Homework 2

- 1.) A driving route where we consider turns can be represented in a grid. A discrete Algorith such as Diskstra's would prove to be more efficient as sampling/connecting modes when the layout is already gridling is not optimal.
- b.) COSH(t) = IOS(t) + L | Keeping track of distance t = turns 3 variable e = Iength 3 fixed
- 2.) I'm (# of points in thee) As points sample increases, so does

  1700 # of points sampled the # of points in the tree, therefore

  the number of points in the tree

  Peffect the limiting behavior
- 3.) Example RRT (dist from goal, d8+neighbor)

  (10,2) S. if we want to invert

  (21)3 at the it would

  (8,3) (9,4) (be worst case O(log n) for n nodes

  (6,1) before it can be inserted
- 4.) Oltrasound distance bandwidth decreases when increasing dynamic range since the speed of sound is dramatically slow than light (343 m/s). It takes much longer to reach its goal surface and bounce off. (bandwillh is the response time)

5.) a.) 
$$C = 300 m/5$$
  
 $d = 15m$   
 $4.4a = 30m$   
 $300 = \frac{30}{4} = \frac{30}{500} = 0.150 conds$ 

- b.) The speed of light would reasine a higher bardwidth.
- 6.)

  Pfecision = 3m

  Hourary = 30m

  Hourary = 30m
- b.) 18000 reading per hour

  10000
  (60)(60) = 5 readings per Second

  = 5 HZ