

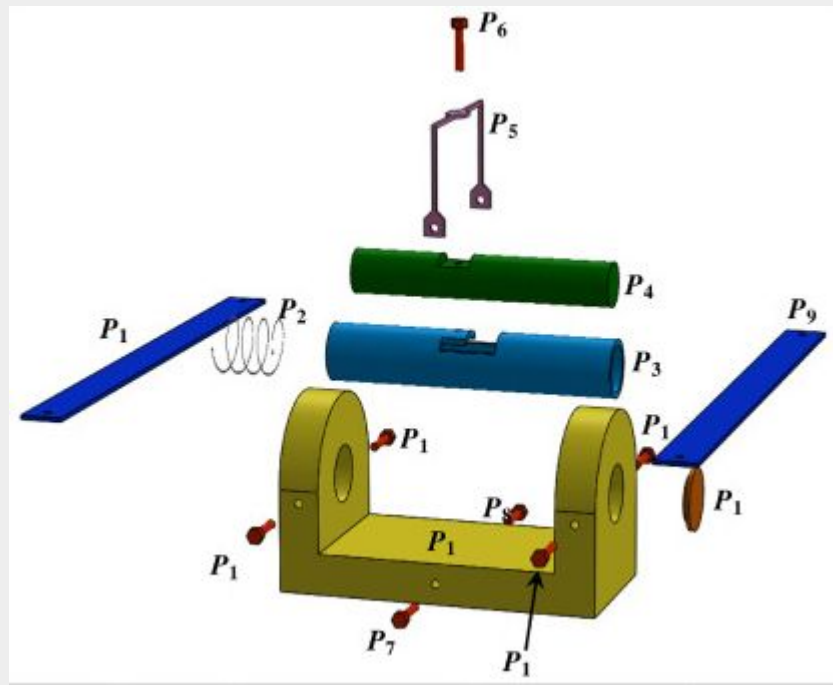


Sampling-Based Motion Planning with Discrete Configuration-Space Symmetries

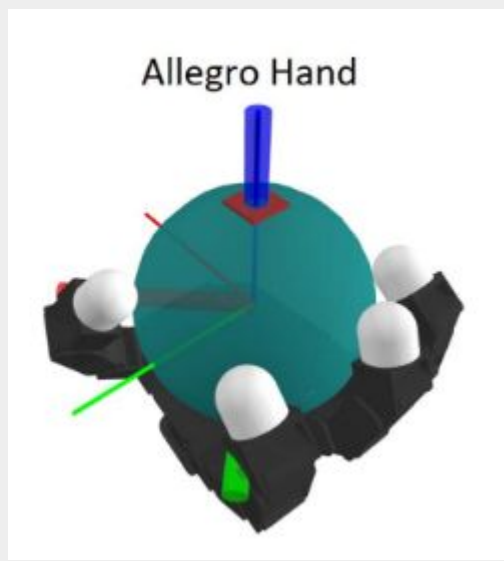
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Configuration Spaces with Symmetries



Object Assembly Planning [1]



Contact Rich Manipulation [2]

Discrete vs Continuous Symmetries

- Can drop dimensions for continuous symmetries
 - Sphere $\rightarrow \mathbb{R}^3$
 - Circular Cone $\rightarrow \mathbb{R}^3 \times S^2$
- Discrete symmetries maintain dimension
- Yields a **complicated configuration space topology**
- Represent as Quotient Manifold Q/G
 - (For configuration space Q , symmetry group G)

Primitives for Planning on Manifolds [3]

- **Uniform Sample:** Uniformly sample Q , project
- **Local Sample:** Given $[q] \in Q/G$, uniformly sample from $B_r(q)$ and project, for any $q \in [q]$.
- **Distance Metric:** Given $[q_1], [q_2] \in Q/G$, $d([q_1], [q_2])$ is the distance (in Q) between the closest representatives $q_1 \in [q_1]$ and $q_2 \in [q_2]$.
- **Local Planner:** Given $[q_1], [q_2] \in Q/G$, follow the minimizing geodesic and check for collisions.

Geometry of Q/G

- $\text{Vol}(Q/G) = \text{Vol}(Q)/|G|$
- $r_{\text{inj}}(Q/G) \geq r_{\text{inj}}(Q)/|G|$
- **Definition:** a path $\gamma: [0, 1] \rightarrow Q$ is **δ -clear** if every point on γ is the center of a collision-free ball of radius δ .
- If $\delta < r_{\text{inj}}(Q/G)$, then $\pi \circ \gamma: [0, 1] \rightarrow Q/G$ is also **δ -clear**

Sample Complexity Improvements

- [4] RRT algorithm (fewer iterations k)

$$\mathbb{P}[\text{Not Reached in } k \text{ Iterations}] \leq \frac{1}{(m-1)!} k^m m e^{-|G|pk}$$

- [5] PRM algorithm (fewer samples N)

$$\mathbb{E}[N] \leq \frac{H\left(\frac{2\ell}{\delta}\right) \text{Vol}(Q_{\text{free}})}{|G| \text{Vol}(B_{\delta/2}(\cdot))}$$

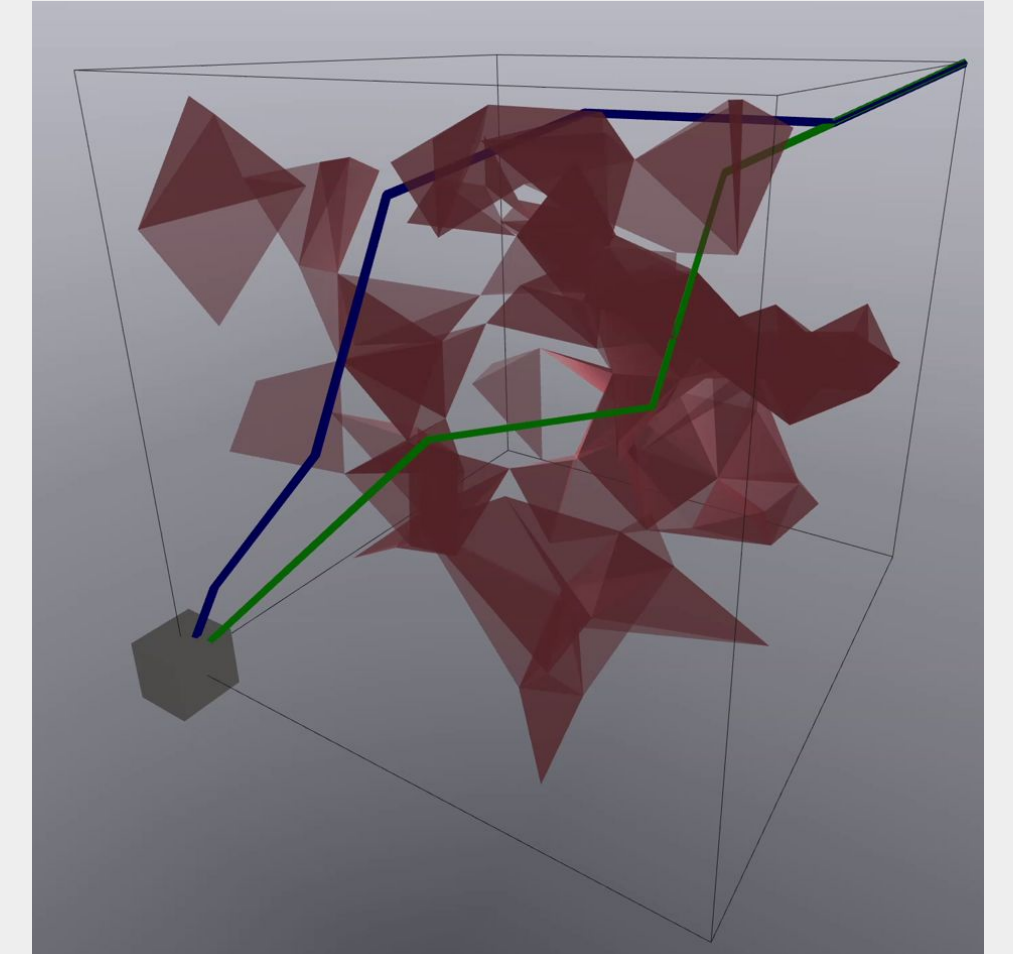
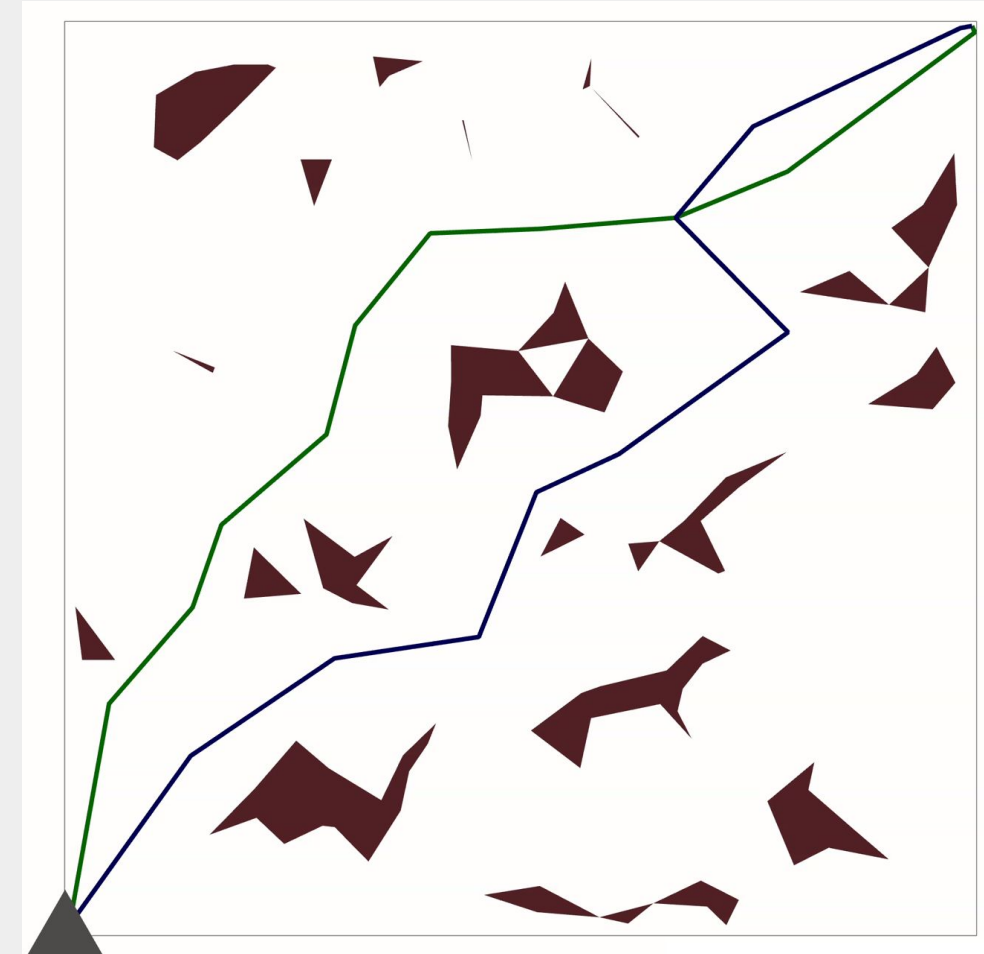
- [6] PRM* algorithm (smaller connection radius ρ)

$$\rho_{\text{prm}} > 2(1 + 1/d)^{1/d} \left(\frac{\text{Vol}(Q_{\text{free}})}{\text{Vol}(B_1(\cdot))} \right)^{1/d} |G|^{-1/d}$$

- [7] RRT* algorithm (smaller connection radius ρ)

$$\rho_{\text{rrt}} \geq (2 + \theta) \left(\frac{(1 + \epsilon/4)c^* \text{Vol}(Q_{\text{free}})}{(d+1)\theta(1 - \mu) \text{Vol}(B_1(\cdot))} \right)^{\frac{1}{d+1}} |G|^{\frac{-1}{d+1}}$$

Experimental Domains



2D path planning (left) and 3D path planning (right). Green path is symmetry-aware, blue path is symmetry-unaware.

Experimental Results

- For each symmetric object, generate 10 random worlds, and 100 start/goal pairs per world -- **total of 24000 plans**
- Compare to symmetry-unaware baselines
- Two sets of experiments
 - Equal resources
 - Reduced resources for symmetry-aware planners (informed by theoretical results)
- Summary of results (equal resources)
 - **RRT: 2-3x speedup, 1.1-1.4x shorter paths**
 - RRT*: 1.1-1.6x slower, ~1.1x shorter paths
 - KNN-PRM*: 1.1-10x slower, ~1.1x shorter paths
 - $|G|$ does not affect results
- Summary of results (unequal resources)
 - RRT*: 1.1-1.6x slower, ~1.1x shorter paths
 - **KNN-PRM*: 2-16x speedup** (grows with $|G|$), comparable paths
 - **RNN-PRM*: 2-32x speedup** (grows with $|G|$), comparable paths
 - Larger $|G|$ leads to larger speedup for PRM methods
- Dimension scaling experiments: joint planning for multiple objects (up to 15 dimensions)
 - Runtime improvement grows with dimension
 - Path lengths consistently better

Conclusions

- Describe key facts of configuration space geometry
- Theory suggests better algorithmic performance
- Comprehensive experiments verify theory

References

- [1] Assembly sequence and path planning for monotone and nonmonotone assemblies with rigid and flexible parts, Masehian and Ghandi 2021.
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- [4] Probabilistic completeness of RRT for geometric and kinodynamic planning with forward propagation, Kleinbort, Solovey, Littlefield, Bekris, and Halperin 2018.
- [5] Measure theoretic analysis of probabilistic path planning, Ladd and Kavraki 2004.
- [6] Sampling-based algorithms for optimal motion planning, Karaman and Frazzoli 2011.
- [7] Revisiting the asymptotic optimality of RRT, Solovey, Janson, Schmerling, Frazzoli, and Pavone 2020.