

# Anytime Planning for End-Effector Trajectory Tracking

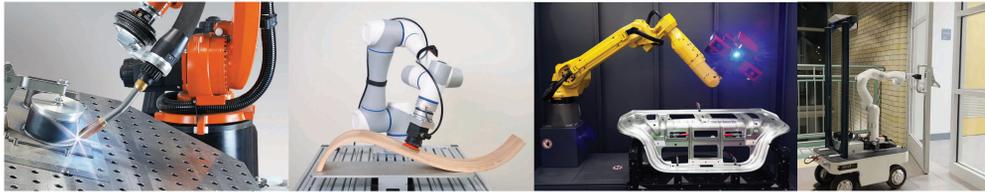


Yeping Wang and Michael Gleicher

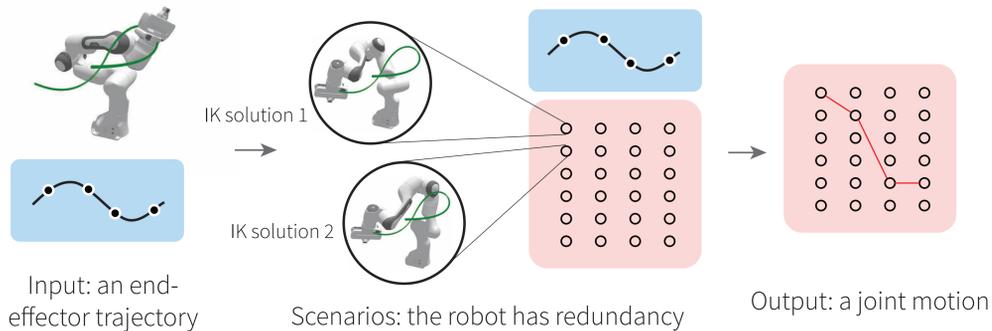
Synopsis: we present an anytime algorithmic framework that efficiently and effectively generate robot motions to track reference end-effector trajectories

## Motivation

Both industrial tasks (welding, sanding, painting, visual tracking) and everyday manipulation (opening a door, sliding a drawer) require the robot to follow a desired end-effector trajectory precisely.



## Problem Formulation



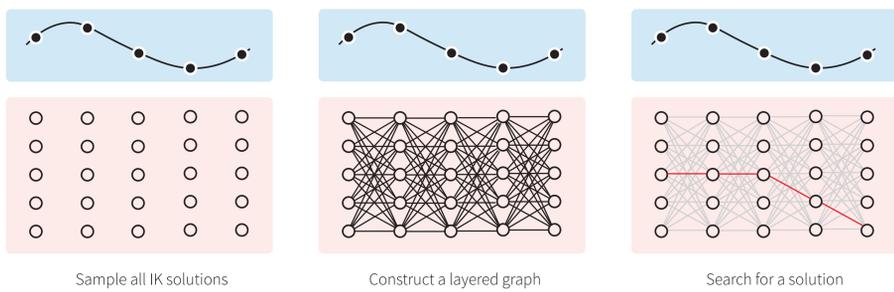
Criteria: Minimize joint movement, joint velocity, reconfigurations

Reconfigurations: for a complex trajectory, it becomes necessary to divide it into shorter segments. Each division introduces a reconfiguration, in which the robot deviates from the reference trajectory, repositions itself in configuration space, and then resumes task execution.

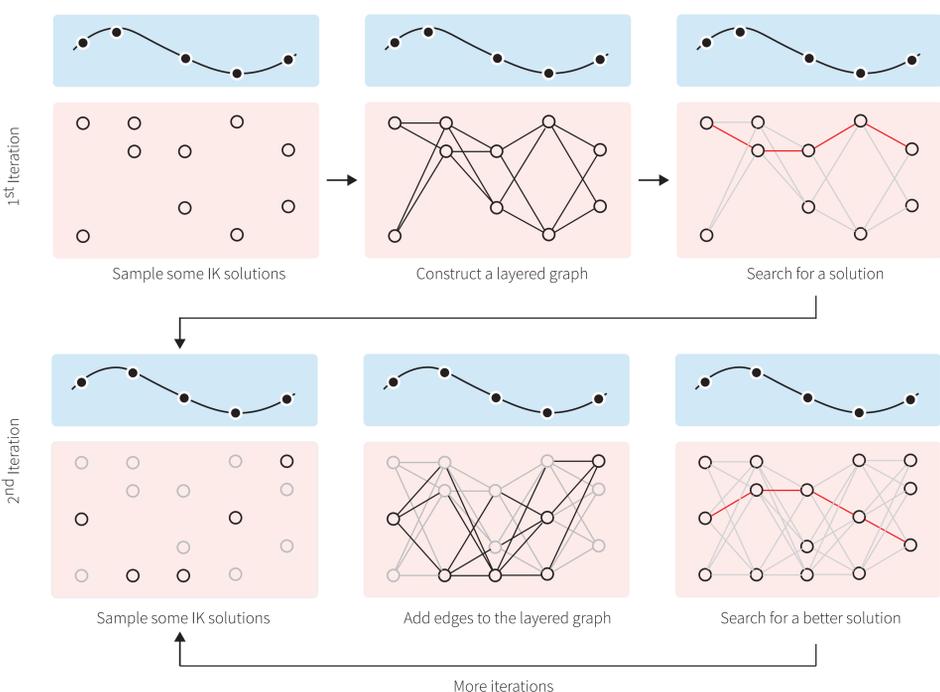


## Background

Baseline 1: Existing graph-based algorithms (sequential framework) [1,2]

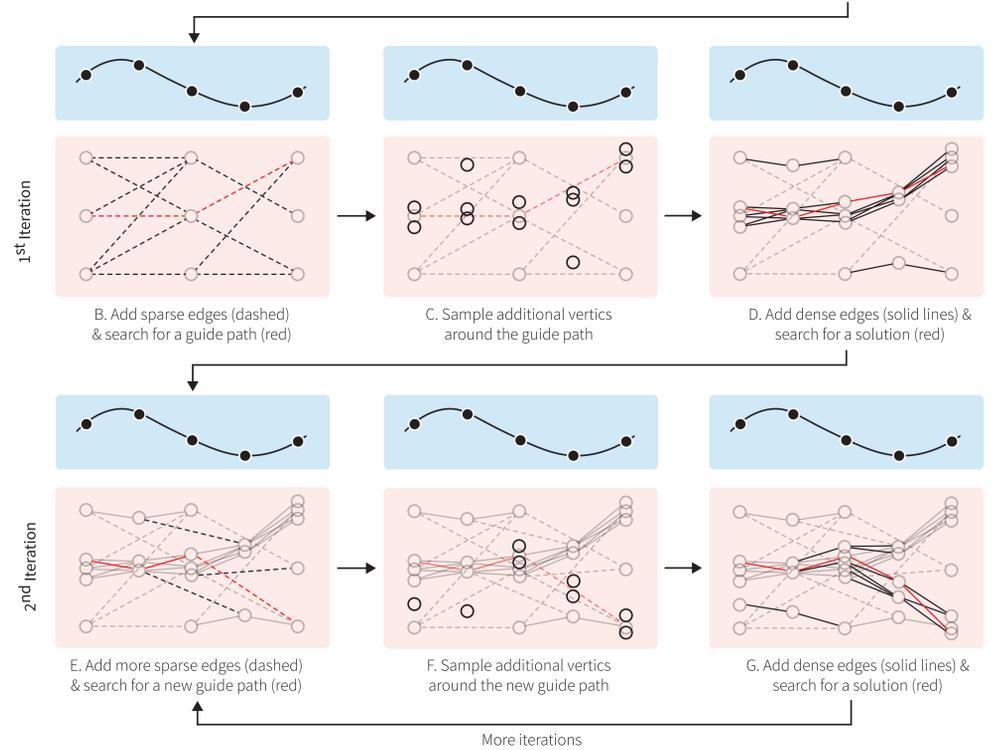
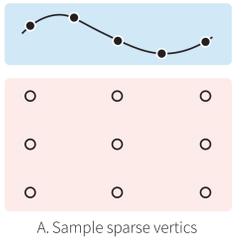


Baseline 2: Existing graph-based algorithms + naive anytime framework



## Proposed Method

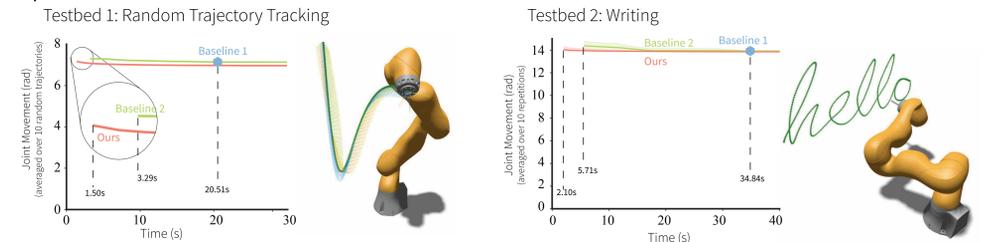
- Incorporate a heuristic to prioritize samples that are likely to lead to good solutions.
- Key insight: identify *guide paths* that approximately track the reference trajectory and strategically bias sampling toward the guide paths.



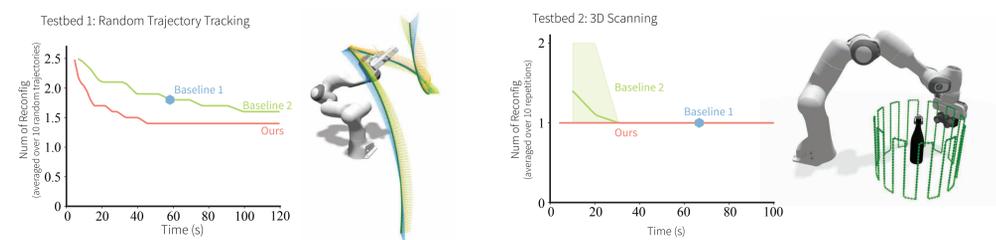
## Evaluation

We compare our approach with the two baseline approaches in three independent experiments

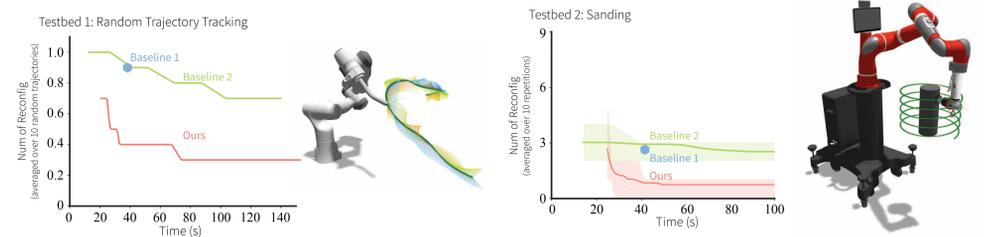
### Experiment A: Minimal Joint Movements



### Experiment B: Minimal Reconfigurations



### Experiment C: Trajectory with Tolerances



Our framework accelerates both algorithms, finding solutions with less computation time than both baselines, while matching or exceeding their solution quality.

Method	Exp A				Exp B				Exp C			
	Testbed 1	Testbed 2	Testbed 1	Testbed 2	Testbed 1	Testbed 2	Testbed 1	Testbed 2	Testbed 1	Testbed 2	Testbed 1	Testbed 2
Baseline 1	20.5	7.14	34.8	13.92	58.2	1.8	66.7	1.0	38.3	0.9	41.6	2.6
Baseline 2	7.1	7.14	34.4	13.92	58.9	1.8	31.2	1.0	41.9	0.9	74.1	2.9
Ours (s=5)	<b>1.8</b>	<b>6.97</b>	<b>8.1</b>	<b>13.85</b>	<b>13.6</b>	<b>1.3</b>	<b>4.4</b>	<b>1.0</b>	20.9	<b>0.4</b>	<b>24.6</b>	<b>0.8</b>
Ours (s=3)	2.5	6.99	/	/	20.6	1.5	/	/	28.7	0.6	/	/
Ours (s=10)	3.5	7.01	/	/	22.2	1.6	/	/	<b>14.6</b>	<b>0.7</b>	/	/

†: Average computation time to achieve the same performance of Baseline 1 (the conventional framework)  
‡: Average performance achieved within Baseline 1's computation time (JM=Joint Movement, # RC=Number of Reconfigurations)



Our code is open-sourced!

[1] Daniel Rakita, Bilge Mutlu, and Michael Gleicher, "Stampede: A discrete-optimization method for solving pathwise-inverse kinematics," ICRA'19

[2] Yeping Wang, Carter Sifferman and Michael Gleicher, "IKLink: End-Effector Trajectory Tracking with Minimal Reconfigurations," ICRA'24

[3] Yeping Wang, Pragathi Praveena, and Michael Gleicher, "RangedIK: An Optimization-Based Robot Motion Generation Method for Ranged-Goal Tasks," ICRA'23