

# Comparison between Genetic Algorithms and Ant Colony Optimization for Multi-Agent Path Planning in 3D

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**Abstract**—Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

**Index Terms**—ant colony optimization, genetic algorithms, path planning, network theory (graphs), cost function, parallel programming

## I. INTRODUCTION

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## II. LITERATURE REVIEW

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## III. PROBLEM FORMULATION AND MODELING

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## IV. PROPOSED SOLUTION

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## V. PERFORMANCE EVALUATION

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## VI. CONCLUSIONS & RECOMMENDATIONS

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#### REFERENCES

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