

Multi-Agent Path Finding with Continuous Time Using SMT(\mathcal{LRA})

15th Alpine Verification Meeting (AVM'23)

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Czech Academy of Sciences

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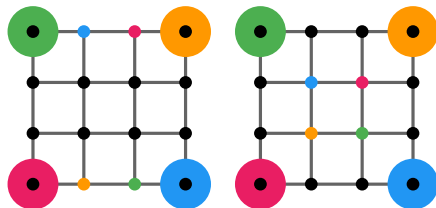
12th September, 2023

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Multi-Agent Path Finding:

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- given a set of agents, each with a starting and goal vertex,
- find a **collision-free plan** that is **optimal** wrt. given cost function.
 - ▶ E.g. **makespan**—number of hops of the longest path of all agents.
- Agents are modeled as discs with the same radius.

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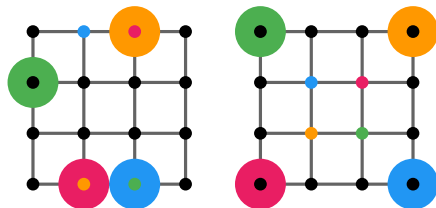


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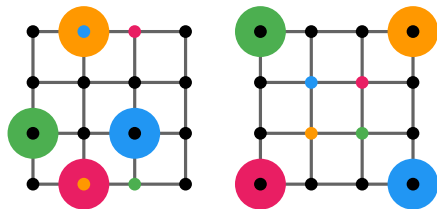


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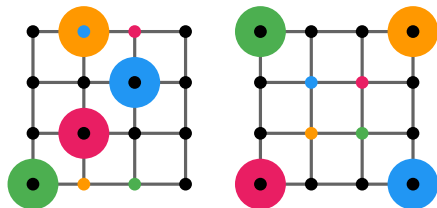


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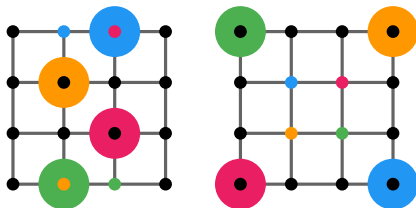


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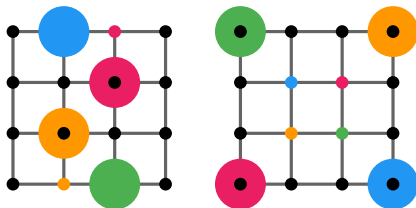


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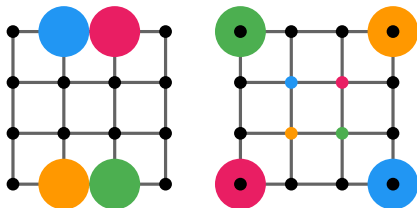


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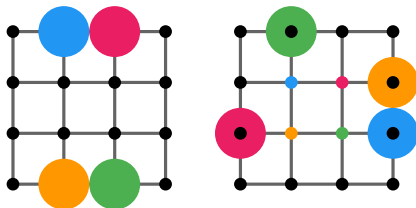


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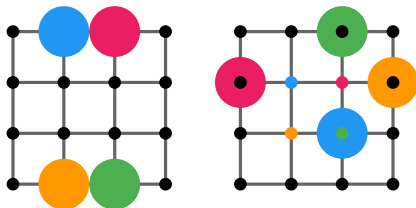


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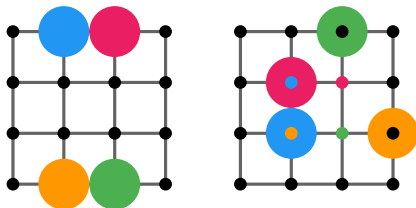


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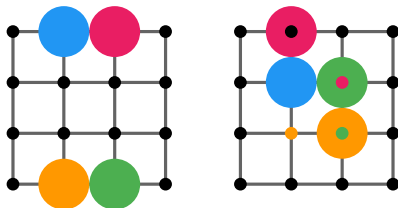


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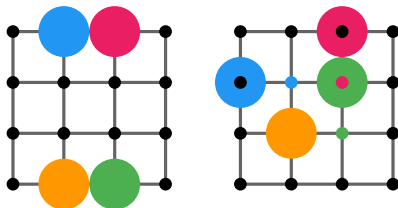


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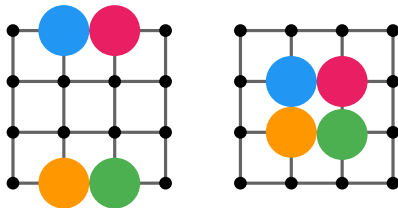


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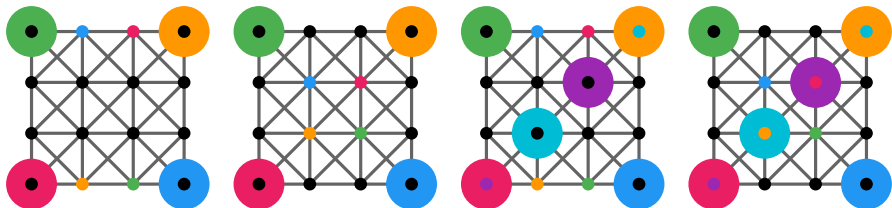


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Multi-Agent Path Finding **with Continuous Time**:

- given an undirected graph **with rational weights** of edges,
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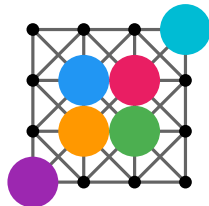
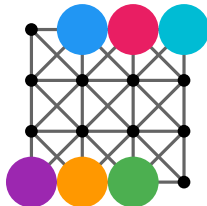
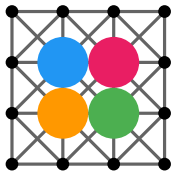
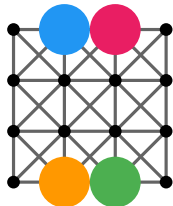


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Examples: demo ...



Discussion

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Our approach

- We use **SAT** for efficient handling of **mutual exlusions** of agents.
- We use **SMT(\mathcal{LRA})** for efficient handling of **timing** constraints.
- We use **simulations** for evaluation of **conflict intervals** of agents.
- We relax the problem to finding **bounded suboptimal** plans.

Linear Real Arithmetic

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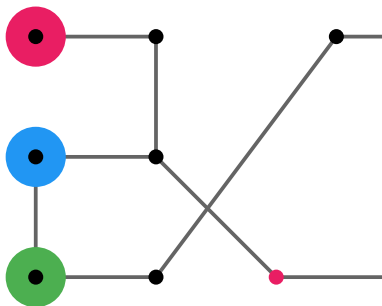
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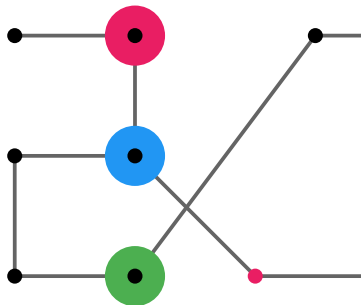
How we exploit \mathcal{LRA}

- We use \mathcal{LRA} only for modeling time constraints of the agents.
 - We **incrementally add conflict** interval constraints in a **lazy fashion**.
- \rightarrow Efficient **avoidance** of discovered conflicts.

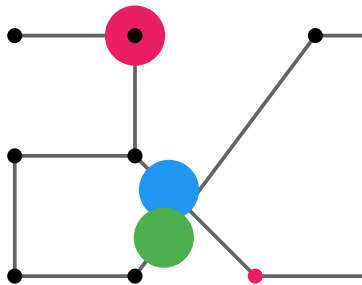
Conflict Reasoning



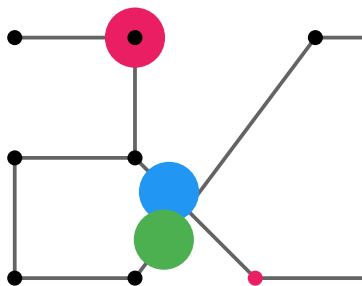
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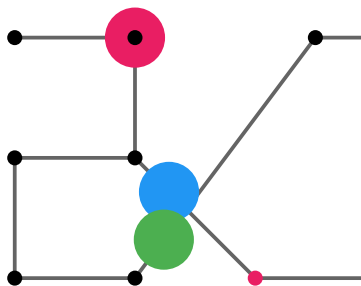
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Conflict clause:

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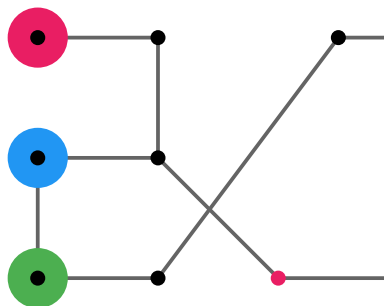
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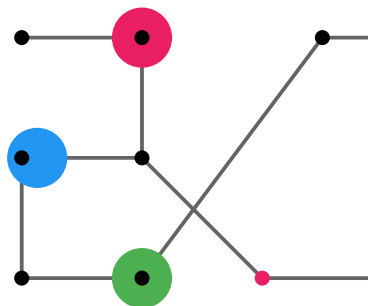
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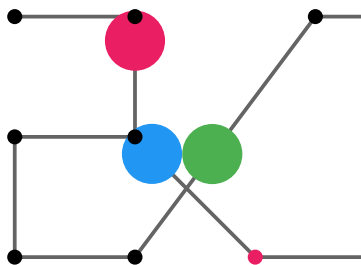
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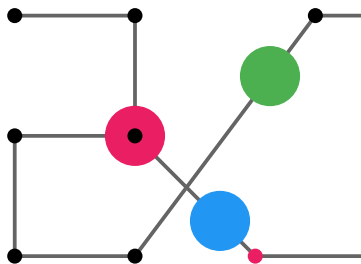
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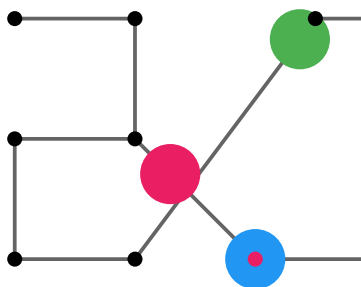
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- Fast and **extensible** to more complicated and **realistic** motions.

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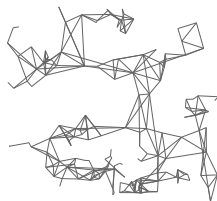
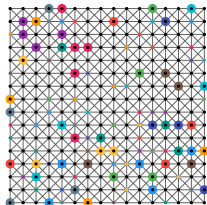
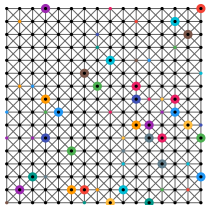
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 - ▶ Offline planning vs. online execution.

More Demos . . .



Future Work

- Modeling dynamic phenomena of agents.
- Allowing trajectories of agents not to be just straight lines.
 - ▶ For example roadmaps with curves.
- ...

Questions?

MAPF_R

https://gitlab.com/Tomaqa/mapf_r
https://github.com/Tomaqa/mapf_r-visualizer

UN/SOT: UN/SAT modulo ODEs Not SOT

<https://gitlab.com/Tomaqa/unsot>

tomaqa@gmail.com