

Minutes for Meeting 3

December 22, 2011

1 Participants

Martin Boissier, Hugo Hutt

2 Topics

- Discussed the Ant Wars problem and the possible nature-inspired techniques used to solve it.
- Discussed genetic programming and its application to the Ant Wars problem.
- Designed the main framework for the application which the nature-inspired techniques can build on.

3 Decisions

- Genetic programming was selected as the nature-inspired technique for the project.
- Decided on some of the experiments to carry out on the application.
- Made a road map for the work to carry out in the following weeks.