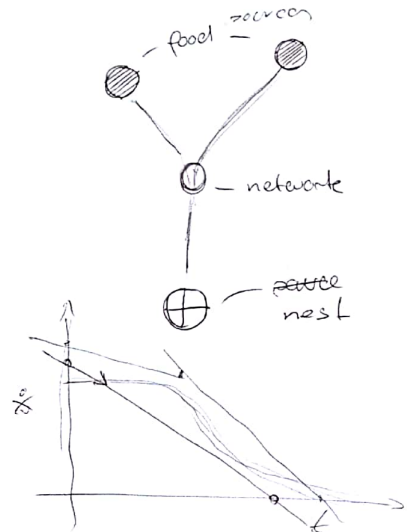


Phase I

- weighted edges, food source
- # ants n
- time dep simulator

graph

edges as vector
- length
- pheromons



Ants

- each single ant
- node, edge & progress
- back carry food \rightarrow pheromons
- backPath \rightarrow expl / impl. pherm.

same way back

easy if linear



(Mult. Strategies)

- choose back nodes on pre-camp information (distances)

