# A\* Path Planning Algorithm

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### Introduction

#### Introduction

Motion Planning
Path Planning
Graph-Based Methods

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# Motion Planning

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**Definition:** Finding a trajectory (path) that connects a start pose to a goal a pose in an environment.

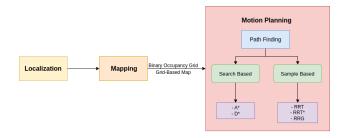


Figure: Hierarchical diagram

# Path Planning

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- It is a subset of motion planning.
- It is responsible for generating a sequence of robot pose states, to reach a "goal state" from a "start state".
- The path is defined regardless of the motion (pose derivatives: velocity, acceleration, rotation rate, etc.)

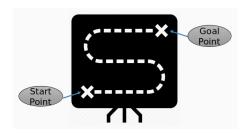


Figure: Path planning

# **Graph-Based Methods**

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### **Definition:**

Discretizing the environment and converting it to discrete nodes, to find the shortest distance to a goal given the cost of each node.

### Classification:

- Search-based algorithms
  - A\*
- Sample-based algorithms
  - RRT
  - RRT\*

# A\* Algorithm

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# What is A\* algorithm

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# ■ It is an informed search algorithm that is based upon *Uniform Cost Search* (UCS) and *Greedy Search*.

- It builds a tree by adding nodes in an ordered pattern.
  - **Graph:** fully interconnected nodes.
  - Tree: each node has a single parent.

# History

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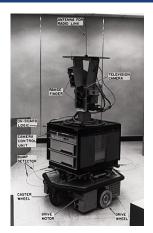


Figure: Shakey robot 1968

# How it works

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### **Node Prioritizing Based on Cost Function:**

min 
$$F = G + H$$

- $G \longrightarrow$  actual cost of the node (n) (node w.r.t start)
- H → estimated cost (heuristic) of the node, distance from node (n) to goal (node w.r.t goal)

### Pseudo-code

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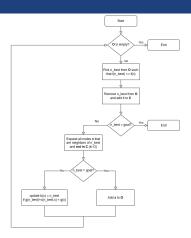


Figure: A\* flow chart

## **Drawbacks**

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- It becomes computationally expensive, as the dimension of state space increases.
- 2 Fails to deal with multi-jointed manipulators.
- 3 Fails in large low-dimensional state space.

**Solution:** using sample-based algorithms.

## References I

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# Brian Douglas

Path Planning with A\* and RRT

https://www.youtube.com/watch?v=QR3U1dgc5RE.



Robot Motion Planning using A\*

https://www.youtube.com/watch?v=HR1TNa8Lp7w.

