

# Heuristics

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## Algorithm 1: Heuristic Algorithms

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begin
    /* For angle-dependent path heuristic algorithm. */
    if  $angle = \pi$  or  $angle = 0$  then  $likelihood = 0$ 
    else if  $angle < \pi$  then  $likelihood = \cos(angle - 0.25 \cdot \pi)$ 
    else if  $angle > \pi$  then  $likelihood = \cos(2 \cdot ((2 \cdot \pi - angle) - 0.25 \cdot \pi)/3)$ 
    /* For distance-dependent path heuristic algorithm. */
    if  $distance < minDistance$  then  $likelihood = 0$ 
    else if  $minDistance < distance < mDistance$  then  $likelihood = 0.4 \cdot (distance - minDistance)$ 
    else if  $mDistance < distance < maxDistance$  then  $likelihood = (distance - minDistance)$ 
    else if  $distance > maxDistance$  then  $likelihood = 0.8 \cdot (distance - minDistance)$ 
end

```

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