

c_1
 c_2
 c_3
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OriginalAlgorithm/wu_componentsillus.pngFigure describing the three plan components when pushing an object, as published in Navigation 2010, Wu et.al. describe two versions of their algorithm :

anaive but locally optimal baseline one, and an optimized one, built upon the logic foundation of the first, but that loses its local optimality

all
OriginalAlgorithm/algo1.pngMain loop that evaluates all plans containing the manipulation of an obstacle every time a new obstacle is added
OriginalAlgorithm/algo2.pngSubroutine for evaluating all possible plans for each manipulation direction allowed on an obstacle
Navigation 2010

??
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 c_2
 c_3
 c_2
 c_3

minCost

"Second, as the algorithm does not require knowledge of the fact that free-space can be created during the execution (e.g. by moving objects), which can lower c_2 or c_3 for some objects, this optimization step requires faces local optimality."

locally 2014

OriginalAlgorithm/algo3.pngMain loop

OriginalAlgorithm/algo4.pngSubroutine

Navigation 2010