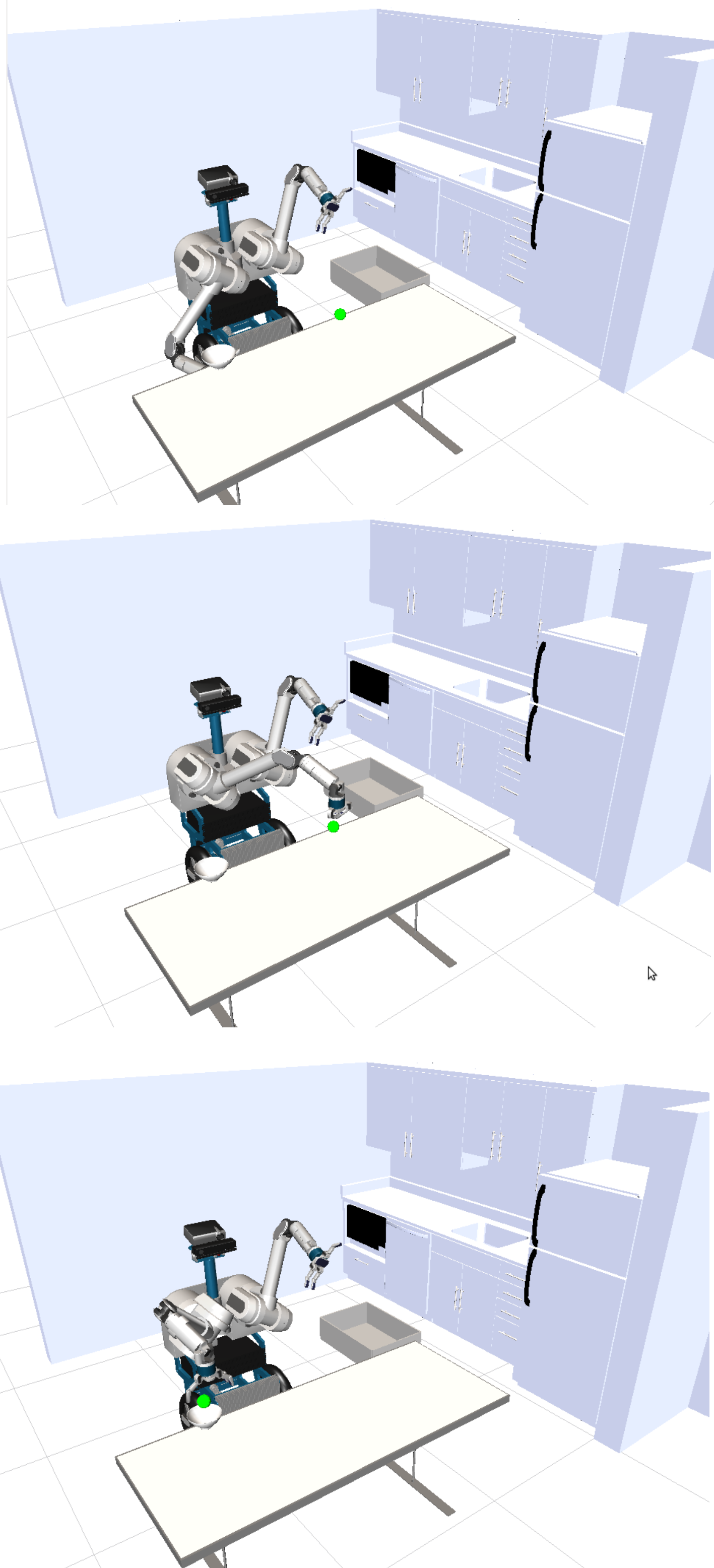




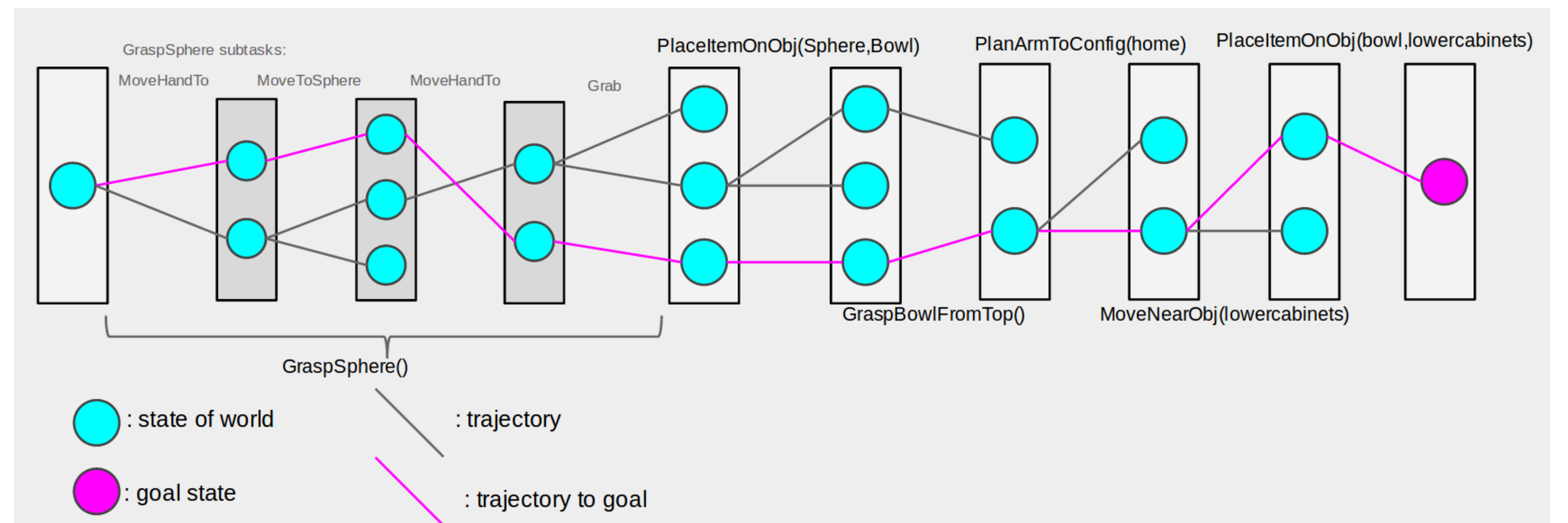
Abstract

I created high level tasks for the robot HERB to accomplish. Simple tasks such as moving an arm and grabbing a specified about were composed to create more complex tasks. In particular, the complex kitchen task was composed of moving a ball into a bowl over a table and then transporting the bowl over to the kitchen cabinets. This resulted in a task planner that could plan between pairs of states.

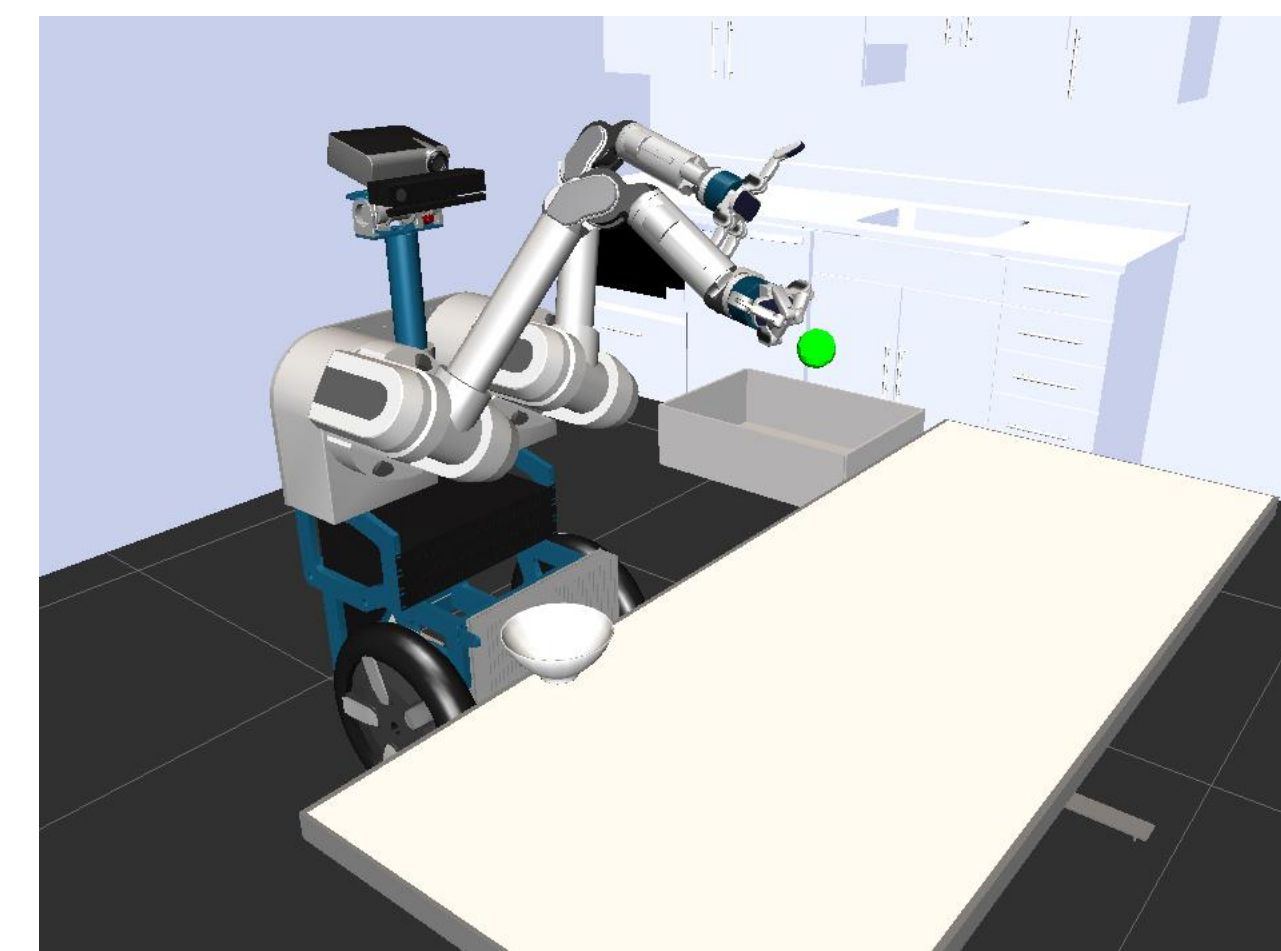
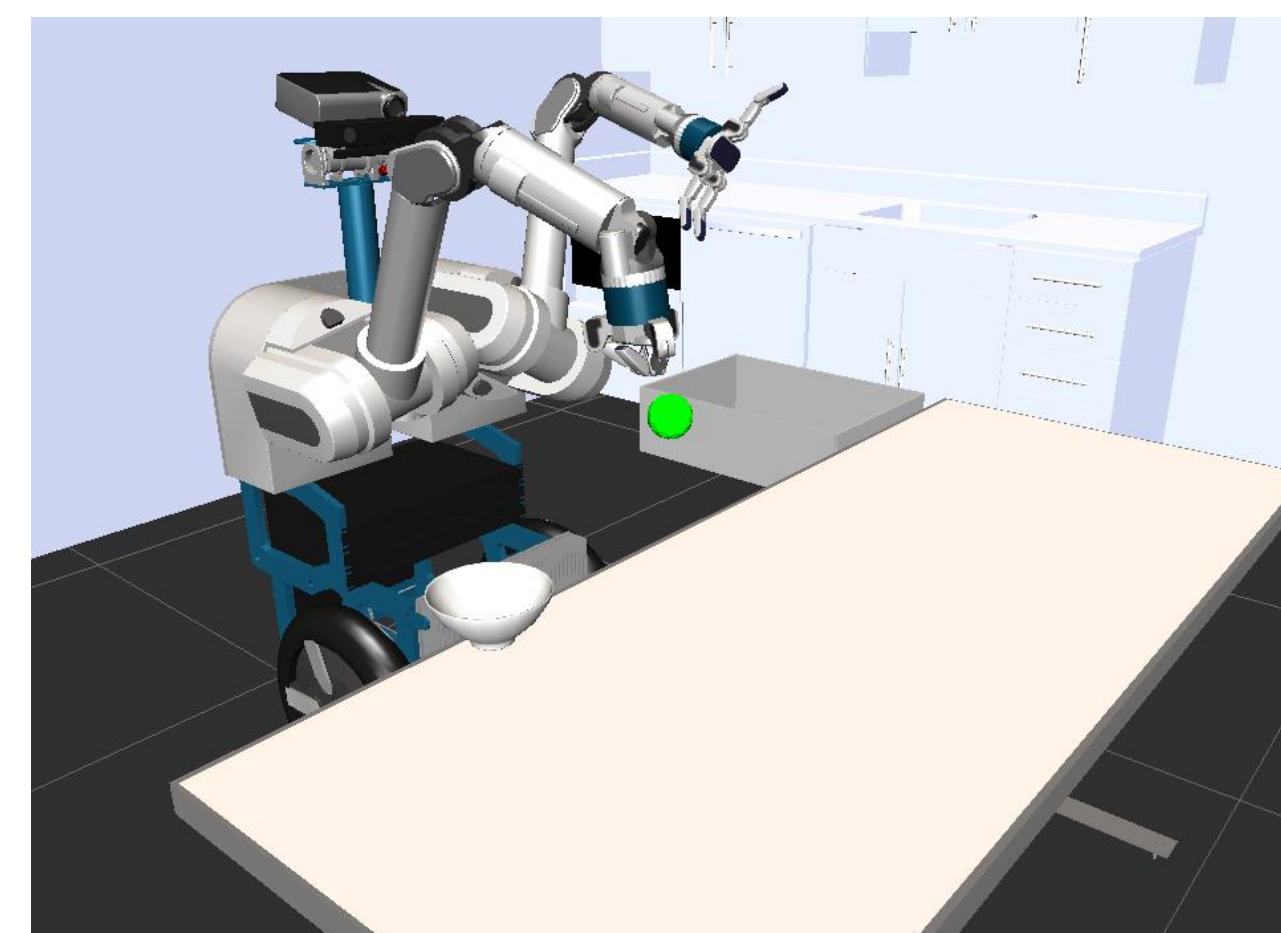
Simulation



Finding a Trajectory



Searching for Trajectory



Algorithm 1 An Algorithm for Task Planning

```

1: while(trajecory == None):
2:   trajecory = chooseAction(randomAction())
3: fun chooseAction(action):
4:   if primitive(action):
5:     (start, goal) = sample(action) # via task planner
6:     trajecory = planTrajectory(start, goal) # via motion planner
7:   else:
8:     subaction = randomSubaction(action)
9:     trajecory = chooseAction(subaction)
10:  return trajecory

```

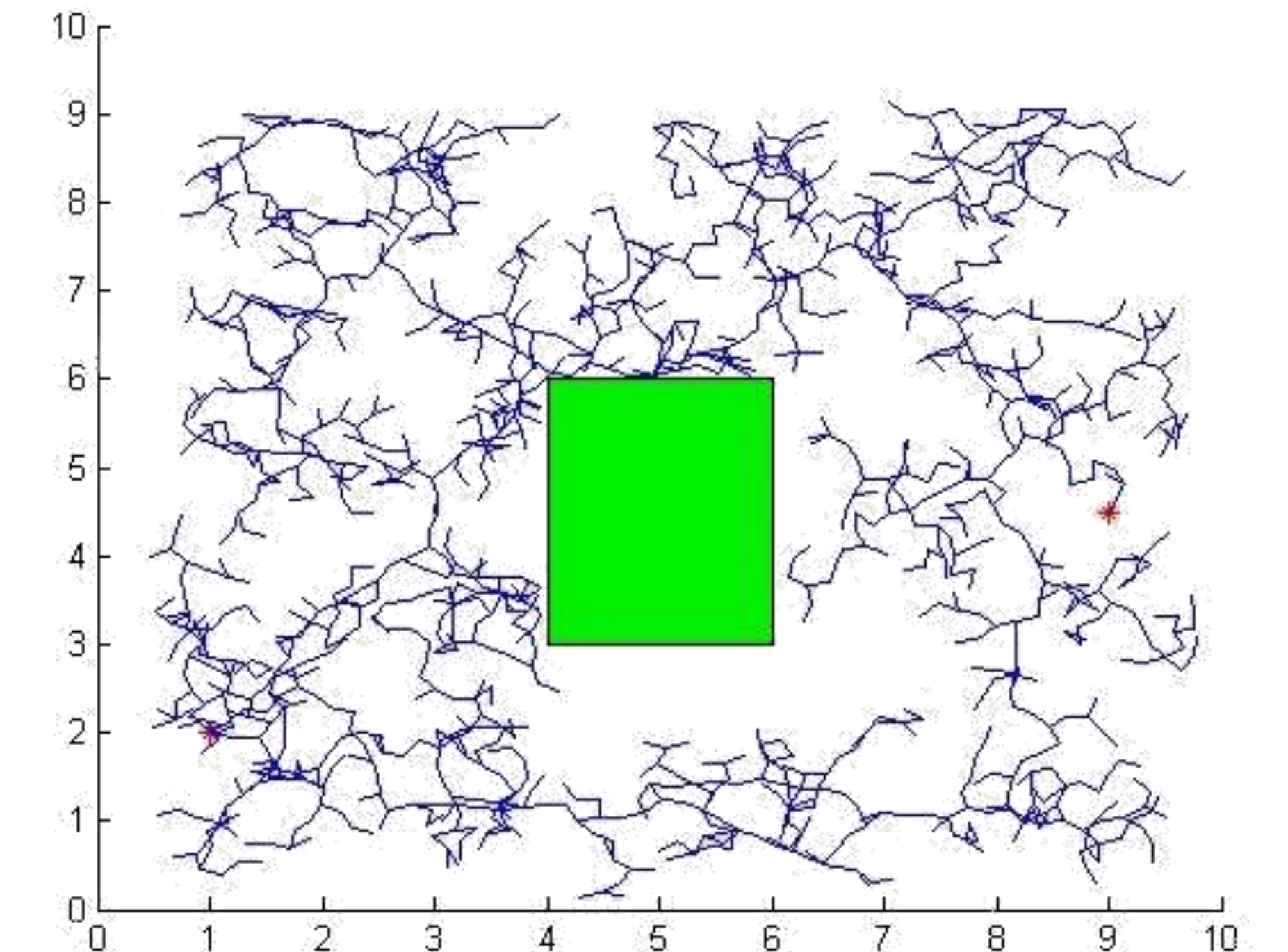
$$\text{orientation}(B, \theta) = BR_z(\theta)R_y(\pi)R_z\left(\frac{\pi}{2}\right)$$

Equation 1: Determines next orientation of hand.

$$\text{position}(\vec{b}, \theta, r) = \vec{b} + R_z(\theta) \cdot (0, r, 0.01)^T + \text{orientation}(\theta) \cdot (0, 0, \delta - r/2)^T$$

Equation 2: Determines next position of hand.

RRT Planner



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