

CM30174 + CM50206

Intelligent Agents

Marina De Vos, Julian Padget
East building: x5053, x6971

Outline / version 0.4



October 3, 2011

Organisation

- Lecturers: Marina De Vos and Julian Padget
 - 10 × 2hr lectures, Tuesday: 15:15–17:05 6E2.2
 - 2 × revision classes, before + after Christmas
- Tutors: Jeehang (Felix) Lee, Qi (Tommy) Wu

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 - Week 3: Protégé

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 - Week 4: Game theory
 - Week 5: Agentscape
 - Week 6: Answer Set Programming

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Assessment

- Undergraduate

- 2 × coursework (50%). Note: plagiarism guidelines
 - Trading agent competition (pairs)
 - Virtual world exploration (individual)
- Exam: 3 questions, no choice; assessing material from
 - Lectures & assignments
 - Directed reading
 - The project

- Masters

- 2 × coursework (50%) + exam (plagiarism guidelines)

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- 3 × coursework (60%). Note: plagiarism guidelines

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 - Seminar program (Msc): presentation and critical analysis of research papers
- Exam: as above

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Aims and Objectives

Aims:

- To introduce the principles of agents, agency, institutions and agent software development.

Objectives:

- To know the factors that differentiate agents from other software systems and be able to classify agents according to their competencies.
- To describe and to contrast different agent architectures, platforms and approaches to agent development.
- To develop simple agent-based software systems.
- To deploy tools for the construction of agent systems
- To construct a simple ontology
- To construct agents that communicate using an ontology
- To construct a simple reasoning agent to work with other

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- 2 Reasoning Agents (MDV)
- 3 Communications and Ontologies (JAP)
- 4 Game theory (MDV)
- 5 Reaching Agreements (JAP)
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- Moodle
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- Software:

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- The Trading Agent Competition software

- <http://www.sics.se/tac/>

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