

Beyond Pairwise Reasoning in Multi-Agent Path Finding

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Background

Multi-Agent Path Finding (MAPF)

- Multi-Agent Path Finding:
 - Application:
 - Automated warehouse.

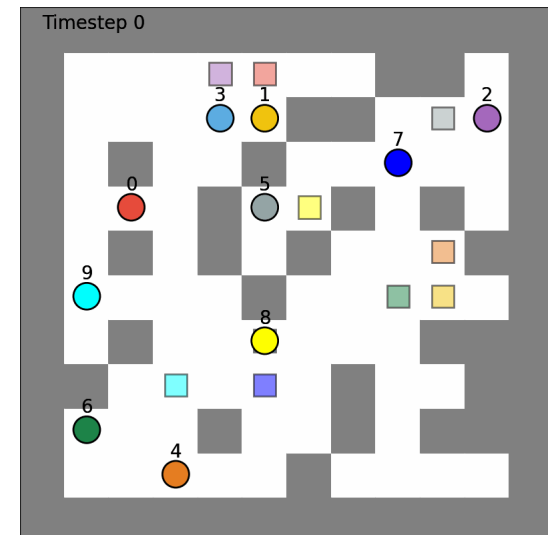


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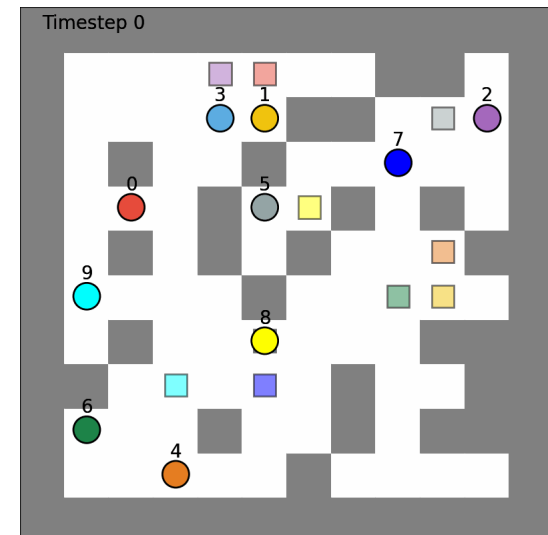
- Application:
 - Automated warehouse.
- Environment:
 - 4-connected grid map.
 - Discretized timesteps.



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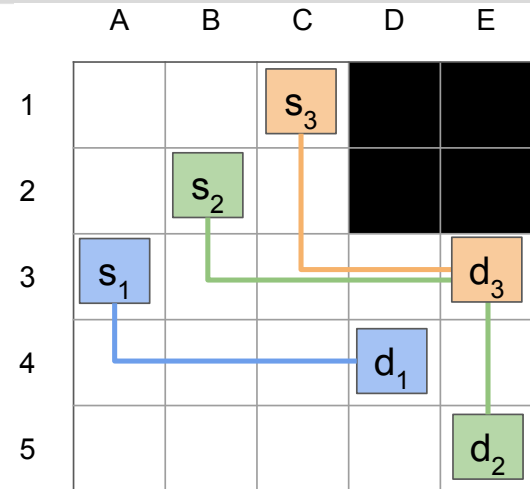
- Multi-Agent Path Finding:
 - Application:
 - Automated warehouse.
 - Environment:
 - 4-connected grid map.
 - Discretized timesteps.
 - Objectives:
 - Given a set of agents with source and destination.
 - Find a collision-free plan that minimizes the Sum of Individual Cost (SIC).



Related Work

Conflict-Based Search (CBS)

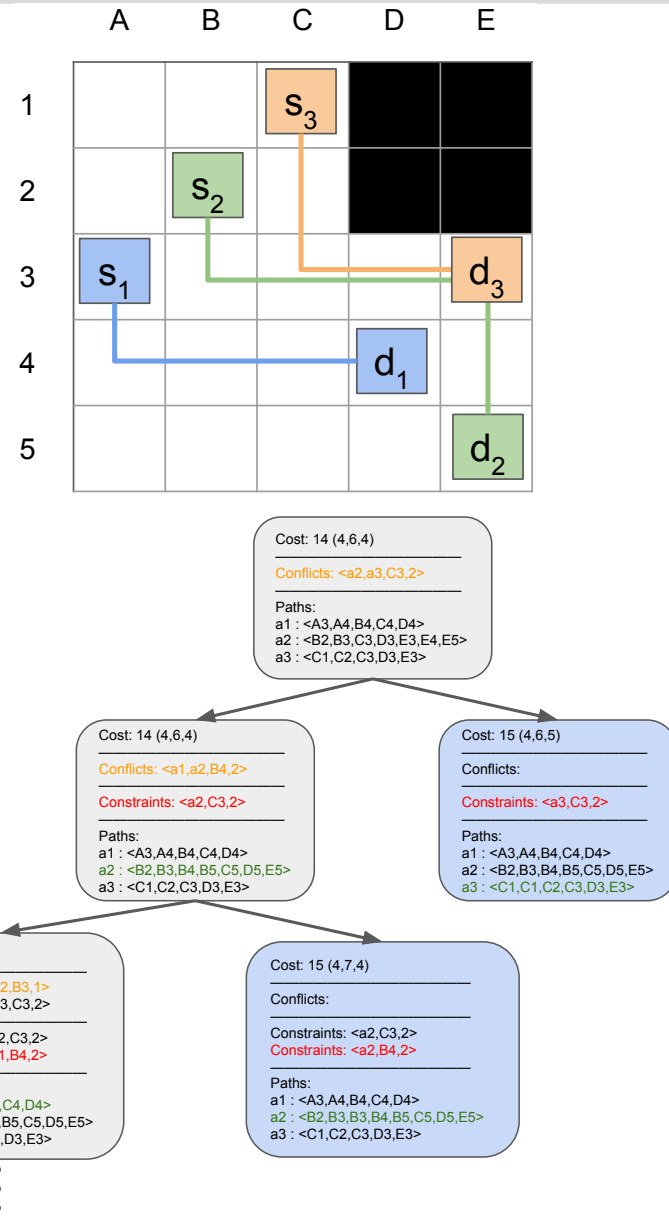
- Conflict-Based Search [1]:



Related Work

Conflict-Based Search (CBS)

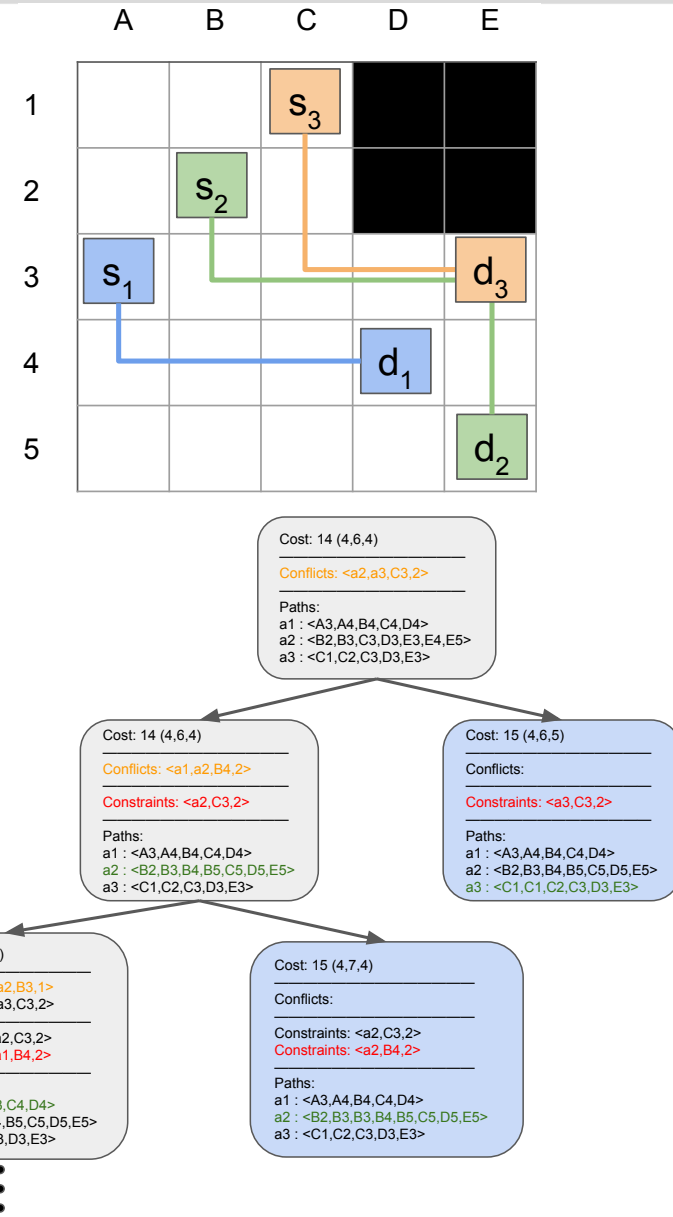
- Conflict-Based Search [1]:
 - High-level search:
 - Best-first search on a CT tree.
 - g-value: SIC of a CT node.
 - h-value: Estimated Increasing cost.
 - Low-level search:
 - Space-time A* search.



Related Work

Conflict-Based Search (CBS)

- **Conflict-Based Search [1]:**
 - High-level search:
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 - Low-level search:
 - Space-time A* search.
 - Recent enhancements:
 - **Pairwise** heuristics:
 - Cardinal [2] and WDG [3] heuristic.
 - **Pairwise** symmetry reasoning:
 - Rectangle, Target, Corridor [4,5] and Mutex [6] reasoning.
 - **Pairwise** conflict prioritization:
 - F-aware prioritization [7].



Our Approach

Cluster Heuristic and Bypass (CHBP)

Our Approach

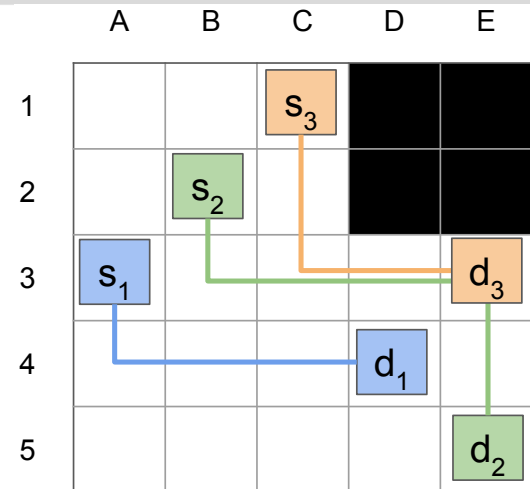
Cluster Heuristic and Bypass (CHBP)

- CT nodes:
 - ***N.constraints***: a set of constraints.
 - ***N.P***: a set of cost-minimal paths that satisfy ***N.constraints***.
 - ***N.cost***: the SIC of ***N.P***.

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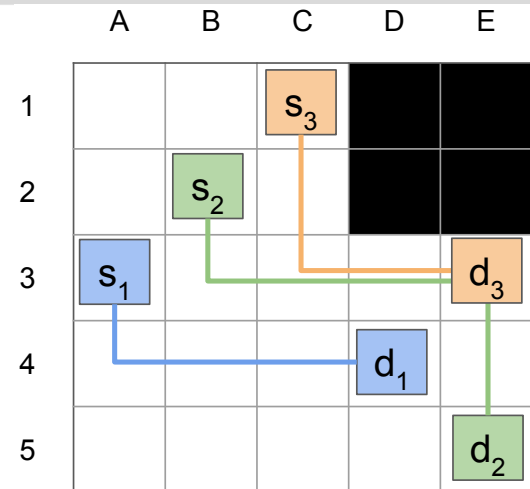
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 - *A conflict cluster C is a set of agents such that, considering every agent $a \in C$ with a set of cost-minimal paths that satisfy ***N.constraints***, there exist no conflict-free assignments of paths for these agents.*



Our Approach

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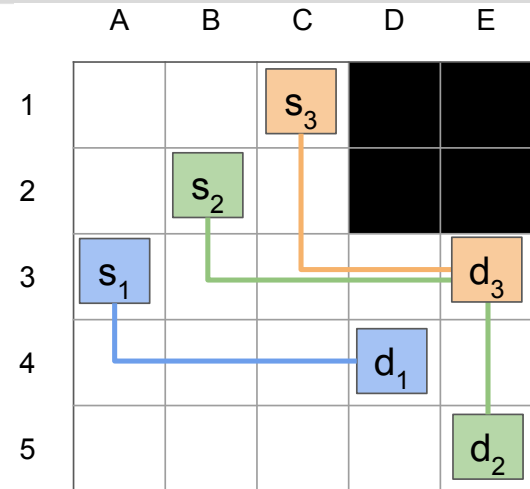
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- How can we detect conflict clusters?



Our Approach

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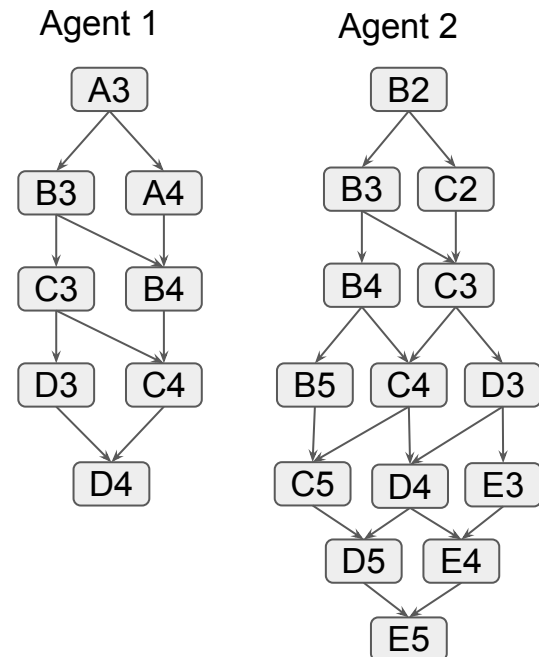
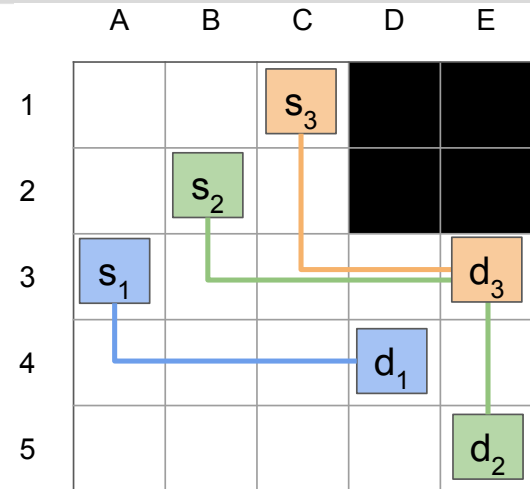
- Detecting conflict clusters
 - Mutex propagation:



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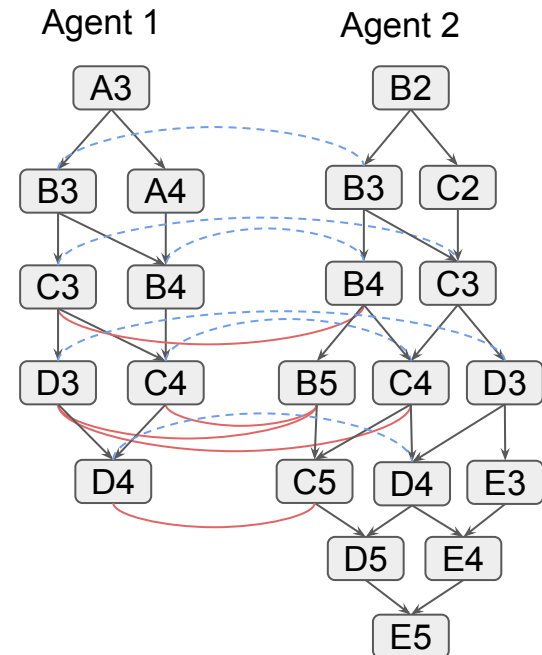
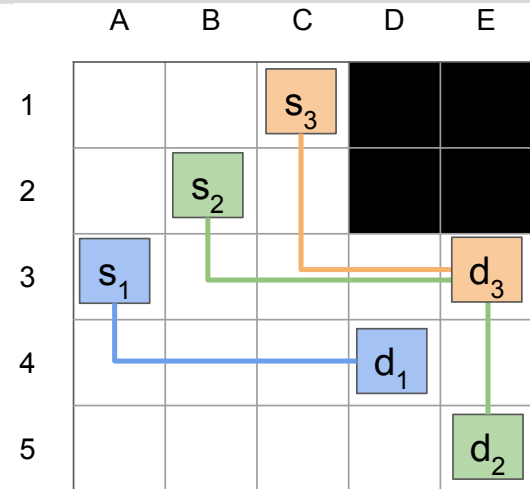
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 - Build MDDs of a pair of agents.



Our Approach

Cluster Heuristic and Bypass (CHBP)

- Detecting conflict clusters
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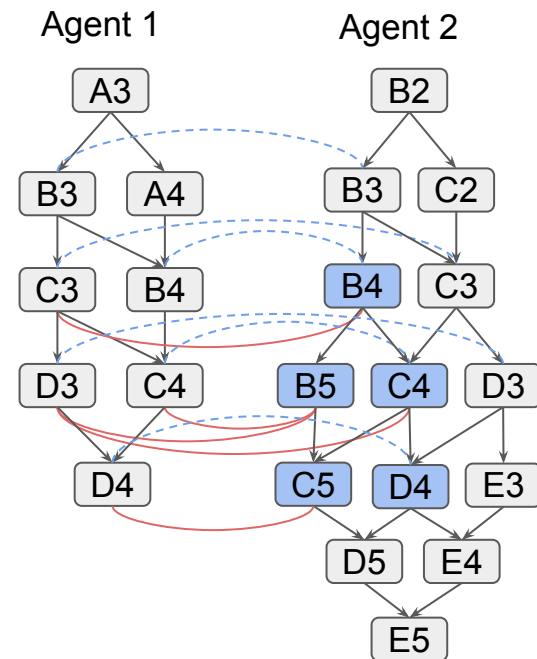
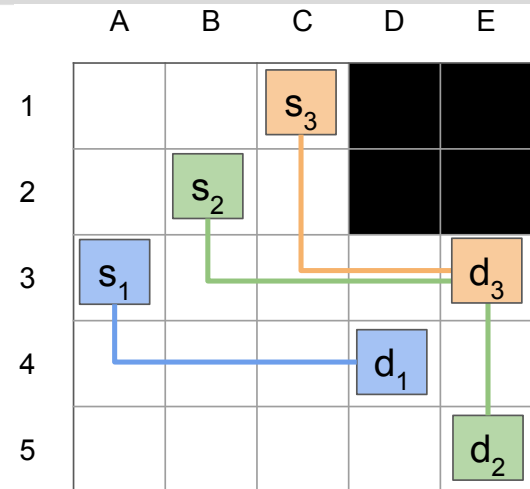


Our Approach

Cluster Heuristic and Bypass (CHBP)

■ Detecting conflict clusters

- Mutex propagation:
 - Build MDDs of a pair of agents.
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- Incompatible nodes:
 - Given a pair of MDD_i and MDD_j for agents a_i and a_j , a MDD node n_i at level t from MDD_i is incompatible with MDD_j iff n_i is mutex with all MDD nodes at level t from MDD_j .

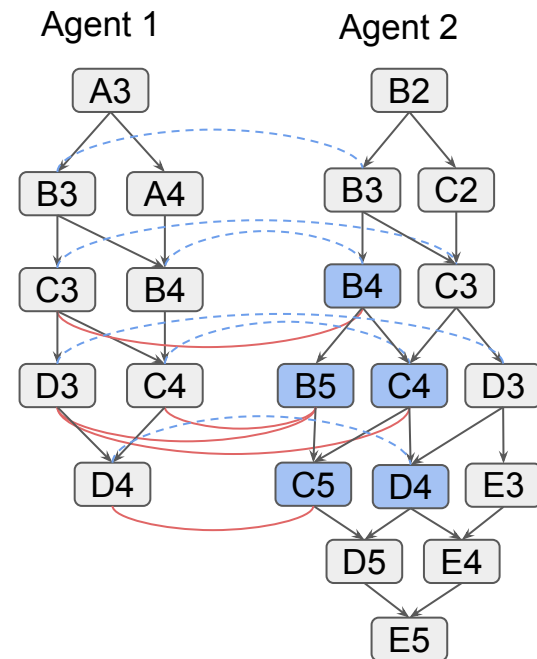
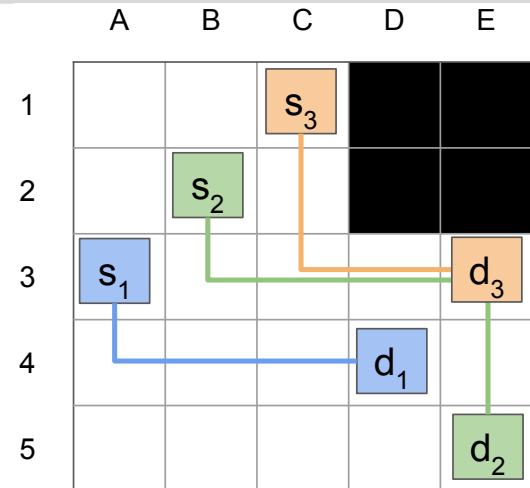


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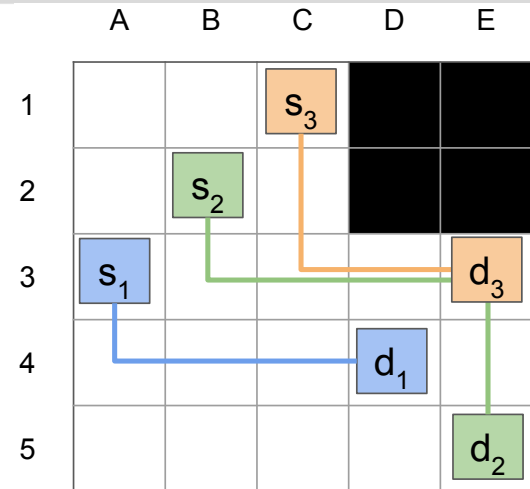
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- Naïve approach:
 - Select a random agent a_i and its MDD_i .
 - Exhaustively perform mutex propagation with other agent a_j , and remove the incompatible MDD_i nodes.
 - Until MDD_i become empty.



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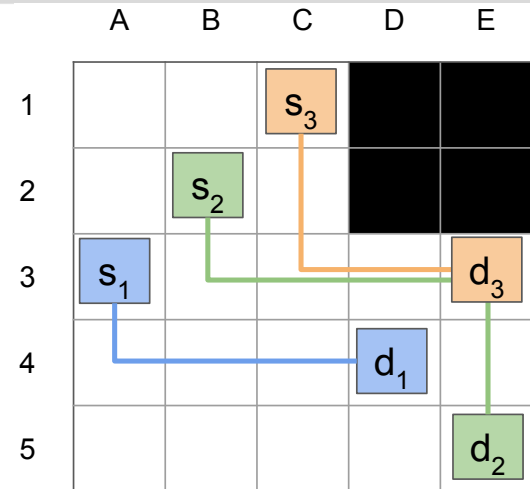


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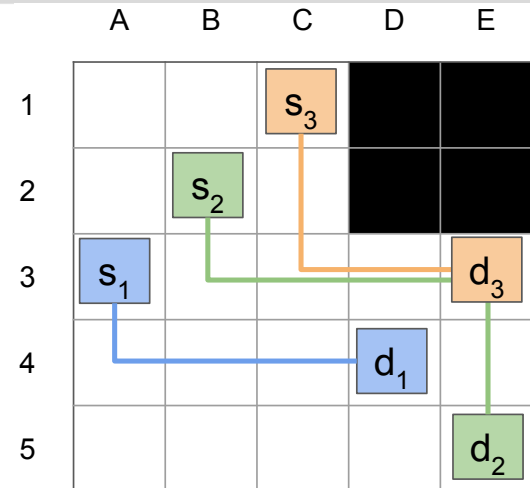
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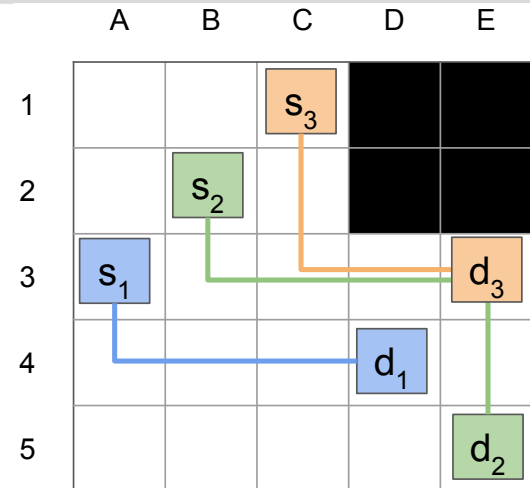
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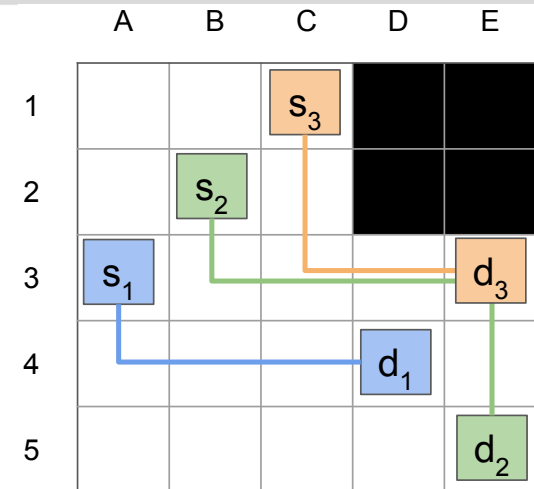
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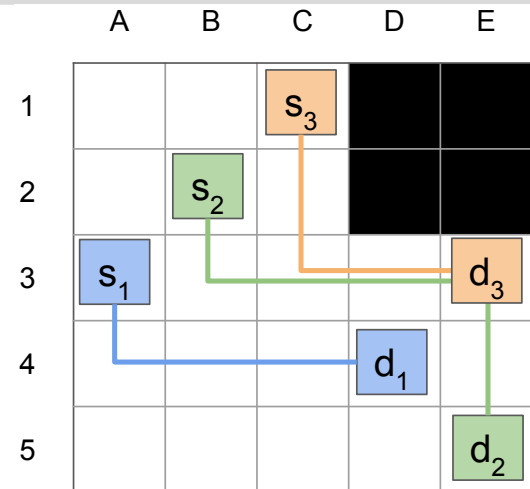
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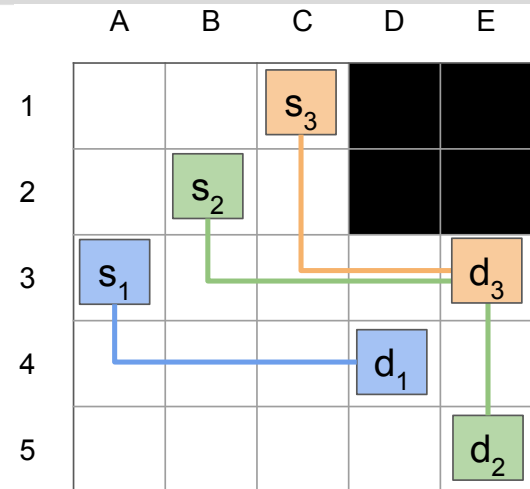


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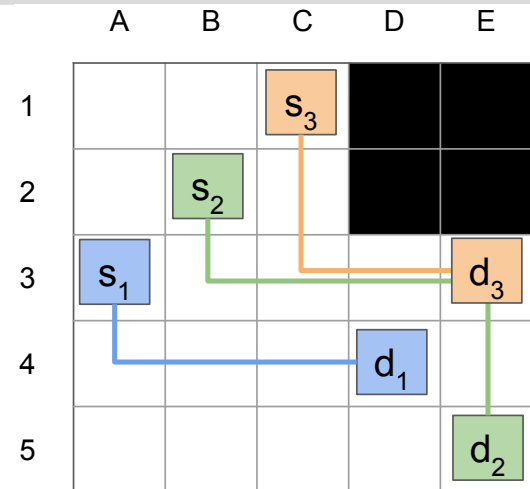
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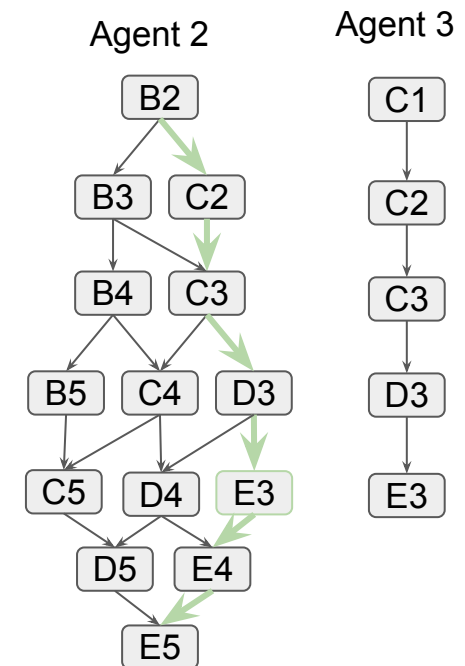
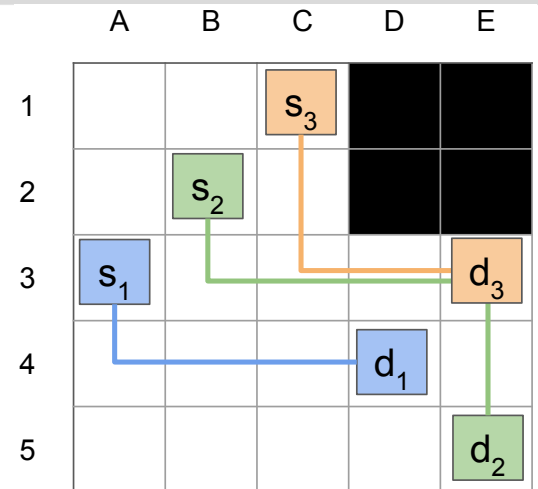


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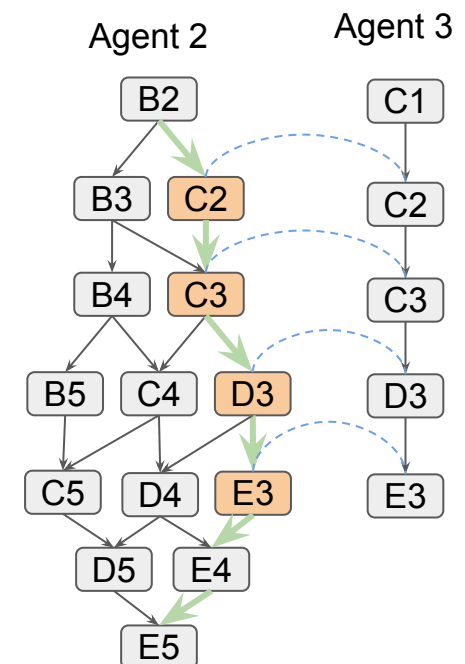
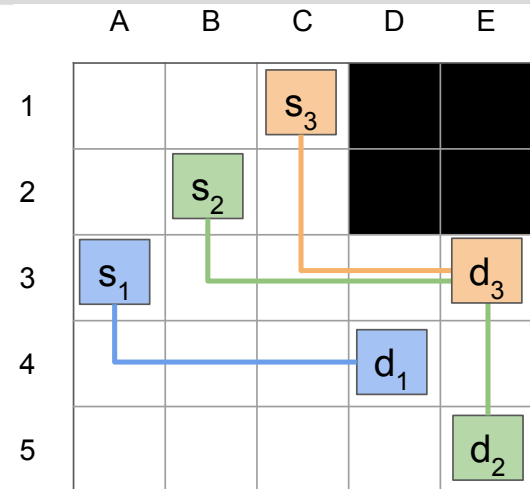


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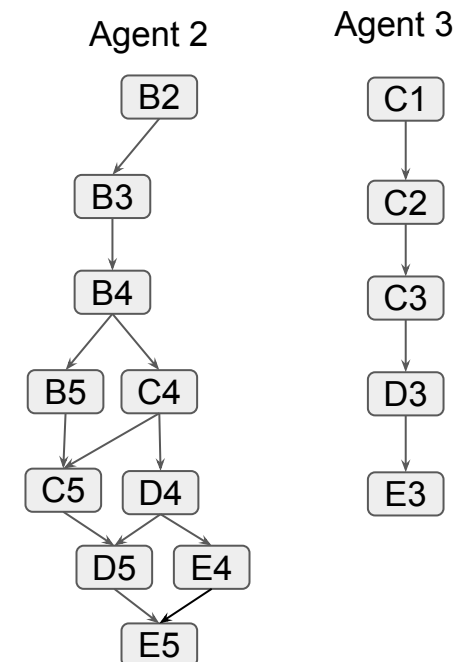
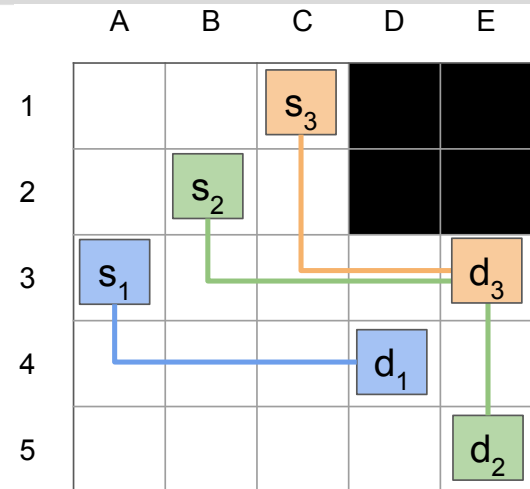


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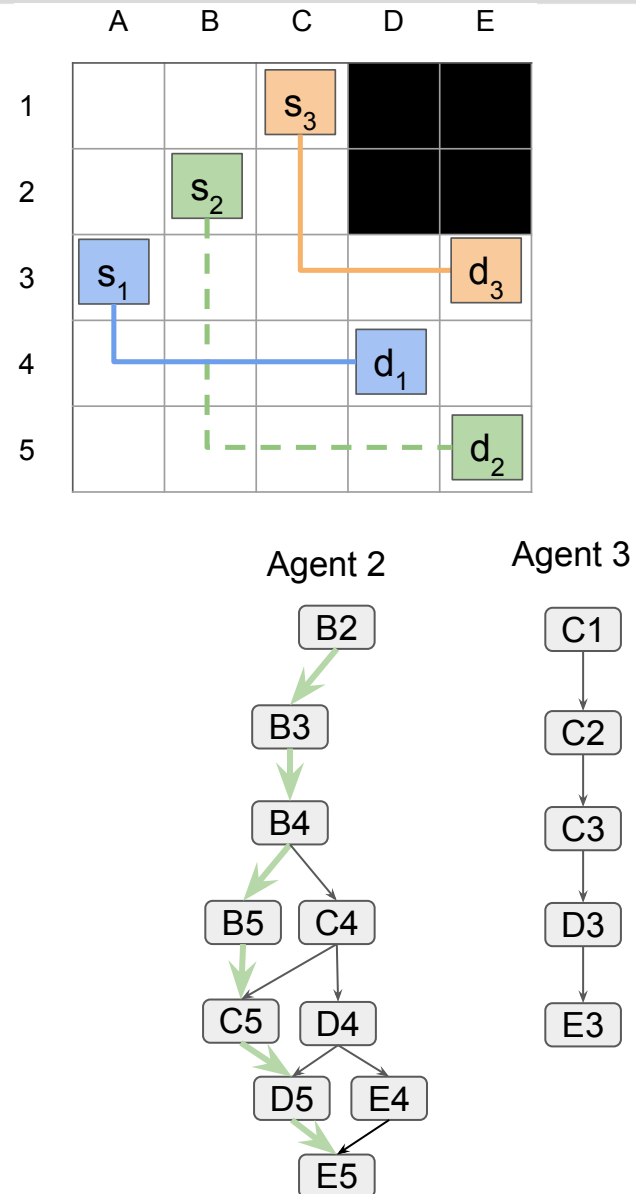


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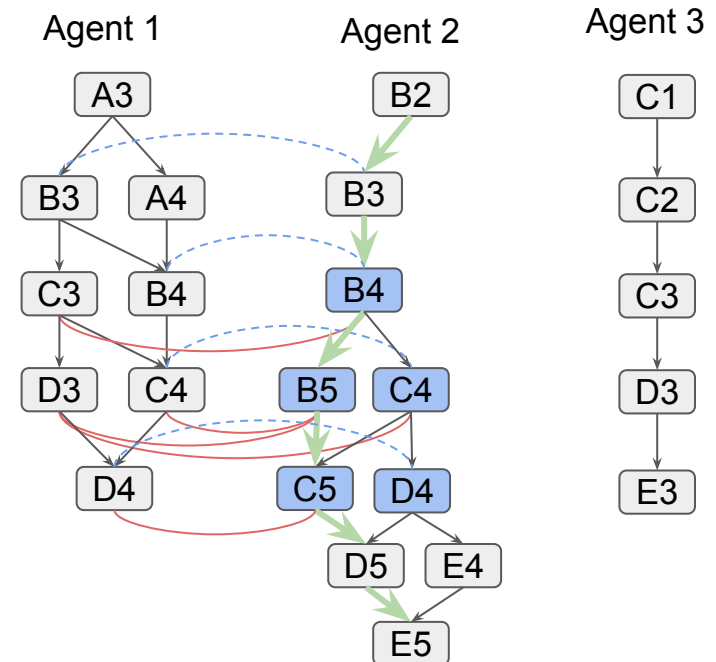
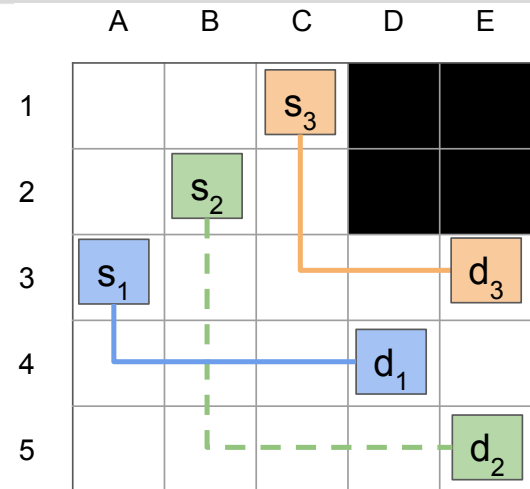


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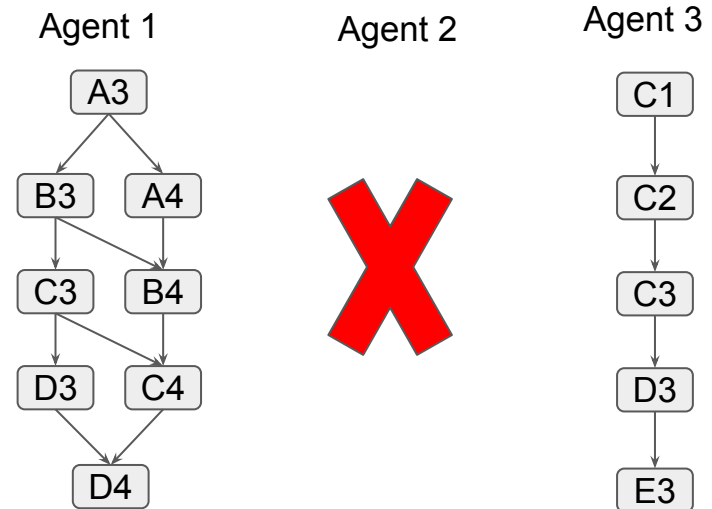
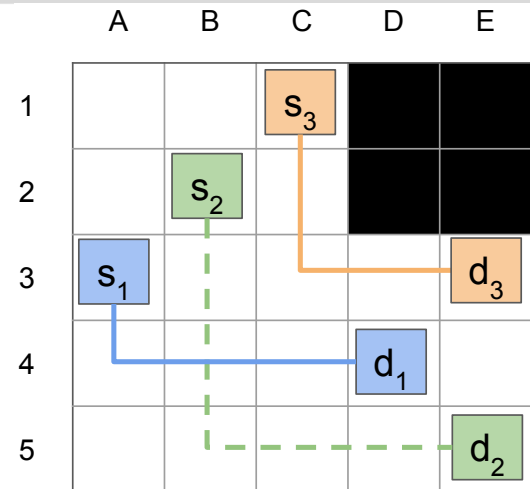


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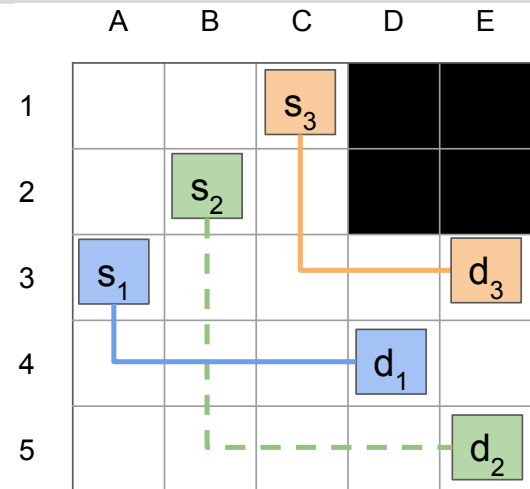
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- Cluster Heuristic and Bypass
 - Given a CT node:
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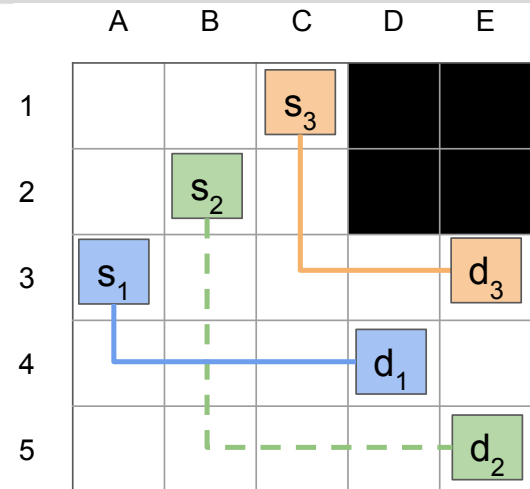


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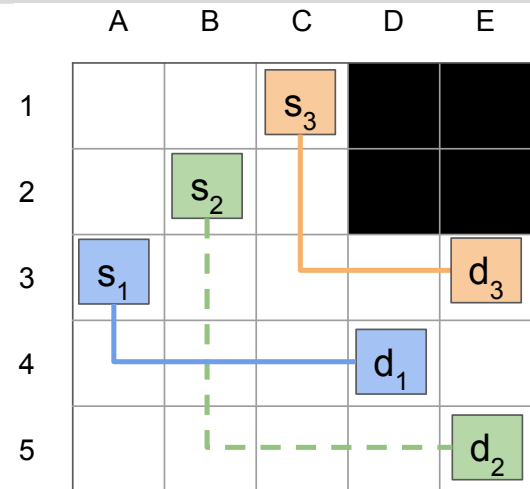


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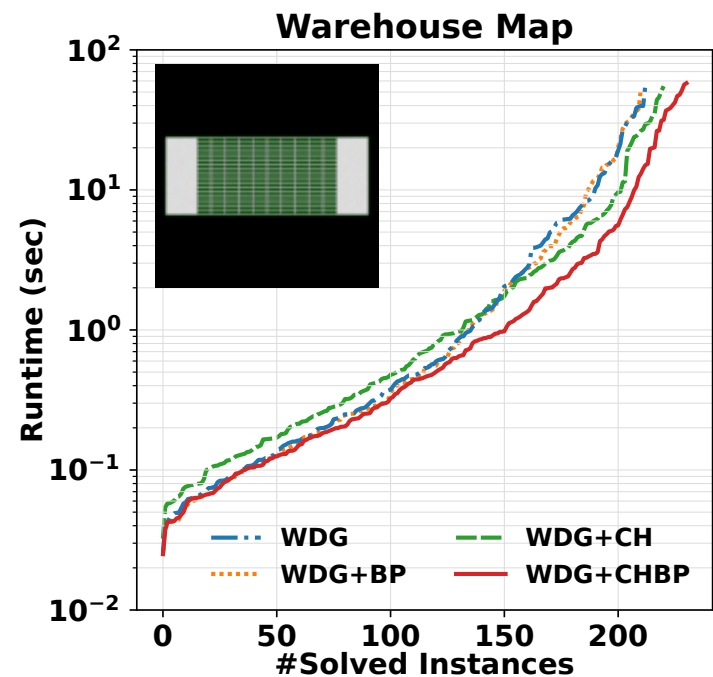
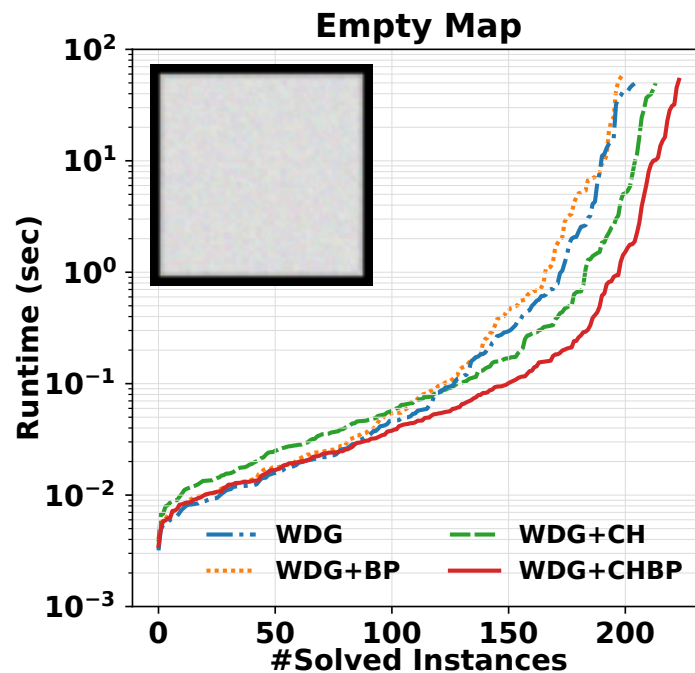
- Given a CT node:
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 - Solving each cluster C.
 - Memoization:
 - Caching the results of each cluster.
 - Caching the results of mutex propagation.



- Experimental Results
 - Dataset (selected):
 - Empty map (empty-32-32): The number of agents is set to 50,70,...,150.
 - Warehouse map (warehouse-10-20-10-2-1): The number of agents is set to 30,50,...,130.

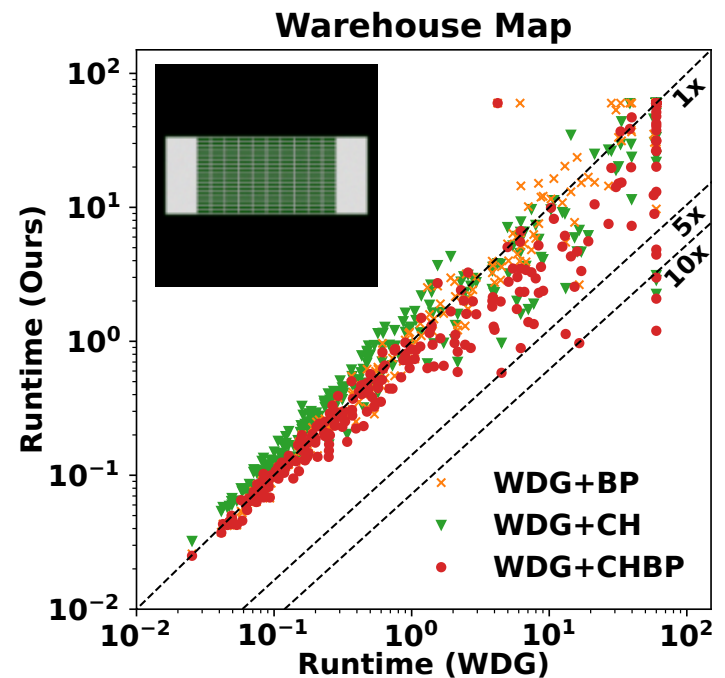
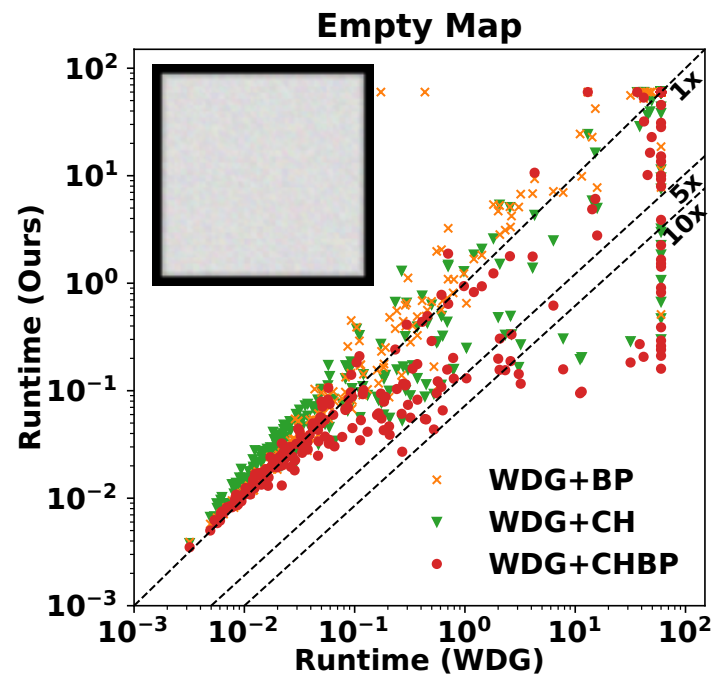
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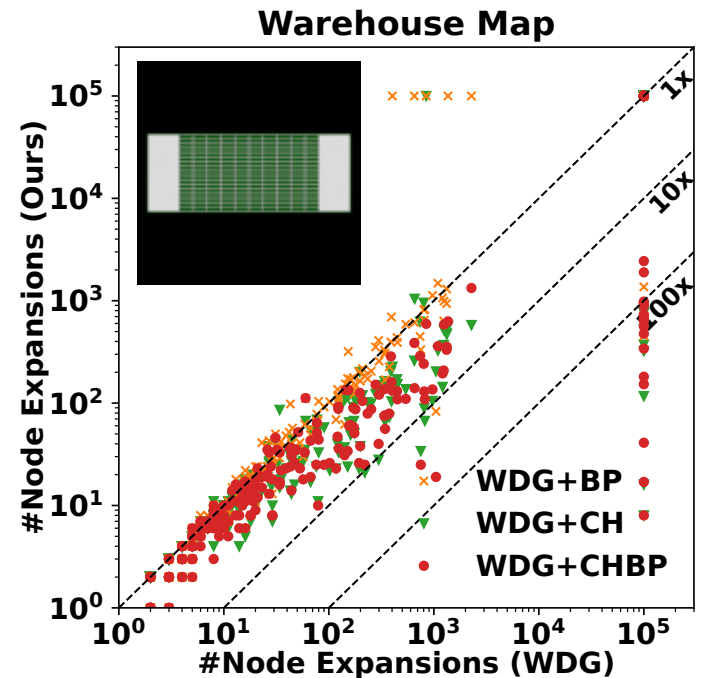
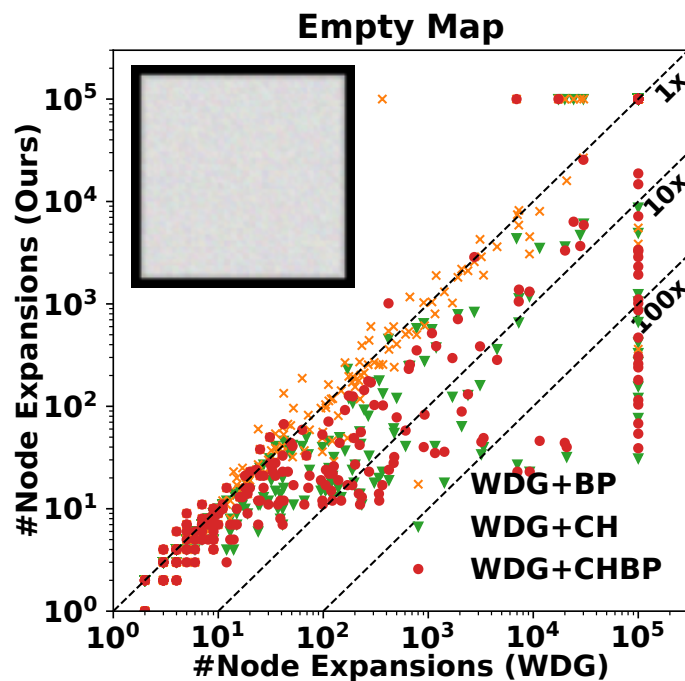
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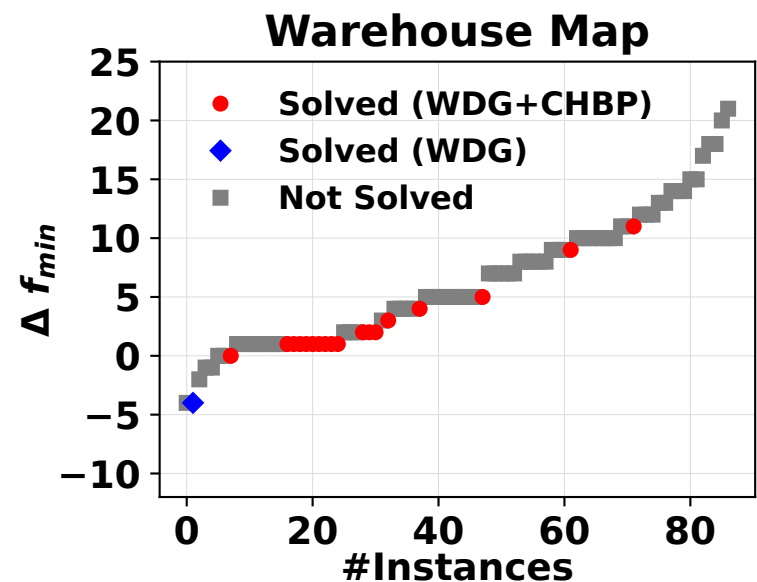
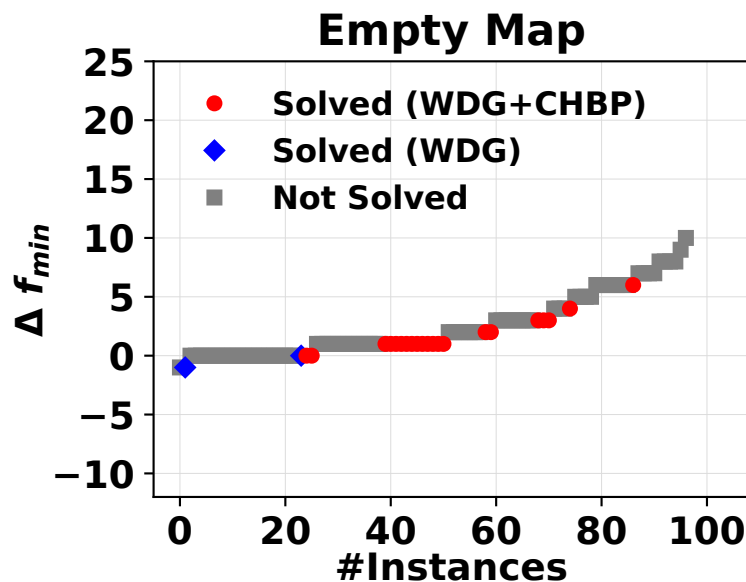
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- [1] Sharon, G., Stern, R., Felner, A., & Sturtevant, N. R. (2015). Conflict-based search for optimal multi-agent pathfinding. *Artificial Intelligence*, 219, 40-66.
- [2] Felner, A., Li, J., Boyarski, E., Ma, H., Cohen, L., Kumar, T. S., & Koenig, S. (2018). Adding heuristics to conflict-based search for multi-agent path finding. In *ICAPS* (Vol. 28, pp. 83-87).
- [3] Li, J., Felner, A., Boyarski, E., Ma, H., & Koenig, S. (2019). Improved Heuristics for Multi-Agent Path Finding with Conflict-Based Search. In *IJCAI* (Vol. 2019, pp. 442-449).
- [4] Li, J., Harabor, D., Stuckey, P. J., Ma, H., & Koenig, S. (2019). Symmetry-breaking constraints for grid-based multi-agent path finding. In *Proceedings of the AAAI Conference on Artificial Intelligence* (Vol. 33, No. 01, pp. 6087-6095).
- [5] Li, J., Gange, G., Harabor, D., Stuckey, P. J., Ma, H., & Koenig, S. (2020). New techniques for pairwise symmetry breaking in multi-agent path finding. In *ICAPS* (Vol. 30, pp. 193-201).
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Thank you for listening