

Flatland encoding

Week 4

Progress

We have an encoding that produces a correct result for a multiple agents and avoids collisions. Congrats!

Next steps for Week 5

Housekeeping: Next week we will not meet.

1. For now, let's abandon the notion of *long edges*
2. Keep track of the position of the train at each time step
3. Add more trains into a larger environment and check for collisions
4. Later, reintroduce long edges and find a good method for tracking the position
5. If there is still time, think about whether it's possible to avoid collisions without actively tracking the position

More advanced goals for the rest of the project this semester

1. Time limit for a train to reach its goal (maximum number of steps)
2. Visualizing on the Flatland map

This second goal would envision:

- using Flatland to generate a map
- converting this to ASP
- coming up with a solution in ASP
- translating the solution into Flatland-readable code to produce a visualized output