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Altri autori (Persone)	MullerJ. P <1965-> (Jorg P.) ZambonelliFranco <1966->
Disciplina	005.1
Soggetti	Software engineering Artificial intelligence Computer science Computer programming Computer networks Software Engineering Artificial Intelligence Computer Science Logic and Foundations of Programming Programming Techniques Computer Communication Networks
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Modeling Tools -- Operational Modelling of Agent Autonomy: Theoretical Aspects and a Formal Language -- Hermes: Designing Goal-Oriented Agent Interactions -- Modeling Social Aspects of Multi-Agent Systems: The AML Approach -- Analysis and Validation Tools -- Requirements Elicitation for Agent-Based Applications -- Formalisation and Analysis of the Temporal Dynamics of Conditioning -- Incorporating Commitment Protocols into Tropos -- Multiagent Systems Design -- Zooming Multi-Agent Systems -- Improving AOSE with an Enriched Modelling Framework -- Dealing with Adaptive Multi-agent Organizations in the Gaia Methodology -- Implementing Validated Agents Behaviours with Automata Based on Goal

Decomposition Trees -- Implementation Tools -- Dynamically Generated User-Specified MAS -- Supporting the Development of Multi-agent Interactions Via Roles -- Automating Model Transformations in Agent-Oriented Modelling -- Paving the Way for Implementing Multiagent Systems: Integrating Gaia with Agent-UML -- Applying Multi-agent Concepts to Dynamic Plug-In Architectures -- Experiences and Comparative Evaluations -- Using the Analytic Hierarchy Process for Evaluating Multi-Agent System Architecture Candidates -- Estimating Costs for Agent Oriented Software -- Aspects in Agent-Oriented Software Engineering: Lessons Learned.

Sommario/riassunto

Agent and multiagent concepts offer higher level abstractions and mechanisms which address issues such as knowledge representation and reasoning, communication, coordination, cooperation among heterogeneous and autonomous parties, perception, commitments, goals, beliefs, and intentions all of which need conceptual modeling. The AOSE 2005 workshop sought to examine the credentials of agent-based approaches as a software engineering paradigm, and to gain an insight into what agent-oriented software engineering will look like, and what its benefits will be. This book represents the thoroughly refereed post-proceedings of the 6th International Workshop on Agent-Oriented Software Engineering, AOSE 2005, held in Utrecht, The Netherlands, in July 2005 as part of AAMAS 2005. The 18 revised full papers were carefully selected from 35 submissions during two rounds of reviewing and improvement. The papers are organized in topical sections on modeling tools, analysis and validation tools, multiagent systems design, implementation tools, and experiences and comparative evaluations.
