# Algorithmic Robotics and Motion Planning 

The Roomba in the café
Combinatorics and algorithms

Fall 2019-2020
Dan Halperin
School of Computer Science
Tel Aviv University

Moving a disc among discs


## Outline

- the C-space
- combinatorial complexity
- representation
- algorithm
- algebra

Moving a disc among discs: C-obstacles



## Arrangements (take I)

## Definition (Arrangement)

Given a collection $\mathscr{C}$ of curves on a surface, the arrangement $\mathscr{A}(\mathscr{C})$ is the partition of the surface into vertices, edges and faces induced by the curves of $\mathscr{C}$.


An arrangement of circles in the plane.


An arrangement of lines in the plane. .


An arrangement of great-circle arcs on a sphere.

## Arrangement of circles: how complex?

Arrangement of circles: how complex?


Arrangement of circles: TMI. Why?

Arrangement of circles: TMI. Why?

## Combinatorial analysis

- n - the number of obstacle discs
- arrangement of $n$ circles
- the union of $n$ discs
- the lifting transform
- the complexity of a 3-poytope

Combinatorial analysis, lower bound


Algorithms for computing the union of discs

- representation: DCEL
- Algorithm I: divide and conquer using plane sweep in the merge step
- Algorithm II: mimicking the proof of the combinatorial bound

Algorithms for solving the Roomba MP problem

- augment the DCEL with vertical decomposition
- build a connectivity graph (CG) over the augmented DCEL:
- a node for every free trapezoid
- an edge between two trapezoids that share a vertical all
- find the cells that contain the start and goal positions
- search in the CG for a path between the nodes corresponding to the cells of the previous stage
- transform the path in the graph into a collision-free path in the plane


## Reference

- Writeup on the course's website

The next step


## THE END

