

Personal Reflection

Multi Agent Systems (MAS) is a field of study of computational systems that I was not fully aware of. Even though there are products relevant in my life that definitely use the concepts raised from MAS – first to come in mind are videogames –, it was never a field I deemed as particularly “eventful”. However, now that I have acquired more knowledge related to formulating and coordinating different entities, it is now that I realize that it is basically a 1 to 1 application of basic concepts inside computer science, such as abstraction and encapsulation.

In fact, I find it interesting how agent logic is basically a way to see in a more “physically oriented way”, how logic from different modules interacts in an object-oriented system.

MAS seems to be a field with tons of depth wherever it coincides with software architecture. It is an exciting perspective on how different abstract concepts may coexist with each other and, in general, a fun exercise of software engineering.