# sim\_traj\_planning

### October 17, 2019

# so you don't need to restart the kernel every time

%load\_ext autoreload

%autoreload 2

In [39]: # The autoreload extension will automatically load in new code as you edit files,

```
import numpy as np
         from P1_astar import DetOccupancyGrid2D, AStar
         from P2_rrt import *
         from P3_traj_planning import compute_smoothed_traj, modify_traj_with_limits, Switching
         import scipy.interpolate
         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
         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
In [40]: 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, min_size
0.0.2 Solve A* planning problem
In [41]: 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

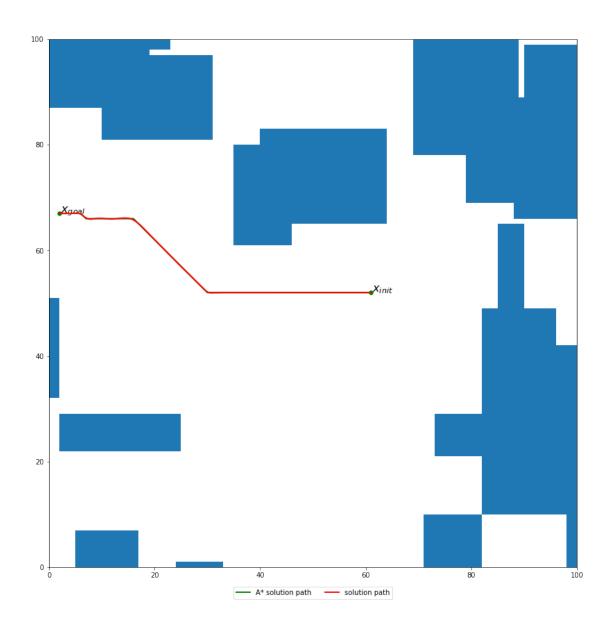
(Try changing these and see what happens)

```
In [42]: V_des = 0.3 # Nominal velocity
    alpha = 0.1 # Smoothness parameter
    dt = 0.05
```

### 0.1.2 Generate smoothed trajectory

```
In [59]: traj_smoothed, t_smoothed = compute_smoothed_traj(astar.path, V_des, 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, label=
        plot_traj_smoothed(traj_smoothed)
        plt.legend(loc='upper center', bbox_to_anchor=(0.5, -0.03), fancybox=True, ncol=3)
        plt.show()
```



## 0.2 Control-Feasible Trajectory Generation and Tracking

### 0.2.1 Robot control limits

## 0.2.2 Tracking control gains

Tune these as needed to improve tracking performance.

In [61]: 
$$kpx = 2$$
  
 $kpy = 2$ 

```
kdx = 2
kdy = 2
```

#### 0.2.3 Generate control-feasible trajectory

```
In [62]: t_new, V_smooth_scaled, om_smooth_scaled, traj_smooth_scaled = modify_traj_with_limit
```

## 0.2.4 Create trajectory controller and load trajectory

```
In [63]: traj_controller = TrajectoryTracker(kpx=kpx, kpy=kpy, kdx=kdx, kdy=kdy, V_max=V_max, traj_controller.load_traj(t_new, traj_smooth_scaled)
```

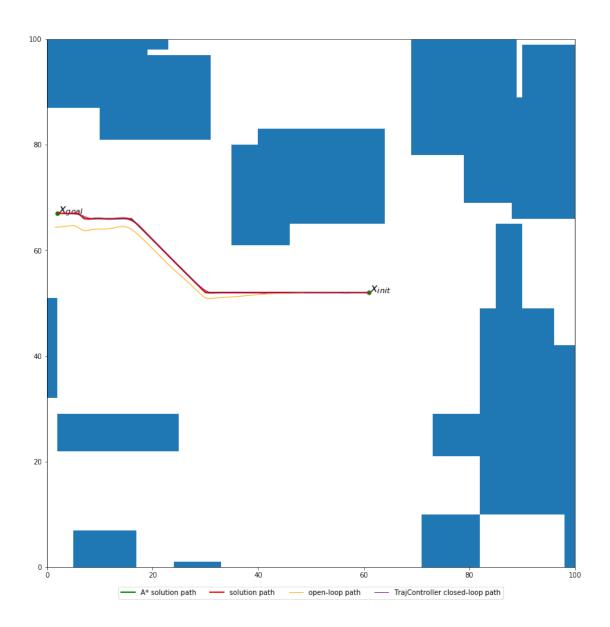
#### 0.2.5 Set simulation input noise

(Try changing this and see what happens)

```
In [64]: noise_scale = 0.05
```

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

```
In [65]: 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, actions=actions
                             states_cl, ctrl_cl = simulate_car_dyn(s_0.x, s_0.y, s_0.th, times_cl, controller=traj
                            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=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open=""open
                             def plot_traj_cl(states_cl):
                                         plt.plot(states_cl[:,0], states_cl[:,1], color="purple", linewidth=1, label="Traje")
                            plot_traj_ol(states_ol)
                            plot_traj_cl(states_cl)
                            plt.legend(loc='upper center', bbox_to_anchor=(0.5, -0.03), fancybox=True, ncol=4)
                            plt.show()
```

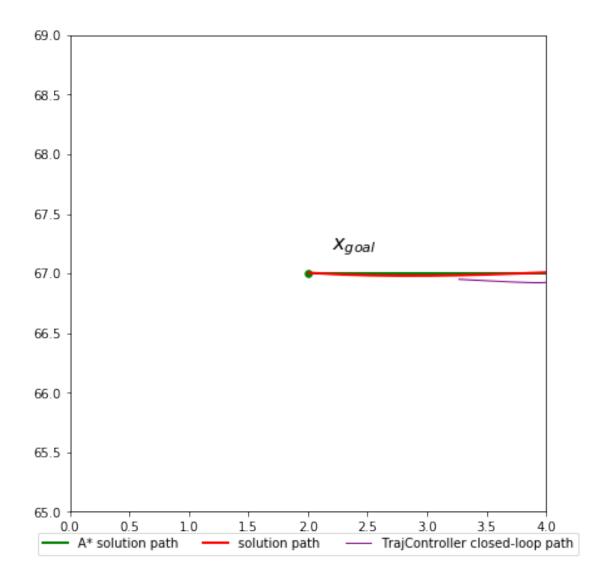


## 0.3 Switching from Trajectory Tracking to Pose Stabilization Control

## 0.3.1 Zoom in on final pose error

```
In [66]: l_window = 4.

fig = plt.figure(figsize=[7,7])
    astar.plot_path(fig.number)
    plot_traj_smoothed(traj_smoothed)
    plot_traj_cl(states_cl)
    plt.legend(loc='upper center', bbox_to_anchor=(0.5, -0.03), fancybox=True, ncol=3)
    plt.axis([x_goal[0]-l_window/2, x_goal[0]+l_window/2, x_goal[1]-l_window/2, x_goal[1]-plt.show()
```



## 0.3.2 Pose stabilization control gains

Tune these as needed to improve final pose stabilization.

In [67]: 
$$k1 = 1$$
.  $k2 = 1$ .  $k3 = 1$ .

## 0.3.3 Create pose controller and load goal pose

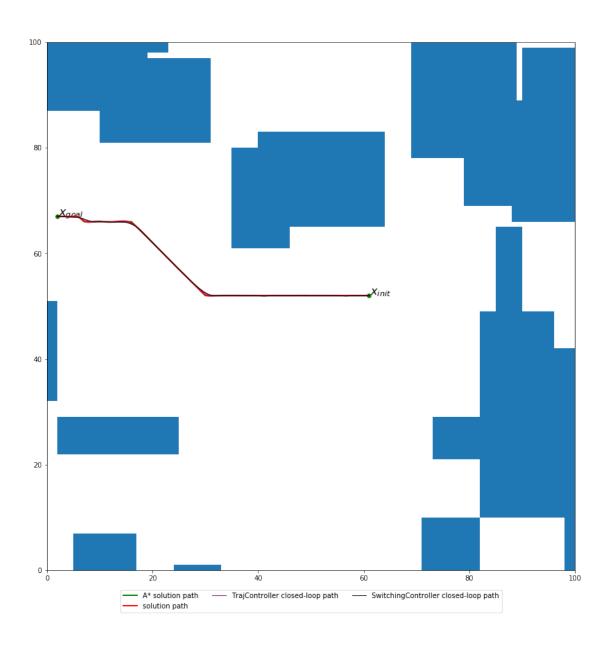
Note we use the last value of the smoothed trajectory as the goal heading  $\theta$ 

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

Try changing this!

```
In [69]: t_before_switch = 5.0
```

## 0.3.5 Create switching controller and compare performance

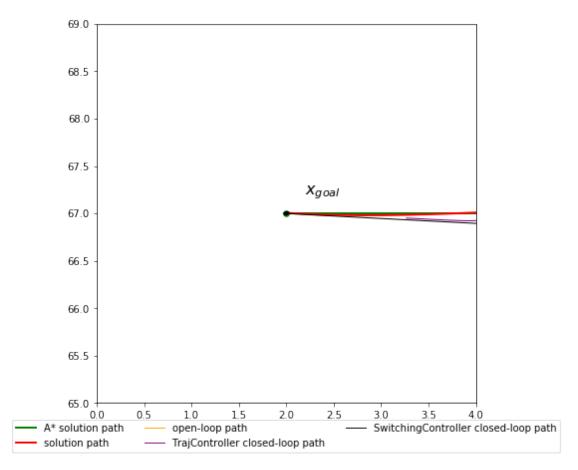


## 0.3.6 Zoom in on final pose

```
In [71]: l_window = 4.

fig = plt.figure(figsize=[7,7])
    astar.plot_path(fig.number)
    plot_traj_smoothed(traj_smoothed)
    plot_traj_ol(states_ol)
    plot_traj_cl(states_cl)
    plot_traj_cl_sw(states_cl_sw)
    plt.legend(loc='upper center', bbox_to_anchor=(0.5, -0.03), fancybox=True, ncol=3)
```

 $\label{lem:plt.axis} $$ \left( [x_goal[0]-l_window/2, x_goal[0]+l_window/2, x_goal[1]-l_window/2, x_goal[1]-l_wi$ 



## 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.

```
plt.plot(times_cl_extended[T:], states_cl_sw[T:,1] - x_goal[1], label='SwitchingControl
   plt.legend()
   plt.ylabel("y error (m)")
   plt.show()
   4.0
                                                                            TrajController
                                                                            SwitchingController
  3.5
  3.0
  2.5
x error (m)
  2.0
  1.5
  1.0
  0.5
  0.0
              130
                           140
                                       150
                                                   160
                                                               170
                                                                           180
                                                                                       190
 0.00
-0.05
-0.10
-0.15
                                                                            TrajController
-0.20
                                                                            SwitchingController
```

170

180

190

y error (m)

130

140

150

160

