Project 2 Notes from Info Session

Np.random.rand()

* Will be used within rrt

There are functions that grab the nearest nodes

* Etend?
* N\_node = n+step

Polygonenvironmen has

Flags = \_Trapped, \_Advanced, \_REACHED

RRT connct

* Choose a small enough epsilon

For bi-directional, store one as an “A” tree, and one as a “B” tree