

Universidade do Minho

Escola de Engenharia Departamento de Informática

> Mestrado Integrado em Engenharia Informática Mestrado em Engenharia Informática Agentes Inteligentes 2020/2021

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- ISLab (Synthetic Intelligence Lab)
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JADE Features

- Agent platform with the purpose of simplifying the development of agents
- API/Interface
 - Execution environment
 - Provides a class library for multi-agent development
 - Graphical administration and management tools for agents

Agent Structure/Standard

- Agent lifetime management
- Message transport management
- Message structure
- Protocol Interaction
- Ontologies
- Safety



Containers

- Each instance of the execution environment is a Container
- Each Container can have zero or more agents running simultaneously
- Main-Container is required to support the platform
- All other Containers have to register on it when they are created
- Containers can be remote



Containers

Main-Container:

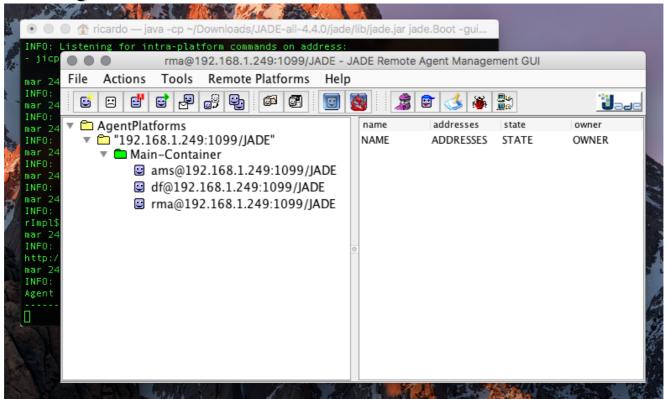
- Agent Management System (AMS): make sure there are no name collisions and lets you start and end agents.
- Directory Facilitator (DF): provides a yellow pages services through which an agent can search for other agents.

Optionally:

Remote Monitoring Agent (RMA): allows to manage the platform through a GUI.

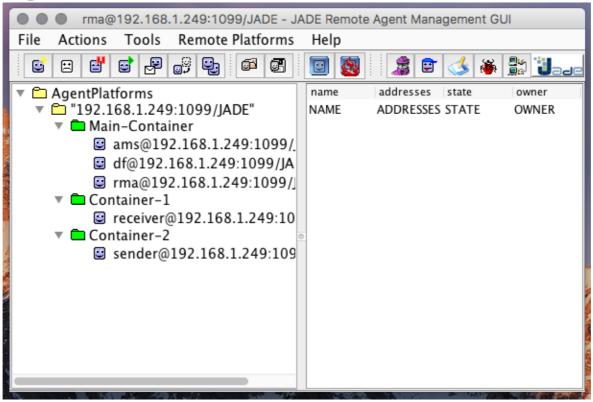


GUI without agents



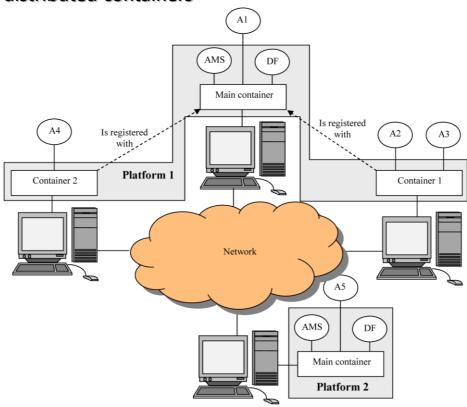


GUI with 2 agents



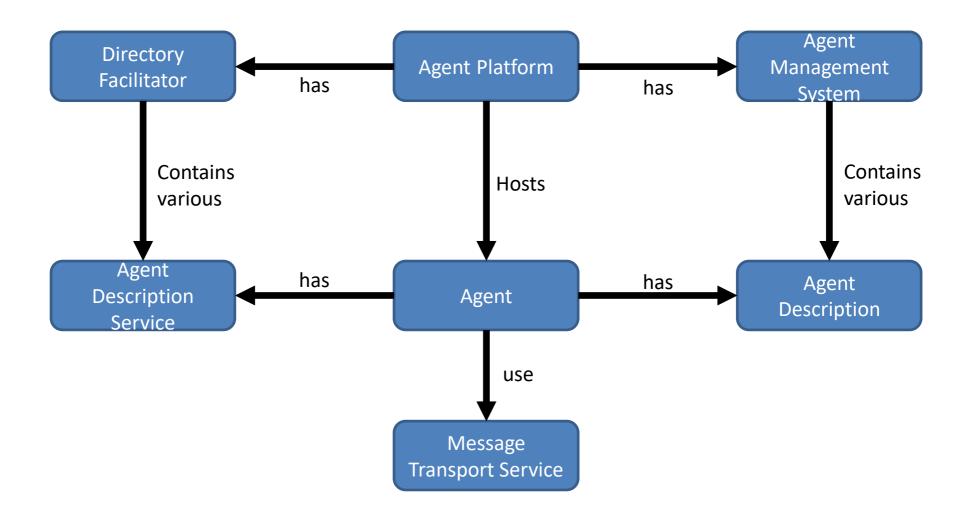


Platform - Set of distributed containers





Agent UML Diagram







Performative-FIPA compliant

- FIPA Foundation for Intelligent Physical Agents.
- Promotes standards for agent development.
- Delivers Messages Representation, Agents Structure, Messages Structure, etc.
- FIPA Message Types: <u>ASK</u>, <u>INFORM</u>, <u>REQUEST</u>, <u>PROPOSE</u>, <u>REFUSE</u>, etc.



Agent Behaviours

Primitive:

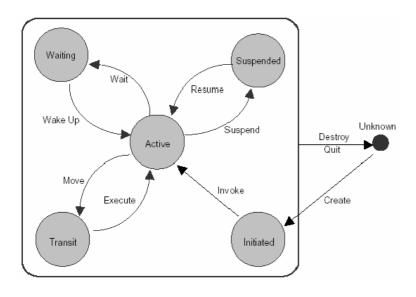
- SimpleBehaviour
- CyclicBehaviour
- o TickerBehaviour
- OneShotBehaviour
- WakerBehaviour
- SimpleAchieveREInitiator
- SimpleAchieveREResponder
- o FSMBehaviour

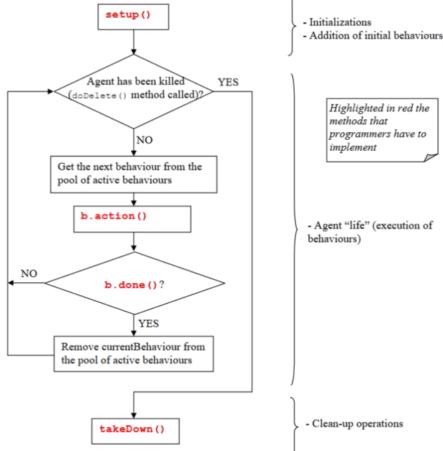
Complex:

- o ParallelBehaviour
- SequentialBehaviour



Agent Life Cycle

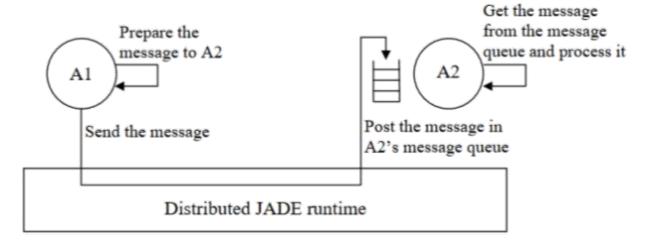






Message Transfer Procedure

- Asynchronous message transfer
- May have more than one receptor





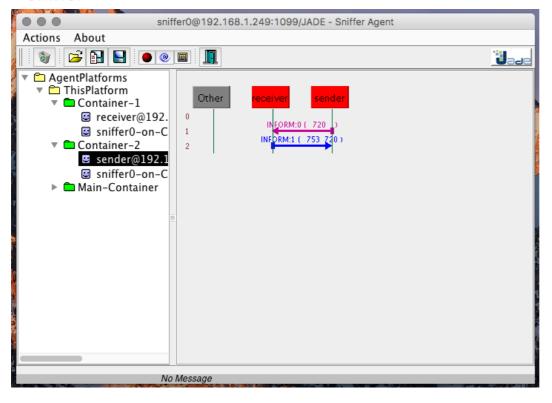
Message Example

```
(inform
```

```
Admin@AdmM
:sender
:receiver
            AM0001@AmM
:reply-with 1203302
:language
            XML
:ontology
            new_event
:content
            <new-event>
                     <id>
                            0001
                                                     </id>
                     <pri>> 3
                                                     </prio>
                     <sum> "Visit dentist"
                                                     </sum>
                     <dateb>20090514
                                                     </dateb>
                     <timeb>110000
                                                     </timeb>
                     <datee>20090514
                                                     </datee>
                     <timee>123000
                                                     </timee>
              </new-event>
```



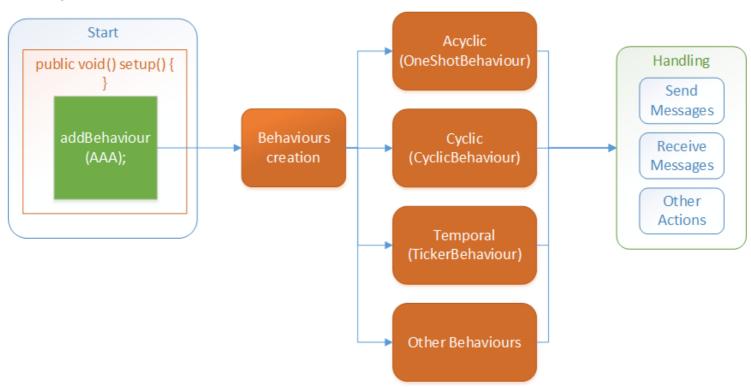
Sniffer



	ACL Message
ACLM	Message Envelope
Sender:	92.168.1.249:1099/JADE
Receivers:	sender@192.168.1.249:1099/JAI
Reply-to:	
Communicative	inform
Content:	
Agente Reciever.	
	•
Lanauran	
Language:	
Encoding:	
Encoding:	Null \$
Encoding: Ontology:	Null \$
Encoding: Ontology: Protocol:	Null \$\(\frac{1}{2}\)
Encoding: Ontology: Protocol: Conversation-id:	
Encoding: Ontology: Protocol: Conversation-id: In-reply-to:	1490559352720
Encoding: Ontology: Protocol: Conversation-id: In-reply-to: Reply-with: Reply-by:	1490559352720 1490559352753
Encoding: Ontology: Protocol: Conversation-id: In-reply-to: Reply-with:	1490559352720 1490559352753
Encoding: Ontology: Protocol: Conversation-id: In-reply-to: Reply-with: Reply-by:	1490559352720 1490559352753



Development Process





```
Agent Skeleton
public class HelloAgent extends
Agent {
    public void setup() {
```

```
public class Hello extends Agent
    public void setup()
        this.addBehaviour(do_something);
private class do_something extends
CyclicBehaviour {
    public void action()
    // Actions that the behaviour will do
    // Such as actions to send/receive messages
```



Create & Send Messages

```
AID receiver = new AID();
receiver.setLocalName("receiver");
ACLMessage msg = new ACLMessage(ACLMessage.INFORM);
msg.setContent("HelloWorld");
msg.setConversationId(""+System.currentTimeMillis());
msg.addReceiver(receiver);
myAgent.send(msg);
```



Receive Messages

```
private ACLMessage msg = null;
if ((msg = myAgent.receive()) != null)
{
    System.out.println("New message received");
    System.out.println("Sender: " + msg.getSender().getLocalName());
    System.out.println("Name:" + msg.getSender().getName());
    System.out.println("Content: " + msg.getContent());
}
```



Start Platform

Run the following command to start the Main-Container (console):

java jade.Boot [Options] [Agents]

[Options]:

o -container

o -host "HostName" (default: localhost)

o -port "PortNumber" (default: 1099)

o -gui (RMA GUI)

[Agents]:

Identifiers separated by spaces

o Identifier is of type: AgentName:JavaPackage.ClassName



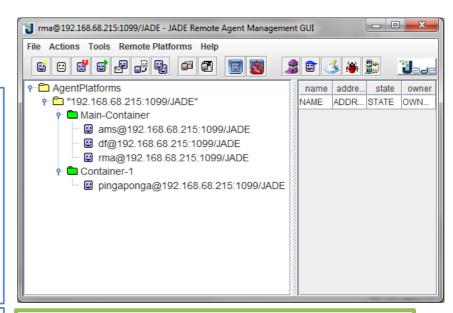
Start Platform

- Tools that simplify platform administration and Application development:
 - Remote Monitoring Agent;
 - Dummy Agent;
 - Sniffer Agent;
 - Introspector Agent;
 - Directory Facilitator GUI;



Basic Agent

```
public class PingPong extends Agent
{
    @Override
    protected void setup()
    {
        super.setup();
        System.out.println(this.getLocalName()+" a começar!");
    }
    @Override
    protected void takeDown()
    {
        super.takeDown();
        System.out.println(this.getLocalName()+" a morrer...");
    }
}
```



In order to execute takeDown() method, the agent must invoke the doDelete() method inside the setup() method.

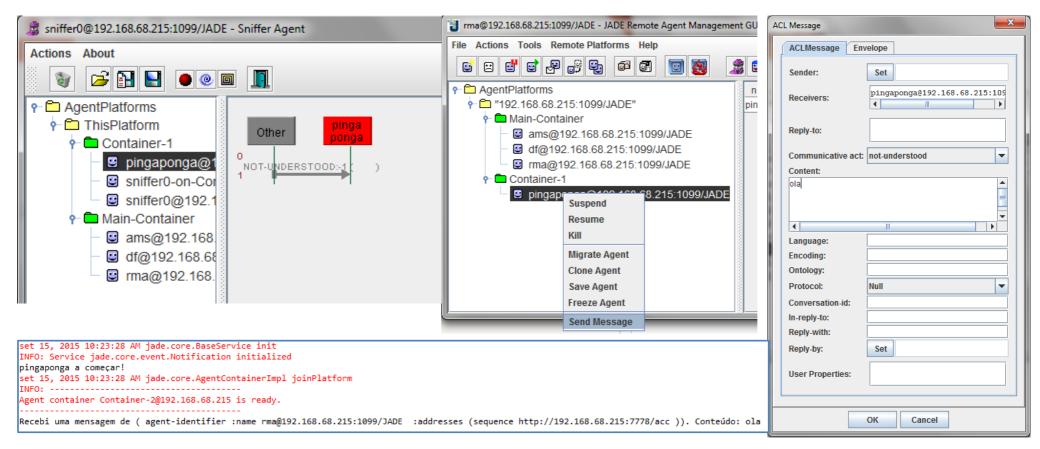


Message Receive

```
public class PingPong extends Agent
   @Override
   protected void setup()
        super.setup();
       System.out.println(this.getLocalName()+" a começar!");
        this.addBehaviour(new ReceiveBehavior());
   @Override
   protected void takeDown()
       super.takeDown();
        System.out.println(this.getLocalName()+" a morrer...");
   private class ReceiveBehavior extends CyclicBehaviour
        @Override
        public void action()
            ACLMessage msg = receive();
           if (msg != null)
               System.out.println("Recebi uma mensagem de "+msg.getSender()+". Conteúdo: "+msg.getContent());
            block();
```



Message Receive







Message Reply

```
private class AnswerBehavior extends CyclicBehaviour
    @Override
    public void action()
        ACLMessage msg = receive();
        if (msg != null)
            System.out.println("Recebi uma mensagem de "+msg.getSender()+". Conteúdo: "+msg.getContent());
            ACLMessage resp = msg.createReply();
            if (msg.getContent().equals("ping"))
                resp.setContent("pong");
                                                                      @Override
                resp.setPerformative(ACLMessage.INFORM);
                                                                       protected void setup()
            else
                                                                          super.setup();
                                                                          System.out.println(this.getLocalName()+" a começar!");
                resp.setContent("Não percebi...");
                resp.setPerformative(ACLMessage.NOT UNDERSTOOD);
                                                                          //this.addBehaviour(new ReceiveBehavior());
                                                                          this.addBehaviour(new AnswerBehavior());
            send(resp);
        block();
```

Environment Setup



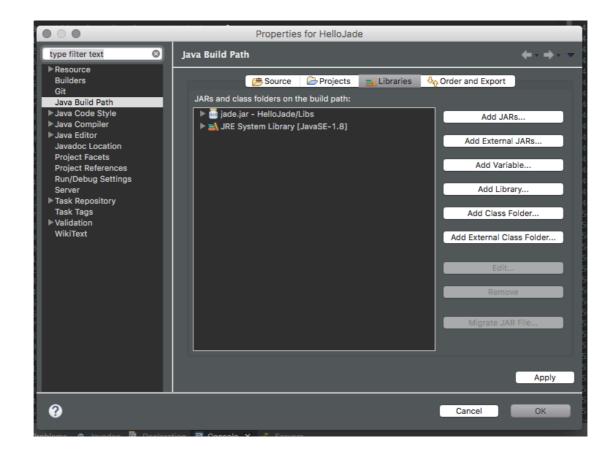


Software Required:

- Downloads:
 - Eclipse IDE for Java Developers (requirements: Java Development Kit)
 - https://www.eclipse.org/downloads/
 - JADE API (jadeBin is enough!)
 - https://jade.tilab.com/download/jade/
- After Installing Eclipse, configure it to use JADE API:
 - Open Eclipse -> Create new Java Project
 - Right Click Project -> Java Build Path -> Add External JAR (select JAR file found in JADE zip)
 - Time to develop and run your own Agent (https://jade.tilab.com/doc/tutorials/JADEProgramming-Tutorial-for-beginners.pdf)
 - Chapter 3. CREATING JADE AGENTS THE AGENT CLASS

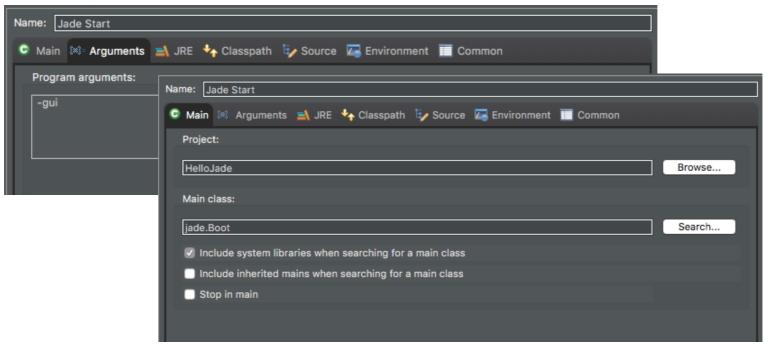


Eclipse Setup





Run Configuration – Launch Main Container

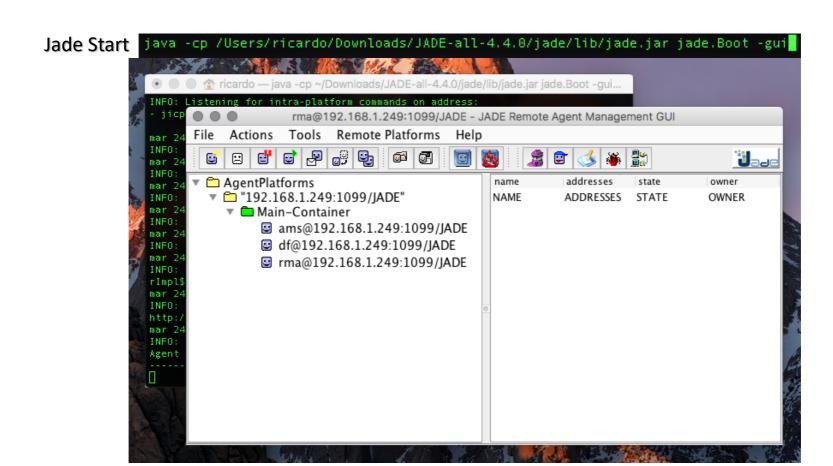




Run Configuration – Execute Agent in Container









Jade Start

```
[iMac-de-Ricardo:~ ricardo$ java -cp /Users/ricardo/Downloads/JADE-all-4.4.0/jade]
/lib/jade.jar jade.Boot -gui
mar 26, 2017 9:25:42 PM jade.core.Runtime beginContainer
INFO: ------
    This is JADE 4.4.0 - revision 6778 of 21-12-2015 12:24:43
    downloaded in Open Source, under LGPL restrictions,
    at http://jade.tilab.com/
mar 26, 2017 9:25:42 PM jade.imtp.leap.LEAPIMTPManager initialize
INFO: Listening for intra-platform commands on address:
 - jicp://192.168.1.249:1099
mar 26, 2017 9:25:43 PM jade.core.BaseService init
INFO: Service jade.core.management.AgentManagement initialized
mar 26, 2017 9:25:43 PM jade.core.BaseService init
INFO: Service jade.core.messaging.Messaging initialized
mar 26, 2017 9:25:43 PM jade.core.BaseService init
INFO: Service jade.core.resource.ResourceManagement initialized
mar 26, 2017 9:25:43 PM jade.core.BaseService init
INFO: Service jade.core.mobility.AgentMobility initialized
mar 26, 2017 9:25:43 PM jade.core.BaseService init
INFO: Service jade.core.event.Notification initialized
mar 26, 2017 9:25:43 PM jade.mtp.http.HTTPServer <init>
INFO: HTTP-MTP Using XML parser com.sun.org.apache.xerces.internal.jaxp.SAXParse
rImpl$JAXPSAXParser
mar 26, 2017 9:25:43 PM jade.core.messaging.MessagingService boot
INFO: MTP addresses:
http://192.168.1.249:7778/acc
mar 26, 2017 9:25:43 PM jade.core.AgentContainerImpl joinPlatform
INFO: -----
Agent container Main-Container@192.168.1.249 is ready.
```



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