

# Constraint-aware motion planning for vehicles with terrain traversability assessment and optimization in construction scenarios

Chenlong Feng<sup>1</sup>, Jixin Wang<sup>1</sup>, Qi Wang<sup>3</sup>, Yuying Shen<sup>\*2</sup>, Xinxing Liu<sup>1</sup>, Quan Zhang<sup>4</sup>, Hongyu Ren<sup>1</sup>, Yi Xiong<sup>5</sup>



1. Jilin University, 2. Southwest Jiaotong University
3. Zhejiang University, 4. Harbin Institute of Technology
5. Hangzhou Institute for Advanced Study, UCAS

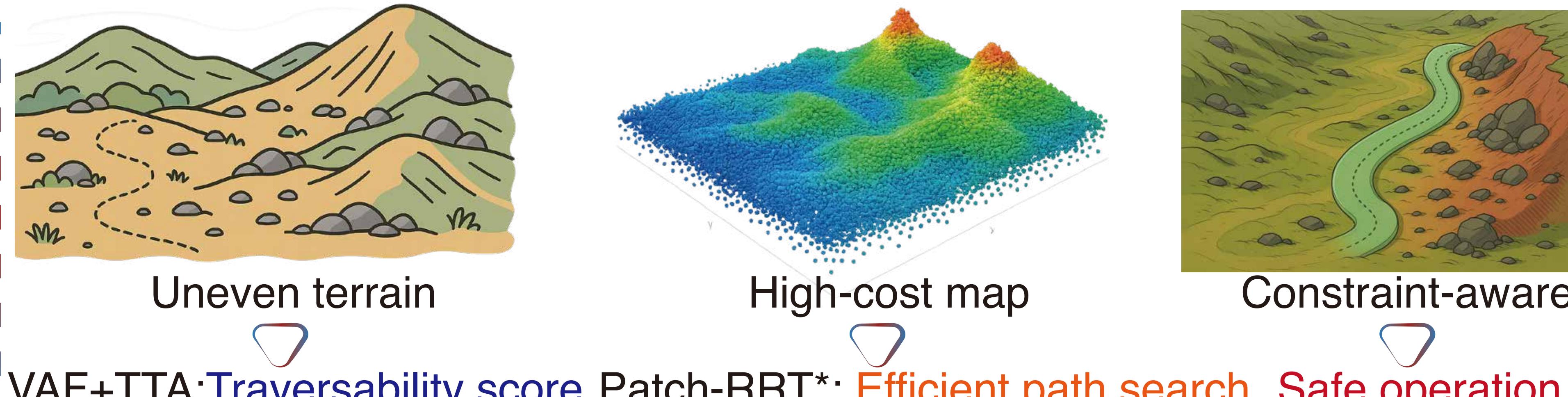


## Abstract

Autonomous wheeled vehicles in construction must plan motions through uneven, cluttered terrain. We propose a **constraint-aware planning method with terrain traversability assessment (TTA) that unifies vehicle dynamics and terrain geometry into a continuous cost**. A terrain-aware Patch-RRT\* rapidly finds feasible paths, which define safety constraints. We then optimize trajectories with Bézier curves under safety, waypoint, continuity, and dynamic constraints while modeling vehicle–terrain coupling. Simulation and real-world tests show **smoother paths, improved stability, and higher planning efficiency versus traditional planners**. The approach offers a practical solution for reliable motion planning in complex construction scenarios.

## Motivation and Contributions

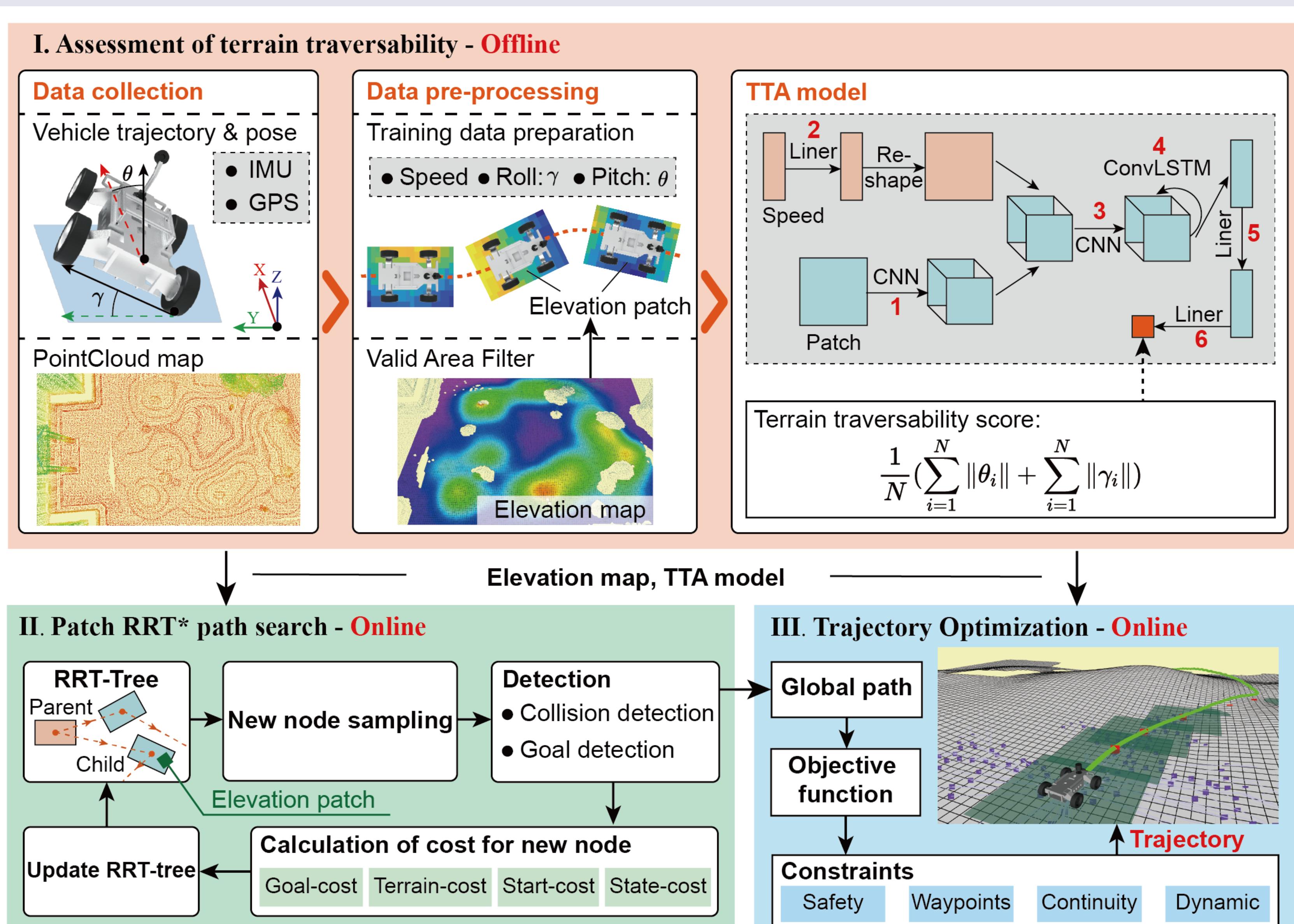
- ➡ Terrain–vehicle coupling makes feasibility hard on uneven terrain.  
—TTA+VAF fuse geometry & dynamics to yield continuous costs.
- ➡ Full-map search is slow and random sampling often ignores terrain.  
—Patch-RRT\* evaluates terrain on demand and speeds safe paths.
- ➡ Complex terrain demands constraint-aware trajectory optimization.  
—Bézier optimization enforces terrain-aware safety and dynamics.



## Methods

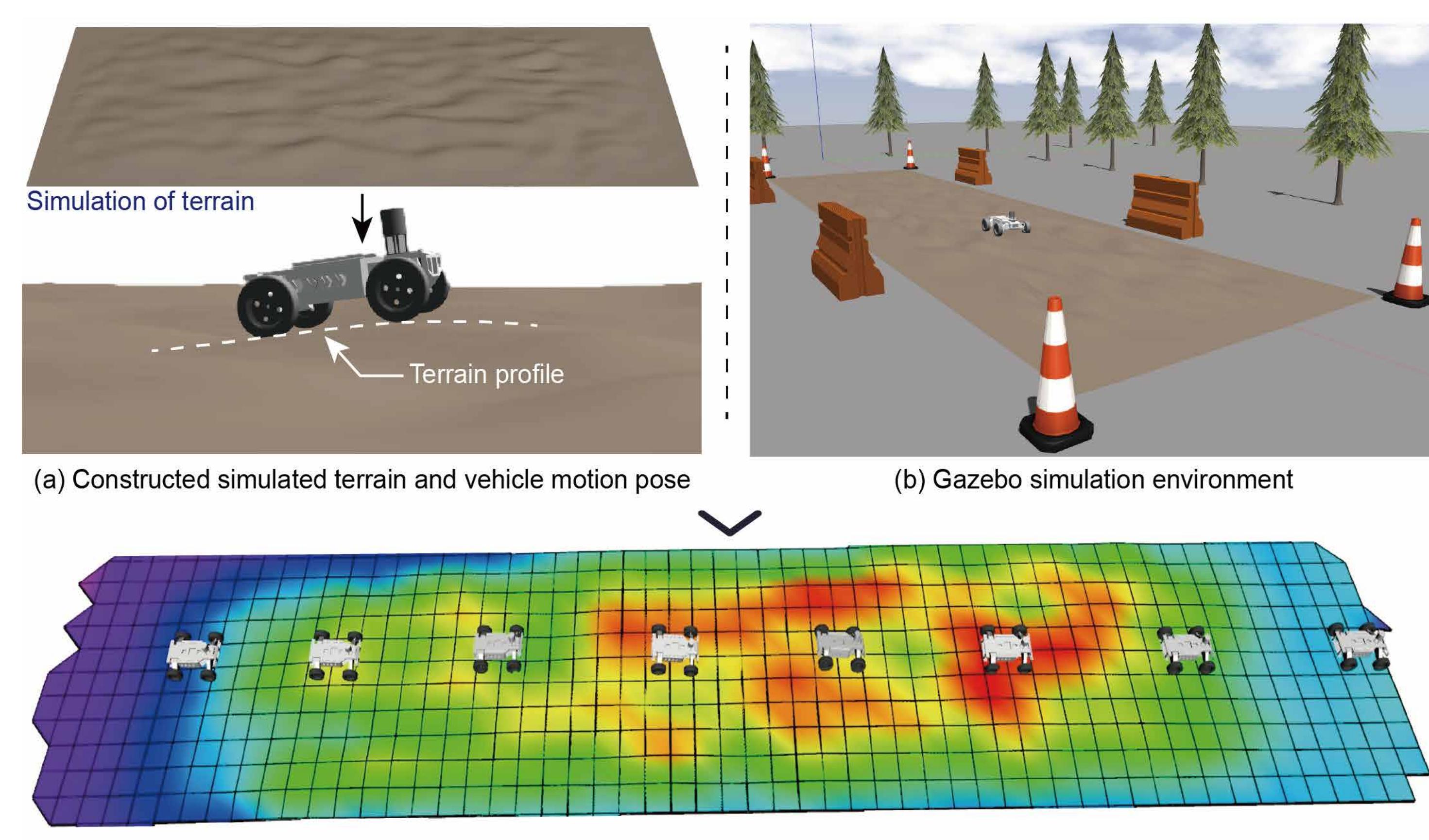
- ➡ **Terrain traversability.** Collect IMU/GPS/LiDAR and build PointCloud via A-LOAM. Apply VAF to keep traversable points and convert to indexable elevation map. Extract trajectory-aligned elevation patches, assign pose-dependent scores, train TTA model that fuses terrain geometry with vehicle dynamics.

$$|\arctan\left(\frac{p_z - p_z^D}{\sqrt{(p_x - p_x^D)^2 + (p_y - p_y^D)^2}}\right)| \leq \alpha$$

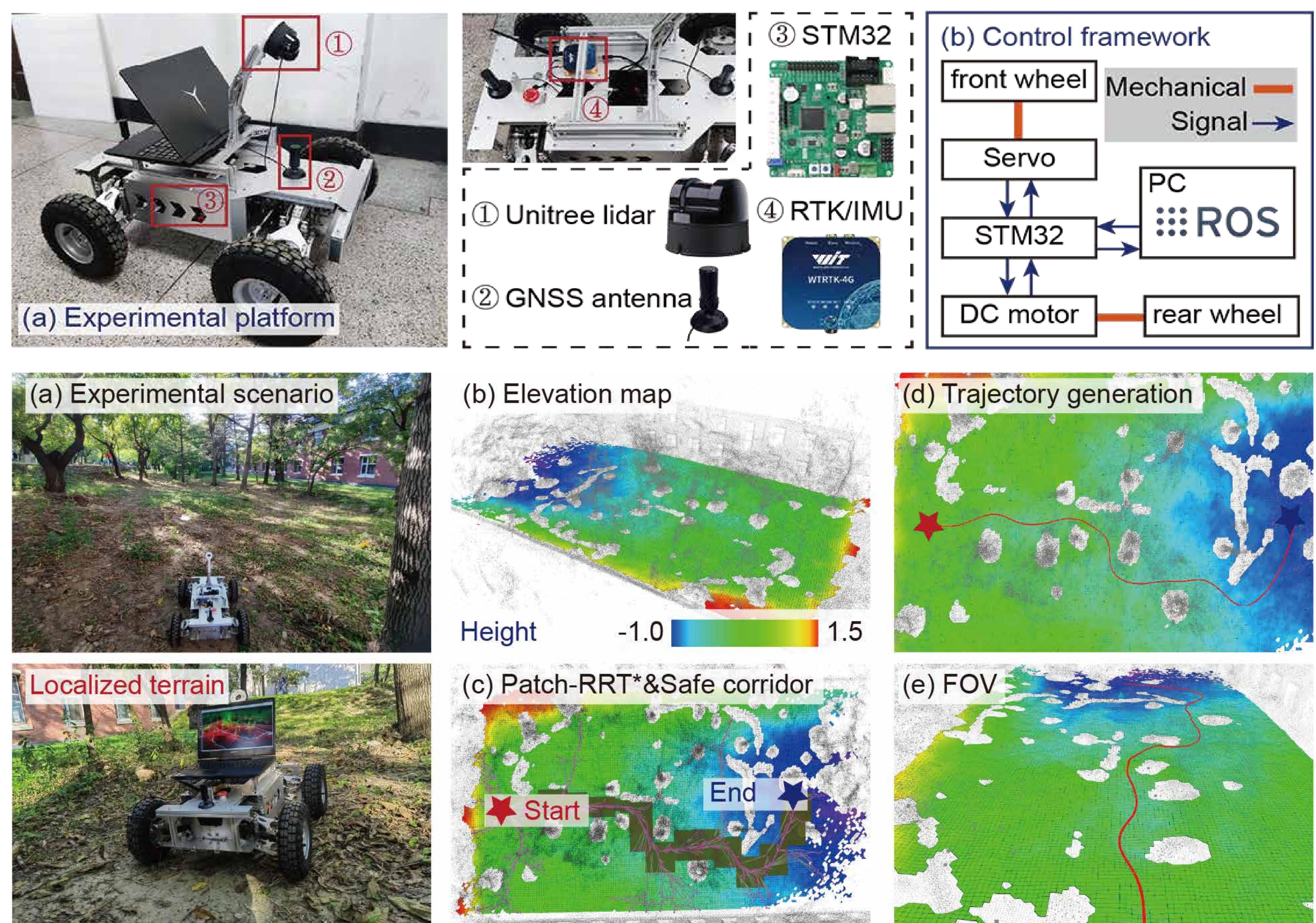


## Experiments

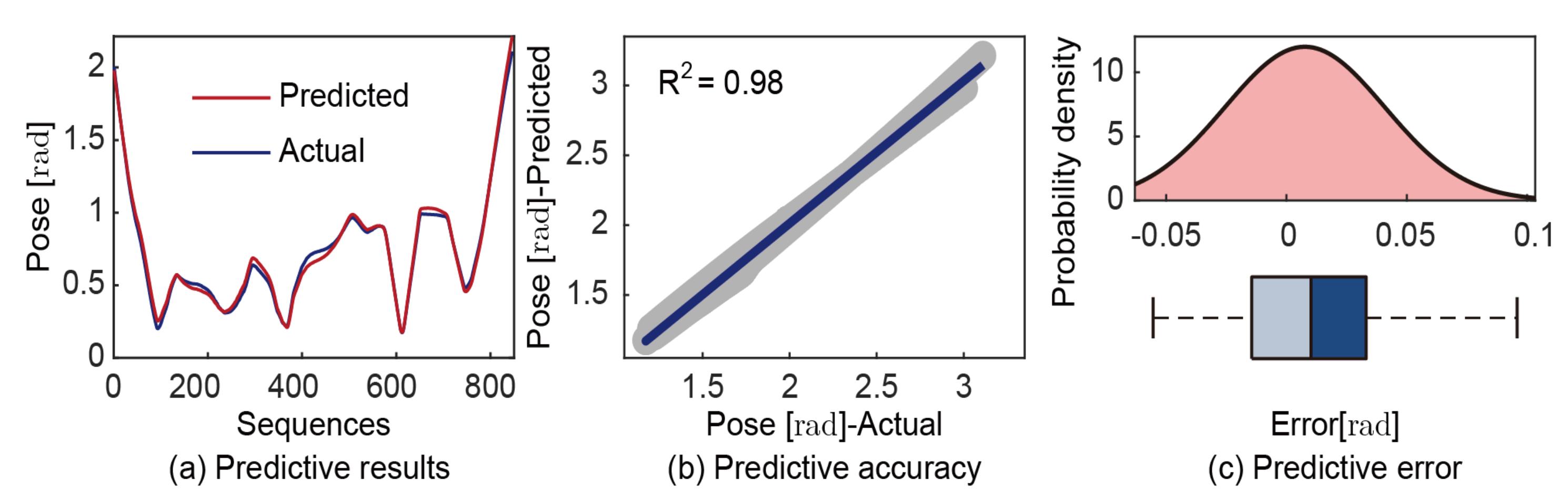
- ➡ **Terrain traversability assessment simulation**



- ➡ **Experimental verification**



**Table:** Validation of interaction of TTA with vehicle dynamics.



**Table:** Performance comparison of different motion planning methods.

Type	Trajectory time (s)	Trajectory length (m)	Average speed (m/s)	Average acc (m/s <sup>2</sup> )	Maximum absolute pose (deg)	Average absolute pose (deg)	Time cost (ms)
RSPMP	18.876	37.091	0.983	0.345	13.517	6.593	-
T-Hybrid A*	17.042	35.762	0.825	0.392	19.462	7.188	32.487
PUTN-RRT*	14.012	32.367	0.851	0.374	14.484	6.7978	35.947
A*-RRT-LTR	12.987	30.635	0.834	0.405	15.028	5.8304	30.273
<b>Proposed</b>	<b>10.028</b>	<b>24.248</b>	<b>1.023</b>	<b>0.274</b>	<b>10.430</b>	<b>4.029</b>	<b>25.634</b>

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Contact: Chenlong Feng, Jilin University, [fengcl24@mails.jlu.edu.cn](mailto:fengcl24@mails.jlu.edu.cn)

