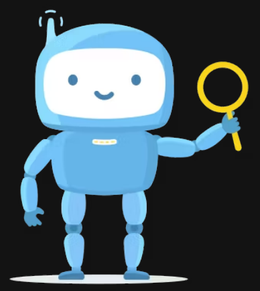
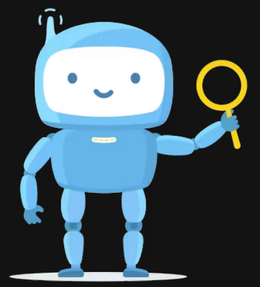


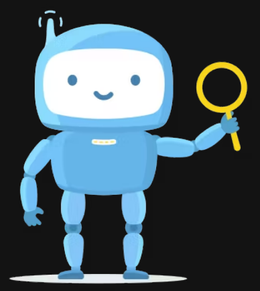
Theseus

A Mobile & Web application for finding the shortest path in a simple polygon



Why ?

The problem of finding the shortest path in a simple polygon



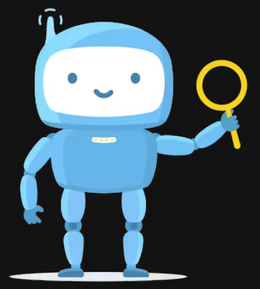
Why ?

Robotics

Geographic Information Systems (GIS)

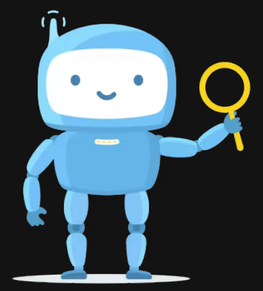
Computer graphics

The problem of finding the shortest path in a simple polygon



Development process

The process of developing Theseus



Development process

Image transfer & Image processing

Graph construction & Triangulation

Path computation

Data transfer from server to web & animation

The process of developing Theseus

01

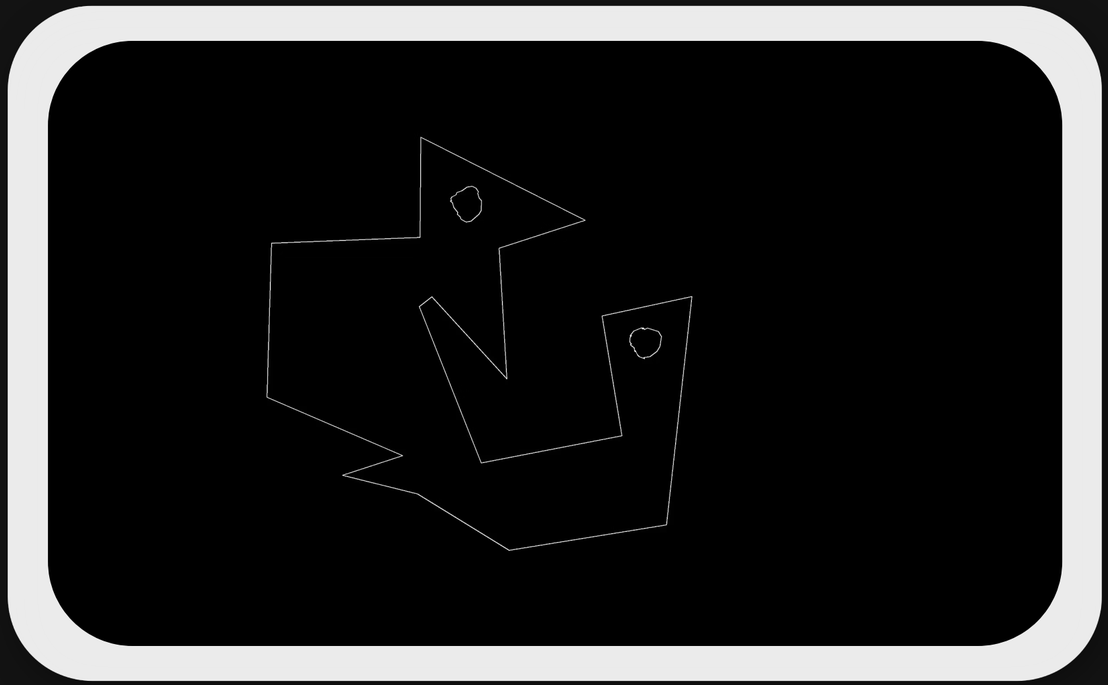


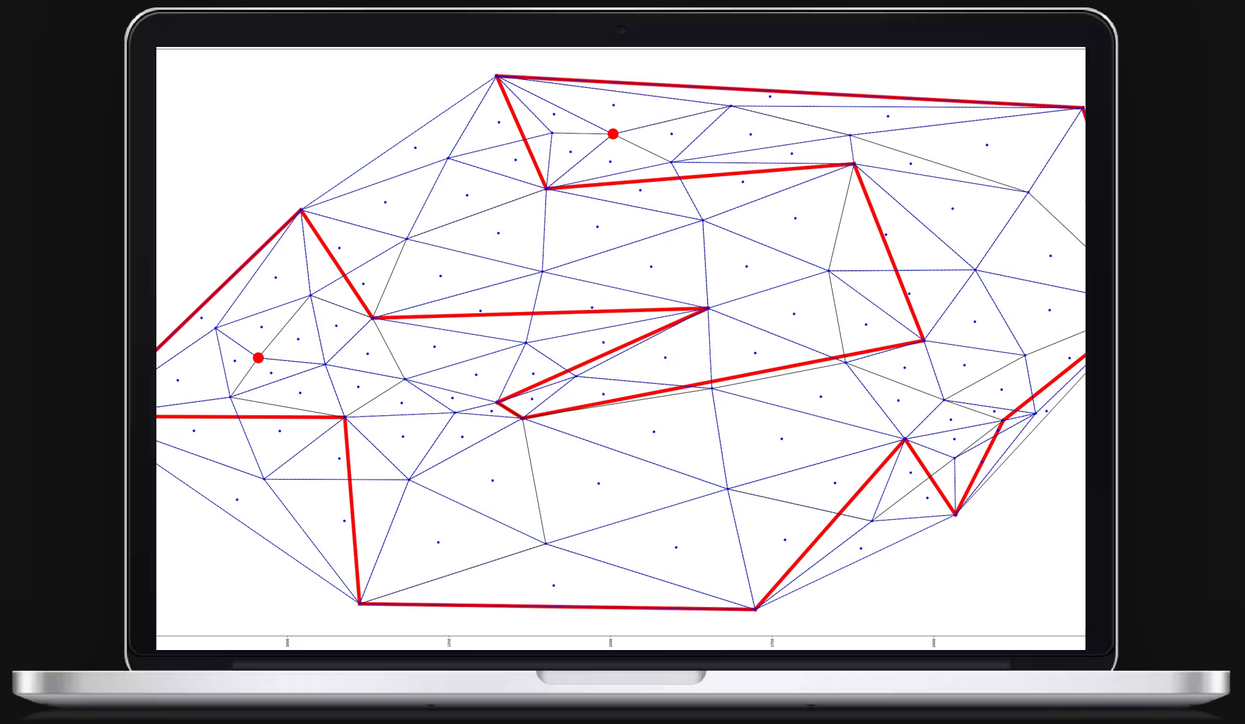
Image transfer

and

Image processing

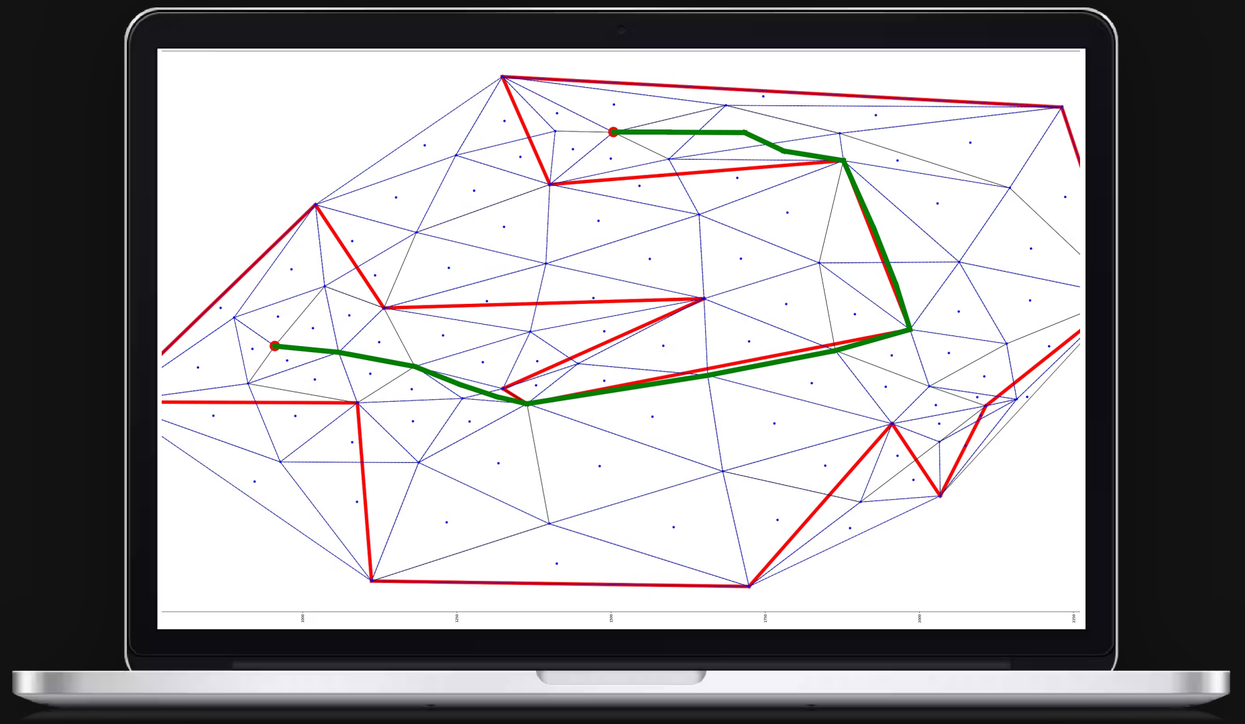
02

Graph construction and Triangulation



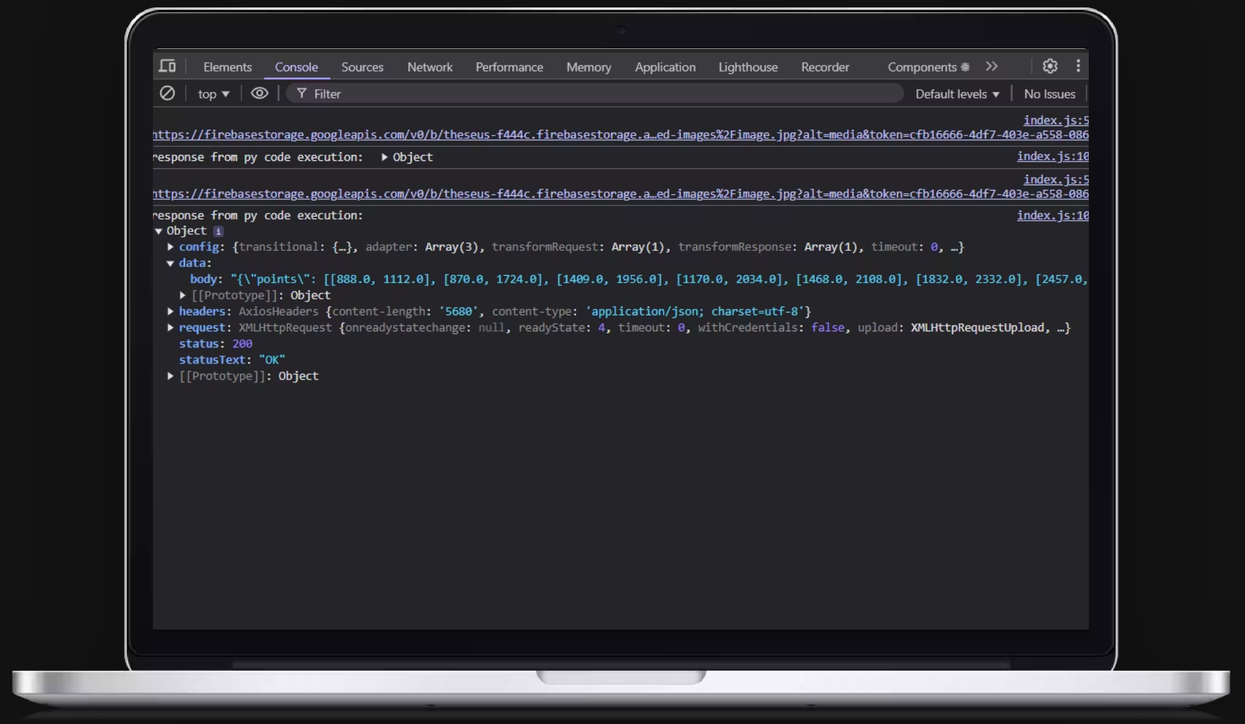
03

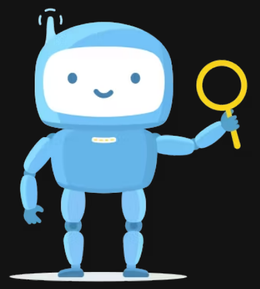
Path computation



04

Data transfer

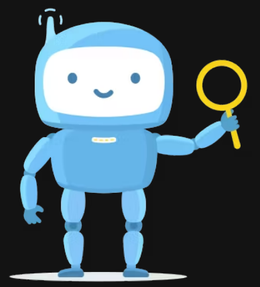




Timing

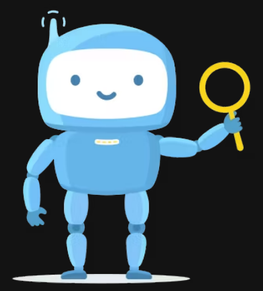
0.099794s	Image processing
0.027759s	Graph construction
5.012003s	Overall computation

Time resulted in completing parts of the computation and then the whole process

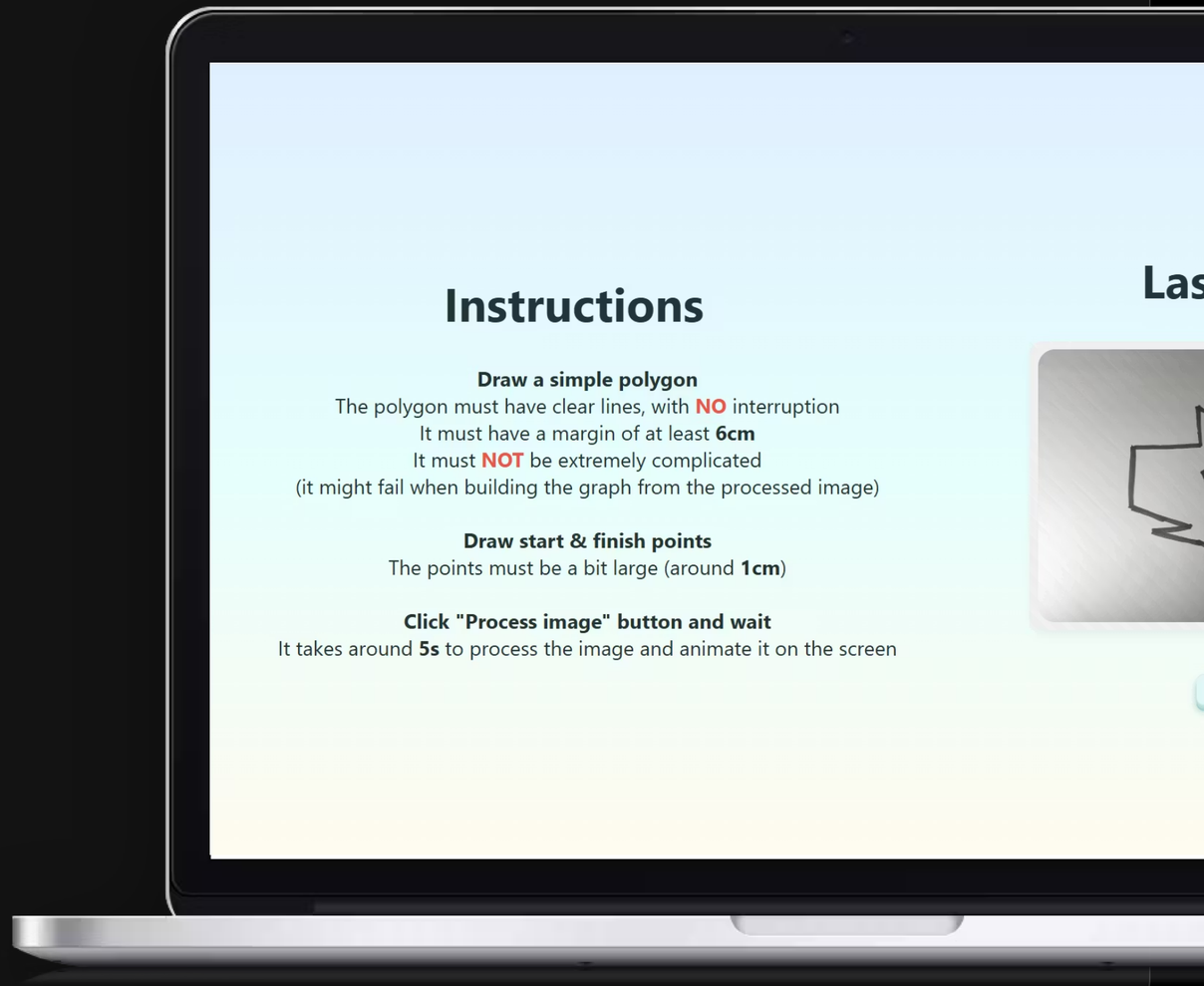


Live demo

Next Steps



Thank you.



Theseus

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Pitch

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