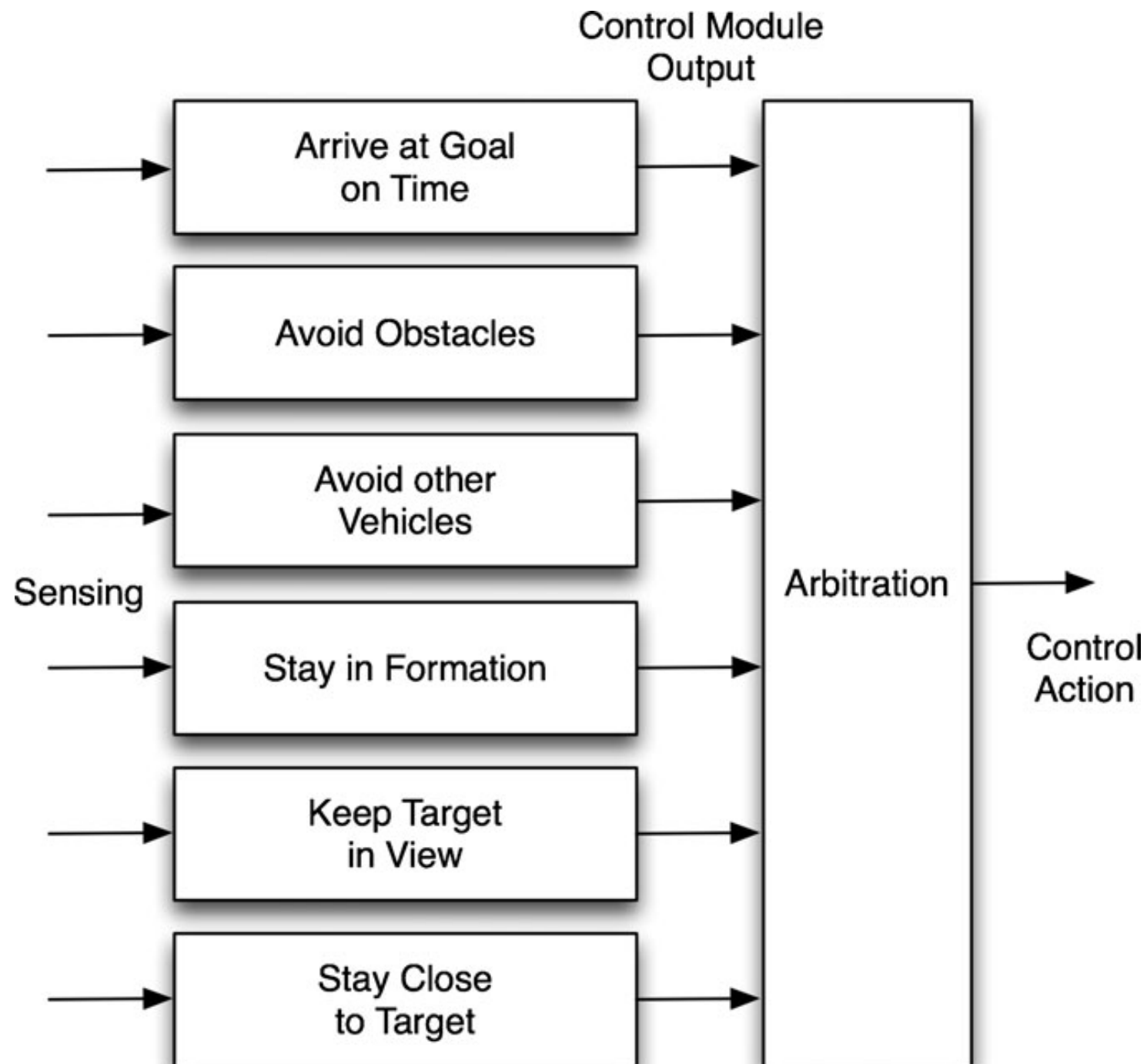


# Promises of multiple objective control of robots

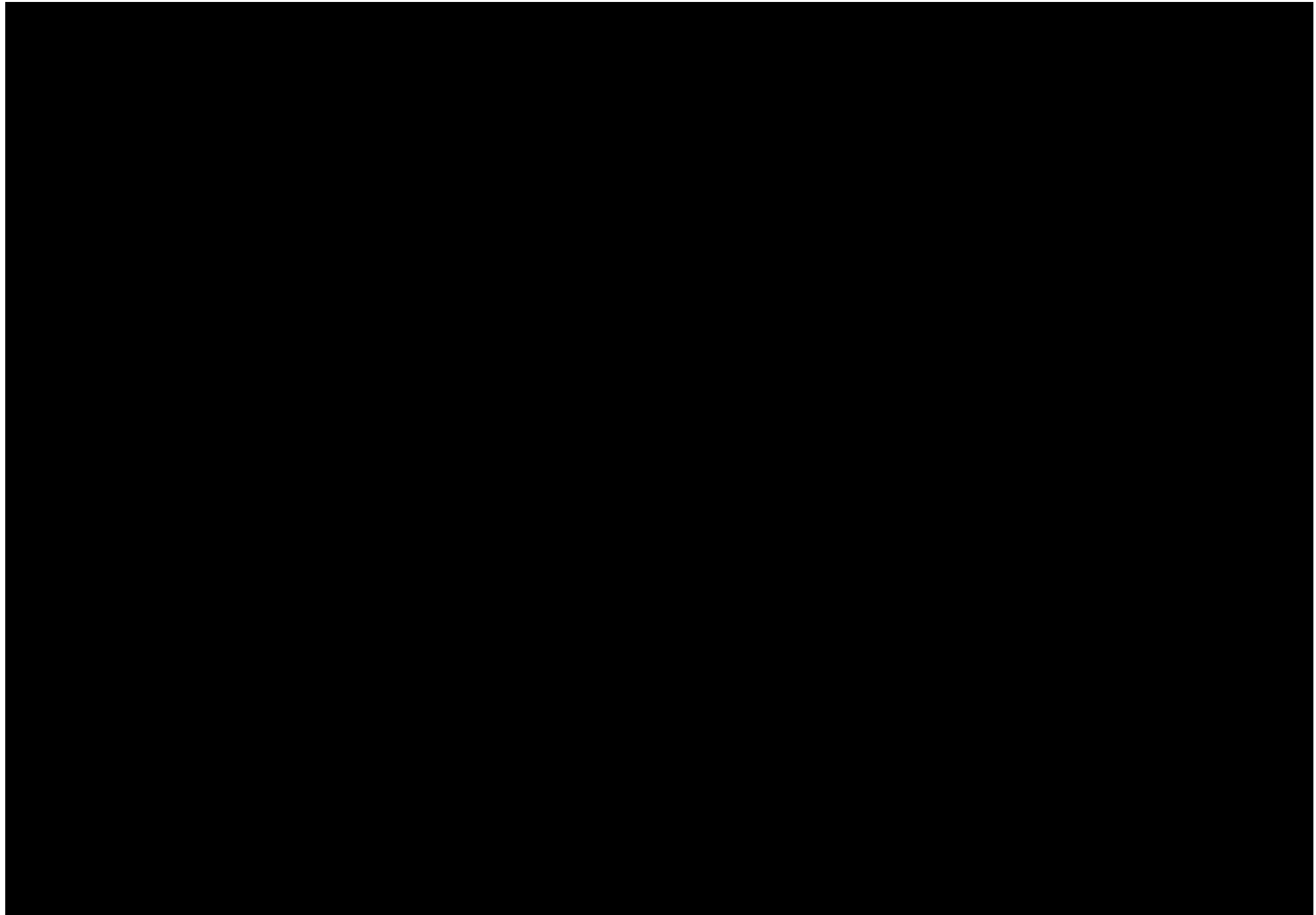
Pierre-Brice Wieber  
INRIA Grenoble Rhône-Alpes

**Robots have to deal with  
multiple objectives**

# Ögren 2011 JIRS



# Kanoun 2011 ITRO



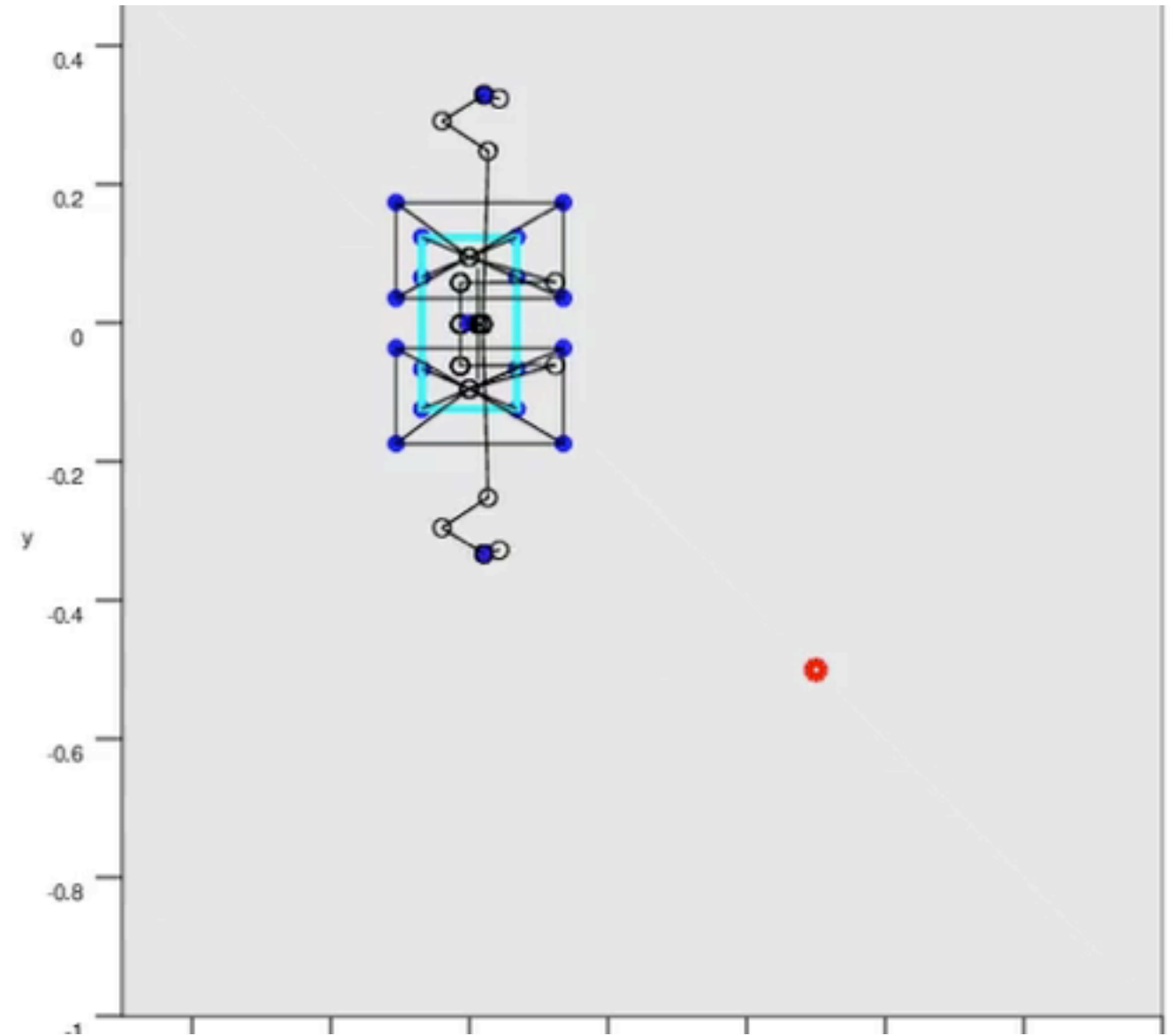
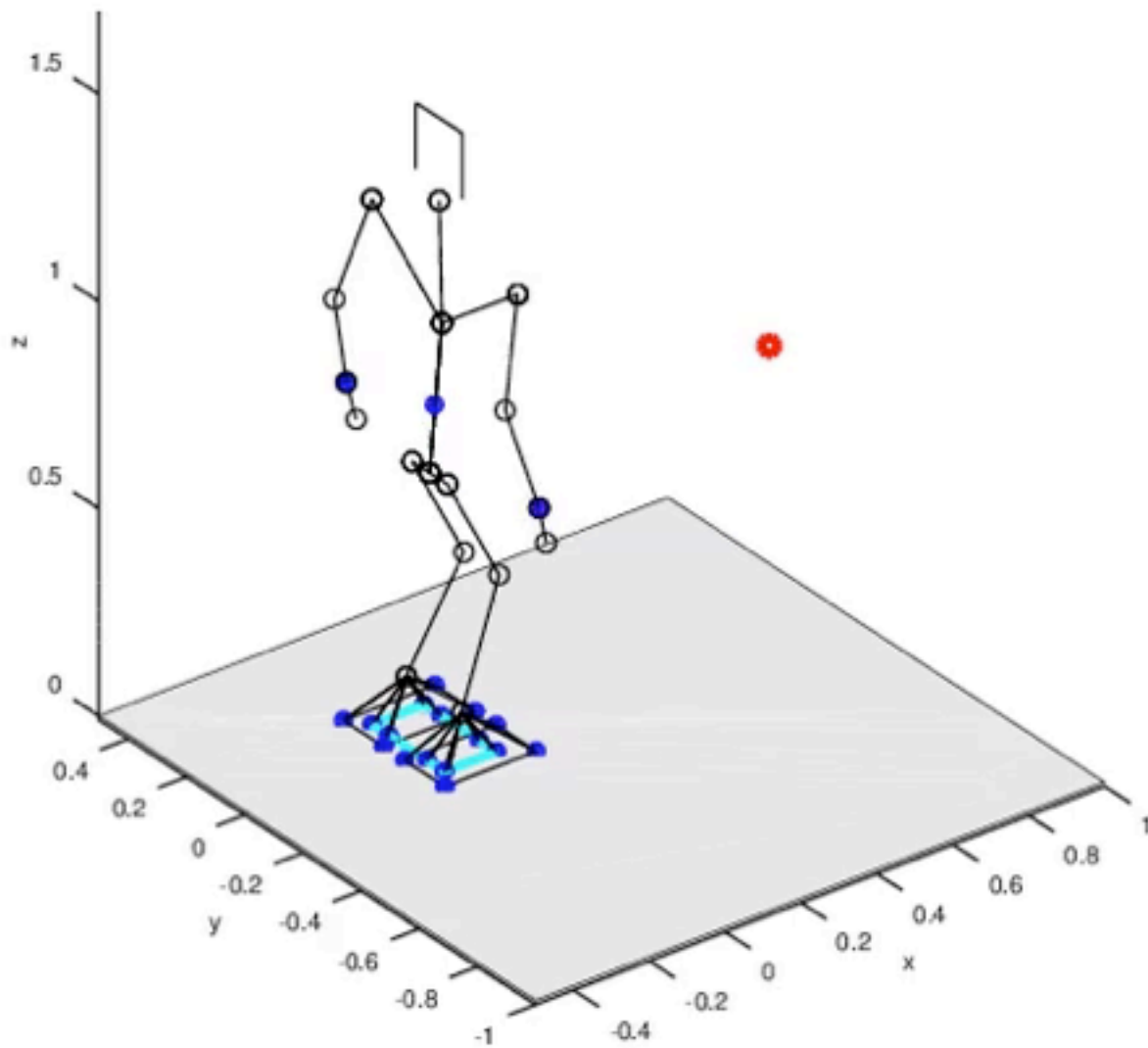
# Kanoun 2011 ITRO



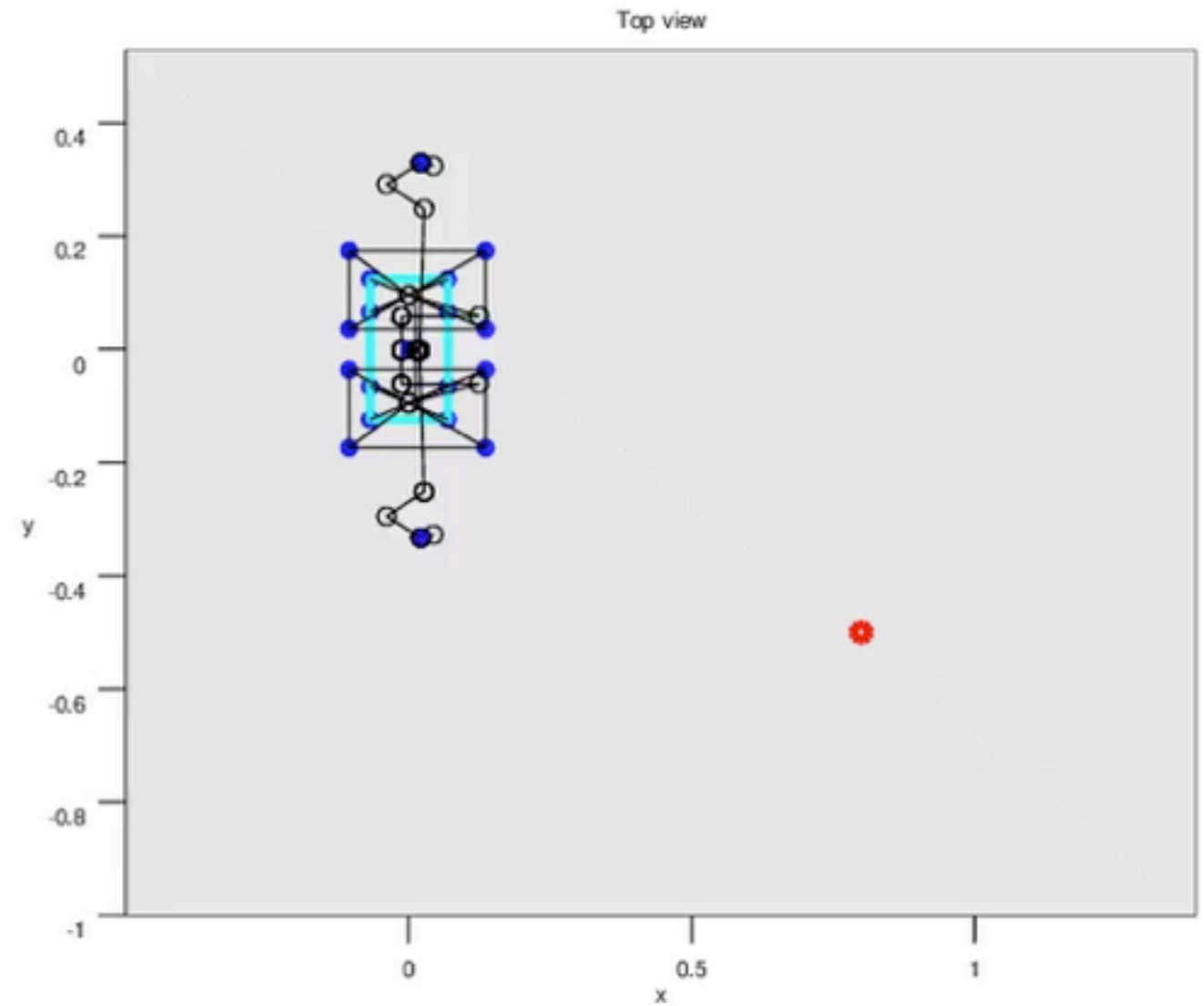
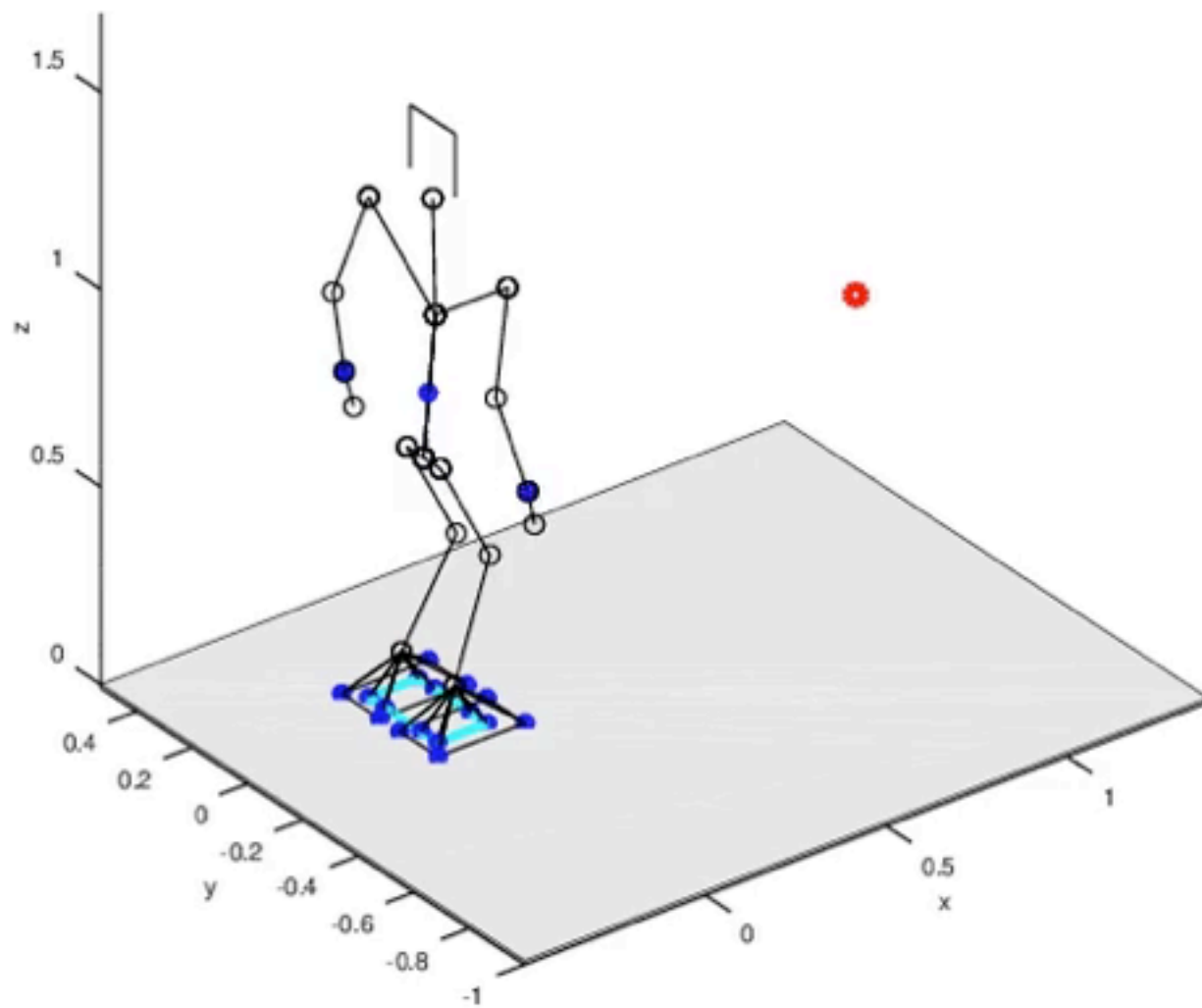
# Reaching a target...

$(\text{Dynamics}) \succ (\text{Target}) \succ (\text{Do nothing})$

# Reaching a target...



# Reaching a target...

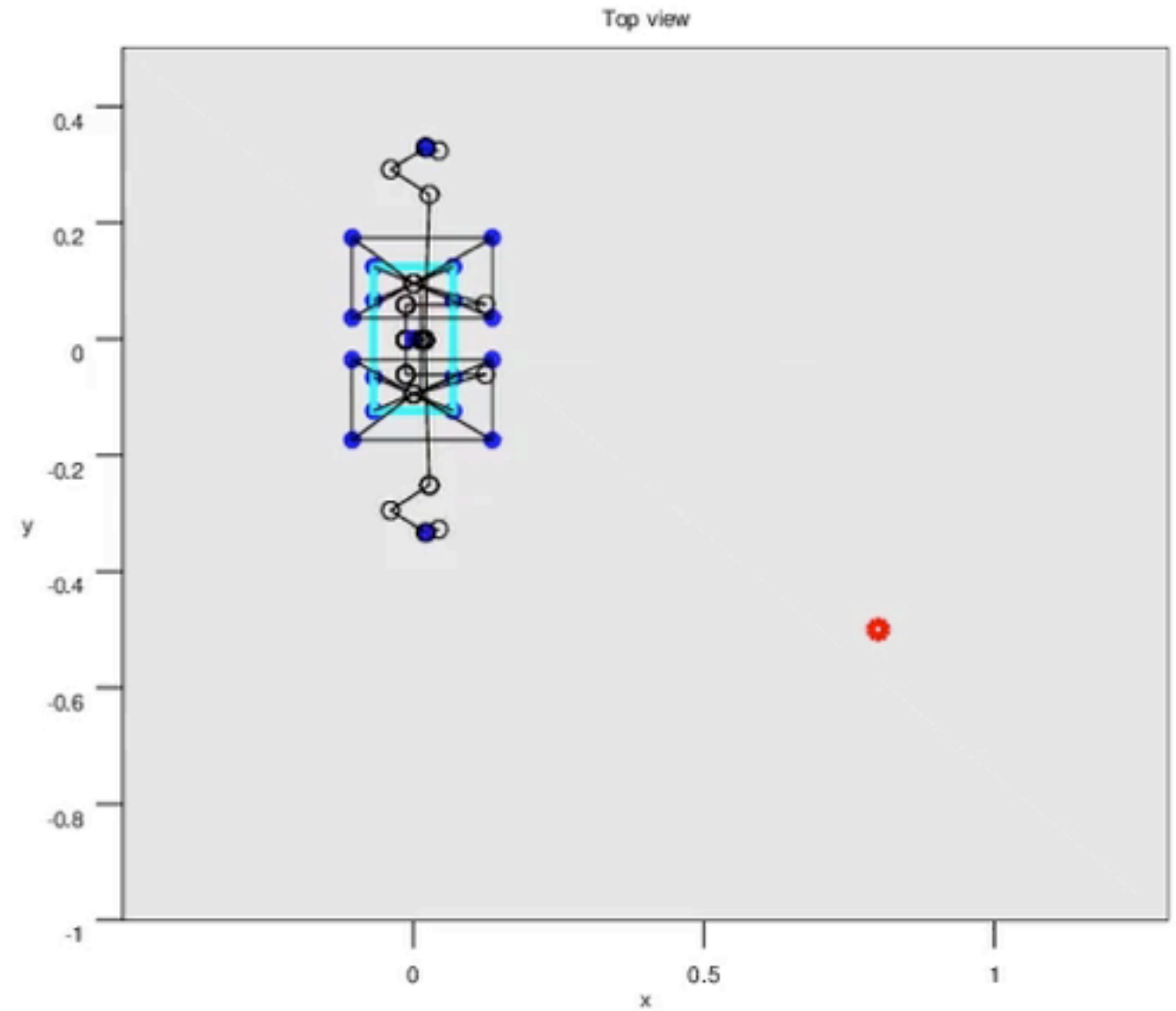
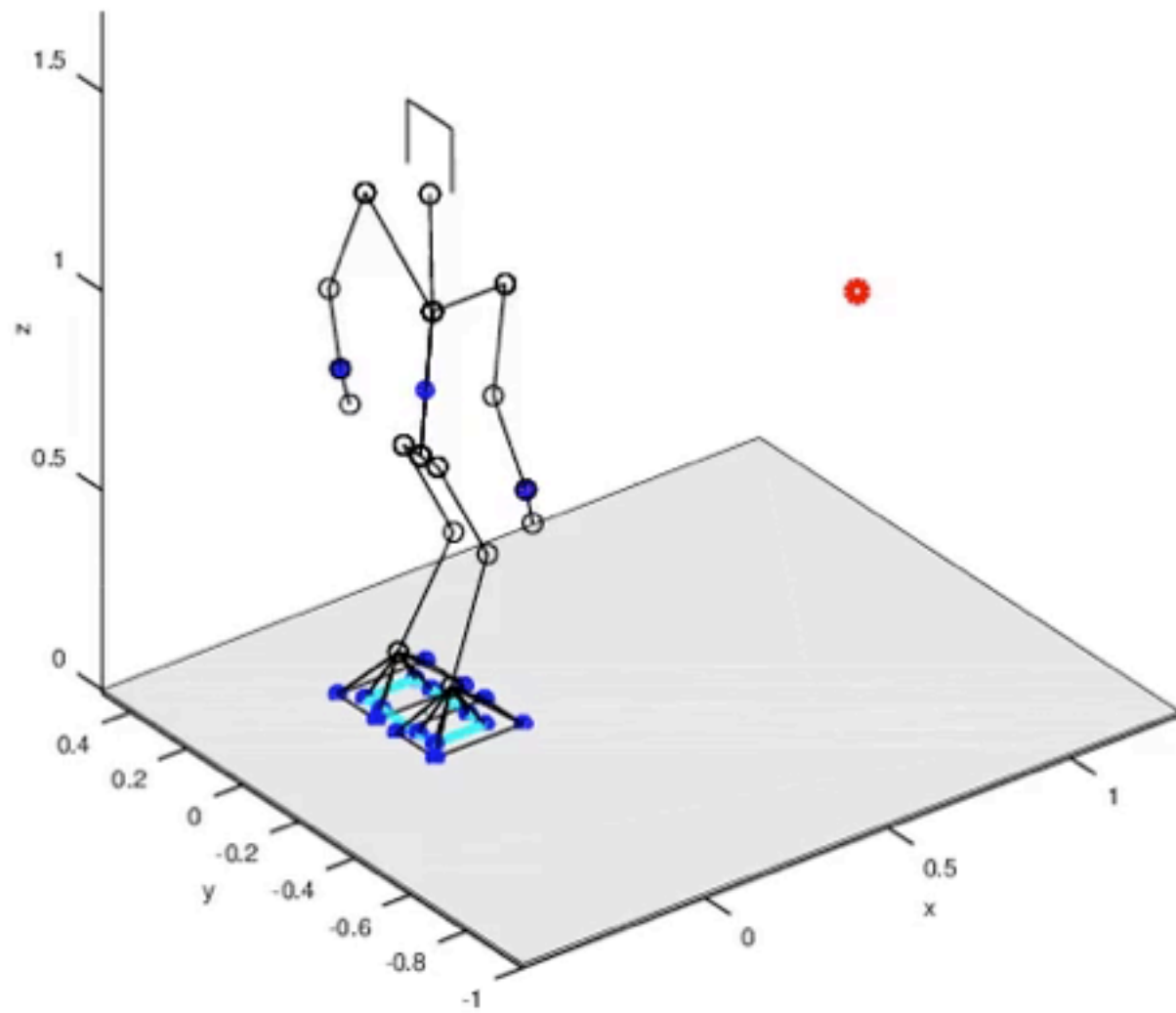




# Reaching a target...

$(\text{Dynamics}) \succ (\text{Do not fall}) \succ (\text{Target}) \succ (\text{Do nothing})$

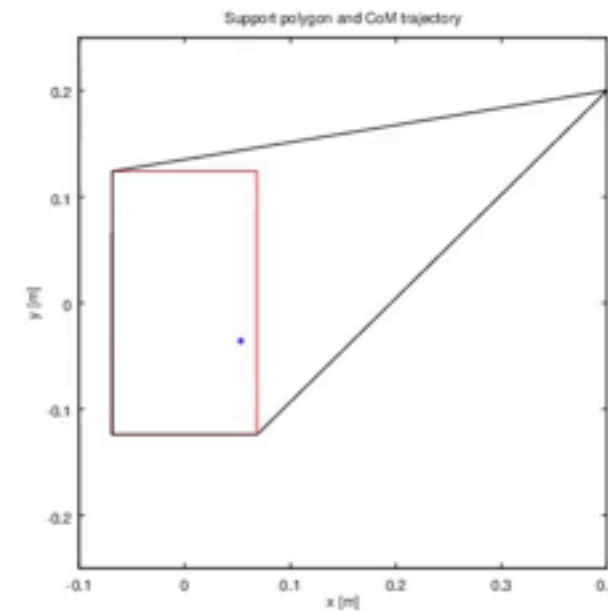
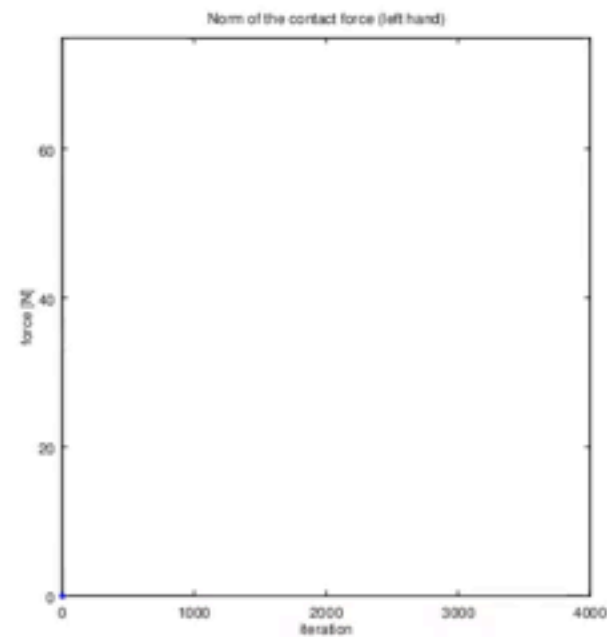
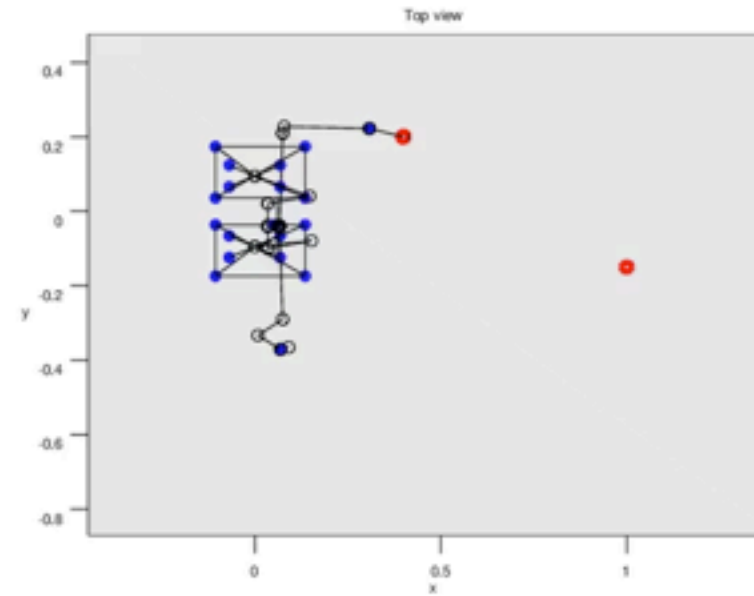
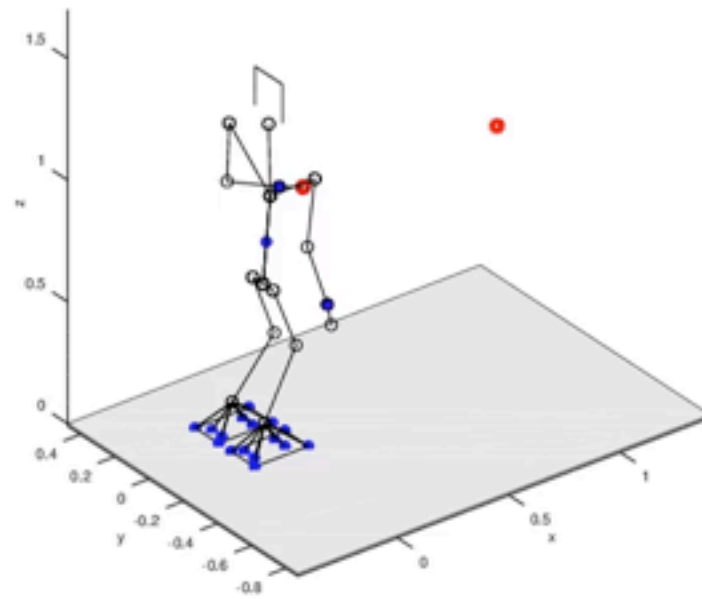
# Reaching a target...



# Using hand support

$(\text{Dynamics}) \succ (\text{Do not fall}) \succ (\text{Target}) \succ (\text{No hand support})$

# Using hand support

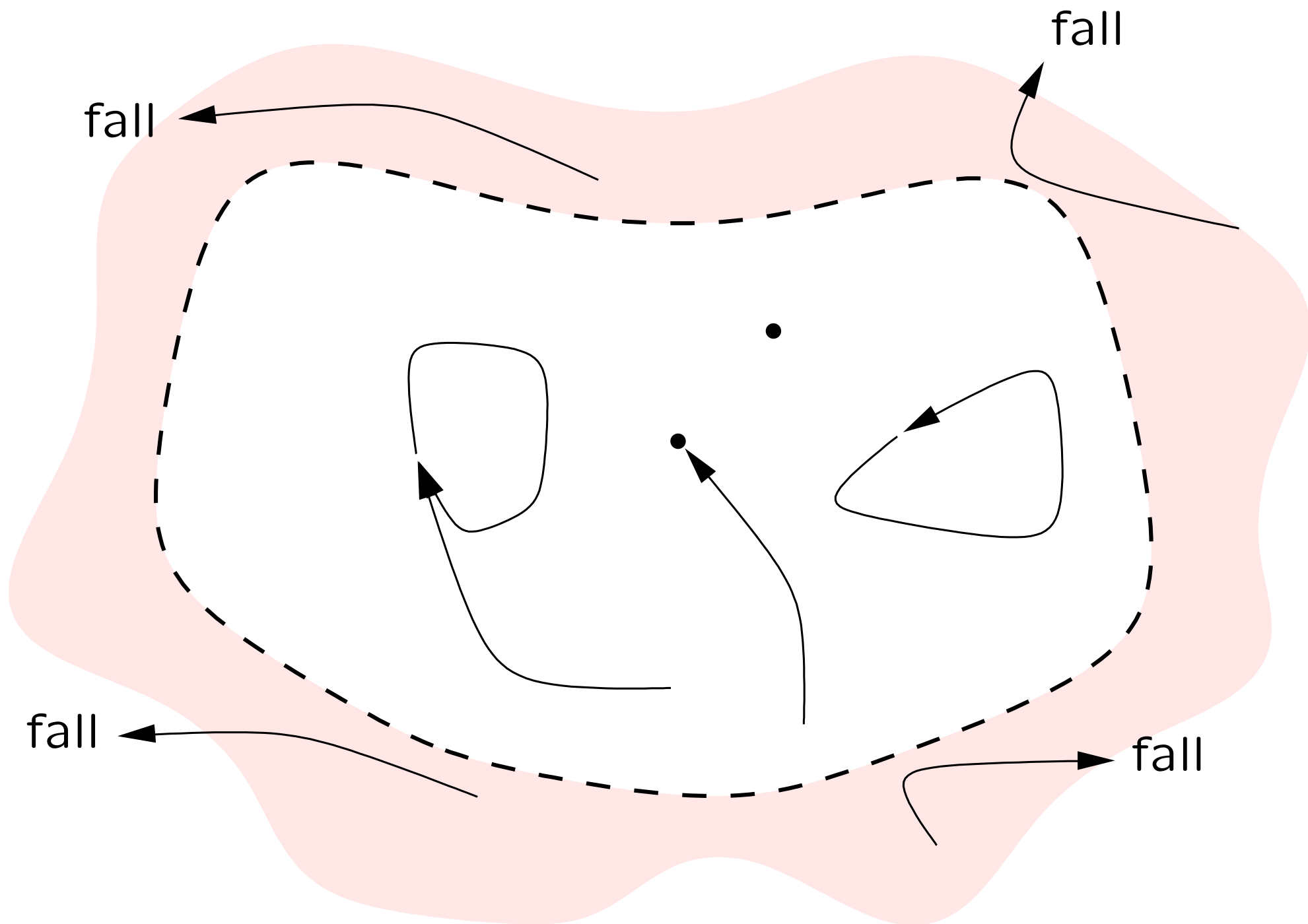


**Do not fall**

# Kerry Skarbakka



# Viability & capturability



# Reaching a target, and walking

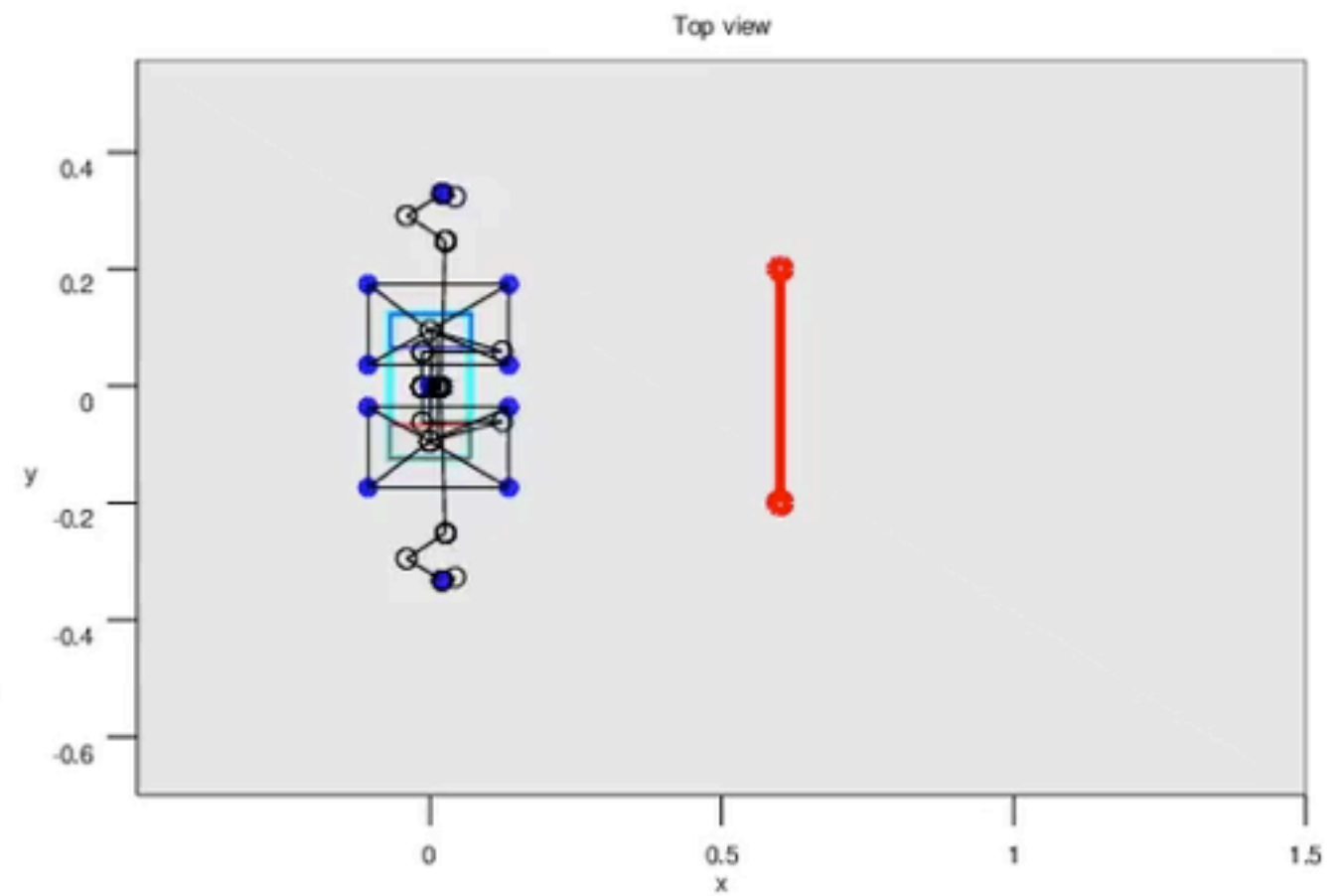
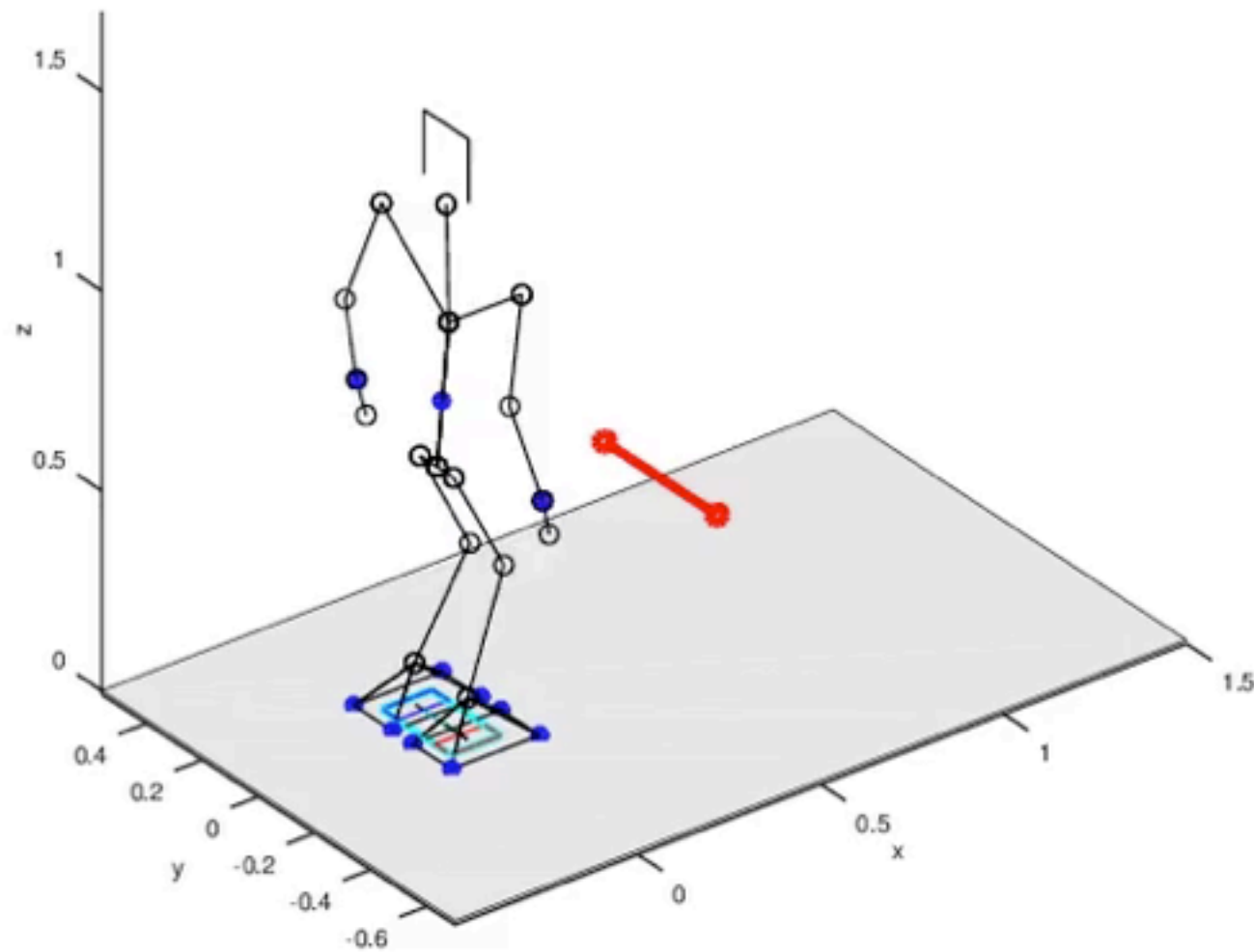
$(\text{Dynamics}) \succ (\text{Do not fall}) \succ (\text{Target}) \succ (\text{Do nothing})$



# Sherikov 2014 ?

Walking towards a moving target.

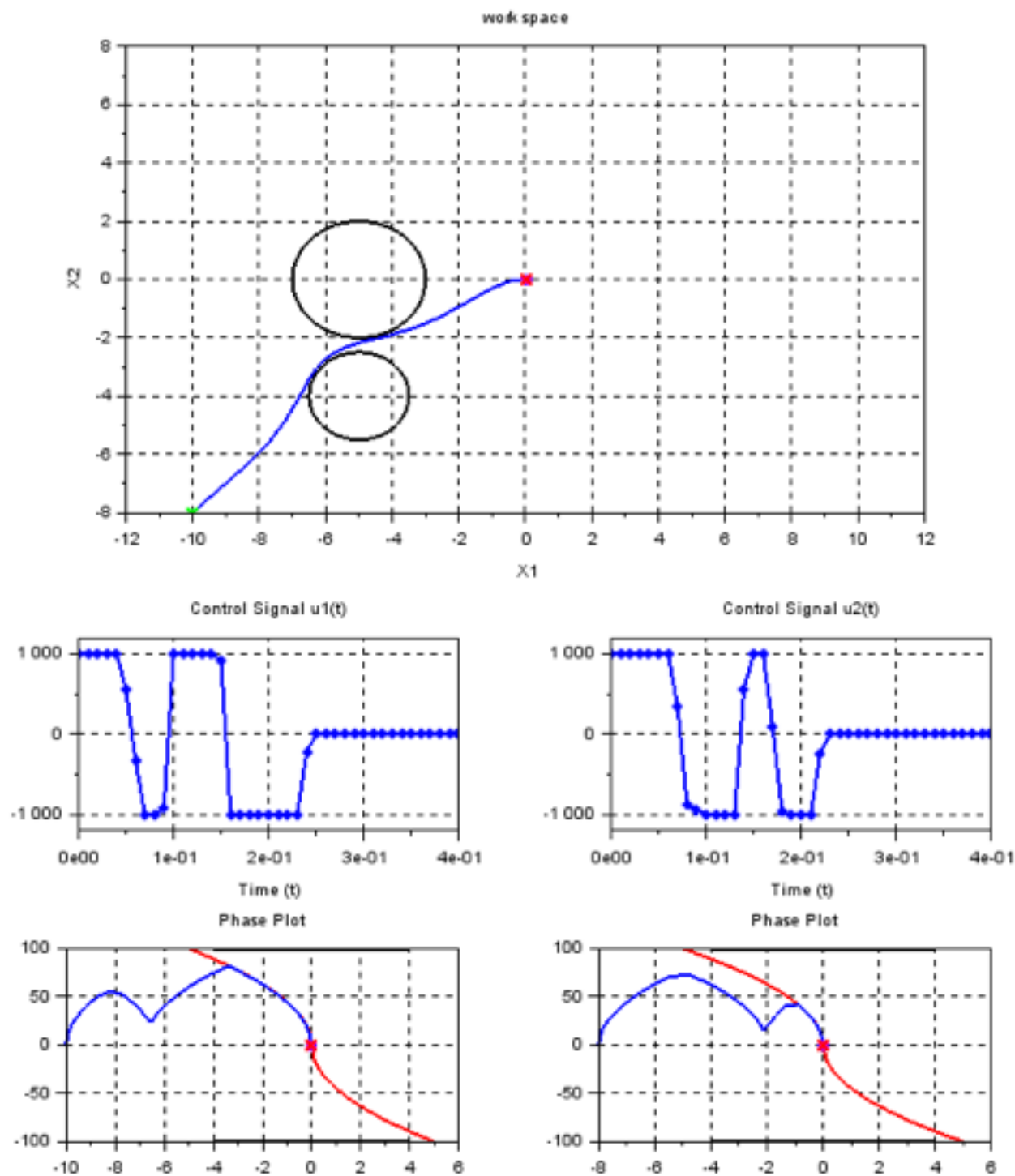
# Sherikov 2014 ?



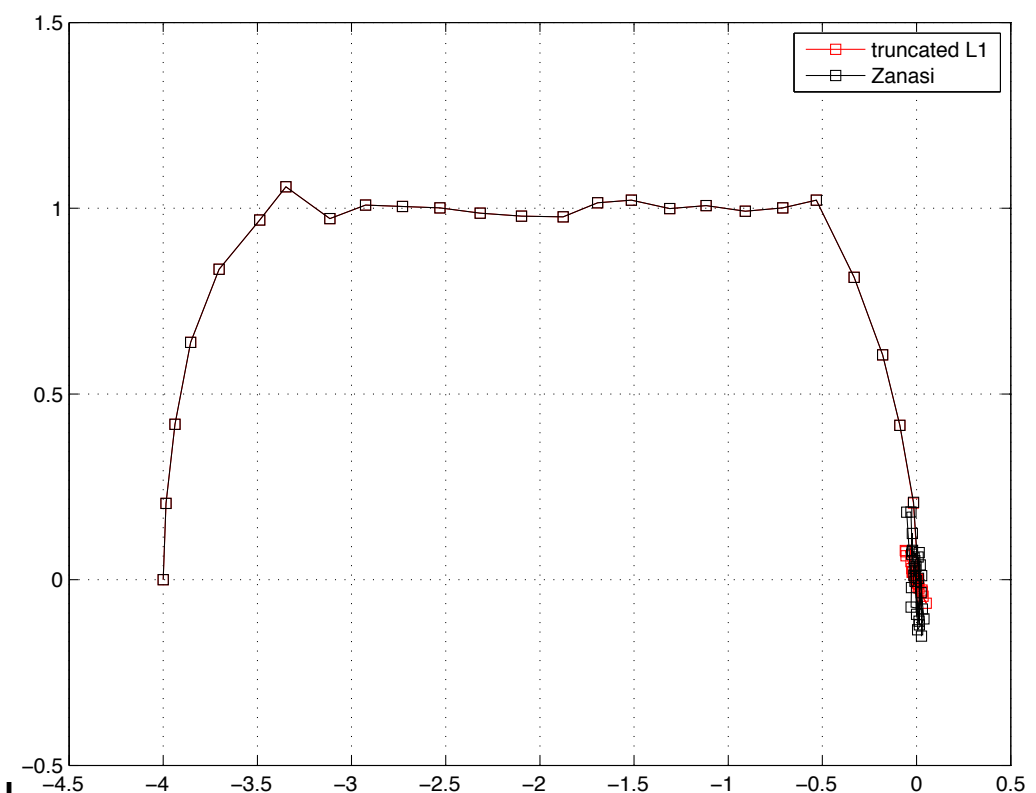
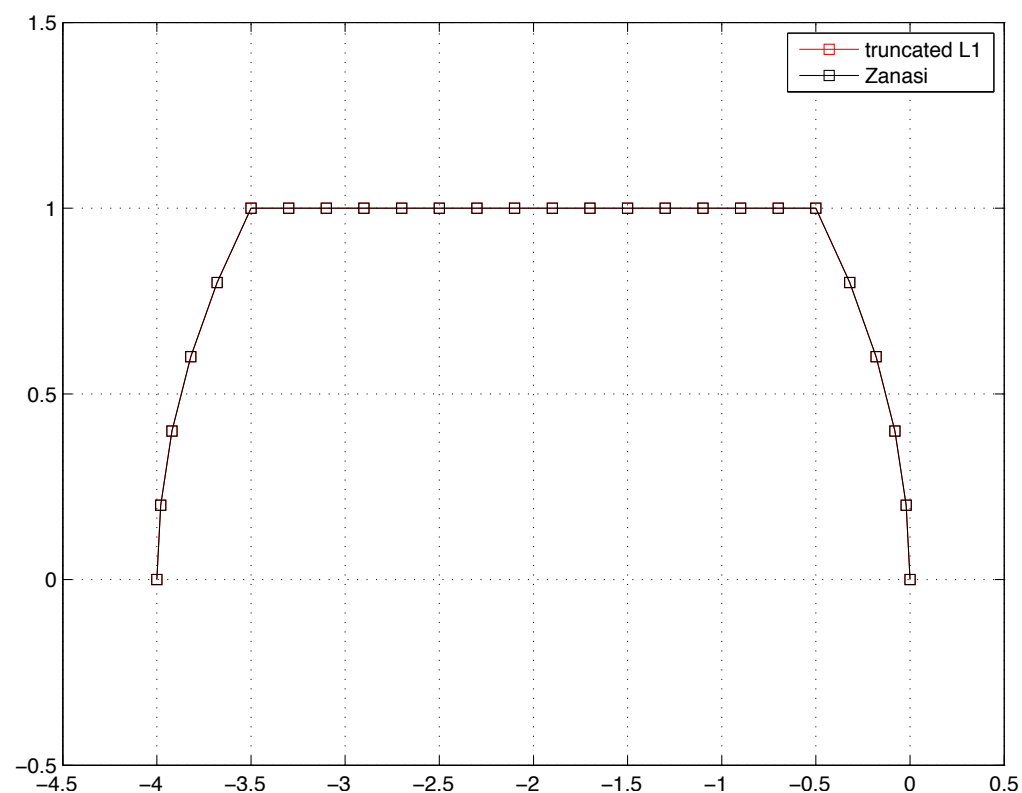
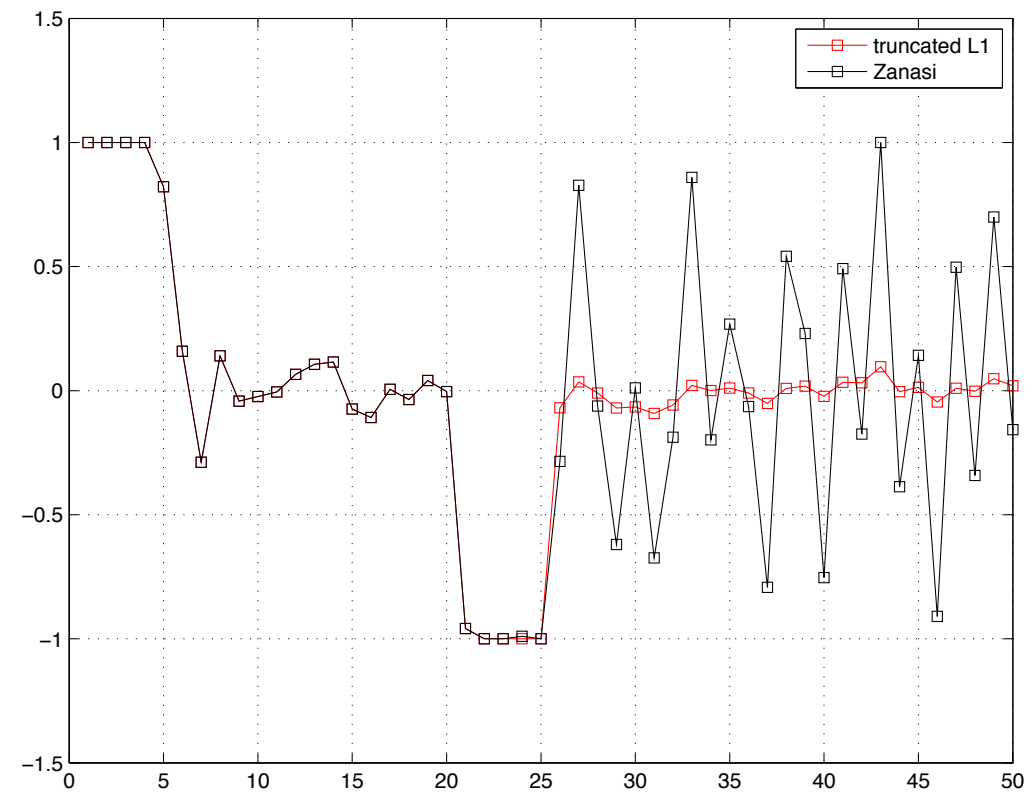
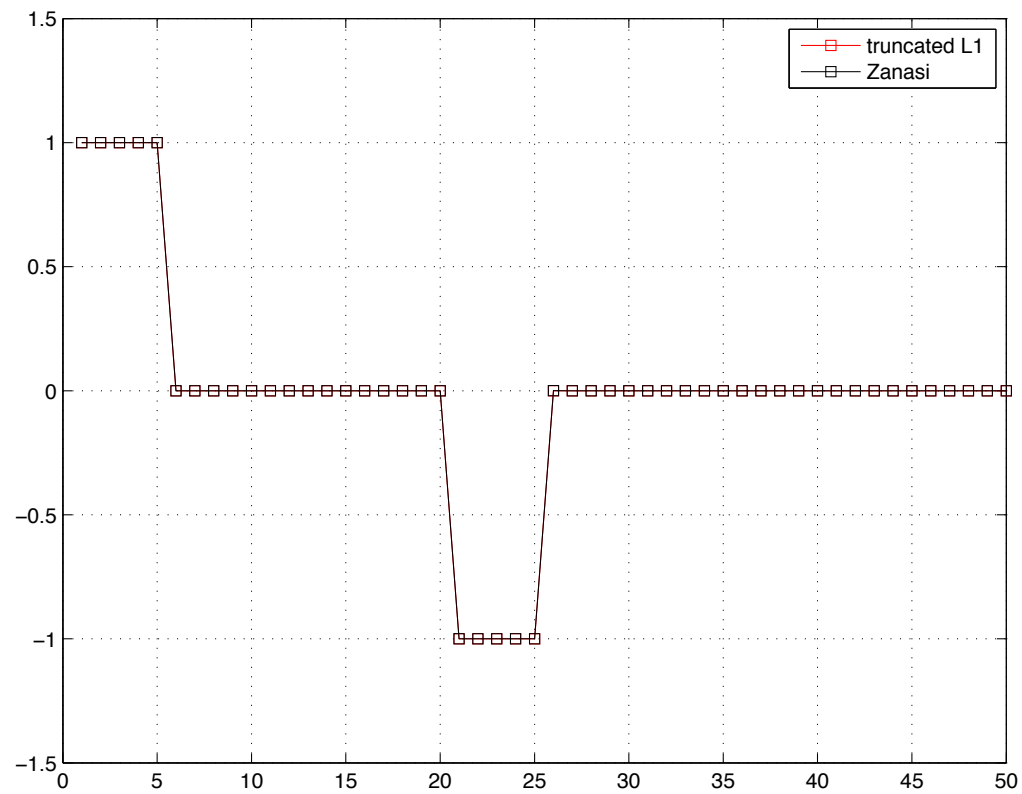
# Time optimal control

(Dynamics)  $\succ$  (Avoid obstacles)  $\succ$  (As fast as possible)

# al Homs 2014 ?



# al Homsi 2014 ?



# Time optimal control

(Dynamics)  $\succ$  (As fast as possible if far)  $\succ$  (Stay smooth)

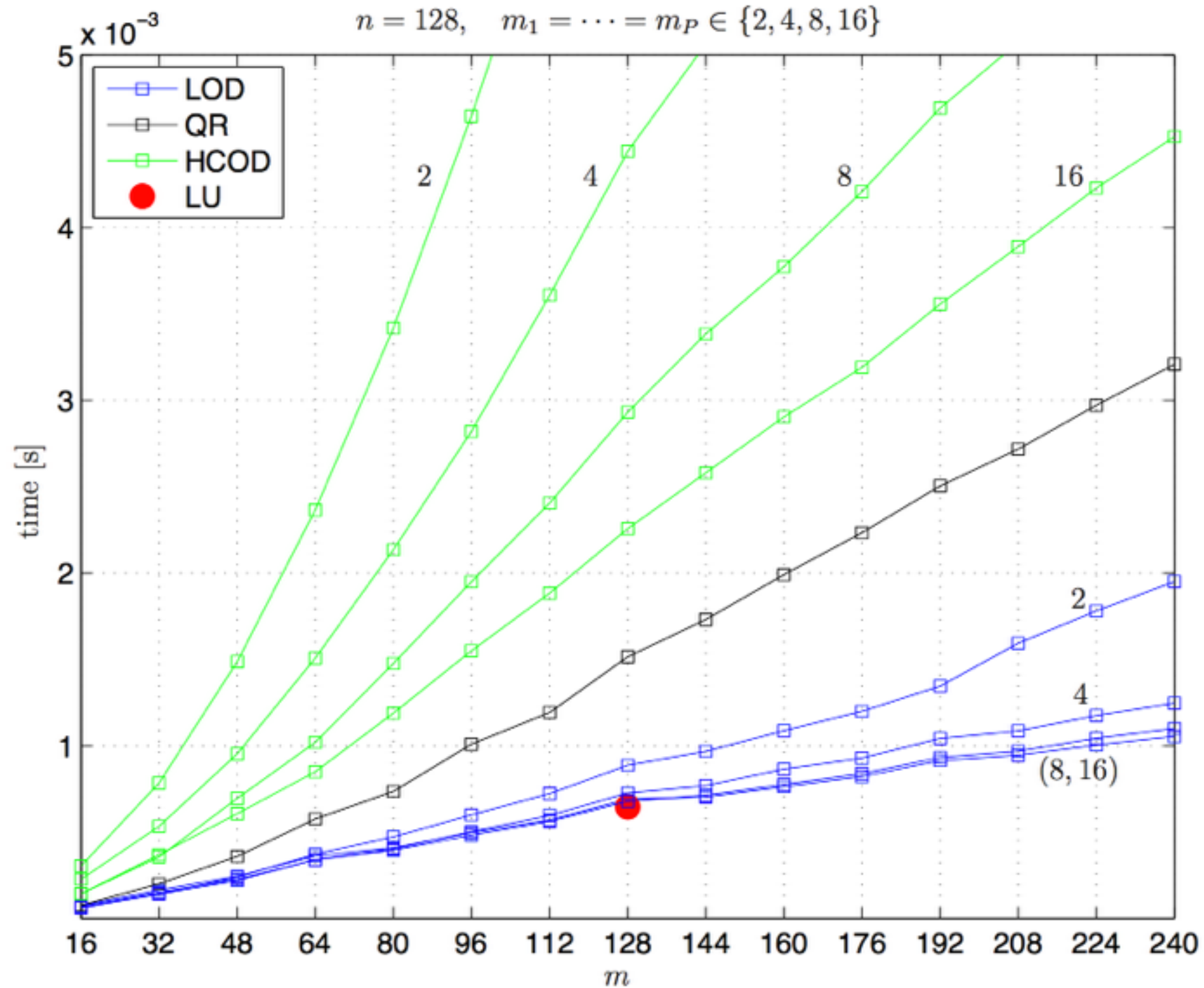
# Lexicographic Optimization

# Dimitrov 2014 ?

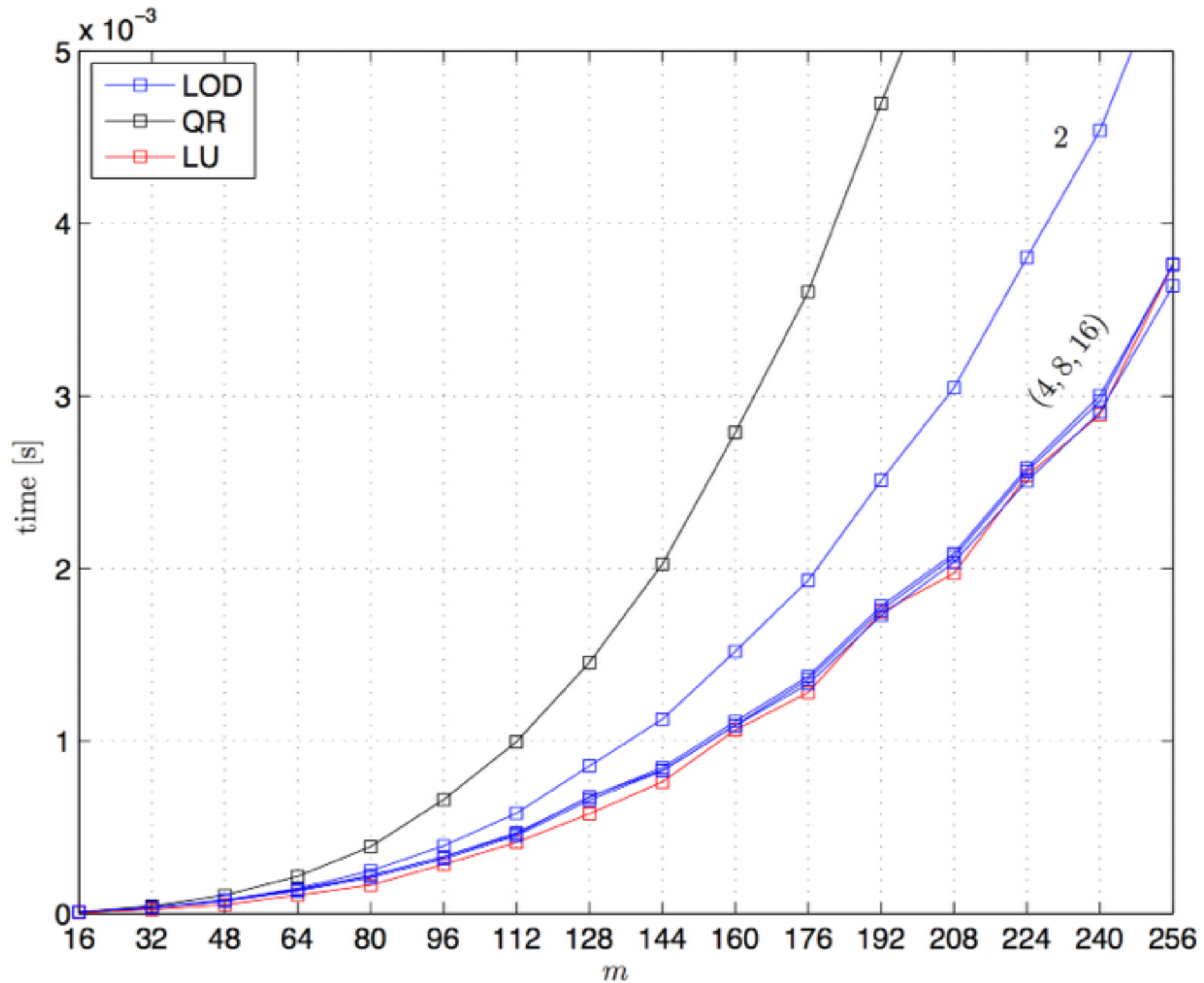
- A hierarchy is faster to solve
- As fast as solving  $Ax = b$
- Can't be faster in the general case



# Dimitrov 2014 ?



# Dimitrov 2014 ?



# A single problem

- Singularity ! (ill-conditioning)

# Their work



Alexander Sherikov    Saed al Homs    Dimitar Dimitrov