

Planning of Pushing Manipulation by a Mobile Robot Considering Cost of Recovery Motion

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Abstract: This paper presents a planning method of pushing manipulation by a mobile robot. It is sometimes very useful if the robot can take recovery action, namely, re-approaching and re-pushing, when it turns out to be ineffective to keep current pushing motion. The proposed planning framework is based on the idea of mode switching, where three modes; approaching, pushing and re-pushing, are considered. The pushing motion is first built with dynamic programming, which provides value function of the state. Based on the value, planning of re-approaching to the object and re-pushing is conducted using a value iteration algorithm extended to state space with uncertainty. The proposed planning framework was evaluated in simulation, and it was shown that it provides more effective behaviour of the robot by recovery motion at an appropriate timing.

1 INTRODUCTION

Today, robots that can work on behalf of humans are expected in various fields such as rescue, guide and nursing-care (Tribelhorn, 2007; Nagatani, 2011; Mukai, 2010). In some applications, it is very important that the robots can act autonomously to reduce cost of human controllers. The autonomous behaviors of the robots include action to manipulate object of interest as well as to drive the robots themselves. Considering the ability of manipulation of the autonomous robots widens applicability of them, but makes planning and control problems more complicated, partly because of larger gap between the model of the world and actual behavior of the real system.

One promising approach to the incompleteness of the world model is to apply numerical (or learning) approaches, which do not rely on specific mathematical model of the world. A numerical approach to solve optimal control problem is known as DP (Dynamic Programming) (Bertsekas, 2005). Reinforcement learning (Sutton and G.Barto, 1998), which relies only on robot's trial and error, has been extensively applied to robot control problems including whole-body dynamical motion of robot (Morimoto and Doya, 2001).

With regard to manipulation task, Kondo *et al.* (2003) realized pushing manipulation of a peg based on reinforcement learning. Reinforcement learning approaches, however, generally suffer from increas-

ing number of trials required for behavior acquisition. Similar problem also happens to dynamic programming approaches since calculation amount of DP can easily increase according to the dimension of the state space.

Complexity of manipulation problem is caused by several reasons; increase of search space due to combinatorial problem of contact points between robot and object, uncertainty of object dynamics at its contact points and switching of contact modes such as stick, slip, rolling and sliding. The last one has been discussed in the framework of hybrid dynamical system (van der Schaft and Schumacher, 2000). The framework of hybrid dynamical system deals with a problem where a continuous dynamical system is called a mode and a different continuous dynamics appears when switching of mode happens. By utilizing the structure of the task considering multiple modes, efficiency of learning approach to manipulation can be improved (Kobayashi and Hosoe, 2010).

Pushing task by a mobile robot can be also regarded as a class of the hybrid dynamical system, where the task can be divided into non-contact (approaching) mode and contact (pushing) mode. Sometimes it will be effective to replan the robot's motion to once leave contact mode for re-approach to the object when displacement of the object is getting too large as depicted in Fig. 1. Though there has been an attempt to consider mode switching to manipulation by a mobile robot (Sekiguchi *et al.*, 2012), uncertainty

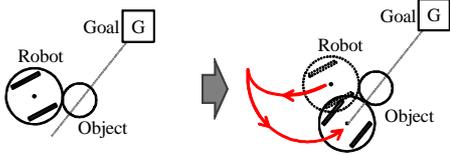


Figure 1: An example of re-pushing behavior.

in the process of pushing was not sufficiently considered. This paper presents a planning of pushing manipulation by a mobile robot including recovery motion (re-pushing) considering uncertainty of object's position.

In the remainder, Section 2 describes problem settings of pushing manipulation. The proposed planning method is described in Sections 3 and 4, where approaching behavior and re-pushing behavior are considered, respectively. Evaluation by simulation is described in Section 5, followed by conclusion in Section 6.

2 PROBLEM SETTING

A task of pushing manipulation by a mobile robot is considered. The mobile robot has two wheels, to which rotational speed commands are sent. A circular object is located at an initial position that is apart from the robot. The objective is to carry the object to goal region in the shortest time.

If the robot fails to push the object to the goal region, it has to retry the task, which requires longer time. Thus, the robot is required to consider risk of failing to reach the goal region through the increase of expected time for task completion. It can reduce the risk by taking re-pushing action depending on situations. It is assumed that the robot can observe positions of the goal and the object and there are no obstacles.

Fig.2 shows the model of two-wheeled robot. Each variable is defined as follows.

- x, y : Coordinates of the point P [mm]
- θ : Orientation of robot to the x-axis [rad]
- ω_r, ω_l : Angular velocity of the wheel [rad/sec]
- R : Radius of the wheel [mm]
- L : Length of the axle [mm]

Kinematics of the forward motion of robot is expressed by the following equation.

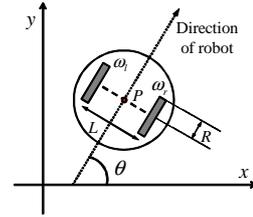


Figure 2: Model of two-wheeled robot

$$\begin{bmatrix} \dot{x} \\ \dot{y} \\ \dot{\theta} \end{bmatrix} = \begin{bmatrix} \cos \theta / 2 & \cos \theta / 2 \\ \sin \theta / 2 & \sin \theta / 2 \\ 1/R & 1/R \end{bmatrix} \begin{bmatrix} R\omega_r \\ R\omega_l \end{bmatrix} \quad (1)$$

Position and orientation of the robot can be obtained by integrating (1) as

$$x = x_0 + \frac{R}{2} \int_0^t \cos \theta(t) (\omega_r + \omega_l) dt \quad (2)$$

$$y = y_0 + \frac{R}{2} \int_0^t \sin \theta(t) (\omega_r + \omega_l) dt \quad (3)$$

$$\theta = \theta_0 + \int_0^t (\omega_r - \omega_l) dt, \quad (4)$$

where x_0, y_0, θ_0 denote position and orientation of the robot at time $t = 0$.

3 PLANNING OF APPROACHING AND PUSHING BEHAVIORS

3.1 Motion Generation based on DP

Motion planning of each behavior is based on DP. Let $s \in \mathcal{S}$ denote discrete state and $a \in \mathcal{A}$ denote action, where \mathcal{S} and \mathcal{A} denote sets of states and actions, respectively. Transition probability from state s to s' by taking action a is denoted by $P_{ss'}^a$, where $s, s' \in \mathcal{S}$ and $a \in \mathcal{A}$. $R_{ss'}^a$ denotes expected reward given to the robot for state s transition from s to s' with action a . The objective of motion planning is to obtain a control policy $a = \pi(s)$ which maximizes cumulated reward $\sum_{k=1}^{\infty} \gamma^{k-1} R_{ss'}^a$, where $0 < \gamma \leq 1$ denotes discount factor. Discount factor is an index for evaluating by discounting the reward obtained in the distant future. The optimal Bellman equation is expressed by the following

$$V(s) = \arg \max_a \sum_{s'} \pi(s, a) \sum_{s'} P_{ss'}^a [R_{ss'}^a + \gamma V(s')], \quad (5)$$

where $V(s)$ denotes state value function. By iterating update of the equation, called value iteration, for all $s \in \mathcal{S}$, value function of each state under the optimal control policy is obtained. In this paper, motion

planning with DP is used to obtain control policies for approaching motion and pushing motion.

The value iteration algorithm is shown below, where ε denotes a small positive value to judge convergence.

Algorithm 1: Algorithm of Dynamic Programming.

<p>The initialized with the value of any V.</p> $V(s) \leftarrow 0$ <p>Repeat :</p> <p>For each $s \in S$</p> $v \leftarrow V(s)$ $V(s) \leftarrow \max_a \sum_{s'} P_{ss'}^a [R_{ss'}^a + \gamma V(s)] \quad (6)$ $\Delta \leftarrow \max(\Delta, v - V(s))$ <p>$\Delta < \varepsilon$</p> <p>output the policy π</p> $\pi(s) = \arg \max_a \sum_{s'} P_{ss'}^a [R_{ss'}^a + \gamma V(s)]$
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3.2 Generation of Approaching Behavior

Model of two-wheeled robot for non-contact mode is shown in Fig.3. Non-contact mode denotes a state where the robot approaches the target. State of robot in the non-contact mode, $x \in \mathbb{R}^3$, and control input $u \in \mathbb{R}^2$ are defined as

$$x = (x_r, y_r, \theta)^T, u = (\omega_l, \omega_r)^T, \quad (7)$$

where x_r, y_r are the position of the robot and θ is the posture of the robot. ω_l, ω_r are the rotational speeds of the left and right wheels, respectively.

The robot must reach an appropriate place to start pushing the object. A point on the opposite side of the line to the goal is target point.

3.3 Generation of Pushing Behavior

Model of two-wheeled robot for Contact mode is shown in Fig.4. Contact mode is a state where the robot pushes the object. State of the robot in the contact mode, $x \in \mathbb{R}^4$, and control input $u \in \mathbb{R}^2$ are defined as,

$$x = (x_r, y_r, \theta, \phi)^T, u = (\omega_l, \omega_r)^T, \quad (8)$$

where ϕ denotes the orientation of the object relative to the robot. The target position of the object is defined as (x_g, y_g) . The target state for the pushing behavior is a state where center of the object is inside a square with size $R_g[\text{mm}]$ at (x_g, y_g) .

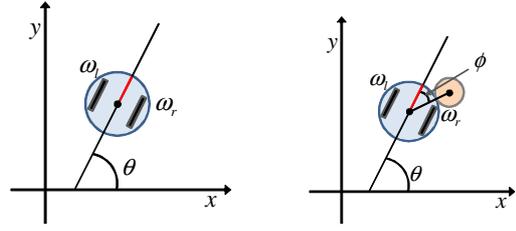


Figure 3: Non-contact mode.

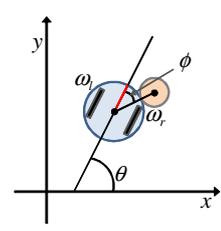


Figure 4: Contact mode.

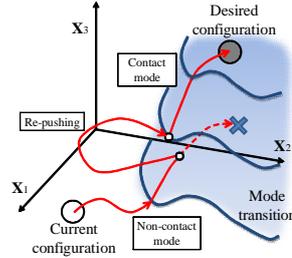


Figure 5: Planning space shift among different modes.

4 PLANNING OF RE-PUSHING BEHAVIOR

4.1 Uncertainty in Pushing Manipulation

If the robot could reach the desired position for pushing given in section 3.2 without any error, the object would reach the goal position only with completely straight locomotion of the robot. In the implementation of the approaching behavior, however, there is an inherent error caused by discretization of the state. It is required to consider deviation of object trajectory even with the planned pushing behavior described in section 3.3.

It will be better to stop continuing current pushing motion and to take approaching behavior again when deviation of the object is too large to safely move to the goal region. This behavior is called re-pushing in this paper. The core contribution of the paper is to realize an appropriate planning when to take re-pushing action. Since approaching behavior inherently includes error at the destination, the re-pushing behavior should be planned considering uncertainty of position of the object.

The outline of mode transitions in pushing and re-pushing behaviors is shown in Fig.5. After reaching the contact mode, the robot proceeds toward the desired configuration while keeping the contact mode. But if necessary, it once switches to non-contact mode not to fail to reach the goal region. This decision of re-pushing can be made by considering both costs of

keeping current pushing behavior and switching to re-pushing behavior. Note that ‘cost’ used in the following has the same meaning as ‘reward’ with multiplication of -1.

4.2 Planning of Re-pushing Behavior

Uncertainty of object behavior is considered using particles (Thrun et al., 2005) that express various positions of the object. Initially, particles are located randomly according to size of a discrete state used in approaching behavior, as shown in Fig. 6. Variance of the object position is expressed by range of distribution of the particles. Let $\phi_j, j = 1, \dots, M$ denote j -th discretized range of the object position relative to the goal direction, which corresponds to a state where particles are distributed in interval of $[-\phi_j, \phi_j]$. Distance of the robot to the goal is also discretized and denoted by $r_i, i = 1, \dots, K$. Thus, state of the robot and the object with uncertainty is represented by discrete state of $(r_i, \phi_j), i = 1, \dots, K, j = 1, \dots, M$ (see Fig.7).

Decision of taking re-pushing action is expressed by a threshold of ϕ , denotes by ϕ_a , where re-pushing is conducted if the relative angle of the object to the goal direction exceeds ϕ_a . Expected cost for taking action ϕ_a in state (r_i, ϕ_j) can be estimated by the particles that are located inside the region defined by ϕ_j . Now let N_1 particles are inside the region defined by ϕ_a and N_2 particles are outside. Expected cost for continuing current pushing behavior can be estimated by evaluating the N_1 particles. N_2 particles can be utilized to estimate expected reward for taking re-pushing behavior. Now let $V(r_i, \phi_j)$ denote value (expected cumulated cost) at state (r_i, ϕ_j) . The evaluation can be done by applying the value iteration framework in the following form:

$$V(r_i, \phi_j) = \min_{\phi_a} \frac{1}{N} \left[N_1(\phi_j, \phi_a) (\Delta t + V(r_{i-1}, \phi'_j)) + N_2(\phi_j, \phi_a) \left(\frac{1}{N_2(\phi_j, \phi_a)} \sum_{k=1}^{N_2} d(\phi_k) + V(r_i, \phi_0) \right) \right], \quad (9)$$

where ϕ_k denotes position of k -th particle and $d(\phi_k)$ denotes cost for re-approaching behavior starting from state ϕ_k . $N_1(\phi_j, \phi_a)$ and $N_2(\phi_j, \phi_a)$ denote number of particles inside and outside of region defined by re-pushing threshold ϕ_a in state ϕ_j , respectively.

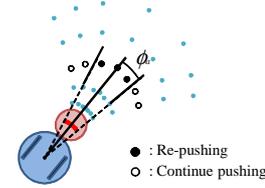


Figure 6: Variation in the position of the object.

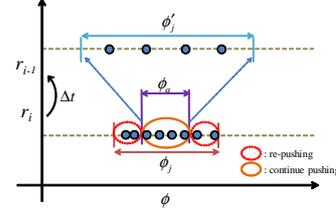


Figure 7: The idea of re-pushing.

5 EXPERIMENT

5.1 Experimental Condition

To evaluate the effectiveness of the proposed method, re-pushing behavior with fixed threshold values $\phi_a = 10$ and $\phi_a = 20$ were implemented. Performance of each strategy was evaluated by repeated trials with different initial positions of (x, y, θ, ϕ) . Size of the goal region was defined as 20 mm.

The specifications of the robot and the object used in the simulation were given by the followings; radius of the wheel 20mm, length of the axle of the robot 50mm, radius of the robot 25mm, radius of the object 15mm. Table 1 depicts the number of discretization of the state space for the contact mode and the non-contact mode.

Table 1: the number of divisions of the discretization.

	State space	Division number
x [mm]	[0, 250]	26
y [mm]	[0, 250]	26
θ [deg]	[0, 360]	36
ϕ [deg]	[-30, 30]	13

Initial configuration of the robot was fixed at $(x, y, \theta) = (7, 7, 45)$ and initial position of the object was varied from -10 to 10 degree with one degree intervals. Discretization of action was given as 20 motions, 2 for turning to the left and the right, 9 for forward and 9 for backward locomotions.

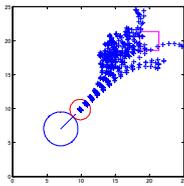


Figure 8: Prediction of the position of a subject with a particle.

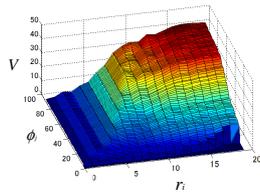


Figure 9: Value calculation results for determining the range.

5.2 Experimental Result

An example of particle simulation is shown in Fig. 8. ‘+’ in the figure depicts position (particle) of the object. Initially particles were located in front of the robot with a small variation. It can be seen that positions of the object diverged even with a small initial variation.

The value calculation results by the dynamic programming is shown in Fig.9. It can be seen that value of state expected cost is higher when r_i (distance to the goal) is larger and ϕ_j (variance of object position) is larger. The obtained value function can be used to plan re-pushing actions.

The result of comparison between the proposed method and re-pushing strategy with fixed threshold is depicted in Table 2. Success rate in the table denotes ratio of reaching inside the goal region. It can be seen that proposed method realized the best success ratio. Average steps required to reach the goal region was also the best compared with the fixed threshold strategies.

An example of trajectory realized by the proposed re-pushing planning is shown in Fig. 10, where the object is denoted by red circles. Blue circles denote the robot when it was pushing the object and green circles denote the robot with approaching (non-contact) mode. First it continued pushing motion until the object turns away from the goal (a). The first re-pushing was applied by re-approaching (b) and pushing (c). The robot finally moved the object to the goal region after the second re-pushing (d).

Table 2: Experimental result.

	Success rate	Average of steps
Present method	71.4% (15/21)	50.4
$\phi_a = 20$	52.4% (11/21)	74.3
$\phi_a = 10$	57.1% (10/21)	52.2

There were failures of the pushing task both in the proposed framework and the fixed re-pushing strategies. They were caused by incompleteness of the control policy obtained by DP. Discretization of the state space was not sufficiently fine so as to enable

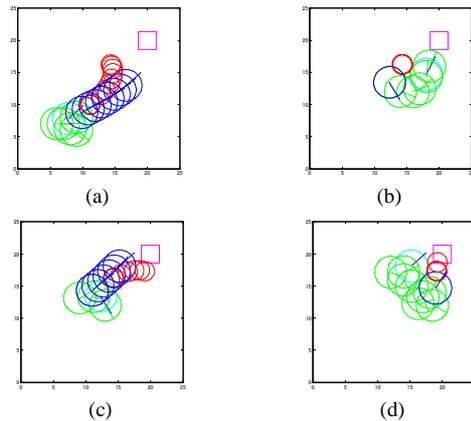


Figure 10: Trajectories of robot and object divided into four phases.

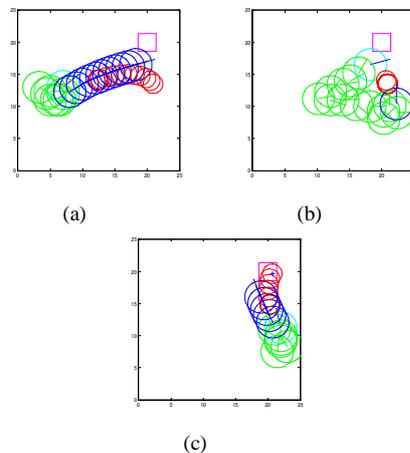


Figure 11: An example which is larger number of steps as compared to the fixed value.

the robot to take appropriate action at every discrete state. Increasing the discretization number also for the robot’s action will improve success rate of the task.

An example of trajectory that took many steps to reach the goal is shown in Fig. 11. In this case, the robot decided to take re-pushing at the last frame indicated in (a), but it took many steps to re-approach the object. This inefficiency might have been caused by the calculation of value function based on (9). In the framework, distance of the robot from the goal was considered in addition to the variance of the object position ϕ . Taking distance of the object from the goal into account will also contribute to improve planning of the re-pushing.

6 CONCLUSIONS

In this paper, we presented a method of generating an object-pushing manipulation for a two-wheeled robot based on consideration of effectiveness of re-pushing and idea of mode switching. The task of pushing manipulation was divided into two phases; approaching and pushing, both which DP was applied to. Planning framework under the consideration of uncertainty was proposed to find appropriate timing for re-pushing action decision. Simulation results showed that the proposed planning framework realized better performance in comparison with a re-pushing strategy with a simple rule. The proposed framework will be further improved not only for taking recovery motion but also expansion to manipulation problem under cooperation of multiple mobile robots.

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APPENDIX

Position of the Object at Impact

This section describes behavior of the object when the object and the circular robot collides. When the robot has interfered to the object by distance d , the object is moved to a position in contact with the robot on an extended line connecting the centers of the object and the robot. The position of the robot is not changed by the interference. Let the previous position of the object be denoted by (x_{ob}, y_{ob}) , and the angle between x -axis and line segment connecting the centers of the object and the robot be denoted by ψ . Then position of the object after the collision (x_{oa}, y_{oa}) is expressed by the following equation.

$$x_{oa} = x_{ob} + d \cos \psi \quad (10)$$

$$y_{oa} = y_{ob} + d \sin \psi \quad (11)$$

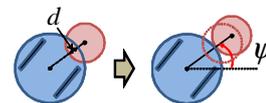


Figure 12: Position of the object after contact with the robot.