

Lecture 18: Feedback Motion Planning

Last time:

start state

goal state

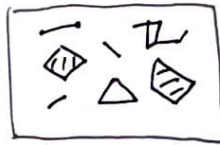
will find a path if it exists

Getting to feedback

- Plan every timestep (MPC)

- Roadmaps

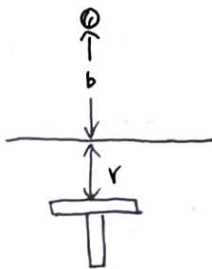
- RRT*



(Backwards trees)

Simplest Juggling Model

"linear Juggler"



$$x = \begin{bmatrix} b \\ r \end{bmatrix}, \quad u = [\dot{r}]$$

Assumptions

- instantaneous elastic collisions

(w/ coefficient of restitution)

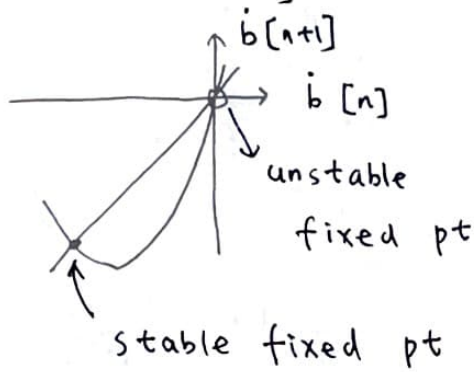
Mirror law

$$\text{Impose } r(t) = -k \cdot b(t)$$

\Rightarrow collisions at $r=0, b=0$

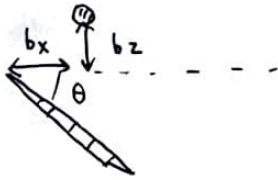
\Rightarrow one-dimensional Poincare map

collision velocity



"essentially globally stable"

2D juggling



Pre-image backchaining

LQR Tree

LQR + RRT sample

trajectory optimization to connect points

probabilistic complete

→ probabilistic feedback coverage

Lyapunov functions along trajectories

$$\dot{\bar{x}}(t) = A(t) \bar{x}(t) + B \bar{u}(t)$$

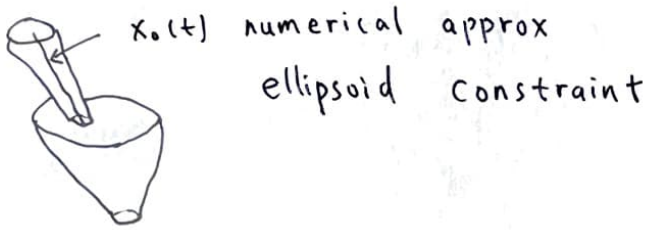
$$\Rightarrow \bar{u}(t) = -K \bar{x}(t)$$

$$J(x, t) = \bar{x}^T S(t) \bar{x}$$

Trajectory $x_0(t)$ defined over finite $t \in [0, t_f]$

Find $P(t)$ s.t. $\dot{J}(x, t) \leq \dot{P}(t)$ when $J(x, t) = P(t)$

$J(x, t_f) \leq P(t_f)$ inside next controller

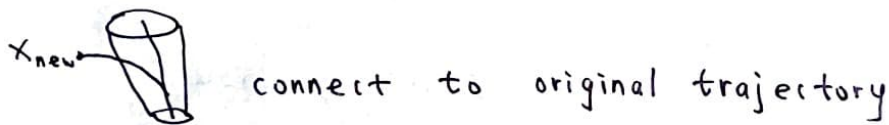


$$J(x, t) \leq \rho(t) \quad \text{time varying funnel}$$

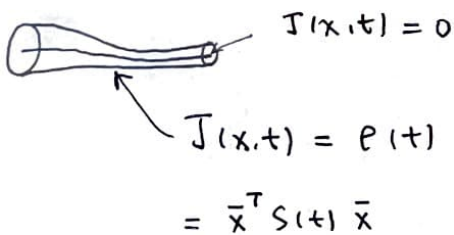
↑
scalar

"funnel" = finite-time invariant set

new node



how to synthesize state machine to choose controller in each step



$$\dot{J}(x, t) \leq \dot{\rho}(t) \quad \forall x \quad J(x, t) \leq \rho(t) \leftarrow \text{stability}$$

$$\forall x \quad J(x, t) = \rho(t) \leftarrow \text{finite time invariant}$$



practical

$$\forall x \quad a\rho(t) \leq J(x, t) \leq \rho(t)$$

↑
 $0 \leq a \leq 1$

$$\dot{x} = f(x, u) = f_1(x) + f_2(x) u$$

$$u = -Kx \quad \text{or} \quad u = -K_m(x)$$

polynomial of x

Given V $\dot{V}(x) = \frac{\partial V}{\partial x} [f_1(x) + f_2(x)(-k_m(x))]$

$$\dot{V}(x) \leq 0 \quad \text{for all } x \quad V(x) \leq \rho$$

fixed V , convex in K (controller)

cannot search K and V simultaneously

↖ Bilinear alternation

⇒ bigger and better funnels ?

These rely on full state feedback control

not work in manipulation now