

1. Record Nr.	UNINA9911011774103321
Autore	Collier Rem
Titolo	Multi-Agent Systems : 21st European Conference, EUMAS 2024, Dublin, Ireland, August 26–28, 2024, Proceedings // edited by Rem Collier, Alessandro Ricci, Vivek Nallur, Samuele Burattini, Andrea Omicini
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025
ISBN	3-031-93930-1
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (668 pages)
Collana	Lecture Notes in Artificial Intelligence, , 2945-9141 ; ; 15685
Altri autori (Persone)	RicciAlessandro NallurVivek BurattiniSamuele OmiciniAndrea
Disciplina	006.3
Soggetti	Artificial intelligence Coding theory Information theory Computer engineering Computer networks Information technology - Management Application software User interfaces (Computer systems) Human-computer interaction Artificial Intelligence Coding and Information Theory Computer Engineering and Networks Computer Application in Administrative Data Processing Computer and Information Systems Applications User Interfaces and Human Computer Interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	-- Multi-Agent Based Simulation. -- MAiS: Exploiting JADE as a Multi-Agent simulator of the Immune System. -- Standardize data synchronization policies for distributed agent-based simulations using

proxies. -- Data-Driven Agent-Based Modeling and Simulation of Price Competition in the Danish Pharmaceutical Market. -- Multi-Agent Learning. -- Adversarial Search & Deep Learning for Strategic Settlement Placement in the “Settlers of Catan”. -- Quantifying Uncertainty in Complex Reinforcement Learning Scenarios. -- Knowledge Representation, Reasoning and Planning. -- A Logic of Actual Cause for Nondeterministic Domains. -- Temporal Truth in the Limit: Yablo’s Paradox in LT Lf and over Potentially Infinite Traces. -- ATL for Dynamic Gaming Environments. -- Responsibility in a Multi-Value Strategic Setting. -- Parameter Synthesis for Families of Markov Chains with an Application to Multi-Agent Systems Privacy. -- Human-Agent Interaction. -- Influence of Language Warmth on User Adoption of Agent Recommendations for Multi-Arm Bandits. -- Using Agent Interventions to Reduce User Procrastination Tendencies. -- Coordination, Organisations, Institutions, Norms and Ethics. -- Search versus Search for Collapsing Electoral Control Types. -- Exploiting Peer Trust and Semantic Similarities in the Assignment Assessment Process. -- A Study of the Dynamics of the Average in a Residual Gossip Protocol. -- Rules2Lab: from Prolog Knowledge-Base, to Learning Agents, to Norm Engineering. -- Nudging Using Autonomous Agents: Risks and Ethical Considerations. -- Virtue Ethics For Ethically Tunable Robotic Assistants. -- Engineering Multi-Agent Systems. -- Can Proof Assistants Verify Multi-Agent Systems?. -- Cost-effective, MAS-based, refrigerated containers system at container terminals. -- Towards Agents’ Embodiment in Hypermedia Multi-Agent Systems -- Putting Context into Hypermedia MAS. -- Protocol Design Patterns for Statecharts-Based Open MAS Development -- CommonHealth: multi-agent evaluation of blockchain-based patient-centred health networks. --Do you want to play a game? Learning to play Tic-Tac-Toe in Hypermedia Environments.

Sommario/riassunto

This book constitutes the refereed proceedings of the 21st European Conference on Multi-Agent Systems, EUMAS 2024, which took place in Dublin, Ireland, on August 26, 2024. The 24 full papers and 1 short paper included in this book were carefully reviewed and selected from 36 submissions. They were organized in topical sections as follows: Multi-Agent Based Simulation; Multi-Agent Learning; Knowledge Representation, Reasoning and Planning; Human-Agent Interaction; Coordination, Organisations, Institutions, Norms and Ethics; and Engineering Multi-Agent Systems.
