CS378 Autonomous Multiagent Systems Spring 2005

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Week 4a: Tuesday, February 8th

Good Afternoon, Colleagues

Are there any questions?



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• Where *does* the soccer sensory model come from?





• Programming assignment 4 - any questions?





- Programming assignment 4 any questions?
- Week 5 assignments are up



• Distributed Computing :



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- Distributed Problem Solving :



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- Multiagent Systems : Behavior coordination or behavior management.
 - No necessary guarantees about other agents.
 - Individual behaviors typically simple relative to interaction issues.



Multiagent Systems

- Study, behavior, construction of **possibly preexisting** autonomous agents that interact with each other.
 - incomplete information for agents
 - no global control
 - decentralized data
 - asynchronous computation



Why Multiagent Systems?

(7)



Why Multiagent Systems?

- (7)
- Some domains require it. (Hospital scheduling)
- Interoperation of legacy systems
- Parallelism.
- Robustness.
- Scalability
- Simpler programming.
- "Intelligence is deeply and inevitably coupled with interaction." *Gerhard Weiss*



• Hierarchy:



• Hierarchy: authority from above



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- Community of Experts:



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- Market:



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- Community of Experts: specialists, mutual adjustment
- Market: bid for tasks and resources; contracts
- Scientific community: full solutions (perhaps with varying information) combined



Joseph Knaack on organizing a paintball team

