A Generic Multi-Agent Model for Resource Allocation Strategies IN ONLINE ON-DEMAND TRANSPORT WITH AUTONOMOUS VEHICLES

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80 - Selfish
Dispatching

→ MGM-2 70 | DSA-A (p=0.5) gauthier.picard@onera.fr

Application domain: On-demand transport (ODT)

Simple instance of ODT problem

AV-OLRA model

Autonomous Vehicles Online Localized Resource Allocation

A generic model to ODT's dynamic resource allocation problem in autonomous vehicle fleets with communication constraints

$$\langle \mathcal{R}, \mathcal{V}, \mathcal{G}, \mathcal{T}
angle$$

- \blacksquare \mathcal{R} : a dynamic set of requests
- ullet \mathcal{V} : a fleet of m vehicles
- \mathcal{G} : a graph defining the road network
- T: the problem's time horizon

Solution methods

Depends on the adopted coordination mechanism (CM)

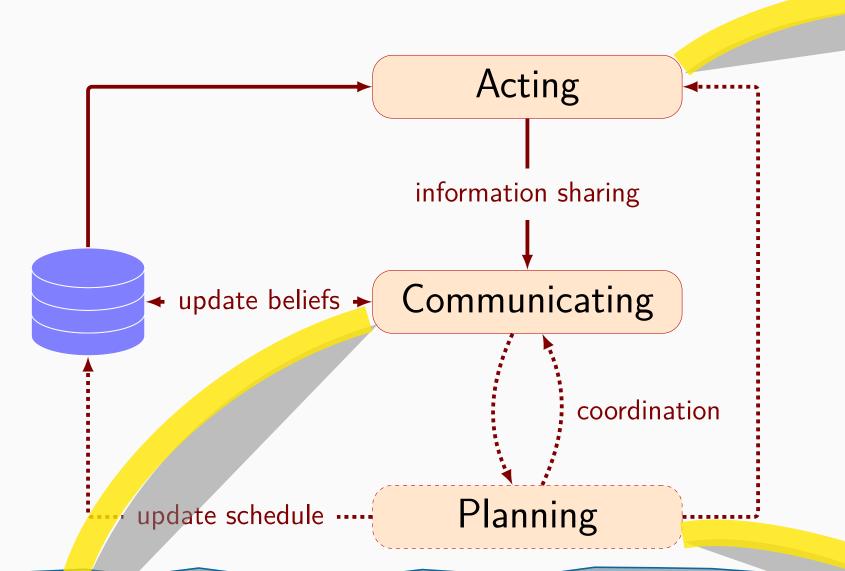
$$CM := \langle DA, AC, AM \rangle$$

- ullet DA: level of decision autonomy centralized (C) / decentralized (D)
- AC: agents' cooperativeness level "sharing" (S) / "no-sharing" (N)
- ullet AM: the allocation mechanism

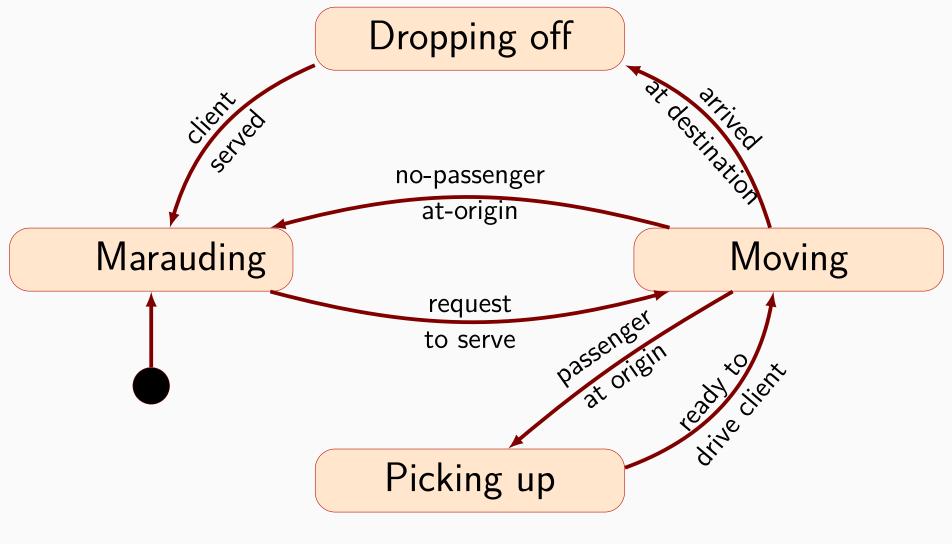
Implementation examples

- Selfish: $\langle D, N, \mathsf{Greedy} \rangle$ [3]
- Dispatching: $\langle C, S, \mathsf{MILP} \rangle$ [2]
- Auctions: $\langle D, S, Auction \rangle$ [1]
- Cooperative: $\langle D, S, \mathsf{DCOP} \rangle$
- MGM-2 solver [4]
- DSA solver [5] (variant A, p = 0.5)

Generic AV Behavior



Acting Sub-behavior



Evaluation

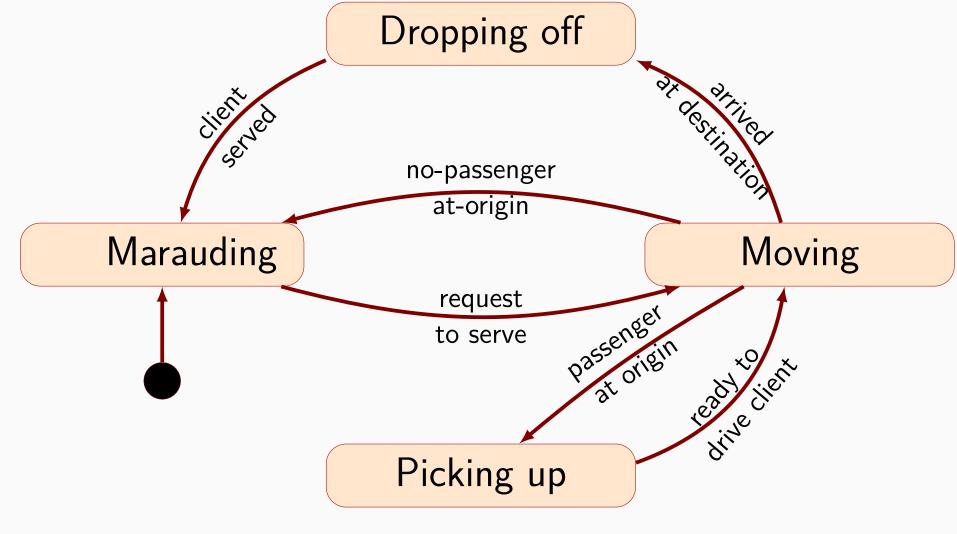
	messag	ge size	msg per	comm.	reschedule
Coordination	max	avg	agent	load (MB)	rate
Selfish	140	88	6	2.21	2.0
Dispatching	3500	168	21	11.2	3.0
Auctions	140	112	53	37.7	1.5
MGM-2	210	25	5040	297.6	12.0
DSA	236	20	5015	75.1	13.0

Metrics for scenarios with 10 vehicles

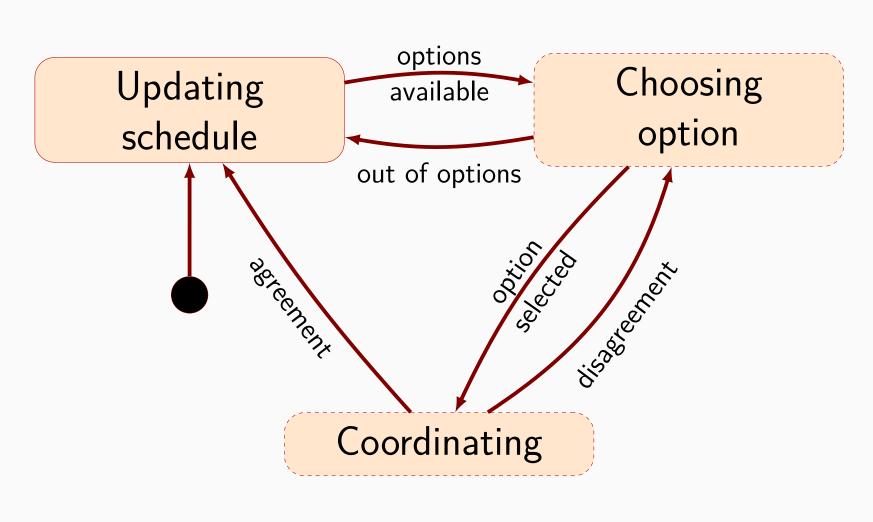
Communication Model



Vehicles form connected sets through their limited-range communication



Planning Sub-behavior



References

number of vehicles

QoB evolution with the increasing flee size

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