

RRT Implementation

To implement RRT, first the start and end points of the image are selected by taking the average of the green and red pixels respectively. Then a vector is taken to store the current tree of RRT.

First, the starting point is inserted into this tree. Then a random point is generated in the image.

The entire tree is traversed then to find the node with the minimum distance from the random node in the tree. Then along the line joining this node and the random node, a new node is added to the tree at some distance. This process is continued till the new node reaches the destination. To trace the path, the parent values of each node have also been stored in the vector, thus they can just be backtraced to show the path.