



# Programming Multi-Agent Systems in AgentSpeak using Jason

*Rafael H. Bordini, Jomi Fred Hübner, Michael Wooldridge*

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*Jason* is an Open Source interpreter for an extended version of AgentSpeak – a logic-based agent-oriented programming language – written in Java™. It enables users to build complex multi-agent systems that are capable of operating in environments previously considered too unpredictable for computers to handle. *Jason* is easily customisable and is suitable for the implementation of reactive planning systems according to the Belief-Desire-Intention (BDI) architecture.

*Programming Multi-Agent Systems in AgentSpeak using Jason* provides a brief introduction to multi-agent systems and the BDI agent architecture on which AgentSpeak is based. The authors explain *Jason's* AgentSpeak variant and provide a comprehensive, practical guide to using *Jason* to program multi-agent systems. Some of the examples include diagrams generated using an agent-oriented software engineering methodology particularly suited for implementation using BDI-based programming languages. The authors also give guidance on good programming style with AgentSpeak.

*Programming Multi-Agent Systems in AgentSpeak using Jason*

- Describes and explains in detail the AgentSpeak extension interpreted by Jason and shows how to create multi-agent systems using the Jason platform.
- Reinforces learning with examples, problems, and illustrations.
- Includes two case studies which demonstrate the use of *Jason* in practice.
- Features an accompanying website that provides further learning resources including sample code, exercises, and slides

This essential guide to AgentSpeak and *Jason* will be invaluable to senior undergraduate and postgraduate students studying multi-agent systems. The book will also be of interest to software engineers, designers, developers, and programmers interested in multi-agent systems.

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