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# Applications of Multi-Agent Systems

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**O I OTEVŘENÁ  
INFORMATIKA**



# Application Areas

- **manufacturing and logistics** – production planning, inventory management, supply chain/network management
- **markets** – automated trading/auctioning, auction mechanism analysis and design, strategy modeling, market modeling,
- **internet and networks** -- advertisement markets, search optimisation, intrusion detection, bandwidth management
- **utility networks** – smart grid management, virtual powerplants, smart appliances, consumption modeling
- **transport** – demand responsive transport, autonomous vehicles, cooperative driving, real-time ridesharing, dynamic pricing, demand modelling
- **security and defense** – mission planning and execution, optimum patrolling and surveillance, opponent modeling, vulnerability assessment
- **computer games and computer animation** - game AI, behavioral animation, NPC implementation



# Application Areas (at ATG)



Air Traffic Management



Tactical Operations



Autonomous Aerial Vehicles



Physical/ Critical Infrastructure Security



Cybersecurity and Steganography



Intelligent Transport Systems



# Invited Presentations

- Game-theoretic approach to network intrusion detection (Viliam Lisy)
- Cooperative Path Finding (Michal Cap)
- *(see standalone slide sets)*



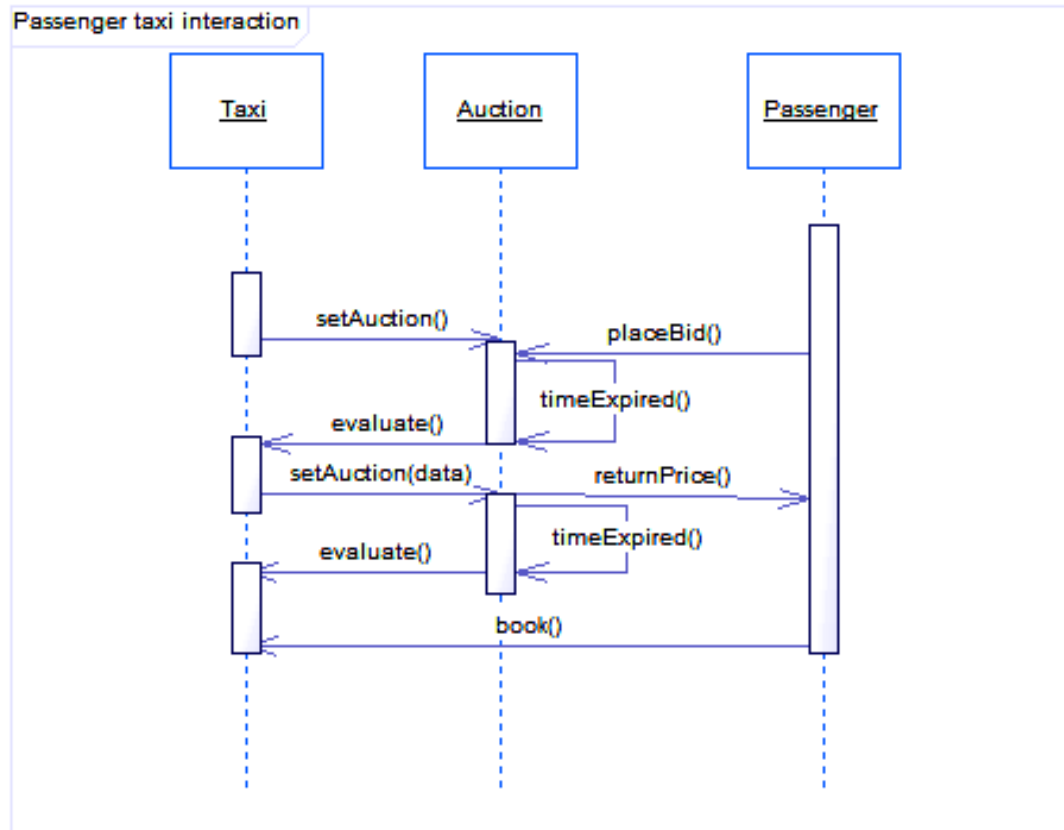
# Auction-based Taxi Booking

- Goal: Allocate a limited number taxi vehicles to passengers
  - allow trading trip cost for waiting time
  - maximize taxi drivers income
- Passenger requests
  - origin – destination
  - max unit price
  - urgency
- Taxi drivers
  - current location
  - minimum unit price
  - (maximum unit price)
- (Based on bachelor thesis of Jan Zikes)

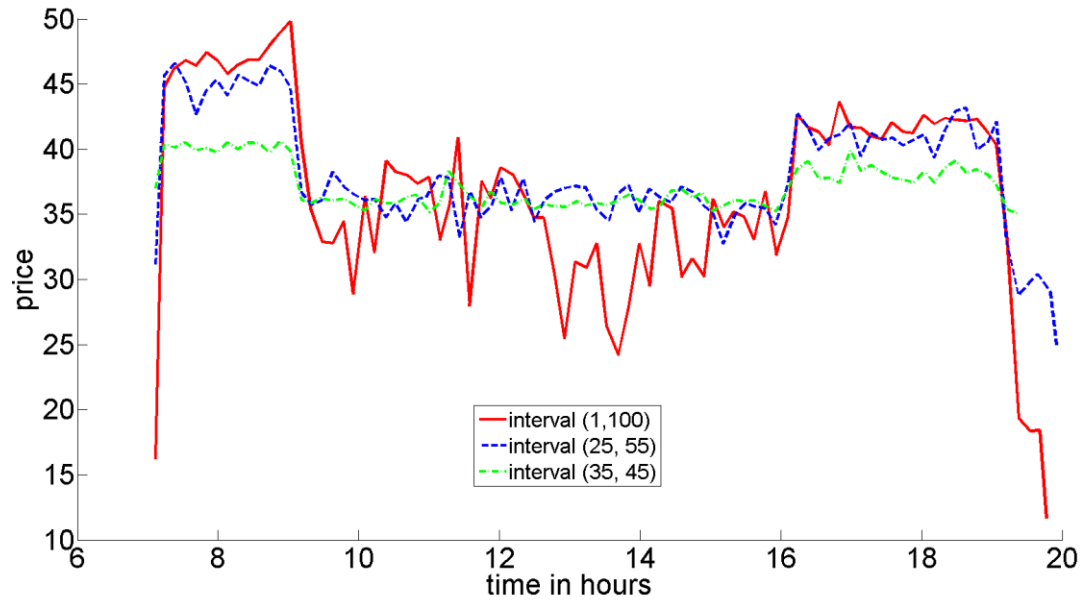


# Solution

- One second-price Vickerey auction between passengers and each taxi vehicle



# Results



urgency	(1-100) $t_w$	(25-55) $t_w$	(35-45) $t_w$
1	26.14	20.58	8.6
2	9.87	9.46	5.85
3	5.99	5.22	5.4

Table 6.3: Average waiting time for the given urgency





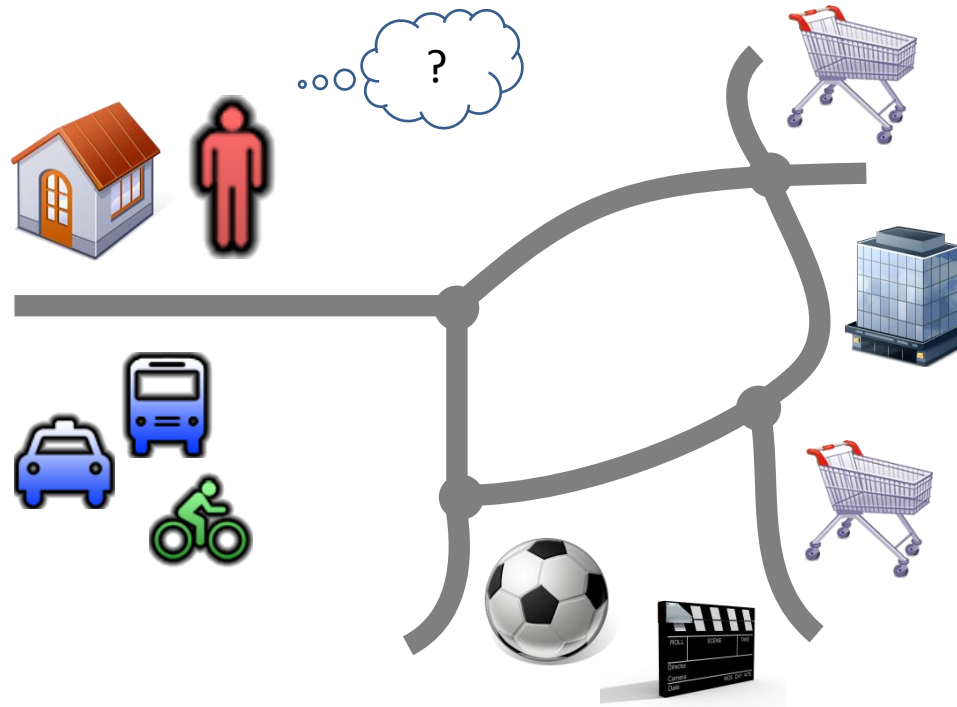
# Mobility Modelling

- Transport system is a massive, highly dynamic, spatially distributed multi-agent system
- Understand how people will travel under different circumstances
- Input to policymaking and urban planning



# Agent-based Activity-based Approach

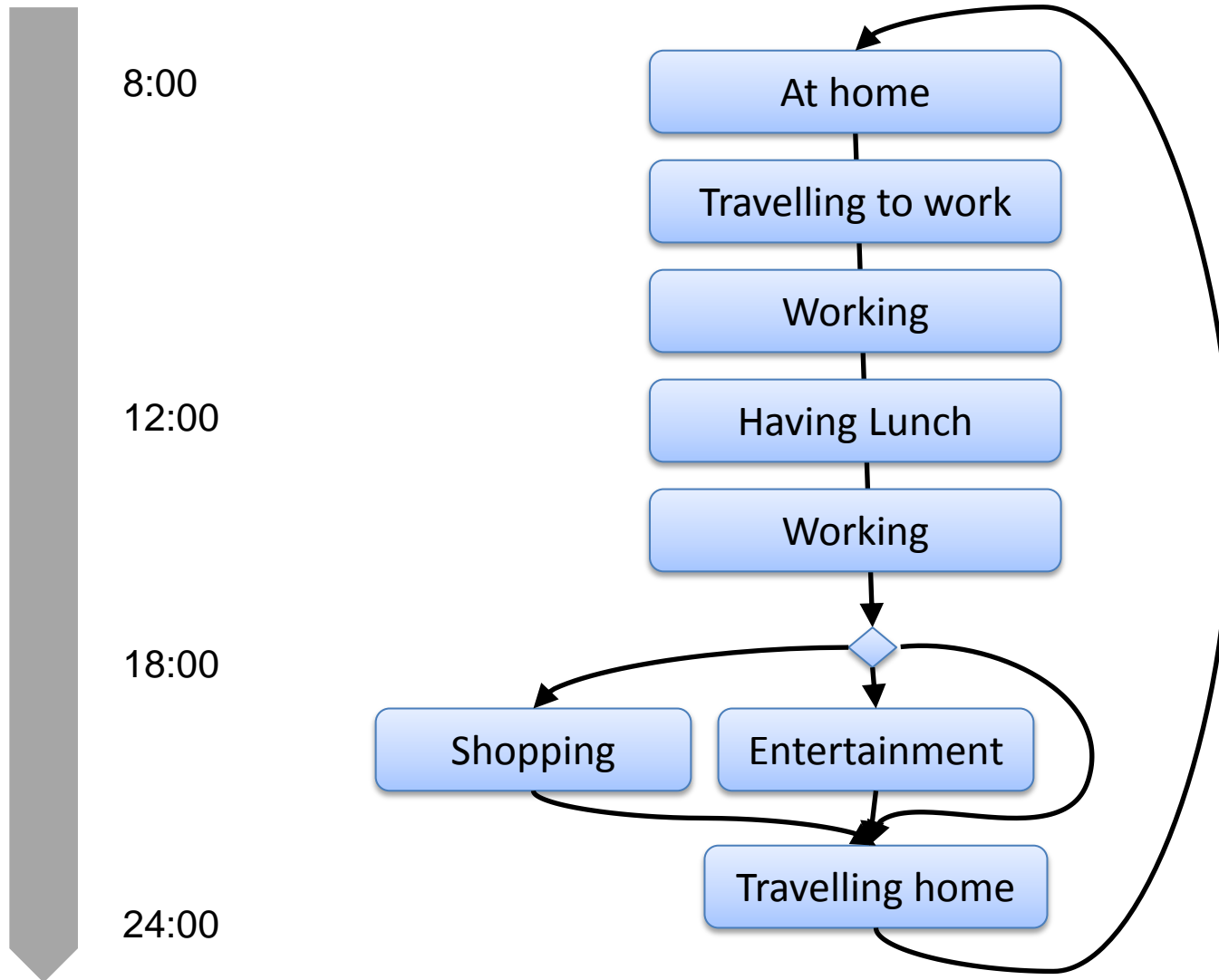
Travel is a **derived demand**



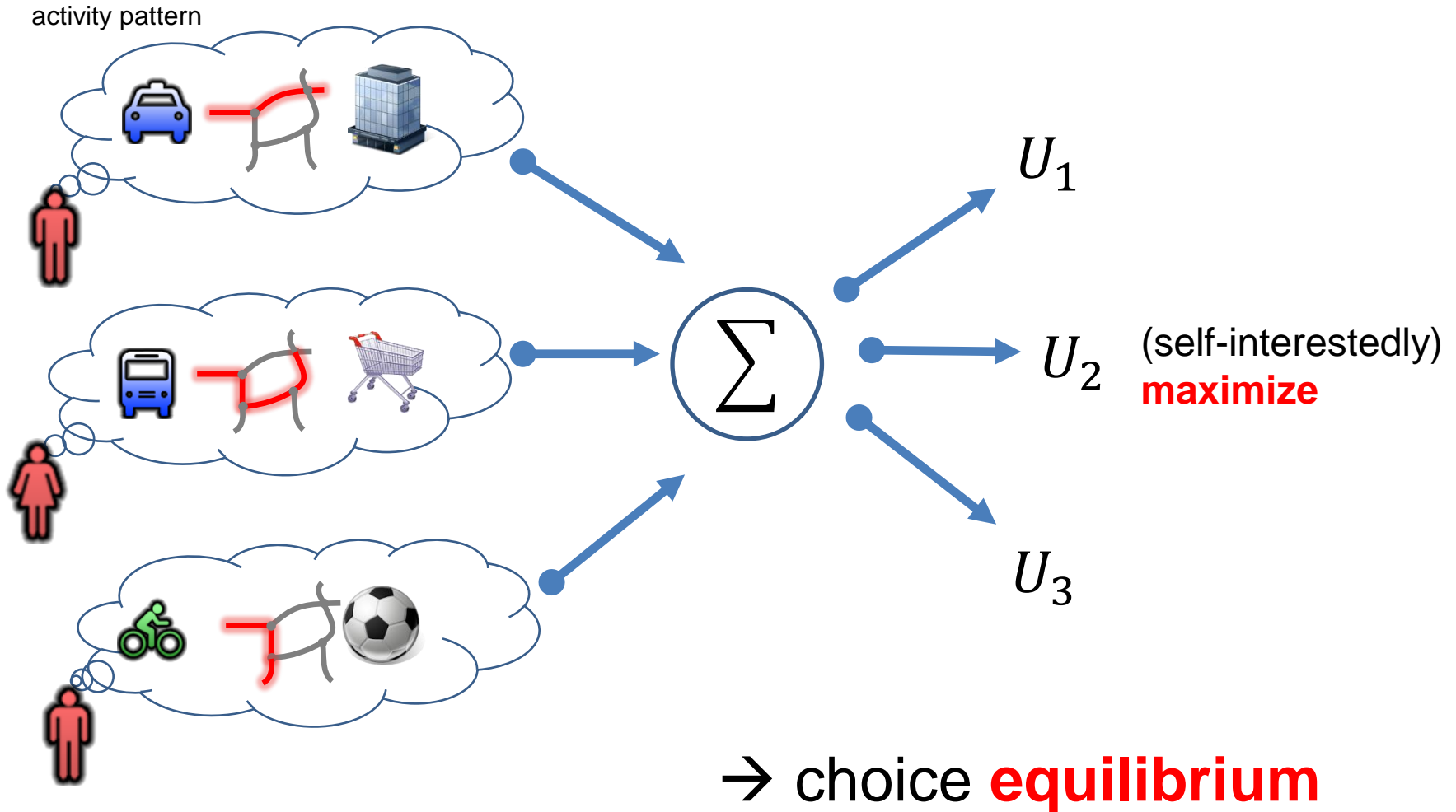
→ Only travel if it's **worth it!**



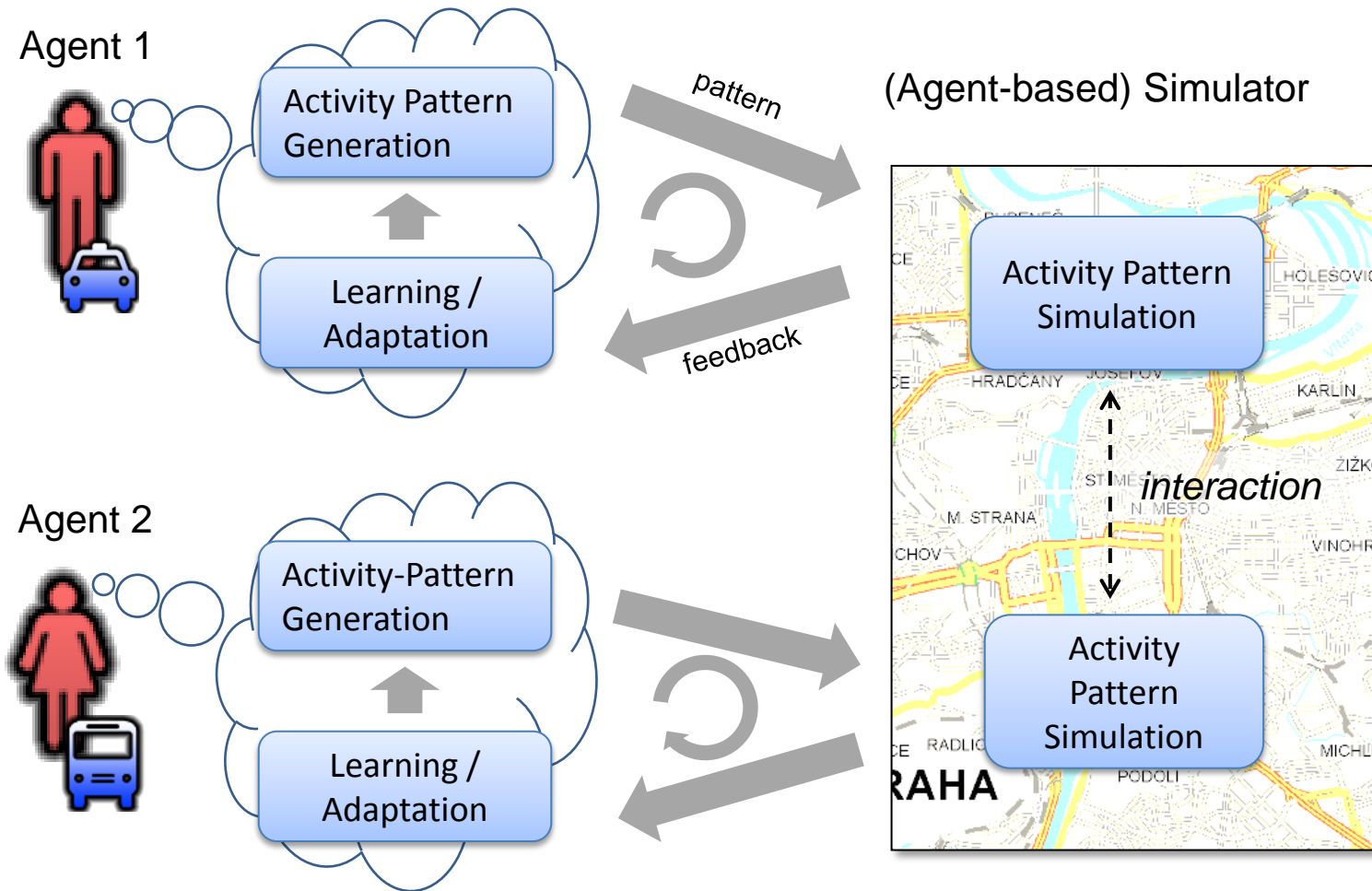
# Individual-Centric Mobility Modelling



# Activity-based Travel: Equilibrium



# Activity-based Model: Bottom-up Solution



# AgentPolis Framework - Demo

The screenshot displays the AgentPolis operator interface. At the top left, the title bar reads "Agentpolis operator". Below it, the status bar shows "TIME: 652,345 (1x)", "FPS: 1", and a timer "00:10". A logo for "agent technology group" is visible with the text "Press F1 for help".

The main area is a map showing a network of roads with red lines and yellow dots representing agents. The map is zoomed in on a central area. The zoom level is 0.27, and the offset is (0.00, 0.00). The screen coordinates are (291.00, 173.00) and the world coordinates are (1091.25, 648.75).

On the right side, there is a panel titled "Event types" with a list of events and their status:

- PASSENGER\_STARTED\_TRAVEL
- PASSENGER\_ENTRY\_TO\_VEHICLE
- PASSENGER\_EXIT\_VEHICLE\_DONE\_FULL\_TRIP
- PASSENGER\_EXIT\_VEHICLE\_DONE\_PART\_TRIP
- PASSENGER\_MISS\_VEHICLE
- PASSENGER\_FINISHED\_TRAVEL
- PASSENGER\_TRANSFER
- PASSENGER\_TRIP\_FAILD
- PASSENGER\_MOVE\_ACROSS\_NODE
- VEHICLE\_CAPACITY
- DRIVER\_ARRIVED
- DRIVER\_DEPARTURE
- DRIVER\_TIMETABLE\_ARRIVE
- DRIVER\_TIMETABLE\_DEPARTUE

At the bottom left, there is a file explorer showing a directory structure:

- exp-5
  - config
    - config.groovy
    - scenario.groovy
  - data
  - src
  - target
  - test\_scripts
  - tmp
  - pom.xml

At the bottom right, there is a horizontal axis with numerical values: 420, 480, 540, 600, 660, 720.



# When to use MAS?



**Competitive setting** => **use always** especially if automation needed; two cases:

- central trusted authority => centralized algorithms
- no trusted authority => fully distributed (peer-to-peer) algorithms



**Cooperative setting** => use if one or more of the following is true

1. **spatially distributed** and/or **highly dynamic** with insufficient connectivity where creating and maintaining shared global information state is difficult
2. **heterogeneous** where designing a single shared information model is difficult
3. **mission critical** where single point of failure must be avoided





# Conclusions

- MAS still and emerging paradigm
- Some application areas well established (e.g. trading agents or auctions)
- Many more coming with the increasing automation and digitization of the world
- In general: trend from monolithic all-encompassing multi-agent platforms to the application of specific techniques on top of general ICT stacks
- If it all sounds interesting, join us (Ph.D., research programmers)! See [http://agents.fel.cvut.cz/open\\_positions/](http://agents.fel.cvut.cz/open_positions/)







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