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   Soggetti   Software engineering
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   Note generali   "Some of the papers were initially presented at the 5th International
                       Workshop on Software Engineering for Large-Scale Multi-Agent
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                       of cover.

   Nota di bibliografia   Includes bibliographical references and index.

   Nota di contenuto   Fault Tolerance -- On Fault Tolerance in Law-Governed Multi-agent
                       Systems -- On Developing Open Mobile Fault Tolerant Agent Systems
                       -- Exception Handling and Diagnosis -- Challenges for Exception
                       Handling in Multi-Agent Systems -- Exception Handling in Context-
                       Aware Agent Systems: A Case Study -- Exception Diagnosis
                       Architecture for Open Multi-Agent Systems -- Security and Trust --
                       SMASH: Modular Security for Mobile Agents -- Reasoning About
                       Willingness in Networks of Agents -- Verification and Validation --
                       Towards Compliance of Agents in Open Multi-agent Systems --
                       Towards an Ontological Account of Agent-Oriented Goals -- Early
                       Development Phases and Software Reuse -- Improving Multi-Agent
                       Architectural Design -- Objects as Actors Assuming Roles in the
                       Environment -- A Framework for Situated Multiagent Systems.

   Sommario/riassunto Software is present in every aspect of our lives, pushing us inevitably
                       towards a world of distributed computing systems. Agent concepts
                       hold great promise for responding to the new realities of large-scale
                       distributed systems. Multi-agent systems (MASs) and their underlying
                       theories provide a more natural support for ensuring important agent
                       properties, such as autonomy, environment heterogeneity, organization

and openness. Nevertheless, a software agent is an inherently more complex abstraction, posing new challenges to software engineering. Without adequate development te- niques and methods, MASs will not be sufficiently dependable, thus making their wide adoption by the industry more difficult. The dependability of a computing system is its ability to deliver a service that can be justifiably trusted. It is a singular time for dependable distributed systems, since the traditional models we use to express the relationships between a computational process and its environment are changing from the standard deterministic types into ones that are more distributed and dynamic. This served as a guiding principle for planning the Software Engineering for Large-Scale Multi-Agent Systems (SELMAS 2006) workshop, starting with selecting the theme, "building dependable multi-agent systems." It acknowledges our belief in the increasingly vital role dependability plays as an essential element of MAS development.