

## Robotic Planning



**Planning** – finding a sequence of actions to accomplish goals

**Objective** – develop generalizable planning system independent of domain, robot and environment

**Applications** – shipping, debris cleanup, household chores, search and rescue, ...

**Pick and Place Domain** – grasp and transport objects to goal positions while avoiding colliding with obstacles [1]

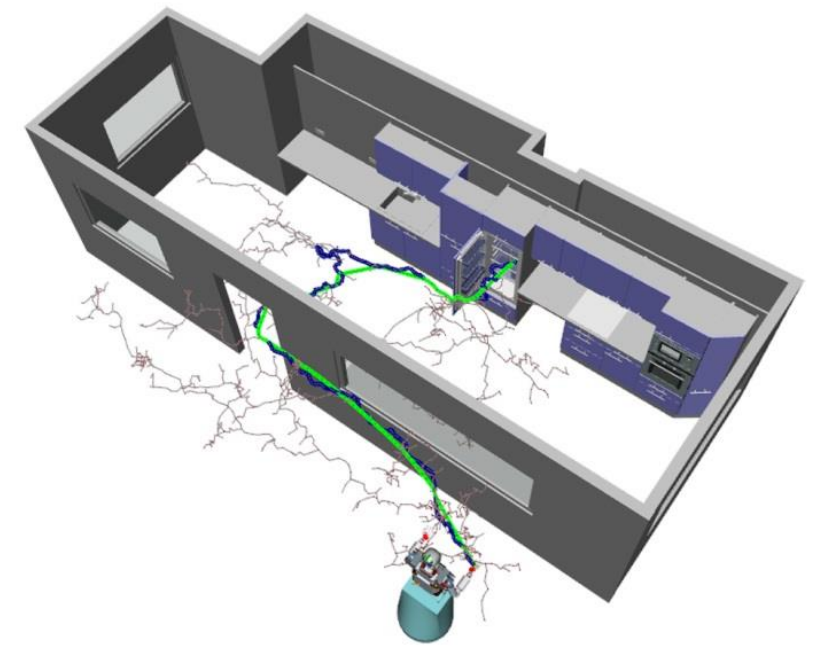


[1] Wilfong, "Motion planning in the presence of movable obstacles," 1988

## Background

**Motion Planning** – finding motor specific actions to navigate between two robot configurations

**Task Planning** – abstract, symbolic planning through states described by propositional formulas



**Combination of Task and Motion Planning reduces exponential dimensionality of planning [2]**

**Central Problem** - committing to specific geometric choices early on can cause extensive backtracking [3]

**Other Approaches and Problems**

- Manipulation Graphs [4] – doesn't scale with many objects
- Linear Programming [5] – only convex constraints

[2] Kaelbling et al., "Hierarchical task and motion planning in the now," 2011

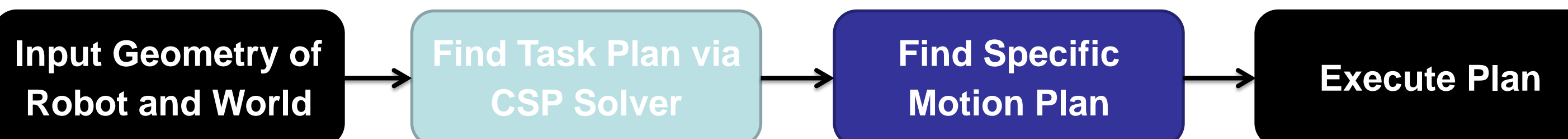
[3] Lozano-Perez et al., "A constraint-based method for solving sequential manipulation planning problems," 2013

[4] Simeon et al., "Manipulation planning with probabilistic roadmaps," 2004

[5] Lagriffoul et al., "Constraint propagation on interval bounds for dealing with geometric backtracking," 2004

## Hierarchical Constraint Satisfaction Problem

**Formulate Task Planning as CSP (Constraint Satisfaction Problem)**

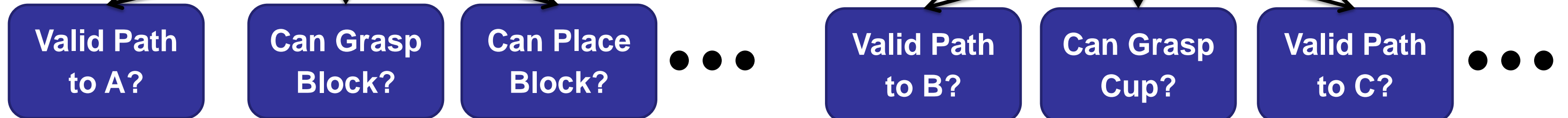


**Use Motion Planning to evaluate the constraints**

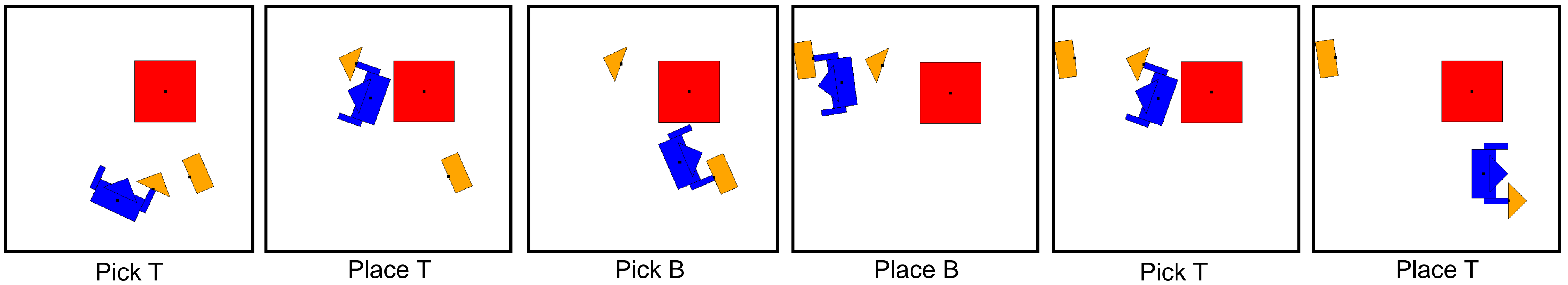
- Configuration reachable
- Grasping object
- Object in region
- Objects not colliding

Plan 1: Move to A, Pick Block, Place Block...

Plan 2: Move to B, Pick Cup, Move to C...



**Re-grasp Problem**



## Reachability

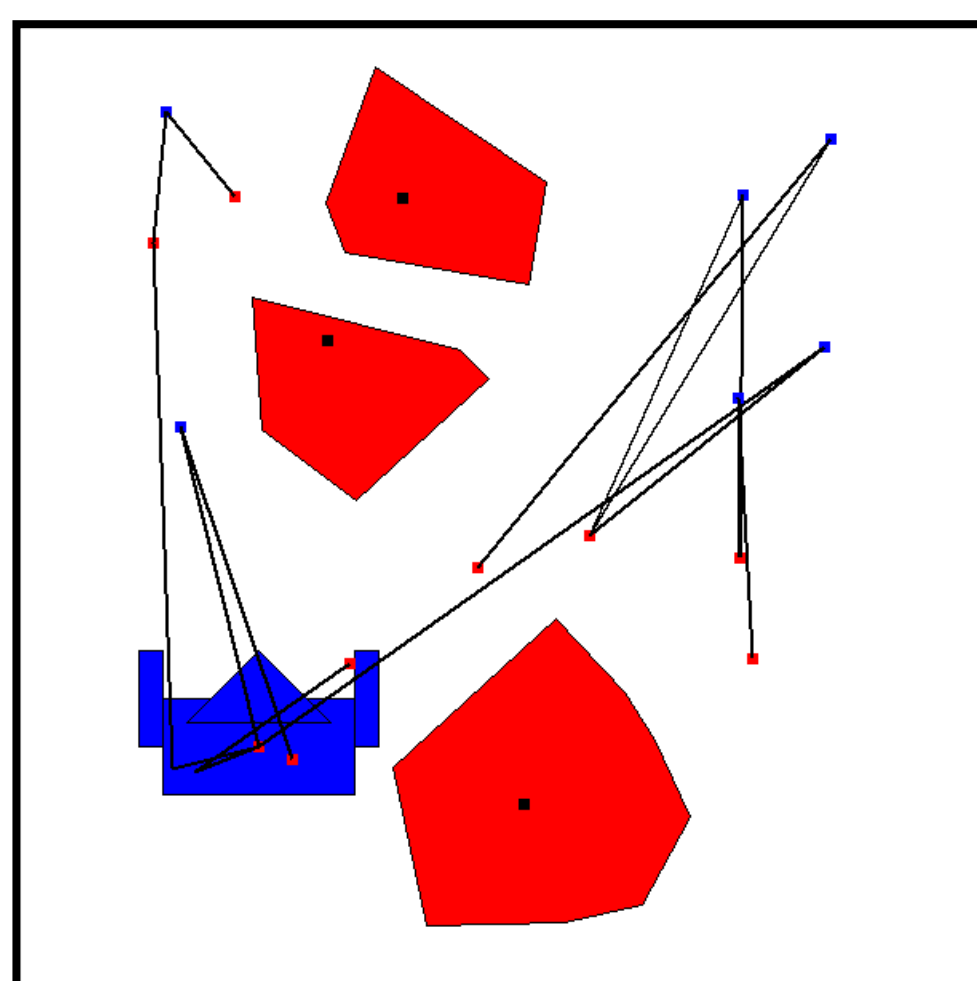
**Need efficient method of testing reachability constraint**

- Calling motion planner for each query is slow
- Object placements will change
- Need to balance saving work with dynamic changes
- Reconnect data structure when placement disconnects

**Decomposition versus Sampling-Based Methods**



Trapezoidal Decomposition



Visibility PRM

## Object Placements

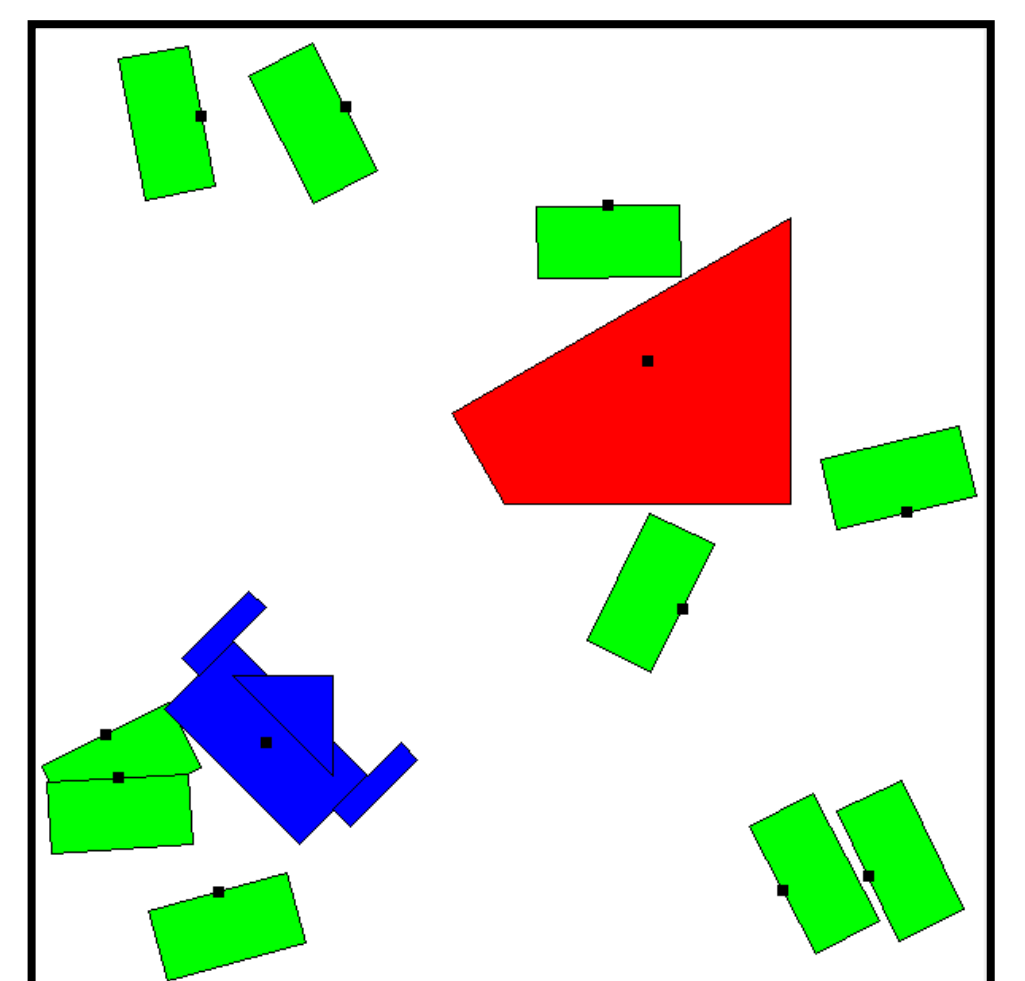
**CSP formulation needs discrete set of placements**

- Uniform sampling considers many similar placements
- Random sampling prone to missing smart placements

**Solution** – guide random sampling by biasing towards placements that are on boundary of reachable robot space  
**Future Research** – treating placements symbolically



Random Sampling



Biased Sampling