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Presented by

Ashwin Bose

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**Online Trajectory Planning of multiple fleets of robots  
using Model Predictive Control**

Jury

President:	Olivier Kermorgant Name	Assistant Professor (LS2N, ECN)
Evaluators:	Ina Taralova	Maître de conférences (ECN)
	Olivier Kermorgant Name	Assistant Professor (LS2N, ECN)
Supervisor(s):	Kim Clement	Chief Technical Officer (Un- manned Systems Limited)
	Olivier Kermorgant Name	Assistant Professor (LS2N, ECN)

Laboratory: Laboratoire des Sciences du Numérique de Nantes LS2N



**Abstract**

**Acknowledgements**

**Notations**

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# Introduction

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# Basics of Path Planning

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Path planning is the problem of finding a sequence of *actions* to transform a system from an initial state to a goal state. The planning problem has been studied extensively in various fields like robotics, artificial intelligence, and control theory. In this chapter, we discuss the fundamentals of path planning.

The configuration space of a robot is the set of all configurations that could be achieved by it. For instance, let us consider a 2D robot that operates on a plane. Its configuration space is the 3D space defined by the special Euclidean group SE(2).

## 1.1 Terminology

Each distinct situation of a world is called a *state*,  $x$ , and the set of all possible states is called a *state space*,  $X$ . The state,  $x$ , can be transformed to  $x'$ , by applying an *action*,  $u$ , as specified by a *state transition function*,  $f$ , such that:

$$x' = f(x, u) \tag{1.1}$$

## 1.2 Discrete Space Planning Algorithms

## 1.3 Planning with Differential Constraints



# Multi-Agent Path Planning

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## 2.1 Graph Search Methods

### 2.1.1 $M^*$

### 2.1.2 Preliminary Concepts

## 2.2 Continuous optimization schemes

## 2.3 Planning with time offsets

## 2.4 Velocity Profile Methods

## 2.5 Collision Avoidance based Methods

### 2.5.1 Nonlinear Model Predictive Control

### 2.5.2 Velocity Obstacle

## 2.6 Spline-based refinement of Waypoints



# Work Outline

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# Conclusion

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