

CS 472 Artificial Intelligence

Weekly Project Team

Meeting Minutes

Team #: 2 Project Title: Urban Evac

Week #: 6 Date: February 28, 2017

Team Members Present: Bradley Griffiee, Rebekah Warnock, Giovanni Gaito, Grant Doohen, Shaun Cross, Nasi Robinson

Team Members Absent: None

Major topics discussed:

How is our project AI?

Intelligence is a result of sensory input, memory, problem solving, reasoning, and learning. Our project attempts to utilize all of these aspects in the following ways:

Sensory Input: Collective input of many different users

Memory: Representation of the users into population groups

Reasoning & Problem Solving: The data is then transformed to achieve the route graphs for optimal population dispersion

Learning: Using the feedback of our users along their routes we can continuously improve the global routing algorithms and more appropriately distribute resources

Source Data

Google Maps API, generated simulation data

Action Items:

Working on API and Application, should be wrapping those up around the end of spring break

Open issues:

We are still discussing the way in which we are going to implement our learning. We think that an always running simulation trying to find the best routes for generated scenarios would be best, but is out of the scope of the project. Instead, we are going to try and implement case by case learning where the calculations can improve as they are given feedback from the users during a single simulation.