

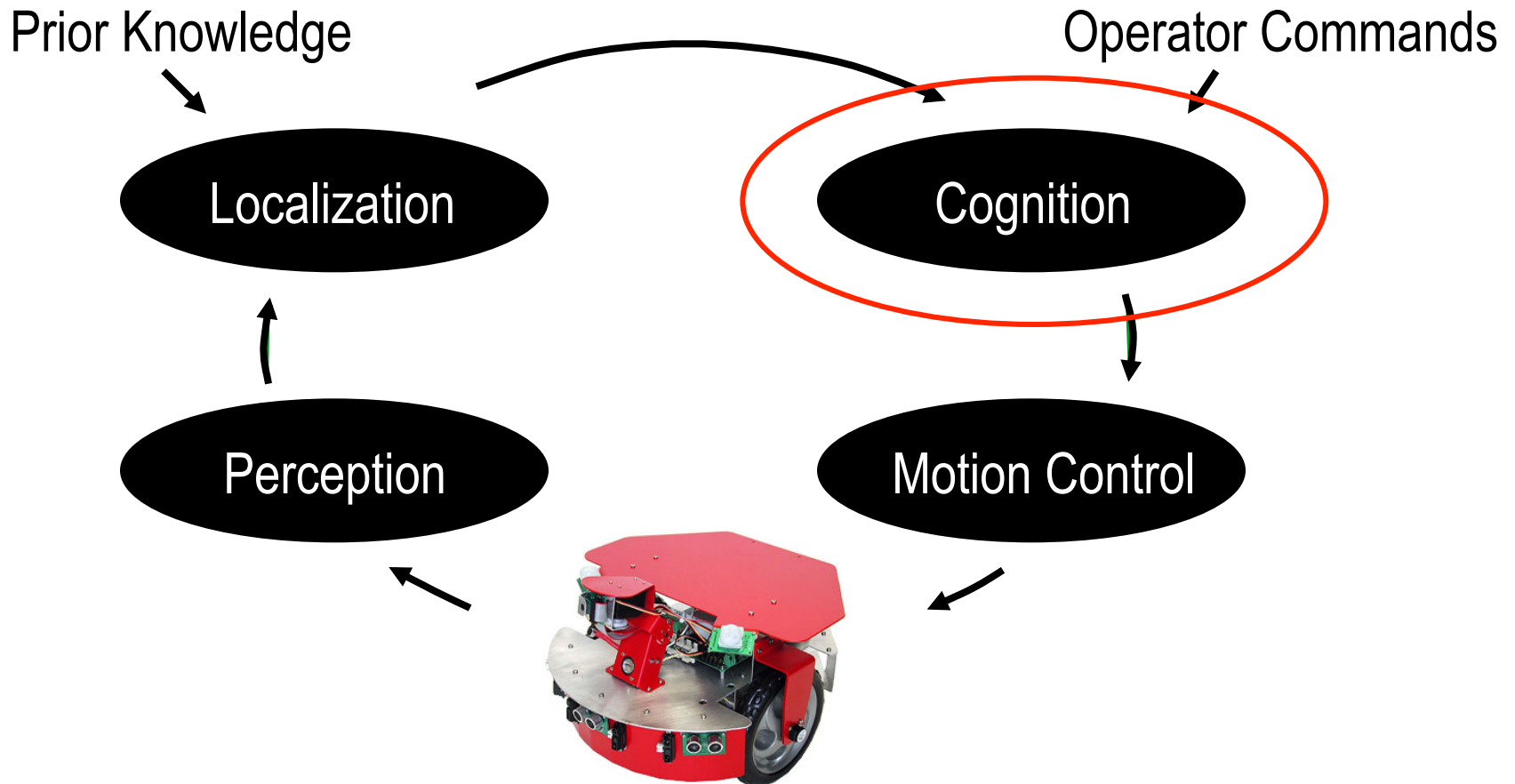


# COS 495 – Lecture 21

## Autonomous Robot Navigation

Instructor: Chris Clark  
Semester: Fall 2011

# Control Structure



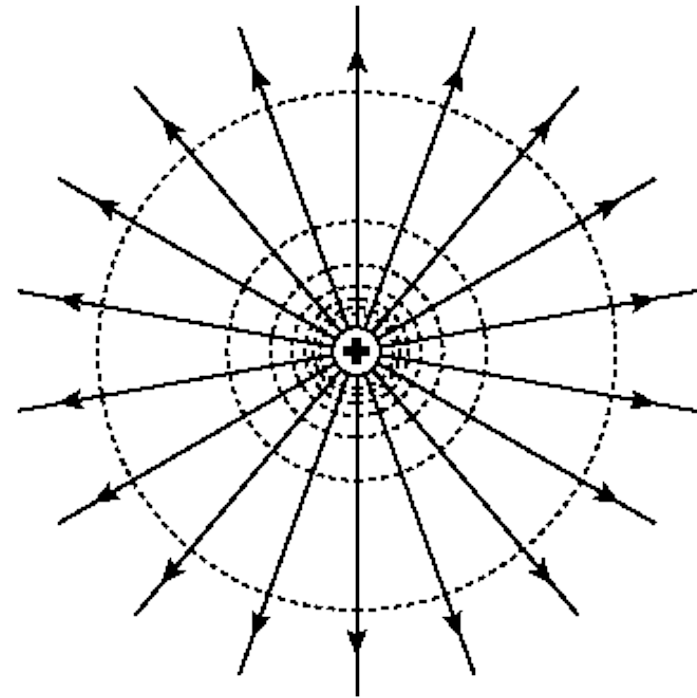
# Cell Decomposition & Potential Fields: Outline

- Discretizations
  1. Single-Query Probabilistic Road Maps
  2. **Artificial Potential Fields**
  3. Cell Decompositions

# Artificial Potential Fields

- Electric Potentials
  - The electric potential  $V_E$  (J C<sup>-1</sup>) created by a point charge  $Q$ , at a distance  $r$  from the charge (relative to the potential at infinity), can be shown to be

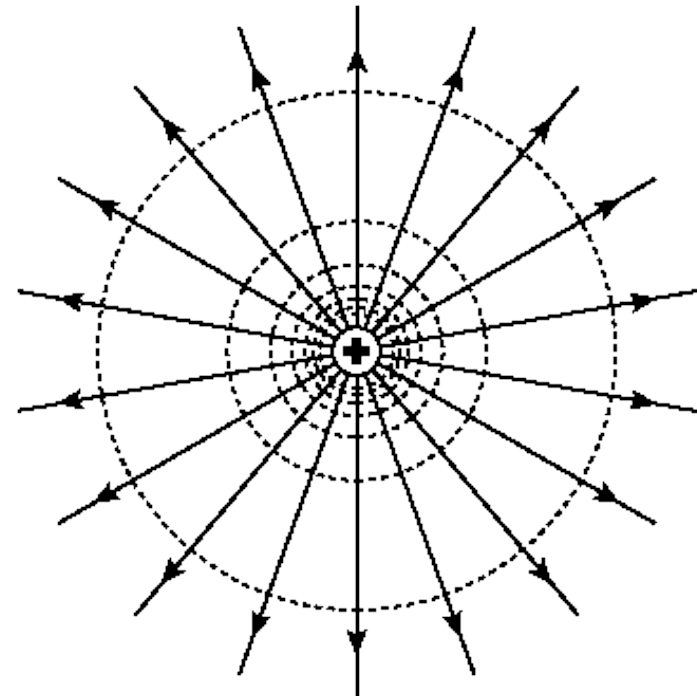
$$V_E = \frac{1}{4\pi\epsilon_0} \frac{Q}{r}$$



# Artificial Potential Fields

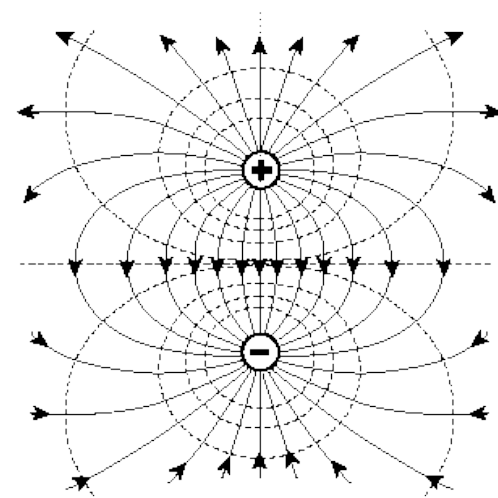
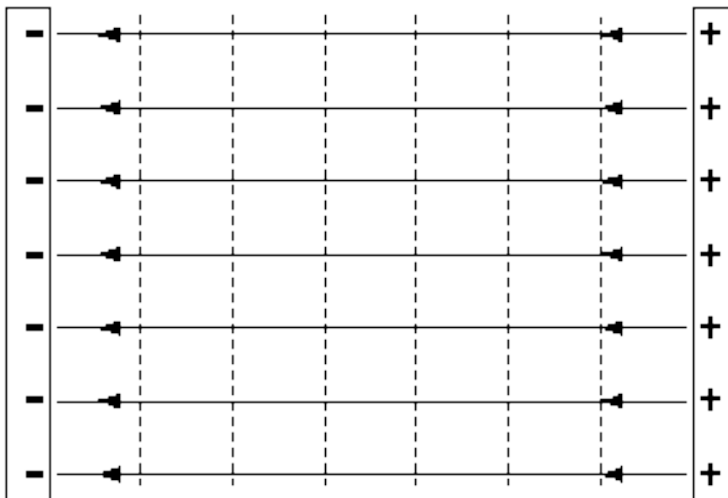
- Electric Fields
  - The electric field intensity  $E$  is defined as the force per unit positive charge that would be experienced by a point charge
  - It is obtained by taking the negative gradient of the electric potential

$$E = -\nabla V_E$$



# Artificial Potential Fields

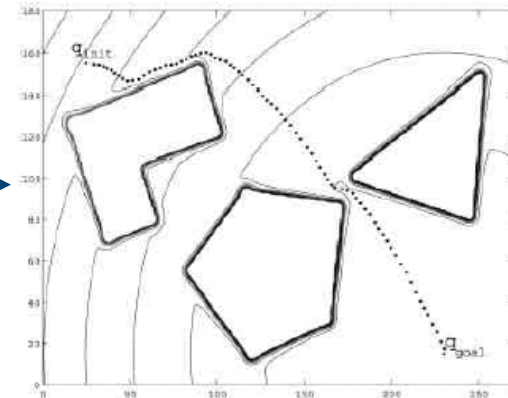
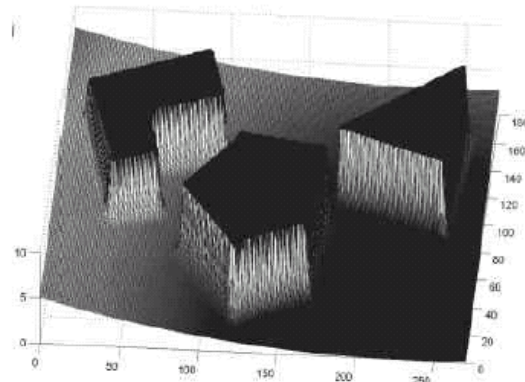
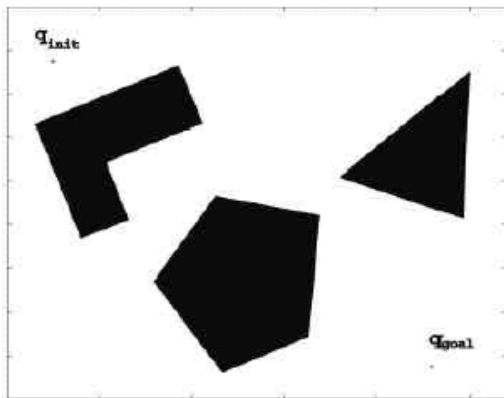
- Electric Potential Fields
  - Different arrangements of charges can lead to various fields



# Artificial Potential Fields

- In APFs, the robot is treated as a *point under the influence* of an artificial potential field.
  - Electrical analogy: The generated robot movement is similar to an electric charge under the force of an electric field
  - Mechanical analogy: The generated robot movement is similar to a ball rolling down the hill
  - Goal generates attractive force
  - Obstacles generate repulsive forces

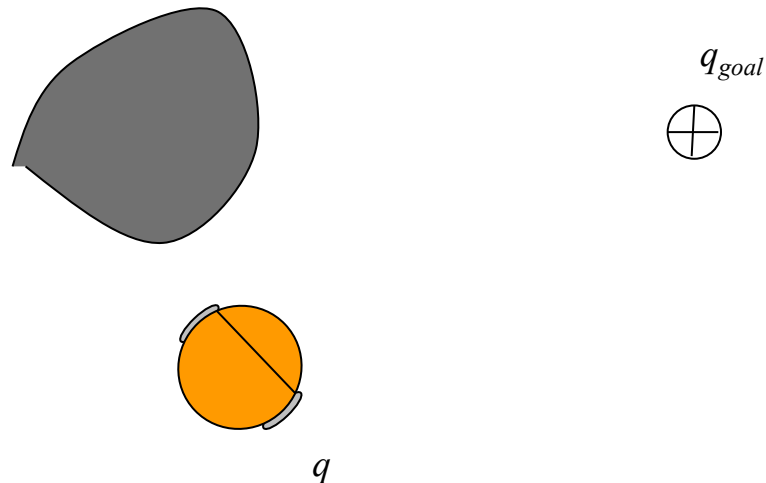
# Artificial Potential Fields





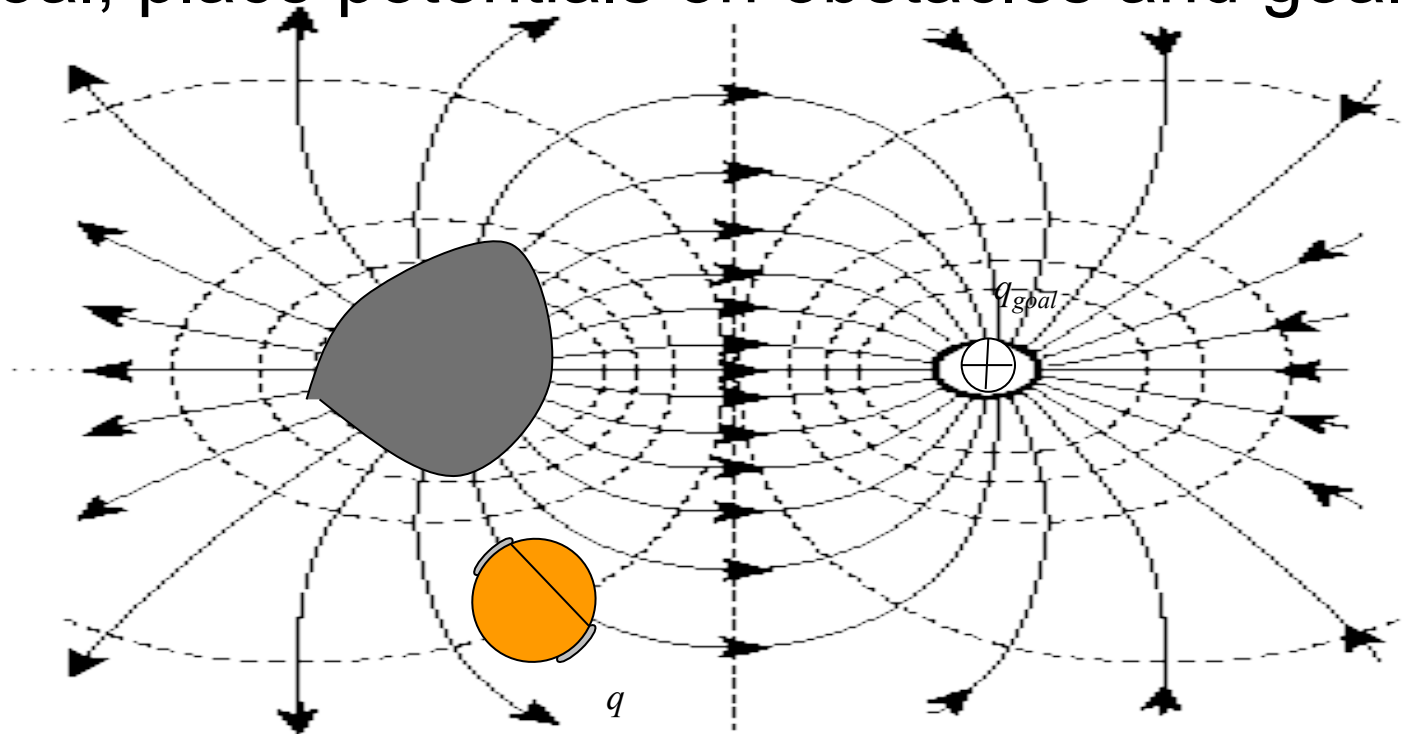
# Artificial Potential Fields

- For a given configuration space and desired goal, place potentials on obstacles and goals



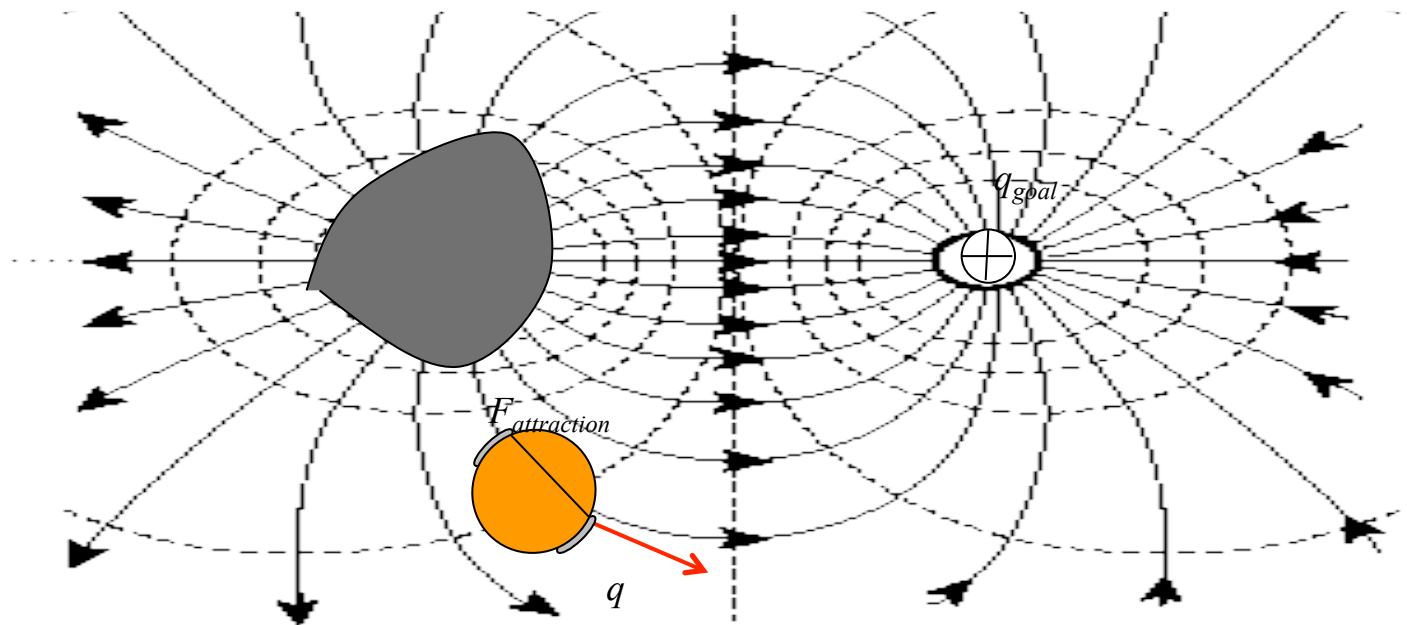
# Artificial Potential Fields

- For a given configuration space and desired goal, place potentials on obstacles and goals

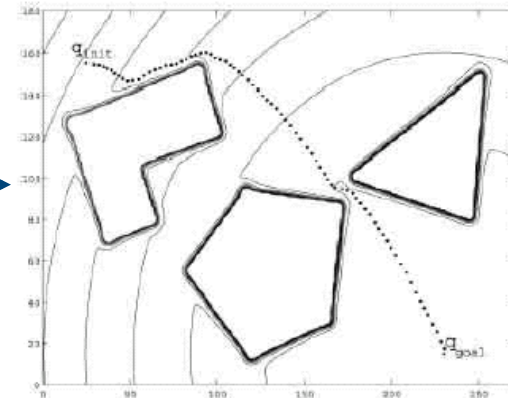
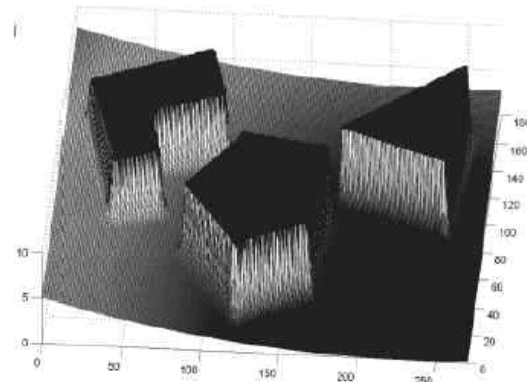
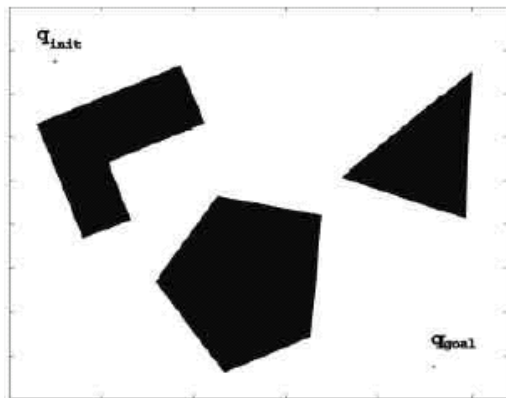


# Artificial Potential Fields

- For any robot configuration  $q$ , the forces felt by the robot can be calculated to steer the robot towards the goal.



# Artificial Potential Fields



# Potential Field Generation

- Given potential functions  $U$ , Generate artificial force field  $F(q)$ 
  - Sum all potentials (repulsive and attractive).
  - Differentiate to determine forces
  - Note: functions must be differentiable

$$\begin{aligned} F(q) &= -\nabla U(q) \\ &= -\nabla U_{att}(q) - \nabla U_{rep}(q) \\ &= \begin{bmatrix} \delta U / \delta x \\ \delta U / \delta y \end{bmatrix} \end{aligned}$$

# Attractive Potential Fields

- Parabolic function representing the Euclidean distance  $\rho_{goal}(q) = \|q - q_{goal}\|$  to the goal.

$$U_{att}(q) = \frac{1}{2} k_{att} \rho_{goal}^2(q)$$

- Attracting force converges linearly towards 0 (goal)

$$\begin{aligned} F_{att}(q) &= -\nabla U_{att}(q) \\ &= -k_{att}(q - q_{goal}) \end{aligned}$$

# Repulsive Potential Fields

- Should generate a barrier around all the obstacle
  - Strong if close to the obstacle
  - Does not influence robot if far from the obstacle

$$U_{rep}(q) = \begin{cases} \frac{1}{2} k_{rep} \left[ \frac{1}{\rho(q)} - \frac{1}{\rho_0} \right]^2 & \text{if } \rho(q) \leq \rho_0 \\ 0 & \text{if } \rho(q) > \rho_0 \end{cases}$$

- Where  $\rho(q)$  is the minimum distance to the object

# Repulsive Potential Fields

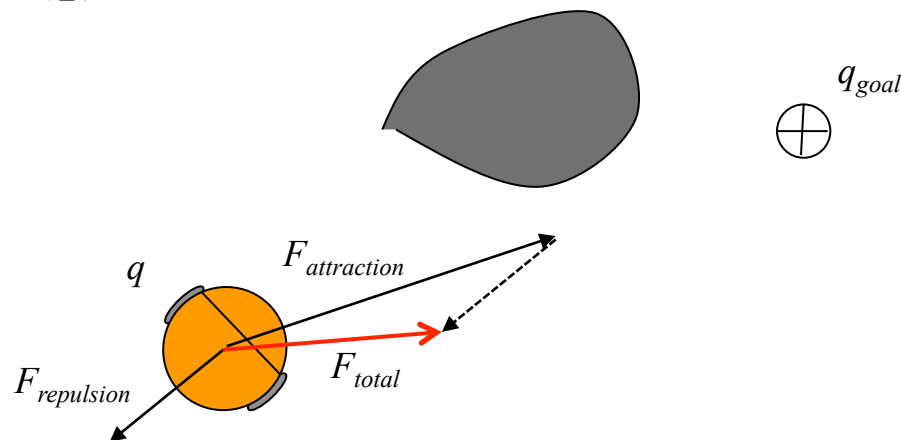
- Field is positive or zero and tends to infinity as  $q$  gets closer to the object

$$F_{rep}(q) = -\nabla U_{rep}(q)$$
$$= \begin{cases} k_{rep} \left[ \frac{1}{\rho(q)} - \frac{1}{\rho_0} \right] \frac{q - q_{obj}}{\rho^3(q)} & \text{if } \rho(q) \leq \rho_0 \\ 0 & \text{if } \rho(q) > \rho_0 \end{cases}$$



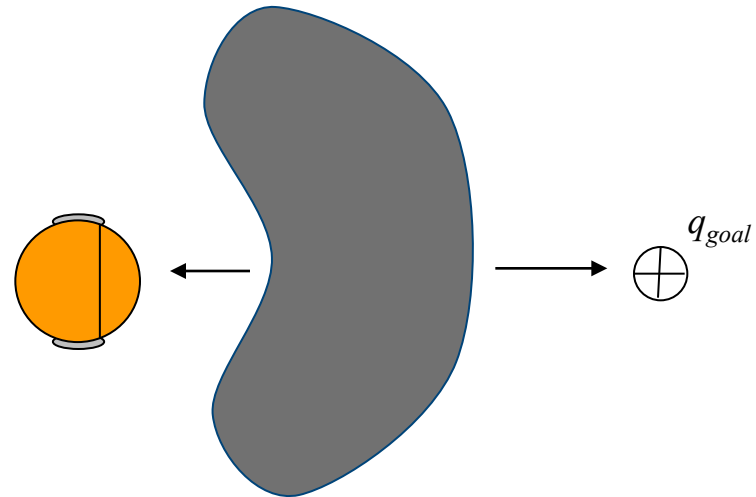
# Artificial Potential Fields

- Given current configuration of the robot  $q$ 
  - Sum total force **vectors**  $F(q)$  generated by the potential fields.
  - Set desired robot velocity  $(v, w)$  proportional to the force  $F(q)$



# Artificial Potential Fields

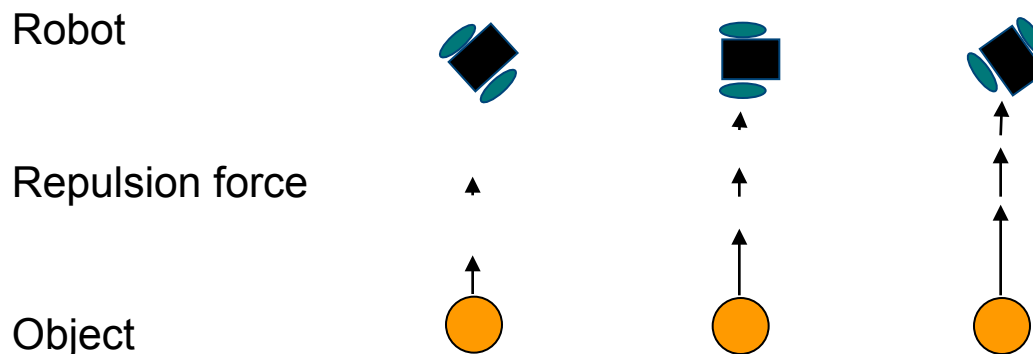
- Local minimums



- If objects are not *convex* (i.e. concave), there exist situations where several minimal distances exist and can result in oscillations
- Not complete

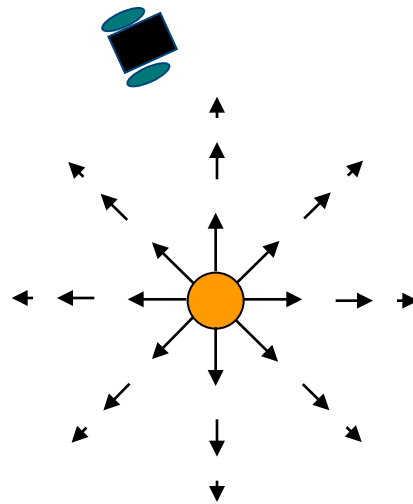
# Artificial Potential Fields

- Extended Potential Fields
  - Many modifications to potential fields have been done in order to improve completeness, optimality.
  - Example: Orientation based potentials
    - Can increase potential depending on orientation of robot

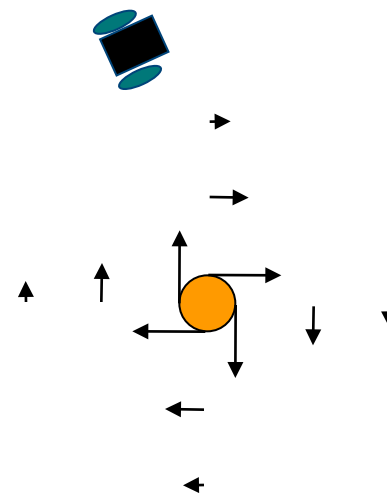


# Artificial Potential Fields

- Extended Potential Fields
  - Also, can use rotational fields in one direction



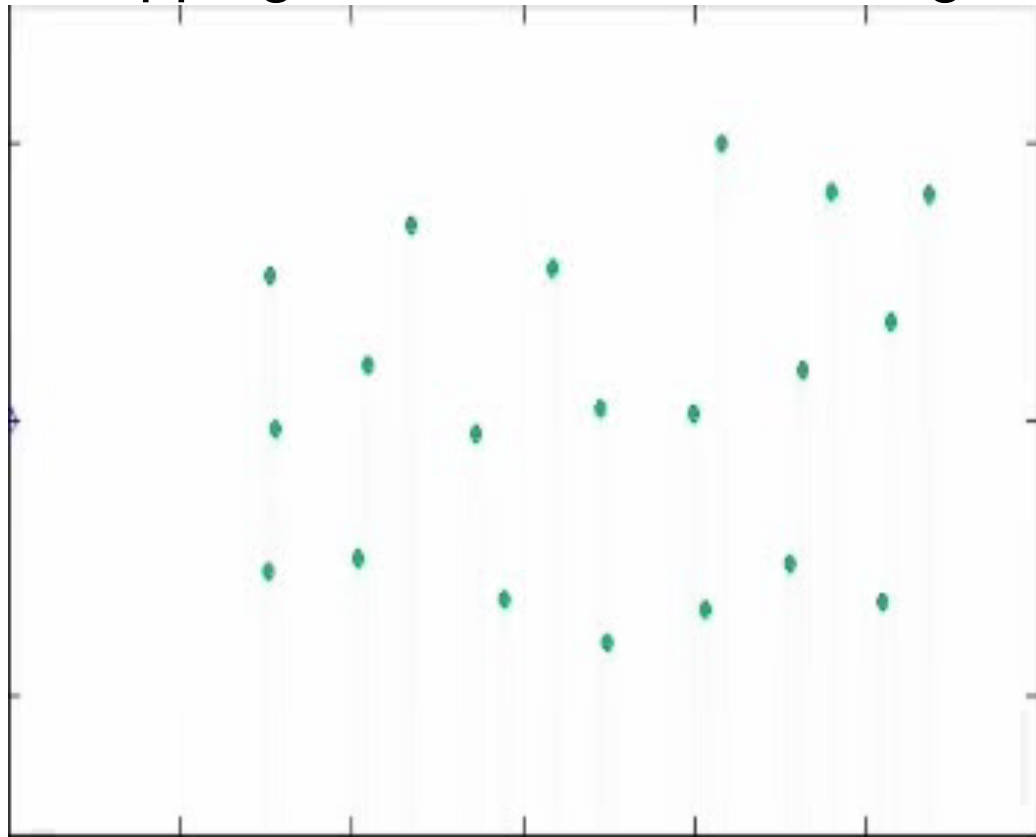
Linear source



Rotational source

# Artificial Potential Fields

- Example: Mapping obstacles and avoiding them.



# Motion Planning: Potential Fields

- Example: Mapping obstacles and avoiding them.

# Artificial Potential Fields

- Final Notes on APFs
  - APFs are easy to understand and implement
  - Fast to compute
  - Can be difficult to tune parameters for optimal performance
  - Not always complete
  - Ideal for cluttered open spaces

# Cell Decomposition & Potential Fields: Outline

- Discretizations
  1. Probabilistic Road Maps
  2. Potential Fields
  3. **Cell Decompositions**

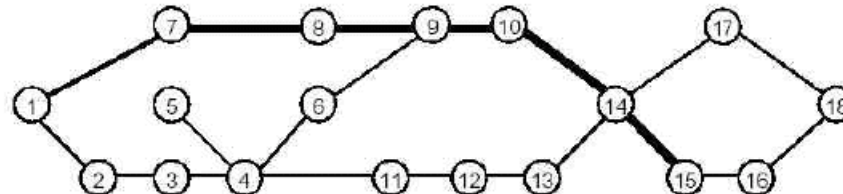
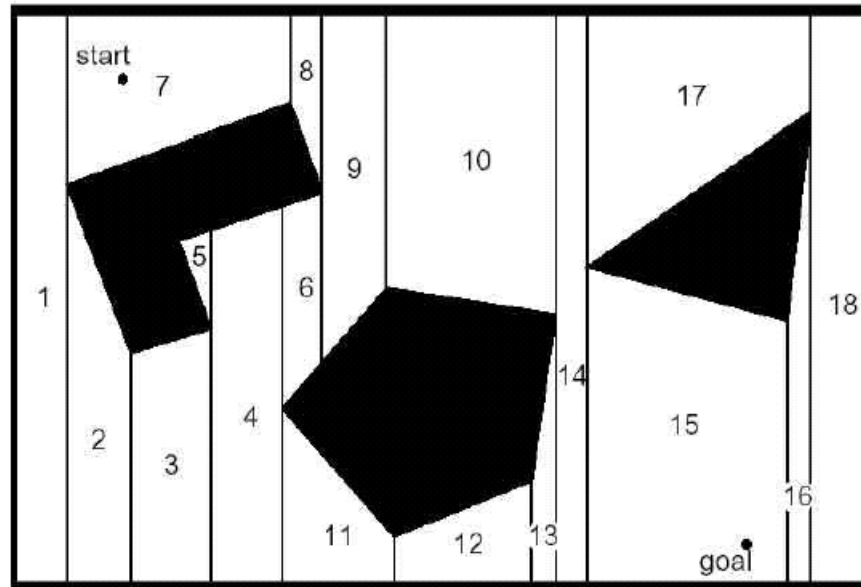


# Motion Planning: Cell Decomposition

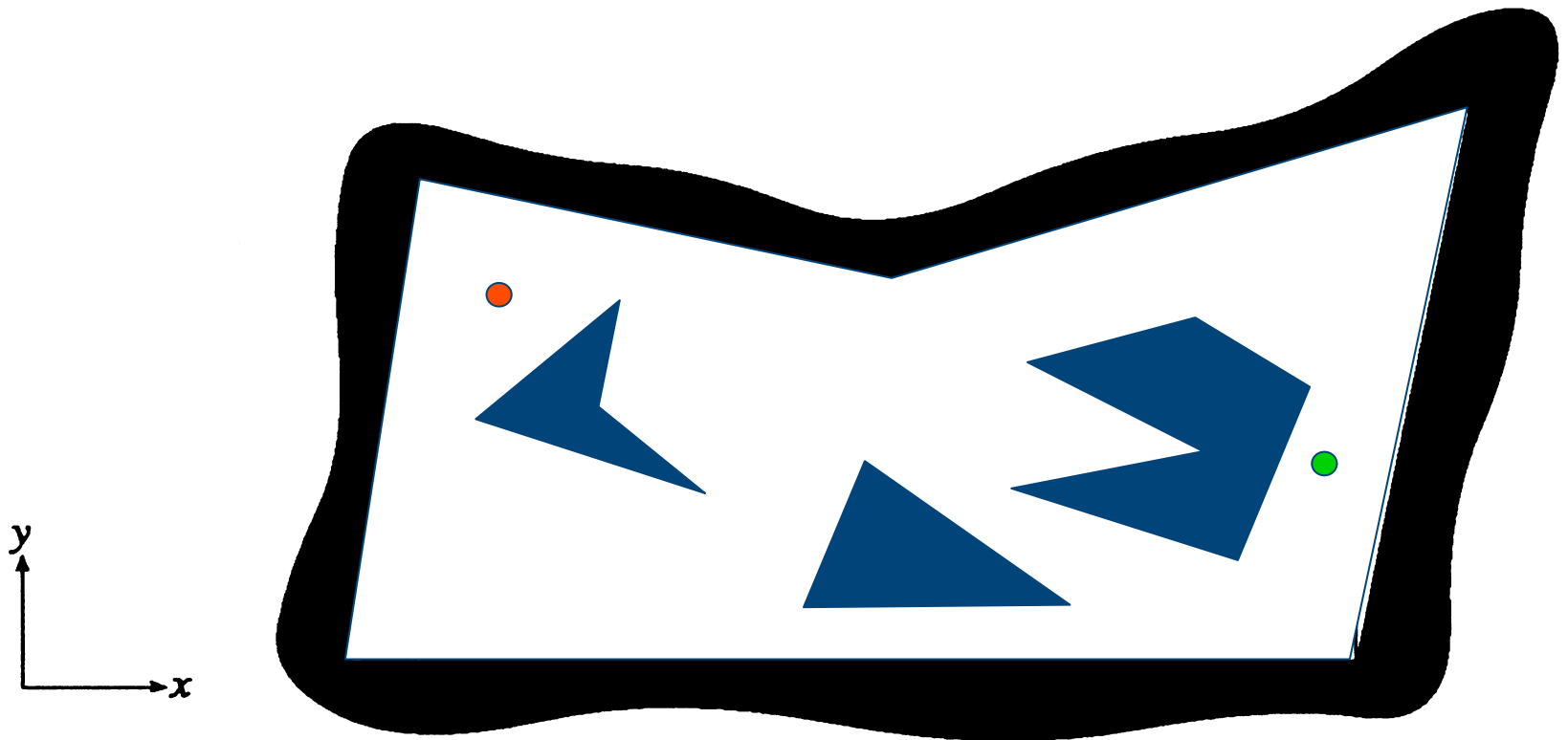
1. Divide space into simple, connected regions (i.e. cells)
2. Determine which open cells are adjacent and construct a connectivity graph
3. Find cells in which the initial and goal configuration (state) lie and search for a path in the connectivity graph to join them.
4. From the sequence of cells found with an appropriate search algorithm, compute a path within each cell.

# Motion Planning: Cell Decomposition

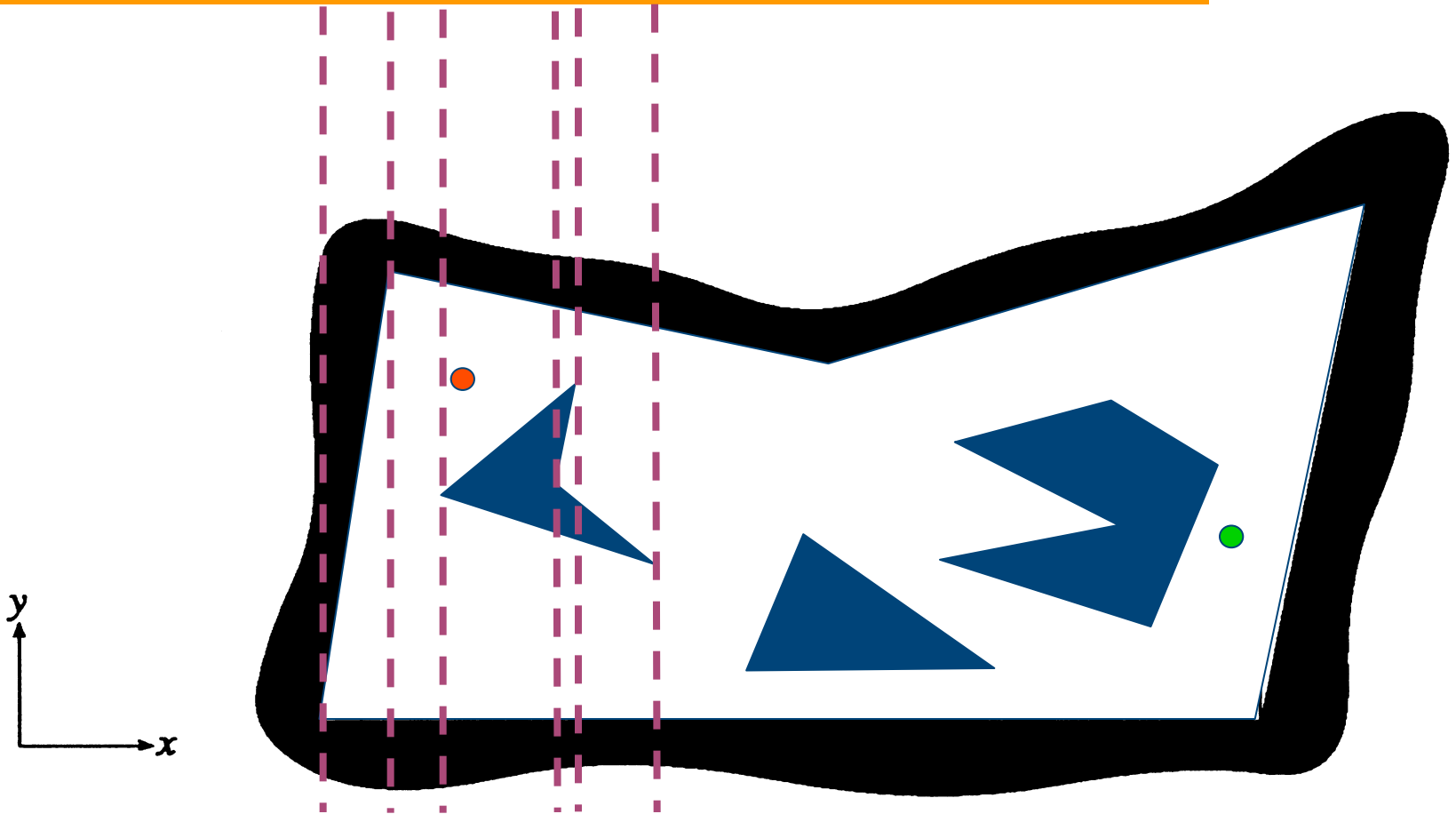
- Exact Cell Decomposition – Trapezoidal Alg.



# Motion Planning: Cell Decomposition

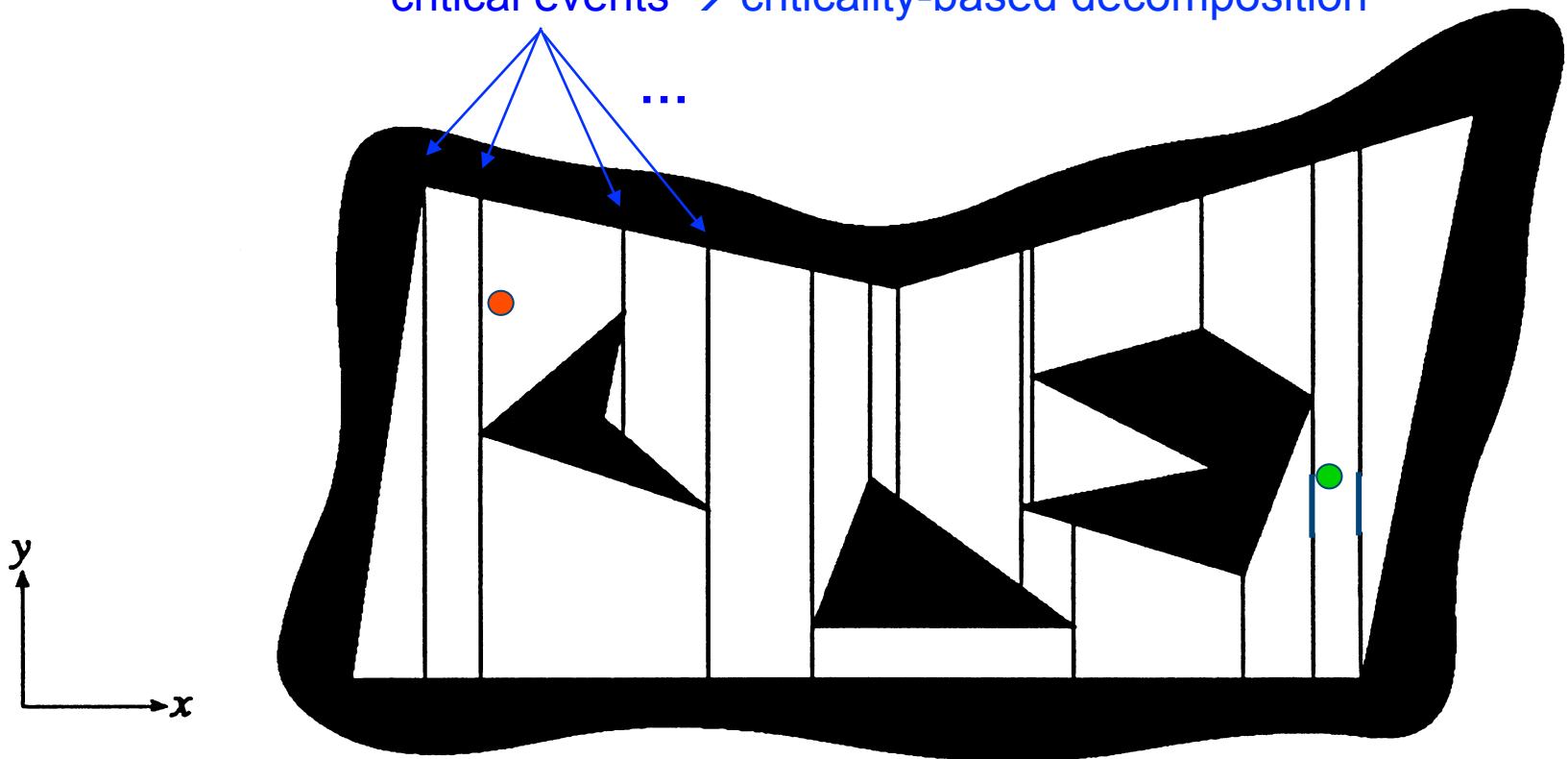


# Motion Planning: Cell Decomposition

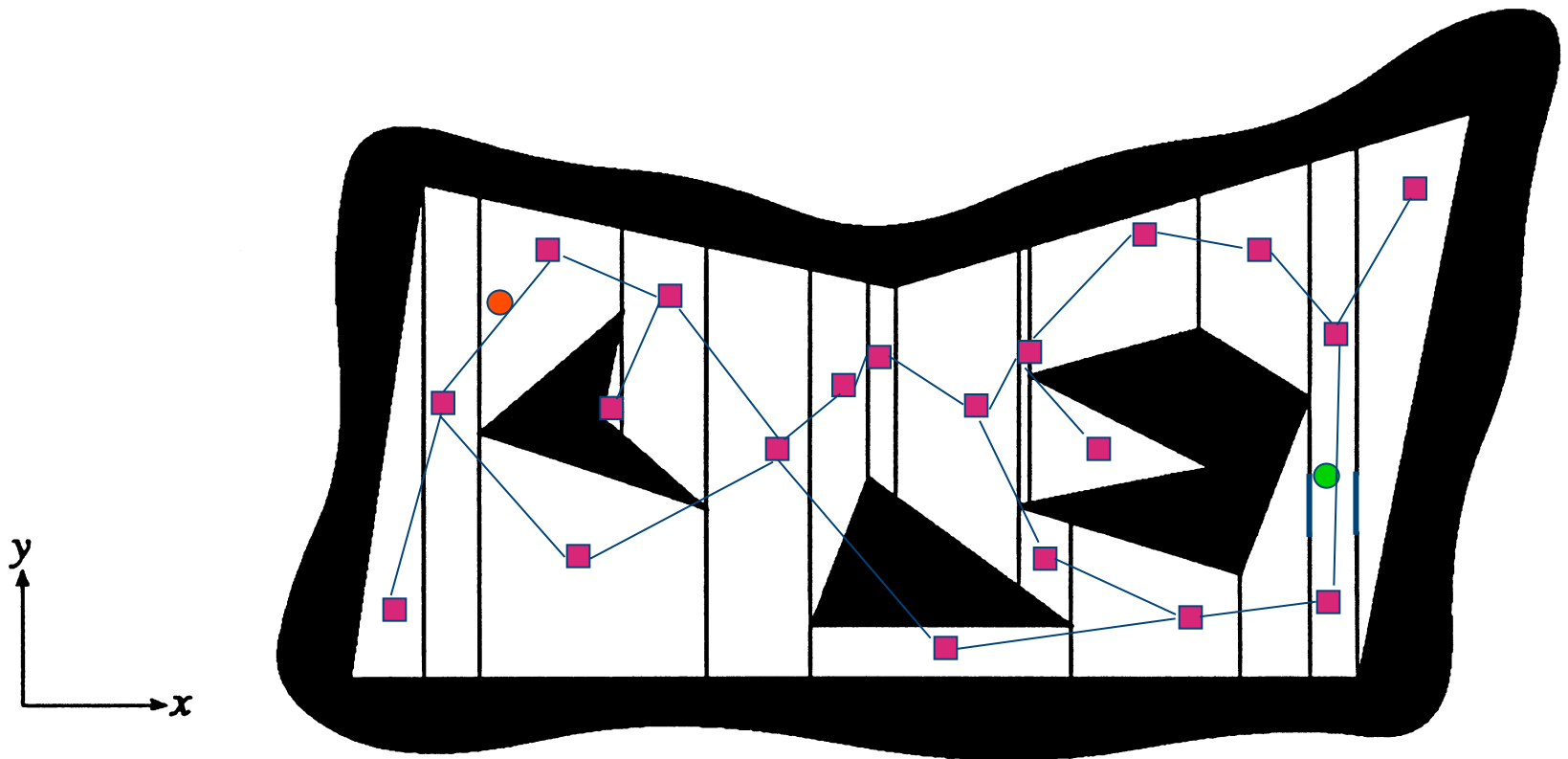


# Motion Planning: Cell Decomposition

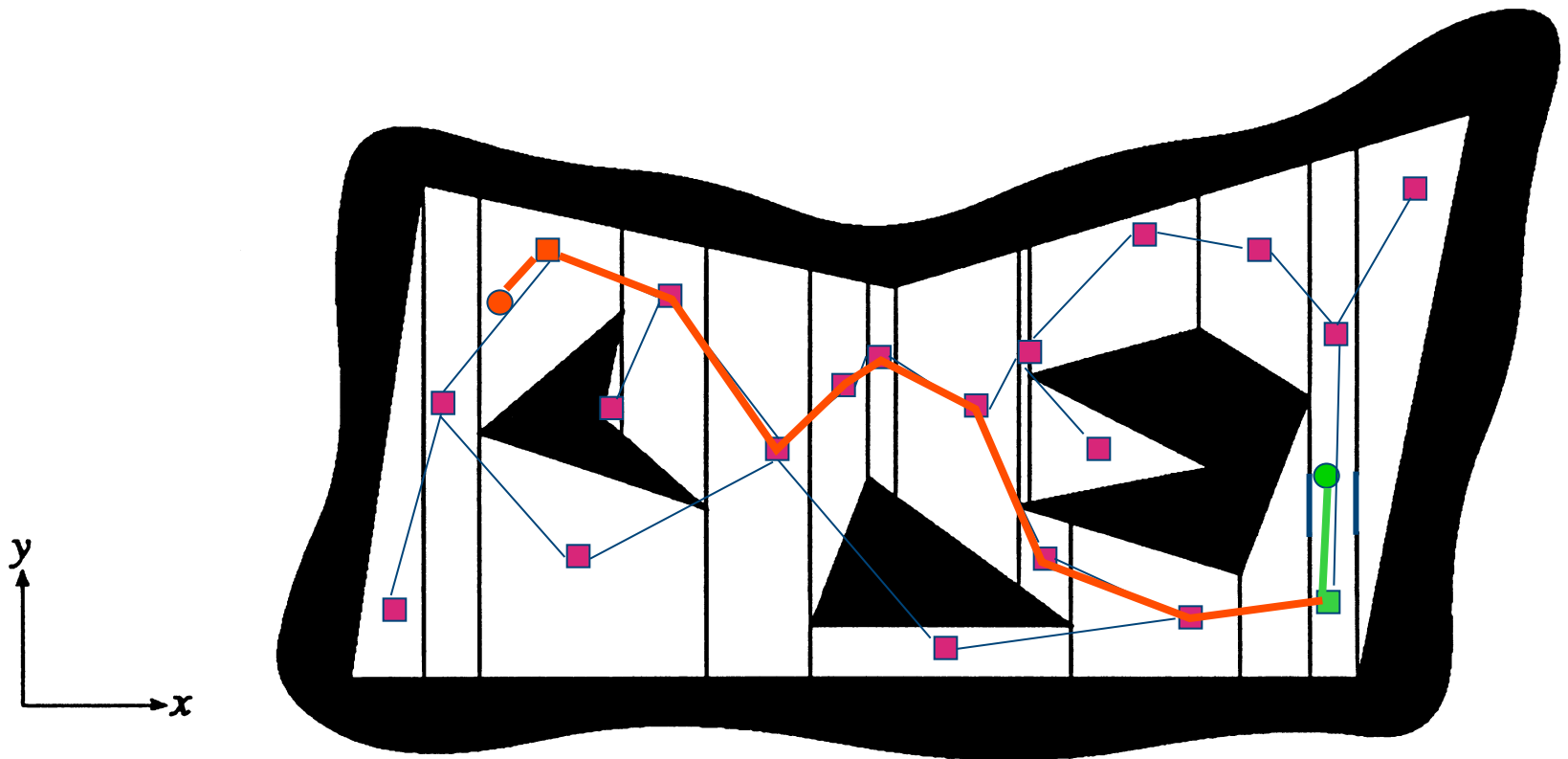
critical events  $\rightarrow$  criticality-based decomposition



# Motion Planning: Cell Decomposition

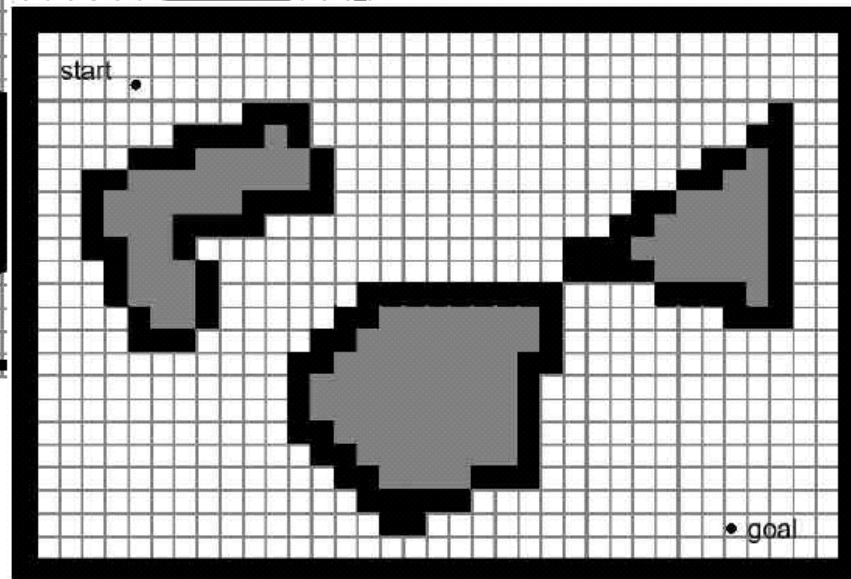
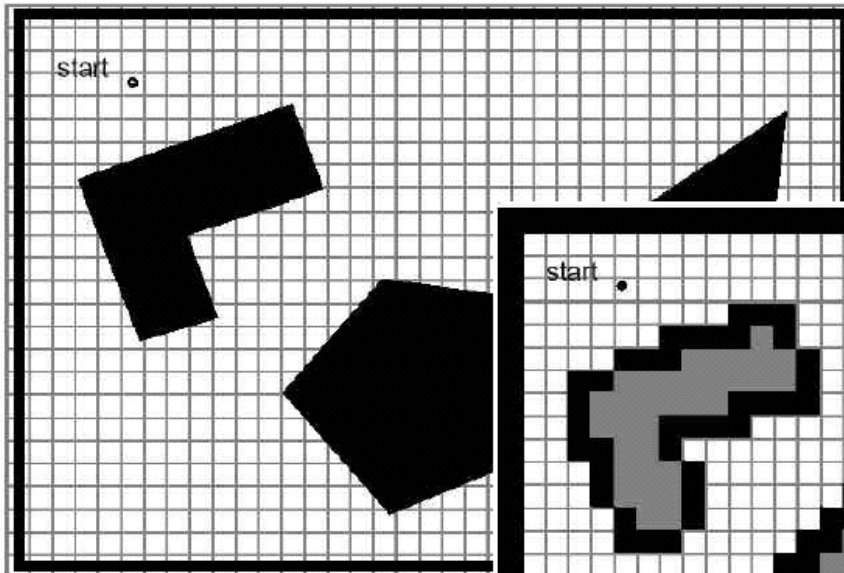


# Motion Planning: Cell Decomposition



# Motion Planning: Cell Decomposition

- Approximate Cell Decomposition





# Motion Planning: Cell Decomposition

- Approximate Cell Decomposition
  - Example:

