



By Dion Jackson
www.DarkCybernetics.com
All Rights Reserved 2017.

Video Length: 30 minutes

Table of Contents

- I. Introduction to Swarm Intelligence
- II. Ant Colony Optimization Algorithm
- III. ACO Program Description

Terms and Concepts

- 1. ACO Algorithm-
- 2. Swarm-
- 3. Swarm Intelligence-
- 4. Pheromone-
- 5. Trail-
- 6. Path-
- 7. (Local /Gobal)Minimum or Maximum-
- 8. Heuristic-
- 9. Flock-
- 10. Computational Intelligence-
- 11. Behavior-
- 12. Evolutionary Algorithm-
- 13. Agent-
- 14. Artificial Intelligence-
- 15. Machine Learning-
- 16. Artificial Immune System-
- 17. Artificial Life-
- 18. Localization-

Lets Try IT!

Create a graphical version of the Ant Colony Algorithm. Make the agents drop colored pheromones on the path from start to a goal state. Save the program as **ACO-EP1**.

For More Information Please Visit Our Website:

DarkCybernetics

Learn Play and Discover Computer Science

www.DarkCybernetics.com

All Rights Reserved 2017.