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Nota di contenuto	Societies and Organizations -- Representing Social Structures in UML -- Diagnosis of the Dynamics within an Organization by Trace Checking of Behavioural Requirements -- Agent Societies: Towards Frameworks-Based Design -- Protocols and Interaction Frameworks -- Bringing Coherence to Agent Conversations -- Extended Modeling Languages for Interaction Protocol Design -- A Policy Language for the Management of Distributed Agents -- UML and Agent Systems -- UML Class Diagrams Revisited in the Context of Agent-Based Systems -- Agent Oriented Analysis Using Message/UML -- Specifying Agent Interaction Protocols with Standard UML -- Agents and the UML: A

Unified Notation for Agents and Multi-agent Systems? -- Agent-Oriented Requirements Capture & Specification -- Modeling Early Requirements in Tropos: A Transformation Based Approach -- A Requirement Specification Language for Configuration Dynamics of Multi-agent Systems -- Determining When to Use an Agent-Oriented Software Engineering Paradigm -- Agent-Oriented Modelling: Software versus the World -- Analysis and Design -- Expectation-Oriented Analysis and Design -- Abstractions and Infrastructures for the Design and Development of Mobile Agent Organizations -- Towards an ADL for Designing Agent-Based Systems -- Automated Derivation of Complex Agent Architectures from Analysis Specifications -- A Lifecycle for Models of Large Multi-agent Systems.

Sommario/riassunto

Since the 1980s, software agents and multi-agent systems have grown into what is now one of the most active areas of research and development activity in computing generally. One of the most important reasons for the current intensity of interest in the agent-based computing paradigm certainly is that the concept of an agent as an autonomous system, capable of interacting with other agents in order to satisfy its design objectives, is a natural one for software designers. This recognition has led to the growth of interest in agents as a new paradigm for software engineering. This book reflects the state of the art in the field by presenting 14 revised full papers accepted for the second workshop on this topic, AOSE 2001, together with five invited survey articles. The book offers topical sections on societies and organizations, protocols and interaction frameworks, UML and agent systems, agent-oriented requirements capture and specification, and analysis and design.