Engineering a Multi-Agent System in GOAL

We provide a brief description of the GOAL-DTU system, including the overall design, the tools and the algorithms that we used in the Multi-Agent Programming Contest 2013. We focus on a description of the strategies and on an analysis of the matches. We also evaluate our experiences with the GOAL agent programming language. Our strategies worked well in general and we earned a second place in the contest only losing to the winning team. Finally we provide some suggestions for future contests.

General information
State: Published
Organisations: Department of Applied Mathematics and Computer Science, Algorithms and Logic, Technical University of Denmark
Pages: 329-338
Publication date: 2013

Host publication information
Title of host publication: Engineering Multi-Agent Systems: First International Workshop, EMAS 2013, St. Paul, MN, USA, May 6-7, 2013, Revised Selected Papers
Publisher: Springer
ISBN (Print): 978-3-642-45342-7
ISBN (Electronic): 978-3-642-45343-4
(Lecture Notes in Computer Science, Vol. 8245).
DOIs: 10.1007/978-3-642-45343-4_18
Source: dtu
Source-ID: u::9969
Research output: Research - peer-review › Article in proceedings – Annual report year: 2013