

EVOLUTIONARY TASK FORCE

SUMMARY OF WEEK 3

Week 3 was the first week of implementation and testing for the task force. Each sub-task group progressed in their own part and integration between partners has started. As mentioned in last week's report a conscious effort must be done to make sure the experiments performed are comparable.

In Subtask 1 the explicit representation was improved during last week, and will be tested next week. The implicit representation is already being tested and integrated between the partners. They will have a skype meeting to synchronize the experiments and make sure they measure the same thing.

In Subtask 2 Several implementations are already being tested, however each is in its own simulator. This is acceptable until November 30, for a proof of concept. After November 30 the viable solutions will be ported to robot3D and tested there to ensure comparable results, this will be done before December 15. After which a choice will be made.

Subtask 3 is not comparing different options, but will be doing a proof of concept to see whether the one we have in mind (QI) is feasible. The concept has been developed last week and will be implemented somewhere next week.

Subtask 4 actually had its deadline last Friday, however due to some bugs in the simulator this deadline was not made. However, since we extended the deadline for the other decisions we decided to extend this deadline as well. The framework for doing the benchmarks has been developed by now, and the first few scenarios have been prepared and will be run, results of which are expected next week. More complicated scenarios will be implemented next week and run as soon as possible.

A skype tutorial on using Robot3D will be held for the task force, so everyone will be up to speed on how to use it.

Lastly a policy for reporting bugs in Robot3D will need to be decided upon, as well as a system for collective debugging of the global experiment.

For further details please consult the SEC Blog: <https://symbrion-ec.wikidot.com>