Multiobjective Optimal Trajectory Planning of Space Robot Using Particle Swarm Optimization



Robotics: definitions



Robotics: definitions

Modeling

- Kinematic, static and dynamic description
- Sensor and actuators

Control

Trajectory planning
Motion control
Hardware & Software

Robotics: definitions

• Kinematics $\underline{p} = [x, y, z, \alpha, \beta, \gamma]$ $\underline{\theta} = [\theta_1, \theta_2 \dots \theta_n]$ $\underline{p} = \underline{f(\theta)} \quad (\text{forward kin.})$ $\underline{\theta} = \underline{f^{-1}(p)} \quad (\text{inverse kin.})$



• Differential Kinematics $[v, \omega] = J(\underline{\theta})\underline{\theta}'$ (forward) $\underline{\theta}' = J^{-1}(\underline{\theta}) [v, \omega]$ (inverse)

• Dynamics $\tau = H(\underline{\theta})\underline{\theta}'' + \underline{c}(\underline{\theta}, \underline{\theta}', \underline{F}_{ex})$



Trajectory planning



Given a specific task $\underline{p}(t)$, evaluate $\underline{\theta}(t)$, $\underline{\theta}'(t)$, $\underline{\theta}''(t)$ so that:

- the end effector follows the desired trajectory
- the trajectory is smooth (without discontinuities)

 geometric, velocity, acceleration, and torque constraints are satisfied
 <u>the trajectory is OPTIMA</u> according to some criteria



Trajectory planning



 Point-to-point problem: define inter-knot points and interpolate (linear interpolation, spline, etc.)

Motion control: define the torques to be applied

Trajectory planning

Different conflicting criteria:

- minimize trajectory time
- minimize mechanical energy of actuators
- minimize fuel consumption
- minimize disturbances
- etc.

Disturbance to the space base

Free-floating environment

Mutual disturbance between base and end-effector: $F_B = N^{-1}F_E \leftrightarrow F_E = NF_B$

N (dynamic coupling matrix) "is a function of the robot configuration [θ], the geometric and inertia parameters of the robot and the spacecraft, and the position of the robot base with respect to the spacecraft" [2]

<u>The shorter the motion time is,</u> <u>the greater the disturbance to</u> <u>the base will be</u>





Multiobjective problem

 $\Gamma = \frac{1}{N} \sum_{j=0}^{N-1} \max(F_b(t_j))^2$ $T = \int_{t_0}^{t_f} dt = \int_{t_0}^{t_f} \frac{1}{v} ds, s \in [p_0, p_f]$ min $|\theta_i(t_j)| \le \theta_{max}, 1 \le j \le N$ $\begin{aligned} |\dot{\theta}_i(t_j)| &\leq \omega_{max} \\ |\ddot{\theta}_i(t_j)| &\leq a_{max} \\ \tau^i_{min} &\leq \tau_i \leq \tau^i_{max}, i = 1, 2, ..., n \end{aligned}$ s.t.

Particle Swarm Optimization

- Stochastic simulation of the social behavior of bird flocks (fish schools, particle swarms)
- Each solution is considered as a *particle* moving in Rⁿ with the law (i = 1...N):
- $\underline{v}_{i}(k+1) = \alpha \underline{v}_{i}(k) + c_{1}rand()(\underline{p}_{i}(k) \underline{x}_{i}(k)) + c_{2}rand()(\underline{p}_{g}(k) \underline{x}_{i}(k))$
- $\underline{x}_{i}(k+1) = x_{i}(k) + \beta \underline{v}_{i}(k+1)$
- Autobiographical memory ("simple nostalgia") + shared knowledge of the swarm



Algorithm parameters c₁ (cognitive parameter) c₂ (social parameter) α (inertia weight: <u>tradeoff global</u> <u>vs local exploration</u>) β (constriction factor)

Particle Swarm Optimization



Multiobjective optimization

Personal and Neighborhood bests are <u>non-dominated solutions lists</u> (according to Pareto preference)

The comparison is made against a solution randomly selected from non-dominated solutions lists

When a new non-dominated solution is found, it is added to non-dominated solutions lists

The proposed method

- Weighted sum method:
- min $\omega_1 T + \omega_2 \Gamma$ (s.t. constraints defined above)
- ω_i (randomly chosen in [0,1]) define the PSO search direction \rightarrow solve PSO for different weights vectors

Define n inter-knot points and t_{ik} ≤ t_{max} (inter-knots travel time)
 Define ω_i and solve PSO (for n_{iter} < N_{max})
 Update personal and neighborhood best solutions lists
 Redefine ω_i and loop to 2. until a termination condition is reached

Simulation results

- Simulation validation with a planar 2 DOFs free-flying space robot model:
- $m_0 = 40 \text{ Kg}, m_1 = 4 \text{ Kg}, m_2 = 3 \text{ Kg}$ $L = L_1 = L_2 = 1 m$ $I_0 = 6.67 \text{ Kg m}^2$, $I_1 = 0.33 \text{ Kg m}^2$, $I_2 = 0.25 \text{ Kg m}^2$ $-\pi \le \theta_i \le \pi, \theta'_{imax} = 5 \text{ rad/s}, \theta''_{imax} = 20 \text{ rad/s}$ (i=1,2) $\tau_{1 \text{ max}} = 100 \text{ Nm}, \tau_{2 \text{ max}} = 50 \text{ Nm}$ one inter-knot point, $t_{ik} \leq 2s$ • Test trajectory: $\underline{\theta}_{0} = [\theta_{10}, \theta_{20}] = [\pi/3, -\pi/6] \rightarrow \underline{\theta}_{F} = [\theta_{1F}, \theta_{2F}] = [-3\pi/4, 5\pi/7]$ $\underline{\Theta}'_{\Omega} = \underline{\Theta}''_{F} = \underline{O}$

Simulation results







 $\theta_{1K} = 0.6779$ $\theta_{2K} = -0.8802$ $\theta'_{1K} = -1.5203$ $\theta'_{2K} = 1.7563$ $t_0 = 1.8s$ $t_1 = 2.7s$

Conclusions

- Disadvantage of the proposed weighted sum method: many iterations on <u>random</u> weights
- Use instead the multiobjective variant of PSO (MOPSO [7]), or other MO heuristic methods (GA, DE, etc)

 Different scalarization approach: ε-constraint (disturbance to the base ≤ ε)

Improvements: on-line optimization (look-ahead), more inter-knot points (computationally expensive)

References

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[5] J. Kennedy, R. Eberhart: Particle Swarm Optimization

[6] J. Kennedy: The Behavior of Particles

[7] C. A. C. Coello, M. S. Lechuga: MOPSO: A proposal for Multiple Objective Particle Swarm Optimization