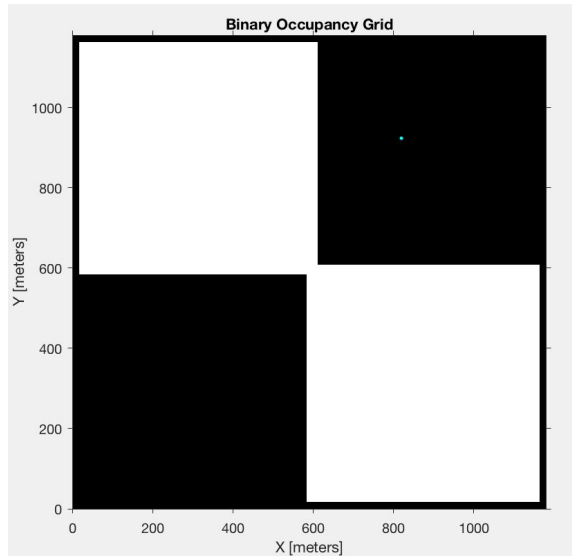
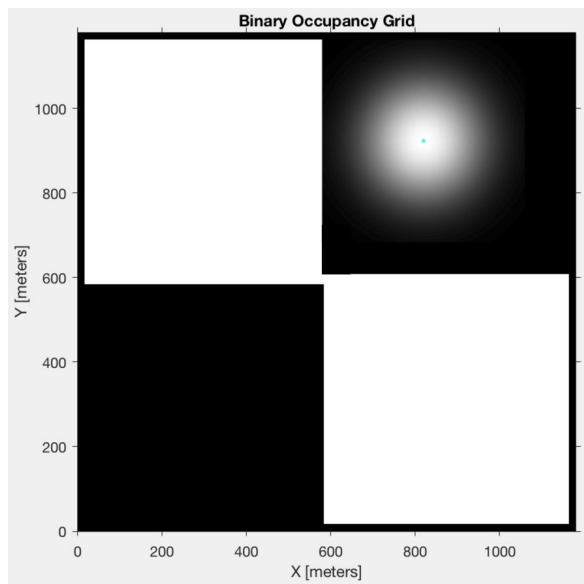


Notes on Probabilistic Roadmap Method with Randomized Bridge Builder

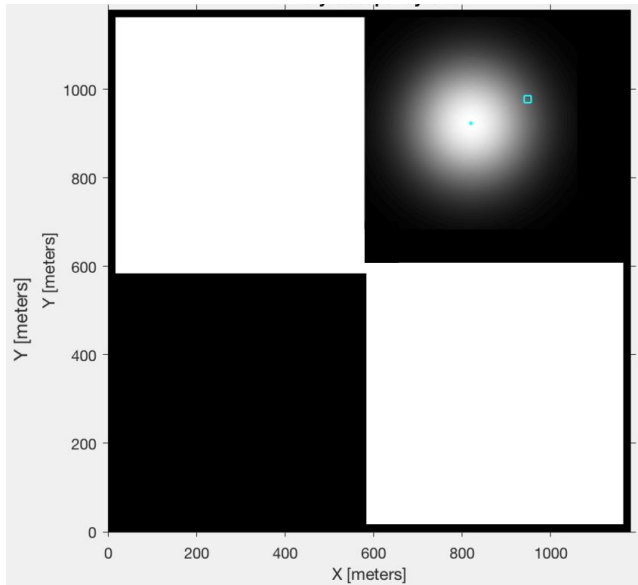
Select a random point X



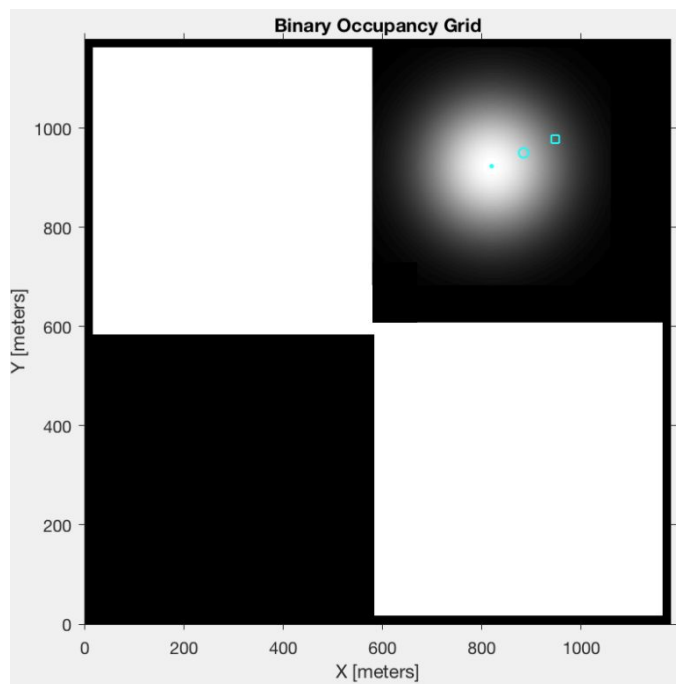
PDF radial gaussian centered in point X gaussian with standard deviation D1,D2.



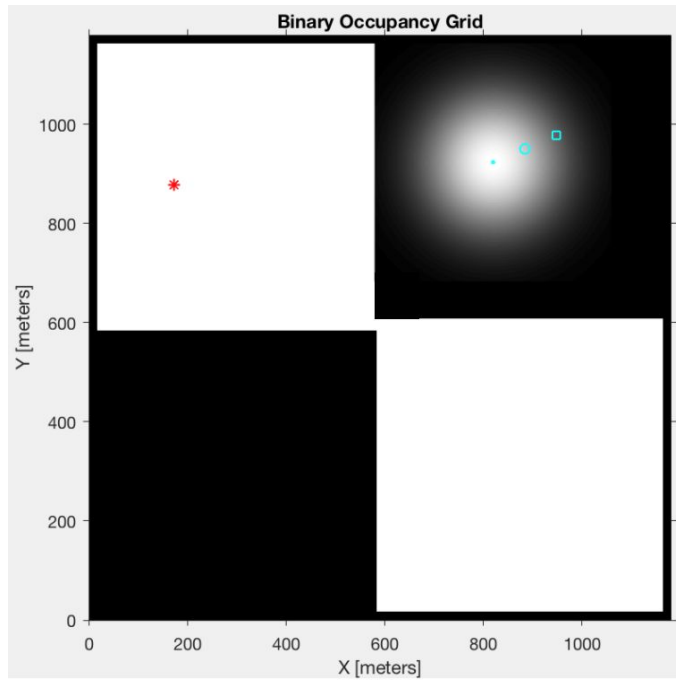
Select a random point based on PDF. Marker: square



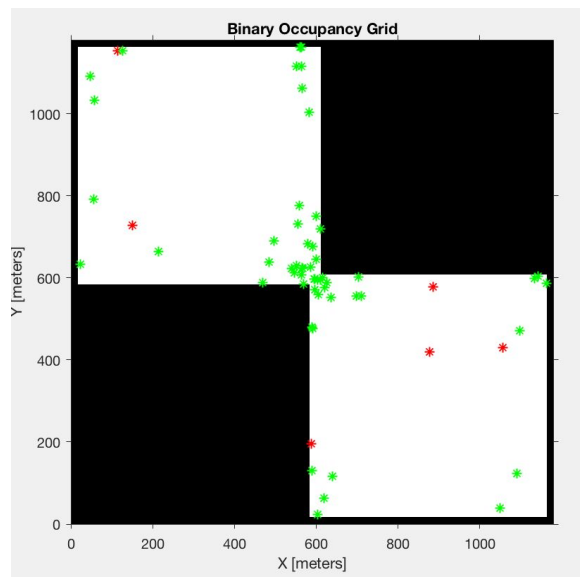
If the random point is in a occupied zone, find a midpoint. Marker: circle. If the midpoint is in a non-occupied zone, it becomes a milestones. On the other hand, if the midpoint is in a occupied zone, it is discarded.



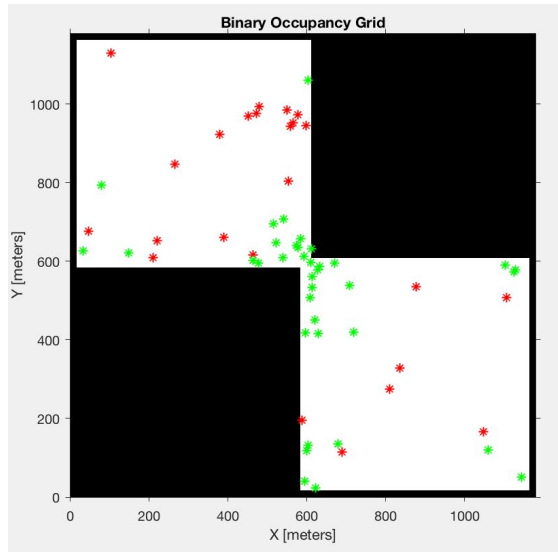
Select a random point X . if the point is in a non-occupied zone, it is set as a milestone. $X \rightarrow G$.
Marker: red *



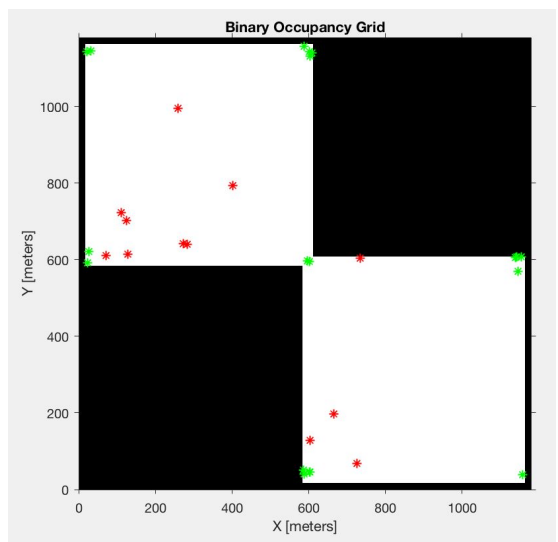
Milestones. Red from uniform distribution. Green from bridge method



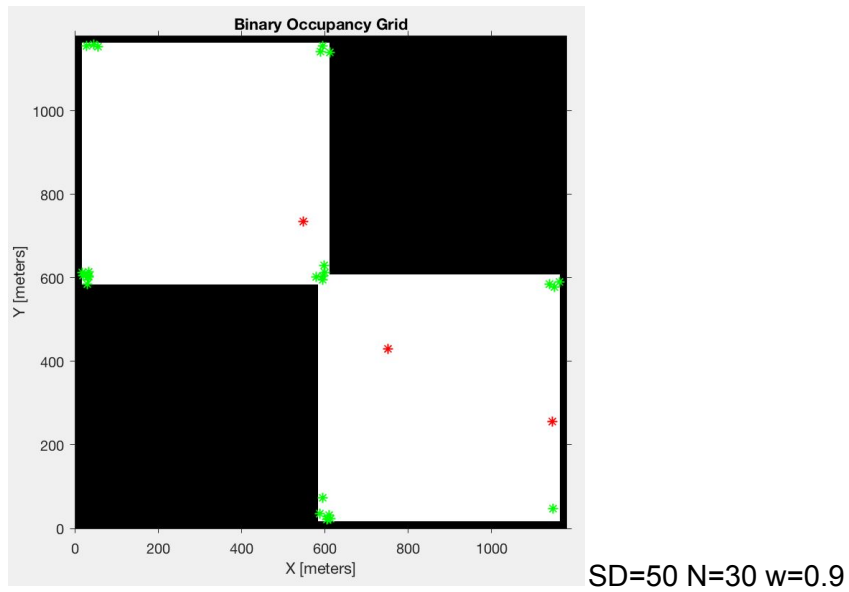
SD=200 N=60 w=0.9



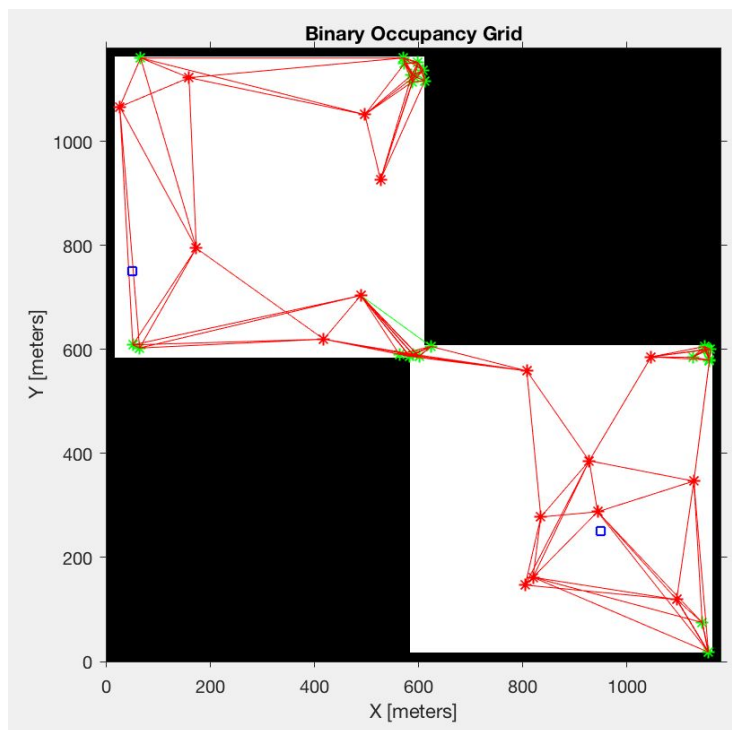
SD=200 N=60 w=0.6



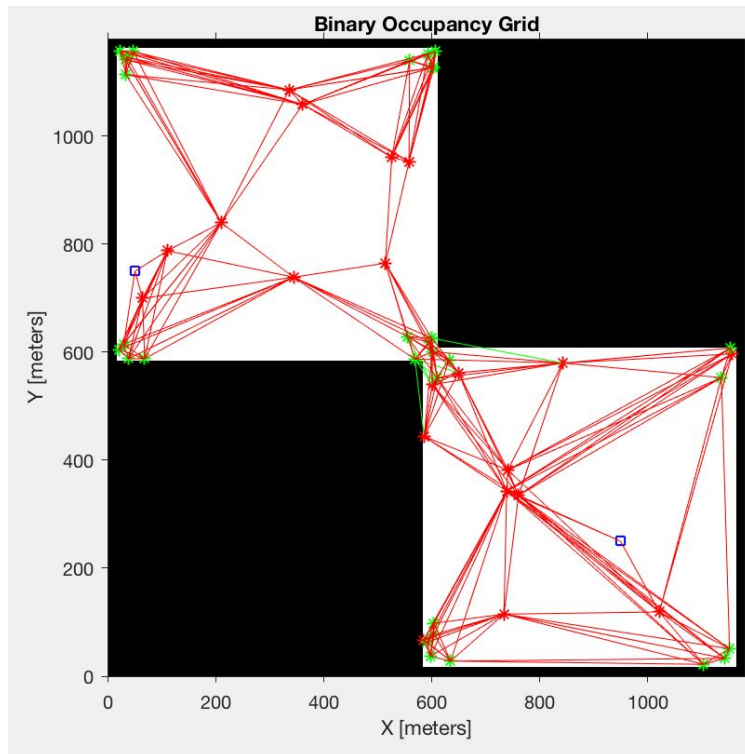
SD=50 N=30 w=0.6



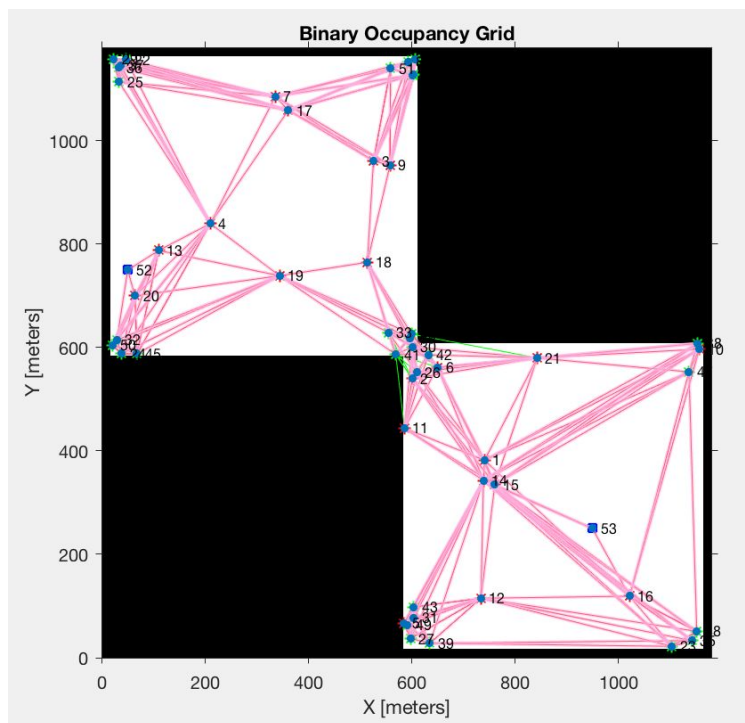
Connect the milestones in a connectivity graph. The edges that intersect the occupied area are set in green and will be discarded.



Connect the Start and End point to the connected graph using the KNN. $K=3$



Label the nodes.



Find a path from Start to End point. (The algorithm finds any possible path, it does not find a shortest path. In order to find the shortest path, the weighted adjacency matrix should be used instead of a binary adjacency matrix. The weights represent the distance between two nodes.)

