



# ON SAT-BASED APPROACHES FOR MULTI-AGENT PATH FINDING WITH THE SUM-OF-COSTS OBJECTIVE

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# PRESENTATION STRUCTURE

- Introduction
  - Problem Definition
    - Makespan Optimal Model
      - Sum of Costs Optimal Model
        - Model 1
          - Model 2
            - Reduction of Used Variables
              - Experiments



# INTRODUCTION

MAPF – multi-agent path finding

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- real life motivation

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- environment abstraction – graph  
(with constant distances)

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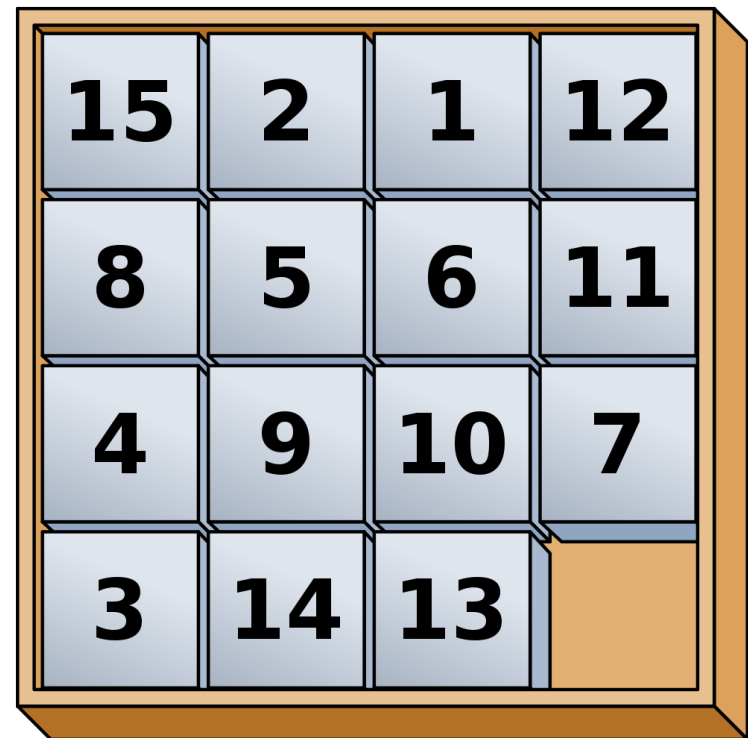
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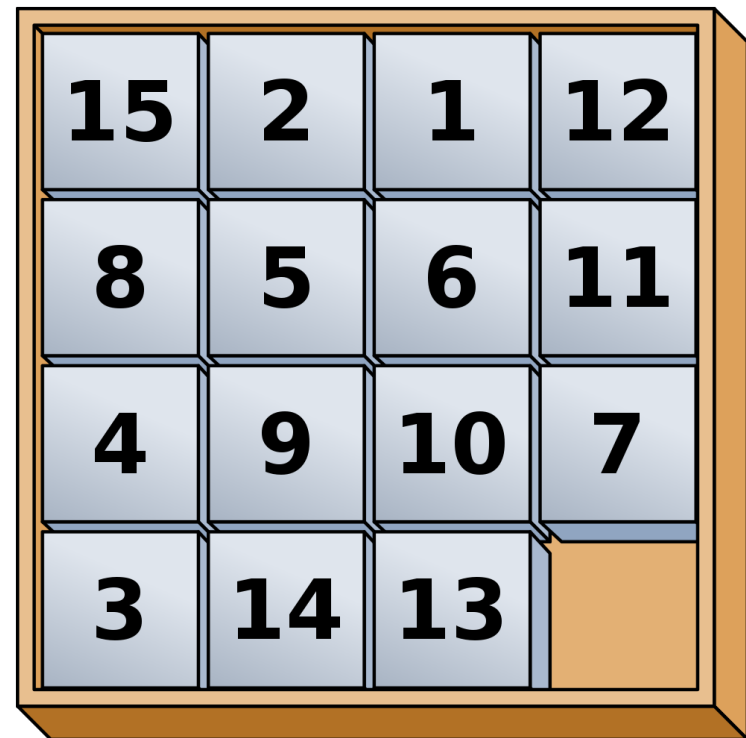
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# INTRODUCTION

MAPF – multi-agent path finding

- real life motivation
- environment abstraction – graph (with constant distances)
- goal – plan of movements
- state-space search
- Boolean satisfiability
- optimality:
  - Makespan
  - Sum of Costs



MAPF

# PROBLEM DEFINITION

- “finding a collision-free paths for a set of agents”

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- pair  $(G, A)$ 
  - graph  $G = (V, E)$
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    - $s, g \in V$

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- agent actions – *move or wait*
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    - $s, g \in V$
- discretized time – time steps
- agent actions – *move* or *wait*
  - *in each time step*
- task – find valid plan for each agent
  - sequence of actions
  - sequence of locations

MAPF

# PROBLEM DEFINITION

- $\pi_i$  plan for agent  $a_i$
- $\pi_i(t)$  location of agent at time  $t$



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Note: train allowed

MAPF

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Cost functions:

- Makespan  $Mks(\pi) = \max_{i=1\dots n} |\pi_i|$

- Sum of Costs  $SoC(\pi) = \sum_{i=1}^n |\pi_i|$

# MAPF

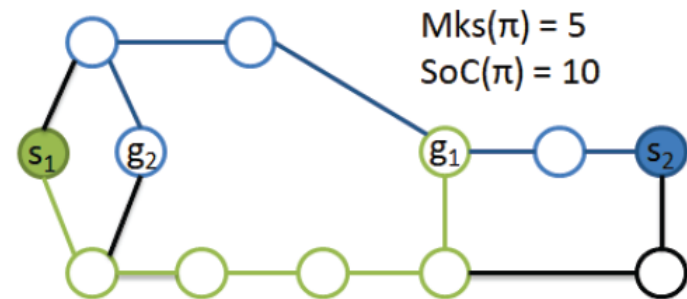
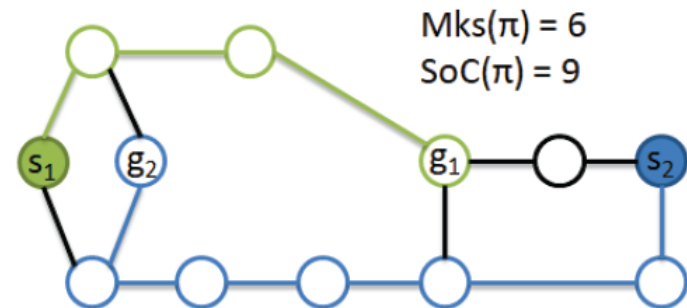
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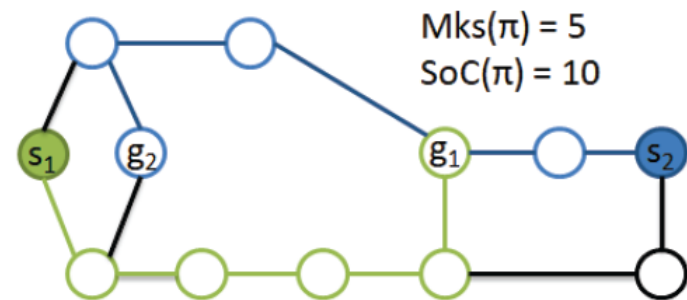
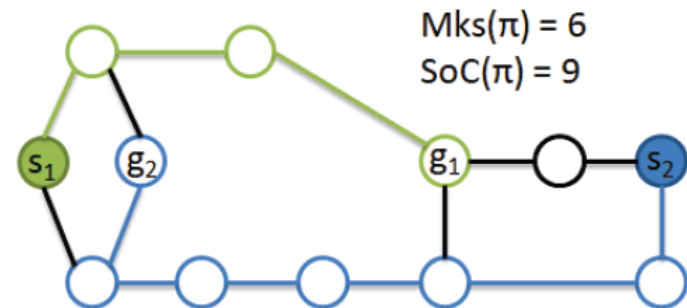
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- Makespan  $Mks(\pi) = \max_{i=1\dots n} |\pi_i|$

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- Feasible solution – polynomial
- Optimal solution – NP-Hard



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- path length is unknown in advance
  - restricted plan length
  - iterative increasing

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## ■ MAPF to SAT

$\forall x \in V, \forall a \in A, \forall t \in \{0, \dots, T\}: At(x, a, t)$

$\forall (x, y) \in E, \forall a \in A, \forall t \in \{0, \dots, T - 1\}:$

$Pass(x, y, a, t)$

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Note:  $\forall x \in V: (x, x) \in E$  – wait

# MAKESPAN OPTIMAL MODEL

■ path length is unknown in advance

- restricted plan length
- iterative increasing

$$\forall a \in A : At(s_a, a, 0) = 1 \quad (1)$$

$$\forall a \in A : At(g_a, a, T) = 1 \quad (2)$$

$$\forall a \in A, \forall t \in \{0, \dots, T\} : \sum_{x \in V} At(x, a, t) \leq 1 \quad (3)$$

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$$\forall x \in V, \forall a \in A, \forall t \in \{0, \dots, T - 1\} :$$

$$At(x, a, t) \implies \sum_{(x,y) \in E} Pass(x, y, a, t) = 1 \quad (5)$$

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$$\forall (x, y) \in E, \forall a \in A, \forall t \in \{0, \dots, T - 1\} :$$

$$Pass(x, y, a, t) \implies At(y, a, t + 1) \quad (6)$$

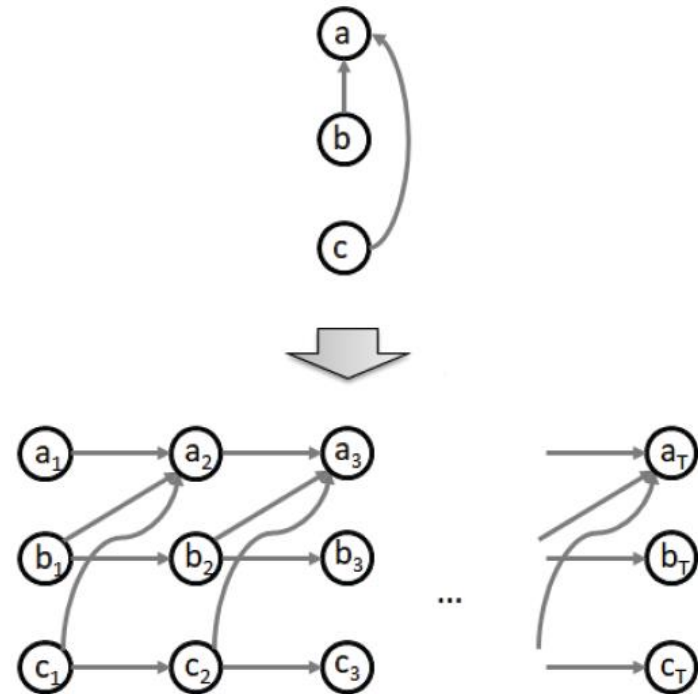
$$\forall (x, y) \in E : x \neq y, \forall t \in \{0, \dots, T - 1\} :$$

$$\sum_{a \in A} (Pass(x, y, a, t) + Pass(y, x, a, t)) \leq 1 \quad (7)$$

Note:  $\forall x \in V : (x, x) \in E$  – wait

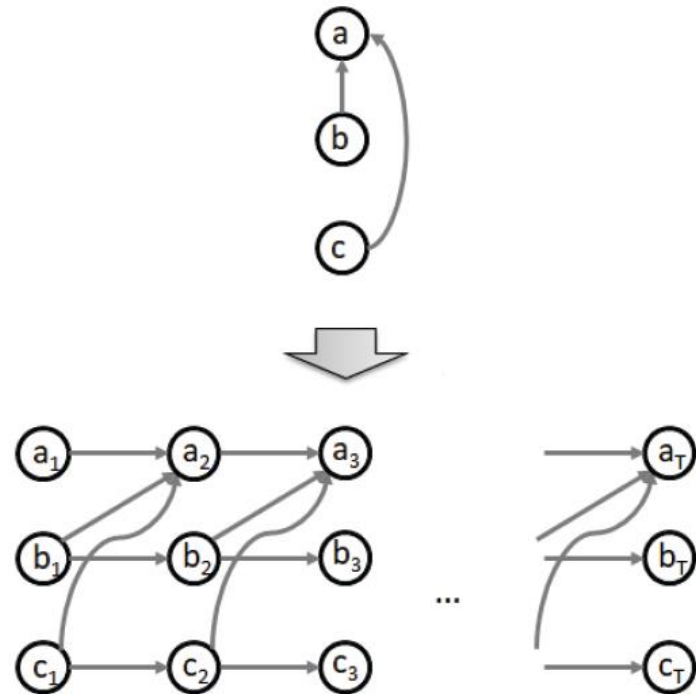
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- SAT representation
- time-expanded graph



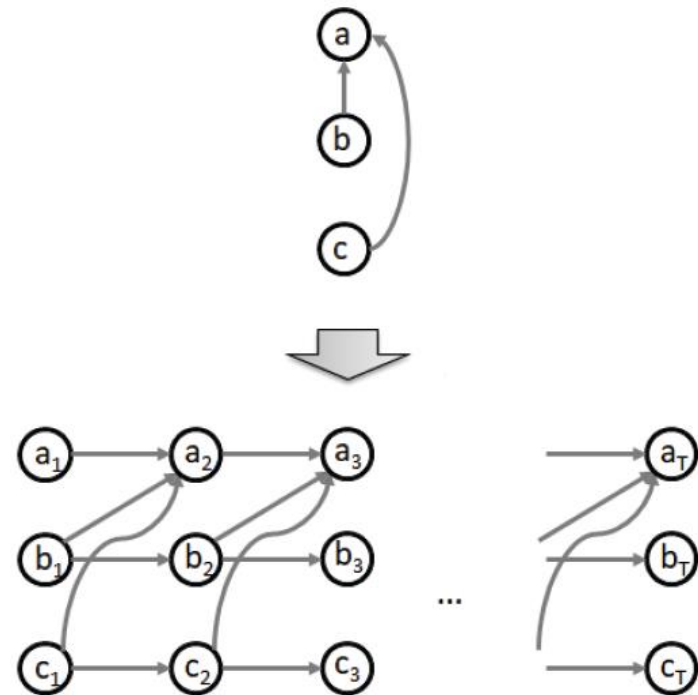
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- SAT representation
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- lower bound
  - $LB(Mks) = \max_{i \in A} SP_i$
  - longest shortest path



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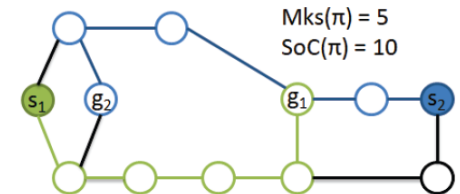
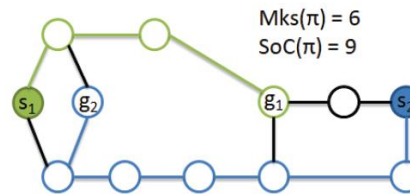
- SAT representation
  - time-expanded graph
- lower bound
  - $LB(Mks) = \max_{i \in A} SP_i$
  - longest shortest path
- preprocessing for variables
  - some vertices of time expanded graph are for agent unreachable





# SUM OF COSTS OPTIMAL MODELS

- Makespan approach won't work

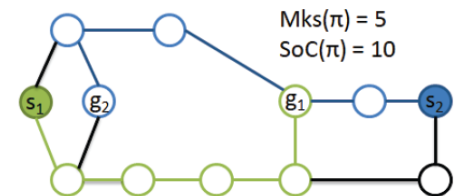
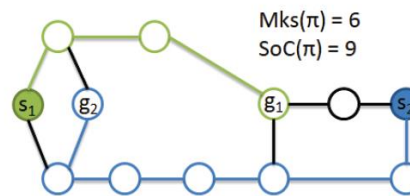


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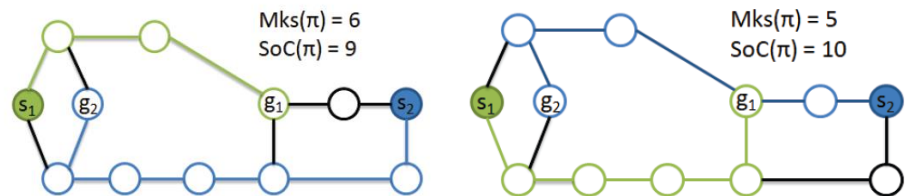
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$$SoC(\pi) \leq UB(SoC) \quad (8)$$



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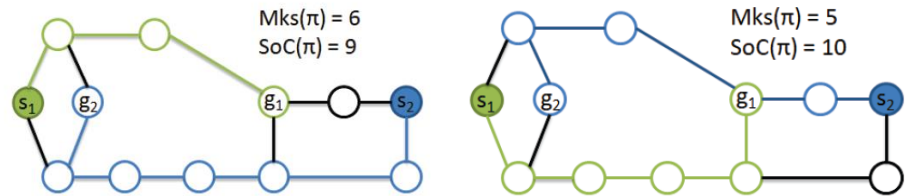
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- to obtain plan with lowest SoC in specified interval

## MODEL 1

# SUM OF COSTS OPTIMAL MODELS

solve\_MAPF(T, C)

generates SAT model with:

- constraints 1-7
- Makespan T
- C as UB(SoC)

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### Algorithm 1 Model 1

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$\delta \leftarrow 0$

**while** No Solution **do**

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$\delta \leftarrow \delta + 1$

**end while**

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generates SAT model with:

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- simultaneously adds
  - layers of time-expanded graph
  - available actions

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**Theorem 1.** *If there exists a solution with the Sum of Costs  $LB(\text{SoC}) + \delta$  then this solution can be found in a time-expanded graph with  $LB(\text{Mks}) + \delta$  layers.*

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problems with algorithm I:

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**end function**

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$SoC \leftarrow \text{opt\_MAPF}(LB(Mks) + \gamma,$

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$\delta \leftarrow SoC - LB(SoC)$

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- I. optimal Makespan is found
  - with no restriction on Sum of Costs

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## MODEL II

# SUM OF COSTS OPTIMAL MODELS

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2. computes  $\delta$  by Theorem 1

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opt\_MAPF(T, L, U)

generates SAT model with:

- constraints 1-7
- Makespan T
- L as LB(SoC)
- U as UB(SoC)

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**function** MODEL 2

$\forall a_i \in A : SP_i = \text{shortest\_path}(s_i, g_i)$

$LB(Mks) = \max_{i \in A} SP_i$

$LB(SoC) = \sum_{i \in A} SP_i$

$\gamma \leftarrow 0$

**while** No Solution **do**

$SoC \leftarrow \text{opt\_MAPF}(LB(Mks) + \gamma,$

$LB(SoC), |A| * LB(Mks) + \gamma)$

$\gamma \leftarrow \gamma + 1$

**end while**

$\delta \leftarrow SoC - LB(SoC)$

$\text{opt\_MAPF}(LB(Mks) + \delta, LB(SoC), SoC)$

**end function**

---

- optimal solution found using (9) in interval:

$\langle LB(SoC), |A| * LB(Mks) + \gamma \rangle$

$Minimize\_SoC(LB(SoC), UB(SoC)) \quad (9)$

# MODEL II

## SUM OF COSTS OPTIMIZATION

1. optimal Makespan is found
  - with no restriction on Sum of Costs
2. computes  $\delta$  by Theorem 1
3. finds optimal solution

opt\_MAPF(T, L, U)

generates SAT model with:

- constraints 1-7
- Makespan T
- L as LB(SoC)
- U as UB(SoC)

Algorithm

- with best Sum of Cost from all optimal Makespans
- any feasible Makespan is sufficient at this stage, but nonoptimal is costly

while

$SoC \leftarrow \text{opt\_MAPF}(LB(Mks) + \gamma,$   
 $LB(SoC), |A| * LB(Mks) + \gamma)$

$\gamma \leftarrow \gamma + 1$

**end while**

$\delta \leftarrow SoC - LB(SoC)$

$\text{opt\_MAPF}(LB(Mks) + \delta, LB(SoC), SoC)$

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- optimal solution found using (9) in interval:

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## REDUCTION OF USED VARIABLES SUM OF COSTS OPTIMAL MODELS

time-expanded graph represented by SAT model can be seen as if each agent had his own version of this graph and those were connected by constraints

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  - for each agent is created separate time-expanded graph with  $SP_i + \delta$  layers
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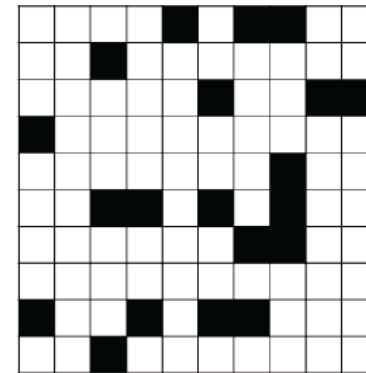
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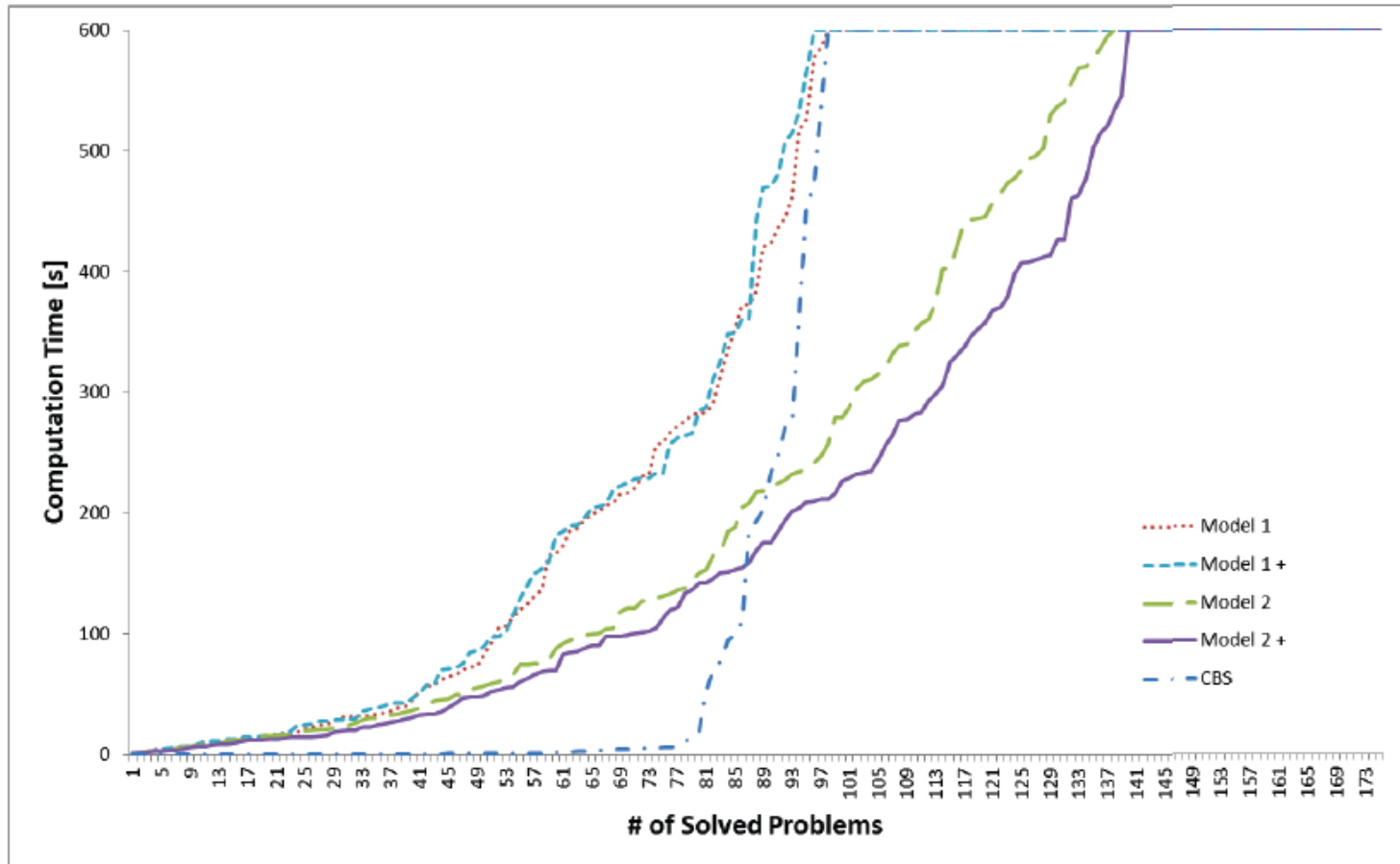
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- but for Sum of Costs agents “share available moves”
  - such graphs are interconnected by constraints 1-7
  - in this way, agents with short paths would disappear from abstract graphs of other players once they reach goal
    - forbid their goal after timestep  $SP_i + \delta$
- agents with short shortest path have no chance of reaching all levels

# EXPERIMENTS

- 2d grids 8x8 up to 16x16
- 20% of the cells are impassable
- 1-2x grid width agents
- randomly generated unique start and unique end positions
- each setting 5x
- altogether 175 unique instances



# EXPERIMENTS





# EXPERIMENTS

	M. 1	M. 2	M. 1+	M. 2+	CBS
# of solved	97	137	95	139	97
# of fastest	0	4	3	46	88
# of fastest (without CBS)	9	8	6	118	–
IPC score	16.11	44.56	16.76	57.07	92.50
IPC score (without CBS)	57.19	110.54	53.93	134.29	–

# KEYWORDS

- MAPF
  - SAT representation
    - Time-expanded graph
      - Sum of Costs
        - Makespan
          - Model 1
            - Theorem 1
              - Model 2
                - Reduction of Used Variables