
Optimality & Constraints in the Open Motion Planning Library



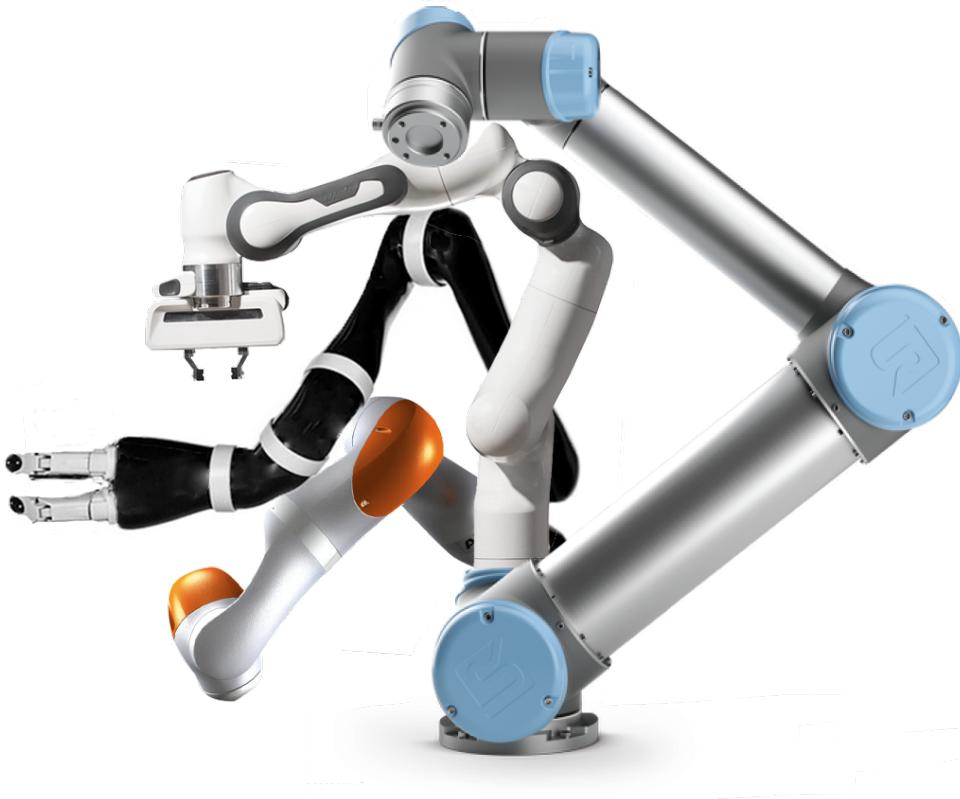
Mark Moll

mark@picknik.ai | <http://moll.ai>

Director of Research, PickNik Robotics
Sr. Research Scientist, Rice University

Outline

- OMPL overview
- Planning with costs
- Planning with constraints
- Planning with multiple goals
- Summary



Preface

OMPL Overview

OMPL: a generic motion planning library

- Focused on sampling-based algorithms
- Does not contain representations of robots / environments
- Higher-level robotics software framework is needed for OMPL to be practically useful:

 *MoveIt*



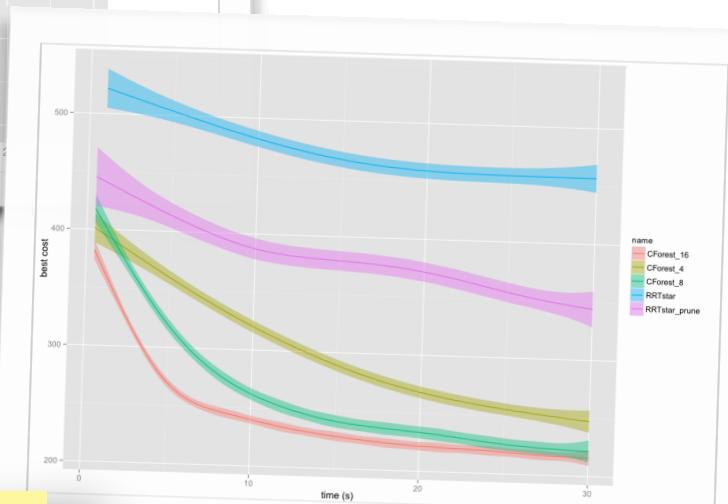
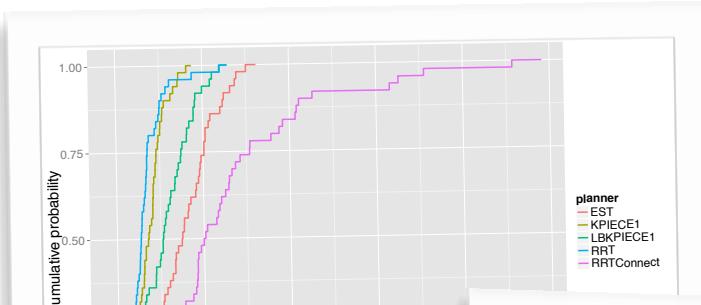
Robotics Library



OMPL metrics

- > 2,600 registered users (many more get OMPL from package managers or do not register)
- > 70,000 downloads
- > 800 citations
- OMPL web site since January 2011:
 - ~500,000 sessions
 - ~200,000 unique visitors
 - ~2,000,000 page views

Benchmarking



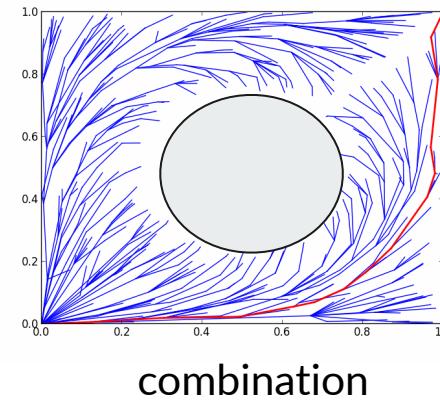
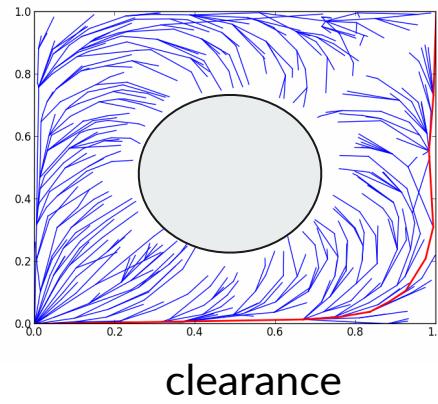
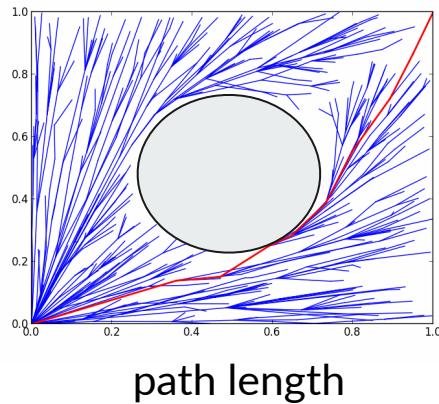
<http://plannerarena.org>

Part 1

Planning with costs

What is *optimal* motion?

- Shortest? (Using what distance metric?)
- Smoothest?
- Safest?



General cost infrastructure

- Costs can be defined per state (waypoint) along a path (e.g., using a cost map)
- Additionally, the cost of the motion between waypoints can be defined (e.g., path length)
- The way costs are aggregated can be defined (sum, min, max, etc.)
- Terminal costs, admissible heuristics
- Many optimizing planners (with different optimality guarantees)
 - PRM*, RRT*, BIT*, FMT, SST, ...
- Path post-processing tools are (mostly) cost-aware

A counterintuitive way to optimize paths

1. Use a bag of planners to compute feasible (but suboptimal) solution paths
2. Simplify and hybridize paths (graft good partial path segments together)
3. Repeat until convergence / timeout (keep all solution paths from all previous iterations)

→ Converges faster than most planners that explicitly optimize!

More testing needed to select good portfolio of planners to get good trade-offs in
(1) path quality, (2) compute time, (3) repeatability.

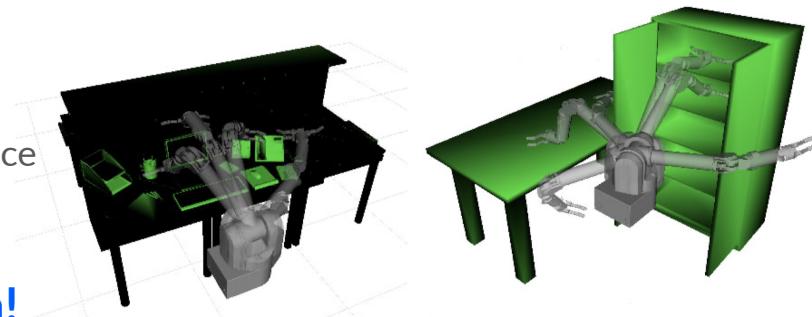
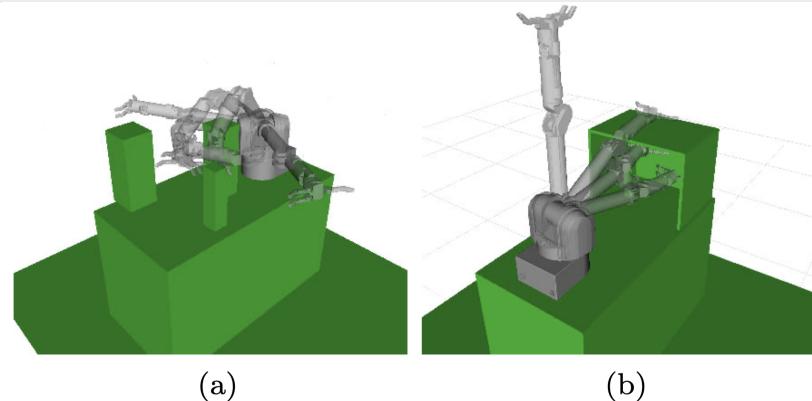
OMPL & other path optimization techniques

OMPL:

typically fast at finding feasible solutions, convergence to optimal is slow

Trajectory optimization (CHOMP, TrajOpt, GPMP2):
fast, but current implementations still fail often to produce
feasible trajectories

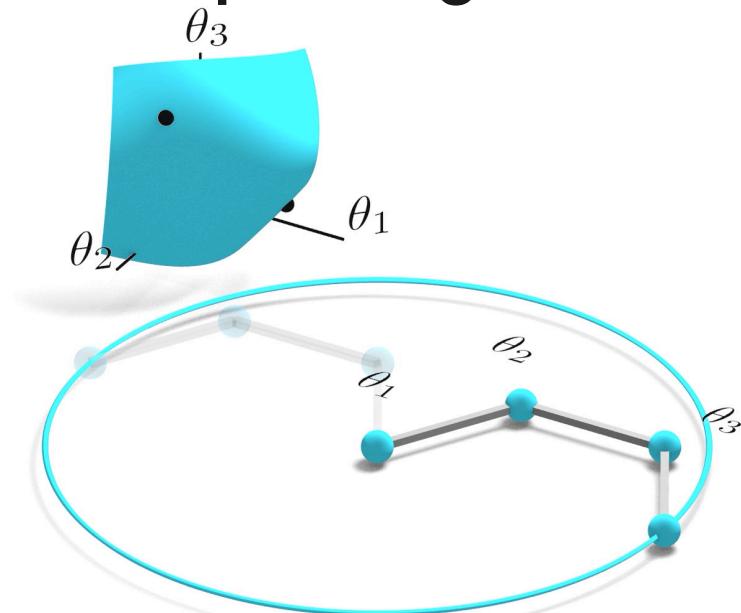
OMPL + trajectory optimization: **win-win!**



Part 2

Planning with Constraints

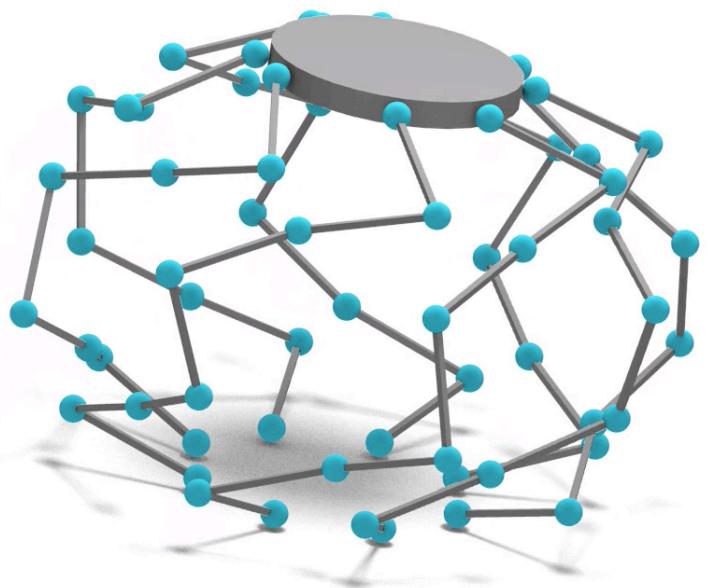
Constrained motion planning



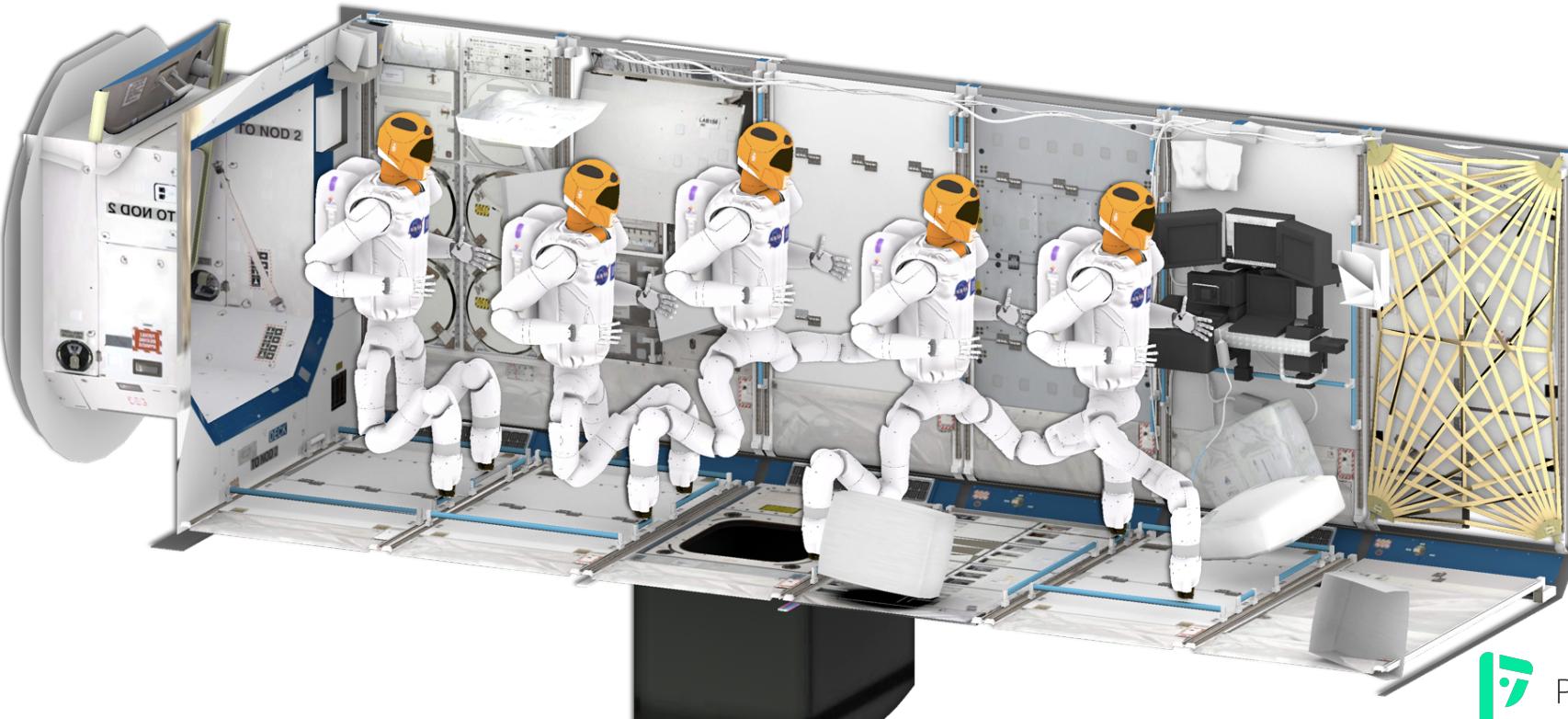
Z. Kingston, M. Moll, and L. E. Kavraki, "Exploring implicit spaces for constrained sampling-based planning," IJRR 38(10-11):1151–1178, Sept. 2019.

168 degrees of freedom
69 constraints

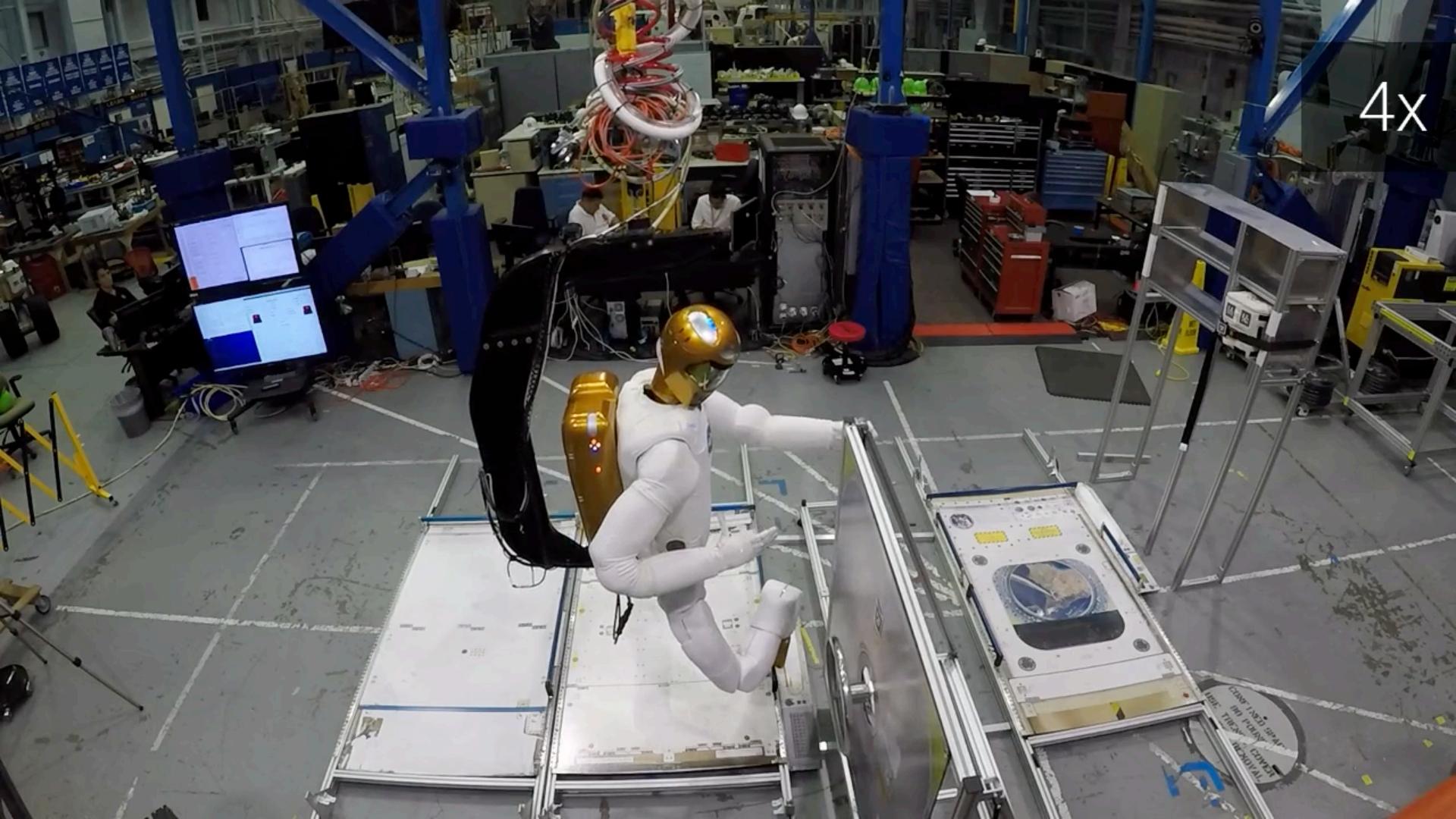
motion planned in ~14.5s.



NASA's Robonaut2 climbing inside the ISS



4x



Part 3

Planning with Multiple Goals

Motivation

High-level specifications often have multiple valid interpretations.

Can translate interpretations to (sub)goals for motion planning.

Problem:

how to choose “good” goals:

feasible IK solutions exist and is reachable from current pose



“pick up one of the white blocks”

J. D. Hernández, M. Moll, and L. E. Kavraki, “Lazy evaluation of goal specifications guided by motion planning,” ICRA 2019.

Approach

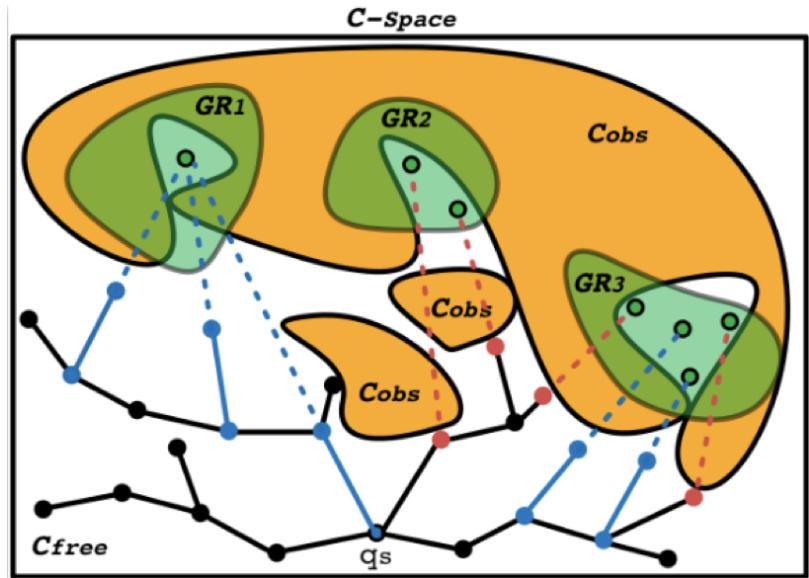
(for pick-and-place tasks):

Create implicit goal regions corresponding to all possible interpretations (e.g., end effector constraints, placement constraints).

Grow search tree, bias towards “best” goal state.

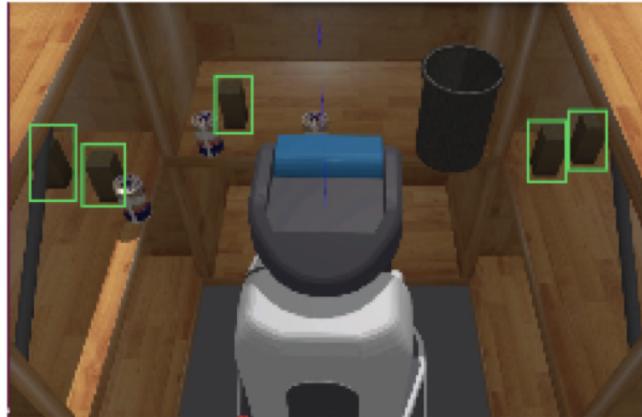
Initial goal cost can be based on heuristic (cost to come)

During planning, cost is adjusted through penalty-reward scheme based on success in expanding towards goal state.

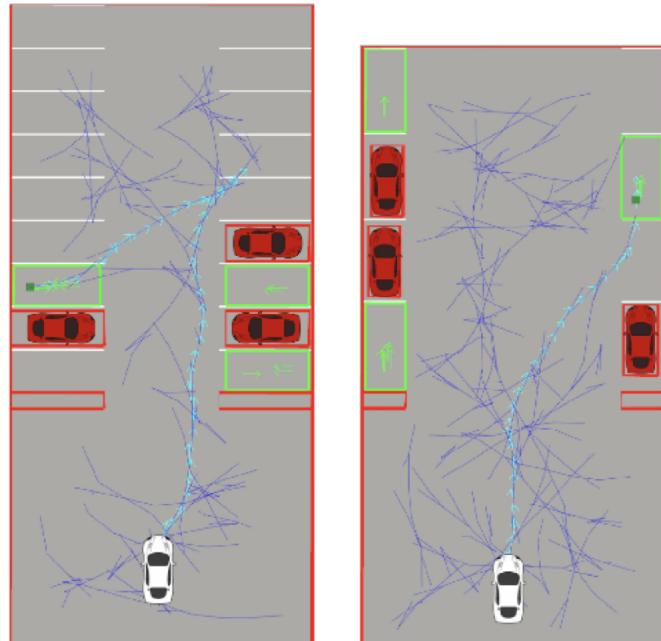


Experiments

~50% faster in finding feasible solution
compared to considering all goals equally likely.



"Pick up any of the blocks"



"Park in any of the green spaces"

Summary & future work

OMPL feature	Status in MoveIt
Planning with costs	Available now
Planning with constraints	Research code, significant work to make it a general purpose feature
Planning with multiple goals	Research code, no timeline yet for getting into MoveIt

Acknowledgements



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