

Open Source Solutions for Motion Planning

Sachin Chitta

This talk includes contributions from the entire ROS and PR2 development teams at Willow Garage (including several interns) and the PR2 Beta Program and ROS community in general.

External collaborators/contributors:

Maxim Likhachev, CMU

Lydia Kavraki, Rice University

Outline

- The PR2 robot
- ROS
 - tools for simulation
 - motion planning
 - ❖ navigation and manipulation
 - task execution
 - ❖ several examples and movies
 - applications
- Future directions

About Us

- Willow Garage - Menlo Park, CA, USA
 - 60 full-time employees



Picture courtesy: Armin Hornung, Freiburg

- Interns and visiting researchers - Freiburg, TUM, CMU, Penn, UNC, Stanford, GaTech.....

PR2

- PR2 - Personal Robotic System



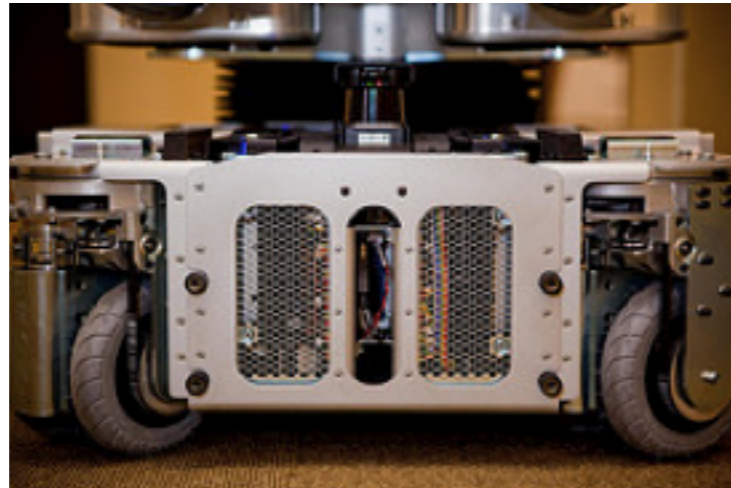
PR2 Beta Program

- 11 robots to universities and industry
- 2 year program - research and develop state of the art techniques for personal robotics

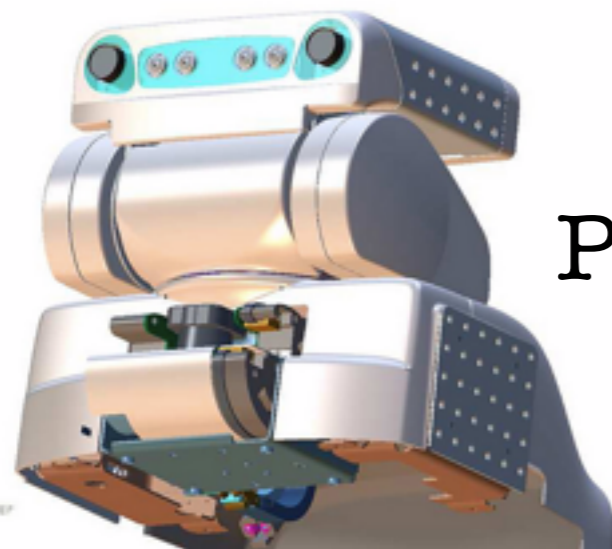
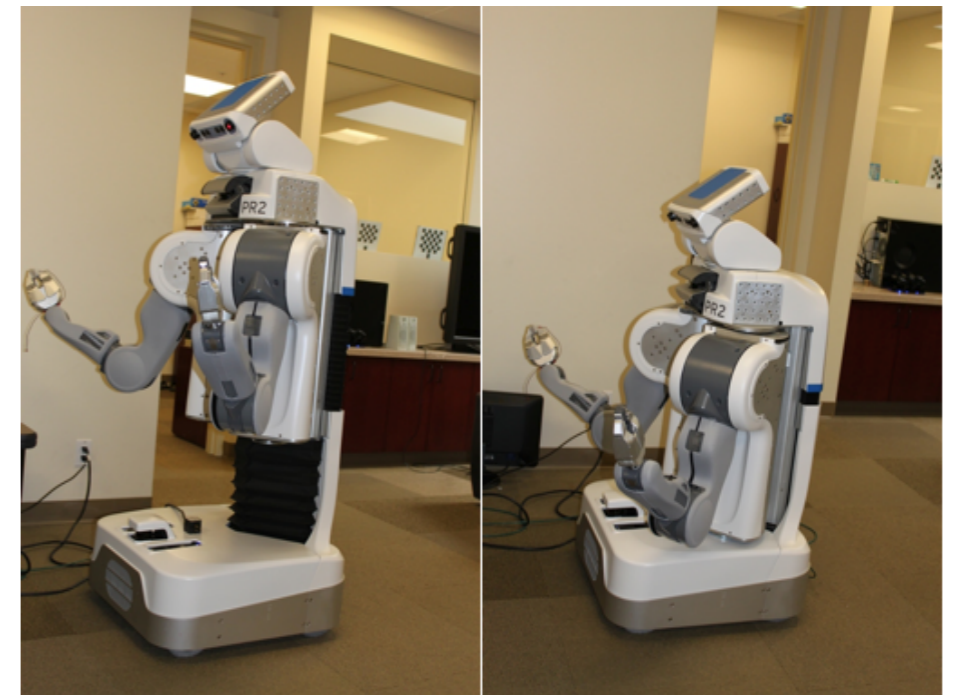


PR2

Omnidirectional base



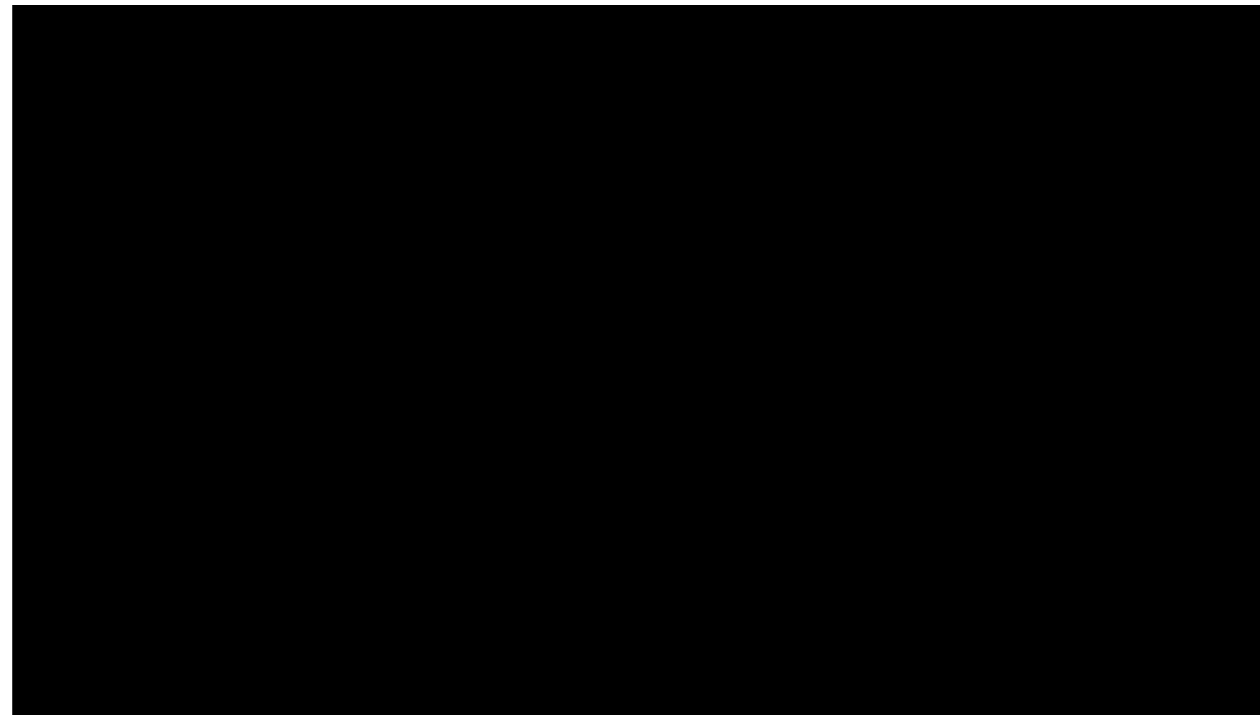
Telescoping spine



Pan and Tilt head

Sensing on the PR2

- Sensors for navigation
 - IMU
 - Laser scanner
 - ❖ base (planar)
 - ❖ tilting (3D scanner on head)



Sensing on the PR2

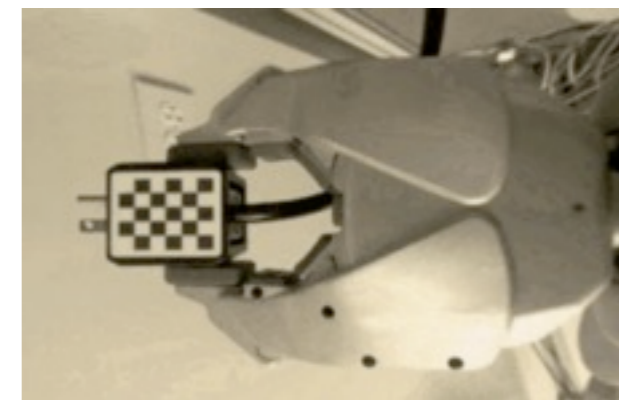
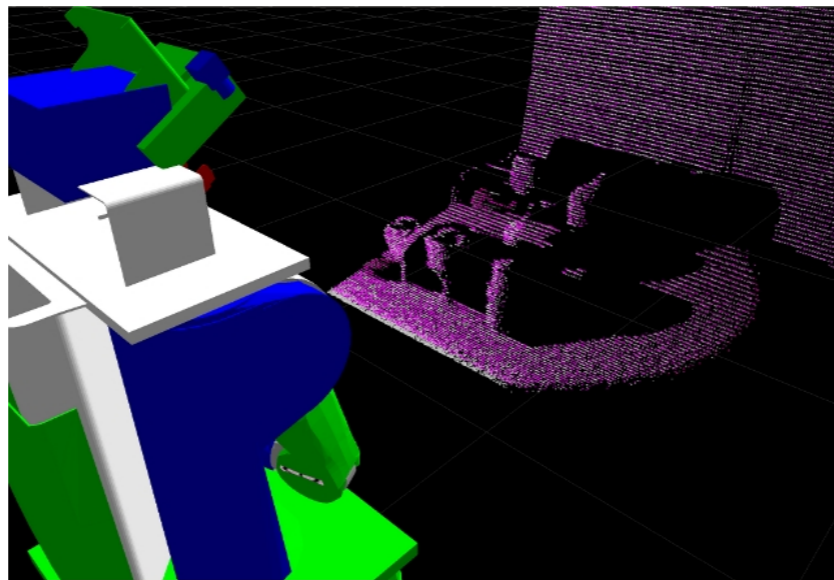
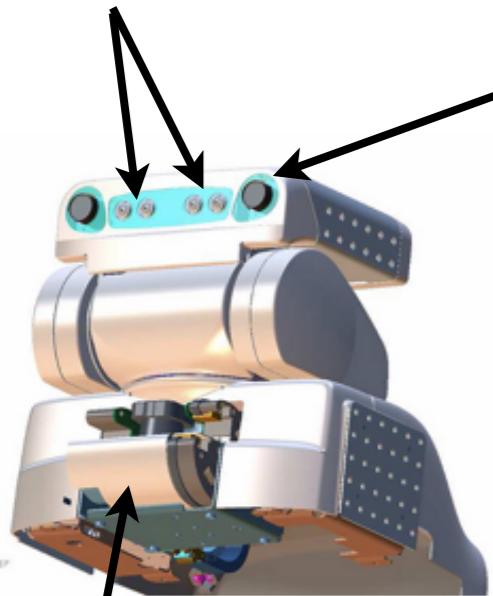
- Sensors for manipulation

Stereo cameras

Texture Projector

Forearm Camera

Tilting Laser Scanner



Computing power

- 2 servers
 - 8 cores each
 - 20 GB Memory
 - External hard drives for data storage

Outline

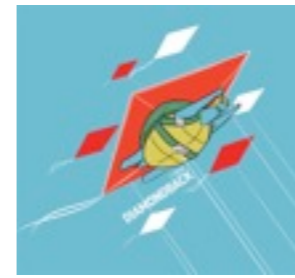
- The PR2 Robot
- ROS
 - tools for simulation
 - tools for motion planning
 - task execution
 - applications
- Future Directions



+ many more!



ROS



- Over 100 repositories
- Over 2000 packages!!
- Lots of code reuse
 - navigation
 - localization
 - mapping
 - motion planning
 - state machines
 - perception
 - drivers

1. [wg-ros-pkg](#)
2. [prairiedog \(CU\)](#)
3. [utexas-art-ros-pkg](#)
4. [ccny-ros-pkg](#)
5. [alufr-ros-pkg](#)
6. [ua-ros-pkg](#)
7. [umd-ros-pkg](#)
8. [dfki-sks-ros-pkg](#)
9. [iheart-ros-pkg](#)
10. [gt-ros-pkg](#)
11. [openrobotino](#)
12. [bosch-ros-pkg](#)
13. [tum-ros-pkg](#)
14. [wu-ros-pkg](#)
15. [care-o-bot](#)
16. [kul-ros-pkg](#)
17. [berkeley-ros-pkg](#)
18. [brown-ros-pkg](#)
19. [sail-ros-pkg](#)
20. [cmu-ros-pkg](#)
21. [mit-ros-pkg](#)
22. [ros-engagement \(WPI\)](#)
23. [mod-ros-pkg \(Penn\)](#)
24. [usc-ros-pkg](#)
25. [cu-ros-pkg](#)
26. [amor-ros-pkg](#)
27. [rice-ros-pkg](#)
28. [sr-ros-interface](#)
29. [jsk-ros-pkg](#)
30. [isr-uc-ros-pkg](#)
31. [auburn-automow](#)
32. [RCPRG-ros-pkg](#)
33. [aptima-ros-pkg](#)
34. [ubc-ros-pkg](#)
35. [siue-ros-pkg](#)
36. [vanadium-ros-pkg](#)
37. [hwu-osl-ros-pkg](#)
38. [seabee3-ros-pkg](#)
39. [cwru-ros-pkg](#)
40. [flyatar](#)
41. [ethz-asl](#)
42. [vmi-ros-pkg](#)
43. [ais-bonn-ros-pkg](#)
44. [pi-robot](#)
45. [stanford-wbc](#)
46. [clearpath-ros-pkg](#)
47. [uuisrc-ros-pkg](#)
48. [albany-ros-pkg](#)
49. [acin-tuwien](#)
50. [webots-ros-pkg](#)
51. [starmac-ros-pkg](#)
52. [wpi-ros-pkg](#)
53. [ssc-rovers-ros-pkg](#)
54. [csiro-asl-ros-pkg](#)
55. [tuc-ros-pkg](#)
56. [cornell-ros-pkg](#)

ROS - Evolution



- Navigation
- Logging and playback (rosviz, rosbag)
- Image/laser pipelines
- OpenCV Integration
- Simulators (gazebo, stage)
- Visualizers (rviz, nav_view)
- Hardware drivers



- Arm navigation (initial release)
- Grasping pipeline (initial release)
- Task coordination (SMACH)
- Calibration
- Firewire drivers
- Nodelets
- Collada



- Lightweight ROS
- Point Cloud Library
- SMACH (1.0)
- OpenNI/Kinect

ROS

- Transport infrastructure/framework
- Tools
 - navigation
 - control
 - sensing
 - perception
 - motion planning
 - simulation

How can you start using ROS for motion planning?

Robot Description

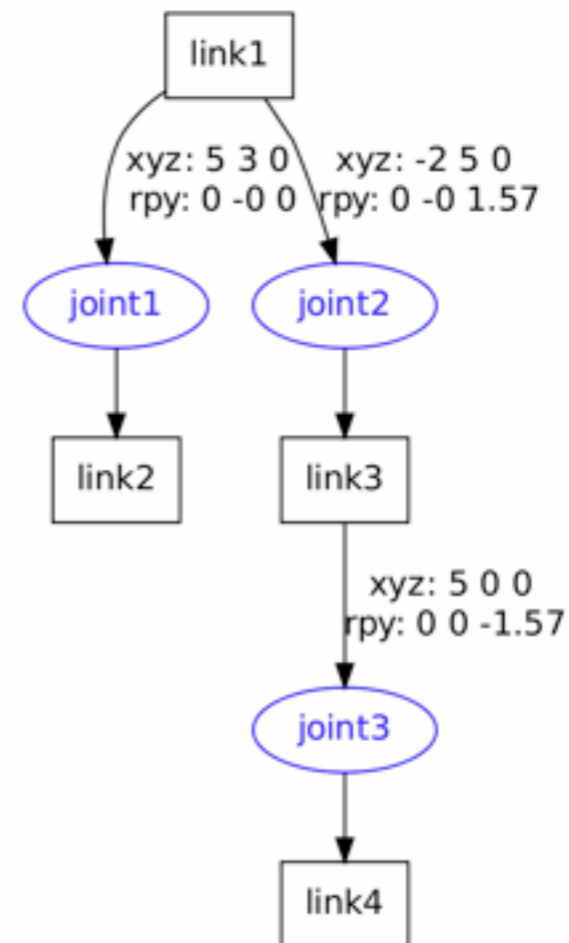
- ❖ URDF (Universal Robot Description Format)
 - ✓ serial manipulators
 - ✓ URDFs already available for different robots

```
<robot name="test_robot">
  <link name="link1" />
  <link name="link2" />
  <link name="link3" />
  <link name="link4" />

  <joint name="joint1" type="continuous">
    <parent link="link1"/>
    <child link="link2"/>
    <origin xyz="5 3 0" rpy="0 0 0" />
    <axis xyz="-0.9 0.15 0" />
  </joint>

  <joint name="joint2" type="continuous">
    <parent link="link1"/>
    <child link="link3"/>
    <origin xyz="-2 5 0" rpy="0 0 1.57" />
    <axis xyz="-0.707 0.707 0" />
  </joint>

  <joint name="joint3" type="continuous">
    <parent link="link3"/>
    <child link="link4"/>
    <origin xyz="5 0 0" rpy="0 0 -1.57" />
    <axis xyz="0.707 -0.707 0" />
  </joint>
</robot>
```

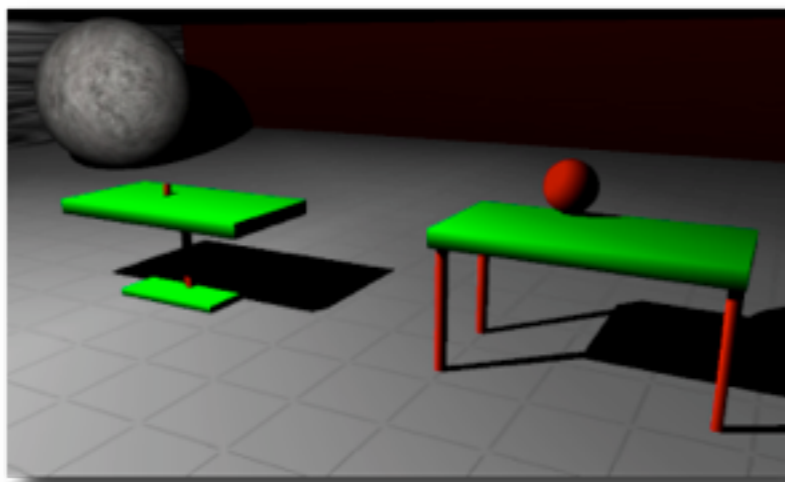
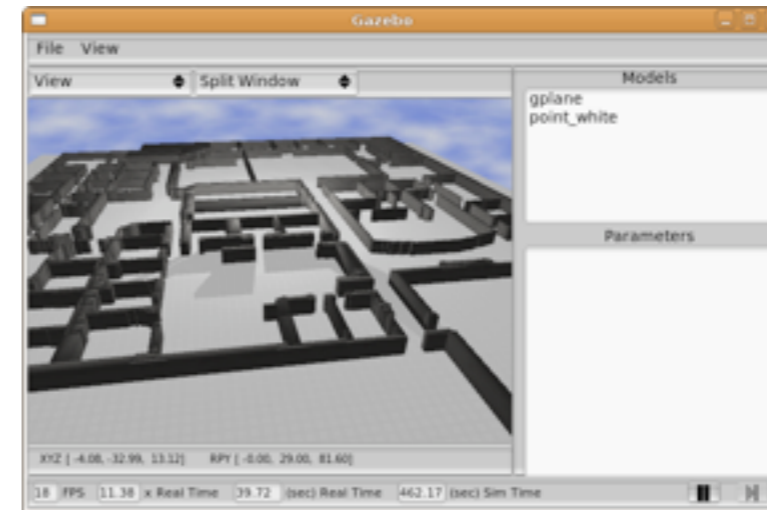


1. www.ros.org/wiki/urdf
2. www.ros.org/wiki/robots

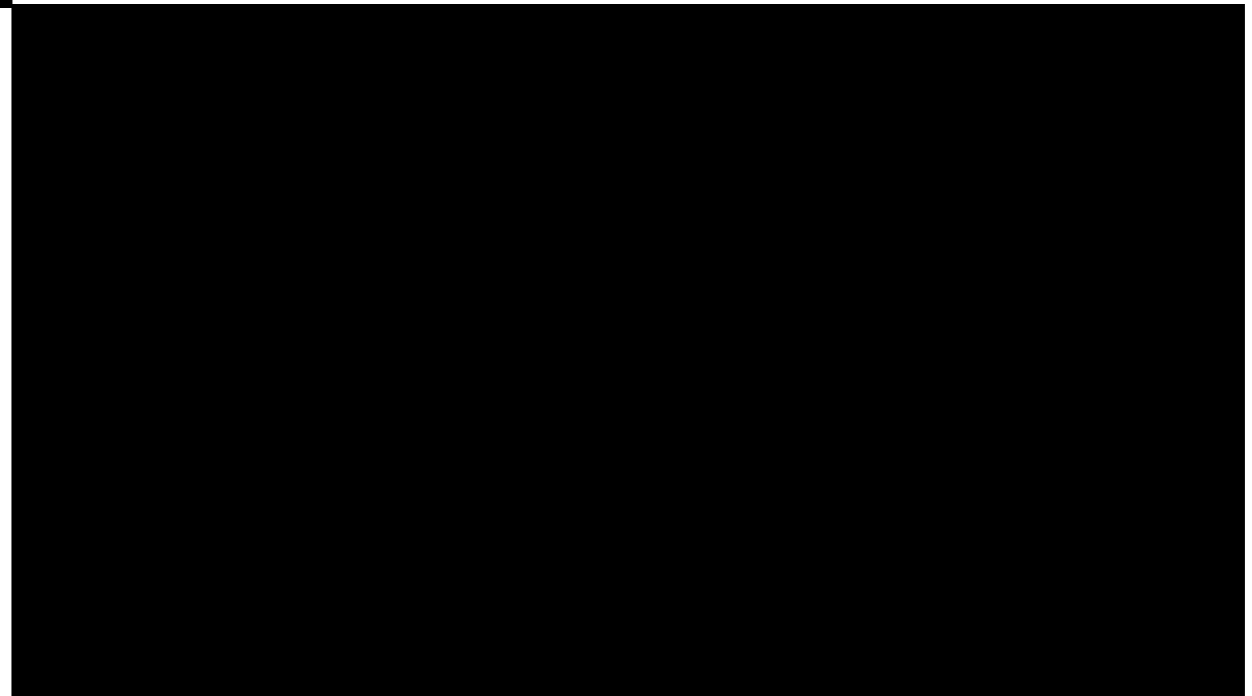
Simulator

- Gazebo

- ❖ now maintained actively by Willow Garage
- ❖ using the URDF and ROS or through config files
 - ✓ add robots
 - ✓ add objects
 - ✓ add sensors
 - ✓ add maps



Simulator



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 - ❖ navigation
 - task execution
 - applications
- Future Directions

Navigation

- Need
 - ❖ representation of robot
 - ✓ footprint - 2D projection of robot onto ground plane
 - ❖ representation of environment
 - ❖ global motion planner
 - ❖ local motion planner
 - ❖ controller

Navigation

- Environment Representation

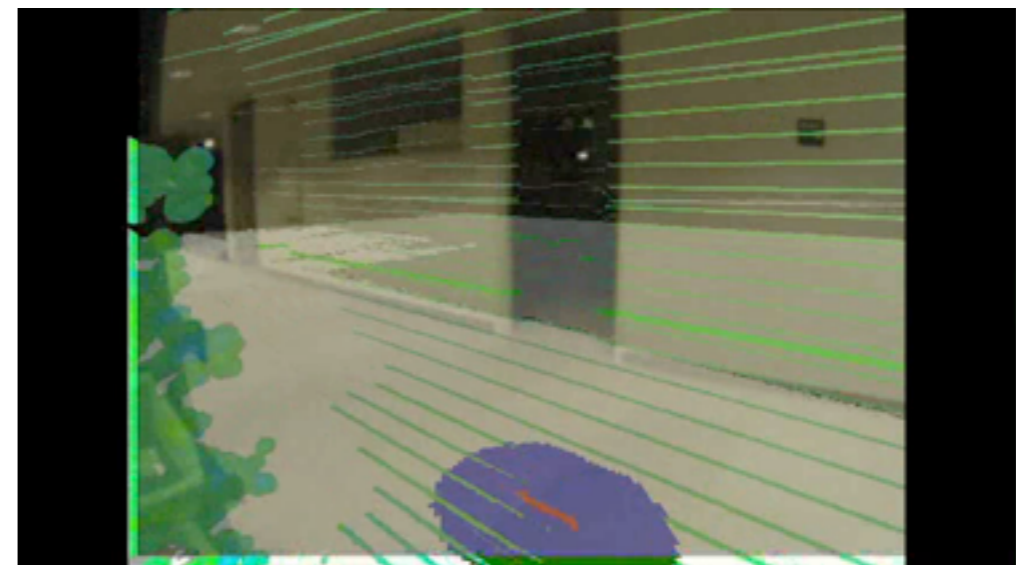
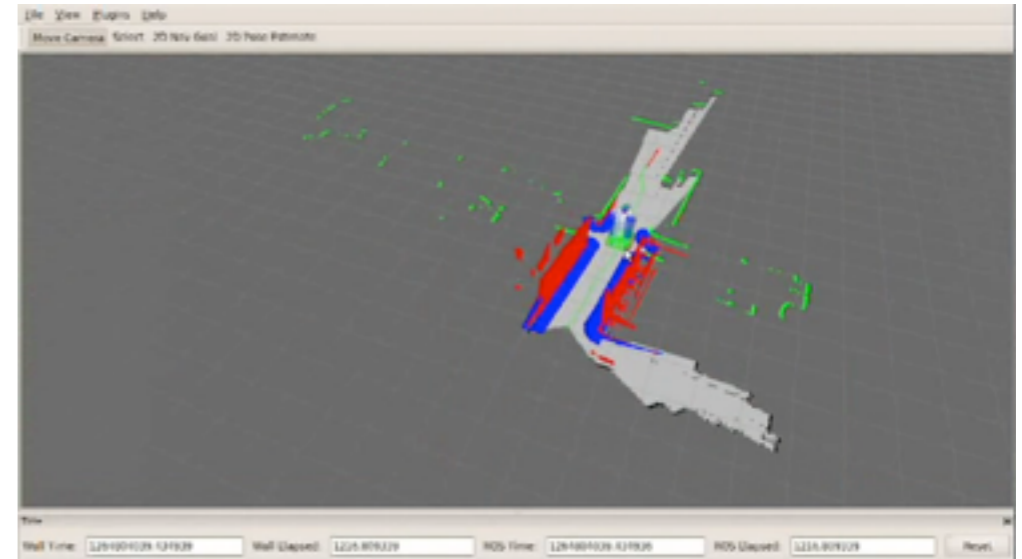
- ❖ Dealing with 3D obstacles
- ❖ Voxel grid (stored compactly)

- Global planner

- ✓ Dijkstra's, A*
- ✓ plans in x,y space
- ✓ assumes circular robot

- Local planner

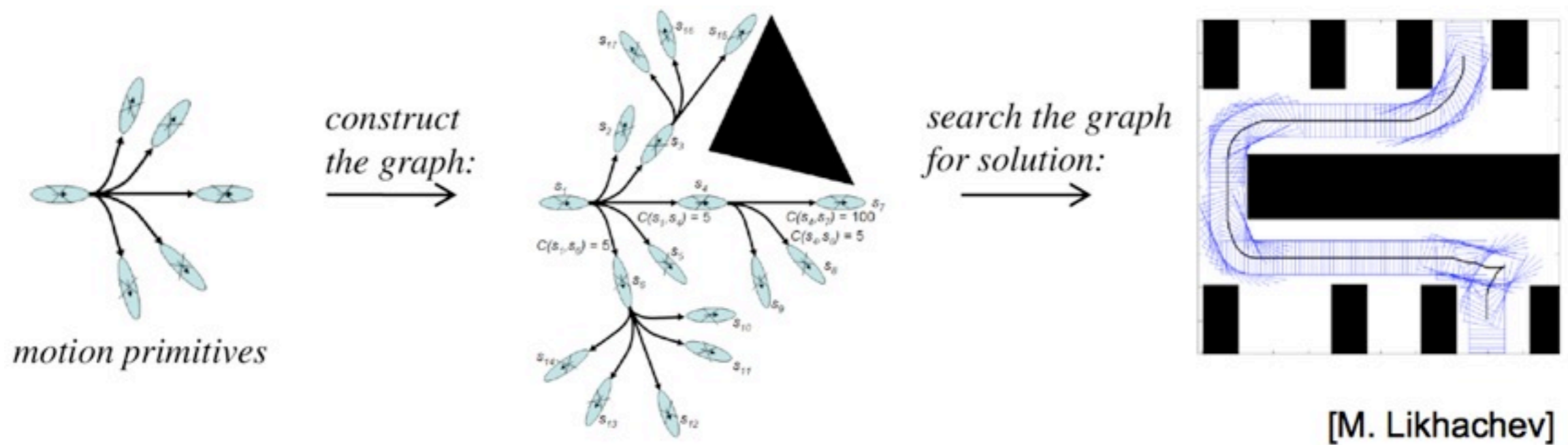
- ✓ trajectory rollout
- ✓ lays out full footprint of the robot



2D costmap - http://www.ros.org/wiki/costmap_2d
3D voxel grid - http://www.ros.org/wiki/voxel_grid
Navigation - <http://www.ros.org/wiki/navigation>

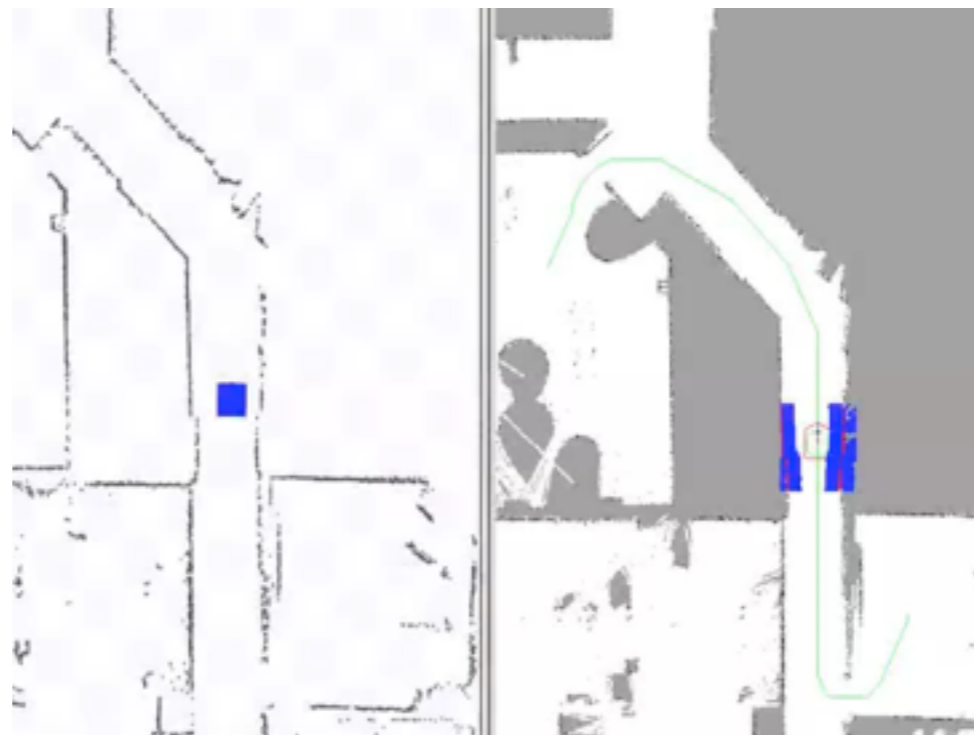
Lattice based planner

- 2D global planner can produce infeasible paths
 - ❖ nice to have better paths for local controller to follow
 - ❖ take into account constraints/dynamics in global planning as well



Navigation

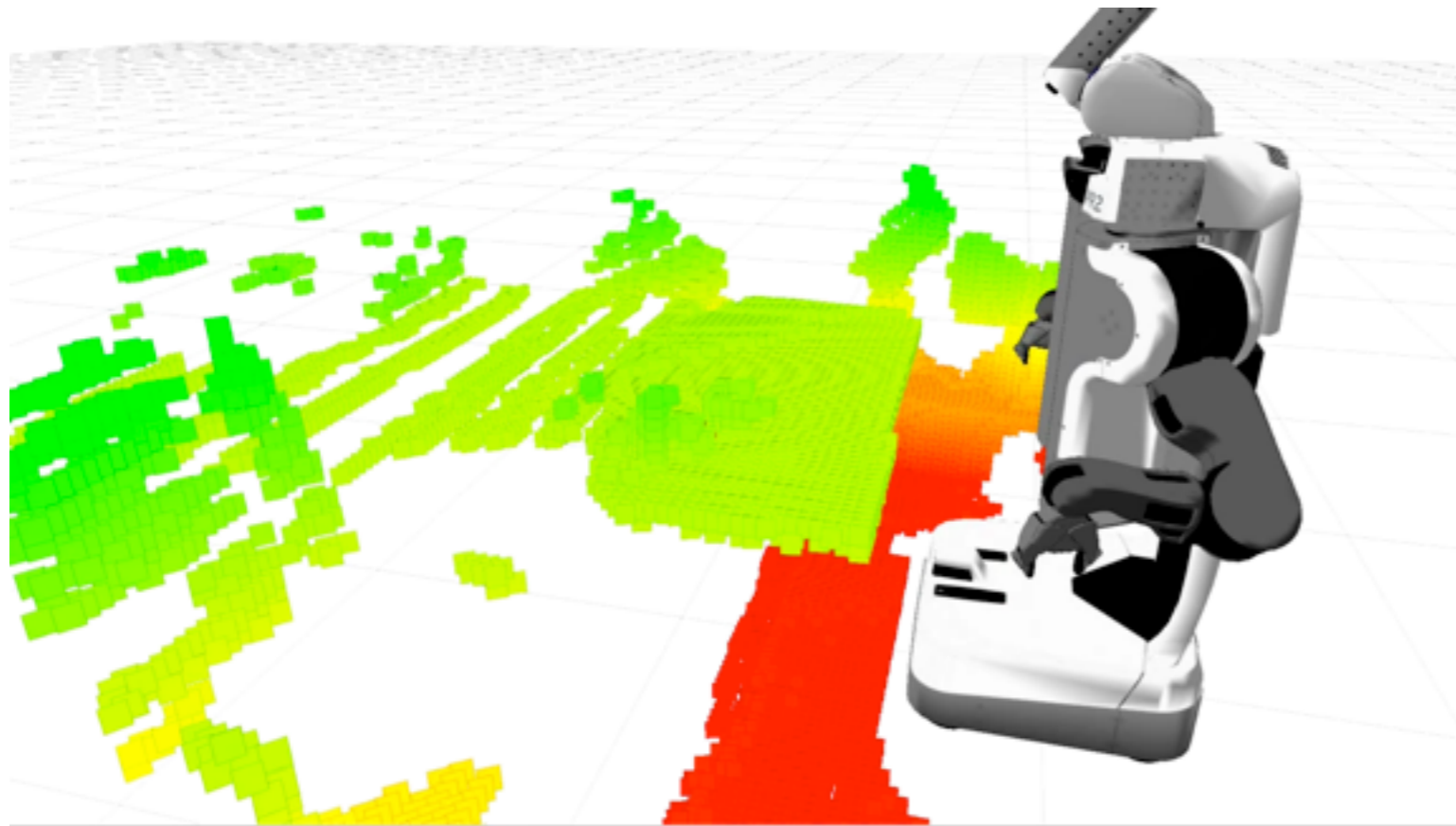
- Discretize orientation as well
 - ❖ ability to plan in orientation as well as x,y
 - ❖ better trajectories that are easier to follow for local planner



Navigation - extension

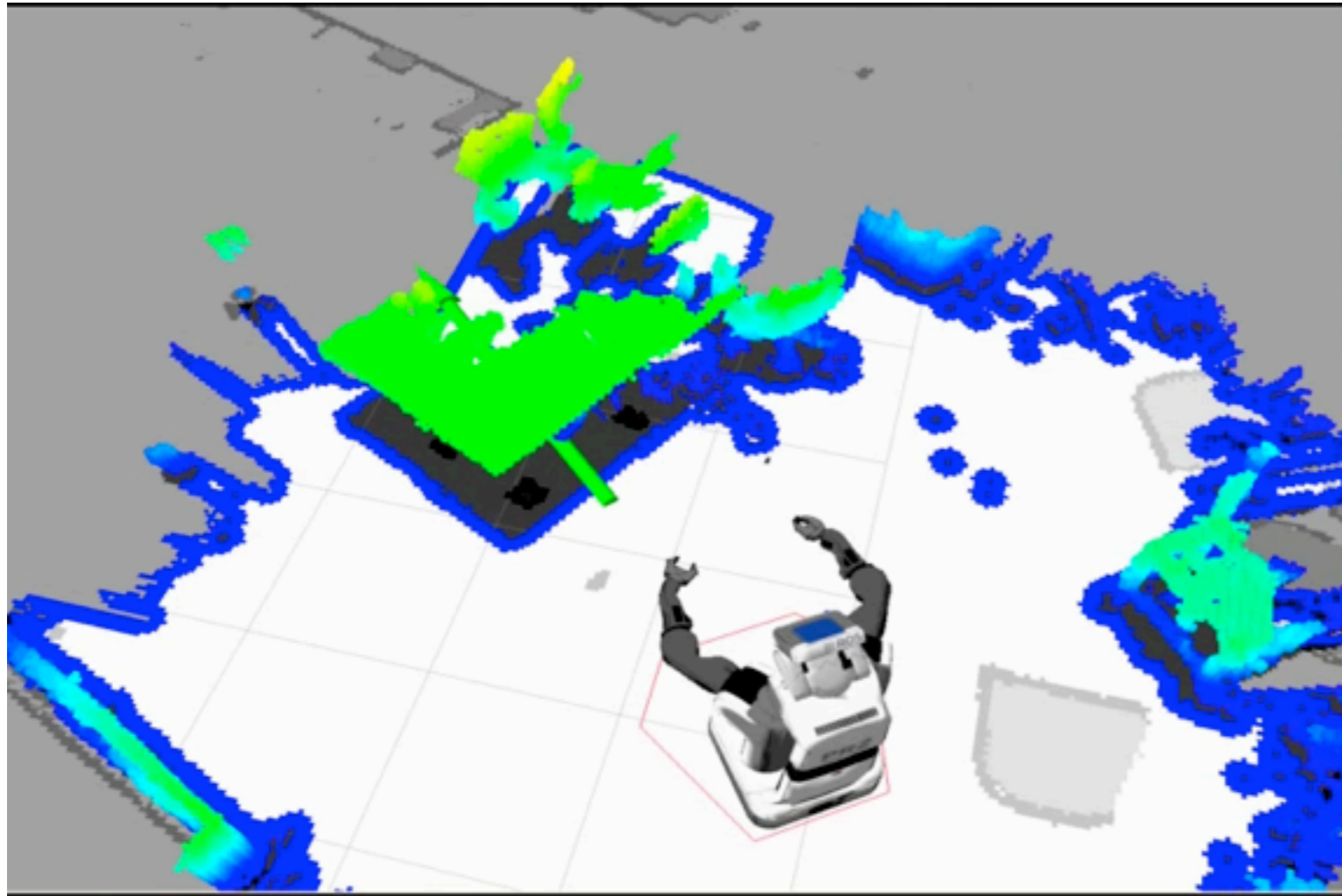
- Used 3D data projected onto a 2D costmap
 - ❖ problems with tables, overhangs etc. in environment
 - ❖ inability to plan with arms not tucked
- Collision checking of 3D robot model against 3D model of environment
 - ❖ need compact representation of environment

Octomap



- Octree-based representation of the environment
 - ❖ Probabilistic, flexible, and compact 3D mapping
 - ❖ Optimized for online operation

“3D” Navigation



- Octomap + lattice based planner
 - ❖ full 3D collision checking only when necessary
 - ❖ allows general navigation in unstructured environments (even with arms outstretched)

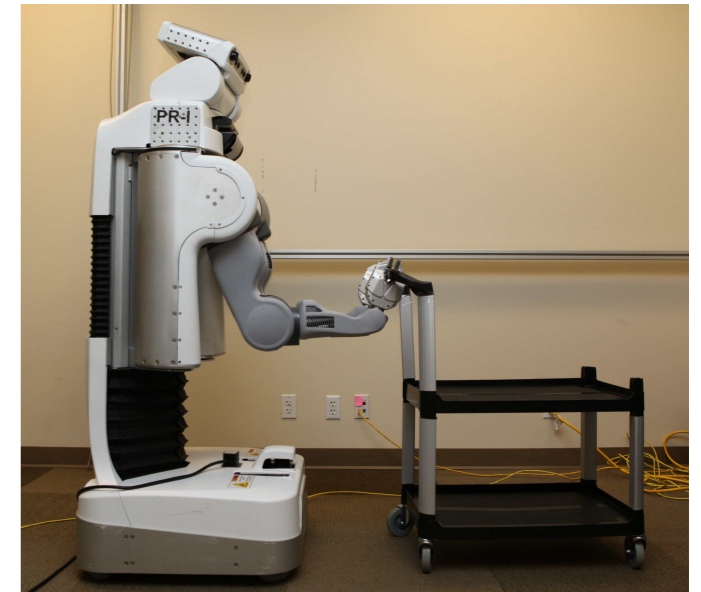
Applications - Long term autonomy

- 13 days, 2 hours
- 138.9 km
- 2 manual interventions
 - robot emails for help
 - ❖ get around a chair
 - ❖ re-localization
 - ❖ (both issues resolved over the web)



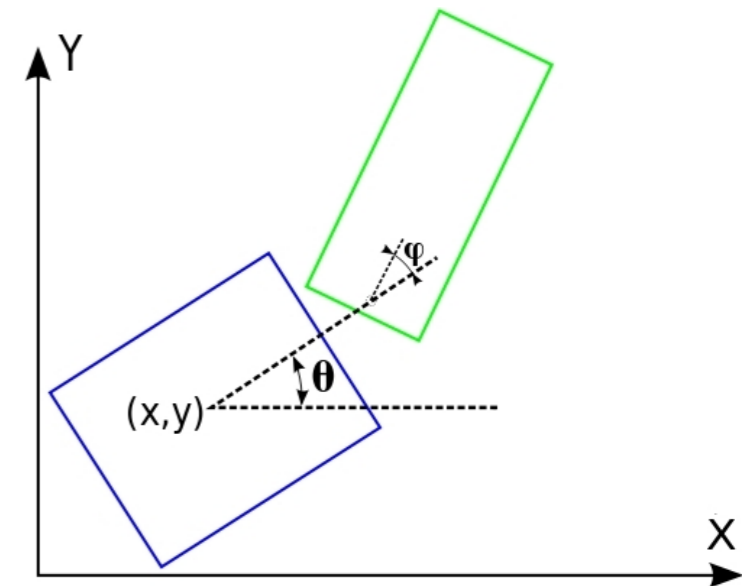
Applications

- Navigation with moveable objects
 - need to move large objects around
 - robots limited in their payload capacity
 - ❖ e.g. PR2 has a maximum 5 lb. payload
 - ❖ can carry only one object in each hand
- Example tasks
 - carry a set of dishes to the kitchen
 - arrange chairs in a room



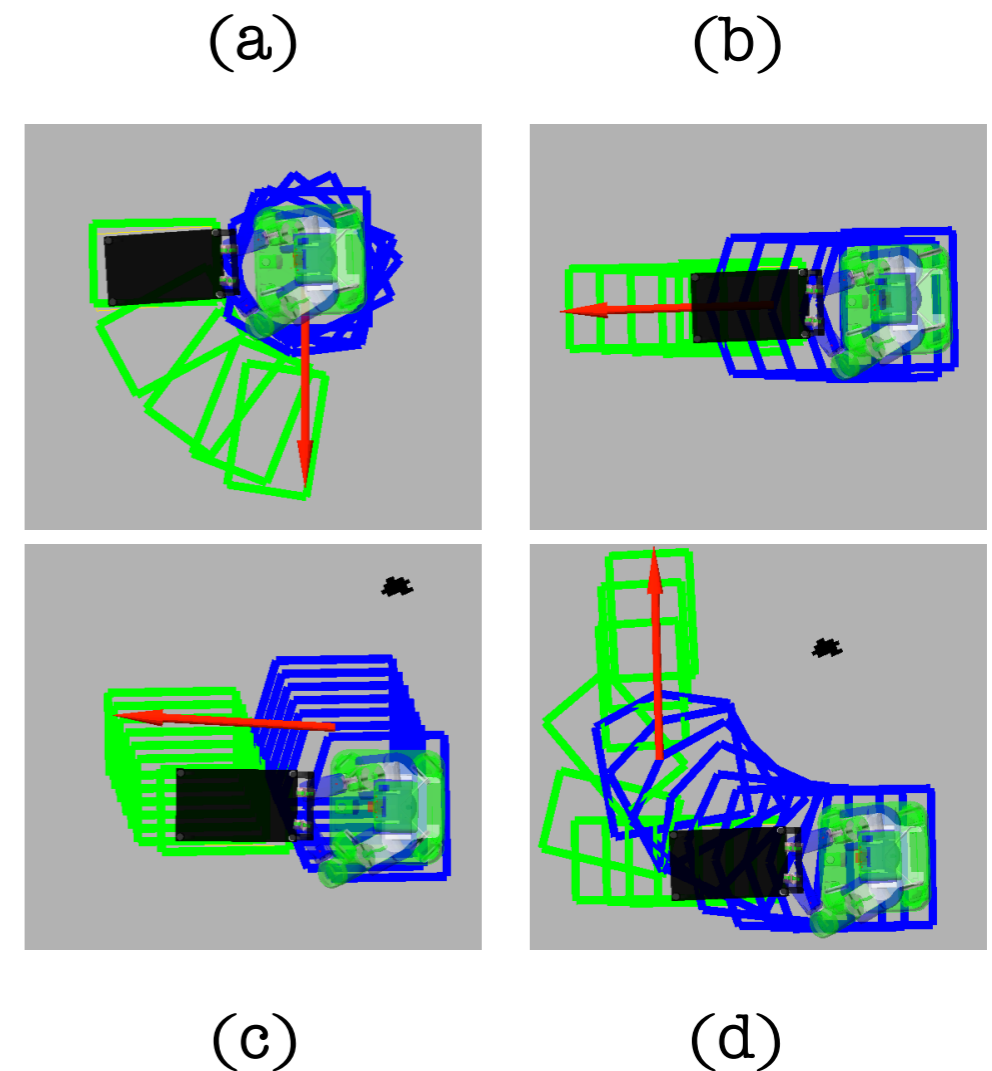
Motion Planning

- Given a start and goal, generate a collision free path that takes the robot (and cart) from start to goal
 - State representation
 - ❖ whole body planning too expensive
 - ❖ choose to work in lower-dimensional space
 - ✓ x,y position of the robot base
 - ✓ orientation of the base
 - ✓ articulated angle for the cart (relative to robot)
 - cart motion restricted to pivoting about a center of rotation in front of robot



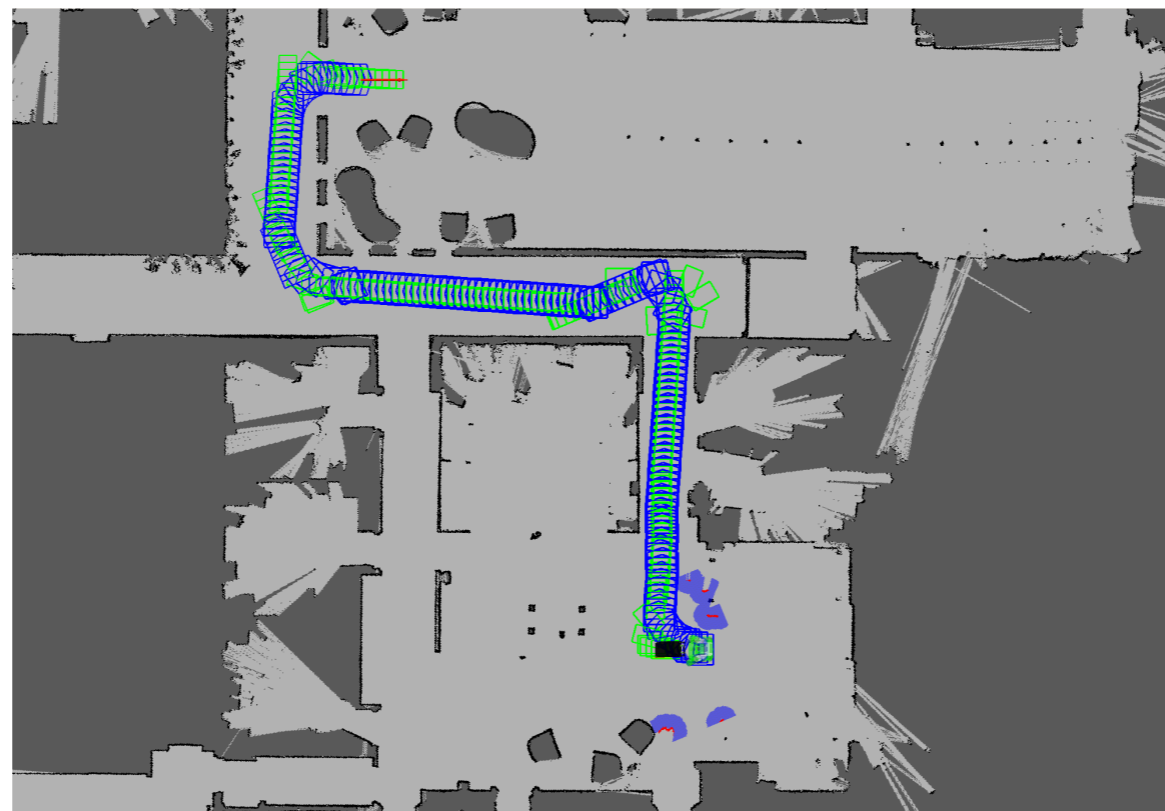
Motion Primitives

- Rotation, forward, sideways (a), (b), (c)
- Articulated motion primitive (d)
 - ❖ designed for going around 90 degree corners
 - ❖ cart angle starts and ends at 0 degrees



Experiments

- Run the robot + cart in Willow Garage office building
 - ❖ plan continuously between multiple waypoints on the map
 - ❖ map generated offline (a priori)



Experiments



Environment Uncertainty



Some surprises along the way!!



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 - ❖ manipulation
 - task execution
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Manipulation

- Motion planning
 - sensing for motion planning
 - ❖ semantic perception
 - collision environment
 - system architecture
 - motion planners
 - ❖ applications
 - safer control

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Manipulation

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 - collision environment
 - kinematics
 - motion planners
 - smoothers
 - monitoring and control

Manipulation

- Motion planning

- sensing for motion planning

- ❖ semantic perception

- collision environment

- kinematics

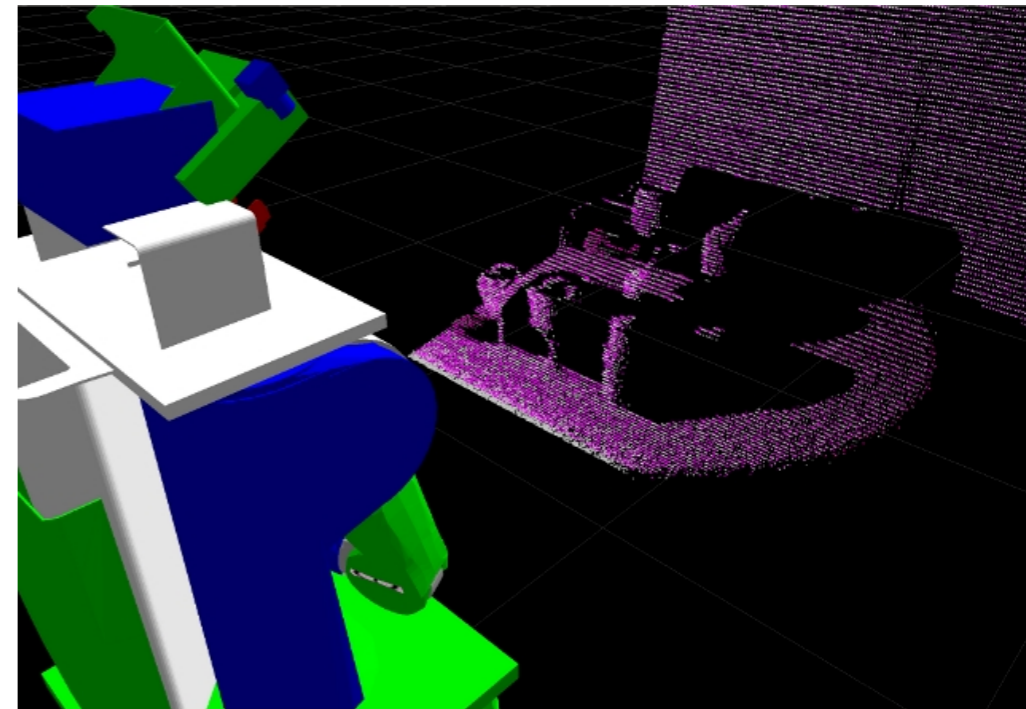
- motion planners

- smoothers

- monitoring and control

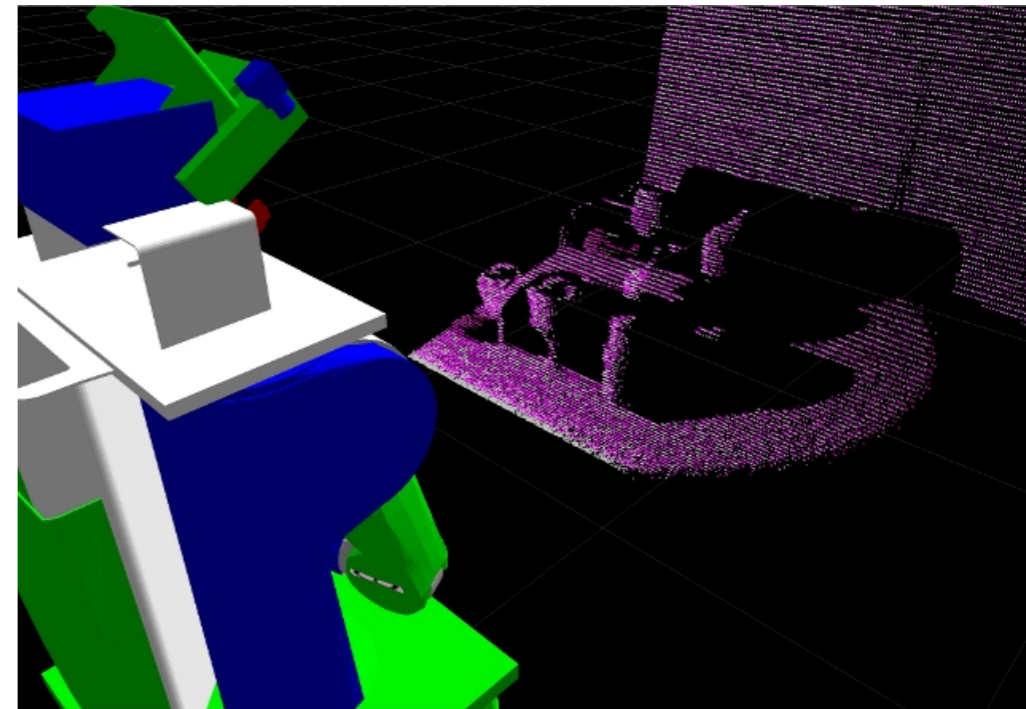
Sensing

- Essential for operation in unstructured environments
- Sensor input
 - point cloud (from stereo, lasers, etc.)
 - ❖ collection of 3D points
 - ❖ can annotate other information
 - ✓ RGB color, intensity values
 - ❖ stereo (20-25,000 points)
 - ❖ laser sensor (5-7,000 points)



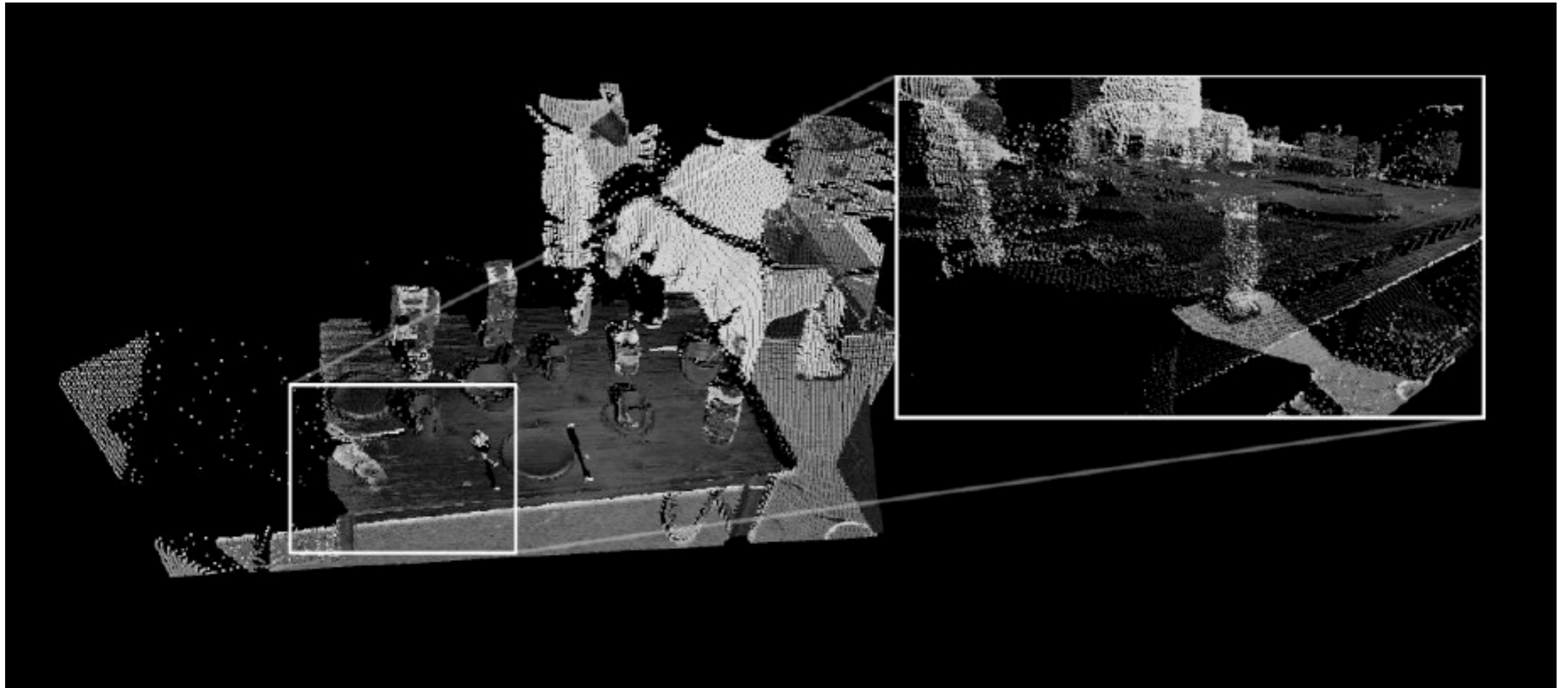
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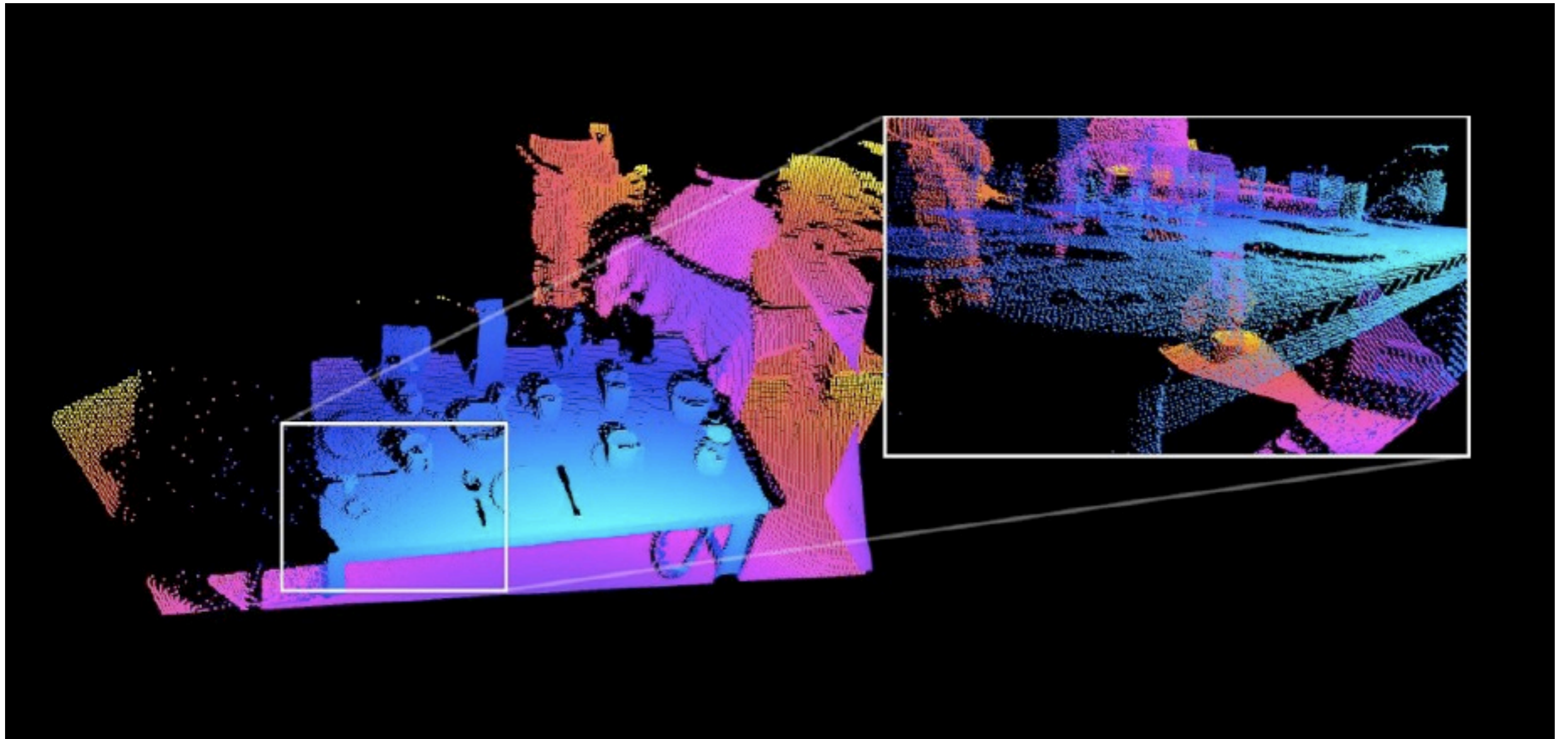
Semantic Perception

Extracting semantic information from point clouds



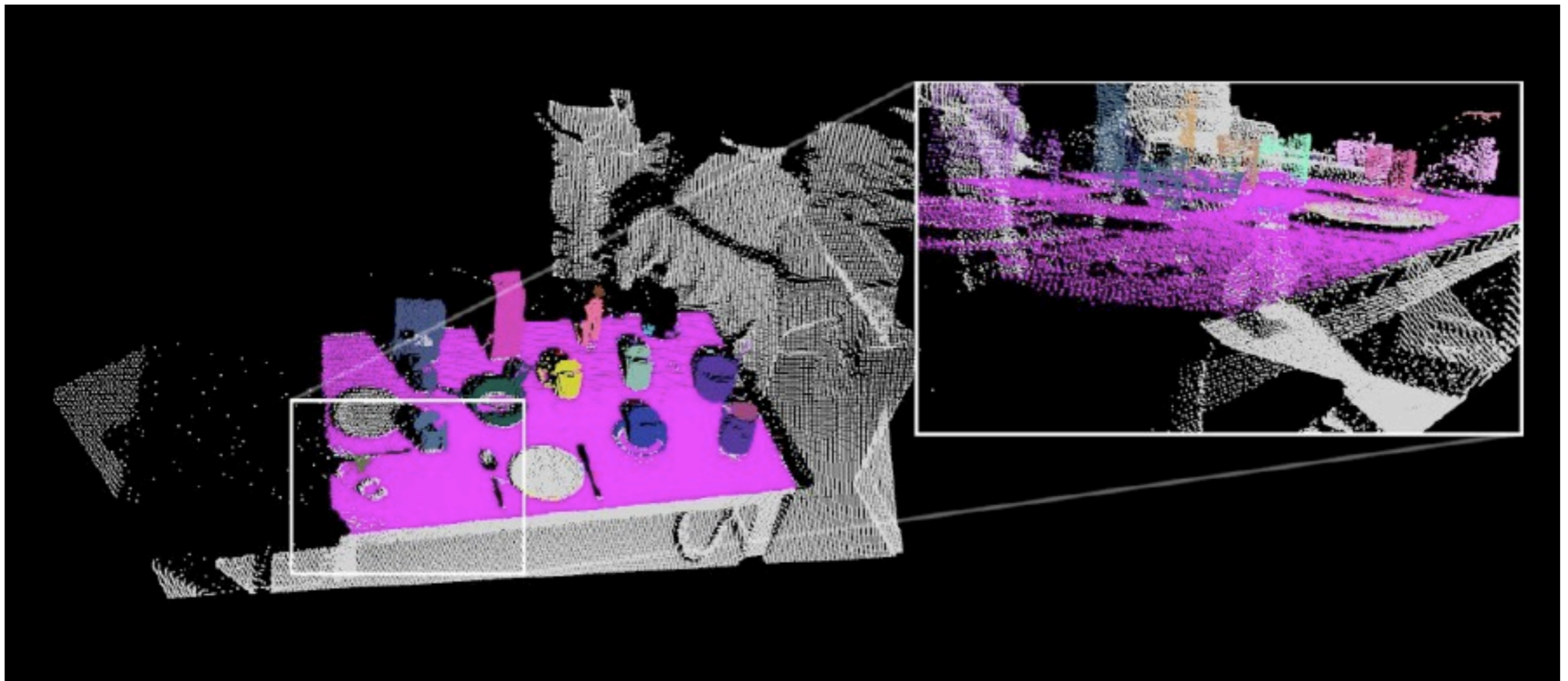
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Semantic Perception

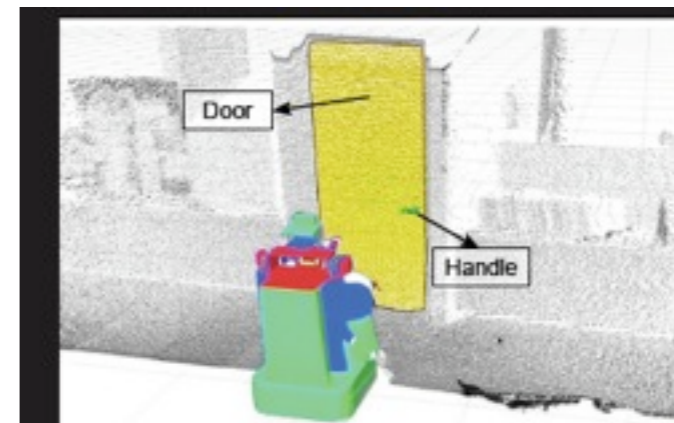
Extracting semantic information from point clouds



Semantic Perception

- Helps in

- ❖ object recognition
- ❖ object representation for collision checking
- ❖ place recognition
- ❖ task planning
 - ✓ place/pickup locations for objects
 - ✓ constrained planning

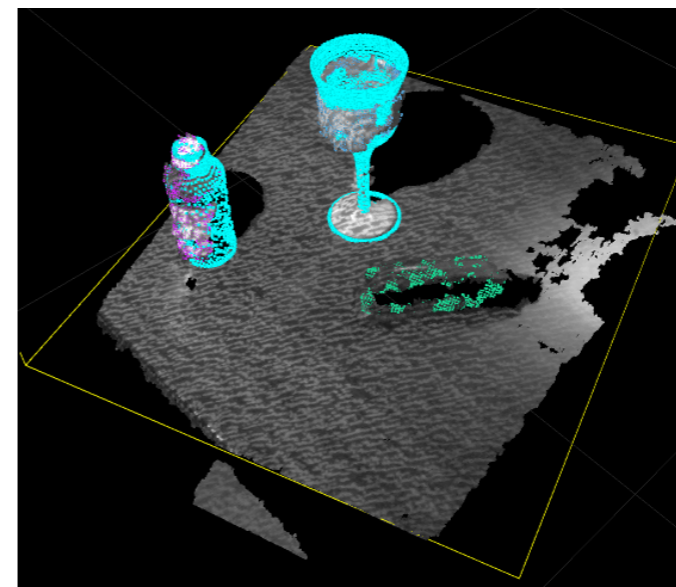
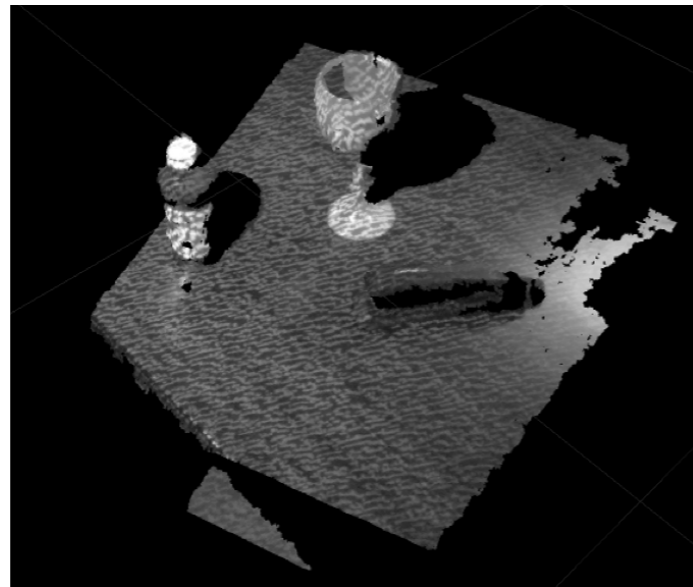


Manipulation

- Motion planning
 - sensing for motion planning
 - ❖ semantic perception
 - collision environment
 - kinematics
 - motion planners
 - smoothers
 - monitoring and control

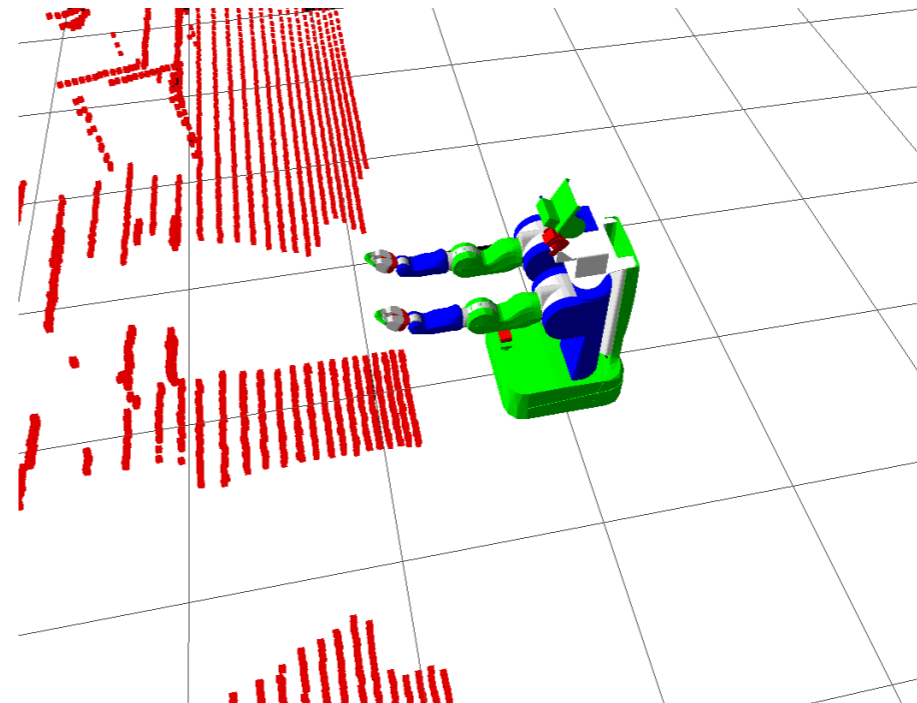
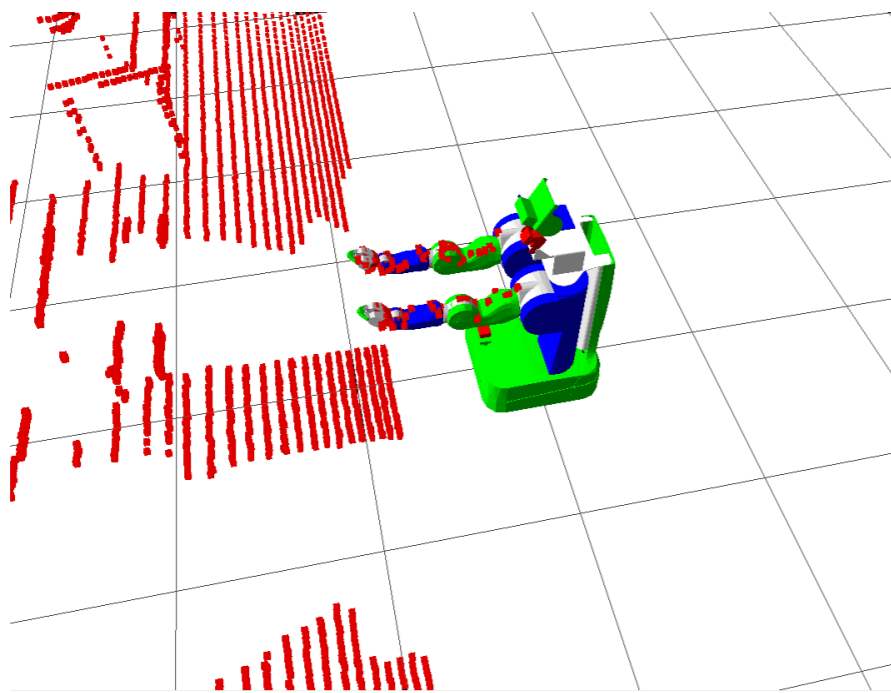
Collision Environment

- From point clouds to collision representation
 - meshes for known objects
 - each point represented as box/sphere primitive



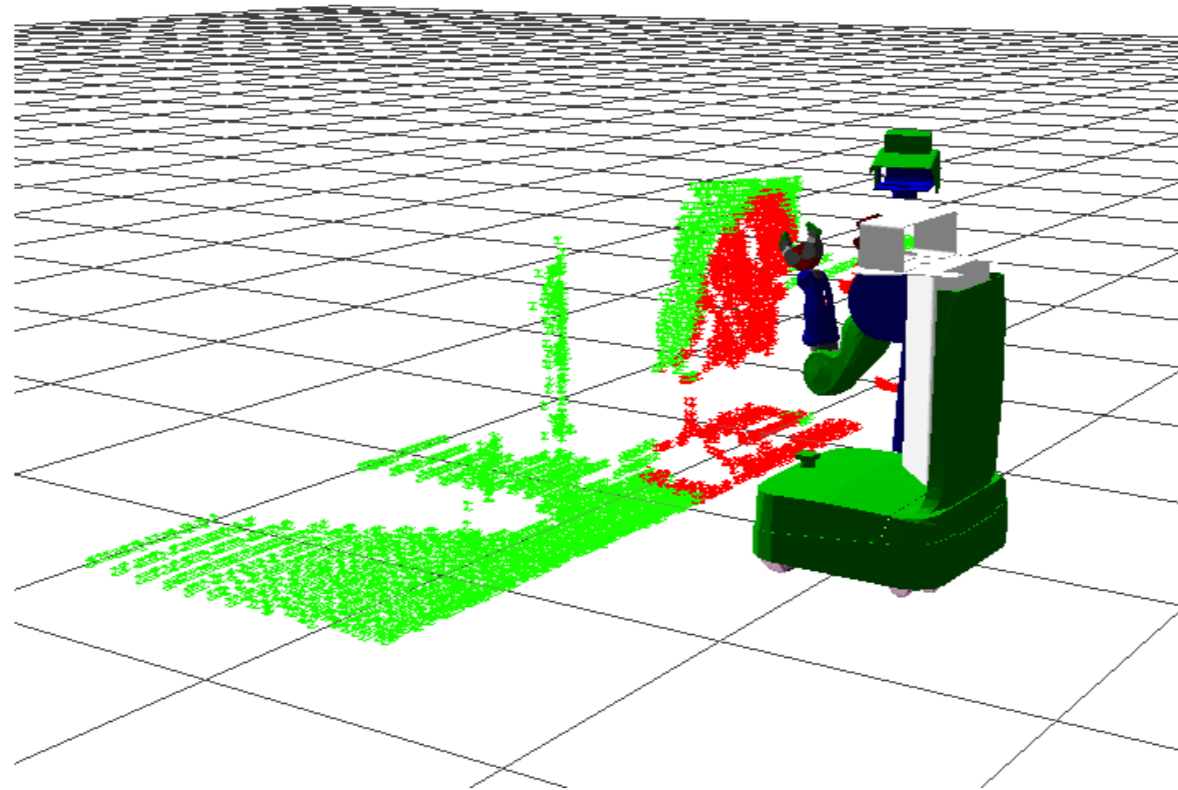
Collision Environment

- Sensor data -> Collision map
 - 3D Occupancy grid
 - Filter robot parts out of sensor streams

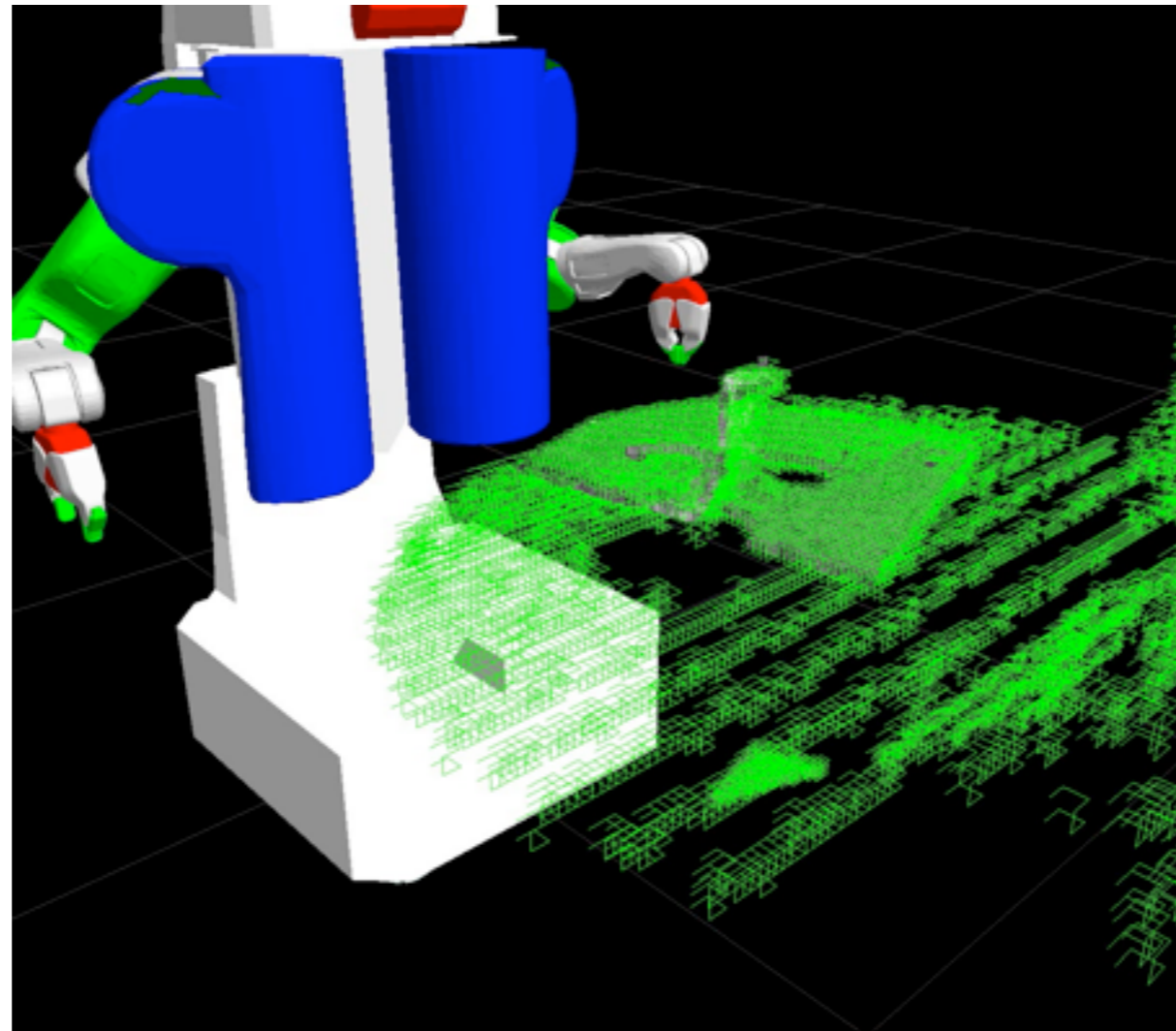


Collision Environment

- Collision map
 - account for self-occlusion



Collision Environment



Collision map - http://www.ros.org/wiki/collision_map
Collision space - http://www.ros.org/wiki/collision_space

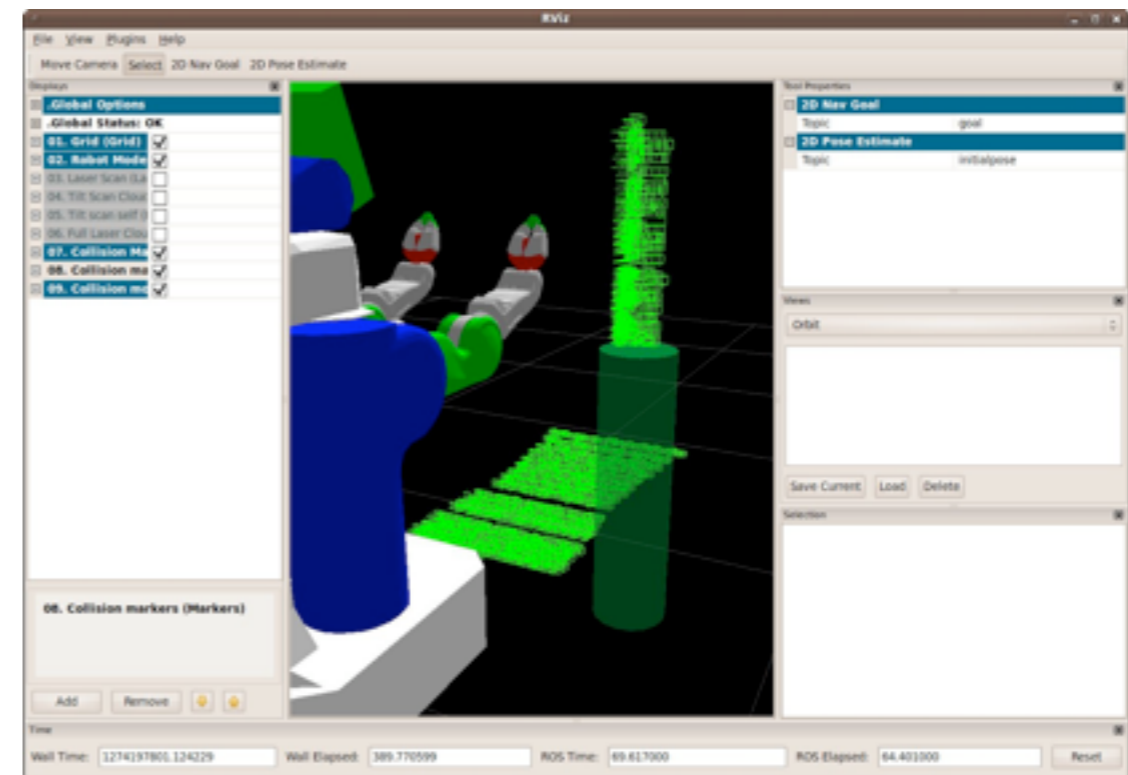
Collision Environment

❖ You can create your own environment by adding objects into the space as a

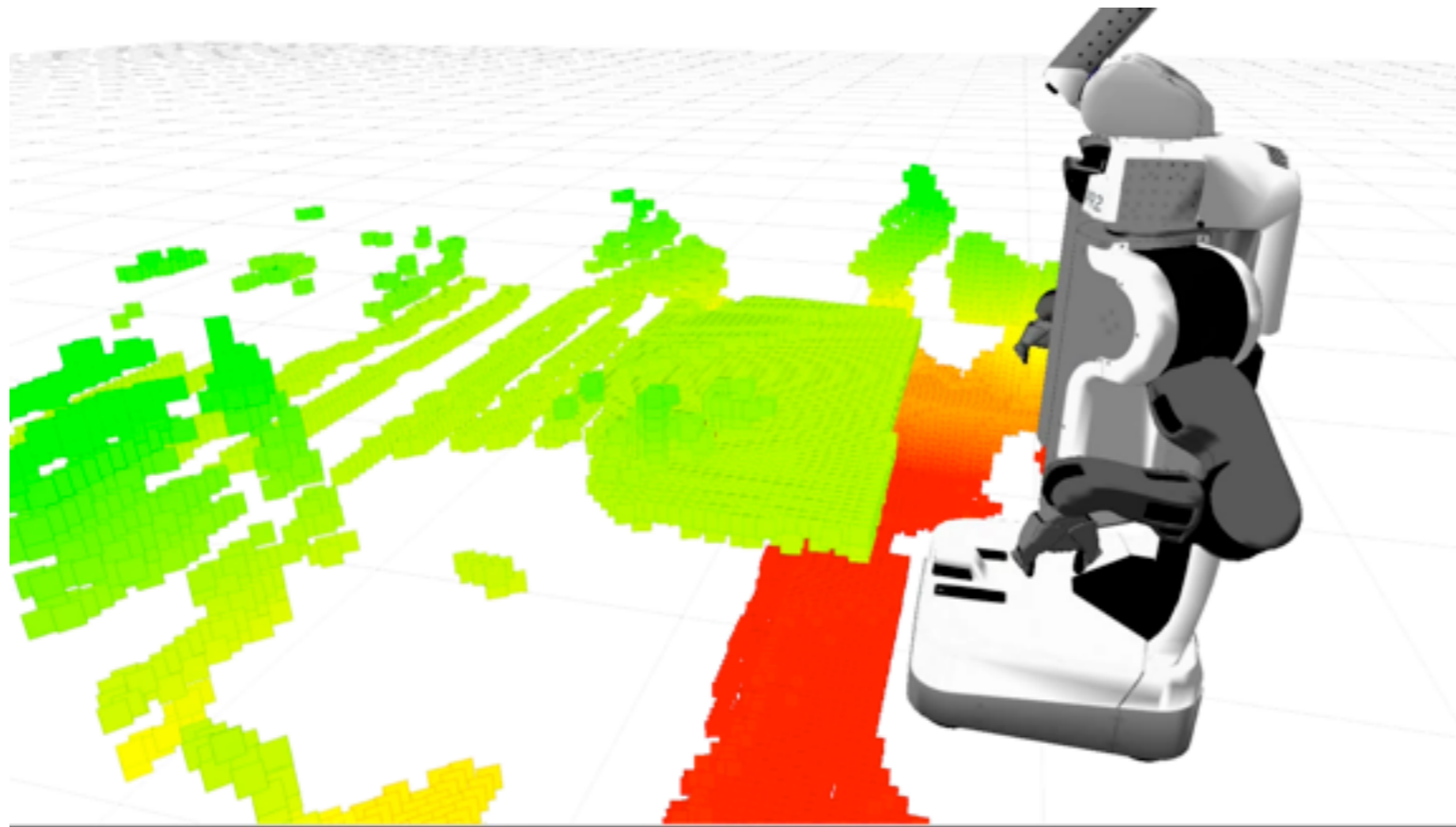
✓ mesh

✓ geometric primitive - boxes, cylinders, spheres

```
//add the cylinder into the collision space
mapping_msgs::CollisionObject cylinder_object;
cylinder_object.id = "pole";
cylinder_object.operation.operation = mapping_msgs::CollisionObjectOperation::ADD;
cylinder_object.header.frame_id = "base_link";
cylinder_object.header.stamp = ros::Time::now();
geometric_shapes_msgs::Shape object;
object.type = geometric_shapes_msgs::Shape::CYLINDER;
object.dimensions.resize(2);
object.dimensions[0] = .1;
object.dimensions[1] = .75;
geometry_msgs::Pose pose;
pose.position.x = .6;
pose.position.y = -.6;
pose.position.z = .375;
pose.orientation.x = 0;
pose.orientation.y = 0;
pose.orientation.z = 0;
pose.orientation.w = 1;
cylinder_object.shapes.push_back(object);
cylinder_object.poses.push_back(pose);
```



Collider



- Generate collision map for manipulation using Octomap
 - ❖ future plans to use notion of uncertainty in sensing
 - ❖ probabilistic representation possibly more robust to sensor noise, errors

Manipulation

- Motion planning
 - sensing for motion planning
 - ❖ semantic perception
 - collision environment
 - kinematics
 - motion planners
 - smoothers
 - monitoring and control

Kinematics

- Robot specific kinematics
 - ❖ e.g. `pr2_kinematics` package - fast custom solvers

- Constraint, collision aware kinematics
 - ❖ search for collision free configurations that satisfy constraints for general arms



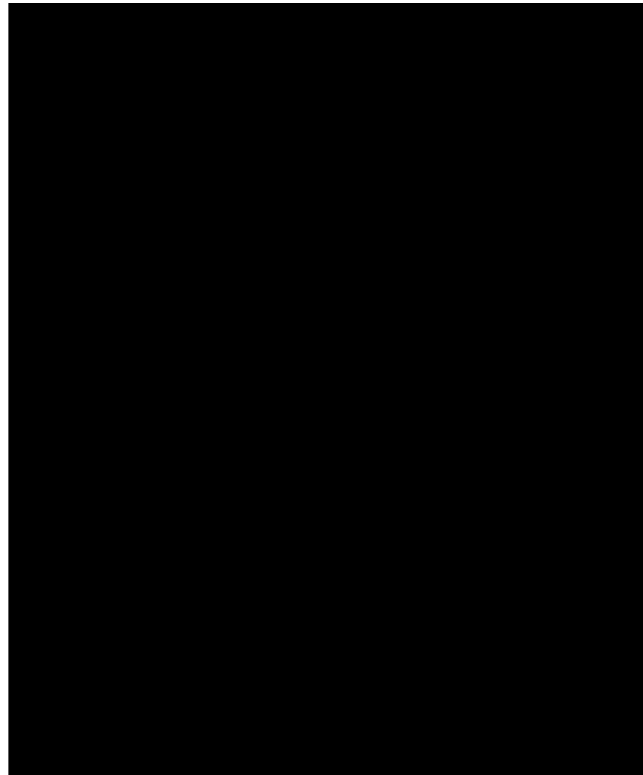
PR2 custom kinematics - http://www.ros.org/wiki/pr2_arm_kinematics

General kinematics solvers - http://www.ros.org/wiki/arm_kinematics_constraint_aware

Kinematics

- Robot specific kinematics

- ❖ e.g. `pr2_kinematics` package - fast custom solvers



- Constraint, collision aware kinematics

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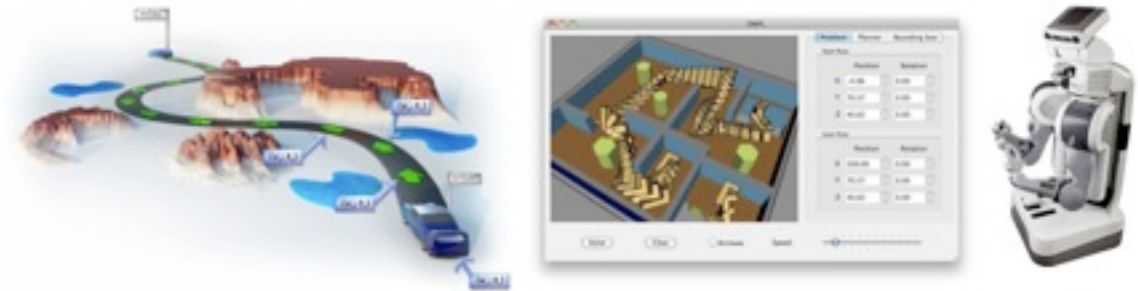
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ROS - Motion Planners

- Sampling based planners (OMPL)

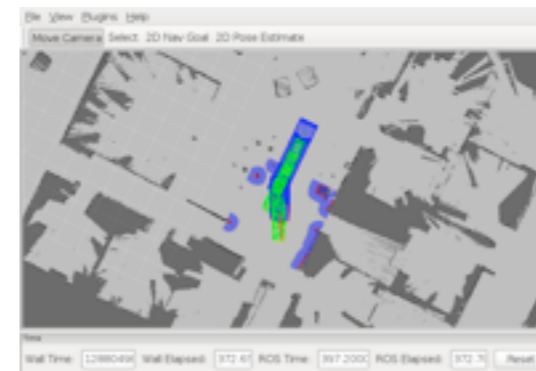
- ❖ developed by Lydia Kavraki's group at Rice University in collaboration with Willow Garage



- CHOMP*

- Search based planners (SBPL)

- ❖ developed by Maxim Likhachev's group (now at CMU) in collaboration with Willow Garage



* Developed by Mrinal Kalakrishnan, Intern, Summer 2009 at Willow Garage based on "CHOMP: Gradient Optimization Techniques for Efficient Motion Planning". Nathan Ratliff, Matthew Zucker, J. Andrew Bagnell and Siddhartha Srinivasa. IEEE International Conference on Robotics and Automation, May 2009.

<http://www.ros.org/wiki/ompl>

http://www.ros.org/wiki/ompl_ros_interface

http://www.ros.org/wiki/chomp_motion_planner

<http://www.ros.org/wiki/sbpl>

OMPL

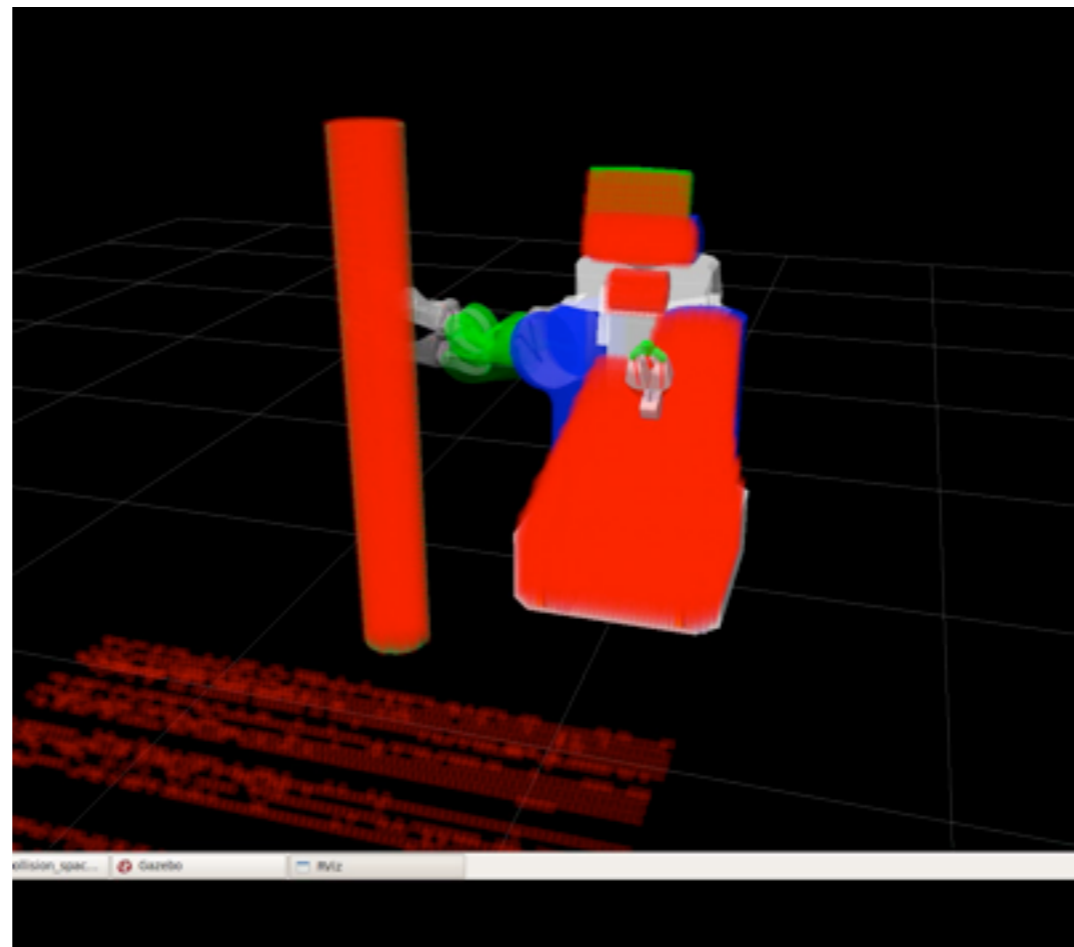
- Sampling-based planners
 - ❖ RRT, RRT-Connect, EST, KPIECE, SBL and more
 - ❖ coming soon - RRT*
- Very fast planning times
- Extensive documentation
- ROS interface
 - ❖ easily go from robot description to complete planners
 - ❖ configure task space planners

Smoothers

- Sampling based planners generate jerky paths
 - ❖ smoothing required before plans can be sent to controllers
 - ❖ cubic spline shortcuts used to smoothen paths

CHOMP

- ❖ Covariant descent based approach - generates smoother trajectories
- ❖ Uses signed distance field to move robot away from obstacles

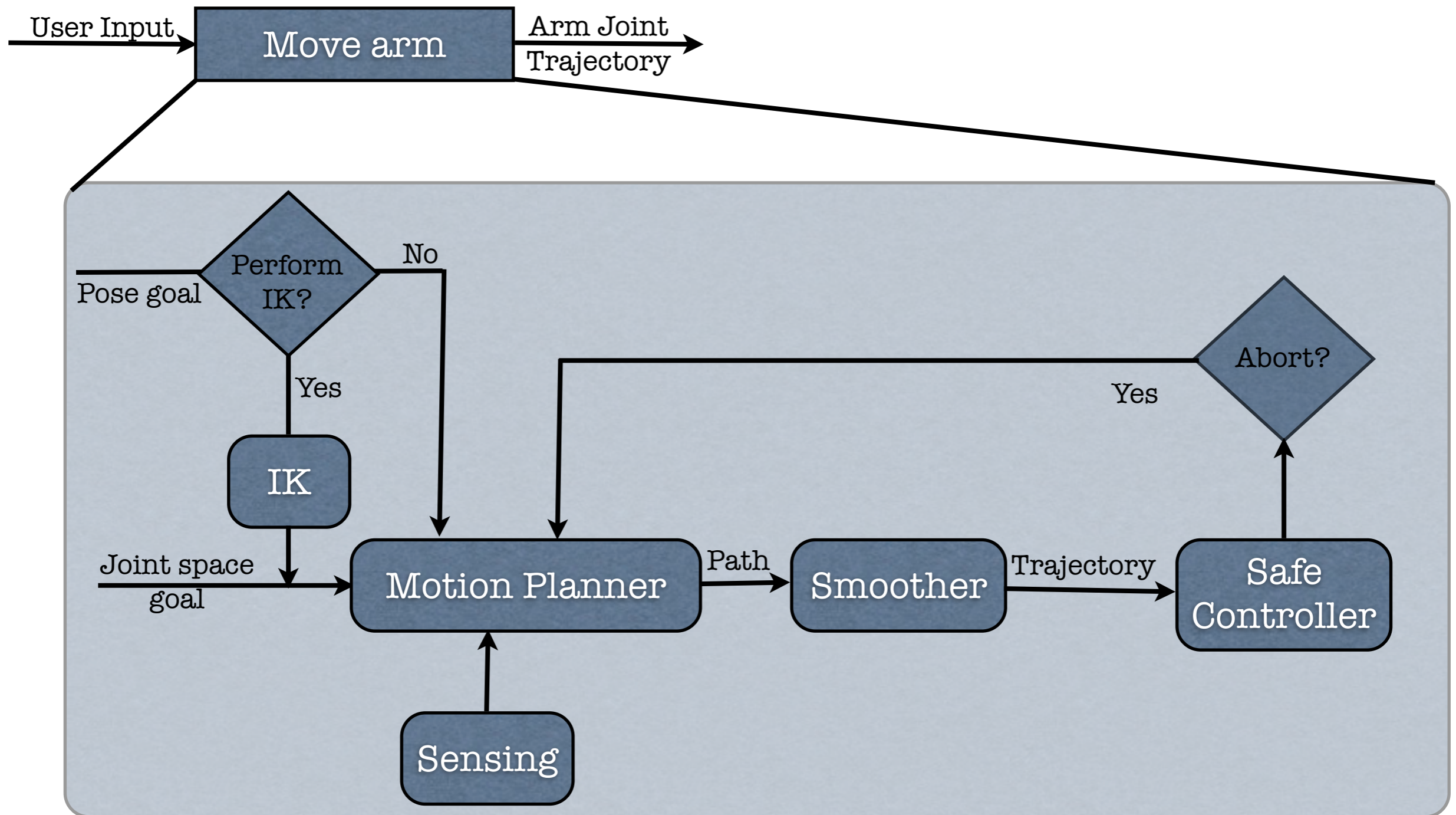


Applications for CHOMP

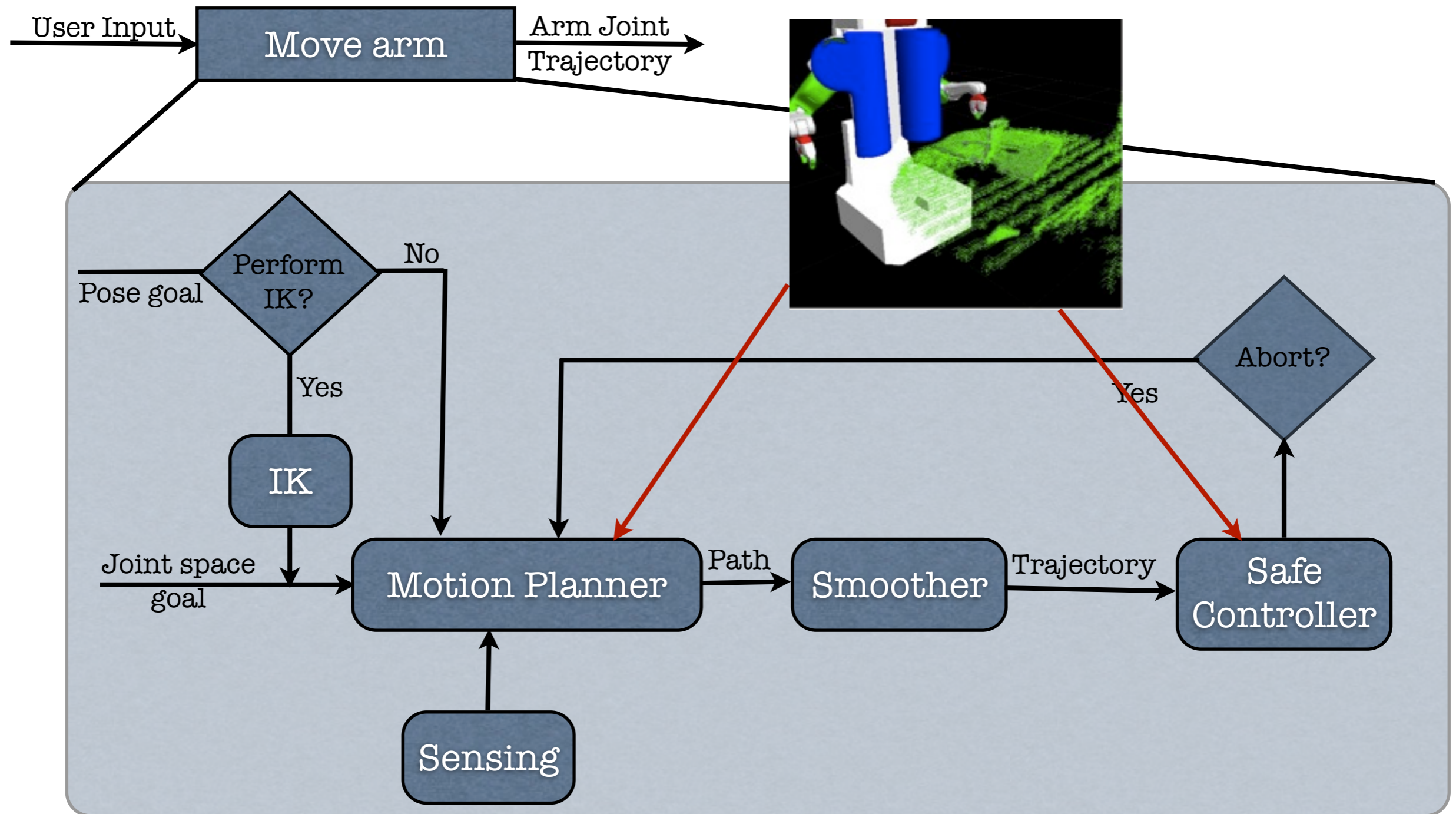
- ❖ Planning out of contact
 - ✓ noisy sensor data, noisy models, actual contact
 - ✓ typically achieved by jittering start state



System Architecture



System Architecture



System Architecture

- Input

- ❖ specify goal as regions in space
 - ✓ joint space goal - nominal joint angle + tolerance
 - ✓ position goal - nominal position + region of space
 - ✓ orientation goal - nominal orientation + tolerance (in roll, pitch and yaw)



Move arm [-http://www.ros.org/wiki/move_arm](http://www.ros.org/wiki/move_arm)
Interface definition [-http://www.ros.org/wiki/move_arm_msgs](http://www.ros.org/wiki/move_arm_msgs)

System Architecture

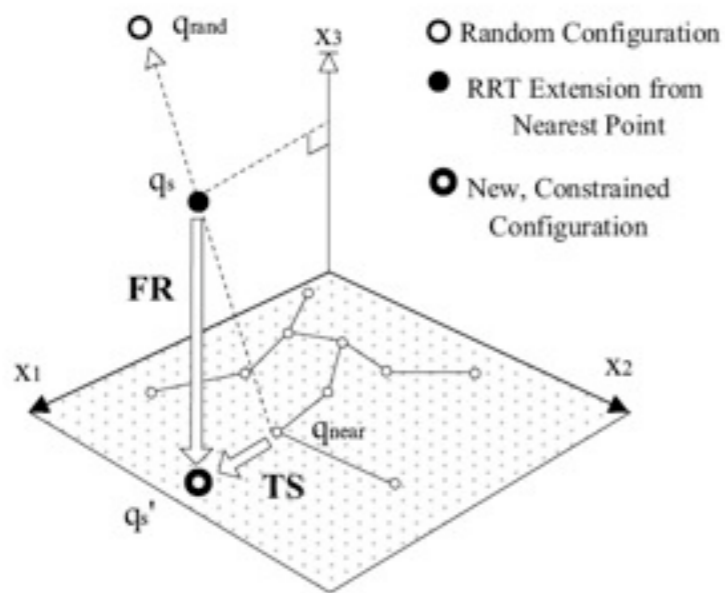
- Constraints

- ❖ keep the glass of water level - less freedom in roll and pitch space
- ❖ constraint specification:

```
orientation_constraint.header.frame_id = "torso_lift_link";
orientation_constraint.header.stamp = ros::Time::now();
orientation_constraint.link_name = "r_wrist_roll_link";
orientation_constraint.orientation.x = 0.0;
orientation_constraint.orientation.y = 0.0;
orientation_constraint.orientation.z = 0.0;
orientation_constraint.orientation.w = 1.0;
orientation_constraint.type = motion_planning_msgs::OrientationConstraint::HEADER_FRAME;
orientation_constraint.absolute_roll_tolerance = 0.1;
orientation_constraint.absolute_pitch_tolerance = 0.1;
orientation_constraint.absolute_yaw_tolerance = M_PI;
```

Dealing with constraints

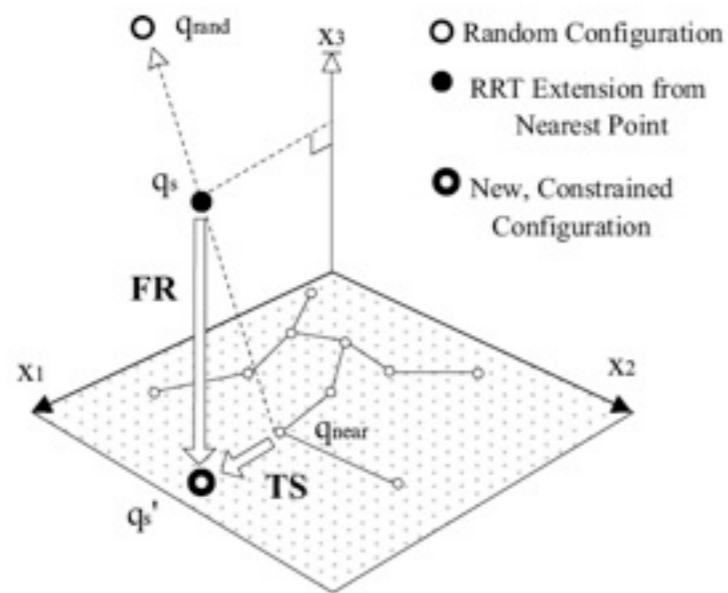
- ❖ In joint space - the constraint manifold is complicated
- ❖ sampling based planners sample in joint space
 - ✓ far away from constrained manifold
 - ✓ need to project samples back onto constraint manifold



Picture from Stilman M., "Task Constrained Motion Planning in Robot Joint Space", in IROS 2007

Dealing with constraints

- ❖ In joint space - the constraint manifold is complicated
- ❖ sampling based planners sample in joint space
 - ✓ far away from constrained manifold
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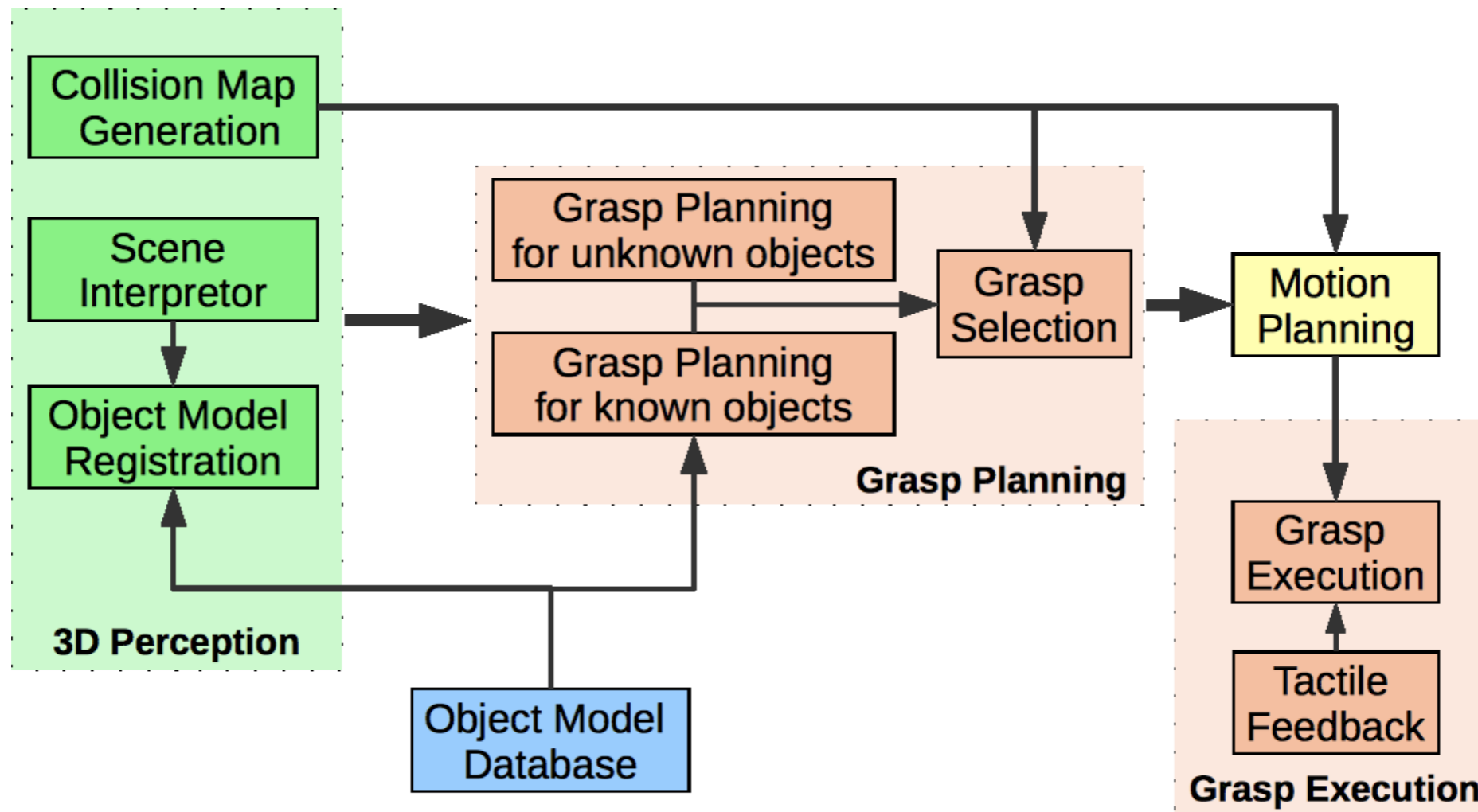
- ❖ Most constraints are expressed more naturally in cartesian space
 - ✓ e.g. holding water level => restricting roll and pitch of the end-effector

Picture from Stilman M., "Task Constrained Motion Planning in Robot Joint Space", in IROS 2007

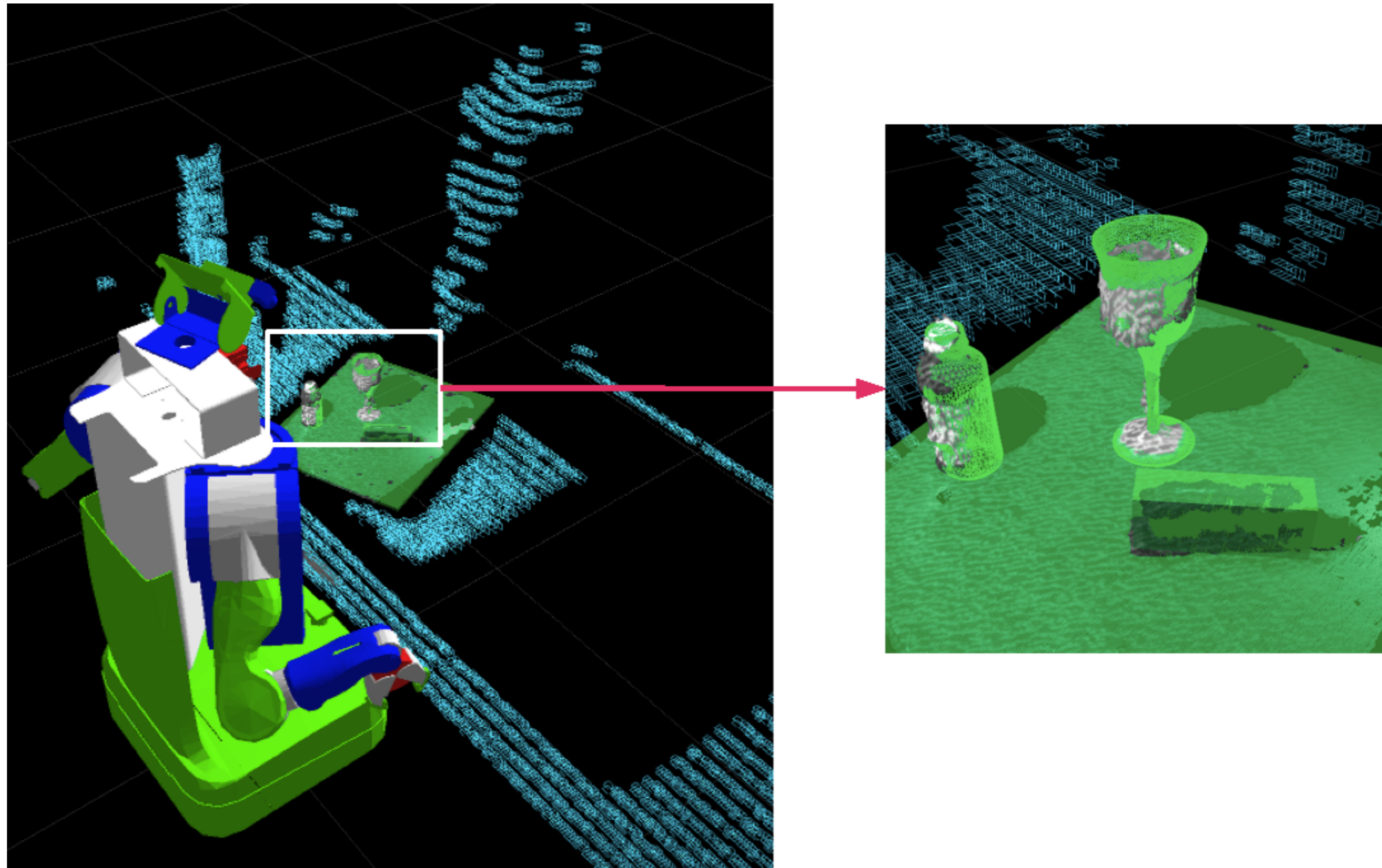
Constrained Planning

- Exploit geometry of the PR2
 - ❖ joint limits imply only 1 IK solution branch exists most of the time
 - ❖ plan in cartesian end-effector coordinates + redundancy (shoulder roll joint angle)
 - ❖ no need to do constraint projections in joint space
 - ✓ just shrink region available for sampling!

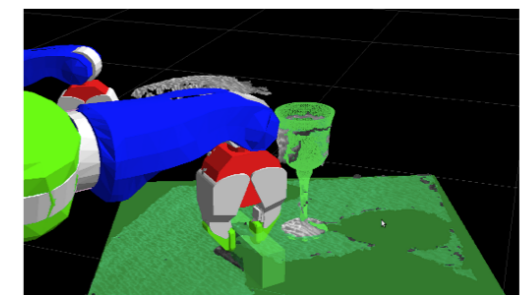
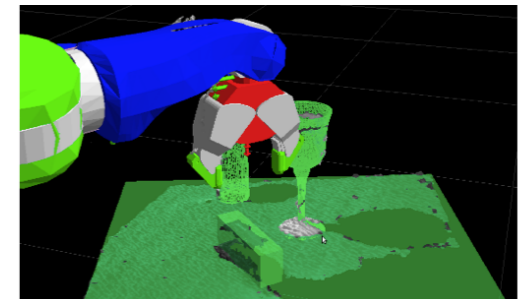
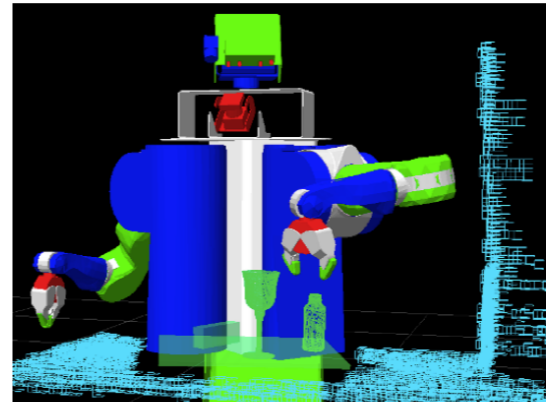
Application - Grasping



Grasping Pipeline

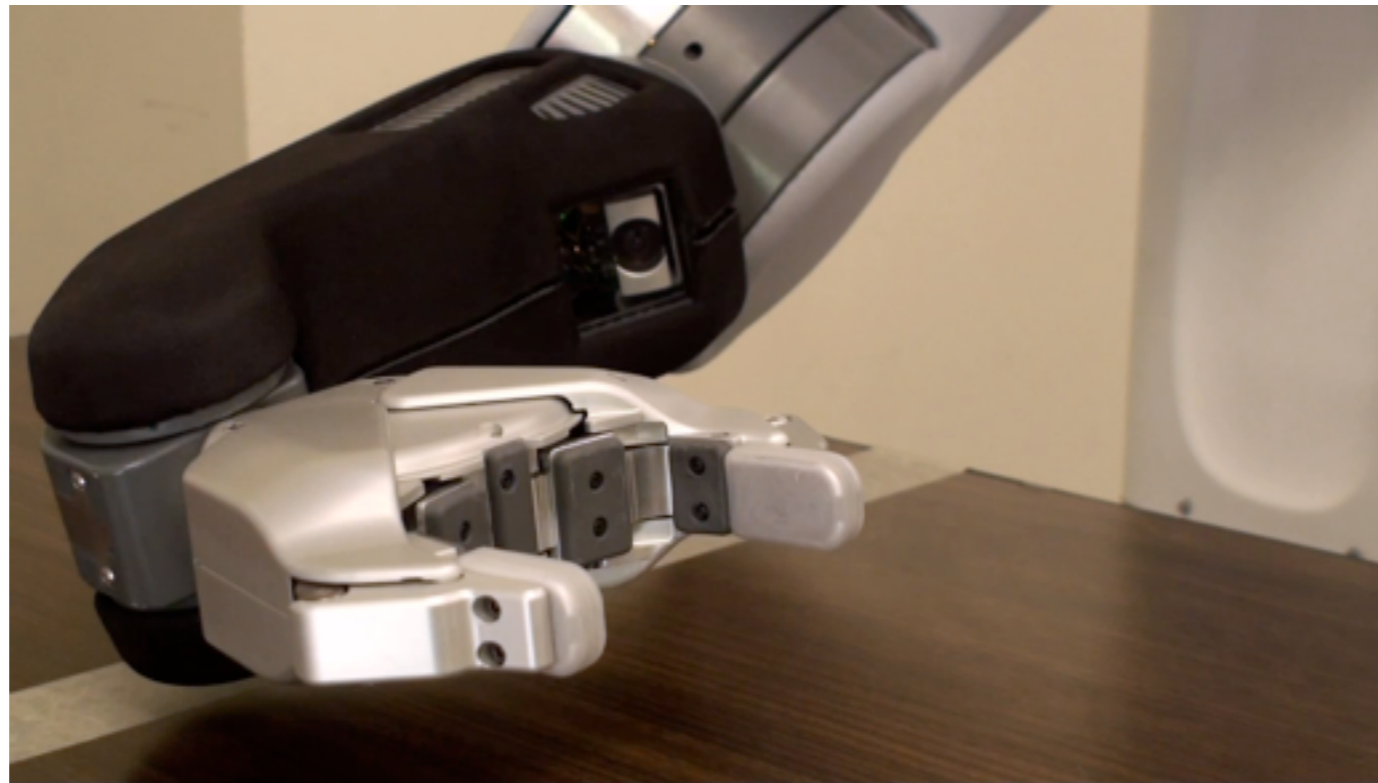


Arm Navigation and Manipulation



Towards a safer robot

- Detect impacts
 - accelerometer and joint signals



Joe Romano (Intern at Willow Garage, Summer 2010), Kaijen Hsiao, Gunter Neimeyer, Sachin Chitta, Katherine Kuchenbecker (Penn)

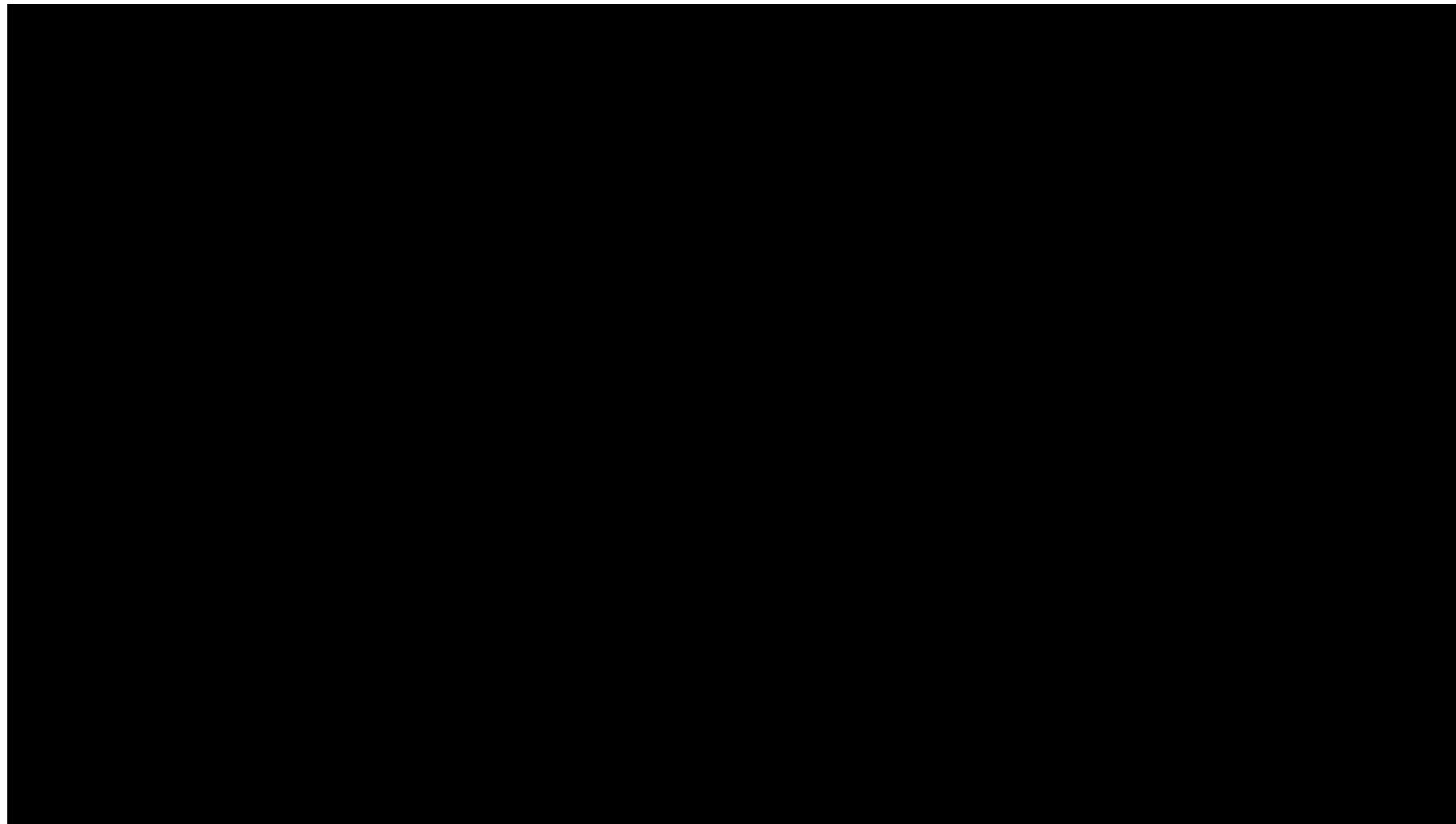
http://www.ros.org/wiki/pr2_gripper_sensor_action

Towards a safer robot

- Actively monitor motion
 - abort on possible collision

**Active Trajectory
Monitoring**

Recent Work - STOMP

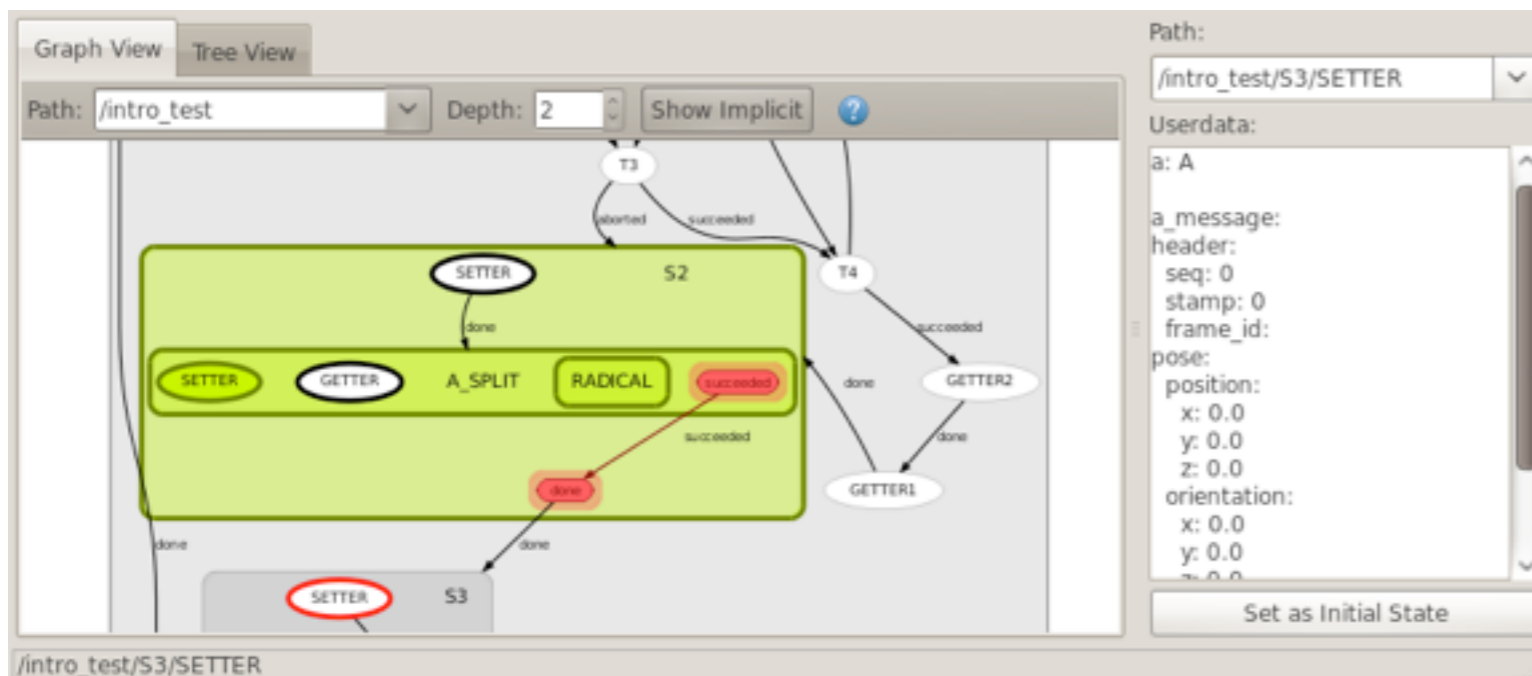


“Stochastic Trajectory Optimization for Motion Planning”, Mrinal Kalakrishnan, Sachin Chitta, Evangelos Theodorus, Peter Pastor, Stefan Schaal, ICRA 2011

Outline

- The PR2
- ROS
 - tools for simulation
 - tools for motion planning
 - task execution
 - applications
- Future Directions

Task Execution



- SMACH

- ❖ Task-level state machine architecture
- ❖ State machine architecture
 - ✓ concurrence
 - ✓ synchronization
 - ✓ failure recovery
 - ✓ pre-emption

SMACH

❖ Meta-programming on top of Python

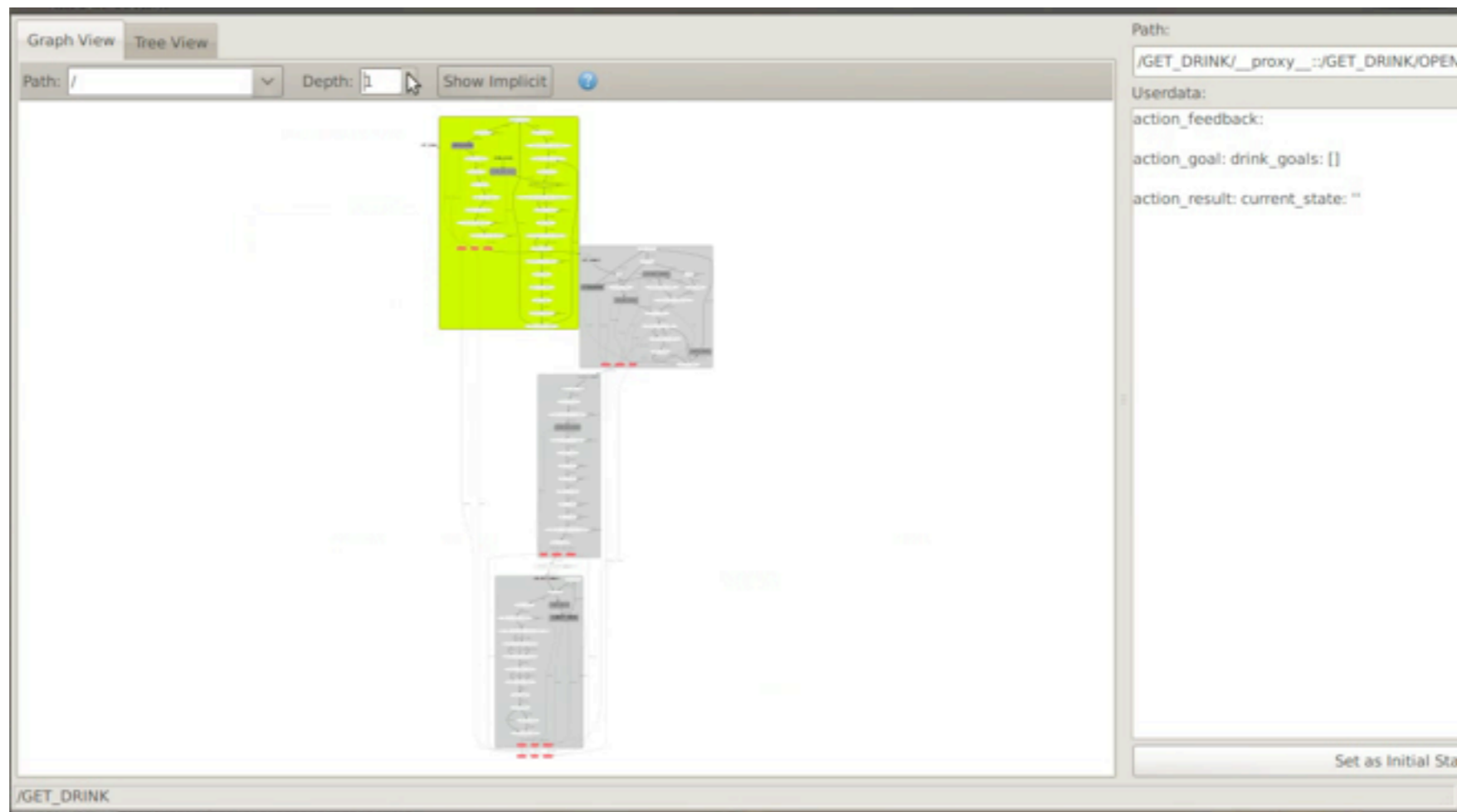
```
def construct_sm():
    open_door_sm = StateMachine(['succeeded', 'aborted', 'preempted'])
    with open_door_sm:
        cs0 = Concurrency(['succeeded', 'aborted'], 'aborted')
        StateMachine.add('PREP_FOR_NAV', cs0, {'succeeded': 'NAVIGATE_TO_FRIDGE'})
        with cs0:
            Concurrency.add('TUCK_FOR_NAV',
                SimpleActionState('tuck_arms', TuckArmsAction,
                    goal = TuckArmsGoal(False, True, True)))

            Concurrency.add('LOWER_SPINE',
                SimpleActionState('torso_controller/position_joint_action', SingleJointPositionAction,
                    goal = SingleJointPositionGoal(position=0.07)))

            Concurrency.add_outcome_map('succeeded', {'TUCK_FOR_NAV': 'succeeded', 'LOWER_SPINE': 'succeeded'})
```

SMACH

- ❖ Visualize updates in real-time



Application - Beverage Retrieval



Applications - Pool

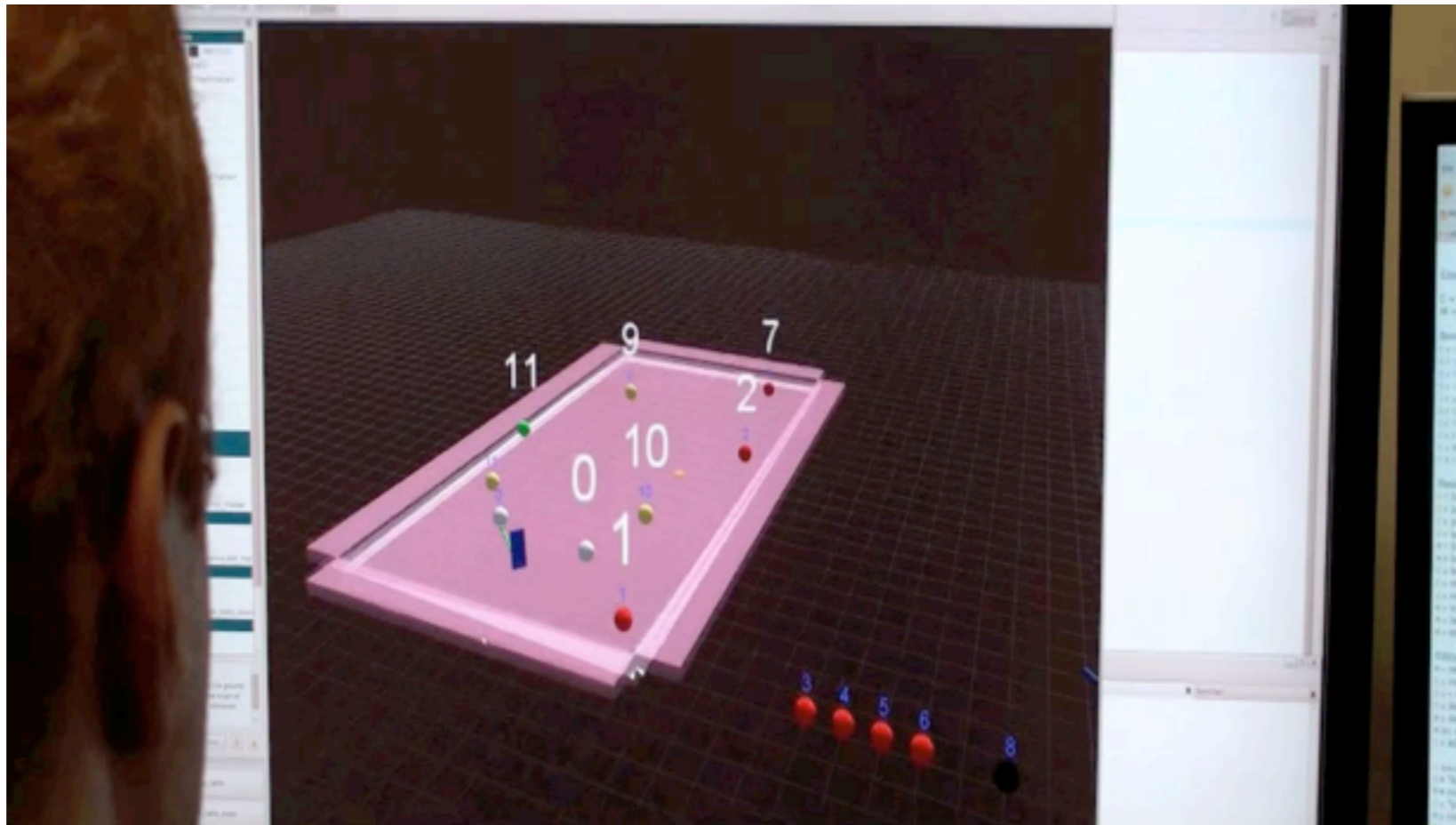
- ✓ specialized hardware
- ✓ hackathon - 1 week effort



- ✓ no motion planning for the arm
- ✓ pre-determined waypoints around table for base

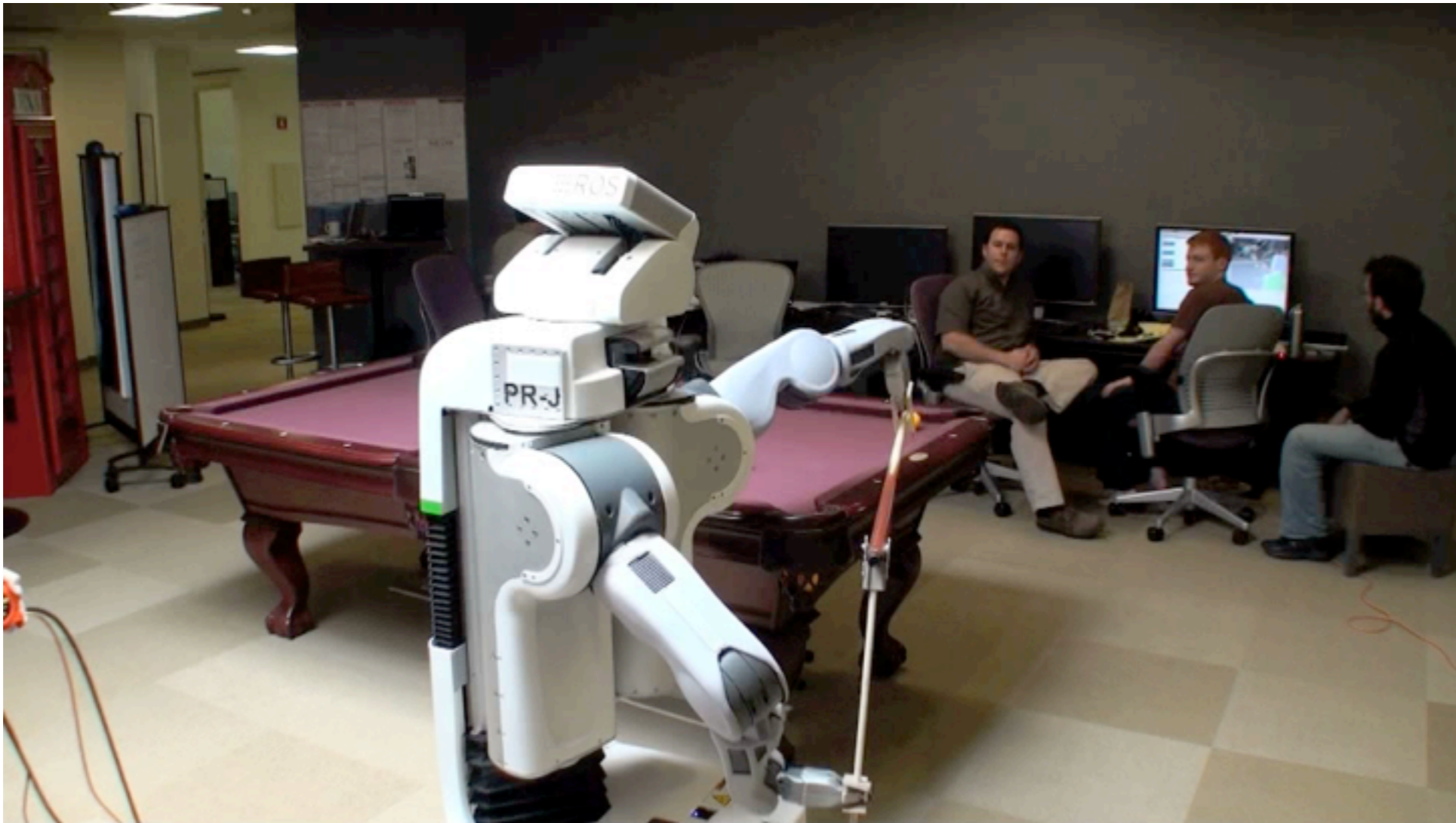
Application - Pool

- Simulation based planning*

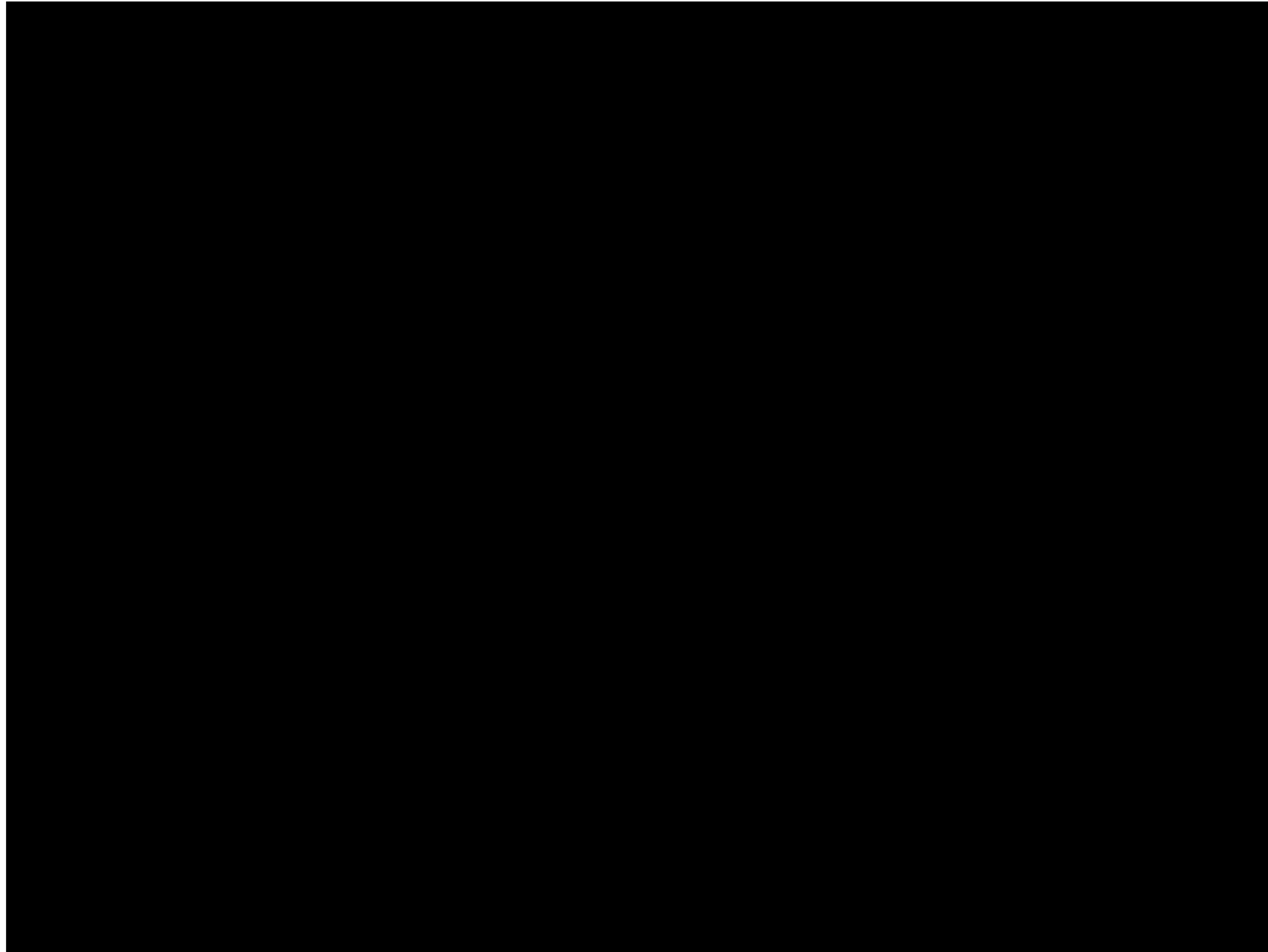


*Open source simulator FastFiz by Alon Altman at Stanford University
<http://billiards2.stanford.edu/FastFiz/main.html>

Application - Pool



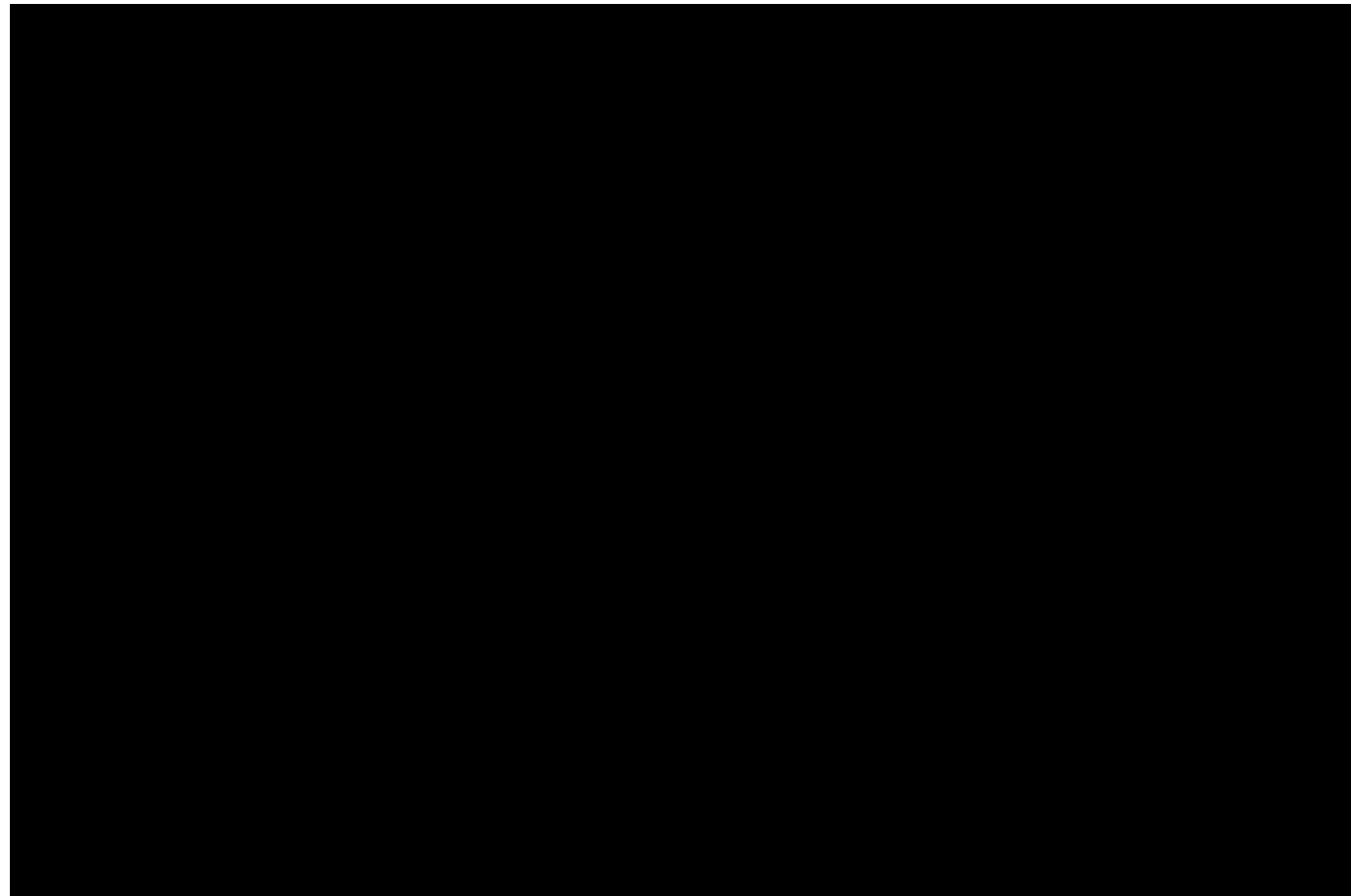
Application - Busbot



What's coming?

- Better tools

- ❖ go from URDF to complete planning in a few quick steps
- ❖ visualize everything along the way
- ❖ interactive GUI to test out planning



Thank you!

More resources:

1. <http://www.ros.org/wiki>
2. <http://answers.ros.org>
3. ros-users mailing lists

Thank you!

Email: sachinc@willowgarage.com

This talk included contributions from the entire ROS and PR2 development teams at Willow Garage, the PR2 Beta Program and the ROS community.

External collaborators/contributors:

Lydia Kavraki, Rice University

Maxim Likhachev, CMU