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	Collana	Lecture Notes in Artificial Intelligence, , 2945-9141 ; ; 16031
	Disciplina	006.3
	Soggetti	Artificial intelligence Data structures (Computer science) Information theory Software engineering Computer engineering Computer networks Artificial Intelligence Data Structures and Information Theory Software Engineering Computer Engineering and Networks
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-- Main Track. -- Transformer Based Models for Offline Multi-Agent Reinforcement Learning. -- Theory and Practice of Natural Strategy Checking in Concurrent Games with Imperfect Information. -- Optimizing road intersections using phase scheduling. -- SysTemp: A Multi-Agent System for Template-Based Generation of SysML v2. -- Evaluating Infrastructure-Less Cooperative Parking Guidance via Agent-Based Simulation. -- Multi-Agent Reinforcement Learning with Automated Negotiation for Serial Supply Chain Management. -- Royal FLush: a MAS-based platform for Decentralized Federated Learning based on SPADE agents. -- Prioritized Path Planning for Multi-Agent Pickup and Delivery with Multi-Item Packing Problem. -- Distribution Model: Separation of Concerns to Facilitate the Distribution of Agent-Based Models. -- Towards an LLM-powered Social Digital Twinning Platform. -- Knowledge Graph-Enhanced Multi-Agent Infrastructure for coupling physical and digital robotic environments. -- Applying an Innovative TCN and Multi-Tasks SVM for Early Sepsis Prediction. -- Towards understanding Complex Adaptive Systems: An illustration on urban logistics. -- Efficient Assignment of Immediate Tasks Using Deep Reinforcement Learning in Multi-Agent Pickup and Delivery. -- Towards a replicable synthetic population and agent-based transport model for Bavaria. -- LDAS: Proposal for semi-optimal Storage Locations using LDA and SA -- Influence of State Representation on Algorithmic Collusion under Deep Learning. -- MASPY: A Python-Based Framework for Developing BDI Multi-Agent Systems. -- Is Generative Artificial Intelligence Ready for Computational Social Science?. -- Learning Controllability Using Destination Channels with Reward Navigation in Multi-Agent Systems. -- A migration control approach to improve security for Open MAS in IoT networks. -- Drone Swarms for Multi-Perspective Monitoring of Large Mammals in their Natural Habitats: Deployment and Field Trials. -- An Identity Based Agent Model for AI Value Alignment. -- Rasa4JaCa - A Communication Interface between Multi-agent Systems and Opensource Chatbot Technologies. -- SPADE as a MAS framework for the development of Digital Twins. -- TimeCIEL : Contextual Interactive Ensemble Learning for Time Series Classification. -- Marketing Strategies and Context Effects. -- DEMONSTRATIONS TRACK. -- Why is intersection control such a difficult task? A demonstration. -- Situated Agents in Action: Extending VEsNA with Spatial and Grabbable Artifacts. -- On the Usability and Extensibility of VITAMIN. -- Analysis, Implementation and Demonstration of the Nim Game Mathematical Winning Strategy. -- Machine learning for decision support and automation in games: agent city navigation. -- Planner-Guided Robot Swarm Demonstration with Natural Language Control. -- Demonstration: WellProdSim Social Simulator Terrain Model. -- From Console to Dashboard: A Demonstration of Real-Time Visualization for Social Simulation with WellProdSim. -- CyberAIMs: Using Agent-based Modeling & Simulation to address Strategies in Cyberspace.

This book constitutes the refereed proceedings of the 23rd International Conference on Practical applications of Agents and Multi-Agent Systems, PAAMS 2025, held in Lille, France, during June 25–27, 2025. The 27 full papers and 9 short papers included in this book were carefully reviewed and selected from 57 submissions. The PAAMS 2025 proceedings focus on application and validation of agent-based models, methods, and technologies in a number of key application areas, including computational social science, digital twins, simulating complex systems, agents for social good, advanced models for learning, agent-based programming, distributed data analysis, automatic planning, decision-making, social interactions, formal and

theoretic models, self-adaptation, mobile edge computing, swarms,
and task allocation.
