

Single-Agent Systems

Individual Utility:

collision detection;

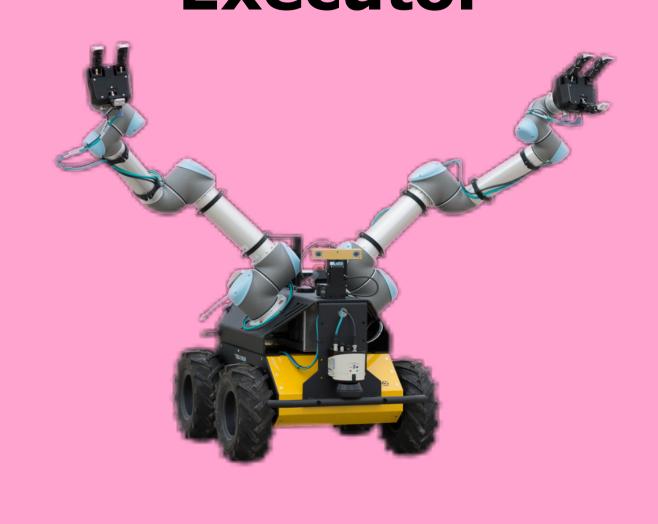
battery level;

data communication;

sensor range;

etc.

Executor



Satisfy
group
utilities



Adapt tasks & environments

Note:

Trust among agents



Multi-Agent Systems (MAS)

Group Utility: individual capabilities; winning rate; execution time; cost; trust; etc. Supplier Observer **Executor** Carrier