# **Multi-Agent Systems**

B. Nebel, F. Lindner, T. Engesser Summer Semester 2017 University of Freiburg Department of Computer Science

### Exercise Sheet 0

Important information: You will be required to turn in your solutions to the theoretical and practical exercises in groups of **three to four students**. All submissions are made electronically via git. For optimal support, we strongly encourage you to use a current Linux-based operating system (e.g., Ubuntu). The aim of this first sheet is for you to form groups and setup your programming environment.

#### Exercise 0.1 (Group registration, due Thursday)

Send an e-mail to engesser@cs.uni-freiburg.de (until Thursday) containing for each group member (1) the full name, and (2) a valid e-mail address. We will use this information to setup an account for each of you (on our gitlab-server) and create a submission repository for each group.

## Exercise 0.2 (Python setup, no submission)

For the practical exercises during the first few weeks, we will use our own small multi-agent simulation framework written in Python (later, we will use an Eclipse/Prolog-based BDI framework). You will need current versions of Python (version 2 or 3), Pygame and Numpy to run it.

E.g., if you use Ubuntu, you can install Python 2 with Pygame and Numpy via:

#### \$ sudo apt-get install python python-pygame python-numpy

To check whether your installation was successful, you can try the following commands in your Python 2 shell:

```
>>> import pygame
>>> import numpy
```

# Exercise 0.3 (Git installation, no submission)

Install git. E.g., if you use Ubuntu, you can install it via:

### \$ sudo apt-get install git

To check whether your installation was successful, you can try the following command in your shell:

#### \$ git --version

More information on how to use git can be found at https://git-scm.com/book/en/v2/Git-Basics-Getting-a-Git-Repository.