No
Andrea Omicini
2018/09/28 15:54
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All publications without WoS ID in the APICe Space (1980—2019) ................................................................. 3

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All publications without WoS ID in the APICe Space (1980—2019)

Below, all publications without WoS ID in the APICe Space between 1980 and 2019, ordered by year of publication.

2019 (7)
- Democratic Process and Digital Platforms: An Engineering Perspective
- Preface
- The Future of Digital Democracy. An Interdisciplinary Approach
- A Higher-Order Calculus of Computational Fields
- Modelling and Simulation of Opportunistic IoT Services with Aggregate Computing
- Special Issue "Multi-Agent Systems"
- Special Issue “Multi-Agent Systems”: Editorial

2018 (27)
- Space-Time Universality of Field Calculus
- From the Blockchain to Logic Programming and Back: Research Perspectives
- A Model and Platform for Building Agent-Based Pervasive Mixed Reality Systems
- Logic Programming in Space-Time: The Case of Situatedness in LPaaS
- LPaaS as Micro-intelligence: Enhancing IoT with Symbolic Reasoning
- Transparent Protection of Aggregate Computations from Byzantine Behaviours via Blockchain
- Combining Trust and Aggregate Computing
- Towards attack-resistant Aggregate Computing using trust mechanisms
- Injecting (Micro)intelligence in the IoT: Logic-based Approaches for (M)MAS
- Optimal single-path information propagation in gradient-based algorithms
- Hypermedia to connect them all autonomous hypermedia agents and sociotechnical interactions
- Collective Abstractions and Platforms for Large-Scale Self-Adaptive IoT
- Spatial Tuples: Augmenting Reality with Tuples
- Blockchain for Trustworthy Coordination: A First Study with Linda and Ethereum
- From Field-Based Coordination to Aggregate Computing
- Opportunistic cyberphysical services: A novel paradigm for the future Internet of Things
- Distributed Speaking Objects: a Case for Massive Multiagent Systems
- Developing Agent-Based Pervasive Mixed Reality Systems: The MiRAgE Framework
- Twenty Years of Coordination Technologies: State-of-the-Art and Perspectives
- Aggregate Graph Statistics
- Self-loops favour diversification and asymmetric transitions between attractors in Boolean network models
- Distributed Real-Time Shortest-Paths Computations with the Field Calculus
- Engineering Resilient Collective Adaptive Systems by Self-Stabilisation
- Coordination of Complex Socio-technical Systems: Challenges and Opportunities
- Micro-intelligence for the IoT: SE Challenges and Practice in LPaaS
- Intelligent Agents and Environment
- Programming Actor-Based Collective Adaptive Systems
2017 (28)

- Mashing Up the Physical and Augmented Reality: The Web of Augmented Things Idea
- Towards Argumentation-based Recommendations for Personalised Patient Empowerment
- Spiking Neural Networks as Timed Automata
- Self-Adaptation to Device Distribution in the Internet of Things
- An Argumentation-based Perspective over the Social IoT
- Agent-based Modelling in Multicellular Systems Biology
- Compositional Blocks for Optimal Self-Healing Gradients
- Optimally-Self-Healing Distributed Gradient Structures Through Bounded Information Speed
- Practical Aggregate Programming with Protelis
- Logic Programming as a Service (LPaaS): Intelligence for the IoT
- Coordinating Distributed Speaking Objects
- A Personal Medical Digital Assistant Agent for Supporting Human Operators in Emergency Scenarios
- Modeling Opportunistic IoT Services in Open IoT Ecosystems
- A Personal Medical Digital Assistant Agent for Supporting Human Operators in Emergency Scenarios
- Self-Stabilising Target Counting in Wireless Sensor Networks Using Euler Integration
- Context Reasoning and Prediction in Smart Environments: the Home Manager case
- The impact of self-loops in random boolean network dynamics
- Towards a Mobile Augmented Reality System for Emergency Management: The Case of SAFE
- State-of-the-Art and Trends in Nature-inspired Coordination Models
- Novel Opportunities for Tuple-based Coordination: XPath, the Blockchain, and Stream Processing
- Formal Validation of Neural Networks as Timed Automata
- Preface
- Programming the Interaction Space Effectively with ReSpecTX
- Aggregate plans for multiagent systems
- Modeling Opportunistic IoT Services in Open IoT Ecosystems
- Towards the Web of Augmented Things
- Towards a Foundational API for Resilient Distributed Systems Design

2016 (29)

- Simulating Large-scale Aggregate MASs with Alchemist and Scala
- The Autonomy of Technological Systems and Responsibilities for their Use
- A type-sound calculus of computational fields
- Extending the Gillespie's Stochastic Simulation Algorithm for Integrating Discrete-Event and Multi-Agent Based Simulation
- Cross-organism learning method to discover new gene functionalities
- Modeling intercellular communication as a survival strategy of cancer cells: An in-silico approach on a flexible bioinformatics framework
- Building Smart Spaces on the Home Manager platform
- Towards Aggregate Programming in Scala
- On Execution Platforms for Large-scale Aggregate Computing
- Labelled Variables in Logic Programming: Foundations
- Self-adaptation to Device Distribution Changes in Situated Computing Systems
- Run-Time Management of Computation Domains in Field Calculus
- Towards Logic Programming as a Service: Experiments in tuProlog
- Towards the Adoption of Agent-Based Modelling and Simulation in Mobile Health Systems for the Self-Management of Chronic Diseases
- Resiliency with Aggregate Computing: State of the Art and Roadmap
- Game Engines to Model MAS: A Research Roadmap
- An Extension of AgentSpeak(L) and Jason Tailored to Programming and Software Development
- Improving Gossip Dynamics Through Overlapping Replicates
- A Comparison of Term Weighting Schemes for Text Classification and Sentiment Analysis with a Supervised Variant of tf.idf
- Challenges of Decentralized Coordination in Large-scale Ubicomp Systems
- Combining Self-Organisation and Autonomic Computing in CASs with Aggregate-MAPE
• Spatial awareness in pervasive ecosystems
• Introducing the Oscillations Based Paradigm. The Simulation of Agents and Social Systems
• Aggregate Programming: From Foundations to Applications
• Towards an Integrated Platform for Adaptive Socio-Technical Systems for Smart Spaces
• Coordination of Complex Sociotechnical Systems: Self-organisation of Knowledge in MoK
• Multi-paradigm Coordination for MAS. Integrating Heterogeneous Coordination Approaches in MAS Technologies
• Foreward by Prof. Andrea Omicini
• Special Section on Coordination in Large-Scale Socio-Technical Systems

2015 (24)

• Efficient Engineering of Complex Self-Organising Systems by Self-Stabilising Fields
• Formal Foundations of Sensor Network Applications
• Computational Fields Meet Augmented Reality: Perspectives and Challenges
• Towards agent aggregates: perspectives and challenges
• GOTA: GO term annotation of biomedical literature
• Smart Augmented Fields for Emergency Operations
• Multi-agent Systems Meet Aggregate Programming: Towards a Notion of Aggregate Plan
• Preface
• Protelis: Practical Aggregate Programming
• Iterative Refining of Category Profiles for Nearest Centroid Cross-Domain Text Classification
• Programming Mirror-Worlds: An Agent-Oriented Programming Perspective
• Type-based Self-stabilisation for Computational Fields
• Code Mobility Meets Self-organisation: A Higher-Order Calculus of Computational Fields
• Aggregate Programming for the Internet of Things
• Extending the Gillespie's Stochastic Simulation Algorithm for Integrating Discrete-Event and Multi-Agent Based Simulation
• A framework supporting multi-compartment stochastic simulation and parameter optimisation for investigating biological system development
• Butler-iseng HomeManager: A Pervasive Multi-Agent System for Home Intelligence
• PRIMA 2015: Principles and Practice of Multi-Agent Systems
• Space-Time Programming
• Coordination of Large-Scale Socio-Technical Systems: Challenges and Research Directions
• A Gillespie-based Computational Model for Integrating Event-driven and Multi-Agent Based Simulation
• Programming Multi-agent Systems
• Random Perturbations of Term Weighted Gene Ontology Annotations for Discovering Gene Unknown Functionalities
• Labelled Variables in Logic Programming: A First Prototype in tuProlog

2014 (26)

• Preface
• The Gaia Methodology Process
• Discovering New Gene Functionalities from Random Perturbations of Known Gene Ontological Annotations
• Markov Chain Based Method for In-Domain and Cross-Domain Sentiment Classification
• TuCSoN Coordination for MAS Situatedness: Towards a Methodology
• Towards a Unified Model of Spatial Computing
• Coordination in Situated Systems: Engineering MAS Environment in TuCSoN
• Valuing the User Experience in Human-Computer Interaction: the Respected User Manifesto
• Handbook on Agent-Oriented Design Processes
• A Calculus of Self-stabilising Computational Fields
• Cross-domain Text Classification through Iterative Refining of Target Categories Representations
• Introduction
• Argumentation and Artifacts for Negotiation Support
• The IEEE-FIPA Standard on the Design Process Documentation Template
• HPC from a self-organisation perspective: The case of crowd steering at the urban scale
• Complex Networks V. Proceedings of the 5th Workshop on Complex Networks ComplexNet 2014
• Coordination Mechanisms for the Modelling and Simulation of Stochastic Systems: The Case of Uniform Primitives
• Distributed statistical analysis of complex systems modeled through a chemical metaphor
• The Autonomy of Automated Systems
• On the Origin of Autonomy. A New Look at the Major Transitions in Evolution
• Extending a Smart Home Multi-Agent System with Role-Based Access Control
• The SODA Methodology: Meta-Model and Process Documentation
• Negotiation and Argumentation in Multi-Agent Systems. Fundamentals, Theories, Systems and Applications
• Building Blocks for Aggregate Programming of Self-Organising Applications
• Best ACM SAC Articles on Coordination and Self-Adaptation
• On the “Local-to-Global” Issue in Self-Organisation: Chemical Reactions with Custom Kinetic Rates

2013 (33)

• Collaborative Learning and ICT: A Prototypal Learning Environment
• Probabilistic Embedding: Experiments with Tuple-based Probabilistic Languages
• tuProlog: Making Prolog Ubiquitous
• Engineering Pervasive Multiagent Systems in SAPERE
• Nature-inspired Coordination Models: Current Status, Future Trends
• Chemical-oriented Simulation of Computational Systems with ALCHEMIST
• Agents & Multiagent Systems: En Route Towards Complex Intelligent Systems
• Tuple-based Coordination of Stochastic Systems with Uniform Primitives
• Coordination for Situated MAS: Towards an Event-driven Architecture
• Operational Semantics of Proto
• Promoting Space-Aware Coordination: ReSpecT as a Spatial-Computing Virtual Machine
• Probabilistic Modular Embedding for Stochastic Coordinated Systems
• Predicting Social Density in Mass Events to Prevent Crowd Disasters.
• A calculus of computation fields
• MoK: Stigmergy Meets Chemistry to Exploit Social Actions for Coordination Purposes
• Analysis of the Molecules of Knowledge Model with the BioPepa Eclipse Plugin
• Domain Independent Text Categorization
• Special Issue on Software Agents
• TuCSoN on Cloud: An Event-driven Architecture for Embodied / Disembodied Coordination
• Space-aware Coordination in ReSpecT
• Coupling software architecture and human architecture for collaboration-aware system adaptation
• From Computing to Interaction: On the Expressiveness of Asynchronous Pi-Calculus
• Description and composition of bio-inspired design patterns: a complete overview
• Event-driven Programming for Situated MAS with ReSpecT Tuple Centres
• Understanding the PI3K/AKT Anti-Apoptotic Signalling Pathway: a Tuple Space-Based Computational Framework for Simulating the Signal Transduction
• Software Agents: Twenty Years and Counting
• Engineering Pervasive Multiagent Systems in SAPERE
• Trusting the Messenger because of the Message: Feedback Dynamics from Information Quality to Source Evaluation
• Parameter Engineering vs. Parameter Tuning: the Case of Biochemical Coordination in MoK
• Social Coordination: Principles, Artefacts and Theories (SOCIAL.PATH)
• Combining self-organisation, context-awareness and semantic reasoning: the case of resource discovery in opportunistic networks
• Organizing the Aggregate: Languages for Spatial Computing
• Adaptive Pedestrian Behaviour for the Preservation of Group Cohesion

2012 (16)

• Bottom-Up Argumentation
• Distributed Systems. Concepts and Design
• VPN - Client-server object-oriented virtual plant modeling tool
• Simulation of caspases apoptotic signalling pathway in a tuple space-based bioinformatics infrastructure
• Toward Sociotechnical Urban Superorganisms
• Virtualizing Software and Humans for Elastic Processes in Multiple Clouds—a Service Management Perspective
• Architecture-driven modeling of adaptive collaboration structures in large-scale social web applications
• Towards a comprehensive approach to spontaneous self-composition in pervasive ecosystems
• Agents Writing on Walls: Cognitive Stigmergy and Beyond
• 1st International Workshop on Adaptive Service Ecosystems: Natural and Socially Inspired Solutions (ASENIS 2012)
• ASENSIS 2012 - First International Workshop on Adaptive Service Ecosystems: Nature and Socially Inspired Solutions
• A Framework to Specify and Verify Computational Fields for Pervasive Computing Systems
• Molecules of Knowledge: A Novel Perspective over Knowledge Management
• Programming Directives for Elastic Computing
• A Method Fragments Approach to Methodologies for Engineering Self-Organising Systems
• Dynamic Composition of Coordination Abstractions for Pervasive Systems: The Case of LogOp

2011 (22)

• Coordinating Spatially-Situated Pervasive Service Ecosystems
• Preface
• Special Issue “Infrastructures and Tools for Multiagent Systems”
• A Simulation Framework for Pervasive Services Ecosystems
• Coordinating e-Health Systems with TuCSoN Semantic Tuple Centres
• Distributed Computing. Principles, Algorithms, and Systems
• Towards a Unifying Characterization for Quantifying Weak Coupling in Dec-POMDPs
• Core Operational Semantics of Proto
• Self-organising Knowledge-intensive Workspaces
• Declarative Agent Languages and Technologies VIII
• Towards a logic framework for Web programming
• Distributed Model Shaping for Scaling to Decentralized POMDPs with Hundreds of Agents
• The Rise of Molecular Machines
• BaSi: Multi-Agent Based Simulation for Medieval Battles
• BDI Agents with Objectives and Preferences
• The Social Compute Unit
• Exploiting the Eclipse Ecosystem for Agent-Oriented Programming
• Principles of Elastic Processes
• From Space to Stage: How Interactive Screens Will Change Urban Life
• A Calculus of Agents and Artifacts
• Model-driven communications and collaborative software development
• Description Spaces with Fuzziness

2010 (29)

• A Glimpse of the ASPECS Process documented with the FIPA DPDF Template
• Documenting SODA: An Evaluation of the Process Documentation Template
• Risk Analysis and Deployment Security Issues in a Multi-Agent System
• A Framework for Utilizing Qualitative Spatial Relations between Networked Embedded Systems
• Applying Process Document Standardization to INGENIAS
• WOA 2010 — Dagli oggetti agli agenti, Modelli e tecnologie per sistemi complessi: context-dependent, knowledge-intensive, nature-inspired e self-*
• Process Documentation Standardization: An Initial Evaluation
• An Agent-based Model for the Pattern Formation in Drosophila Melanogaster
• Towards a New Approach for MAS Situational Method Engineering: a Fragment Definition
• Self Organization in Coordination Systems using a WordNet-based Ontology
• A Multiscale Agent-based Model of Morphogenesis in Biological Systems
• Using Domain Specific Languages for platform-based software development: The case of Android
• Artificial Intelligence: A Modern Approach
• The O-MaSE Process: a Standard View
• Logic-based decision support for strategic environmental assessment
• A Platform for Developing SOA/WS Applications as Open and Heterogeneous Multi-agent Systems
• Embodied Organizations: A Unifying Perspective in Programming Agents, Organizations and Environments
• Interacting with Virtual Plants: a Client-Server Approach
• Coordination in Open and Dynamic Environments with TuCSoN Semantic Tuple Centres
Publications - No

- Building an Agent Methodology from Fragments: the MEnSA experience
- Exploring the Boundaries: When Method Fragmentation is not Convenient
- Transitivity in Trust: A Discussed Property
- Simulate plants: a client-server graphic approach
- Agent-based Conference Management: A Case Study in SODA
- Describing GORMAS using the FIPA Design Process Documentation and Fragmentation Working Group template
- Using Event-Driven Lightweight DSC-based Agents for MAS Modelling
- Argumentation and Artifacts for Negotiation Support
- A Self-Organising Infrastructure for Chemical-Semantic Coordination: Experiments in TuCSoN

2009 (23)

- Environment in Agent-Oriented Software Engineering Methodologies
- Using Probabilistic Model Checking and Simulation for Designing Self-Organizing Systems
- Interactive Graphical Maps for Infocenter via Model to Model Transformation
- Using Jason, MOISE, and CArtAgO to develop a team of cowboys
- Implementing Over-sensing in Heterogeneous Multi-Agent Systems on top of Artifact-based Environments
- Introducing Relevance Awareness in BDI Agents
- A MAS Metamodel-Driven Approach to Process Fragments Selection
- Towards a Logic Language and Framework for Web Programming
- Special Track on: Agent-Oriented Software Engineering Methodologies and Systems
- FEATHERWEIGHT AGENT LANGUAGE - A Core Calculus for Agents and Artifacts
- A Biochemical Metaphor for Developing Eternally Adaptive Service Ecosystems
- Agents, Intelligence, and Tools
- Using and Extending the SPEM Specifications to Represent Agent Oriented Methodologies
- Special Issue “Engineering Environments in Multi-Agent Systems”
- A Framework for Modelling and Implementing Self-Organising Coordination
- Embodied Organisations in MAS Environments
- Designing a development environment for logic and multi-paradigm programming
- Environment Programming in CArtAgO
- Biochemical Tuple Spaces for Self-Organising Coordination
- The Craft of Prolog
- Situated Process Engineering for Integrating Processes from Methodologies to Infrastructures
- Combining Simulation and Formal Tools for Developing Self-Organizing MAS
- Situated Tuple Centres in ReSpecT

2008 (32)

- Advancing Object-Oriented Standards Toward Agent-Oriented Methodologies: SPEM 2.0 on SODA
- Methodologies for Designing Agent Societies
- Preface
- PASSIM: a simulation-based process for the development of multi-agent systems
- Prototyping A&A ReSpecT in Maude
- Towards Filling the Gap between AOSE Methodologies and Infrastructures: Requirements and Meta-model
- Methodologies and Infrastructures for Agent Society Simulation: Mapping PASSI and RoleX
- A Multi-Theory Logic Programming Language for the World Wide Web
- PNagent: A Framework for Modelling BDI Agents Using Object Oriented Petri Nets
- Argumentation and Artifact for Dialogue Support
- Integrating Artifact-Based Environments with Heterogeneous Agent-Programming Platforms
- Tropos at the Age of Eight: Ongoing Research at FBK, UniTN and UT
- Introducing Join-Computing
- Model-driven Generation of Graphical Maps for e-Contents
- A&A for Modelling and Engineering Simulations in Systems Biology
- Knowledge Construction in E-learning Context: CSCL, ODL, ICT and SNA in Education
- Arguments and Artifacts for Dispute Resolution
- Toward a Framework for Collaborative Learning based on Agent-based Technologies
• An experimental environment for teaching Java Security
• Special Issue “Agents, Institutions and Legal Theory”
• Designing Self-Organising Environments with Agents and Artefacts: A Simulation-Driven Approach
• Collective Sort and Emergent Patterns of Tuple Distribution in Grid-Like Networks
• Agent-Based Collaboration Systems: A Case Study
• RBAC-MAS & SODA: Experimenting RBAC in AOSE
• A Conceptual Framework for Collaborative Learning Systems Based on Agent Technologies
• Automating Workflow using Dialectical Argumentation
• Towards a Tuplespace-based Middleware for the Semantic Web
• Smart Environments as Agent Workspaces
• Experimenting with Stochastic Prolog as a Simulation Language
• Towards a Logic Language and Framework for Web Programming
• Fast self-healing gradients.
• Agent Roles: from Methodologies to Infrastructures

2007 (35)

• A comparison of deontic matrices, maps and activity diagrams for the construction of situational methods
• Invited Talk: A Process Algebra Master Equation
• Architectural Decision Models as Micro-Methodology for Service-Oriented Analysis and Design
• On the Problem of Over-clustering in Tuple-based Coordination Systems
• Formal ReSpecT in the A&A Perspective
• Programming Multi-Agent Systems in AgentSpeak using Jason
• Prototyping A&A ReSpecT in Maude
• Special Issue on the AgentLink III Technical Forums
• ReSpecT Nets: Towards an Analysis Methodology for ReSpecT Specifications
• Situated Cellular Agents Approach to Crowd Modeling and Simulation
• Geo-Linda: a Geometry Aware Distributed Tuple Space
• Practical Extensions in Agent Programming Languages
• Timed Environment for Web Agents
• Method fragments for agent design methodologies: from standardisation to research
• A Self-Organising Solution to the Collective Sort Problem in Distributed Tuple Spaces
• An Agent-Oriented Programming Model for SOA & Web Services
• Co-Argumentation Artifact for Agent Societies
• tuProlog 2.0: One Step Beyond
• “Give Agents their Artifacts”: The A&A Approach for Engineering Working Environments in MAS
• simpA-WS: a Simple Agent-Oriented Programming Model and Technology for Developing SOA and Web Services
• Experiences in Automated Workflows using Dialectical Argumentation
• Engineering a BPEL Orchestration Engine as a Multi-agent System
• What is “paradigm”?
• RESTful Web Services
• Simulating Emergent Properties of Coordination in Maude: the Collective Sort Case
• The LighTS Tuple Space Framework and its Customization for Context-aware Applications
• Stochastic pi-calculus modelling of multisite phosphorylation based signaling: in silico analysis of the Pho4 transcription factor and the PHO pathway in Saccharomyces cerevisiae
• Self-Organized Over-Clustering Avoidance in Tuple-Space Systems
• Context-Dependent Evaluation Methodology for Open Source Software
• Infrastructures for the Environment of Multiagent Systems
• Using Ant's Brood Sorting to Increase Fault Tolerance in Linda's Tuple Distribution Mechanism
• From AOSE Methodologies to MAS Infrastructures: The SODA Case Study
• A Self-organizing Approach to Tuple Distribution in Large-Scale Tuple-Space Systems
• simpA: An Agent-Oriented Approach for Prototyping Concurrent Applications on Top of Java

2006 (36)
• Linkable Coordination Artifacts for Inter-Organisational Workflow
• Fundamentals of natural computing: basic concepts, algorithms, and applications
• Formal ReSpecT in the A&A Perspective
• Variant Parametric Types: A Flexible Subtyping Scheme for Generics
• Exploring the Dynamics of Self-Organising Systems with Stochastic \( \pi \)-Calculus: Detecting Abnormal Behaviour in MAS
• Multiagent Systems
• Interactive Computation: The New Paradigm
• OWL-S for Describing Artifacts
• On Engineering Self-Organizing Environments: Stochastic Methods for Dynamic Resource Allocation
• simpA-WS: An Agent-Oriented Computing Technology for WS-based SOA Applications
• 4th European Workshop on Multi-Agent Systems (EUMAS 2006)
• Declarative Agent Languages and Technologies III
• An agent oriented tool for method engineering
• 3rd International Workshop “Environments for Multi-Agent Systems” (E4MAS 2006)
• WOA 2006 – Dagli Oggetti agli Agenti
• Construenda est CArtAgO: Toward an Infrastructure for Artifacts in MAS
• The Plausibility of Life: Resolving Darwin’s Dilemma
• Cognitive Modeling of Social Behaviours
• Modeling and Verification of Distributed Autonomous Agents Using Logic Programming
• Crowd Modeling and Simulation: The Role of Multi-agent Simulation in Design Support Systems
• A Design Theory for Pervasive Information Systems
• Cognitive Stigmergy: A Framework Based on Agents and Artifacts
• Minority Game: A Logic-Based Approach in TuCSoN
• A Case of Self-Organising Environment for MAS: the Collective Sort Problem
• The Second AgentLink III Technical Forum: Main Issues and Hot Topics in European Agent Research – Part 2
• Simulating Emergent Properties of Coordination in Maude: the Collective Sort Case
• Designing a BPEL Orchestration Engine based on ReSpecT Tuple Centres
• The Multidisciplinary Patterns of Interaction from Sciences to Computer Science
• Collective Sorting Tuple Spaces
• Process Calculi Abstractions for Biology
• Agents Faber: Toward a Theory of Artefacts for MAS
• Simulation of Minority Game in TuCSoN
• Special Issue “Hot Topics in European Agent Research II”
• On Coordination and its Significance to Distributed and Multi-Agent Systems
• Metodologie per l’ingegneria del software: approccio ad agenti
• CArtaeO: An Infrastructure for Engineering Computational Environments in MAS

2005 (28)

• Engineering Societies in the Agents World V
• Declarative Agent Languages and Technologies II
• Programming MAS with Artifacts
• On the Role of Simulations in Engineering Self-Organizing MAS: the Case of an Intrusion Detection System in TuCSoN
• An Organisation Infrastructure for Multi-Agent Systems based on Agent Coordination Contexts
• On the Role of Simulation in the Engineering of Self-Organising Systems: Detecting Abnormal Behaviour in MAS
• Distributed Instance Retrieval in Heterogeneous Ontologies
• Transactions on Computational Systems Biology III
• Preface
• Reliable Distributed Systems, Technologies, Web Services, and Applications
• Environments in Multiagent Systems
• The Second AgentLink III Technical Forum
• Message from the Program Chairs
• Preface
• Preface
• Crowd Modeling and Simulation: Towards 3D Visualization
• Cognitive Stigmergy: A Framework Based on Agents and Artifacts
• RBAC for Organisation and Security in an Agent Coordination Infrastructure
• The Second AgentLink III Technical Forum: Main Issues and Hot Topics in European Agent Research
• Computational Institutions for Modelling Norm-Regulated MAS: An Approach Based on Coordination Artifacts
• Self-Organization in Multi-Agent Systems
• Zooming Multi-Agent Systems
• Special Issue "Process Algebras and Multi-Agent Systems"
• SODA: A Roadmap to Artefacts
• Coordination Artifacts: A Unifying Abstraction for Engineering Environment-Mediated Coordination in MAS
• Special Issue “Hot Topics in European Agent Research I”
• Special Issue “Revised Reports from Selected Technical Forum Groups at the 1st & 2nd AgentLink III Technical Forums”
• Effective Tool Use in a Habile Agent

2004 (25)

• Engineering Societies in the Agents World IV
• Targeting Reusability and Replaceability of Simulation Models for Agricultural Systems
• ReSpecT Nets: Towards an Analysis Methodology for ReSpecT Specifications
• On the Semantics of Coordination Models for Distributed Systems: The LogOp Case Study
• Role-Based Access Control in MAS using Agent Coordination Contexts
• A Conceptual Framework for Self-Organising MAS
• Relevance of Winning Coalitions in Indirect Control of Corporations
• Using Swarm Intelligence in Linda Systems
• A Semantics for the Interaction of Agents with Coordination Artifacts
• Preface
• Paradigm and Software Engineering
• Message from the Program Chairs
• Declarative Agent Languages and Technologies
• Integrating Objective & Subjective Coordination in Multi-Agent Systems
• Coordination Infrastructures in the Engineering of Multiagent Systems
• Open Directions in Agent-Oriented Software Engineering
• Online Engineering and Open Computational Systems
• An RBAC Approach for Securing Access Control in a MAS Coordination Infrastructure
• Coordination Artifacts: Environment-based Coordination for Intelligent Agents
• An Agent-oriented Conceptual Framework for Biological Systems Simulation
• What I See is What You Say: Coordination in a Shared Environment with Behavioral Implicit Communication
• Preface
• Engineering Trust in Complex System through Mediating Infrastructures
• Special Issue “Coordination and Collaboration Technologies”

2003 (12)

• Cooperative Information Agents VII
• Co-fields: Towards a Unifying Approach to the Engineering of Swarm Intelligent Systems
• Rethinking MAS Infrastructure based on Activity Theory
• Method engineering for OO systems development
• Reasoning about Organisation: Shaping the Infrastructure
• Coordination as a Service: Ontological and Formal Foundation
• Formal Specification and Enactment of Security Policies through Agent Coordination Contexts
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