

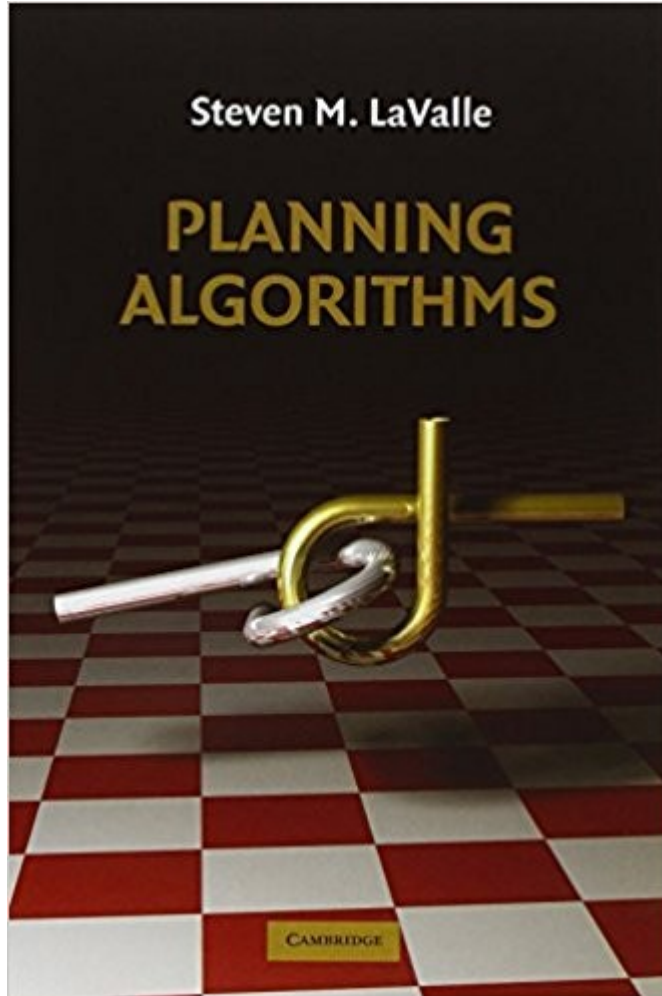
# Motion Planning: Rapidly-Exploring Random Trees

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Adrian Sieler, [adrian.sielier@tu-berlin.de](mailto:adrian.sielier@tu-berlin.de)

# Book recommendation

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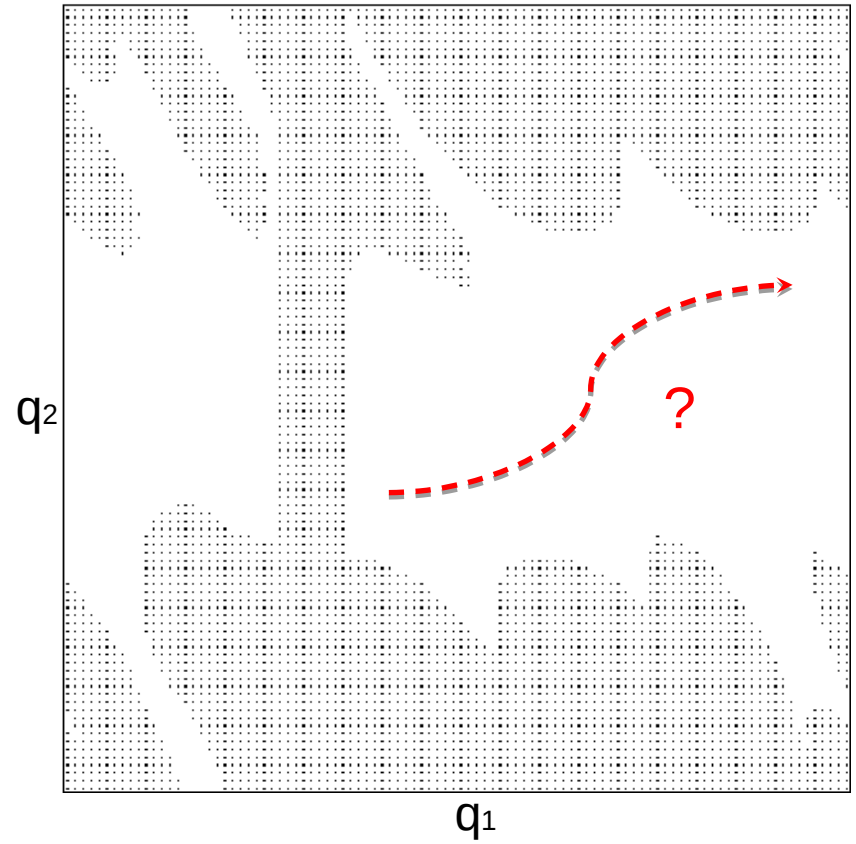
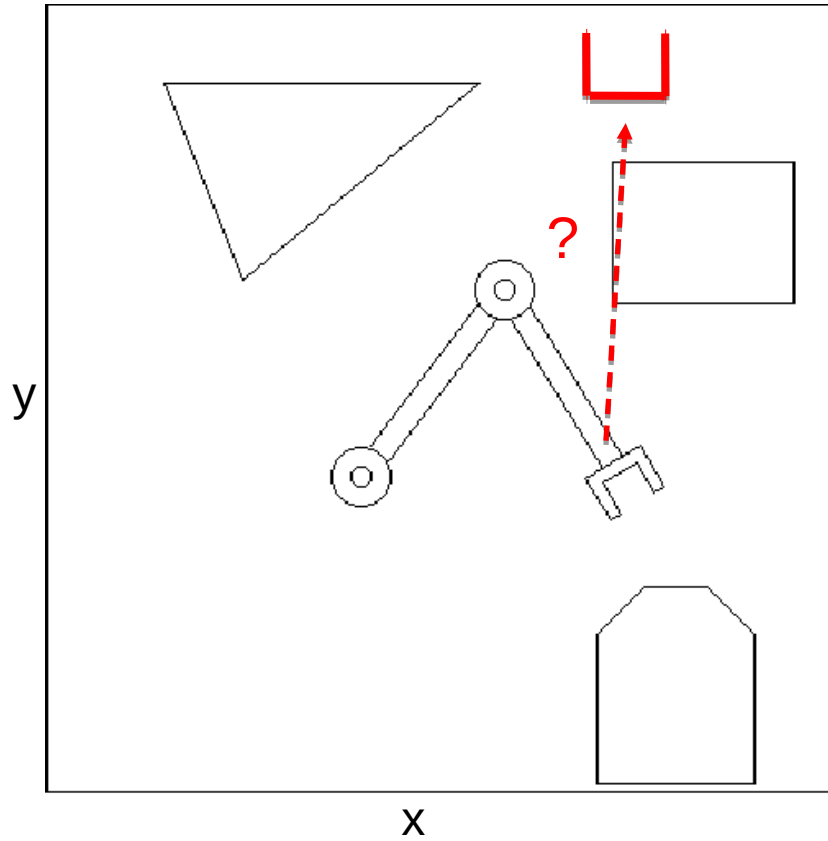


Available for free - online!

<http://planning.cs.uiuc.edu/>

Chapter:  
**Sampling-based  
Motion Planning**

# Motion planning



# Rapidly-Exploring Random Trees

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BUILD\_RRT( $q_{init}$ )

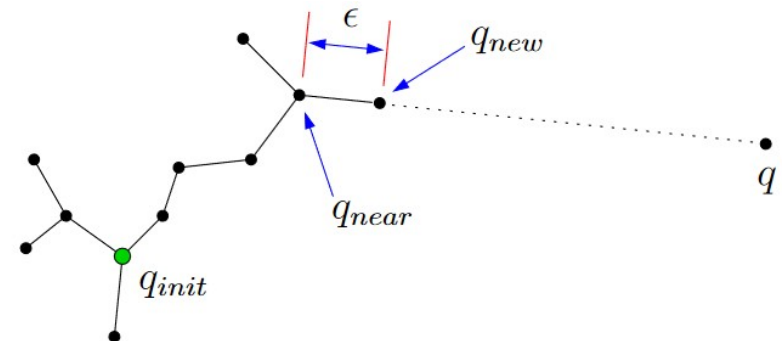
```
1   $\mathcal{T}.\text{init}(q_{init});$   
2  for  $k = 1$  to  $K$  do  
3       $q_{rand} \leftarrow \text{RANDOM\_CONFIG}();$   
4       $\text{EXTEND}(\mathcal{T}, q_{rand});$   
5  Return  $\mathcal{T}$ 
```

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EXTEND( $\mathcal{T}, q$ )

```
1   $q_{near} \leftarrow \text{NEAREST\_NEIGHBOR}(q, \mathcal{T});$   
2  if  $\text{NEW\_CONFIG}(q, q_{near}, q_{new})$  then  
3       $\mathcal{T}.\text{add\_vertex}(q_{new});$   
4       $\mathcal{T}.\text{add\_edge}(q_{near}, q_{new});$   
5      if  $q_{new} = q$  then  
6          Return Reached;  
7      else  
8          Return Advanced;  
9  Return Trapped;
```

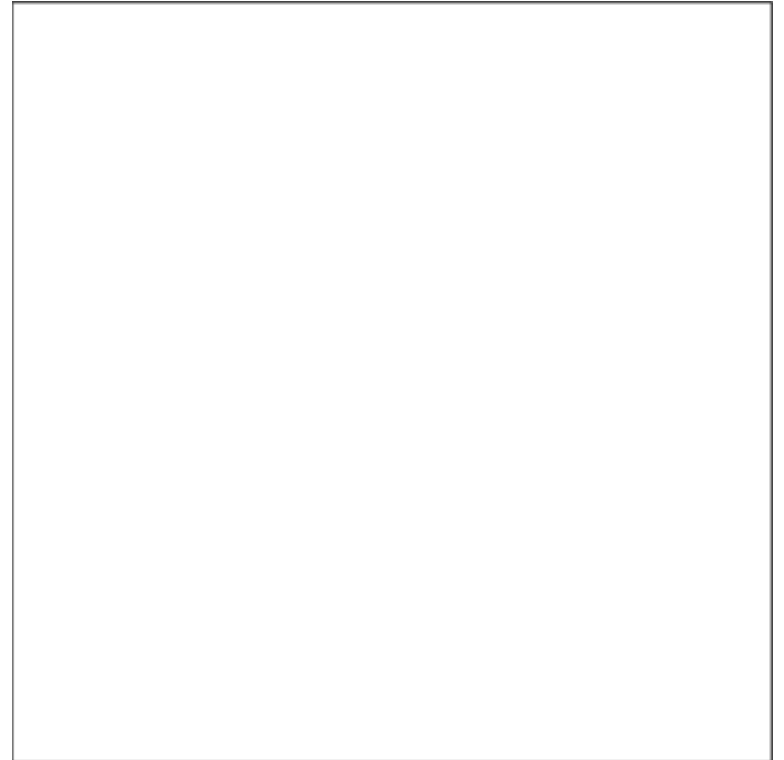
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# Rapidly-Exploring Random Trees

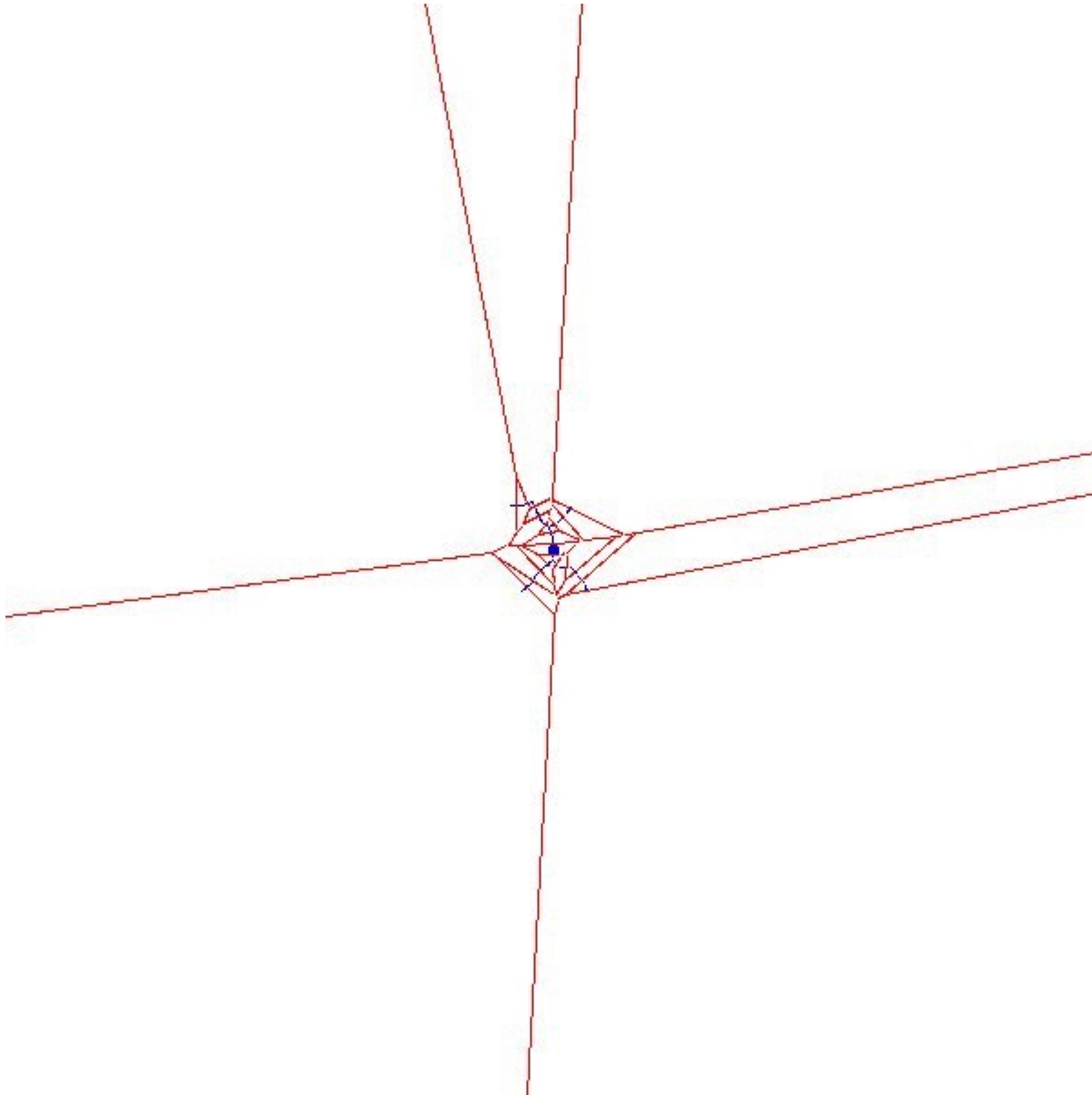
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- ▶ Sampling based - no fixed grid needed
- ▶ Explores free space rapidly (Voronoi bias)
- ▶ Can handle differential constraints
- ▶ Probabilistic complete



# Voronoi Bias

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# Exploration versus Exploitation

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**Exploration** seeks **understanding of the state space**, irrespective of a particular task.

In motion planning, the process **exploration** seeks to understand the connectivity of the configuration space, irrespective of solving a particular motion planning problem.

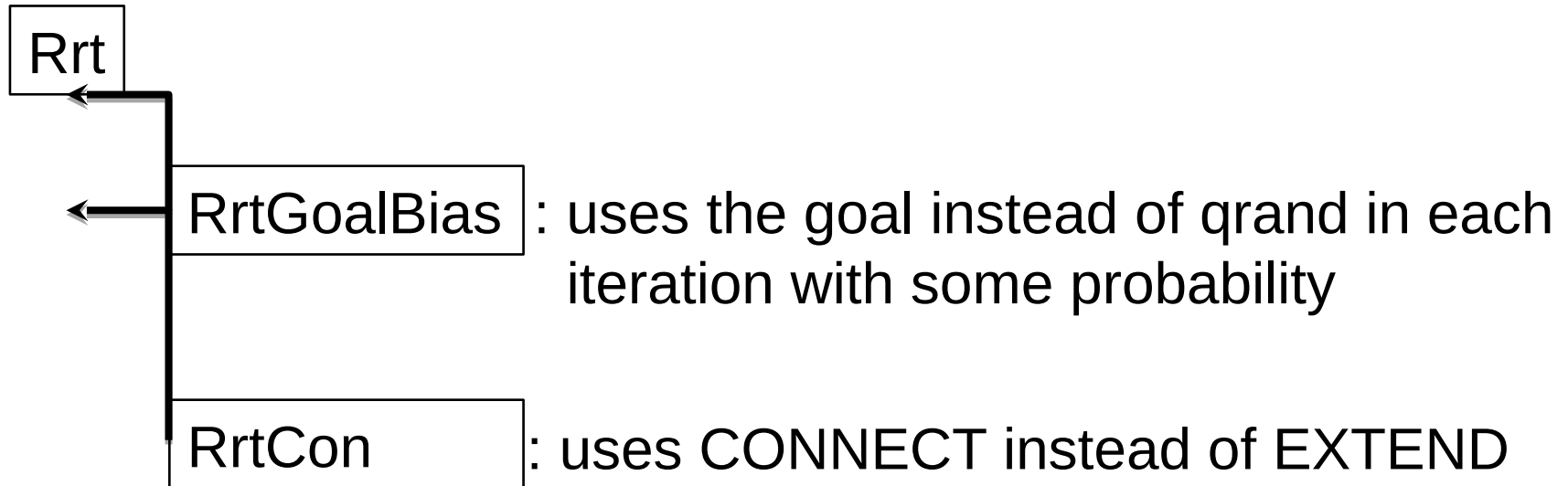
**Guided exploration** seeks **efficient** understanding of the state space, irrespective a particular task, by **leveraging available information**.

**Exploitation** strives to **accomplish a particular task** as **efficiently as possible** by **leveraging available information**.

In motion planning, **exploitation** seeks a valid path for a **particular task**, based on available information.

# RrtGoalBias/RrtCon

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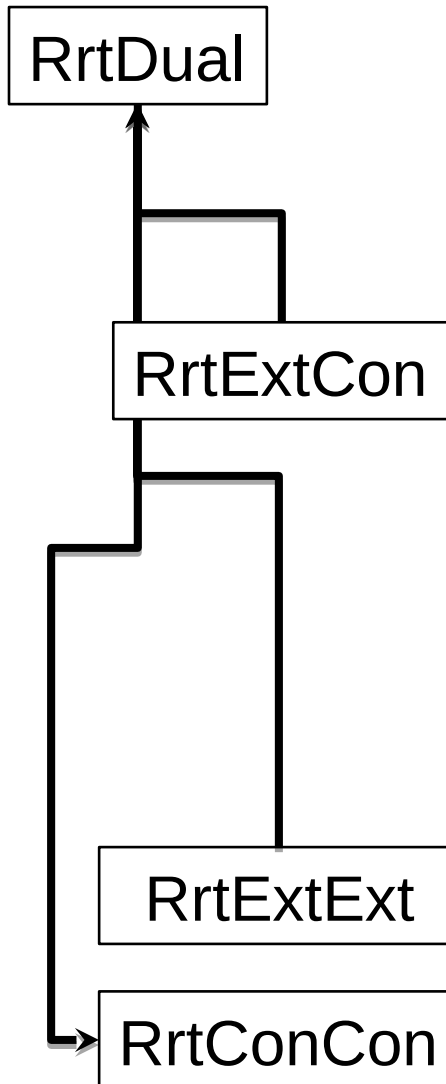
CONNECT( $\mathcal{T}, q$ )

```
1  repeat
2       $S \leftarrow \text{EXTEND}(\mathcal{T}, q)$ ;
3  until not ( $S = \text{Advanced}$ )
4  Return  $S$ ;
```

---



# Using two trees



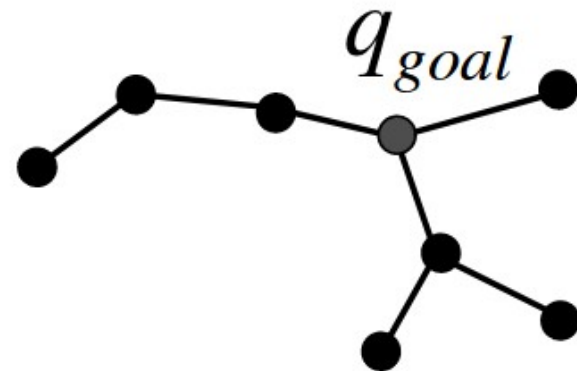
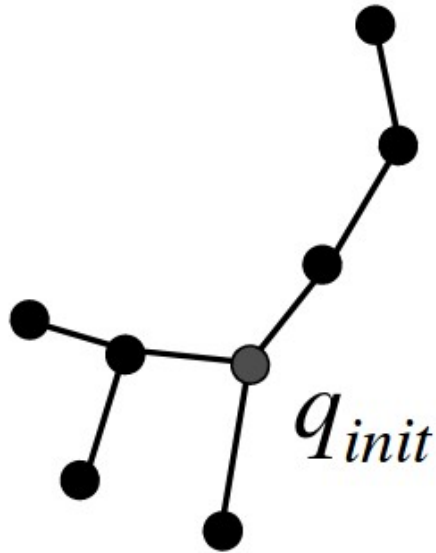
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**RRT\_BIDIRECTIONAL**( $x_{init}, x_{goal}$ )

```
1   $\mathcal{T}_a.\text{init}(x_{init}); \mathcal{T}_b.\text{init}(x_{goal});$   
2  for  $k = 1$  to  $K$  do  
3       $x_{rand} \leftarrow \text{RANDOM\_STATE}();$   
4      if not ( $\text{EXTEND}(\mathcal{T}_a, x_{rand}) = \text{Trapped}$ ) then  
5          if ( $\text{EXTEND}(\mathcal{T}_b, x_{new}) = \text{Reached}$ ) then  
6              Return  $\text{PATH}(\mathcal{T}_a, \mathcal{T}_b);$   
7       $\text{SWAP}(\mathcal{T}_a, \mathcal{T}_b);$   
8  Return Failure
```

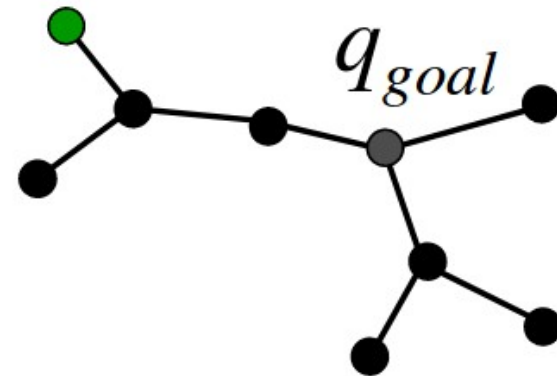
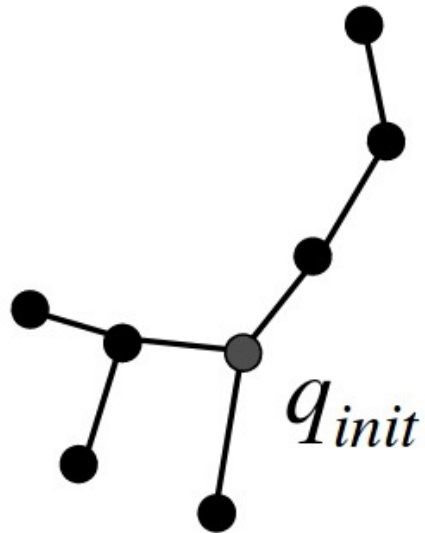
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# Bi-directional RRT Connect (RRTConCon)

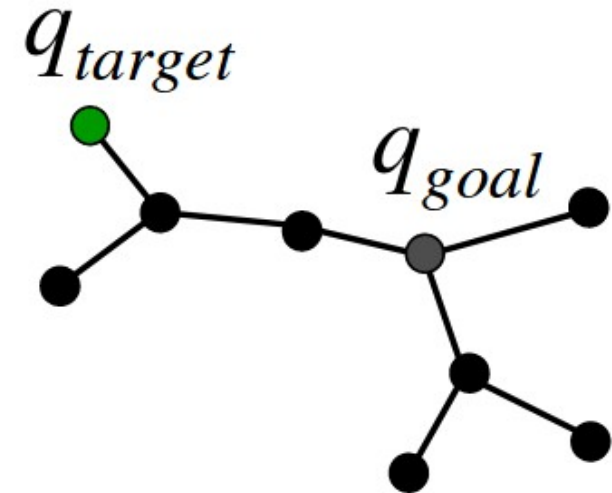
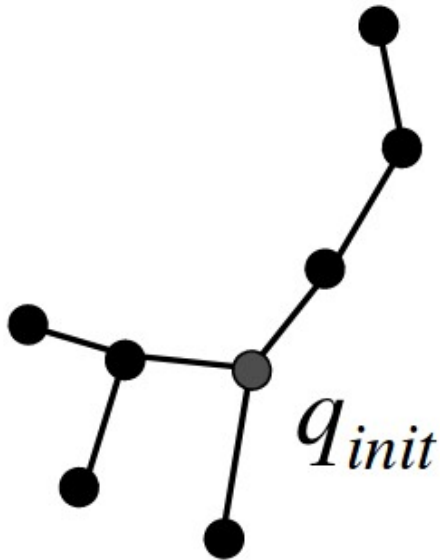


# Bi-directional RRT Connect

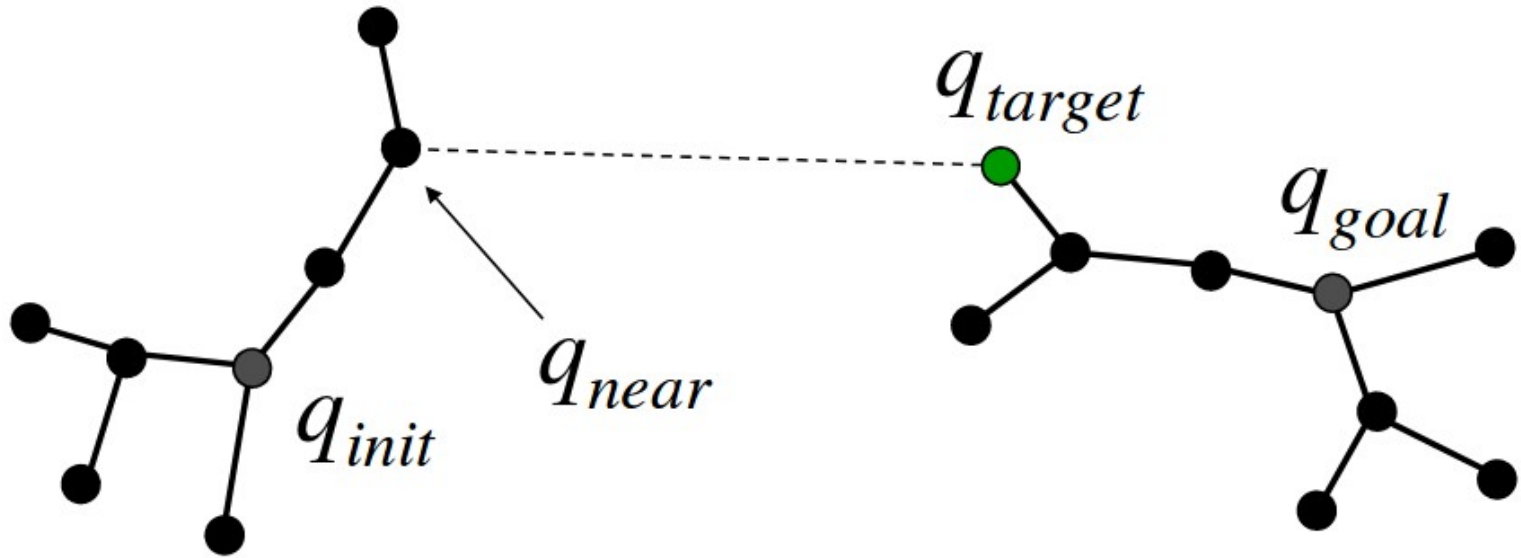
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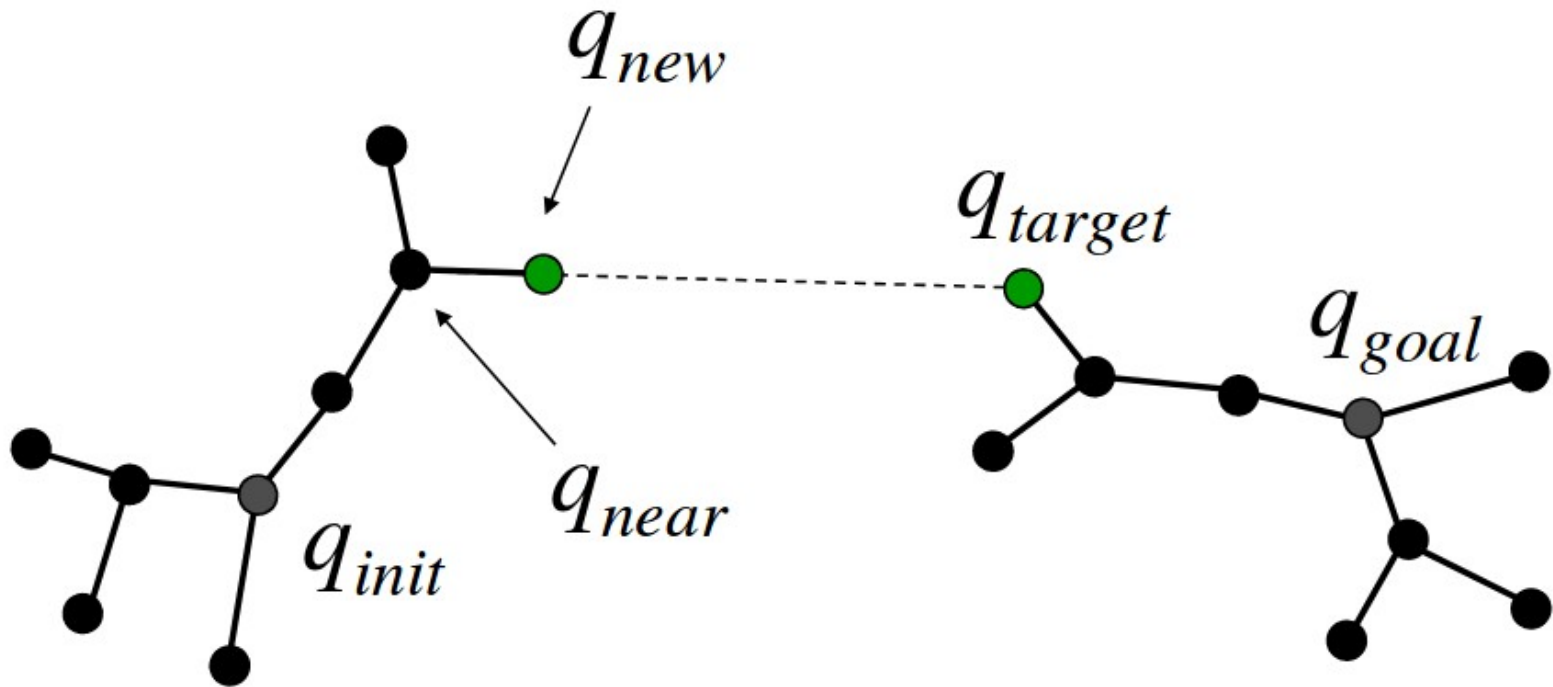
# Bi-directional RRT Connect



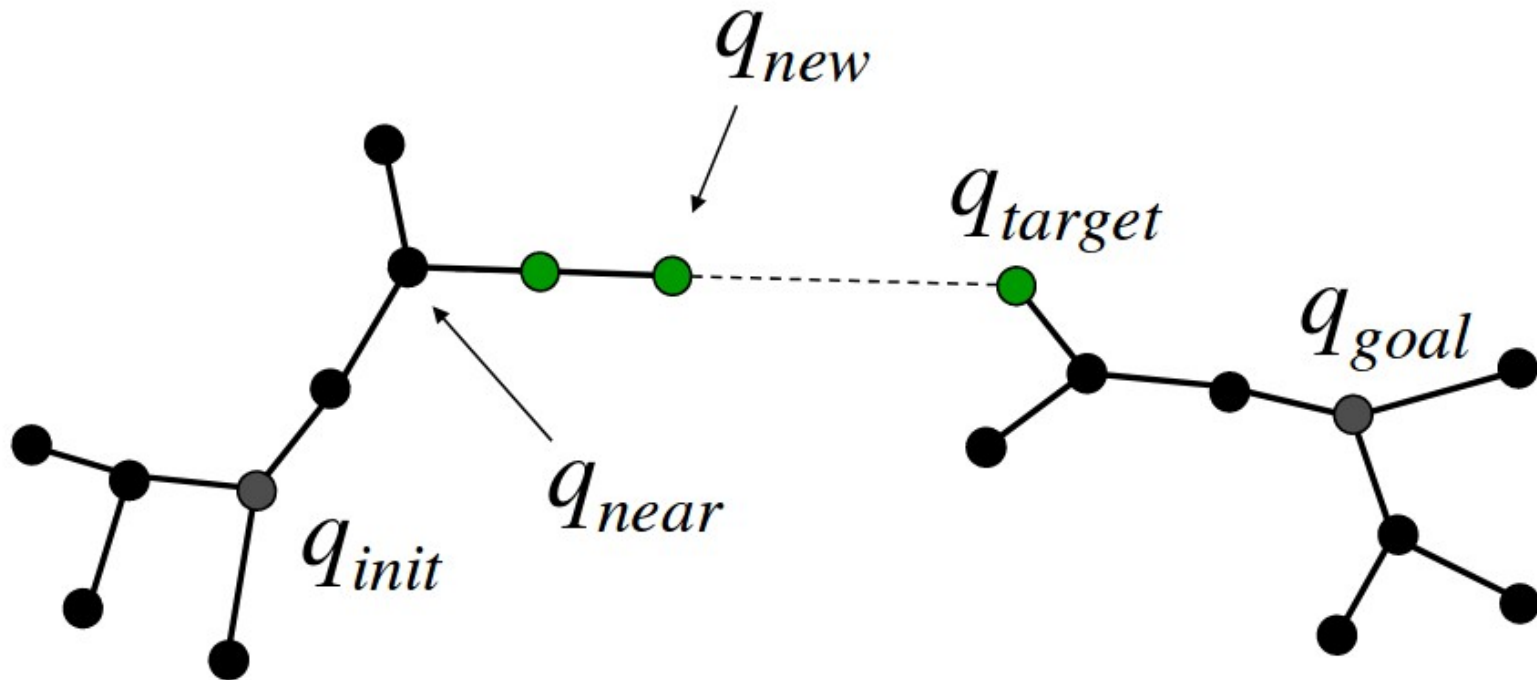
# Bi-directional RRT Connect



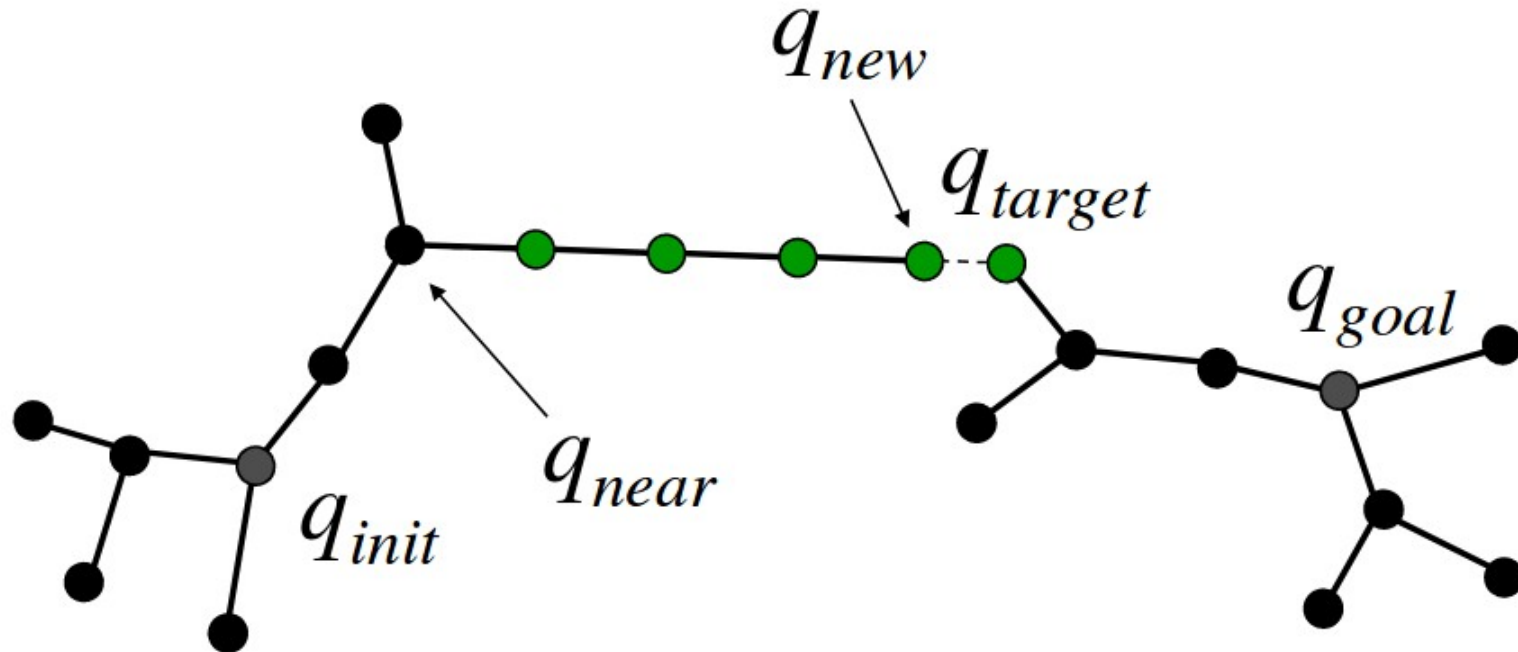
# Bi-directional RRT Connect



# Bi-directional RRT Connect

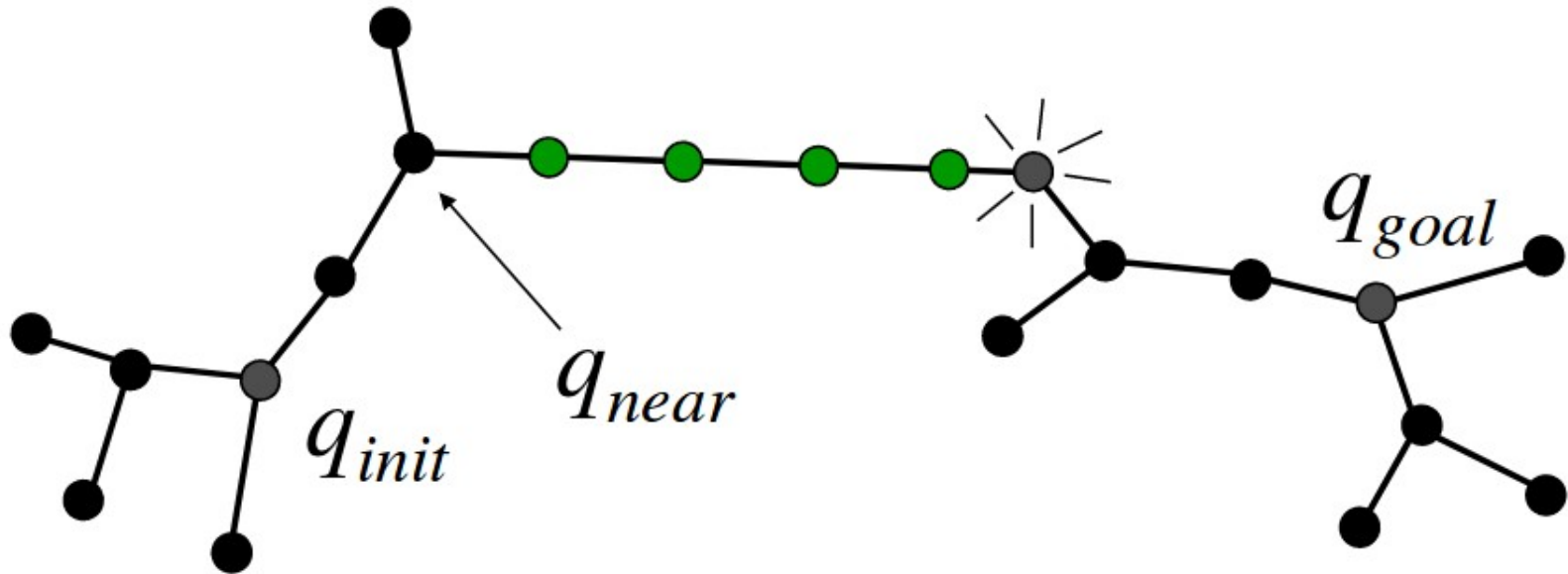


# Bi-directional RRT Connect



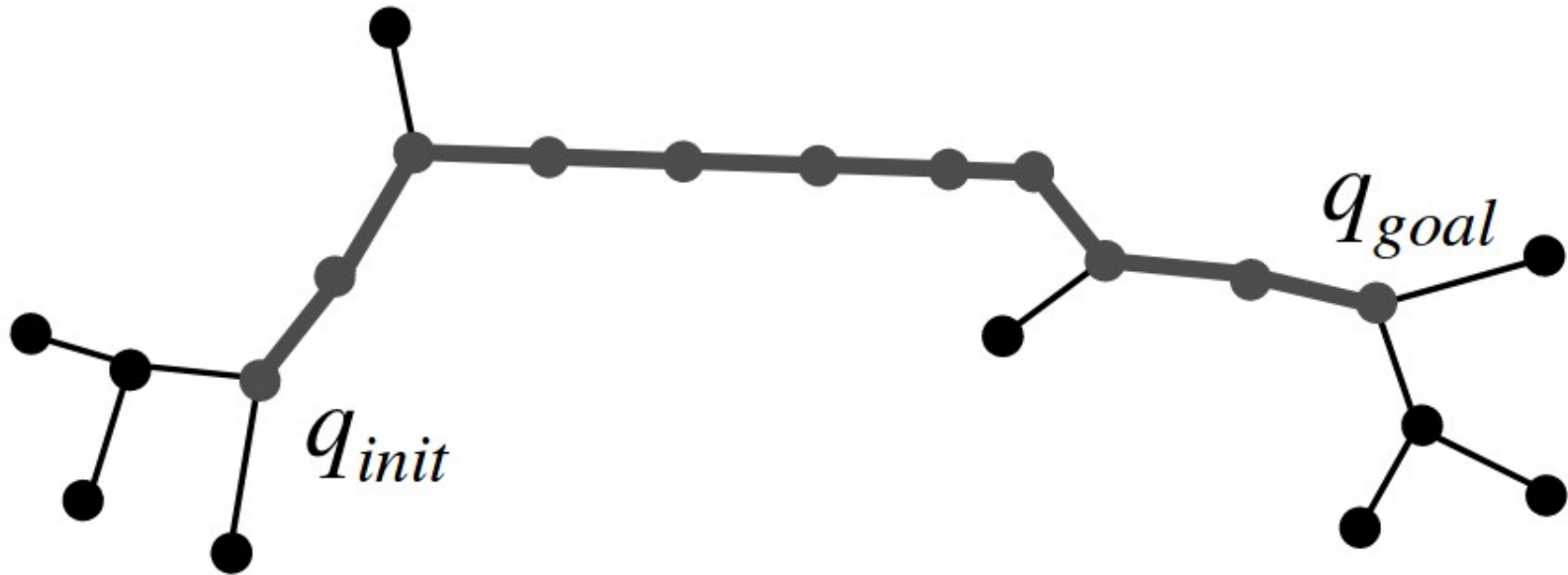


# Bi-directional RRT Connect

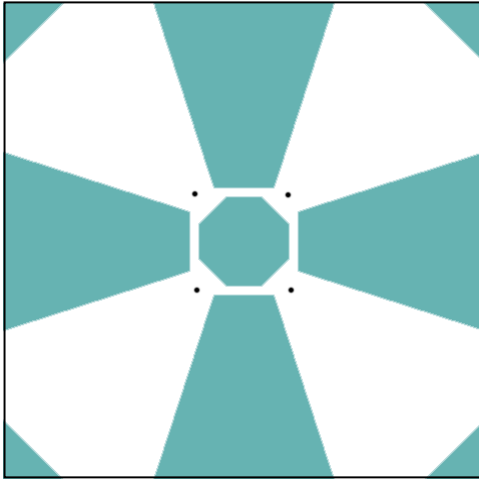


# Bi-directional RRT Connect

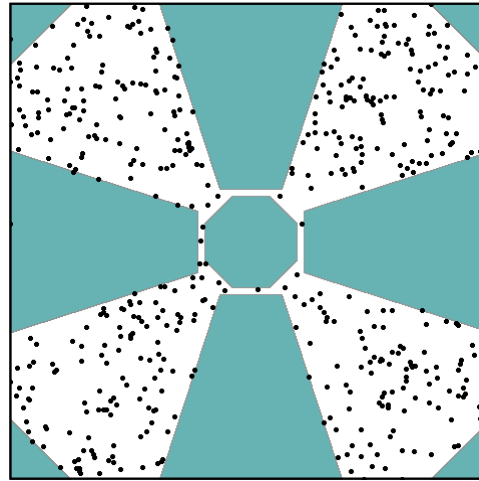
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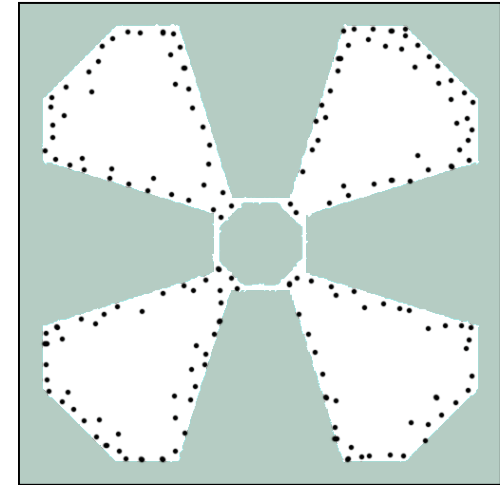
# Different Sampling Strategies



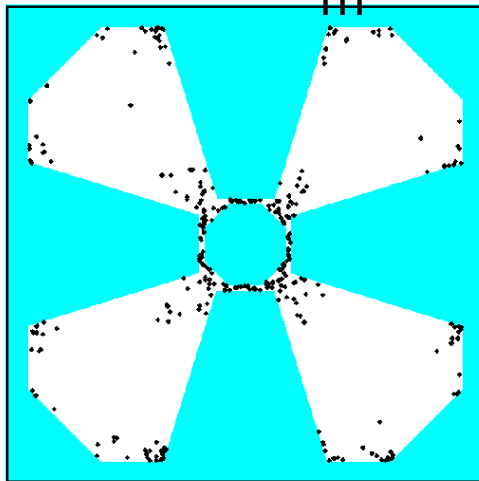
ideal



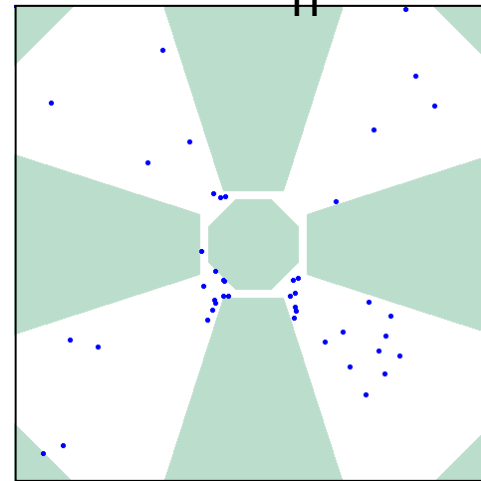
uniform



Gaussian



Bridge



Utilitarian

# Robotics Library: [www.roboticslibrary.org](http://www.roboticslibrary.org)

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- ▶ A framework for developing robotics applications

<b>math</b> Mathematics	<b>util</b> Timers, Threads, Mutexes, ...	<b>xml</b> XML Abstraction
<b>hal</b> Hardware Abstraction	<b>kin</b> DH-Kinematics	<b>mdl</b> Rigid Body Kinematics/Dynamics
<b>sg</b> Scene Graph Abstraction	<b>plan</b> Motion Planning	<b>ctrl</b> Operational Space Control



- ▶ Pro: All models we need are already included
- ▶ Con: only sparse documentation  
(there are doxygen docs)

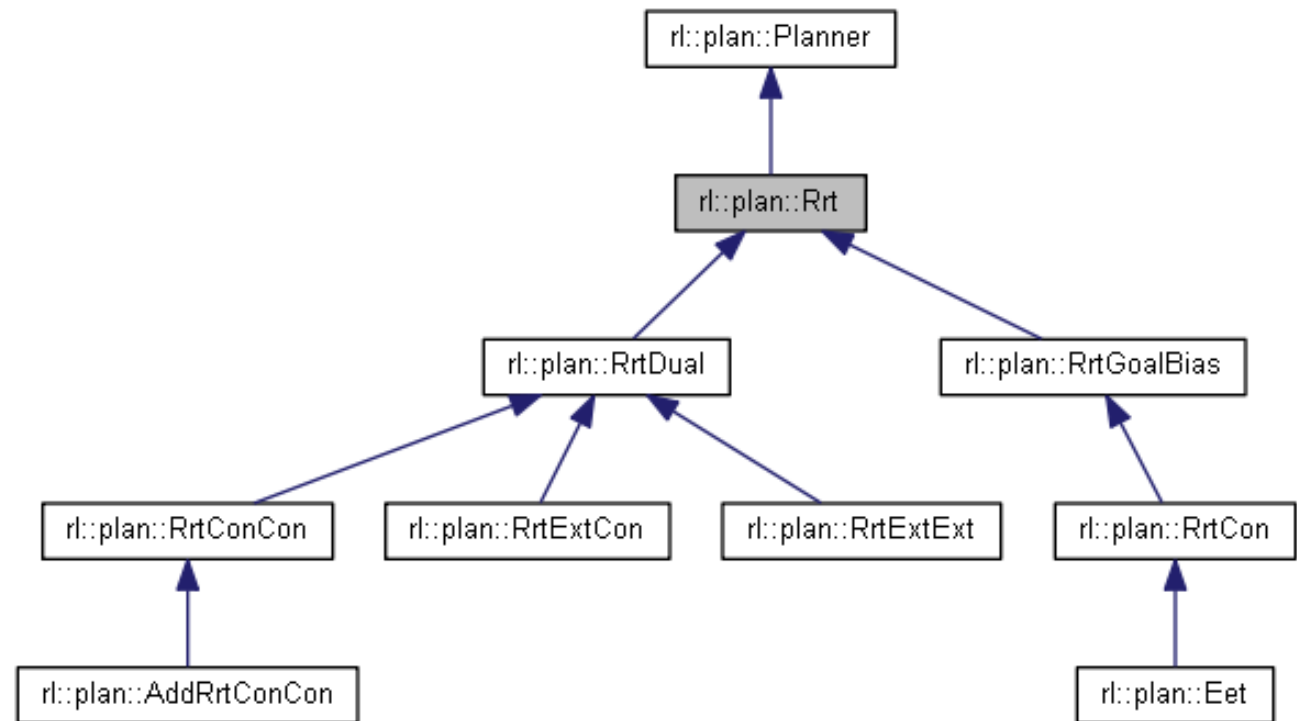
## rl::plan::Rrt Class Reference

[Classes](#) | [Public Member Functions](#) | [Public Attributes](#) | [Protected Member Functions](#) | [Static Protected Member Functions](#) | [Protected Attributes](#) | [List](#)

Rapidly-Exploring Random Trees. [More...](#)

#include [<Rrt.h>](#)

Inheritance diagram for rl::plan::Rrt:



# You can easily install RobLib on Ubuntu

---

## ► Install prerequisites

- `sudo add-apt-repository ppa:roblib/ppa`
- `sudo apt-get update`
- `sudo apt-get install librl-dev`

## • Download and extract tutorialPlan.zip:

- `tar xzf tutorialPlan.zip`

## ► Build

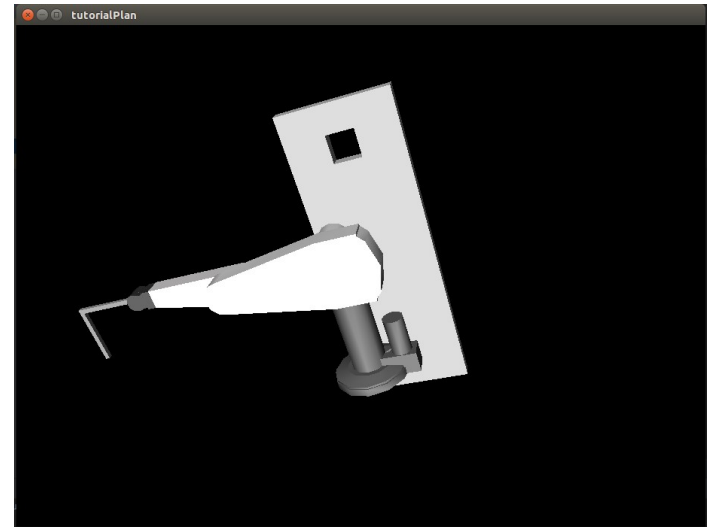
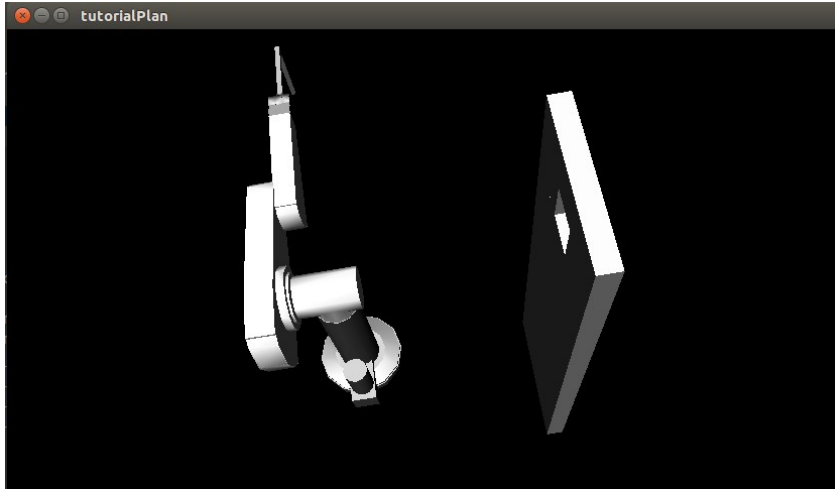
- `cd tutorialPlan/build`
- `cmake ..`
- `make`

## ► Test:

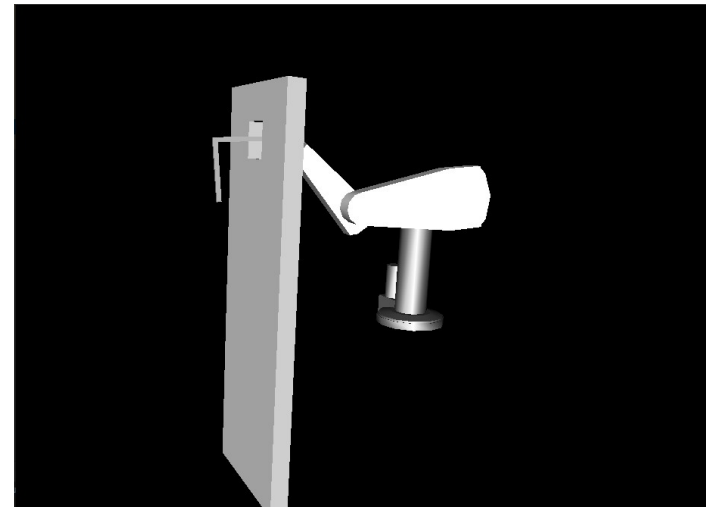
- `cd tutorialPlan/build`
- `./tutorialPlan` - Press space to start planning, F12 to reset

# Puma Environment

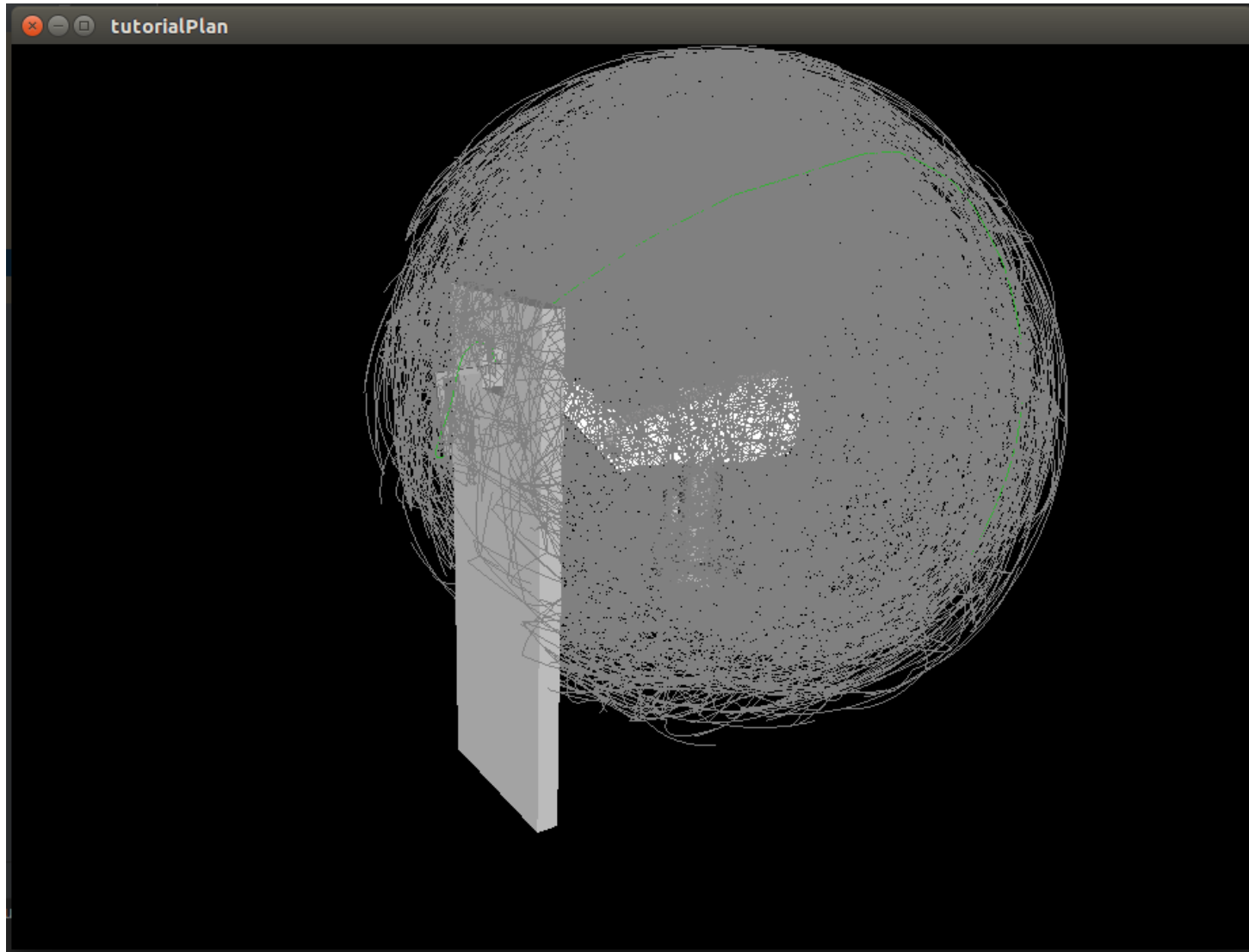
- Start Configuration



- Goal Configuration

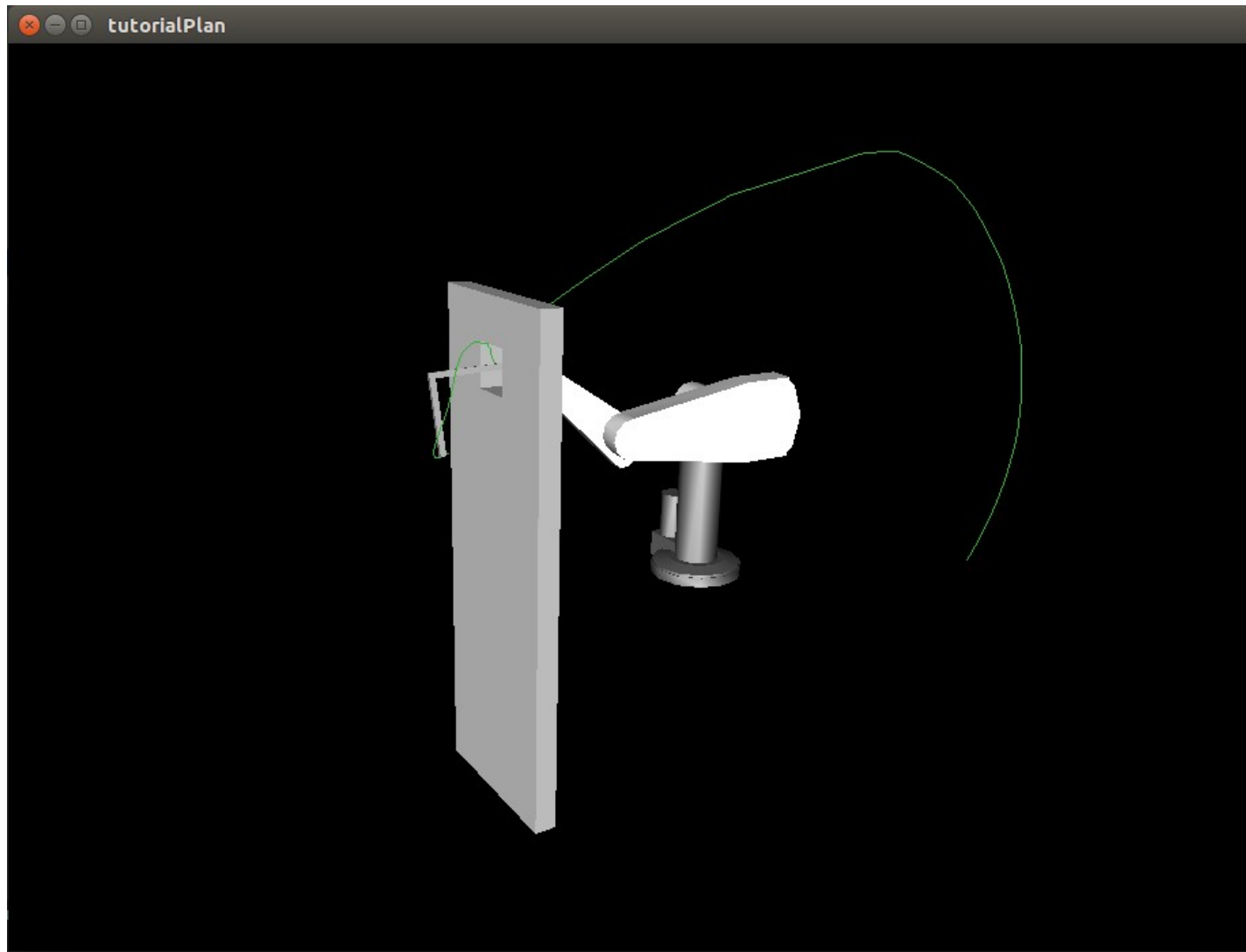


# Puma - Motion Planning Execution (1)





# Puma - Motion Planning Execution (2)



# Windows (VS2010) installation is also possible

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## ► Install prerequisites

- Install Visual Studio 2010 (Express is fine)
- Install Cmake
- Install Qt <http://download.qt-project.org/archive/qt/4.8/4.8.5/qt-win-opensource-4.8.5-vs2010.exe>
- Install roblib <http://www.roboticslibrary.org/tutorials/install-windows> follow all instructions on the page!
- Download and extract tutorialPlan.zip:

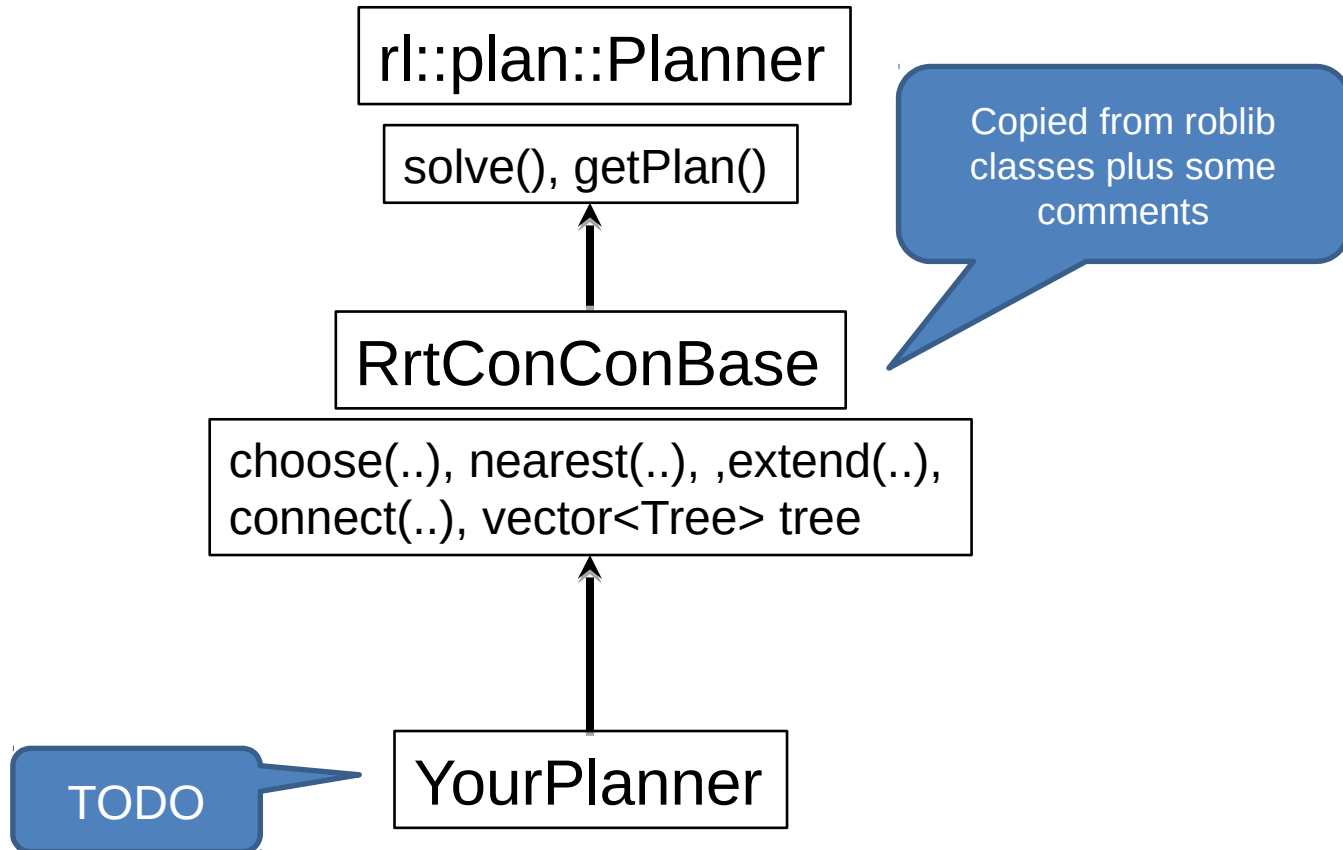
## ► Build:

- Open tutorialPlan/CMakeLists.txt in CMake - generate Visual Studio 10 project files in the build directory
- Open build/tutorialPlan.sln in Visual Studio 2010
- Compile RelWithDebInfo (Debug is not supported - sorry)

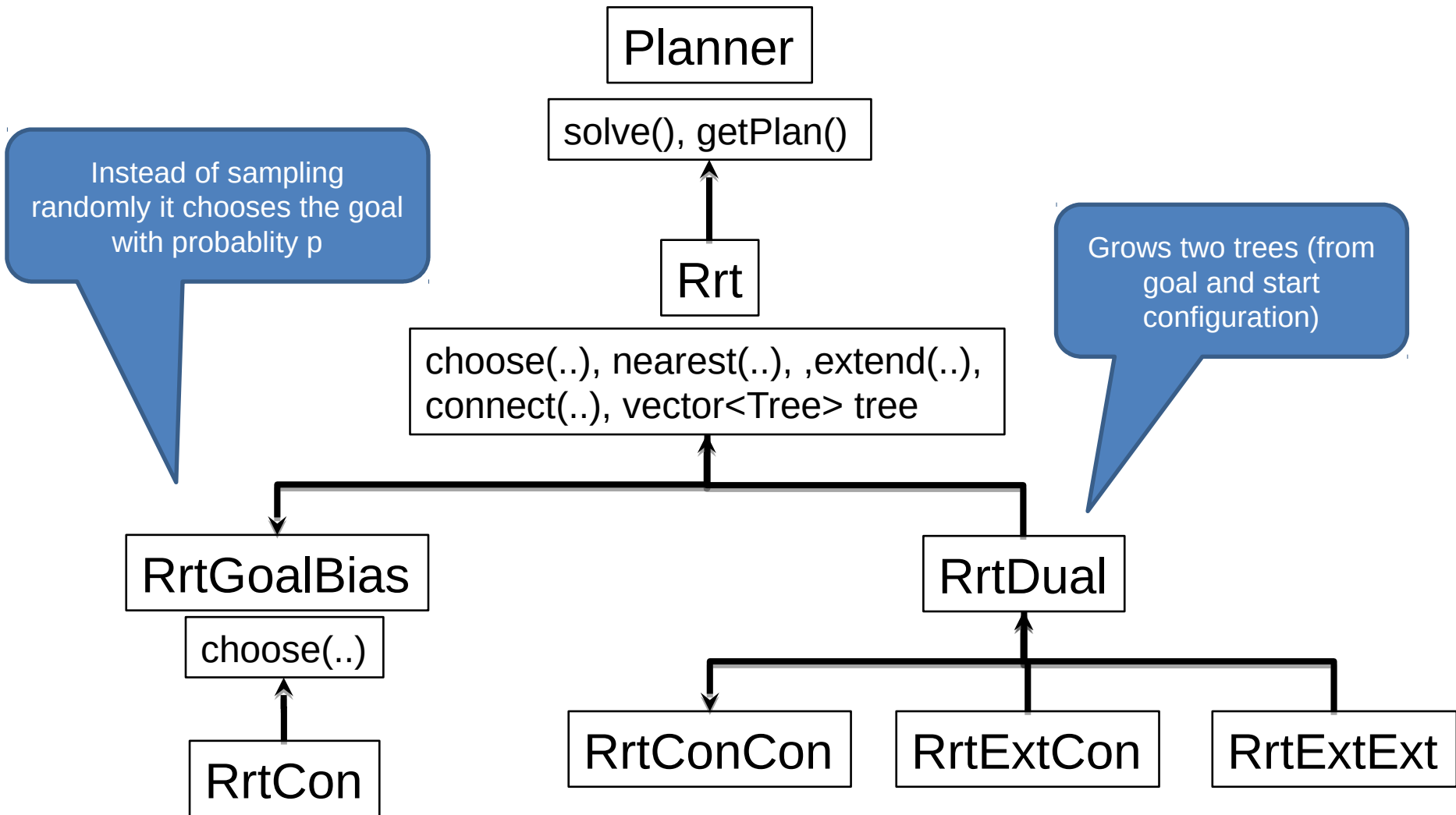
## ► Test:

- press F5 or open build/RelWithDebugInfo/tutorialPlan.exe - Press space to start planning, F12 to reset

# Hierarchy of RRT Classes for assignment



# Hierarchy of RRT Classes in rl::plan



# Writing Your Planner

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- ▶ Modify YourPlanner.cpp
- ▶ Inherit from RrtConConBase (or any other RRT based planner in rl::plan)
- ▶ Set parameters of your algorithm in TutorialPlanSystem.cpp
- ▶ Implement better choose(), connect(), extend(), solve()
- ▶ You can add parameters for vertices in RrtConConBase::VertexBundle

# Evaluating your algorithm

---

- ▶ Every time you run `./tutorialPlan` an entry is added to `benchmark.csv`
- ▶ This entry shows: computation time needed to solve the problem, number of nodes and edges created, number of queries needed to construct them, etc.
- ▶ Take a look into  
`~/roblib/examples/tutorialPlan/tutorialPlanSystem.cpp` to see the details and/or to edit them
- ▶ Run your algorithm at least ten times! – Change start and goal!

# Writing the Documentation

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- ▶ Explanation of the proposed extensions with a code snippet
- ▶ Reasoning about extensions that have not improved the runtime
- ▶ Performance evaluation of your final algorithm
- ▶ (Optional) Extra points can be gained by performing an ablation study of your extensions with regard to the runtime

# References

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- ▶ <http://roboticslibrary.org>
- ▶ Robotics library examples:  
<https://github.com/roboticslibrary/rl-examples>
- ▶ Introduction to RRTs: [msl.cs.uiuc.edu/rrt/](http://msl.cs.uiuc.edu/rrt/)
- ▶ Planning Book: Sections in 5.5 and 14.4 in  
[planning.cs.uiuc.edu](http://planning.cs.uiuc.edu)
- ▶ RRTExtCon:  
<http://msl.cs.uiuc.edu/~lavalle/papers/KufLav00.pdf>
- ▶ Avoid exhausted Nodes:  
<http://homepages.laas.fr/jcortes/Papers/icra07paper.pdf>
- ▶ Avoid Voronoi bias:  
<http://ieeexplore.ieee.org/iel5/10495/33250/01570709.pdf>





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**DEVELOP HARDWARE  
DRIVERS**

**CREATE  
SOFT  
HANDS**

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[robotics.tu-berlin.de/menue/open\\_positions](https://robotics.tu-berlin.de/menue/open_positions)



**ROBOTICS AND BIOLOGY  
LABORATORY**

**Skills:**

- C++ / Python
- Linux
- English