

#### A Pragmatic Approach to Agent Societies

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### A Pragmatic approach to Agent Societies







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  - NEON, Collaborative Protegé, BPEL4People, CYC
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## **Ackowledgments**



- Germana Da Nobrega, « Une approche dialectique à la formation de thédries : aspects conceptuels, formels et pragmatiques dans le cadre de l'apprentissage humain » LIRMM PhD thesis: Un. Montpellier 2, 2002
- II. <u>Abdelkader Gouaich</u>, « Movement, Interaction, Calculation as Primitives for Everywhere & Anytime Computing » LIRMM PhD thesis: Un. Montpellier 2, 2005
- III. Nik Nailah Binti Abdullah, « Activity States: a theoretical framework for the analysis of actual human collaboration on the Web » LIRMM PhD thesis: Un. Montpellier 2, 2006
- IV. <u>Clément Jonquet</u>, "Dynamic Service Generation: Agent interactions for service exchange on the Grid," LIRMM PhD Thesis, Un. Montpellier 2, Nov. 2006
- V. Philippe Lemoisson, « Collaborative theory construction: towards a conversational abstract machine » LIRMM PhD thesis: Un. Montpellier 2, Dec. 2006 thesisPhilLemoisson
- VI. <u>Pascal Dugénie</u>, "Espaces collaboratifs ubiquitaires sur une infrastructure à ressources distribuées," LIRMM PhD Thesis: Un. Montpellier 2, Dec. 2007
- VII. <u>Maria Augusta Silveira Netto Nunes</u>, "Recommender Systems based on Personality Traits" <u>LIRMM PhD Thesis: Un. Montpellier 2, Dec. 2008</u>



# Foreword: our position



- S. A. Cerri, "An Integrated View of Grid Services, Agents and Human Learning," in Towards the Learning GRID: advances in Human Learning Services. vol. 127, P. Ritrovato, C. Allison, S. A. Cerri, T. Dimitrakos, M. Gaeta, and S. Salerno, Eds. Amsterdam, NL: IOS Press, 2005, pp. 41-62.
- J. Breuker, S. A. Cerri, P. Dugenie, M. Eisenstadt and P. Lemoisson, <u>Conceptual and Organisational Framework for Conversational and</u> <u>Collaboration Processes</u>, ELeGI European Integrated Project/D20, 91p, 2006
- P. Lemoisson, P. Dugenie, M. Eisenstadt, C. Castillo-Colaux, S. Tsekeridou, ELEGI-I: <u>Communication & Collaboration Services</u>, ELeGI European Integrated Project/D55-i, 38p, 2007
- EU IST <u>ELeGI project 2205 final report</u>, 80p, June 2007



# Foreword: Other's position



- Foster, N. R. Jennings, and C. Kesselman, "Brain meets brawn: why Grid and agents need each other," in 3rd International Joint Conference on Autonomous Agents and Multiagent Systems, AAMAS'04, 2004, pp. 8-15. Also in: Towards the Learning GRID: advances in Human Learning Services. vol. 127, P. Ritrovato, C. Allison, S. A. Cerri, T. Dimitrakos, M. Gaeta, and S. Salerno, Eds. Amsterdam, NL: IOS Press, 2005, pp. 28-40.
- N. Singh, <u>The Pragmatic Web: Preliminary Thoughts</u>
  - We can achieve the vision of the semantic web by first concentrating on services rather than data and second by modelling services as agents rather than as distributed objects and viewing service providers and consumers as participating in rich multiagent systems.
- The Pragmatic Web site & Conferences



# Foreword: other's *recent* position



John F Sowa(Oct08) Dynamic Ontology, A Wittgensteinian Method of Relating
Language to the World ... This talk compares Wittgenstein's ideas to trends in
artificial intelligence. Monolithic frameworks similar to his early approach have had
limited success, but his later ideas suggest promising ways of developing, relating,
and using dynamically evolving ontologies. <<omissis>>>

**Alan Bundy (Feb07)** Cooperating Reasoning Processes: More than just the Sum of their Parts Using the achievements of my research group over the last 35+ years, I provide evidence to support the following hypothesis: By complementing each other, cooperating reasoning process can achieve much more than they could if they only acted individually.



#### Foreword: Recent results



- P. Dugénie, S. A. Cerri, P. Lemoisson, and A. Gouaich, "Agora UCS: Ubiquitous Collaborative Space," in *Intelligent Tutoring Systems*. vol. 5091 LNCS, B. P. Woolf, E. Ameur, R. Nkambou, and S. Lajoie, Eds. Montréal, Springer Verlag, 2008, pp. 696-698.
- C. Jonquet, P. Dugenie, and S. A. Cerri, "Agent Grid Integration Language," Multiagent and Grid Systems vol. 4, pp. 167-211, 2008.
- C. Jonquet, P. Dugenie, and S. A. Cerri, "Service-Based Integration of Grid and Multi-Agent Systems Models," in International Workshop on Service-Oriented Computing: Agents, Semantics, and Engineering, SOCASE'08. vol. 5006 LNCS, R. Kowalczyk, M. N. Huhns, M. Klusch, Z. Maamar, and Q. B. Vo, Eds. Estoril, Portugal, Springer-Verlag, 2008, pp. 56-68.
- P. Dugenie, C. Jonquet, and S. A. Cerri, "The Principle of Immanence in GRID-Multiagent Integrated Systems," in AWESOME 2008, Agents and Web Services Merging in Distributed Environments, Monterey, Mexico, 2008 (invited paper, in press LNCS).



### Introduction:

# "If that is the solution, then ... what was the problem?"

Danadiana alaman



1.	Optimization of the existing	1.	Paradigm change
2.	Products	2.	Services
3.	Centralized architectures	3.	Distributed architectures
4.	Formal learning	4.	Informal learning
5.	Static	5.	Dynamic
6.	Client server	6.	Peer-to-Peer
7.	Objects	7.	Agents
8.	Synchronous communication	8.	Asynchronous communication
9.	Algorithms	9.	Interaction
10.	Compilation	10.	Interpretation
11.	Web	11.	Grid
12.	Individual	12.	Social
13.	Rationality	13.	Emotions
14.	W3C XML « standards »	14.	Ontologies



# **Introduction: Three paradoxes**



- Gap between "social" and "technological"
  - Co-adaptation (<u>Scanlon & O'Shea, 2007</u>) ... We take a strong position that we now have new topologies for learning which have no direct analogues in past educational practice...
  - spiral model
  - human activities in focus (<u>Clancey</u>, 2005)
- Gap between "available" and "used"
  - Learning Doing (<u>Eisenstadt</u>, 2007) ... Advanced learning technologies have been touted for six decades as either a cost-effective or an exciting new way to provide real benefits to a wide audience. Yet, even given some stellar exceptions, the broader promise is demonstrably false. This paper attempts to disentangle the good from the bad, pointing out examples of what works, what fails, and why....
- Gap between "academy" and "industry"
  - Brain Brawn; Agents (Web and Grid) services; Ontologies -Standards ...



# Introduction: two meanings of "pragmatic"



- Pragmatic #1: concrete
  - "If that is the solution, then ... what was the problem?"

    Practical, concerned with making decisions and actions that are useful in practice, not just theory
- Pragmatic #2: related to Pragmatics
  - Pragmatics is the study of the ability of <u>natural language</u> speakers to <u>communicate</u> more than that which is explicitly stated.
  - Another perspective is that pragmatics deals with the ways we reach our goal in communication.
    - Speech Acts
- The Pragmatic Web



# Introduction: Agent Societies



- Interaction-> Human and Artificial Agents
  - HA-AA; HA-HA, HA-HA mediated; AA-AA
- Communication-> collaboration and competition
- Foundations-> sharing "meanings" in context
- Central role of Ontologies-> but also of other standards
- Human in the loop-> first of all Learning (who can help me NOW? ->presence and trust !)
- Asynchronous (eg: Wiki, Protegé, Neon ...) and Synchronous (eg: Skype, Flashmeeting, Agora ...)



### **Collaboration and Sharing**

- Collaboratory
  - NeON
  - Collaborative Protegé
  - BPEL4People
  - CYC
- Access Grid
  - Collabvis
- Agora GSD
  - Current use
  - Comparing Agora with Access Grid



#### What IS Interaction?

D. Goldin, S. A. Smolka, and P. Wegner, "Interactive Computation: The New Paradigm," Berlin: Springer-Verlag, 2006



- Problem solving
  - **Output** Performing a task providing a service
  - Algorithmically producing outputs from inputs
- Observable Behavior
  - E Functional transformation from input to output
  - © Interaction steps
  - interleaved inputs and outputs modeled by **dynamic streams**
  - © Future input values depend on past output values
- Environment
  - is part of the model
  - © Supplies inputs, consumes outputs
  - © Cannot be static or effectively computable
  - May include humans
- Concurrency

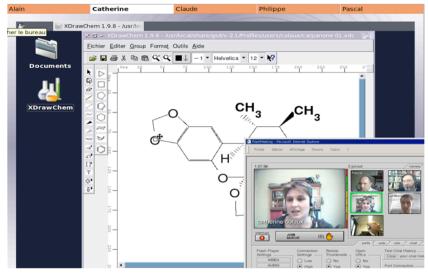
Concurrent, distributed, reactive, embedded, component-oriented, agent-oriented, service-oriented systems exploit INTERACTION AS A FUNDAMENTAL PARADIGM

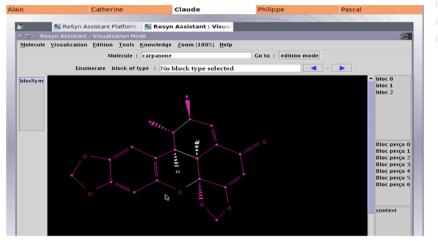


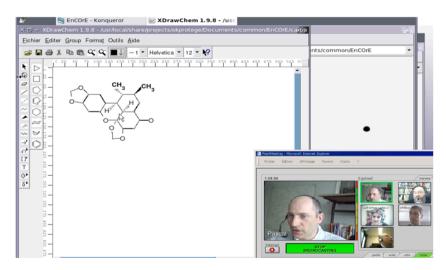
#### From Products to Services in Human-Human Interaction:

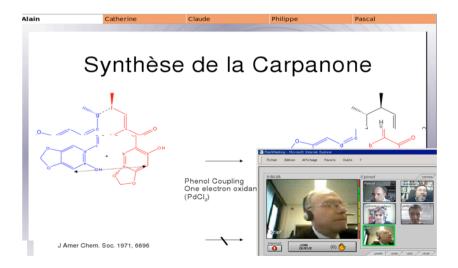
Computer mediated human communication#3: GSD in action











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# The scientific questions of the ENCORE project



- Is it possible to believe today that the construction of shared meanings in a complex but very focused scientific domain such as Organic Chemistry is feasible and under what conditions?
- Assuming the existence of Web 2.0 tools such as Wikipedia, is it just enough to use it also for scientific knowledge or rather we need a more *professional* infrastructure?
- In the era of Web X.Y, what are the implications of humans consuming and producing services within a collaborative context on the Net?



### **NeON**



# • 2.2.3 Matching requirements and tools (page 22 of 82)



# de Robotique et de Microélectronique Collaborative Protegé & WS-BPEL



- A Generic Ontology for Collaborative
   Ontolology-Development Workflows (2008)
- BPEL for People (2007)
- Modeling Human Aspects of Business
   Processes ...(2008)







#### CYC

- Dough Lenat Video, 2006
- ... there is no "correct" Ontology ... no "correct" KB ...
- ... 12 different Web sites disagree on what the meaning of an employee is ...
- ... need to share not just content but context (who believed it, when, at what level of granularity, ... microtheory ...)
- ... RDF, OWL: tens of relations; we found you need tens of thousands of relations (cq: words in a language) ...
- ... the earth is locally flat (even if it is globally spherical) ...
- ... if it is raining carry an umbrella ...:
  - Assuming: human being, after the invention of the umbrella, unless you go swimming, ...



### **CYC #2**



- Dimensions of the context space -> context subsumption
   (if p is true in context C and p->q is valid in context k and c and k
   overlap, when is q true ?)
  - Let's
  - Time
  - GeoLocation
  - TypeOfPlace
  - TypeOfTime
  - Culture
  - Sophistication/Security
  - Topic
  - Granularity
  - Modality/Disposition/Epistemology
  - Argument-Preference
  - Justification



### **AGORA**

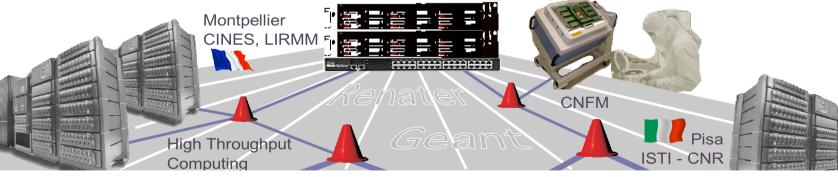


- Emerged from <u>ELeGI Informal Learning Stream</u>
  - Context specific to Human Learning
  - SEES on Learning as a side effect of Building an Ontology
- Awareness, Ubiquity, Immanence
- Trust on the Virtual Community
  - Security, Presence
- Immediate learning to communicate
- Subsequent learning to build Ontologies
  - With the available tools (eg: Protegé, NeON, other ones ..)
- The next scenario: CNFM

## **AGORA-GSD: ENCORE and CNFM**







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### **Conclusions**



"If that is the solution, then ... what was the problem?"

Pragmatics, Semantics, Syntax in the order

Being pragmatic means also being realistic

If the goal is Education, then the prerequisite is *motivation*: emotions and rationality

We cannot solve complex problems with simple means; perhaps we may simplify the problems, yet progress ...

Happy to be with you! MANY THANKS TO BRAZIL AND YOU ALL for inviting me again!

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