### Algorithmic Robotics and Motion Planning

#### The Roomba in the café Combinatorics and algorithms

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#### Moving a disc among discs



#### Outline

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





### 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 An arrangement of lines in of circles in the the plane. plane.

An arrangement of great-circle arcs on a sphere.



#### Arrangement of circles: how complex?





#### 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









