

INFO0948

Control and Navigation of Mobile Robots

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These slides are partly based on Chapters 4 and 5 of the book *Robotics, Vision and Control: Fundamental Algorithms in MATLAB* by Peter Corke, published by Springer in 2011, on course material prepared by Renaud Detry in 2016, and on Stéphane Lens's PhD thesis (ULg, 2015).

Control and Navigation

Problem statement: How to drive a mobile robot so as to

- ▶ reach a goal,
- ▶ as efficiently as possible,
- ▶ while satisfying various constraints?

Illustration 1: Solving a maze.

https://www.youtube.com/watch?v=_9Y40DmweYA

Illustration 2: Skid parking.

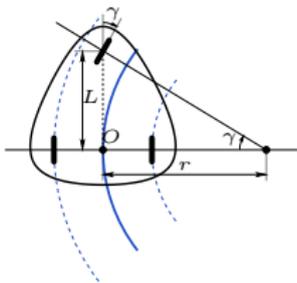
https://www.youtube.com/watch?v=_pi0849uRdI

Controlling a Mobile Robot

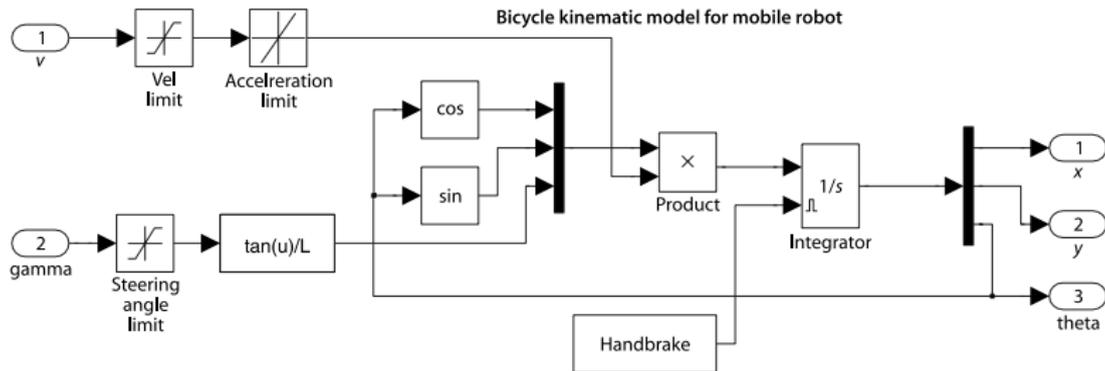
Approach:

1. Develop a *kinematic model* of the mobile robot.
2. Build a *control loop* around this model.

Kinematic Model: Bicycle Drive



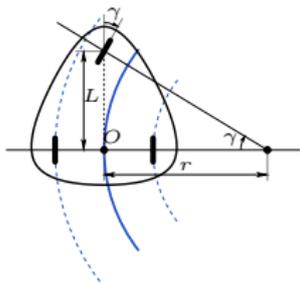
$$\begin{aligned}\dot{x} &= v \cos \theta \\ \dot{y} &= v \sin \theta \\ \dot{\theta} &= \frac{v}{L} \tan \gamma\end{aligned}$$



(Toolbox model: [Bicycle.](#))

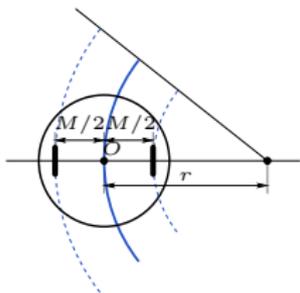
Kinematic Model: Other Platforms

Tricycle drive:



$$v = v_S \cos \gamma \Rightarrow \begin{cases} \dot{x} = v_S \cos \gamma \cos \theta \\ \dot{y} = v_S \cos \gamma \sin \theta \end{cases}$$
$$\dot{\theta} = \frac{v_S}{L} \sin \gamma$$

Differential drive:



$$v = \frac{v_R + v_L}{2} \Rightarrow \begin{cases} \dot{x} = \frac{v_R + v_L}{2} \cos \theta \\ \dot{y} = \frac{v_R + v_L}{2} \sin \theta \end{cases}$$
$$\dot{\theta} = \frac{v_R - v_L}{2}$$

Control Loop: Moving to a Point

Control strategy:

- ▶ The target velocity is proportional to the distance from the goal:

$$v^* = K_v \sqrt{(x^* - x)^2 + (y^* - y)^2}$$

- ▶ The steering angle γ is proportional to the angular difference between the direction to the goal and the current orientation θ :

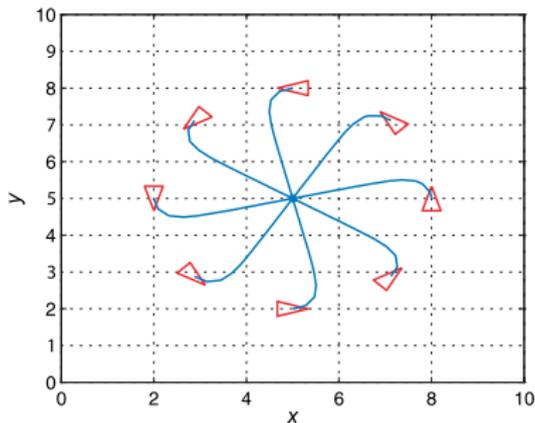
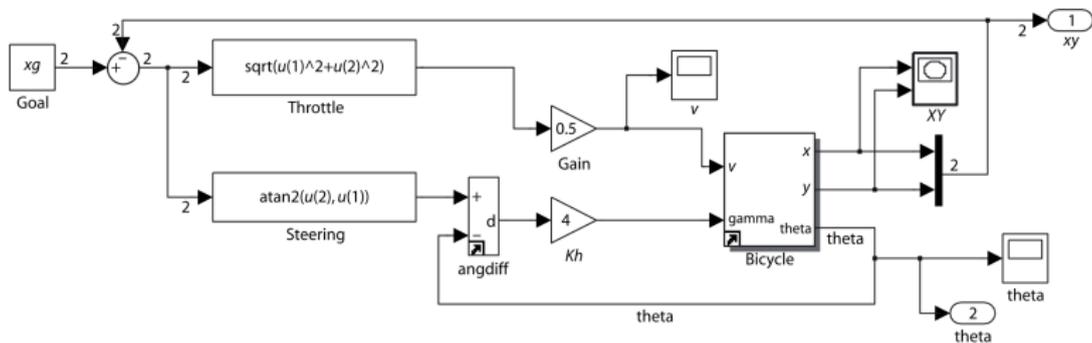
$$\gamma = K_h (\theta^* \ominus \theta),$$

with

$$\theta^* = \arctan \frac{y^* - y}{x^* - x}.$$

(Matlab and toolbox functions: [atan2](#) for the four-quadrant arctan, [angdiff](#) for the bounded angle difference \ominus .)

Moving to a Point: Simulink Model



(Toolbox model: [sl_drivepoint.](#))

Following a Line

Control strategy:

- ▶ The goal is to follow the line $ax + by + c = 0$.
- ▶ Steering controller 1: Steer towards the line:

$$\alpha_d = -K_d d$$

with

$$d = \frac{ax + by + c}{\sqrt{a^2 + b^2}}.$$

- ▶ Steering controller 2: Keep our orientation parallel to the line:

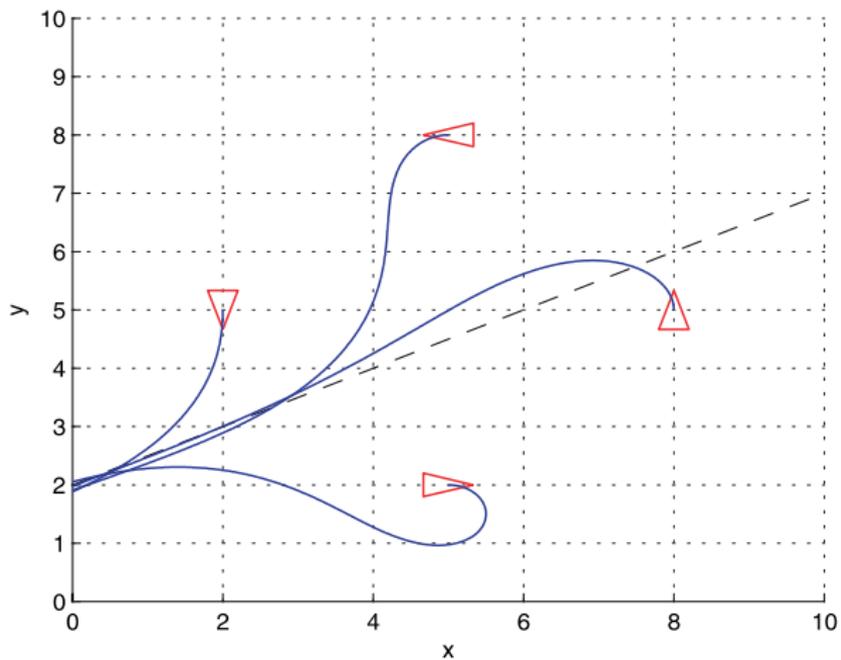
$$\alpha_h = K_h (\theta^* \ominus \theta),$$

with

$$\theta^* = \arctan \frac{-a}{b}.$$

- ▶ Combined steering controller: $\gamma = \alpha_d + \alpha_h$.

Result:



(Toolbox model: [sl_driveline.](#))

Following a Path

Control strategy:

- ▶ The robot follows a goal (x^*, y^*) that moves along a path.
- ▶ The distance d^* between the robot and the moving goal is kept constant by a velocity controller

$$v^* = K_v e + K_i \int e dt$$

with

$$e = \sqrt{(x^* - x)^2 + (y^* - y)^2} - d^*.$$

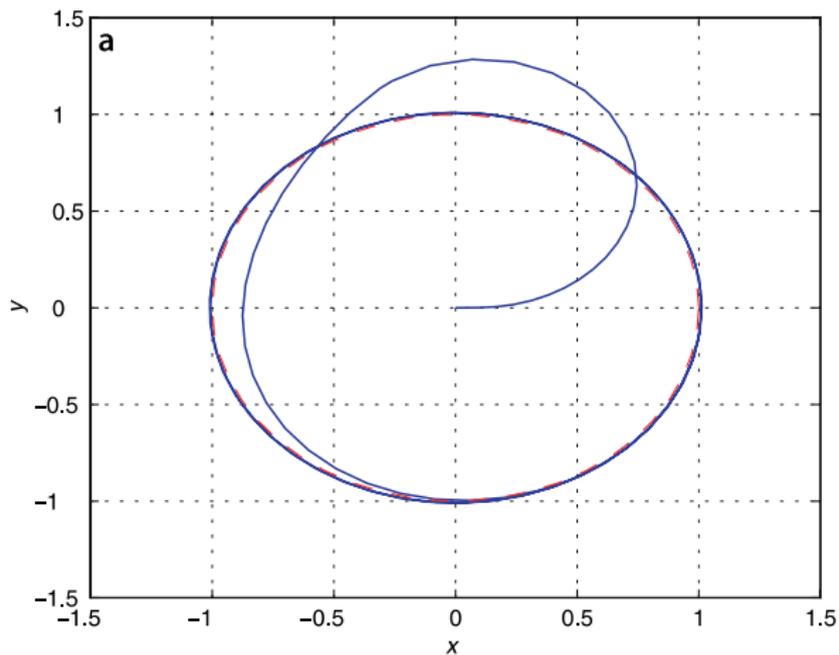
- ▶ The steering controller orients the robot towards the moving goal:

$$\gamma = K_h (\theta^* \ominus \theta),$$

with

$$\theta^* = \arctan \frac{y^* - y}{x^* - x}.$$

Result:



<http://www.montefiore.ulg.ac.be/~boigelot/tunnel/bull.mov>

(Toolbox model: [sl_pursuit.](#))

Reactive Navigation 1: Braitenberg Vehicles

Principles:

- ▶ Direct connection between sensors and actuators.
- ▶ No internal memory.
- ▶ No internal representation of the environment.

Example:

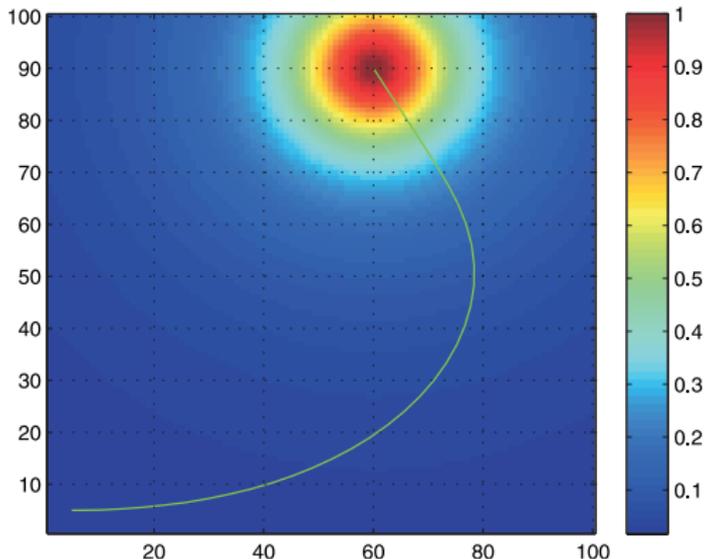
- ▶ Two sensors s_R and s_L returning values in $[0, 1]$. The goal is to reach the location where $s_R = s_L = 1$.
- ▶ Velocity law:

$$v = 2 - s_R - s_L.$$

- ▶ Steering law:

$$\gamma = k(s_L - s_R).$$

Result:



Notes:

- ▶ The command strategy remains simple.
- ▶ With additional sensors, more complex behaviors can be implemented (e.g., obstacle avoidance).
- ▶ Toolbox model: [sl_braitenberg](#)

Reactive Navigation 2: Simple Automata

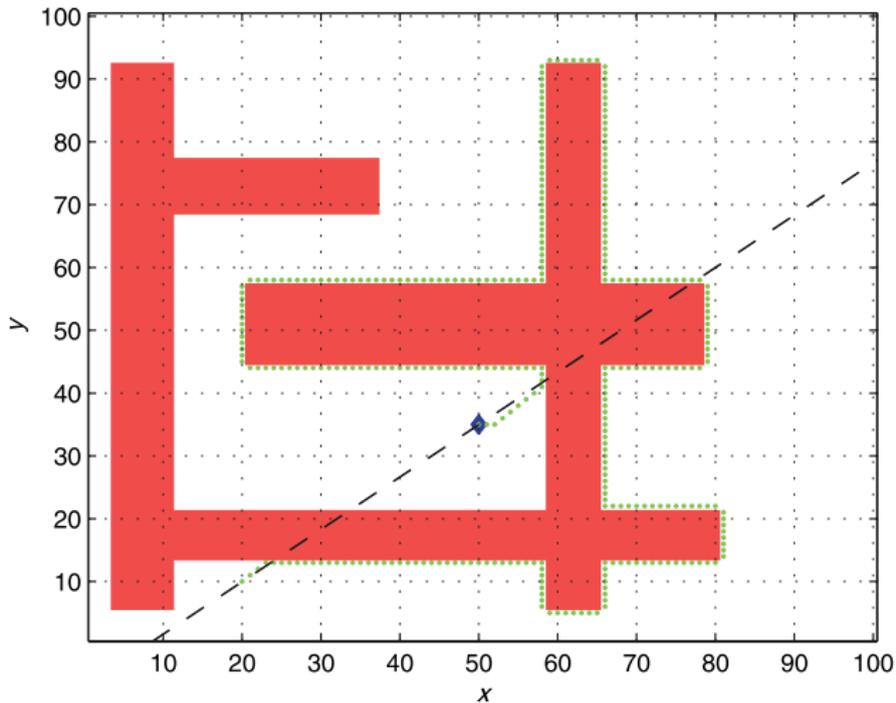
Principles:

- ▶ The command logic is implemented as a state machine.
- ▶ At each step, the current state and the sensor values determine
 - ▶ the immediate motion of the robot, and
 - ▶ the next state.

Example:

- ▶ Bug robot operating in a grid world.
- ▶ The basic mode of operation is to move in a straight line towards the goal.
- ▶ If an obstacle is detected, the bug moves around it (counter-clockwise), until it reaches a point on the original line that is closer to the goal.

Result:



This solution is far from being optimal!

(Toolbox model: [Bug2.](#))

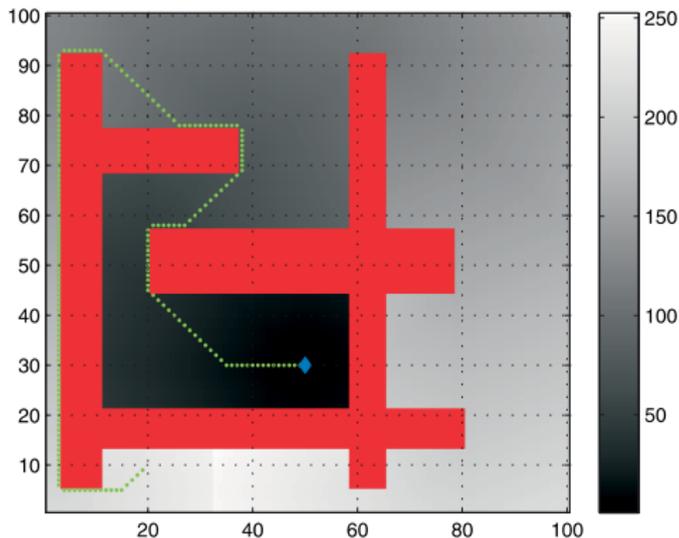
Map-based Planning

- ▶ The robot uses a *map* of its environment to plan its paths.
- ▶ The main problem is to find a path from a location to another that
 - ▶ is physically feasible (in particular, it must avoid obstacles), and
 - ▶ minimizes a cost function (traveled distance, time, energy, ...).
- ▶ In some applications, the parameters of the problem (initial location, goal, constraints, map contents, ...) may change over time.

Distance Transform

- ▶ Simple model where the robot
 - ▶ occupies one cell in a grid world,
 - ▶ knows precisely its position, and
 - ▶ moves in a holonomic way.
- ▶ The map labels each cell with its precomputed distance to the goal.
- ▶ A simple strategy thus consists in always moving to the neighboring cell for which the distance to the goal is minimal.

Illustration:



- ▶ With this solution, the initial location can easily be modified.
- ▶ However, a new map has to be computed for every new goal.
- ▶ The distance transform computation algorithm implemented in the toolbox ([DXform](#)) is inefficient, but there exist better solutions.

Graph-based Planning

- ▶ The reachable locations are represented by the nodes of a graph (e.g., every free cell in a grid world).
- ▶ The graph contains an edge (n, n') whenever n' is directly reachable from n .
- ▶ Edges are labeled by the cost of the corresponding move (e.g., 1 for horizontal or vertical neighbors in a grid, $\sqrt{2}$ for diagonal ones).
- ▶ The problem is to find a path from an initial node n_0 to a goal n_G that minimizes the total cost of its edges.

Dijkstra's Algorithm

- ▶ For each node n , one keeps the current best estimate $g(n)$ of the minimum cost from n_0 to n .
- ▶ One maintains a set $OPEN$ containing the states that still need to be processed.
- ▶ Initially:

$$g(n_0) = 0$$
$$g(n) = +\infty \text{ for all } n \neq n_0$$
$$OPEN = \text{the set of all nodes } n \neq n_0.$$
- ▶ While $OPEN \neq \emptyset$:
 1. Remove from $OPEN$ the node n with the smallest $g(n)$.
 2. For each neighbor n' of n , if $g(n) + cost(n, n') < g(n')$, then set $g(n') := g(n) + cost(n, n')$.

Notes:

- ▶ Upon completion, $g(n)$ contains the smallest cost from n_0 to n , for every node n . (Thus, changing goals are easily dealt with.)
- ▶ In order to compute shortest paths, a simple approach is to keep a *backpointer* in each node, linking to its best predecessor.
- ▶ This algorithm runs in $O(N \log N)$ time, where N is the number of nodes, if cleverly implemented (priority queue for the set *OPEN*).

A* Algorithm

- ▶ Variant of Dijkstra's, in which one considers at each step the node n with the smallest value of

$$g(n) + h(n),$$

where $h(n)$ is a *heuristic function* that estimates the cost from n to the goal node n_G .

- ▶ If $h(n)$ is always lower than or equal to the true cost of moving from n to n_G , then the algorithm is always able to compute the shortest path from n_0 to n_G , in $O(N \log N)$ time.
- ▶ Depending on the quality of the heuristic function h , this computation can be much faster.
- ▶ A simple choice for h is to use the Euclidean distance between node locations.

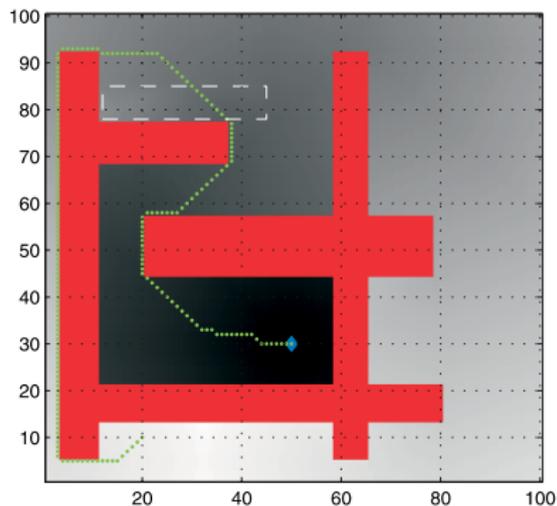
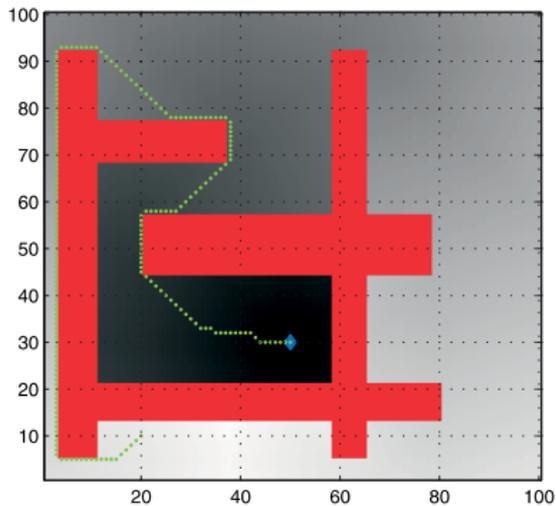
Drawbacks: The A* algorithm cannot easily deal with

- ▶ modifying the goal or the initial node.
- ▶ changing edge costs.

D* Algorithm

- ▶ Yet another variant of Dijkstra's.
- ▶ Instead of computing for each node n the best cost from n_0 to n , one computes the smallest cost from n to n_G . (In other, words, the algorithm computes a distance transform.)
- ▶ The algorithm supports incremental replanning: The cost of an edge can be modified at any time, leading to propagating the change to the relevant subset of nodes.
- ▶ The time cost is $O(N \log N)$ without replanning. Replannings have a worst-case cost of $O(N \log N)$, but are usually much cheaper.
- ▶ Toolbox implementation: [Dstar](#).

Illustration:



(The cost of the edges in the dashed rectangle have been increased.)

Notes: The D^* algorithm

- ▶ is still unable to handle changing goals, and
- ▶ lacks a heuristic function, and can thus be less efficient than A^* in some cases.

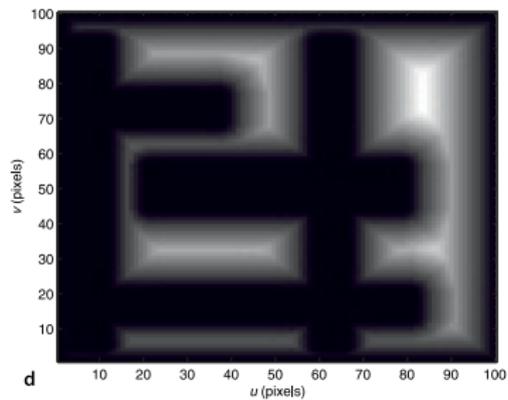
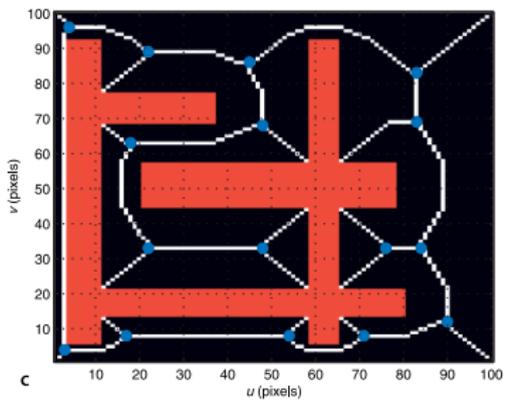
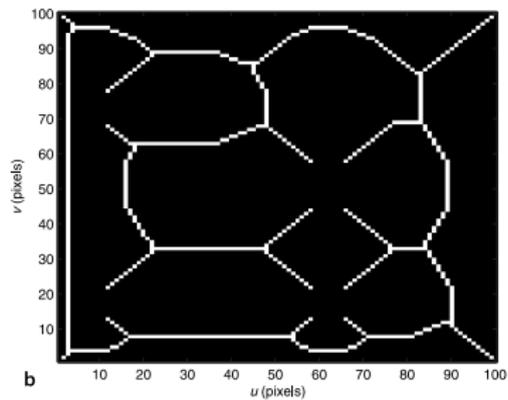
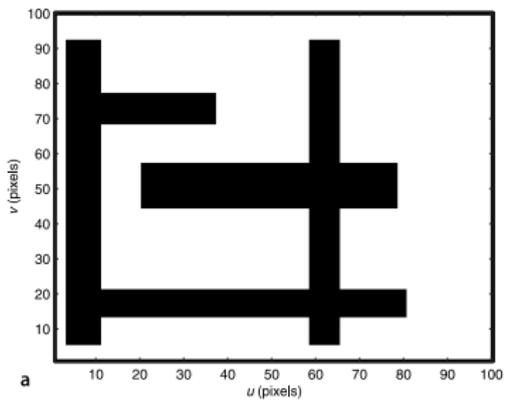
Voronoi Roadmaps

Goal: Handling efficiently queries in which the initial and goal locations are frequently modified.

Idea:

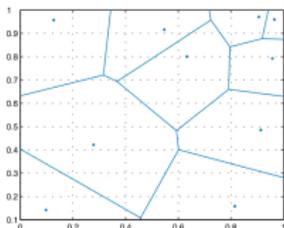
- ▶ Precompute a graph of the paths that clear the obstacles at the largest possible distance.
- ▶ Connect the initial and goal locations to the nearest nodes in this graph, and compute the shortest path between them.
- ▶ Perform local optimization on the resulting path.

Illustration:



Notes:

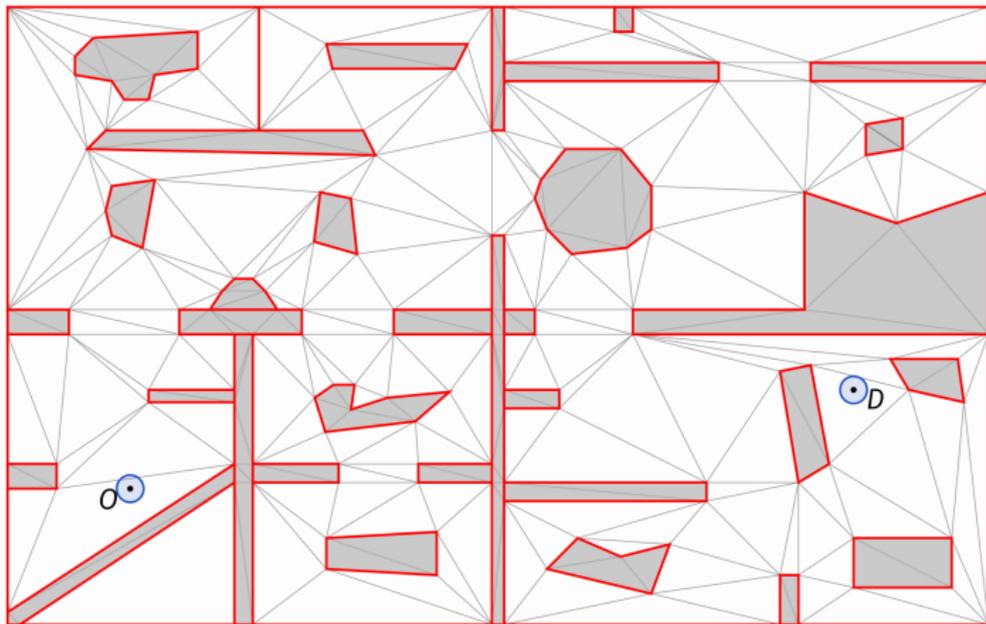
- ▶ The main advantage is that the resulting roadmap is much smaller than the graph linking all feasible locations.
- ▶ The reference book completely misses the fact that Voronoi roadmaps can be constructed and exploited in a very efficient way:
 - ▶ The *Voronoi diagram* of N points can be computed in $O(N \log N)$ time (and is the dual graph of their *Delaunay triangulation*).



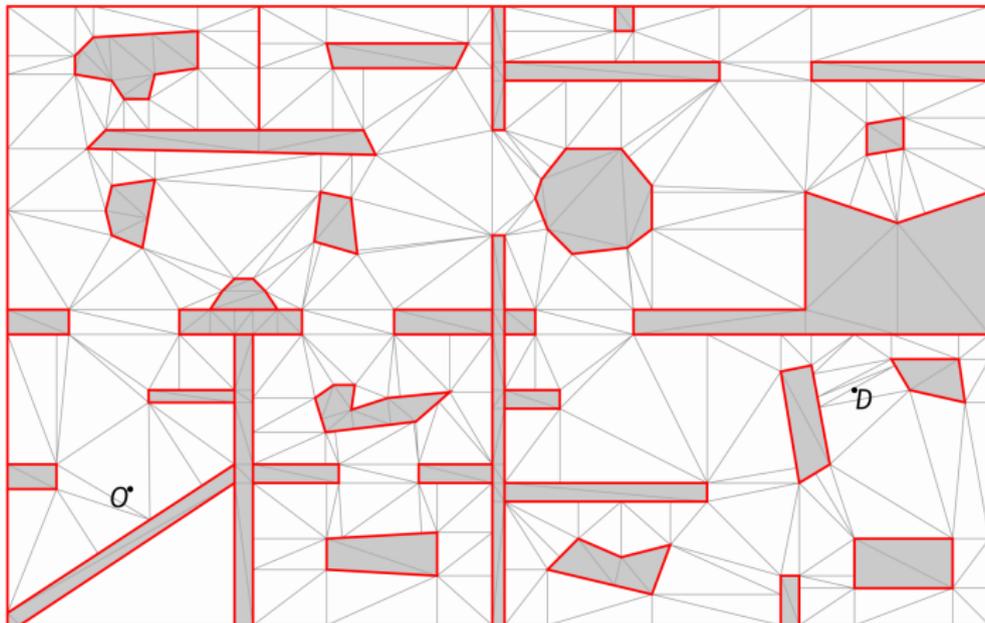
- ▶ For a set of polygonal obstacles, the procedure is a bit more complex, but still runs in $O(N \log N)$ time.
- ▶ Once a shortest path has been extracted from a Voronoi roadmap, it can be simplified in $O(N)$ time into a locally optimal solution.

Illustration (Stéphane Lens's thesis):

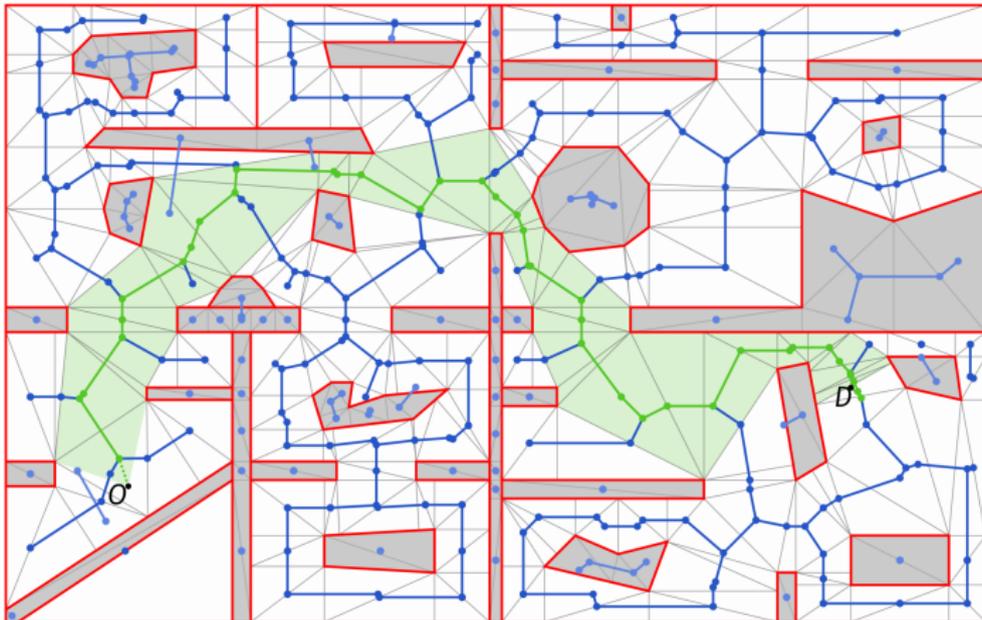
1. Problem statement and initial triangulation.



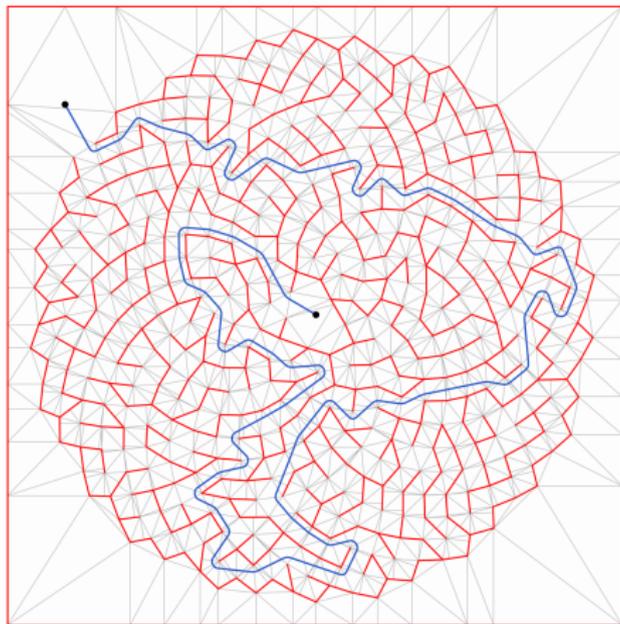
2. Refined triangulation.



3. Roadmap graph and shortest path.

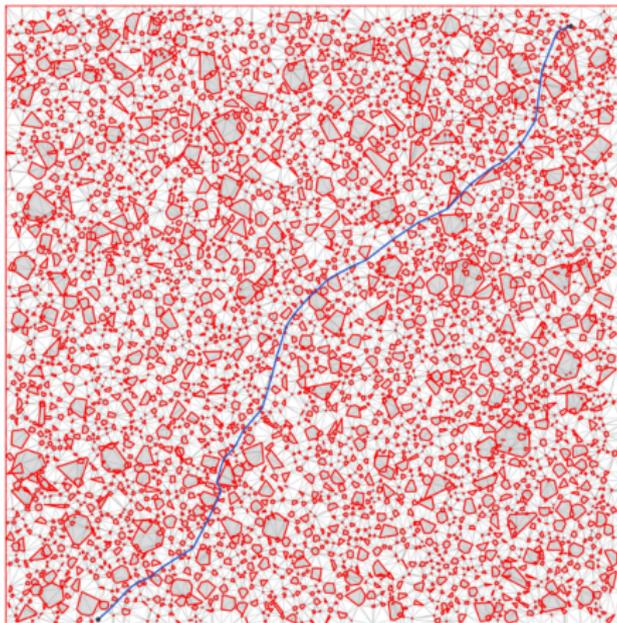


A more complex example:



(Total computation time: 4.8 ms.)

Yet another complex example:



(Total computation time: 82.6 ms.)

Example: Wilbur (Eurobot)

`http://www.montefiore.ulg.ac.be/~boigelot/tunnel/wilbur.mov`

Probabilistic Roadmaps

Procedure:

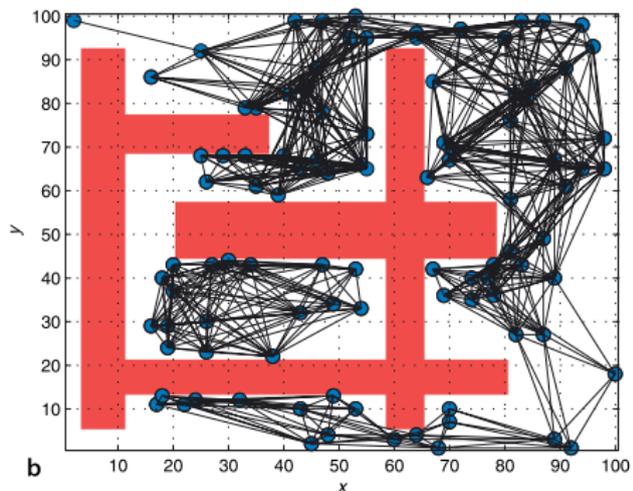
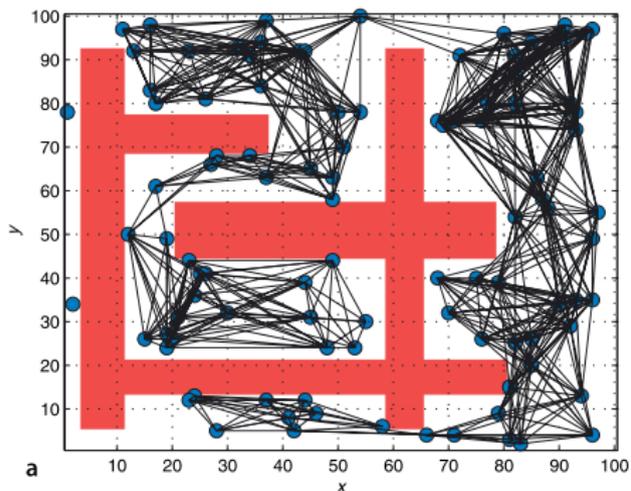
- ▶ Build a graph by placing N random points in free space, and connecting them together (making sure that edges do not cross obstacles).
- ▶ Set the cost of edges according to the distance between their corresponding nodes.
- ▶ Connect the initial and goal locations to their nearest node, and compute the shortest path between them.

Advantage: The method is simple and efficient.

Drawback: It is difficult to ensure that

- ▶ all areas of interest are explored, and
- ▶ the resulting roadmap is a connected graph.

Illustration:



(Toolbox implementation: [PRM.](#))

Rapidly-exploring Random Trees (RRT)

Procedure: Build a roadmap tree by repeatedly

- ▶ placing a random point p' in free space,
- ▶ locating the nearest point p in the existing tree, (initially, this tree only contains the initial location),
- ▶ simulating a move of the robot from p to p' , stopping after a given time or traveled distance,
- ▶ connecting p to the reached location p'' .

Advantages:

- ▶ This approach can take into account constraints on robot motion (e.g., non-holonomicity).
- ▶ The procedure is also applicable to n -dimensional planning problems.

Illustration:

