

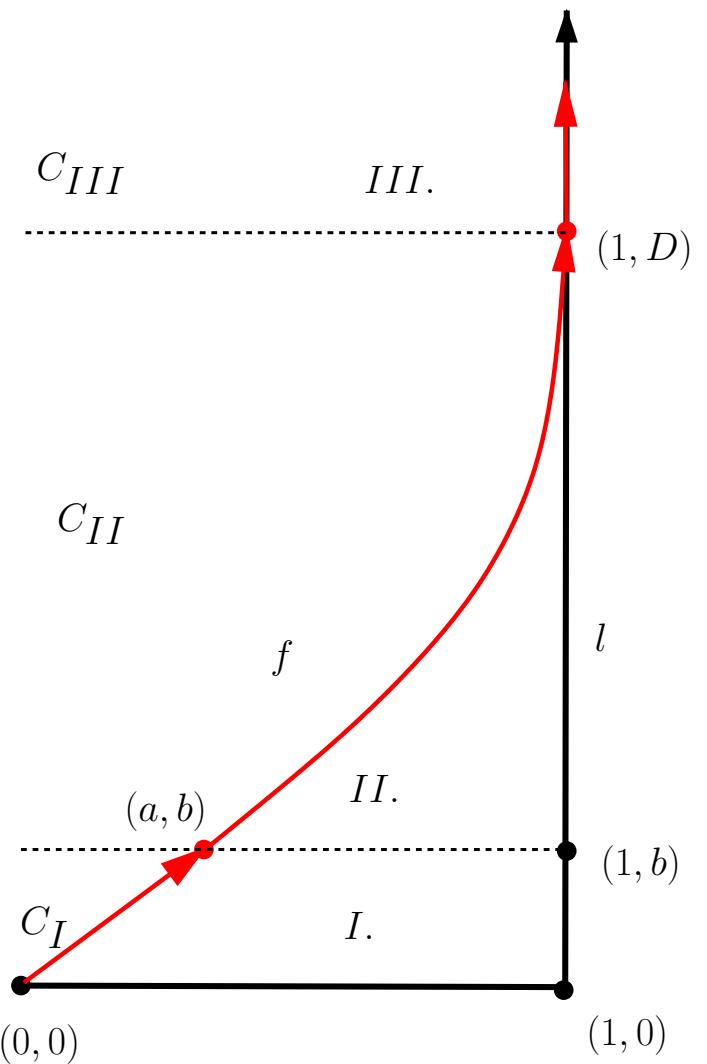
# Online Motion Planning MA-INF 1314

## General rays!

Elmar Langetepe  
University of Bonn

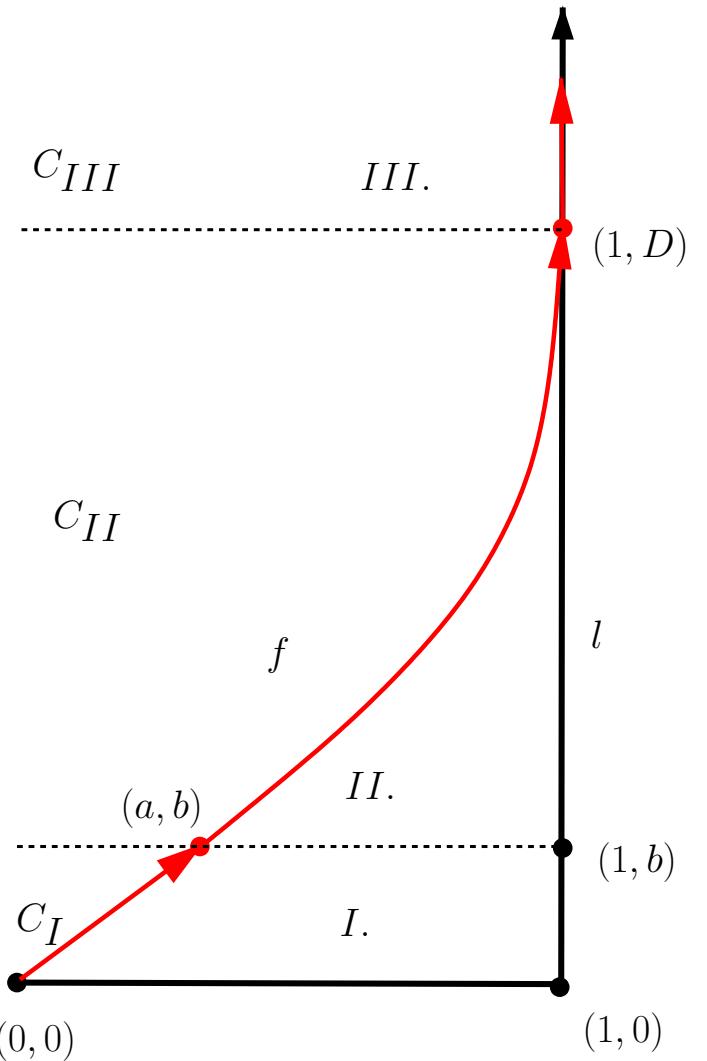
# Rep.: Window Shopper Strategy: Three parts

- A line segment from  $(0, 0)$  to  $(a, b)$  with **increasing** ratio for  $s$  between  $(1, 0)$  and  $(1, b)$
- A curve  $f$  from  $(a, b)$  to some point  $(1, D)$  on  $l$  which has **the same** ratio for  $s$  between  $(1, b)$  and  $(1, D)$
- A ray along the *window* starting at  $(1, D)$  with **decreasing** ratio for  $s$  beyond  $(1, D)$  to infinity
- Worst-case ratio is attained for all  $s$  between  $(1, b)$  and  $(1, D)$
- Optimality by construction, CONVEX!



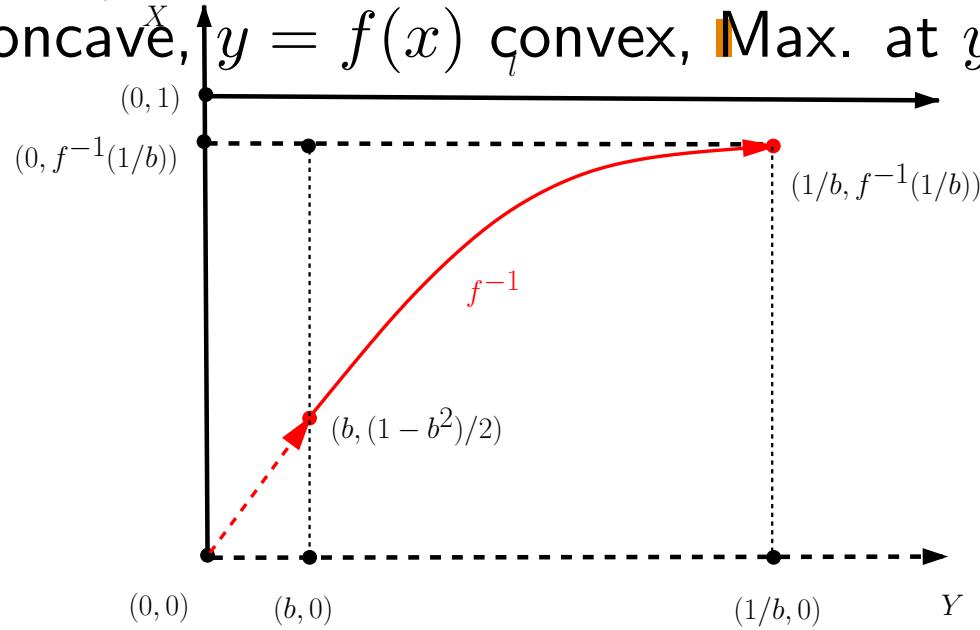
# Rep.: Design of the strategy

- Condition I):  $a = \frac{1-b^2}{2}, \sqrt{1+b^2}$
- Condition II):
 
$$f'(x) = 2\sqrt{1+b^2} \frac{\sqrt{1+f(x)^2} f(x)}{1-b^2 f(x)^2},$$
 Point  $((1-b^2)/2, b)$
- Solve:  $y' = 1 \cdot 2\sqrt{1+b^2} \frac{\sqrt{1+y^2} y}{1-b^2 y^2}$  with  $((1-b^2)/2, b)$
- First order diff. eq.  $y' = h(x)g(y)$
- Solution:  $\int_l^y \frac{dt}{g(t)} = \int_k^x h(z)dz$ :  
Here  $x = f^{-1}(y)$



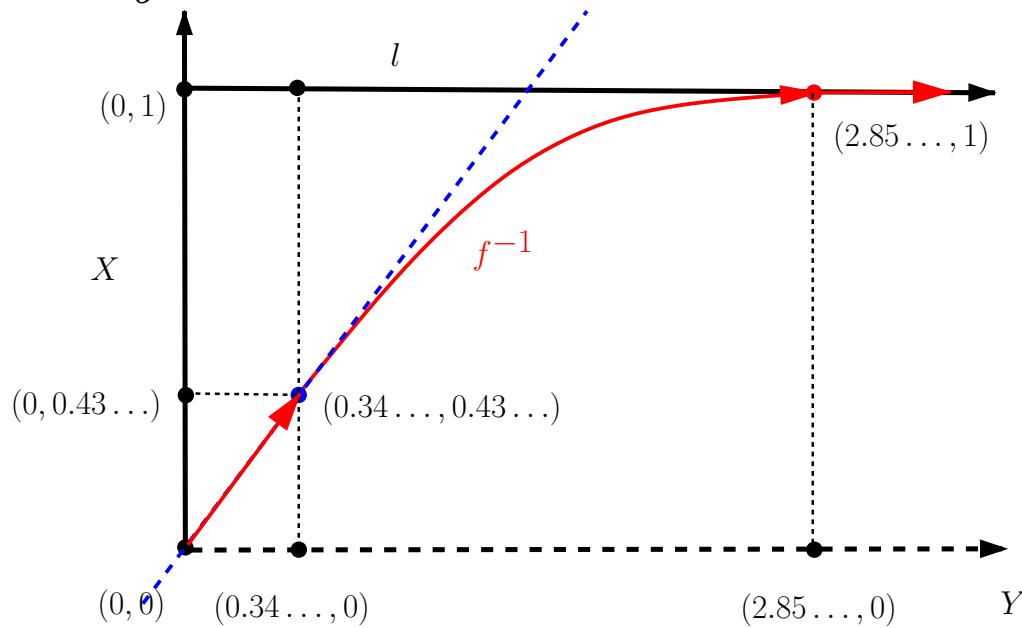
**Rep.: Consider inverse function  $x = f^{-1}(y)$**

- $x = -\frac{b^2\sqrt{1+y^2} + \operatorname{arctanh}\left(1/(\sqrt{1+y^2})\right) - \operatorname{arctanh}\left(1/(\sqrt{1+b^2})\right) - \sqrt{1+b^2}}{2\sqrt{1+b^2}}$
- $x' = \frac{1}{g(y)} = -\frac{(b^2y^2-1)}{2\sqrt{1+y^2}y\sqrt{(1+b^2)}} \geq 0$  for  $y \in [b, 1/b]$
- $x'' = -\frac{(b^2y^2+2y^2+1)}{2(1+y^2)^{3/2}\sqrt{1+b^2}y^2} \leq 0$  for  $y \geq 0$
- $x = f^{-1}(y)$  concave,  $y = f(x)$  convex, Max. at  $y = 1/b$



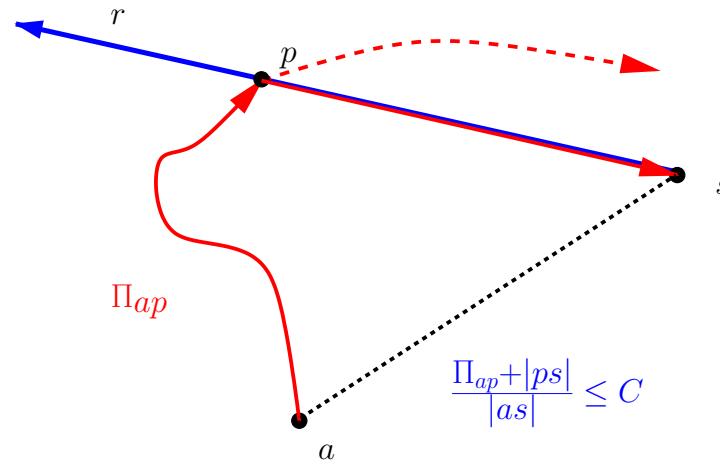
# Rep.: Theorem Optimality of $f$

- Solve  $f^{-1}(1/b) = 1$ :  $b = 0.3497\dots$ ,  $D = 1/b = 2.859\dots$ ,
- $a = 0.43\dots$ , worst-case ratio  $C = \sqrt{1 + b^2} = 1.05948\dots$
- $f$  convex from  $(a, b)$  to  $(1, D)$ , line segment convex
- Prolongation of line segment is tangent of  $f^{-1}$  at  $(b, a)$
- Insert:  $f^{-1}'(b) = \frac{a}{b}$ ! Convex!



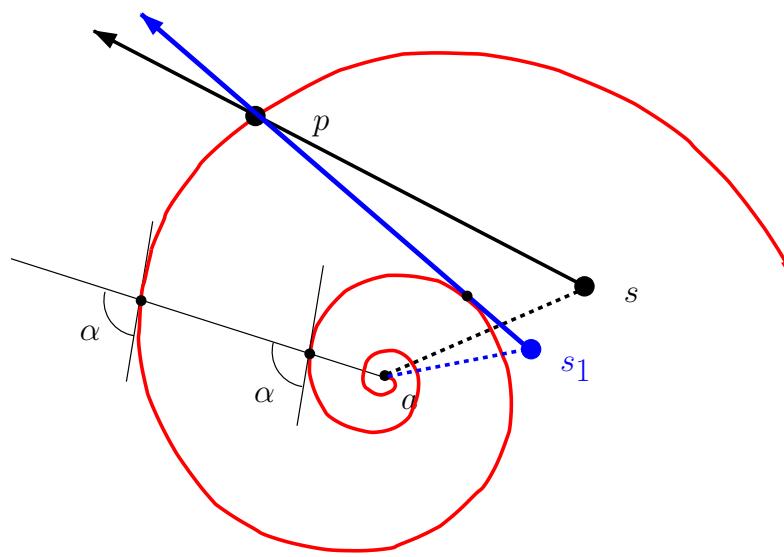
# Rep.: Rays in general

- Rays are somewhere in the plane
- Searchpath  $\Pi$
- Upper bound:  $C = 22.531 \dots$
- Lower bound:  $C \geq 2\pi e = 17.079 \dots$



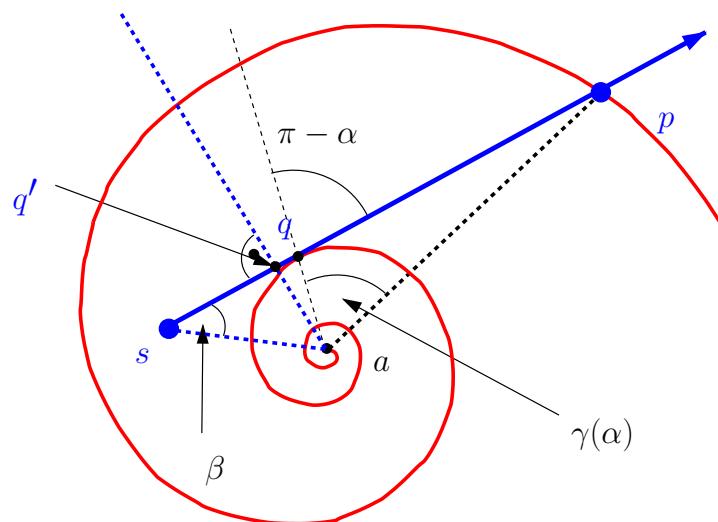
# Rep.: Strategy, Spiral search

- Logarithmic spiral
- Polar coordinates  $(\varphi, d \cdot E^{\phi \cot(\alpha)})$ ,  $d > 0$ ,  $-\infty < \varphi < \infty$
- $\alpha = \pi/2$  Kreis!
- Hits the ray, moves to  $s$
- Worst-case ratio: Ray is a tangent **Lemma**



# Rep.: Optimizing the spiral

- Strategy  $d \cdot E^{\phi \cot(\alpha)}$ , property  $|\text{SP}_a^p| = \frac{|ap|}{|\cos(\alpha)|} = \frac{dE^{\theta_p \cot \alpha}}{|\cos(\alpha)|}$
- Ratio  $C$  identical for all tangents: Ratio  $C(\alpha)$
- We optimize for perpendicular points  $q'$
- Adversary can move  $s$  a bit to the left (chooses  $\beta$ )
- Law of sine: Ratio  $C(\beta, \alpha) = C(\alpha) \sin(\beta) + \cos(\beta)$

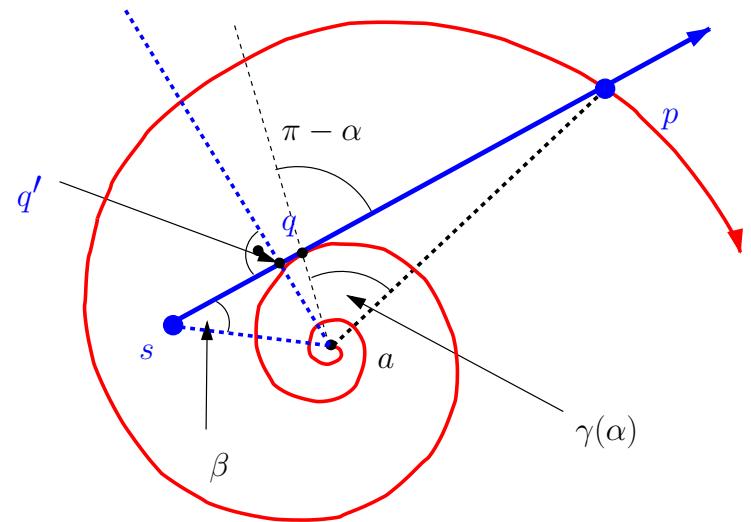


## Rep.: Minimize worst-case ratio

- $dE^{\phi \cot(\alpha)}$ : Determine  $\alpha$ ,  $d = 1$
- Assume: Fixed  $\alpha$  for  $q'$
- $|as| \sin(\beta) = |aq'|$ ,  
 $|sq'| = |as| \cos(\beta) = \frac{|aq'| \cos(\beta)}{\sin(\beta)}$
- Ratio  $C_{q'} = \frac{|sp_a^p| + |pq'|}{|aq'|}$   
maximized by  

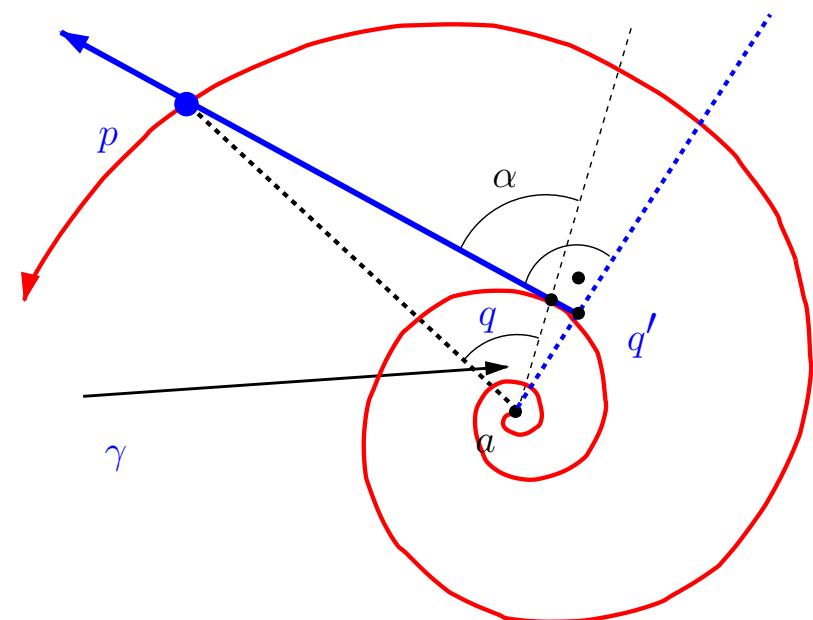
$$\frac{C_{q'} \cdot |aq'| + |aq'| \cos(\beta) / \sin(\beta)}{|aq'| / \sin(\beta)} =$$
  

$$C_{q'} \sin(\beta) + \cos(\beta)$$
- Minimize over  $\alpha$  for  $q'$
- Finally adversary choose  $\beta$ , fixes  $s!$



## Minimize worst-case for $q'$

- $p = (\phi, E^{\phi \cot(\alpha)})$ : Determine  $\alpha < \pi/2$
- $|SP_a^p| = \frac{|ap|}{\cos(\alpha)} = \frac{E^{\cot \alpha(2\pi + \gamma + \theta_q)}}{\cos(\alpha)}$
- $|pq| \sin(\alpha) = |ap| \sin(\gamma)$  and  
 $|pq| = \frac{E^{\cot \alpha(2\pi + \gamma + \theta_q)} \sin(\gamma)}{\sin \alpha}$
- $|qq'| = |aq| \cos(\alpha)$
- $|pq'| = \frac{E^{\cot \alpha(2\pi + \gamma + \theta_q)} \sin(\gamma)}{\sin \alpha} + E^{\cot \alpha(\theta_q)} \cos(\alpha)$
- $|aq'| = |aq| \sin(\alpha) = E^{\cot \alpha(\theta_q)} \sin(\alpha)$
- $\gamma$  depends only on  $\alpha$ : Now  $\gamma(\alpha)$



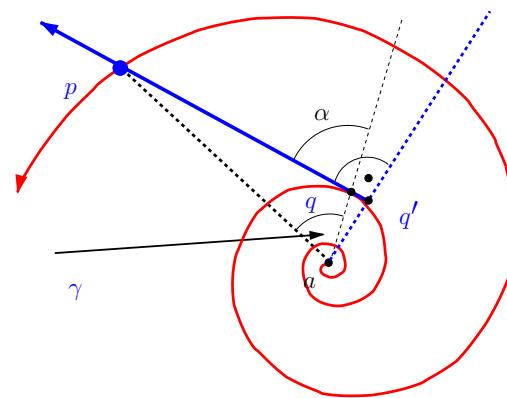
# Minimize worst-case for $q'$

Determine  $C_{q'}(\alpha) = \frac{|\Pi_a^p| + |pq'|}{|aq'|}!$

$$\frac{\frac{1}{\cos \alpha} E^{\cot \alpha(\theta_q + 2\pi + \gamma(\alpha))} + \frac{1}{\sin \alpha} E^{\cot \alpha(\theta_q + 2\pi + \gamma(\alpha))} \sin \gamma(\alpha) + E^{\cot \alpha \theta_q} \cos \alpha}{E^{\cot \alpha \theta_q} \sin \alpha} =$$

$$\frac{\frac{1}{\cos \alpha} E^{\cot \alpha(2\pi + \gamma(\alpha))} + \frac{1}{\sin \alpha} E^{\cot \alpha(2\pi + \gamma(\alpha))} \sin \gamma(\alpha) + \cos \alpha}{\sin \alpha} =$$

$$\left( \frac{1}{\sin \alpha \cdot \cos \alpha} + \frac{\sin \gamma(\alpha)}{\sin^2 \alpha} \right) E^{b(2\pi + \gamma(\alpha))} + \cot \alpha$$



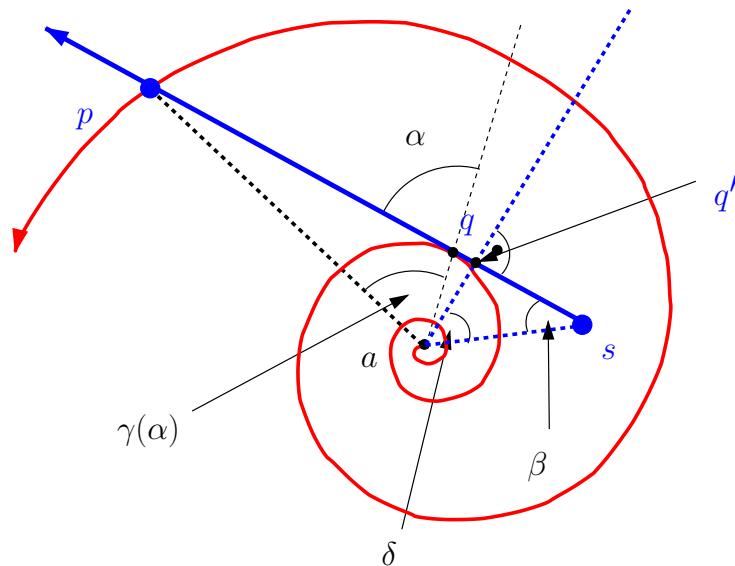
# Minimize worst-case for $s = q'$

Determine  $\gamma(\alpha)$ , Exercise!

Solve Equation:  $\frac{\sin \alpha}{\sin(\alpha - \gamma(\alpha))} = E^{\cot \alpha(2\pi + \gamma(\alpha))}$

Then optimize:  $f(\alpha) := \left( \frac{1}{\sin \alpha \cdot \cos \alpha} + \frac{\sin \gamma(\alpha)}{\sin^2 \alpha} \right) E^{b(2\pi + \gamma(\alpha))} + \cot \alpha$

Then minimize:  $g(\beta) := f(\alpha_{\min}) \sin \beta + \cos \beta$



# Optimizing the spiral: Theorem

- Ratio:  $C(\alpha)$  for  $s = q'$  minimal  
for  $\alpha = 1.4575\dots$  ■

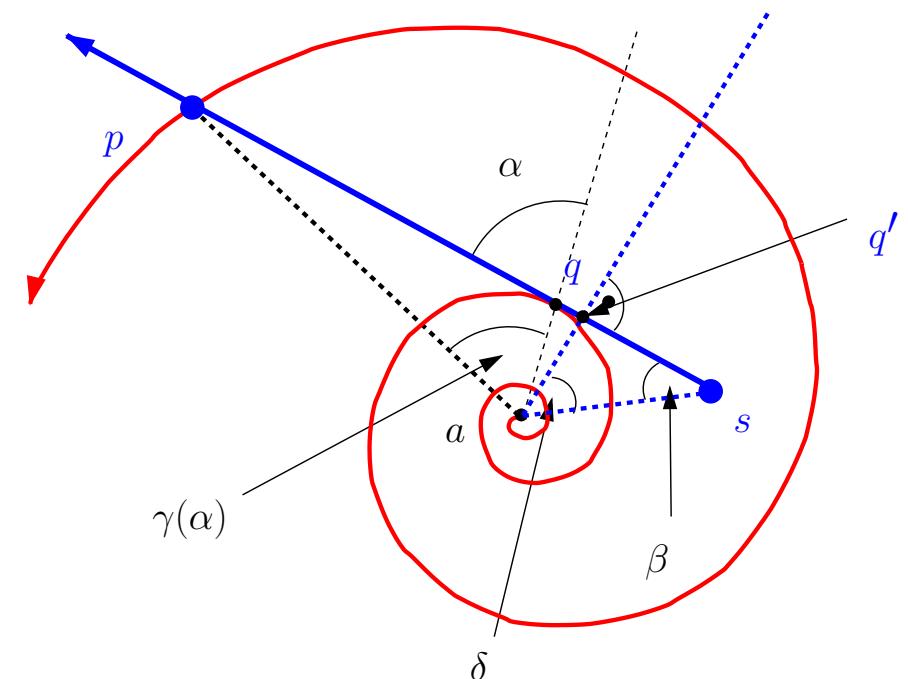
- $C(\alpha) = 22.4908\dots$  ■

- Adversary choose  $\beta$  for max.  
 $D(\beta, \alpha) = C(\alpha) \sin(\beta) + \cos(\beta)$   
■

- For  $\alpha = 1.4575\dots$

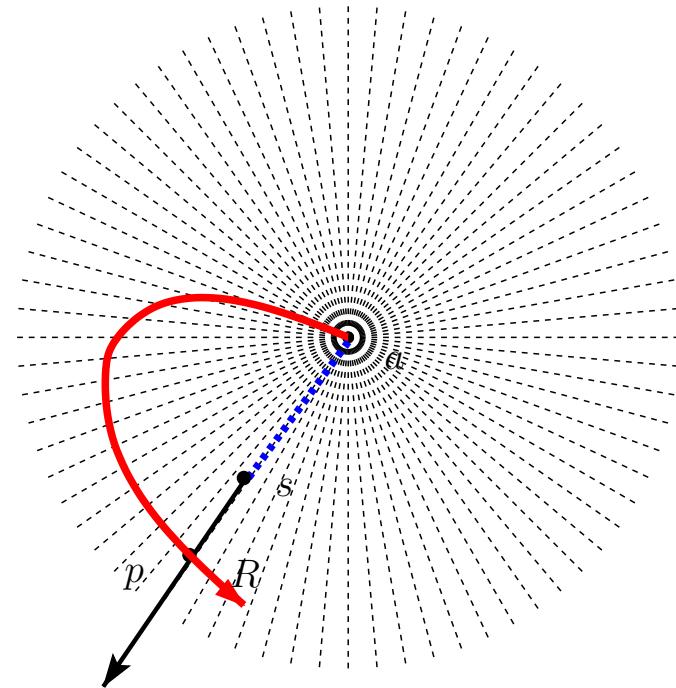
choose  $\delta = 0.044433\dots$  ■

$$D(\beta, C(\alpha)) = 22.51306056\dots$$



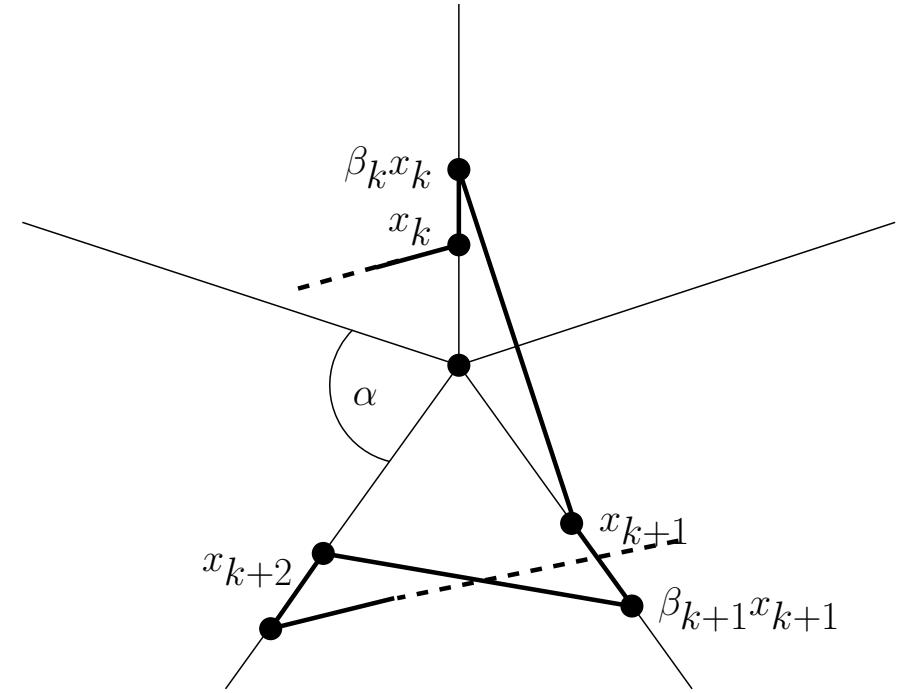
## Lower bound: Special example

- General problem of lower bounds
- Special example: Searching for
  - a special ray in the plane■
- Cross  $R$  and detect  $s$ ■
- Special case: No move to  $s$ ■
- Alpern/Gal (Spiral search):  
Ratio  $C = 17.289\dots$ ■
- Best ratio among monotone and periodic strategies■
- "Complicated task": There is an optimal periodic/monotone strategy■



# Lower bound construction

- $n$  known rays emanating from  $a$
- Angle  $\alpha = \frac{2\pi}{n}$
- Find  $s$  on one of the rays
- Also non-periodic and non-monotone strategies
- Strategy  $S$ : Visits the rays in some order
- Hit  $x_k$ , leave  $\beta_k x_k$  ( $\beta_k \geq 1$ )

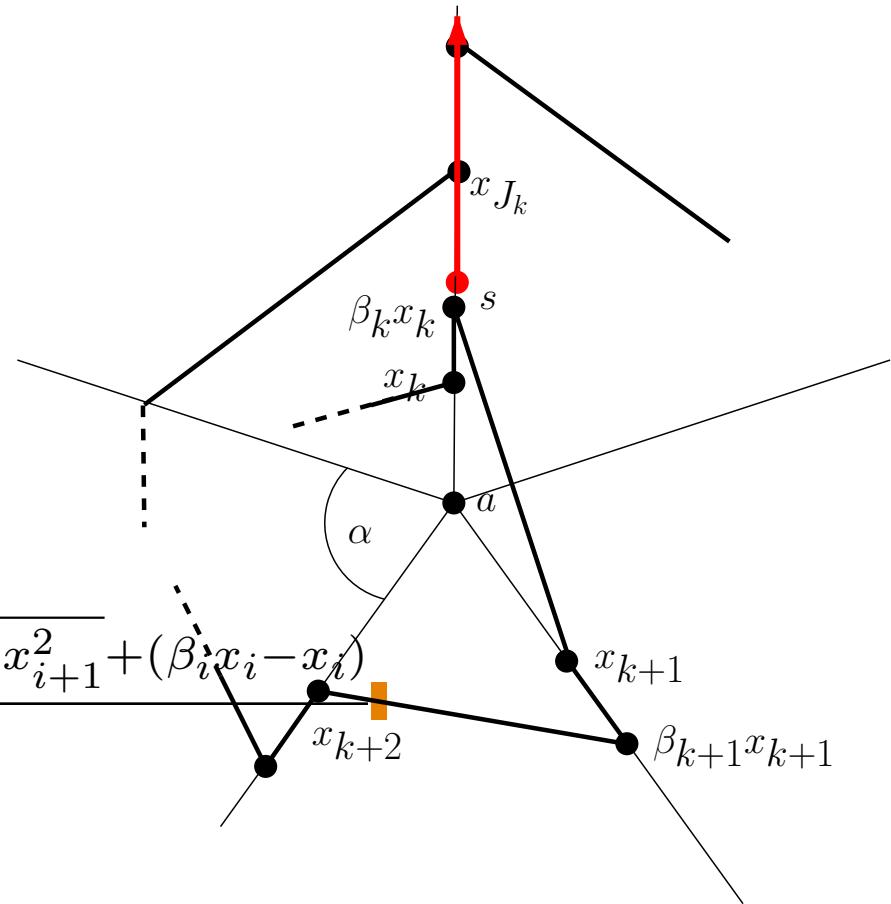


# Lower bound construction

- Find  $s$  on a ray visited up to  $\beta_k x_k$  at the last time, now at  $x_{J_k}$
- Note: Any order is possible
- Worst-case,  $s$  close to  $\beta_k x_k$
- Ratio:  $C(S)$

$$\frac{\sum_{i=1}^{J_k-1} \sqrt{(\beta_i x_i)^2 - 2\beta_i x_i x_{i+1} \cos \gamma_{i,i+1} + x_{i+1}^2} + (\beta_i x_i - x_i)}{\beta_k x_k}$$

- Monotone/Periodic,  
Funktional??



- Ratio:  $C(S)$

$$\frac{\sum_{i=1}^{J_k-1} \sqrt{(\beta_i x_i)^2 - 2\beta_i x_i x_{i+1} \cos \gamma_{i,i+1} + x_{i+1}^2} + (\beta_i x_i - x_i^\beta) J_k x_{J_k}}{\beta_k x_k}$$

- Shortest distance to next ray:

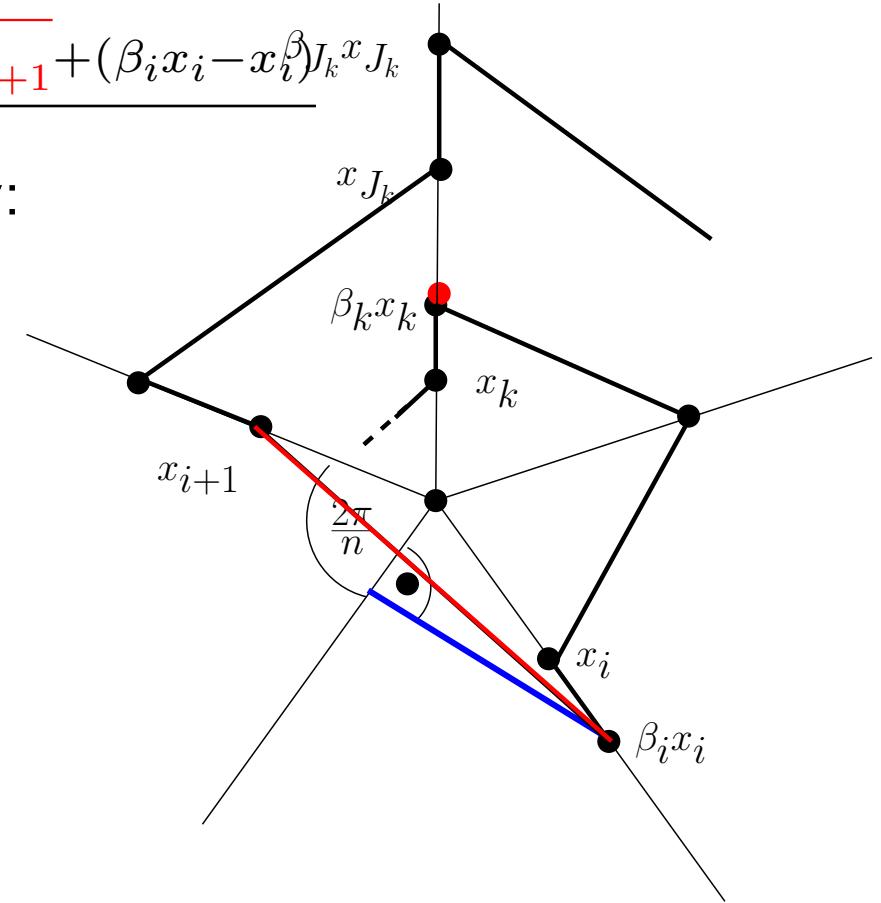
$$\beta_i x_i \sin \frac{2\pi}{n}$$

- Lower bound for

$$\sqrt{(\beta_i x_i)^2 - 2\beta_i x_i x_{i+1} \cos \gamma_{i,i+1} + x_{i+1}^2}$$

- Lower bound:  $C(S) \geq$

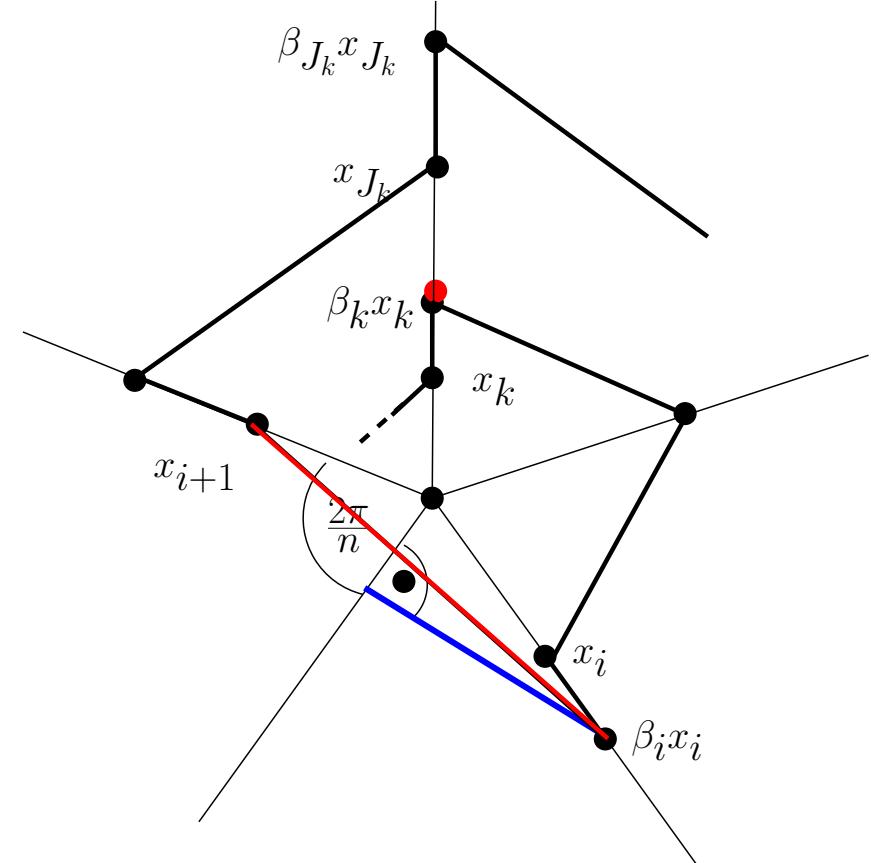
$$\sin \frac{2\pi}{n} \frac{\sum_{i=1}^{J_k-1} \beta_i x_i}{\beta_k x_k}$$



# Lower bound construction

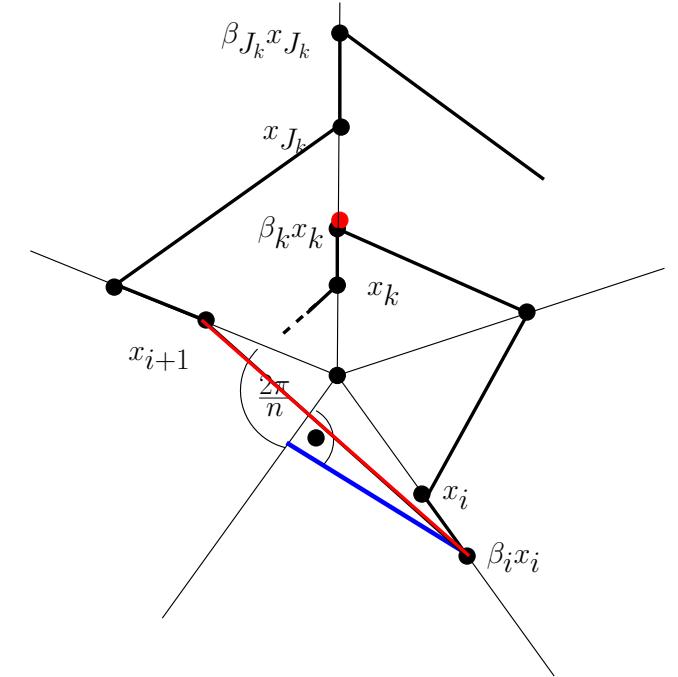
- Lower bound  $\frac{\sum_{i=1}^{J_k-1} f_i}{f_k}$
- Equals functional of standard m-ray search
- Optimal monotone/periodic (Alpern/Gal)
- $f_i = \left(\frac{n}{n-1}\right)^i$ , ratio:  $(n-1) \left(\frac{n}{n-1}\right)^n$
- $C(S) \geq \sin \frac{2\pi}{n} (n-1) \left(\frac{n}{n-1}\right)^n$

strategy:



# Lower bound construction

- $C(S) \geq \sin \frac{2\pi}{n} (n-1) \left( \frac{n}{n-1} \right)^n$
- $\lim_{n \rightarrow \infty} (n-1) \left( \frac{n}{n-1} \right)^n \sin \frac{2\pi}{n} =$
- $2\pi e = 17.079\dots$



- Lower bound: **Theorem**

# Summary

- The Window-Shopper-Problem
- Optimal strategy  $C = 1.059\dots$ : **Theorem**
- Interesting design technique
- Rays in general
- Lower  $C \geq 2\pi e = 17.079\dots$  (**Theorem**) and upper bound  $C = 22.51\dots$  (**Theorem**)
- Lower bound construction
- Also a lower bound for special case with  $C = 17.289\dots$