

Route Plan

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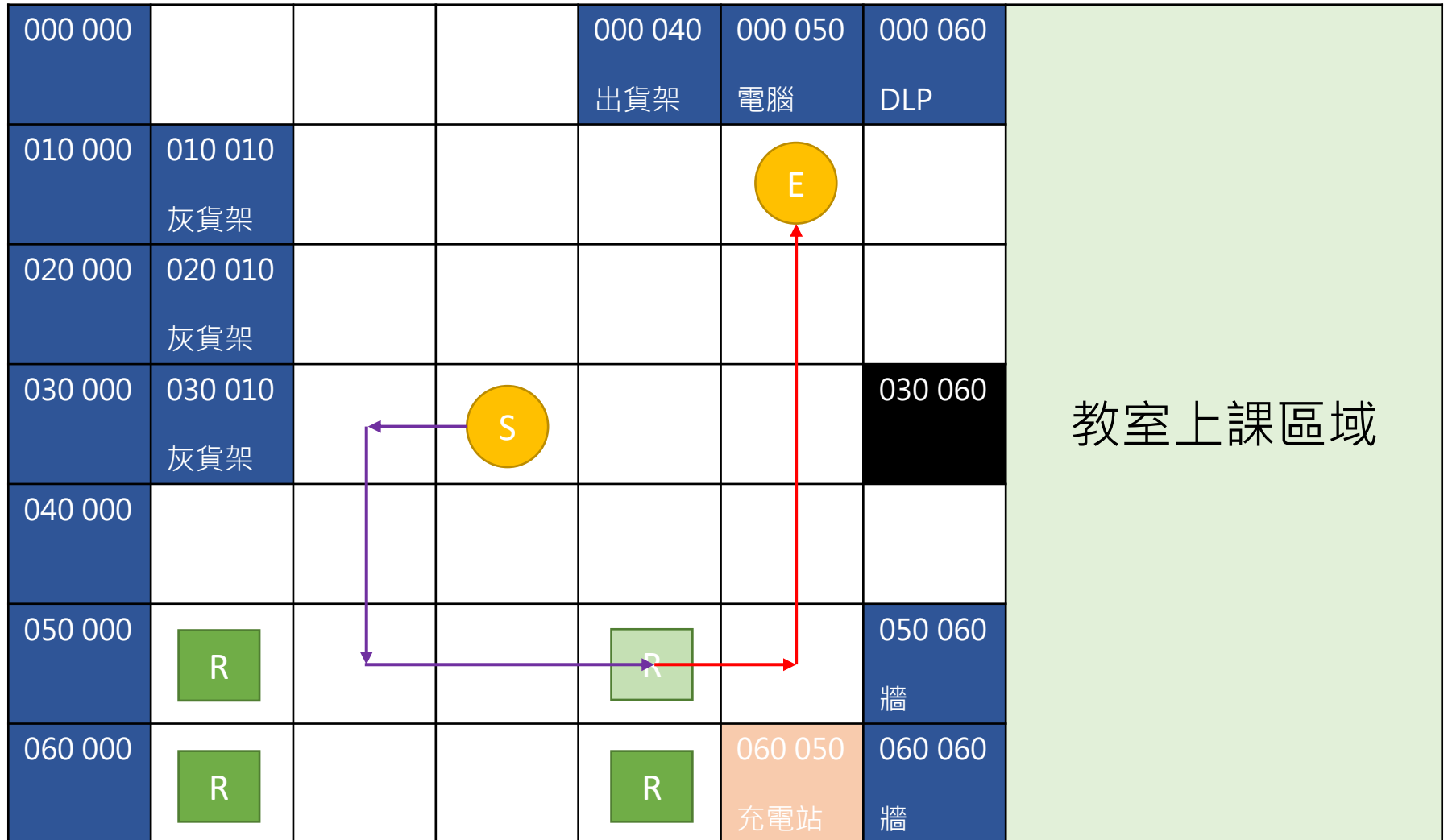
Route Plan

- when I have a map

000 000				000 040 出貨架	000 050 電腦	000 060 DLP	教室上課區域
010 000	010 010 灰貨架						
020 000	020 010 灰貨架						
030 000	030 010 灰貨架					030 060	
040 000							
050 000						050 060 牆	
060 000					060 050 充電站	060 060 牆	

Route Plan

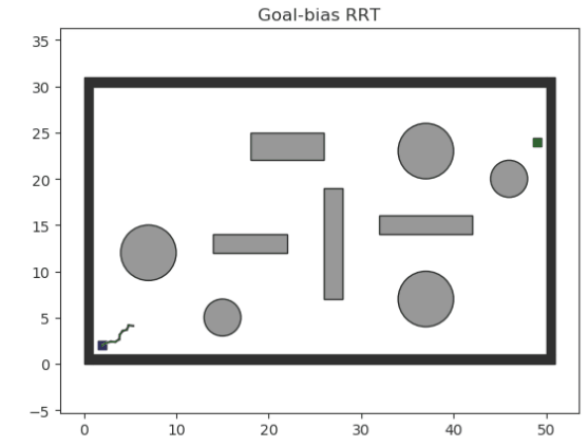
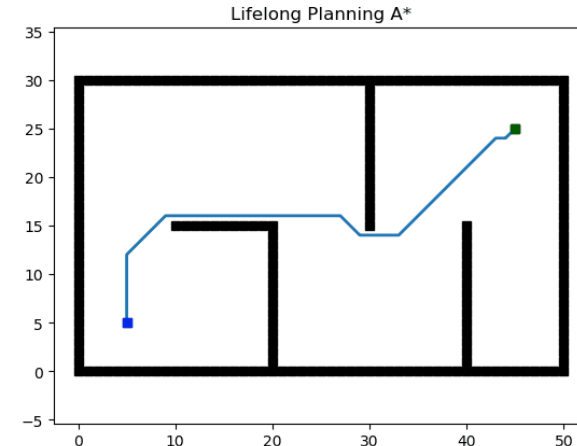
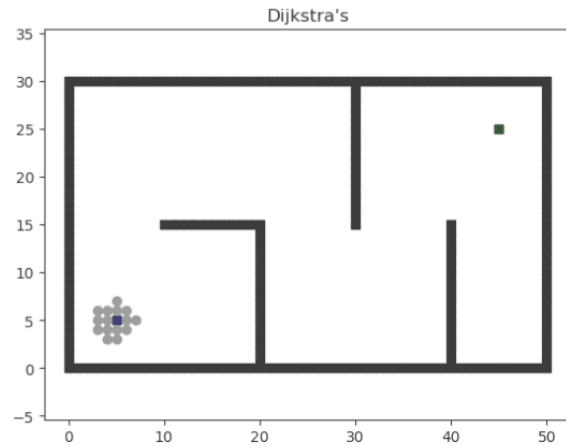
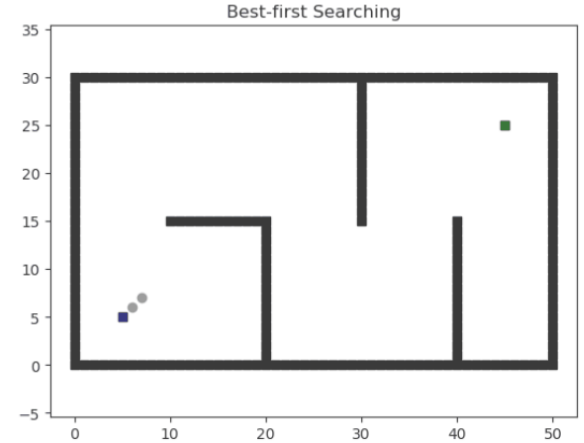
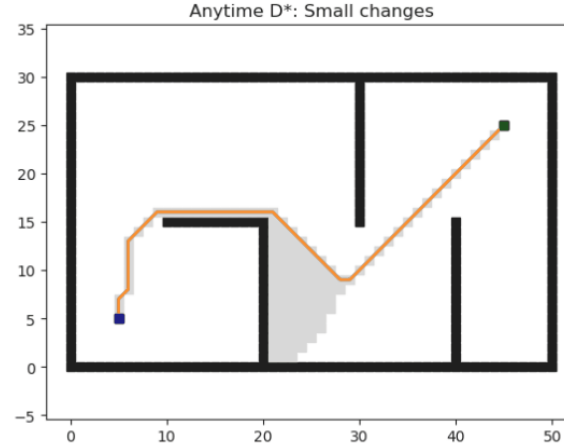
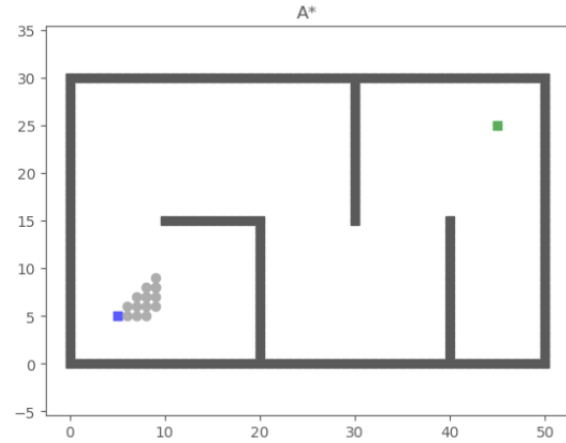
- How to Plan a Route



Route Plan

- Route Plan Solution
- Best-First Searching
- Dijkstra ' s
- A^*
- Bidirectional- A^*
- Repeated A^*
- Anytime Repairing A^* (ARA*)
- Learning Real-Time A^* (LRTA*)
- Real-Time Adaptive A^* (RTAA*)
- Dynamic A^* (D^*)
- Lifelong Planning A^*
- Anytime D^*

Route Plan



Maze Solving Algorithm

- A *
- Best-First Searching
- Depth-First Searching
- Random Mouse Algorithm

DO

- Use the any algorithm to plan the route.