Get Me Out of Here: Determining Optimal Policies

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Motivation

- How to exit the labyrinth as fast as possible?

Figure: Labyrinth - The Game

Topic

- Dynamic Programming:
  - Given: grid map $M = \mathbb{Z}_2^{n \times m}$ containing static walls $M(i, j) = 1$ and exit(s) of the labyrinth, set of actions $\mathcal{A} = \{\leftarrow, \rightarrow, \uparrow, \downarrow\}$
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  - Literature review on Dynamic Programming for robotic motion planning
  - Comparison to other path planning algorithms
  - Implement the Labyrinth scenario
  - Implement the dynamic programming algorithm

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$\Rightarrow$ Any questions? Interested? Feel free to contact me!
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