Multi-Agent Oriented Programming

The JaCaMo Platform

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Tutorial Organisation

- ► Introduction to Multi-Agent Oriented Programming
- Programming Agents
- Programming Agents' Environment
- Programming Agents' Interaction
- Programming Agents' Organisations
- Programming Applications
- ► Conclusion & Perspectives



Multi-Agent Oriented Programming Introduction

Outline

Introduction

Motivation

Multi-Agent Oriented Programming (MAOP) MAOP Perspective in the JaCaMo Platform

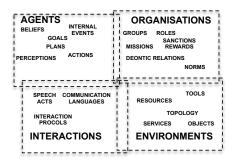


Current Landscape of Multi-Agent Programming

- ► Many AOSE methodology (Prometheus, Gaia, Tropos, ...) exist!
- → Use at least one of these methodologies for analysing and designing your MAS application
 - Many agent languages have efficient and stable interpreters used extensively in teaching
 - ▶ All have some programming tools (IDE, tracing of agents' mental attitudes, tracing of messages exchanged, etc.)
 - Some are integrating social aspects of MAS
 - However, there are not yet proper tools to program multi-agent systems!
- → some reasons and motivations follow!



MAS Conceptual framework / Dimensions



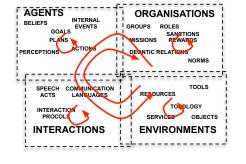
cf. VOWELS [Demazeau, 1995, Demazeau, 1997]

- Agents: abstractions for the definition of the decision/reasoning entities architectures
- Environment: abstractions for structuring resources, processing entities shared among the agents
- Interaction: abstractions for structuring interactions among entities
- Organisation: abstractions for structuring and ruling the sets of entities within the MAS

→ A rich set of abstractions for capturing applications complexity!



MAS Conceptual framework / Dynamics

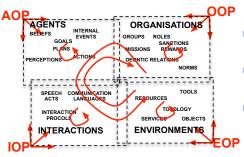


- Each dimension has its own dynamics
- Dynamics may be interlaced into bottom-up / top-down global cycles
- Coordination of these dynamics may be programmed into one or several dimensions
 [Boissier, 2003]

→ A rich palette of possible dynamics & coordination!!



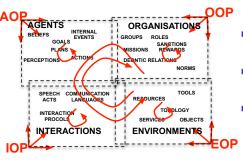
MAS Programming



- Agent Oriented Programming [Shoham, 1993]
- Environment Oriented
 Programming [Ricci et al., 2010b]
- Interaction Oriented Programming [Huhns, 2001]
- Organisation Oriented Programming [Pynadath et al., 1999]
- ▶ In these approaches, some dimensions lose their control & visibility!
- Integrating the dimensions into one programming platform is not so easy!
 - Examples of Multi-Agent Oriented Programming Platforms: Volcano platform [Ricordel and Demazeau, 2002], MASK platform [Occello et al., 2004], MASQ [Stratulat et al., 2009], extending AGRE and AGREEN, Situated E-Institutions [Campos et al., 2009], ...



MAS Programming



- ► Agent Oriented Programming [Shoham, 1993]
- Environment OrientedProgramming [Ricci et al., 2010b]
- ► Interaction Oriented Programming [Huhns, 2001]
- Organisation Oriented Programming [Pynadath et al., 1999]

Challenge

Shifting from an A/E/I/O oriented approaches to a Multi-Agent Oriented approach

keeping alive the concepts, dynamics and coordinations of the A, E, I and O dimensions



Outline

Introduction

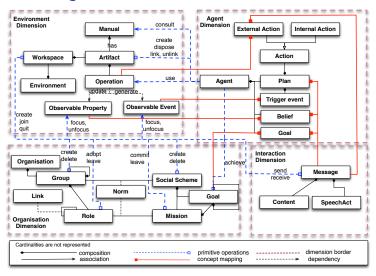
Motivation

Multi-Agent Oriented Programming (MAOP)

MAOP Perspective in the JaCaMo Platform



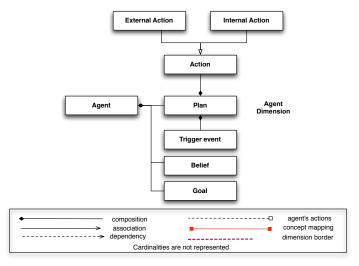
Seamless Integration of A & E & I & O



JaCaMo Meta-model [Boissier et al., 2011], based on Cartago [Ricci et al., 2009b], Jason [Bordini et al., 2007], Moise [Hübner et al., 2009a] meta-models



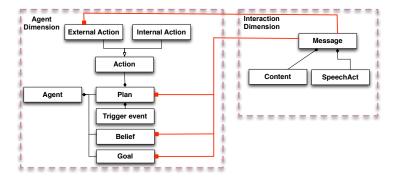
Agent meta-model



Based on Jason meta-models [Bordini et al., 2007]

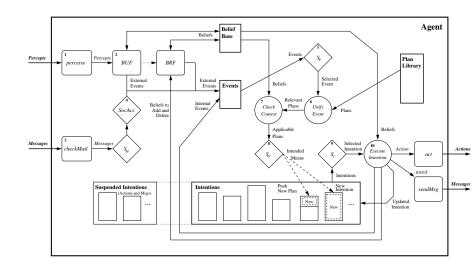


Agent & Agent Interaction meta-model



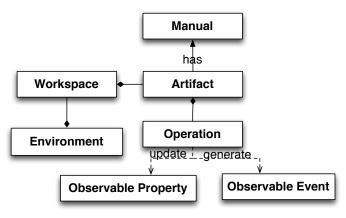


Agent's dynamics





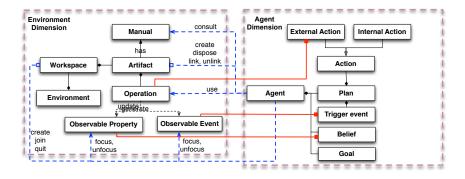
Environment meta-model



Based on A&A meta-model [Omicini et al., 2008]



A & E Interaction meta-model





Environment's dynamics

Artifact life-cycle

- Creation/Deletion
- Activation/Execution/Fail or Success/Deactivation of an Operation
- ► Linking / Unlinking

Workspace life-cycle

- Creation/Deletion of a workspace
- Creation/Deletion of Artifacts
- ► Creation/Deletion & Entry/Exit of Agents

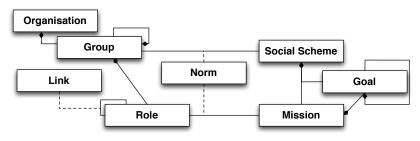


Outcomes of A & E Integration

- ► Agents with dynamic action repertoire, extended/reshaped by agents themselves
- Uniform implementation of any mechanisms (e.g. coordination mechanism) in terms of actions/percepts
 - No need to extend agents with special purpose primitives
- ► Exploiting a new type of agent modularity, based on externalization [Ricci et al., 2009a]



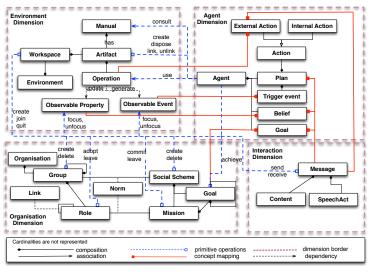
Organisation meta-model



Simplified \mathcal{M} oise meta-model [Hübner et al., 2009a]



A & E & O Interaction meta-model



Based on Cartago [Ricci et al., 2009b], Jason [Bordini et al., 2007], Moise [Hübner et al., 2009a] meta-models

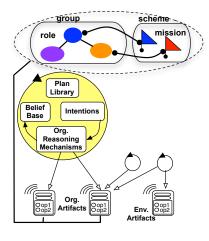


A & O Integration

- Definition of organisational beliefs, organisational actions mediating the perception and actions on the organisation entity
- Done by instrumenting the organisation management by dedicated Organisational Artifacts
 - Mapping of the organisational state onto artifacts computational state
 - Encapsulation of organisational functionalities by suitably designed artifacts providing organisational operations
- Reification of organisation management actions/perceptions by actions/percepts on the artifacts
 - Extensible set of organisational artifacts:
 - Openness Management Artifact [Kitio, 2011]
 - Reorganisation Artifact [Sorici, 2011]
 - Evaluation Artifact (kind-of reputation artifact) [Hübner et al., 2009b]
 - Communication management Artifact [Ciortea, 2011]



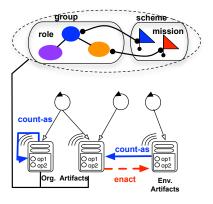
A & O Integration (2)



- Exploit the uniform access to artifacts
- Agents may be aware of the Organisation by the way of:
 - organisational events
 - organisational actions
- Agents can reason on the organisation:
 - to achieve organisational goals
 - by developing organisational plans



E & O Integration



- Env. Artifacts provide operations on shared resources
- Org. Artifacts provide organisational operations
- ▶ Both artifacts bound by count-as, enact constitutive rules [Piunti et al., 2009, de Brito et al., 2012]
- Org-agnostic agents may indirectly act on the organisation
- Environment can act on the organisation
- → Organisation is embodied, situated in the environment



Organisation's dynamics (triggered by Agents, Environment)

Organisation life-cycle

- Entrance/Exit of an agent
- Creation/Deletion of an Organisation entity
- ► Change of Organisation specification

Structural Organisation life-cycle

- Creation/Deletion of a group
- Adoption/Release of a role

Functional Organisation life-cycle

- Creation/End of a schema
- Commitment/Release of a mission
- Change of a global goal state

Normative Organisation life-cycle

- ► Activation/De-activation of obligation
- ► Fulfilment/Violation/Sanction

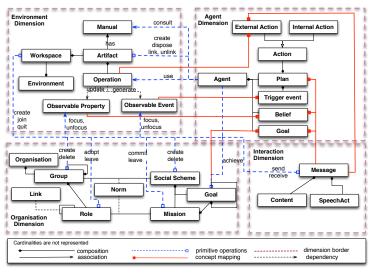


Outcomes of A & E & O Integration

- Normative deliberative agents
 - possibility to define mechanisms for agents to evolve within an organisation/several organisations
 - possibility to define proper mechanisms for deliberating on the internalisation/adoption/violation of norms
- Reorganisation, adaptation of the organisation
 - possibility to define proper mechanisms for diagnosing/evaluating/refining/defining organisations
- "Deliberative" Organisations
 - possibility to define dedicated organisational strategies for the regulation/adaptation of the organisation behaviour (organisational agents)
- "Embodied" Organisation / Organisation Aware Environment
 - possibility to connect organisation to environment



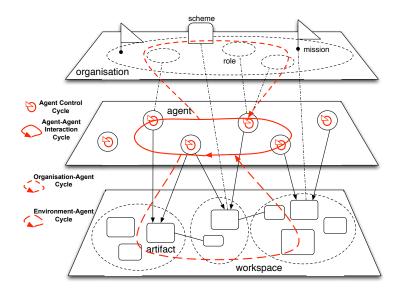
Synthesis: MAOP meta-model



JaCaMo Meta-model [Boissier et al., 2011], based on Cartago [Ricci et al., 2009b], Jason [Bordini et al., 2007], Moise [Hübner et al., 2009a] meta-models



Synthesis: MAO Dynamics





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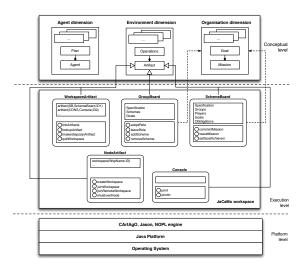
Multi-Agent Oriented Programming (MAOP)

MAOP Perspective in the JaCaMo Platform



JaCaMo Platform

http://jacamo.sourceforge.net





Execution Platform

Agent execution and communication management infrastructures can be:

```
Centralised: all agents in the same machine, one thread by agent, very fast
```

```
Centralised (pool): all agents in the same machine, fixed number of threads, allows thousands of agents
```

Distributed (jade): distributed agents, FIPA-ACL communication using

Jade

.... others defined by the user (e.g. AgentScape)

Environment execution can be:

Centralised: one centralised environment shared by the agents, is automatically included in case of no other specification

Distributed: multiple environments shared by the agents – specified by cartago("infrastructure")



MAS Configuration & Deployment Language

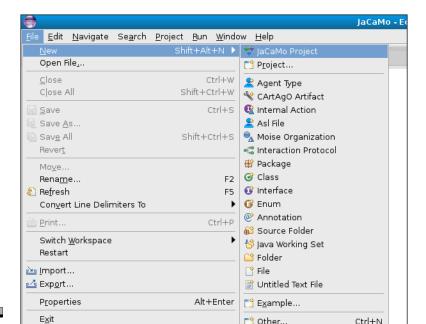
 Simple way of defining a multi-agent system within the JaCaMo Platform

Example (Building House Definition)

```
mas house_building {
   agent giacomo // the agent that wants to build a house
   agent companyA // builder agents (see their code for details)
   agent companyB
   agent companyC {
      instances: 5
   agent companyD {
      instances: 13
   }
   agent companyE
   asl-path: src/agt, src/agt/inc
```

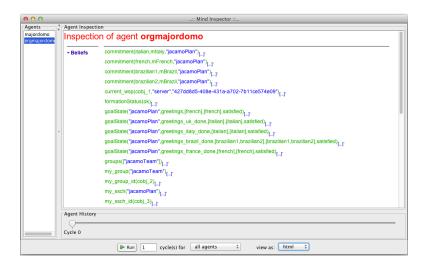


Eclipse JaCaMo plugin



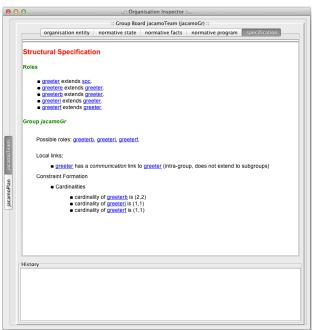


Agent's Mind inspector



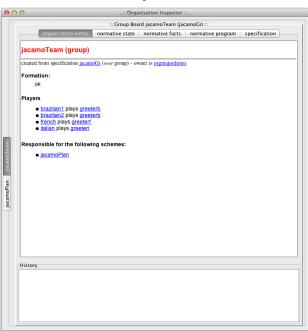


Organization Structure inspector



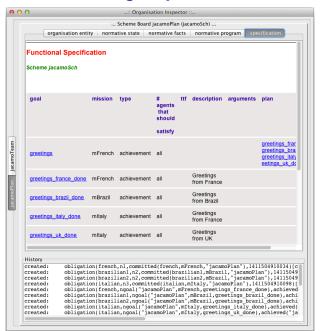


Organization Structure inspector



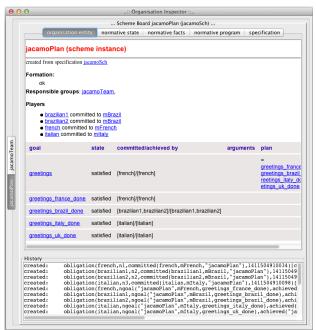


Organization Functioning inspector





Organization Functioning inspector





Integration of Multi-Agent technologies

- ▶ Agent: Jason agents [Bordini et al., 2007]
- ► Environment: CArtAgO platform [Ricci et al., 2009b]
- ▶ Organisation: Moise framework with the extended/refactored version of the Moise OMI: ORA4MAS [Hübner et al., 2009a]
- Interaction: based on tight integration between Jason and KQML or ACL/FIPA

Dimensions are integrated with dedicated bridges:

- ► A–E (c4Jason, c4Jadex [Ricci et al., 2009b])
- ► E-O (count-as/enact rules [Piunti et al., 2009, de Brito et al., 2015])
- ► A-O is for free (thanks to ORA4MAS). Strategies and reasoning capabilities from J-Moise⁺ [Hübner et al., 2007] can be reused.

Open to integrate other Multi-Agent Technologies



Integration with other technologies

- ▶ Web 2.0
 - ▶ implementing Web 2.0 applications
 - http://jaca-web.sourceforge.net
- Android Platforms (JaCa-Android)
 - implementing mobile computing applications on top of the Android platform [Santi et al., 2011]
 - http://jaca-android.sourceforge.net
- Web Services
 - building SOA/Web Services applications [Ricci et al., 2010a]
 - http://cartagows.sourceforge.net
- Arduino Platforms
 - building "Web of Things" Applications
 - http://jacamo.sourceforge.net
- Semantic Technologies
 - JaSA: Semantically Aware Agents
 - http://cartago.sourceforge.net



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