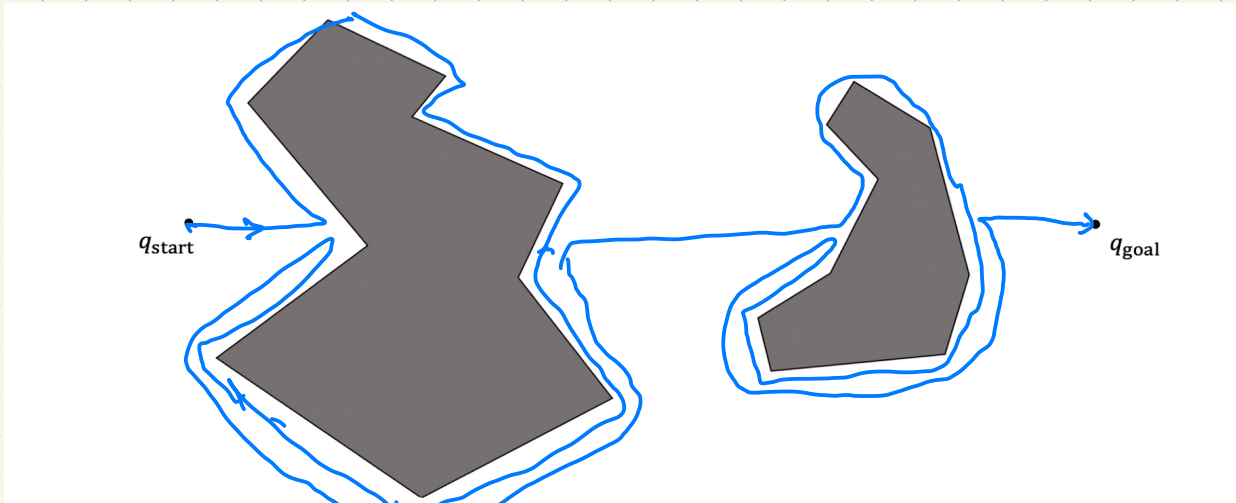


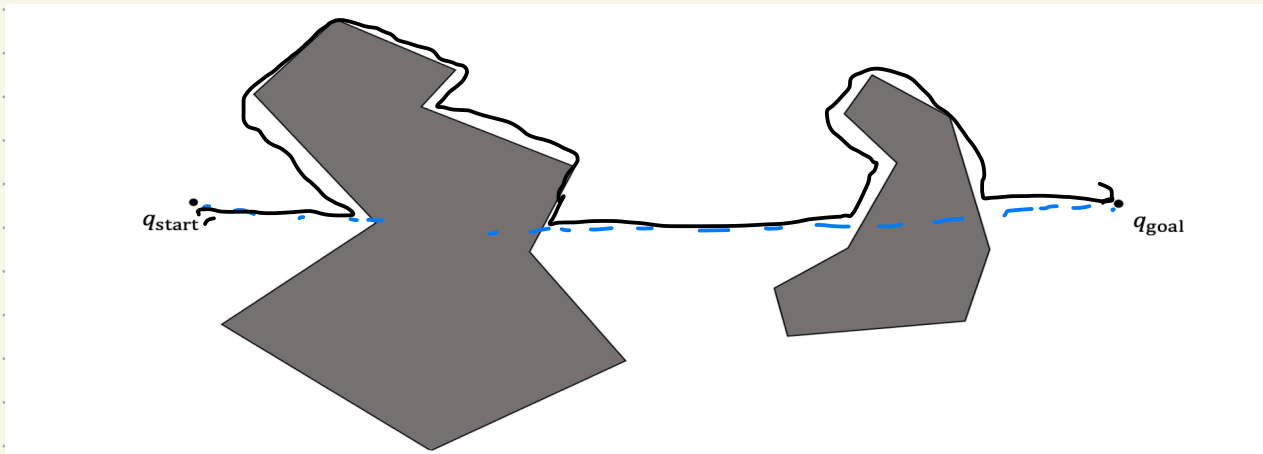
HW 1

**Exercise 1.** Draw the trajectories produced by Bug 1, Bug 2, and Tangent Bug (with unlimited radius) algorithms for a point robot in the workspace shown in Figure 1.

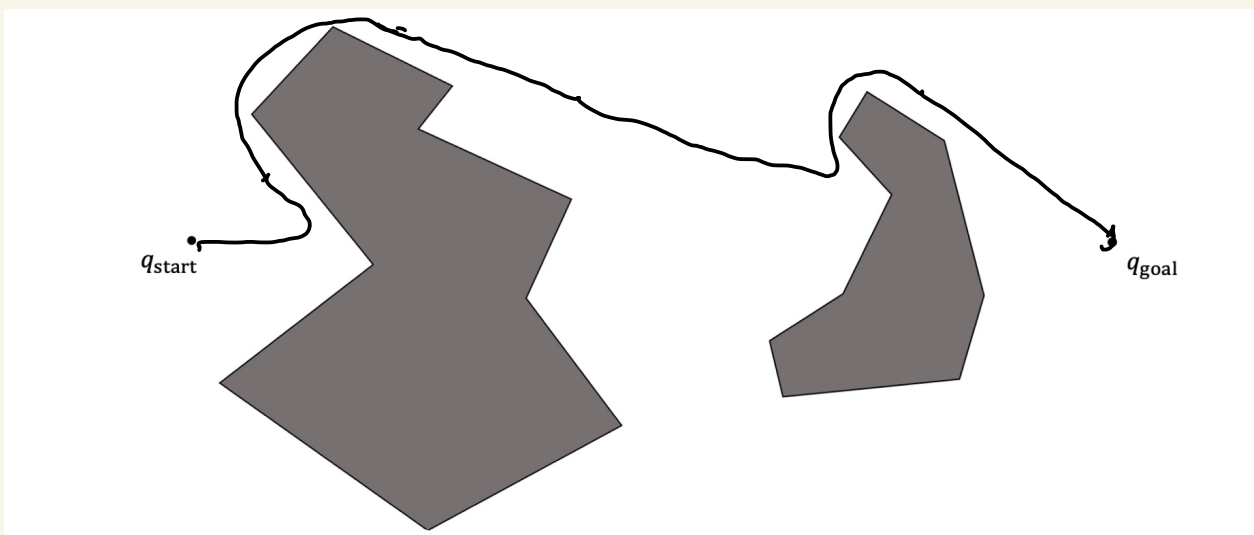
Bug 1



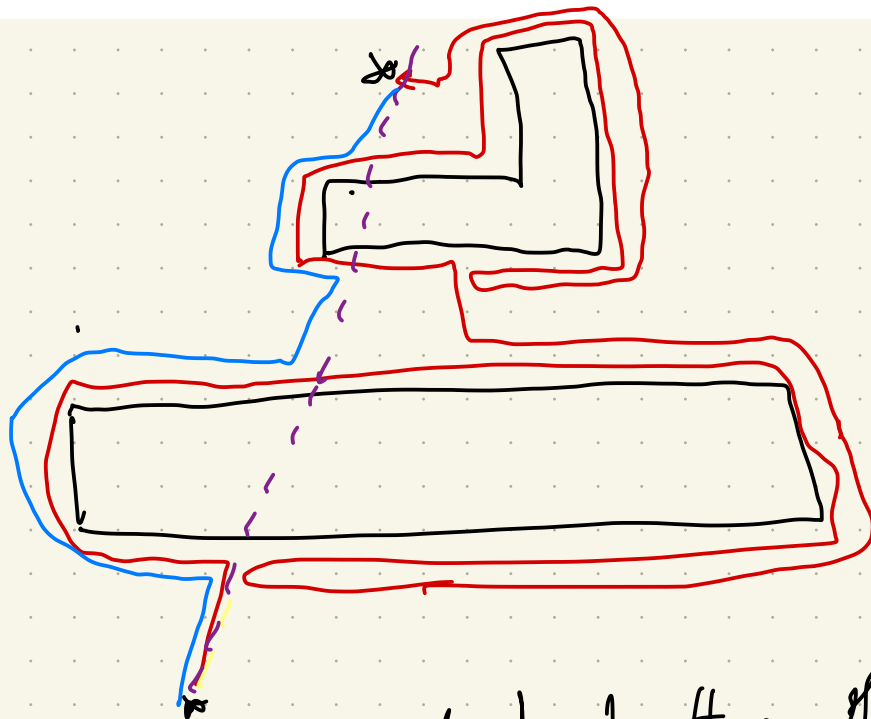
Bug 2



Tangent Bug



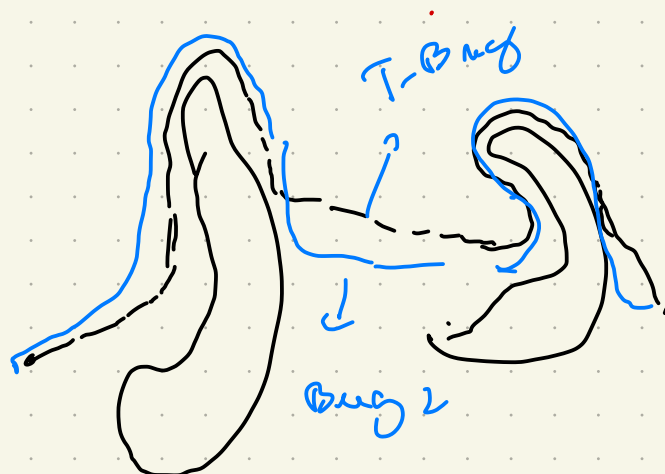
**Exercise 2.** Construct an example for which the upper bound of the traveled path for Bug 1 is obtained. How does Bug 2 perform in this example?



bug 1 in blue did better than bug 2

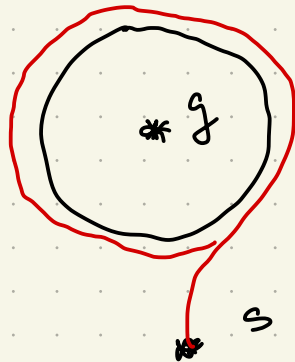
**Exercise 3.** What is the difference between the Tangent Bug algorithm with zero range detector and Bug 2? Draw examples.

the different between Tangent Bug with zero range turn toward obstacle when heuristic can be increase vs bug 2 move toward obstacle and when meet straight line distance :



**Exercise 5.** Is the the Tangent Bug algorithm complete? Show a counter example or a proof.

It is complete but sometimes not  
= not always



**Exercise 4.** Consider a point robot at  $q_{start}$  with the goal of reaching  $q_{goal}$  in workspace  $W$  which consists of a set of obstacles  $WO = \bigcup_{i=1}^n WO_i$ , where  $WO_i$  for all  $i \in \{1, 2, \dots, m\}$  ( $m < n$ ) is within the radius of  $d(q_{start}, q_{goal})$  from  $q_{goal}$  and the rest of the obstacles are outside of this radius. What is the maximum number of obstacles the robot will encounter if it uses BUG 1 algorithm? Justify your answer.

the maximum amount of obstacle that  
the robot can encounter is equal to  
the amount of obstacle within the radius  
of  $d(q_{start}, q_{goal})$

Justify:

BUG 1 algorithm always takes the shortest  
distance from goal to obstacle. If all  
the obstacle is beyond radius  $d$ ,  
then no obstacle extend over  $d$ .  
Thus the robot will always stay  
within  $d$  until traveling toward  
the goal

**Exercise 6.** Consider a robot equipped with a laser rangefinder that has a field of view of 270 degrees. Write an algorithm that guarantees to take this robot from  $q_{\text{start}}$  to  $q_{\text{goal}}$ . (Hint: adapt Tangent Bug algorithm)

While  $q_i \neq q_g$

if no obstacle:

move toward  $q_g$

if obstacle within range:

Follow Tangent

end.

(7)

- (a) Plot the paths generated by Bug 1 and Bug 2 algorithms.
- (b) What are the lengths of the paths generated by Bug 1 and Bug 2 algorithms?
- (c) Would you expect the same path lengths if the robot were right turning?

1.) See code

2.) ran code.

3.) No the path length would have been different. especially for the workspace 1