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BibliographyChapter 5 Self-Organized Intelligence; 5.1 Introduction; 5.2 Organization of the Chapter; 5.3 Problem Statement; 5.4 Adaptive Self-Organized Vision for Image Feature Detection and Tracking; 5.5 Self-Organized Motion in Group Robots; 5.6 Related Work; 5.7 Concluding Remarks; Bibliography; Chapter 6 Valuation-Based Coalition Formation in Multi-Agent Systems; 6.1 Introduction; 6.2 Agents and Actions; 6.3 Models of Dynamic Groups; 6.4 Some thoughts on agent self-contemplation; 6.5 Conclusions; Bibliography Chapter 7 Simulating How to Cooperate in Iterated Chicken and Prisoner's Dilemma Games7.1 Introduction; 7.2 Background; 7.3 The simulations; 7.4 Results; 7.5 Discussion; Bibliography; Chapter 8 Training Intelligent Agents Using Human Data Collected on the Internet; 8.1 Introduction; 8.2 Motivation; 8.3 The first domain: Tron; 8.4 The second domain: CEL; 8.5 Conclusion; Bibliography; Chapter 9 Agent Dynamics: Soap Paradigm; 9.1 Multi-agent systems; 9.2 Multi-soap agent model; 9.3 Evolution dynamics of soap froths; 9.4 Simulation model; 9.5 Applications; 9.6 Concluding remarks; Bibliography Author IndexSubject Index

Sommario/riassunto

Agent engineering concerns the development of autonomous computational or physical entities capable of perceiving, reasoning, adapting, learning, cooperating and delegating in a dynamic environment. It is one of the most promising areas of research and development in information technology, computer science and engineering. This book addresses some of the key issues in agent engineering: What is meant by "autonomous agents"? How can we build agents with autonomy? What are the desirable capabilities of agents with respect to surviving (they will not die) and living (they will furthermore enjoy
