

- Learning (Distributed)** – Broadly speaking, learning refers to self-improvement of future behavior based on past experience. “Distributed” means that several entities (agents) are involved in the same learning process, where each entity contributes to the solution of the overall learning task according to its individual abilities or preferences. The distribution may concern the identification of sub-tasks of the overall learning task, their execution, or both. *See also* adaptation, credit-assignment problem, feedback, multiagent learning, organizational adaptation. [GW]
- Legacy System** – A existing system that is not included within the scope of a new system development effort, but that must interoperate with the new system. [HVDP]
- Leveled Commitment Contract** – Contract where each party can decommit by paying a prenegotiated penalty. Enables contracts and improves their Pareto efficiency. Does not require an event verification mechanism or knowledge of possible future events. *See* contract. [TS]
- Life Cycle** – A series of stages through which an industrial project passes, from the time it is first considered until it has been retired from service. [HVDP]
- Linkages (in an Organization)** – The set of relations among nodes in a (*see*) network. For example, if the nodes are people the linkages might be friendship, advice, or works with. Such linkages are often called ties by organizational theorists and arcs by mathematicians. [KMC, LG]
- Locution** – The surface form of a (*see*) speech act; that which is actually transmitted. [MPS, ASR, MPG]
- Logic** – *See* dynamic logic, modal logic, predicate logic, propositional logic, temporal logic. [MPS, ASR, MPG]
- MACE** – A domain-independent modeling and simulation testbed for multiagent systems. MACE embodies a high-level social theory and uses concurrent agents for all phases of system construction and simulation. [KMC, LG]
- Mental Attitude** – A property ascribed to an agent describing its internal state. It is usually distinguished between information or cognitive states (e.g., belief and knowledge), deliberative or conative states (e.g., intention and commitment), and motivational or affective states (e.g., desire, choice, preference, and goal). [GW]
- Merging Algorithm** – A particular anytime algorithm for (*see*) coalition structure generation. Starts from agents operating individually, and constructively builds coalitions. *See also* splitting algorithm. [TS]
- Message** – Generally, a piece of data, the elementary unit of communication. More specifically, a piece of data which possibly includes the representation of an (*see*) actor behavior, that is sent from one actor to another. *See also* communication complexity, space-time diagram. [GAA, NJ]
- Message-Passing** – A communication paradigm where entities interact by sending explicit messages to each other. *See also* communication, interaction. [GAA, NJ]
- Meta-Level Organization** – An organizational structure specifying agents’ (*see*) roles in the coordination process. *See also* coordination. [EHD]

- Migration** – Transferring a possibly active computation from one processing unit (e.g., a computer or agent) to another. [GAA,NJ]
- Mobility** – An agent's ability to change its physical position. [GW]
- Modal Approaches to the BDI concepts** – Semantical approaches that are based on (*see*) modal logics. *See* BDI concepts. [MPS,ASR,MPG]
- Modal Logic** – The logic of necessity and possibility. This forms the basis of a number of the logics of (*see*) BDI concepts. [MPS,ASR,MPG]
- MRP** – Manufacturing Resource Planning; a widely-used process for planning the availability of parts and machines in manufacturing. [HVDP]
- Multiagent (M) Contract** – Contract where tasks are atomically reallocated among more than two agents. *See also* OCSM-contract. [TS]
- Multiagent Foraging** – An application involving multiple agents which have to collect food in a confined area and take it to a predefined region.
- Multiagent Learning** – In its stronger meaning, this term refers to situations in which several agents collectively pursue a common learning goal. In its weaker meaning, this term broadly refers to situations in which an agent pursues its own learning goal, but is affected in its learning by other agents (e.g., their knowledge, beliefs, intentions, and so forth). *See* learning. [GW]
- Multiagent Soar** – Any of the models of organizational behavior in which each of the agents is modeled as a Soar agent. *See also* Soar. [KMC,LG]
- Multiagent System** – A system composed of multiple, interacting (*see*) agents. *See also* interaction. [GW]
- Multistage Negotiation** – Negotiation-based cooperative resolution of conflicts, where several cycles or “rounds” take place in which the participants e.g. send requests, locally examine solutions, and generate alternative views. An advanced form of distributed problem solving and planning. *See* negotiation. [GW]
- Murmuring** – To counter possible message losses, murmuring means that agents periodically repeat themselves until they receive evidence that the message has been received. [EHD]
- Mutual Belief** – A (*see*) belief about a proposition that is shared by a set of agents in such a way that the agents (i) belief the same proposition, (ii) believe that each of the others believes it, and (iii) have similar nested beliefs about each other's beliefs to an arbitrary level of nesting. [MPS,ASR,MPG]
- Mutual Selection** – When an agent that passes a task to another, and the other that is accepting the task, each chooses to engage in this transaction. Usually used to describe the (*see*) contract net protocol. [EHD]
- Nash Bargaining Solution** – A particular solution in the family of axiomatic bargaining solutions. The product maximizing solution. [TS]
- Nash Equilibrium** – A profile of (*see*) strategies (one for each agent) such that no agent is motivated to change its strategy given that others do not change. *See also* strong Nash equilibrium. [TS]

**Negotiated Search** – An approach in which multiple agents can propose partial or complete solutions, from which agents engage in iterative elaboration and critiquing. In overconstrained situations, agents can compromise by relaxing their solution requirements. *See* negotiation. [EHD]

**Negotiation** – (*See*) interaction among agents based on (*see*) communication for the purpose of coming to an agreement. Negotiation has much to do with distributed conflict resolution and decision making, and requires that the agents use a common language (*see* agent communication language). In the course of negotiation an agent makes a proposal which then is commented (e.g., refined, criticized, or refuted) by other agents. Negotiation may be interpreted as (*see*) coordination among competitive or simply self-interested agents. Another common interpretation of negotiation is that of a distributed, communication-based (*see*) search through a space of possible solutions. *See also* multistage negotiation, negotiated search. [MNH,LNS,GW]

**Network (Organizational)** – A collection of nodes and the relations among them. Within the organization there are many networks, including the social network (who likes or communicates with whom) and the task network (which subtasks must be done before or simultaneously with which other subtasks). *See* linkages. [KMC,LG]

**Newtonian Price Tâtonnement Algorithm** – A variable step size (*see*) price tâtonnement algorithm. [TS]

**NII** – National Information Infrastructure (US).

**NIIP** – National Industrial Information Infrastructure Project (US).

**Observation-Based Plan Coordination** – The use of observations about others actions, rather than explicit (*see*) communication, to synchronize and otherwise coordinate plans. [EHD]

**OCSM-Contract** – Powerful complex contract type that allows moving from any task allocation to any other. *See* cluster (C) contract, multiagent (M) contract, original (O) contract, swap (S) contract. *See also* contract net protocol. [TS]

**Odyssey** – A commercial Java-based mobile agent platform from General Magic. *See also* Concordia, Voyager. [TS]

**OEM** – Original Equipment Manufacturer; the company at the top of a supply chain, which manufactures the finished product. [HVDP]

**Ontolingua** – A set of tools, written in Common Lisp, for analyzing and translating ontologies (*see* ontology). It uses (*see*) KIF as the interlingua and is portable over several representation systems. It includes a KIF parser and syntax checker, a cross reference utility, a set of translators from KIF into implemented representation systems, and a HTML report generator. Ontolingua is part of the (*see*) Knowledge Sharing Effort. [GW]

**Ontology** – Generally, A specification of the objects, concepts, classes, functions and relationships in an area of interest. For a given area, the ontology may be explicitly represented or implicitly encoded in an agent. More specifically, to support the

sharing and reuse of formally represented knowledge among AI systems, it is useful to define the common vocabulary in which shared knowledge is represented; a specification of such a common vocabulary for a shared domain of discourse is called an ontology. *See also* ontologia, ontology sharing problem. [GW]

**Ontology Sharing Problem** – The problem that agents need a shared (*see*) ontology to be able to communicate meaningful. [GW]

**Open System** – A system composed of a variable number of parts that interact although typically they are developed independently, that act concurrently and asynchronously, that have a decentralized control, that possess limited knowledge, and that have limited and potentially inconsistent views of the overall system. [GW]

**ORGAHEAD** – An intellectual model in which the agents learn from experience as they work in distributed fashion on an classification or assessment task, and the chief executive officer (modeled as an annealer) also learns how to alter the organization's structure as the set of tasks potentially changes. [KMC,LG]

**Organization** – A system composed of interacting agents, together with the relationships that exist between them. *See also* organizational structure. [GW]

**Organizational Adaptation** – A change in the organization or its personnel that results in the maintenance of or improvements in performance regardless of whether or not there are changes in the environment. *See* learning. [KMC,LG]

**Organizational Consultant** – A detailed expert system for exploring the potential impact of different organizational designs and tasks on various aspects of performance from a management choice perspective. [KMC,LG]

**Organizational Design** – The organization's design is the set of processes and (*see*) networks that comprise the organization. [KMC,LG]

**Organizational Structure** – Generally, the “architecture” of a multiagent system, the pattern of information and control relationships between agents. Specifically, a specification and assignment of (*see*) roles and responsibilities to participants in a cooperative planning and/or problem- solving endeavor. The set of (*see*) networks that comprise the organization. *See also* coalition formation. [KMC,EHD,LG,GW]

**Original (O) Contract** – Contract where one item is moved from an agent to another. *See also* OCSM-contract. [TS]

**OSI** – Open Systems Interconnection; a standard layered architecture for computer communications. [HVDP]

**PACT** – Palo Alto Collaboration Testbed. PACT is a laboratory for joint experiments in computer-aided concurrent engineering being pursued by research groups at Stanford University, Lockheed, Hewlett-Packard, and Enterprise Integration Technologies.

**Pareto Efficiency** – A criterion for evaluating outcomes. A solution is Pareto efficient (Pareto optimal) if there exists no other solution where no agent is worse off and some agent is better off. [TS]

- Parallel Search for Insincere Agents** – A method for motivating self-interested agents to follow a particular global search strategy. [TS]
- Partial Global Planning (PGP)** – A coordination approach in which agents iteratively form, coordinate, and execute their plans, which allows changing goals and plans, tolerates inconsistent views of collective effort, and supports task passing. *See* planning. [EHD]
- Partial Order Planner** – A planner that constructs a partial order plan, in which the temporal ordering of plan steps is only committed to the minimal extent needed to ensure proper performance. *See* planning. [EHD]
- Path-Finding Problem** – The problem of finding a path from a start node to a goal node in a graph. A graph consists of a set of nodes, each of which represents a state, and a set of directed links between nodes, each of which represents an operator available to a problem solving agent. *See* search. [TI,MY]
- Perlocution** – The aspect of a (*see*) speech act dealing with its effect upon a recipient. [MPS,ASR,MPG]
- Personal Assistant** – A (*see*) software agent that acts for and on behalf of one or several users. To be able to do so, personal assistants often are intended to model their users' interests, intentions, goals, and so forth. *See* interface agent. [GW]
- Petri Net** – A modeling technique for distributed systems. [HVDP]
- PGP** – (*See*) partial global planning.
- Plan Combination Search** – A distributed planning approach in which agents individually formulate feasible sets of plans for their goals, and then engage in distributed search to prune these sets to converge on an acceptable combination of their individual plans. *See* planning. [EHD]
- Plan Merging** – A distributed planning approach in which each agent formulates is desired plan, and then these plans are merged into a collective plan. *See also* planning. [EHD]
- Plan Synchronization** – The insertion of synchronization actions into plans to avoid conflicting actions. *See also* planning. [EHD]
- Planning (Distributed)** – Generally, the formulation of a scheme (plan) for the attainment of a goal. Planning can be thought of as a specialization of (*see*) problem solving, where the problem to be solved is to find an appropriate plan. “Distributed” planning means that several entities are involved in plan formulation, plan execution, or both. *See also* ACT, contingency planning, cooperative planning, distributed hierarchical planning, interaction analysis, multistage negotiation, observation-based plan coordination, partial global planning, partial order planner, plan combination search, plan merging, plan synchronization, team plan. [EHD,GW]
- Plural-Soar** – An intellectual model of organizational performance in which each agent is a Soar agent and the agents are working collectively to fill orders from the goods in a warehouse. *See also* Soar. [KMC,LG]

- Plurality Protocol** – Voting protocol where the candidates are voted on all at once, and the one with the most votes wins. [TS]
- Pragmatics** – How the symbols of communication are interpreted. [MNH,LNS,LNS]
- Predicate Logic** – (*See*) propositional logic enhanced with variables and quantifiers to make statements about all or some objects in a given domain of discourse. [MPS,ASR,MPG]
- Price-Taking Assumption** – Assumption made in general equilibrium theory. Agents are assumed to act as if their supply and demand decisions did not affect the market prices. Becomes approximately valid as the agent's size in the market becomes negligible. [TS]
- Private Values Auction** – Auction setting where each agent's valuation is independent of others' valuations. [TS]
- Price Tâtonnement Algorithm** – An iterative search algorithm for finding a general equilibrium. At every iteration, the auctioneer increases the price of goods that were over-demanded, and decreases the price of goods that were under-demanded. [TS]
- Pro-Active** – Capable of taking the initiative; not driven solely by events, but capable of generating goals and acting rationally to achieve them. [MW]
- Problem Solving (Distributed)** – Generally, the identification and execution of a sequence of activities that transform a start state into a desirable state. “Distributed” means that the identification, the execution, or both, are distributed over several entities. *See* result sharing, result synthesis, task accomplishment, task allocation, task decomposition, task sharing. *See also* multistage negotiation, planning, search. [EHD,GW]
- Propositional Logic** – The simplest form of logic dealing with elementary facts and boolean combinations of them. [MPS,ASR,MPG]
- Protocol** – A structured exchange of messages leading to some defined outcome. The rules of the interaction that describe what actions each agent can take at each time. A protocol prescribes how (*see*) communication and (*see*) synchronization between a group of agents takes place. *See also* Borda protocol, binary protocol, cooperation protocol, interaction, plurality protocol, strategy. [GAA,EHD,TS,NJ]
- Psychological Commitments** – The extent to which an agent will not reconsider its beliefs or intentions. These appear suboptimal in the narrow sense, but give stability to the agent's actions, and are essential for agents of limited reasoning power. *See* commitments. [MPS,ASR,MPG]
- Quantity-Based Algorithms** – Search algorithms for finding a general equilibrium. They can be constructed to operate as anytime algorithms where feasibility is maintained at every iteration. *See also* search. [TS]
- QuestMap** – A commercial (*see*) groupware product implementing a version of (*see*) IBIS as a graphical shared hypertext map. Each graphical map, constructed and edited in an ongoing fashion by end users, contains nodes representing issues,

positions, and arguments which are variously connected by colored graph links. [CSE,JW]

**Rational** – To behave in a way that is suitable or even optimal for goal attainment. [GW]

**Reactive** – (Of agent behaviour) Capable of maintaining an ongoing interaction with the environment, and responding *in a timely fashion* to changes that occur in it. (Of agent architectures.) An architecture that includes no symbolic representations and does no symbolic reasoning. [MW]

**Reactive Architecture** – A (*see*) agent architecture that does not rely on symbol manipulation. Usually contrasted with (*see*) deliberative architectures. [GW]

**Remote Creation** – Creating a new actor or agent at a remote (*see*) host. [GAA,NJ]

**Resources** – Physical resources (processor, memory, etc.) and logical resources (channels, threads) that are used in the course of a computation. [GAA,NJ]

**Result Sharing** – Cooperative problem solving through iterative exchange of partial results in the search for an overall result to a problem. [EHD]

**Result Synthesis** – The stage in distributed problem solving where agents are combining partial results of others (and themselves) into more comprehensive results. [EHD]

**Revelation Principle** – A central principle in mechanism design. It says that any outcome that can be supported in equilibrium with a complex protocol, can be supported in (truth-telling) equilibrium via a single-shot protocol. [TS]

**Revenue Equivalence** – Theorem regarding auctions. It says that with risk neutral bidders in private value auctions, a large number of auction protocols surprisingly have the same expected revenue to the auctioneer, despite the fact that the bidding strategies are different. [TS]

**Role** – The functional or social part which an agent, embedded in a multiagent environment, plays in a (joint) process like problem solving, planning, or learning. Typically roles include permissions and responsibilities, and are associated with specific behavioral patterns. Roles are often thought of as being defined through (*see*) social laws or (*see*) strategies. *See also* meta-level organization, organizational structure, team. [GW]

**Rubinstein Bargaining Model** – An alternating offers bargaining protocol used in conjunction with subgame perfect equilibrium analysis. [TS]

**SDML** – Strictly Declarative Modeling Language, can be used with multiple agent models and has facilities for examining team interaction. [KMC,LG]

**Search** – An umbrella term for various problem solving techniques in AI, where the sequence of actions required for solving a problem is not known in advance but must be determined by a trial-and-error exploration of alternatives. Search problems may be divided into three classes: (*see*) path-finding problems, (*see*) constraint satisfaction problems, and (*see*) two-player games. *See also* asynchronous search algorithm, problem solving, quantity-based algorithms. [TI,MY]

**Second-Price Sealed-Bid (Vickrey) Auction** – Auction protocol where each bidder is allowed to send in a bid without seeing the others' bids. The highest bidder gets the item at the price of the second highest bid. [TS]

**Semantics** – What the symbols of communication denote. [MNH]

**Sentential Approaches to the BDI Concepts** – Semantical approaches that are based on the explicit representation by the agent of sentences of a formal language. *See* BDI concepts. [MPS,ASR,MPG]

**Shapley Value** – A way of dividing payoff among agents in coalition formation (CFGs). The Shapley value exists for every characteristic function game, but does not guarantee as strong stability as the core. [TS]

**Sincere Voting** – Voting where agents reveal their true preferences. [TS]

**Situatedness** – An agent's ability to continuously interact with, or to be embedded in, its environment. [GW]

**Soar** – A general, rule-based problem solving architecture. [GW]

**Social Ability** – The ability to interact with other agents, typically by exchanging information via some language. [GW]

**Social Commitments** – The broad class of (*see*) commitments referring to the obligation of an agent to another agent. They may involve witnesses or context groups. [MPS,ASR,MPG]

**Social Concepts** – Concepts applied in DAI that are inspired from sociology. for instance, (*see*) group, (*see*) role. [GW]

**Social Laws** – Generally, behavior-prescribing specifications. Rules that specify how an agent embedded in a society of agents should behave. More specifically, a set of constraints on individual actions in particular contexts such that, if all agents follow the laws, the agent system will avoid undesirable states. *See also* role, strategy. [EHD,GW]

**Social Level** – A level of describing the interactions of multiple agents that abstracts away from their individual cognitive processes; one level higher than the (*see*) knowledge level. [HVDP]

**Social Primitives** – Any of the concepts borrowed from sociology. [MPS,ASR,MPG]

**Software Agent** – An agent that is implemented in software. *See also* interface agent. [GW]

**Software Assistant** – *See* interface agent.

**Softbot** – SOFTware roBOT.

**Space-Time Diagram** – Graphical representation of the interaction between several nodes by the exchange of messages. The diagram shows the execution of each involved node as a straight line and the exchanged messages as arrows. [GT]

- Spawn** – A distributed operating system where computation is allocated based on a repeated Vickrey auction (*see* second-price sealed-bid auction). [TS]
- Speech Act** – A communication viewed as a combination of its (*see*) locution, (*see*) illocution, and (*see*) perlocution. [MPS,ASR,MPG]
- Speech Act Theory** – The view of natural language as actions. The basic claim is that utterances are actions that result in (or are intended by the speaker to result in) changes in the internal state (*see* mental attitudes) of a hearer. “Verbal actions” of this kind are called (*see*) speech acts. [MNH,LNS,GW]
- Splitting Algorithm** – A particular anytime algorithm for (*see*) coalition structure generation. Starts from all agents operating together, and splits off coalitions. *See also* merging algorithm. [TS]
- Static Environment** – An environment that is guaranteed to change only via the action of the agent in it. [MW]
- Strategic Bargaining** – An approach to solving bargaining problems by defining the protocol and carrying out game theoretic equilibrium analysis. [TS]
- Strategy** – Agent’s mapping from state history to action; a way to use the (*see*) protocol. *See also* dominant strategy, Nash equilibrium, role, social law. [TS]
- STRIPS Operator** – A specification of an action in terms of the preconditions that must hold for the action to apply, and the effects the action has on the state of the world once it is executed. [EHD]
- Strong Nash Equilibrium** – A solution concept for games that requires that no subgroup is motivated to change their strategies in a coordinated manner. *See* Nash equilibrium. [TS]
- Subsumption Architecture** – Developed by Rodney Brooks, a reactive (*see*) agent architecture in which agent decision making is achieved through the interaction of a number of task accomplishing “behaviors,” each of which is an independent activity-producing system in its own right. Layers typically interact by “inhibition” and “suppression,” and are extremely economical in computational terms, making no use of symbolic representation or reasoning mechanisms. [MW]
- Sugarscape** – An artificial life model in which very simple agents consume resources, migrate, and reproduce. [KMC,LG]
- Swap (S) Contract** – Contract where agents swap a pair of tasks atomically. *See also* OCSM-contract. [TS]
- SWARM** – A multiagent simulation language for modeling collections of concurrently interacting agents in a dynamic environment. [KMC,LG]
- Synchronization** – A specification of the constraints on the order of events occurring in a system. Synchronization may be viewed as an elementary (*see*) coordination mechanism. [GAA,NJ,GW]
- Syntax** – How the symbols of communication are structured. [MNH,LNS]

- TAC Air Soar** – A model of distributed teamwork in which each of the agents are modeled in (*see*) Soar and the organizational structure is embedded as a set of predefined procedures in the knowledge base. [KMC,LG]
- TAEMS** – A system for modeling, analyzing, and simulating multiagent systems based on the structure of the multiagent tasks and the relationships between the distributed subtasks. [EHD]
- Task Accomplishment** – The stage in distributed (*see*) problem solving where agents are accomplishing their own local tasks. [EHD]
- Task Allocation** – The stage in distributed (*see*) problem solving where agents are deciding where tasks will be done. [EHD]
- Task Decomposition** – The stage in distributed (*see*) problem solving where agents are breaking large tasks into smaller tasks to be distributed to others. [EHD]
- Task Sharing** – Cooperative (*see*) problem solving through the decomposition of large tasks and the enlistment of other agents to accomplish the subtasks. [EHD]
- Team** – A multiagent system, especially one whose members play different (*see*) roles and work together to achieve some common goals. Often used as a synonym for (*see*) coalition, (*see*) ensemble, and (*see*) group. [MPS,ASR,MPG]
- Team Plan** – An explicit representation of how multiple agents should work together in accomplishing a goal. [EHD]
- Telescript** – A commercial development environment for agent-based applications from General Magic. [GW]
- Temporal Logic** – (*See*) propositional logic augmented with operators to make claims about the truth of different conditions at different times. [MPS,ASR,MPG]
- Termination Detection** – The determination that a distributed computation has come to a halt. The issue is not always trivial because termination could be a property of the global state, while each node only observes its own local state. Detection then requires a mechanism to ensure that communication channels are empty, and exchange of information about the local states. [GT]
- ToH** – (*See*) Tower of Hanoi.
- TOP-MODELER** – The commercial, PC-based tool developed from (*see*) ACTION. [KMC,LG]
- TOURINGMACHINES** – A horizontally layered (*see*) agent architecture. *See* layered architecture. [MW]
- Tower of Hanoi (ToH)** – A classic AI problem involving moving a stack of disks from one peg to another under constraints on actions. The space of possible plans is exponential. [EHD]
- TRACONET** – TRANSPORTATION COOPERATION NET. The system that introduced a sound marginal cost-based decision making criterion into the contract net protocol. A distributed implementation that was tested on a real world multienterprise vehicle routing problem with 771 tasks and 77 vehicles. [TS]

- Two-Player Game** – For instance, chess and checkers. A two-player game can be represented by a tree called a game tree, which represents the sequence of possible moves. The minimax procedure is a method for finding a good move by creating only a reasonable portion of a game tree, and the alpha-beta pruning method can be used to speed up the minimax procedure without any loss of information. *See* search, asynchronous search algorithm. [TI,MY]
- Vacuum Cleaning World Application** – An application involving multiple agents which have to clean up a predefined region (e.g., a house).
- VDT** – An emulation model of performance for teams dealing with routine design tasks. [KMC,LG]
- Veracity** – The assumption that an agent is truthful and does not provide information of which it thinks that it is false. [GW]
- Voting** – *See* Arrow's impossibility theorem, Gibbard-Satterthwaite impossibility theorem, sincere voting, Insincere (strategic) voting, protocol.
- Voyager** – A commercial Java-based mobile agent platform from ObjectSpace. *See also* Concordia, Odyssey. [TS]
- Walras** – (1.) L. Walras, economist. Forefather of general equilibrium theory. (2.) A simulated computational market economy based on general equilibrium theory, and a variant of the price tâtonnement algorithm. [TS]
- Watchdog** – An agent whose sensory scope is wider than that of most other agents in the community, but whose only action is raising signals to which other agents respond. [HVDP]
- Whiteboard** – Shared writing and drawing surface that allows multiple participants to view and work upon an information artifact simultaneously, without inhibiting each other. *See also* blackboard. [CSE,JW]
- Workflow Management System** – Networked control system that assists in analyzing, coordinating, and executing business processes. It typically consists of two sub-systems: (1) A modelling subsystem which allows organizational administrators and analysts to construct procedural models of the flow of work among people and tasks; and (2) An enactment subsystem which uses the model to coordinate task executions by various participants at various workstations connected to a network. [CSE,JW]
- Wrapper** – Software (and possibly dedicated hardware) that enables a system constructed according to one architecture to interoperate with a system of a different architecture. [HVDP]
- WWW** – The World Wide Web.
- W3C** – The World Wide Web consortium hosted at MIT.