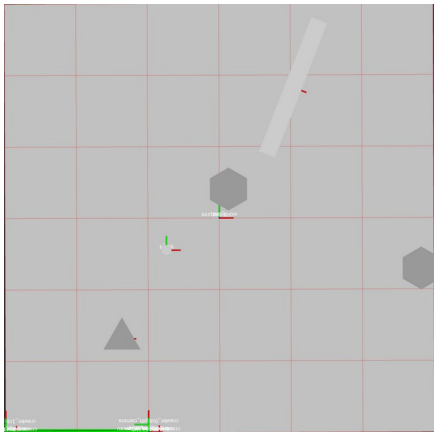
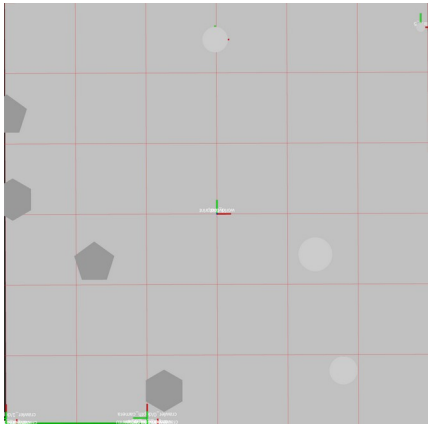
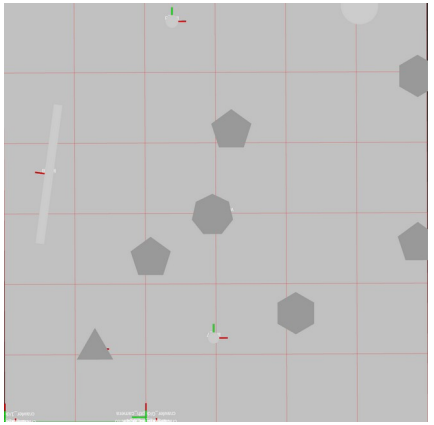
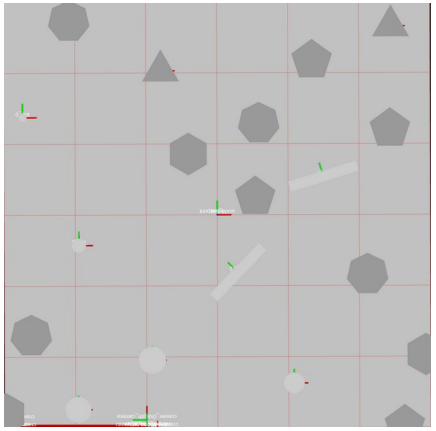
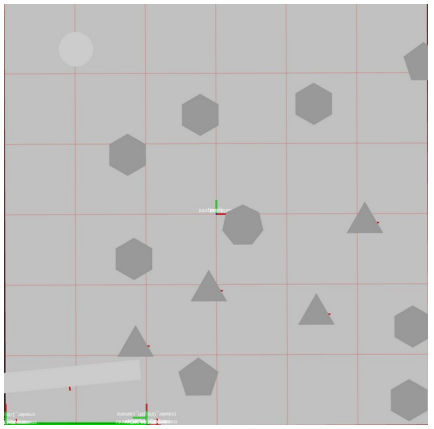
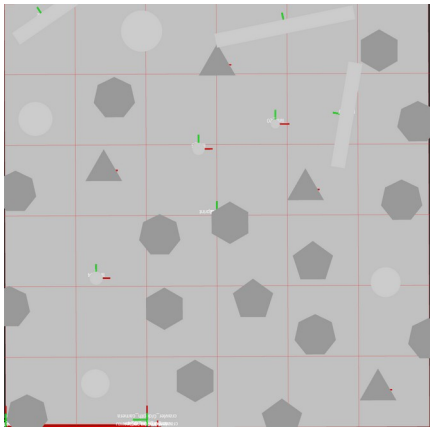
PFE / MT

Simulation

- Arrêter investigation si zone EMPTY
  - OK
- Environnements plus petits
  - OK
- Velocity avoidance
  - Pas bloquant

Simulation

- Environnements de test

- D = [1, 2, 4]
- Overlap = 0.1
- n_points = [4, 5, 6, 7]

TSP

- Problème = GMDMTSP
  - Multi depot
  - Mutiple traveling salesman

- But no depot return needed

TSP

- Existing algorithms:
  - **Table 1:** Solution procedures proposed for the mTSP

Type of approach	Solution procedure
Exact solution	Formulations and to describe exact and heuristic solution [3] Graph Theory [9] Integer linear programming formulations [18, 19] Cutting plane [20] Branch and Bound [21, 22] Lagrange an relaxation + branch and bound [23]
Heuristics	Ant Colony [8, 11] Sweep Algorithm [12] Particle Swarm Optimization [13] Columnar competitive model + neural networks [15] Simple heuristics [24, 25] Evolutionary algorithm [26] Simulated annealing [27] Genetic algorithms [4, 5, 7, 9, 14, 28, 29] Neural networks [6, 30, 31, 32] Tabu search [33]
Transformations	Asymmetric mTSP to asymmetric TSP [34] Symmetric mTSP to symmetric TSP [35, 36] Multi-depot mTSP to TSP [37, 38]