



Milestone 3

TEAM 4

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1. FIRST REQUIREMENT

1.1 10*10 map created in Gazebo place with Multiple random obstacles placed.

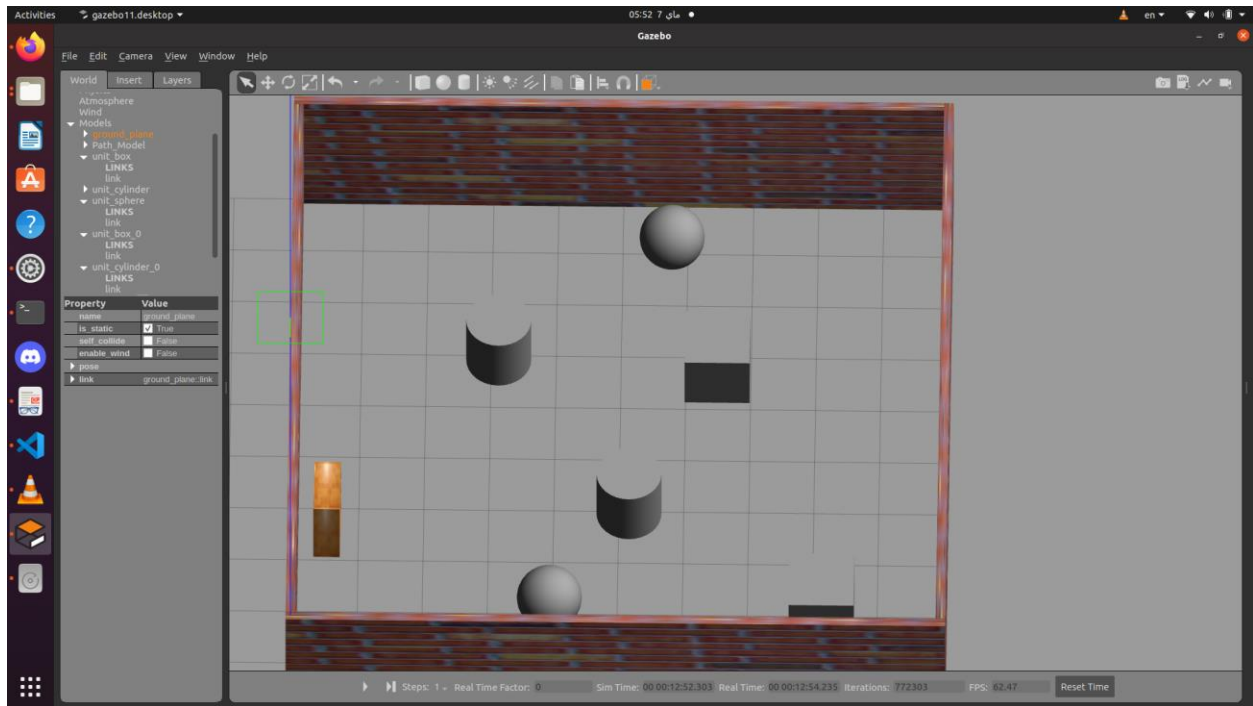


Figure 1: 10*10 map with random placed obstacles

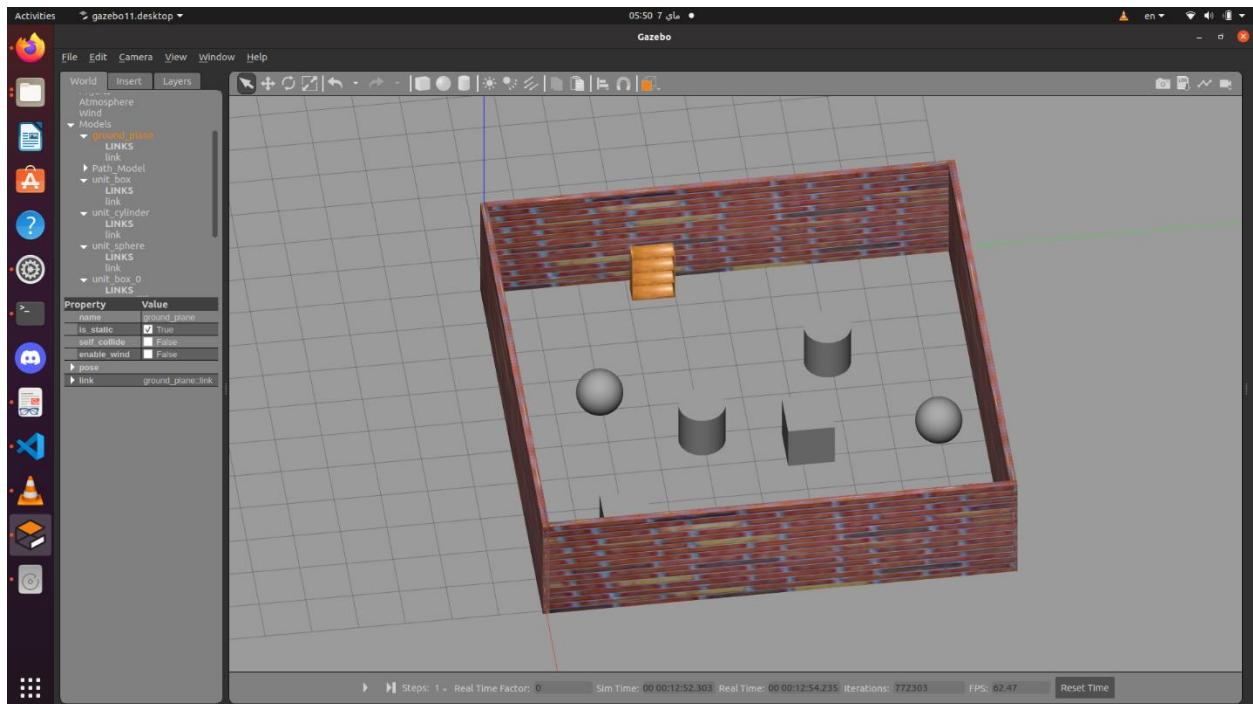


Figure 2: 10*10 map with random placed obstacles

2. SECOND REQUIREMENT

2.1 Importing the Turtlebot3 in the created map using a launch file.

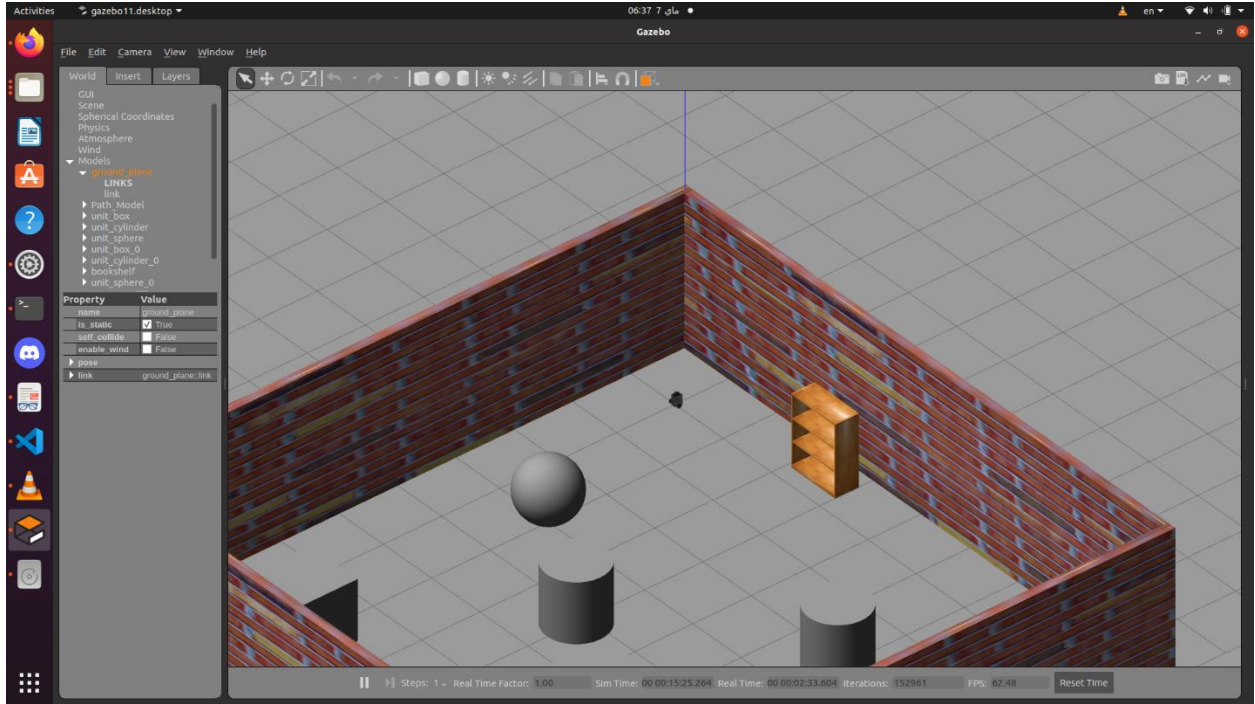


Figure 3: Gazebo launched with the map and the Turtlebot3 imported at position (1,1).

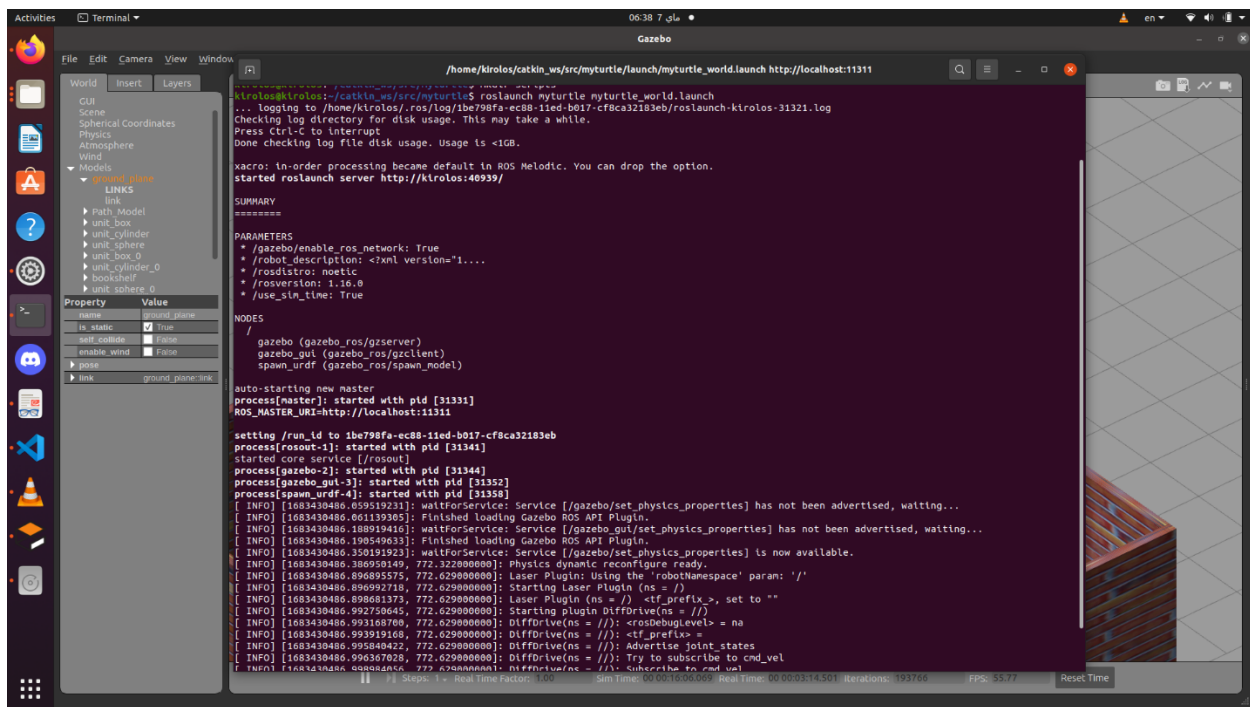
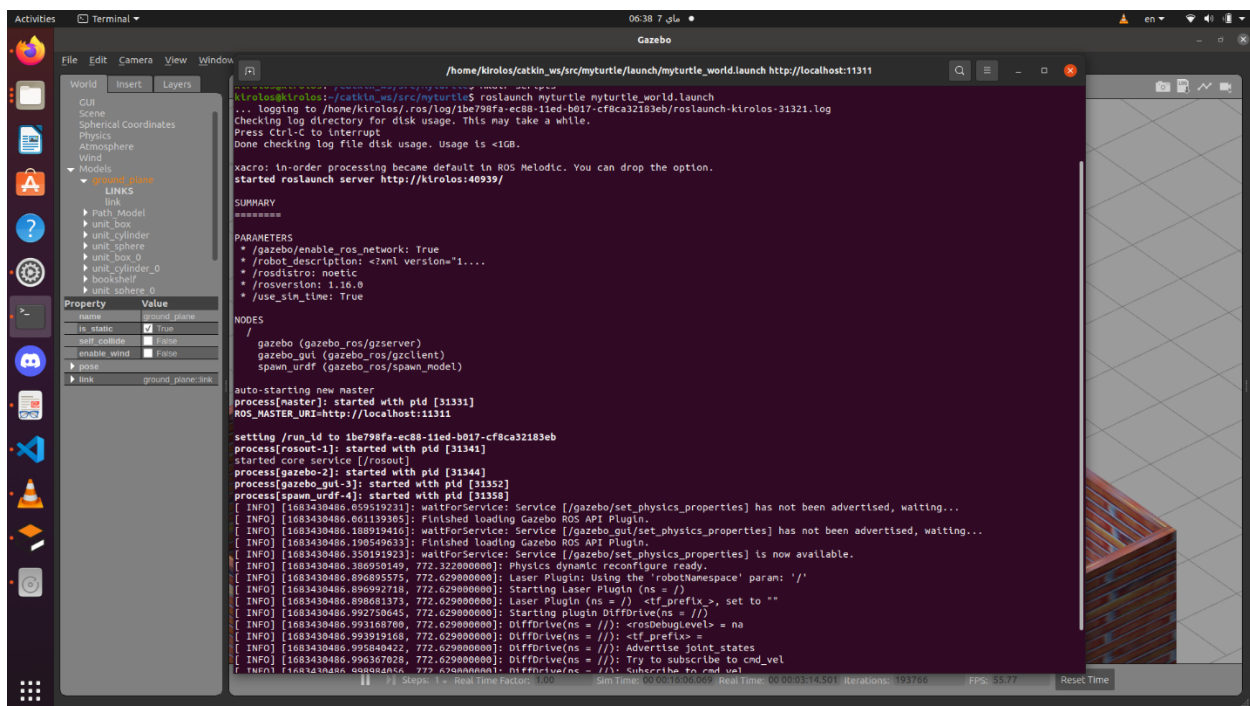
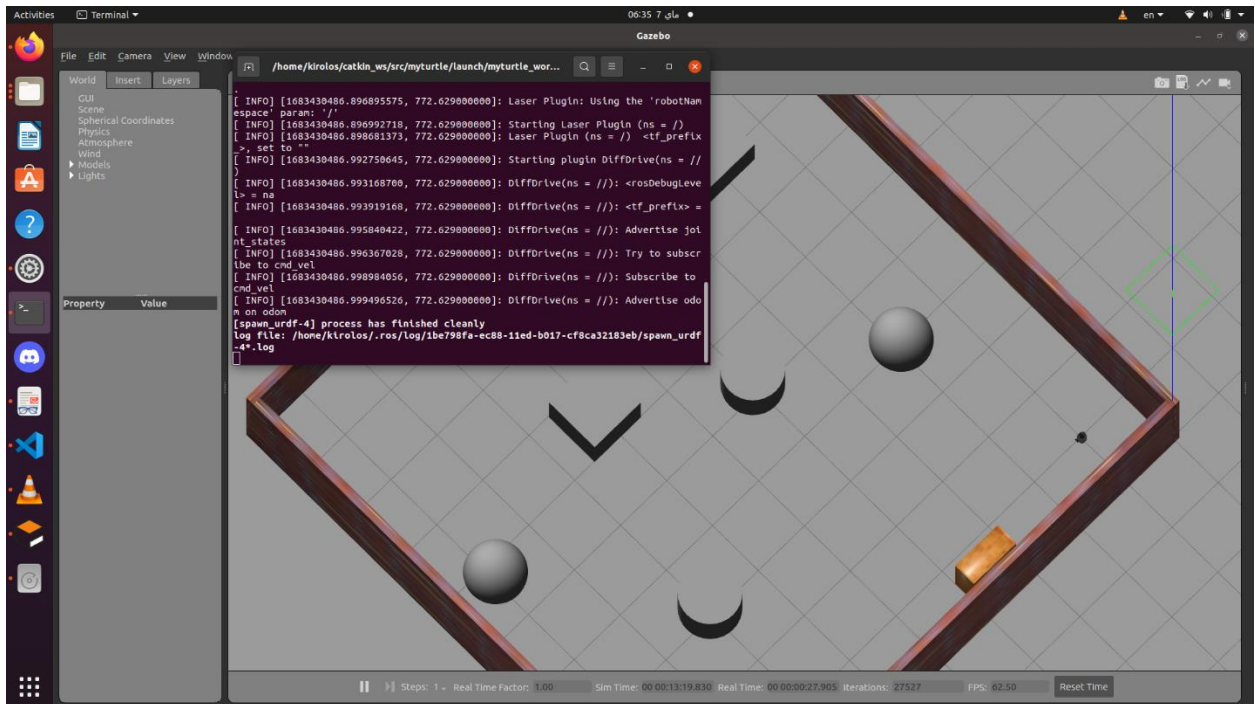
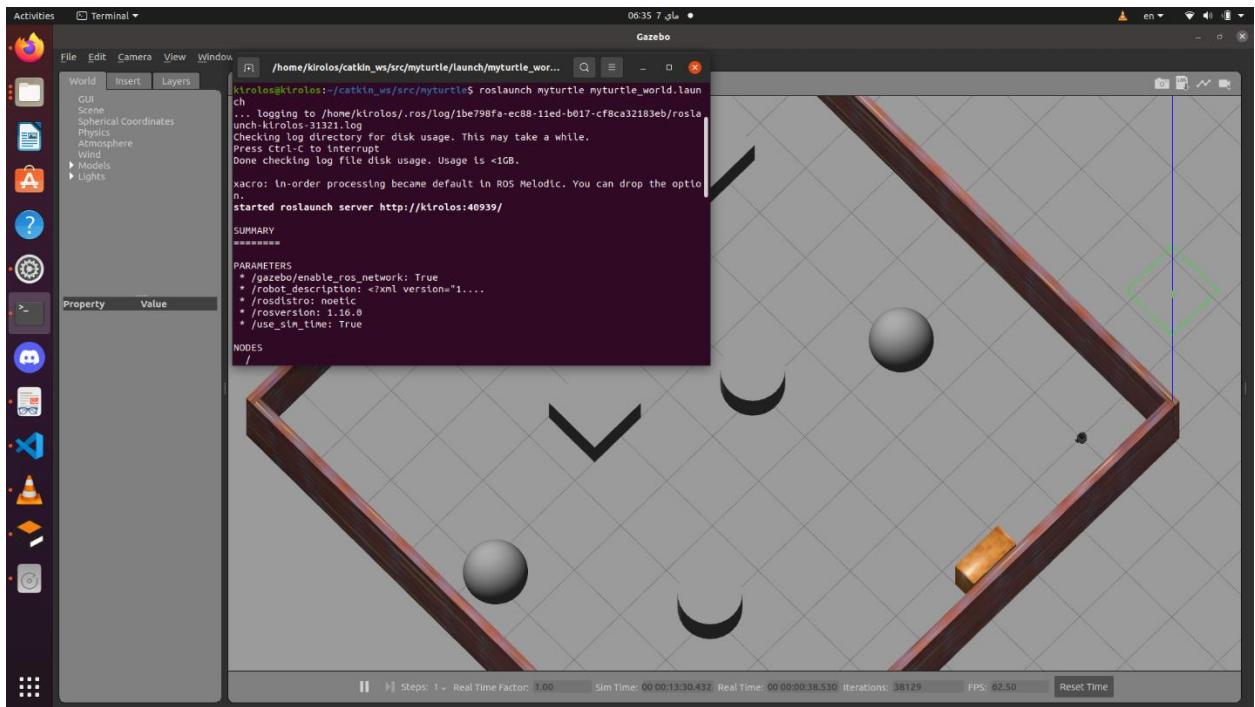


Figure 4: Snapshot of command written to launch the map with Turtlebot3.



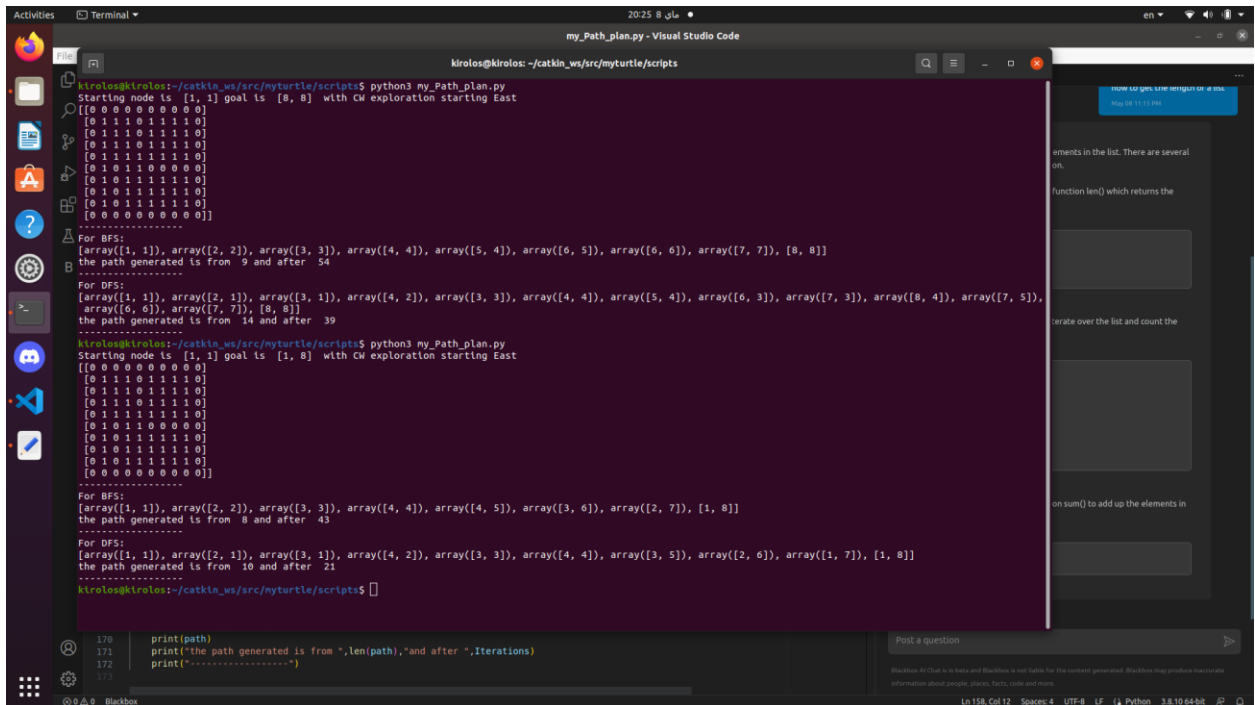


3. THIRD REQUIREMENT

Comment on the results of Both the BFS & DFS path planning techniques algorithms and stating their differences.

3.1 Getting the robot path calculations using both techniques

Here we used the code developed in lab 7 and implemented our DFS code and tried to get the parents using tree structure but it didn't work out.

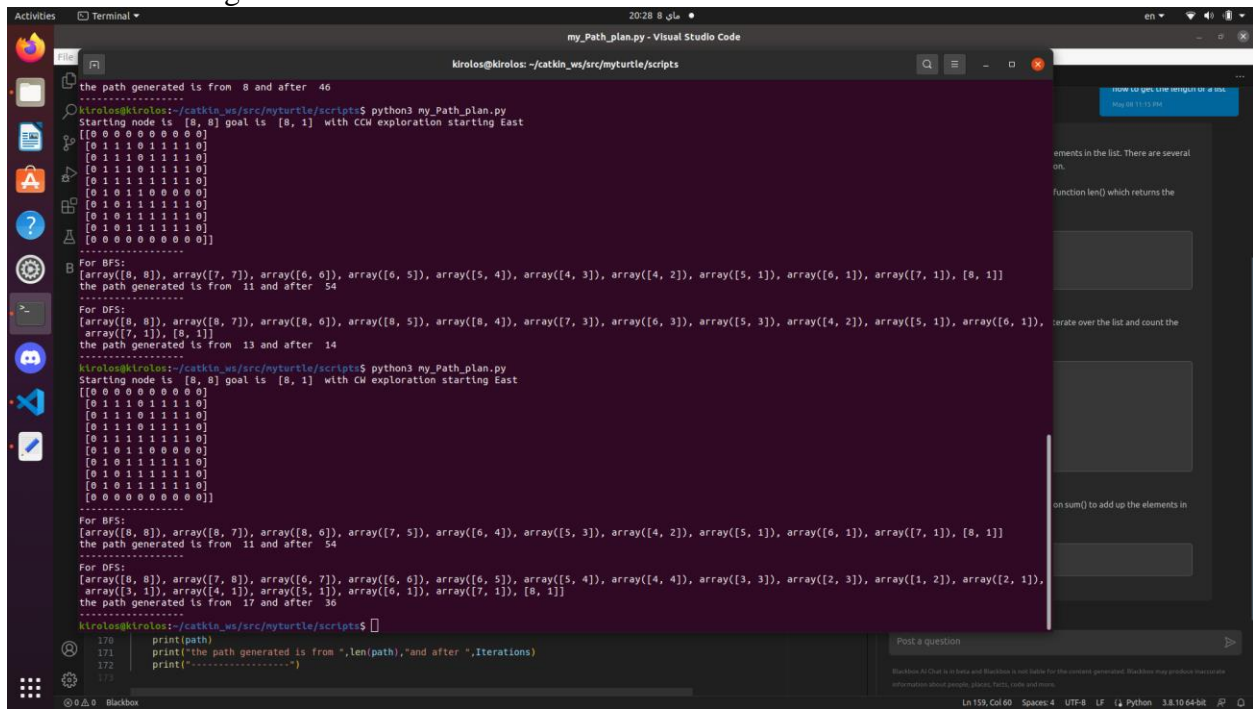


```
kirolas@kirolas:~/catkin_ws/src/myturtle/scripts$ python3 my_Path_plan.py
Starting node is [1, 1] goal is [8, 8] with CW exploration starting East
[[0 0 0 0 0 0 0 0 0 0]
 [0 1 1 0 1 1 1 1 0]
 [0 1 1 0 1 1 1 1 0]
 [0 1 1 0 1 1 1 1 0]
 [0 1 1 1 1 1 1 1 0]
 [0 1 0 1 1 0 0 0 0]
 [0 1 0 1 1 1 1 1 0]
 [0 1 0 1 1 1 1 1 0]
 [0 1 0 1 1 1 1 1 0]
 [0 0 0 0 0 0 0 0 0]]
-----
For BFS:
[array([1, 1]), array([2, 2]), array([3, 3]), array([4, 4]), array([5, 4]), array([6, 5]), array([6, 6]), array([7, 7]), [8, 8]]
the path generated is from 9 and after 54
-----
For DFS:
[array([1, 1]), array([2, 1]), array([3, 1]), array([4, 2]), array([3, 3]), array([4, 4]), array([5, 4]), array([6, 3]), array([7, 3]), array([8, 4]), array([7, 5]),
array([6, 6]), array([7, 7]), [8, 8]]
the path generated is from 14 and after 39
-----
kirolas@kirolas:~/catkin_ws/src/myturtle/scripts$ python3 my_Path_plan.py
Starting node is [1, 1] goal is [1, 8] with CW exploration starting East
[[0 0 0 0 0 0 0 0 0 0]
 [0 1 1 0 1 1 1 1 0]
 [0 1 1 0 1 1 1 1 0]
 [0 1 1 0 1 1 1 1 0]
 [0 1 1 1 1 1 1 1 0]
 [0 1 0 1 1 0 0 0 0]
 [0 1 0 1 1 1 1 1 0]
 [0 1 0 1 1 1 1 1 0]
 [0 1 0 1 1 1 1 1 0]
 [0 0 0 0 0 0 0 0 0]]
-----
For BFS:
[array([1, 1]), array([2, 2]), array([3, 3]), array([4, 4]), array([4, 5]), array([3, 6]), array([2, 7]), [1, 8]]
the path generated is from 8 and after 43
-----
For DFS:
[array([1, 1]), array([2, 1]), array([3, 1]), array([4, 2]), array([3, 3]), array([4, 4]), array([3, 5]), array([2, 6]), array([1, 7]), [1, 8]]
the path generated is from 10 and after 21
-----
kirolas@kirolas:~/catkin_ws/src/myturtle/scripts$
```

Figure 5:trying the DFS and BFS Techniques

3.2 Changing the exploration direction from CW to CCW

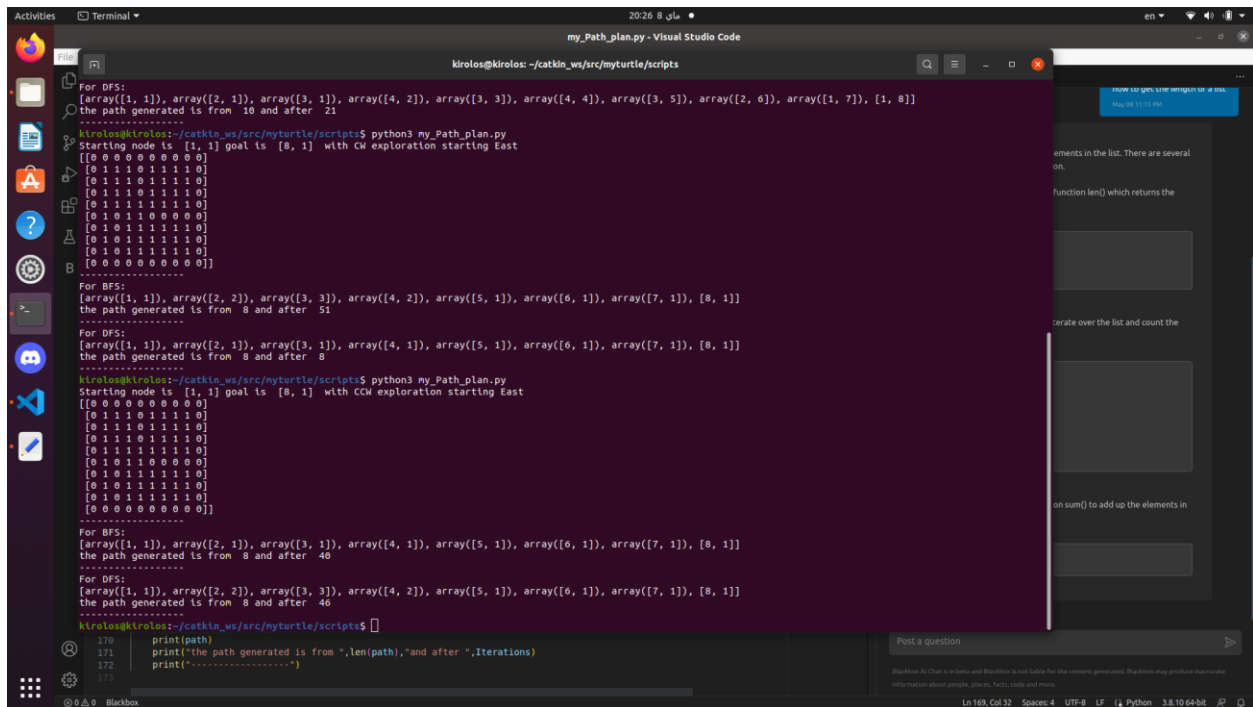
This affected the DFS greatly where BFS still show low performance as DFS in CW direction gets the lowest number of iterations.



```
the path generated is from 8 and after 46
kirolas@kirolas:~/catkin_ws/src/myturtle/scripts$ python3 my_Path_plan.py
Starting node is [8, 8] goal is [8, 1] with CW exploration starting East
[[0 0 0 0 0 0 0 0]
 [0 1 1 0 1 1 1 0]
 [0 1 1 0 1 1 1 0]
 [0 1 1 0 1 1 1 0]
 [0 1 1 0 1 1 1 0]
 [0 1 0 1 0 0 0 0]
 [0 1 0 1 1 1 1 0]
 [0 1 0 1 1 1 1 0]
 [0 1 0 1 1 1 1 0]
 [0 0 0 0 0 0 0 0]]
-----
For BFS:
[array([8, 8]), array([7, 7]), array([6, 6]), array([6, 5]), array([5, 4]), array([4, 3]), array([4, 2]), array([5, 1]), array([6, 1]), array([7, 1]), [8, 1]]
the path generated is from 11 and after 54
-----
For DFS:
[array([8, 8]), array([8, 7]), array([8, 6]), array([8, 5]), array([8, 4]), array([7, 3]), array([6, 3]), array([5, 3]), array([4, 2]), array([5, 1]), array([6, 1]), array([7, 1]), [8, 1]]
the path generated is from 13 and after 14
-----
kirolas@kirolas:~/catkin_ws/src/myturtle/scripts$ python3 my_Path_plan.py
Starting node is [8, 8] goal is [8, 1] with CW exploration starting East
[[0 0 0 0 0 0 0 0]
 [0 1 1 0 1 1 1 0]
 [0 1 1 0 1 1 1 0]
 [0 1 1 0 1 1 1 0]
 [0 1 1 0 1 1 1 0]
 [0 1 0 1 0 0 0 0]
 [0 1 0 1 1 1 1 0]
 [0 1 0 1 1 1 1 0]
 [0 1 0 1 1 1 1 0]
 [0 0 0 0 0 0 0 0]]
-----
For BFS:
[array([8, 8]), array([7, 7]), array([6, 6]), array([6, 5]), array([5, 4]), array([4, 3]), array([4, 2]), array([5, 1]), array([6, 1]), array([7, 1]), [8, 1]]
the path generated is from 11 and after 54
-----
For DFS:
[array([8, 8]), array([7, 7]), array([6, 6]), array([6, 5]), array([5, 4]), array([4, 3]), array([4, 2]), array([5, 1]), array([6, 1]), array([7, 1]), [8, 1]]
the path generated is from 17 and after 36
-----
kirolas@kirolas:~/catkin_ws/src/myturtle/scripts$
170 print(path)
171 print("the path generated is from ",len(path),"and after ",Iterations)
172 print("-----")
173
```

Figure 6: comparing BFS and DFS from The effect of direction of exploration point of view

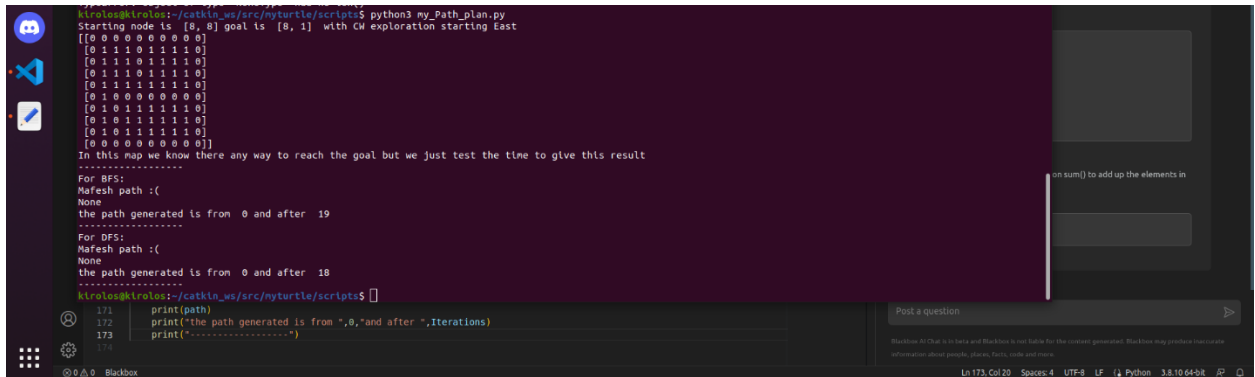
here changing the direction from CCW to CW did not affect but affected badly the DFS as the previous case.



```
For DFS:
[array([1, 1]), array([2, 1]), array([3, 1]), array([4, 2]), array([3, 3]), array([4, 4]), array([3, 5]), array([2, 6]), array([1, 7]), [8, 1]]
the path generated is from 10 and after 21
-----
kirolas@kirolas:~/catkin_ws/src/myturtle/scripts$ python3 my_Path_plan.py
Starting node is [1, 1] goal is [8, 1] with CW exploration starting East
[[0 0 0 0 0 0 0 0]
 [0 1 1 0 1 1 1 0]
 [0 1 1 0 1 1 1 0]
 [0 1 1 0 1 1 1 0]
 [0 1 1 0 1 1 1 0]
 [0 1 0 1 0 0 0 0]
 [0 1 0 1 1 1 1 0]
 [0 1 0 1 1 1 1 0]
 [0 1 0 1 1 1 1 0]
 [0 0 0 0 0 0 0 0]]
-----
For BFS:
[array([1, 1]), array([2, 2]), array([3, 3]), array([4, 2]), array([5, 1]), array([6, 1]), array([7, 1]), [8, 1]]
the path generated is from 8 and after 51
-----
For DFS:
[array([1, 1]), array([2, 1]), array([3, 1]), array([4, 1]), array([5, 1]), array([6, 1]), array([7, 1]), [8, 1]]
the path generated is from 8 and after 8
-----
kirolas@kirolas:~/catkin_ws/src/myturtle/scripts$ python3 my_Path_plan.py
Starting node is [1, 1] goal is [8, 1] with CW exploration starting East
[[0 0 0 0 0 0 0 0]
 [0 1 1 0 1 1 1 0]
 [0 1 1 0 1 1 1 0]
 [0 1 1 0 1 1 1 0]
 [0 1 1 0 1 1 1 0]
 [0 1 0 1 0 0 0 0]
 [0 1 0 1 1 1 1 0]
 [0 1 0 1 1 1 1 0]
 [0 1 0 1 1 1 1 0]
 [0 0 0 0 0 0 0 0]]
-----
For BFS:
[array([1, 1]), array([2, 2]), array([3, 3]), array([4, 2]), array([5, 1]), array([6, 1]), array([7, 1]), [8, 1]]
the path generated is from 8 and after 40
-----
For DFS:
[array([1, 1]), array([2, 2]), array([3, 3]), array([4, 2]), array([5, 1]), array([6, 1]), array([7, 1]), [8, 1]]
the path generated is from 8 and after 40
-----
kirolas@kirolas:~/catkin_ws/src/myturtle/scripts$
170 print(path)
171 print("the path generated is from ",len(path),"and after ",Iterations)
172 print("-----")
173
```


3.3 Testing who will discover the dead path first

And DFS did that first but with very low margin which can not happen in other cases



```
kirolous@kirolous:~/catkin_ws/src/myturtle/scripts$ python3 my_Path_plan.py
Starting node is [0, 8] goal is [8, 1] with CW exploration starting East
[[0 0 0 0 0 0 0 0 0]
 [0 1 1 0 1 1 1 0]
 [0 1 1 0 1 1 1 0]
 [0 1 1 0 1 1 1 0]
 [0 1 1 1 1 1 1 0]
 [0 1 1 1 1 1 1 0]
 [0 1 0 0 0 0 0 0]
 [0 1 0 1 1 1 1 0]
 [0 1 0 1 1 1 1 0]
 [0 1 0 1 1 1 1 0]]
In this map we know there any way to reach the goal but we just test the time to give this result
-----
For BFS:
Mafesh path :(
None
the path generated is from 0 and after 19
-----
For DFS:
Mafesh path :(
None
the path generated is from 0 and after 18
-----
kirolous@kirolous:~/catkin_ws/src/myturtle/scripts$ 
171 print(path)
172 print("the path generated is from ",0,"and after ",Iterations)
173 print("-----")
174
```

Figure 7: Dead path

4. FOURTH REQUIREMENT

Fourth requirement package can be found on the .zip file attached or in the full submission link below supported with videos.

5. DRIVE LINK

- The full submission link:
https://drive.google.com/drive/folders/1weMGAgb2wcy4N27xMeyNC8GHWzh3uZBV?usp=share_link
- Requirement 4 Video link:
https://drive.google.com/file/d/1Yktux017O5qRE9-1t3W1emp-Jw6q26td/view?usp=share_link