Heuristics

Algorithm 1: Heuristic Algorithms

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**
$llikelihood = (distance - minDistance)$

else if $distance > maxDistance$ **then**
$likelihood = 0.8 \cdot (distance - minDistance)$

end