

## Chapter 2.2 Report for A\* planning algorithms by ROS

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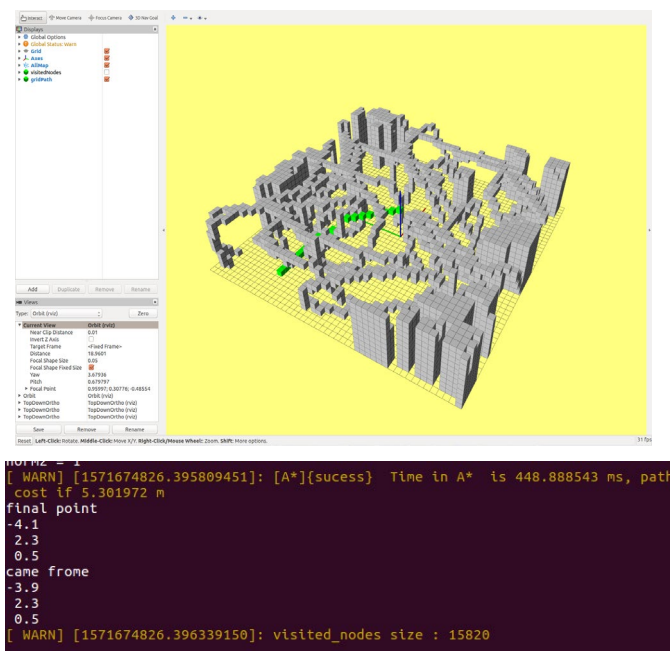
### 1. Algorithm Flowchart

When the main() function in `demo_note.cpp` calls “`_astar_path_finder->AstarGraphSearch(start_pt, target_pt);`”, the planning function receive the start and end points of planning task.

Then the “`AstarGraphSearch`” fuction in “`Astar_searcher.cpp`” start.

- a) Recode current time `time_1`
- b) Initial the start point pointer startPtr
- c) Main loop for expanding
  - a) if open list is empty or reach the goal, finish the cicle
  - b) get the minimum f node from the open list, delete it and mark it as visited
  - c) get all the neighbours of current node
  - d) decide whether to put the neighbours to the open list or change the g value in the open list
- d) Get current time `time_2` and print the search time
- e) Track the path back from the terminatePtr to the start
- f) Show the path at RVIZ interface

### 2. Planning Results



### 3. Comparison of different heuristic functions for the performance of A star planning

Goad: -1.0 4.0 1.5

3.1 Euclidean

Time in A\* is 42.324343 ms, path cost is 4.789877 m, visited\_nodes size : 14642



[A\*]{sucess} Time in A\* is 6.634882 ms, path cost is 3.175663 m, visited\_nodes size : 1323  
[JPS]{sucess} Time in JPS is 6.469833 ms, path cost if 3.175663 m visited\_nodes size : 286

