

# Introduction to Eve

a multipurpose, web based agent platform



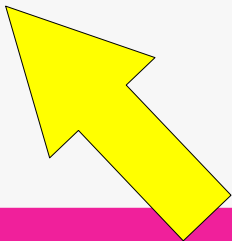
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2012-06-08

<http://almende.github.com/eve>  
<http://www.almende.com>



# Agent platforms

- AgentScape <http://www.agentscape.org>
- Goal <http://mmi.tudelft.nl/trac/goal>
- Jade <http://jade.tilab.com>
- Janus <http://www.janus-project.org>
- Jason <http://jason.sourceforge.net>
- MadKit <http://www.madkit.org>
- Our own platforms CAL and Emerge
- Eve <http://almende.github.com/eve>





# Overview

- Concept
- Modules
- Demo
- Hello World
- Open ends



# Design considerations

- Keep it simple
- Scalable, decentral, web based
- Use existing infrastructure and protocols
- Create an open platform, that works across system boundaries
- Do not enforce a single programming language or deployment environment
- Mimic human society and interaction
- Inspired by RESTful JSON API's



# Concept

- The “Eve World” consists of the World Wide Web
- Each Agent has its own unique URL
- Agents communicate using JSON-RPC over HTTP POST requests



# Protocol: JSON-RPC

Url	HTTP POST http://myserver.com/agents/type/id
Request	<pre>{   "id": 1,   "method": "add",   "params": {     "a": 2.2,     "b": 4.5   } }</pre>
Response	<pre>{   "id": 1,   "result": 6.7,   "error": null }</pre>



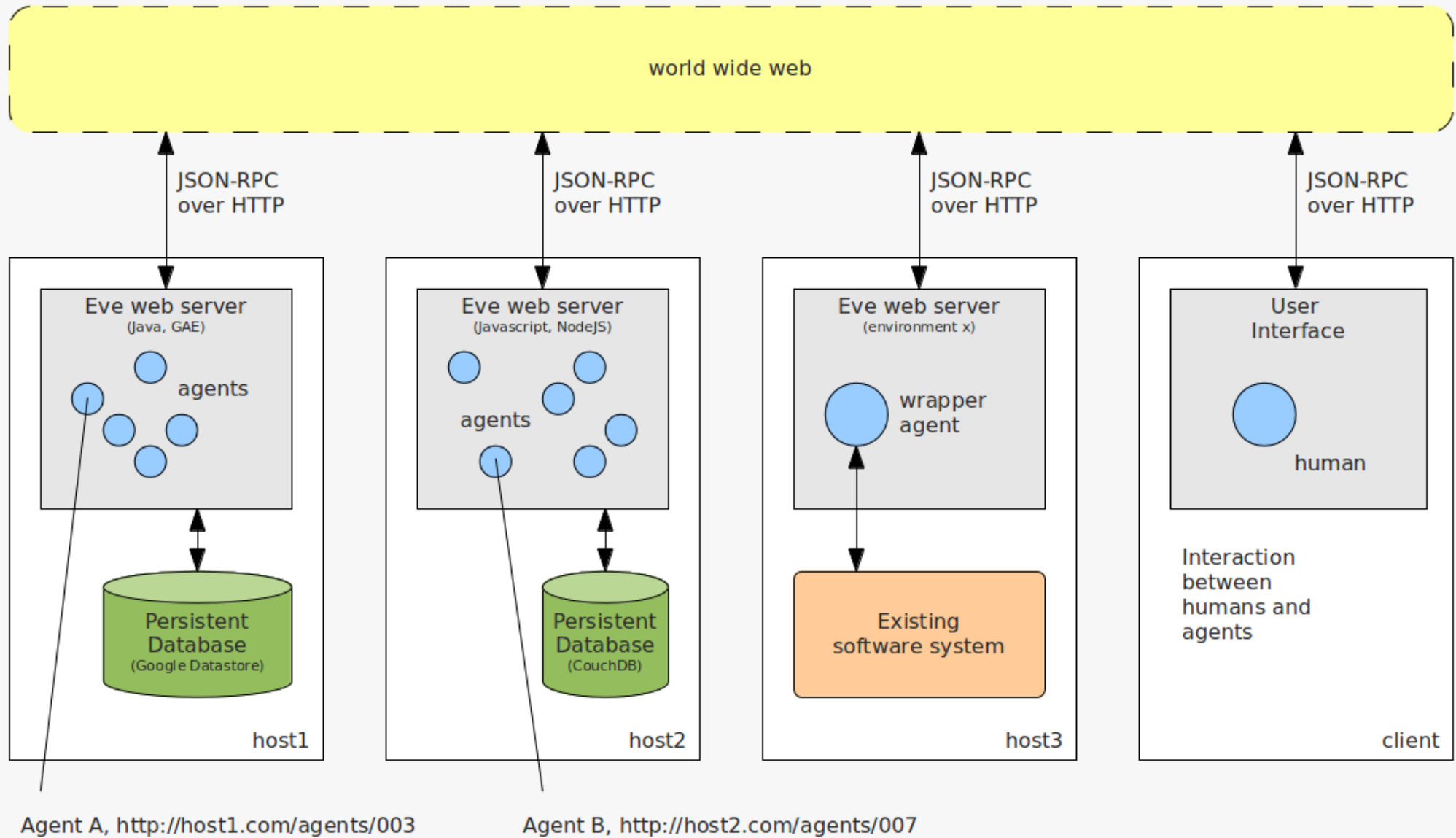
# Resources

Common resources need to be standardized

- Calendar Event
- Geo location
- Address
- Activity
- ...

# Eve

a web-based agent platform





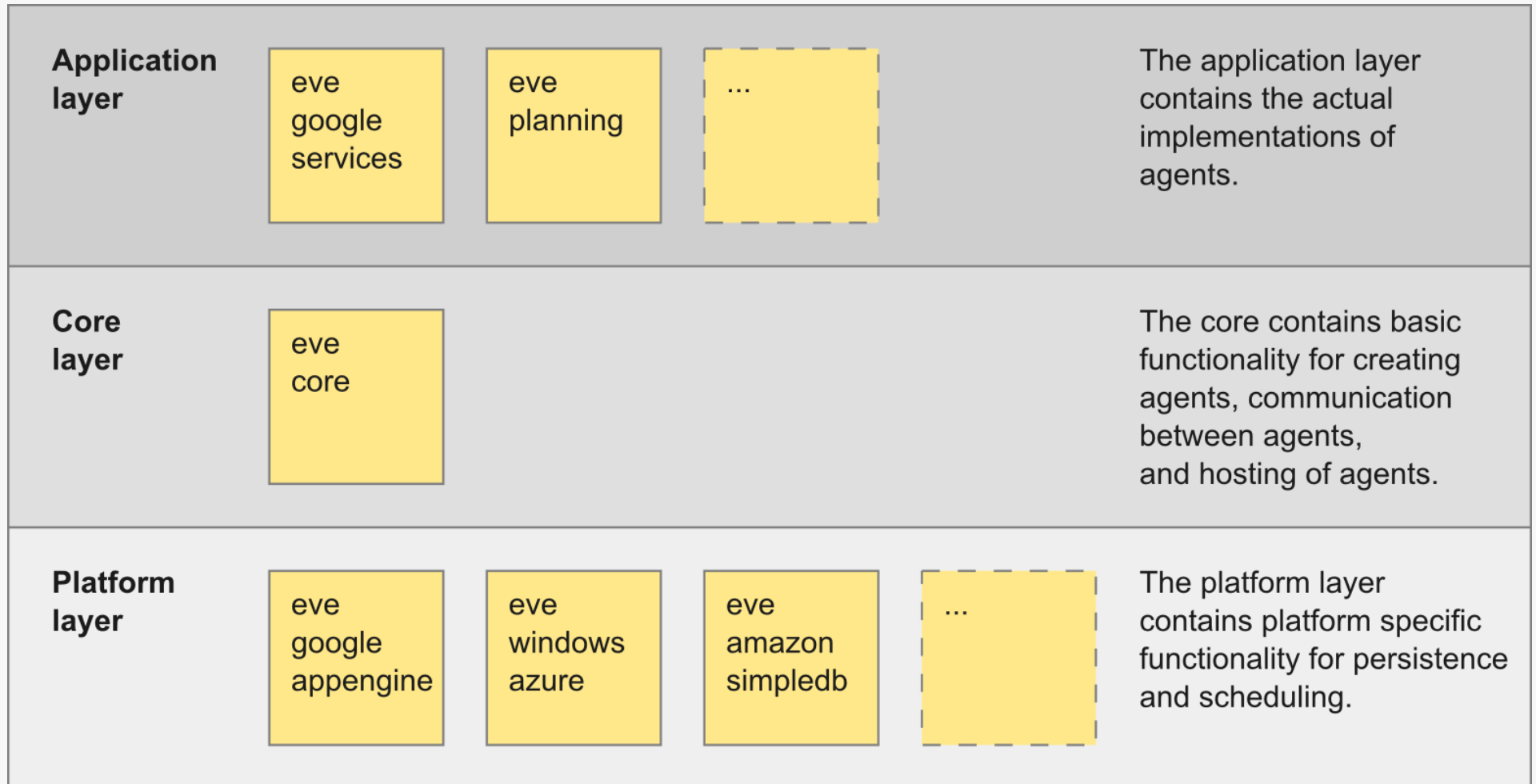


# Implementations

- The protocol is so simple – you don't need a library and can write your own interface in no time
- Java implementation
- Node.js implementation
- More to come...



# Java modules





# Eve Core

- Servlets: host a single or multiple agents
- Resources: activity, geolocation, etc.
- Agents:
  - Stateless
  - Context
  - Event driven
  - Subscribe to events
  - Scheduler



# Eve Planning

- First implementation with real agents
- Acts on the calendaring/planning domain
- Implements:
  - CalendarAgents for accessing various calendaring systems
  - MeetingAgents for dynamically planning meetings
  - DirectionsAgents for calculating travel time
- Is being implemented in Ask's [Paige](#)

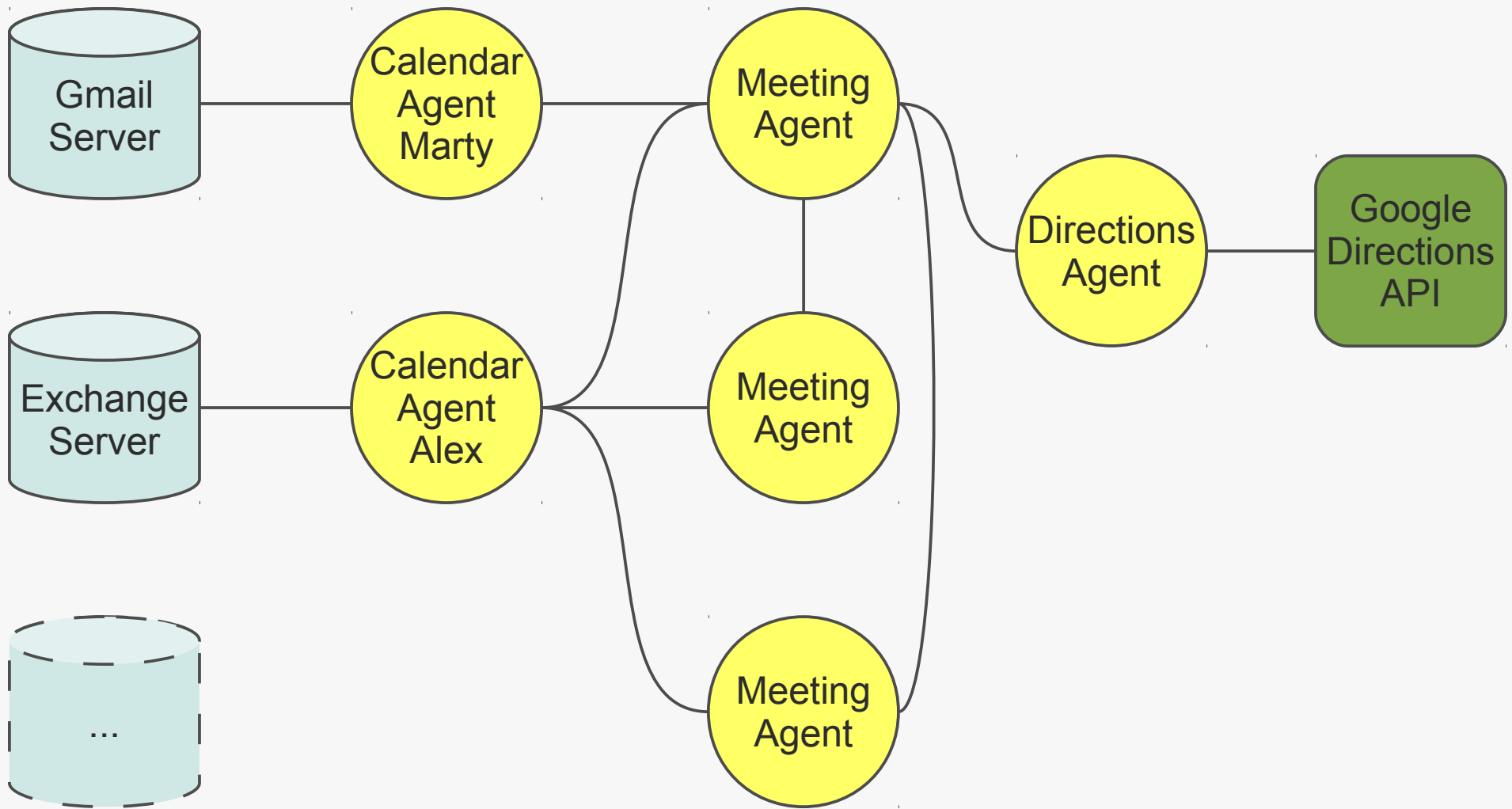


# MeetingAgent Activity

- Description
- Constraints
  - People/resources
  - Location
  - Time
- Status
  - Current status: planned, executing, canceled
  - Planned status: resources, location, time



# Example scenario





# Demo time

- Peer-to-peer chat agents

<http://eveagents.appspot.com/agents/chatagent/1/>

<http://eveagents.appspot.com/agents/chatagent/2/>

<http://eveagents.appspot.com/agents/chatagent/3/>

- CalendarAgent and MeetingAgent

<http://eveagents.appspot.com/demo/>



# Getting Started

- Create a Java (web) project
- Download the Eve libraries, add them to the build path of your project
- Add an Eve config file, configure a servlet
- Create your own agents





# HelloWorldAgent (1/2)

```
public class HelloWorldAgent extends Agent {  
    public String welcome(@Name("name") String name) {  
        return "Hello " + name + "!";  
    }  
  
    @Override  
    public String getVersion() {  
        return "0.1";  
    }  
  
    @Override  
    public String getDescription() {  
        return "This agent can do this and that for you.";  
    }  
}
```



# HelloWorldAgent (2/2)

```
public class HelloWorldAgent extends Agent {  
    // ...  
  
    public void setUsername(@Name("username") String username) {  
        getContext().put("username", username);  
    }  
  
    public String getUsername() {  
        return getContext().get("username", String.class);  
    }  
  
    public void getOthersUsername() {  
        String url = "http://server/agents/helloworldagent/othersid";  
        String method = "getUsername";  
        ObjectNode params = null;  
        String username = send(url, method, params, String.class);  
        System.out.println("Others username is " + username);  
    }  
}
```



# Check it out

<http://almende.github.com/eve/>

- Libraries
- Documentation
- Getting started
- Examples



# Current open ends

- How to find agents? Centralistic directory services vs. mimicing the way humans learn to know each other
- Authorization: traditional models vs. trust/reputation models
- Handling (binary) resources: make a hybrid solution with RESTful API?
- Algorithms for dynamically planning activities
- Algorithms for negotiation between agents



# What makes Eve unique?

- Simple
- Open environment
- Scalable, decentral
- Utilizes modern web & cloud solutions
- Defines the protocol, does not dictate how to built or deploy your application



# Discussion time



beer please...