# CS354

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#### Grid Based Representations

- Easy to work with, not space efficient
- Naive 3d grid representation of a 5m × 5m room at 1cm accuracy:

- 500 × 500 × 500 = 125,000,000 cells
- Quadtree is a more space efficient alternative...

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Octree is the 3d generalization



http://en.wikipedia.org/wiki/File:Octree2.svg, http://creativecommons.org/licenses/by-sa/3.0/

# **Topological Maps**

#### Example

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- A **C-Obstacle** *CB<sub>i</sub>* is defined as:
  - $\mathcal{C}B_i = \{\mathbf{q} \in \mathcal{C} \mid \mathcal{A}(\mathbf{q}) \cap \mathcal{B}_i \neq \emptyset\}$ 
    - **\square**  $\mathcal{B}_i$  is the space occupied by obstacle *i*.
    - $\mathcal{A}(\mathbf{q})$  is the space occupied by the robot in configuration  $\mathbf{q}$ .

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•  $C_{free} = \{ \mathbf{q} \in C \mid \mathcal{A}(\mathbf{q}) \cap (\cup_i \mathcal{B}_i) = \emptyset \}$ •  $C_{obs} = \overline{C_{free}}$ 



#### Draw $C_{free}$ for this robot:



Robot arm with a single rotational joint and a single prismatic joint

- I prismatic joint extension in meters
- $\Theta$  angle of rotational joint ( $\Theta \approx \pi/4$  in the image)

- Holonomic vs. Non-holonomic constraints
- Point robot assumption and object dilation

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