Generating Safe Paths in Dynamic Environments By Actively Predicting the Motion of Obstacles



CS4099: Major Software Project

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The main text of this project report is NNN words long, including project specification and plan.

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Chapter 1

Design

$$\zeta_a(t) = \begin{cases} \zeta_a(t - \delta t) + \zeta_a'(t) \cdot \delta t + \rho & \text{if } t > 0 \\ \zeta_a^{(0)} & \text{if } t = 0 \end{cases}$$
(1.1)

Where $\rho \sim \mathcal{U}(-\epsilon, \epsilon)$ and $\epsilon > 0$.

$$P_a^{(t_0,t_m)}(x,y) = \int_{t_0}^{t_m} \mathcal{N}(\zeta_a(t), \alpha \cdot (t-t_0)^2 + \beta, x, y) \cdot (t_m - t)^{\gamma} dt$$
 (1.2)

Where $\mathcal{N}(\mu, \sigma^2, x, y)$ is the evaluation of a 3D normal distribution centered at (μ_x, μ_y) with a variance of σ^2 at (x, y).

$$P_A^{(t_0,t_m)}(x,y) = \frac{\sum_{a \in A} P_a^{(t_0,t_m)}(x,y)}{|A|}$$
(1.3)

$$C_A^{(t_0,t_m)}(i,j) = \int_0^1 \exp\left(P_A^{(t_0,t_m)}(x(\lambda),y(\lambda))\right) \cdot ||i-j|| d\lambda$$
 (1.4)

Where $x(\lambda) = (j_x - i_x) \cdot \lambda + i_x$ and $y(\lambda) = (j_y - i_y) \cdot \lambda + i_y$ are the parametric equations of the line from i to j.

Algorithm 1 ROADMAP(n, d, O)

Input:

- n: Maximum number of possible samples
- d: Maximum distance between neighbouring nodes
- O: Set of obstacles

Output:

An unweighted graph of points describing the connectivity of the environment

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1: for i=1 to n do

2: q \leftarrow \text{RANDOMPOINT}(W)

3: if \bigwedge_{o \in O} \neg o.inside(q) then

4: V \leftarrow V \cup \{q\}

5: for all q_i \in V do

6: for all q_j \in V do

7: if q_i \neq q_j \wedge ||q_i - q_j|| \leq d then

8: E \leftarrow E \cup \{(q_i, q_j)\}

9: return (V, E)
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Chapter 2

Discussion