

golem Alpha III Hackathon

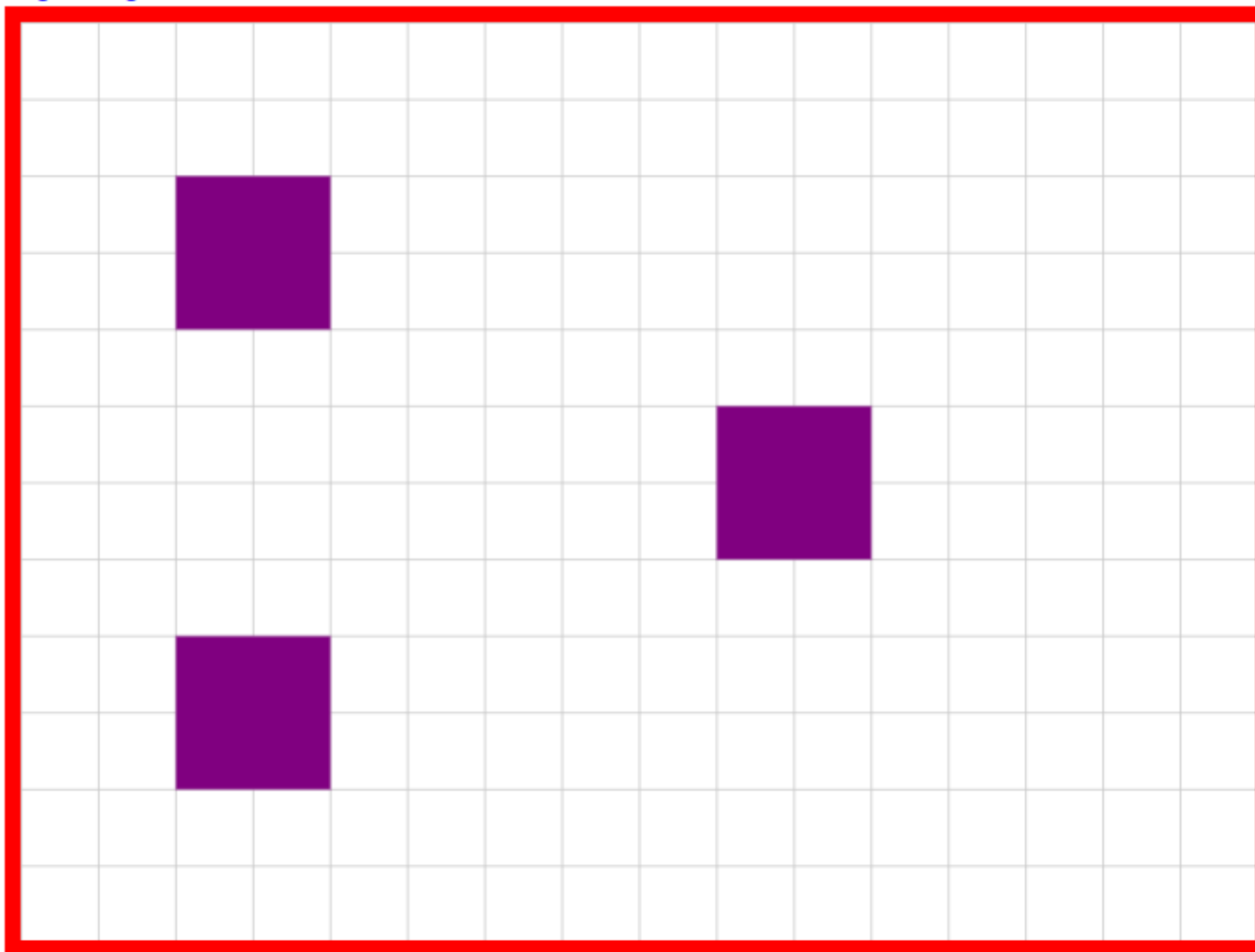
No More COFUD

VON DEUTSCHKLUB



No More COFUD

Negotiating



 Add Movable Object  Add Fixed Object  Add Fixed Person  Erase

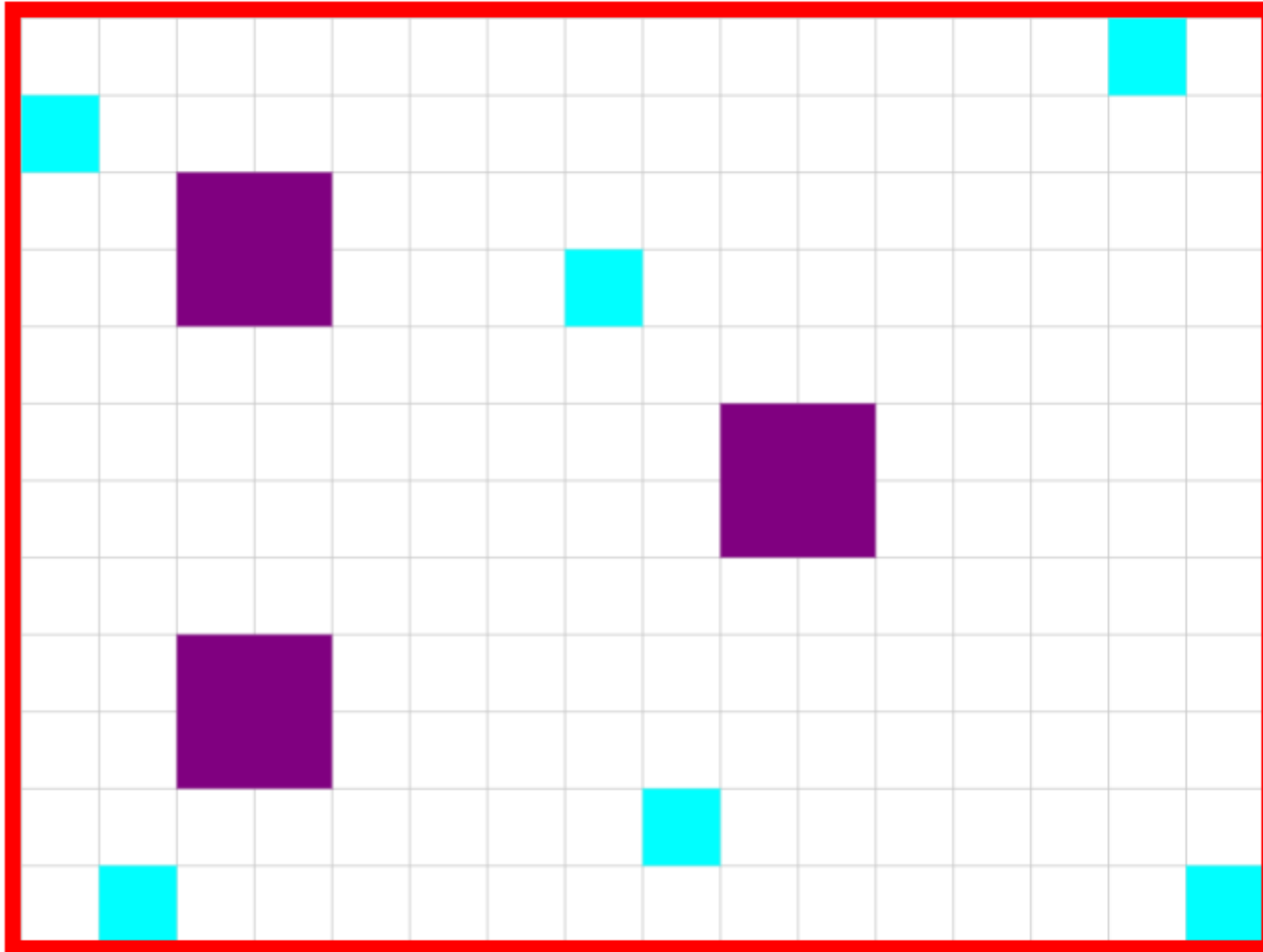
How many people need to fit in here?

Preamble: "What is this?"



No More COFUD

Success!



 Add Movable Object  Add Fixed Object  Add Fixed Person  Erase

How many people need to fit in here?

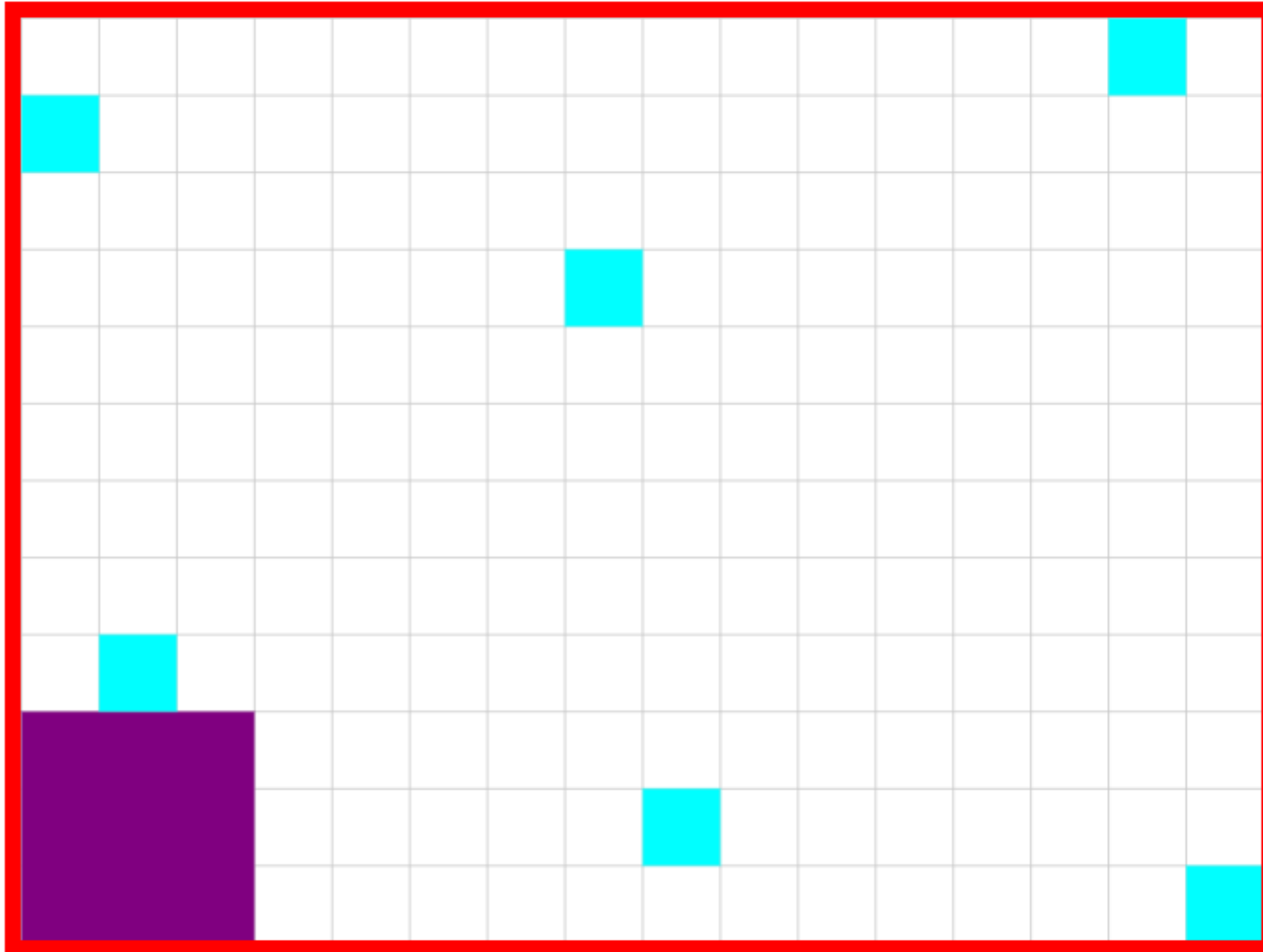
Preamble: "What is this?"

Preamble: "What is this?"



No More COFUD

Success!



 Add Movable Object  Add Fixed Object  Add Fixed Person  Erase

How many people need to fit in here?

Preamble: "What is this?"

Summary

- No More COFUD uses constraint programming powered by the golem network to suggest optimized floor plan layouts - whether it is a restaurant or an office building
- Users may add items to the layout:
 - Movable Furniture
 - Fixed Objects
 - Fixed People
- The solution is shown in the web application
- The back-end script (worker.ts) can also be used to solve for a larger set of data

How It Works

- The user defines movable furniture, fixed objects, fixed people, and the number of movable people
- Each grid location represents 1 foot; so 3 squares is roughly 1 meter
- When ready, the user clicks “Calculate NOFUD” to send the job for processing
- The user can see the progress of the job from Negotiation to Complete
- The user can view the suggested layout in the web application, or as a text file from the back end script

Potential Features

- Allow furniture to be multiple rectangles joined together
- Support for larger data sets in the web application
- Allow items to be rotated to fit
- Allow requiring people to be close to furniture, like desks or tables
- Support automatically finding the maximum number of people that can fit in the space

Team & Links

- Mike Cross
 - Front-end
- Derek Jarvis
 - Back-end

<https://github.com/DEUTSCHKLUB/no-more-cofud>

<https://go-le-m.dcompute.xyz>