## Exploring Simple Triangular and Hexagonal Grid Polygons Online

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## Grid Environments

## Environment

- Convenient for motion planning tasks: Subdivide env. by integer grid - E.g.: cell size $\approx$ size of robot's tool
- Simple $\Leftrightarrow$ No holes


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## Other Grid Types



- Usually: Square grids
- Other regular tilings: hexagonal / triangular grids
- Agent:
- No vision
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- Given: an unknown grid environment, $P$ start cell, $s$, along the boundary
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## Previous Work (square grids)

## Offline exploration (environment is known in advance)

- With holes: NP-hard [Itai, Papadimitriou, Szwarcfiter; 1982]
- Approx. [Ntafos; 1992] [Arkin, Fekete, Mitchell; 2000]



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## Online exploration

- With holes:
[Icking, Kamphans, Klein, Langetepe; 2000]: 2-competitive [Gabriely, Rimon; 2000]
- Without holes:
[Icking, Kamphans, Klein, Langetepe; 2005]: $\frac{4}{3}$-competitive


## A Lower Bound

## Problem:

Online exploration of simple hexagonal/ triangular grid polygons

## Theorem <br> No online exploration strategy achieves a competitive factor <br> better than <br> - $\frac{7}{6}$ in simple triangular grid polygon. <br> - $\frac{14}{13}$ in simple hexagonal grid polygon.

Lower bound for polygons with holes: 2 [IKKL 2000]

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## Proof: Lower Bound (Triangular Grids)

## South or East



## Proof: Lower Bound (Triangular Grids)

East


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2 Possibilities: South


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Close polygon


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## Online vs. Optimal



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## Proof: Lower Bound (Triangular Grids)

Polygons of arbitrary size


## Proof: Lower Bound (Hexagonal Grids)



## Proof: Lower Bound (Hexagonal Grids)

Leave boundary


## Proof: Lower Bound (Hexagonal Grids)

Follow boundary


# Proof: Lower Bound (Hexagonal Grids) 

Close block


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## SmartDFS: An exploration strategy (1)



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- Left-hand rule: keep boundary and visited cell on the left side.
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## SmartDFS: An exploration strategy (2)



- DFS visits each cell twice
- More reasonable: Return directly to unvisited cell
- Improved DFS


## Improvement 1 <br> Return directly to those cells that have unexplored neighbors.



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## Improvement 1

Return directly to those cells that have unexplored neighbors.


- DFS visits long corridor four times
- More reasonable:
- Long corridor is traversed only two times!
- Split cells: Set of unvisited cells gets disconnected


## improvement 2

Detect and handle split cells (i. e., prefer parts of $P$ farther away from the start).


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- First layer:= Boundary cells of $P$
- 1-offset:= $P$ without first layer
- Analogously: Second /ayer
- 2-offset and so on
- $E(P)$ : \#edges between free and blocked cells



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$P^{\prime}$ is $\ell$-offset of $P \Rightarrow E\left(P^{\prime}\right) \leq E(P)-2 k \ell$
$(k \in\{3,4,6\}$ for $\triangle, \square, 0)$.

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Shortest path between two cells in P:

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## Upper for the Number of Steps

## Theorem (Number of Steps)

$$
\begin{array}{cl}
S(P) \leq C(P)+E(P)-4 & \text { (Triangular grids) } \\
S(P) \leq C(P)+\frac{1}{4} E(P)-\frac{5}{2} & \text { (Hexagonal grids) }
\end{array}
$$

$(S(P)$ : \#Steps from cell to cell, $C(P)$ : \#Cells, $E(P)$ : \#Boundary edges)
This bound is exactly achieved in corridors of width 1 .


## Proof sketch for triangular grids

- $S(P)=\underbrace{C(P)}$

Cells, i.e., necessary steps additional cell visits

- Show: ex $(P) \leq E(P)-4$ (triang.)
- Induction on the number of split cells
- Induction base: No split cell
- Visit every cell in $C(P)-1$ steps

Return to $s$ in $\leq E(P)-3$ steps (Shortest-path lemma)

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## Proof Sketch (2)



## Induction step:

- Explore up to the first split cell, c
- Enlarge c to boundary (add layers)
- Split polygon in two parts: $P_{1}, P_{2}$
- Path outside $Q$ do not change
- $K_{2}$ unexplored part of $P_{2}$
- Path in $P_{2} \backslash K_{2}$ visits no cell twice
- Apply induction hypothesis to $P_{1}$ and $K_{2} \cup\{c\}$
- Charge edges of $P_{1}, K_{2}, Q$ to $E(P)$


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Split cell c

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## Competitivity, hexagonal and triangular grids

## Theorem (Competitivity)

SmartDFS is $\frac{4}{3}$ competitive (i. e., $S_{\text {SmartDFs }} \leq \frac{4}{3} S_{\text {Optimal }}$ )

## Definition <br> Narrow passage: Corridors of width 1 or 2.

## Definition <br> Uncritical polygon: neither narrow passages nor split cells in the first layer.

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## Lemma (Edges in uncritical triangular polygons)

For uncritical grid polygons: $E(P) \leq \frac{1}{3} C(P)+\frac{14}{3}$

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- Successively remove straight line of at least 3 cells (thus at most 1 edge), maintaining the property 'uncritical'
- Ends with 'diamond' polygon, $E(P)=\frac{1}{3} C(P)+\frac{14}{3}$
- Adding removed lines maintains $E(P) \leq \frac{1}{3} C(P)+\frac{14}{3}$ in every step


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## Competitivity (3)

## Lemma (Exploration of uncritical polygons)

For uncritical triangular grid polygons: $S(P) \leq C(P)+E(P)-6$.

## Proof sketch

- Shown: $S(P) \leq C(P)+E(P)$
- Used shortest path lemma: $s p(c, s) \leq E(P)-4$
- Proof assumed $c, s$ in the first layer!
- Now: c in the 1-offset
- 2 steps gained!


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For uncritical triangular grid polygons: $S(P) \leq C(P)+E(P)-6$.

## Proof sketch

- Shown: $S(P) \leq C(P)+E(P)-4$
- Used shortest path lemma: $s p(c, s) \leq E(P)-4$
- Proof assumed $c, s$ in the first layer! - Now: $c$ in the 1 -offset - 2 steps gained!


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## Competitivity Proof: Induction

- Show $S\left(P_{i}\right) \leq \frac{4}{3} C\left(P_{i}\right)-\frac{4}{3}$ by induction on the number of split cells in the first layer - Ind. base: No split cell $\Rightarrow$ uncritical polygon $\Rightarrow$
$S\left(P_{i}\right) \leq C\left(P_{i}\right)+E\left(P_{i}\right)-6$ by exploration lemma



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- $R:=\{c\}$ - R: shortest path from $c$ to $c^{\prime}$
- Split $P_{i}$ into $P^{\prime}, P^{\prime \prime}$
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## Summary

## Problem: Online exploration of simple grid polygons

- Lower bound $\triangle: \frac{7}{6}$
- Lower bound $0: \frac{14}{13}$
- Exploration strategy SmartDFS

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## Thank you!

