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Nota di contenuto	Invited Talks -- Making Agents Acceptable to People -- Coalition Formation: Towards Feasible Solutions Abstract of a Key-Note Speech -- Coalition Task Support Using I-X and ?I-N-C-A? -- Formal Methods -- Towards Motivation-Based Decisions for Worth Goals -- Modal Structure for Agents Interaction Based on Concurrent Actions -- A Multi-agent Modal Language for Concurrency with Non-communicating Agents -- Self-Synchronization of Cooperative Agents in a Distributed Environment -- MIP-Nets: A Compositional Model of Multiagent Interaction -- Social Knowledge & Meta-Reasoning -- Calibrating Collective Commitments -- Abstract Architecture for Meta-reasoning in Multi-agent Systems -- Balancing Individual Capabilities and Social Peer Pressure for Role Adoption -- From Social Agents to Multi-agent Systems: Preliminary Report -- Negotiation & Policies -- DAML-Based Policy Enforcement for Semantic Data Transformation and Filtering in Multi-agent Systems -- Architectures for Negotiating Agents -- RIO : Roles, Interactions and Organizations -- Conversation Mining in Multi-agent Systems -- Ontologies & Languages -- The Knowledge Market: Agent-Mediated Knowledge Sharing -- Ontology of Cooperating Agents by Means of Knowledge Components -- Mapping between

Ontologies in Agent Communication -- A Social ACL Semantics by Deontic Constraints -- A Formal Specification Language for Agent Conversations -- Planning -- Framework for Multi-agent Planning Based on Hybrid Automata -- Multi-agent System for Resource Allocation and Scheduling -- Towards Autonomous Decision Making in Multi-agent Environments Using Fuzzy Logic -- Towards an Object Oriented Implementation of Belief-Goal-Role Multi-agent Systems -- Coalitions -- Fuzzy Coalition Formation among Rational Cooperative Agents -- Multi-agent Simulation of Work Teams -- Multi-agent Knowledge Logistics System “KSNet”: Implementation and Case Study for Coalition Operations -- Evolution & Emergent Behavior -- Learning User Preferences for Multi-attribute Negotiation: An Evolutionary Approach -- A Model of Co-evolution in Multi-agent System -- Emergence of Specialized Behavior in a Pursuit-Evasion Game -- On a Dynamical Analysis of Reinforcement Learning in Games: Emergence of Occam’s Razor -- Forgiveness in Strategies in Noisy Multi-agent Environments -- Platforms -- An Unified Framework for Programming Autonomous, Intelligent and Mobile Agents -- Tailoring an Agent Architecture to a Flexible Platform Suitable for Cooperative Robotics -- Airports for Agents: An Open MAS Infrastructure for Mobile Agents -- Beyond Prototyping in the Factory of Agents -- Agent Oriented Software Engineering with INGENIAS -- Protocols -- Requirement Analysis for Interaction Protocols -- Engineering a Protocol Server Using Strategy-Agents -- Refinement of Open Protocols for Modelling and Analysis of Complex Interactions in Multi-agent Systems -- Security -- Biological Approach to System Information Security (BASIS): A Multi-agent Approach to Information Security -- Adaptive Agents Applied to Intrusion Detection -- Communication Security in Multi-agent Systems -- Teamwork of Hackers-Agents: Modeling and Simulation of Coordinated Distributed Attacks on Computer Networks -- Real-Time & Synchronization -- Formal Modeling of Dynamic Environments for Real-Time Agents -- Deliberative Server for Real-Time Agents -- Regional Synchronization for Simultaneous Actions in Situated Multi-agent Systems -- A Multi-agent System for Dynamic Network Reconfiguration -- Industrial Applications -- A Highly Distributed Intelligent Multi-agent Architecture for Industrial Automation -- The Cambridge Packing Cell — A Holonic Enterprise Demonstrator -- Towards Autonomy, Self-Organisation and Learning in Holonic Manufacturing -- An Agent-Based Personalized Producer/Consumer Scenario -- Application of Intelligent Agents in Power Industry: Promises and Complex Issues -- E-business & Virtual Enterprises -- Brokering in Electronic Insurance Markets -- Modelling Electronic Organizations -- The Use of Adaptive Negotiation by a Shopping Agent in Agent-Mediated Electronic Commerce -- Agent Interaction Protocols for the Selection of Partners for Virtual Enterprises -- Web & Mobile Agents -- A Multiagent-Based Peer-to-Peer Network in Java for Distributed Spam Filtering -- Engineering Web Service Invocations from Agent Systems -- A Component Based Multi-agent Architecture to Support Mobile Business Processes -- Code Complexity Metrics for Mobile Agents Implemented with Aspect/J™.

Sommario/riassunto

This book constitutes the refereed proceedings of the International Central and European Conference on Multi-Agent Systems, CEEMAS 2003, held in Prague, Czech Republic in June 2003. The 58 revised full papers presented together with 3 invited contributions were carefully reviewed and selected from 109 submissions. The papers are organized in topical sections on formal methods, social knowledge and meta-reasoning, negotiation, and policies, ontologies and languages, planning, coalitions, evolution and emergent behaviour, platforms,

protocols, security, real-time and synchronization, industrial applications, e-business and virtual enterprises, and Web and mobile agents.