CS365 Project

Instructional Suite for motion planning of articulated Robots with multiple links and polygonal obstacles

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 Collision free path finding - frequently encountered problem in motion planning.

- Several methods for finding collision free path planning.
 - Probabilistic
 - Deterministic

Methods widely used



Generalized Voronoi Graph

Probabilistic Roadmap Method

RRT (Rapidly-exploring Random Trees)









To develop a robot motion planning suite for hyper-redundant planar articulated robots

- Graphical interactive interface for input/output
- Polygonal obstacles
- Three different algorithms for path planning
- Bulk mode input/output also possible





- ✓ Use for Instructional purpose
- ✓ Creating **data with high dimensionality** for later use
- ✓ Comparison of the methods
- ✓ **Visualization of path** computed using different algorithms



Development Process



References:



- Probabilistic roadmaps for path planning in high-dimensional configuration spaces by LE Kavraki, P Svestka, JC Latombe
- Principles of Robot Motion-Theory, Algorithms and Implementation by Howie choset
- Notes by Choset http://www.cs.cmu.edu/~motionplanning/lecture/
- Rapidly-Exploring Random Trees A Lew Tool for Path Planning by SM LaValle
- Motion planning in a plane using generalized Voronoi diagrams by O Takahashi, RJ Schilling
- REACH BASED SYNTHESIS OF MODULAR HYPER-REDUNDANT MANIPULATORS by Kaushik Sinha
- <u>http://web.engr.oregonstate.edu/~sinisa/images/research/VoronoiDiag.png</u>
- <u>http://nugzine.files.wordpress.com/2011/08/testing1.jpg</u>
- <u>http://en.wikipedia.org/wiki/File:RRT_graph1.png</u>

