



Motion Planning

O'Rourke, Chapter 8



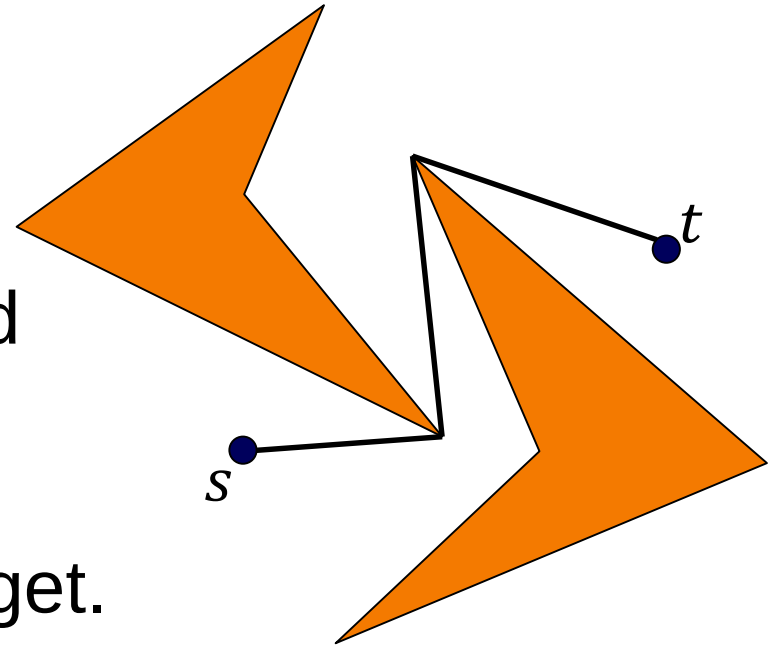
Shortest Path

Goal:

Given a collection of disjoint polygons in the plane, and give a source s and target t , find the **shortest** path from s to t that avoids the polygons.

Key Idea:

Since the path is shortest, it only bends at corners and will otherwise consist of straight segments between vertices and the source/target.





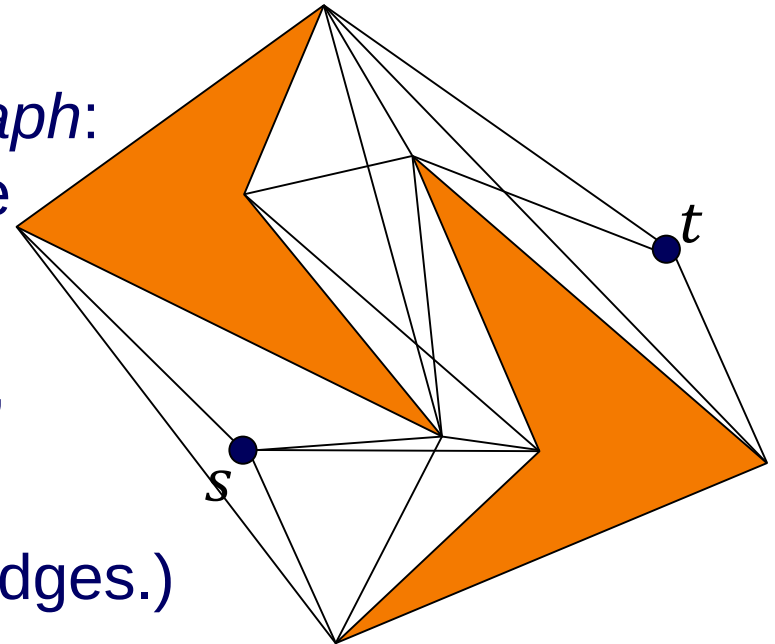
Shortest Path

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Given a collection of disjoint polygons in the plane, and give a source s and target t , find the **shortest** path from s to t that avoids the polygons.

Approach:

- Construct the *visibility graph*:
A graph whose nodes are vertices of the polygons plus s and t , with edges between nodes that “see” each other.
(These include polygon edges.)





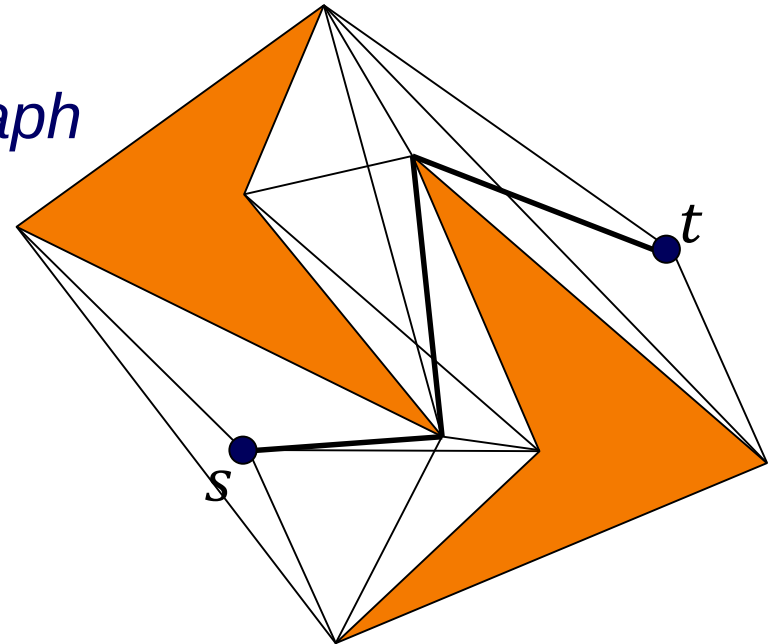
Shortest Path

Goal:

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Approach:

- Construct the *visibility graph*
- Find the shortest path from the source to the target in this graph.



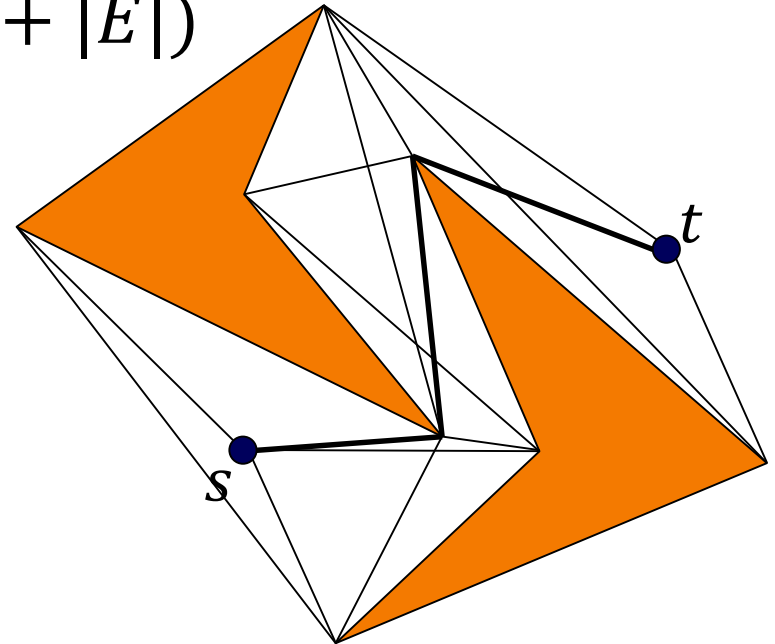


Shortest Path

Find the Shortest Path:

Setting the weight of each edge to the Euclidean distance between its endpoints, this can be solved using Dijkstra's Algorithm.

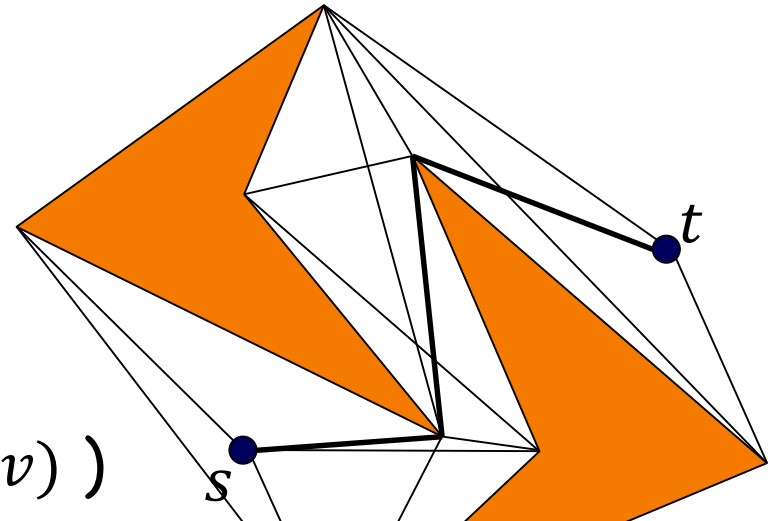
⇒ Complexity: $O(|V| \log |V| + |E|)$





Dijkstra's Shortest Path Algorithm

- Dijkstra($G = (V, E, \omega)$):
 - » $\forall v \in V: d[v] \leftarrow \infty, p[v] \leftarrow \emptyset$
 - » $H \leftarrow \{(s, 0, \emptyset)\}$
 - » while(H)
 - $(v, \delta, \pi) \leftarrow \text{RemoveSmallest}\delta(H)$
 - if($\delta < d[v]$)
 - $d[v] \leftarrow \delta, p[v] \leftarrow \pi$
 - $\forall (v, w) \in E$
 - $\eta \leftarrow \delta + \omega(v, w)$
 - if($\eta < d[w]$)
 - Insert($H, (w, \eta, v)$)



If($d[t] = \infty$): t is unreachable

Else: the path from s to t is $\{s, \dots, p[p[t]], p[t], t\}$

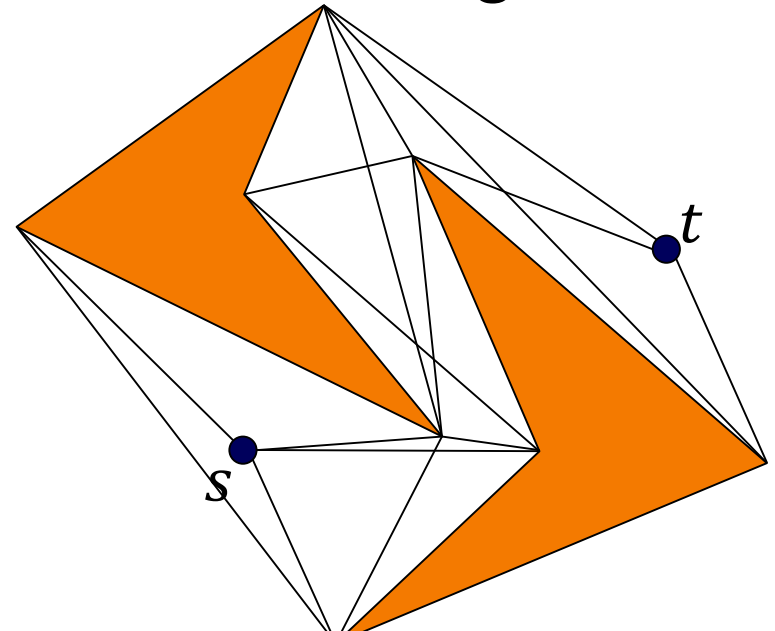


Visibility Graph

Naïve Algorithm:

For each pair of nodes, $O(N^2)$, and each polygon edge, $O(N)$, test if the segment between the nodes intersects the edge.

⇒ Complexity: $O(N^3)$



Note that the visibility graph can have $O(N^2)$ edges.

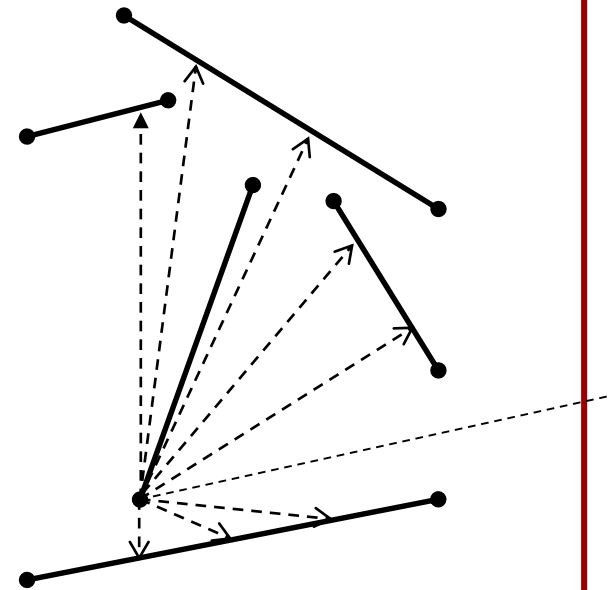


Visibility Graph [Lee 1987]

Given non-intersecting edges $E \subset V \times V$, construct the visibility graph by first constructing the reachability function:

$$R: V \times [-\infty, \infty] \rightarrow E$$

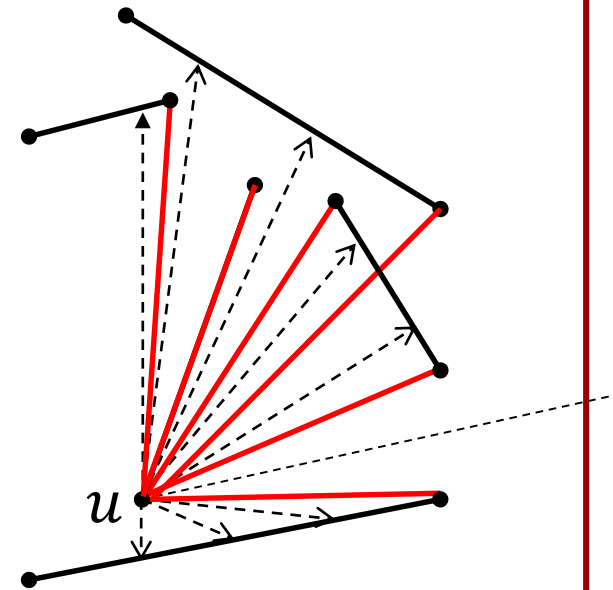
This gives the first edge hit when travelling from $v \in V$ along a line to the right with slope $m \in [-\infty, \infty]$.





Visibility Graph [Lee 1987]

Because the edges in E are non-intersecting, the label $R(u,*)$ can only change when the slope aligns with a segment $(u,*) \in V \times V$.



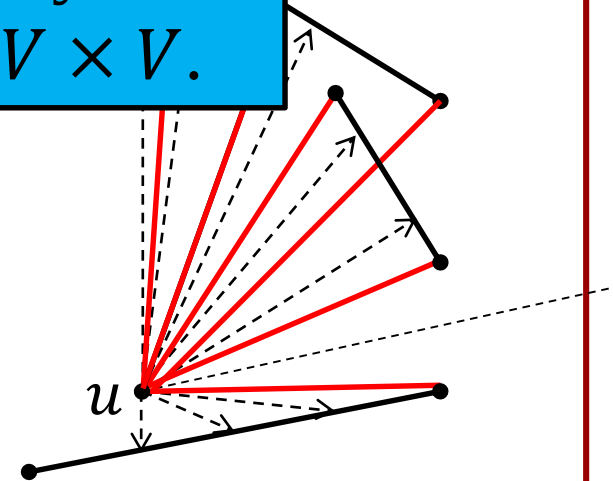


Visibility Graph [Lee 1987]

Because the edges in E are non-intersecting, the label $R(u,*)$ can only change when the slope of the line segment from u to the next vertex changes.

Instead of considering the whole continuum $[-\infty, \infty]$, it suffices to consider the $O(N^2)$ slopes generated by the vertex pairs $V \times V$.

For a given vertex $u \in V$, we only need to consider the pairs $(u, v) \in V \times V$.

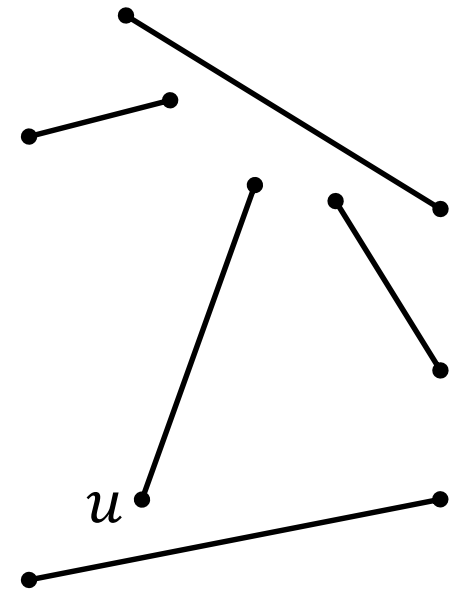




Visibility Graph [Lee 1987]

VisibilityGraph($G = (V, E)$):

- $S \leftarrow \text{SortBySlope}(V \times V)$
- Compute $R(*, -\infty)$
- For $(u, v) \in S$ (w/ $u_x < v_x$)
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 - » if($(u, v) \in E$): Output uv
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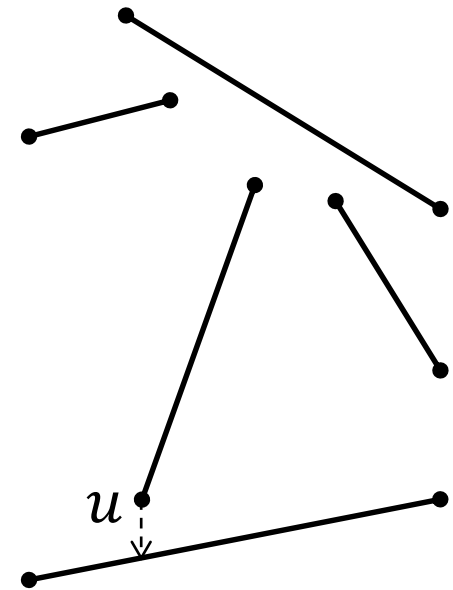




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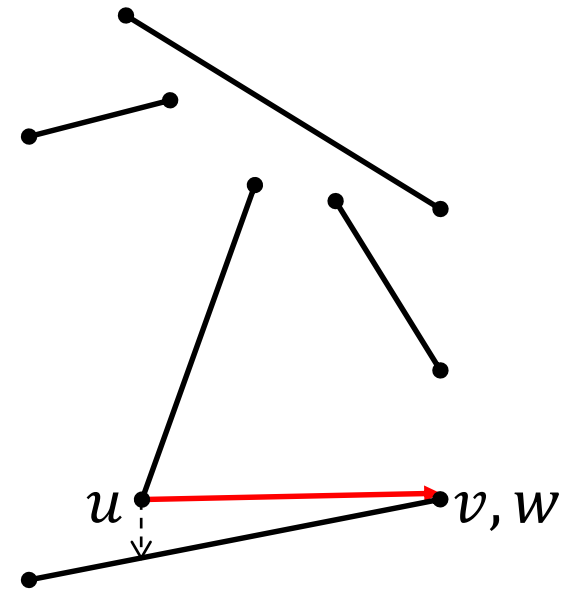




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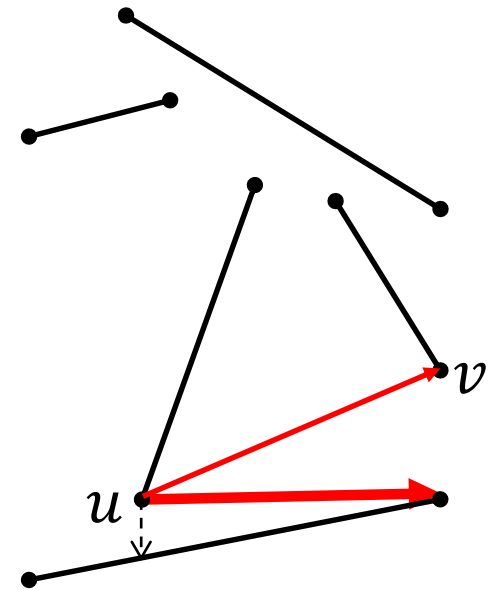




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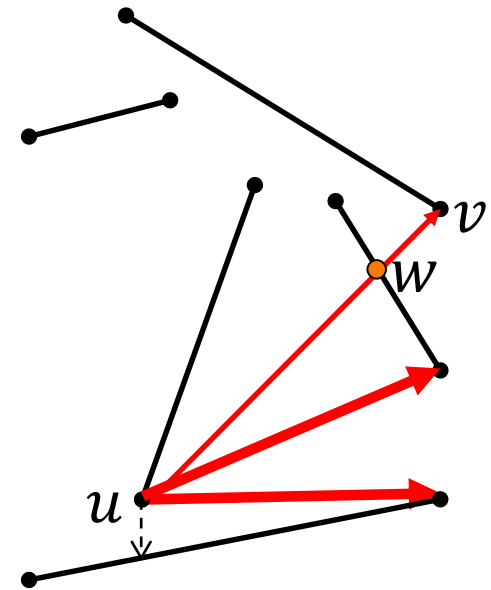




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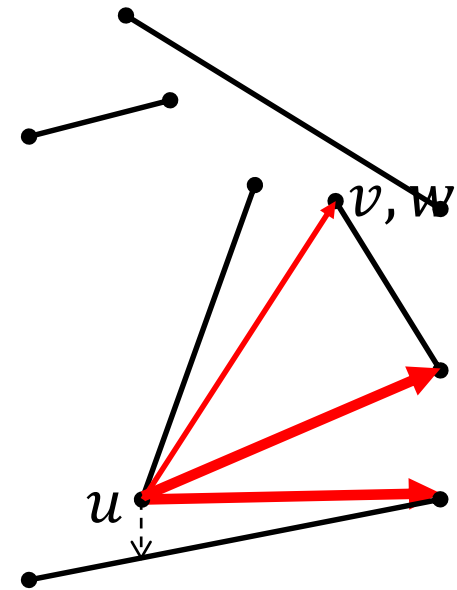




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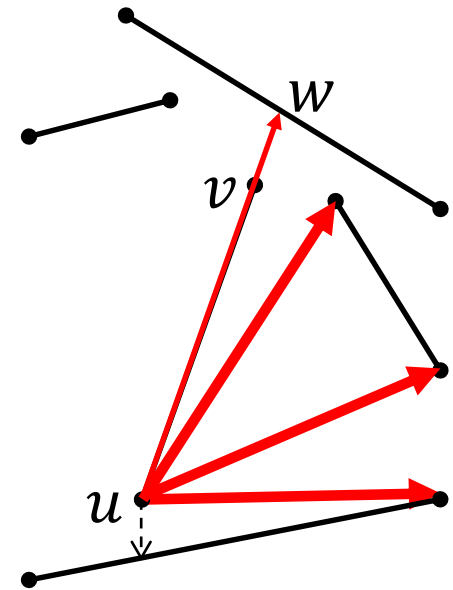




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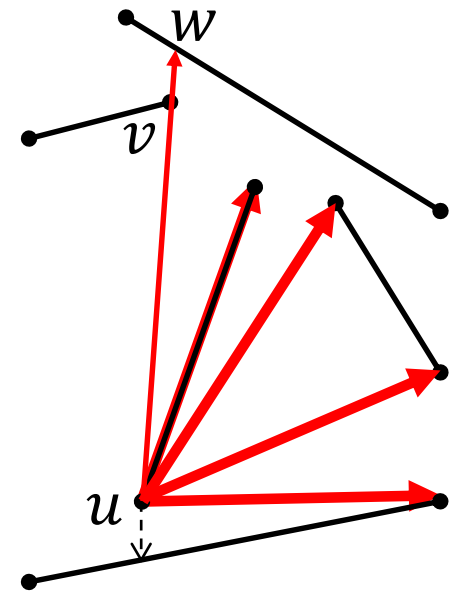




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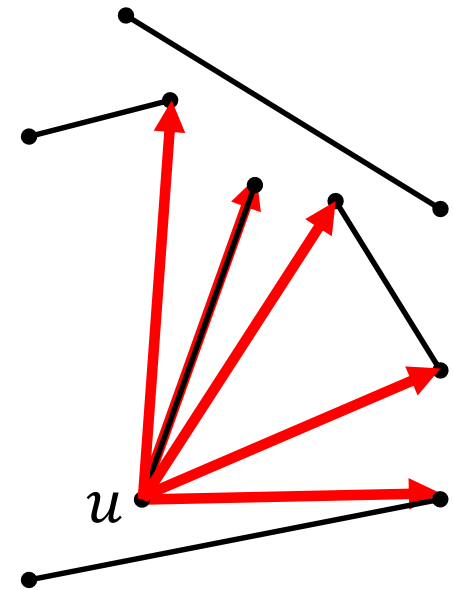




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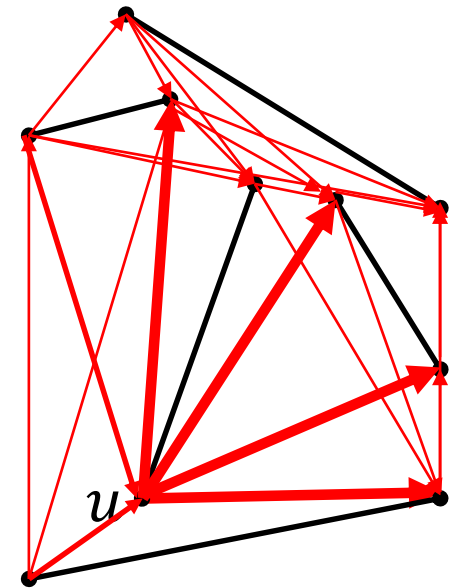




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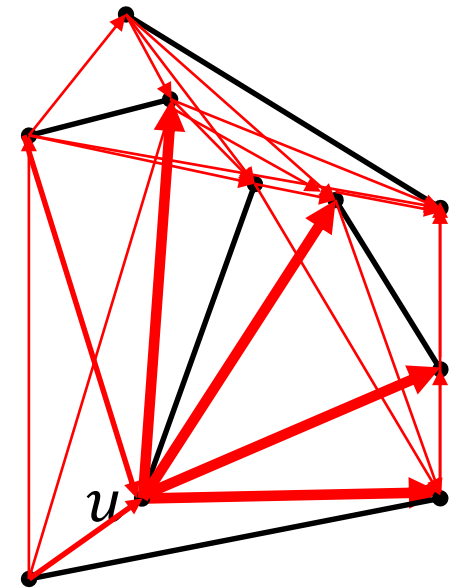


Visibility Graph [Lee 1987]

Visibil

Because segments are sorted, when we process slope $\angle uv$, we can assume that $R(*, \angle uv - \epsilon)$ has been set correctly

- $S \leftarrow$
- $\text{Compare } \angle uv$
- For $(u, v) \in S$ (w/ $u_x < v_x$)
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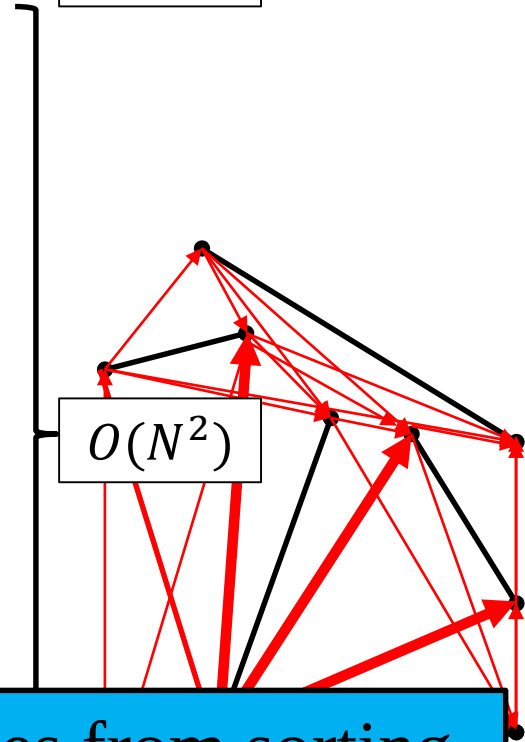


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$O(N^2 \log N)$
 $O(N^2)$



The $O(N^2 \log N)$ complexity comes from sorting.

» else if (

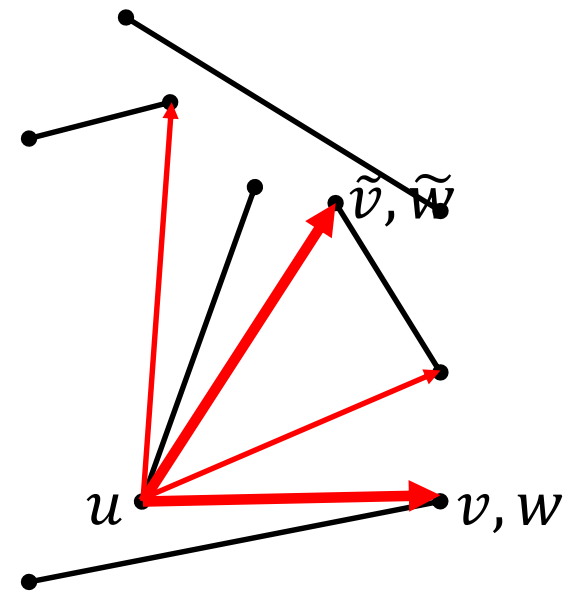
Can we sort more quickly?



Visibility Graph [Welzl 1985]

To compute visibility graph, we didn't require that all edges in $S = V \times V$ sorted. Rather:

- Each subset of segments with the same left-most vertex had to be sorted.
- If $(v = w)$ then the reach of v with slope $\angle uv - \epsilon$ had to have been already set.





Visibility Graph [Welzl 1985]

Recall:

- An arrangement of N lines can be computed in $O(N^2)$ time.
- Given a line $L = \{(x, y) | y = mx + b\} \subset \mathbb{R}^2$, it's dual is the point:

$$D(L) = \left(\frac{m}{2}, -b\right)$$

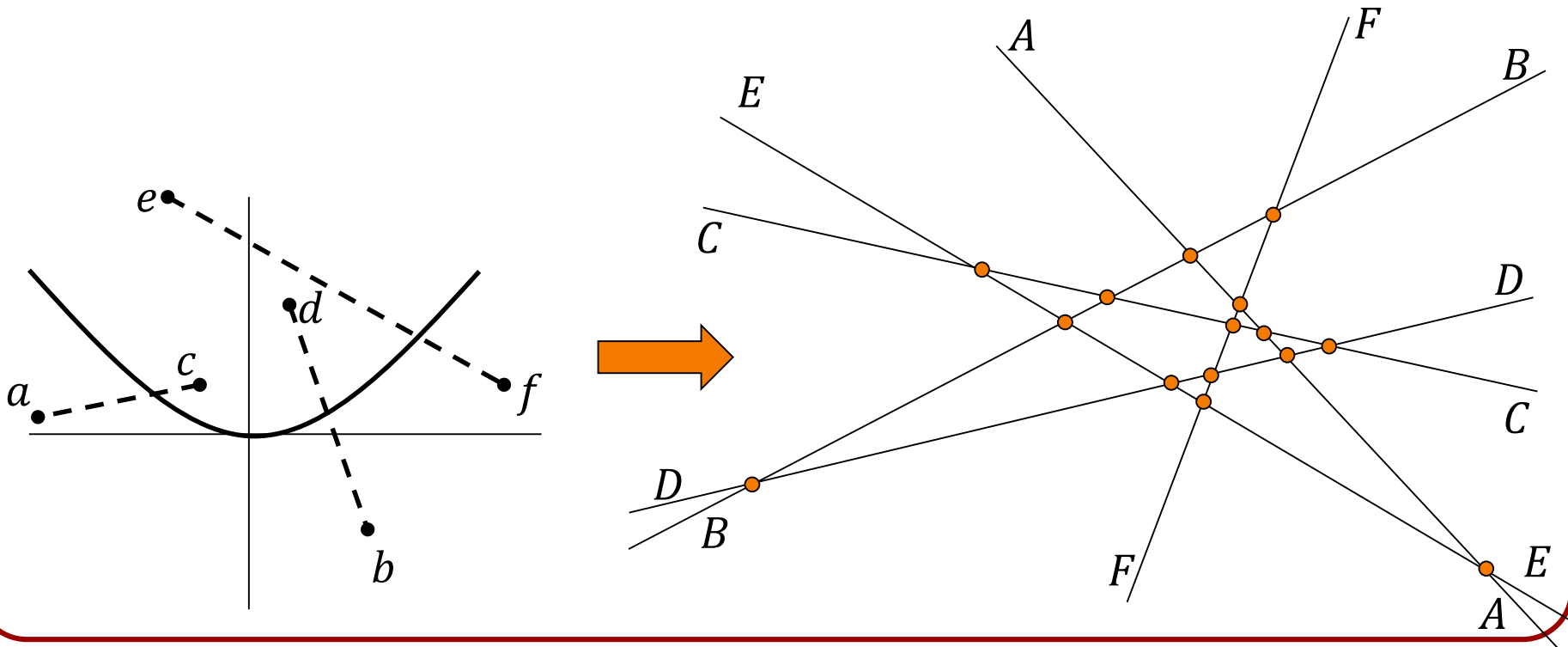
In particular, the x -coordinate of the dual of a line is (half) the line's slope.



Visibility Graph [Welzl 1985]

Approach:

- Compute the line arrangement dual to V .

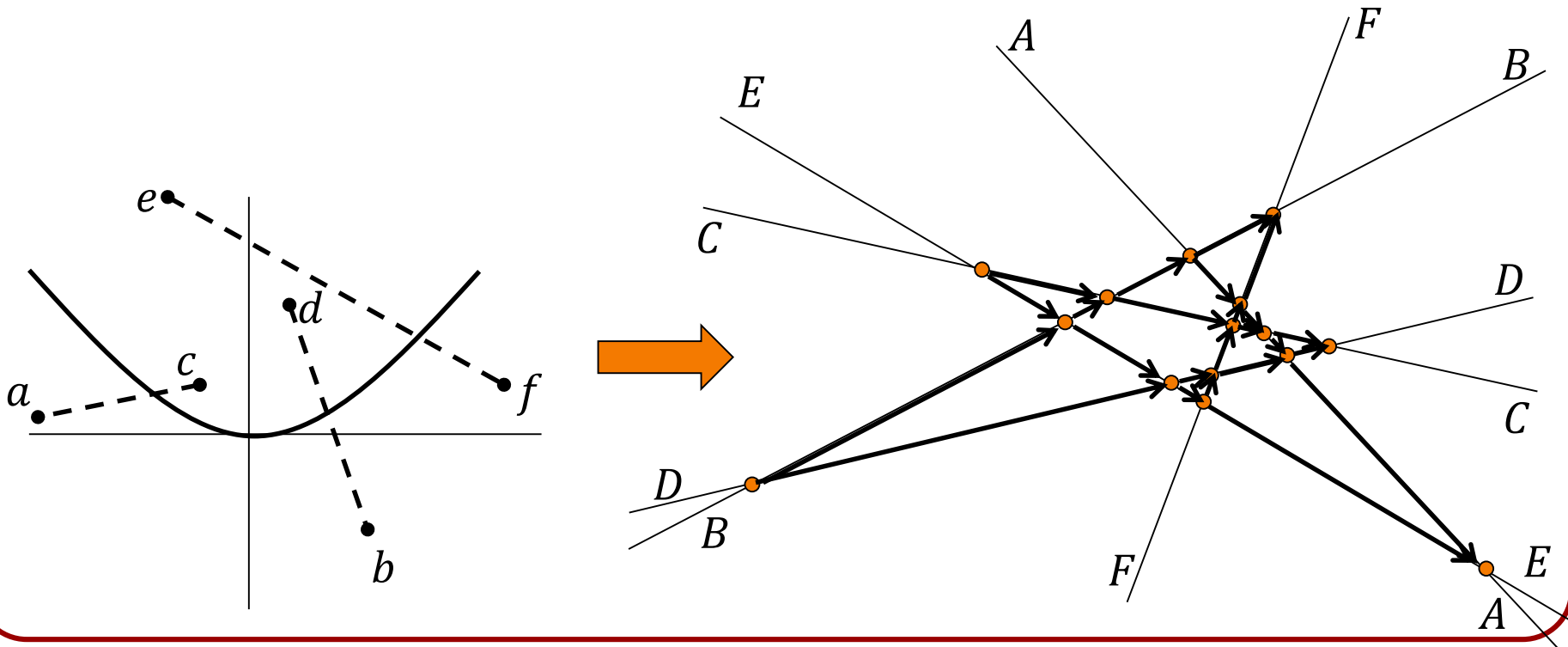




Visibility Graph [Welzl 1985]

Approach:

- Define a directed graph on the dual:
 - $v \rightarrow w$ if v and w are adjacent and $v_x < w_x$.

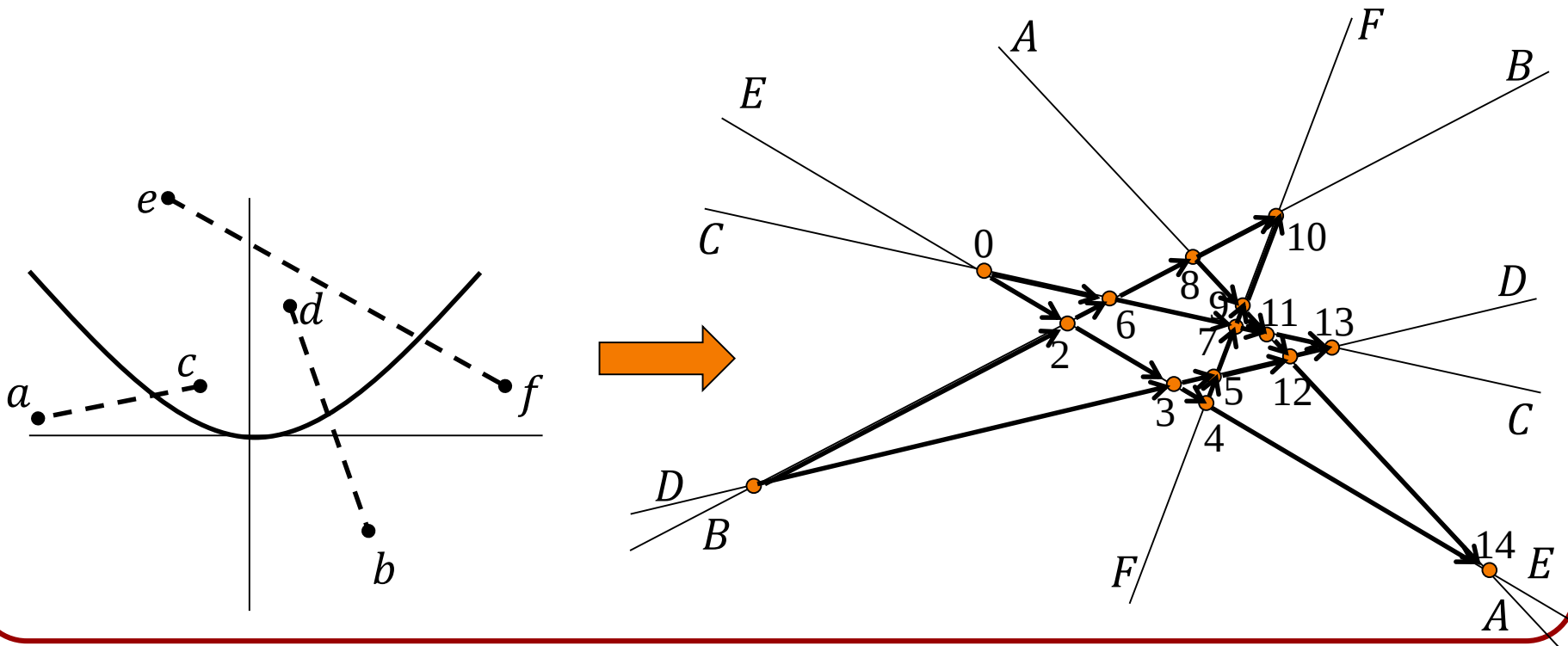




Visibility Graph [Welzl 1985]

Approach:

- Perform a topological sort on the directed graph:
 - Assign integer indices to the nodes s.t. $u \rightarrow v \Rightarrow u < v$.



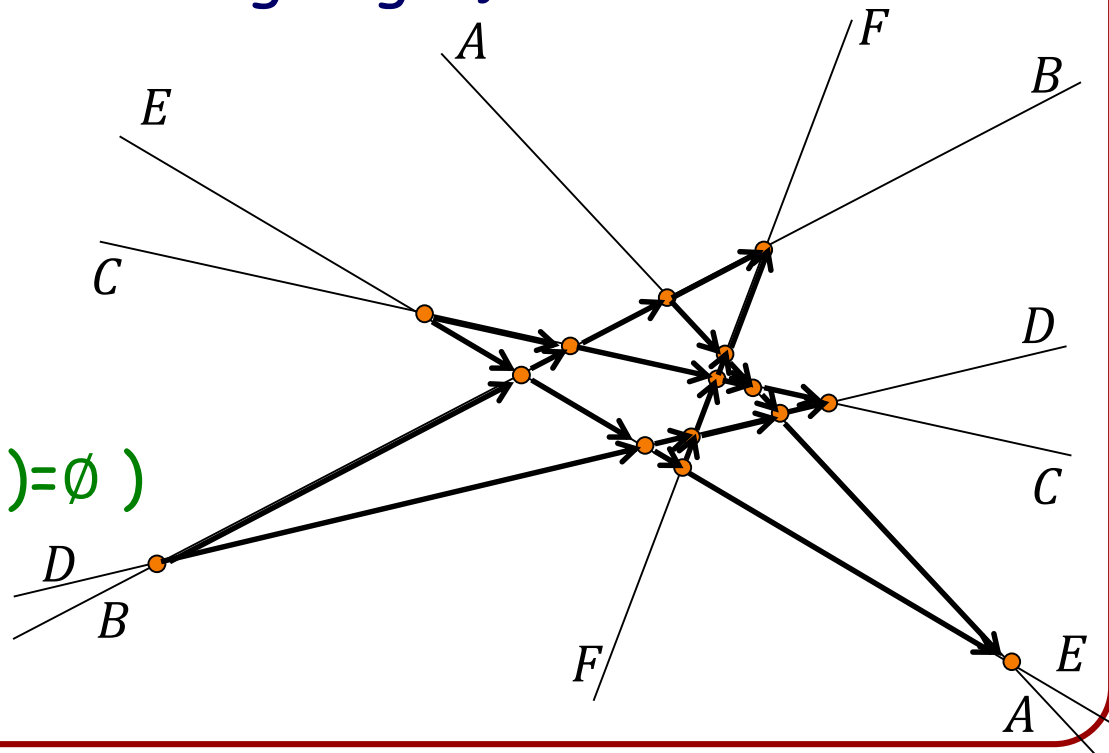


Visibility Graph [Welzl 1985]

Topological Sort [Kahn 1962]:

TopSort($G = (V, E)$):

- $c \leftarrow 0$
- $S \leftarrow \{\text{vertices with no incoming edges}\}$
- while($S \neq \emptyset$)
 - » $v \leftarrow \text{Pop}(S)$
 - » $s(v) \leftarrow c++$
 - » $\forall (v, w) \in E$
 - $E \leftarrow E - \{(v, w)\}$
 - if(Incoming(w) = $\emptyset$)
 - Push(S, w)





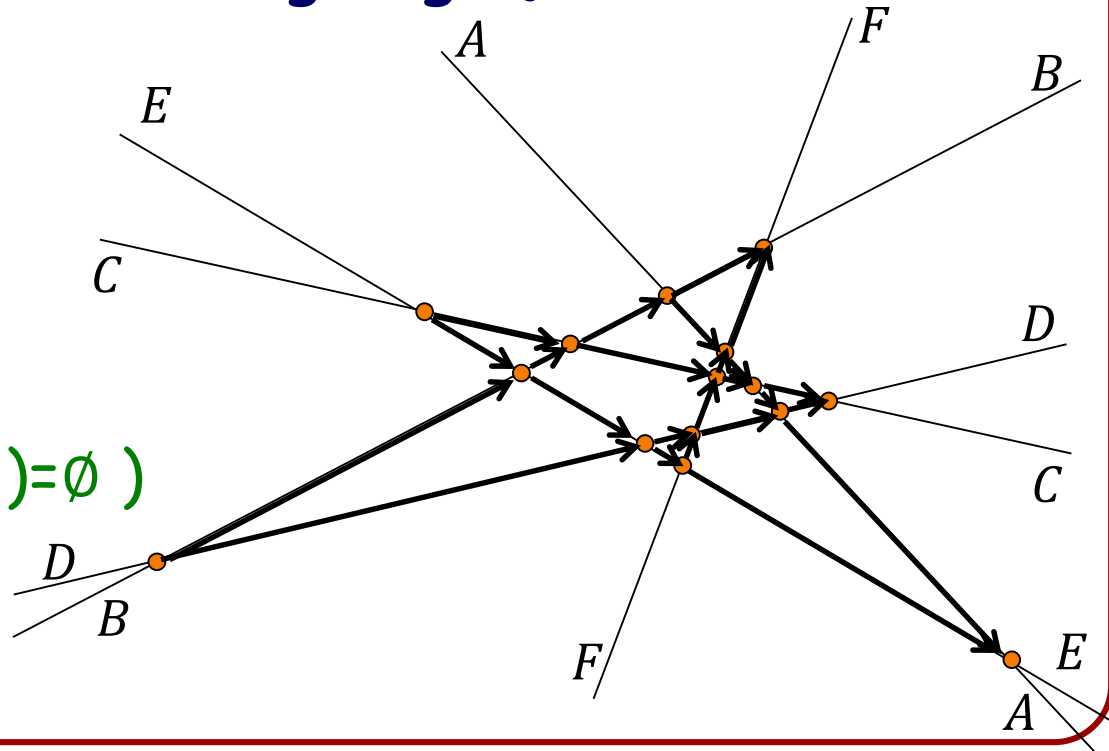
Visibility Graph [Welzl 1985]

Topological Sort [Kahn 1962]:

$$S = \{BD, CE\}$$

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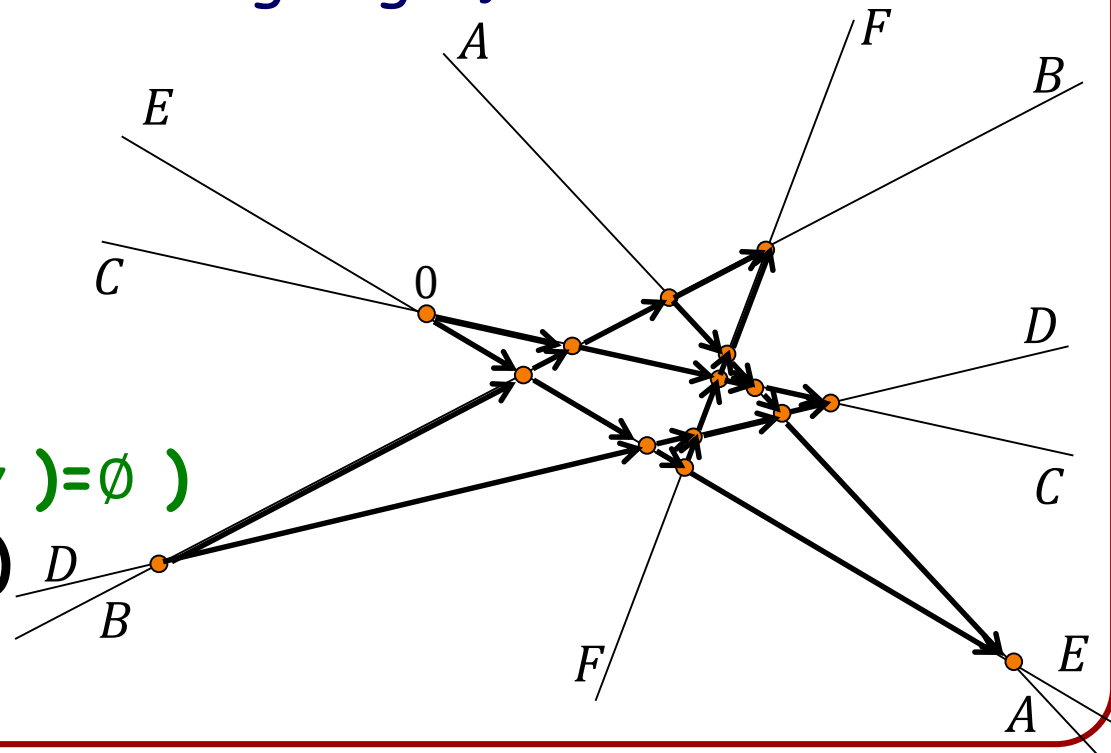
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$$S = \{BD\}$$

$$v = CE$$





Visibility Graph [Welzl 1985]

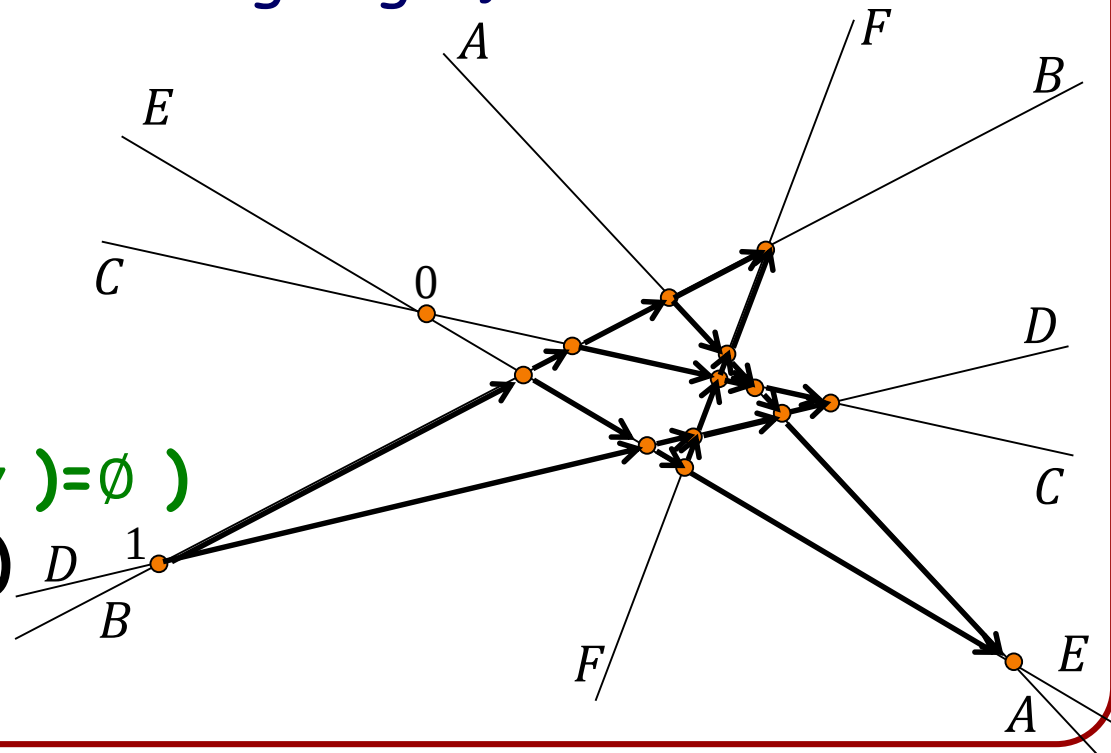
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$$S = \{BE\}$$

$$v = BD$$





Visibility Graph [Welzl 1985]

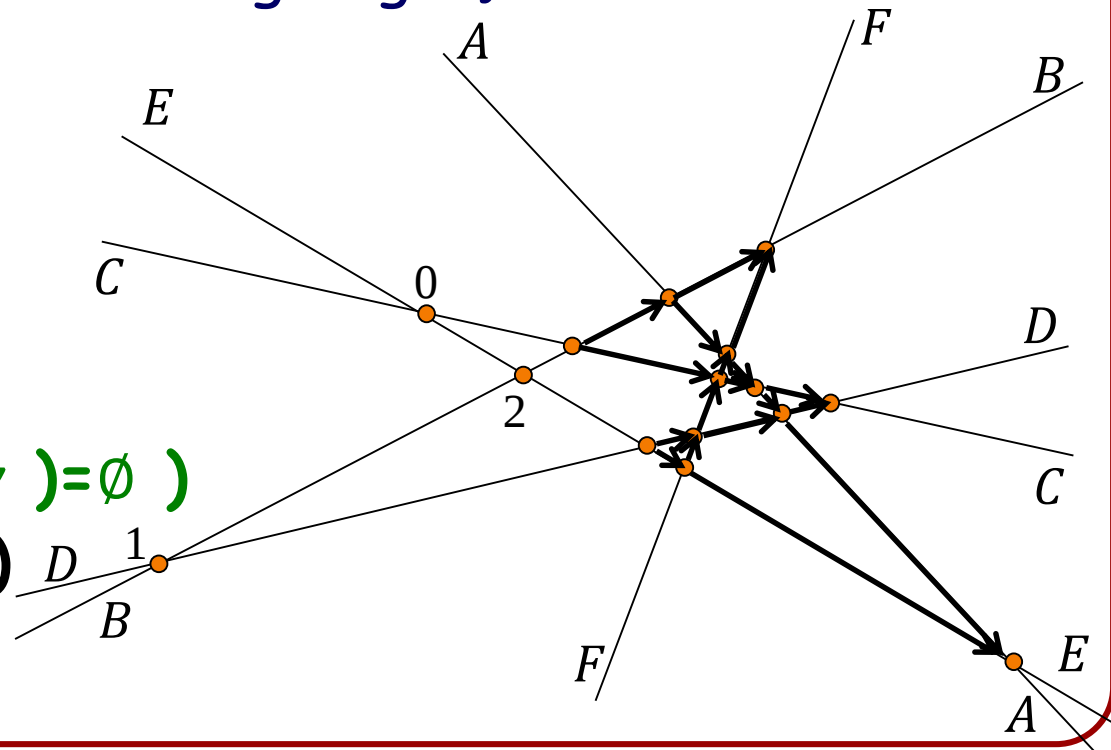
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$$S = \{BC, DE\}$$

$$v = BE$$





Visibility Graph [Welzl 1985]

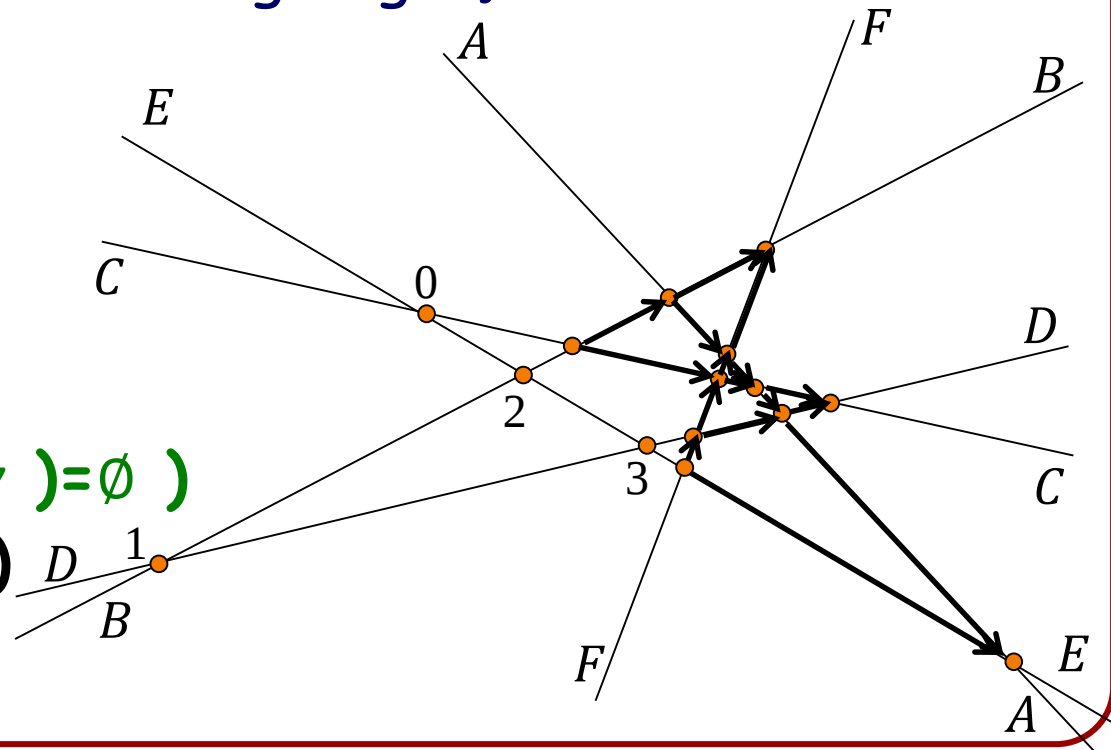
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$$S = \{BC, EF\}$$

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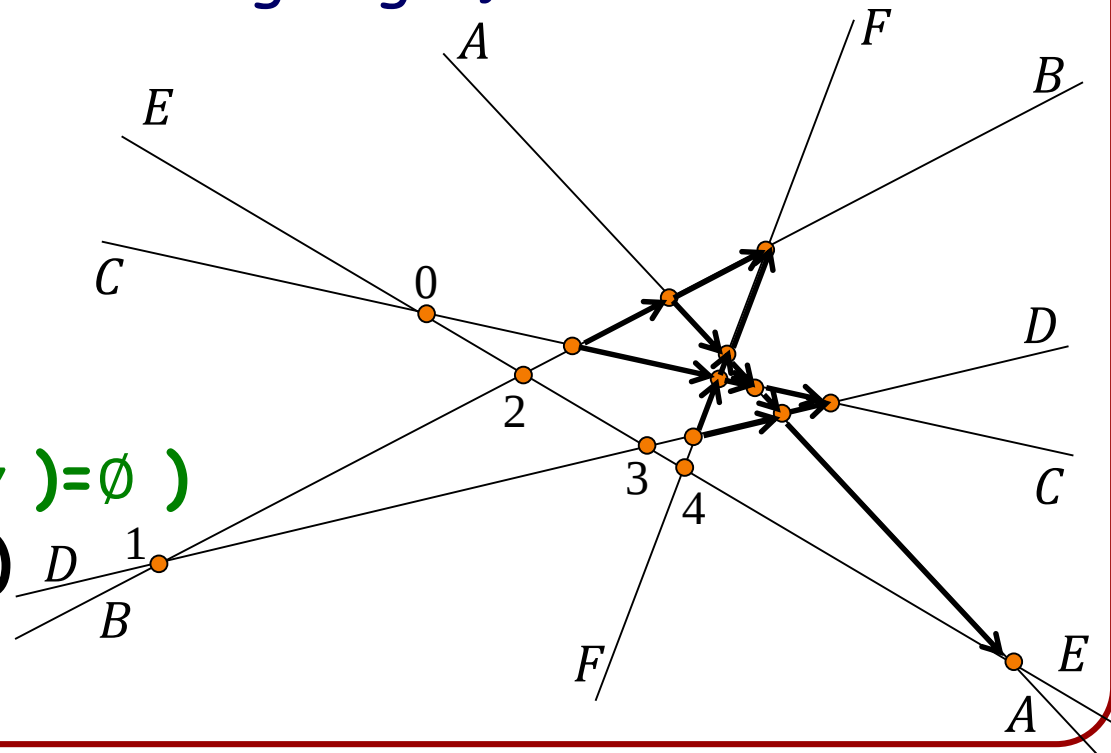
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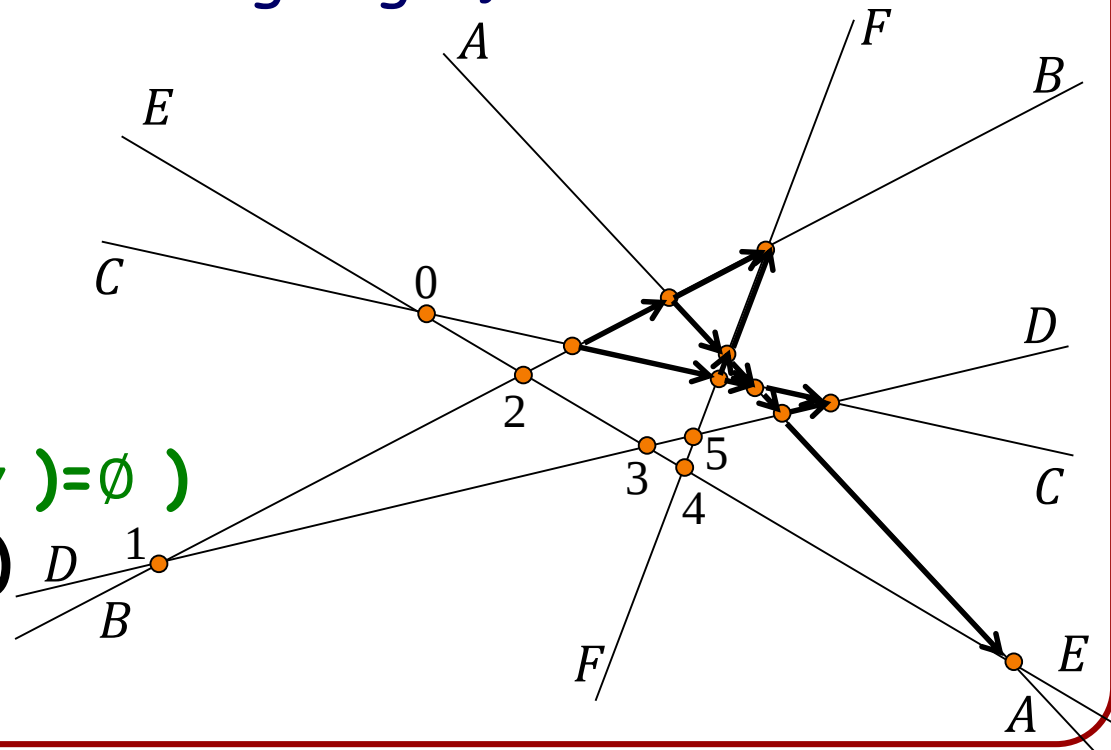
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$$v = DF$$





Visibility Graph [Welzl 1985]

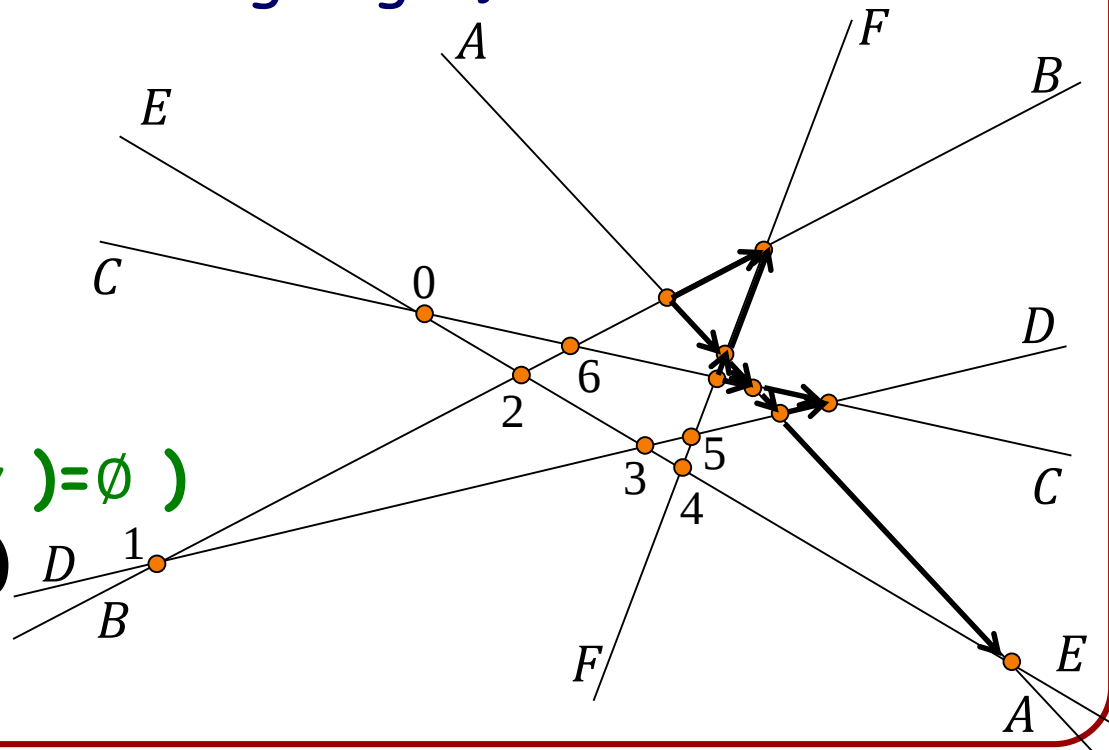
Topological Sort [Kahn 1962]:

TopSort($G = (V, E)$):

- $c \leftarrow 0$
- $S \leftarrow \{\text{vertices with no incoming edges}\}$
- while($S \neq \emptyset$)
 - » $v \leftarrow \text{Pop}(S)$
 - » $s(v) \leftarrow c++$
 - » $\forall (v, w) \in E$
 - $E \leftarrow E - \{(v, w)\}$
 - if(Incoming(w) = $\emptyset$)
 - Push(S, w)

$$S = \{AB, CF\}$$

$$v = BC$$





Visibility Graph [Welzl 1985]

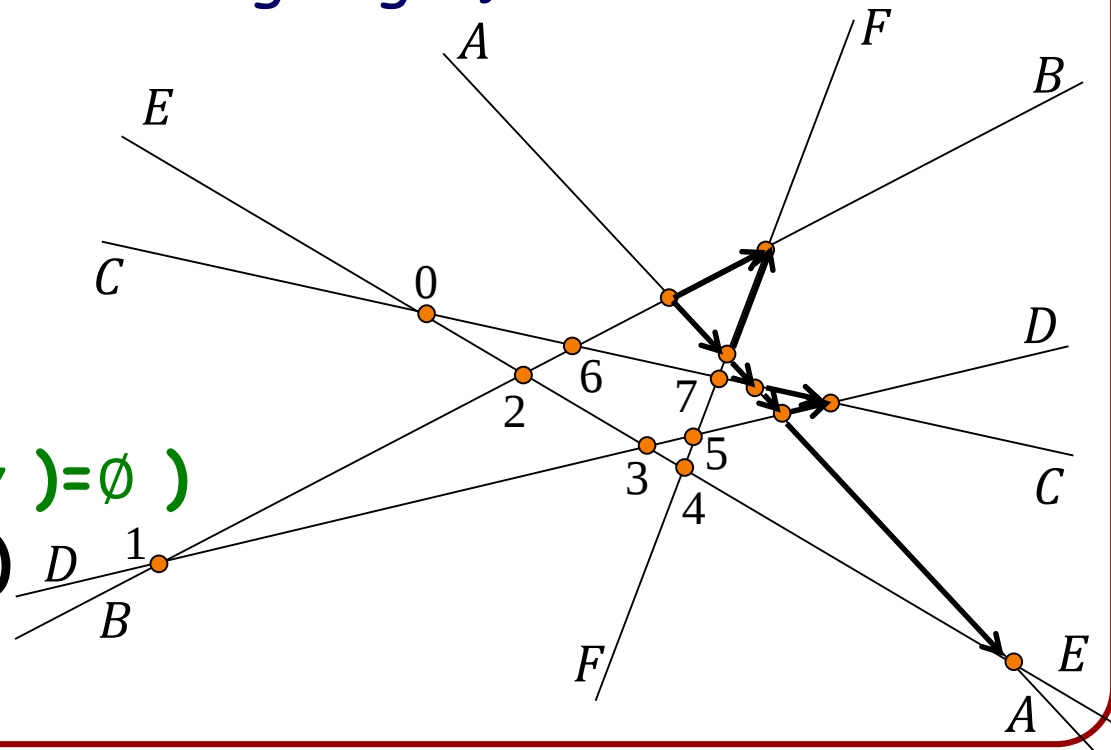
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 - Push(S, w)

$$S = \{AB\}$$

$$v = CF$$





Visibility Graph [Welzl 1985]

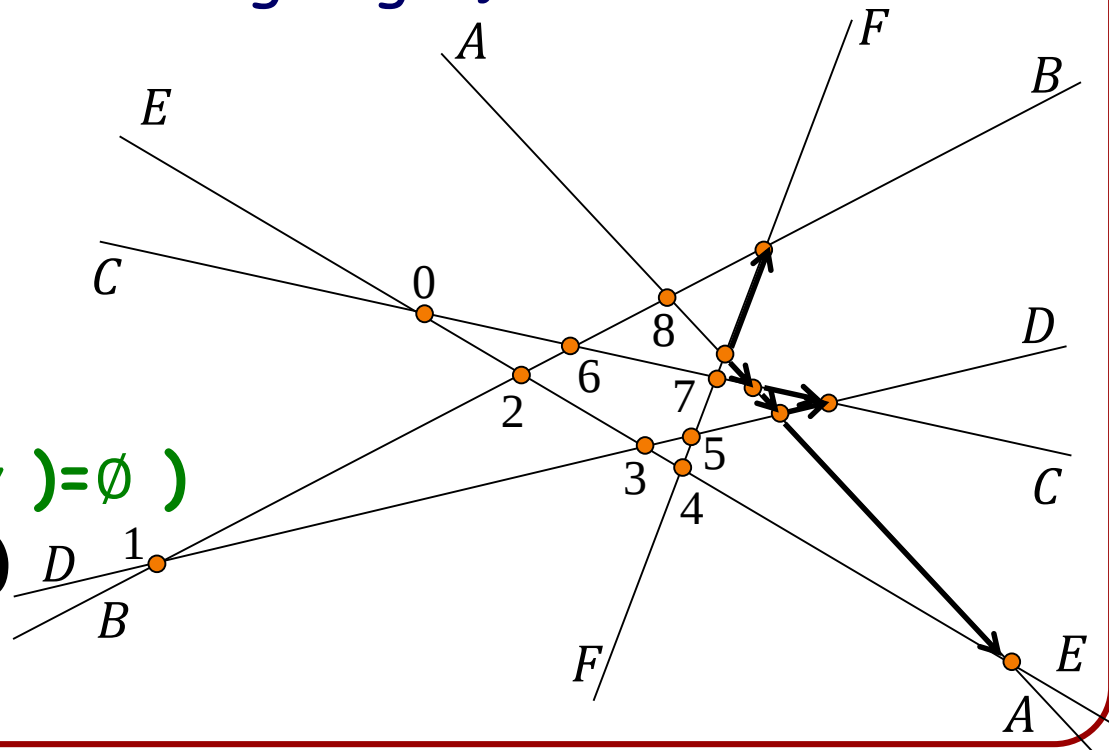
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 - » $\forall (v, w) \in E$
 - $E \leftarrow E - \{(v, w)\}$
 - if(Incoming(w) = $\emptyset$)
 - Push(S , w)

$$S = \{AF\}$$

$$v = AB$$





Visibility Graph [Welzl 1985]

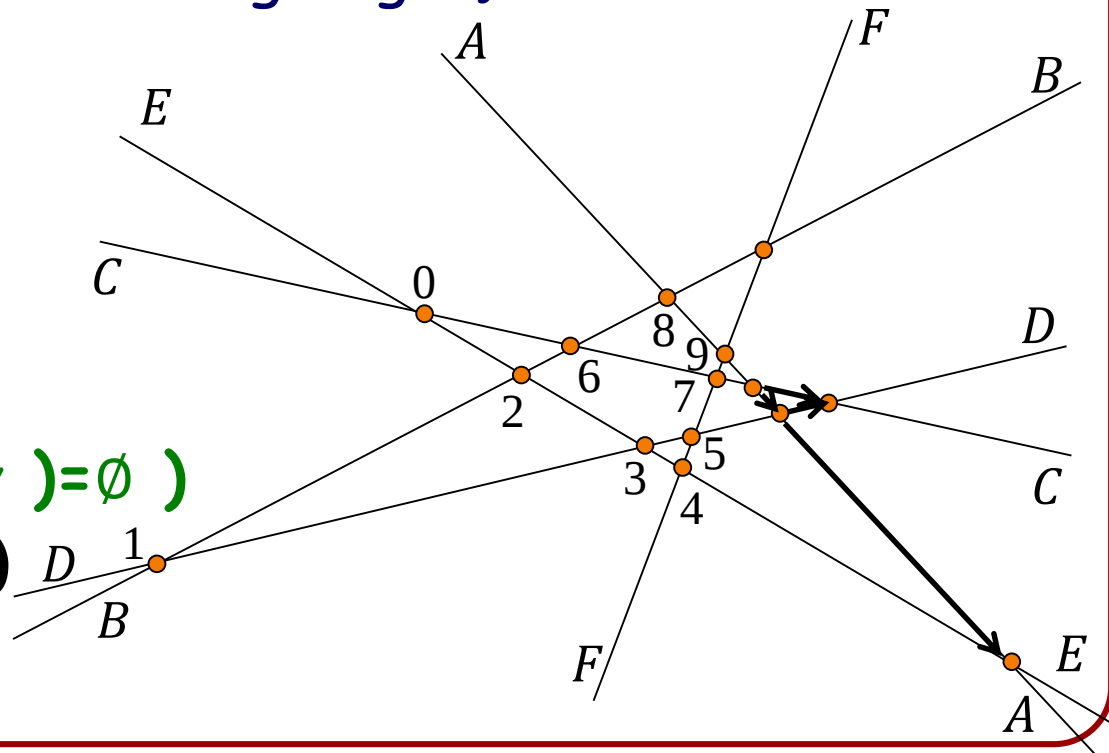
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 - $E \leftarrow E - \{(v, w)\}$
 - if(Incoming(w) = $\emptyset$)
 - Push(S, w)

$$S = \{AC, BF\}$$

$$v = AF$$





Visibility Graph [Welzl 1985]

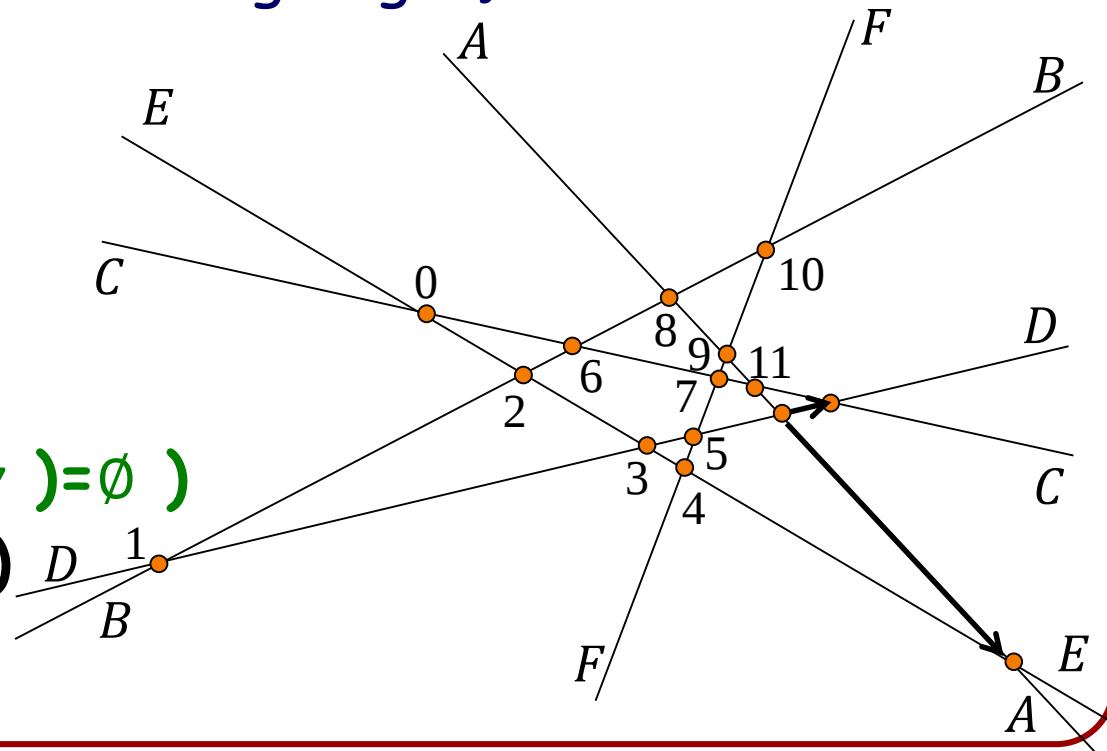
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 - $E \leftarrow E - \{(v, w)\}$
 - if(Incoming(w) = $\emptyset$)
 - Push(S , w)

$$S = \{AD\}$$

$$v = AC$$





Visibility Graph [Welzl 1985]

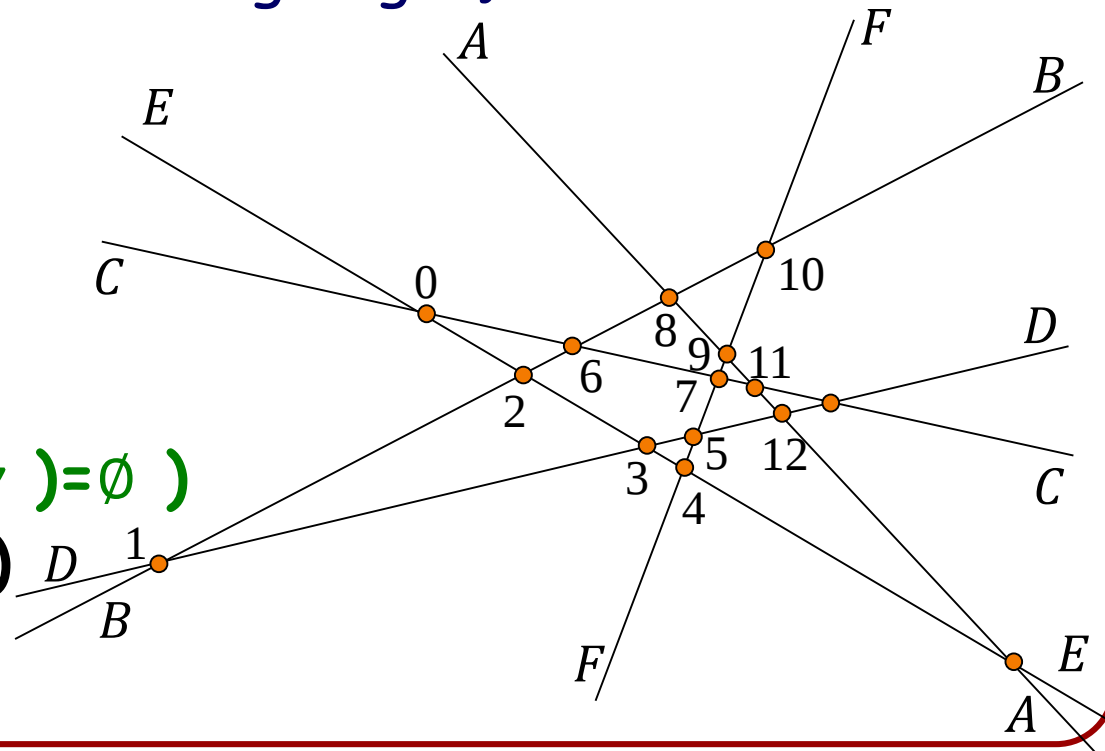
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 - » $s(v) \leftarrow c++$
 - » $\forall (v, w) \in E$
 - $E \leftarrow E - \{(v, w)\}$
 - if(Incoming(w) = $\emptyset$)
 - Push(S , w)

$$S = \{AE, CD\}$$

$$v = AD$$





Visibility Graph [Welzl 1985]

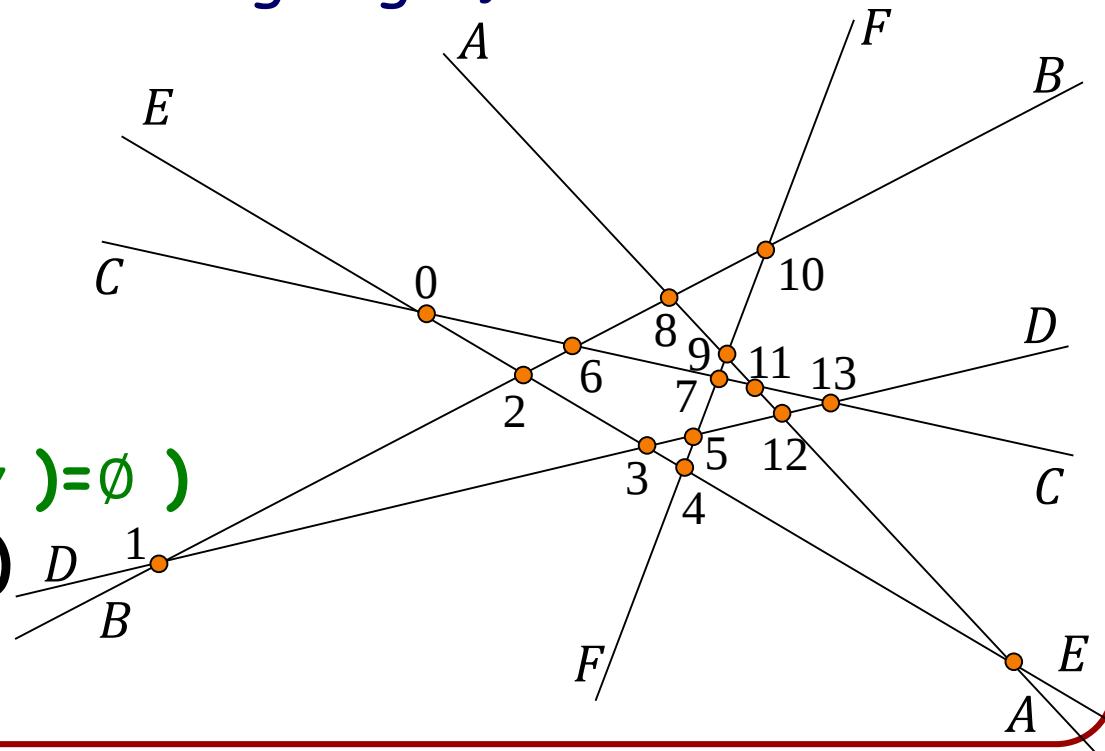
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 - Push(S , w)

$$S = \{AE\}$$

$$v = CD$$





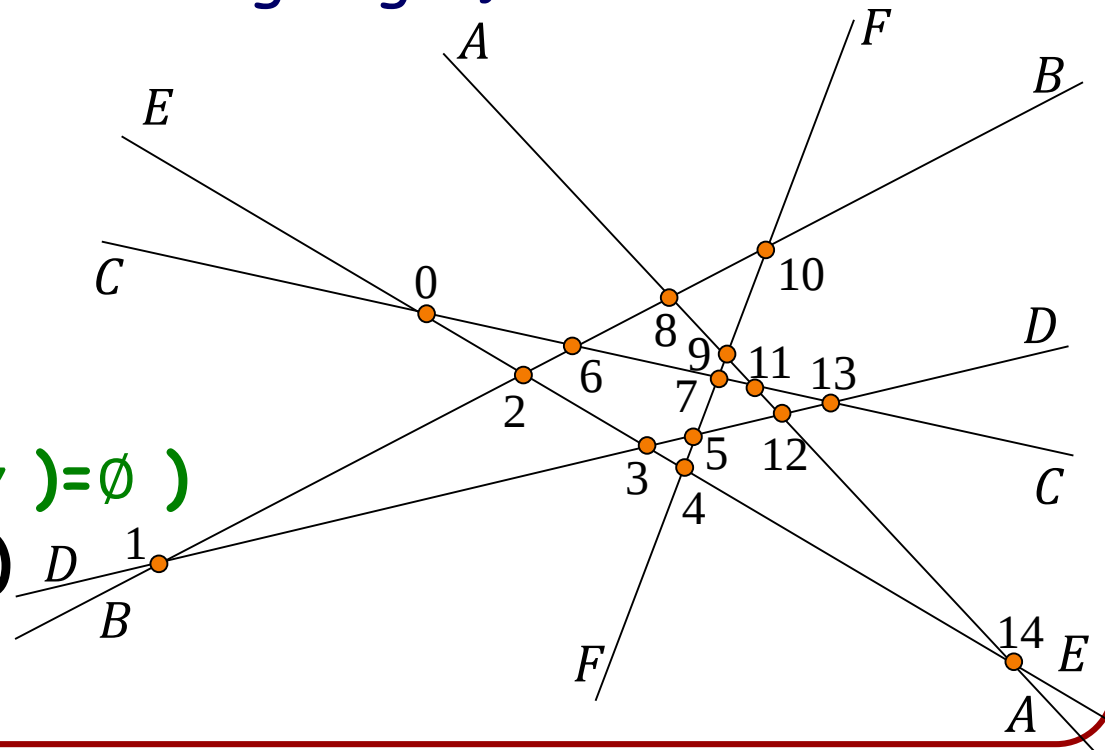
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 - Push(S , w)

$$S = \{\}$$
$$v = AE$$





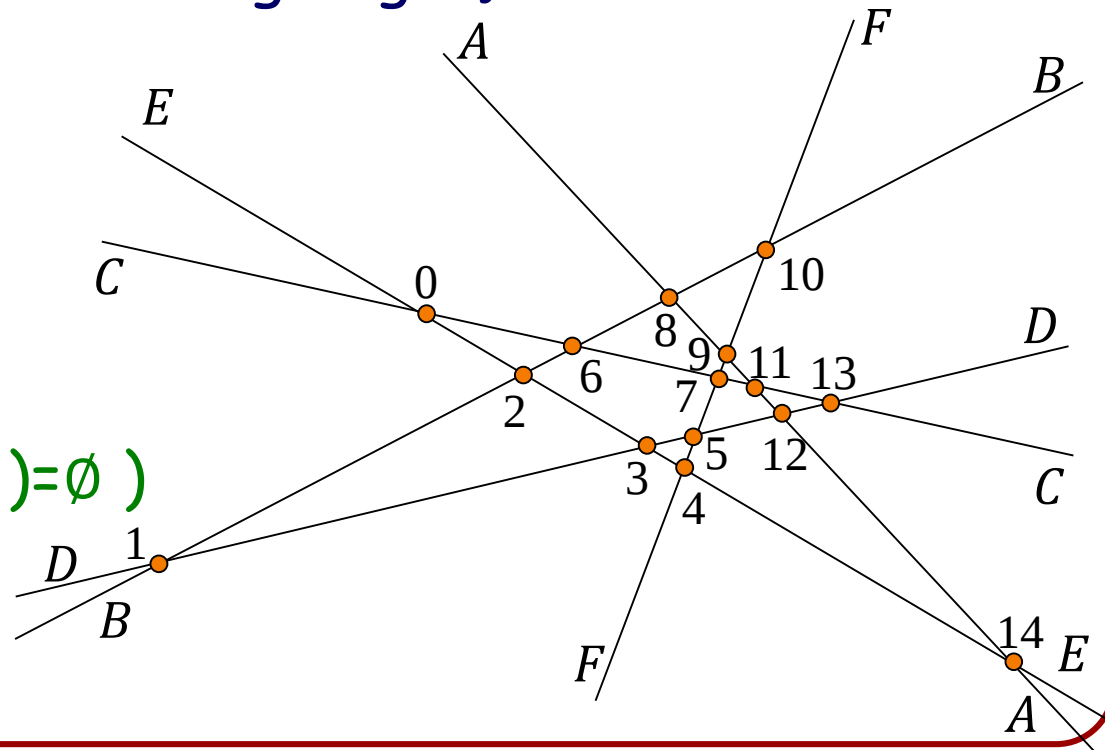
Visibility Graph [Welzl 1985]

Topological Sort [Kahn 1962]:

TopSort($G = (V, E)$):

Complexity: $O(|V| + |E|)$

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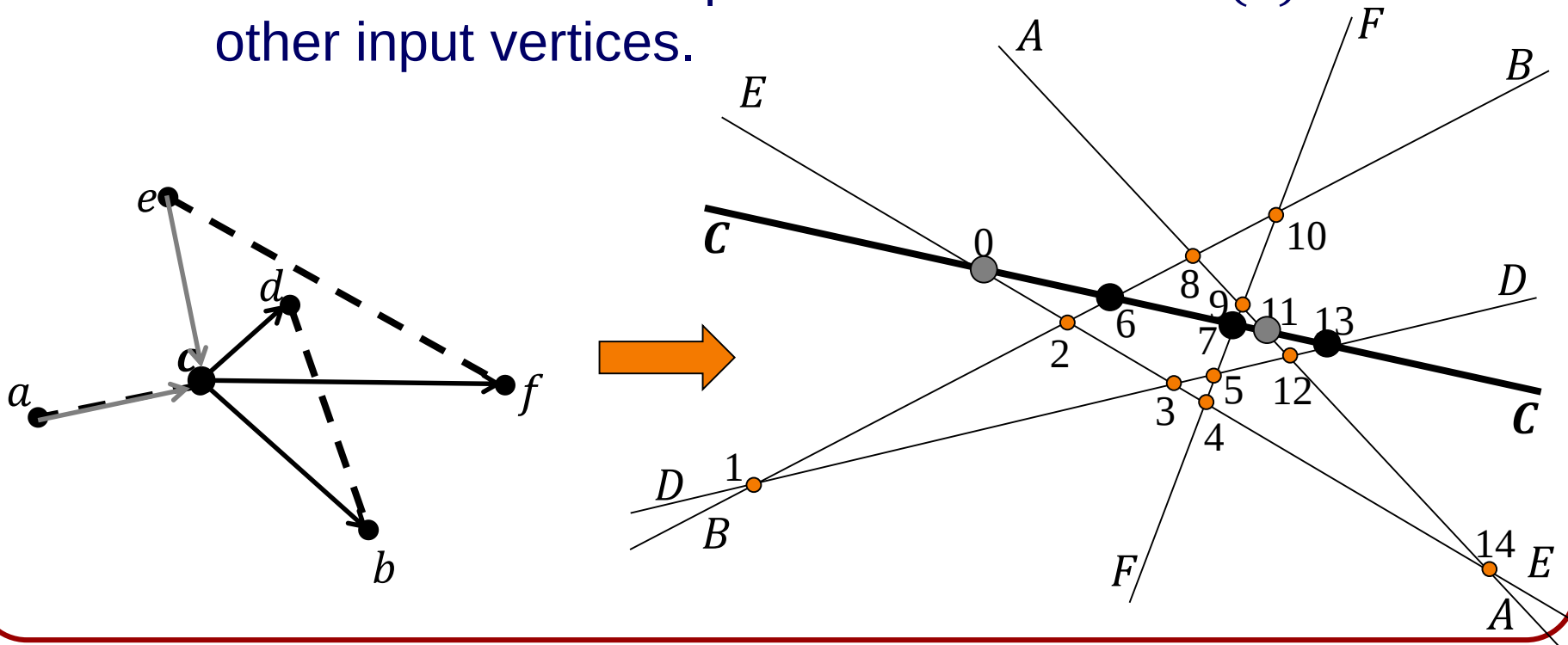


Visibility Graph [Welzl 1985]

Note:

In the dual arrangement:

- A line L corresponds to a vertex $D(L)$ of the input.
- Vertices on L corresponds to lines from $D(L)$ to the other input vertices.

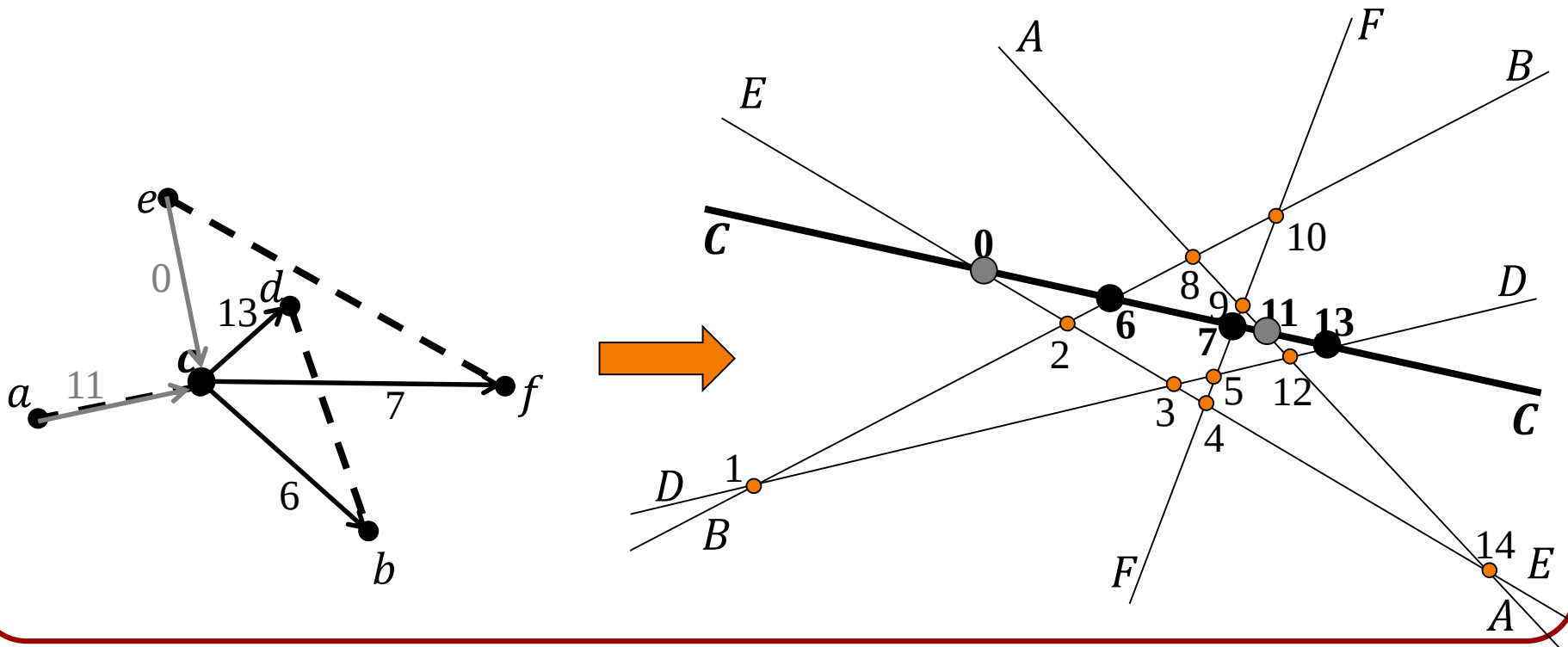




Visibility Graph [Welzl 1985]

For a line in the dual arrangement, the index of vertices on that line, left-to-right, increases.

⇒ The corresponding line segments through the primal vertex have monotonically increasing slope.

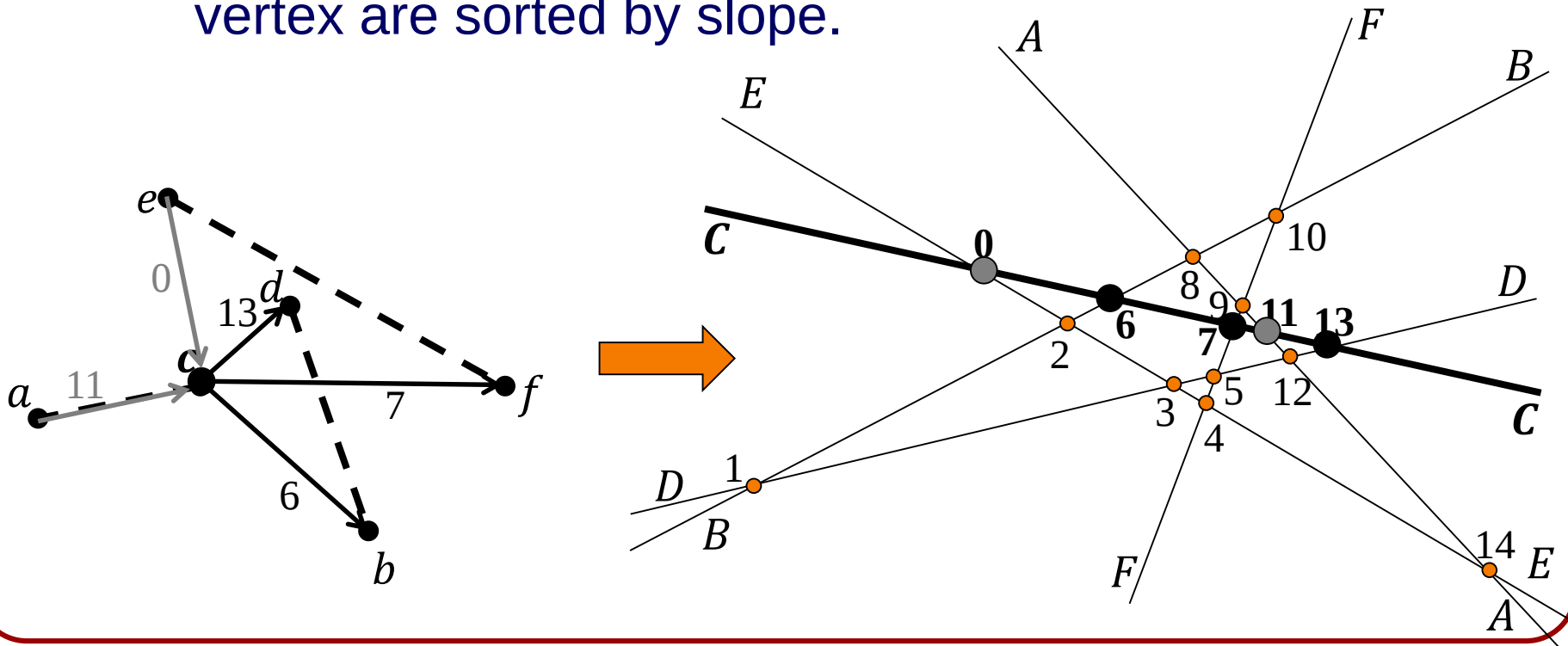




Visibility Graph [Welzl 1985]

For a line in the dual arrangement, the index of vertices on that line, left-to-right, increases.

⇒ Traversing the vertices the dual arrangement in sort-order, the slopes encountered around any primal vertex are sorted by slope.





Visibility Graph [Welzl 1985]

For any dual line, the sort order of vertices along that line, left-to-right, is increasing.

⇒ As we circle around vertex u , when we encounter segment (u, v) , we will have already processed the edges out of v with smaller slope.

