Helpful Search Resources

Saturday, April 08, 2023 5:07 PM

https://theory.stanford.edu/~amitp/GameProgramming/Heuristics.html

https://gtvault.sharepoint.com/sites/CS-7638PSTSTudyGroup/_layouts/15/stream.aspx?id=%2Fsites%2FCS%2D7638PSTSTudyGroup%2FShared%20Documents%2FGeneral%2FRecordings%2FMeeting%20in%20%5FGeneral%5F%2D20230326%5F201454%2DMeeting%20Recording%2Emp4

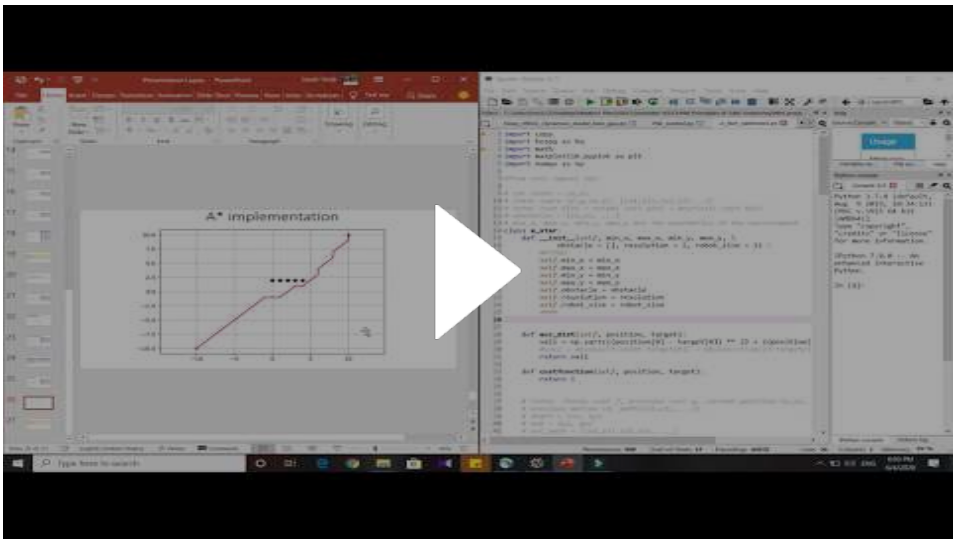
https://www.growingwiththeweb.com/2012/06/a-pathfinding-algorithm.html#:~:text=Diagonal%20distance%20(uniform%20cost),diagonal%20are%20not%20the%20same.

https://www.growingwiththeweb.com/2012/06/a-pathfinding-algorithm.html

https://en.wikipedia.org/wiki/Simultaneous_localization_and_mapping

5. Search: Optimal, Branch and Bound, A*

Motion Planning - Implementation of A*/Astar algorithm in Python


A* implementation