

Is it not delightful to have friends coming from distant quarters?

有朋自遠方來 不亦樂乎

朋あり遠方より来る また楽しからずや

The Analects of Confucius

Twenty years with Jean-Pierre

Toru Ishida

Hong Kong Baptist University



March 2000

Paris



Zahia
Guessoum

Less and Terry

2000.3



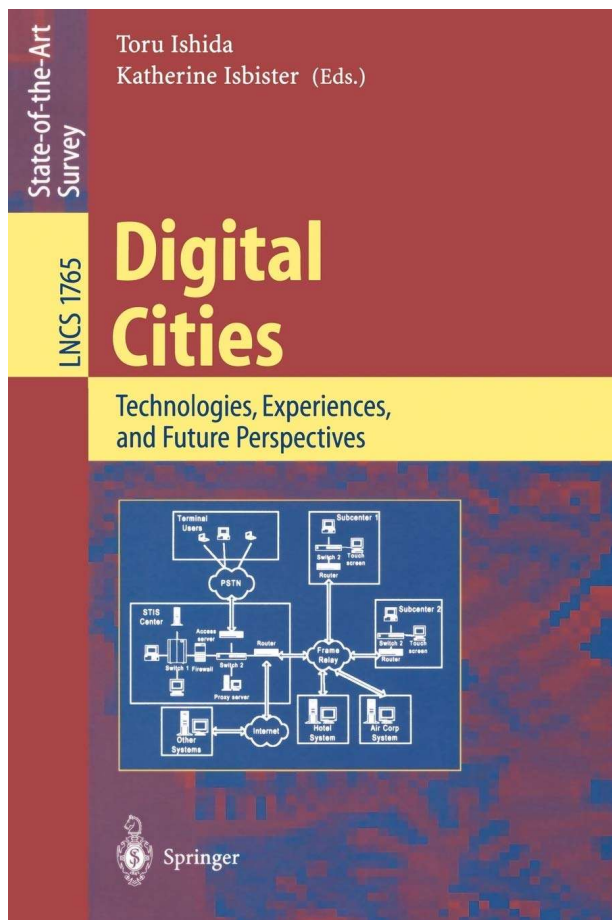
2000.3

Multi-agent simulation!



Alexis Drogoul

2000.3



Scenario Description for Multi-Agent Simulation

Yohei Murakami¹, Toru Ishida^{1,2}, Tomoyuki Kawasoe¹ and Reiko Hishiyama¹

¹Department of Social Informatics, Kyoto University

²JST CREST Digital City Project

Kyoto, 606-0801, Japan

+81 75-753-5398

{yohei, kawasoe, hishiyama}@kuis.kyoto-u.ac.jp, ishida@i.kyoto-u.ac.jp

ABSTRACT

Making it easier to design interactions between agents and humans is essential for realizing multi-agent simulations of social phenomena such as group dynamics. To realize large-scale social simulations, we have developed the scenario description languages Q and IPC (Interaction Pattern Card); they enable experts in the application domain (often not computing professionals) to easily create complex scenarios. We have also established a four-step process for creating scenarios: 1) defining a vocabulary, 2) describing scenarios, 3) extracting interaction patterns, and 4) integrating real and virtual experiments. In order to validate the scenario description languages and the four-step process, we ran a series of evacuation simulations based on the proposed languages and process. We successfully double-check the result of the previous controlled experiment done in a real environment.

Categories and Subject Descriptors

I.2.11 [Artificial Intelligence]: Distributed Artificial Intelligence – multiagent systems.

General Terms

Design, Languages

Keywords

Multi-agent Simulator, Scenario Description, Social Interaction, Evacuation Simulation

1. INTRODUCTION

Various physical models such as the magnetic model and the liquid model have been used to simulate social systems (economic phenomena, traffic flow and so on). With a large number of “entities,” those models can produce behaviors that well mirror real situations. However, since there is no difference between the entities, these types of simulations cannot treat “atoms” as individuals; this is inherently limiting on human behavior in real

A multi-agent simulation models each individual as an agent instead of modeling them as a physical system. This method has been used to analyze social systems and to synthesize realistic situations. Moreover, once simulators become accessible to humans via the Internet, multi-agent simulations allow humans to join experiments with software agents.

Multi-agent simulations can be applied to various areas, and they are currently being used to simulate social systems like traffic, urban planning, and politics. The evacuation simulation discussed in this paper is another direction [6][9]. When simulating social phenomena, it is difficult to integrate real-world observations with virtual world simulations. In this paper, we describe a method for integrating real-world observations with virtual world simulations. We describe a method for integrating real-world observations with virtual world simulations. We describe a method for integrating real-world observations with virtual world simulations.



Yohei Murakami

• *Validate technologies using real-world problems:* We need to validate the scenario description languages and scenario

My dream is to read The Tale of Genji in the original!



Jean-François
Perrot



2000.3



March-May 2001

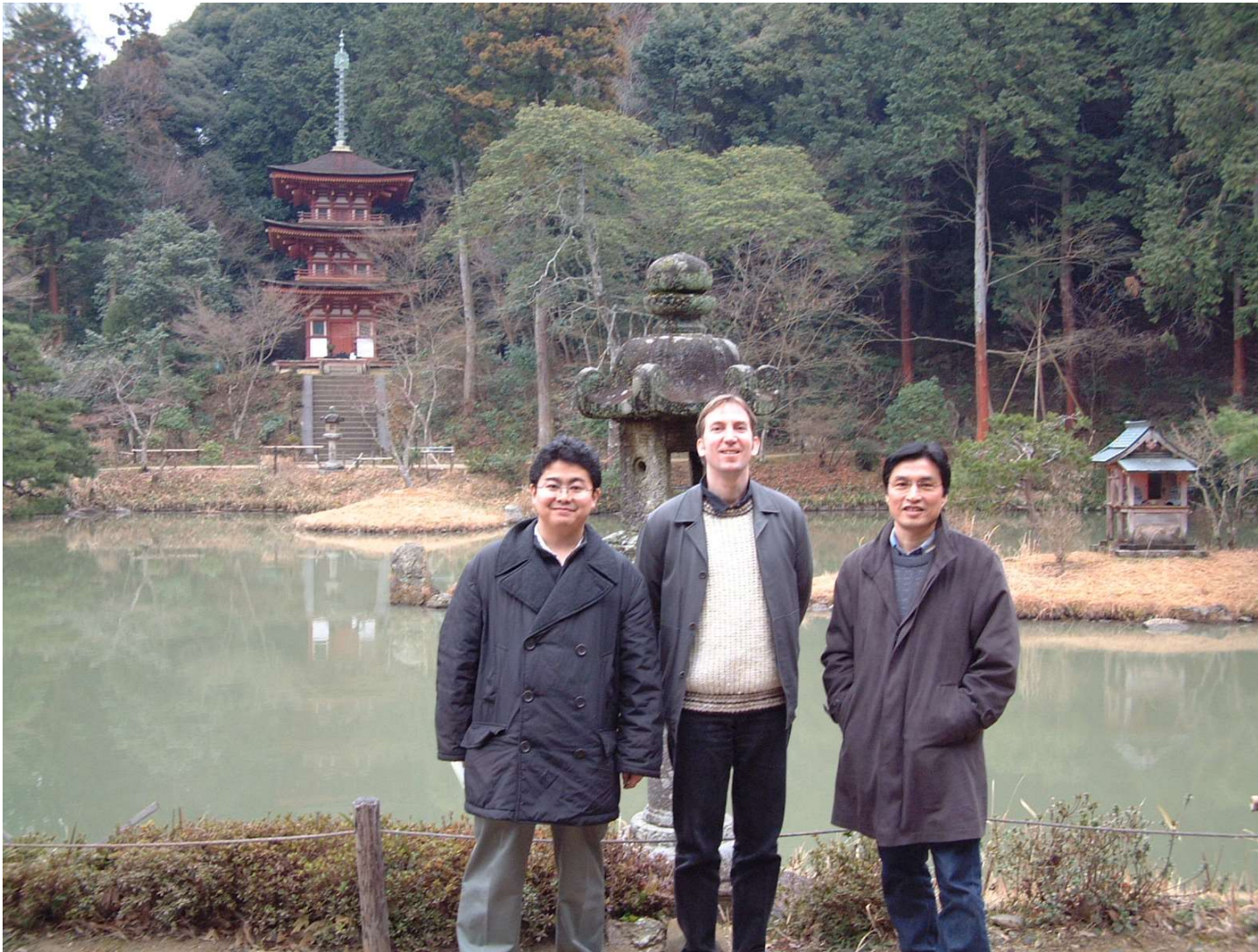
Jean-Pierre in Kyoto

March-May 2001

Visiting researcher, JSPS FY2000 JSPS Invitation Fellowship Program for Research in Japan

Kyoto University, Dept. of Social Informatics

Project: Distributed adaptative agents for communityware



Jodoji

Hirofumi
Yamaki

2001.3



Horyuji

2001.5

Research Report

JSPS Fellowship for Research in Japan

**« Distributed Adaptive Multi-Agent Systems
for Community-Based Computing »**

**Jean-Pierre Briot
LIP6, Paris 6 – CNRS
France**

**Prof. Toru Ishida Lab.
Dept. of Social Informatics
Kyoto University**

11 March – 9 May 2001

▪ Introduction and background

This report summarizes my research activity during my stay. First, I would like to point out that Prof. Toru Ishida and I have a record of past and prospected cooperation. Prof. Toru Ishida was Visiting Professor at University Paris 6 in my lab during March 2000. We also co-organized a recent France Japan Workshop on « Distributed Objects and Agents »

Nov 2001-Jan 2002

Jean-Pierre in Kyoto

November 2001-January 2002

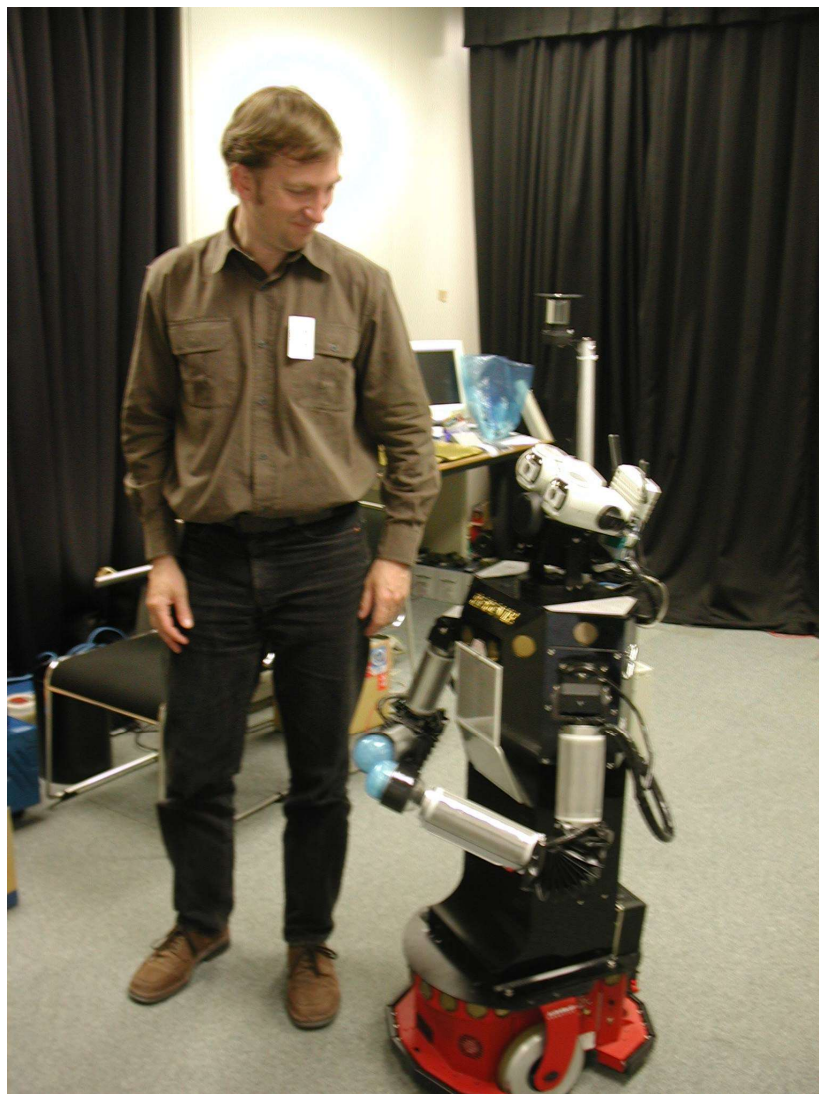
Visiting Professor

Kyoto University, Dept. of Social Informatics

Project: Distributed adaptative agents for communityware.



Hiroshi Ishiguro



Robovie



Takayuki Kanda



Shoko Toda

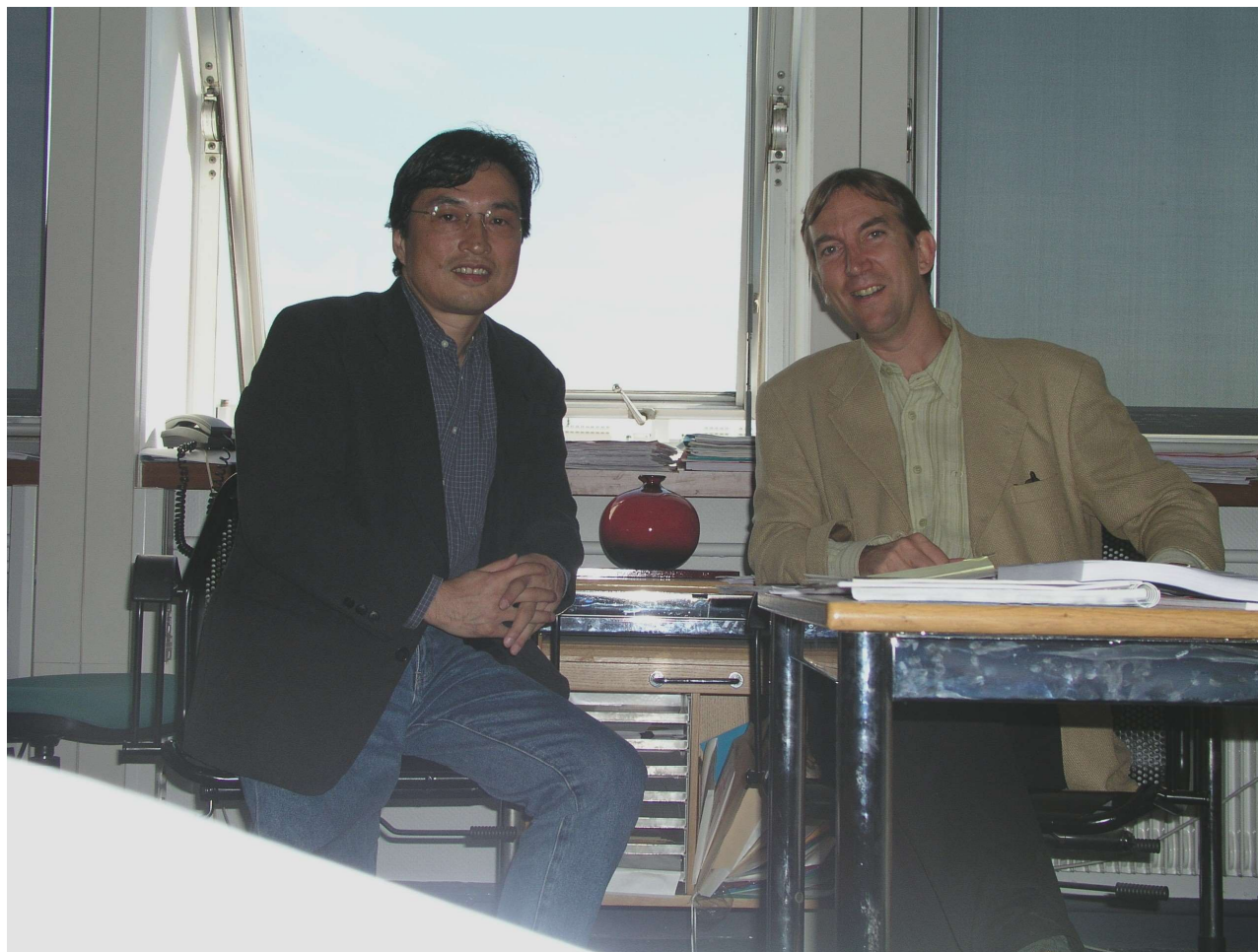
Message to our lab from Jean-Pierre

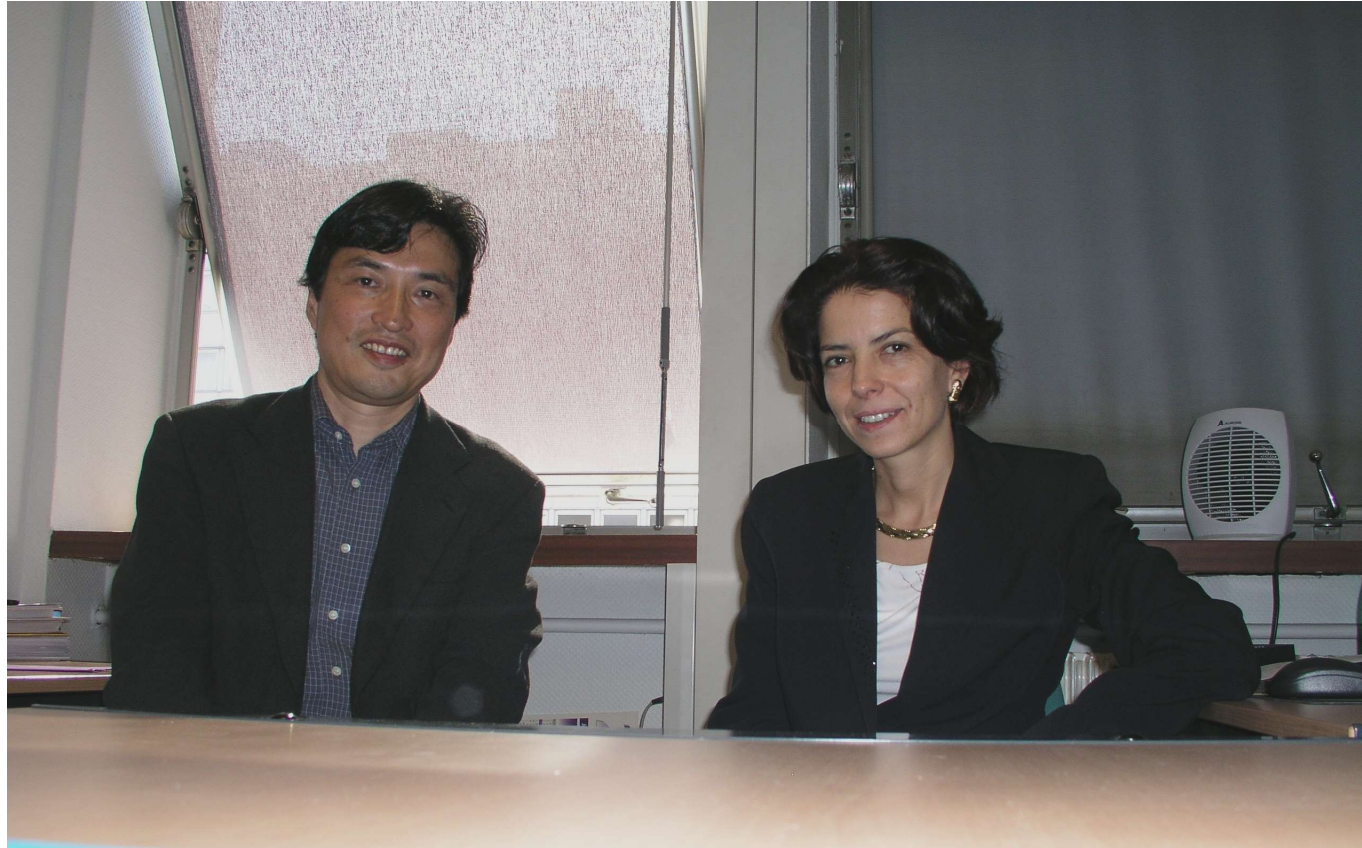
My regained mindfulness, as I was protected from my home lab daily responsibilities, also helped my return to **music**. A Jazz band formed by bright young Japanese and French **musicians** invited me for a gig. The unusual presence of an acoustic bass and an electric bass created a challenge since there is not much written **music** matching such a configuration. This led me to sketch some **music** for the occasion – one **music** named as a tribute to the lab! –, showing again that it is the process that counts, not the result.

I want to thank again Toru my friend, Yohei my angel, Yoko our meta angel, and all the past and present lab members for this wonderful experience. **This paved the way for my future projects**, about computer support for participatory management of biodiversity resources (Briot *et al.*, 2013) and **about deep learning support for music composition and generation (Briot *et al.*, 2018)**, both benefiting from the pioneering directions developed at Ishida Lab.

August 2003

Paris





Amal El Fallah
Seghrouchni

AAMAS 2006

Modeling Agents and Interactions in Agricultural Economics

Daisuke Torii
Department of Social
Informatics, Kyoto University
Kyoto, 606-8501, Japan
torii@kuis.kyoto-u.ac.jp

Toru Ishida
Department of Social
Informatics, Kyoto University
Kyoto, 606-8501, Japan
ishida@i.kyoto-u.ac.jp

Francois Bousquet
CIRAD
GREEN Research Unit,
Cirad-Tera, Montpellier, France
bousquet@cirad.fr



ABSTRACT

When multiagent simulations are used for consensus building among stakeholders, it is important not only that the domain experts can deeply understand stakeholders' actual behavior but also that the stakeholders can feel the simulation result as their solution. To this end, we propose a modeling methodology which combines several techniques with the participatory method which takes stakeholders into the modeling process using role playing games (RPG).

There are two types of model required to simulate a social system as a multiagent system: agents (internal models) and interactions. Hence, we considered a modeling method according to each character. In modeling an agent (e.g. decision making) which is implicit in human, the identification of the model greatly depends on the modeler's ability. Therefore we propose a modeling method wherein classification learning creates an alternative model from RPG log data for validating the domain experts' hypothesis. On the other hand, in modeling interactions (e.g. negotiation) which are emerged outside of human, it is rather important to show and capture continuously appeared interactions. Therefore we propose a modeling method with participatory simulation where a stakeholder participates as an avatar and agents act as the other stakeholders in order to deeply understand the stakeholders' interactions. Our methodology was effective for modeling agents and interactions in agricultural economics.

Key

multiagent
simulation, role playing games (RPG)

1.

Modeling agents and interactions in agricultural economics. The modeler's ability is important for the identification of the model. The modeler's ability is important for the identification of the model. The modeler's ability is important for the identification of the model.

Daisuke Torii, CEO & CTO



Making machine translation the world's common language and transcending language barriers

A society where you can communicate with people all over the world in your native language without stress is by no means a fantasy.

The wave of advances in neural network technology, such as image recognition and Go, has reached machine translation, and there has been a dramatic advance in translation accuracy between Japanese and English, which was difficult in the past. We have already realized machine translation with English composition ability of a TOEIC score of 960 level.

August 2014

Rio



2014.8



Carlos José Pereira
de Lucena

2014.8



2014.8



2014.8



2014.8



2014.8

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有朋自遠方來 不亦樂乎

朋あり遠方より来る また楽しからずや

Twenty years with Jean-Pierre

but no joint paper!

As learning advances and cultivation deepens,
people with the same aspirations for learning
come together from far away to cultivate together.
What fun!

The Analects of Confucius

