Firebrigade Agents
Making Fire

- allNoEarthquake.sh has no fires
- Switch on collapse and firesimulator (uncomment)
- Maybe blockade for Kobe map (+ sample police agents) as too easy otherwise
- More example maps on website, any map! should do
Basic Behaviors

• Look at sample agents for examples!
• Water gets used -> need to refill at refuges (just move there)
• Keep simple as sampleagents
  – if empty move to refuge,
  – if at refuge and not full wait
• extinguish(building)
• within MAX_EXTINGUISH_DISTANCE
Detecting „fires“

• Check FIERYNESS property (isOnFire())
• Each building is a „fire“
• Better: Cluster of buildings is one fire
• Clustering: Create sets of fires by union-find within nearby burning buildings
• Decide which agents extinguish which fire(-cluster) -> coalition formation
• Decide which building of a cluster to ext.
Example
Basic Strategies

- Work together -> if one can't extinguish a house before fire spreads -> waste
- Extinguish borders of fires only
- Extinguish towards non-burning areas (map center?)
- Try to reduce number of fires early (ideally only one)
- (extinguish from houses)
Your task

• Implement simple strategies to solve basic problems
• Choose one problem, that you think will yield most performance increase and do it properly
• Document! We want to understand, what you did, how, and why.
• Look at actual performance