Introduction to Distributed and Embedded Multi-agent Systems

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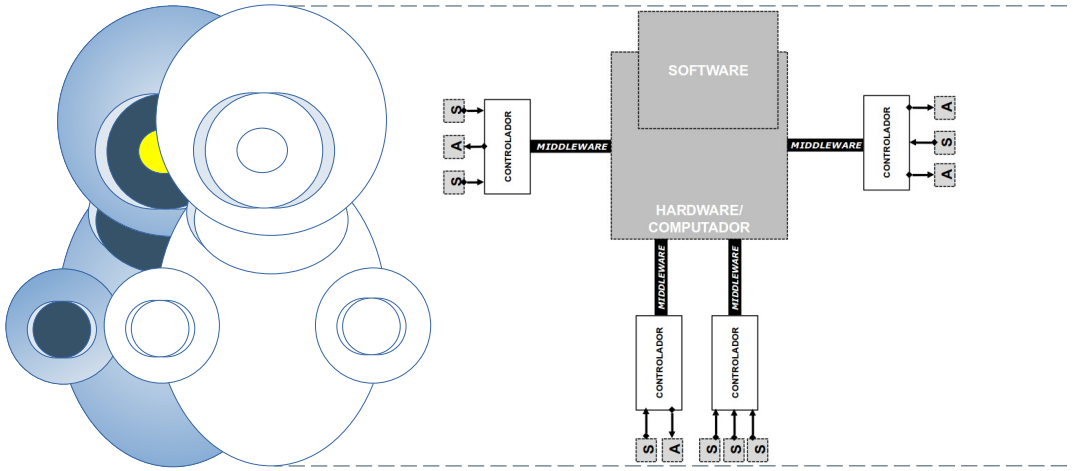
02/2024

EMBEDDED MULTI-AGENT SYSTEMS



Robot

É um agente físico que possue:

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- **componentes**: sensores e atuadores;

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- **componentes**: sensores e atuadores;
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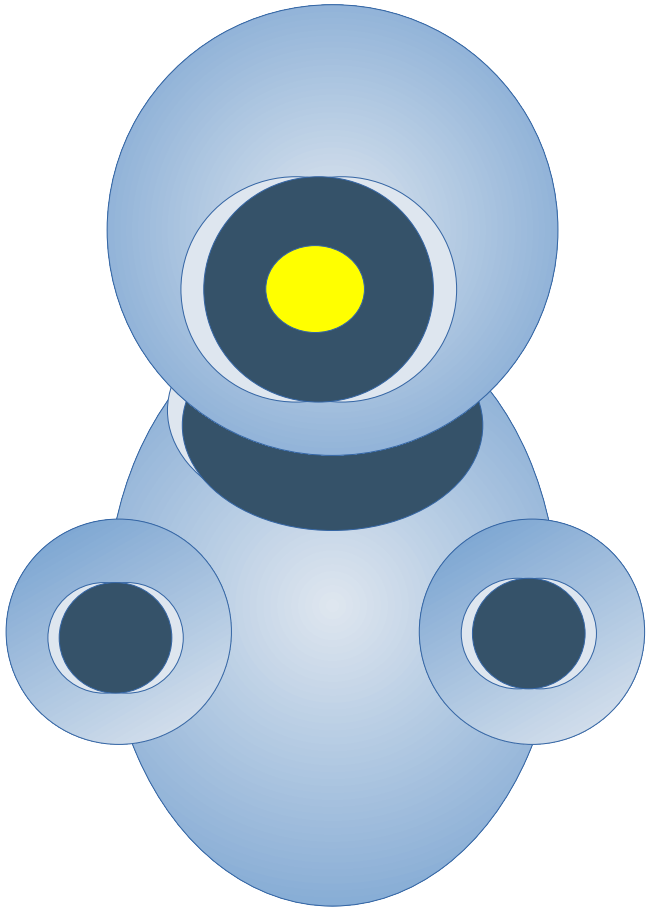
- **software**: um sistema que realiza o raciocínio.

Robot



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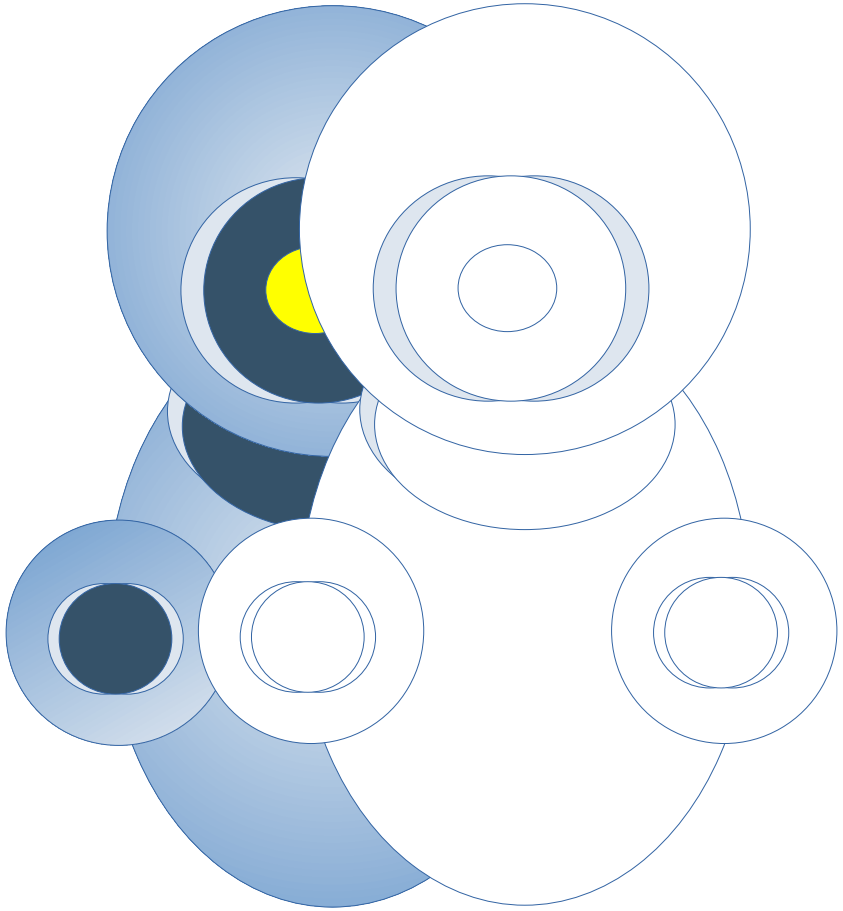
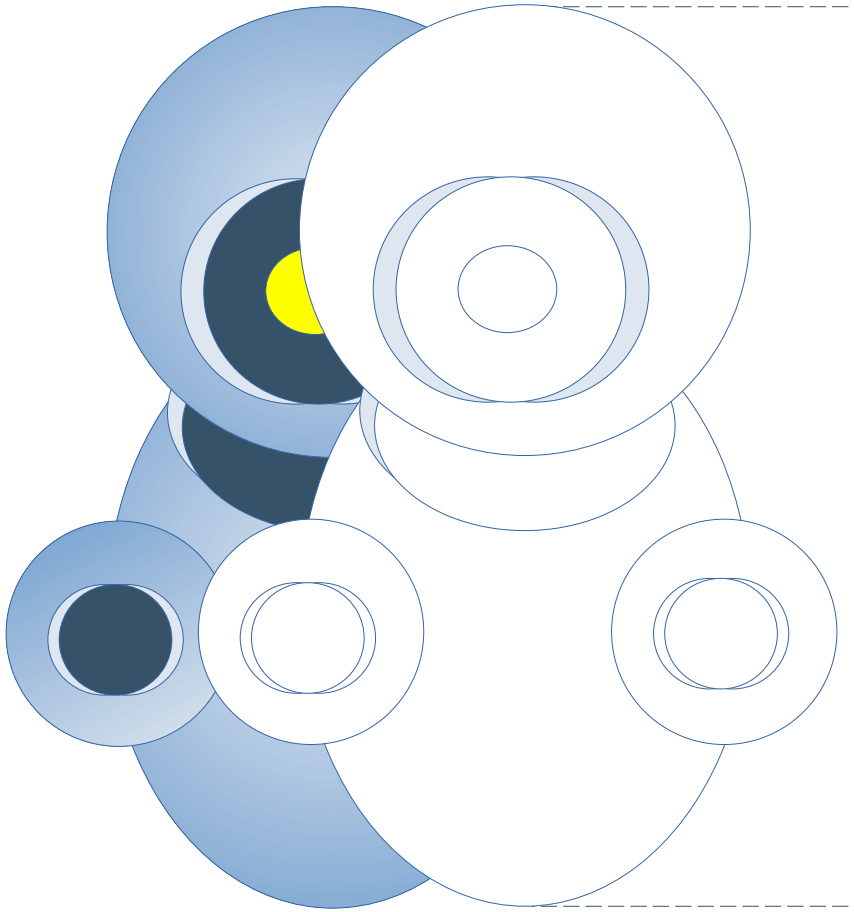
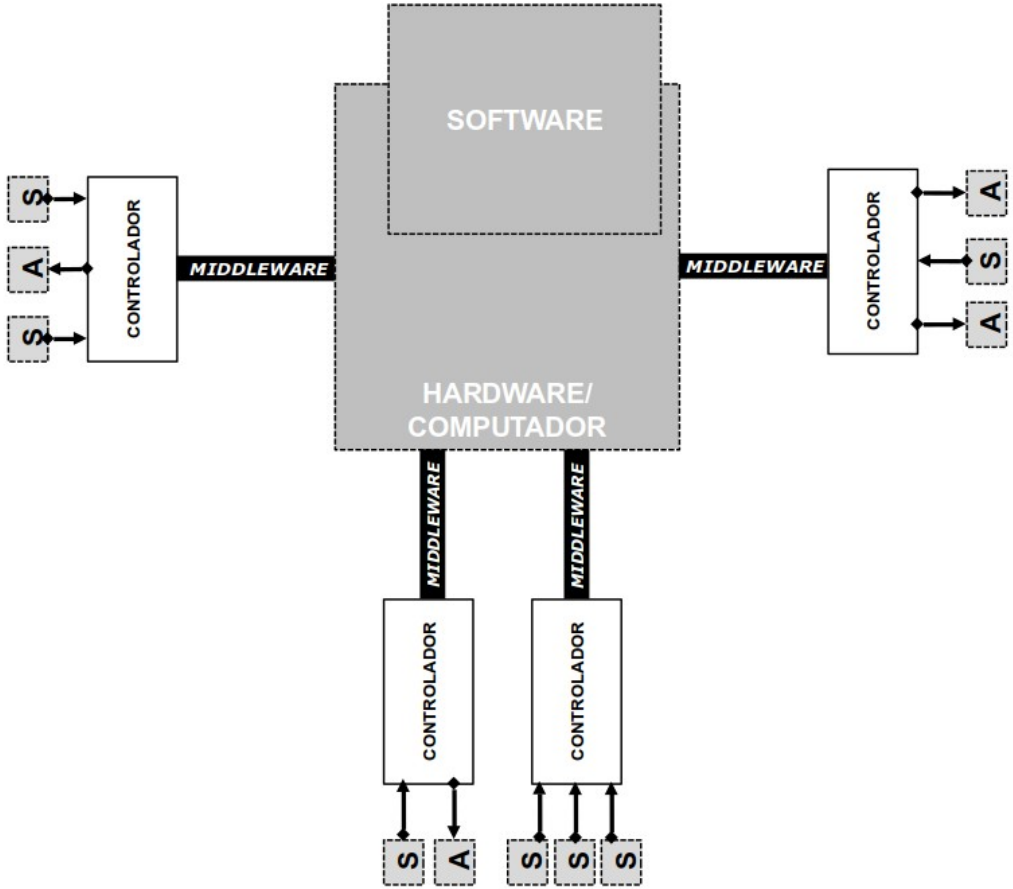


Robot




SOFTWARE
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COMPUTADOR
MIDDLEWARE
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Agente Incorporado e Embarcado

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- **Agente Embarcado**. Um agente embarcado executando em dispositivos eletrônicos

Agente Incorporado e Embarcado

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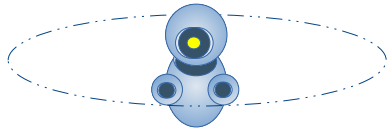
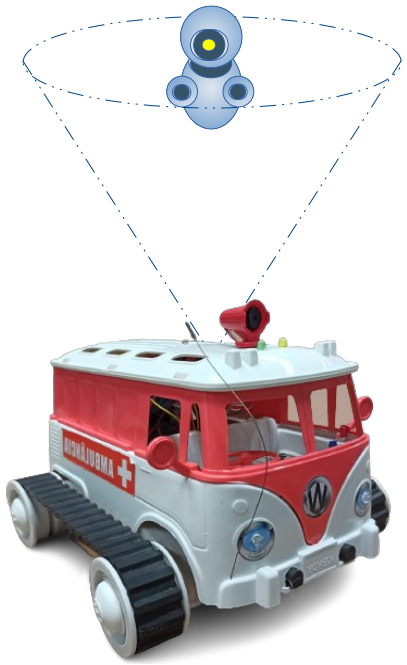


Agente Incorporado e Embarcado



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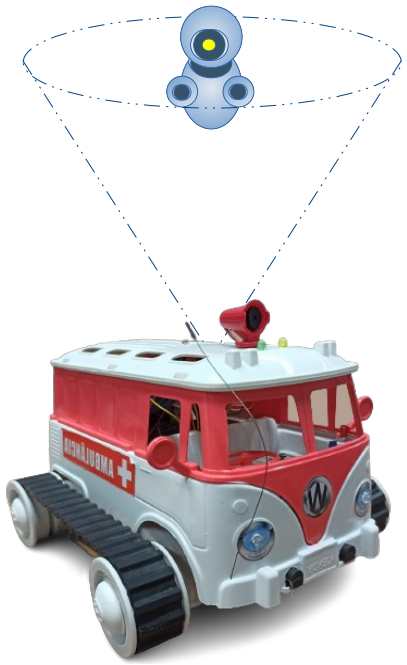

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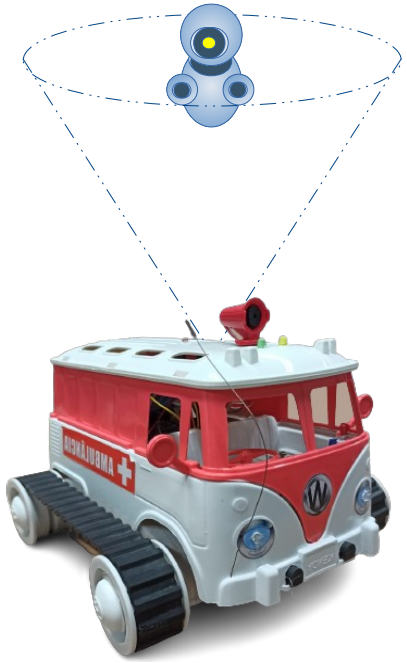

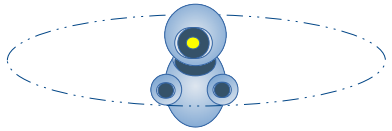

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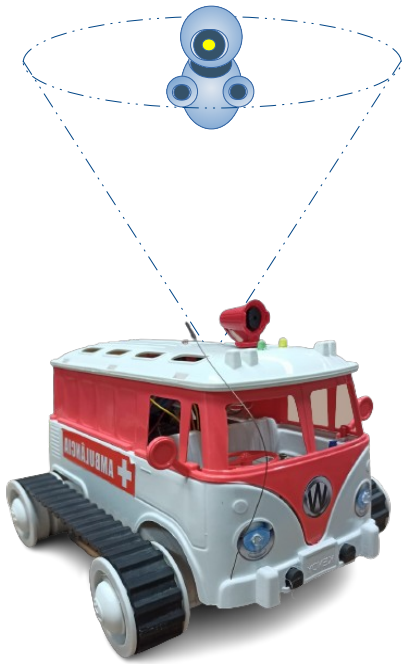
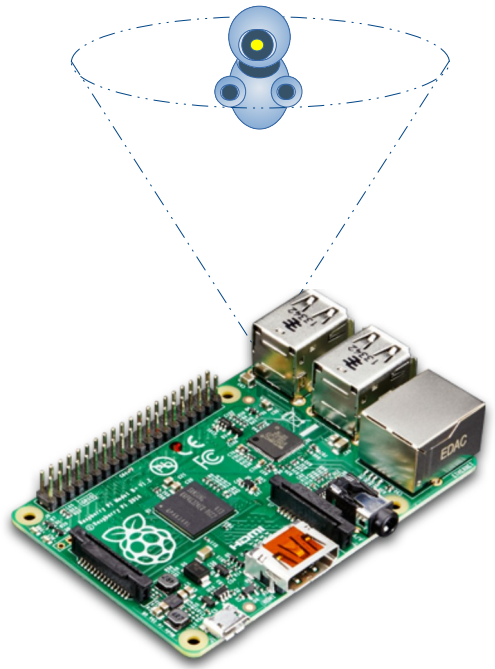
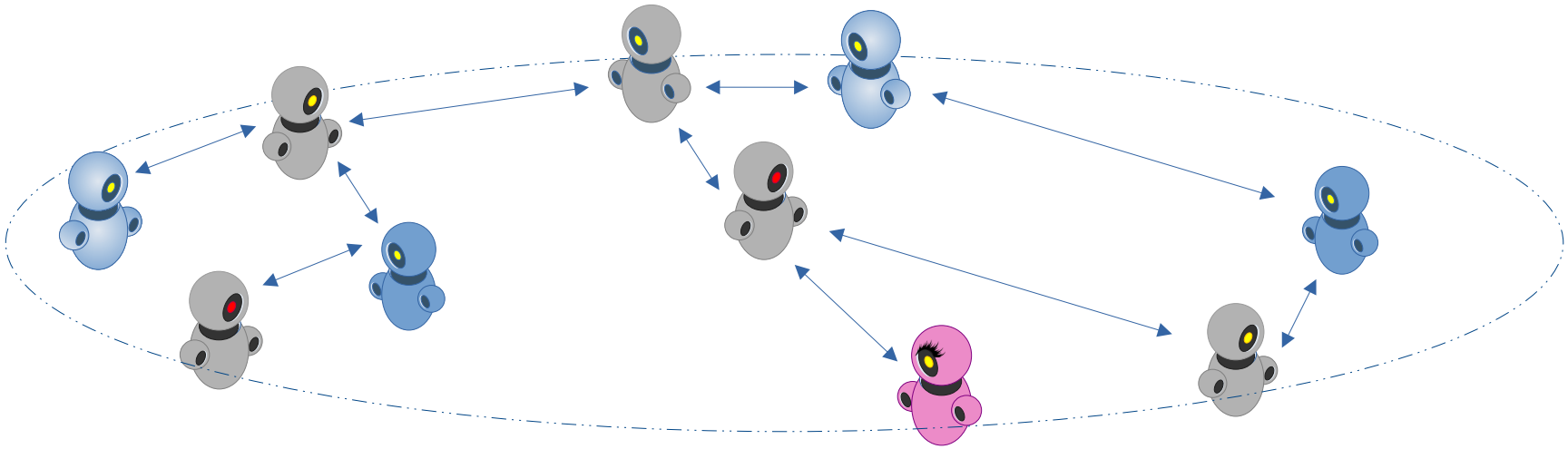




Abordagem Centralizada



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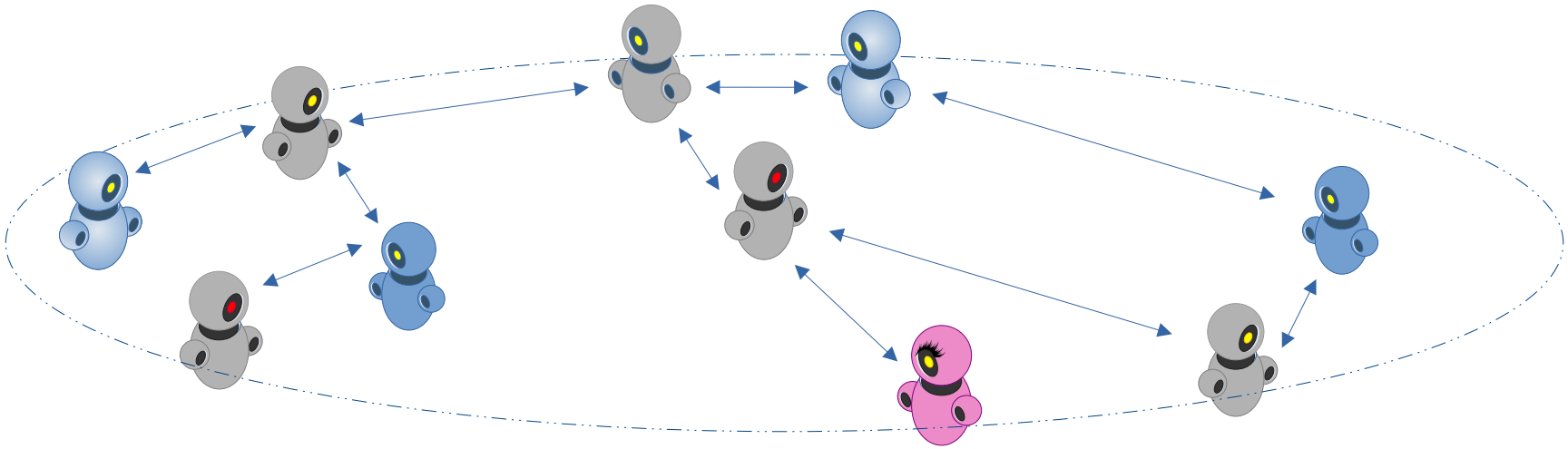

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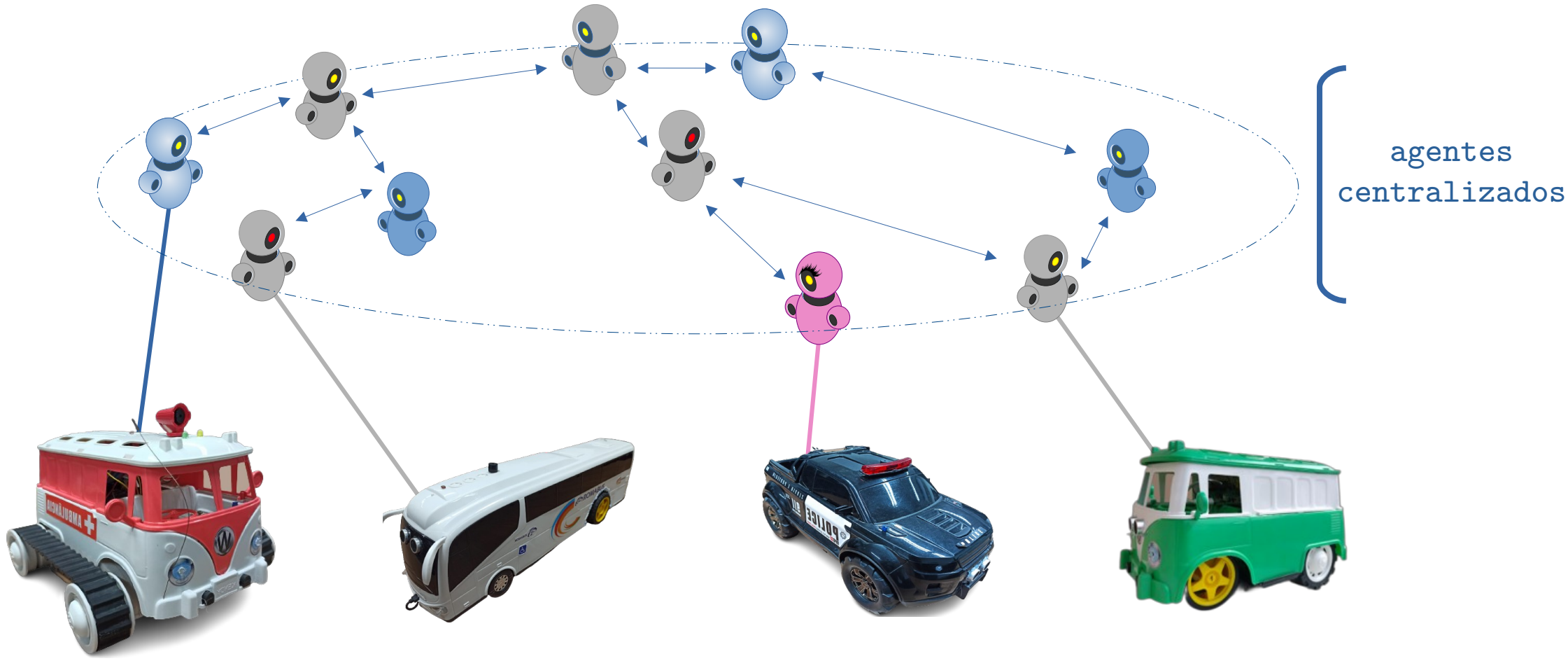

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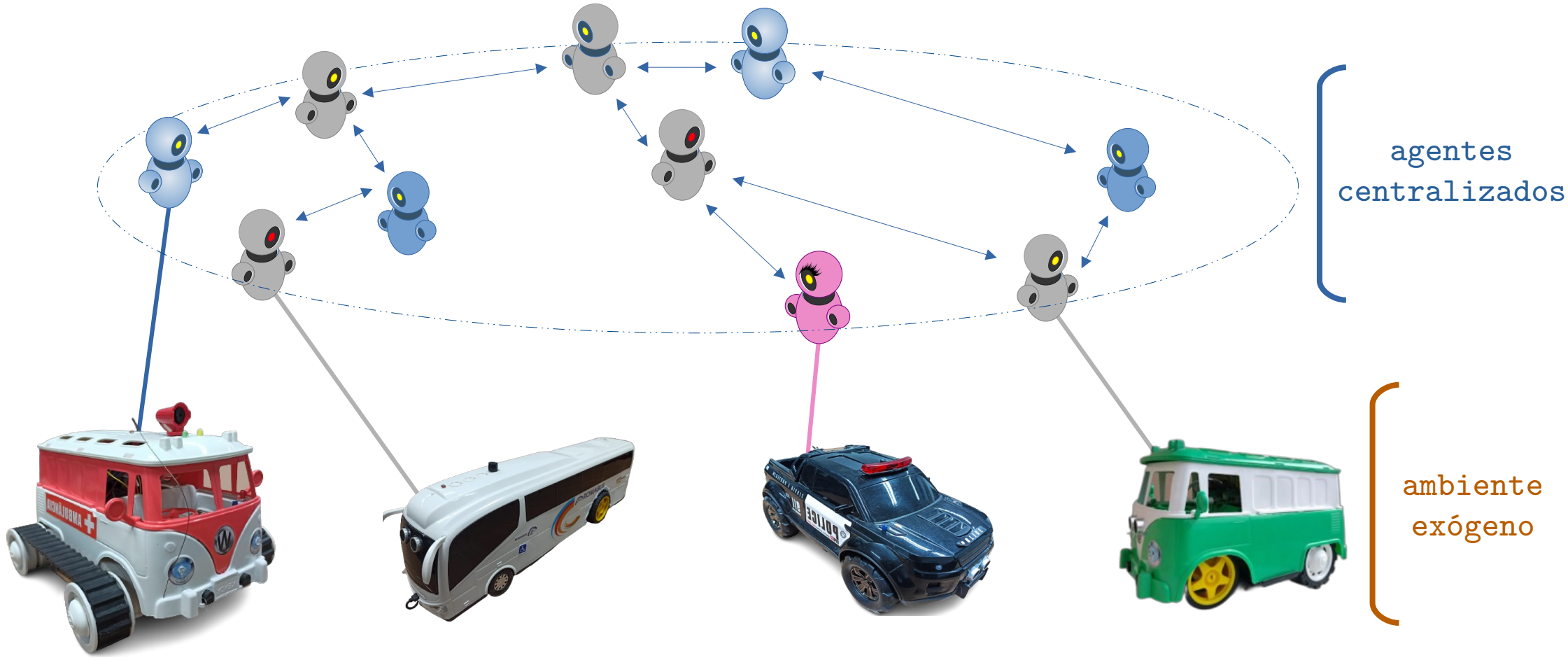

Embodied or embedded agents: Conventional approaches

T. LEPPÄNEM et al., Mobile Agents for Integration of Internet of Things and Wireless Sensor Networks. 2013 IEEE International Conference on Systems, Man, and Cybernetics, Manchester, UK, 2013, pp. 14-2.
C. SAVAGLIO, G. FORTINO and M. ZHOU, Towards interoperable, cognitive and autonomic IoT systems: An agent-based approach. 2016 IEEE 3rd World Forum on Internet of Things (WF-IoT), Reston, VA.
M. E. PÉREZ HERNÁNDEZ and S. REIFF-MARGANIEC, Towards a Software Framework for the Autonomous Internet of Things. 2016 IEEE 4th International Conference on Future Internet of Things and Cloud (FiCloud), Vienna, Austria, 2016, pp. 220-227
HERINGER, V. H.; BARROS, R. S.; PANTOJA, C. E.; MACHADO, L.; LAZARIN, N. M. An Agent-oriented Ground Vehicle's Automation using Jason Framework. In : International Conference on Agents and Artificial Intelligence, 2014, ESEO. Proceedings of the 6th International Conference on Agents and Artificial Intelligence. p. 261-266.

Embodied or embedded agents: Conventional approaches

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- reactive artifact
  - are data oriented
  - don't have decision-making

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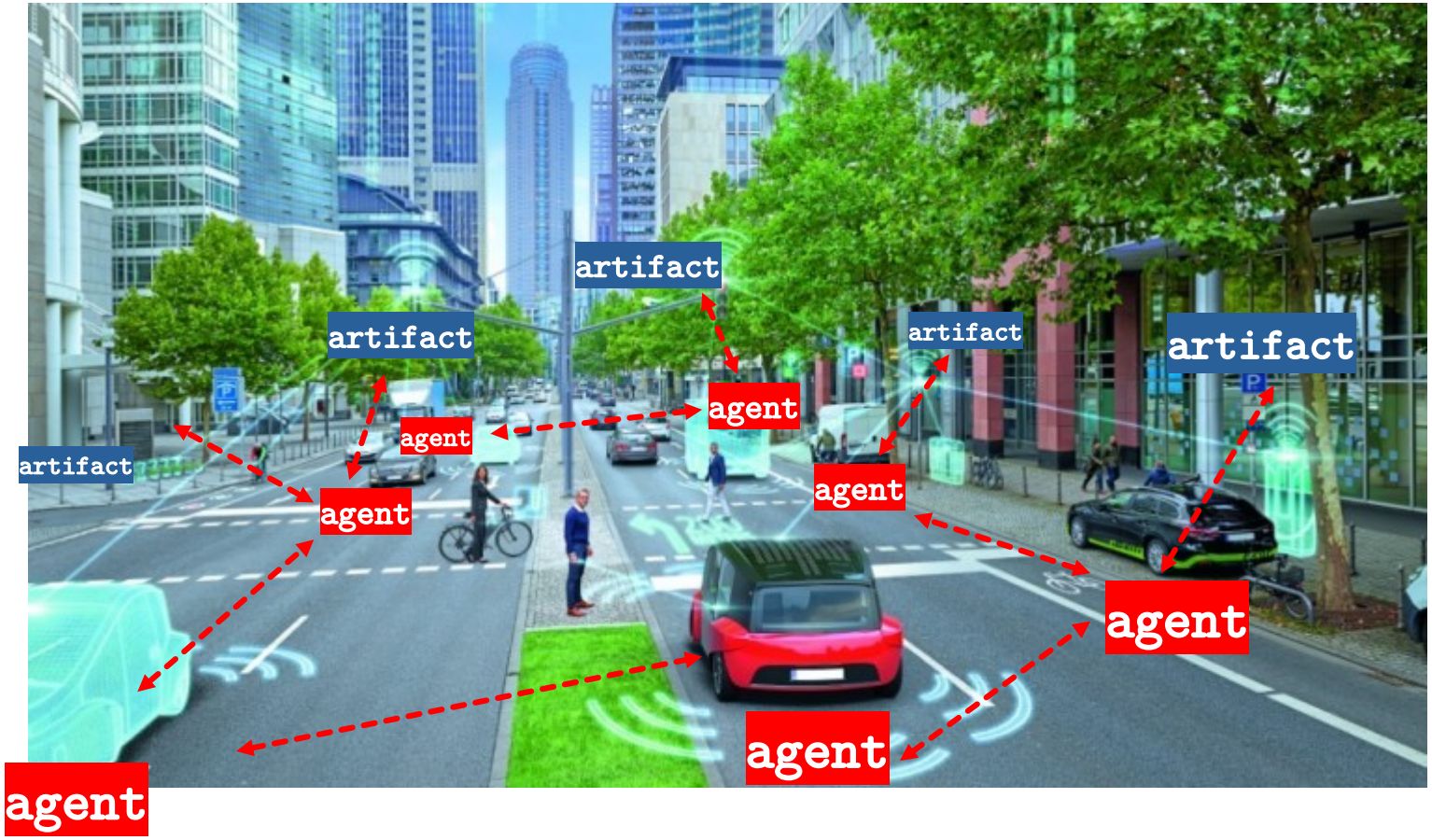
- one agent p. device
  - performance issues
    - only one agent into the device;
    - a lot of sensors.
- reactive artifact
  - are data oriented
  - don't have decision-making
- depends on a server



Sistemas Multiagentes Embarcados

Um SMA Embarcado é um sistema aberto de agentes móveis embarcados em um dispositivo responsável pela autonomia, pró-atividade, sociabilidade do dispositivo através do controle de atuadores, sensores e infraestruturas de comunicação.

BRANDÃO, FABIAN CESAR; LIMA, MARIA ALICE TRINTA; PANTOJA, CARLOS EDUARDO; ZAHN, JEAN; VITERBO, JOSÉ. Engineering Approaches for Programming Agent-Based IoT Objects Using the Resource Management Architecture. SENSORS, v. 21, p. 8110. Disponível em: https://doi.org/10.3390/s21238110.

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Não há controle remoto ou processamento externo.

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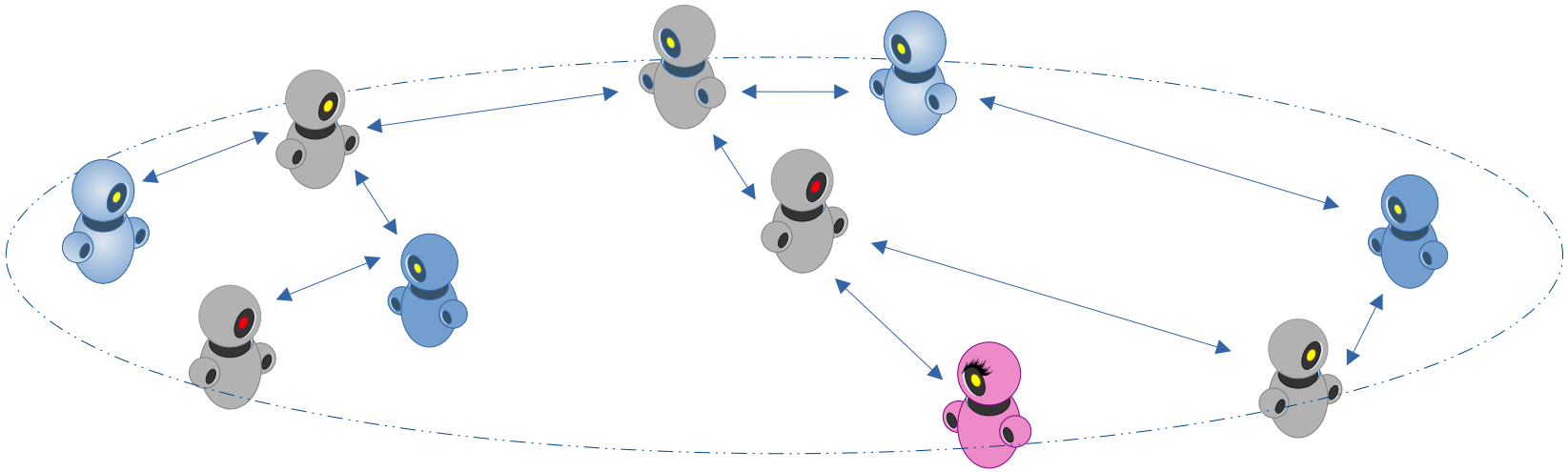
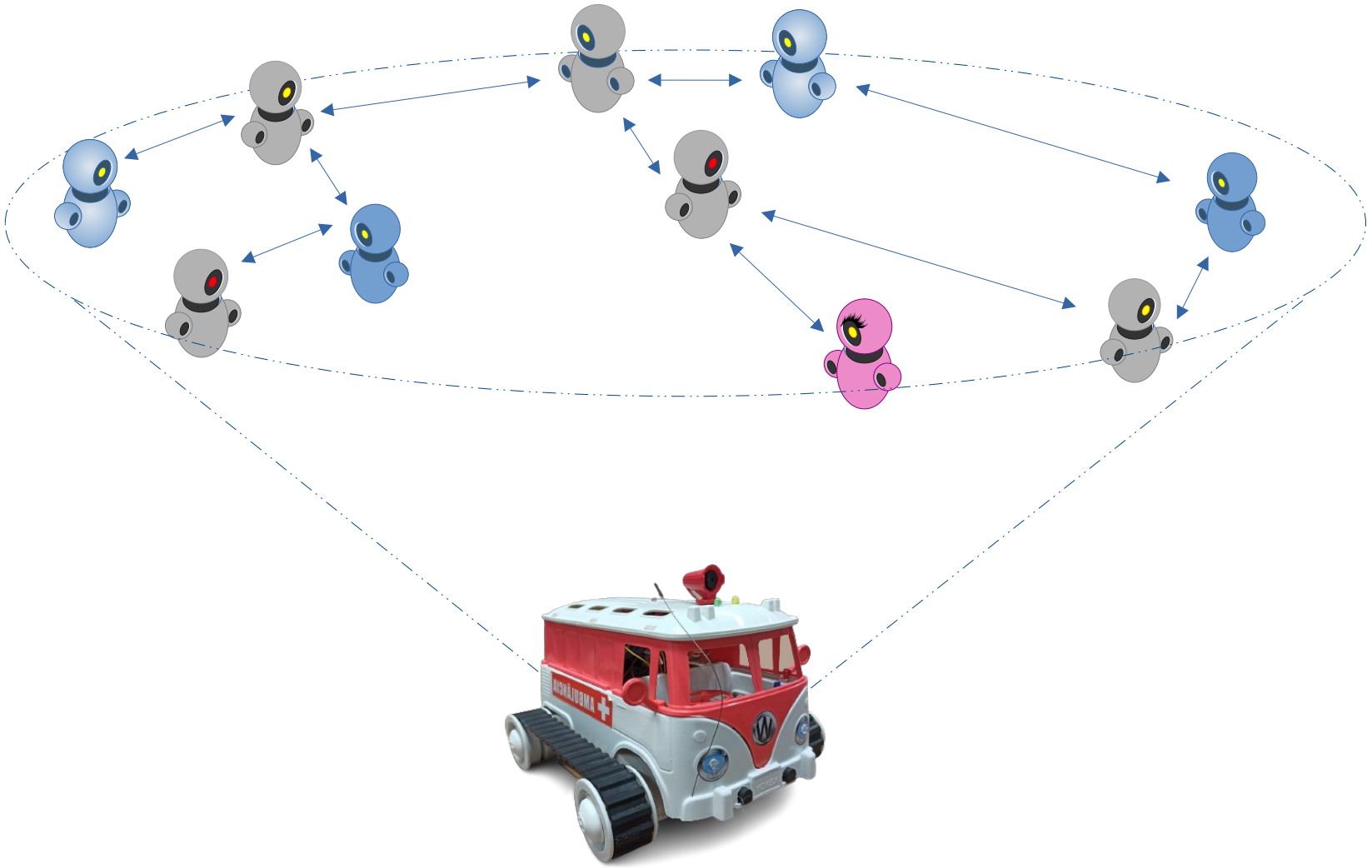


SMA Embarcado – Abordagem Distribuída



Our approach

Distributed Solution

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Distributed Solution

- one MAS p. device

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Distributed Solution

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- truly autonomy

Our approach

Distributed Solution

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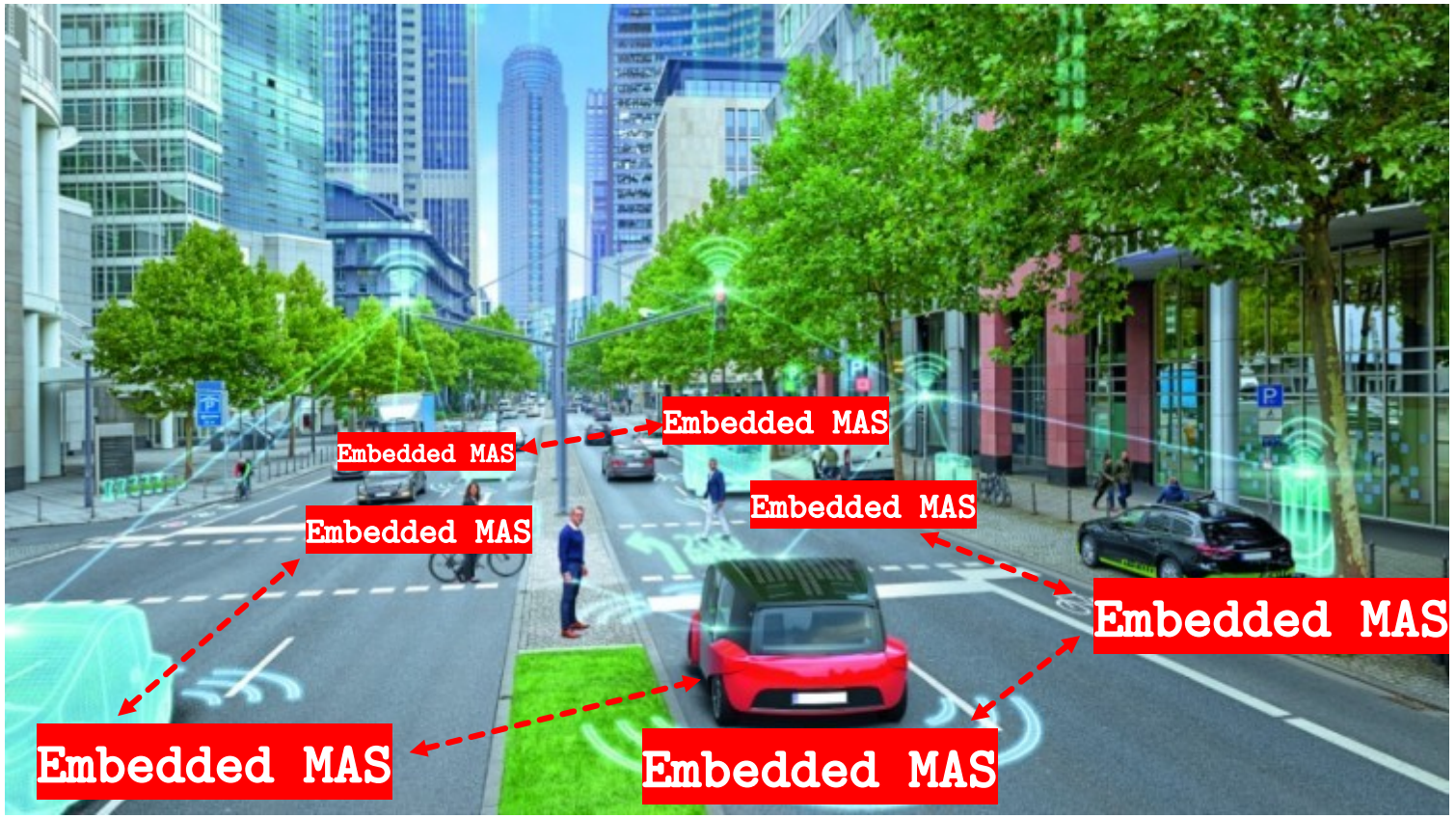
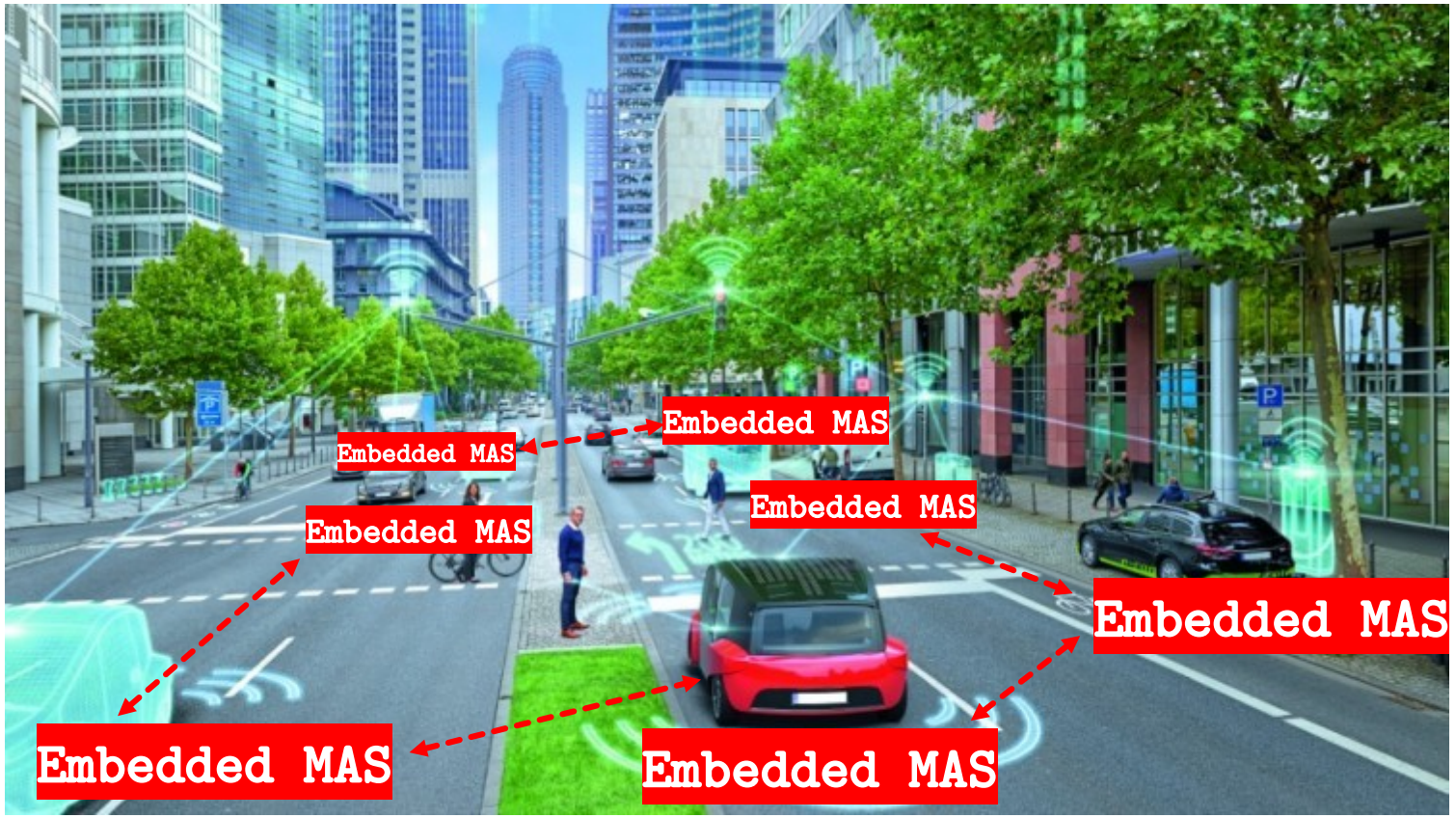
- truly autonomy
  - communicability dependency only for external communication



Our approach

Edge Intelligence



Our approach

Edge Intelligence

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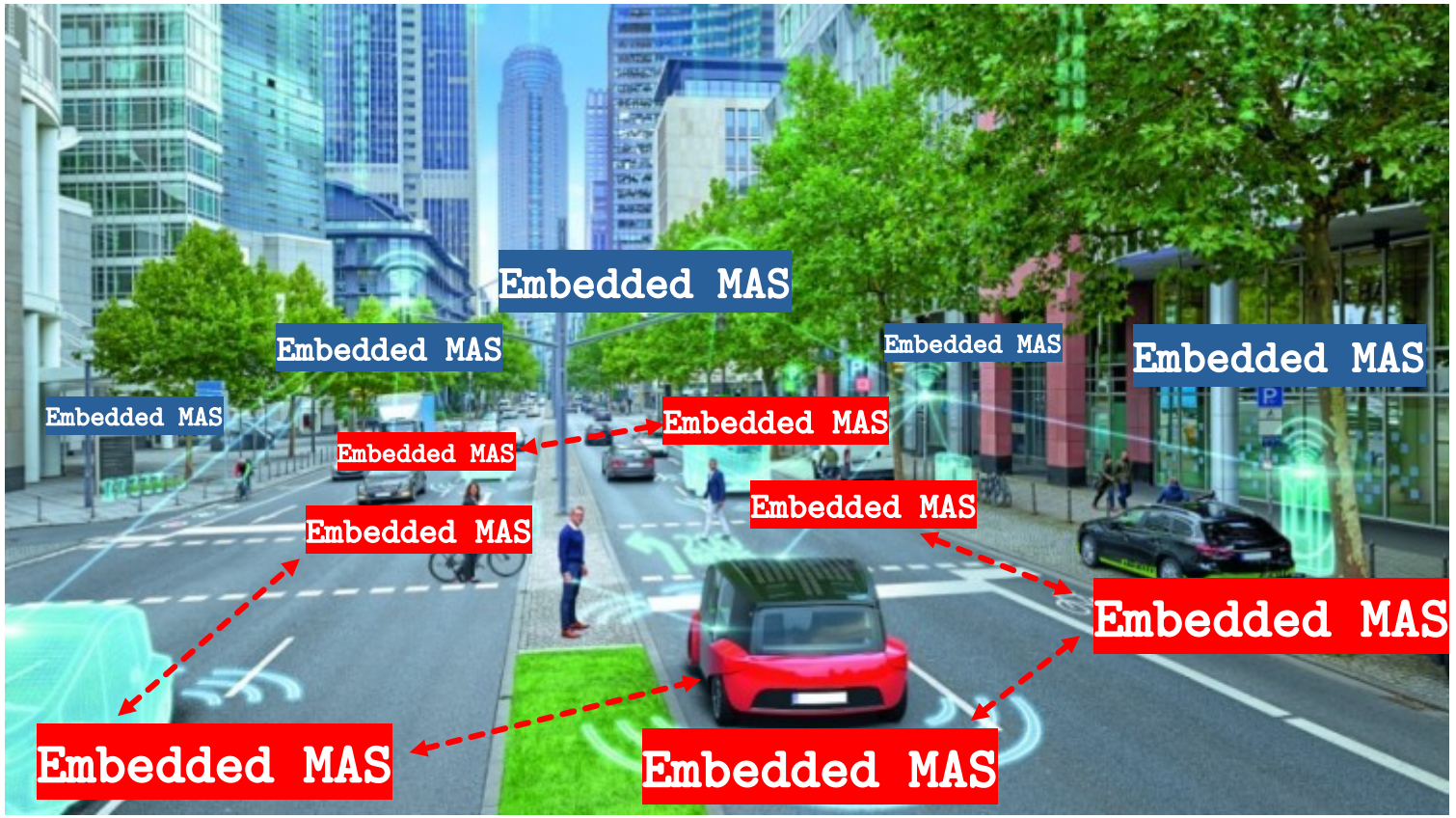
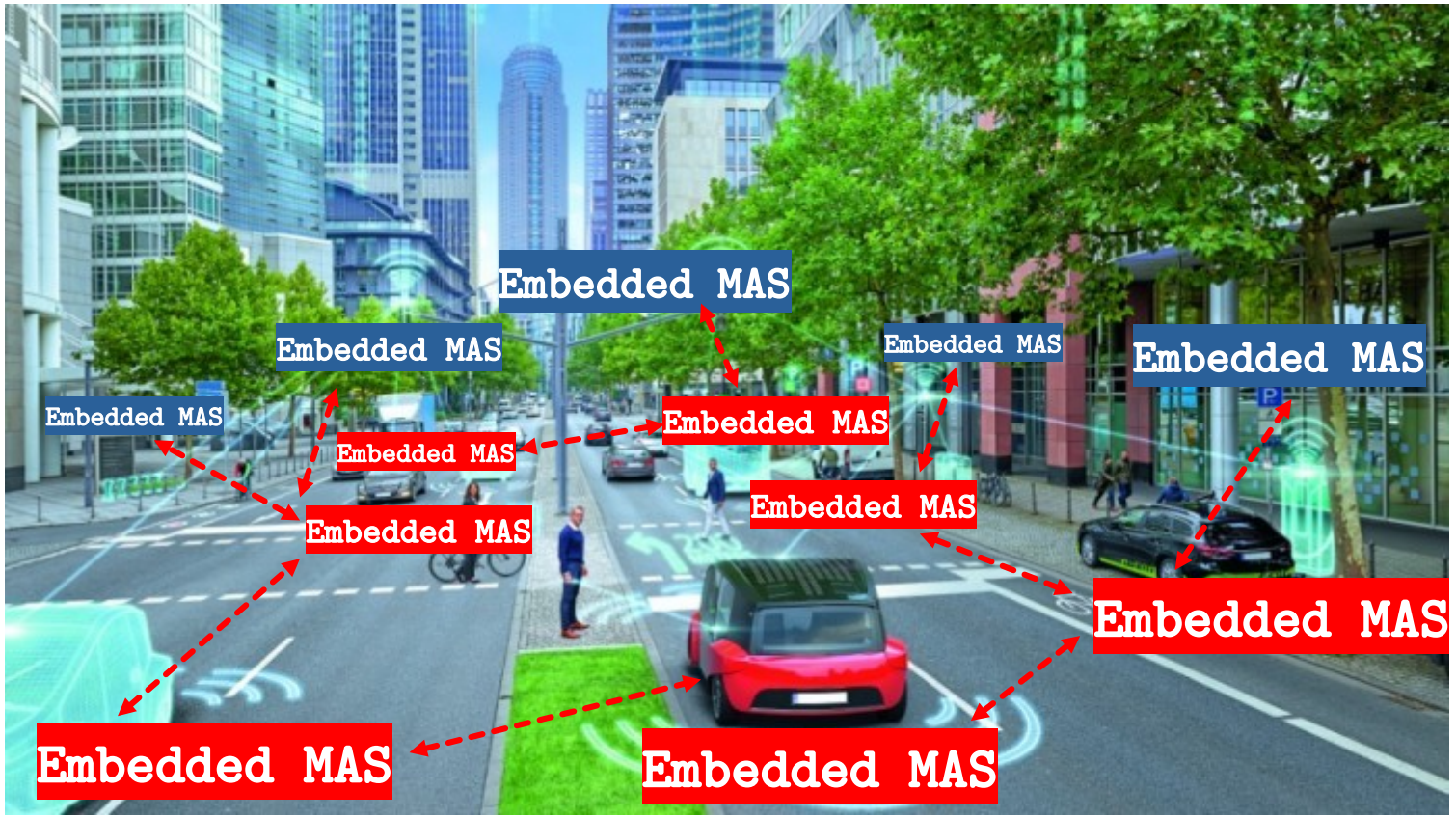


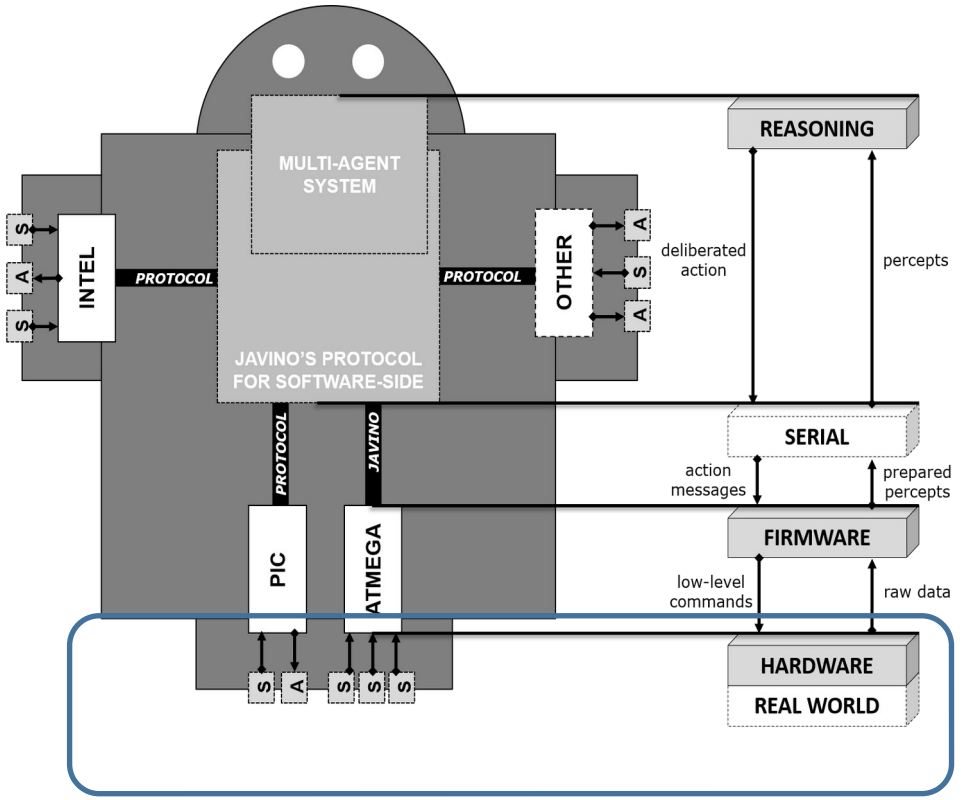
Our approach

Edge Intelligence

- one MAS p. artifact
  - pro-active artifact
  - decision-making in the edge



Arquitetura de 4 Camadas



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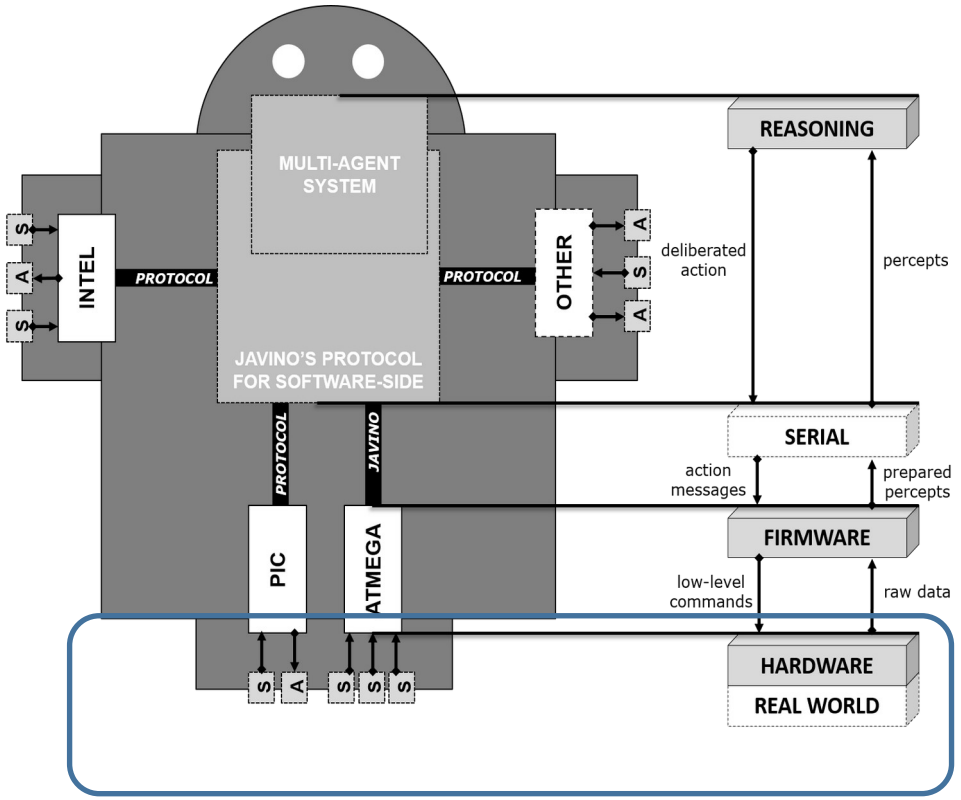
- **Hardware.** Conjunto de recursos que representam o ambiente do agente no mundo físico;



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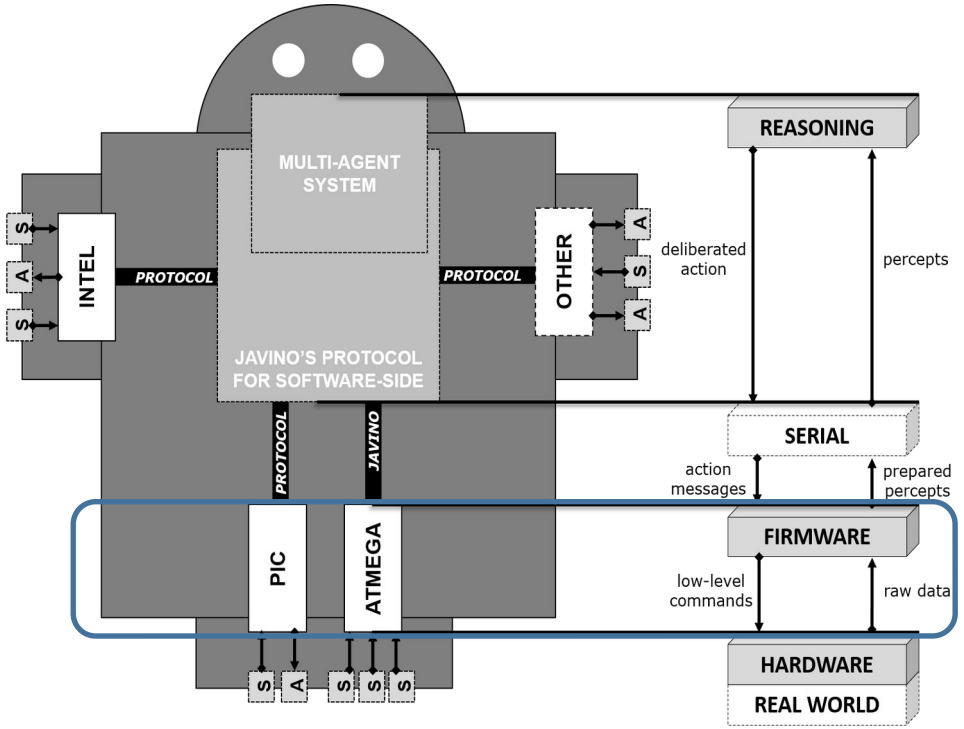
- **Hardware.** Conjunto de recursos que representam o ambiente do agente no mundo físico;
- **Firmware.** Hospedada em um ou mais microcontroladores que manipulam a camada de hardware, conforme as deliberações do agente;



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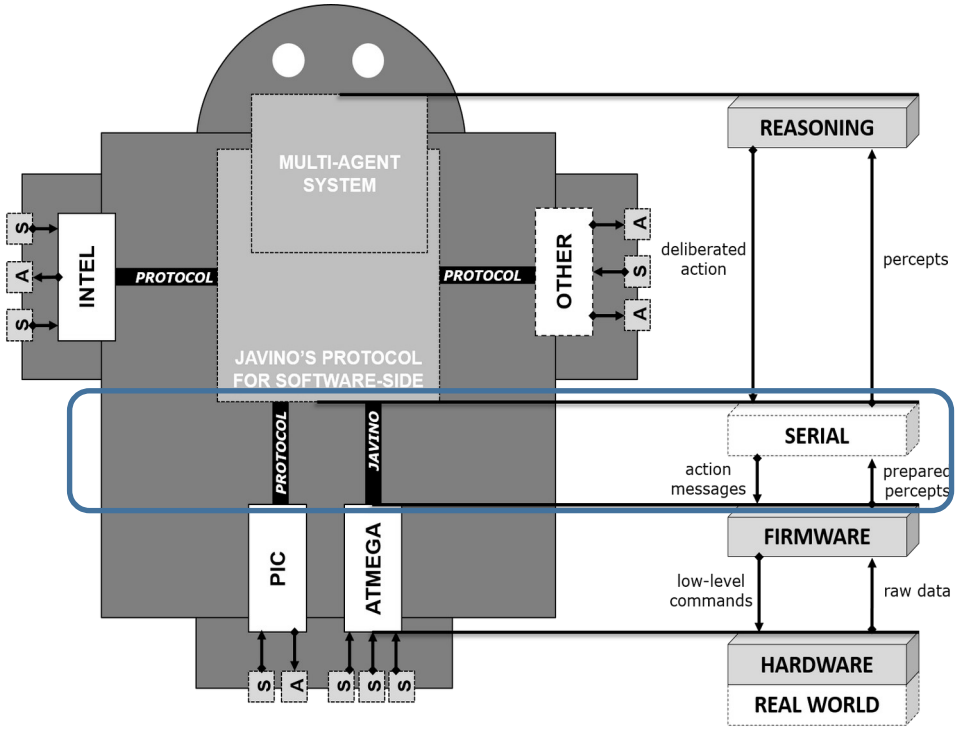
- **Interfaceamento.** Permite a comunicação do agente com o microcontrolador;



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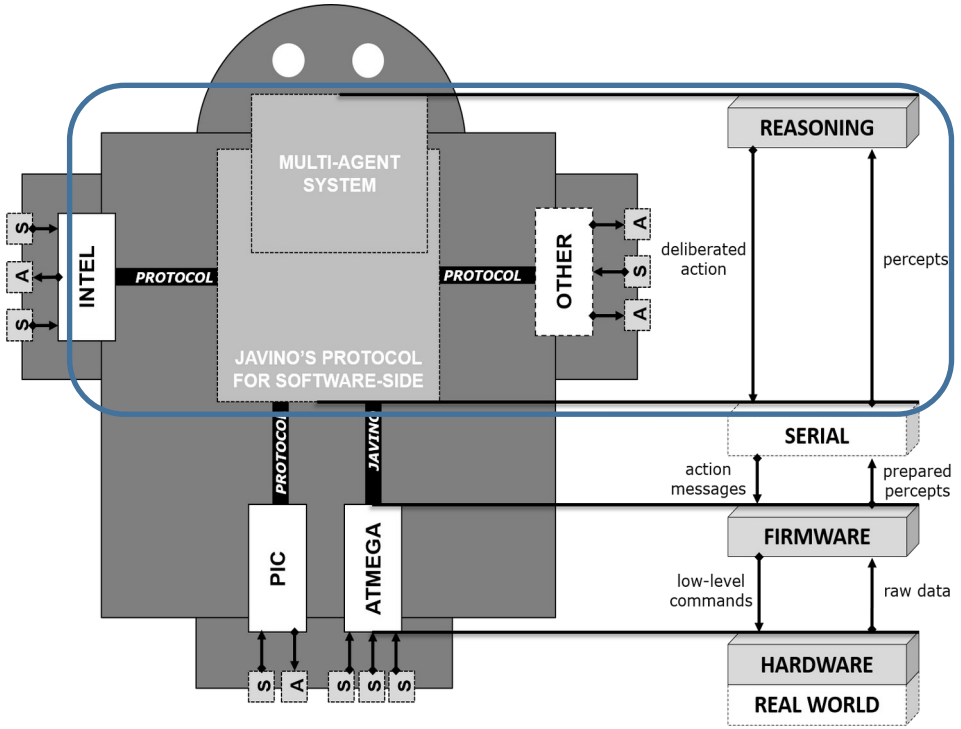
Arquitetura de 4 Camadas

- **Raciocínio.** É um SMA hospedado em um computador que executa o controle do dispositivo onde estiver embarcado.



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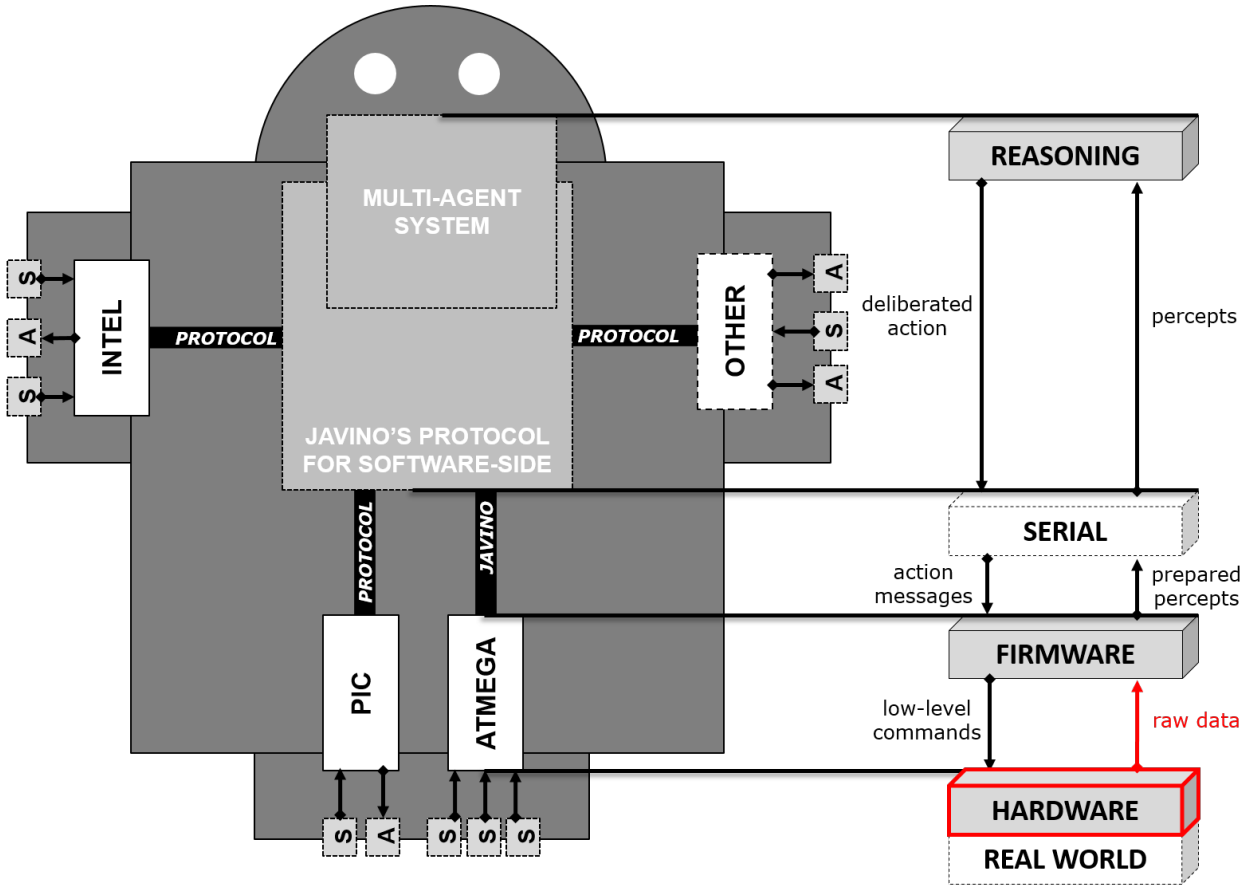
Arquitetura Física e Lógica



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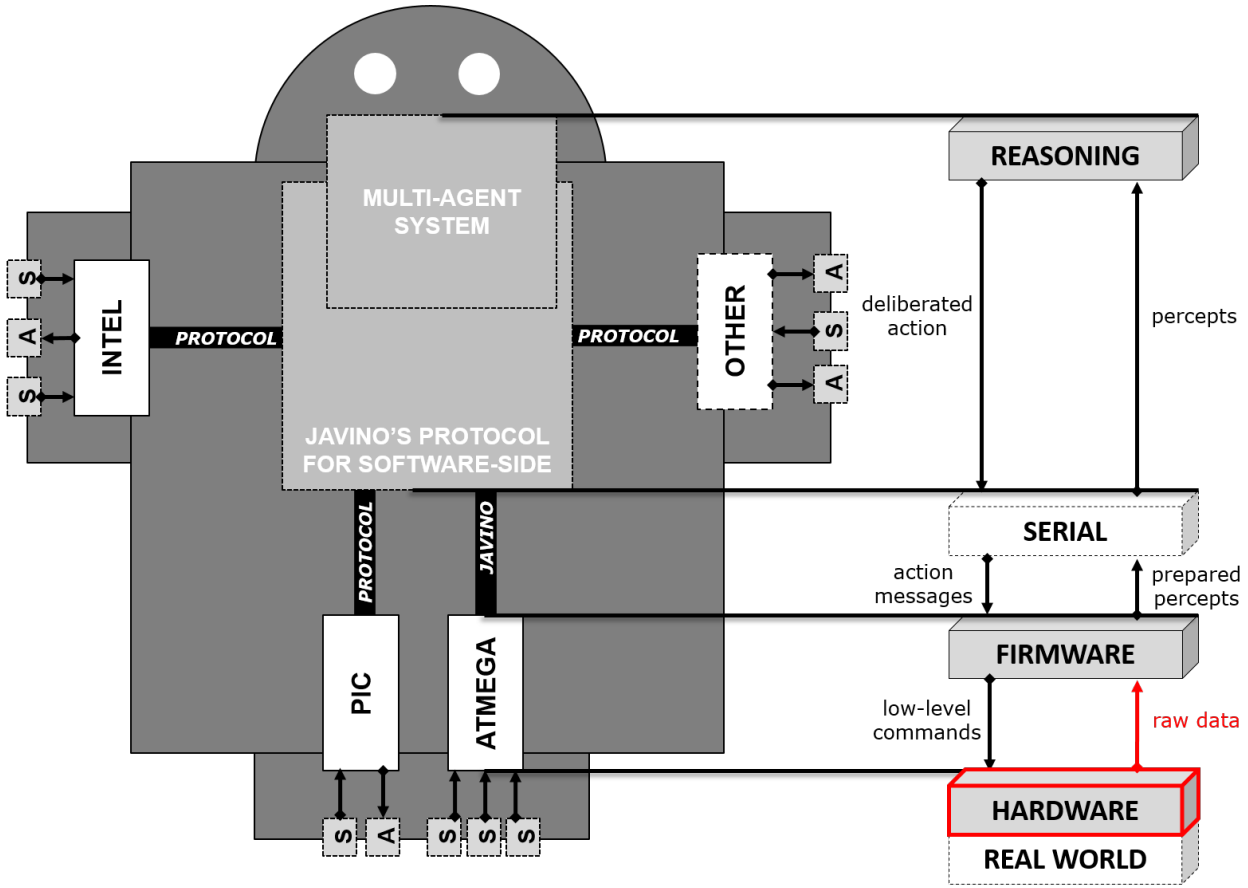
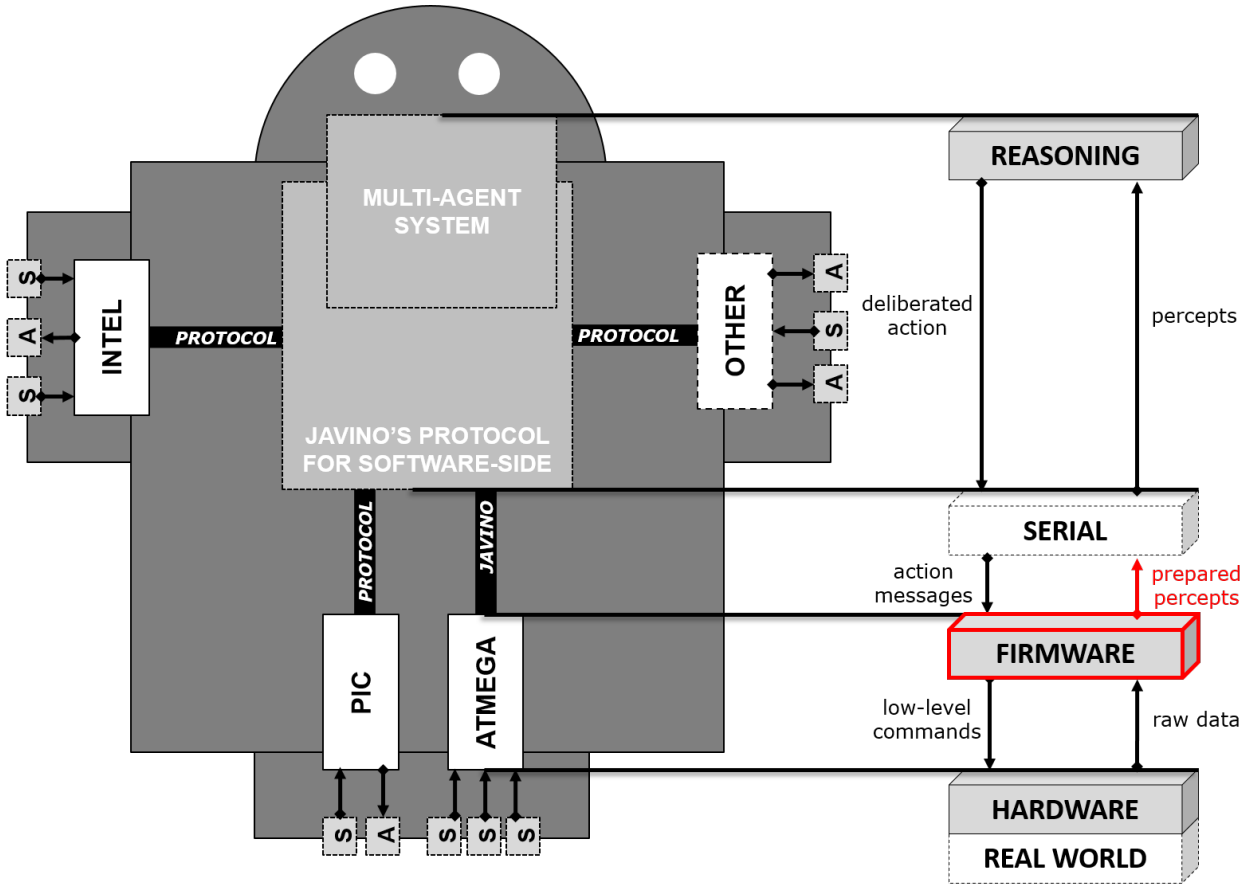


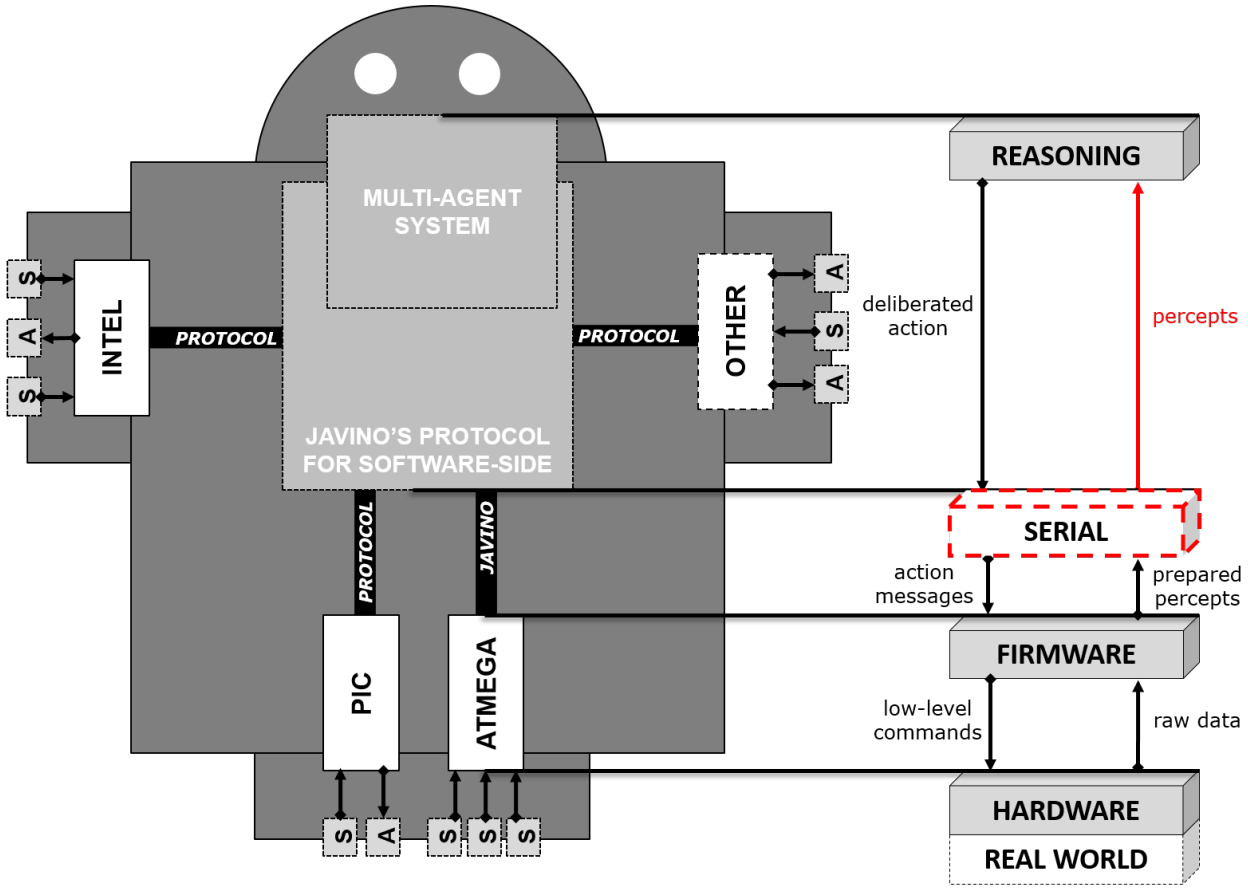
Sensores capturam dados brutos do mundo real e os enviam para um dos microcontroladores escolhido para o projeto.

Arquitetura Física e Lógica



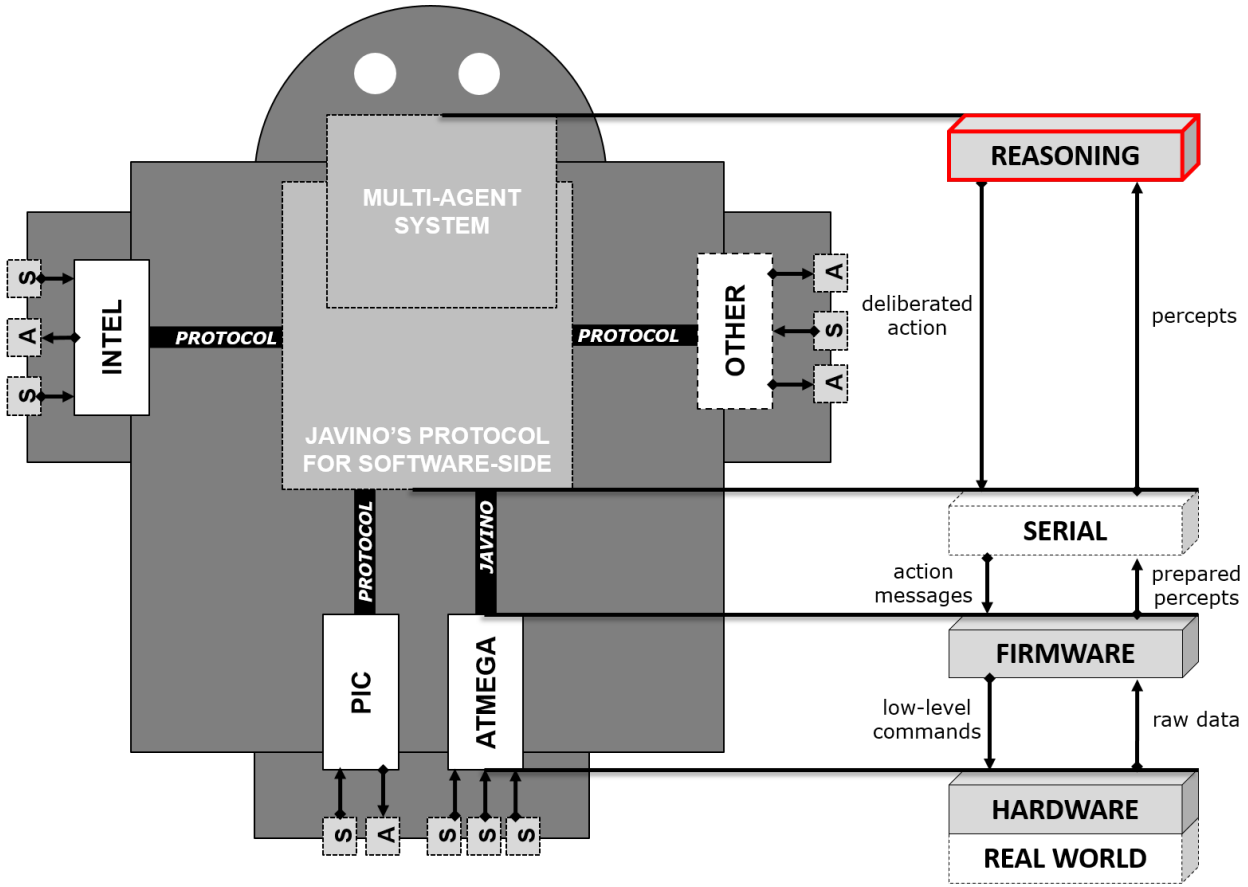
Na programação do microcontrolador, os dados brutos são transformados em percepções baseado na linguagem de programação orientada a agentes escolhida.

Arquitetura Física e Lógica



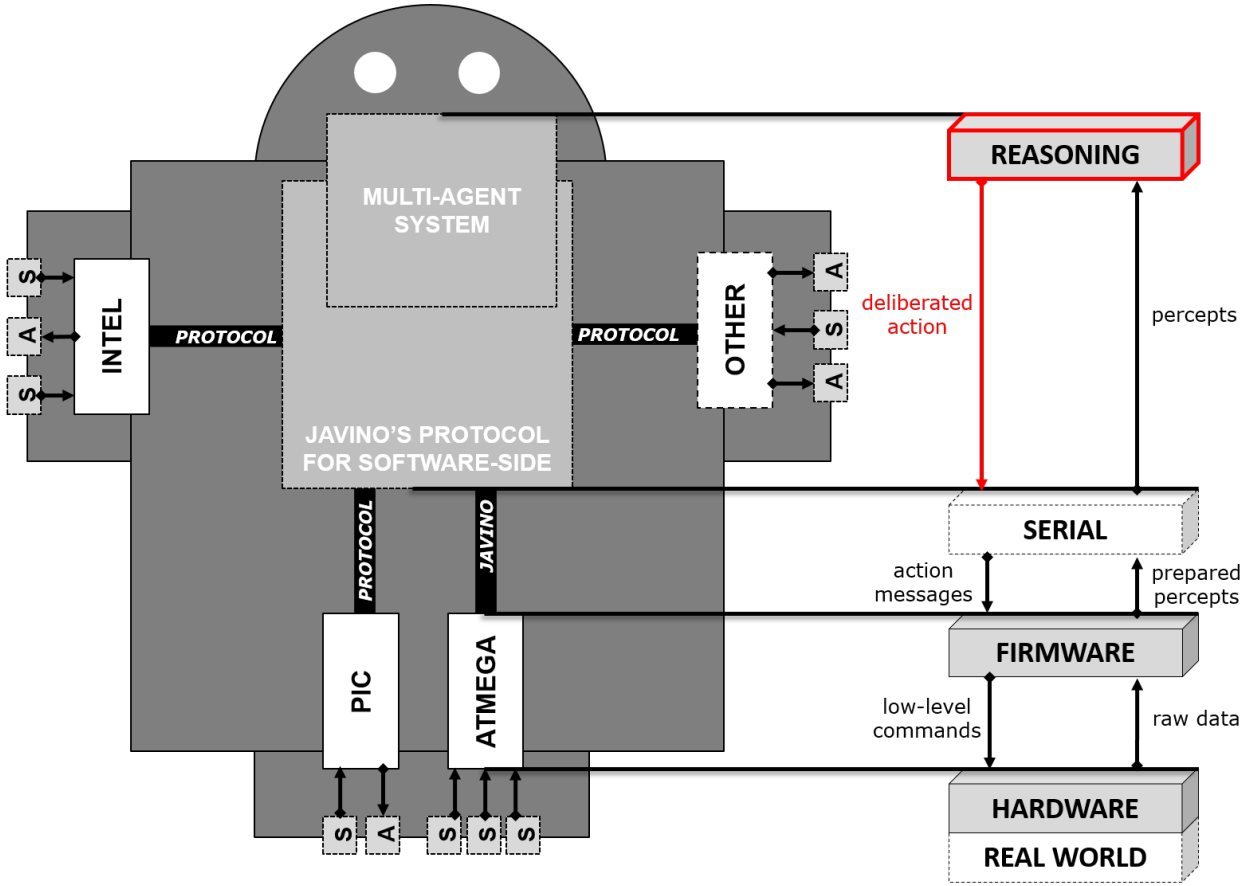
É responsável por enviar as percepções para a camada de raciocínio usando a comunicação serial.

Arquitetura Física e Lógica



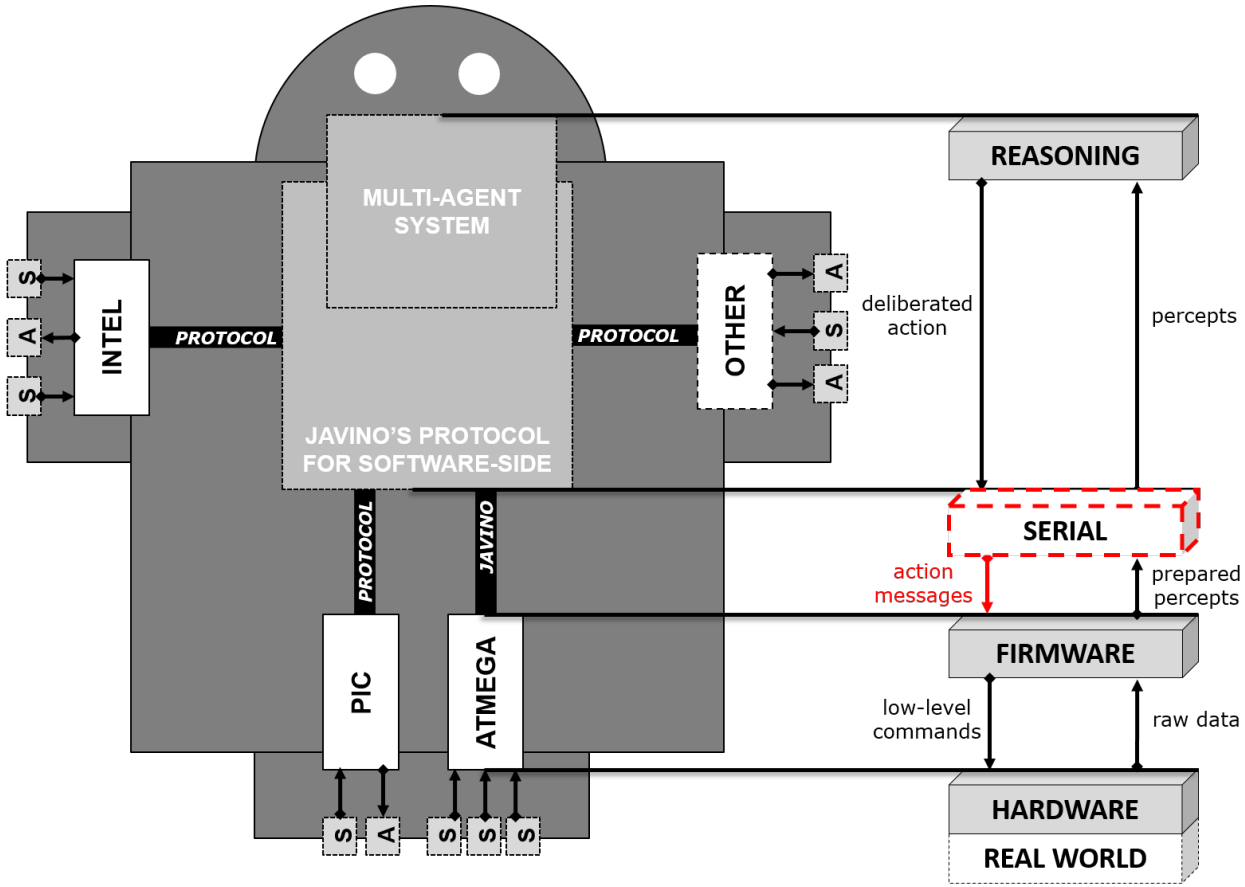
O agente é capaz de raciocinar com as percepções que vem diretamente do mundo real.

Arquitetura Física e Lógica



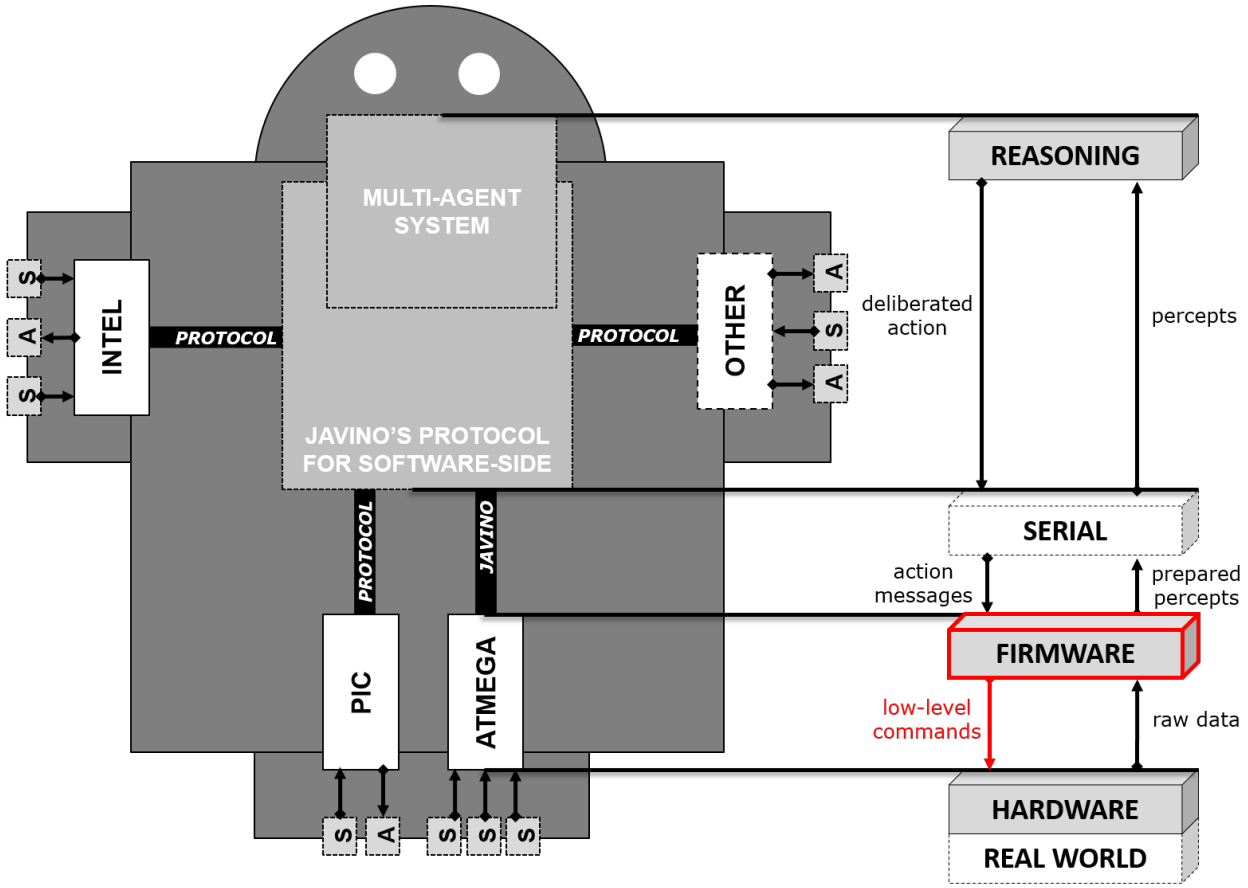
Então, o agente delibera e se alguma ação precisar ser executada. Neste caso, uma mensagem é enviada a camada serial.

Arquitetura Física e Lógica



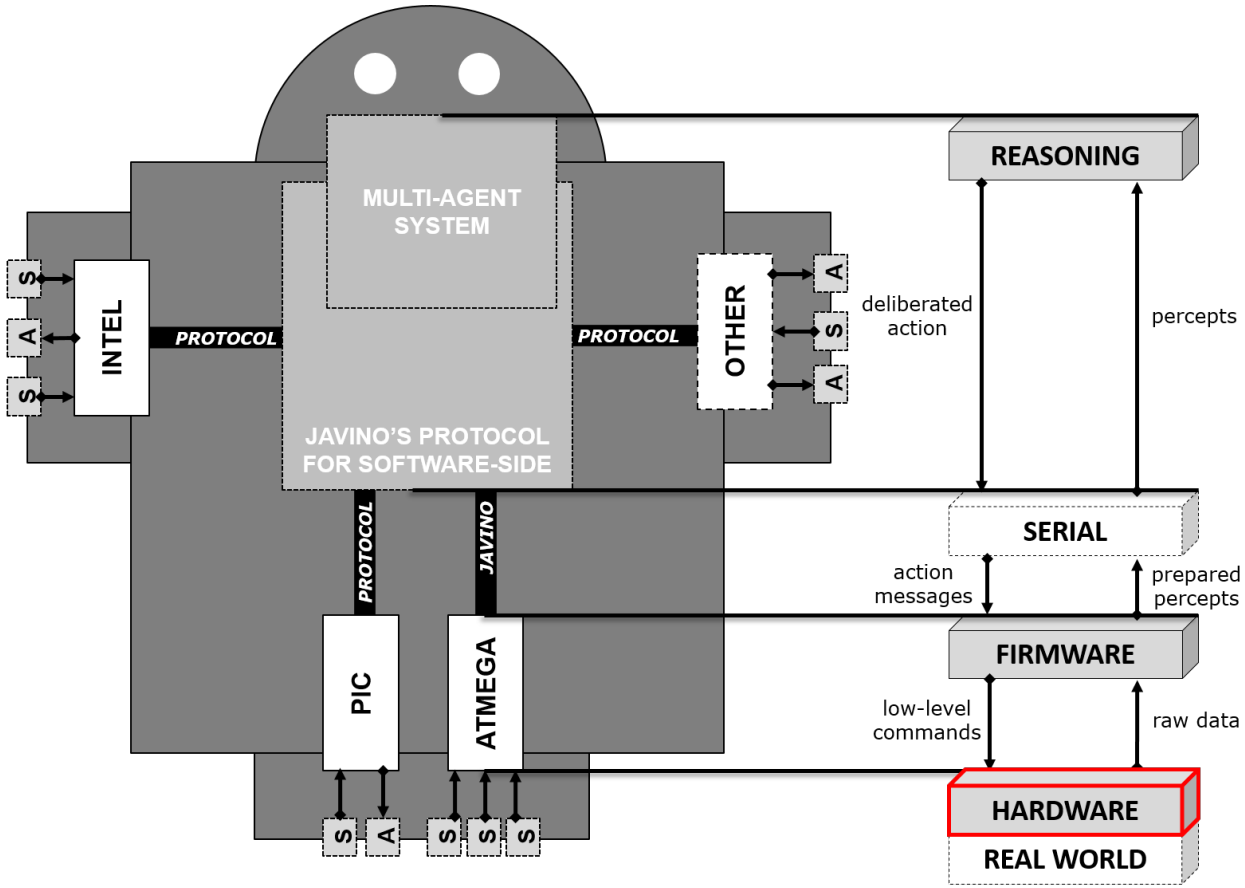
Redireciona as mensagens de ações para o microcontrolador que está conectado na porta USB identificado na mensagem.

Arquitetura Física e Lógica



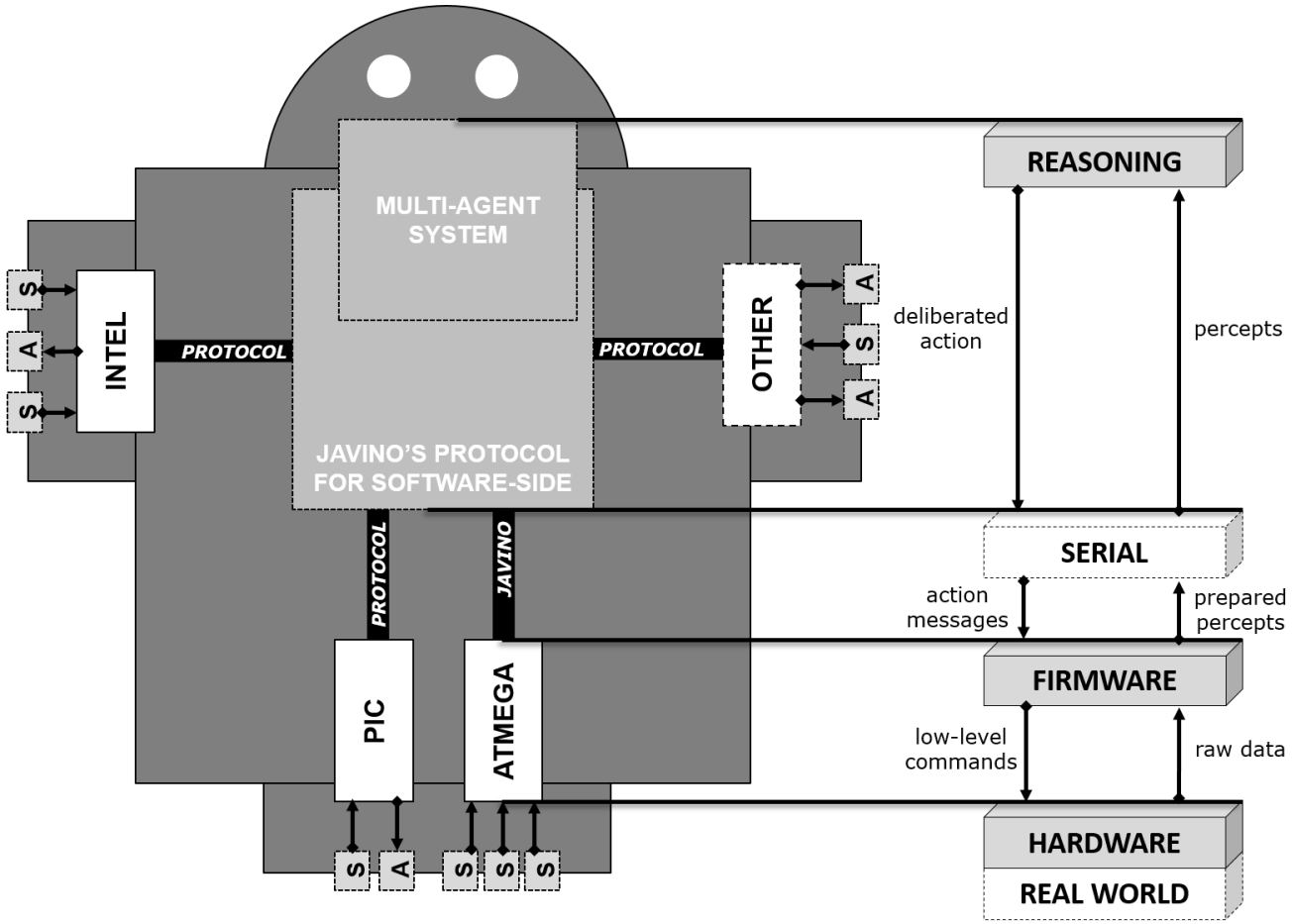
Todas as funções possíveis dos atuadores são programadas para serem executadas em resposta às mensagens vinda da porta serial.

Arquitetura Física e Lógica

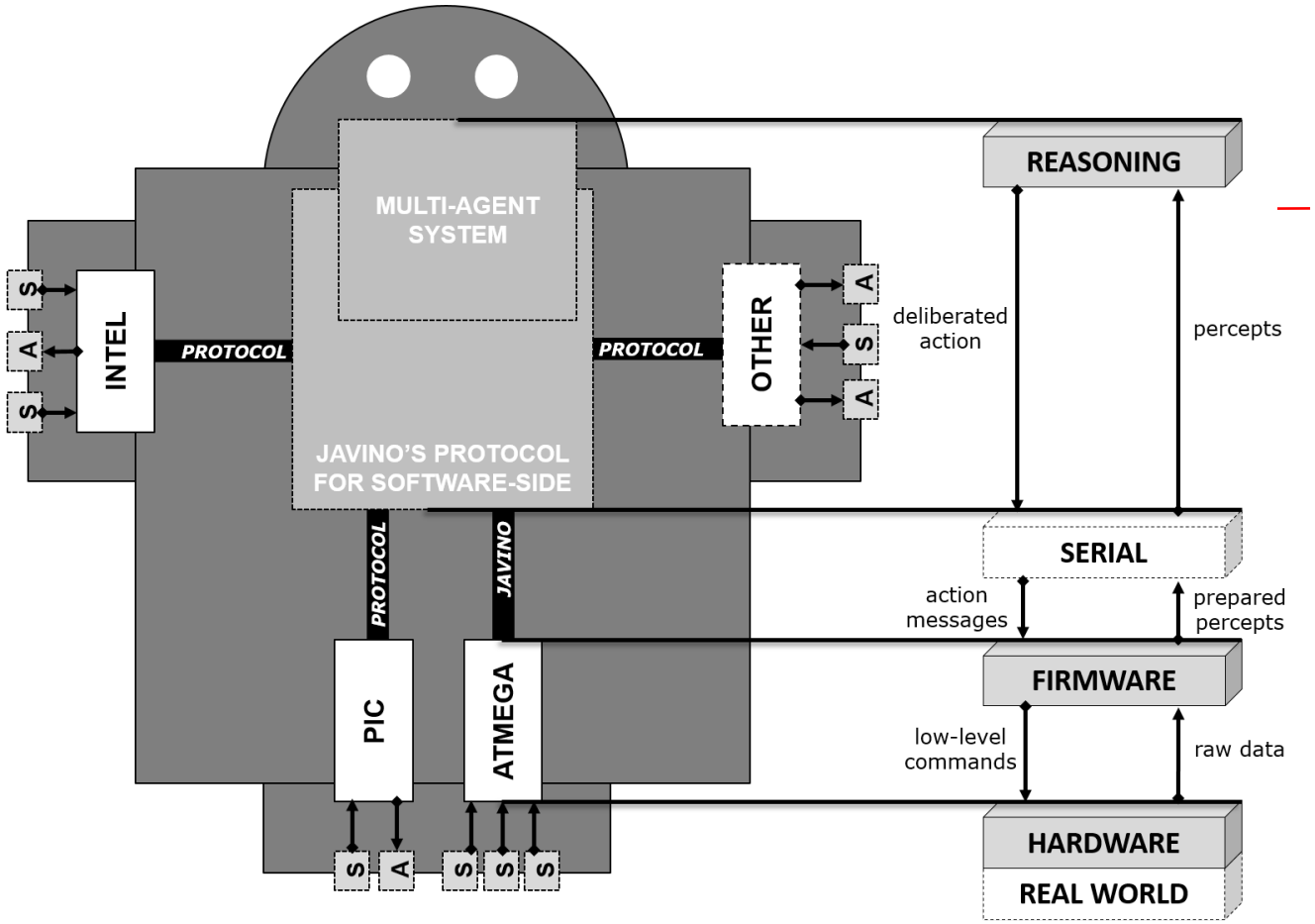


O efetuador é ativado.

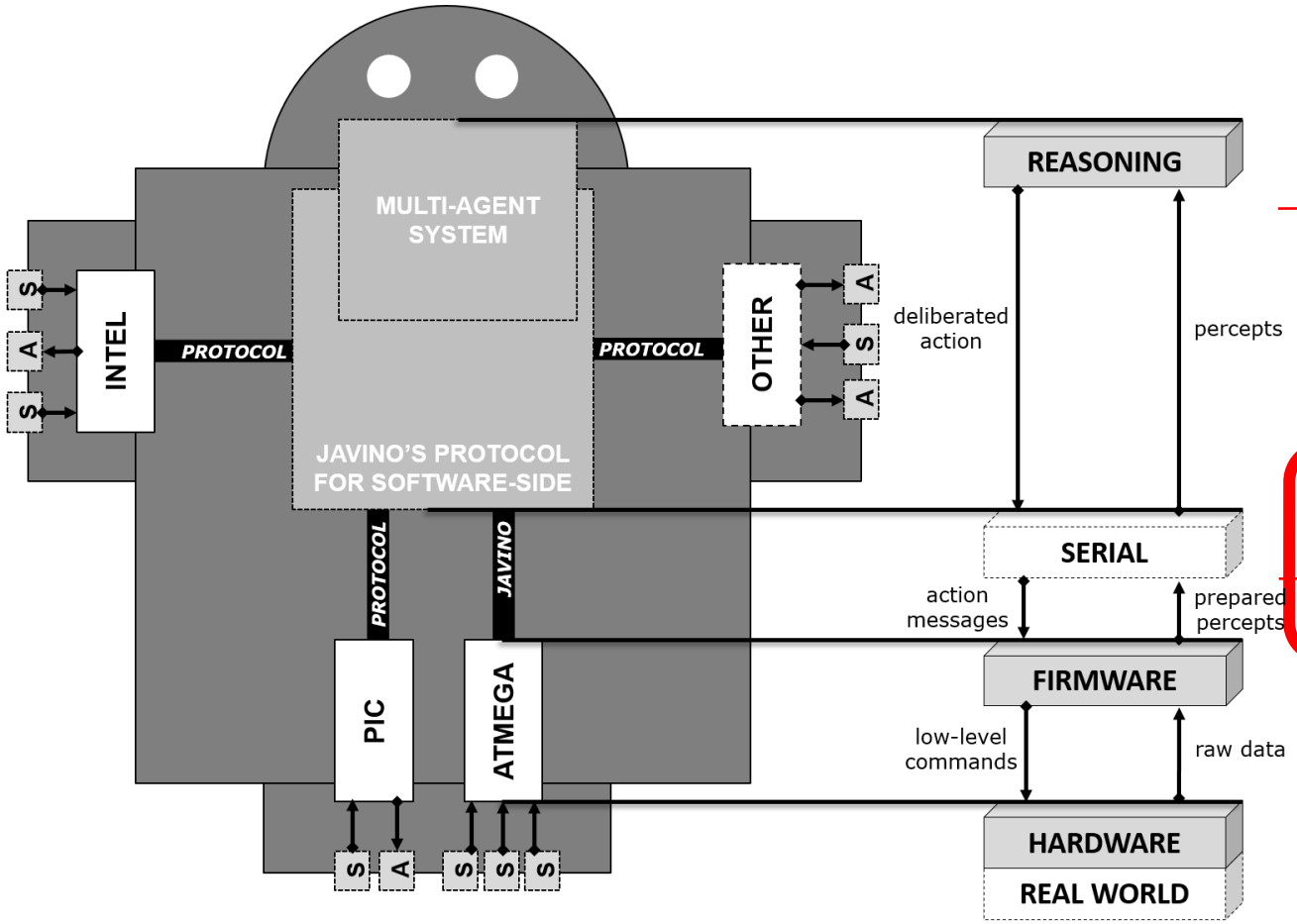
Toolkit to Facilitate Embedded MAS Development



Toolkit to Facilitate Embedded MAS Development



Javino



JavINO

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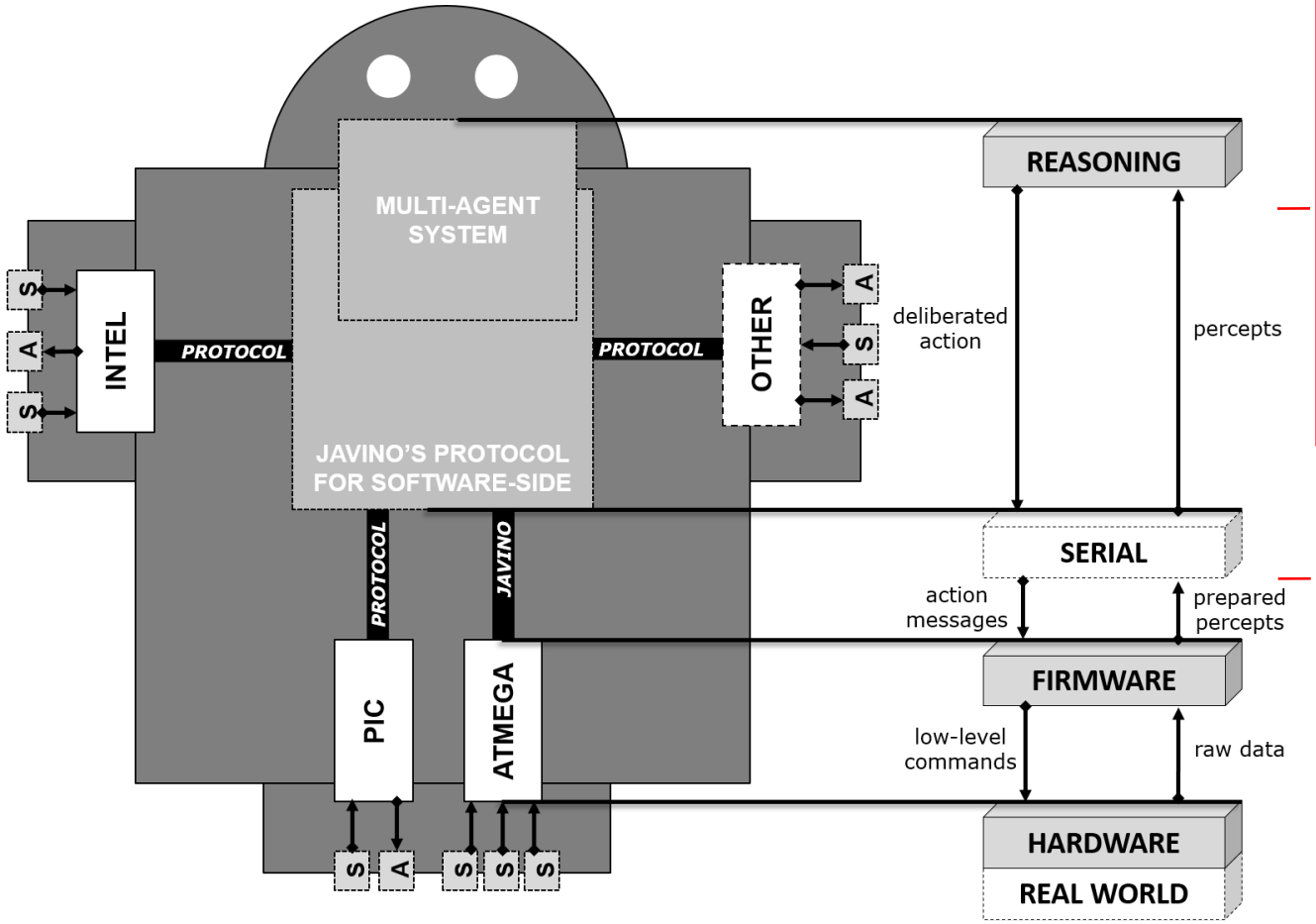
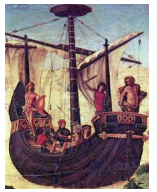
Argo Agents



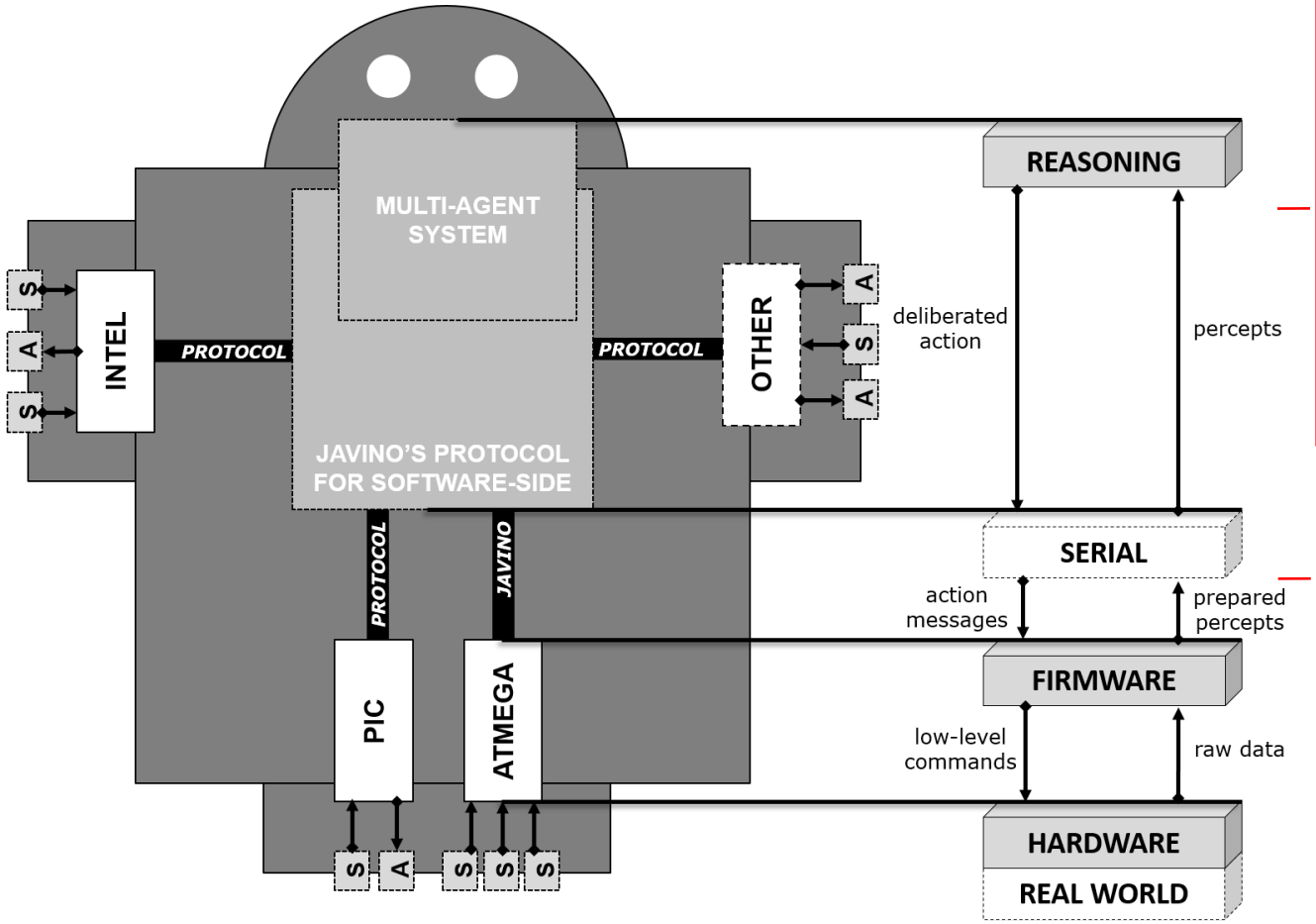


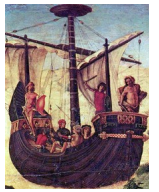
ARGO

JaVINO

Pantoja, C.E., Stabile, M.F., Lazarin, N.M., Sichman, J.S. (2016). **ARGO: An Extended Jason Architecture that Facilitates Embedded Robotic Agents Programming**. In: Baldoni, M., Müller, J., Nunes, I., Zalila-Wenkstern, R. (eds) Engineering Multi-Agent Systems. EMAS 2016. Lecture Notes in Computer Science(), vol 10093. Springer, Cham. https://doi.org/10.1007/978-3-319-50983-9_8

Communicator Agents





ARGO

Communicators

JaVINO

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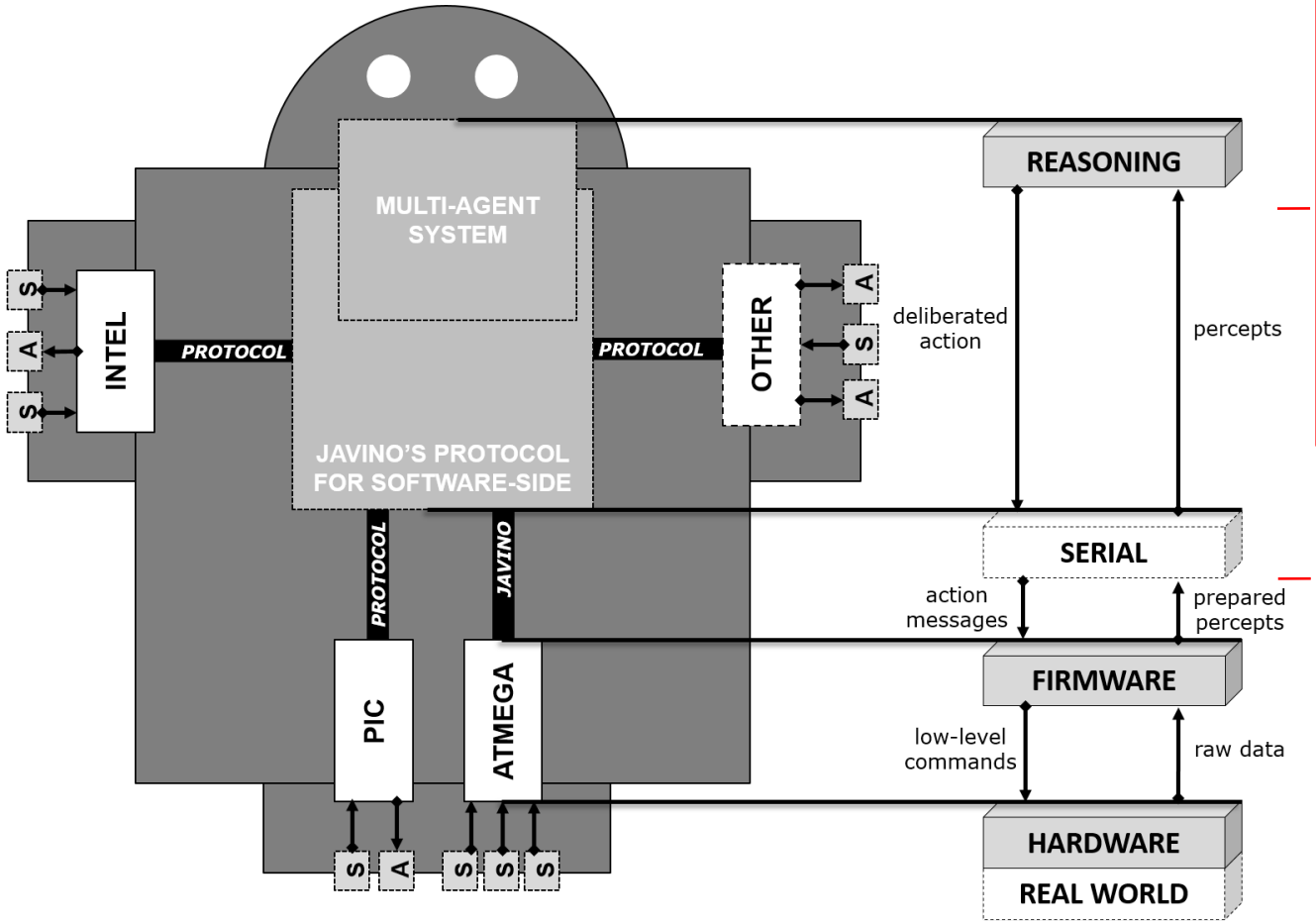
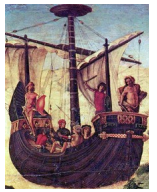
Bio-Inspired Protocols





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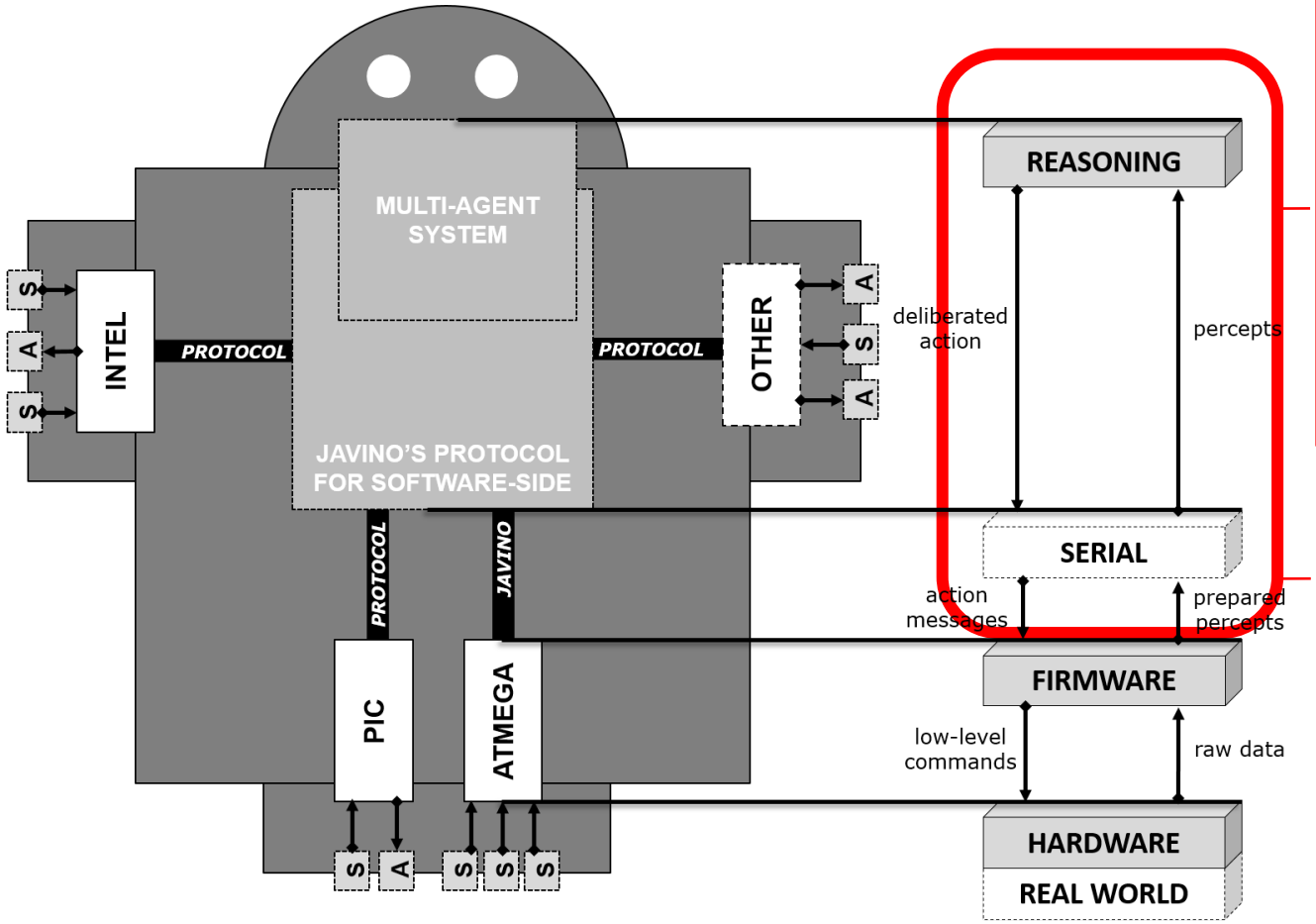
Bio-Inspired Protocols

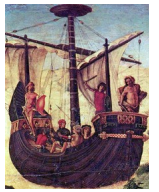
Communicators

JaVINO

Souza de Jesus V., Pantoja C., Manoel F., Alves G., Viterbo J. and Bezerra E. (2021). **Bio-Inspired Protocols for Embodied Multi-Agent Systems**.In Proceedings of the 13th International Conference on Agents and Artificial Intelligence - Volume 1: ICAART, ISBN 978-989-758-484-8, pages 312-320. DOI: 10.5220/0010257803120320

Swapping Physical Resources at Runtime





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Bio-Inspired Protocols

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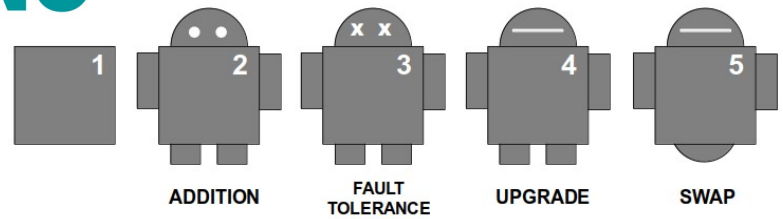
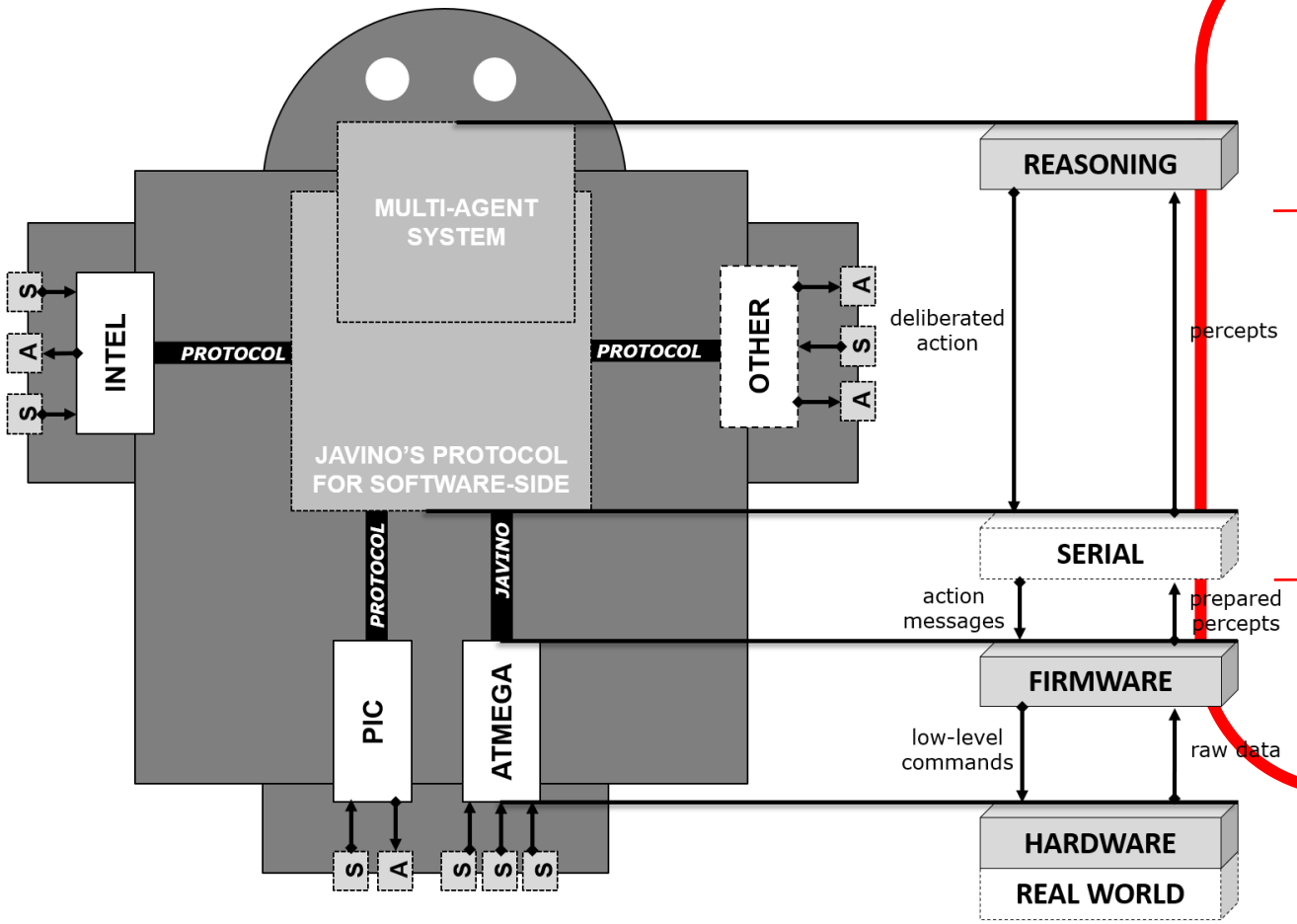
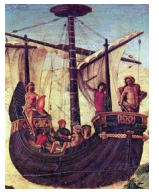


Lazarin, N.; Pantoja, C. and Viterbo, J. (2023). **Swapping Physical Resources at Runtime in Embedded MultiAgent Systems**. In Proceedings of the 15th International Conference on Agents and Artificial Intelligence - Volume 1: ICAART; ISBN 978-989-758-623-1; ISSN 2184-433X, SciTePress, pages 93-104. DOI: 10.5220/0011750700003393

Jason Embedded and Packages





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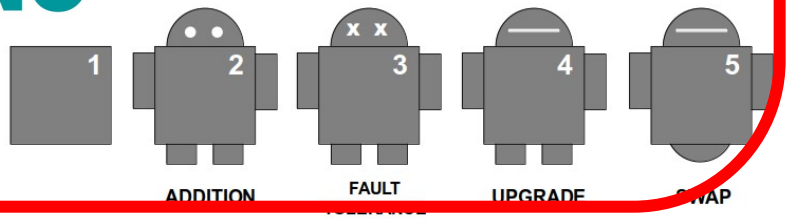

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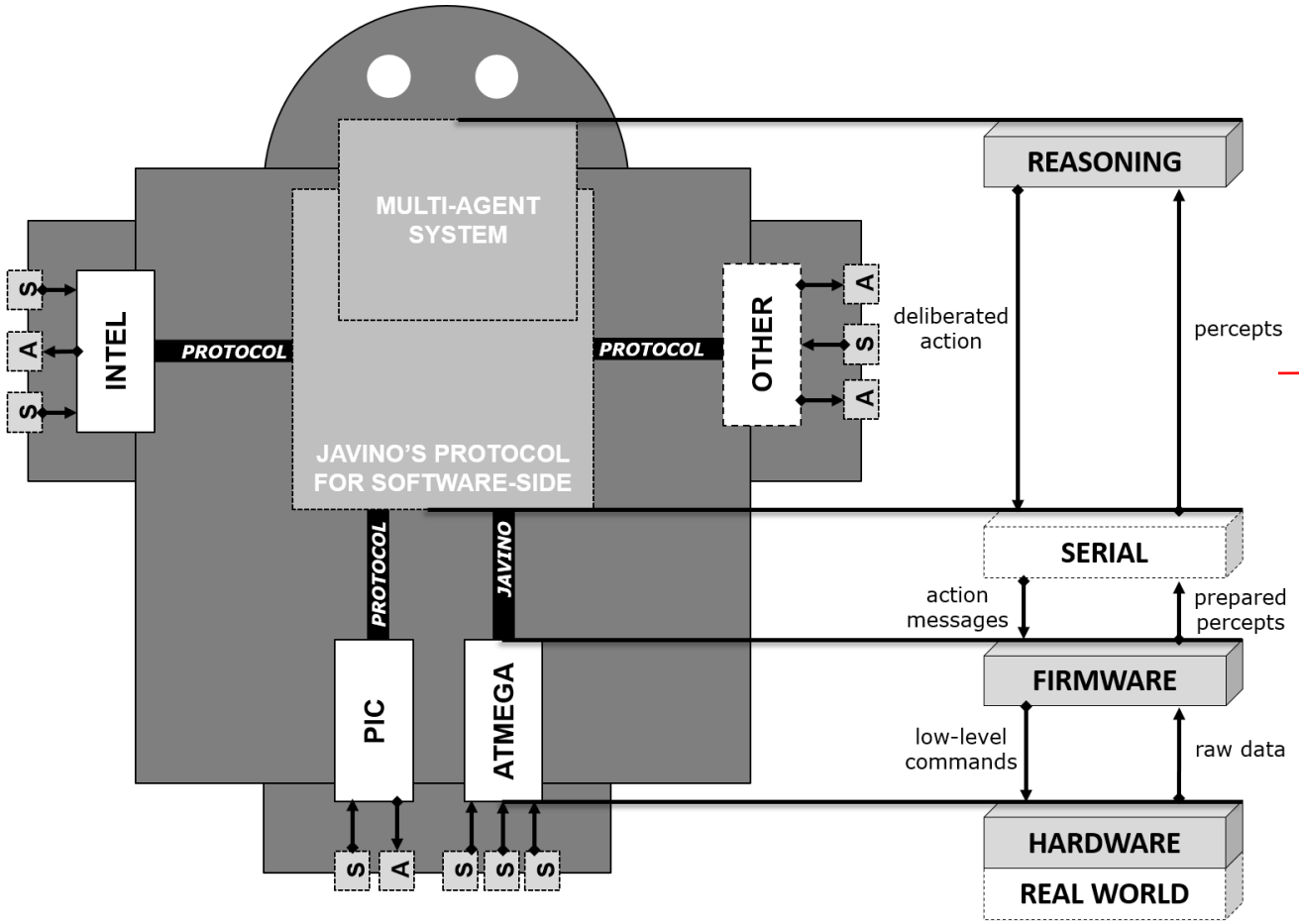
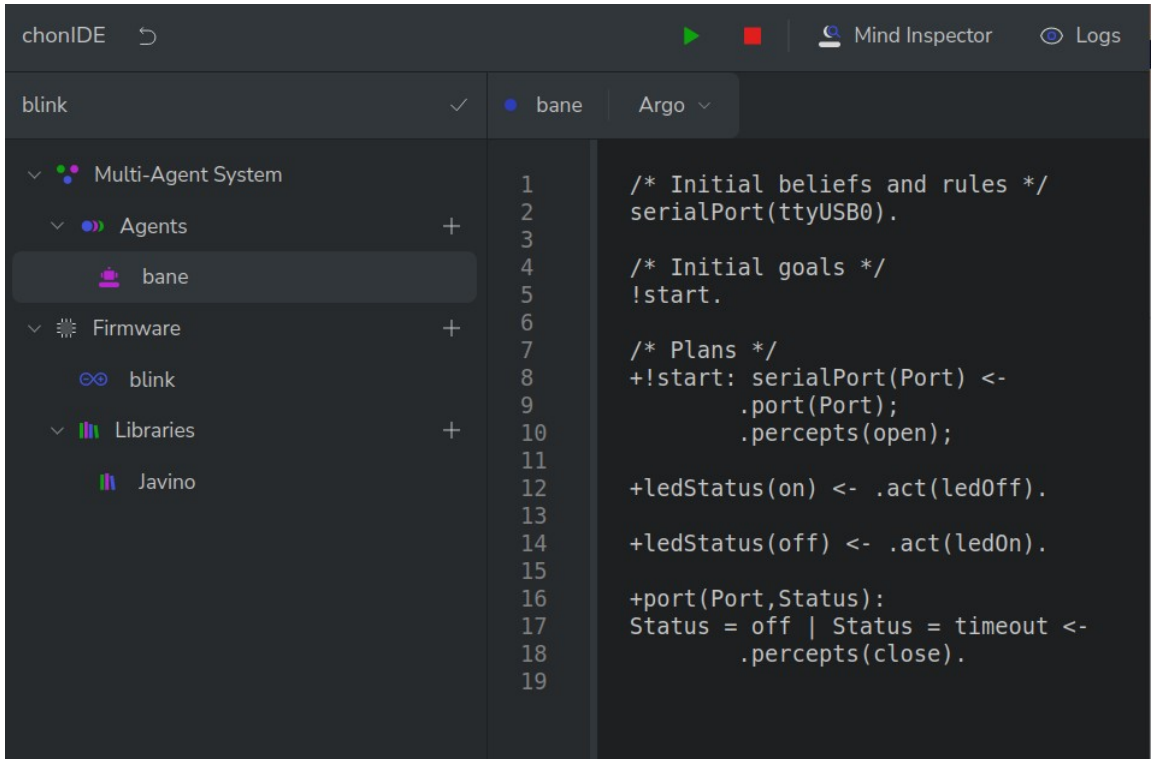
ChonIDE





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

Agradecimentos

OBRIGADO!

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