

Conceptual Foundations of Agent Oriented Computing

Multiagent Systems LS
Sistemi Multiagente LS

Andrea Omicini

`andrea.omicini@unibo.it`

Ingegneria Due

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1 Complex Software Systems: The Paradigm Shift

- Toward a Paradigm Change
- Away from Objects

2 Towards Agents

- Moving Toward Agent Technologies
- The Many Agents Around



Outline

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The Change is Widespread

- [Zambonelli and Parunak, 2003]
- Today software systems are essentially different from “traditional” ones
- The difference is widespread, and not limited to some application scenarios



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The Next Crisis of Software

The Scenario of the Crisis

Computing systems

- will be anywhere
 - will be embedded in every environment item/ object
- always connected
 - wireless technologies will make interconnection pervasive
- always active
 - to perform tasks on our behalf



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Impact on Software Engineering

Which impact on the design & development of software systems?

- Quantitative
 - in terms of computational units, software components, number of interconnections, people involved, time required, ...
 - current processes, methods and technologies do not scale
- Qualitative
 - new software systems are *different* in kind
 - new features never experimented before



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Novel Features of Complex Software Systems

- **Situatedness**
 - computations occur within an environment
 - computations and environment mutually affect each other, and cannot be understood separately
- Openness
 - systems are permeable and subject to change in size and structure
- Locality in control
 - components of a system are autonomous and proactive *loci* of control
- Locality in interaction
 - components of a system interact based on some notion of spatio-temporal compresence on a *local* basis



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- manufacturing and environmental control systems
- mobile computing
- pervasive / ubiquitous computing
- Internet computing
- peer-to-peer (P2P) systems



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Situatedness—Examples

Control systems for physical domains

- manufacturing, traffic control, home care, health care systems
- explicitly aim at managing / capturing data from the environment through event-driven models / event-handling policies



Situatedness—Examples

Sensor networks, robot networks

- are typically meant to sense, explore, monitor and control partially known / unknown environments



Situatedness I

Environment as a first-class entity

- the notion of *environment* is explicit
- components / computations interact with, and are affected by the environment
- interaction with the environment is often explicit, too

Is this new?

- every computation always occurred in some context
- however, the environment is *masked* behind some “wrapping” abstractions
- environment is not a *primary* abstraction



Situatedness II

Does masking / wrapping work?

- wrapping abstractions are often too simple to capture complexity of the environment
- when you need to sense / control the environment, masking it is not a good choice
- environment dynamics is typically independent of system dynamics
 - the environment is often unpredictable and non-formalisable [Wegner, 1997]



Situatedness III

Trend in CS and SE

- drawing a line around the system
- explicitly representing
 - what is inside in terms of component's behaviour and interaction
 - what is outside in terms of environment, and system interaction with the environment
- predictability of components vs. unpredictability of the environment
 - this dichotomy is a key issue in the engineering of complex software systems



Openness—Examples

Critical control systems

- unstopable systems, run forever
- they need to be adapted / updated anyway, in terms of either computational or physical components
- openness to change, and automatic reorganisation are essential features

Systems based on mobile devices

- the dynamics of mobile devices is out of the system / engineer's control
- system should work without assumptions on presence / activity of mobile devices
- the same holds for Internet-based / P2P systems



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Openness

Permeable boundaries

- drawing lines around “systems” does not make them isolated
- boundaries are often just conventional, thus allow for mutual interaction and side-effects

The dynamics of change

- systems may change in structure, cardinality, organisation, ...
- technologies, methodologies, but above all abstractions should account for modelling (possibly governing) the dynamics of change



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Openness—Further Issues

Where is the system?

- where do components belong?
- are system boundaries for real?

Mummy, where am I?

- how should components become aware of their environment?
- when they enter a system / are brought to existence?

How do we control open systems?

- where components come and go?
- where they can interact at their will?



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Local Control—Examples

Cellular phone network

- each cell with its own activity / autonomous control flow
- autonomous (inter)acting in a world-wide network

World Wide Web

- each server with its own (reactive) independent control flow
- each browser client with its own (proactive) independent control flow



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Local Control

Flow of Control

- key notion in traditional systems
- key notion in Computer Science
- multiple flows of control in concurrent / parallel computing
- however, not an immediate notion in complex software systems
 - a more general / powerful notion is required

Autonomy

- is the key notion here
- subsuming control flow / motivating multiple, independent flows of control
- at a higher level of abstraction



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Local Control—Issues of Autonomy

- in an open world, autonomy of execution makes it easy for components to move across systems & environments
- autonomy of components more effectively matches dynamics of environment
- autonomy of executions is a suitable model for multiple independent computational entities
- SE principles of locality and encapsulation cope well with delegation of control to autonomous components



Local Interactions—Examples

Control systems for physical domains

- each control component is delegated a portion of the environment to control
- interactions are typically limited to the neighboring portions of the environment
- strict coordination with neighboring components is typically enforced

Mobile applications

- local interaction of mobile devices is the basis for “context-awareness”
- interactions are mostly with the surrounding environment
- interoperation with neighboring devices is typically enabled



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Local Interactions

Local interactions in a global world

- autonomous components interact with the environment where they are located
 - interaction is limited in extension by either physical laws or logical constraints
- autonomous components interact openly with other systems
 - motion to and local interaction within the new system is the cheapest and most suitable model
- situatedness of autonomous components calls for context-awareness
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Summing Up

Complex software systems, then

- made of autonomous components
- locally interacting with each other
- immersed in an environment—both components and the system as a whole
- system / component boundaries are blurred—they are conceptual tools until they work

Change is going to happen soon

- Computer Science is going to change
- Software Engineering is going to change
- a paradigm shift is occurring—a *revolution*, maybe [Kuhn, 1996]



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Evolution of Programming Languages: The Picture

- [Odell, 2002]

	Monolithic Programming	Modular Programming	Object-Oriented Programming	Agent Programming
Unit Behavior	Nonmodular	Modular	Modular	Modular
Unit State	External	External	Internal	Internal
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Evolution of Programming Languages: Dimensions

Historical evolution

- Monolithic programming
- Modular programming
- Object-oriented programming
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Degree of modularity & encapsulation

- Unit behaviour
- Unit state
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Monolithic Programming

- The basic unit of software is the whole program
- Programmer has full control
- Program's state is responsibility of the programmer
- Program invocation determined by system's operator
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There is no encapsulation of anything, in the very end

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Motivations

- Larger memory spaces and faster processor speed allowed program to become more complex

Results

- Some degree of organisation in the code was required to deal with the increased complexity



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- The basic unit of software are structured loops / subroutines / procedures / ...
 - this is the era of procedures as the primary unit of decomposition
- Small units of code could actually be reused under a variety of situations
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Encapsulation applies to *unit behaviour* only

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- The basic unit of software are agents
 - encapsulating everything, in principle
 - by simply following the pattern of the evolution
 - whatever an agent is
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Before we define agents...

- ... agents are *autonomous* entities
 - encapsulating their thread of control
 - they can say "Go!"
- ... agents cannot be invoked
 - they can say "No!"
 - they do not have an interface, nor do they have methods
- ... agents need to encapsulate a criterion for their activity
 - to self-govern their own thread of control



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Dimensions of Agent Autonomy

Dynamic autonomy

- Agents are *dynamic* since they can exercise some degree of activity
 - they can say “Go!”
- From passive through reactive to active



Dimensions of Agent Autonomy

Unpredictable / non-deterministic autonomy

- Agents are *unpredictable* since they can exercise some degree of deliberation
 - they can say “Go!”, they can say “No!”
 - and also because they are “opaque”—may be unpredictable to external observation, not necessarily to design
- From predictable through partially predictable to unpredictable



Objects vs. Agents: Interaction & Control

Message passing in object-oriented programming

- Data flow along with control
 - data flow cannot be designed as separate from control flow
- A too-rigid constraint for complex distributed systems. . .

Message passing in agent-oriented programming

- Data flow through agents, control does not
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- Complex distributed systems can be designed by designing information flow



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Agents Communication

Agents communicate

- Interaction between agents is a matter of exchanging information
 - toward Agent Communication Languages (ACL)
- Agents can be involved in *conversations*
 - they can be involved in associations lasting longer than the single communication act
 - differently from objects, where one message just refer to one method



Agents Communication

Agents communicate

- Interaction between agents is a matter of exchanging information
 - toward Agent Communication Languages (ACL)
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Philosophical Differences [Odell, 2002] I

Decentralisation

- Object-based systems are completely pre-determined in control. Control is essentially centralised at design time
- Agent-oriented systems are essentially decentralised in control

Multiple & dynamic classification

- Once created, objects typically have an unmodifiable class
- After creation, agents can change their role, task, goal, class, . . . , according to their needs and to the ever-changing structure of the surrounding environment



Philosophical Differences [Odell, 2002] II

Instance-level features

- Objects are class instances whose features are essentially defined by classes themselves once and for all
- Agents features can change during execution, by adaptation, learning, . . .

Small in impact

- Loosing an object in an object-oriented system makes the whole system fail, or at least raise an exception
- Loosing an agent in a multi-agent system may lead to decreases in performance, but agents are not necessarily single points of failure



Philosophical Differences [Odell, 2002] III

Small in time

- Garbage collection is an extra-mechanism in object-oriented languages for taking advantage of disappearing objects
- Disappearing agents can simply be forgotten naturally, with no need of extra-mechanisms

Small in scope

- Objects can potentially interact with the whole object space, however their interaction space is defined once and for all at design time: this defines a sort of local information space where they can retrieve knowledge from
- Agents are not omniscient and omnipotent, and typically rely on local sensing of their surrounding environment



Philosophical Differences [Odell, 2002] IV

Emergence

- Object-based systems are essentially predictable
- Multi-agent systems are intrinsically unpredictable and non-formalisable and typically give raise to emergent phenomena

Analogies from nature and society

- Object-oriented systems have not an easy counterpart in nature
- Multi-agent systems closely resembles existing natural and social systems



Towards the Coexistence of Agents and Objects

Final issues from [Odell, 2002]

- Should we *wrap* objects to *agentify* them?
- Could we really *extend objects* to make them agents?
- How are we going to *implement the paradigm shift*, under the heavy weight of legacy?
 - technologies, methodologies, tools, human knowledge, shared practises, ...

Answers are to be found in the remainder of the course

- So, stay tuned!



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Towards Seamless Agent Middleware

The first question

- How are we going to *implement the paradigm shift*, under the heavy weight of legacy?

Mainstreaming Agent Technologies

[Omicini and Rimassa, 2004]

- Observing the state of agent technologies nowadays
- Focussing on agent middleware
- Devising out a possible scenario



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The Technology Life-Cycle

A successful technology from conception to abandon

- First ideas from research
- Premiere technology examples
- Early adopters
- Widespread adoption
- Obsolescence
- Dismissal

Often, however, this does not happen

- New technologies fail without even being tried for real
- Which are the factors determining whether a technology will either succeed or fail?



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Dimensions of a Technology Shift

Technology scenario has at least three dimensions

- Programming paradigm
 - new technologies change the way in which systems are conceived
- Development process
 - new technologies change the way in which systems are developed
- Economical environment
 - new technologies change market equilibrium, and their success is affected by market situations

3-D space for a success / failure story

- What will determine the success / failure of agent-based technologies?



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The Programming Paradigm Dimension

Pushing the paradigm shift

- Evangelists gain space on media
- Technological geeks follow soon
- Drawbacks
 - too much hype may create unsupported expectations
 - perceived incompatibility with existing approaches
 - possible dangers for conceptual integrity

Middleware for the paradigm shift

- Technology support to avoid unsupported claims
- Seamlessly situated agents vs. wrapper agents
 - communication actions towards agents
 - transparent or fully transparent effects
- This allows agents to be used in conjunction with sub-systems adopting different component models



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• Creating too much hype may create unsupported expectations
• A perceived inconsistency with existing agent systems
• A perceived danger for commercial viability

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The Programming Paradigm Dimension

Pushing the paradigm shift

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- Drawbacks

• Too much hype may create unsupported expectations
 • Increased awareness with a growing number of people
 • Too many people may create a false sense of security

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The Development Process Dimension

Accounting for real-world software development

- Availability of development methods & tools is critical
 - No technology is to be widely adopted without a suitable methodological support
- Day-by-day developer's needs should be accounted, too

Agent-Oriented Software Engineering Methodologies

- Adopting agent-based metaphors and abstractions to formulate new practises in software engineering
- Current state of AOSE methodologies
 - early development phases are typically well-studied
 - later phases are not, neither the tools, nor the fine-print details



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The Economical Environment Dimension I

Innovation has to be handled with care

- Stakeholders of new technologies may enjoy advantages of early positioning
- However, they often focus too much on *novelty* and *product*, rather than on *benefits* and *service*
 - “We are different” alone does not help much
 - software is a quite peculiar product: nearly zero marginal cost, and almost infinite production capability



The Economical Environment Dimension II

Agent-Oriented Middleware & Infrastructures

- Promoting agent-oriented technologies through integration with existing object-oriented middleware & infrastructures
- Creating a no-cost space for agent technologies
- Notions like *coordination as a service*
[Viroli and Omicini, 2006]
 - where (agent) coordination technologies are no longer “sold” as whole packages
 - whose choice do not require any design commitment
- allow agent metaphors to add their value to existing systems with no assumption on the component model



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Convergence Towards The Agent

Many areas contribute their own notion of agent

- Artificial Intelligence (AI)
- Distributed Artificial Intelligence (DAI)
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- Mobile Computing
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On the Notion of Intelligence in AI

Reproducing intelligence

- AI is first of all concerned with reproducing *intelligent processes* and *behaviours*, where
 - intelligent processes roughly denote *internal* intelligence—like understanding, reasoning, representing knowledge, ...
 - intelligent behaviours roughly represent *external*, observable intelligence—like sensing, acting, communicating, ...

Symbolic intelligence

- Classic AI promoted the so-called *symbolic* acceptance of (artificial) intelligence
 - based on *artificial* representation of the external environment, where the environment is typically *symbolic*
 - and the agent is the only source of observation



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 - where the intelligence is represented as a *symbolic* process



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- It is based on a radical separation of the internal and external aspects of intelligence: the internal aspect is typically associated with the representation of knowledge, while the external aspect is associated with the representation of actions



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- This kind of artificial intelligence is based on the idea that intelligence is essentially a manipulation of symbols in the environment. It typically involves the use of logic and symbolic reasoning.



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intelligent processes roughly denote internal intelligence-related activities, including reasoning, knowledge representation, learning, etc., while behaviours roughly denote external intelligence-related activities, such as interacting with the environment.

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Encapsulating intelligence

- Agents in AI have from the very beginning worked as the units encapsulating *intelligence*
 - *individual* intelligence
 - within the symbolic interpretation of intelligence

Cognitive agents

- AI agents are essentially cognitive agents
 - they are *first* cognitive entities
 - then active entities
 - then intelligent entities, coming from later agents



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• and then they act on the entities

• and they are able to interact with the environment, creating some feedback

• and they are able to learn from the environment



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AI & Agents—A Note

Reversing perspective [Omicini and Poggi, 2006]

- Today, results from AI and MAS research are no longer so easily distinguishable
- Agents and MAS have become the introductory metaphors to most of the AI results
 - as exemplified by one of the most commonly used AI textbooks [Russell and Norvig, 2002]
- Classic AI results on planning, practical reasoning, knowledge representation, machine learning, and the like, have become the most obvious and fruitful starting points for MAS research and technologies
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AI & Agents—A Note

Reversing perspective [Omicini and Poggi, 2006]

- Today, results from AI and MAS research are no longer so easily distinguishable
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On the Notion of Agent in DAI [Wooldridge, 2002]

Overcoming the individual dimension

- no more a single unit encapsulating individual intelligence
- and acting *alone* within an oversimplified environment

Social acceptance of agency

- agents are individuals within a society of agents
- agents are components of a multiagent system (MAS)
- agents are distributed within a *distributed environment*



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Agent Features in DAI [O'Hare and Jennings, 1996]

A DAI agent...

- ... has an explicit representation of the world
- ... is situated within its environment
- ... solves a problem that requires intelligence
- ... deliberates / plans its course of actions
- ... is flexible
- ... is adaptable
- ... learns



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A DAI Agent Represents the World: What?

What should be represented?

- What is relevant? What is not relevant?
 - More precisely, which knowledge about the environment is relevant for an agent to effectively plan and act?
 - So, which portion of the environment should the agent explicitly represent somehow in order to have the chance to behave intelligently?

Representation is partial

- Necessarily, an agent has a *partial* representation of the world
- Its representation includes in general both the current *state* of the environment, and the *laws* regulating its dynamics



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A DAI Agent Represents the World: How?

The issue of Knowledge Representation (KR)

- How should an agent represent knowledge about the world?
- Representation is not neutral with respect to the agent's model and behaviour
 - and to the engineer's possibilities as well
- Choosing the right KR language / formalism
 - according to the agent's (conceptual & computational) model
 - multisets of tuples, logic theories, description logics, ...?



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A DAI Agent Represents the World: Consistency I

Perception vs. representation

- Environment changes, either by agent actions, or by its own dynamics
- Even supposing that an agent has the potential to observe all the relevant changes in the environment, it can not spend all of its activity monitoring the environment and updating its internal representation of the world
- So, in general, how could consistency of internal representation be maintained? And to what extent?
 - in other terms, how and to what extent can an agent be ensured that its knowledge about the environment is at any time consistent with its actual state



A DAI Agent Represents the World: Consistency II

Reactivity vs. proactivity

- An agent should be *reactive*, sensing environment changes and behaving accordingly
- An agent should be *proactive*, deliberating upon its own course of actions based on its mental representation of the world
- So, more generally, how should the duality between reactivity and proactivity be ruled / balanced?



A DAI Agent Solves Problems

An agent has inferential capabilities

- New data representing a new solution to a given problem
- New knowledge inferred from old data
- New methods to solve a given problem
- New laws describing a portion of the world

An agent can change the world

- An agent is equipped with actuators that provide it with the ability to affect its environment
- The nature of actuators depends on the nature of the environment in which the agent is immersed / situated
- In any case, agent's ability to change the world is indeed limited



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A DAI Agent Deliberates & Plans

An agent has a goal to pursue

- A *goal*, typically, as a state of the world to be reached—something to achieve
- A *task*, sometimes, as an activity to be brought to an end—something to do

An agent understands its own capabilities

- Its capabilities in terms of actions, pre-conditions on actions, effects of actions
- “Understands” roughly means that its admissible actions and related notions are somehow represented inside an agent, and there suitably interpreted and handled by the agent
- Perception should in some way interleave with action either to check action pre-conditions, or to verify action effects

An agent is able to build a plan of its actions

- It builds possible plans of action according to its goal/task, and to its knowledge of the environment
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A DAI Agent is Flexible & Adaptable

Define *flexible*. Define *adaptable*.

- What do these words *exactly* mean?
- Adaptable / flexible with respect to what?
- Can an agent change its goal dynamically?
- Or, can it solve different problems in different contexts, or in dynamics contexts?
- Can an agent change its strategy dynamically?
- These properties are misleading, since they are apparently intuitive, and everybody thinks he/she understands them exactly



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- These properties are misleading, since they are apparently intuitive, and everybody thinks he/she understands them exactly



A DAI Agent is Flexible & Adaptable

Define *flexible*. Define *adaptable*.

- What do these words *exactly* mean?
- Adaptable / flexible with respect to what?
- Can an agent change its goal dynamically?
- Or, can it solve different problems in different contexts, or in dynamics contexts?
- Can an agent change its strategy dynamically?
- These properties are misleading, since they are apparently intuitive, and everybody thinks he/she understands them exactly



A DAI Agent Learns

What is (*not*) learning?

- Learning is not merely agent's change of state
- Learning is not merely dynamic perception—even though this change the agent's state and knowledge

What could an agent learn?

- New knowledge
- New laws of the world
- New inferential rules?

What else could an agent learn?

A number of areas insisting on this topic

Machine Learning, Abductive / Inductive Reasoning, Data Mining, Neural Networks, ...



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DAI Agents: Summing Up

In the overall, a DAI agent has a number of important features

- It has a (partial) representation of the world (state & laws)
- It has a limited but dynamic perception of the world
- It has inferential capabilities
- It has a limited but well-known ability to change the world
- It has a goal to pursue (or, a task to do)
- It is able to plan its course of actions, and to deliberate on what to do actually
- Once understood what this means, it might also be flexible and adaptable
- It learns, regardless of how this term is understood



A PL Agent is Autonomous in Control

Complexity is in the control flow

- The need is to abstract away from control
- An agent encapsulates control flow
- An agent is an independent *locus* of control
- An agent is never invoked—it merely follows / drives its own control flow
- An agent is *autonomous* in control
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A PL Agent is neither a Program, nor an Object

An agent is not merely a program

- A program represents the *only* flow of control
- An agent represents a single flow of control within a multiplicity

An agent is not merely a “grown-up” object

- An object is invoked, and simply responds
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An agent is not bound to the Virtual Machine where it is born

- Reversing the perspective
 - it is not that agents are mobile
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- *Mobility* is then another dimension of computing, just uncovered by agents

A new dimension requires new abstractions

- New models, technologies, methodologies
- To be used for reliability, limitations in bandwidth, fault-tolerance, ...



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A Robotic Agent is Physical & Situated

A robot is a physical agent

- It has both a computational and a physical nature
 - complexity of physical world enters the agent boundaries, and cannot be confined within the environment

A robot is intrinsically situated

- Its intelligent behaviour cannot be considered as such separately from the environment where the robot lives and acts
- Some intelligent behaviour can be achieved even without any symbolic representation of the world

→ the non-symbolic approach to intelligence, or situated agent approach (Brooks, 1990)



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A SE Agent is an Abstraction

An agent is an abstraction for engineering systems

- It encapsulate complexity in terms of
 - information / knowledge
 - control
 - goal / task
 - intelligence?
 - mobility?
- Agent-Oriented Software Engineering (AOSE)
 - engineering computational systems using agents
 - agent-based methodologies & tools



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A MAS Agent is a Melting Pot

Putting everything together

- The area of Multiagent Systems (MAS) draws from the results of the many different areas contributing a coherent agent notion
- The MAS area is today an independent research field & scientific community
- As obvious, MAS emphasise the *multiplicity* of the agents composing a system

Summing up

- A MAS agent is an autonomous entity pursuing its goal / task by interacting with other agents as well as with its surrounding environment
- Its main features are
 - autonomy / reactivity
 - intelligence / rationality



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A MAS Agent is Autonomous

A MAS agent is goal / task-oriented

- It encapsulates control
- Control is finalised to task / goal achievement

A MAS agent pursues its goal / task...

- ...proactively
- ...not in response to an external stimulus

So, what is new here?

- agents are goal / task oriented...
- ...but also MAS as wholes are
- *Individual* vs. *global* goal / task
- *How to make them co-exist intelligently, without clashes?*



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A MAS Agent is Interactive

Limited perception, limited capabilities

- It depends on other agents and external resources for the achievement of its goal / task
- It needs to interact with other agents and with the environment [Agre, 1995]
 - communication actions & pragmatical actions

A MAS agent lives not in isolation

- It lives within an agent *society*
- It lives immersed within an agent *environment*

Key-abstractions for MAS

- agents
- society
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Limited perception, limited capabilities

- It depends on other agents and external resources for the achievement of its goal / task
- It needs to interact with other agents and with the environment [Agre, 1995]
 - communication actions & pragmatical actions

A MAS agent lives not in isolation

- It lives within an agent *society*
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Key-abstractions for MAS

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The Notion of Agent is Multi-faceted

Many reliable scientific sources

- Many more or less convergent / divergent definitions
- A synthesis is currently ongoing in the MAS community

Finally, defining the agent notion

- It is now possible. ...
- ... but it is also insufficient, now
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Meta-model is incomplete

- What about agent society?
- What about agent environment?



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Andrea Omicini

`andrea.omicini@unibo.it`

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