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| Altri autori (Persone)  | DixJürgen<br>WitteveenCees  |
| Disciplina              | 006.3   |
| Soggetti                | Artificial intelligence<br>Computer networks<br>Software engineering<br>Application software<br>Computer programming<br>Computer science<br>Artificial Intelligence<br>Computer Communication Networks<br>Software Engineering<br>Computer and Information Systems Applications<br>Programming Techniques<br>Computer Science Logic and Foundations of Programming                          |
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| Formato                 | Materiale a stampa  |
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| Nota di bibliografia    | Includes bibliographical references and index.  |
| Nota di contenuto       | Invited Talks -- Tournament Solutions and Their Applications to Multiagent Decision Making -- Research Challenges in Simulation Aided Design of Complex Multi-agent Systems -- Models and Specifications -- A Model Driven Development of Platform-Neutral Agents -- A Novel Formal Specification Approach for Real Time Multi-Agent System Functional Requirements -- Do You Get It? User- |

Evaluated Explainable BDI Agents -- Trust, Norms and Reputation -- Reputation in Multi Agent Systems and the Incentives to Provide Feedback -- Normative Deliberation in Graded BDI Agents -- Inducing Desirable Behaviour through an Incentives Infrastructure -- Models, Tools and Architectures -- SONAR/ORED: A Tool for Creation and Deployment of Organisation Models -- Enhancing the Interoperability between Multiagent Systems and Service-Oriented Architectures through a Model-Driven Approach -- Unifying Agent and Component Concepts -- Applications I -- Impact of Competition on Quality of Service in Demand Responsive Transit -- Towards Distributed Agent Environments for Pervasive Healthcare -- Context-Aware Route Planning -- Coordination and Learning -- Social Conformity and Its Convergence for Reinforcement Learning -- COLYPAN: A Peer-to-Peer Architecture for a Project Management Collaborative Learning System -- Preference Generation for Autonomous Agents -- Evaluation of Techniques for a Learning-Driven Modeling Methodology in Multiagent Simulation -- Applications II -- Price Prediction in Sports Betting Markets -- Modelling Distributed Network Security in a Petri Net- and Agent-Based Approach.

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### Sommario/riassunto

These are the proceedings of the 8th International Workshop on Multi Agent Systems Technologies (MATES 2010), held during 27-29 September in Leipzig, collocated with the 40th Annual Conference of the Gesellschaft für Informatik e.V. (GI). The main aim of the MATES conference series consists in bringing together researchers from around the world and providing a fruitful discussion basis for exchanging ideas and sharing the latest scientific results. Since its inception in 2003, MATES has been collocated with mainstream software engineering conferences like the NetObjectDays as well as with the German Artificial Intelligence Conference (KI) and has thus strived to address the full range of agent research topics from practical applications and tools for agent technology to the theoretical foundations of multi-agent systems. In addition to the broad range of topics covered by MATES, special areas of interest (hot topics) within the field of multi-agent systems have been identified in recent years and have influenced the conferences. Multi-agent systems are communities of problem-solving entities that can perceive and act upon their environment in order to achieve both their individual goals and their joint goals. The work on such systems integrates many technologies and concepts from artificial intelligence and other areas of computing as well as other disciplines. In recent years, the agent paradigm has gained popularity, due to its applicability to a full spectrum of domains, such as search engines, recommendation systems, educational support, e-procurement, simulation and routing, electronic commerce and trade, etc.

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