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Intelligent agent and environment in artificial intelligence
Intelligent Agents: The Next Disruptive Innovation. How Intelligent Agents are Transforming Marketing and Business (X.ai Founder, Dennis Mortensen)
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Lecture - 2 Intelligent Agents
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Multi-Agent Hide and Seek *Peer-to-peer (P2P) chat w/ JAVA - prototype project 02 (short version)*
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Networking Intro. to AI | Types of Environment for Rational Agents with Examples
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The book describes the principles of AI program design using Java's object-oriented features and present the essential AI algorithms used to develop agents that reason, model, and learn to adapt to the world around them. These algorithms and techniques are applied to practical "real-world" distributed computing applications.

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Constructing Intelligent Agents Using Java
Joseph P. Bigus & Jennifer Bigus Wiley, 2001

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The new edition continues to provide a comprehensive tutorial on the basic AI programming techniques and shows you how to design and develop practical intelligent agent applications in Java. You'll learn how to build agents that filter information from the Web, automate tasks, monitor dynamic Web content such as airfare information, and negotiate transactions in electronic marketplaces.

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A state-of-the-art guide on how to build intelligent Web-based applications using Java Joseph and Jennifer Bigus update and significantly expand their book on building intelligent Web-based applications using Java. Geared to network programmers or Web developers who have previously programmed agents in Smalltalk or C++, this practical book explains in detail how to construct agents capable of learning and competing, including both design principles and actual code for personal agents, network or Web agents, multi-agent systems and commercial agents. New and revised coverage includes agent tools, agent uses for Web applications

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(including personalization, cross-selling, and e-commerce), and additional AI technologies such as fuzzy logic and genetic algorithms.

Intelligent Agents with Java(TM) A Programmer's Guide to Smarter Applications
Add Artificial Intelligence to your Java applications * Learn to design and implement agent-based reasoning, modeling, and learning * Build your own personal assistants, Web agents, e-commerce agents, and multiagent systems. Learn how to create intelligent agents that can automate, mediate, and administer basic business functions. Java makes it easier than ever for programmers to build complex agents that reason and learn. In this book, enterprise programming experts Joe and Jennifer Bigus show you how to take advantage of Java's advanced features to differentiate your applications and build the smartest high-powered applications possible. The authors explain the principles of AI program design using Java's object-oriented features and present the essential AI algorithms used to develop agents that reason, model, and learn to adapt to the world around them. They then show how to apply these algorithms and techniques in practical "real-world" distributed computing applications. They develop an intelligent agent architecture and use it to construct several agent-enhanced programs, including a PC management agent, an adaptive Internet

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news reader that filters articles based on user preferences, and an electronic marketplace application where agents do the buying and selling. The enclosed CD-ROM gives you:

- * Complete source code for Java implementations of AI search algorithms, rule-based inferencing, and neural network learning
- * Java source code for three practical intelligent agent applications

* The IBM Agent Building Environment (ABE) Developer's Toolkit

A state-of-the-art guide on how to build intelligent Web-based applications using Java Joseph and Jennifer Bigus update and significantly expand their book on building intelligent Web-based applications using Java. Geared to network programmers or Web developers who have previously programmed agents in Smalltalk or C++, this practical book explains in detail how to construct agents capable of learning and competing, including both design principles and actual code for personal agents, network or Web agents, multi-agent systems and commercial agents. New and revised coverage includes agent tools, agent uses for Web applications (including personalization, cross-selling, and e-commerce), and additional AI technologies such as fuzzy logic and genetic

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Developments in Intelligent Agent

Technologies and Multi-Agent Systems:

Concepts and Applications discusses research on emerging technologies and systems based on agent and multi-agent paradigms across various fields of science, engineering and technology. This book is a collection of work that covers conceptual frameworks, case studies, and analysis while serving as a medium of communication among researchers from academia, industry and government.

Learn how to employ JADE to build multi-agent systems! JADE (Java Agent DEvelopment framework) is a middleware for the development of applications, both in the mobile and fixed environment, based on the Peer-to-Peer intelligent autonomous agent approach. JADE enables developers to implement and deploy multi-agent systems, including agents running on wireless networks and limited-resource devices. Developing Multi-Agent Systems with JADE is a practical guide to using JADE. The text will give an introduction to agent technologies and the JADE Platform, before proceeding to give a comprehensive guide to programming with JADE. Basic features such as creating agents, agent tasks, agent communication, agent discovery and GUIs are covered, as well as more advanced features including ontologies and content languages, complex behaviours,

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interaction protocols, agent mobility, and the in-process interface. Issues such as JADE internals, running JADE agents on mobile devices, deploying a fault tolerant JADE platform, and main add-ons are also covered in depth. Developing Multi-Agent Systems with JADE: Comprehensive guide to using JADE to build multi-agent systems and agent orientated programming. Describes and explains ontologies and content language, interaction protocols and complex behaviour. Includes material on persistence, security and a semantics framework. Contains numerous examples, problems, and illustrations to enhance learning. Presents a case study demonstrating the use of JADE in practice. Offers an accompanying website with additional learning resources such as sample code, exercises and PPT-slides. This invaluable resource will provide multi-agent systems practitioners, programmers working in the software industry with an interest on multi-agent systems as well as final year undergraduate and postgraduate students in CS and advanced networking and telecoms courses with a comprehensive guide to using JADE to employ multi agent systems. With contributions from experts in JADE and multi agent technology.

Intelligent systems and technologies are increasing finding their ways in our daily lives. This book presents a sample of recent research results from key researchers. The

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contributions include: Introduction to intelligent systems; A Fuzzy Density Analysis of Subgroups by means of DNA

Oligonucleotides; Evolution of Cooperating Classification Rules with an Archiving Strategy to Underpin Collaboration; Designing Agents with Dynamic Capability; Localized versus Locality Preserving Representation Methods in Face Recognition Tasks; Invariance Properties of Recurrent Neural Networks; Solving Bioinformatics Problems by Soft Computing Techniques; Transforming an Interactive Expert Code into a Statefull Service and a Multicoreenabled System; Ro-WordNet with Paradigmatic Morphology and Subjectivity Mark-up; Special Cases of Relative Object Qualification using the AMONG Operator; Effective Speaker Tracking Strategies for Multi-party Human-Computer Dialogue; The Fuzzy Interpolative Control for Passive Greenhouses; GPS safety system for airplanes; 3D Collaborative Interfaces for E-learning; Open Projects in Contemporary E-Learning; Software Platform for Archaeological Patrimony Inventory and Management. The book is directed to the graduate students, researchers, professors and the practitioner of intelligent systems.

Build your own intelligent agent system... Intelligent agent technology is a tool of modern computer science that can be used to engineer complex computer programmes that behave rationally in dynamic and changing

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environments. Applications range from small programmes that intelligently search the Web buying and selling goods via electronic commerce, to autonomous space probes. This powerful technology is not widely used, however, as developing intelligent agent software requires high levels of training and skill. The authors of this book have developed and tested a methodology and tools for developing intelligent agent systems. With this methodology (Prometheus) developers can start agent-oriented designs and implementations easily from scratch saving valuable time and resources. Developing Intelligent Agent Systems not only answers the questions "what are agents?" and "why are they useful?" but also the crucial question: "how do I design and build intelligent agent systems?" The book covers everything a practitioner needs to know to begin to effectively use this technology - including an introduction to the notion of agents, a description of the concepts involved, and a software engineering methodology. Read on for: a practical step-by-step introduction to designing and building intelligent agent systems. a full life-cycle methodology for developing intelligent agent systems covering specification, analysis, design and implementation of agents. PDT: Prometheus Design Tool - software support for the Prometheus design process. the example of an electronic bookstore to illustrate the design process throughout the book. Electronic

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resources including the Prometheus Design Tool (PDT), can be found at:
<http://www.cs.rmit.edu.au/agents/prometheus>

This book is aimed at industrial software developers, software engineers and at advanced undergraduate students. It assumes knowledge of basic software engineering but does not require knowledge of Artificial Intelligence or of mathematics. Familiarity with Java will help in reading the examples in chapter 10.

Walks through the hands-on process of building intelligent agents from the basics and all the way up to solving complex problems including playing Atari games and driving a car autonomously in the CARLA simulator. Discusses various learning environments and how to transform real-world problems into learning environments and solve using the agents.

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