Fast Trajectory Replanning

Assignment 1

Robert Kulesa, Michael Li, Daniel Liu

Part 1 - Understanding the methods

a) The agent moves east, because the unblocked, unvisited neighbor with the lowest cost $f(x) = g(x) + h(x)$ is the eastern neighbor. Using manhattan distance as $h(x)$, the eastern neighbor has $f(x) = 1+2 = 3$, whereas the northern neighbor has $f(x) = 1 + 4 = 5$. Therefore, the eastern neighbor is selected, and the agent explores the eastern cell.

b) second item