



深蓝学院  
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# 移动机器人运动规划

## 第五章作业分享



主讲人 CHENXXX

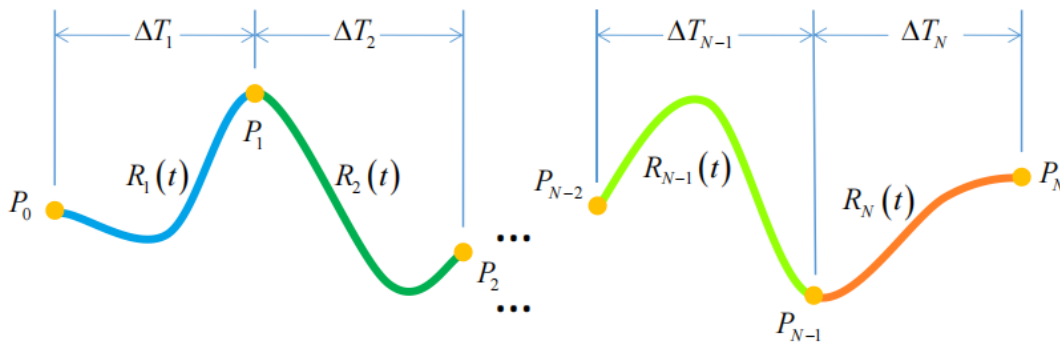


# 问题描述

**目标：** 补全代码，使得用户可以在rviz中给定任意waypoints生成平滑轨迹

## Homework

### 3D Minimum Jerk Trajectory Generation



Input:

3-d pos, vel, and acc at start and terminal stamp;  
(M-1) 3-d waypoint pos;  
M durations for each trajectory pieces.

Output:

Coefficients of 3-d minimum jerk trajectory.

Requirement:

Use optimality conditions.

**Theorem (Optimality Conditions).** A trajectory, denoted by  $z^*(t) : [t_0, t_M] \mapsto \mathbb{R}^m$ , is optimal, if and only if the following conditions are satisfied:

- The map  $z^*(t) : [t_{i-1}, t_i] \mapsto \mathbb{R}^m$  is parameterized as a  $2s - 1$  degree polynomial for any  $1 \leq i \leq M$ ;
- The boundary and intermediate conditions all hold;
- $z^*(t)$  is  $2s - d_i - 1$  times continuously differentiable at  $t_i$  for any  $1 \leq i < M$ .

Moreover, a unique trajectory exists for these conditions.

本章的一个重点是最优性条件。设 $m$ 是平坦输出空间的总维数， $M$ 为轨迹的段数， $s$ 为目标函数中导数的阶数，一条轨迹 $z^*(t) : [t_0, t_M] \mapsto \mathbb{R}^m$ 是最优轨迹，当且仅当同时满足下面四个条件：

1. 对于任意一段轨迹 $1 \leq i \leq M$ ，轨迹 $z^*(t) : [t_{i-1}, t_i] \mapsto \mathbb{R}^m$ 被建模为 $(2s - 1)$ 阶的多项式
2. 满足边界条件： $z^{[s-1]}(t_0) = \bar{z}_0, z^{[s-1]}(t_M) = \bar{z}_f$ 。其中， $z^{[s-1]}$ 表示轨迹的 $0 \sim s-1$ 阶导数， $\bar{z}_0$ 表示用户给定的起始条件， $\bar{z}_f$ 表示用户给定的终止条件
3. 满足中间条件： $z^{[d_i-1]}(t_i) = \bar{z}_i, 1 \leq i \leq M$ 。其中， $\bar{z}_i$ 表示用户给定的中间条件，如 waypoints
4. 轨迹 $z^*(t)$ 在任意 $t_i$ 处是 $\bar{d}_i - 1$ 次连续可微的，其中 $\bar{d}_i = 2s - d_i$

最优性条件提供了一种直接求解最优路径的方法，即通过构建线性方程 $Ax=b$ 即可求出最优路径，这种方法在求解时具有线性复杂度，同时不需要显示或隐式地给出目标函数和梯度。下面通过一种general的形式给出直接求解最优路径的方法。

考虑 $m$ 维的平坦输出空间轨迹，其第 $i$ 段定义为 $(N = 2s - 1)$ 维的多项式

$$p_i(t) = \mathbf{c}_i^\top \beta(t - t_{i-1}), t \in [t_{i-1}, t_i]$$

其中， $\beta(x) = (1, x, \dots, x^N)^\top$  是多项式的基， $\mathbf{c}_i \in \mathbb{R}^{2s \times m}$  是多项式的系数。注意这里使用的是相对时间，起始时间 $t_0 = 0$ 。整段路径可以通过系数矩阵 $\mathbf{c} \in \mathbb{R}^{2Ms \times m}$  和时间向量 $\mathbf{T} \in \mathbb{R}_{>0}^M$  ( $\mathbb{R}_{>0}$  表示里面的元素都是大于0的数) 来描述

$$\mathbf{c} = (\mathbf{c}_1^\top, \dots, \mathbf{c}_M^\top), \mathbf{T} = (T_1, \dots, T_M)^\top$$

其中， $T_i$  表示为第 $i$ 段的持续时间。然后可以定义时间戳 $t_i = \sum_{j=1}^i T_j$  和总持续时间 $T = \|\mathbf{T}\|_1$ 。那么 $M$ 段轨迹 $p: [0, T] \mapsto \mathbb{R}^m$  可以定义为

$$p(t) = p_i(t), \forall t \in [t_{i-1}, t_i), \forall i \in 1, \dots, M$$

我们可以将边界条件约束和中间条件约束加在系数矩阵 $\mathbf{c}$ 中, 进而写成线性方程的形式。定义在起始、终止和中间时间戳 $t_i$ 处特定的导数分别为 $\mathbf{D}_0, \mathbf{D}_m \in \mathbb{R}^{s \times m}$ 和 $\mathbf{D}_i \in \mathbb{R}^{d_i \times m}$ 。其中,  $\mathbf{D}_i$ 中的一列表示一个维度。然后, 在 $t_i$ 处的约束条件可以隐藏在矩阵 $\mathbf{E}_i, \mathbf{F}_i \in \mathbb{R}^{2s \times 2s}$

$$\begin{bmatrix} \mathbf{E}_i & \mathbf{F}_i \end{bmatrix} \begin{bmatrix} \mathbf{c}_i \\ \mathbf{c}_{i-1} \end{bmatrix} = \begin{bmatrix} \mathbf{D}_i^{d_i \times m} \\ \mathbf{0}_{\bar{d}_i \times m} \end{bmatrix}$$

$$\mathbf{E}_i = (\beta(T_i), \dots, \beta^{(d_i-1)}(T_i), \beta(T_i), \dots, \beta^{(\bar{d}_i-1)}(T_i))^{\top}$$

$$\mathbf{F}_i = (\mathbf{0}, -\beta(0), \dots, -\beta^{(\bar{d}_i-1)}(0))^{\top}$$

对于起始时刻和终止时刻,  $\mathbf{F}_0, \mathbf{E}_M \in \mathbb{R}^{s \times 2s}$ 形式有所不同

$$\mathbf{F}_0 = (\beta(0), \dots, \beta^{(s-1)}(0))^{\top}$$

$$\mathbf{E}_M = (\beta(T_M), \dots, \beta^{(s-1)}(T_M))^{\top}$$

线性方程组  $\mathbf{M}\mathbf{c} = \mathbf{b}$  描述为

$$\mathbf{M} = \begin{bmatrix} \mathbf{F}_0 & \mathbf{0} & \mathbf{0} & \dots & \mathbf{0} \\ \mathbf{E}_1 & \mathbf{F}_1 & \mathbf{0} & \dots & \mathbf{0} \\ \mathbf{0} & \mathbf{E}_2 & \mathbf{F}_2 & \dots & \mathbf{0} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ \mathbf{0} & \mathbf{0} & \mathbf{0} & \dots & \mathbf{F}_{M-1} \\ \mathbf{0} & \mathbf{0} & \mathbf{0} & \dots & \mathbf{E}_M \end{bmatrix}_{2Ms \times 2Ms}$$

$$\mathbf{b}_{2Ms \times m} = (\mathbf{D}_0^\top, \mathbf{D}_1^\top, \mathbf{0}_{m \times \bar{d}_1}, \dots, \mathbf{D}_{M-1}^\top, \mathbf{0}_{m \times \bar{d}_1}, \mathbf{D}_M^\top)^\top$$

通过最优条件，可以保证矩阵  $\mathbf{M}$  是非奇异的，同时我们注意到矩阵  $\mathbf{M}$  是一个带状矩阵，可以通过 PLU 分解来进行求解，其复杂度为  $O(M)$

# 代码实现

补全`minimumJerkTrajGen()`函数代码。代码已全部贴出，复现即可！

```
void minimumJerkTrajGen(
// Inputs:
const int pieceNum, // num of trajectories
const Eigen::Vector3d &initialPos,
const Eigen::Vector3d &initialVel,
const Eigen::Vector3d &initialAcc,
const Eigen::Vector3d &terminalPos,
const Eigen::Vector3d &terminalVel,
const Eigen::Vector3d &terminalAcc,
const Eigen::Matrix3Xd &intermediatePositions,
const Eigen::VectorXd &timeAllocationVector,
// Outputs:
Eigen::Matrix3Xd &coefficientMatrix)
{
    Eigen::MatrixXcd M = Eigen::MatrixXcd::Zero(6*pieceNum, 6*pieceNum);
    Eigen::MatrixXcd b = Eigen::MatrixXcd::Zero(6*pieceNum, 3);

    Eigen::VectorXd T1 = timeAllocationVector;
    Eigen::VectorXd T2 = T1.cwiseProduct(T1);
    Eigen::VectorXd T3 = T2.cwiseProduct(T1);
    Eigen::VectorXd T4 = T3.cwiseProduct(T1);
    Eigen::VectorXd T5 = T4.cwiseProduct(T1);

    M(0,0) = 1.0;
    M(1,1) = 1.0;
    M(2,2) = 2.0;

    b.row(0) = initialPos.transpose();
    b.row(1) = initialVel.transpose();
    b.row(2) = initialAcc.transpose();
    for(int i=0; i<pieceNum-1; i++){
        // E
        M(3+i*6, i*6) = M(4+i*6, i*6) = 1.0;
        M(3+i*6, i*6+1) = M(4+i*6, i*6+1) = T1(i);
        M(3+i*6, i*6+2) = M(4+i*6, i*6+2) = T2(i);
        M(3+i*6, i*6+3) = M(4+i*6, i*6+3) = T3(i);
        M(3+i*6, i*6+4) = M(4+i*6, i*6+4) = T4(i);
        M(3+i*6, i*6+5) = M(4+i*6, i*6+5) = T5(i);
```

```
        M(5+i*6, i*6+1) = 1.0;
        M(5+i*6, i*6+2) = 2.0*T1(i);
        M(5+i*6, i*6+3) = 3.0*T2(i);
        M(5+i*6, i*6+4) = 4.0*T3(i);
        M(5+i*6, i*6+5) = 5.0*T4(i);

        M(6+i*6, i*6+2) = 2.0;
        M(6+i*6, i*6+3) = 6.0*T1(i);
        M(6+i*6, i*6+4) = 12.0*T2(i);
        M(6+i*6, i*6+5) = 20.0*T3(i);

        M(7+i*6, i*6+3) = 6.0;
        M(7+i*6, i*6+4) = 24.0*T1(i);
        M(7+i*6, i*6+5) = 60.0*T2(i);

        M(8+i*6, i*6+4) = 24.0;
        M(8+i*6, i*6+5) = 120.0*T1(i);

        // F
        M(4+i*6, (i+1)*6) = -1.0;
        M(5+i*6, (i+1)*6+1) = -1.0;
        M(6+i*6, (i+1)*6+2) = -2.0;
        M(7+i*6, (i+1)*6+3) = -6.0;
        M(8+i*6, (i+1)*6+4) = -24.0;

        b.row(3+i*6) = intermediatePositions.col(i).transpose();
    }

    int end_row = 6*(pieceNum) - 3;
    int end_col = 6*(pieceNum-1);
    M(end_row, end_col) = 1.0;
    M(end_row, end_col+1) = T1(pieceNum-1);
    M(end_row, end_col+2) = T2(pieceNum-1);
    M(end_row, end_col+3) = T3(pieceNum-1);
    M(end_row, end_col+4) = T4(pieceNum-1);
    M(end_row, end_col+5) = T5(pieceNum-1);
```

```
    M(end_row+1, end_col+1) = 1.0;
    M(end_row+1, end_col+2) = 2.0*T1(pieceNum-1);
    M(end_row+1, end_col+3) = 3.0*T2(pieceNum-1);
    M(end_row+1, end_col+4) = 4.0*T3(pieceNum-1);
    M(end_row+1, end_col+5) = 5.0*T4(pieceNum-1);

    M(end_row+2, end_col+2) = 2.0;
    M(end_row+2, end_col+3) = 6.0*T1(pieceNum-1);
    M(end_row+2, end_col+4) = 12.0*T2(pieceNum-1);
    M(end_row+2, end_col+5) = 20.0*T3(pieceNum-1);

    b.row(end_row) = terminalPos.transpose();
    b.row(end_row+1) = terminalVel.transpose();
    b.row(end_row+2) = terminalAcc.transpose();

    std::cout<<"M:"<<std::endl<<M<<std::endl;
    std::cout<<"b:"<<std::endl<<b<<std::endl;

    coefficientMatrix = M.colPivHouseholderQR().solve(b);
    std::cout<<"result:"<<std::endl<<coefficientMatrix<<std::endl;
```

# 实验结果

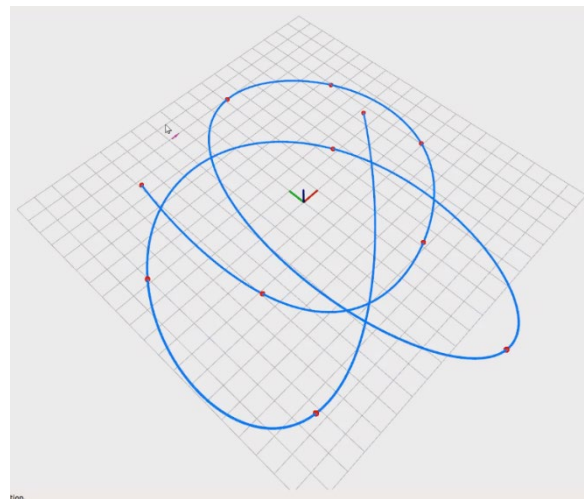
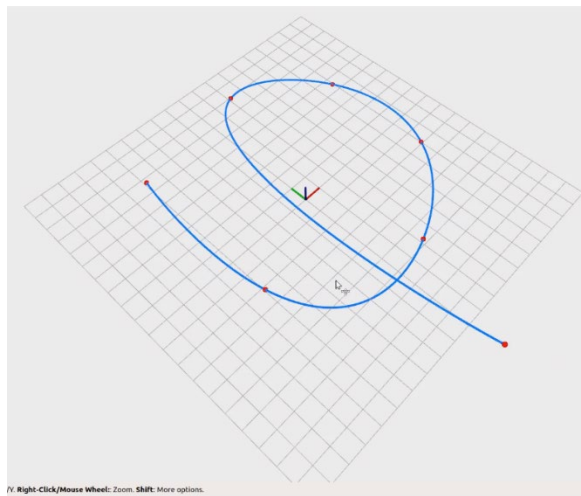
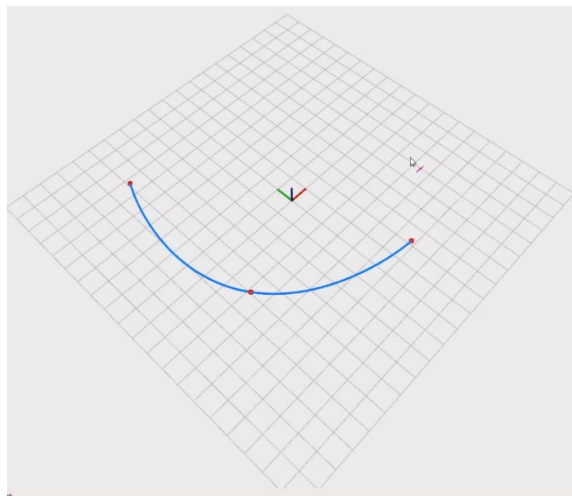
生成得M矩阵和b矩阵如下图所示，结构与论文中相同

```
M:
  1      0      0      0      0      0      0      0      0      0      0      0
  0      1      0      0      0      0      0      0      0      0      0      0
  0      0      2      0      0      0      0      0      0      0      0      0
  1 13.2962 176.788 2350.61 31254.1 415560      0      0      0      0      0      0
  1 13.2962 176.788 2350.61 31254.1 415560     -1      0      0      0      0      0
  0      1 26.5923 530.365 9402.43 156270      0     -1      0      0      0      0
  0      0      2 79.777 2121.46 47012.1      0      0     -2      0      0      0
  0      0      0      6 319.108 10607.3      0      0      0     -6      0      0
  0      0      0      0      24 1595.54      0      0      0      0     -24      0
  0      0      0      0      0      0      1 7.37169 54.3419 400.592 2953.04 21768.9
  0      0      0      0      0      0      0      1 14.7434 163.026 1602.37 14765.2
  0      0      0      0      0      0      0      0      2 44.2302 652.103 8011.84

b:
-1.56789  9.15566  1.49707
  0      0      0
  0      0      0
-1.79905 -3.09971  0.523322
  0      0      0
  0      0      0
  0      0      0
  0      0      0
  0      0      0
  4.12099 -5.42224  0.126424
  0      0      0
  0      0      0
```



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感谢各位聆听 !  
Thanks for Listening

