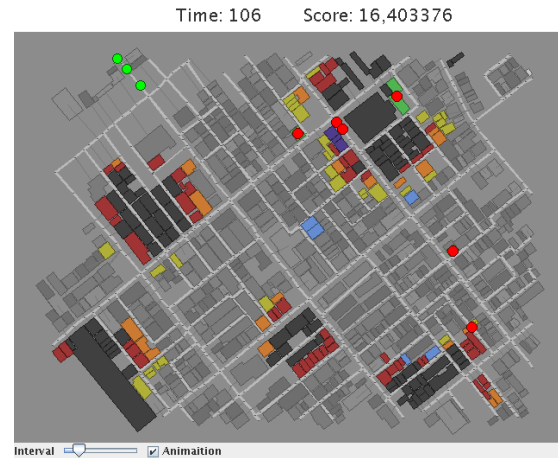


Advanced Firebrigades

(> Sample Agents)

Fire clusters



- Usually good idea to consider clusters of fire instead of single houses
- Assign coalitions to clusters
- Determine sets of near houses
 - > Union-Find structures

Coalition assignment

- Continuous (i.e. not only once)
- Max. one coalition per cluster
- Determine for each cluster value of being extinguished by N agents
- Iterate over all homogeneous coalition structures
 - Evaluate by choosing best assignment to clusters
 - Take max
 - Document what evaluation is based on!

Agents

- Agents need to be pro-active: Choose next best action, if best action not available
- Leader: Selection of good houses
 - Thread to map/spreading
 - Frontier/border
 - Towards center
 - Fast to Extinguish
 - Fieryness
 - Area
 - Document!
- Performance: Working agents! Better than sample agents.