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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Theoretical Background -- Mass User Support by Social Coordination among Citizens in a Real Environment -- Toward a New Principle of Agent Engineering in Multiagent Systems: Computational Equivalence -- Resource Allocation Algorithms -- Market-Based Resource Allocation for Information-Collection Scenarios -- Modeling of Theme Park Problem with Multiagent for Mass User Support -- Story-Based Planning in Theme Park -- Mass User Support in Traffic Systems -- Effect of Using Route Information Sharing to Reduce Traffic Congestion -- Is Dial-a-Ride Bus Reasonable in Large Scale Towns? Evaluation of Usability of Dial-a-Ride Systems by Simulation -- Game Theoretic Analysis -- Effects of Conflict between Emergent Charging Agents in Social Dilemma -- Investigation of Mutual Choice Metanorm in Group Dynamics for Solving Social Dilemmas -- Architectures for Social Coordination Mechanisms -- Individual Digital Rights Management in

Multi-agent Information Trading Societies -- Fairy Wing: Distributed Information Service with RFID Tags -- CONSORTS: A Multiagent Architecture for Service Coordination in Ubiquitous Computing.

Sommario/riassunto

This book originates from the IJCAI 2003 International Workshop on Multi-Agents for Mass User Support, MAMUS 2003, held in Acapulco, Mexico in August 2003. Besides revised selected workshop papers, the volume editors invited contributions by leading researchers in order to complete coverage of important aspects. The papers address major current issues of multi-agent technology and its applications to support mass users and society more generally by using social coordination mechanisms. The papers are organized into topical sections on the theoretical background, resource allocation algorithms, mass user support in traffic systems, game theoretic analysis, and architectures for social coordination mechanisms.
