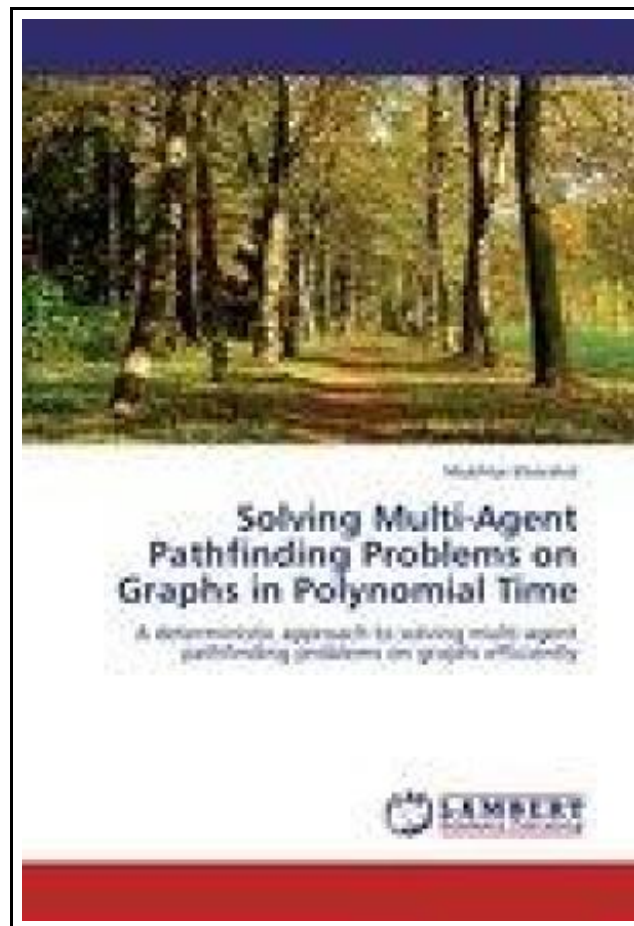


Solving Multi-Agent Pathfinding Problems on Graphs in Polynomial Time



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