Multiagent Systems

Sistemas Multiagente

SMA-UPC

Introduction



Aims of the course

- To provide the student with the knowledge to design and program distributed multi-agent systems using intelligent agents.
 - What is an agent?
 - What is an intelligent agent?
 - How can intelligent agents be used in distributed problems?
- During the course we will see how to:
 - apply several Artificial Intelligence techniques in Agents,
 - model knowledge in distributed problems,
 - design systems able to distribute decision making and tasks among agents.

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Course Contents (1 of 7)

- 1. Introduction
 - 1.1. Origins
 - 1.2. Agent types
 - 1.3. Agent Architectures
 - 1.3.1. Deliberative Architectures
 - 1.3.2. Reactive Architectures

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Course Contents (2 of 7)

- 2. Knowledge Representation and Communication
 - 2.1. Knowledge Representation
 - 2.1.1. Ontologies: design, methodologies
 - 2.1.2. Mark-up Languages (XML, RDF, DAML+OIL)
 - 2.2. Agent Communication
 - 2.2.1. Communication Protocols
 - 2.2.2. Communication Languages and Performatives (KQML, FIPA ACL)

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Course Contents (3 of 7)

- 3. Reasoning in Agents
 - 3.1. Introduction to reasoning
 - 3.2. Deductive Reasoning Agents
 - 3.3. Practical Reasoning Agents. BDI agents

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Course Contents (4 of 7)

- 4. Multiagent Systems Design
 - 4.1. Agent-Oriented Software Engineering methodologies
 - 4.1.1. Introduction to Agent-Oriented Software Engineering
 - 4.1.2. GAIA methodology
 - 4.1.3. Prometheus Methodology

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Course Contents (5 of 7)

- 4.2. Coordination Models
 - 4.2.1. Introduction to Coordination.
 - 4.2.2. Social Models
 - 4.2.2.1. Reputation and Trust. Social Roles.
 - 4.2.2.2. Electronic Organizations
 - 4.2.2.3. Electronic Institutions
 - 4.2.3. Non-social Models
 - 4.2.3.1. Explicit Coordination
 - 4.2.3.2. Implicit Coordination

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Course Contents (6 of 7)

- 5. Situated Agents (robots)
 - 5.1. Perception Problems
 - 5.2. Problems on action execution
 - 5.3. Situated Agents' Architectures
 - 5.3.1. Reactive Architectures
 - 5.3.2. Deliberative Architectures
 - 5.3.3. Hybrid Architectures
 - 5.4. Knowledge Representation and Uncertainty
 - 5.5. Planning and Uncertainty
 - 5.6. Multi-Robot Systems

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Course Contents (7 of 7)

- 6. Other applications for SMA
 - 6.1. Interacting with humans
 - 6.1.1. Adjustable Autonomy
 - 6.1.2. User Modelling
 - 6.2. Simulations
 - 6.3. Multiagent Sistems for videogames

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Course Material

- No need to buy books, but if you want to buy one:
 - Wooldridge, M. "Introduction to Multiagent Systems". John Wiley and Sons, 2002.
- If you feel that your knowledge on AI is not in good condition, have a look to:
 - Russell, S. & Norvig, P. "Artificial Intelligence: A Modern Approach" Prentice-Hall Series in Artificial Intelligence. 2009
- References to papers and other on-line documents will be provided during the course.
- Most of the material will be made available at the course's website:
 - http://www.lsi.upc.edu/~jvazquez/teaching/sma-upc/

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Who am I?

- Javier Vázquez-Salceda
 - Doctor in AI at UPC
 - Associate Professor at the Knowledge Engineering and Machine Learning Group (KEMLg)
- Research interests: theoretical and applied issues of Multiagent Systems (MAS).
- · specially interested in
 - the conflict between Autonomy and Control in agents,
 - the relation between agent goals&behaviour vs. the social expectations and/or regulations,
 - the use of norms to provide flexible specifications of accepted behaviour
- Where am I?
 - Departament de Llenguatges i Sistemes Informàtics
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References

- Luck, M., McBurney, P., Shehory, Onn, Willmott, S. "Agent Technology: Computing as interaction. A Roadmap to Agent Based Computing". Agentlink, 2005. ISBN 085432 845 9
- Wooldridge, M. "Introduction to Multiagent Systems". John Wiley and Sons, 2002.
- Russell, S. & Norvig, P. "Artificial Intelligence: A Modern Approach" Prentice-Hall Series in Artificial Intelligence. 2009 ISBN 0-13-103805-2
- Weiss, G. "Multiagent Systems: A modern Approach to Distributed Artificial Intelligence". MIT Press. 1999. ISBN 0262-23203

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