# **Motion Planning**

Piotr Indyk

March 10, 2005

#### Piano Mover's Problem

- Given:
  - A set of obstacles
  - The initial position of a robot
  - The final position of a robot
- Goal: find a path that
  - Moves the robot from the initial to final position
  - Avoids the obstacles (at all times)

March 10, 2005

#### **Basic notions**

- Work space the space with obstacles
- Configuration space:
  - The robot (position) is a point
  - Forbidden space = positions in which robot collides with an obstacle
  - Free space: the rest
- Collision-free path in the work space = path in the free part of configuration space

March 10, 2005

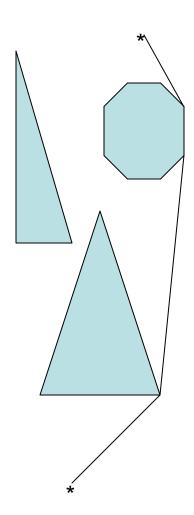
#### Demo

 http://www.diku.dk/hjemmesider/studerend e/palu/start.html

March 10, 2005

#### Point case

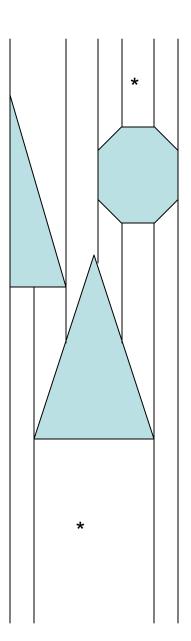
- Assume that the robot is a point
- Then the work space=configuration space
- Free space = the bounding box – the obstacles



March 10, 2005

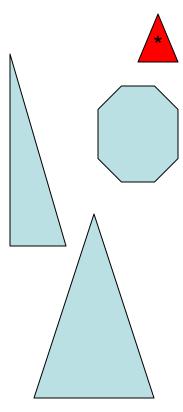
# Finding a path

- Compute the trapezoidal map to represent the free space
- Place a node
  - At the center of each trapezoid
  - At each edge of the trapezoid
- Put the "visibility" edges
- Path finding=BFS in the graph



## Non-point robots

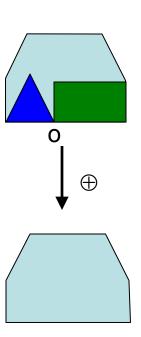
- C-obstacle = the set of robot positions which overlap an obstacle
- Free space: the bounding box minus all C-obstacles
- Given a robot and obstacles, how to calculate C-obstacles?





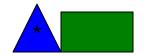
#### Minkowski Sum

- Minkowski Sum of two sets
   P and Q is defined as
   P⊕Q={p+q: p∈P, q∈Q}
- How to define C-obstacles using Minkowski Sums?



March 10, 2005

### C-obstacles



#### **C-obstacles**

- The C-obstacle of P w.r.t. robot R is equal to P⊕(-R)
- Proof:
  - Assume robot R collides with P at position c
  - I.e., consider  $t \in (R+c) \cap P$
  - We have  $t-c \in R \rightarrow c-t \in -R \rightarrow c \in t+(-R)$
  - Since t∈P, we have c∈P  $\oplus$ (-R)
- Reverse direction is similar

### Properties of P⊕R

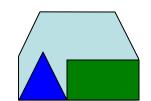
- Assume P,R convex, with n (resp. m) edges
- Theorem: P⊕R is convex:
- Proof:
  - Consider  $t_1, t_2 \in P \oplus R$ . We know  $t_i = p_i + r_i$  for  $p_i \in P$ ,  $r_i \in R$
  - P,Q convex:  $\lambda p_1 + (1 \lambda)p_2 \in P$ ,  $\lambda r_1 + (1 \lambda)r_2 \in R$
  - Therefore:

$$\lambda t_1 + (1 - \lambda)t_2 = \lambda(p_1 + r_1) + (1 - \lambda)(p_2 + r_2) \in P \oplus R$$

March 10, 2005

### Properties of P⊕R II

 Observation: an extreme point of P⊕R in direction d is a sum of extreme points of P and R in direction d



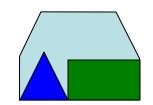
 Proof: for p ranging in P and r ranging in R:

```
max (p+r)*d
= max p*d +r*d
= max p*d +max r*d
```

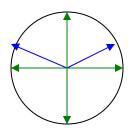
March 10, 2005

### Properties of P⊕R III

 Theorem: P⊕R has at most n+m edges.



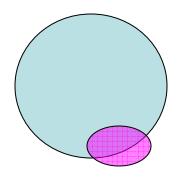
- Proof:
  - Consider the space of directions

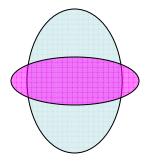


March 10, 2005

### More complex obstacles

- Pseudo-disc pairs: O<sub>1</sub>
   and O<sub>2</sub> are in pd
   position, if O<sub>1</sub>-O<sub>2</sub> and O<sub>2</sub>-O<sub>1</sub> are connected
- At most two proper intersections of boundaries

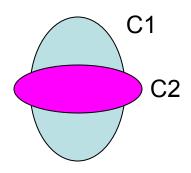


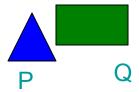


March 10, 2005

### Minkowski sums are pseudo-discs

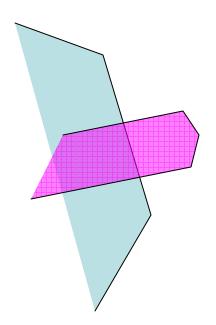
- Consider convex P,Q,R, such that P and Q are disjoint. Then C₁=P⊕R and C₂=Q⊕R are in pd position.
- Proof:
  - Consider C<sub>1</sub>-C<sub>2</sub>, assume it has 2 connected components
  - There are two different directions d and d':
    - In which C<sub>1</sub> is more extreme than C<sub>2</sub>
    - Somewhere in between d and d' , as well as d' and d,  $C_2$  is more extreme than  $C_1$
  - By properties of ⊕, direction d is more extreme for C<sub>1</sub>=P⊕R than C<sub>2</sub>=Q⊕R iff it is more extreme for P than for Q
  - Thus, there are two different directions d and d':
    - In which P is more extreme than Q
    - Somewhere in between d and d', as well as d' and d,
       Q is more extreme than P
  - Configuration impossible for disjoint, convex P,Q





## Union of pseudo-discs

- Let  $P_1,...,P_k$  be polygons in pd position. Then their union has complexity  $|P_1| + ... + |P_k|$
- Proof:
  - Suffices to bound the number of vertices
  - Each vertex either original or induced by intersection
  - Charge each intersection vertex to the next original vertex in the interior of the union
  - Each vertex charged at most twice



#### Convex R Non-convex P

- Triangulate P into T<sub>1</sub>,...,T<sub>n</sub>
- Compute R⊕T<sub>1</sub>,..., R ⊕T<sub>n</sub>
- Compute their union
- Complexity: |R| n
- Similar algorithmic complexity

March 10, 2005