

Task priority assignment with collision avoidance

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Why priority?

- Decomposition of problems in many tasks.
- Most problems **can't** be solved by just one task.
- Error is kept on the tasks that **can't** be executed **EXACTLY**
- More natural and smoother behavior.



Collision avoidance. How?

Control points

Figure of the KUKA and its control points



Tasks



Tasks: Cartesian positioning



Tasks: Link orientation



Tasks: Collision avoidance control points



Code



Results

