

Building Distributed and Robust Multi-agent Systems

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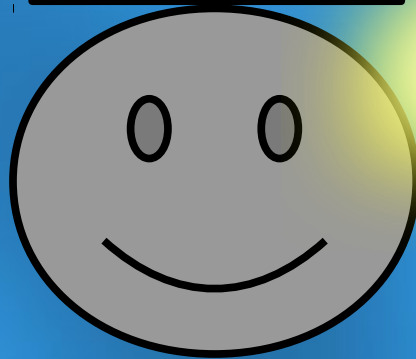




distance to goal

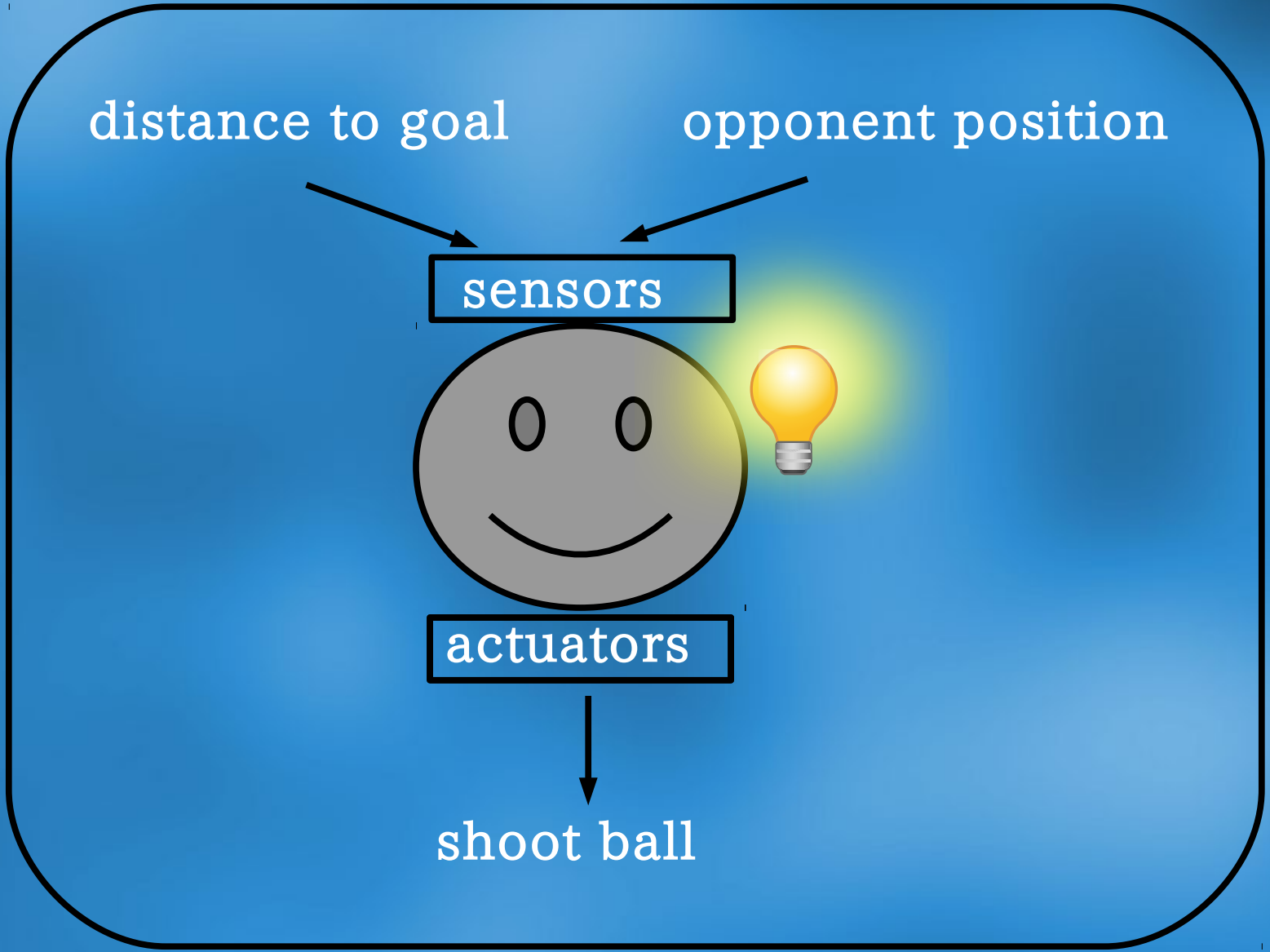
opponent position

sensors



actuators

shoot ball



Autonomy
Proactiveness
Reactivity
Social ability

.....

A day in an agent's life

A day in an agent's life

Leaves home

Walks to the office

Works

Walks home



DESIRES

BELIEFS

INTENTIONS

BELIEFS

at(home)



DESIRES

I want to go to work

INTENTIONS

To go to work I need
to leave home and
walk to the office

The central idea is that we can architect computer programs as if they have a 'mental state'

go_to(work)

go_to(work)



leave(home)
get_to(work)

go_to(work)

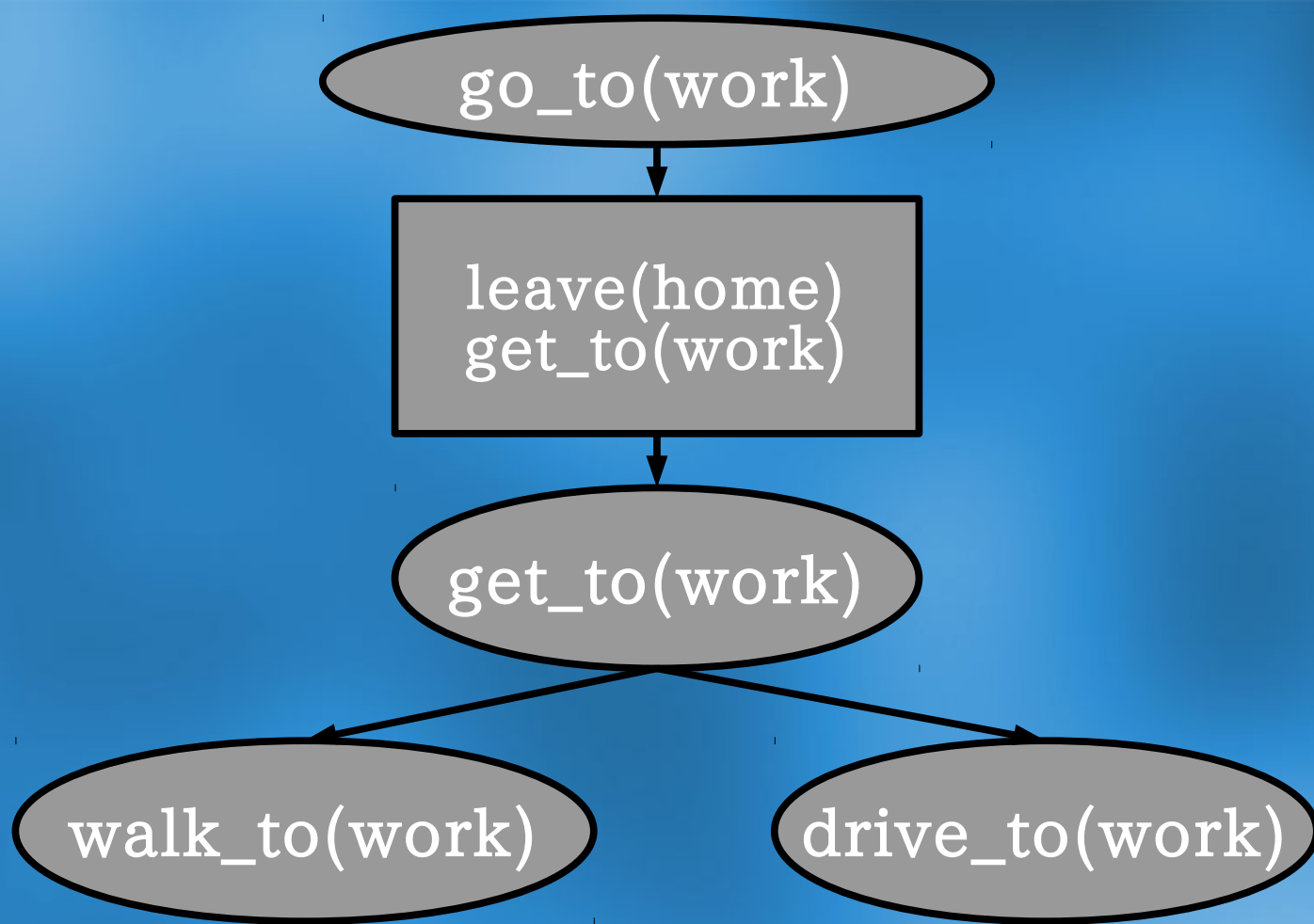


leave(home)
get_to(work)



walk_to(work)





A day in an agent's life

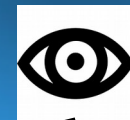
If it rains & has key & car is near
drives to the office

Otherwise
walks to the office

walk_to(work)
drive_to(work)

at(home)

rains



Plans



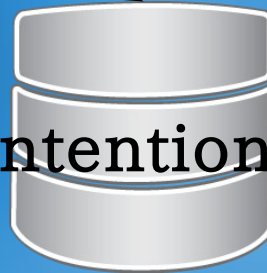
Beliefs



INTERPRETER



Desires



Intentions

get_to(work)

drive_to(work)



How do I program that?

How do I program that?



How do I program that?





Jason

Implements the BDI architecture and the reasoning cycle



```
at(home). //Beliefs
```

```
!get_to_work. //Desires
```

```
//Plans
```

```
+!get_to_work: at(home) <-
```

```
  !leave(home);
```

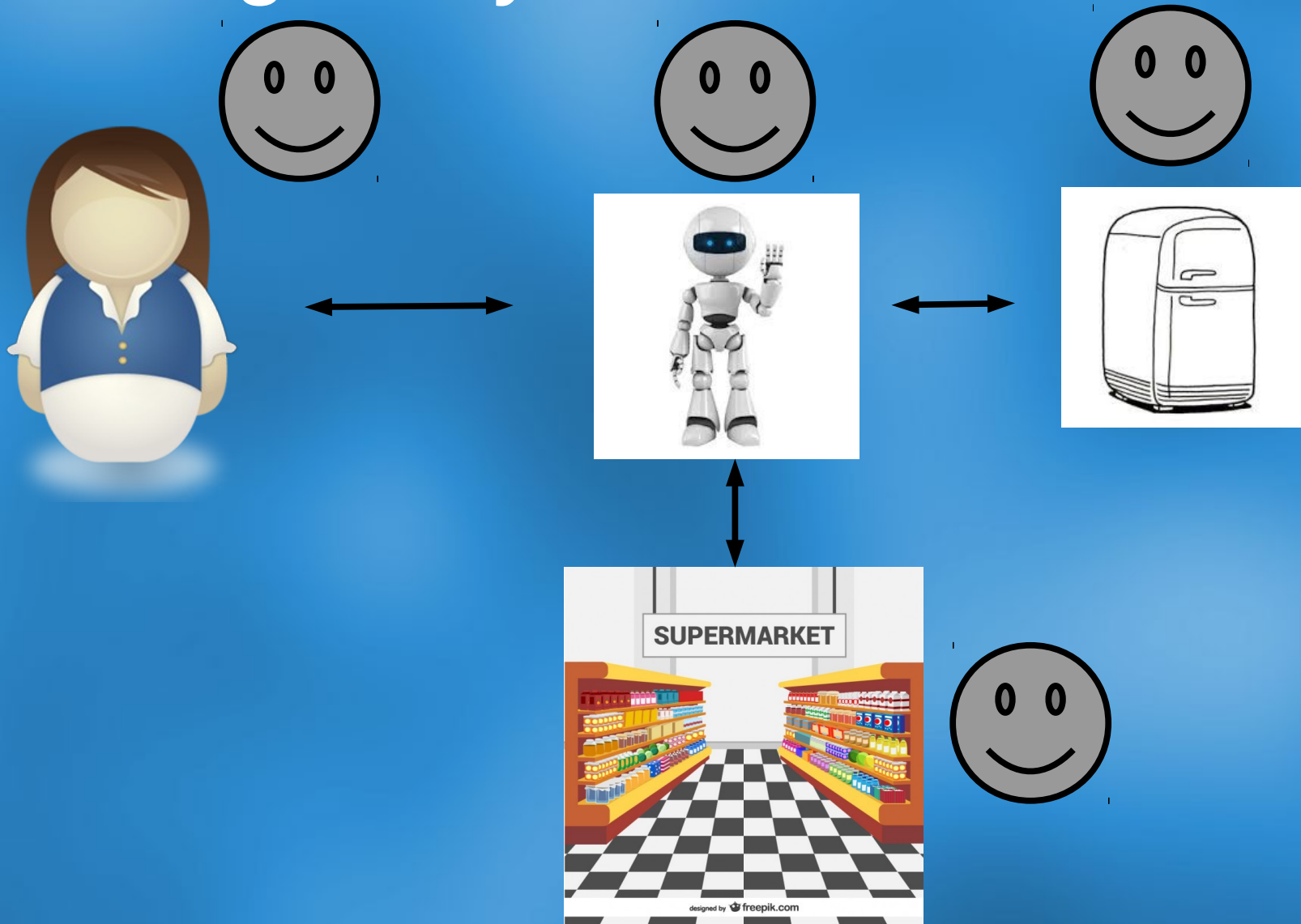
```
  !drive_to(work).
```

```
+!leave(home) <-
```

```
  -at(home);
```

```
  +at(street).
```

Multiagent systems







!start.

+!start: true <-

.send(Alice,tell,hello)

Jason problems

Concurrency

Lacks distribution mechanisms

Lacks fault-tolerant mechanisms





<https://github.com/avalor/eJason>

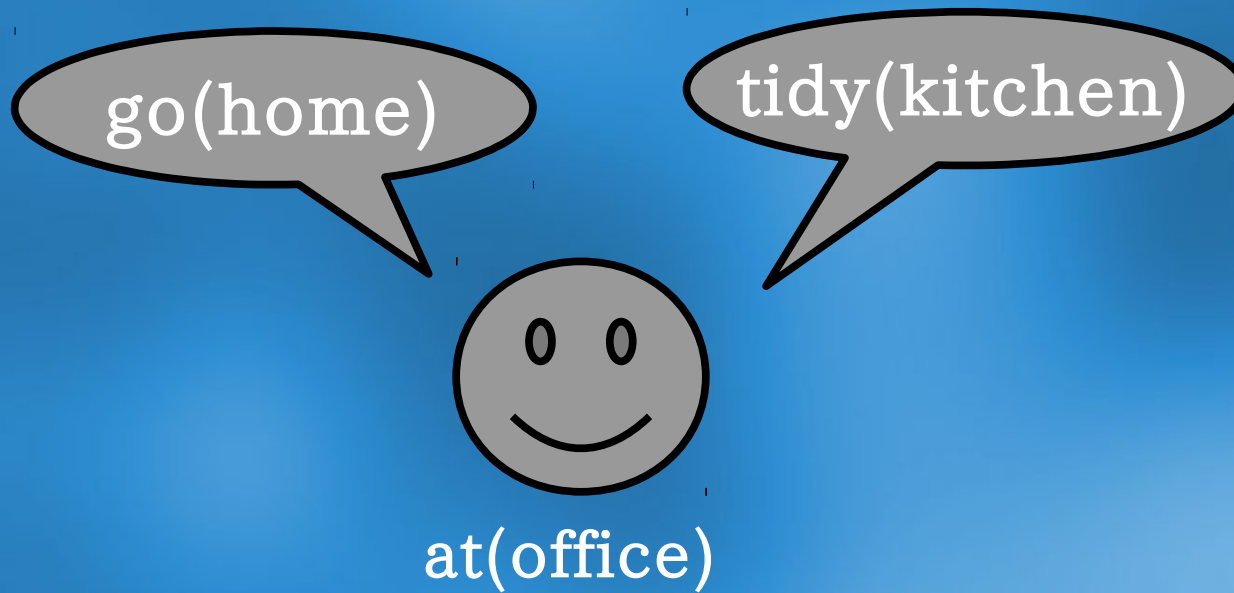


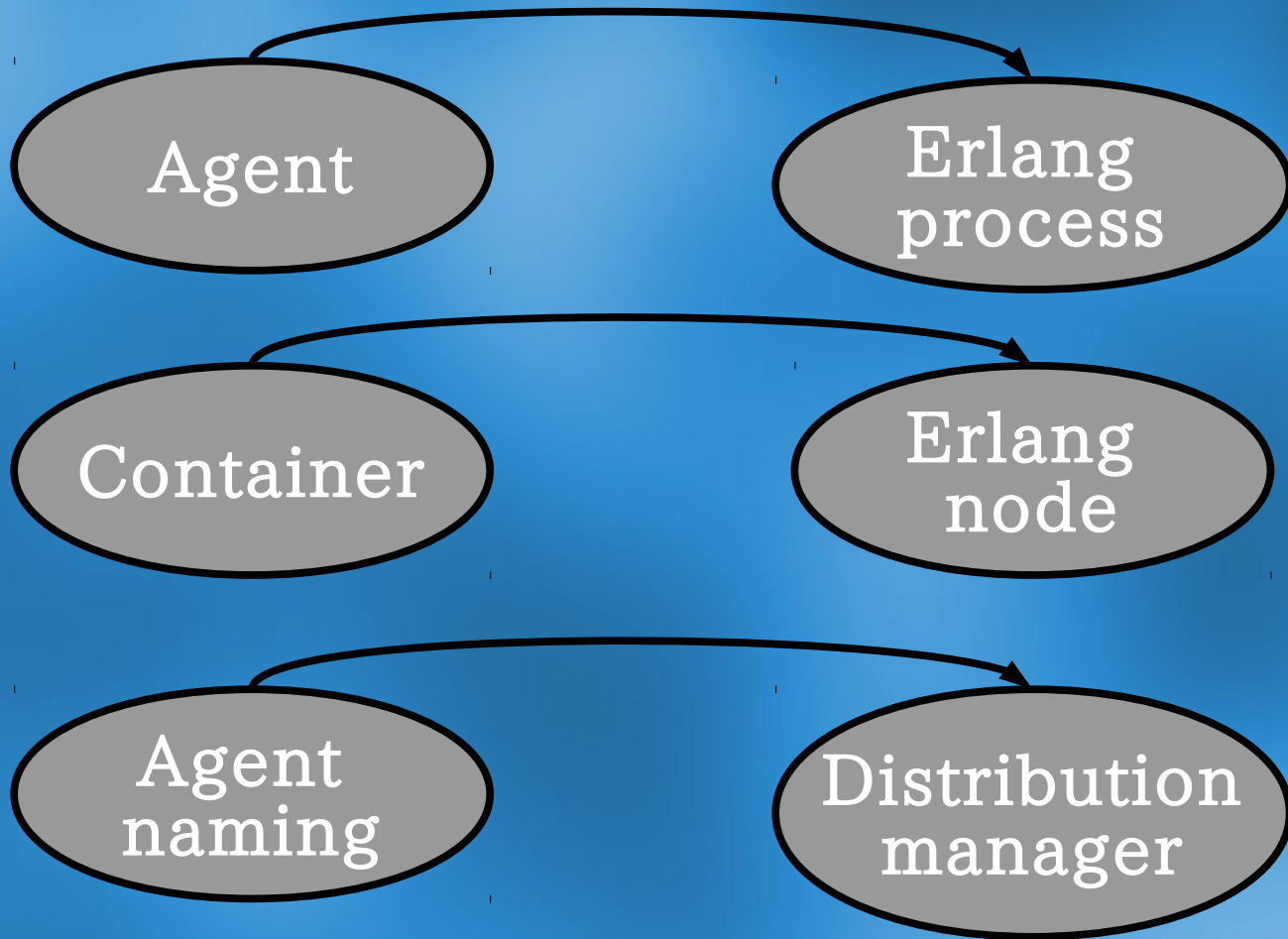
Corrects some of the concurrency problems

Distribution and fault-tolerant mechanisms in Jason

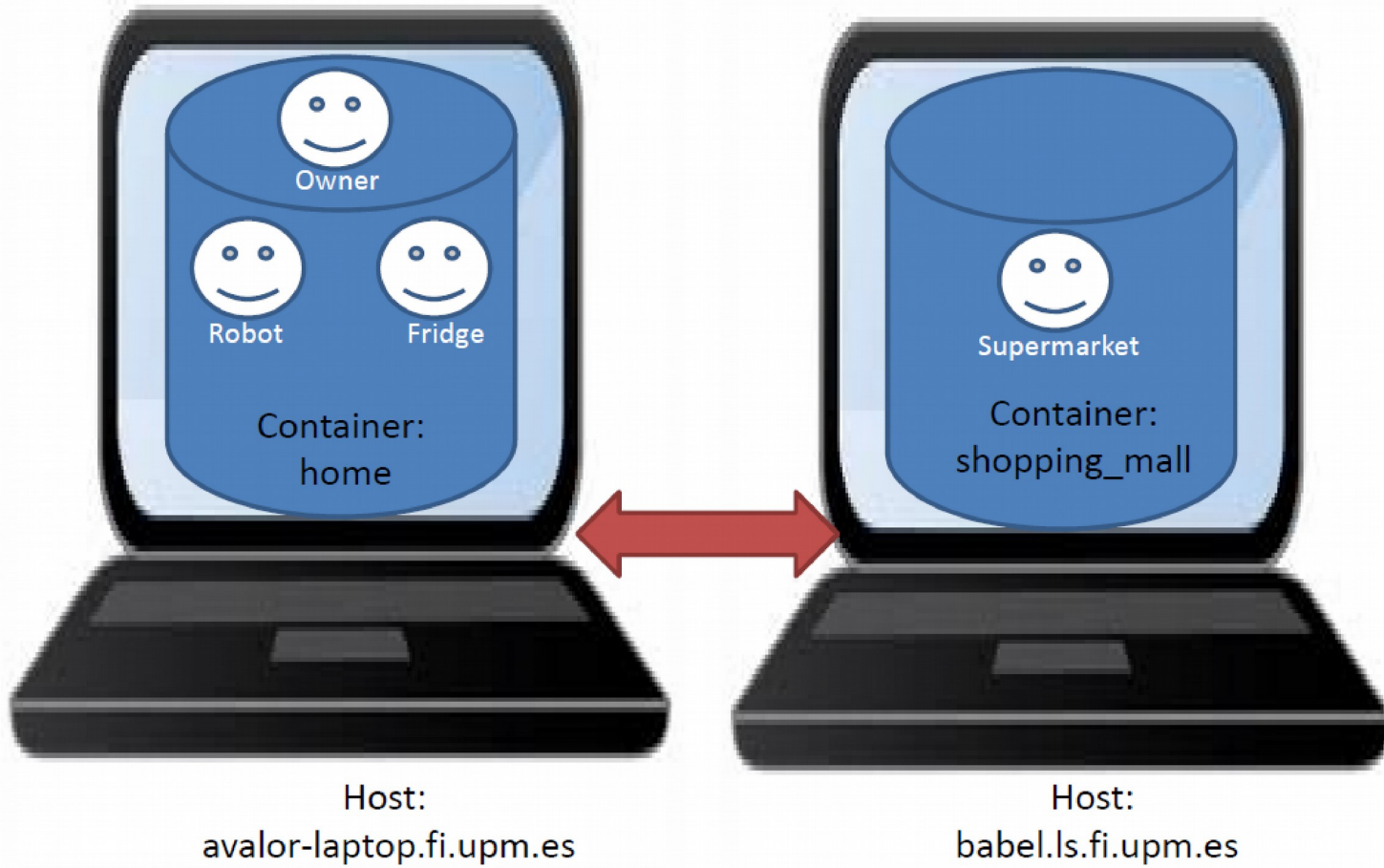
eJason interpreter implemented in Erlang

Concurrency problems





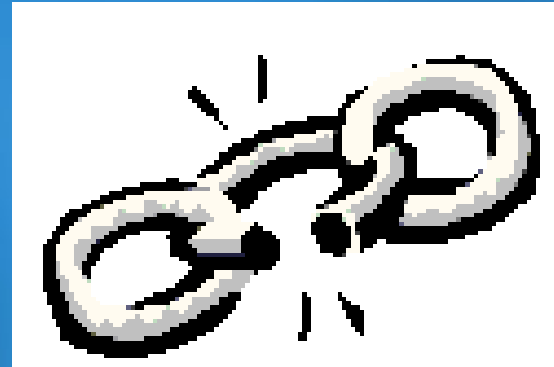
eJason System



Fault-tolerance



Fault detection: monitoring



Monitoring in eJason

Agent appearance (reconnection or newly spawned)

Agent presence (availability)

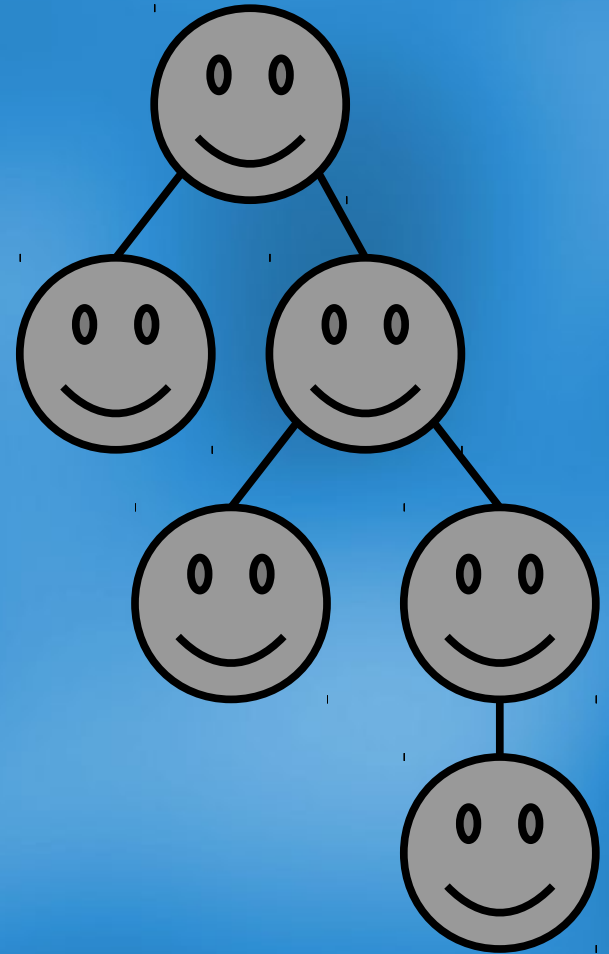
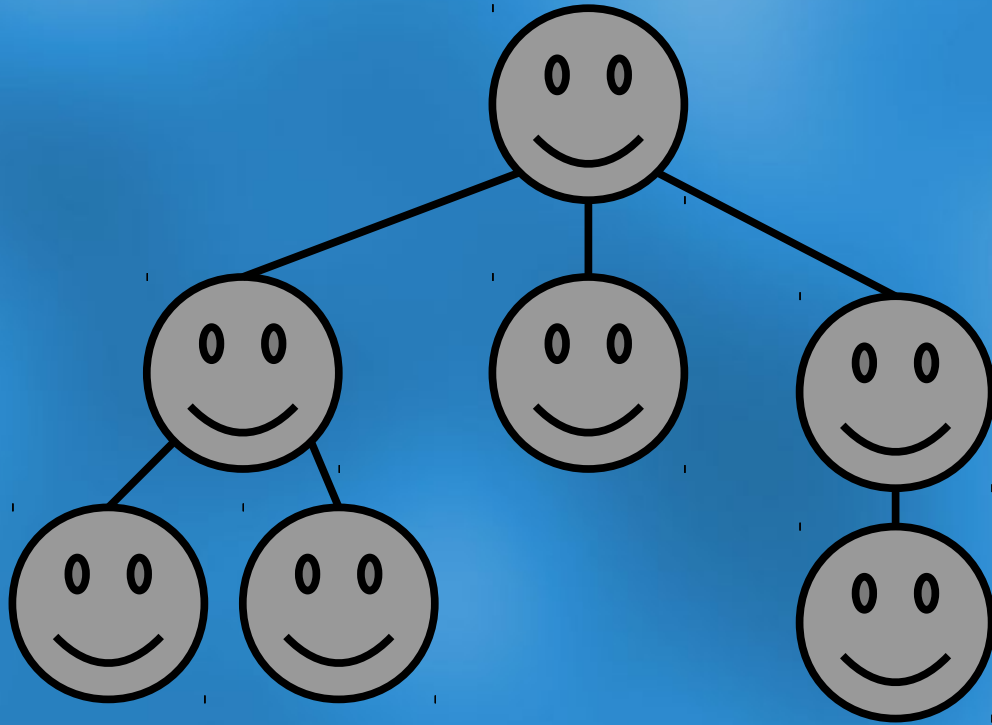
Agent revival/restart (due to supervision)



Monitoring in eJason

- Notifications as beliefs
- Monitors persist

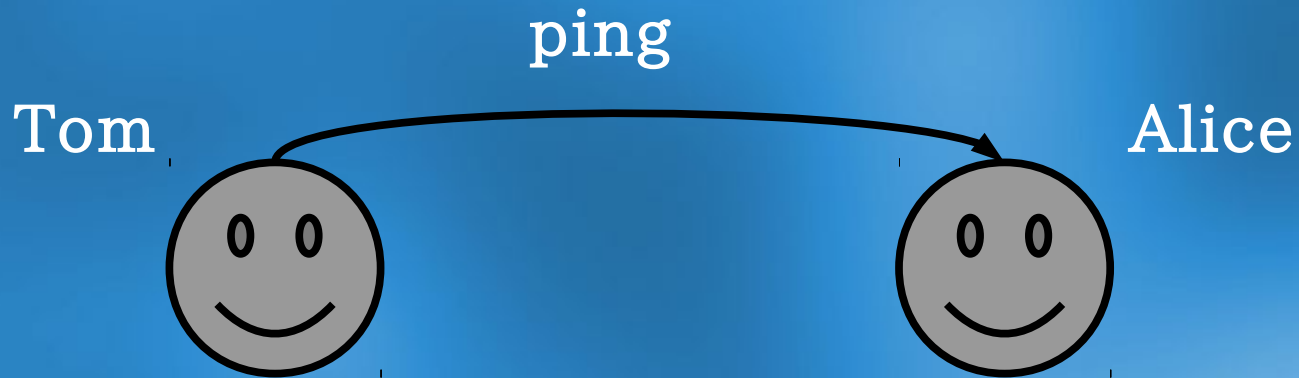
Fault recovery



eJason supervision

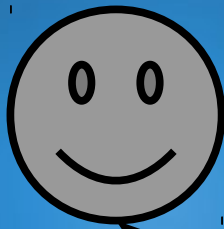
- Dynamic supervision trees
- Decoupling of supervisor and children

eJason new supervision capabilities

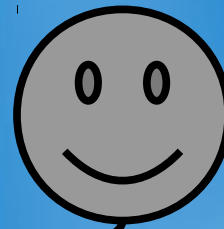


eJason new supervision capabilities

Tom



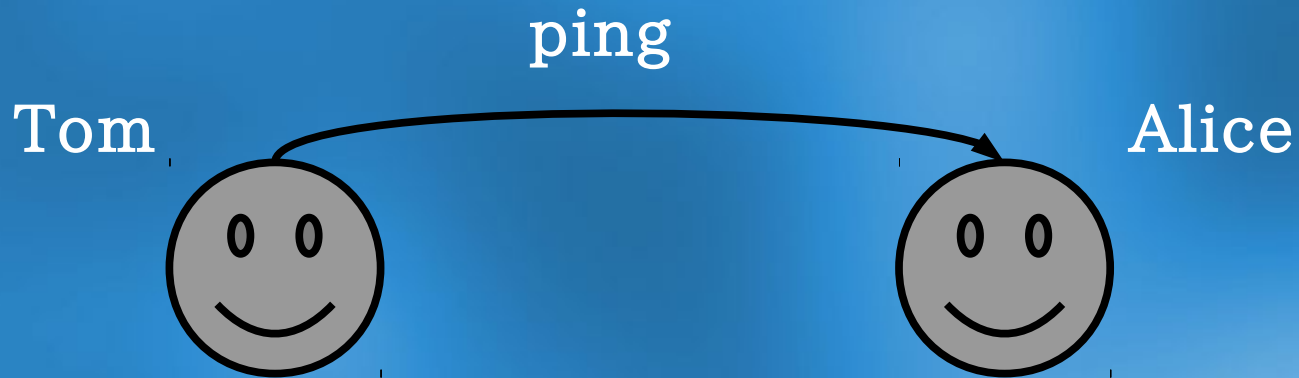
Alice



pong

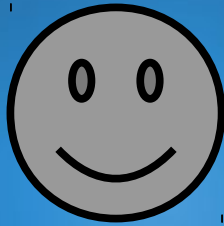


eJason new supervision capabilities

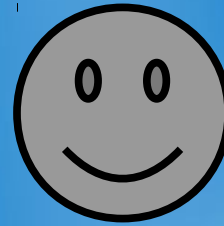


eJason new supervision capabilities

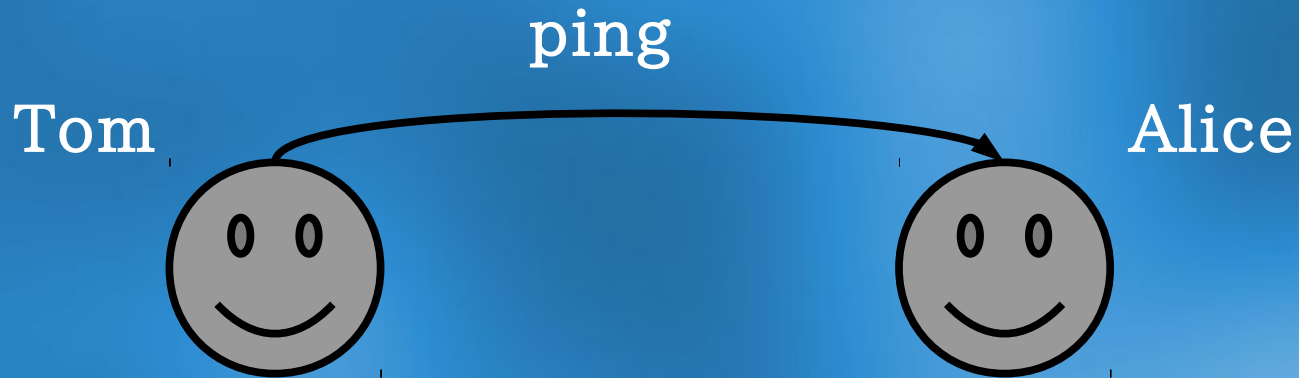
Tom



Alice

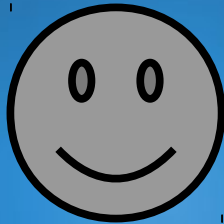


eJason new supervision capabilities

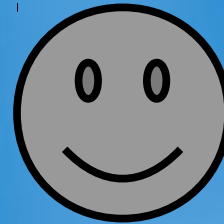


eJason new supervision capabilities

Tom



Alice

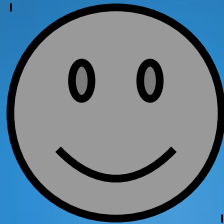


eJason new supervision capabilities

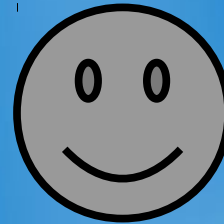


eJason new supervision capabilities

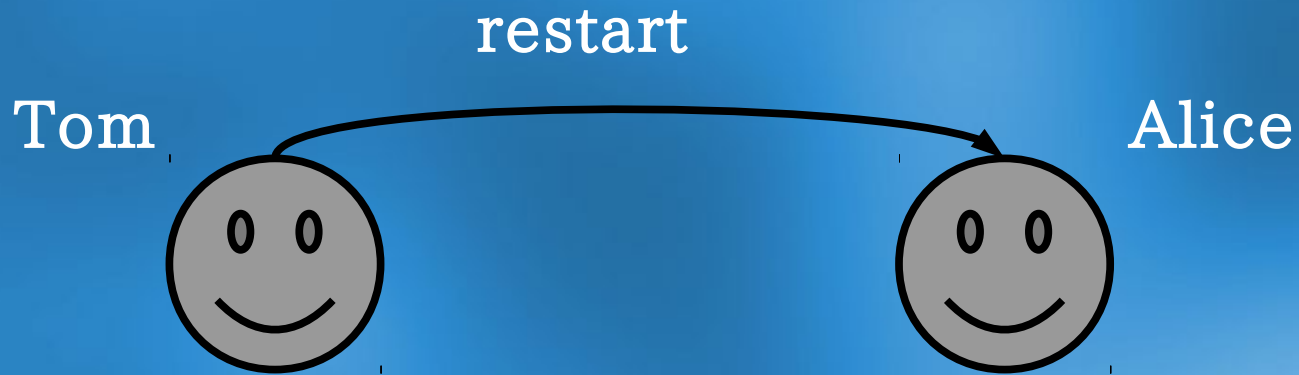
Tom



Alice



eJason new supervision capabilities





**Fault
Tolerance**



Distribution



**Multi-agent
Systems
Programming**



**Distributed and Fault
Tolerant
Multi-agent Systems**

Thanks

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