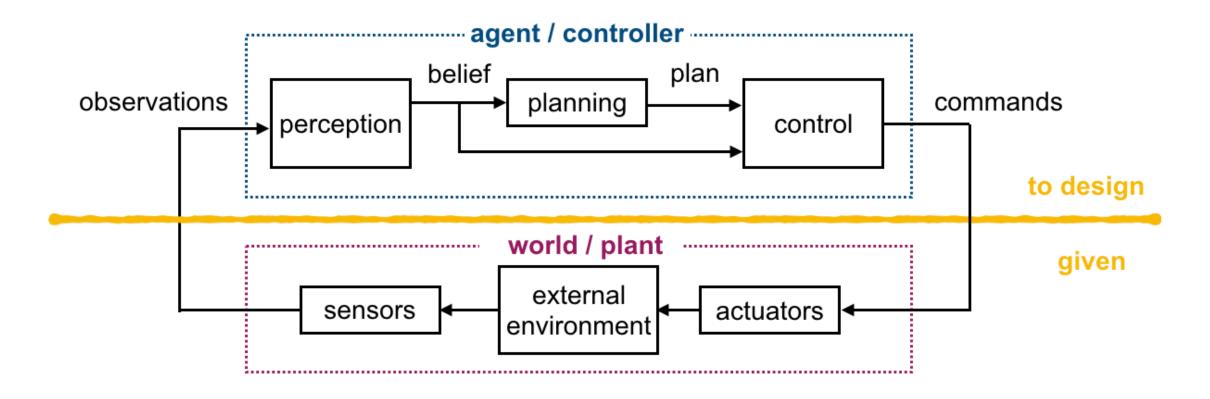
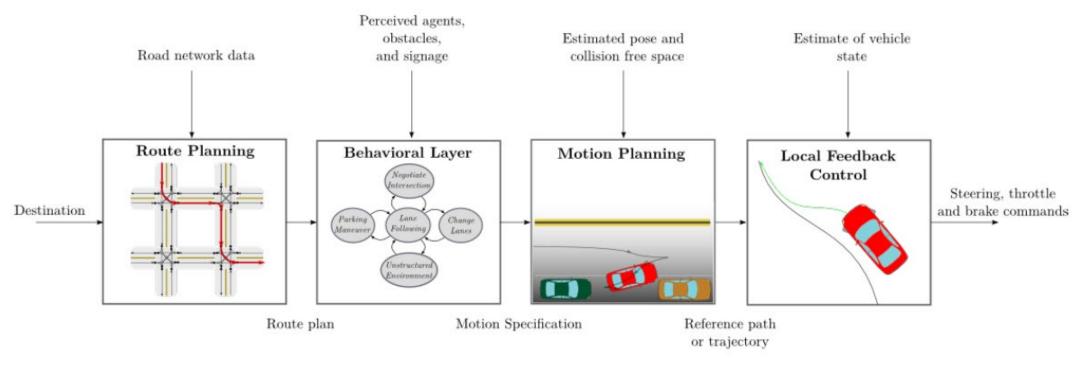
# Introduction to motion planning

## Big picture



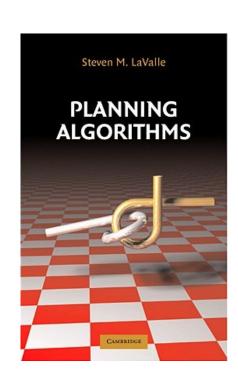
#### Hierarchical architecture



- Graph theory
- Search algorithms (A\*, D\*, ...)
- Finite state machine
- Variational methods (e.g., PF)
- Graph-search methods (e.g., cell/grid)
- Incremental search methods (e.g., RRT)

## Motion planning

- Motion Planning: Find a feasible, collision-free path from given start pose to given destination pose.
- Constraints on path:
  - Starts at current position.
  - Ends at goal position.
  - Robot does not collide with obstacles
  - Respect kinematics constraints: limited turning-radius



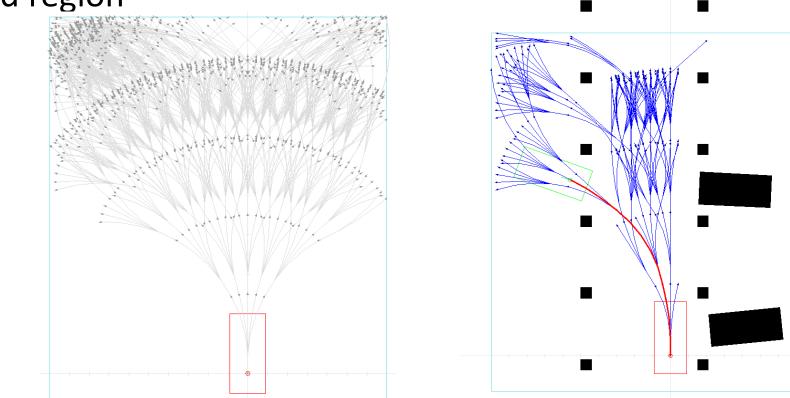
#### Motion primitives

 A discrete set of maneuvers that a vehicle can execute from each configuration

Expanding maneuvers into future time steps from initial configuration

• Score each trajectories or use search algorithms to find the shortest

path to the desired region



### Pros/Cons

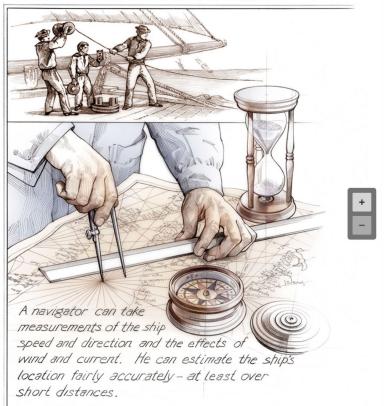
- Can handle differential constraints
- Model agnostic
- Can be efficient (real-time) and more deterministic
- ROS package: <a href="http://wiki.ros.org/sbpl">http://wiki.ros.org/sbpl</a>

Completeness and optimality achieved only up to discretization resolution

#### Localization

 Necessary: because no global position information is provided and because inertial sensors have noise and drift issues

DEAD RECKONING AT SEA



Dead reckoning has error accumulation issues!!



#### Better localization

- Using external landmarks to reduce/avoid drift: need sensors like lidar, camera,...
  - If the landmarks are at known locations, it is a localization problem.
  - If the landmarks are at unknown locations, it is SLAM (simultaneous localization and mapping).
- Fuse odometry information with external landmark information
  - EKF
  - Particle filter
  - MAP (Maximum a posteriori) estimation
  - ROS package: gmapping (requires a 2D laser scanner and a decent odometry), ORB-SLAM (monocular, stereo, RGB-D), g2o, gtsam