

# Dynamical Post-Processing for Manipulation Trajectories

Internship Report



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#### Motivation

#### Classical manipulation planners:

- ► Sampling-based
- Output kinematic path consisting of sequence of robot configurations
- ⇒ Dynamics not yet taken into account
- $\Rightarrow$  Local improvements possible



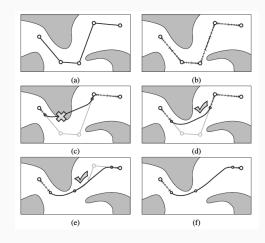
# Evaluation of Various Post-Processing Strategies

- 1. Hauser's shortcutting idea
- 2. Smooth object interaction
- 3. Sampling of new transitions
- 4. Sampling of new grasps and placements



## 1. Hauser's Shortcutting Idea

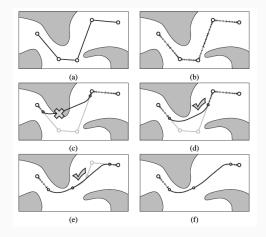
- Transform path to start-stop-trajectory
- ► Shortcut iteratively:
  - sample two points
  - compute shortcut
  - check collisions





## 1. Hauser's Shortcutting Idea

- ► Transform path to start-stop-trajectory
- ► Shortcut iteratively:
  - ▶ sample two points
- **How?** ▶ compute shortcut
  - check collisions





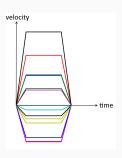
#### Basic Idea

- ▶ find "bottleneck" axis
- synchronize all axes to bottleneck time



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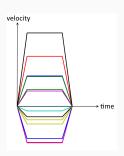
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#### Basic Idea

- ▶ find "bottleneck" axis
- synchronize all axes to bottleneck time



#### **Problem**

- synchronization to arbitrary subsequent point in time not always possible
- each axis has inoperative time intervals in which axis cannot be synchronized



#### Basic Idea

- ▶ find "bottleneck" axis
- synchronize all axes to bottleneck time

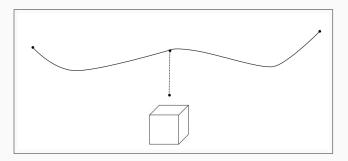
#### Reflexxes

- find "bottleneck axis" and inoperative time intervals
- synchronize all axes to earliest possible point in time



#### 2. Smooth Interaction

▶ "interaction" = approaching the object to be gripped

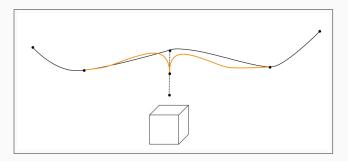


- current solution: stop between motion and grasp
- stopping takes a lot of time



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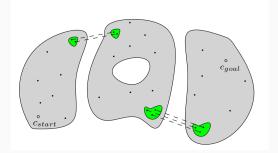


- better: slide smoothly into linear movement
- use Reflexxes for computation of orange motion



# 3. Sampling of New Transitions - Basic Idea

► Recall: Manipulation Planner

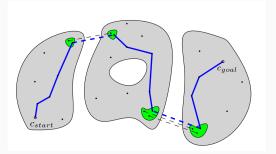


 Idea: Sample new transitions and re-plan preceeding and succeeding trajectories



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► Recall: Manipulation Planner

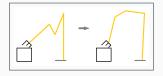


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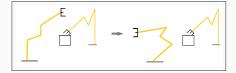


#### New transition is ...

... either new inverse kinematic
(for active arms)

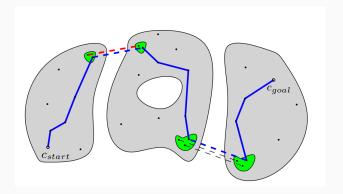


... or arbitrary valid configuration (for passive arms)



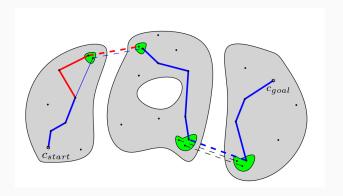


Re-plan using Reflexxes:



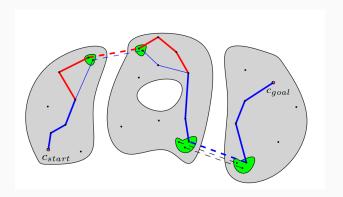


Re-plan using Reflexxes:





Re-plan using Reflexxes:





# 4. Sampling of New Grasps and Placements

- ► Recall: Manipulation Planner
  - Sample a set of fixed grasps
  - ► For these, sample configuration roadmaps
- ▶ Post-Processing so far: Stick to these grasps



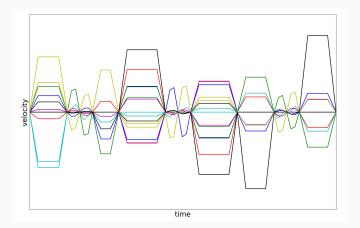
# 4. Sampling of New Grasps and Placements

- ► Recall: Manipulation Planner
  - Sample a set of fixed grasps
  - For these, sample configuration roadmaps
- Post-Processing so far: Stick to these grasps
- Idea: Also sample new grasps and re-plan
- But: New grasp changes collision checks for all subsequent action

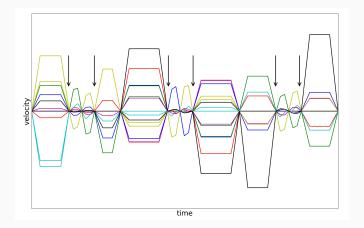




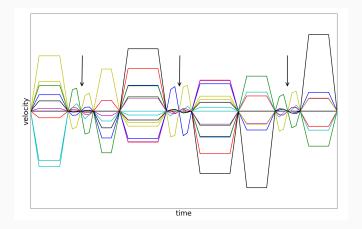




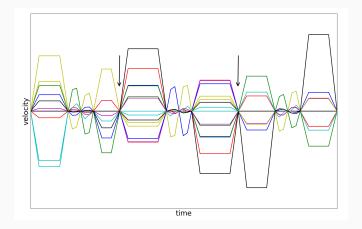






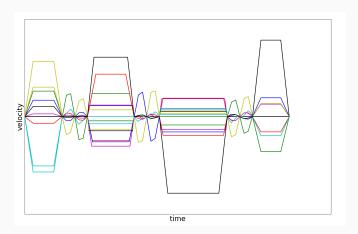






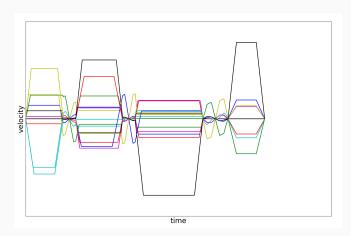


#### ... after Hauser's Shortcutting



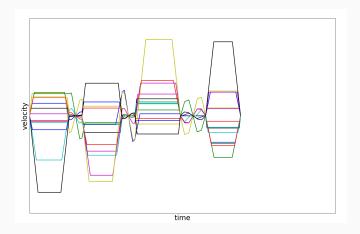


#### ... after Shortcutting + Smooth Interaction



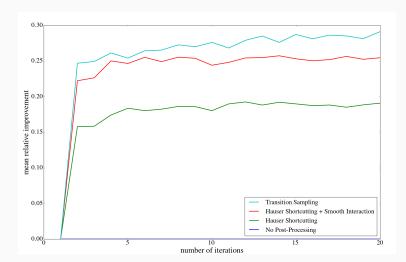


#### ... after Transition Sampling





# Comparison of the Post-Processing Steps





#### Outlook Master's Thesis

- Task: Modeling of a dynamic manipulation task as a MINLP
- MINLP = Mixed IntegerNonlinear Program
- Include dynamic constraints into optimization

 Idea: Informed search in sampling-based manipulation planner



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- ⇒ Potential new approach for global solutions

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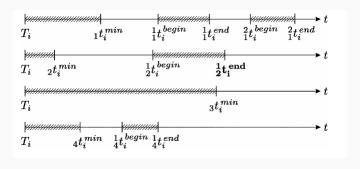
- Idea: Informed search in sampling-based manipulation planner
- ⇒ More effective sampling strategies



# Backup



# Synchronization not always possible





# No Post-Processing





# Hauser's Shortcutting





# Shortcutting plus Smooth Interaction





# Sampling of New Transitions

