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Nota di contenuto	Massively Multi-agent Technology -- Agent Server Technology for Managing Millions of Agents -- Exploring Flows in the Intelligent Agent Grid Environment -- Adaptive Agent Allocation for Massively Multi-agent Applications -- Hierarchical Resource Usage Coordination for Large-Scale Multi-agent Systems -- Towards Fault-Tolerant Massively Multiagent Systems -- Virtual Space Ontologies for Scripting Agents -- Team and Organization -- Challenges in Building Very Large Teams -- Maximal Clique Based Distributed Coalition Formation for Task Allocation in Large-Scale Multi-agent Systems -- Quantitative Organizational Models for Large-Scale Agent Systems -- Adaptive

Modeling: An Approach and a Method for Implementing Adaptive Agents -- Multi-agent Based Participatory Simulations on Various Scales -- A Massively Multi-agent System for Discovering HIV-Immune Interaction Dynamics -- A Massive Multi-agent System for Brain MRI Segmentation -- Ubiquitous Computing and Ambient Intelligence -- Mobile Agents for Ambient Intelligence -- Himalaya Framework: Hierarchical Intelligent Mobile Agents for Building Large-Scale and Adaptive Systems Based on Ambients -- Multi-agent Human-Environment Interaction Framework for the Ubiquitous Environment -- Agent Server for a Location-Aware Personalized Notification Service -- Needs and Benefits of Massively Multi Book Agent Systems for u-Libraries -- Social Network and Spatial Semantics for Real-World Information Service -- Massively Multi-agent Systems in Public Space -- A Massively Multi-agent Simulation System for Disaster Mitigation -- Designing Emergency Guidance in a Social Interaction Platform -- SmartRescue: Multi Agent System Based on Location and Context Aware Information -- Multiagent-Based Demand Bus Simulation for Shanghai -- Scalability of Dial-a-Ride Systems—ACase Study to Assess Utilities of Ubiquitous Mass User Support -- Distributed Visitors Coordination System in Theme Park Problem.

Sommario/riassunto

In the era of ubiquitous computing and networking, millions of electronic devices with computing facilities in the public space are connected with each other in ad hoc ways, but are required to behave coherently. Massively multi-agent systems, MMAS can be a major design paradigm or an implementation method for ubiquitous computing and ambient intelligence. As the infrastructure of massively multi-agent systems, technologies such as grid computing together with semantic annotation can be combined with agent technology. A new system design approach, society-centered design, may be realized by embedding participatory technologies in human society. This book originates from the First International Workshop on Massively Multi-Agent Systems, MMAS 2004, held in Kyoto, Japan in December 2004. The 25 revised full selected and invited papers give an excellent introduction and overview on massively multi-agent systems. The papers are organized in parts on massively multi-agent technology, teams and organization, ubiquitous computing and ambient intelligence, and massively multi-agent systems in the public space.