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| Disciplina | 006.3 |
| Soggetti | Artificial intelligence Data structures (Computer science) Information theory Software engineering Computer engineering Computer networks Artificial Intelligence Data Structures and Information Theory Software Engineering Computer Engineering and Networks |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Nota di contenuto | -- Main Track. -- Transformer Based Models for Offline Multi-Agent Reinforcement Learning. -- Theory and Practice of Natural Strategy Checking in Concurrent Games with Imperfect Information. -- Optimizing road intersections using phase scheduling. -- SysTemp: A Multi-Agent System for Template-Based Generation of SysML v2. -- Evaluating Infrastructure-Less Cooperative Parking Guidance via Agent-Based Simulation. -- Multi-Agent Reinforcement Learning with Automated Negotiation for Serial Supply Chain Management. -- Royal FLush: a MAS-based platform for Decentralized Federated Learning based on SPADE agents. -- Prioritized Path Planning for Multi-Agent Pickup and Delivery with Multi-Item Packing Problem. -- Distribution |

Model: Separation of Concerns to Facilitate the Distribution of Agent-Based Models. -- Towards an LLM-powered Social Digital Twinning Platform. -- Knowledge Graph-Enhanced Multi-Agent Infrastructure for coupling physical and digital robotic environments. -- Applying an Innovative TCN and Multi-Tasks SVM for Early Sepsis Prediction. -- Towards understanding Complex Adaptive Systems: An illustration on urban logistics. -- Efficient Assignment of Immediate Tasks Using Deep Reinforcement Learning in Multi-Agent Pickup and Delivery. -- Towards a replicable synthetic population and agent-based transport model for Bavaria. -- LDAS: Proposal for semi-optimal Storage Locations using LDA and SA -- Influence of State Representation on Algorithmic Collusion under Deep Learning. -- MASPY: A Python-Based Framework for Developing BDI Multi-Agent Systems. -- Is Generative Artificial Intelligence Ready for Computational Social Science?. -- Learning Controllability Using Destination Channels with Reward Navigation in Multi-Agent Systems. -- A migration control approach to improve security for Open MAS in IoT networks. -- Drone Swarms for Multi-Perspective Monitoring of Large Mammals in their Natural Habitats: Deployment and Field Trials. -- An Identity Based Agent Model for AI Value Alignment. -- Rasa4JaCa - A Communication Interface between Multi-agent Systems and Opensource Chatbot Technologies. -- SPADE as a MAS framework for the development of Digital Twins. -- TimeCIEL : Contextual Interactive Ensemble Learning for Time Series Classification. -- Marketing Strategies and Context Effects. -- DEMONSTRATIONS TRACK. -- Why is intersection control such a difficult task? A demonstration. -- Situated Agents in Action: Extending VEsNA with Spatial and Grabbable Artifacts. -- On the Usability and Extensibility of VITAMIN. -- Analysis, Implementation and Demonstration of the Nim Game Mathematical Winning Strategy. -- Machine learning for decision support and automation in games: agent city navigation. -- Planner-Guided Robot Swarm Demonstration with Natural Language Control. -- Demonstration: WellProdSim Social Simulator Terrain Model. -- From Console to Dashboard: A Demonstration of Real-Time Visualization for Social Simulation with WellProdSim. -- CyberAIMs: Using Agent-based Modeling & Simulation to address Strategies in Cyberspace.

Sommario/riassunto

This book constitutes the refereed proceedings of the 23rd International Conference on Practical applications of Agents and Multi-Agent Systems, PAAMS 2025, held in Lille, France, during June 25–27, 2025. The 27 full papers and 9 short papers included in this book were carefully reviewed and selected from 57 submissions. The PAAMS 2025 proceedings focus on application and validation of agent-based models, methods, and technologies in a number of key application areas, including computational social science, digital twins, simulating complex systems, agents for social good, advanced models for learning, agent-based programming, distributed data analysis, automatic planning, decision-making, social interactions, formal and theoretic models, self-adaptation, mobile edge computing, swarms, and task allocation.
