Programming Intentional Agents in AgentSpeak(L) & Jason

Autonomous Systems
Sistemi Autonomi

Michele Piunti & Andrea Omicini
andrea.omicini@unibo.it

Dipartimento di Informatica – Scienza e Ingegneria (DISI)
ALMA MATER STUDIORUM – Università di Bologna

Academic Year 2015/2016
1. Implementing BDI Architectures
2. AgentSpeak(L)
3. Jason
4. Conclusions
Outline

1. Implementing BDI Architectures
2. AgentSpeak(L)
3. Jason
4. Conclusions
BDI Abstract Control Loop

[RG95]

1. initialize-state();
2. while true do
3.   options := option-generator(event-queue);
4.   selected-options := deliberate(options);
5.   update-intentions(selected-options);
6.   execute();
7.   get-new-external-events();
8.   drop-successful-attitudes();
9.   drop-impossible-attitudes();
10. end-while
Structure of BDI Systems

BDI architectures are based on the following constructs

1. A set of **beliefs**
2. A set of **desires** (or **goals**)
3. A set of **intentions**
   - Or better, a subset of the goals with an associated stack of plans for achieving them; these are the intended actions
4. A set of **internal events**
   - Elicited by a belief change (i.e., updates, addition, deletion) or by goal events (i.e., a goal achievement, or a new goal adoption)
5. A set of **external events**
   - Perceptive events coming from the interaction with external entities (i.e., message arrival, signals, etc.)
6. A **plan library** (repertoire of actions) as a further (static) component
Basic Architecture of a BDI Agent [Woo02]
Procedural Reasoning System (PRS)

- PRS is one of the first BDI architectures [GL87]
- PRS is a *goal-directed* and *reactive* planning system
  - goal-directedness allows reasoning about / performing complex tasks
  - reactivity allows handling real-time behaviour in dynamic environments
- PRS is applied for high-level reasoning of robot, airport traffic control systems etc.
PRS Architecture
Outline

1. Implementing BDI Architectures
2. AgentSpeak(L)
3. Jason
4. Conclusions
AgentSpeak(L) is an abstract language used for describing and programming BDI agents inspired by PRS, dMARS [dKLW98], and BDI Logics [RG95] originally proposed by Anand S. Rao [Rao96] extended so as to make it a practical agent programming language [BH06] programs can be executed by the Jason platform [BHW07] has an operational semantics for extensions of AgentSpeak(L) providing a computational semantics for BDI concepts
Outline

1. Implementing BDI Architectures

2. AgentSpeak(L)
   - Syntax
   - Semantics

3. Jason
   - Reasoning Cycle
   - Jason Programming Language
   - Advanced BDI aspects

4. Conclusions
Syntax of AgentSpeak(L)

- The main language constructs of AgentSpeak are
  
  **Beliefs** — current state of the agent, information about environment, and other agents

  **Goals** — state the agent desire to achieve and about which he brings about (Practical Reasoning) based on internal and external stimuli

  **Plans** — recipes of procedural means the agent has to change the world and achieve his goals

- The architecture of an AgentSpeak agent has four main components
  1. Belief Base
  2. Plan Library
  3. Set of Events
  4. Set of Intentions
Beliefs and Goals

Beliefs

Beliefs If $b$ is a predicate symbol, and $t_1, ..., t_n$ are (first-order) terms, $b(t_1, ..., t_n)$ is a belief atom
- ground belief atoms are base beliefs
- if $\Phi$ is a belief atom, $\Phi$ and $\neg \Phi$ are belief literals

Goals

Goals If $g$ is a predicate symbol, and $t_1, ..., t_n$ are terms, $!g(t_1, ..., t_n)$ and $?g(t_1, ..., t_n)$ are goals
1. ‘!’ means Achievement Goals (Goal to do)
2. ‘?’ means Test Goals (Goal to know)
Events occur as a consequence of changes in the agent’s belief base or goal states.

Events may signal to the agent that some situation is requiring servicing (triggering events).

The agent indeed is supposed to react to such events by finding a suitable plan(s).

Due to events and goal processing, AgentSpeak(L) architectures are both:
- reactive
- proactive
Let $\Phi$ be a literal, then the AgentSpeak triggering events are the following:

- $+\Phi$ Belief addition
- $-\Phi$ Belief deletion
- $+!\Phi$ Achievement-goal addition
- $-!\Phi$ Achievement-goal deletion
- $+?\Phi$ Test-goal addition
- $-?\Phi$ Test-goal deletion
Plans I

- Plans are recipes for achieving goals
- Plans declaratively define a workflow of actions
- Plans come along with the triggering and the context conditions that must hold in order to initiate the execution
- Plans represent agent’s means to achieve goals (their know-how)

Plans

If $e$ is a triggering event, $b_1, ..., b_n$ are belief literals (plan context), and $h_1, ..., h_n$ are goals or actions (plan body), then $e : b_1 \land ... \land b_n \leftarrow h_1; ...; h_n$

is a plan (where $e : c$ is called the plan’s head)
Let $\Phi$ be a literal, then the PlanBody (i.e., intentions in AgentSpeak) can include the following elements:

- $!\Phi$ Achievement goals
- $?\Phi$ Test goals
- $+\Phi$ Belief addition
- $-\Phi$ Belief deletion
- $\Phi$ Actions
- $.\Phi$ Internal Actions (*not actually here, this is Jason.*... )
General structure of an AgentSpeak plan

triggering_event: context <- body.

- The **triggering_event** denotes the events that the plan is meant to handle.
- The **context** represents the circumstances in which the plan can be used.
  - Logical expression, typically a conjunction of literals to be checked whether they follow from the current state of the belief base (Belief Formulae).
- The **body** is the course of action to be used to handle the event if the context is believed true at the time a plan is being chosen to handle the event.
  - A sequence of actions and (sub) goals to achieve that goal.
AgentSpeak(L) Examples

/* Initial Beliefs */
likes(radiohead).
phone_number(covo,"05112345")

/* Belief addition */
+concert(Artist, Date, Venue)
  : likes(Artist)
  <- !book_tickets(Artist, Date, Venue).

/* Plan to book tickets */
+!book_tickets(A,D,V)
  : not busy(phone)
  <- ?phone_number(V,N); /* Test Goal to Retrieve a Belief */
    !call(N);
    . . .;
    !choose seats(A,D,V).
Outline

1. Implementing BDI Architectures
2. AgentSpeak(L)
   - Syntax
   - Semantics
3. Jason
   - Reasoning Cycle
   - Jason Programming Language
   - Advanced BDI aspects
4. Conclusions
AgentSpeak(L) Semantics I

AgentSpeak(L) has an operational semantics defined in terms of agent configuration \( \langle B, P, E, A, I, S_e, S_o, S_I \rangle \), where

- \( B \) is a set of beliefs
- \( P \) is a set of plans
- \( E \) is a set of events (external and internal)
- \( A \) is a set of actions that can be performed in the environment
- \( I \) is a set of intentions each of which is a stack of partially instantiated plans
- \( S_e, S_o, S_I \) are selection functions for events, options, and intentions
The selection functions

$S_e$ selects an event from $E$. The set of events is generated either by requests from users, from observing the environment, or by executing an intention

$S_o$ selects an option from $P$ for a given event. An option is an applicable plan for an event, i.e. a plan whose triggering event is unifiable with event and whose condition is derivable from the belief base

$S_I$ selects an intention from $I$ to execute
Semantics of Intention Execution

Semantics of intention execution

- **\( tr : ct \leftarrow +\varphi ; \ldots \Rightarrow \)** generates event \(+\varphi\) and updates beliefs. If there is no applicable plan for \(+\varphi\), discard the event.

- **\( tr : ct \leftarrow -\varphi ; \ldots \Rightarrow \)** generates event \(-\varphi\) and updates beliefs. If there is no applicable plan for \(-\varphi\), discard the event.

- **\( tr : ct \leftarrow !\varphi ; \ldots \Rightarrow \)** generates event \(+!\varphi\). If there is no applicable plan for \(+!\varphi\), remove plan and generate \(-!\psi\) if \( tr = +!\psi \) (or \(-?\psi\) if \( tr = +?\psi \)).

- **\( tr : ct \leftarrow ?\varphi ; \ldots \Rightarrow \)** generates event \(+?\varphi\) if there is no applicable plan for \(+?\varphi\), remove plan and generate \(-!\psi\) if \( tr = +!\psi \) (or \(-?\psi\) if \( tr = +?\psi \)).

- **\( tr : ct \leftarrow \varphi ; \ldots \Rightarrow \)** if the action fails, remove plan and generate \(-!\psi\) if \( tr = +!\psi \) (or \(-?\psi\) if \( tr = +?\psi \)).

- **\( tr : ct \leftarrow .\varphi ; \ldots \Rightarrow \)** if the internal action fails, remove plan and generate \(-!\psi\) if \( tr = +!\psi \) (or \(-?\psi\) if \( tr = +?\psi \)).

If no plan is applicable for a generated \(-!\psi\) or \(-?\psi\), then the whole intention is disregarded and an error message is printed.
Agent Configuration

Configuration of an AgentSpeak agent

\[ \langle ag, C, M, T, s \rangle \]

- \( ag \) is an AgentSpeak program consisting of a set of beliefs and plans
- \( C = \langle I, E, A \rangle \) is the agent circumstance
- \( M = \langle In, Out, SI \rangle \) is the communication component
- \( T = \langle R, Ap, \nu, \varepsilon, \rho \rangle \) is the temporary information component
- \( s \) is the current step within an agent’s reasoning cycle
Circumstance Component

\[ \langle ag, C, M, T, s \rangle \]

Agent’s circumstance

\[ C = \langle I, E, A \rangle \]

- \( I \) is a set of intentions \( \{i, i', ...\} \); each intention \( i \) is a stack of partially instantiated plans
- \( E \) is a set of events \( \{(tr, i), (tr', i'), ...\} \); each event is a pair \( (tr, i) \), where \( tr \) is a triggering event and \( i \) is an intention (a stack of plans in case of an internal event or \( T \) representing an external event)
- \( A \) is a set of actions to be performed in the environment; an action expression included in this set tells other architecture components to actually perform the respective action on the environment, thus changing it.
Communication Component

\[ \langle ag, C, M, T, s \rangle \]

Agent's communication

\[ M = \langle In, Out, SI \rangle \]

- *In* is the mail inbox: the system includes all messages addressed to this agent in this set
- *Out* is where the agent posts all messages it wishes to send to other agents
- *SI* is used to keep track of intentions that were suspended due to the processing of communication messages
Communication Component

\[ \langle ag, C, M, T, s \rangle \]

Agent’s communication

\[ M = \langle In, Out, SI \rangle \]

- \textit{In} is the mail inbox: the system includes all messages addressed to this agent in this set
- \textit{Out} is where the agent posts all messages it wishes to send to other agents
- \textit{SI} is used to keep track of intentions that were suspended due to the processing of communication messages

Message

\[ \langle messageid, agentid, ilf, content \rangle \]
Temporary Information Component

\[ \langle ag, C, M, T, s \rangle \]

**Temporary information**

\[ T = \langle R, Ap, \iota, \varepsilon, \rho \rangle \]

- **R** for the set of relevant plans (for the event being handled)
- **Ap** for the set of applicable plans (the relevant plans whose context are true)
- **\( \iota, \varepsilon \) and \( \rho \)** keep record of a particular intention, event and applicable plan (respectively) being considered along the execution of an agent
Deliberation Steps

The current step $s$ within an agent’s reasoning cycle is one of the following elements:

- **ProcMsg** processing a message from the agent’s mail inbox
- **SelEv** selecting an event from the set of events
- **RelPl** retrieving all relevant plans
- **ApplPl** checking which of those are applicable
- **SelAppl** selecting one particular applicable plan (the intended means)
- **AddIM** adding the new intended means to the set of intentions
- **SelInt** selecting an intention
- **ExecInt** executing the select intention
- **ClrInt** clearing an intention or intended means that may have finished in the previous step
Outline

1. Implementing BDI Architectures
2. AgentSpeak(L)
3. Jason
4. Conclusions
Outline

1. Implementing BDI Architectures

2. AgentSpeak(L)
   - Syntax
   - Semantics

3. Jason
   - Reasoning Cycle
   - Jason Programming Language
   - Advanced BDI aspects

4. Conclusions
Developed by Jomi F. Hübner and Rafael H. Bordini

Jason implements the operational semantics of a variant of AgentSpeak [BH06]

Extends AgentSpeak, which is meant to be the language for defining agents

Adds a set of powerful mechanism to improve agent abilities

Extensions aimed at a more practical programming language
  - High level language to define agents (goal oriented) behaviour
  - Java as low level language to realise mechanisms (i.e. agent internal functions) and customise the architecture

Comes with a framework for developing multi-agent systems \(^1\)

\(^1\)http://jason.sourceforge.net/
Jason Architecture

Jason Reasoning Cycle

1. Percepts: perceives
2. BUF
3. SocAcc
4. BRF
5. Events
6. S
7. Check Context
8. S
9. Intended Means
10. Execute Intention
11. New Intention
12. Actions
13. Messages
14. Percepts
15. Beliefs Base
16. External Events
17. Internal Events
18. Beliefs
19. Applicable Plans
20. Relevant Plans
21. Selected Event
22. Plans
23. Action
24. SocAcc
25. Messages
26. Suspended Intentions
27. Intentsions
28. Push New Plan
29. Send Msg
30. Updated Intention
31. Act
32. Send
33. Messages
34. New Intention
35. New
Jason Reasoning Cycle

1. perceiving the environment
2. updating the belief base
3. receiving communication from other agents
4. selecting ‘socially acceptable’ messages
5. selecting an event
6. retrieving all relevant plans
7. determining the applicable plans
8. selecting one applicable plan
9. selecting an intention for further execution
10. executing one step of an intention
public void reasoningCycle() {
    try {
        C.reset();  // C is actual Circumstance
        if (nrcslbr >= setts.nrcbp()) {
            nrcslbr = 0;
            ag.buf(agArch.perceive());
            agArch.checkMail();
        }
        nrcslbr++;
        // counting number of cycles
        if (canSleep()) {
            if (ag.pl.getIdlePlans() != null) {
                logger.fine("generating idle event");
                C.addExternalEv(PlanLibrary.TE_IDLE);
            } else {
                agArch.sleep();
                return;
            }
        }
        step = State.StartRC;
        do {
            if (!agArch.isRunning()) return;
            applySemanticRule();
        } while (step != State.StartRC);
        ActionExec action = C.getAction();
        if (action != null) {
            C.getPendingActions().put(action.getIntention().getId(), action);
            agArch.act(action, C.getFeedbackActions());
        }
    } catch (Exception e) {
        conf.C.create();  // ERROR in the transition system, creating a new C
    }
}
Outline

1. Implementing BDI Architectures

2. AgentSpeak(L)
   - Syntax
   - Semantics

3. Jason
   - Reasoning Cycle
   - Jason Programming Language
   - Advanced BDI aspects

4. Conclusions
Jason as an Agent Programming Language

- *Jason* include all the syntax and the semantics already defined for AgentSpeak
- boolean operators
  - `==`, `<`, `<=`, `>`, `>=`, `&`, `|`, `\==`, `not`
- arithmetic
  - `+`, `-`, `/`, `*`, `**`, `mod`, `div`
- then, *Jason* includes several extesions
- e.g.: let Φ be a literal, then a *Jason* PlanBody can include the following additional elements:
  - `!!Φ` to launch a given plan Φ as a new intention (the new intention will not be related to the current one, its execution will be *as if* it is in a new thread)
  - `− + Φ` to update a Belief Φ in an atomic fashion (atomic deletion and update)
Belief Annotations

*Jason* introduces the notion of *annotated predicates*:

\[ p_s(t_1, \ldots, t_n)[a_1, \ldots, a_m] \]

where \( a_i \) are first order terms

- All predicates in the belief base have a special annotation \( source(s_i) \) where \( s_i \in \{self, percept\} \cup AgId \)
  - \( myLocation(6,5)[source(self)] \).
  - \( red(box1)[source(percept)] \).
  - \( blue(box1)[source(ag1)] \).
- Agent developer can define customised predicates (i.e. grade of certainty on that belief)
  - \( colourblind(ag1)[source(self),doc(0.7)] \).
  - \( liar(ag1)[source(self),doc(0.2)] \).
Strong Negation

- Strong negation (operator $\sim$) is another *Jason* extension to AgentSpeak
- To allow both closed-world and open-world assumptions

\[
+!\text{pit\_stop}(\text{fuel}(T), \ \text{tires}(_))
\]
\[
: \ \text{not\ raining} \ \& \ \text{not} \ \sim\text{raining} \quad /* \text{Lack of knowledge:}
\begin{align*}
\text{there is no belief indicating}\ \text{raining} \\
\text{neither belief indicating}\ \sim\text{raining} \quad */
\end{align*}
\]
\[
<- \ \sim\text{tires}(\text{intermediate}); \quad /* \text{Atomic Belief Update} */
\]
\[
!\text{fuel}(T+2);
\]
\[
\ldots
\]

\[
+!\text{pit\_stop}(\text{fuel}(T), \ \text{tires}(_))
\]
\[
: \ \text{raining} \quad /* \text{There is a belief indicating}\ \text{raining} */
\]
\[
<- \ \text{tires}(\text{rain}); \quad /* \text{Atomic Belief Update} */
\]
\[
!\text{fuel}(T+5);
\]
\[
\ldots
\]

\[
+!\text{pit\_stop}(\text{fuel}(T), \ \text{tires}(_))
\]
\[
: \ \sim\text{raining} \quad /* \text{There is a belief indicating}\ \sim\text{raining} */
\]
\[
<- \ \sim\text{tires}(\text{slick}); \quad /* \text{Atomic Belief Update} */
\]
\[
!\text{fuel}(T);
\]
\[
\ldots
\]
Belief Rules

In *Jason*, beliefs (and their annotations) can be pre-processed with Prolog-like rules:

```
likely_color(Obj,C)
    :- colour(Obj,C)[degOfCert(D1)]
        & not ( 
            colour(Obj,_) [degOfCert(D2)]
            & D2 > D1 )
        & not ~colour(Obj,B).
```
Handling Plan Failures

Handling plan failures is very important when agents are situated in dynamic and non-deterministic environments.

- Goal-deletion events are another *Jason* extension to AgentSpeak
- $-!g$
- To create an agent that is blindly committed to goal $g$:
  
  $+!g(X) : \text{goalstate}$
  
  $\leftarrow \text{true}.$

  $+!g(X) : \text{not goalstate}$
  
  $\leftarrow \ldots$

  $\leftarrow ?g.$

  $\ldots$

  $-!g : \text{true} \text{ /* Goal deletion event */}$
  
  $\leftarrow !g.$
Plan Annotations

Plan can have annotations too (e.g., to specify meta-level information)

- Selection functions (Java) can use such information in plan/intention selection
- Possible to change those annotations dynamically (e.g., to update priorities)
- Annotations go in the plan label

```latex
@aPlan[ chance_of_success(0.3), usual_payoff(0.9), any_other_property]
+!g(X) : c(t)
  <- a(X).
```

- \((\text{chance_of_success} \times \text{usual_payoff})\) is the expected utility for that plan
Internal Actions

- In *Jason* plans can contain an additional structure: *internal action*.Φ
- Self-Contained actions which code is packed and atomically executed as part of the agent reasoning cycle
- Internal actions can be used for special purpose activities
  - to interact with Java objects
  - to invoke legacy systems elegantly
  - as we will see in the rest of the course, to use *artifacts* in A&A systems
- Example of user defined internal action:
  
  ```
  userLibrary.userAction(X,Y,R)
  ```

  can be used to manipulate parameters $X$, $Y$ and unify the result of that manipulation in $R$
Defining New Internal Actions

Internal action: `myLib.randomInt(M, N)` unifies `N` with a random int between 0 and `M`.

```java
package myLib;

import jason.JasonException;
import jason.asSemantics.*;
import jason.asSyntax.*;

public class randomInt extends DefaultInternalAction {
    private java.util.Random random = new java.util.Random();

    @Override
    public Object execute(TransitionSystem ts, Unifier un, Term[] args) throws Exception {
        if (!args[0].isNumeric() || !args[1].isVar())
            throw new JasonException("check arguments");
        try {
            int R = random.nextInt(((NumberTerm)args[0]).solve());
            return un.unifies(args[1], new NumberTermImpl(R));
        } catch (Exception e) {
            throw new JasonException("Error in internal action ’randomInt’", e);
        }
    }
}
```
Predefined Internal Actions

- Many internal actions are available for: printing, sorting, list/string operations, manipulating the beliefs/annotations/plan library, waiting/generating events, etc. (see `jason.stdlib`)

- Predefined internal actions have an empty library name

  - `.print(1,X,"bla")` prints out to the console the concatenation of the string representations of the number 1, of the value of variable `X`, and the string “bla”

  - `.union(S1,S2,S3)` `S3` is the union of the sets `S1` and `S2` (represented by lists). The result set is sorted

  - `.desire(D)` checks whether `D` is a desire: `D` is a desire either if there is an event with `+!D` as triggering event or it is a goal in one of the agent’s intentions

  - `.intend(I)` checks if `I` is an intention: `I` is an intention if there is a triggering event `+!I` in any plan within an intention; just note that intentions can be suspended and appear in E, PA, and PI as well

  - `.drop_desire(I)` removes events that are goal additions with a literal that unifies with the one given as parameter

  - `.drop_intention(I)` drops all intentions which would make `.intend` true
Internal Actions used for Message Passing

Sender  Agent A sends a message to agent B using a special internal action:

\[
\begin{align*}
&.\text{send}(B, \text{ilf}, m(X)) \\
&.\text{broadcast}(\text{ilf}, m(X))
\end{align*}
\]

- \(B\) is the unique name of the agent that will receive the message (or a list of names)
- \(\text{ilf} \in \{\text{tell}, \text{untell}, \text{achieve}, \text{unachieve}, \text{askOne}, \text{askAll}, \text{askHow}, \text{tellHow}, \text{untellHow}\}\)
- \(m(X)\) the content of the message

Receiver  Agent B receives the message from A as a triggering event

- Handles it by customizing a reaction:

\[
+m(X)[\text{source}(A)] : \text{true} \\
\leftarrow \text{dosomething};...
\]
Environments

- To build and deploy a MAS you need to rely on some sort of environment where the agents are situated.
- The environment has to be designed (and implemented as well).
- There are two ways to do this:
  1. defining perceptions and actions so to operate on specific environments
     - this is done defining in Java lower-level mechanisms, and by specialising the Agent Architecture and Agent classes (see later).
  2. creating a ‘simulated’ environment
     - this is done in Java by extending Jason’s Environment class and using methods such as addPercept(String Agent, Literal Percept).
Example of an Environment Class

```java
import jason.*;
import ...;
public class myEnv extends Environment{
    
    public myEnv() {
        Literal loc = Literal.parseLiteral("location(3,5)"));
        addPercept(pos1);
    }

    public boolean executeAction(String ag, Term action) {
        if (action.equals(...)) {
            addPercept(ag,
            Literal.parseLiteral("location(souffle,c(3,4))");
        }
    ... 
        return true;
    }
}
```
Outline

1. Implementing BDI Architectures

2. AgentSpeak(L)
   - Syntax
   - Semantics

3. Jason
   - Reasoning Cycle
   - Jason Programming Language
     - Advanced BDI aspects

4. Conclusions
Hierarchical Planning I

- hierarchical abstraction is a well-known principle
- exhibits a great effectiveness in planning
- used to reduce a composite intention – or a given task – to a greater number of independent sub-intentions – or sub-tasks – placed at a lower level of abstraction
- an agent can manage at runtime an alternating hierarchy of (meta)goals and plans, which emerge from top-level goals over plans to subgoals and so forth
  - this highly simplifies the structure of plans
  - allow the plans to be conceived around self-contained actions (the leafs of the goal hierarchy) which can be reused with different purposes too
- defined having in mind the problem domain (the goal to be achieved) and trying to imagine those fine grained actions which in turn are supposed to accomplish the required activities
differently from traditional planning systems, which mainly make an *offline* planning, Intentional Systems need to plan in dynamic environments and need to cope changing contexts and situations [SdSP06]

**Planning Systems** is offline — can create plans to achieve goals by composing actions in repertoire

**BDI planning** hybrid approach — the plans are defined at design time and at the language level *but* their execution is ruled by the architecture (means ends reasoning) according to context conditions (i.e., *Jason*, Jadex) or planning rules (i.e., 2APL).
Outline

1. Implementing BDI Architectures
2. AgentSpeak(L)
3. Jason
4. Conclusions
Conclusions

AgentSpeak
- goal-oriented notion of agency
- mentalistic notions as building blocks
- agent programming
- logic + BDI
- operational semantics

Jason
- AgentSpeak interpreter
- implements the operational semantics
- support for Agent Communication Language
- highly customisable, open source
Rafael H. Bordini and Jomi F. Hübner.  

Rafael H. Bordini, Jomi F. Hübner, and Michael J. Wooldridge.  


Programming Intentional Agents in AgentSpeak(L) & Jason

Autonomous Systems
Sistemi Autonomi

Michele Piunti & Andrea Omicini
andrea.omicini@unibo.it

Dipartimento di Informatica – Scienza e Ingegneria (DISI)
Alma Mater Studiorum – Università di Bologna

Academic Year 2015/2016