

ICAPS - PlanRob 2013

Delegating Motion Planning to the Task PLanner

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Örebro University - Sweden

Outline

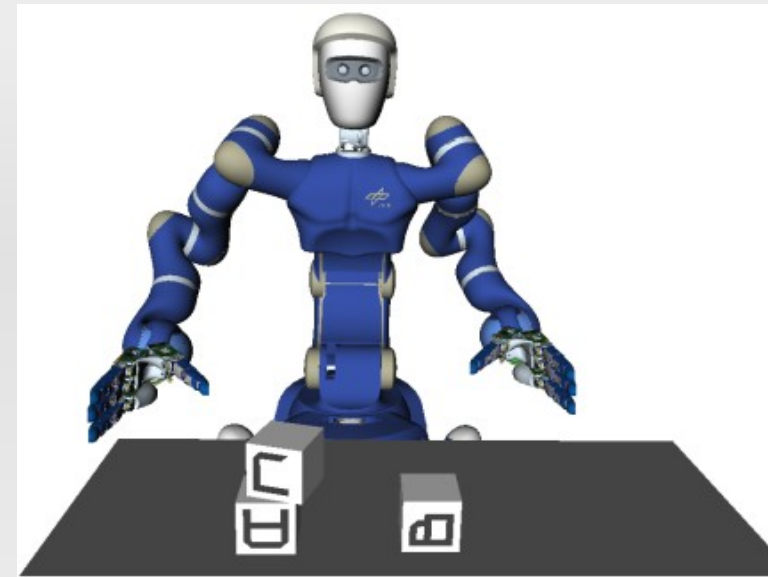
1. Designing the domain

- symbolic-- geometric++
- symbolic++ geometric--

2. Choosing a plan

- using simple metrics
- using a simplified geometric reasoner

3. Experimental results



Designing the domain

- Emphasis on geometric reasoning
- Delegating geometric reasoning to the task planner

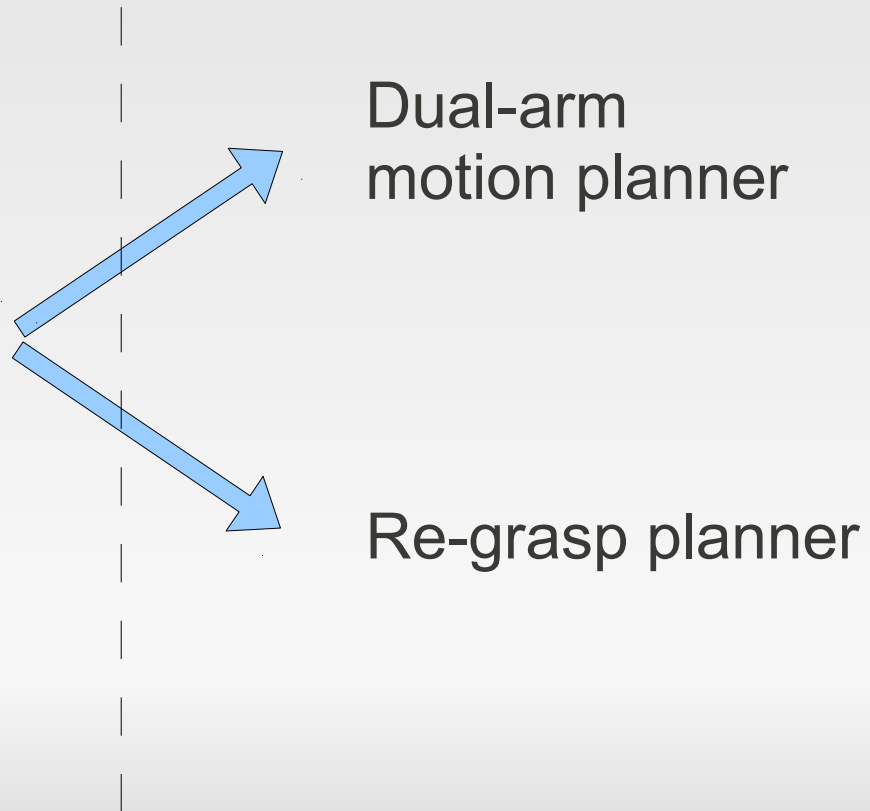
Designing the domain

- Emphasis on geometric reasoning
- Delegating geometric reasoning to the task planner

A **simple** planning domain



```
Pick block_B
Place block_B block_A
Pick block_C
...
```



Dual-arm
motion planner

Re-grasp planner

Designing the domain

- Emphasis on geometric reasoning
- Delegating geometric reasoning to the task planner

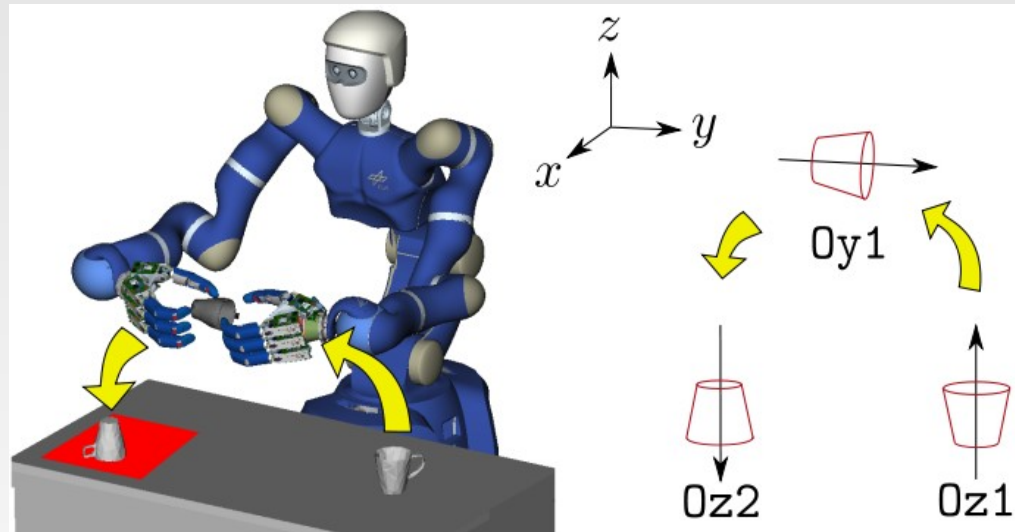
A **complex** planning domain



```
pick left top Oz1 cup1
place_regrasp left top Oy1 cup1
pick_regrasp right bottom Oy1 cup1
place right bottom tray Oz2 cup1
```

...

side / grasp-type coarse orientation



Predicates for coarse geometric reasoning:

```
(is oriented ?obj ?axis)
(graspable ?obj ?grasp)
(allow regrasp ?axis ?grasp ?side)
```

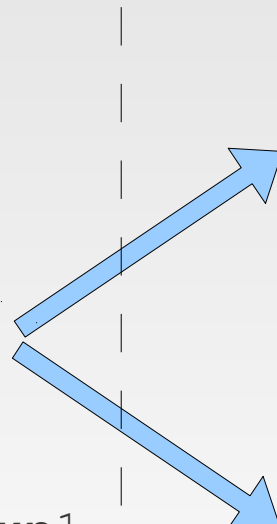
Designing the domain

- Emphasis on geometric reasoning
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A **complex** planning domain



```
pick left top Oz1 cup1
place_regrasp left top Oy1 cup1
pick_regrasp right bottom Oy1 cup1
place right bottom tray Oz2 cup1
...
```



Single-arm
motion planner

No re-grasp planner

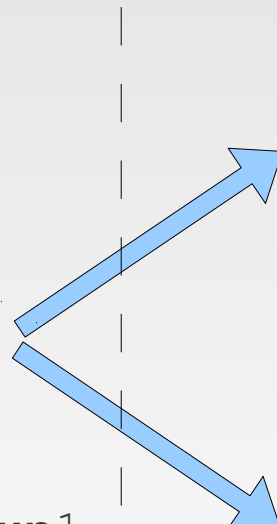
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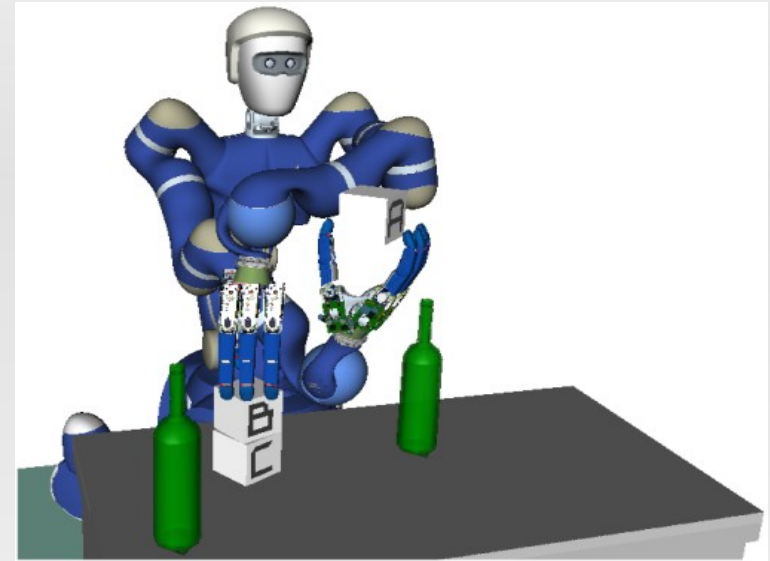
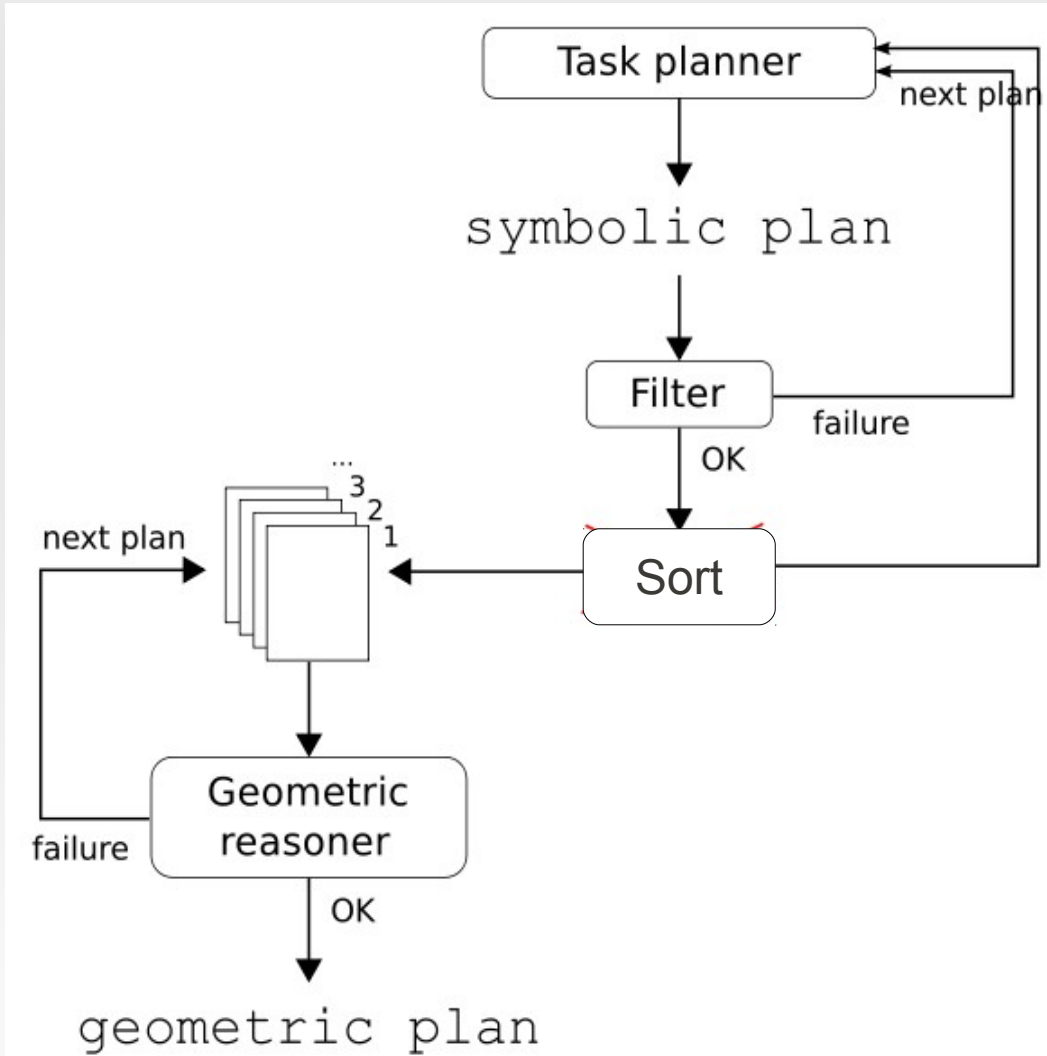


Single-arm
motion planner

No re-grasp planner

→ Many plans achieve the goal, which one do we choose?

Choosing a plan

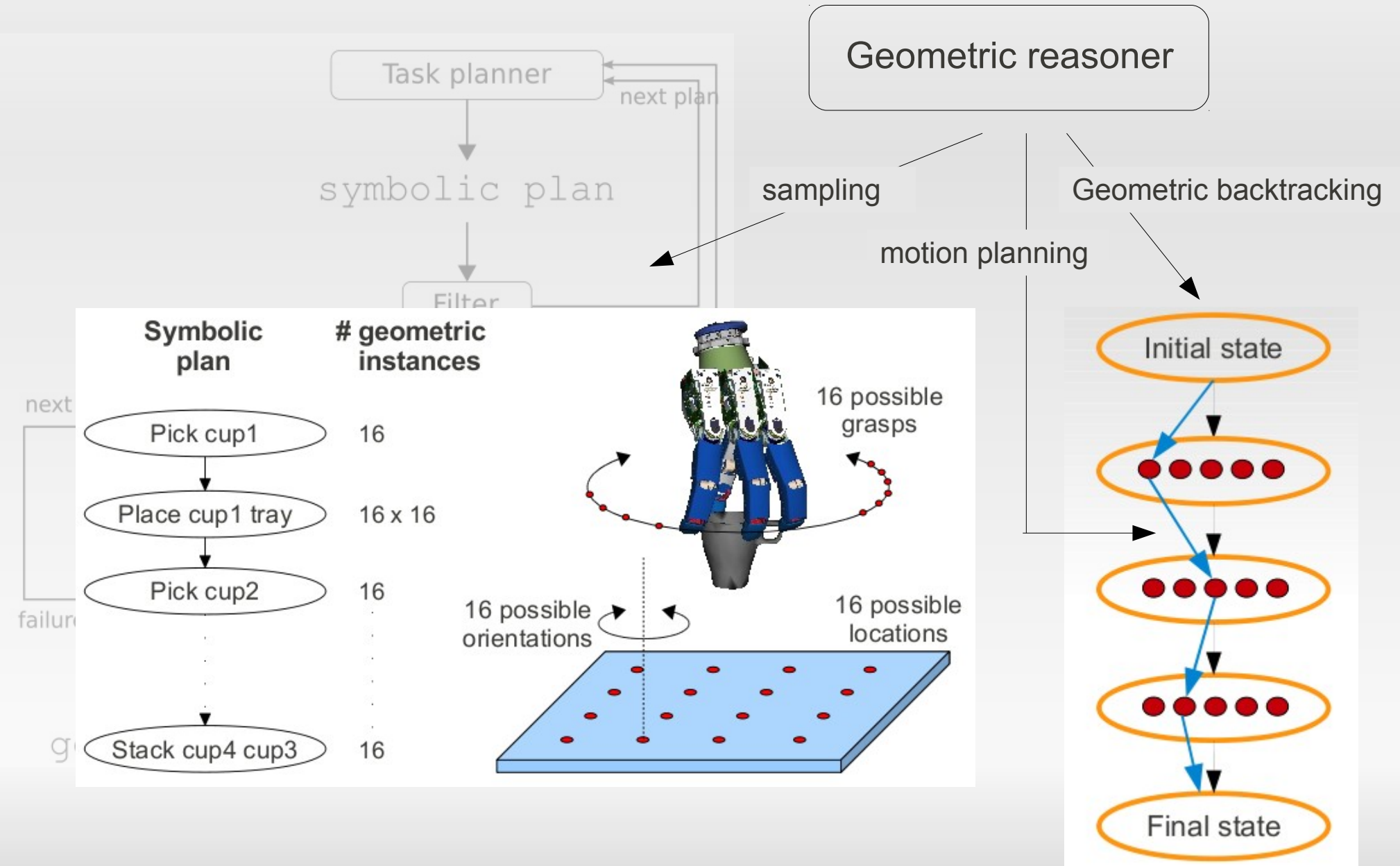


An example of geometrically difficult plan.

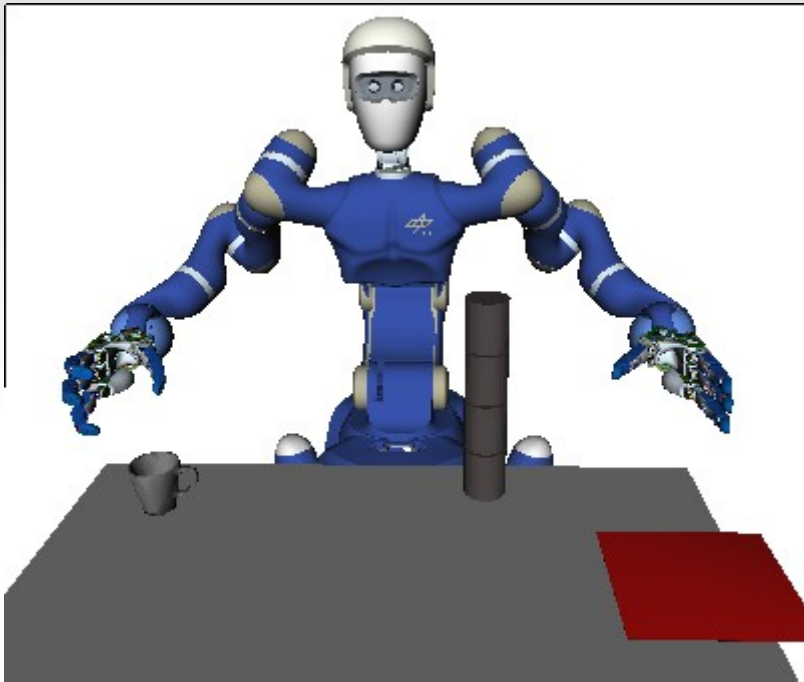
Oz1: up to 1min

Oy1: 5s

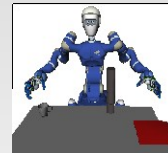
Choosing a plan



Geometric Backtracking



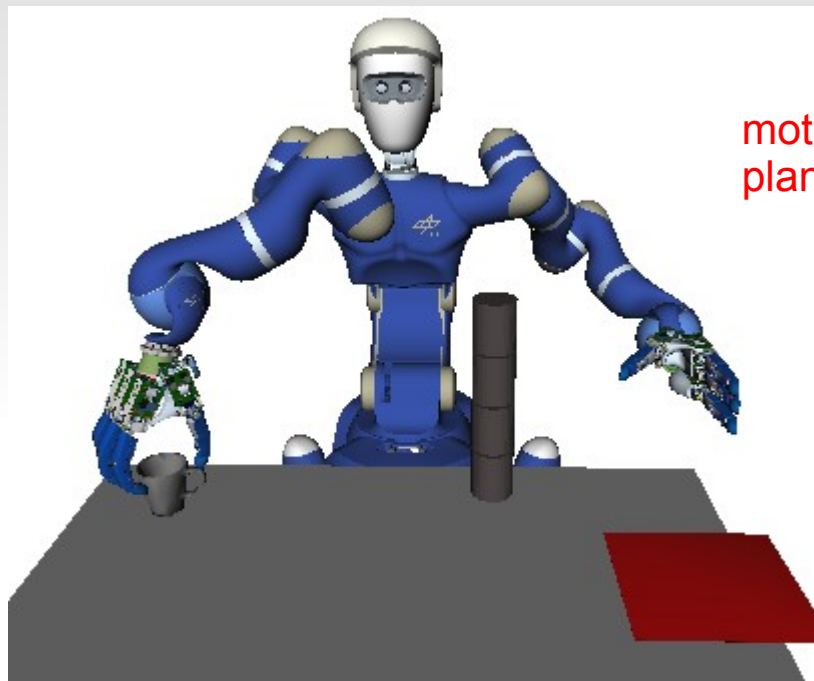
Geometric world model



Initial state

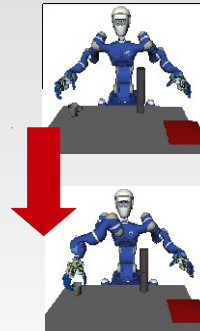
On cup1 table
Empty left_hand
Empty right_hand
Graspable cup1
Is_location red_tray
...

Geometric Backtracking



Geometric world model

motion
planning

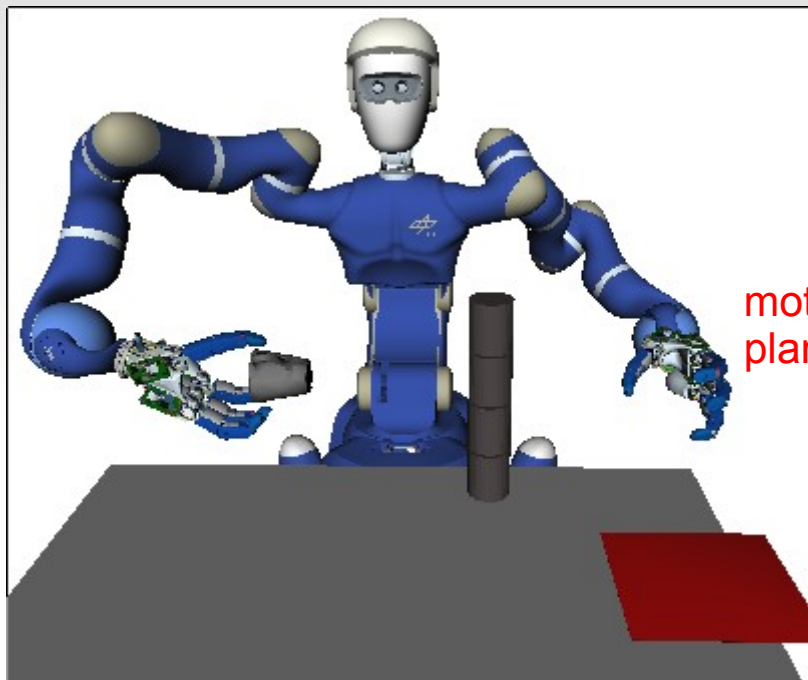


Initial state

State 1

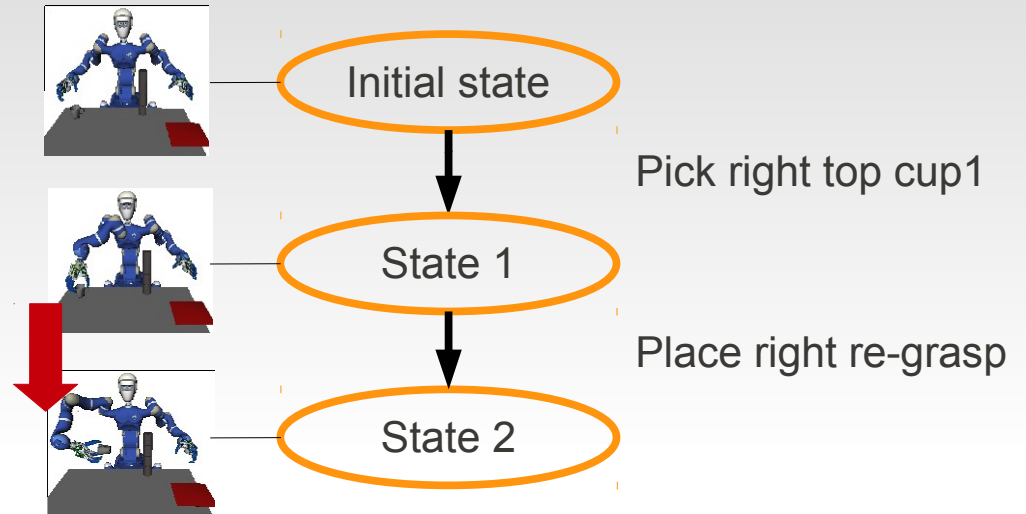
Pick right top cup1

Geometric Backtracking

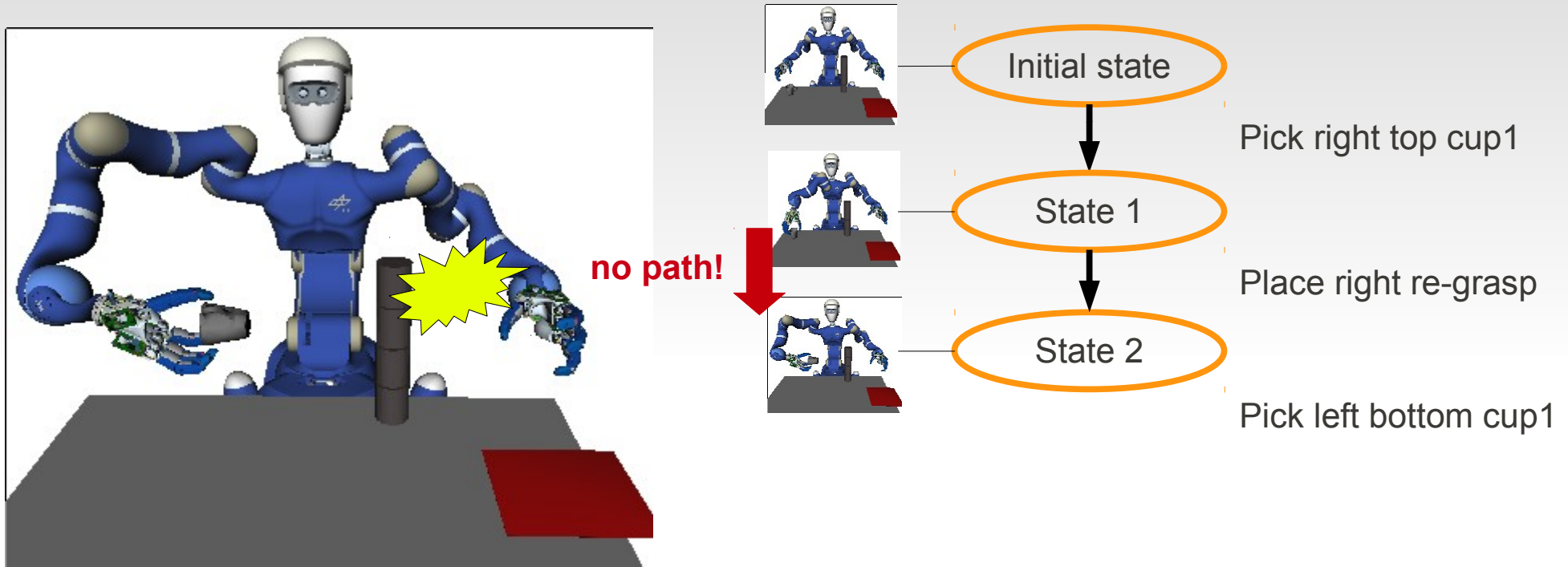


Geometric world model

motion
planning



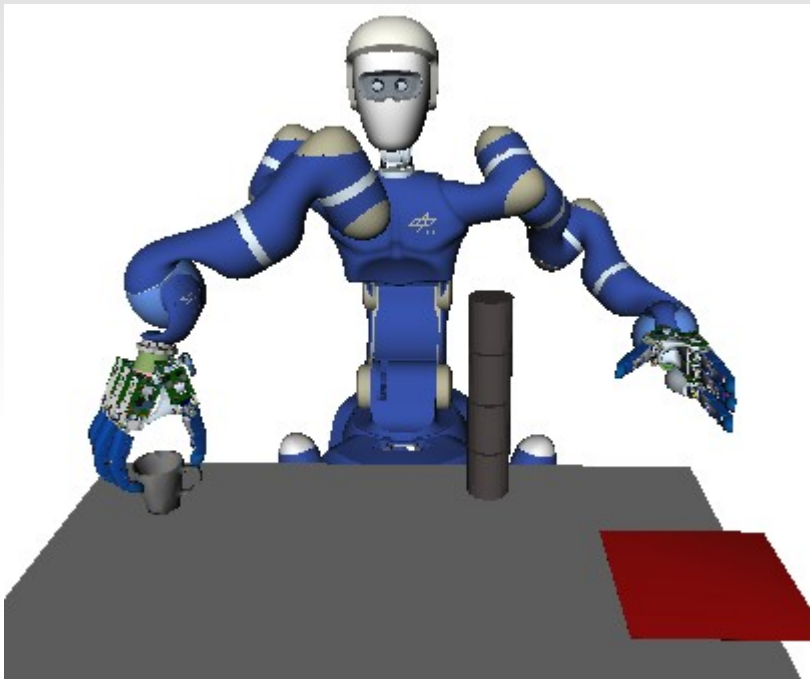
Geometric Backtracking



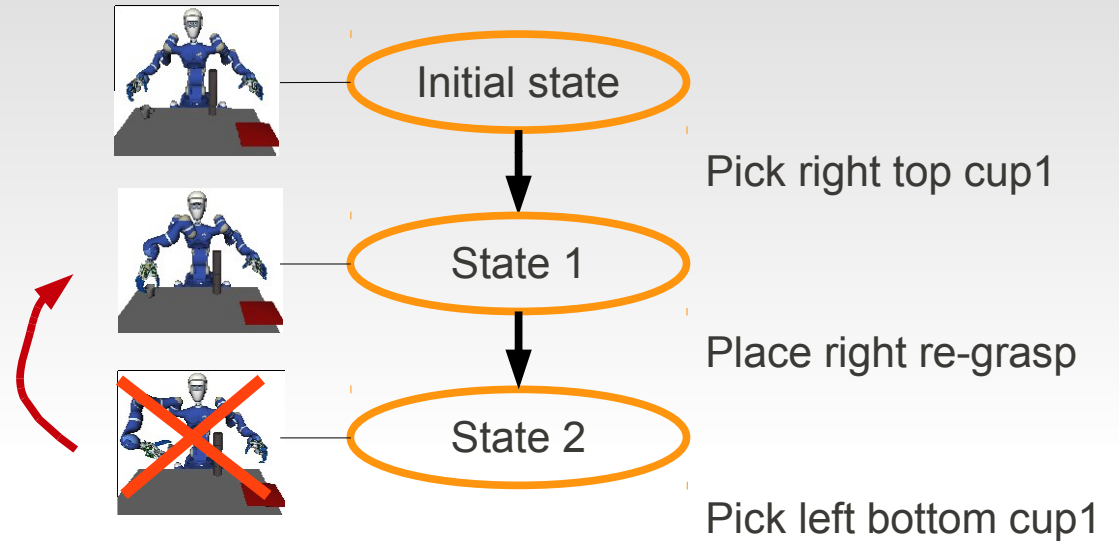
Geometric world model

Aborting search at this level would lead to **incompleteness!**
We have to try alternative geometric instantiations of the symbolic actions.

Geometric Backtracking

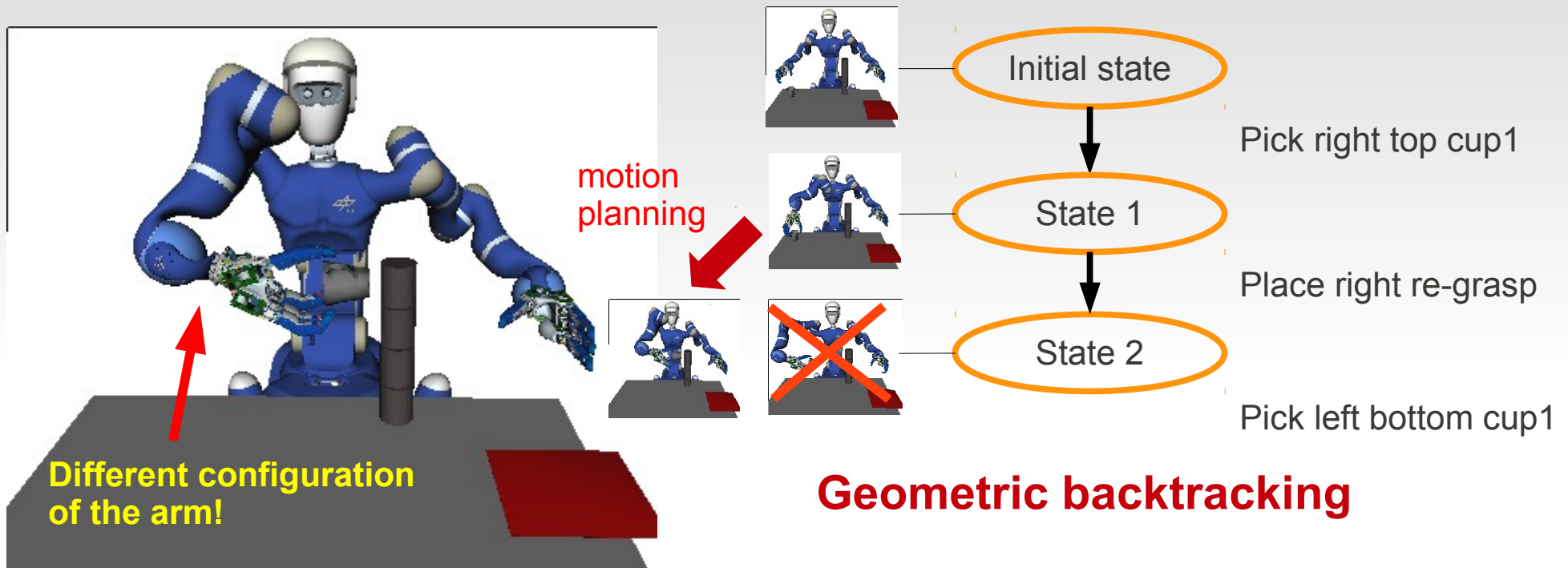


Geometric world model

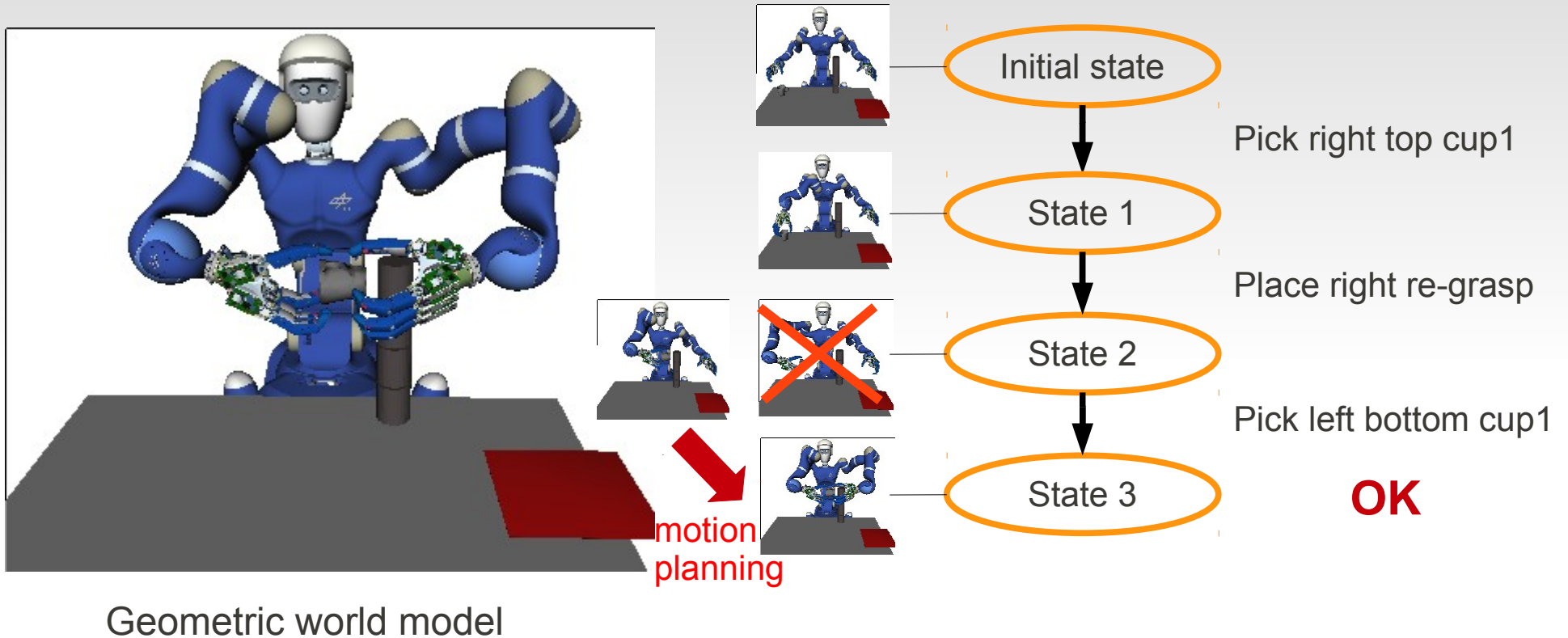


Geometric backtracking

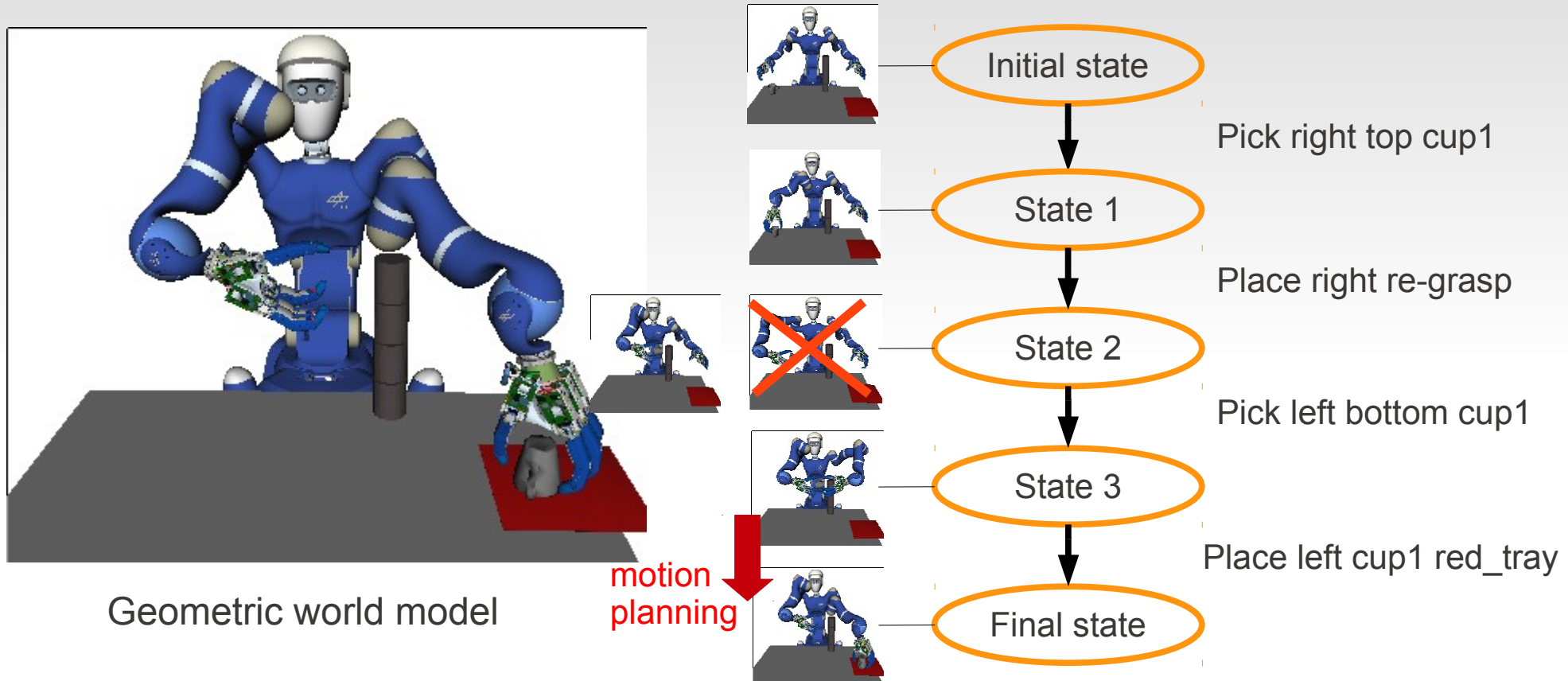
Geometric Backtracking



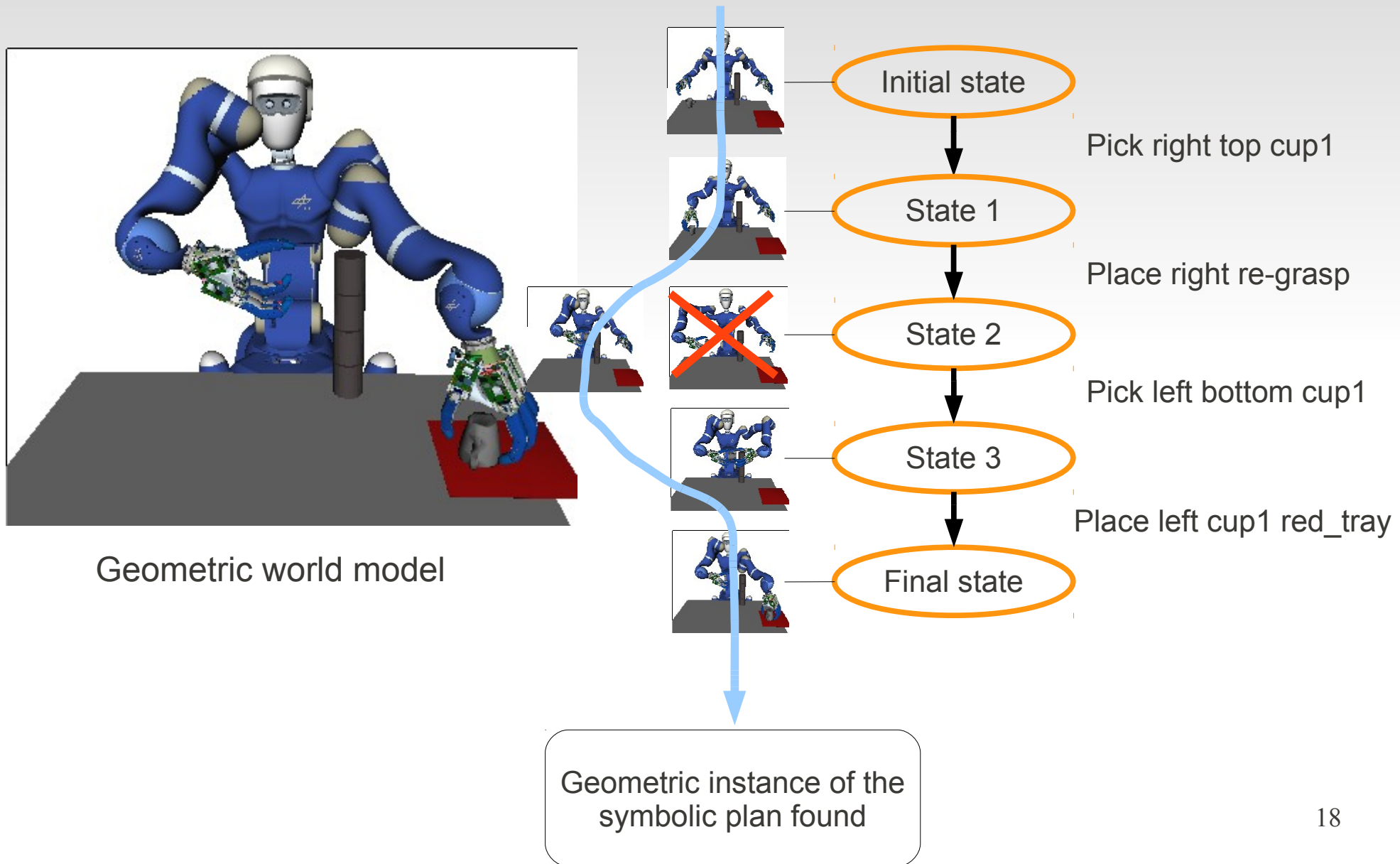
Geometric Backtracking



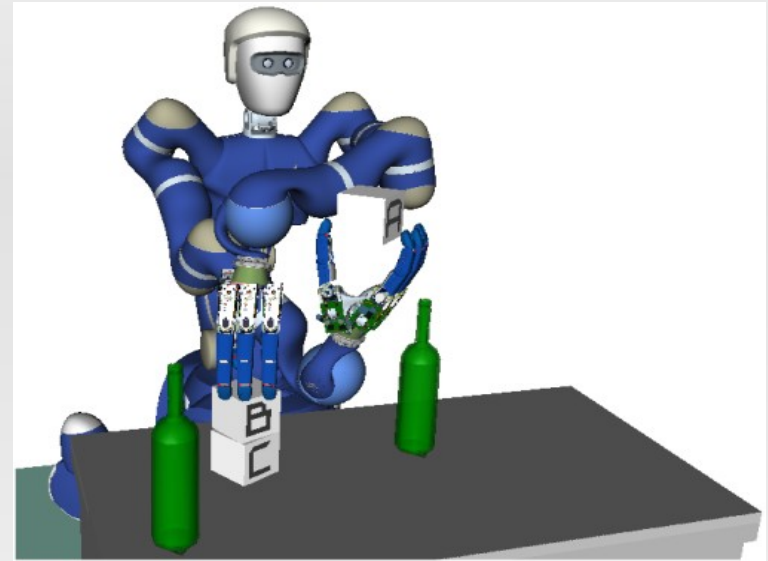
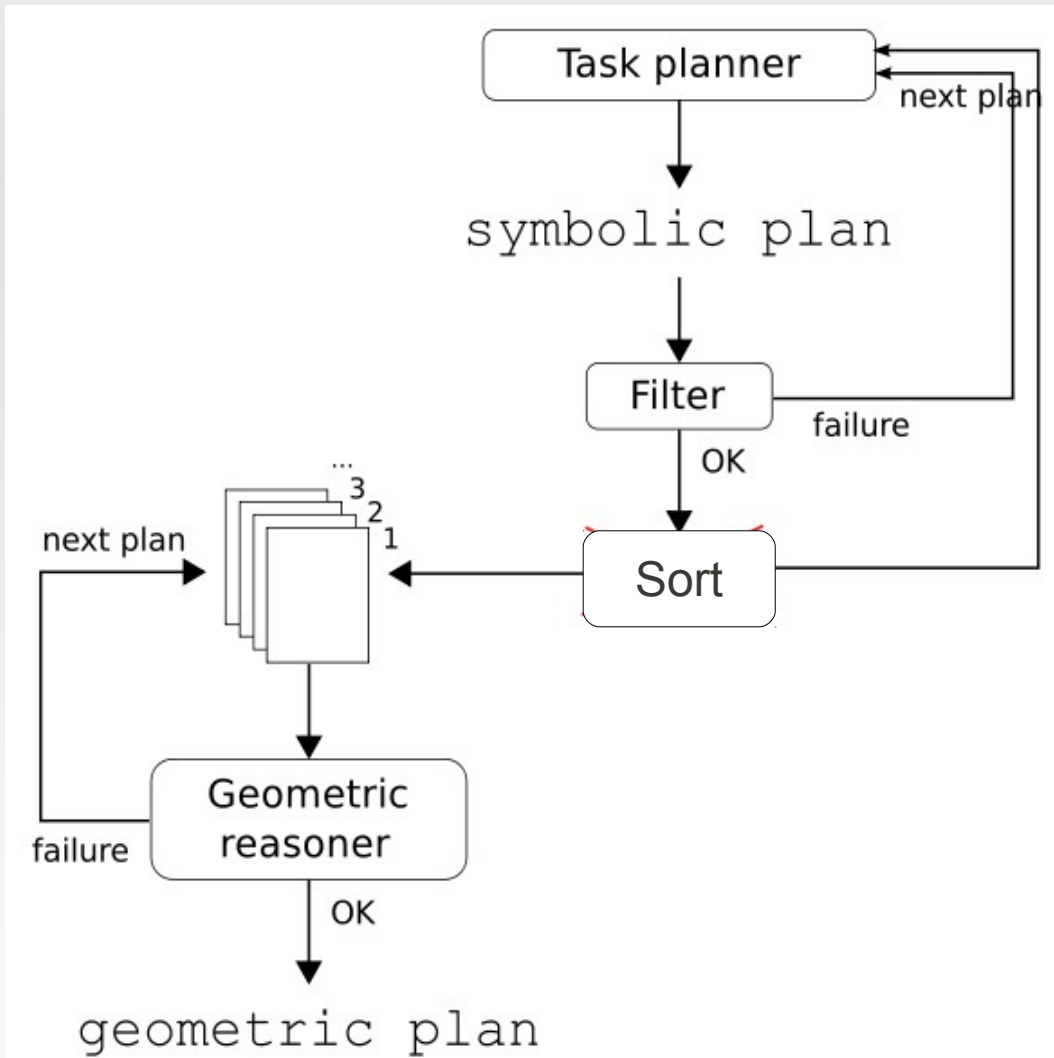
Geometric Backtracking



Geometric Backtracking



Choosing a plan

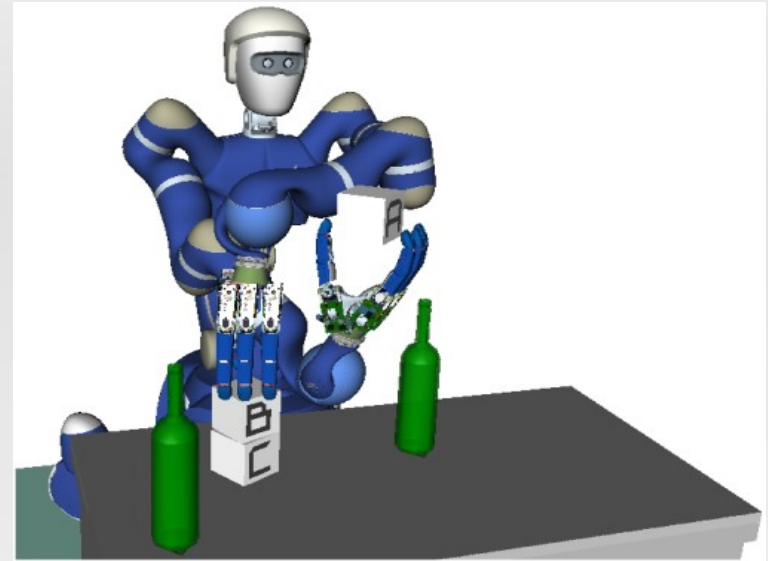
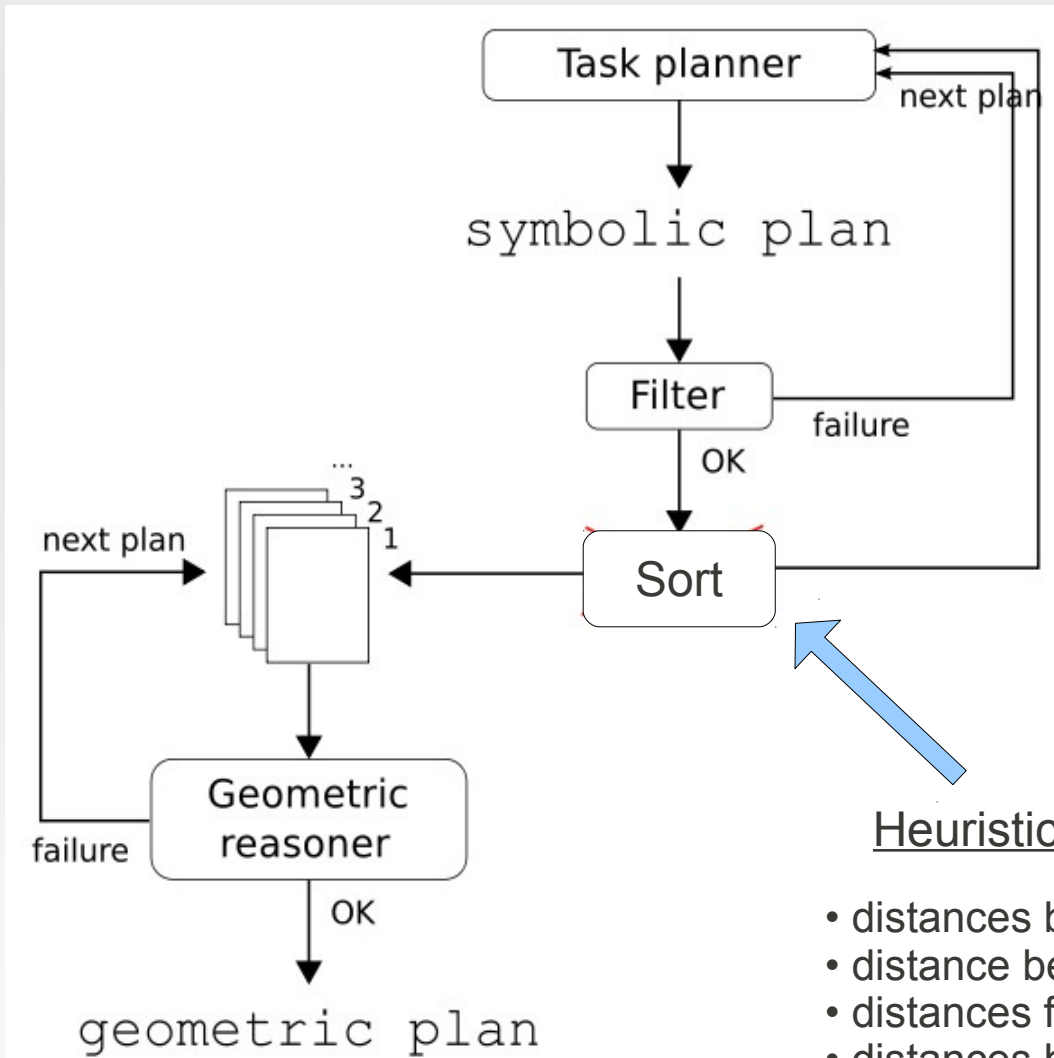


An example of geometrically difficult plan.

Oz1: up to 1 min

Oy1: 5s

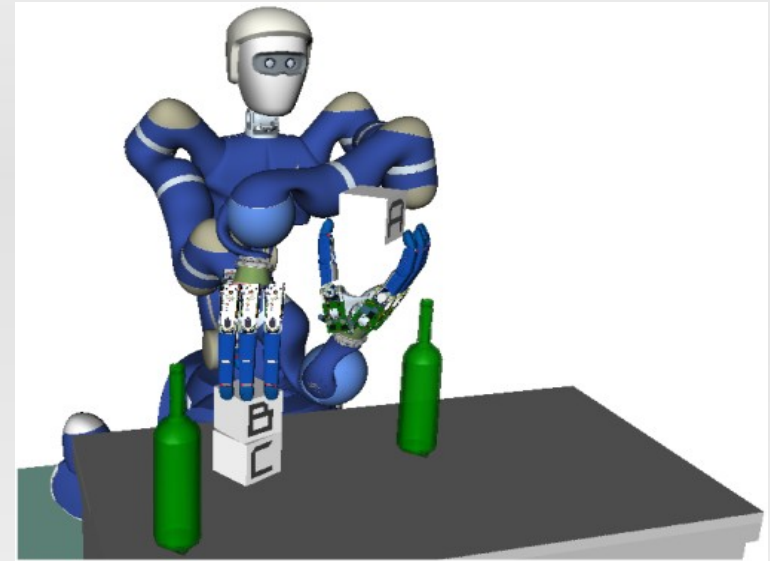
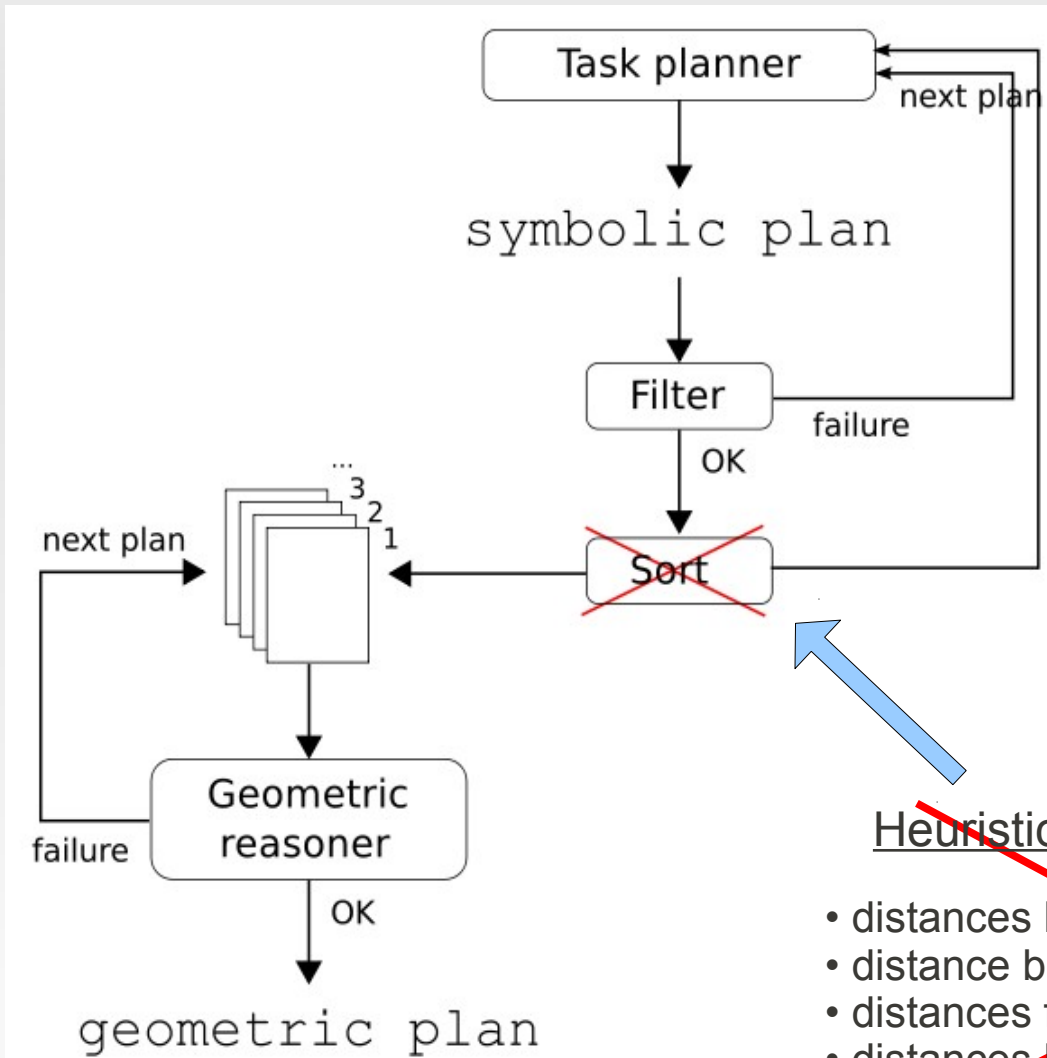
Choosing a plan



Heuristics for sorting the plans:

- distances between the links of left and right arm;
- distance between left and right TCP;
- distances from the joint limits;
- distances between all objects and TCPs;
- “crossing” of the arms.

Choosing a plan

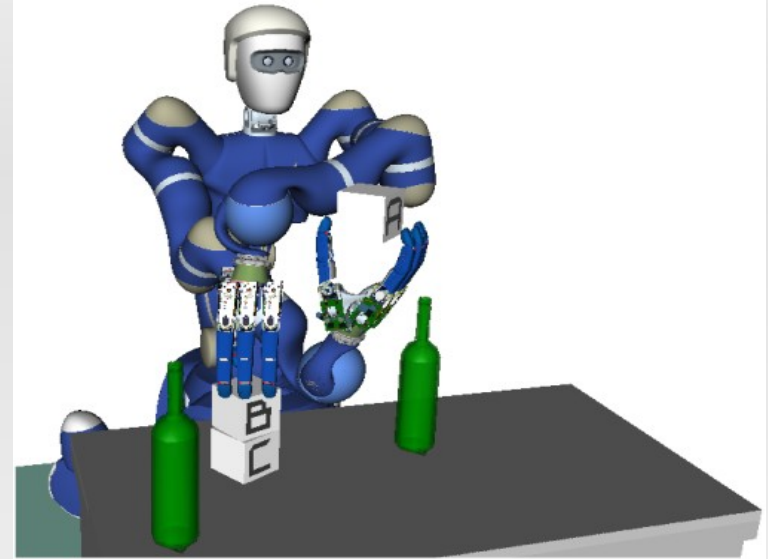
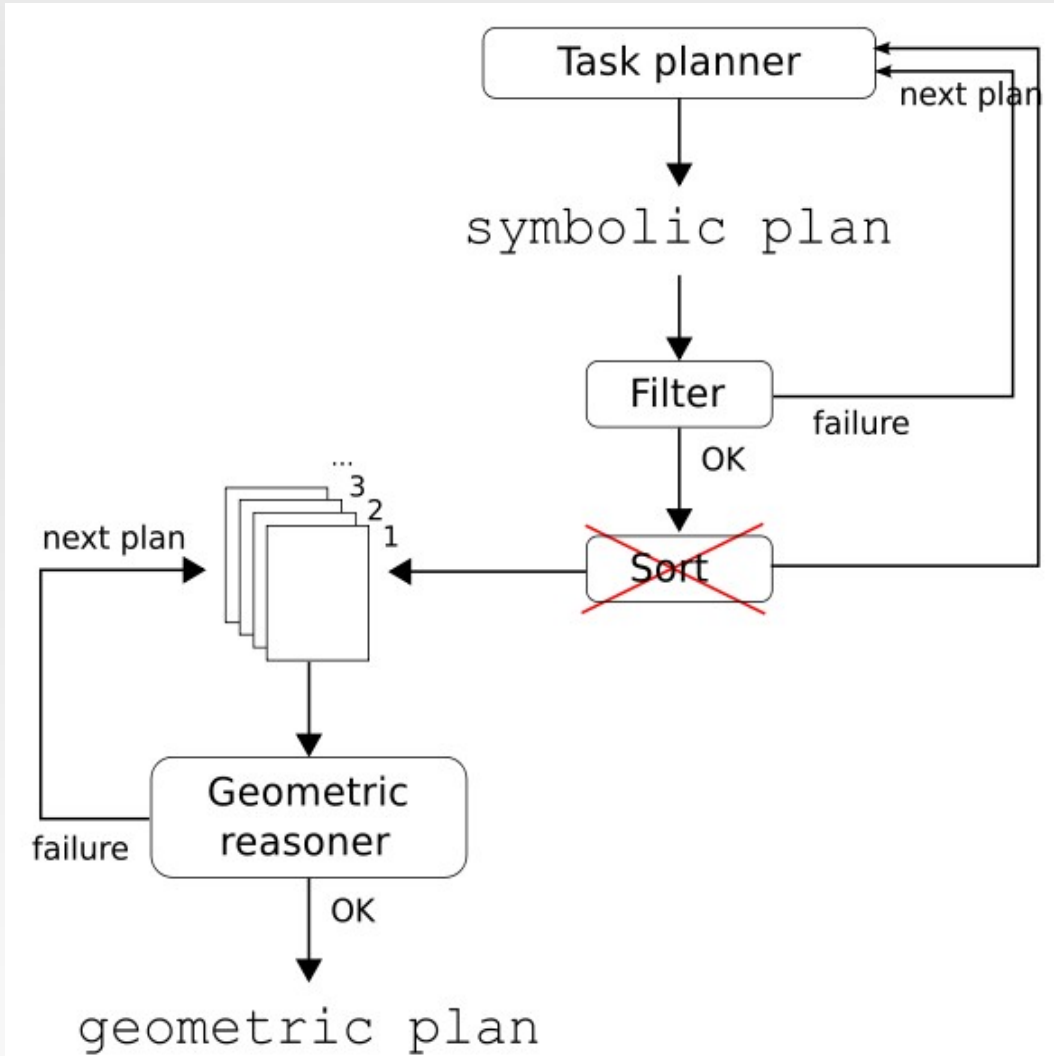


~~Heuristics for sorting the plans:~~

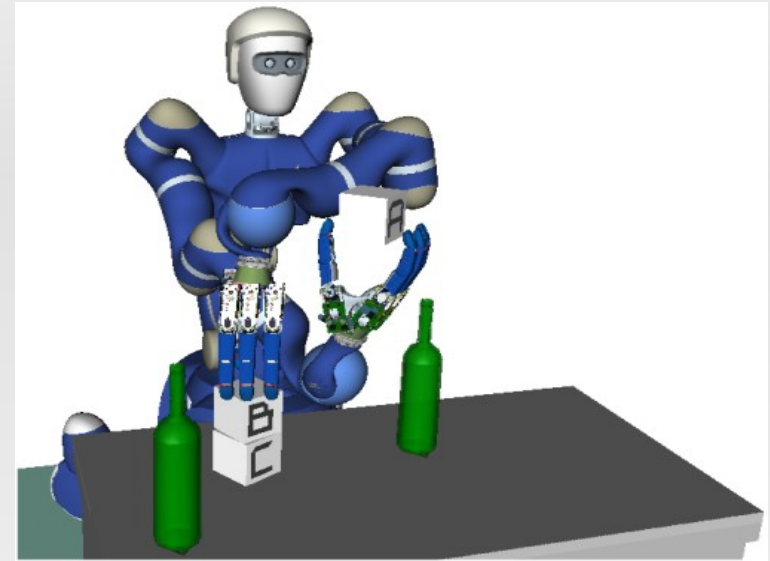
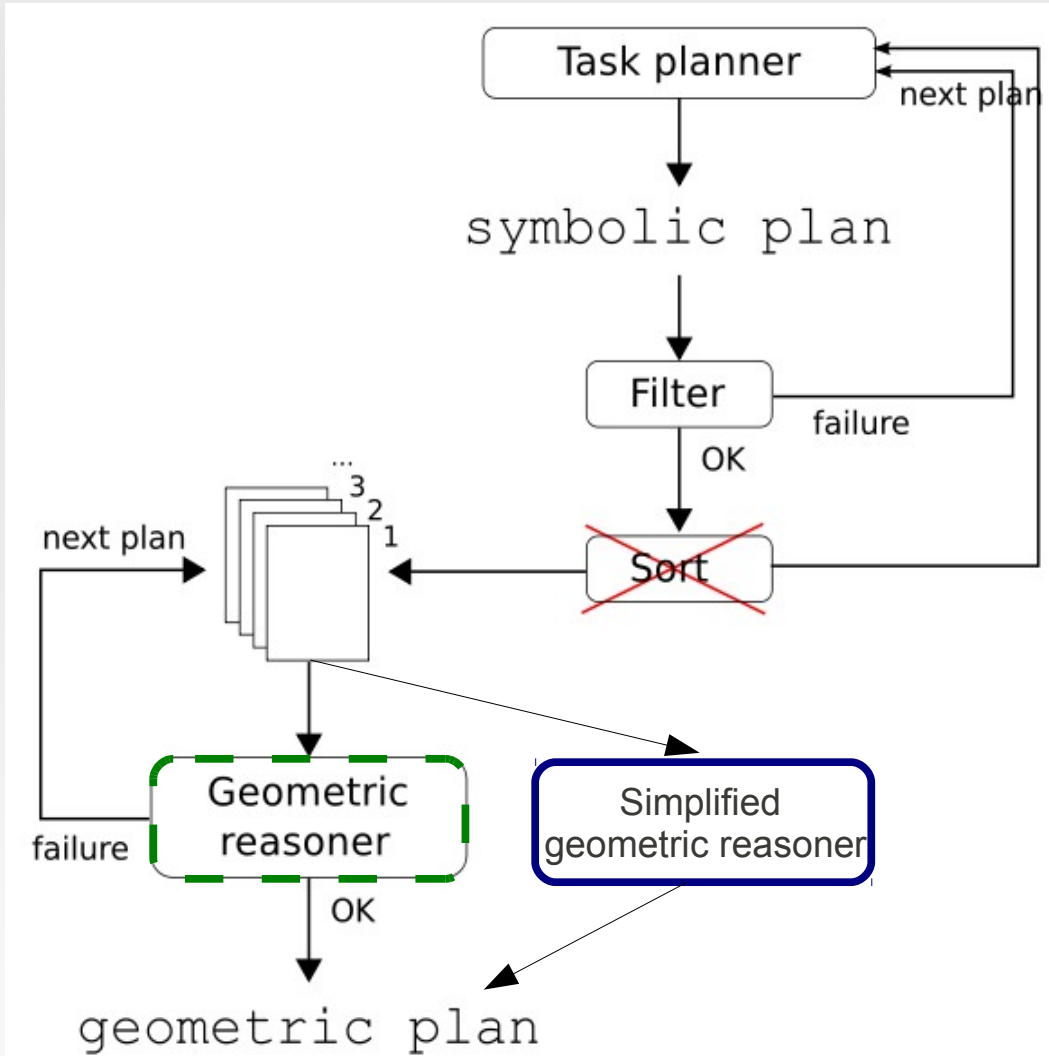
- ~~• distances between the links of left and right arm;~~
- ~~• distance between left and right TCP;~~
- ~~• distances from the joint limits;~~
- ~~• distances between all objects and TCPs;~~
- ~~• "crossing" of the arms.~~

no significant correlation with the actual geometric reasoning effort.

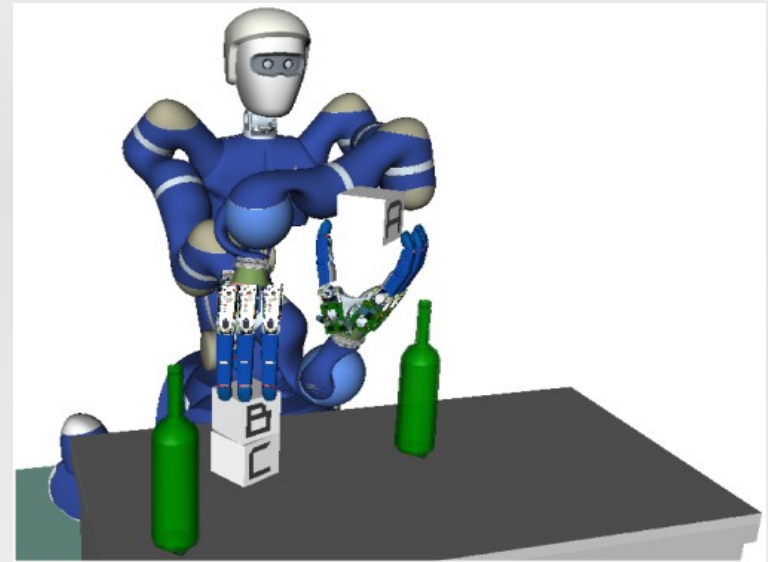
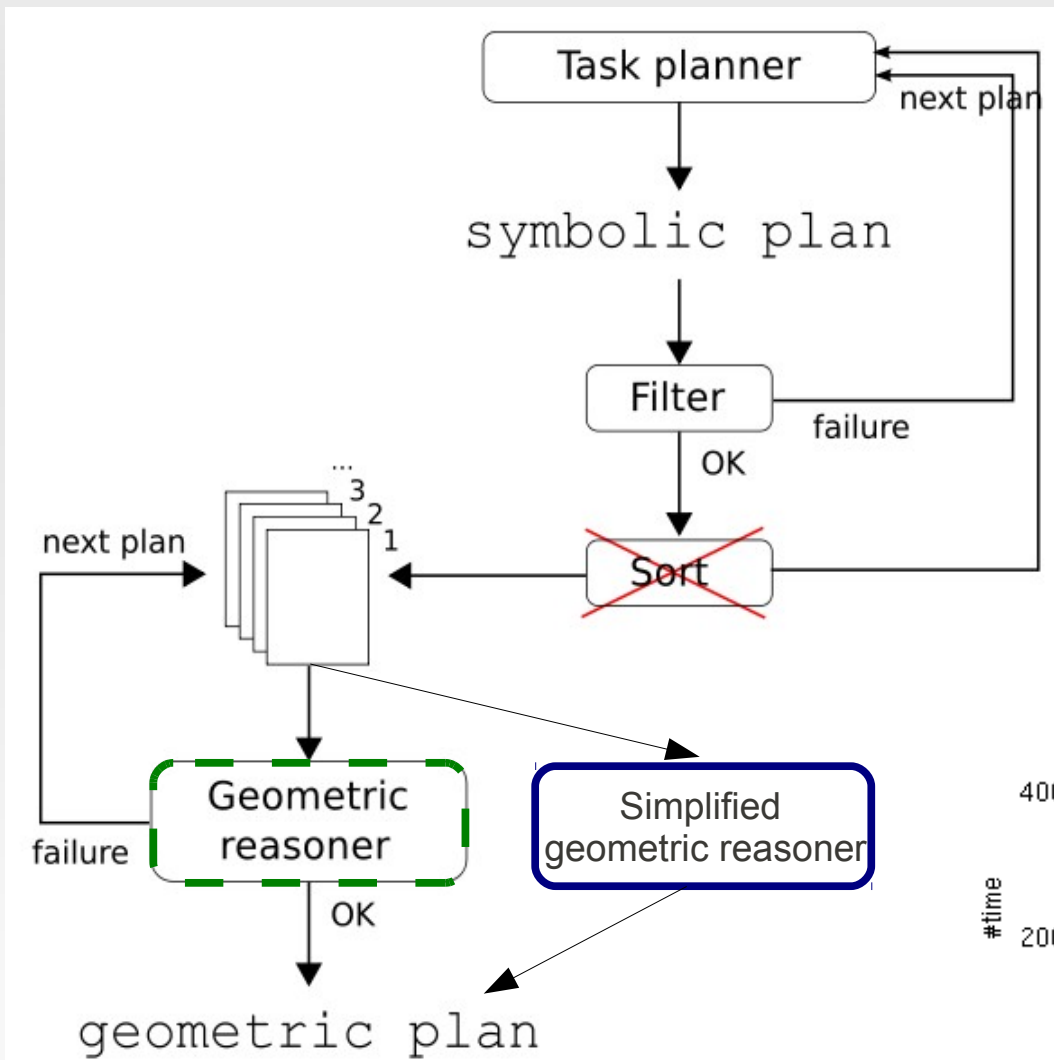
Choosing a plan



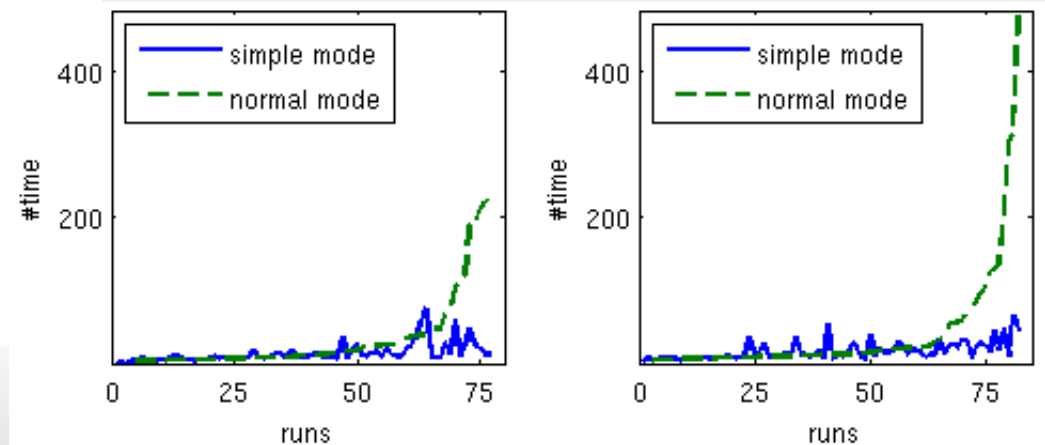
Choosing a plan



Experimental results



results:



Thank you for your attention.