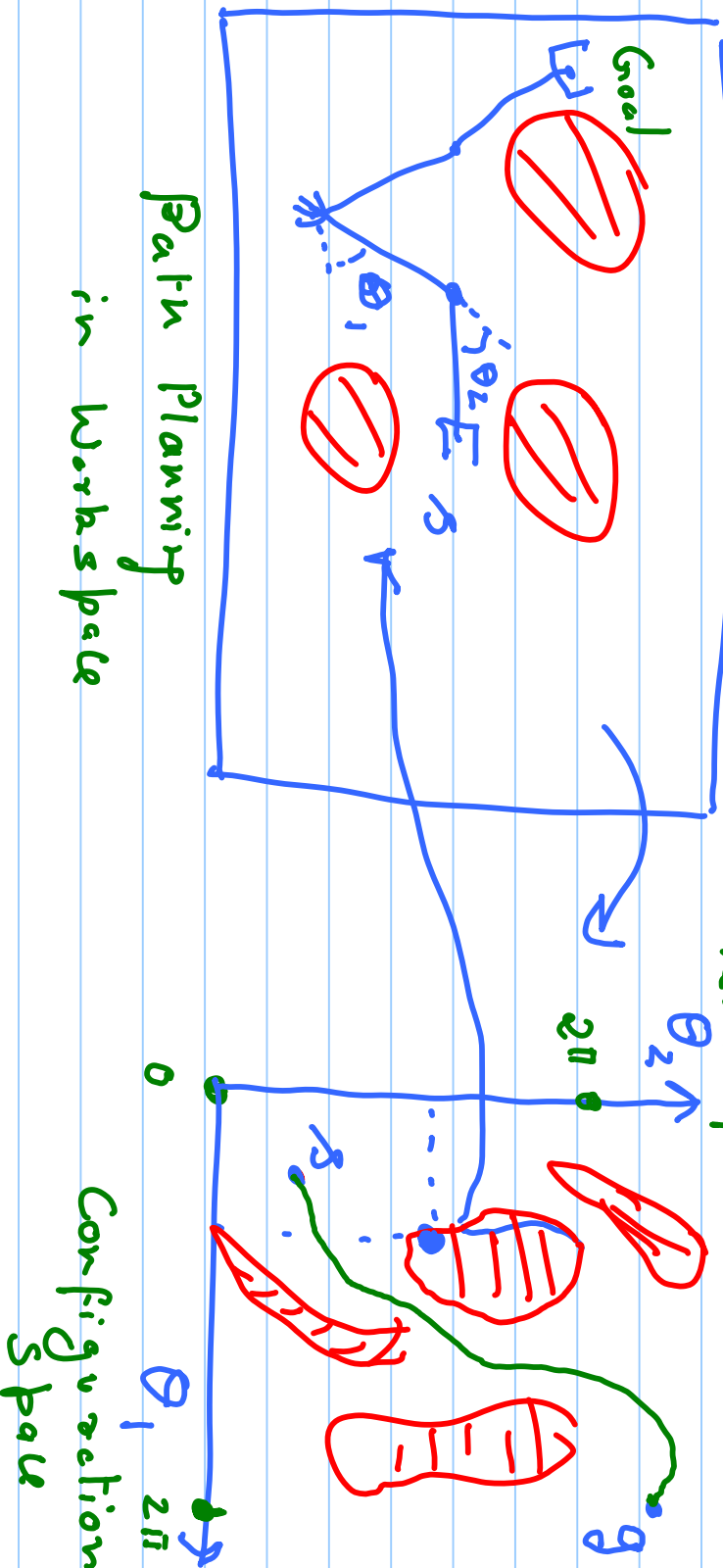


Lecture 3

Basic Motion Planning (MPP) Problems

\mathbb{R}^2 Motivation for why we cover the basics in next few lectures



Path Planning
in Workspace

Configuration
Space

Questions :

- 1) Nature of Xformation or mapping

- 2) Structure of config space ("surface")

- 3) Does a path exist?

1) Basic notions from math (continuity, distance, mappings)

2) " " " Geometry

3) graph search techniques

I) Basic notions from math:

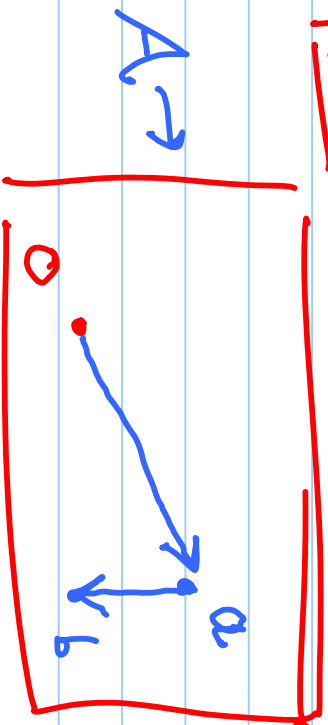
1) vector space: assume known

2) Affine space :

"sets up a correspondence between
"points" in a set and vectors

elements in a vector space.

A set
of points



\vec{o}

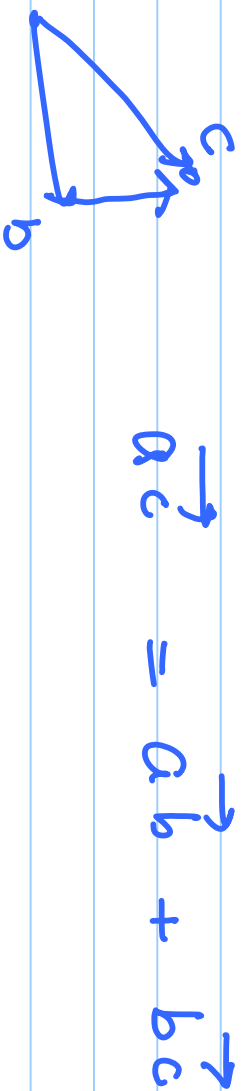
Let E be a vector space. The affine
space associated with E is

1) every pair of pts $(a, b) \in AxP$
determines a unique vector $\vec{ab} \in E$

2) every pair $(a, \vec{x}) \in AxE$ det.

a unique pt. b : $\vec{ab} = \vec{x}$

3) Law of paralle. of vect. add.

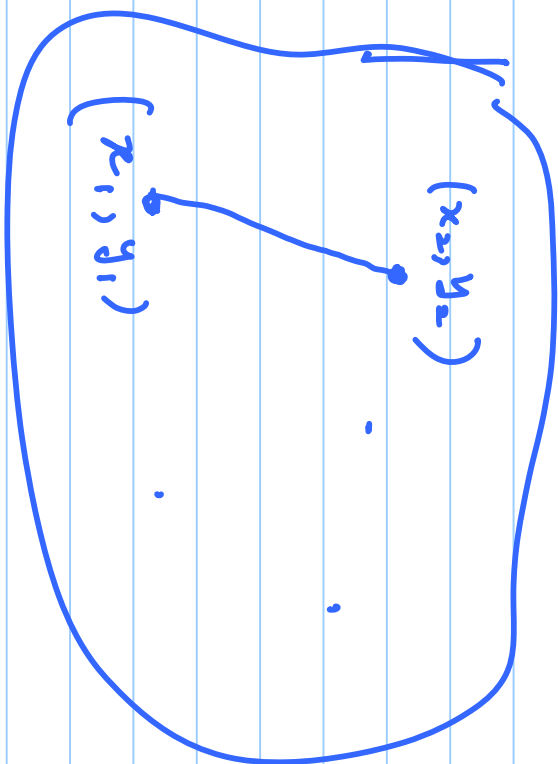


4) inverse:

3) Metric or Distance over a set.

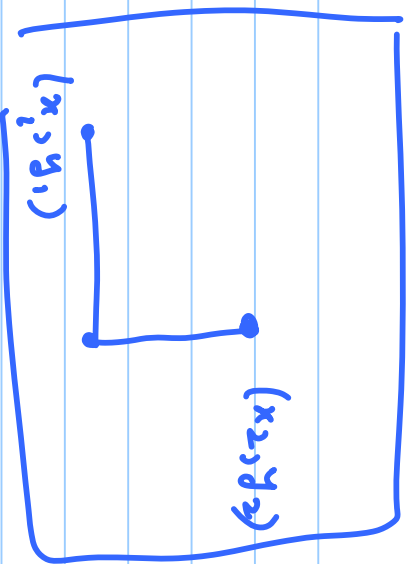
$$\sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2}$$

$= d[(x_1, y_1), (x_2, y_2)]$



~~f~~ $d: E \times E \rightarrow \mathbb{R}$
is a real valued
funct. that
satisfies:

Example: Manhattan or City block dist.



$$d[(x_1, y_1), (x_2, y_2)] = |x_1 - x_2| + |y_1 - y_2|$$

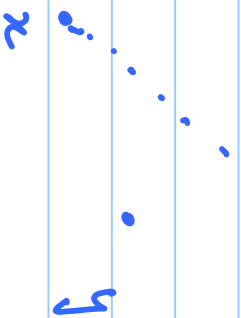
∴ prop. of $d(x, y)$ $x, y \in E$

- 1) $d(x, y) \geq 0$
- 2) non-degenerate: $d(x, y) = 0$ iff $x = y$
- 3) symmetric: $d(x, y) = d(y, x)$

4) triangular inequality:

$$d(x, y) + d(y, z) \geq d(x, z)$$

"shortest"



$E, d \rightarrow$ metric space

Euclidean metric: $\sqrt{(x_1 - y_1)^2 + (x_2 - y_2)^2}$

$$x = (x_1, x_2)$$

$$y = (y_1, y_2)$$

$$L_p : d_p(x, y) = \sqrt[p]{\sum_{i=1}^m |x_i - y_i|^p}$$

$p = 2$ Euclidean

$p = 1$ City Block

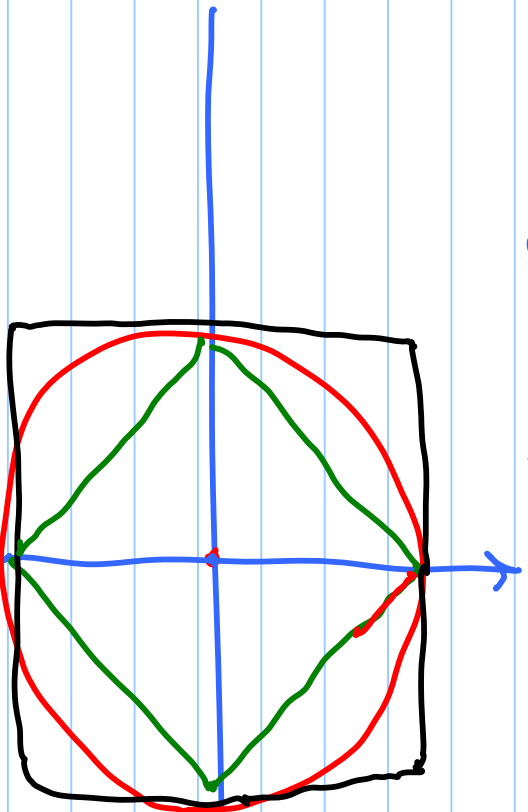
$p = \infty$ $L_\infty \rightarrow \max_{i=1}^m |x_i - y_i|$

Unit circle

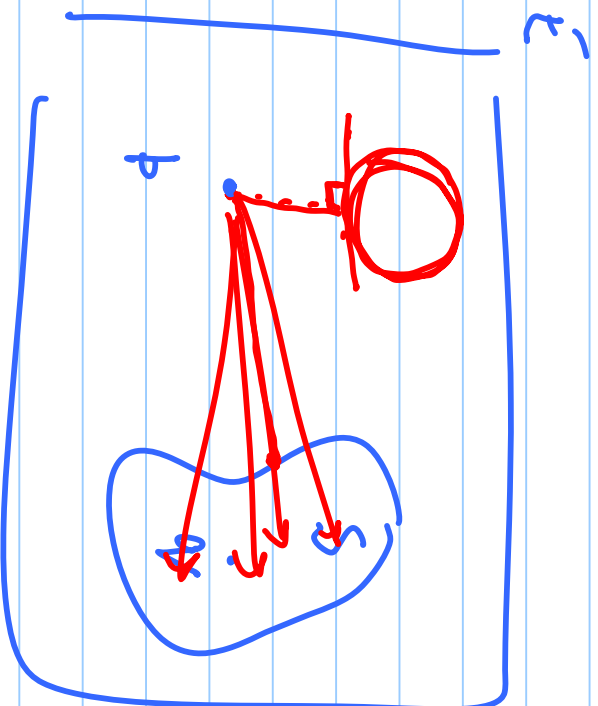
L_2

L_1

L_∞



Distance bet. a point + a set:

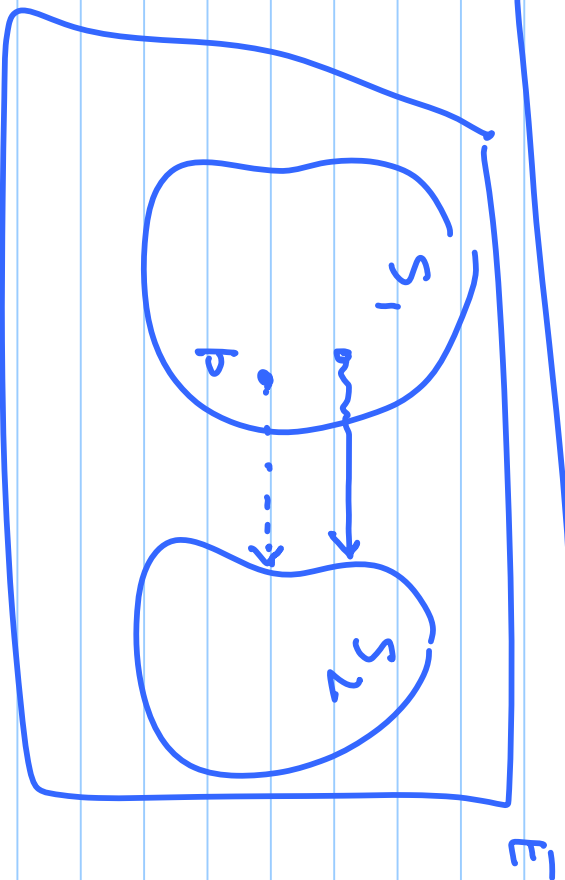


$d(p, S):$

$$\min_{q \in S} d(p, q)$$

Dist. bet. two sets:

$d(S_1, S_2) : ?$



Hausdorff distance: $\max_{p \in S_1} d(p, S_2)$

not symmetric: $d(S_1, S_2) \neq$

$d(S_2, S_1)$

inner product \longrightarrow generalization of "angle"

$$\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos \theta$$

" " " "

Let $E : x, y \in E \quad \langle x, y \rangle : E \times E \rightarrow \mathbb{R}$
such that

- 1) $\langle x, x \rangle \geq 0$
- 2) non-degenerate: $\langle x, x \rangle = 0$ iff $x = \underline{0}$
- 3) symmetric: $\langle x, y \rangle = \langle y, x \rangle$

4) bilinear:

$$\begin{aligned} \langle \lambda_1 x_1 + \lambda_2 x_2, y \rangle \\ = \lambda_1 \langle x_1, y \rangle + \lambda_2 \langle x_2, y \rangle \end{aligned}$$

space of real valued functions

$$[0, 1] \rightarrow \mathbb{R}$$

$$\langle f, g \rangle = \int_0^1 f(x) g(x) dx$$

"Length" \longrightarrow Norm

$$x \in E, \quad \|x\| : E \rightarrow \mathbb{R}$$

such that

1) $\text{trc} : \|x\| \geq 0$

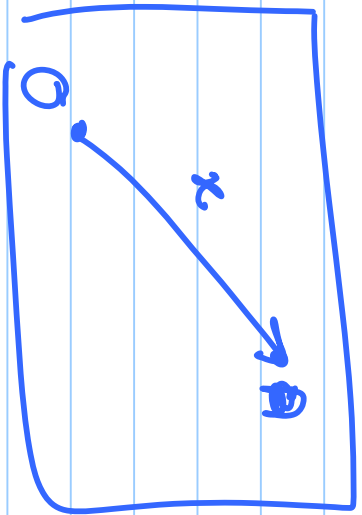
2) $\text{non-deg} : \|x\| = 0 \text{ iff } x = \underline{0}$

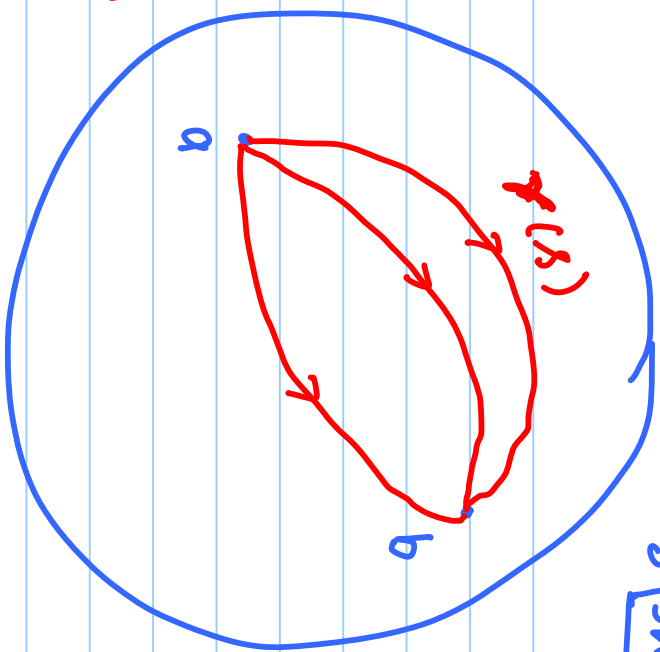
3) $\| \lambda x \| = |\lambda| \|x\|$

4) $\|x+y\| \leq \|x\| + \|y\|$

Inner product $\xrightarrow{\text{induce}}$ norm $\xrightarrow{\quad}$ metric

$$\|x\| = \langle x, x \rangle$$





Sphere : geodesics

"shortest

length

curves

bet.

two pts"

γ : arc length

$$L(\gamma) = \int_0^1 \left\| \frac{d\gamma}{ds} \right\| \cdot ds$$

on a
surface

$$d(a, b) = \min_{\gamma} L(\gamma)$$

Elementary point set topology

assume that a metric space is given

$d, S \rightarrow$ metric space

$B_\varepsilon(p) : \varepsilon$ -ball : $\{q \in S : d(p, q) < \varepsilon\}$
centered at

$p \in S$

1) open set: $A \subset S$

\Rightarrow A is open if every pt. in A has an ε -ball (centered at the pt.) that belongs to A



2) limit point of A : A pt. p is a limit point of A if every ε -ball centered at the pt. contains at

Least one (often than p) pt. $\in A$.

limit pt. ^{of A} does not have to belong to A

3) Closure of a set :

$$C_E(A) = A \cup \{\text{limit pts of } A\}$$

4) closed set : all limit pts of A $\in A$

5) Boundary of a set: ∂A

a pt. $\in \partial A$ if every

ϵ -ball centered at the pt.

has at least one pt. $\in A$ and

at least one pt. $\notin A$.

6) interior of a set: $\text{Int}(A)$

~~a~~ a pt. $p \in \text{Int}(A)$ if

a ball centered at $p \in A$

7) interior of A : a pt. $p \in$

$\text{Ext}(A)$ if \exists a ball centered at

p such that $B_\epsilon(p) \cap A = \emptyset$

8) Bounded set: A is bounded if it is contained in

Some ball of finite radius

9) compact set: closed & bounded

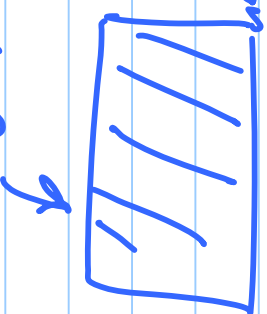
10)

A



clangling edge

regularization



$$Cl(\text{Int}(A)) = \text{Regularized } A$$