

## Introduction to Multi-Agent-Programming

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### Exercise Sheet 2

Due: November 6th, 2008

#### Exercise 2.1 (Concepts and Definitions (1 Points))

- (a) Fill the table to describe the environment of the simulation software. Please give a short explanation. The first row is an example.

Observable	partially	the state of the system is unknown for the agents
Deterministic		
Episodic		
Static		
Discrete		
Agents		

- (b) Fill the table to describe the AGENTS in the simulation? Please list more than 8 items and give each of them a short Explanation. The first row is an example.

0	Rational	yes	acting according to the performance.
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

#### Exercise 2.2 (Programming (2 Points))

- (a) Implement a simple search strategy, e.g. "nearest first", for the agents.  
(b) Design and implement a blackboard for the exploration.

Please send your solution to dornhege and zhangd @informatik.uni-freiburg.de

Note: We encourage you to submit the written solution in a **pdf** file. The latex package is available at the exercise web page.