



## Lecture 25: Trajectory Optimization for Motion Planning

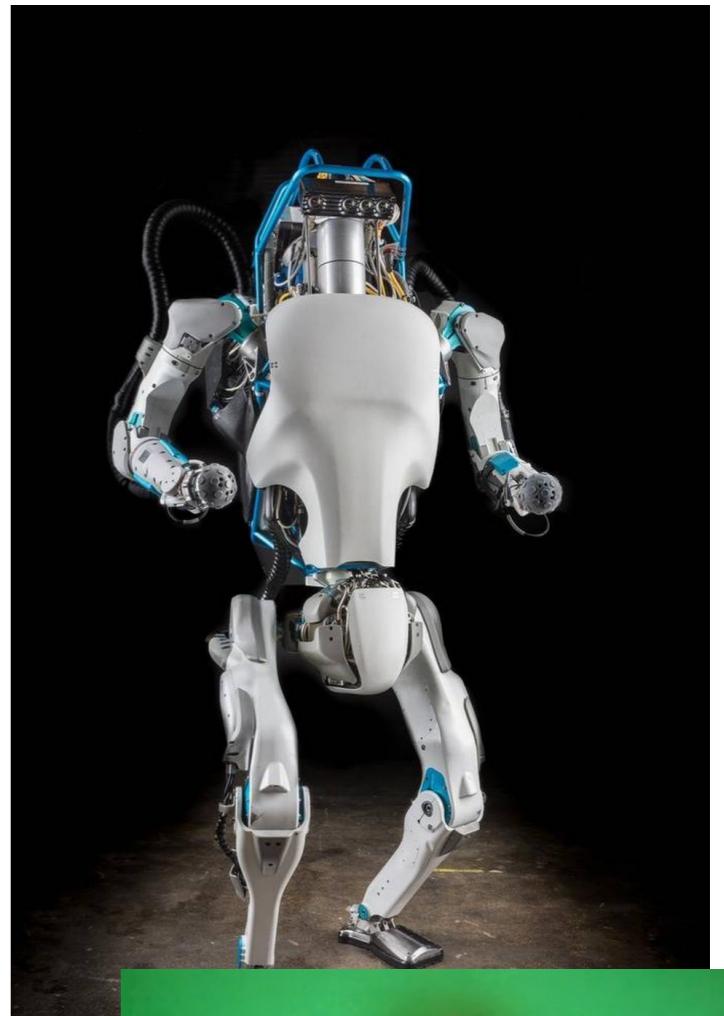
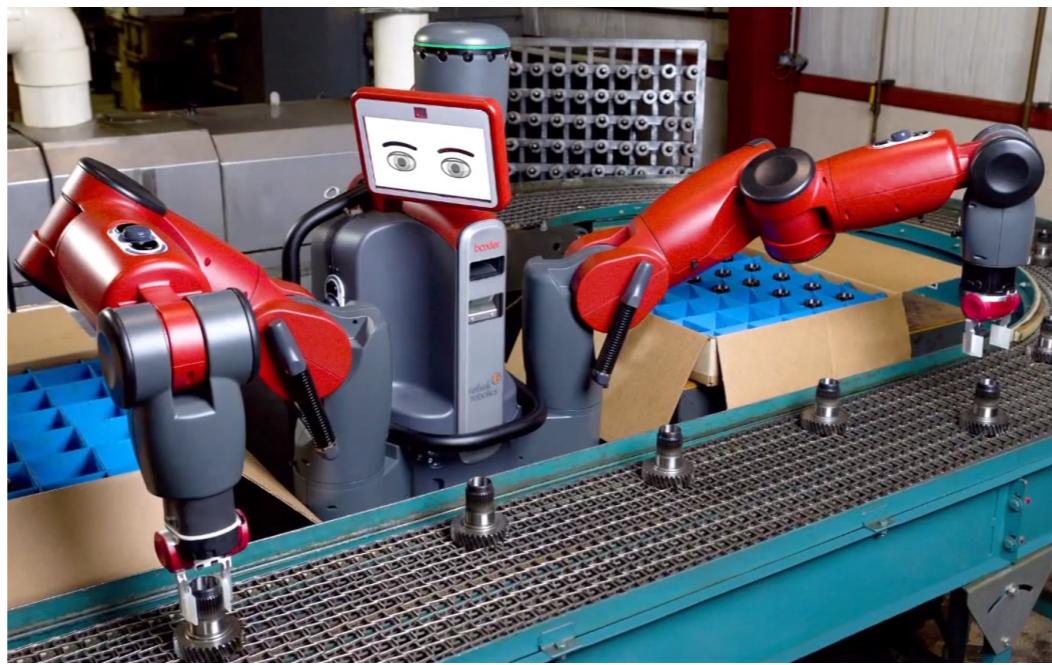
More research, all Georgia Tech!  
Some cool applications in Art



- 1. Motion Planning w Factor Graphs**
- 2. Calligraphy and Graffiti**
- 3. STEAP: Simultaneous Trajectory  
Estimation and Planning**



# Motion Planning



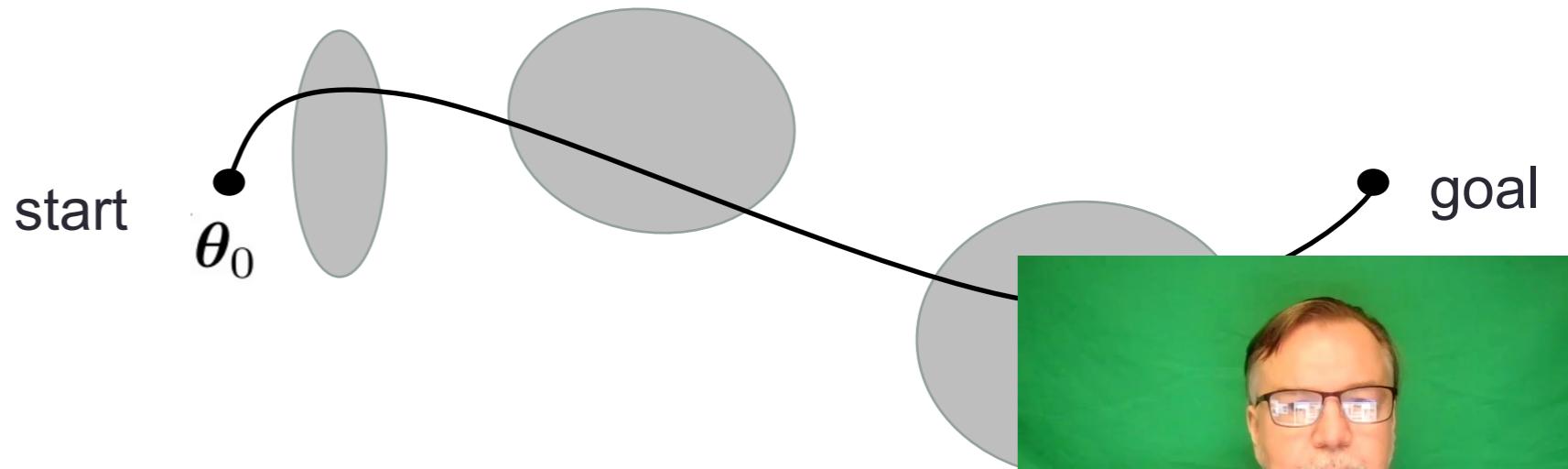
# Motion Planning as Probabilistic Inference

Jing Dong, Mustafa Mukadam, Frank Dellaert & Byron Boots  
Robotics: Science and Systems, 2016



**Trajectory Prior**      **Collision-free Likelihood**

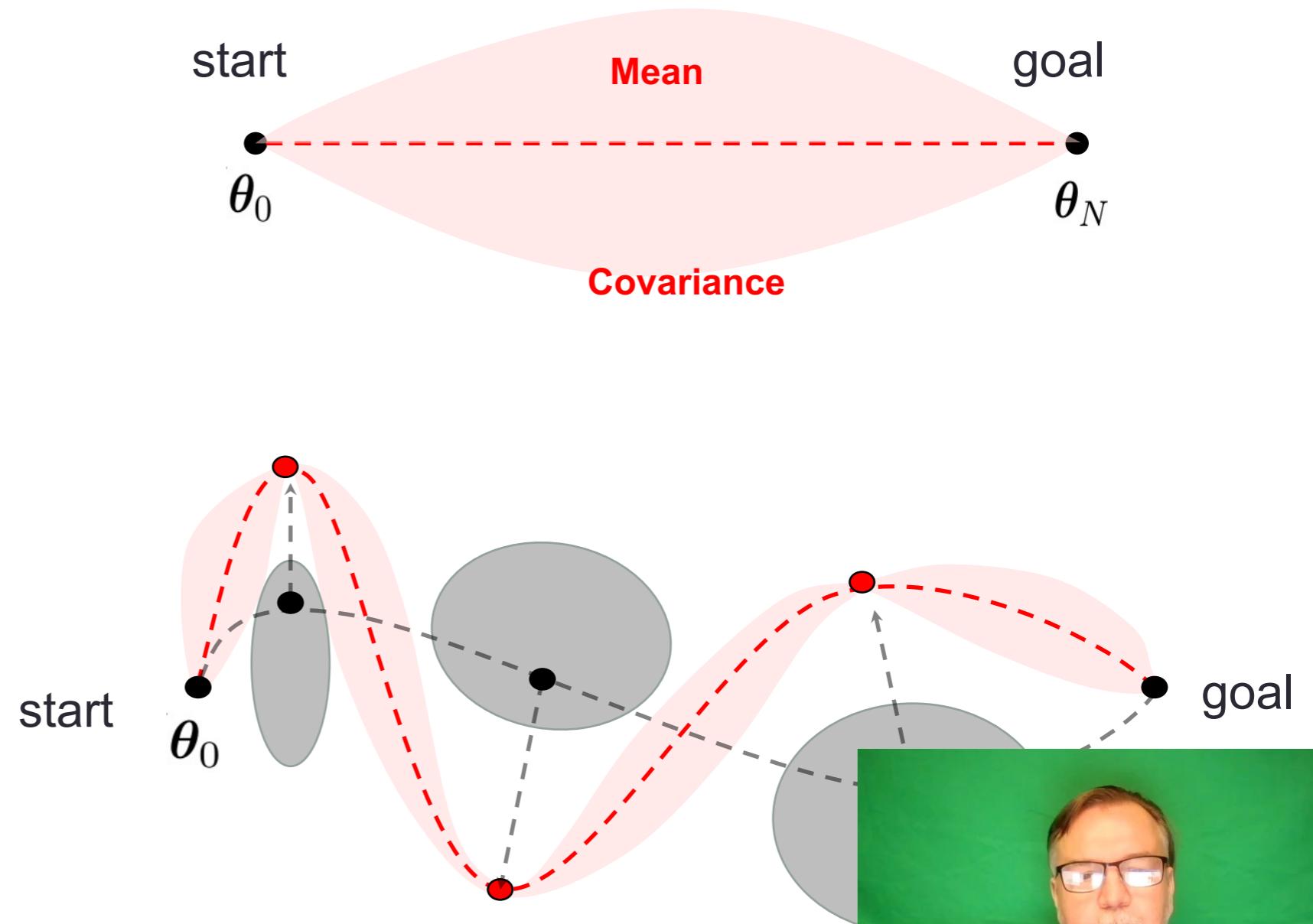
$$\theta^* = \operatorname{argmax}_{\theta} \left\{ P(\theta) \prod_i P(c_i | \theta_i) \right\}$$



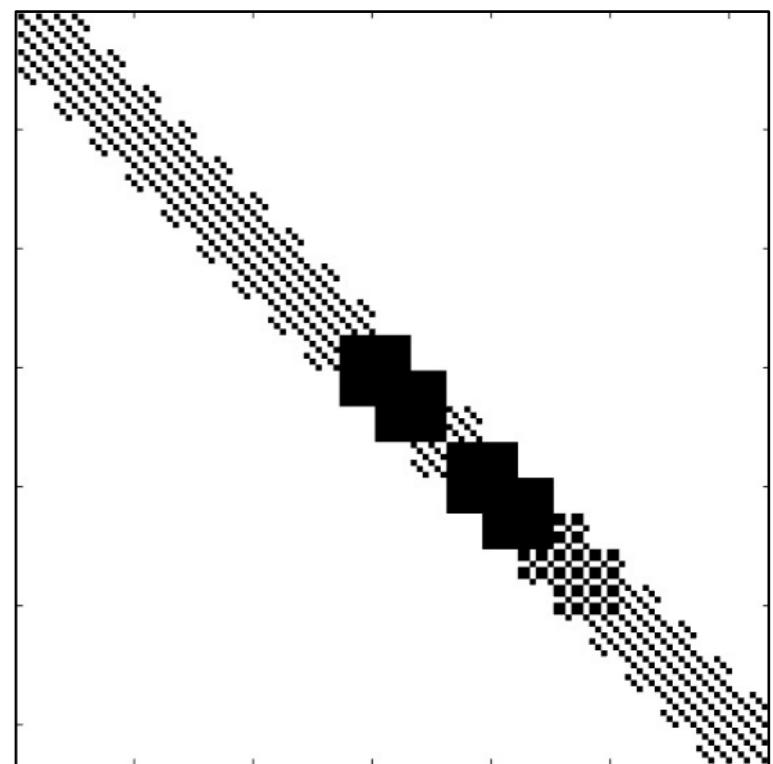
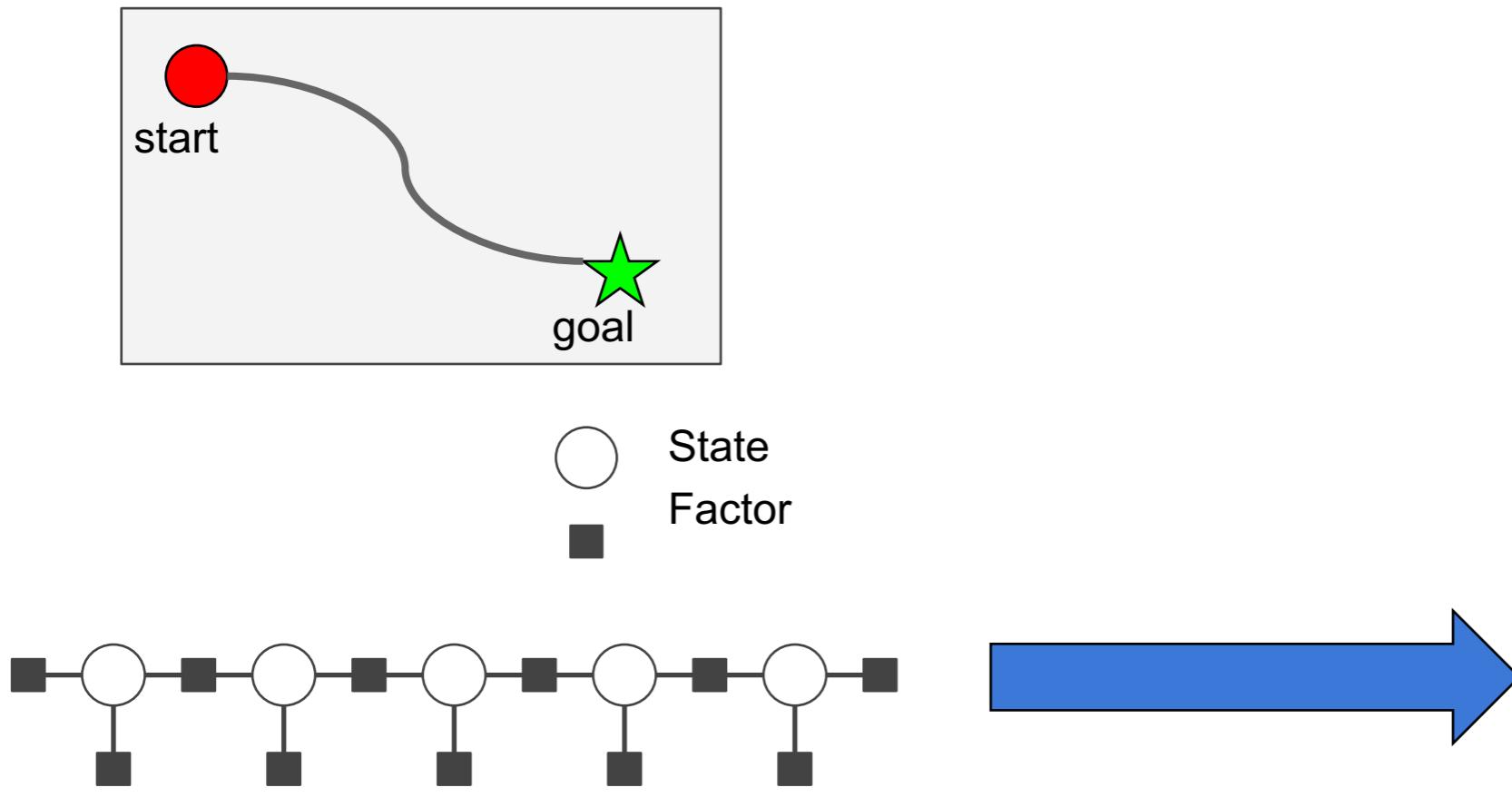
# Trajectory as Gaussian Process (GP)

- Trajectory is represented by a few states
- Trajectory is interpolated

$$\theta(t) \sim \mathcal{GP}(\mu(t), \mathcal{K}(t, t'))$$



# GPMP2: Efficient Least-Square Solution

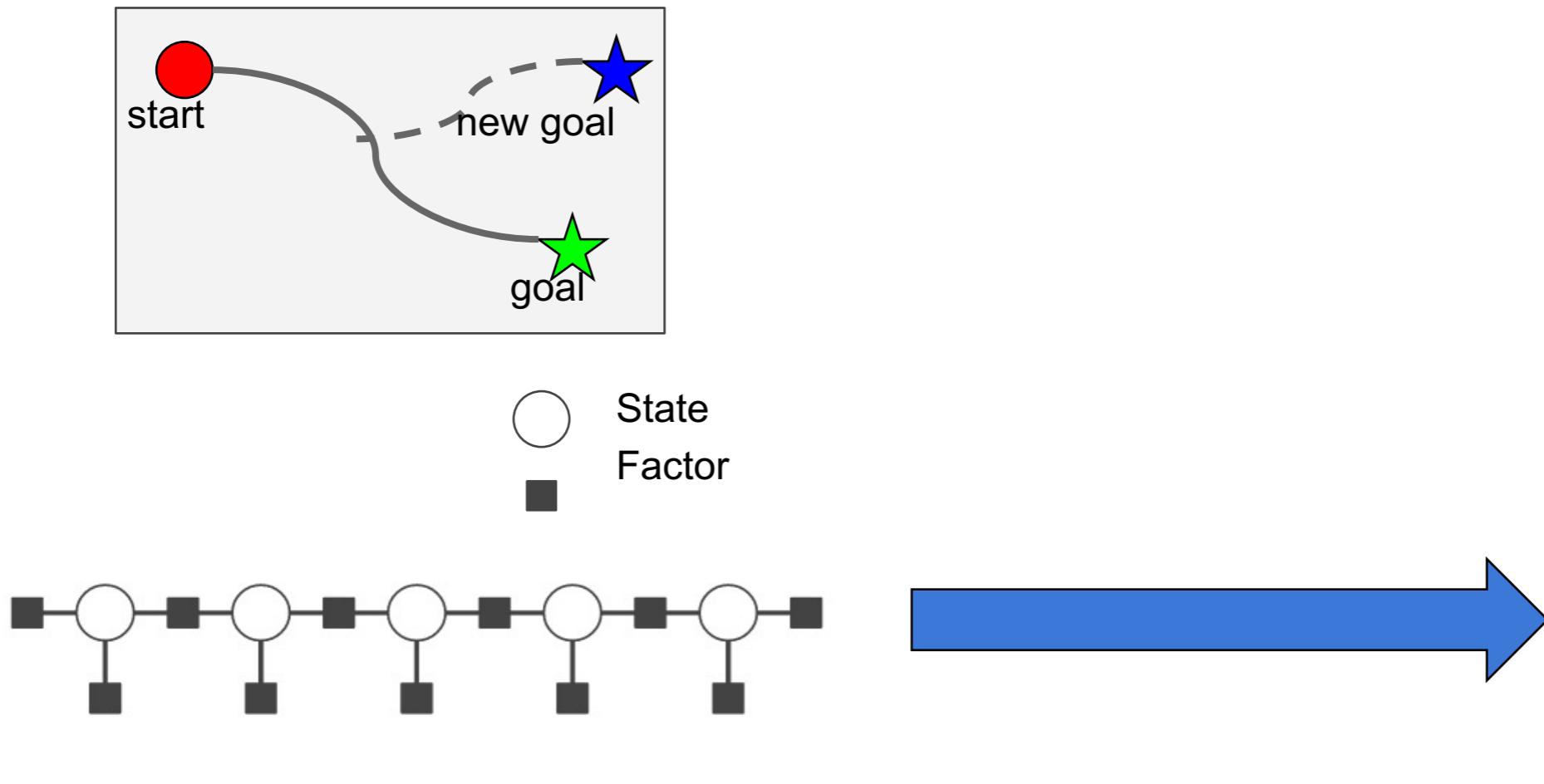


- Efficient inference in factor graphs by solving least-squares optimization problems
- Sparse linear algebra solver is used<sup>[1]</sup>

[1] Dellaert, et al. Square Root SAM: Simultaneous localization and mapping via square root information smoothing. *International Journal of Robotics Research*



# iGPMP2: Efficient Updated Solution



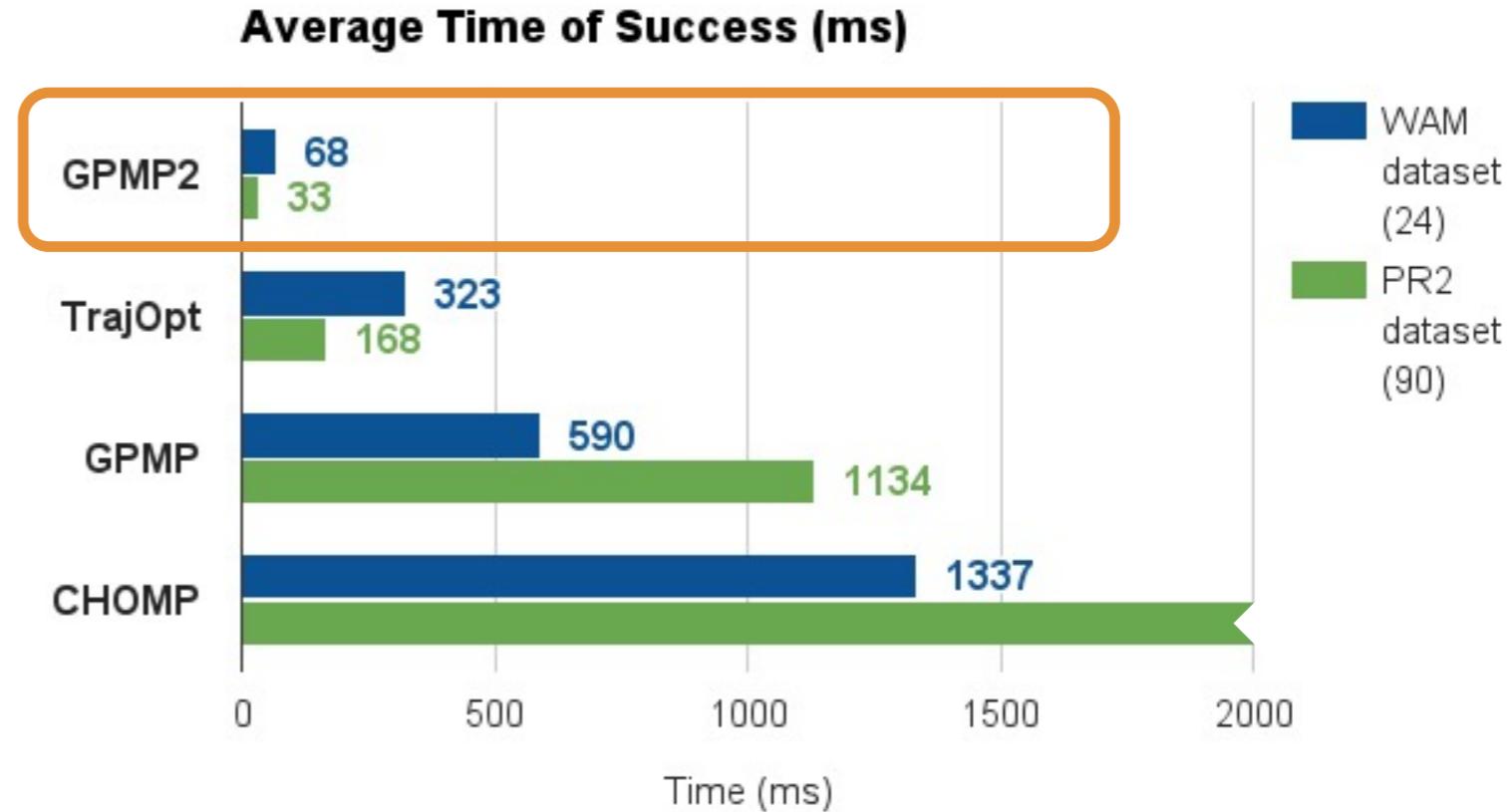
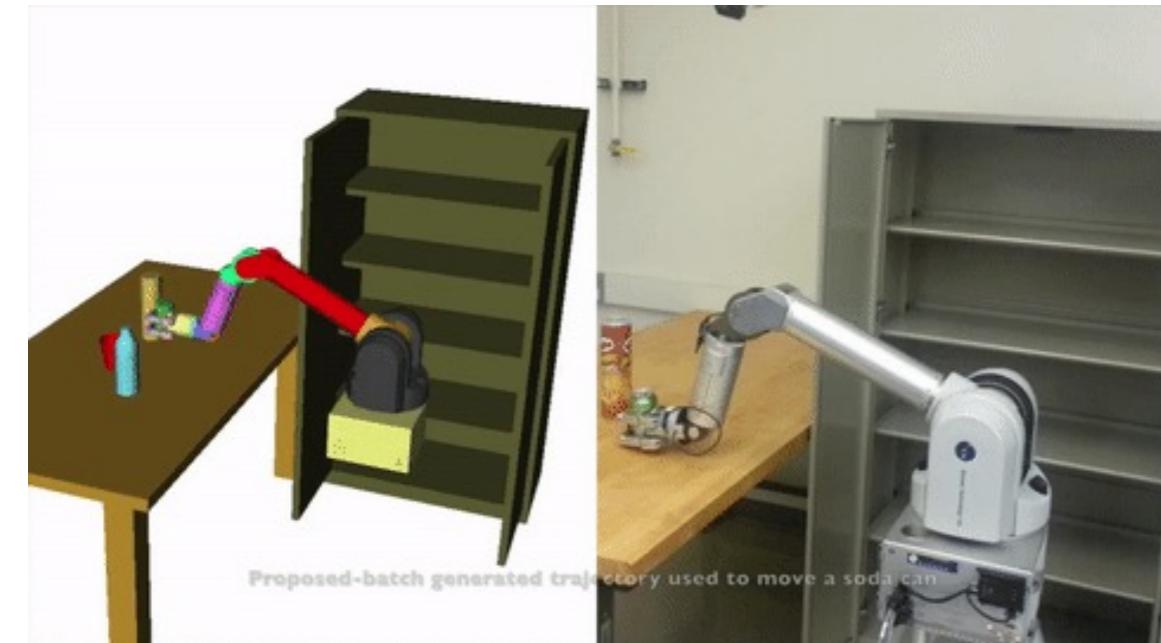
- *Re-planning*: change part of the original problem:
- Change parts of the factor graph
- Efficiently update solution via Bayes Tree<sup>[2]</sup>



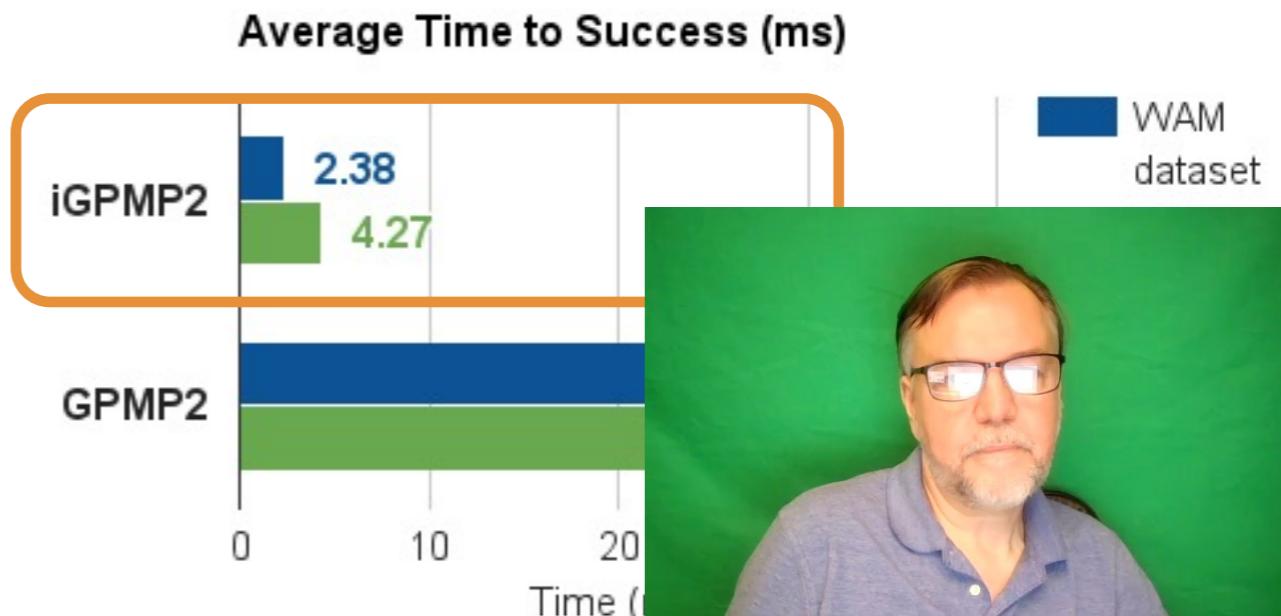
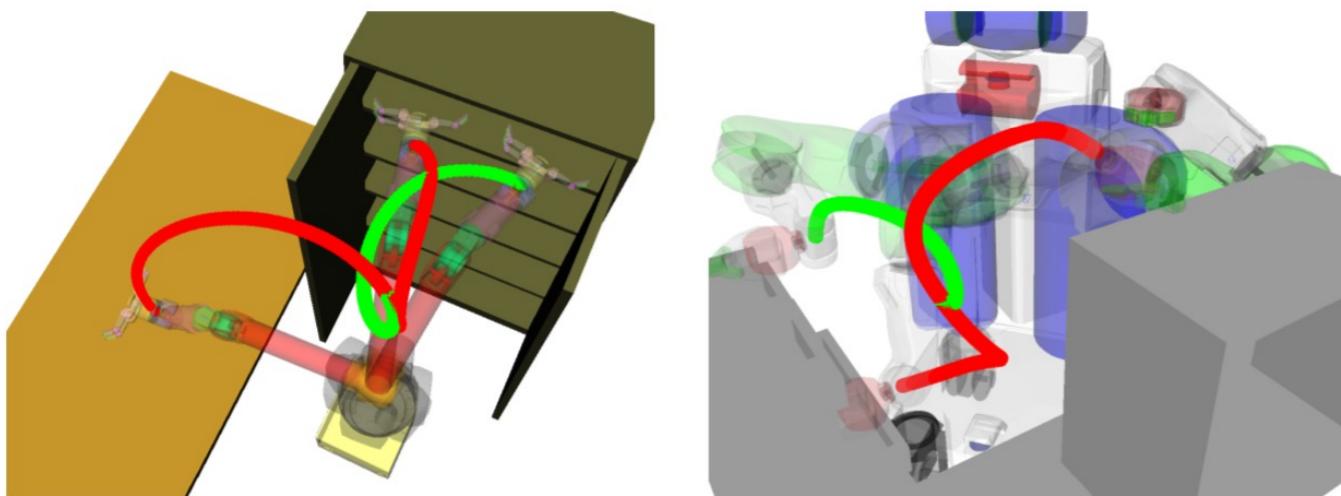
[2] Kaess et al. iSAM2: Incremental Smoothing and Mapping Using the Bayes Tree, *The International Journal of Robotics Research* (2011)

# Results

## Planning Experiments

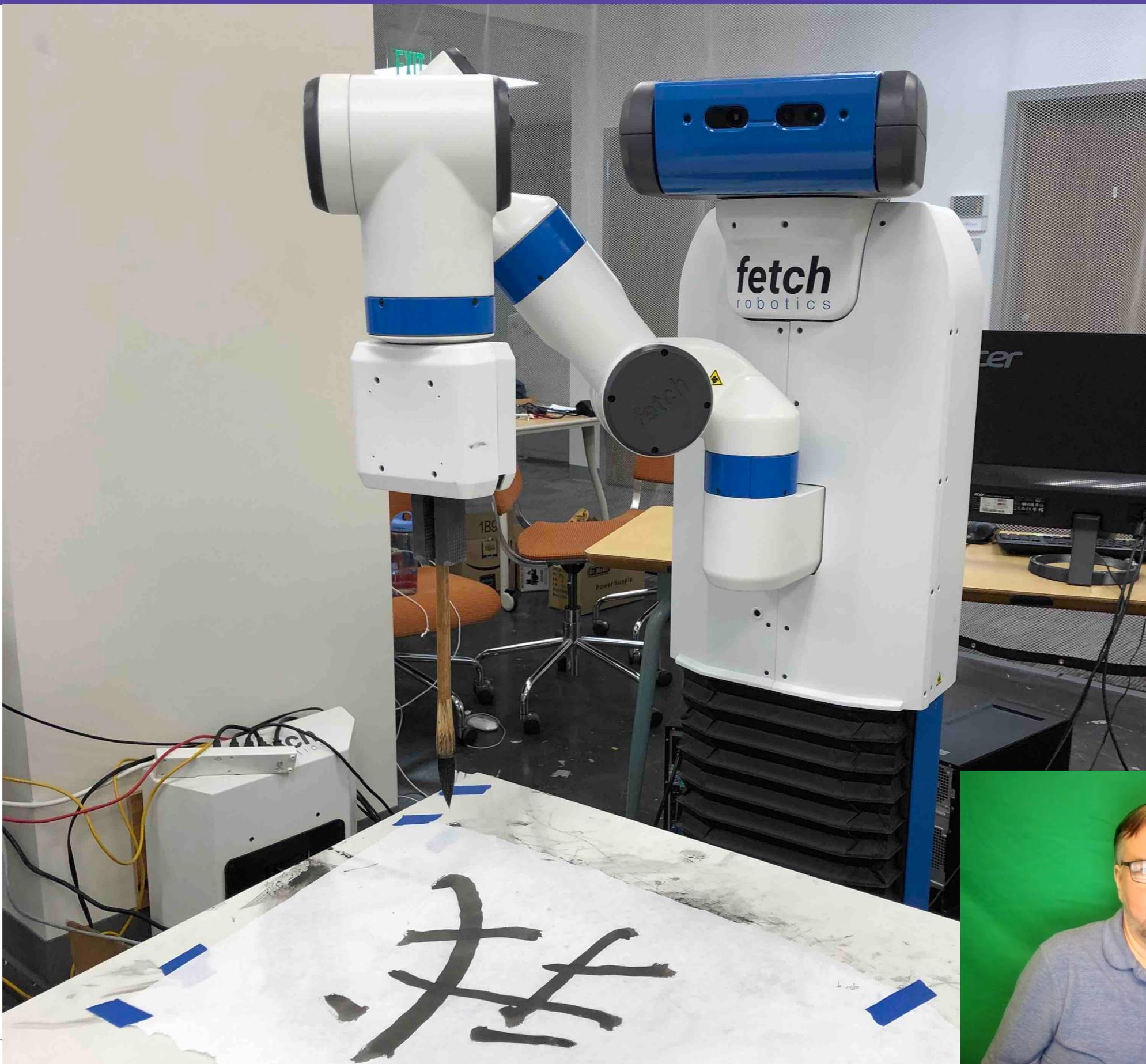


## Re-planning Experiments



# Application: Robot Calligraphy!

空  
乱  
思  
我



空

乱

思



# Robot calligraphy

- Calligraphy is beautiful art
- It is also difficult, because it takes human many years of practice to learn
- Controlling the writing brushes successfully would be inspired to many related areas such as robot art and soft robotics



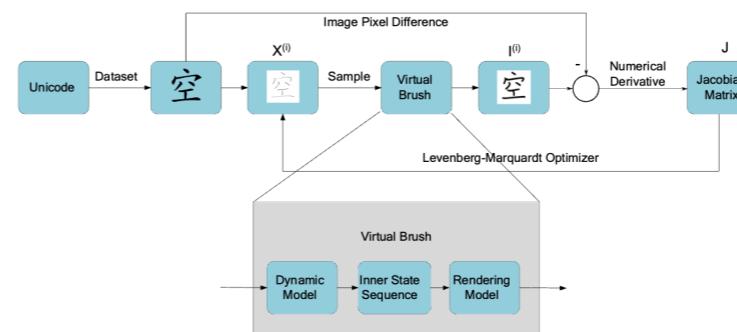
# Methodology

Any character  
unicode

Input



Open-loop control



Trajectory Optimization



Written results



# Dipping Ink

## Reasons:

- Supply ink to the brush
- Avoid simulation error accumulate

The basic idea is simple: given a circular ink stone, the brush is pushed down heavily at first to make the tip flat, and we then slowly move it to the edge of the ink stone in different directions with gradually smaller extent.

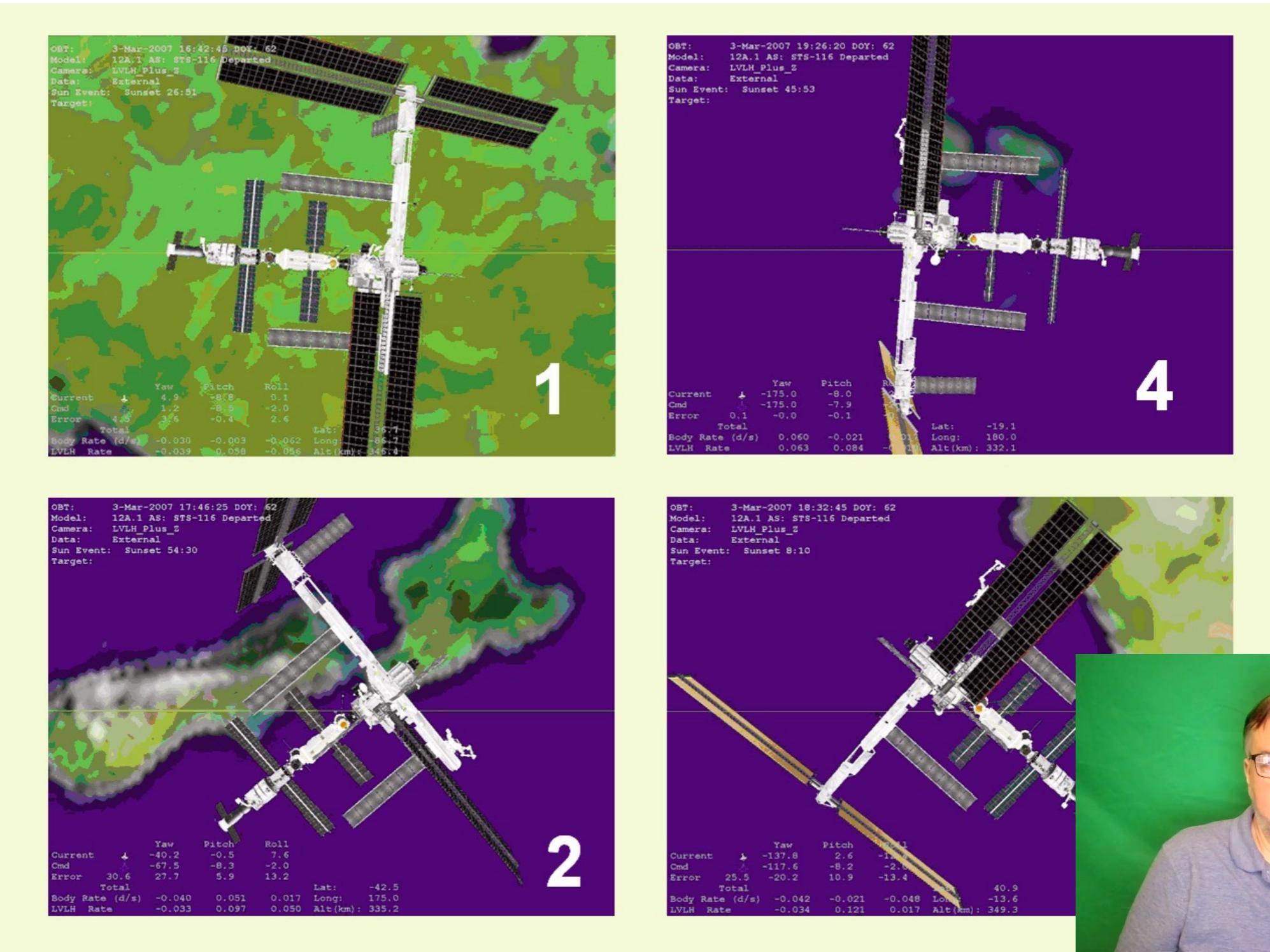


Dipping ink  
play speed



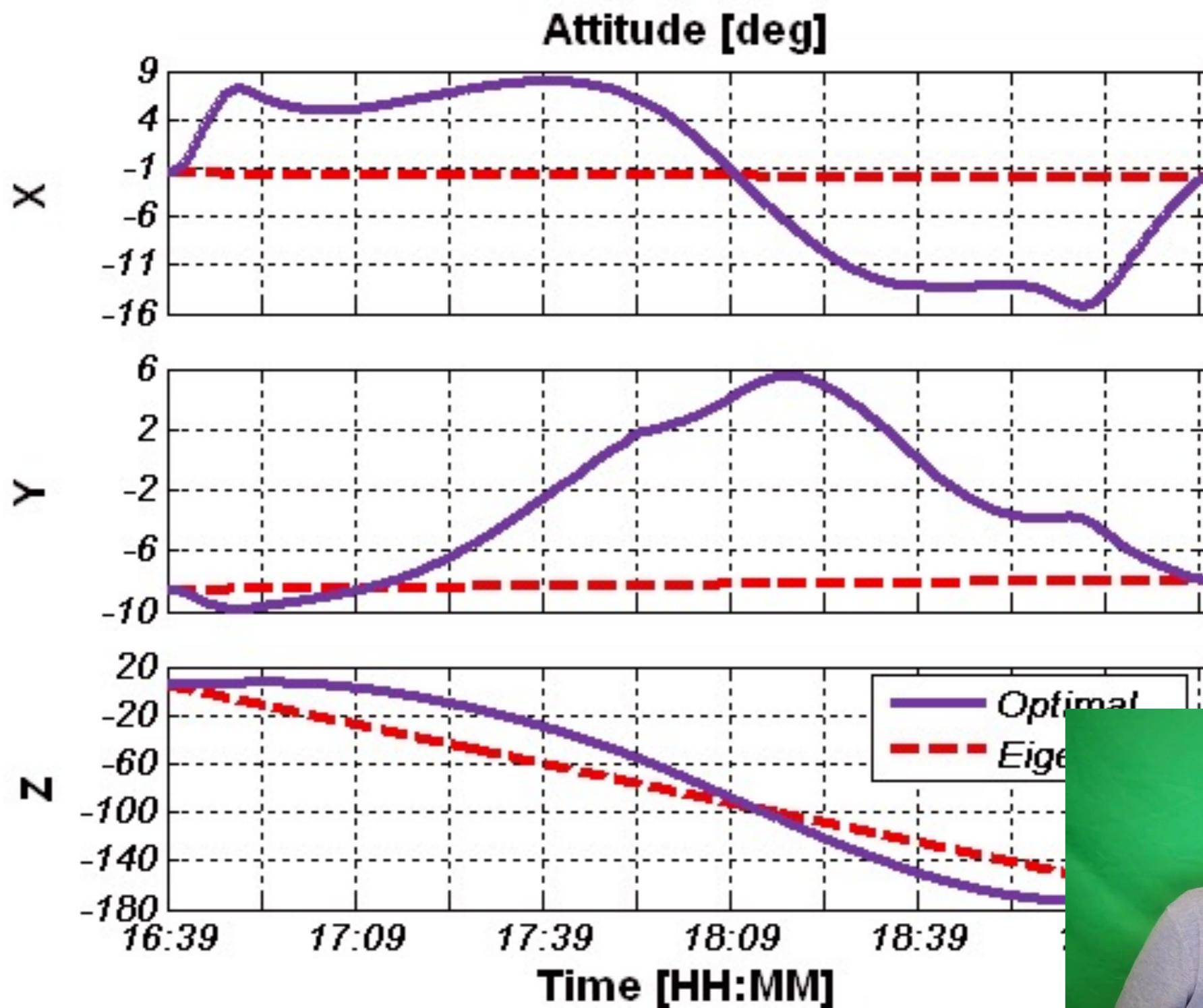
# Pseudospectral Optimal Control

- Save NASA \$1M !

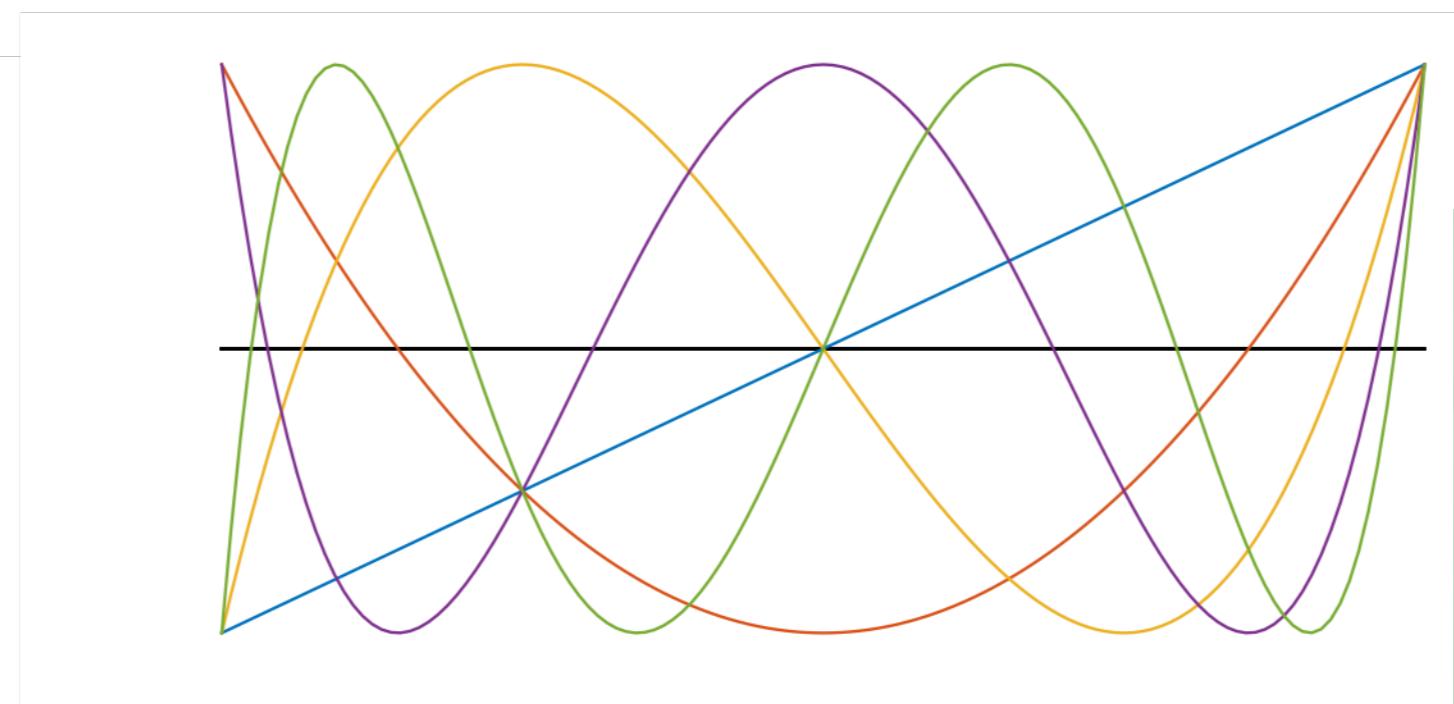
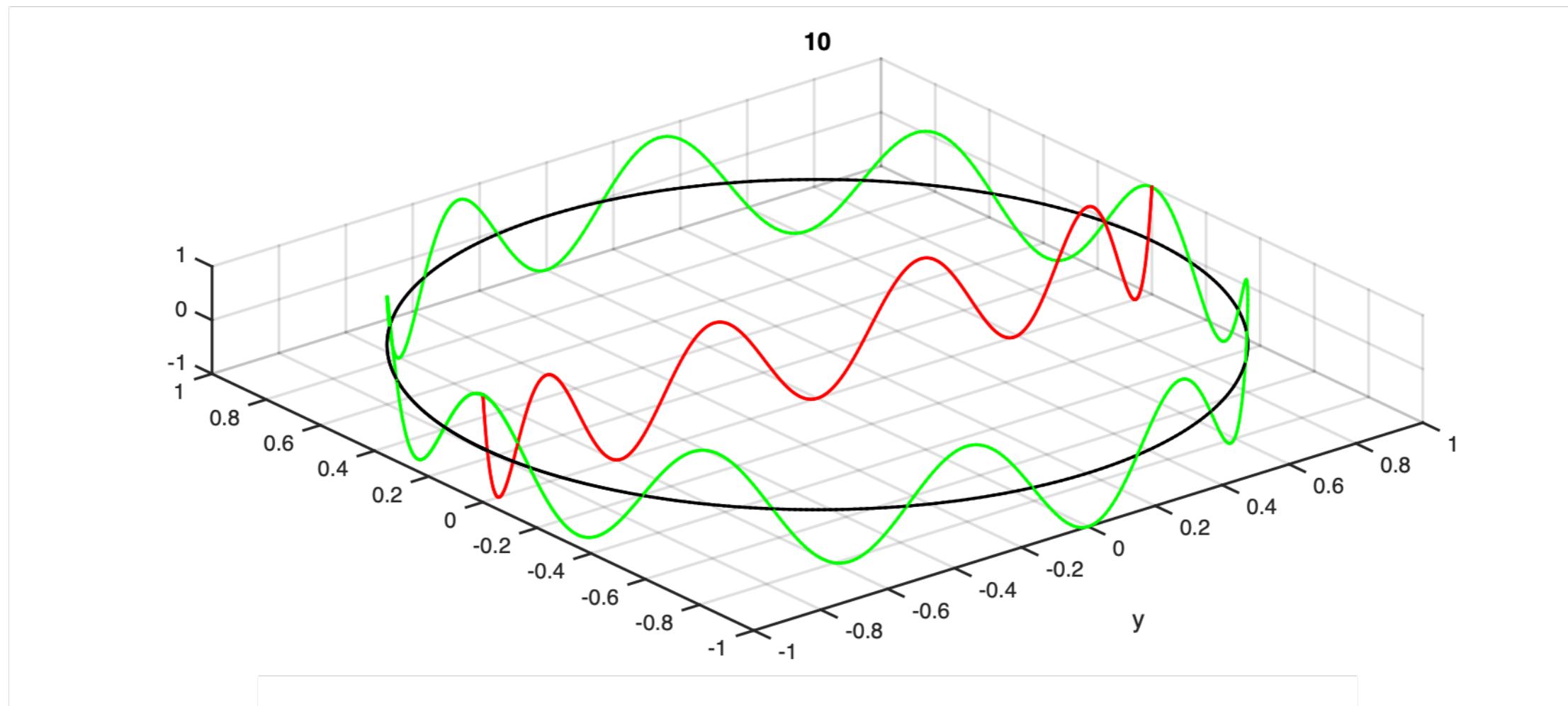


# Pseudospectral Optimal Control

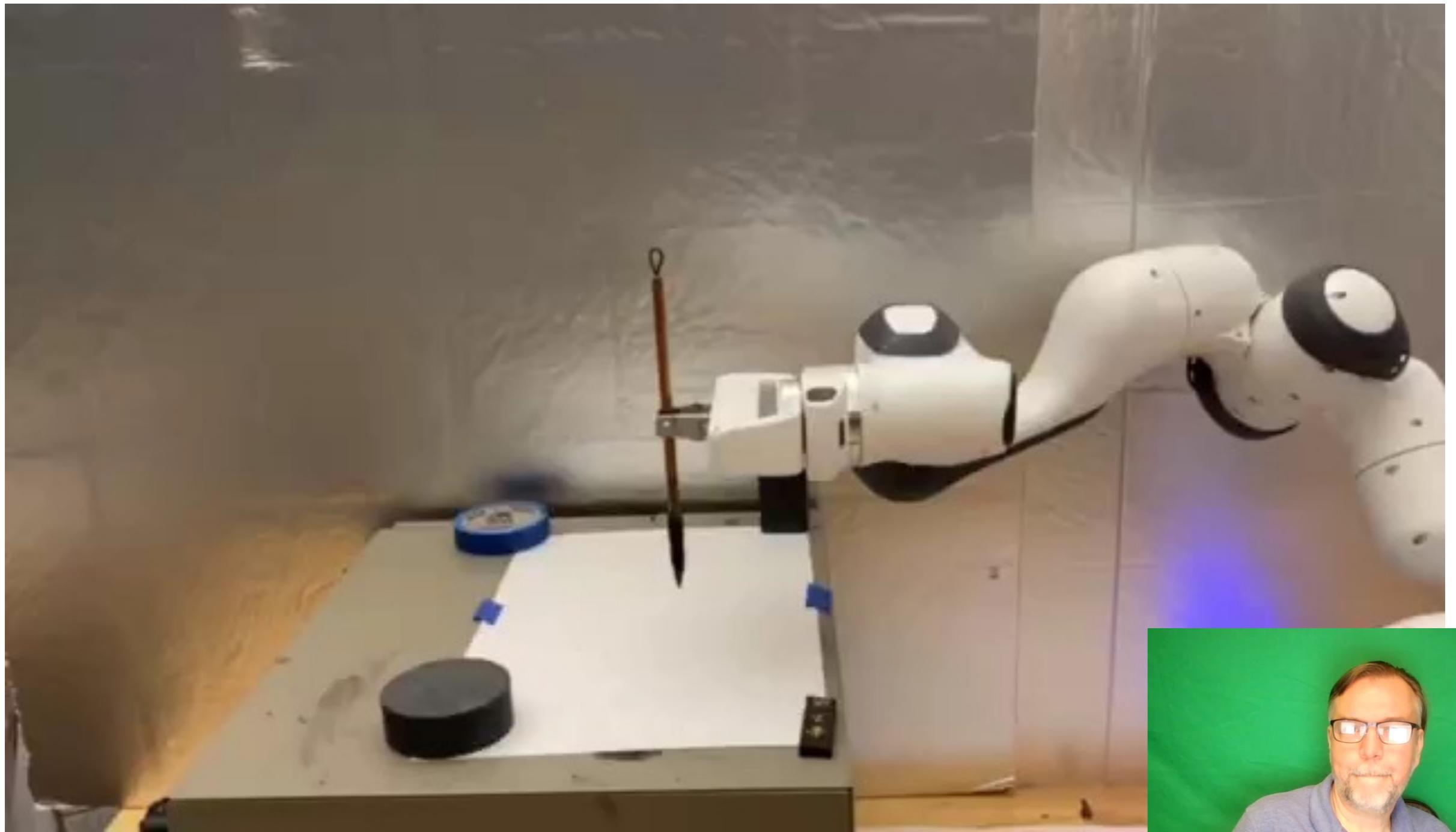
- Save NASA \$1M !



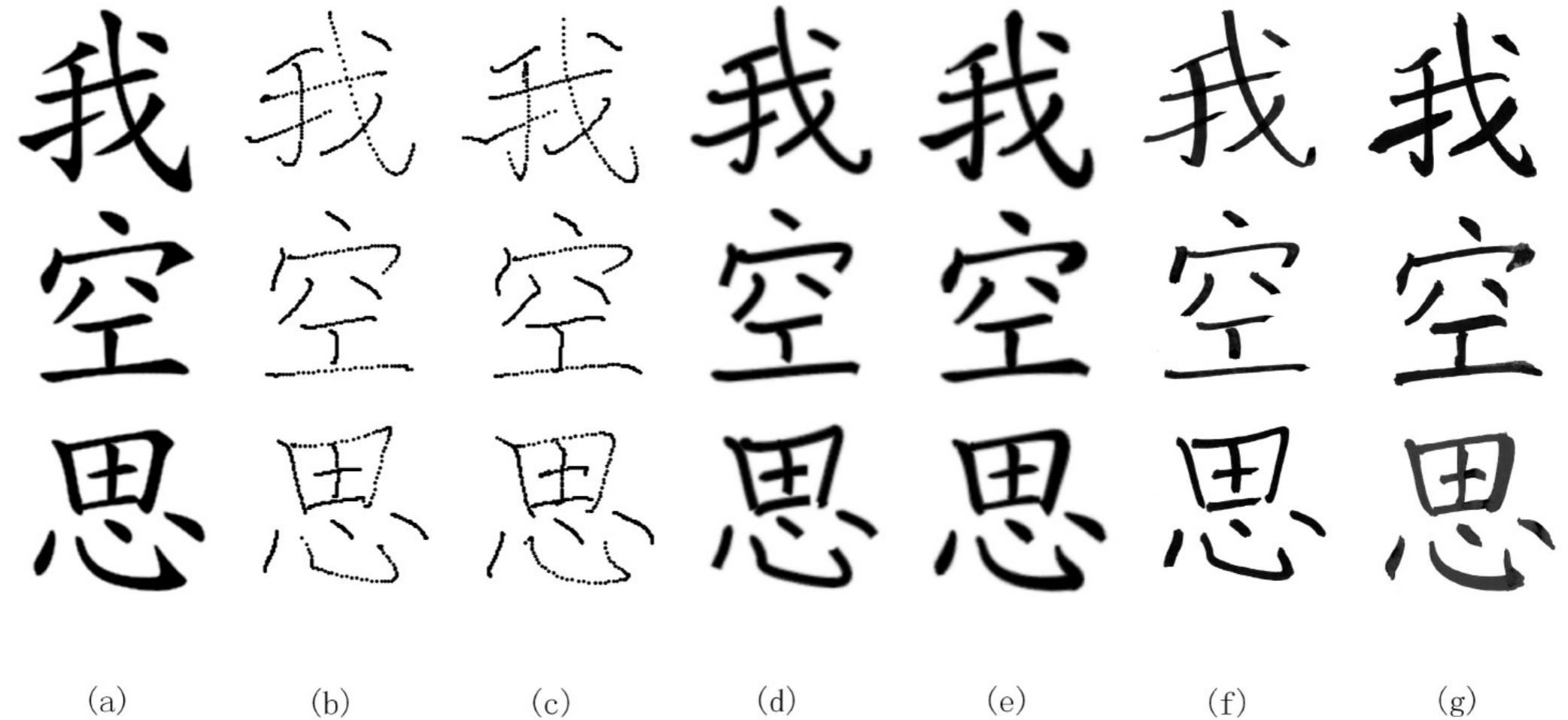
# Strokes: Chebyshev polynomials



# Results



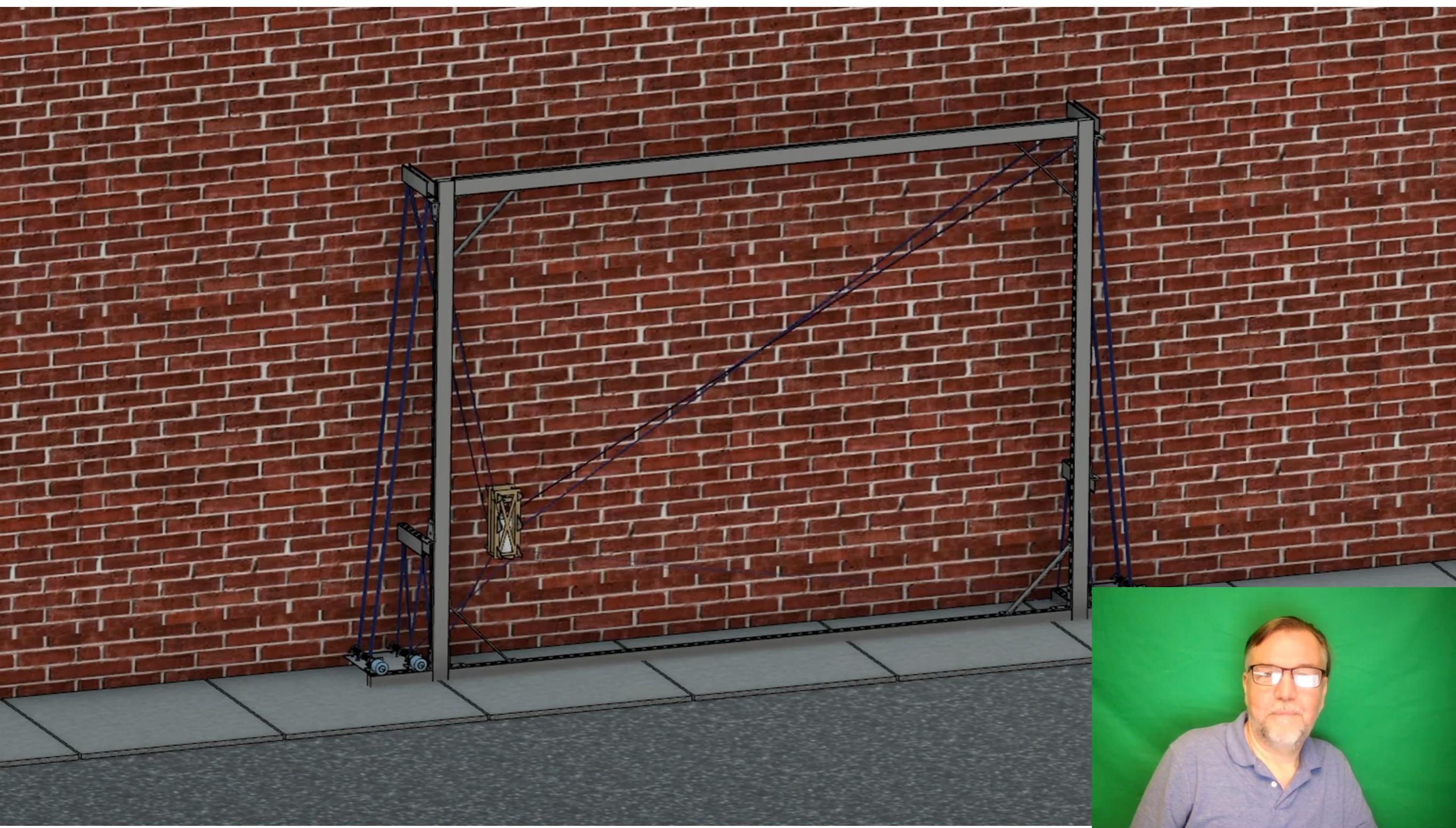
# Results



The optimization of different characters: from top down, ‘wo’, ‘kong’, and ‘si’, meaning ‘me’, ‘empty’, and ‘think’. (a) original; (b) trajectory estimates; (c) Optimized trajectory.



# Working on graffiti as well!



# STEAP: Sim. Trajectory Estimation and Planning

Mustafa Mukadam, Jing Dong, Frank Dellaert & Byron Boots

Robotics: Science and Systems, 2017

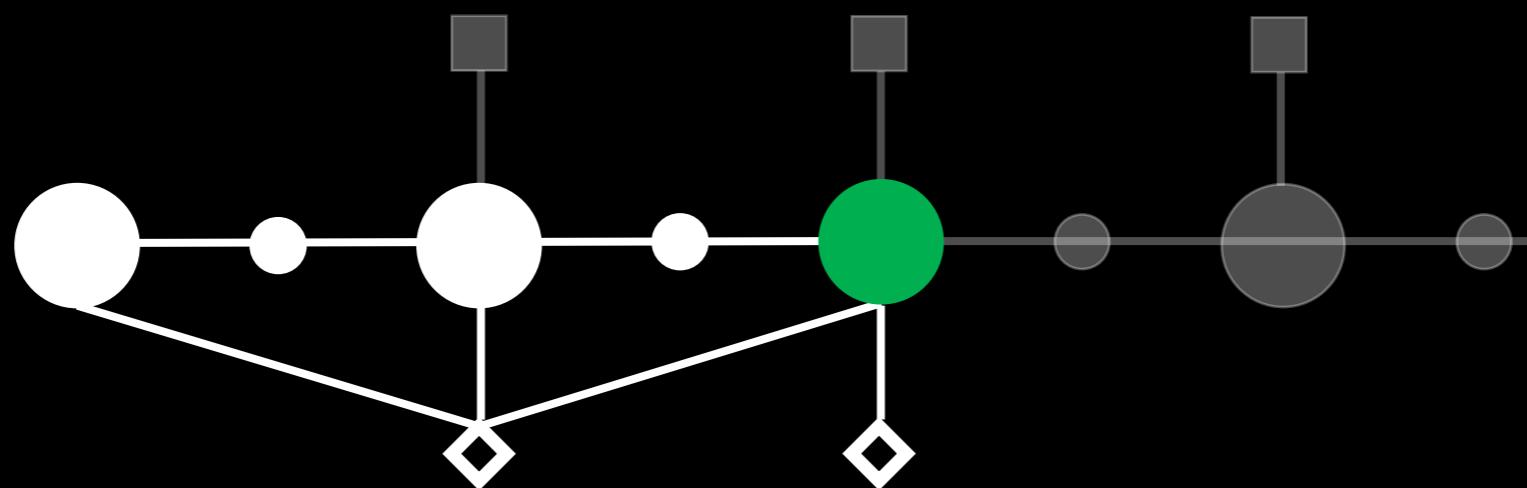
Autonomous Robotics, 2018

## SLAM → STEAP



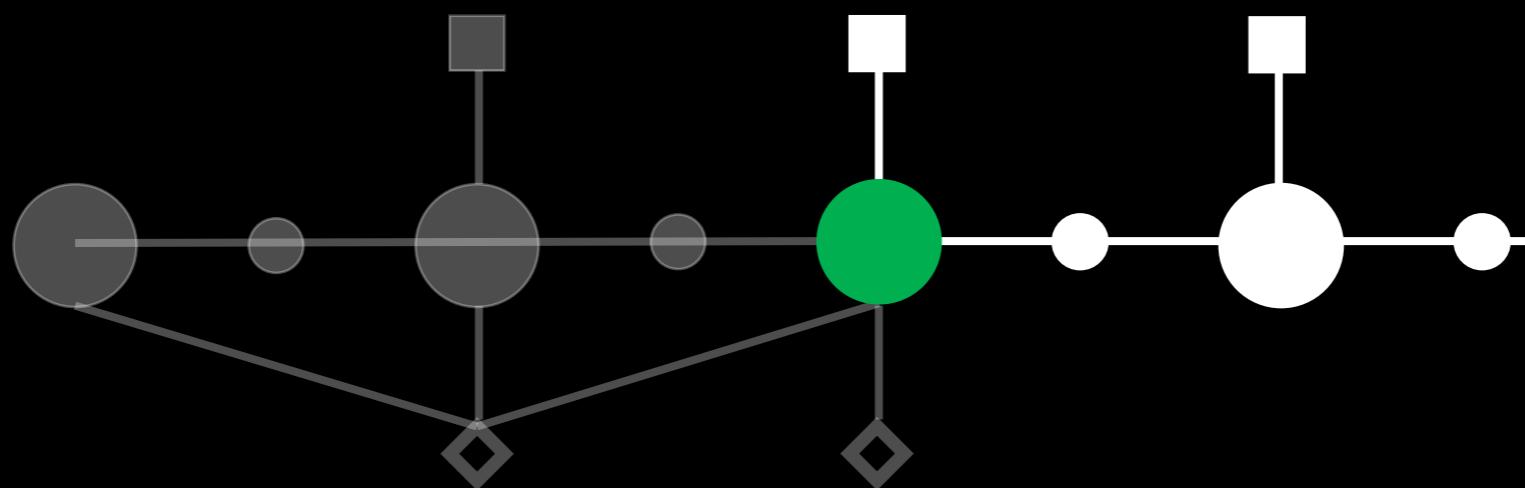
# STEAM: Simultaneous Trajectory Estimation and Mapping

Barfoot et al., RSS 2014



# GPMP2: Gaussian Process Motion Planner 2

## Dong et al., RSS 2016



# STEAP: Simultaneous Trajectory Estimation and Planning

**estimated** trajectory  
**planned** trajectory  
**current** state

