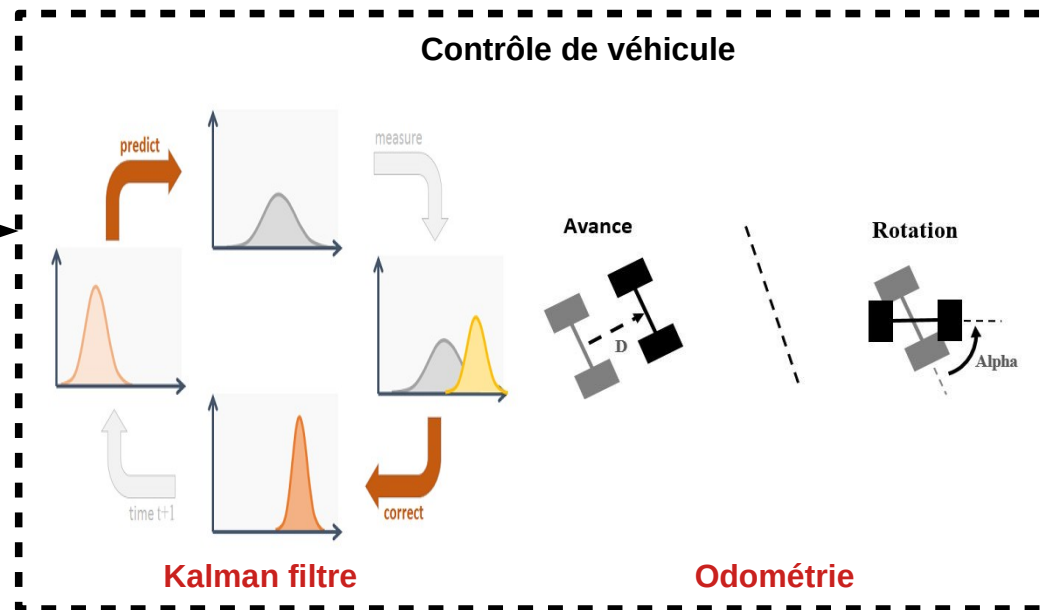
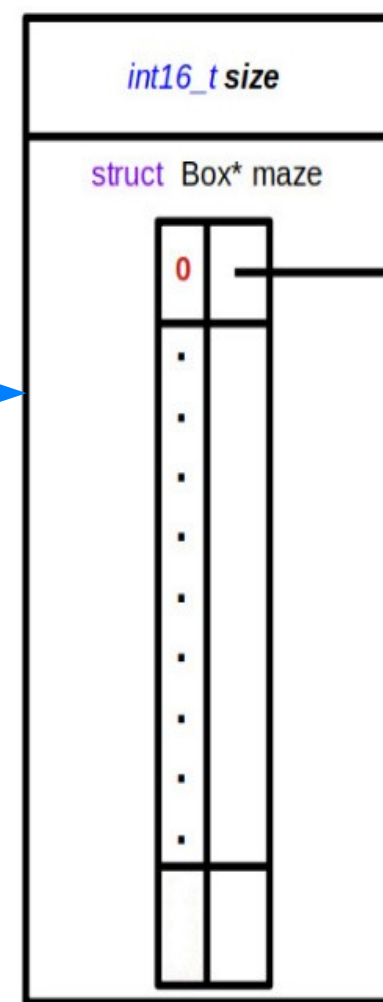


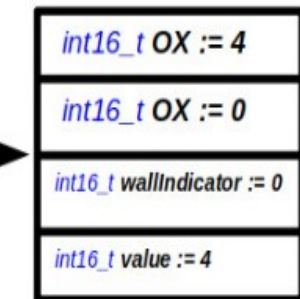
Maze physique



Maze logique

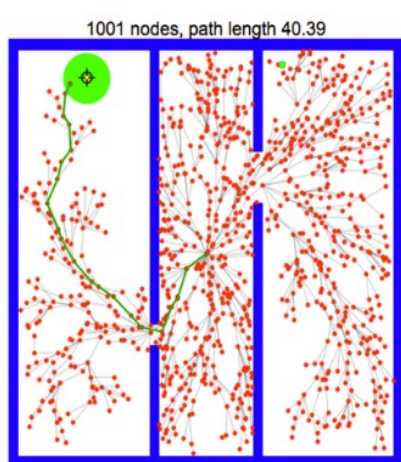


Maze

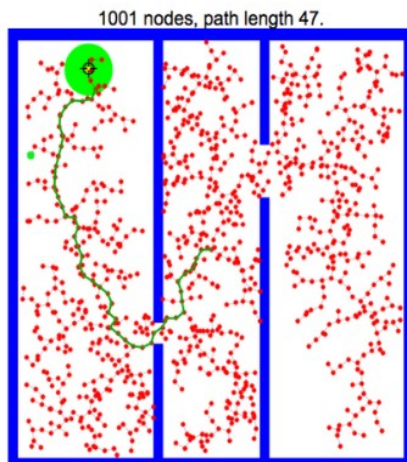


Box

Algorithmes de navigation continue

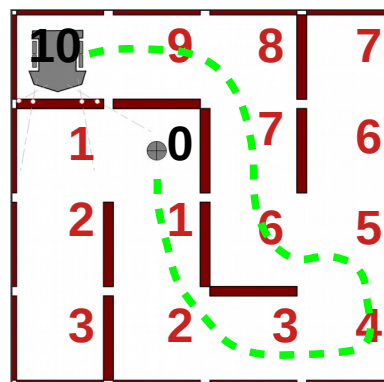


RRT*



RRT

Algorithmes de navigation discret



Flood fill

<i>actions</i>	0	1	2	3
<i>state0</i> =	0	0	0	0
<i>state1</i> =	0	0	0	0
<i>state2</i> =	0	0	0	0
<i>state3</i> =	0	0	0	0
<i>state4</i> =	0	0	0	0

Q-learning