

# Digitizing Hope: Using AI & Technology to Drive Global Health Equity



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**Tuesday, September 30th**

The Warren Alpert Medical School | Room 280

5 - 7 pm; Dinner provided.

Zoom option available.



BROWN UNIVERSITY  
**Center for  
Digital  
Health**



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Division of Biology  
and Medicine

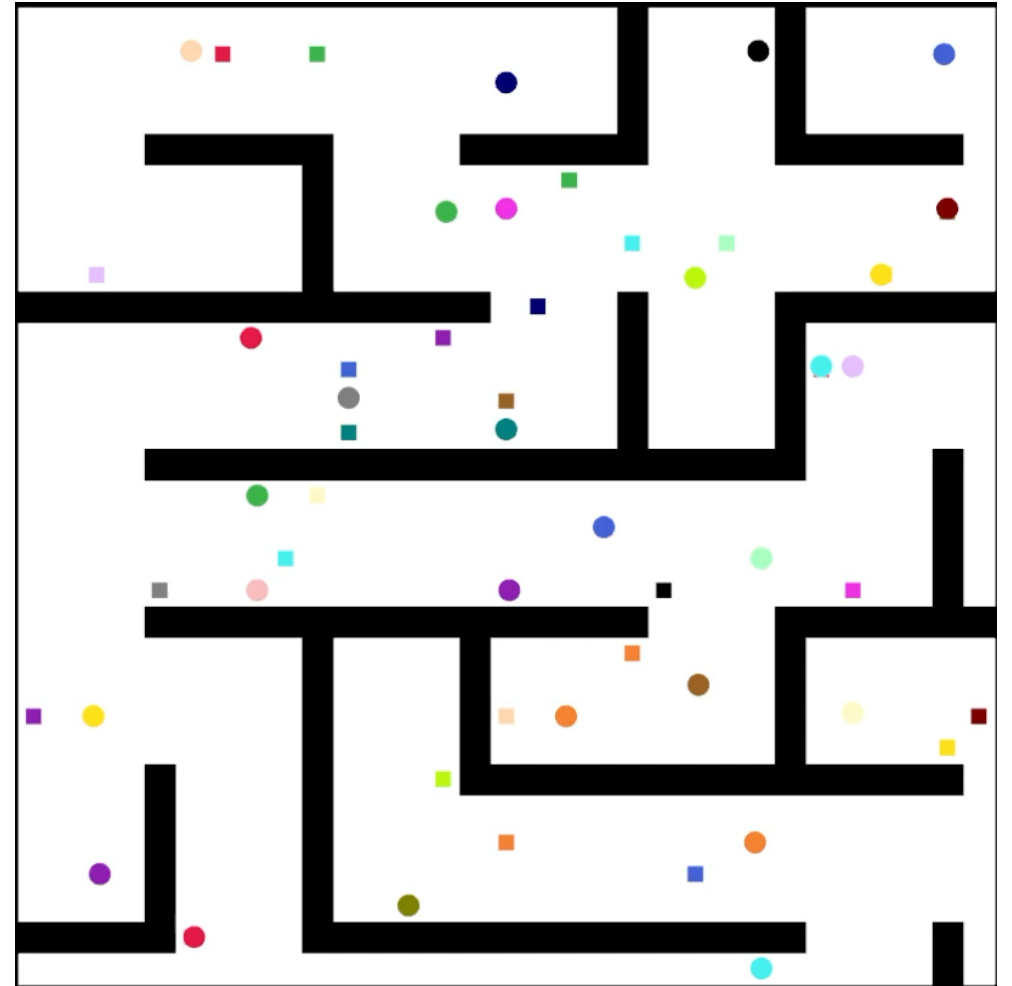
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# Multi-Agent Pathfinding (MAPF)

Problem: Find *non-conflicting* paths for  $n$  agents on a graph

Objective: Minimize total travel time





Coordination is hard  
even in *controlled  
environments*



Source: <https://www.usatoday.com/story/tech/2024/08/15/waymo-driverless-cars-honking-parking-lot-video/74810195007/>

# Multi-Robot Coordination

What's currently missing?

- Trust between agents
- Communication between agents
- Centralized authority

*Even with nice assumptions, multi-robot coordination is **hard***



# Methods to Solve MAPF Problems

1. Formulate as search problem

Action space is all possible combinations of actions agents can take at a certain timestep

2. Formulate as discrete optimization problem

Use large neighborhood + local search

3. Formulate as Boolean Satisfiability problem

4. Formulate as Mixed-Integer Program

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**Algorithm 1** GSAT Algorithm

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```
1: procedure GSAT( $\phi, N, M, p$ )
2:   Input: CNF formula  $\phi$ , number of restarts  $N$ , number of trials per restart  $M$ , probability  $p$ 
3:   Output: satisfying assignment  $v$  or FAIL
4:
5:   for  $i = 1$  to  $N$  do
6:     initialize random assignment  $m$ 
7:     for  $j = 1$  to  $M$  do
8:       if  $m$  satisfies  $\phi$  then
9:         return  $m$ 
10:      end if
11:      generate random number  $r \in [0, 1]$ 
12:      if  $r < p$  then
13:        flip random variable in  $m$ 
14:      else
15:        flip variable that minimizes number of remaining unsatisfied clauses
16:      end if
17:    end for
18:  end for
19:  return FAIL
20: end procedure
```

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**Algorithm 2** WalkSAT Algorithm

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```
1: procedure WALKSAT( $\phi, N, M, p$ )
2:   Input: CNF formula  $\phi$ , number of restarts  $N$ , number of trials per restart  $M$ , probability  $p$ 
3:   Output: satisfying assignment  $v$  or FAIL
4:
5:   for  $i = 1$  to  $N$  do
6:     initialize random assignment  $v$ 
7:     for  $j = 1$  to  $M$  do
8:       if  $v$  satisfies  $\phi$  then
9:         return  $v$ 
10:      end if
11:      choose unsatisfied clause  $C \in \phi$  at random
12:      generate random number  $r \in [0, 1]$ 
13:      if  $r < p$  then
14:        choose variable  $x \in C$  that minimizes number of remaining unsatisfied clauses
15:      else
16:        choose variable  $x \in C$  at random
17:      end if
18:       $v \leftarrow v$  with bit  $x$  flipped
19:    end for
20:  end for
21:  return FAIL
22: end procedure
```

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# N-Queens

Queens can move along rows, columns or diagonals.

Can you fit N Queens on an NxN chess board?

