



Robust and Opportunistic Planning for Planetary Exploration

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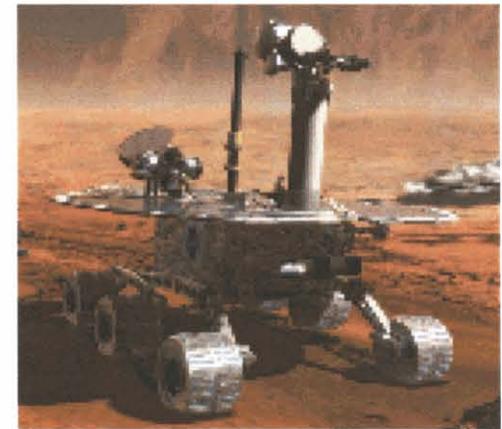


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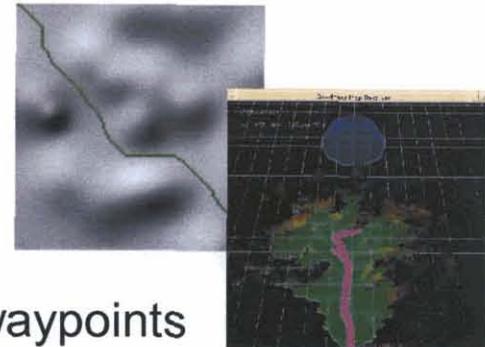
Objective

- Use onboard planning, scheduling and execution techniques to...
 - Enable a rover to take advantage of new science opportunities
 - Enable a rover to respond appropriately to unexpected problems (e.g., traverse takes longer than expected)
 - Improve overall utilization of rover resources (e.g., power, memory)
- Current mission ops is to generate command sequences on ground
 - Time consuming and largely manual process
 - Not easy to build flexibility into sequence
 - Problems typically require Earth intervention
 - No onboard way to respond to new science opportunities

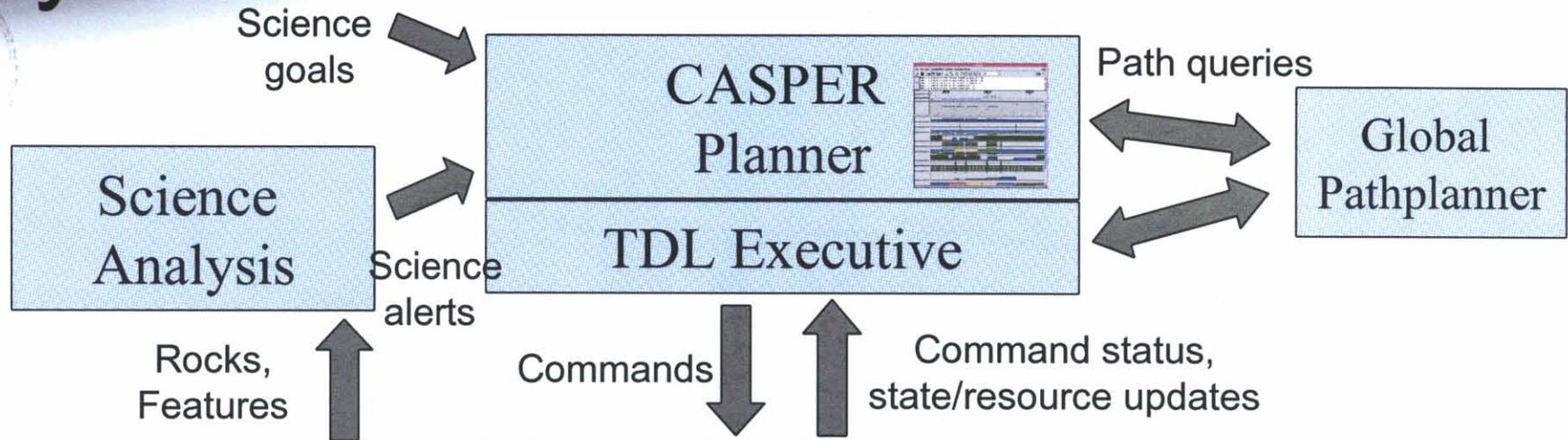


Challenges for onboard planning and execution

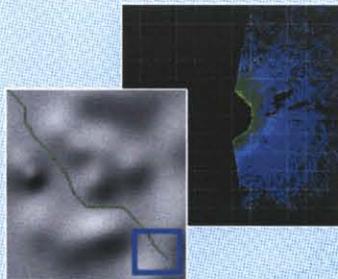
- Onboard system needs to reason about a rich model of resource and temporal constraints
 - Generate valid command sequences
 - Make science/resource trade-offs
 - Dynamically handle new science opportunities
- Must interact with spatial-reasoning capabilities
 - Dominating characteristic of rover ops is traverse to waypoints
 - Must coordinate with several levels of navigation software (path planning, obstacle avoidance, position estimation)
- Must handle high degree of uncertainty since exploring unknown terrain
 - Large amount of uncertainty in estimations for
 - Activity durations
 - Activity resource usage (e.g., power)
 - Current state (e.g., rover pose)



System Architecture



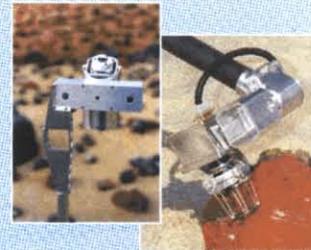
CLARAty
Functional Layer
capabilities



Navigation



Vision



Science
Instruments

Rover hardware
and simulation



Planning System Features

- Science Alerts

- System can respond to new science opportunities that are triggered by data analysis
- Different levels of reaction
 - Stop and call home
 - Collect additional data from current position
 - Alter rover's path to be closer to object
- System will only add science alerts if required resources are available (i.e., will not delete other science targets or required activities)



- Plan Optimization

- System can reason about goal priorities and other soft constraints
- User-defined preferences are used to compute plan quality
- Uses iterative process to generate higher quality plans
- Can be used to take advantage of unexpected resource availability by scheduling additional science operations

High-Level Planning Algorithm

- Input: prioritized science goals (oversubscribed)
time and resource constraints
- Initial plan generation: DFBB
- Repeat:
 - Process updates from Executive
 - Commit and/or rescind activities
 - Optimize:
 - Resolve conflicts
 - Attempt to satisfy science alerts
 - Attempt to satisfy additional science goals
 - If idle, attempt to move up future activities

System Testing

- Performed series of tests in simulation and using rover hardware in JPL Mars Yard
- Have used several different hardware platforms for testing through CLARAty
- Recent tests have primarily used the FIDO rover, which was used in MER field tests



Rocky 8



FIDO



Rocky 7



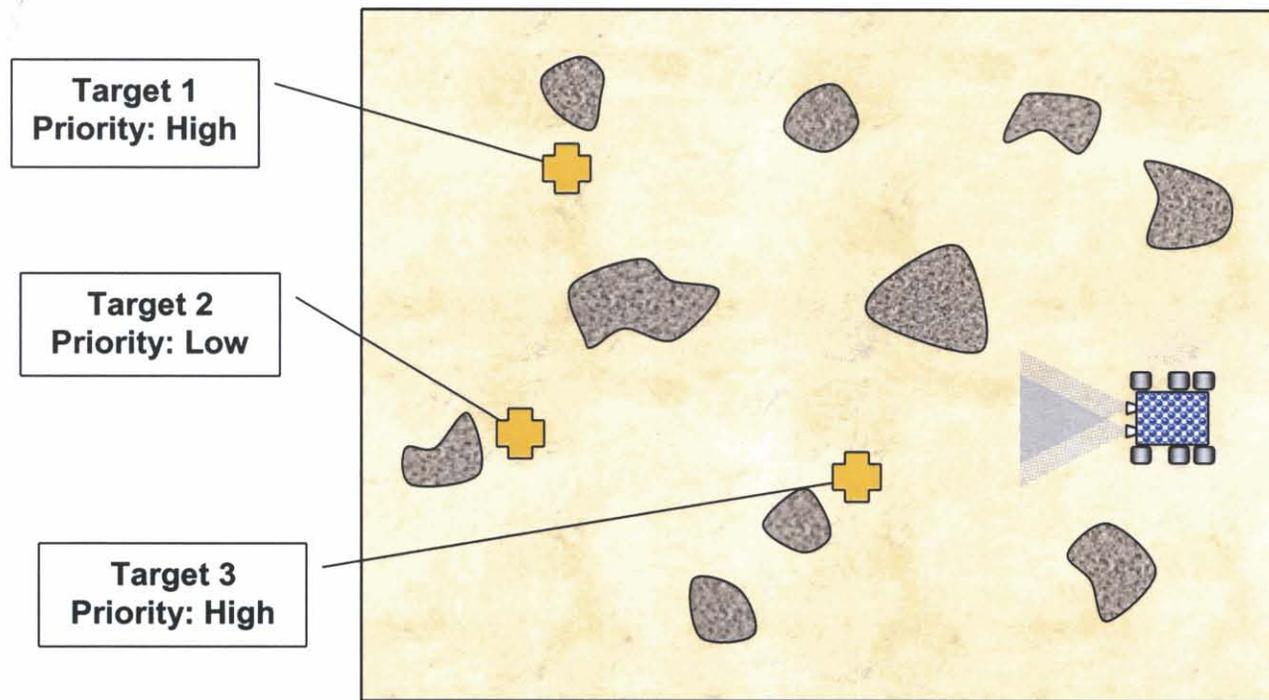
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Demonstration overview

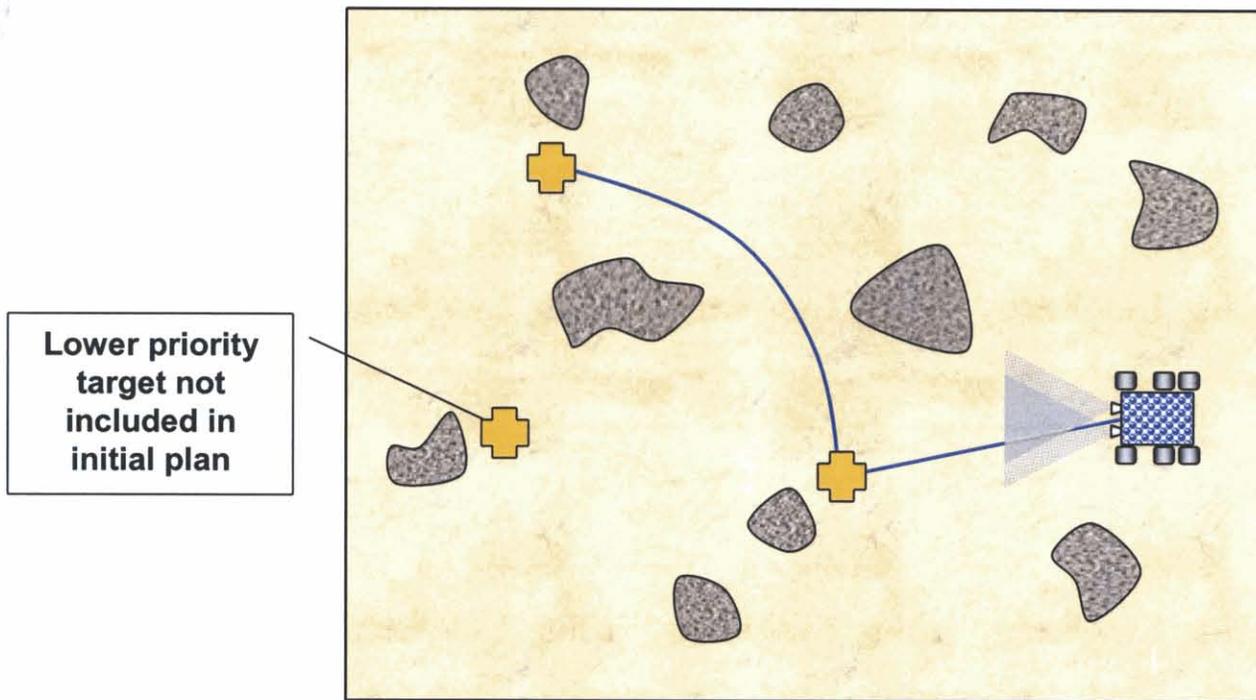
- Initial plan generation
 - Three prioritized, science targets will be given to system
 - Initial plan will contain only two targets due to time constraints
- Plan execution
 - Plan will be autonomously executed onboard rover
 - Relevant states and resources are continuously tracked (e.g., position, energy)
- Science alerts
 - During rover drives, several science alerts will be identified and handled by taking extra images
- Additional re-planning
 - Rover will complete first traverse earlier than expected
 - After traverse completes, third science target will be added to plan since more time is now available

Initial Science Targets



- Three prioritized science targets, representing ground-specified goals, are given to the system.
- Note, Target 2 is lower priority than Targets 1 and 3.

Plan Generation



- The planning system generates an initial plan to gather requested science data.
- This plan only contains two of the three science targets due to time and power constraints.

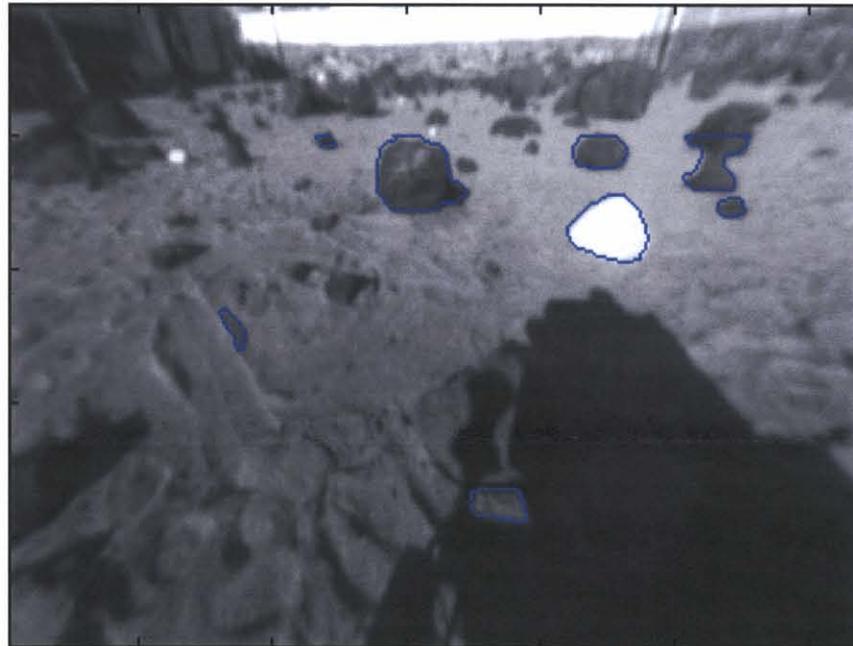


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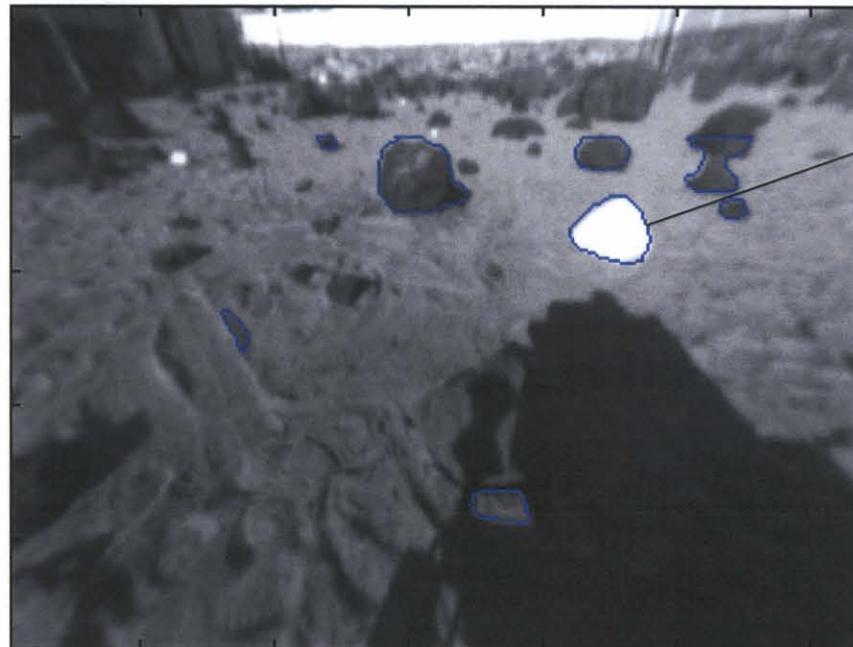
Rockfinding

(provided through OASIS rockfinder)



- During rover traverses, images are taken by hazard cameras for obstacle avoidance.
- Using these images rocks are automatically identified by our Rock Finder software.

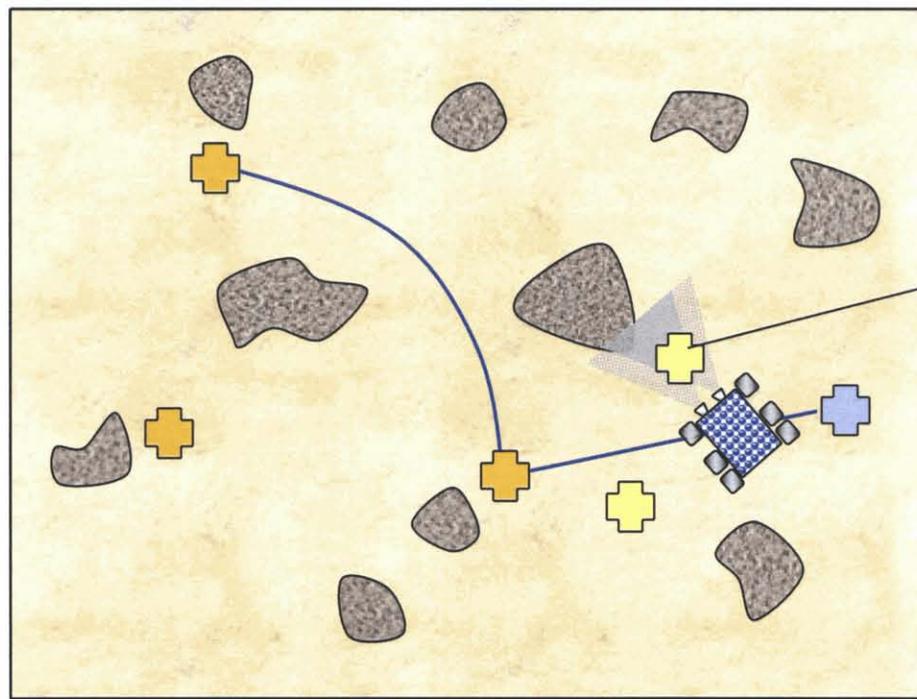
Identifying rocks of interest (provided through OASIS data analysis)



White rock
triggers
science alert

- Data analysis software is then used to identify rocks of interest.
- Here, we are looking for rocks that match a pre-specified “target signature” of a light albedo (i.e., white rocks).
- If any such rocks are found, a science alert is triggered.

Science Alerts



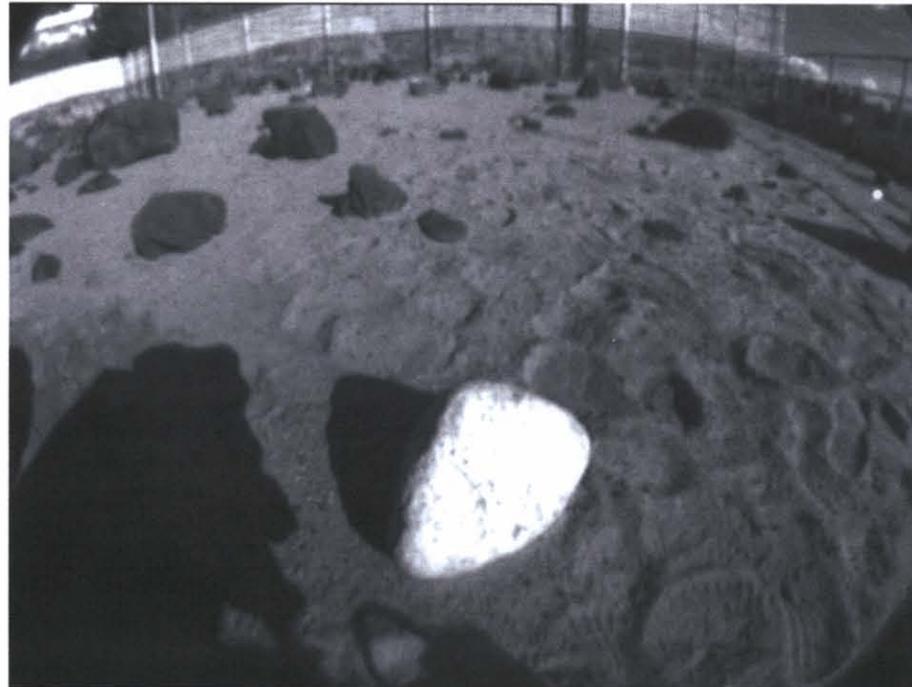
- During the first traverse, several science alerts occur.
- The planner checks current resource and state information and if possible, schedules additional images of the rocks of interest.
- To take images, the rover is turned to face the target rock and then returns to its original traverse.



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Science Alert Image

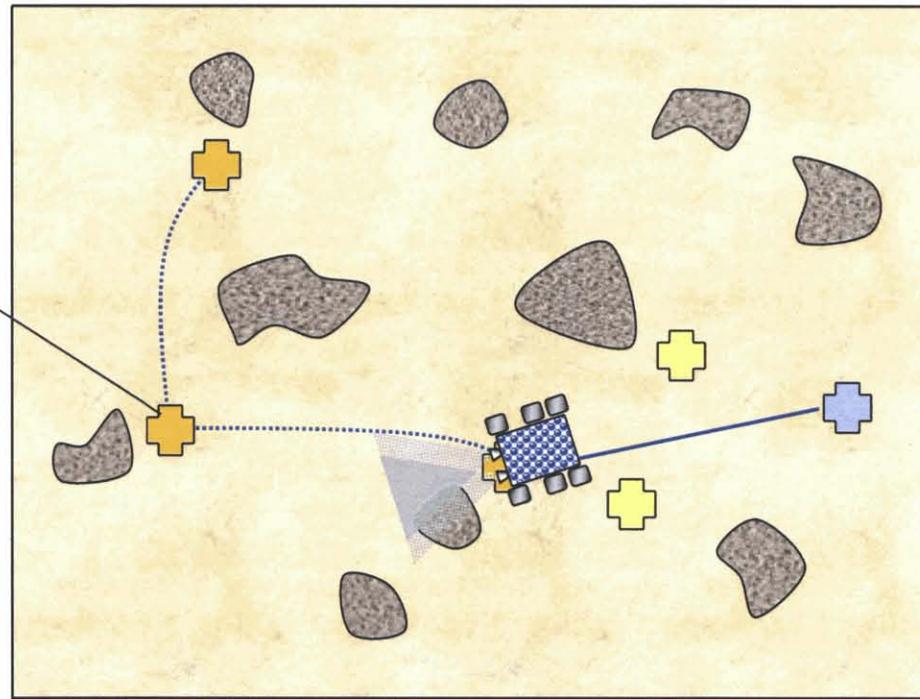


Sample image taken in response to a science alert



Replan to achieve additional science targets

Now able to include lower priority target in plan



- The first ground-specified science target is reached in less time than expected.
- The extra time enables the planning software to dynamically add Target 2 to the plan.



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Other tested scenarios

- Other science alert responses
 - Stop and call home (wait for response from ground before taking further action)
 - Drive closer to rock to take additional science measurements
- Re-planning in response to problems
 - Handle resource oversubscription (by reducing rover activities)
 - Handle unexpected obstacles (by re-ordering or deleting hard to reach targets)



Science Alert Video





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Related Work

- Contingent Rover Language (CRL) (Bresina, et al., 1999)
 - Allows contingency branches in rover plans
 - Produced by CPS (Contingent Planner/Scheduler) and then interpreted by Exec
 - Planner is ground-based; exec is onboard
 - Can only handle contingencies that are pre-planned
- ASE (Chien, 2001)
 - CASPER and SCL exec flying onboard
- Remote Agent Experiment (RAX) (Jonsson, 2000)
 - Flown on NASA Deep Space One (DS1) mission
 - Used batch planner and executive
- Other three layer approaches (Bonasso, 1997; Alami, 1998; Gat, 1998)

Future Work

- Increase levels of autonomy for science alert response
 - Driving closer to target
 - Using additional instruments
 - Close-contact measurements
- Apply system to handle add'l faults and exceptions

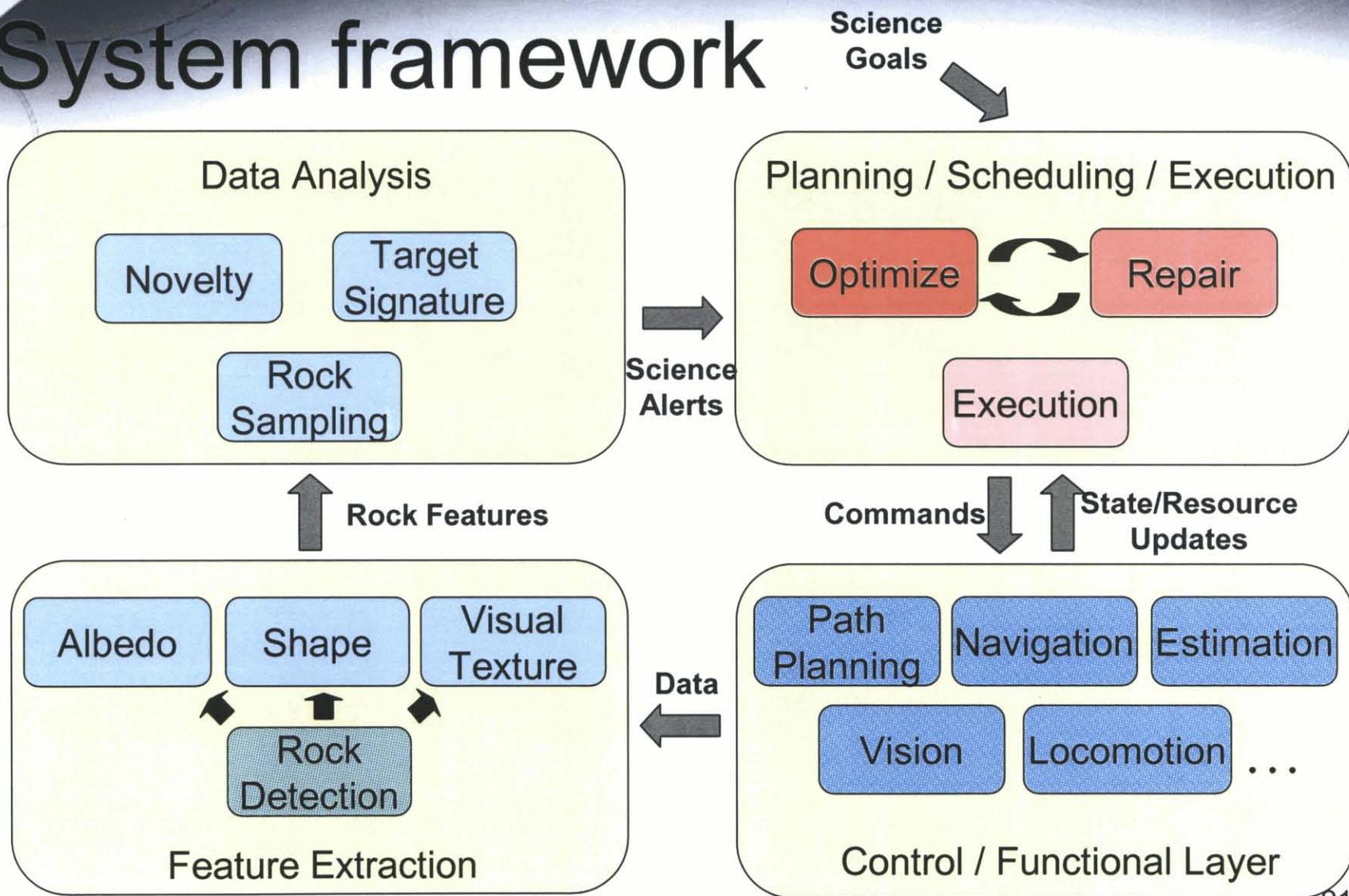


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Extra Slides

System framework





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CLEaR System

(Closed-Loop Execution and Recovery)

- Developed to closely coordinate goal-driven and event-driven behavior
- Integration of CASPER planning system and TDL executive
 - CASPER (Chien, 2001)
 - Continuous planning and scheduling system
 - Handles temporal, resource and state constraints
 - Continual modification of plan based on changing operating context
 - TDL (Simmons, 1998)
 - Expansion of tasks based on current state information
 - Execution, monitoring and exception handling
- Part of CLARAty robotic architecture (Nesnas, 2003)
- Differences with typical three-layer architecture
 - Planning is continuous (secs) vs. batch (mins)
 - Only small window of activities is sent to exec (which allows re-planning to occur on parts of plan that are only 20-30 seconds in future)
 - Closes loop with data analysis (as part of OASIS system)