

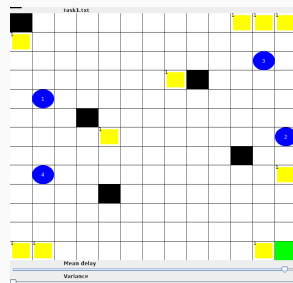
IMPLEMENTING A MULTIAGENT SYSTEM

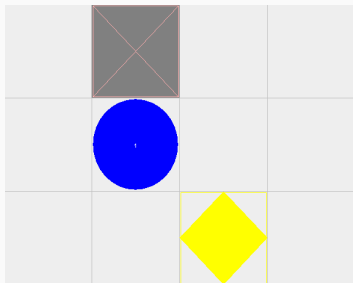
BE4M36MAS - Multiagent systems

ASSIGNMENT

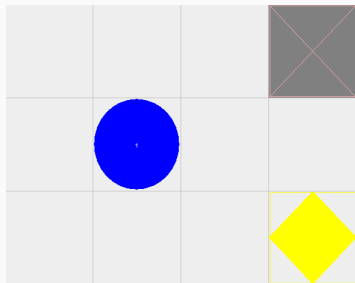
Find, collect and carry all gold stones from their location to a depot!

- Miners do not know positions of gold stones and depots — they must find them
- They may carry at most one gold stone at a time
- They have limited range of sight (8-neighbourhood)





Visible: (gold, 2, 2),
(depot, 1, 0)



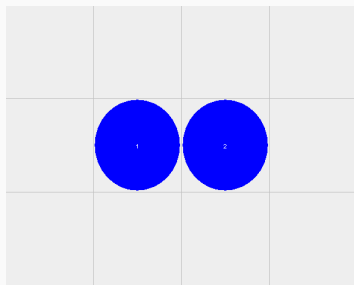
No objects visible!

- `left()`, `right()`, `up()`, `down()` — movement in the grid
- `pick()`, `drop()` — manipulating gold stones
- `sense()` — use it to update your percepts (nearly no delay)

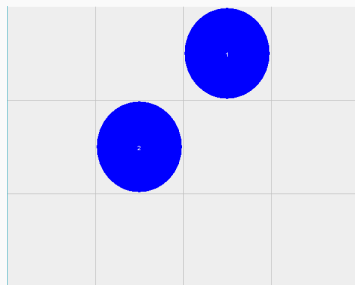
MINING WORLD — PROBLEM 1

Gold stones are **heavy**.

→ there must be another miner in 4-neighbourhood for `pick()`



`pick()` succeeds

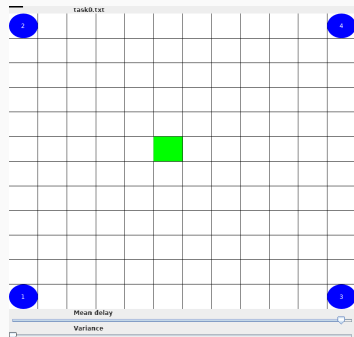


`pick()` fails

Gold stones are **added in runtime**

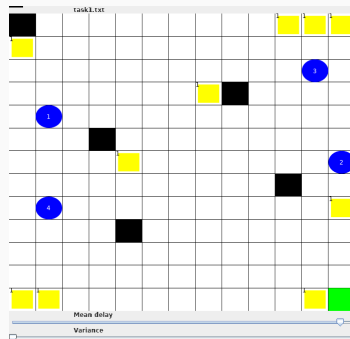
→ Your miners must be able to find them at any time

2 points



- You are racing the **time** now
- Your miners should not be much slower than (inefficient) reference solution
(if your agents actively pursue their goal, you will have no problems)

1 point / scenario

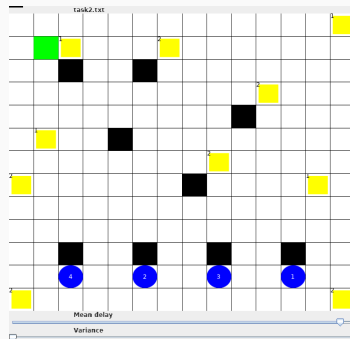


Your solution may be evaluated on slightly modified versions of mines!

MINING WORLD — SCENARIOS 2-8

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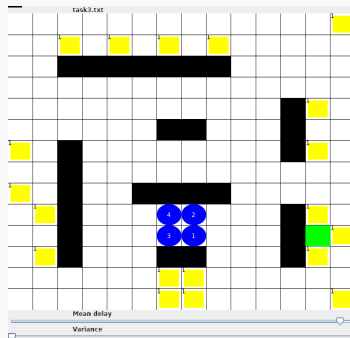
1 point / scenario



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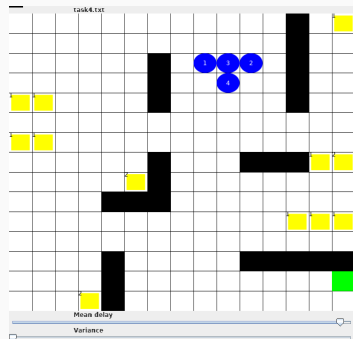
1 point / scenario



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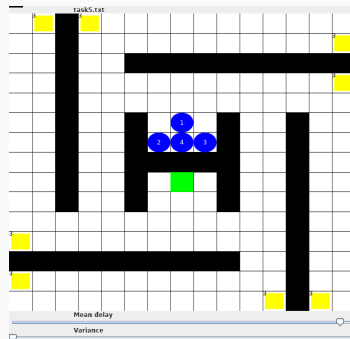
1 point / scenario



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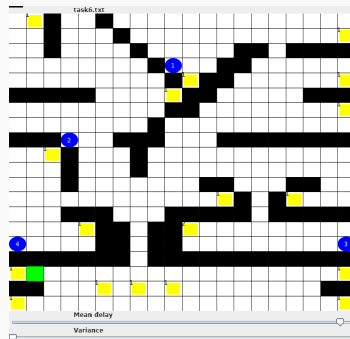
1 point / scenario



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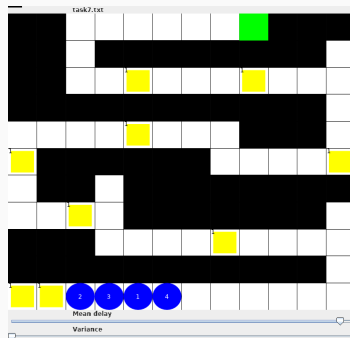
1 point / scenario



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1 point / scenario



Your solution may be evaluated on slightly modified versions of mines!

You can get **1 more point** for implementing a **fast** mining team.

A competition between your submissions will be held

→ Performance of your miners will be evaluated based on **Scenarios 2-8**
(Multiple runs will be performed, you get i points for being i th within the run, top 25% submissions with lowest number of total points get **1 point**)

You are asked to submit a short report:

- What approach have you used for discovering gold stones and depots?
- How have you solved synchronization problems?
- What issues have you encountered and how have you overcome them?
- ...

Reward: **1 point**

Deadline: 7.11.2018 04:00

- Think before implementation

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- Be prepared for possible issues!

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- Keep it simple!

- Familiarization with the framework
- Basic tasks
- Basic communication