# MPC-MAP Assignment No. 5 - Report

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## Task 1

A graph with lines and dots

AI-generated content may be incorrect.A screen shot of a graph

AI-generated content may be incorrect.

Figure outdoor close to wall

Figure 2 indoor close to wall

## Task 2

Clearance from obstacle is 0.2m at least if its possible. If its not possible path is made as far as possible from bought walls.

A graph of a diagram

AI-generated content may be incorrect.A graph of a line graph

AI-generated content may be incorrect.

Figure 0.4 houl in wall Figure outdor spacing from walls

## Task 3

A screenshot of a graph

AI-generated content may be incorrect.A graph of a diagram

AI-generated content may be incorrect.A graph of a line graph

AI-generated content may be incorrect.

Figure indoor smoot path Figure Outdoor smoot path Figure smoot path whit 0.4 hoal in wall

* Alfa – how much can we move point from it’s original position
* Beta- How much are points smoothing each other
* Iterations – how many times we need to do smoothing process