Introduction to Distributed and Embedded Multi-agent Systems

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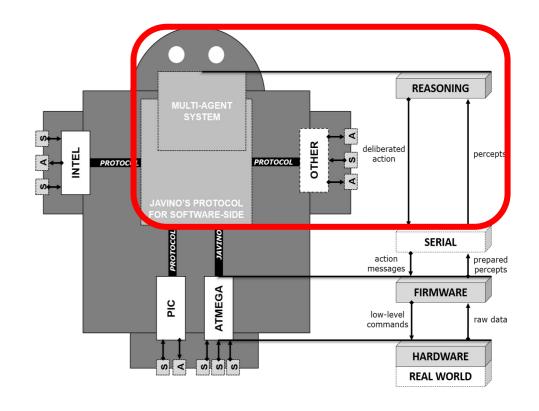
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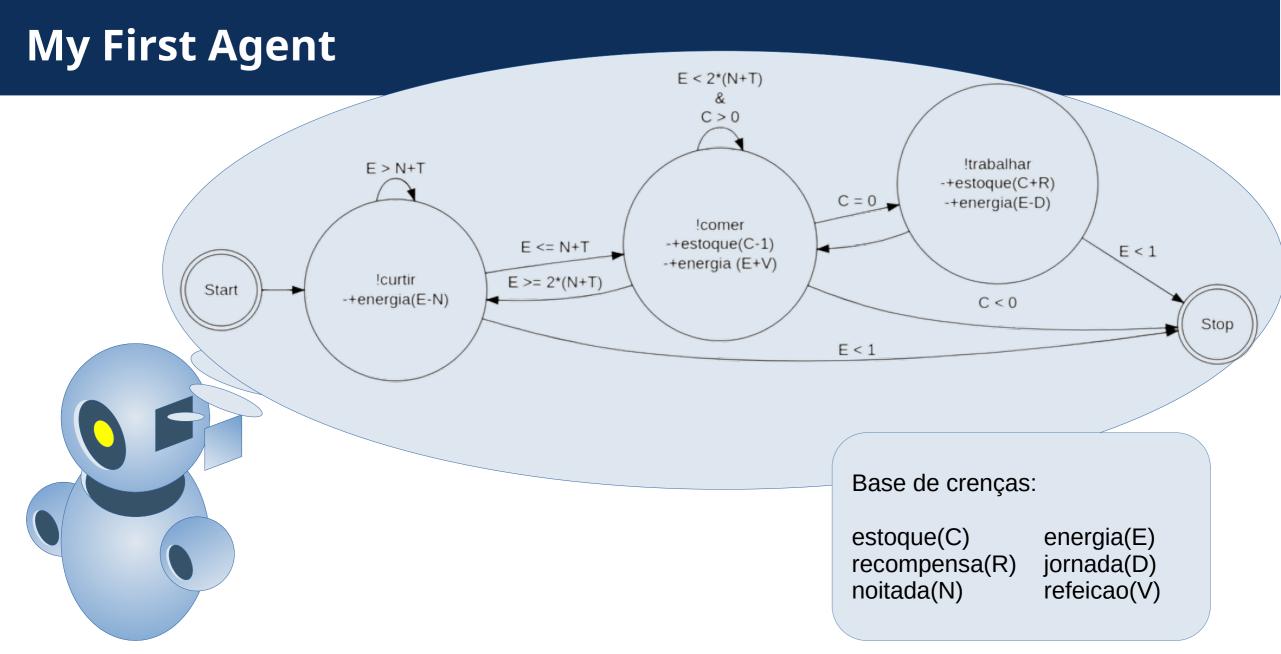
Programando um SingleAgent System

















My First Agent - code

```
/* Initial beliefs */
     estoque(0).
     energia(10).
     recompensa(3).
     jornada(1).
     noitada(3).
     refeicao(2).
     /* Initial goals */
     !curtir.
10
11
     /* Plans */
12
     +!curtir: energia(E) & noitada(N) & jornada(T) & (E>(N+T)) <- -+energia(E-N); !curtir.
13
14
15
16
```

https://github.com/chongroup/distributedAndEm beddedAI/raw/main/cour se/06-MyFirstAgent/giac omoAgent.zip



```
+!curtir: energia(E) & noitada(N) & jornada(T) & (E<=(N+T))<- !comer.
     +!comer: energia(E) & (E<2*(N+T)) & noitada(N) & estoque(C) & C>0 & refeicao(V) <- -+estoque(C-1); -+energia(E+V); !comer.
     +!comer: energia(E) & noitada(N) & jornada(T) & (E>=2*(N+T)) <- !curtir.
17
     +!comer: estoque(C)<- !trabalhar.
18
19
20
     +!trabalhar: recompensa(R) & jornada(D) & estoque(C) & energia(E)<- -+estoque(C+R); -+energia(E-D); !comer.
21
     +energia(N): (N < 1) <- .print("Giacomo morreu de fome"); .stopMAS.</pre>
24
     +estoque(C): (C < 0) <- .print("Acabaram as pizzas"); .stopMAS.</pre>
```





Giacamo Life - Exercise

Giacomo's health is very fragile, as:

- If he has energy equal to or less than 1, he dies from starvation;
- If his energy level exceeds 12, he dies from obesity;
- If he doesn't dance for 5000 milliseconds, he dies of sadness.

```
[ChonOS EmbeddedMAS] Starting the Multi-Agent System.

NOTE: Picked up JDK_JAVA_OPTIONS: --add-opens=java.base/java.langmi.transport=ALL-UNNAMED

Jason Http Server running on http://127.0.1.1:3272
[giacomo] I'm in the Party [time=5000] [pizza=10] [energy=2]
[giacomo] I'm eating [time=4130] [pizza=9] [energy=6]
[giacomo] I'm in the Party [time=3240] [pizza=9] [energy=3]
[giacomo] I'm eating [time=4120] [pizza=8] [energy=7]
[giacomo] I'm in the Party [time=3220] [pizza=8] [energy=4]
[giacomo] I'm eating [time=4100] [pizza=7] [energy=8]
[giacomo] I'm in the Party [time=3180] [pizza=7] [energy=5]
[giacomo] I'm eating [time=4060] [pizza=7] [energy=2]
[giacomo] I'm eating [time=4070] [pizza=6] [energy=6]
```

Logic of Giacamo's life:

- Each pizza he eats increases his energy bar in 4 units.
- Every time he goes clubbing, his energy decreases by 3 units.
- Initially, Giacomo's energy is 5 units;
- Initially, Giacomo has a stock of 10 pizzas;
- Each time he works, his energy decreases by 2 units, and he gains 1 pizza unit.
- Giacamo can only store 20 pizzas in his house.



https://github.com/chon-group/distributedAndEmbeddedAl/blob/main/course/06-MyFirstAgent/GiacomoLife/README.md







Agradecimentos



OBRIGADO!

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