Introduction to Distributed and Embedded Multi-agent Systems

Bruno Policarpo Toledo Freitas
Carlos Eduardo Pantoja[1]
Nilson Mori Lazarin[1,2]

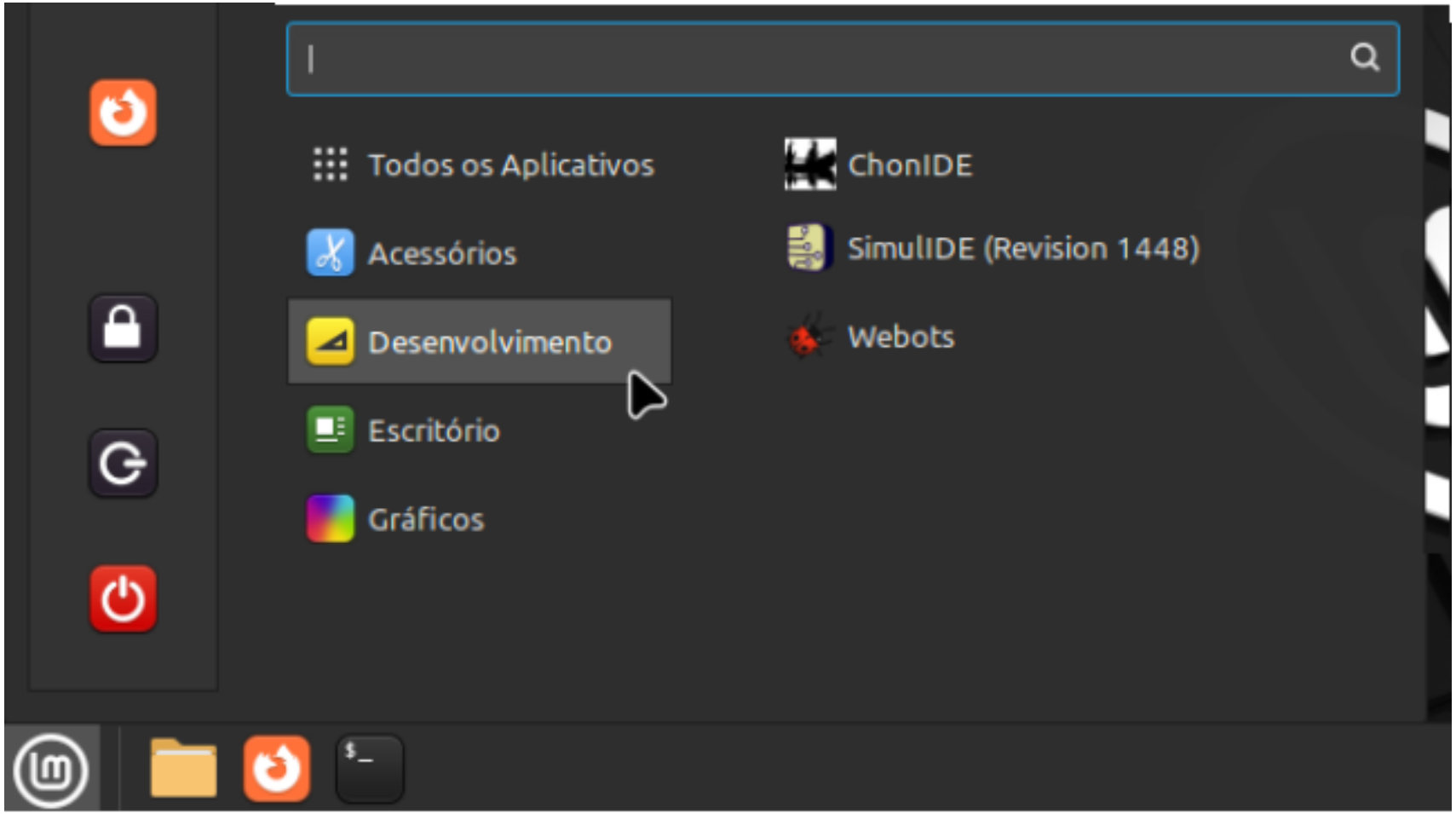
1. Centro Federal de Educação Tecnológica (CEFET/RJ) - 2. Universidade Federal Fluminense (UFF), Brasil

Fevereiro 2024

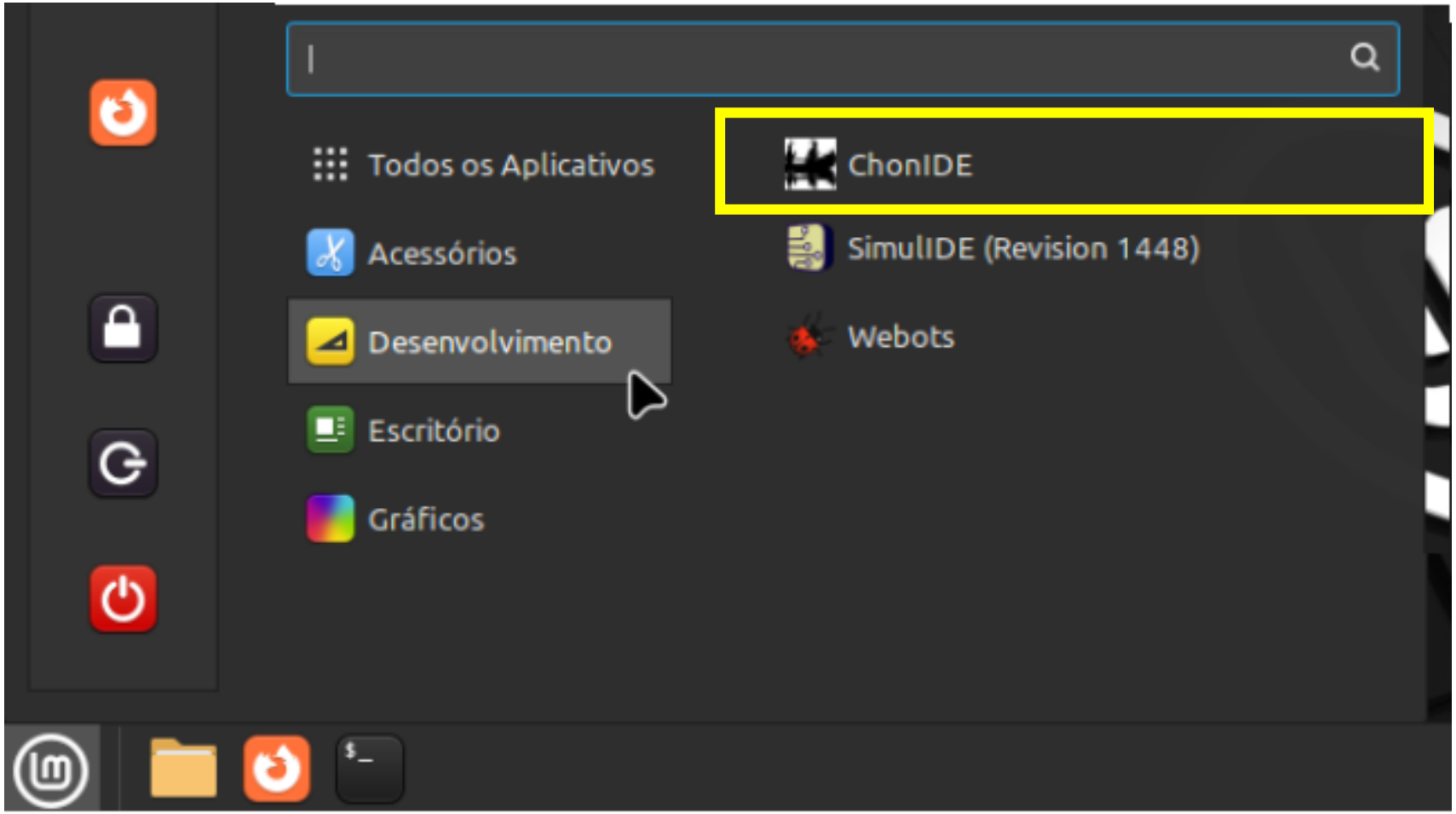
THE DEVELOPMENT TOOLS

ChonIDE

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

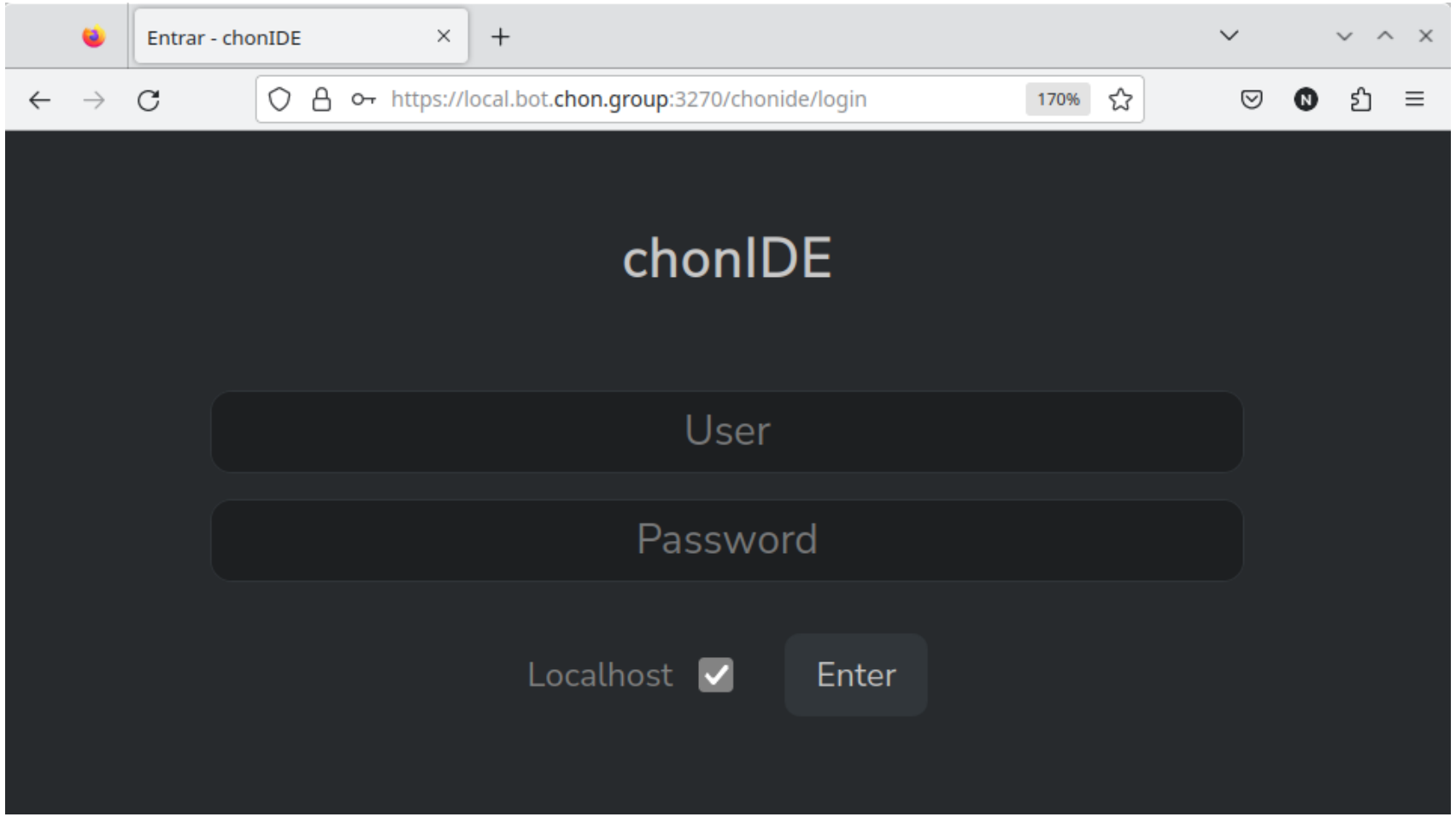


Manual de Instalação
https://github.com/chon-group/chonIDE/tree/main/doc



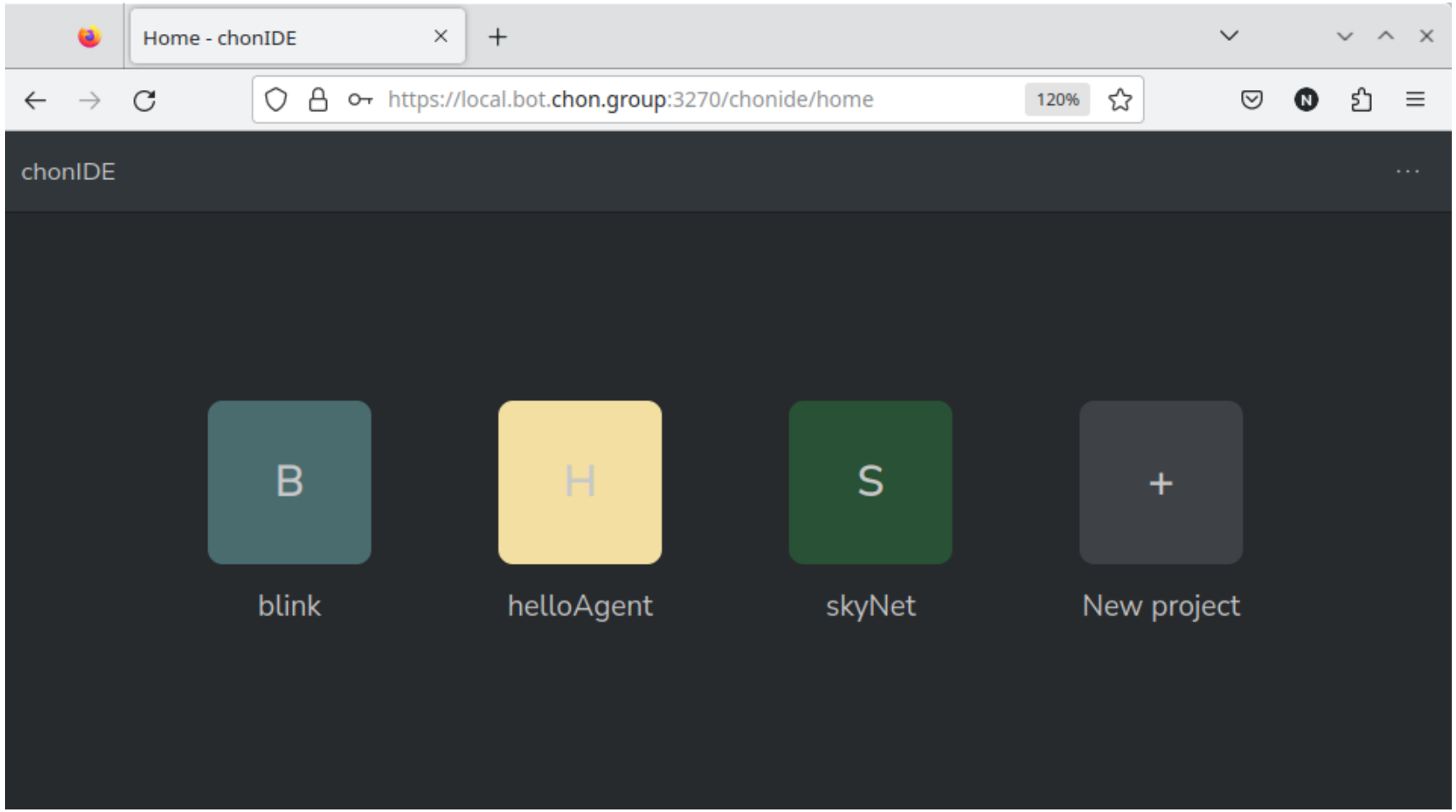
Manual de Instalação
https://github.com/chon-group/chonIDE/tree/main/doc

ChonIDE



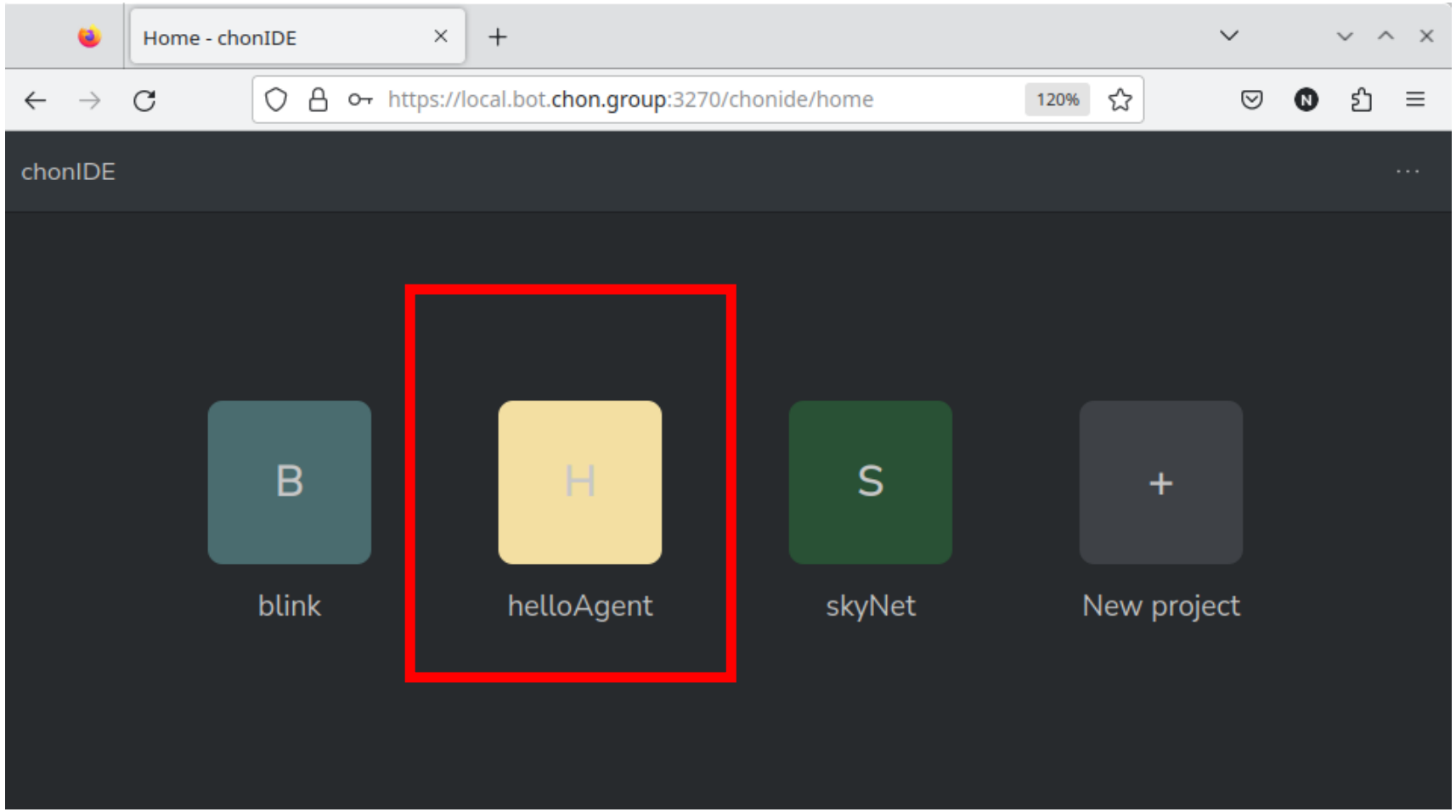
Souza de Jesus, V., Mori Lazarin, N., Pantoja, C.E., Vaz Alves, G., Ramos Alves de Lima, G., Viterbo, J. (2023). An IDE to Support the Development of Embedded Multi-Agent Systems. In: Mathieu, P., Dignum, F., Novais, P., De la Prieta, F. (eds) Advances in Practical Applications of Agents, Multi-Agent 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

ChonIDE: helloAgent



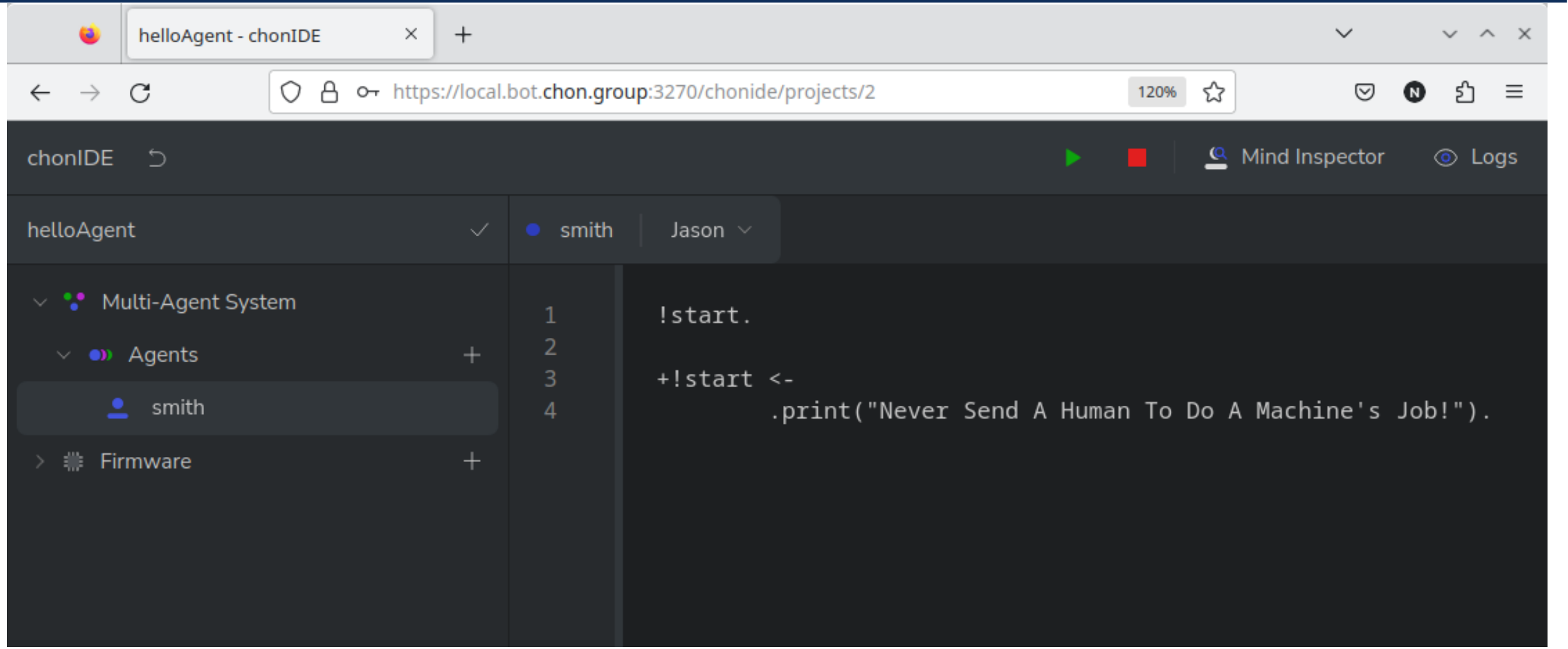
Souza de Jesus, V., Mori Lazarin, N., Pantoja, C.E., Vaz Alves, G., Ramos Alves de Lima, G., Viterbo, J. (2023). An IDE to Support the Development of Embedded Multi-Agent Systems. In: Mathieu, P., Dignum, F., Novais, P., De la Prieta, F. (eds) Advances in Practical Applications of Agents, Multi-Agent 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

ChonIDE: helloAgent



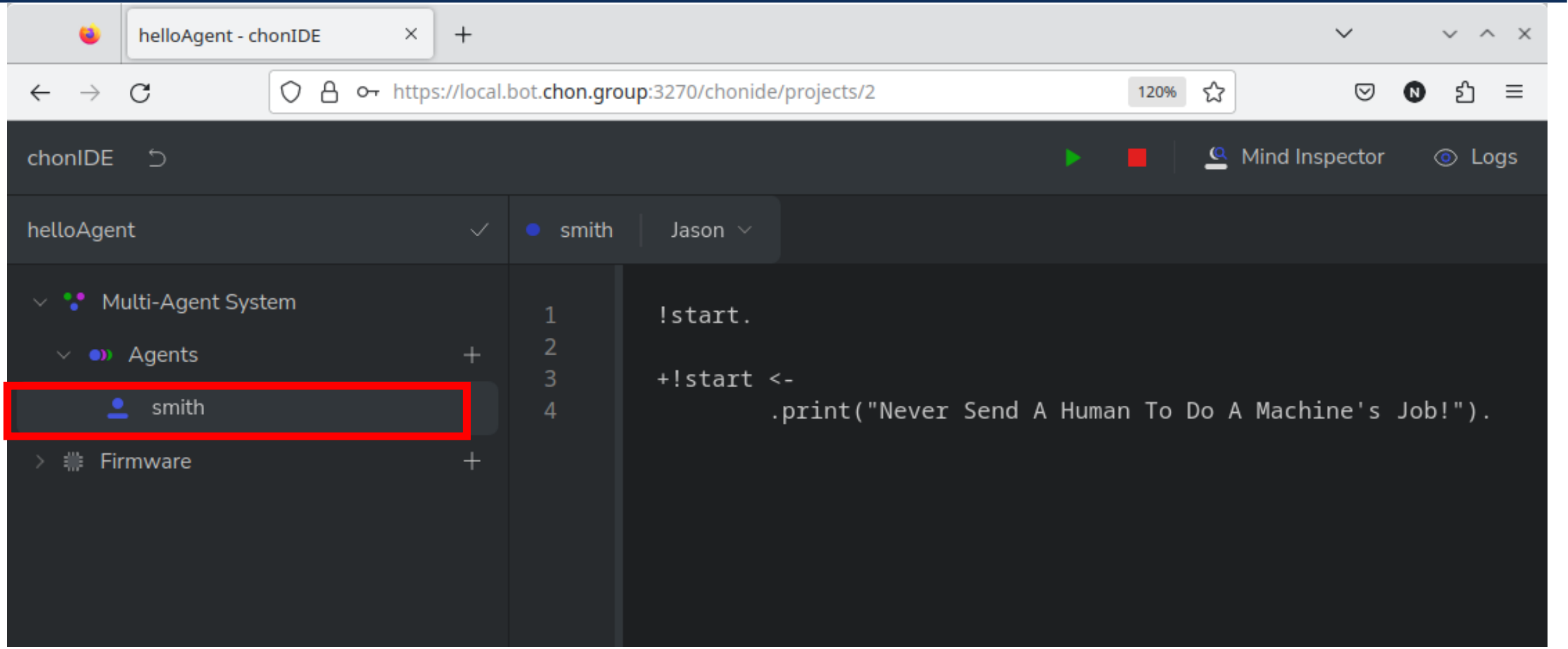
Souza de Jesus, V., Mori Lazarin, N., Pantoja, C.E., Vaz Alves, G., Ramos Alves de Lima, G., Viterbo, J. (2023). An IDE to Support the Development of Embedded Multi-Agent Systems. In: Mathieu, P., Dignum, F., Novais, P., De la Prieta, F. (eds) Advances in Practical Applications of Agents, Multi-Agent 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

ChonIDE: helloAgent



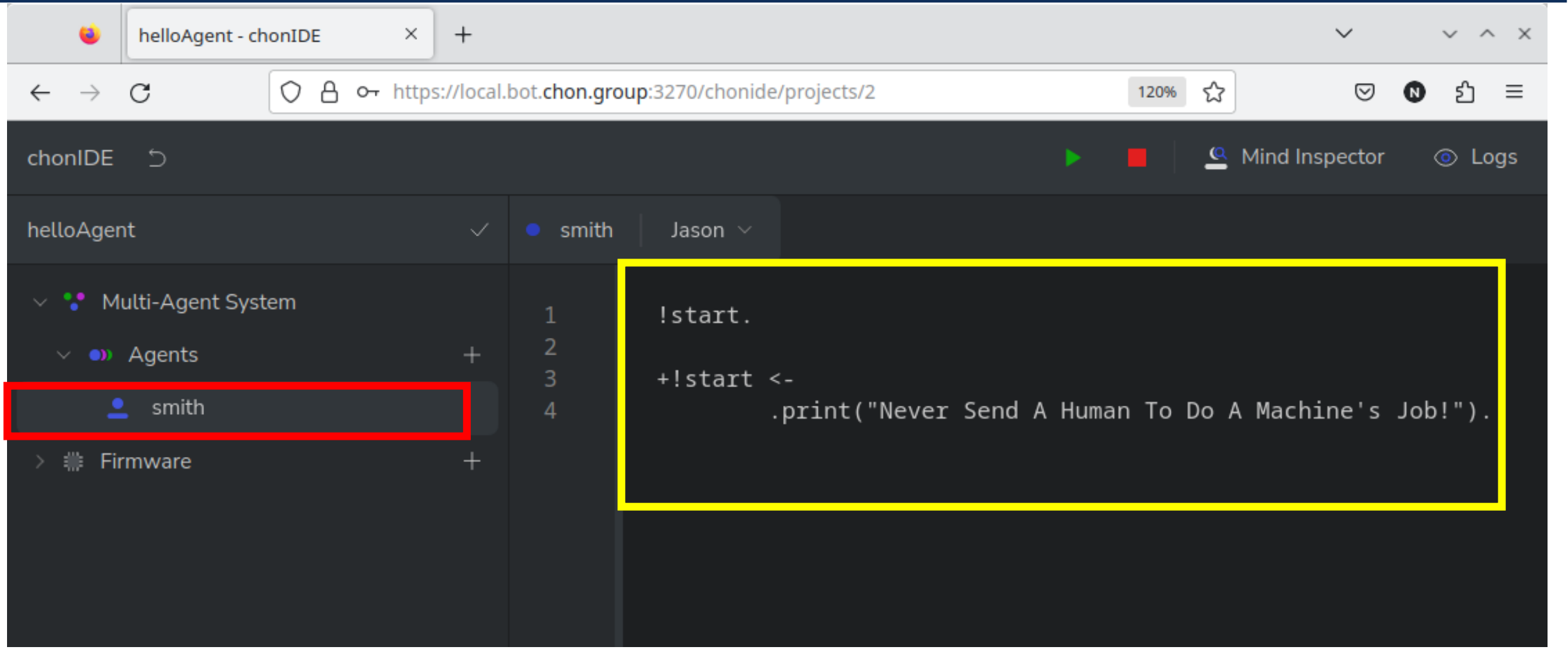
Souza de Jesus, V., Mori Lazarin, N., Pantoja, C.E., Vaz Alves, G., Ramos Alves de Lima, G., Viterbo, J. (2023). An IDE to Support the Development of Embedded Multi-Agent Systems. In: Mathieu, P., Dignum, F., Novais, P., De la Prieta, F. (eds) Advances in Practical Applications of Agents, Multi-Agent 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

ChonIDE: helloAgent



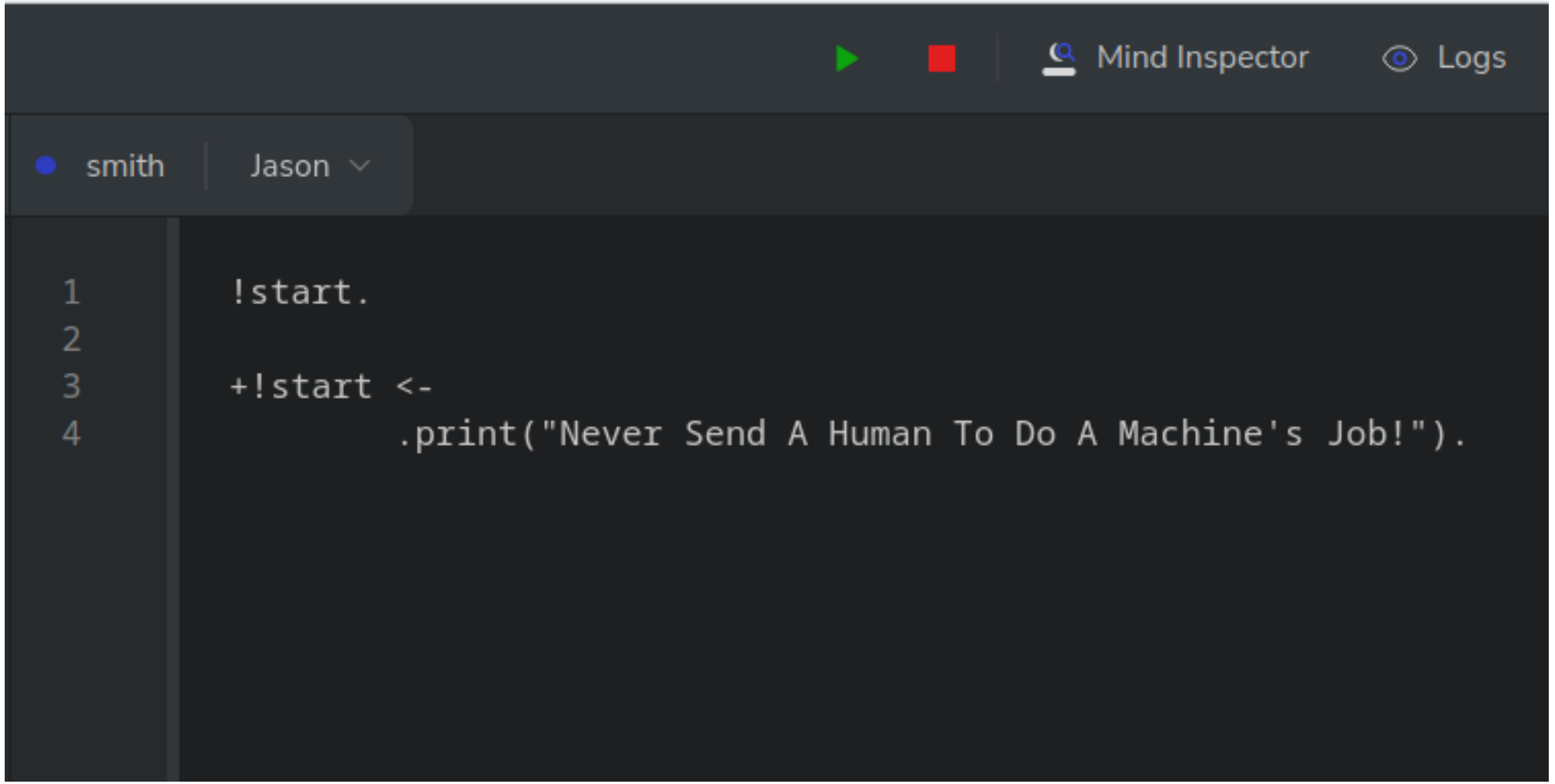
Souza de Jesus, V., Mori Lazarin, N., Pantoja, C.E., Vaz Alves, G., Ramos Alves de Lima, G., Viterbo, J. (2023). An IDE to Support the Development of Embedded Multi-Agent Systems. In: Mathieu, P., Dignum, F., Novais, P., De la Prieta, F. (eds) Advances in Practical Applications of Agents, Multi-Agent 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

ChonIDE: helloAgent



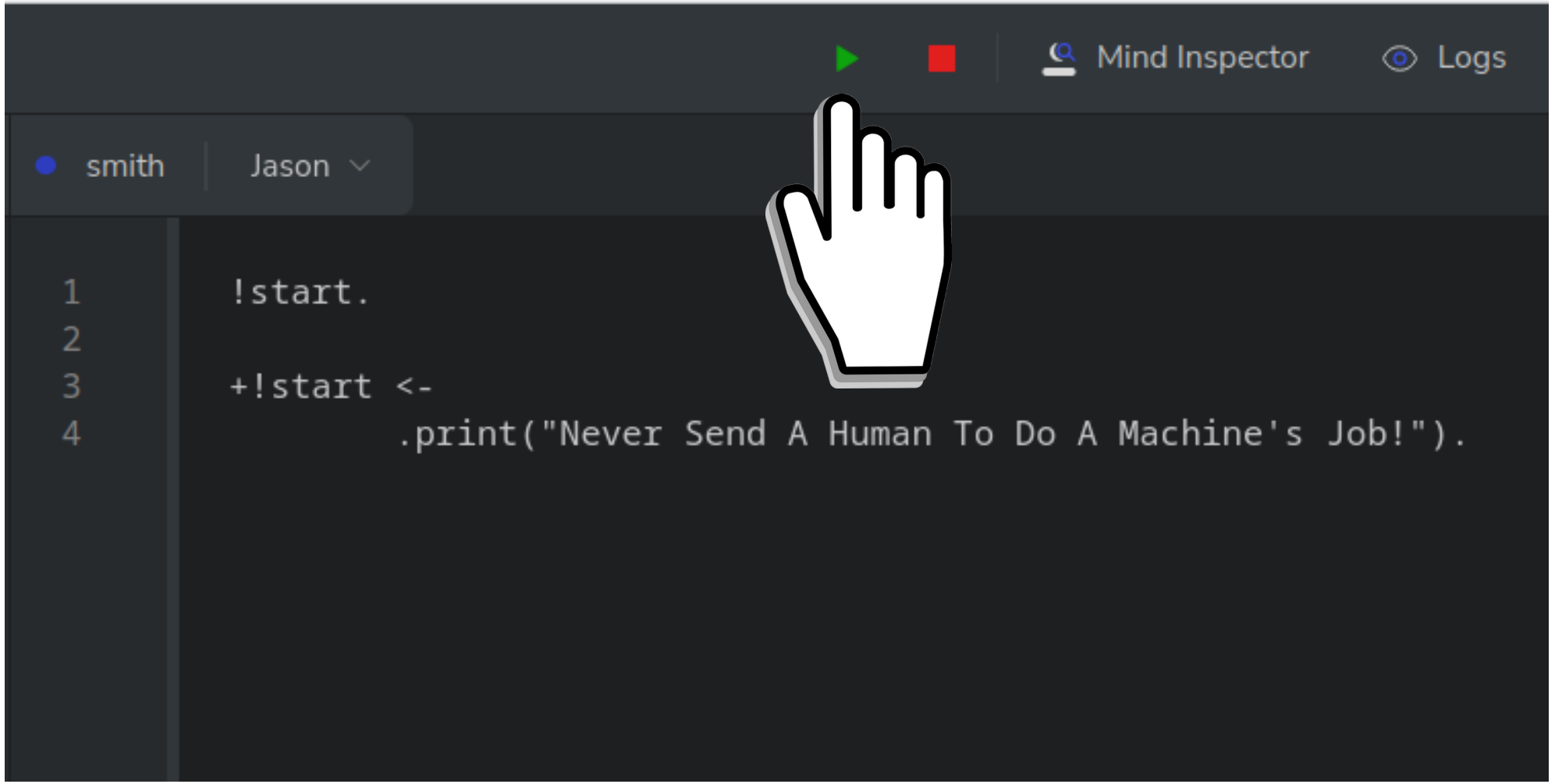
Souza de Jesus, V., Mori Lazarin, N., Pantoja, C.E., Vaz Alves, G., Ramos Alves de Lima, G., Viterbo, J. (2023). An IDE to Support the Development of Embedded Multi-Agent Systems. In: Mathieu, P., Dignum, F., Novais, P., De la Prieta, F. (eds) Advances in Practical Applications of Agents, Multi-Agent 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

ChonIDE: helloAgent



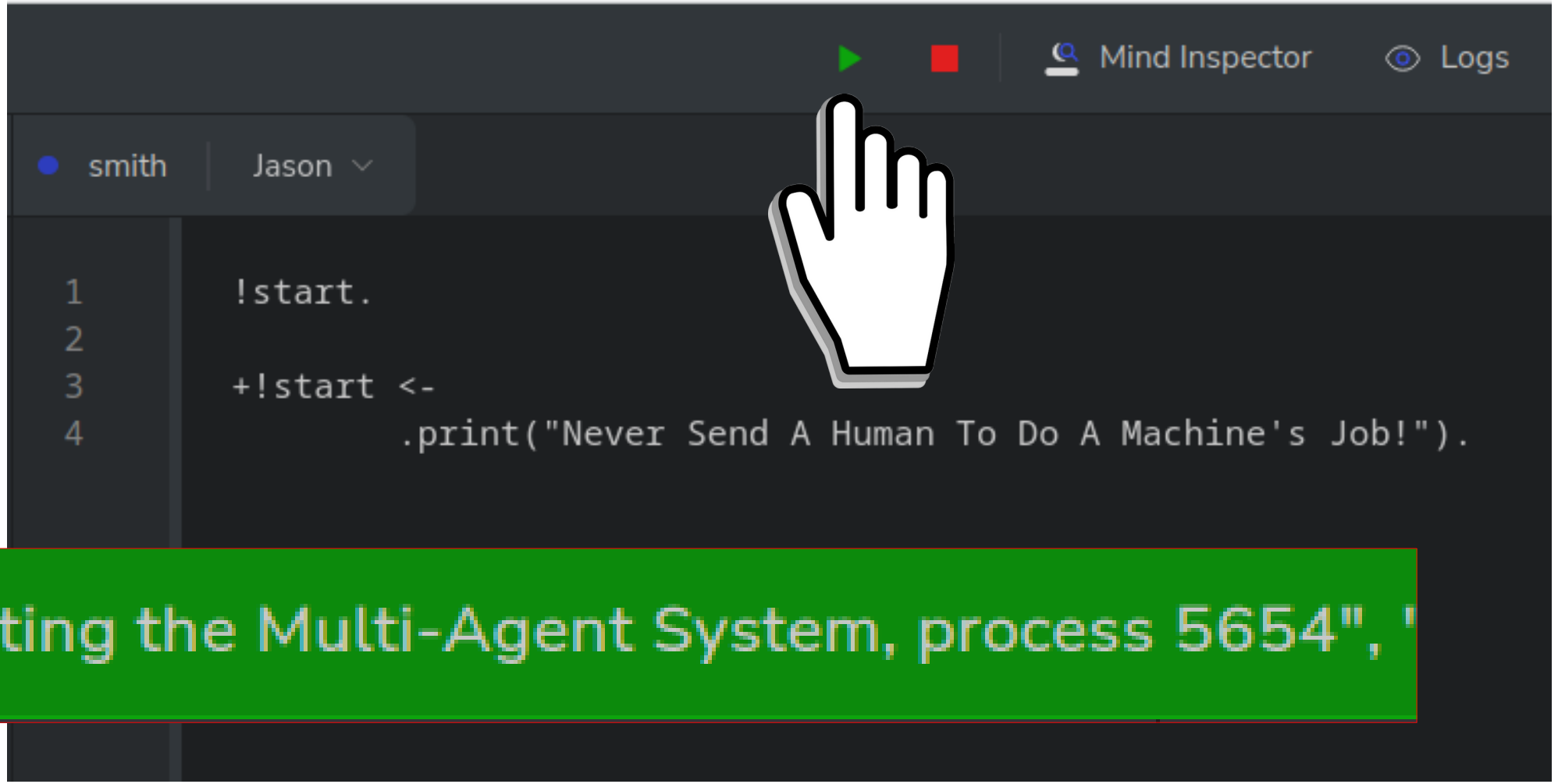
Souza de Jesus, V., Mori Lazarin, N., Pantoja, C.E., Vaz Alves, G., Ramos Alves de Lima, G., Viterbo, J. (2023). An IDE to Support the Development of Embedded Multi-Agent Systems. In: Mathieu, P., Dignum, F., Novais, P., De la Prieta, F. (eds) Advances in Practical Applications of Agents, Multi-Agent 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

ChonIDE: helloAgent



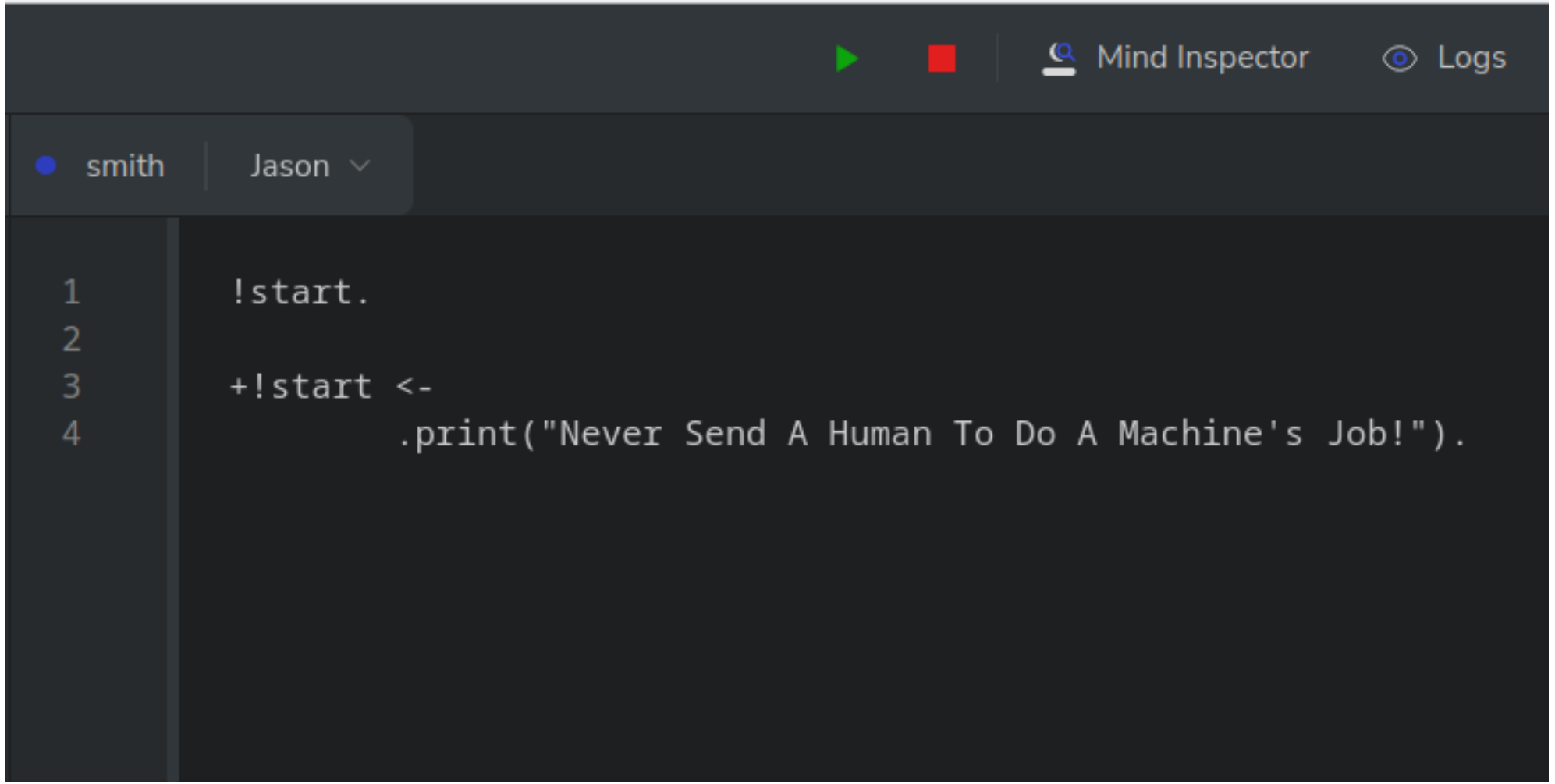
Souza de Jesus, V., Mori Lazarin, N., Pantoja, C.E., Vaz Alves, G., Ramos Alves de Lima, G., Viterbo, J. (2023). An IDE to Support the Development of Embedded Multi-Agent Systems. In: Mathieu, P., Dignum, F., Novais, P., De la Prieta, F. (eds) Advances in Practical Applications of Agents, Multi-Agent 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

ChonIDE: helloAgent



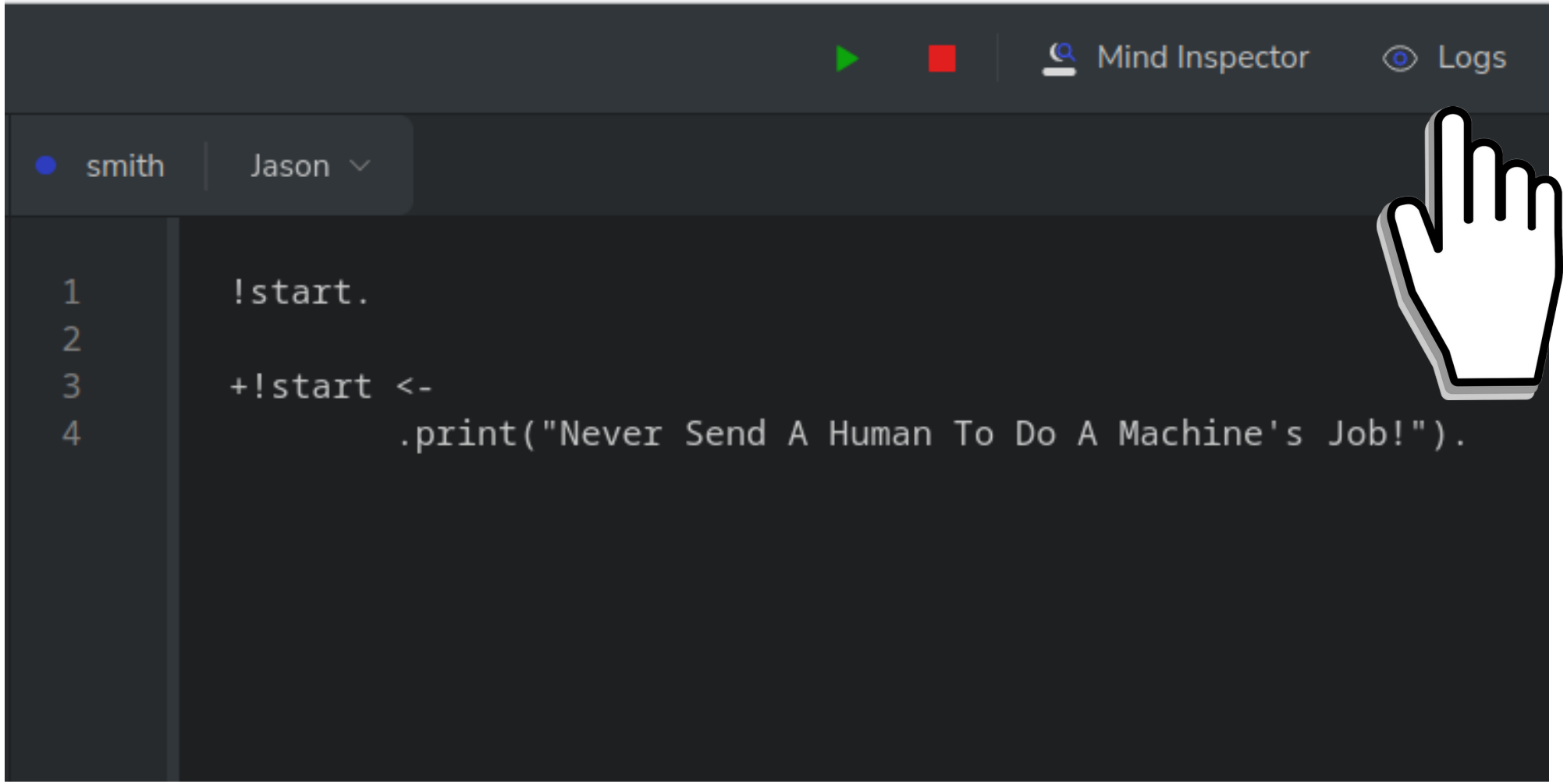
Souza de Jesus, V., Mori Lazarin, N., Pantoja, C.E., Vaz Alves, G., Ramos Alves de Lima, G., Viterbo, J. (2023). An IDE to Support the Development of Embedded Multi-Agent Systems. In: Mathieu, P., Dignum, F., Novais, P., De la Prieta, F. (eds) Advances in Practical Applications of Agents, Multi-Agent 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

ChonIDE: helloAgent



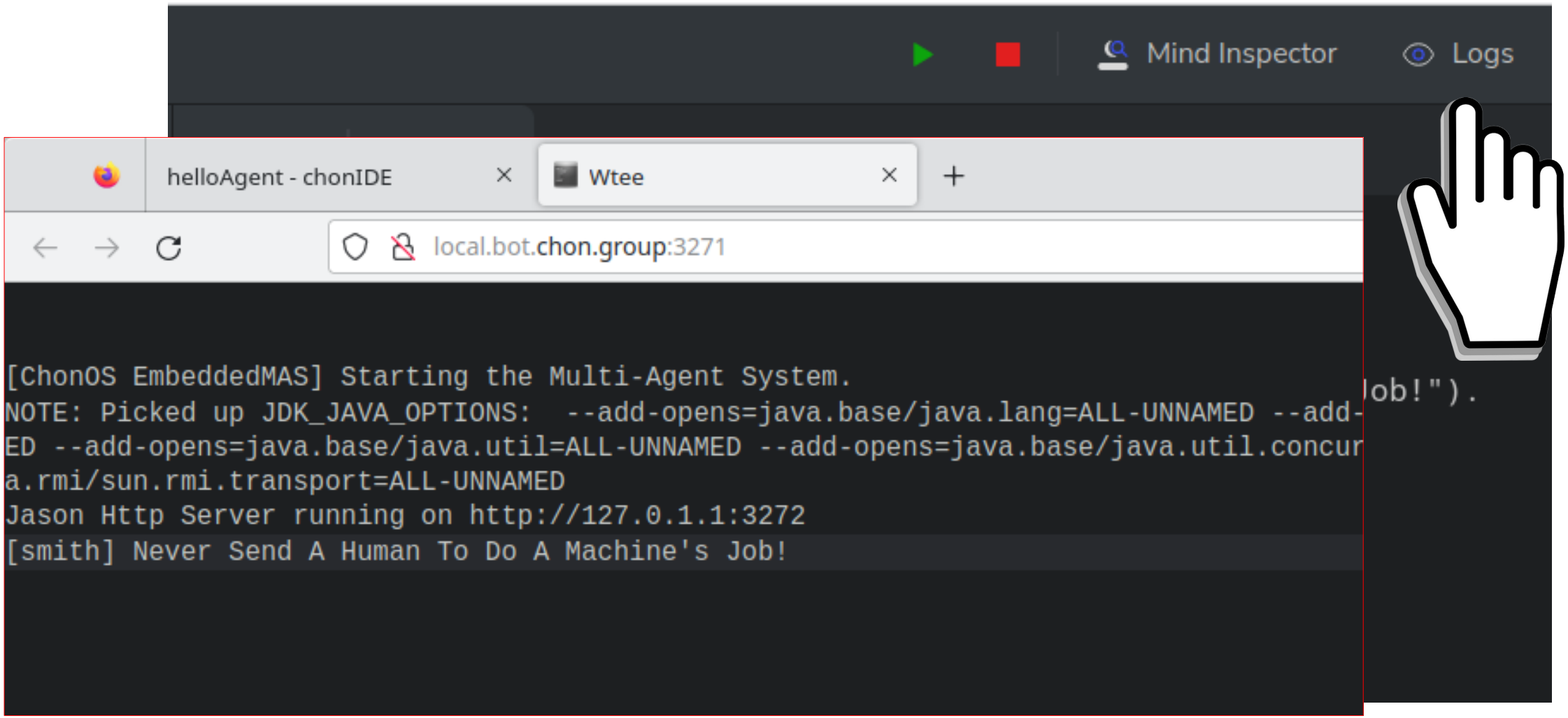
Pantoja, C.E., Jesus, V.S.d., Lazarin, N.M., Viterbo, J. (2023). A Spin-off Version of Jason for IoT and Embedded Multi-Agent Systems. In: Naldi, M.C., Bianchi, R.A.C. (eds) Intelligent Systems. BRACIS 2023. Lecture Notes in Computer Science(), vol 14195. Springer, Cham. https://doi.org/10.1007/978-3-031-45368-7_25

ChonIDE: helloAgent



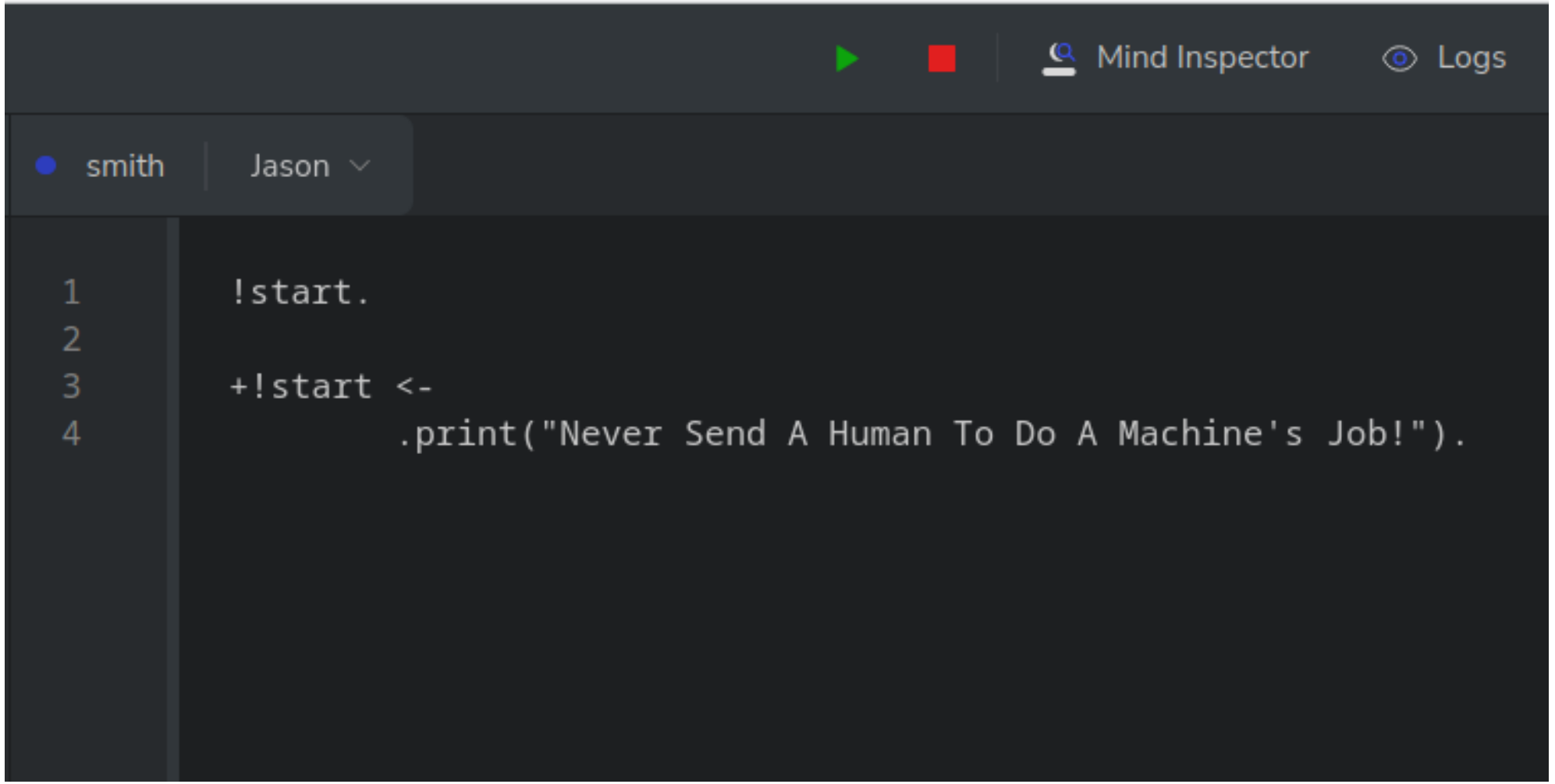
Pantoja, C.E., Jesus, V.S.d., Lazarin, N.M., Viterbo, J. (2023). A Spin-off Version of Jason for IoT and Embedded Multi-Agent Systems. In: Naldi, M.C., Bianchi, R.A.C. (eds) Intelligent Systems. BRACIS 2023. Lecture Notes in Computer Science(), vol 14195. Springer, Cham. https://doi.org/10.1007/978-3-031-45368-7_25

ChonIDE: helloAgent



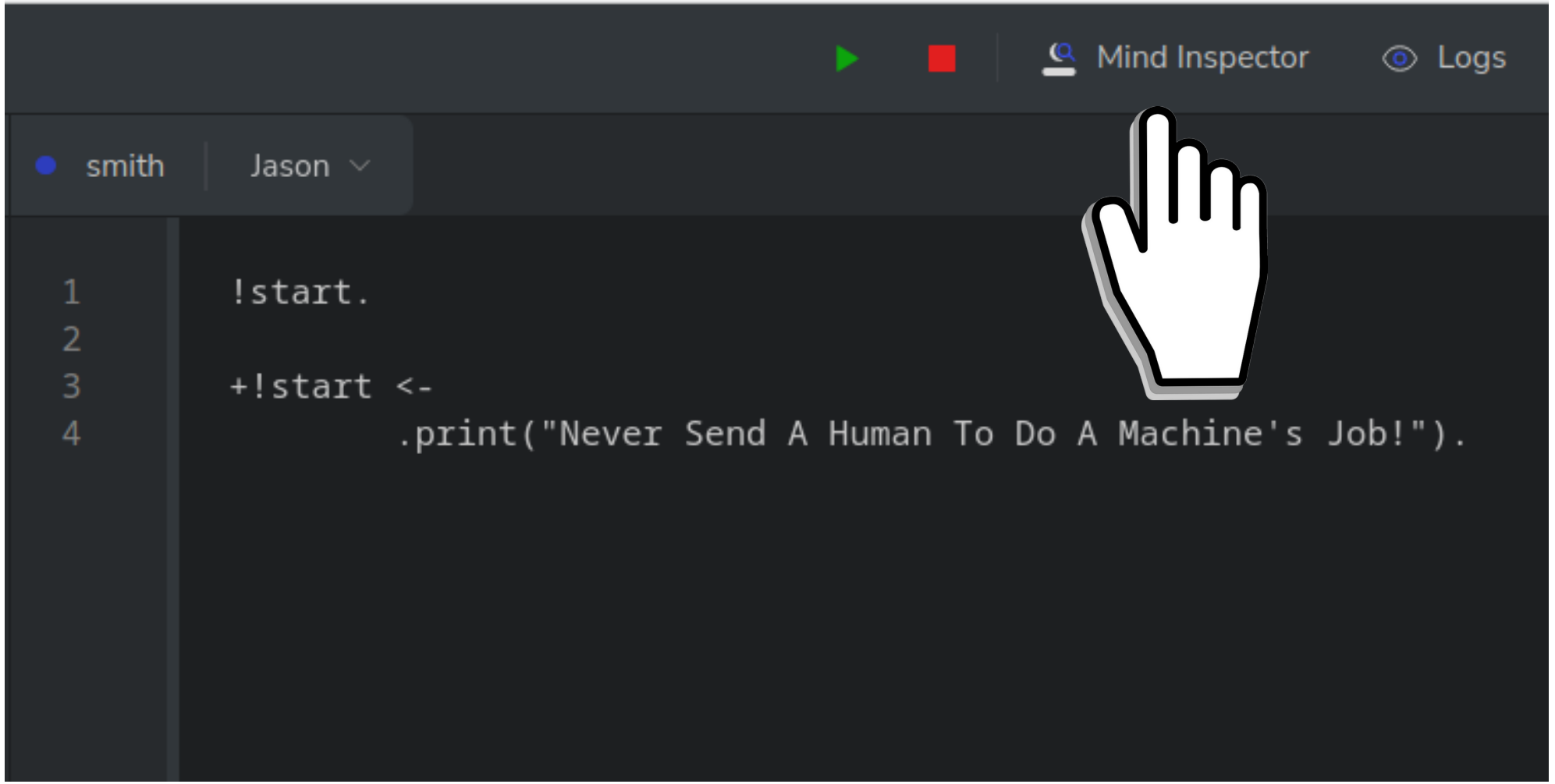
Pantoja, C.E., Jesus, V.S.d., Lazarin, N.M., Viterbo, J. (2023). A Spin-off Version of Jason for IoT and Embedded Multi-Agent Systems. In: Naldi, M.C., Bianchi, R.A.C. (eds) Intelligent Systems. BRACIS 2023. Lecture Notes in Computer Science(), vol 14195. Springer, Cham. https://doi.org/10.1007/978-3-031-45368-7_25

ChonIDE: helloAgent



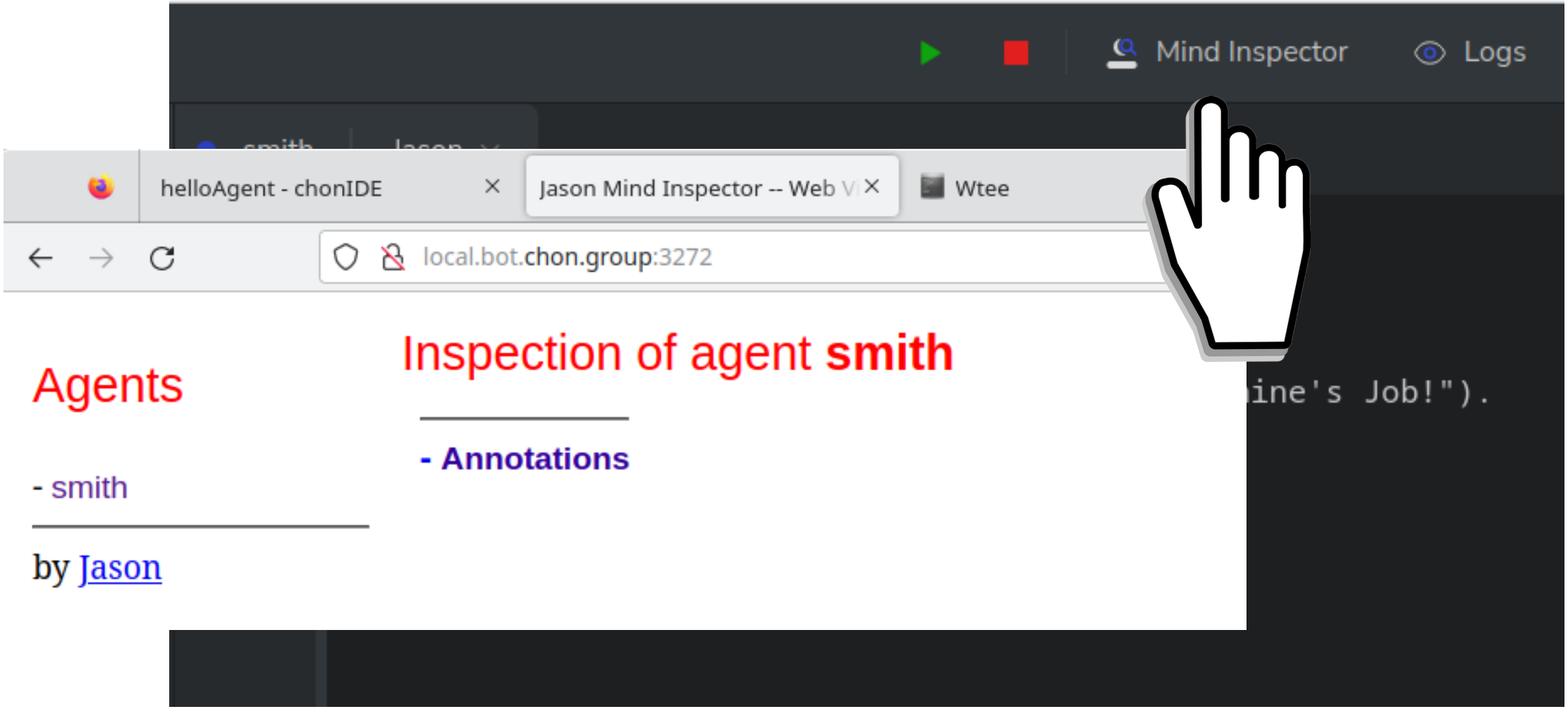
Bordini, R.H., Hübner, J.F. (2006). BDI Agent Programming in AgentSpeak Using Jason . In: Toni, F., Torroni, P. (eds) Computational Logic in Multi-Agent Systems. CLIMA 2005. Lecture Notes in Computer Science(), vol 3900. Springer, Berlin, Heidelberg. https://doi.org/10.1007/11750734_9

ChonIDE: helloAgent



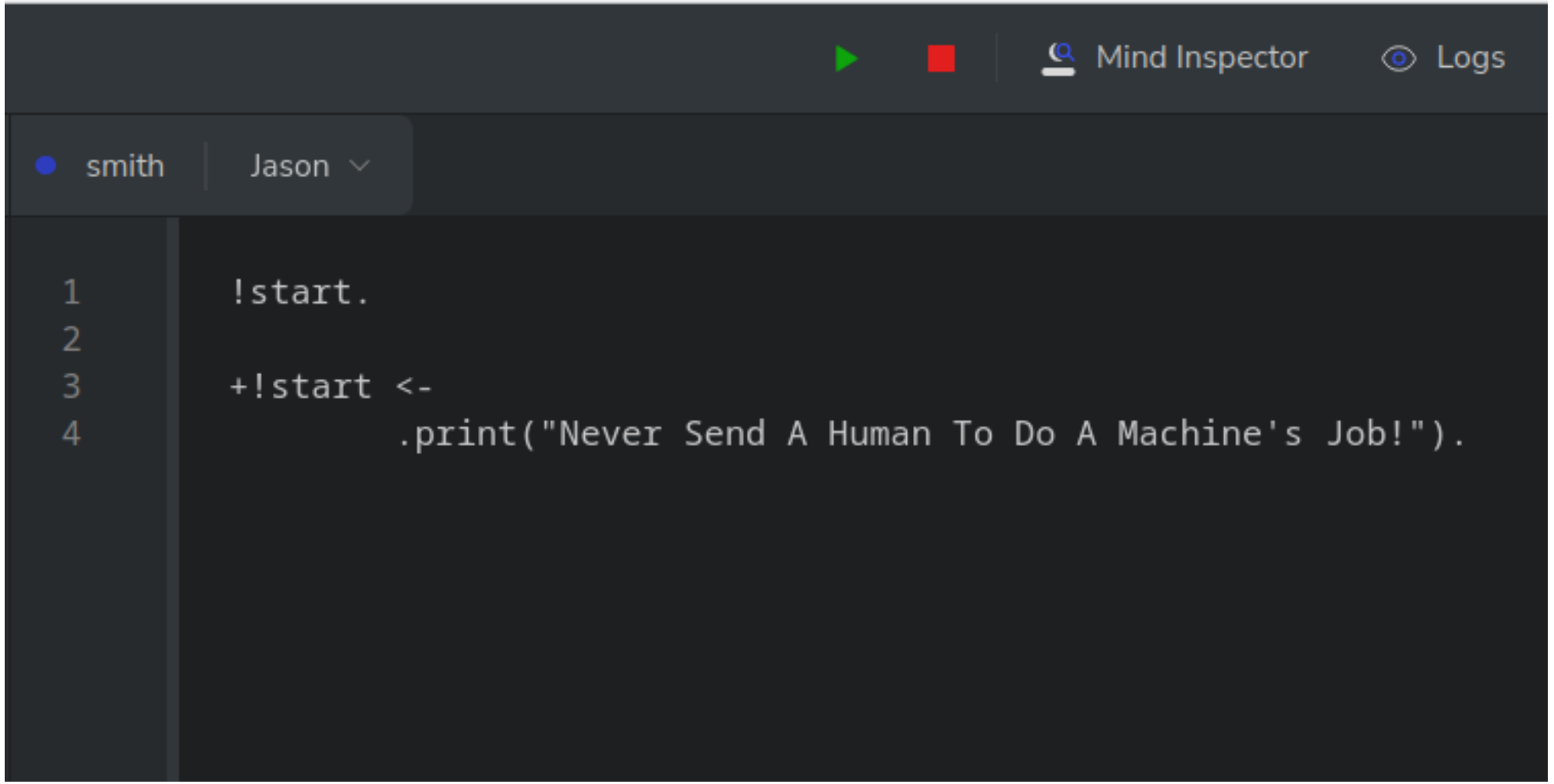
Bordini, R.H., Hübner, J.F. (2006). BDI Agent Programming in AgentSpeak Using Jason . In: Toni, F., Torroni, P. (eds) Computational Logic in Multi-Agent Systems. CLIMA 2005. Lecture Notes in Computer Science(), vol 3900. Springer, Berlin, Heidelberg. https://doi.org/10.1007/11750734_9

ChonIDE: helloAgent



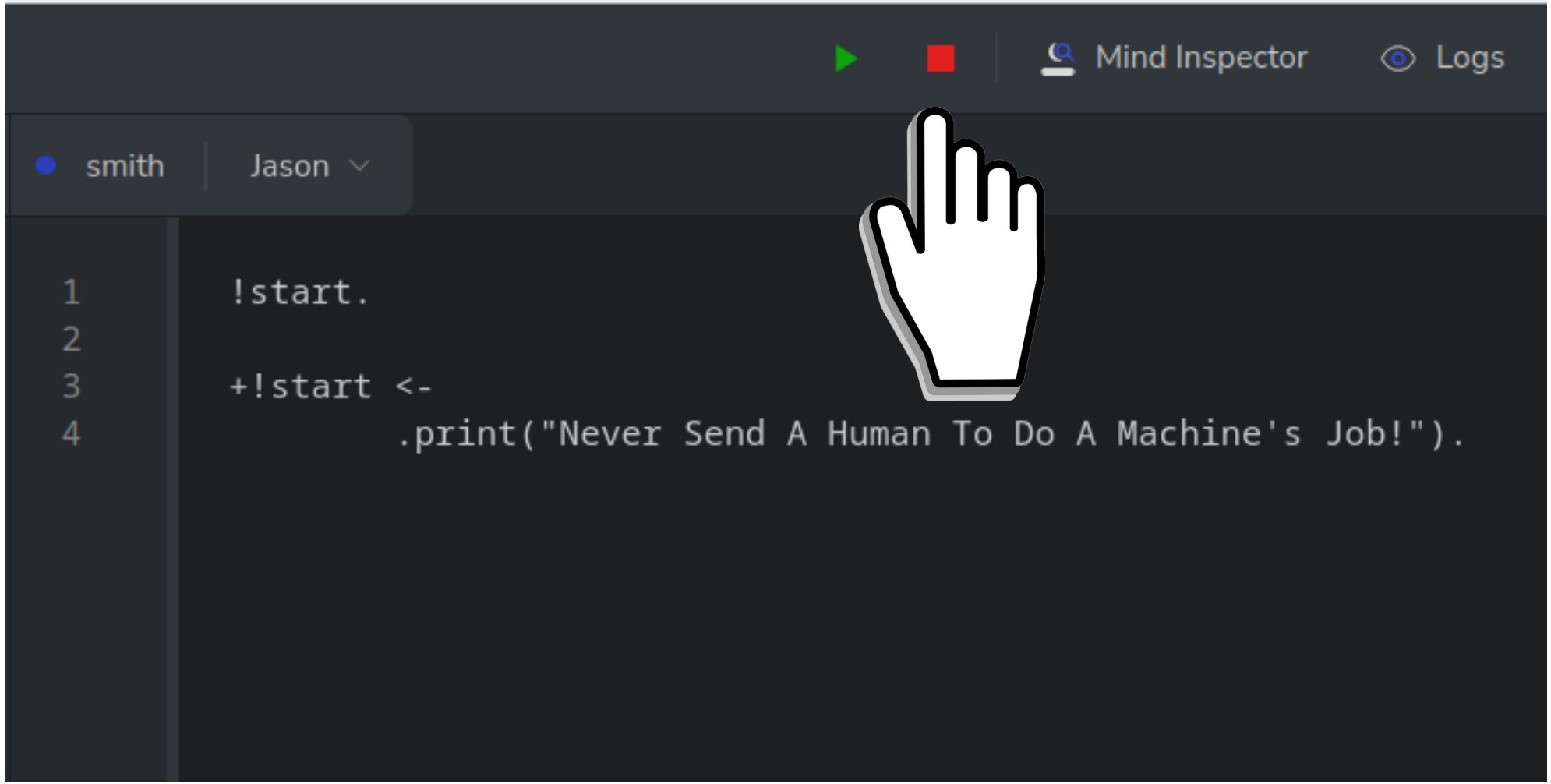
Bordini, R.H., Hübner, J.F. (2006). BDI Agent Programming in AgentSpeak Using Jason . In: Toni, F., Torroni, P. (eds) Computational Logic in Multi-Agent Systems. CLIMA 2005. Lecture Notes in Computer Science(), vol 3900. Springer, Berlin, Heidelberg. https://doi.org/10.1007/11750734_9

ChonIDE: helloAgent



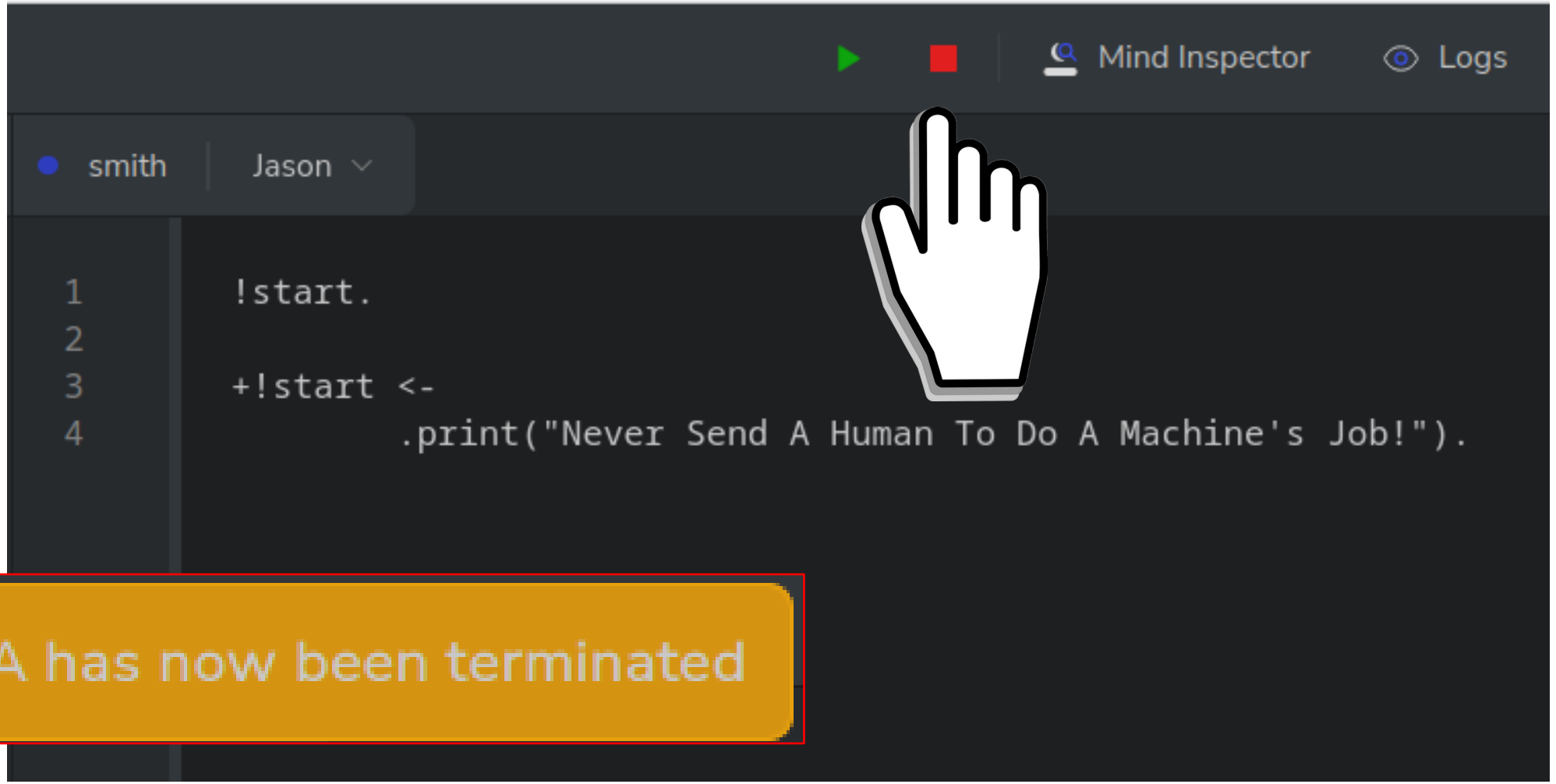
Souza de Jesus, V., Mori Lazarin, N., Pantoja, C.E., Vaz Alves, G., Ramos Alves de Lima, G., Viterbo, J. (2023). An IDE to Support the Development of Embedded Multi-Agent Systems. In: Mathieu, P., Dignum, F., Novais, P., De la Prieta, F. (eds) Advances in Practical Applications of Agents, Multi-Agent 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

ChonIDE: helloAgent



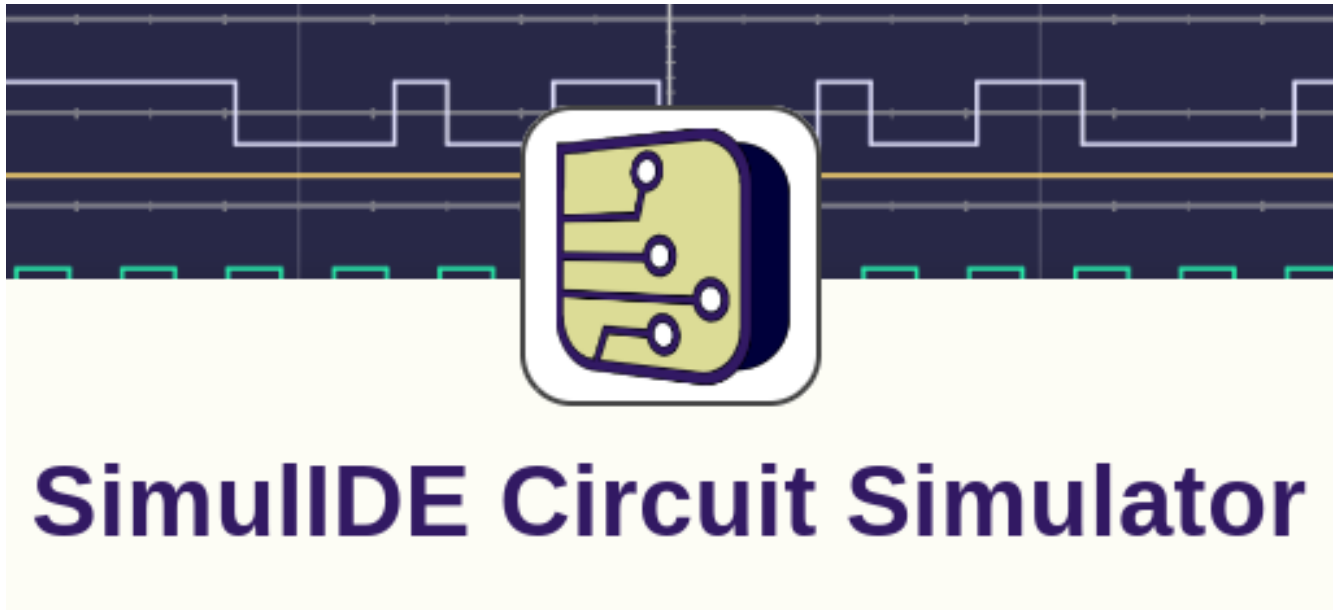
Souza de Jesus, V., Mori Lazarin, N., Pantoja, C.E., Vaz Alves, G., Ramos Alves de Lima, G., Viterbo, J. (2023). An IDE to Support the Development of Embedded Multi-Agent Systems. In: Mathieu, P., Dignum, F., Novais, P., De la Prieta, F. (eds) Advances in Practical Applications of Agents, Multi-Agent 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

ChonIDE: helloAgent



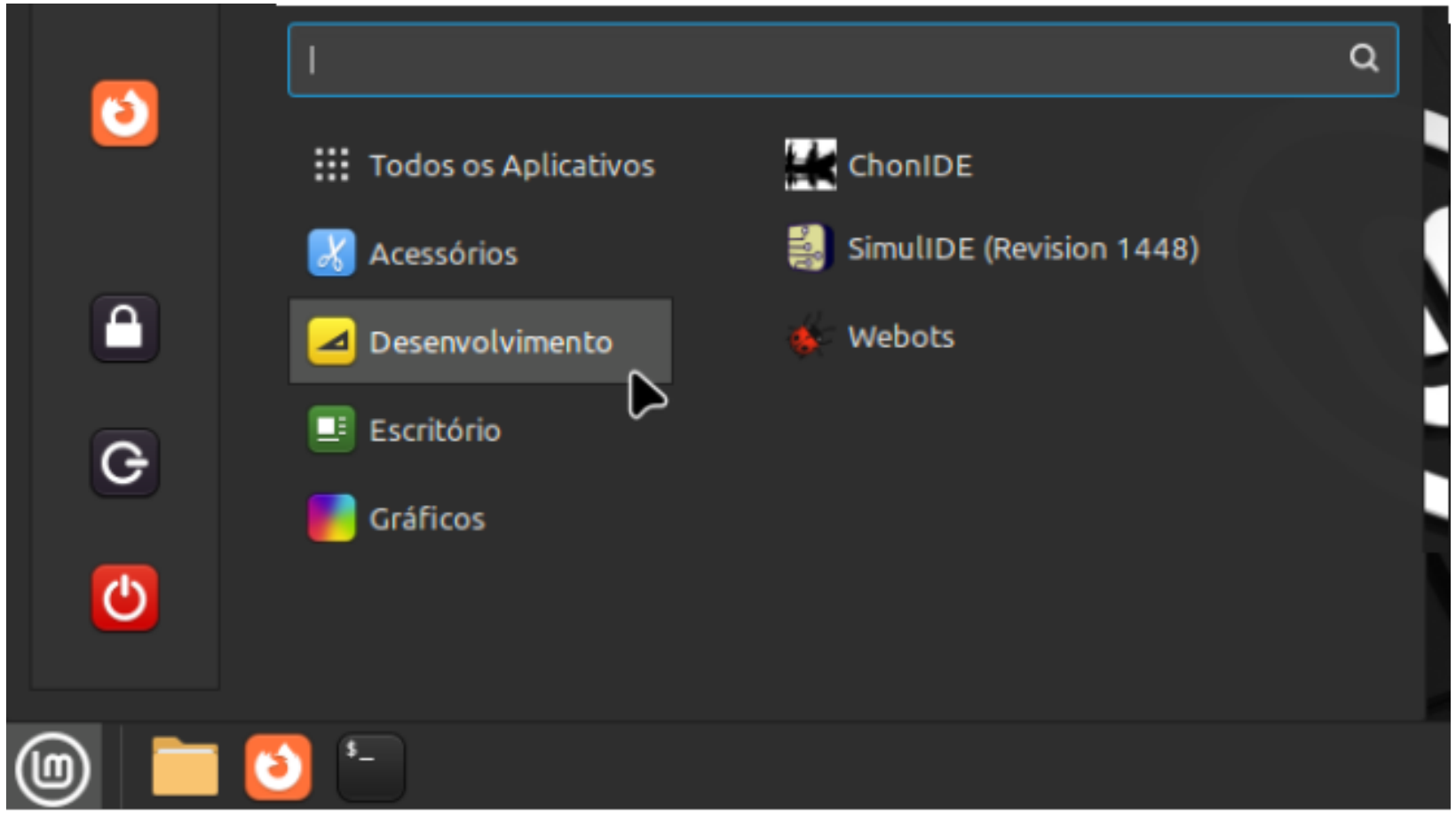
Souza de Jesus, V., Mori Lazarin, N., Pantoja, C.E., Vaz Alves, G., Ramos Alves de Lima, G., Viterbo, J. (2023). An IDE to Support the Development of Embedded Multi-Agent Systems. In: Mathieu, P., Dignum, F., Novais, P., De la Prieta, F. (eds) Advances in Practical Applications of Agents, Multi-Agent 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

SimulIDE



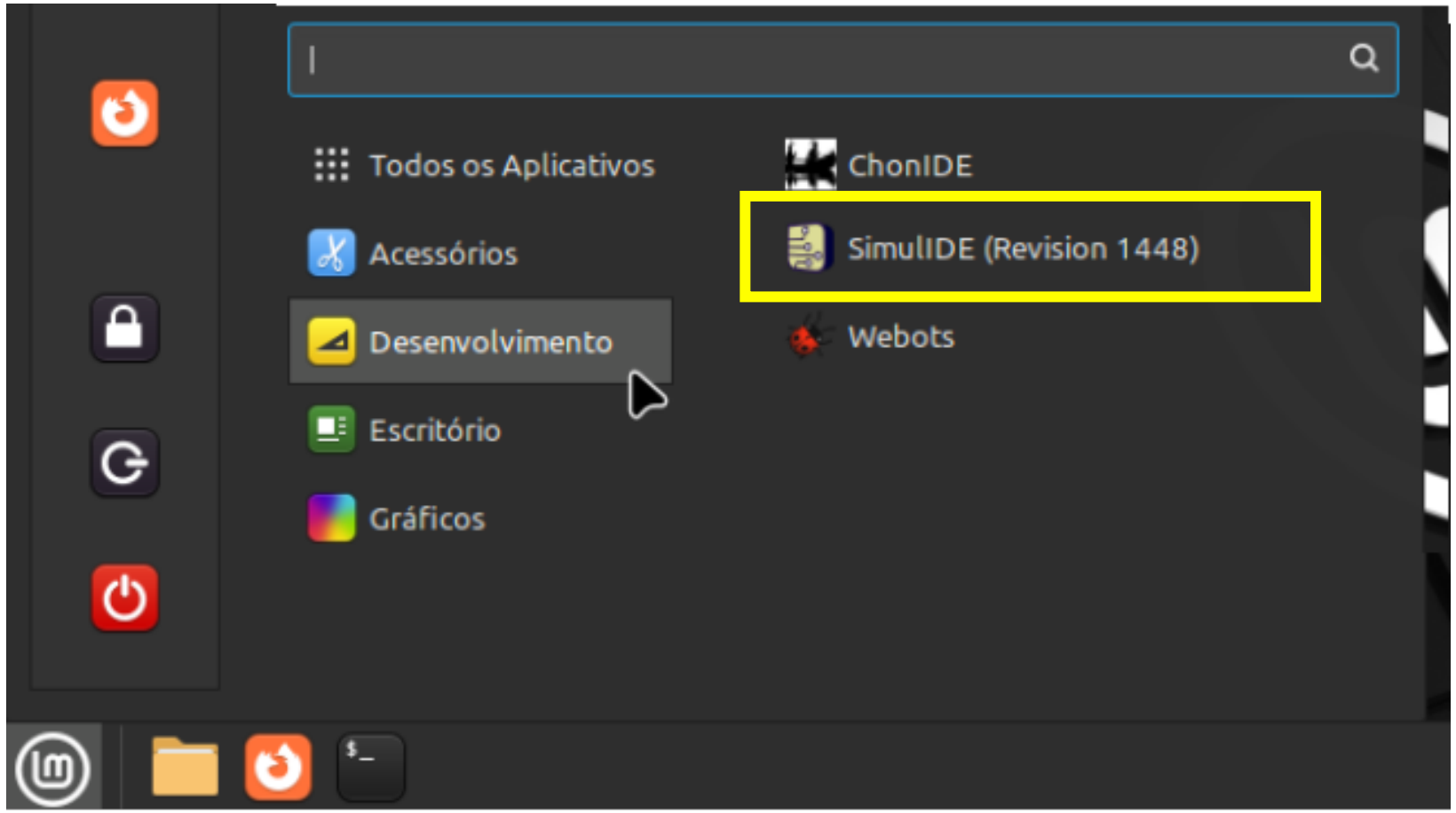
González, Santiago. “SimulIDE Circuit Simulator”, 2023. https://simulide.com.

SimulIDE



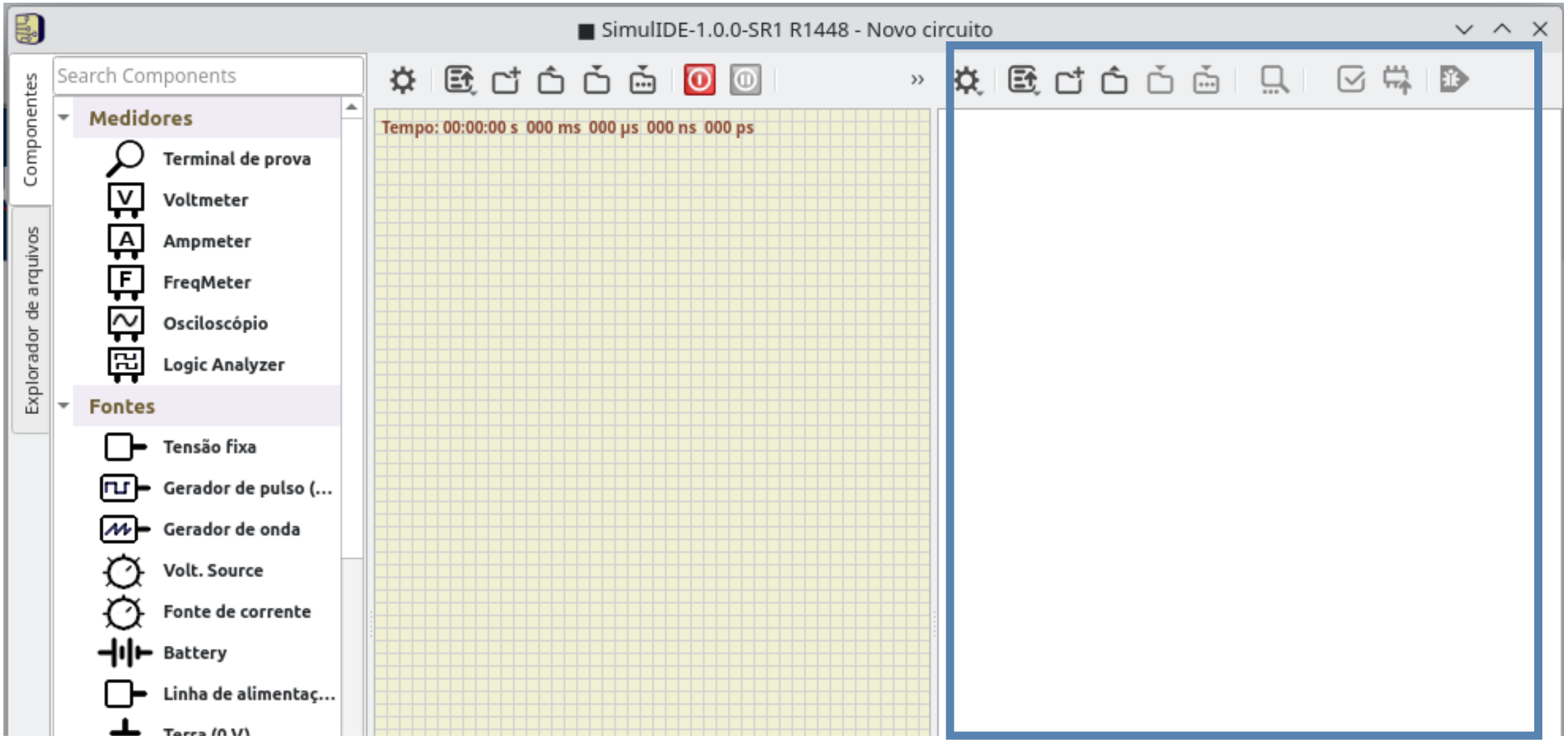
Manual de instalação
https://github.com/chon-group/dpkg-simulide

SimulIDE

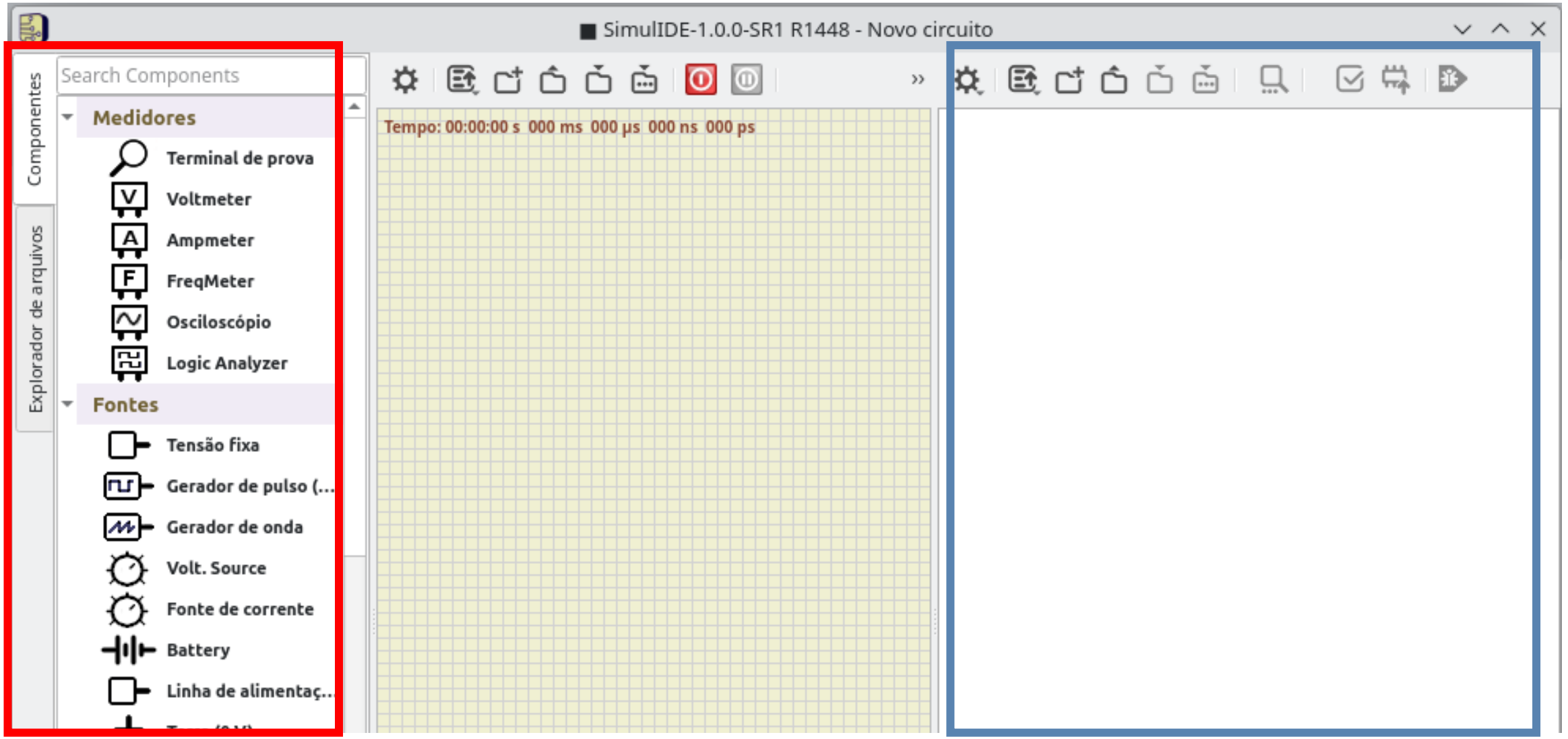


Manual de instalação
https://github.com/chon-group/dpkg-simulide

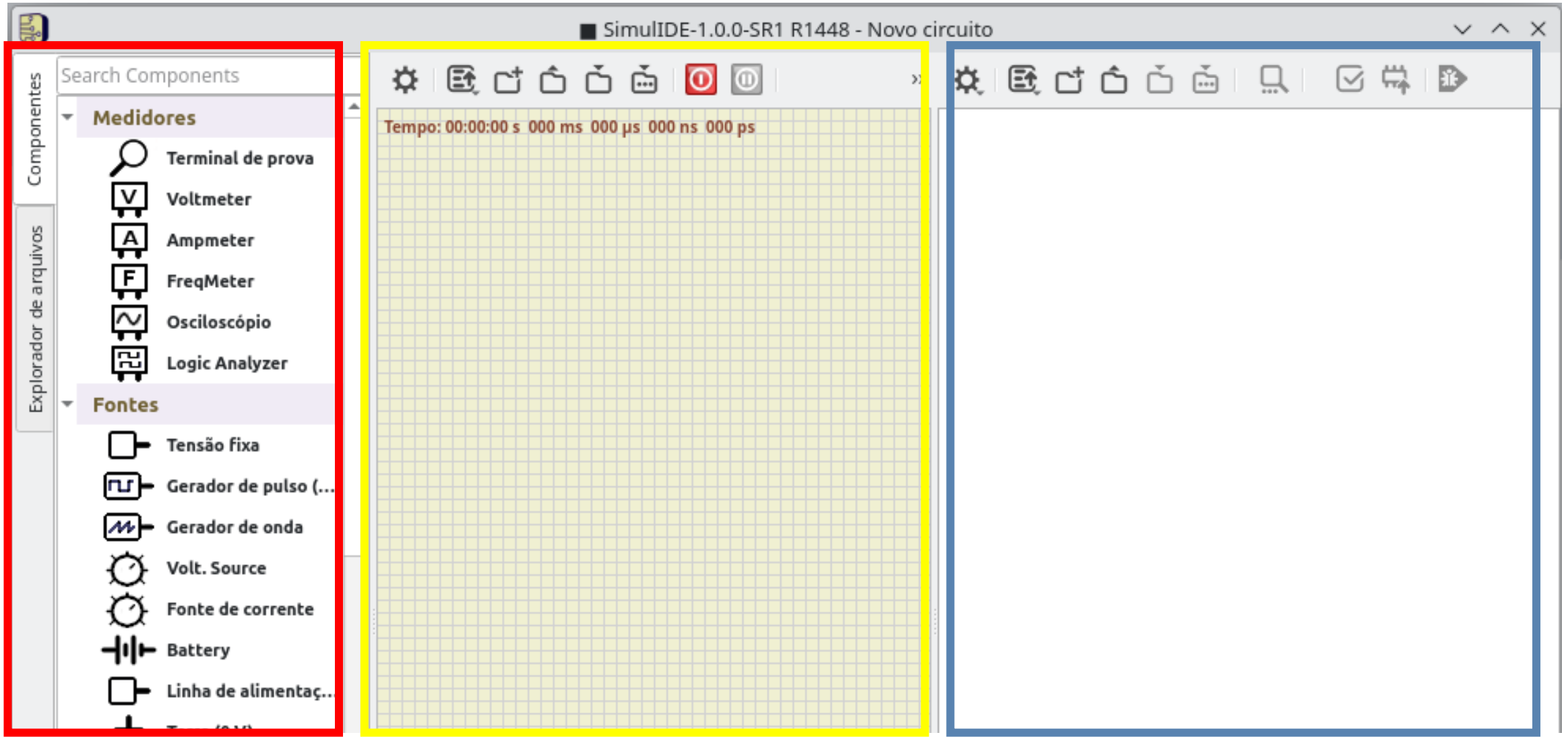
SimulIDE


SimulIDE-1.0.0-SR1 R1448 - Novo circuito
Componentes
Explorador de arquivos
Search Components
Medidores
Terminal de prova
Voltmeter
Ampmeter
FreqMeter
Osciloscópio
Logic Analyzer
Fontes
Tensão fixa
Gerador de pulso (...
Gerador de onda
Volt. Source
Fonte de corrente
Battery
Linha de alimentaç...
Tempo: 00:00:00 s 000 ms 000 µs 000 ns 000 ps

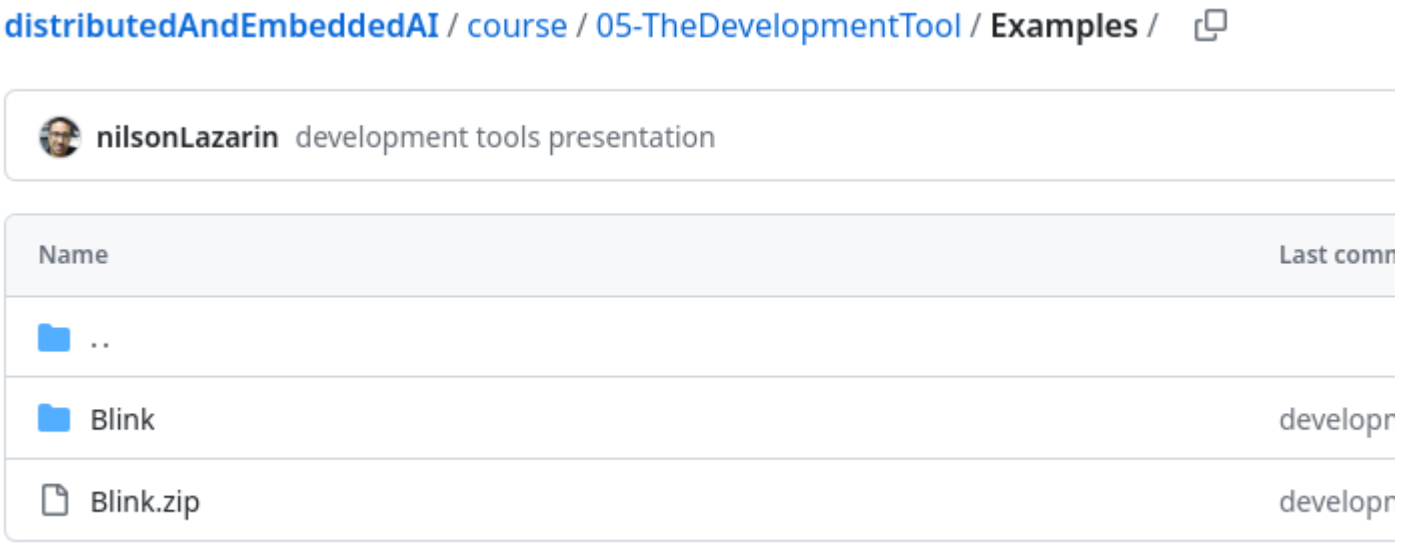
SimulIDE


SimulIDE-1.0.0-SR1 R1448 - Novo circuito
Componentes
Explorador de arquivos
Search Components
Medidores
Terminal de prova
Voltmeter
Ampmeter
FreqMeter
Osciloscópio
Logic Analyzer
Fontes
Tensão fixa
Gerador de pulso (...
Gerador de onda
Volt. Source
Fonte de corrente
Battery
Linha de alimentaç...
Tempo: 00:00:00 s 000 ms 000 µs 000 ns 000 ps

SimulIDE

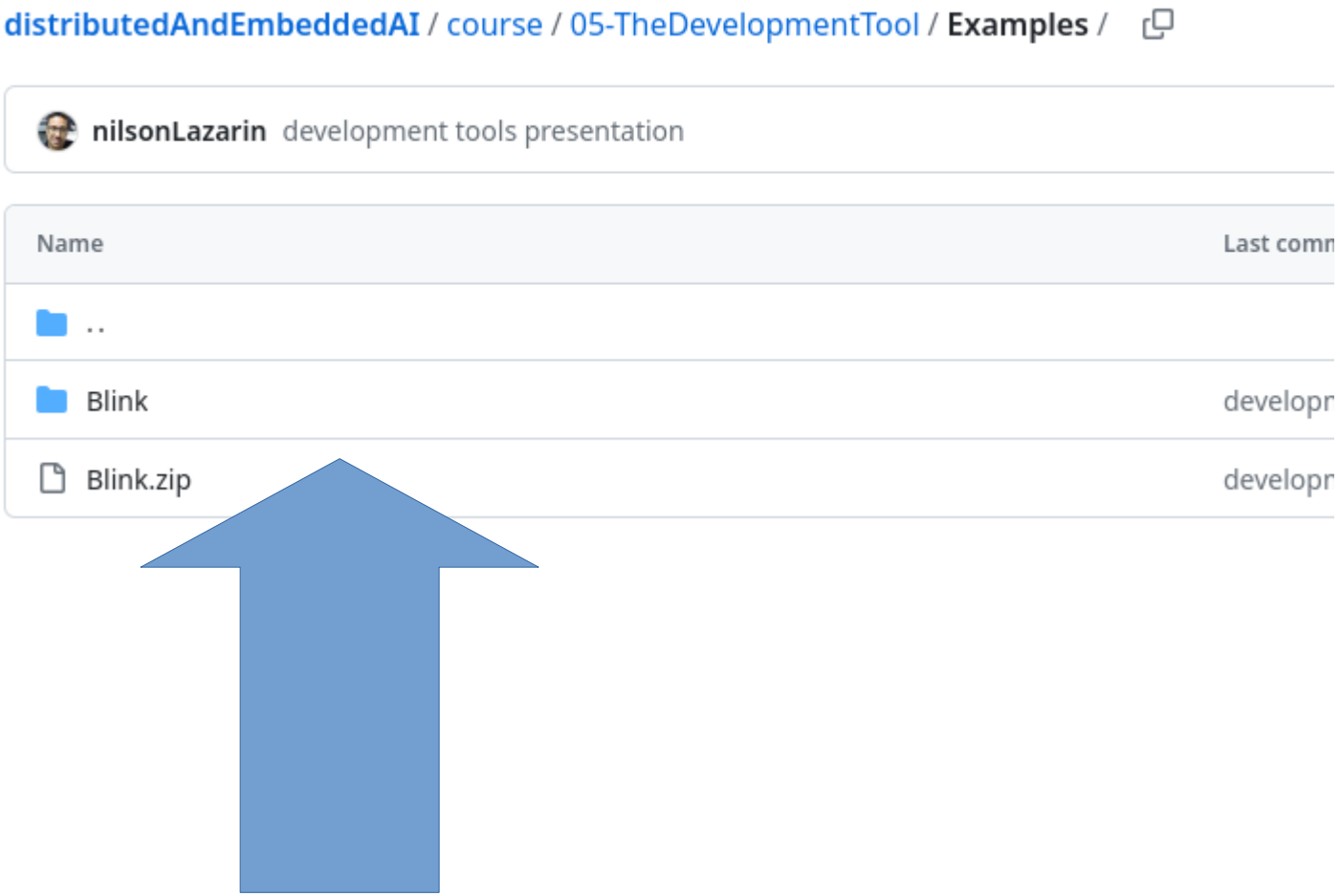

SimulIDE-1.0.0-SR1 R1448 - Novo circuito
Componentes
Explorador de arquivos
Search Components
Medidores
Terminal de prova
Voltmeter
Ampmeter
FreqMeter
Osciloscópio
Logic Analyzer
Fontes
Tensão fixa
Gerador de pulso (...
Gerador de onda
Volt. Source
Fonte de corrente
Battery
Linha de alimentaç...
Tempo: 00:00:00 s 000 ms 000 µs 000 ns 000 ps

SimulIDE: Blink



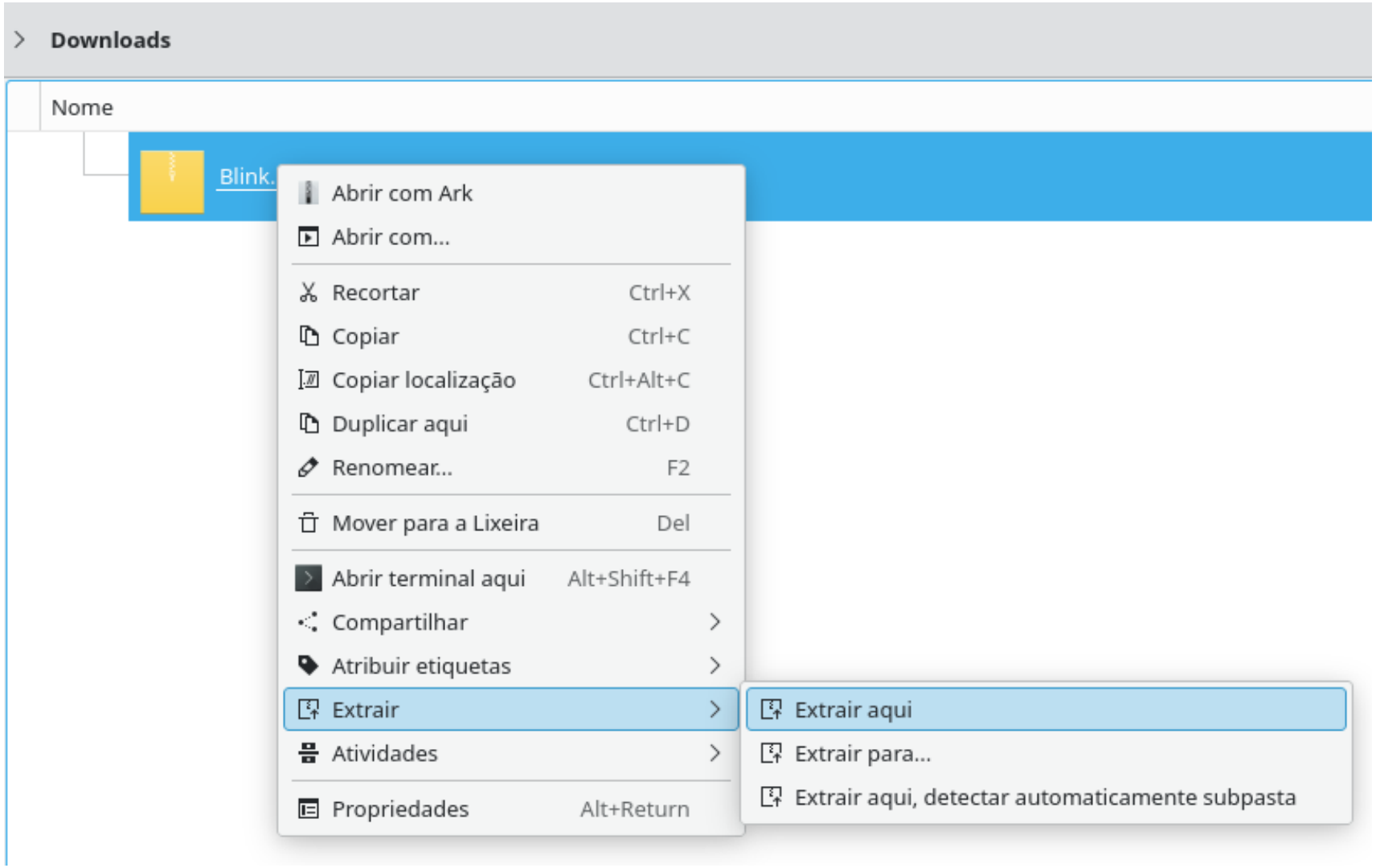
https://github.com/chon-group/distributedAndEmbeddedAI/raw/main/course/05-TheDevelopmentTool/Examples/Blink.zip

SimulIDE: Blink

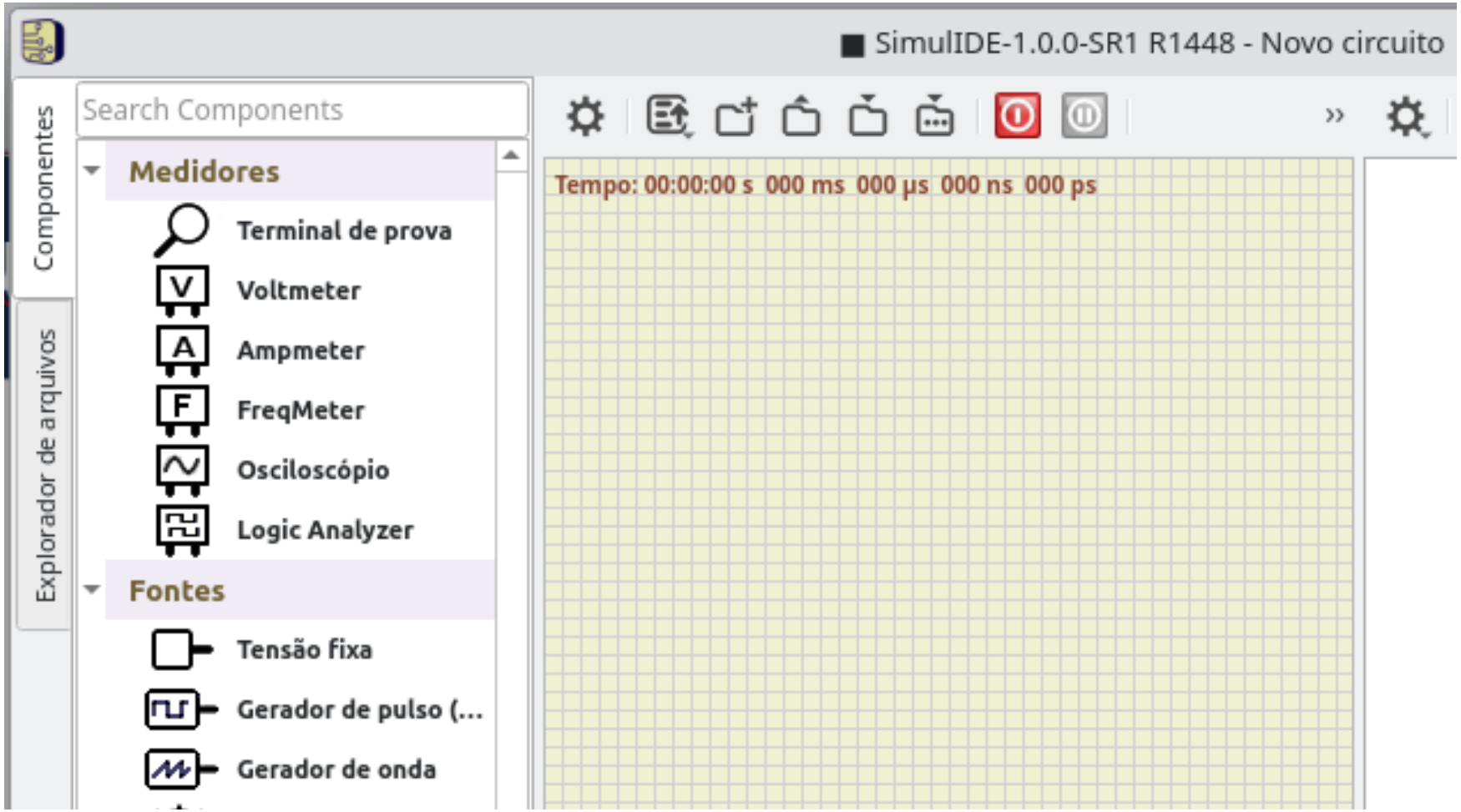


https://github.com/chon-group/distributedAndEmbeddedAI/raw/main/course/05-TheDevelopmentTool/Examples/Blink.zip

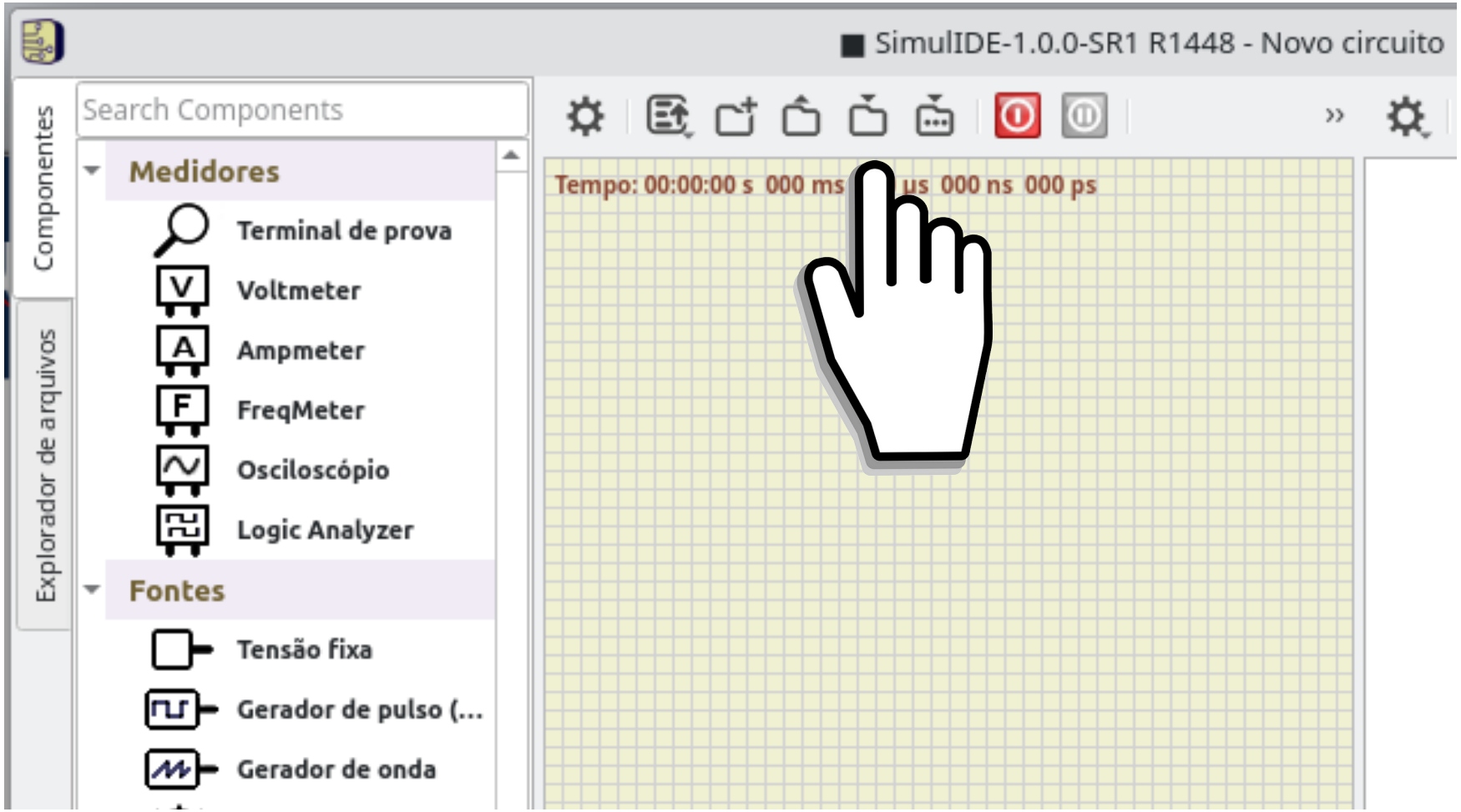
SimulIDE: Blink



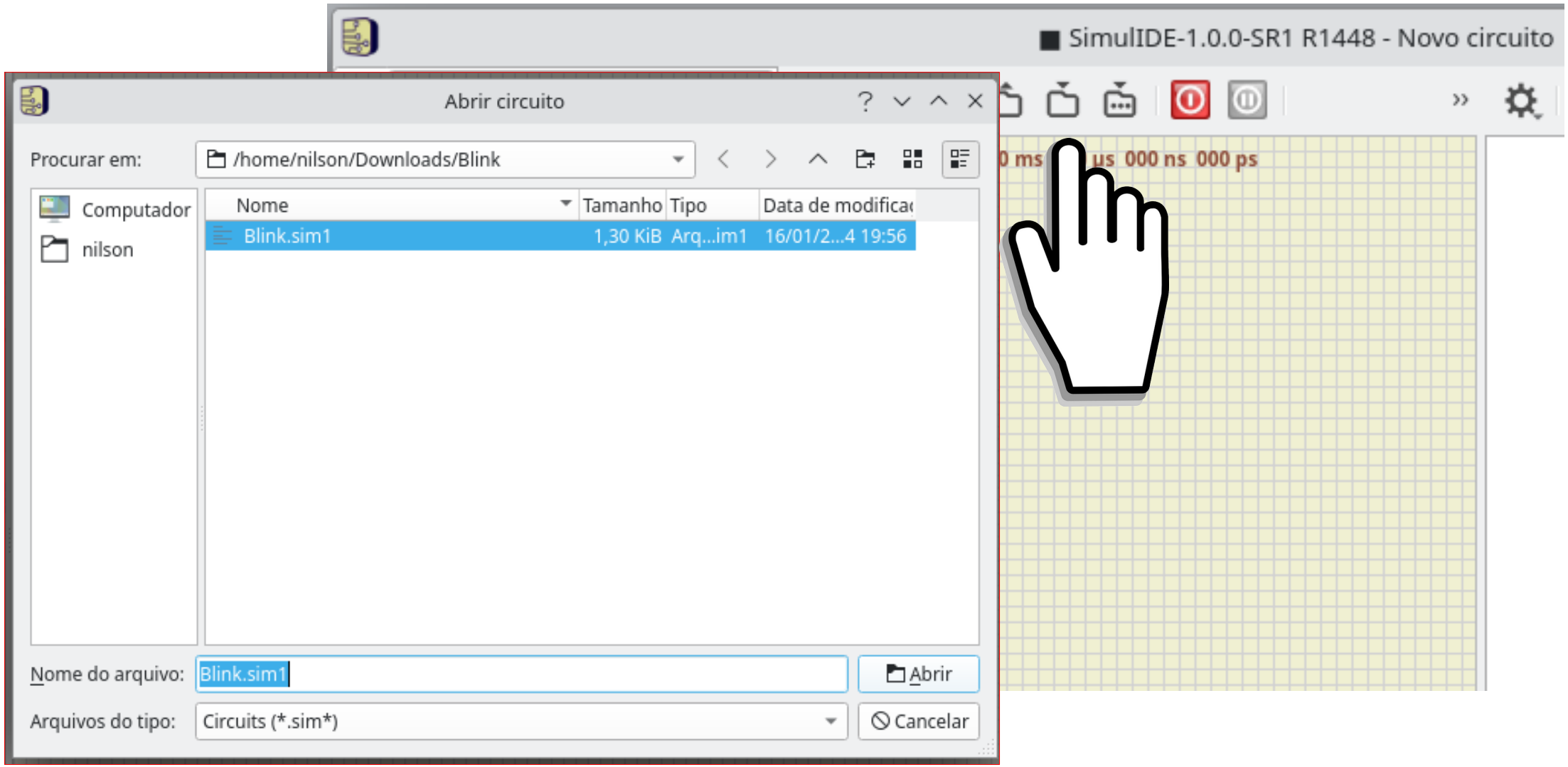
SimulIDE: Blink



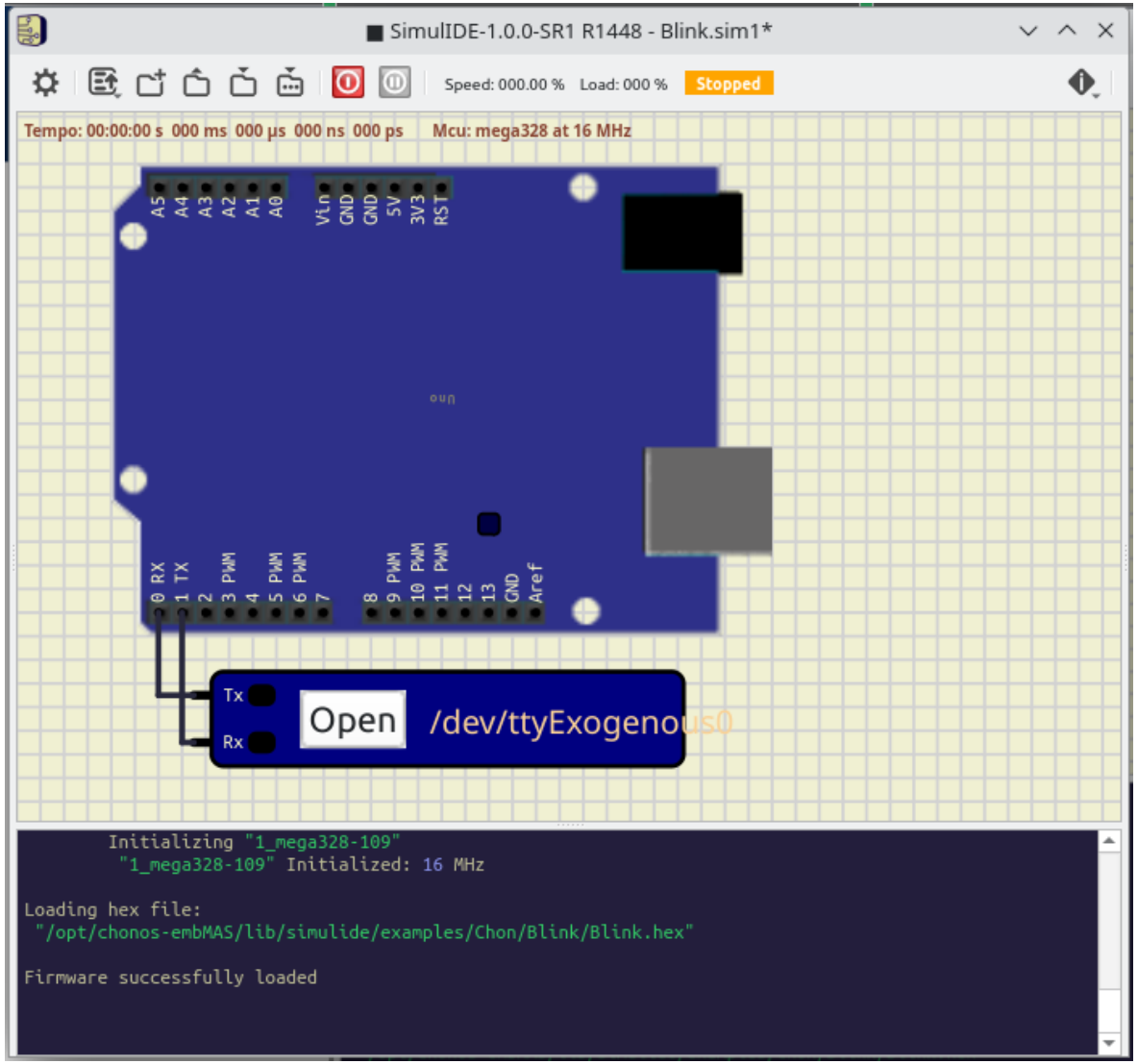
SimulIDE: Blink



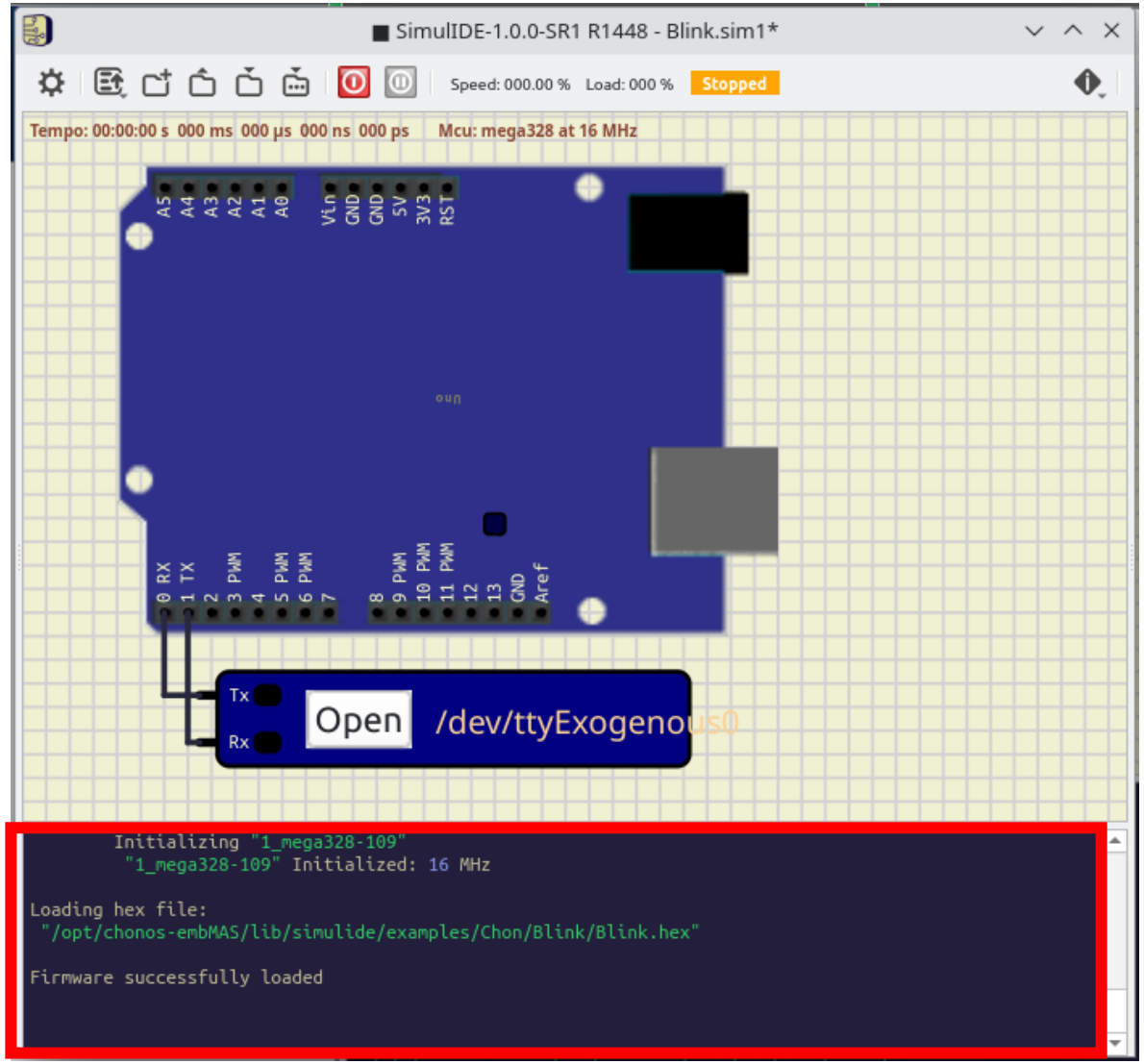
SimulIDE: Blink



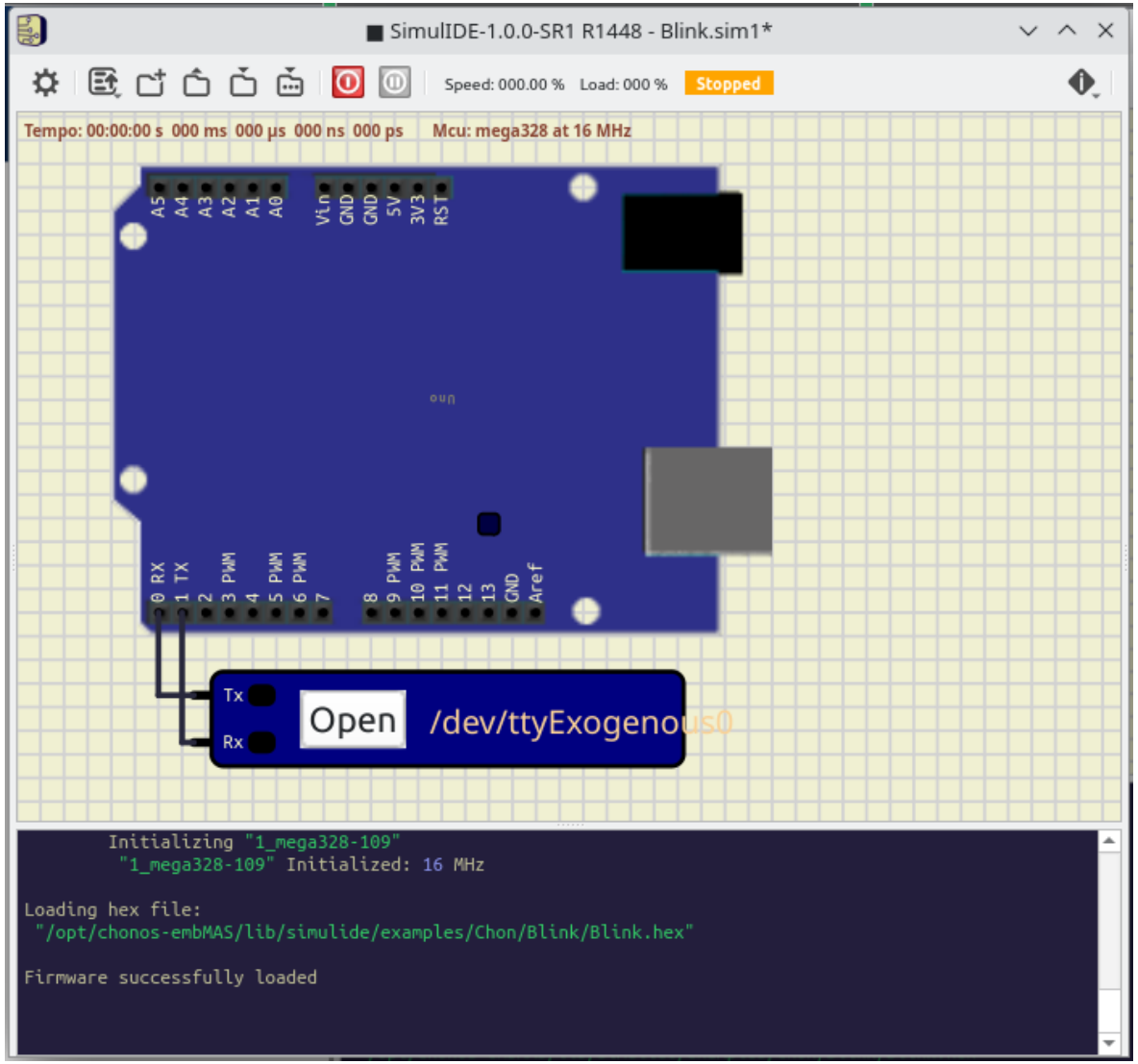
SimulIDE: Blink



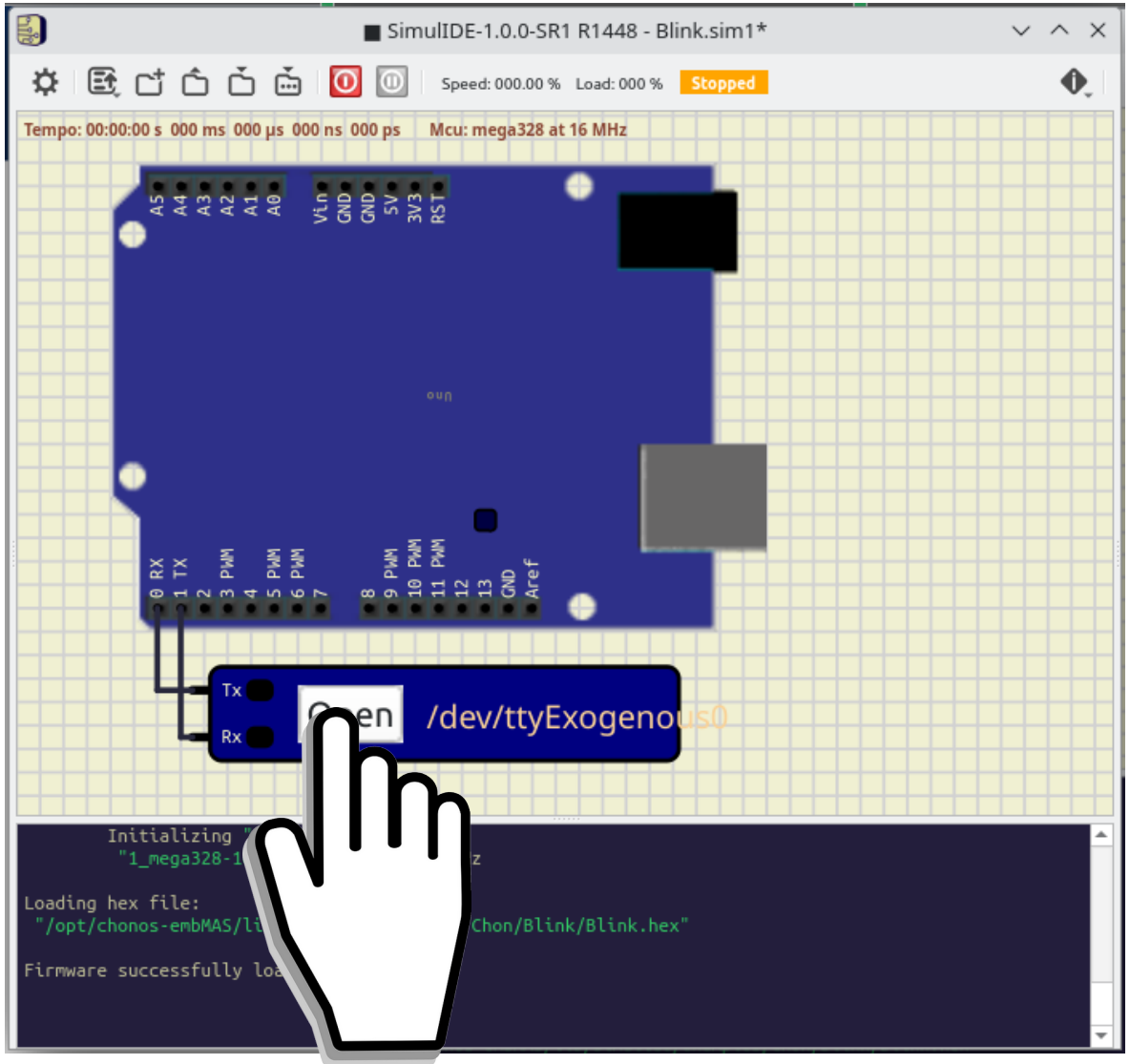
SimulIDE: Blink



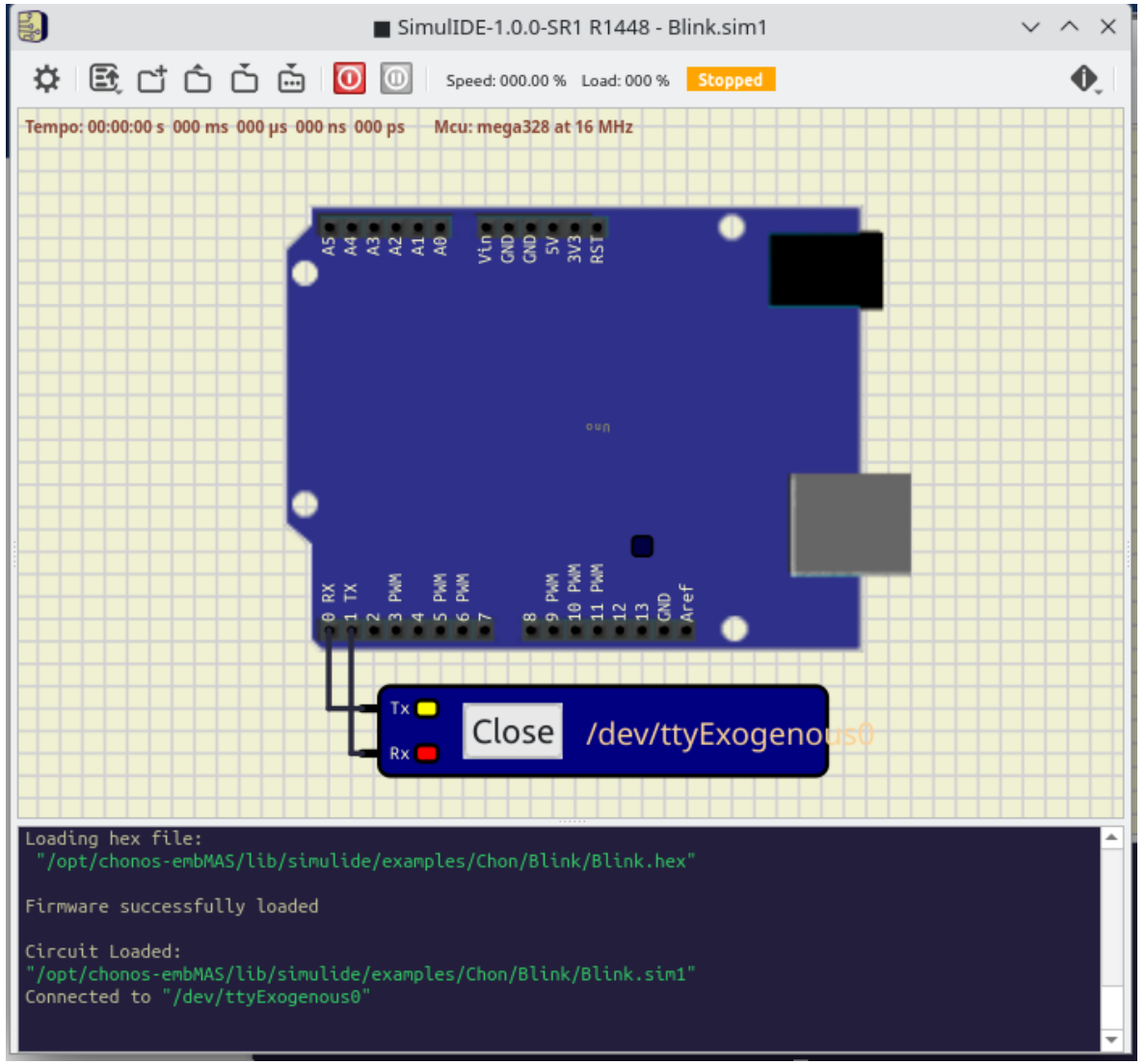
SimulIDE: Blink



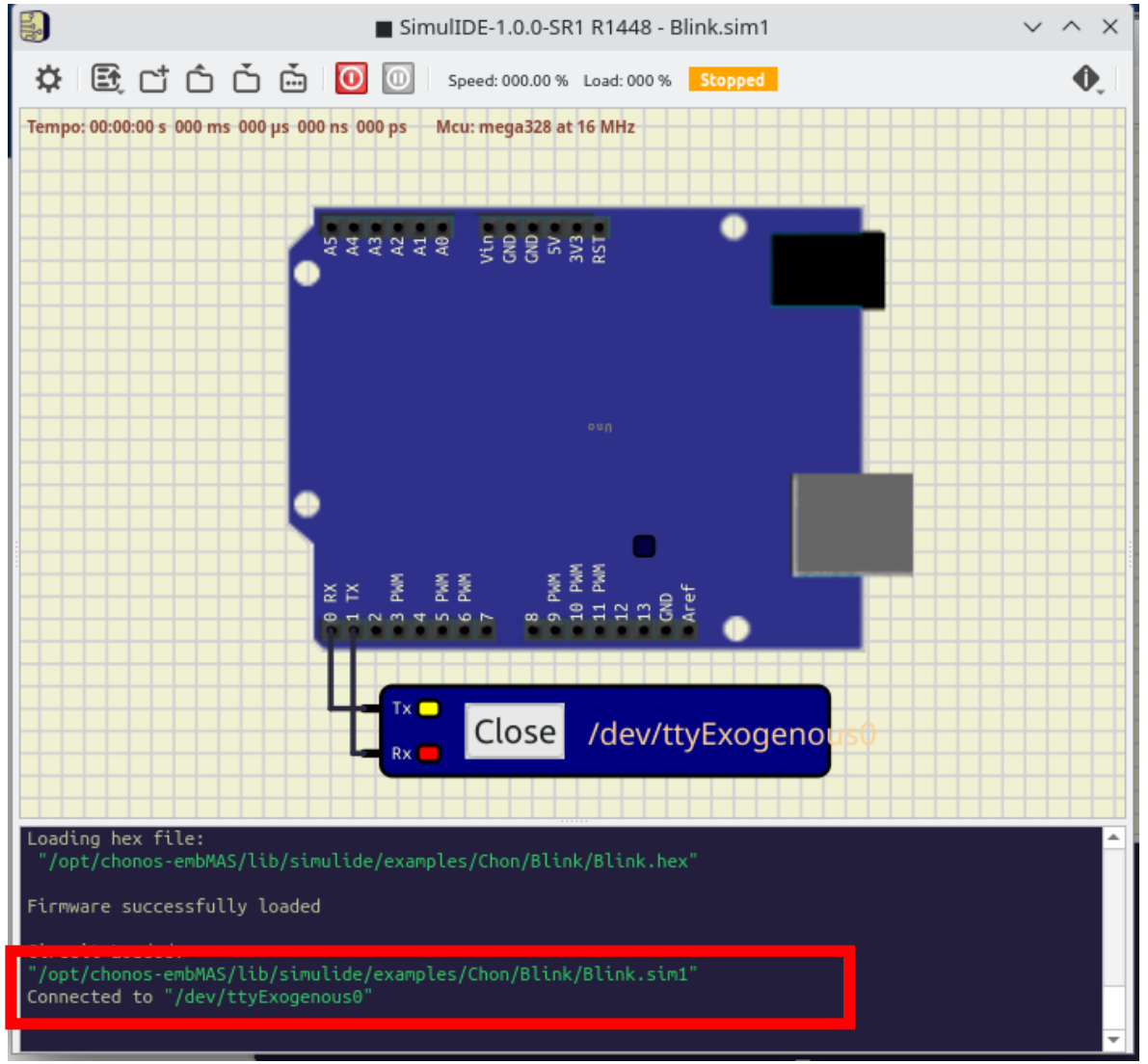
SimulIDE: Blink



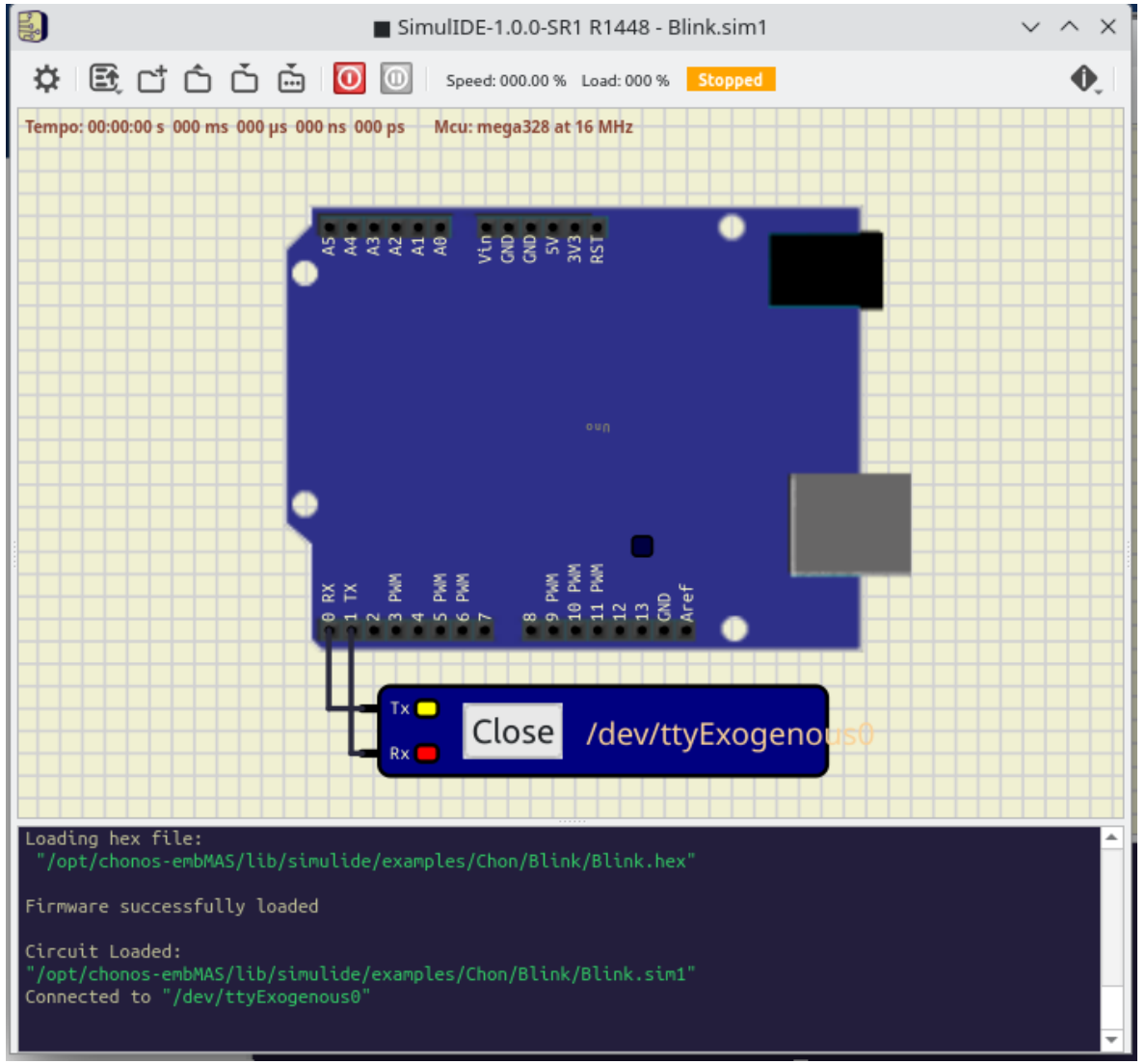
SimulIDE: Blink



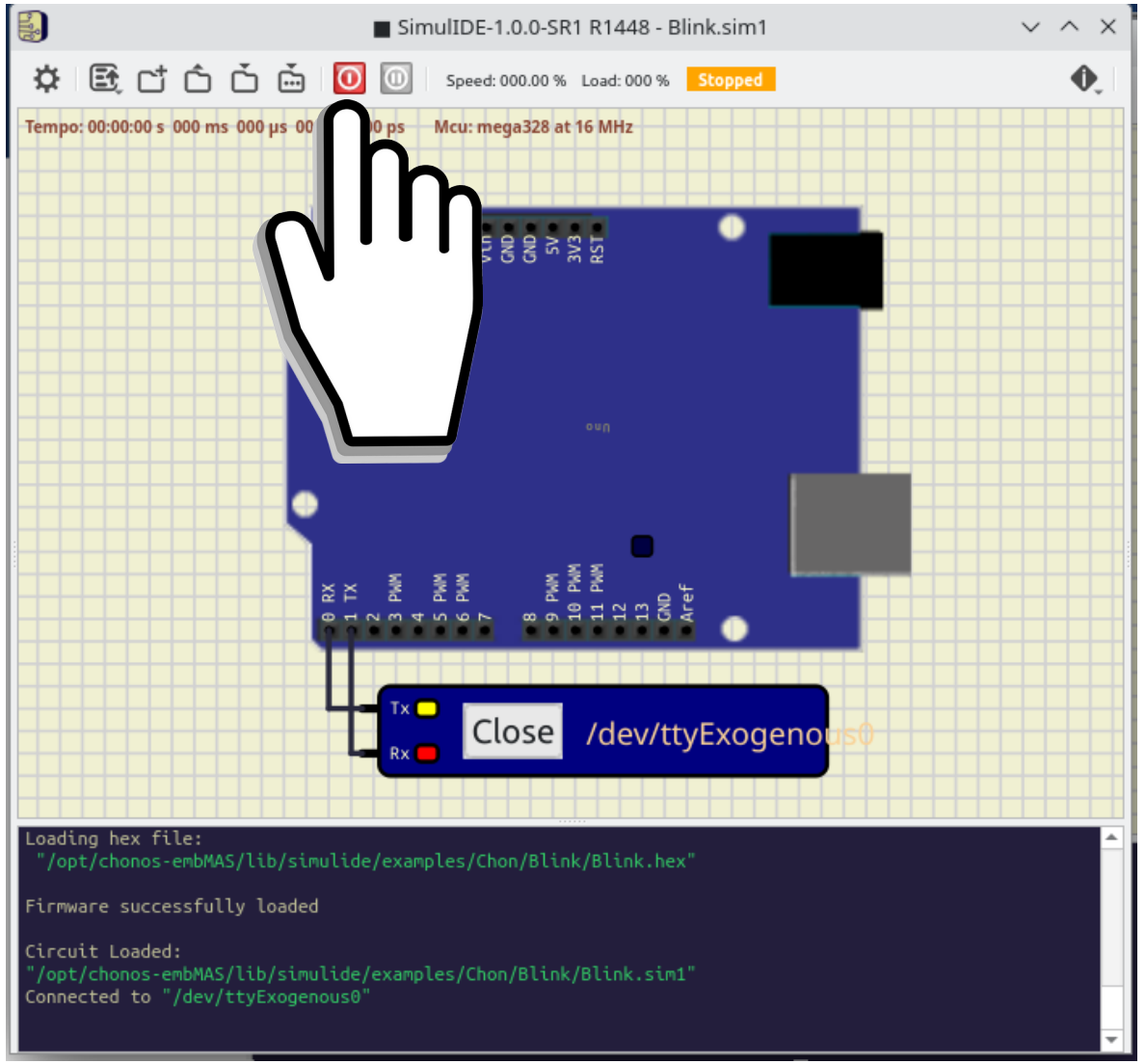
SimulIDE: Blink



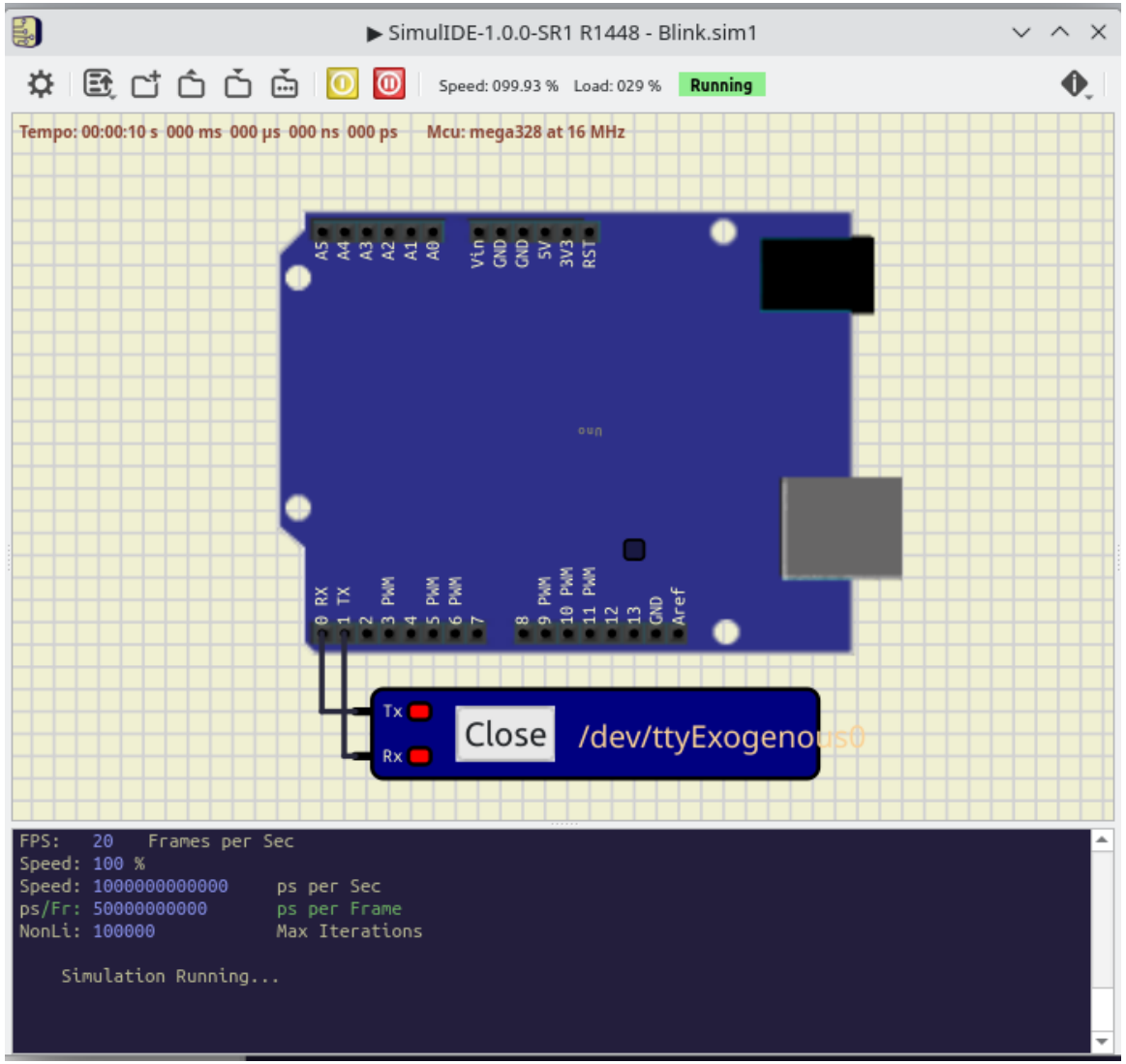
SimulIDE: Blink



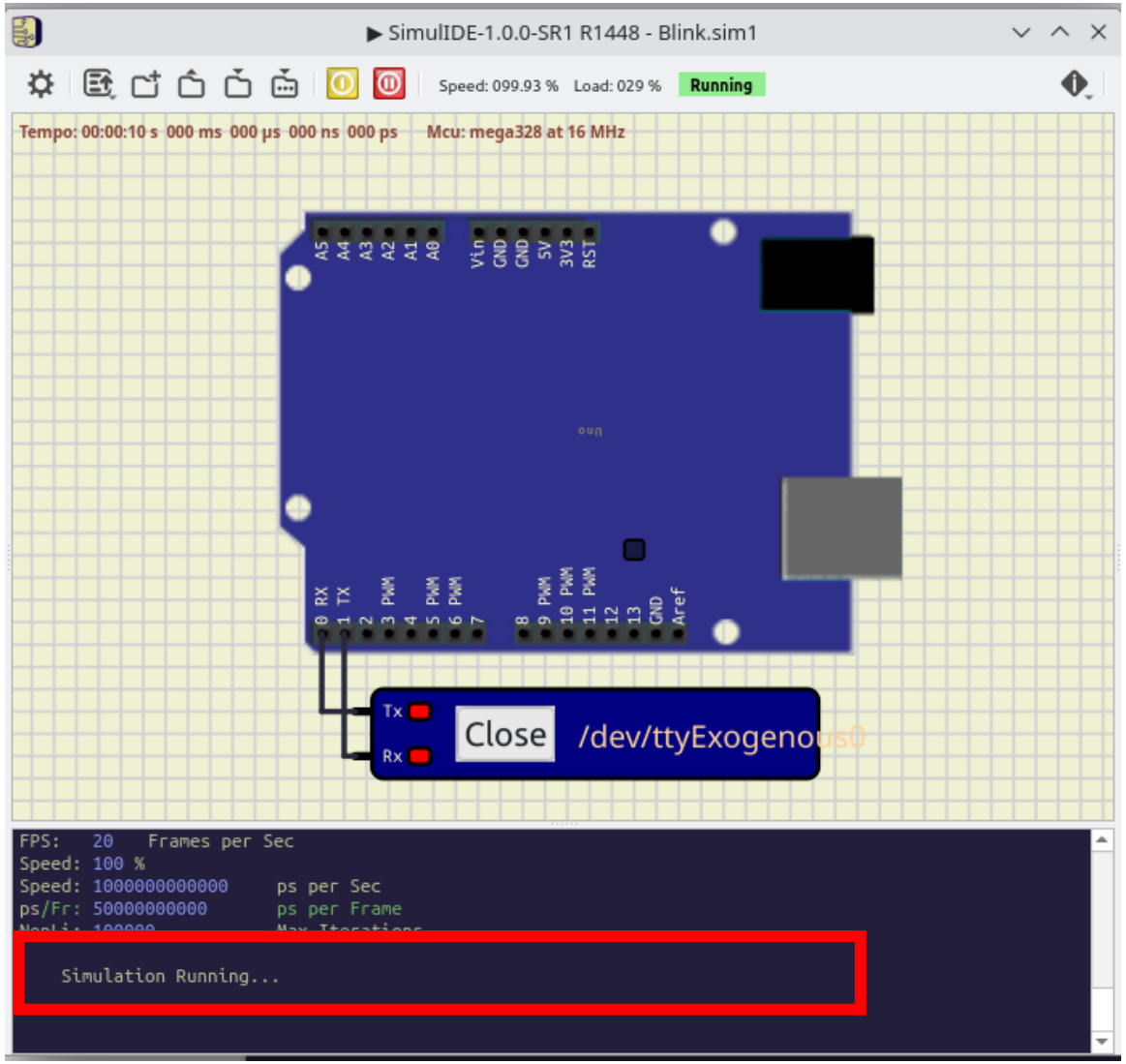
SimulIDE: Blink



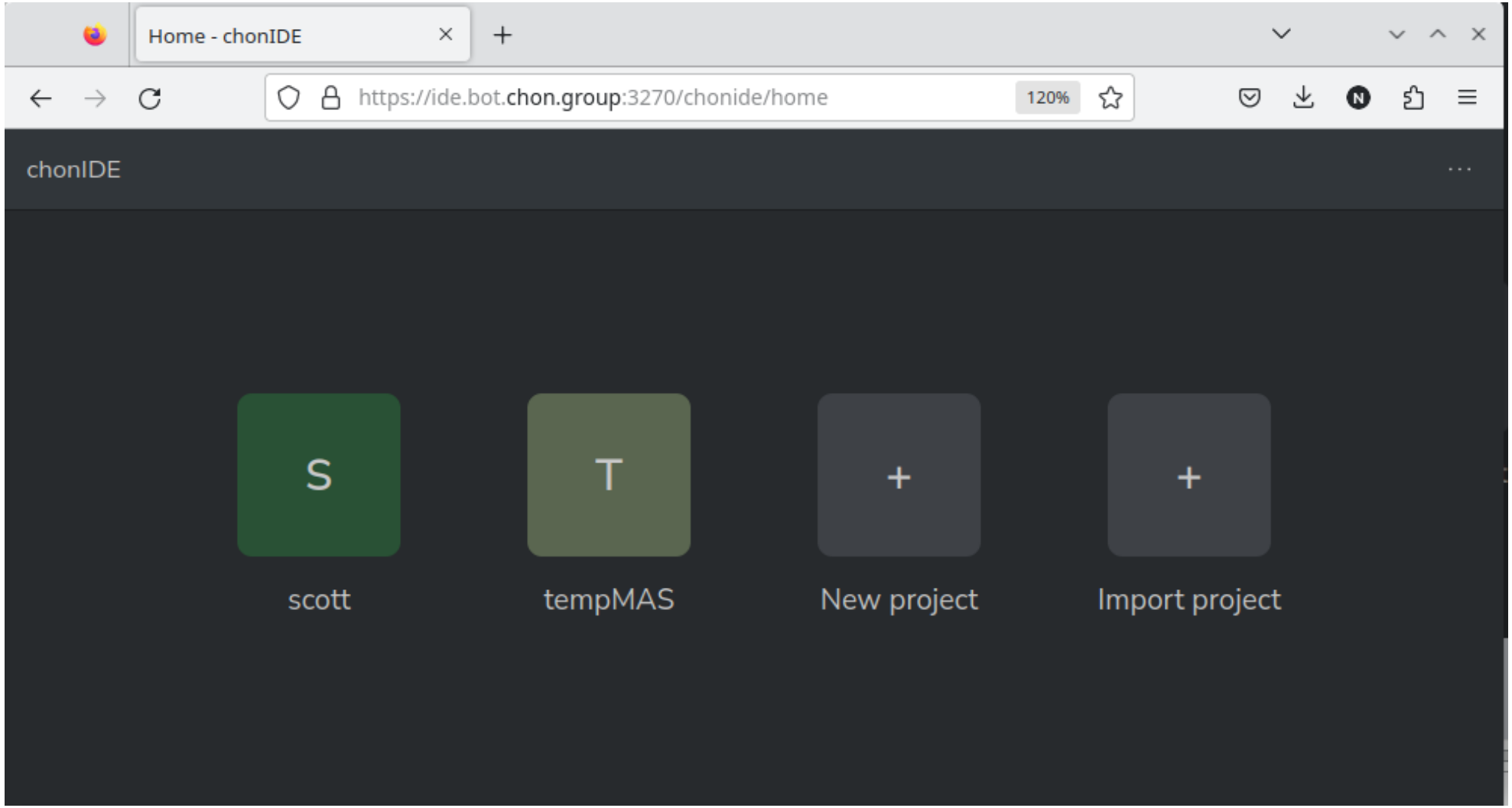
SimulIDE: Blink



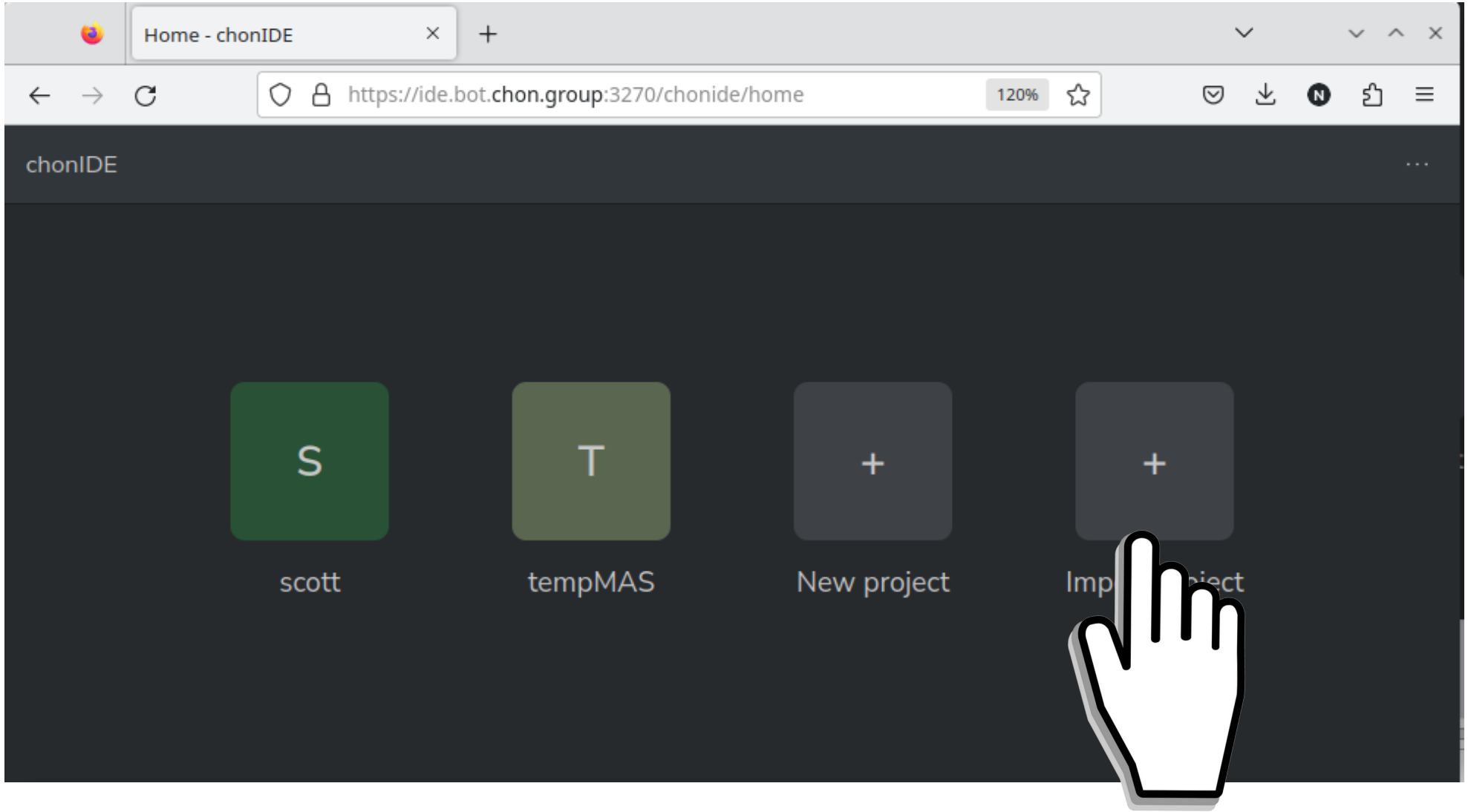
SimulIDE: Blink



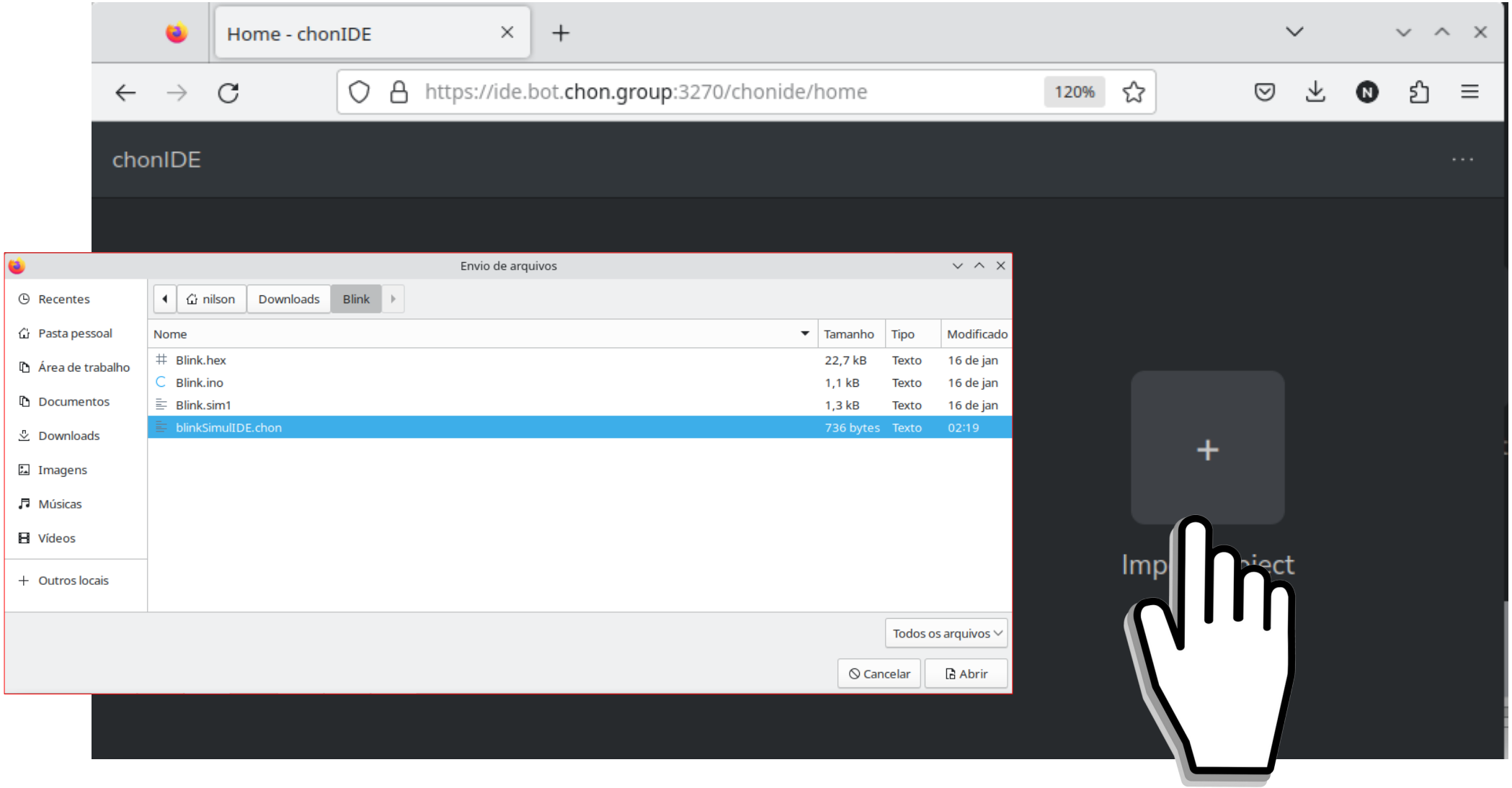
SimulIDE: Blink



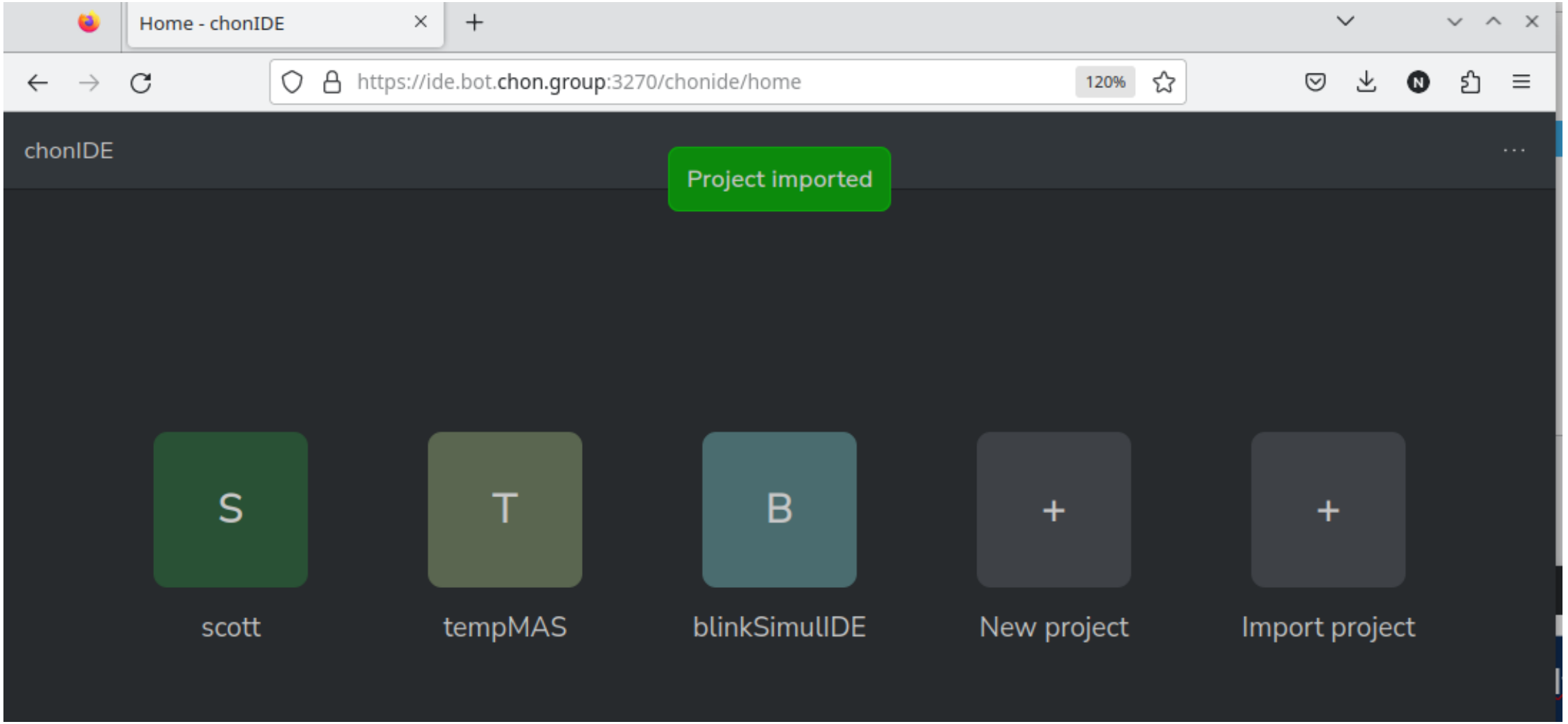
SimulIDE: Blink



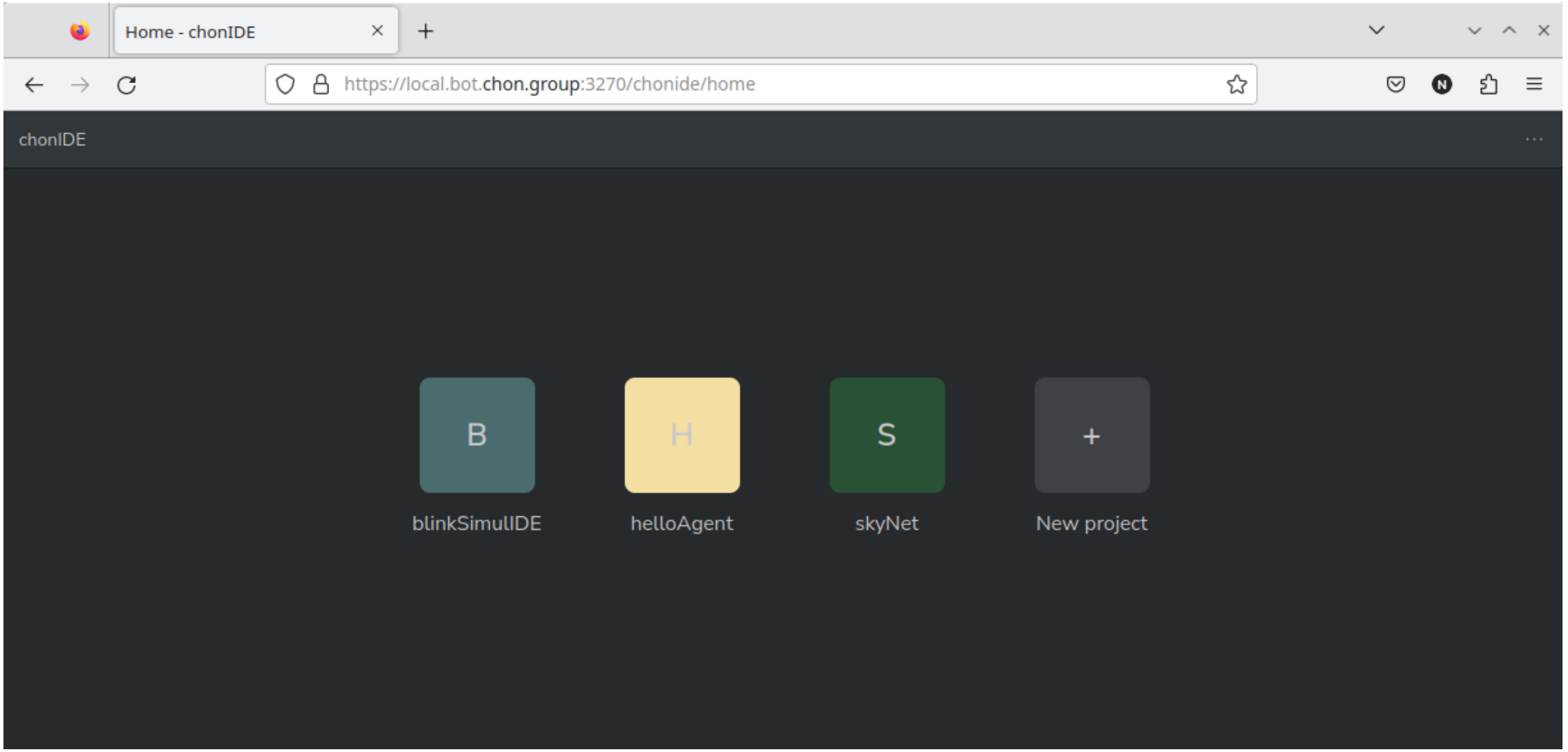
SimulIDE: Blink



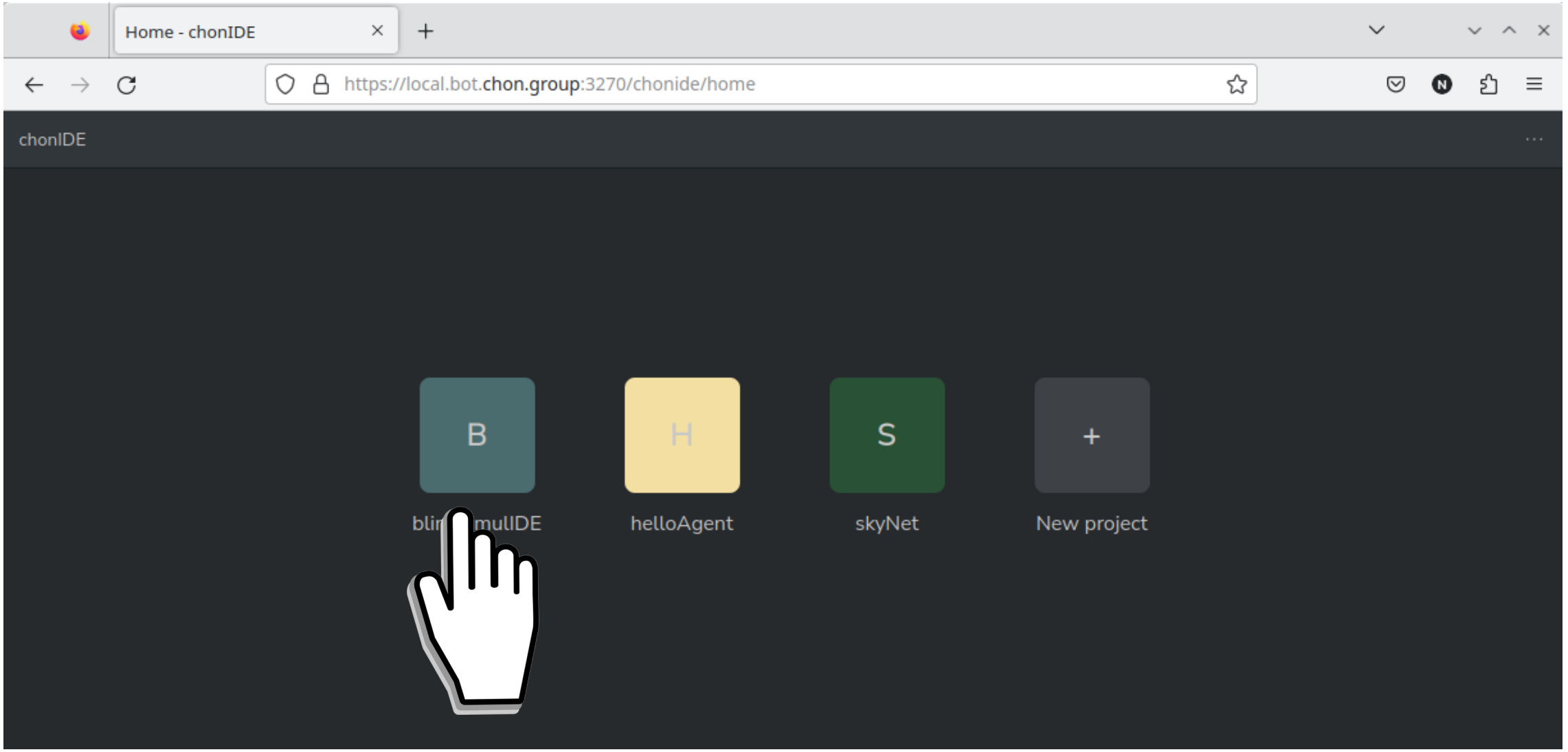
SimulIDE: Blink



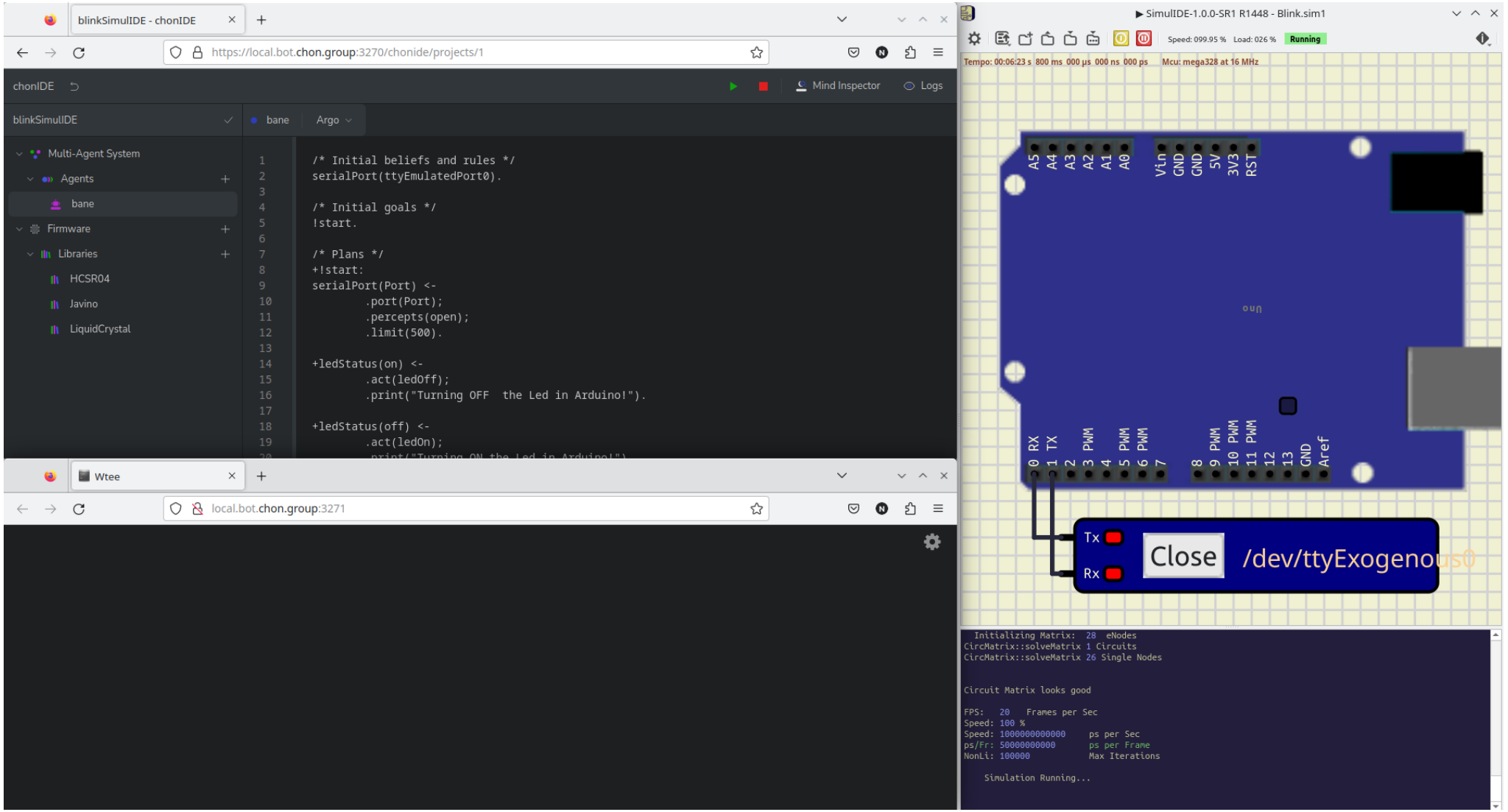
SimulIDE: Blink



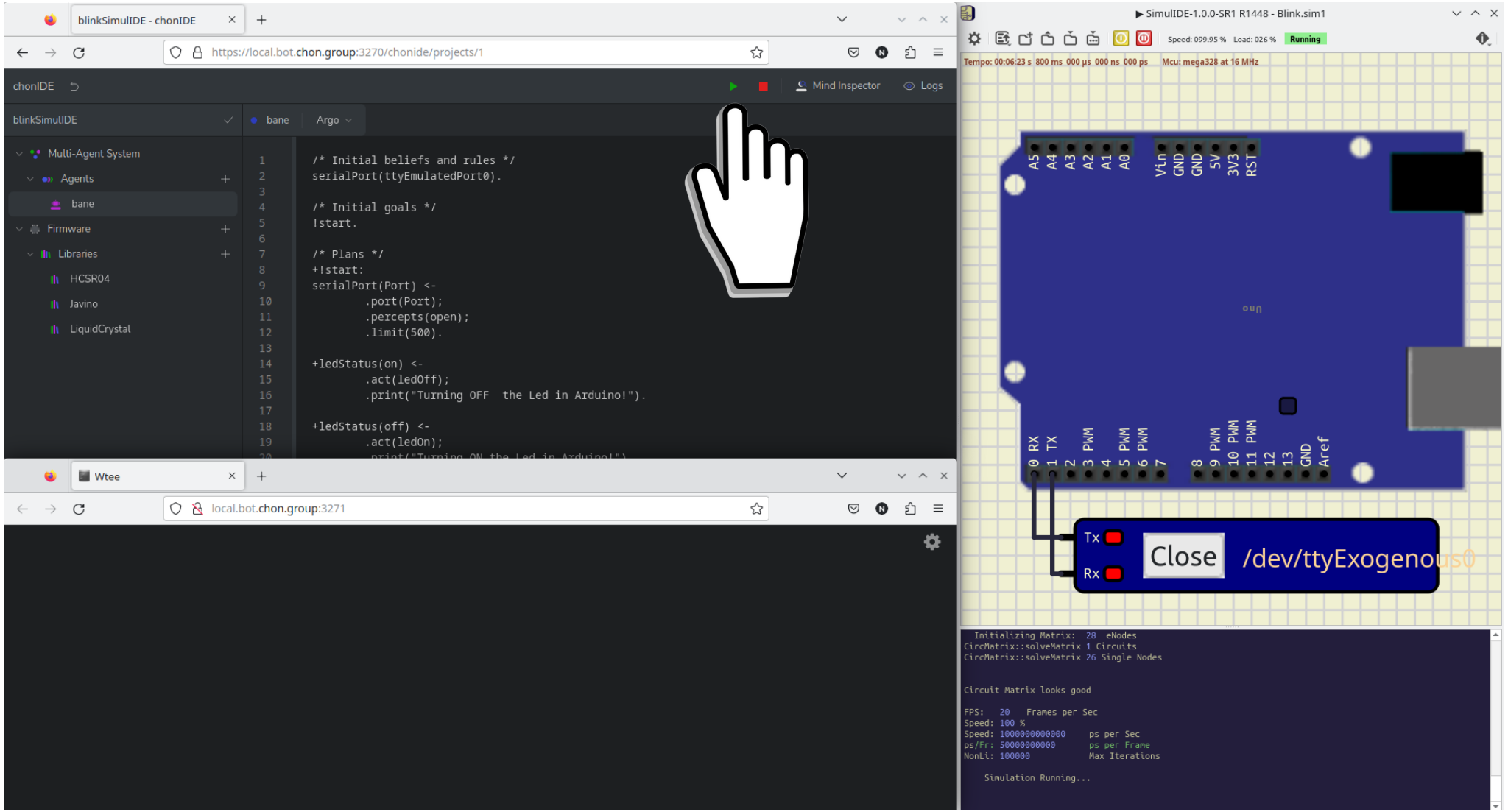
SimulIDE: Blink



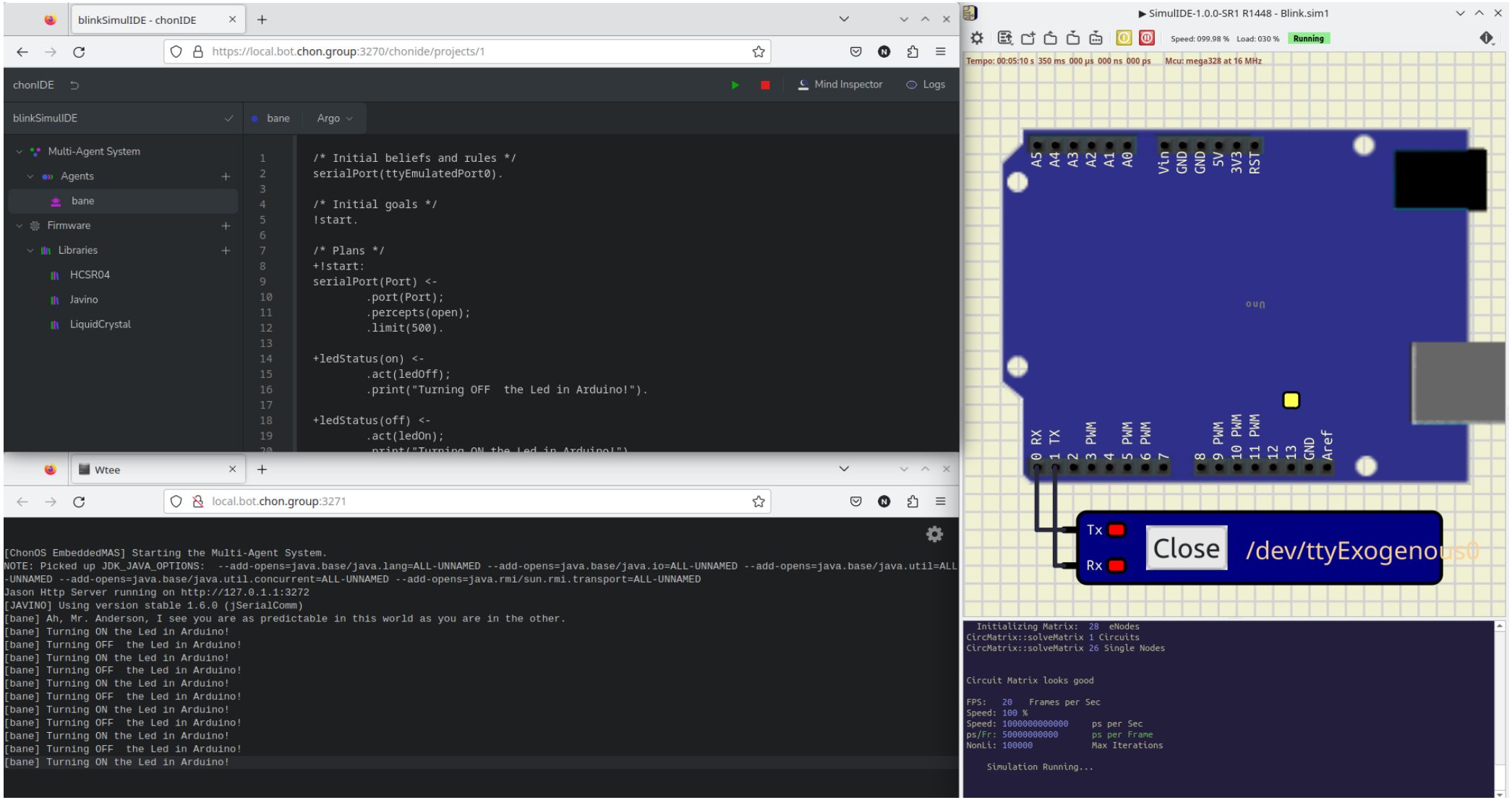
SimulIDE: Blink



SimulIDE: Blink



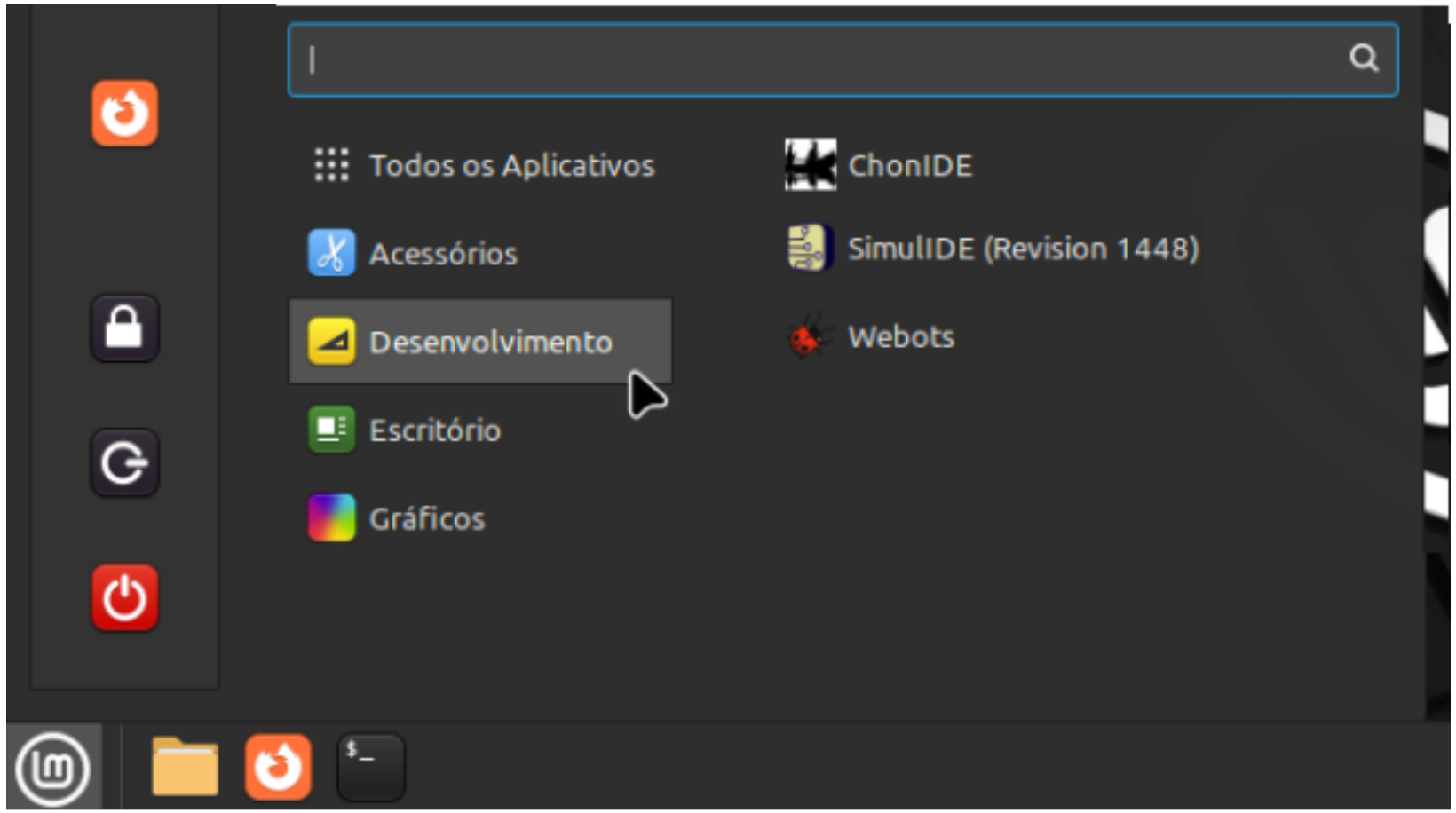
SimulIDE: Blink



Webots

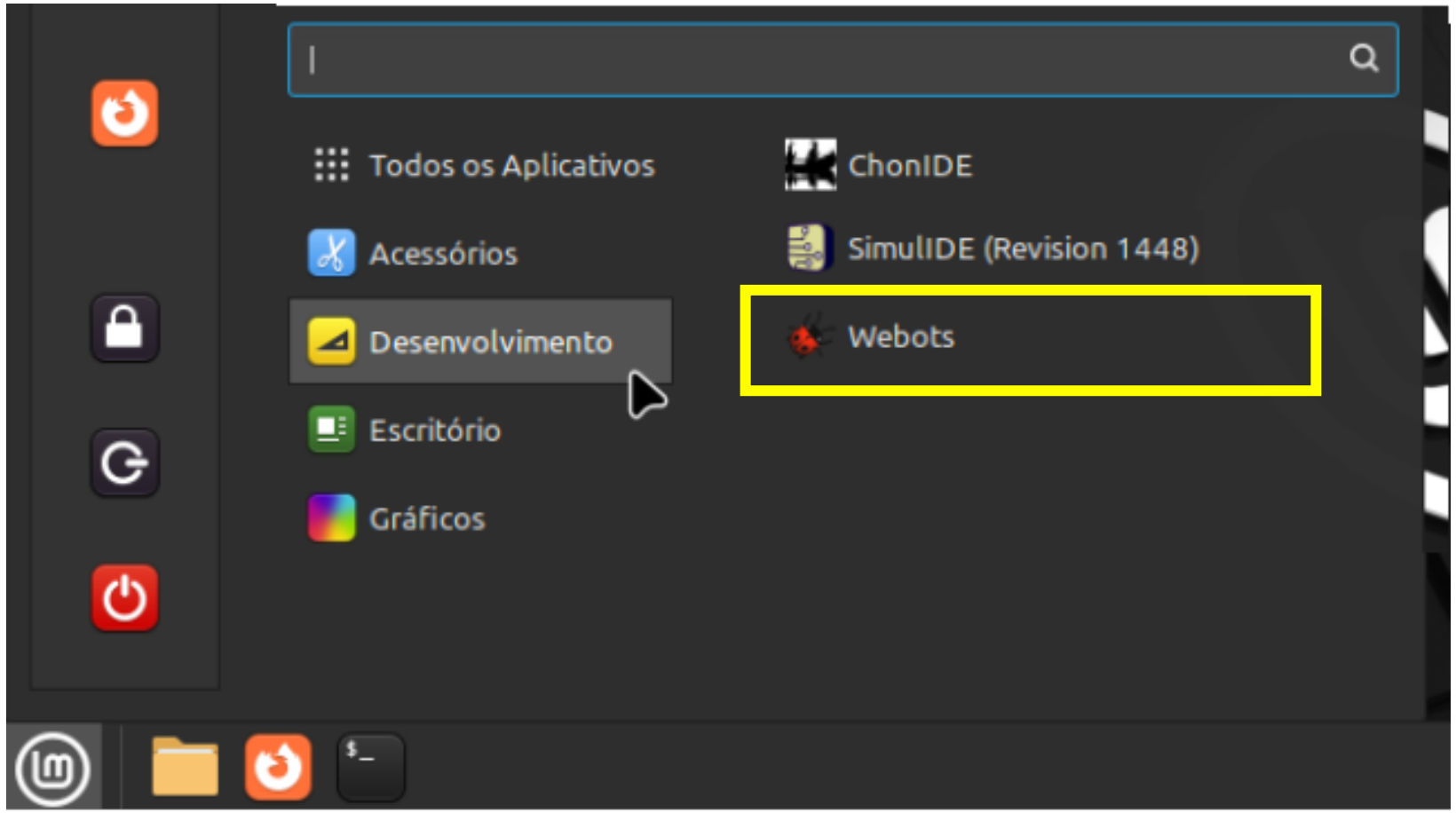
Michel, O. (1998). Webots: Symbiosis Between Virtual and Real Mobile Robots. In: Heudin, JC. (eds) Virtual Worlds. VW 1998. Lecture Notes in Computer Science(), vol 1434. Springer, Berlin, Heidelberg. https://doi.org/10.1007/3-540-68686-X_24

Webots



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

Webots



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

Webots

distributedAndEmbeddedAI / course / 05-TheDevelopmentTool / Examples /

nilsonLazarin Car4WD Simulated World developed by @bptfreitas

Name	Last commit
..	
Blink	developmer
Car4WD	Car4WD Sim
Blink.zip	developmer
Car4WD.zip	Car4WD Sim

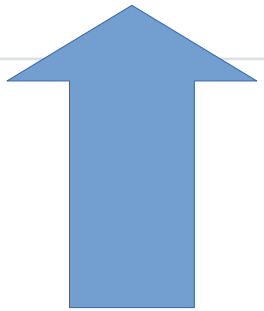
https://github.com/chon-group/distributedAndEmbeddedAI/raw/main/course/05-TheDevelopmentTool/Examples/Car4WD.zip

Webots

distributedAndEmbeddedAI / course / 05-TheDevelopmentTool / Examples /

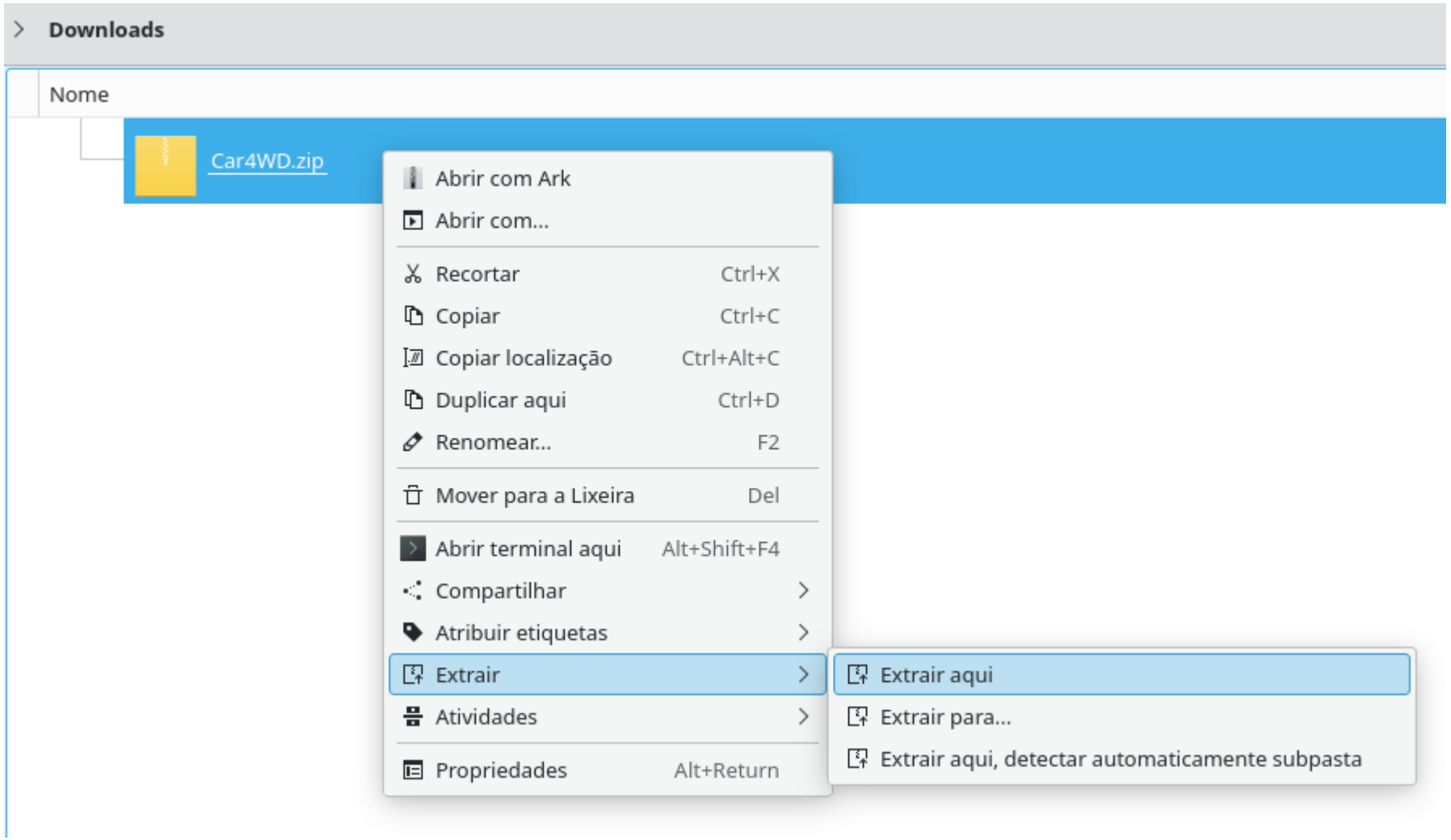
nilsonLazarin Car4WD Simulated World developed by @bptfreitas

Name	Last commit
..	
Blink	developmer
Car4WD	Car4WD Sim
Blink.zip	developmer
Car4WD.zip	Car4WD Sim

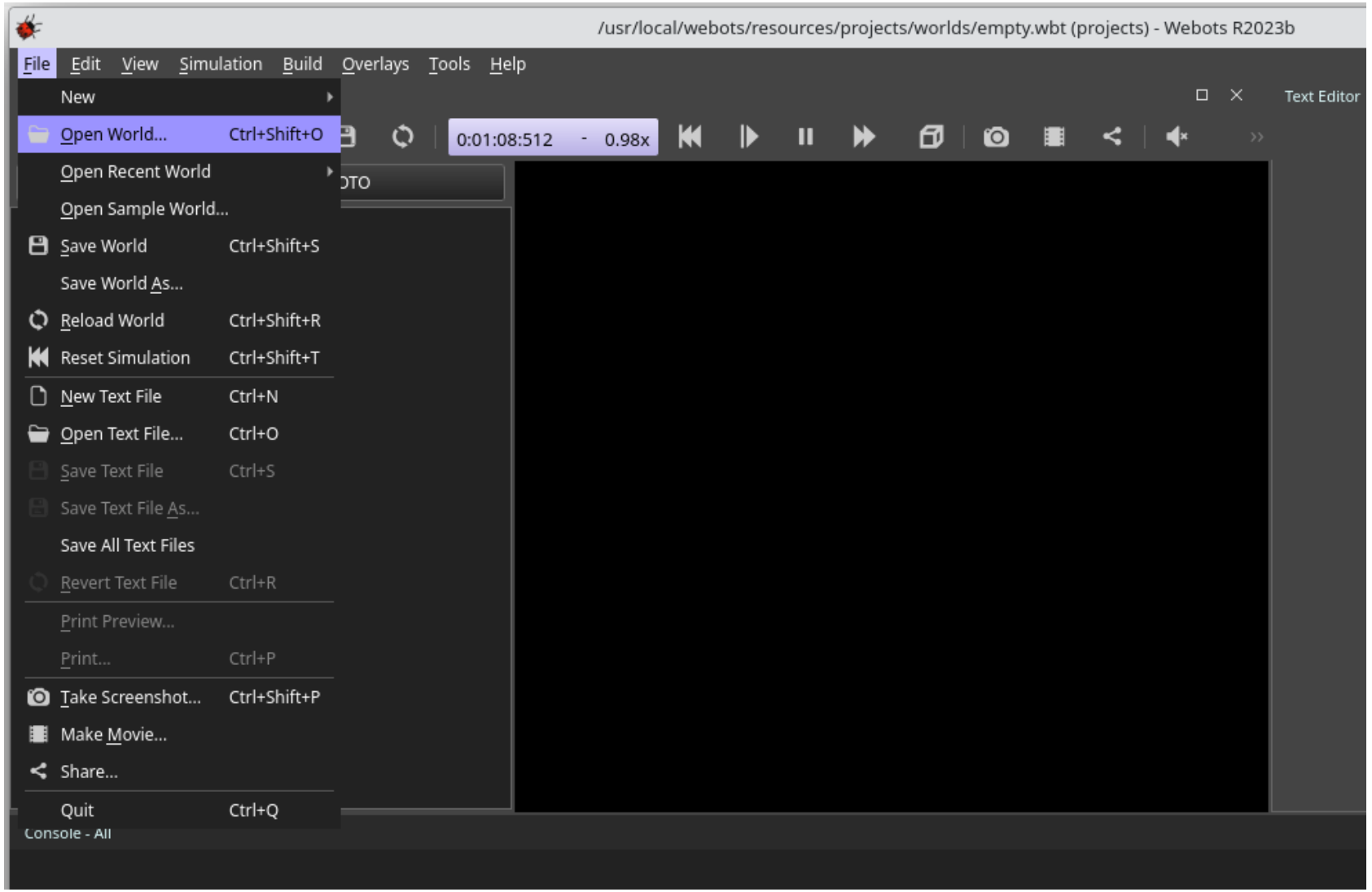


https://github.com/chon-group/distributedAndEmbeddedAI/raw/main/course/05-TheDevelopmentTool/Examples/Car4WD.zip

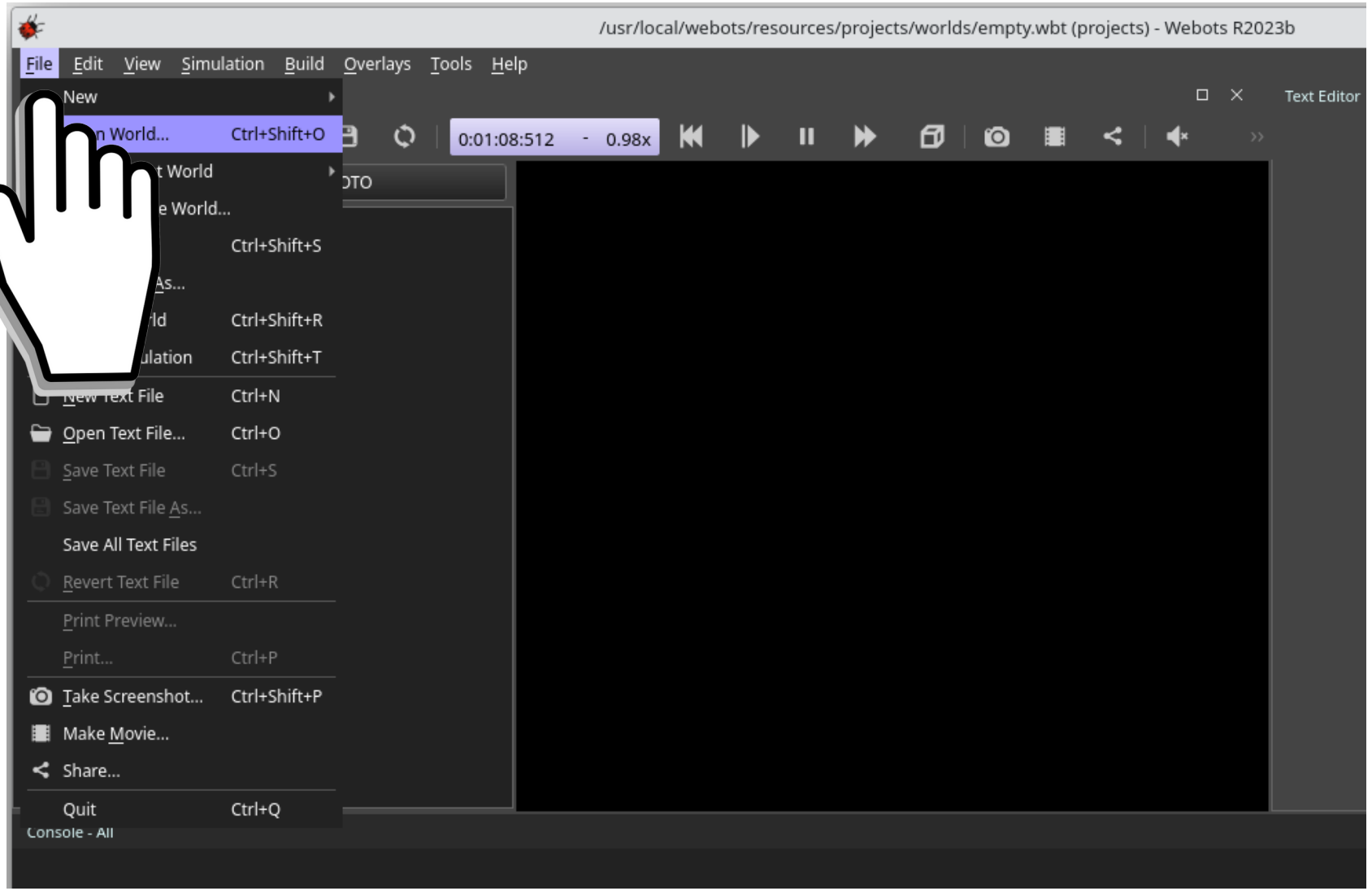
Webots


Downloads
Nome
Car4WD.zip
Abrir com Ark
Abrir com...
Recortar Ctrl+X
Copiar Ctrl+C
Copiar localização Ctrl+Alt+C
Duplicar aqui Ctrl+D
Renomear... F2
Mover para a Lixeira Del
Abrir terminal aqui Alt+Shift+F4
Compartilhar
Atribuir etiquetas
Extrair
Atividades
Propriedades Alt+Return
Extrair aqui
Extrair para...
Extrair aqui, detectar automaticamente subpasta

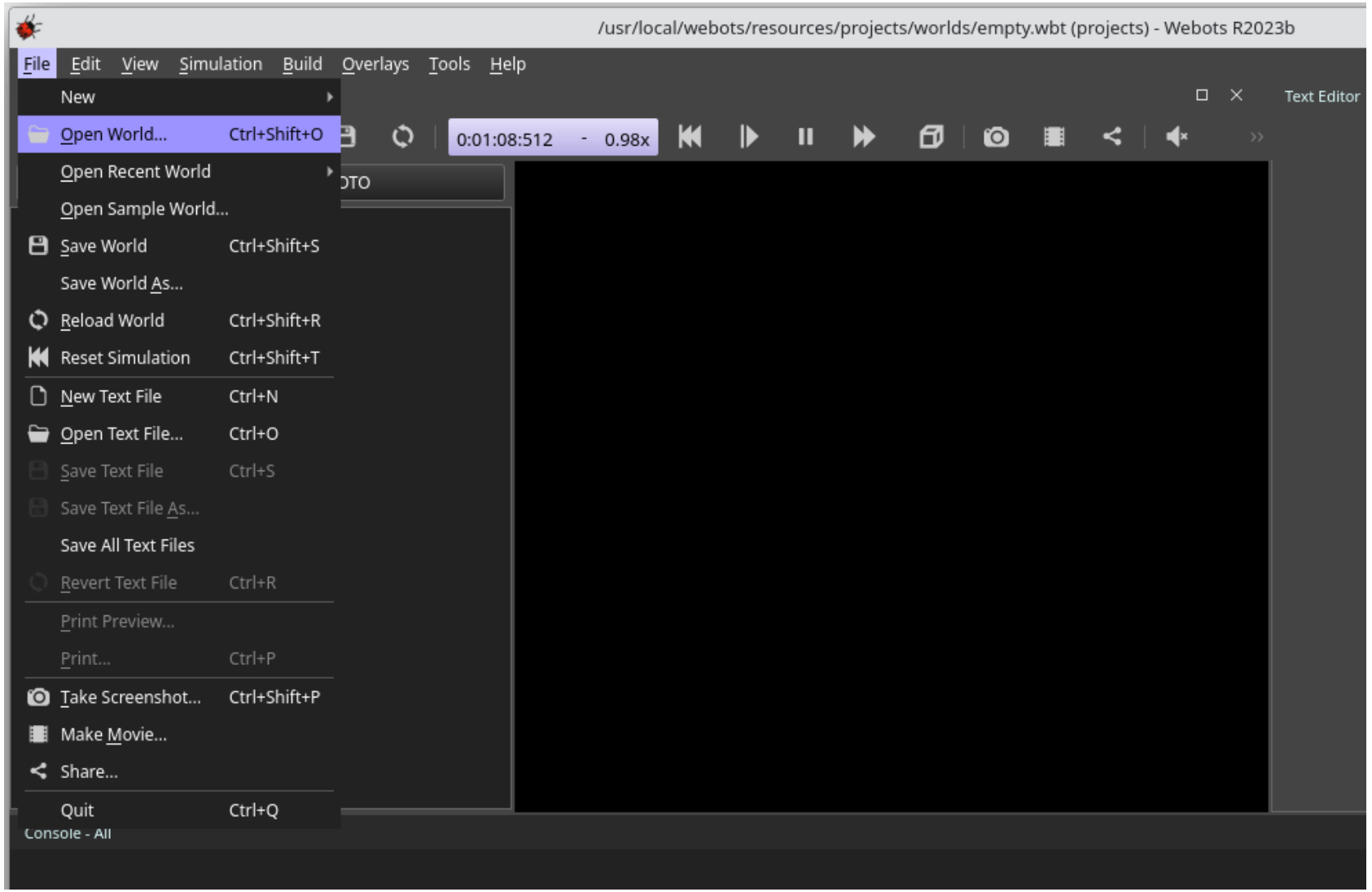
Webots


/usr/local/webots/resources/projects/worlds/empty.wbt (projects) - Webots R2023b
File Edit View Simulation Build Overlays Tools Help
New
Open World... Ctrl+Shift+O
Open Recent World
Open Sample World...
Save World Ctrl+Shift+S
Save World As...
Reload World Ctrl+Shift+R
Reset Simulation Ctrl+Shift+T
New Text File Ctrl+N
Open Text File... Ctrl+O
Save Text File Ctrl+S
Save Text File As...
Save All Text Files
Revert Text File Ctrl+R
Print Preview...
Print... Ctrl+P
Take Screenshot... Ctrl+Shift+P
Make Movie...
Share...
Quit Ctrl+Q
0:01:08:512 - 0.98x
Text Editor
Console - All

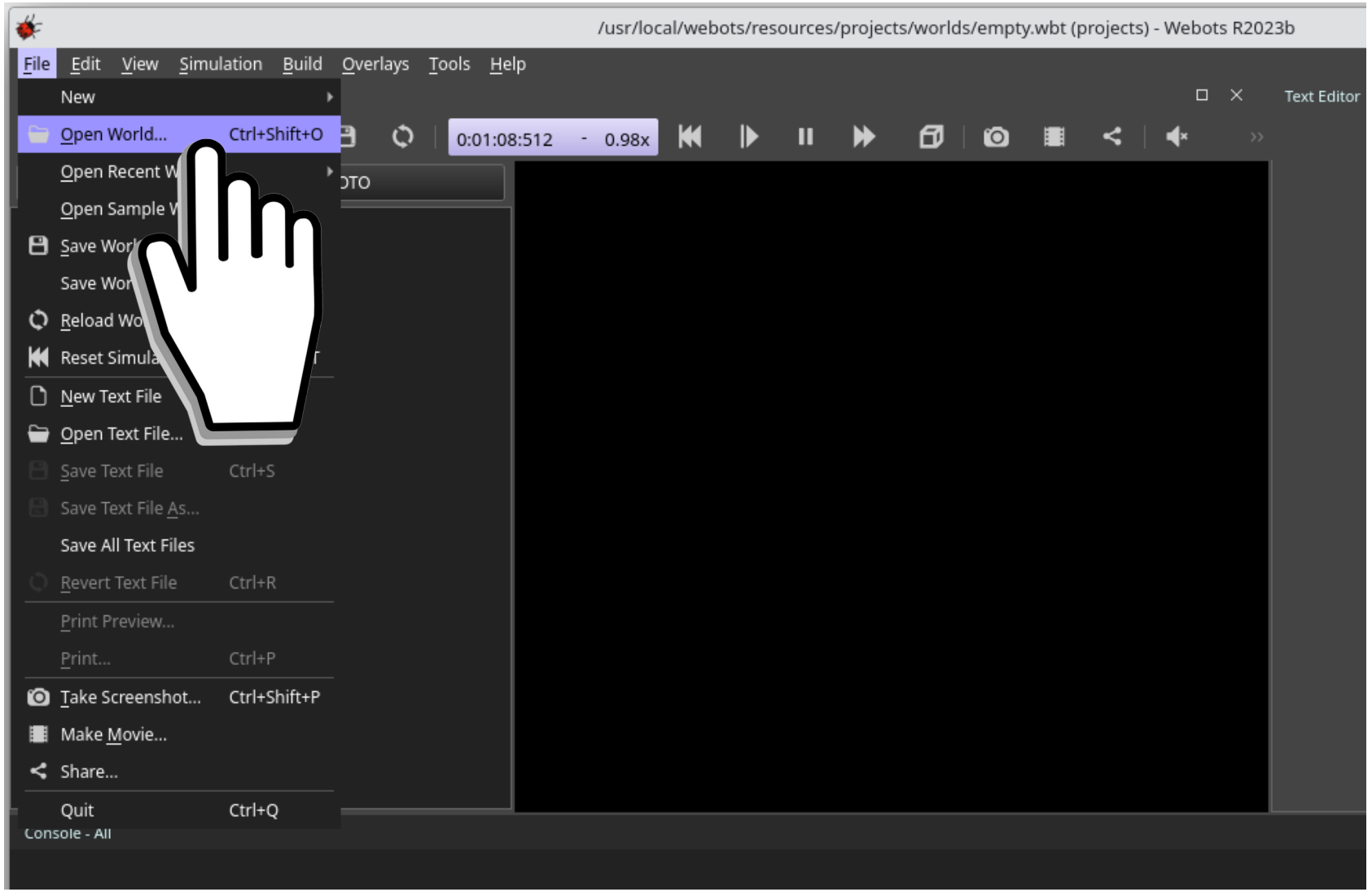
Webots


/usr/local/webots/resources/projects/worlds/empty.wbt (projects) - Webots R2023b
File Edit View Simulation Build Overlays Tools Help
New
Ctrl+Shift+O
Ctrl+Shift+S
Ctrl+Shift+R
Ctrl+Shift+T
Ctrl+N
Open Text File... Ctrl+O
Save Text File Ctrl+S
Save Text File As...
Save All Text Files
Revert Text File Ctrl+R
Print Preview...
Print... Ctrl+P
Take Screenshot... Ctrl+Shift+P
Make Movie...
Share...
Quit Ctrl+Q
0:01:08:512 - 0.98x
Text Editor
Console - All

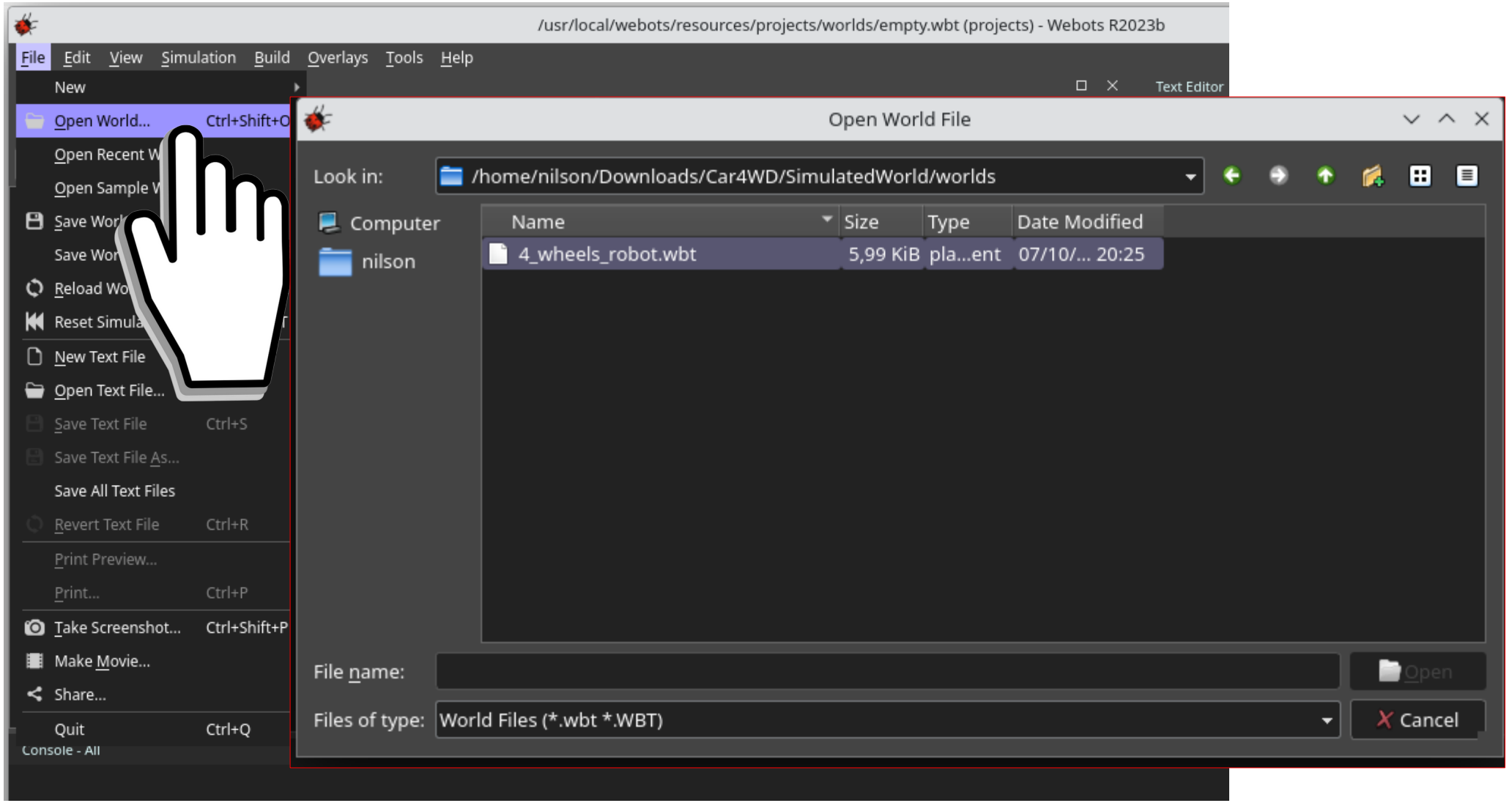
Webots


/usr/local/webots/resources/projects/worlds/empty.wbt (projects) - Webots R2023b
File Edit View Simulation Build Overlays Tools Help
New
Open World... Ctrl+Shift+O
Open Recent World
Open Sample World...
Save World Ctrl+Shift+S
Save World As...
Reload World Ctrl+Shift+R
Reset Simulation Ctrl+Shift+T
New Text File Ctrl+N
Open Text File... Ctrl+O
Save Text File Ctrl+S
Save Text File As...
Save All Text Files
Revert Text File Ctrl+R
Print Preview...
Print... Ctrl+P
Take Screenshot... Ctrl+Shift+P
Make Movie...
Share...
Quit Ctrl+Q
0:01:08:512 - 0.98x
Text Editor
Console - All

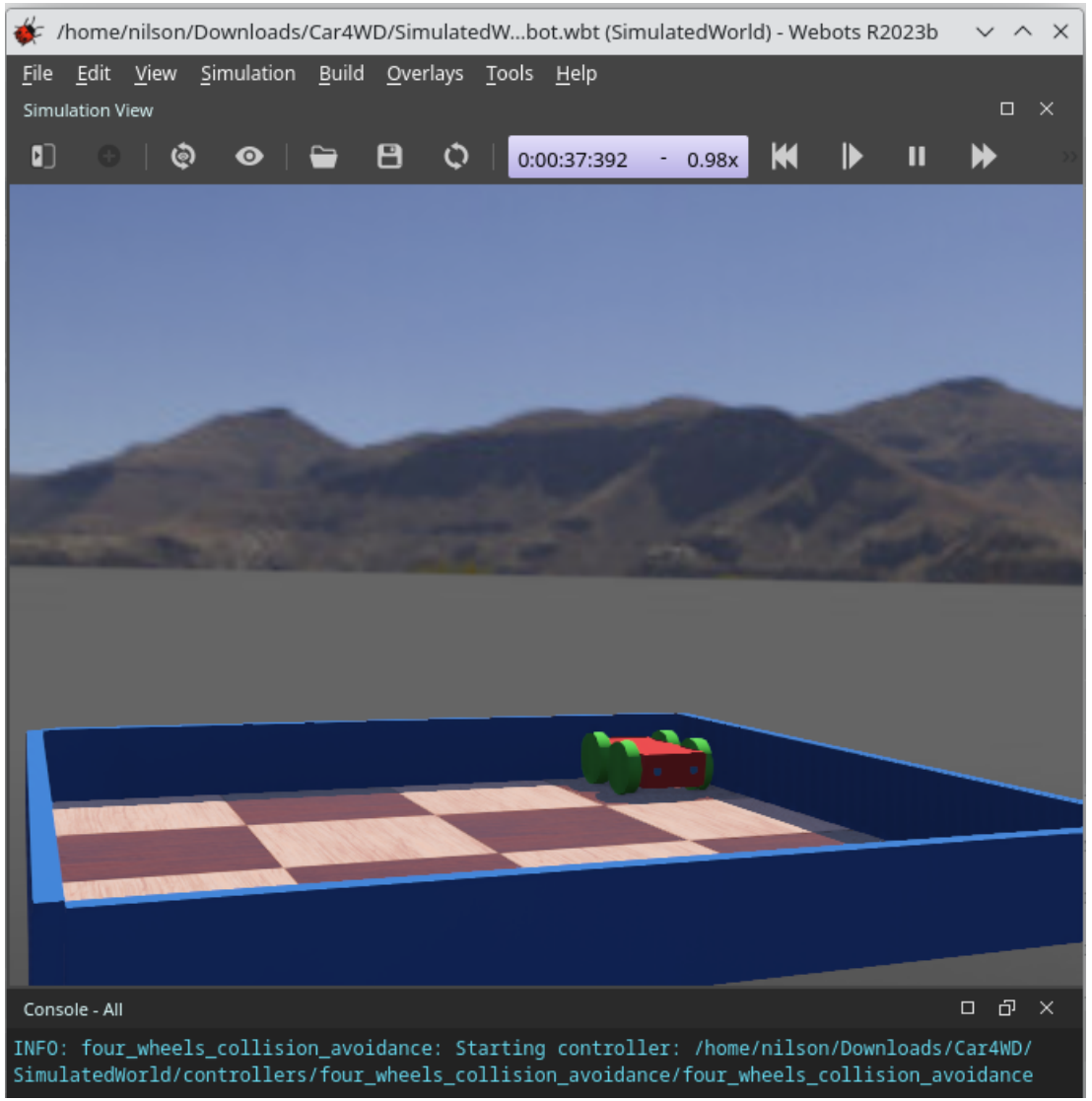
Webots


/usr/local/webots/resources/projects/worlds/empty.wbt (projects) - Webots R2023b
File Edit View Simulation Build Overlays Tools Help
New
Open World... Ctrl+Shift+O
Open Recent W
Open Sample W
Save Wor
Save Wor
Reload Wo
Reset Simula
New Text File
Open Text File...
Save Text File Ctrl+S
Save Text File As...
Save All Text Files
Revert Text File Ctrl+R
Print Preview...
Print... Ctrl+P
Take Screenshot... Ctrl+Shift+P
Make Movie...
Share...
Quit Ctrl+Q
0:01:08:512 - 0.98x
Text Editor
Console - All

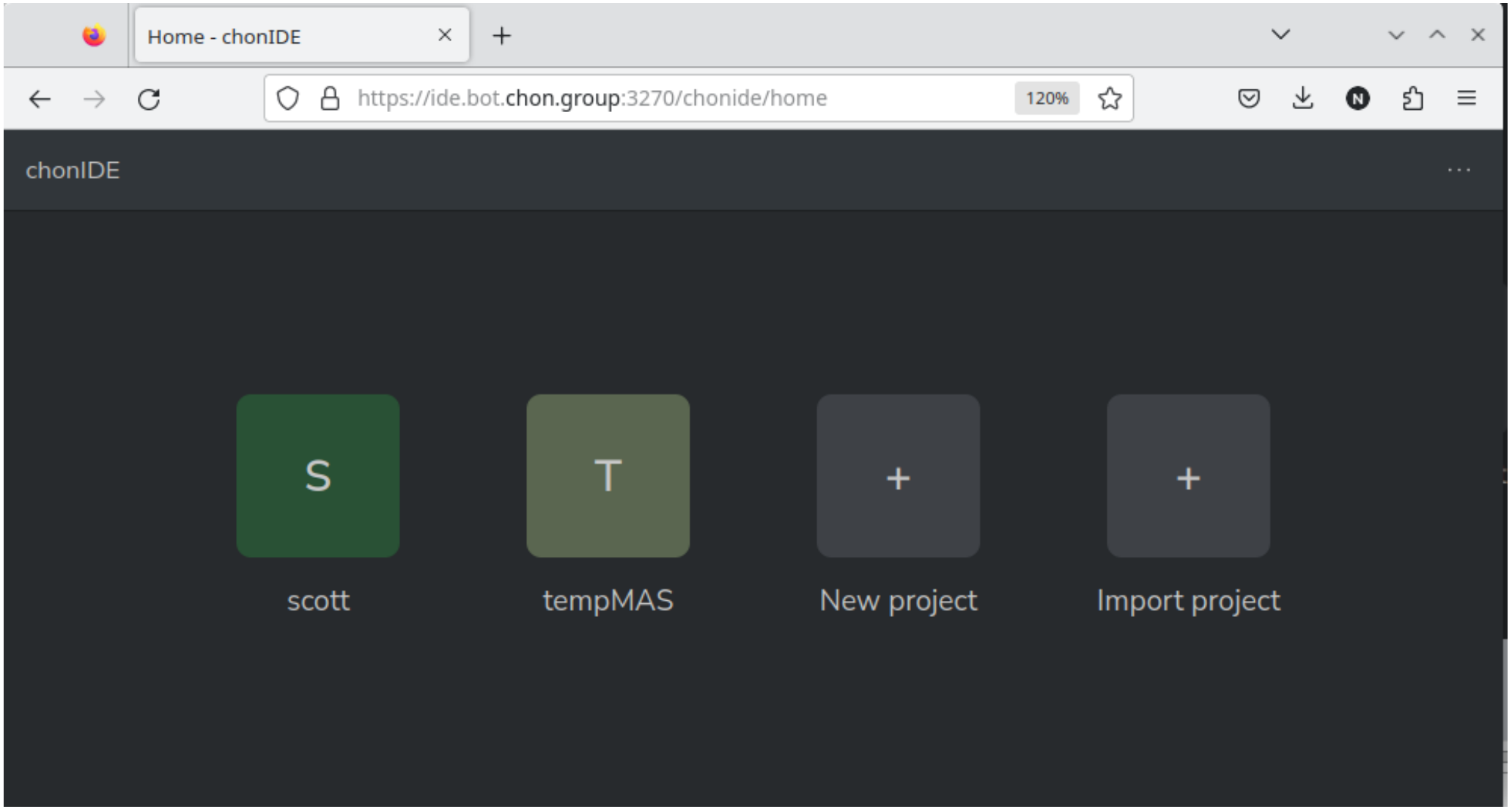
Webots


/usr/local/webots/resources/projects/worlds/empty.wbt (projects) - Webots R2023b
File Edit View Simulation Build Overlays Tools Help
New
Open World... Ctrl+Shift+O
Open Recent W
Open Sample W
Save Wor
Save Wor
Reload Wo
Reset Simula
New Text File
Open Text File...
Save Text File Ctrl+S
Save Text File As...
Save All Text Files
Revert Text File Ctrl+R
Print Preview...
Print... Ctrl+P
Take Screenshot... Ctrl+Shift+P
Make Movie...
Share...
Quit Ctrl+Q
Console - All
Text Editor
Open World File
Look in: /home/nilson/Downloads/Car4WD/SimulatedWorld/worlds
Computer
nilson
Name Size Type Date Modified
4_wheels_robot.wbt 5,99 KiB pla...ent 07/10/... 20:25
File name:
Open
Files of type: World Files (*.wbt *.WBT)
Cancel

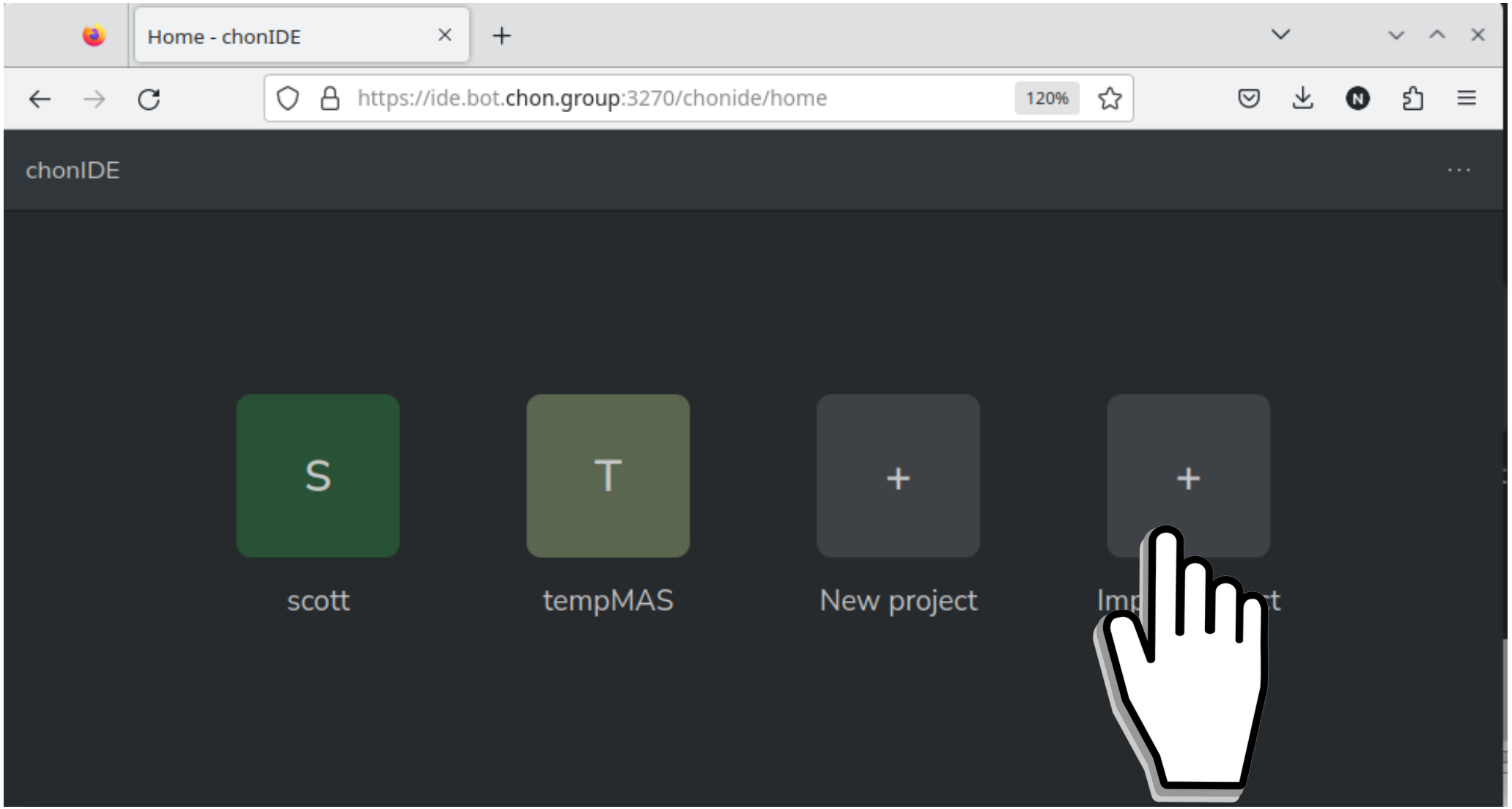
Webots


/home/nilson/Downloads/Car4WD/SimulatedW...bot.wbt (SimulatedWorld) - Webots R2023b
File Edit View Simulation Build Overlays Tools Help
Simulation View
0:00:37:392 - 0.98x
Console - All
INFO: four_wheels_collision_avoidance: Starting controller: /home/nilson/Downloads/Car4WD/SimulatedWorld/controllers/four_wheels_collision_avoidance/four_wheels_collision_avoidance

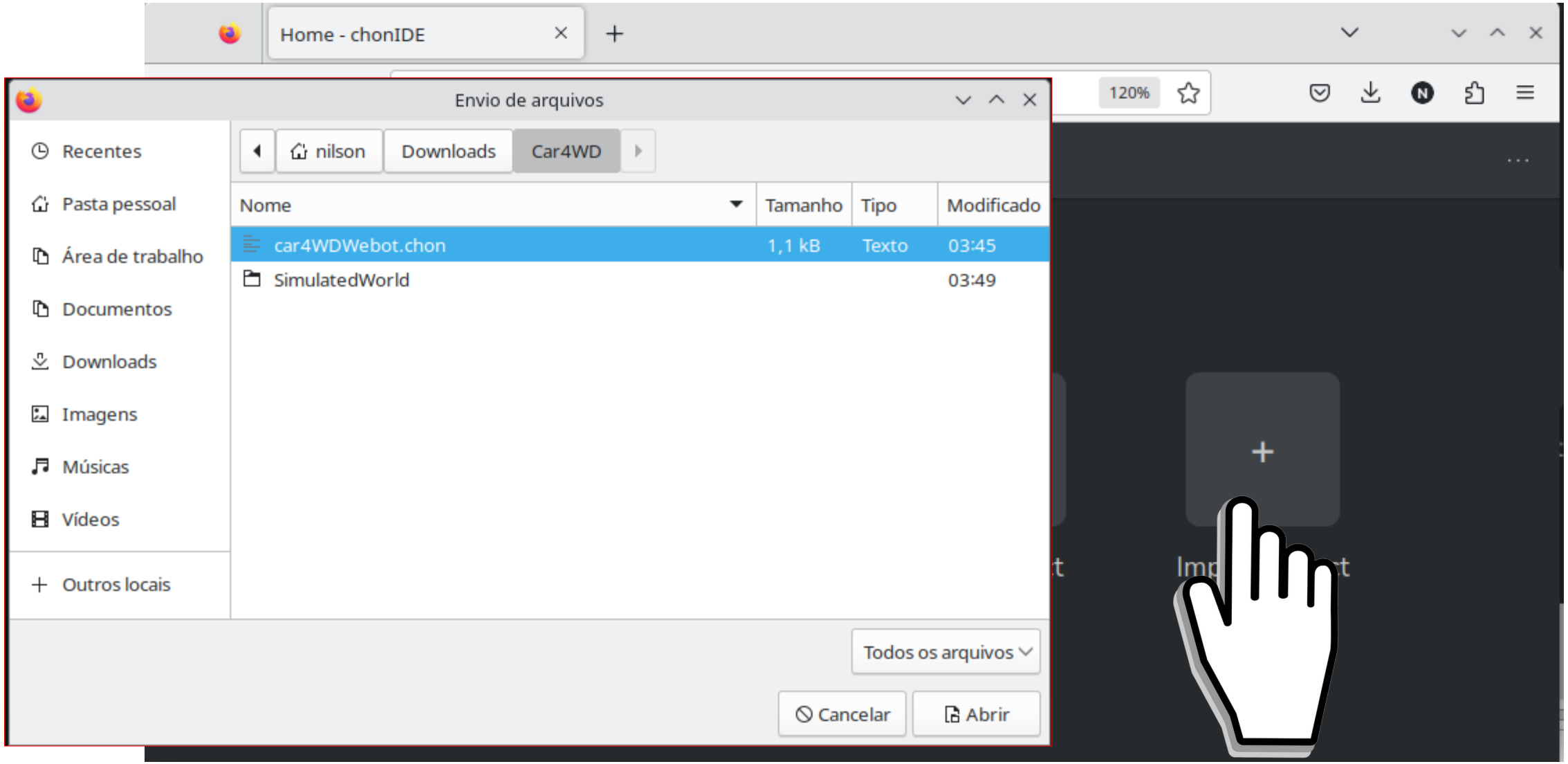
Webots


Home - chonIDE
https://ide.bot.chon.group:3270/chonide/home
120%
chonIDE
S
T
+
+
scott
tempMAS
New project
Import project

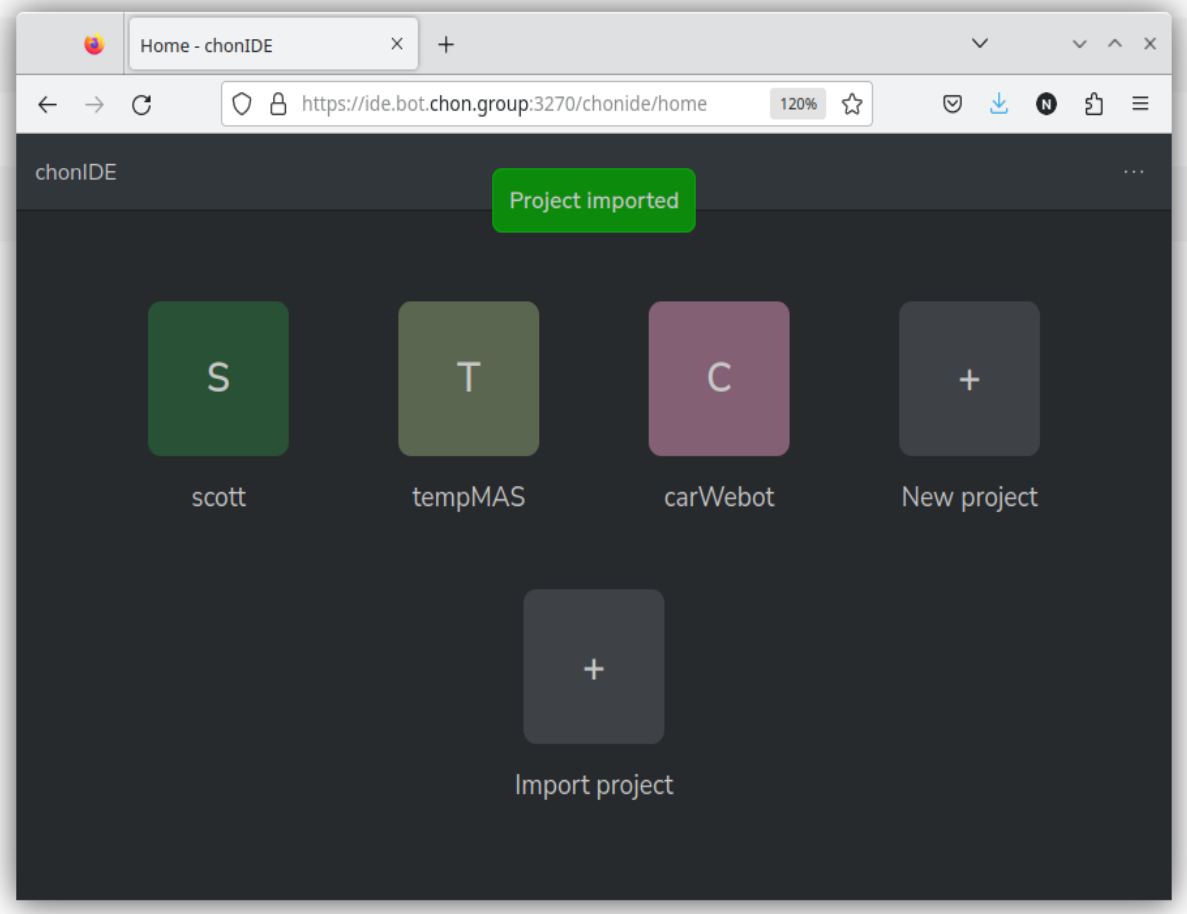
Webots


Home - chonIDE
https://ide.bot.chon.group:3270/chonide/home
120%
chonIDE
S
T
+
+
scott
tempMAS
New project

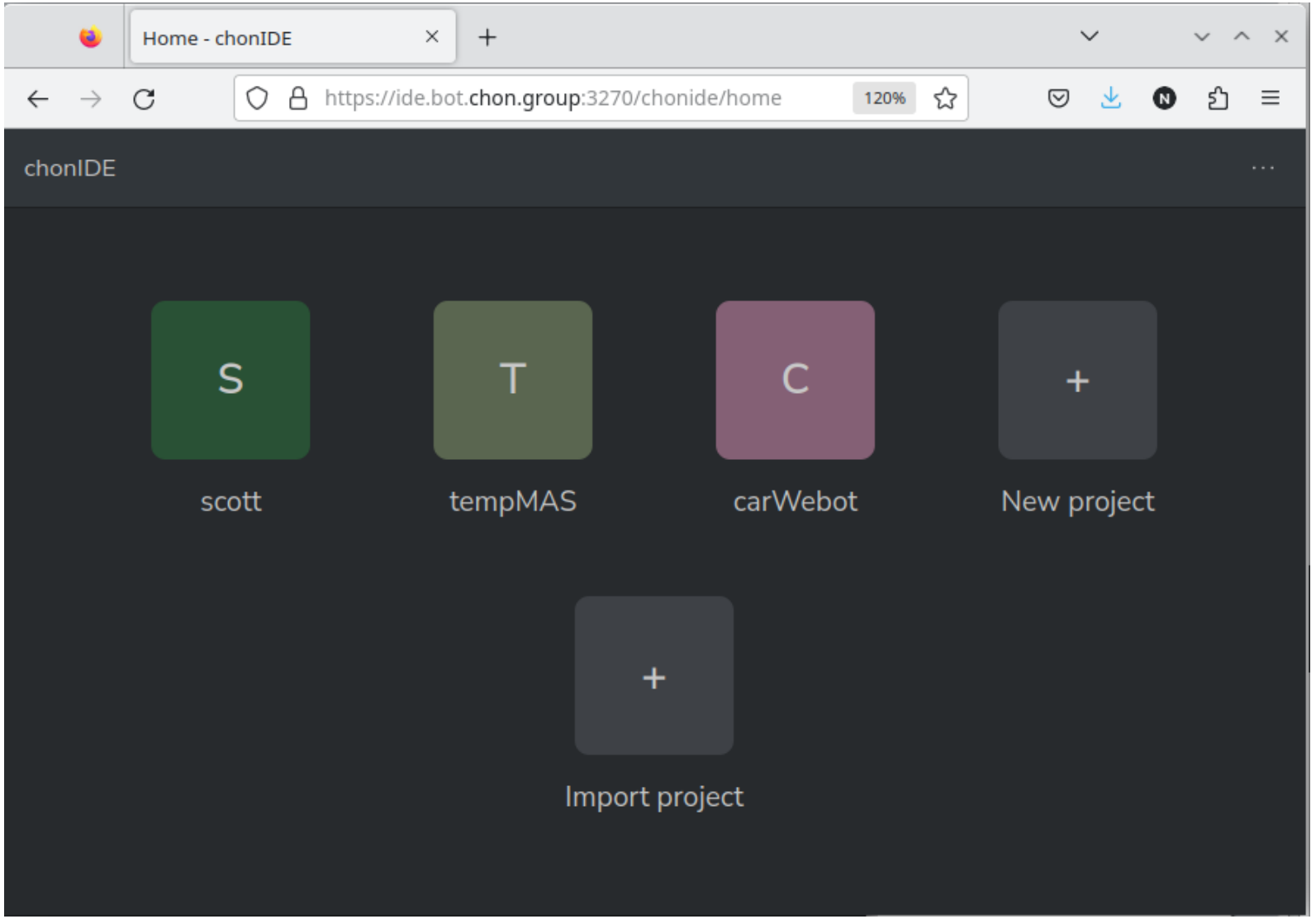
Webots


Home - chonIDE
120%
Envio de arquivos
Recentes
Pasta pessoal
Área de trabalho
Documentos
Downloads
Imagens
Músicas
Vídeos
Outros locais
nilson
Downloads
Car4WD
Nome
Tamanho
Tipo
Modificado
car4WDWebot.chon
1,1 kB
Texto
03:45
SimulatedWorld
03:49
Todos os arquivos
Cancelar
Abrir

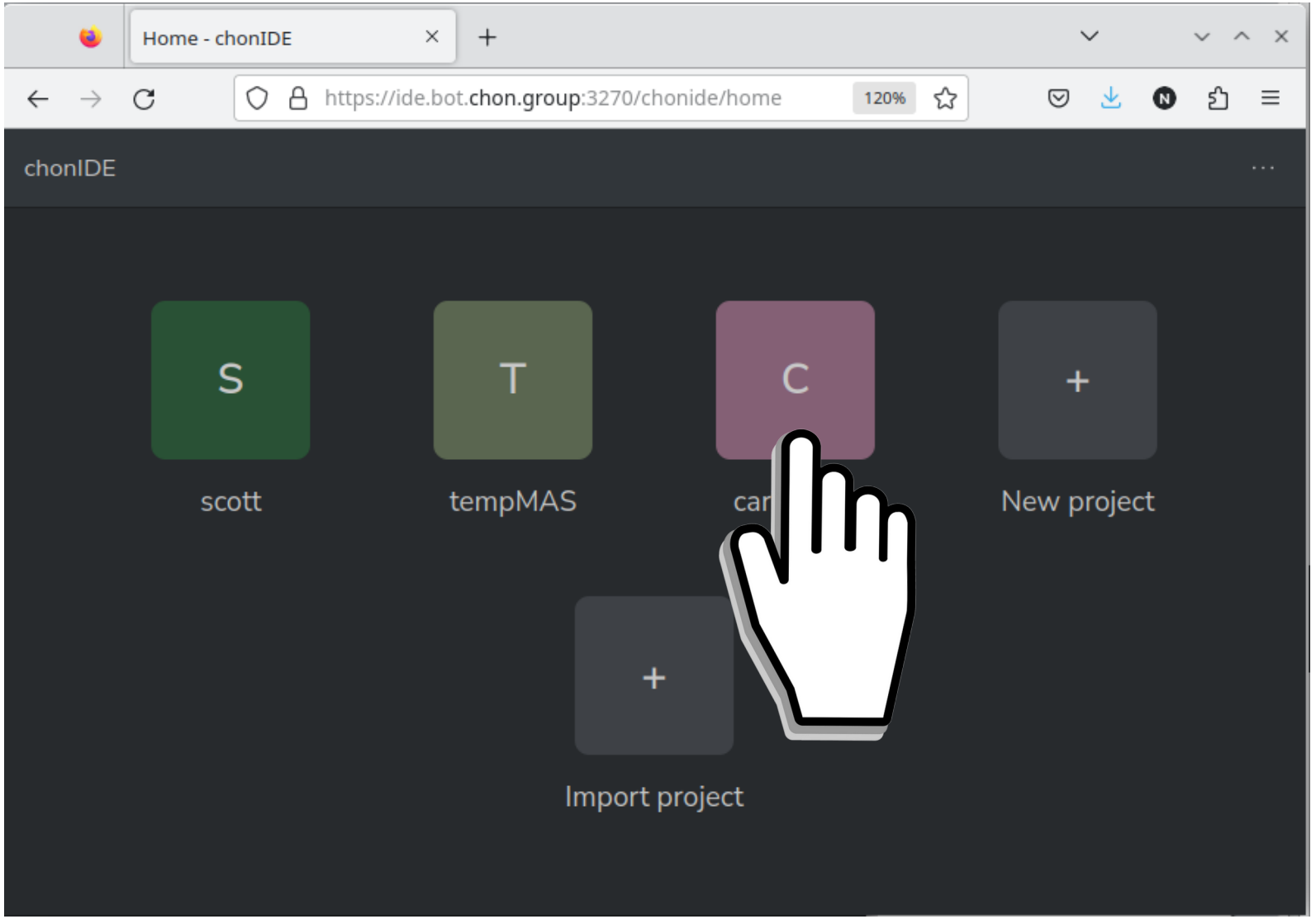
Webots


Home - chonIDE
https://ide.bot.chon.group:3270/chonide/home
120%
chonIDE
Project imported
S
T
C
+
scott
tempMAS
carWebot
New project
+
Import project

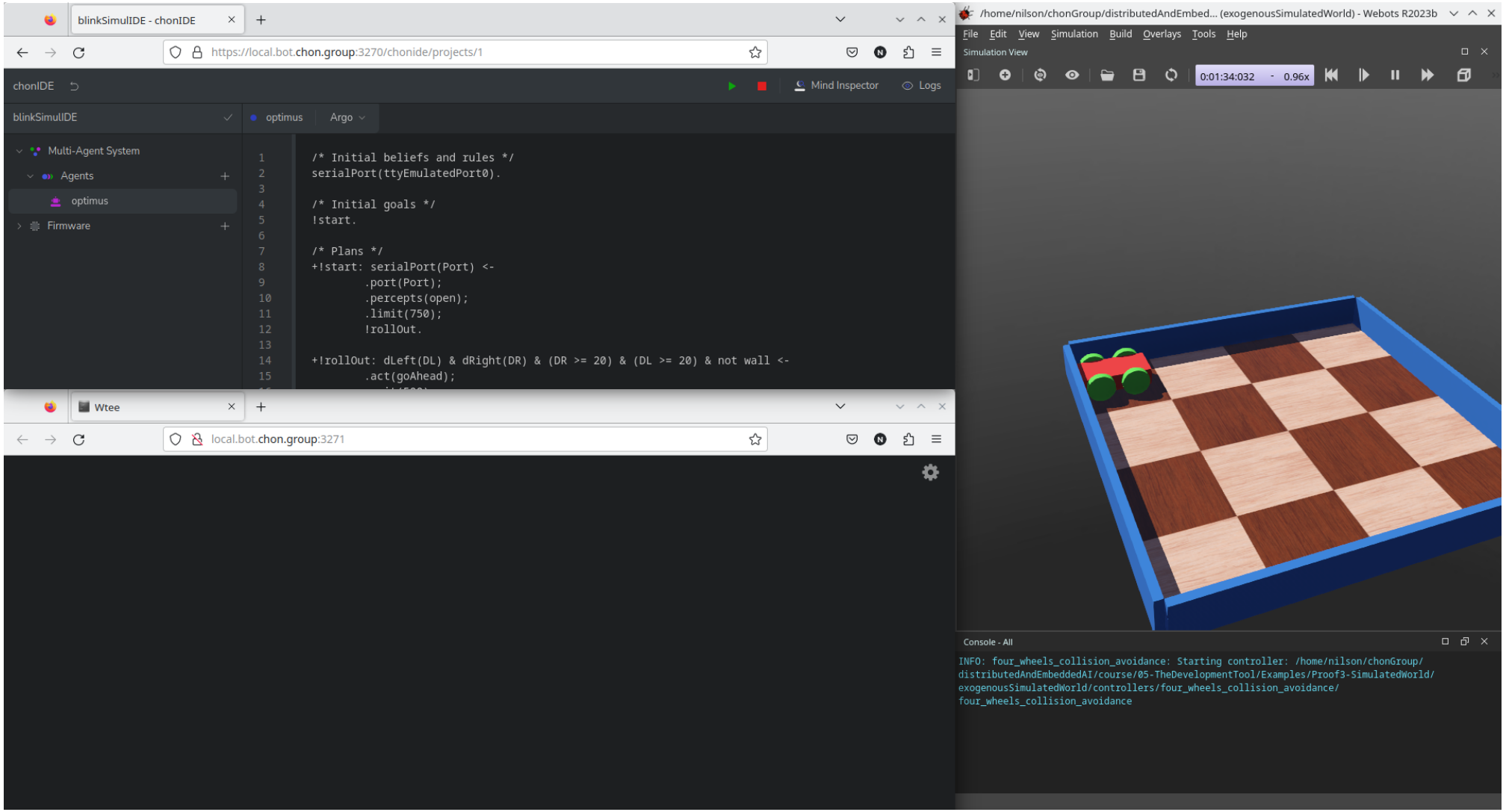
Webots


Home - chonIDE
https://ide.bot.chon.group:3270/chonide/home
120%
chonIDE
S
scott
T
tempMAS
C
carWebot
+
New project
+
Import project

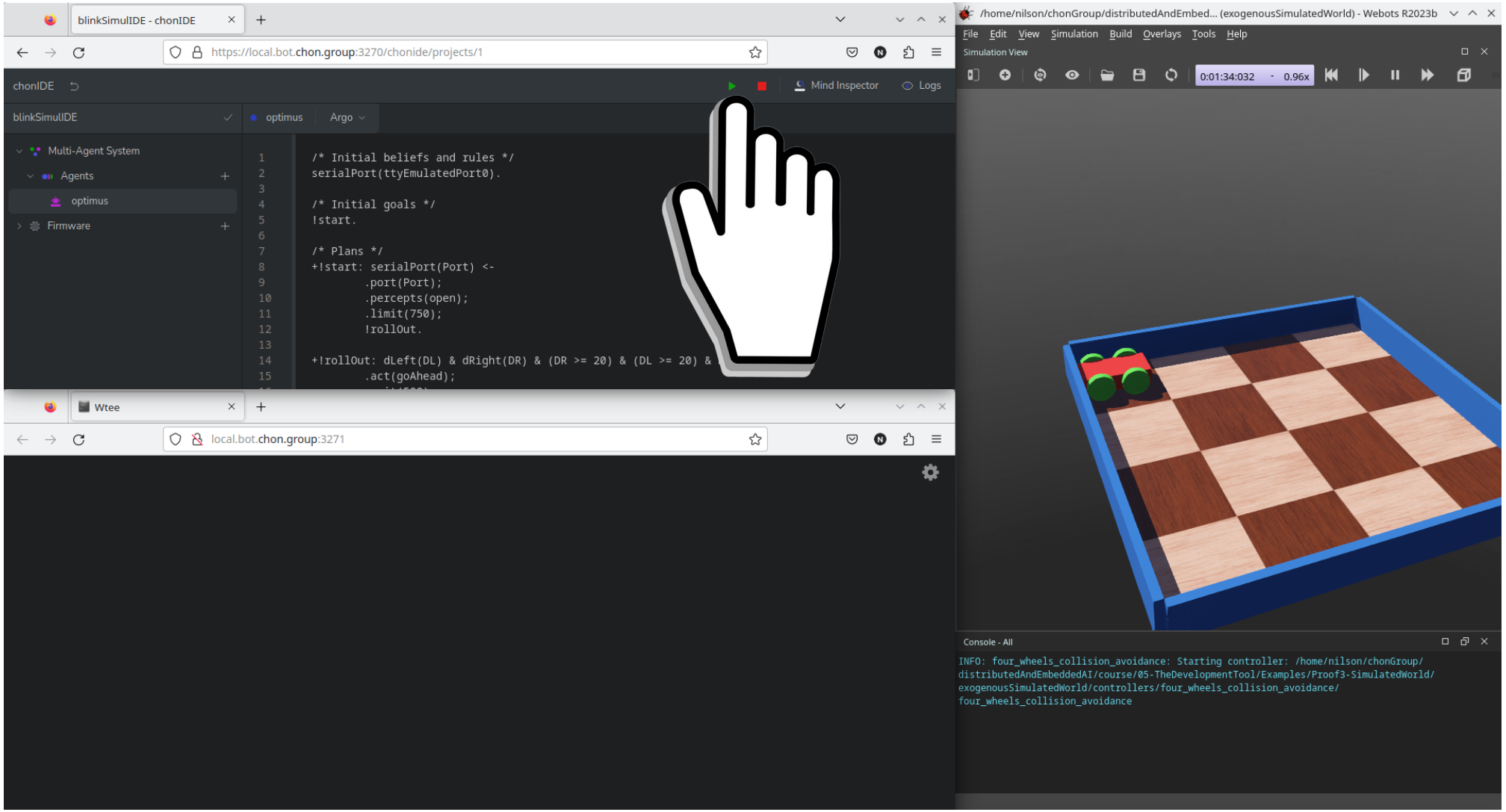
Webots


Home - chonIDE
https://ide.bot.chon.group:3270/chonide/home
120%
chonIDE
S
scott
T
tempMAS
C
car
+
New project
+
Import project

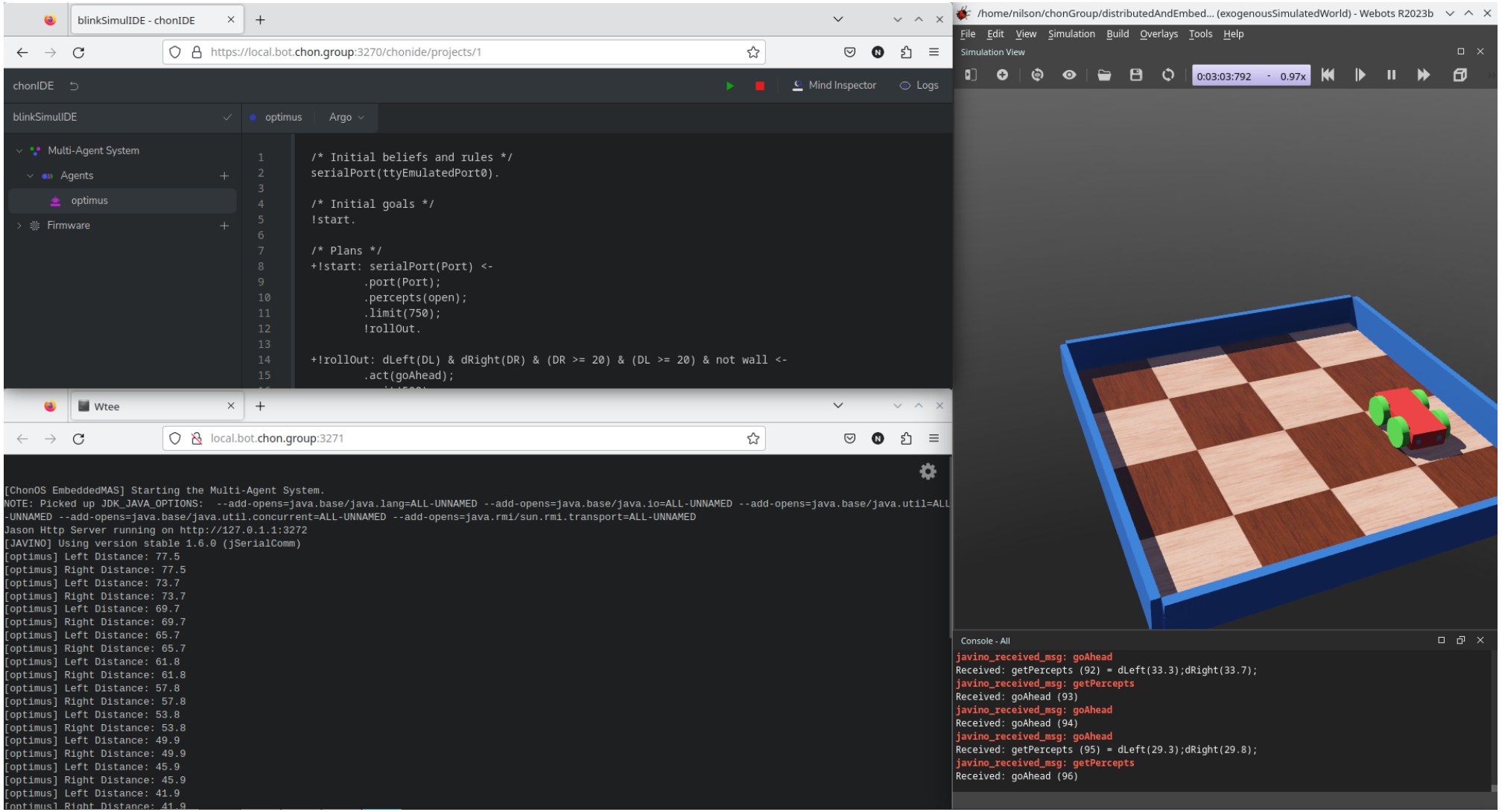
Webots


blinkSimulIDE - chonIDE
https://local.bot.chon.group:3270/chonide/projects/1
chonIDE
Mind Inspector
Logs
blinkSimulIDE
optimus
Argo
Multi-Agent System
Agents
optimus
Firmware
/* Initial beliefs and rules */
serialPort(ttyEmulatedPort0).
/* Initial goals */
!start.
/* Plans */
+!start: serialPort(Port) <-
.port(Port);
.percepts(open);
.limit(750);
!rollOut.
+!rollOut: dLeft(DL) & dRight(DR) & (DR >= 20) & (DL >= 20) & not wall <-
.act(goAhead);
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

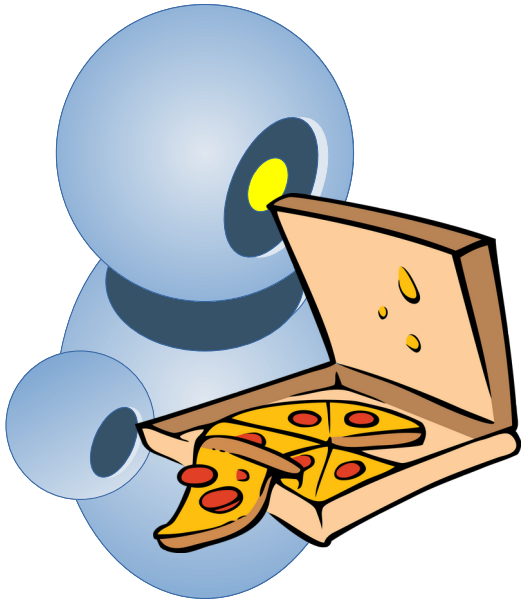
Webots


blinkSimulIDE - chonIDE
https://local.bot.chon.group:3270/chonide/projects/1
chonIDE
Mind Inspector
Logs
blinkSimulIDE
optimus
Argo
Multi-Agent System
Agents
optimus
Firmware
/* Initial beliefs and rules */
serialPort(ttyEmulatedPort0).
/* Initial goals */
!start.
/* Plans */
+!start: serialPort(Port) <-
.port(Port);
.percepts(open);
.limit(750);
!rollOut.
+!rollOut: dLeft(DL) & dRight(DR) & (DR >= 20) & (DL >= 20) &
.act(goAhead);
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

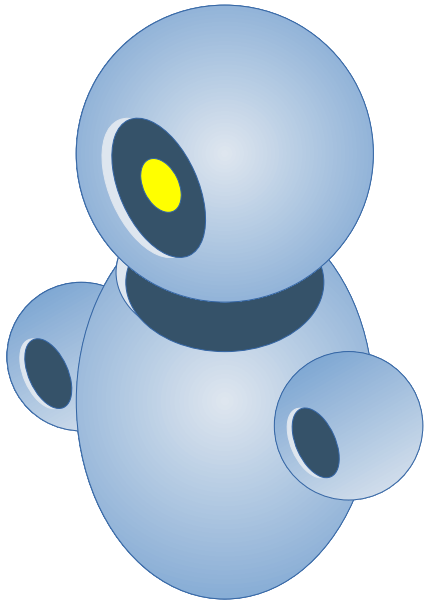
Webots


blinkSimulIDE - chonIDE
https://local.bot.chon.group:3270/chonide/projects/1
chonIDE
Mind Inspector
Logs
blinkSimulIDE
optimus
Argo
Multi-Agent System
Agents
optimus
Firmware
/* Initial beliefs and rules */
serialPort(ttyEmulatedPort0).
/* Initial goals */
!start.
/* Plans */
+!start: serialPort(Port) <-
.port(Port);
.percepts(open);
.limit(750);
!rollOut.
+!rollOut: dLeft(DL) & dRight(DR) & (DR >= 20) & (DL >= 20) & not wall <-
.act(goAhead);
Wtee
local.bot.chon.group:3271
[ChonOS EmbeddedMAS] Starting the Multi-Agent System.
NOTE: Picked up JDK_JAVA_OPTIONS: --add-opens=java.base/java.lang=ALL-UNNAMED --add-opens=java.base/java.io=ALL-UNNAMED --add-opens=java.base/java.util=ALL-UNNAMED --add-opens=java.base/java.util.concurrent=ALL-UNNAMED --add-opens=java.rmi/sun.rmi.transport=ALL-UNNAMED
Jason Http Server running on http://127.0.1.1:3272
[JAVINO] Using version stable 1.6.0 (jSerialComm)
[optimus] Left Distance: 77.5
[optimus] Right Distance: 77.5
[optimus] Left Distance: 73.7
[optimus] Right Distance: 73.7
[optimus] Left Distance: 69.7
[optimus] Right Distance: 69.7
[optimus] Left Distance: 65.7
[optimus] Right Distance: 65.7
[optimus] Left Distance: 61.8
[optimus] Right Distance: 61.8
[optimus] Left Distance: 57.8
[optimus] Right Distance: 57.8
[optimus] Left Distance: 53.8
[optimus] Right Distance: 53.8
[optimus] Left Distance: 49.9
[optimus] Right Distance: 49.9
[optimus] Left Distance: 45.9
[optimus] Right Distance: 45.9
[optimus] Left Distance: 41.9
/home/nilson/chonGroup/distributedAndEmbed... (exogenousSimulatedWorld) - Webots R2023b
File Edit View Simulation Build Overlays Tools Help
Simulation View
0:03:03:792 - 0.97x
Console - All
javino_received_msg: goAhead
Received: getPercepts (92) = dLeft(33.3);dRight(33.7);
javino_received_msg: getPercepts
Received: goAhead (93)
javino_received_msg: goAhead
Received: goAhead (94)
javino_received_msg: goAhead
Received: getPercepts (95) = dLeft(29.3);dRight(29.8);
javino_received_msg: getPercepts
Received: goAhead (96)

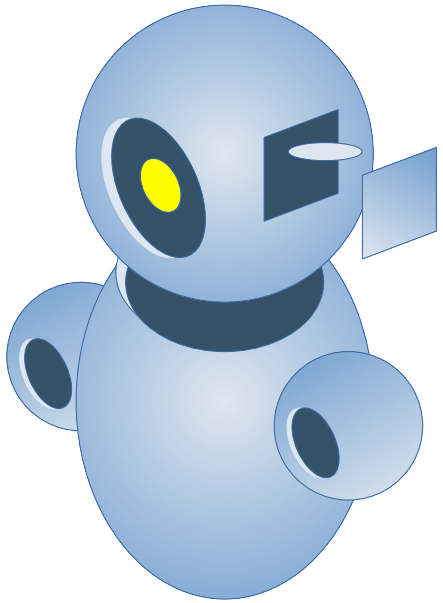
MY FIRST SINGLE AGENT



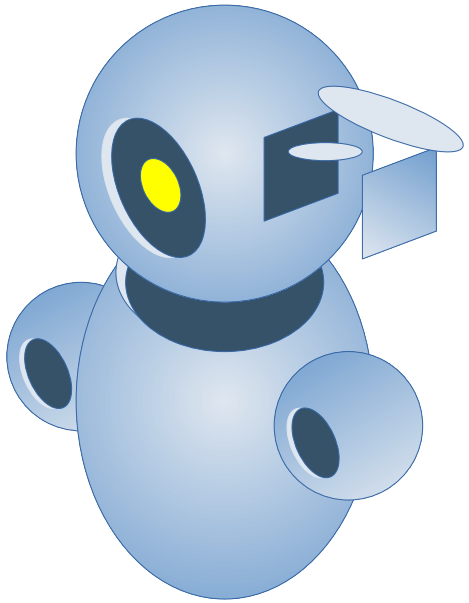
My First Agent



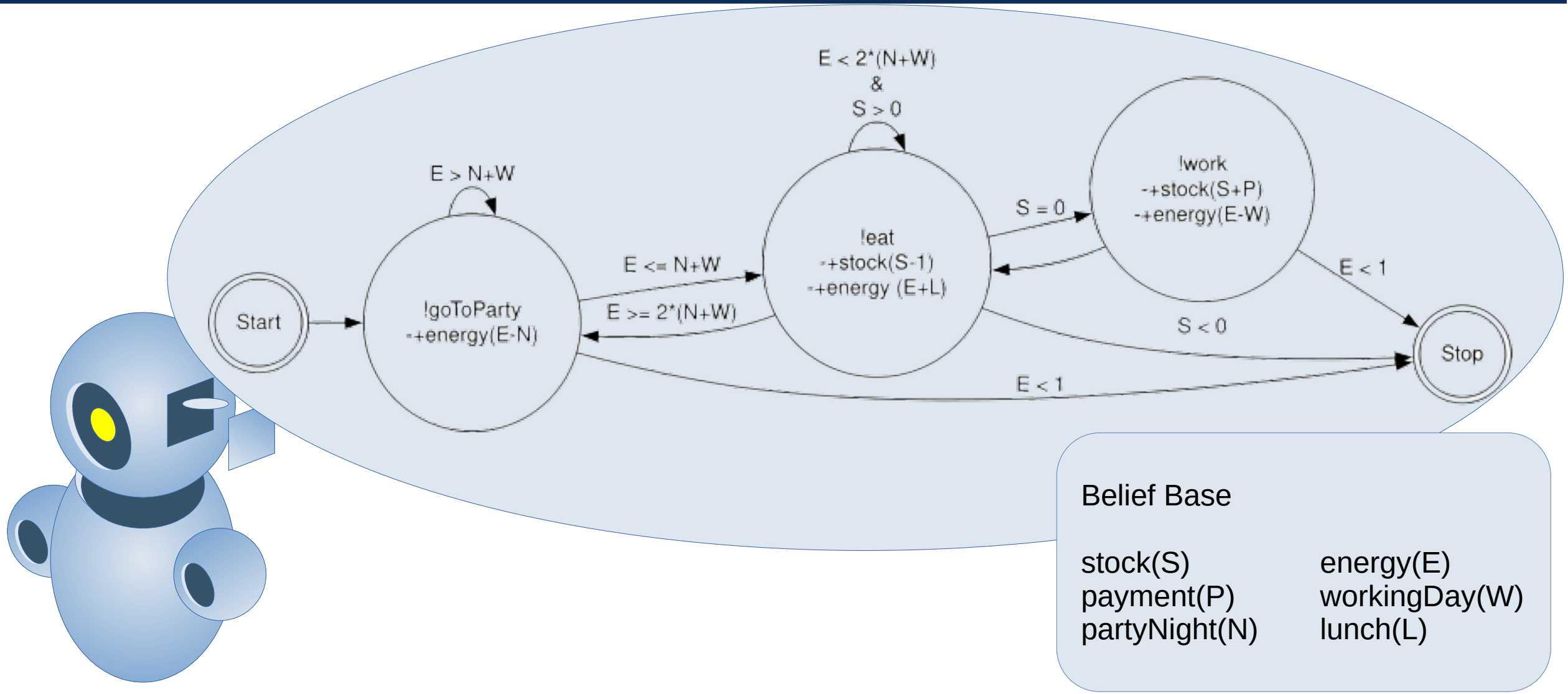
My First Agent



My First Agent



My First Agent



Belief Base

stock(S)	energy(E)
payment(P)	workingDay(W)
partyNight(N)	lunch(L)

My First Agent: Code

asl > giacomo.asl

```
1  /* Initial beliefs and rules */
2  lifeParameters(S,E,P,W,N,L) :- stock(S) &  energy(E) & payment(P) & workingDay(W) & partyNight(N) & lunch(L).
3
4  stock(0).       // The pizza stock.
5  payment(+3).    // How many pizzas does Giacomo get by a working day?
6  energy(10).     // The Giacomo life energy.
7  lunch(+2).      // How much energy does Giacomo get eating a pizza?
8  workingDay(-1). // How much energy does Giacomo lose in a working day?
9  partyNight(-3). // How much energy does Giacomo lose on a party night?
10
11 /* Initial goals */
12 !goToParty.
13
14 /* Plans */
15 +!goToParty: lifeParameters(S,E,P,W,N,L) & (E+(N+W)>1) <- -+energy(E+N); !goToParty.
16 +!goToParty: lifeParameters(S,E,P,W,N,L) & (E+(N+W)<=1)<- !eat.
17
18 +!eat: lifeParameters(S,E,P,W,N,L) & (E<2*(-1*(N+W))) & S>0 <-  -+stock(S-1); -+energy(E+L); !eat.
19 +!eat: lifeParameters(S,E,P,W,N,L) & (E>=2*(-1*(N+W))) <-   !goToParty.
20 +!eat: lifeParameters(S,E,P,W,N,L) & S=0 <- !work.
21
22 +!work: lifeParameters(S,E,P,W,N,L) <- -+stock(S+P); -+energy(E+W); !eat.
23
24 +energy(E): E < 1 <- .print("Giacomo died of hunger!"); .stopMAS.
25 +stock(S): C < 0 <- .print("Without food!"); .stopMAS.
```

https://github.com/chon-group/distributedAndEmbeddedAI/raw/main/course/06-MyFirstAgent/giacomoAgent.chon

Agradecimentos

OBRIGADO!

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