

# Introduction to Distributed and Embedded Multi-agent Systems

**Carlos Eduardo Pantoja<sup>1</sup>**  
**Nilson Mori Lazarin<sup>1,2</sup>**

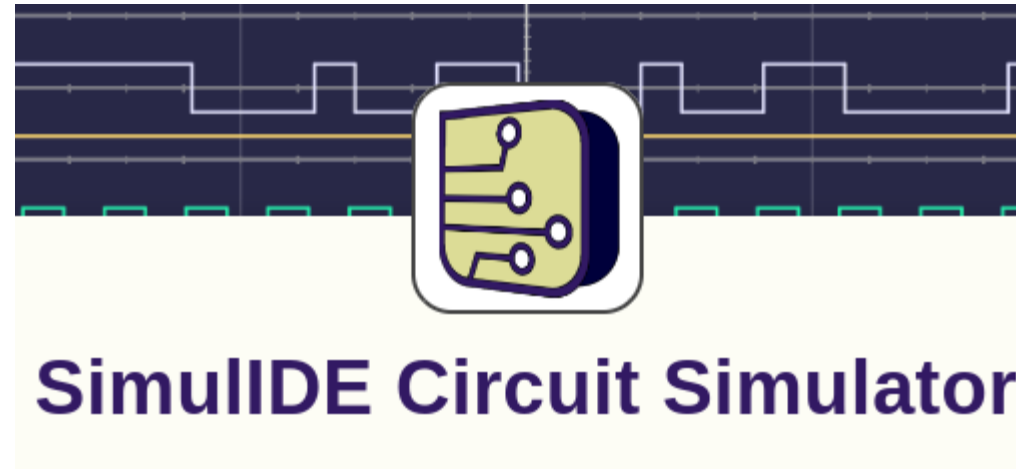
1. Centro Federal de Educação Tecnológica (CEFET/RJ) - 2. Universidade Federal Fluminense (UFF), Brasil



# Development Tools



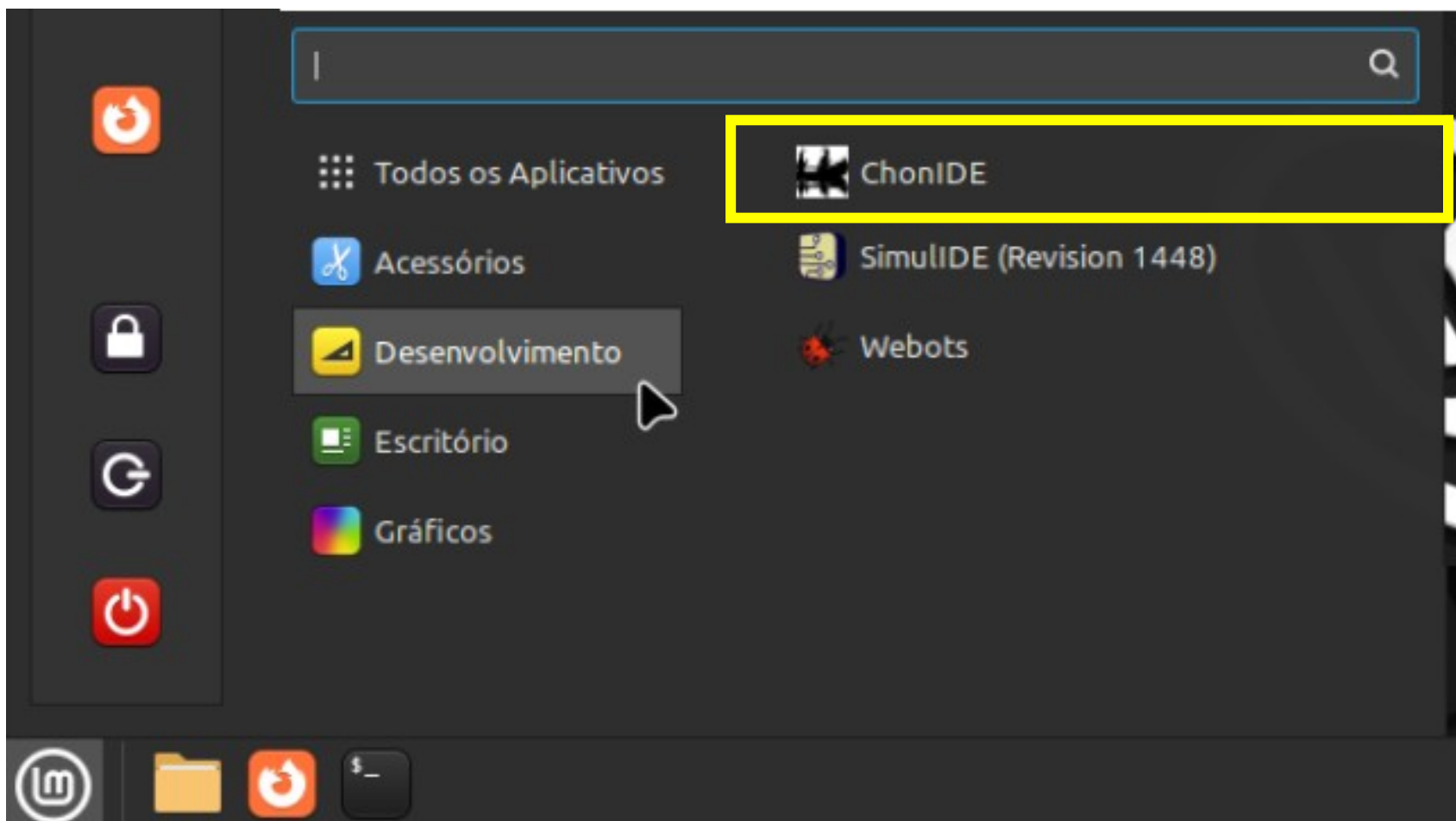
# ChonIDE, SimulIDE e Webots



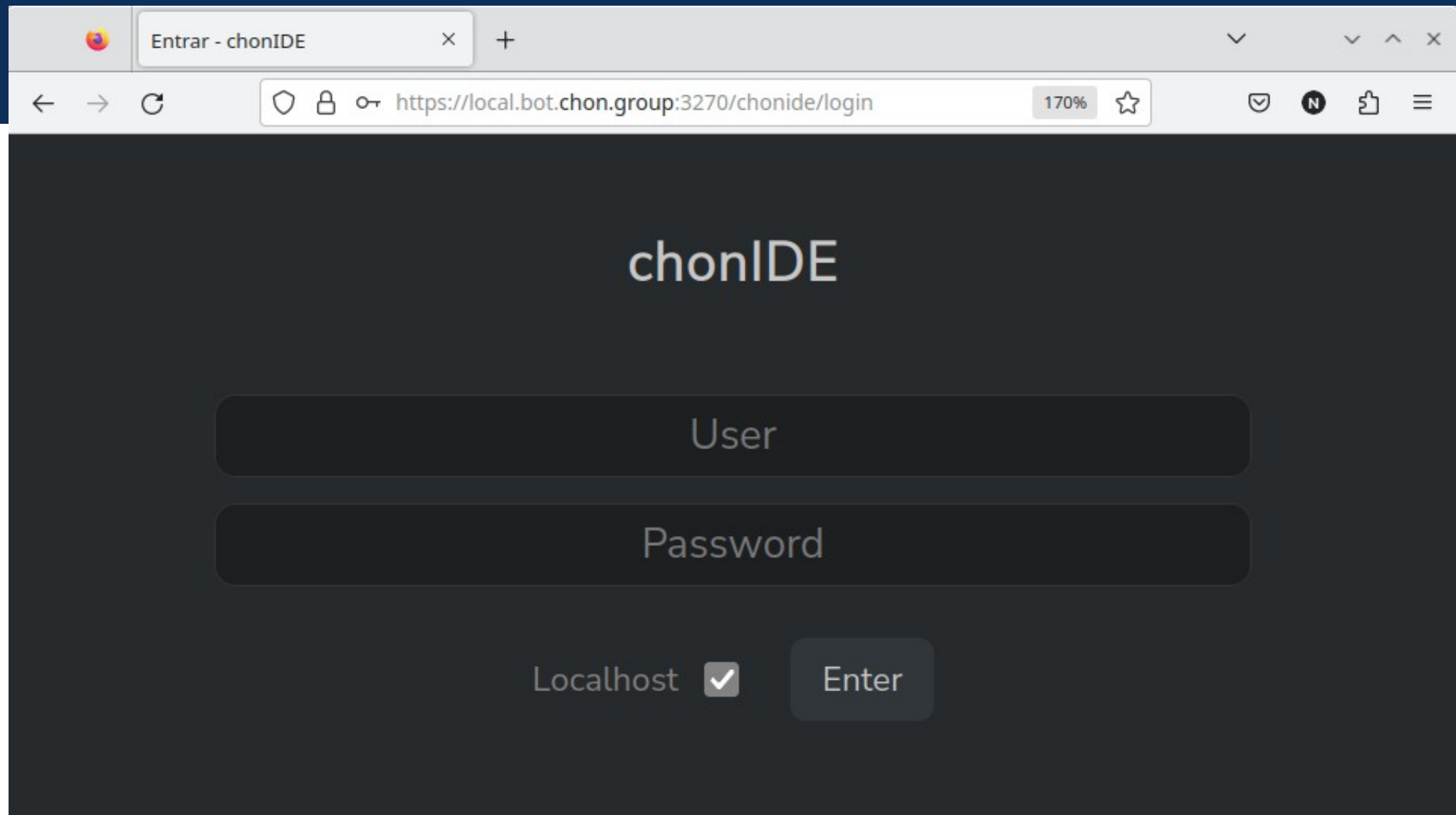
Souza de Jesus, V., Mori Lazarin, N., Pantoja, C.E., Vaz Alves, G., Ramos Alves de Lima, G., Viterbo, J. (2023). An IDE to Support the Development of Embedded Multi-Agent Systems. In: Mathieu, P., Dignum, F., Novais, P., De la Prieta, F. (eds) Advances in Practical Applications of Agents, Multi-Agent Systems, and Cognitive Mimetics. The PAAMS Collection. PAAMS 2023. Lecture Notes in Computer Science(), vol 13955. Springer, Cham. [https://doi.org/10.1007/978-3-031-37616-0\\_29](https://doi.org/10.1007/978-3-031-37616-0_29)

Michel, O. (1998). Webots: Symbiosis Between Virtual and Real Mobile Robots. In: Heudin, JC. (eds) Virtual Worlds. VW 1998. Lecture Notes in Computer Science(), vol 1434. Springer, Berlin, Heidelberg. [https://doi.org/10.1007/3-540-68686-X\\_24](https://doi.org/10.1007/3-540-68686-X_24)

González, Santiago. "SimulIDE Circuit Simulator", 2023. <https://simulide.com>.

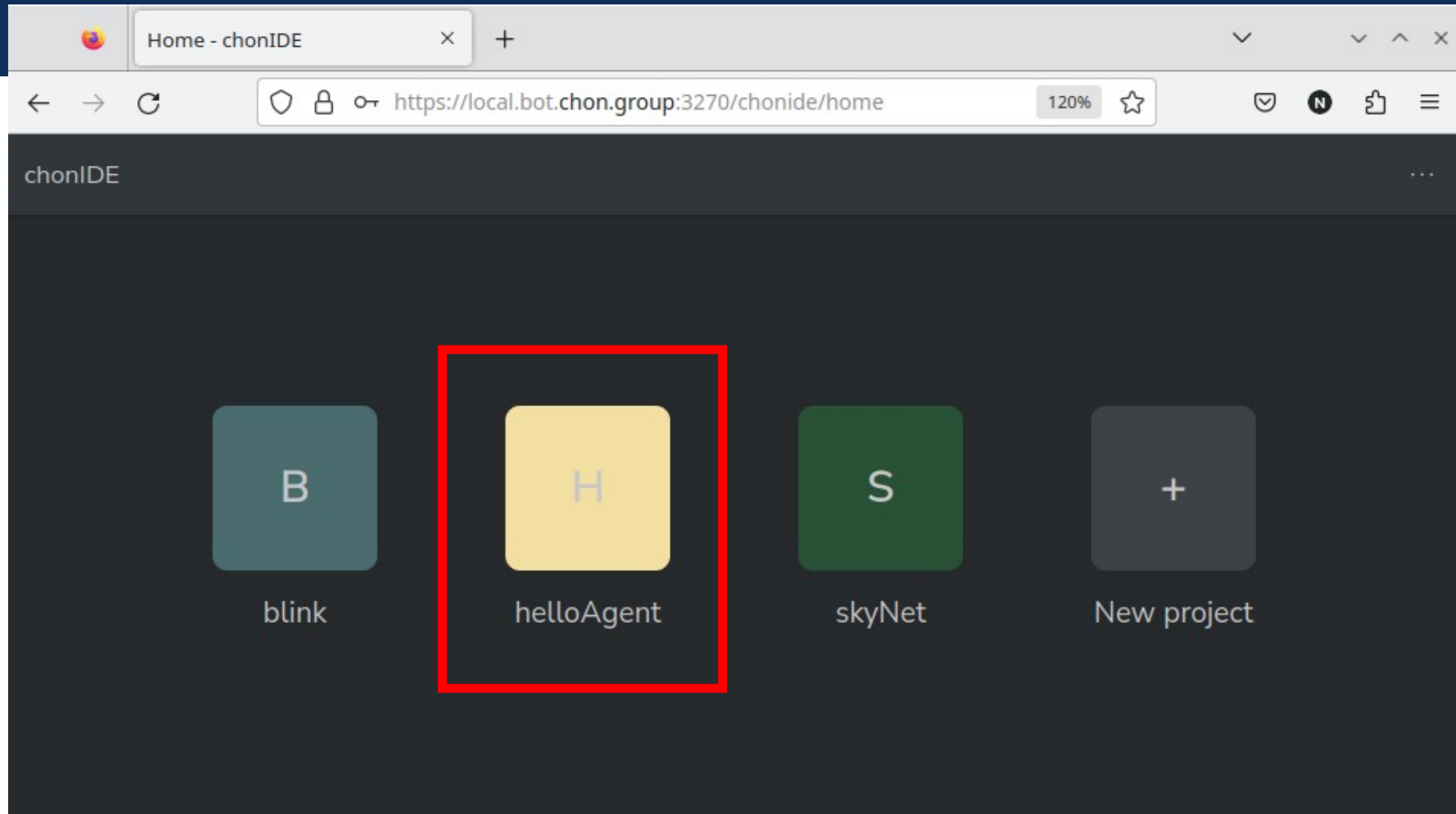


Manual de Instalação  
<https://github.com/chon-group/chonIDE/tree/main/doc>



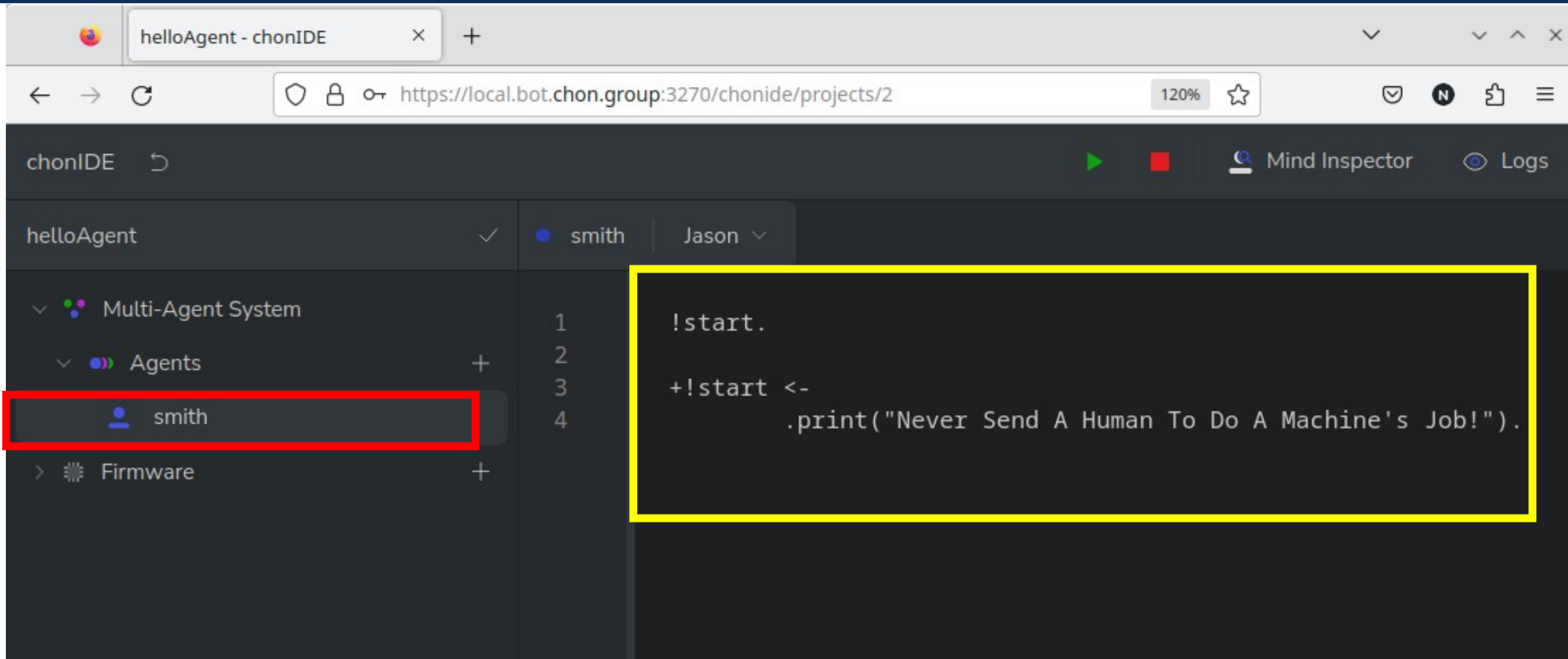
Souza de Jesus, V., Mori Lazarin, N., Pantoja, C.E., Vaz Alves, G., Ramos Alves de Lima, G., Viterbo, J. (2023). An IDE to Support the Development of Embedded Multi-Agent Systems. In: Mathieu, P., Dignum, F., Novais, P., De la Prieta, F. (eds) Advances in Practical Applications of Agents, Multi-Agent Systems, and Cognitive Mimetics. The PAAMS Collection. PAAMS 2023. Lecture Notes in Computer Science(), vol 13955. Springer, Cham. [https://doi.org/10.1007/978-3-031-37616-0\\_29](https://doi.org/10.1007/978-3-031-37616-0_29)

# ChonIDE: helloAgent



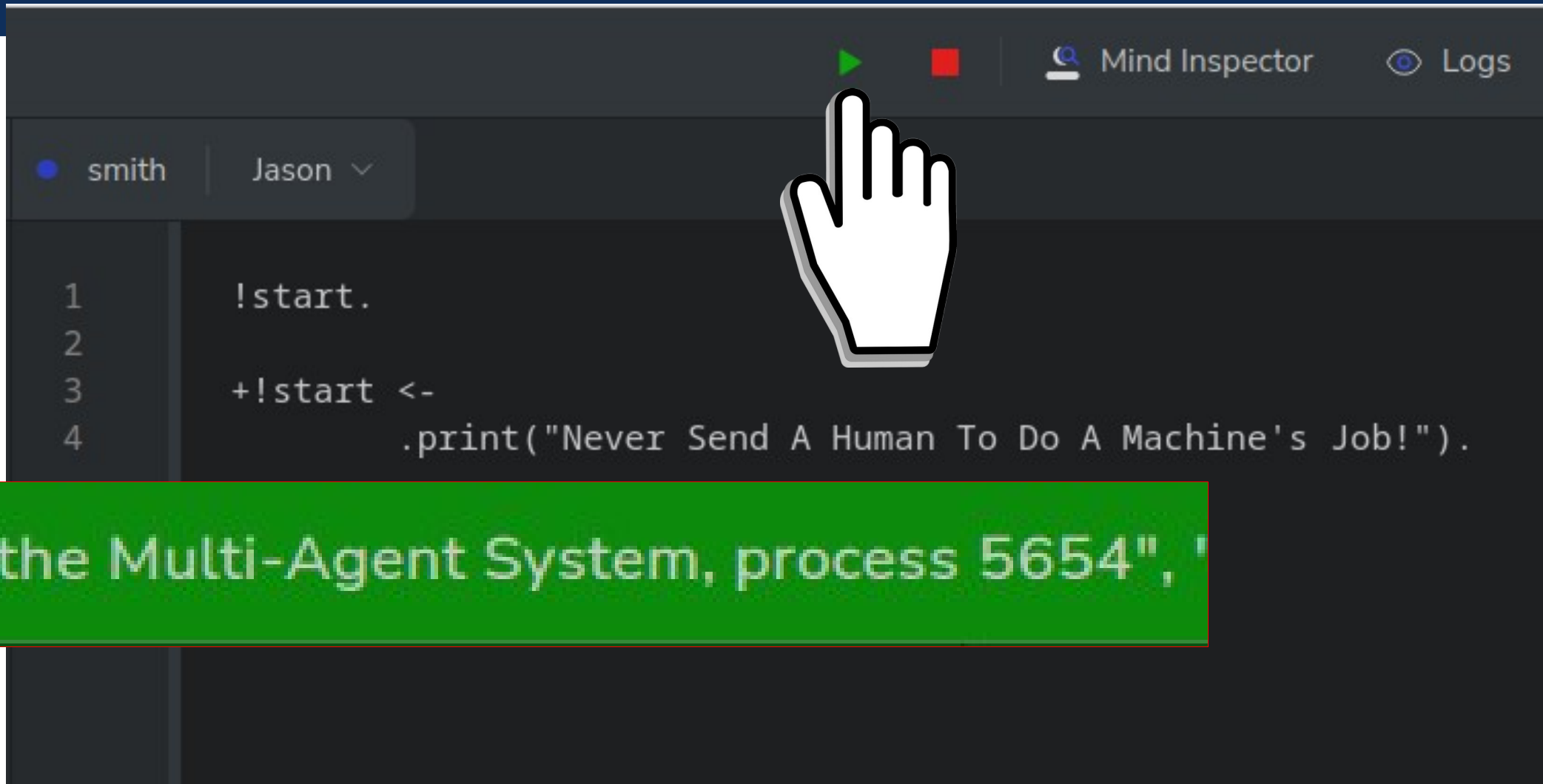
Souza de Jesus, V., Mori Lazarin, N., Pantoja, C.E., Vaz Alves, G., Ramos Alves de Lima, G., Viterbo, J. (2023). An IDE to Support the Development of Embedded Multi-Agent Systems. In: Mathieu, P., Dignum, F., Novais, P., De la Prieta, F. (eds) Advances in Practical Applications of Agents, Multi-Agent Systems, and Cognitive Mimetics. The PAAMS Collection. PAAMS 2023. Lecture Notes in Computer Science(), vol 13955. Springer, Cham. [https://doi.org/10.1007/978-3-031-37616-0\\_29](https://doi.org/10.1007/978-3-031-37616-0_29)

# ChonIDE: helloAgent



Souza de Jesus, V., Mori Lazarin, N., Pantoja, C.E., Vaz Alves, G., Ramos Alves de Lima, G., Viterbo, J. (2023). An IDE to Support the Development of Embedded Multi-Agent Systems. In: Mathieu, P., Dignum, F., Novais, P., De la Prieta, F. (eds) Advances in Practical Applications of Agents, Multi-Agent Systems, and Cognitive Mimetics. The PAAMS Collection. PAAMS 2023. Lecture Notes in Computer Science(), vol 13955. Springer, Cham. [https://doi.org/10.1007/978-3-031-37616-0\\_29](https://doi.org/10.1007/978-3-031-37616-0_29)

# ChonIDE: helloAgent



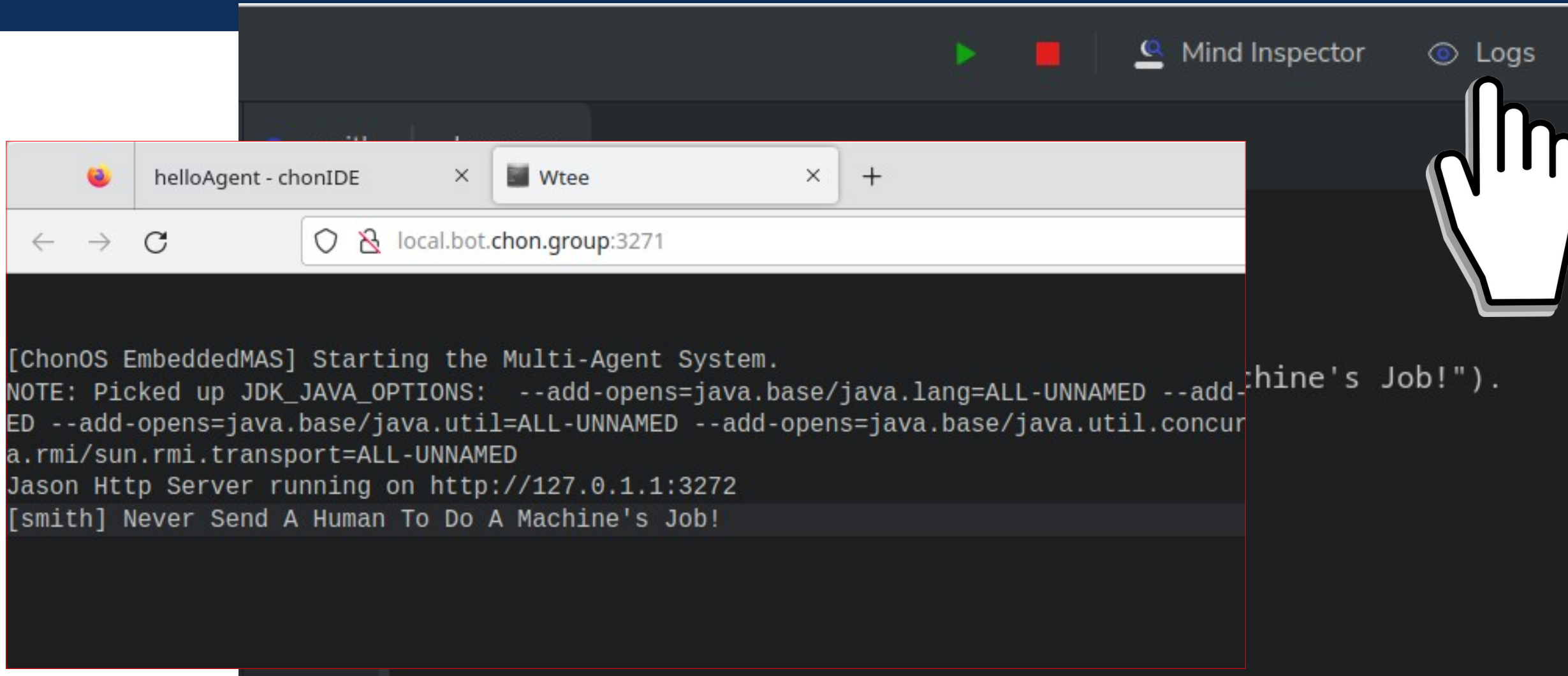
```
1 !start.  
2  
3 +!start <-  
4 .print("Never Send A Human To Do A Machine's Job!").
```

"Starting the Multi-Agent System, process 5654", '"

Souza de Jesus, V., Mori Lazarin, N., Pantoja, C.E., Vaz Alves, G., Ramos Alves de Lima, G., Viterbo, J. (2023). An IDE to Support the Development of Embedded Multi-Agent Systems. In: Mathieu, P., Dignum, F., Novais, P., De la Prieta, F. (eds) Advances in Practical Applications of Agents, Multi-Agent Systems, and Cognitive Mimetics. The PAAMS Collection. PAAMS 2023. Lecture Notes in Computer Science(), vol 13955. Springer, Cham. [https://doi.org/10.1007/978-3-031-37616-0\\_29](https://doi.org/10.1007/978-3-031-37616-0_29)

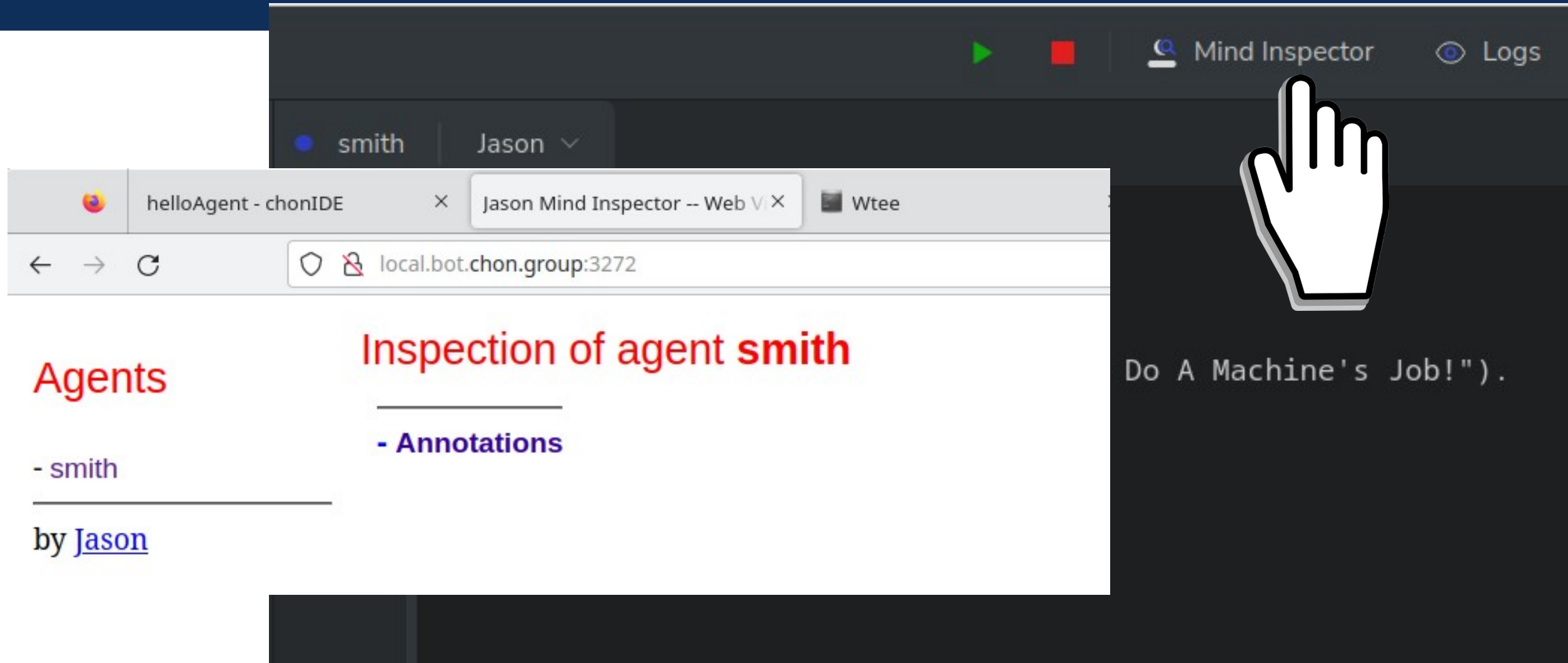


# ChonIDE: helloAgent



Pantoja, C.E., Jesus, V.S.d., Lazarin, N.M., Viterbo, J. (2023). A Spin-off Version of Jason for IoT and Embedded Multi-Agent Systems. In: Naldi, M.C., Bianchi, R.A.C. (eds) Intelligent Systems. BRACIS 2023. Lecture Notes in Computer Science(), vol 14195. Springer, Cham. [https://doi.org/10.1007/978-3-031-45368-7\\_25](https://doi.org/10.1007/978-3-031-45368-7_25)

# ChonIDE: helloAgent



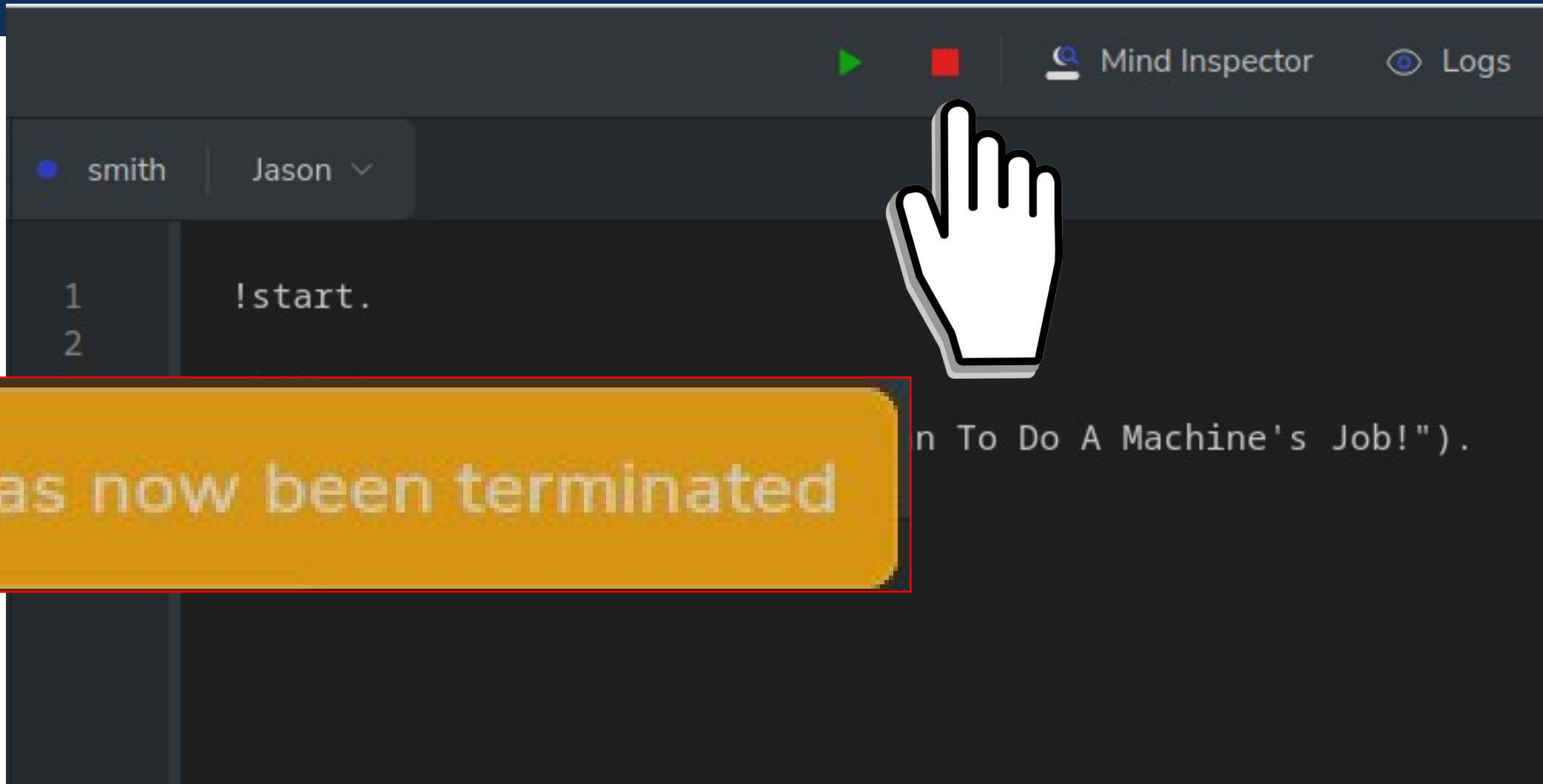
The screenshot shows the ChonIDE environment. The main window, titled 'helloAgent - chonIDE', displays the following content:

- Agents**
- Inspection of agent smith**
- Annotations**
- smith**
- by Jason**

The 'Jason Mind Inspector -- Web V X' window is also visible, showing a hand cursor over the 'Mind Inspector' tab. The 'Mind Inspector' tab is active, and the 'Logs' tab is also visible. The 'Mind Inspector' window displays the text: 'Do A Machine's Job!").'.

Bordini, R.H., Hübner, J.F. (2006). BDI Agent Programming in AgentSpeak Using Jason . In: Toni, F., Torroni, P. (eds) Computational Logic in Multi-Agent Systems. CLIMA 2005. Lecture Notes in Computer Science(), vol 3900. Springer, Berlin, Heidelberg. [https://doi.org/10.1007/11750734\\_9](https://doi.org/10.1007/11750734_9)

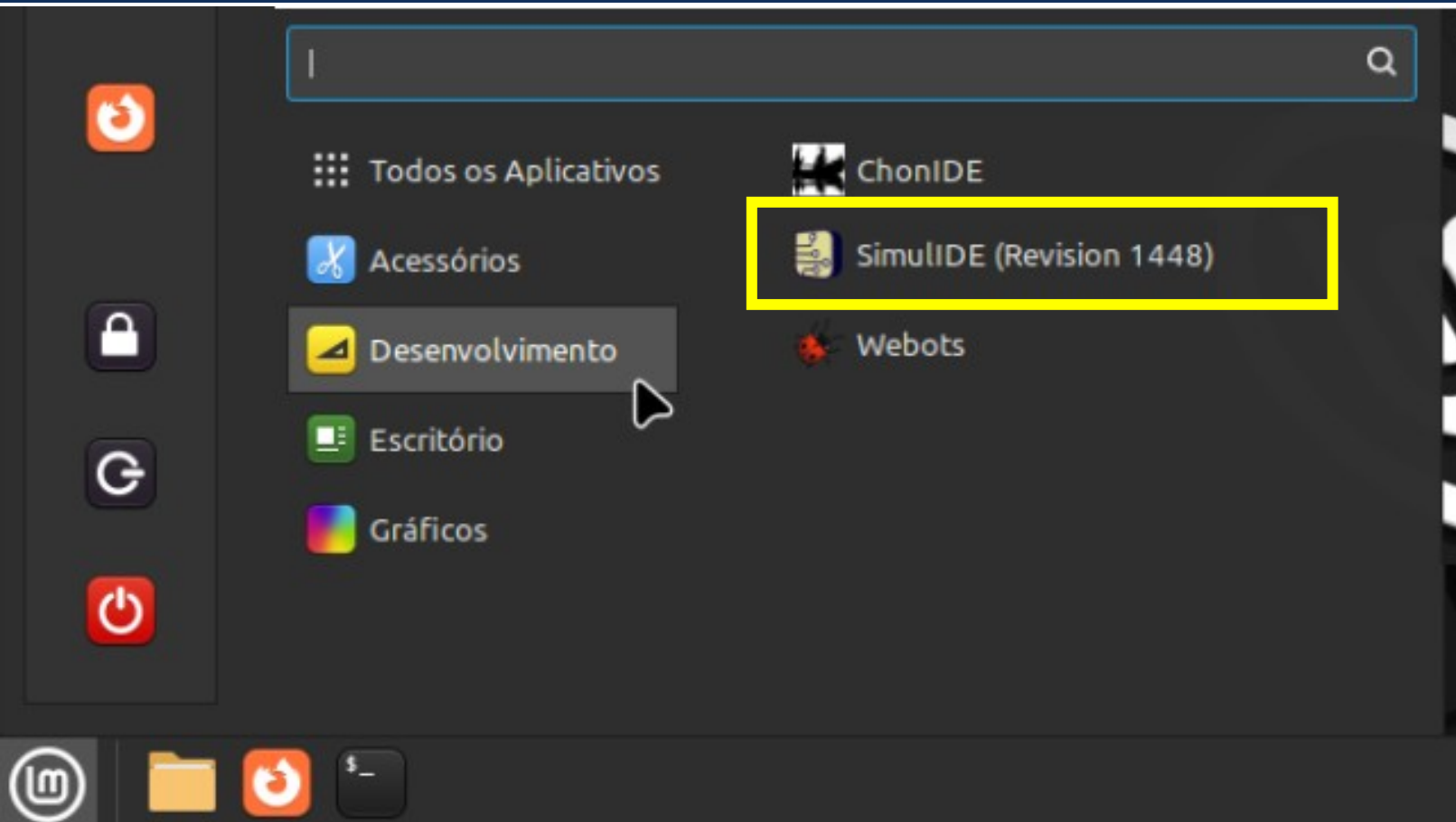
# ChonIDE: helloAgent



Souza de Jesus, V., Mori Lazarin, N., Pantoja, C.E., Vaz Alves, G., Ramos Alves de Lima, G., Viterbo, J. (2023). An IDE to Support the Development of Embedded Multi-Agent Systems. In: Mathieu, P., Dignum, F., Novais, P., De la Prieta, F. (eds) Advances in Practical Applications of Agents, Multi-Agent Systems, and Cognitive Mimetics. The PAAMS Collection. PAAMS 2023. Lecture Notes in Computer Science(), vol 13955. Springer, Cham. [https://doi.org/10.1007/978-3-031-37616-0\\_29](https://doi.org/10.1007/978-3-031-37616-0_29)

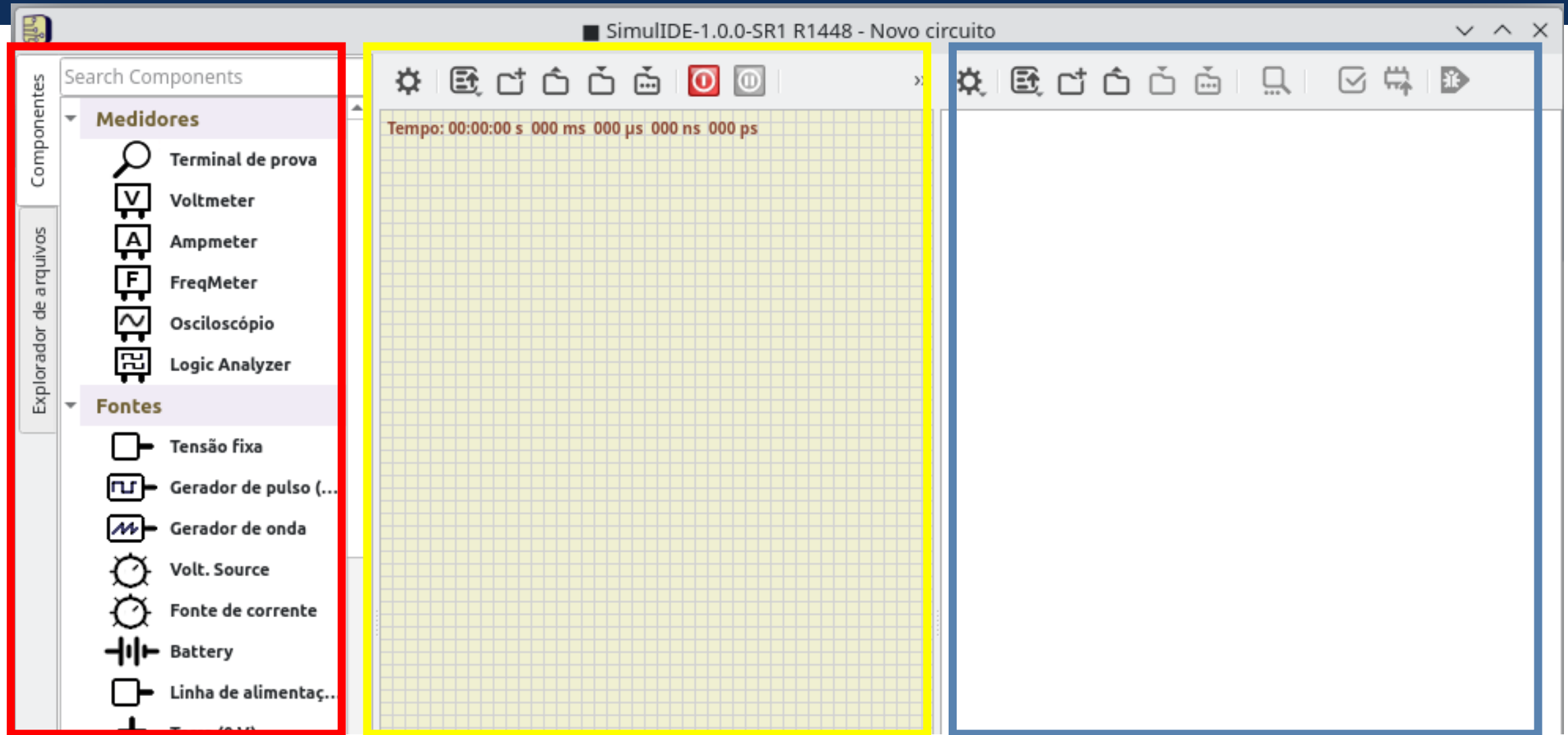


# SimulIDE



Manual de instalação  
<https://github.com/chon-group/dpkg-simulide>

# SimulIDE

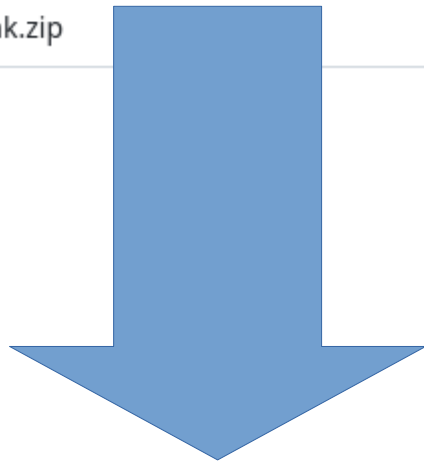


distributedAndEmbeddedAI / course / 05-TheDevelopmentTool / Examples /

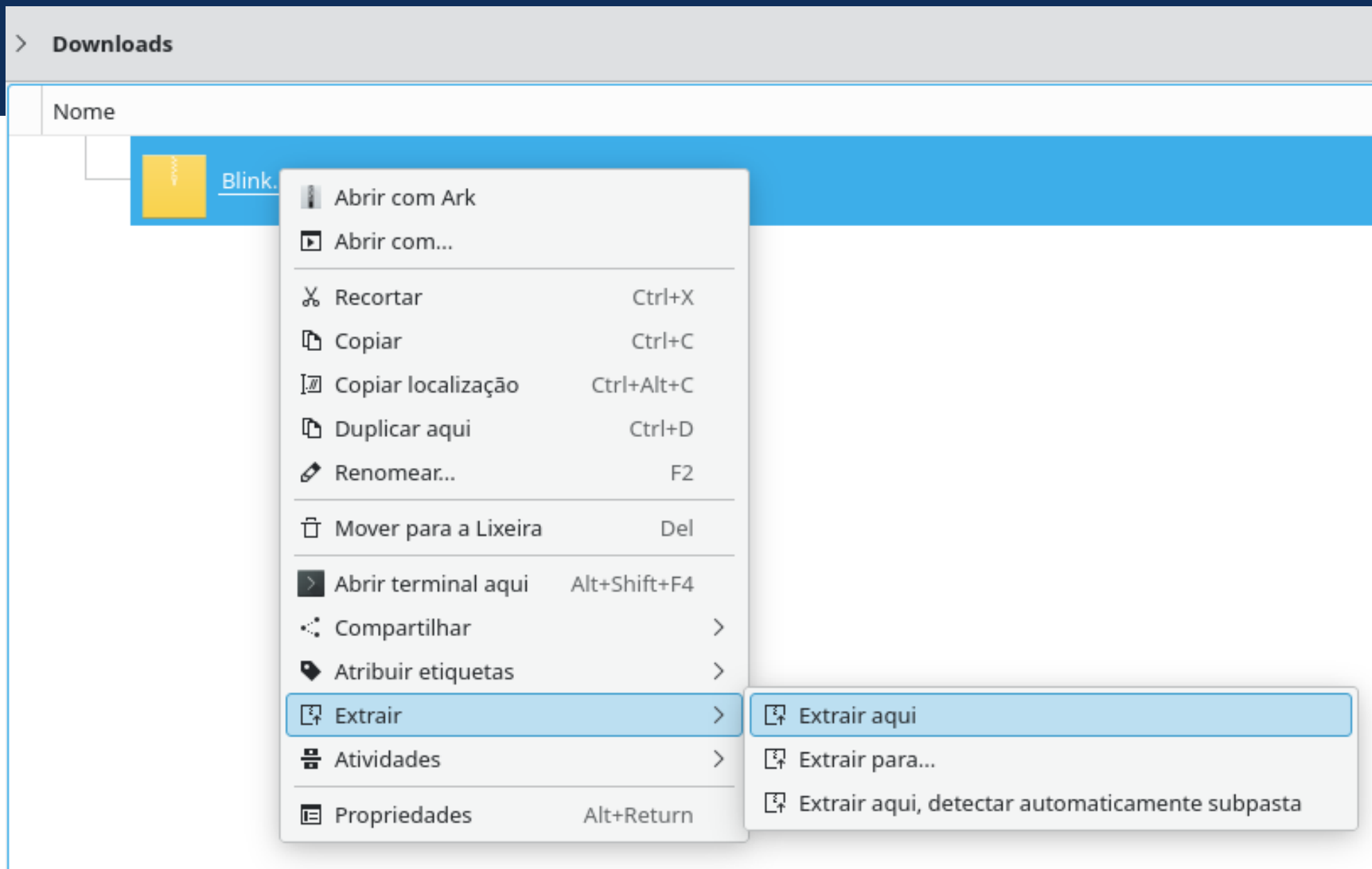


nilsonLazarin development tools presentation

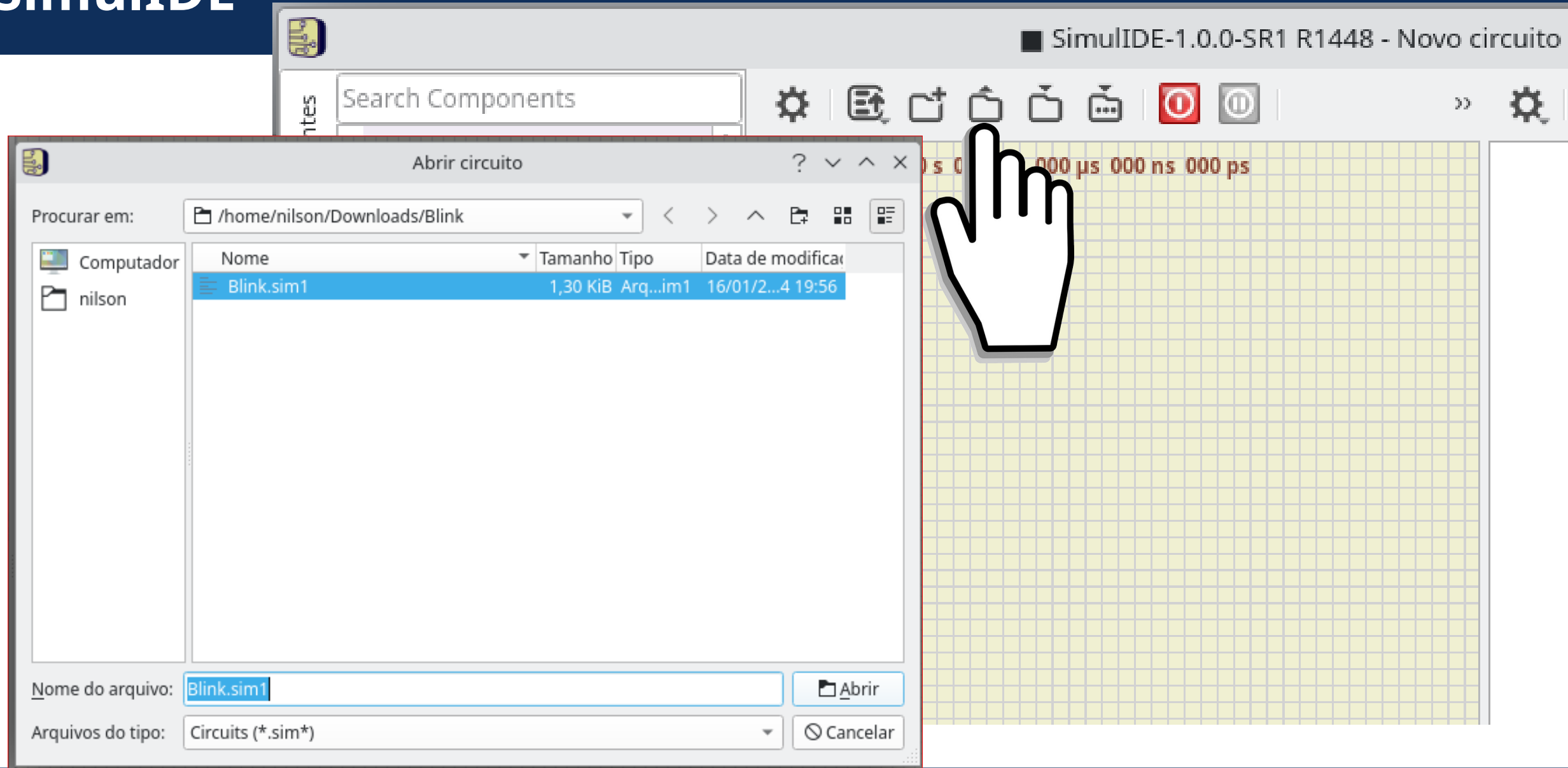
Name	Last commit
..	
Blink	developr
Blink.zip	developr

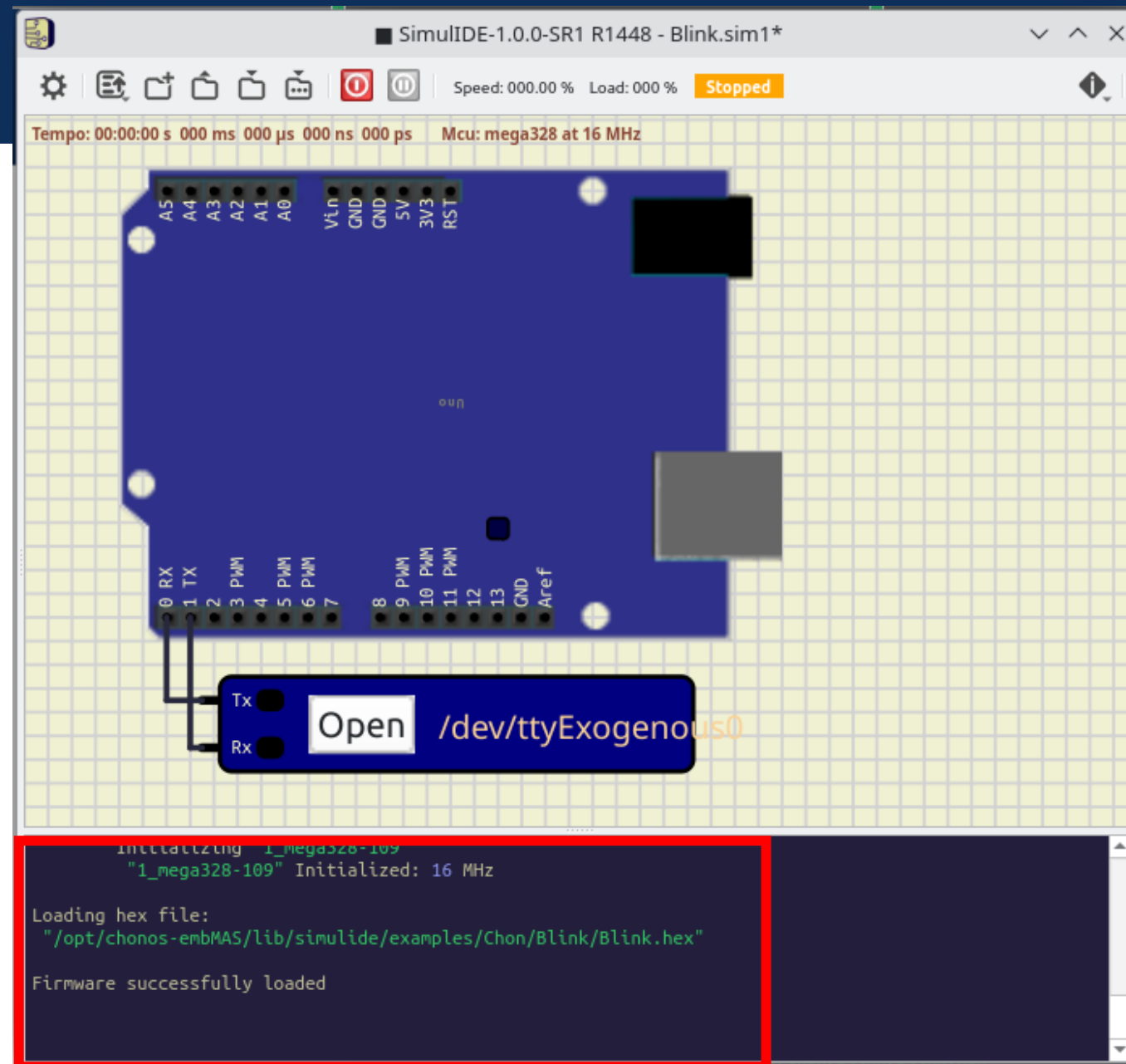


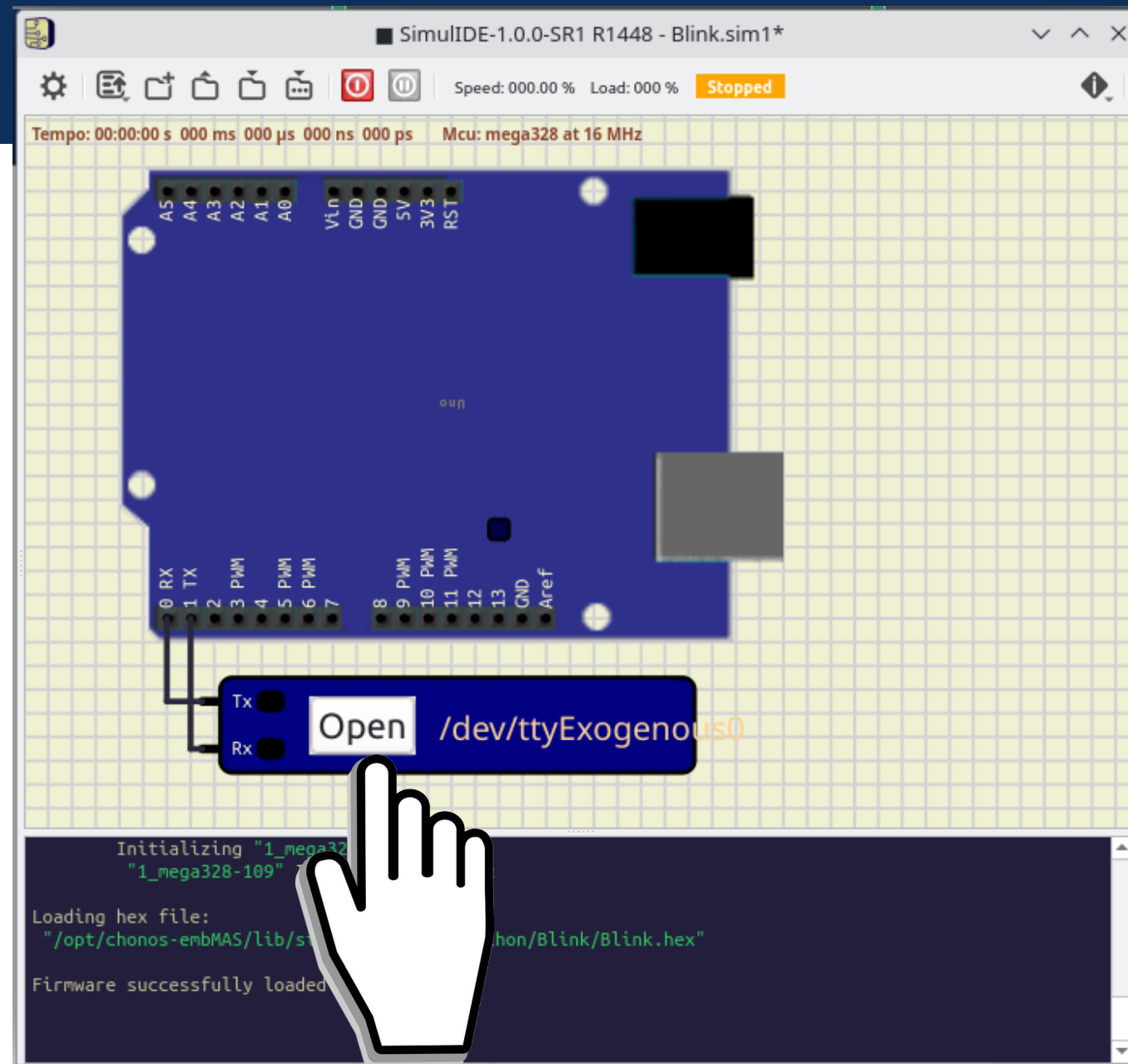
<https://github.com/chon-group/distributedAndEmbeddedAI/raw/main/course/05-TheDevelopmentTool/Examples/Blink.zip>

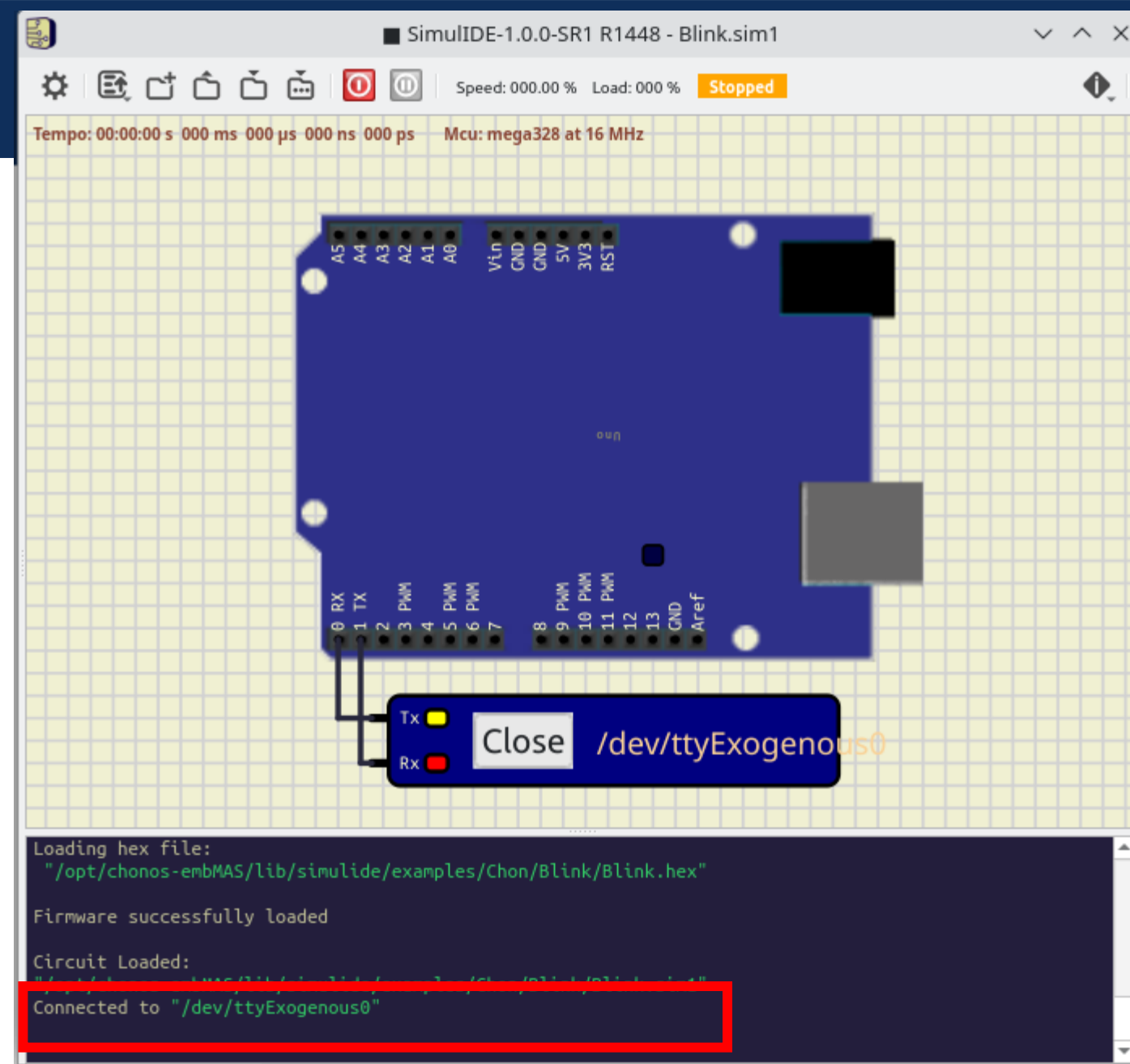


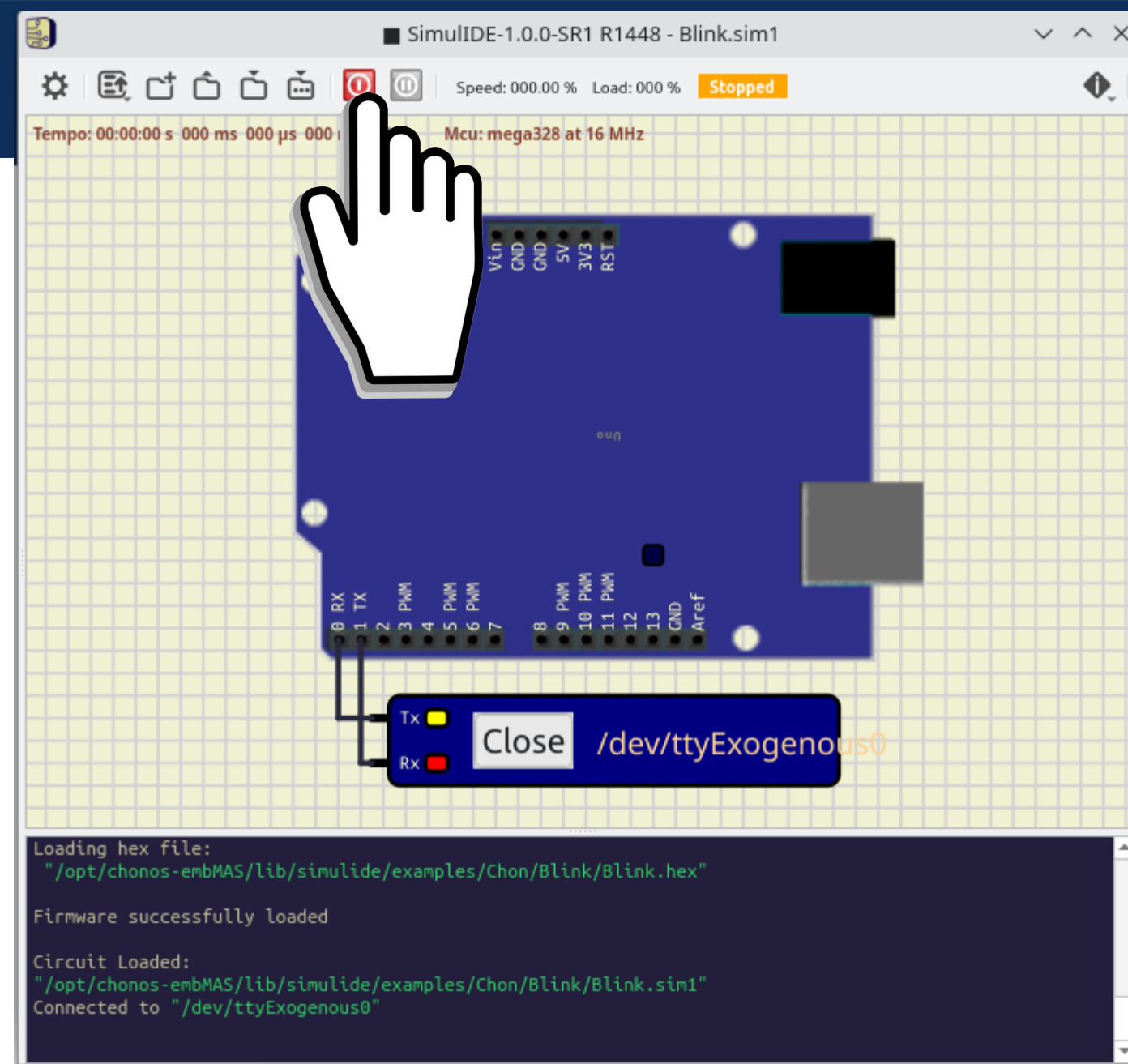


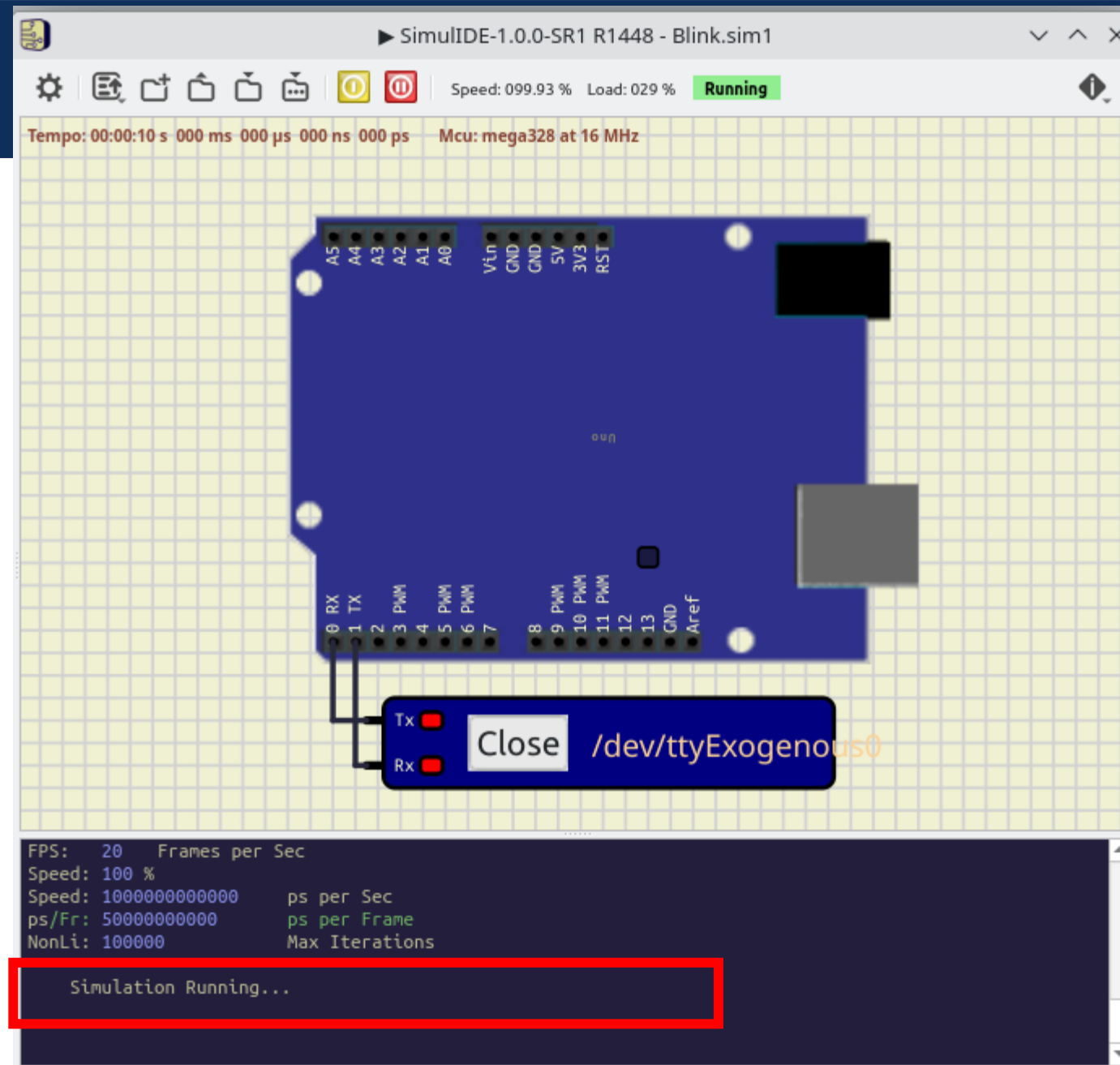


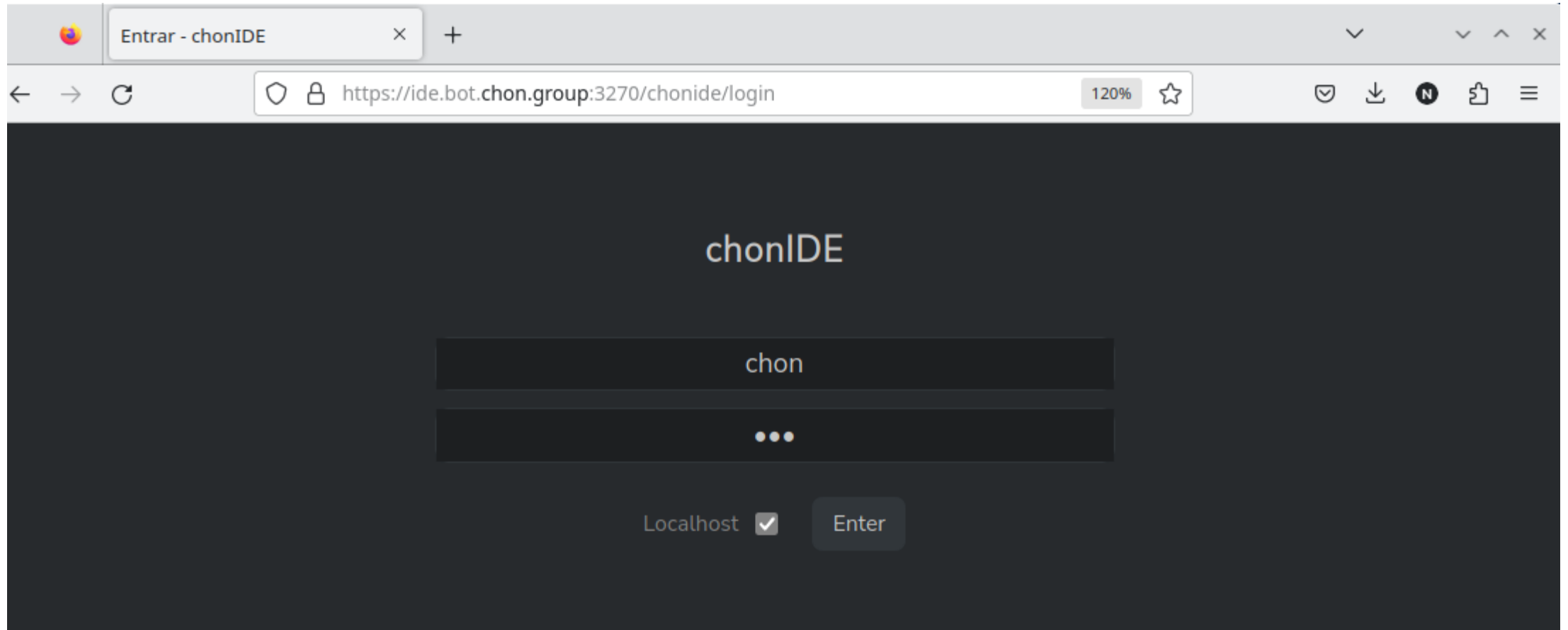


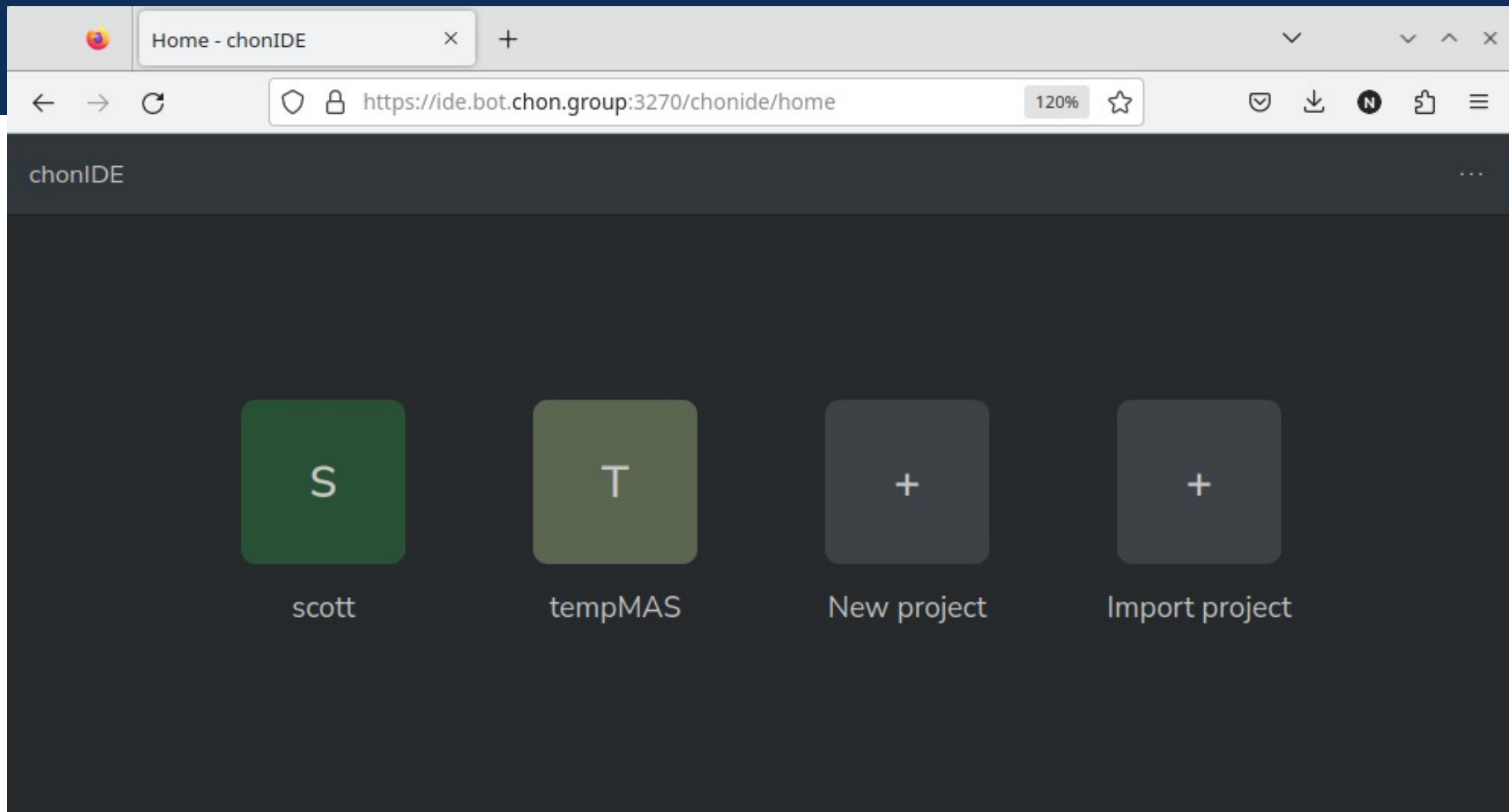




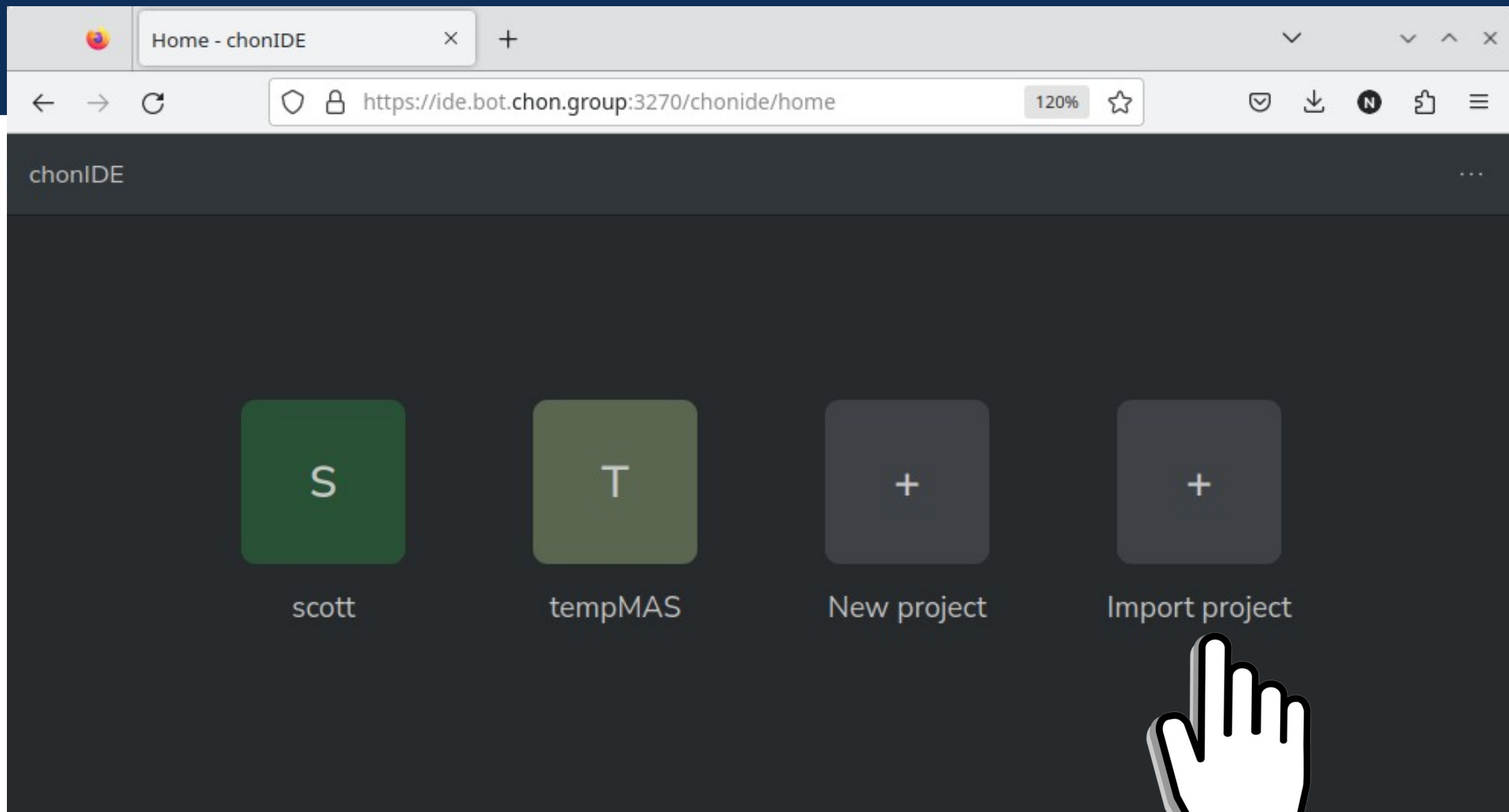


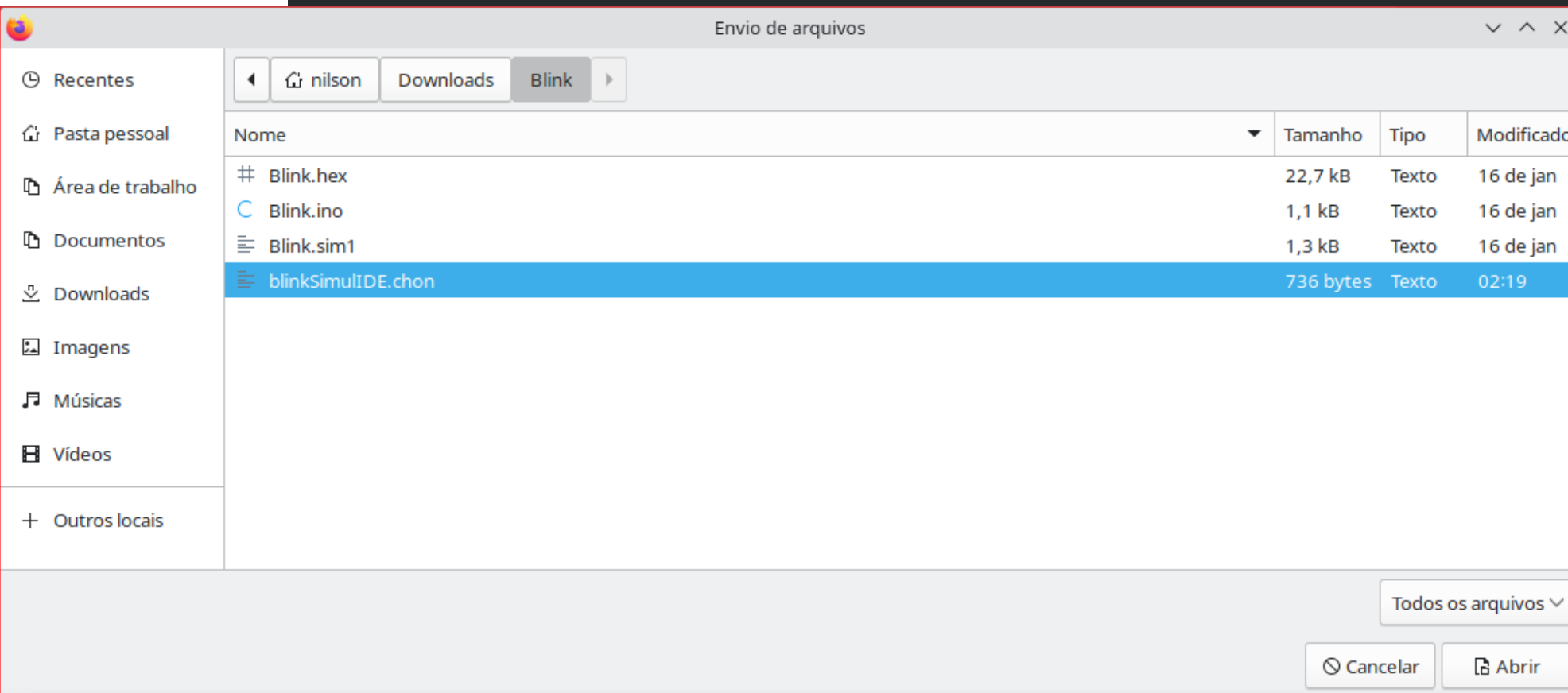
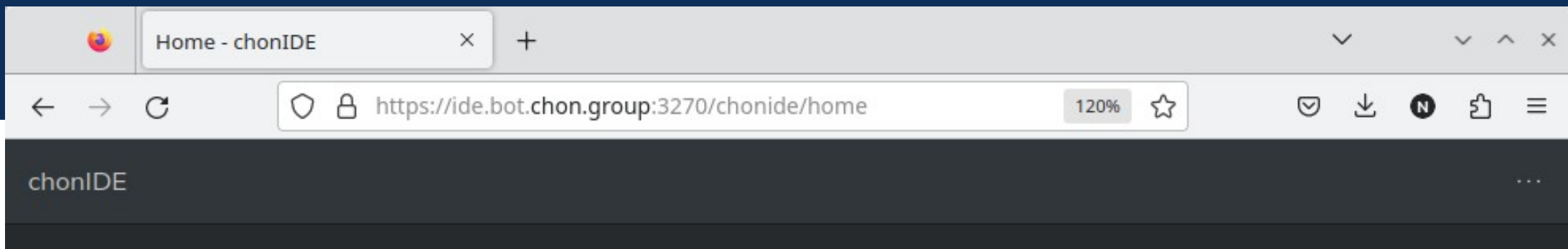


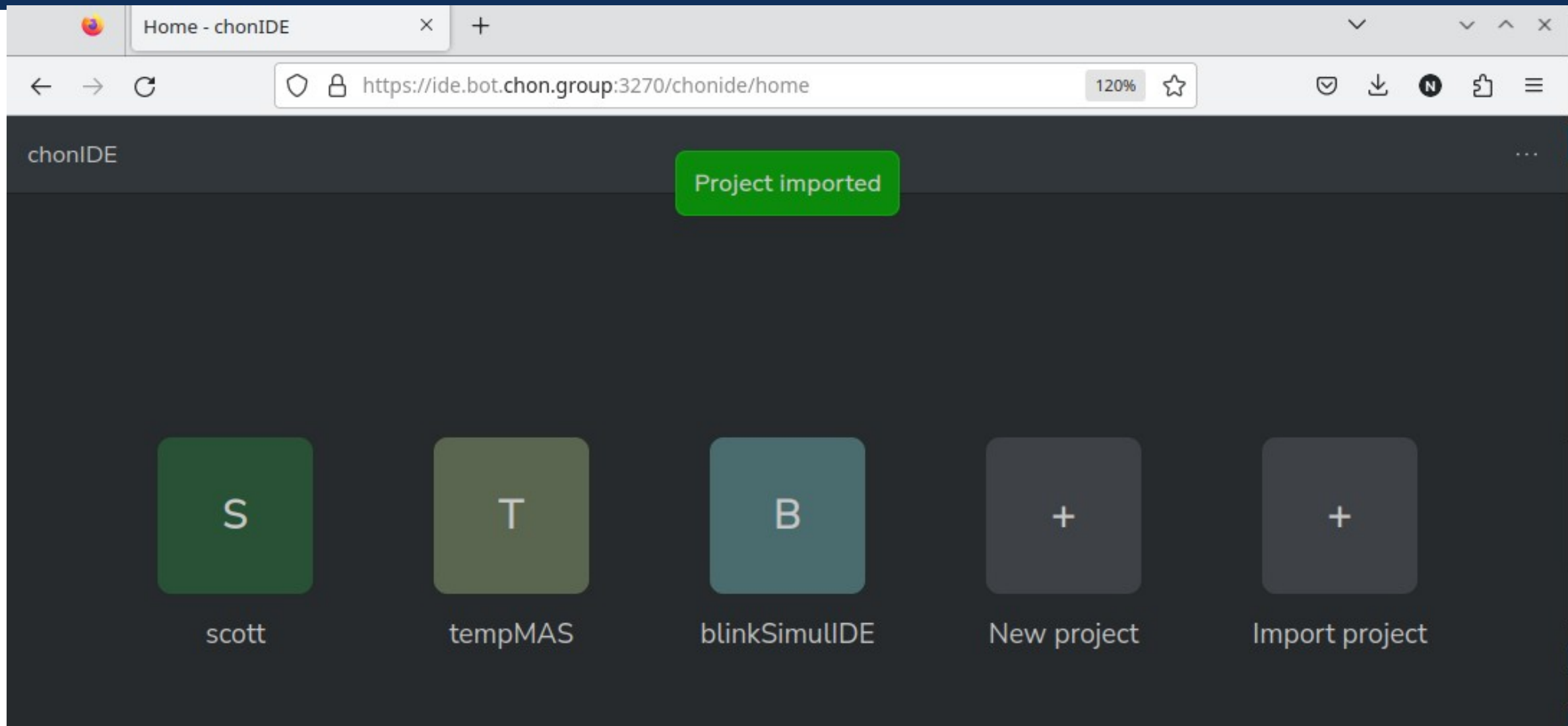


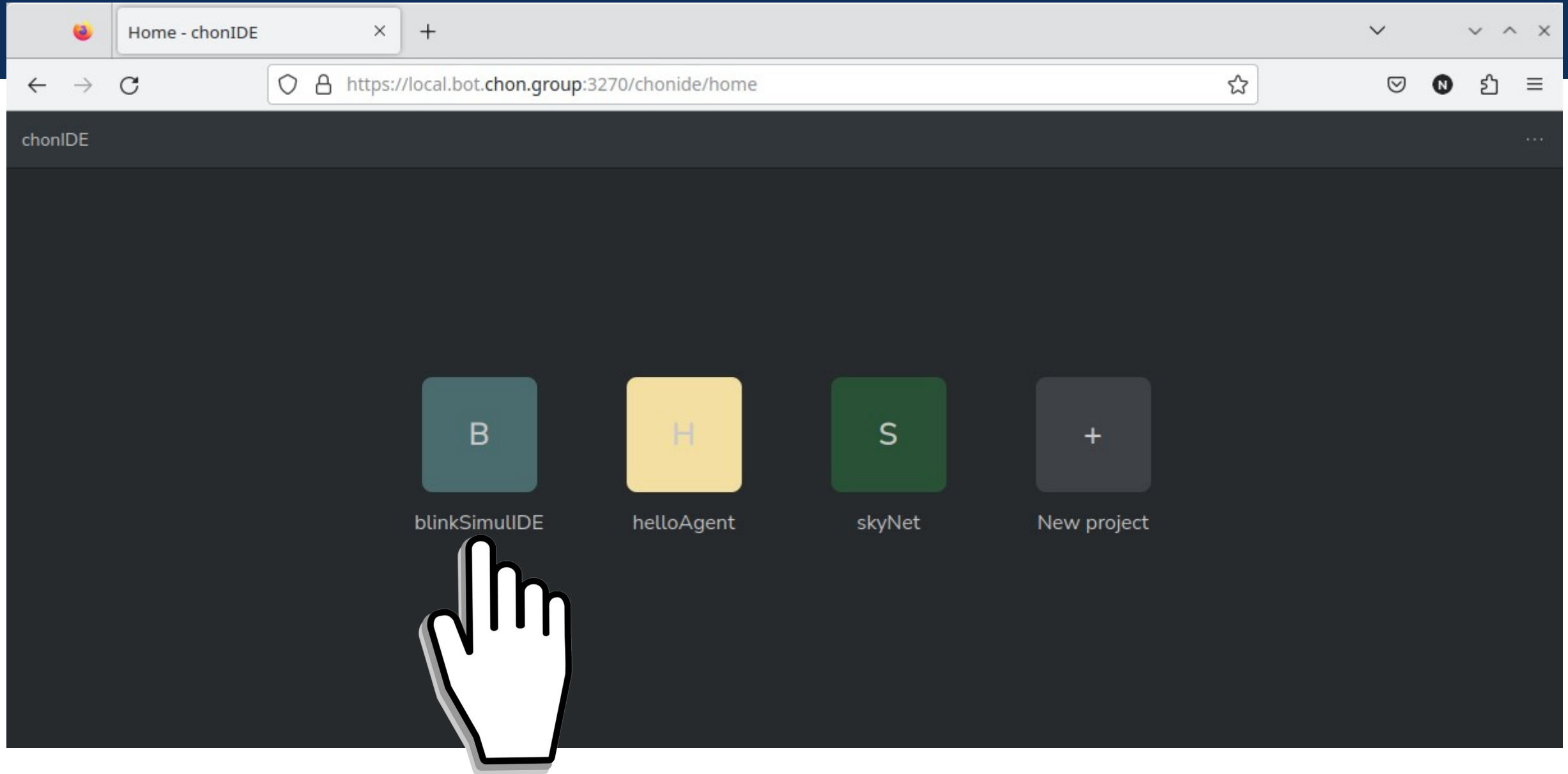












blinkSimulIDE - chonIDE

https://local.bot.chon.group:3270/chonide/projects/1

chonIDE

Multi-Agent System

- Agents
  - bane
- Firmware
  - HCSR04
  - Javino
  - LiquidCrystal

```
1  /* Initial beliefs and rules */
2  serialPort(ttyEmulatedPort0).
3
4  /* Initial goals */
5  !start.
6
7  /* Plans */
8  +!start:
9  serialPort(Port) <-
10     .port(Port);
11     .percepts(open);
12     .limit(500).
13
14  +ledStatus(on) <-
15     .act(ledOff);
16     .print("Turning OFF the Led in Arduino!");
17
18  +ledStatus(off) <-
19     .act(ledOn);
20     .print("Turning ON the Led in Arduino!");
```

Wtee

local.bot.chon.group:3271

SimulIDE-1.0.0-SR1 R1448 - Blink.sim1

Speed: 099.95 % Load: 026 % Running

Tempo: 00:06:23 s 800 ms 000 µs 000 ns 000 ps Mcu: mega328 at 16 MHz

0 RX 1 TX 2 3 PWM 4 5 PWM 6 PWM 7 8 9 PWM 10 PWM 11 PWM 12 13 GND Aref

Close /dev/ttyExogenous0

```
Initializing Matrix: 28 eNodes
CircMatrix::solveMatrix 1 Circuits
CircMatrix::solveMatrix 26 Single Nodes

Circuit Matrix looks good

FPS: 20 Frames per Sec
Speed: 100 %
Speed: 1000000000000000 ps per Sec
ps/Fr: 500000000000 ps per Frame
NonLi: 100000 Max Iterations

Simulation Running...
```

blinkSimulIDE - chonIDE

https://local.bot.chon.group:3270/chonide/projects/1

chonIDE


Multi-Agent System

- Agents
  - bane
- Firmware
  - HCSR04
  - Javino
  - LiquidCrystal

```
1  /* Initial beliefs and rules */
2  serialPort(ttyEmulatedPort0).
3
4  /* Initial goals */
5  !start.
6
7  /* Plans */
8  +!start:
9  serialPort(Port) <-
10     .port(Port);
11     .percepts(open);
12     .limit(500).
13
14  +ledStatus(on) <-
15     .act(ledOff);
16     .print("Turning OFF the Led in Arduino!");
17
18  +ledStatus(off) <-
19     .act(ledOn);
20     .print("Turning ON the Led in Arduino!");
```

Wtee

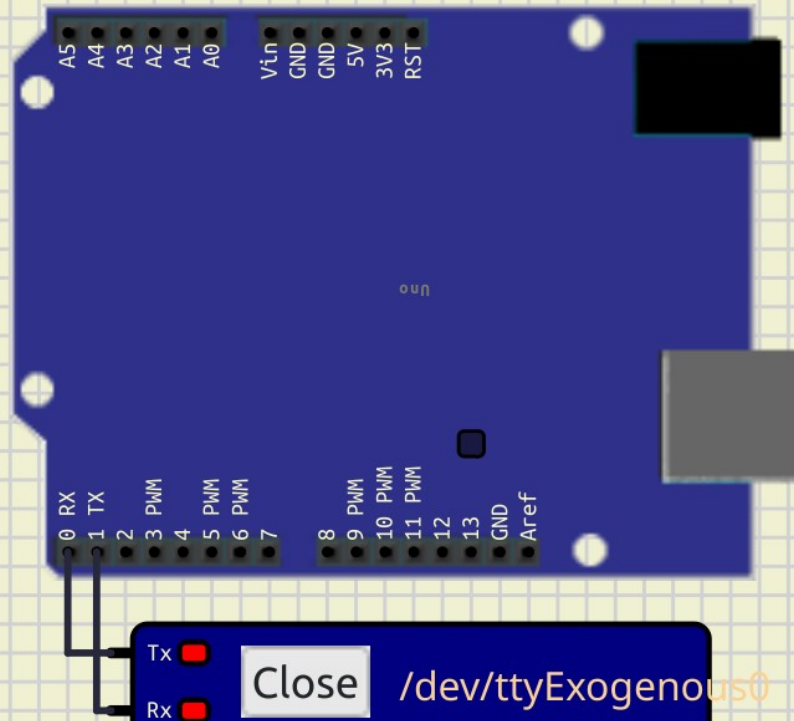
local.bot.chon.group:3271



SimulIDE-1.0.0-SR1 R1448 - Blink.sim1

Speed: 099.95 % Load: 026 % Running

Tempo: 00:06:23 s 800 ms 000 µs 000 ns 000 ps Mcu: mega328 at 16 MHz



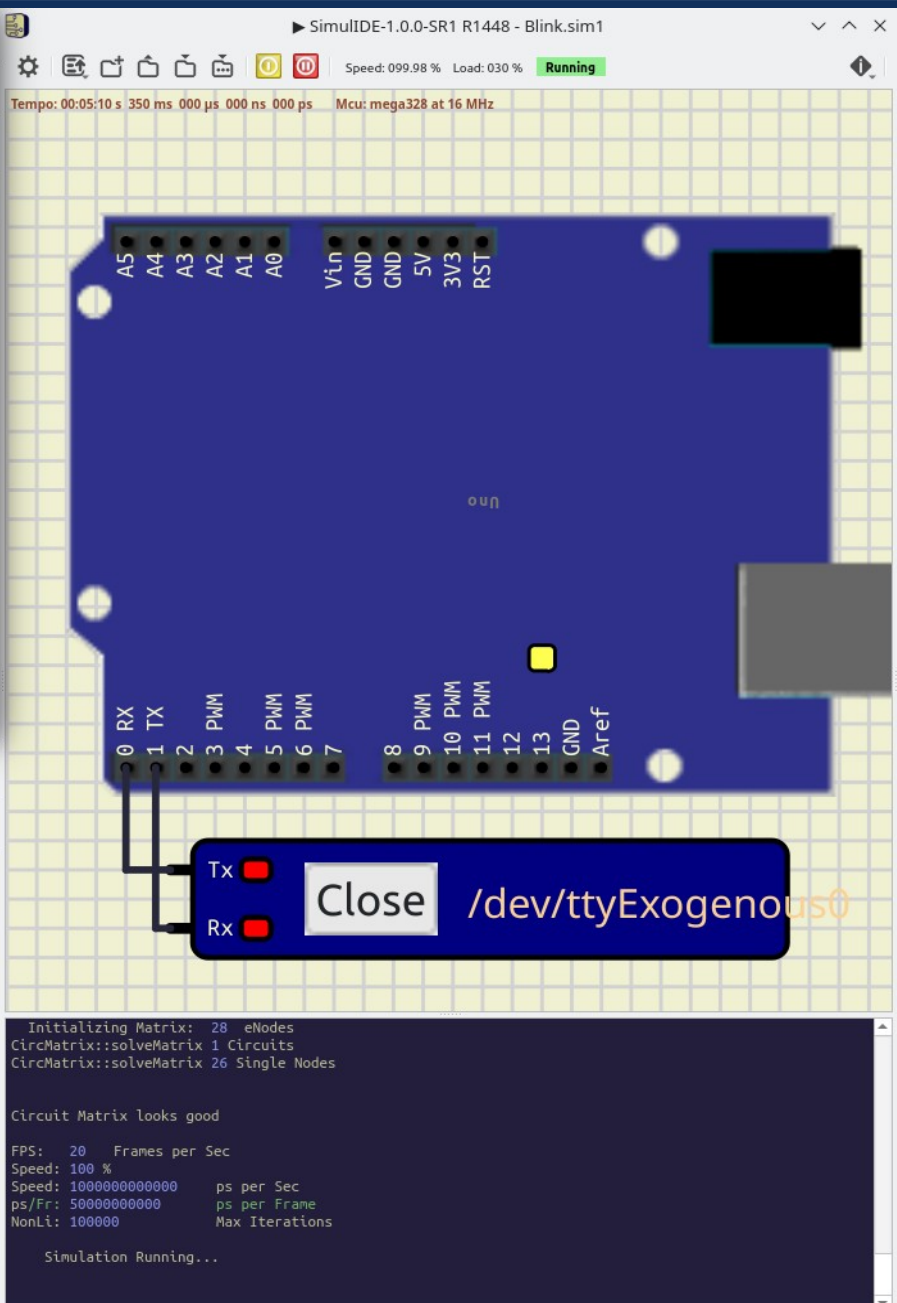
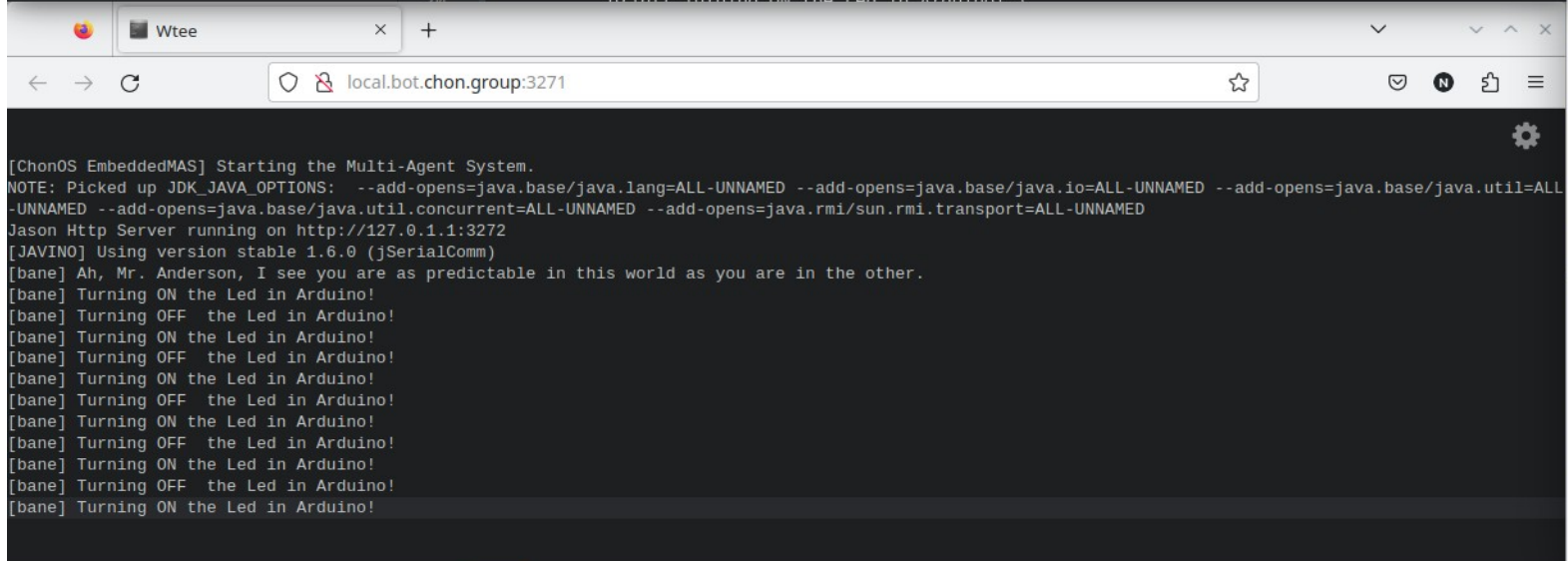
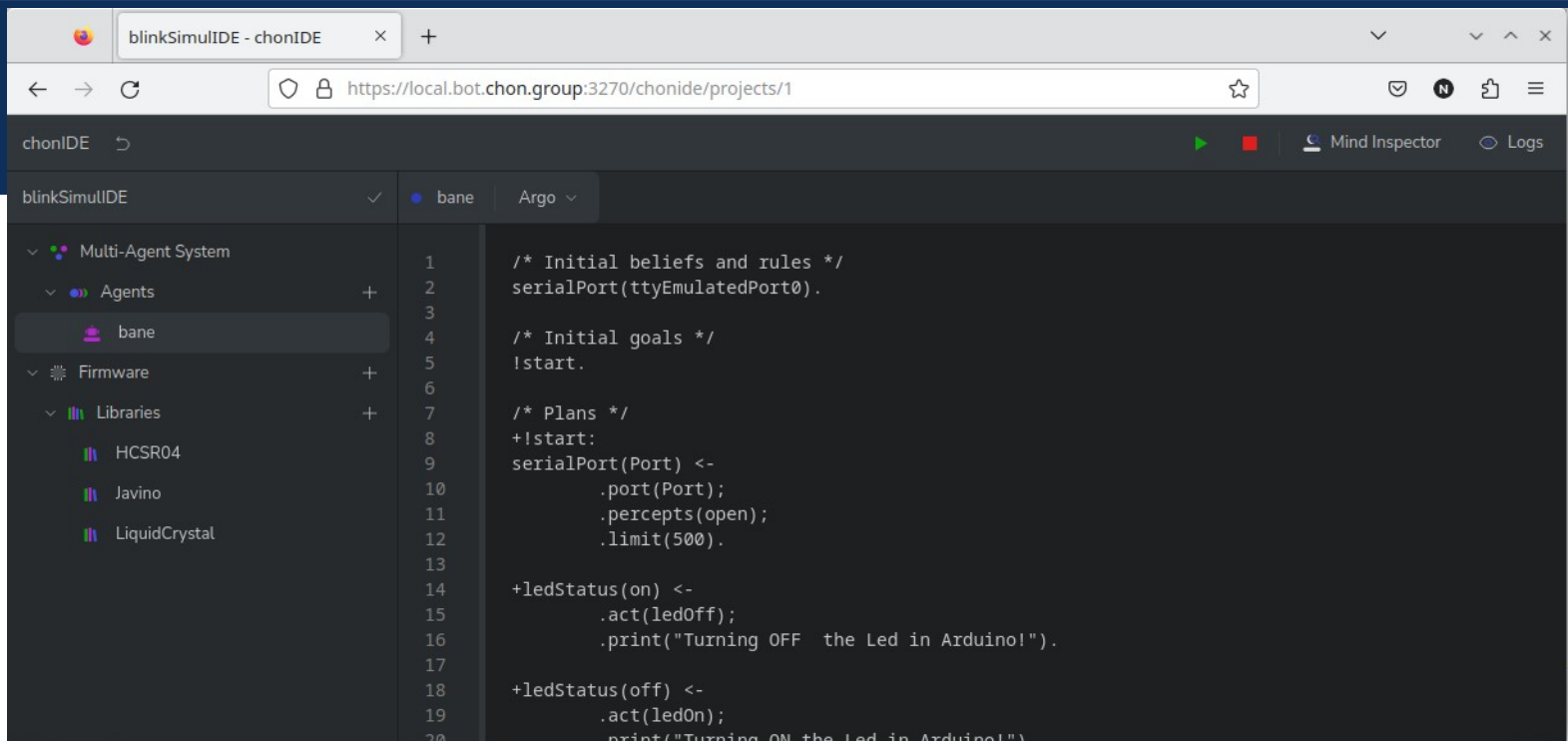
```
Initializing Matrix: 28 eNodes
CircMatrix::solveMatrix 1 Circuits
CircMatrix::solveMatrix 26 Single Nodes

Circuit Matrix looks good

FPS: 20 Frames per Sec
Speed: 100 %
Speed: 1000000000000000 ps per Sec
ps/Fr: 50000000000 ps per Frame
NonLi: 100000 Max Iterations

Simulation Running...
```

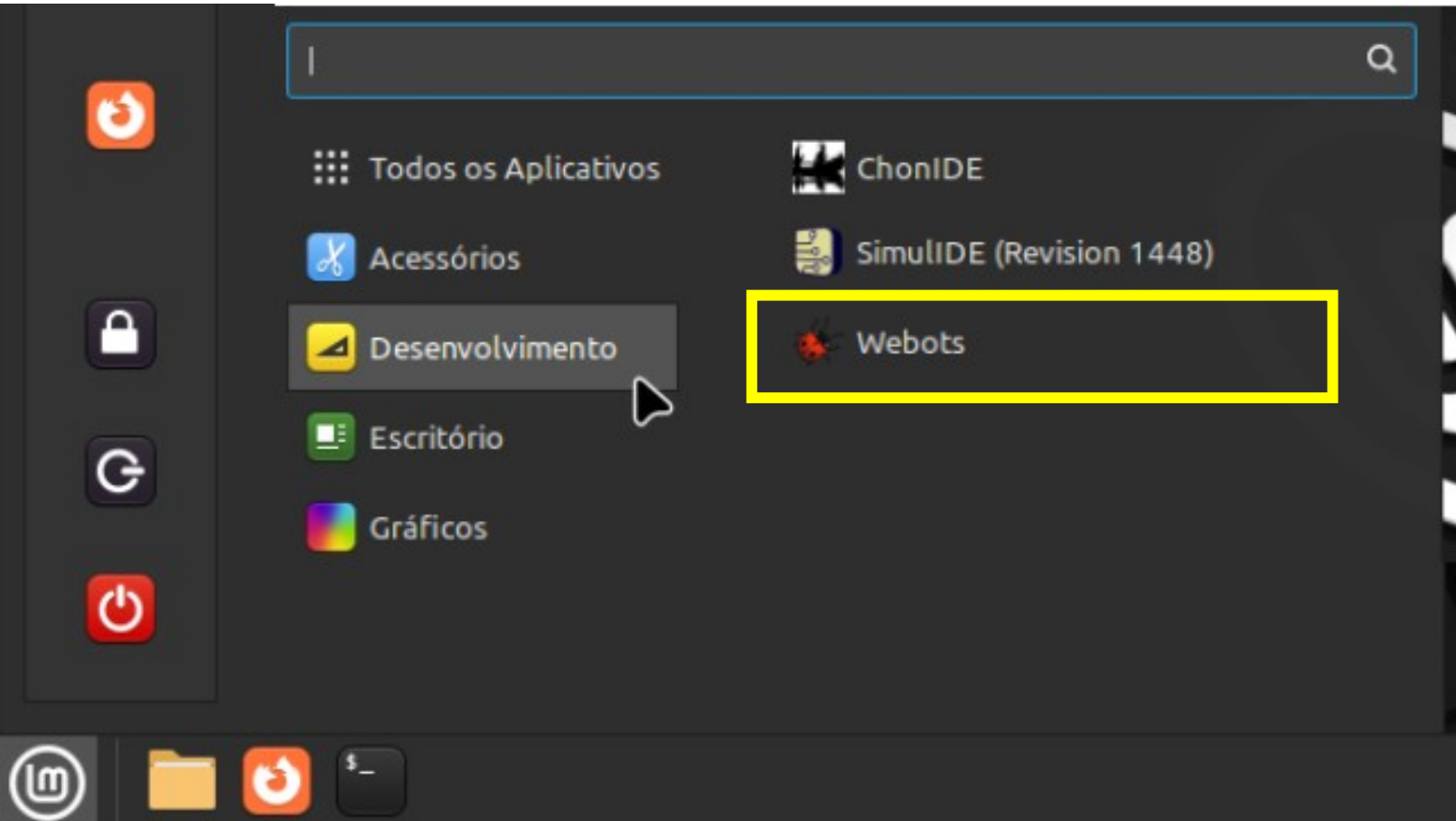








# Webots



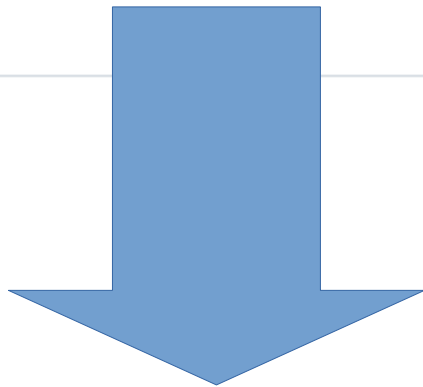
Manual de instalação

<https://cyberbotics.com/doc/guide/installation-procedure#installing-the-debian-package-with-the-advanced-packaging-tool-apt>



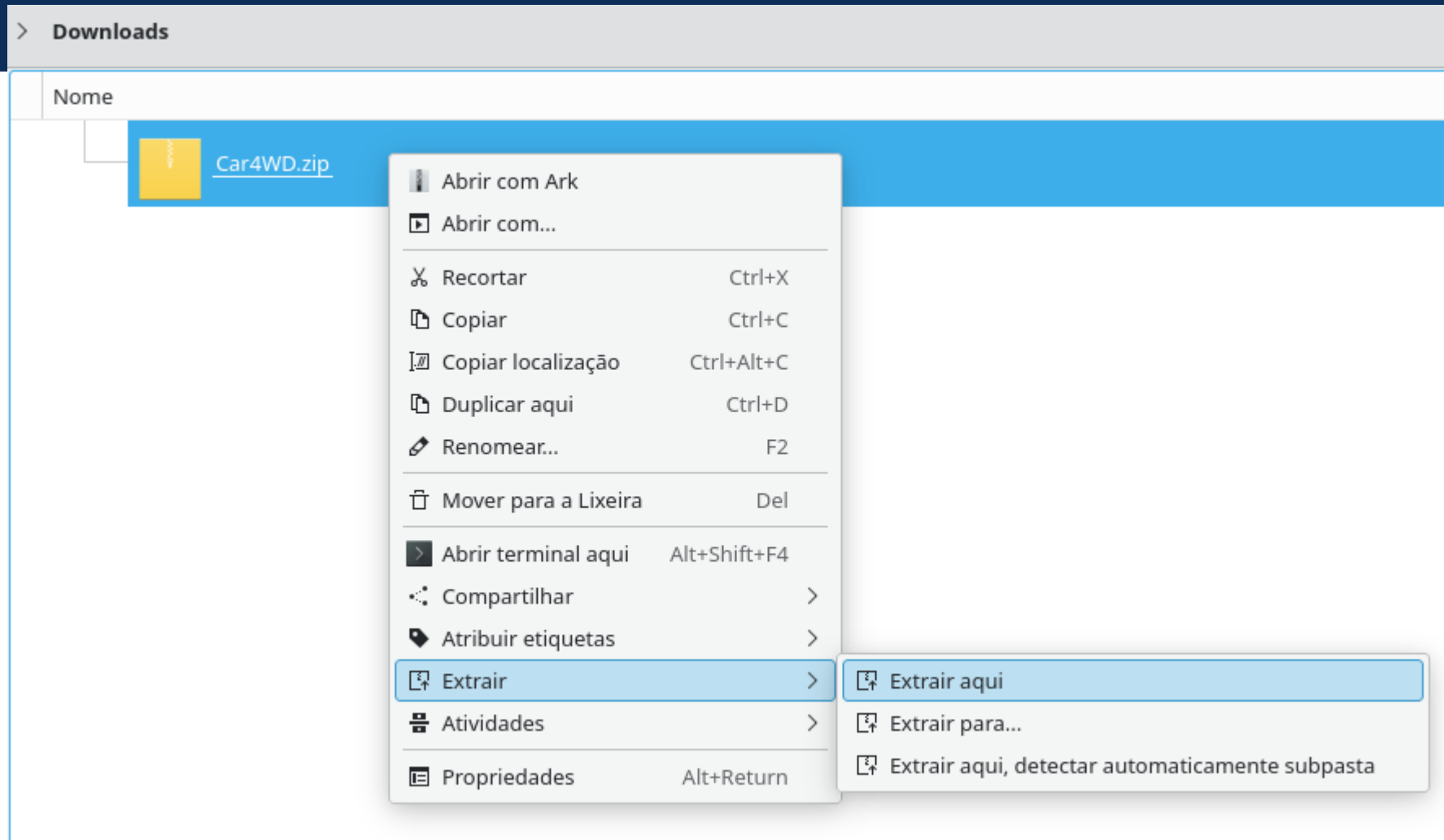
nilsonLazarin Car4WD Simulated World developed by @bptfreitas

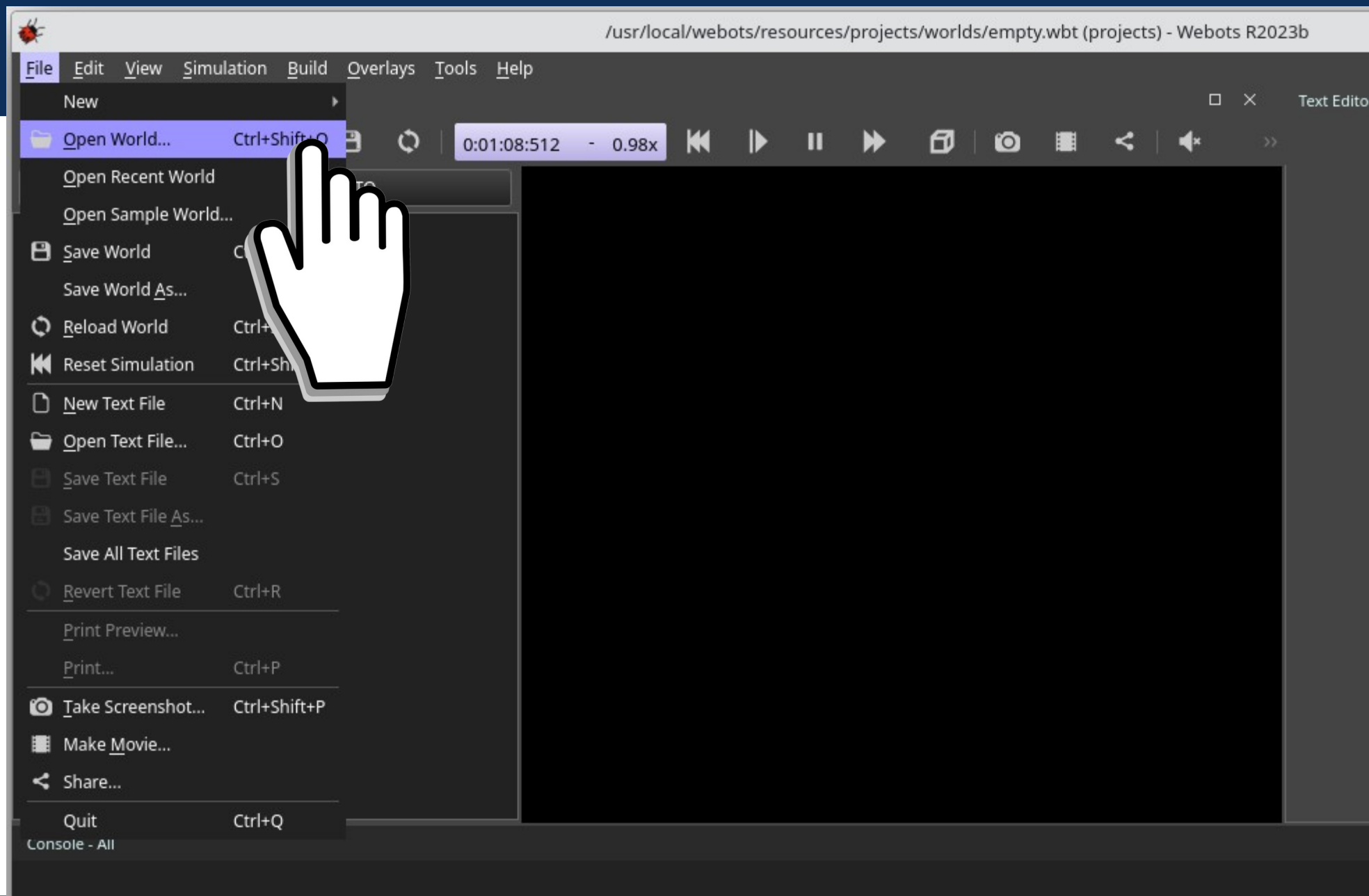
Name	Last commit
..	
Blink	developmer
Car4WD	<a href="#">Car4WD Sim</a>
Blink.zip	developmer
Car4WD.zip	Car4WD Sim

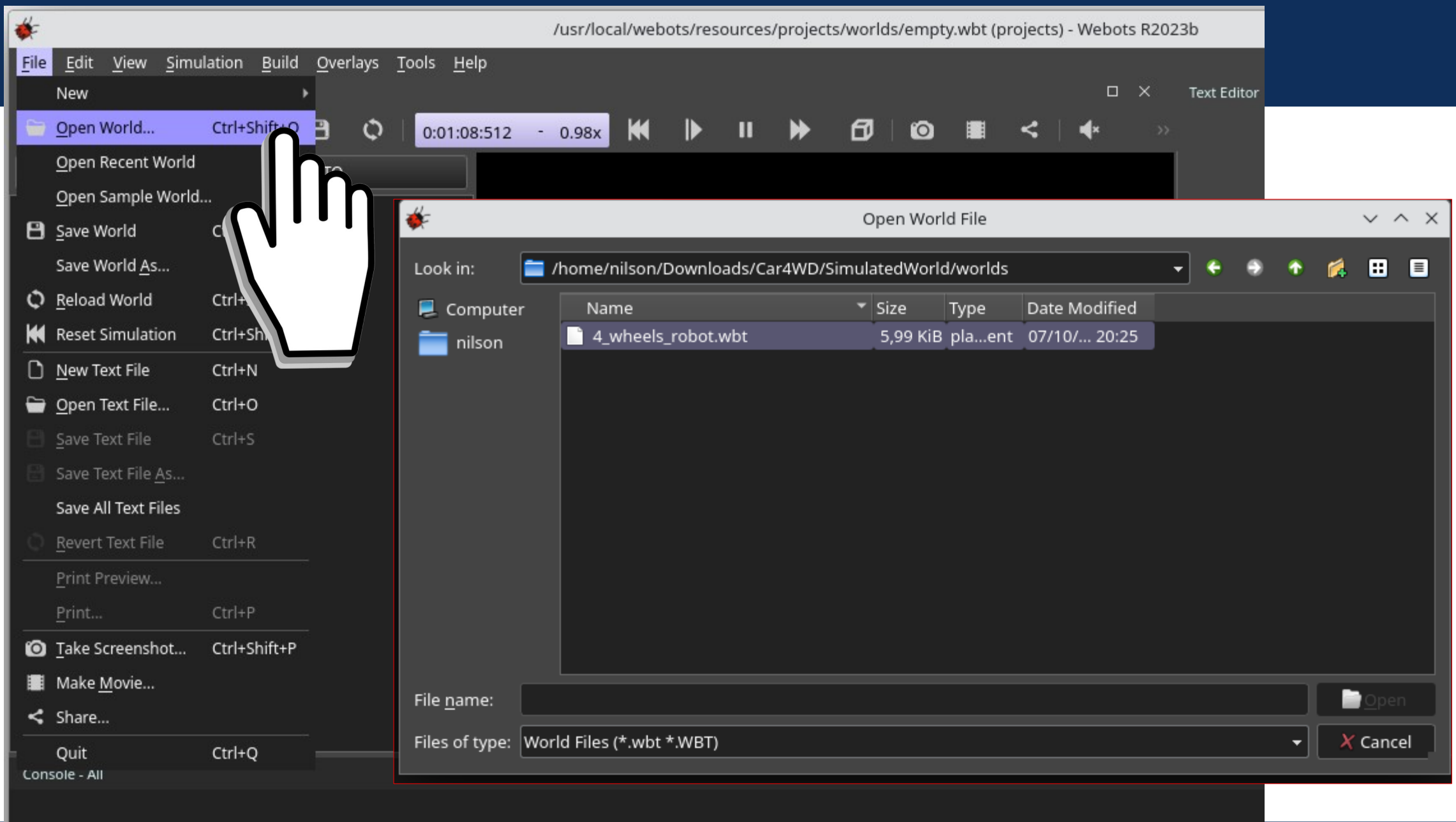


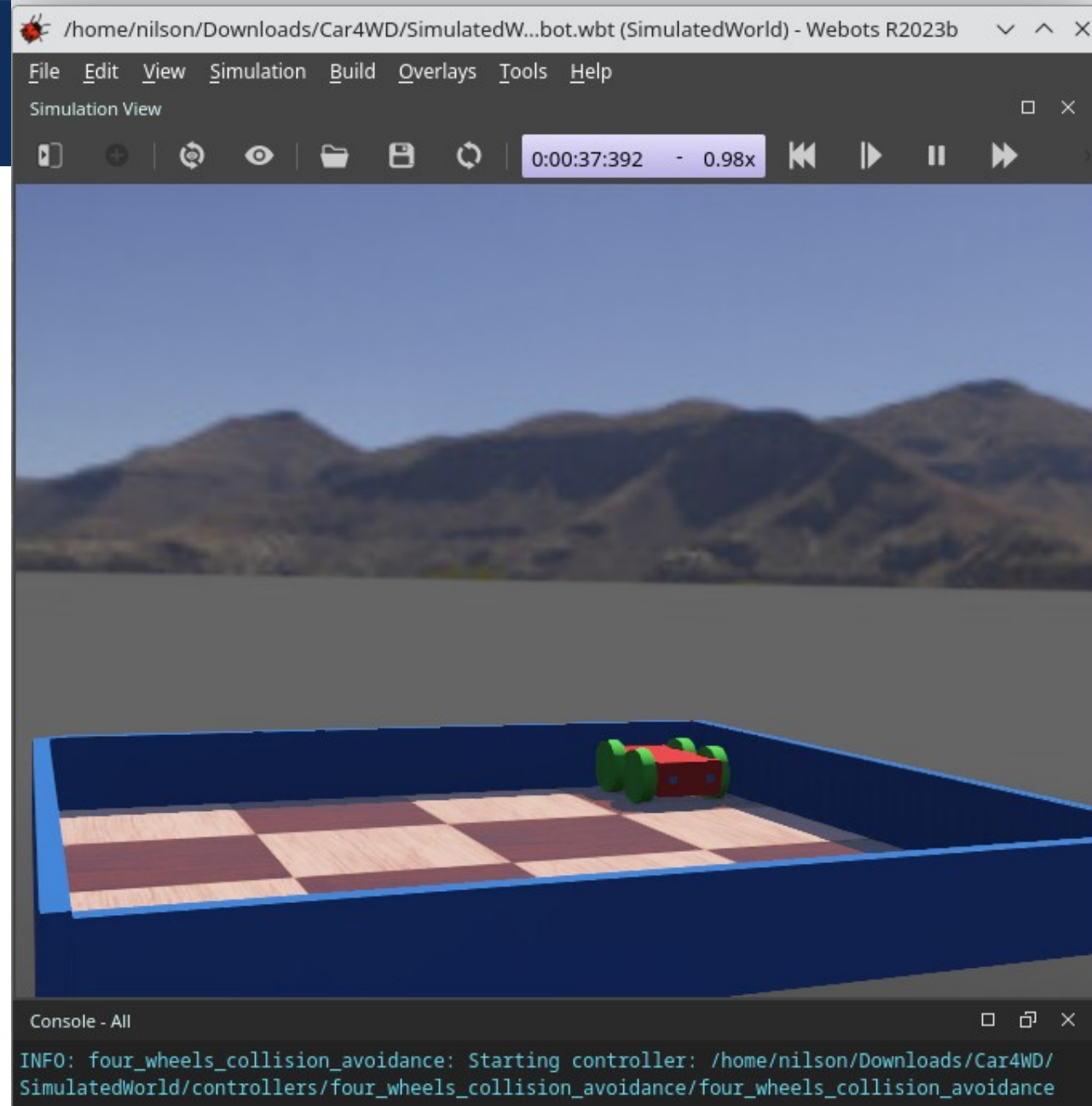
<https://github.com/chon-group/distributedAndEmbeddedAI/raw/main/course/05-TheDevelopmentTool/Examples/Car4WD.zip>

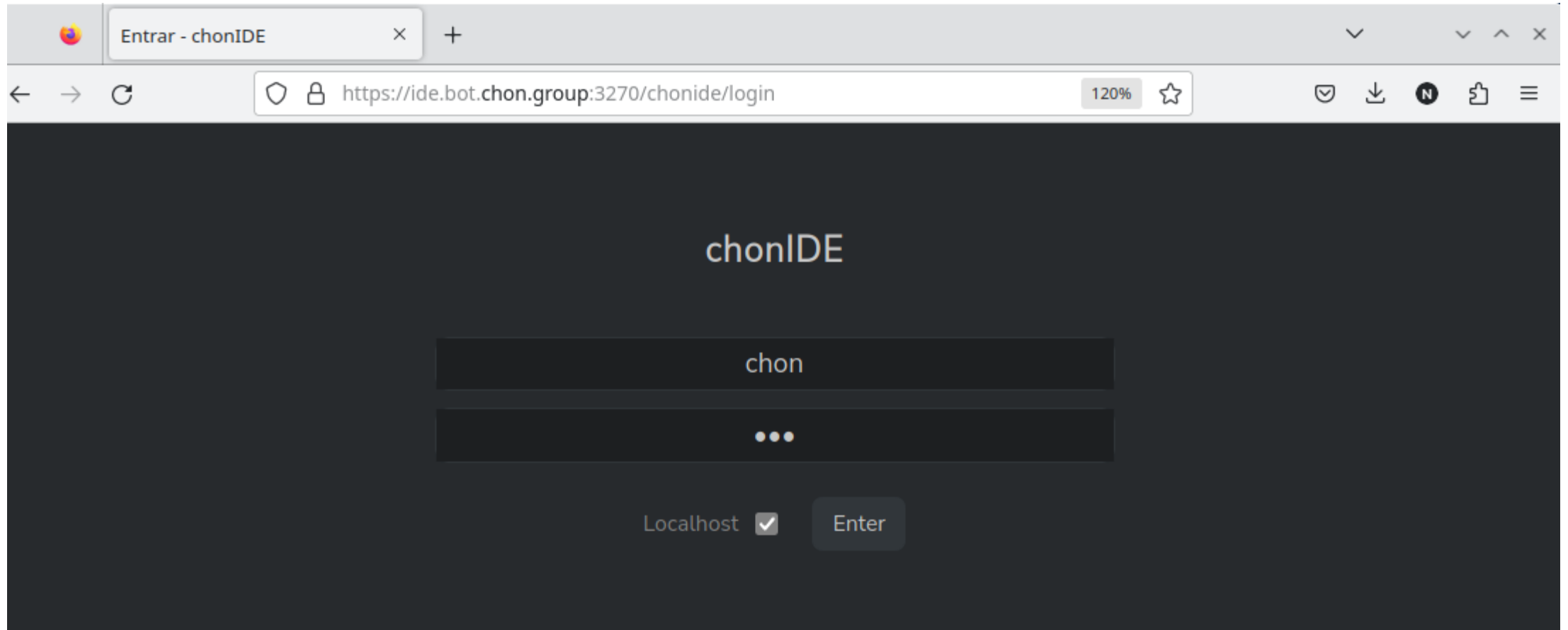


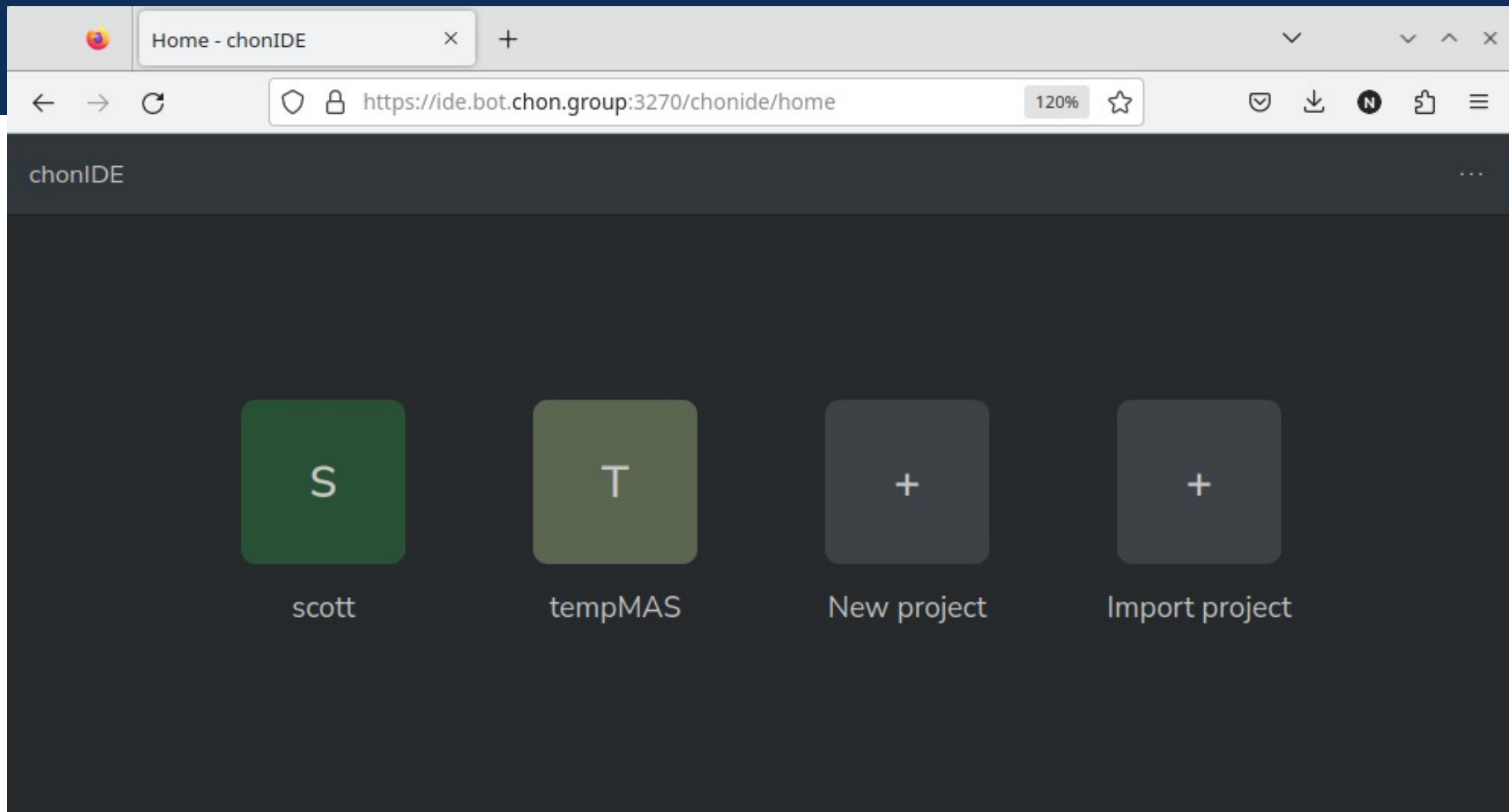




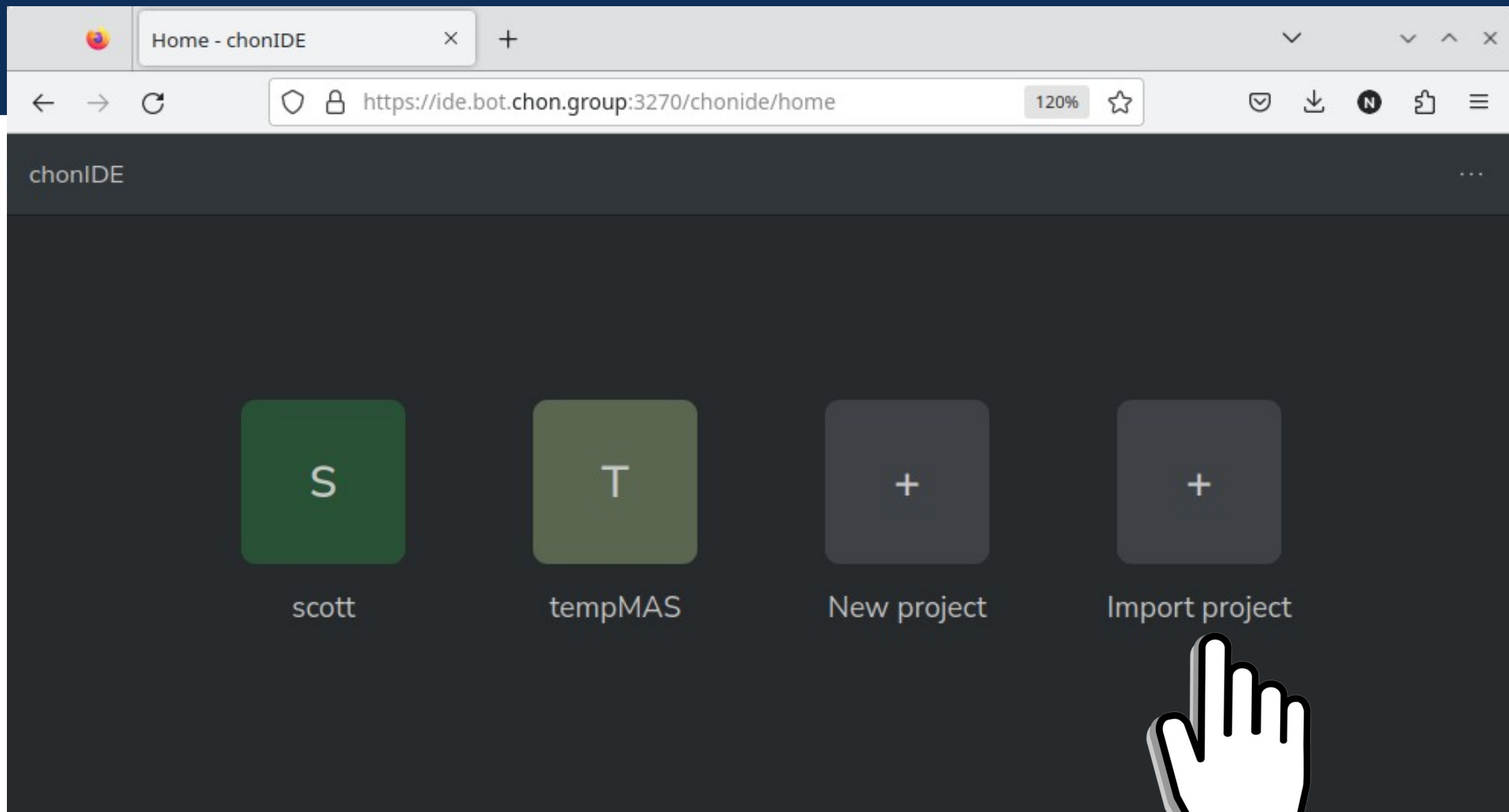


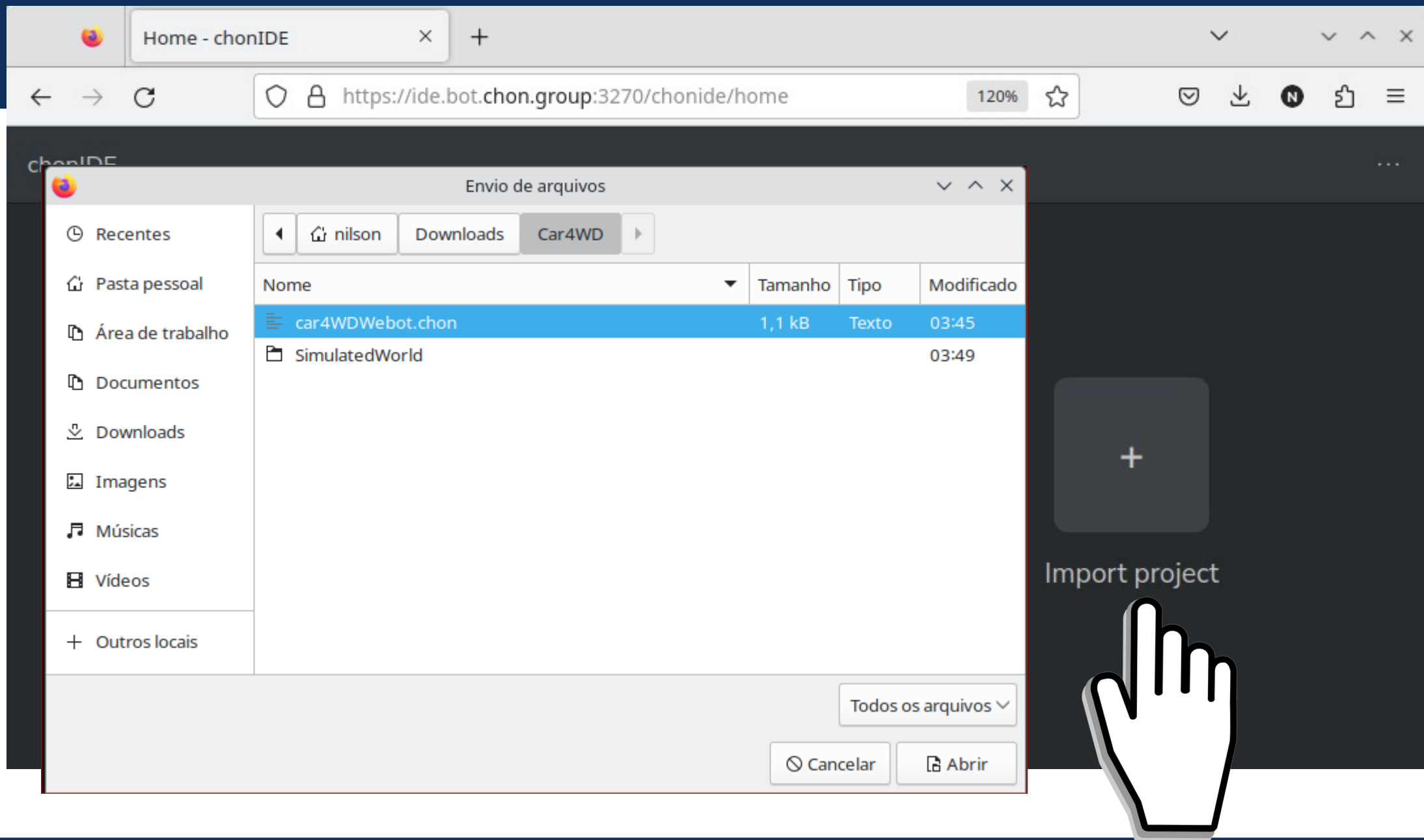


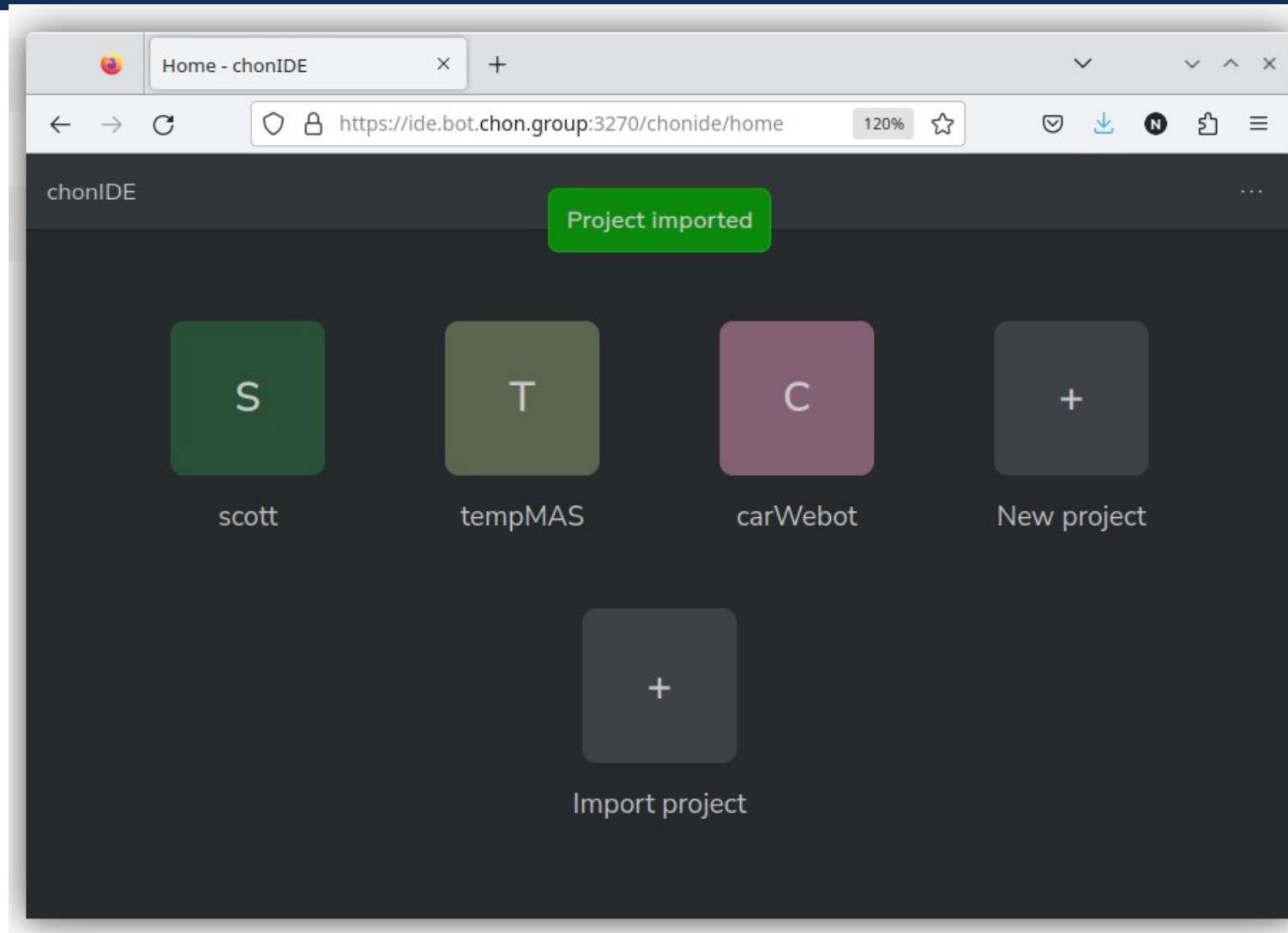


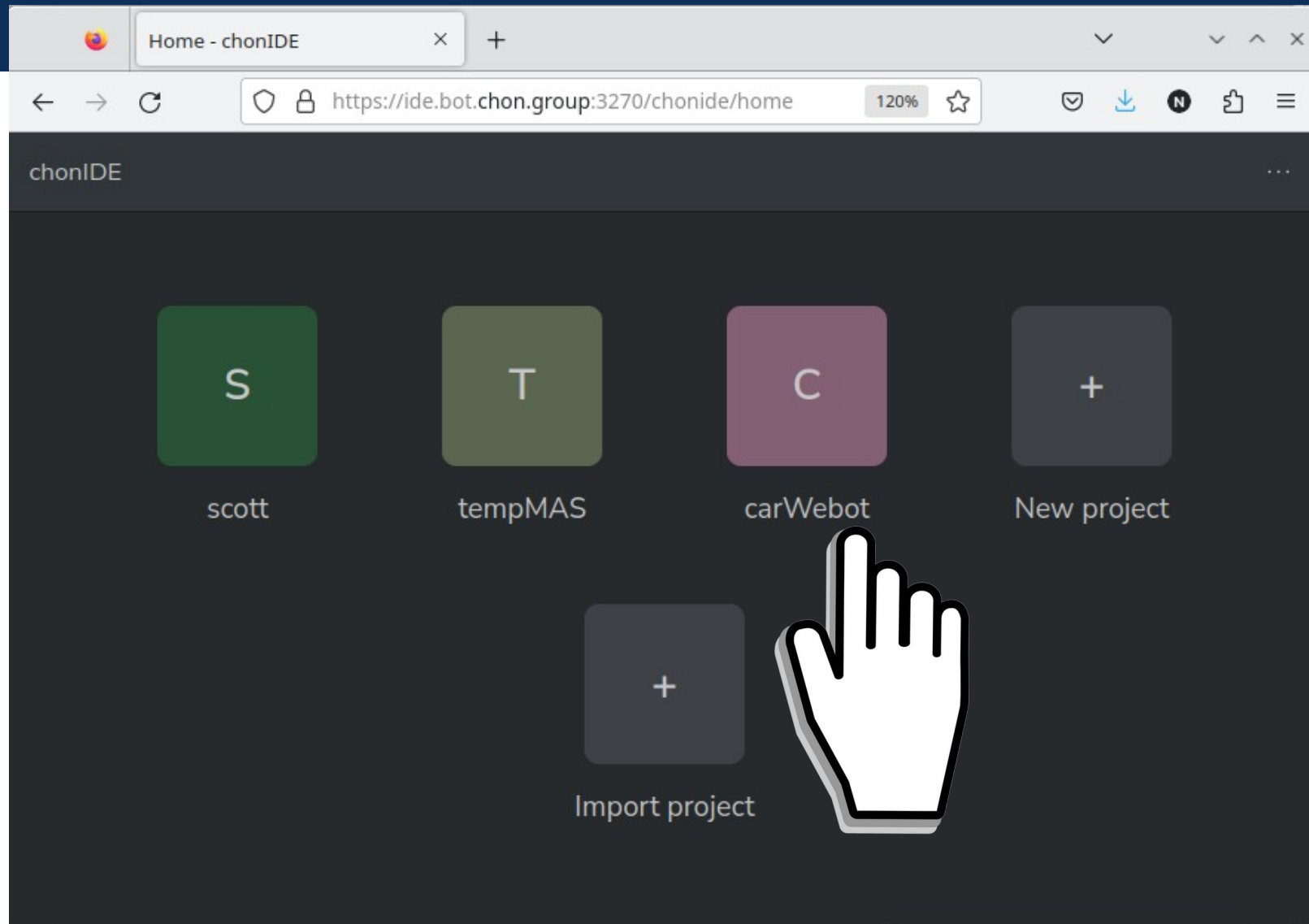












blinkSimulIDE - chonIDE

https://local.bot.chon.group:3270/chonide/projects/1

chonIDE

Multi-Agent System

Agents

optimus

Firmware

```
1  /* Initial beliefs and rules */
2  serialPort(ttyEmulatedPort0).
3
4  /* Initial goals */
5  !start.
6
7  /* Plans */
8  +!start: serialPort(Port) <-
9      .port(Port);
10     .percepts(open);
11     .limit(750);
12     !rollOut.
13
14  +!rollOut: dLeft(DL) & dRight(DR) & (DR >= 20) & (DL >= 20) & not wall <-
15     .act(goAhead);
16     !!
```

Wtee

local.bot.chon.group:3271


Settings

/home/nilson/chonGroup/distributedAndEmbed... (exogenousSimulatedWorld) - Webots R2023b

File Edit View Simulation Build Overlays Tools Help

Simulation View

0:01:34:032 - 0.96x



Console - All

```
INFO: four_wheels_collision_avoidance: Starting controller: /home/nilson/chonGroup/
distributedAndEmbeddedAI/course/05-TheDevelopmentTool/Examples/Proof3-SimulatedWorld/
exogenousSimulatedWorld/controllers/four_wheels_collision_avoidance/
four_wheels_collision_avoidance
```

blinkSimulIDE - chonIDE

https://local.bot.chon.group:3270/chonide/projects/1

chonIDE

Multi-Agent System

Agents

optimus

Firmware

```
1  /* Initial beliefs and rules */
2  serialPort(ttyEmulatedPort0).
3
4  /* Initial goals */
5  !start.
6
7  /* Plans */
8  +!start: serialPort(Port) <-
9      .port(Port);
10     .percepts(open);
11     .limit(750);
12     !rollOut.
13
14  +!rollOut: dLeft(DL) & dRight(DR) & (DR >= 20) & (DL >= 20) & not wall <-
15      .act(goAhead);
16      !!
```

Wtee

local.bot.chon.group:3271




/home/nilson/chonGroup/distributedAndEmbed... (exogenousSimulatedWorld) - Webots R2023b

File Edit View Simulation Build Overlays Tools Help

Simulation View

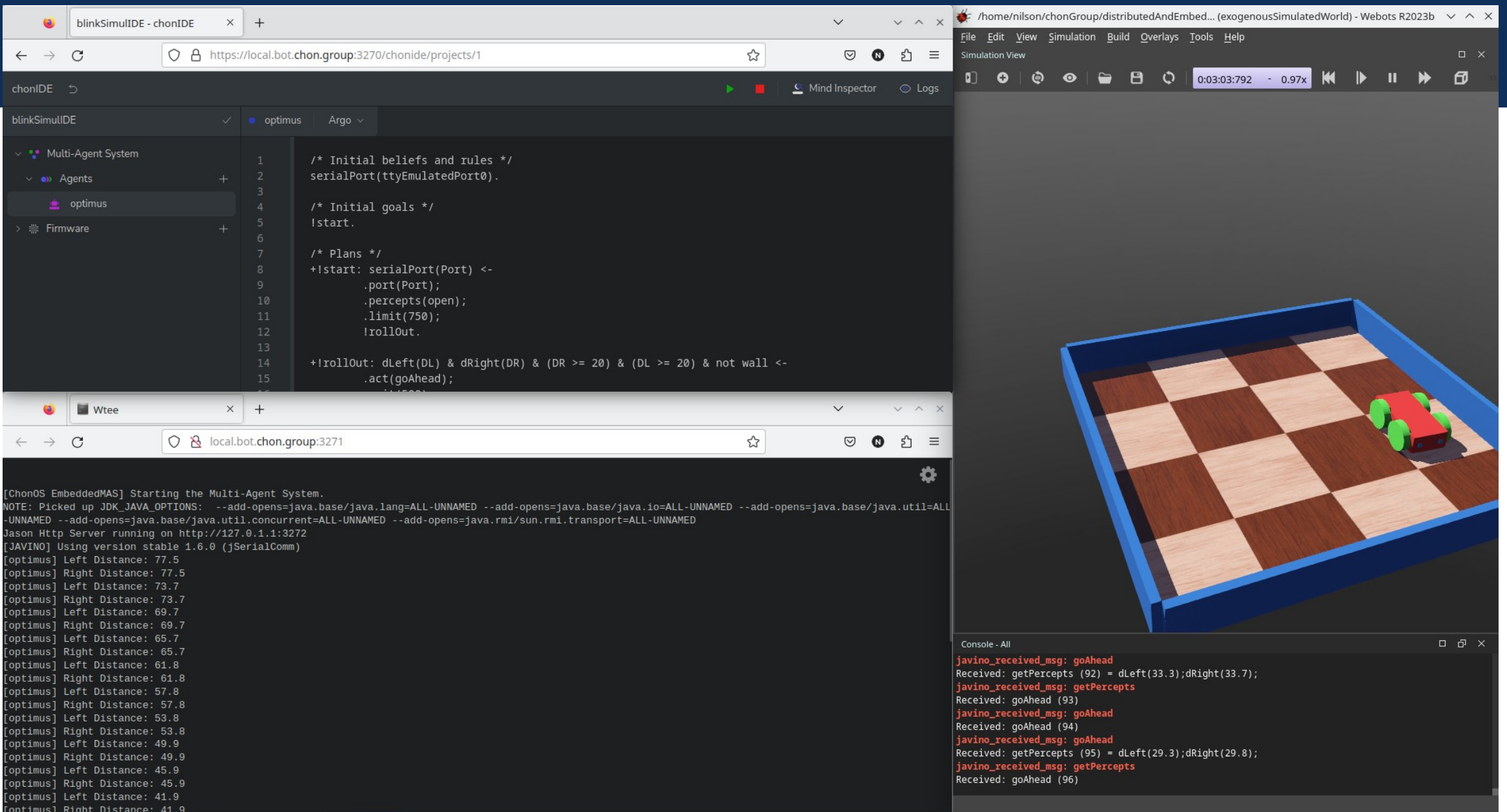
0:01:34:032 - 0.96x



Console - All

```
INFO: four_wheels_collision_avoidance: Starting controller: /home/nilson/chonGroup/
distributedAndEmbeddedAI/course/05-TheDevelopmentTool/Examples/Proof3-SimulatedWorld/
exogenousSimulatedWorld/controllers/four_wheels_collision_avoidance/
four_wheels_collision_avoidance
```





## OBRIGADO!

pantoja@cefet-rj.br  
nilson.lazarin@cefet-rj.br

