



# ROBOT CHASE

## L310 FINAL PROJECT

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# Problem Definition

- Two teams of robots, baddie and police
- Police chases and captures baddie, baddie avoids police
- Police knows the positions and velocities of all robots
- Baddie always faster than the police
- When a baddie is caught, it is then ignored for the rest of the game

# Simple Baddie Implementation

- Change direction every 3 seconds
- Knows the position of police robots but only for the purpose of calculating whether itself is captured
- Considered captured if it comes within a certain amount of distance from a police robot
- Once captured, stop moving for the rest of the game

# Simple Police Implementation

- Stay still until a baddie robot comes within a certain distance of itself
- It then became “activated”, and uses the baddie robot’s position and velocity to chase and capture it
- When chasing baddie robot, try to predict the baddie robot’s future position because the police robot is always slower than the baddie robot

# Complex Police Implementation

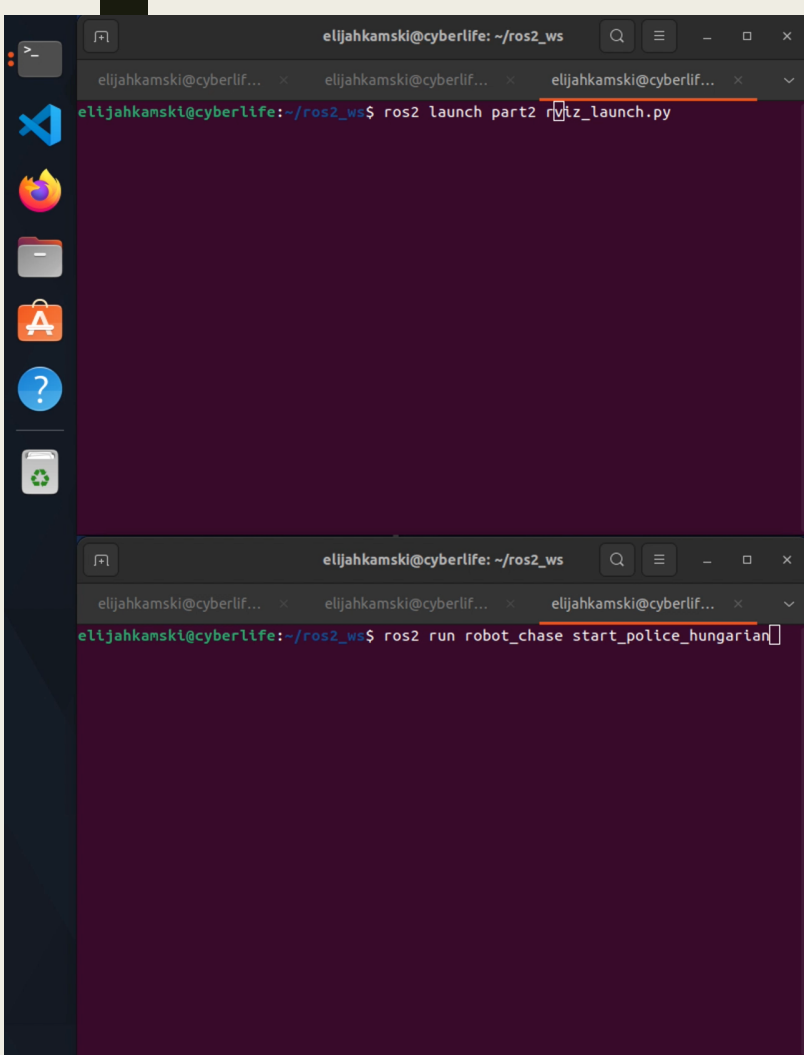
- Simple implementation not very lively, heavily depends on chance
- At the start of the game, calculate a cost matrix (distance between each pair of police robot and baddie robot)
- Use the Hungarian algorithm to determine the pairing of police robot and baddie robot that minimizes the cost
- Police robot then chases and attempts to capture the allocated target baddie robot

# Experiment Results

TABLE I

AVERAGE TIME OF GAME COMPLETION WITH DIFFERENT BADDIE SPEED

Police Speed(m/s)	Baddie Speed(m/s)	Average Time(s)
0.1	0.12	32.48
0.1	0.13	38.57
0.1	0.14	41.80



Y B E R L I F E