Net

Metodi che servono:

NodePtr searchClosestNode(const std::vector<double>& q);

NodePtr addNode(const std::vector<double>& q);

void removeNodeWithConnections(NodePtr& node);

void pruning(const std::vector<Path>& paths);

std::vector<double> sample(const NodePtr& endnode);

std::vector<std::vector<double> > getSamples(const NodePtr& endnode, const unsigned int& number\_of\_samples=1);

Limbo:

Path addSubGridToTheGrid(const std::vector<std::vector<double>>& q, const NodePtr& closest\_node);

void **computeOccupancy**(NodePtr& node);

Path

double **getPathDistance**(const Path& path, const NodePtr& node);