30 Dynamic Programming for Path Design

Given the transition costs in red, what are the maximum and minimum costs to get from node 1 to node 11? This situation is encountered when planning paths for autonomous agents moving through a complex environment, e.g., a wheeled robot in a building.



Solution: The minimum cost is 16 (path [1,6,9,11] or [1,2,8,9,11]) and the maximum value is 28 (path [1,4,5,6,7,9,11]!). The attached code uses value iteration to find these in two and five iterations, respectively.

% interconnect matrix: row is the node (first is starting

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\% point) and column is the set of nodes pointed to. Note
% that the ending node is not included because it points to
% nowhere.
I = [[2 \ 6 \ 4]]
                    % node 1 (start) points to nodes 2,6,4
    [3 8 5]
                    % node 2 points to nodes 3,8,5. And so on...
    [8 6 NaN]
                    % node 3
    [5 7 NaN]
                    % node 4
    [6 7 10]
                   % node 5
    [8 9 7]
                   % node 6
    [10 9 NaN]
                  % node 7
    [10 9 NaN]
                   % node 8
    [11 NaN NaN] % node 9
    [11 NaN NaN]]; % node 10
% cost per link - these go with the interconnects in A. Note
\% that the entries with direct connection to the end node are NaN,
% because we will enforce the link cost in ctg (below) explicitly
C = [[3 7 5]]
                    % The cost is 3 to move between nodes 1 and 2,
                    % and 7 to move between nodes 1 and 6, etc.
                    % node 2
    [2 5 4]
                   % node 3
    [4 5 NaN]
    [3 5 NaN]
                   % node 4
    [4 4 7]
                   % node 5
    [4 5 4]
                   % node 6
    [4 8 NaN]
                  % node 7
    [8 4 NaN]
                  % node 8
    [NaN NaN NaN] % node 9
    [NaN NaN NaN]]; % node 10
% initial guess of cost-to-go (or value-to-go) at each node
tg = [[NaN]]
                    % node 1
                    % node 2
    [init]
    [init]
                   % node 3
                   % node 4
    [init]
                   % node 5
    [init]
                   % node 6
    [init]
                   % node 7
    [init]
                   % node 8
    [init]
    [4]
                    % node 9 (points directly to end, node 11)
                    % node 10 (points directly to end, node 11)
    [3]];
w = size(I,2); % width of interconnect matrix
disp(sprintf('%g ',tg)); % list the first cost-to-go or
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% value-to-go
for k = 1:5, % carry out a fixed number of iterations
    % cycle through the nodes one by one. Note that we don't
    % need to recompute tg for nodes that point to the end
    for i = 1:sum(~isnan(C(:,1))),
       % We'll look for the minimum estimated cost-to-go
       % (or maximum estimated value-to-go) across
       % the possible nodes pointed to
       if ~ch,
           dummy = 1e6 ; % initialize to be huge
       else.
           dummy = 1e-6 ; % initialize to be tiny
       end:
       % look at all the nodes pointed to from node i
       for j = 1:w,
            if ~isnan(I(i,j)), % consider only true entries in I
               test = tg(I(i,j)) + C(i,j);
               if ~ch, % look for minimum
                   if test < dummy,
                       dummy = test ;
                   end;
                           % look for maximum
               else,
                   if test > dummy,
                       dummy = test ;
                   end;
               end;
           end; % "true entries"
       end; % j: nodes pointed to
       tg(i) = dummy;
          % i: nodes
    end;
    disp(sprintf('%g ',tg));
end; % k: iteration
```

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