

# **Computational Intelligence: Report assignment 3**

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# 1 ANT PREPARATION: OBSERVE THE PROBLEM

Here we will answer the questions about the observation of the problem.

## 1.1

First of all it could be possible that the ant is in a very big room. This would be difficult because it is hard to find the exit. Secondly, it could happen that the ant gets in a dead end and needs to go back all the way.

## 1.2

The ants drop Pheromones to let the other ants know the popularity of a certain path. The equation which determines the amount of pheromones per path is:

$$Pheromone_{onlinki} = \frac{100}{Pathlength}$$