Multi-Agent Oriented Programming
– Organisation-Oriented Programming –
The $\mathcal{M}$oise Framework

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Outline

Intuitive notions of organisation

- Organisations are structured, patterned systems of activity, knowledge, culture, memory, history, and capabilities that are distinct from any single agent [Gasser, 2001]
  $\rightsquigarrow$ Organisations are supra-individual phenomena
- A decision and communication schema which is applied to a set of actors that together fulfill a set of tasks in order to satisfy goals while guarantying a global coherent state [Malone, 1999]
  $\rightsquigarrow$ definition by the designer, or by actors, to achieve a purpose
- An organisation is characterized by : a division of tasks, a distribution of roles, authority systems, communication systems, contribution-retribution systems [Bernoux, 1985]
  $\rightsquigarrow$ pattern of predefined cooperation
- An arrangement of relationships between components, which results into an entity, a system, that has unknown skills at the level of the individuals [Morin, 1977]
  $\rightsquigarrow$ pattern of emergent cooperation

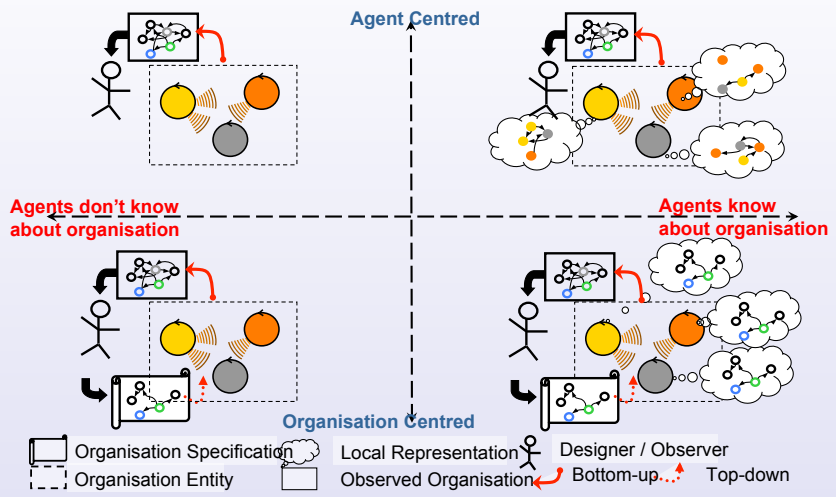
Organisation in MAS

Definition

Purposive *supra-agent* pattern of emergent or (pre)defined agents cooperation, that could be defined by the designer or by the agents themselves.

- Pattern of emergent/potential cooperation
  - called *organisation entity*, institution, social relations, commitments
- Pattern of (pre)defined cooperation
  - called *organisation specification*, structure, norms, ...

Perspective on organisations from EASSS'05 Tutorial (Sichman, Boissier)



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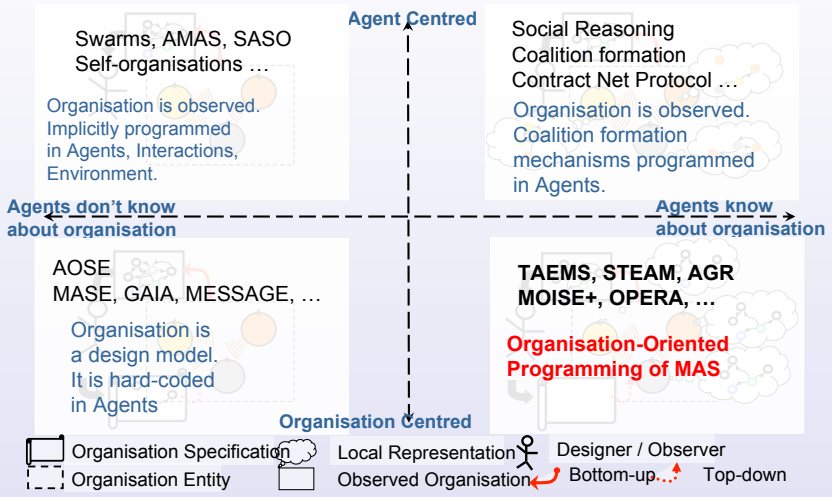


Norms

Norm

Norms are rules that a society has in order to influence the behaviour of agents.

Norm mechanisms

- *Regimentation*: norm violation by the agents is prevented
  - e.g. the access to computers requires an username
  - e.g. messages that do not follow the protocol are discarded
- *Enforcement*: norm violation by the agents is made possible but it is monitored and subject to incentives
  - e.g. a master thesis should be written in two years
  - $\rightsquigarrow$ Detection of violations, decision about ways of enforcing the norms (e.g. sanctions)

Normative Multi-Agent Organisation

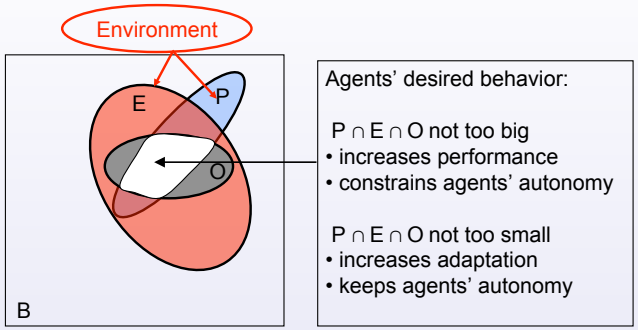
Normative Multi-Agent System [Boella et al., 2008]

A MAS composed of mechanisms to represent, communicate, distribute, detect, create, modify, and enforce norms, and mechanisms to deliberate about norms and detect norm violation and fulfilment.

Normative Multi-Agent Organisation

- Norms are expressed in the organisation specification:
  - anchored/situated in the organisation
  - i.e. norms refer to organisational concepts (roles, groups,)
- Norms are interpreted and considered in the context of the organisation entity
- Organisation management mechanisms are complemented with norms management mechanisms (enforcement, regimentation, ...)

Challenges: Normative Organisation vs Autonomy



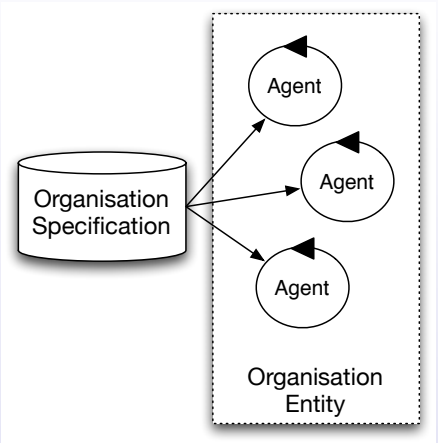
- B: agents possible behaviors
- P: agents behaviors that lead to global purpose
- E: agents possible behaviors constrained by the environment
- O: agents possible/permitted/obliged behaviors constrained by the normative organisation

Organisation Oriented Programming (OOP)

Organisation as a first class entity in the multi-agent eco-system

- Clear distinction between description of the organisation **wrt** agents, **wrt** environment
- Different representations of the organisation:
  - Organisation specification
    - partially/totally accessible to the agents, to the environment, to the organisation
  - Organisation entity
    - Local representation in the mental state of the agents
      ⇝ possibly inconsistant with the other agents' representations
    - Global/local representation in the MAS
      ⇝ difficulty to manage and build such a representation in a distributed and decentralized setting
- Different sources of actions on (resp. of) the organisation by (resp. on) agents / environment / organisation

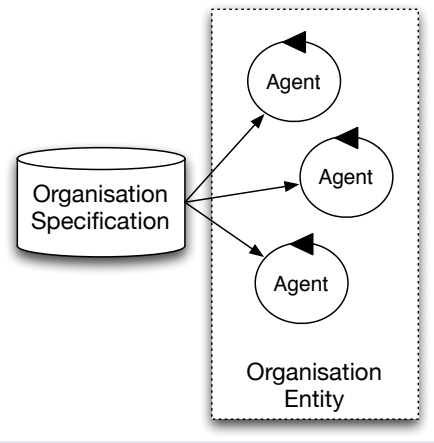
Organisation Oriented Programming (OOP)



- Programming outside of the agents and outside of the environment
- Using organisational concepts
- To define a cooperative pattern

- Program = Specification
- By changing the specification, we can change the MAS overall behaviour

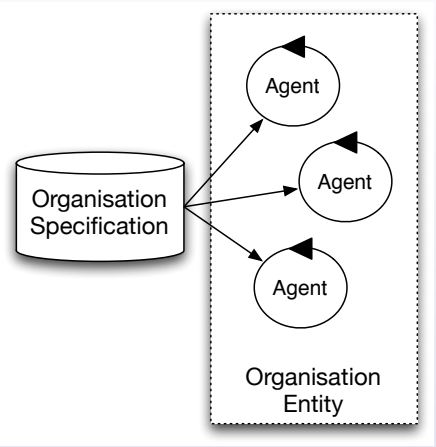
Organisation Oriented Programming (OOP)



First approach

- Agents read the program and follow it

Organisation Oriented Programming (OOP)



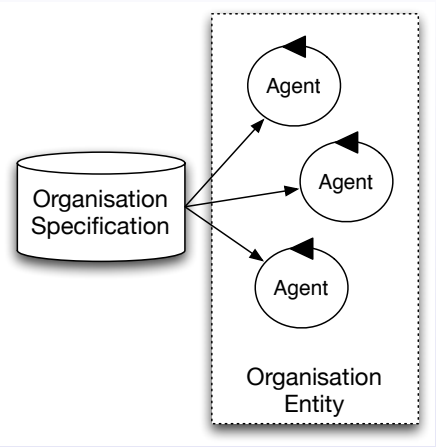
First approach

- Agents read the program and follow it

Second approach

- Agents *are forced* to follow the program

Organisation Oriented Programming (OOP)



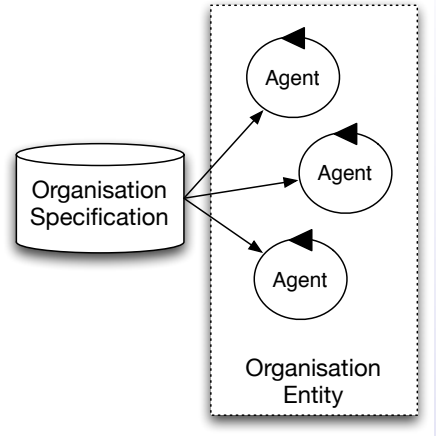
First approach

- Agents read the program and follow it

Second approach

- Agents *are forced* to follow the program
- Agents *are rewarded* if they follow the program
- ...

Organisation Oriented Programming (OOP)



Components

- Programming Language (OML)
- Management Infrastructure (OMI)
- Integration to agent architectures and environment

Components of OOP: Organisation Modelling Language (OML)

- Declarative specification of the organisation(s)
- Specific constraints, norms and cooperation patterns imposed on the agents
  - e.g. AGR [Ferber and Gutknecht, 1998], TeamCore [Tambe, 1997], Islander [Esteva et al., 2001], $\mathcal{M}$oise$^+$ [Hübner et al., 2002], ...
- Specific anchors for situating organisations within the environment
  - e.g. embodied organisations [Piunti et al., 2009a]

Components of OOP: Organisation Management Infrastructure (OMI)

- *Coordination mechanisms*, i.e. support infrastructure
  e.g. MadKit [Gutknecht and Ferber, 2000], karma [Pynadath and Tambe, 2003], ...
- *Regulation mechanisms*, i.e. governance infrastructure
  e.g. Ameli [Esteva et al., 2004], $\mathcal{S}$-$\mathcal{M}$oise$^+$ [Hübner et al., 2006], ORA4MAS [Hübner et al., 2009], ...
- *Adaptation mechanisms*, i.e. reorganisation infrastructure

Components of OOP: Integration mechanisms

- *Agent* integration mechanisms
  allow agents to be aware of ant to deliberate on:
  - entering/exiting the organisation
  - modification of the organisation
  - obedience/violation of norms
  - sanctioning/rewarding other agents

  e.g. $\mathcal{J}$-$\mathcal{M}$oise$^+$ [Hübner et al., 2007], Autonomy based reasoning [Carabelea, 2007], *ProsA*$_2$ Agent-based reasoning on norms [Ossowski, 1999], ...
- *Environment* integration mechanisms
  transform organisation into embodied organisation so that:
  - organisation may act on the environment (e.g. enact rules, regimentation)
  - environment may act on the organisation (e.g. count-as rules)

  e.g [Piunti et al., 2009b], [Okuyama et al., 2008]

Motivations for OOP: Applications point of view

- Current applications show an increase in
  - Number of agents
  - Duration and repetitiveness of agent activities
  - Heterogeneity of the agents, Number of designers of agents
  - Agent ability to act, to decide,
  - Action domains of agents, ...
  - Openness, scalability, dynamicity, ...
- More and more applications require the integration of human communities and technological communities (ubiquitous and pervasive computing), building connected communities (ICities) in which agents act on behalf of users
  - Trust, security, ..., flexibility, adaptation

Motivations for OOP: Constitutive point of view

- Organisation *helps* the agents to cooperate with the other agents by defining *common* cooperation schemes
  - global tasks
  - protocols
  - groups, responsibilities

e.g. 'to bid' for a product on eBay is an *institutional action* only possible because eBay defines the rules for that very action
  - the bid protocol is a constraint but it also *creates* the action

e.g. when a soccer team wants to play match, the organisation helps the members of the team to synchronise actions, to share information, etc

Motivations for OOP: Normative point of view

- MAS have two properties which seem contradictory:
  - a *global* purpose
  - *autonomous* agents
  - ⇝ While the autonomy of the agents is essential, it may cause loss in the global coherence of the system and achievement of the global purpose
- Embedding *norms* within the *organisation* of a MAS is a way to constrain the agents' behaviour towards the global purposes of the organisation, while explicitly addressing the autonomy of the agents within the organisation
  - ⇝ Normative organisation

e.g. when an agent adopts a role, it adopts a set of behavioural constraints that support the global purpose of the organisation. It may decide to obey or disobey these constraints

Motivations for OOP: Agents point of view

An organisational specification is required to enable agents to "reason" about the organisation:

- to decide to enter into/leave from the organisation during execution
  - ⇝ Organisation is no more closed
- to change/adapt the current organisation
  - ⇝ Organisation is no more static
- to obey/disobey the organisation
  - ⇝ Organisation is no more a regimentation

Motivations for OOP: Organisation point of view

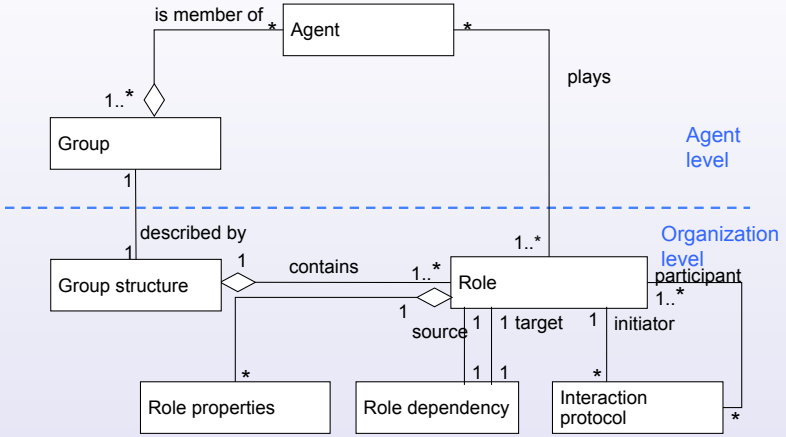
An organisational specification is required to enable the organisation to "reason" about itself and about the agents in order to ensure the achievement of its global purpose:

- to decide to let agents enter into/leave from the organisation during execution
  - ⇝ Organisation is no more closed
- to decide to let agents change/adapt the current organisation
  - ⇝ Organisation is no more static and blind
- to govern agents behaviour in the organisation (i.e. monitor, enforce, regiment)
  - ⇝ Organisation is no more a regimentation

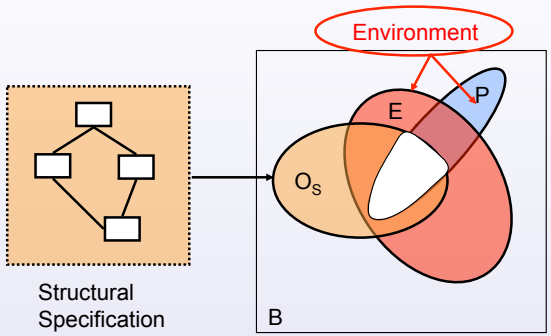
AGR [Ferber and Gutknecht, 1998]

- Agent Group Role, previously known as AALAADIN
  - Agent: Active entity that plays roles within groups. An agent may have several roles and may belong to several groups.
  - Group: set of agents sharing common characteristics, i.e. context for a set of activities. Two agents cant communicate with each other if they dont belong to the same group.
  - Role: Abstract representation of the status, position, function of an agent within a group.
- OMI: the Madkit platform

AGR OML

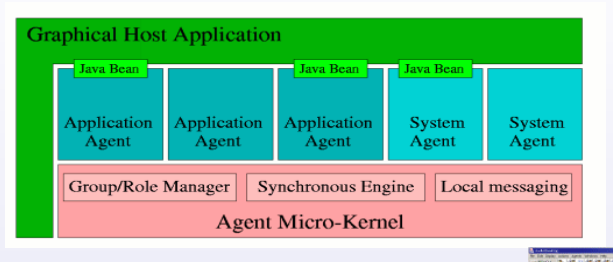


AGR OML Modelling Dimensions

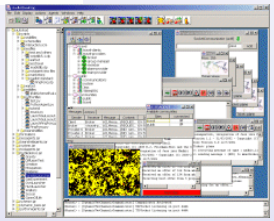


B: agents' possible behaviors
P: agents' behaviors that lead to global purpose
E: agents' possible behaviors constrained by the environment
O_S: agents' possible behaviors structurally constrained by the organization

AGR OMI: Madkit



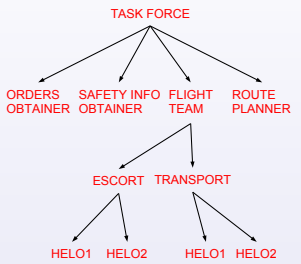
Multi-Agent Development Kit
www.madkit.org



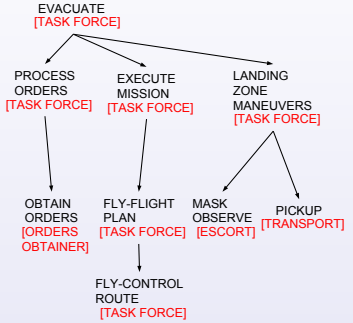
STEAM [Tambe, 1997]

- Shell for TEAMwork is a general framework to enable agents to participate in teamwork.
  - Different applications: Attack, Transport, Robocup soccer
  - Based on an enhanced SOAR architecture and 300 domain independent SOAR rules
- Principles:
  - Team synchronization: Establish joint intentions, Monitor team progress and repair, Individual may fail or succeed in own role
  - Reorganise if there is a critical role failure
  - Reassign critical roles based on joint intentions
  - Decision theoretic communication
- Supported by the TEAMCORE OMI.

STEAM OML [Tambe, 1997]

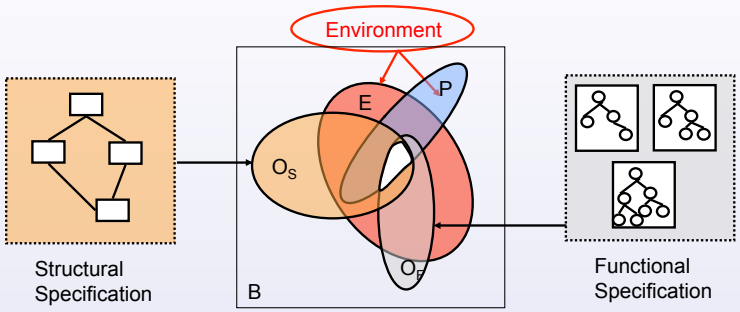


Organization: hierarchy of roles that may be filled by agents or groups of agents.



Team Plan:
• initial conditions,
• term. cond. : achievability, irrelevance, unachievability
• team-level actions.

STEAM OML Modelling Dimensions



B: agents' possible behaviors
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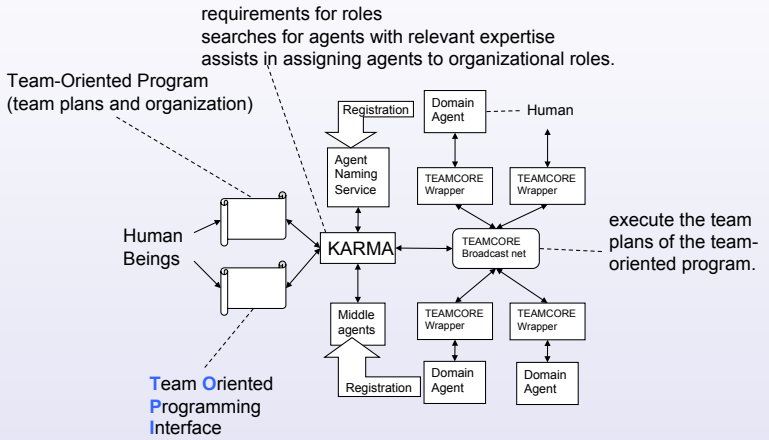
O_S: agents' possible behaviors structurally constrained by the organization
O_F: agents' possible behaviors functionally constrained by the organization

STEAM OMI: TEAMCORE [Pynadath and Tambe, 2003]

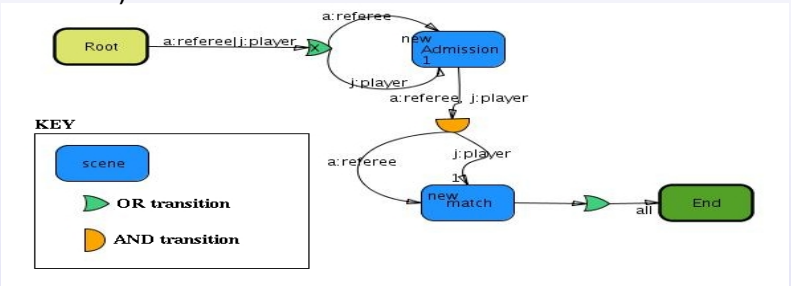


ISLANDER

- Based on different influences: economics, norms, dialogues, coordination
- ⇝ electronic institutions
- Combining different alternative views: dialogical, normative, coordination
- Institution Description Language:
  - Performative structure (Network of protocols),
  - Scene (multi-agent protocol),
  - Roles,
  - Norms
- AMELI as OMI

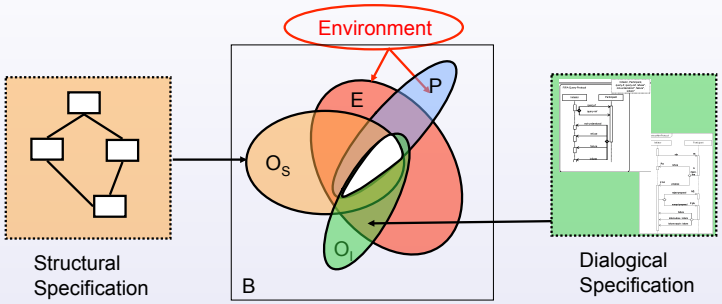
ISLANDER OML: IDL [Esteva et al., 2001]

```
(define-institution
        soccer-server as
        dialogic-framework = soccer-df
        performative-structure = soccer-pf
        norms = ( free-kick  coach-messages ... )
)
```



Performative Structure

ISLANDER OML Modelling Dimensions



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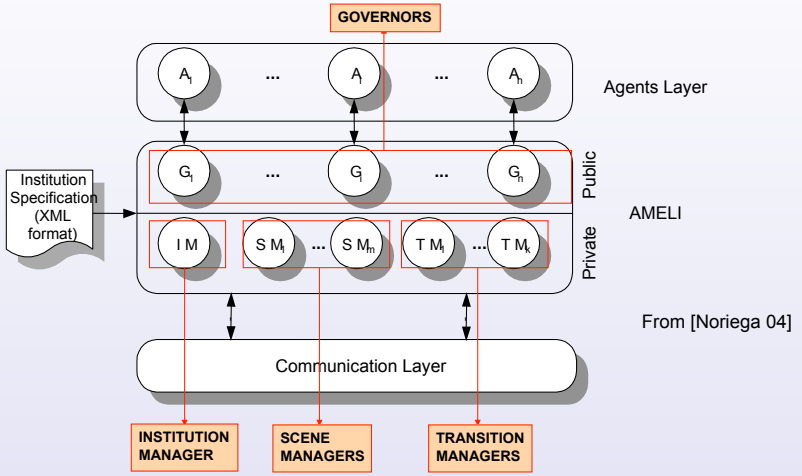
O_S: agents' possible/permitted/obliged behaviors structurally constrained by the organisation
O_I: agents' possible/permitted/obliged behaviors interactionally constrained by the organisation

ISLANDER OMI: AMELI [Esteva et al., 2004]



From [Noriega 04]

2OPL

slides from Dastani

The aim is to design and develop a programming language to support the implementation of coordination mechanisms in terms of *normative* concepts.

An organisation

- determines effect of external actions
- normatively assesses effect of agents' actions (monitoring)
- sanctions agents' wrongdoings (enforcement)
- prevents ending up in really bad states (regimentation)

Programming Language for Organisations

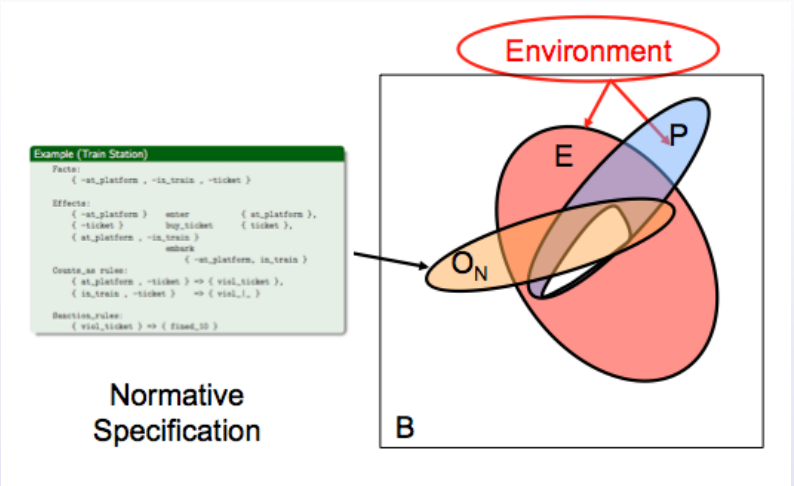
Example (Train Station)

```
Facts:
    { -at_platform , -in_train , -ticket }

Effects:
    { -at_platform }    enter           { at_platform },
    { -ticket }         buy_ticket      { ticket },
    { at_platform , -in_train }
                        embark
                            { -at_platform, in_train }
Counts_as rules:
    { at_platform , -ticket } => { viol_ticket },
    { in_train , -ticket }    => { viol_|_ }

Sanction_rules:
    { viol_ticket } => { fined_10 }
```

2OPL Modelling Dimension



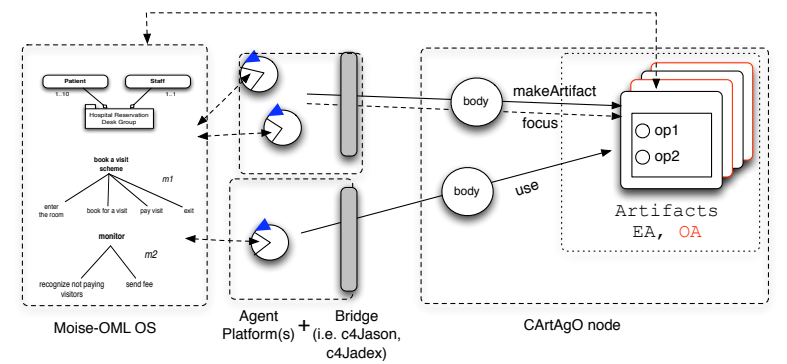
Summary

- Several models
- Several dimensions on modelling organisation
  - Structural (roles, groups, ...)
  - Functional (global plans, ...)
  - Dialogical (scenes, protocols, ...)
  - Normative (norms)

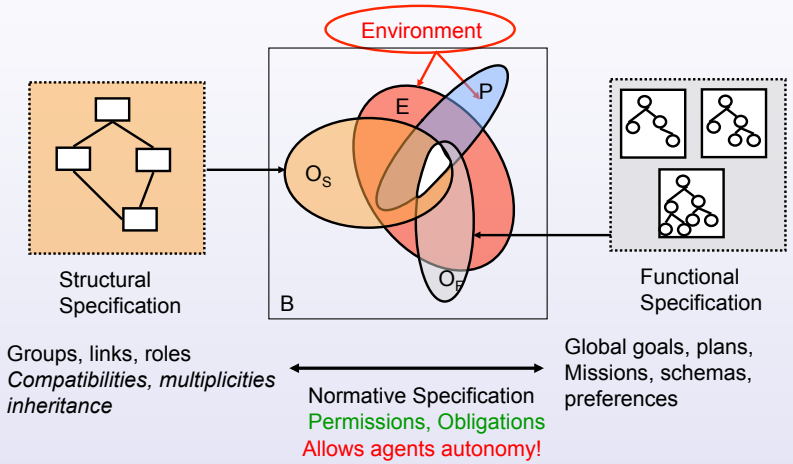
Moise Framework

- OML (language)
  - Tag-based language
    (issued from MOISE [Hannoun et al., 2000],
    MOISE+ [Hübner et al., 2002],
    MOISEINST [Gâteau et al., 2005])
- OMI (infrastructure)
  - developed as an artifact-based working environment
    (ORA4MAS [Hübner et al., 2009] based on CArtAgO nodes,
    refactoring of S-MOISE+ [Hübner et al., 2006] and
    SYNAI [Gâteau et al., 2005])
- Integrations
  - Agents and Environment (c4Jason, c4Jadex
    [Ricci et al., 2009])
  - Environment and Organisation ([Piunti et al., 2009a])
  - Agents and Organisation (J-MOISE+ [Hübner et al., 2007])

Moise Framework as a Concrete Picture of OOP



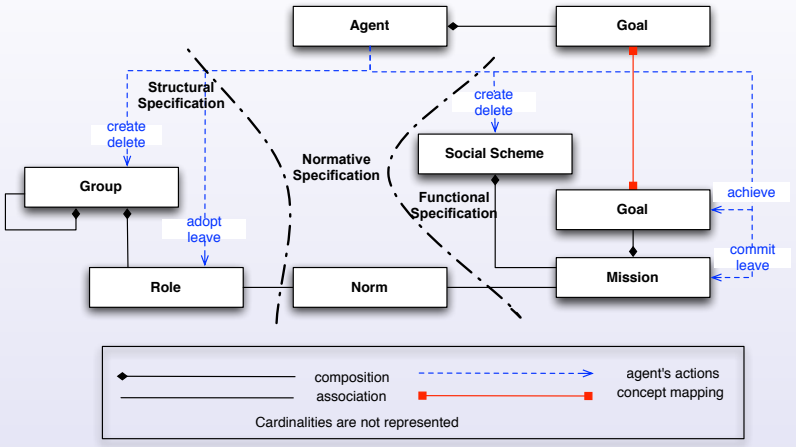
Moise Modelling Dimensions



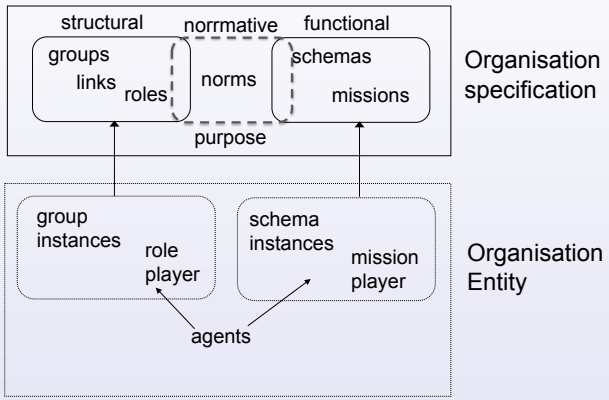
Moise OML

- OML for defining organisation specification and organisation entity
- Three independent dimensions [Hübner et al., 2007] (⇝ well adapted for the reorganisation concerns):
  - *Structural*: Roles, Groups
  - *Functional*: Goals, Missions, Schemes
  - *Normative*: Norms (obligations, permissions, interdictions)
- Abstract description of the organisation for
  - the designers
  - the agents
    - ⇝ $\mathcal{J}$-Moise [Hübner et al., 2007]
  - the Organisation Management Infrastructure
    - ⇝ ORA4MAS [Hübner et al., 2009]

Moise OML meta-model (partial view)



Moise OML global picture



Structural Specification

- Specifies the structure of an MAS along three levels:
  - *Individual* with *Role*
  - *Social* with *Link*
  - *Collective* with *Group*
- Components:
  - *Role*: label used to assign constraints on the behavior of agents playing it
  - *Link*: relation between roles that directly constrains the agents in their interaction with the other agents playing the corresponding roles
  - *Group*: set of links, roles, compatibility relations used to define a shared context for agents playing roles in it

Structural specification

- Defined with the tag structural-specification in the context of an organisational-specification
- One section for definition of all the roles participating to the structure of the organisation (role-definitions tag)
- Specification of the group including all sub-group specifications (groupe-specification tag)

Example

```
<organisational-specification
  <structural-specification>
     <role-definitions>  ... </role-definitions>
     <group-specification id="xxx">
       ...
     </group-specification>
  </structural-specification>
  ...
</organisational-specification>
```

Role specification

- Role definition(role tag) in role-definitions section, is composed of:
  - identifier of the role (id attribute of role tag)
  - inherited roles (extends tag) - by default, all roles inherit of the soc role -

Example

```
<role-definitions>
  <role id="player" />
  <role id="coach" />
  <role id="middle"> <extends role="player"/> </role>
  <role id="leader"> <extends role="player"/> </role>
  <role id="r1>
    <extends role="r2" />
    <extends role="r3" />
  </role>
  ...
</role-definitions>
```

Group specification

- Group definition (group-specification tag) is composed of:
  - group identifier (id attribute of group-specification tag)
  - roles participating to this group and their cardinality (roles tag and id, min, max), i.e. min. and max. number of agents that should adopt the role in the group (default is 0 and unlimited)
  - links between roles of the group (link tag)
  - subgroups and their cardinality (sub-groups tag)
  - formation constraints on the components of the group (formation-constraints)

Example

```
<group-specification id="team">
   <roles>
        <role id="coach" min="1" max="2"/> ...
   </roles>
   <links> ... </links>
   <sub-groups> ... </sub-groups>
   <formation-constraints> ... </formation-constraints>
</group-specification>
```

Link specification

- Link definition (link tag) included in the group definition is composed of:
  - role identifiers (from, to)
  - type (type) with one of the following values: authority, communication, acquaintance
  - scope of the link (scope): inter-group, intra-group
  - validity in sub-groups: if extends-sub-group set to true, the link is also valid in all sub-groups (default false)

Example

```
<link from="coach"
      to="player"
      type="authority"
      scope="inter-group"
      extends-sub-groups="true" />
```

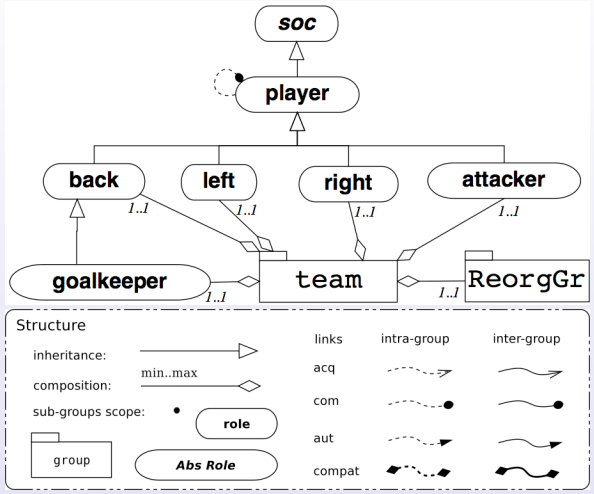
Formation constraint specification

- Formation constraints definition (formation-constraints tag) in a group definition is composed of:
  - compatiblity constraints (compatibility tag) between roles (from, to), with a scope, extends-sub-groups and directions (bi-dir)

Example

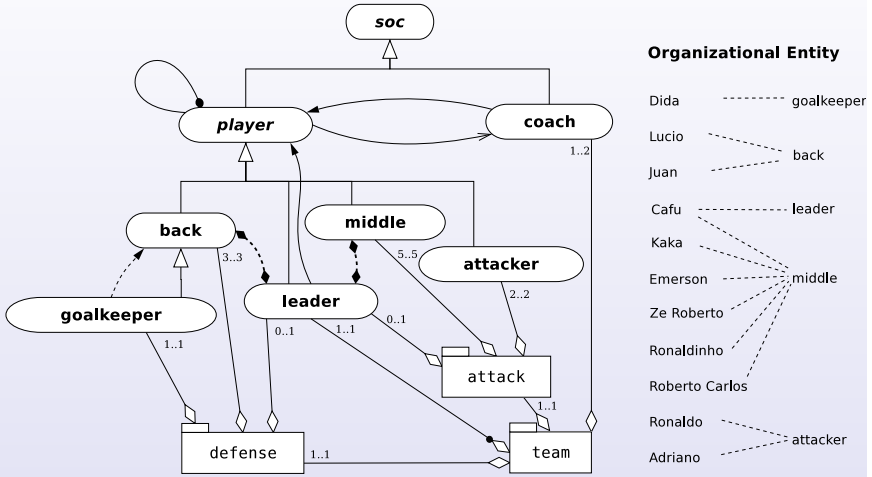
```
<formation-constraints>
  <compatibility from="middle"
                 to="leader"
                 scope="intra-group"
                 extends-sub-groups="false"
                 bi-dir="true"/>
  ...
</formation-constraints>
```


Structural specification example (1)



Graphical representation of structural specification of Joj Team

Structural specification example (2)



Graphical representation of structural specification of 3-5-2 Joj Team

Functional Specification

- Specifies the expected behaviour of an MAS in terms of *goals* along two levels:
  - *Collective* with *Scheme*
  - *Individual* with *Mission*
- Components:
  - *Goals*:
    - *Achievement goal* (default type). Goals of this type should be declared as satisfied by the agents committed to them, when achieved
    - *Maintenance goal*. Goals of this type are not satisfied at a precise moment but are pursued while the scheme is running. The agents committed to them do not need to declare that they are satisfied
  - *Scheme*: global goal decomposition tree assigned to a group
    - Any scheme has a root goal that is decomposed into subgoals
  - *Missions*: set of coherent goals assigned to roles within norms

Functional specification

- Defined with the tag functional-specification in the context of an organisational-specification
- Specification in sequence of the different schemes participating to the expected behaviour of the organisation

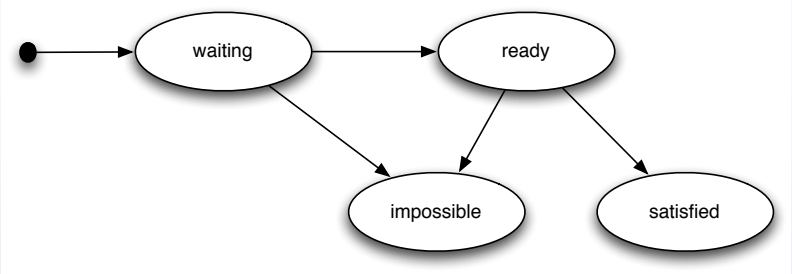
Example

```
<functional-specification>
    <scheme id="sideAttack" >
        <goal id="dogoal" > ... </goal>
        <mission id="m1" min="1" max="5">
            ...
        </mission>
        ...
    </scheme>
    ...
</functional-specification>
```

Scheme specification

- Scheme definition (scheme tag) is composed of:
  - identifier of the scheme (id attribute of scheme tag)
  - the root goal of the scheme with the plan aiming at achieving it (goal tag)
  - the set of missions structuring the scheme (mission tag)
- Goal definition within a scheme (goal tag) is composed of:
  - an idenfier (id attribute of goal tag)
  - a type (achievement default or maintenance)
  - min. number of agents that must satisfy it (min) (default is "all")
  - optionally, an argument (argument tag) that must be assigned to a value when the scheme is created
  - optionally a plan
- Plan definition attached to a goal (plan tag) is composed of
  - one and only one operator (operator attribute of plan tag) with sequence, choice, parallel as possible values
  - set of goal definitions (goal tag) concerned by the operator

Goal States



waiting	initial state
ready	goal pre-conditions are satisfied & scheme is well-formed
satisfied	agents committed to the goal have achieved it
impossible	the goal is impossible to be satisfied

Scheme specification example

```
<scheme id="sideAttack">
 <goal id="scoreGoal" min="1" >
  <plan operator="sequence">
    <goal id="g1" min="1" ds="get the ball" />
    <goal id="g2" min="3" ds="to be well placed">
      <plan operator="parallel">
        <goal id="g7" min="1" ds="go toward the opponent's field" />
        <goal id="g8" min="1" ds="be placed in the middle field" />
        <goal id="g9" min="1" ds="be placed in the opponent's goal area
      </plan>
    </goal>
    <goal id="g3" min="1" ds="kick the ball to the m2Ag" >
       <argument id="M2Ag" />
    </goal>
    <goal id="g4"       min="1" ds="go to the opponent's back line" />
    <goal id="g5"       min="1" ds="kick the ball to the goal area" />
    <goal id="g6"       min="1" ds="shot at the opponent's goal" />
  </plan>
 </goal>
 ...
```

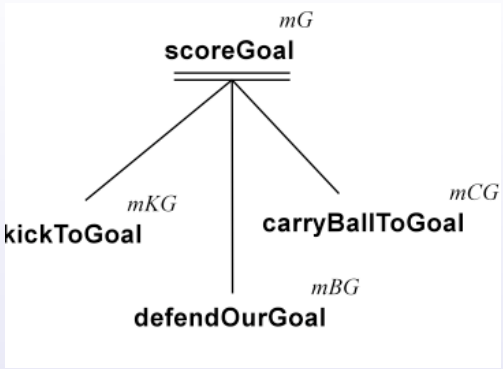
Mission specification

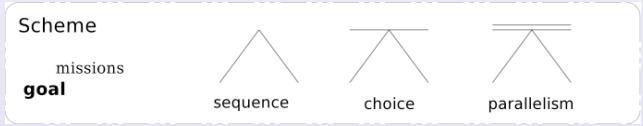
- Mission definition (mission tag) in the context of a scheme definition, is composed of:
  - identifier of the mission (id attribute of mission tag)
  - cardinality of the mission min (0 is default), max (unlimited is default) specifying the number of agents that can be committed to the mission
  - the set of goal identifiers (goal tag) that belong to the mission

Example

```
<scheme id="sideAttack">
  ... the goals ...
 <mission id="m1" min="1" max="1">
    <goal id="scoreGoal" /> <goal id="g1" />
    <goal id="g3" /> ...
  </mission>
  ...
</scheme>
```

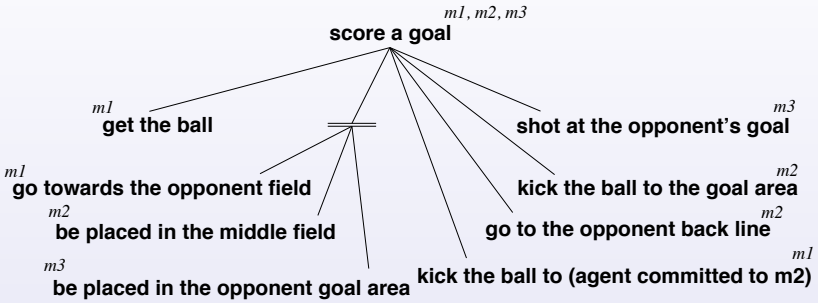

Functional specification example (1)



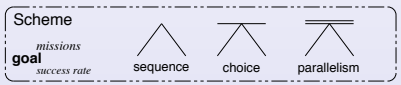


Graphical representation of social scheme for joj team

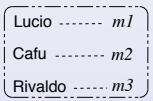
Functional specification example (2)



Key



Organizational Entity



Graphical representation of social scheme "side_attack" for joj team

Normative Specification

- Explicit relation between the functional and structural specifications
- Permissions and obligations to commit to missions in the context of a role
- Makes explicit the normative dimension of a role

Normative specification

- Defined with the tag normative-specification in the context of an organisational-specification
- Specification in sequence of the different norms participating to the governance of the organisation

Example

```
<normative-specification>
    <norm id="n1" ... />
     ...
    <norm id="..." ... />
</normative-specification>
```

Norm specification

- Norm definition (norm tag) in the context of a normative-specification definition, is composed of:
  - the identifier of the norm (id)
  - the type of the norm (type) with obligation, permission as possible values
  - optionally a condition of activation (condition) with the following possible expressions:
    - checking of properties of the organisation (e.g. #role_compatibility, #mission_cardinality, #role_cardinality, #goal_non_compliance)
    - ⇝ unregimentation of organisation properties !!!
    - (un)fulfillment of an obligation stated in a particular norm (unfulfilled, fulfilled)
  - the identifier of the role (role) on which the role is applied
  - the identifier of the mission (mission) concerned by the norm
  - optionally a time constraint (time-constraint)

Norm Specification – example

role	deontic	mission		TTF
back	*obliged*	*m*1	get the ball, go ...	1 minute
left	*obliged*	*m*2	be placed at ..., kick ...	3 minute
right	*obliged*	*m*2		1 day
attacker	*obliged*	*m*3	kick to the goal, ...	30 seconds

```
<norm id = "n1" type="obligation"
      role="back" mission="m1" time-constraint="1 minute"/>
...
<norm id = "n4" type="obligation"
      condition="unfulfilled(obligation(_,n2,_,_))"
      role="coach" mission="ms" time-constraint="3 hour"/>
...
```

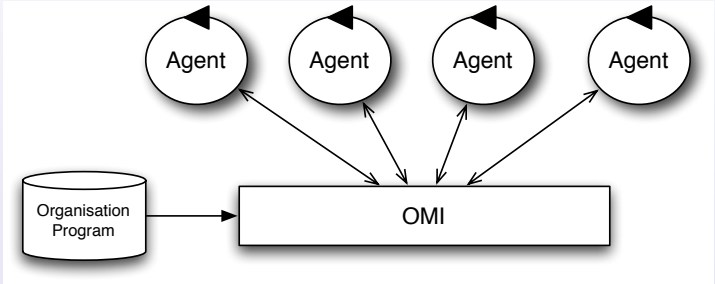
Organisation Entity Dynamics

1. Organisation is created (by the agents)
   - instances of groups
   - instances of schemes
2. Agents enter into groups *adopting* roles
3. Groups become *responsible* for schemes
   - Agents from the group are then obliged to commit to missions in the scheme
4. Agents *commit* to missions
5. Agents *fulfil* mission's goals
6. Agents leave schemes and groups
7. Schemes and groups instances are destroyed

Organisation management infrastructure (OMI)

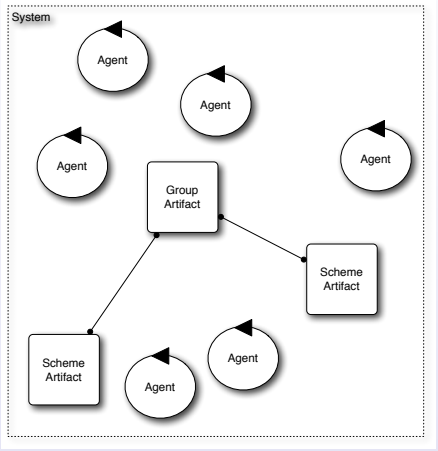
Responsibility

- Managing – coordination, regulation – the agents' execution within organisation defined by an organisational specification



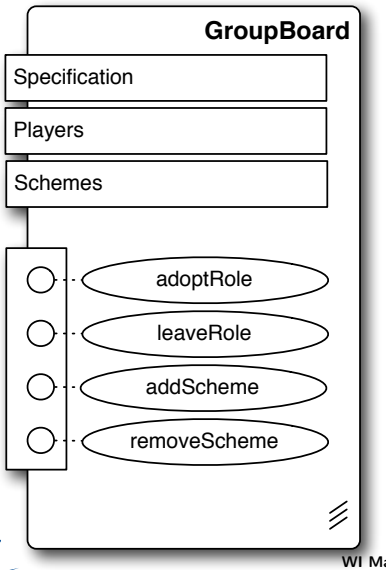
(e.g. MadKit, AMELI, $\mathcal{S}$-$\mathcal{M}$OISE$^+$, ...)

ORA4MAS



- Based on A&A and $\mathcal{M}$OISE
- Agents' working environment is instrumented with Organisational Artifacts (OA) offering "organisational" actions
- Agents create, handle, perceive and act on OAs
- OAs are in charge of *regimentations*, detection and evaluation of norms compliance
- Agents are in charge of decisions about sanctions
- *Distributed* management of the organisation

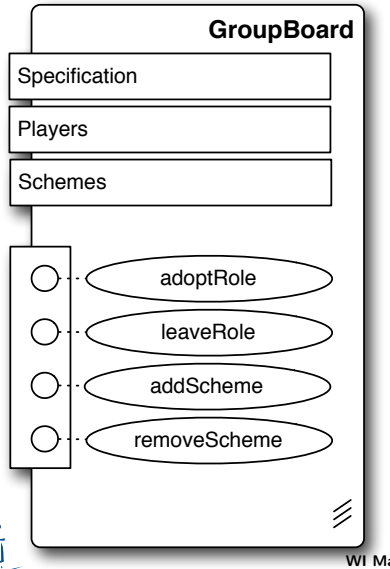
ORA4MAS – **GroupBoard artifact**



Operations:

- adoptRole(role): the agent executing this operation tries to adopt a role in the group
- leaveRole(role)
- addScheme(schid): the group starts to be responsible for the scheme managed by the SchemeBoard schId
- removeScheme(schid)

ORA4MAS – GroupBoard artifact



Observable Properties:

- specification: the specification of the group in the OS (an object of class moise.os.ss.Group)
- players: a list of agents playing roles in the group. Each element of the list is a pair (agent x role)
- schemes: a list of scheme identifiers that the group is responsible for

ORA4MAS – GroupBoard artifact

- Signals (parameter o has the following form "obligation(to whom, reason, what, deadline)"):
  - obl_created(o): the obligation o is created
  - obl_fulfilled(o): the obligation o is fulfilled
  - obl_unfulfilled(o): the obligation o is unfulfilled (e.g. by timeout)
  - obl_inactive(o): the obligation o is inactive (e.g. its condition does not hold anymore)
  - norm_failure(f): the failure f has happened (e.g. due some regimentation violation)

ORA4MAS – SchemeBoard artifact

Operations:

- commitMission(mission) and leaveMission: operations to "enter" and "leave" the scheme
- goalAchieved(goal): defines that some goal is achieved by the agent performing the operation
- setGoalArgument(goal, argument, value): defines the value of some goal's argument

ORA4MAS – SchemeBoard artifact

Observable Properties:

- specification: the specification of the scheme in the OS
- groups: a list of groups responsible for the scheme
- players: a list of agents committed to the scheme. Each element of the list is a pair (agent, mission)
- goals: a list with the current state of the goals
- obligations: list of obligations currently active in the scheme

ORA4MAS – SchemeBoard artifact

- Signals (parameter o is of the form: obligation(to whom, reason, what, deadline)):
  - obl_created(o): the obligation o is created
  - obl_fulfilled(o): the obligation o is fulfilled
  - obl_unfulfilled(o): the obligation o is unfulfilled (e.g. by timeout)
  - obl_inactive(o): the obligation o is inactive (e.g. its condition does not hold anymore)
  - norm_failure(f): the failure f has happened (e.g. due some regimentation violation)

Organisational Artifact Implementation

- Organisational artifacts are programmed with a Normative Programming Language (NPL) [Hübner et al., 2010]
- The NPL *norms* have
  - an activation condition
  - a consequence
- two kinds of consequences are considered
  - regimentations
  - obligations

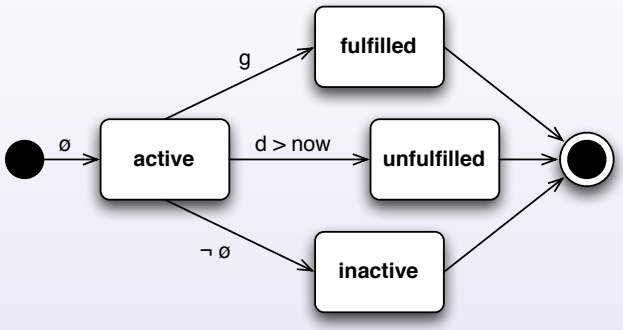
Example (norm)

```
norm n1: plays(A,writer,G) -> fail.
```

or

```
norm n1: plays(A,writer,G)
      -> obligation(A,n1,plays(A,editor,G),
         'now + 3 min').
```

Obligations life cycle



- ϕ: activation condition (e.g. play a role)
- g: the obligation (e.g. commit to a mission)

OS in $\mathcal{M}$oise OML to NOPL translation

Example (role cardinality norm – regimentation)

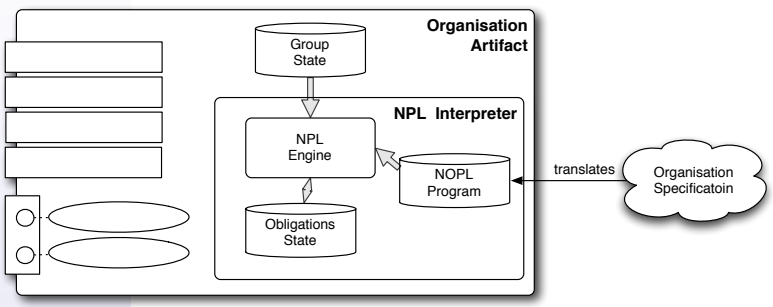
```
group_role(writer,1,5).

norm ncar: group_role(R,_,M) &
           rplayers(R,G,V) & V > M
  -> fail(role_cardinality(R,G,V,M)).
```

Example (role cardinality norm – agent decision)

```
norm ncar: group_role(R,_,M) &
           rplayers(R,G,V) & V > M &
           plays(E,editor,G)
  -> obligation(E,ncar,committed(E,ms,_),
                'now + 1 hour').
```

Organisational Artifact Architecture

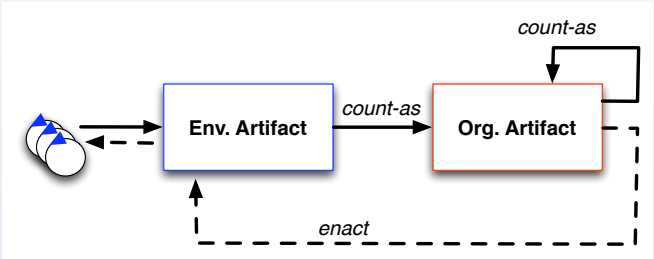


Signals (o = obligation(to whom, reason, what, deadline)):

- obl_created(o): the obligation o is created
- obl_fulfilled(o): the obligation o is fulfilled
- obl_unfulfilled(o): the obligation o is unfulfilled
- obl_inactive(o): the obligation o is inactive
- norm_failure(f): the failure f has happened

Environment integration

- Organisational Artifacts enable organisation and environment integration
- Embodied organisation [Piunti et al., 2009a]



status: ongoing work

Constitutive rules

Count-As rule

An event occurring on an artifact, in a particular context, may count-as an institutional event

- transforms the events created in the working environment into activation of an organisational operation
- ⇝ indirect automatic updating of the organisation

Enact rule

An event produced on an organisational artifact, in a specific institutional context, may "enact" change and updating of the working environment (i.e., to promote equilibrium, avoid undesiderable states)

- Installing automated control on the working environment
- Even without the intervention of organisational/staff agents (regimenting actions on physical artifacts, enforcing sanctions, ...)

Agent integration

- Agents can interact with organisational artifacts as with ordinary artifacts by perception and action
- ⇝ Any Agent Programming Language integrated with CArtAgO can use organisational artifacts

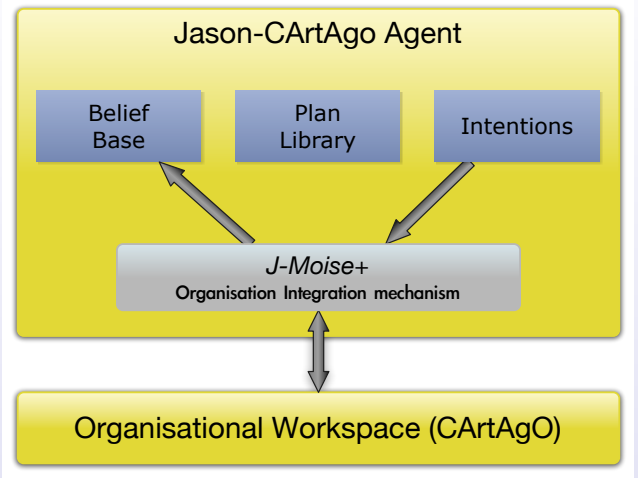
Agent integration provides some "internal" tools for the agents to simplify their interaction with the organisation:

- maintenance of a local copy of the organisational state
- production of *organisational events*
- provision of *organisational actions*

J-Moise: Jason + Moise

- Agents are programmed with *Jason*
- ⇝ BDI agents (reactive planning) – suitable abstraction level
- The programmer has the possibility to express sophisticated recipes for adopting roles, committing to missions, fulfilling/violating norms, ...
- Organisational information is made accessible in the mental state of the agent as beliefs
- Integration is totally independent of the distribution/communication layer

J-Moise: Jason + Moise– General view



Organisational actions in Jason I

Example (GroupBoard)

```
...
joinWorkspace("ora4mas",O4MWsp);
makeArtifact(
    "auction",
    "ora4mas.nopl.GroupBoard",
    ["auction-os.xml", auctionGroup, false, true ],
    GrArtId);
adoptRole(auctioneer);
focus(GrArtId);
...
```

Organisational actions in Jason II

- For groups:
  - create_group
  - remove_group

Example

```
...
.my_name(Me);
join_workspace(ora4mas,"",user_id(Me));
create_group(
      mypaper,     // group identification
      "wp-os.xml", // specification file
      wpgroup,     // group type
      false,       // monitoring scheme
      true);       // GUI
adopt_role(editor,mypaper);
```

Organisational actions in Jason III

Example (SchemeBoard)

```
...
makeArtifact(
   "sch1",
   "ora4mas.nopl.SchemeBoard",
   ["auction-os.xml", doAuction, false, true ],
   SchArtId);
focus(SchArtId);
addScheme(Sch);
commitMission(mAuctioneer)[artifact_id(SchArtId)];
...
```

Organisational actions in Jason IV

- For schemes:
  - create_scheme
  - add_responsible_group
  - remove_scheme
  - goal_achieved

Example

```
create_scheme(
    s45,
    "wp-os.xml",
    writePaperSch,
    false,
    true);
add_responsible_group(s45,mypaper);
commit_mission(mManager, S).
```

Organisational actions in Jason V

- For roles:
  - `adopt_role`
  - `remove_role`
- For missions:
  - `commit_mission`
  - `remove_mission`
- Those actions usually are executed under *regimentation* (to avoid an inconsistent organisational state)
  e.g. the adoption of role is constrained by
  - the cardinality of the role in the group
  - the compatibilities of the roles played by the agent

Organisational perception

When an agent focus on an Organisational Artifact, the observable properties (Java objects) are translated to beliefs with the following predicates:

- specification
- scheme_specification
- play(agent, role, group)
- commitment(agent, mission, scheme)
- goalState(scheme, goal, list of committed agents, list of agent that achieved the goal, state of the goal)
- obligation(agent,norm,goal,dead line)
- normFailure(norm)

Organisational perception – example

Inspection of agent **bob** (cycle #0)

Beliefs

commitment(bob,mManager,"sch2")[artifact_id(cobj_4),c
cept),artifact_name(cobj_4,"sch2"),artifact_type(cobj_4,"ora4m
commitment(bob,mManager,"sch1")[artifact_id(cobj_3),c
cept),artifact_name(cobj_3,"sch1"),artifact_type(cobj_3,"ora4m
current_wsp(cobj_1,"ora4mas","308b05b0-2994-4fe8
formationStatus(ok)[artifact_id(cobj_2),obs_prop_id("obs_i
obj_2,"mypaper"),artifact_type(cobj_2,"ora4mas.nopl.GroupBo
goalState("sch2",wp,[bob],[bob],satisfied)[artifact_id(cot

Handling organisational events in Jason

Whenever something changes in the organisation, the agent architecture updates the agent belief base accordingly producing events (belief update from perception)

Example (new agent entered the group)

```
+play(Ag,boss,GId) <- .send(Ag,tell,hello).
```

Example (change in goal state)

```
+goalState(Scheme,wsecs,_,_,satisfied)
    : .my_name(Me) & commitment(Me,mCol,Scheme)
  <- leave_mission(mColaborator,Scheme).
```

Example (signals)

```
+normFailure(N) <- .print("norm failure event: ", N).
```

Typical plans for obligations

Example

```
+obligation(Ag,Norm,committed(Ag,Mission,Scheme),DeadLine)
    : .my_name(Ag)
   <- .print("I am obliged to commit to ",Mission);
      commit_mission(Mission,Scheme).

+obligation(Ag,Norm,achieved(Sch,Goal,Ag),DeadLine)
    : .my_name(Ag)
   <- .print("I am obliged to achieve goal ",Goal);
      !Goal[scheme(Sch)];
      goal_achieved(Goal,Sch).

+obligation(Ag,Norm,What,DeadLine)
   : .my_name(Ag)
   <- .print("I am obliged to ",What,
             ", but I don't know what to do!").
```

Writing paper example

Organisation Specification

```
<organisational-specification
  <structural-specification>
     <role-definitions>
        <role id="author" />
        <role id="writer"> <extends role="author"/> </role>
        <role id="editor"> <extends role="author"/> </role>
     </role-definitions>

     <group-specification id="wpgroup">
        <roles>
           <role id="writer" min="1" max="5" />
           <role id="editor" min="1" max="1" />
        </roles>
        ...
```

Writing paper sample I

Execution

jaime action: jmoise.create_group(wpgroup)

all perception: group(wpgroup,g1)[owner(jaime)]

jaime action: jmoise.adopt_role(editor,g1)

olivier action: jmoise.adopt_role(writer,g1)

jomi action: jmoise.adopt_role(writer,g1)

all perception:
play(jaime,editor,g1)
play(olivier,writer,g1)
play(jomi,writer,g1)

Writing paper sample II

Execution

jaime action: jmoise.create_scheme(writePaperSch, [g1])

all perception: scheme(writePaperSch,s1)[owner(jaime)]

all perception: scheme_group(s1,g1)

jaime perception:
permission(s1,mManager)[role(editor),group(wpgroup)]

jaime action: jmoise.commit_mission(mManager,s1)

olivier perception:
obligation(s1,mColaborator)[role(writer),group(wpgroup),
obligation(s1,mBib)[role(writer),group(wpgroup)

olivier action: jmoise.commit_mission(mColaborator,s1)

olivier action: jmoise.commit_mission(mBib,s1)

Writing paper sample III

Execution

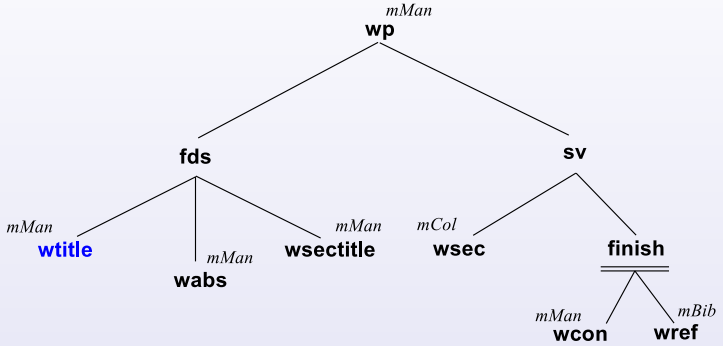
jomi perception:
obligation(s1,mColaborator)[role(writer),group(wpgroup),
obligation(s1,mBib)[role(writer),group(wpgroup)]

jomi action: jmoise.commit_mission(mColaborator,s1)

all perception:
commitment(jaime,mManager,s1)
commitment(olivier,mColaborator,s1)
commitment(olivier,mBib,s1)
commitment(jomi,mColaborator,s1)

Writing paper sample IV

Execution



all perception: goal_state(s1,*,unsatisfied)

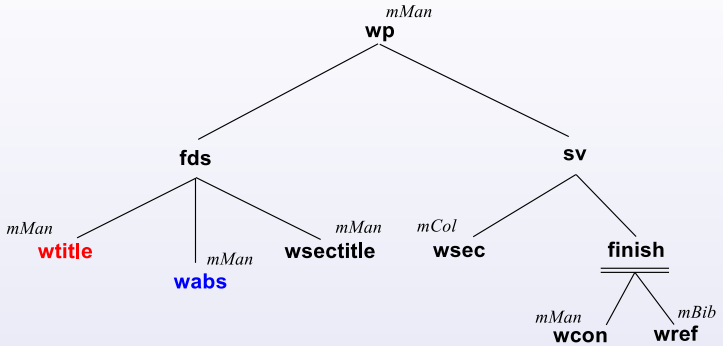
Writing paper sample V

Execution

jaime (only wtitle is possible, Jaime should work)
event: *+!wtitle*
action: jmoise.set_goal_state(s1,wtitle,satisfied)

Writing paper sample VI

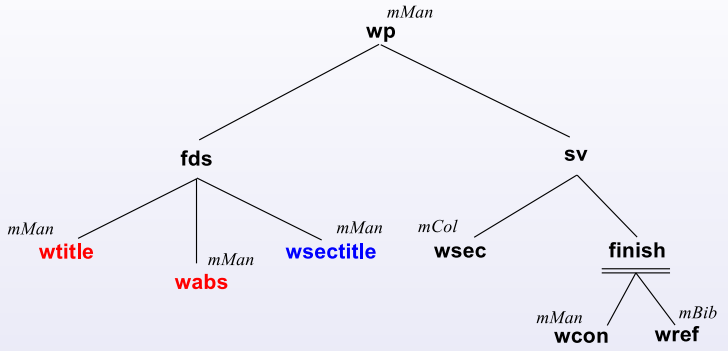
Execution



jaime event: *+!wabs*
action: jmoise.set_goal_state(s1,wabs,satisfied)

Writing paper sample VII

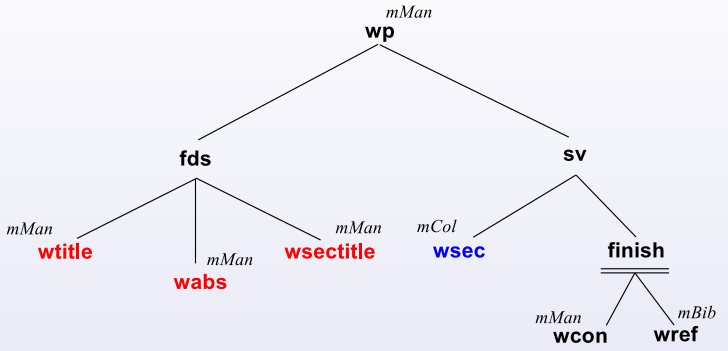
Execution



jaime event: *+!wsectitles*
action: jmoise.set_goal_state(s1,wsectitles,satisfied)

Writing paper sample VIII

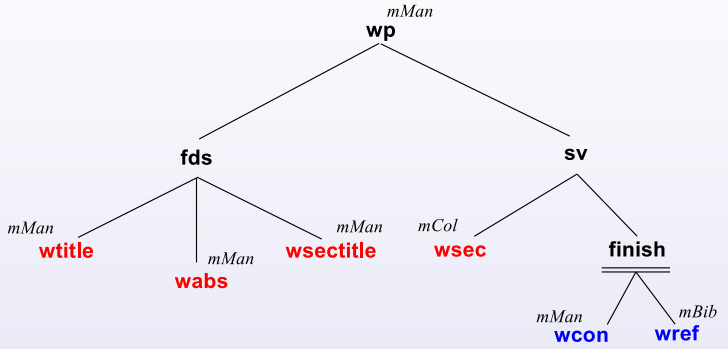
Execution



olivier, jomi event: *+!wsecs*
action: jmoise.set_goal_state(s1,wsecs,satisfied)

Writing paper sample IX

Execution



jaime event: *+!wcon*; ...

olivier event: *+!wref*; ...

Writing paper sample X

Execution

all action: jmoise.remove_mission(s1)

jaime action: jmoise.jmoise.remove_scheme(s1)

Useful tools — Mind inspector

play(gaucho1,herder,gr_herding_grp_13)[source(orgManager)].
play(gaucho4,herdboy,gr_herding_grp_13)[source(orgManager)].
play(gaucho5,herdboy,gr_herding_grp_13)[source(orgManager)].
pos(45,44,128)[source(percept)].
scheme(herd_sch,sch_herd_sch_18)[owner(gaucho3),source(orgManager)].
scheme(herd_sch,sch_herd_sch_12)[owner(gaucho1),source(orgManager)].
scheme_group(sch_herd_sch_12,gr_herding_grp_13)[source(orgManager)].
steps(700)[source(self)].
target(6,44)[source(gaucho1)].

- Rules

```
random_pos(X,Y) :-
    (pos(AgX,AgY,_418) & (jia.random(RX,40) & ((RX > 5) & ((X = ((RX-20)+AgX)) & ((X >
```

- Intentions

Sel	Id	Pen	Intended Means Stack (hide details)
	16927	suspended-self	+!be_in_formation[scheme(sch_herd_sch_12),mission(hel +!be_in_formation[scheme(Sch),mission(Mission)]

Summary

- Ensures that the agents follow some of the constraints specified for the organisation
- Helps the agents to work together
- The organisation is *interpreted at runtime*, it is not hardwired in the agents code
- The agents 'handle' the organisation (i.e. their artifacts)
- It is suitable for open systems as no specific agent architecture is required

- All available as open source at

  `http://moise.souceforge.net`

Summary

- *Jason*
  - declarative and goal oriented programming
  - goal patterns (maintenance goal)
  - meta-programming (.drop intention([group(g1)])
  - customisations (integration with the simulator and the organisation)
  - internal actions (code in Java)
  - ⇝ good programming style
- $\mathcal{M}$OISE Framework
  - definition of groups and roles
  - allocation of goals to agents based on their roles
  - to change the team, we (developers) simply change the organisation
  - global orchestration
  - ⇝ team strategy defined at a high level

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