# MULTI AGENT SYSTEM FOR EVOLVING BUSINESS ENVIRONMENTS

# P.L.A.UDAYANGA RATHNASEKARA 168292M

Degree of Master of Science in Artificial Intelligence

Department of Computational Mathematics
University of Moratuwa
Sri Lanka

March 2019

# MULTI AGENT SYSTEM FOR EVOLVING BUSINESS ENVIRONMENTS

#### P.L.A.UDAYANGA RATHNASEKARA

168292M

Thesis submitted in partial fulfilment of the requirements for the degree of Master of Science in Artificial Intelligence

Department of Computational Mathematics

University of Moratuwa

Sri Lanka

March 2019

#### **Declaration**

I declare that this is my own work and this thesis does not incorporate without acknowledgement any material previously submitted for a Degree or Diploma in any other University or institute of higher learning and to the best of my knowledge and belief it does not contain any material previously published or written by another person except where the acknowledgement is made in the text.

Also, I hereby grant to University of Moratuwa the non-exclusive right to reproduce and distribute my thesis, in whole or in part in print, electronic or other medium. I retain the right to use this content in whole or part in future works (such as articles or books).

Signature:

1,00000	~1811010101
P.L.A Udayanga Rathnasekara.	
	Date:
The above candidate has carried out research for the Maste	er's thesis under my supervision.
Name of the supervisor:	Signature:
Prof. A.S. Karunananda.	
	D.
	Date:

Name of the student:

#### Acknowledgements

I would like to express my since gratitude to my supervisor Prof. A.S. Karunananda for providing me invaluable guidance, comments and feedback throughout the entire project. I would also like to acknowledge him for constantly motivating me to work harder to make this study a success.

My sincere thanks goes to all the lecturers of the Department of Computational Mathematics for their insightful comments and encouragement. Without their precious support it would not be possible to conduct this research.

Furthermore, I would like to thanks my wife, parents and family members, fellow colleagues and friends for the support they have given me for successfully complete this research project.

## **Table of Contents**

Acknowledgementsii		
List of	Figuresvii	
Abstra	ctix	
Chapter 1	1	
Introdu	oction1	
1.1.	Prolegomena	
1.2.	Aims and objectives	
1.3.	Background & Motivation	
1.4.	Problem in Brief	
1.5.	Proposed Solution	
1.6.	Resource Requirements	
1.7.	Structure of the Thesis	
1.8.	Summary5	
Chapter 2	6	
Develop	pment and challenges in digital payment platforms6	
2.1.	Introducton	
2.2.	MAS in Industrial Landscape	
2.3.	Gestation of digital payment platforms	
2.4.	Future Trends	
2.5.	Problem definition	
2.6	Summary 15	

Chapter 3		18
Techno	ology Adopted - Multi Agent and Genetic Algorithm	18
3.1.	Introducton	18
3.2.	Multi Agent System technology	18
3.	.2.1. MaSMT Framework	19
3.	.2.2. JADE	20
3.3.	Genetic Algorithm Technology	20
3.4.	Java Persistence API (JPA)	21
3.5.	Spring MVC framework	21
3.6.	MySQL	23
3.7.	Summary	25
Chapter 4		26
Approa	ach	20
4.1.	Introduction	26
4.2.	Hypothesis	26
4.3.	Process	26
4.4.	Input of the system	28
4.5.	Output of the system	28
4.6.	Overall features of the system	28
4.7.	Users	29
4.8.	Summary	29
Chapter 5		30
Design		30

5.1. Introduction	30
5.2. Agent Communication	30
5.2.1. Manager Agent	32
5.2.2. Customer Agent	33
5.2.3. Merchant Agent	33
5.2.4. Search Agent	33
5.3. Architecture of the system	34
5.4. Database design	35
5.5. Summary	36
Chapter 6	37
Implementation	37
6.1. Introduction	37
6.2. Agent development and pseudo code	37
6.2.1. Customer Agent	37
6.2.2. Merchant Agent	39
6.2.3. Manager Agent	41
6.2.4. Search Agent	42
6.3. Database Implementation	44
6.4. UI Implementation	44
6.5. Technology	45
6.5. Summary	45
Chapter 7	46
Evaluation	46
7.1. Introduction	46

7.2.	Experimental Design.	46
7.3.	Evaluation Strategy	46
7.4.	Experimental Results	47
7.5.	Summary	49
Chapter 8		50
Conclu	sion and further work	50
8.1.	Introduction	50
8.2.	Conclusion.	50
8.3.	Limitations of the System	50
8.4.	Future Work	51
8.4.	Summary	51
Referen	nces	52
Append	dixes	54
Арр	pendix 01	54
Арр	pendix 02	70
App	endix 03	72
App	endix 04	77
App	oendix 05	80
List of Ta	ables	
Table 2.1	Component description	12
Figure 2.2	Summary of Literature Review	17

### **List of Figures**

Figure 2.1 Architecture of OASIS system	9
Figure 2.2 Digital Payment Platform Design Framework	11
Figure 2.3 Entity Interaction diagram for an E-Cash Payment Transaction	13
Figure 3.1 Spring MVC architecture	22
Figure 4.1 Merchant customer interaction top level Architecture diagram	27
Figure 5.1 Agent interaction diagram	30
Figure 5.2 MASCB workflow diagram	31
Figure 5.3 Agent interaction sequence diagram	32
Figure 5.4 Architecture diagram	34
Figure 5.5 ER diagram	35
Figure 6.1 Customer agent flow chart diagram	38
Figure 6.2 Merchant agent flow chart diagram	40
Figure 6.3 Manager agent flow chart diagram	41
Figure 6.4 Search agent flow chart diagram	43
Figure 6.5 Customer order main UI	44
Figure 7.1 Customer order details	47
Figure 7.2 Relevant Merchants	47
Figure 7.3 Results	48
Figure 7.4 Related Merchants	48
Figure 7.5 Merchant Inventory Details	49
Figure 7.6 Results	49

### **List of Abbreviations**

Abbreviations	Meaning
API	Application Programming Interfaces
ECA	Electronic Commerce Association
GA	Genetic Algorithms
GB	Gigabyte
GUI	Graphical User Interface
JADE	Java Agent DEvelopment Framework
JDK	Java Development Kit
JPA	Java Persistence API
JSP	Java Server Page
MAS	Multi Agent System
MASCB	Multi Agent System for Customer Bargaining
RAM	Random Access Memory
SCM	Supply Chain Management
SET	Secure Electronic Transaction
SSL	Socket Layer Protocol

#### **Abstract**

There are numerous online merchants and digital payment systems with loyalty offers for customers. However, limited research has been conducted to introduce customer driven bargaining based on profile of the customer. This matter is of great importance since some customers are more important than others and cannot be treated equally with common rewards. We have conducted a research to implement Multi Agent Based merchant-customer bargaining solution for online transactions.

This solution comprises of four types of Agents, namely, Customer Agents, Manager Agent, Search Agent and Merchant Agents. Upon the request by a customer agent with the product name, customer location, history of purchase pattern of the customer, multiple merchant agents will be activated. A genetic algorithm process is used for selecting the most suitable merchant in the echo system by considering the distance and previous customer reviews for the merchants. Consequently, agents start communication on the product and start negotiations to relax the constraints and finally agreed upon a bargain price acceptable to both customer and the successful merchant. The solution has been implemented on JADE. It has been tested since developing the system and found some encouraging results, which has generated experience for a formal evaluation.

Even though there are lots of merchant controlling bargaining systems in the market this system introduces a customer driven bargaining system. This customer driven bargaining system may make people life easier and may bring more advantages for both customers and merchants in an echo system. MAS based solution is ideal for this kind of complex system and it handles the complexity of negotiation, coordination and communication of the dynamic environment. Platform may provide ideal solutions and recommendations based on the past data system keeps and the APIs of developed system, can be used to connect with any existing mobile and e-commerce App to bring this feature as a value added service to their customers. This can inevitably lead to greater levels of customer satisfaction and help the merchants achieve a competitive edge over other competitors.