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This book will introduce students to intelligent agents, explain what these agents are, how they are constructed and how they can be made to co-operate effectively with one another in large-scale systems.

This is the first comprehensive introduction to multiagent systems and contemporary distributed artificial intelligence that is suitable as a textbook.

The new edition of an introduction to multiagent systems that captures the state of the art in both theory and practice, suitable as textbook or reference. Multiagent systems are made up of multiple interacting intelligent agents—computational entities to some degree autonomous and able to cooperate, compete, communicate, act flexibly, and exercise control over their behavior within the frame of their objectives. They are the enabling technology for a wide range of advanced applications relying on distributed and parallel processing of data, information, and knowledge relevant in domains ranging from industrial manufacturing to e-commerce to health care. This book offers a state-of-the-art introduction to multiagent systems, covering the field in both breadth and depth, and treating both theory and practice. It is suitable for classroom use or independent study. This second edition has been completely revised, capturing the tremendous developments in multiagent systems since the first edition appeared in 1999. Sixteen of the book's seventeen chapters were written for this edition; all chapters are by leaders in the field, with each author contributing to the broad base of knowledge and experience on which the book rests. The book covers basic concepts of computational agency from the perspective of both individual agents and agent organizations; communication among agents; coordination among agents; distributed cognition; development and engineering of multiagent systems; and background knowledge in logics and game theory. Each chapter includes references, many illustrations and examples, and exercises of varying degrees of difficulty. The chapters and the overall book are designed to be self-contained and understandable without additional material. Supplemental resources are available on the book's Web site. Contributors Rafael Bordini, Felix Brandt, Amit Chopra, Vincent Conitzer, Virginia Dignum, Jürgen Dix, Ed Durfee, Edith Elkind, Ulle Endriss, Alessandro Farinelli, Shaheen Fatima, Michael Fisher, Nicholas R. Jennings, Kevin Leyton-Brown, Evangelos Markakis, Lin Padgham, Julian Padget, Iyad Rahwan, Talal Rahwan, Alex Rogers, Jordi Sabater-Mir, Yoav Shoham, Munindar P. Singh, Kagan Tumer, Karl Tuyls, Wiebe van der Hoek, Laurent Vercoeur, Meritxell Vinyals, Michael Winikoff, Michael Wooldridge, Shlomo Zilberstein

From Oxford's leading AI researcher comes a fun and accessible tour through the history and future of one of the most cutting edge and misunderstood field in science: Artificial Intelligence The somewhat ill-defined long-term aim of AI is to build machines that are conscious, self-aware, and sentient; machines capable of the kind of intelligent autonomous action that currently only people are capable of. As an AI researcher with 25 years of experience, professor Mike Wooldridge has learned to be obsessively cautious about such claims, while still promoting an intense optimism about the future of the field. There have been genuine scientific breakthroughs that have made AI systems possible in the past decade that the founders of the field would have hailed as miraculous. Driverless cars and automated translation tools are just two examples of AI technologies that have become a practical, everyday reality in the past few years, and which will have a huge impact on our world. While the dream of conscious machines remains, Professor Wooldridge believes, a distant prospect, the floodgates for AI have opened. Wooldridge's A Brief History of Artificial Intelligence is an exciting romp through the history of this groundbreaking field—a one-stop-shop for AI's past, present, and world-changing future.

Presents a methodology developed by DaimlerChrysler. Illustrates the methodology through detailed case studies.

Jason is an Open Source interpreter for an extended version of AgentSpeak — a logic-based agent-oriented programming language — written in Java™. It enables users to build complex multi-agent systems that are capable of operating in environments previously considered too unpredictable for computers to handle. Jason is easily customisable and is suitable for the implementation of reactive planning systems according to the Belief-Desire-Intention (BDI) architecture. Programming Multi-Agent Systems in AgentSpeak using Jason provides a brief introduction to multi-agent systems and the BDI agent architecture on which AgentSpeak is based. The authors explain Jason's AgentSpeak variant and provide a comprehensive, practical guide to using Jason to program multi-agent systems. Some of the examples include diagrams generated using an agent-oriented software engineering methodology particularly suited for implementation using BDI-based programming languages. The authors also give guidance on good programming style with AgentSpeak. Programming Multi-Agent Systems in AgentSpeak using Jason

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Describes and explains in detail the AgentSpeak extension interpreted by Jason and shows how to create multi-agent systems using the Jason platform. Reinforces learning with examples, problems, and illustrations. Includes two case studies which demonstrate the use of Jason in practice. Features an accompanying website that provides further learning resources including sample code, exercises, and slides This essential guide to AgentSpeak and Jason will be invaluable to senior undergraduate and postgraduate students studying multi-agent systems. The book will also be of interest to software engineers, designers, developers, and programmers interested in multi-agent systems.

The main concepts and techniques of multi-agent oriented programming, which supports the multi-agent systems paradigm at the programming level. A multi-agent system is an organized ensemble of autonomous, intelligent, goal-oriented entities called agents, communicating with each other and interacting within an environment. This book introduces the main concepts and techniques of multi-agent oriented programming, (MAOP) which supports the multi-agent systems paradigm at the programming level. MAOP provides a structured approach based on three integrated dimensions, which the book examines in detail: the agent dimension, used to design the individual (interacting) entities; the environment dimension, which allows the development of shared resources and connections to the real world; and the organization dimension, which structures the interactions among the autonomous agents and the shared environment.

Multiagent systems combine multiple autonomous entities, each having diverging interests or different information. This overview of the field offers a computer science perspective, but also draws on ideas from game theory, economics, operations research, logic, philosophy and linguistics. It will serve as a reference for researchers in each of these fields, and be used as a text for advanced undergraduate or graduate courses. The authors emphasize foundations to create a broad and rigorous treatment of their subject, with thorough presentations of distributed problem solving, game theory, multiagent communication and learning, social choice, mechanism design, auctions, cooperative game theory, and modal logics of knowledge and belief. For each topic, basic concepts are introduced, examples are given, proofs of key results are offered, and algorithmic considerations are examined. An appendix covers background material in probability theory, classical logic, Markov decision processes and mathematical programming.

'I propose to consider the question, 'Can machines think?' Alan Turing (1950) Part of the ALL-NEW Ladybird Expert series. This book is for everyone living in the age of Artificial Intelligence. And this is an accessible and authoritative introduction to one of the most important conversations of our time . . . Written by computer scientist Michael Wooldridge, Artificial Intelligence chronicles the development of intelligent machines, from Turing's dream of machines that think, to today's digital assistants like Siri and Alexa. AI is not something that awaits us in the future. Inside you'll learn how we have come to rely on embedded AI software and what a world of ubiquitous AI might look like. What's inside? - The British mathematician Alan Turing - Can machines 'understand'? - Logical and Behavioural AI - The reality of AI today - AI tomorrow - And much more . . . For an adult readership, the Ladybird Expert series is produced in the same iconic small hardback format pioneered by the original Ladybirds. Each beautifully illustrated book features the first new illustrations produced in the original Ladybird style for nearly forty years.

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