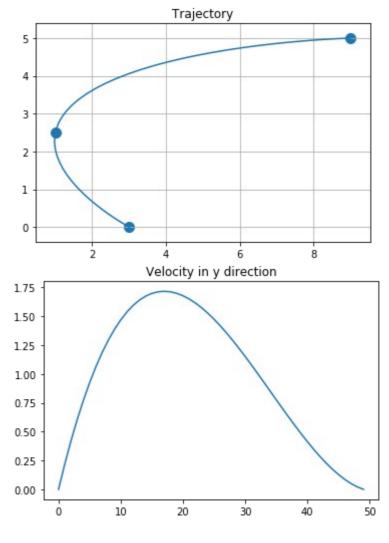
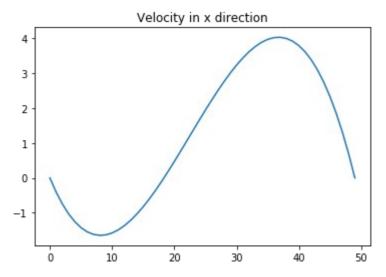
MR ASSIGNMENT -5 AJAY SHRIHARI(20171097), CHAITANYA KHARYAL(20171208)

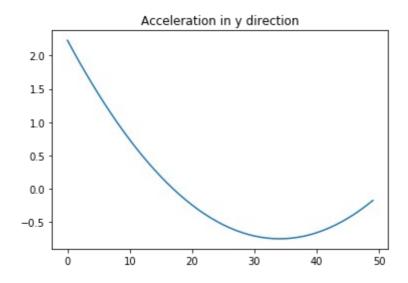
Trajectory planning using polynomials

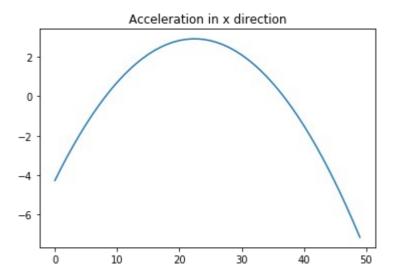
Plots for individual questions:

a. 4 degree polynomial

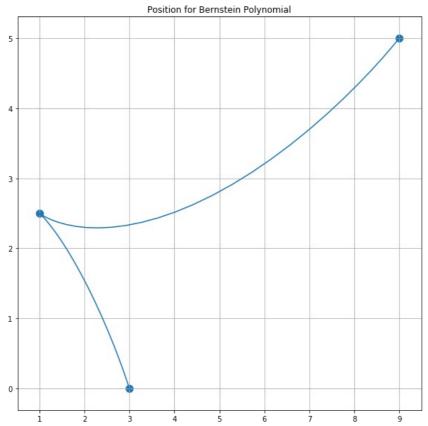


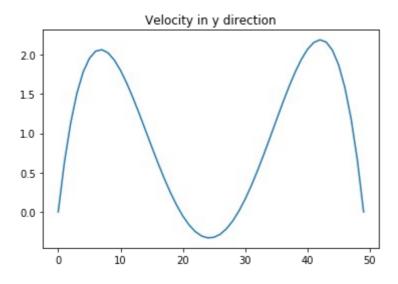


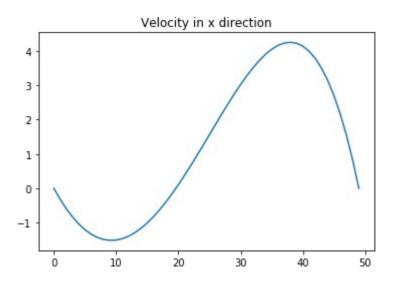


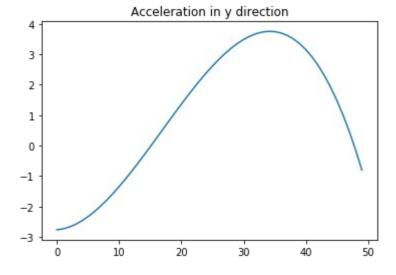


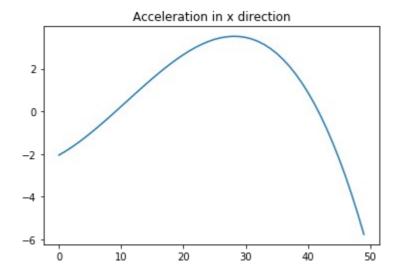
b. Bernstein Polynomial





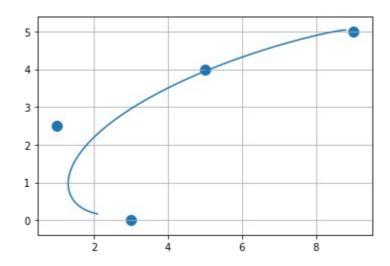






Derivations are given on the next page.

Bonus:



We tried implementing the bonus question, but we were not able to find three waypoints that served as good constraints for the trajectrory given the circle from (5,4) with radius (3+threshold value) for the given quartic polynomial. The approach used here was correct, and two methods of implementing are derived in the handwritten notes that start in the next page.

a. Polynomial of degree 4.

we have the parametric equations for x(1) and y(1) $y(t) = w_5 t^4 + w_3 t^3 + w_2 t^2 + w_1 t' + w_0$ $x(t) = w_5' t'' + w'_3 t^3 + w'_2 t'' + w'_1 t'' + w'_0$

we need to find the wires ponding solutions US, Wy (W2, W2, W) given the constraints.

Constraints taken: At t=0, x=3,y=0 \bigcirc \bigcirc \downarrow constraints the second term of the se

Now, we need to linewise for x' and y and solve the equations Ax = b.

Now , we solve for $x = A^{-1}b$, and we do

the same for constraints on y has take

this and plot in inversents of t=0.1.

```
b. Bunstein Polynomial
     we have the following set) = & "Ci Ti (1-1)"-1
    Hence, we have \frac{\pi}{5} \pi(i(\pm)) (1-\pm)^{n-i} \pi
    so we get the
    polynomial, and we need to solve for pi
corresponding For
 Now, we can apply the
                    constraints
           t=5 >=9 y=5
           t=5 ;=0 y=0
  Now we can limarize and solve for An=b,
  ue do for y and plot in tro.15 time frames
```

Approach 1:

radius=20ble 2g, yg we have $(2n-20b)^2 + (yn-y0b)^2 > R^2$ (22/32) ((21/32)) (21/32)

50 ml get - [(x3- 40b)2 (43- 40b)2- R2] co

 $- [(x_0 + x_0 + \lambda_1 + \lambda_1) + (y_0 + y_0 + y_1 + y_1 + y_2)] + (y_0 + y_0 + y_1 + y_1 + y_2)] + (y_0 + y_0 + y_1 + y_1 + y_2)] + (y_0 + y_1 + y_2)$

-[(x o - 20b + (xo + 2, + 2) b+) + (yo - yob + (yo + y, + y) b+) - l^2] < 0

Now, we can apply Multivariate by (or sexil for the affroximation.

In own case, we toicd to find 3 waypoints in order to ensure that it the trojectory day not yas through a radicus of B (B + E) where E is some through value to victory a center of 15,4)

Approach 2. (ussacle) (final print) hojectory P. brighed point from the obstacl and the original trajectory, we can find the points that is closest the line - Once re find this point. A, we draw the tangent to the trajectory at point A and draw the perpendicular from D. Now that we have this ray DA, we can draw the trajectories for the original point to the final point that Setisfy a certain sadius and threehold constraint. This now generates a set of trajectories that are valid. To chase the most opfinum, we find the trajectory for which the jux is 0.