# AA 274A: Principles of Robot Autonomy I Problem Set HW2

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# 1 A\* Motion Planning

```
[]: # The autoreload extension will automatically load in new code as you edituriles,
# so you don't need to restart the kernel every time
%load_ext autoreload
%autoreload 2
import numpy as np
import matplotlib.pyplot as plt
from P1_astar import DetOccupancyGrid2D, AStar
from utils import generate_planning_problem
```

### 1.1 Simple Environment

#### 1.1.1 Workspace

(Try changing this and see what happens)

```
[]: width = 10
height = 10
obstacles = [((6,7),(8,8)),((2,2),(4,3)),((2,5),(4,7)),((6,3),(8,5))]
occupancy = DetOccupancyGrid2D(width, height, obstacles)
```

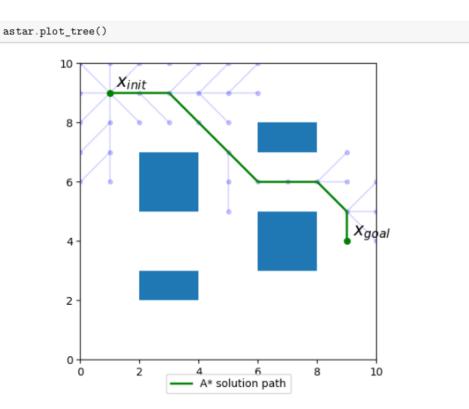
#### 1.1.2 Starting and final positions

(Try changing these and see what happens)

```
[]: x_init = (1, 9)
x_goal = (9, 4)
```

#### 1.1.3 Run A\* planning

```
[]: astar = AStar((0, 0), (width, height), x_init, x_goal, occupancy)
if not astar.solve():
    print("No path found")
else:
    plt.rcParams['figure.figsize'] = [5, 5]
    astar.plot_path()
```



#### 1.2 Random Cluttered Environment

### 1.2.1 Generate workspace, start and goal positions

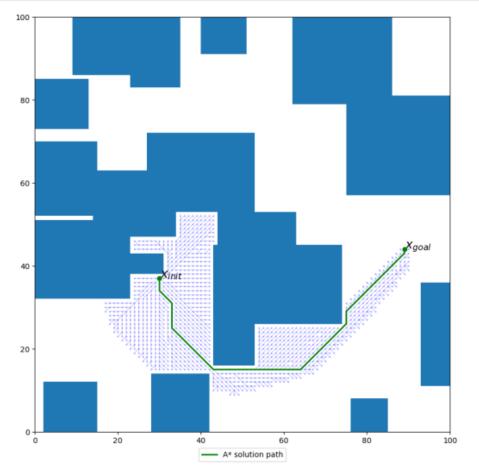
(Try changing these and see what happens)

```
[]: width = 100
height = 100
num_obs = 25
min_size = 5
max_size = 30

occupancy, x_init, x_goal = generate_planning_problem(width, height, num_obs,u_omin_size, max_size)
```

# 1.2.2 Run A\* planning

```
[]: astar = AStar((0, 0), (width, height), x_init, x_goal, occupancy)
if not astar.solve():
    print("No path found")
else:
    plt.rcParams['figure.figsize'] = [10, 10]
    astar.plot_path()
    astar.plot_tree(point_size=2)
```



[]:

# 1 RRT Sampling-Based Motion Planning

```
[]: # The autoreload extension will automatically load in new code as you edit

→files,

# so you don't need to restart the kernel every time
%load_ext autoreload
%autoreload 2

import numpy as np
import matplotlib.pyplot as plt
from P2_rrt import *

plt.rcParams['figure.figsize'] = [8, 8] # Change default figure size
```

The autoreload extension is already loaded. To reload it, use: %reload\_ext autoreload

#### 1.0.1 Set up workspace

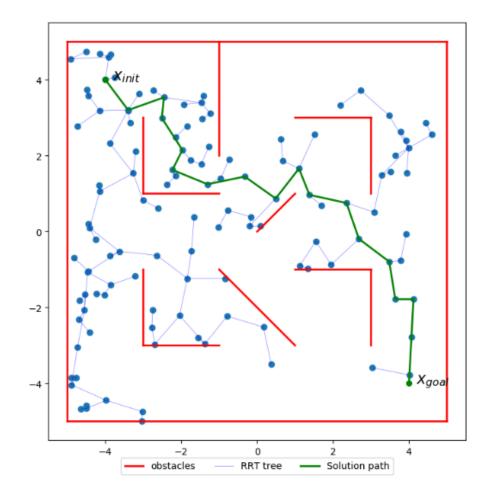
```
[ ]: MAZE = np.array([
        ((5,5),(-5,5)),
        ((-5, 5), (-5, -5)),
        ((-5,-5), (5,-5)),
        ((5,-5), (5,5)),
        ((-3,-3), (-3,-1)),
        ((-3,-3), (-1,-3)),
        ((3,3),(3,1)),
        ((3,3),(1,3)),
        ((1,-1), (3,-1)),
        ((3,-1), (3,-3)),
        ((-1, 1), (-3, 1)),
        ((-3, 1), (-3, 3)),
        ((-1,-1), (1,-3)),
        ((-1, 5), (-1, 2)),
        ((0,0),(1,1))
    ])
```

```
# try changing these! x_{init} = [-4,4] # reset to [-4,4] when saving results for submission x_{goal} = [4,-4] # reset to [4,-4] when saving results for submission
```

# 1.1 Geometric Planning

```
[]: grrt = GeometricRRT([-5,-5], [5,5], x_init, x_goal, MAZE) grrt.solve(1.0, 2000)
```

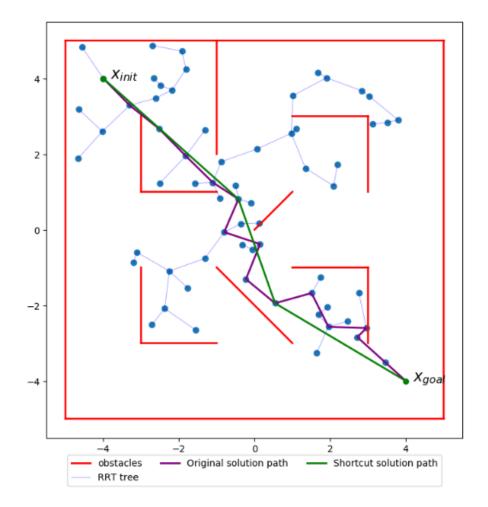
### [ ]: True



### 1.1.1 Adding shortcutting

[ ]: grrt.solve(1.0, 2000, shortcut=True)

[ ]: True

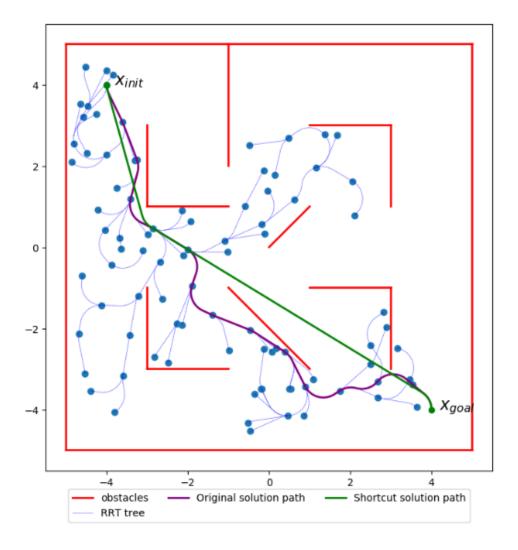


# 1.2 Dubins Car Planning

```
[]: x_init = [-4,4, 3*np.pi/2]
x_goal = [4,-4, 3*np.pi/2]

drrt = DubinsRRT([-5,-5,0], [5,5,2*np.pi], x_init, x_goal, MAZE, .5)
drrt.solve(1.0, 1000, shortcut=True)
```

### [ ]: True



```
[]: # The autoreload extension will automatically load in new code as you edit,
      ⊶files,
     # so you don't need to restart the kernel every time
     %load_ext autoreload
     %autoreload 2
     import numpy as np
     from P1_astar import AStar
     from P2_rrt import *
     from P3_traj_planning import compute_smoothed_traj, modify_traj_with_limits,u

→SwitchingController

     import matplotlib.pyplot as plt
     from HW1.P1_differential_flatness import *
     from HW1.P2_pose_stabilization import *
     from HW1.P3_trajectory_tracking import *
     from utils import generate_planning_problem
     from HW1.utils import simulate_car_dyn
     plt.rcParams['figure.figsize'] = [14, 14] # Change default figure size
```

The autoreload extension is already loaded. To reload it, use: %reload\_ext autoreload

### 0.0.1 Generate workspace, start and goal positions

```
width = 100
height = 100
num_obs = 25
min_size = 5
max_size = 30

occupancy, x_init, x_goal = generate_planning_problem(width, height, num_obs,u)
win_size, max_size)
```

#### 0.0.2 Solve A\* planning problem

```
[]: astar = AStar((0, 0), (width, height), x_init, x_goal, occupancy)
if not astar.solve():
    print("No path found")
```

#### 0.1 Smooth Trajectory Generation

#### 0.1.1 Trajectory parameters

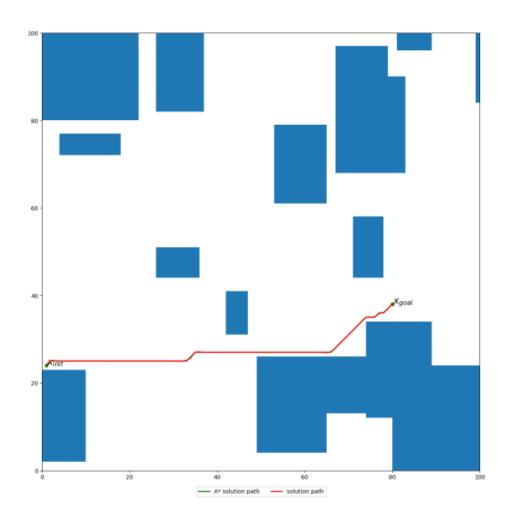
(Try changing these and see what happens)

```
[]: V_des = 0.3  # Nominal velocity
alpha = 0.1  # Smoothness parameter
dt = 0.05
k_spline = 3
```

#### 0.1.2 Generate smoothed trajectory

```
[]: t_smoothed, traj_smoothed = compute_smoothed_traj(astar.path, V_des, k_spline,u_alpha, dt)

fig = plt.figure()
   astar.plot_path(fig.number)
   def plot_traj_smoothed(traj_smoothed):
        plt.plot(traj_smoothed[:,0], traj_smoothed[:,1], color="red", linewidth=2,u_alabel="solution path", zorder=10)
   plot_traj_smoothed(traj_smoothed)
   plt.legend(loc='upper center', bbox_to_anchor=(0.5, -0.03), fancybox=True,u_ancol=3)
   plt.show()
```



# 0.2 Control-Feasible Trajectory Generation and Tracking

### 0.2.1 Robot control limits

```
[]: V_max = 0.5 # max speed om_max = 1 # max rotational speed
```

# 0.2.2 Tracking control gains

Tune these as needed to improve tracking performance.

```
[ ]: kpx = 1 kpy = 1
```

```
kdx = 0.5
kdy = 0.5
```

#### 0.2.3 Generate control-feasible trajectory

```
[]: t_new, V_smooth_scaled, om_smooth_scaled, traj_smooth_scaled =
_______
__modify_traj_with_limits(traj_smoothed, t_smoothed, V_max, om_max, dt)
```

### 0.2.4 Create trajectory controller and load trajectory

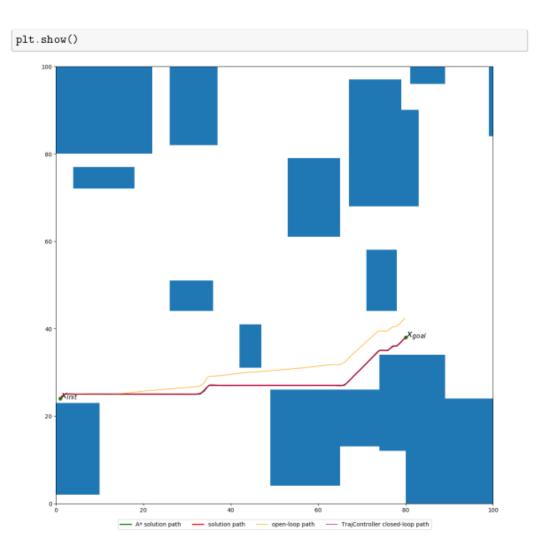
#### 0.2.5 Set simulation input noise

(Try changing this and see what happens)

```
[ ]: noise_scale = 0.05
```

#### 0.2.6 Simulate closed-loop tracking of smoothed trajectory, compare to open-loop

```
[ ]: tf_actual = t_new[-1]
     times_cl = np.arange(0, tf_actual, dt)
     s_0 = State(x=x_init[0], y=x_init[1], V=V_max, th=traj_smooth_scaled[0,2])
     s_f = State(x=x_goal[0], y=x_goal[1], V=V_max, th=traj_smooth_scaled[-1,2])
     actions_ol = np.stack([V_smooth_scaled, om_smooth_scaled], axis=-1)
     states_ol, ctrl_ol = simulate_car_dyn(s_0.x, s_0.y, s_0.th, times_cl,_u
      -actions=actions_ol, noise_scale=noise_scale)
     states_cl, ctrl_cl = simulate_car_dyn(s_0.x, s_0.y, s_0.th, times_cl,_
      controller=traj_controller, noise_scale=noise_scale)
     fig = plt.figure()
     astar.plot_path(fig.number)
     plot_traj_smoothed(traj_smoothed)
     def plot_traj_ol(states_ol):
         plt.plot(states_ol[:,0],states_ol[:,1], color="orange", linewidth=1,__
      ⇒label="open-loop path", zorder=10)
     def plot_traj_cl(states_cl):
         plt.plot(states_cl[:,0], states_cl[:,1], color="purple", linewidth=1,__
      □label="TrajController closed-loop path", zorder=10)
     plot_traj_ol(states_ol)
     plot_traj_cl(states_cl)
     plt.legend(loc='upper center', bbox_to_anchor=(0.5, -0.03), fancybox=True,u
      uncol=4)
```



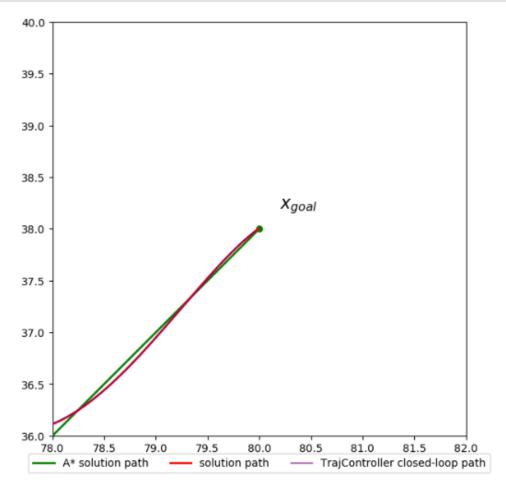
### 0.3 Switching from Trajectory Tracking to Pose Stabilization Control

# 0.3.1 Zoom in on final pose error

```
[]: l_window = 4.

fig = plt.figure(figsize=[7,7])
astar.plot_path(fig.number, show_init_label = False)
plot_traj_smoothed(traj_smoothed)
plot_traj_cl(states_cl)
```

```
plt.legend(loc='upper center', bbox_to_anchor=(0.5, -0.03), fancybox=True,uoncol=3)
plt.axis([x_goal[0]-1_window/2, x_goal[0]+1_window/2, x_goal[1]-1_window/2,uox_goal[1]+1_window/2])
plt.show()
```



### 0.3.2 Pose stabilization control gains

Tune these as needed to improve final pose stabilization.

```
[]: k1 = 1. k2 = 1. k3 = 1.
```

#### 0.3.3 Create pose controller and load goal pose

Note we use the last value of the smoothed trajectory as the goal heading  $\theta$ 

```
[ ]: pose_controller = PoseController(k1, k2, k3, V_max, om_max)
pose_controller.load_goal(x_goal[0], x_goal[1], traj_smooth_scaled[-1,2])
```

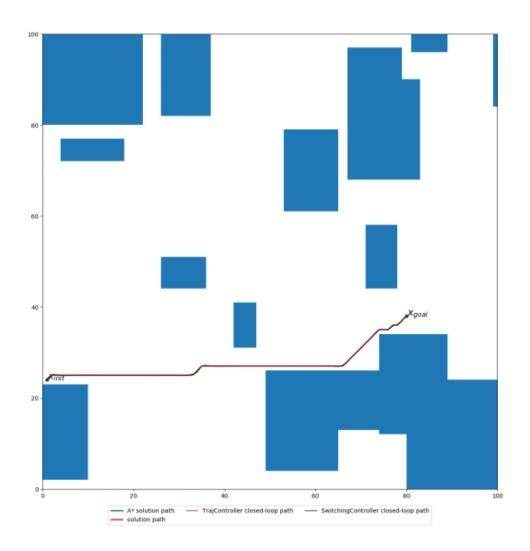
#### 0.3.4 Time before trajectory-tracking completion to switch to pose stabilization

Try changing this!

```
[ ]: t_before_switch = 5.0
```

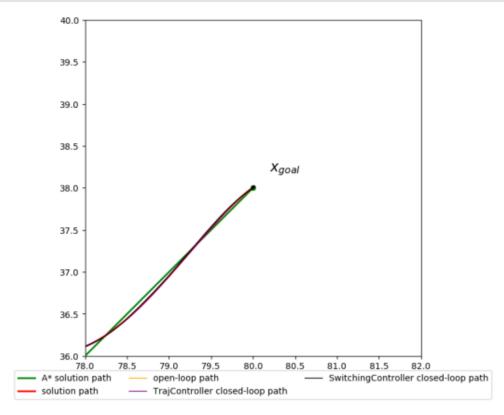
#### 0.3.5 Create switching controller and compare performance

```
[]:|switching_controller = SwitchingController(traj_controller, pose_controller,
      t extend = 60.0 # Extra time to simulate after the end of the nominal trajectory
    times_cl_extended = np.arange(0, tf_actual+t_extend, dt)
    states_cl_sw, ctrl_cl_sw = simulate_car_dyn(s_0.x, s_0.y, s_0.th,_u
      -times_cl_extended, controller=switching_controller, noise_scale=noise_scale)
    fig = plt.figure()
    astar.plot_path(fig.number)
    plot_traj_smoothed(traj_smoothed)
    plot_traj_cl(states_cl)
    def plot_traj_cl_sw(states_cl_sw):
        plt.plot(states_cl_sw[:,0], states_cl_sw[:,1], color="black", linewidth=1,u
      □label="SwitchingController closed-loop path", zorder=10)
    plot_traj_cl_sw(states_cl_sw)
    plt.legend(loc='upper center', bbox_to_anchor=(0.5, -0.03), fancybox=True,u
      ⊸ncol=3)
    plt.show()
```



### 0.3.6 Zoom in on final pose

```
fig = plt.figure(figsize=[7,7])
astar.plot_path(fig.number, show_init_label = False)
plot_traj_smoothed(traj_smoothed)
plot_traj_ol(states_ol)
plot_traj_cl(states_cl)
plot_traj_cl_sw(states_cl_sw)
```



### 0.3.7 Plot final sequence of states

To see just how well we're able to arrive at the target point (and to assist in choosing values for the pose stabilization controller gains  $k_1, k_2, k_3$ ), we plot the error in x and y for both the tracking controller and the switching controller at the end of the trajectory.

### [ ]: Text(0, 0.5, 'y error (m)')

