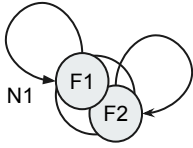


Resolve

Conflict Resolution Strategy (without Uncertainty)

* Conflicts are detected at "Next Target"
 * F2 has less priority comparing to F1

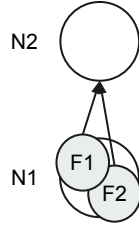
Case 1



	Current Target	Next Target	State
F1	N1	N1	Hold
F2	N1	N1	Hold

Conflict found: Unsolvable, Ignore

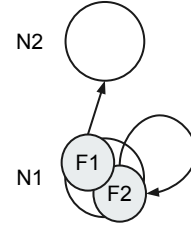
Case 2



	Current Target	Next Target	State
F1	N1	N2	Moving
F2	N1	N2	Moving

Conflict found at N2: add delay on F2

Case 3



	Current Target	Next Target	State
F1	N1	N2	Moving
F2	N1	N1	Hold

No Conflict

Resolve