

# Homework 5

MacMillan, Kyle

November 26, 2018

# Contents

## Title

## Table of Contents

<b>List of Figures</b>	<b>i</b>
<b>1 Chapter 11</b>	<b>1</b>
1.1 Problem 3 . . . . .	1
<b>2 Chapter 16</b>	<b>2</b>
2.1 Problem 1 . . . . .	2
2.2 Problem 2 . . . . .	2
<b>3 Chapter 17</b>	<b>3</b>
3.1 Problem 2 . . . . .	3
3.2 Problem 3 . . . . .	3
3.3 Problem 4 . . . . .	3
3.3.1 Problem 4a . . . . .	3
3.3.2 Problem 4b . . . . .	3
3.3.3 Problem 4c . . . . .	3
3.3.4 Problem 4d . . . . .	3
3.3.5 Problem 4e . . . . .	3
<b>4 Chapter 18</b>	<b>4</b>
4.1 Problem 1 . . . . .	4
4.1.1 Problem 1.1 . . . . .	4
4.1.2 Problem 1.2 . . . . .	4
4.1.3 Problem 1.3 . . . . .	4

## List of Figures

1	WaveFront Distance Evaluation . . . . .	1
2	WaveFront Shortest Path . . . . .	1

# 1 Chapter 11

## 1.1 Problem 3

To accomplish this problem I created a class to generate a random map of any size you want up to 99. It generates a random number of obstacles of random size. Play around with it, it's fun. You can change the random numbers or just run the file multiple times. Code for this problem can be found [here](#).

Demonstration is shown in Figure 1. This is an application of the WaveFront BFS algorithm. From there it goes on to find the shortest path as seen in Figure 2.

The seed for that particular example is: 7635686187880284248



Figure 1: WaveFront Distance Evaluation



Figure 2: WaveFront Shortest Path

The book constantly refers to this as a start to goal process but that is not how flood-fill works because you can not guarantee shortest path; you can not have it both ways. The book calls for “minimal path” but then uses a non-optimal solver. I wrote it as the book asked the first time around then changed it to actually give the optimal answer because that’s what we want.

To clarify: Starting from the start is fine but you have to traverse it backwards from goal to start. The reason is because you do not know which of the “equal” numbers to choose when you’re walking from start to goal. You **know** which path is the shortest if you walk from goal to start. If two numbers are the same then either path is optimal/minimal.

## 2 Chapter 16

### 2.1 Problem 1

asdf

### 2.2 Problem 2

Given 40 measurements at 2 meters we can subtract the 2 meters and then take the mean:

A 0.23521735

B -0.13556097

C 0.33806001

That is how far off each sensor averages from 2 meters. Each new sensor reading then has that mean subtracted from it to yield:

A 2.22255225

B 2.03233526

C 1.79719609

We can then take the mean of those values for an expected distance of: 2.0173612016666667 meters. The code for this can be found [here](#) and in the code snippet 2.2.

```
dist_sens -= 2
mean = np.mean(dist_sens, dtype=np.float64, axis=0)
new_sens = np.array([[2.4577696, 1.8967743, 2.1352561]]) - mean
distance = np.mean(new_sens)
```

### **3 Chapter 17**

#### **3.1 Problem 2**

asdf

#### **3.2 Problem 3**

asdf

#### **3.3 Problem 4**

##### **3.3.1 Problem 4a**

asdf

##### **3.3.2 Problem 4b**

asdf

##### **3.3.3 Problem 4c**

asdf

##### **3.3.4 Problem 4d**

asdf

##### **3.3.5 Problem 4e**

asdf

## 4 Chapter 18

### 4.1 Problem 1

#### 4.1.1 Problem 1.1

asdf

#### 4.1.2 Problem 1.2

asdf

#### 4.1.3 Problem 1.3

asdf