

# Flatland

June 2023 update

## Reading and research

- Routing and Scheduling in different ways
- Other papers

Future goals:

- Build out initial bibliography
- Provide brief summary

## Project module

- Added to Moodle
- Developing assignments
- Meeting weekly with the student

## Encoding

- Started with experience in asprilo as a baseline
- Recognized this issue with transitions
- **Developed solution** for assigning transition functions to all track types
- Attempting to move a train through a simple environment
- Looked through Michel's code
- Anticipate the **direction of development**

## Direction of development

What sets this apart?

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| <ul style="list-style-type: none"><li>• Realistic applications<ul style="list-style-type: none"><li>• Multiple stops</li><li>• Coupling together</li><li>• Turning around</li><li>• Third spatial dimension</li></ul></li></ul> | <ul style="list-style-type: none"><li>• Scheduling vs. rescheduling<ul style="list-style-type: none"><li>• Preference for certain routes over others</li></ul></li></ul> | <ul style="list-style-type: none"><li>• Abstraction<ul style="list-style-type: none"><li>• Separating path planning from conflict prevention &amp; resolution</li></ul></li></ul> |
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