

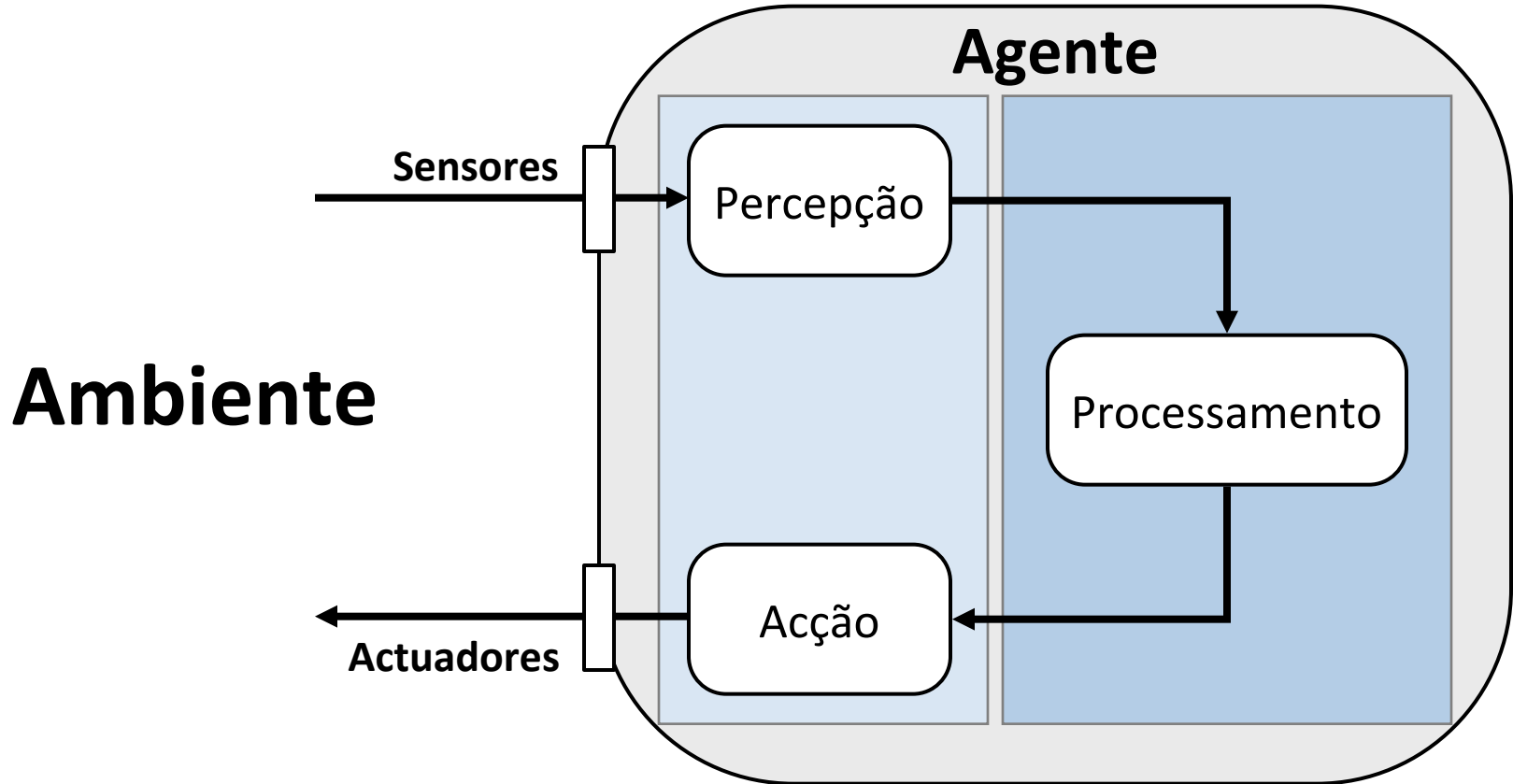
ARQUITECTURA DE AGENTES REACTIVOS

(PROYECTO - PARTE 1)

Luís Morgado

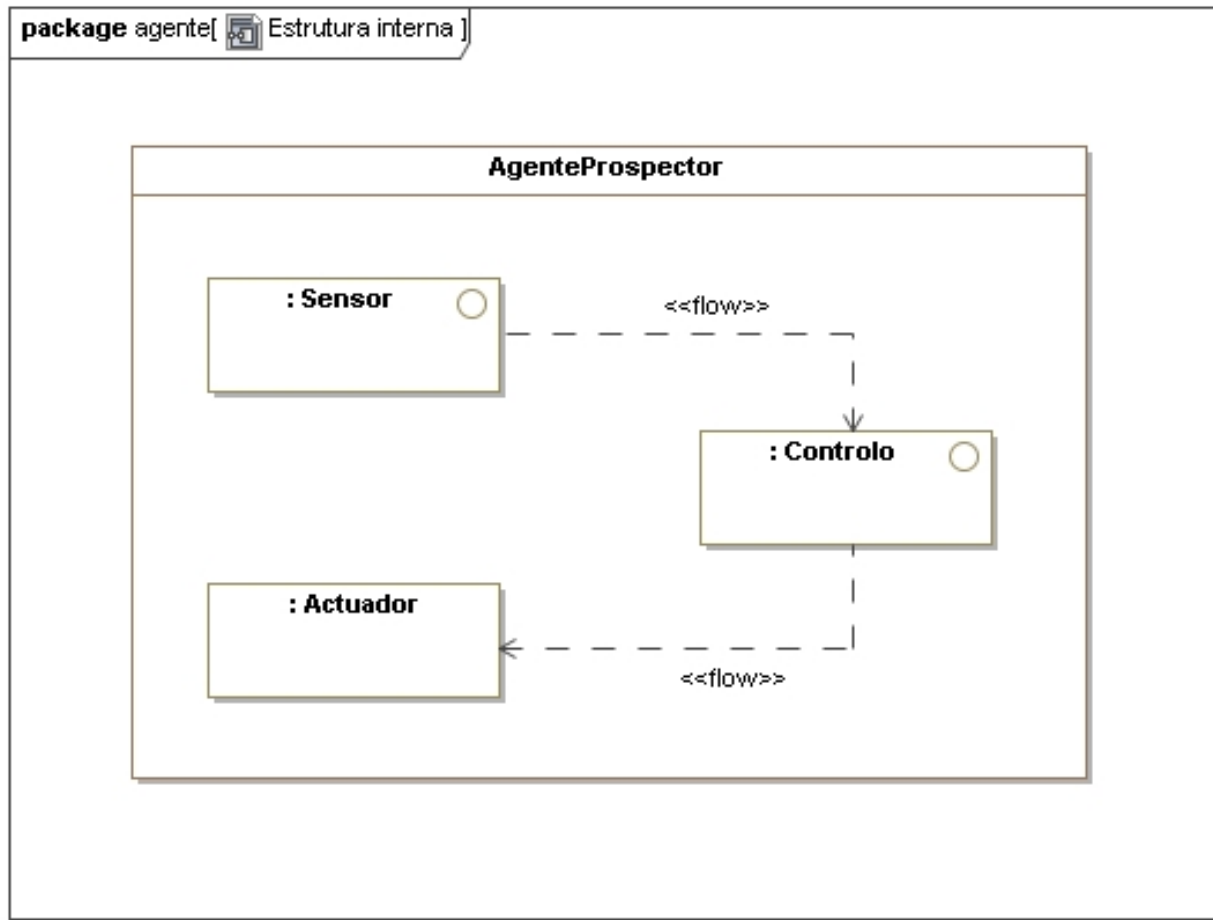
2015

SISTEMA AUTÓNOMO INTELIGENTE



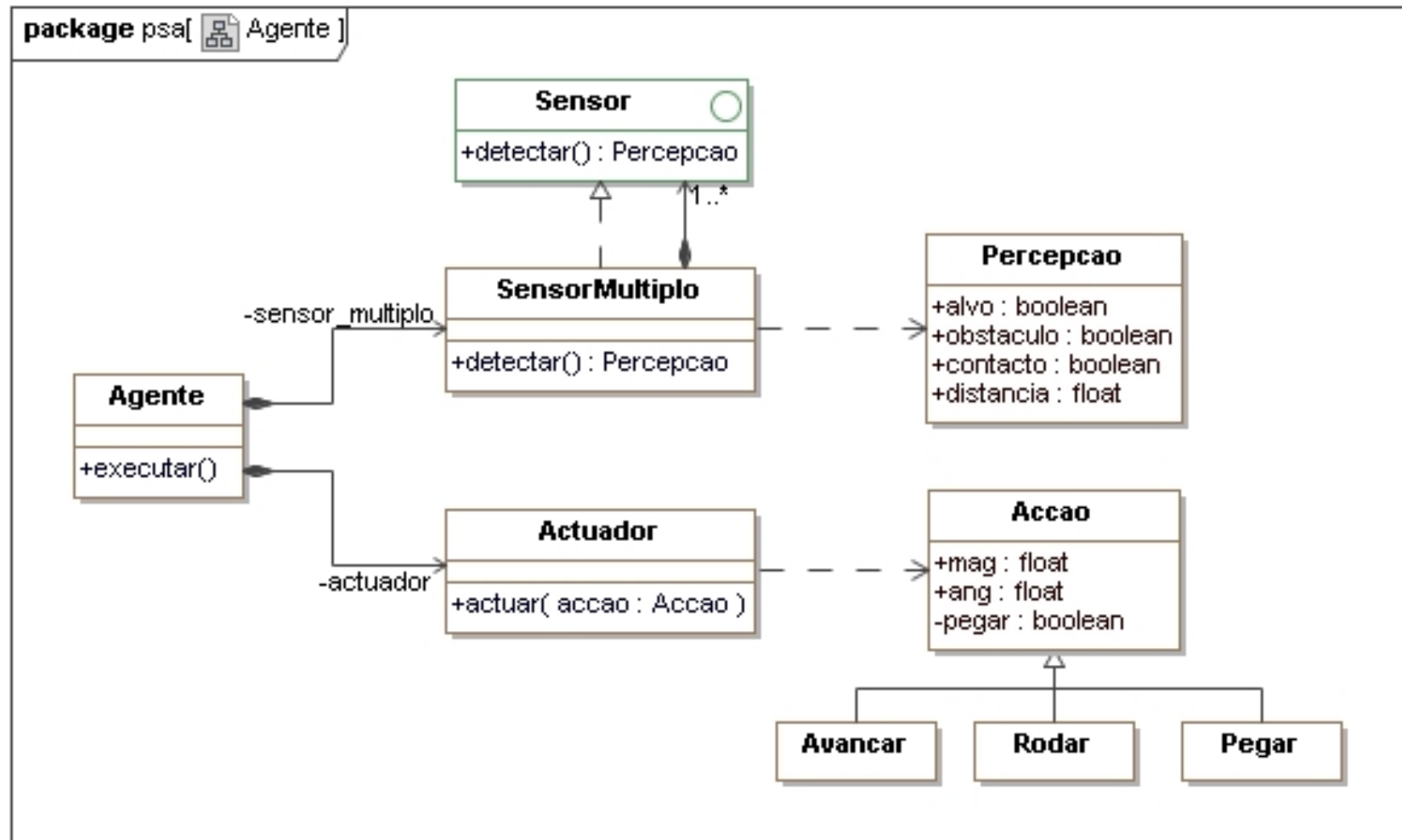
AGENTE PROSPECTOR

ESTRUTURA INTERNA

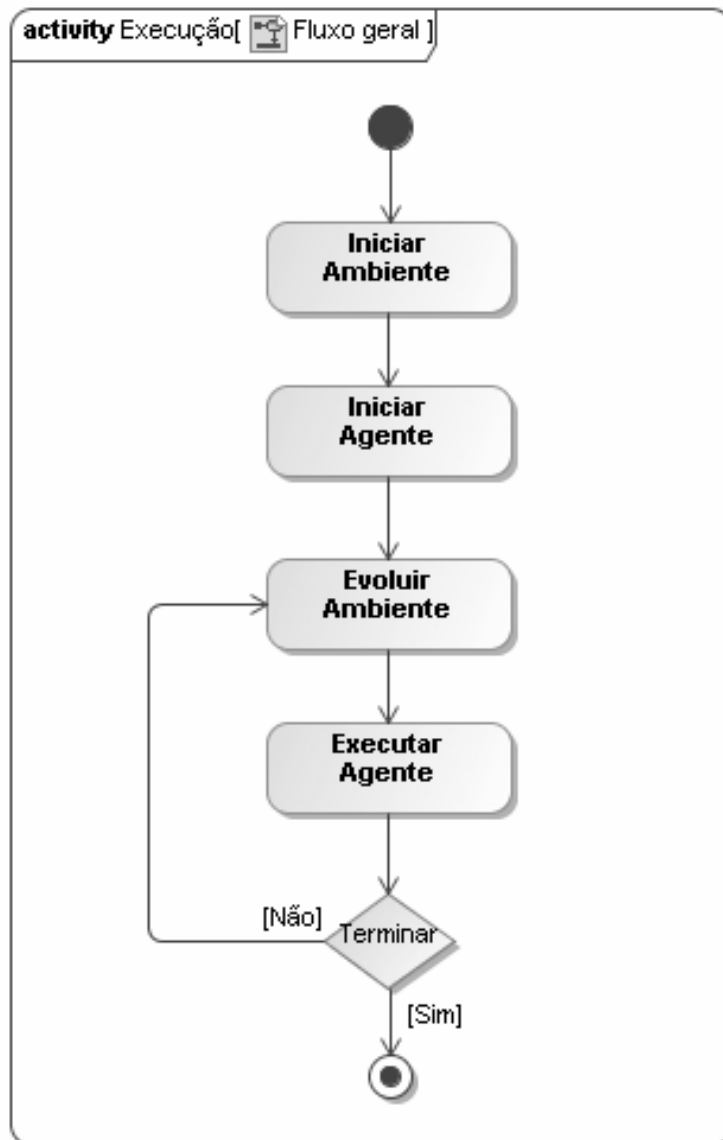


PSA - PLATAFORMA DE SIMULAÇÃO DE AGENTES

MODELO DE AGENTE



PSA: ARQUITECTURA GERAL



COMANDOS DISPONÍVEIS:

P - Pausa (Sim/Não)

E - Executar passo de simulação

C - Mostrar campo (Sim/Não)

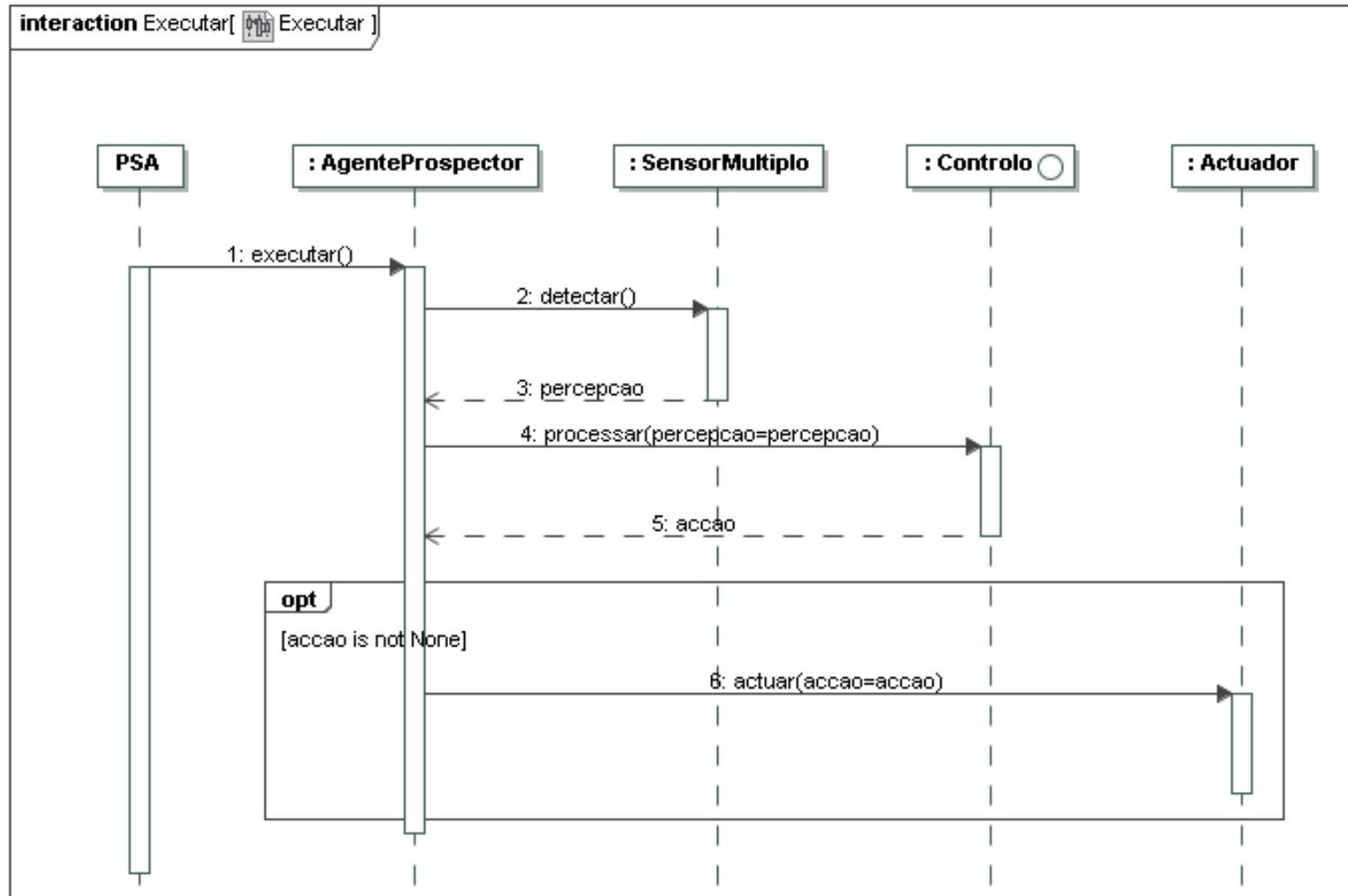
V - Velocidade máxima (Sim/Não)

I - Iniciar simulação

T - Terminar

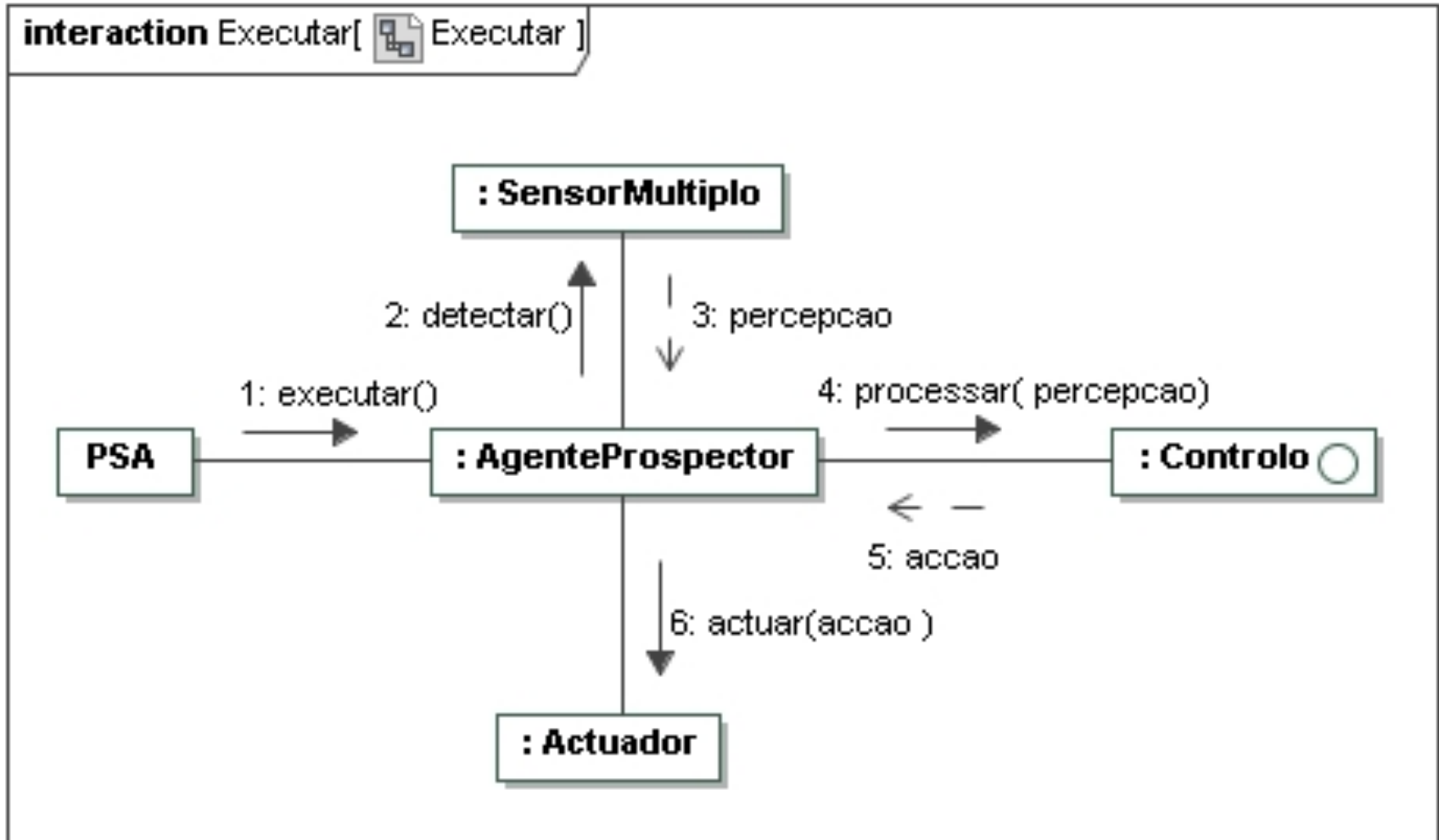
AGENTE PROSPECTOR

EXECUTAR PASSO DE PROCESSAMENTO INTERNO



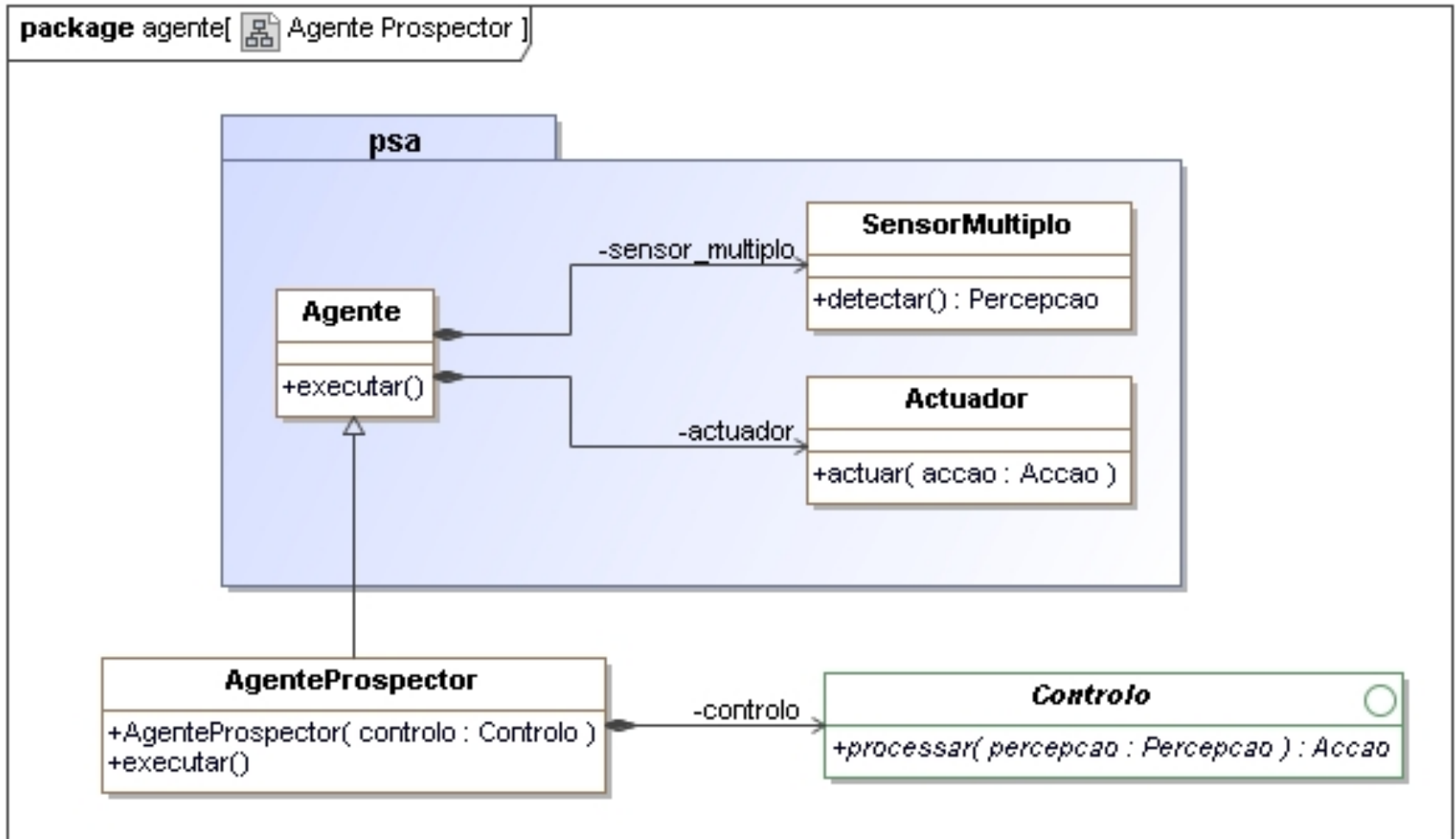
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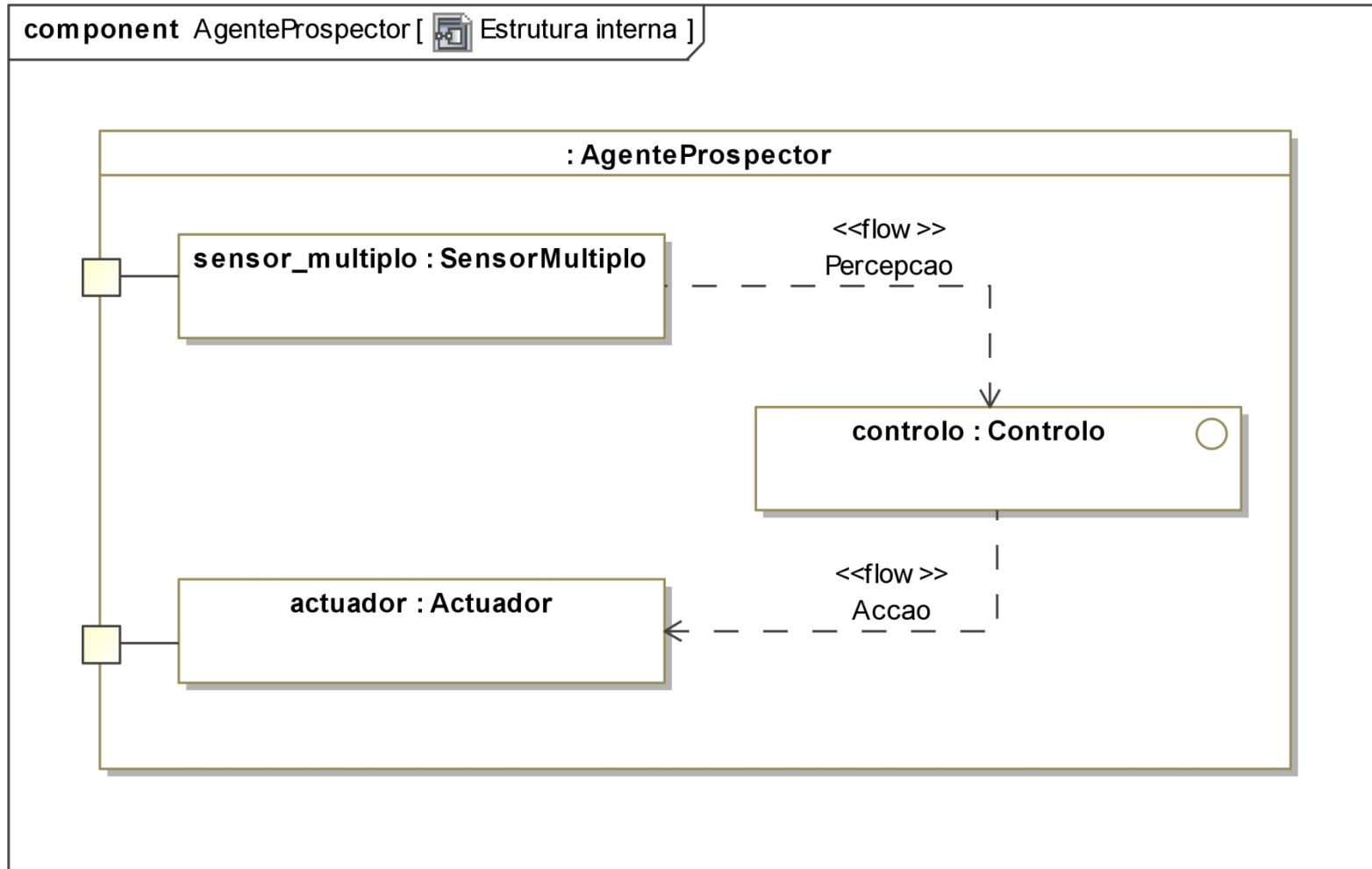
AGENTE PROSPECTOR

MODELO DE ESTRUTURA



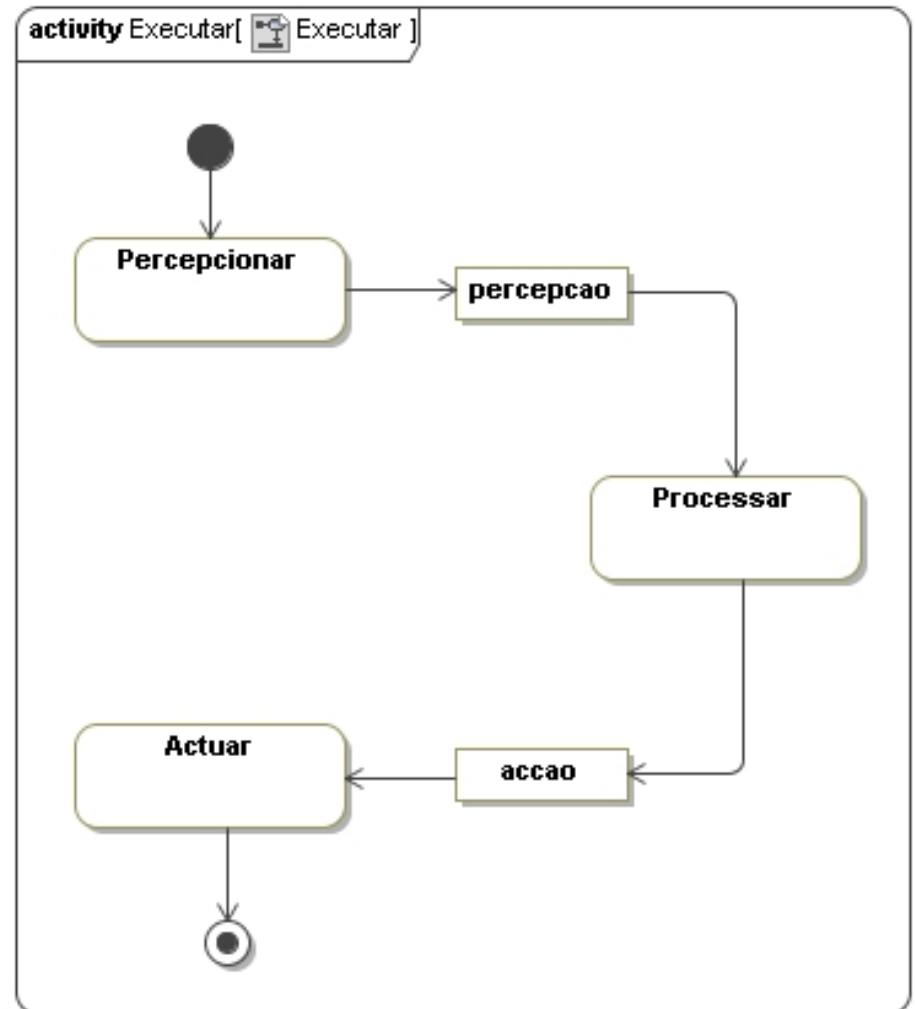
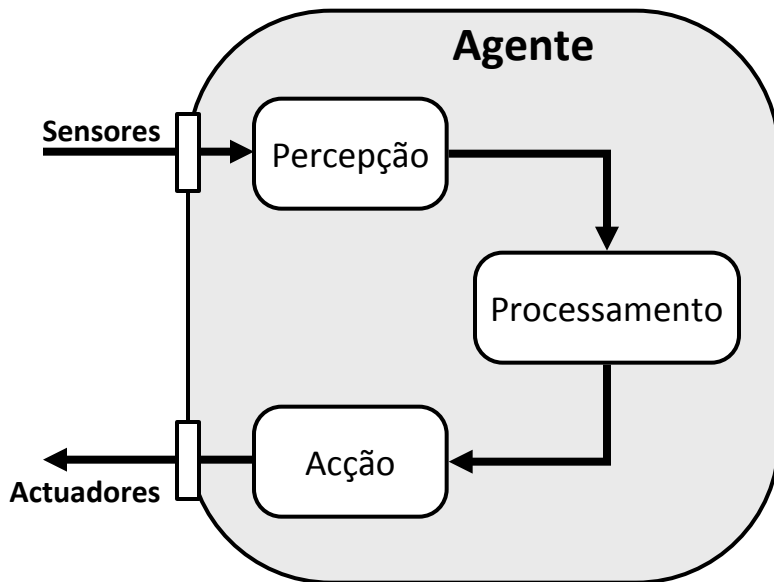
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ESTRUTURA INTERNA

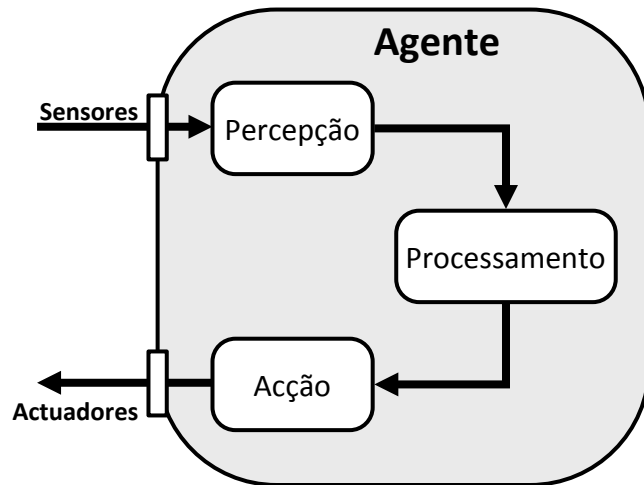


AGENTE PROSPECTOR

EXECUTAR PASSO DE PROCESSAMENTO INTERNO



AGENTE PROSPECTOR



ESTRUTURA

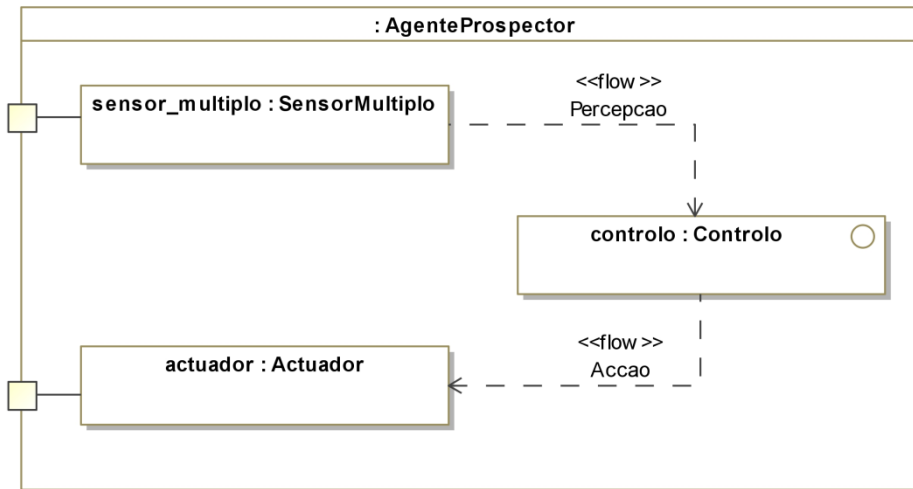


Diagrama de Estrutura Composta

DINÂMICA

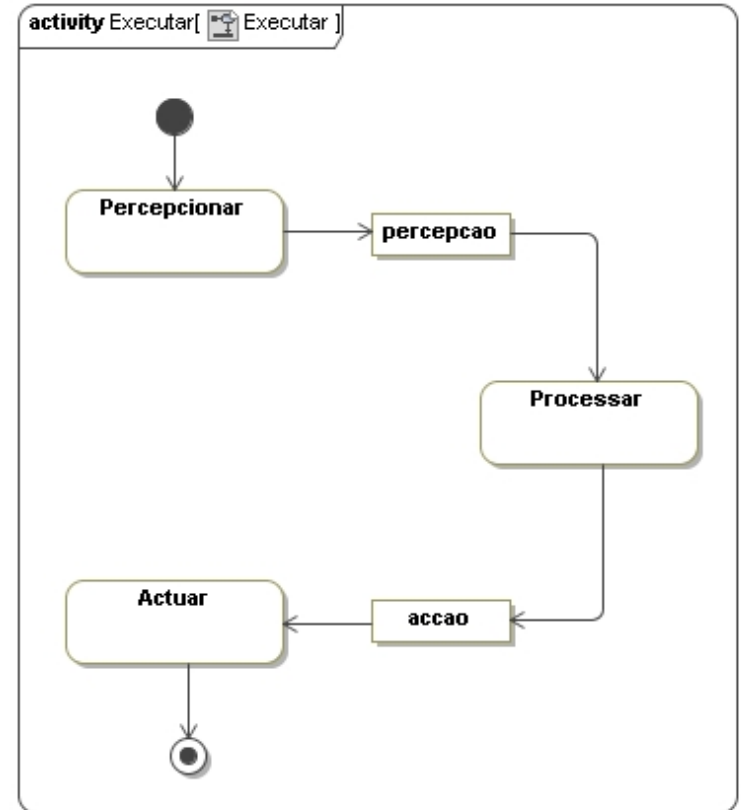


Diagrama de Actividade

AGENTE PROSPECTOR

ESTRUTURA INTERNA

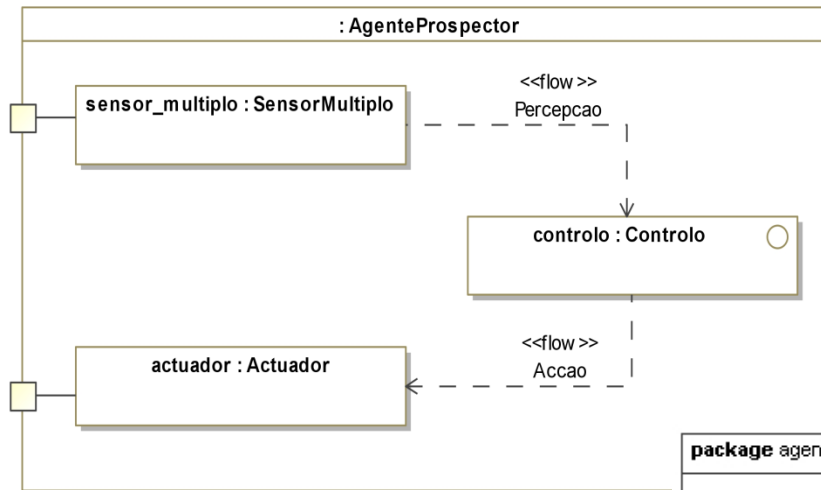


Diagrama de Estrutura Composta

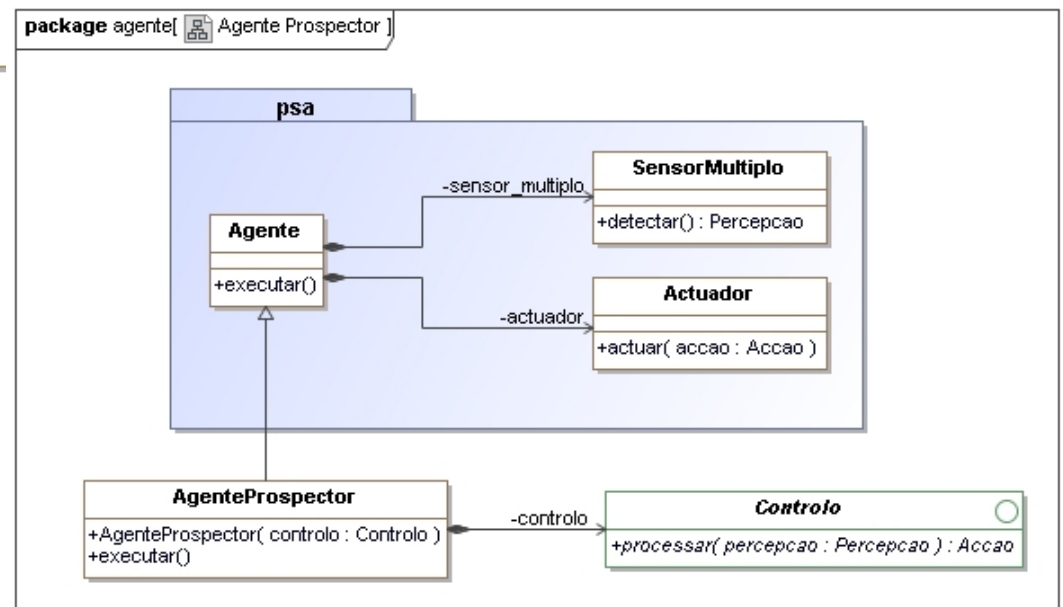
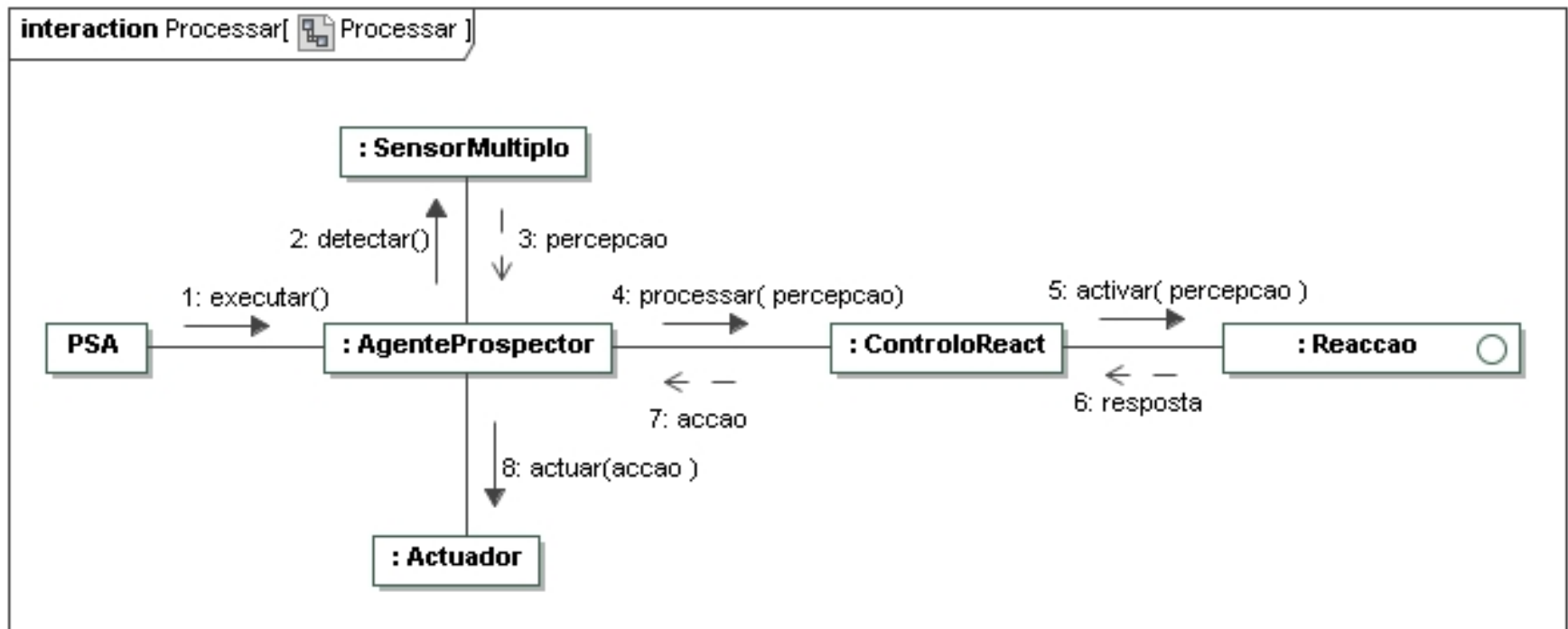


Diagrama de Classes

AGENTE PROSPECTOR

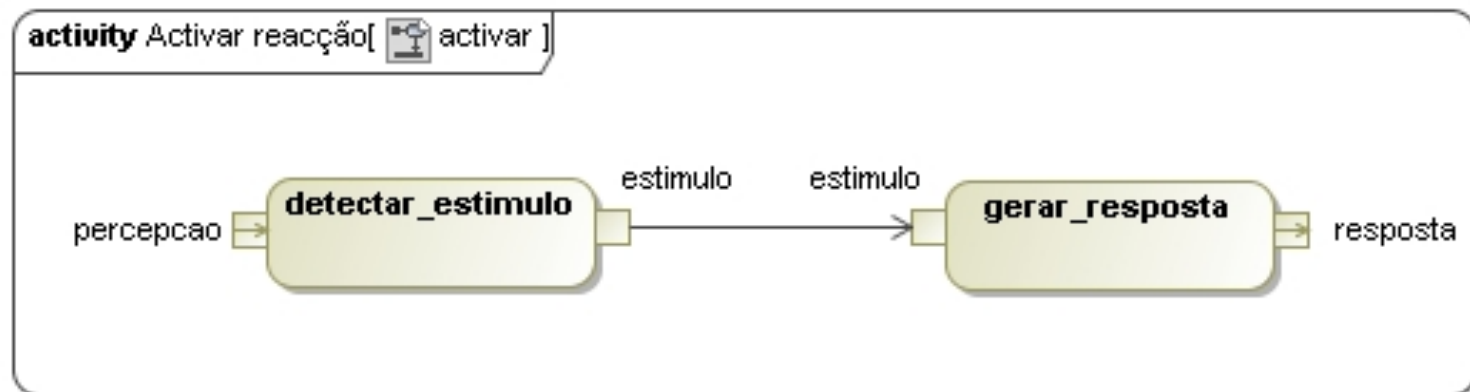
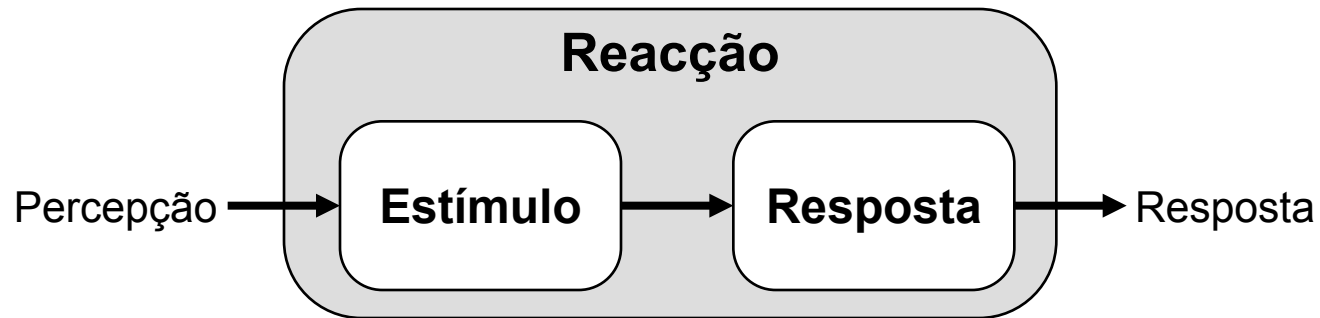
PROCESSAR COM REACÇÃO



ESQUEMAS COMPORTAMENTAIS

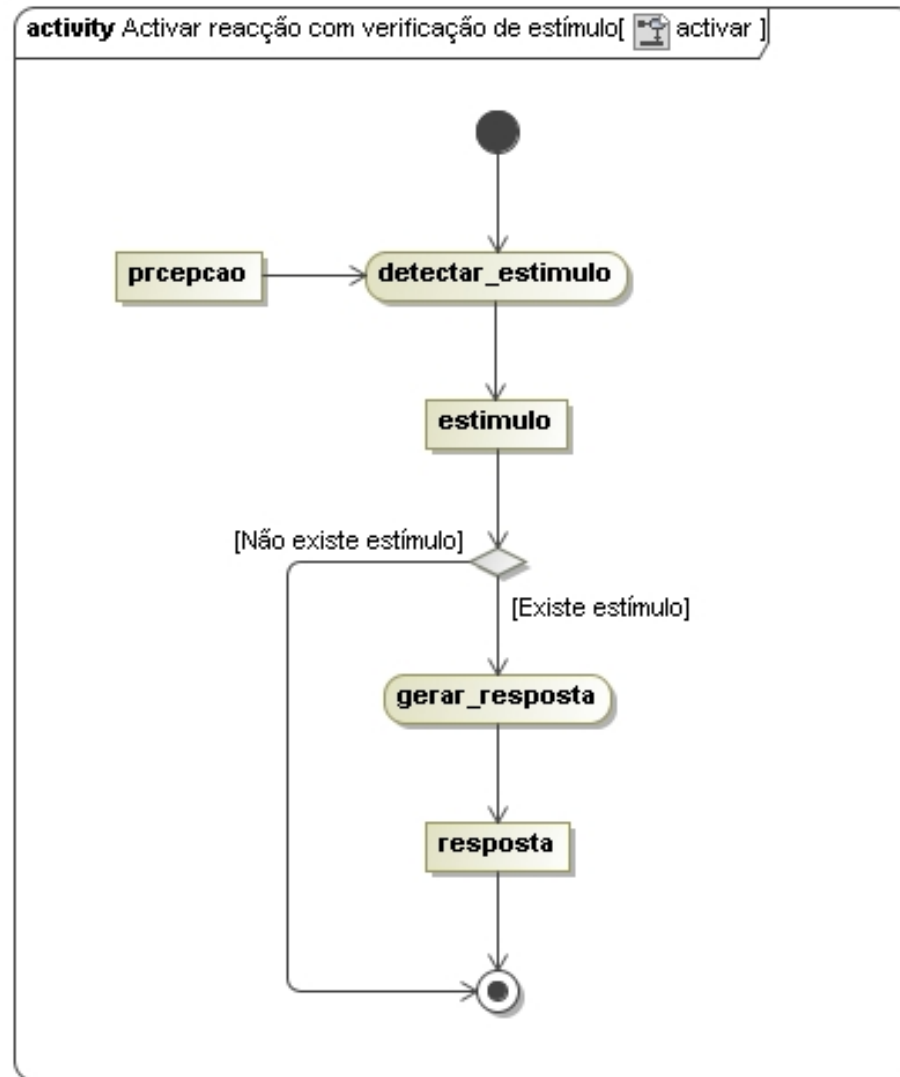
REACÇÃO

- REGRA ESTÍMULO - RESPOSTA

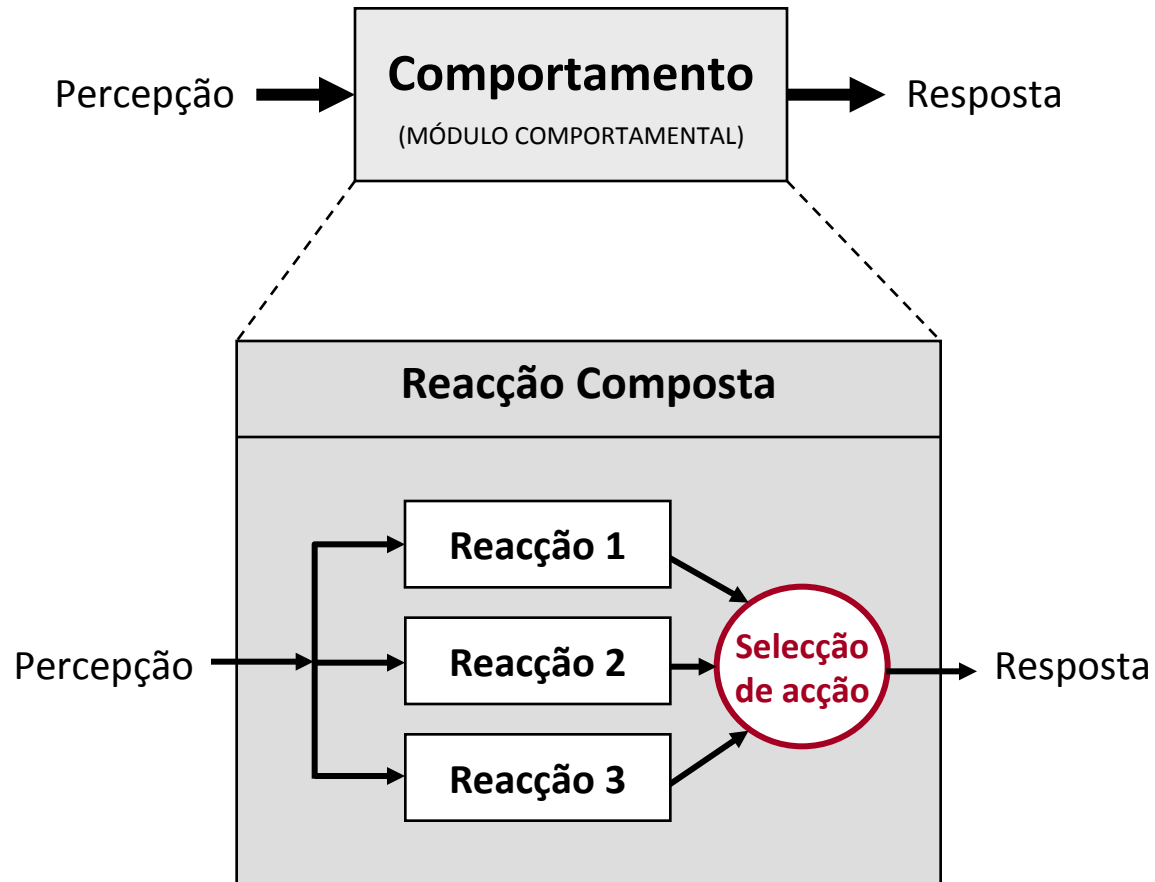


ESQUEMAS COMPORTAMENTAIS

ACTIVAR REACÇÃO

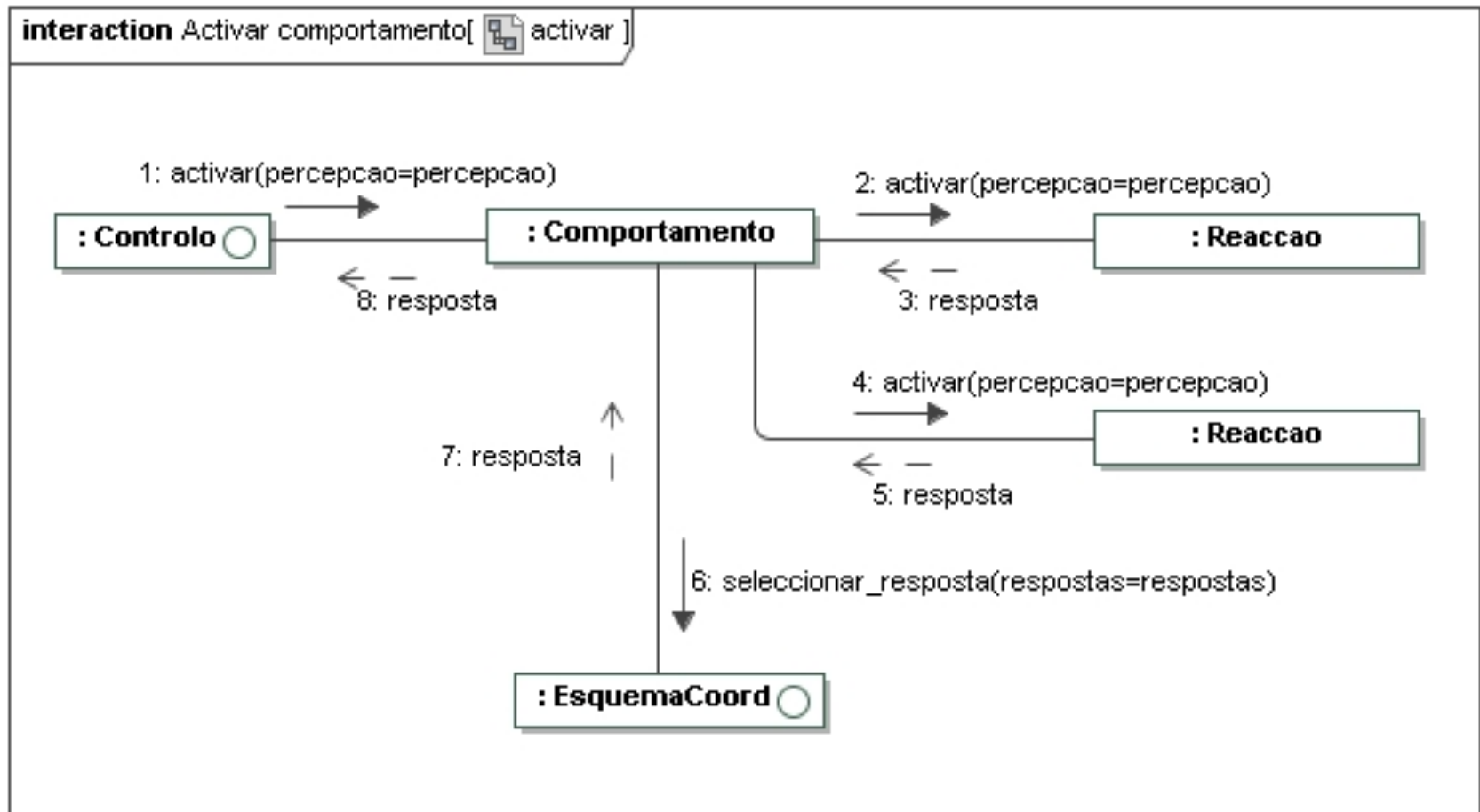


COMPORTAMENTO




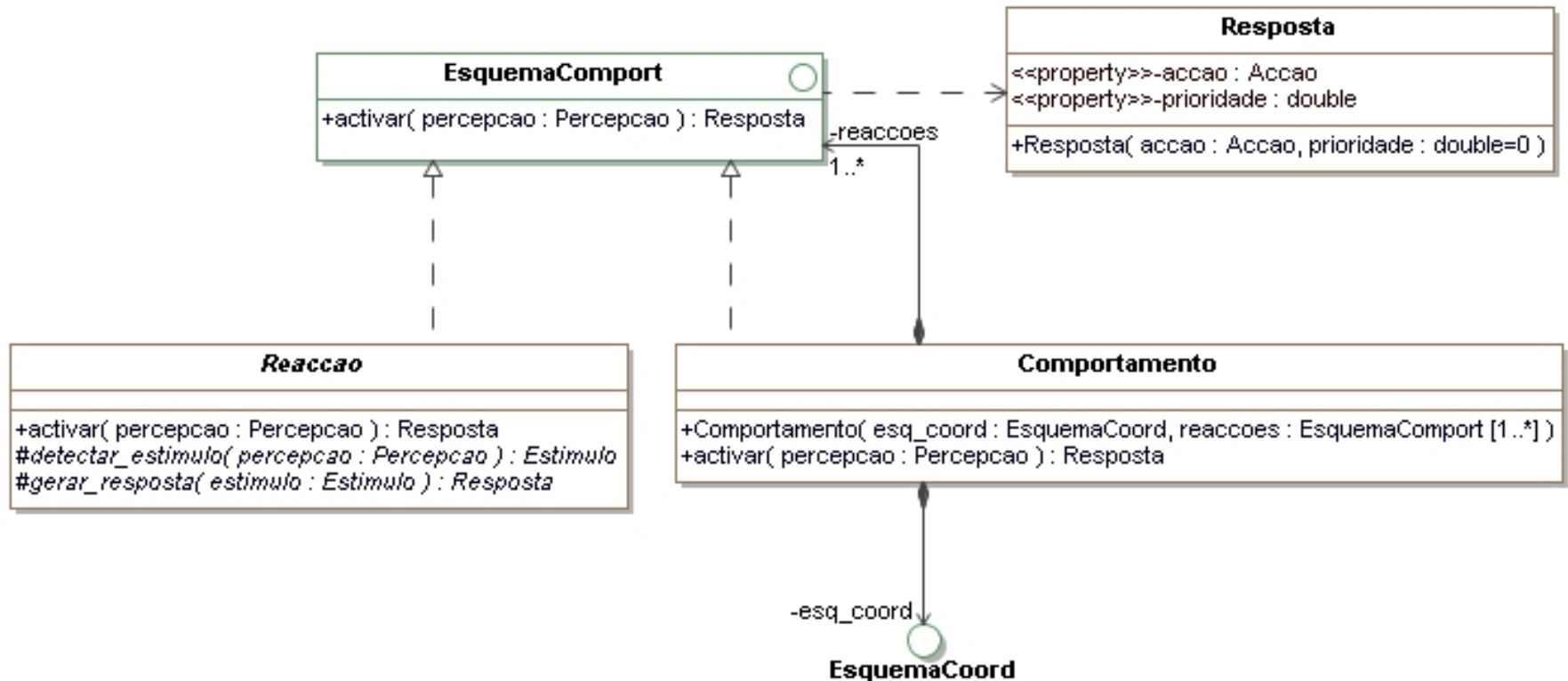
AGENTE PROSPECTOR

ACTIVAR COMPORTAMIENTO



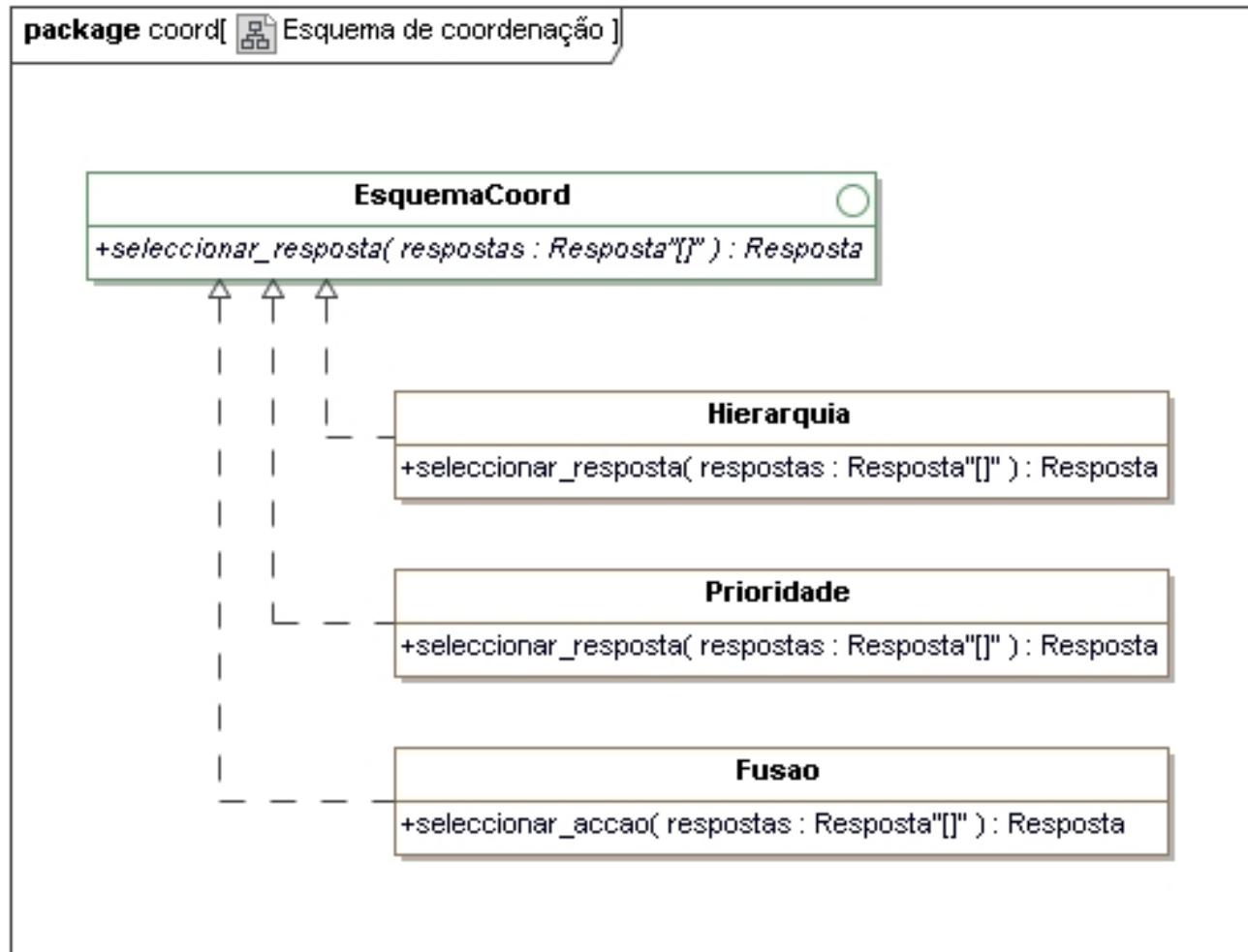
ESQUEMAS COMPORTAMENTAIS

package ecr[ Esquemas comportamentais]



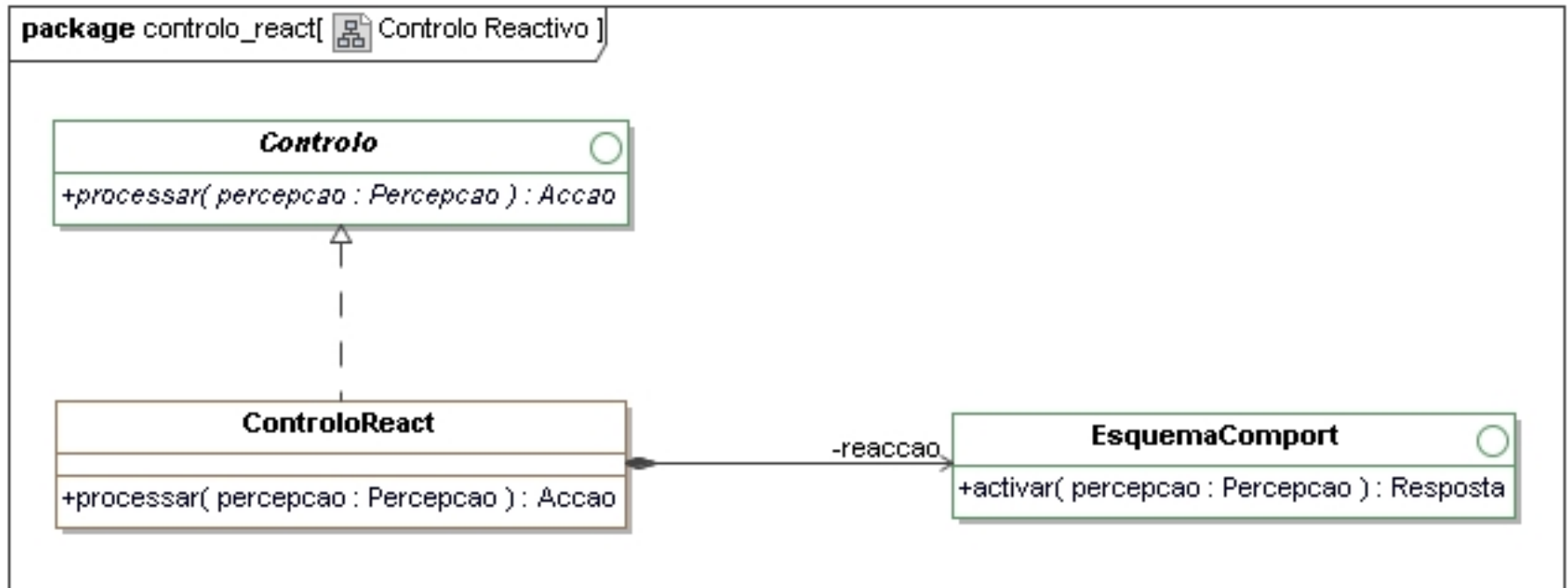
ESQUEMAS COMPORTAMENTAIS

ESQUEMA DE COORDENAÇÃO



AGENTE PROSPECTOR

CONTROLO REACTIVO



AGENTE PROSPECTOR

CONTROLO REACTIVO

