

# CS354

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# Representing Space

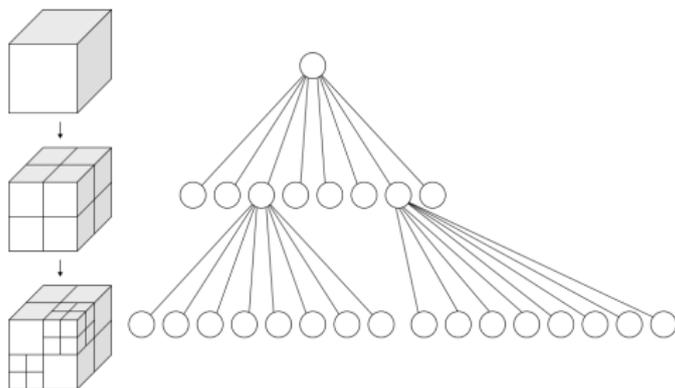
- Two issues to consider today:
  - How to efficiently and conveniently encode a map of the robot's environment?
  - How to parameterize the configuration of the robot?
- Both questions need to be addressed in order to plan.

# Grid Based Maps

- Recall:
  - Easy to work with, not space efficient
  - Naive 2d grid representation of a 10m  $\times$  10m room at 1cm accuracy:
    - $1000 \times 1000 = 1,000,000$  cells
- Quadtree is a more space efficient alternative...

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- Quadtree is a more space efficient alternative...
- Octree is the 3d generalization



<http://en.wikipedia.org/wiki/File:Octree2.svg>, <http://creativecommons.org/licenses/by-sa/3.0/>

# Topological Maps

# Configuration Spaces

- “A configuration  $\mathbf{q} \in \mathcal{C}$  of the robot  $\mathcal{A}$  is a specification of the state of  $\mathcal{A}$  with respect to a fixed frame  $F_w$ ” (Dudek and Jenkin)
- Turtlebot configuration:  $\mathbf{q} = [x, y, \Theta]$ .

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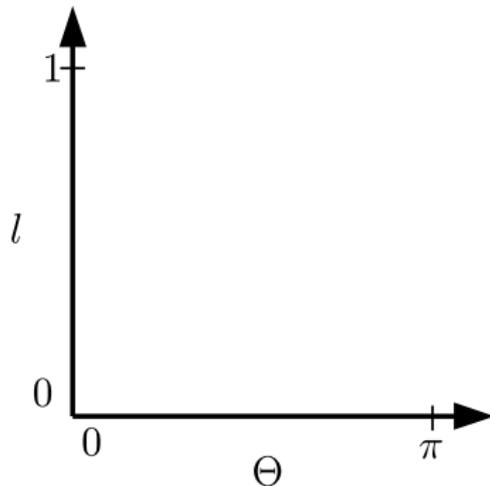
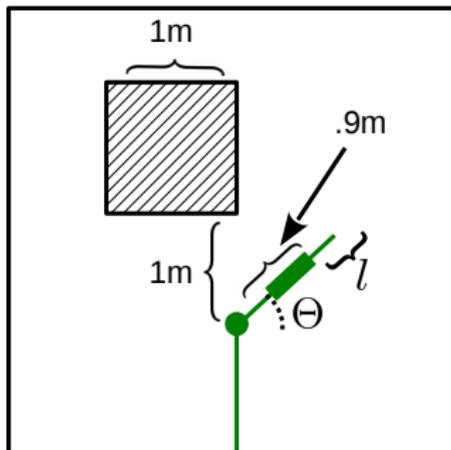
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- A **C-Obstacle**  $\mathcal{CB}_i$  is defined as:
  - $\mathcal{CB}_i = \{\mathbf{q} \in \mathcal{C} \mid \mathcal{A}(\mathbf{q}) \cap \mathcal{B}_i \neq \emptyset\}$ 
    - $\mathcal{B}_i$  is the space occupied by obstacle  $i$ .
    - $\mathcal{A}(\mathbf{q})$  is the space occupied by the robot in configuration  $\mathbf{q}$ .

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- $\mathcal{C}_{free} = \{\mathbf{q} \in \mathcal{C} \mid \mathcal{A}(\mathbf{q}) \cap (\cup_i \mathcal{B}_i) = \emptyset\}$
- $\mathcal{C}_{obs} = \overline{\mathcal{C}_{free}}$

# Exercise

Draw  $C_{free}$  for this robot:



- Robot arm with a single rotational joint and a single prismatic joint
  - $l$  - prismatic joint extension in meters
  - $\Theta$  - angle of rotational joint ( $\Theta \approx \pi/4$  in the image)

# Planning

- “A free path in C-space is a continuous curve exclusively in  $\mathcal{C}_{free}$  that connects two configurations  $\mathbf{q}_{start}$  and  $\mathbf{q}_{goal}$ .”
- Paths may be
  - free: obstacles are not touched.
  - semi-free: obstacles may be touched.
- The goal of planning is to find a path.

# Additional Topics

- Holonomic vs. Non-holonomic constraints
  - Holonomic constraints restrict the allowed configurations.
  - Non-Holonomic constraints put limits on the paths between configurations.
- Point robot assumption and object dilation
  - Simplifies the problem of finding  $\mathcal{C}_{free}$