Rapport de Stage

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1 Configuration with single multiplicity

We have k robots, robot r is calling the strategy below :

$$\begin{gathered}\phi_S M(d_0, \ldots, d_{k-1}) := \\ (\vee_{i=0}^{k-1}(d_i = 0 \wedge_{j=0\ j\neq i}^{k-1} (d_j > 0 \vee (d_j = 0 \wedge d_{j-1} = 0))))\wedge \\ (d_{k-1} \neq 0)\wedge \\ ((d_1 = 0 \wedge d_{k-2} = 0 \wedge d_0 \leq d_{k-1}) \vee (d_1 = 0 \wedge d_{k-2} \neq 0))\end{gathered}$$

In order to test our strategy we need a function that will initialize our first configuration. Here is its implementation in python :

```python
def InitSM(p, s, t, taille_anneau):
    """
    Initialize the given configuration
    The configuration will have no multiplicity
    and won't be a winning one
    """
    tmpOr = []
    tmpAnd = []
    for i in range(len(p)):
        tmpOr.append(p[i] != p[(i+1)%len(p)])
    tmpAnd.append(Or(tmpOr))
    # we make sure there is no winning configuration
    # as a result of this function
    tmpOr = []
    for i in range(len(s)):
        tmpAnd.append(p[i] >= 0)
        tmpAnd.append(p[i] < taille_anneau)
        tmpAnd.append(s[i] == -1)
        tmpAnd.append(t[i] == 0)

    for i in range(len(p)):
        tmpAndbis = []
        tmpAndbis.append(p[i] == p[(i+1)%len(p)])
        tmpOrbis = []
        for j in range(len(p)):
            if((j != i) and (j != (i+1))):
                tmpOrbis.append(p[j] == p[i])
                tmpAndter=[]
                for h in range(len(p)):
                    if h !=j:
                        tmpAndter.append(p[h] != p[j])
                tmpOrbis.append(And(tmpAndter))
        tmpAndbis.append(Or(tmpOrbis))
        tmpOr.append(And(tmpAndbis))
    tmpAnd.append(Or(tmpOr))
    return And(tmpAnd)
```

We use the parameters below as an input :

```
taille_anneau = 5        # Taille de l'anneau
nb_robots = 3            # Nombre de robot sur l'anneau

p = [ Int('p%s' % i) for i in range(nb_robots) ]
s = [ Int('s%s' % i) for i in range(nb_robots) ]
t = [ Int('t%s' % i) for i in range(nb_robots) ]

tabInit = InitSM(p, s, t, taille_anneau)
print("tabInit :\n", tabInit)

solv1 = Solver()
solv1.add(tabInit)

print("solv1 : ",solv1.check())
if(solv1.check() == sat):
    print("model :\n",solv1.model())
```

The code above produces the following output :

```
tabInit :
 And(Or(p0 != p1, p1 != p2, p2 != p0),
    p0 >= 0,
    p0 < 5,
    s0 == -1,
    t0 == 0,
    p1 >= 0,
    p1 < 5,
    s1 == -1,
    t1 == 0,
    p2 >= 0,
    p2 < 5,
    s2 == -1,
    t2 == 0,
    Or(And(p0 == p1, Or(p2 == p0, And(p0 != p2, p1 != p2))),
       And(p1 == p2, Or(p0 == p1, And(p1 != p0, p2 != p0))),
       And(p2 == p0,
           Or(p0 == p2,
              And(p1 != p0, p2 != p0),
              p1 == p2,
              And(p0 != p1, p2 != p1)))))
solv1 :  sat
model :
 [p1 = 1,
 p0 = 0,
 p2 = 0,
 t2 = 0,
 s2 = -1,
 t1 = 0,
 s1 = -1,
 t0 = 0,
 s0 = -1]
```

Now we implement in python the $\phi_S M$ strategy :

```
def phiSM(distances):
    tabAnd = []
    tabOr = []
    for i in range(len(distances)):
```

```
        tabAndBis = []
        tabAndBis.append(distances[i] == 0)
        for j in range(len(distances)):
            if j != i:
                tabOrBis.append(distances[j] > 0)
                tabOrBis.append(And(distances[j] == 0,
                    distances[j-1] == 0))
                tabAndBis.append(Or(tabOrBis))
        tabOr.append(And(tabAndBis))
    tabAnd.append(Or(tabOr))
    tabAnd.append(distances[-1] != 0)
    tabOr = []
    tabOr.append(And(distances[1] == 0, distances[-2] == 0,
        distances[0] <= distances[-1]))
    tabOr.append(And(distances[1] == 0, distances[-2] != 0))
    tabAnd.append(Or(tabOr))
    return And(tabAnd)
```

We test this function with the following input :

```
taille_anneau = 5        # Taille de l'anneau
nb_robots = 3            # Nombre de robot sur l'anneau

p = [ Int('p%s' % i) for i in range(nb_robots) ]
s = [ Int('s%s' % i) for i in range(nb_robots) ]
t = [ Int('t%s' % i) for i in range(nb_robots) ]

d0 = [ Int('d%s' % i) for i in range(nb_robots) ]
d1 = [ Int('d%s' % i) for i in range(nb_robots) ]
d2 = [ Int('d%s' % i) for i in range(nb_robots) ]

tabInit = InitSM(p, s, t, taille_anneau)
tabConfig1 = ConfigView(taille_anneau, nb_robots, 0, p, d0)
tabConfig2 = ConfigView(taille_anneau, nb_robots, 1, p, d1)
tabConfig3 = ConfigView(taille_anneau, nb_robots, 2, p, d2)
tabPhiSM1 = phiSM(d0)
tabPhiSM2 = phiSM(d1)
tabPhiSM3 = phiSM(d2)

solv1 = Solver()
solv1.add(tabInit)
solv1.add(tabConfig1)
solv1.add(tabPhiSM1)

print("solv1 : ",solv1.check())
if(solv1.check() == sat):
        print("model :\n",solv1.model())

solv2 = Solver()
solv2.add(tabInit)
solv2.add(tabConfig2)
solv2.add(tabPhiSM2)

print("solv2 : ",solv2.check())
if(solv2.check() == sat):
        print("model :\n",solv2.model())

solv3 = Solver()
solv3.add(tabInit)
```

```
solv3.add(tabConfig3)
solv3.add(tabPhiSM3)

print("solv3 : ",solv3.check())
if(solv3.check() == sat):
        print("model :\n",solv3.model())
```

It produces the following output :

```
solv1 :  sat
model :
 [d0 = 1,
 d2 = 4,
 p1 = 1,
 p0 = 0,
 p2 = 1,
 d1 = 0,
 t2 = 0,
 s2 = -1,
 t1 = 0,
 s1 = -1,
 t0 = 0,
 s0 = -1]
solv2 :  sat
model :
 [d0 = 1,
 d2 = 4,
 p1 = 0,
 p0 = 1,
 p2 = 1,
 d1 = 0,
 t2 = 0,
 s2 = -1,
 t1 = 0,
 s1 = -1,
 t0 = 0,
 s0 = -1]
solv3 :  sat
model :
 [d0 = 1,
 d2 = 4,
 p1 = 0,
 p0 = 0,
 p2 = 4,
 d1 = 0,
 t2 = 0,
 s2 = -1,
 t1 = 0,
 s1 = -1,
 t0 = 0,
 s0 = -1]
```

2 Gathering rigid configurations

Let d_{ij} be the value j of the view vector of the robot i, and ds_{ij} the value j of the symmetrical view of the robot i. The robot is calling the strategy ϕ_R, here are all the logic formulas used in order to build ϕ_R:

AllView is *true* if $d_{00}, \ldots, d_{k-1k-1}$ are all the views you can obtain from a single view vector $dist_0, \ldots, dist_{k-1}$:

$$AllView(dist_0, \ldots, dist_{k-1}, d_{00}, \ldots, d_{k-1k-1}) :=$$
$$(\wedge_{i=0}^{k-1}(\wedge_{j=0}^{k-1}(d_{ij} = dist_{(j+i) \mod k})))$$

IsRigid is *true* if the given configuration is a rigid configuration. Meaning, all the views are distinct, and so there is no multiplicity, the configuration isn't symmetric or periodic.

$$IsRigid(dist_0, \ldots, dist_{k-1}) :=$$
$$\exists d_{00}, \ldots, d_{k-1k-1},\ AllView(dist_0, \ldots, dist_{k-1}, d_{00}, \ldots, d_{k-1k-1}) \wedge$$
$$\exists ds_{00}, \ldots, ds_{k-1k-1}, \wedge_{i=0}^{k-1}(ViewSym(d_{i0}, \ldots, d_{ik-1}, ds_{i0}, \ldots, ds_{ik-1})) \wedge$$
$$(\wedge_{i=0}^{k-1}(\wedge_{j=0}^{k-1} d_{ij} \neq 0)) \wedge$$
$$(\wedge_{i=0}^{k-1}(\wedge_{l=0\ l \neq i}^{k-1}((\vee_{j=0}^{k-1} d_{ij} \neq d_{lj}) \wedge (\vee_{j=0}^{k} d_{ij} \neq ds_{lj})$$
$$\wedge(\vee_{j=0}^{k} ds_{ij} \neq d_{lj}) \wedge (\vee_{j=0}^{k} ds_{ij} \neq ds_{lj}))))$$

CodeMaker is *true* if the configuration is rigid and if $(a_0, \ldots, a_{k-1}, as_0, \ldots, as_{k-1})$ are each code of each view passed as a parameter :

$$CodeMaker(dist_0, \ldots, dist_{k-1}, a_0, \ldots, a_{k-1}, as_0, \ldots, as_{k-1}) :=$$
$$IsRigid(dist_0, \ldots, dist_{k-1})$$
$$\exists d_{00}, \ldots, d_{k-1k-1},\ AllView(dist_0, \ldots, dist_{k-1}, d_{00}, \ldots, d_{k-1k-1}) \wedge$$
$$\exists ds_{00}, \ldots, ds_{k-1k-1}, \wedge_{i=0}^{k-1}(ViewSym(d_{i0}, \ldots, d_{ik-1}, ds_{i0}, \ldots, ds_{ik-1})) \wedge$$
$$(\exists y_0, \ldots, y_{k-1}, z \in [0; k-1], \forall x \in [0; k-1] \setminus [z], y \neq x \wedge (\wedge_{h=y_0}^{y_{k-1}}(a_x > a_h) \wedge$$
$$(\vee_{p=0}^{k-1}(\wedge_{q=0}^{p-1}(d_{xq} = d_{yq}) \wedge d_{xp} > d_{yp}))) \wedge$$
$$(a_y > a_z \wedge (\vee_{p=0}^{k-1}(\wedge_{q=0}^{p-1}(d_{yq} = d_{zq}) \wedge d_{yp} > d_{zp}))))$$

FindMax is *true* if Max is the highest value of the view vector passed as a parameter :

$$FindMax(dist_0, \ldots, dist_{k-1}, Max) :=$$
$$(\wedge_{i=0}^{k-1}(Max \geq dist_i) \wedge (\vee_{i=0}^{k-1}(Max = dist_i)))$$

FindM is *true* if M is the index of the robot (index in the view vector) which has the largest code of view and a neighboring robot at distance Max :

$$FindM(d_{00}, \ldots, d_{k-1k-1}, a_0, \ldots, a_{k-1}, as_0, \ldots, as_{k-1}, Max, M) :=$$
$$\exists r \in [0; k-1], (d_{r0} = Max \vee d_{rk-1} = Max) \wedge$$
$$((\wedge_{i=0}^{k-1}((a_r \geq a_i \wedge a_r \geq as_i \wedge (d_{i0} = Max \vee d_{ik-1} = Max))$$
$$\vee(d_{i0} < Max \wedge d_{ik-1} < Max))) \vee$$
$$(\wedge_{i=0}^{k-1}((as_r \geq a_i \wedge as_r \geq as_i \wedge (d_{i0} = Max \vee d_{ik-1} = Max))$$
$$\vee(d_{i0} < Max \wedge d_{ik-1} < Max)))) \wedge M = r$$

FindN is *true* if N is the index of the robot (index in the view vector) with the largest code of view and M as a neighboring robot at distance Max :

$$FindN(d_{00}, \ldots, d_{k-1k-1}, a_0, \ldots, a_{k-1}, as_0, \ldots, as_{k-1}, Max, M, N) :=$$
$$\exists(d'_0, \ldots, d'_{k-1}), (d"_0, \ldots, d"_{k-1}),$$
$$(\wedge_{i=0}^{k-1}((d'_i = d_{M((i+1) \mod k)}) \wedge (d"_i = d_{M((i-1) \mod k)}))) \wedge$$
$$\exists r_\alpha, r_\beta \in [0; k-1], \vee_{i=0}^{k-1}(((\wedge_{j=0}^{k-1}(d'_j = d_{ij})) \vee (\wedge_{j=0}^{k-1}(d'_j = ds_{ij}))) \wedge r_\alpha = i) \wedge$$
$$(\vee_{i=0}^{k-1}(((\wedge_{j=0}^{k-1}(d"_j = d_{ij})) \vee (\wedge_{j=0}^{k-1}(d"_j = ds_{ij}))) \wedge r_\beta = i)) \wedge$$
$$((a_{r_\alpha} > as_{r_\alpha} \wedge a_{r_\alpha} > a_{r_\beta} \wedge a_{r_\alpha} > as_{r_\beta} \wedge d_{r_\alpha k-1} = Max \wedge d_{r_\beta 0} = Max \wedge N = r_\alpha) \vee$$
$$(a_{r_\beta} > as_{r_\beta} \wedge a_{r_\beta} > a_{r_\alpha} \wedge a_{r_\beta} > as_{r_\alpha} \wedge d_{r_\beta 0} = Max \wedge d_{r_\alpha k-1} = Max \wedge N = r_\beta) \vee$$
$$(d_{r_\alpha k-1} = Max \wedge d_{r_\beta 0} \neq Max \wedge N = r_\alpha) \vee$$
$$(d_{r_\alpha k-1} \neq Max \wedge d_{r_\beta 0} = Max \wedge N = r_\beta))$$

ϕ_R is *true* if the robot can move toward a multiplicity. There must be only one multiplicity and the configuration must be rigid :

$$\phi_R(dist_0, \ldots, dist_{k-1}) :=$$
$$\exists d_{00}, \ldots, d_{k-1k-1},\ AllView(dist_0, \ldots, dist_{k-1}, d_{00}, \ldots, d_{k-1k-1}) \wedge$$
$$\exists ds_{00}, \ldots, ds_{k-1k-1}, \wedge_{i=0}^{k-1}(ViewSym(d_{i0}, \ldots, d_{ik-1}, ds_{i0}, \ldots, ds_{ik-1})) \wedge$$

$$
\begin{gathered}
\exists Max, M, N, (a_0, \ldots, a_{k-1}, as_0, \ldots, as_{k-1}), \\
CodeMaker(d_{00}, \ldots, d_{k-1k-1}, ds_{00}, \ldots, ds_{k-1k-1}, a_0, \ldots, a_{k-1}, as_0, \ldots, as_{k-1}) \wedge \\
FindMax(dist_0, \ldots, dist_{k-1}, Max) \wedge \\
FindM(d_{00}, \ldots, d_{k-1k-1}, a_0, \ldots, a_{k-1}, as_0, \ldots, as_{k-1}, Max, M) \wedge \\
FindM(d_{00}, \ldots, d_{k-1k-1}, a_0, \ldots, a_{k-1}, as_0, \ldots, as_{k-1}, Max, M, N) \wedge \\
\exists dm_0, \ldots, dm_{k-1}, dn_0, \ldots, dn_{k-1}, \wedge_{j=0}^{k-1} (dm_j = (\textstyle\sum_{l=0}^{j} d_{Ml}) \ \wedge dn_j = (\textstyle\sum_{l=0}^{j} d_{Nl})) \wedge \\
((\vee_{j=0}^{k-1} (dn_j < dm_j \wedge (\wedge_{i=0}^{k-1} d_{Ni} = dist_i))) \vee (\vee_{j=0}^{k-1} (dm_j < dn_j \wedge (\wedge_{i=0}^{k-1} d_{Mi} = dist_i))))
\end{gathered}
$$

3 Gathering an odd number of robots

We are now building a strategy, ϕ_{ON}, that will gather an odd number of robots on a non-periodic configuration. It is the strategy with the lowest priority, it means that the configuration won't be rigid and won't have any multiplicity.

First we build the formula, $IsOddNonPeriodic$, that will return *true* if the number of robots is odd and if the configuration is non-periodic :

$$
\begin{gathered}
IsOddNonPeriodic(dist_0, \ldots, dist_{k-1}) := \\
((k+1) \mod 2 = 0) \wedge \\
\exists p \in [0; \tfrac{k-1}{2}] \\
\exists d'_0, \ldots, d'_{p-1}, \wedge_{i=0}^{k-1} (d'_{i \mod p} = dist_i) \wedge dist_{k-1} \neq d'_{p-1}
\end{gathered}
$$

Now, we build build the ϕ_{OD} strategy, it returns *true* if the configuration is non-rigid, non-periodic, has no multiplicity and has an odd number of robots. The robot just move in order to create a multiplicity or a rigid configuration that will lead to a rigid configuration or one with a multiplicity.

$$
\begin{gathered}
\phi_{ON}(dist_0, \ldots, dist_{k-1}) := \\
\neg IsRigid(dist_0, \ldots, dist_{k-1}) \wedge \\
IsOddNonPeriodic(dist_0, \ldots, dist_{k-1}) \wedge \\
(\wedge_{i=0}^{k-1} dist_i \neq 0)
\end{gathered}
$$