

# Task priority assignment with collision avoidance

Stefano De Filippis & Marco Menchetti

Sapienza - University of Rome



# 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?

## 1. Control points

We push constantly the control point away from the obstacle so as to be sure they will never get in contact!

### How do we handle priority?

- When the control point is too near the priority lowers (i.e. becomes more important)
- As soon as the distance exit the *dangerous* region the priority rise again

**TODO:** Figure of the KUKA and its control points



# Collision avoidance. How?

## 2. How do we push?

We change approach whether the control point is on the e-e or on the structure:

- For the end-effector we add a cartesian velocity pointing away from the obstacle
- For the structure we add a velocity on the rotation plane of the joint **TODO:fix**

**TODO:**figure of the repulsive velocity



# Tasks

We know why to prioritize Tasks, but which are the ones we are going to use?

- 1 A cartesian positioning task (i.e. we want our e-e to behave in a certain way)
  - 2 DOFs
- 2 An orientation task used to simulate any kind of auxiliary task
  - 2 DOFs
- 3,4 Two collision avoidance task, each one on 1 DOF
  - 2 DOFs

In the end we saturated all the 7 DOFs of the manipulator.



# Tasks 1: Cartesian positioning

Cartesian positioning means we want the end effector to execute a given trajectory  $\{\text{TODO:check timing law}\}$  in  $\mathbb{R}^3$ .

Path used:

- A linear path
- A circular path

TODO:pic

The associated jacobian  $J_1$  is the analytical jacobian of the direct kinematics.



# Tasks 1: Collision avoidance

- We have **7** tasks and we can't add more. How is it performed?

## IDEA:

Add another velocity to the desired one, pointing away from the obstacle!

**TODO:**pic

- In this way the *Flacco Matrix* will handle the **exact** joint velocities so as to execute the **sum** of the two.
- This won't change the jacobian of the task.



## Tasks: Link orientation

The orientation task tries to keep constant the orientation of the **TODO**:link axis and it can be defined as follows **TODO**:check:





# Tasks: Collision avoidance control points

In order to



# Code



# Results

