RoboCup Japan Open 2020 – TDP Rescue Agent Simulation M.C.S. (Iran)

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Abstract

Problems such as fire expansion, having some agents stuck in the blockades and very limited access to different parts of the map are some of the major difficulties which rescue agents need to face after an earthquake. In this paper, our team's some new solutions for these problems are discussed. Including strategies like fire expansion control by determining buildings which have the greatest impact on the fire spread, and enhanced methods for clearing paths to important parts of the map, considering the priority of them. Also Ambulance Agents Priority to rescue civilians discussed.

RoboCup Rescue Simulation is a Large Multi-Agent System whose aim is to manage the disaster when an earthquake happens. Usually after an earthquake, destruction of buildings and roads results in blocked roads and building entrances. So the ability of Ambulance teams and Fire brigades to search becomes very limited and they may lose access to important places like refuges and hydrants which clearly decreases their performance. In such situations, Police Forces play the major role. As a result, MCS team's focus for RoboCup-2018 competitions, was on finding strategies to accelerate PF's operation in the initial cycles of simulation. Such as finding a sequence of targets which minimizes the total time spent on clearing these targets and an enhanced method for connecting clusters to each other. One of the advantages of these strategies is that we can set higher priority to some of the targets which may be more important than others in different situations.

We also worked on a strategy with the aim of controlling fire spread in a more effective way. FBs use convex hall to find buildings on the border of the fire zone and use our new method for determining buildings which have the greatest impact on the fire spread, in order to prioritize buildings on the border. In the following, all FB's , AT's and PF's strategies are described in detail.

Fig. 1: MST and the share of each Police force

2.1 Police Force Police forces have the ability to clear paths, open the entrance of buildings and free stuck agents. So in spite of the fact that Police forces operation does not effect on the score directly, the performance of other agents is highly dependent on them. In this section S.O.S team's methods are described that are used to handle each of Police forces major tasks:

2.1.1 Making most parts of the map reachable Each police is given one cluster in order to prevent them from wasting time on traversing paths that are already cleared by other PFs and clear more paths in less time totally. According to that, the need for agents to have access to most parts of the map is met by connecting the center of police clusters to each other by a "minimum spanning tree" on the center of clusters. Each PF is responsible for clearing one edge of the tree and the allocation is done in the precomputation phase (Fig.1). After that PFs start connecting important points of their cluster to this MST in order to expand the accessible area.

2.1.2 Freeing stuck agents and opening building entrances In some situations there are some agents stuck in the blockades that need to get free by police agents. So non police agents must get checked by PFs, to find out if they are stuck or not. In addition to FBs and ATs, refuges and buildings need to get checked too. So there are some points in each cluster that the PF assigned to it should traverse and take appropriate action if needed. Traversing should take place fast and by considering the importance of the

targets. For example in some situations freeing FB agents is more important than opening entrance of a refuge.

According to these conditions, the problem is similar to the "Traveler salesman problem" in which finding a sequence of the points that minimizes the total traveled distance is desired. But here we need to minimize the total time that it takes for PF to visit each point. This way we can give some points a coefficient for their approximated delay in order to force the algorithm to choose these points as initial points of sequence.

We use the "Hill climbing" algorithm to minimize the total delay and a greedy algorithm similar to "Nearest Neighbor" to find the initial solution. After finding an initial solution, the algorithm attempts to find better solutions within its share of time in each cycle. This way, at the end of the cycle, the final solution is better than or equal to the solution found by greedy algorithms.

Connecting the clusters to each other is the first thing that PFs do after simulation is started. The amount of time that it takes for an agent to complete this task depends on the size of the map and number of PF agents. So it may take too much time before they start freeing agents and it's not appropriate for many reasons like the ones mentioned below: - Buried and damaged civilians have a limited life time and less free ambulances means more dead civilians in initial cycles. - Ignition in a building can take place in any time and location. The chance for a building to be seen by agents in the initial phase of burning decreases if some of agents are blocked. so the fire spreads more and controlling it becomes harder.

So unblocking agents shouldn't be postponed until the PFs finish their first task. This issue can be handled by doing these two tasks at the same time. That means PFs choose some stuck agents while clearing their allocated edge of MST and recalculate their path in order to free them. Choosing among stuck agents is performed by a back tracing algorithm which chooses most number of agents with a path that is not longer than 130 percent of initial allocated edge length.

2.1.3 Make Fire Brigade Reachable to Fire zone One of the other changes in the Police Force is adding an Interrupt State for connecting a Fire Brigade to its fire. This works in the way that, if a Police Force sees or senses a fire, the agent starts estimating the fire's size. If it guesses that the fire is rather small in size and the Fire Brigade that will be assigned to it is in this agent's clear list, the Police Force will drop its task and first free a path between the Fire Brigade agent and the fire, so the fire will be extinguished sooner and with less waste of energy. **2.1.4 Check Fire Probability** Another feature added to the Police Force is the Check Fire Probability State. In this state, if the police agent senses some buildings with high temperature, the agent starts estimating the probable place of fire. If the estimated pace of fire is near the agent, the agent clears the road to it, so there would be the possibility to stop fire in its beginning of ignition.

2.2 Fire Brigade It is Fire Brigades responsibility to prevent fire from expansion and save the city from the heavy damages that it causes to

buildings and the civilians inside them. FBs have a limited time to control fire before it reaches an uncontrollable state and their water quantity is finite. They need up to date information about the shape of the fire zones and the importance of different buildings in order to compare them to each other and use the mentioned resources effectively. In the following we define what makes a building important why it is important to specify important buildings.

2.2.1 Detecting Neighbors Heat of a burning building can transfer by conduction and radiation. So the neighbors of a burning building have the highest chance to become fiery. We've used a simple Ray Casting system to determine neighbors for each building in the precomputation time. This is done by setting a ray source on each building and then casting a reasonable number of rays in a reasonable range to determine neighbors for that specific building. This data then can be converted to an adjacency matrix to save adjacency data for the entire map. Because this matrix is usually sparse we've used an adjacency list to store it in a memory efficient way.

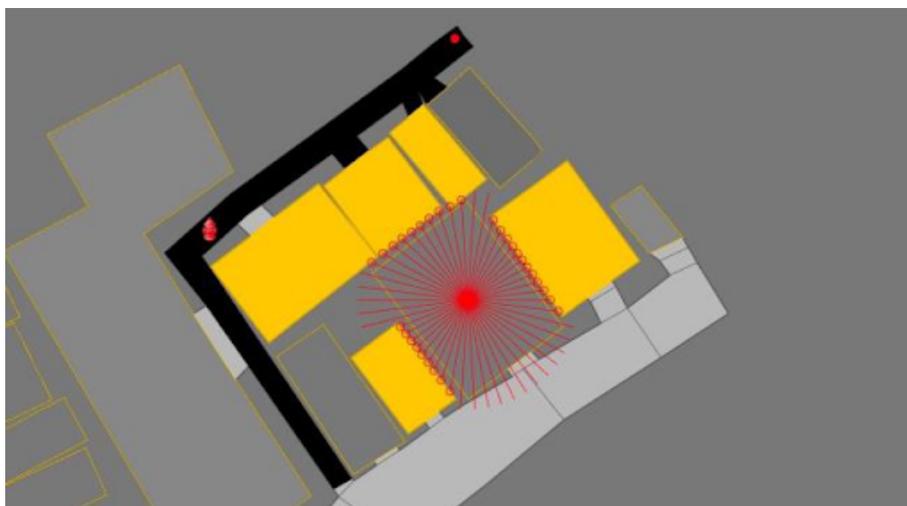**2.3 Ambulance Team** Decision making has been changed to centralize

Fig. 2: Ray Casting on a sample building

deciding, based on each AT's current Task, the cost of rescuing each civilian by each AT and etc. In our algorithm, each will have two targets to decide between them. One of them is chosen by the Ambulance center. The agent also chooses his target and then decides between these 2. The reason that we find 2 targets is to only rely on center deciding but to also consider problems caused by reachability errors and communication faults.

We used a neural network to determine estimated civilian dying time but the results of past competition showed some mistakes in evaluating dead time. Last year task assigning was individual and every civilian had only one ambulance agent to rescue, but in the last cycles of simulation in one map it

was seen that most of civilians were not chosen because of low remaining cycles. So we lost the score relating to them. In this year's strategy we want to define a new situation in which ambulance agents will work simultaneously to rescue civilians with low HP.