



# Autonomous Mobile Robots

## Exercise 6 : Dijkstra's Algorithm and the Dynamic Window Approach for Motion Planning

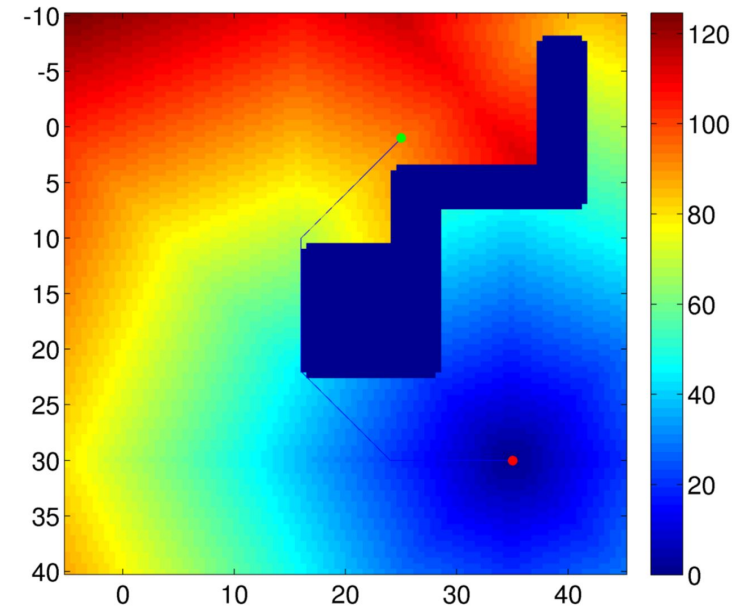
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Input: Obstacle Map, Start Pose, Goal Pose

Output: Feasible Robot Path

Algorithm:

1. Create distance field with Dijkstra
2. While (not at goal):
  1. Follow gradient with DWA



- While queue is not empty and not at goal...

|       |       |       |       |       |
|-------|-------|-------|-------|-------|
| (0,0) | (0,1) | (0,2) | (0,3) | (0,4) |
| (1,0) | (1,1) | (1,2) | (1,3) | (1,4) |
| (2,0) | (2,1) | (2,2) | (2,3) | (2,4) |
| (3,0) | (3,1) | (3,2) | (3,3) | (3,4) |
| (4,0) | (4,1) | (4,2) | (4,3) | (4,4) |

Open

(2,2)

Closed

- Pop front node from queue
- Expand and add new nodes to queue
- Resolve double insertions

|   |      |   |      |   |
|---|------|---|------|---|
| ? | ?    | ? | ?    | ? |
| ? | 1.41 | 1 | 1.41 | ? |
| ? | 1    | G | 1    | ? |
| ? | 1.41 | 1 | 1.41 | ? |
| ? | ?    | ? | ?    | ? |

| Open  | Closed |
|-------|--------|
| (1,2) | (2,2)  |
| (2,1) |        |
| (2,3) |        |
| (3,2) |        |
| (1,3) |        |
| (1,1) |        |
| (3,3) |        |
| (3,1) |        |

Sorted by cost

...

|   |      |   |      |   |
|---|------|---|------|---|
| ? | 2.41 | 2 | 2.41 | ? |
| ? | 1.41 | 1 | 1.41 | ? |
| ? | 1    | G | 1    | ? |
| ? | 1.41 | 1 | 1.41 | ? |
| ? | ?    | ? | ?    | ? |

Open

|       |
|-------|
| (2,1) |
| (2,3) |
| (3,2) |
| (1,3) |
| (1,1) |
| (3,3) |
| (3,1) |
| (0,2) |
| (0,1) |
| (0,3) |

Closed

|       |
|-------|
| (2,2) |
| (1,2) |

...

|      |      |   |      |   |
|------|------|---|------|---|
| ?    | 2.41 | 2 | 2.41 | ? |
| 2.41 | 1.41 | 1 | 1.41 | ? |
| 2    | 1    | G | 1    | ? |
| 2.41 | 1.41 | 1 | 1.41 | ? |
| ?    | ?    | ? | ?    | ? |

Open

|       |
|-------|
| (2,3) |
| (3,2) |
| (1,3) |
| (1,1) |
| (3,3) |
| (3,1) |
| (0,2) |
| (2,0) |
| (0,1) |
| (0,3) |
| (1,0) |
| (3,0) |

Closed

|       |
|-------|
| (2,2) |
| (1,2) |
| (2,1) |

- Optimal solution in case of positive edge costs
- $O(|V| \log(|V|) + |E|)$
- Speed up with heuristic ( $A^*$ )

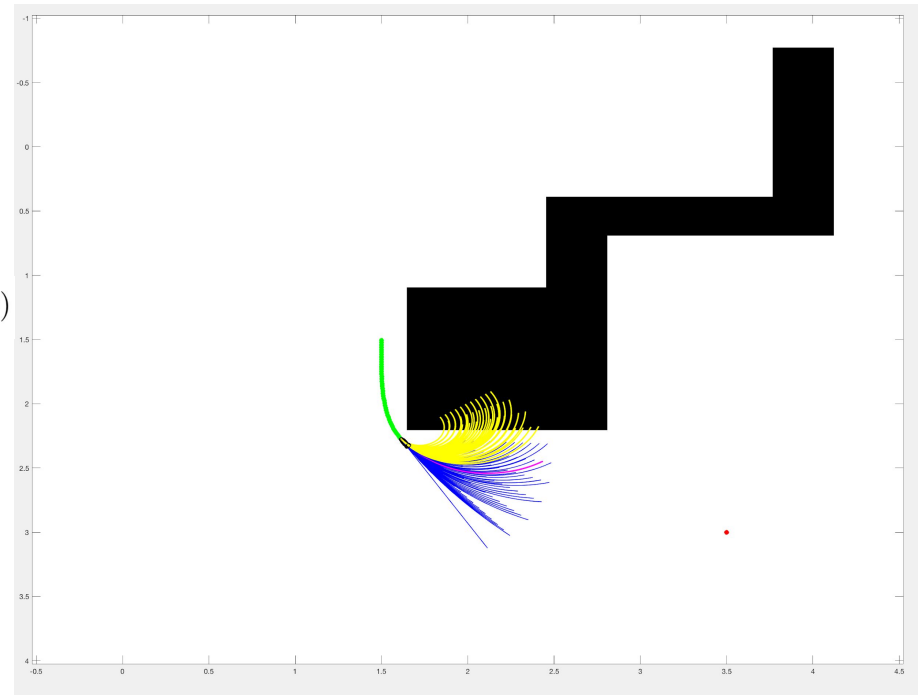
Input: Obstacle Map, Current State, Goal Pose

Output: Next Control Input

Algorithm:

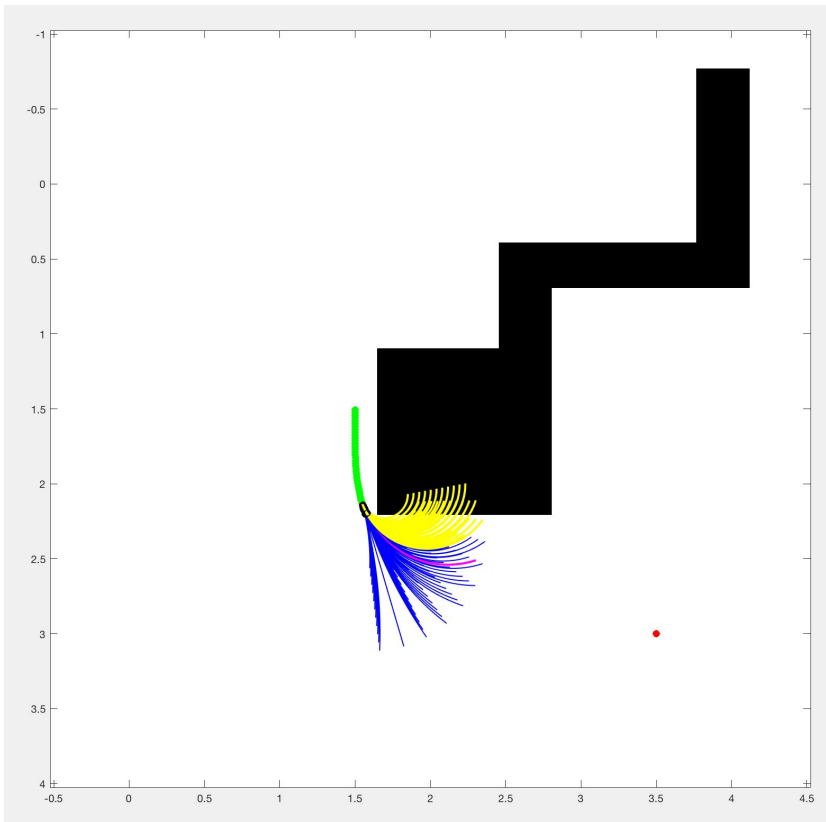
1. Sample feasible inputs
2. For all feasible inputs:
  1. Compute trajectory over horizon
  2. Score trajectory
3. Pick trajectory with best score

$$G(v, \omega) = \alpha \text{ heading}(v, \omega) + \beta \text{ dist}(v, \omega) + \gamma \text{ velocity}(v, \omega)$$

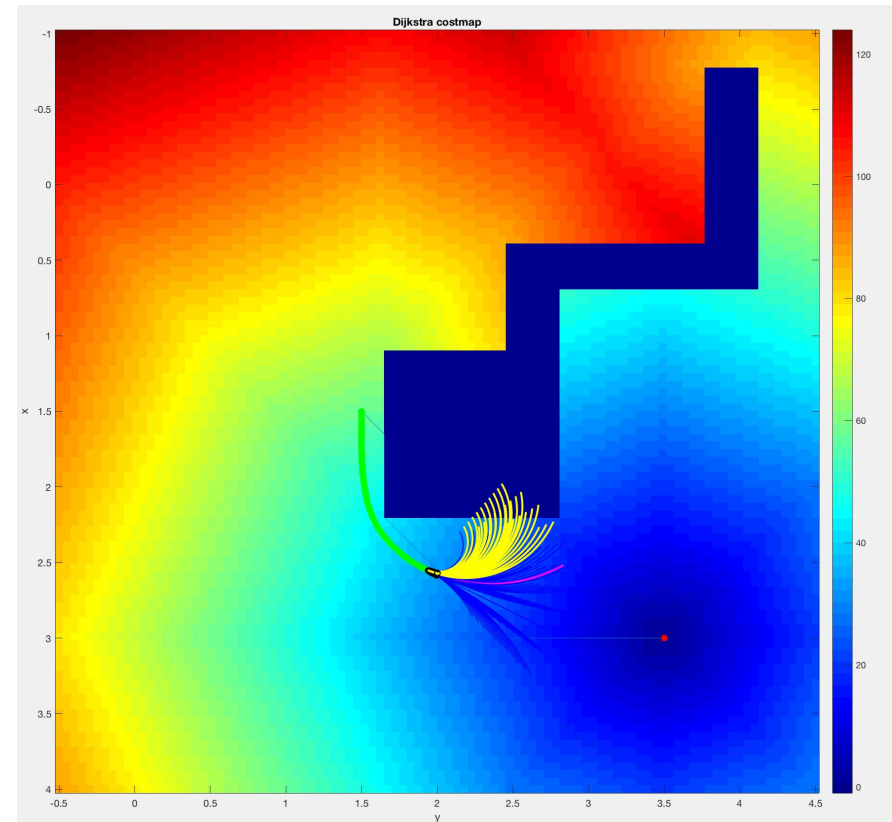




## Local: Heading towards goal



## Global: Heading towards gradient



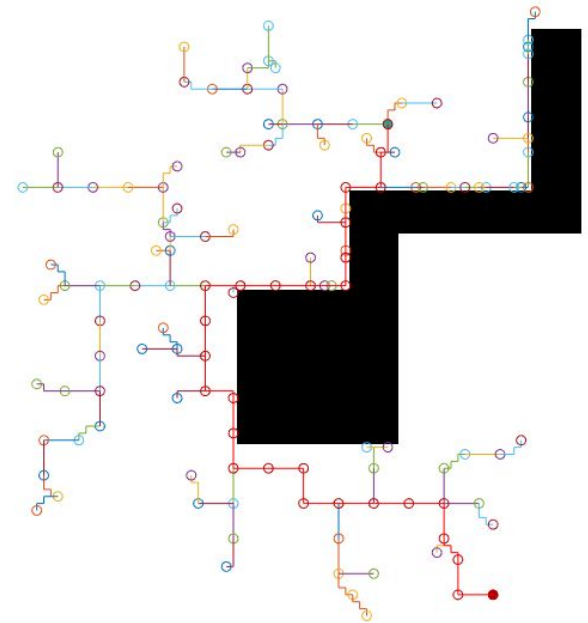
Input: Obstacle Map, Current State, Goal Pose

Output: Feasible Robot Path

Algorithm:

1. Sample random pose
2. Try to link random pose to nearest pose in graph.
3. Repeat until goal pose is in graph

*Extra - Not exam material*



Input: Obstacle Map, Current State, Goal Pose

Output: Feasible Robot Path

Algorithm:

(Same as RRT, step 2 in linking sample with graph is kinetic/dynamically constrained)

*Extra - Not exam material*

