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Soggetti	Software engineering Computer simulation Artificial intelligence Computer communication systems Application software Information technology Business—Data processing Software Engineering/Programming and Operating Systems Simulation and Modeling Artificial Intelligence Computer Communication Networks Information Systems Applications (incl. Internet) IT in Business
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Nota di contenuto	Editorial Introduction -- Editorial Introduction: Messy Systems ? The Target for Multi Agent Based Simulation -- Model Design Issues -- The Use of Models - Making MABS More Informative -- Effects of Interaction Topology and Activation Regime in Several Multi-Agent Systems -- Simulating Emergence and Downward Causation in Small Groups -- Applications -- Modeling a Virtual Food Court Using DECAF -- How to Combine Reactivity and Anticipation: The Case of Conflicts Resolution in a Simulated Road Traffic -- Multi Agent Based Simulation:

Beyond Social Simulation -- A Multi-Agent Based Simulation of Sand Piles in a Static Equilibrium -- Speeding Up CapBasED-AMS Activities through Multi-Agent Scheduling -- Simulating Social Relations and Processes -- The Micro-Macro Link in DAI and Sociology -- The Simmel Effect: Imitation and Avoidance in Social Hierarchies -- Cooperation without Memory or Space: Tags, Groups and the Prisoner's Dilemma -- Sexual Attraction and Inter-sexual Dominance among Virtual Agents -- Multi-Agent Modelling and Renewable Resources Issues: The Relevance of Shared Representations for Interacting Agents -- Understanding Climate Policy Using Participatory Agent-Based Social Simulation -- Formal Approaches -- Enhancing Multi-Agent Based Simulation with Human-Like Decision Making Strategies -- Mapping the Envelope of Social Simulation Trajectories -- Agent-Based Social Simulation with Coalitions in Social Reasoning.

Sommario/riassunto

This volume is based on papers accepted for the Second International Workshop on Multi-agent-based Simulation (MABS-2000) federated with the Fourth International Conference on Multi Agent Systems (ICMAS-2000) held in Boston in July 2000. The purpose of MABS-2000 was to investigate and develop the synergy between software engineering for multi-agent systems and agent-based social simulation. The papers included in the MABS-2000 workshop were selected either because they explore how agent interaction can be used to build multi-agent systems or they offer examples of problem-oriented (rather than technique-oriented) systems. No paper was selected if it specified a model or an issue to make it fit a previously chosen technique. All of the papers in the volume have been reviewed and in many cases revised since the workshop. Two papers (by Edmonds and by Hales) as well as the editorial introduction have been added to those accepted for the workshop. As editors and workshop organisers, we are very grateful to the participants who engaged enthusiastically in the discussions about both individual papers and the issues facing the MABS community. Issues raised and positions taken in those discussions are reported in the editorial introduction. We are also grateful to the authors for their punctuality and the grace with which they received and responded to editorial comments and requests. Klaus Fischer, the ICMAS-2000 workshops chair, was exceptionally patient and diplomatic in reconciling our demands with the resources available.
