

*16-350*

*Planning Techniques for Robotics*

*Search Algorithms:*

*Markov Property, Dependent variables*

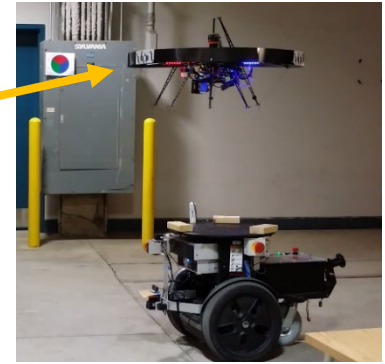
*Maxim Likhachev*

*Robotics Institute*

*Carnegie Mellon University*

# Consider Planning with Battery Constraint

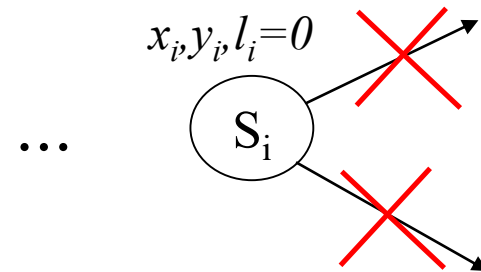
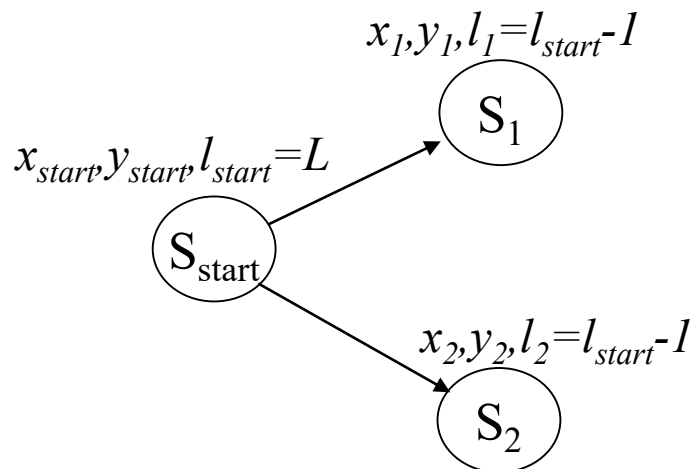
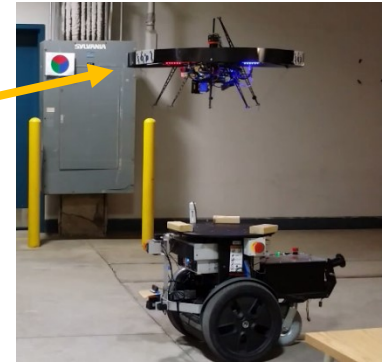
- Suppose we are planning 2D  $(x,y)$  path for UAV
  - want a collision-free path to  $s_{goal} = (x_{goal}, y_{goal})$
  - want to minimize some cost function associated with each transition (for example, minimize the risk of flying close to people)
  - subject to the trajectory being feasible given the UAV battery level  $L$



*What should be the variables defining each state  
(i.e., dimensions of the search)?*

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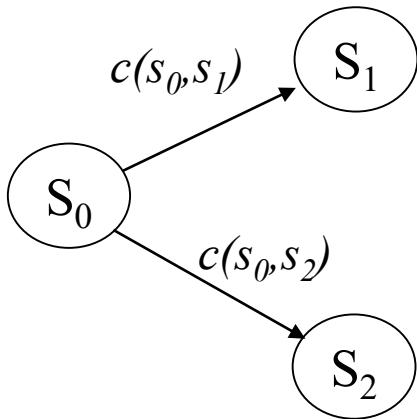
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  - subject to the trajectory being feasible given the UAV battery level  $L$
  - **Planning needs to be in  $(x,y,l)$ , where  $l$  is the remaining battery level**



*states with battery level 0 have no successors*

# Markov Property

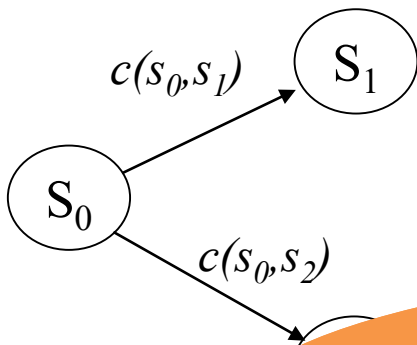
- *Cost and Set of Successors needs to depend ONLY on the current state (no dependence on the history of the path leading up to it!)*



*for all states  $s$ :  $\text{succ}(s) = \text{function of } s$   
for all  $s'$  in  $\text{succ}(s)$ :  $c(s, s') = \text{function of } s, s'$*

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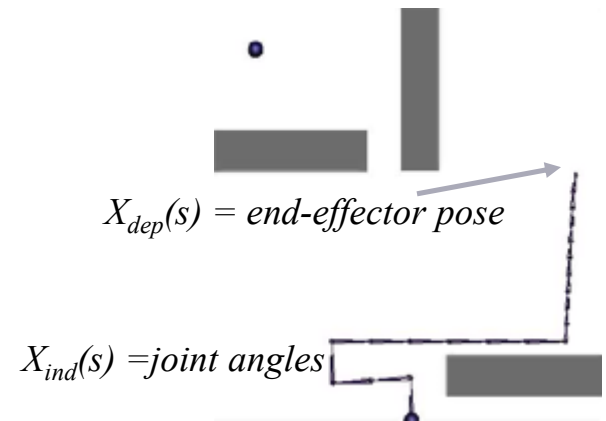
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for all  $s'$  in  $\text{succ}(s)$ :  $c(s, s')$  = function of  $s, s'$*

Clearly true in an **explicit** (given) graph

Can be violated in **implicit** (dynamically generated) graphs, where  $\text{succ}(s)$  and  $c(s, s')$  are computed on-the-fly as a function of  $s$ ,  
**when using dependent variables**

# Independent vs. Dependent Variables

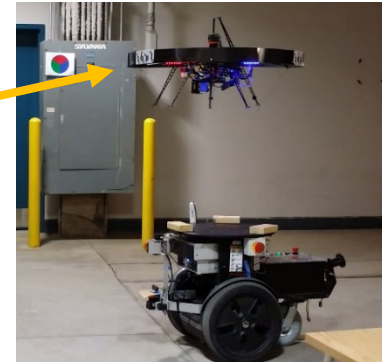
- $X(s)$  – variables associated with  $s$
- $X(s) = \{X_{ind}(s), X_{dep}(s)\}$
- $X_{ind}(s)$  – independent variables
- $X_{dep}(s)$  – dependent variables



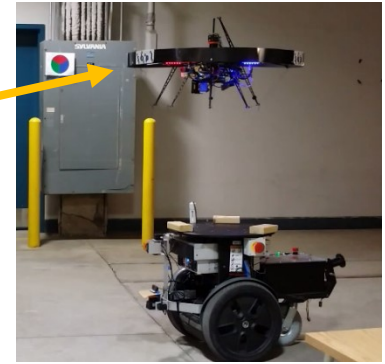
- **Independent Variables** are used to define state  $s$ 
  - *two states  $s$  and  $s'$  are considered to be the same state if and only if  $X_{ind}(s) = X_{ind}(s')$*
- **Dependent Variables** often used to help with computing cost or list of successor states
  - *if for all  $s$ ,  $X_{dep}(s) = f(X_{ind}(s))$  (that is, only depends on independent variables, then Markov Property holds true)*
  - **Sometimes however,  $X_{dep}(s)$  is computed based on the path leading up to  $X_{ind}(s)$**

# Consider Planning with Battery Constraint

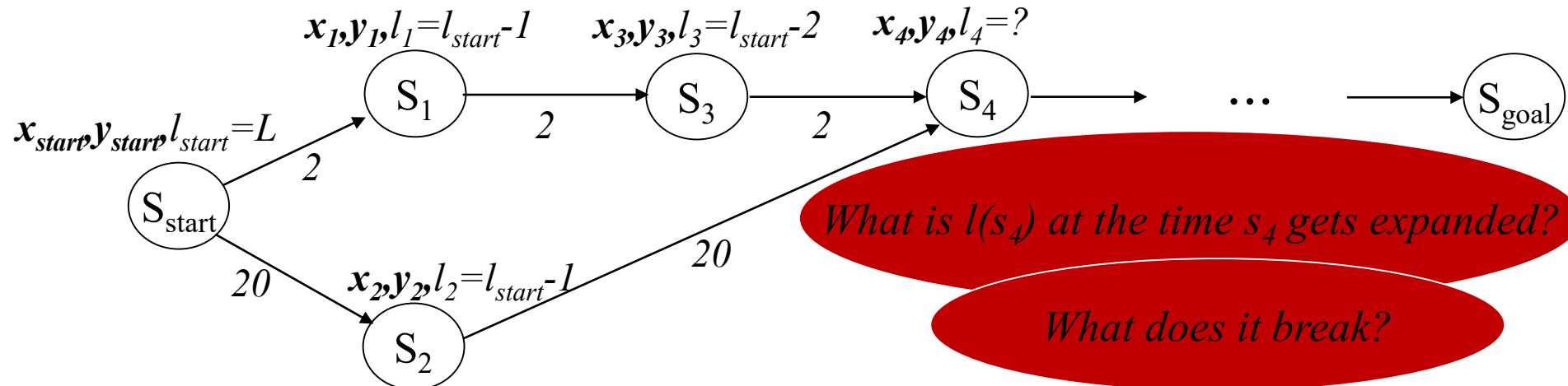
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  - **Consider  $X_{ind}=(x,y)$ ,  $X_{dep}=(l)$ , where  $l$  is the remaining battery level**



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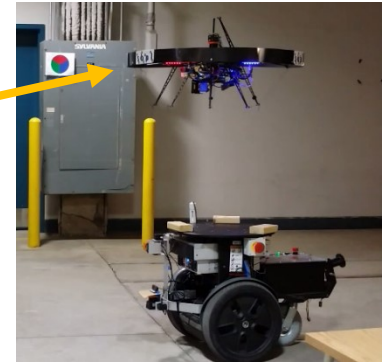


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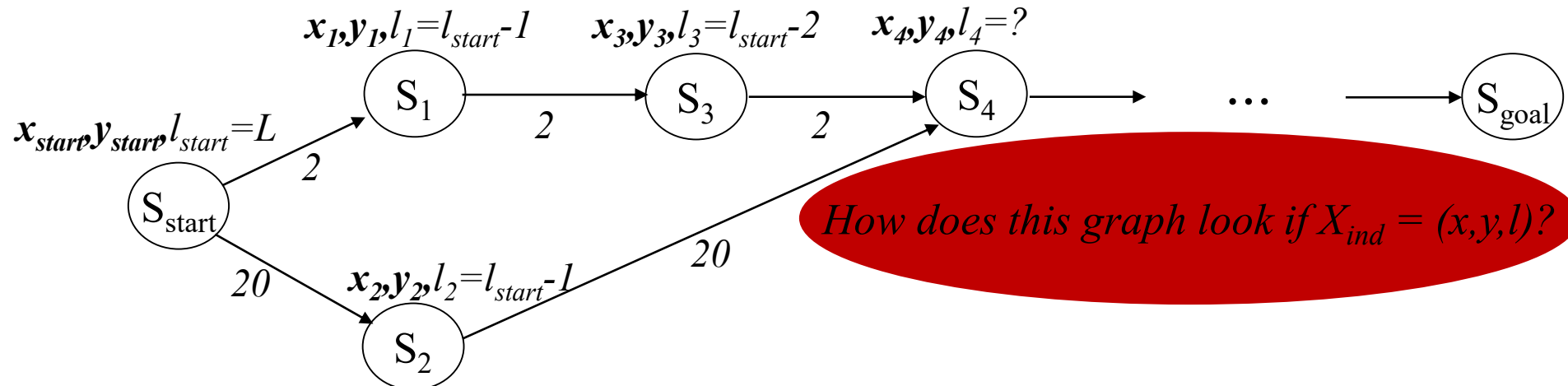




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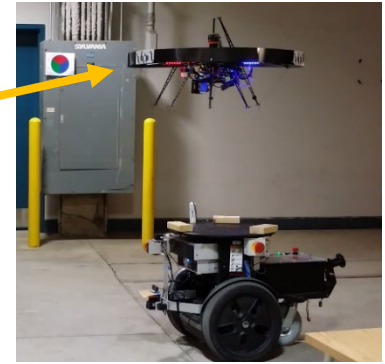


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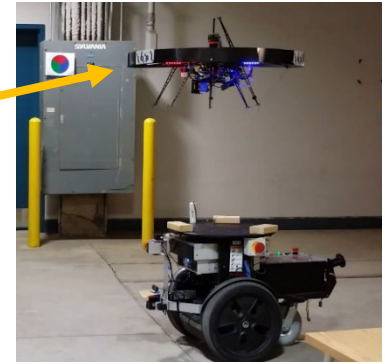
# Back to Planning with Battery Constraint

- Suppose we are planning 2D  $(x,y)$  path for UAV
  - want a collision-free path to  $s_{goal} = (x_{goal}, y_{goal})$
  - assume cost function is battery consumption
  - subject to the trajectory being feasible given the UAV battery level  $L$
  - **Consider  $X_{ind}=(x,y)$ ,  $X_{dep}=(l)$ , where  $l$  is the remaining battery level**

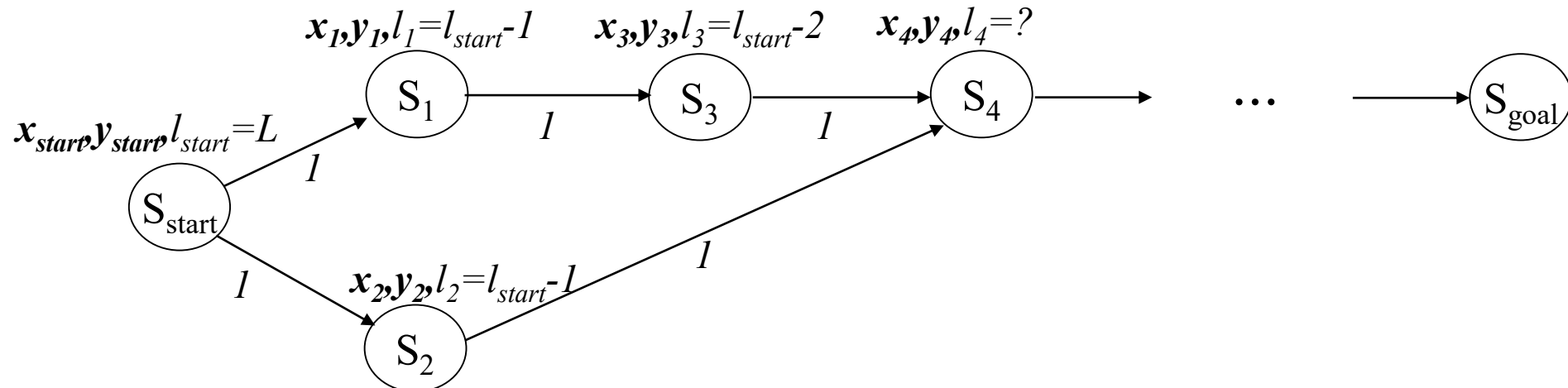


*Is it incomplete?*

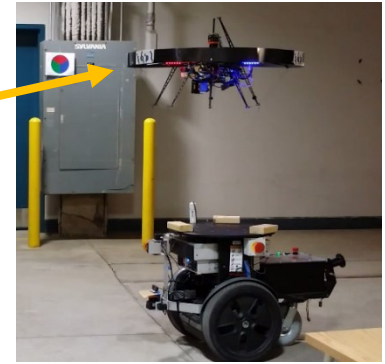
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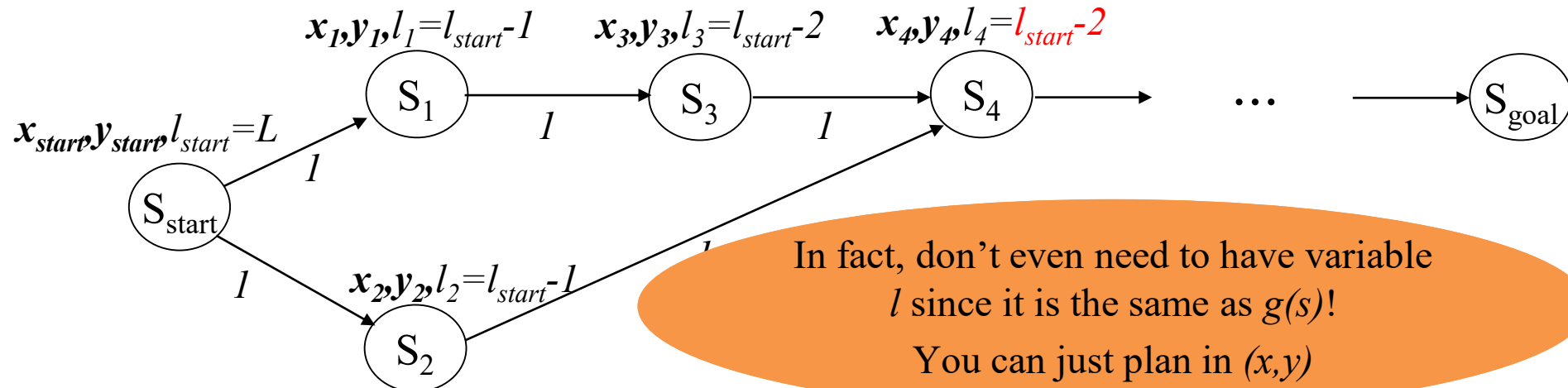
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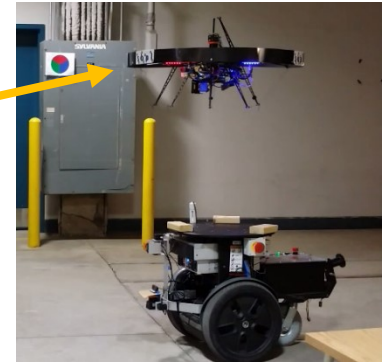
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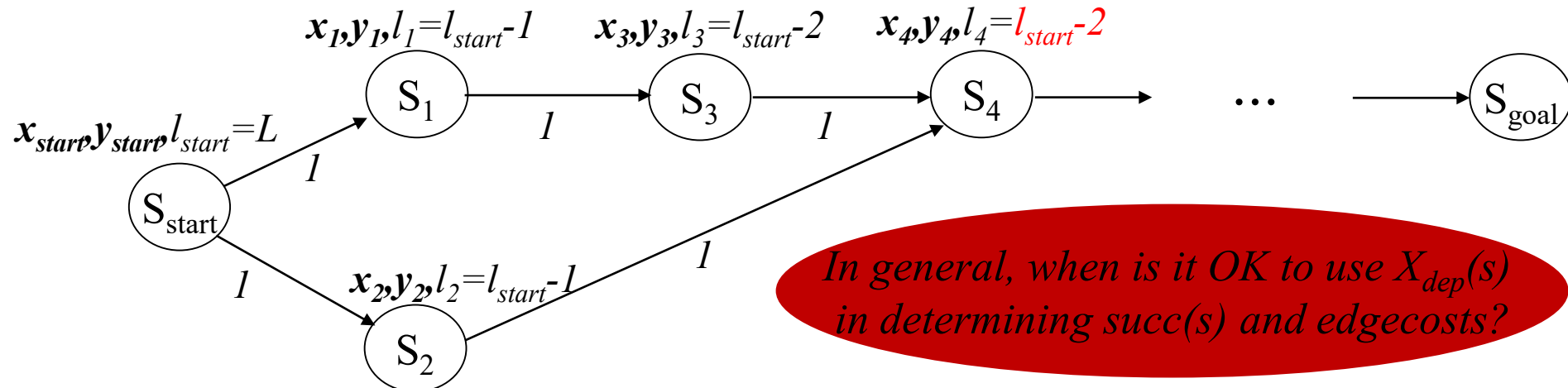
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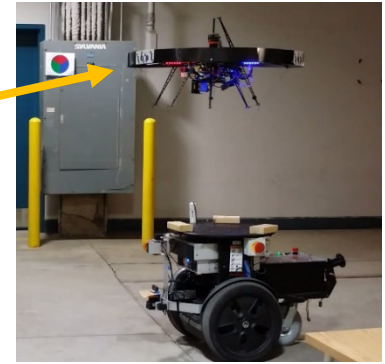
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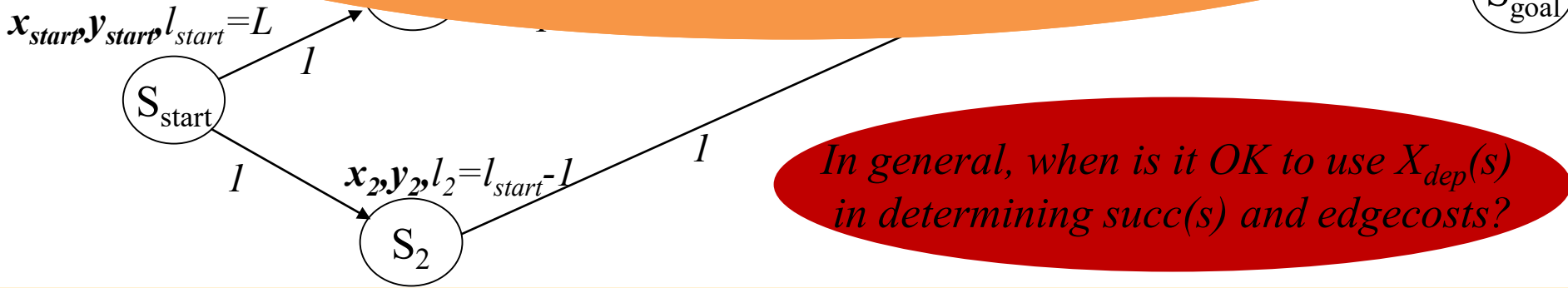


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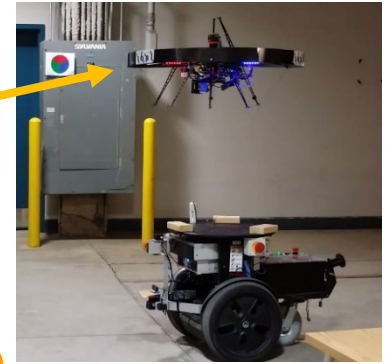
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  - assume cost function is battery consumption
  - subject to the constraint that the UAV battery level  $L$

Whenever you can guarantee that for any state  $s$ :  
 if we have two paths  $\pi_1(s_{start}, s)$  and  $\pi_2(s_{start}, s)$  s.t.  $c(\pi_1) \geq c(\pi_2)$ ,  
 then it implies that  $c_1(s, s') \geq c_2(s, s')$ ,  
 where  $c_i(s, s')$  – cost of a least-cost path from  $s$  to  $s'$  after  $s$  is  
 reached from  $s_{start}$  via path  $\pi_i$



*In general, when is it OK to use  $X_{dep}(s)$  in determining  $succ(s)$  and edgecosts?*

# Back to Planning with Battery Constraint

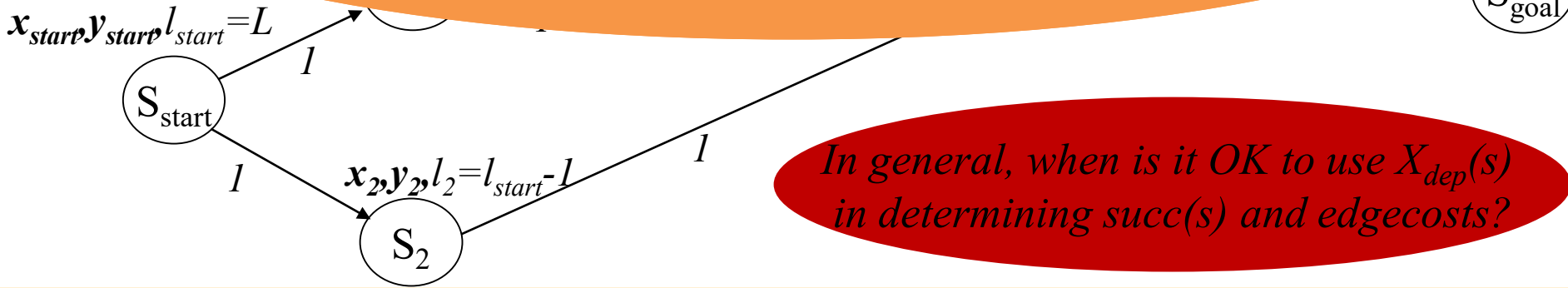


- Suppose we are planning 2D  $(x,y)$  path for UAV

- want a path  $\pi$  from  $s_{start}$  to  $s_{goal}$  such that  $c(\pi)$  is minimized
- assume  $c(\pi)$  is additive
- subject to the constraint that the UAV battery level  $L$  is not exceeded

*Assuming we are running optimal search (such as A\*).*

Whenever you can guarantee that for any state  $s$ :  
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*In general, when is it OK to use  $X_{dep}(s)$  in determining  $succ(s)$  and edgecosts?*

# Dominance Relationship

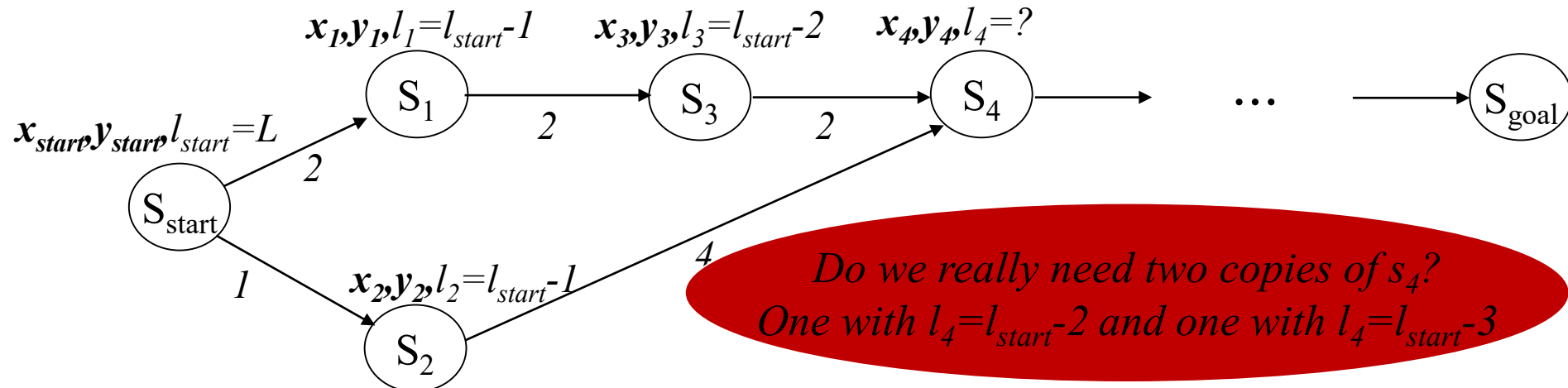
- Suppose we are planning 2D  $(x,y)$  path for UAV

- want a collision-free path to  $s_{goal} = (x_{goal}, y_{goal})$
- want to minimize some cost function associated with each transition (for example, minimize the path length)

- subject to

*What are the general conditions for pruning “dominated” states?*

- Consider  $\mathbf{X}_{ind} = (x, y, l)$





# Dominance Relationship

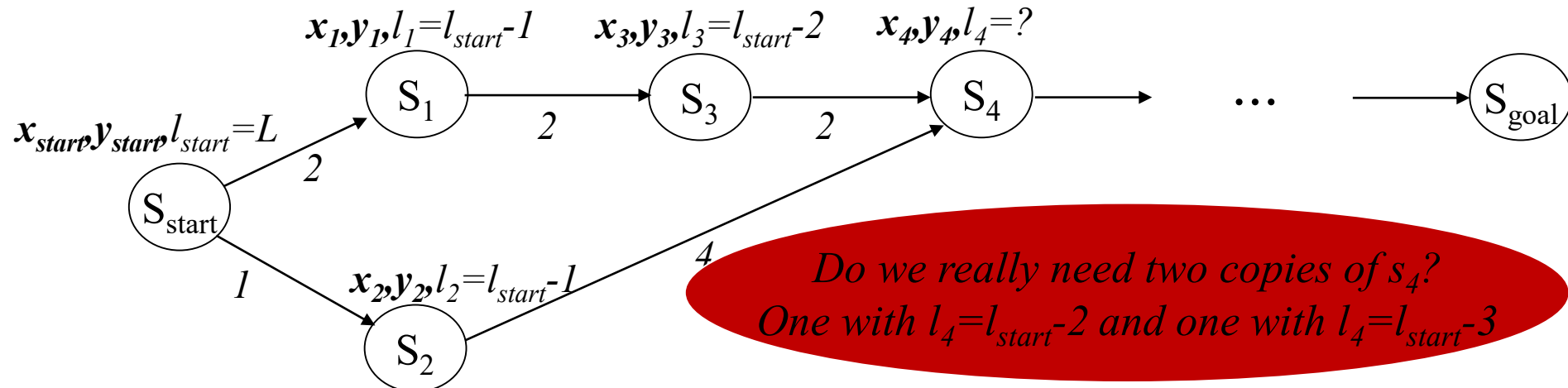
if  $(g(s) \leq g(s'))$  and  $s$  **dominates**  $s'$ , then  $s'$  can be pruned by search  
 *$s$  dominates  $s'$  implies  $s$  cannot be part of a solution that is better than the solution from  $s'$*

- want to minimize  $g(s)$  (cost associated with each transition (for example, minimize the number of nodes visited))

- subject

*What are the general conditions for pruning “dominated” states?*

- Consider  $X_{ind}=(x,y,l)$



# A\* Search with Dominance Check

## Main function

$g(s_{start}) = 0$ ; all other  $g$ -values are infinite;  $OPEN = \{s_{start}\}$ ;

ComputePath();

publish solution;

## ComputePath function

while( $s_{goal}$  is not expanded and  $OPEN \neq \emptyset$ )

  remove  $s$  with the smallest  $[f(s) = g(s) + h(s)]$  from  $OPEN$ ;

  insert  $s$  into  $CLOSED$ ;

  for every successor  $s'$  of  $s$  such that  $s'$  not in  $CLOSED$

    if  $g(s') > g(s) + c(s, s')$

$g(s') = g(s) + c(s, s')$ ;

**if there exists state  $s''$  such that  $(g(s'') \leq g(s'))$  AND  $s''$  dominates  $s'$**

**continue;** //skip inserting state  $s'$  into  $OPEN$ , i.e., prune

      insert  $s'$  into  $OPEN$ ;

# What You Should Know...

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- Dependent vs. Independent variables
- Definition of Markov Property and what happens if it is violated
- Dominance relationship and how it can be used within search
- Understand what planning problems have a Dominance relationship