CS686: Robot Motion Planning and Applications

Sung-Eui Yoon (윤성의)

Course URL: http://sgvr.kaist.ac.kr/~sungeui/MPA



About the Instructor

Main research theme

- Work on large-scale problems related to motion planning, computer graphics, recognition, etc.
- Paper and video: <u>http://sgvr.kaist.ac.kr/papers.htm</u>
- YouTube videos:

http://www.youtube.com/user/sglabkaist



Research Theme: Intelligent Ray Tracing, Image Search, Motion Planning

Designing *intelligent and scalable techniques* to efficiently handle massive models on commodity hardware or clouds



Photo-realistic rendering





Image search

Motion planning



Some Achievement

Tutorials/Workshop in international conf.

- Workshop on sound source localization at ICRA
- Tutorial on collision detection at SIGGRAPH
- 차세대 과학자상(IT부문), 2019
 - 한림원, S-OIL



- Best paper award
 - Outstanding planning paper award, ICRA 2023
 - Test-Of-Time 2006 Award at High Performance Graphics, 2015
 - Distinguished paper award at Pacific Graphics 2009



Welcome to CS686

Instructor:Sung-eui YoonEmail:sungeui@gmail.comOffice:3432 at CS building

Class time: 10:30am – 11:45pm on MW Office hours: Right after class Course webpage: http://sgvr.kaist.ac.kr/~sungeui/MPA



TA

Min-Sung Yoon

- Ph.D. student working on RL, task and motion planning
- Use KLMS board for communication
- E3-1, 3446

Additional TA for Edu 3.0?





Real World Robots



Courtesy of Prof. Dinesh Manocha

Da Vinci

Motion of Real Robots

DRC final winner at 2016

Humanoid Robot: https://www.youtube.com/watch?v=BGOUSvaQ





• Dynamic humanoid locomotion, IROS 21

https://sgvr.kaist.ac.kr/~yskwon/papers/iros21-dynamic-locomotion/KAIST

Motion of Real Robots



Autonomous vehicle: https://www.youtube.com/watch?v=zQTQNJ4QUvo



Motion of Real Robots

Robot-Assisted Radical Prostatectomy



Medical robot: http://www.youtube.com/watch?v=XfH8phFm2VY



TurtleBot



http://www.youtube.com/watch?feature=pl ayer_detailpage&v=MOEjL8JDvd0



Redundant Manipulator

Fetch robot





Motion of Virtual Worlds





Motion of Virtual Worlds

Crowd simulation (biped) with AI implant video 1 of 2



Computer generated simulations: <u>http://www.youtube.com/watch?v=5-UQmVjFdqs</u>



Motion of Virtual Worlds



Computer generated simulations, games, virtual prototyping: http://www.massivesoftware.com/



Smart Robots or Agents

- Autonomous agents that sense, plan, and act in real and/or virtual worlds
- Algorithms and systems for representing, capturing, planning, controlling, and rendering motions of physical objects

• Applications:

- Manufacturing
- Mobile robots
- Computational biology
- Computer-assisted surgery
- Digital actors



Goal of Motion Planning

Compute motion strategies, e.g.:

- Geometric paths
- Time-parameterized trajectories
- Sequence of sensor-based motion commands
- Aesthetic constraints

• Achieve high-level goals, e.g.:

- Go to A without colliding with obstacles
- Assemble product P
- Build map of environment E
- Find object O



Examples with Rigid Object



Is It Easy?



Example with Articulated Object







Some Extensions of Basic Problem

- Multiple robots
- Assembly planning
- Acquire information by sensing
 - Model building
 - Object finding/tracking
 - Inspection
- Nonholonomic constraints
- Dynamic constraints
- Stability constraints

- Optimal planning
- Uncertainty in model, control and sensing
- Exploiting task mechanics (sensorless motions, underactualted systems)
- Physical models and deformable objects
- Integration of planning and control
- Integration with higher-level planning

Examples of Applications

• Manufacturing:

- Robot programming
- Robot placement
- Design of part feeders
- Design for manufacturing and servicing
- Design of pipe layouts and cable harnesses
- Autonomous mobile robots planetary exploration, surveillance, military scouting

- Graphic animation of "digital actors" for video games, movies, and webpages
- Virtual walkthrough
- Medical surgery planning
- Generation of plausible molecule motions, e.g., docking and folding motions
- Building code verification



Assembly Planning and Design of Manufacturing Systems





Application: Checking Building Code





Cable Harness/ Pipe design







Humanoid Robot







Digital Actors



A Bug's Life (Pixar/Disney)



Toy Story (Pixar/Disney)



Antz (Dreamworks)



Tomb Raider 3 (Eidos Interactive)



The Legend of Zelda (Nintendo)



Final Fantasy VIII (SquareOne)

Application: Computer-Assisted Surgical Planning







Study of the Motion of Bio-Molecules



Protein folding Ligand binding





DARPA Grand Challenge





Planning for a collision-free 132 mile path in a desert

The UNIVERSITY of NORTH CAROLINA at CHAPEL HILL

DARPA Robotics Challenges, 2016

Focus on disaster or emergency-response scenarios





From wiki

Still many research going on now!

DARPA	DARPA SUBTERRANEAN	CHALLENGE
Tunnel Environment	Urban Environment	Cave Environment
3 Sub-Domain Tunnel Systems •	NS Urban Underground • Cave Networks	Artist's Concept
2 Competi Systems Track	tion Tracks k • Virtual Track	
1 Revol Create b for unde	lutionary Vision preakthrough technologies and capabilities erground operations	Learn More at www.darpa.mil



Google Self-Driving Vehicles





Prerequisites

- Programing skills
- Basic understanding of geometric concepts and deep learning
- Some prior exposure to robotics problems/applications/HWs
- If you did not take any prior course related to robotics, this course may be inappropriate for you
 - If you are not sure, please consult the instructor at the end of the course





- Underlying geometric concepts of motion planning
 - Configuration space
- Classical motion planning algorithms:
 - Complete motion planning
 - Randomized approaches
- Sampling based and optimization based approaches
- Learning based approaches

The course is about motion planning algorithms, not control of real robots!



Course Overview

1/2 of lectures and 1/2 of student presentations

• This is a research-oriented course

• What you will do:

- Choose papers that are interesting to you
- Present those papers
- Propose ideas that can improve the state-ofthe-art techniques; implementation is not required, but is recommended
- Quiz and mid-term
- and, have fun!



Course Awards

Best speaker and best project

- Lunch or dinner for awardees with me and TAs
- A high grade will be given to members of the best project



Course Overview

Grade policy

- Class presentations: 30%
- Quiz, assignment, and mid-term: 30%
- Final project: 40%
- Instructor (50%) and students (50%) will evaluate presentations and projects

Late policy

- No score; submit your work before the deadline!
- Class attendance rule
 - Late two times \rightarrow count as one absence
 - Every two absences →lower your grade (e.g., A-→ B+)



Resource

Textbook

- Planning Algorithms, Steven M. LaValle, 2006 (<u>http://msl.cs.uiuc.edu/planning/</u>)
- My own draft (not well established yet)
- Technical papers
 - IEEE International Conf. on Robotics and Automation (ICRA)
 - IEEE/RSJ Int. Conf. on Intelligent Robots and Systems (IROS)
 - Robotics Science and Systems (RSS)
 - Conf. on Robot Learning (CoRL), many other top-tier papers

Steven M. LaValle

PLANNING ALGORITHMS





Other Reference

• Vision-related conference (CVPR, ICCV)

- http://openaccess.thecvf.com/menu.py
- Graphics-related conference (SIGGRAPH, etc.)
 - http://kesen.huang.googlepages.com/
- Google or Google scholar
- UDACITY course:
 - Artificial Intelligence for Robotics



Honor Code and Classroom Etiquette

- Collaboration encouraged, but assignments must be your own work
 - Cite any other's work if you use their codes

Classroom etiquette

- Help you and your peer to focus on the class
- Turn off cell phones
- Arrive to the class on time
- Avoid private conversations
- Be attentive in class



Schedule

• Please refer the course homepage:

http://sgvr.kaist.ac.kr/~sungeui/MPA



Official Language in Class

English

- I'll give lectures in English
- I may explain again in Korean if materials are unclear to you
- You are no required to use English, but are recommended

• To non-native Korean speakers

- Many Korean students prefer to use Korean for deeper discussions
- In these cases, we will use Korean, but I will summarize main points in English



My Wish for You

 Follow up lecture materials and do various class activities/HWs

• Hopefully, they will:

- Lead to your next publication, or
- Lead to your next start-up



Homework

• Browse 2 top-tier conf./journal papers

- Prepare two summaries, and submit it online before the Mon. class
- See the submission site at the course homepage

• Example of a summary (just a paragraph)

Title: XXX XXXX XXXX Conf./Journal Name: ICRA, 2023 Summary: this paper is about accelerating the performance of collision detection. To achieve its goal, they design a new technique for reordering nodes, since by doing so, they can improve the coherence and thus improve the overall performance.



Homework for Every Class

- Go over the next lecture slides
- Come up with one question on what we have discussed today and submit at the end of the class
 - 1 for typical questions
 - 2 for questions with thoughts or that surprised me
- Write a question two times before the midterm exam
 - <u>Online submission is available at the course</u> webpage



My Responses to Those Questions

- Identify common questions and address them at my draft
 - Some of questions will be discussed in the class
- If you want to know the answer of your question, ask me or TA on person
 - Feel free to ask questions in the class
- We are focusing on having good questions!
 - All of us are already well trained for answering questions



Homework

Read Chapter 1 of our textbook



Next Time...

- Configuration spaces
- Motion planning framework
- Classic motion planning approaches



About You

- Name
- What is your major?
- Previous experience on motion planning and robotics
- Credit (registering the course) or audit?

