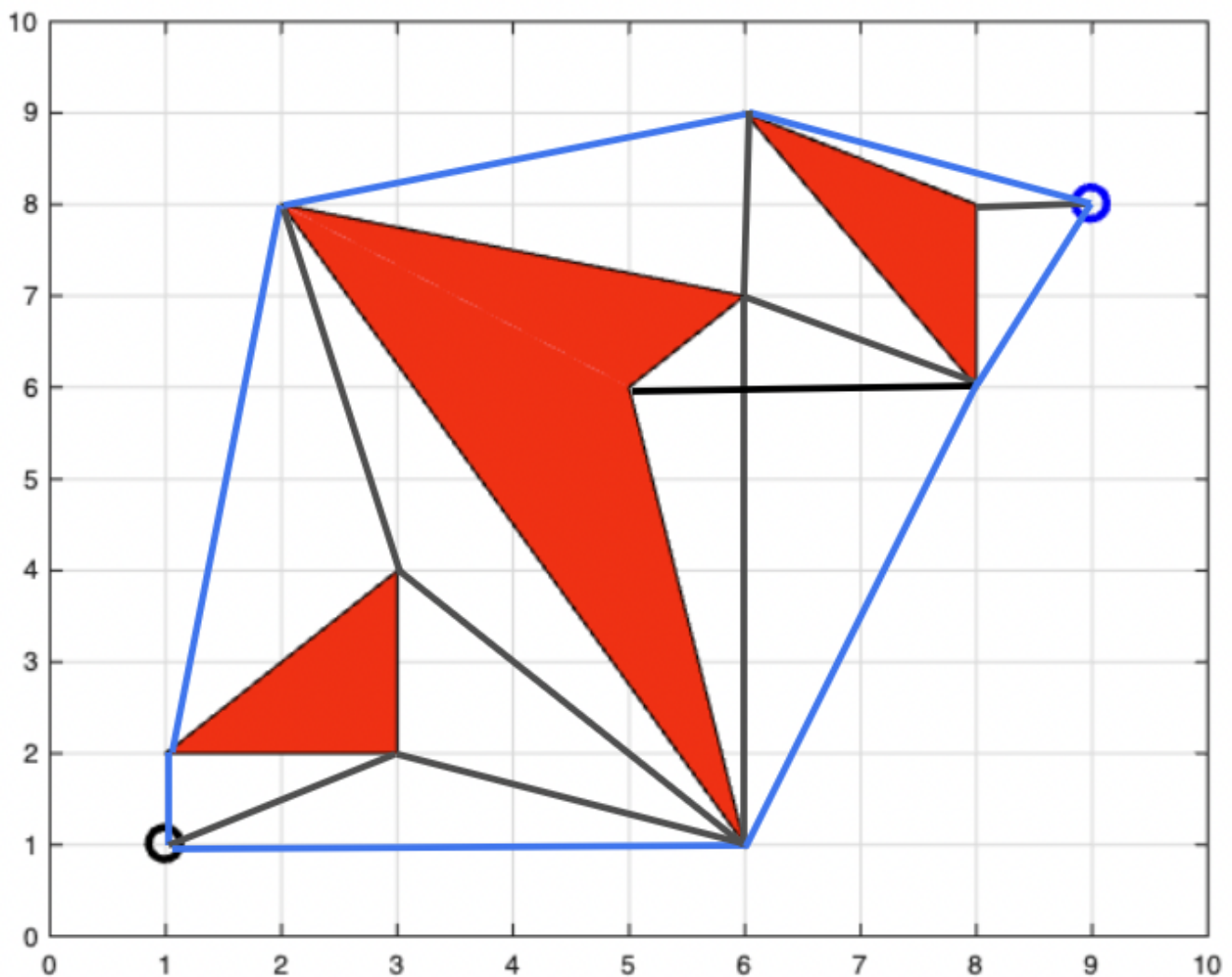


HW1

Github Link: <https://github.com/venkatmanavarthi/HW1>

Problem 1

Using the map shown below, generate the visibility graph (include the start and end nodes). Additionally, show the reduced visibility graph with a different color (i.e. blue for reduced graph, black for remaining standard edges). You do not need to compute the edge costs.



Problem 2

Using the Python Class tutorial available at <https://docs.python.org/3/tutorial/classes.html>, create a class called node that has the following instance variables, x, y, parent_cost, and index. Provide your short Python script that contains this class.

```
class node:
    def __init__(self, x, y, parent_cost, index):
        self.x = x
```

```
self.y = y
self.parent_cost = parent_cost
self.index = index
```

```
# root node
root_node = node(0, 0, 0, 0)
```

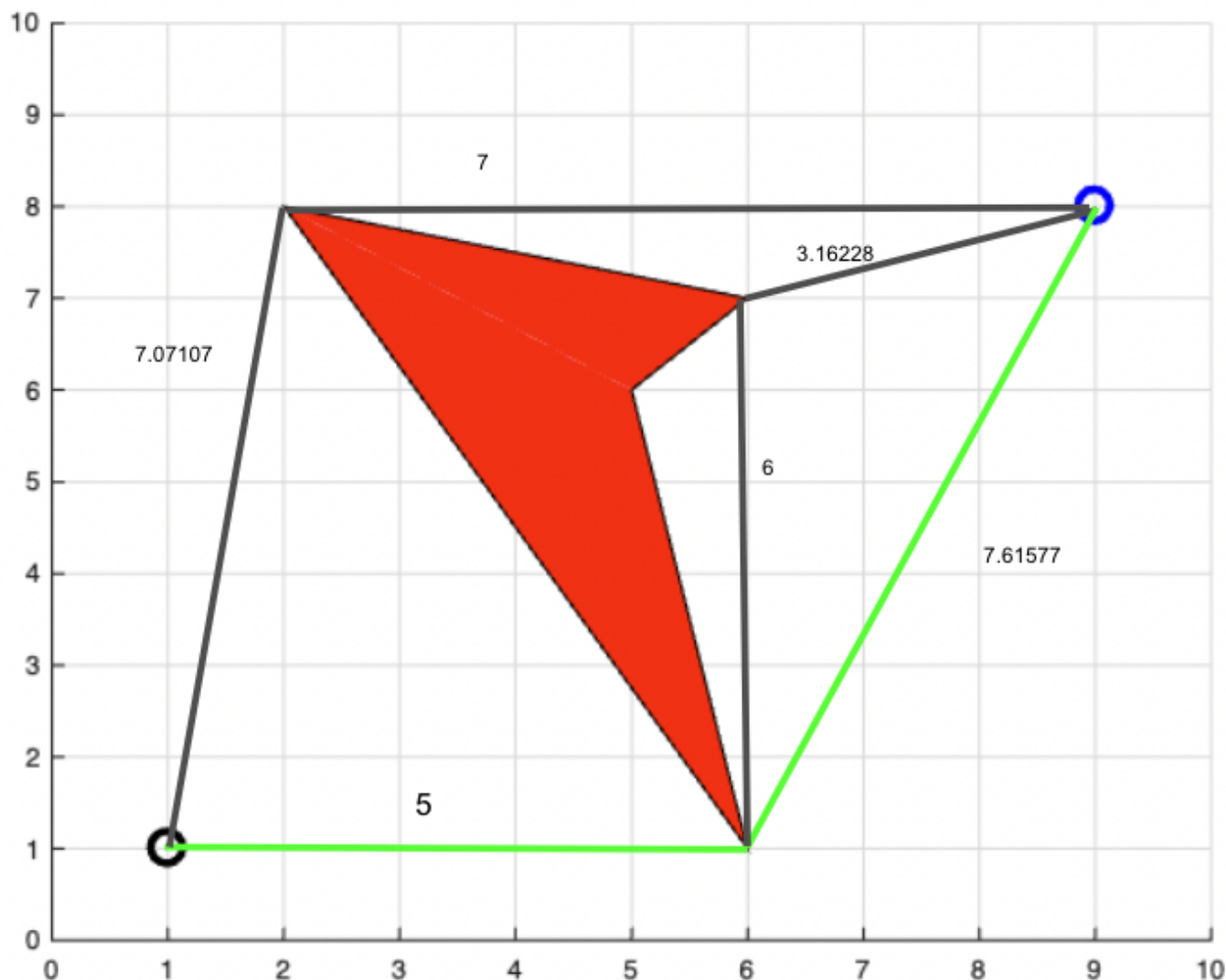
Problem 3

Using the map shown below, show the reduced visibility graph along with the Euclidean distance for each edge. Highlight the shortest path from the start (1,1) to the goal (9,8).

$$d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

1. Distance from (1,1) to (6, 1) - 5
2. Distance from (1,1) to (2, 8) - 7.07107
3. Distance from (6, 1) to (9, 8) - 7.61577
4. Distance from (2, 8) to (9, 8) - 7
5. Distance from (6, 1) to (6, 7) - 6
6. Distance from (6, 7) to (9, 8) - 3.16228

The Shortest Distance is from (1, 1) -> (6,1) -> (9, 8) = 12.61577



Problem 4

Given the following map parameters, generate a figure similar to the one shown in which you are computing each node index and plotting the index at the corresponding node location. The node index is simply the unique name/value associated with the node. You need to write your Python script such that any node location (x and y pair) returns the node index. I.e. simply making counter that plots at each node location will not work. This node index is crucial in generating grid-based path planning techniques. A small function that computes the node index is an efficient method for computing the index.

Grid Spacing = 0.5 Min X = 0 Max X = 10 (include both 0 and 10 in your grid) Min Y = 0 Max Y = 10

Notes: When generating the x and y values (that span from 0 to 10), the NumPy command `arange` is particularly useful. Make sure that you capture the end point by adding an extra "grid_size" onto the end value.

`Matplotlib.text(x, y, str(int(number to display)), color="red", fontsize=8)` is a good function to use to stick the text in the figure.

```
import matplotlib.pyplot as plt
import numpy as np
```

```
# function to compute index for each x and y
def compute_index(min_x, max_x, min_y, max_y, grid_spacing, cx, cy) ->
int:

    index = ((cx - min_x)/grid_spacing) + \
            (((cy - min_y)/grid_spacing) * \
            (((max_x + grid_spacing)-min_x)/grid_spacing))

    return int(index)

# step
grid_spacing = 0.5

# X
min_x = 0
max_x = 10

# Y
min_y = 0
max_y = 10

x_values = np.arange(min_x, max_x + grid_spacing, grid_spacing)
y_values = np.arange(min_y, max_y + grid_spacing, grid_spacing)

for y in y_values:
    for x in x_values:
        index = compute_index(min_x, max_x, min_y, max_y, grid_spacing, x,
y)
        plt.text(x, y, str(index), color='red', fontsize=8, ha='center',
va='center')

plt.xlim(min_x - grid_spacing, max_x + grid_spacing)
plt.ylim(min_y - grid_spacing, max_y + grid_spacing)
plt.title("Problem 4")
plt.show()
```

