





Outline

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















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





- the lifting transform maps points in \mathbb{R}^d to objects (points or hyperplanes) in \mathbb{R}^{d+1}
- we will focus on the plane, and the vertical projection of planar points onto the *unit paraboloid U* in R^3 :

 $U: z = x^2 + y^2$

- vertical cross-sections of U are parabolas, horizontal cross-sections are circles
- $LT: p(x, y) \mapsto \hat{p}(x, y, x^2 + y^2)$

Lifting a circle

- $LT: p(x, y) \mapsto \hat{p}(x, y, x^2 + y^2)$
- C(a, b, r) is a circle in the plane with center at (a, b) and radius r
- $LT: C(a, b, r) \mapsto ?$
- C: $(x a)^2 + (y b)^2 = r^2$
- C: $x^2 2ax + a^2 + y^2 2by + b^2 = r^2$
- \hat{C} is on U, therefore in \hat{C} we can replace $x^2 + y^2$ by z, to obtain
- $\bullet z = 2ax + 2by (a^2 + b^2 r^2)$







The complexity of the upper envelope of planes

- Euler's formula V E + F = 2
- Each vertex has at least 3 incident edges, $V \le 2E/3$
- Together $E \leq 3F 6 \leq 3n 6$





- U intersects each edge of the upper envelope at most twice: these are the vertices of the free space
- Their number is therefore at most 6n-12



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

Vertical decomposition of arrgs of circles





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 wall
- ../..

Algorithms for solving the Roomba MP problem, cont'd

- find the cells that contain the start and goal positions
- search in the CG for a path between the start node to the goal node
- transform the path in the graph into a collision-free path in the plane





Reference

• Writeup (combinatorial analysis) on the course's website



THE END