



# Evolutionary Artificial Potential Field for Path Planning: A GPU Implementation

Ulises Orozco-Rosas, Oscar Montiel, Roberto Sepúlveda

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# Outline

- Introduction
- Evolutionary Artificial Potential Field
- GPU Implementation
- Results
- Conclusions and Future Work



# Motivation

- Robotics is one of the most important technologies since it is a fundamental part in automation and manufacturing process.
- In particular, there is an increasing demand of autonomous mobile robots in various field of application.



<http://blogs.nvidia.com/blog/2014/01/07/audi-will-deploy-tegra-k1-to-power-piloted-driving-initiatives/>

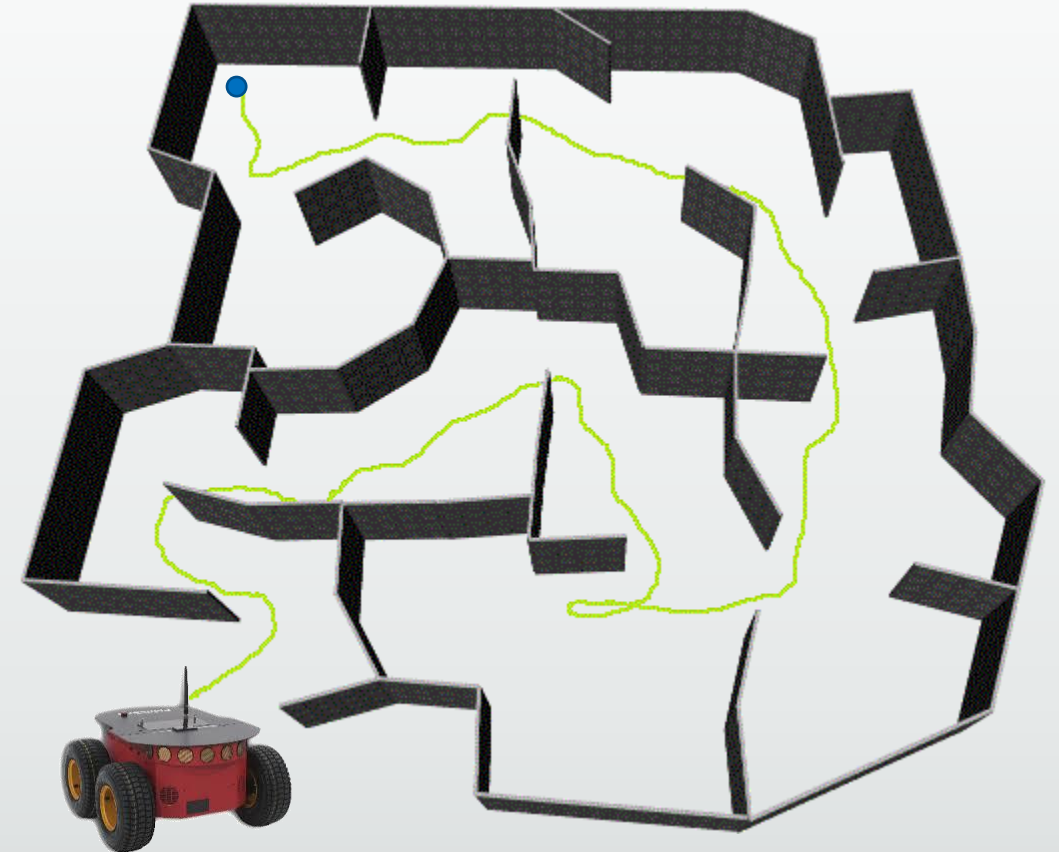
[http://www.nasa.gov/centers/goddard/news/features/2012/msl-post-landing\\_prt.htm](http://www.nasa.gov/centers/goddard/news/features/2012/msl-post-landing_prt.htm)

<http://www.canada.com/technology/futuretech/Self-driving+cars+almost+here+expect+tomorrow/6806156/story.html>



# Problem

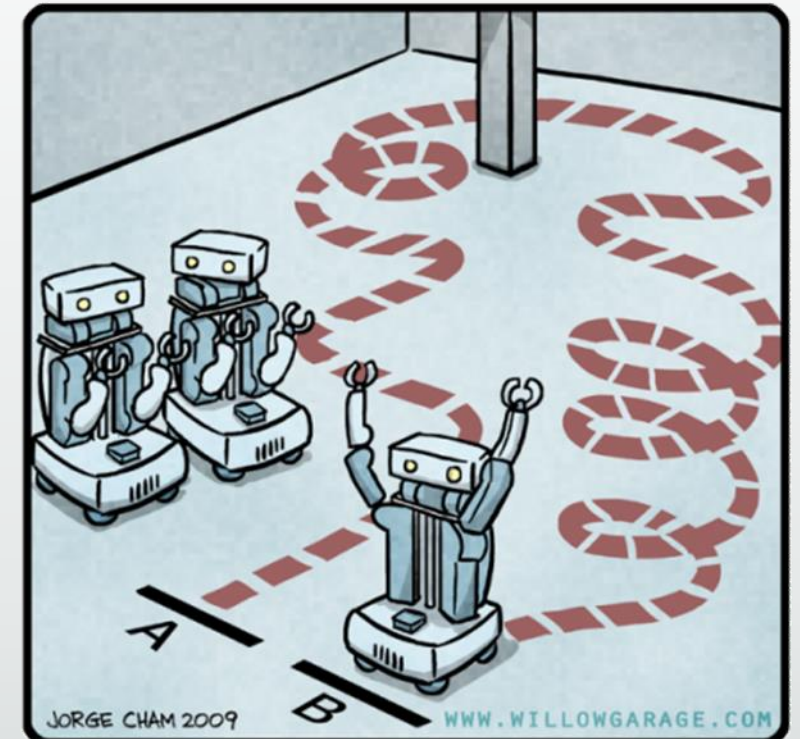
- This work addresses the problem of autonomous navigation of a mobile robot to take it from one position to another one without the assistance of a human operator, in particular, **planning** a reachable set of mobile robot configurations to accomplish its mission.
- **Path planning** of a mobile robot is to determine a collision-free path from a starting point to a goal point **optimizing a performance criterion** such as distance, time or energy, distance being the most commonly adopted criterion.





# Research objective

- The main objective is to design and develop an efficient path planning algorithm, that it is capable to find an optimal collision free path in a **reasonable time** to take the robot from the start to the goal point, considering static and dynamic environments with obstacles.



"HIS PATH-PLANNING MAY BE SUB-OPTIMAL, BUT IT'S GOT FLAIR."

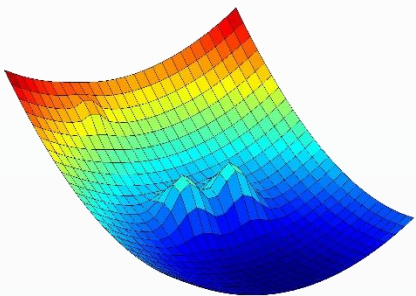




# Literature review

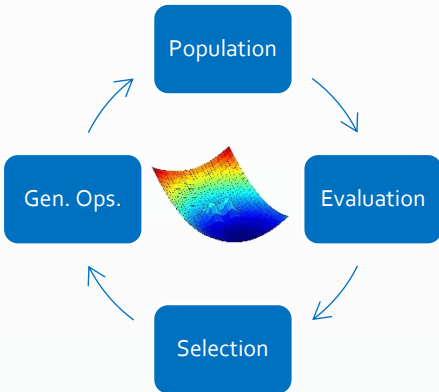
## Artificial Potential Field (APF)

**Khatib (1986)** proposed the APF, this approach is based on two potential field (attractive + repulsive) to drive the robot to its goal.



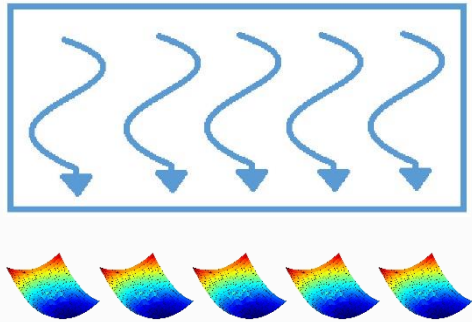
## Evolutionary Artificial Potential Field (EAPF)

**Vadakkepat et al. (2000)** proposed Evolutionary APF (EAPF) to derive optimal potential field functions using GAs.



## Parallel Evolutionary Artificial Potential Field (PEAPF)

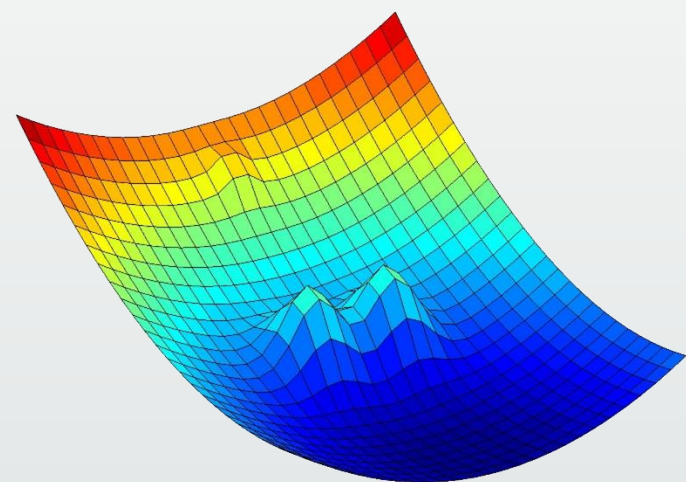
**Montiel et al. (2014)** proposed the Parallel EAPF algorithm using the CPU threads to accelerate the fitness function evaluation.



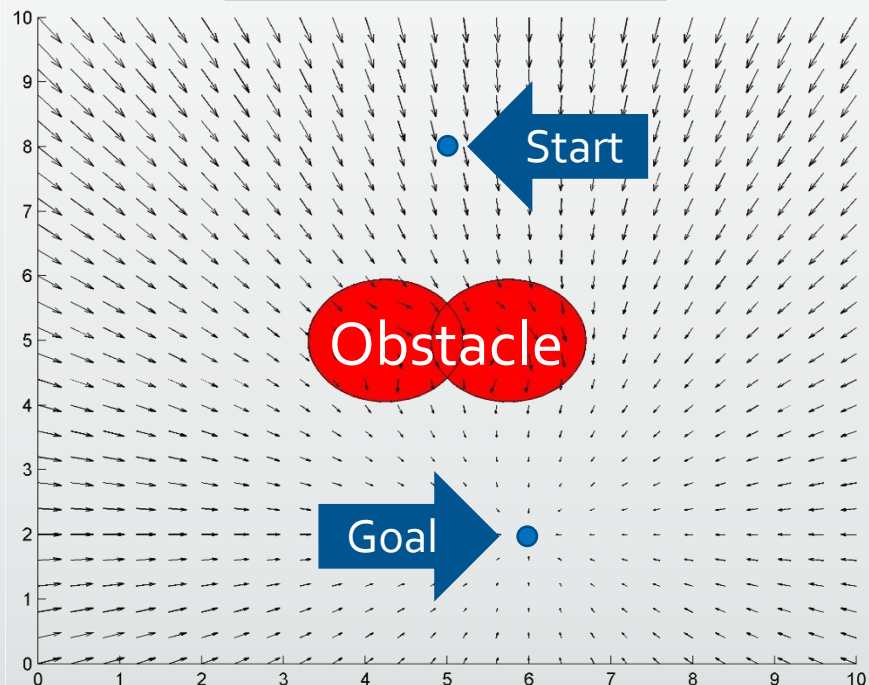


# Artificial Potential Field

Potential Surface



Potential Area

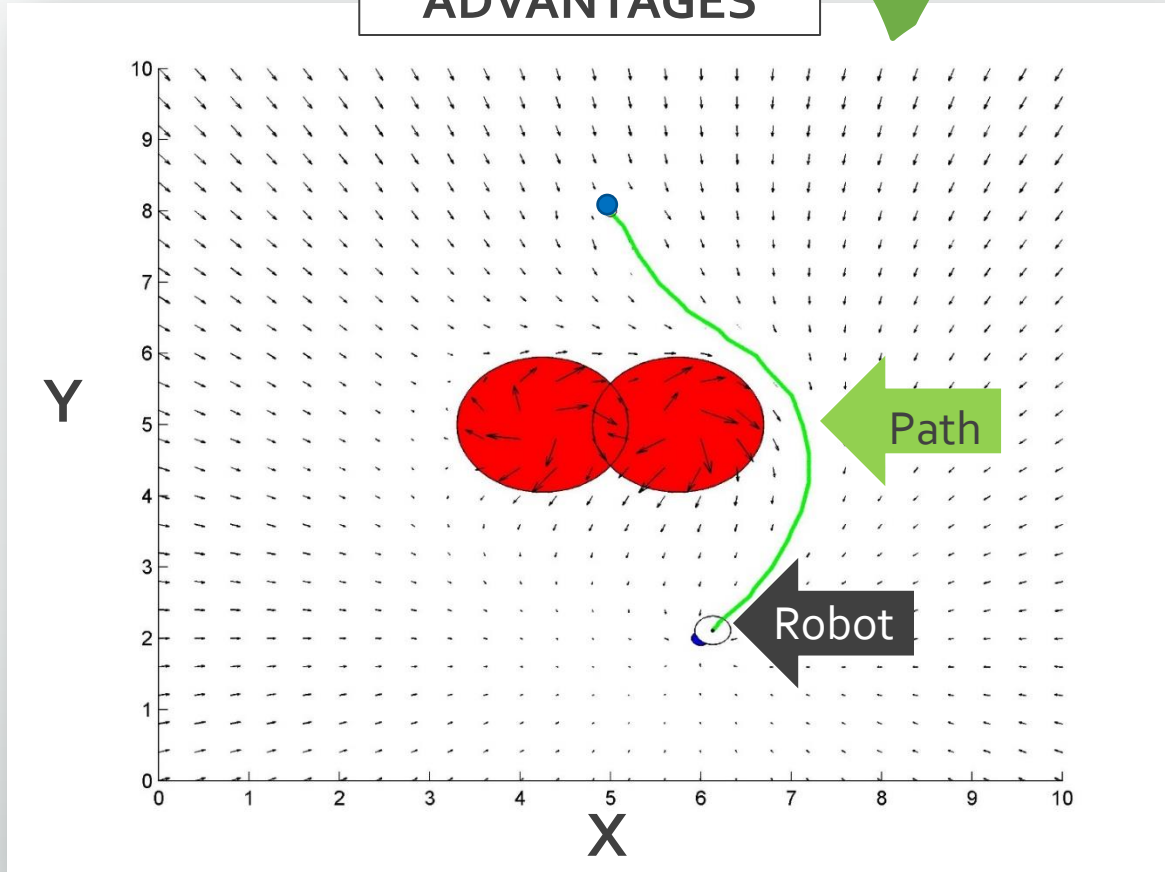


Total potential field
$U(q)_{total} = U(q)_{att} + U(q)_{rep}$
Attraction potential field
$U(q)_{att} = \frac{1}{2} k_a (q - q_f)^2$
Repulsive potential field
$U(q)_{rep} = \begin{cases} \frac{1}{2} k_r \left( \frac{1}{\rho} - \frac{1}{\rho_0} \right)^2 & \text{if } \rho \leq \rho_0 \\ 0 & \text{if } \rho > \rho_0 \end{cases}$
Total force
$F(q) = -\nabla U(q)_{total}$

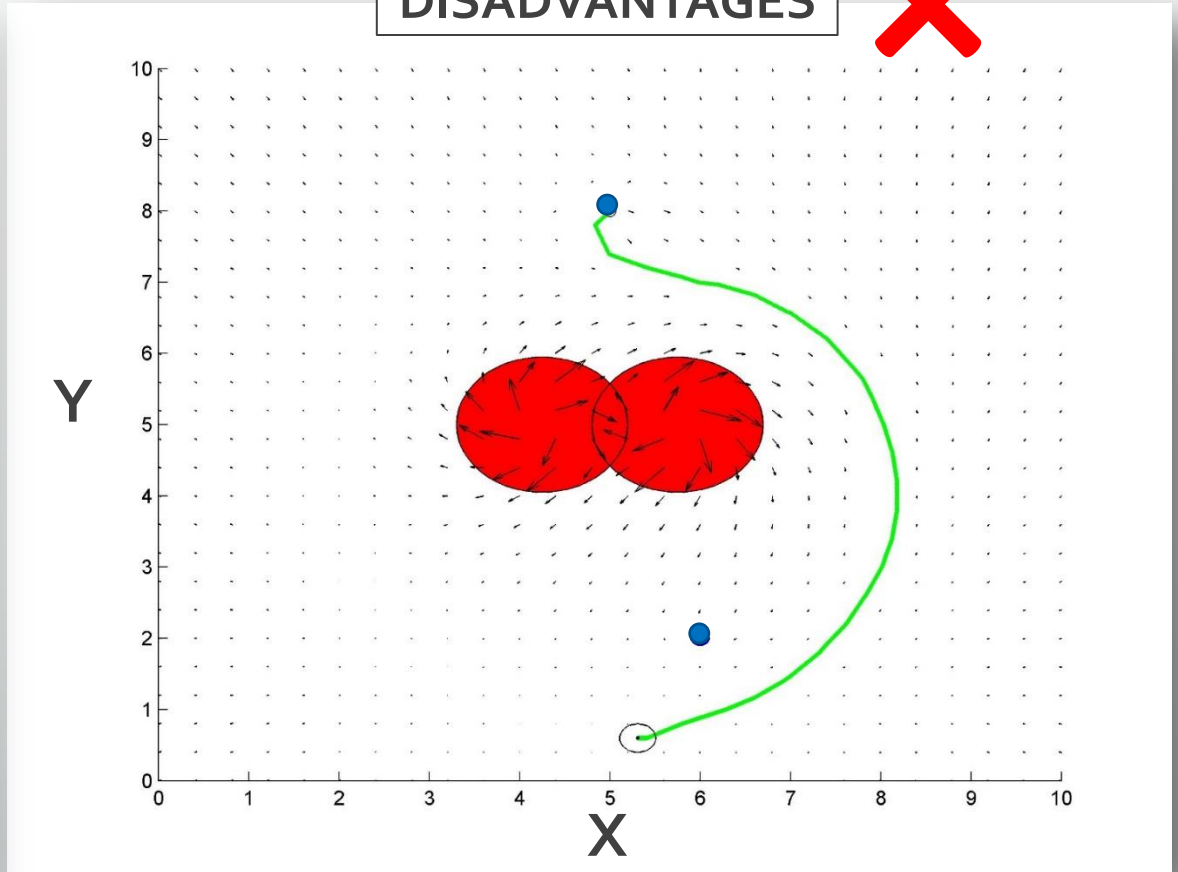


# Artificial Potential Field

ADVANTAGES



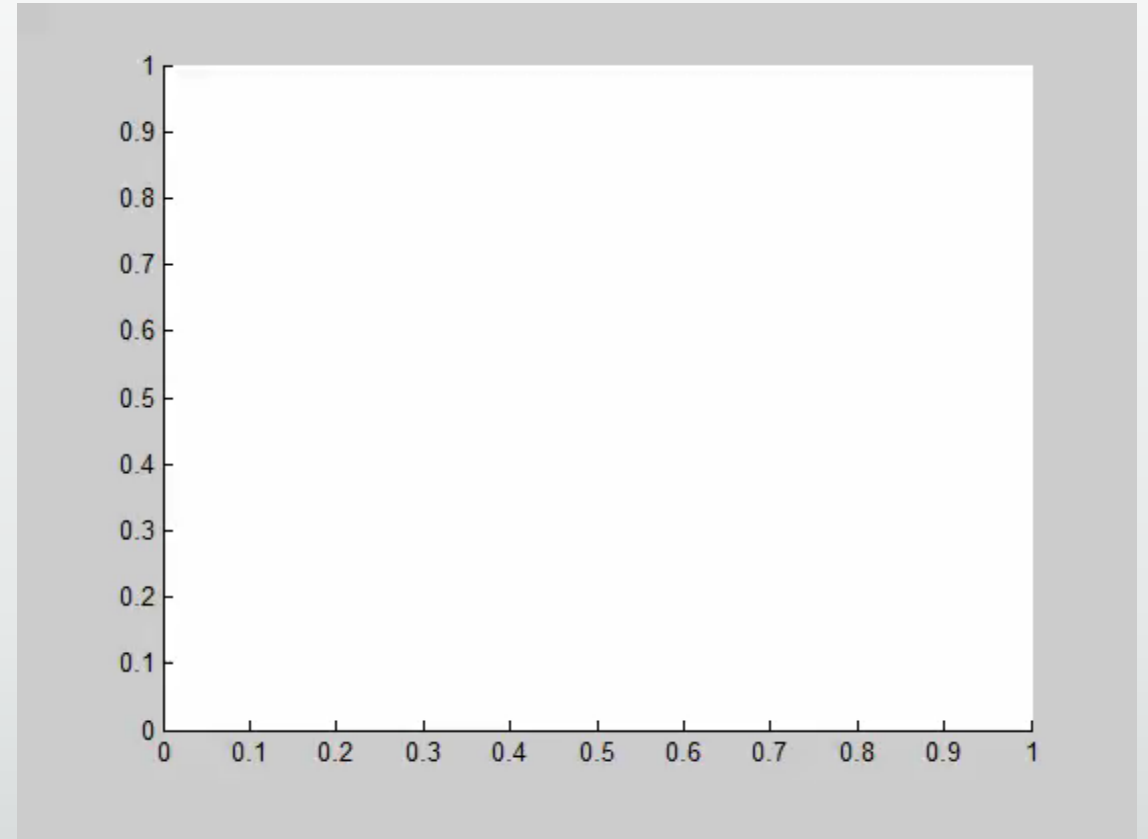
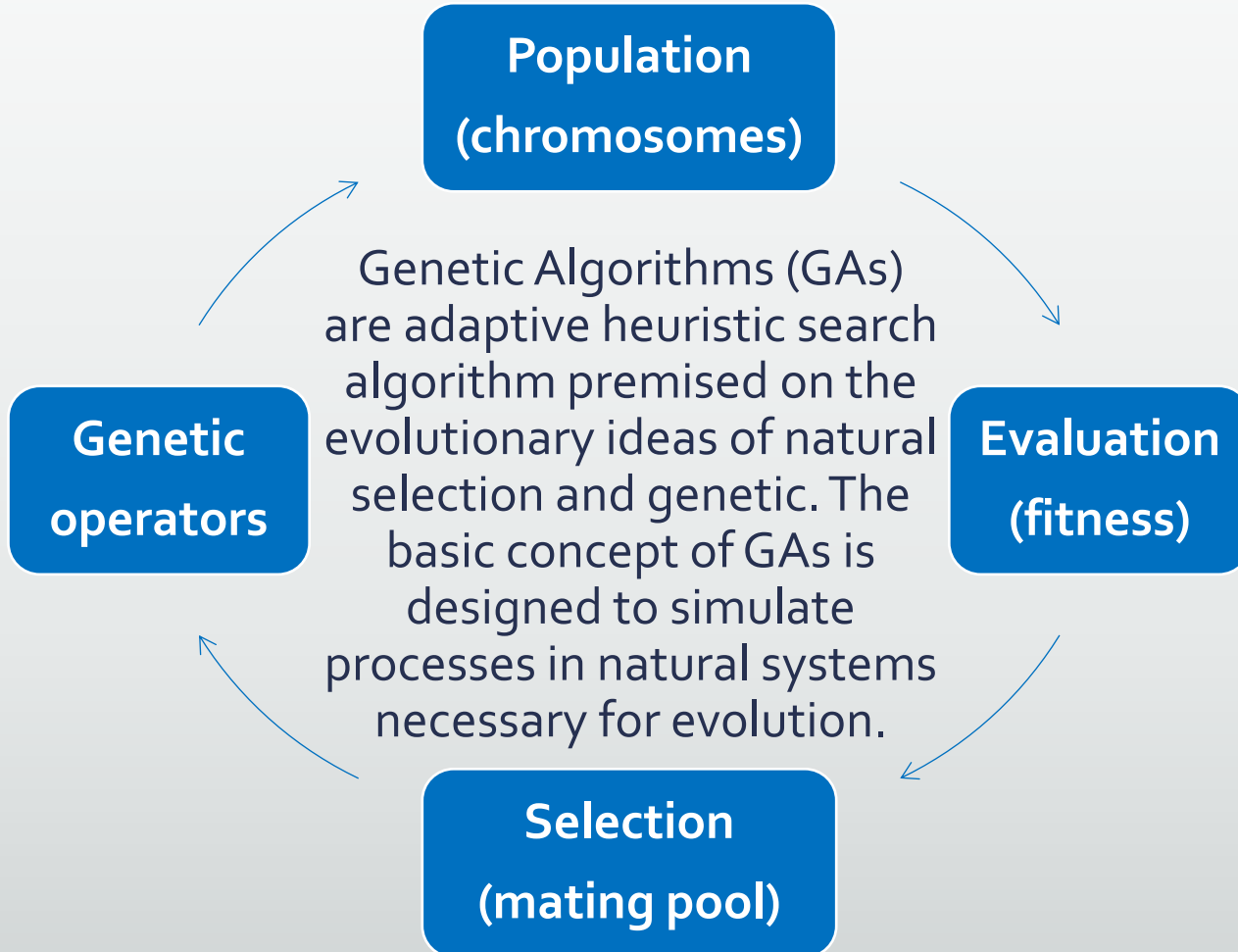
DISADVANTAGES





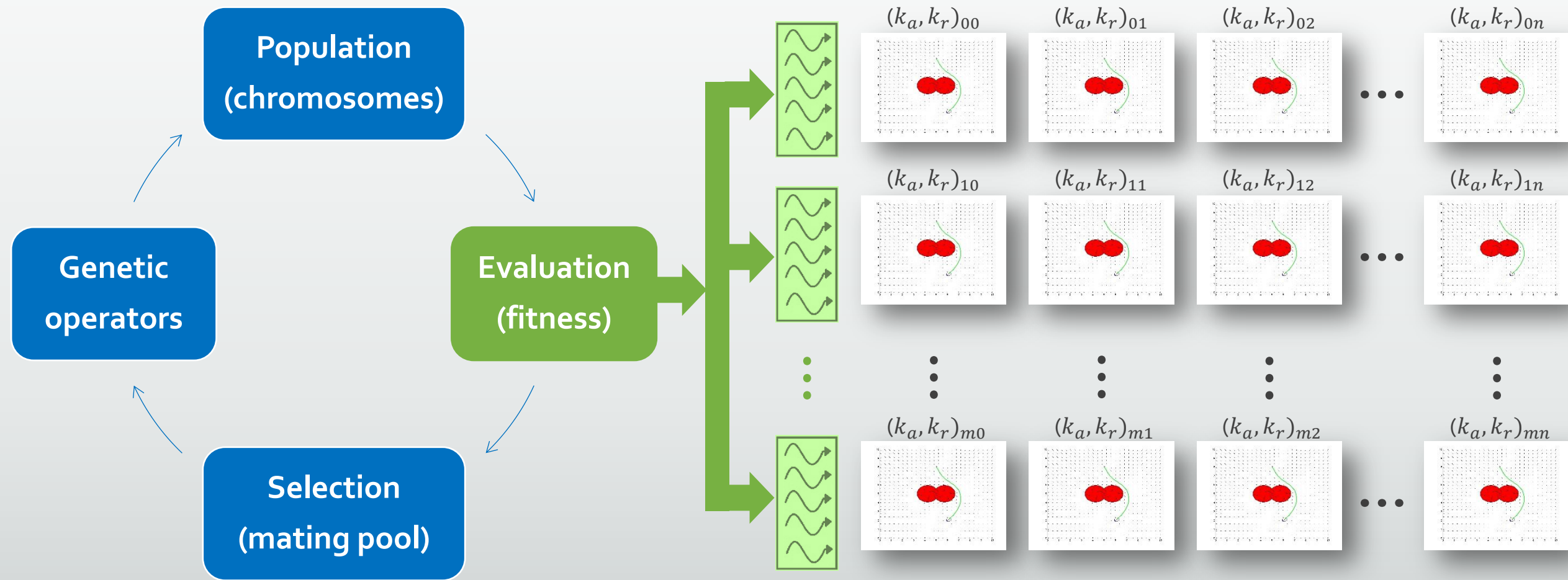


# Evolutionary Artificial Potential Field





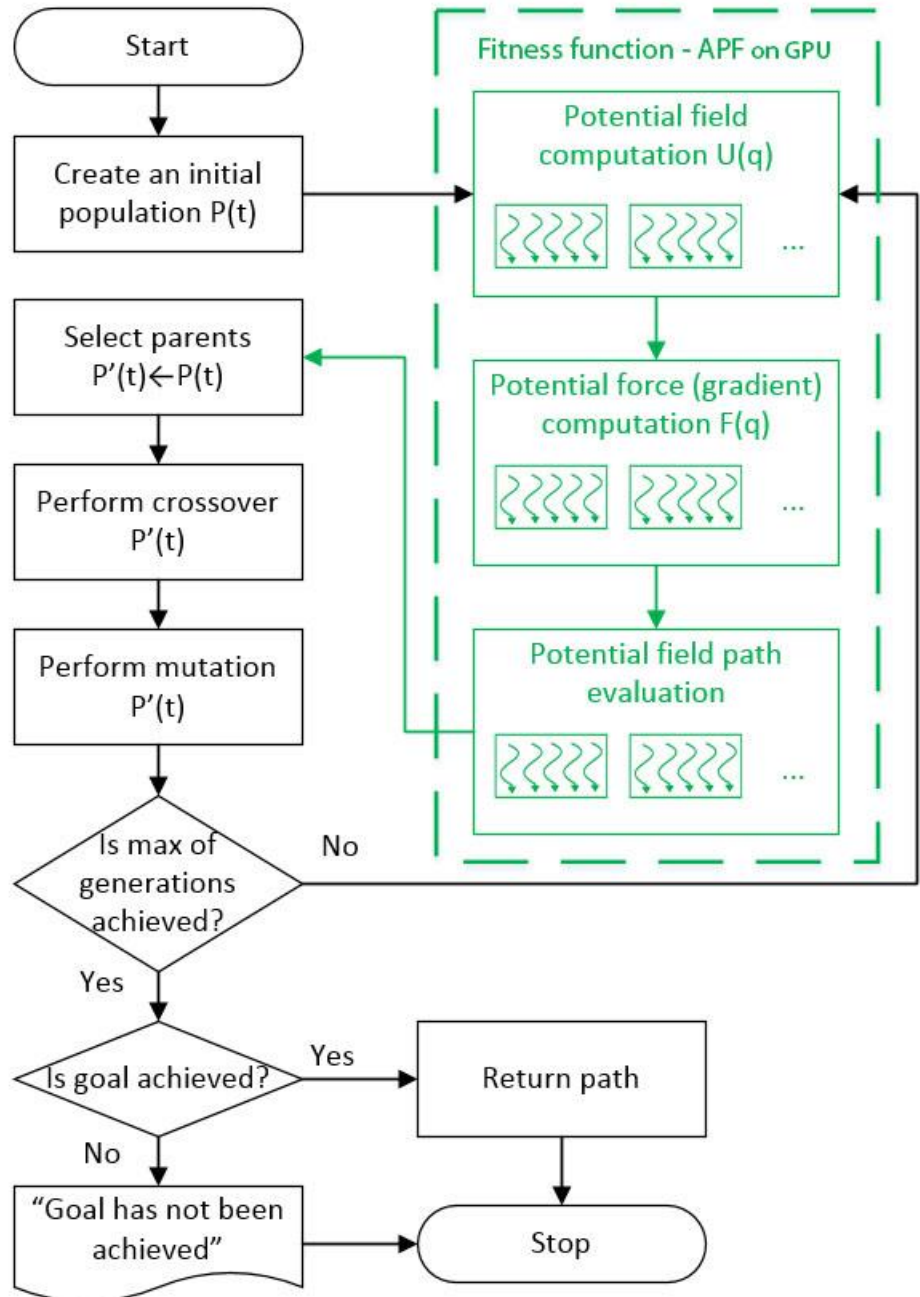
# Parallel Evolutionary Artificial Potential Field





# GPU Implementation

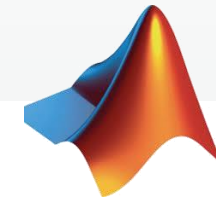
- The APF is blended with an Evolutionary Algorithm
- The potential functions are implemented in GPU (parallel)
  - Potential field
  - Potential force
  - Path evaluation
- The genetic operators are implemented in the CPU (sequential)
  - Selection
  - Crossover
  - Mutation
- The path planning system was implemented with Matlab and CUDA programming platforms





# Host – Matlab call CUDA

eapf.m



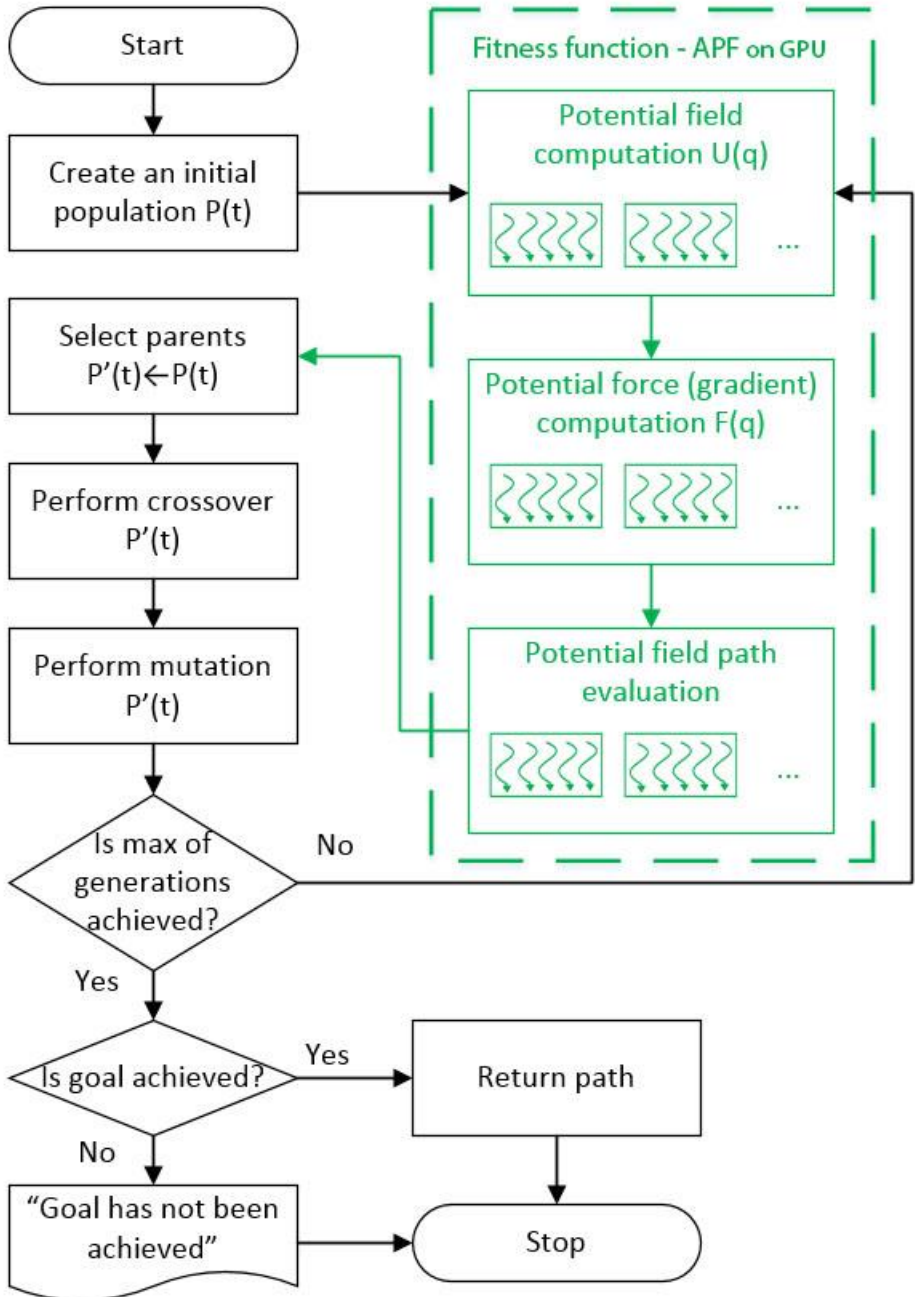
```

% Create CUDAKernel object
kernel_APF_Potential =
parallel.gpu.CUDAKernel('apf_gpu_eval.ptx',...
                        'apf_gpu_eval.cu', 'APF_Potential');

% Set object properties
kernel_APF_Potential.GridSize = [gridSize, 1, 1];
kernel_APF_Potential.ThreadBlockSize = [blockSize, 1, 1];

% Call feval with defined inputs
[dev_Ua, dev_Ur, ...] = feval(kernel_APF_Potential, ...);

% Collect data
Ua = gather(dev_Ua);
Ur = gather(dev_Ur);
.
.
.
    
```





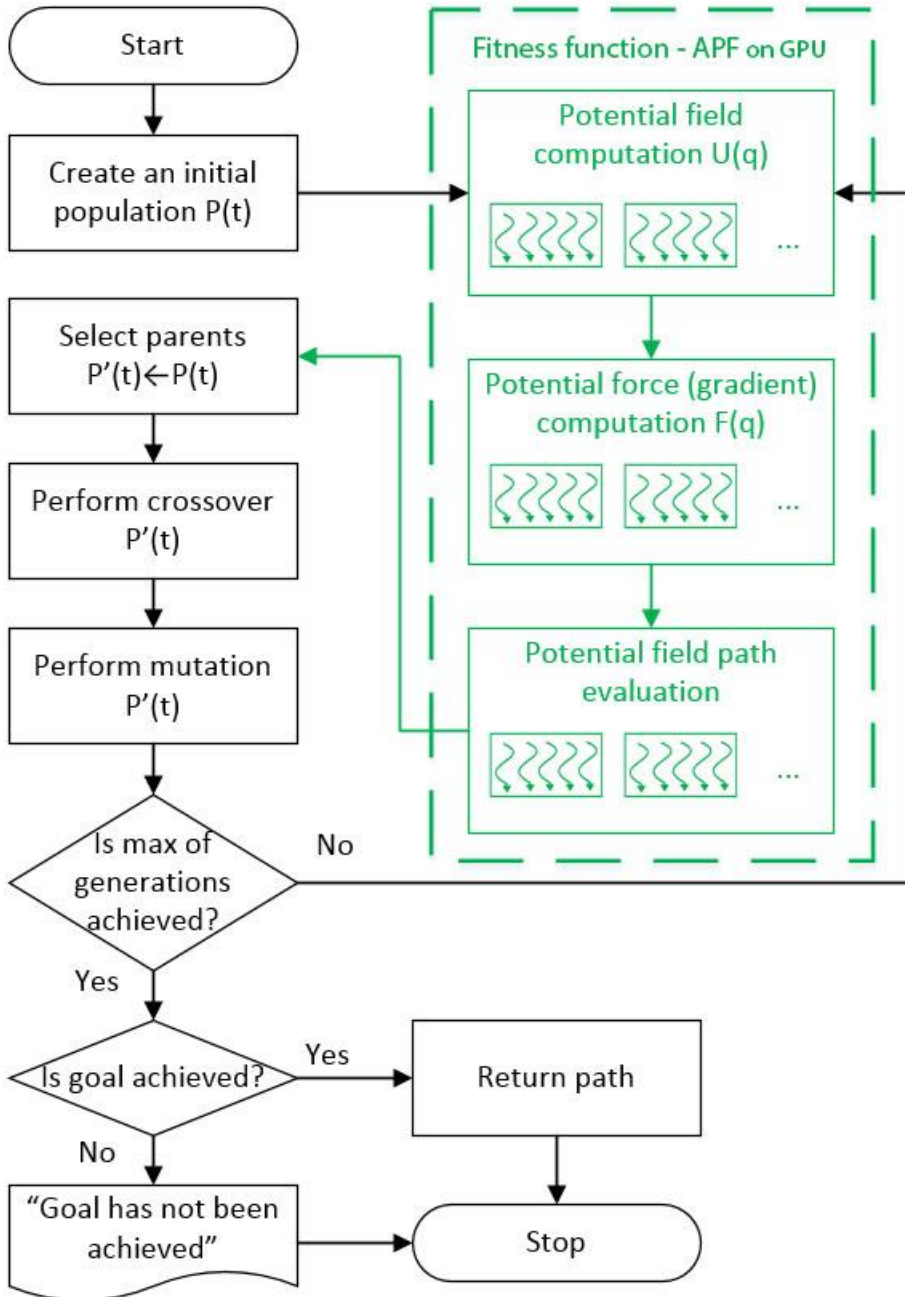
# Device – CUDA kernel

apf\_gpu\_eval.cu



```
// CUDA kernel for potential field computation
__global__ void APF_Potential(float *Ua, float *Ur, ...)
{
    int id = blockIdx.x * blockDim.x + threadIdx.x;
    .
    .
    .
}
```

Potential field	Potential force	Evaluation
$U(q)_{total} = \frac{1}{2} k_a (q - q_f)^2 + \frac{1}{2} k_r \left( \frac{1}{\rho} - \frac{1}{\rho_0} \right)^2$	$F(q) = -\nabla U(q)_{total}$	$S = \sum_{i=0}^n (q_{i+1}^2 - q_i^2)^{1/2}$







# Results: off-line path planning

Platform\_14

OPEN
SAVE
HELP
ABOUT

Parallel Evolutionary Artificial Potential Field - Navigation System

Potential Field Area

Position

X: 0    Y: 0

Measure

Dist: 0    Error: 0

Initial point

X: 3    Y: 6.5

Target point

X: 6.75    Y: 3.75

Robot size

Radius: 0.2

Spin direction

Clockwise: 0

Obstacles position

X1: 7.4	Y1: 2.5	R1: 0.3	<input type="radio"/> Edit prop.
X2: 8	Y2: 2.5	R2: 0.3	<input type="radio"/> Obstacle 1
X3: 8.6	Y3: 2.5	R3: 0.3	<input type="radio"/> Obstacle 2
X4: 8.6	Y4: 3.1	R4: 0.3	<input type="radio"/> Obstacle 3
X5: 8.6	Y5: 3.7	R5: 0.3	<input type="radio"/> Obstacle 4
			<input type="radio"/> Obstacle 5

Potential Field Surface

Algorithm

Genetic

Mode

Sequential (M)

Control Panel

VISIBLE PATH

VIEW

SET PATH

NAVIGATE

STOP

Display

Set algorithm and mode!

Time

Comp: 0    Sim: 0

Proportional gain

Kr: 0    Ka: 0



# Results: on-line path planning

Platform\_14

OPEN
SAVE
HELP
ABOUT

Parallel Evolutionary Artificial Potential Field - Navigation System

Potential Field Area

Position

X: 0    Y: 0

Measure

Dist: 0    Error: 0

Initial point

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X5: 8.6	Y5: 3.7	R5: 0.3	<input type="radio"/> Obstacle 4
			<input type="radio"/> Obstacle 5

Potential Field Surface

Algorithm

Genetic

Mode

Parallel (GPU) S

Control Panel

VISIBLE PATH

VIEW

SET PATH

NAVIGATE

STOP

Display

Navigate now!

Time

Comp: 15.2467    Sim: 0

Proportional gain

Kr: 31.1176    Ka: 38.0824

EVOLUTIONARY ARTIFICIAL POTENTIAL FIELD FOR PATH PLANNING: A GPU IMPLEMENTATION

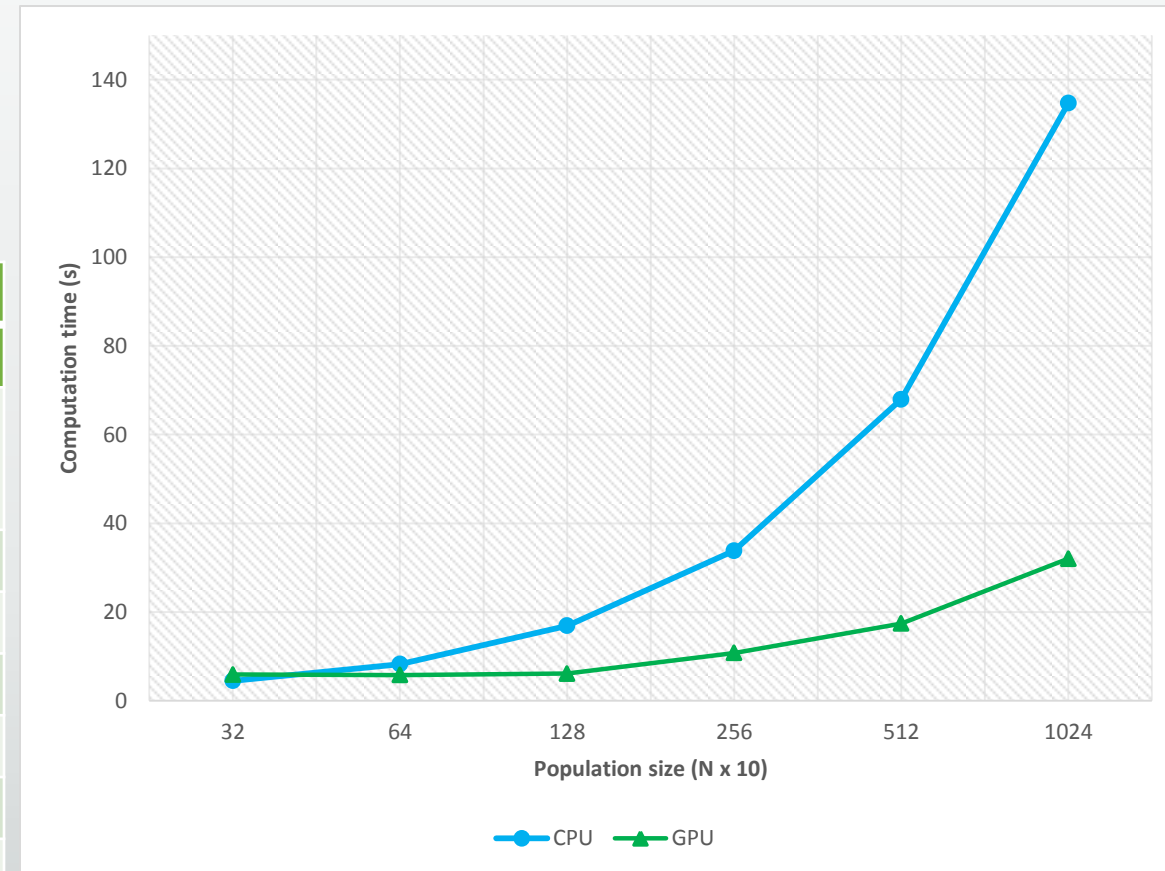
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# EAPF computation time results

- In EAPF the solution quality improves with larger populations.
- The experimental results show a speedup of 4.2 on GPU implementation.

Population size (N x 10)	CPU (sequential)		GPU (parallel)		Speedup
	Mean ( $\mu$ ) seconds	Std. Dev. ( $\sigma$ )	Mean ( $\mu$ ) seconds	Std. Dev. ( $\sigma$ )	
32	4.491	1.128	5.902	0.985	0.8
64	8.255	0.770	5.784	0.068	1.4
128	16.895	1.165	6.120	0.033	2.8
256	33.832	1.478	10.762	0.230	3.1
512	67.957	2.430	17.402	0.257	3.9
1024	134.701	3.548	32.003	0.528	4.2





# Conclusions

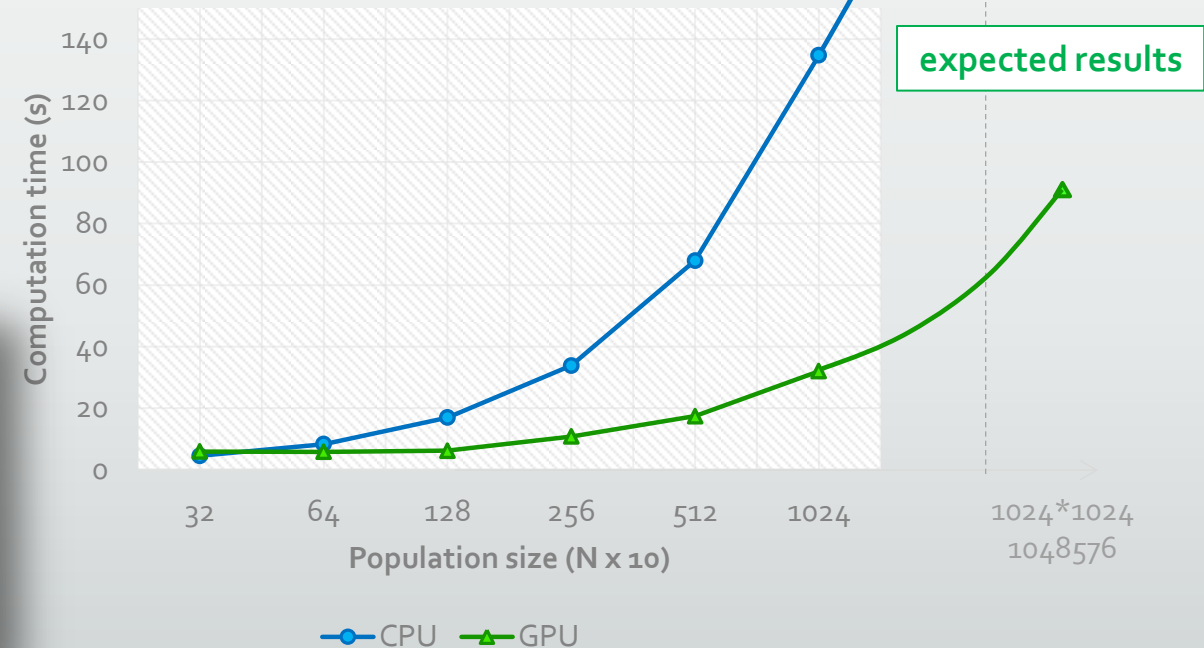
- Through the integration of the APF with GAs using parallel computing, it has been presented a path planning system capable of obtaining good solutions (even the global optimum) in a moderate run time.
- It has been demonstrated that parallel EAPF on GPU is capable to solve the path planning for off-line and on-line cases.
- Due to the simulation results, it can be concluded that parallel EAPF on GPU can be capable of facing more complex and bigger planning problems.





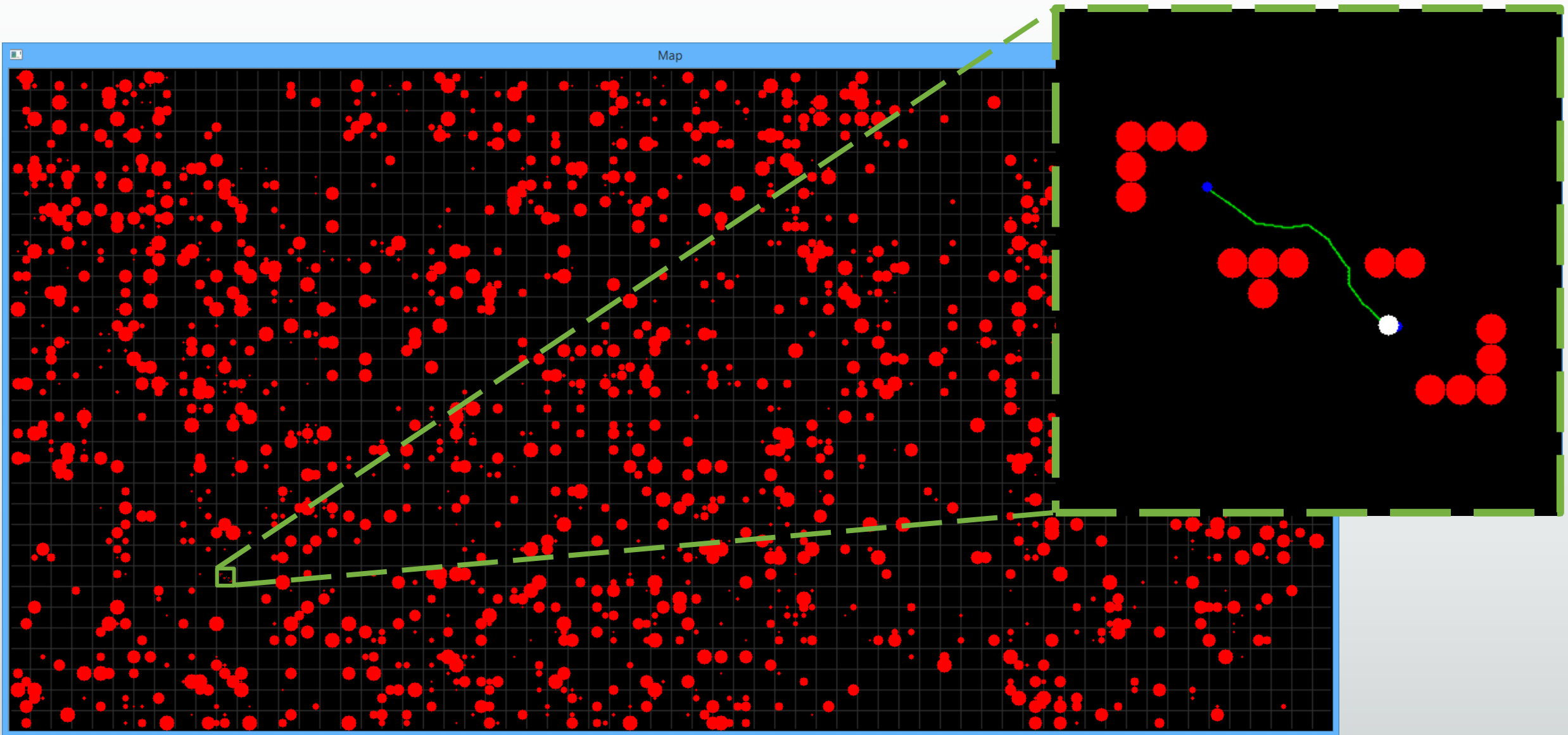
# Future work

- In the future, the work will be expand to complex sceneries.
- The approach will also be expanded to real-world implementation.



<http://www.futura-sciences.com/magazines/high-tech/infos/actu/d/robotique-robots>  
[http://www.dailygalaxy.com/my\\_weblog/2012/02/newsflash](http://www.dailygalaxy.com/my_weblog/2012/02/newsflash)  
<http://www.darpa.mil/newsevents/releases/2014/03/13.aspx>







# Acknowledgments

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# Thanks for attending!



 [ulises.or@gmail.com](mailto:ulises.or@gmail.com) || [uorozco@citedi.mx](mailto:uorozco@citedi.mx)

 [mx.linkedin.com/pub/ulises-orozco-rosas/44/50/714](https://www.linkedin.com/pub/ulises-orozco-rosas/44/50/714)

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