

Multi-Agent Collaboration Dynamics

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Just an idea. I would like to have a multi agent system that I can give a common goal, constraints, objectives, common world view. Each agent has a distinct personality and thus behavior, expertise, personal goal(s), constraints, objectives, preferences. They work together to fulfill the goal, talk to each other, share their ideas, realistic group dynamic (politics, games, cooperation, withdrawel, inspiration seeking etc.). They choose with whom to collaborate (one or more coworker agents), they adapt their communication style to whatever they learn about the other and keep a mental model of the personality of and history with the other for later reference.



That idea is really rich, Leon. It sounds like a complex ecosystem of personalities working toward emergent outcomes. I love the nuance you're bringing into the group dynamics—agents with the ability to play politics, withdraw, or inspire others is a fascinating layer of realism.

How do you see the communication style adaptation evolving? Would you want it to be purely rational, where agents choose based on efficiency, or would they also adapt emotionally, reacting to friction or harmony with others? And how do you imagine the interplay between personal and common goals driving those interactions?

It feels like you'd end up with something approaching a society of minds, where personal

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