# Search-based Planning Library SBPL

Maxim Likhachev Robotics Institute Carnegie Mellon University





#### Outline



- Overview
- Few SBPL-based planners in details
  - $3D(x,y,\theta)$  lattice-based planning for navigation (available as ROS node or standalone within SBPL)
  - single and dual 7DOF arm motion planning using manipulation lattice (available as ROS node)
- Pros/Cons

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- A library for planning with heuristic search (e.g., A\* search and its variants)
- Standalone library and integrated into ROS
- Compiles under linux and windows
- <u>http://www.sbpl.net/software</u> or <u>http://www.ros.org/wiki/sbpl</u>

## Planning with Heuristic Search

- s b p l
- generate a systematic graph representation of the planning problem
- search the graph for a solution with a heuristic search
- typically the construction of the graph is interleaved with the search (i.e., only create the states/edges that search explores)



## Planning with Heuristic Search

sbpl

- Typical components of a Search-based Planner
  - Graph construction (given a state what are its successor states)
  - Cost function (a cost associated with every transition in the graph)
  - Heuristic function (estimates of cost-to-goal)
  - Graph search algorithm (for example, A\* search)

# s b p l

# Planning with Heuristic Search

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domain dependent

domain independent

# s b p l

domain dependent

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*Implements:* Successors/Predecessors of a state; Transition cost; State heuristic Implements: Graph search (e.g, A\*, D\*, ARA\*, etc.)

- Graph construction (given a state what are its successor states)
- Cost function (a cost associated with every transition in the graph)
- Heuristic function (estimates of cost-to-goal)
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ıain dependent



Implements: Graph search (e.g, A\*, D\*, ARA\*, etc.)

a state what are its successor states)

Memory allocated onthe-fly only for states visited by search

every transition in the graph)

(leav\_ot\_toot\_to

- Graph search alg

Grant

All communications happen via state IDs (no domain information)

<u>domain independent</u>

Environment defining the planning problem as a graph



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SBPL Library

ıain dependent

Search-based Planning Library (SBPL)

- Usage of SBPL:
  - build a planner using existing components to run on a robot
  - plugin and test your own graph search
  - develop and plugin an environment for your specific planning problem "representable" as a graph search problem



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## Search-based Planning Library (SBPL)

- Currently implemented graph searches within SBPL:
  - ARA\* anytime version of A\*
  - ANA\* anytime non-parametric version of A\*
  - Anytime D\* anytime incremental version of A\*
  - R\* a randomized version of A\* (hybrid between deterministic searches and samplingbased planning)
- Currently implemented environments (planning problems) within SBPL:
  - 2D(x,y) grid-based planning problem
  - $3D(x,y,\theta)$  lattice-based planning problem
  - 3D ( $x, y, \theta$ ) lattice-based planning problem with full-body collision checking
  - N-DOF planar robot arm planning problem
- ROS packages that use SBPL:
  - SBPL lattice planner for  $(x, y, \theta)$  planning for navigation
  - SBPL lattice planner for  $(x, y, \theta)$  planning for navigation with full-body collision checking
  - SBPL cart planner for PR2 navigating with a cart
  - SBPL motion planner for PR2 single- and dual-arm motions
  - default move\_base invokes SBPL lattice planner as part of escape behavior
  - SBPL door planning module for PR2 opening and moving through doors
  - SBPL footstep planner for humanoids (by Armin Hornung at Univ. of Freiburg)

#### Search-based Planning Library (SBPL)

#### Main.cpp shows simple examples for how to use SBPL:

```
EnvironmentNAVXYTHETALAT environment navxythetalat;
if(!environment navxythetalat.InitializeEnv(argv[1], perimeterptsV, NULL))
              SBPL ERROR("ERROR: InitializeEnv failed\n");
              throw new SBPL Exception();
if(!environment navxythetalat.InitializeMDPCfg(&MDPCfg))
              SBPL ERROR("ERROR: InitializeMDPCfg failed\n");
              throw new SBPL Exception();
//plan a path
vector<int> solution stateIDs V;
bool bforwardsearch = false;
ADPlanner planner(&environment navxythetalat, bforwardsearch);
if(planner.set start(MDPCfg.startstateid) == 0)
              SBPL ERROR("ERROR: failed to set start state\n");
              throw new SBPL Exception();
if(planner.set goal(MDPCfg.goalstateid) == 0)
              SBPL ERROR("ERROR: failed to set goal state\n");
              throw new SBPL Exception();
 planner.set initial solution eps(3.0);
bRet = planner.replan(allocated time secs, \& solution stateIDs V);
SBPL PRINTF("size of solution=%d\n",(unsigned int)solution stateIDs V.size());
```

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sbpl\_lattice\_planner in ROS

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- Environment:
  - graph constructed using motion primitives [Pivtoraiko & Kelly, IROS'05]

outcome state is the center of the corresponding cell in the underlying  $(x,y,\theta,...)$  cell



- Environment:
  - graph constructed using motion primitives [Pivtoraiko & Kelly, IROS'05]
  - takes set of motion primitives as input (.mprim files generated within matlab/mprim directory using corresponding matlab scripts):





- Environment:
  - graph constructed using motion primitives [Pivtoraiko & Kelly, '05]
  - takes set of motion primitives as input (.mprim files generated within matlab/mprim directory using corresponding matlab scripts)
  - takes the footprint of the robot defined as a polygon as input





- Graph search:
  - typically ARA\* (anytime version of A\*) or Anytime D\* (anytime incremental version of A\*)



• Planning with full-body collision checking (**3d\_navigation** node in ROS)



Hornung et al., ICRA '12

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## Single- and Dual-arm Motion Planning

- **Environment:** 
  - graph constructed using static & adaptive motion primitives for the arm(s) [Cohen et al., ICRA'11]
  - heuristic for any state is 3D distance for end-effector accounting for obstacles (computed as 3D BFS) [Cohen et al., ICRA'11]

**sbpl arm planner** in ROS SBPL Library **Domain-independent** environment robarm3d. graph search cpp





Single- and Dual-arm Motion Planning

sbpl

- Graph search:
  - typically ARA\* (anytime version of A\* search)



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Single- and Dual-arm Motion Planning



#### • Planning for PR2 and KUKA arms

Carrying a tray with a wine glass filled with Cheerios through a tight space



[Cohen et al., ICRA'12]



work led by Cohen & Cowley; joint work with CJ Taylor

joint work Stentz, Herman, Galati, Kelly, Meyhofer, etc. at NREC/CMU

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## Motion Planning with Heuristic Search



#### • Pros

- typically good cost minimization
- consistent motions
- handle discrete transitions naturally
- Cons
  - can be slow if heuristic function has deep local minima
  - designing a "good" but fast-to-compute heuristic function is important
  - designing and coding up a compact graph representation can be non-trivial



#### http://www.sbpl.net/software or http://www.ros.org/wiki/sbpl

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