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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
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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 $LT L_f$ 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.
