

# When can multi-agent rendezvous be executed in time linear in the diameter of a plane configuration ?

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The Hegselmann-Krause dynamics on a disc

Weaken RP-5: Allow some communication

Main Question and Main Result of this paper

Algorithm and Proof

Open Problems

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**Motivating Question:** How well can we do in the absence of an a priori global reference point ?

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- ▶ For example, let us consider a generic configuration of points in a **disc**, i.e.: the points are initially placed uniformly and independently at random in the disc.

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- ▶ For example, let us consider a generic configuration of points in a **disc**, i.e.: the points are initially placed uniformly and independently at random in the disc.

Note that, if the disc has radius  $r$ , then **RP-4** holds asymptotically almost surely (a.a.s.) iff  $N = \Omega(r^2 \log r)$ .

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- ▶ Is it possible to beat the area, that is the **square** of the diameter, for generic configurations on a disc ?

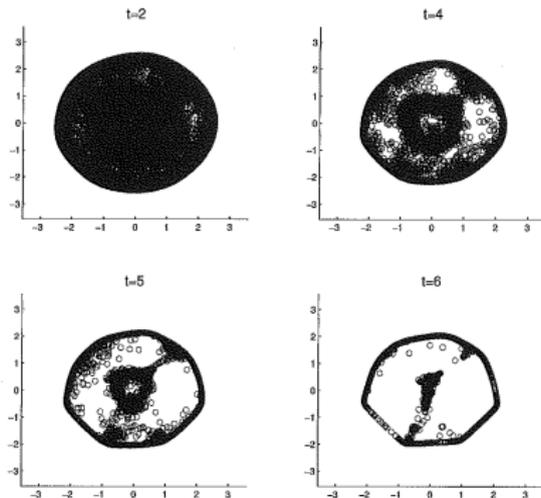


Figure 5: An evolution of 25600 uniformly i.i.d agents on a disc with area 40. At  $t = 5$  we see that two "circles" have formed inside one another.

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- ▶ After fixing some technicalities, it is easy to show that a unique leader will a.a.s. emerge after  $O(\log N)$  rounds of bit generation. So this will be negligible compared to the walking time in step (5), because of RP-2, as long as we don't have an extremely dense configuration, i.e.:  $N = o(e^r)$ .

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The assumptions regarding signalling, scanning and tracking we summarize as **RP-5\***.

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**Result:** *Assume in addition that each agent possesses unlimited memory (RP-7). Then there is a randomized algorithm  $\mathcal{A}$  such that the following holds: There are absolute constants  $C_1, C_2$  such that, if  $f : \mathbb{N} \rightarrow \mathbb{N}$  is a function satisfying  $C_1 r^2 \log r < f(r) = o(r^3)$  and  $f(r)$  points are placed uniformly and independently at random in the interior of a closed disc  $\mathcal{D} = \mathcal{D}_r$  of radius  $r$  in  $\mathbb{R}^2$  and proceed to execute the algorithm  $\mathcal{A}$ , they will a.a.s. rendezvous in time at most  $C_2 r$ .*

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- ▶ Lemma 2 is easy and requires only the lower bound on  $f$ .
- ▶ Lemma 3 is harder though the proof is a “standard” second moment analysis. The upper bound on  $f$  is needed for part (i).

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- ▶ Employs **tracking** mechanism and Lemma 2 is important here.

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- ▶ We ignore the issue of storage capacity.
- ▶ The upper bound on the density is polynomial in the diameter, hence far from the original hope that subexponential might do. Can this be improved ?
- ▶ The algorithm should in fact be robust if we modify the **shape** of the region, however we do require that there is “some nice” shape a priori.
- ▶ Finally, the decision-making and movement aspects of rendezvous are not decoupled. Agents are required to be mobile in Step 1 (choosing the leader).

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- ▶ Is it “practical” to assume RP-5\* can be implemented and in a way which doesn't cause significant time delay ? We feel this issue is beyond our domain of competence.
- ▶ Our whole analysis is
  - (i) “asymptotic” (the diameter is imagined tending to infinity)
  - (ii) “probabilistic” - one might only be interested in failsafe, deterministic procedures.