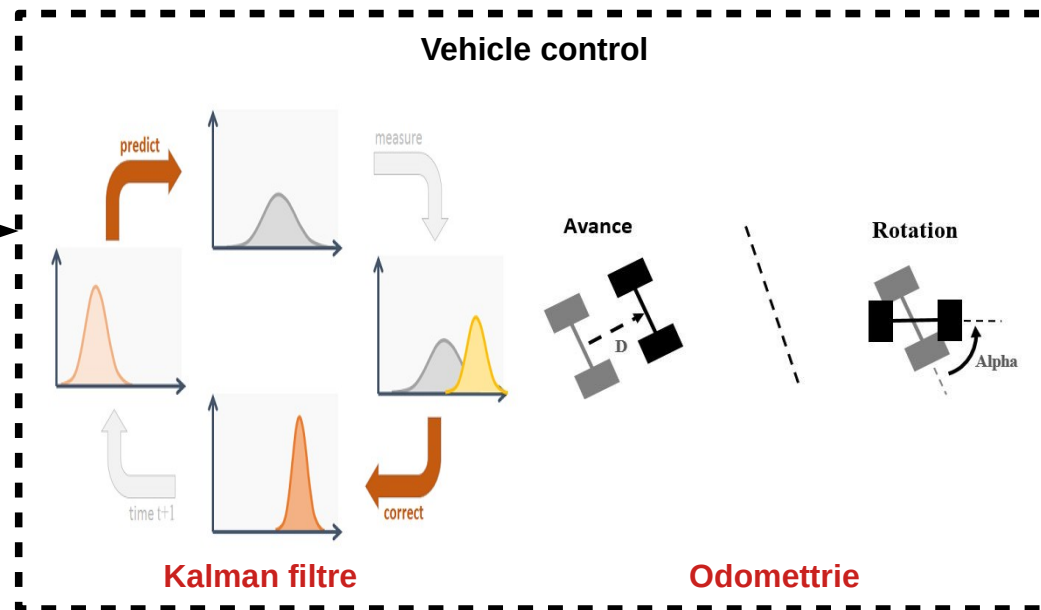
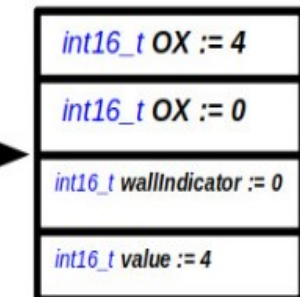
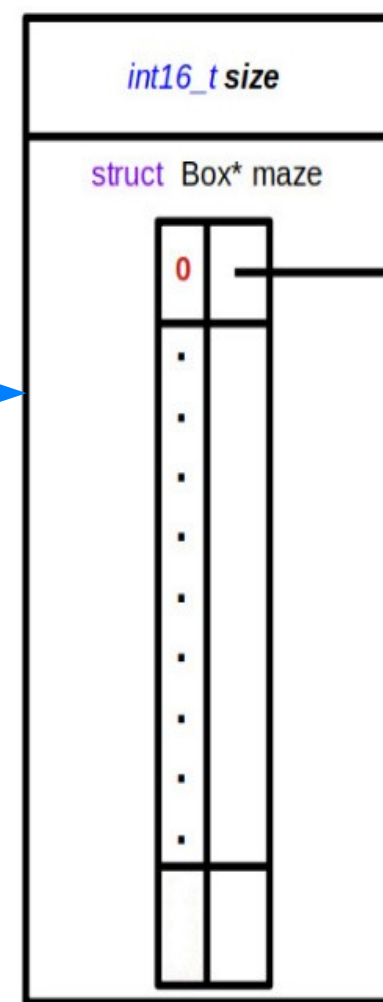


Physical maze

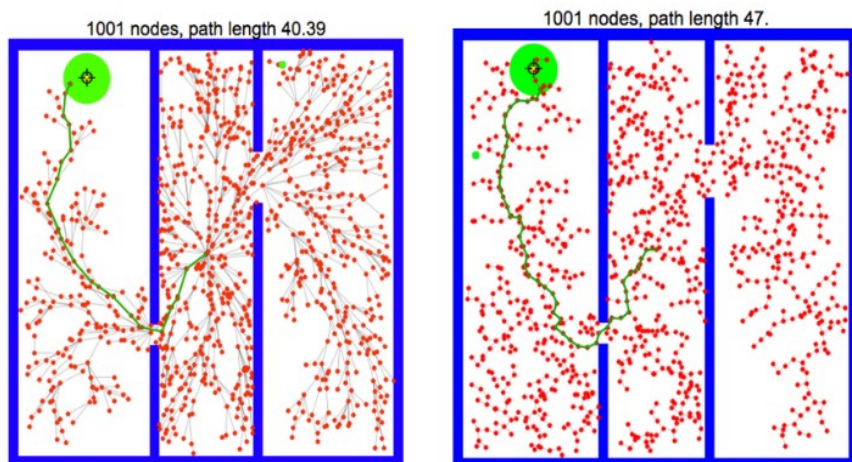


Logical maze



Box

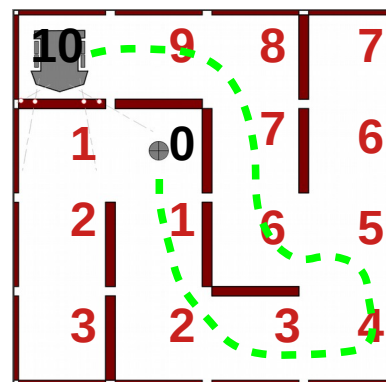
Continuous Navigation Algorithms



RRT\*

RRT

Discrete navigation algorithms



Flood fill

*actions*    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