

Index

- 3APL, 144, 152–160, 161, 174, 175, 297
- AAII, 235
- AAMAS, 191
- Abstract agent architecture, 36, 37, 40, 56, 101, 131, 146
- Abstract entities, 58
- Accident, 125, 126
- Achievement goal, 31, 56
- ACL. *See* Agent Communication Language
- Acquaintance model. *See* Model, acquaintance model
- Action, 6, 10, 42, 49, 56, 82, 83, 87, 89, 95, 101, 102, 104, 105, 129, 144, 149, 151, 153, 216, 219, 228, 255, 274, 301, 303, 311, 317, 325, 333
- Action event, 49, 50, 59, 83, 89, 224, 228, 229, 268, 270, 271, 296
- Activity context, 40, 339
- Activity diagram (UML activity diagram), 101, 116, 117
- Activity or Activity occurrence, 7, 12, 14, 24, 28, 32, 39, 40, 50, 51, 57, 58, 61, 94, 95, 96, 97, 98, 99, 100, 102, 104, 105, 112, 130, 131, 180, 196, 232, 234, 239, 251, 252, 255, 257, 276, 287, 293, 296, 299, 325, 326, 334
- Activity type, 28, 40, 46, 50, 57, 104, 129, 130, 131, 276, 296, 325
- Actor, 187, 191, 202, 204, 206, 207, 208, 211, 212, 235. *See also* Agent
- Actor diagram (Tropos), 207, 208, 209, 210, 263, 264, 268, 270
- Actuator, 36, 37, 107
- Adaptivity, 6
- ADELFE, 114, 115, 116
- Agency, 38, 71, 74, 75, 107
- Agent, 7–13, 19–21, 23–24, 28, 30–42, 44, 46–51, 53–58, 68–69, 73, 78, 80–83, 87, 89–91, 94–95, 101–102, 105, 107–108, 111–113, 115–117, 119, 124, 127, 129–132, 134–136, 141, 143–148, 152–153, 155, 159–161, 163, 165–170, 174–175, 185, 187–189, 191, 194, 196–197, 199, 204, 206–207, 211, 214–215, 218–219, 221, 228–230, 232, 235, 240, 244, 245, 248, 250, 255, 257, 260, 262, 272, 275, 278, 279, 280, 281, 282, 283, 284, 285, 287, 290, 293, 296, 297, 299, 300, 301, 305, 308, 310, 313, 314, 315, 316, 317, 318, 319, 320, 322, 323, 324, 325, 327, 329, 332, 333, 334, 336, 337
- human agent, 240, 246, 252, 255, 257, 284, 293
- institutional agent, 246, 248, 250, 251, 263, 265, 267, 268, 270, 274
- internal agent, 248, 252
- manmade agent, 240, 284, 293, 299
- software agent, 12, 43, 48–51, 240, 244, 246, 254, 259, 280, 297, 326, 329, 334, 336, 337
- Agent acquaintance diagram, 214, 315, 317
- Agent acquaintance model. *See* Model, acquaintance model
- Agent architecture, 36, 37, 56, 91, 101, 117, 131, 144, 145, 146, 151, 168, 173, 186, 199, 207, 210, 324
- Agent architecture diagram, 201
- Agent-based simulation, 280
- Agent-based system. *See* Multiagent system
- Agent behavior model. *See* Model, behavior model
- Agent class diagram (MaSE), 115, 201, 204
- Agent Communication Language, 50, 57, 259
- Agent coupling, 300
- Agent descriptor (Prometheus), 214, 315, 316, 317, 320
- Agent diagram, 221, 224, 246, 248, 249, 272
- Agent framework. *See* Agent platform
- Agent interaction diagram (Tropos), 207, 211
- Agent model. *See* Model, agent model
- Agent-oriented system. *See* Multiagent system
- Agent overview diagram (Prometheus), 219, 301, 303, 304, 320, 322, 323, 324, 325
- Agent/role model. *See* Model, agent/role model
- Agent platform, 43, 107, 109, 112, 143–175, 211, 234, 237, 240, 259, 262, 276, 297
- Agent type, 28, 35, 37, 40–41, 53, 79–81, 84, 94, 96–101, 115–116, 127, 129, 162–163, 186, 188, 196–197, 221–222, 228, 230, 232, 246, 248, 250, 252–254, 267, 275, 284, 287, 293, 314, 315, 317, 325

- Agent UML. *See* AUML
- AGENT-0, 174
- Agent-oriented computing, 20
- Agent-oriented methodology. *See* Agent-oriented software engineering methodology
- Agent-oriented programming, 160
- Agent-oriented software engineering, 113, 141, 189, 235, 237
- Agent-oriented software engineering methodology, 56, 61, 66, 68, 80–81, 89, 94, 100–101, 113, 115–116, 174, 187, 191–237, 282, 324, 325
- Agent programming language, 21–22, 61, 91, 143–175
- Agent-role coupling diagram, 315
- AgentSpeak, 148
- agentTool, 200, 235
- Aggregation, 46, 48, 76, 339
- AHAZOP, 141
- AIA, 329–336
- AIBO, 8, 9, 19
- Analysis overview diagram (Prometheus), 214–215
- Antirigid type, 51, 53, 58, 339, 343
- Antoniou, Giannakis, 141
- AOR, 114–116, 220–224, 228, 232, 234, 236, 239, 246, 250, 254–255, 258, 262, 275–256, 280, 287, 297, 325
- AORML, 221, 236
- AOSE, 235, 237
- Architecture-dependent model, 144, 339
- Architecture-independent model, 144, 339
- Arian, Arash, 141
- Artifact, 43, 132, 187, 214–215, 218–219, 297
- Artificial agent, 56
- Asimov, Isaac, 75, 114
- Aspect, 11, 17, 67, 69, 84, 177–178, 181–186, 194, 236, 262, 346
- Asynchronous communication, 50, 57, 108, 340
- ATAL, 15
- Atomic event, 49, 340
- Attitude, 175
- AUML, 94, 115–116, 218, 235
- Authorization relationship, 34, 340
- Autonomous agent, 28, 38, 57, 340
- Autonomy, 10, 38, 46, 75
- Avoidance goal, 31, 56, 340
- B2B e-commerce, 38, 76, 239–241, 245–248, 278–280
- BDI (Belief-Desire-Intention), 37, 91, 116, 144–148, 163, 168, 173, 175, 186, 210–211, 219, 324
- Behavior, 4, 6, 8, 19, 21, 31, 36, 38–40, 42, 44, 46, 56, 126, 139, 182, 199, 344
- Behavioral construct, 340
- Behavioral interface model. *See* Model, behavioral interface model
- Behavioral unit, 340
- Behavior diagram, 234, 251, 254, 275–276
- Behavior model. *See* Model, behavior model
- Belief, 36–37, 48, 55, 91, 145–149, 153, 155, 163–164, 174, 188, 221, 340
- Beliefset, 161
- Benevolence relationship, 33, 56, 75, 114, 244, 340
- BlackBerry, 10, 38, 293
- Boettcher, Anne, 326
- Bottom-up approach, 4, 19
- BPMN, 101, 117, 240, 279
- Brooks, Rodney, 24
- Business process automation, 188, 240, 260
- Business-to-business e-commerce. *See* B2B e-commerce
- Business-to-business electronic commerce. *See* B2B e-commerce
- C++, 20, 148
- Capability, 51, 144, 155, 160, 163, 214, 219, 301, 321, 323
- Capability diagram, 207, 210, 321, 323–324
- Capability model. *See* Model, capability model
- Capability overview diagram (Prometheus), 186, 214, 219
- Carnap, Rudolf, 178
- CASE, 237
- Causality, 46
- Cease goal, 31, 340
- CIM. *See* Computation Independent Model
- Claim, 34, 36, 38, 56, 222, 228–229, 270–271, 340
- Clancey, William, 24, 57
- Class diagram, 115–116, 201, 204, 207, 211, 224
- COBOL, 20
- Cohesion, 44, 115, 218
- Collective activity, 39, 50, 94, 340
- Commitment, 34, 36, 38, 49, 54, 56–57, 174, 221–222, 228–229, 270–271, 340
- Communicative action, 40, 57, 101, 129, 155, 222, 268, 340
- Communicative action event, 83, 268, 270–271, 340
- Complexity, 3, 4, 6, 31, 314
- Computational behavior design viewpoint, 251, 255, 275, 287, 293, 296, 320
- Computational environment, 107–108, 110–112, 117, 340, 345
- Computational information design viewpoint, 185–186, 246, 255, 272, 285, 293, 319
- Computational interaction design viewpoint, 186, 246, 250, 255, 284, 293, 314–315, 319
- Computation Independent Model (CIM), 183–185, 188
- Conceptual behavior modeling viewpoint, 186, 240, 265, 282, 289, 306, 311, 325
- Conceptual information modeling viewpoint, 186, 245, 267, 282, 285, 287, 290, 311
- Conceptual interaction modeling viewpoint, 185–186, 244, 263, 268, 282, 308, 325
- Conceptual object, 41, 55, 57, 90–92, 94, 178, 181, 248, 340

- Conceptual space, 27–30, 43–44, 144–145, 148–149, 154, 168, 332, 340
 Concrete action, 42, 44, 144–145, 148–149, 154, 168, 332, 340
 Concurrent task (MaSE), 116, 168, 199, 201
 Condition-action rule, 41, 57
 CONE, 236, 257, 280
 Conference management system, 191–195, 199–204, 207–210, 214–219, 222, 228–232, 234–236
 Constraint, 24, 32, 34, 44, 73–75, 92, 116, 119, 121, 124, 129–131, 140, 262, 340
 Context, 40, 54, 57, 138, 149, 152, 163, 219, 283, 287, 296–297, 323, 339–340
 Contract Net, 167, 242–243, 257
 Controlled autonomy, 10, 38, 341
 Controller, 36–37, 40, 101, 146–147, 341
 Control relationship, 33, 56, 75, 80, 114, 340
 Conversation diagram (MaSE), 199, 201
 Coordination artifact, 43
 CORBA, 183
 Coupling, 44, 81, 115, 197, 218
 Critical region, 87, 104

 Data coupling diagram (Prometheus), 214, 218
 Data descriptor (Prometheus), 214
 Declarative, 21, 22, 69
 Dependency, 70, 201, 206–208, 235, 263, 265, 268, 269, 270, 280
 Deployment diagram (MaSE), 199, 201
 Deployment layer, 27–28, 35, 41–42, 44, 143–144, 186, 332, 341
 Deployment model. *See* Model, deployment model
 Derivation, 92, 116, 155, 341
 Design process, 43
 Desire, 36, 37, 48, 57, 145–146, 342
 Digital agent. *See* Software agent
 Digital pet, 9, 23, 36, 61–64, 67, 69, 70, 77, 78, 91, 171
 dMARS, 12, 148, 173
 Domain, 12, 30, 82, 89, 107, 122, 127, 134, 178, 181, 183, 186, 199, 220–221, 236, 272, 281, 325
 Domain entity, 30, 44, 53, 55, 76–78, 134, 185, 245, 283, 285, 290, 292, 325, 341
 Domain knowledge, 30, 116, 282
 Domain model. *See* Model, domain model
 Domain requirements description diagram, 116
 DSTO, 12

 EasyChair, 192–193, 234
 ebXML, 240, 279
 E-commerce, 12–14, 80, 133, 136, 138, 239–241, 278–280
 Email client, 9–10, 136
 Emergent behavior, 18–19
 Endurant, 46–48, 58, 341
 Enterprise Model, 177–178, 180–182, 187
 Entity, 7, 10, 41, 46, 48, 50, 53, 55, 76, 283, 339–343, 345
 Entity-Relationship, 55, 181
 Environment, 3–8, 10, 18, 28, 30, 36, 38, 41–43, 49, 58, 67, 71, 76–78, 89–92, 105, 107–109, 111–116, 127, 129, 132, 143–144, 146, 148, 153, 155, 161, 171, 174, 183, 186, 305, 319, 325, 341, 343, 344, 346
 Environment model (Gaia). *See* Model, environment model (Gaia)
 Environment model (ROADMAP). *See* Model, environment model (ROADMAP)
 Environment object, 14, 76–77, 92, 102, 105, 107–109, 111, 114–115, 143, 160, 166
 Environment variable, 115, 117
 Epistemic action, 40, 57, 101, 104, 106, 154–155, 234, 339, 341
 ER. *See* Entity-Relationship
 Event, 35, 40–42, 44, 48–51, 56, 59, 83–84, 89, 101, 126, 129, 143, 147–149, 161–169, 214, 219, 255, 268–271, 296, 332, 339–345
 Event-condition-action rule, 57
 External action, 149, 151, 154–155, 341
 External event, 168, 320

 Feature, 192, 237, 324
 FIPA, 57, 166–167, 259
 Formal relation, 53–54, 339, 341
 Fortran, 20
 Functional requirements, 17, 66, 119, 121, 132, 138, 178, 180, 222
 Functionality, 22, 28, 54, 119, 196, 197, 213–214, 224, 228, 305, 314–315, 323

 Gaia, 56, 113–117, 194–199, 235–236
 Gates, Bill, 282, 325
 Generalization, 46, 48, 92
 Goal, 6, 19, 28–35, 43, 51–56, 58, 94–100, 119–122, 144–149, 152–155, 159, 178, 193, 222–224, 240–243, 289, 339–345
 Goal case, 113
 Goal decomposition, 53, 341
 Goal dependency, 56, 114, 206, 235, 268, 280
 Goal diagram (Tropos), 208–211, 265, 276
 Goal formal relation, 53, 341
 Goal hierarchy (MaSE), 199–202
 Goal model. *See* Model, goal model
 Goal Model for Dynamic Systems (GMoDS), 201–202
 Goal overview diagram (Prometheus), 216–218
 Goal-based use case, 236

 Hazard, 126–127, 129–132, 341
 Hazard analysis, 126, 129, 141, 341
 HAZOP, 126–127, 129–130, 141
 Hierarchy, 14, 33, 56, 341
 Human agent. *See* Agent, human agent
 Human role, 54, 68, 73, 75, 89, 124, 228, 246, 293, 341

- i^* , 235
- IDE, 152
- Implementation process, 44, 79, 143
- Individual activity, 39, 341
- Inference knowledge, 116
- Information Systems Architecture framework, 177–178, 181–183, 187
- INGENIAS, 113–116
- Intelligent Agent Laboratory, 56, 113
- Intention, 36, 37, 48, 55, 145, 147, 207
- Interaction diagram, 82, 89, 134–135, 342
- Interaction diagram (Prometheus), 214, 315, 317–320
- Interaction model. *See* Model, interaction model
- Interaction model (Gaia). *See* Model, interaction model (Gaia)
- Interactional view, 56, 187
- Interaction-frame diagram, 82, 84, 89, 101, 129, 222, 224, 250, 271, 342
- Interaction-sequence diagram. 82–83, 89, 101, 135, 222, 224, 230, 250–251, 284, 342
- Interactive learning, 336
- Intrinsic moment, 48, 55, 342
- ISA framework. *See* Information Systems Architecture framework
- JACK, 107, 144, 160–168, 174, 183, 219
- Jackson, Peter, 23
- JADE, 107, 112, 144, 166–174, 183, 259, 260, 262, 276, 297
- JADEX, 174, 211
- Jason, 144, 148–152, 155, 176
- Java, 21, 144, 149, 155, 160, 163–169, 174, 183, 200, 334
- Juan, Thomas, 57, 59, 113, 141, 236
- Kazmierczak, Ed, 141
- Knowledge, 13, 16, 30, 36–44, 51–55, 127, 134, 167, 169, 272, 285–287, 340–343
 - private knowledge, 285, 293
 - shared knowledge, 285, 293
- Knowledge attribute, 342
- Knowledge item, 39, 41, 53, 55, 325, 342
- Knowledge model. *See* Model, knowledge model
- Knowledge model (ROADMAP). *See* Model, knowledge model (ROADMAP)
- KQML, 57
- Liu, Louis, 141
- Liveness, 116, 196
- Logic goal, 95
- Luo, Yuxiu (Andrea), 141, 326
- Maintaining goal, 31, 56, 342
- Manmade agent, 27, 31, 37–39, 49, 54, 57, 61, 66, 68, 73, 75, 80, 126, 144, 178, 221, 228, 230, 240, 284, 293, 339, 343
- Market, 14, 33–34, 56, 80, 244, 342
- Mars Exploration Rover, 37, 39, 50, 51, 57
- MAS-Common KADS, 113–116
- MaSE, 113, 115, 116, 199–206, 235
- Material relation, 53, 55, 343
- MDA, 177, 183–185
- Mental action. *See* Epistemic action
- Mental attitude, 116
- Mental moment, 53, 55, 56, 340, 342, 344
- Mental state, 36, 39, 40, 55, 101–102, 104, 152, 221, 342
- Mental state condition, 40
- Message, 20, 35–36, 38, 40, 42, 46, 49, 50, 56, 81–84, 87, 101, 104, 107–108, 144, 148, 152, 155, 161, 165, 168–169, 173, 197, 214, 219, 251, 259–260, 301, 318–320, 322–323
- MESSAGE, 113–115, 237
- Message type, 81, 102, 197, 224, 268, 271
- Middleware, 109
- Mikli, Toomas, 178
- Model
 - acquaintance model, 78–82, 117, 118, 127, 128, 185, 186, 195–197, 246, 248
 - agent model, 65, 78–82, 100–104, 106, 112, 115–116, 118, 127–128, 132, 141, 166, 185–187, 192, 194–197, 221, 239, 246, 248, 327
 - agent/role model, 115
 - behavior model, 77, 87, 94, 98–105, 112, 116, 118, 182, 251, 255
 - behavioral interface model, 340
 - capability model, 144
 - deployment model, 28, 44, 186
 - domain model, 73, 76–78, 89, 239, 114–116, 127, 134, 181, 185–186, 206–207, 222, 228, 230, 236, 239, 245, 267, 272, 274, 282, 292, 325, 341
 - environment model (Gaia), 197
 - environment model (ROADMAP), 58, 113–114, 220–222, 236
 - goal model, 65–71, 113, 122, 186, 236, 280, 289, 327–329
 - interaction model, 43, 77, 82–89, 94, 101, 115, 117, 129, 143, 183–186, 199, 221, 244, 268, 342
 - interaction model (Gaia), 194–196
 - knowledge model, 89–94, 134, 143, 272, 342
 - knowledge model (ROADMAP), 220–221, 222, 228
 - organization model, 68, 75–76, 78, 80, 114, 202, 244, 343
 - role model, 54, 73–75, 81, 89–90, 113–115, 119, 121–124, 129, 137, 140, 185–186, 245, 283, 289–291, 302, 308–310, 344
 - role model (Gaia), 194–197
 - role model (MaSE), 199–204
 - role model (ROADMAP), 220–222, 224, 226, 236, 280, 314, 325
 - service model, 69, 105–112, 117–118, 134, 149, 185, 187, 197, 345
 - service model (ROADMAP), 220–221

- services model (Gaia), 194–197
- social model, 221
- task model, 116
- use case model, 116
- Modeling abstraction, 15, 38, 46, 49, 51, 53–55
- Model transformation, 43–44
- Moment, 47, 48, 55, 59, 342, 344
- Motivational scenario, 68–69, 97, 186, 244, 299, 303, 342
- Motivational view, 187
- Motivation layer, 27–30, 35, 43, 55, 113, 121, 133–134, 138, 143, 145, 177, 183, 185–186, 213, 298, 332, 342
- Motive, 30, 31, 56
- Multiagent system, 20, 113, 132, 244, 246, 282, 296, 304, 324, 330

- NASA, 148
- Network, 3, 7, 10, 12, 21, 33, 40, 56, 125, 178, 182, 343
- Nonaction event, 49, 59, 83, 89, 143, 255, 343
- Nonaction event type, 143
- Noncommunicative action event type, 222
- Nonfunctional requirements, 17, 31, 66, 119, 120, 178, 180, 207, 222, 344
- Nonnumeric attribute, 42, 55, 343
- Numeric attribute, 42, 55, 343

- OAA, 297
- OASIS, 279
- Object-oriented design, 21, 109, 235, 324
- Object-oriented modeling, 15, 20, 66, 109, 113, 117, 191
- Obligation. *See* Commitment
- Observer, 82
- OCL, 234, 274, 275
- O-MaSE, 199–204, 235
- OMG, 23, 183, 187
- Ontology (shared knowledge), 89, 116–117, 170, 267, 280, 343
- Ontology (study of existence), 27, 42, 44–56, 58–59, 236, 343
- OPEN, 237
- OpenConf, 234
- OpeRA, 114
- Operation, 109, 111, 112, 160, 164, 165, 169, 170, 171, 173, 262, 263, 265, 267, 271, 272, 274, 276, 287, 296, 311, 332, 343
- OPIS, 267
- Optimization goal, 31, 56, 343
- Organization, 14, 30, 33, 38, 43, 56, 75, 178, 194, 197, 202, 341–343
- Organizational role, 343
- Organization diagram, 115
- Organization model. *See* Model, organization model
- Outgoing message, 219, 322
- OZONE, 267, 280

- Palletizer, 122–131, 141
- PapiNet, 240, 279
- Pareto efficiency, 54
- Particular, 44, 46, 58, 341, 343, 346
- PASSI, 113, 115, 116
- PDT, 215, 218, 219, 236, 306, 319, 325
- PEDANT, 336
- Peer relationship, 33, 56, 75–76, 80, 114, 343
- Percept (Tropos, Prometheus), 115, 213, 215–216, 218–219, 301, 311, 317, 319, 322–325
- Perceptions, 37–38, 40, 44, 46, 59, 83, 101, 143, 148, 221, 343
- Perdurant, 46, 48–49, 58, 341, 343, 345
- Permissions (Gaia), 195–196
- Perugini, Don, 175
- Phases, 51, 53, 58, 343
- Physical action, 40, 57, 81, 101, 129, 224, 268, 340, 342, 343
- Physical agent, 46–49, 55–56, 58, 340, 345
- Physical entity, 44, 46, 76, 343
- Physical environment, 21, 41–42, 76, 107, 143, 343
- Physical object, 9, 46–48, 58, 340, 342–345
- PIM. *See* Platform Independent Model
- Plan, 18, 21–22, 41, 50–51, 95, 117, 144–155, 159–166, 186, 188, 204, 207, 214, 219, 301, 323, 343
- Plan descriptor (Prometheus), 214, 219
- Plan diagram (Prometheus) 210
- Platform, 29, 35, 42, 107–109, 143–174, 183, 185–187, 207, 210, 234, 240, 262, 343
- Platform Independent Model, 101, 183, 185–186, 194, 199, 207, 214, 222, 246, 267, 284, 323–325, 343
- Platform Specific Model, 183, 185–187, 207, 234, 296, 343
- Plug-and-Trade B2B, 240, 279
- Plug-and-Trade Business-to-Business e-Commerce. *See* Plug-and-Trade B2B
- Predicate, 148–149, 154, 170, 248, 296
- Predicate logic, 21
- Private activity, 39, 50
- Proactive, 38, 61, 73, 95, 102, 342
- Proactive agent, 38, 57, 344
- Procedural, 15, 20
- Procedural Reasoning System (PRS), 145, 147, 173
- Process, 14, 17–18, 28, 32, 41, 46, 49–50, 58, 120–121, 161, 180, 187, 191, 206, 211, 222, 240, 154, 257, 259–262, 280, 344–345
- Process Modeling Framework, 177, 180–183, 187
- Process specification (Prometheus), 213–214
- Prolog, 22, 57, 92, 153, 155, 174, 286
- Prometheus, 81, 113–117, 174, 192, 211–215, 235, 300, 305–306, 311, 314–315, 319, 335
- Protocol, 10, 14, 58, 82, 84, 87, 97, 104, 134–135, 138, 167, 171, 195–197, 204, 211, 214, 218, 319, 325, 344
- PRS. *See* Procedural Reasoning System
- PSM. *See* Platform Specific Model
- Purposeful, 6, 10, 28, 32

- Quality, 16, 31, 40, 48, 58, 67, 69, 91, 113, 119–141, 344
- Quality attribute, 34, 40, 91, 119–122, 125–126, 132, 144, 237, 298, 344
- Quality dimension, 48, 55, 58, 90, 340, 343–344
- Quality goal, 31–34, 56, 65–68, 70–71, 77, 98, 113, 119, 121, 122, 131–133, 136–141, 193, 208, 222, 224, 234, 240, 242–243, 257, 260, 281, 289, 293, 298–300, 304, 306, 308, 329, 344
- Quality requirement, 31, 66, 119–122, 125, 138, 141, 344
- RAP/AOR, 114–116, 192, 220–224, 228, 230, 232, 236, 239, 262, 267, 280
- Reactive, 22, 24, 38, 77, 95, 102, 107, 146, 262, 342
- Reactive agent, 38, 344
- REBEL, 113, 236, 299, 300, 306, 328, 330
- Relation, 44, 53–55, 164, 340–344
- Relator type, 53, 344
- Relator or Relational moment, 48, 55, 344
- Requirements, 6, 11, 16–18, 28, 31, 66, 68, 113, 116, 119–126, 132, 135, 138, 141, 178, 180, 183, 194, 200–201, 206–208, 222, 235, 282, 298, 304, 306, 309, 314, 344
- Resource, 5, 42–43, 47, 58, 77–78, 91, 109, 111, 127, 196, 207, 210, 251, 262–263, 267–268, 270–271, 274–275, 341, 344
- Resource dependency, 56, 114, 208, 210, 263, 265, 267–268, 270–271, 280
- Responsibility, 73
- Rigid type, 51, 53, 344
- RM-ODP, 178, 181–182, 185, 187
- ROADMAP, 56, 58, 113–114, 192, 220–224, 228, 236, 239, 240, 280, 282, 305–306, 314, 325, 330
- Robocup, 8, 25
- Role, 7, 8, 11, 24, 28, 30–35, 39, 44, 46, 51, 53–54, 56, 58, 65–82, 89–90, 94–97, 113–116, 119, 121–124, 126–129, 131–134, 185–187, 240–254, 282–285, 289–293, 306–311, 339–345
- Role descriptor (Prometheus), 213
- Role hierarchy, 68
- Role model. *See* Model, role model
- Role model (Gaia). *See* Model, role model (Gaia)
- Role model (MaSE). *See* Model, role model (MaSE)
- Role model (ROADMAP). *See* Model, role model (ROADMAP)
- Role schema. *See* Model, role model
- Roomba, 8, 19
- RosettaNet, 240, 248, 279
- Routine activity, 95
- Rule, 35, 40–44, 53, 56–59, 101–102, 104–105, 117, 143–145, 152–153, 155, 159–160, 174–175, 179, 185, 232, 234, 255, 257, 260, 276, 296, 344
- Safety, 31, 35, 119, 121, 125–127, 131–132, 141–142, 276, 344
- Safety property, 116, 196
- Safety-critical role, 126, 344
- Safety-critical system, 125, 344
- Scenario, 13, 18, 32–35, 41, 68–69, 87, 94–98, 121, 186, 232, 236, 244, 251, 254, 281–285, 287–290, 294, 299, 325, 342, 344
- Scenario (Prometheus), 116, 213–216, 311–314, 323, 325
- Scheduling, 145, 169, 262, 267, 271, 274–276, 280
- Secret Touch, 40, 215, 297–304, 326
- Security, 6, 13, 28, 34, 92, 119, 132–135, 141, 287, 293, 325
- Sensor, 36–37, 39, 41, 107, 131, 146–147, 341, 343
- Sequence diagram, 87, 112, 285
- Sequence diagram (MaSE), 199, 201
- Service, 7, 13, 33, 42–43, 51, 58, 69, 77, 100, 105–112, 116–118, 134, 137–138, 144, 149, 155, 160, 166, 168–170, 232, 239–240, 245, 259, 261, 267, 287, 296, 297, 345
- directory service, 242, 244
- service in Gaia, 196, 197
- Web service, 14, 41, 57, 107, 117, 279, 280
- Service model. *See* Model, service model
- Service model (ROADMAP). *See* Model, service model (ROADMAP)
- Services model (Gaia). *See* Model, services model (Gaia)
- Shakey, 21, 22
- Shared object, 91, 170, 248, 272, 293
- Signature, 109, 111
- Sims, 11, 37
- Situatedness, 38
- Situation-action rule, 40
- Skills and aptitudes, 100, 116
- Smalltalk, 20
- Smart home, 11, 13, 14, 281, 325
- Smart Music Player (SMP), 215, 299, 304–305, 326
- Social, 11–12, 38, 57, 61, 62, 194, 236, 342
- Social agent, 38, 345
- Socially oriented quality goals, 136–138, 281
- Social model. *See* Model, social model
- Social policy, 30, 34–35, 40, 44, 53, 54, 56, 59, 65, 67, 70, 113, 185, 345
- Social relator, 34, 36, 48, 53, 56, 340, 342, 345
- Social relator type, 53, 345
- Social role, 54, 58, 345
- Sociotechnical system, 11, 17, 24, 27, 39, 50, 56–59, 73, 76, 119, 183, 193, 230, 282, 330, 332, 339–345
- Soft goal, 113–114, 121, 207–208, 263, 265
- Software agent, 12, 35, 37–43, 46, 49–51, 221, 234, 236, 240, 244, 246, 254, 260, 280, 326, 329, 334, 336, 337, 345
- Software architecture, 108, 125, 187
- Software engineering methodology, 56, 126, 191, 197, 234, 237, 298, 304, 339, 345
- Software engineering process, 15–17, 125, 180
- Software life cycle, 15, 16, 137, 177, 192, 194, 197, 199, 206, 213

- Start event, 101, 102, 105
- State, 10, 22, 30–31, 46, 48–50, 53, 59, 92, 104, 108, 144, 148, 275, 309, 340–342, 345
- State chart, 104, 106, 116, 204
- Stateless service, 108, 117, 345
- STOW, 12, 23
- STRIPS, 21, 22
- Subactivity, 104, 234, 255, 257, 276
- Subgoal, 31, 53, 66–67, 69–71, 95
- Subkind, 51, 53, 58, 345
- Subscenario, 95, 97, 311, 313
- Subtype, 53, 77, 230, 263, 275
- SWARMM, 12, 20, 23, 148
- System design layer, 27–28, 35, 41–44, 133, 143–145, 183–186, 345
- System overview diagram (Prometheus), 218–219
- System roles diagram (Prometheus), 216–218
- Systems engineering, 17, 22, 28

- Tabular use case, 69
- Tallinn Ceramics Factory, 261, 276, 280
- Tamagotchi, 8, 9, 31, 36–37, 39–40, 61–112, 117, 120, 122, 136–137, 140, 144, 149–156, 159–166, 168, 169–174, 204
- TAO, 237
- TAOM4E, 207, 235
- Task, 3, 7, 8, 12, 16, 41, 50–51, 56, 95, 168, 195, 199, 207, 210, 263, 265, 270–271, 276, 293, 345
- Task dependency, 56, 114, 210, 263, 265, 268, 270–271, 280
- Task knowledge, 116
- Task model. *See* Model, task model
- Technical Research Centre of Finland (VTT), 240, 280
- Top-down approach, 4, 18, 19, 22, 314
- Trigger, 95, 97, 100, 104, 163, 188, 219, 255
- Triggering event, 148–149, 163, 230
- Tropos, 56, 113–116, 192, 206–211, 235, 239, 261–263, 265, 267, 276
- Trust, 243, 260, 280

- UDDI, 242, 279
- UML, 15, 18, 23, 46, 48, 82, 92, 94, 101, 104, 109, 115–117, 191, 207, 224, 285
- Universal, 44, 46, 51, 58, 346
- Urban Intelligence, 325
- Use case, 18, 66, 69, 113, 199, 201, 232, 236, 346
- Use case diagram, 114, 116
- Use case model. *See* Model, use case model

- Viewpoint framework, 177–188, 191–192, 194–195, 197, 199, 201, 207, 214, 224, 240, 262, 267, 327, 346
 - behavior viewpoint, 194, 199, 207
 - information viewpoint, 197, 199, 207
 - interaction viewpoint, 194–195, 199, 207
- Virtual entity, 44, 346
- Virtual environment, 41–43, 71, 76, 91, 107, 109, 114, 143, 346
- Virus, 5, 6, 9, 199

- Web crawler, 10
- Web service, 14, 41, 57, 107, 117, 279, 280
- Web Services Description Language (WSDL), 117
- Winograd, Terry, 24
- Work Product, 237
- Work Unit, 237

- XML, 240, 254, 257, 280, 334
- XPDL, 240, 279

- Zachman framework. *See* Information Systems Architecture framework