

# Robotiks WS17/18

## Assignment 12

Name	MatrNr	Mail
Sven Heinrichsen	4780388	s.heinrichsen@fu-berlin.de
Alexander Hinze-Huettl	4578322	hinze.alex@gmail.com

**Repo:** [https://github.com/al-eax/robotik\\_ws1718](https://github.com/al-eax/robotik_ws1718)

### A\* Tree

Step	Open {g+h}	Closed
0	<b>H{0+19}</b>	
1	<b>G{10+1}</b> , E{10+20}, D{10+35}, C{10+42}	H{0+19}
2	<b>E{10+20}</b> , F{20+18}, D{10+35}, C{10+42}	H{0+19}, G{10+1}
3	<b>F{20+18}</b> , D{10+35}, C{10+42}	H{0+19}, G{10+1}, E{10+20}
4	<b>B{30+9}</b> , D{10+35}, C{10+42}	H{0+19}, G{10+1}, E{10+20}, F{20+18}
5	<b>A{40+0}</b> , D{10+35}, C{10+42}	H{0+19}, G{10+1}, E{10+20}, F{20+18}, B{30+9}

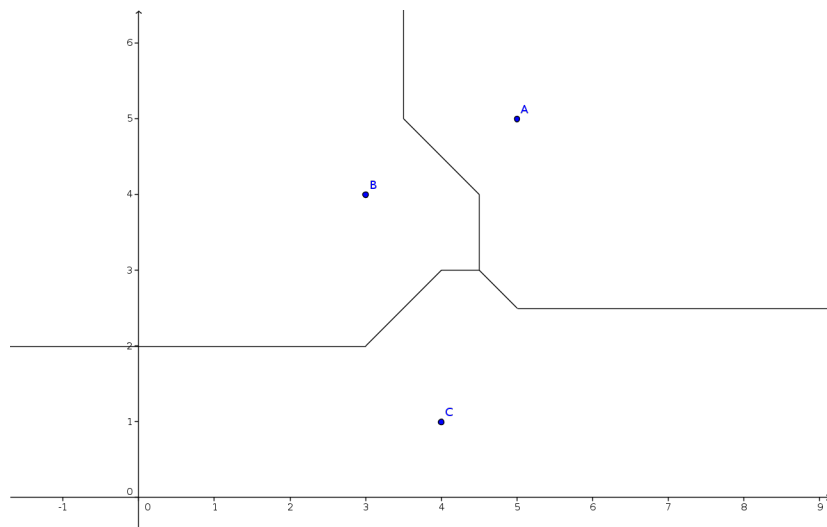
Shortest way under consideration of alphanumerical values:  $h \rightarrow g \rightarrow e \rightarrow f \rightarrow b \rightarrow a$ .

This heuristic is **not** optimistic. Some heuristics are higher than the actual path costs. Have a look at C to A. This means, the graph is not consistent.

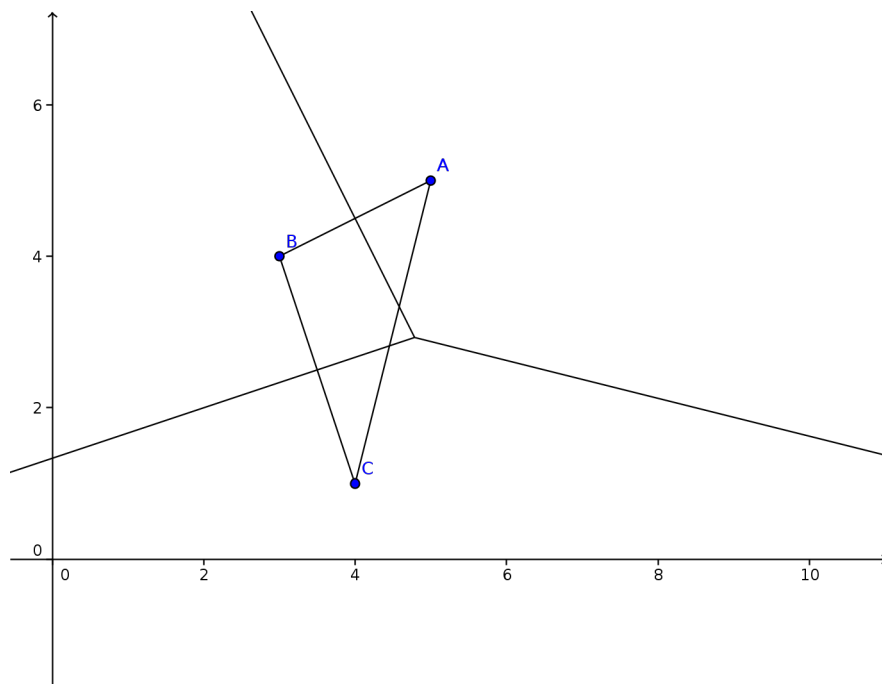
A non consistent graph doesn't find the optimal path, as you can see.

## 2. Voronoi-Diagrams

### l1 metric



**l2 metric**



### 3. Potential Fields

$$F_G = d_G^2 = \left( \sqrt{(x-3)^2 + (x-4)^2} \right)^2 = (x-3)^2 + (y-4)^2$$

$$F_O = \frac{3}{d_O^2} = \frac{3}{(x-2)^2 + (y-3)^2}$$

**derivation of  $F_G$**

$$F'_{xG}(x, y) = 2x - 6$$

$$F'_{yG}(x, y) = 2y - 8$$

**derivation of  $F_O$**

$$u = 3; u' = 0$$

$$v = (x - 2)^2 + (y - 3)^2$$

$$v'_x = 2x - 4; v'_y = 2y - 6$$

$$F'_{xO}(x, y) = \frac{-3*(2x-4)}{((x-2)^2 + (y-3)^2)^2}$$

$$F'_{yO}(x, y) = \frac{-3*(2y-6)}{((x-2)^2 + (y-3)^2)^2}$$

**force vectors**

$$\vec{F}_O = (F'_{xO}(1, 1), F'_{yO}(1, 1))^T = (\frac{6}{25}, \frac{6}{25})^T$$

$$\vec{F}_G = (F'_{xG}(1, 1), F'_{yG}(1, 1))^T = (-4, -6)^T$$