

# §CS 520: Assignment 1

## Fast Trajectory Replanning

Xiaoyang Xie  
167008240

Yikun Xian  
168000142

Department of Computer Science  
Rutgers University, New Brunswick, NJ

09 October 2015

## Part 0 Setup Environment

test [2]

## Part 1 Understanding the Methods

## Part 2 The Effects of Ties

## Part 3 Forward vs. Backward

## Part 4 Heuristics in the Adaptive A\*

## Part 5 Heuristics in the Adaptive A\*

## Part 6 Memory Issues

## References

- [1] AP Central. Gridworld case study. [http://apcentral.collegeboard.com/apc/public/courses/teachers\\_corner/151155.html](http://apcentral.collegeboard.com/apc/public/courses/teachers_corner/151155.html). [Online; accessed 2-October-2015].
- [2] Sven Koenig and Maxim Likhachev. Real-time adaptive a\*. In *Proceedings of the fifth international joint conference on Autonomous agents and multiagent systems*, pages 281–288. ACM, 2006.
- [3] Wikipedia. Maze generation algorithm — wikipedia, the free encyclopedia. [https://en.wikipedia.org/w/index.php?title=Maze\\_generation\\_algorithm&oldid=679876968](https://en.wikipedia.org/w/index.php?title=Maze_generation_algorithm&oldid=679876968). [Online; accessed 4-October-2015].