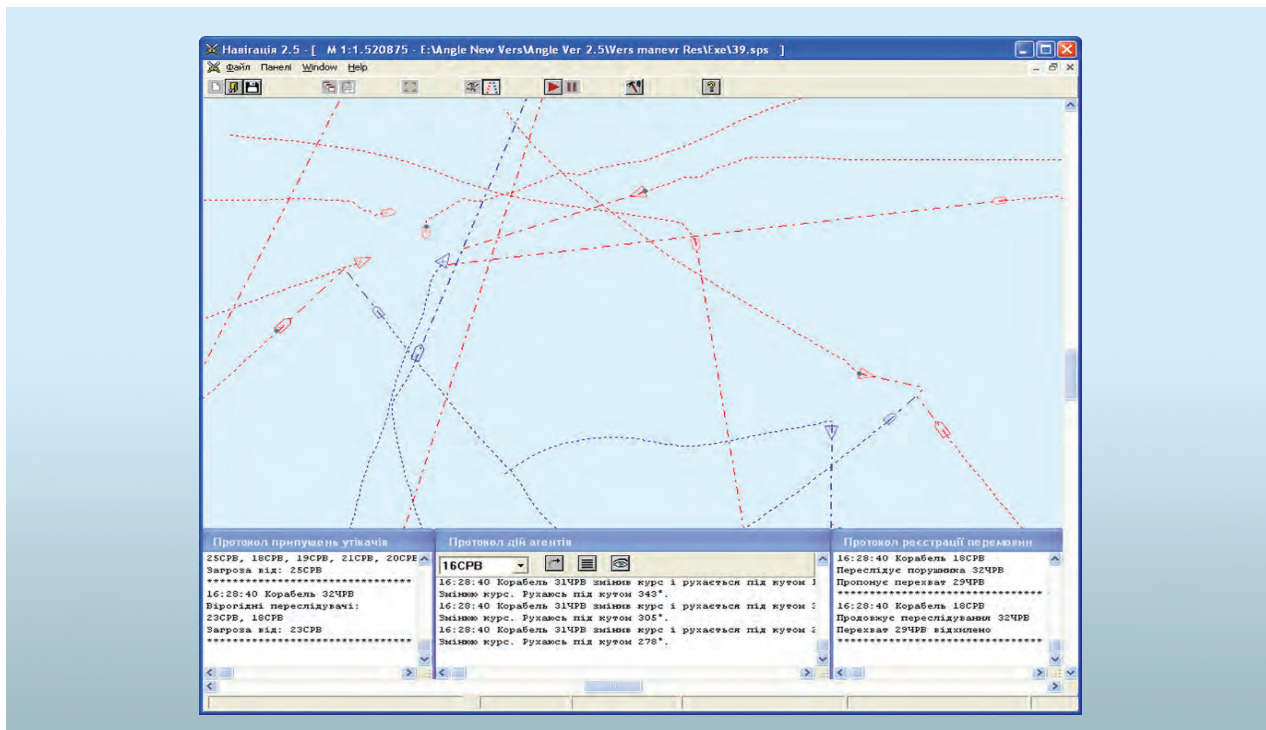# *NAVIGATION* MULTI-AGENT SYSTEM (NAVIGATION MAS)



Example of multi-agent simulation of pursuit/evasion processes using *Navigation* MAS tools

## Areas of Application

The system is to be used for multi-agent simulation of pursuit/evasion processes on sea surface as real environment prototype

## Specification

Simulation of pursuit/evasion for the general case ($n$ pursuers, m escapees, where $n \geq m$)

## Stage of Development. Suggestions for Commercialization

IRL6, TRL4
Customization of *Navigation* MAS, upon request

## Advantages

In contrast to well-known analogs, this system deals with the general case of pursuit/evasion processes ($n$ pursuers, m escapees, where $n \geq m$), for which the problem of optimal distribution by pursuing groups (based on the criterion of capture time minimization) is solved and agent maneuvering processes are simulated in accordance with International Regulations for Preventing Collisions at Sea

## IPR Protection

IPR1, IPR3

## Contact Information

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