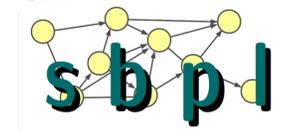


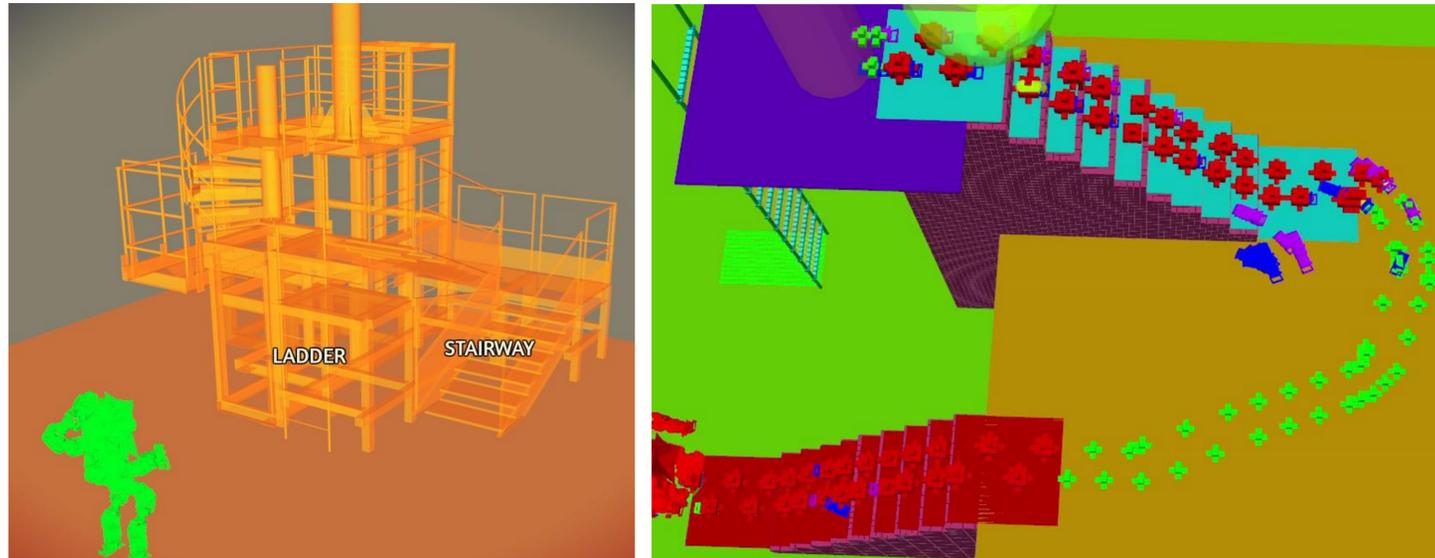
Focusing Footstep Planning for Humanoids Using Homotopy-Class Guidance



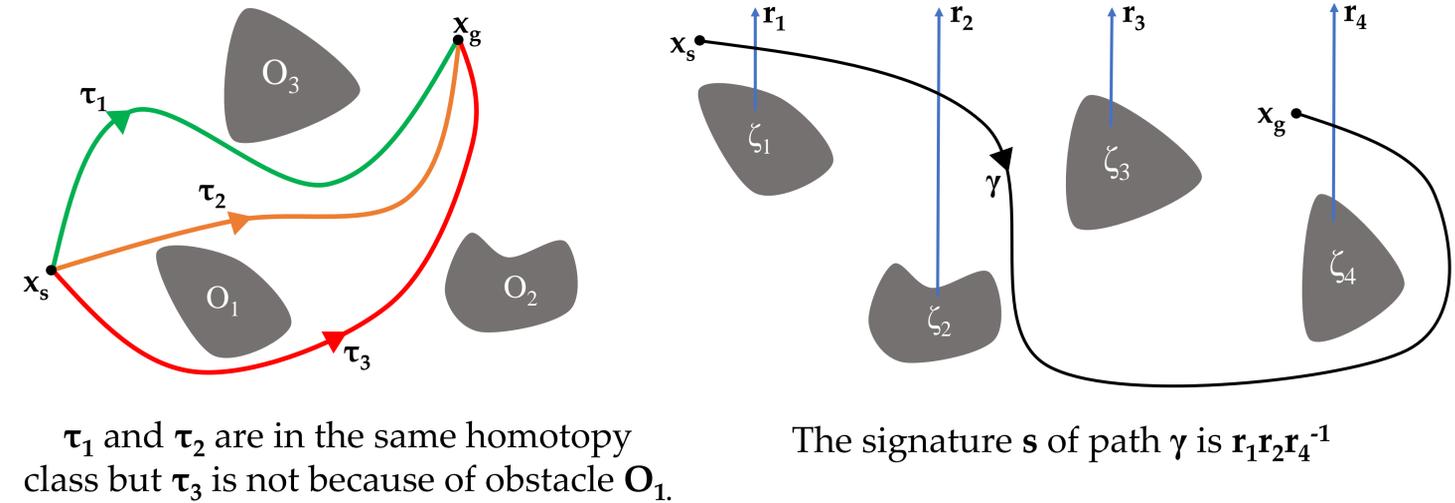
Vinitha Ranganeni, Oren Salzman & Maxim Likhachev
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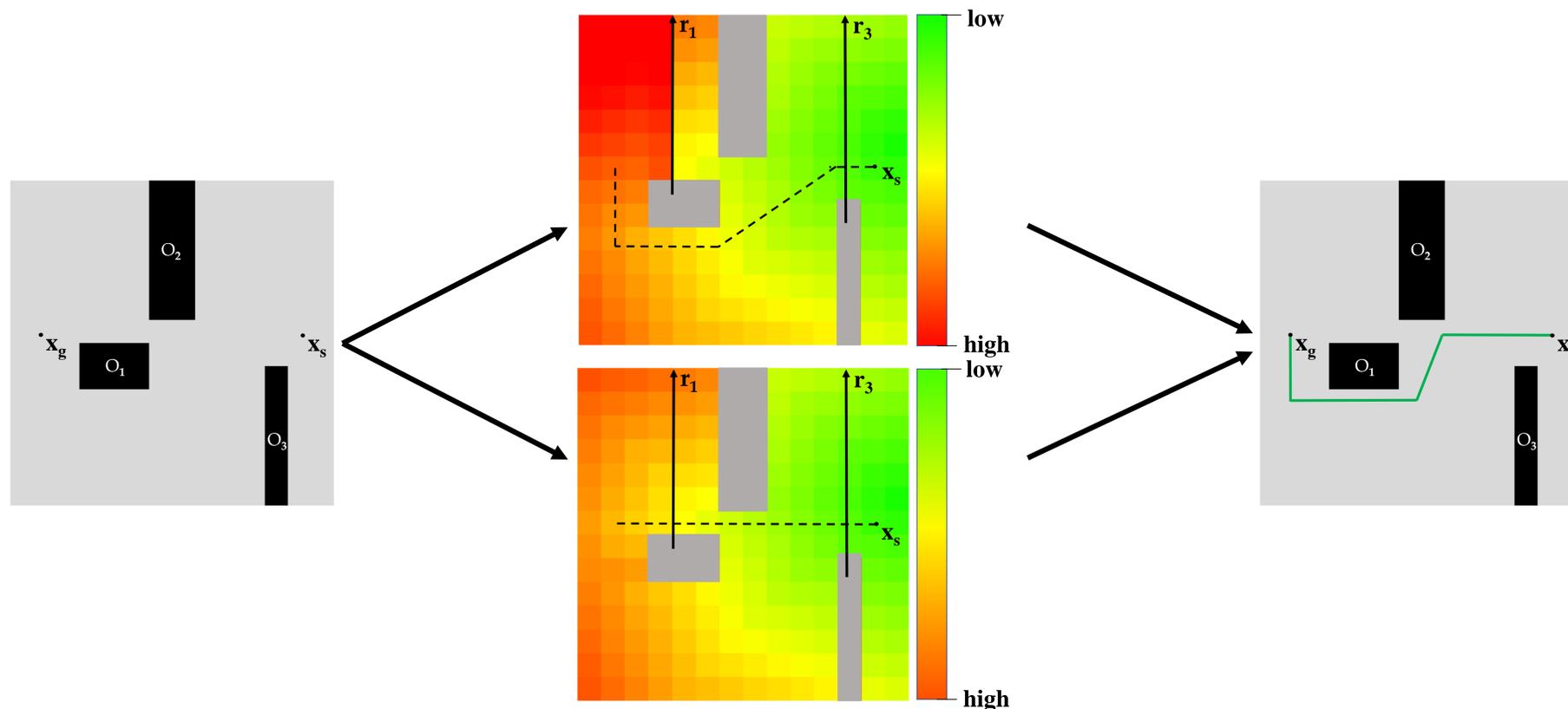
Planning for Humanoids



Homotopy Classes



Homotopic-Based Heuristic Generation for Footstep Planning



Work To Be Done

- Implementation on Humanoid Robot
- Compare Dijkstra's vs A* in the Homotopic-Based Shortest Path (HBSP) algorithm
- Compare Lazy vs. Eager HBSP
- Compare how path length, size of signature and size of open list affect computation of homotopic-based heuristics

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