

# Coordination of a Multi-Agent System for Emergency Response

Team 05

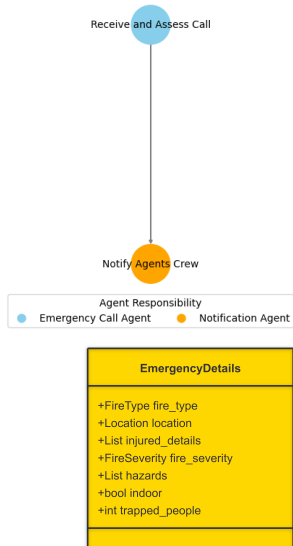
December 8, 2024

# Introduction

- **Objective:** Design the cooperation and coordination mechanisms that will be used to solve the emergency response for fire-related emergencies in Lloret de Mar, Girona.
- **Teams Involved:**
  - Emergency Services
  - Firefighters
  - Medical Services
  - Public Communications
  - *Forensics*
- **Overview:**
  - For each crew: process definition and Pydantic outputs.
  - Agent interactions: flows and routers.

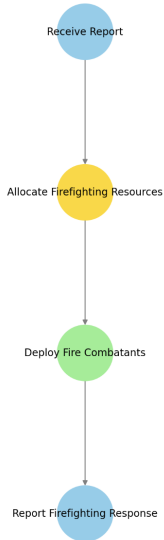
# Emergency Services Process and Outputs

## Sequential Process Flow with Agent Responsibility

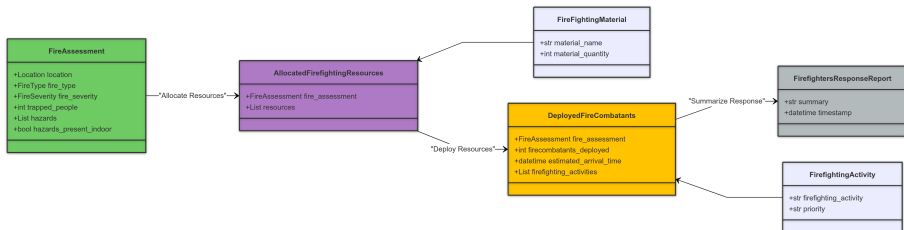


- What type of fire is it?
- Where is it?
- Is anyone injured? How badly?
- How severe is the fire?
- Are there hazards?
- Is it an indoor or outdoor fire?
- Is anyone inside or trapped?

# Firefighters Process

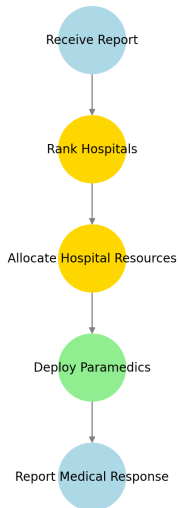


# Firefighters Outputs

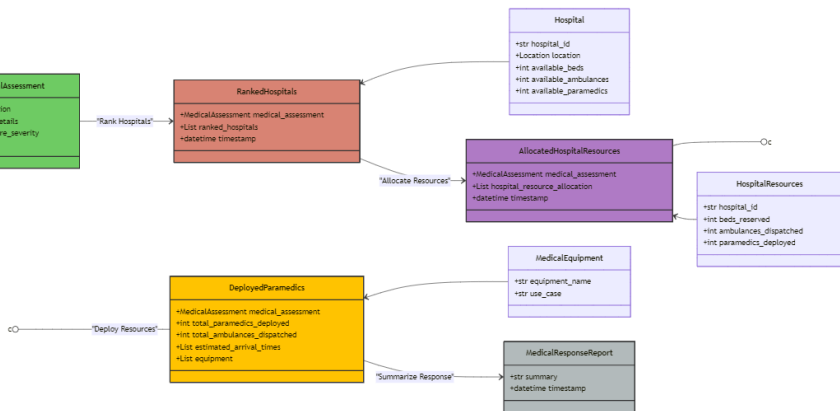


# Medical Services Process

Medical Services Crew Task Flow

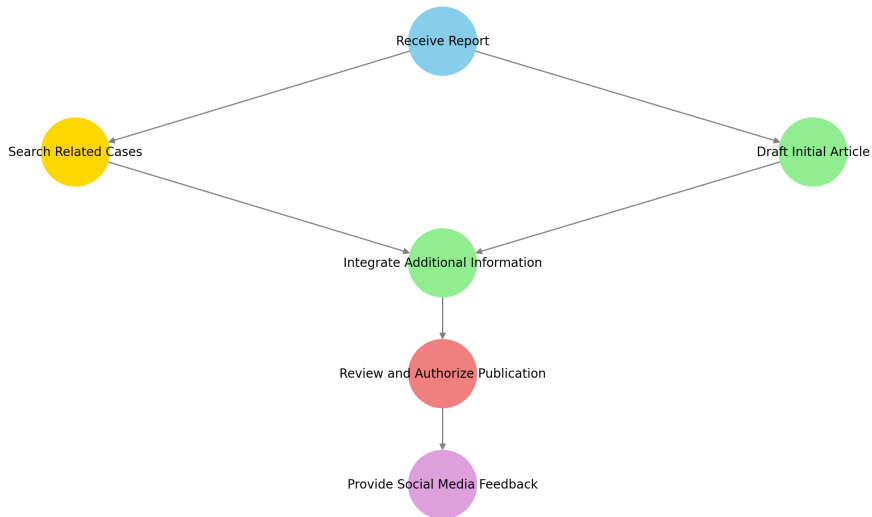


# Medical Services Outputs



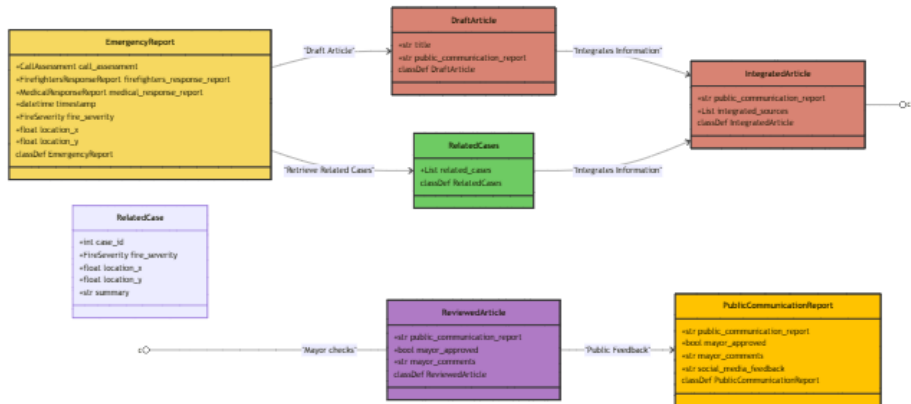
# Public Communications Process

Sequential Process Flow with Agent Responsibility





# Public Communications Outputs



# Emergency Planner Flow

- Crews coordinate through **centralized state**
- Flow manages **state** and **crew kickoffs**
- Use of `_and`, `_or` and router allow **complex ordering** and **parallelization**
- **Retry system** facilitates public communications



Start Method

Method

Crew Method

Router

Trigger

AND Trigger

Router Trigger

# Emergency Planner State

```
class EmergencyPlannerState:  
    call_transcript: str | None  
    call_assessment: CallAssessment | None  
    firefighters_report: FirefightersReport | None  
    medical_report: MedicalReport | None  
    public_report: PublicReport | None  
    retry_count: int = 0
```

- `call_transcript`: The transcript of the emergency call
- `call_assessment`: From EmergencyServices crew
- `firefighters_response_report`: From Firefighters crew
- `medical_response_report`: From MedicalServices crew
- `public_communication_report`: From PublicCommunication crew
- `mayor_approval_retry_count`: Number of mayor approval attempts

# Conclusion

- The **Emergency Services** crew establishes robust initial assessment and crew dispatching
- The **Firefighters and Medical Services** crews demonstrate effective parallel operation and complex processes
- The **Public Communications** crew generates useful summaries with mayor approval system and retry mechanisms
- A **centralized state management** with the CrewAI flow framework enables coordination between crews
- A **standardized reporting system** with structured outputs from each specialized crew is compiled into a single report

Thank You!

Questions?

# References



Kathleen Keogh and Liz Sonenberg.

Designing multi-agent system organisations for flexible runtime behaviour.

*Applied Sciences*, 10(15), 2020.



Leonid Sheremetov and Matías Alvarado.

Weiss, gerhard. multiagent systems a modern approach to distributed artificial intelligence.

3, 10 2009.



Michael Wooldridge.

*An Introduction to MultiAgent Systems*.

Wiley Publishing, 2nd edition, 2009.



Michael Wooldridge.

Properties of intelligent autonomous agents, 2010.