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CS830
September 21, 2015

Assignemnt 3 Writeup

1. Describe any implementation choices you made that you felt were important. Mention anything else that we should know when evaluating your program.

- I normalized my euclidean distances.
- All my angle calculations were done between $-\pi$ and π.

2. What suggestions do you have for improving this assignment in the future?

I would be more clear about what exactly a collision is. The validator was checking collisions far more rigorously than we were required to, and it led to a lot of confusion.

Validator Output

```
-bash-4.3$ ./rrt-validator.py --grad run.sh < space0.sw
Executing planner...
Parsing plan...
Picked up JAVA_TOOL_OPTIONS: -Xmx256m
Validating plan...
The solution path is valid and collision free.

-bash-4.3$ ./rrt-validator.py --grad run.sh < space1.sw
Executing planner...
Parsing plan...
Picked up JAVA_TOOL_OPTIONS: -Xmx256m
Validating plan...
The solution path is valid and collision free.
```