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Descrizione fisica	1 online resource (XIII, 340 p.)
Collana	Lecture Notes in Artificial Intelligence, , 2945-9141 ; ; 3187
Disciplina	006.3
Soggetti	Artificial intelligence Computer networks Software engineering Information technology - Management Artificial Intelligence Computer Communication Networks Software Engineering Computer Application in Administrative Data Processing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Invited Talks -- Agent UML 2.0: Too Radical or Not Radical Enough? -- Emergence and Cognition: Towards a Synthetic Paradigm in AI and Cognitive Science -- Learning and Social Agents -- The Emergence of Social Order in a Robotic Society -- Evolution of Agent Coordination in an Asynchronous Version of the Predator-Prey Pursuit Game -- Towards Models of Incomplete and Uncertain Knowledge of Collaborators' Internal Resources -- Analysis and Security -- Agent-Based Communication Security -- Modelling and Analysis of Agent Protocols with Petri Nets -- Paraconsistent Assertions -- Negotiation and Control -- C-IPS: Specifying Decision Interdependencies in Negotiations -- FuzzyMAN: An Agent-Based Electronic Marketplace with a Multilateral Negotiation Protocol -- Cascaded Control of Multi-

agent Systems -- Agents and Software Engineering -- Towards a Natural Agent Paradigm Development Methodology -- Developing Tools for Agent-Oriented Visual Modeling -- Towards a Component-Based Development Framework for Agents -- Visualizing a Multiagent-Based Medical Diagnosis System Using a Methodology Based on Use Case Maps -- Simulation and Agents I -- From Modeling to Simulation of Multi-agent Systems: An Integrated Approach and a Case Study -- Coupling GIS and Multi-agent Simulation -- Towards Infrastructure for Realistic Simulation -- Spark -- A Generic Simulator for Physical Multi-agent Simulations -- Simulation and Agents II -- Simulating Agents' Mobility and Inaccessibility with -globe Multi-agent System -- On the Definition of Meta-models for Analysis of Large-Scale MAS -- ExPlanTech: Multi-agent Framework for Production Planning, Simulation and Supply Chain Management -- Policies and Testing -- Towards an Approach for Debugging MAS Through the Analysis of ACL Messages -- Implementing Norms in Multiagent Systems -- Policies for Cloned Teleo-reactive Robots.

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## Sommario/riassunto

After the huge success of the first German Conference on Multiagent System Technologies (MATES) last year in Erfurt the German Special Interest Group on Distributed Artificial Intelligence together with the steering committee of MATES proudly organized and conducted this international conference for the second time.

The goal of the MATES conference is to constitute a high-quality platform for the presentation and discussion of new research results and system developments. It provides an interdisciplinary forum for researchers, users, and developers, to present and discuss the latest advances in research work, as well as prototyped or fielded systems of intelligent agents.

The conference covers the complete range from theory to application of agent and multiagent technologies. MATES 2004 was conducted -- as an integral part of the 5th International Conference Net.ObjectDays2004 along with the -- 8th International Workshop on Cooperative Information Agents (CIA) 2004 -- Autumn meeting of FIPA (Foundation for Intelligent Physical Agents) --

Prototype and Product Exhibition of Agent Related Platforms, Frameworks, Systems, Applications, and Tools As such all these events together may have formed the biggest agent-related event of this year in Europe and one of the biggest worldwide. The call-for-papers attracted about 60 submissions from all over the world. After a careful reviewing process, the international program committee accepted 22 high-quality papers of particular relevance and quality. The selected contributions cover a wide range of exciting topics, in particular agent analysis and security, agent negotiation and control, agents and software engineering, simulation and agents, and agent policies and testing. Exciting highlights of the conference were the invited talks, by Jim Odell on Agent UML 2.0: Too Radical or Not Radical Enough?, and Cristiano Castelfranchi on Emergence and Cognition: Towards a Synthetic Paradigm in AI and Cognitive Science. Moreover, several agent-related tutorials were conducted.

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