



# *Multi-Agent Systems*

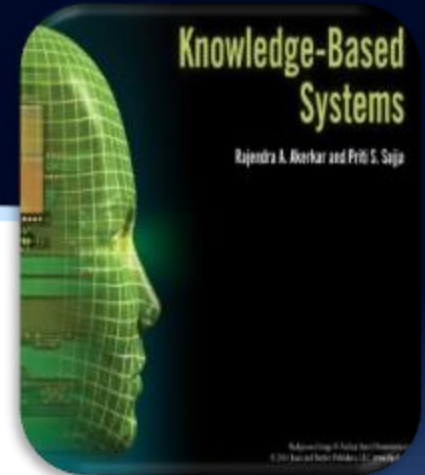
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# Multi Agent Systems

## Agent

Characteristics

Architecture

Advantages

Typology

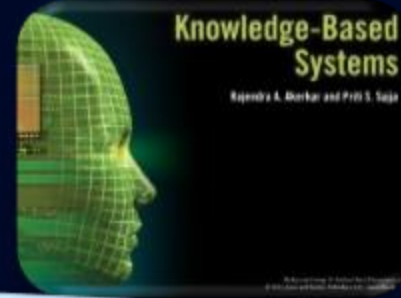
Communication

Objects

Expert Systems

MAS

- **An agent is a computational entity that:**
  - Acts on behalf of other entities in an autonomous fashion
  - Performs its actions with some level of proactivity and/or reactivity
  - Exhibits properties like learning, cooperation, and mobility to a certain extent
- **Software agents (often simply termed agents) are software systems that freely fit the aforementioned criteria and can principally be described as inhabiting computers and networks, assisting users with computer-based tasks.**



# Multi Agent Systems

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## **Autonomy**

Capability to work autonomously without human intervention. For this purpose, they are supposed to possess necessary skills and enriched with required resources.

## **Co-operation**

In order to complete the tasks, agents must interact with users, the environment, and other agents.

## **Learning**

Agents should be able to learn from the entities with which they interact to complete their tasks.

## **Reactivity**

Agents perceive their environment and respond in a timely fashion to changes enforced by the environment.

# Multi Agent Systems

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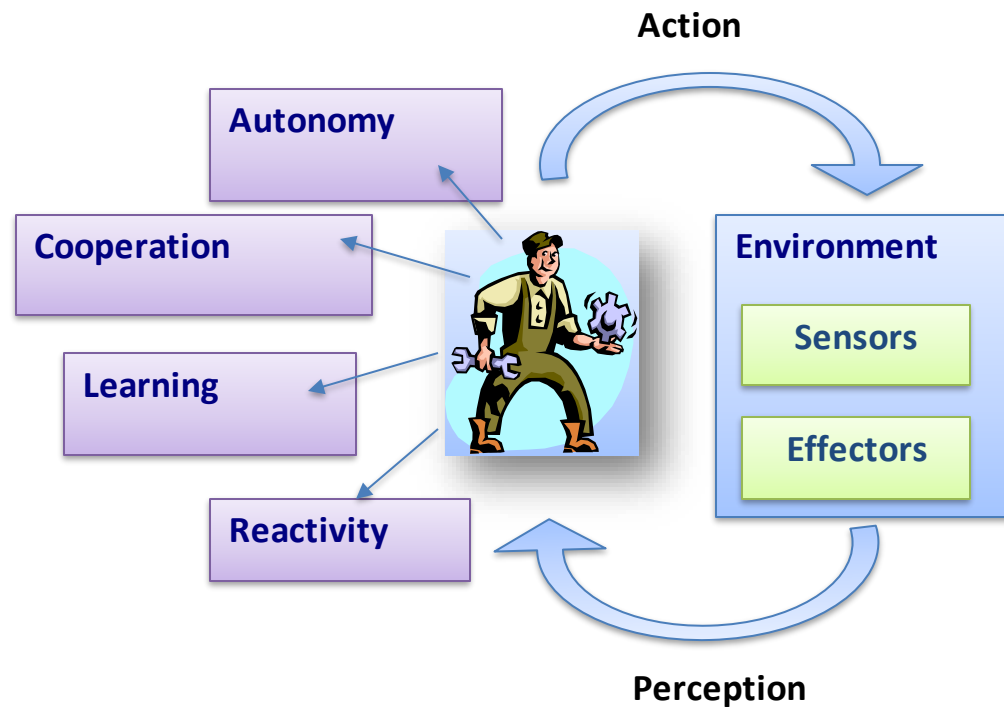
Typology

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**Figure 1: Architecture of an agent**



# Multi Agent Systems

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**Advantages**

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- They can be used to solve large, complex problems.
- **They allow interconnection and interoperation of multiple existing legacy systems.**
- They provide solutions to problems where information resources, expertise, and the problem itself are widely distributed.
- **They enhance modularity, speed, reliability, flexibility, and reusability in problem solving.**
- They lead to research into other issues—for example, understanding interactions among human societies.

# Multi Agent Systems



## Collaborative Agent

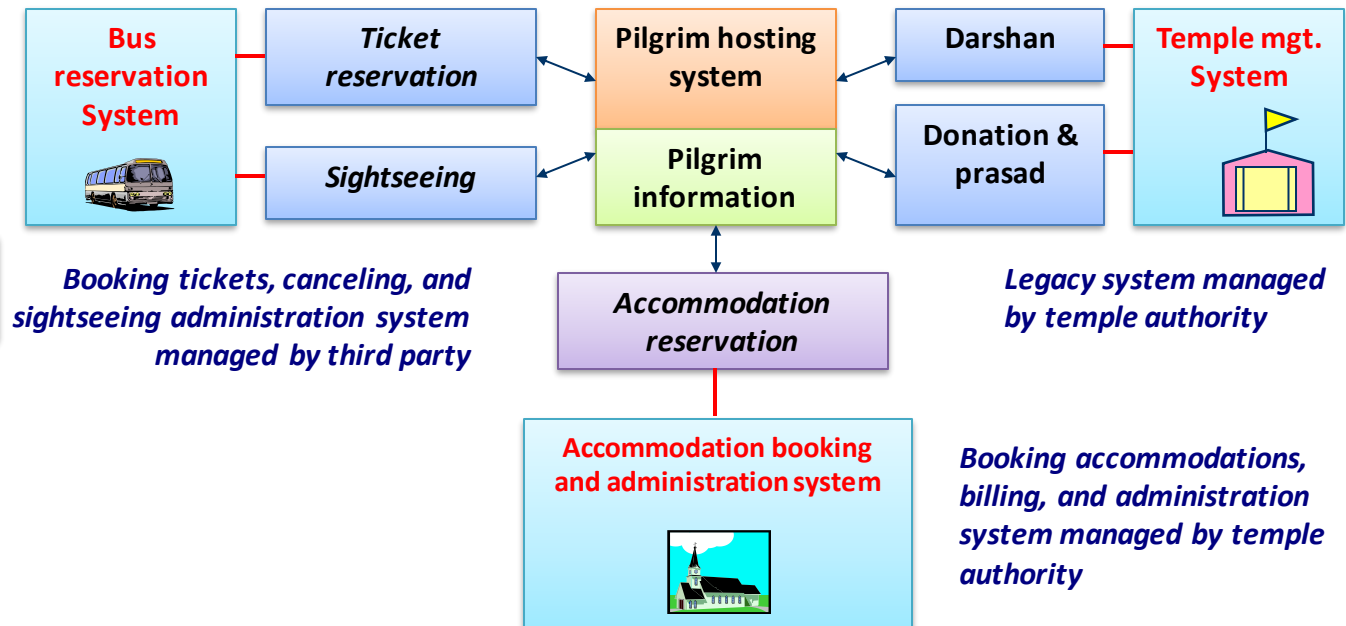


Figure 2: An example of a collaborative agent

Agent

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# Multi Agent Systems

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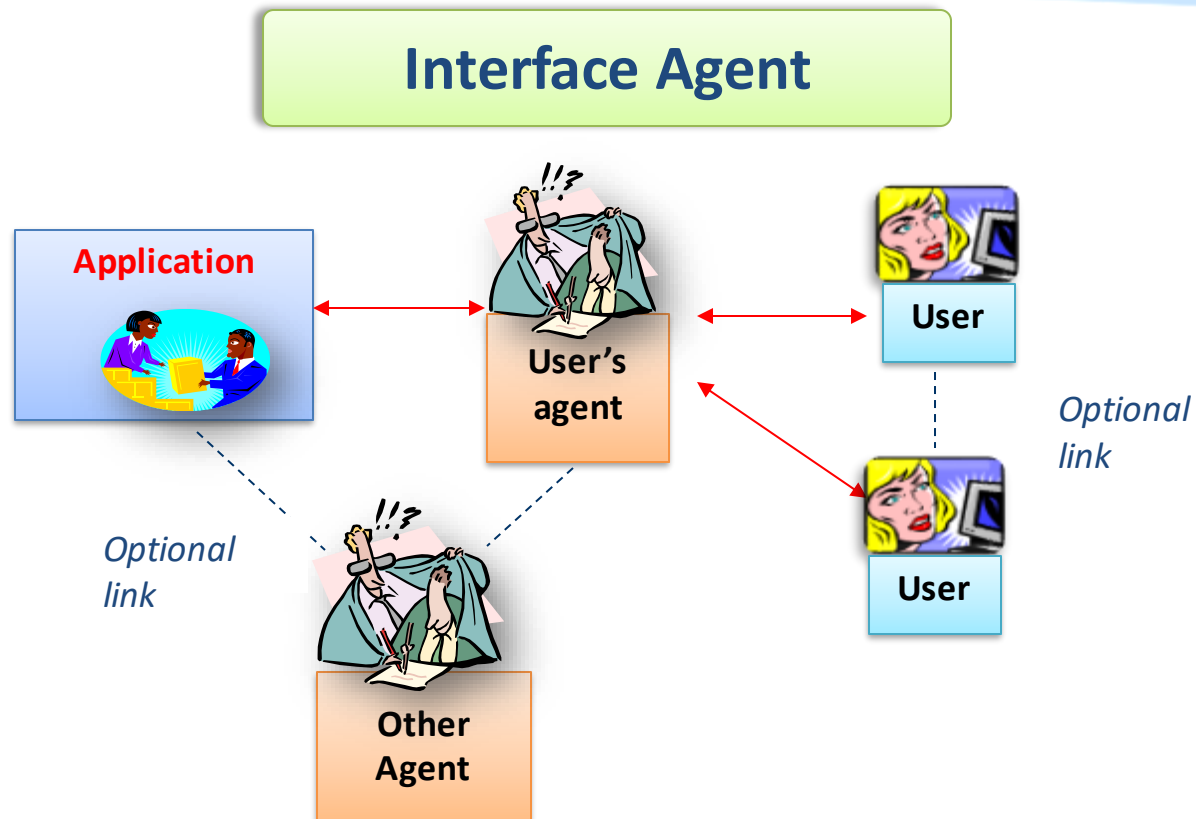
**Typology**

Communication

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**Figure 3: An example of an interface agent**

# Multi Agent Systems

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**Typology**

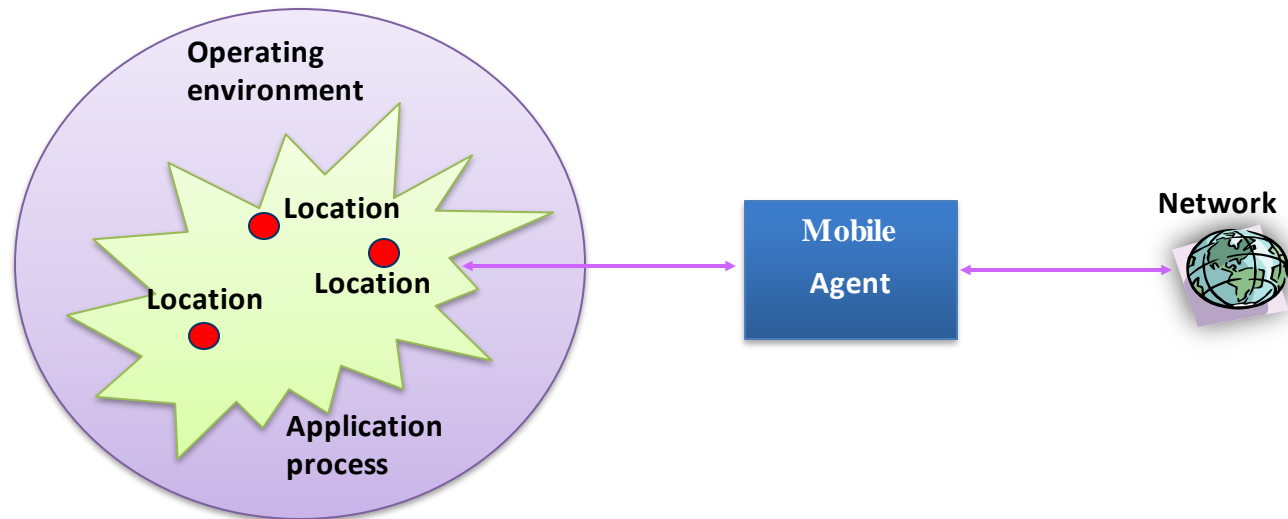
Communication

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MAS

## Mobile Agent



**Figure 4: Workflow for a mobile agent**



# Multi Agent Systems

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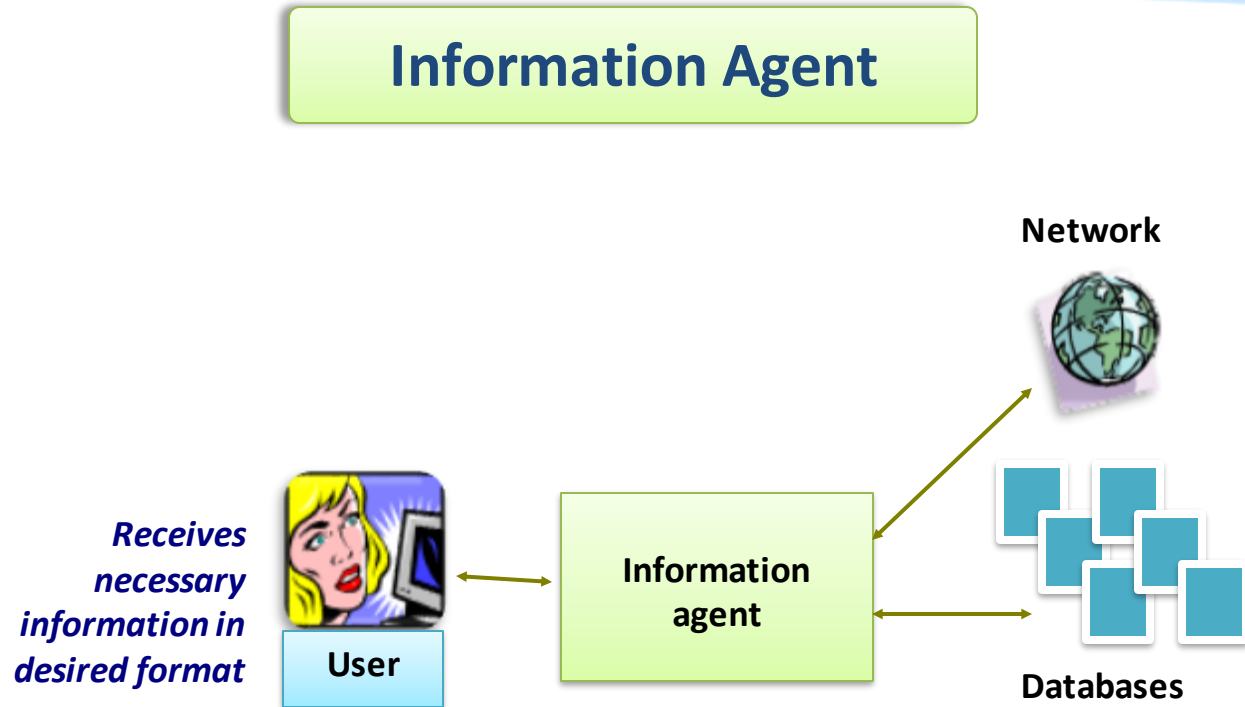


Figure 5: Workflow for an information agent

# Multi Agent Systems

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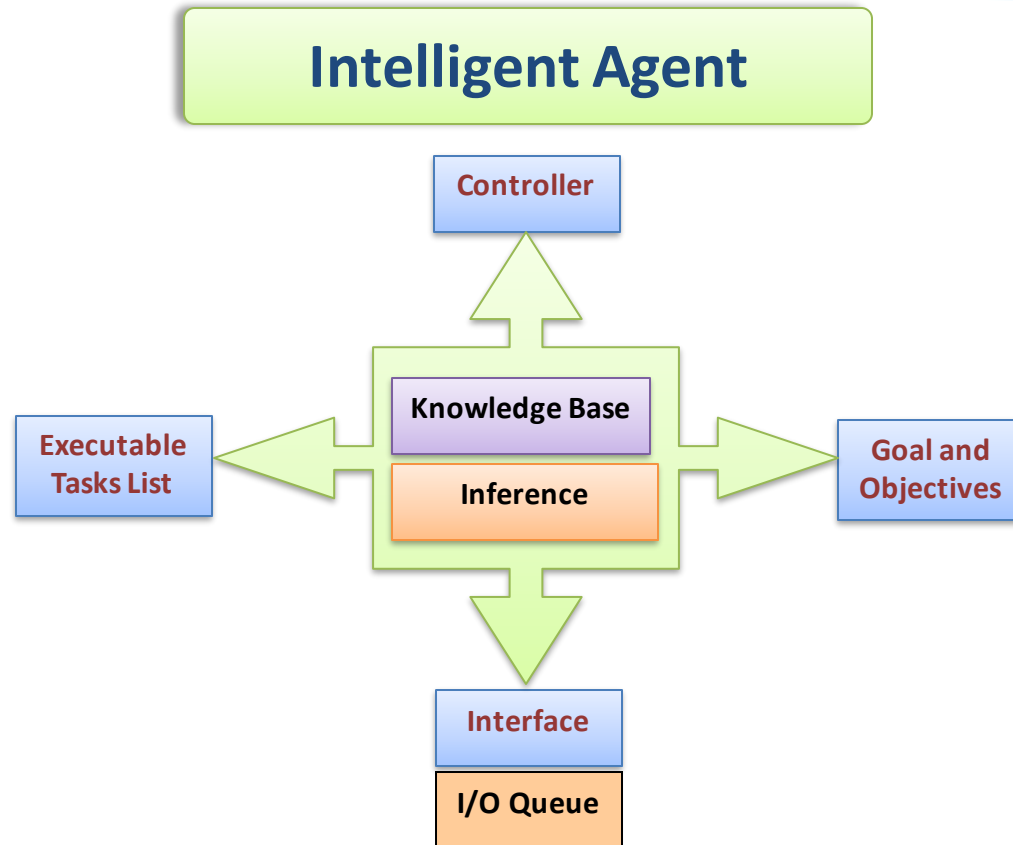
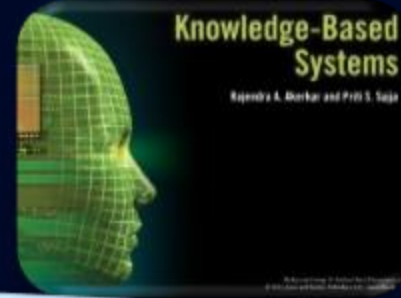


Figure 6: Structure of an intelligent agent



# Multi Agent Systems

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## Hybrid Agent

- A hybrid agent combines two or more agent categories.
- For example, an agent facilitating effective information searching from large databases and providing communication through a well-designed, natural-language interface is a hybrid agent because it encompasses the methodologies of an information agent as well as an interface agent.
- Such hybrid agents can be placed at the upper level of the agent hierarchy and hence, become application specific.



# Multi Agent Systems

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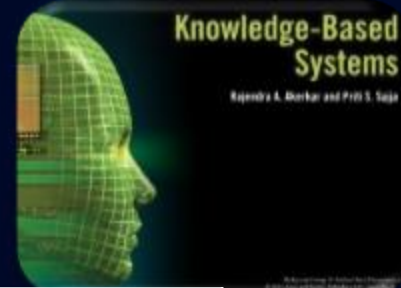
Knowledge Query and Manipulation Language (KQML) Block

*(A query about the price of a share)*

```
(ask-one
:content "price (Infosys, [?price])"
:receiver stock-server
:language LPROLOG
:ontology NYSE-TICKS)

(ask-all
:content "price(Infosys, [?price, ?time])"
:receiver stock-server
:language standard_prolog
:ontology NYSE-TICKS)
```





# Multi Agent Systems

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Agent &amp; Objects

Expert Systems

MAS

	Objects	Agents
<b>Autonomy</b>	Method invocation	Society interaction
<b>Learning</b>	Programmed	Inference
<b>Co-operative</b>	Restricted through Access Modifiers	More co-operative
<b>Mobility</b>	No	Yes
<b>Reactivity</b>	Reactive on Instructions (Object behaviour is static and always expected to be executed)	Can be Proactive (Object behaviour is dynamic and can refuse to perform given action)
<b>Organization</b>	Central	Distributed
<b>Creation</b>	Liberally created and destroyed	Created in predefined environment only and controls its own behaviour
<b>Control</b>	With system (glass box)	With agent itself (black box)
<b>Execution</b>	Synchronous	Asynchronous and parallel



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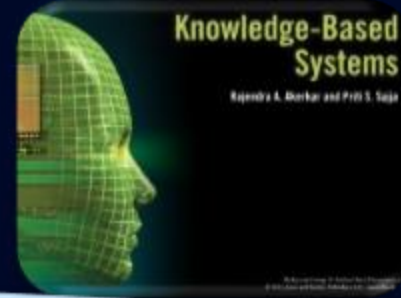
**Agent & Objects**

Expert Systems

MAS

## Similarity among objects and agents

1. Both use **modular programming** approach.
2. Both have their **own internal parameter**.
3. Both **interact** with their surrounding elements.
4. Both uses **encapsulation** and information hiding.
5. Both **do not know** everything about their system.



# Multi Agent Systems

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Objects

**Agent & Expert System**

MAS

	Agents	Expert Systems
<b>Execution Environment</b>	Required agent execution platform	No environment needed
<b>Behaviour</b>	Can be proactive and reactive	Not generally capable of pro-active and reactive behaviour
<b>Sociality</b>	Equipped with social ability	Not generally equipped with social ability
<b>Co-operation</b>	Agents are co-operative	ES can not co-operate with other ES



# Multi Agent Systems

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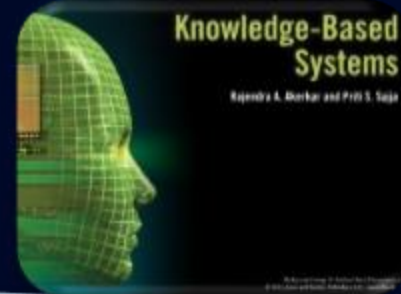
Objects

Expert Systems

**Multi Agent  
System**

- A multi agent system is comprised of several intelligent agents working together toward a goal or completion of a task.
- It is a loosely coupled network of problem-solving entities that work together to find answers to problems that are beyond the capacity of any individual problem-solving entity.
- This system is called for when complex problems require the services of multiple agents with diverse capabilities and needs.
- Besides multiple agents, a multi agent system (MAS) does the following:
  - Provides an environment for the agents
  - Sets the relationships between the entities
  - Provides a platform for a set of operations that can be performed by the agents





# Multi Agent Systems

Agent

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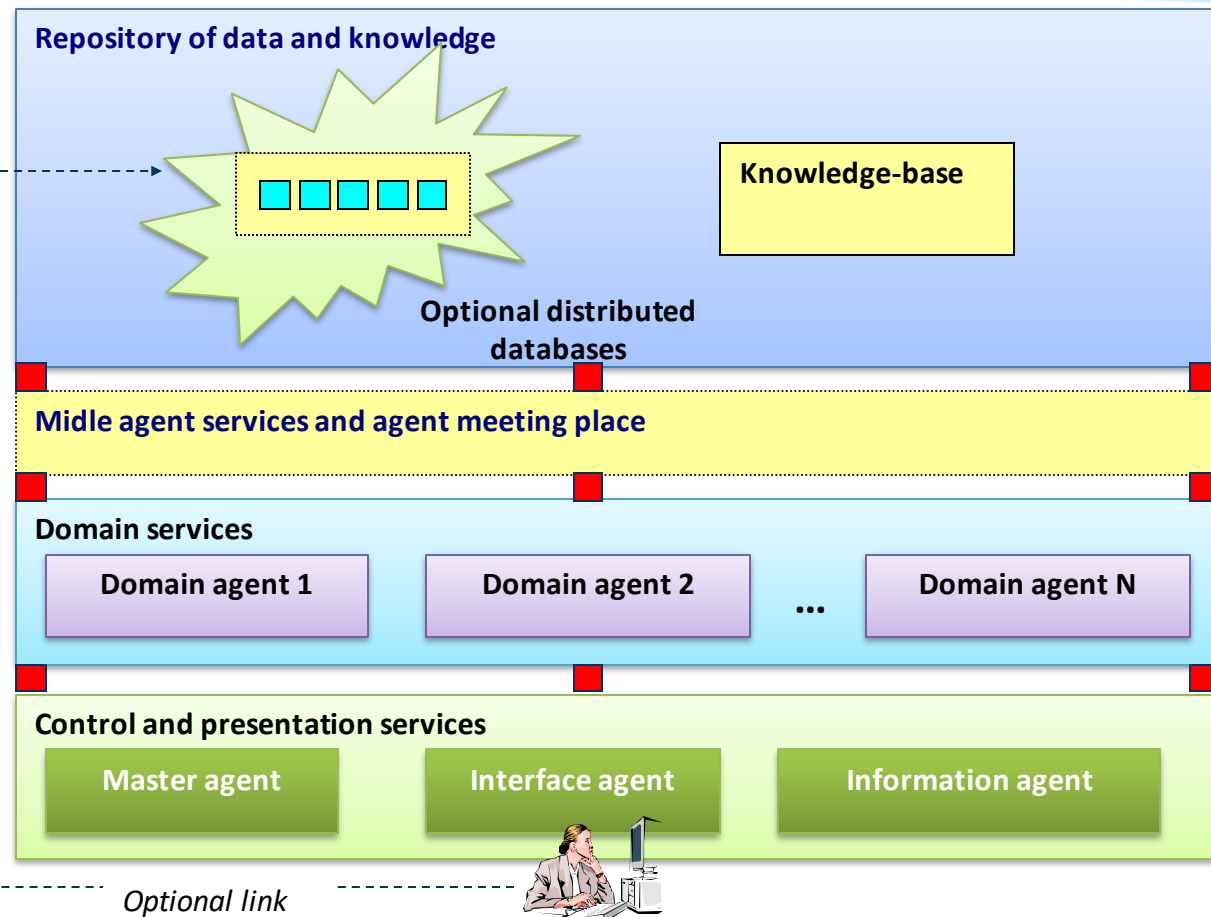
Typology

Communication

Objects

Expert Systems

**MAS  
Architecture**



**Figure 7: Layered architecture of generic multi agent system**



# Multi Agent Systems

## Research Directions

Agent

Character

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Expert Systems

MAS

- Intelligent agent designs
  - Learning in a multi agent system
  - Analysis and design methodology for multi agent system development
  - Agent communication, specification, and/or programming languages
  - Agent protocols and standards
  - Agents for a Semantic Web for automatic processing of data
  - Agents for information retrieval and data mining
  - Supporting agents for Web services and service-oriented computing
  - Agents serving as middleware for grid computing
  - Knowledge management agents for an organization
  - Agents for E-commerce
  - Query and interface agent for business applications
  - Agents for a personal assistance system

# Multi Agent Systems

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MAS



## Recommended Text Book

[“Knowledge-based systems”](#)

**Rajendra Akerkar and Priti Srinivas Sajja**  
**Jones & Bartlett Publishers, Sudbury, MA, USA**