# **Motion Planning Lecture 8**

Introduction to Open Motion Planning Library

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#### Last Week

- Optimal kinodynamic planning
- Planning without Steering (SST)
- Space-cost approach (AO-RRT)

#### Today

- Introduction to open motion planning library (OMPL)
- General structure of OMPL
- How to setup problems in OMPL

#### OMPL

- Open-source software
- Collection of sampling-based planners
- Written and maintained by researchers in motion planning
- Modular, easily extendable
- Used by several robotics companies

#### Motivation

#### OMPL



Chamzas et al., "MotionBenchMaker: A Tool to Generate and Benchmark Motion Planning Datasets", (2022)

#### Motivation

# OMPL

Kingston et al., "Exploring Implicit Spaces for Constrained Sampling-Based Planning", (2019)

#### History

- Created by Lydia Kavraki, Professor at Rice University, Houston, TX
- Maintained by Mark Moll, Previous Director of Research at PickNik Robotics
- Contributions by many researchers worldwide



Sucan et al., "The Open Motion Planning Library", (2012)

#### Version History

- Version 1.6 (Jan 7, 2023)
- Version 1.4 (Jun 25, 2018)
- Version 1.2 (Jun 19, 2016)
- Version 1.0 (Oct 25, 2014)

#### Capabilities

- Solving geometrical problems
- Solving optimal with arbitrary objectives
- Solving kinodynamic problems
- Benchmarking planners

# **Overview OMPL**











What are the necessary structures?



# **Overview OMPL**

State Space

#### State Space

- RealVectorStateSpace R<sup>n</sup> (Manipulator arm)
- SE2StateSpace SE(2) (Mobile base, roomba)
- SE3StateSpace SE(3) (Drone, rigid body)
- DubinsStateSpace (Car with constant forward velocity)
- TimeStateSpace (Only go forward in time)

#### Primitives

- Distance metric
- Uniform sampling
- Interpolation

#### Requirements

- Bounds
- Dimensionality

# **Overview OMPL**

StateValidityChecker

#### StateValidityChecker

- Interface with collision checking libraries
- Custom code
- Flexible Collision Library (FCL)

https://github.com/flexible-collision-library/fcl

• Proximity Queries Package (PQP) https://github.com/GammaUNC/PQP

#### Primitives

- bool IsValid(x): Check that all constraints are fulfilled
- float clearance(x): Return distance to nearest invalid state [Optional]

# **Overview OMPL**

StateSampler

#### StateSampler

- Sample states from the state space
- Unbiased vs Biased
- Default: Unbiased in StateSpace
- Biased: Obstacle, Clearance, Deterministic

#### Obstacle-based sampling







#### Question

What are the advantages of using obstacle-based sampling?

#### Obstacle-based sampling

- Narrow passages
- Path length bias



#### **Obstacle-based sampling**

- ObstacleBasedValidStateSampler
- GaussianValidStateSampler
- BridgeTestValidStateSampler













# GaussianValidStateSampler

#### GaussianValidStateSampler


























#### BridgeTestValidStateSampler



#### Question

What are the disadvantages of using obstacle-based sampling?

#### **Obstacle-based sampling**

- Trade-off quality vs. runtime
- Path length





#### Question

What are the advantages of using clearance-based sampling?

#### Clearance-based sampling

- Execution uncertainty
- Clearance as safety fence

#### Types of clearance-based sampling

- Minimum clearance
- Maximize clearance





















#### Question

What are the disadvantages of using clearance-based sampling?

#### Disadvantages clearance-based sampling

- Narrow passages
- Clearance cost



#### Question

What are the advantages of using deterministic sampling?

#### Advantages deterministic sampling

- Predictability
- Better distributed
- Low-discrepancy












### Halton sampling



### Question

What are the disadvantages of using deterministic sampling?

## **Overview OMPL**

Goal

#### Goal

- GoalState: State plus an  $\epsilon$  neighborhood
- GoalStates: Multiple states (e.g. grasping)
- GoalRegions: Subspace of state space (manipulator arm on mobile base)

#### Primitives

• bool isSatisfied(x): Check if a state satisfies the goal constraints

## **Overview OMPL**

**OptimizationObjective** 

### **OptimizationObjective**

- PathLength
- MaximizeMinClearance
- MinimizeArrivalTime

#### Primitives

• float motionCost(x, y): Compute the cost to go from x to y.

## **Overview OMPL**

Coding Demo VL8-demo1.py





**Control Space** 

#### **Control Space**

- RealVectorControlSpace: *R<sup>n</sup>* plus bounds
- DiscreteControlSpace: Predefined set of controls (motion primitives)

#### Methods

• Uniform sampling

#### Requirements

- Bounds
- Dimensionality
- Set of controls

State propagator

### State propagator

- State propagate(x, c, t): Start at x, and propagate system forward with control c for duration t.
- Control steer(x, y): Compute control c and duration t to move state from x to y [Optional]

**Kinematic Car** 

### Kinematic car

- State space  $SE(2) = (x, y, \theta)$
- Control space  $U = [-1, +1] \times (\phi_{\min}, \phi_{\max}) = (u_1, u_2)$

• Dynamics 
$$\dot{x} = f(x, y, \theta, u_1, u_2)$$





### OMPL

- Overview of OMPL
- Class structures, options
- Setting up kinodynamic problems
- Coding examples

#### Links

- OMPL https://ompl.kavrakilab.org/: Main website
- OMPL on github https://github.com/ompl/ompl: Main repository on github
- Planner Arena https://plannerarena.org/: Can open database (db) files to display performance of planners
- Webapp http://omplapp.kavrakilab.org/: Run planners on a set of classical scenarios

### References i

- Zachary Kingston, Mark Moll, and Lydia E. Kavraki. "Exploring Implicit Spaces for Constrained Sampling-Based Planning". In: Intl. J. of Robotics Research 38.10–11 (Sept. 2019), pp. 1151–1178. DOI: 10.1177/0278364919868530.
- [2] Mark Moll, Ioan A. Şucan, and Lydia E. Kavraki. "Benchmarking Motion Planning Algorithms: An Extensible Infrastructure for Analysis and Visualization". In: *IEEE Robotics & Automation Magazine* 22.3 (Sept. 2015), pp. 96–102. DOI: 10.1109/MRA.2015.2448276.
- [3] Ioan A. Şucan, Mark Moll, and Lydia E. Kavraki. "The Open Motion Planning Library". In: IEEE Robotics & Automation Magazine 19.4 (Dec. 2012). https://ompl.kavrakilab.org, pp. 72-82. DOI: 10.1109/MRA.2012.2205651.

Coding Demo VL8-demo2.py