

# Analysis of the influence of graph characteristics on MAPFW algorithm performance

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## 1. Background

- **Multi-Agent Pathfinding with Waypoints (MAPFW)** is the problem of calculating routes from a start location along some waypoints to an end location
- Maps have certain characteristics which influence algorithm performance
- Each characteristic is represented by **five maps** with increasing difficulty
- Data is based on the **average runtime** per characteristic

## 2. Research Question:

Which algorithm works best for which characteristic?

## 3. Algorithms

Optimal - Non-Optimal

**CBSW**

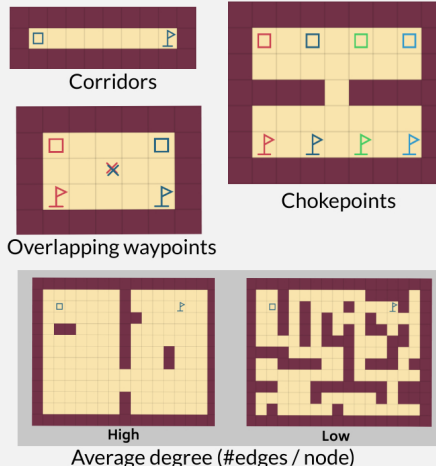
**A\* + OD + ID**

**BCP-MAPFW**

**WM\***

**EMLA**

## 4. Characteristics



## 5. Results

*Optimal and Non-Optimal Algorithms with the lowest average runtime per characteristic*

### Corridors

**CBSW**

**WM\***

### Chokepoints

**CBSW**

**EMLA**

### Overlapping Waypoints

**CBSW**

**EMLA**

### Average degree

**CBSW**

**WM\***