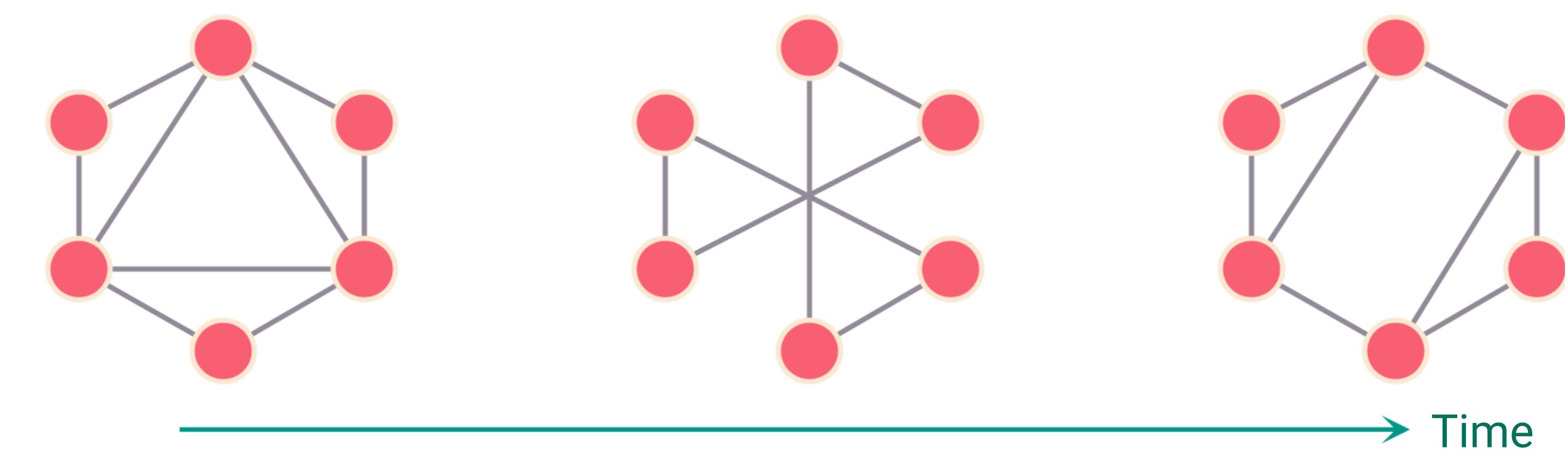


# Path Planning for Dynamic Graphs using A\* on GPU

## Abstract

- A\* is one of the widely used path planning algorithms applied in a diverse set of problems in robotics and video games.
- Here we present A\* for dynamic graphs (dynamic A\*) on GP-GPUs which achieves 5x-8x speedup than existing methods on the SNAP dataset [2].
- Our implementation is freely available on GitHub.

## Dynamic Graphs



## Static A\* Algorithm on GPU [ 1 ]

- Find the optimal path from source to destination .
- Sequential in nature, minimum cost nodes are extracted from the priority queue and processed.
- Keep multiple priority queues (PQ) to extract many nodes in parallel to process.

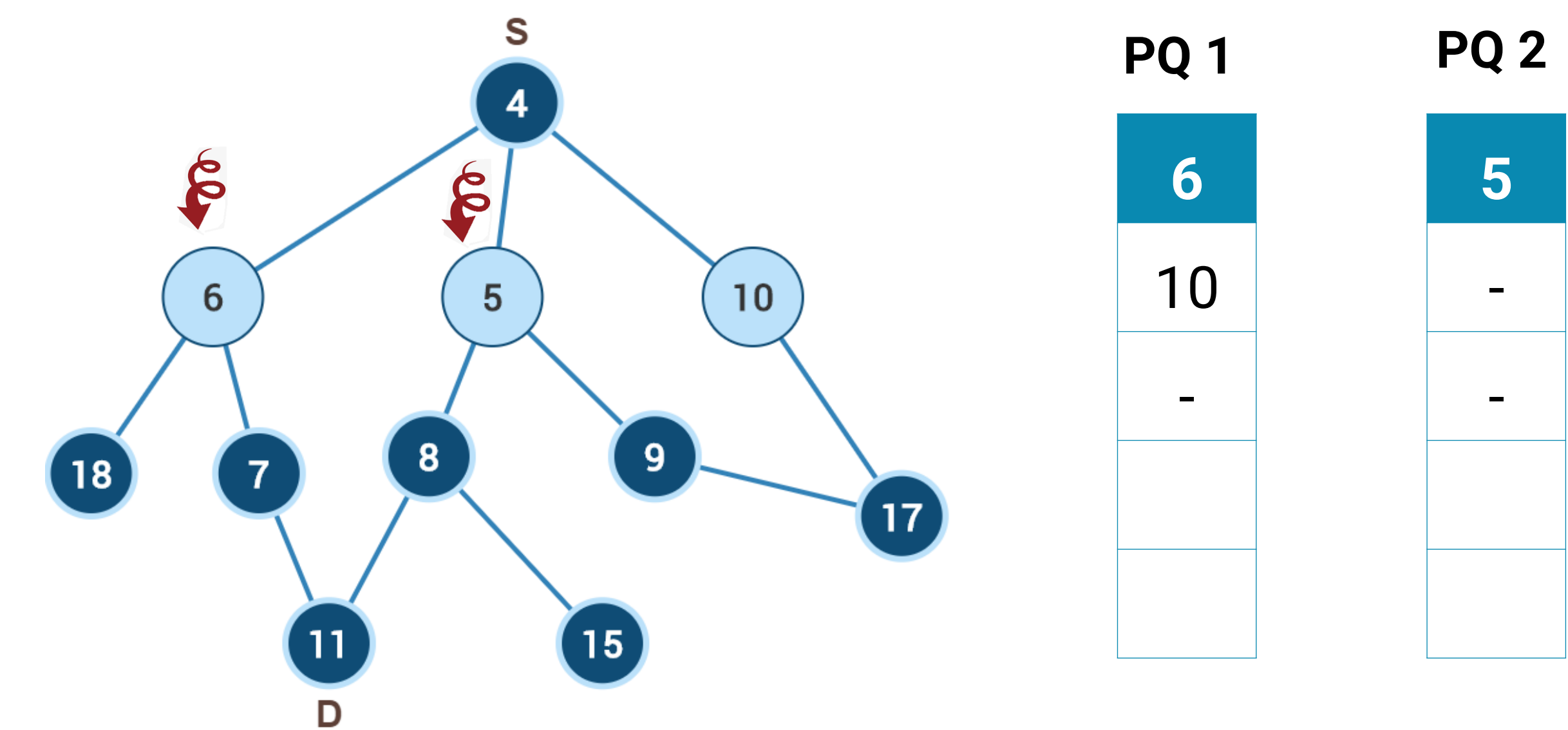
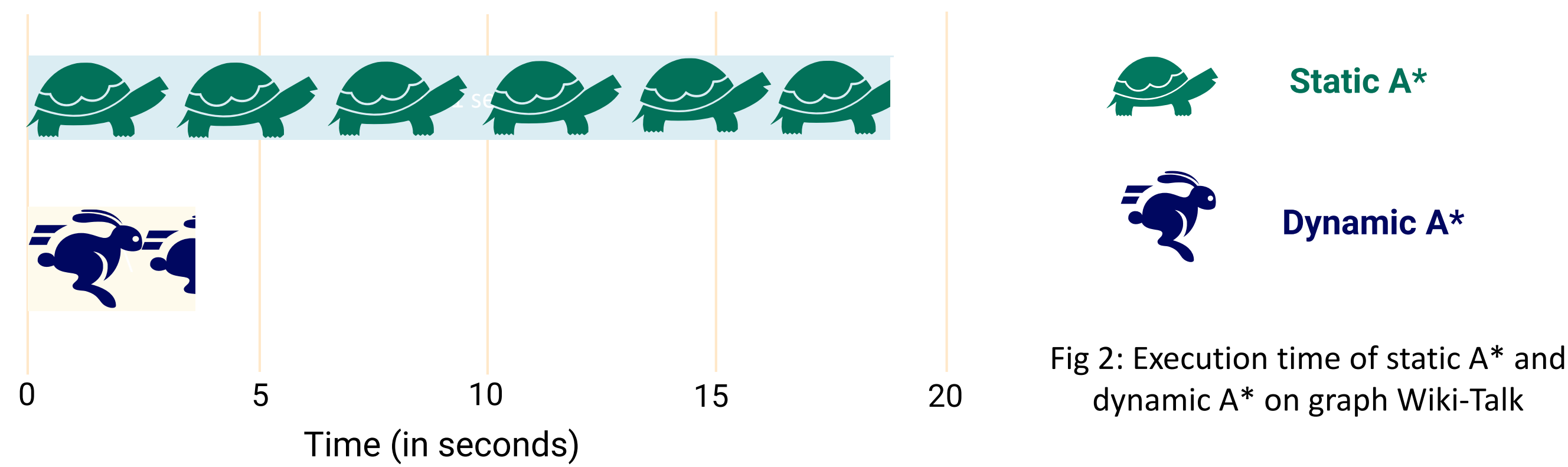


Fig 1: Multiple threads executing A\* on graph

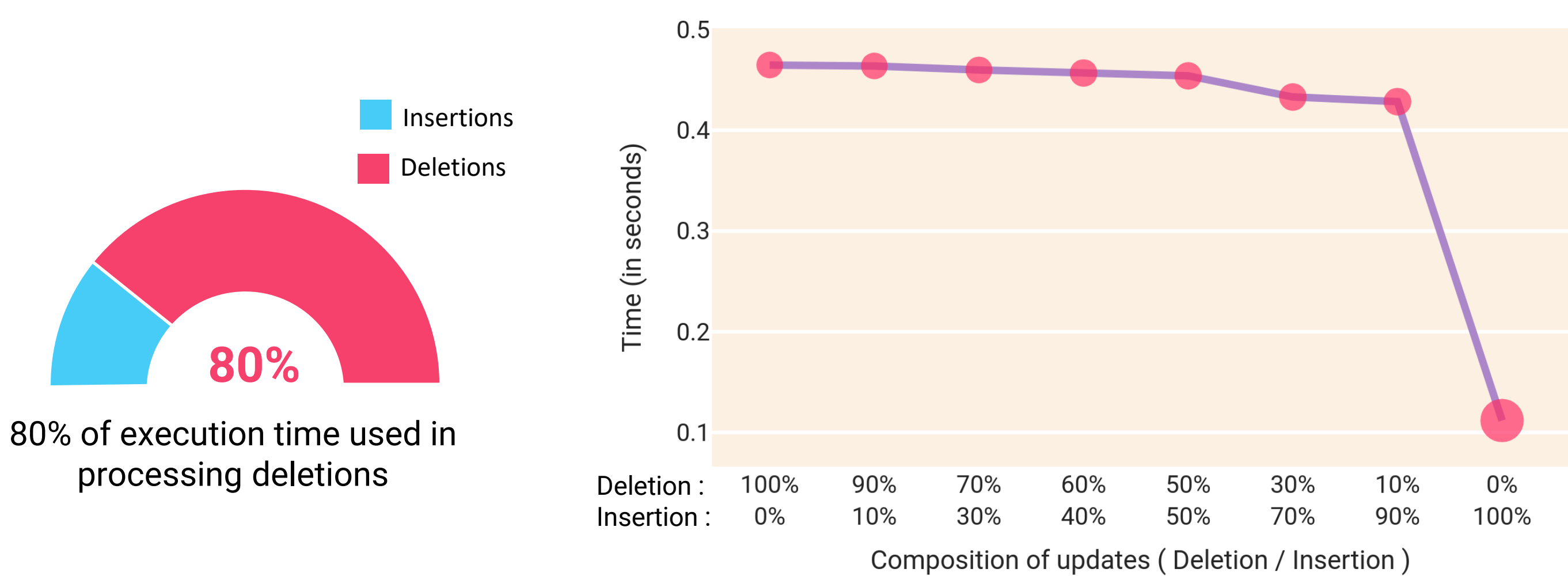
## Dynamic A\*: Insertion of edges

- Newly added edges can alter the optimal path.
- To find the new optimal path instead of executing A\* from scratch, we propagate the change to the affected nodes of the graph.
- Inserted edges are batched and sent to GPU for processing.



## Dynamic A\*: Deletion of edges

- Deleting only that edge which belongs to the optimal path can create a new optimal path.
- For all such affected nodes recompute the cost and select the neighbour with the least cost.
- Propagate the updated cost to all the affected nodes.



## Dynamic A\*: Insertion + Deletion

- The update contains both insertion and deletion of edges.
- Propagate insertions and deletions of edges separately.
- Performs better than re-executing static A\* algorithm after each update.



5x Speedup by using dynamic A\*

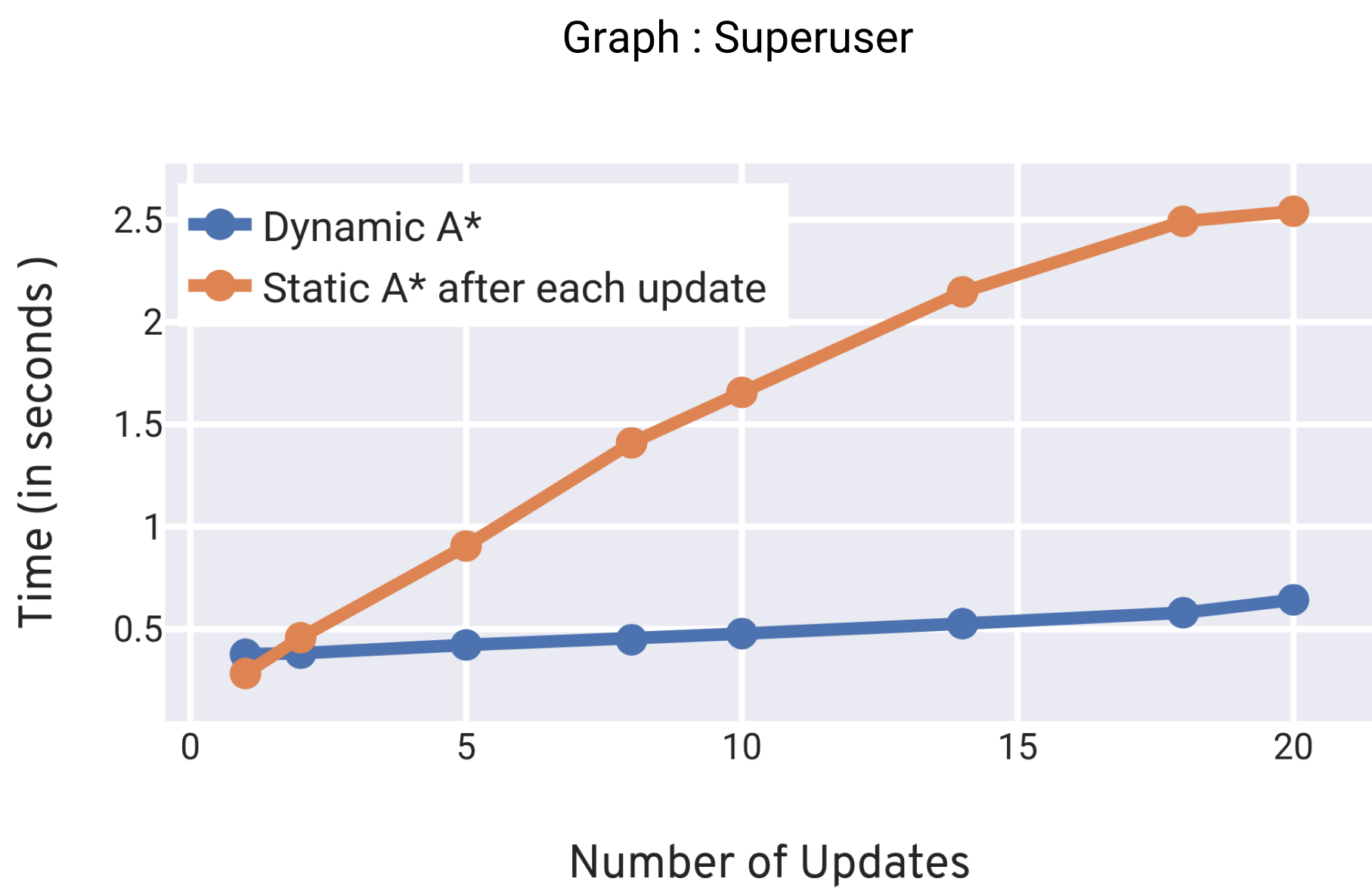


Fig 4 : Execution time vs number of updates In the graph

## Results

The below table shows execution time (in seconds) and speedup of dynamic A\* compared to re-executing static A\* every time.

No.	Graph	Edges	Queries	Dynamic A*	Static A*	Speedup
1	Live Journal	34,681,189	10	6.01	33.93	5x
2	Wiki Talk	7,833,140	10	12.24	24.84	2x
3	Ask Ubuntu	964,437	10	0.25	1.31	5x
4	YouTube	2,987,624	10	0.81	5.78	7x
5	Math Overflow	506,550	10	0.09	0.67	7x
6	Live Journal	34,681,189	100	11.41	424.06	37x

## Applications

- We have applied dynamic A\* on energy efficient routing protocol (EERP) and achieved 35x speedup from static A\*.



35x Speedup by using dynamic A\*

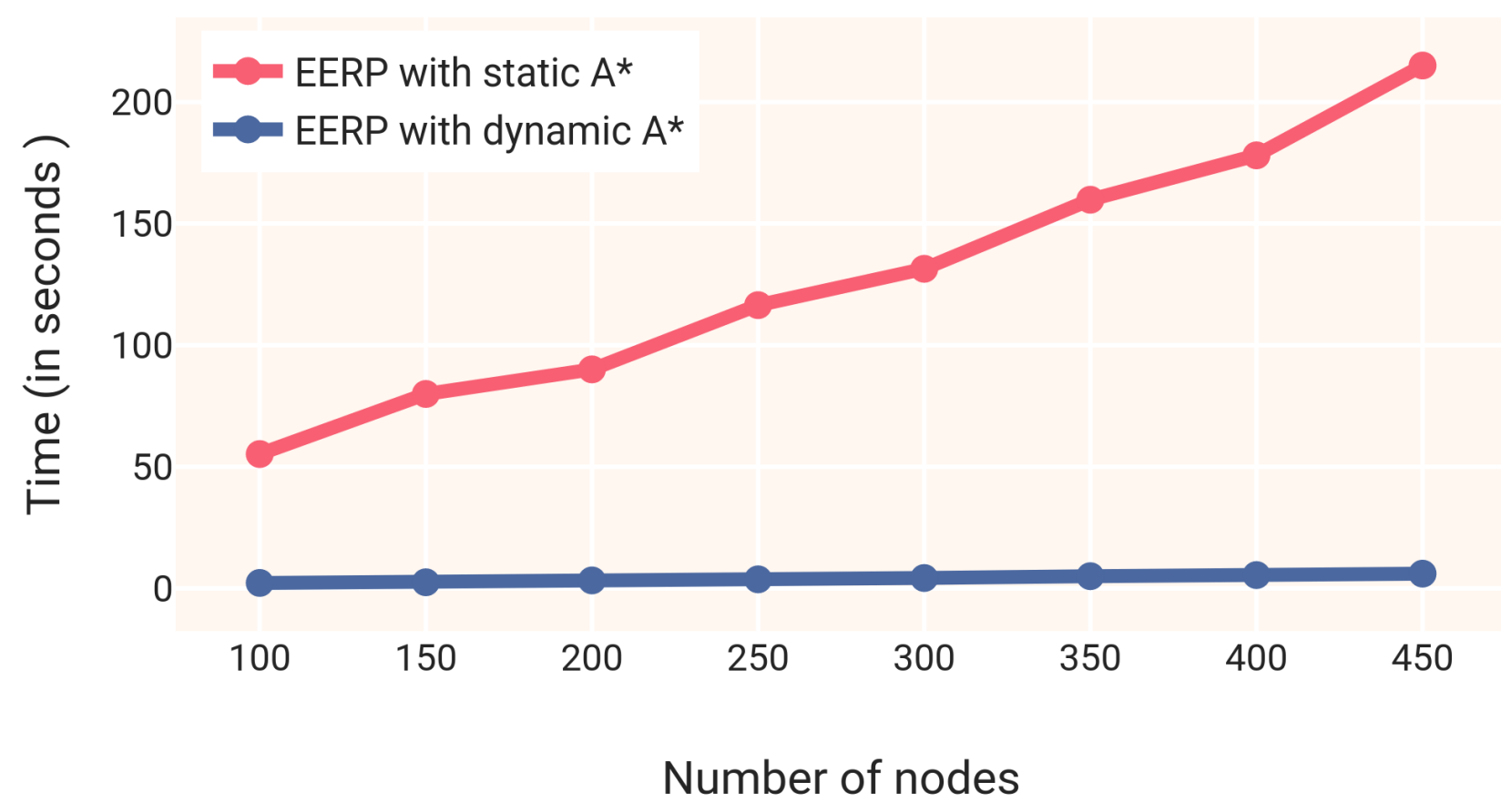
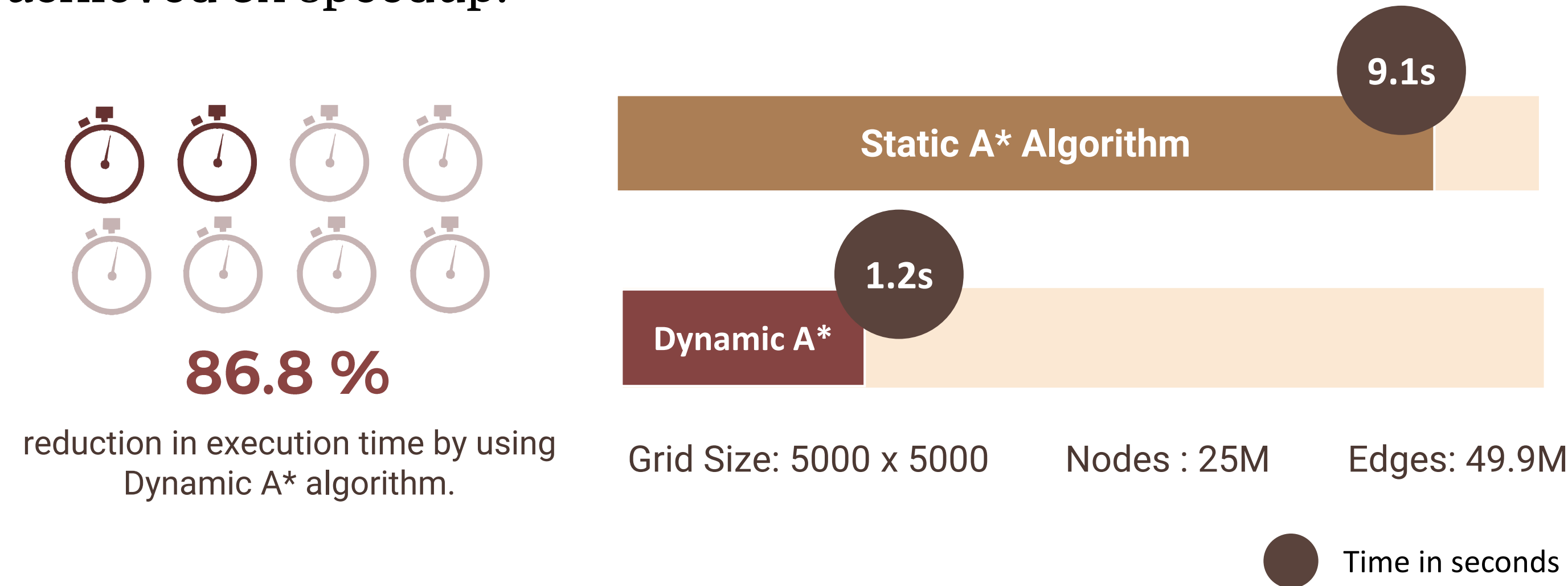


Fig 5: Comparison b/w static A\* and dynamic A\* on EERP algorithm

- On applying dynamic A\* for pathfinding in the maze, we achieved 8x speedup.



## References

- Yichao Zhou and Jianyang Zeng. "Massively Parallel A\* Search on GPU". In: Twenty-Ninth AAAI Conference on Artificial Intelligence (2015).
- Jure Leskovec and Andrej Krevl. SNAP Datasets: Stanford Large Network Dataset Collection. <http://snap.stanford.edu/data>. June 2014.