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# Multi-Agent Systems

General point of view from the French MAS College

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# Plan

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- MAS: key points
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# College SMAA

## French college on MAS

- Part of the **AFIA** association
- SMAA :  $\approx 24$  teams
- 2 communities : MAS (JFSMA) and AA (ACAI, Artificial Companions, Affects, Interactions)
- collaboration with GDR Robotic, GDR MACS, Simulation (DEVs) group
- $> 60$  PhD in progress,  $> 215$  PhD completed since 2005
- $> 25$  HDR completed since 2005
- [www.college-smaa.fr](http://www.college-smaa.fr)



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# Agents : some definitions

## A computer Science Point of View

- An agent is a software system that is capable of autonomous actions on behalf of its perception of its environment in order to satisfy its objectives.
- A multiagent system is a set of agents that interact (coordinate, cooperate, confront, negotiate, decide. . . ) to satisfy a global goal. They can follow specific organizations.



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# VOWELS approach

## A.E.I.O.U (Demazeau 1995)

List of elements to describe in a MAS:

- A Agents: kind of agents, their roles
- E Environment: what is perceived by agents; static, dynamic elements
- I Interactions: protocoles (negotiation, cooperation, CFP, ...), trust, ...
- O Organizations: hierachical, market, society, flat, ...
- U Users: type of users, their roles

Depending on the objective, priorities of the elements change

(*Simulation*  $\approx$  EAIOU, *ManufacturingControl*  $\approx$  AOIEU, *Personal assistant*  $\approx$  UAEIO)

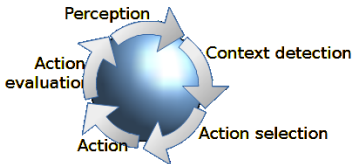
**Do not forget the adaptive functions!**



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# Agent: Life Cycle



	Context $C_1$	Context $C_2$	Context $C_3$
Sort actions	$a_1 [h(a_1, c_1) = 0.8]$	$a_3 [h(a_3, c_2) = 0.9]$	$a_4 [h(a_3, c_3) = 0.8]$
	$a_2 [h(a_2, c_1) = 0.7]$	$a_5 [h(a_5, c_2) = 0.8]$	$a_1 [h(a_5, c_3) = 0.7]$
	$a_3 [h(a_3, c_1) = 0.6]$	$a_1 [h(a_1, c_2) = 0.3]$	$a_2 [h(a_1, c_3) = 0.6]$
	$a_4 [h(a_4, c_1) = 0.5]$	$a_2 [h(a_2, c_2) = 0.1]$	$a_5 [h(a_2, c_3) = 0.5]$
	$a_5 [h(a_5, c_1) = 0.2]$	$a_4 [h(a_4, c_2) = 0.1]$	$a_3 [h(a_4, c_3) = 0.4]$



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# Control architectures

## Two main approaches to define the behaviour

- **Subsumption:** multiple layers of control, where lower levels represent simple and reactive behaviours, and higher levels represent more complex actions.  
Higher-level behaviours can select or "subsume" the lower ones.
- Sequence of behaviours are predefined (and so, easier to understand)
- Adequate for control of systems (hierarchical, holonic, recursive, multi-level architecture)



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# Control architectures

## Two main approaches to define the behaviour

- BDI: Beliefs, Desires, Intentions.  
Beliefs are representation of their environment, the others,  
Desires are goals to achieve according to a context,  
Intentions are next actions.
- more flexible than predefined plan, more resilient,  
but more complex to foresee, guarantee the result



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# Set of agents

## Compositions

**AGR** : Agent, Groups, Roles (behaviour).

**CRIO** : Capacity, Role, Interaction, Organisation.

**RIO** : Role, Interaction, Organisation.

**FIPA** : Services, sub-services

**Reactive** : breed, species, ...



## Developing MAS

Some platforms build by French teams:

- Application:

- ▶ **JaCaMo** (EMSE, Saint Etienne, ...): Jason (Agent, interaction), CarTaGo (Environment, artefact), Moïse (Organisation). (BDI / Groups, Roles)
- ▶ **SARL**: Agent Programming Language (recursion for holonic MAS)  
**JANUS**: Agent and Holonic Platform. (Subsumption / CRIO)
- ▶ **JADE** (Java Agent DEvelopment), some local devpt like **Jade UPHF** (Valenciennes)

- Simulation:

- ▶ **MADKIT** (LIRMM, Montpellier). (Reactive / Group, Role)
- ▶ **GAMA** (Toulouse, Paris, ...). (Reactive, BDI / Species)
- ▶ **Mecsyco** (Loria, Univ. Lorraine). (Reactive / multilevel)
- ▶ **IODA** (Univ. Lille). Netlogo extension (Interaction-Oriented Design of Agent simulations)



## Past and current

- cooperation: framework to detect 7 no-cooperation situations (ncs)[IRIT Toulouse]
- DCOP: limit the information shared (Onera Toulouse (position of satellites), UPHF)
- resources/tasks sharing: negotiation (Univ. Lille), vote , auction, ...
- distributed control
  - ▶ consensus, coopératif, résilient (Centrale Lille Institut)
  - ▶ auto-organisation (Lyon)
  - ▶ cooperative (Toulouse, Paris Saclay, Bourgogne Franche Comté)
- simulations (Toulouse, La Réunion, Brest, Univ. Gustave Eiffel, Univ. Lorraine)
- emotions (Univ. Normandie)
- user interactions (cf. ACAI)
- ...



## Current and future

- MARL (Lyon, Univ Côte d'Azur, Paris Saclay, Montpellier, Toulouse, Renne, Paris Sorbonne)  
since  $\approx$  5 years
- Multi-Agent LLM : **new !**
- IoT, embedded agents (Paris Sorbonne, Univ Grenoble Alpes, Bourgogne Franche Comté )  
since  $\approx$  15 years
- Ethics (Univ Caen Normandie)  
since  $\approx$  10 years
- Humans in the loop !!  
since the beginning (personal agent), more recent for MAS (CoBot, SmartCities, ...)



## Some recent ANR projects

- Agent conversationnel animé pour favoriser l'interaction sociale dans la schizophrénie. ('Enhancer', 'ANR-22-CE17-0036', 'AAPG2022')
- Processus de décision multi-agent de confiance pour l'Internet des Objets. ('MaestrloT', 'ANR-21-CE23-0016', 'AAPG2021')
- Multi-agent Agri-food living labs for new supply chain Mediterranean systems; towards more sustainable and competitive farming addressing consumers' preferences and market changes. ('LAB4SUPPLY', 'ANR-21-PRIM-0007', 'PRIMA 2020')
- Emergence de la communication par apprentissage par renforcement guidé par la curiosité en environnement multi-agent. ('ECOCURL', 'ANR-20-CE23-0006', 'AAPG2020')
- An agent-based spatial temporal stochastic framework for modeling of epidemic spread and interventions. ('ABM-EPISPREAD', 'ANR-20-COVI-0029', 'COVID-19')
- Apprentissage adaptatif multi-agent. ('ALIAS', 'ANR-19-CE48-0018', 'AAPG2019')



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# MAS: french projects

## Other projects

- other regional, national, international projects on the web pages of the teams !

## Next rendez-vous

- JFSMA : French days on MAS, 29/07-03/08/26, Arras !!



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**Thank you !**  
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