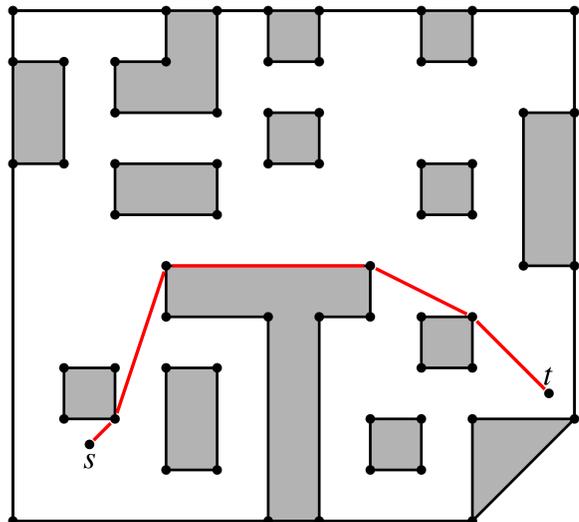


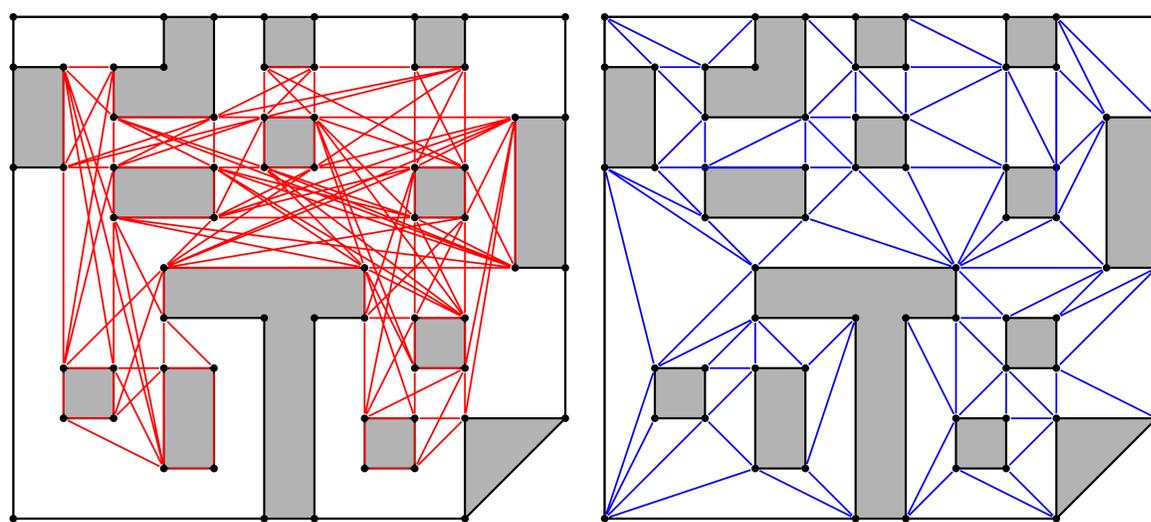
ONLINE COMPUTATION OF EUCLIDEAN SHORTEST PATHS IN TWO DIMENSIONS

Ryan Hechenberger, Peter J Stuckey, Daniel Harabor
Pierre Le Bodic, Muhammad Aamir Cheema
Monash University

Euclidean Shortest Path



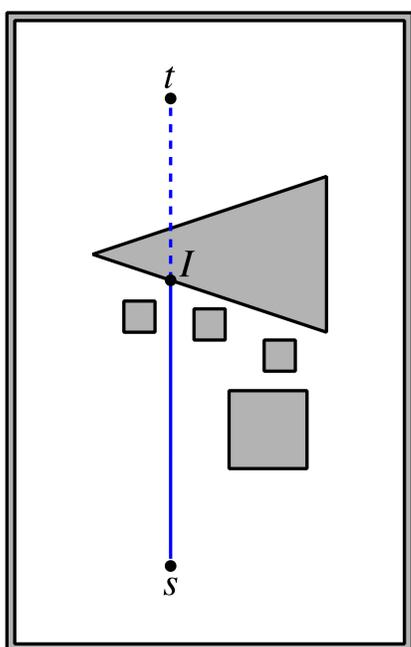
Problem can be solved with offline preprocessing



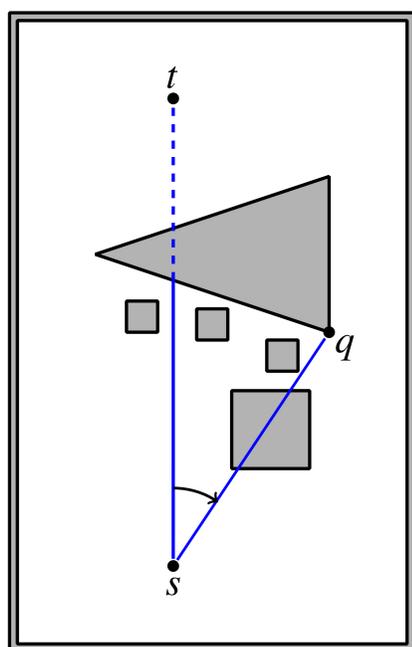
RayScan

Introducing RayScan, an online optimal shortest path algorithm

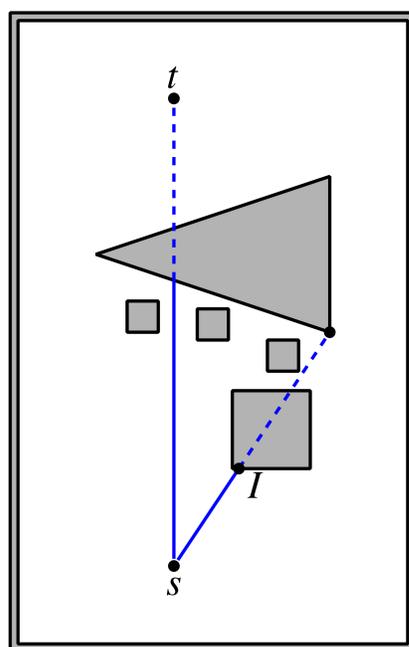
Ray Shooting



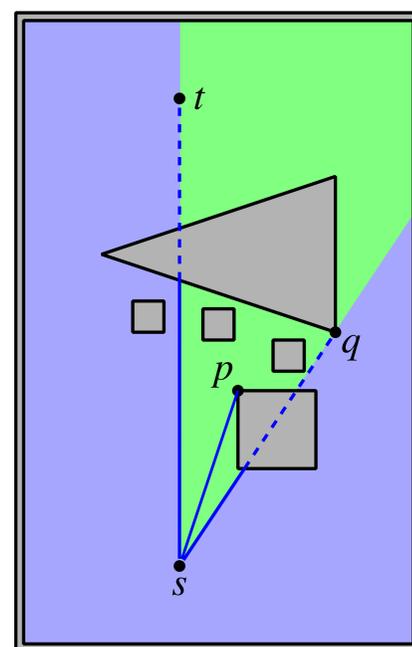
Scanning



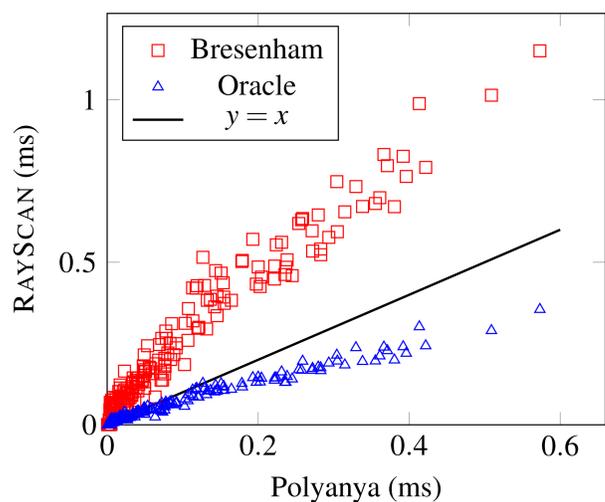
Ray Shooting



Angled Sector



Aftershock



Moving AI StarCraft Benchmarks

Benchmarks divided into **Bresenham** line ray shooting and **Oracle** line shooting (ray shooting time discounted).

Aurora

