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Project: 3D Motion Planning

Submission Results

Submission Date: March 17, 2021



Sulpmission Passed

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Feedback Details

Specification Review Code Review

Reviewer Note

Greetings Learner Congratulations on passing your project! A Your project was very impressive and shows your outstanding efforts! We very much appreciate the time and interest you have put into this project for passing it. This application is very intelligently developed and you should be proud that you have been able to do so!! I direly hope that you keep up the spirit and continue giving this amazing performance! Wishing you all the best.

Further resources:

- A.Real-Time 3D Path Planning Solution
- Advanced Robotic Systems 3D Dynamic Motion Planning

Writeup

Provide a Writeup / README that includes all the rubric points and how you addressed each one. You can submit your writeup as markdown or pdf.

Reviewer Note

Good job student! You have provided an amazing write up explaining each rubric point in a very detailed manner with images. 💍

The writeup / README should include a statement and supporting figures / images that explain how each rubric item was addressed, and specifically where in the code each step was handled.

Explain the Starter Code

Test that motion_planning.py is a modified version of backyard_flyer_solution.py for simple path planning. Verify that both scripts work. Then, compare them side by side and describe in words how each of the modifications implemented in motion_planning.py is functioning.

Reviewer Note

Brave! You have properly explained the starter code which shows you have properly understood it as well!

The goal here is to understand the starter code. We've provided you with a functional yet super basic path planning implementation and in this step, your task is to explain how it works! Have a look at the code, particularly in the method and functions provided in planning utils. py and describe what's going on there. This need not be a lengthy essay, just a concise description of the functionality of the starter code.

Implementing Your Path Planning Algorithm

Write your search algorithm. Minimum requirement here is to add diagonal motions to the A* implementation provided, and assign them a cost of sqrt(2). However, you're encouraged to get creative and try other methods from the lessons and beyond!

Reviewer Note

Excellent job here! You have used a great technique for this part and explained it very well. Hats off to you!

Minimal requirement here is to modify the code in planning_utils() to update the A* implementation to include diagonal motions on the grid that have a cost of sqrt(2), but more creative solutions are welcome. In your writeup, explain the code you used to accomplish this step.

- O Cull waypoints from the path you determine using search.
- ② In the starter code, the goal position is hardcoded as some location 10 m north and 10 m east of map center. Modify this to be set as some arbitrary position on the grid given any geodetic coordinates (latitude, longitude)
- (n) In the starter code, the etam) point for planning is hardcoded as man center. Change this to be your current local position

in the starter code, the path of paint for planning is naracoded as map center, change and to be your current occur position.

- In the starter code, we assume the drone takes off from map center, but you'll need to be able to takeoff from anywhere. Retrieve your current position in geodetic coordinates from self. latitude, self._longitude and self. altitude. Then use the utility function self. latitude to local position (using self.global_home) as well, which you just set)
- In the starter code, we assume that the home position is where the drone first initializes, but in reality you need to be able to start planning from anywhere. Modify your code to read the global home location from the first line of the colliders.csv file and set that position as global home (self.set_home_position())

Executing the flight

This is simply a check on whether it all worked. Send the waypoints and the autopilot should fy you from start to goal!

Reviewer Note

Great work! This specification met the requirements as well.

At the moment there is some mismatch between the colliders map and actual buildings in the scene. To ensure success build in a 5+ m safety margin around obstacles. Try some different goal locations. Also try starting from a different point in the city. Your reviewer will also try some random locations so be sure to test your solution! There is no firm constraint or requirement on how accurately you land exactly on the goal location. Just so long as your planner functions as expected.