



Figure 1: Throughput of different commits of each combination of strategy. **DI**: Disappear Immediately; **DA**: Disappear After Commit Window; **RAI**: Replan All; **RAff**: Replan Affect. Each row represents the result on the same map. Row 1: Random; Row 2: Warehouse; Row 3: Game; Row 4: City

Appendix

Extra Experiment Results

We show the detailed throughput in Experiment 5. The experiment setting is the same as that in Experiment 5, and we show the throughput for each strategy with different number of steps per commit in Figure 1.