

2) Cell decomposition approaches

Partition ~~the~~ space into a

set of non-overlapping regions, called

cells whose union is \mathbb{R}^2 . Build an

adjacency relationship between cells \rightarrow

Call it a connectivity graph - whose nodes are cells and edges between

nodes represent if the borders partially

cells ~~are~~ share a boundary. A sequence

of adjacent cells connects point to point

denotes + it starts a channel. A path can be extra clear from the channel.

What is a cell?

1) generally should be a simple shape, so "convex" that connects two pts within a cell is easy.

sf. line

2) adjacency relationship should be relatively easy to test; connectivity

a pore crossing the boundary
should be easy.

Types of cell death:

fast
apoptosis
res. level
of res.

1) apoptosis: cell shapes are pre-deter.

2) necrosis: cell shape is determined
by certain critical events
in free.

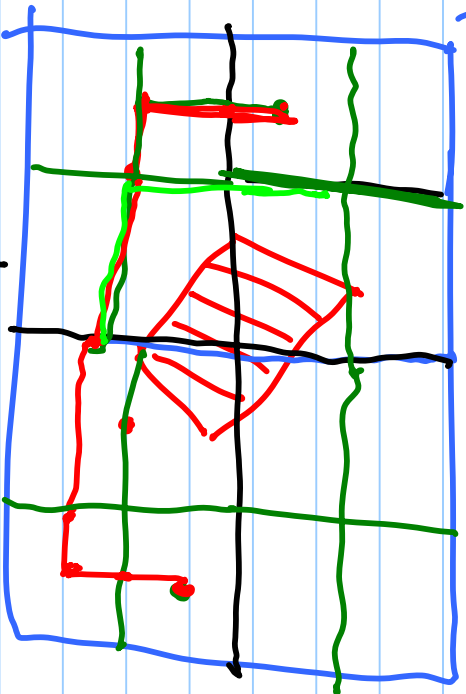
↑
more
offered
for loss
of res. exposed

will lead to complex algs. but
probably more complex
combinations are needed

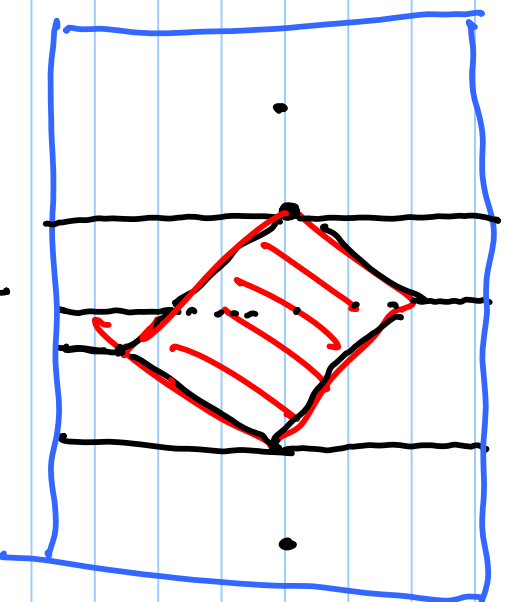
polygonal / trapezoidal decomp for

polygonal c-space.

Algorithms



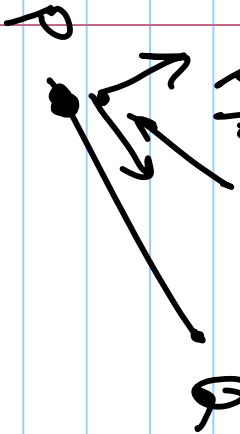
resolution
complexity



complete alg.

Non-trivial Case: moving a ladder

F^m OR Q in plane in a polygonal environment



General Core : Semi-algebraic

sets

Recall they are described by boolean

comb. of polynomial inequalities.

→ rational coeff.

→ (obs / robot surfaces)

Path Planning

prop. "Lasserre"

Collin's decomp " → hierarchical way of

decomposing "C free" into cells and

determining adjacency relationships.

Polynomial in geometric
Complexity

doubly exp. in d dim. n of C -space
 2^d

Note Carry reduced this to 2^d via
Min "nilou kette algorithm" ashi ch
hai ldn a "goodmap".

Approx. Cell Decomp:

- 1) Represents C_{free} as a union of cells of pre-defined shape, of finite structure kinds. generally hierarchical
- 2) easier to implement
- 3) provides less insight into the structure of C_{free}
- 4) time + space complexity is exp. in dim of c-space. useful for low

$\dim, \text{ of } \mathbb{C}^n \leq 4.$

Gen of structure:

See lecture 9a