

1. [20 points] LaValle, Chapter 2, Problem 6(a)
(reading: Section 2.1, 2.2, 2.3.3)
2. [15 points] LaValle, Chapter 15, Problem 5
(reading: Section 15.3)
3. [15 points] Consider the 3x4 grid shown in lecture #5. Run the A* search by hand.
Produce a table where each row corresponds to one iteration, and whose columns contain the following:
 - The iteration number.
 - The node selected from OPEN.
 - A list of the nodes in OPEN, after having expanded the children.
For each node, indicate:
 - The node's parent.
 - The node's label (best cost-to-come)
 - The node's f function (cost-to-come + estimated cost-to-go based on heuristic)
 - The target node's label (d_t).
4. [50 points] Implement A*.
 - (a) Apply it to the same problem above that you solved by hand, and verify that it follows the same steps.
Print out the same values specified by the previous question.
 - (b) Apply it to the cost map generated in the homework #2 (available for download).
 - **Actions:** assume that the grid is 4-connected. (fancier solutions using an 8-connected grid will be accepted as well)
 - **Actions cost:** Let i, j be the indices of two cells. Let c_i, c_j be the values of the cost map for these two cells. The edge cost a_{ij} is defined as

$$a_{ij} \triangleq \|x_i - x_j\| \left(1 + \alpha \frac{c_i + c_j}{2} \right),$$

where α is a parameter that trades-off the importance of path length and traversal cost. Let $\alpha = 1$.

- **Traversability:** The cells with value equal to 255 are considered non-traversable.
- **Heuristics:** Design a suitable heuristics function for this problem, based on the Euclidean distance. Make sure that it respects all the conditions needed.

Plan a path from the lower-right corner to the upper-left corner.
Report:

- (a) The number of actions in the plan.
- (b) The total cost.
- (c) A plot of the path.

Tip: also try the value $\alpha = 0$ for a sanity check.