Status report

23.06.2014

Michael Ruster

Research lab – Summer term 2014

University Koblenz-Landau

Decisions made

- We do not focus on an implementation which can be distributed between multiple machines, because

  - It may bring a great level of complexity

  - Contestants from the previous years achieved their results without using multiple machines as well

- We want to use the ticketing system/chat more effectively

Decisions made

- Mapping is done using a blackboard system

  - Agents communicate to one central information source for sharing and gathering information

  - We are testing to replace our Java-based Graph implementation with a pure AgentSpeak(L)/Jason one

Decisions made

- Instead of a Graph Singleton we now have a cartographer agent

    - We hope for speed improvements

    - Communication between the agents is done by using Jason's `.send` method

- We want to participate in the MAPC testing phase and hence contacted the organisers

Progress made

- Action execution works with us getting the percepts back from it

- Percepts are now replaced/updated

- The cartographer agent and its basic functionality is working

- The agents are moving, surveying and recharging

Current schedule

- Soon: Testing phase
- Beginning of July: Fixed contest parameters
- 2014-09-01+: Qualification
- 2014-09-07+: Tournament
- 31.10.2014: Final report deadline

Thanks for your attention!