

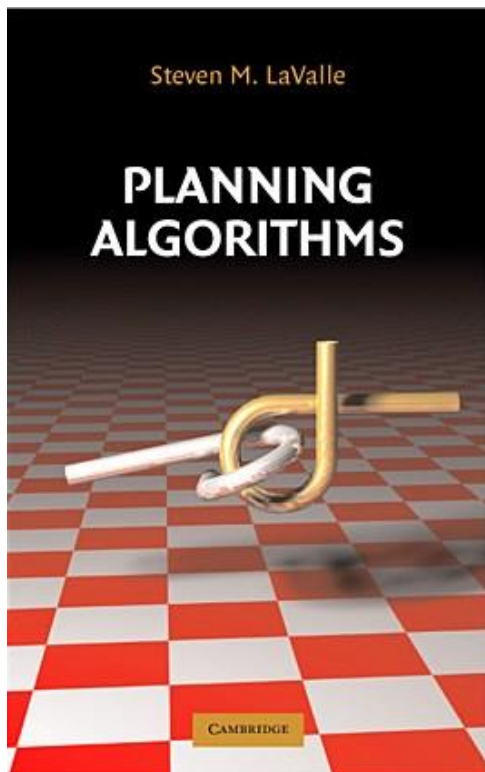
# Motion Planning: Rapidly-Exploring Random Trees

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# Book Recommendation

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Available for free - online!

<http://planning.cs.uiuc.edu/>

Chapter:

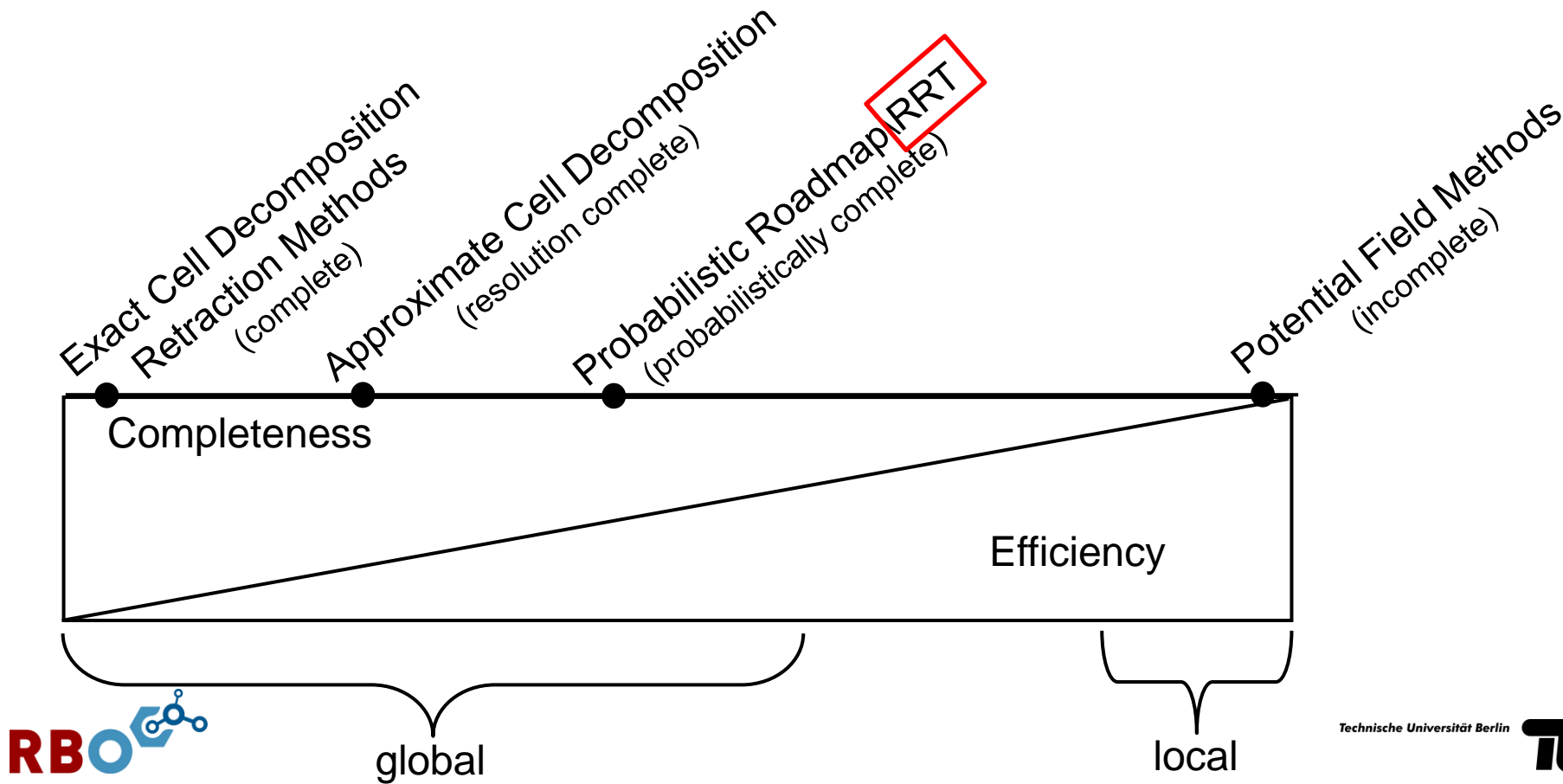
- **Sampling-based**
- **Motion Planning**

# The Motion Planning Problem

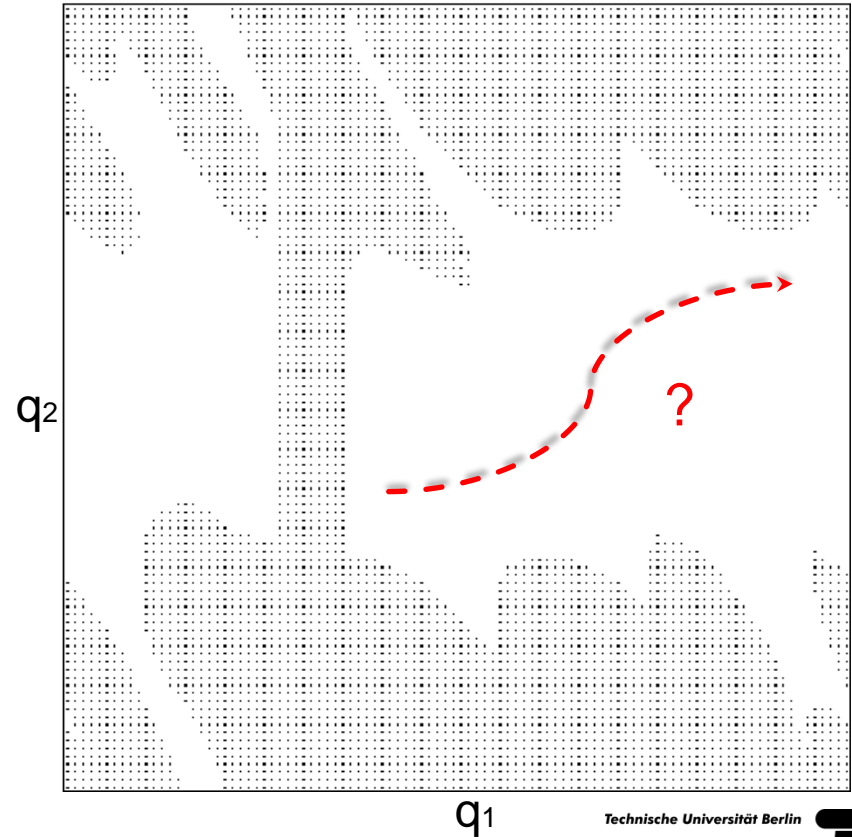
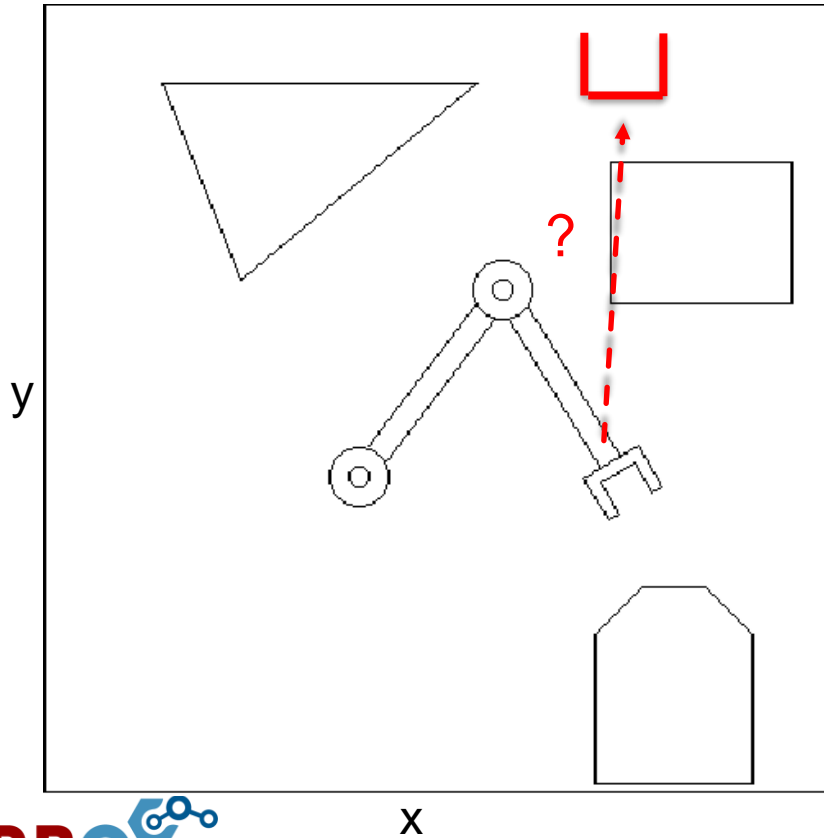
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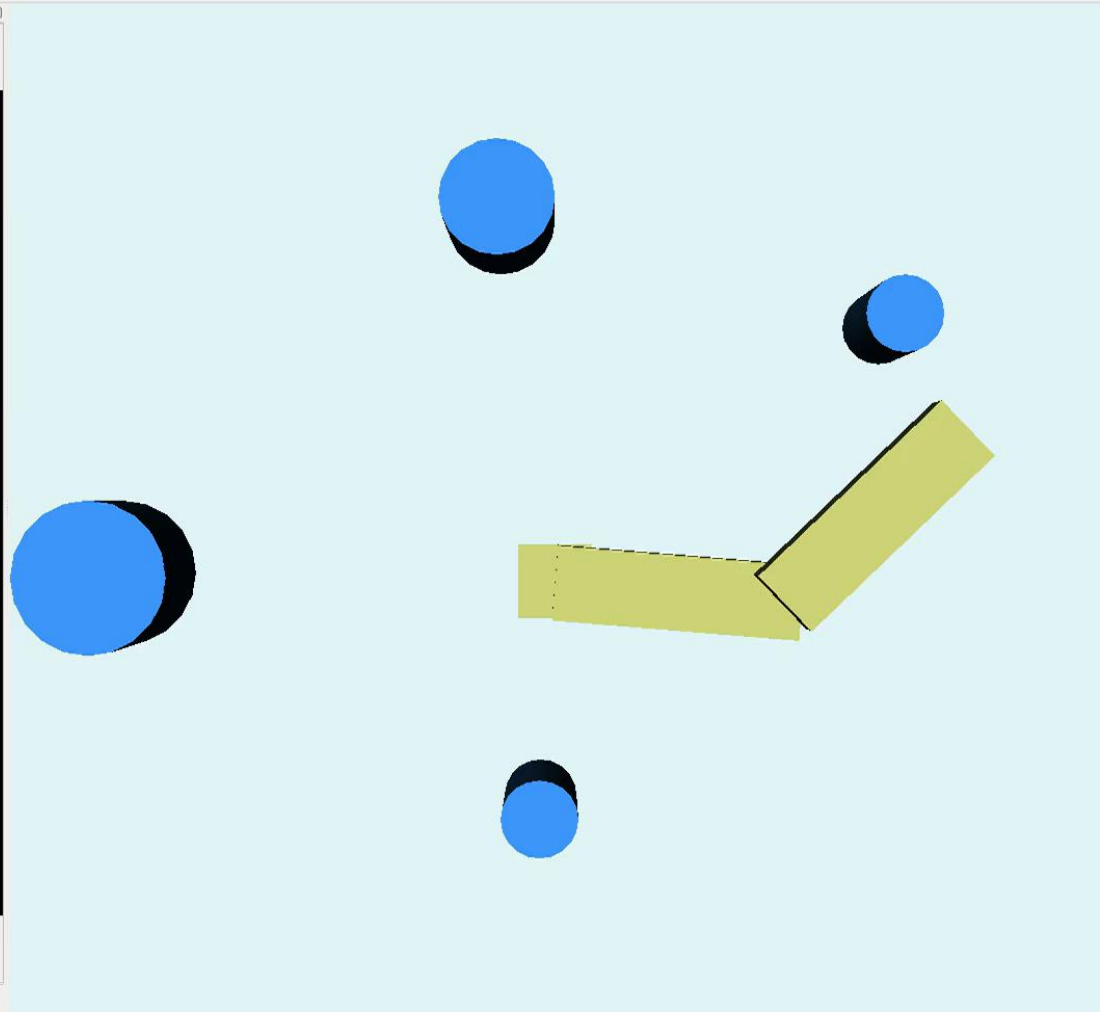
- $R$  : robot with  $n$  degrees of freedom
- $B_{1,\dots,m}$  : obstacles, rigid objects
- $W$  : workspace  $\mathbb{R}^2$  or  $\mathbb{R}^3$
- $C$  : configuration space
- $R, B_{1,\dots,m} \in W$
- $q_{\text{initial}}, q_{\text{final}}$
- Find a free path  $\tau$  so that  $R$  moves from  $q_{\text{initial}}$  to  $q_{\text{final}}$  without touching any  $B_i$

# Different Approaches to Motion Planning



# Motion Planning - Illustrated





# Rapidly-Exploring Random Trees

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BUILD\_RRT( $q_{init}$ )

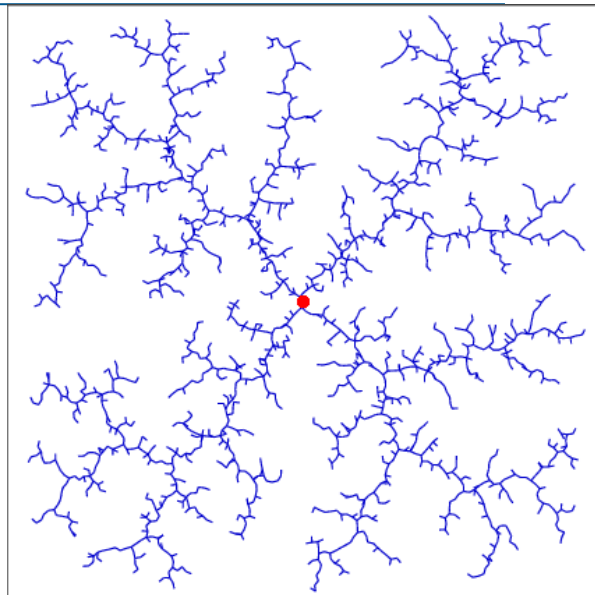
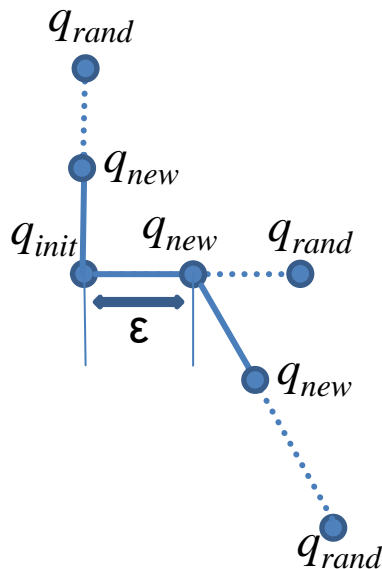
```
1   $\mathcal{T}.\text{init}(q_{init});$   
2  for  $k = 1$  to  $K$  do  
3       $q_{rand} \leftarrow \text{RANDOM\_CONFIG}();$   
4       $\text{EXTEND}(\mathcal{T}, q_{rand});$   
5  Return  $\mathcal{T}$ 
```

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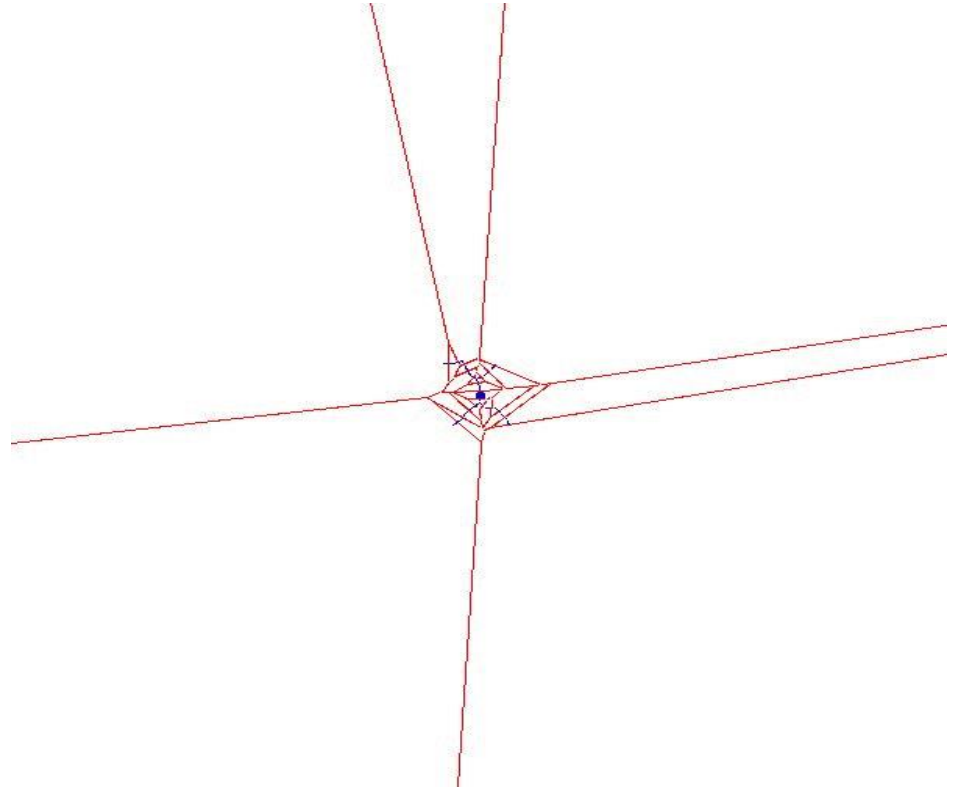
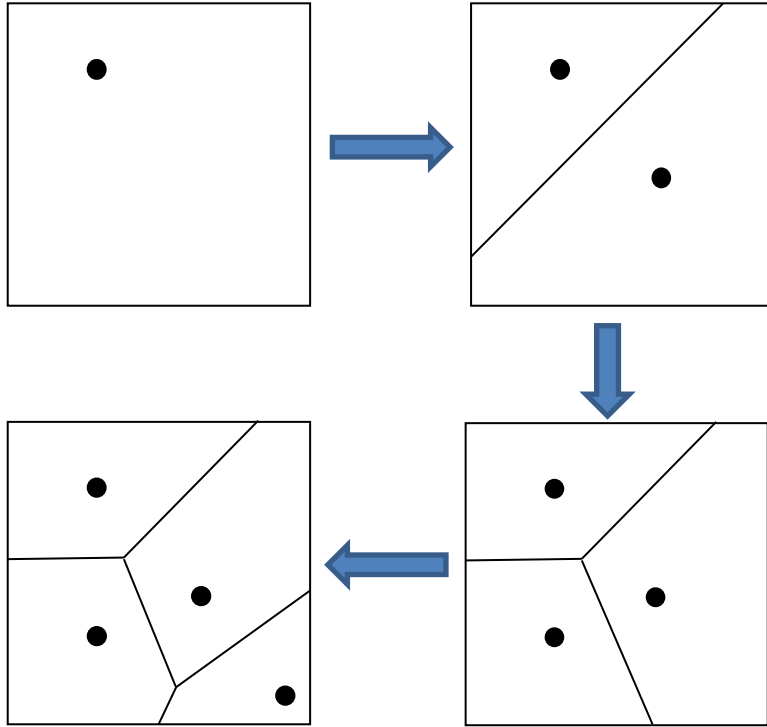
EXTEND( $\mathcal{T}, q$ )

```
1   $q_{near} \leftarrow \text{NEAREST\_NEIGHBOR}(q, \mathcal{T});$   
2  if  $\text{NEW\_CONFIG}(q, q_{near}, q_{new})$  then  
3       $\mathcal{T}.\text{add\_vertex}(q_{new});$   
4       $\mathcal{T}.\text{add\_edge}(q_{near}, q_{new});$   
5      if  $q_{new} = q$  then  
6          Return Reached;  
7      else  
8          Return Advanced;  
9  Return Trapped;
```

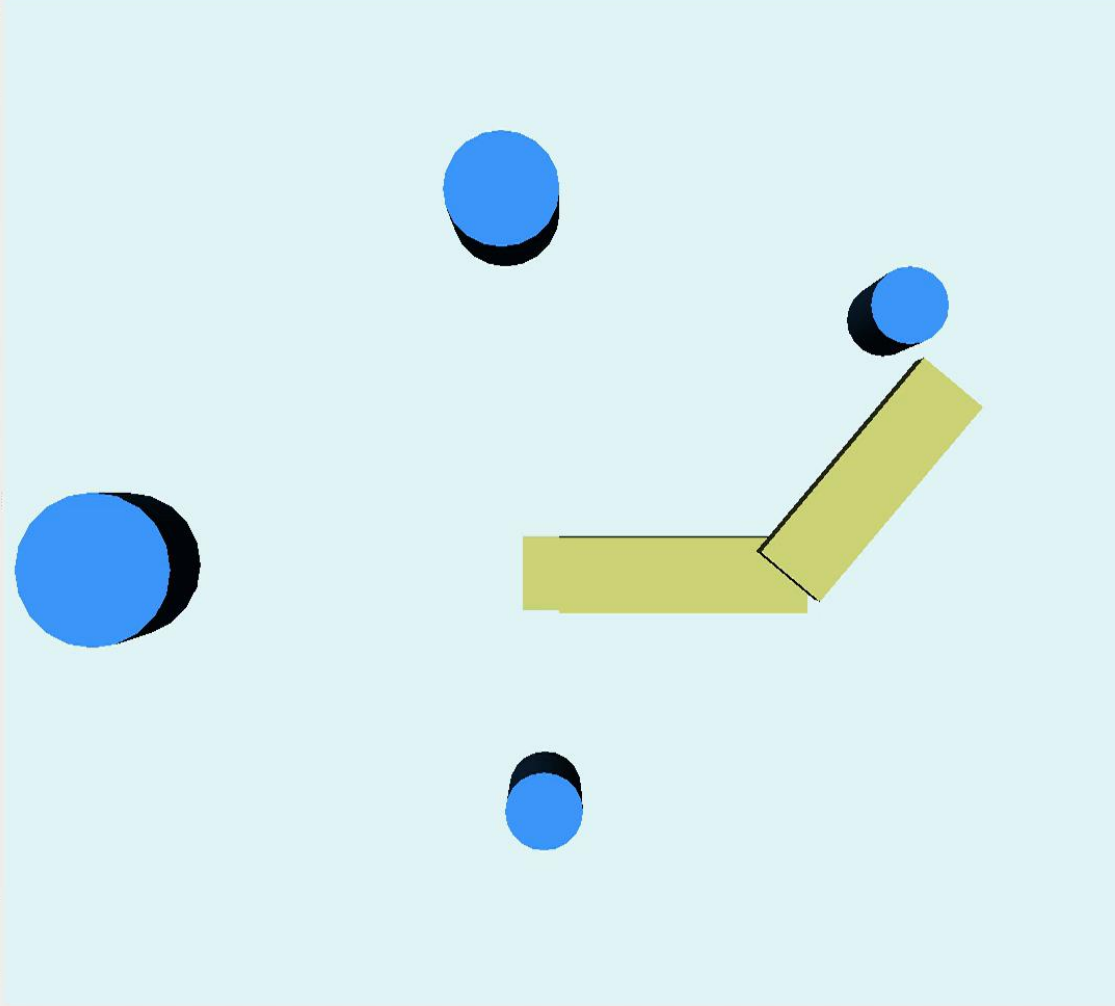
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# The Voronoi Bias







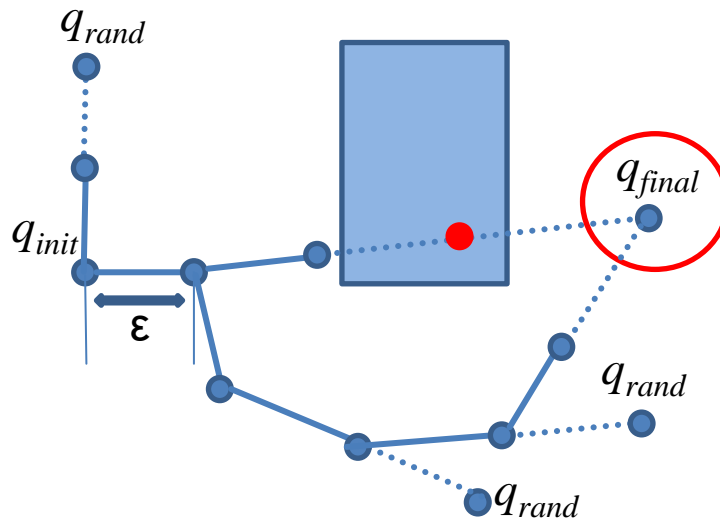
# RRT Extensions (1) – Goal Bias

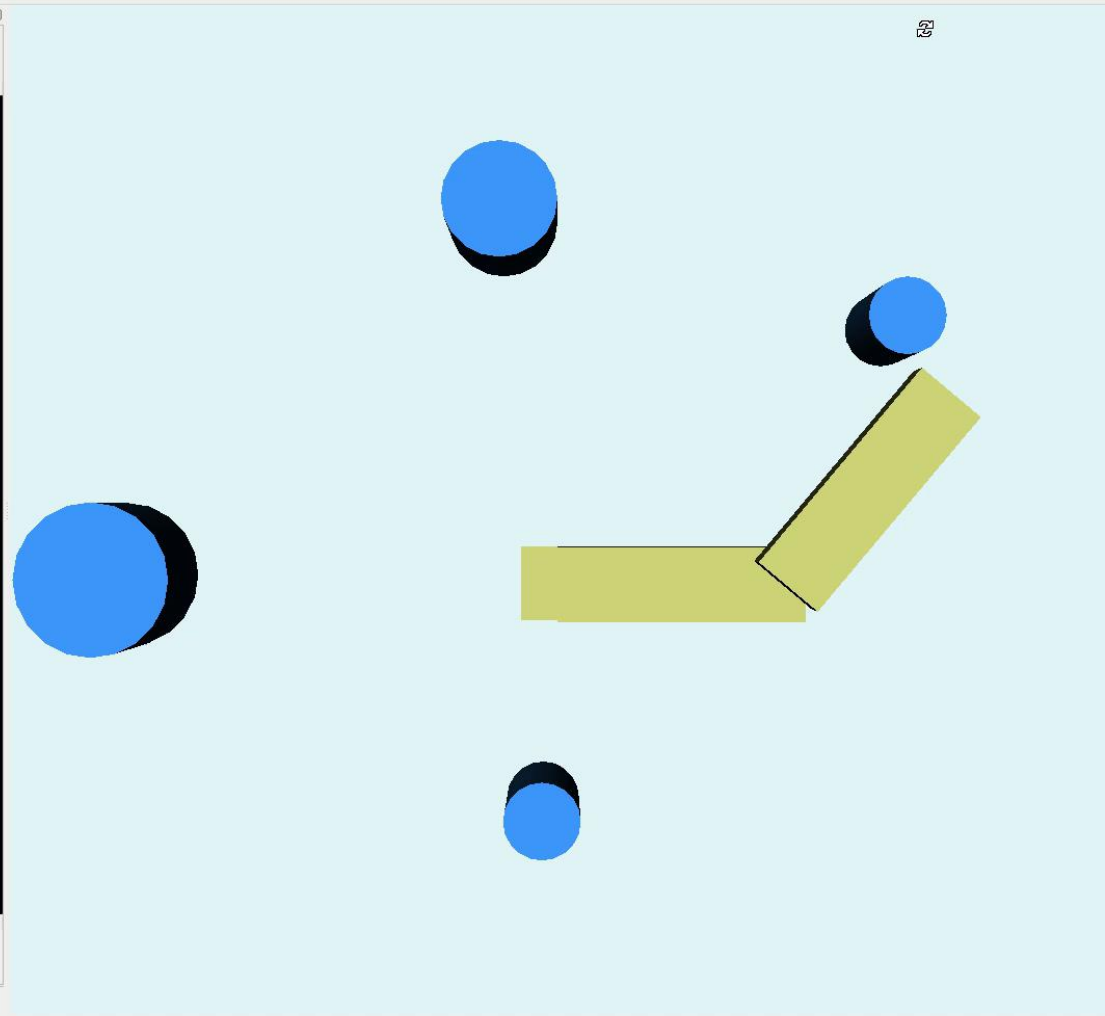
BUILD\_RRT( $q_{init}$ ,  $q_{final}$ ,  $p$ )

```
1   $\mathcal{T}.$ init( $q_{init}$ );  
2  for  $k = 1$  to  $K$  do  
3     $q_{rand} \leftarrow$  RANDOM_GOAL_BIAS( $p$ );  
4    EXTEND( $\mathcal{T}$ ,  $q_{rand}$ );  
5  Return  $\mathcal{T}$ 
```

RANDOM\_GOAL\_BIAS( $p$ )

- Sample **random configuration** with probability **1-p**
- Sample **goal configuration** with probability **p**





# RRT Extensions (2) – Connect

---

BUILD\_RRT( $q_{init}$ ,  $q_{final}$ ,  $p$ )

```
1   $\mathcal{T}.$ init( $q_{init}$ );  
2  for  $k = 1$  to  $K$  do  
3       $q_{rand} \leftarrow$  RANDOM_GOAL_BIAS( $p$ );  
4      CONNECT( $\mathcal{T}$ ,  $q_{rand}$ )  
5  Return  $\mathcal{T}$ 
```

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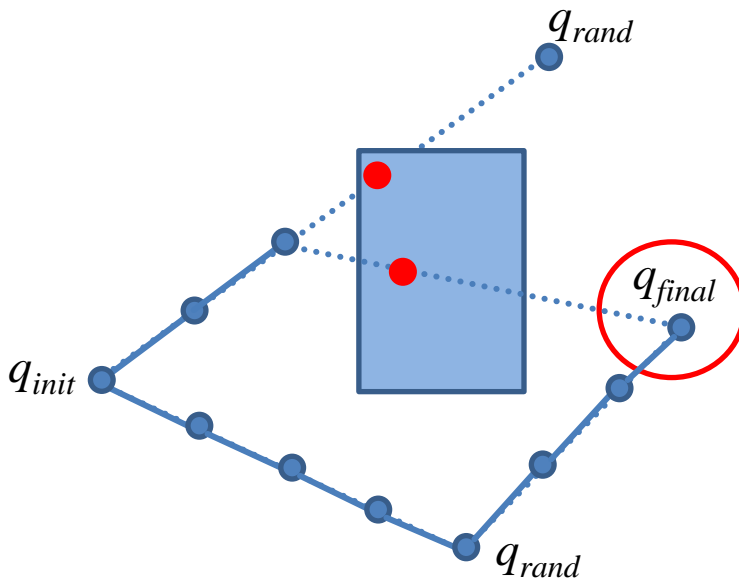


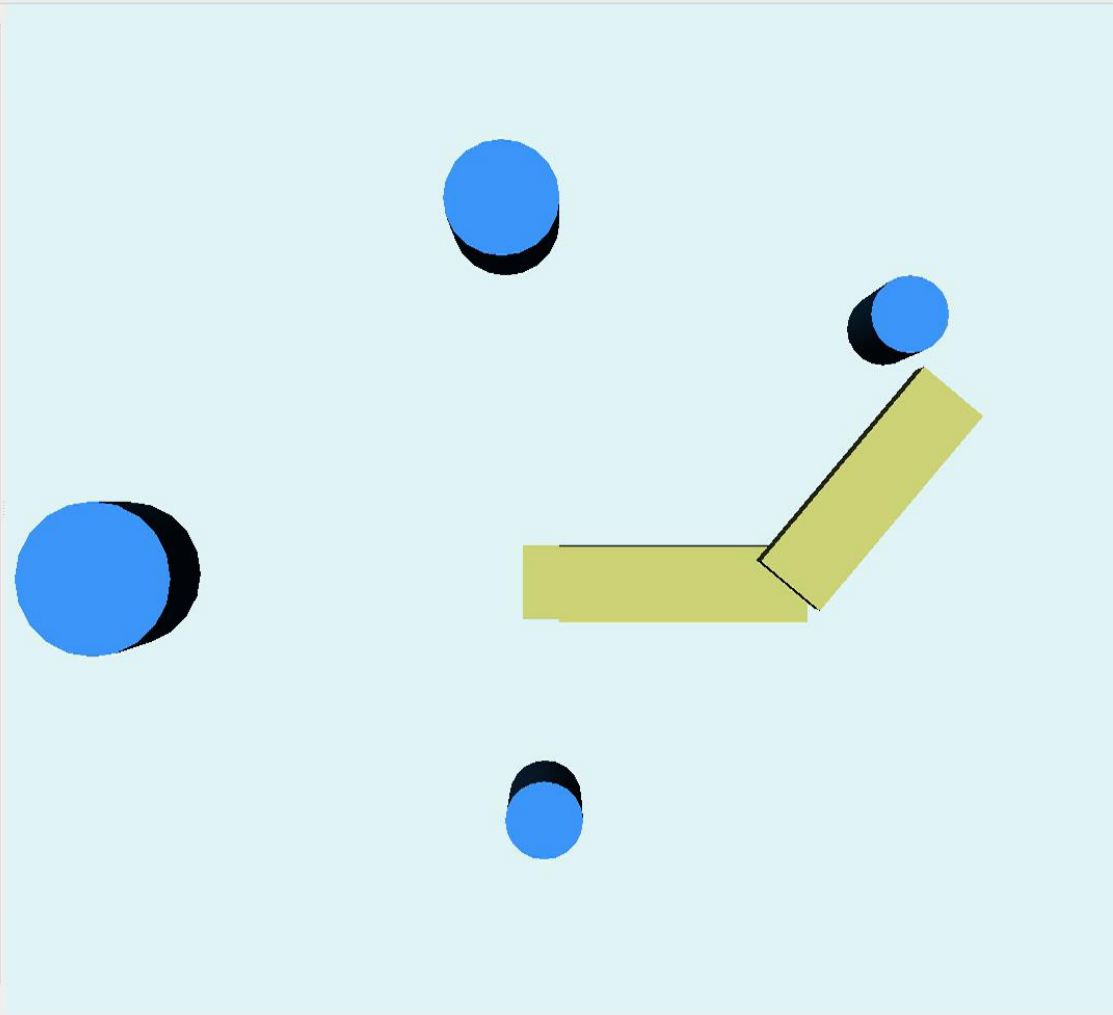
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CONNECT( $\mathcal{T}$ ,  $q$ )

```
1  repeat  
2       $S \leftarrow$  EXTEND( $\mathcal{T}$ ,  $q$ );  
3  until not ( $S = Advanced$ )  
4  Return  $S$ ;
```

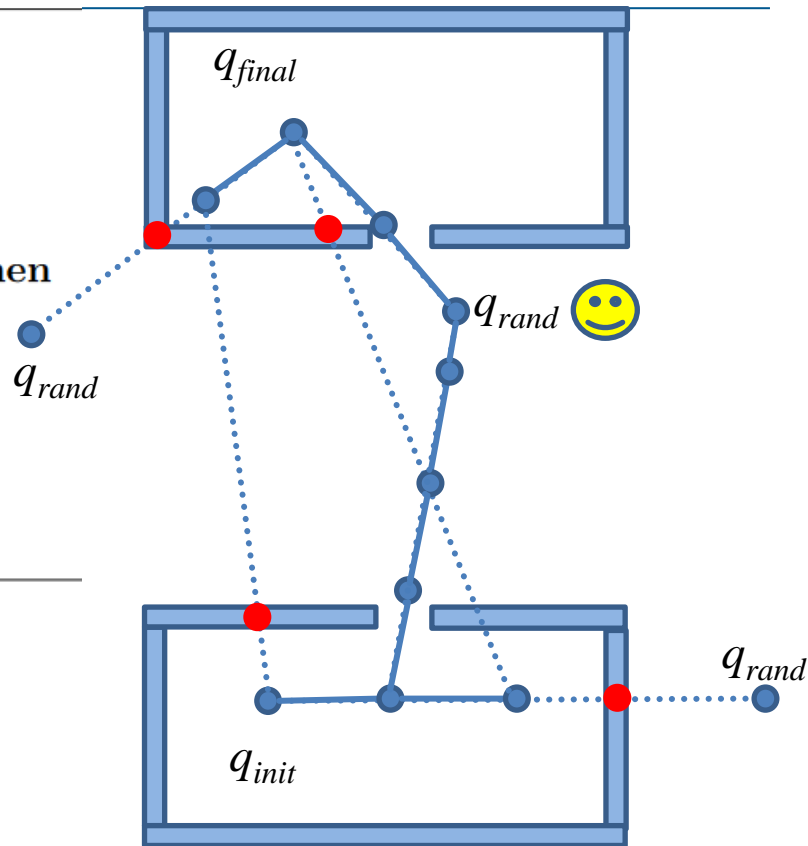
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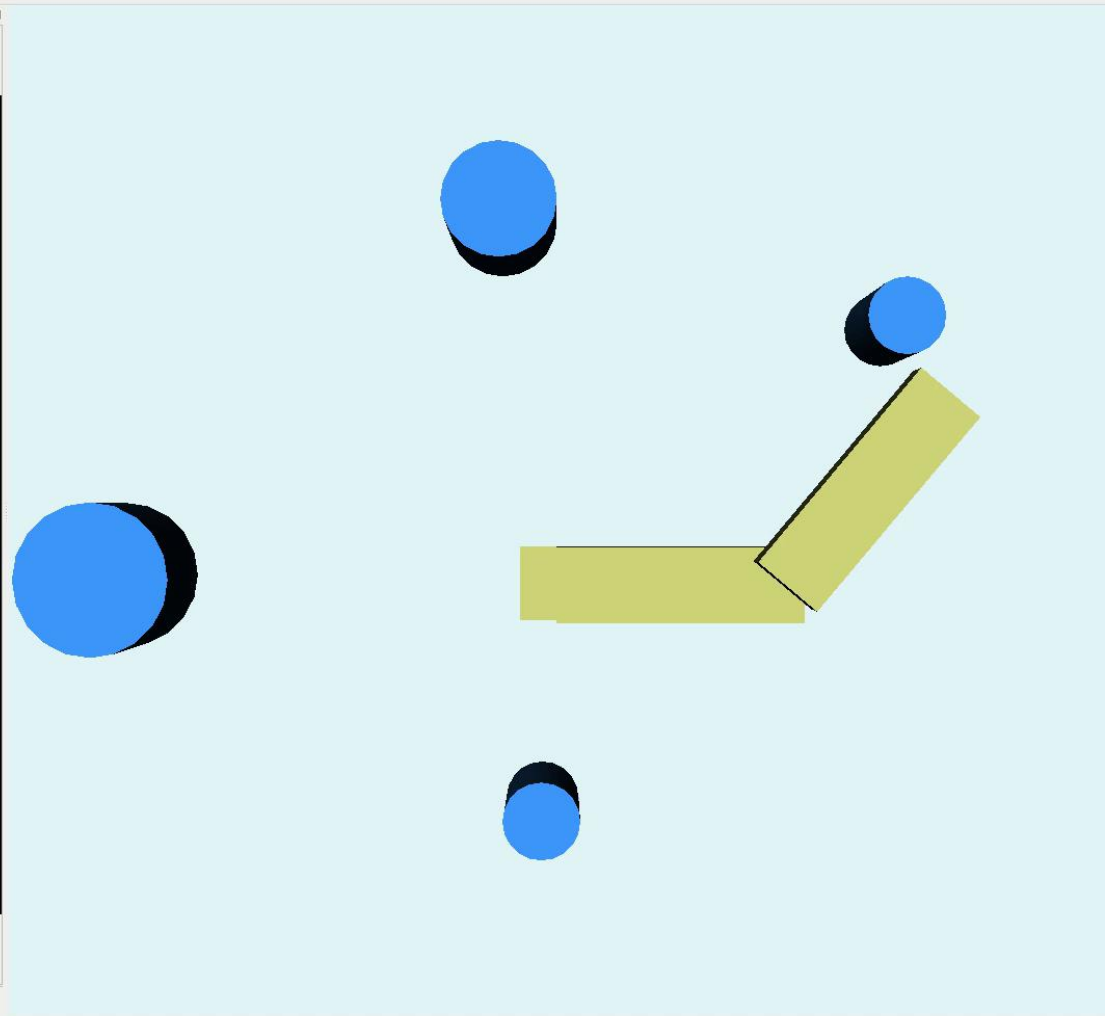




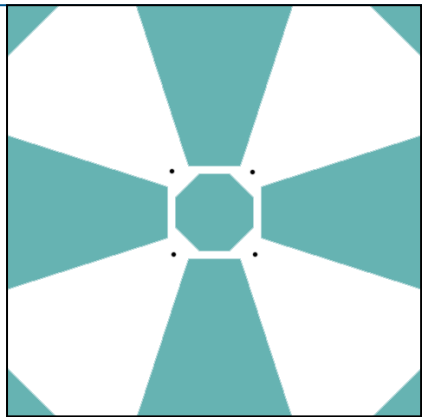
# RRT Extensions (3) – Using Two Trees

```
1: function RRT_BIDIRECTIONAL( $q_{init}, q_{final}$ )
2:    $\mathcal{T}_a.init(q_{init}); \mathcal{T}_b.init(q_{final});$ 
3:   for  $k = 1$  to  $K$  do
4:      $q_{rand} \leftarrow \text{RANDOM\_CONFIGURATION}();$ 
5:     CONNECT( $\mathcal{T}_a, q_{rand}$ );
6:     if  $q_{new}$  AND CONNECT( $\mathcal{T}_b, q_{new}$ ) == Reached then
7:       Return PATH( $\mathcal{T}_a, \mathcal{T}_b$ );
8:     end if
9:     SWAP( $\mathcal{T}_a, \mathcal{T}_b$ );
10:  end for
11:  Return Failure;
12: end function
```

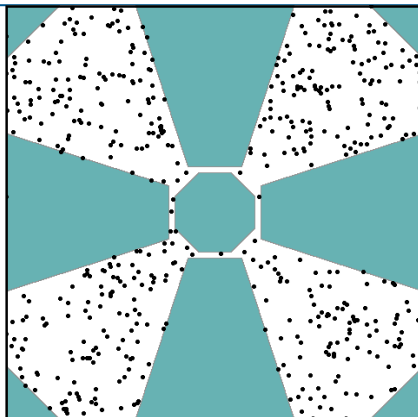




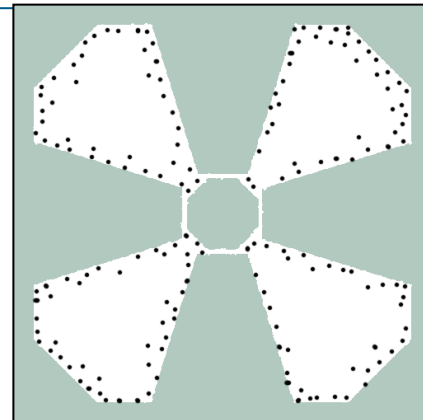
# Different Sampling Strategies



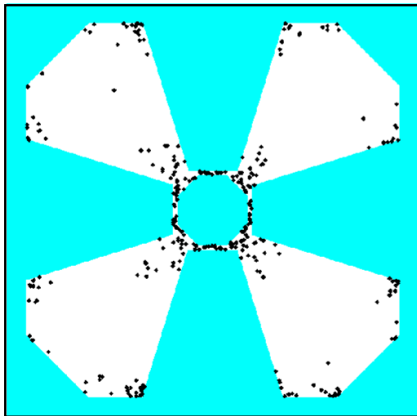
ideal



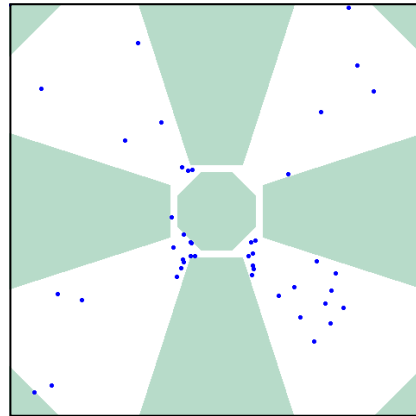
uniform



Gaussian



Bridge



Utility



# Exploration versus Exploitation

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**Exploration** seeks **understanding of the state space**, irrespective of a particular task. In motion planning, the process **exploration** seeks to understand the connectivity of the configuration space, irrespective of solving a particular motion planning problem.

**Guided exploration** seeks **efficient** understanding of the state space, irrespective a particular task, by **leveraging available information**.

**Exploitation** strives to **accomplish a particular task as efficiently as possible** by **leveraging available information**.

In motion planning, **exploitation** seeks a valid path for a **particular task**, based on available information.