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Motion planning in dynamic environments – A parallel online approach

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Abstract

This paper presents a new approach to parallel motion planning for industrial robot arms with six degrees of freedom in an on-line given 3D environment. The method is based on the A-search algorithm and needs no essential off-line computations. The algorithm works in an implicitly descrete configuration space. Collisions are detected in the Cartesian workspace by hierarchical distance computation based on the given CAD model. By decomposing the 6D configuration space into hypercubes and cyclically mapping them onto multiple processing units, a good load distribution can be achieved. We have implemented the parallel motion planner on a workstation cluster with 9 PCs and tested the planner for several benchmark environments. With optimal discretisation, the new approach usually shows linear speedups. In on-line provided environments with static obstacles, the parallel planning times are only a few seconds.*

Keywords: industrial robots, motion planning, on-line algorithms, distributed and parallel processing, search algorithms

1 Introduction

The issue of robot motion planning has been studied for a couple of decades and many important contributions to the problem have been made [10]. Motion planning algorithms are of great theoretical interest, but are rarely used in practice because of their computational complexity [11].

Future robotic tasks (i.e. recycling, robot guidance, teleoperation, assembly and disassembly, medical surgery) can often only be solved in dynamic environments. Therefore, powerful on-line motion planners for industrial robots with six degrees of freedom (DOF) are needed. The *on-line* capability means that the planner does not require any time-consuming off-line computations in order to react directly to dynamic changes in the environment.

For dynamic environments, three different cases can be distinguished. In the first case, the environment contains dynamic obstacles (i.e. objects on a conveyor belt, or additional robots) with known or partially known movements. In the second case, the robot gripps different objects. There, the kinematic chain of the robot, including the gripped object, will change. The third case occurs in the area of virtual engineering. After every assembly operation, the product, or the environment will change its geometry. All three cases of dynamic environments implicate a modification of the configuration space (C-space), which has to be considered during planning motions.

An extensive introduction to this problem is presented by Fujimura. In several examples he explains the different approaches basically for the motion planning problem of autonomous, mobile robots [5]. Fiorini discusses a motion planner for industrial robots based on velocity adaptation, but he plans only with a 2 DOF workspace with two robots and known movements, but without any other obstacles [4]. Ralli proposes a potential-field approach based on the explicit calculation of the workspace and C-space. If a new object appears, the new path is searched in a few seconds, but the planner works for 5 DOF in a very small search space, which is unfavourable for industrial robots [15].

Generally speaking, speeding up the computation will enable the motion planner to cope better with dynamic environments in practice. One approach is based on the introduction of parallel processing. Mazer reports good planning times based on parallel genetic algorithms for 6 DOF robots in simple problems, but the planner is unfavourable for industrial environments [13]. Challou presents a parallel formulation of the informed randomised search and achieves good results [3]. But the necessary precomputed heuristics are unfavourable for dynamic environments. An extensive overview and a classification of the different parallel methods can be found in [7, 9]. The result of the overview is that parallel processing is an efficient method for speeding up motion planning.

Summarising, up to now, no planners for 6 DOF robots exist, which have the ability of dealing with dynamic obstacles and having low on-line computation times. Our motivation has been the development of a planner for industrial robots satisfying these requirements. We focus on industrial robots, which constitutes a considerable part of robots being used.

The remainder of the paper is organised as follows: In Section 2 the basic approach of our motion planner is introduced. Section 3 describes the necessary enhancements for parallelizing the sequential approach. Section 4 shows the experimental results, and the paper ends with the conclusion and an outlook to the future investigation in Section 5.

2 Sequential Approach

Most of the off-line motion planners are based on an explicit representation of the *free C-space*. The free C-space computation consists of the obstacle transformation into the C-space and the construction of a free-space representation. Both tasks are very time- and memory consuming, and their calculation effort increases exponentially with the robot's DOF. In order to avoid these time consuming obstacle transformations, one can search in an

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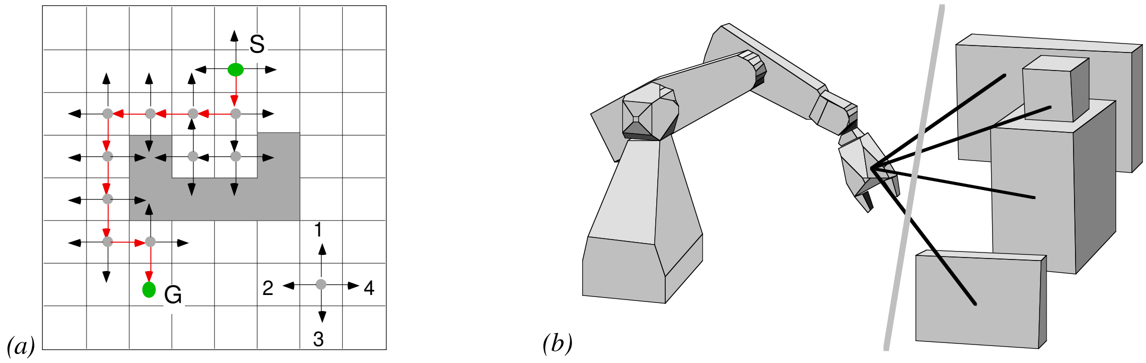

Figure 1: (a) A-search in the implicit C-space from the start configuration S to the goal configuration G, (b) collision detection by distance computation in the workspace*

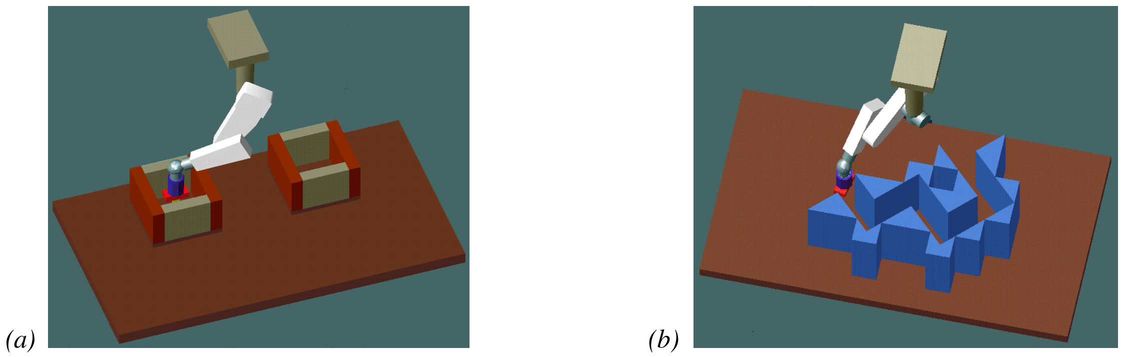

Figure 2: The benchmark problems STAR (a) and DETOUR (b) for the 6 DOF robot Puma260

implicitly represented C-space and detect collisions in the workspace. This strategy enables the planner to cope with on-line provided environments and moving obstacles.

For searching in the implicit C-space, we apply the well known A*-search algorithm [Hart86]. The main task of the A*-algorithm consists of the expansion and the processing of configurations, which are stored in the priority list OPEN. In every iteration, the best configuration of OPEN is expanded.

According to a heuristic evaluation function, these successors will be considered in the following iterations. After the expansion, the parent configuration is saved in the hashing table CLOSED. The search continues until the goal is found, or the OPEN list is empty. In the latter case the algorithm stops with no solution. In Figure 1a, an example for a 2D search is given. The dots indicate investigated configurations and the arrows give reference to the corresponding successors.

Collisions are detected by a fast, hierarchical distance computation in the 3D workspace, based on the given CAD model of the environment and the robot [6, 8] (see Figure 1b). With the help of the "maxmove-tables", introduced in [12], the Cartesian distances are then transformed into joint intervals in order to define the state ("free" or "prohibited") of the regarded configuration. For obtaining similar joint intervals, thus implicating an efficient distance exploitation, the optimal joint discretisation is automatically computed based on the method of [14].

3 Parallel approach

For parallelizing the A*-algorithm, the configurations in OPEN and CLOSED must be accessible to all processors, in order to distribute the whole work. These lists can either be managed by one dedicated processor or each processor can have its own local lists. In a message passing system, each access to a global list would lead to an enormous communication effort, thus, the local method was preferred.

The work distribution is the key aspect of parallelization. Therefore, the C-space is decomposed into d-dimensional hypercubes of size b in each dimension. For parallel processing, the hypercubes are cyclically mapped on the p available processors by the following function[2]:

$$f(\Theta) := 1 + \left(\sum_{i=1}^{d} \left\lfloor \frac{\theta_i}{\Delta\theta_i * b} \right\rfloor \right) \bmod p$$

According to the automatically computed discretisation $\Delta\Theta_i$, every configuration $\Theta = [\Theta_1, \ldots, \Theta_d]$ is mapped uniquely to one hypercube or to one processor. Thus, the OPEN list of each processor contains configurations of the multiple mapped hypercubes.

4 Experimental Results

We have implemented the parallel motion planner on a workstation cluster. The cluster consists of 9 PC's, each with 133 Mhz Intel Pentium processors and 64 Mbyte memory. The parallel communication is established by an Ethernet based bus network. For more details see [18].

For testing the motion planner, we have developed five benchmark problems for a 6 DOF robot, a Puma260.

[2] The operator $\lfloor \bullet \rfloor$ denotes the next lower integer number.

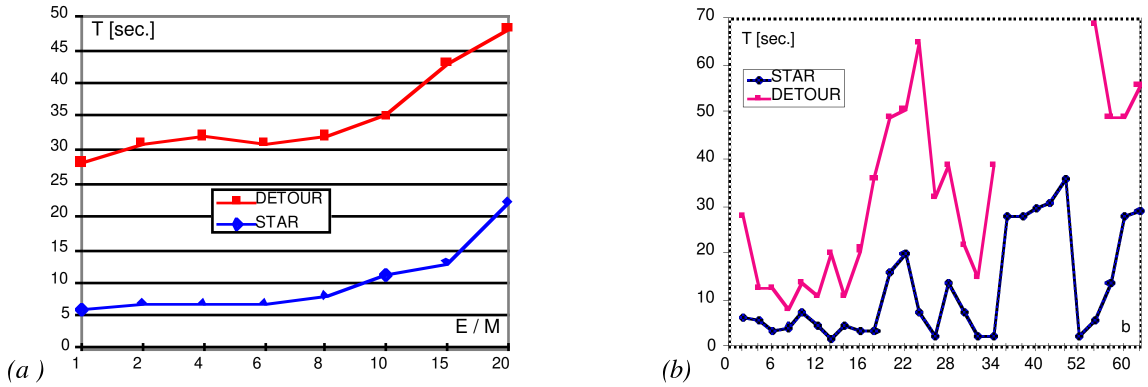

Figure 3: Analysis of the parallel motion planner: (a) Run-time T for different number of expansions E per message M (b)Run-time T for increasing cube sizes b

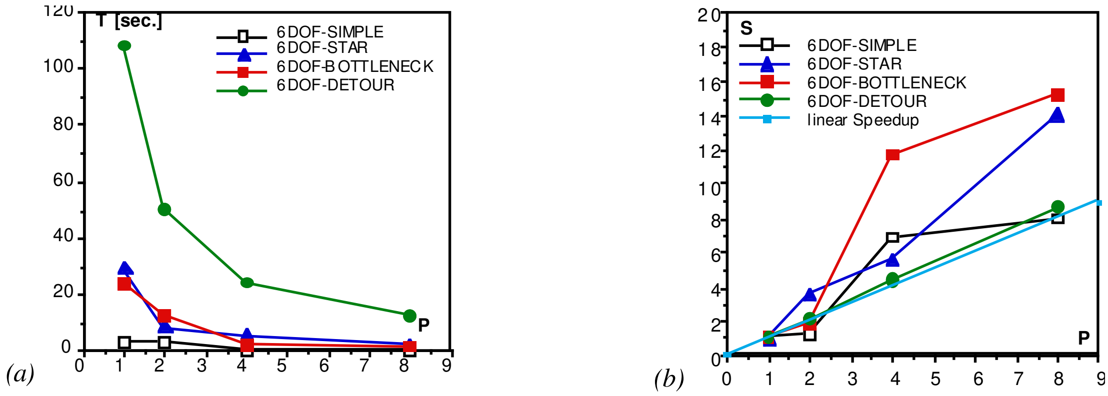

Figure 4: Planning time T (a) and the speedup S (b) with P processors for the different benchmark problems

As an example, the benchmark problems STAR and DETOUR are shown in Figure 2, developed in [12][3].

Concerning communication, lower cube sizes result in a good load distribution, but increase the number of messages. Too many messages, however, usually leads to a bottleneck in the communication network and slows down the calculation times. Combining several messages to form one message seems to be a way out of this problem.

Evaluation runs for the benchmark problems STAR and DETOUR are given in Figure 3a. Here, a cube size b = 2 and p = 8 processors are used. The results show that the combining of configurations to one message over several iterations leads to longer planning times. For example, without combining, the benchmark problem STAR was solved in 8 sec, but with the combining of messages over 20 iterations the planner has needed 20 sec [16].

This is mainly due to the fact, that the remote configurations are sent too late. Thus, every processor does not receive better configurations and expands the worse ones. At this stage, no message combining was included in the further runtime tests.

The performance of the parallel algorithm essentially depends on the load balancing mechanism. In our approach, we have implemented a static distribution mechanism, which can be influenced by modifying the cube size b. Considering the C-space decomposition, small sizes lead to more cubes (in different areas of the C-space) being mapped on to a single processor. Thus, implicating a good load distribution. In contrast, larger sizes will worsen the load balancing. This is mainly due to the coarse decomposition, thus, the processors are longer idle, until they receive work. Additionally, larger cube sizes lead to less cubes being mapped on to one processor.

For validating the performance of this load balancing mechanism, we have solved benchmark STAR with different cube sizes b. On each of the p = 8 processors, we measured the number of collision detections, which is the most expensive function. Figure 3b shows the experimental results. For larger values, the coarse C-space decomposition leads to an irregular load distribution. In some cases, only a few cubes are covering the complete solution space, thus, some processors becomes idle. Additionally, due to the sparse mapping, the searching processors expand unnecessary configurations, because they receive no better ones. For smaller cube sizes, the load is nearly equally distributed. For the rest of the experiments we choose b = 16.

To compare the run-times, we have run every benchmark problem 12 times, deleted the lowest and highest planning times and computed the average of the remaining 10 values. The Cartesian resolution was chosen to be 20 *mm*, which leads (for a Puma260) to the discretisation $\Delta\Theta$ = [1.91°, 1.96°, 2.79°, 5.66°, 5.66°, 20.66°]. According to the upper and lower joint limits of the Puma260, the C-space consists of $2.99 * 10^{11}$ states, which

3 These benchmark problems can be downloaded from the Web page at http://wwwipr.ira.uka.de/~paro/skalp/

is at least 3 magnitudes greater, than in the examples of the references.

To calculate the speedups, we have run 8 parallel processes of the parallel algorithm on 1, 2, 4 and 8 processors, thus, guaranteeing an identical C-space decomposition. This method of measuring was necessary in order to obtain a fair comparison, because the search performance essentially depends on the C-space decomposition.

Figure 4 presents the parallel planning times and the achieved speedups for the benchmark problems. It can be seen that the parallelizing results in a reduction in planning times, and that the speedups are linear, and sometimes even superlinear. Three of four planning times range below 5 seconds. Only the benchmark problem DETOUR needs about 20 seconds planning time [19].

5 Conclusion and Future Work

In this paper, we have introduced a new approach to parallel motion planning for industrial robot arms with 6 DOF. The algorithm works in an implicit and discretisized C-space and the collision detection is done in the Cartesian workspace by distance computation. This avoids the time- and memory consuming obstacle transformation and C-space calculation. The method is based on the A*-search algorithm and needs no essential off-line computation. This approach enables the motion planner to work reasonably fast in dynamic environments.

The parallelization with static load balancing results in an equal load distribution and shows linear and sometimes even superlinear speedups. Further acceleration of the motion planner is possible by distributing communication, which can be done using a mesh-based communication network [18].

Based on these results, we now focus on developing a motion planner which is able to cope with moving obstacles, such as other robots. With some modification, our approach is also suitable for tasks in the area of virtual engineering. Instead of planning the path for robots, we are able to search a trajectory for the sub-components, which have to be mapped onto another object.

To further increase the speed of the algorithm, we are currently working on a hierarchical on-line discretisation of the C-space, thus reducing the enormous size of the search space [19]. The planning strategy will also be enhanced by a multi-directional search [1]. Additionally, for running the computed trajectories on a real robot, we are working on a path smoothing algorithm [2].

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