Thank you!**